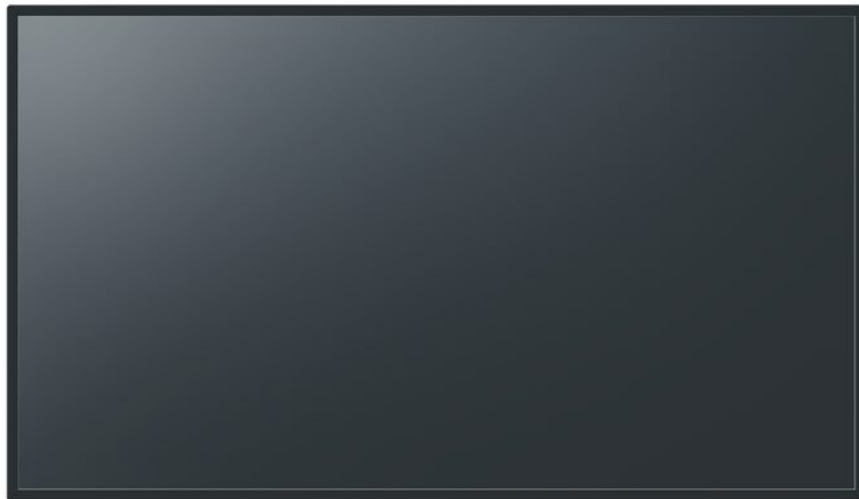




**Standard-4K-Displays zeichnen sich durch
Helligkeit, Zuverlässigkeit und
Systemskalierbarkeit aus**

TH-50SQ2H

Das TH-50SQ2H 4K Professional Display ist für 24 Stunden mit 700 cd/m² ausgelegt, verfügt über ein blendfreies Panel und eine min. Trübungsbehandlung von 25 % für kontinuierlichen Betrieb und kristallklare Sehschärfe.

Key Features

4K-High-Brightness-Panel mit hoher Bildqualität und Sichtbarkeit

Eine Produktreihe mit Zuverlässigkeit und flexibler Installation, die an verschiedene Anwendungsfälle angepasst ist

Skalierbarkeit des Systems, um eine breite Palette von Systemintegrationen zu ermöglichen



TH-50SQ2H

<https://eu.connect.panasonic.com/ch/de/professional-displays/sq2h-series/th-50sq2h>

DISPLAY PANEL -> Screen Size	50-inch class (49.5-inch / 1257.3 mm)
DISPLAY PANEL -> Brightness (typ.)	700 cd/m ²
DISPLAY PANEL -> Aspect ratio	16:9
DISPLAY PANEL -> Effective Display Area (W x H)	1095.8 x 616.4 mm (43.14" x 24.26")
DISPLAY PANEL -> Resolution	3840 x 2160
DISPLAY PANEL -> Contrast Ratio (typ.)	4000:1
DISPLAY PANEL -> Dynamic Contrast Ratio	50000:1
DISPLAY PANEL -> Response Time (typ.)	8.0 ms
DISPLAY PANEL -> Viewing Angle(H / V)	178° / 178° (CR>10°)
DISPLAY PANEL -> Panel Surface Treatment	Anti-glare type
DISPLAY PANEL -> Haze	25%
CONNECTION TERMINAL -> HDMI™ IN	HDMI™ Type A Connector x 3 (HDCP 2.2)
CONNECTION TERMINAL -> PC IN	Mini D-sub 15-pin x 1 (DDC2B) x 1 Y/G: with sync 1.0 V [p-p] (75 Ω) : without sync 0.7 V [p-p] (75 Ω) P _B /C _B /B: without sync 0.7 V [p-p] (75 Ω) P _R /C _R /R: without sync 0.7 V [p-p] (75 Ω) HD/VD: TTL (High impedance)
CONNECTION TERMINAL -> SERIAL IN	D-sub 9-pin x 1, RS-232C Compatible
CONNECTION TERMINAL -> IR IN	Stereo mini jack (φ 3.5 mm) x 1
CONNECTION TERMINAL -> IR OUT	Stereo mini jack (φ 3.5 mm) x 1
CONNECTION TERMINAL -> AUDIO 1 IN (L / R)	Stereo mini jack (φ 3.5 mm) x 1 0.5 V [rms] Shared video input except USB and MEMORY VIEWER
CONNECTION TERMINAL -> AUDIO OUT (L / R)	Stereo mini jack (φ 3.5 mm) x 1 0.5 V [rms] Variable (- ∞ - 0 dB) (1 kHz 0 dB Input, 10 kΩ Load)
CONNECTION TERMINAL -> LAN	RJ45 x 1 Compatible with PLink™, 10BASE10-T/100BASE-TX
CONNECTION TERMINAL -> USB TYPE A	USB Type A Connector x 1 (DC 5 V / Max.1 A, USB 3.0 is supported) USB Type A Connector x 1 (DC 5 V / Max.2 A, USB 2.0 is supported)
CONNECTION TERMINAL -> USB TYPE C	USB Type C Connector x 1 (Max 60 W Power Delivery compatible, USB2.0 is supported, DP Alt Mode compatible)
CONNECTION TERMINAL -> SENSOR	4-pole sub-mini jack (φ 2.5 mm) x 1
CONNECTION TERMINAL -> SLOT	Intel® SDM specification (SDM-S / SDM-L, Supply power 3.3 V / Max 1.1 A, 12 V / Max 5.5 A)
AUDIO -> Built in Speaker	20W [10 W + 10 W]
ELECTRICAL -> Power Supply	AC110-240 V 50 Hz / 60 Hz 2.8-1.4 A
ELECTRICAL -> Power Consumption	125 W (Shipping Condition)
ELECTRICAL -> On Mode Average Power Consumption *1	114 W (Picture Mode: [Standard])
ELECTRICAL -> Power Off Condition	Approx. 0.3 W
ELECTRICAL -> Stand-by Condition	Approx. 0.5 W
ELECTRICAL -> Apparent power	277 VA
ELECTRICAL -> Energy efficiency class for Europe	G class
MECHANICAL -> Dimension(W)	1129 mm (44.43")
MECHANICAL -> Dimension(H)	649 mm (25.56")
MECHANICAL -> Dimension(D)	66 mm (2.60")
MECHANICAL -> Weight	Approx. 15.5 kg (34.02 lbs)
MECHANICAL -> Bezel Width(T)	14.9 mm (0.59")
MECHANICAL -> Bezel Width(B)	14.9 mm (0.59")
MECHANICAL -> Bezel Width(L)	14.9 mm (0.59")
MECHANICAL -> Bezel Width(R)	14.9 mm (0.59")
MECHANICAL -> Pitch for Wall-Hanging / Screw / Screw hole depth	VESA Compliant 400 x 400 mm (15.8" x 15.8") / M6 / 20 mm (0.79")
INSTALLATION -> Orientation	Landscape / Portrait
INSTALLATION -> Tilting Angle	Landscape : 0 - 20 degrees forward / backward Portrait : 0 - 20 degrees forward / backward
INSTALLATION -> Operating Time *6	24h / day
ENVIRONMENT -> Operating Environment(Temperature)	0 °C to 40 °C (32 °F to 104 °F), 0 °C to 35 °C (32 °F to 95 °F)
ENVIRONMENTAL -> Operating Environment(Humidity) (No condensation)	20% to 80%
Footnote	1.: Based on IEC 62087 Ed.2 measurement method 2.: In case of long time, the moving image is recommended to be displayed. If you display a still picture for an extended period, the image retention might remain on the screen. However, image retention can gradually disappear by displaying a moving images. 3.: Excluding handles 4.: Including handles