

ERMAC SPU-32

European dvLED control and processing system

ERMAC is TRUE's own control and processing system, fully developed and manufactured in Europe. Its Color Space Engine holds a Pantone validated reproduction across brightness levels and production batches, so the picture stays true from source to pixel.

Image inputs

- DP 1.4, HDMI 2.0b, 12G-SDI, ST2110 on demand
- Up to 8K at 60 Hz, or 2 by 4K at 120 Hz
- Fixed channel: DP 1.1, HDMI 1.4, DVI

Processing

- 16, 18 and 26 bit internal processing
- Frame rates 24 to 240 Hz
- HDR: PQ, HLG and PQ to HLG
- Smart Gamma, scaling, window manager

Virtual production

- Frame mix and shutter synchronization
- VP tracking and KeyColor
- Ghosting elimination, inband sync

Screen link

- Up to 64 screen devices in the chain
- Up to 10 km on single mode fiber

Screen and panel devices

- LSC 108 screen controller, 4.15 Mpx at 60 Hz
- Receiving cards G-32a, G-32i, G-40a and h at 196 kpx
- RC G-36Xi at 520 kpx

Outputs

- 2 by 4 by 10 Gbit fiber, or 8 by 1 Gbit Ethernet
- Up to 16384 by 8192 px, 30 bpp
- Audio AES/EBU, audio over fiber

Calibration and color

- High precision luminance and chroma calibration
- Thermal distortion and seam correction
- Color spaces BT709, BT2020, DCI-P3, sRGB
- Luminescence matching, color space extension

Control and sync

- USB console, TCP/IP, DMX, web interface
- Genlock, selected input or free run
- EDID and redundancy management

General design

- 19 inch rack, 1.5 RU, 240 mm depth
- Power 100 to 240 VAC, 50 to 60 Hz, 80 W