

LCD Monitor User Manual

AG322QC4 LED backlight



HDMI*

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Safety

National Conventions

The following subsections describe notational conventions used in this document.

Notes, Cautions, and Warnings

Throughout this guide, blocks of text may be accompanied by an icon and printed in bold type or in italic type. These blocks are notes, cautions, and warnings, and they are used as follows:



NOTE: A NOTE indicates important information that helps you make better use of your computer system.



CAUTION: A CAUTION indicates either potential damage to hardware or loss of data and tells you how to avoid the problem.



WARNING: A WARNING indicates the potential for bodily harm and tells you how to avoid the problem. Some warnings may appear in alternate formats and may be unaccompanied by an icon. In such cases, the specific presentation of the warning is mandated by regulatory authority.

Power

The monitor should be operated only from the type of power source indicated on the label. If you are not sure of the type of power supplied to your home, consult your dealer or local power company.

The monitor is equipped with a three-pronged grounded plug, a plug with a third (grounding) pin. This plug will fit only into a grounded power outlet as a safety feature. If your outlet does not accommodate the three-wire plug, have an electrician install the correct outlet, or use an adapter to ground the appliance safely. Do not defeat the safety purpose of the grounded plug.

Unplug the unit during a lightning storm or when it will not be used for long periods of time. This will protect the monitor from damage due to power surges.



A Do not overload power strips and extension cords. Overloading can result in fire or electric shock.

Lack To ensure satisfactory operation, use the monitor only with UL listed computers which have appropriate configured receptacles marked between 100-240V AC, Min. 5A.



The wall socket shall be installed near the equipment and shall be easily accessible.



For use only with the attached power adapter (Output: 20Vdc, 6.0A)

Manufacturers: TPV ELECTRONICS (FUJIAN) CO., LTD. Model: ADPC20120

Installation

Do not place the monitor on an unstable cart, stand, tripod, bracket, or table. If the monitor falls, it can injure a person and cause serious damage to this product. Use only a cart, stand, tripod, bracket, or table recommended by the manufacturer or sold with this product. Follow the manufacturer's instructions when installing the product and use mounting accessories recommended by the manufacturer. A product and cart combination should be moved with care.

Never push any object into the slot on the monitor cabinet. It could damage circuit parts causing a fire or electric shock. Never spill liquids on the monitor.

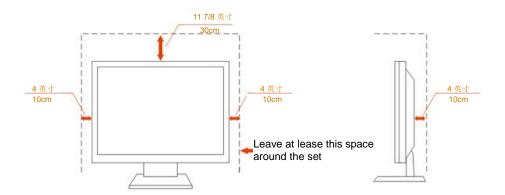
Do not place the front of the product on the floor.

If you mount the monitor on a wall or shelf, use a mounting kit approved by the manufacturer and follow the kit instructions.

Leave some space around the monitor as shown below. Otherwise, air-circulation may be inadequate hence overheating may cause a fire or damage to the monitor.

See below the recommended ventilation areas around the monitor when the monitor is installed on the wall or on the stand:

Installed with stand

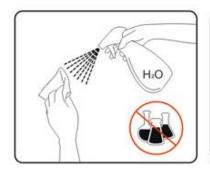


Cleaning

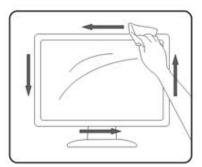
Clean the cabinet regularly with cloth. You can use soft-detergent to wipe out the stain, instead of strong-detergent which will cauterize the product cabinet.

When cleaning, make sure no detergent is leaked into the product. The cleaning cloth should not be too rough as it will scratch the screen surface.

Please disconnect the power cord before cleaning the product.







Other

If the product is emitting a strange smell, sound or smoke, disconnect the power plug IMMEDIATELY and contact a Service Center.

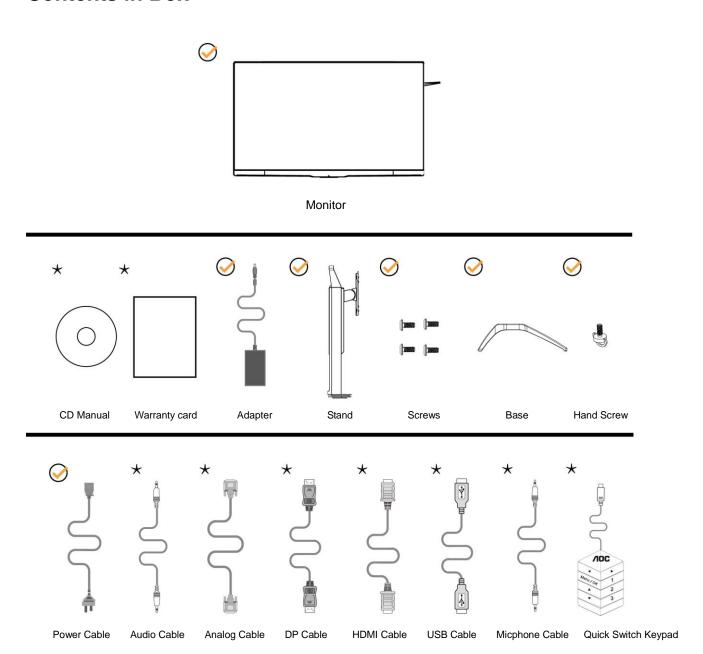


⚠Do not engage the LCD monitor in severe vibration or high impact conditions during operation.

⚠Do not knock or drop the monitor during operation or transportation.

Setup

Contents in Box

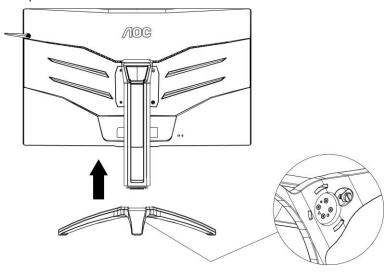


Not all signal cables (Audio, Analog, DP, HDMI, USB and Micphone cables) will be provided for all countries and regions. Please check with the local dealer or AOC branch office for confirmation.

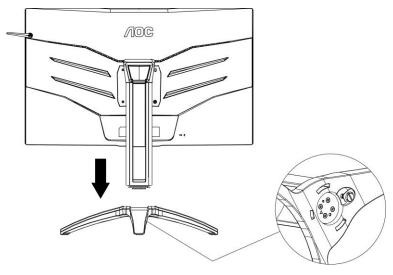
Setup Stand & Base

Please setup or remove the base following the steps as below.

Setup:



Remove:



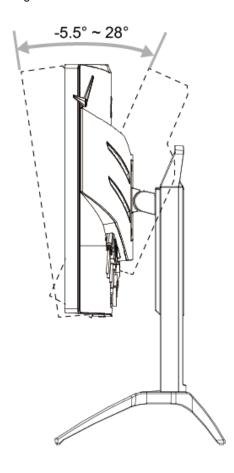
Adjusting Viewing Angle

For optimal viewing it is recommended to look at the full face of the monitor, then adjust the monitor's angle to your own preference.

Hold the stand so you will not topple the monitor when you change the monitor's angle.

You are able to adjust the monitor as below:

Tilt angle:-5.5° ~28°

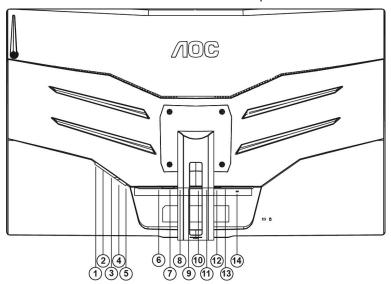




Do not adjust the viewing angle over 28 degrees in order to avoid damage.

Connecting the Monitor

Cable Connections In Back of Monitor and Computer:



- 1 Microphone in
- 2 Earphone (Combined with Microphone)
- 3 USB3.0 downstream + fast charging(BC1.2)
- 4 USB3.0 downstream
- 5 USB3.0 upstream
- 6 HDMI-2
- 7 HDMI-1
- 8 DP-2
- 9 DP-1
- 10 VGA
- 11 Line in
- 12 Microphone out (Connect to PC)
- 13 Quick Switch Keypad
- 14 DC in

To protect equipment, always turn off the PC and LCD monitor before connecting.

- 1 Connect the power cable to the DC port on the back of the monitor.
- 2 Connect one end of the 15-pin D-Sub cable to the back of the monitor and connect the other end to the computer's D-Sub port.
- 3 (Optional Requires a video card with HDMI port) Connect one end of the HDMI cable to the back of the monitor and connect the other end to the computer's HDMI port.
- 4 (Optional –Requires a video card with Audio port) Connect one end of the Audio cable to the back of the monitor and connect the other end to the computer's Audio port.
- 5 (Optional–Requires a video card with DP port) –Connect one end of the DP cable to the back of the monitor and connect the other end to the computer's DP port.
- 6 Turn on your monitor and computer.
- 7 Video content supporting resolution:

VGA: 1920 x1080@60Hz (Maximum)

HDMI/DP: 2560x1440@144Hz (Maximum)

If your monitor displays an image, installation is complete. If it does not display an image, please refer Troubleshooting.

FreeSync2 function

- 1. FreeSync2 function is working with DP/HDMI
- 2. Compatible Graphics Card: Recommend list is as the below, also could be checked by visiting www.AMD.com
- Graphics Cards
- RadeonTM RX Vega series
- RadeonTM RX 500 series
- RadeonTM RX 400 series
- Radeon[™] R9/R7 300 series (excluding R9 370/X)
- RadeonTM Pro Duo (2016 edition)
- RadeonTM R9 Nano
- RadeonTM R9 Fury series
- Radeon[™] R9/R7 200 series (excluding R9 270/X, R9 280/X)
- Processors
- AMD Ryzen[™] 7 2700U
- AMD Ryzen[™] 5 2500U
- AMD RyzenTM 5 2400G
- AMD RyzenTM 3 2300U
- AMD RyzenTM 3 2200G
- AMD PRO A12-9800
- AMD PRO A12-9800E
- AMD PRO A10-9700
- AMD PRO A10-9700E
- AMD PRO A8-9600
- AMD PRO A6-9500
- AMD PRO A6-9500E
- AMD PRO A12-8870
- AMD PRO A12-8870E
- AMD PRO A10-8770
- AMD PRO A10-8770E
- AMD PRO A10-8750B
- AMD PRO A8-8650B
- AMD PRO A6-8570
- AMD PRO A6-8570E
- AMD PRO A4-8350B
- AMD A10-7890K
- AMD A10-7870K
- AMD A10-7850K
- AMD A10-7800
- AMD A10-7700K
- AMD A8-7670K

- AMD A8-7650K
- AMD A8-7600
- AMD A6-7400K

Freesync2

AMD's FreeSync2 HDR content visualization improvement involves defining a panel characteristics requirement that produces twice the color volume of standard SDR panel and a protocol requiring the Sink Device to report the panel's true color chromaticities, min/max luminance, peak luminance, and supported transfer function. Common HDR10 displays requires an application to map into generic luminance range and use industry standard color space that can be signaled through AVI and HDR Info Frame. This in turn requires Sink to perform tone mapping to map GPU output to actual luminance range and color gamut of the physical panel. Tone mapping by the monitor may increases post processing latency.

The FreeSync2 can allow content to be mapped directly to the display's native color gamut and luminance range to preserve HDR image quality while avoiding multiple inefficient tone mapping and preserving low latencies image update.

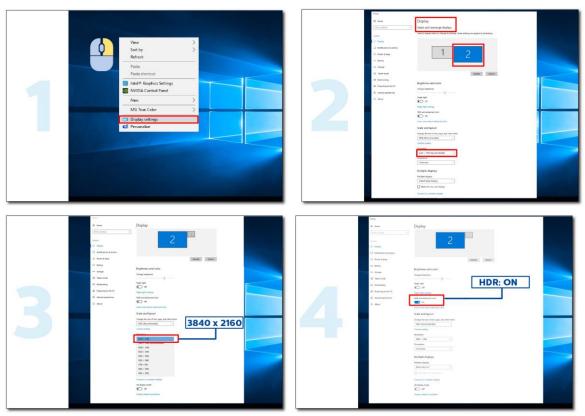
HDR

It is compatible with input signals in HDR10 format.

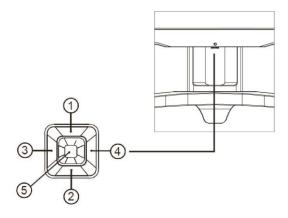
The display may automatically activate the HDR function if the player and content are compatible. Please contact the device manufacturer and the content provider for information on the compatibility of your device and content. Please select "OFF" for the HDR function when you have no need for automatical activation function.

Note:

- 1. No special setting is needed for the DisplayPort/HDMI interface in WIN10 versions lower (older) than V1703.
- 2. Only the HDMI interface is available and the DisplayPort interface cannot function in WIN10 version V1703.
- 3. 3840x2160 @50Hz /60Hz not suggestion used in PC device only for UHD player or Xbox-ones / PS4-Pro.
- a. The display resolution is set to 3840*2160, and HDR is preset to ON. Under these conditions, the screen may slightly dim, indicating HDR has been activated.
- b. After entering an application, the best HDR effect can be achieved when the resolution is changed to 3840*2160 (if available).



Hotkeys



| 1 | Source/Auto/Exit |
|---|-------------------|
| 2 | Dial Point |
| 3 | Game Mode/Left |
| 4 | LED color/Right |
| 5 | Power/ Menu/Enter |

Power/Menu/Enter

Press the Power button to turn on the monitor.

When there is no OSD, Press to display the OSD or confirm the selection. Press about 2 seconds to turn off the monitor.

Dial Point

When there is no OSD, press Dial Point button to show / hide Dial Point.

Game Mode/Left

When there is no OSD, press "Left" key to open game mode function, then press "Left" or "Right" key to select game mode (FPS, RTS, Racing, Gamer 1, Gamer 2 or Gamer 3) basing on the different game types.

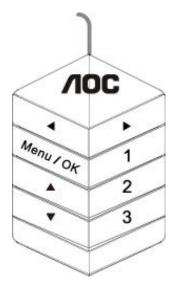
LED Light Effects Control/Right

When there is no OSD, press "Right" key to active LED Light Effects Control function.

Source/Auto/Exit

When the OSD is closed, press Source/Auto/Exit button will be Source hot key function. When the OSD is closed, press Source/Auto/Exit button continuously about 2 seconds to do auto configure (Only for the models with D-Sub).

Quick Switch



∢:

When there is no OSD, press the ◀ button to open game mode function, then press ◀ or ▶ key to select game mode (FPS, RTS, Racing, Gamer 1, Gamer 2 or Gamer 3) basing on the different game types.

▶:

When there is no OSD, press "Right" key to active LED Light Effects Control function.

Menu/OK:

When there is no OSD, Press to display the OSD or confirm the selection.

A:

When the OSD is closed, press ▲ button will be Source hot key function. When the OSD is closed, press Source/Auto/Exit button continuously about 2 seconds to do auto configure (Only for the models with D-Sub).

▼:

When there is no OSD, press Dial Point button to show / hide Dial Point.

1:

Press the 1 button to select Gamer 1 mode

2:

Press the 2 button to select Gamer 2 mode

3:

Press the 3 button to select Gamer 3 mode

OSD Key Guide (Menu)



Enter: Use Enter key to enter the next OSD level

Move: Use Left /Up / Down key to move OSD selection

Exit: Use Right key to exit OSD



Enter: Use Enter key to enter the next OSD level

Move : Use Right / Up / Down key to move OSD selection

Exit: Use Left key to exit OSD



Enter: Use Enter key to enter the next OSD level Move: Use Up / Down key to move OSD selection

Exit: Use Left key to exit OSD



Move : Use Left / Right / Up / Down Key to move OSD selection



 $\ensuremath{\mathsf{Exit}}$: Use Left key to exit OSD to previous OSD level

Enter: Use Right key to enter next OSD level Select: Use Up / Down key to move OSD selection



Enter: Use Enter key to apply the OSD setting and back to previous OSD level

Select: Use Down key to adjust OSD setting



Select : Use Up / Down key to adjust OSD setting



Enter: Use Enter key to exit OSD to previous OSD level Select: Use Left / Right key to adjust OSD setting

OSD Setting

Basic and simple instruction on the control keys.



- 1) Press the **MENU-button** to activate the OSD window.
- 2) Follow Key Guide to move or select (adjust) OSD settings
- 3) OSD Lock/Unlock Function: To lock or unlock the OSD, press and hold the **Down-button** for 10s while OSD function is not active.

Notes:

- 1) If the product has only one signal input, the item of "Input Select" is disable to adjust.
- 2) ECO modes (except Standard mode), DCR, DCB mode and Picture Boost, for these four states that only one state can exist.

Game Setting



| | | FPS | For playing FPS (first Person Shooters) games. Improves dark theme black level details. | |
|--|----------------|--|---|--|
| | | RTS | For playing RTS (Real Time Strategy). Improves the image quality. | |
| | | Racing | For playing Racing games, Provides fastest response time and high color saturation. | |
| | Game Mode | Gamer 1 | User's preference settings saved as Gamer 1. | |
| | | Gamer 2 | User's preference settings saved as Gamer 2. | |
| | | Gamer 3 | User's preference settings saved as Gamer 3. | |
| | | off | No optimization by Smart image game | |
| | Shadow Control | 0-100 | Shadow Control Default is 50, then end-user can adjust from 50 to 100 or 0 to increase contrast for clear picture. If picture is too dark to be saw the detail clearly, adjusting from 50 to100 for clear picture If picture is too white to be saw the detail clearly, adjusting from 50 to0 for clear picture | |
| | Low Input Lag | On/off | Turn off frame buffer to decrease input lag | |
| | Game Color | 0-20 | Game Color will provide 0-20 level for adjusting saturation to get better picture. | |
| | Overdrive | Weak/Medium/ Strong/Off | Adjust the response time. | |
| | Volume | 0-100 | Volume Adjustment | |
| | Dial Point | On/off | The "Dial Point" function places an aiming indicator in the center of screen for helping gamers to play First Person Shooter (FPS) games with an accurate and precise aiming. | |
| | Frame Counter | Off / Right-Up / Right-Down / Left-Down / Left-Up | Display V frequency on the corner selected | |

Luminance



| | Contrast | 0-100 | Contrast from Digital-register. |
|---------------|------------|----------|--|
| | Brightness | 0-100 | Backlight Adjustment |
| | | Standard | Standard Mode |
| | | Text | Text Mode |
| J. J. Ammilia | Eco mode | Internet | Internet Mode |
| | Eco mode | Game | Game Mode |
| | | Movie | Movie Mode |
| | | Sports | Sports Mode |
| | Gamma | Gamma1 | Adjust to Gamma 1 |
| | | Gamma2 | Adjust to Gamma 2 |
| | | Gamma3 | Adjust to Gamma 3 |
| | DCR | Off/On | Disable/ Enable dynamic contrast ratio |

Note:

When HDR under Image Setup is set to Auto & Input Source has HDR content, ECO mode will become HDR / HDR Picture / HDR Movie / HDR Game.

Image Setup



| | Clock | 0-100 | Adjust picture Clock to reduce Vertical-Line noise. |
|---|-------------|----------|--|
| | Phase | 0-100 | Adjust Picture Phase to reduce Horizontal-Line noise |
| | Sharpness | 0-100 | Adjust picture sharpness |
| | H. Position | 0-100 | Adjust the horizontal position of the picture. |
| * | V. Position | 0-100 | Adjust the vertical position of the picture. |
| | HDR | Off/Auto | Disable or Enable HDR |

Color Setup



| | LowBlue Mode | Off / Multimedia / Internet / Office / Reading | | Decrease blue light wave by controlling color temperature. |
|--|-----------------|--|-----------|--|
| | | Warm | | Recall Warm Color Temperature from EEPROM. |
| | | Normal | | Recall Normal Color Temperature from EEPROM. |
| | | Cool | | Recall Cool Color Temperature from EEPROM. |
| | Color Temp. | sRGB | | Recall SRGB Color Temperature from EEPROM. |
| | | User | Red | Red Gain from Digital-register |
| | | | Green | Green Gain Digital-register. |
| | | | Blue | Blue Gain from Digital-register |
| | | Full Enhance | on or off | Disable or Enable Full Enhance Mode |
| | DCB Mode | Nature Skin | on or off | Disable or Enable Nature Skin Mode |
| | | Green Field | on or off | Disable or Enable Green Field Mode |
| | | Sky-blue | on or off | Disable or Enable Sky-blue Mode |
| | | AutoDetect | on or off | Disable or Enable AutoDetect Mode |
| | DCB Demo | | on or off | Disable or Enable Demo |

Extra



| Input Select | AUTO/D-SUB/HDMI1/H DMI2/DP1/DP2 | Select Input Signal Source |
|--------------|--|------------------------------------|
| Auto Config | yes or no | Auto adjust the picture to default |
| Off timer | 0-24hrs | Select DC off time |
| Image Ratio | Wide / 4:3 / 1:1 / 17"(4:3) / 19"(4:3) / 19"(5:4) / 19"W(16:10) / 21.5"W(16:9) / 22"W(16:10) / 23"W(16:9) / 23.6"W(16:9) / 24"W(16:9) / 27"W(16:9) | Select image ratio for display. |
| DDC-CI | yes or no | Turn ON/OFF DDC-CI Support |
| Reset | yes or no | Reset the menu to default |

OSD Setup



| | Language | | Select the OSD language |
|------------------------|----------------|---------------------------------|---|
| | Timeout | 5-120 | Adjust the OSD Timeout |
| | H. Position | 0-100 | Adjust the horizontal position of OSD |
| | V. Position | 0-100 | Adjust the vertical position of OSD |
| gynéstárinás (d. 1911) | Transparence | 0-100 | Adjust the transparence of OSD |
| | Break Reminder | on or off | Break reminder if the user continuously work for more than 1hrs |
| | DP Capability | 1.1/1.2 | please be noted that only DP1.2 support free sync function |
| | LED Color | Red / Green / Blue | Adjust color of the LED |
| | LED Intensity | Off / Weak / Medium / Strong | Adjust intensity of the LED |

Notes:

If the DP video content supports DP1.2, please select DP1.2 for DP Capability; otherwise, please select DP1.1

LED Indicator

| Status | LED Color |
|-----------------|-----------|
| Full Power Mode | Blue |
| Active-off Mode | Orange |

Troubleshoot

| Problem & Question | Possible Solutions |
|--|--|
| Power LED Is Not ON | Make sure the power button is ON and the Power Cord is properly connected to a grounded power outlet and to the monitor. |
| No images on the screen | Is the power cord connected properly? Check the power cord connection and power supply. Is the cable connected correctly? (Connected using the D-sub cable) Check the D-sub-15 cable connection. (Connected using the HDMI/DP cable) Check the HDMI/DP cable connection. * D-sub/HDMI/DP input is not available on every model. If the power is on, reboot the computer to see the initial screen (the login screen), which can be seen. If the initial screen (the login screen) appears, boot the computer in the applicable mode (the safe mode for Windows 7/8/10) and then change the frequency of the video card. (Refer to the Setting the Optimal Resolution) If the initial screen (the login screen) does not appear, contact the Service Center or your dealer. Can you see "Input Not Supported" on the screen? You can see this message when the signal from the video card exceeds the maximum resolution and frequency that the monitor can handle properly. Adjust the maximum resolution and frequency that the monitor can handle properly. Make sure the AOC Monitor Drivers are installed. |
| Picture Is Fuzzy & Has Ghosting Shadowing Problem | Adjust the Contrast and Brightness Controls. Press to auto adjust. Make sure you are not using an extension cable or switch box. We recommend plugging the monitor directly to the video card output connector on the back. |
| Picture Bounces, Flickers Or Wave Pattern Appears In The Picture | Move electrical devices that may cause electrical interference as far away from the monitor as possible. Use the maximum refresh rate your monitor is capable of at the resolution you are using. |
| Monitor Is Stuck In Active Off-Mode" | The Computer Power Switch should be in the ON position. The Computer Video Card should be snugly fitted in its slot. Make sure the monitor's video cable is properly connected to the computer. Inspect the monitor's video cable and make sure no pin is bent. Make sure your computer is operational by hitting the CAPS LOCK key on the keyboard while observing the CAPS LOCK LED. The LED should either turn ON or OFF after hitting the CAPS LOCK key. |
| Missing one of the primary colors (RED, GREEN, or BLUE) | Inspect the monitor's video cable and make sure that no pin is damaged. Make sure the monitor's video cable is properly connected to the computer. |
| Screen image is not centered or sized properly | Adjust H-Position and V-Position or press hot-key (AUTO). |
| Picture has color defects (white does not look white) | Adjust RGB color or select desired color temperature. |
| Horizontal or vertical disturbances on the screen | Use Windows 7/8/10 shut-down mode to adjust CLOCK and FOCUS. Press to auto-adjust. |

Specification

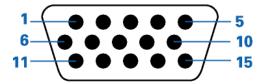
General Specification

| | Model name | AG322QC4 | | |
|-----------------------------|-------------------------------|--|---------------------------|----------------|
| | Driving system | TFT Color LCD | | |
| Panel | Viewable Image Size | 80.0 cm diagonal | | |
| | Pixel pitch | 0.2724mm(H) x 0.2724mr | 0.2724mm(H) x 0.2724mm(V) | |
| | Video | R, G, B Analog Interface & | k HDMI Interface & | & DP Interface |
| | Separate Sync. | H/V TTL | | |
| | Display Color | 16.7M Colors | | |
| | Horizontal scan range | 30k~160kHz(VGA, HDMI 30k~230kHz(HDMI 2.0, D | | |
| | Horizontal scan Size(Maximum) | 697.344mm | | |
| | Vertical scan range | 50~146Hz(VGA) 48~146Hz(HDMI,DP) | | |
| | Vertical Scan Size(Maximum) | 392.256mm | | |
| | Optimal preset resolution | 1920x1080@60Hz RB(VC 2560 x1440 @60Hz (HDM | | |
| | Plug & Play | VESA DDC2B/CI | | |
| Others | Input Connector | VGA /HDMI/DP/Line in/Mi | crophone In | |
| | Input Video Signal | Analog: 0.7Vp-p(standard), 75 OHM, TMDS | | |
| | Output Connector | Earphone out/Microphone in | | |
| | Power Source | 20Vdc, 6.0A | | |
| | Power Consumption | Typical(Brightness = 90,C | 55W | |
| | | Max. (brightness = 100, contrast =100) | | ≤110W |
| | | Power saving ≤ | | ≤0.5W |
| | Off timer | 0~24 hrs | | |
| | Connector Type | VGA\ HDMI\DP\Earphone out/Microphone In | | |
| | Signal Cable Type | Detachable | | |
| | Dimensions & Weight: | | | |
| Physical Characteristics | Height(with Base) | 524.66~634.66mm | | |
| | Width | 712.7mm | | |
| | Depth | 266.5 mm | | |
| | Weight(Monitor only) | 9.17Kg | | |
| | Temperature | Operating | 0°~ 40° | |
| | Temperature | Non-Operating | -25°~ 55° | |
| Environmental | Humidity | Operating | 10% ~ 85% (non | -condensing) |
| Liviioiiiieiilai | i idifficity | Non-Operating | 5% ~ 93% (non-condensing) | |
| | Altitude | Operating | 0~ 5000 m (0~ 16404ft) | |
| | Amidde | Non-Operating | 0~ 12192m (0~ 4 | 40000ft) |

Preset Display Modes

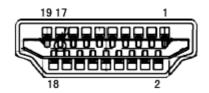
| STANDARD | RESOLUTION | HORIZONTAL FREQUENCY(kHz) | VERTICAL FREQUENCY(Hz) |
|----------|-----------------|------------------------------|---------------------------|
| VGA | 640x480@60Hz | 31.469 | 59.94 |
| VGA | 640x480@67Hz | 35 | 66.667 |
| VGA | 640x480@72Hz | 37.861 | 72.809 |
| VGA | 640x480@75Hz | 37.5 | 75 |
| VGA | 640x480@100Hz | 51.08 | 99.769 |
| VGA | 640x480@120Hz | 61.91 | 119.518 |
| DOS MODE | 720x400@70Hz | 31.469 | 70.087 |
| DOS MODE | 720x480@60Hz | 29.855 | 59.710 |
| SD | 720x576@50Hz | 31.25 | 50 |
| SVGA | 800x600@56Hz | 35.156 | 56.25 |
| SVGA | 800x600@60Hz | 37.879 | 60.317 |
| SVGA | 800x600@72Hz | 48.077 | 72.188 |
| SVGA | 800x600@75Hz | 46.875 | 75 |
| SVGA | 800x600@100Hz | 63.684 | 99.662 |
| SVGA | 800x600@120Hz | 76.302 | 119.97 |
| SVGA | 832x624@75Hz | 49.725 | 74.551 |
| XGA | 1024x768@60Hz | 48.363 | 60.004 |
| XGA | 1024x768@70Hz | 56.476 | 70.069 |
| XGA | 1024x768@75Hz | 60.023 | 75.029 |
| XGA | 1024x768@100Hz | 81.577 | 99.972 |
| XGA | 1024x768@120Hz | 97.551 | 119.989 |
| SXGA | 1280x1024@60Hz | 63.981 | 60.02 |
| SXGA | 1280x1024@75Hz | 79.975 | 75.025 |
| Full HD | 1920x1080@60Hz | 67.5 | 60 |
| FHD | 1920x1080@100Hz | 113.221 | 99.93 |
| FHD | 1920x1080@120Hz | 137.26 | 119.982 |
| QHD | 2560x1440@60Hz | 88.787 | 59.951 |
| QHD | 2560x1440@75Hz | 111.028 | 74.968 |
| QHD | 2560x1440@144Hz | 222.056 | 143.912 |

Pin Assignments

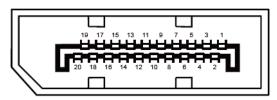


15-Pin Color Display Signal Cable

| Pin Number | 15-Pin Side of the Signal Cable | Pin Number | 15-Pin Side of the Signal Cable |
|------------|---------------------------------|------------|---------------------------------|
| 1 | Video-Red | 9 | +5V |
| 2 | Video-Green | 10 | Ground |
| 3 | Video-Blue | 11 | N.C. |
| 4 | N.C. | 12 | DDC-Serial data |
| 5 | Detect Cable | 13 | H-sync |
| 6 | GND-R | 14 | V-sync |
| 7 | GND-G | 15 | DDC-Serial clock |
| 8 | GND-B | | |



| Pin No. | Signal Name | Pin No. | Signal Name | Pin No. | Signal Name |
|---------|--------------------|---------|---------------------------|---------|-----------------|
| 1. | TMDS Data 2+ | 9. | TMDS Data 0- | 17. | DDC/CEC Ground |
| 2. | TMDS Data 2 Shield | 10. | TMDS Clock + | 18. | +5V Power |
| 3. | TMDS Data 2- | 11. | TMDS Clock Shield | 19. | Hot Plug Detect |
| 4. | TMDS Data 1+ | 12. | TMDS Clock- | | |
| 5. | TMDS Data 1Shield | 13. | CEC | | |
| 6. | TMDS Data 1- | 14. | Reserved (N.C. on device) | | |
| 7. | TMDS Data 0+ | 15. | SCL | | |
| 8. | TMDS Data 0 Shield | 16. | SDA | | |



20-Pin Color Display Signal Cable

| Pin No. | Signal Name | Pin No. | Signal Name | |
|---------|---------------|---------|-----------------|--|
| 1 | ML_Lane 3 (n) | 11 | GND | |
| 2 | GND | 12 | ML_Lane 0 (p) | |
| 3 | ML_Lane 3 (p) | 13 | CONFIG1 | |
| 4 | ML_Lane 2 (n) | 14 | CONFIG2 | |
| 5 | GND | 15 | AUX_CH(p) | |
| 6 | ML_Lane 2 (p) | 16 | GND | |
| 7 | ML_Lane 1 (n) | 17 | AUX_CH(n) | |
| 8 | GND | 18 | Hot Plug Detect | |
| 9 | ML_Lane 1 (p) | 19 | Return DP_PWR | |
| 10 | ML_Lane 0 (n) | 20 | DP_PWR | |

Plug and Play

Plug & Play DDC2B Feature

This monitor is equipped with VESA DDC2B capabilities according to the VESA DDC STANDARD. It allows the monitor to inform the host system of its identity and, depending on the level of DDC used, communicate additional information about its display capabilities.

The DDC2B is a bi-directional data channel based on the I2C protocol. The host can request EDID information over the DDC2B channel.