| Specification | NVDAK-10xxP Computer Unit | Description | o AiWaVi Xc SiBrPs | Features | NVDAK-10xxP Computer Unit | nuters |
|---|---|--|--|--|--|--|
| NVDAK Series | Computer Unit Console Unit | | | = Matrix Control System | Allows User to Assign Any Computer to Any | og come User's Manual |
| | 3840x2160@30Hz (4:4:4) for 4K Models | | · | Console Station inside a l | LAN System (MAX : 999 Tx / 599 Rx) | Max. 9 |
| MAX. Resolution | 1920x1080@60Hz (4:4:4) for 1080P Models | 4 | | ■ Fast and Easy Installation (Connect - ID Assign - So | <i>ion</i> Empowered by the 3-Steps Easy Install (| KVM HDMI Matrix Extender over LAN (Computer Unit) |
| Video Extension | HDMI / DVI / DP x 1 (In) HDMI x 1 (Out) (Depend on Model*) (Depend on Model) | | | ■ Intuitive and Easy-to-Lear | rn Control Methods : | with HDMI 1.4, USB 2.0, Audio, IR Extensions |
| Audio Extension | 3.5mm SPK Jack x 1 (In) 3.5mm SPK Jack x 1 (Out) | | | - Easy Keypad Hotkey | | with Hotkey, Keypad, Serial, IR Controls |
| | (Audio Embed) (Audio Extract) | | | - Serial Control | | The NVDAK-1000 series control room solution is an over-I AN KVM matrix |
| IR Extension | 3.5mm IR Jack x 1 (Out) 3.5mm IR Jack x 1 (Iu) | | Conputer Unit | - IR Control | Pagelutions Lin to EUD or 4K@20Uz | extender consisting of the computer units (with video options) and 3 options |
| USB 2.0 | USB-A x 2 (KB/MS) | | | (Depend on Model) | | of console units (Console / Console MAX / Display for different purposes). For Dual/Triple/Quad-Monitor users, there's also NVDAK-1200 series to apply. |
| Extension** | USB-B x 1 USB-A x 1 (Keypad) | | | ■ HDCP 1.4 Compliance Er | nsures Uninterrupted Video Playback | Order Information |
| Serial Control | RJ11 x 1 RJ11 x 1 | | | DVI / HDMI / DisplayPort | Models Available for The Computer Unit | |
| Unit ID Setting*** | Rotary Switch x 3 (MAX. 999) Rotary Switch x 2 (MAX. 99) | | | ■ IR Extension Facilitates F | Remote Control of Display or Sources | Model Video Link Port Resolution Units |
| Putton & Switch | Function Putton x 2 Reset Button x 1 Reset Button x 1 | | | Group Setting Allows Mu | Itiple Consoles / Video Walls Switch Together | NVDAK-1031PD FHD DVI GbE LAN (Non-PoE) |
| | Slide Switch x 1 Slide Switch x 1 | \$1 | S2 Lr ID Sc Po Pi Ls | ■ Anchor Setting Allows Q | uick Return to the Favorite Channel Mapping | INVDAK-1031P 1920x1080@60Hz NVDAK-1032P FHD HDMI GbE LAN (PoE) (4:4:4), 8-bit |
| HDCP Compliance | HDCP 1.4 | Label | Description | Name Setting Allows Ass Video Wall Eurotion Up t | signment of Meaningful Names to the Units | NVDAK-1038P Fiber LAN (SFP Module) |
| Link Port | 1.25Gbps SFP Module (Duplex LC, Single-Mode Fiber) | Ps Power Supply | Connect to DC 12~48V Power Supply (Optional for PoE Models) | Optional : Mouse Roamin | ng KM Switch / Programming Keyboard | NVDAK-1041P GbE LAN (Noite OL.) 3840x2160@30Hz 999 NVDAK-1042P 4K HDMI GbE LAN (PoE) (4·4·4) 8-bit |
| Extension Range | MAX. 100M with CAT.5e/6 (to LAN HUB) | Si Selector Input | Connect to 3.5mm Selector for Video Conference Application | Ideal for : Control Room / Control Room / | / Emergency Response Center / Data | NVDAK-1048P Fiber LAN (SFP Module) |
| | MAX. 70KM with Single-Mode Fiber (to LAN HUB)**** | Xc LAN Link Port | Connect to LAN HUB via CAT.5e/6 Cable | Video Conferen | n Control / Industrial Control / Automation / | NVDAK-1042PP 4K DisplayPort GbE LAN (PoE) 3840x2160@30Hz (4:4:4), 8-bit |
| Power Supply | (PoE Models Also Have Optional DC Jack) | Vi Video Input | Connect to Computer's Video Output (Main Desktop) | - | J | NVDAK-1048PP Fiber LAN (SFP Module) |
| Operation | 0~40°C. Humidity<80% | Wa Audio Input Switch | Switch to Enable/Disable Audio Embed Function | | | Also Required (Consult the Dealer to Match the Computer Unit / Console Unit) |
| Environment | | Ai Audio Input | Connect to 3.5mm Analog Audio Source | Package Contents | | Series Function Tx / Rx Feature |
| Temperature | -20~60°C | S1 Function Button 1 | Click to Connect to the Console Unit Whose ID=001 | KVM Matrix Extender Comp | puter Unit x 1 | NVDAK-10xxS Console Unit Rx Standard Console Unit for Consoles <99 |
| Material | Aluminum Aluminum | S2 Function Button 2 | Click to Connect to the Console Unit Whose ID=002 | Power Adapter Set | x 1 | NVDAK-10xxM Console MAX Unit Rx Supreme Console Unit for Up to 599 Consoles |
| H x W x D (mm) | 40 x 135 x 100 40 x 135 x 100 560 560 | Lr Reset LED | Flash <i>Green</i> = Initiating Procedure, Emit <i>Blue</i> = Working Now | • User's Manual • Foot Pad Set | x 1 x 1 | Also Available : NVDAK-1200 Series <i>Dual Monitor</i> Control System |
| * See Order Information for | Model Numbers | ID ID Switch | Switch to Determine Computer Unit's ID Number (001~999 | 9) You May Also Need: | | Nueteq Technology, Inc. 115 No.112 Sec. 1. Zhong-Xiao E. Rd. The final specification is the actual product based • Features and functions may be added or changed |
| ** Display Units Do Not Ha *** Console MAX. Units an | ve USB Extension Function d Display Units(Rx)Support ID Up to 599 | Sc Serial Control Port | Connect to Serial Control Computer via RJ11 Cable | Console Unit or Display Un P I11 Cable + P I11 to DP0 | ht | Taipei, Taiwan after the manual was written. Please visit ou website to download the latest version of manual |
| **** Fiber Models' Extensio | n Range Depends on the Fiber Modules Applied | Ri IR Extension (IR Out | Connect to External IR Blaster | IR Extension Kit (IR Senso | or x 1, IR Blaster x 1) | |
| | | Ls Status LED | Emit Green = LAN Unconnected, Emit Blue = Communic | • Bracket | | PP5-MVLK37Z-001 FC C E RoHS |
| | | | Properly, Flashing = No Incoming Video Signal | | | |
| Installation | NVDAK-10xxP Computer Unit | Connection Pattern | | Single-Mo | onitor HDMI (NVDAK-10xxP Computer Unit | Operation |
| | | Single-Monito | r HDMI | Audio | | Controls are mostly done with the console units. See console units' user's |
| WARNING | | Audio | | | SB | Sorial Control |
| Ensure that | at all devices are powered off before connecting to the Unit. | USB 2.0 | | | USB Console Unit | |
| • Make sure | all devices you will connect are properly grounded. | | Computer Unit | | | controls (Full function) are done by the console units or display units. See |
| 1. <u>Connect</u> the console u | nit to a computer with proper video cable to the video output (HDMI/DVI/DP, | | | | | console units' manual for serial connection. Available serial commands for th |
| output port. | HUSB A-B cable to the USB 2.0 or 3.2 port, 3.5mm Audio Cable to the SPK | | wa uzi Sara | | | Command (+Enter) Eunetion |
| (Depend on Model) | III to a LAN HUB with CALSe/6 cable(s) of single-mode fiber cable(s). | | | | the formal sector of the | |
| 3. <u>Set unit ID</u> with the ID | rotary switches. (Each Unit Should Have A Unique ID) | ALL AND ALL AN | | | WUDAK Control System | //REBOOT Reboot |
| Scan the entire system | with Rx NodeQ command ("Ctrl" + "Ctrl" + " //NodeQ&& " + "Enter") | | Control | | <u>Console-Max Unit</u> Video Receiver | //UPDATE Update firmware with mini-USB |
| NOTE: If users encounter | no screen display in computer connection | | Computer Unit Video Sender | | | //BEEP+ Enable Buzzer |
| 2. Set your display device | 's input source as HDMI. | | | | | //BEEP- Disable Buzzer |
| 4. Connect your computer | r to the HDMI Display DIRECTLY to check if the video signal gets through. | | | | | Console Unit and Display Unit Selection Considerations |
| 6. Apply EDID Copy to yo | ur display. (See User's Manual of the Computer Units) | | | | IR IR in out | 1. For pure AV (and video wall) applications : Other than the display units, |
| LAN Conside | rations | | IR IR | | • III Out | one console unit for keypad and keyboard control is highly recommended. |
| 1. LAN HUB should | l be at least 10Gbps (The more the computers, the | | • out in | LAN Cable x 1 | 1 Up to 599 | (Console units and display units can be of higher reolution than the computer |
| 2. LAN HUB should | I support IGMP | | • | | | Units, but not vise versa) 3 Multi-monitor applications : Only switch the console units to the computer units |
| (VLAN if the HU | B is to be used with other purposes) | | Up to 999 | | | with identical monitor count. (Dual-monitor to Dual-monitor) Switching |
| 3. LAN HUB should (The SFP modul | es applied on fiber units and the HUB should be identical) | | | | Control Methods (Self) : - Keyboard Hotkey | console units to the computer unit with different monitor count might not work well for the extended desktops |
| 4. Available SFP m | odule options for fiber units : | | | | - Keypad Hotkey | 4. Scale-down function of the console unit and display unit is useful when |
| (Duplex LC, Sin (a) SFP Module | gle-Mode, 9/125 μm) Not Included | | | IGMP LAN HUB | - Serial Control | some of the monitors are of lower resolutions, scaling them down may keep other monitor displaying at their best resolution. |
| (b) 10KM 1.25G | ops SFP Module | | | | Control Methods (Other Consoles) : | 5. If multiple video walls are to be installed, display units or console max |
| (c) 20KM 1.25Gb (d) 30KM 1.25Gb | ops SFP Module SFP Module | | | | - Keyboard Hotkey | units should be applied. If only one video wall is required, console unit should be enough for most applications |
| (e) 70KM 1.25G | by SFP Module | | | | - IR Control | 6. For the environment with high EMI or in environment sensitive to EMI, |
| user should spec | ny module option when placing order. | | | | - Serial Control | tider models should be considered. |

- (d) 30KM 1.25Gbps SFP Module
 (e) 70KM 1.25Gbps SFP Module
 User should specify module option when placing order.

- 5. For the CAT.5e/6 units, cabling should be connected with due care.
 6. Use ≥10Gbps port when cascading switching HUB.
 7. Connect the console units and computer units only to the 1Gbps ports of the switching HUB.

- should be enough for most applications.For the environment with high EMI or in environment sensitive to EMI, fiber models should be considered.

