Maxxscreen Giant



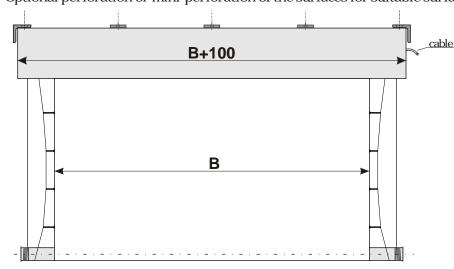


- 3D silver electric rollable screen up to size of 12 m width and 6,75 m height with no visible seam
- · Rolling system where the projection screen surface rolls up around the slat bar which is rolled up with two steel cables
- Rolling system ensures the flattest possible surfaces for sizes over 7 metres wide and is the ideal choice for conference halls , theaters, cinemas and other large venues
- The screen surface is given a high-quality coating after the welding, whereby the horizontal seams are not longer visible
- High-quality, stable square 40x40 cm steel housing, 1 mm steel sheet, white colour
- Ceiling installation as standard
- Maintenance- free robust motor incl. thermo protection against overheating
- Easy and safe handling due to an electrical drive, rotary switch included
- Automatic electrical end switch at the top and bottom
- Safety brake preventing the self-unwinding of the canvas

- Customized sizes, special colour of casing, different types of screens surfaces on request
- RF remote control
- · Mounts for wall mounting

Screen surface

- PVC based material with special coating
 Type D matt white, Gain 1,0 / 1,4 / 1,6, back side white
- Type S highly reflective, Gain 1,8
- Type 3D aluminium silver coating for passive 3D technologies using polarized light, Gain 1,7 / 2,0 / 2,2 / 2,4
- Type R Rear projection
- Neve front and rear projection
- Optional perforation or mini-perforation of the surfaces for suitable surface types







robust case and heavy roller



TabTension system



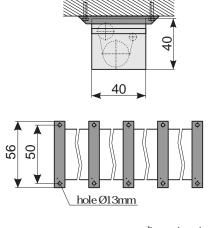
special cable winder

The product is in conformity with the following EU-Standards and other Normative Documents

EG-Machine Directives 89/392/EWG EMV-Directive 89/336/EWG Low -voltage Directive 73/23/EWG

Applied norms and technical specifications:

DIN EN 292 Part 1+2 **DIN EN 294 DIN EN 349 DIN 19045** DIN EN 55014 Part 1+2 DIN EN 61000-3-2 DIN EN 60335 Part 1 **DIN ETS 300220 DIN ETS 300683 DIN ETS 60730**



dimensions in cm

900 | 1000 | 1100 | 1200