

TECHNICAL SPECIFICATIONS:

1. Virtual Reality Rehab Systems:

Virtual reality (VR) rehabilitation systems combine specialized hardware and software to provide immersive, interactive therapeutic environments. Technical specifications vary widely based on the system's type and intended use, from simple, consumer-grade setups to advanced, clinical-grade platforms.

Core components and specifications

Component	Technical specifications
Head-mounted display (HMD)	<p>Display: OLED or LCD screens with a minimum resolution of 960x1080 pixels per eye. A high resolution minimizes the "screen-door effect" and improves realism.</p> <p>Refresh rate: At least 75 Hz to minimize motion sickness and provide a smoother experience.</p> <p>Field of view (FOV): A wide FOV, such as $\geq 110^\circ$ is greater than or equal to 110° raised to the composed with power $\geq 110^\circ$ diagonal, enhances the sense of immersion.</p> <p>Audio: Integrated, adjustable 3D positional audio is crucial for a fully immersive sensory experience.</p> <p>Ergonomics: Adjustable straps and lens settings (IPD) ensure comfort during long therapy sessions.</p> <p>Type: HMDs can be PC-tethered (e.g., Valve Index, HTC Vive) for higher processing power, or wireless and standalone (e.g., Meta Quest, Pico) for portability.</p>
Motion tracking system	<p>Degrees of freedom (DOF): 6-DOF is standard for tracking both head and body position and orientation in a virtual space.</p> <p>Sensors: Various technologies are used for motion tracking, including:</p> <p>External sensors: Standalone trackers with track straps.</p> <p>Inertial Measurement Units (IMUs): Used in head-mounted devices and controllers to measure acceleration and rotation.</p> <p>Depth-sensing cameras: Non-wearable systems, such as the older Microsoft Kinect, use infrared depth sensors and RGB cameras to create a real-time 3D model of the user.</p> <p>Hand/glove sensors: Devices like the CyberGlove or robotic gloves provide detailed tracking and feedback for hand and finger movements, which is critical for fine motor skill rehabilitation.</p>
Haptic feedback devices	<p>Functionality: Haptic devices provide a sense of touch through vibrations and resistance, allowing patients to interact more realistically with virtual objects.</p>

Examples: Force-feedback gloves, exoskeletons, or controllers that provide resistance.

For high-end systems: Requires a powerful PC to render complex graphics and maintain a high refresh rate.

— **GPU:** NVIDIA GeForce RTX 3070 equivalent or better.

Processing unit (PC or mobile) — **CPU:** Intel Core i7 equivalent or better.

— **RAM:** 16GB or 32GB+.

— **OS:** Windows 10 or newer.

For portable systems: All-in-one headsets have integrated mobile processors, enabling use without an external PC.

Balance platforms: Static or dynamic force plates are used for balance assessment and training in a virtual environment.

Specialized peripherals

Treadmills: Instrumented treadmills can be integrated to analyze gait and facilitate walking rehabilitation in immersive simulations.

Robotic systems: Manipulators and robotic gloves can be combined with VR to assist and guide patient movements during therapy, such as for stroke rehabilitation.

Content: Software provides customized exercises, games, and environments for a range of conditions, including balance, motor function, and neurological disorders.

Rehabilitation software

Features: Key features include dynamic difficulty adjustment based on patient performance, objective data tracking, and real-time biofeedback.

Platform: Common platforms include Unity3D and C#, which are used to create the virtual environment.

System variations by application

Clinical-grade systems

These are often high-end, complex systems designed for hospital or clinic use.

- **CAREN (Computer-Assisted Rehabilitation Environment) by Motek Medical:** Features a dynamic motion platform, treadmill, and force plates within a 360-degree immersive screen setup.
- **Specific systems:** Some systems, like those from Interacoustics, offer a suite of specialized hardware for balance training, such as static or dynamic force plates and VR goggles.

Non-immersive or semi-immersive systems

These are more affordable and may be suitable for home use or less complex rehabilitation needs.

- **Desktop VR:** Uses a standard PC monitor and input devices like a mouse or joystick.
- **Video game consoles:** Commercial consoles with motion-tracking cameras, like the Xbox Kinect, provide a gamified, non-intrusive rehabilitation experience.



2. Neuromuscular Electrical Stimulation NMES Machine:

It is an advanced neuromuscular muscle stimulation machine designed with a mobile electrode for more convenient and precise treatment.

- Channels: 4 - 12 channels for electrode pads and 1 - 2 channels for mobile electrode wand, treating different body parts and multiple patients simultaneously (up to 3 patients get treated at the same time) to improve efficiency and increase productivity
- Wire rack: neatly organize electrode wires during storage and transportation, promoting caregiver convenience
- 7–11-inch touchscreen: easy to operate
- Preset protocols with image guidance: standardize the treatment and ensure consistency
- Custom protocols: meet more clinical needs
- Hand switch: stop/start/pause a treatment easily
- Rotary knob: quick adjustment of parameters
- Dimensions: 350 – 450 × 300 – 400 × 150 - 250 mm

- Weight: 3 -5 kg

- Interface: 7- 11-inch touchscreen

- Waveform: Biphasic Symmetrical Square Wave

- Pulse Width: Max.400 μ s

- Pulse Frequency: Max. 120Hz

- Frequency Modulation: Normal, Alternate, Sweep, Random

- Surge Modulation: Ramp-up time, Hold time, Ramp-down time, Interval time



3. Foot Drop Stimulator (FES)

It is a wearable device for treating foot drop caused by MS, stroke, and severe injuries. It applies low-frequency electrical impulses to weak, damaged, or paralyzed muscles to make muscles contract again, which can help patients move again, improve muscle strength and flexibility, and prevent atrophy effectively. This FES machine is mainly designed for foot drop patients to walk more naturally and live more independently. With training mode and walking mode, it can highly meet all needs of foot drop treatment. It has the following benefits: Improves gait, Reduce falling or tripping, strengthen muscles, improve balance, reduce efforts to walk, enable to walk faster and further, reduce spasticity and reduce pain.

Specification

Mode	Train Mode, Walk Mode
Pulse Duration	50 μ s-500 μ s
Pulse Frequency	1-120Hz
Intensity	0-100mA
Time	0-60min
Battery Life	More than 4 hours
Rated Power	6VA
Output Waveform	Symmetrical biphasic pulse
Dimension	50 - 60(L) \times 50 -70(W) \times 20 -30(H) mm
Weight	60 -150 gms (only main unit)
Warranty	24 months

Accessories

Electrode lead hose
Electrode: 50mm×50mm
Leg Bandage
Power adapter



4. Body Weight Support Treadmill System (BWSTT)

Specification:

Battery-powered electric height adjustment (charged from a 230V wall outlet),

- Two-point suspension with pelvis positioning and front-back inclination using 4 belts,
- Electronic measurement unit for monitoring lateral and overall unloading level and visual feedback for the patient,
- Four-wheel system with two wheels with full and two with directional brake (the wheels with directional brake allow for pre-setting the direction of movement prior to the treatment)
- The system can lower to 164 cm for an easy access to rooms with low doors (180 cm) or treatment of shorter patients,
- Front, back and sideways gait training,
- Gait direction change possible without disconnecting the harness,
- Variable angle adjustable handlebars,
- Including one universal suspension harness.

Dimensions (cm): 210 x 88 x 164

Product Weight (kg): 110 – 120

Patient Height (cm) : Upto 120



5. Computer-Based Cognitive Training Systems:

It has been designed with a series of targeted training programs for children. It uses interesting images and elements to design diversified task-oriented training scenarios to effectively stimulate children's training enthusiasm and comprehensively improve patients' calculation, thinking, perception, memory, cognitive abilities such as attention.

- Cognitive function assessment / scale assessment / oculomotor assessment
- Cognitive impairment training / basic cognitive training / advanced cognitive training
- Eye tracking technology
- Gesture interaction technology, hand-eye-brain coordination training
- AR augmented reality technology, immersive training

Specifications

Rated voltage	AC220V 50Hz
Fuse specifications	1.5A/250V
Power	260VA
Dimension	820mm x 535mm x 1070mm
Weight	70kg



6. Hand Function Dynamometers

Description

Measures isometric grip force and strength increase in rehabilitation and physical therapy programs. Adjustable handle that allows user to quantify grip strength for different sized objects.

Features and Specifications

- Measures from 0 - 90 kgs
- Accommodates small and large hand sizes, with five grip positions from 1.375" to 3.375"
- LCD display shows isometric grip force in pound or kg
- Perform maximum grip and rapid exchange tests
- Calculate average, standard deviation and coefficient of variation (Cv)
- Collect up to 5 trials for both hands
- Scratch-resistant UV coating protects all digital components from damage, unit does not have internal moving parts
- Minimum One year warranty

Included Items

- Carrying case
- 2 AAA batteries should be included
- Complete manuals with use and complete instructions for hand strength and flexibility screening
- Calibration certificate in compliance with ISO/IEC 17025 and is traceable to NIST.



7. Balance and Posturography System:

It is a testing technique used to assess underlying sensory and motor control impairments associated with balance disorders. It is a method for quantifying balance. This testing consists of measuring sway while standing on a stable platform and also with tilt or linear displacement of the platform, both with eyes open and eyes closed, and also with movement of the visual surround.

This system is very portable and is connected to a computer or laptop via USB cable. It has a set of protocols, games and balancing exercises. 6 Balance Assessment Protocols with report.

Main applications Required:

- Balance Assessment with 8 clinical reports
- Balance Training with biofeedback
- Fall Risk Assessment
- Posturography
- Balance Disorders

Software: Low-Cost Force Platform Balance Software

Technical Specifications: Forced Platform

Type Portable Size 20,5 x 13,2 x 3,1 cm

Weight 4,2 kg

Sensors 4 load cells

Platform computer interface USB

Power supply USB cable

Required Features – Balance Software

> 6 Assessment Protocols (mCTSIB; Romberg; Body Sway; Unilateral Stance; BESS)

> 3 Balance Games categories

> 4 Balance exercises categories

PC Requirements : Processor (CPU): i3, 2GHz RAM 2 GB USB Ports 2.0 or 3.0 Operating System Windows 10 or 11

Warranty: Minimum 2 years of warranty.



8. **Pediatric Robotic Walkers:**

The pediatric gait trainer is designed for small children who can bear weight in their legs but require help with balance and reciprocal leg movement. Featuring tool-less adjustment and a frame that can grow with the user, its wide bearing surface supports both the trunk and the pelvis to maintain the center of gravity during height adjustments.

Features:

- Measurement Bars – It should allow for quick, easy, and accurate adjustment.
- Quick adjustment – It should adjust easily and tool-free for user growth, transportation, or multiple patient use.
- Easy transport - In just one motion, it must fold into a small compact unit easy to transport. No tools required.
- Ergonomic harness - The harness must support the user, if necessary, without generating pressure and is breathable, adjustable, and removable.
- Chest & pelvic supports – Required Padded and adjustable in angle, height, inclination, and circumference. The chest and pelvic supports must work independently.
- Exclusively designed wheels – It must have standard with anti-rollback, independently adjustable tension drag, and brakes. The wheels must be compatible for indoor and outdoor use.

The walker should include frame, Pelvic support, Anterior handle, Directional locks, Ergonomic harness, a table & upper extremity support.

Max Capacity (kg)	40
User Height (inches)	29 – 35
Unit Weight (kg)	10 -15
A - Support Circumference (inches)	21 - 31
B - Chest Support (inches)	21 - 30.5
C - Pelvic Support(inch)	16.5 - 24
D - Overall Length (inches)	25-30
E - Overall Width (inches)	20-25



9. Multisensory/Snoezelen Rooms:

Multisensory rooms, also known as Snoezelen rooms or multi-sensory environments (MSEs), are therapeutic spaces designed to stimulate or soothe the five senses (sight, sound, smell, taste, and touch) through controlled sensory elements like light displays, music, aromatherapy, and tactile surfaces. These rooms are used in rehabilitation to benefit individuals with developmental disabilities, brain injuries, autism, dementia, and other conditions by promoting relaxation, increasing focus, enhancing mood, stimulating cognitive activity, and improving social interaction and motor skills.

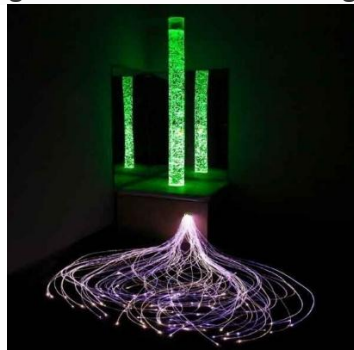
The soothing power of our bubble tube platform plus the sparkle of tactile fiber optics come together to create a piece of multi-sensory equipment that mesmerizes users. The Bubble Tube & Fiber Optic Sensory Platform creates a relaxing sensory area that provides alluring sights and sounds. Pairs well with a bean bag chair or an adaptive seating system for an excellent sensory experience. The fiber optic tails are electricity-free so they're safe to touch; perfect for enjoying the lights while relaxing to the sound of the bubble tube.

Features Required

- Must include Bubble Tube Security Bracket
- Must include fiber optic kit consists of 80 - 100 tails that stretch 75" to 80" in length
- It should be equipped with LED lighting and remote control
- It should have cycles through 8 – 10 colors

Required Specifications

- Platform Dimensions: 35-45" L x 30-40" W x 15-20" H (Platform With Pad)
- Remote control for changing their light and color cycle
- Heights: 65 -75"
- Tube diameter: 6-8"
- Sensory Fiber Optics – 100 -120 tails, 75-80" Length
- MicroLED 4000 5w RGBW LED Illuminator Device
- Illuminator remote control
- Some light assembly is required
- Mirror should be included
- Platform weight limit: Maximum 100 kgs



LED Sensory Projector Bundle:

This kit is ideal for spaces such as small sensory rooms or rehabilitation center. It features bright, low-voltage and low maintenance LED technology with no lamp to change and a crystal clear image. It also runs completely silent while in use with no distractions for viewers.

The Sensory Projector Bundle must come with an included easy-to-install wheel rotator and five effect wheels - Balloon Extravaganza, Dawn till Dusk, Firework Bonanza, Outer Space and Tropical Reef

Specifications:

LED Sensory Projector Bundle kit should include:

- LED Projector
- Wheel Rotator
- Five of Experia's 6-inch effect wheels:
 - Balloon Extravaganza
 - Dawn till Dusk
 - Firework Bonanza
 - Outer Space
 - Tropical Reef



10. Tactile Sensory Panels:

The Tactile Activity Wall has several sensory experiences to explore in one place. Kids will love pulling the colorful tubes, tugging the ropes, manipulating the gears and abacus, gripping the hand web, or running their hands through the bead curtain. As kids play and learn, they'll also get sensory feedback that helps improve personal development. This activity wall is perfect for playrooms, sensory environments, early education classrooms, and waiting areas.

Features Required:

- Several motor skill development activities
- Solid plywood construction
- Durable gears, twists, and fidgets
- Eight to Ten different tensions of exercise tubing
- Gears - 1 large with peg, 5 large, 6 small - colors vary

- Twisted Rope – Any color
- Braided Rope – Any colors
- Braided Rope – Any color
- Abacus inclusion is required
- Textured Ring - colors vary
- Hand Exerciser/Web
- Bead curtain required

Specs

- Board dimensions: 30 - 35" H x 30-35" W x 5-10" D
- Board weight: 8 -20 kgs



11. Pediatric Gait Trainer:

Specifications:

Gait Trainer for Special Needs Kid

Type: Gait Trainer

Size: M: 85 - 95 * 55 – 65 * 40 - 50 cms,

Color: White or OEM

Weight Capacity: 70 -80 KG

Headrest: Adjustable

Height: Adjustable

Net Weight: Upto 250kgs

Type: Gait Trainer

Material: Aluminum or Steel



12. Mirror Therapy Systems:

This physical therapy kit includes a small and large mirror. It is designed to be used by patients recovering from moderate to serious physical or cognitive conditions that require re-learning speech or fundamental hand movements.

Key Features & Benefits:

- Adjustable angle accommodates most PT exercises
- Enhances brain function and restores hand motor skills
- The smaller mirror is great for speech training
- The larger mirror is ideal for intensive physical therapy sessions

This is a large mirror designed to train the patient to practice movements with their non-affected hand, with the images being shown on the large mirror. This creates the illusion that the affected hand is doing the task, which may have a positive impact on the brain. The smaller mirror is designed to teach patients how to speak again.

The smart rehabilitation mirror is a popular option for helping patients during different stages of recovery for injuries impacting the brain or the upper extremities. It features two different mirrors, each of which allows the patient to monitor their progress while they learn everyday tasks again.

Potential benefits aren't just physical. It also helps that using a mirror can reduce depression in patients who are recovering from strokes and serious injuries. The thought is that the mirrors help speed up recovery times, making progress faster and improving the patient's mental well-being.

Speech therapy is another option that this package helps streamline. The patient can practice saying common expressions by working through a large vocabulary of common words programmed on the device. The smaller mirror shows their mouth moving, giving them a visual cue that may encourage them to remember how to speak.

Specifications:

The mirror must have an open frame, allowing the patient to conceal their arm, it also folds up, making it an ideal choice for outpatient care. It is small enough to store in a cabinet or closet but fits easily inside a vehicle.

medical care but also suitable for independent rehabilitation. The mirror is a helpful rehabilitation accessory when used alone or with other physical therapy tools.

Mirrors	2
Mirror Angles	65 - 90 degrees
Color	Black



13. Balance boards:

Balance Boards are designed to simulate the challenge of walking on uneven ground, enabling improved balance and proprioception. These boards are ideal for a use in a wide range of facilities for a variety of applications including core strengthening and stability, ankle range of motion and flexibility, sensory-motor training, ankle/knee injury prevention and strengthening and closed kinetic chain exercises. These boards support users weighing up to 130 kgs for easy accommodation of patients. They are designed with a specially designed tactile surface on the top for improved stability, while the bottom surface is anti-skid to ensure safety and ease of use.

Balance Boards provide an unstable and sensory-stimulating surface that facilitates balance and proprioceptive training as well as automatic postural reactions. It can be used for easy and versatile applications, targeting a range of muscle groups depending on the body alignment in relation to the rocker bottom. The square bottom Rocker Board, which uses single plane movement for increased patient control.

Specifications:

Weight Capacity	Maximum 135kg
Rocker Board Dimensions	(35 - 40 x 40 - 45cm)

Rocker Board Degree Angle of Deflection	25 - 30
Wobble Board Dimensions	(40-50cm) in diameter
Wobble Board Angle of Deflection	20 -25 degrees



14. Adjustable therapy tables (1 NOS) and chairs (2 NOS)

It's a superior surface for advanced healthcare. With its sleek, innovative P-Edge treatment, the work surface is superior to particleboard or banded finishes and is impervious to damage. These innovative tables optimize therapy and rehab for the smallest patients and the tallest.

Features:

Surface: Smooth, Solid core and laminate

Height Adjustment: Quiet motorized height adjustment with UL listed motors. With extra-low minimum -24" to extra-high maximum 50" height adjustment. It must have Electric adjustment at 1.77 inches/second.

Dimension: Length x Width: 60 x 30 inches

Optional: Universal Arm Supports create an array of work surface shapes. Programmable Switch with Digital Display

Load capacity: Maximum 120 kgs

Storage: Cleanable storage drawer to keeps tools close at hand.

Certified: UL Listed and CSA Recognized

Warranty: Maximum 5 years



15.Adjustable Therapy Chairs:

This medical stool is designed for both comfort and functionality in professional environments. It features a durable, easy-to-clean black antimicrobial vinyl upholstery over a 4-inch-thick molded foam seat.

Technical Details

Product Dimensions	25"D x 25"W x 47"H
Color	Any Color
Style	With Back Cushion with adjustable back depth
Furniture Finish	Chrome or Stainless Steel
Seat Height	Maximum 50 Inches, Adjustable seat height with a 6-inch vertical height range
Leg Style	Straight
Seat Width	25 - 30 Inches
Maximum Weight Recommendation	125 kgs
Assembly Required	Yes

Item Weight	10 – 12 kgs
Wheel	Dual Wheel casters



16. Touch-screen games:

Touch-screen games for rehabilitation use interactive software on platforms like tablets or large touch screens to help patients improve motor skills, cognitive function, and hand-eye coordination through engaging tasks. These games are adaptable, providing personalized challenges and promoting neuroplasticity for recovery after stroke or other neurological conditions.

How Touch-Screen Games Aid Rehabilitation

- **Motor Skills:** Games can target fine and gross motor skills by requiring users to reach, grasp, and move objects on the screen, improving strength, coordination, and dexterity.
- **Cognitive & Perceptual Skills:** Tasks are designed to challenge attention, memory, concentration, and spatial awareness through interactive puzzles and activities.
- **Neuroplasticity:** The repetition, intensity, and engagement offered by game-based therapy can stimulate neuroplasticity, which is crucial for the brain to rewire itself after an injury or neurological event.
- **Increased Engagement & Motivation:** The fun and interactive nature of games makes rehabilitation more enjoyable, encouraging patients to spend more time on their exercises and improving motivation.

Benefits for Patients

- **Improved Outcomes:** Engaging with these games can lead to improved recovery times and better functional outcomes.
- **Accessibility:** Many systems offer adjustable screens that allow patients to play games while sitting or standing, accommodating various needs and functional goals.
- **Comprehensive Training:** Touch-screen games can provide a holistic approach, addressing both motor and cognitive challenges in a single, integrated program.

Specifications:

- Origin – Any Asian, Europe, UK, USA countries
- Application -Indoor
- Warranty – Minimum 1 Year.
- Material - Metal, Tempered Glass
- Color - White/Blue/Green.
- Voltage - 110 V ~ 240 V
- RAM - 4GB, 8 GB, 16 GB, 16 GB, 8 GB, 16G, 8G, 4 g.
- supplier type - Original Manufacturer, ODM, OEM
- Control Method - Wifi, USB.
- Touch Screen - Capacitive, Capacitive Touch
- Mounting type - Floor Standing.

- Content Management System - No
- Remote Device Management – No.
- Touch type - Touchscreen, Capacitive Touch
- Usage environment – Indoor.
- media available - datasheet, Photo, EDA/CAD Models, Other.
- Function - SDK, WIFI Hotspot Sharing
- Specification - Stretch bar, Digital Poster, Touch Screen, Video Wall, Kiosk.
- Screen Type - Capacitive, Touchscreen, LCD
- Brightness - 350cd, 250cd.
- aspect ratio - 16:9
- response time - 3ms.
- Operating Temperature - 0°C-50°C
- Contrast Ratio - 1000:1.
- Color Depth - 8-Bit
- installation type - Floor standing.
- Resolution - 1920x1080, 3840X2160
- panel brand – BOE.
- Operation System - Android, 10x
- Display Function - Graphics, ANIMATION, Text

Interactive Touch Table

Table Size: 32 Inches

Resolution: 1920 x 1080

Touch point: 10 – 15 points

Material: Metal

Port: USB

Input voltage: 110~220V

Android Configuration

CPU: 4 - core

RAM: 4G

ROM: Upto 32GB

Android Version: Android 14

Children Games: 30 – 50 Games

Windows Configuration

CPU: i5 – 11 gen

RAM: Upto 16 GB

ROM: Upto 256 GB



17.Mobile sensory cart

The mobile sensory carts provide portable, multisensory experiences to help patients regulate emotions, reduce anxiety, and improve sensory processing. They are beneficial in hospitals, clinics, and long-term care settings, particularly for those with limited mobility.

Benefits of mobile sensory carts for rehab

Mobile sensory carts are used in a variety of therapeutic applications to address the unique needs of patients in rehabilitation.

- **Promote calm and relaxation:** The combination of gentle visual, auditory, and tactile stimuli can reduce anxiety and create a calming environment for individuals with sensory processing disorders, autism, or dementia.
- **Encourage engagement:** Interactive elements can capture attention and promote engagement, especially for individuals who are otherwise withdrawn or agitated. This can encourage non-verbal communication and social interaction.
- **Develop skills:** Multisensory input can help develop fine and gross motor skills, improve body awareness, and help with cause-and-effect understanding.
- **Improve emotional regulation:** By providing controlled sensory input, a cart can help patients self-regulate at their own pace and develop coping strategies.
- **Reduce sensory overload:** Carts offer a quiet space for patients to retreat from an overly stimulating environment, helping them to "reset" and feel safe.
- **Increase accessibility:** For patients with limited mobility or those in remote locations, mobile carts bring therapeutic tools directly to them, without the need for a dedicated sensory room.

Sensory carts or trolleys are versatile and portable resources

They can be used anywhere as additions to sensory rooms or spaces already set up, or as standalone units.

These specially made trolleys can be turned into complete sensory resources.

The trolley can easily pass through any doors, turn on its own axis, and be used indoors or outdoors.

Specifications and features of the cart

***Size:** Width x Length x Height: (20 -25 inches) x (35 - 45 inches) x (40 - 50 inches) with support frame

* Brakes: Minimum Two excellent brakes on the back wheels

*Space for sound system and speakers - Required

*The whole trolley plugs into one 13-amp socket

*Six 13-amp sockets on the trolley to plug in switch control units, a sound system or any other equipment

*Space for one-, two- and four-channel Switch2 control units, manual or radio remote, in whatever combination you want. (These units can be used on the trolley or be taken off and used anywhere.)

- *Four deep and two shallow removable resource trays.(The trays do not slide about when the trolley is in transit)
- *Shelf for instruction manual
- *Three to four shelves to put equipment on when in use or in transit
- *Support frame for suspended equipment. (This will support projectors, pin spots or any other lights). It is removable, for transportation and storage



18.Android Tablets: - 3 NOS

Technical Details

Standing screen display size	13.1 Inches
Screen Resolution	2880 x 1800 pixels
Max Screen Resolution	2880x1800
RAM	8 - 16 GB

Hard Drive	128 - 256 GB
Card Description	Integrated
Wireless Type	802.11ax
Average Battery Life (in hours)	Minimum 20 Hours

Operating System	Android 15 or above
Item Weight	Upto 1.2 kgs
Item Dimensions LxWxH	10 - 11 x 8 - 9 x 1.5 - 2 inches
Color	Any
Number of Processors	8
Flash Memory Size	8 GB
Batteries	1 Nonstandard Battery batteries required. (included)

Uma tela de cinema na sua mão

Mais fino*:
6.0mm



Tela
13.1"

Borda reduzida
8.1mm

*A espessura foi reduzida em comparação ao Galaxy Tab S9 FE e Tab S9 FE+.