

Basic furniture, equipment and services included in the flat-rate rental fee for

**CityCube level 3  
rooms M2, M4, M6:**

- seating in theatre style
- 1 digital lectern<sup>1</sup> with 1 microphone<sup>2</sup>
- raised chairman's table with 4 chairs and 4 microphones<sup>2</sup>
- 1 PC audio port on lectern
- 1 microphone port (handheld or clipped microphone)
- 1 floor standing microphone<sup>2</sup> in room
- PA system
- 16:9 images projected onto 1 screen (full white, 400x250 cm)<sup>3</sup> in general viewing direction
- 1 projector, rigged 6.000 ANSI lumens
- connecting leads to projector, on lectern, HDMI port<sup>4</sup>
- artificial room lighting, illuminated presidium and lectern
- wastepaper basket
- air conditioning
- basic cleaning service (once per event day)
- wall-to-wall carpeting
- wall-mounted power sockets (230 V), including electricity consumption
- vertical monitor (40") in front of room<sup>1</sup>



example

Manually operated sun blinds on windows.

Chairs in rows are connected and non-moveable.

Please note that any changes regarding room usage must be specified in advance and are subject to feasibility.

Objects can only be placed in designated grid areas.

Only Messe Berlin staff is allowed to operate the technical equipment from Messe Berlin.

Personnel costs for construction and dismantling of the listed furniture and equipment items are included in the rental fee.

Staff employed to operate the technical equipment as well as changes to the standard setup are subject to additional fees.

For safety reasons floor plan areas marked in green must remain unobstructed.

Even when the connecting doors are locked, these can be opened at any time in the direction of the escape route, due to their function as emergency exits. These routes are marked on our floor plans.

<sup>1</sup> includes one-time data input of a single file (.jpg)

<sup>2</sup> wired

<sup>3</sup> room M2: rolling projection screen

<sup>4</sup> users with laptops must bring their own adapters (e.g. HDMI > DVI)