

VS-162AV

16x16 Composite Video & Balanced Stereo Audio Matrix Switcher



The VS-162AV is a high-performance matrix switchers for composite video and balanced stereo audio signals. Switching during the vertical interval ensures glitch-free switching with genlocked sources

FEATURES

Bandwidth - 90MHz (-3dB) fully loaded Input & Outputs - Video on BNC; audio on detatchable terminal block connectors Control - Front panel, RS-232 (K-Router™ Windows®-based Kramer software is included), RS-485, contact closure, & IR remote (available upon request) Take Button - Executes multiple switches all at once Memory Locations - Stores multiple switches as presets to be recalled and executed when needed Audio Breakaway Switching Vertical Interval Switching Switching Synchronization - Synchronizes either to external reference or the incoming video Looping Sync Input Selectable Sync Signal Termination Standard 19" Rack Mount Size - 2U



TECHNICAL SPECIFICATIONS

INPUTS:	Video: 16 composite video, $1Vpp/75\Omega$ on BNC connectors; Audio: 16 balanced stereo audio $10k\Omega$ on detachable terminal block connectors
OUTPUTS:	Video: 16 composite video $1Vpp/75\Omega$ on BNC connectors; Audio: 16 balanced stereo audio 50Ω on detachable terminal block connectors
BANDWIDTH (-3dB):	90MHz
DIFF. GAIN:	0.01%
DIFF. PHASE:	0.01Deg
K-FACTOR:	0.05%
S/N RATIO:	Video: 70.2dB; audio: 82.2dB
CROSSTALK:	Video: <-52dB @5MHz; audio: -80dB @1kHz
COUPLING:	Video: DC; audio: AC
AUDIO THD + NOISE: 0.04% @1kHz	
AUDIO 2nd HARMONIC:	0.002%
CONTROL:	41 front panel buttons; RS-232, RS-485, IR remote, dry keyboard extension
INDICATORS:	2 multiple-character front panel displays
POWER SOURCE:	100-240V AC, 50/60Hz; 31VA (400mA maximum)
INCLUDED ACCESSORIES:	Power cord, null-modem adapter, Windows®-based Kramer control software
Product Dimensions	19" x 7.24 x 2U (43.6cm x 18.40cm x 8.80cm) W, D, H
Product Weight	0.0kg (0.0lbs) approx
Shipping Dimensions	55.00cm x 29.40cm x 16.10cm (21.65" x 11.57" x 6.34") W, D, H
Shipping Weight	5.7kg (12.5lbs) approx

