32 inch IR Touch Frame

The XINTOUCH infrared touch frame employs advanced infrared touch technology. It creates a dense infrared grid in the touch area using high-precision infrared emitting tubes and receiving tubes. When an opaque object touches it, the infrared rays are blocked, thereby determining the touch position. The infrared touch frame supports 40-point touch control, precise positioning, strong resistance to light interference, stable operation, and is USB interface plug-and-play, supporting firmware upgrades. It is suitable for human-computer interaction interfaces such as game consoles, industrial control computers, unmanned vending machines, interactive teaching electronic whiteboards, ATMs, self-service machines, and self-service inquiry machines. The product undergoes strict quality control and has obtained international certifications such as CE, FCC, and RoHS, ensuring safety and environmental friendliness.

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TURN YOUR MONITOR INTO A TOUCHSCREEN
32 inch IR Touch Frame
20 points touch

Overview of IR Touch Frame

Standard sizes: 23", 24", 27", 32", 37", 39", 40", 42", 43", 46", 47", 48", 49", 50", 55", 58", 60", 65", 69.5", 70", 75", 80", 82", 85", 86", 98", 100". Other sizes can be customized (please provide the length and width of the touchable area)

Touch points: Supports 40-point touch

Frame material: Aluminum alloy frame

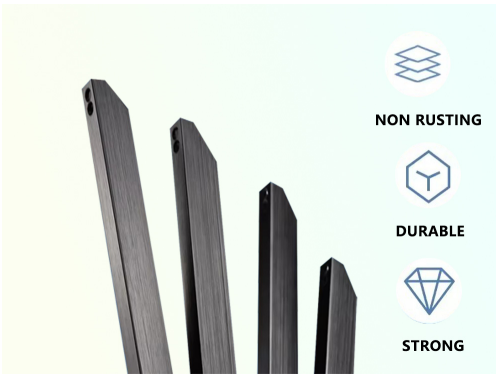**Glass:** Default without glass (Glass option available)

Touch interface: USB, plug-and-play
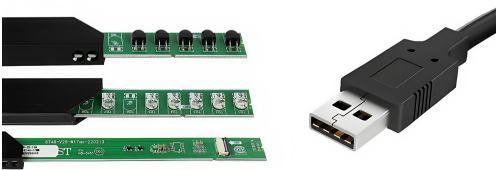
Product Certification: CE, FCC, RoHS

Supported operating systems: Windows, Android, Linux, Mac

Aluminum alloy frame

High-quality aluminum alloy: Ultra-narrow bezel design, simple and elegant, hard and durable, rust-proof and resistant to corrosion Use.

Black brushed finish: Fine texture, resistant to scratches, non-fading, and remains as new for a long time.

NON RUSTING

DURABLE

STRONG

High-quality electronic components

High-quality chips: High-precision touch, fast response, adaptable to various lighting conditions.

LED chip lifespan: 60,000 hours. Stable and durable, reducing maintenance costs.

Standard USB interface: Plug-and-play, driver-free compatibility, convenient and efficient.
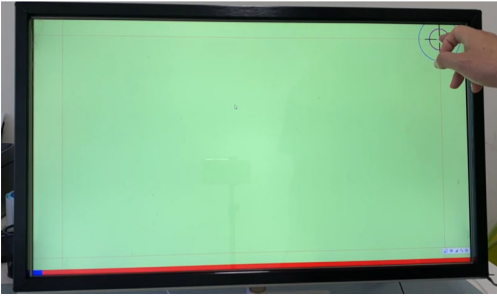
Compatible with multiple systems

Broad compatibility: Supports multiple operating systems, including Windows 7, Windows 8, Windows 10, Windows 11, Android, Linux, Mac, and Windows XP.

Seamless connection: No complex setup required, ensuring the device can be quickly connected and operate stably.

Cross-platform compatibility: Suitable for various scenarios such as education, business, and industry, and compatible with various hardware devices.
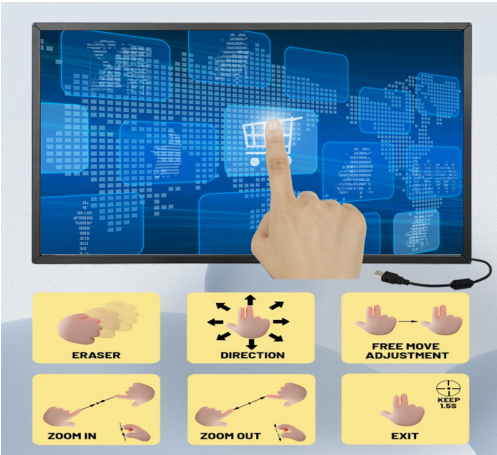
Calibrated touch

Using the infrared touch screen configuration software, the touch screen can be calibrated.

Generally speaking, when the size of the touchscreen matches that of the display, there is no need to calibrate the touchscreen.
When the touch screen is larger than the display, it is necessary to calibrate the touch screen.
When changing the display from landscape mode to portrait mode or vice versa, the touchscreen needs to be calibrated.

Multi-touch

By adopting the independently developed multi-angle hybrid scanning technology, it is capable of accurately identifying the random points of multi-touch, without any drift phenomenon, and each touch point will not interfere with each other.

- Support 40-point touch
- Support gesture operation
- Support for zooming in and out
- Support rotation
- Operating systems supporting multi-touch: Windows 7/8/10/11, Android, Linux
- Operating systems supporting single-touch operation: Windows XP, IOS

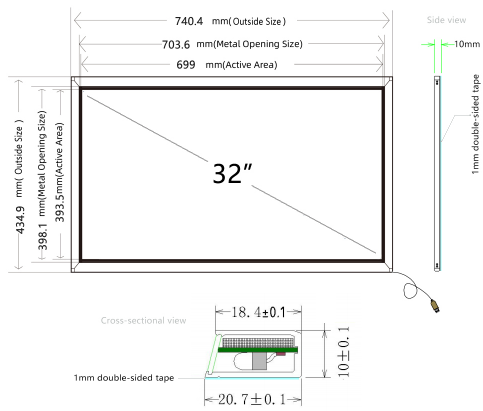## Applicable to multiple fields

The XINTOUCH infrared touch frame is widely used in various fields that require human-computer interaction, such as gaming and entertainment, education, industrial control, new retail, finance, and self-service.

The infrared touch frame has strong anti-interference ability and precise touch. It can be applied in complex environments. It has strong adaptability and can upgrade the firmware according to different operation methods. The default operation is clicking, writing, etc. with fingers or touch pens. For games like ball-throwing on game consoles, the speed is relatively fast and the touched objects (balls) are relatively large. By upgrading the firmware, a better touch experience can be achieved.

Size for 32 inch ir touch frame

740.4 mm(Outside Size)

703.6 mm(Metal Opening Size)

699 mm(Active Area)

Side view

10mm

1mm double-sided tape

434.9 mm(Outside Size)

398.1 mm(Metal Opening Size)

393.5mm(Active Area)

32"

Cross-sectional view

18.4±0.1

10±0.1

1mm double-sided tape

20.7±0.1

real photo for Infrared touch frame