

ST4U-1T

Media Server



FEATURES

- A single device supports up to 8K×4K output capacity, ultra-high resolution video decoding and pixel-to-pixel display
- Splitting, reassembly, and rotation of multiple outputs, enabling loading of irregular displays and achieving creative mosaic display
- Dividing output into up to 64 partitions, accommodating ultra-wide screens and rapid mapping adjustments
- Simultaneous playback of 12x mixing layers and 1x audio
- Visualized program arrangement and management
- Live and pre-edit modes
 - The program editing and playback are in sync in live mode
 - Edit the programs before displaying them on the screen in pre-edit mode
- Media library management, including videos, pictures, PowerPoint files and audios
- Media file sorting
- Media file batch import
- NDI sources, website page sources, sources from capture devices, streaming media sources and text sources support

DESCRIPTION

The ST4U-1T is a media server developed by Starview, which is specifically designed for multimedia exhibition halls, banquet halls, stage performances and other creative fixed installation scenarios. The ST4U-1T provides an excellent pixel-to-pixel display with ultra-high definition, diversified mosaic creativity and outstanding media arrangements for professional stage performances. Built-in with intuitive and user-friendly media playback and control software, the ST4U-1T enables simplified stage display management and best-in-class human-machine interaction.

- Media collection configurations
- Custom OSD
- Up to 1080P PowerPoint files
- Using a laser pointer for moving between slides in PowerPoint
- Multi-screen management and control
- Configuration and playback of frame sequences in bmp, tiff, tga, jpg, and png formats
- External LTC and MTC timecode inputs, ensuring precise and synchronized playback control
- Playback progress management
- Shortcut key for program jumping and auto jumping settings
- Configurable layer size and priority
- Main KV jumping settings
- Main media based playback progress management
- Crossfade on program switching

FEATURES (CONT.)

- Layer mask, cropping, keying, blurring and opacity adjustment
- Hardware decoding support
- One-click FTB
- HDR output support
- Inheritance of audio properties
- The audio properties remain unchanged when you replace the layer audio media of the program
- Auto startup of built-in software on system power on
- Auto program playback on software startup
- Remote control via UDP or TCP/IP
- Controlled by a central control unit
- Auto saving of project file being edited
- Controlled via Starview's Control Platform, enabling a highly efficient and user - friendly control experience

APPEARANCE

Note: All product pictures shown in this document are for illustration purpose only. Actual product may vary.

Front Panel



No.	Area	Function
1	Power button	Turn on or turn off the device.
2	USB	2x USB 3.0 <ul style="list-style-type: none">• Connect to the mouse and keyboard.• Insert a USB drive for importing media files.

Rear Panel



No.	Area	Description
1	Power button	<ul style="list-style-type: none"> • ON: Power on the device. • OFF: Power off the device.
2	Power	Connect to a power source. 100– 240V~, 50/60Hz
3	CONTROL	<ul style="list-style-type: none"> • 1x RJ45 Realtek 2.5Gb Ethernet port for networking • 1x HDMI <ul style="list-style-type: none"> – CONTROL UI port for connecting a monitor to display the software interface – Max output resolution: 2K× 1K@60Hz
4	USB	4x USB 3.0 Connect to the mouse, keyboard or USB drive.
5	AUDIO	XLR audio output connector <ul style="list-style-type: none"> • 1x AUDIO L: XLR audio left channel output • 1x AUDIO R: XLR audio right channel output

No.	Area	Description
6	AUDIO	<p>3.5 mm external audio connector</p> <ul style="list-style-type: none"> • 1x C/SUB: Center/Subwoofer, for center channel and subwoofer audio output • 1x LINE IN: Line input for connecting the line output of external audio device, and inputting to an audio system or amplifier • 1x LINE OUT: Line output for sending audio system signals to other devices • 1x MIC: Microphone input for connecting microphones to capture sound for input into the audio system. • 1x REAR: Rear channel audio connector for rear or surround speakers
7	OUTPUT	<p>4x DP 1.4</p> <ul style="list-style-type: none"> • Up to 4x 5120×2880@60Hz outputs • Four connector mosaic output, with a total mosaic width or height limit of 16384 pixels • Single connector width: 480 to 8192 pixels • Single connector height: 300 to 8192 pixels
8	SYNC	Reserved

Hardware/Software


Power Supply	750 W
CPU	12th Intel Gen Core Processor
Memory	32 GB DDR5 high-speed memory
Motherboard	High-performance server grade motherboard
Storage	<ul style="list-style-type: none"> • System disk: 250 GB high-speed SSD • Storage disk: 1 TB high-speed SSD (default), with optional additional 1 TB or 4 TB drives
Cooling	Silent fan for high-frequency processors
Keyboard & Mouse	Keyboard and mouse suit
OS	Windows 10 Enterprise LTSC
Built-in software	Starview software with licensing dongle



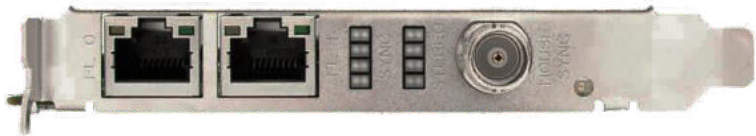
PRODUCT SELECTION

Model	Configuration
ST4U-1T (P2)	<p>Graphics card: 1x P2000</p> <ul style="list-style-type: none"> • Smooth playback of up to 1x hardware - decoded 8K×4K@30fps or 3x 4K×2K@60fps SDR video files • Video memory: 5 GB GDDR5X, 128 bit
ST4U-1T (A4)	<p>Graphics card: 1x HPGA4000</p> <ul style="list-style-type: none"> • Smooth playback of 1x hardware - decoded 8K×4K@60fps SDR video files • Video memory: 16 GB GDDR6, 256 bit
ST4U-1T	<ul style="list-style-type: none"> • Graphics card is optional, which can be selected from Optional Items. <ul style="list-style-type: none"> – P2000, select max 1 – HPGA4000, select max 1 – HPG4500a, select max 1 • Server sync card, required for multi - server synchronization

OPTIONAL ITEMS

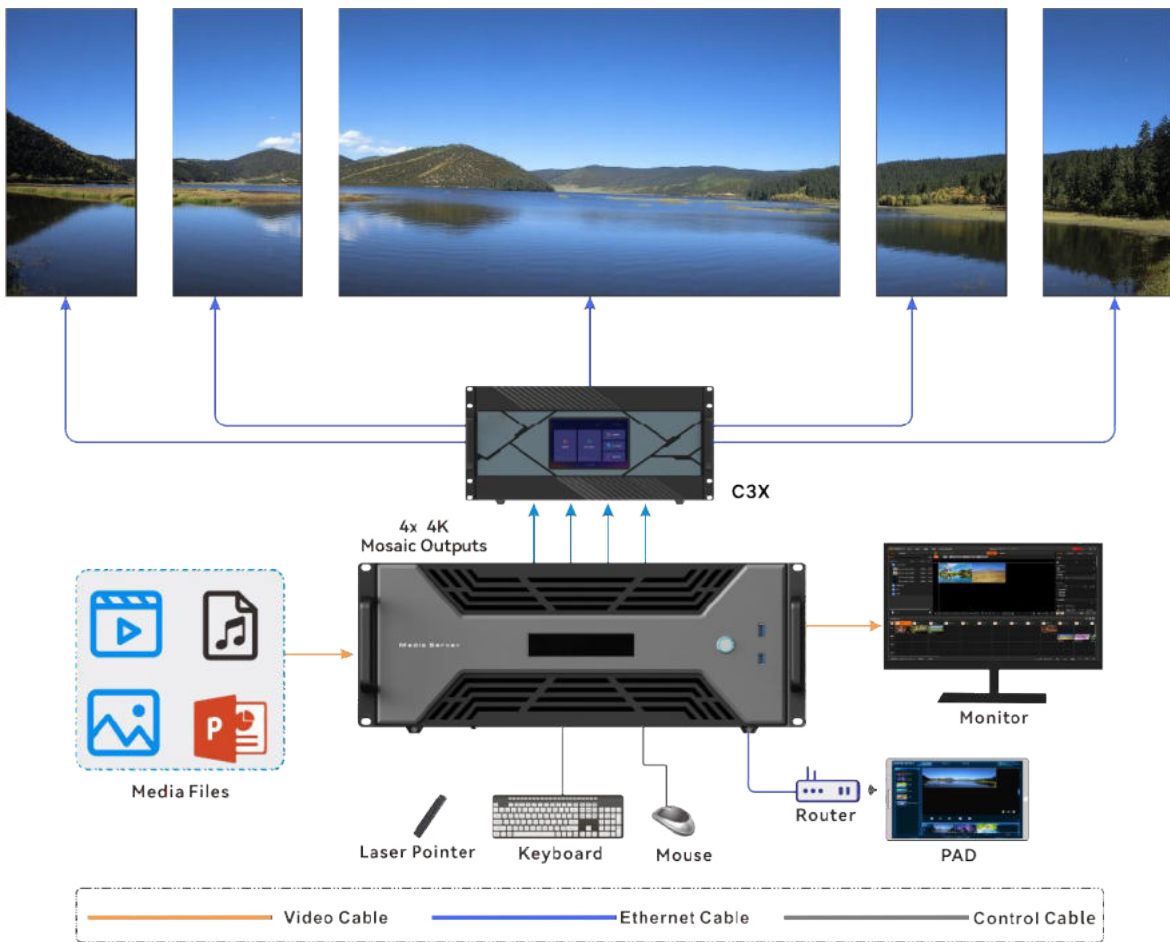
The following table lists the optional items that you need to purchase from Straview separately.

Graphics Card and Sync Card	Description
Graphics Card P2000	 <p>4x DP 1.4</p> <ul style="list-style-type: none"> • Up to 4x 5120×2880@60Hz outputs • Four connector mosaic output, with a mosaic width or height of up to 8192 pixels • Single connector width: 480- 8192 pixels • Single connector height: 300- 8192 pixels • Playback of 1 layer of 8K×4K@30fps or 3 layers of 4K×2K@60fps SDR video (hardware - decoding) • Memory: 5 GB • Type: GDDR 5X • Bit width: 128 bit

Graphics Card and Sync Card	Description
Graphics Card HPGA4000	 <p>4x DP 1.4</p> <ul style="list-style-type: none"> • Up to 4x 5120×2880@60Hz outputs • Four connector mosaic output, with a mosaic width or height of up to 16384 pixels • Single connector width: 480- 8192 pixels • Single connector height: 300- 8192 pixels • Playback of 1 layer of 8K×4K@60fps SDR video (hardware - decoding) • Memory: 16 GB • Type: GDDR6 • Bit width: 256 bit
Graphics Card HPG4500a	 <p>4x DP 1.4</p> <ul style="list-style-type: none"> • Up to 4x 5120×2880@60Hz outputs • Four connector mosaic output, with a mosaic width or height of up to 16384 pixels • Single connector width: 480- 8192 pixels • Single connector height: 300- 8192 pixels • Playback of 1 layers of 8K×4K@60fps or 4K×2K@60fps SDR video (hardware - decoding) • Memory: 24 GB • Type: GDDR6 • Bit width: 192 bit
Sync card	 <p>The sync card must work with the HPGA4000, HPG4500a graphics cards.</p> <ul style="list-style-type: none"> • 2x RJ45 <p>Accept a frame lock signal and output the signal.</p>

Graphics Card and Sync Card	Description
	<ul style="list-style-type: none"> • 1x BNC Accept an external sync signal. • LED indicators Indicate the statuses of the sync signal connections.

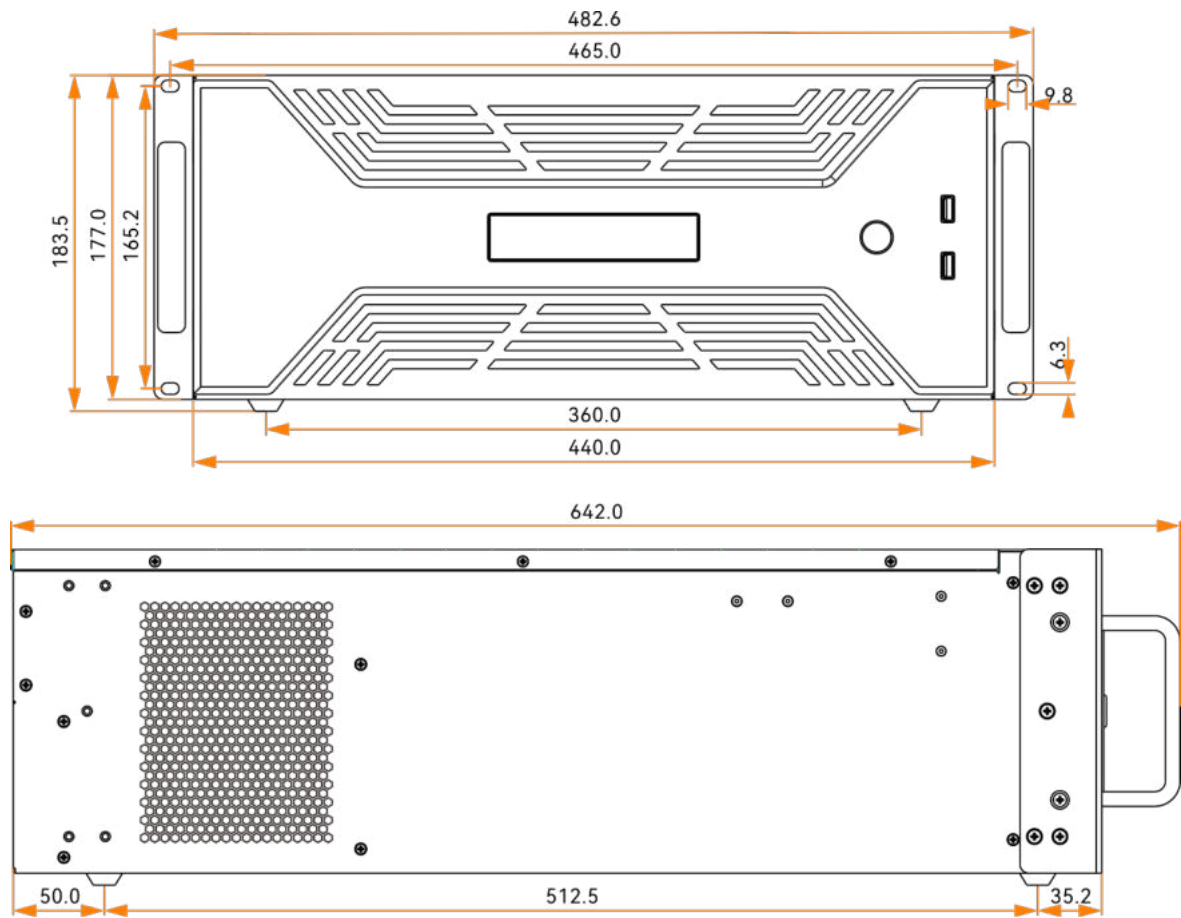
APPLICATIONS



Note:

- This product can only be placed horizontally. Do not mount vertically or upside-down.
- The product can be mounted in a standard 19-inch rack capable of withstanding at least four times the total weight of the mounted equipment. Four M5 screws should be used to fix the product.

DIMENSIONS



Tolerance: ± 1 Unit: mm

Technical specifications

ST4U-1T

Electrical Characteristics	Power connector	100-240V~ 10-5A 47-63Hz
	Max power consumption	500 W
Operating Environment	Temperature	0°C to +40°C
	Humidity	0% RH to 80% RH, non-condensing
Storage Environment	Temperature	-10°C to +60°C
	Humidity	0% RH to 95% RH, non-condensing
Physical Specifications	Dimensions	482.6 mm × 183.5 mm × 642.0 mm
	Net weight	17 kg
Packing Information	Accessories	1x Power cable 4x DP cables 1x HDMI cable 1x Keyboard and mouse suit
	Packing box	805 mm × 625 mm × 300 mm

For technical or sales support, please visit:
www.starviewint.asia

For assistance with confirming the Jurisdiction & Classification of Starview Asia products, please contact info@starviewint.asia

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Australia Headquarters: Level 40, 140 Williams Street, Melbourne VIC 3000, Australia

MEDIA FILE TYPES AND FORMATS

The media server supports the decoding of various common video coding formats, such as H.264, H.265, MPGE- 4/2 and WMV.

Type	Format
Video	mp4, avi, mkv, flv, mov, wmv, mpeg, mpg, m4v
Image	jpg, jpeg, bmp, png, gif, ico
Audio	mp3, aac, flac, amr, ape, wav, wma
Office	PowerPoint, Excel, Word, PDF

Note:

Recommended video coding formats:

- 4K < resolutions ≤ 8K, width or height ≤ 8192 pixels: H.265 (HEVC) or VP9 recommended
- Resolutions ≤ 4K: H.264 (AVC) recommended
- When the video size exceeds 8K, it is recommended to split the video into multiple files for playback.

For a better image quality experience, the following video bitrates are recommended.

- Recommended video bitrates for SDR uploads - single media server and single graphics card:

Type	Video Bitrate Standard Frame Rate (24 Hz, 25 Hz, 30 Hz)	Video Bitrate High Frame Rate (48 Hz, 50 Hz, 60 Hz)
4320 (8K)	75 to 90 Mbps	110 to 135 Mbps
2160 (4K)	35 to 45 Mbps	53 to 68 Mbps
1440 (2K)	16 Mbps	24 Mbps
1080p	8 Mbps	12 Mbps

- Recommended video bitrates for SDR uploads - multiple media servers and multiple graphics cards (frame synchronization required):

Type	Frame Rate	Video Bitrate	Video Coding
4320 (8K)	60 Hz	30 Mbps	H.265
2160 (4K)	60 Hz	30 Mbps	H.264

Note:

If frame synchronization output is not required in the application scenario that has multiple media servers and multiple graphics cards, please refer to the recommended video bitrates for SDR uploads - single media server and single graphics card.