
Super pixel video wall controller

Product introduction

The machine is a splicing controller for super large pixel splicing wall display, It can display the ultra-large resolution required by users in a completely lossless, no magnification, no delay, no freeze, point-to-point display. Such as cooperate with high-performance PC to complete 4x8 splicing mode of 15360x4320@60HZ, 3x6 splicing mode of 11520x3240@60HZ, etc....

The point-to-point splicer supports multiple modes of point-to-point splicing, landscape 1x3, 1x5, 1x6, 1x8, 1x9, 2x3, 2x5, 2x6, 3x1, 3x3, 4x3, 4x4, etc., portrait 1x3, 1x4, 1x5, 1x6, 1x8, 1x9, etc.

With superior functions, the product is suitable for big data software, large-scale exhibition halls, military maps, GPS traffic monitoring, financial structure display, government affairs publicity, visualization conferences, interactive software, etc. that require super high resolution to display rich image details. place.

The main function

- ✓ The overall output is a super large, pixel lossless, point-to-point super high resolution to large screen splicing wall;
- ✓ Input and output adopt point-to-point @60HZ processing chip, the image does not flicker, and the mouse does not freeze;
- ✓ Supports point-to-point splicing of horizontal screen and vertical screen in any mode;
- ✓ Support super-resolution non-point-to-point proportional display;
- ✓ Support DP1.2 and HDMI1.4 input at the same time, the input signal is automatically recognized and automatically switched;
- ✓ Cooperate with windowing software to realize multi-window display of pictures, videos, web pages, office documents and other functions (optional).
- ✓ Built-in scalar function, no need to read the EDID of the display unit, faster and more stable startup;
- ✓ Adopting modular design, with high-performance PC or graphics processor, infinite unit point-to-point splicing can be achieved;
- ✓ Standard 1U, 2U chassis, can be directly connected to the standard cabinet;

Detailed introduction

1、Super high resolution stitching

The maximum receiving resolution of the traditional splicing processor can only be 3840x2160, while the splicer and multi-head graphics card can complete a variety of point-to-point super resolution displays, such as 4x8 splicing mode, the final display resolution reaches 15360x4320@60HZ.



32 stitching, resolution 15360x4320@60HZ

2、60HZ refresh rate

Using high-performance image processing chips, while ensuring ultra-high resolution without reducing the overall display image refresh rate, it still remains at the 60HZ we usually use instead of 30HZ or lower. The 60HZ refresh rate makes the splicing wall smoother when displaying dynamic images, and there will be no problems such as stuttering, delay, image flickering and visual fatigue caused by long-term viewing.

3、input signal

Support HDMI1.4 signal, DP1.2 input.

4、output signal

Support customized multi-channel signal output, some modes of single machine can customize up to 64 stitching and complete point-to-point display;

5、Proportional display super resolution function

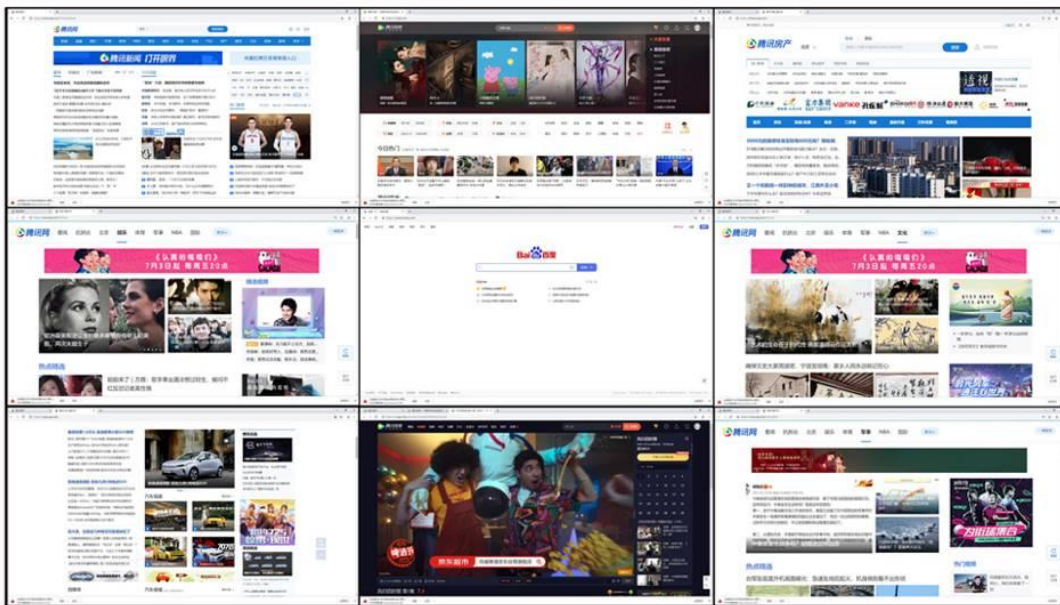
Some users need more than 4K resolution, but do not need to be completely point-to-point. At the same time, in order to save the cost of graphics cards, they can customize the ultra-high-resolution display, but it is not completely point-to-point. For example, 3x6 stitching can achieve 11520x3240 resolution for complete point-to-point stitching, while the proportional resolution can achieve 7680x2160 or other resolutions that are not deformed or stretched.

6、Modular Design

Adopting a modular design, the 1U chassis supports up to 16 points of point-to-point splicing, and the 2U chassis supports up to 32 points of point-to-point splicing.

7、Multi-window function (optional function)

With the third-party software on the PC side, it is easy to realize that each display unit of the splicing wall independently displays a complete picture. Double-click the title bar of programs such as web pages, files, etc., the program can be adaptively displayed on the full screen of a single display unit, and at the same time, it can also realize Windowing, overlay, roaming functions, as shown in the figure:



Application scenarios

Big data, traffic command centers, logistics deployment, electricity, oil pipelines, weather images, etc. all have very rich system data that need to be displayed on a large splicing wall at the same time, and large data needs a large resolution to be fully displayed.

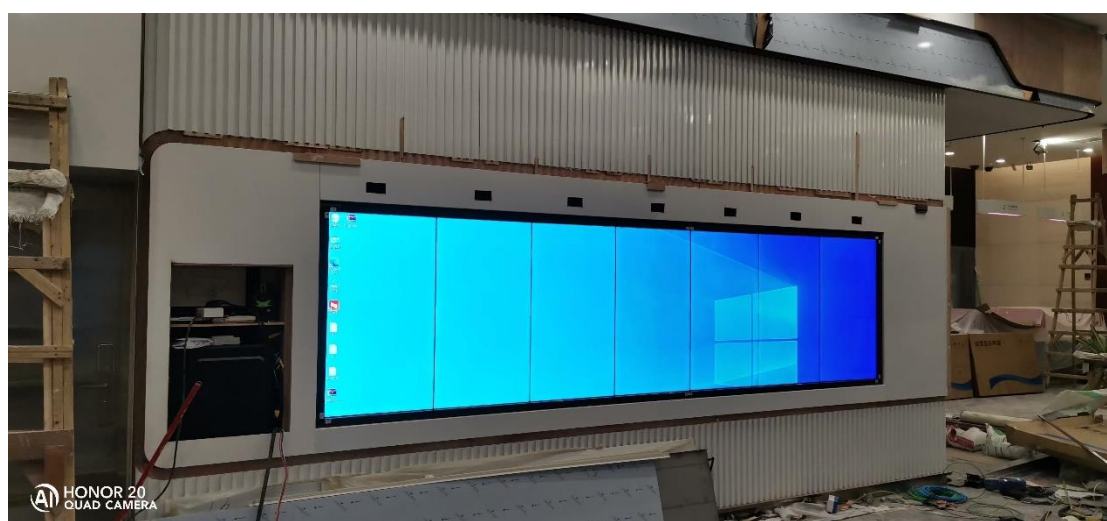
1、Big Data

In the power sector, oil pipelines, communication command, logistics, factory business processes, etc., it is often necessary to display super-large data information at the same time, and the super-large data information also requires a computer with super-large resolution to match. Through the point-to-point splicer and the computer, it can easily realize the super-resolution display, so that the user data can be clearly and completely displayed on the multi-screen splicing.



2、Exhibition

In many cases, exhibitions need to display an ultra-high-resolution video and picture at the same time, or display a single video or picture content on each display unit without loss in the form of multiple windows. Through the ultra-large resolution feature of the product, the video wall can display a completely lossless video or picture, or each display unit can display high-definition pictures or videos with 1080P resolution losslessly to achieve the best visual effect.

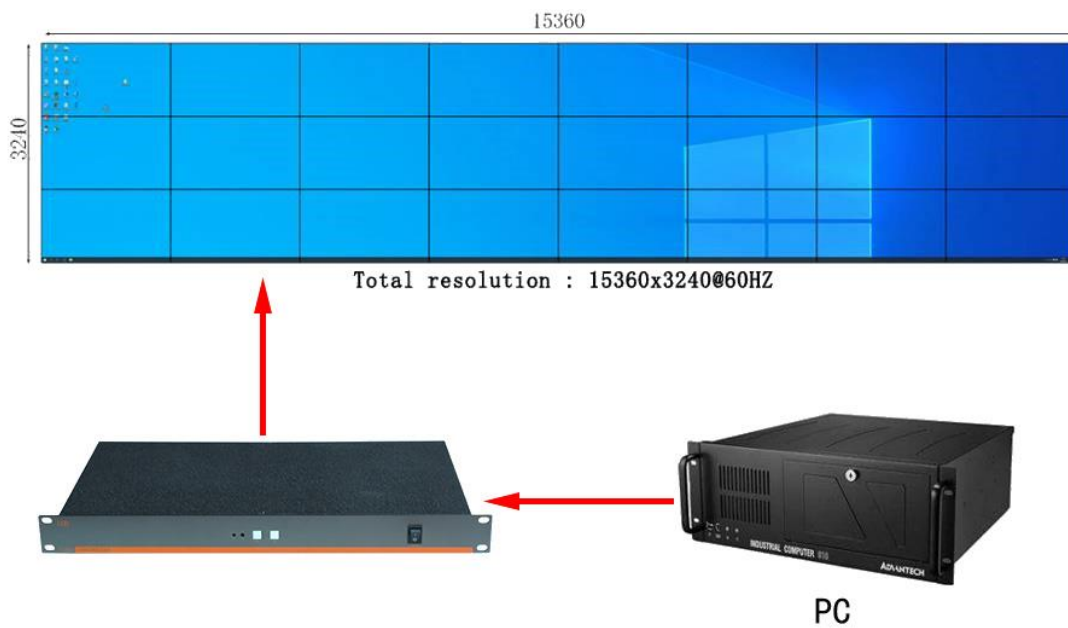


3、 Data monitoring field

In agriculture, weather, transportation and other departments, it is often necessary to use special software to monitor various data, often requiring super-large resolution to display each part of the data for monitoring. The point-to-point splicer can easily achieve super-large resolution with a computer. Data Display. With windowing software, multiple borderless web pages can be opened at the same time, and multiple real-time data can be displayed in web pages or other ways at the same time.



Product topology



Product pictures and size charts

1U chassis:



Technical parameters

name	specification
input	
input interface	Can be customized up to 8 groups of signal input, each group of 1 HDMI1.4, 1 DP1.2
input resolution	Customize a variety of different ultra-large resolutions according to the stitching scale, such as 8K, 16K and even higher.
color depth	24bit, 16.77 million colors
output	
Output Interface	The number of output channels can be customized according to the video wall, and a single machine has a maximum of 32 HDMI outputs;
output resolution	1024*768@60HZ, 1280*800@60HZ, 1280*720@60HZ, 1920*1080@60HZ, 1920*1200@60HZ, Optional
Output refresh rate	60Hz and 30Hz optional
color depth	24bit, 16.77 million colors
Electrical Characteristics	Input voltage: AC 110-220V;
Chassis size, weight, power	
1U chassis	Machine size: 440mm (length) x 243mm (width) x 45mm (height), weight: 3.4KG
2U chassis	