



**Standardní 4K displeje vynikají jasem, spolehlivostí
a rozšiřitelností systému**

TH-75SQ2H

Profesionální displej TH-75SQ2H 4K je navržen pro 24hodinový provoz s jasnem 700 cd/m² s antireflexním panelem a úpravou zamlžení min. 25 % pro nepřetržitý provoz a křišťálově čistou čistotu obrazu.

Key Features

Panel s vysokým jasnem 4K nabízí vysokou kvalitu obrazu a výbornou viditelnost

Tato řada se může pochlubit spolehlivostí a flexibilní instalací přizpůsobenou různým případům použití

Široká škála systémových integrací



TH-75SQ2H

<https://eu.connect.panasonic.com/cz/cs/profesionalni-displeje/sq2h-series/th-75sq2h>

DISPLAY PANEL -> Screen Size	75-inch class (74.5-inch / 1892.7 mm)
DISPLAY PANEL -> Brightness (typ.)	700 cd/m ²
DISPLAY PANEL -> Aspect ratio	16:9
DISPLAY PANEL -> Effective Display Area (W x H)	1649.6 x 927.9 mm (64.94" x 36.53")
DISPLAY PANEL -> Resolution	3840 x 2160
DISPLAY PANEL -> Contrast Ratio (typ.)	1200:1
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	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 (φ2.5 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 4.2-2.1 A
ELECTRICAL -> Power Consumption	215 W (Shipping Condition)
ELECTRICAL -> On Mode Average Power Consumption *1	194 W (Picture Mode: [Standard])
ELECTRICAL -> Power Off Condition	Approx. 0.3 W
ELECTRICAL -> Stand-by Condition	Approx. 0.5 W
ELECTRICAL -> Apparent power	399 VA
MECHANICAL -> Dimension(W)	1684 mm (66.28")
MECHANICAL -> Dimension(H)	962 mm (37.87")
MECHANICAL -> Dimension(D)	70 mm (2.74"), 96 mm (3.76"),*3
MECHANICAL -> Weight	Approx. 37.4 kg (82.33 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 600 x 400 mm (23.7" x 15.8") / M8 / 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 Description	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