

# BU50NST

## LG BU50NST 4K UHD Laser ProBeam Projector

**Up to 300" Screen**

**4K UHD (3840x2160)**

**Laser (20,000 hr Lamp Life)**

**Up To 5000 ANSI Lumens**

**Lens Shift(Horiz ± 20%, Vert ± 50%)**

**Advanced Edge Adjustment (12point Warping)**

**IP control**



\*Image not final subject to change

PROJECTION SYSTEM	
Display Type	DLP
Native Resolution	4K UHD (3840 x 2160)*
4K Upscaling / Super Resolution	Yes
Screen Size	40" ~ 300"
Projection Image	100"@9.5-15ft
Aspect Ratio	16:9/Original/4:3/Vertical Zoom/ All-Direction Zoom
Zoom	1.6x
Lens Shift	Horiz ± 20% Vert ± 50%
Brightness	Up to 5000 ANSI Lumens**
Contrast Ratio	150,000:1
Lamp Type	Laser (LD + P/W)
Lamp Life	Up to 20,000 Hrs
Noise (Economic / Normal / High brightness)	28↓ / 29↓ / 31dB(A)↓
HDCP	HDCP2.2
Trumotion	Yes
HDR	HDR10
Digital Keystone Correction	Advanced Edge Adjustment (12 Point Warping)
LG SMART TV	
Web Browser	Yes
CONNECTIVITY / WIRELESS	
Bluetooth (with Speaker)	Yes
Screen Share (with Miracast supporting device)	Yes
Wireless Contents Share (with iOS, Adroid via TV Plus App, with DLNA supporting device)	Yes
AUDIO	
Bluetooth sound out	Yes
Built-in Speakers	10W (5W+5W Stereo)
Bluetooth AV Sync Adjustment	Yes

INPUTS/OUTPUTS	
Audio out	1 (Φ3.5)
HDMI™	2
USB Type A	2 (USB2.0)
RS-232C	Yes
RJ45	1 + 1 (HDBaseT)
RS232C	Yes
HID (Keyboard/Mouse/GamePad Connection Thru USB)	Yes
IP Control	Yes
POWER	
Power Supply (Voltage/Hz)	100V – 240V @ 50-60 Hz (PSU Built-in)
Power Consumption	380W
Standby Mode	<0.5W
ACCESSORIES / MANUAL	
Remote Control	1 Standard (Battery included)
Manual	Simple Book
Warranty Card	Yes
Power Cord	Yes
DIMENSIONS/WEIGHT	
Product (WxHxD)	Without Lens 14.6" x 6.1" x 11.4" 14.6" x 5.7" x 11.4" (Without Leg)
	With Lens 14.6" x 6.1" x 12.8" 14.6" x 5.7" x 12.8" (Without Leg)
Shipping Dimensions (WxHxD)	22.8" x 10.7" x 17.4"
Weight	21.4lbs
Shipping Weight	25.4lbs
WARRANTY / UPC	
Limited Warranty	TBD
UPC	719192641204

\*4K UHD resolution with 8.3 million discrete pixels projected by XPR (Expanded Pixel Resolution) video processing  
\*\*The brightness is based on the perceived brightness equivalent to the brightness of lamp projector