



# LCD Monitor User Manual

CU34G2XE/BK

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# Safety

# **National Conventions**

The following subsections describe national 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:

### ЗŚ

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

### ٨

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

### A

**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.

 ${
m I}$  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.

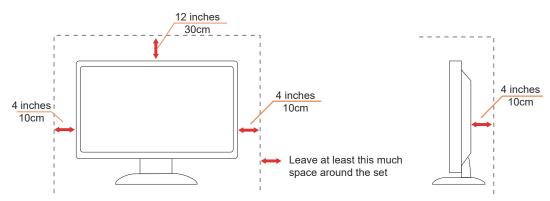
🕂 Do not place the front of the product on the floor.

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 wall or on the stand:



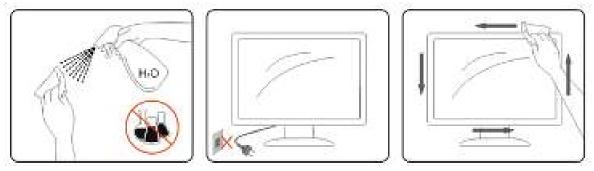
#### Installed with stand

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 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.

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

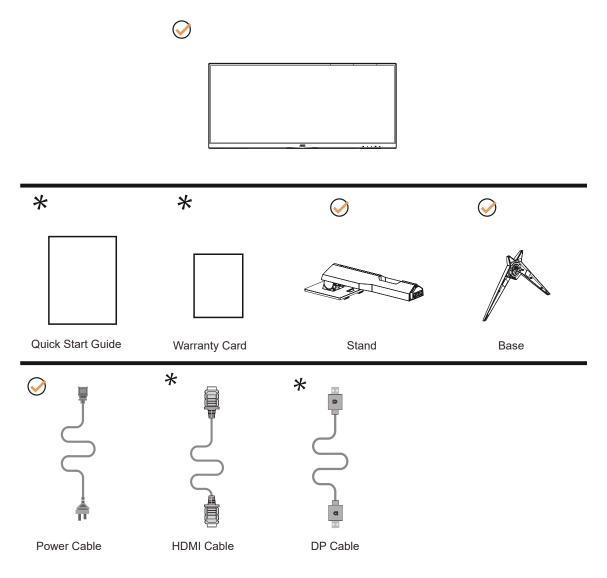
🕂 Do not engage the LCD monitor in severe vibration or high impact conditions during operation.

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

Excessive sound pressure from earphones and headphones can cause hearing loss. Adjustment of the equalizer to maximum increases the earphones and headphones output voltage and therefore the sound pressure level.

# Setup

### **Contents in Box**

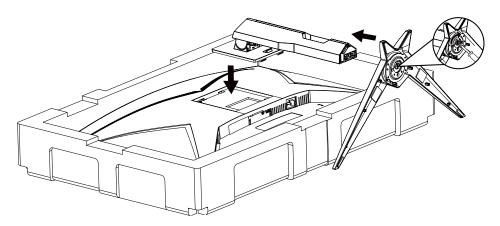


\*Not all signal cables (HDMI/DP cables) will be provided for all countries and regions. Please check with the local dealer or AOC branch office for confirmation.

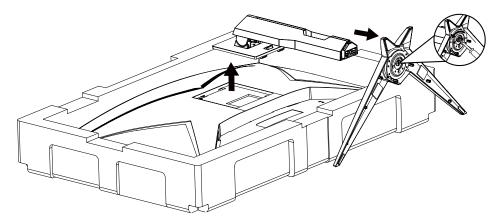
### Stand & Base Setup

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:



Remove:

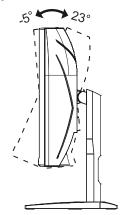


Specification for base screw: M6\*13 mm (effective thread 5.5 mm)



# **Adjusting Viewing Angle**

To achieve the best viewing experience, it is recommended that the user can make sure they are able to look at their whole face on the screen, then adjust the monitor's angle based on personal 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:



### 

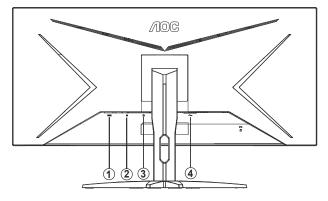
Do not touch the LCD screen when you change the angle. Touching the LCD screen may cause damage.

#### 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:



- 1. HDMI
- 2. DisplayPort
- 3. Earphone out
- 4. 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 to Troubleshoot.

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:

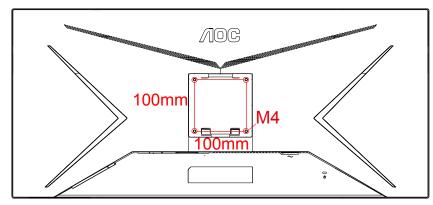
1. Remove the base.

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

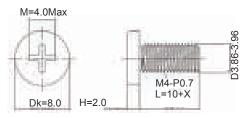
3. Place the wall mounting arm onto the back of the monitor. Line up the holes of the arm with the holes in the back of the monitor.

4. Insert the 4 screws into the holes and tighten.

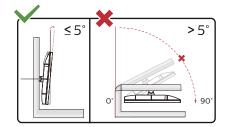
5. Reconnect the cables. Refer to the user's manual that came with the optional wall mounting arm for instructions on attaching it to the wall.



Specification of wall hanger screws M4\*(10+X)mm, (X=Thickness of Wall mount bracket )



With Note: VESA mounting screw holes are not available for all models, please check with the dealer or official department of AOC. Always contact manufacturer for wall-mount installation.



\* 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 works with DP/HDMI
- 2. Compatible Graphics Card: Recommended list is as below, also could be checked by visiting <u>www.AMD.</u> <u>com</u>

#### **Graphics Cards**

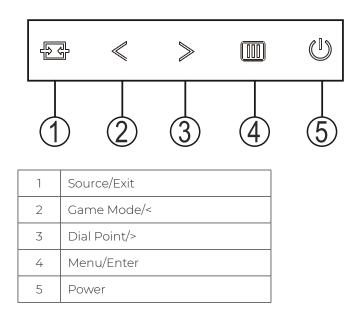
- Radeon™ RX Vega series
- Radeon<sup>™</sup> RX 500 series
- Radeon™ RX 400 series
- · Radeon™ R9/R7 300 series (R9 370/X, R7 370/X, R7 265 except)
- · Radeon™ Pro Duo (2016)
- · Radeon™ R9 Nano series
- · Radeon™ R9 Fury series
- · Radeon™ R9/R7 200 series (R9 270/X, R9 280/X except)

#### Processors

- · AMD Ryzen™ 7 2700U
- AMD Ryzen™ 5 2500U
- AMD Ryzen™ 5 2400G
- · AMD Ryzen<sup>™</sup> 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

# 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 "<" or ">" 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 Set	tup	PII PIP Se	Game Setting	X 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 III 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.
- 4. OSD Lock Function: To lock the OSD, press and hold the **IIII Menu-button** while the monitor is off and then press () power button to turn the monitor on. To unlock the OSD press and hold the **IIII 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" the adjust option is disabled.
- 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	tup	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 🔳		Text Mode		
		Internet	e	Internet Mode		
	Fee mode	Game	1983	Game Mode		
	Eco mode	Movie	ø	Movie Mode		
		Sports	r	Sports Mode		
		Reading	R	Reading Mode		
		Uniformity	#	Uniformity Mode		
-0-		Gammal		Adjust to Gamma 1		
1	Gamma	Gamma2		Adjust to Gamma 2		
		Gamma3		Adjust to Gamma 3		
		Off		Disable dynamic contrast ratio		
	DCR	On	DCR	Enable dynamic contrast ratio		
		Off		Adjust HDR Mode		
		DisplayHDR		Note:		
	HDR	HDR Picture		When HDR is detected, the HDR option is displayed for adjustment. When HDR is not		
		HDR Movie		detected, the HDR Mode option is displayed		
		HDR Game		for adjustment.		
		Off				
		HDR Picture				
	HDR Mode	HDR Movie		Adjust HDR Mode		
		HDR Game				

#### 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.
	DCB Mode	Full Enhance	Disable or Enable Full Enhance Mode
		Nature Skin	Disable or Enable Nature Skin Mode
		Green Field	Disable or Enable Green Field Mode
		Sky-blue	Disable or Enable Sky-blue Mode
		AutoDetect	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	0-100	Blue gain from Digital-register.

### **Picture Boost**

<	OSD Setup	PIP PIP Setting	Game Setting	X Extra	Exit	Luminance	Color Setup
Bright Frame	◀ Off		tness				0
Frame Size			rast				0

	Bright Frame	On or Off	Disable or Enable Bright Frame
	Frame Size14-100Brightness0-100		Adjust Frame Size
			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**

< Contraction of the second se	PIP PIP Setting	Game Setting	× Extra	Exit	Luminance	Color Setup	Picture Boost
Language				50		parence	25
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
Reminder		works for more than 1hrs

#### Notes:

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

### **PIP Setting**

PIP> PIP Setting	Game Setting	× Extra	Exit	Luminance	Color Setup	⊾ ure Boost		) Setup
PIP Setting	◄ Off						Off	►
Main Source	◄ HDMI2			Right-Up				
Sub Source	◄ HDMI1			Off				

	PIP Setting	Off/PIP/PBP	Disable or Enable PIP or PBP.			
	Main Source	Follow Input Select Content	Select main screen source.			
	Sub Source	Follow Input Select Content	Select sub screen source.			
PIP	Size	Small, Middle, Large	Select screen size.			
•••	Position	Right-Up/Right-Down/Left- Down/Left-Up	Set the screen location.			
	Audio	On / Off	Disable or Enable Audio Setup.			
	Swap		Swap the screen source.			

Sub	HDMI	DP
HDMI	V	V
DP	V	V

### Game Setting

Game Mode       Off       Ite and Code       Ite and Cod	<ul> <li>✓ ✓ ✓ ✓</li> <li>Game Setting</li> </ul>	X Extra	Exit Luminance (	Color Setu	up Picture Boost	OSD Setup	PIP PIP Setting
Low input Lag         O         Overdire         Off         No optimization by Smart image game. For playing FPS (First Person Shooters) games. Improves Improves black level in dark theme.           Game Mode         Off         No optimization by Smart image game. For playing FPS (First Person Shooters) games. Improves the image quality. Improves the image quality. For playing RTS (Real Time Strategy). Improves the image quality. For playing RTS (Real Time Strategy). Improves the image quality. Game 1           Game Mode         Racing         For playing RTS (Real Time Strategy). Improves the image quality. Game 1         User's preference settings saved as Game 1.           Game 1         User's preference settings saved as Game 1.         Game 1.         User's preference settings saved as Game 1.           Game 2.         Game 1.         User's preference settings saved as Game 2.         Shadow Control Default is 50, then end- user can adjust from 50 to 100 or 1 to increase/decrease contrast for clear picture.           Shadow Control         0-100         1.         If picture is too dark to be saw the detail clearly, adjusting from 50 to 0 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.           Weak         Medium         Adjust the response time.           Boost Off         Off / Right-Up / Right- Down / Left-Down / Left- Up         D	Game Mode	<ul> <li>Off ►</li> </ul>	Game Color			Frame Counter	Off 🕨
Game Mode         Off         No optimization by Smart image game           FPS         For playing FPS (First Person Shooters) games. Improves black level in dark theme.           Racing         For playing RS (Real Time Strategy). Improves the image quality.           Racing         For playing Racing games. Provides fastest response time and high color saturation.           Camer1         User's preference settings saved as Gamer2.           Gamer2         User's preference settings saved as Gamer3.           Shadow         0-100           0-100         1. If picture is too dark to be saw the detail clearly, adjusting from 50 to100 for clear picture.           Low input Lag         On/Off           Game Color         0-20           Grame Color will provide 0-20 level for adjusting sturation to get better picture.           Medium         Overdrive           Medium         Adjust the response time.           Ower Diff.         Off           Made         /Multimedia / Off           Order         Off           Boost         Off           Off         Display vertical scanning frequency Up           MBR         0-20	Shadow Control	50		Off			0
Game Mode         FPS         For playing FPS (First Person Shooters) games. Improves Improves black level in dark theme.           Racing         For playing RTS (Real Time Strategy). Improves the image quality.           Racing         For playing RTS (Real Time Strategy). Improves the image quality.           Racing         For playing Racing games. Provides fastest response time and high color saturation.           Gamer1         Gamer1.           Gamer2         Gamer1.           Gamer3         Gamer2.           Gamer3         Gamer3.           Shadow Control Default is 50, then end- user can adjust from 50 to 100 or to increase/decrease contrast for clear picture.           Low input Lag         0-100           0.100         1. If picture is too dark to be saw the detail clearly, adjusting from 50 to 100 or 10 to increase/decrease contrast for clear picture.           Low input Lag         On/Off           Game Color         0-20           Game Color         0-20           Game Color         0-20           Keaku         Medium           Mode         /Multimedia/Off           Overdrive         Strong           Boost         Off           Off         Off / Right-Up / Right- Down / Left-Down / Left- Down / Left-Down / Left- Up         Display vertical scanning frequency motion blur.	Low Input Lag	I On I ■	Overdrive <	Off			On 🕨
Game Mode         FPS         For playing FPS (First Person Shooters) games. Improves Improves black level in dark theme.           Racing         For playing RTS (Real Time Strategy). Improves the image quality.           Racing         For playing RTS (Real Time Strategy). Improves the image quality.           Racing         For playing Racing games. Provides fastest response time and high color saturation.           Gamer1         Gamer1.           Gamer2         Gamer1.           Gamer3         Gamer2.           Gamer3         Gamer3.           Shadow Control Default is 50, then end- user can adjust from 50 to 100 or to increase/decrease contrast for clear picture.           Low input Lag         0-100           0.100         1. If picture is too dark to be saw the detail clearly, adjusting from 50 to 100 or 10 to increase/decrease contrast for clear picture.           Low input Lag         On/Off           Game Color         0-20           Game Color         0-20           Game Color         0-20           Keaku         Medium           Mode         /Multimedia/Off           Overdrive         Strong           Boost         Off           Off         Off / Right-Up / Right- Down / Left-Down / Left- Down / Left-Down / Left- Up         Display vertical scanning frequency motion blur.							
Game Mode         FPS         games. Improves Improves black level in dark theme.           Game Mode         RTS         For playing R15 (Real Time Strategy). Improves the image quality.           Racing         For playing R15 (Real Time Strategy). Improves the image quality.           Racing         For playing R15 (Real Time Strategy). Improves the image quality.           Gamer1         User's preference settings saved as Gamer2.           Gamer2         User's preference settings saved as Gamer 3.           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/decrease contrast for clear picture.           Shadow Control         0-100           1         If picture is too dark to be saw the detail clearly, adjusting from 50 to 0 for clear picture.           Low input Lag         On/Off           Low input Lag         On/Off           Game Color         0-20           Verait         Reading / Office / Internet /Multimedia / Off           Correase blue light wave by controlling color temperature.           Weak         Medium           Mode         Medium           Off         Off           Frame Counter         Off           MBR         0-20           MBR         0-20 <th></th> <td></td> <td></td> <td></td> <td></td> <td>•</td> <th>0 0</th>						•	0 0
Game Mode         R1S         Improves the image quality.         Composition of the provides fastest response time and high color saturation.           Gamer1         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         Onloo         1. If picture is too dark to be saw the detail clearly, adjusting from 50 to 100 or 0 to increase/decrease contrast for clear picture.           Low input Lag         On/Off         1. If picture is too white to be saw the detail clearly, adjusting from 50 to 0           Game Color         0-100         1. If picture is too white to be saw the detail clearly, adjusting from 50 to 0           Low input Lag         On/Off         Turn off frame buffer to decrease input lag           Game Color         0-20         Came Color will provide 0-20 level for adjusting stauration to get better picture.           LowBlue         Reading / Office / Internet         Decrease blue light wave by controlling color temperature.           Weak         Medium         Adjust the response time.           Boost         Off         Display vertical scanning frequency           Up         MBR (Motion Blur Reduction) will provide 0-20 levels for adjusting visible motion blur.			FPS		games. Impr	oves Improves k	
Game Mode         Racing         For playing Racing games, Provides fastest response time and high color saturation.           Gamer1         User's preference settings saved as Gamer2.         Gamer1.           Gamer3         User's preference settings saved as Gamer 3.         Gamer 3.           Shadow Control Default is 50, then end- user can adjust from 50 to 100 or 0 to increase/decrease contrast for clear picture.         1. If picture is too dark to be saw the detail clearly, adjusting from 50 to 100 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.           Low Blue         Reading / Office / Internet Mode         Medium           Overdrive         Strong         Adjust the response time.           Frame Counter         Off / Right-Up / Right- Down / Left-Down / Left- Down / Left-Down / Left- Down / Left-Down / Left- Down / Left-Down / Left- Down / Left-Own / Left- Down / Left-Own / Left- Down / Left-Own / Left- Down / Left-Down / Left- Down / Left-Down / Left- Down / Left-Own / Left- Down / Left-Own / Left- Down / Left-Own / Left- Down / Left-Own / Left- Down / Left-Down / Left- Down / Left- Down / Left- Down / Left-Down / Left-			RTS				
Shadow Cameri       Gameri       User's preference settings saved as Gamer 1.         Gameri       User's preference settings saved as Gamer 2.         Gameri       User's preference settings saved as Gamer 3.         Shadow Control       0-100         Shadow Control       0-100         Image: Preference settings control befault is 50, then end-user can adjust from 50 to 100 or 0 to increase/decrease contrast for clear picture.         Low input Lag       0-100         Low input Lag       On/Off         Low input Lag       On/Off         Game Color       0-20         Game Color weak       Medium         Mode       /Multimedia / Off         Weak       Medium         Adjust the response time.         Boost       Off         Off       Display vertical scanning frequency         MBR       0-20       MBR (Motion Blur Reduction) will provide 0-20 will provide 0-20 will provide 0-20 level picture.					For playing F	acing games, F	Provides
GamerI         User's preference settings saved as Gamer 1.           Gamer2         User's preference settings saved as Gamer 3.           Gamer3         User's preference settings saved as Gamer 3.           Shadow         0-100           0-100         1. If picture is too dark to be saw the detail clearly, adjusting from 50 to 100 or 0 to 100 for clear picture.           Low input Lag         On/Off           Came Color         0-20           Game Color         0-20           Game Color         0-20           Keak         Medium           Mode         Off / Right-Up / Right- Down / Left-Down / Left- Up           MBR         0-20           MBR         0-20		Game Mode	Racing			nse time and hi	gh color
Gamer 1.       Gamer 2.       User's preference settings saved as Gamer 2.         Gamer 3       User's preference settings saved as Gamer 3.         Shadow Control Default is 50, then enduser can adjust from 50 to 100 or 0 to increase/decrease contrast for clear picture.         0-100       1. If picture is too dark to be saw the detail clearly, adjusting from 50 to 100 for clear picture.         Low input Lag       On/Off         Game Color       0-20         Game Color       0-20         Game Color       0-20         Keaking       Medium         Mode       Multimedia / Off         Decrease blue light wave by controlling color temperature.         Weak       Medium         Adjust the response time.         Frame Counter       Off / Right-Up / Right-Down / Left-Down			Camerl			ence settings sa	aved as
Camer 2.         Gamer 3.           Gamer 3.         User's preference settings saved as Gamer 3.           Shadow Control Default is 50, then enduser can adjust from 50 to 100 or 0 to increase/decrease contrast for clear picture.           Shadow Control         0-100           One of the setting saved as the detail clearly, adjusting from 50 to 100 or 0 to increase/decrease contrast for clear picture.           Low input Lag         On/Off           Game Color         0-100           Low input Lag         On/Off           Game Color         0-20           Game Color         0-20           Game Color         0-20           Game Color         0-20           Keading / Office / Internet         Decrease blue light wave by controlling color temperature.           Mode         Multimedia / Off           Weak         Medium           Overdrive         Strong           Boost         Off           Off R         Display vertical scanning frequency           MBR         0-20					Gamer 1.	ence settings s	aved as
Shadow Control         0-100         Image: Figure F			Gamer2		Gamer 2.	-	
Shadow Control         0-100         Shadow Control Default is 50, then end- user can adjust from 50 to 100 or 0 to increase/decrease contrast for clear picture.           I         If picture is too dark to be saw the detail clearly, adjusting from 50 to100 for clear picture.         If picture is too dark to be saw the detail clearly, adjusting from 50 to 0 for clear picture.           Low input Lag         On/Off         Turn off frame buffer to decrease input lag           Game Color         0-20         Game Color vill provide 0-20 level for adjusting saturation to get better picture.           LowBlue         Reading / Office / Internet /Multimedia / Off         Decrease blue light wave by controlling color temperature.           Weak         Medium         Adjust the response time.           Frame Counter         Off / Right-Up / Right- Down / Left-Down / Left- Up         Display vertical scanning frequency wate 0 - 20 levels for adjusting visible motion blur.			Gamer3				
Control       Control       detail clearly, adjusting from 50 to 1000 for clear picture.         Low input Lag       On/Off       Turn off frame buffer to decrease input lag         Game Color       0-20       Game Color vill provide 0-20 level for adjusting saturation to get better picture.         LowBlue       Reading / Office / Internet / Multimedia / Off       Decrease blue light wave by controlling color temperature.         Veak       Medium       Adjust the response time.         Frame Counter       Off / Right-Up / Right-Down / Left-Down blur.         MBR       0-20       MBR (Motion Blur Reduction) will provide 0 - 20 levels for adjusting visible motion blur.			0-100		user can adjust from 50 to 100 or 0 to increase/decrease contrast for clear picture.		
Image: Construct of the second sec					to100 for o 2. If picture	clear picture. is too white to b	e saw the
Low input LagOn/OnlagGame Color0-20Game Color will provide 0-20 level for adjusting saturation to get better picture.LowBlue ModeReading / Office / Internet / Multimedia / OffDecrease blue light wave by controlling color temperature.Mode/ Multimedia / Offdecrease blue light wave by controlling color temperature.OverdriveStrongAdjust the response time.Boost OffOffOffFrame CounterOff/Right-Up/Right- Down / Left-Down / Left- UpDisplay vertical scanning frequencyMBR0-20MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.					for clear picture.		
Game Color     0-20     for adjusting saturation to get better picture.       LowBlue     Reading / Office / Internet / Multimedia / Off     Decrease blue light wave by controlling color temperature.       Mode     / Multimedia / Off     Decrease blue light wave by controlling color temperature.       Overdrive     Weak     Medium       Overdrive     Strong     Adjust the response time.       Boost     Off     Off       Frame Counter     Off / Right-Up / Right-Down / Left-Down /		Low input Lag	On/Off		lag		
LowBlue Mode       Reading / Office / Internet / Multimedia / Off       Decrease blue light wave by controlling color temperature.         Weak       Medium       Adjust the response time.         Overdrive       Strong       Adjust the response time.         Boost       Off       Off         Off       Off / Right-Up / Right- Down / Left-Down / Left- Up       Display vertical scanning frequency         MBR       0-20       MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.		Game Color	0-20		for adjusting		
Weak       Medium         Overdrive       Strong         Boost       Off         Off       Off/Right-Up/Right- Down / Left-Down / Left- Up       Display vertical scanning frequency         MBR       0-20       MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.				rnet	Decrease blu		controlling
Overdrive       Medium         Strong       Adjust the response time.         Boost       Off         Off       Off/Right-Up/Right- Down / Left-Down / Left- Up       Display vertical scanning frequency         MBR       0-20       MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.		Mode			<u>color temper</u>	ature.	
Overdrive     Strong     Adjust the response time.       Boost     Off       Off     Off/Right-Up/Right- Down / Left-Down / Left- Up     Display vertical scanning frequency       MBR     0-20     MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.							
Boost         Off         Frame Counter       Off/Right-Up/Right- Down/Left-Down/Left- Up       Display vertical scanning frequency         MBR       0-20       MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.		Overdrive			Adjust the re	sponse time.	
Off       Frame Counter     Off / Right-Up / Right- Down / Left-Down / Left- Up     Display vertical scanning frequency       MBR     0-20     MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.							
Frame Counter       Off / Right-Up / Right- Down / Left-Down / Left- Up       Display vertical scanning frequency         MBR       0-20       MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.					-		
Frame Counter     Down / Left-Down / Left- Up     Display vertical scanning frequency       MBR     0-20     MBR (Motion Blur Reduction) will provide 0 – 20 levels for adjusting visible motion blur.							
MBR   0-20   provide 0 – 20 levels for adjusting visible motion blur.			Down/Left-Down/Le			_	
		MBR	0-20		provide 0 – 20		
		Adaptive-Sync	On/Off			daptive-Sync	

### 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
	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

### Exit



Exit		Exit the main OSD
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# **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 image on the screen	<ul> <li>Is the power cord connected properly? Check the power cord connection and power supply.</li> <li>Is the video 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.) 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> <li>Make sure the AOC Monitor Drivers are installed.</li> </ul>			
Picture Is Fuzzy & Has Ghosting Shadowing Problem	Adjust the Contrast and Brightness Controls. Press hot-key (AUTO) 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 hot-key (AUTO) to auto-adjust.			
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**

	Model name	CU34G2XE/BK			
	Driving system	TFT Color LCD			
Panel	Viewable Image Size	86.36 cm diagonal			
Panel	Pixel pitch	0.23175mm(H) x 0.23175	ōmm(V)		
	Video	HDMI Interface & DP Interface			
	Display Color	16.7M Colors			
	Horizontal scan range	30k-160kHZ(HDMI) 30k-220kHZ(DP)			
	Horizontal scan Size(Maximum)	797.22mm			
	Vertical scan range	48-100HZ(HDMI) 48-144HZ(DP)			
	Vertical Scan Size(Maximum)	333.72mm			
	Optimal preset resolution	3440x1440@60Hz			
Others	Max resolution	3440x1440@100Hz(HDMI) 3440x1440@144Hz(DP)			
Others	Plug & Play	VESA DDC2B/CI			
	Input Connector	HDMI/DP			
	Power Source	100-240V~, 50/60Hz,1.5A			
		Typical (default brightness and contrast)	52W		
	Power Consumption	Max. (brightness = 100, contrast =100)	≤84W		
		Standby mode	≤0.5W		
Physical	Connector Type	HDMI/DP/USB/Earpho	ne out		
Characteristics	Signal Cable Type	Detachable			
	Temperature	Operating	0°C~ 40°C		
		Non-Operating	-25°C~ 55°C		
Environmental	Humidity	Operating	10% ~ 85% (non- condensing)		
		Non-Operating 5% ~ 93% (non- condensing)			
	Altitude	Operating	0m~5000m(0ft~16404ft )		
		Non-Operating	0m~12192m(0ft~40000ft )		



Preset	Display	Modes
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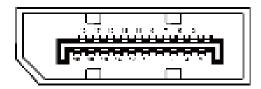
STANDARD	RESOLUTION(+/-1Hz)	HORIZONTAL FREQUENCY(kHz)	VERTICAL FREQUENCY(Hz)	
	640x480@60Hz	31.469	59.94	
VGA	640x480@72Hz	37.861	72.809	
	640x480@75Hz	37.5	75	
	800x600@60Hz	37.879	60.317	
SVGA	800x600@72Hz	48.077	72.188	
	800x600@75Hz	46.875	75	
	1024x768@60Hz	48.363	60.004	
XGA	1024x768@70Hz	56.476	70.069	
	1024x768@75Hz	60.023	75.029	
SXGA	1280x1024@60Hz	63.981	60.020	
SXGA	1280x1024@75Hz	79.976	75.025	
WXGA+	1440x900@60Hz	55.935	59.887	
VVXGA+	1440x900@60Hz	55.469	59.901	
WSXGA	1680x1050@60Hz	65.290	59.954	
VVSAGA	1680x1050@60Hz	64.674	59.883	
FHD	1920x1080@60Hz	67.5	60	
	2560x1080@60HZ	66	60	
WFHD -	2560x1080@50HZ	56.25	50	
	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	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		

Note: According to the VESA standard, there may be a certain error (+/-1Hz) when calculating the refresh rate (field frequency) of different operating systems and graphics cards. In order to improve compatibility, the nominal refresh rate of this product has been rounded off. Please refer to the actual product.

# **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 O (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_Lanel(n)	17	AUX_CH(n)
8	GND	18	Hot Plug Detect
9	ML_Lanel(p)	19	Return DP_PWR
10	ML_Lane O (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.