

SD Multi-Camera Video Processing Platform

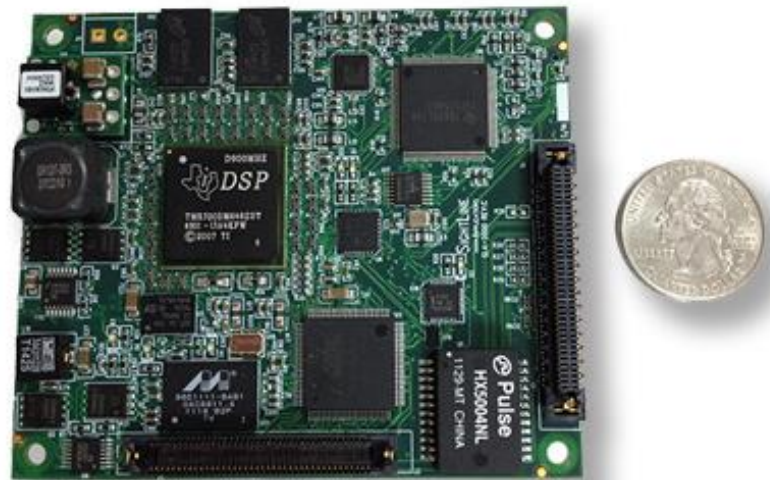
The **SLA-2000** provides a four channel, embedded video stabilization, object tracking, image enhancement system well-suited for airborne and ground ISR applications.

The board processes and streams SD video outputs. It operates on video right at the source, which is key for low latency performance and the best video quality.

For new designs needing multi-camera video processing SightLine recommends the SLA-3000-OEM processor. The SLA-2000 is supported for existing programs only.

Hardware Overview:

- 4 SD Analog Video Inputs
- Multicamera Processing / Display
- Mil Spec Qualification with Enclosure
- Ethernet - Streamed Video (SD) and Control
- 2 Serial Ports – Pass-through and Control
- Analog Video Out
- Onboard Snapshot Recording to MicroSD



The supported **Video Processing Library** provides a suite of **SLA** video functions that are key in a wide variety of ISR applications.

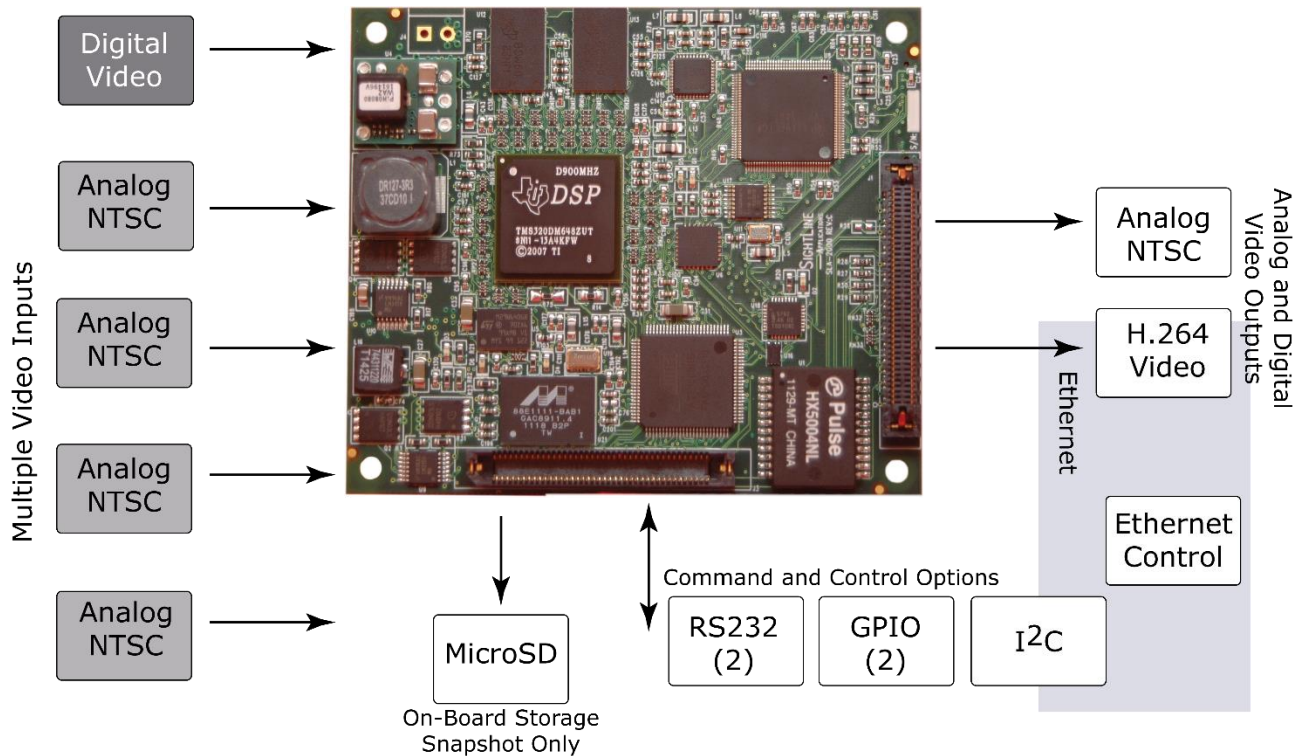
Video Processing Functions

- Video Encoding + MISB KLV Metadata
- Scene Steering and Tracking
- Detection Algorithms
- Network Interfacing
- Video Enhancement
- Gimbal Control Telemetry
- Stabilization and roll correction
- Multi-camera display options: PiP, Blending, Side by Side, Quad

See the **Video Processing Library** info-sheet for more information about image processing functions

Camera Interfaces

Video Inputs	<ul style="list-style-type: none"> • NTSC/PAL Analog (4 inputs) • Digital to 1080p/30 (1 input – customer interface)
Video Outputs	<ul style="list-style-type: none"> • Encoded Ethernet (H.264 or M-JPEG) to 720p/30 • SD analog (NTSC/PAL)



Specifications

Storage	Snapshot Only Class 10 SDHC cards up to 32 Gb	Control Interfaces	<ul style="list-style-type: none"> • 10/100 BASE-T Ethernet PHY • RS-232 (2 channels) • I²C • GPIO (x 2)
Operating Temperature	- 40° to + 55°C (IP67 enclosure, OEM+heatsink)	Input Voltage	8 - 15 VDC (12 VDC nom)
Physical	3.38 x 2.88 x 0.55 inches (85.7 x 73.0 x 14 mm) 1.52 ounces (43 grams)	Power Consumption	6.3 W (max)