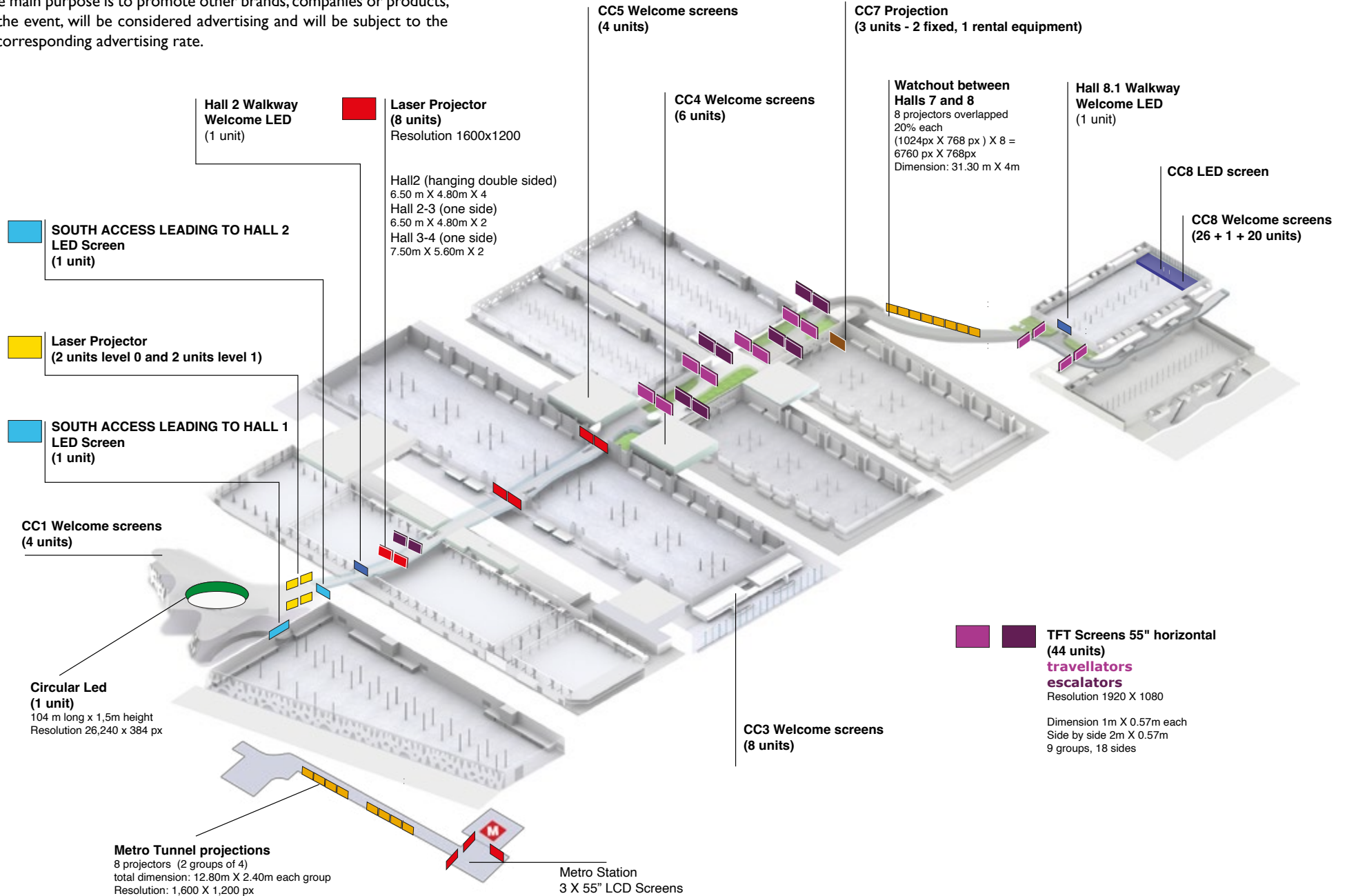


# CATALOGUE DIGITAL SIGNAGE



# DIGITAL SIGNAGE LOCATIONS GRAN VIA

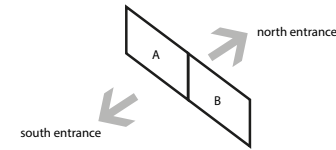
Note: Any static or dynamic graphic image, whether in structural support or freestanding, whose main purpose is to promote other brands, companies or products, related or not to the event, will be considered advertising and will be subject to the application of the corresponding advertising rate.



This is a conceptual plan. Check page 3 and 21 for precise size and location

# DIGITAL SIGNAGE NAMING

Screens called south are facing south entrance  
 A is for left side, B is for right side when screens are side by side



208-GVHE\_LED\_TOWARDS\_HALL\_2

level 0

203-GVHE\_PROJECTOR\_SOUTH\_LEVEL\_0  
 204-GVHE\_PROJECTOR\_NORTH\_LEVEL\_0

level 1

201-GVHE\_PROJECTOR\_SOUTH\_LEVEL\_1  
 202-GVHE\_PROJECTOR\_NORTH\_LEVEL\_1

207-GVHE\_LED\_TOWARDS\_HALL\_2

8 screens in total (2 groups of 4)

242-TFT SOUTH LEFT  
 242-TFT SOUTH RIGHT  
 243-TFT NORTH LEFT  
 243-TFT NORTH RIGHT  
 244-TFT SOUTH LEFT  
 244-TFT SOUTH RIGHT  
 245-TFT NORTH LEFT  
 245-TFT NORTH RIGHT

250-TFT UP LEFT  
 250-TFT UP RIGHT  
 251-TFT DOWN LEFT  
 251-TFT DOWN RIGHT

8 screens in total (2 groups of 4)

262-TFT SOUTH LEFT  
 262-TFT SOUTH RIGHT  
 263-TFT NORTH LEFT  
 263-TFT NORTH RIGHT  
 264-TFT SOUTH LEFT  
 264-TFT SOUTH RIGHT  
 265-TFT NORTH LEFT  
 265-TFT NORTH RIGHT

224-GVP2\_TFTs\_ESCALATOR UP LEFT  
 224-GVP2\_TFTs\_ESCALATOR UP RIGHT  
 225-GVP2\_TFTs\_ESCALATOR DOWN LEFT  
 225-GVP2\_TFTs\_ESCALATOR DOWN RIGHT

270-TFT UP LEFT  
 270-TFT UP RIGHT  
 271-TFT DOWN LEFT  
 271-TFT DOWN RIGHT

206-GVHE\_H2\_LED

200-GVHE\_LED\_CIRCULA

290 GVTM\_PROJECTOR\_CONVEYOR\_A  
 291 GVTM\_PROJECTOR\_CONVEYOR\_A  
 292 GVTM\_PROJECTOR\_CONVEYOR\_A  
 293 GVTM\_PROJECTOR\_CONVEYOR\_A  
 294 GVTM\_PROJECTOR\_CONVEYOR\_B  
 295 GVTM\_PROJECTOR\_CONVEYOR\_B  
 296 GVTM\_PROJECTOR\_CONVEYOR\_B  
 297 GVTM\_PROJECTOR\_CONVEYOR\_B

230-GVP3\_PROJECTOR\_NORTH\_RIGHT  
 231-GVP3\_PROJECTOR\_NORTH\_LEFT

220-GVP2\_PROJECTOR\_SOUTH\_LEFT  
 221-GVP2\_PROJECTOR\_SOUTH\_RIGHT  
 222-GVP2\_PROJECTOR\_NORTH\_RIGHT  
 223-GVP2\_PROJECTOR\_NORTH\_LEFT

232-GVP3\_PROJECTOR\_SOUTH\_LEFT  
 233-GVP3\_PROJECTOR\_SOUTH\_RIGHT

240-TFT DOWN LEFT  
 240-TFT DOWN RIGHT  
 241-TFT UP\_LEFT  
 241-TFT UP\_RIGHT

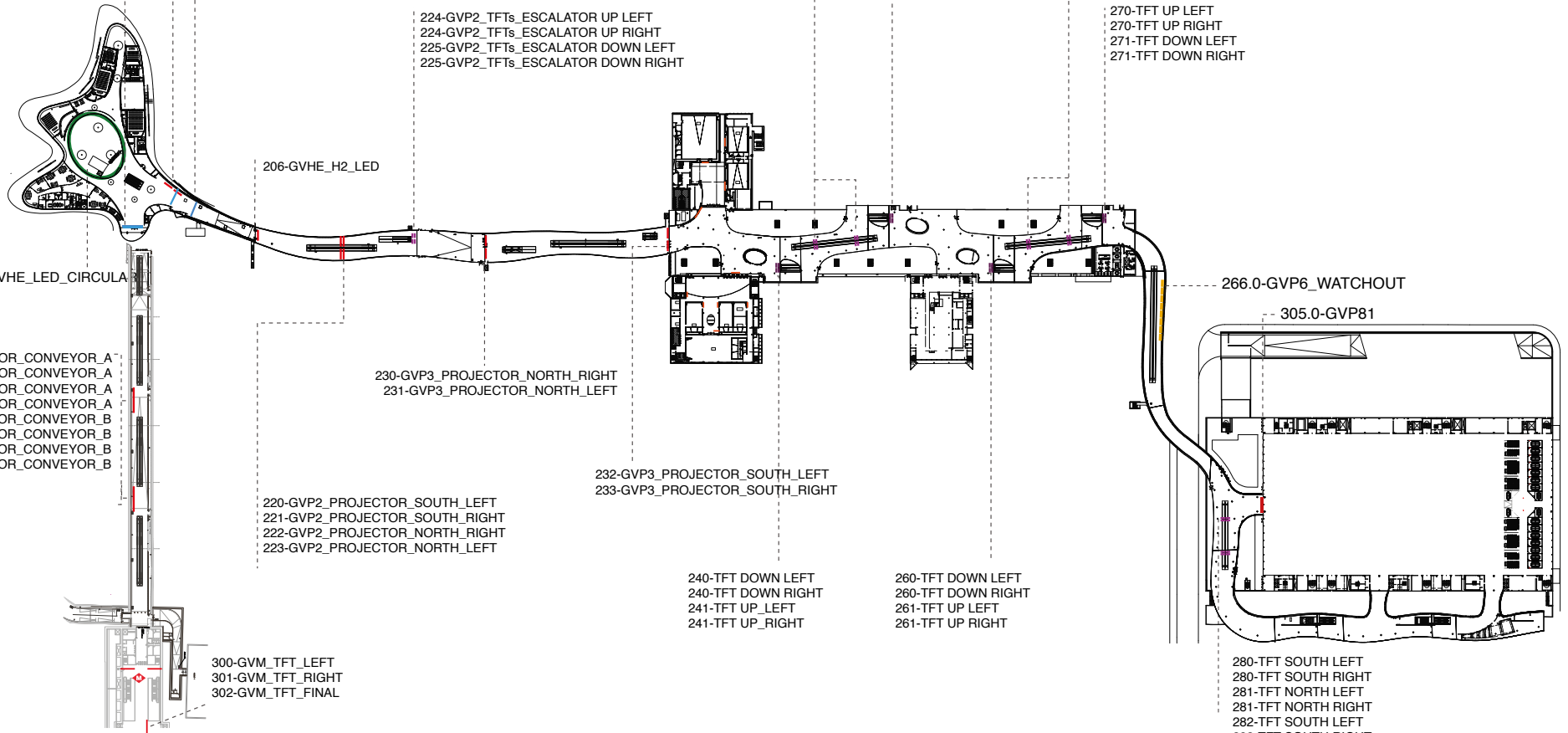
260-TFT DOWN LEFT  
 260-TFT DOWN RIGHT  
 261-TFT UP LEFT  
 261-TFT UP RIGHT

300-GVM\_TFT\_LEFT  
 301-GVM\_TFT\_RIGHT  
 302-GVM\_TFT\_FINAL

266.0-GVP6\_WATCHOUT

305.0-GVP81

280-TFT SOUTH LEFT  
 280-TFT SOUTH RIGHT  
 281-TFT NORTH LEFT  
 281-TFT NORTH RIGHT  
 282-TFT SOUTH LEFT  
 282-TFT SOUTH RIGHT  
 283-TFT NORTH LEFT  
 283-TFT NORTH RIGHT



# DIGITAL SIGNAGE SOFTWARE

## Scala - Remotely managed digital displays

### Real time communication



#### Multiscreen

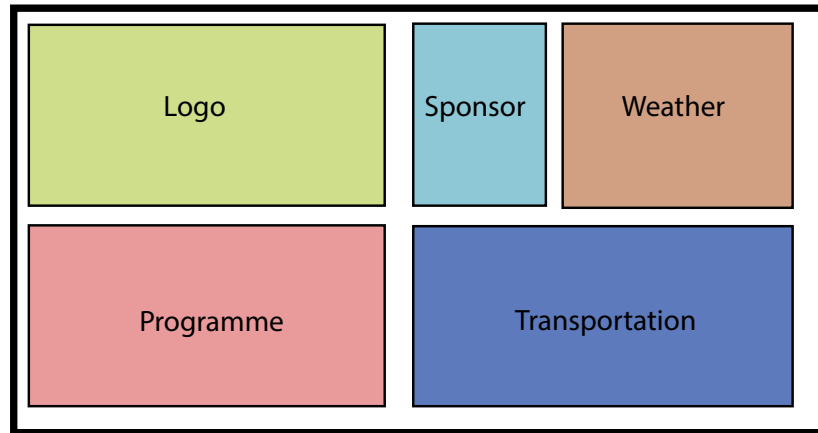
Multiscreen within a single screen with independent signals from sources such as images, videos or event webpages. We can work on the design of this multi-screen advising about the layout that meet your needs, the resolution of the screens and duration of the multiple signals.



#### Real time data

Addition of real time data into a frame of the multiscreen. For example, this allows to show simultaneously weather forecast, taxi ranks current lines and social media. Please contact us for further information.

### Example



# SOUTH ACCESS CIRCULAR LED



## Circular Led (1 unit)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps)

Sound available

Resolution 26240px x 384px

Pixel pitch: 3.9mm

Total pixels: 10.076.160 píxeles

Total resolution: 26,240px x 384px

Dimensions: 104 m x 1.5 m

Max bitrate: 10,000

### IMPORTANT

[Download guides, templates and tutorials here](#)

1 X PC NEXCOM ALB385-S Chip: Intel Core i3-6100U Memory: 8 Gb DDR3L. Graphic: Intel Integrated HD 520

Always bear in mind that the LED is Circular, hence you need to prepare a loop file and think about the stitching. Make sure your content doesn't move fast and thin elements nor fonts are used.

200-GVHE\_LED\_CIRCULAR



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# SOUTH ACCESS CIRCULAR LED

Total Resolution: 26,240 X 384 px

Use the template supplied by Fira in order to render separately two compositions (Left & Right), each one at 3,840 X 2,160. All files are located [here](#)

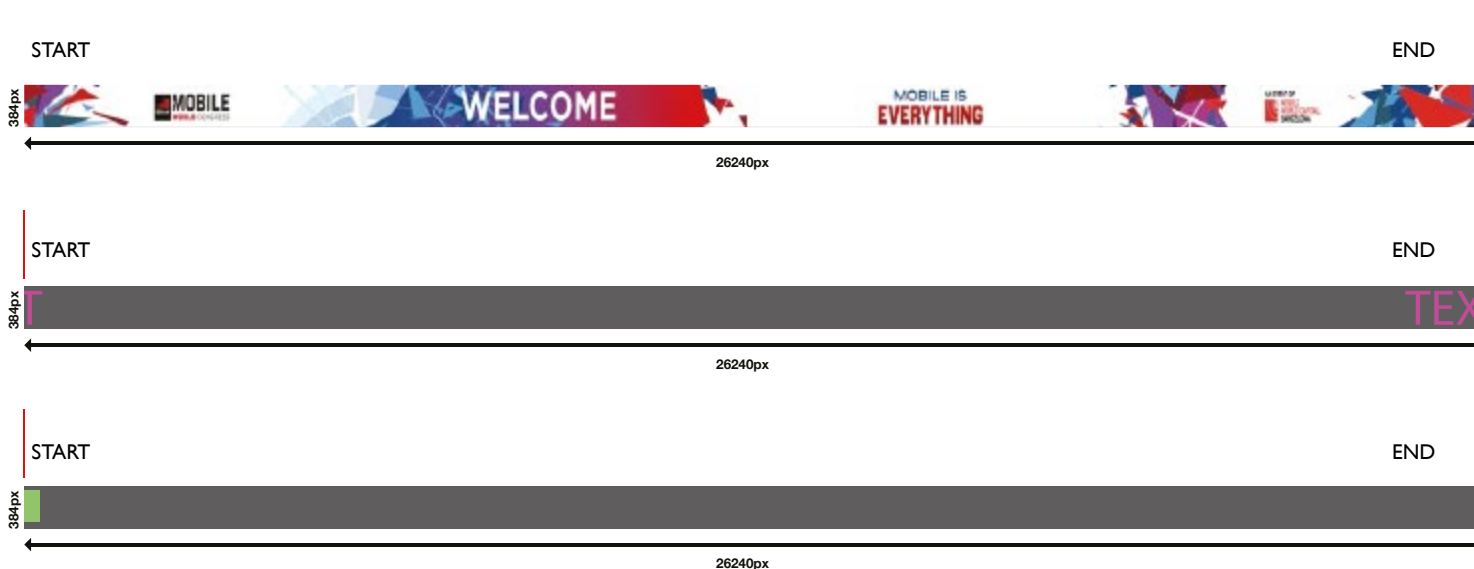
It is a loop, not a horizontal banner. “Start” meets “End” on the diagram below.

Try to make subtle and smooth animations. Few centimeters on a computer screen might mean several meters on-site. It all depends on what you want to achieve, but bear in mind that it might make visitors dizzy and confused.

Try working with graphics and assets that are not ultra thin. Though the resolution is very detailed, thin elements can be a source of problem.

Try not to exceed 45 seconds. Shorter videos are more effective in this device.

Use 30fps or 60fps for videos. Maximum bitrate 10,000



# SOUTH ACCESS LEADING TO HALL 2 DOUBLE PROJECTION



## Laser Projector (2 units) Level 0

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available  
Resolution 1920 x 1080  
Screen Dimensions: (4.20 m x 2.30 m) x 2

Projectors Luminosity: 7000 lumens

Aspect Ratio: 16:10

2 PC NEXCOM ALB385 Chip: Intel Core i3-6100U Memory: 8 Gb DDR3L Graphic: Intel

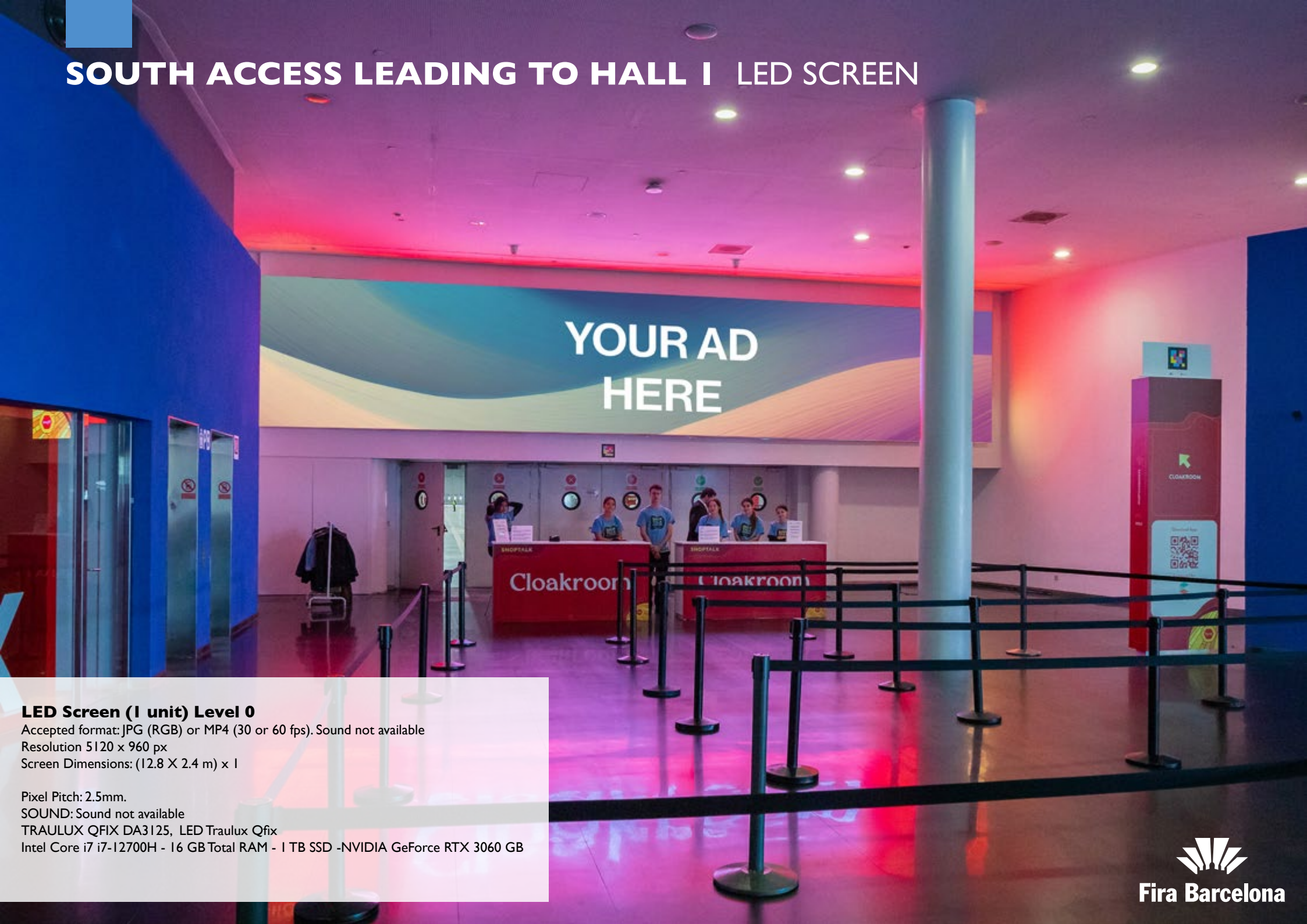
Integrated HD 520

SOUND: Sound available



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# SOUTH ACCESS LEADING TO HALL I | LED SCREEN



## LED Screen (1 unit) Level 0

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound not available  
Resolution 5120 x 960 px  
Screen Dimensions: (12.8 X 2.4 m) x 1

Pixel Pitch: 2.5mm.

SOUND: Sound not available

TRAILUX QFIX DA3125, LED Traulux Qfix

Intel Core i7 i7-12700H - 16 GB Total RAM - 1 TB SSD - NVIDIA GeForce RTX 3060 GB



# SOUTH ACCESS LEADING TO HALL 2 LED SCREEN



YOUR AD  
HERE

## LED Screen (1 unit) Level 0

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound not available  
Resolution 4096 x 960 px  
Screen Dimensions: (10,4 x 2.4 m) x 1

Pixel Pitch: 2.5mm.

SOUND: Sound not available

TRAILUX QFIX DA3125, LED Traulux Qfix

Intel Core i7 i7-12700H - 16 GB Total RAM - 1 TB SSD - NVIDIA GeForce RTX 3060 GB



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# SOUTH ACCESS LEADING TO WALKWAY DOUBLE PROJECTION



## Laser Projector (2 units) Level 1

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available  
Resolution 1920 x 1080 px  
Screen Dimensions: (4.70 m x 2.60 m) x 2

Projectors Luminosity: 6000 lumens

Aspect Ratio: 16:10

2 PC NEXCOM ALB385 Chip: Intel Core i3-6100U Memory: 8 Gb DDR3L Graphic: Intel Integrated HD 520

# SOUTH ACCESS LEADING TO WALKWAY LED SCREEN



## Hall 2 Walkway welcome LED Screen (1 unit)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

Resolution 1920 x 384px

Screen Area Dimension 7.5 m x 1.5 m

Pixel pitch 3,9mm

SMD 2121 Black Body LED

LED Absen

1 PC NEXCOM ALB385 Chip: Intel Core i3-6100U Memory: 8 Gb DDR3L Graphic: Intel Integrated HD 520



# METRO TUNNEL WALL PROJECTION SCREENS



## 8 PROJECTORS (2 GROUPS OF 4)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

Resolution 1600 x 1200px (X 8)

Total dimension: 12.80 m X 2.40 m each group

(each projection 3.20 m x 2.40 m), no blending nor synch available.

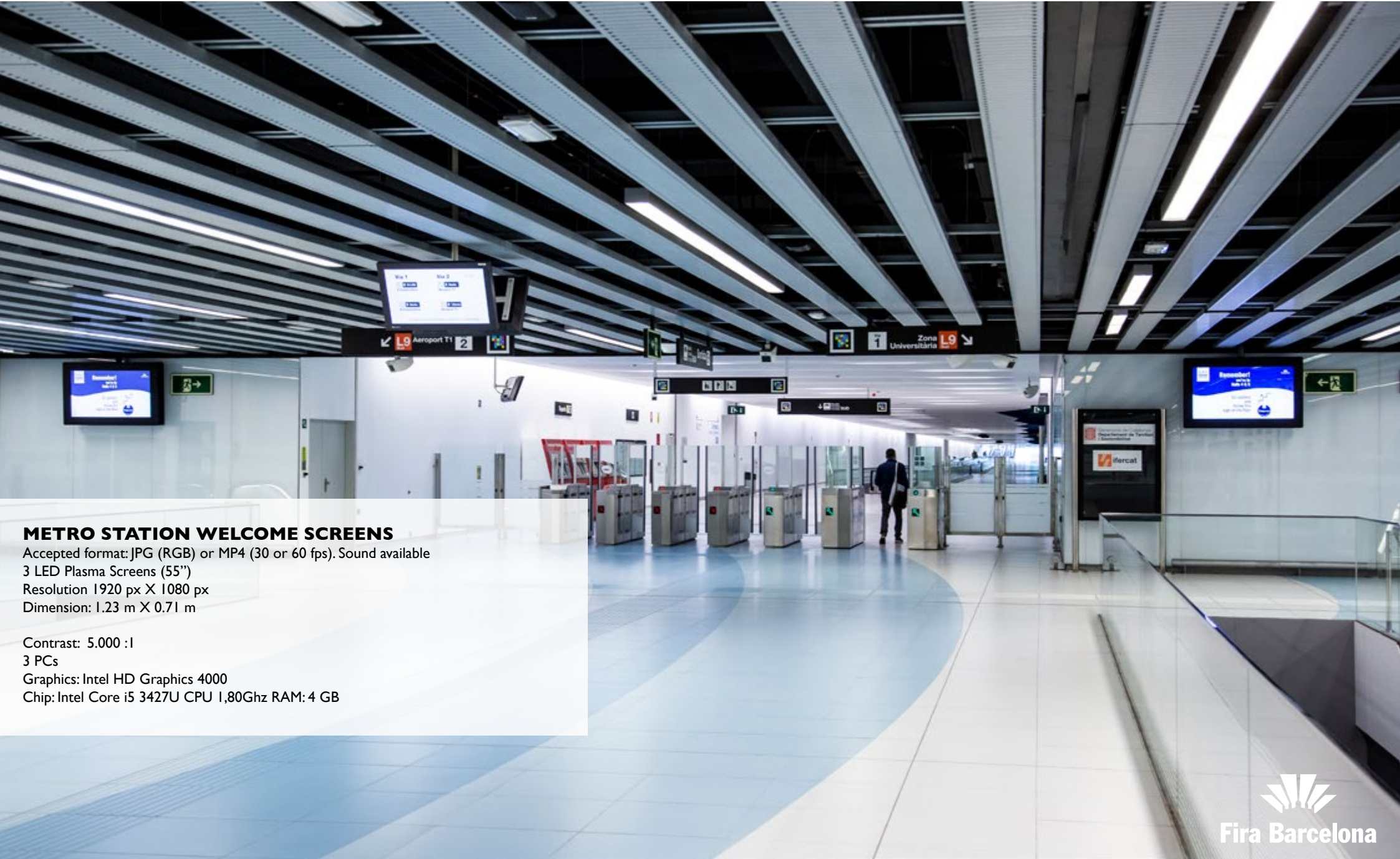
One sound source per group

Projectors: 6.000 lumens

8 PC NEXCOM ALB385 Chip: Intel Core i3-6100U Ram : 8Gb Graphic: Intel Integrated

HD 520

# METRO STATION WALL LED SCREENS



## METRO STATION WELCOME SCREENS

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available  
3 LED Plasma Screens (55")  
Resolution 1920 px X 1080 px  
Dimension: 1.23 m X 0.71 m

Contrast: 5.000 :1  
3 PCs  
Graphics: Intel HD Graphics 4000  
Chip: Intel Core i5 3427U CPU 1,80Ghz RAM: 4 GB

# HALL 2 HANGING PROJECTION SCREENS



## HALL 2 PROJECTION SCREENS

(centered- double sided)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

Resolution 1920 X 1080px each screen

ScreenDimensions: (4.90 m x 3.60 m) x 4

Total Dimension: (9.80 m x 3.60 m) x 2 sides

No blending nor synch available.

Projectors Luminosity: 9000 lumens OPTOMA DZ9000

4 PC NEXCOM ALB385 Chip: Intel Core i3-6100U Memory: 8 Gb DDR3L Graphic: Intel Integrated HD 520

# HALL 2 HANGING PROJECTION SCREENS



## HALL 2 PROJECTION SCREENS

(centered- double sided)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

Resolution 1600 x 1200 px

ScreenDimensions: (4.90 m x 3.60 m) x 4

Total Dimension: (9.80 m x 3.60 m) x 2 groups

Projectors Luminosity: 9000 lumens OPTOMA DZ9000

AspectRatio: 4:3

4 PC NEXCOM ALB385 Chip: Intel Core i3-6100U Memory: 8 Gb DDR3L Graphic: Intel Integrated HD 520



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# HALL 3 HANGING PROJECTION SCREENS



## HALL 3 PROJECTION SCREENS

(against wall - single sided)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

Resolution 1600 x 1200 px

ScreenDimensions: (4.90 m x 3.60 m) x 4

Total Dimension: (9.80 m x 3.60 m)x 2 groups

Projectors Luminosity: 9000 lumens OPTOMA DZ9000

AspectRatio: 4:3

4 PC NEXCOM ALB385 Chip: Intel Core i3-6100U Memory: 8 Gb DDR3L Graphic: Intel

Integrated HD 520



# ESCALATORS AND TRAVELLATORS LED SCREENS

**ibtm** WORLD  
BARCELONA, SPAIN  
28-30 NOVEMBER 2017

**ibtm** WORLD  
BARCELONA, SPAIN  
28-30 NOVEMBER 2017

## TFT SCREENS 55" HORIZONTAL (44 UNITS)

Accepted format: JPG (RGB) or MP4 (sound available, from one source recommended)

Resolution 1920 X 1080 px

Dimension 1.209 m X 0.681 m each

Side by side 2.418 m X 0.681 m (11 groups, 22 sides)

AspectRatio: 16:9

LG 55SE3KB-B.AEU

2 PC NEXCOM ALB385 Chip: Intel Core i3-6100U Memory: 8 Gb DDR3L Graphic: Intel

Integrated HD 520

To prevent overlapping, it is recommended that only one of the projections is the source for the audio.

# HALLS 6/7 TOWARDS HALL 8 WATCHOUT



## WATCHOUT MULTIDISPLAY

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

8 projectors overlapped 20% each (1024px X 768 px ) X 8

Total 6760 px X 768 px

Format: JPG (RGB) MP4 for VIDEO

Total dimension: 31.30 m X 4 m

Sequential or Random order

Briefing required for any animation or effect

Projectors: OPTOMA ZU650 6.000 lumens

Dell Precision Tower 3620

GraphicCard: PNY NVIDIA NVS 810

Chip: Intel Xeon CPUE3 3,5Gb

RAM: 8Gb

The content creation is via SCALA DESIGNER software.

### IMPORTANT

[Download guides, templates  
and tutorials here](#)

MP4 files (max 4096 x 464) need to be rescaled using our equipment to reach the watchout resolution of 6760 x 768. As we do not recommend rescaling:

Option 1: Send us a video split into 2 parts (Part A & Part B - each one of 3380 x 768), it will be stitched together using our equipment.

Option 2: One MP4 video of 4096 x 464 px and we will rescale it.

If you change the FPS of any comp, please remember to apply it to all 3 compositions.

For JPG images send us 6760 x 768 still pictures.



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# HALLS 6/7 TOWARDS HALL 8 WATCHOUT

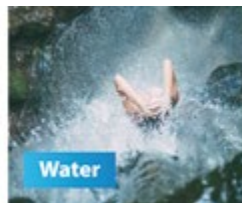
Use the After effects template supplied by Fira.

The template is designed so you can render a 6760 x 768 composition divided into two separate videos (Part A & Part B).

That means that you send us two MP4 videos each one of 3380 x 768.

In our content manager software we “stich” both videos to create a single one with 6760 x 768.

As currently MP4 videos can not be created at a resolution beyond 4096 px, we use the template to break videos in two, then stitching them together via software management. For images the template is not necessary. Images can be 6760 x 768 px.



## Hall 8.I LED SCREEN

You make possible

### LED SCREEN (1 unit)

- Accepted format: JPG (RGB) or MP4 (no sound available)
- Resolution 2352 x 336 px
- Size 7m X 1m



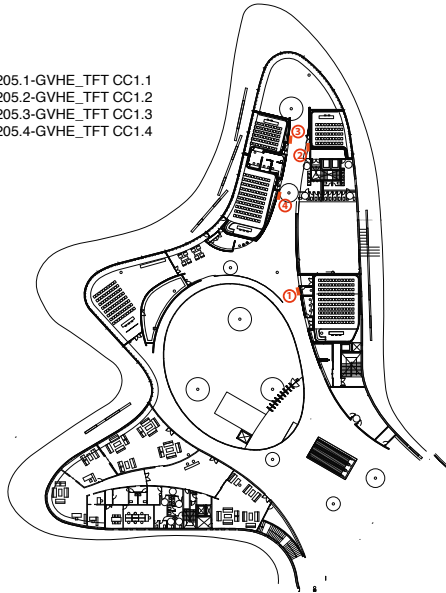
# CONFERENCE CENTERS NAMING

In all Conference Centers you can use templates for creating content faster and adapted to the size and resolution of these screens.

Please contact us to get a link to the template.

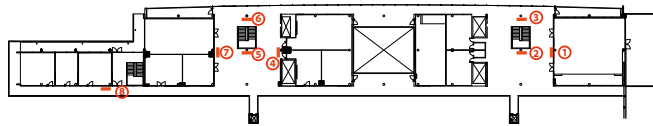
CC1

- ① 205.1-GVHE\_TFT CC1.1
- ② 205.2-GVHE\_TFT CC1.2
- ③ 205.3-GVHE\_TFT CC1.3
- ④ 205.4-GVHE\_TFT CC1.4



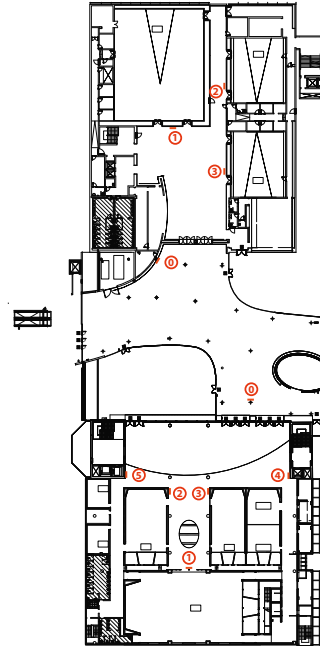
CC3

- ① 234.1-GVP3\_TFT\_CC3.11
- ② 234.2-GVP3\_TFT\_CC3\_HALL\_11
- ③ 234.3-GVP3\_TFT\_SUBIDA\_CC3.11
- ④ 234.4-GVP3\_TFT\_CC3.13
- ⑤ 234.5-GVP3\_TFT\_HALL\_13/14
- ⑥ 234.6-GVP3\_TFT\_SUBIDA\_13/14
- ⑦ 234.7-GVP3\_TFT\_CC3.14
- ⑧ 234.8-GVP3\_TFT\_CC3.15/16/17



CC5

- ① 252-GVP5\_TFT\_ENTRANCE\_CC5
- ② 252.1\_GVP5\_TFT\_CC5.1
- ③ 252.2\_GVP5\_TFT\_CC5.2
- ④ 252.3\_GVP5\_TFT\_CC5.3

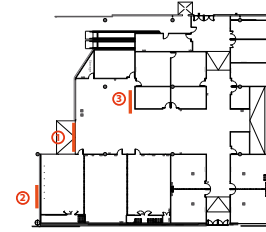


CC4

- ① 246-GVP4\_TFT\_ENTRANCE\_CC4
- ② 246.1\_GVP4\_TFT\_CC4.1
- ③ 246.2\_GVP4\_TFT\_CC4.2
- ④ 246.3\_GVP4\_TFT\_CC4.3
- ⑤ 246.4\_GVP4\_TFT\_CC4.4
- ⑥ 246.5-6\_GVP4\_TFT\_CC4.5-6

CC7

- ① 271-GVP7\_LED\_ENTRANCE\_CC7
- ② 272-GVP7\_PROYECTOR\_CC7 (Projector Rental)
- ③ 273-GVP7\_TFT\_ENTRADA\_CC7



CC8

- ① 286.01-GVP8\_LED\_WELCOME\_CC8
- ② 287.02-GVP8\_TFT\_CC8.ACCESS



- 284.03-GVP8\_TFT\_CC8.1
- 284.04-GVP8\_TFT\_CC8.2
- 284.05-GVP8\_TFT\_CC8.4
- 284.06-GVP8\_TFT\_CC8.5
- 284.07-GVP8\_TFT\_CC8.6
- 284.08-GVP8\_TFT\_CC8.7
- 284.09-GVP8\_TFT\_CC8.8
- 284.10-GVP8\_TFT\_CC8.9
- 284.11-GVP8\_TFT\_CC8.10
- 284.12-GVP8\_TFT\_CC8.11
- 284.13-GVP8\_TFT\_CC8.12
- 284.14-GVP8\_TFT\_CC8.13
- 284.15-GVP8\_TFT\_CC8.14
- 284.16-GVP8\_TFT\_CC8.15
- 284.17-GVP8\_TFT\_CC8.16
- 284.18-GVP8\_TFT\_CC8.17
- 284.19-GVP8\_TFT\_CC8.18
- 284.20-GVP8\_TFT\_CC8.19
- 284.21-GVP8\_TFT\_CC8.20
- 284.22-GVP8\_TFT\_CC8.21
- 284.23-GVP8\_TFT\_CC8.22
- 284.24-GVP8\_TFT\_CC8.23
- 284.25-GVP8\_TFT\_CC8.24
- 284.26-GVP8\_TFT\_CC8.25
- 284.27-GVP8\_TFT\_CC8.26
- 284.28-GVP8\_TFT\_CC8.27
- 284.29-GVP8\_TFT\_CC8.28
- 284.30-GVP8\_TFT\_CC8.29
- 284.31-GVP8\_TFT\_CC8.30
- 284.32-GVP8\_TFT\_CC8.31
- 284.33-GVP8\_TFT\_CC8.32
- 284.34-GVP8\_TFT\_CC8.33
- 284.35-GVP8\_TFT\_CC8.34
- 284.36-GVP8\_TFT\_CC8.35
- 284.37-GVP8\_TFT\_CC8.36
- 284.38-GVP8\_TFT\_CC8.37
- 284.39-GVP8\_TFT\_CC8.38
- 284.40-GVP8\_TFT\_CC8.39
- 284.41-GVP8\_TFT\_CC8.40
- 284.42-GVP8\_TFT\_CC8.41
- 284.43-GVP8\_TFT\_CC8.42
- 284.44-GVP8\_TFT\_CC8.43
- 284.45-GVP8\_TFT\_CC8.44

# CCI ROOM ENTRANCES



## CCI ROOMS WELCOME SCREENS

(4 units, rooms 1.1, 1.2, 1.3 and 1.4)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available  
1920 X 1080 px

Screen dimensions: 23,6"

AspectRatio: 16:9

Operating System: Windows Embedded 64 bits

PC Nexcom ALB385

Chip: Intel Core i3-6100u

Graphic: Intel Integrated HD520

Ram: 8Gb



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# CC3 ROOM ENTRANCES AND COMMON AREAS

## CC3 ROOMS WELCOME SCREENS (8 UNITS)

4 X 40" screens on columns common areas  
3 X 32" in front of rooms 3.11, 3.13 and 3.14  
1 X 23" before rooms 3.15 to 3.17

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

Resolution: 1920 X 1080 px

AspectRatio: 16:9

Operating System: Windows Embedded 64 bits

PC Nexcom ALB385

Chip: Intel Core i3-6100u

Graphic: Intel Integrated HD520

Ram: 8Gb



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CC4 ENTRANCE

SPEAKER CENTRE

CC4

Centre de Convencions  
Centro de Convenciones / Convention Center

SPEAKER CENTRE OPENING HOURS	
Friday, 27 September	09:00 - 18:00
Saturday, 28 September	07:00 - 18:00
Sunday, 29 September	07:00 - 18:00
Monday, 30 September	07:00 - 18:00
Tuesday, 1 October	08:00 - 12:00

### CC4 WELCOME SCREENS (1 UNIT)

1 X 40" screen on column common areas  
Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

1920 X 1080 px

AspectRatio: 16:9  
Operating System: Windows Embedded 64 bits  
PC Nexcom ALB385  
Chip: Intel Core i3-6100u  
Graphic: Intel Integrated HD520  
Ram: 8Gb



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# CC4 ROOM ENTRANCES



## CC4 ROOMS WELCOME SCREENS (5 UNITS)

1 X 32" in front of room 4.1  
4 X 23" in front of rooms 4.2, 4.3 and aisle leading to rooms 4.5 and 4.6, and aisle leading to room 4.4.  
Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

1920 X 1080 px

AspectRatio: 16:9  
Operating System: Windows Embedded 64 bits  
PC Nexcom ALB385  
Chip: Intel Core i3-6100u  
Graphic: Intel Integrated HD520  
Ram: 8Gb

# CC5 ENTRANCE



## CC5 WELCOME SCREENS (1 UNITS)

1 X 40" screen on column common areas  
Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available  
Resolution: 1920 X 1080 px

AspectRatio: 16:9  
Operating System: Windows Embedded 64 bits  
PC Nexcom ALB385  
Chip: Intel Core i3-6100u  
Graphic: Intel Integrated HD520  
Ram: 8Gb



# CC5 ROOM ENTRANCES



## CC5 ROOMS WELCOME SCREENS (3 UNITS)

3 X 32" in front of rooms 5.1, 5.2 and 5.3  
Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available  
Resolution: 1920 X 1080 px

AspectRatio: 16:9  
Operating System: Windows Embedded 64 bits  
PC Nexcom ALB385  
Chip: Intel Core i3-6100u  
Graphic: Intel Integrated HD520  
Ram: 8Gb



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# CC7 PROJECTOR - RENTAL EQUIPMENT



## CC7 PROJECTION RENTAL EQUIPMENT

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound not available

Projection dimensions might vary depending on the optics of each projector.

Projection dimension recommended: 5.30 m x 3m

Fixed distance from projector: 15.30m

Total dimensions of wall: 9.30m X 4.90m

PC Nexcom ALB385

Chip: Intel Core i3-6100u

Graphic: INtel Integrated HD520

Ram: 8Gb

Windows Embedded 64 bits



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## CC7 WELCOME SCREEN

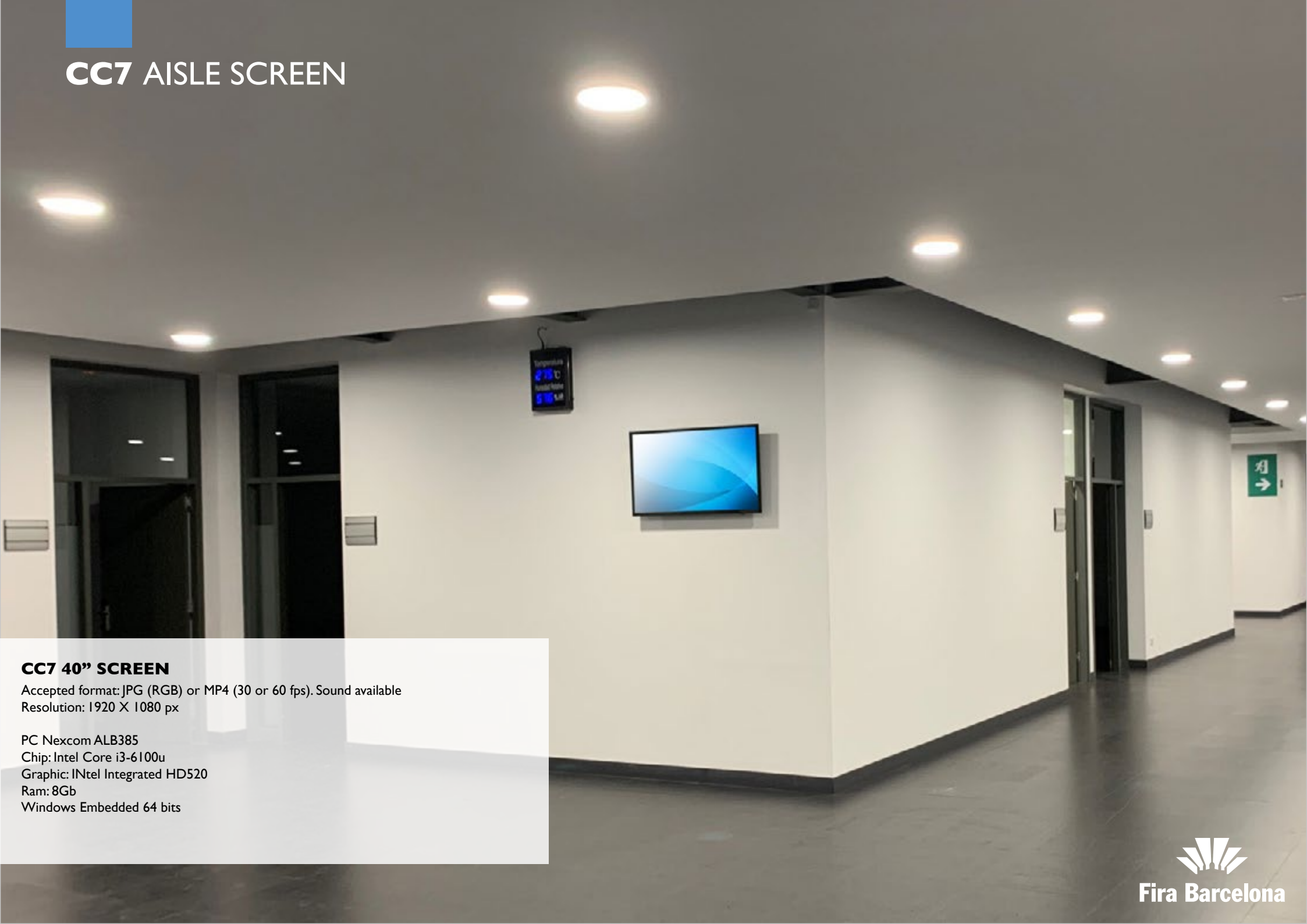


## CC7 ENTRANCE SCREEN

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). No sound available  
Resolution: 1008 x 504 px  
Dimensions: 3 X 1.5 m

Pixel pitch: 2.9 mm  
PC Player Nexcom ALB385

# CC7 AISLE SCREEN



## CC7 40" SCREEN

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available  
Resolution: 1920 X 1080 px

PC Nexcom ALB385  
Chip: Intel Core i3-6100u  
Graphic: INtel Integrated HD520  
Ram: 8Gb  
Windows Embedded 64 bits

# CC8 WELCOME FAÇADE SCREEN

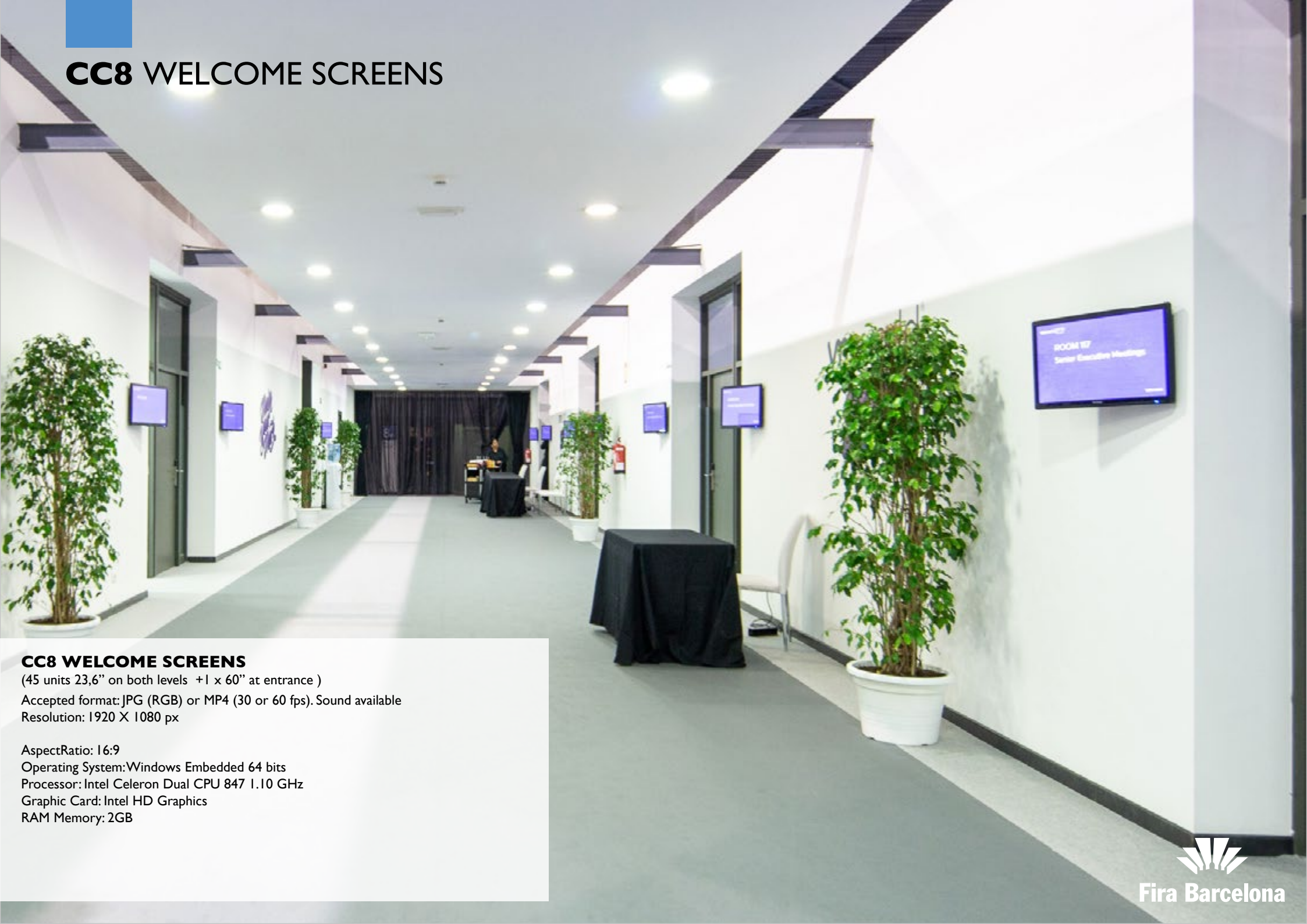


## CC8 WELCOME SCREEN (4 X 2,5m)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound not available  
Resolution: 1536 x 960 px

AspectRatio: 16:9  
Pixel pitch: 3.91  
Operating System: Windows Embedded 64 bits  
Processor: Intel Graphic 520  
Graphic Card: Intel I3-6100 2.3  
RAM Memory: 8GB

# CC8 WELCOME SCREENS



## CC8 WELCOME SCREENS

(45 units 23,6" on both levels + 1 x 60" at entrance)

Accepted format: JPG (RGB) or MP4 (30 or 60 fps). Sound available

Resolution: 1920 X 1080 px

AspectRatio: 16:9

Operating System: Windows Embedded 64 bits

Processor: Intel Celeron Dual CPU 847 1.10 GHz

Graphic Card: Intel HD Graphics

RAM Memory: 2GB



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