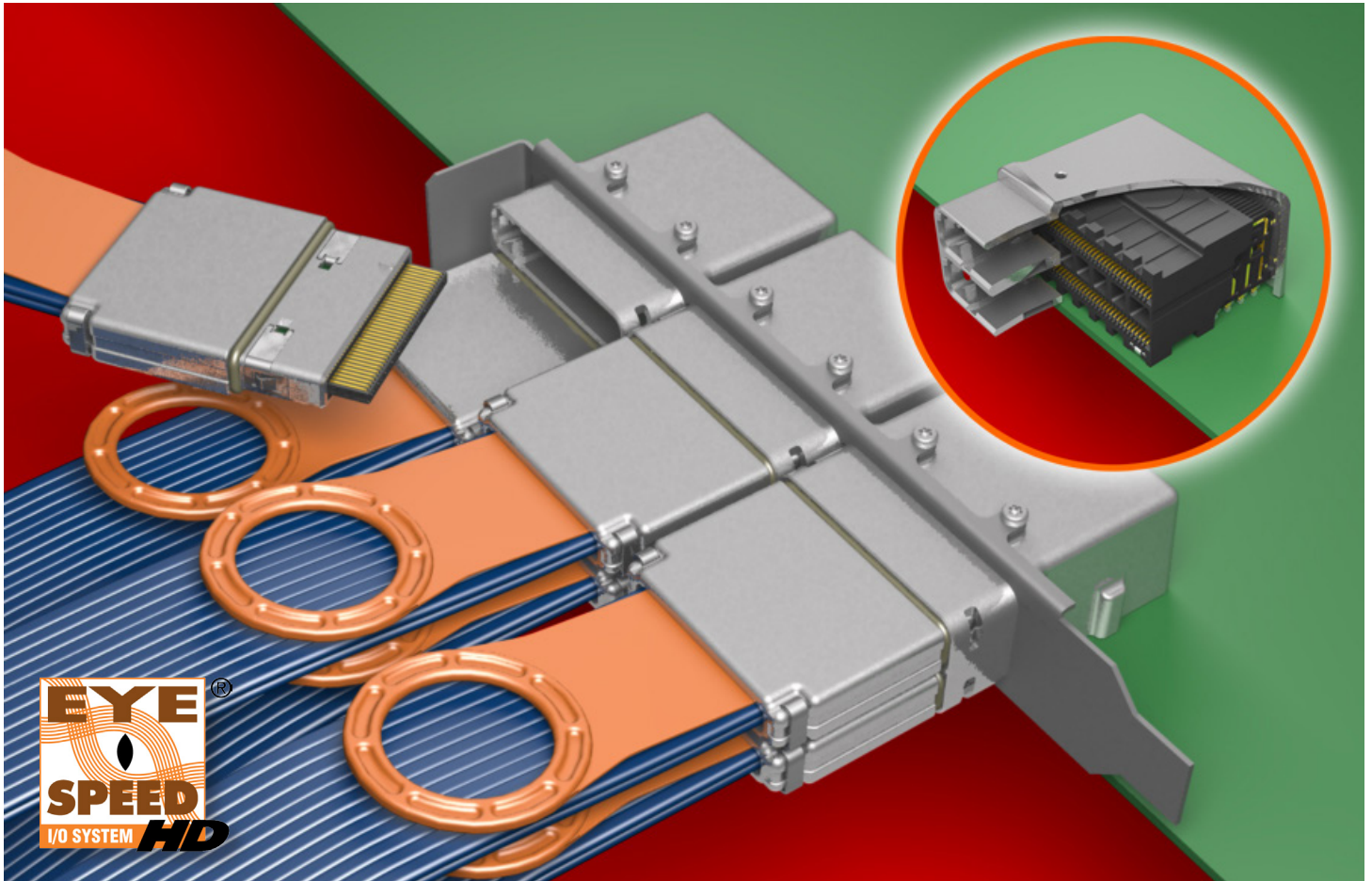


Eye Speed® HD

High Speed / High Density I/O Cable System



Samtec's new Eye Speed® HD high density I/O Cable System features superior performance in a space saving design. Populating high-density panels is easier with low-profile stacked receptacles that nest tightly together. The result is the industry's densest high-speed I/O cable system designed with enhanced product configurability and integration. Comfortable in both 85Ω and 100Ω signal environments, Eye Speed® HD Cable ([HDLSP Series](#)) is an ideal solution for super-computing and data storage applications including servers, blade servers, and server clusters, providing vast modularity between systems and subsystems.

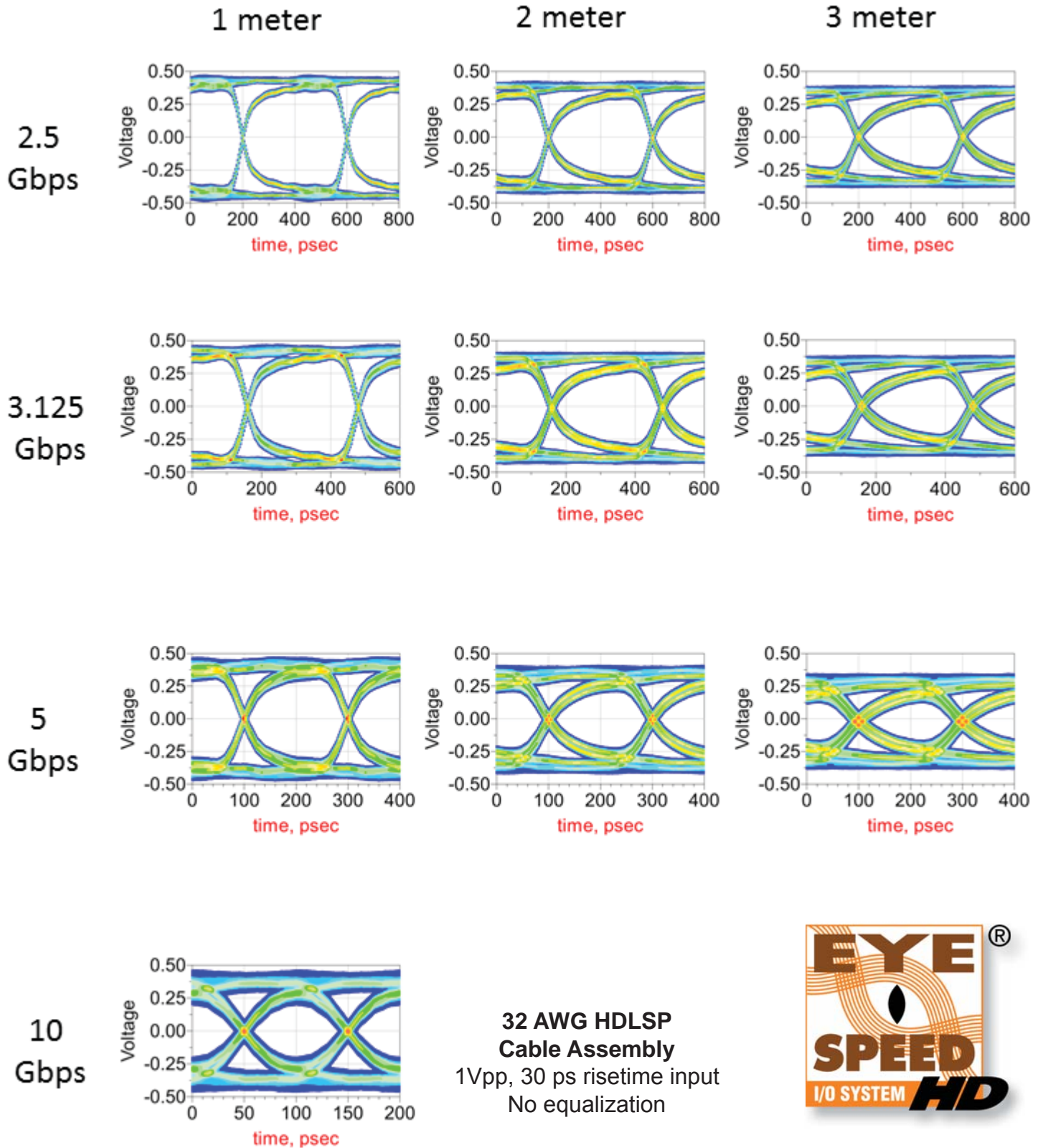
The HyperTransport™ Consortium chose HDLSP for their powerful HT 3.1 high-bandwidth, low-latency networking protocol. Optimized for maximum port-density in today's rack server environment, HDLSP cables provides easy HT 3.1 interconnection for blazing system performance.

The Eye Speed® High Density Cable (HDLSP Series) boasts 48 signal pairs in a 28mm x 14mm panel opening. The system is designed to be stacked and mated with a right angle PCB connector and cage ([HD16](#) and [HDC Series](#)). With a compact, high density 0,635mm pitch design, this system fits the full height of a PCIe card (6x 8-Bit links) to support 3D-Torus/Mesh HT NICs and switches.

The high density cable is available in 1 meter and 2 meter lengths of 32 AWG low skew pair cable with performance up to 6.44 GHz and 2.56 GHz, respectively (at 7dB insertion loss). The cable system provides superior signal integrity and routing with 85Ω or 100Ω differential pair signaling for in-system and system-wide applications. Each signal pair is individually shielded with a smooth insertion loss profile. Additionally, Samtec's high density cable system is also equipped with a rugged simple detent latching system allowing for the tightest cable placement.

Eye Speed[®]

High Density I/O Cable System



32 AWG HDLSP
Cable Assembly
1Vpp, 30 ps risetime input
No equalization

