LCD Size 15" TFT LCD, 250 nits

LCD Resolution 1024 x 768 XGA

CPU Support Socket 462 Processors

AMD Geode™ NX1750 @ 14W (1.4GHz) FSB133, Low Power

AMD Geode™ NX1550 @ 6W (1.0GHz) / NX1250 @ 6W (667MHz) FSB 133, Fan less

Mainboard Flex-623P

Color Black / White

Touch Screen 4-Wire or 5-Wire resistive type

System Chipset North Bridge: VIA K400A Chipset

South Bridge: VIA VT8237R plus Chipset

System Memory 1 x 184 pin DDR RAM socket up to 1GB, supports PC 400/333/266

Watchdog Timer 256-level

Graphics Integrated S3 Graphics UniChrome™ 2D/3D AGP graphics core with built-in motion compensation and MPEG-2 acceleration 2D/3D GUI engine, AGP 4X VGA, MPEG-2 playback.

Support Dual Display Mirroring/Multiple Mode.

Audio/Speaker/Key Lock Realtek ALC 6-channel Audio (AC'97 integrated) / Built-in stereo speakers

Storage Device 1 x 3.5" IDE or SATA Hard Disk drive on pedestal

1 x Slim type CD-ROM on pedestal

1 x Multi Card Reader/Writer support SD/MMC/CF/SM/MS/Micro, USB Interface

I/O ports 6 Serial ports:

-COM 1/2/4/5: RS-232 in pin 9 D-sub male, +5/+12V output

-COM 3: Internal for Touch Screen Panel

-COM 6: on board

6 x USB 2.0 (2 USB on rear bezel, 1 USB on front bezel, 3 x pin header)

Powered DC12V USB and DC24V USB Connector

1 x PS/2 Keyboard, 1 x PS/2 Mouse

1 x RJ11 Cash Drawer 12V or 24V Solenoid type 1 x LPT 25-pin DSUB Connector

1 x VGA port

1 x RJ45 LAN (10/100 Base-T on board)

LED Indicator Power, HDD, LAN

Construction Inside: heavy-duty steel; Outside: ABS fire-proof resilient plastic (charcoal)

Temperature Operating 0XC~45XC, Storage -20XC~60XC

Relative Humidity 10~90%, non-condensing

Tilt Angle -2X~75X for both desk-top and wall mount without additional parts

Vibration 5~7Hz, 0.1" double amplitude displacement, 17~500Hz, 1.5G acceleration peak

to peak

AC Power Supply ATX 250W Power Supply, 100~240V

O/S WIN 2000/XP/XPe, Win Pro, WEPOS

Dimensions 365 (W) x 351(H) x 343 (D) mm without Dual TFT Display

Weight 8.1kgs

Safety & EMI FCC, CE

Ordering Info

Q-POS 615 15" Touch POS