



(highlight:at the glance)

UEFA Nations League, Generali Arena, Prag Czech Republic

LED TECHNOLOGY AT UEFA NATIONAL LEAGUE LEVEL!

TSCHILIN 10ALS

Application	outdoor (indoor) fix- or mobile-installation	screen, score-, fascia-bord, perimeter system
Resolution	10mm, asymmetric pixel pitch	LED Type: NS-SMD 2727 high brightness, customized selected batch
Size & Material	400 x 450 mm (W x H) 4,8kg	aluminium-alloy, die casting, lightweight
Brightness	6600 nits	after calibration
View Angle	> 170° / 160° (H / V) with high flatness (for wide viewing angle viewed over the screen surface)	result in a readable content from the baseline football field camera
Body Structure	close- & fanless-system dust- & water-protection IP67 front / back	design for longlife with selected components, optimized heat absorption, fast lock system
Technology	modular structure with dual power supply for redundancy, fully data-redundancy	together with selected components an ultrafast image build-up without ghost shadow effect
Gray Scale	16 bit / PWM driver MBI 5251	hardware-based technology for natural color, high contrast, from 1% to 100% luminosity
Scan Rate	1/4	
Sport Photographer	1 : 1600 / sec, shutter speeds	no missing image information (black lines)
Broadcast, TV	50Hz Signal Frequenz / 6350 Hz refresh rate 60Hz Signal Frequenz / 6360 Hz refresh rate	50Hz national broadcast, 60Hz international broadcast flicker free up to hyper slow-motion cam's
Front Mask	LSS laminated front rubber mask, EN 13501 (A2-s2, d0)	flatness guarantee up to 80 ° C, UV-protected

Service	front & back maintenance	hot plug maintenance
Alignment	perimeter, horizontal, 90° straight screen: horizontal, vertical	perimeter: mounting feed system, soft top cover screen & fascia: wall mounting system
Frame	panel size 1600 x 900mm (16:9) (perimeter with feet & top cover = 950mm)	aluminium extruded process 48kg/m² perimeter panel weight complete
Gates (Perimeter)	combined swing access- & exit-gate (optional)	both way open: to the field, from the field away

LED Controller	full redundant system with UPS	HDMI input, Fiber Channel output (1GB)
PlayOut System	SLAM.SYSTEMS modular and redundant PlayOut System, control, administration playback (optional)	graphical-interface, playlist admin, virtual add, fan engagement, scoreboard, brightness control with sun shader adjustment
Handling	fast system setup-ready to play (248 m = 6 person, 8h)	1 operator 2 technician, 4 stage hands
Virtual Advertising	virtual advertising technology ready	updateable System for virtual advertising technology
Power Consumption green efficiency	75W/m²	stand:by mode in watt by 225V/50Hz
	180W/m²	average power consumption: based on 248m long LED-perimeter with a mix of animated/static content during the game
	450W/m²	maximum power consumption by full white and full brightness
Lab	CE, RoHS, EMC class A (high-level)	current inrush limiting for system power soft-start
Compliance	Swiss warranty	In-house development & production for a long lifetime with guaranteed spare parts supply through selected components, inexpensive maintenance , 20 years experience in LED technology



robust & longlife: aluminium-alloy die-cast system



SLAM.SYSTEMS: redundant media playout system on iPad...



... auto playlist creation & setup, brightness & colour settings on iPad with Novastar controlling interface.



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