**Operation of the DIP switch for Input card:**

When pull to “ON/ VE” area as: 0, and pull to number area as: 1



|  |  |  |
| --- | --- | --- |
| **D1, D2** | **Input source selection** | **D1 D2**  **0 0 CVBS input**  **0 1 YPbPr input**  **1 0 VGA input**  **1 1 DVI Input** |
| **D3, D4, D5** | **Internal Resolution Selection** | **D3 D4 D5**  **0 0 0 1024\*768**  **0 0 1 1360\*768**  **0 1 0 1920\*1200**  **0 1 1 720P/60**  **1 0 0 Null**  **1 0 1 Null**  **1 1 0 1080P/ 50**  **1 1 1 1080P/ 60** |
| **D6** | **Audio Selection** | **0: Force to 3.5mm audio input**  **1: Auto adapt** |
| **D7** | **Auto recognize** | **0: Turn on**  **1: Turn off** |
| **D8** | **IR Switch** | **0: Turn off**  **1: Turn on** |

Example: If need to use the internal resolution 1080P/60Hz,

only need to pull D3, D4, D5 as 111

If need to force to 3.5mm audio input,

only need to pull D6 as 0

**Operation of the DIP switch for Output card:**

When pull to “ON/ VE” area as: 0, and pull to number area as: 1



|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| D1 | Color Space Selection | 0: RBG  1: YUV | | | | | |
| D2  D3  D4  D5  D6 | Output Resolution Selection | D2 | D3 | D4 | D5 | D6 |  |
| 0 | 0 | 0 | 0 | 0 | 1024\*768/60 |
| 0 | 0 | 0 | 0 | 1 | 800\*600/60 |
| 0 | 0 | 0 | 1 | 0 | 1280\*800/60 |
| 0 | 0 | 0 | 1 | 1 | 1280\*1024/60 |
| 0 | 0 | 1 | 0 | 0 | 1360\*768/60 |
| 0 | 0 | 1 | 0 | 1 | 1366\*768/60 |
| 0 | 0 | 1 | 1 | 0 | 1440\*1050/60 |
| 0 | 0 | 1 | 1 | 1 | 1440\*900/60 |
| 0 | 1 | 0 | 0 | 0 | 1680\*1050/60 |
| 0 | 1 | 0 | 0 | 1 | 1600\*1200/60 |
| 0 | 1 | 1 | 0 | 0 | 1680\*1050/60 |
| 0 | 1 | 1 | 0 | 1 | 1400\*900/75 |
| 0 | 1 | 1 | 1 | 0 | 640\*480/75 |
| 0 | 1 | 1 | 1 | 1 | 800\*600/75 |
| 1 | 0 | 0 | 0 | 0 | 480i/60 |
| 1 | 0 | 0 | 0 | 1 | 576i/50 |
| 1 | 0 | 0 | 1 | 0 | 480P/60 |
| 1 | 0 | 0 | 1 | 1 | 576P/50 |
| 1 | 0 | 1 | 0 | 0 | 1280\*720/24 |
| 1 | 0 | 1 | 0 | 1 | 1280\*720/25 |
| 1 | 0 | 1 | 1 | 0 | 1280\*720/30 |
| 1 | 0 | 1 | 1 | 1 | 1280\*720/50 |
| 0 | 0 | 0 | 1 | 1 | 1280\*720/60 |
| 1 | 1 | 0 | 0 | 1 | 1080i/50 |
| 1 | 1 | 0 | 1 | 0 | 1080i/60 |
| 1 | 1 | 0 | 1 | 1 | 1080P/24 |
| 1 | 1 | 1 | 0 | 0 | 1080P/25 |
| 1 | 1 | 1 | 0 | 1 | 1080P/30 |
| 1 | 1 | 1 | 1 | 0 | 1080P/50 |
| 1 | 1 | 1 | 1 | 1 | 1080P/560 |
| D7 | Image Mirror function | 0: Rotate off 180 degrees  1: Turn off mirror function | | | | | |
| D8 | IR switch | 0: Turn on  1: Turn off | | | | | |

Example:

If need to use RGB color space output, only need to pull D1 as 0

If need to use 1920\*1200/60Hz, only need to pull D2, D3, D4, D5, D6 as 01010

If need need to rotate off the image 180°, only need to pull D7 as 0