

# DIGITUS 4K HDMI EDID Emulator

DA-70466  
EAN 4016032442554



### HDMI EDID Emulator for extender, switches, splitter, matrix switcher

The Digitus 4K HDMI EDID Emulator continuously emulates a connected HDMI monitor so that the signal source does not change or disconnect your signal even when the connection is interrupted. It has preset EDID data (resolutions/timings), which can be found in the user manual. If EDID data of an individual monitor/display are missing, they can be read and cloned quickly and easily by means of the practical clone function. The emulator supports resolutions up to UHD 4K2K/60 Hz. The emulator offers the ideal solution for applications with HDMI extenders, splitters, switches or converters.

### Emulates the EDID data for connected HDMI screens/monitors/TVs and solves possible transmission problems with the communicating devices (monitor, signal source)

- Emulates HDMI EDID (Extended Display Identification Data) information
- Solves possible transmission problems with the communicating devices (monitor, signal source), for example, at different resolutions, formats, etc.

- Has preset EDID data (resolutions/timings)
- Clone function - allows you to read and clone the EDID data of a connected TV/monitor/screen
- Supports resolutions up to UHD 4K2K / 60Hz
- HDCP pass-through
- 1x HDMI input: HDMI connector for connection to the signal source
- 1x HDMI output: HDMI socket for connection of the HDMI cable
- Supports HDCP 2.2 / 1.4
- Supports VESA and CEA specifications
- LED activity indicator
- Requires no external power supply
- Dimensions: L 4.4 x W 2.0 x H 1.3 cm
- Weight: 15 g
- Color: black
- HDTV Standard: Ultra HD 4K
- Audio: no

### Package contents

- 4K HDMI EDID Emulator
- Manual

Logistics						
	Number (pcs)	Weight (kg)	Depth (cm)	Width (cm)	Height (cm)	cm³
Packaging Unit Carton	100	16.70	39.50	25.00	30.00	29.63
Packaging Unit Inside	1	0.17	0.00	0.00	0.00	0.00
Packaging Unit Single	1	0.17	13.00	7.50	2.30	224.25
Net single without Packaging	0	0.10	4.40	2.00	1.20	10.56

More images:

