

AGON

P R O



OLED Monitor

User Manual

AG485UD2

Based on the characteristics of the OLED product, screen maintenance according to the requirements of the user instructions is recommended, so as to reduce the risk of generating image retention.

AOC

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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.



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





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.


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.

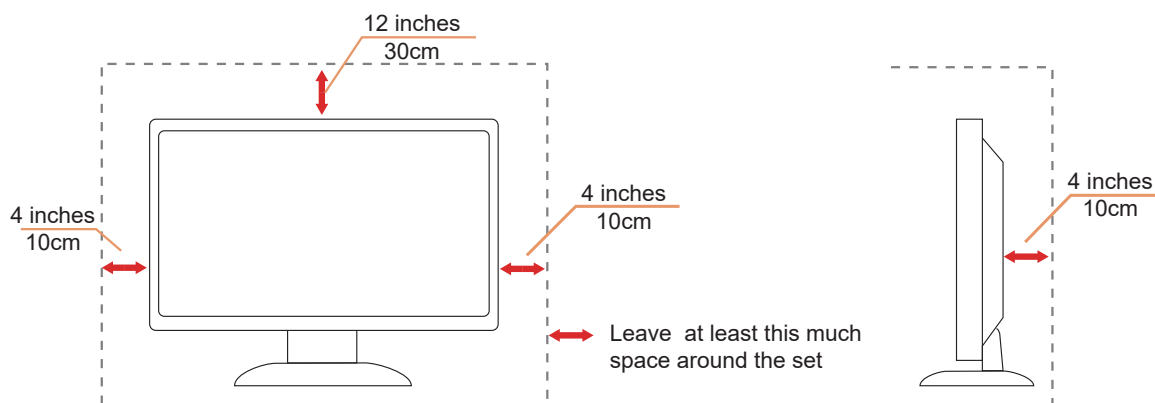
 If you mount the monitor on a wall or shelf, use a mounting kit approved by the manufacturer and follow the kit instructions.

 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.


 To avoid potential damage, for example the panel peeling from the bezel, ensure that the monitor does not tilt downward by more than -5 degrees. If the -5 degree downward tilt angle maximum is exceeded, the monitor damage will not be covered under warranty.


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

Installed with stand




Cleaning

 Clean the cabinet regularly with a water-dampened, soft cloth.

 When cleaning use a soft cotton or microfiber cloth. The cloth should be damp and almost dry, do not allow liquid into the case.



 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.



Make sure that the ventilating openings are not blocked by a table or curtain.



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



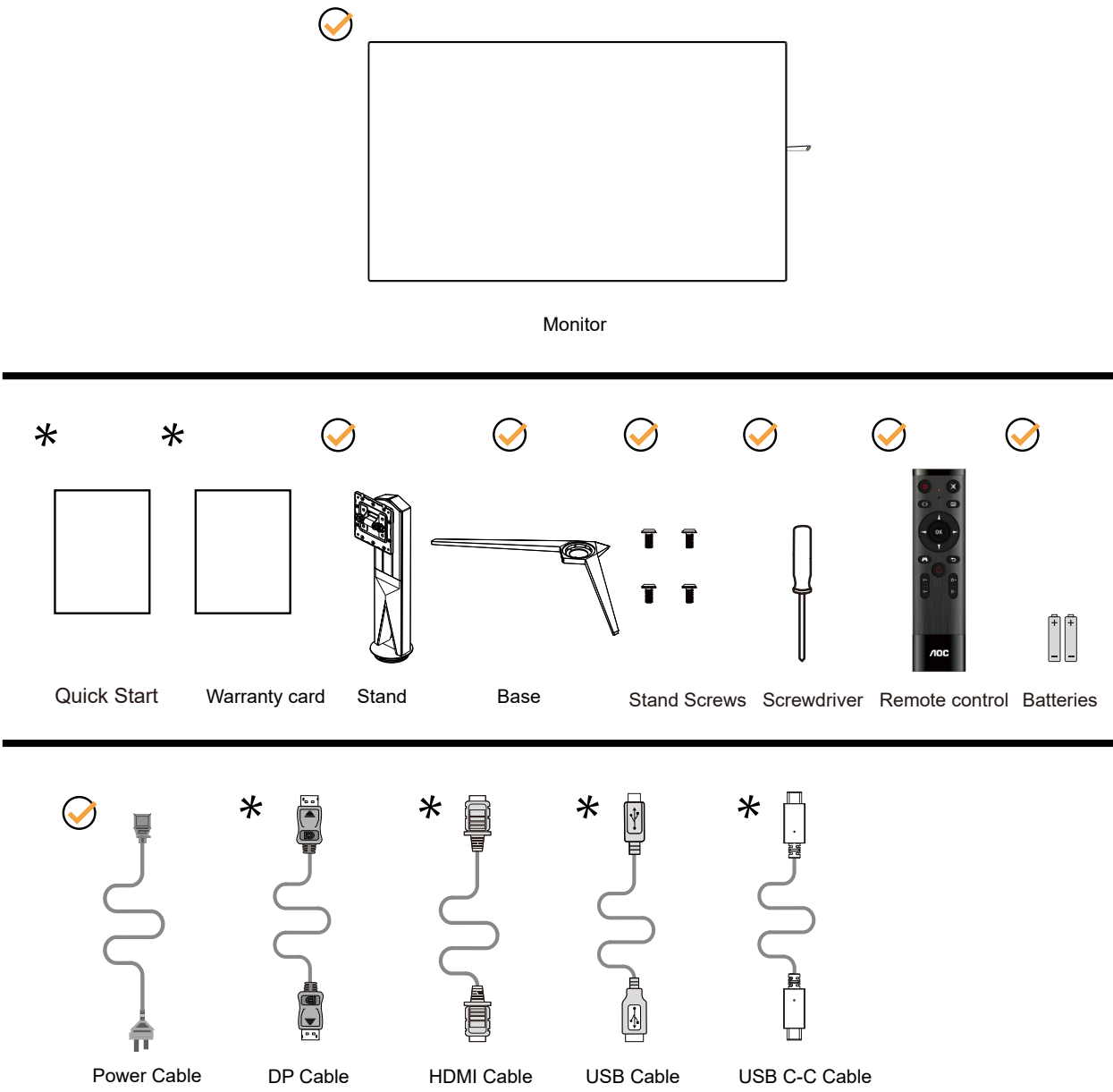
Do not knock or drop the monitor during operation or transportation.



Based on the characteristics of the OLED products, it is not recommended to continuously use this product for more than four hours. This product uses many technologies to eliminate possible image retention. For details, refer to instructions on "Screen Maintenance."

Setup

Contents in Box

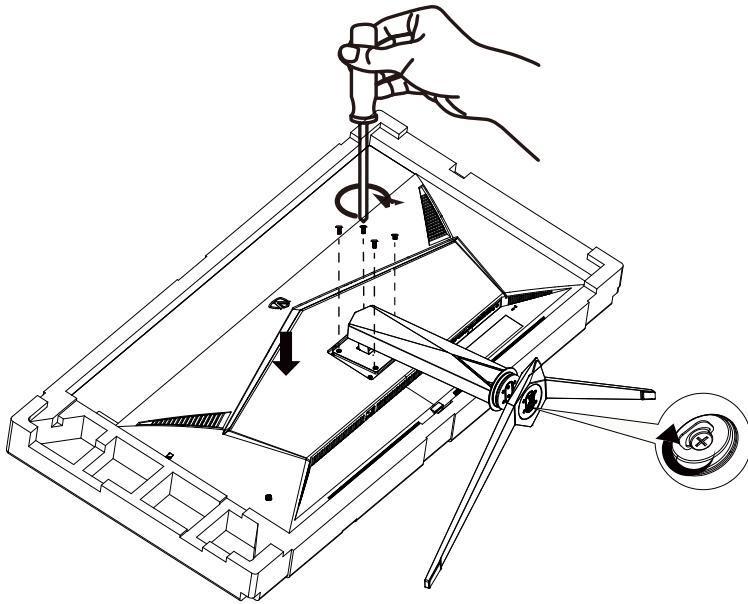


* Not all signal cables will be provided for all countries and regions. Please check with the local dealer or AOC branch office for confirmation.

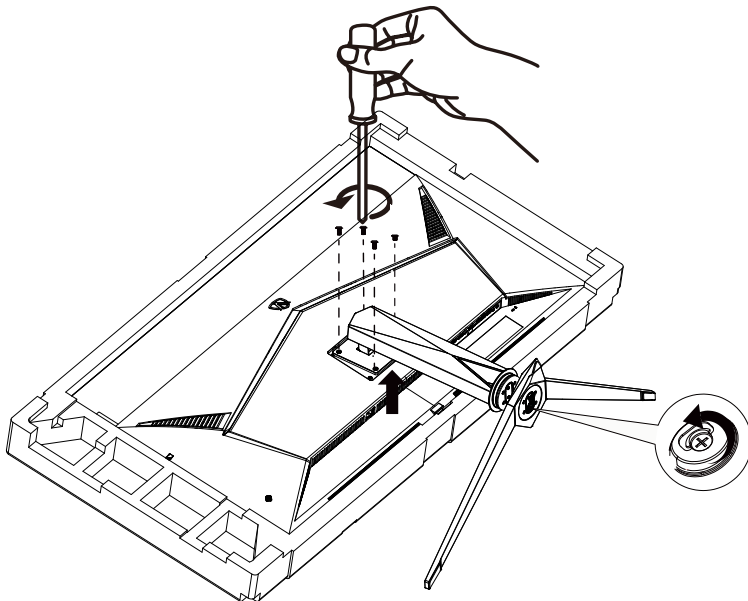
Setup Stand & Base

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

Setup:



Remove:



Instructions for maintenance of the OLED monitor screen

Based on the characteristics of the OLED product, screen maintenance should be carried out according to the following requirements, so as to reduce the risk of generating image retention.

The warranty does not cover any damage resulting from non-compliance to the following instructions.

- **Displaying a still image should be avoided as much as possible.**

A still image refers to an image that remains unchanged for a long time in full screen or partial screen.

Still images may cause the OLED screen to be permanently damaged, resulting in image residue, which is a characteristic of OLED screens.

The following suggestions on use should be abided by:

1. Do not display any still images on the monitor screen for a long time in full screen or partial screen, because this will lead to screen image residue. To avoid this problem, please appropriately reduce the brightness and contrast of the screen when displaying still images.
2. When watching a 4:3 program for a long time, different marks will be left on the left and right sides of the screen and the edge of the image, so please do not use this mode for a long time.
3. Watch videos in full screen as much as possible, not in a small window on the screen (such as videos on an Internet browser page).
4. Do not stick labels or stickers on the screen to reduce the possibility of screen damage and image residue.

- **It is not recommended to continuously use this product for more than four hours.**

This product uses a variety of technologies to eliminate possible image residue. It is strongly recommended that you adopt the default values and keep all functions in the "ON" state, so as to avoid image residue on the OLED screen and maintain the optimal use state of the OLED monitor.

- **LEA (Logo Extraction Algorithm) (Prevention of local image retention)**

To reduce the risk of generating image retention, it is recommended to enable the LEA function.

After this function is enabled, the screen will be automatically narrowed to fix the brightness of the display area, so as to reduce possible image retention.

This function is "On" by default, and can be set in the OSD menu.

- **TPC (Temporal Peak Luminance Control)**

To reduce the risk of generating image retention, the luminance of the screen automatically lowers greatly when a still image is displayed for a long time so as to avoid possible image retention.

This function is "On" by default, and cannot be disabled.

- **Orbit (Image shift)**

To reduce the risk of generating image retention, it is recommended to enable the Orbit function.

After this function is turned on, image pixels circularly move as a whole once a second in a trajectory shaped like a Chinese character "日". The movement amplitude is based on the settings. The moved character may be side cut. When "Strongest" is selected, image retention is most unlikely generated, but possible side cut may be most notable. When "Off" is selected, the image will go back to the optimal position.

This function is "On" (Weak) by default, and can be set in the OSD menu.

• **CPC (Convex Power Control)**

To reduce the risk of generating image retention, this function can automatically adjust power gain for different images. Power control follows a convex mathematic model which is high in the middle and low on two sides, so as to reduce possible image retention.

This function is “On” by default, and cannot be disabled.

• **LBC (Local Brightness Control)**

To reduce the risk of generating retention, the brightness of an area will be automatically lowered if the accumulative mean brightness of this area is overly high to prevent decline of the bright effect of this area, thereby avoiding possible image retention.

This function is “On” by default, and cannot be disabled.

• **OFF RS (Off Real slow) (Elimination of image retention)**

Based on the characteristics of OLED panels, it is easy to produce image residue if static images with different colors or brightness intervals are displayed for a long time.

In order to eliminate the image residue that may have been generated, it is suggested to run the image residue elimination function regularly or from time to time to achieve the ideal image viewing effect.

This function can be run by the following methods:

- Manually enable the OFF-RS function in the OSD menu, select “Yes” according to the menu prompt.
- An alert will pop up automatically every time the display runs accumulatively for 4 hours to remind the user of screen maintenance. It is recommended to select “Yes.” If “No” is selected or no selection is made, the alert will be given once an hour after the display runs accumulatively for 24 hours until the user selects “Yes.”
- Every time the displays run accumulatively for 4 hours, the OFF-RS function will be automatically implemented if the display is pressed to shut down or 2 hours after the display enters the standby state.

The OFF-RS function runs for about 10 min each time. Keep power on and do not operate keys. The power indicator will flash white (on for 1 seconds/off for 1 seconds).. The power indicator turns off at the end, and the display enters shutdown or standby state.

When running the image residue elimination function, if the user presses the power button to turn on the monitor or wakes up the monitor from the standby state, the image residue elimination process will be automatically interrupted and the display screen will be restored, which will take about 5 more seconds. The monitor automatically runs the screen compensation correction function in standby state, which will not be interrupted. On the Other menu of the OSD, you can view the number of times the image residue removal function runs.

• **JB(Screen compensation and correction)**

To reduce the risk of generating image retention, the screen is subjected to relatively complete JB operation every time when the display runs accumulatively for 1500 hours.

Before running the screen compensation correction, automatically run the image residue elimination, and wait for the screen to cool down to an appropriate temperature (the whole process takes about 1 hour).

When running the screen compensation correction, please keep the power on, do not operate the button, and the power indicator will flash white (on for 3 seconds/off for 3 seconds). When finished, the power indicator will be off or orange, and the monitor will enter the shutdown or standby state.

When running the screen compensation correction, if the user presses the power button to turn on the monitor or wakes up the monitor from the standby state, the screen compensation correction process will be automatically interrupted and the display screen will be restored, which will take about 5 more seconds. The monitor automatically runs the screen compensation correction function in standby state, which will not be interrupted.

This setting is “ON” by default and cannot be turned off.

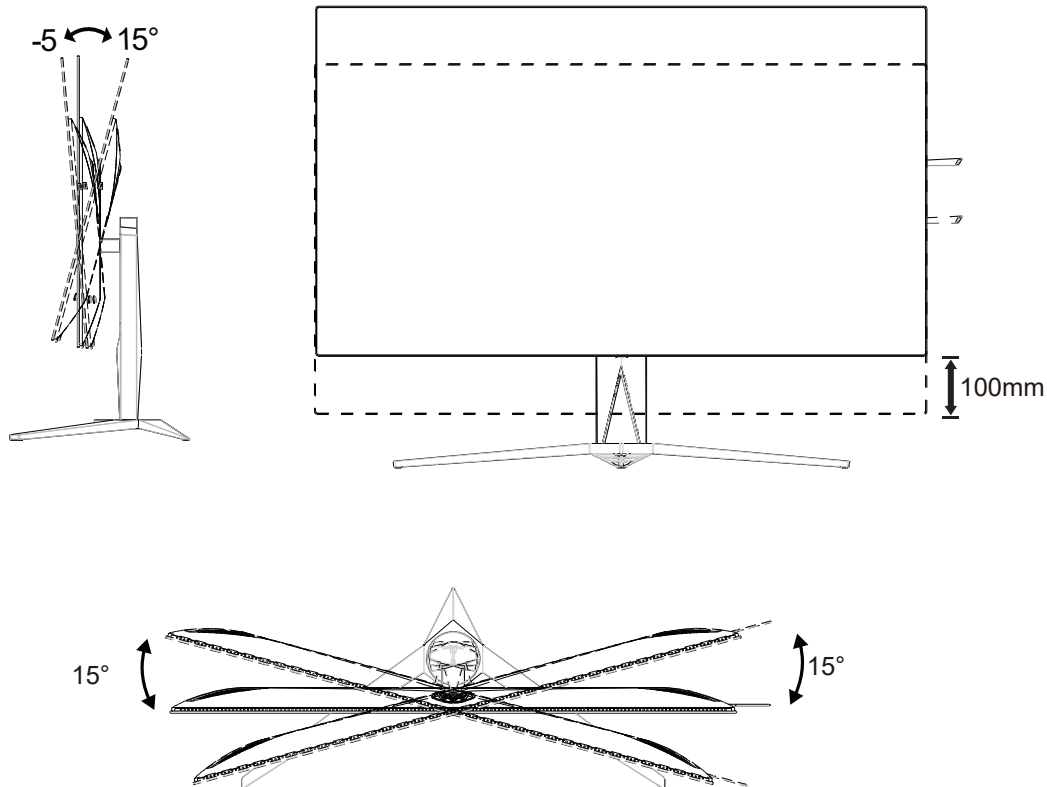
Note: The panel is under maintenance when the power indicator flashes white. At this time, the measured power cannot be used to judge the standby power or shutdown power.

Adjusting the monitor

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:



NOTE:

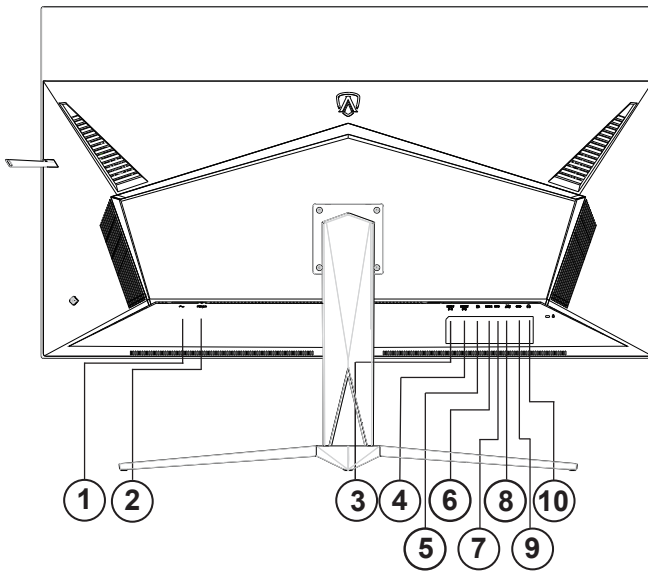
Do not touch the OLED screen when you change the angle. Touching the LCD screen may cause damage.

Warning :

1. To avoid potential screen damage, such as panel peeling, ensure that the monitor does not tilt downward by more than -5 degrees.
2. Do not press the screen while adjusting the angle of the monitor. Grasp only the bezel.

Connecting the Monitor

Cable Connections In Back of Monitor and Computer:



1. Power
2. Power Switch
3. HDMI1(HDMI2.1)
4. HDMI2(HDMI2.0)
5. DP
6. USB C
7. USB3.2 Gen1 upstream
8. USB3.2 Gen1 downstream + fast charging
USB3.2 Gen1 downstream x1
9. USB3.2 Gen1 downstream x2
10. Earphone

Connect to PC

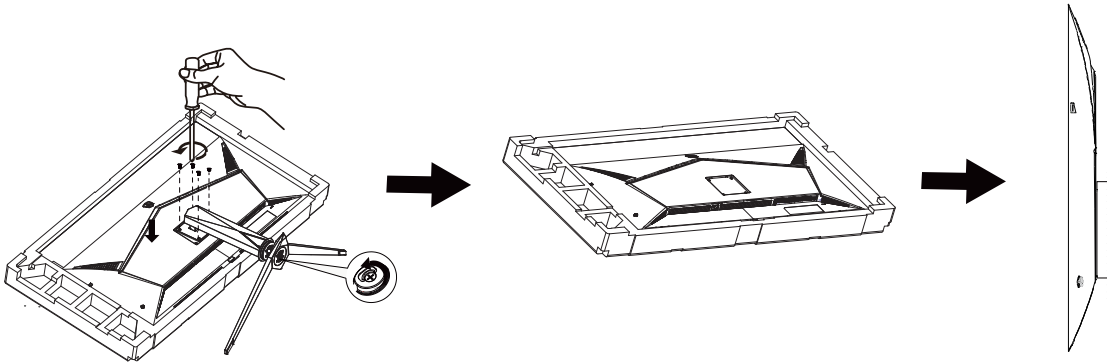
1. Connect the power cord to the back of the display firmly.
2. Turn off your computer and unplug its power cable.
3. Connect the display signal cable to the video connector on the back of your computer.
4. Plug the power cord of your computer and your display into a nearby outlet.
5. Turn on your computer and display.

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

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

Wall Mounting

Preparing to Install An Optional Wall Mounting Arm.



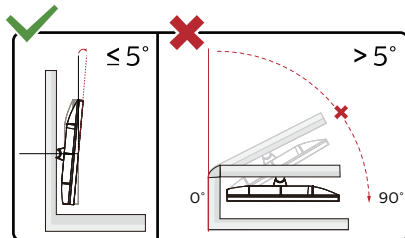
This monitor can be attached to a wall mounting arm you purchase separately. Disconnect power before this procedure.

Follow these steps:

1. Remove the base.
2. Follow the manufacturer's instructions to assemble the wall mounting arm.
3. Place the wall mounting arm onto the back of the monitor. Line up the holes of the arm with the holes in the back of the monitor.
4. Insert the 4 screws into the holes and tighten.
5. Reconnect the cables. Refer to the user's manual that came with the optional wall mounting arm for instructions on attaching it to the wall.



Noted: VESA mounting screw holes are not available for all models, please check with the dealer or official department of AOC.



* Display design may differ from those illustrated.

WARNING:

1. To avoid potential screen damage, such as panel peeling, ensure that the monitor does not tilt downward by more than -5 degrees.
2. Do not press the screen while adjusting the angle of the monitor. Grasp only the bezel.

Adaptive-Sync function

1. Adaptive-Sync function is working with DP/HDMI/USB C
2. Compatible Graphics Card: Recommend list is as the below, also could be checked by visiting www.AMD.com

Graphics Cards

- Radeon™ RX Vega series
- Radeon™ RX 500 series
- Radeon™ RX 400 series
- Radeon™ R9/R7 300 series (excluding R9 370/X)
- Radeon™ Pro Duo (2016 edition)
- Radeon™ R9 Nano
- Radeon™ 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 Ryzen™ 5 2400G
- AMD Ryzen™ 3 2300U
- AMD Ryzen™ 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

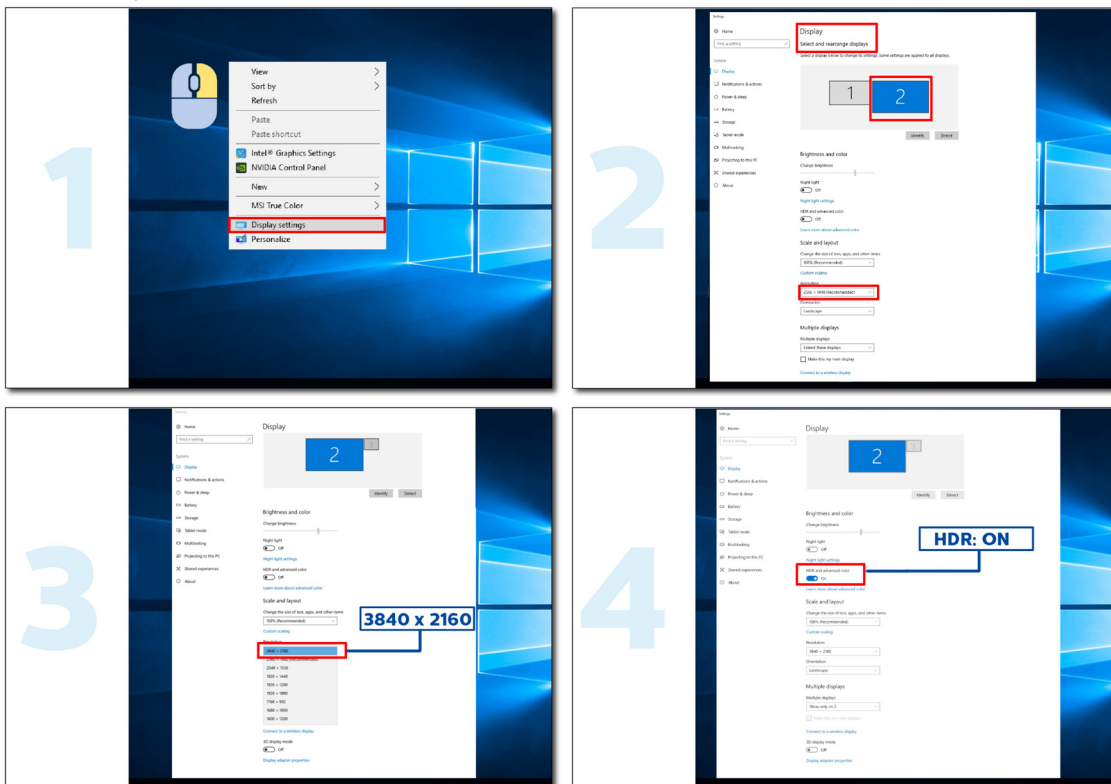
HDR

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 automatic 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.
 - a. The display resolution is set to 3840x2160, and HDR is preset to ON. Under these conditions, indicating HDR has been activated.
 - b. After entering an application, the best HDR effect can be achieved when the resolution is changed to 3840x2160 (if available).



KVM function

What is KVM?

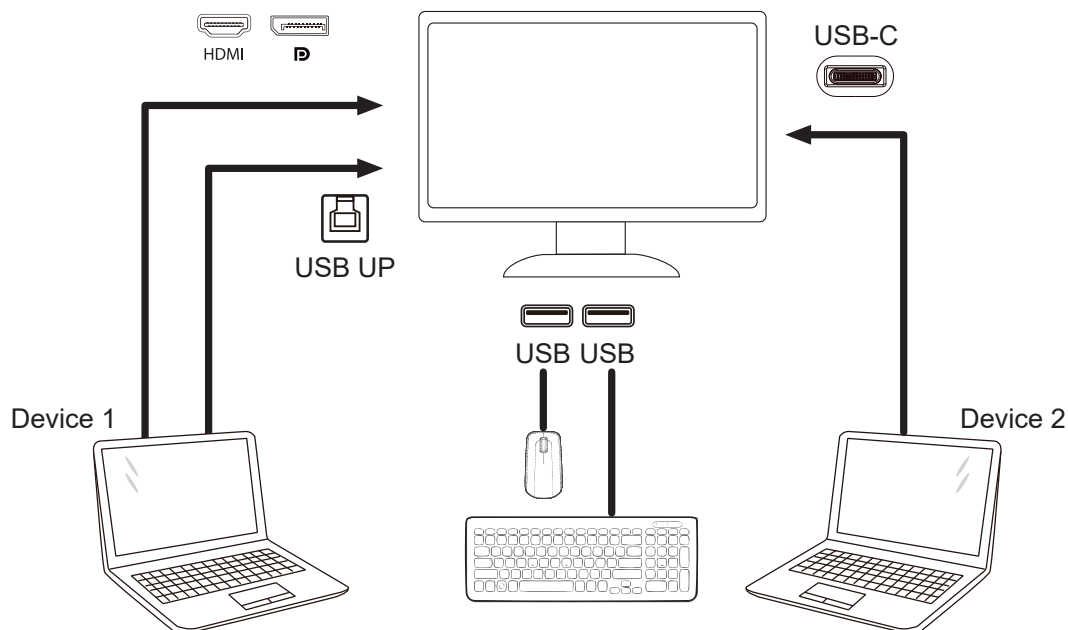
In full-screen display, with KVM function, you can show two PCs, or two notebooks, or one PC and one notebook on one AOC monitor and control the two devices with one set of keyboard and mouse. Switch your control over your PC or notebook devices by choosing input signal source on “Input Select” of OSD menu.

How to use KVM?

Step 1: Please connect one device (PC or notebook) to monitor via USB C.

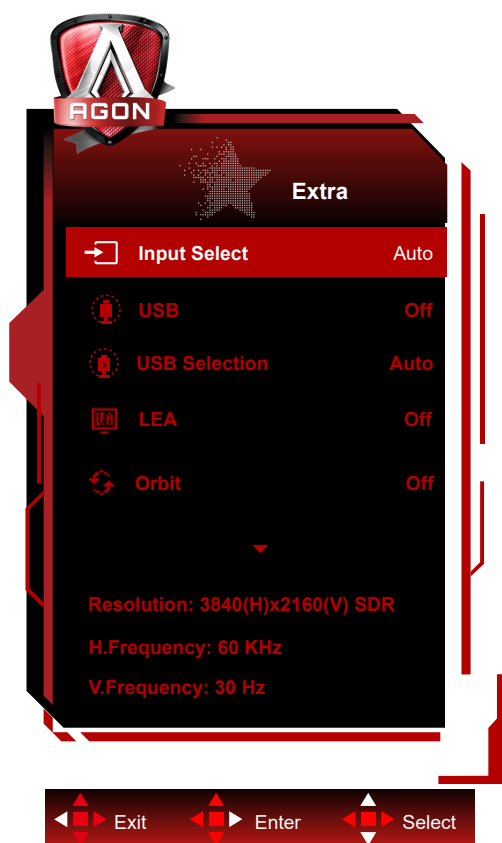
Step 2: Please connect the other device to monitor via HDMI or DisplayPort. Then please also connect this device to monitor with USB upstream.

Step 3: Please connect your peripherals (keyboard and mouse) to monitor via USB port.



Note: Display design may differ from that illustrated

Step 4: Enter to OSD menu. Go to Extra page and select “Auto”, “USB C”, or “USB UP” of USB Selection tab.



USB Selection	Function Description
Auto	Auto selects USB C or USB Up depending on the input source.
USB C	Provides USB Hub function through Type-C cable.
USB Up	Provides USB Hub function through USB B cable.

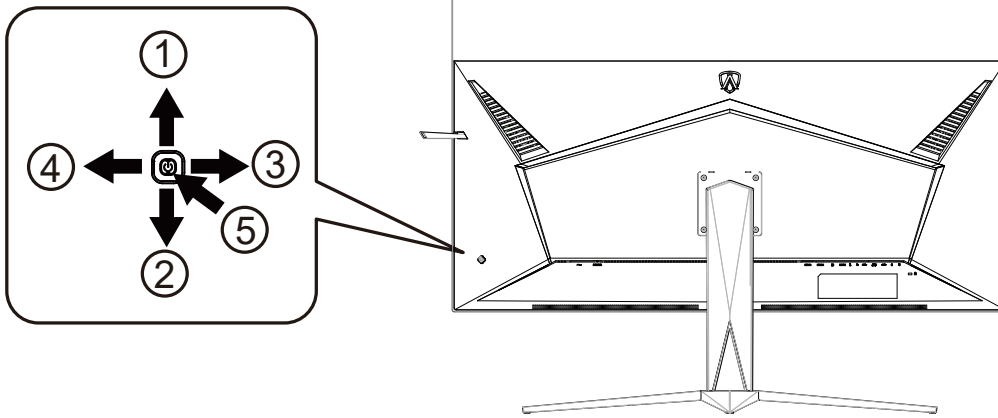
Adjusting

Hotkeys

FX function.

Source/Up

When the OSD is closed, press Source/Auto/Up button will be Source hot key function.



1	Source/Up
2	Dial Point/Down
3	Game Mode/Disconnect LAN/ Reduce/Left
4	Light FX /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/Down

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

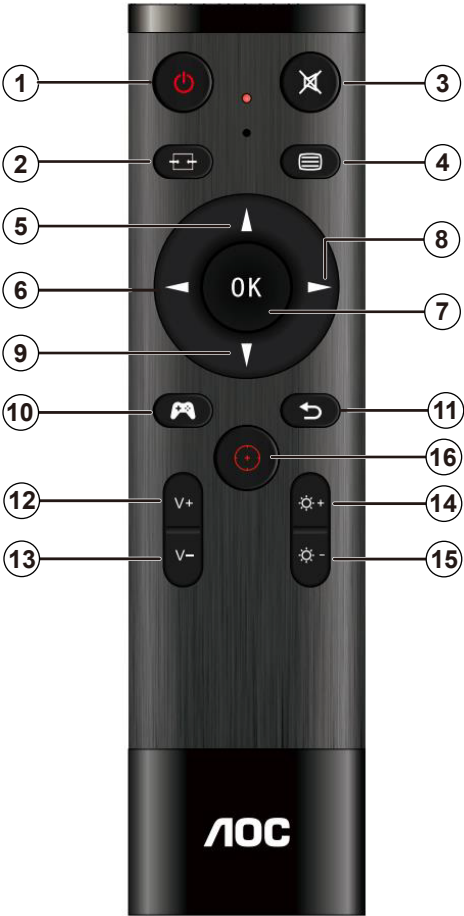
Game Mode/Disconnect LAN/Reduce/Left
















When the OSD menu is closed, if the input is an HDMI/ DP/USB C signal source, press the “Left” button to open the game mode function, and then press the “Left” or “Right” button to select the corresponding game mode (first person shooting, real-time strategy, racing, player 1, player 2, or player 3) based on different game types. When the OSD menu is closed, if the input is a Miracast or AirPlay/DLNA signal source, press and hold the “Left” button for about 3 seconds to disconnect the local network connection of the monitor.

Light FX/Right

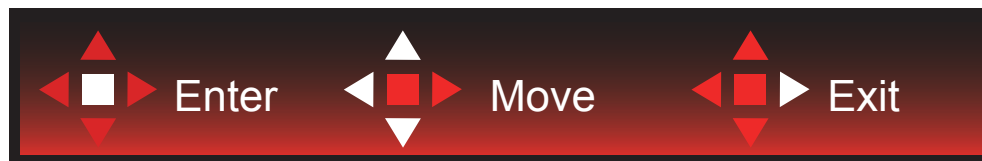
When there is no OSD, press “Right” key to active Light

Description of the remote control buttons



①		Press to switch power on and off.
②		Change the signal input source.
③		Mute.
④		Access the OSD menu.
⑤		Adjust the OSD options upwards.
⑥		Return to previous OSD level.
⑦	OK	Confirm the OSD adjustment/ Access the OSD menu.
⑧		Access the OSD menu. /Confirm the OSD adjustment.
⑨		Adjust the OSD options down.
⑩		Open gaming mode.
⑪		Exit OSD menu.
⑫		Turn up the volume.
⑬		Turn down the volume.
⑭		Turn up the brightness.
⑮		Turn down the brightness.
⑯		Dial Point.

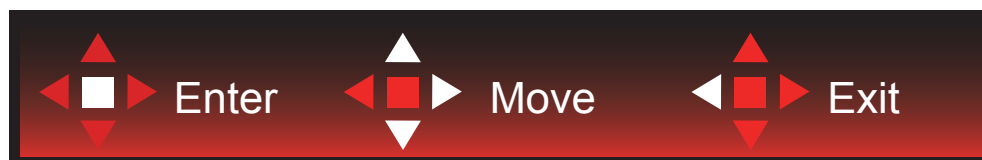
OSD Key Guide (Menu)



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

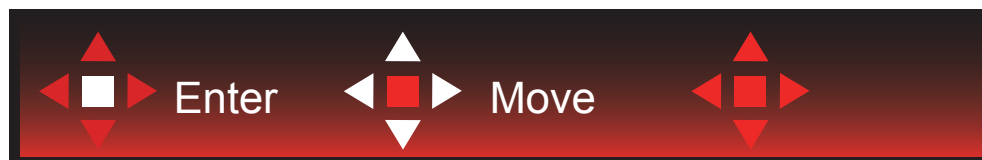
Exit : Use Left key to exit OSD



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



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

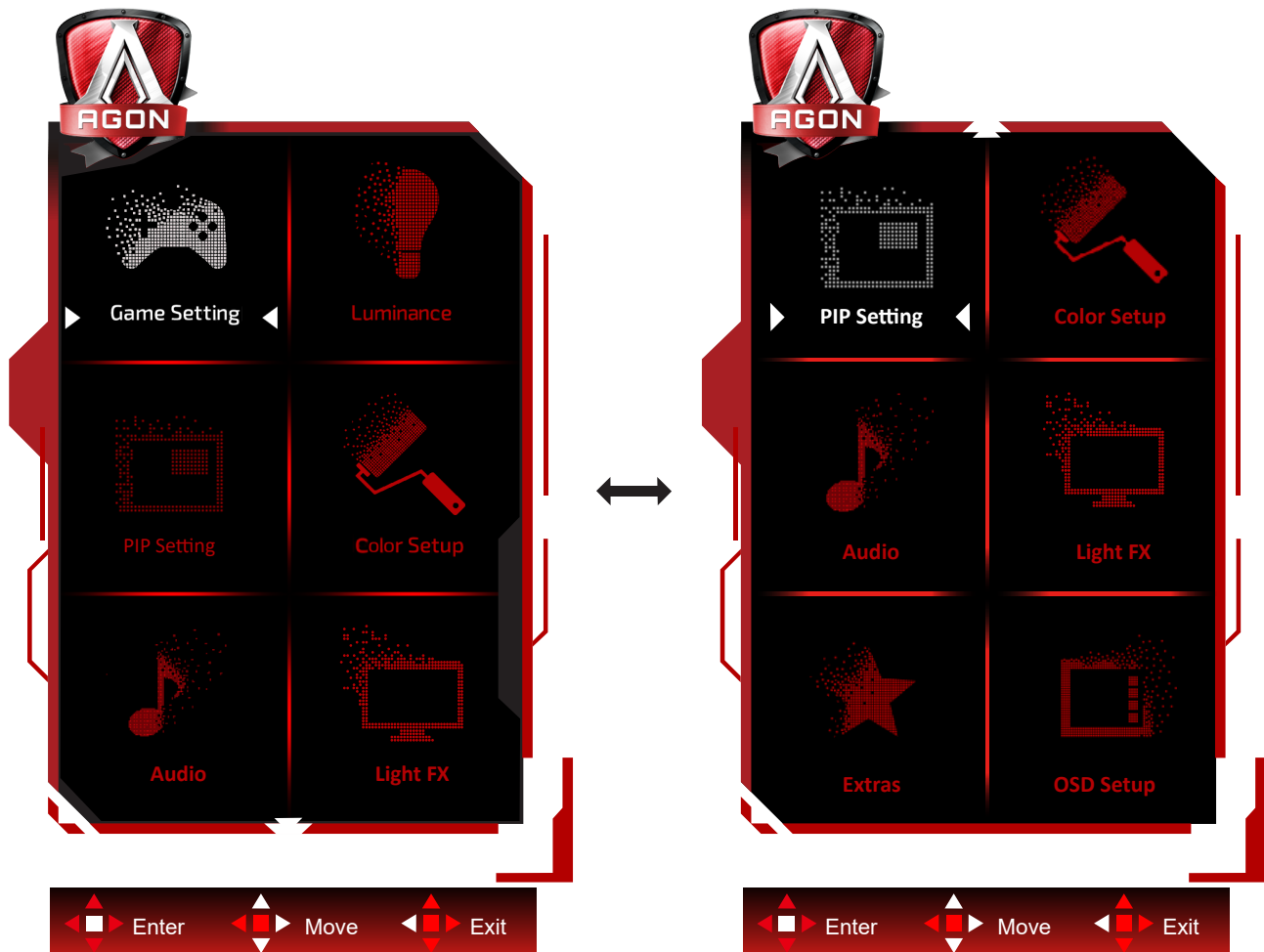


Enter : Use Enter key to exit OSD to previous OSD level

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 and DCB mode , for these three states that only one state can exist.

Game Setting



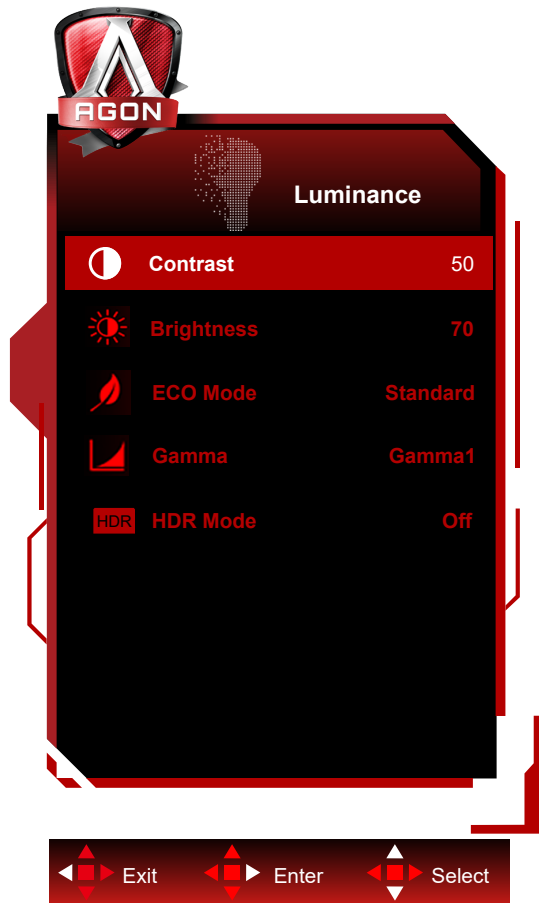
	Game Mode	Off	No optimization by Smart image game
		FPS	For playing FPS (First Person Shooters) games. Improves dark theme black level details.
		RTS	For playing RTS (Real Time Strategy). Improves the image quality.
		Racing	For playing Racing games, Provides fastest response time and high color saturation.
		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.
	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. 1. If picture is too dark to be saw the detail clearly, adjusting from 50 to 100 for clear picture. 2. If picture is too white to be saw the detail clearly, adjusting from 50 to 0 for clear picture
	Game Color	0-20	Game Color will provide 0-20 level for adjusting saturation to get better picture.
	Adaptive-Sync	On / Off	Disable or Enable Adaptive-Sync..
	Low Input lag	On / Off	Shutting down the frame buffer can reduce input delay. Note: Low input delay is disabled by default and unadjustable when the field frequency is less than 120 Hz; and it is enabled by default and unadjustable when the field frequency is equal to 120 Hz and in the Adaptive-Sync state.

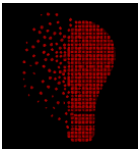
	QuickSwitch LED	On / Off	Disable or Enable QuickSwitch LED
	Frame Counter	Off / Right-Up / Right-Down / Left-Down / Left-Up	Display V frequency on the corner selected (Frame counter feature only works with AMD graphic card.)
	HDMI1	Console/DVD/PC	Select the type of device connected. When using HDMI1 to connect the game console or DVD player, set HDMI1 to the game console/DVD.

Note:

When “HDR Mode” or “HDR” under “Luminance” is set to non-off, “Game Mode”, “Shadow Control” and “Game Color” can’t be adjusted.

Luminance



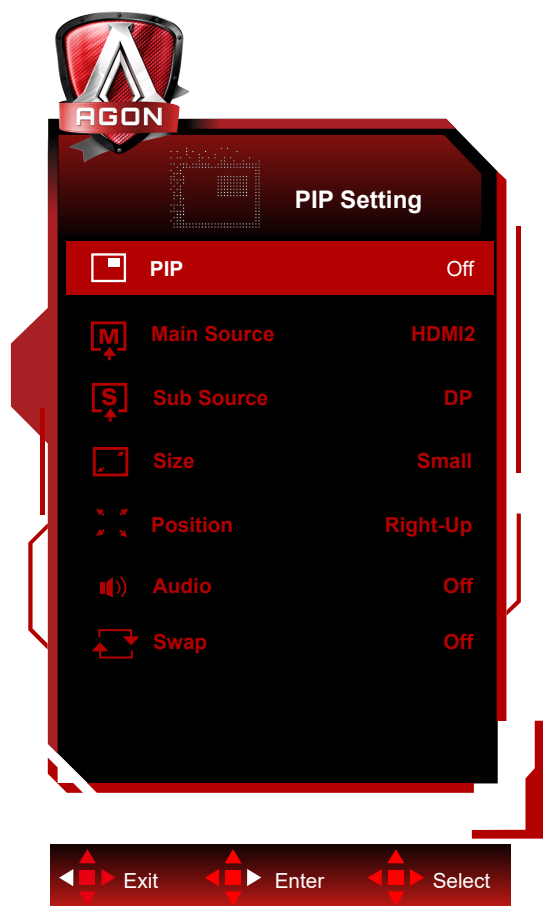
	Contrast	0-100	Contrast from Digital-register.
	Brightness	0-100	Backlight Adjustment
	Eco mode	Standard	Standard Mode
		Text	Text Mode
		Internet	Internet Mode
		Game	Game Mode
		Movie	Movie Mode
		Sports	Sports Mode
		Reading	Reading Mode
	Gamma	Gamma1	Adjust to Gamma 1
		Gamma2	Adjust to Gamma 2
		Gamma3	Adjust to Gamma 3
	HDR	Off	Set the HDR profile according to your usage requirements. Note: When HDR is detected, the HDR option is displayed for adjustment.
		DisplayHDR	
		HDR Picture	
		HDR Movie	
	HDR Mode	HDR Game	Optimized for the color and contrast of the picture, which will simulate showing the HDR effect. Note: When HDR is not detected, the HDR Mode option is displayed for adjustment.
		Off	
		HDR Picture	
		HDR Movie	
		HDR Game	

Note:

When “HDR Mode” under “Luminance” is set to non-off, “Contrast”, “Eco Mode” and “Gamma” can’t be adjusted.

When “HDR” under “Luminance” is set to non-off, all items under “Luminance” can’t be adjusted.

PIP Setting



	PIP	Off / PIP / PBP	Disable or Enable PIP or PBP.
	Main Source		Select main screen source.
	Sub Source		Select sub screen source.
	Size	Small / Middle / Large	Select screen size.
	Position	Right-up	Set the screen location.
		Right-down	
		Left-up	
		Left-down	
	Audio	On: PIP Audio	Disable or Enable Audio Setup.
		Off: Main Audio	
	Swap	On: Swap	Swap the screen source.
		Off: non action	

Note:

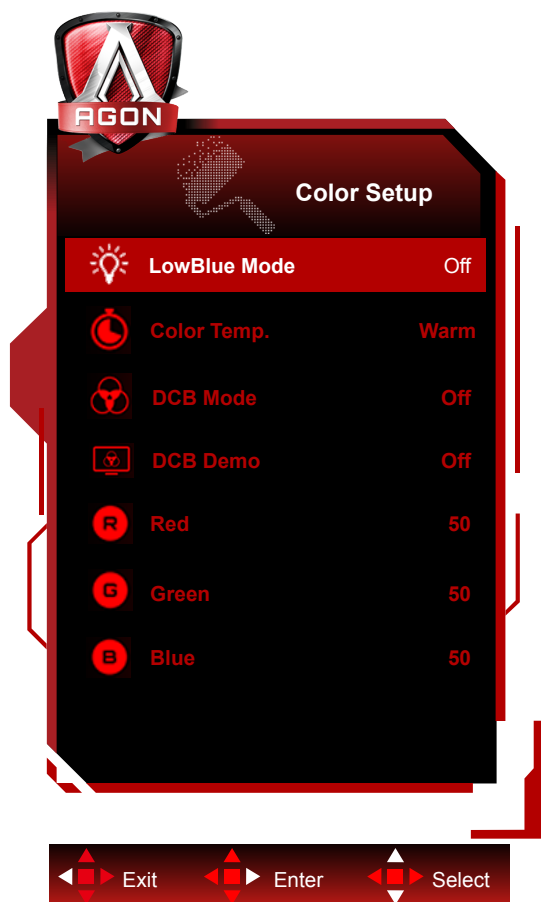
1) When “HDR” under “Brightness” is set to non-off state, all items under “PIP” cannot be adjusted.


2) When PIP/PBP is enabled, some color related adjustments of OSD menu are only valid for the main screen, but not for the sub-screen. Therefore, the main screen and sub-screen may have different colors.

3) When PBP/PIP is enabled, the compatibility of main screen/secondary screen input source is as follows:

PBP/PIP		Main source					
		HDMI1	HDMI2	DP	USB-C	Miracast	AirPlay/ DLNA
Sub -source	HDMI1	V	V	V	V	V	V
	HDMI2	V	X	V	V	X	X
	DP	V	V	V	V	V	V
	USB-C	V	V	V	V	V	V
	Miracast	V	X	V	V	X	X
	AirPlay/ DLNA	V	X	V	V	X	X

Color Setup

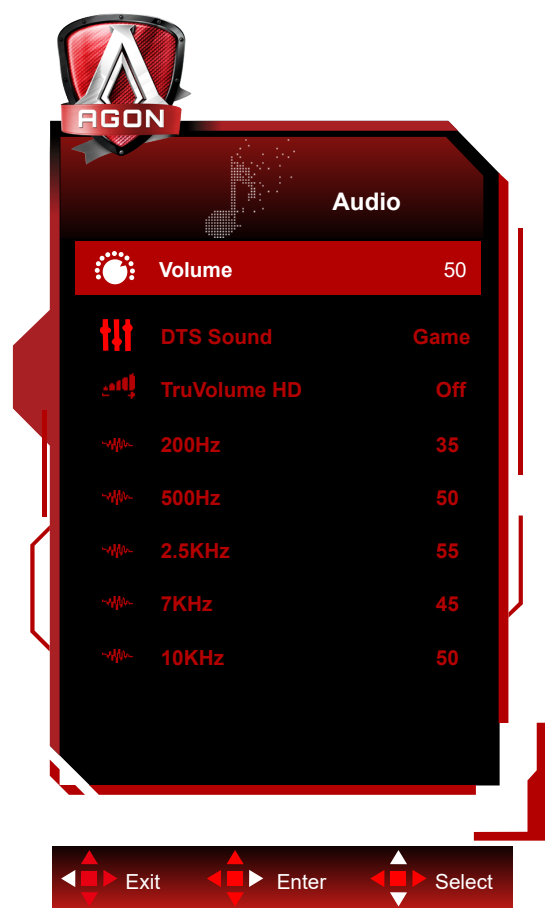


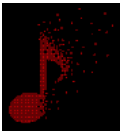
	LowBlue Mode	Off / Multimedia / Internet / Office / Reading	Decrease blue light wave by controlling color temperature.
	Color Temp.	Warm	Recall Warm Color Temperature from EEPROM.
		Normal	Recall Normal Color Temperature from EEPROM.
		Cool	Recall Cool Color Temperature from EEPROM.
		sRGB	Recall SRGB Color Temperature from EEPROM.
		User	Restore user color temperature from EEPROM.
	DCB Mode	Off	Disable DCB Mode.
		Full Enhance	Enable Full Enhance Mode.
		Nature Skin	Enable Nature Skin Mode.
		Green Field	Enable Green Field Mode.
		Sky-blue	Enable Sky-blue Mode.
		Auto Detect	Enable AutoDetect Mode.
	DCB Demo	On or Off	Disable or Enable Demo.
	Red	0-100	Red gain from Digital-register.
	Green	0-100	Green gain from Digital-register.
	Blue	0-100	Blue gain from Digital-register.

Note:

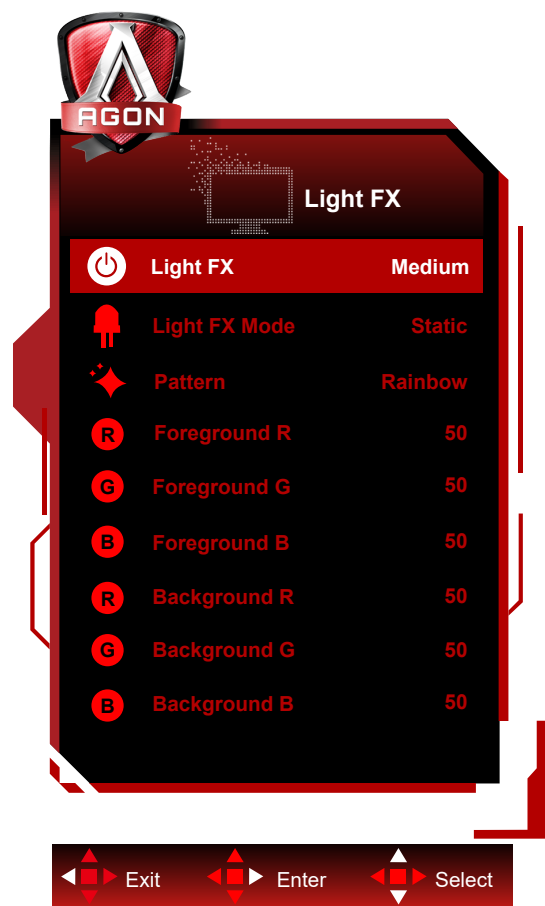
When “HDR Mode” or “HDR” under “Luminance” is set to non-off, all items under “Color Setup” can’t be adjusted.


Audio



	Volume	0-100	Adjust volume setting
	DTS Sound	Off / Game / Rock / Classical / Live / Theater	Select DTS Sound mode. Note: It may take up to 2 seconds to switch modes.
	TruVolume HD	Off / On	Disable or Enable TruVolume HD.
	200Hz	0-100	Low frequency base audio, also the root audio frequency of the chord in the tone.
	500Hz	0-100	Mainly used to express vocals (eg. singing, reading), Strengthen the thickness and strength of vocals.
	2.5KHz	0-100	This frequency has a strong penetrating power and can be improved to improve the brightness and clarity of the sound.
	7KHz	0-100	Enhance the clarity of vocals.
	10KHz	0-100	The high-pitched area of music is most sensitive to the high-frequency performance of the sound.

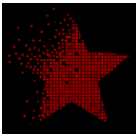
Light FX

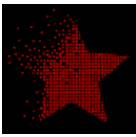


	Light FX	Off / Low / Medium / Strong	Select the intensity of Light FX.
	Light FX Mode	Audio1 / Audio2 / Static / Dark Point Sweep / Gradient Shift / Spread Fill / Drip Fill / Spreading Drip Fill / Breathing / Light Point Sweep / Zoom / Rainbow / Wave / Flashing / Demo	Select Light FX Mode
	Pattern	Red / Green / Blue / Rainbow / User Define	Select Light FX Pattern
	Foreground R	0-100	User can adjust Light FX foreground color, when Pattern setting to user define
	Foreground G		
	Foreground B		
	Background R	0-100	User can adjust Light FX background color, when Pattern setting to user define
	Background G		
	Background B		

Extra



	Input Select	Auto/ HDMI1/HDMI2 /DP/ USB C* /Miracast/AirPlay/ DLNA	Select Input Signal Source
	USB	Off/ High Resolution/High Data Speed	For model need to turn on/off USB power during power saving. The default USB setting is Off. If you want to connect USB-C device, please adjust the USB setting to High Resolution or High Data Speed.
	USB Selection	Auto / USB C / USB up	Select the USB upstream data path.
	LEA (Prevention of local image retention)	On/ Off	It is used to turn on the LEA function to reduce the risk of generating image retention. Recommended function settings: "On." After this function is enabled, the screen will be automatically narrowed to fix the brightness of the display area, so as to reduce possible image retention.
	Orbit (Image shift)	Off / Weak / Medium /Strong / Strongest	It is used to turn the Orbit function on to reduce the risk of generating image retention. Recommended function setting: "On." After this function is enabled, image pixels will circularly move as a whole. The movement amplitude is based on the settings. The moved character may be side cut. When "Strongest" is selected, image retention is most unlikely generated, but possible side cut may be most notable.
	Off-RS (Elimination of image retention)	On/ Off	It is used to enable and run the OFF-RS function to eliminate image retention which has been generated. After startup, select "Yes" according to menu prompts, and then the display will automatically shut down the screen. Keep power on, and do not operate any keys. The power indicator will flash white (white a second/off a second). This process lasts for about 10 min. The power indicator turns off at the end, and the display enters standby state.

	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) / 30"W (21:9) / 32"W (16:9) / 34"W (21:9) / 40" W(16:9) / 42" 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
	Working Time		It refers to the total time that the screen lights up, in unit of hour.
	Time after Off-RS (Time after elimination of image retention)		It refers to the time that the screen lights up after the last Off RS operation is executed, in units of hours. A prompt of executing Off RS will be automatically sent to the user every four hours.
	Off-RS Counts (Number of times of eliminating image retention)		It is used to record the number of times of executing Off-RS.
	JB Counts (Number of times of screen compensation and correction)		It is used to record the number of times of executing JB.

Note:

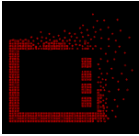
[1]: The device needs to support USB C (DP Alt) function.

The USB C (DP Alt) function is turned off by default when it is used for the first time or after the OSD menu reset operation, and it can be turned on again in any of the following ways:

- 1) The display is turned on and off 2 times in total.
- 2) The "USB" option under "Others" in the OSD menu is set to non-closed state.

OSD Setup



	Language		Select the OSD language
	Timeout	5-120	Adjust the OSD Timeout
	DP Capability	1.1/1.2/1.4	Please be noted that only DP1.2/DP1.4 support Adaptive-Sync function
	H. Position	0-100	Adjust the horizontal position of OSD
	V. Position	0-100	Adjust the vertical position of OSD
	Transparence	0-100	Adjust the transparence of OSD
	Break Reminder	On /Off	Break reminder if the user continuously work for more than 1hrs

LED Indicator

Status	LED Color
Full Power Mode	White
Active-off Mode	Orange
Off RS under process	White indicator flashes (on a second and off a second alternatively)
JB under process	White indicator flashes (on for 3 seconds and off for 3 seconds alternatively)
OLED panel malfunction	Orange indicator flashes (on a second and off a second alternatively)
Shutdown mode	The indicator is not lit.

Troubleshoot

Problems	Possible solutions
The power indicator is not lit.	<ul style="list-style-type: none"> • Check if the power is turned on. • Check if the power cord is connected.
The power indicator is lit, but there is no image display.	<ul style="list-style-type: none"> • Check if the computer power is turned on. • Check if the graphics card of the computer is well plugged. • Check that the signal wire of the display has been correctly connected to the computer. • Check the plug of the signal wire of the display, and make sure all pins are not bent. • Observe the indicator through the Caps Lock key on the keypad of the computer to confirm if the computer is working.
There is no image, but the power indicator flashes orange.	<ul style="list-style-type: none"> • The OLED panel malfunctions and fails to work properly. Seek advice from AOC after-sales service persons.
Failure to realize plug-to-use.	<ul style="list-style-type: none"> • Check if it supports plug-to-use. • Check if the adapter supports plug-to-use.
Dim image.	<ul style="list-style-type: none"> • Adjust luminance and contrast ratio.
The image is bouncing or rippled.	<ul style="list-style-type: none"> • There may be electrical appliances and devices at the periphery that may cause electronic interference.
The screen displays “the signal wire is not available” or “no signal.”	<ul style="list-style-type: none"> • Check if the signal wire is correctly connected. • Check if the pin of the signal wire plug is damaged. • The OFF-RS function can be enabled and run in the display menu to eliminate image retention which has been generated. Running this function for several times can obtain a desirable image display effect. For other instructions regarding screen maintenance, refer to the User Instructions in the official website.
The screen displays “invalid input”.	<ul style="list-style-type: none"> • Check if your computer is set in an improper display mode Please re-set your computer in the display mode listed in the detailed user instructions.
Image retention.	<ul style="list-style-type: none"> • Based on the characteristics of the OLED panel, the OFF-RS function can be enabled and run in the display menu to eliminate image retention which has been generated. It is recommended to run this function for several times to obtain a desirable image display effect. For other instructions regarding screen maintenance, please refer to the User Instructions in the official website.
Regulation & Service	Please refer to Regulation & Service Information which is in the CD manual or www.aoc.com (to find the model you purchase in your country and to find Regulation & Service Information in Support page.

Specification

General Specification

Panel	Model Name	AG485UD2	
	Driving System	OLED	
	Viewable Image Size	120.7 cm Diagonal	
	Pixel Pitch	0.274mm(H) x 0.274mm(V)	
	Video	HDMI /DP/USB C	
	Display Color	1.07B*	
Others	Horizontal Scan Range	30k-255kHz	
	Horizontal scan Size(Maximum)	1052.16mm	
	Vertical Scan Range	48-138Hz	
	Vertical Scan Size(Maximum)	591.84mm	
	Optimal Preset Resolution	3840x2160@60Hz	
	Max Resolution	3840x2160@60Hz (HDMI2) 3840x2160@138Hz (HDMI1/DP/USB C*)	
	Plug & Play	VESA DDC2B/CI	
	Connector	HDMIx2 / DP/ USB C/ USBX4 / USB upstream/Earphone	
	Ireless Screen Projection	Supports DLNA (except for PC side)/Miracast/AirPlay	
	Power Source	100-240V~, 50/60Hz 4A	
	Power Consumption	Typical(Default Brightness And Contrast)	97 W
		Max. (Brightness = 100, Contrast =100)	≤379W
		Standby Mode	≤ 0.5 W
USB C	USB C	Reversible Plug Connector	
	Super Speed	Data and Video Transfer	
	DP	Built-in DisplayPort Alt mode	
	Power Delivery	USB PD version 3.0	
	USB C Power Delivery	Up to 90W*(5V/3A, 7V3A,9V/3A, 10V/3A, 12V/3A, 15V/3A, 20V/4.5A)	
Environmental	Temperature	Operating	0°C~ 40°C
		Non-Operating	-25°C~ 55°C
		Perform JB Function to Recommend Temperature	10°~ 40°
	Humidity	Operating	10% ~ 85% (Non-Condensing)
		Non-Operating	5% ~ 93% (Non-Condensing)
	Altitude	Operating	0~ 5000 m (0~ 16404ft)
		Non-Operating	0~ 12192m (0~ 40000ft)

1). The maximum number of display colors supported by this product is 1.07 billion. The setting conditions are shown in the following table (there may be differences due to the output limitations of some graphics cards):

Input signal version Output color format The output resolution The rate of color depth	HDMI 2.1		HDMI 2.0		DP1.4		USB C @Highres	USB C @High-Speed	USB C @Highres	USB C @High-Speed
	YCbCr422	YCbCr444	YCbCr422	YCbCr444	YCbCr422	YCbCr444	YCbCr422		YCbCr444	
	YCbCr420	RGB	YCbCr420	RGB	YCbCr420	RGB	YCbCr420		RGB	
UHD 138Hz 10 bpc	NG	OK	\	\	OK	OK	OK	OK	OK	OK
UHD 138Hz 8 bpc	NG	OK	\	\	OK	OK	OK	OK	OK	OK
UHD 120Hz 10 bpc	OK	OK	\	\	OK	OK	OK	OK	OK	OK
UHD 120Hz 8 bpc	OK	OK	\	\	OK	OK	OK	OK	OK	OK
UHD 60Hz 10 bpc	OK	OK	OK	NG	OK	OK	OK	OK	OK	OK
UHD 60Hz 8 bpc	OK	OK	NG	OK	OK	OK	OK	OK	OK	OK
FHD 60Hz 10 bpc	OK	OK	OK	OK	OK	OK	OK	OK	OK	OK
FHD 60Hz 8 bpc	OK	OK	OK	OK	OK	OK	OK	OK	OK	OK
Low resolution 10 bpc	OK	OK	OK	OK	OK	OK	OK	OK	OK	OK
Low resolution 8 bpc	OK	OK	OK	OK	OK	OK	OK	OK	OK	OK

2). To achieve 3840x2160@138Hz , you must use a graphics card that supports DSC. Please visit the video card manufacturer's website for DSC support.

3). Resolving power 3840x2160@138Hz is overclocking. If there is any error in the display during overclocking, please adjust the refresh rate to 120Hz.

4). When USB C (DP Alt) (HBR3) signal input and "USB" is set to "High Resolution", the maximum resolution is 3840x2160@138Hz .

5). Multi-functional USB C interface, the maximum external output power is 90W. The output power may vary depending on the use scenario and environment, or when connected to different types of notebook computers. The specific data shall be subject to the actual situation.

Preset Display Modes

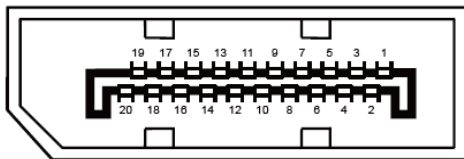
STANDARD	RESOLUTION	HORIZONTAL FREQUENCY(kHz)	VERTICAL FREQUENCY(Hz)
VGA	640x480@60Hz	31.469	59.94
VGA	640x480@67Hz	35	66.667
VGA	640x480@72Hz	37.861	72.809
VGA	640x480@75Hz	37.5	75
VGA	640x480@100Hz	51.08	99.769
VGA	640x480@120Hz	61.91	119.518
DOS MODE	720x400@70Hz	31.469	70.087
DOS MODE	720x480@60Hz	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
FHD	1920x1080@60Hz	67.5	60
FHD	1920x1080@120Hz	137.26	119.982
UHD	3840x2160@60Hz	135	60
UHD	3840x2160@100Hz	225	100
UHD	3840x2160@120Hz	270	120
UHD	3840x2160@138Hz	311.890	138.004

Pin Assignments



19-Pin Color Display Signal Cable

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.



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