DSP-6100/6200

Fanless Mini Digital Signage Player with ARM® Cortex®-A53 Based Processor, Rockchip RK3368





- Rockchip RK3368 64-bit Octa Core ARM® Cortex®-A53 @1.5GHz
- •• 1GB / 2GB DDR3 memory
- 8GB eMMC, 1x Micro SD Cage for storage
- •• 1x HDMI2.0 (4K support) for video output
- 1x LAN, Wi-Fi, Bluetooth for network connection
- 3x USB2.0, 1x USB OTG for peripheral connection
- Ultra-mini size
- Android based media player
- Content Management System available

Product Overview

DSP-6100/6200, an ARM and Android based fanless mini digital signage player, is the state-of-the-art synergistic alternative to all the conventional billboards, prints, and audio-visual advertisement playback combined, while offering large-size display surface, multimedia audio-visual playback, digital marquee-texting and real-time push-messaging, as well as supporting touch-screen functionality, enabling advanced interactive advertisement (as software option).

DSP-6100/6200 offers customized ad layout, flexible programming and "ad-flash" functionalities for real-time, flexi-content and max-trending ad effect.

Ad-Signage is easy to use, and allows your ad content to be designed and managed according to your communication needs, whilst bringing saving in ad budget, as well as optimizing communication effectiveness.

Ad-Signage, with built-in LAN and wireless LAN networking functionalities, can easily achieve real-time content uplink, effective (single/group) terminal management, perfect for retail outlets, government and education institutions, exhibitions, conferences, hospitals, transportation terminals, etc., where surgical and on-demand mass communication is most commercially effective.

Product Features



Versatile all-in-one embedded wireless ad display



Multi-language



High definition output



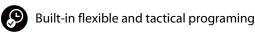
Landscape / portrait display format as required

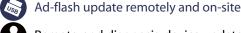


Multimedia ad program, internet page, marquee text and ad-flash



Format to suit ad design





Remote-end diagnosis, device update maintenance



single-machine offline / online and multiple-machine online



Interactive advertisement support



GPS, 3G / 4G support

Technical Information

Rockchip RK3368 64-bit Octa Core ARM Cortex-A53 @1.5GHz 1GB DDR3 memory 2GB DDR3 memory Graphic Controller PowerVR SGX6110 GPU up to 600MHz 1x HDMI2.0 (on rear, 4096 x 2160 @ 60Hz) 1x MIPI (optional, 13M pixels, for camera input) **Display Rotation** Optional (Gyro based, $0^{\circ} \sim 270^{\circ}$) Audio Interfaces 1x Line-out (on rear) 1x 10/100 LAN (RJ-45 on rear) Wireless Wi-Fi (IEEE 802.11 b/g/n) Bluetooth (V2.1+EDR/Bluetooth 3.0/3.0+HS/4.0) 3G / 4G (optional, by USB dongle) GPS (optional) 3x USB2.0 (Type A on rear) - support IR / PCT / liquid shield / ultrasonic touch - support camera input 1x USB OTG (Micro-USB on rear) Storage 8GB eMMC (default, up to 32GB or NAND Flash by request)

1x Micro SD Cage (on rear, support up to 64GB)



• I/Os Panels



Ordering Information

Article	Description
DSP-6100	Rockchip RK3368, 1GB DDR3 Memory, 1x HDMI2.0, 1x LAN, 3x USB2.0, 1x USB OTG, 8GB eMMC, 1x Micro SD Cage
DSP-6200	Rockchip RK3368, 2GB DDR3 Memory, 1x HDMI2.0, 1x LAN, 3x USB2.0, 1x USB OTG, 8GB eMMC, 1x Micro SD Cage

Optional Application Software

Content Management System		Entry Level CMS01	Intermediate Level CMS02	Professional Level CMS03
Features	Picture, Video, Audio, Text, Data, Time, Week, Weather, Web, Container, RSS	•	•	•
	Interactive Touch	×	•	•
	Ad Area, Streaming, Countdown	×	×	•
	Ad Management	×	×	•
	Program Editor	•	•	•
	Terminal Management	•	•	•
	Resource	•	•	•
	Send / Clearance Check	•	•	•
	Scheduling / Statistics	•	•	•
	Clearance Management	•	•	•