



ProV

ProV Progressive Scan Video Converter with built-in TV tuner

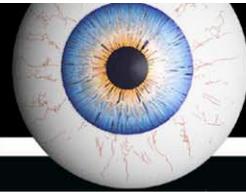


What makes Home Theatre PC different from your run-of-the-mill desktop computer? It's designed from the ground up to meet the key specifications that users have found the most desirable: Low noise level in operation and optimised video performance. The only drawback: Video is still processed through the computer and that means: The headaches never stop!

The ProV turns any display into a true multimedia centre by linking your CRT/LCD computer monitor, plasma screen or data/video projector to a DVD player, VCR, Camcorder, video game, satellite receiver or simply using it as a TV with the built in TV receiver!

Incorporating high performance frame buffer technology, which can significantly increase image quality by doubling the standard amount of lines making up your picture. This allows 480p line resolutions at 31.5KHz on your VGA or LCD monitor, giving increased brightness and decreased flicker.





FEATURES

- Built-in TV Tuner for receiving Broadcast or Cable TV. ProV takes external video and audio from a Laser Disk, DVD Player, VCR, Camcorder, Video Game, Satellite Receiver etc.
- Support VGA, SVGA and XGA
- Unit Colour Sliver (UK Version)
- Advanced Frame Buffer Technology
- Double scan conversion (15.75KHz to 31.5KHz)
- Watch TV or Play TV Games on your Projector, CRT, LCD or Plasma Display, without a PC
- Supports audio as well, including a Sound Card Pass through
- Brightness, Saturation, Contrast, Sharpness and Hue adjustment
- On Screen Display operation with IR Remote Controller, Plug & Play, easy to use and no software driver required.
- One-touch Button to switch between TV and PC
- Automatic channel scan and memorized function

TECHNICAL SPECIFICATION

- Inputs**
- RF signal from antenna or cable
 - composite video (RCA)
 - Audio (L & R RCA)
 - S video
 - VGA 15 pin D type connector
 - audio - headphone jack
- Outputs**
- VGA 15 D type connector
 - audio headphone jack
 - power cable
 - AC adapter with 12Vdc output

