

# PixelNet®

## DVI Input Node



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### PixelNet DVI Input Node

The PixelNet DVI Input Node captures analog (RGB) and digital (DVI) signals from computer sources at resolutions up to 2048x1200, automatically recognizing the input signal for plug-and-play simplicity. The DVI Input Node provides a loop-through connection for a

local monitor avoiding the need for an interface, and will work equally well without a monitor with built-in EDID generation. The DVI Input Node is small and can be placed on, or mounted under, a desk or mounted in a rack using the optional rack mount tray.

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### 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

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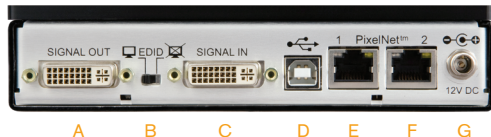
### A Seriously Flexible and Expandable System

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 DVI Input Node

## Specifications



**A** DVI-I Loop-Through Connector

**B** EDID Selection Switch

**C** DVI-I Input Connector

**D** USB Type A Connector

**E** PixelNet Port 1 (1 Gbps, RJ45)

**F** PixelNet Port 2 (1 Gbps, RJ45)

**G** 12V DC Power Connector (screw-on, female)

## PixelNet DVI Input Node

### DVI and Analog RGB Input Node for PixelNet

Captures signals up to 2048x1200 resolution and up to 165 MHz pixel rate

Captures analog or digital progressive scan RGB signals

Provides analog-to-analog and digital-to-digital loop-through

Choice of external (loop-through) or internal EDID

Automatic format detect for Plug-and-Play simplicity

Dual Gigabit PixelNet ports

#### Input Signal Specifications

Range: Resolutions up to 2048x1200 are supported  
Signal Type: Analog (RGB) or digital (DVI, single link)  
Pixel Rate: Up to 165 MHz

#### Input Signal Processing

Proprietary Jupiter PixelNet™: scaling, crop and zoom

#### Output Connector

Dual PixelNet Ports, 1 Gbps Ethernet, RJ45 Copper Connector

#### Ordering Information

Model 2-540-168-00 PixelNet DVI 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

Supports analog (RGB) and digital (single link DVI) inputs

## 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

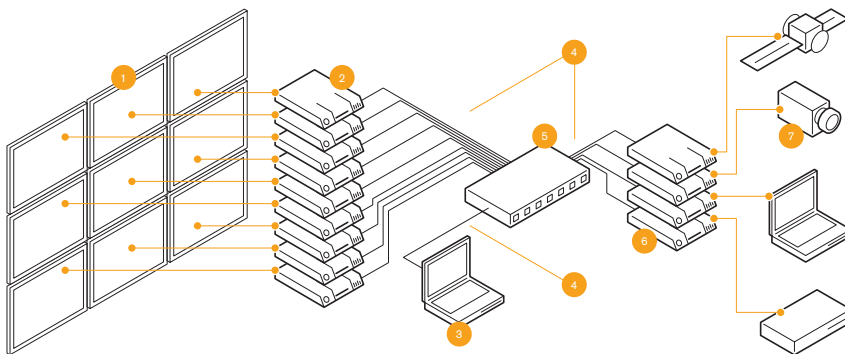
All PixelNet input and output nodes are connected to the switch, as well as a PC running PDC.

### 6 PixelNet Input Nodes

Sources are matched to appropriate input nodes.

### 7 Sources

Cameras, PCs, media players, sensors, etc.



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