

48" LCD Display Rev 1.0

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#### **Product Description**

	V484	P464
Display Resolution	1920 x 10	080 at 60Hz
<b>Maximum Supported Resolution</b>	3840 x 21	L60 at 30Hz
Power Consumption (Typical)	85W	115W
Power Consumption (Max Brightness)	105W	140W
Power Consumption (Overall Max)*	245W	280W
BTU's (Typical)	290.03 BTU/hr	392.40 BTU/hr
BTU's (Max Brightness)	358.27 BTU/hr	477.70 BTU/hr
BTU's (Overall Max)*	835.97 BTU/hr	955.40 BTU/hr
Net Dimensions	42.8 x 24.6 x 2.2 in. / 1	.086.5 x 625.3 x 54.7mm
Net Weight	54.7lbs. ,	/ 24.8lbskg

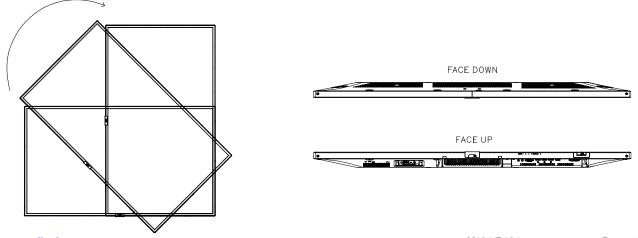
\*Overall Max refers to when the unit is at max brightness and the following features are also active: OPS Slot, External Speaker, Raspberry Pi Compute Module Slot

#### NOTES:

- This document is intended to be used as a reference guide to supply useful information for a design or installation. It is not intended to be a step-by step procedure for installation.
- Any ceilings or walls must be strong enough to support the monitor and the installation must be in accordance with any local building codes. All mounts should make secure contact to wood studs.
- 4:3 sources can be displayed on the 16:9 screen in either normal aspect ratio with bars on the left or right, or stretched horizontally to fill the screen using the menus (see "Aspect Modes" in menus and user manual).
- Distances are in inches, for millimeters multiply by 25.4.

#### **Tilt Angle and Rotation**

Monitor may be angled and rotated from normal landscape and portrait orientation to both face up and face down positioning. Rotate only clockwise for portrait orientation.



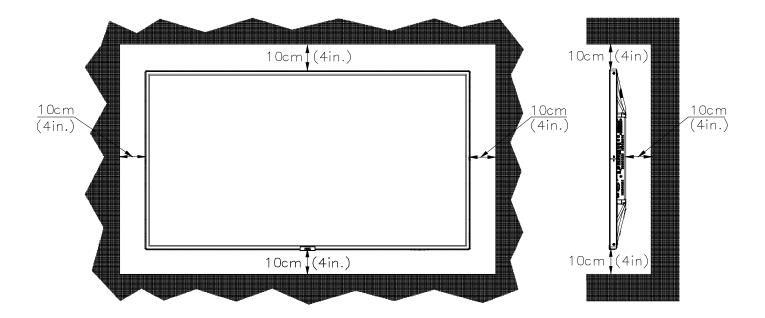
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#### **Ventilation Recommendations:**

Dimensions below are recommended for proper ventilation when the unit is in a recessed area.

Operating Temperature: Landscape: 0-50 C, 32-122 F Portrait: 0-50 C, 32-122 F



#### NOTE

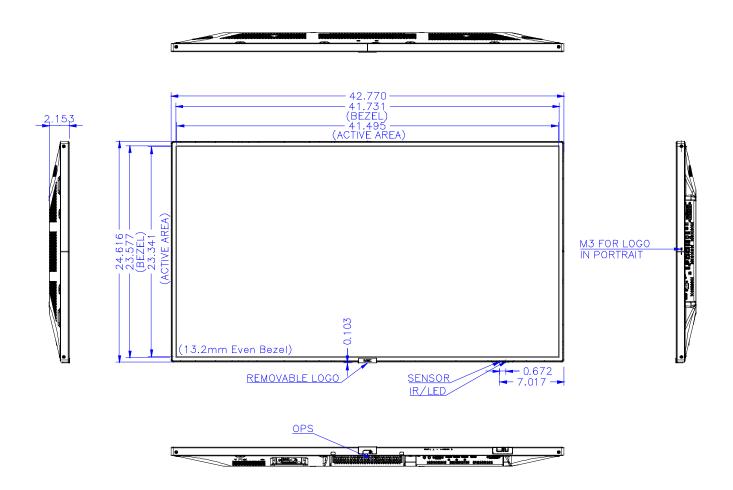
The ventilation space should not be covered or closed off at the front of the opening. If for some reason the opening needs to be covered, other means of ventilation will need to be incorporated into the design. Contact NEC for design review and recommendations.

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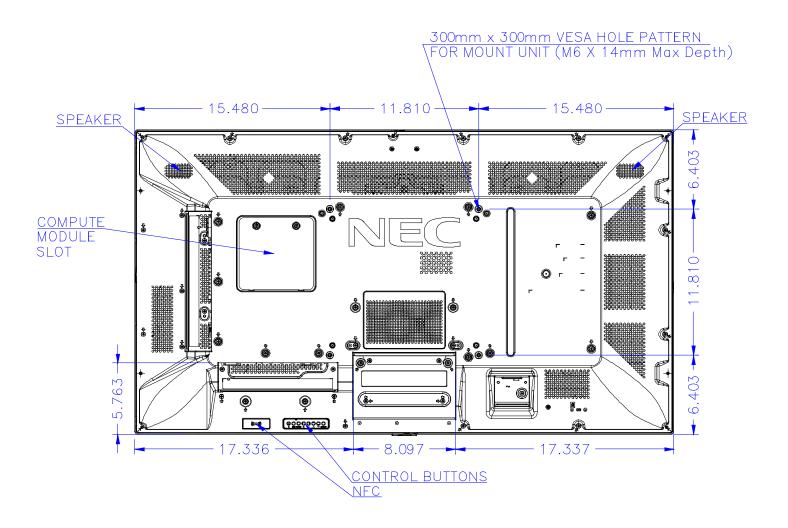
## **Display dimensions:**

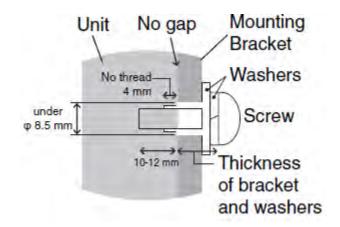


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### **Display dimensions (cont.):**

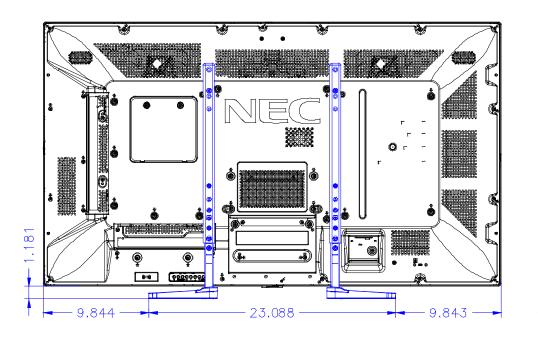


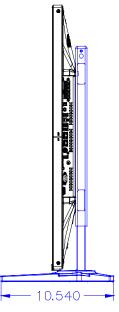


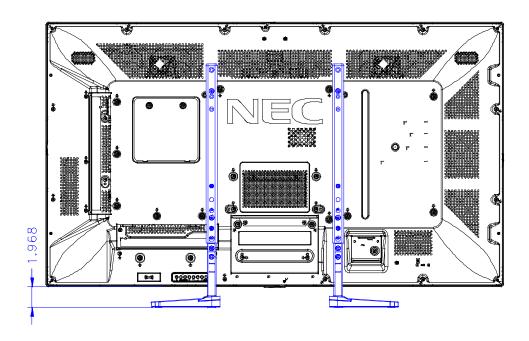
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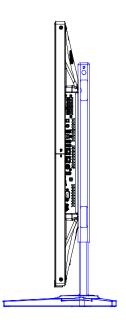
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# **Display Dimensions (with ST-401 stand):**









#### NOTE:

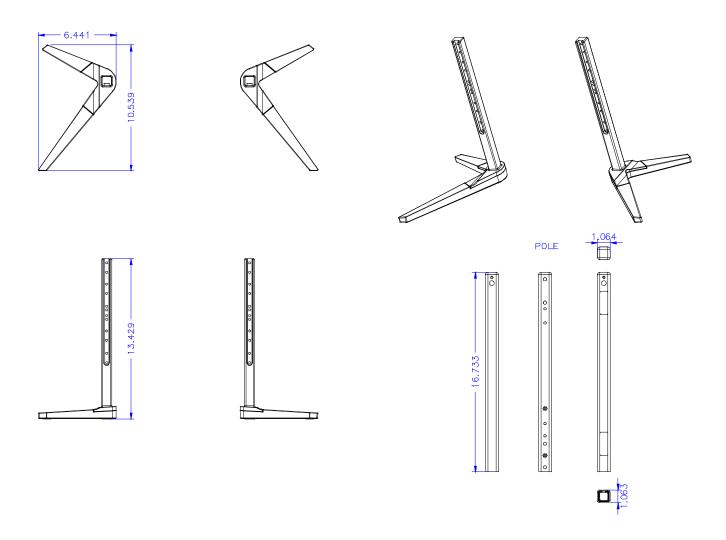
The ST-401 optional stand attaches to the VESA hole pattern on the back of the display and can be set so the display is either 30mm or 50mm from the tabletop

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## **Optional Table Top Stand Dimensions (ST-322):**



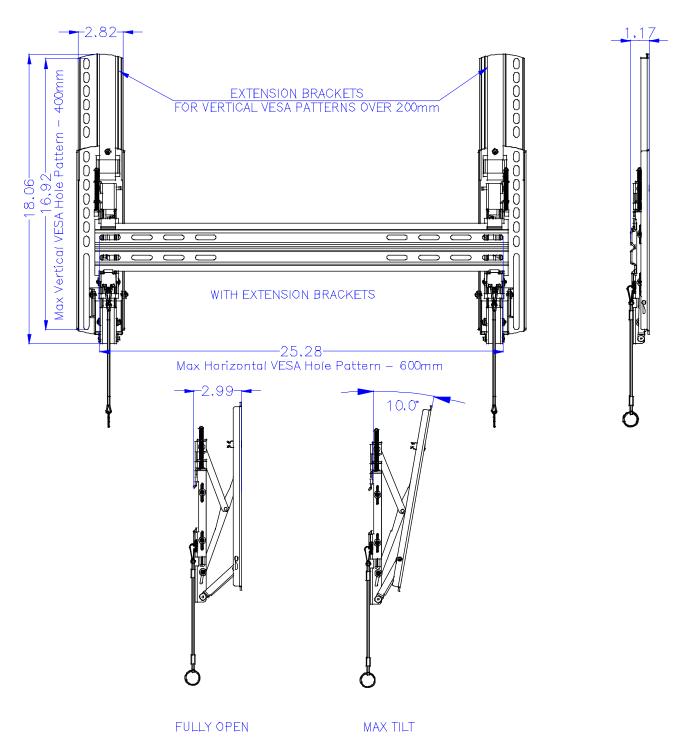
#### NOTE:

The Pole of the ST-401 stand connects directly to the VESA hole pattern on the back of the display.

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## **Dimensions of Optional Wall Mount Kit (WMK-4655S):**



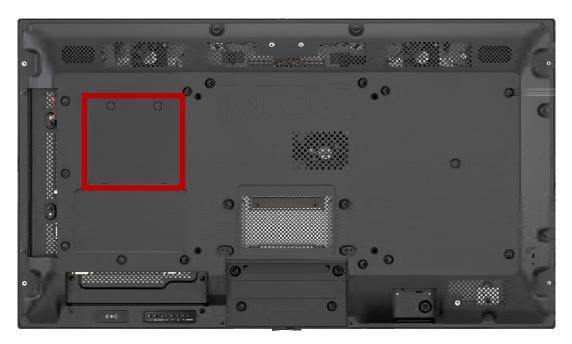
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## **Compute Module Integration:**

- Door on the back of the display can be opened by loosening captive screws.
- Separate IO Board is necessary to accompany RPi Compute Module in unit





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#### **Control Codes:**

Function (Monitor ID = 1)	Code Data
Power ON	01 30 41 30 41 30 43 02 43 32 30 33 44 36 30 30 30 31 03 73 0d
Power OFF	01 30 41 30 41 30 43 02 43 32 30 33 44 36 30 30 30 34 03 76 0d
Input Source Select DisplayPort1	01 30 41 30 45 30 41 02 30 30 36 30 30 30 30 46 03 04 0d or 01 30 41 30 45 30 41 02 31 31 30 36 30 30 30 46 03 04 0d
Input Source Select DisplayPort2	01 30 41 30 45 30 41 02 30 30 36 30 30 30 31 30 03 73 0d or 01 30 41 30 45 30 41 02 31 31 30 36 30 30 31 30 03 73 0d
Input Source Select DVI	01 30 41 30 45 30 41 02 30 30 36 30 30 30 30 33 03 71 0d or 01 30 41 30 45 30 41 02 31 31 30 36 30 30 30 33 03 71 0d
Input Source Select HDMI1	01 30 41 30 45 30 41 02 30 30 36 30 30 30 31 31 03 72 0d or 01 30 41 30 45 30 41 02 31 31 30 36 30 30 31 31 03 72 0d
Input Source Select HDMI2	01 30 41 30 45 30 41 02 30 30 36 30 30 30 31 32 03 71 0d or 01 30 41 30 45 30 41 02 31 31 30 36 30 30 31 32 03 71 0d
Input Source Select VGA (RGB)	01 30 41 30 45 30 41 02 30 30 36 30 30 30 30 31 03 73 0d
Input Source Select VGA (YPbPr)	01 30 41 30 45 30 41 02 30 30 36 30 30 30 30 43 03 01 0d
Input Source Select VIDEO	01 30 41 30 45 30 41 02 30 30 36 30 30 30 30 35 03 77 0d
Input Source Select MP	01 30 41 30 45 30 41 02 30 30 36 30 30 30 38 37 03 7D 0d or 01 30 41 30 45 30 41 02 31 31 30 36 30 30 38 37 03 7D 0d
Input Source Select OPTION	01 30 41 30 45 30 41 02 30 30 36 30 30 30 30 44 03 06 0d or 01 30 41 30 45 30 41 02 31 31 30 36 30 30 30 44 03 06 0d
Sound Mute ON	01 30 41 30 45 30 41 02 30 30 38 44 30 30 30 31 03 09 0d
Sound Mute OFF	01 30 41 30 45 30 41 02 30 30 38 44 30 30 30 32 03 0a 0d

NOTE: Contact your NEC rep for codes not listed.

#### **Cable Connection:**

#### **Communication Protocol:**

Interface: RS-232C
Communication System: Asynchronous
Baud Rate: 9600 bps
Data Length: 8 bits
Parity: None
Stop Bit 1 bit
Communication Code: ASCII

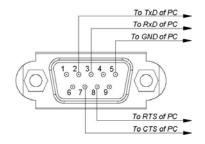
Interface: Ethernet (CSMA/CD

Communication System: TCP/IP (Internet Protocol Suite)

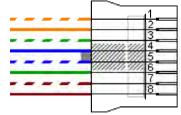
Communication Layer: Transport layer (TCP)

IP Address: 192.168.0.10 (default out of box)

Port Number: 7142 (Fixed)



Transmit Data+
Transmit DataReceive Data+
Not Used



**NOTE:** If so desired, jumper "Request to send" and "Clear to Send" together on both ends of the cable to simplify cable connection. These connections are not required. The only connections required are pins 2 (TxD), 3 (RxD) and 5 (GND).

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### **Input Panel (Bottom)**



### **Input Panel (Side - Rotated)**



#### **Browser Control**

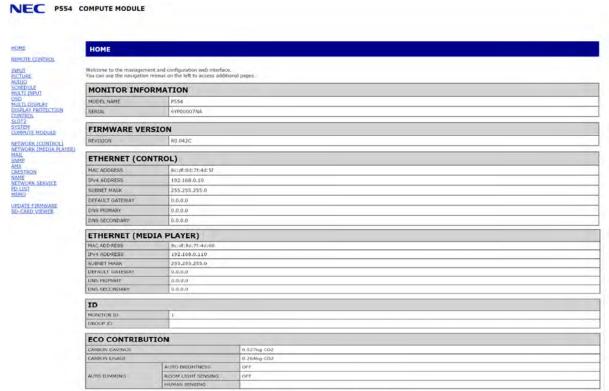
Information and control can also be available through the HTTP browser control menu.

In order to accomplish this, type: http://<the Monitor's IP address>/pd index.html

Note that the LAN Power needs to be turned on in order for the display to be controlled while the units are off.

All displays are set to the IP address **192.168.0.10** as default. Note that Media Player has separate IP Address menu that can be accessed from the Monitor's menu or directly using separate IP Address. IP Address for Media Player is set to **192.168.0.110** for default configuration

Communicating network PC needs to be on the same subnet as display that is being communicated with



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