

China

Anwell Touch

CE,RoHS,FCC

AW320CB-G801

Standard carton box

5000 pieces per Month

15 working days

Negotiable



High Performance Gaming PCAP Touch Screen Side Edge LED Bezel For 32 **Inch Monitor**

Basic Information

- Place of Origin:
- Brand Name:
- Certification:
- Model Number:
- Minimum Order Quantity: 2 Pieces
- Price:
- Packaging Details:
- Delivery Time:
- Payment Terms: TT
- Supply Ability:



Product Specification

 Aspect Ratio: 	16:9
Resolution:	1920 X 1080
Response Time:	5ms
 Contrast Ratio: 	1000:1
 Brightness: 	300cd/m2
• Туре:	Capacitive Touch
Colors:	16.7M
 Viewing Angle: 	85/85/80/80 (Typ.)(CR≥10)
 Touch Technology: 	10 Points Multi-Touch Capacitive Touch Screen
Warranty:	12 Months
 Highlight: 	pcap gaming touch screen,





More Images









Product Description

High-Performance Gaming PCAP Touch Screen Side Edge LED Bezel For 32 Inch Monitor

Product Description



32 inch Capacitive touch screen game monitor

Touch Gaming monitor Feature:

- Compatible with 3M/ELOs protocol
- Touch signal input : RS232 / USB
- Signal input: VGA/DVI/HD-MI
- Support embedded rack mounted /
- VESA wall mounted
- AU,EU,US,UK plug available
- Application: Game machine, Interactive
- kiosk, Interactive digital
- signage,Industrial enclosure, Cabinet,
- In-wall devices

Specifications

32 Inch Capacitive Touch Monitor Data	
Model	AW320CB-G801
Monitor Color	Black
Resolution	1920 x 1080
Colors	16.7 million
Number of Touches	Single-touch (multitouch optional)
Brightness	300cd/m ²
Response	5 msec
Viewing Angle	178/178(°)
Contrast Ratio	1000:1
Backlight Lifetime (hours)	LED / 50,000h
Touch Technology	Capacitive touch
Touch Connector	USB/RS232
Touch Panel Drivers	compatible with 3M/ELO protocol

Touch Life (Contacts)	Unlimited
Surface Hardness	7H
Power Supply	Input AC110 ~ 240V
Output	DC12V
Frenquency	60Hz-75Hz
Power consumption	25W
Operating Temperature	-10 ~ +65(°C)
Humidity Range (RH)	10%-90%
Housing material	Metal or Aluminum
Mounting	75mm and 100mm VESA mount; Rear mount ; Flush mount with included brackets



