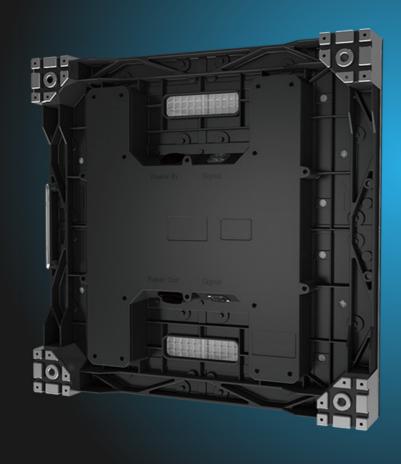
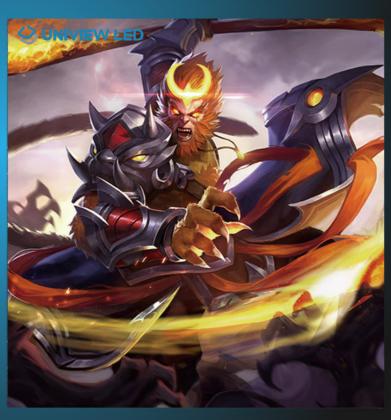
I Series Interactive Floor Display

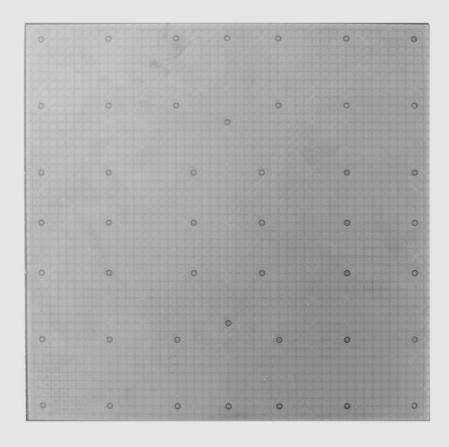




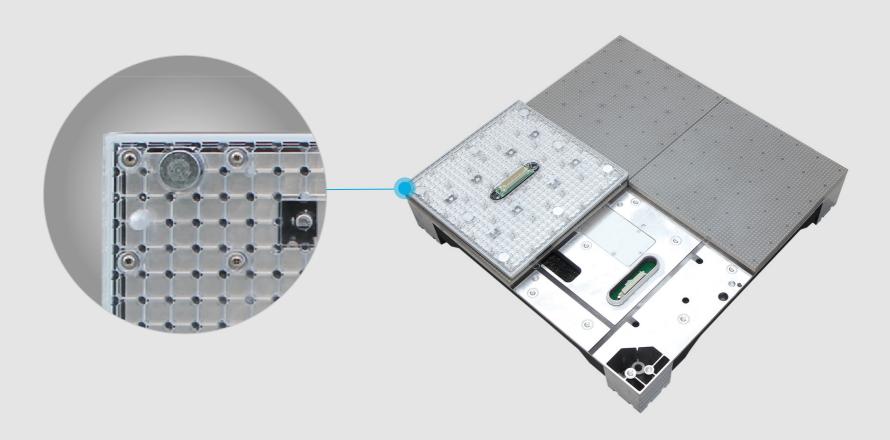
• The cabient is made of 500mm * 500mm die-cast aluminum .With CNC machining process, I series can achieve seamless splicing and better splicing precision.



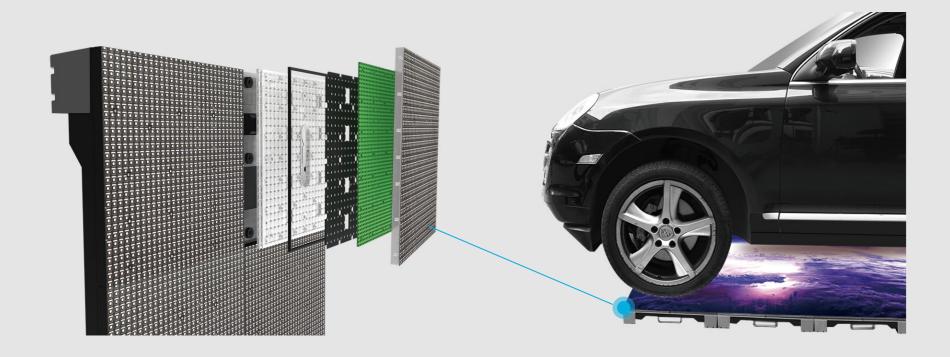
- The modules mask is made of imported high transparency and wear-resistant PC material, it has two major advantages:
- ① Light transmittance uniformity is excellent, there is no color difference and color uniformity is well maintained in different viewing angles.
- ② Excellent anti-scratch and anti-wear performance.



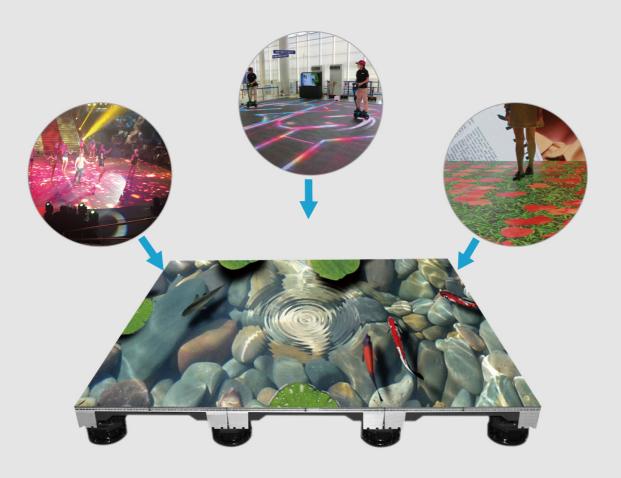
· Magnetically fixed module design, module replacement can be achieved within 3 seconds, it greatly decreases maintenance time and improves working efficiency.



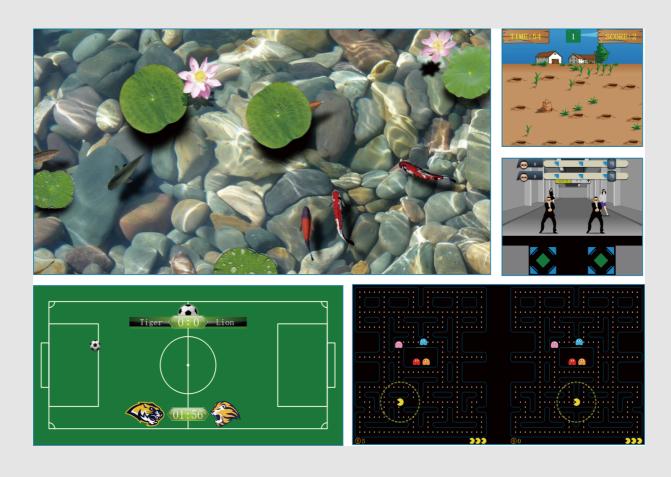
· Featured with point-to-face contact and support technology, its loading capacity is over 2000kg/sqm, more reliable.



· With built-in patented man-machine interaction system and 16 sensors in each modules, it reduces the response time to less than 0.01s.



· Supporting a variety of self-developed interactive games, it makes the display more interactive and interesting.



· With front and rear IP65 waterproof design, it can satisfy the use requirement in many applications.



Typology	ľ				
Pixel Pitch (mm)	2.6	3.9	4.46	5.2	6.25
LED Configuration	SMD1515	SMD1516	SMD1921	SMD1921	SMD1921
Brightness (cd/m²)	≥600	≥2800	≥2800	≥3000	≥3000
Module Size (W x H mm)	250×250	250x250	250x250	250x250	250x250
Module Resolution	96x96	64×64	56x56	48x48	40x40
Cabinet Size (W x H x D mm)	500x500x85	500x500x85	500x500x85	500x500x85	500x500x85
Cabinet Resolution	192x192	128x128	112x112	96×96	80x80
Cabinet Weight (kg/pcs)	15	12.5	12.5	12.5	12.5
Power Consumption (Max/Avg W/pcs)	180/60	210/70	210/70	210/70	210/70
Refresh Rate (Hz)	≥1920	≥1920	≥1920	≥1920	≥1920
Gray Scale (Bit)	13	14	14	14	14
Viewing Angle (H/V)	140°/ 140°	140°/ 140°	140°/ 140°	140°/ 140°	140°/ 140°
IP Rating (Front/Rear)	IP65/IP65	IP65/IP65	IP65/IP65	IP65/IP65	IP65/IP65