VA GAMING MONITOR Nitro XZ6 series - XZ306CX UM.RX6EE.X01 | 4710886671275

- 2560x1080 UltraWide Full HD Auflösung
- Blitzschnelle 200Hz Bildwiederholrate
- AMD® FreeSync™ Premium
- VESA DisplayHDR[™] 400
- 1ms VRB Reaktionszeit
- DCI-P3 93% Farbraumabdeckung
- 1500R Curved
- ZeroFrame Design
- BlueLightShield™ & flicker-Less Technologie
- Acer Display Widget



















Specifications

Panel	Model	XZ306C X
	Display Size	29.5"C
	Maximum Resolution and Refresh Rate	DP1.2: 2560x1080 @200Hz HDMI2.0: 2560x1080 @180Hz HDMI1.4: 2560x1080 @75Hz
	Panel Type	VA
	Glare	No
	Response Time	1ms VRB
	Contrast Ratio	100 million: 1 max (ACM)
	Brightness	Native: 350nits; HDR400 mode: peak 400nits
	Viewing Angle	178°(H),178°(V)
	Colors	16.7M
	Bits / Color gamut	8Bit/DCI-P3 93%
System	Input Signal*	2HDMI(v1.4) + HDMI(v2.0) + DP(v1.2) + SPK + Audio out
	VESA Wall Mounting	75x75 mm
	Speaker	2Wx2
	Power Supply (100 - 240 V)	External
	Tilt	-5°~20°
	Swivel	±25°
	Height adjustment	120mm

Feature Highlights

Design

- 2560x1080 UWFHD resolution
- ErgoStand
- VESA mount support
- 1500R curvature
- · ZeroFrame design

Visual

- AMD® FreeSync™ Premium technology
- Rapid 200Hz refresh rate
- VESA DisplayHDR[™] 400
- 1ms VRB
- DCI-P3 93%
- · Black boost technology

Protective comfort

- Acer Flicker-less
- Acer BlueLightShield™
- Acer ComfyView display







UltraWide FHD resolution



XZ6 series brings users into a perfect colorful world with UWFHD 2560x1080, and provides the finest natural and sharp original quality with VA panel and 100,000,000:1 contrast ratio.



VESA certificated Display HDR 400

DisplayHDR 400 requires only 400 nits and can also deliver the adjustment of full color gamut. VESA certificated Display HDR 400 shows colors as they truly are.



AMD® FreeSync™ Premium technology

Get a seamless, tear-free gaming experience and smooth, responsive visuals with this AMD® FreeSync™ Premium technology monitor.



1ms Visual Response Boost™

1ms Visual Response BoostTM (VRB), works by either quickly turning off the backlight or inserting a blank, black image between frames aka "blinking". This results in less noticeable blur in fast moving images because the liquid crystals don't have to double up on frames as they rise and fall.



