



DRM - Rackmount Frame

The DRM provides an open-ended rack-mountable frame for holding and powering AJA Mini-Converters (sold separately). The DRM has a 2RU high frame that can accommodate up to 6 of the larger AJA Mini-Converters (HD10 series)*. The DRM has a built-in 110/220V power supply with 12 connectors to provide 5V power directly to the Mini-Converters without the need for individual power supplies for each Mini-Converter. **

\$749 US MSRP

*Note: The largest Mini-Converters extend above the 2RU chassis height. One to two additional RU of empty space above the DRM-R2 frame is required for the large Mini-Converters.

**Note: The total power consumption of all Mini-Converters installed in the DRM and active at one time should not exceed 50 watts. If more power and flexibility is required in rack frame form factor, please explore our openGear card and frame options at: www.aja.com/family/opengear

<https://www.aja.com/products/drm0>

User Interface

- Mounting slots for up to 12 AJA Mini-Converters*

*Some Mini-Converters require two slots.

- Operating Temperature: 0 to 40 C (32 to 104 F)
- Safe Storage Temperature (Power OFF): -40 to 60 C (-40 to 140 F)
- Operating Relative Humidity: 10-90% noncondensing
- Operating Altitude: <2,500 meters (<8,000 feet)

Size (w x d x h)

- 19.0" x 9.0" x 1.75" (48.26 x 22.86cm x 4.44 cm)

Note: 3-RU of rack space is required if any of the largest Mini-Converters are installed.

Power

- Universal 100-240V, 50/60Hz power input
- Twelve separate +5V DC regulated outputs (hard-wired to power supply)
- Power Consumption: 50 Watts maximum

Note: The total power required by all the installed Mini-Converters must be less than the DRM frame maximum of 50 Watts. Refer to the individual Mini-Converter specifications, available on the AJA website and in each converter's documentation, to calculate the total power for your DRM's converter configuration. Ensure the total power required for the converters you install does not exceed 50 Watts. Some DRM slots may need to be left empty to stay within this limit.

Environment