

PixelNet[®]

Analog HD Input Node



PixelNet Analog HD Input Node

The Analog HD Input Node captures SDTV (NTSC/ PAL/SECAM) and HDTV (ATSC) signals on its analog component inputs (YPrPb). This node also captures stereo and 5.1 channel audio encoding formats at 48KHz or 44.1KHz at 24 bits per sample.

It features advanced de-interlacing, noise reduction, and content-sensitive motion compensation. The Analog Component Input Node automatically detects incoming signal formats for plug-and-play simplicity.

Part of the PixelNet Distributed Display Wall System

PixelNet is simplicity itself. A PixelNet network is comprised of input nodes to capture various types of video signals, output nodes to drive display devices, and switches to interconnect them. Add inputs, displays, and standard CAT6 network cabling. That's about it.

devices. But remember, inside the PixelNet domain signals are always digital and can be transmitted long distances without degradation. All video processing is done in the digital domain including cropping, scaling, de-interlacing and noise reduction.

Input and output signals can be either digital or analog, to meet the interface requirements of the attached

A Seriously Flexible and Expandable System

PixelNet is all about scalability. The same component parts can scale from a single input distributed to a single output to literally hundreds of inputs and outputs. Outputs can be defined as a single display or logically grouped together to create one or more display walls.

Need to add another input? Add another PixelNet input node. Expanding the display wall? Add a PixelNet output node for each new display.

PixelNet Analog HD Input Node

Specifications



A B C D E F G H I

- A Component Video Input (Y, female)
- B Component Video Input (Pb, female)
- C Component Video Input (Pr, female)
- D Left Channel Audio In (Analog, RCA, female)
- E Right Channel Audio In (Analog, RCA, female)
- F Coax Audio In (Digital, RCA, female)
- G PixelNet Port 1 (1 Gbps, RJ45)
- H PixelNet Port 2 (1 Gbps, RJ45)
- I 12V DC Power Connector (screw-on, female)

Analog HD Input Node

Analog High Definition Video Capture for PixelNet

Output both analog (RGB) and digital (DVI) signals

Supports output resolutions up to 2048x1200 pixels and up to 165 MHz pixel rate

Displays up to 64 PixelNet sources in freely scalable windows

Can be a discrete output or part of a display wall

Frame-sync for perfect visualization in large display walls

Dual Gigabit PixelNet ports

Output Signal Specifications

Range: from 640x480 to 1600x1200 @ 60Hz, standard or reduced blanking
Signal Type: analog (RGsB, RGBs, RGBHV) or digital (DVI, single link)
Pixel Rate: up to 165 MHz

Inputs Component Video (YPbPr), Analog Audio (RCA), Digital Audio (Coax)

Outputs Dual PixelNet Ports, 1Gbps Ethernet, RJ45 Copper Connector

Ordering Information

Model 2-540-189-00 PixelNet Analog HD Input Node

Dimensions

L x W x H (without feet) 9.25" (235mm) x 6.435" (164.5mm) x 1.415" (35.94mm)
L x W x H (with feet) 9.25" (235mm) x 6.435" (164.5mm) x 1.670" (42.42mm)
Weight 2.5 lbs.
Shipping weight 3.5 lbs.

Operating Range

Temperature 32°F – 104°F (0°C – 40°C)
Humidity Up to 90% non-condensing
Altitude Up to 10,000 feet (3,048m)

Electrical Requirements

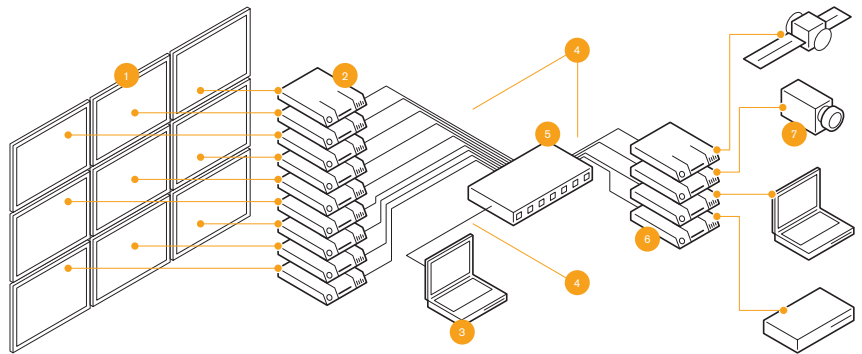
Input voltage 100-240 VAC, auto-ranging power supply
Line frequency 50–60Hz
Power consumption 350 watts, maximum

Features

Handles inputs from 480i30 to 1080p60

The PixelNet System

- 1 Display Wall
Each display in the wall is connected to a PixelNet TeamMate output node.
- 2 PixelNet TeamMate Output Nodes
A PixelNet Audio output node can also be connected if audio playback is desired.
- 3 PixelNet Domain Control (PDC)
Powerful drag-and-drop system management software running on a PC connected to the PixelNet Switch.
- 4 CAT6 Cables
Inexpensive Ethernet cables, up to 100m in length.
- 5 PixelNet Switch
All PixelNet input and output nodes are connected to the switch, as well as a PC running PDC.
- 6 PixelNet Input Nodes
Sources are matched to appropriate input nodes.
- 7 Sources
Cameras, PCs, media players, sensors, etc.



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