

PixelNet®

TeamMate Output Node



PixelNet TeamMate Output Node

The TeamMate Output Node provides DVI and analog display signals to graphical display devices (such as flat-panels, projectors, projection cubes, etc.) Resolutions up to 2048 x 1200 pixels and a pixel clock up to 165 MHz are supported. The TeamMate output node

has an optional framelock capability, wherein all output nodes are connected to a common synchronization signal, maintaining perfect image presentation across any number of display outputs.

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

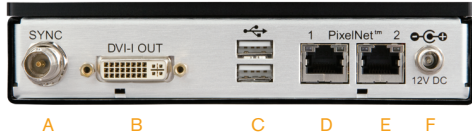
A Seriously Flexible and Expandable System

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 TeamMate Output Node

Specifications



A BNC Sync Signal (female)

B DVI-I Output (female)

C USB Ports (2)

D PixelNet Port 1 (1 Gbps, RJ45)

E PixelNet Port 2 (1 Gbps, RJ45)

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

PixelNet TeamMate Output Node

Flexible Display Node 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:	Up to 2048x1200 resolution
Signal Type:	DVI-I, either digital DVI or analog RGB (using DVI-I to HD15F adapter)
Pixel Rate:	Up to 165 MHz

Input Signal Formats

Dual PixelNet Ports, 1 Gbps Ethernet, RJ45 copper connector
Black burst video sync signal

Output Connector

Single DVI-I with included DVI-I to HD15 adapter

Ordering Information

Model 2-540-178-00	PixelNet TeamMate Output Node
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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	10 – 90% non-condensing
Altitude	Up to 10,000 feet (3,048.0m)

Electrical Requirements

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

Features

Automatic operation, self identifying, self-configuring, hot swappable

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

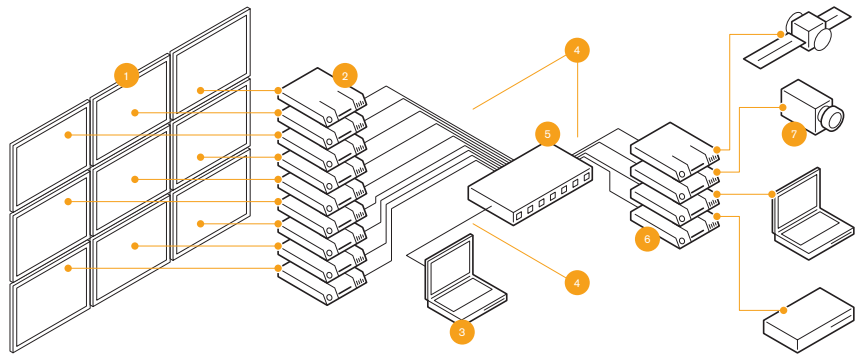
All PixelNet input and output nodes are connected to the switch, as well as a PC running PDC.

6 PixelNet Input Nodes

Sources are matched to appropriate input nodes.

7 Sources

Cameras, PCs, media players, sensors, etc.



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REV.201-003