

— S P E C F I L E —

Product Number : **ET-SBFMP10**

Product Name : Media Processor
Function board-type



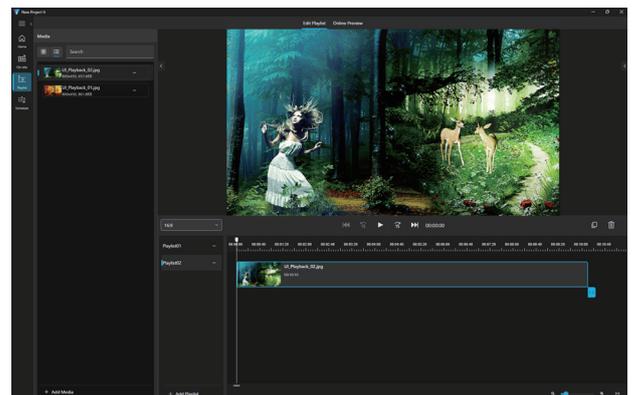
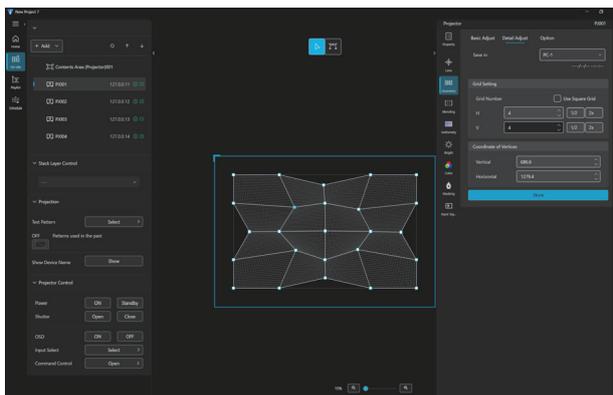
Overview

This product is a media processor featuring camera-based blending/black-level adjustments and 4K media playback capability. It eases the burden on your team when installing and adjusting multi-projection attractions, making operations more efficient.

Hardware Highlights

- Function board-type
- Device connection via a single LAN cable
- Supports NDI®(Max. 3840 x 2160/60p) and Dante®(2-channel) AVoIP protocol
- Supports content interruption and PinP² display during scheduled playback
- Seamless video synchronization among multiple media processors
- Supports signal input of up to 18 million pixels (max. length 7680 pixels), with resolutions including 7680 x 1920/60p and 4096 x 4096/60p for smoother content production
- Supports video bandwidth up to 300 Mbps
- Supports MPCDI file import
- Compatible with H.264, and H.265 codecs
- Supports MP4, JPEG, BMP, and PNG formats
- Large internal storage: 512 GB¹
- Pixel-based adjustment for unrivaled precision
- Remote Preview function via the ET-FMP50 Series' web browser
- Stable Linux® operating system

Software Highlights



This media processor is compatible with Visual Software Suite. For detailed specifications, please refer to the Visual Software Suite spec file.

1 Approximately 30 GB of the total storage space is allocated for system usage and is unavailable to the user.
 2 Background content automatically adjusts to 30p. Supports specifying NDI® video or a playlist via UDP.

Specifications

Main unit (Specifications subject to change without notice.)

Type	Function board-type ¹	
Terminals	LAN	RJ-45 x 1 for network connection 10Base-T/100Base-TX, 1000Base-T, NDI® and Dante®(2 channels) compatible
	Audio OUT	3.5 mm stereo mini-jack 0 V [rms] to 2.0 V [rms] (variable), output impedance 2.2 kΩ or lower
Content compatible with streaming playback NDI®	Image compression method: High Bandwidth NDI®	
	Image resolution/frame rate: 3840 x 2160/60 fps, 3840 x 2160/50 fps, 1920 x 1080/60fps, 1920 x 1080/50fps	
	Audio signals: Linear PCM and sampling frequency: 44.1kHz/48kHz, 16-bit, 2 channels	
Video format	H.264 ² , 8-bit, 3840 x 2160 pixels, 60p, YP _B P _R 4:2:0, 300 Mbps / H.265 ³ , 8-bit, 18million pixels (long side of 7680 pixels or less), 60p (including 7680 x 1920/60p, 4096 x 4096/60p), YP _B P _R 4:2:0, 300 Mbps Color format: RGB Color depth: 8-bit	
Max. video output resolution	3840 x 2160/60p	
Audio format	AAC-LC, 16-bit, stereo	
Storage	512 GB ⁴	
Operating system	Linux	
Dimensions	Width	Approx. 195 mm [7 11/16 in]
	Height	Approx. 25 mm [1 in]
	Depth	Approx. 123.2 mm [4 27/32 in]
Weight	Approx. 0.26 kg (0.57 lbs)	
Operating environment	Operating temperature	0-45 °C (32-113 °F) ⁵
	Operating humidity	10-80 % (no condensation)
Applicable projector ⁶	PT-RQ25K Series	
	PT-RZ14K	
	PT-REQ15 Series, PT-REZ15 Series	
	PT-RQ7 Series	

1 Compatible with Intel® SDM standard SLOT; Panasonic cannot guarantee compatibility of the ET-SBFMP10 with non-Panasonic projectors.

2 Compatible profiles: Baseline, Main, High (4:2:0)

3 Compatible profiles: Main (4:2:0)

4 Approximately 30 GB of the total storage space is allocated for system usage and is unavailable to the user.

5 The operating temperature range may differ according to the specific projector model paired with the ET-SBFMP10.

6 Models to be compatible will be addressed in sequence.

The firmware of the projectors needs to be updated. Please refer to the operation manual for more information.

Content that can be registered

You can register the following still image files and movie files as media in this software.

	Extension	Format	Restriction
Still image	jpg/jpeg	JPEG	Number of pixels: Maximum 9600 x 6400 (only baseline supported) YUV format: Only YUV420, YUV422, and YUV444 supported Color mode: Unsupported
	png	Portable Network Graphics	Number of pixels: Maximum 4096 x 4096 Number of bits: 24 Transparent: Unsupported
	bmp	Windows Bitmap	Number of pixels: Maximum 4096 x 4096 (only 1-bit, 4-bit, 8-bit, and 24-bit supported) Following formats are not supported. Run-length encoding, Bit fields, Top to bottom, Transparent data

	Extension	Codec		Restriction ¹	
		Video	Audio	Video	Audio
Movie	mp4	H.264/MPEG-4 AVC H.265/HEVC	MPEG-4 AAC-LC	<ul style="list-style-type: none"> Resolution <ul style="list-style-type: none"> With H.264/MPEG-4 AVC <ul style="list-style-type: none"> Maximum: 3840 x 2160 Minimum: 240 x 180 With H.265/HEVC <ul style="list-style-type: none"> Maximum: Total number of pixels: 18 million (long side 7680 or less) Minimum: 240 x 180 Frame rate <ul style="list-style-type: none"> 25 fps/30 fps/50 fps/60 fps Bit rate <ul style="list-style-type: none"> Maximum 300 Mbps YUV format <ul style="list-style-type: none"> Only 4:2:0 supported Supported profiles <ul style="list-style-type: none"> With H.264/MPEG-4 AVC²: <ul style="list-style-type: none"> Baseline Profile/Main Profile/ High Profile With H.265/HEVC: <ul style="list-style-type: none"> Main Profile³ 	Sample rate: <ul style="list-style-type: none"> 44.1 kHz, 48 kHz Channel: <ul style="list-style-type: none"> 2 ch, 0 ch (no audio) Bit width: <ul style="list-style-type: none"> 16 bit

¹ Multi-angle video is not supported.

² Constrained Baseline Profile, Extended Profile, and Hi10P/Hi422P/Hi444P are not supported.

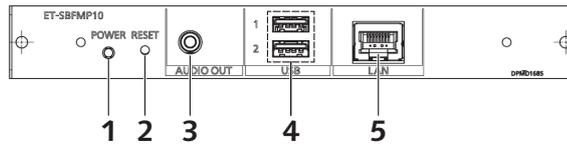
³ Following profiles are not supported.

Main 10, Main 12, Main 422-10, Main 422-12, Main 444-8, Main 444-10, Main 444-12

Note

- Some information for still image/movie files can be viewed with a computer where relevant files are accessible.
 - Operation example
 - For Windows computer
 - 1.Right-click a file, and click [Properties].
 - 2.Click the [Details] tab.
- A movie file cannot be used if its playback time is less than ten seconds or its playback time information cannot be acquired.
- The maximum number of characters for content file names is 80 characters.
- Files protected by DRM (Digital Rights Management) cannot be used.
- Some files listed as compatible formats may still not be able to be used.

Terminals



1	Power indicator <POWER> Indicates the status of this board.
2	<RESET> button This button initializes the network settings of the board. If you press and hold the button, the settings on the [System] menu → [Network] page of the Web control screen are initialized and the board reboots.
3	<AUDIO OUT> terminal This terminal is for outputting audio signals.
4	<USB> terminals These terminals are not used with this board.
5	<LAN> terminal This terminal is for connecting to a network.

Dimensions

unit : mm [inch]
NOTE: This illustration is not drawn to scale.

