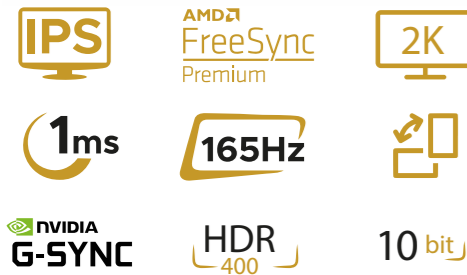


**CYCLONE - MSG 271 | Professional Gaming Experience** **MATOS**



**SPECIFICATION :**

- ◆ **Model:** msg 271
- ◆ **Size:** 27 inch
- ◆ **Resolution:** 2560x 1440 2K
- ◆ **Response Time:** 1ms
- ◆ **Refresh Rate:** 165Hz



**IPS PANEL TECHNOLOGY :**

- Faster response times.
- Wider viewing angles.
- Better color/contrast than many VA and TN panels.
- Exceptional color accuracy and screen consistency.

	<b>Model Name</b>	<b>MSG271   CYCLONE</b>
<b>Size</b>	Size	27"   2K
<b>Panel</b>	Flat/Curved	Flat Boundless on three sides
	Resolution (H x V) & Frequency	2560*1440 165Hz
	Type	IPS
	Light mode	WLED
	Brightness	350cd/m2
<b>LCD Panel</b>	Contrast	1000 : 1 (Typ.)
	Pixel pitch	0.2331×0.2331 (H×V) [108PPI]
	Aspect Ratio	16:09
	Response Time	1 ms
	View Angles LR,UD(CR>10)	H 178/ V178
	Panel Surface	Haze 25 % ,3H
	Display Colors	1.07B (10-bit + Hi-FRC)
	Adaptive Sync (freesync) Gsync Compatible	Freesync 48 hz to 165hz No certified* @ 2560*1440
	Flicker free (DC)	Yes
	Blue Light cut/ Low blue light mode	Yes
<b>Functions</b>	HDR	HDR 400
	OD	YES
	Color Space	%90 DCI-P3 %130 sRGB
	Color	WARM/STANDARD/COOL/USER
	Input 1	HDMI2.0
	Input 2	DP 1.2
	Input 3	DC 12V
	Input 4	/
	Earphone	YES
	Speaker	/
<b>Interface</b>		

\* No certified this means that this model uses a panel already certified Gsync by another manufacturer and therefore technically 100% operational and without loss of power.

<b>Devices</b>	PC 144Hz/165Hz	DP or HDMI
	PC 75Hz	DP or HDMI
	PC 144Hz	DP or HDMI
	PS 5 - 120Hz *	HDMI
	X-BOX- 120 Hz *	HDMI
<b>Power</b>	Power adapter	AC 240-100V 60/50Hz/ To DC 12V 4A
	Dimension (W*D*H)	46.5*19.5*69.2cm
<b>Size</b>	Packing Dimension Inner box	45*18.6*68.8cm
	Net Weight	4.5kg
	Gross Weight	6.5kg
	High Adjustable Arm	NA
	Swivel	NA
	Pivot	NA
	Kensington Lock	YES
	VESA Mounting	100×100mm
<b>Accessory</b>	Power Cable	Yes (1.5M)+/-10mm
	Power Adaptor	12V 4A
	HDMI Cable	DP(1.5M)
	User Manual	YES
	Warranty Card	NA

\* a Matos peripheral announced compatible 120 hz; 2K; 4K for console is able to display natively at this speed and/or resolution range, however console manufacturers can modify their consoles at any time via update and not allow this compatibility totally or partially.