



# VIDEO/AUDIO MATRIX



(DC-47100)  
2 In 2 Out



(DC-47101)  
2 In 4 Out

## USER MANUAL DC-47100 / DC-47101

V1.0

### Package Contents-

- 1 Digitus DC-47100 or DC-47101 video/audio matrix
- 1 user manual
- 1 power adapter DC 12V 600mA

Any thing missed, please contact with your vendor.

## Introduction

Through the video/audio matrix DC-47100, DC-47101, you can display / play different images / audio signals to 2,4 monitors / speakers (or earphones) through 2 PC; meanwhile, optional means for controlling monitor's image either come from PC "A" or PC "B" or just switching off.

Video/Audio matrix is ideal for:

- Test bench facilities
- Data center
- Help desks
- Video broadcasting:
  - Presentation
  - Stock quotes
  - Timetables
  - Educational facilities

## Features

- Intelligent functionality.
- With 250 MHz pixel frequency.
- Support VGA, SVGA, UXGA, QXGA resolutions.
- Support Multi-Sync video type include RGBHV, RGsB, RGBS.
- Support synchronous Include positive, negative; TTL or 1Vpp level.
- Supports the DDC, DDC2, DDC2B.
- The output is compatible with standard VGA card.
- Extends the video signal up to 65 meter (213 feet).
- Audio Frequency Response 20Hz~20KHz.
- Free select from PC A or PC B or switch off by means of the front panel switch.
- Can be cascaded.

## Specifications

Function	DC-47100	DC-47101
Video Input Connector	2x HD-15 Female	
Video Output Connector	2x HD-15 Female	4x HD-15 Female
Audio Input Connector	2x 3.5φ Stereo Jack	
Audio Output Connector	2x 3.5φ Stereo Jack	4x 3.5φ Stereo Jack
Select Switch	2	4
Linked LEDs	A (Green)	4
	B (Red)	4
Max. Resolution	1920x1440 @ 85 Hz	
Pixel Frequency	250 MHz	
Cable Distance (Device to Monitor)	65m (213 feet) Max.	
Power Adapter (Min.)	DC 12V 600mA	
Housing	Metal	
Weight	450 g	680 g
Dimensions (LxWxH)	130x75x42 mm	200x75x42 mm

## Technical Specifications Input/Output Signal

Pin #	Signal
1	Red video
2	Green video
3	Blue video
4	NC
5	Ground
6	Analog ground
7	Analog ground
8	Analog ground

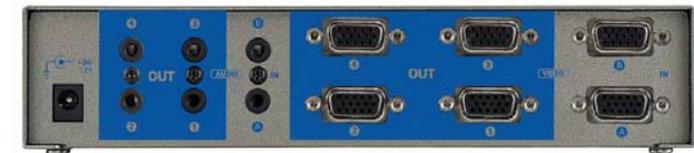
Pin #	Signal
9	NC
10	Ground
11	NC
12	ID1
13	Horizontal sync
14	Vertical sync
15	ID3

### FRONT VIEW



- Select Switch
- ,A,○,B Linked

### REAR VIEW



- Input Power Jack
- "Audio Out" Port
- ,A,○,B "Audio In" Port
- "Video Out" Port
- ,A,○,B "Video In" Port

\*There are 2/4 ports for DC-47100 /DC -47101

# Installation

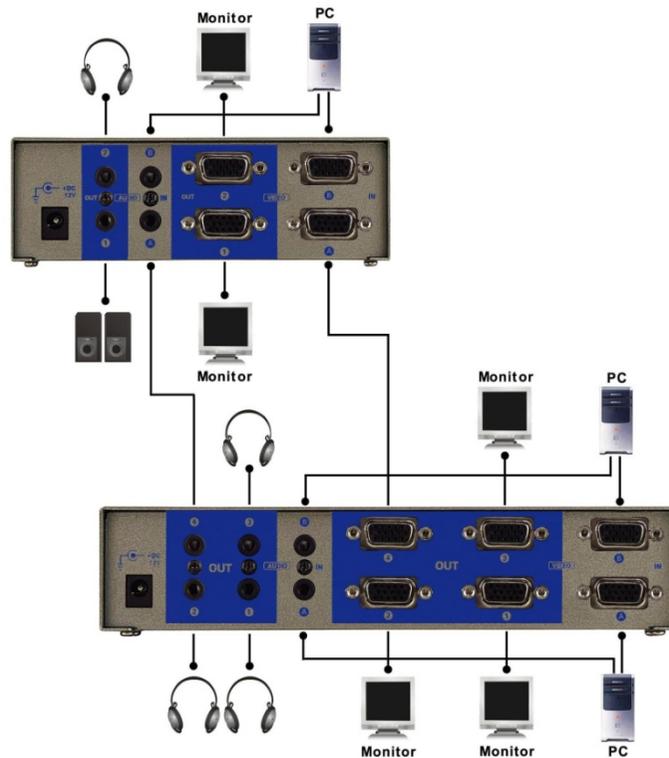
1. Turn off the power switches of PC, monitors, and speakers.
2. Use HD-15 image / 3.5φ earphone extension cable to connect VGA interface / audio card in PC and the "Video In" & "Audio In" jack of video/audio matrix.
3. Use HD-15 image / 3.5φ earphone extension cable to connect monitor, speaker, or earphone and the "Video Out" & "Audio Out" jack of video/audio matrix.
4. Connect video/audio matrix to power supply.
5. Turn on the power switches of PC, monitors, and speakers.
6. Control front panel switch to obtain the images / audio either come from PC ○,A (Linked LED "○,A" on) or PC ○,B (Linked LED "○,B" on) or just switching off. (Linked LED "○,A ○,B" off)

## Note:

- All the "Video/Audio Out" ports will connect with the "Video/Audio In" port of ○,A while turning on the video matrix.
- If you install the DDC monitor for the video matrix, the rest of monitors must be the same resolution as the DDC monitor.
- Through the functionality of DDC monitor, the "Video In" port of ○,A will connect with the "Video Out" port 1 and the "Video In" port of ○,B will connect with the "video out" port 2.
- Available monitors include the VGA, SVGA, XGA, Multisync, and exclude the CGA, EGA, Mono.

# Operation for cascade:

1. The function to display / play different images / audio on more monitors / speakers, you request to attach another video/audio matrix or the standard video/audio splitter.
2. Connect the HD-15 male/male video extension cable between the "Video Out" port of the former video/audio matrix and the "Video In" port of the latter video/audio matrix.
3. Connect the 3.5φ Stereo plug male/male audio extension cable between the "Audio Out" port of the former video/audio matrix and the "Audio In" port of the latter video/audio matrix.



## Note:

Even though you are allowed to cascade the video/audio matrix with varied ports, the image might become unstable if cascade too many tiers of video/audio matrixes.

## Trademarks:

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