SEEDER

S-UE2110



Product Technical Specifications

Basic Functions	
System Architecture	X86 architecture, embedded OS
Function Expansion	Elastic computing expansion; software-defined functions
Rendering Engine	Unreal Engine 5.8.0 real-time UHD graphics.
Stream I/O	Plugin-based multi-channel ST2110 4K IP I/O via proprietary SDK
System Calibration	UE5 plugin for tracking, color, and screen calibration
Automation	Plugin-based automated content integration into templates, instance generation, and layerby-layer playback control
AR/VR	Supports tracking and color calibration for seamless AR/VR integration
CG Graphics	Unlimited layer control and independent switching of graphics elements in CG graphics
VideoWall Graphics	Real-time high-quality rendering of mixed graphics/video templates for large screens, with 4x 4K output
Standards	ST2110-10/20/21/30/40, ST2022-7
NMOS	Supports NMOS IS-04/05 for stream configuration and control
LSM Management	Quick setup of I/O sources, PTP, and stream monitoring
PTP Sync	1588V2, 2059-2
HD Formats	1080 50i/50P/59.94i/60i/60P
UHD Formats	2160 50P/60P/59.94P
Basic Specifications	
Data NIC	100Gb QSFP28 × 2
Mgmt NIC	1Gb RJ45 × 2
BMC Port	1Gb RJ45 × 1
Server Chassis	2U rackmount, 485×450×89 mm
Power	100–120V / 200–240V, 50/60Hz, 800W redundant PSU
Storage Temp	–20~60°C
Operating Temp	–10~40°C
Stability	24/7 operation
Certification	NRTA MA & CNAS reports

Ordering Information

Product Model	Product Name
S-UE2110	IP UHD All-in-One Graphics System