

Dane aktualne na dzień: 19-08-2026 13:14

Link do produktu: <https://winmar.pl/magewell-usb-capture-hdmi-plus-grabber-p-174035.html>



Magewell USB Capture HDMI Plus - Grabber

Cena brutto	1 929,00 zł
Cena netto	1 568,29 zł
Dostępność	Dostępny w sprzedaży

Opis produktu

Magewell USB Capture HDMI Plus

USB Capture HDMI Plus

One channel 2K capture device

- Capture HDMI + embedded audio
- Loop-through HDMI signal
- Audio input via mic
- Extract HDMI embedded audio output via headphones
- **Support 4Kp60 4:2:0 input. Capture from the newest game consoles such as PS4 Pro and XBOX One S. Automatically down scale to 2K for recording or streaming**

Specyfikacja

Supported OS

- Windows
 - Windows 7/8/8.1/10/Server 2008/Server 2008 R2/Server 2012/Server 2016 (x86 & x64)
- Linux (support x86, x64 & ARM architecture)

	◦ Ubuntu 12.04/14.04/16.04/17.04/17.10 (x86 & x64) ◦ CentOS 6.5/7 (x86 & x64) ◦ Fedora 25/26/27 (x86 & x64) ◦ Red hat 6.5 and above (x86 & x64) ◦ Other Linux OS with kernel version 2.6.35 and above
Recommended OS (tested)	• Mac ◦ OS X 10.9/10.10/10.11 ◦ macOS 10.12/10.13 • Chrome OS • Windows ◦ Windows 7 Ultimate/8.1 Enterprise/10 Enterprise/Server 2008 R2 DataCenter/Server 2012 R2 DataCenter/Server 2016 R2 DataCenter (x86 & x64) • Linux ◦ Ubuntu 12.04/14.04/16.04 (x86 & x64) ◦ Ubuntu 17.04/17.10 (x64) ◦ CentOS 6.5/7.2 (x86 & x64) ◦ Fedora 25/26 (x64) ◦ Red hat 6.5 (x86 & x64) • Mac ◦ OS X 10.9.5/10.10/10.11.2/10.11.3/10.11.4 ◦ macOS 10.12/10.13.2/10.13.3
Supported APIs	• Windows ◦ DirectShow ◦ Wave API/DirectSound/WASAPI • Linux ◦ V4L2 ◦ ALSA • OS X/macOS ◦ QuickTime ◦ AV Foundation
Supported Software	• VLC • VirtualDub • OBS • XSplit • vMix • VidBlaster • Wirecast • Microsoft Media Encoder • Adobe Flash Media Encoder • Any other DirectShow, V4L2, QuickTime, AV Foundation based encoding or streaming software
Input Interfaces	• HDMI ◦ DVI-D 1.0 ◦ HDMI 1.4 • 3.5mm audio jack ◦ Microphone interface
Host Interfaces	• USB 3.0 ◦ compatible with USB 2.0 ◦ compatible with USB 3.1 Gen 1
Output Interface	• 3.5mm audio jack ◦ headphones interface
Loop-through Interface	• HDMI ◦ HDMI loop-through interface
Input Features	• Support for input video resolutions up to 4096×2160
HDMI Specific Features	• 297MHz HDMI receiver • Adaptive HDMI equalizer support for cables lengths up to 30M • Support for customized EDID • Support for extraction of AVI/Audio/SPD/MS/VS/ACP/ISRC1/ISRC2/Gamut InfoFrames • Full colorimetry support • Support for up to 4096×2160 4:4:4/4:2:2 30fps or 4096×2160 4:2:0 60fps input signals • For 4:2:0 input signals, the horizontal and vertical

	resolution will be reduced to 1/2 for capturing • For 4:4:4:2:2 input signal at more than 170MHz, the horizontal resolution will be reduced to 1/2 for capturing • Support for 2 channel ISC60958 audio streams • Support for extraction of audio formation information & channel status data • Support for extraction of video timing information • Support for extraction of 3D format information • Support for Side-by-Side Half, Top-and-Bottom, Frame Packing 3D mode. • Extraction of stereo embedded HDMI audio for recording and output via 3.5mm stereo mini-jack Line Out • Capture of analog audio via 3.5 mm microphone interface • Integrate the functions of a USB audio card. Playback audio via 3.5 mm headphones interface. Support for recording the playback audio of the computer. • Support for capture resolutions up to 2048×2160 • Support for capture frame rates up to 120fps (Actual capture frame rate can be limited by the USB bandwidth and internal working frequency. Typical capture frame rates on the Intel USB 3.0 controller are as follows.) ◦ 1920×1080 YUY2 (up to 70fps) ◦ 1920×1080 RGB24 (up to 60fps) • Support for YUY2 & UYVY4:2:2 8-bit • Support for RGB24 & RGB32 4:4:4 8-bit • The default capture format is YUY2. More capture format can be set using USB Capture Utility. • Video processing pipelines with 160 Mpixels/s processing bandwidth • Video cropping • Video scaling • Video de-interlacing ◦ Weave ◦ Blend top & bottom field ◦ Top field only ◦ Bottom field only • Video aspect ratio conversion ◦ Auto or manual selection of input aspect ratio ◦ Auto or manual selection of capture aspect ratio ◦ Three aspect ratio conversion modes: Ignore (Anamorphic), Cropping or Padding (Letterbox or Pillarbox) • Video color format conversion ◦ Auto or manual selection of input color format & quantization range ◦ Auto or manual selection of capture color format, quantization range & saturation range ◦ Support for RGB, YCbCr 601, YCbCr 709, YCbCr 2020 color formats ◦ Support for Limited or Full quantization range ◦ Support for Limited, Full & 'Extended gamut' saturation range • Video frame rate conversion • Vertical flip and mirror • Support for connecting multiple USB devices to one system • Support for setting the device serial number as the device name shown in the system using USB Capture Utility • The USB Capture SDK provide functions including signal status extraction, capture configuration, etc. • Multiple devices in one system can be upgraded simultaneously • Status LEDs indicate the working state of each channel:
Analog Audio Features	
Video Capture format	
Video Processing Features	
Multiple devices on one computer	
SDK	
Firmware Upgrade	
LED Indicator	

Form Factor
Power Consumption

Working Environment

- idle, input signal locked, memory failed or FPGA configuration failed.
- 98.1mm (L) x 56.8mm (W) x 17mm (H)
 - 5V max current: 900mA
 - max power consumption~4.5W
 - Operating temperature: 0 to 50 deg C
 - Storage temperature: -20 to 70 deg C
 - Relative Humidity: 5% to 90% non-condensing

Magewell

Magewell został założony w 2011 roku jako centrum badawczo-rozwojowe i producent urządzeń do przechwytywania wideo. Odtąd przekraczamy granice, rozszerzając nasze technologie na transmisję strumieniową na żywo, kodowanie i odtwarzanie, a także wbudowane systemy przetwarzania wideo. Nasze rozwiązania są szeroko stosowane na całym świecie w aplikacjach, takich jak transmisje strumieniowe na żywo, produkcja transmisji, wideokonferencje, przechwytywanie wykładów, obrazowanie medyczne, bezpieczeństwo, wizja maszynowa, gry, produkcja rzeczywistości wirtualnej i wiele innych. Oprócz wzmocnienia pozycji użytkowników końcowych, nasze produkty są również włączane do szerokiej gamy rozwiązań innych firm na zasadzie OEM przez innych wiodących producentów. Nasze produkty są dostępne na całym świecie za pośrednictwem naszych cenionych partnerów handlowych, w tym dystrybutorów, dystrybutorów i integratorów systemów.