



kramer

FC-101Net

2-Channel Dante Decoder & PoE Acceptor



FC-101Net is a compact 2-channel Dante™ decoder with 2 balanced mono audio outputs. It enables connecting non-Dante devices, such as amplifiers and powered speakers, to a Dante network and enables volume control. FC-101Net is powered over Ethernet from any standard PoE providing network switch

FEATURES

Dante Network Interface

PoE Acceptor

Interoperability - Supports AES67 and Dante allowing high-performance interoperability between IP-based audio networking systems

Input - 2 Dante channels on an RJ-45 connector

Outputs - 2 balanced mono audio on a 3-pin terminal blocks

Output Volume Control

Versatile Control - Via the Dante IP control matrix and Kramer Protocol 3000 via RS-232 connection

Professional, Studio Grade Signal Conversion Technology - Includes the latest generation 32-bit advanced Digital Analog Converter architecture to achieve excellent dynamic performance and improved tolerance to clock jitter. Maintains the quality of the original audio signal with selectable sampling rates up to 96 kHz



TECHNICAL SPECIFICATIONS

| | |
|--------------------------|--|
| Outputs | 1 Balanced Stereo Audio / 2 Mono Audio On 2 3-pin terminal blocks |
| Ports | 1 Dante On an RJ-45 connector |
| Control | Dante IP control matrix and Kramer Protocol 3000 |
| Power | Source 48V DC (PoE) Consumption 100mA |
| Enclosure | Size Pico TOOL Type Aluminum Cooling Convection ventilaion |
| Environmental Conditions | Operating Temperature 0° to +40°C (32° to 104°F) Storage Temperature -40° to +70°C (-40° to 158°F) Humidity 10% to 90%, RHL non-condensing |
| STANDARDS COMPLIANCE | Safety CE |
| Environmental | RoHs, WEEE |
| Accessories | Included Bracket set, double-sided adhesive dual lock tape |
| Product Dimensions | 6.22cm x 5.18cm x 2.44cm (2.45" x 2.04" x 0.96") W, D, H |
| Product Weight | 0.1kg (0.2lbs) approx |
| Shipping Dimensions | 49.00cm x 18.60cm x 58.80cm (19.29" x 7.32" x 23.15") W, D, H |
| Shipping Weight | 0.2kg (0.5lbs) approx |

