FAQ PDS-4K option/audio card

1. **What is the PDS-4K?**

Answer: The PDS-4K is a new 4K presentation switcher that has been added to our existing Barco PDS platform. It is the successor of the PDS-902 3G model.

2. **Which models are available?**

Answer: There will be 2 models. One model with only HDMI inputs & outputs (R9009650) and one model with additionally SDI inputs & outputs (R9009651).

3. **Is audio included in the PDS-4K?**

Answer: Through an optional card slot that has been foreseen in which you can plug an optional audio card. The PDS-4K audio card has DP 1.2 + Audio. This slot adds 2x DP1.2 inputs, audio passthrough and audio (de)embedding (Dante®).

4. **What other cards can be added additionally?**

Answer: There is one slot for option cards. The first card available will be the PDS-4K audio card (R9802040) with 2x DP1.2 inputs and audio passthrough.

5. **What is the price for the PDS-4K audio card?**

Answer: Please contact your local sales for more information on pricing & packages.

6. **Where can I buy a PDS-4K and PDS-4K audio card in my region?**

Answer: Please fill out a contact form on www.barco.com/en/contact or contact your local Barco sales representative for more information.

7. **When will the PDS-4K audio card be shipping?**

Answer: The PDS-4K audio card will start shipping in Q4/2021.

8. **How to operate the PDS-4K?**

Answer: Via the front panel interface and/or a custom control panel, via the Event Master controllers (EC-30, EC-50 or EC-210) and via the Event Master Toolset.

9. **How does the Dante® de-embedding work? Is it per output or per input?**

Answer: All inputs' audio channels are available as Dante® transmitters. The Program outputs' audio channels are available as Dante transmitters as well as being capable of receiving Audio channels from Dante®.

10. **Are there plans to support NDI® on the PDS-4K?**

Answer: We are currently considering multiple variations of option cards. The DP1.2 with Dante® card is the only card we have committed to at this time. Please reach out to e2@barco.com with your requirements.

11. **Will Dante's® de/embedding routing will be managed from a new Event Master Toolset menu?**

Answer: No, just the Dante® Controller application will be used to subscribe audio transmitters to receivers. Thus, no additional audio subscriptions will be needed within the Event Master Toolset other than choosing which audio mode to assign to each program.

12. What happens where: what do you do on the Dante® controller and what do you do on the PDS-4K with EM toolset?

Answer: Dante® Controller is only used when audio on the Dante® network is to be used anywhere else on the network, including the PDS-4K. The EM Toolset is only used to change, to activate (or mute) audio capabilities for the inputs and to change the audio mode for each program where it can be set to follow switched video (default), a single input, receive audio from Dante® or be muted.

13. What audio channels appear on Dante®, is it just a stereo of program, or do you get every HDMI source?

Answer: With the initial software release, each input and program will support two audio channels, typically used for stereo (left and right).

14. Can audio from an input pass directly through to an output without going to Dante®?

Answer: Yes. Inputs can be routed directly to a PGM output without being connected to a Dante® system. Each program output can choose its source: specific input, Audio follows video switching, or specific Dante® channels.

15. When using Audio follows video switching on a program output, can this be sent back to the Dante® audio network.

Answer: Yes, it can. All program audio channels are available as transmitters on the Dante® network.

16. When a program is set to have audio follow video, which source's audio is used when there are PiP windows in use?

Answer: The video source that appears in the topmost PiP window is whose audio channels will be used on the program output. For example, a PiP window showing a camera image of a presenter is shown on top of their presentation slide show. The audio from the input that is the presenter's camera will be heard, rather than the input that carries the presentation.

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