

18.5 Open Frame Monitor

The new OFM Series Open Frame Touch Monitors provide a drop-in, completely integrated, industrial solution. Standard configurations come ready to plug-and-play right out of the box. Multiple video inputs and USB-powered touch screen allow for easy implementation in your enclosure. To further maximize ease of integration we have two VESA mounting options on the rear and adjustable side mounting flanges. The black powder coated steel enclosure provides the fit and finish of a custom product with the strength and durability to protect your investment for years of worry free operation.



Standard Configuration

- Industrial-Grade LCD
- Multi-Touch Capacitive Sensor (G/G)
- Optically Bonded
- HDMI/DVI/VGA Input
- Powder Coated Steel Housing
- Rear VESA Mounts
- Optional Adjustable Flange Side-Mounts
- USB Plug-And-Play Windows 7+
- Power, Video, Touch Communication Cables Included

Customizable Features

- Sunlight Readable / Superbright / NVIS
- Android / Windows Integration
- Custom Cover Glass and Graphics
- Water Resistant Multi-touch
- Gloved Touch
- Ruggedization

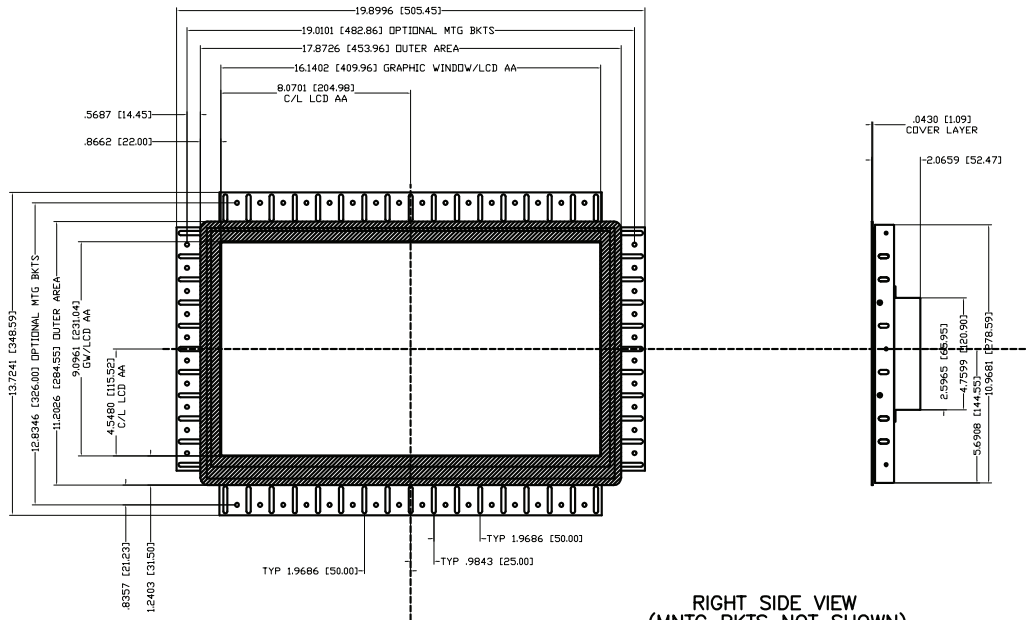
APPLICATIONS

- Aerospace
- Medical
- Military
- Industrial
- Transportation
- Retail & Public Use

Specifications

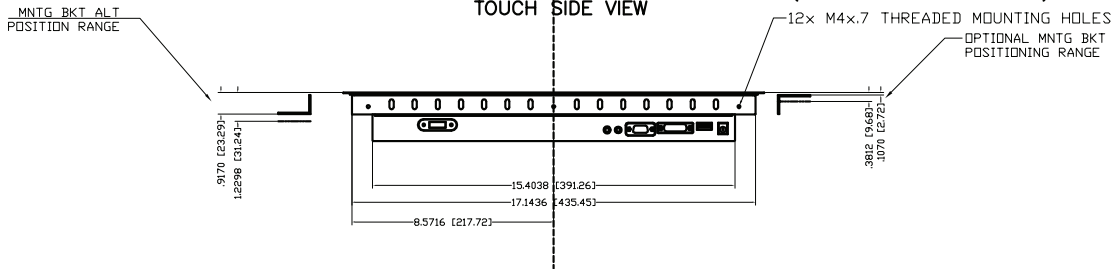
DISPLAY	Size	18.5"
	Pixel Pitch	0.213 mm x 0.213 mm
	Resolution	1920 x 1080
	Viewing Angle	178° H / 178° V
	Brightness	350 nits
	Support Color	16.7 million
	Response Time	15 ms
	Contrast Ratio	1000 : 1
	Aspect Ratio	16 : 9
TOUCH SCREEN	Technology	Projected Capacitive Multi-touch
	Response Time	5 ms
SYSTEM	Connectivity	HDMI, VGA, DVI
OPERATING ENVIRONMENT	Temperature	-20° to 70° C
PHYSICAL	Enclosure Type	Open Frame
	Mounting Options	Rear VESA, Optional Side Flanges
	Frame Type	Powder-coated Steel
	Weight	10 lbs
	WARRANTY	1 yr Parts & Labor

TOP EDGE VIEW
(MNTG BKTS NOT SHOWN)
(SEE SHT 3 FOR CONTROL DETAIL)

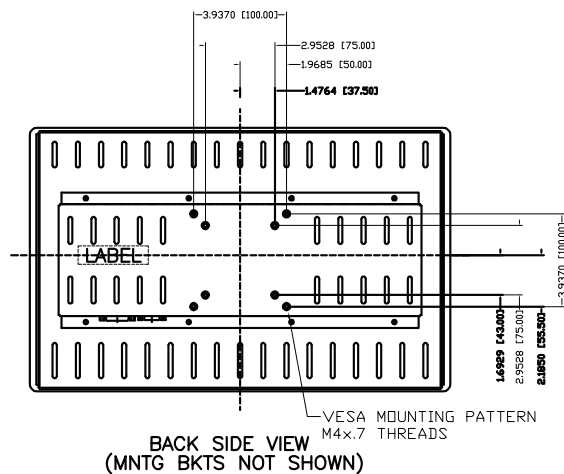


TOUCH SIDE VIEW

RIGHT SIDE VIEW
(MNTG BKTS NOT SHOWN)



BOTTOM EDGE VIEW
(SEE SHT 3 FOR CONNECTOR DETAIL)



BACK SIDE VIEW
(MNTG BKTS NOT SHOWN)