Getting Started - USB-to-HDMI Converter DFG/USBtoHDMI

Typical machine vision applications use dedicated computers to perform image processing and analysis. Some simple monitoring and visualization tasks do not, however, require these levels of image processing. Such tasks are most efficiently solved by delivering images directly from camera to monitor—eliminating the need for and associated costs of dedicated computer hardware. Expressly designed for this purpose, the USB-to-HDMI converter generates an HDMI signal from The Imaging Source's USB3 camera image data. Camera settings like exposure and gain can be configured via an on-screen menu and are automatically restored on startup.

Getting Started

Please perform the following steps to setup the converter:
- Connect an HDMI monitor to the converter's micro HDMI port
- Connect the power plug (USB-C)
- Connect a camera to the USB3 port (blue) if it is not already connected
- To change the camera settings, connect a standard USB keyboard to the device and press *Enter* to open the main menu

Features

- Supports all DMK/DFK 33, 37 and 38 series cameras from The Imaging Source
- Supports resolutions up to 4K (3840x2160) at 15 fps; Full HD up to 60 fps
- Supports monitors up to 4K native resolution
- Easy-to-use on-screen menus for camera and display settings via USB keyboards

Scope of Delivery

- DFG/USBtoHDMI converter
- Power supply unit
- micro HDMI cable
- quick start guide

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