

# LCD Monitor User Manual

DesignVue Designer Monitor | PD Series



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BenQ flicker-free technology maintains a stable backlight with a DC dimmer that eliminates the primary cause of monitor flicker, making it easier on the eyes. The performance of flicker-free may be affected by external factors such as poor cable quality, unstable power supply, signal interference, or poor grounding, and not limited to the above mentioned external factors. (Applicable for flicker-free models only.)

# **BenQ ecoFACTS**

BenQ has been dedicated to the design and development of greener product as part of its aspiration to realize the ideal of the "Bringing Enjoyment 'N Quality to Life" corporate vision with the ultimate goal to achieve a low-carbon society. Besides meeting international regulatory requirement and standards pertaining to environmental management, BenQ has spared no efforts in pushing our initiatives further to incorporate life cycle design in the aspects of material selection, manufacturing, packaging, transportation, using and disposal of the products. BenQ ecoFACTS label lists key eco-friendly design highlights of each product, hoping to ensure that consumers make informed green choices at purchase. Check out BenQ's CSR Website at http://csr.BenQ.com/ for more details on BenQ's environmental commitments and achievements.

# Product carbon footprint (PCF)

The carbon footprint of a product is the estimated carbon emission throughout its entire life cycle. The information may be available on the package or online.

The carbon footprint stated for this product is the current estimate and the actual result may be subject to change due to unforeseen conditions. This means the actual product carbon footprint may be different from the declared statement.

You may not find your product's carbon footprint as it was not available at the time the product was shipped. The information should be online once it's available.



# **Product support**

This document aims to provide the most updated and accurate information to customers, and thus all contents may be modified from time to time without prior notice. Please visit the website for the latest version of this document and other product information. Available files vary by model.

- 1. Make sure your computer is connected to the Internet.
- 2. Visit the local website from Support.BenQ.com. The website layout and content may vary by region/country.
  - User manual and related document
  - Drivers and applications
  - (EU only) Dismantled information: Available on the user manual download page. This document is provided based on Regulation (EU) 2019/2021 to repair or recycle your product. Always contact the local customer service for servicing within the warranty period. If you wish to repair an out-of-warranty product, you are recommended to go to a qualified service personnel and obtain repair parts from BenQ to ensure compatibility. Do not disassemble the product unless you are aware of the consequences. If you cannot find the dismantled information on your product, contact the local customer service for assistance.

# Firmware upgrade

You are recommended to upgrade the product to the latest firmware version (if available) and refer to the most up-to-date user manual to make best use of the product.

To upgrade your monitor, download and install the **Display QuicKit** software from the BenQ website.

- Support.BenQ.com > model name > Software & Driver > Display QuicKit (available only when your monitor is compatible)
- Support.BenQ.com > Display QuicKit (availability may vary by region)

The software utility checks the compatibility of your monitor automatically once launched. Refer to the user manual of the software utility for instructions.

If your monitor is not compatible with **Display QuicKit**, and you wonder if there is an updated firmware version available, please contact BenQ customer service.

# Advanced software

Apart from the built-in technologies and features available on this product, you are provided with more software applications to enhance and extend the product functionality. Download the software and its user guide as instructed from the BenQ website.

#### Display Pilot 2

Display Pilot 2 is a software utility that allows for quick accurate tuning of the display with the ability to easily save and use monitor configurations that are best suited for you. All adjustments are controlled via software to eliminate the need to use the monitor on-screen displays (OSD).

In the OSD menu, go to System > Software for quick access to the Display Pilot 2 download page.

#### Display ColorTalk

Display ColorTalk is a software provides an intuitive interface to match the colors of multiple displays, whether it's a MacBook display with a single monitor or across multiple monitors.

#### Palette Master Ultimate

The Palette Master Ultimate software simplifies and speeds up calibration process. With visualized menus and friendly UI design, you can achieve software calibration that meet international standards for long-term color accuracy, even without prior experience. Visit BenQ Palette Master Ultimate website for more information and supported models and calibrators.

EPREL Registration Number: PD2706QN: 2123725 PD3226G: 2198344 PD2730S: 2199584

# Q&A index

Start with the topics that you are interested in.

### Setup

|       | How to set up the monitor and turn it on?                                   |          |
|-------|---|----------|
|       | Safety precautions  | 8        |
|       | How to assemble your monitor hardware<br>Connect the PC video cable.        | 26<br>29 |
|       | Adjusting the monitor height  | 29<br>34 |
|       | How to adjust the monitor viewing angle                                     | 54       |
|       |   | 36       |
|       | Viewing angle adjustment How to wall mount the monitor?                     | 30       |
|       | Using the monitor wall mounting kit (purchased separately)                  | 37       |
| Inpu  | t source and color setting  |          |
| -     | How to switch the input sources?  |          |
|       | Connect the PC video cable.   | 29       |
|       | Signal Input  | 55       |
|       | Is there any recommended color setting for certain scenario?                |          |
|       | Choosing an appropriate color mode  | 45       |
|       | What menu options are available to each color mode?                         |          |
|       | Available menu options to each Color Mode                                   | 62       |
|       | How to watch HDR content?   |          |
|       | Working with HDR technology   | 45       |
| Usef  | ful tools to enhance efficiency   |          |
|       | How can I efficiently manage the display settings?<br>Display Pilot 2       | 5        |
|       | Can I control two computers with one set of keyboard and mouse?             |          |
|       | Sharing a set of keyboard, mouse, and the other USB peripherals with<br>KVM | 47       |
|       | How to split my screen to show two sources at the same time?                |          |
|       | Displaying two sources at the same time (PIP/PBP)(selected models only)     | 50       |
|       | How to connect two or more monitors to have more screen                     |          |
|       | space?  |          |
|       | Connecting multiple monitors via daisy chain                                | 51       |
| Calil | pration and color management tools  |          |
|       | How to calibrate the monitor?   |          |
|       | Palette Master Ultimate   | 5        |

| How to match colors across screens without a calibrator?<br>Display ColorTalk | 5  |
|---|----|
| Menus and accessories   |    |
| Can I set hot keys to frequently used functions or menus?                     |    |
| Customizing the function key  | 40 |
| Customizing your Hotkey Puck G3   | 43 |
| How to use the OSD menu?  |    |
| 5-way controller and basic menu operations                                    | 39 |
| Navigating the main menu  | 54 |
| How to use the provided controller (Hotkey Puck Gen3)?                        |    |
| Hotkey Puck G3 and its effective range  | 41 |
| Working with the Dial Quick Menu  | 43 |
| Setting up Hotkey Puck G3 for more than one monitor (IR Channel<br>Setting)   | 44 |
| Maintenance and product support   |    |
| How to clean the monitor?   |    |
| Care and cleaning   | 11 |
| Cleaning the LCD screen   | 13 |
| How to keep the monitor not in use for a long time?                           |    |
| How to detach the stand   | 32 |
| Care and cleaning   | 11 |
| I need more support.  |    |
| Product support   | 4  |
| Servicing   | 11 |

# Safety precautions

# Power safety

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Please follow these safety instructions for best performance, and long life for your monitor.



- The AC plug isolates this equipment from the AC supply.
- The power supply cord serves as a power disconnect device for pluggable equipment. The socket outlet should be installed near the equipment and be easily accessible.
- This product should be operated from the type of power indicated on the marked label. If you are not sure of the type of power available, consult your dealer or local power company.
- The Class I pluggable equipment Type A must be connected to protective earth.
- An approved power cord greater or equal to H03VV-F or H05VV-F, 2G or 3G, 0.75mm<sup>2</sup> must be used.
- Use only the power cord provided by BenQ. Never use a power cord that appears to be damaged or frayed.
- To avoid possible damage to the monitor, do not use it in a region where power supply is unstable.
- Ensure that the power cord is connected to a grounded power outlet before turning on the monitor.
- To avoid possible danger, observe the total electric load when using the monitor with a (multi-outlet) extension cord.
- Always turn off the monitor before unplugging the power cord.

For Germany only:

- (If the weight of the product is less than or equal to 3 kg) An approved power cord greater or equal to H03VV-F, 3G, 0.75mm<sup>2</sup> must be used.
- (If the weight of the product is more than 3 kg) An approved power cord greater or equal to H05VV-F or H05RR-F, 3G, 0.75mm<sup>2</sup> must be used.
- (If a remote control is provided) RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS.

For models with adapter:

- Use only the power adapter supplied with your LCD Monitor. Use of another type of power adapter will result in malfunction and/or danger.
- Allow adequate ventilation around the adapter when using it to operate the device or charge the battery. Do not cover the power adapter with paper or other objects that will reduce cooling. Do not use the power adapter while it is inside a carrying case.
- Connect the power adapter to a proper power source.
- Do not attempt to service the power adapter. There are no service parts inside. Replace the unit if it is damaged or exposed to excess moisture.

# Installation

- Do not use your monitor under any of the following environmental conditions:
  - Extremely high or low temperature, or in direct sunlight
  - Dusty places
  - Highly humid, exposed to rain, or close to water
  - Exposed to vibrations or impacts in places such as cars, buses, trains, and other rail vehicles
  - Near heating appliances such as radiators, heaters, fuel stoves, and other heat-generating items (including audio amplifiers)
  - · An enclosed place (such as a closet or bookcase) without appropriate ventilation
  - An uneven or sloping surface
  - Exposed to chemical substances or smoke
- Carry the monitor carefully.
- Do not place heavy loads on the monitor to avoid possible personal injury or damage to the monitor.
- Ensure that children do not hang or climb onto the monitor.
- Keep all packing bags out of reach of children.

# Operation

- To protect your eyesight, please refer to the user manual to set the optimal screen resolution and the viewing distance.
- To reduce eye fatigue, take a break on a regular basis while using the monitor.
- Avoid taking either one of the following actions for a long time. Otherwise, burn marks may occur.
  - Play images that cannot occupy the screen entirely.
  - Place a still image on the screen.
- To avoid possible damage to the monitor, do not touch the monitor panel by finger tip, pen, or any other sharp objects.
- Excessively frequent plug and unplug of video connectors may cause damage to the monitor.
- This monitor is designed mainly for personal use. If you want to use the monitor in a public place or a harsh environment, contact your nearest BenQ service center for assistance.
- To avoid possible electric shock, do not dissemble or repair the monitor.
- If a bad smell or an abnormal sound appears to come from the monitor, contact your nearest BenQ service center for assistance immediately.

### Caution

- The monitor should be 50 ~ 70 cm (20 ~ 28 inches) away from your eyes.
- Looking at the screen for an extended period of time causes eye fatigue and may deteriorate your eyesight. Rest your eyes for 5 ~ 10 minutes for every 1 hour of product use.
- Reduce your eye strain by focusing on objects far way.
- Frequent blinking and eye exercise help keep your eyes from drying out.
- The User 1 mode under Color Mode and the Low Blue Light value set to 5 is TUV certified.

# Safety notice for remote control (applicable if a remote control is provided)

- Do not put the remote control in the direct heat, humidity, and avoid fire.
- Do not drop the remote control.
- Do not expose the remote control to water or moisture. Failure to do so could result in malfunction.
- Confirm there is no object between the remote control and the remote sensor of the product.
- When the remote control will not be used for an extended period, remove the batteries.

# Battery safety notice (applicable if a remote control is provided)

The use of the wrong type of batteries may cause chemical leaks or explosion. Please note the following:

- Always ensure that the batteries are inserted with the positive and negative terminals in the correct direction as shown in the battery compartment.
- Different types of batteries have different characteristics. Do not mix different types.
- Do not mix old and new batteries. Mixing old and new batteries will shorten battery life or cause chemical leaks from the old batteries.
- When batteries fail to function, replace them immediately.
- Chemicals which leak from batteries may cause skin irritation. If any chemical matter seeps out of the batteries, wipe it up immediately using a dry cloth, and replace the batteries as soon as possible.
- Due to varying storage conditions, the battery life for the batteries included with your product may be shortened. Replace them within 3 months or as soon as you can after initial use.
- There may be local restrictions on the disposal or recycling of batteries. Consult your local regulations or waste disposal provider.

If the supplied remote control contains a coin / button cell battery, pay attention to the following notice as well.

- · Do not ingest battery. Chemical Burn Hazard.
- The remote control supplied with this product contains a coin / button cell battery. If the coin / button cell battery is swallowed, it can cause severe internal burns in just 2 hours and can lead to death.
- Keep new and used batteries away from children. If the battery compartment does not close securely, stop using the product and keep it away from children.
- If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

# Care and cleaning

- Do not place the monitor face down on the floor or a desk surface directly. Otherwise, scratches on the panel surface may occur.
- The equipment is to be secured to the building structure before operation.
- (For models that support wall or ceiling mounting)
  - Install your monitor and monitor mounting kit on a wall with flat surface.
  - Ensure that the wall material and the standard wall mount bracket (purchased separately) are stable enough to support the weight of the monitor.
  - Turn off the monitor and the power before disconnecting the cables from the LCD monitor.
- Always unplug the product from the power outlet before cleaning. To clean the monitor, see Cleaning the LCD screen on page 13 for more information.
- Slots and openings on the back or top of the cabinet are for ventilation. They must not be blocked or covered. Your monitor should never be placed near or over a radiator or heat sources, or in a built-in installation unless proper ventilation is provided.
- Do not place heavy loads on the monitor to avoid possible personal injury or damage to the monitor.
- Consider keeping the box and packaging in storage for use in the future when you may need to transport the monitor.
- Refer to the product label for information on model name, power rating, manufacturing date, barcode, serial number, and identification markings. The locations of labels vary by model. See the illustration below for where the labels can be.

Possible label location:

# Servicing

- Do not attempt to service this product yourself, as opening or removing covers may expose you to dangerous voltages or other risks. If any of the above mentioned misuse or other accident such as dropping or mishandling occurs, contact qualified service personnel for servicing.
- Contact your place of purchase or visit the local website from Support.BenQ.com for more support.



# General warranty information

Note that the monitor warranty may be void if any of the following conditions occurs:

- Documents required for warranty services have been altered by unauthorized use or is illegible.
- The model number or production number on the product has been altered, deleted, removed or made illegible.

- Repairs, modifications, or alterations have been made by unauthorized service organizations or persons.
- Damage caused by improper storage of the monitor (including but not limited to force majeure, direct exposure to sunlight, water, or fire).
- Reception problems occurred due to external signals (such as antenna, Cable TV) outside the monitor.
- Defects caused by abuse or misuse of the monitor.
- Before using the monitor, it is the sole responsibility of the user to check whether the monitor is compatible with local technical standards if the user brings the monitor out of its intended sales area. Failure to do so may cause product breakdown and the user will have the pay the repairing costs.
- It is the sole responsibility of the user if problems (such as data loss and system failure) occurred due to non-factory provided software, parts, and/or non-original accessories.
- Please use the original accessories (e.g. power cable) only with the device to avoid possible dangers such as electric shock and fire.

# **Typographics**

| lcon /<br>Symbol | ltem    | Meaning   |
|------------------|---------|---|
| 0                | Warning | Information mainly to prevent the damage to components, data, or personal injury caused by misuse and improper operation or behavior. |
| Û                | Тір     | Useful information for completing a task.   |
|                  | Note    | Supplementary information.  |

In this document, the steps needed to reach a menu may be shown in condensed form, for example: **Menu > System > Information**.

# **Cleaning the LCD screen**



Please follow these safety instructions for best performance, and long life for your monitor.

As your monitor panel comes with a special anti-glare coating, use and clean the monitor carefully.

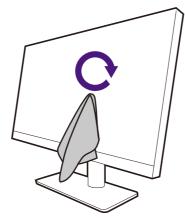
- Stains on the monitor screen could be obvious. Be cautious when you use or clean the monitor and avoid getting oil or dust on the screen.
- Fingerprints and dust under normal use could be wiped away by a microfiber cleaning cloth.
- Clean the screen surface gently and carefully. Hard scrubbing could damage the screen coating.

Be sure to follow the instructions to clean the screen surface appropriately.

# Using a microfiber cleaning cloth (recommended)

You are recommended to use a microfiber cleaning cloth to clean your monitor screen. It is an eco-friendly design as it is reusable, washable, and liquid-free.

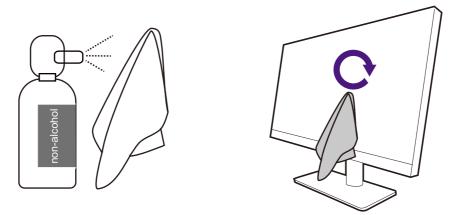
- 1. Unplug the monitor from the power outlet before cleaning.
- 2. Make sure there is no sharp debris on the cleaning cloth to avoid scratching the screen.
- 3. Hold the edge of the monitor and avoid excessive force on the screen.
- 4. Make sure the cleaning cloth is clean and dry. Start with a small, clean part of the cloth and wipe the stained area of the screen gently in circles. If it is still not clean, continue with another clean part of the cloth to avoid spreading the grease around. If both sides of the cloth are used and get dirty, wash and dry the cloth properly.



To prevent the seams around the cleaning cloth from marring the screen surface, avoid wiping the screen with the edge of the cleaning cloth.

5. If necessary, apply a small drop of alcohol-free screen cleaner on a small, clean part of the cleaning cloth, and wipe the stained area gently in circles. See Using a screen cleaner on page 14 for more information.

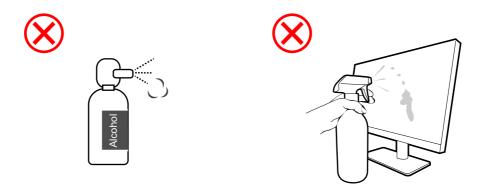
6. Use a clean part of the cloth to wipe dry the screen completely. If it is still not clean, continue with another clean part of the cloth to avoid spreading the grease around. Repeat this step until the screen is clean.



7. The cleaning cloth may get dirty after using several times and may not be able to clean the screen properly. Wash it with detergent and remove debris from it by hand if necessary. Keep it in a cool place until it is dry. Make sure it is completely dry before next cleaning.

# Using a screen cleaner

- Use screen cleaning wipes which are pre-moistened and alcohol-free. You can wipe away oil and fingerprints easily.
- Use an alcohol-free screen cleaner kit. Spray on the microfiber cloth that came with the screen cleaner kit, and wipe stains off the screen. Never spray anything directly onto the screen.
- Make sure no liquid goes into the gap between the screen and the bezel. Liquids inside the monitor could cause short circuits.



# Table of Contents

| Copyright   | 2                                  |
|---|------------------------------------|
| BenQ ecoFACTS   | 3                                  |
| Product support<br>Firmware upgrade<br>Advanced software  | 4                                  |
| Q&A index   | 6                                  |
| Safety precautions<br>Power safety<br>Installation<br>Operation<br>Safety notice for remote control (applicable if a remote control is provided)<br>Battery safety notice (applicable if a remote control is provided)<br>Care and cleaning<br>Servicing<br>General warranty information                | 8<br>9<br>10<br>10<br>11<br>11     |
| Cleaning the LCD screen<br>Using a microfiber cleaning cloth (recommended)<br>Using a screen cleaner  | . 13                               |
| Getting started   | . 17                               |
| Getting to know your monitor<br>Front view<br>Back view<br>Connections<br>Installing the batteries to Hotkey Puck G3  | 19<br>20<br>21                     |
| How to assemble your monitor hardware<br>How to detach the stand<br>Adjusting the monitor height<br>Rotating the monitor<br>Viewing angle adjustment<br>Using the monitor wall mounting kit (purchased separately)  | 32<br>34<br>35<br>36               |
| How to adjust your monitor<br>The control panel<br>5-way controller and basic menu operations<br>Customizing the function key<br>Hotkey Puck G3 and its effective range<br>Working with the <b>Dial Quick Menu</b><br>Setting up Hotkey Puck G3 for more than one monitor ( <b>IR Channel Setting</b> ) | . 38<br>38<br>39<br>40<br>41<br>43 |
| Adjusting <b>Display Mode</b>   | . 45                               |

| Choosing an appropriate color mode                                       |    |
|--|----|
| Working with HDR technology  |    |
| Working with two color settings on the same image ( <b>DualView</b> )    | 46 |
| Sharing a set of keyboard, mouse, and the other USB peripherals with KVM | 47 |
| Displaying two sources at the same time (PIP/PBP)(selected models only)  | 50 |
| Connecting multiple monitors via daisy chain                             | 51 |
| Navigating the main menu   | 54 |
| Display menu   | 55 |
| Color menu   |    |
| KVM Switch menu  | 64 |
| Audio menu   | 65 |
| Custom Key menu  | 66 |
| System menu  |    |
| Troubleshooting  | 72 |
| Frequently asked questions (FAQ)   |    |
| Need more help?  | 74 |

# **Getting started**

When unpacking please check you have the following items. If any are missing or damaged, please contact the place of purchase for a replacement.

| LCD monitor   |   |
|---|---|
| Monitor stand   |   |
| Monitor base  |   |
| Cable holder  |   |
| User documents<br>• Quick start guide<br>• Safety instructions<br>• Regulatory statements | i |
| Power cord<br>(Supplied item may differ by model or<br>region.)                           |   |
| Video cable: DP to DP<br>(PD2706QN, PD2730S only)   |   |
| Video cable: HDMI<br>(PD3226G, PD2730S only)  |   |

| Video cable: Thunderbolt™<br>(PD3226G, PD2730S only)                              |  |
|---|--|
| Video cable: USB-C™<br>(PD2706QN only)  |  |
| USB cable: USB-C to USB-A   |  |
| Screen cleaning cloth<br>(PD2706QN only)  |  |
| Hotkey Puck G3<br>(with two AAA Zinc-Carbon batteries)<br>(PD3226G, PD2730S only) |  |
| Calibration report  |  |

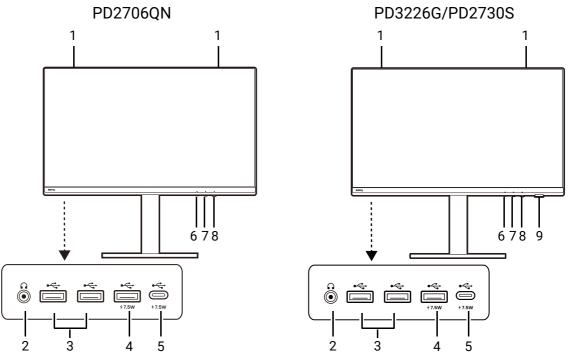
- Available accessories and the pictures shown here may differ from the actual contents and the product supplied for your region. And the package contents may subject to change without prior notice. For cables that are not supplied with your product, you can purchase them separately.
- Consider keeping the box and packaging in storage for use in the future when you may need to transport the monitor. The fitted foam packing is ideal for protecting the monitor during transport.
   Accessories and cables may be included or sold separately depending on the product supplied for
- Accessories and cables may be included or sold separately depending on the product supplied for your region.



Always keep the product and accessories out of reach of small children.

# Getting to know your monitor

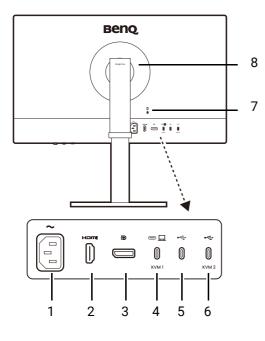
# Front view



- 1. Speakers
- 2. Headphone jack
- 3. USB-A ports (downstream; connecting to USB devices)
- 4. USB-A ports (downstream; connecting to USB devices and power delivery up to 7.5W)
- USB-C<sup>™</sup> port (downstream; connecting to USB devices and power delivery up to 7.5W)
- 6. Function key
- 7. 5-way controller
- 8. Power button / Power LED indicator
- 9. IR sensor (for Hotkey Puck G3)

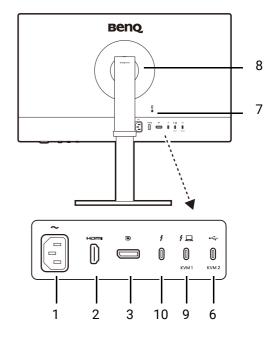
### **Back view**

#### PD2706QN



- 1. AC power input jack
- 2. HDMI socket
- 3. DisplayPort socket
- USB-C<sup>™</sup> port (for video, data transfer and power delivery up to 90W)
- 5. USB-C<sup>™</sup> port (for video out in daisy chain only)
- (PD2706QN) USB-C<sup>™</sup> port 3.2 Gen1 (Others) USB-C<sup>™</sup> port 3.2 Gen2 (Upstream; connecting to the PC)

#### PD3226G/PD2730S



- 7. Kensington lock slot
- 8. VESA cover
- Thunderbolt<sup>™</sup> 4 socket 1 (\*, for video data transfer and power delivery)
- 10. Thunderbolt<sup>™</sup> 4 socket 2 (\*\*, for video out in daisy chain only)

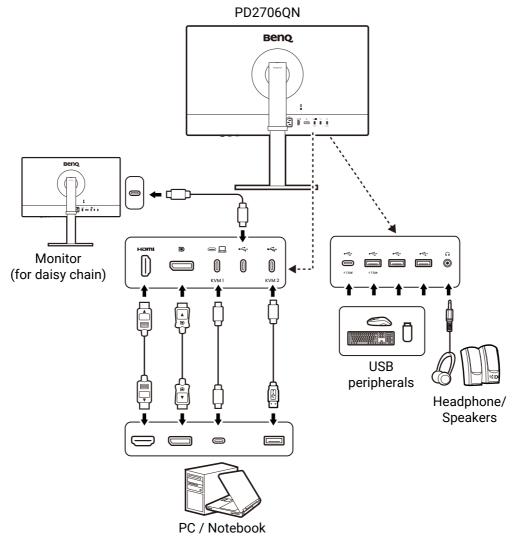
\*: 1) Thunderbolt<sup>™</sup> 4 with up to 40Gbs bandwidth; 2) supports up to two 4K monitors by daisy chain;
 3) power delivery up to 90W. See Power delivery of Thunderbolt<sup>™</sup> 4 port on your monitor (PD3226G/PD2730S only) on page 23 for more information.

- \*\*: 1) Thunderbolt<sup>™</sup> 4 with up to 40Gbs bandwidth; 2) supports up to two 4K monitors by daisy chain; 3) power delivery up to 15W. See Power delivery of Thunderbolt<sup>™</sup> 4 port on your monitor (PD3226G/PD2730S only) on page 23 for more information.
- The USB data transmission speed varies according to you selection in USB-C Configuration on page 69.
- Depending on the product specifications, the supported resolution and timing may vary.
- · Above diagram may vary depending on the model.
- Picture may differ from product supplied for your region.
- (Applicable for products with white case) The case of the product may turn yellow in about 3 years due to the photo-oxidation reactions induced by light. This is a normal phenomenon and should not be considered as manufacturing defect.

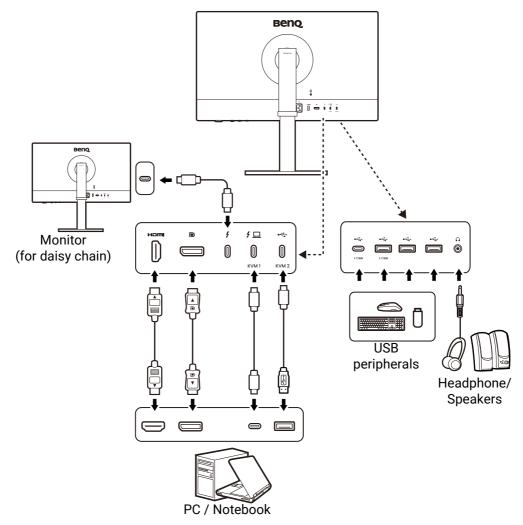
# Connections

The following connection illustrations are for your reference only. For cables that are not supplied with your product, you can purchase them separately.

For detailed connection methods, see page 29 - 30.



#### PD3226G/PD2730S



# Connectivity of Thunderbolt<sup>™</sup> 4 port on your monitor (PD3226G/PD2730S only)

The Thunderbolt<sup>M</sup> 4 ports on your product are compatible with Thunderbolt<sup>M</sup> 4 and USB-C<sup>M</sup> connectors. The connectivity, however, may vary depending on the cable used and the capability of the connected computer.

| Computer's port<br>for connection | Cable for connection  | Monitor's port for connection | Connectivity |
|-----------------------------------|---|-------------------------------|--------------|
| Thunderbolt <sup>™</sup> port     | <ul> <li>Passive Thunderbolt<sup>™</sup> 4<br/>cable (as provided)</li> <li>USB-C<sup>™</sup> cable (purchased<br/>separately)</li> </ul> | Thunderbolt™ 4 port           | ОК           |
| USB-C <sup>™</sup> port           | Passive Thunderbolt™ 4 cable<br>(as provided)   | Thunderbolt™ 4 port           | ОК           |
| USB-C <sup>™</sup> port           | Active Thunderbolt™ 4 cable<br>(purchased separately)   | Thunderbolt™ 4 port           | OK (*)       |
| USB-C <sup>™</sup> port           | USB-C™ cable (purchased<br>separately)  | Thunderbolt™ 4 port           | ОК           |

# Power delivery of Thunderbolt<sup>™</sup> 4 port on your monitor (PD3226G/PD2730S only)

With the power delivery function, your monitor helps supply power to the connected Thunderbolt<sup>™</sup> 4 devices. Available power varies by port. Make sure the devices are connected to the appropriate ports to be activated properly with sufficient power.

| Thunderbolt 1 ( <mark>۶ 므</mark> ) | Thunderbolt 2 ( 🗲 ) |
|------------------------------------|---------------------|
| 5V / 3A                            | 5V / 3A             |
| 9V / 3A                            | N/A                 |
| 12V / 3A                           | N/A                 |
| 15V / 3A                           | N/A                 |
| 20V / 4.5A                         | N/A                 |

# Power delivery of USB-C<sup>™</sup> ports on your monitor (PD2706QN only)

With the power delivery function, your monitor helps supply power to the connected USB-C<sup>™</sup> devices. Available power varies by port. Make sure the devices are connected to the appropriate ports to be activated properly with sufficient power.

| USB-C <sup>™</sup> 90 W<br>(on the rear of the monitor) | USB-C™ 7.5 W<br>(at the front buttom right corner<br>of the monitor) |
|---|--|
| 5V / 3A   | 5V / 1.5A  |
| 9V / 3A   | N/A  |
| 12V / 3A  | N/A  |
| 15V / 3A  | N/A  |
| 20V / 4.5A  | N/A  |

- A connected device needs to be equipped with a USB-C<sup>™</sup> connector that supports charging function via USB power delivery.
- The connected device can be charged via USB-C<sup>™</sup> port even when the monitor is in power saving mode.(\*)
- The USB power delivery is up to 90W. If the connected device requires more than the delivered power for operation or for boot up (when the battery is drained), use the original power adapter that came with the device.
- The information is based on the standard testing criteria and is provided for reference. The compatibility is not guaranteed as the user environments vary. If a separately purchased USB-C<sup>™</sup> cable is used, make sure the cable is certified by USB-IF and is full-featured, with power delivery and video / audio / data transfer functions.

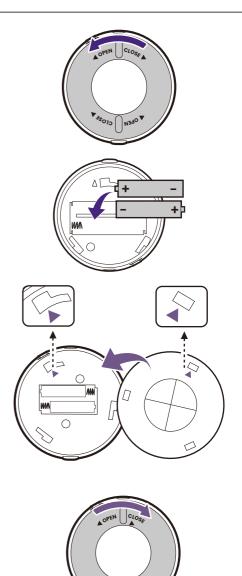
> \*: Charging via USB-C<sup>™</sup> in monitor power saving mode is available when the **Power Awake** function is enabled. Go to **System > Power Awake** and select **ON**.

# Installing the batteries to Hotkey Puck G3



Applicable for models with Hotkey Puck G3.

- 1. Turn the battery cover counterclockwise to remove the battery cover.
- 2. Insert the provided two AAA Zinc-Carbon batteries onto the battery holder properly.
- 3. Put the battery cover back. Make sure the arrows inside the cover and on the Hotkey Puck G3 are aligned. Turn the battery cover clockwise until you cannot go further.



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• Keep the batteries out of reach of children.

• If the Hotkey Puck G3 will not be used for an extended period of time, remove the batteries.

# How to assemble your monitor hardware

 If the computer is turned on you must turn it off before continuing. Do not plug-in or turn-on the power to the monitor until instructed to do so.

 The following illustrations are for your reference only. The location and available input and output jacks may vary depending on the purchased model.

Avoid finger pressure on the screen surface.

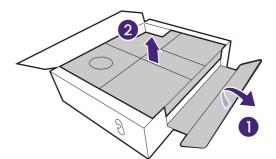
#### 1. Attach the monitor base.

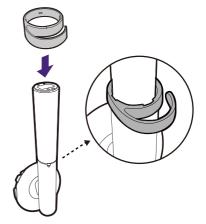
Please be careful to prevent damage to the monitor. Placing the screen surface on an object like a stapler or a mouse will crack the glass or damage the LCD substrate voiding your warranty. Sliding or scraping the monitor around on your desk will scratch or damage the monitor surround and controls.

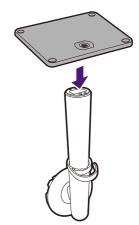
Open the box, unfold the front side of the box as illustrated to leave some room for stand and base attachment.

Remove the upper layer of the packaging, and take out the monitor stand and base.

Align the cable holder with the monitor stand as illustrated. Push them together until they click and lock into place.







Attach the monitor stand to the monitor base as illustrated.

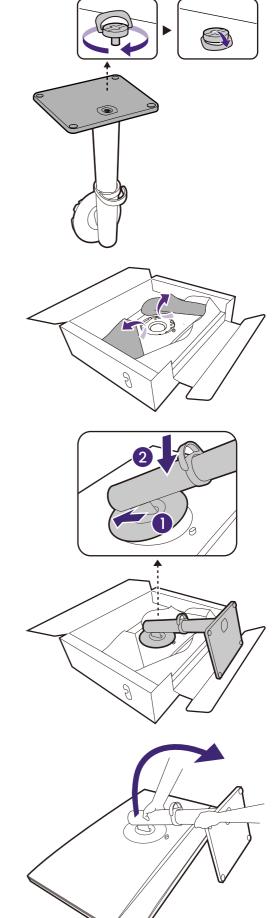
Tighten the thumbscrew on the bottom of the monitor base as illustrated.

Open the foam wrap that protects the monitor.

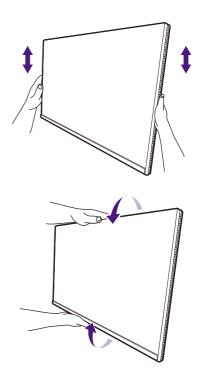
Orient and align the stand arm with the monitor  $(\mathbf{1})$ , push them together until they click and lock into place  $(\mathbf{2})$ .

Take the monitor out of the box by holding the stand arm. Carefully lift the monitor, turn it over and place it upright on its stand on a flat even surface.

As the product is heavy, you may need assistance from another person to balance and ensure safety.



You might want to adjust the monitor stand height. See Adjusting the monitor height on page 34 for more information.



You should position the monitor and angle the screen to minimize unwanted reflections from other light sources.

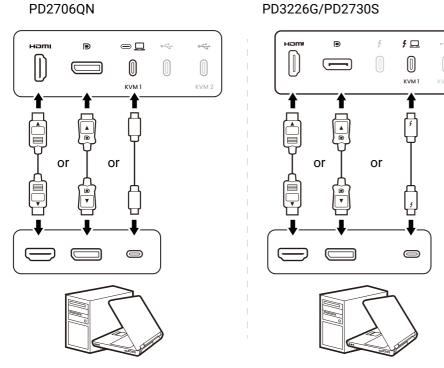
Your monitor is an edge-to-edge monitor and should be handled with care. Avoid finder pressure on the screen surface. Adjust the screen angle by placing your hands on the top and on the bottom of the monitor as illustrated. Excessive force on the display is prohibited.

#### 2. Connect the PC video cable.

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The video cables included in your package and the socket illustrations in this document may vary depending on the product supplied for your region.

- 1. Establish a video cable connection.
  - Connect the plug of the HDMI cable to the HDMI port on the monitor.
  - Connect the plug of the DP cable to the monitor video socket.
  - (PD2706QN) Connect the plug of the supplied USB-C<sup>™</sup> cable to the USB-C<sup>™</sup> port on the monitor.
  - (Models with Thunderbolt<sup>™</sup>) Connect the plug of the Thunderbolt<sup>™</sup> cable to the monitor video socket.

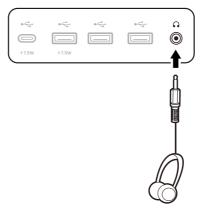


2. Connect the other end of the video cable to an appropriate port of a digital output source (e.g., a computer).

(DP input only) After powering on the monitor and computer, if no image appears, disconnect the DP cable. Connect the monitor to any video source other than DP first. Go to **System > Advanced > DisplayPort** on the OSD menu of the monitor and change the setting from **1.4** to **1.1**. Once the setting is done, unplug the current video cable and re-connect the DP cable. To access the OSD menu, see 5-way controller and basic menu operations on page 39.

#### 3. Connect the headphone.

You may connect the headphones to the headphone jack.

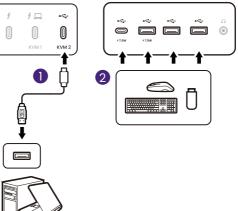


#### 4. Connect the USB devices.

- Connect the USB cable between the PC and the monitor (via the upstream USB port). This
  upstream USB port transmits data between the PC and the USB devices connected to the
  monitor. Note that this step is not required if the video source is from the Thunderbolt<sup>™</sup> 4 or
  USB-C<sup>™</sup> inputs.
- 2. Connect USB devices via other USB ports (downstream) on the monitor. These downstream USB ports transmit data between the connected USB devices and the upstream port.
- 3. If you tend to use KVM switch, see Sharing a set of keyboard, mouse, and the other USB peripherals with KVM on page 47 for appropriate connections and more information.

PD2706QN

PD3226G/PD2730S

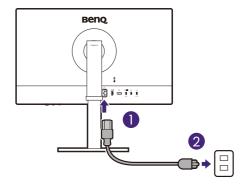


#### 5. Connect the power cable.

Plug one end of the power cord into the socket labelled on the rear of the monitor.

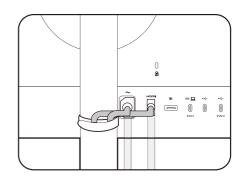
Plug the other end of the power cord into a power outlet.

Picture may differ from product supplied for your region.



### 6. Organize the cables.

Route the cables via the cable holder.

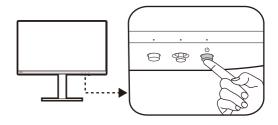


### 7. Turn on the power.

Turn on the monitor by pressing the power button on the monitor.

Turn on the computer too.

To extend the service life of the product, we recommend that you use your computer's power management function.



### How to detach the stand

#### 1. Prepare the monitor and area.

Turn off the monitor and the power before unplugging the power cable. Turn off the computer before unplugging the monitor signal cable.

Protect the monitor and screen by clearing a flat open area on your desk and placing a soft item like a towel on the desk for padding, before laying the screen face down on a flat clean padded surface.

Please be careful to prevent damage to the monitor. Placing the screen surface on an object like a stapler or a mouse will crack the glass or damage the LCD substrate voiding your warranty. Sliding or scraping the monitor around on your desk will scratch or damage the monitor surround and controls.

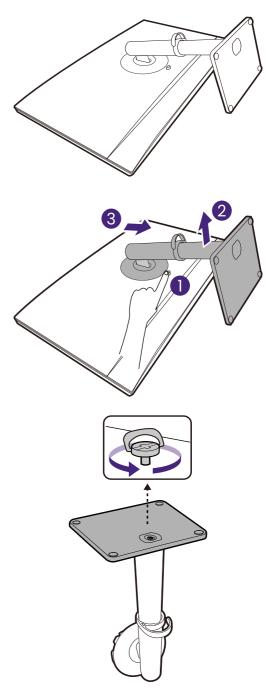
#### 2. Remove the monitor stand.

While pressing and holding the quick release button, detach the stand from the monitor.

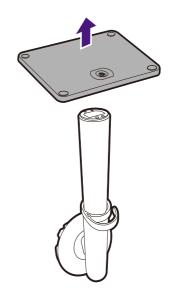
If the monitor stand is removed for wall mounting, see Using the monitor wall mounting kit (purchased separately) on page 37 and the instruction manual of your wall mount bracket (purchased separately) for more information.

#### 3. Remove the monitor base.

Release the thumbscrew on the bottom of the monitor base.

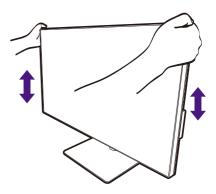


And then detach the base from the stand.



# Adjusting the monitor height

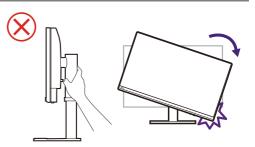
To adjust the monitor height, hold both the left and the right sides of the monitor to lower the monitor or lift it up to the desired height.





• Avoid placing hands on the upper or lower part of the height-adjustable stand or at the bottom of the monitor, as ascending or descending monitor might cause personal injuries. Keep children out of reach of the monitor while performing this operation.

• If the monitor has been rotated to portrait mode and height adjustment is desired, you should be noted that the wide screen will keep the monitor from being lowered to its minimum height.



# Rotating the monitor

#### 1. Pivot the display.

Before rotating the monitor with a portrait viewing orientation, the display has to be rotated 90 degrees.

Right-click the desktop and select **Screen resolution** from the popup menu. Select **Portrait** in **Orientation**, and apply the setting.

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

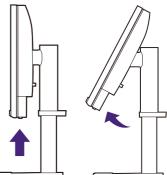
#### 2. Disconnect the cables

To avoid the risk of damaging the cables, always disconnect all cables before you rotate the monitor.

#### 3. Fully extend the monitor and tilt it.

Gently lift the display up and extend it to the maximum extended position. Then tilt the monitor.

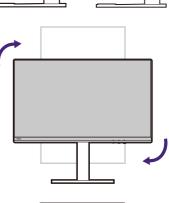
The monitor should be vertically extended to allow to rotate from landscape to portrait mode.



# 4. Rotate the monitor 90 degrees clockwise as illustrated.

To avoid the edge of the LCD display hitting the monitor base surface while it is being rotated, do tilt and extend the monitor to the highest position before you start to rotate the display. You should also make sure there are no obstacles around the monitor.

# 5. Adjust the monitor to the desired viewing angle.



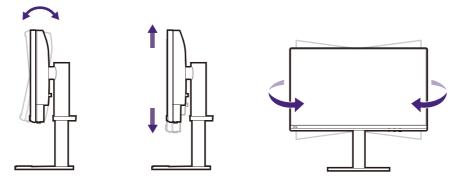


#### 6. Organize the cables

Connect and route the cables via the cable holder.

# Viewing angle adjustment

You may position the screen to the desired angle with the monitor tilt, swivel, and height adjustment functions. Check the product specifications on the website for details.



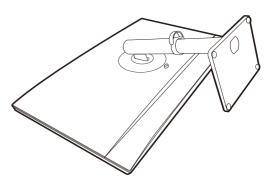
# Using the monitor wall mounting kit (purchased separately)

The back of your LCD monitor has a VESA standard mount with 100mm pattern, allowing the installation of a wall mount bracket. Before starting to install a monitor wall mounting kit, please read the precautions carefully.

#### Precautions

- Install your monitor and monitor mounting kit on a wall with flat surface.
- Ensure that the wall material and the standard wall mount bracket (purchased separately) are stable enough to support the weight of the monitor. Refer to the product specifications on the website for weight information.
- Turn off the monitor and the power before disconnecting the cables from the LCD monitor.
  - 1. Remove the monitor stand.

Lay the screen face down on a clean and well-padded surface. Detach the monitor stand as instructed in How to detach the stand on page 32.

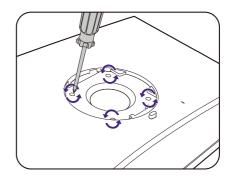


Use a cross-pointed screwdriver to release the screws that fixing the back cover to the monitor. The use of a magnetic-head screwdriver is recommended to avoid of losing the screws.

In case you intend to use your monitor on the stand in the future, please keep the monitor base, monitor stand, and screws somewhere safe for future use.

2. Follow the instruction manuals of the wall mount bracket you purchased to complete the installation.

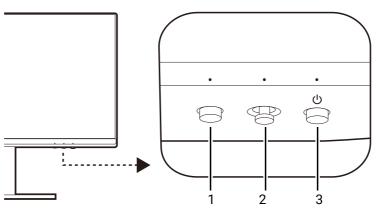
Use four M4 x 10 mm screws to fix a VESA standard wall mount bracket to the monitor. Make sure that all screws are tightened and secured properly. Consult a professional technician or BenQ service for wall mount installation and safety precautions.



## How to adjust your monitor

## The control panel

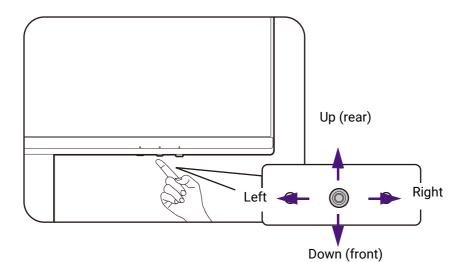
All OSD (On Screen Display) menus can be accessed by the control keys. You can use the OSD menu to adjust all the settings on your monitor



| No. | Name             | Description   |  |
|-----|------------------|---|--|
| 1.  | Function key     | <ul> <li>By default, the key is the hot key for color mode.</li> </ul>  |  |
|     |                  | <ul> <li>Go to Custom Key &gt; Monitor Function Key to access the<br/>function key setting menu. See Customizing the function<br/>key on page 40 for more information.</li> </ul> |  |
| 2.  | 5-way controller | Accesses the functions or menu items as instructed by the<br>on-screen icons. See 5-way controller and basic menu<br>operations on page 39 for more information.                  |  |
| 3.  | Power key        | Turns the power on or off.  |  |

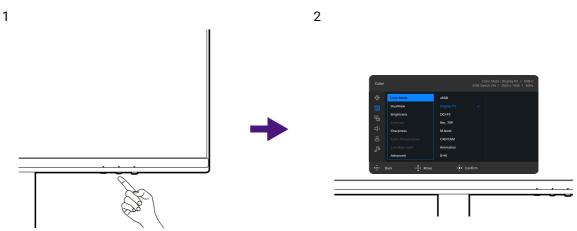
## 5-way controller and basic menu operations

The 5-way controller is located at the rear of the monitor. While sitting in front of the monitor, move the controller to the directions instructed by the on-screen icons for menu navigation and operations.



| OSD icon                | 5-way controller<br>operation | Function   |  |
|-------------------------|-------------------------------|--|--|
| (When no me             | nu has been activate          | ed)  |  |
| N/A                     | Press the 5-way controller    | Activates the main menu.   |  |
| (When the ma            | ain menu has been a           | ctivated)  |  |
| Press                   |                               | Confirms the selection.  |  |
| Move to the right       |                               | <ul><li>Enters sub menus.</li><li>Confirms the selection.</li></ul>                      |  |
| <                       | Move up                       | <ul> <li>Goes to the previous menu item.</li> <li>For up/increase adjustment.</li> </ul> |  |
| $\langle \circ \rangle$ | Move down                     | <ul><li>Goes to the next menu item.</li><li>For down/decrease adjustment.</li></ul>      |  |
| <>                      | Move to the left              | <ul><li> Returns to the previous menu.</li><li> Exits OSD menu.</li></ul>                |  |

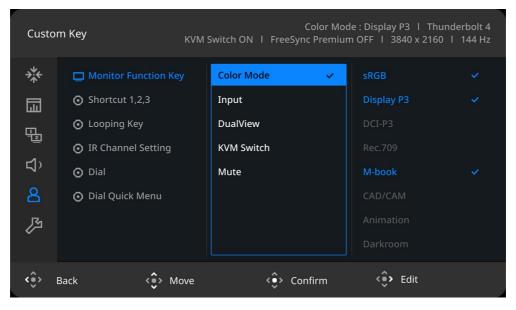
All OSD (On Screen Display) menus can be accessed by the control keys. You can use the OSD menu to adjust all the settings on your monitor. Available menu options may vary depending on the input sources, functions and settings.



- 1. Press the 5-way controller.
- 2. On the main menu, follow the on-screen icons on the bottom of the menu to make adjustments or selection. See Navigating the main menu on page 54 for details on the menu options.

## Customizing the function key

- 1. Press the 5-way controller to bring up the main menu.
- 2. Go to Custom Key > Monitor Function Key.
- 3. On the sub menu, select a category.
- 4. For **Color Mode** and **DualView**, select up to 3 items for quick access by this key.

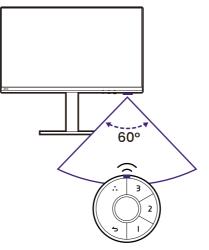


## Hotkey Puck G3 and its effective range



Applicable for models with Hotkey Puck G3.

- 1. Follow the instructions in Installing the batteries to Hotkey Puck G3 on page 25 to get the Hotkey Puck G3 ready.
- 2. Place the Hotkey Puck G3 in front of the monitor. The IR sensor is located on the lower right corner of the monitor with a range of 6 meters approximately at different vertical and horizontal reception angles as illustrated. Place the Hotkey Puck G3 within the effective range to obtain the best performance.
- 3. To operate with the Hotkey Puck G3, see Hotkey Puck G3 and its basic operations on page 41 for more information.

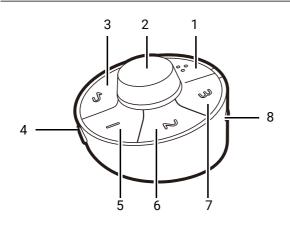


#### Hotkey Puck G3 and its basic operations

Hotkey Puck G3 is designed to simplify OSD navigation, providing quick access to menu functions and settings.

Ø

Hotkey Puck G3 is designed for BenQ LCD Monitor exclusively and is available for compatible models only. Use it with the bundled monitors only.



- 1. Looping key
- 2. Dial key
- 3. Return key
- 4. Information key
- 5. Shortcut key 1
- 6. Shortcut key 2
- 7. Shortcut key 3
- 8. Channel switch

| Button                                 | Action                         | Description   |  |  |
|--|--------------------------------|---|--|--|
| Looping key                            | Press                          | Cycle through preset modes.   |  |  |
|  | Long press for 3 seconds       | Bring up the setup menu for customization.<br>See Customizing your Hotkey Puck G3 on page<br>43.  |  |  |
| Return key                             | Press                          | <ul> <li>Return to the previous menu.</li> <li>Exit OSD menu.</li> </ul>  |  |  |
|  | Long press for 3 seconds       | Turn the monitor on or off.   |  |  |
| Shortcut key 1, 2, 3                   | Press                          | Switch to the preset color mode.  |  |  |
|  | Long press for 3<br>seconds    | Bring up the setup menu for customization.<br>See Customizing your Hotkey Puck G3 on page<br>43.  |  |  |
| Dial key                               | (When the monitor              | is turned off)  |  |  |
|  | Long press for 3 seconds       | Turn on the monitor.  |  |  |
|  | (When no menu is displayed)    |   |  |  |
|  | Turn right or left             | Adjust <b>Brightness</b> by default.  |  |  |
|  | Long press for 3 seconds       | Bring up the setup menu for customization.<br>See Customizing your Hotkey Puck G3 on page<br>43.  |  |  |
|  | Press                          | Bring up the <b>Dial Quick Menu</b> . See Working with the Dial Quick Menu on page 43.  |  |  |
|  | (On a menu)                    |   |  |  |
|  | Turn right                     | Scroll down the menu.   |  |  |
|  |                                | <ul> <li>Increase the value.</li> </ul>   |  |  |
|  | Turn left                      | <ul> <li>Scroll up the menu.</li> </ul>   |  |  |
|  |                                | Decrease the value.   |  |  |
|  | Press                          | Confirm the selection.  |  |  |
| Information key                        | Press                          | Show the current <b>System Setting</b> in the <b>System</b> menu.   |  |  |
| Channel switch<br>T<br>، ۲۱۴۰<br>۱ 2 3 | Switch to channel<br>1, 2 or 3 | Switch the channel to work with different<br>monitor when multiple monitors are<br>connected. See Setting up Hotkey Puck G3 for<br>more than one monitor (IR Channel Setting) on<br>page 44 for more information. |  |  |

## Customizing your Hotkey Puck G3

Keys on the Hotkey Puck G3 are designated for particular functions. You can change the default settings of the Dial key, Shortcut keys, and Looping key as desired.

1. Press the 5-way controller.

Alternatively, press and hold a key on the Hotkey Puck G3 for 3 seconds to bring up the setup menu to change the default setting.

- 2. Go to **Custom Key** and the key you want to customize.
- 3. Change the function designated for it.
- 4. For **Shortcut 1, 2, 3**, select a category on the sub menu. Under the category, check to select up to 3 items for quick access by the selected key on Hotkey Puck G3. The numbers displayed by the chosen items refer to the Shortcut Keys that the options are assigned to.

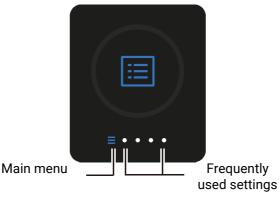
## Working with the **Dial Quick Menu**



Applicable for models with Hotkey Puck G3.

The **Dial Quick Menu** is a quick access to frequently used settings such as brightness, volume, contrast, and input.

1. When no menu is displayed, press the Dial key to bring up the **Dial Quick Menu**.



- 2. Press the Dial key again to bring up the main menu. Or turn the Dial key to access the quick setting options.
- 3. Press the Dial key to select one of the options. Dial right or left to adjust the value.



4. Press the Dial key to close the **Dial Quick Menu** or press the Return key to keep on adjusting other quick settings.

To adjust the setting options displayed on the quick menu, go to Custom Key > Dial Quick Menu.

# Setting up Hotkey Puck G3 for more than one monitor (**IR Channel Setting**)

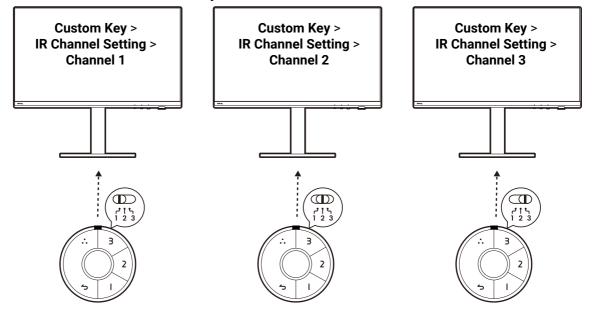


Applicable for models with Hotkey Puck G3.

If your computer connects with more than one monitor, you can switch to different monitor quickly with your Hotkey Puck G3.

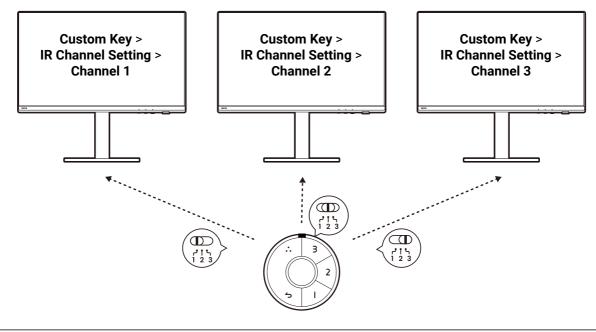
#### When each monitor goes with one Hotkey Puck G3

- 1. Set one monitor to a channel from **Custom Key** > **IR Channel Setting**. The default setting is **Channel 1**. To avoid interference, set monitors to different channels.
- 2. Set the channel switch on Hotkey Puck G3 to map with the monitor it goes with.
- 3. Control a monitor with its Hotkey Puck G3.



#### When there is only one Hotkey Puck G3

- 1. Set one monitor to a channel from **System > IR Channel Setting**.
- 2. Switch to the corresponding channel from the Hotkey Puck G3 when you want to control a monitor set to it.



To manage color settings of more than one monitor efficiently, try Palette Master Ultimate. Visit www.BenQ.com > Palette Master Ultimate for more information.

## Adjusting **Display Mode**

To display images of aspect ratios other than your monitor aspect ratio and sizes other than your display size, you can adjust the display mode on the monitor.

- 1. Press the 5-way controller to bring up the main menu.
- 2. Go to Display > Display Mode.
- 3. Select an appropriate display mode. The setting will take effect immediately.

## Choosing an appropriate color mode

Your monitor provides various color modes that are suitable for different types of images. See Color Mode on page 58 for all the available color modes.

Go to Color > Color Mode for a desired color mode.

The computer's color profile (ICC profile) may not best suit your monitor. If you want to make sure to obtain the accurate color matching representation, change the computer's ICC profile to ensure the computer works better with the monitor. Visit Support.BenQ.com to access the ICC Profile Installation Guide under your monitor model for instructions. Alternatively, enable the ICCsync function from Display Pilot 2 (page 5). Refer to the Display Pilot 2 manual for details.

## Working with HDR technology

The information regarding HDR-compatible devices and content in this document is most up-to-date at the time of publication. For the latest information, contact your device manufacturer and content provider.

To enable HDR function, you need to have a compatible player and content.

1. Make sure a FHD/4K HDR player is ready. Players with the following names and resolutions are supported. Note that the 4K content on a FHD monitor get resized and is displayed at 1920 x 1080.

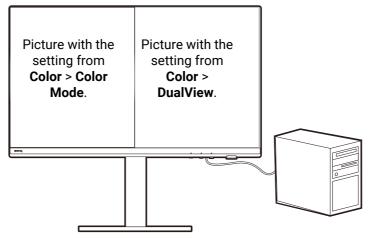
| Commonly used names for<br>FHD/4K<br>(may vary by manufacturer) | FHD, 4K, 4K Ultra HD, UHD, UHD 4K, Ultra HD, 2160p        |
|---|---|
| Commonly used names for<br>HDR10<br>(may vary by manufacturer)  | HDR Premium, High Dynamic Range, HDR, Ultra HD<br>Premium |

- 2. Make sure HDR content is available. Content may come from 4K UHD (Blue-Ray) or new HDR games on Xbox One S and PS4 Pro.
- 3. Make sure the player and the monitor have been connected via an appropriate cable:
  - the provided HDMI / DP / DP to mini DP cable / USB-C<sup>™</sup> cable / Thunderbolt<sup>™</sup> cable (if available)
  - an HDMI cable that is HDMI High Speed or HDMI Premium certified
  - a DP / DP to mini DP cable that is DisplayPort compliance certified
  - a certified USB-C<sup>™</sup> cable with DisplayPort Alternate Mode capability

# Working with two color settings on the same image (**DualView**)

**DualView** helps improve your image editing efficiency by showing an image of two different color modes side-by-side.

- 1. Select one color mode from **Color > Color Mode**.
- 2. Go to **Color** > **DualView**. The screen is divided into two windows and the selected color mode is applied to the right window.
- 3. A list of available color modes for the right window is displayed. Select one to apply the setting.

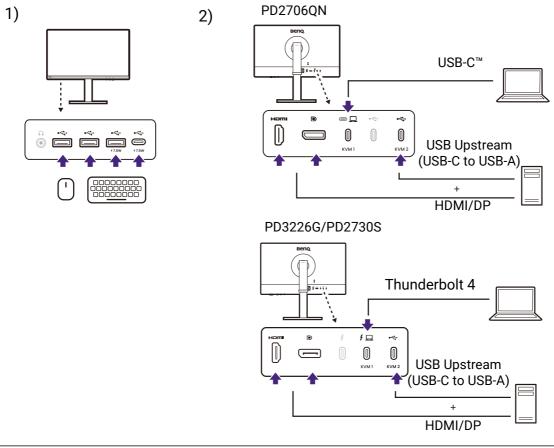


# Sharing a set of keyboard, mouse, and the other USB peripherals with KVM

You can shift the control devices (e.g. keyboard and mouse) and other USB peripherals among multiple video sources through KVM.

#### Establishing KVM connections

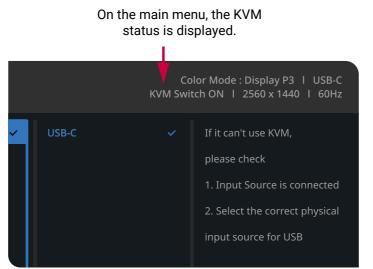
- 1. Connect the control devices and other USB peripherals to the USB ports on the monitor.
- 2. Connect at least two video sources to the monitor.
  - Thunderbolt 4 (PD3226G/PD2730S)/USB-C<sup>™</sup> (PD2706QN) connection
  - DisplayPort/HDMI and USB (upstream) connections



• If HDMI is used as the second source for KVM Switch, you need to manually change the setting from **KVM Switch** > **USB** > **HDMI** after cable connections. Note that you will not be able to use MST and KVM at the same time as MST works only when the video is input via DP.

• To use MST and KVM at the same time, see Scenario C: Working with KVM and MST at the same time on page 50 for more information.

3. After the connections are made properly, the **KVM Switch** function is enabled automatically. You can find out the status from the OSD menus.





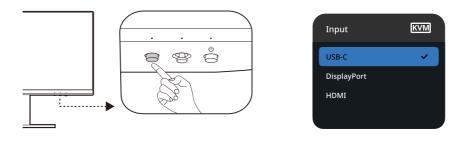
On the Input hotkey menu,

#### Switching to different video sources

Once the KVM connections have been made properly, you can cycle through available KVM sources by chanigng the input sources. The way to switch KVM may vary by the way the sources are connected. You are recommended to follow the instructions in different scenarios from page 49 to switch quickly.

#### Switch by the function key

You can set the function key to **Input** to cycle through available KVM sources. If KVM is enabled, the **Input** function menu will be marked with a KVM icon. Press the key repeatedly to cycle through available options. See Customizing the function key on page 40 fo details.



The switch also works if you have set function key to **KVM Switch**. Switch of KVM sources by the **KVM Switch** hot key is required when you have two monitors and computers as described in Scenario B: Working with two computers and two monitors on page 50.

#### Switch from the KVM Switch menu

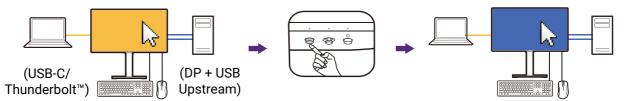
**KVM** Switch KVM Switch ON | 2560 x 1440 | 60Hz -\*\*← USB-C If it can't use KVM, **Display Port** please check 1. Input Source is connected 2. Select the correct physical 口) input source for USB മ 乃 💮 Back 💮 Move <i>Confirm 💮 Edit

Go to **KVM Switch** to manually select a source.

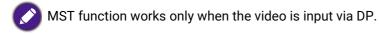
### Scenario A: Working with two computers and one monitor

USB-C/Thunderbolt<sup>™</sup> in control

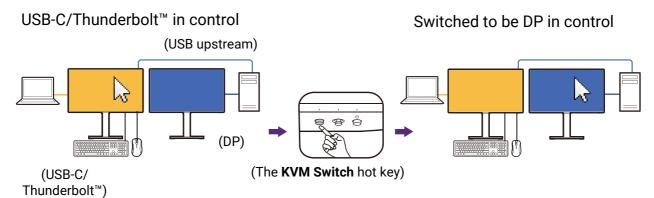
Switched to be DP in control



- 1. Establish cable connection to enable KVM function as instructed in Establishing KVM connections on page 47.
- 2. Go to System > Power Awake and make sure it is set to ON.
- 3. Press the function key (if it has been set as the hot key for **Input**) or go to the **KVM Switch** menu to switch.

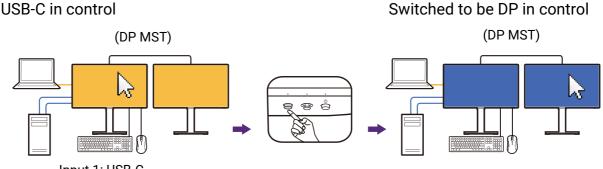


#### Scenario B: Working with two computers and two monitors



- 1. Establish cable connection as instructed in Establishing KVM connections on page 47.
- 2. Go to System > Power Awake and make sure it is set to ON.
- Go to KVM Switch > USB and select None. This is because two video inputs are displayed simultaneously and require no switch. The None option will switch USB control only.
- 4. Press the function key (if it has been set as the hot key for **KVM Switch**) or go to the **KVM Switch** menu to switch.

#### Scenario C: Working with KVM and MST at the same time



Input 1: USB-C Input 2: DP + USB Upstream

- 1. Connect the computer and two monitors properly and enable MST as instructed in Daisy chain through DisplayPort Multiple-Stream Transport (MST) (PD2706QN only) on page 51.
- 2. Make sure the USB-C<sup>™</sup> and DP sources are properly connected to the first monitor as illustrated or as instructed in Establishing KVM connections on page 47.
- 3. Go to System > Power Awake and make sure it is set to ON.
- 4. Press the function key (if it has been set as the hot key for **Input**) or go to the **KVM Switch** menu to switch.

MST function works only when the video is input via DP.

## Displaying two sources at the same time (PIP/PBP)(selected models only)

To display two input sources on the screen at the same time, you can go for Picture-in-Picture (PIP) or Picture-by-Picture (PBP) mode.

#### Video source selection in PIP mode

For first time use, go to **Display** > **PIP**, and press the 5-way controller. Your monitor scans for the available video sources in the following order: Thunderbolt<sup>™</sup> 4, DisplayPort, and HDMI, and displays the first available one as the main source in PIP mode, and the second one as the sub source. If only one input signal is found, connect the desired video source with an appropriate cable, and go to **Display** > **PIP** > **Sub** to select the sub source manually. Under **Display** > **PIP** > **Main**, the main source can be changed manually as well.

The monitor keeps the setting of two input sources for future use until the setting is manually changed.

Go to **Display** for more adjustments.

#### Video source selection in PBP mode

- 1. Go to **Display > PBP**.
- 2. Select the preferred source for each window.

Go to Display for more adjustments.

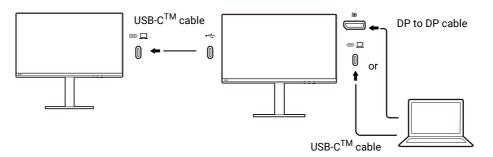
If you prefer to apply different color modes to images in PIP/PBP mode, see Working with two color settings on the same image (DualView) on page 46.

## Connecting multiple monitors via daisy chain

- Daisy chain through DisplayPort Multiple-Stream Transport (MST) (PD2706QN only)
- Daisy chain through Thunderbolt<sup>™</sup> (PD3226G/PD2730S only)

## Daisy chain through DisplayPort Multiple-Stream Transport (MST) (PD2706QN only)

With connection via the USB-C  $^{\rm m}$  or DP ports, you can output content to one or up to 4 monitors via MST function.



- 1. Connect your laptop to the USB-C<sup>™</sup> / DP port on the monitor using a USB-C<sup>™</sup> / DP cable. Select **YES** to enable USB-C<sup>™</sup> power delivery in monitor standby mode if you are prompted to. The USB-C<sup>™</sup> port supplies power to the laptop then even when the monitor is in standby mode.
- 2. Go to **System** > **MST** > **ON**. Note the OSD menu can be launched and configured only when input signal is detected.
- 3. Connect the second monitor to the first one using a USB-C<sup>T</sup> cable.
- 4. Follow Step 3 to connect the third and the fourth monitors if desired.
- 5. Power on the laptop and the monitors. On all the connected monitors, check the configurations as described in Step 2.

6. On you laptop, decide the way you want the content to be displayed on the connected monitors: **Duplicate**, **Extend**, or **Second screen only**. Additional software (purchased separately) may be used to manage the display. Refer to the manual of the purchased software for more information.



If you keep the KVM connection and wish to enable MST function at the same time, see Scenario C: Working with KVM and MST at the same time on page 50 for more information.

#### Supported resolution

To perform MST, a limited number of connected monitors is required to ensure image quality. The following information shows the image resolution available to each monitor.

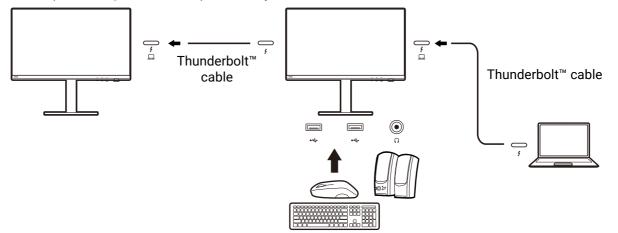
| Configur<br>ation | 1 <sup>st</sup> monitor<br>(PD2706QN) | 2 <sup>nd</sup> monitor<br>(PD2706QN or a<br>compatible BenQ<br>monitor) | 3 <sup>rd</sup> monitor<br>(PD2706QN or a<br>compatible BenQ<br>monitor) | 4 <sup>th</sup> monitor<br>(PD2706QN or a<br>compatible BenQ<br>monitor) |
|-------------------|---------------------------------------|--|--|--|
| 1                 | 2560 x 1440 (100Hz)                   | 2560 x 1440 (100Hz)  | N/A  | N/A  |
| 2                 | 2560 x 1440 (100Hz)                   | 2560 x 1440 (60Hz)   | 1920 x 1080 (60Hz)   | N/A  |
| 3                 | 2560 x 1440 (100Hz)                   | 1920 x 1080 (60Hz)   | 1920 x 1080 (60Hz)   | 1920 x 1080 (60Hz)   |
| 4                 | 1920 x 1080 (60Hz)                    | 1920 x 1080 (60Hz)   | 1920 x 1080 (60Hz)   | 1920 x 1080 (60Hz)   |

Make sure the graphic card on your computer supports DP 1.4 for MST. Please also be noted that the supported number of monitors for connection may vary by graphic card. To find out the capability of your graphic card, check its specifications or contact its manufacturer.

## Daisy chain through Thunderbolt™ (PD3226G/PD2730S only)

Available for models with Thunderbolt<sup>™</sup> 4 ports. Check Back view on page 20 for the available ports of the purchased model.

With monitor connection via Thunderbolt<sup>™</sup> 4 ports, you can output content to up to 6 devices (including 2 monitors) via daisy chain function.



- 1. Connect your laptop (with Thunderbolt connectivity) to the Thunderbolt<sup>™</sup> 4 port (<sup>4</sup><sub>□</sub>) on the monitor using the Thunderbolt<sup>™</sup> cable that came with your monitor. This port supplies power to the laptop.
- Connect the second monitor to the first one using a Thunderbolt<sup>™</sup> 4 cable (purchased separately) as illustrated. Make sure the purchased cable is Thunderbolt<sup>™</sup> 4-certified (with Thunderbolt<sup>™</sup> 4 logo printed on the package and/or on the cable) and is more than one-meter long.

- 3. Power on the laptop and the monitors.
- 4. On your laptop, decide the way you want the content to be displayed on the connected monitors: **Duplicate**, **Extend**, or **Second screen only**. Additional software (purchased separately) may be used to manage the display. Refer to the manual of the purchased software for more information.

#### Supported resolution

To perform Thunderbolt daisy chaining, a limited number of connected monitors is required to ensure image quality. The following information shows the image resolution available to each monitor.

• PD3226G

| 1 <sup>st</sup> monitor | 2 <sup>nd</sup> monitor |
|-------------------------|-------------------------|
| 3840 x 2160 (144 Hz)    | 3840 x 2160 (144 Hz)    |

• PD2730S

| 1 <sup>st</sup> monitor | 2 <sup>nd</sup> monitor |
|-------------------------|-------------------------|
| 5120 x 2880 (60Hz)      | 5120 x 2880 (60Hz)      |

The signal output from a laptop to your monitor is always 3840 x 2160 (PD3226G)/5120 x 2880 (PD2730S). If multiple monitors are connected, you can adjust each monitor's resolution from the operating system of your laptop.

Please also be noted that the supported number of devices for connection may vary by graphic card. To find out the capability of your graphic card, check its specifications or contact its manufacturer.

## Navigating the main menu

You can use the OSD (On Screen Display) menu to adjust all the settings on your monitor. Press the 5-way controller to bring up the main menu. See 5-way controller and basic menu operations on page 39 for details.

Available menu options may vary depending on the input sources, functions and settings. Menu options that are not available will become grayed out. And keys that are not available will be disabled and the corresponding OSD icons will disappear. For models without certain functions, their settings and related items will not appear on the menu.



The OSD menu languages may differ from the product supplied to your region, see Language on page 69 under **System** and **OSD Settings** for more details.

For more information on each menu, please refer to the following pages:

- Display menu on page 55
- Color menu on page 58
- KVM Switch menu on page 64
- Audio menu on page 65
- Custom Key menu on page 66
- System menu on page 68

## Display menu

| Display | <u>/</u>     | кvм    | Switch ON   FreeS |        | Display P3   Thune<br>FF   3840 x 2160 |  |
|---------|--------------|--------|-------------------|--------|--|--|
| **      | Signal Input |        | Thunderbolt 4     |        |  |  |
|         | PIP          |        | Display Port      |        |  |  |
|         | РВР          |        | HDMI              |        |  |  |
| ™<br>1  | SWAP         |        |                   |        |  |  |
|         | Display Mode |        |                   |        |  |  |
| ප       |              |        |                   |        |  |  |
| 乃       |              |        |                   |        |  |  |
|         |              |        |                   |        |  |  |
| 🔅 Ba    | ck           | 🔅 Move | <∲> c             | onfirm | <0> Edit                               |  |

- 1. Press the 5-way controller to bring up the main menu.
- 2. Use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select **Display**.
- 3. Select  $\stackrel{\langle \circ \rangle}{\longrightarrow}$  to go to a sub menu, and then use  $\stackrel{\langle \circ \rangle}{\longrightarrow}$  or  $\stackrel{\langle \circ \rangle}{\longrightarrow}$  to select a menu item.
- 4. Use  $\stackrel{\frown}{\longrightarrow}$  or  $\stackrel{\frown}{\longrightarrow}$  to make adjustments, or use  $\stackrel{\frown}{\longrightarrow}$  to make selection.
- 5. To return to the previous menu, select  $\langle \bullet \rangle$ .
- 6. To exit the menu, select <

| ltem         | Function  | Range                             |
|--------------|---|-----------------------------------|
| Signal Input | Use this to change the input to that appropriate to your video cable connection type. | (PD3226G/PD2<br>730S)             |
|              |   | <ul> <li>Thunderbolt 4</li> </ul> |
|              |   | <ul> <li>DisplayPort</li> </ul>   |
|              |   | • HDMI                            |
|              |   | (PD2706QN)                        |
|              |   | •USB-C                            |
|              |   | <ul> <li>DisplayPort</li> </ul>   |
|              |   | • HDMI                            |
|              |   |                                   |

| Item                                  |  | Range   |  |
|---------------------------------------|--|---|--|
| <b>PIP</b><br>(PD3226G/<br>PD2730S    | Sets the F<br>video sou<br>time.                                       |   |  |
| only)                                 | C The au activat   | idio input is from the main source if the PIP mode is<br>red.   |  |
|                                       | Ø Not ree  | commended when HDR function is enabled.   |  |
|                                       | Main   | Decides the main video source.  | • Thunderbolt 4  |
|                                       | Sub  | Decides the second video source for PIP mode.   | • DisplayPort<br>• HDMI  |
|                                       | PIP Size   | Decides the size of the inset window in the PIP mode.   | • Small<br>• Medium<br>• Large   |
|                                       | PIP<br>Position  | Adjusts the position of the inset window in the PIP mode.   | <ul> <li>Top Right</li> <li>Top Left</li> <li>Bottom Right</li> <li>Bottom Left</li> </ul> |
| PBP<br>(PD3226G/<br>PD2730S           | side-by-si   | PBP mode to have two pictures displayed<br>de. Determines the video sources for the left<br>ght windows respectively. |  |
| only)                                 | 📀 Not ree  |   |  |
|                                       | Left   | Decides the input displayed on the left.  | Thunderbolt 4  |
|                                       | <b>Right</b> Decides the input displayed on the right.                 |   | • DisplayPort     • HDMI   |
| SWAP<br>(PD3226G/<br>PD2730S<br>only) | Videos from the main and the second sources are swapped on the screen. |   |  |

| ltem   | Function  |   | Range |
|--|---|---|-------|
| Display<br>Mode  | This featu<br>than 16:9   |   |       |
|  | The op<br>on the  | otions under <b>Display Mode</b> will be different depending input signal sources.                                      |       |
|  | Depen<br>Mode   | ding on your selection of <b>Color Mode</b> , different <b>Display</b> option is pre-set. Change the setting if needed. |       |
|  | Full  | Scales the input image to fill the screen.<br>Ideal for 16:9 aspect images.   |       |
|  | <b>Aspect</b> The input image is displayed without geometric distortion filling as much of the display as possible. |   |       |
| <b>1:1</b> Displays the input image in its resolution without scaling. |   | Displays the input image in its native resolution without scaling.  |       |

### Color menu

| Color      |            | Color Mode : Display P3   USB-C<br>KVM Switch ON   2560 x 1440   60Hz |
|------------|------------|---|
| **҉+       | Color Mode | sRGB  |
|            | DualView   | Display P3 🗸 🗸  |
|            | Brightness | DCI-P3  |
|            |            | Rec. 709  |
| <b>⊈</b> > | Sharpness  | M-book  |
| ප          |            | CAD/CAM   |
| 乃          |            | Animation   |
| Ť          | Advanced   | B+W   |
| <€> E      | ack 🤹 Move | <ol> <li>Confirm</li> </ol>   |

- 1. Press the 5-way controller to access the main menu.
- 2. Use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select **Color**.
- 3. Select  $\langle \hat{\bullet} \rangle$  to go to a sub menu, and then use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select a menu item.
- 4. Use  $\stackrel{()}{\leftarrow}$  or  $\stackrel{()}{\leftarrow}$  to make adjustments, or use  $\stackrel{()}{\leftarrow}$  to make selection.
- 5. To return to the previous menu, select  $\langle \bullet \rangle$ .
- 6. To exit the menu, select  $\langle \bullet \rangle$ .

| ltem       |   | Function   | Range |
|------------|---|--|-------|
| Color Mode | Select a color<br>on the screer   | r mode that best suits the type of images shown<br>n.              |       |
|            | <b>sRGB</b> For better color matching representation with the peripheral devices, such as printers, digital cameras, etc. |  |       |
|            |   | For better color matching representation with Standard Display P3. |       |
|            | DCI-P3  | For better color matching representation with Standard DCI-P3.     |       |
|            | Rec. 709  | For better color matching representation with Standard Rec. 709.   |       |

| Item |  | Function   | Range |
|------|--|--|-------|
|      | M-book   | Minimizes the visual differences between the monitor and the connected MacBook series product.   |       |
|      | CAD / CAM  | Enhances the contrast if a CAD / CAM software is used.   |       |
|      | Animation  | Enhances the contrast of the dark shades so you could work on the details easily when making an animation.   | 0~10  |
|      | B+WApplies a black and white theme.(PD2706QN<br>only)Applies a black and white theme.  |  | 1~3   |
|      | Darkroom   | For image editing and viewing in a<br>post-processing environment with a dim light.<br>This mode enhances the sharpness and clarity<br>of shades and shows more details. |       |
|      | HDR  | For better color matching representation with<br>High Dynamic Range (HDR) technology.<br>Available only when the HDR content is detected.                                |       |
|      | DICOM       For viewing DICOM images. It is recommended for displaying medical images.         DICOM as the abbreviation of Digital Imaging and Communications in Medicine is a standard for handling, storing, printing, and transmitting medical images. |  |       |
|      | User 1<br>User 2   | Applies a combination of picture settings defined by users.  |       |

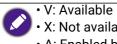
| Item                 |   | Function   | Range   |  |  |
|----------------------|---|--|---|--|--|
| DualView             | modes. Once<br>windows; the<br>mode selecte | preview of screen images under the selected<br>enabled, the screen will be divided into two<br>left window demonstrates the image under the<br>ed from Color Mode, while the right window<br>image under the mode specified here.  | <ul> <li>OFF</li> <li>sRGB</li> <li>Display P3</li> <li>DCI-P3</li> <li>Rec. 709</li> <li>M-book</li> <li>CAD / CAM</li> <li>Animation</li> <li>B+W<br/>(PD2706Q<br/>N only)</li> <li>Darkroom</li> <li>HDR</li> <li>DICOM</li> <li>User 1</li> <li>User 2</li> </ul> |  |  |
| Brightness           | Adjusts the b                               | 0 to 100   |   |  |  |
| Contrast             | Adjusts the d<br>lightness.                 | 0 to 100   |   |  |  |
| Sharpness            | Adjusts the c<br>the image.                 | Adjusts the clarity and visibility of the edges of the subjects in the image.  |   |  |  |
| Color<br>Temperature | 6500K                                       | Allows video and still photographs to be<br>viewed with natural coloring. This is the factory<br>default color.  |   |  |  |
|                      | 9300K                                       | Applies a cool tint to the image and is factory pre-set to the PC industry standard white color.   |   |  |  |
|                      | 5000K                                       | Applies a warm tint to the image and is factory pre-set to the news print standard white color.  |   |  |  |
|                      | User Define                                 | The blend of the Red, Green and Blue primary<br>colors can be altered to change the color tint of<br>the image. Go to the succeeding <b>R</b> (red), <b>G</b><br>(green), and <b>B</b> (blue) menus to change the<br>settings.<br>Decreasing one or more of the colors will<br>reduce their respective influence on the color<br>tint of the image. (e.g. if you reduce the Blue<br>level the image will gradually take on a<br>yellowish tint. If you reduce Green, the image<br>will become a magenta tint.) | <ul> <li>R (0~100)</li> <li>G (0~100)</li> <li>B (0~100)</li> </ul>   |  |  |

| ltem              |                                 | I                                  | Function   | Range  |
|-------------------|---------------------------------|------------------------------------|--|--|
| Low Blue<br>Light | Decreases th<br>the risk of blu | e blue light er<br>Ie light exposi | nitted from the display to reduce<br>ure to your eyes.   | 0 to 5   |
|                   | The value f light is decrease   | or each Low Blu<br>d compared wit  | e Light mode indicates how much blue<br>h the Standard mode.   |  |
| Advanced          | Gamma                           | Adjusts the t                      | •1.8<br>•2.0<br>•2.2<br>•2.4<br>•2.6<br>•sRGB  |  |
|                   | Color Gamut                     | Р3                                 | For better color matching representation with Standard P3.   |  |
|                   |                                 | sRGB                               | For better color matching<br>representation with the<br>peripheral devices, such as<br>printers, digital cameras, etc.       |  |
|                   |                                 | Rec. 709                           | For better color matching representation with Standard Rec. 709.   |  |
|                   |                                 | Native                             | For better color matching representation with the native color gamut.  |  |
|                   | Hue                             | Adjusts the o                      | <ul> <li>R (0~100)</li> <li>G (0~100)</li> <li>B (0~100)</li> <li>C (0~100)</li> <li>M (0~100)</li> <li>Y (0~100)</li> </ul> |  |
|                   | Saturation                      | Adjusts the p                      | ourity degree of colors.   | <ul> <li>R (0~100)</li> <li>G (0~100)</li> <li>B (0~100)</li> <li>C (0~100)</li> <li>M (0~100)</li> <li>Y (0~100)</li> </ul> |

| Item |                      | Range  |             |  |
|------|----------------------|--|-------------|--|
|      | Uniformity           | If activated, this function compensates the variation in brightness across the display area so the whole display area looks uniform in brightness. | ∙ON<br>∙OFF |  |
|      | RGB Range            | Determines the range of color scales. Select an option that matches the RGB range setting on the connected device. • Full • Limit                  |             |  |
|      | Backlight<br>Control |  |             |  |
|      | Reset Color          | Resets the custom color settings to the factory defaults.  | ·YES<br>·NO |  |

#### Available menu options to each Color Mode

Depending on the **Color Mode** you just set, the available options for color adjustment may vary. The list is for reference only as available options also vary by input. Menu options that are not available will become grayed out.



• X: Not available

•  $\Delta$ : Enabled but not changeable

| PD2706QN   |            | Settings |           |  |                |       |     |            |                   |            |
|------------|------------|----------|-----------|--|----------------|-------|-----|------------|-------------------|------------|
| Color Mode | Brightness | Contrast | Sharpness | Color<br>Temp.   | Color<br>Gamut | Gamma | Hue | Saturation | Low Blue<br>Light | Uniformity |
| sRGB       | V          | Х        | V         | Х  | Х              | х     | Х   | Х          | Х                 | Δ          |
| Display P3 | V          | Х        | V         | Х  | Х              | Х     | Х   | Х          | Х                 | Δ          |
| DCI-P3     | V          | Х        | V         | Х  | Х              | х     | Х   | Х          | Х                 | Δ          |
| Rec. 709   | V          | Х        | V         | Х  | Х              | Х     | Х   | Х          | Х                 | Δ          |
| M-book     | V          | V        | V         | V<br>(Only <b>User</b><br><b>Define</b> is<br>available) | х              | x     | Х   | Х          | V                 | Δ          |
| CAD / CAM  | V          | V        | V         | Х  | Х              | V     | Х   | Х          | V                 | Δ          |
| Animation  | V          | Х        | V         | Х  | Х              | Х     | Х   | Х          | V                 | Δ          |

| PD2706QN   | Settings   |          |           |                |                |       |     |            |                   |            |
|------------|------------|----------|-----------|----------------|----------------|-------|-----|------------|-------------------|------------|
| Color Mode | Brightness | Contrast | Sharpness | Color<br>Temp. | Color<br>Gamut | Gamma | Hue | Saturation | Low Blue<br>Light | Uniformity |
| B+W        | V          | V        | V         | Х              | Х              | Х     | Х   | Х          | V                 | Δ          |
| Darkroom   | V          | V        | V         | Х              | Х              | Х     | Х   | Х          | V                 | Δ          |
| HDR        | V          | V        | V         | Х              | х              | х     | Х   | V          | Х                 | х          |
| DICOM      | V          | V        | V         | Х              | Х              | х     | Х   | Х          | Х                 | Х          |
| User 1     | V          | V        | V         | V              | V              | V     | V   | V          | V                 | V          |
| User 2     | V          | V        | V         | V              | V              | V     | V   | V          | V                 | V          |

| PD3226G/<br>PD2730S | Settings   |          |           |  |                |       |     |            |                      |            |                      |
|---------------------|--|----------|-----------|--|----------------|-------|-----|------------|----------------------|------------|----------------------|
| Color Mode          | Brightness   | Contrast | Sharpness | Color<br>Temp.                                     | Color<br>Gamut | Gamma | Hue | Saturation | Low<br>Blue<br>Light | Uniformity | Backlight<br>Control |
| sRGB                | v  | Х        | V         | Х  | х              | Х     | Х   | Х          | х                    | Δ          | Х                    |
| Display P3          | v  | Х        | V         | Х  | х              | Х     | Х   | Х          | х                    | Δ          | Х                    |
| DCI-P3              | V  | Х        | V         | Х  | х              | х     | Х   | Х          | х                    | Δ          | Х                    |
| Rec. 709            | V  | х        | V         | Х  | х              | х     | Х   | Х          | х                    | Δ          | Х                    |
| M-book              | v  | V        | V         | V<br>(Only <b>User<br/>Define</b> is<br>available) | х              | х     | x   | x          | V                    | Δ          | x                    |
| CAD / CAM           | v  | V        | V         | Х  | х              | V     | Х   | Х          | V                    | Δ          | Х                    |
| Animation           | V  | Х        | V         | Х  | х              | х     | Х   | Х          | V                    | Δ          | Х                    |
| Darkroom            | V  | V        | V         | Х  | х              | х     | Х   | Х          | V                    | Δ          | Х                    |
| HDR                 | V<br>(only when<br>Backlight<br>Control is<br>OFF) | V        | V         | Х  | х              | х     | Х   | v          | x                    | x          | v                    |
| DICOM               | V  | V        | V         | Х  | х              | х     | Х   | Х          | Х                    | х          | х                    |
| User 1              | V  | V        | V         | V  | V              | V     | V   | V          | V                    | V          | Х                    |
| User 2              | V  | V        | V         | V  | V              | V     | V   | V          | V                    | V          | х                    |

## KVM Switch menu

| KVM S | witch          |                             | olor Mode : Display P3 l USB-C<br>itch ON l 2560 x 1440 l 60Hz |
|-------|----------------|-----------------------------|--|
| →*≮   | USB-C          | DisplayPort 🗸               | If it can't use KVM,   |
|       | 🖽 Display Port | HDMI                        | please check   |
| ₽.    |                | None                        | 1. Input Source is connected                                   |
|       |                |                             | 2. Select the correct physical                                 |
| ц     |                |                             | input source for USB   |
| ප     |                |                             |  |
| ß     |                |                             |  |
| € Ba  | ick 🎲 Move     | <ol> <li>Confirm</li> </ol> | < <b>€&gt;</b> Edit  |

- 1. Press the 5-way controller to access the main menu.
- 2. Use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select **KVM Switch**.
- 3. Select  $\stackrel{\langle \circ \rangle}{\longrightarrow}$  to go to a sub menu, and then use  $\stackrel{\langle \circ \rangle}{\longrightarrow}$  or  $\stackrel{\langle \circ \rangle}{\longrightarrow}$  to select a menu item.
- 4. Use  $\stackrel{()}{\leftarrow}$  or  $\stackrel{()}{\leftarrow}$  to make adjustments, or use  $\stackrel{()}{\leftarrow}$  to make selection.
- 5. To return to the previous menu, select  $\langle \bullet \rangle$ .
- 6. To exit the menu, select  $\langle \bullet \rangle$ .

| Item                                   | Function  | Range  |
|--|---|--|
| Thunderbolt 4<br>(PD3226G/PD2<br>730S) | Switches the keyboard and mouse control over the input source/display connected to the Thunderbolt™ 4 port.   |  |
| <b>USB-C</b><br>(PD2706QN)             | Switches the keyboard and mouse control over the input source/display connected to the USB-C <sup>™</sup> port.   |  |
| USB                                    | Switches the keyboard and mouse control over the<br>input source/display connected to the USB Upstream<br>port. The video input that goes with this USB<br>Upstream port varies by connection. See Sharing a set<br>of keyboard, mouse, and the other USB peripherals<br>with KVM on page 47. | <ul> <li>∙DisplayPort</li> <li>∙HDMI</li> <li>•None</li> </ul> |

## Audio menu

| Audio        | 0      | KVM Switch ON   Fre | Color Mode : Display P3   Thunderbo<br>eeSync Premium OFF   3840 x 2160   144 |  |
|--------------|--------|---------------------|---|--|
| <b>≯</b> *҉← | Volume | ON                  |   |  |
|              | Mute   | OFF                 |   |  |
|              | Source |                     |   |  |
| <b>⊈</b> )   |        |                     |   |  |
| ප            |        |                     |   |  |
| 乃            |        |                     |   |  |
| ¢ĵ>          | Back 🌔 | Move (              | Confirm   |  |

- 1. Press the 5-way controller to access the main menu.
- 2. Use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select **Audio**.
- 3. Select  $\langle \hat{\bullet} \rangle$  to go to a sub menu, and then use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select a menu item.
- 4. Use  $\stackrel{()}{\leftarrow}$  or  $\stackrel{()}{\leftarrow}$  to make adjustments, or use  $\stackrel{()}{\leftarrow}$  to make selection.
- 5. To return to the previous menu, select  $\langle \bullet \rangle$ .
- 6. To exit the menu, select  $\langle \bullet \rangle$ .

| Item                                 | Function  | Range           |
|--------------------------------------|---|-----------------|
| Volume                               | Adjusts the audio volume.   | 0 ~ 100         |
| Mute                                 | Mutes the audio input.  | ∙ON<br>∙OFF     |
| Source<br>(PD3226G/PD273<br>0S only) | Switches the audio input from one source to the<br>other. If you have audio input from both sources,<br>the monitor's speakers output the audio signals<br>from the main screen by default. | • Main<br>• Sub |

### Custom Key menu

| Color Mode : Display P3   Thunderbolt 4<br>Custom Key KVM Switch ON   FreeSync Premium OFF   3840 x 2160   144 Hz |                        |                |            |  |
|---|------------------------|----------------|------------|--|
| <b>≯</b> *҉←  | 🗖 Monitor Function Key | Color Mode 🗸 🗸 | sRGB       |  |
| Ш   | O Shortcut 1,2,3       | Input          | Display P3 |  |
|   | 🗿 Looping Key          | DualView       | DCI-P3     |  |
|   | IR Channel Setting     | KVM Switch     |            |  |
| ц,  | ⊙ Dial                 | Mute           | M-book     |  |
| 8   | 🗿 Dial Quick Menu      |                | CAD/CAM    |  |
| 乃   |                        |                |            |  |
|   |                        |                | Darkroom   |  |
| <b>∢</b> €>   | Back 🍀 Move            | <🇊> Confirm    | <ê> Edit   |  |

- 1. Press the 5-way controller to access the main menu.
- 2. Use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select **Custom Key**.
- 3. Select  $\langle \hat{\bullet} \rangle$  to go to a sub menu, and then use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select a menu item.
- 4. Use  $\stackrel{()}{\leftarrow}$  or  $\stackrel{()}{\leftarrow}$  to make adjustments, or use  $\stackrel{()}{\leftarrow}$  to make selection.
- 5. To return to the previous menu, select  $\langle \bullet \rangle$ .
- 6. To exit the menu, select  $\langle \bullet \rangle$ .

| ltem                       | Function   | Range   |
|----------------------------|--|---|
| Monitor<br>Function<br>Key | Sets the function to be accessed by Function key. For <b>Color Mode</b> and <b>DualView</b> , select up to 3 items for quick access by this key. | <ul> <li>Color Mode</li> <li>Input</li> <li>DualView</li> <li>KVM Switch</li> <li>Mute</li> </ul> |

| Item                  | Function   | Range  |  |  |  |
|-----------------------|--|--|--|--|--|
| (Applicable f         | (Applicable for models with Hotkey Puck G3.)   |  |  |  |  |
| Shortcut 1,<br>2, 3   | Sets the function to be accessed by Shortcut key 1 / 2<br>/ 3 on Hotkey Puck G3. See Hotkey Puck G3 and its<br>basic operations on page 41 for the location of the<br>keys.<br>Select a category first, and choose up to 3 options to<br>be accessed by these keys. The numbers displayed<br>next to the selected items are the shortcut keys that<br>the options are designated to. | <ul> <li>Color Mode</li> <li>Input</li> <li>DualView</li> <li>KVM Switch</li> <li>Application</li> </ul> |  |  |  |
| Looping<br>Key        | Sets the function to be accessed by the Looping key<br>on Hotkey Puck G3. See Hotkey Puck G3 and its basic<br>operations on page 41 for the location of the key.<br>Select a category first, and choose up to 3 options to<br>be accessed by this key.   | <ul> <li>Color Mode</li> <li>Input</li> <li>DualView</li> <li>KVM Switch</li> <li>Mute</li> </ul>        |  |  |  |
| IR Channel<br>Setting | Sets the monitor to map with the Hotkey Puck G3 for<br>easy OSD control. See Setting up Hotkey Puck G3 for<br>more than one monitor (IR Channel Setting) on page<br>44 for more information.   | • Channel 1<br>• Channel 2<br>• Channel 3  |  |  |  |
| Dial                  | Sets the function to be accessed by the Dial key on<br>Hotkey Puck G3. See Hotkey Puck G3 and its basic<br>operations on page 41 for the location of the key.  | <ul> <li>Brightness</li> <li>Contrast</li> <li>Volume</li> </ul>   |  |  |  |
| Dial Quick<br>Menu    | Sets the function to be accessed by the Dial Quick<br>menu from Hotkey Puck G3. See Working with the Dial<br>Quick Menu on page 43 for more information.   | <ul> <li>Brightness</li> <li>Volume</li> <li>Input</li> <li>Contrast</li> </ul>                          |  |  |  |

### System menu

| Sustan       |                     | Color Mode : Display P3   USB-C    |
|--------------|---------------------|------------------------------------|
| System       | I                   | KVM Switch ON   2560 x 1440   60Hz |
| <b>≯</b> *҉< | OSD Settings        | DDC/CI                             |
|              | USB-C Configuration | Auto Power Off                     |
|              | MST                 | DisplayPort                        |
|              | Auto Scan           | OSD Key Bri.                       |
| t;>          | Power Awake         | АМА                                |
| 8            | Advanced            |                                    |
| ß            | Burn-in Cleaner     |                                    |
|              | Software            |                                    |
| kĝ≻ e        | Back 🤹 Move         | Confirm                            |

- 1. Press the 5-way controller to access the main menu.
- 2. Use  $\stackrel{\frown}{\longrightarrow}$  or  $\stackrel{\frown}{\longrightarrow}$  to select **System**.
- 3. Select  $\langle \hat{\bullet} \rangle$  to go to a sub menu, and then use  $\langle \hat{\bullet} \rangle$  or  $\langle \hat{\bullet} \rangle$  to select a menu item.
- 4. Use  $\stackrel{()}{\leftarrow}$  or  $\stackrel{()}{\leftarrow}$  to make adjustments, or use  $\stackrel{()}{\leftarrow}$  to make selection.
- 5. To return to the previous menu, select  $\langle \bullet \rangle$ .
- 6. To exit the menu, select  $\langle \bullet \rangle$ .

| ltem   |                  | Function   | Range  |
|--|------------------|--|--|
| OSD Settings                                 | Language         | Sets the OSD menu language.<br>The language options displayed on your OSD<br>may differ from those shown on the right,<br>depending on the product supplied in your<br>region.   | <ul> <li>English</li> <li>Français</li> <li>Deutsch</li> <li>Italiano</li> <li>Español</li> <li>Polski</li> <li>Česky</li> <li>Magyar</li> <li>Română</li> <li>Nederlands</li> <li>Pycский</li> <li>Svenska</li> <li>Português</li> <li>ゴحربیة</li> <li>包古石</li> <li>繁體中文</li> <li>简体中文</li> </ul> |
|  | Display<br>Time  | Adjusts the display time of the OSD menu.  | • 5 sec.<br>• 10 sec.<br>• 15 sec.<br>• 20 sec.<br>• 25 sec.<br>• 30 sec.  |
|  | OSD Lock         | Prevents all the monitor settings from<br>being accidentally changed. When this<br>function is activated, the OSD controls<br>and hotkey operations will be disabled.<br>To unlock the OSD controls, press and hold<br>any key for 10 seconds. |  |
| USB-C<br>Configuration<br>(PD2706QN<br>only) | The USB tran     | esh rate of the input video via USB-C™ port.<br>smission speed changes accordingly due<br>chnology limitation.   |  |
|  | USB 2.0          | Refresh rate: 2560 x 1440 @ 60Hz<br>USB transmission speed: 480 Mbps   |  |
|  | USB 3.2 Gen<br>1 | Refresh rate: 2560 x 1440 @ 60Hz<br>USB transmission speed: 5 Gbps   |  |

| ltem                                      |  | Function  | Range                                     |
|---|--|---|---|
| MST<br>(PD2706QN<br>only)                 | Allows data transmission while multiple monitors are daisy-chained.  |   | ∙ON<br>∙OFF                               |
| Resolution<br>Config<br>(PD3226G<br>only) | Sets the refresh rate of the input video via Thunderbolt 4 port.   |   | • 2160P@144<br>Hz<br>• 2160P@60Hz         |
| VRR<br>(PD3226G<br>only)                  | With variable refresh rate (VRR) enabled, your monitor helps reduce screen tearing and provide smooth performance.   |   | •ON<br>•OFF                               |
| Auto Scan                                 | Sets to automatically detect the available input source.   |   | ·ON<br>·OFF                               |
| Power Awake                               | By default, this function is disabled, and the USB ports<br>are not supplied with power while the monitor is in<br>standby mode.<br>To keep supplying power to the USB ports in monitor's<br>standby mode, change the setting to <b>ON</b> . |   | ∙ON<br>∙OFF                               |
| Advanced                                  | DDC/CI   | Allows the monitor settings to be set<br>through the software on the PC.<br>DDC/CI, short for Display Data<br>Channel/Command Interface, which was<br>developed by Video Electronics Standards<br>Association (VESA). DDC/CI capability allows<br>monitor controls to be sent via the software<br>for remote diagnostics. | •ON<br>•OFF                               |
|   | Auto Power<br>Off  | Sets the time to power off the monitor automatically in power saving mode.  | • OFF<br>• 10 min<br>• 20 min<br>• 30 min |
|   | DisplayPort  | Selects an appropriate DP standard for data transmission.   | •1.1<br>•1.4                              |
|   | OSD Key<br>Bri.  | Adjusts the brightness of the power key's<br>LED indicator.   | ∙ON<br>∙OFF                               |
|   | ΑΜΑ  | Improves the gray level response time of the LCD panel.   | •OFF<br>•High<br>•Premium                 |
|   | <b>DSC</b><br>(PD3226G &<br>PD2730S<br>only)   | Supports Display Streaming Compression<br>(DSC) technology to display video source<br>from DP or HDMI.  | ∙ON<br>∙OFF                               |

| Item               | Function  | Range   |
|--------------------|---|---|
| Burn-in<br>Cleaner | <ul> <li>Screen burn-in or image retention may be found on the screen if a still image is displayed for an extended period of time. Enable this function to help reduce the visible fixed lines or shades on the screen by showing several default patterns.</li> <li>Once enabled, to disable this function, press any of the control keys.</li> <li>Screen burn-in occurs due to panel limitation and should not be considered as a manufacturing defect. To avoid screen burn-in, do not play a still image for an extended period of time in the first place. Use your computer's power management function.</li> </ul> | •YES<br>•NO   |
| Software           | Displays the QR code of <b>Display Pilot 2</b> . Scan for quick access to the software download page.   |   |
| System<br>Setting  | Shows the current monitor property settings.  | <ul> <li>Input</li> <li>Resolution</li> <li>Refresh Rate</li> <li>Color Gamut</li> <li>Color<br/>Sampling</li> <li>RGB Range</li> </ul> |
| Information        | Displays the product information.   | <ul> <li>Model Name</li> <li>Version</li> <li>Usage Time</li> </ul>   |
| Reset All          | Resets all mode, color and geometry settings to the factory default values.   | •YES<br>•NO   |

## Troubleshooting

## Frequently asked questions (FAQ)

### Imaging



The image is blurred.

Download **Resolution file** from the website (see Product support on page 4). Refer to "Adjusting the Screen Resolution". And then select the correct resolution, refresh rate and make adjustments based on these instructions.



Does the blurring only occur at resolutions lower than the native (maximum) resolution?

Download **Resolution file** from the website (see Product support on page 4). Refer to "Adjusting the Screen Resolution". Select the native resolution.



Pixel errors can be seen.

One of several pixels is permanently black, one or more pixels are permanently white, one or more pixels are permanently red, green, blue or another color.

Clean the LCD screen.

• Cycle power on-off.

• These are pixels that are permanently on or off and is a natural defect that occurs in LCD technology.



The image has a faulty coloration.

It has a yellow, blue or pink appearance.

Go to **Color**, **Advanced**, and **Reset Color**, and then choose **YES** to reset the color settings to the factory defaults.

If the image is still not correct and the OSD also has faulty coloration, this means one of the three primary colors is missing in the signal input. Now check the signal cable connectors. If any pin is bent or broken off, please contact your dealer to get necessary support.



The image is distorted, flashes or flickers.

Download **Resolution file** from the website (see Product support on page 4). Refer to "Adjusting the Screen Resolution". And then select the correct resolution, refresh rate and make adjustments based on these instructions.

You are running the monitor at its native resolution, but the image is still distorted.



Images from different input sources may appear distorted or stretched on the monitor running at its native resolution. To have the optimal display performance of each type of input sources, you can use the **Display Mode** function to set a proper aspect ratio for the input sources. See Display Mode on page 57 for details.



The image is displaced in one direction.

Download **Resolution file** from the website (see Product support on page 4). Refer to "Adjusting the Screen Resolution". And then select the correct resolution, refresh rate and make adjustments based on these instructions.

- Faint shadow from the static image displayed is visible on the screen.
- Activate the power management function to let your computer and monitor go into a low power "sleep" mode when not actively in use.
  - Use a screensaver to prevent the occurrence of image retention.

#### Power LED indicator



The LED indicator is white or orange.

- If the LED lights up in solid white, the monitor is powered on.
- If the LED is illuminated in white and there is a message **Out of Range** on the screen, this means you are using a display mode that this monitor does not support, please change the setting to one of the supported mode. Download **Resolution file** from the website (see Product support on page 4). Refer to "Adjusting the Screen Resolution". And then select the correct resolution, refresh rate and make adjustments based on these instructions.
- If the LED is illuminated in orange, the power management mode is active. Press any button on the computer keyboard or move the mouse. If that does not help, check the signal cable connectors. If any pin is bent or broken off, please contact your dealer to get necessary support.
- If the LED is off, check the power supply mains socket, the external power supply and the mains switch.

#### OSD controls

The OSD controls are inaccessible.

To unlock the OSD controls when it is preset to be locked, press and hold any key for 10 seconds.

#### OSD messages

A message **Out of Range** on the screen during computer boot up process.

If there is a message **Out of Range** on the screen during computer boot up process, this means computer compatibility caused by operating system or graphic card. The system will adjust the refresh rate automatically. Just wait until the operating system is launched.

#### Audio

No sound can be heard from the connected external speakers.

- Remove your headphone (if the headphone is connected to the monitor).
- Check whether the headphone jack is properly connected.
- If the external speakers are USB-powered, check whether the USB connection is OK.
- Increase the volume (volume may be muted or too low) on the external speakers.

#### **KVM Switch**



No response after switching to a KVM source.

Check the cable connections and menu settings in the following order.

• Make sure the cables are properly connected and the **KVM Switch** function is enabled. See Establishing KVM connections on page 47 for more information.

- The monitor remembers the KVM pairing setting before it was turned off and may not recognize the new cable connections immediately if changed. You can check if the correct input source has been selected for the KVM source from **KVM Switch** > **USB**, depending on the KVM source you are switching to.
- If you don't have a hot key for **KVM Switch** and the computer of the KVM source you are switching to is in Sleep mode, switch the input to the sleeping computer, and re-connect your keyboard or mouse manually to the sleeping computer to wake it up. (Windows only) If it does not work, try to press the power button to wake the computer up.

?

displayed.

If you go for Scenario A: Working with two computers and one monitor, check if None has been selected from KVM Switch > USB. If so, the screen does not display anything from the second source as there is none. You cannot control the current display either as the keyboard and mouse control has been switched away. In this case, select a video input manually from Display > Signal Input.

The input was switched to the other source. However, there is no image or cursor

 If you are using KVM and MST at the same time as described in Scenario C: Working with KVM and MST at the same time on page 50, make sure the video sources to the first monitor are USB-C<sup>™</sup> and DP. If the cables are properly connected, go to KVM Switch > USB and make sure it is set to DisplayPort.

## USB-C<sup>™</sup> connection (models with USB-C<sup>™</sup> ports)

No video or audio output from the laptop with USB-C<sup>™</sup> connection.

Check the cable connections and menu settings in the following order.

- Check if the USB-C<sup>™</sup> cable has been connected to the monitor and the laptop properly. See Connect the PC video cable. on page 29 for more information.
- Check if the input source has been selected to USB-C on Display > Signal Input.

## Need more help?

If your problems remain after checking this manual, please contact your place of purchase or visit the local website from Support.BenQ.com for more support and local customer service.