



Datasheet version: May 2012

## Configurable high-performance image processor with windows controller for basic flat screen applications using panels, video cubes or projectors.

The MegaWall Series 3000 marks a new approach to system architecture. Designed for flexibility, ease of use and reliability, this real-time hardware image processor and controller offers a unique set of features never before available in a single unit. Fully configurable and capable of processing resolutions all the way up to WQXGA, it may also be used to control 4K projector installations.

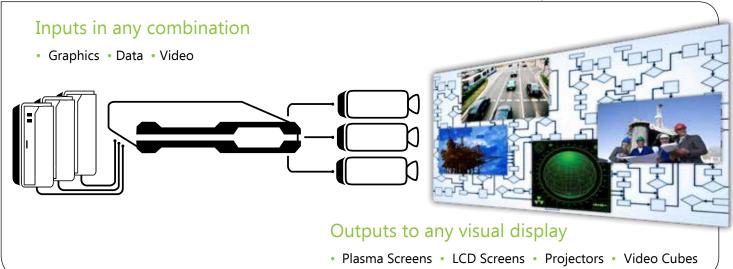
The MegaWall Series 3000 offers full configuration of the DVI-I outputs, DVI-I inputs and composite video inputs with different resolution alternatives. And it includes CanvasControl™, an intuitive and powerful graphic user interface (GUI) with efficient and user-friendly features, allowing output windows to be arranged across a visual display in any manner. Users can load layout presets, create their own, or freely place windows in real time.

All input channels may be displayed as windows on panels, video cubes or projectors. For projected displays the Series 3000 includes overlap generator, image alignment and multi-sided blending for flat screens in addition to output scaling. For details the specification table is located on the reverse side of this datasheet.



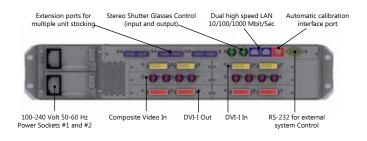
## **Key Features**

- Real-time hardware
- Up to WQXGA 2560 x 1600
- 42 bit color processing (14 bit pr channel)
- Fully configurable
- · Overlap generator
- 4 corner advanced keystone correction
- · Multi-sided blending for flat screens
- Scaling
- Hot swappable cards
- Redundant power supply option
- · Diagnostic features
- Intuitive GUI including:
  - What you see is what you get (WYSIWYG)
  - Interactive positioning of windows
  - Crop and zoom
  - Up to 250 presets
  - Drag and drop functionality
  - Windows 7/Vista/XP compatible



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Intelligent EDID X X X	In	ntelligent EDID	Х	Х	Х





## CanvasControl™

3000

All MegaWall Series 3000 configurations are configured and controlled via CanvasControl™, enabling windows to be arranged across visual displays in any manner.



## About 3D perception

3D perception provides advanced display components for immersive visualization and large display wall deployments.

