DVI2USB 3.0

When you need lossless, pixel-for-pixel video capture with full operator control, choose DVI2USB 3.0™.

With unprecedented portability, durability and versatility, DVI2USB 3.0 lets you capture VGA, DVI, or HDMI™ video sources with any computer. DVI2USB 3.0 also captures HDMI audio and supports both digital and analog video sources.

Content independent performance:

> 60 frames per second at 1080p in 24-bit color (4:2:0 chroma subsampling) over USB 3.0

Use the included Epiphan capture tool or third party applications on Windows, Linux and Mac OS. Handle the full signal path in your own application using the SDK and take control of features like cropping, color space, resolution and frame rate.

Equipment with DVI, VGA or HDMI output · DVI2USB 3.0 · Capture Computer

TECHNICAL SPECIFICATIONS

INTERFACE	USB 3.0 and 2.0
DIMENSIONS	3.54"×2.6"×0.91", 90×66×23 mm
CONNECTORS	DVI-I (Integrated, digital & analog) USB standard B type
INPUT	VGA and DVI (HDMI video/audio compatible)
COLOR FORMATS	YUV / RGB color spaces 24 bits per pixel (RGB), 8:8:8 format 16 bits per pixel (RGB), 5:6:5 format 8 bits per pixel (RGB), 3:3:2, 3:2:3, 2:3:3 YUV chroma subsampling 4:2:0, 4:2:2 grey scale formats
SUPPORTED VIDEO MODES	Up to 1920×1200
UPDATE RATE	640×480 - 60 fps 1280×1024 - 60 fps 800×600 - 60 fps 1600×1200 - 60 fps 1024×768 - 60 fps 1920×1200 - 60 fps
VIDEO FORMAT OPTIONS	RGB plus HSync and VSync (5-wire)
OS SUPPORT 32-bit and 64-bit	Windows XP, Windows Vista, Windows 7, Windows 8 Mac OS X 10.4 and up (including Power PC) Linux

KEY FEATURES

- VGA, DVI or HDMI video and HDMI audio capture
- USB 3.0 or USB 2.0 connectivity
- Supports resolutions up to 1920×1200
- 60 fps capture rate at any resolution
- Real time hardware color space conversion
- Interfaces with multiple third party applications via DirectShow on Windows, QuickTime on Mac OS X and V4L (Video4Linux) on Linux
- Build your own app using our SDK