Warp/Blend Node™
for PixelNet®

Essential for projector-driven video walls

The Warp/Blend Node™ from Jupiter Systems is the advanced edge-blend and warp solution for the award-winning PixelNet® Distributed Display Wall System. The Warp/Blend Node is the same space-saving size and shape as other PixelNet nodes and extends the functionality, power, and ease of use for which PixelNet has become well known. Supporting arrays of up to 50 projectors, it provides warping and edge-blending capabilities to front-projection or rear-projection display walls in an easily scalable way.

The Warp/Blend Node opens PixelNet to a variety of new applications using projectors, including simulation, training, and scientific visualization and provides seamless display screens for command and control, boardroom, and digital signage installations.

The Warp/Blend Node supports both warp/edge-blended display walls and non-warp/edge-blended display walls in the same PixelNet Domain. For example, a 2x1 boardroom projection screen and ancillary LCD screens can be supported in the same PixelNet Domain.

Utilizing revolutionary, patent-pending technology from Jupiter Systems, all signalling and communications between the Warp/Blend Node and its associated PixelNet TeamMate Output Node are conducted within the single DVI cable linking the two devices.

The Warp/Blend Node is tightly integrated with PixelNet Domain Control (PDC) software, providing simple setup and control. The user interface and mapping tools are both intuitive and easy to use, allowing users to align complex multi-channel installations with ease.

The Warp/Blend Node supports EasyBlend™ software from Scalable Displays for easy camera-based auto-calibration of edge-blending and warping.

Edge Blending

The Warp/Blend Node™ makes it easy to create seamless images from multiple projectors. The system provides extensive blend capabilities, including gamma fine-tuning.

- Blends the output of 2 or more PixelNet® TeamMate Output Nodes
- Blends both horizontal and vertical arrays
- Up to 50% overlap in both horizontal and vertical directions (Recommended overlap is 10-20%)
- Supports digital (DVI, single link) signals
- Supports resolutions up to 1920x1080

Warping & Geometry Correction

The Warp/Blend Node™ is capable of supporting nearly all surface geometries. It allows users to project onto both planar and non-planar surfaces, and supports off-axis projection with advanced keystone correction.

Supported non-planar surfaces include:

- Partial convex
- Partial concave
- Partial cylinder
- Globe
- Cylinder
- Arbitrarily curved screens

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Specifications

Input/Output Signals

Range	Up to 1920x1080 resolution
Signal type	Digital (DVI, single link)

Input Signal Processing

Proprietary Jupiter Systems PixelNet Warp and Blend

Dimensions

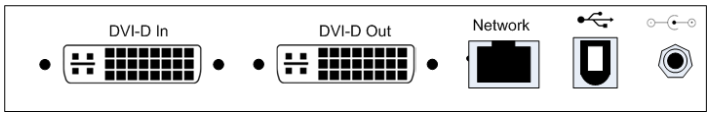
L x W x H (without feet)	9.25" (235mm) x 6.435" (164.5mm) x 1.415" (35.94mm)
L x W x H (with feet)	9.25" (235mm) x 6.435" (164.5mm) x 1.670" (42.42mm)
Weight	2.5 lbs
Shipping weight	3.5 lbs

Operating Range

Temperature	32°F - 104°F (0°C - 40°C)
Humidity	Up to 90% non-condensing
Altitude	Up to 10,000 feet (3,048.0m)

Electrical Requirements

Input voltage	100-240 VAC, auto-ranging power supply
Line frequency	50-60Hz
Power consumption	25 watts, maximum



A **DVI-D Input Connector**

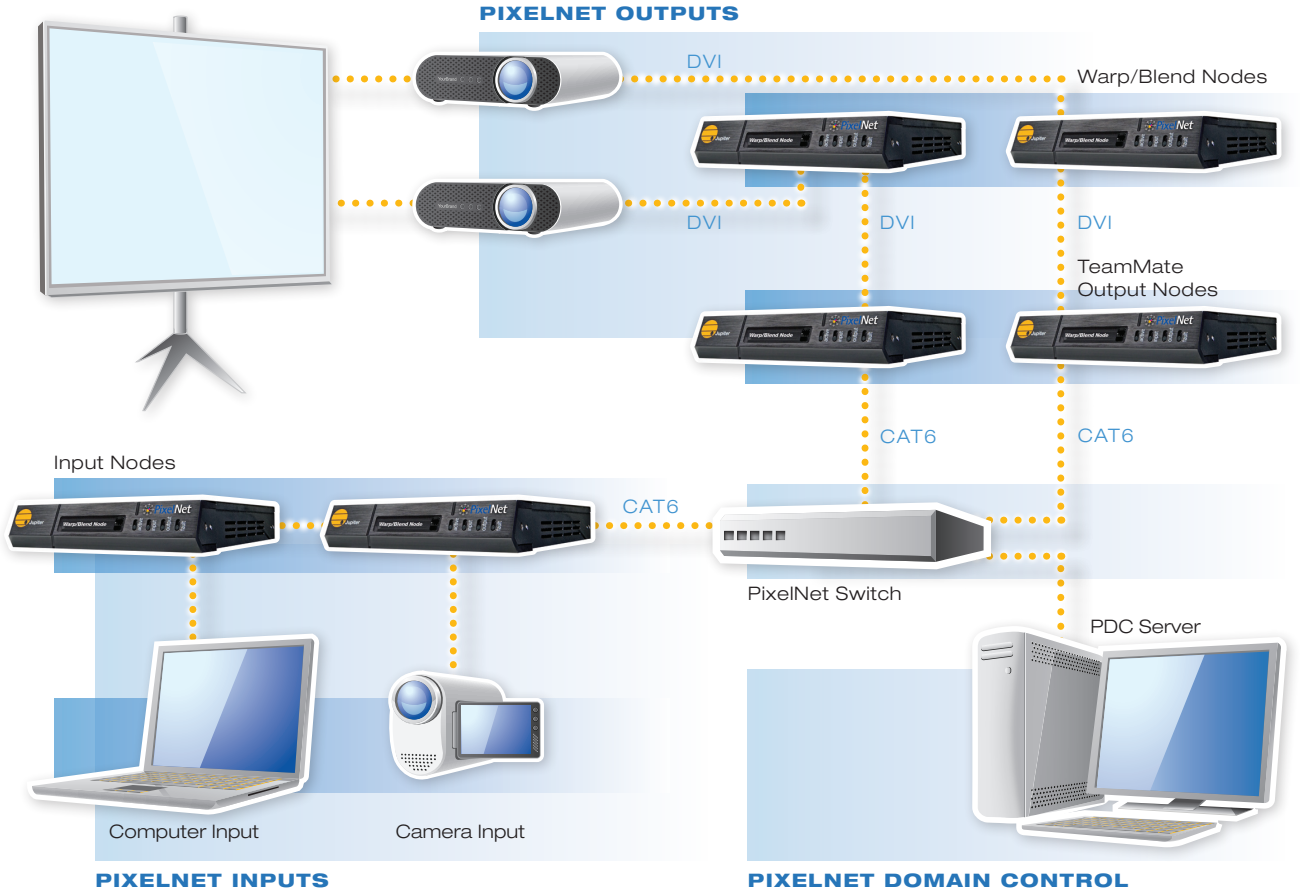
B **DVI-D Output Connector**

C **Ethernet, RJ45 Connector (for factory use only, not PixelNet connection)**

D **USB Connector (for firmware update only)**

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

Sample Configuration



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