

# *G2722*





## **SPECIFICATIONS**

31 LOII IOATIONS	
Type / Size	27" (69 cm)
Active Display Area (mm)	597.888(H)x336.312(V)
Curvature	Flat
Panel Type	IPS
Resolution	1920x1080 (FHD)
Pixel pitch	0.3114(H)x0.3114(V)
Aspect Ratio	16:9
SDR Brightness (nits)	250
Contrast Ratio	1100:1
DCR (Dynamic Contrast Ratio)	10000000:1
Signal Frequency	30~100 KHz(H) / 48~170 Hz(V)
Refresh Rate	170Hz
Response Time	1ms (MPRT)
Dynamic Refresh Rate	FreeSync Premium (To be confirmed)
Activated Range	48~170Hz
HDR Support	N/A
Video interface	1x Display Port (1.2a) 2x HDMI (1.4b)
Audio interface	1x Headphone out
View Angles	178°(H) / 178°(V)
ADOBE RGB / DCI-P3 / SRGB	85.67% / 81.1%/101.91%
Surface Treatment	Anti-glare Anti-glare
Display Colors	16.7M
Power type	External Adaptor 20V 2.25A
Power Input	100~240V, 50/60Hz
Adjustment (Tilt)	-5° ~ 20°
Adjustment (Swivel)	N/A
Adjustment (Pivot)	N/A
Adjustment (Height)	N/A
Kensington Lock	Yes
VESA Mounting	100 x 100 mm
Dimension (W x H x D)	612.5 x 228.2 x 444.3 mm 612.5 x 45 x 368.3 mm (without stand)
Carton Dimension (W X H X D)	WW carton: 683 x 463 x 157 mm Outer: 698 x 488 x 172 mm
Weight (NW / GW)	4.14 kg / 5.9 kg 3.37 kg w/o Stand
Frameless Design	Yes
PIP/PBP Function:	N/A
Note	Display Port: 1920 x 1080 (Up to 170Hz by DP overclocking) HDMI: 1920 x 1080 (up to 144Hz)
	Adobe RGB, DCI-P3 and sRGB follow CIE1976 Standard

# **FEATURES**



#### **IPS Panel**

Make sure the intensity and purity of colors when gaming.



## 170Hz High Refresh Rate

Experience smooth gaming with a blazing fast refresh rate, that gives you the upper hand in fast-moving games.



## **1ms Fast Response Time**

Eliminate screen tearing and choppy frame rates with 1ms responsetime.



#### **Console Mode**

Perfectly support 120Hz at FHD resolution with next-gen console like PS5 and Xbox series X/S



#### **Night Vision**

Smart black tuner to brighten your day by bringing out the fine details in dark areas.



#### **Wide Color Gamut**

Game colors and details will look more realistic and refined, to push game immersion to its limits.

# **CONNECTIONS**



