

# WHY SHOULD YOU USE USB MATRIX IN YOUR MEETING ROOM?

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# 1. WHAT IS USB MATRIX?

A **USB matrix** is a specialized hardware device that allows **multiple host computers** (like laptops or PCs) to share and access **multiple USB peripherals** (like cameras, microphones, printers, or storage) at the same time in any combination.

Unlike a standard USB switch, which typically lets only one computer use all connected devices at a time, a matrix allows for independent routing.

## 2. KEY FUNCTIONS

- **Independent Routing:** In a 4x4 matrix, Computer A can use a webcam while Computer B simultaneously uses a printer or a shared hard drive from the same device.
- **Simultaneous Multi-Host Access:** It maintains active connections to several hosts, allowing users to "mix and match" which computer controls which peripheral without unplugging cables.
- **High-Speed Data & Power:** Modern versions support **USB 3.2 Gen 1 (5Gbps)** or higher, providing enough bandwidth for high-definition cameras and fast data transfers.
- **Flexible Control:** Switching can be managed via physical buttons, infrared remotes, or even network interfaces (WebGUI/RS-232) for professional installations.

## 3. COMMON VARIATIONS

- **Pure USB Matrix:** Focuses strictly on USB data routing for peripheral sharing.
- **USB-C/HDMI Matrix:** Often used in 2026 meeting rooms to switch both **4K video and USB data** simultaneously, often providing laptop charging through a single cable.
- **USB Audio Matrix:** Specifically designed for professional audio, routing Dante network channels or analog audio into a unified USB stream for video conferencing.

## 4. USE CASES

- **Meeting Rooms (BYOD):** Switching a room's high-end camera and mic between a permanent Room PC and a guest's laptop.
- **Control Rooms:** Allowing operators to monitor multiple systems while instantly "strolling" their mouse and keyboard control between screens.
- **Laboratories/Education:** Sharing specialized hardware like microscopes or document cameras across several student workstations.

## 5. INFOBIT USB MATRIX

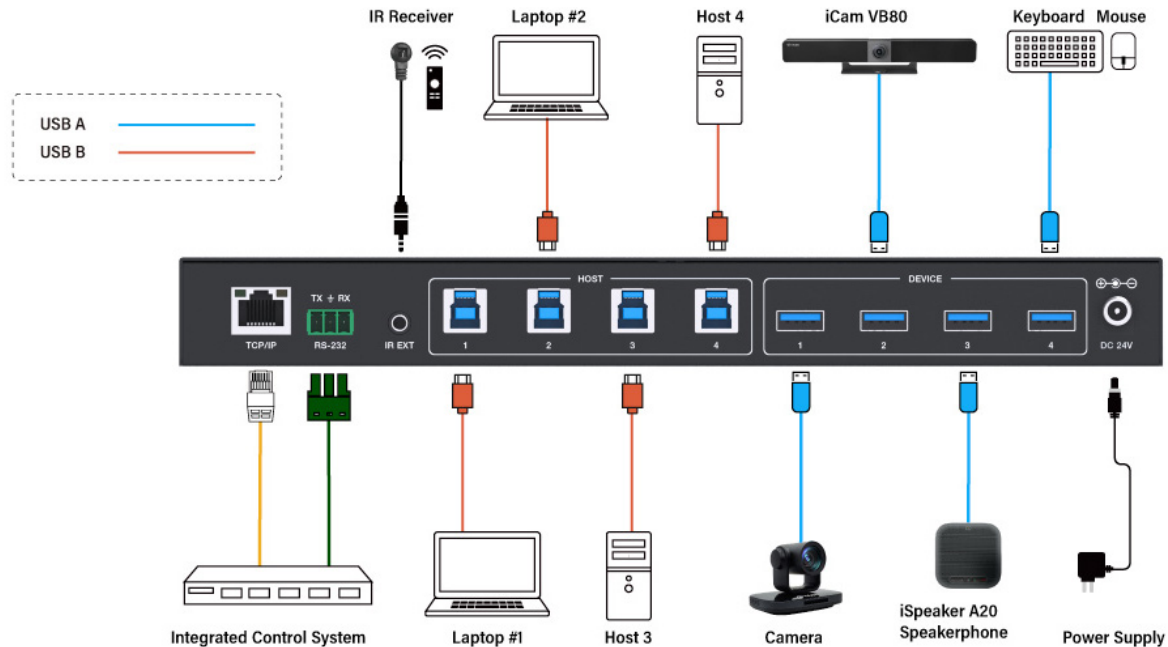
### 5.1 IMATRIX UB44-V2



### FEATURES

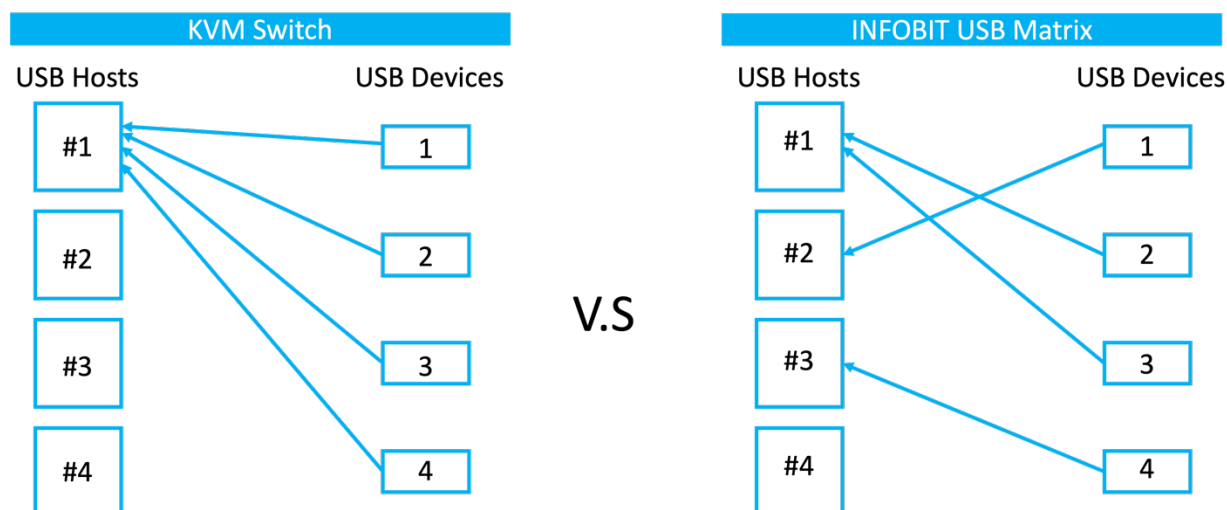
- USB 5Gbps **4x4 Matrix**
- Enables **4 computers** to share 4 USB 3.2 Gen 1 devices
- **USB 3.2 Gen 1** compliant, data transfer rates up to **5Gbps**
- **LED** indicates which host is active
- Over-current protection
- **5V/1.5A output** for USB device ports
- USB device ports compliant with **USB 3.2 Gen 1, USB 2.0, and USB 1.1**
- **Plug and Play** – no drivers or external power adapter needed
- Multi-platform support – Windows, Linux and Mac
- Control via front panel buttons, **IR remote**, **RS-232**, and **Web GUI**

## DIAGRAM



## 6. WHAT DIFFERENCE BETWEEN USB MATRIX AND KVM SWITCHER?

The primary difference between a **USB Matrix** and a **KVM (Keyboard, Video, Mouse)** system is the type of signals they handle and how they manage connections between multiple users and computers.



- **Signal Type:** A **USB Matrix** only switches and routes USB data signals (like keyboard, mouse, or webcams). A **KVM** switches video signals (HDMI, DisplayPort) in addition to USB peripherals.
- **Routing Logic:**
  - **USB Matrix:** Allows **multiple users** to independently access different computers at the same time. For example, User A can use Computer 1 while User B uses Computer 2, or both can share a single device.
  - **KVM Switch:** Typically allows **one user** to toggle a all of peripherals at one time between multiple computers.
  - **KVM Matrix:** Combines both, allowing multiple users to simultaneously share and switch between multiple computers' video and USB signals.

## COMPARISON TABLE

Feature	USB Matrix iMatrix UB44-V2	KVM Switch iSwitch 201HK	All-in-One Matrix iMatrix HU44
Switches Video?	No	Yes	Yes
Switches USB?	Yes Any USB devices switched.	Yes All USB devices together.	Yes Any USB devices switched.

<b>Best Use Case</b>	Sharing printers or webcams across a lab.	Single-desk setups with two laptops or a PC.	Control rooms, broadcast centers, or data centers.
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## 6. WHY USE USB MATRIX IN BYOD/BYOM MEETING ROOMS?

In a meeting room, a USB matrix (or specialized USB host switcher) is essential for **BYOD (Bring Your Own Device)** and **BYOM (Bring Your Own Meeting)** setups because it allows professional-grade audio and video peripherals to be shared dynamically between a fixed Room PC and a user's laptop.

### 6.1 SEAMLESS PERIPHERAL SHARING (BYOM)

A USB matrix allows a single set of high-quality equipment—such as 4K cameras, beam-forming microphone arrays, and specialized speaker systems—to transition instantly between the dedicated Room PC (running a native app like Microsoft Teams Rooms) and a guest laptop. Without it, you would have to manually unplug and replug several USB cables every time a user wants to host a meeting from their own device.

### 6.2 SINGLE-CABLE CONNECTIVITY

Modern USB-C matrix switchers allow a user to connect their laptop via a **single USB-C cable** to gain full control of the room's AV system.

- **Video & Audio:** The laptop uses the room's professional camera and microphone as if they were built-in.
- **Charging:** Many of these switchers provide high-wattage power (e.g., 60W–100W) to the laptop through the same cable, preventing it from dying during a meeting.



## FEATURES

- 4×4 **HDMI matrix**
- 4×4 **USB matrix**
- 8×8 **audio matrix**
- HDMI 2.0, **4K@60Hz 4:4:4** & HDCP2.2.
- Video **seamless switching**.
- Provides up to **60W PD** charging for USB-C.
- Switch any **USB A device** to any 4 of 5 USB hosts as matrix mode.
- Supports **wired BYOM (Bring Your Own Meeting)** to switching among Room and BYOD PC.
- Be compatible with **USB videobar, camera, speaker, microphones** with brands INFOBIT, Logitech, Poly, Yealink, Jabra and more
- **USB-C and HDMI Input 4** auto detection and auto switching.
- USB-C **4K60Hz DP1.4** AV Input.
- Supports analog audio **embedding & de-embedding**
- Supports **separated presets** saving or recalling for Video switching, USB switching and Audio switching.
- Control via front panel buttons, IR, RS-232 or **TCP/IP (WEB-GUI)**.
- Support **CEC** to control displays ON/OFF
- Supports standard **VESA resolutions** and **user-defined resolutions**.

## DIAGRAM

