

VPM-2

XGA Line Driver / Wall Plate Interface

GROUP 4



The Kramer **VPM-2** is a high performance VGA/XGA/UXGA Line Driver, which allows a VGA/XGA/UXGA source to drive a local monitor and a remote large display device simultaneously. The **VPM-2** provides a local monitor loop-through, as well as necessary buffering and amplification for remote acceptor applications. The **VPM-2** will accept all typical graphics modes such as VGA, SVGA, XGA, SXGA, and UXGA. Video bandwidth of 380MHz ensures transparent operation at multiple resolutions including UXGA. The machine allows looping with cable EQ. control, ID bit control and has a remote button for activating a remote switcher (such as the VP-81). The machine has three removable panels designed into the product that can be replaced with up to three passive devices (for example, the WV-2, the WA-1 and the WA-3). By removal of the main front pane the "net" machine is exposed and can be installed in a small enclosure. The machine is fed from an external 12 VDC source, and therefore is perfectly suitable for field operation. The VPM-2 is part of the Kramer TOOLS family of compact, high quality, and cost effective solutions for a variety of applications.



TECHNICAL SPECIFICATIONS

INPUTS:	Looping analog red, green, blue signals - 0.7 Vpp/75Ω, H & V sync, TTL level, on HD15F connectors.
OUTPUTS:	1 x analog red, green (with or without composite sync), blue signals - 0.7 Vpp/75Ω, H & V syncs -TTL level (Hi-Z load) or analog level (75Ω load) on a HD15F connector.
VIDEO BANDWIDTH (-3dB):	380MHz.
DIFF. GAIN:	0.95%.
DIFF. PHASE:	0.35 Deg.
K-FACTOR:	0.05%.
VIDEO S/N RATIO:	73.4 dB.
CONTROL:	Cable EQ. Control: 0 to +10 dB @ 5 MHz, ID bit switch, remote switcher activating switch.
POWER SOURCE:	1.4 Vpp.
DIMENSIONS:	US model: 21.1cm (W) x 11.4cm(H) (8.31" x 4.49". W, H). European model: 18.2cm (W) x 9.55cm (H). (7.17" x 3.76", W, H).
WEIGHT:	0.4 kg. (0.88 lbs.) approx.
ACCESSORIES:	Power supply.

TYPICAL APPLICATIONS

- Any professional display system requiring up to UXGA signal splitting.
- Long distance graphics signal distribution.



4.32