

VKSM-S1091

4K UHD 8+1 Port HDMI Switch with IR & Serial Control



Specifications

VKSM-S1091		
Input Interface	Video	HDMI Port x 8 Dedicated Cascade Port x 1*
	Audio	3.5mm Stereo Audio Jack
Output Interface	Video	HDMI x 1
Push Button / LED Indicators	Power	1 (LED x 1, Tri-Color)
	Input Port Selection	8 (LED x 8, Dual-Color)
	Output Selection / Output Port Block	1 (LED x 1)
	Audio Embed/ Function	1 (LED x 1)
	EDID Copy (Rear)	1 (LED x 1)
Video Resolution (Max.)		4K@30Hz, (3840 x 2160)
Cascade Ability		Yes
EGO Slide Switch		Pri / Auto / Switch
Serial Control		RJ-12 ** (Control / Cascade)
IR Remote Control		Yes
Enclosure		Metal
Power Supply		12V
Dimensions H x W x D (mm)		44 x 218 x 118
Weight (g)		930

* When not using cascade function, cascade port can be used as a Video input port.

**To control through serial when cascading, the ports will be sequenced according to the serial cable connection sequence.

Features

- Display One 4K UHD HDMI Signal from 8+1 4K UHD HDMI Sources
- Compatible with Most Popular Screen Resolutions up to 4K UHD (3840 x 2160) and HDCP Compliant
- Provide 3 Effective Ways to Control The Unit Via
 - (1) Front Panel Push Button
 - (2) IR Remote Control
 - (3) Serial Control
- Advantageous Audio Embed Function Allows You to Incorporate Desired Audio Signal To Deliver More Informative Contents
- Output Port Block Button Enables to Filter and Turn Off The Video Display When It is Not Needed
- EDID Copy Function Optimizes The Resolution for Your Application

Highlight Features

- **Exclusive Dedicated Cascade Port:**
 - (1) Augment: Support up to 4 Stages 32 Video Sources Application
 - (2) Dedication: The Reserved Cascade Ports Ensure None of The 32 Input Ports being Sacrificed for Cascade 4 Stages Connection
- Innovative EGO MX Function Suits User's Greatest Convenience in Operation for Selecting Video Display in Many Ways, Such As Auto Selecting

Also available

VGA / DVI / HDMI / DisplayPort Video Switch
VGA / DVI / HDMI / DisplayPort Video Switch-Splitter



Connection Pattern

