



Multi-Format Video Processors Comparison Chart

	Dual Channel Video Processors		Single Channel Video Processors		RGB Scaler
VIDEO INPUTS	C2-7200	C2-7100	C2-5200	C2-5100	C2-4100
Composite	3x	3x	3x	3x	
Y/C (S-Video)	3x	3x	3x	3x	
RGB			3x	3x	3x
DVI-I (including RGB & YUV)	3x	3x			
SDI (SD or HD)	2x SD/HD		1x SD		
DV – IEEE1394					
INDEPENDENT OUTPUT 1	C2-7200	C2-7100	C2-5200	C2-5100	C2-4100
Composite Video	1x	1x	1x	1x	
S-Video (Y/C)	1x	1x	1x	1x	
RGB			2x	2x	2x
DVI-I (including RGB & YUV)	1x	1x			
SDI (SD or HD)	1x SD/HD		1x SD		
DV - IEEE1394					
INDEPENDENT OUTPUT 2	C2-7200	C2-7100	C2-5200	C2-5100	C2-4100
Composite Video	1x	1x	Passive Prev	Passive Prev	
S-Video (Y/C)	1x	1x			
RGB			Passive Prev	Passive Prev	Passive Prev
DVI-I (including RGB & YUV)	1x	1x			
SDI (SD or HD)	1x SD/HD				
DV - IEEE1394					
GENERAL	C2-7200	C2-7100	C2-5200	C2-5100	C2-4100
CORIO2 Scaling Engines	2	2	1	1	1
Simultaneous PIP Windows	2	2	1	1	1
Transitions – Cut or Fade	▲	▲	▲	▲	▲
Transitions – Special Effects	▲	▲			
Sampling Format	4:4:4	4:4:4	4:2:2	4:2:2	4:2:2
Sampling Rate	108MHz	108MHz	80MHz	80MHz	80MHz
IP Interface	▲	▲	Optional	Optional	Optional
SDI ◀→▶ Analog Conversion	SD/HD-SDI		SD-SDI		
SDI ◀→▶ DVI Conversion	SD/HD-SDI				
DVI ◀→▶ Analog Conversion	▲	▲			
NOTES					
Note 1 – RGB Format Includes	Analog RGBHV, RGBS, RGsB, YCbCr, YPbPr				
Note 2 – DVI-I Format Includes	Digital YPbPr, RGBHV and Analog RGBHV, RGBS, RGsB, YCbCr, YPbPr				
Note 3 – PC Resolutions	All PC Signals to 2048x2048 Resolution				
Note 4 – HDTV Resolutions	All Known HDTV Resolutions				
FEATURES COMMON TO ALL PRODUCTS					
SDTV ◀→▶ HDTV Conversion	Seamless Switching		Aspect Ratio Conversion		
SDTV ◀→▶ SDTV Conversion	Windows Control Panel		Integral Logo Inserter		
HDTV ◀→▶ HDTV Conversion	Chroma Keyer		Built-In Test Patterns		
Video Scaling	Luminance Keyer		Windows Control Panel		
Scan Conversion	Input Parameter Adjustment		RS-232 Interface		
Video Transcoding	Genlock the Output to any Input		Audio Switcher Option Available		
CORIO2™ Technology	Time Base Correction		Frame Synchronization		