

# PM Series

Stadium Sports Perimeter

## Applications



Football



Basketball



Baseball



Hockey



Ice-Hockey



Stadium



E-Sports



### Energy Saving Stadium Perimeter LED Display

- 1) Using high efficiency IC driver
- 2) Improved PCB design
- 3) Power conversion efficiency



## Specification

Model	IPM5R	IPM10R	OPM6.6R	OPM8R	OPM10R
Pixel Pitch(mm)	5	10	6.67	8	10
Pixel Matrix Per Sq.m	40000	10000	22500	15625	10000
Pixel Configuration	SMD2121	SMD3528	SMD3535	SMD3535	SMD3535
Brightness (nits)	1200	1500	6000	6000	6000
Scan	1/8	1/8	1/2	1/2	1/2
Module Dimension	320x160mm / 1.05x0.52ft	320x160mm / 1.05x0.52ft	320x160mm / 1.05x0.52ft	320x160mm / 1.05x0.52ft	320x160mm / 1.05x0.52ft
Cabinet Dimension	960x960mm / 3.15x3.15ft	960x960mm / 3.15x3.15ft	960x960mm / 3.15x3.15ft	960x960mm / 3.15x3.15ft	960x960mm / 3.15x3.15ft
Cabinet Resolution	192x192	96x96	144x144	120x120	96x96
Cabinet Weight	28kg Die casting aluminum	28kg Die casting aluminum	28kg Die casting aluminum	28kg Die casting aluminum	28kg Die casting aluminum
Power Con. (Max / Avg)	900 / 180 w/sqm	900 / 180 w/sq.m	900 / 180 w/sq.m	900 / 180 w/sq.m	900 / 180w/sq.m
IP Rate		IP43		IP65	
Service Access		Front / Rear		Rear	
Refresh Rate (HZ)		> 1920		> 1920	
Grey Scale (bit)		14bit		16bit	
Viewing Angle (H/V)		140/140		140/140	
Input Voltage (AC)		110V / 220V		110V/240V	

\* Specifications and photos are subject to change without prior notice.

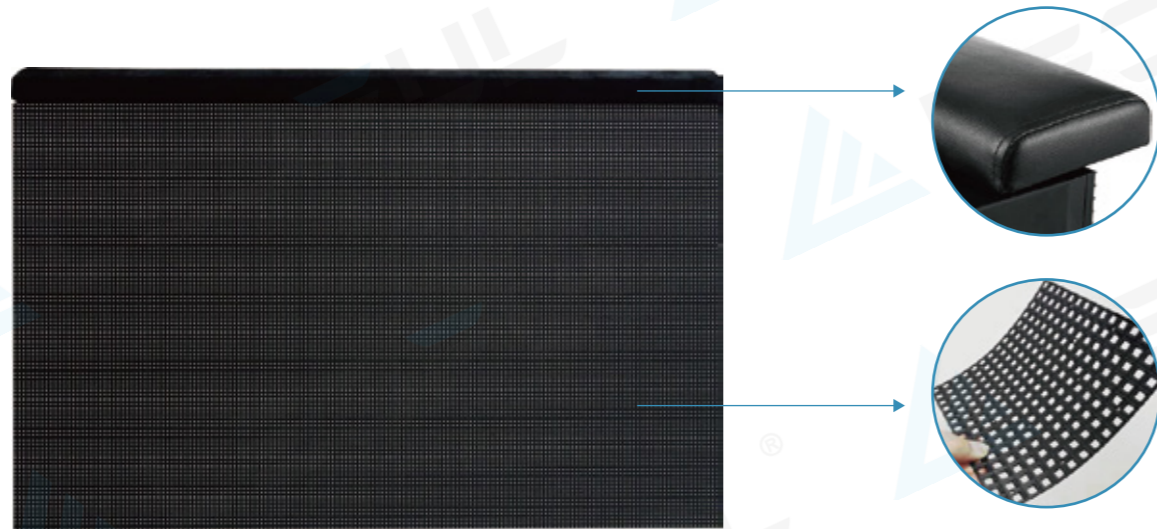
## Project Case





### Protective Top Cover and Rubber Module Mask

Protective top cover protect players from injury. Rubber module mask protect LED from ball and players striking, besides protect players against further injury.



### 4H Makes Perfect Visual Effect

- High Brightness:  $\geq 6000$ nits
- High Grey Scale: 65536 levels
- High Refresh Rate:  $\geq 1920$ Hz
- High Contrast: 5000:1



Low refresh rate

High refresh rate

### SMD Performance and View Angle

Better contrast ratio and viewing performance  
Wide viewing angle increasing its value by covering more viewing



### Backup for Recycle

