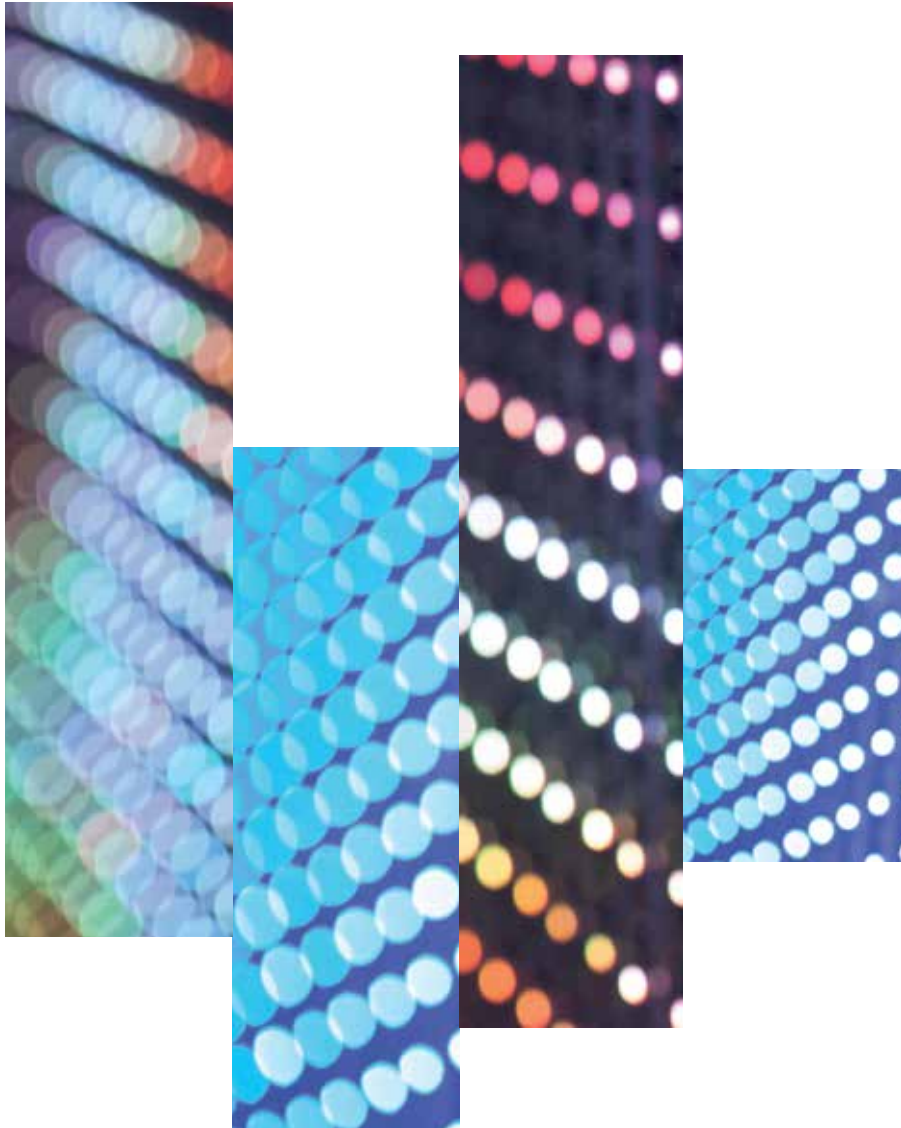




MEDIAFACADE



TECHNICAL DATA

TRANSPARENCY IN MOTION

ONLYGLASS.DE

TECHNICAL DATA

TRANSPARENCY

Pixel pitch		20 mm	40 mm	60 mm	80 mm
width of the circuit board	4 mm	80%	90%	93%	95%
	8 mm		80%	86%	90%

SIZE OF A SCREEN WITH 60.000 PIXELS

Pixel pitch		20 mm	40 mm	60 mm	80 mm
16:9	height	4 m	8 m	11 m	15 m
	width	7 m	13 m	20 m	27 m
	m²	28	104	220	405
4:3	height	5 m	9 m	13 m	17 m
	width	6 m	12 m	17 m	23 m
	m²	30	108	221	391

LIGHT INTENSITY

1.500 nits night and twilight
 3.000 nits daylight
 6.000 nits direct sunlight

LIGHT INTENSITY OF THE MEDIAFACADE

nits (cd/m²)

Pixel pitch	20 mm	30 mm	40 mm	50 mm	60 mm	70 mm	80 mm	100 mm
Standard	6.000	2.600	1.500	1.000	650	500	360	230
Booster*		5.200	3.000	2.000	1.300	1.000	700	150
Double Booster*			4.500	3.000	2.000	1.500	1.100	700
Pixel/m ²	2.500	1.100	625	400	275	200	150	100

*Booster = mode to double or triplicate (double booster) light intensity

Pixel pitch:	20 + (x*10 mm)
Quantity of pixels:	The quality of pictures is determined by resolution of the screen. Showing videos or pictures needs min. 60.000 pixels, for cartoons it needs 40.000–50.000 pixels, and for atmospheric illumination it depends on the design but anyway it needs less pixel than cartoons or videos.
Max. size of a single panel:	width 2.700 mm height 3.500 mm
Opt. viewing distance:	> 1 m per mm pixel pitch
Viewing angle:	120°
Transparency:	> 80%
Pixel brightness (mcd):	red 700 green 1.200 blue 400
Control:	DVI direct
Weight:	approx. 3.5 kg/m ² More weight than the structurally stipulated insulated glass façade
IP degree of protection:	IP 68
LED type:	SMD
Connected load:	0,3 W/pixel, 0,6 W/pixel with booster system* and 0,9 W/pixel with double booster
Power consumption:	0,12–0,15 W/pixel Depending on the adjusted brightness and the white content of shown images Doubling/Tripling of power consumption when using booster*
Climate loads:	Increase in the temperature of the glass panel surface by up to 10° C

