

GAMING MONITOR Nitro EDO series - ED240Q S3

- 23.6" FHD 1920x1080 resolution
- 180Hz refresh rate
- 1ms VRB
- AMD FreeSync™ Premium technology
- HDR10 support
- 1500R curved screen
- Tiltable stand
- Acer VisionCare technology to reduce fatigue



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Specifications

Panel	Model	ED240Q S3
	Display Size	23.6"
	Maximum Resolution and Refresh Rate	HDMI: 1920x1080 @180Hz DP: 1920x1080 @180Hz
	Panel Type	VA
	Glare	No
	Response Time	1ms VRB
	Contrast Ratio	3000:1 (Native)
	Brightness	250 nits (cd/m2)
	Viewing Angle	178°(H),178°(V)
	Colors	16.7M
	Bits/Color Gamut	8Bit/72% NTSC
	VESA Wall Mounting	100x100mm
System	Input Signal	1. 2×HDMI(2.0)+DP(1.4)+SPK+Audio Out; 2. 2×HDMI(2.0)+DP(1.4)
	Speaker	2Wx2
	Power Supply (100 - 240 V)	External adapter
	Tilt	-5° to 20°

Feature Highlights

Smooth as always

- 23.6" display
- Full HD 1920x1080
- 1ms VRB
- 180Hz refresh rate
- AMD FreeSync™ Premium technology
- HDR10 support

Protective comfort

- · Flickerless technology
- BlueLightShield technology
- ComfyView technology
- · Low-dimming technology

Usability enhancements

- Tilt: -5° to 20°
- VESA mount support
- 1500R curved screen



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Full HD LED monitor



The 1920×1080 resolution of this LED monitor delivers excellent detail, making it perfect for advanced 1080p Full HD gaming, multimedia and productivity applications.



AMD FreeSync™ Premium

With AMD FreeSyncTM Premium, the game's frame rate is determined by your graphics card, not the fixed refresh rate of the monitor. This means the monitor's frames are synced with the graphics card's frames, which eliminates screen tearing and delivers very smooth gaming experiences.

180Hz refresh rate*



Nitro EDO series feature with high refresh rate 180Hz, The 180Hz refresh rate speeds up the frames per second to deliver an ultra-smooth 2D motion scenes.



1ms Visual Response Boost™

1ms Visual Response Boost™ (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.

