Calibre LEDView530 Multi-input DVI/HDMI/VGA/3GSDI scaler with LED resizing

Inputs

2x Composite Video CVBS (NTSC, PAL & SECAM), 1x via BNC jack and 1x via Cinch/RCA 1x YC/S-Video via 4 pin mini DIN 1x Component analog video YPbPr(S) or RGsB/RGBS via 3 or 4 x BNC jack 1x HDMI with HDCP, 8/10/12 bit video compatible, 10-bit internal processing depth. Audio strip-off of SPDIF compatible formats 1x DVI with HDCP 1x VGA Analog via 15HDD 1 x 3G-SDI, accepts 3G, HD and SD SDI signals via BNC supports 4:2:2 and 4:4:4 formats with audio de-embed 1x Genlock (V-Lock) input via BNC, accepts bi-level, tri-level sync or black & burst, 50/59.94/60HZ formats **Supported video formats** HD 720p, 1080i, 1080psf(psf digital only), 1080p23.97/24/25/30, 1080p30, 1080p50, 1080p59.94, 1080p60 ED 480p. 576p (not via SDI) SD 625i (576i), 525i (480i)

Common VESA graphics formats from 640x480 to 1920x1200 (with reduced blanking for 1920x1200 and 1600x1200 modes) Multi standard support for CVBS & YC in PAL, NTSC, SECAM formats with selectable 3D comb for composite

Outputs

1x DVI/HDMI with HDCP (HDMI W»1 Seep color 8n<V12 txtsupport, via CM connector)
1x VGA Analog via 15HDD
1x S/PDIF digital audio via RCA
1x 3G-SDI via BNC
NB: 3G-SDI and VGA Analog outputs are disabled with HDCP-encrypted input. Not all outputs are available simultaneously</pre>

Supported Output formats:

DVI/VGA common VESA/SMPTE progressive scan formats from 640x480 to 1920x1200, 720p, 1080p Selectable Genlock (V-Lock), I/O lock or frame rate conversion mode Selectable aspect ratio conversion Selectable VT filter for interlace flicker reduction in scan conversion mode Multiple unit mode for very large LED screens <p*>not supported mm mode)

User Controls

Front panel jog-wheel and LCD menu display for fast set-up. Keypad for direct input selection. Remote control via RS232, TCP/IP API and Web Server. PC-based Warp Map Generator tool for projection map/warp/blend mode USB port for uploading software updates and new features

Power Requirements

100-264VAC, 35W typical