Samsung LS32BG850NU LED display 81,3 cm (32") 3840 x 2160 Pixel 4K Ultra HD Nero, Bianco

Marchio : SamsungFamiglia del prodotto:Codice prodotto:OdysseyLS32BG850NUXEN

Nome del prodotto:

LS32BG850NU

- Risoluzione UHD, refresh rate 240 Hz e tempo di risposta 1 ms (GtG)
- Ultrawide Game View, FreeSync Premium Pro e Quantum Mini-LED
- Design ergonomico con funzionalità pivot

Monitor Gaming Odyssey Neo G8 - G85NB da 32" UHD Curvo

Samsung LS32BG850NU. Dimensioni diagonale schermo: 81,3 cm (32"), Risoluzione del display: 3840 x 2160 Pixel, Tipologia HD: 4K Ultra HD, Tecnologia display: LED, Tempo di risposta: 1 ms, Rapporto d'aspetto nativo: 16:9, Angolo di visualizzazione (orizzontale): 178°, Angolo di visualizzazione (verticale): 178°. Hub USB integrato, Versione dell'hub USB: 3.2 Gen 1 (3.1 Gen 1). Montaggio standard VESA, Regolazione altezza. Colore del prodotto: Nero, Bianco





| Display | | Ports & interfaces | |
|--|---|--|---|
| Display diagonal * | 81.3 cm (32") | Headphone out * | ✓ |
| Display resolution * | 3840 x 2160 pixels | HDCP | ✓ |
| HD type * | 4K Ultra HD | Ergonomics | |
| Native aspect ratio * | 16:9 | VESA mounting * | ✓ |
| Display technology * | LED | 3 | 100 x 100 mm |
| Panel type * | VA | Panel mounting interface | |
| Touchscreen * | X | Height adjustment * | • |
| Display brightness (peak) | 1000 cd/m ² | Adjustable height (max) | 12 cm |
| Display brightness (typical) | 350 cd/m ² | Pivot | ✓ |
| Response time * | 1 ms | Pivot angle | 0 - 92° |
| Screen shape * | Curved | Swivelling | ✓ |
| Screen curvature rating | 1000R | Swivel angle range | 0 - 15° |
| Supported graphics resolutions | 3840 x 2160 | Tilt adjustment | ✓ |
| Supported video modes | 2160p | Tilt angle range | 9 - 13° |
| Contrast ratio (typical) * | 1000000:1 | Picture-in-Picture | ✓ |
| Maximum refresh rate * | 240 Hz 178° | Power | |
| Viewing angle, horizontal | 178° | | • |
| Viewing angle, vertical | | Energy efficiency class (SDR) * | G |
| Dienlay diagonal (motrie) | 00 and | | |
| Display diagonal (metric) | 80 cm | Energy efficiency class (HDR) * | G |
| Display diagonal (metric) High Dynamic Range (HDR) supported | 80 cm ✓ | Energy emciency class (HDR) * Energy consumption (SDR) per 1000 hours * | |
| High Dynamic Range (HDR) | | Energy consumption (SDR) per 1000 | 1 |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) | ✓ | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per | 9 41 kWh |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) technology | ✓ Quantum HDR 2000 | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per 1000 hours * | 104 kWh |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) technology Colour gamut standard | ✓ Quantum HDR 2000 DCI-P3 | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per 1000 hours * Power consumption (typical) * | 104 kWh 40.8 W |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) technology Colour gamut standard Colour gamut Performance | Quantum HDR 2000 DCI-P3 95% | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per 1000 hours * Power consumption (typical) * Power consumption (standby) * | 104 kWh 104 kWh 40.8 W 0.5 W |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) technology Colour gamut standard Colour gamut Performance NVIDIA G-SYNC * | Quantum HDR 2000 DCI-P3 95% | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per 1000 hours * Power consumption (typical) * Power consumption (standby) * Power consumption (off) | 104 kWh 104 kWh 40.8 W 0.5 W 0.3 W |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) technology Colour gamut standard Colour gamut Performance NVIDIA G-SYNC * NVIDIA G-SYNC type | Quantum HDR 2000 DCI-P3 95% G-SYNC | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per 1000 hours * Power consumption (typical) * Power consumption (standby) * Power consumption (off) AC input voltage | 104 kWh 104 kWh 40.8 W 0.5 W 0.3 W 100 - 240 V |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) technology Colour gamut standard Colour gamut Performance NVIDIA G-SYNC * NVIDIA G-SYNC type AMD FreeSync * | Quantum HDR 2000 DCI-P3 95% G-SYNC | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per 1000 hours * Power consumption (typical) * Power consumption (standby) * Power consumption (off) AC input voltage Power supply type Energy efficiency scale European Product Registry for | 104 kWh 104 kWh 40.8 W 0.5 W 0.3 W 100 - 240 V External |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) technology Colour gamut standard Colour gamut Performance NVIDIA G-SYNC * NVIDIA G-SYNC type AMD FreeSync * AMD FreeSync type | Quantum HDR 2000 DCI-P3 95% G-SYNC FreeSync Premium Pro | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per 1000 hours * Power consumption (typical) * Power consumption (standby) * Power consumption (off) AC input voltage Power supply type Energy efficiency scale | 104 kWh 104 kWh 40.8 W 0.5 W 0.3 W 100 - 240 V External A to G |
| High Dynamic Range (HDR) supported High Dynamic Range (HDR) technology Colour gamut standard Colour gamut Performance NVIDIA G-SYNC * NVIDIA G-SYNC type AMD FreeSync * | Quantum HDR 2000 DCI-P3 95% G-SYNC | Energy consumption (SDR) per 1000 hours * Energy consumption (HDR) per 1000 hours * Power consumption (typical) * Power consumption (standby) * Power consumption (off) AC input voltage Power supply type Energy efficiency scale European Product Registry for | 104 kWh 104 kWh 40.8 W 0.5 W 0.3 W 100 - 240 V External A to G |

| Multimedia | | Operational conditions | |
|---|---|--|--|
| Built-in speaker(s) * | × | Operating relative humidity (H-H) | 10 - 80% |
| Built-in camera * | × | Weight & dimensions | |
| Design Market positioning * Product colour * Front bezel colour Detachable stand Feet colour | Gaming Black, White Black ✓ Black | Width (with stand) Depth (with stand) Height (with stand) Weight (with stand) Width (without stand) Depth (without stand) Height (without stand) | 713 mm 311.1 mm 606.4 mm 8.9 kg 713 mm 173 mm 434.8 mm |
| Ports & interfaces | | Weight (without stand) | 7 kg |
| Built-in USB hub * USB hub version USB Type-A downstream ports quantity HDMI * HDMI ports quantity HDMI version DisplayPorts quantity | 3.2 Gen 1 (3.1 Gen 1) 2 2 2 2.1 1 | Packaging data Package width Package depth Package height Package weight Package type Packaging content | 827 mm 530 mm 236 mm 12.2 kg Box |
| DisplayPort version | 1.4 | Stand included | ✓ |



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