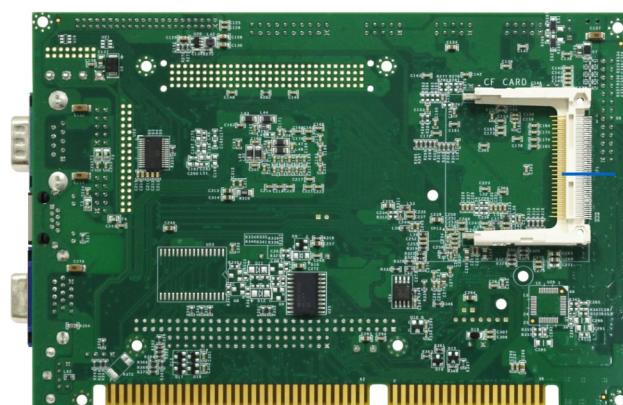
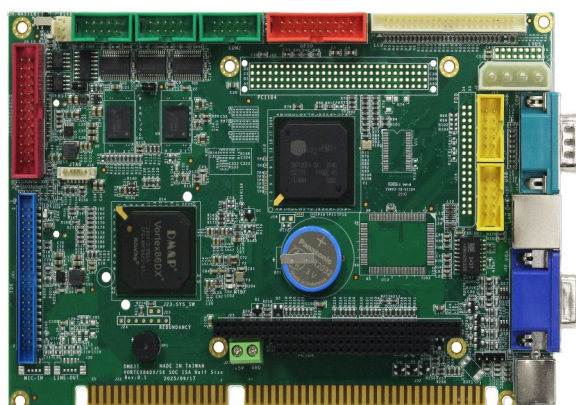


VSX-6124-V3



CF
(Optional)

Specifications

CPU	DM&P SoC CPU Vortex86SX – 300MHz			
RAM	256MB DDR2 Onboard			
BIOS	AMI BIOS			
Bus	PC/104 standard compliant		PCI-104 (Optional)	
Display	SM712 Chipset with VGA, TFT-LCD, and 18-bit LVDS Flat Panel Interface			
	VGA: Maximum resolution up to 1280 x 1024 @ 60Hz			
	TTL-LCD: Maximum resolution up to 1024 x 768 @ 60Hz			
	LVDS (Optional): Maximum resolution up to 1024 x 768 @ 60Hz			
LAN	Integrated 10/100Mbps Ethernet x1			
Audio	CM119B USB audio controller (Optional)			
Disk Support	IDE DoM	Compact Flash (Optional)	Onboard 2MB SPI Flash Disk	
SRAM Support	512KB (Optional)			
I/O Interface	RS232 x3 16-bit GPIO x1	RS232/422/485 x1	USB2.0 x4	Parallel x1
Connectors	2.54mm 4-pin pin header for +12V, -12V, -5V, GND x1 2.54mm 104-pin PC/104 connector x1 2.54mm 20-pin box header for 16-bit GPIO x1 2.0mm 16-pin pin header for LVDS x1 (Optional) 1.25mm 4-pin wafer for Line-in/MIC-out x2 (Optional) Type I/II Compact Flash Slot x1 (Optional)	2.54mm 2-pin pin header for Reset x1 2.54mm 10-pin box header for RS232 x3 2.54mm 10-pin box header for USB x2 2.0mm 44-pin box header for LCD x1 D-Sub male connector for VGA x1 Mini DIN connector for Keyboard/Mouse x1	2.54 3-pin pin header for RS485 x1 2.54mm 26-pin box header for Parallel x1 2.0mm 44-pin box header for IDE x1 9-pin D-Sub male connector for RS232 x1 RJ45 connector for Ethernet x1 4-pin male power connector x1	
Power Requirement	DC +5V @ 600mA			
Operating Temperature	-20°C - +70°C -40°C - +85°C (Optional)			
Dimension	184 x 122mm			
Weight	180g			
O/S Suppoer	Windows Embedded CE6.0	Windows Embedded CE5.0	Linux	DOS

Ordering Information

PART NO.	CPU (MHz)	DRAM (DDR2)	Storage	Display	LAN	RS232/RS485	USB	Parallel	16-bit GPIO	Bus	Audio
VSX-6124-V3	300MHz	256MB	IDE 2MB SPI	VGA TFT-LCD	1	4/0 3/1	4	1	1	PC/104	Not Supported
VSX-6124-C-V3	300MHz	256MB	IDE 2MB SPI CF	VGA TFT-LCD	1	4/0 3/1	4	1	1	PC/104	Not Supported
VSX-6121-V3	300MHz	256MB	IDE 2MB SPI	Not Supported	1	2/0 1/1	4	1	1	PC/104	Not Supported