

# GEN-US4432

## 4x4 USB 3.2 SWITCHER

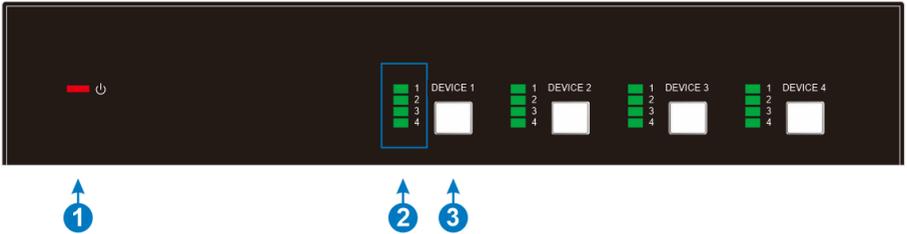


## Specification

<b>Input</b>	
Input	(4)USB
Input Connector	(4)USB-A
USB Standard	USB3.2 Gen1
<b>Output</b>	
Output	(4)USB
Output Connector	(4)USB-B
USB Standard	USB3.2 Gen1
<b>Control</b>	
Control port	(1)IR IN, (1)RS232, (1)TCP/IP
Control Connector	(1)3.5mm mini jack, (1)3-pin terminal blocks, (1)RJ45
<b>General</b>	
Bandwidth	5Gbps
Operation Temperature	-10 ~ +55°C
Storage Temperature	-25 ~ +70°C
Relative Humidity	10% - 90%
Power Supply	DC24V1.25A
Power Consumption	20.4W(Max)
Dimension (W*H*D)	200mm x 39mm x 153mm
Net Weight	840g

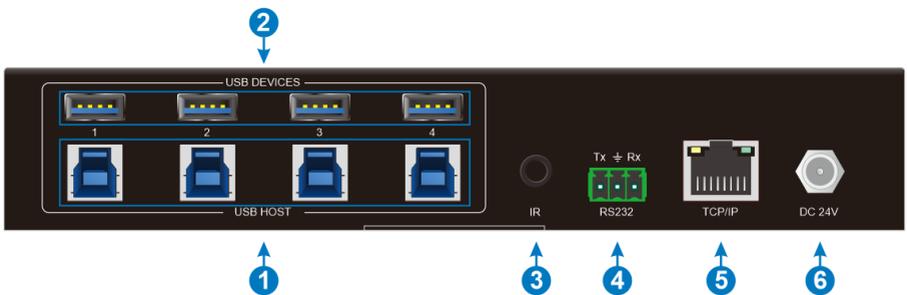
## Panel Description

### Front Panel



- **Power LED:** Red and green indicator light, the green light is always on when the machine is powered on, the red light is always on in standby mode, and the indicator light is off when the power is off.
- **Selection LED:** The illuminated number corresponds to the USB Host the selected USB Device is routed to.
- **Select Button:** Press to cycle the selected USB Device through each USB Host output.

### Rear Panel



- **HOST:** Connects to USB-B port of Host device
- **DEVICES:** Connects to USB-A Devices.
- **IR IN:** 3.5mm jack to connect IR Receiver.

- **RS232:** 3-pin terminal block to connect a computer to control the matrix by sending RS232 commands.
- **TCP/IP:** Ethernet port to connect with a computer to control the matrix via GUI.
- **DC 24V:** DC connector for power adapter connection.

## IR Remote Control

- Press the **STANDBY** button to enter or exit Standby mode.
- Inputs represent the device, and Outputs represent the host. In fact, a device can only be bound to one host, and a host can be bound to multiple devices.
- To switch the selected one or more of the inputs for output, first press the number corresponding to the desired **INPUT** or the **ALL** button, then press one **OUTPUTS**, then press the **ENTER** button to execute the change.
- **Examples:**
  - ✓ To send input 3 to output 2, first press the **INPUTS 3** button, then press the **OUTPUTS 2** button, and finally press the **ENTER** button to execute the change.
  - ✓ To send all input to outputs 4, first press the **ALL** button, then press the **OUTPUTS 4** button, and finally press the **ENTER** button to execute the change.

