

BPF-3212-V

12.1" Fanless Panel PC with Touch Screen, P-M/ULV C-M, 2W Stereo Speaker, 2 COM, 2 USB, 12V DC Adapter

Panel PC



Features

- » Fanless, aluminum front panel design
- » 12.1" TFT color panel display w/resistive or SAW touch screen
- » Supports Intel® P-M/ULV C-M processor TDP ≤ 24.5W
- » VGA, dual Ethernet, Audio port
- » 2W Stereo Speaker
- » 1 x 2.5" HDD space
- » 1 x CF socket
- » 2 x COM port, 2 x USB2.0 port
- » 12V DC adapter
- » Option for Wireless LAN module

System

LCD

Size: 12.1"
Max. Resolution: 800 x 600 pixels
Brightness: 400 cd/m²
Contrast Ratio: 600:1
Max. Color: 16.2M colors
Pixel Pitch: 0.3075 x 0.3075 mm

Touch Screen

12.1" resistive or SAW (option)

SBC

HS-2616(M)

CPU

Intel® Pentium® M processor 1.8GHz or ULV
Celeron® M processor 600MHz/512K (option)

System Chipset

Intel® 852GM(E)/ICH4

System Memory

1 x 200-pin SO-DIMM, DDR 333MHz(HS-2616)/DDR
266MHz(HS-2616M), Max. 1GB

Display Interface:

1 x D-SUB 15-pin

Audio Interface

Audio jack for MIC In, Line Out
2W Amplifier with Stereo Speaker

Ethernet Interface

2 x RJ-45 for Ethernet
1 x USB wireless LAN module (option)

Storage

1 x 2.5" HDD space
1 x Type II CF socket

Watchdog Timer

Software programmable time-out intervals from
1~255 sec. or 1~255 min.

H/W Status Monitor

Monitoring temperatures, voltages status

Power

12V 60W DC adapter
+12V DC IN

Operating/Storage Temperature

0~45°C/-20~+70°C

Certification

FCC/CE Class A compliance
IP65 front panel protection compliance

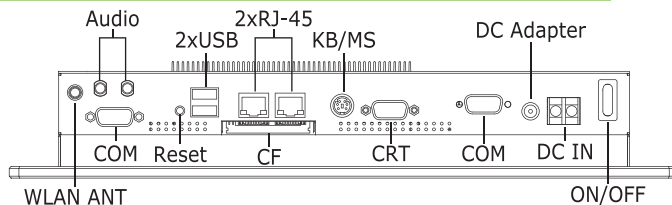
Dimensions

34.5(L) x 26.5(H) x 6.0(W) cm

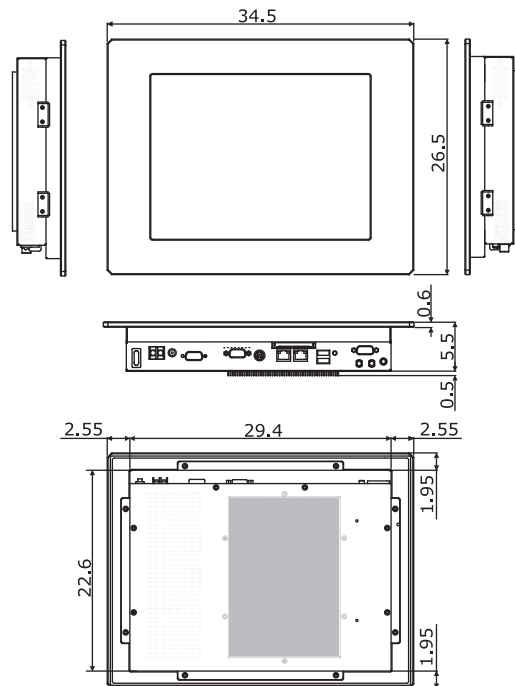
Cut Out Size

29.8(L) x 23.0(H) cm

I/O Interface



Dimensions (unit:cm)



Ordering Information

BPF-3212-V91

12.1" Panel PC w/Resistive Touch Screen, 2W Stereo Speaker, 2 COM, 2 USB, 12V DC Adapter

BPF-3212-V01

12.1" Panel PC w/Resistive Touch Screen, ULV C-M 600MHz CPU, 2W Stereo Speaker, 2 COM, 2 USB, 12V DC Adapter

Accessory Options

Table Top Metal Stand, VESA Mount Convert-plate, CPU, SAW Touch Screen, Memory Module, CF Module, Wireless LAN Module, 2.5" HDD