

SPECIFICATION

Panel Size	31.5" (80 cm)
Panel Resolution	2560 x 1440
Refresh Rate	144Hz
Response time	1ms
Panel Type	VA
Brightness (nits)	300 nits
Viewing Angle	178° (H) / 178° (V)
Aspect Ratio	16:9
Curvature	1800R
Contrast Ratio	3000:1
DCR	10000000:1
Active Display Area (mm)	697.344(H) x 393.696 (V)
Pixel Pitch (H x V)	0.2724(H) x 0.2724(V)
Surface Treatment	Anti-glare
Display Colors	16.7M
DCI-P3 / sRGB	92% / Up to 122%
Video ports	1x DP 1.2
	2x HDMI 2.0
USB ports	2 x USB 2.0
	1 x USB 2.0 Type B (PC to Monitor)
Audio ports	1 x Earphone out
Kensington Lock	Yes
VESA Mounting	100 x 100 mm
Control	5-way OSD navigation joystick
Power Type	External Adaptor 12V 5A
Power Input	100~240V, 50~60Hz
Signal Frequency	55.3 to 162KHz(H) 48 to 144Hz(V)
Adjustment (Tilt)	-5° ~ -20°
Adjustment (Height)	0 ~ 130 mm
Dimension (W x H x D)	710 x 510 x 262 mm / 28 x 20 x 10.3 inch
Weight (NW / GW)	7.3kg / 8.94kg
Note	Display Port: 2560 x 1440 (Up to 144Hz) HDMI: 2560 x 1440 (Up to 144Hz) The color gamut follows the CIE 1976 testing standard.

FEATURE

WQHD 2560 x 1440

WQHD High Resolution

Gam

Game titles will even look better, displaying more details due to the WQHD resolution.

144Hz High Refresh Rate



Experience smooth gaming with a blazing fast 144Hz refresh rate, that gives you the upperhand in fast moving games.

Mystic Light



Make your build look on fire or cold as ice. You are in control. Customize colors and effects with RGB LED.

Adj

Adjustable Stand

Maximize your productivity and comfort with the adjustable stand.



1ms Fast Response Time

Eliminate screen tearing and choppy frame rates with 1ms response time.



Curved Gaming

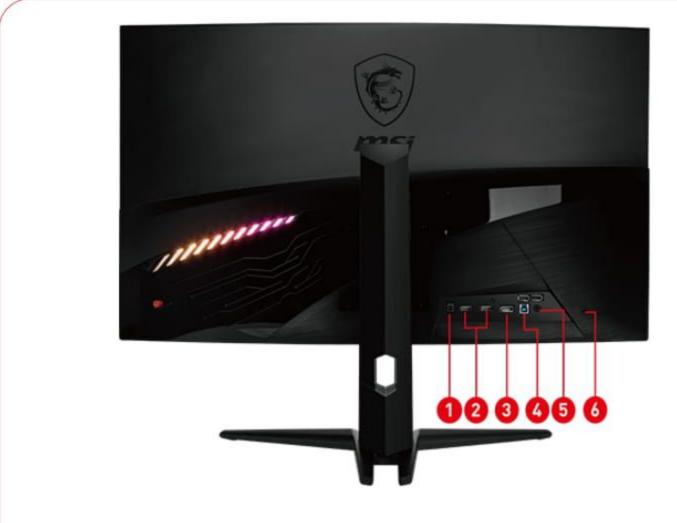
MSI Curved Gaming Monitor will give you the most immersive and competitive edge you need to take down your opponents.



Gaming OSD APP

Customize and set the ultimate monitor modes with keyboard & mouse in a very easy way.

CONNECTIONS



- 1. 1x DC jack
- 2. 2x HDMI
- 3. 1x DisplayPort
- 4. 1x USB 2.0 / 1 x USB 2.0 Type B
- 5. 1x USB 2.0 / 1 x Earphone out
- 6. 1x Kensington Lock