# ЛОС



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•		
	Plug and Play	

# 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:

### V

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.

### Δ

**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.

 $\Lambda$  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.

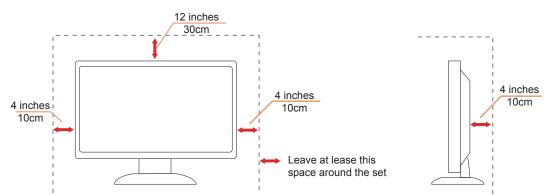
No not place the front of the product on the floor.

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 wall or on the stand:



#### Installed with stand

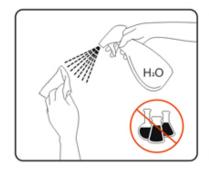
Please purchase a suitable wall mount to avoid the lack of distance between the back signal cable and the wall.

### Cleaning

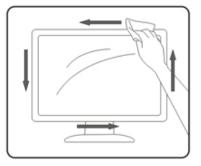
Clean the cabinet regularly with cloth. You can use soft-detergent to wipe out the stain, instead of strong-detergent which will cauterize the product cabinet.

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.

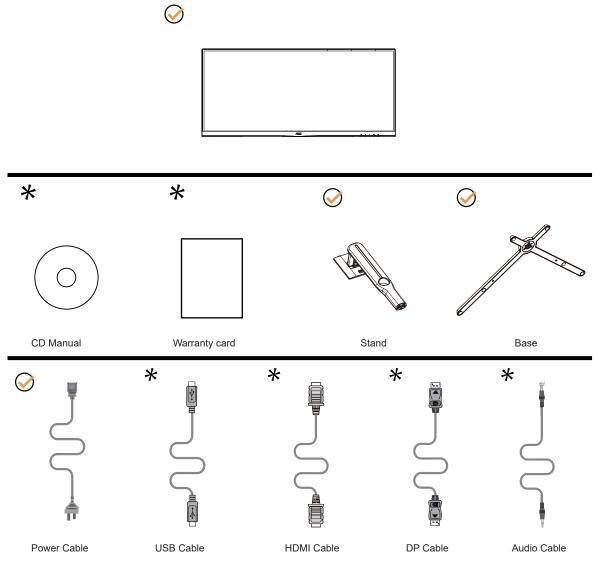
A Make sure that the ventilating openings are not blocked by a table or curtain.

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**

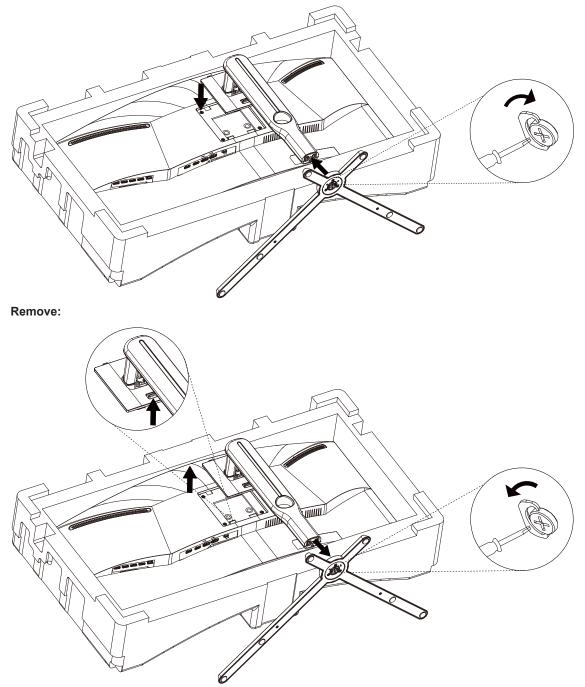


Not all signal cables Ewill be provided for all countries and regions. Please check with the local dealer or AOC branch office for confirmation.

### Setup Base

Please setup or remove the base following the steps as below. Please place the monitor on a soft and flat surface to prevent the scratch.

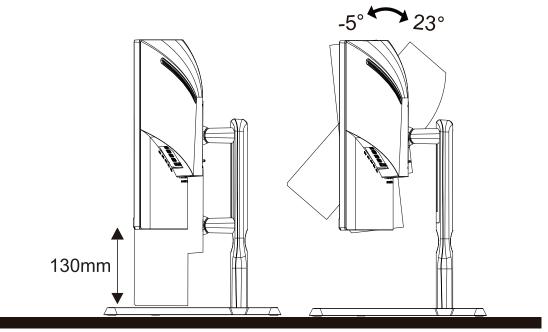
#### Setup:



### **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:



#### 

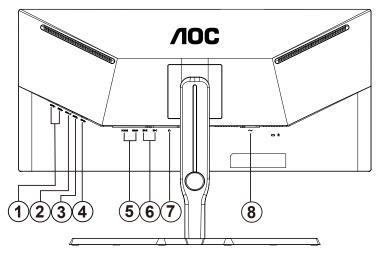
Do not touch the LCD screen when you change the angle. It may cause damage or break the LCD screen.

#### 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. USB 3.2 Gen 1
- 2. USB3. 2 Gen1+Quick Charging
- 3. USB 3.2 Gen 1
- 4. USB-PC upstream
- 5. HDMI
- 6. DisplayPort
- 7. Earphone out
- 8. Power

#### Connect to PC

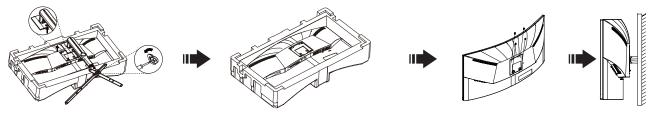
- 1. Connect the power cord to the back of the display firmly.
- 2. Turn off your computer and unplug its power cable.
- 3. Connect the display signal cable to the video connector on the back of your computer.
- 4. Plug the power cord of your computer and your display into a nearby outlet.
- 5. Turn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

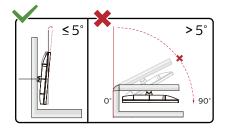
2. Follow the manufacturer's instructions to assemble the wall mounting arm.

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:

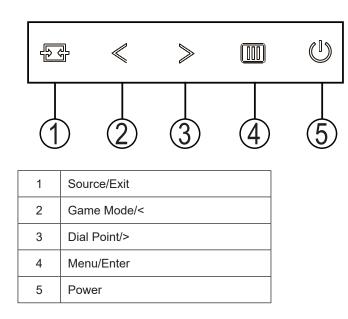
- 1. To avoid potential screen damage, such as panel peeling, ensure that the monitor does not tilt downward by more than -5 degrees.
- 2. Do not press the screen while adjusting the angle of the monitor. Grasp only the bezel.

### Adaptive-Sync function

- 1. Adaptive-Sync function is working with DP/HDMI
- 2. Compatible Graphics Card: Recommend list is as the below, also could be checked by visiting www.AMD.com
- Radeon™ RX Vega series
- Radeon™ RX 500 series
- Radeon™ RX 400 series
- Radeon™ R9/R7 300 series (R9 370/X, R7 370/X, R7 265 except)
- Radeon™ Pro Duo (2016)
- Radeon<sup>™</sup> R9 Nano series
- Radeon™ R9 Fury series
- Radeon™ R9/R7 200 series (R9 270/X, R9 280/X except)

# Adjusting

### Hotkeys



#### Source/Exit

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

#### Game Mode/<

When there is no OSD, press "<" key 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.

#### Dial Point/>

When there is no OSD, press Dial Point button to active Dial Point menu, and then press ">" to set Dial Point on or off.

#### Menu/Enter

Press to display the OSD or confirm the selection.

#### Power

Turn on/off the monitor.

### **OSD Setting**

Basic and simple instruction on the control keys.

<	Color Setup	Picture Boost	OSD Se	PIP PIP Se	Game Setting	) Extra	Exit
Contrast							
Brightness			DCR	Off			
Eco mode			HDR Mode	Off			

- 1. Press the III MENU-button to activate the OSD window.
- Press < Left or > Right to navigate through the functions. Once the desired function is highlighted, press the III MENU-button to activate it, press < Left or > Right to navigate through the sub-menu functions. Once the desired function is highlighted, press IIII MENU-button to activate it.
- 3. Press < Left or > to change the settings of the selected function. Press + to exit. If you want to adjust any other function, repeat steps 2-3.
- OSD Lock Function: To lock the OSD, press and hold the III MENU-button while the monitor is off and then press
   () power button to turn the monitor on. To un-lock the OSD press and hold the III MENU-button while the monitor is off and then press
   () power button to turn the monitor on.

#### Notes:

- 1. If the product has only one signal input, the item of "Input Select" is disable to adjust.
- 2. If the product screen size is 4:3 or input signal resolution is native resolution, the item of "Image Ratio" is disabled.
- 3. One of DCR, Color Boost and Picture Boost functions is activated, the other two function s are turned off accordingly.

#### Luminance

<	Color Setup	Picture Boost	OSD Set	PIP PIP Se	Game Setting	) Extra	Exit
Contrast							
Brightness			DCR	Off			
Eco mode			HDR Mode	Off			

	Contrast	0-100		Contrast from Digital-register.			
	Brightness	0-100		Backlight Adjustment			
		Standard		Standard Mode			
		Text	Т	Text Mode			
		Internet	E	Internet Mode			
	Eco mode	Game		Game Mode			
	Ecomode	Movie	ø	Movie Mode			
		Sports	R	Sports Mode			
		Reading	R	Reading Mode			
~~~		Uniformity	#	Uniformity Mode			
		Gamma1		Adjust to Gamma 1			
	Gamma	Gamma2		Adjust to Gamma 2			
		Gamma3		Adjust to Gamma 3			
	DOD	Off		Disable dynamic contrast ratio			
	DCR	On		Enable dynamic contrast ratio			
		Off					
	HDR Mode	HDR Picture		Adjust HDR Mode			
		HDR Movie					
		HDR Game		1			

#### Note:

The function MBR and Overdrive Boost are available only when Adaptive-Sync is off and the vertical frequency is up to 75 Hz.

### Color Setup

Color Setup	re Boost	OSD Setup	PIP PIP Setting	Game Setting	) Extra	Exit	Luminance
Color Temp.			Red	50			
DCB Mode	Off		Green	50			
DCB Demo	Off		Blue	50			

	Warm		Recall Warm Color Temperature from EEPROM.
	Normal		Recall Normal Color Temperature from EEPROM.
Color Temp.	Cool		Recall Cool Color Temperature from EEPROM.
	sRGB		Recall SRGB Color Temperature from EEPROM.
	User		Restore Color Temperature from EEPROM.
	Full Enhance	On or Off	Disable or Enable Full Enhance Mode
	Nature Skin	On or Off	Disable or Enable Nature Skin Mode
DCB Mode	Green Field	On or Off	Disable or Enable Green Field Mode
DCB Mode	Sky-blue	On or Off	Disable or Enable Sky-blue Mode
	AutoDetect	On or Off	Disable or Enable AutoDetect Mode
	Off		Disable DCB 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			Blue gain from Digital-register.

#### **Picture Boost**

<	OSD Set	up	PIP PIP Setting	Game Setting	X Extra	Exit	Luminance	Color Setup
Bright Frame	<ul> <li>● Off</li> </ul>			htness				0
Frame Size				trast				0

	Bright Frame	On or Off	Disable or Enable Bright Frame
-	Frame Size 14-100		Adjust Frame Size
Brightness 0-100	0-100	Adjust Frame Brightness	
•	Contrast	0-100	Adjust Frame Contrast
	H. position	0-100	Adjust Frame horizontal Position
	V. position	0-100	Adjust Frame vertical Position

#### Note:

Adjust the brightness, contrast, and position of the Bright Frame for better viewing experience.

### OSD Setup

< 🚱 > OSD Setup	PIP PIP Setting	Game Setting	× Extra	Exit	Luminance	Color Setup	Picture Boos	
Language				50		arence		
Timeout							Off ►	
DP Capability				50				

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 support Adaptive Sync function				
H. Position	0-100	Adjust the horizontal position of OSD				
V. Position	0-100	Adjust the vertical position of OSD				
Volume	0-100	Volume Adjustment.				
Transparence	0-100	Adjust the transparence of OSD				
Break	On / Off	Break reminder if the user continuously work for				
Reminder	On / Off	more than 1hrs				

#### Notes:

If the DP video content supports DP1.2/1.4, please select DP1.2/1.4 for DP Capability; otherwise, please select DP1.1.

### **PIP Setting**

< PIP> PIP Setting	Game Setting	X Extra	Exit		Luminance		Color Setup	Picture		OSE	) Setup
PIP Setting	◀ Off									Off	•
Main Source	HDMI2				Right-Up						
Sub Source	HDMI1				Off						
							1				
	PIP Setting	Off / PI	Off / PIP / PBP				Off	Off			
	Main Source	Follow I	Input Seleo	ct Co	ntent		HDMI1				
	Sub Source	Follow I	Input Seleo	ct Co	ntent		HDMI1				
DID	Size	Small, I	Middle, Lar	ge			Small	Small			
	Position		Right-Up /Right-Down / Left-Down / Left-Up			Right-U	Right-Up				
	Audio	On / Of	On / Off				Off	Off			
	Swap						Swap th	Swap the screen source.			

### Game Setting

<ul> <li>&lt; pri&gt;A</li> <li>Game Setting</li> </ul>	X Extra	Exit Luminance	Color Set	tup Pic	ture Boost OSD Setup PIP Setting			
Game Mode Shadow Control Low Input Lag	<ul> <li>Off ▶</li> <li>50</li> <li>On ▶</li> </ul>	Game Color LowBlue Mode Overdrive	<ul> <li>Of</li> <li>Of</li> </ul>		Adaptive-Sync   On   ►     Frame Counter    Off   ►     MBR    0			
		Off			No optimization by Smart image game For playing FPS (first Person Shoot-			
		RTS			ers) games. Improves dark theme black level details. For playing RTS (Real Time Strate- gy). Improves the image quality.			
	Game Mode	Racing			For playing Racing games, Provides fastest response time and high color saturation.			
		Gamer1			User's preference settings saved as Gamer 1.			
		Gamer2			User's preference settings saved as Gamer 2.			
		Gamer3			User's preference settings saved as Gamer 3.			
					Shadow Control Default is 50, then end-user can adjust from 50 to 100 or 0 to increase contrast for clear picture.			
	Shadow Control	0-100		<ol> <li>If picture is too dark to be saw the detail clearly, adjusting from 50 to100 for clear picture.</li> </ol>				
( in the second				<ol> <li>If picture is too white to be saw the detail clearly, adjusting from 50 to 0 for clear picture.</li> </ol>				
	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.			
	LowBlue Mode	Reading / Office / Inte Multimedia / Off	ernet /		Decrease blue light wave by controlling color temperature.			
		Weak						
		Medium			Adjust the response time.			
	Overdrive	Strong Boost (Motion picture 1ms)	e respons	(Boost can only enable in Adaptive- Sync off mode)				
		Off On/Off						
	Adaptive-Sync	/ Left-	Adjust the Adaptive-Sync					
	Frame Counter	Display vertical scanning frequency						
	MBR	0-20			MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.			

#### Extra

< 🔀 >	Exit	- XXX- Luminance	Color Setup	Pic	cture Boost	OSD Setup	PIP PIP Setting	Game Setting
Input Select			DDC/CI				ution : 960(H)X720(	(V) SDR
Off Timer							quency : 56 KHz	
Image Ratio								

	Input Select		Select Input Signal Source	
	Auto Config.	Yes or No	Auto adjust the picture to default	
	Off timer	0-24hrs	Select DC off time	
×	Wide / 4:3 / 1:1 / 17"(4:3) / 19"(4:3) /           Image Ratio         Wide / 4:3 / 1:1 / 17"(4:3) / 19"(4:3) /           29"(5:4) / 19"w(16:10) / 21.5"w(16:9) /         22.5"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	

#### Exit

< 🖌 >	Luminance	Color Setup	Picture Boost	OSD Setup	PIP PIP Setting	Game Setting	)× Extra

### **LED Indicator**

Status	LED Color
Full Power Mode	White
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	<ul> <li>Is the power cord connected properly? Check the power cord connection and power supply.</li> <li>Is the cable connected correctly? (Connected using the HDMI cable) Check the HDMI cable connection. (Connected using the DP cable) Check the DP cable connection.</li> <li>* HDMI/DP input is not available on every model.</li> <li>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.</li> <li>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.</li> </ul>			
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.			
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		CU34G3S			
	Driving system		TFT Color LCD			
Danal	Viewable Imag	e Size	86.36 cm diagonal			
Panel	Pixel pitch		0.23175mm(H) x 0.23175mm(V)			
	Video		HDMI Interface & DP Interface			
	Display Color		16.7M Colors			
	Horizontal sca	n range	30-160KHZ(HDMI) 30-250KHZ(DP)			
	Horizontal scar	n Size(Maximum)	797.22mm			
	Vertical scan ra	ange	48-120HZ(HDMI) 48-165HZ(DP)			
	Vertical Scan S	Size(Maximum)	333.72mm			
	Optimal preset	resolution	3440x1440@60Hz			
Others	Max resolution		3440x1440@100Hz(HDMI) 3440x1440@165Hz(DP)			
	Plug & Play		VESA DDC2B/CI			
	Input Connecto	or	HDMI/DP			
	Power Source		100-240V~, 50/60Hz,1.5A	A		
	Power Consumption	Typical (default brightness and contrast)	57W			
		Max. (brightness = 100, contrast =100)	≤110W			
		Standby mode	≤0.5W			
Physical	Connector Typ	e	HDMI/DP/USB/Earphone out			
Characteristics	Signal Cable T	уре	Detachable			
	Temperature		Operating	0°~ 40°		
			Non-Operating	-25°~ 55°		
   Environmental	Humidity		Operating	10% ~ 85% (non-condensing)		
			Non-Operating	5% ~ 93% (non-condensing)		
	Altitude		Operating	0~ 5000m (0~ 16404ft )		
			Non-Operating	0~ 12192m (0~ 40000ft )		

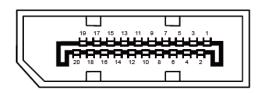
### Preset Display Modes

STANDARD	RESOLUTION	HORIZONTAL FREQUENCY(kHz)	VERTICAL FREQUENCY(Hz)
	640x480@60Hz	31.469	59.94
VGA	640x480@72Hz	37.861	72.809
	640x480@75Hz	37.5	75
	800x600@60Hz	37.879	60.317
SVGA	800x600@72Hz	48.077	72.188
	800x600@75Hz	46.875	75
	1024x768@60Hz	48.363	60.004
XGA	1024x768@70Hz	56.476	70.069
	1024x768@75Hz	60.023	75.029
SXGA –	1280x1024@60Hz	63.981	60.020
SAGA	1280x1024@75Hz	79.976	75.025
	1440x900@60Hz	55.935	59.887
WXGA+	1440x900@60Hz	55.469	59.901
WSXGA -	1680x1050@60Hz	65.290	59.954
WSXGA	1680x1050@60Hz	64.674	59.883
HD	1920x1080@60Hz	67.5	60
	2560x1080@60HZ	66	60
QHD	2560x1080@50HZ	56.25	50
	2560x1080@120HZ	150	120
	3440x1440@30HZ	44.408	29.985
	3440x1440@60HZ	89.819	59.973
WQHD	3440x1440@100HZ	150.972	99.982
	3440X1440@120(DP Only)	181.2	120
	3440X1440@144(DP Only)	214.56	144
	IBM MO	DES	
DOS -	640x350@70Hz	31.469	70.087
003	720x400@70Hz	31.469	70.087
	MAC MC	DES	
VGA	640x480@67Hz	35.000	66.667
SVGA	832x624@75Hz	49.725	74.551
XGA	1024x768@75Hz	60.241	74.927

### **Pin Assignments**



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.