



One Millennium Drive Suite 3  
Uniontown, PA 15401  
www.tsitouch.com

Sales: 802-874-0123 press 1  
HQ: 802-874-0123  
Fax: 703-991-8770  
sales@tsitouch.com

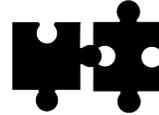
# INFRARED TOUCH TECHNOLOGY

## How It Works

Infrared touch screens operate on the basis of light-beam interruption. Two sides of the screen contain IR emitters, two contain IR detectors. We utilize a Pulse Type IR, which uses a diffuser lens on each emitter, allowing the beam to spread out and reach multiple detectors. Each detector uses a condenser lens which gathers the light from multiple emitters.



The controller pulses the emitters on and off in a specific pattern and uses the detectors to look for changes in the amount of light being picked up. These changes in the light levels are how the controller determines the location of a touch. A major benefit of a system such as this is that it can detect essentially any input including a finger, gloved finger, stylus, or pen.



### Easy Installation

Unrivaled simplicity makes setup easier and faster.



### True Multi-Touch

6, 10, 12 or 32 simultaneous touch points are available.



### HID Compliant

Maximum compatibility with numerous operating systems, plug-and-play.

## SPECIFICATIONS

**Sizes:** 22" - 98" standalone displays up to 500" for videowall applications.

**USB 2.0:** Type A for data and power.

**HID Compliant:** Maximum compatibility with numerous operating systems, plug-and-play

**Response Time:** Less than 15ms (milliseconds)

**Input Type:** Fingers, fingers with gloves or other opaque objects.

**Storage Temp:** -10C to 40C

**Operational Temperature:** 0 to 40C

**Power Specification:** 5 volts DC less than 300mA (milliampere)

## OPTIONAL ADDITIONS

Outdoor rated solution

Cold rolled steel, stainless steel, and aluminum integration housings

Glass or protective options: Clear tempered, anti-glare, anti-reflective, or mirror finish

Custom colors, textures, and finishes

Custom integrated solutions for displays from nearly every display manufacturer