

Code: OSD-50HD

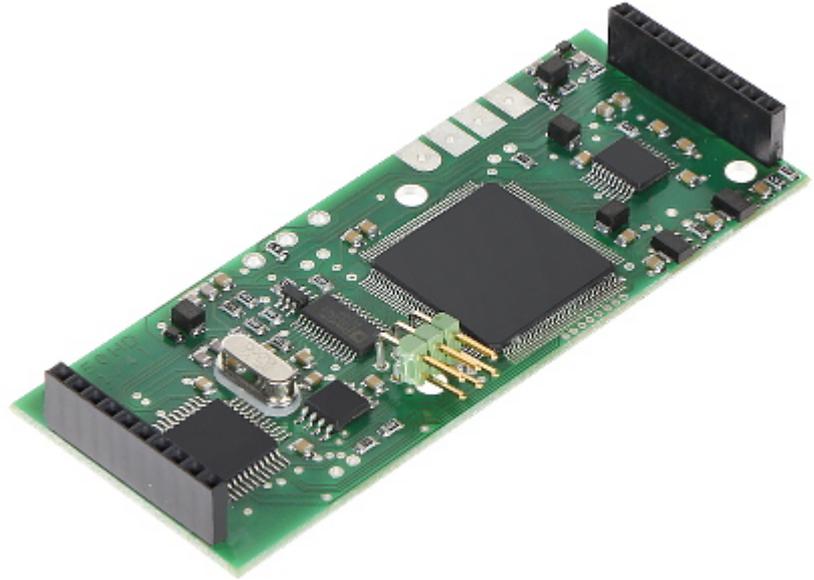
CHARACTER GENERATOR **OSD-50HD**

The device is designed to display alphanumerical characters, raster graphics and vector graphics on the image from camera.

The OSD-50HD is produced as a PCB and dedicated for devices, where simultaneous observation of the image is required as well as the reading of data sent from the sensors placed in the device. Assuming OSD-50HD cooperation with such solutions as Arduino or Nucleo, we recommend using the PORT-22 converter in addition.

From the video signal the OSD-50HD operates as a loop-through device, equipped with signal input and output. The device control protocol can be found in the technical documentation.

For more information about OSD systems, visit www.osd.systems



Supported standards:	AHD, HD-CVI, HD-TVI
Video signal amplification:	0 dB
The ability to change the font and create own table of graphic characters:	✓
Built-in KF protocols (cash registers):	—
Possibility to add KF protocols (cash registers):	—
Vector graphics support:	✓
Raster graphics support:	✓
The ability to firmware upgrade:	✓
PCB casing:	—
Built-in stabilizer:	—
Communication:	UART 3.3 V
Communication using optional devices:	PORT-22
Maximal number of characters in one line:	50
Maximal number of lines:	40
Maximum number of characters on the screen:	2000
The ability to change font size:	✓
The ability to change the position of the titles:	✓



DATA SHEET

Cross generator:	✓
Keyboard lock:	—
Power supply:	<ul style="list-style-type: none">• 3.3 V DC• Powering from PORT-22
Current consumption:	240 mA (both inputs: 3V3A and 3V3D)
Support:	<ul style="list-style-type: none">• the SG-1 mode - the protocol of SG-1 device operating in symbols display mode, ability to implement custom protocols• character terminal mode and hexadecimal displaying• You can customize the software to your needs, such as adding a new communication protocol that supports other devices than specified
Weight:	0.02 kg
Dimensions:	91 x 36 x 11 mm
Manufacturer / Brand:	DELTA
Guarantee:	3 years