## User Manual



MM5-0808C/1616C/3232C

Modular Matrix Switcher of MM5 Series


## SAFETY REMINDER



To protect the device and operating personnel from electrostatic discharge, you need to check and ensure that the device is grounding well before the device is powered on. Please observe the following when you install, use, maintain this equipment.


Attention the equipment needs good earth grounded
> Please use single-phase three wire system AC 220V power supply, and ensure all transmission system is grounding well.
> To protect operating personnel and the device, please turn off all power supplies and pull the plug before moving the device or doing some specific works which need to be done when the electricity is turned off. Please turn off the main power switch on rainy days or when not in use for a long time.
> Please do not put anything upon the cables, or tread the cables.
$>$ To avoid damaging the device, please turn off power supply before plugging cable into the device or pulling cable from device. The damage caused by plugging/ pulling cables without turning off power supply is outside the scope of the warranty.
> The power of the device gives out heat when it works, so it' s necessary to keep the work environment ventilated to protect the device from the damage caused by over temperature.
> Do not place the device in very cold or very hot places. Do not sprinkle any corrosive chemicals or liquid on or around the device.
$>$ To avoid accident or any further damage , non-professionals please do not dismantle or maintain the device without permission.

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## 1. Product Introduction

The VitBest's MM5 series modular matrix switcher has 3 models: MM5-0808C/1616C/3232C. All the signal input and output cards using 1-card 1-port, wide range selections of the input and output cards, it provides users the most flexible configuration ability to meet with the real applications. And the 1080P and $4 \mathrm{~K} 60 \mathrm{I} / \mathrm{O}$ cards can reach any switching, converting, extension, resolution adjustment. Supports seamless or fast switching function, electromagnetic protection function, it can efficiently shield the electromagnetic interference for the surrounding environment to make sure the equipment running more stable.

The single channel signal switching speed can reach 12.5 Gbps , and the main board is using Four core four links processing technology, the switching ability speed can reach 32Gbps. With uncompressed transmission technology for the digital signal to make sure the image High fidelity output. Unique signal links shielding designing technology to make sure the signal completeness, the internal data switch has super strong capacity of resisting disturbance and long continuous and stable working ability. Supports 7*24 continuously working and with dual LAN and RS232 backup control, it's convenient for users to control via PC, iPad, APP and the $3^{\text {rd }}$ parties central control by the the RS232 control commands.

With the dual RS232 and LAN control, users also can simply set up and control the surrounding equipment, such as the projector, electric curtain and TVs.
This matrix switchers have been widely used in the conferencing, radio \& television project, multimedia conferencing hall, large screen display project, television teaching, command control center and so on applications.

## 2. Product Features

> Modular designing chassis;
> 1 channel 1 card, supports DVI-I/ HDMI/ 3GSDI/ HDBaseT/ Fiber to mix input and output;
> Support seamless switching between all the signals;
$>$ 4-core 4 links processing chipset provides up t0 32GBPS signal switching processing ability;
> Front buttons with background lights, easier to operate at any time;
> Support EDID automatic recognition and compatible with HDCP;
$>$ Support 3.5 mm audio embedded and de-embedded function;
> Support 4K60, HDMI2.0 4:4:4 transmission and seamless switching;
> Support 3D image frequency repairing, pixel reread processing function;
> Support scaling up/down function via the DIP switch;
> Support dual LAN ports backup control and centralization network management function;
> Support hot-plug function;
> Support auto saving protection and auto recovery function while power cut.

## 3. Technical Datasheet

| Model | MM5-0808C | MM5-1616C | MM5-3232C |
| :---: | :---: | :---: | :---: |
| Description | $8 \times 8$ modular chassis | $16 \times 16$ modular chassis | $32 \times 32$ modular chassis |
| Input Card | 1 Channel 1 Card, support HDMI, DVI, 3GSDI, VGA, YPBPR, CVBS, HDBaseT, Fiber Optic |  |  |
| Output Card | 1 Channel 1 Card, support HDMI, DVI, 3GSDI, VGA, YPBPR, CVBS, HDBaseT, Fiber Optic |  |  |
| Protocol | HDMI1.4a/ HDMI2.0, DVI1.0, compatible with HDCP and EDID function |  |  |
| Color Space | RGB444, YUV444, YUV422, support x.v.Color extension color gamut standard |  |  |
| Resolution | 640x480---1920x1200@60Hz(VESA), 480i---4K30Hz(HDTV), 4K60Hz |  |  |
| Data Speed | 12.5Gbps |  |  |
| Transmission distance | 70/100m(Cat6), 80Km(Single-mode), 20m(Digital cable), 25m(Analog cable) |  |  |
| Control Methods | Broadcasting switching button, dual RS232+LAN control |  |  |
| Dimension | 482*390*88(2U)mm | 482*390*178(4U)mm | 482*390*355(8U)mm |
| Weight | 6KG(No cards) | 12.5KG(No cards) | 25KG(No cards) |
| Consumption | 17W(No cards) <br> 57W (With MC5-IN-HDMI Input <br> Card x 8pcs <br> \& MC5-OUT-HDMI Output Card x <br> 8pcs <br> Capacity of Power Supply: 300W | 21W(No cards). <br> 21W(Without cards) <br> 101W (With MC5-IN-HDMI Input <br> Card x 16 pcs <br> \& MC5-OUT-HDMI Output Card x <br> 16pcs <br> Capacity of Power Supply: 300W | 30W(No cards). <br> 190W (With MC5-IN-HDMI Input Card $x$ <br> 32pcs <br> \& MC5-OUT-HDMI Output Card x 32pcs <br> Capacity of Power Supply: 500W |
| Power Supply | AC 110V-240V 50/60HZ |  |  |
| Working Temp | $-10^{\circ} \mathrm{C}-50^{\circ} \mathrm{C}$ |  |  |
| Storage Temp | $-25^{\circ} \mathrm{C}-55^{\circ} \mathrm{C}$ |  |  |

## 4. Packing Details

Matrix switch chassis with customized configuration ..... 1 unit
Power cord ..... 1 pcs

## 5. Panel Diagram

## Front Panel



| No. | Name | Description |  |
| :---: | :---: | :---: | :---: |
| (1) | LCD Screen | Operation information real-time Display |  |
| (2) | POWER | light up after power on, it will light off after power off |  |
| (3) | ACTIVE | Flashing while using the buttons/ WEB switching successfully |  |
| (4) | NETWORK | Flashing while using the WEB control operation |  |
| (5) | OUTPUT | Output buttons with background light, from 1~9 input buttons |  |
| (6) | INPUT | Input buttons with background light, from 1~9 output buttons |  |
| (7) | CONTROL | MENU | Select between View, Switch, Scene Save/ Recall and Setup |
|  |  | UP | Upward and short cut button for switching to ALL outputs |
|  |  | SAVE | For saving the scene or setup |
|  |  | ENTER | Enter button |
|  |  | DOWN | Downward and short cut button for canceling to ALL outputs |
|  |  | RECALL | For recalling the saved scene |

Rear Panel:


| No. | Name | Description |
| :--- | :--- | :--- |
| $(1)$ | Rack ear | For installing on the 19 inch Rack Cabinet |
| $(2)$ | EDID key button | For reading and learning EDID |
| $(3)$ | Status Indicator | Power on indicator |


| (4) | HDMI port | HDMI input card |
| :---: | :---: | :---: |
| (5) | Input slots | Supports DVI/HDMI/SDI/VGA/CVBS/YPbPr/FIBER/HDBaseT input |
| (6) | LAN Ports | Dual LAN ports for WEB/TCP/IP control |
| (7) | RS232 Ports | Dual RS232 ports for $3^{\text {rd }}$ parties control |
| (8) | HDMI port | HDMI output card |
| (9) | Output slot | Supports DVI/HDMI/SDI/VGA/CVBS/YPbPr/FIBER/HDBaseT output |
| (10) | Power Port | AC 220V-240V 50/60Hz |
| (11) | Power Switch | Power ON/OFF switch with light |

## 6. Equipment Connection Diagram



## 7. Equipment Operation and Instruction

The LCD display screen will light up after power and turned on. It shows the current operation status, press MENU button, it will keep recycling between VIEW, SWITCH, SCENE, SETUP four different interface. The default interface is VIEW.

### 7.1 Font buttons switching operation

### 7.1.1 Switching operation

Switching with industry 2-key fast switching, first press the input button and then select/press output button. Details are as follow:
$>$ There are $1 \sim 8$ eight input buttons, $1 \sim 8$ eight output buttons. First press MENU to show SWITCH interface, then can continue the next switching step;
> Press input number at the INPUT area, the input button will light up with blue light;
$>$ Then press output number at the OUTPUT area, and the output button will light up with
blue light. Users also can press the UP button to realize 1 to ALL switching;
> If need to cancel switching, can press the UP button again to cancel. Users also can press the DOWN button to cancel all outputs.

### 7.1.2 Scene Operation

$>$ The system can save 40 scenes, after switching successfully in the SWITCH interface, press MENU button and switch to SCENE interface;
$>$ Enter the wanted scene save number( $1 \sim 40$ ), then press SAVE. If want to reload the saved scene, press the scene number and press RECALL button.
Note: Via front buttons to save/recall scenes, the $8 \times 8$ only support 8 scenes, $16 \times 16$ only supports 16 scenes, $32 \times 32$ only supports 32 scenes due to the chassis limits.

### 7.1.3 Setup Operation

$>$ First press MENU switch to SETUP interface, then continue next operation;
$>$ Via SETUP, it can realize IP address changing, in SETUP interface can use UP/ DOWN button to position, enter the needed IP address from the left button side, then press SAVE button to save.

### 7.1.4 View Operation

Via MENU button switch to VIEW interface, will display the current switching status.

### 7.2 WEB Control

The default IP address are 192.168.0.80(LAN1) and 192.168.1.80(LAN2).

### 7.2.1 Login Operation

Accordingly to connected LAN port, enter the corresponding IP address, if using the LAN1, then enter 192.168.0.80 in the browse(Recommend with Google browse) as below:

```
Matrix Manager Switch Scene Caption Setup Login More v 
```


## Please login


© 2016 Company, Inc. V1.1.0
Note: The default user name and password is the same: admin, click login after entering. Please make sure the control PC is at the same IP segment.

### 7.2.2 Switch

## Switch interface:



Q 2016 Company, Inc. V1.1.0
The left side of the long string is input area: MM5-0808C has 8 buttons, MM5-1616C has 16 buttons, MM5-3232C has 32 buttons. The right side is output area, the buttons are the same with input area. And there're 5 buttons: The $1^{\text {st }}$ for 1 to all, $2^{\text {nd }}$ for 1 off to all, $3^{\text {rd }}$ for 1 to $1,4^{\text {th }}$ for all off, the last one is for scene save and recall. (Change names can be done in Caption interface) If need to switch 1 input to 1 output: First click the input number, then click the output number If need to switch 1 input to many outputs: First click input number, then press all the needed output number
If need to switch 1 input to all outputs, first click input number, then click the $1^{\text {st }}$ button at the right side
If need to switch off the input, first click the input number, then click the $2^{\text {nd }}$ button at the right side

If need to switch 1 to 1,2 to $2 \ldots$..., then just click the $3^{\text {rd }}$ button at right side directly If want to switch off all the input and output, then just click the $4^{\text {th }}$ button at the right side directly.

### 7.2.3 Scene

Scene Interface:


There're 40 scenes in the middle, can view the current switching status from left side, the right side are the Save, Load, Back buttons. (All scenes can be named in Caption interface)
If want to save the current switching status as the scene: Select the wanted scenes number(1~24), then click Save to save.
If want to recall the saved scenes: Select the wanted scene number in the middle, then click Load button to recall

Click Back button to return back the Switch interface.

### 7.2.4 Caption:

## For changing the input, output and scenes' name

There are 3 parts on the left side, the first one is for Scene, middle one is for Input and the last one is for the Output. And there are 4 buttons on the right side, Clear for clearing all the names, Default for returning back to default status, Load is for syncing, click Load can recall all the saved names on the matrix, Save is for saving the current name changes to the matrix

| Matrix | Manager | Switch | Scene | Caption | Setup | Logout |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | More -

## Scene






Input
001 : 1 $\square$




## Output

$001: 1$





### 7.2.5 Manager

## Centralization Manage interface:

Click Manager can realize many matrices centralized controlling


At the same local area network, it can control one to many matrices with same segment but different IP address, the most can control 254 units matrices. Such as the following IP are 192.168.1.81 are 192.168.1.88 two different matrices, and 192.168.1.81 is $40 \times 40$ matrix, and 192.168.1.88 is $10 \times 10$ matrix. Click research to find and control all the matrices. Also support rename the matrices' name, such as to change 192.168.1.81 as 1, then click 192.168.1.81 and enter
number 1 and click rename. And rename 192.168.1.88 as 2. Check as following interface: Also can click IP address to control at this interface:



### 7.2.6 Setup

## Set up interface:

System Reboot: for modifying the matrix configuration(IP address, Login password)
Ethernet: for changing IP address accordingly
Administrator: For changing the Login user name and password
Multifunction Buttons: For controlling the surrounding equipment
$\leftarrow \rightarrow$ C ${ }^{(1)}$ Not secure $\mid$ 192.168.0.80/setup.php

$\leftarrow \rightarrow$ C © Not secure | 192.168.0.80/setup.php


Multifunction buttons set up, total we have 16 multifunction buttons at present. We can rename the buttons, Type the HEX code for each button, and baud rate select. Then click "Save".


Click to save settings


2018-08-07 11:43:29 > send 1,9600,426565704f46462e
2018-08-07 11:43:29 > load 4

|  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Switching | Projector OFF | Curtain Down | Beep OFF | Button 5 | Button 6 | Button 7 | Button 8 |
| Button 9 | Button 10 | Button 11 | Button 12 | Button 13 | Button 14 | Button 15 | Button 16 |

### 7.2.7 More:

Upgrading: Click Upgrade can realize new software upgrading


### 7.3 Central Control Commands

RS232 cable with straight-through connection(USB-RS232 can be used directly to control) Communication protocol:

Baud rate: 115200
Data bit: 8
Stop bit: 1
Check bit: None

| Commands | Explanation | Function description |
| :---: | :---: | :---: |
| YAll. | $\mathrm{Y}=1,2,3,4 \ldots \ldots$ | Switch Input $Y$ to all the outputs <br> Eg. "1ALL." means switch input 1 to all outputs |
| All1. | One to one | Switch all the channels to be one to one. Eg.1->1, $2->2,3->3 \ldots \ldots$ |
| YXZ. | $\begin{aligned} & \mathrm{Y}=1,2,3,4 \ldots . . . \\ & \mathrm{Z}=1,2,3,4 \ldots \ldots \end{aligned}$ | Switch Input Y to Output Z <br> Eg. "1X2." means switch Input 1 to output 2 |
| YXZ\&Q\&W. | $\begin{aligned} & \hline \mathrm{Y}=1,2,3,4 \ldots \ldots \\ & \mathrm{Z}=1,2,3,4 \ldots \ldots \\ & \mathrm{Q}=1,2,3,4 \ldots \ldots \\ & \mathrm{~W}=1,2,3,4 \ldots \ldots . \end{aligned}$ | Switch Input Y to Output Z, Q, W <br> Eg. "1X2\&3\&4." means switch Input 1 to Output 2, $3,4$ |
| SaveY. | $\mathrm{Y}=1,2,3,4 \ldots \ldots$ | Save current status to scene $Y$ <br> Eg. "Save2." means saving current status to Scene 2 |
| Recally. | $\mathrm{Y}=1,2,3,4 \ldots \ldots$ | Recall the saved scene $Y$ <br> Eg. "Recall2." means recall the saved Scene 2 |
| BeepON. |  | Buzzer on |
| BeepOFF. | Beep sound | Buzzer off |
| Y?. | $Y=1,2,3,4 \ldots \ldots$ | Check the Input $Y$ to outputs switching status <br> Eg. "1?." means to check Input 1 switching status |

Note (important ) :
> Every command ends with a period "." and it can't be missing.
> The letter can be capital or small letter.
$>$ Switch success will return as "OK", and failed will return as "ERR".
$>1,2,3,4$ are the input/ output number, it depends on the controlling matrix. Such as it's a $9 \times 9$, then the effective range is $1^{\sim} 9$, if beyond this range will be treated as error commands.
$>$ Commands controlling examples:

## Switch input 1 to all outputs: 1All.

Eg. Switch input 3 to all outputs: 3All.

## Switch as one to one: All1.

Eg. After sending commands All1. , the current switching status will be 1->1, 2->2,.....
Switch commands: 1X2. and 1X2\&3\&4.
Eg 1. Switch input 3 to output 5: $3 \times 5$.
Eg 2. Switch input 3 to output 5, 6, 7, 8: 3X5\&6\&7\&8.

## Save current switching status to Mode Y: SaveY.

Eg. Save the current switching status to mode 7: Save7.

## Recall the saved mode Y: RecallY.

Eg. Recall the saved mode 7: Recall7.

## Buzzer on and off:

Buzzer on can hear a beep sound while switching: BeepON.
Buzzer off can't hear the beep sound while switching: BeepOFF.

## 8. Trouble Shooting and Attention

No signal on the display?
> Make sure all the power code well connected;
> Check the display switcher and make sure it' s in good condition;
$>$ Make sure the the DVI cable between the device and display are short than 7 meters;
> Reconnect the DVI cable and restart the system;
> Make sure the signal sources are on;
$>$ Check the cables between the devices and displays are connected correctly;
$>$ Dial the switcher 7 to 1 , then dial the switcher1,2 and choose the corresponding inputs;
> Make sure the resolution less than WUXGA(1920*1200)/ 60HZ;
> Make sure the display can support the output resolution.

## 9. After Sales

### 9.1 Warranty Information

The Company warrants that the process and materials of the product are not defective under normal use and service for 1 (One) year following the date of purchase from the Company or its authorized distributors.
9.2 Warranty limitations and exceptions

Except above limited warranty, if the product is damaged by over usage, incorrectly use, ignore, accident, unusual physical pressure or voltage, unauthorized modification, alteration or services rendered by someone other than the Company or its authorized agent, the company will not have to bear additional obligations. Except using the product properly in the proper application or normal usage

## Attachment A:

## Input and output cards for MM5-0808C/1616C/3232C

Note: All the above cards can work with MM5-0808C/1616C/3232C, BUT we suggest to use only 1080P, 4 K 60 or 4 K 30 pass-through cards on one chassis instead of mixing use 1080P and 4 K 60 or 4 K 30 cards together.

| Input Cards |  |  |
| :---: | :---: | :---: |
| 1080P Seamless Switching Cards |  |  |
| MAV |  | SupportUniversal(HDMI/DVI/VGA/YPBPR/CVBS) input with adapter; <br> Support 3.5 mm audio embedded; HDCP compliant, resolution up to 1080P@60, 8 -pin DIP resolution adjustment for up/down scalling; <br> Support Seamless switching effect; |
| HDMI |  | Support HDMI input <br> Support 3.5 mm audio embedded <br> HDCP compliant, resolution up to 1080P60, <br> 8 -pin DIP resolution adjustment for up/down scalling; <br> support Seamless switching effect |
| SDI |  | Supports SD/HD/3G-SDI input and one loop out; <br> Support 3.5 mm audio embedded; <br> Resolution up to 1080P60, 8-pin DIP resolution adjustment for up/down scalling; <br> Support Seamless switching effect; <br> SDI cable distance can up to $20 \mathrm{~m} / 60 \mathrm{ft}$. |
| 70m HDBaseT |  | Supports HDBaseT input, HDCP compliant; <br> Supports RS232, bi-drectional IR; <br> Distance up to $70 \mathrm{~m} / 220 \mathrm{ft}$ at 1080 P 60 over <br> Cat5e/6/7; <br> Support Seamless switching effect, POC <br> function, 8-pin DIP resolution adjustment for <br> up/down scalling; <br> Can work any of our HDBaseT transmitter. |
| 100m HDBaseT |  | Supports HDBaseT input, HDCP compliant; <br> Supports RS232, bi-drectional IR; <br> Distance up to $100 \mathrm{~m} / 330 \mathrm{ft}$ at 1080 P 60 over <br> Cat5e/6/7; <br> Support Seamless switching effect, POC <br> function, 8-pin DIP resolution adjustment for <br> up/down scalling; <br> Can work any of our HDBaseT transmitter. |


| 4k0 Seamess switching ards |  |  |
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| 4K30 Pass-through Cards |  |  |
| :---: | :---: | :---: |
| 4K30 HDMI |  | Support 4K30 HDMI input; HDCP compliant; <br> Support EDID handshaking with EDID KEY button; |
| 70 m 4 K 30 HDBaseT |  | Supports HDBaseT input with one HDMI loop out, HDCP compliant; <br> Distance up to 40 m at 4 K 30 over single Cat $6 / 7$; <br> Supports RS232, bi-directional IR <br> POC(Power over Cable) function; <br> Can work any of our HDBaseT transmitter. |
| $100 \mathrm{~m} 4 \mathrm{~K} 30$ HDBaseT |  | Supports HDBaseT input with one HDMI loop out, HDCP compliant; <br> Distance up to 70 m at 4 K 30 over single Cat $6 / 7$; <br> Supports RS232, bi-directional IR; <br> POC(Power over Cable) function; <br> Can work any of our HDBaseT transmitter. |
| 4K30 Fiber optic |  | Supports 1 SM/MM LC fiber input; <br> Distance up to 2 km at $4 \mathrm{k} @ 30$; <br> Can work with 1 core DVI and 4k30 HDMI Tx |
| Output Cards |  |  |
| 1080P Seamless Switching Cards |  |  |
| MAV |  | SupportUniversal(HDMI/DVI/VGA/YPBPR/CVBS) output with adapter; <br> Support 3.5 mm audio de-embedded; HDCP compliant, resolution up to 1080P@60, 8-pin DIP resolution adjustment for up/down scalling; <br> Support Seamless switching effect. |
| HDMI |  | Support HDMI output; <br> Support 3.5 mm audio de-embedded; HDCP compliant, resolution up to 1080P60, 8-pin DIP resolution adjustment for up/down scalling; support Seamless switching effect. |
| HDMI-TV |  | Support HDMI output; <br> Supports 3.5 m audio de-embedded; <br> HDCP compliant, resolution up to 1080P, 8-pin <br> DIP resolution adjustment for up/down scalling. <br> Supports TV Wall function; <br> Support Seamless switching effect. |


| SDI |  | Supports SD/HD/3G-SDI output and one loop out; <br> Support 3.5 mm audio de-embedded; <br> Resolution up to 1080P60,8-pin DIP resolution <br> adjustment for up/down scalling; <br> Support Seamless switching effect; <br> SDI cable distance can up to $20 \mathrm{~m} / 60 \mathrm{ft}$. |
| :---: | :---: | :---: |
| 70m HDbaseT |  | Supports HDBaseT output, HDCP compliant; <br> Supports RS232, bi-drectional IR; <br> Distance up to $70 \mathrm{~m} / 220 \mathrm{ft}$ at 1080P60 over <br> Cat5e/6/7; <br> Support Seamless switching effect, POC <br> function, 8-pin DIP resolution adjustment for <br> up/down scalling; <br> Can work any of our HDBaseT receiver. |
| 100m HDbaseT |  | Supports HDBaseT output, HDCP compliant; <br> Supports RS232, bi-drectional IR; <br> Distance up to $100 \mathrm{~m} / 330 \mathrm{ft}$ at 1080P60 over <br> Cat5e/6/7; <br> Support Seamless switching effect, POC <br> function, 8-pin DIP resolution adjustment for <br> up/down scalling; <br> Can work any of our HDBaseT receiver. |
| 4K60 Seamless switching Cards |  |  |
| 4K60 HDMI2.0 |  | Supports 4 K 60 HDMI 2.0 output; <br> Supports HDCP2.2; <br> Supports 3.5 mm audio de-embedded; <br> Resolution up to 4 K 60 4:4:4, 8-pin DIP switch resolution adjustment for up/down scalling; <br> Supports Seamless switching effect. |
| 40 m 4 K 60 <br> HDBaseT | IR TX <br>  $\ln \operatorname{rax}$ $\square$ <br> CAT status re T © | Supports HDBaseT output with one HDMI loop out, HDCP 2.2 compliant; <br> Distance up to 40 m at 4 K 60 over Cat6/7; <br> Need to Work with 4K60 receiver; <br> Supports POC function, seamless switching <br> effect, 8-pin DIP switch resolution adjustment for up/down scalling. |
| 70 m 4 K 60 <br> HDBaseT |  | Supports HDBaseT output with one HDMI loop out, HDCP 2.2 compliant; <br> Distance up to 70 m at 4 K 60 over Cat6/7; <br> Need to Work with 4K60 receiver; <br> Supports POC function, seamless switching effect, 8-pin DIP switch resolution adjustment for up/down scalling. |


| 4K60 Fiber <br> optic |  | Supports 1 SM/MM LC fiber output; <br> Distance up to 2 km at $4 \mathrm{k} @ 60$; <br> Support seamless switching effect, 8-pin DIP switch resolution adjustment for up/down scalling; <br> Work with the 4K60 Fiber Optic Rx. |
| :---: | :---: | :---: |
| 4K30 Pass-through Cards |  |  |
| 4K30 HDMI |  | Support 4K30 HDMI output HDCP compliant |
| 70m 4K30 HDBaseT | in Tx <br> ns as: In Rx $\square$ <br> ETATUE R T © | Supports HDBaseT output, HDCP compliant; <br> Distance up to 40 m at 4 K 30 over single Cat6/7; <br> Supports RS232, bi-directional IR |
|  |  | POC(Power over Cable) function; <br> Can work any of our HDBaseT receiver. |
| 100 m 4 K 30 <br> HDBaseT |  | Supports HDBaseT output, HDCP compliant; <br> Distance up to 70 m at 4 K 30 over single Cat $6 / 7$; <br> Supports RS232, bi-directional IR <br> POC(Power over Cable) function; <br> Can work any of our HDBaseT receiver. |
| 4K30 Fiber optic |  | Supports 1 SM/MM LC fiber output; <br> Distance up to 2 km at $4 \mathrm{k} @ 30$; <br> Can work with 1 core DVI and 4 k 30 HDMI Rx |

## Attachment B:

DIP Switches Operation Instruction
4K60 seamless switching cards:

| 4K60 HDM12.0 Input Card DIP Switch |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Customize Resolution |  |  |  |  | 3.5 mm Audio |  | Null |  |  |  | IR Function |  |
| DIP 1 | DIP 2 | DIP 3 | DIP 4 | Description | DIP 5 | Description | DIP 6 | Description | DIP 7 | Description | DIP 8 | Description |
| 0 | 0 | 0 | 0 | 1080P@60Hz | 0 | Using External audio | 0 | Null | 0 | Null | 0 | IR off |
| 0 | 0 | 0 | 1 | 1080P@50Hz | 1 | Using HDMI audio | 1 |  | 1 |  | 1 | IR on |
| 0 | 0 | 1 | 0 | 3840*2160@50Hz |  |  |  |  |  |  |  |  |
| 0 | 0 | 1 | 1 | 720P@60Hz |  |  |  |  |  |  |  |  |
| 0 | 1 | 0 | 1 | 1366*768@60Hz |  |  |  |  |  |  |  |  |
| 0 | 1 | 1 | 0 | 1024*768@60Hz |  |  |  |  |  |  |  |  |
| 0 | 1 | 1 | 1 | 3840*2160@30Hz |  |  |  |  |  |  |  |  |
| 0 | 1 | 0 | 0 | 3840*2160@30Hz |  |  | ON |  |  | VE |  |  |
| 1 | 0 | 0 | 0 | 3840*2160@24Hz |  |  |  |  |  |  |  |  |
| 1 | 0 | 0 | 1 | 480P@60Hz |  |  |  |  |  |  |  |  |
| 1 | 0 | 1 | 0 | 720P@50Hz |  |  |  |  |  |  |  |  |
| 1 | 0 | 1 | 1 | 576P@50Hz |  |  |  |  |  |  |  |  |
| 1 | 1 | 0 | 0 | 3840*2160@60Hz |  |  |  |  |  |  |  |  |
| 1 | 1 | 1 | 0 | 4096*2160@60Hz |  |  |  |  |  |  |  |  |
| 1 | 1 | 1 | 1 | 4096*2160@50Hz |  |  |  |  |  |  |  |  |


| 4K60 HDMI2.0 Output Card DIP Switch |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Customize Resolution |  |  |  |  | Customize Color Space |  |  | HDCP2.2 |  | IR Function |  |
| DIP 1 | DIP2 | DIP 3 | DIP 4 | Description | DIP 5 | DIP 6 | Description | DIP 7 | Description | DIP8 | Description |
| 0 | 0 | 0 | 0 | 1080P@60Hz | 1 | 1 | RGB | 0 | HDCP On | 0 | 1 R off |
| 0 | 0 | 0 | 1 | 1080P@50Hz | 1 | 0 | YUV422 | 1 | HDCP off | 1 | IR on |
| 0 | 0 | 1 | 0 | 3840*2160@50Hz | 0 | 0 | Yuv420 |  |  |  |  |
| 0 | 0 | 1 | 1 | 720 P @ 60 Hz | 0 | 1 | Yuv444 |  |  |  |  |
| 0 | 1 | 0 | 1 | ${ }^{1366 * * 768 @ 60 H z}$ |  |  |  |  |  |  |  |
| 0 | 1 | 1 | 0 | 1024*768@60Hz |  |  |  |  |  |  |  |
| 0 | 1 | 1 | 1 | $3840 * 2160 @ 30 \mathrm{~Hz}$ |  |  |  |  |  |  |  |
| 1 | 1 | 1 | 1 |  |  |  |  |  |  |  |  |
| 0 | 1 | 0 | 0 | 4096*2160@50 |  | $\Theta$ | ON |  |  | VE |  |
| 1 | 0 | 0 | 0 | 4096*2160@30 |  |  |  |  |  |  |  |
| 1 | 0 | 0 | 1 | $480 \mathrm{P@} 60 \mathrm{~Hz}$ |  |  | - | $\square$ | - |  |  |
| 1 | 0 | 1 | 0 | $720 \mathrm{P@}$ 50Hz |  |  | 12 |  | 56 | 7 |  |
| 1 | 0 | 1 | 1 | 576@@50Hz |  | - |  |  |  |  |  |
| 1 | 1 | 0 | 1 | 1920*1200/60 |  |  |  |  |  |  |  |
| 1 | 1 | 1 | 0 | $3840 * 2160 @ 60 \mathrm{~Hz}$ $4096 * 2160 @ 6 \mathrm{~Hz}$ |  |  |  |  |  |  |  |

1080P seamless switching cards:


|  | 1088 P | utput Card Dip Switch |
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