

Adjusting the screen resolution

Due to the nature of liquid crystal display (LCD) technology, the picture resolution is always fixed. For the best display performance, please set the display to its maximum resolution that is the same with the monitor aspect ratio. This is called “Native Resolution” or maximal resolution – that is, the clearest picture. Lower resolutions are displayed on a full screen through an interpolation circuit. Image blurring across pixel boundaries can occur with the interpolated resolution depending upon the image type and its initial resolution.



To find out the monitor aspect ratio and native resolution of the purchased model, please check the Specification on the website.



- To take full advantage of LCD technology you should select the native resolution setting of your PC screen as described below. Be aware that not all PC video cards provide this resolution value. If yours doesn't, check with the video card manufacturer's website for an updated driver for your particular model PC video card which supports this resolution. Software video drivers are often updated and available for new hardware video resolutions. If necessary, you may need to replace and update the PC video card hardware to be able to support the native resolution of the monitor.
- Depending on the operating system on your PC, different procedures should be followed to adjust the screen resolution. Refer to the help document of your operating system for details.

1. Open **Display Properties** and select the **Settings** tab.

You can open **Display Properties** by right-clicking on the Windows desktop and selecting **Properties** from the pop-up menu.

2. Use the slider in the ‘Screen area’ section to adjust the screen resolution.

Select the recommended resolution (maximum resolution) then click **Apply**.



If you select some other resolution, be aware that this other resolution is interpolated and may not accurately display the screen image as well as it could do at the native resolution setting.

3. Click **OK** then **Yes**.

4. Close the **Display Properties** window.

If your input source does not provide an image which is the same with the monitor aspect ratio, the displayed image may appear stretched or distorted. To maintain the original aspect ratio, image scaling options can be found in the “Display Mode” adjustment. See the user manual for more information.

Adjusting the screen refresh rate

You don't have to choose the highest possible refresh rate on an LCD display, because it is not technically possible for an LCD display to flicker. The best results are obtained by using the factory modes already set in your computer.



Depending on the operating system on your PC, different procedures should be followed to adjust the screen resolution. Refer to the help document of your operating system for details.

1. Double click the **Display** icon in **Control Panel**.
2. From the **Display Properties** window, select the **Settings** tab and click the **Advanced** button.
3. Select the **Adapter** tab, and select an appropriate refresh rate to match one of the applicable factory modes as listed in the specification table.
4. Click **Change**, **OK**, then **Yes**.
5. Close the **Display Properties** window.

Preset display modes

Models with UHD panel

| Timing support | | | | | | | |
|---------------------------|----------------------|--------------------|--------------|-------------|--------------|-----------|--------------|
| PC / Video signal support | | Input port | | | | | |
| Resolution | Frame frequency (Hz) | DisplayPort (V1.4) | | HDMI (V2.0) | | USB-C™ | |
| | | PC timing | Video timing | PC timing | Video timing | PC Timing | Video Timing |
| 640x480 | 60 | v | v | v | v | v | v |
| 640x480 | 75 | v | | v | | v | |
| 720x400 | 70 | v | | v | | v | |
| 720x480 | 60 | | v | | v | | v |
| 800x600 | 60 | v | | v | | v | |
| 800x600 | 75 | v | | v | | v | |
| 832x624 | 75 | v | | v | | v | |
| 1024x768 | 60 | v | | v | | v | |
| 1024x768 | 75 | v | | v | | v | |
| 1152x870 | 75 | v | | v | | v | |
| 1280x720 | 50 | | v | | v | | v |
| 1280x720 | 60 | v | v | v | v | v | v |
| 1280x800 | 60 | v | | v | | v | |
| 1280x1024 | 60 | v | | v | | v | |
| 1280x1024 | 75 | v | | v | | v | |
| 1680x1050 | 60 | v | | v | | v | |
| 1600x900 | 60 | v | | v | | v | |
| 1920x1080 | 24 | | v | | v | | v |
| 1920x1080 | 25 | | v | | v | | v |
| 1920x1080 | 30 | | v | | v | | v |
| 1920x1080 | 50 | | v | | v | | v |
| 1920x1080 | 60 | v | v | v | v | v | v |
| 2560x1440 | 60 | v | | v | | v | |
| 3840x2160 | 24 | | v | | v | | v |
| 3840x2160 | 25 | | v | | v | | v |
| 3840x2160 | 30 | | v | | v | | v |
| 3840x2160 | 50 | | v | | v | | v |
| 3840x2160 | 60 | v | v | v | v | v | v |



- To obtain the best image quality, refer to the above table to set the timing and the resolution of the input source.
- To make sure the above timing works, check the compatibility and specifications of your graphic card first.
- The timing needs to work with the specified input ports. Available input ports and signals vary by model.

4K UHD (3840x2160) video input

| Color space | YCbCr 4:2:0 | | | | | |
|-------------------------|-------------|--------|------------|--------|------------|--------|
| Max. bit | 8 bit | | 10 bit | | 12 bit | |
| Frame frequency | 24, 25, 30 | 50, 60 | 24, 25, 30 | 50, 60 | 24, 25, 30 | 50, 60 |
| HDMI | v | v | v | v | v(*) | v(*) |
| DisplayPort | v | v | v | v | v(*) | v(*) |
| USB-C™ (DP Alt mode) | v | v | v | v | v(*) | v(*) |

| Color space | YCbCr 4:2:2 | | | | YCbCr 4:4:4 / RGB 4:4:4 | | | |
|-------------------------|-------------|--------|------------|--------|-------------------------|--------|------------|----|
| Max. bit | 8 bit | | 10 bit | | 8 bit | | 10 bit | |
| Frame frequency | 24, 25, 30 | 50, 60 | 24, 25, 30 | 50, 60 | 24, 25, 30 | 50, 60 | 24, 25, 30 | 60 |
| HDMI | v | v | v | v | v | v | v | |
| DisplayPort | v | v | v | v | v | v | v | v |
| USB-C™ (DP Alt mode) | v | v | v | v | v | v | v | v |



*: The monitor receives 12-bit data and displays 10-bit colors.

Image disruption may occur as a result of signal frequency differences from graphic cards which do not correspond with the usual standard. This is not, however, an error. You may improve this situation by altering an automatic setting or by manually changing the phase setting and the pixel frequency from the “DISPLAY” menu.

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