



12.1" ColorVue VGA/SVGA Chassis Mount Flatpanel



This 12.1" flat panel display is a compact design to be placed in a variety of industrial and process control environments requiring a console mount display that supports VGA and SVGA resolutions*. The display is auto sync compatible with PC's VGA/SVGA video standards and satisfy a wide variety of industrial control and man-machine interface applications.

FEATURES

- ◆ Bright Active Matrix TFT Display
- ◆ Anti-Reflective Protective Faceplate
- ◆ VGA /SVGA Resolution*
- ◆ Optional Touch Systems
- ◆ HD15(F)

*Supports all VESA standard video formats

CONTACT

HEADQUARTERS

11529 Sun Belt Ct.
Baton Rouge, Louisiana 70809

Phone 800.223.8050

International

001.225.298.0300

Fax 225.297.2440

E-mail

sales@vartechsystems.com

Website

www.vartechsystems.com

SPECIFICATIONS

Display Size

12.1 Inch

Panel Type

TFT Active

Resolution Capabilities

VGA to SVGA*

Pixel Format

640 x 480, 800 x 600*

Pixel Pitch

.3075mm

Active Display Area

9.771"(w) x 7.36"(h)
248.2mm(w) x 186.9(h)

Viewing Angle

Left / Right: 40/40 Degrees
Up / Down: 10/30 Degrees

Contrast Ratio

150:1 Typical

Brightness

150 Nits Typical

Back Light

50,000 Hours Half Life

Colors Supported

262,144

Input Connector

HD15(F)

Video Input

Analog 0.7V p-p

Sync

Separate H&V

Power Source

12VDC Power Supply

Optional:

115/220VAC Power Supply

Temperature

Operating: 0 to 50°C
Storage: -20 to 60°C

Power Consumption

25 Watts Maximum

Humidity

Operating: 10 to 95%NC
Storage: 10 to 95%NC

Altitude

Operating: up to 10,000 ft
Storage: up to 40,000 ft

Bezel Outside Dimensions

12.97"(w) x 10.21"(h)
329.5mm x 259.3mm

Depth Behind Panel

3.19" / 81.01mm

Stud Size & Screw Length

10-32 x 1/2"

Weight

Unit: 8.5 lbs / 3.86 kg
Shipping: 20 lbs / 9.09 kg

Rear Chassis Construction

Aluminum

Bezel Finish

Black Powder Coat Steel

Touchscreen

Optional:

Resistive or Capacitive

Touch Interface

Serial

Optional:

USB

OPTIONS

- Resistive Touch
- Capacitive Touch
- 115/220VAC Power Supply