



OLED Monitor User Manual

AGP346UCSD

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

AOC

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Version: A00

HDMI[®]
HIGH-DEFINITION MULTIMEDIA INTERFACE

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Safety

National Conventions

The following subsections describe national conventions used in this document.

Notes, Cautions, and Warnings

Throughout this guide, blocks of text may be accompanied by an icon and printed in bold type or in italic type. These blocks are notes, cautions, and warnings, and they are used as follows:



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



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



WARNING: A WARNING indicates the potential for bodily harm and tells you how to avoid the problem. Some warnings may appear in alternate formats and may be unaccompanied by an icon. In such cases, the specific presentation of the warning is mandated by regulatory authority.

Power



The monitor should be operated only from the type of power source indicated on the label. If you are not sure of the type of power supplied to your home, consult your dealer or local power company.



The monitor is equipped with a three-pronged grounded plug, a plug with a third (grounding) pin. This plug will fit only into a grounded power outlet as a safety feature. If your outlet does not accommodate the three-wire plug, have an electrician install the correct outlet, or use an adapter to ground the appliance safely. Do not defeat the safety purpose of the grounded plug.



Unplug the unit during a lightning storm or when it will not be used for long periods of time. This will protect the monitor from damage due to power surges.



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



To ensure satisfactory operation, use the monitor only with UL listed computers which have appropriate configured receptacles marked between 100-240V AC, Min. 5A.



The wall socket shall be installed near the equipment and shall be easily accessible.

Installation

 Do not place the monitor on an unstable cart, stand, tripod, bracket, or table. If the monitor falls, it can injure a person and cause serious damage to this product. Use only a cart, stand, tripod, bracket, or table recommended by the manufacturer or sold with this product. Follow the manufacturer's instructions when installing the product and use mounting accessories recommended by the manufacturer. A product and cart combination should be moved with care.

 Never push any object into the slot on the monitor cabinet. It could damage circuit parts causing a fire or electric shock. Never spill liquids on the monitor.

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

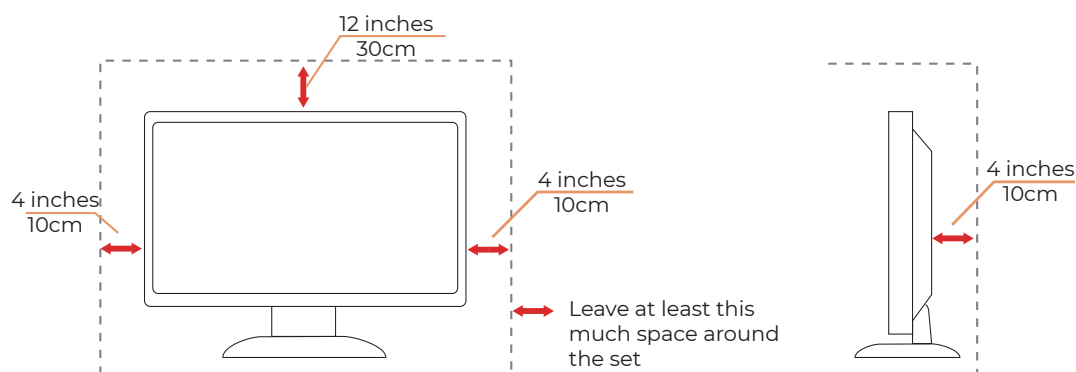
 If you mount the monitor on a wall or shelf, use a mounting kit approved by the manufacturer and follow the kit instructions.

 Leave some space around the monitor as shown below. Otherwise, air-circulation may be inadequate hence overheating may cause a fire or damage to the monitor.

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

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

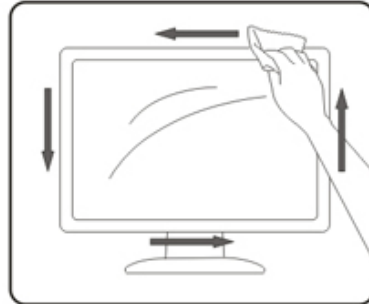
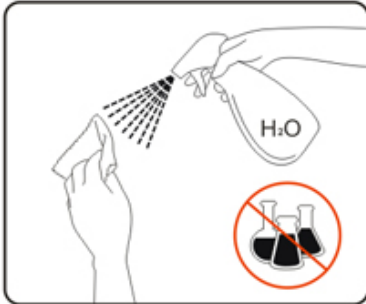
Installed with stand



Cleaning

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

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



 Please disconnect the power cord before cleaning the product.

Other

 If the product is emitting a strange smell, sound or smoke, disconnect the power plug IMMEDIATELY and contact a Service Center.

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

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

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

 The power cords shall be safety approved. For Germany, it shall be H03VV-F, 3G, 0.75 mm², or better. For other countries, the suitable types shall be used accordingly.

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

 Low Blue Light: The display uses the low blue light panel. It complies with TÜV Rheinland Low Blue Light Hardware Solution certification under factory reset/default setting.

Health:

- 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.

 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.

 Based on the characteristics of the OLED products, it is not recommended to continuously use this product for more than 24 hours. This product uses many technologies to eliminate possible image retention. For details, refer to instructions on "Screen Maintenance."

Setup

Contents in Box



OLED Monitor



Quick Start Guide

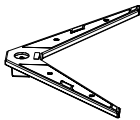
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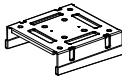
Warranty card



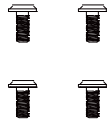
Stand



Base



Wall Mount
Bracket



M4*4
Wall Mount
Screws



Screwdriver



M5*2
Stand Screws



Power Cable

*



DisplayPort Cable

*



HDMI Cable

*



USB C-C Cable

*



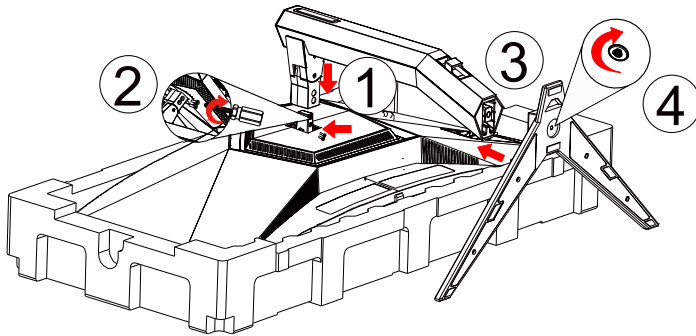
USB Cable

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

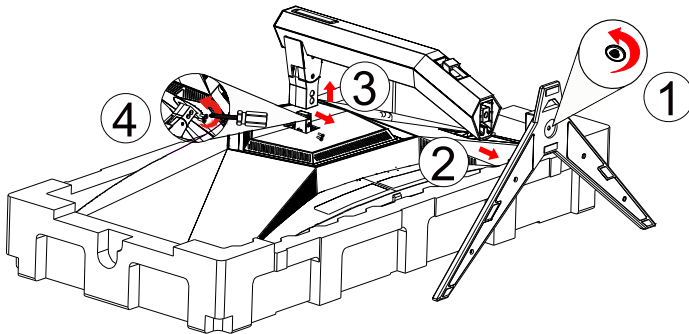
Set-up Stand & Base

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

Setup:

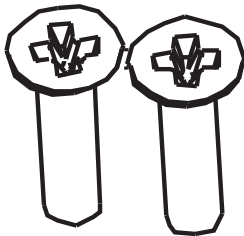


Remove:

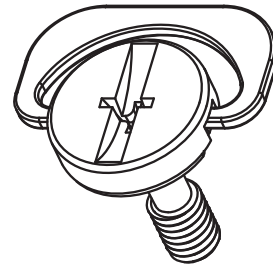


 **NOTE:** Display design may differ from those illustrated.

Bracket screw specification: M5×20 mm



Stand screw specification: M6×21 mm
(Effective thread length 10 mm)

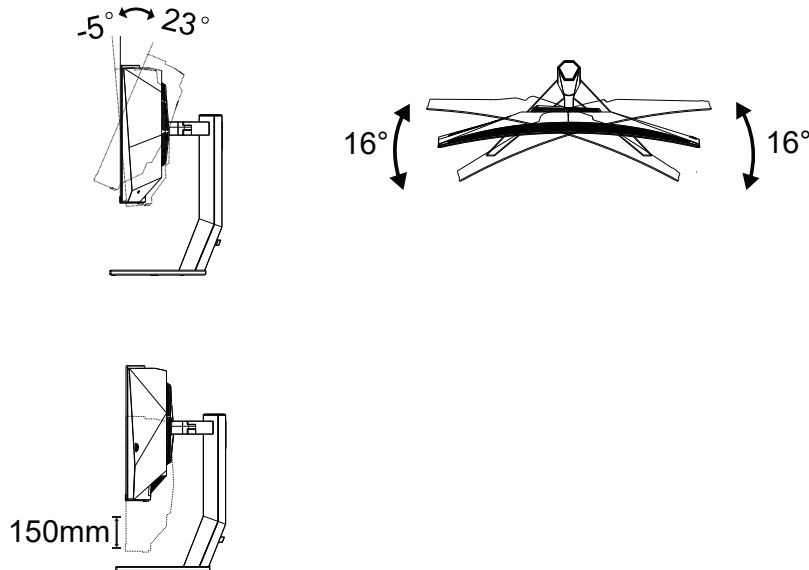


Adjusting Viewing Angle

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

Hold the stand so you will not topple the monitor when you change the monitor's angle.

You are able to adjust the monitor as below:



NOTE:

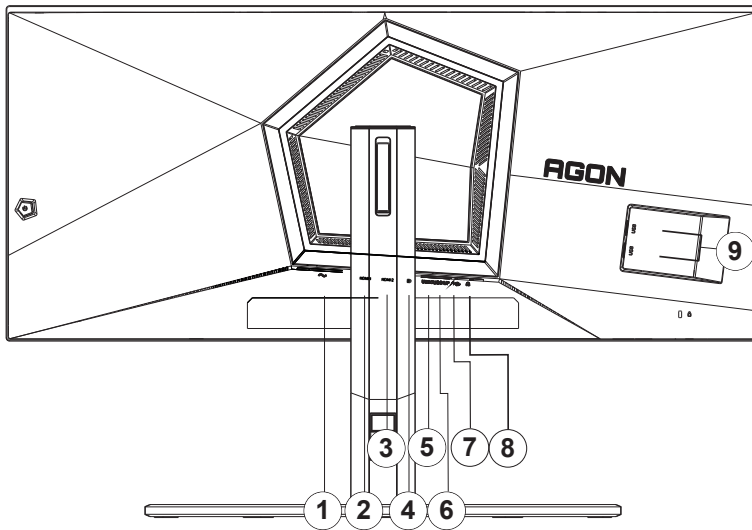
Do not touch the OLED screen when you change the angle. Touching the OLED screen may cause damage.

Warning

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

Connecting the Monitor

Cable Connections In Back of Monitor and Computer:



1. Power
2. HDMI1
3. HDMI2
4. DisplayPort
5. USB C
6. USB upstream
7. USB3.2 Gen1 downstream + fast chargingx1
8. Earphone
9. USB3.2 Gen1 downstream x2

Connect to PC

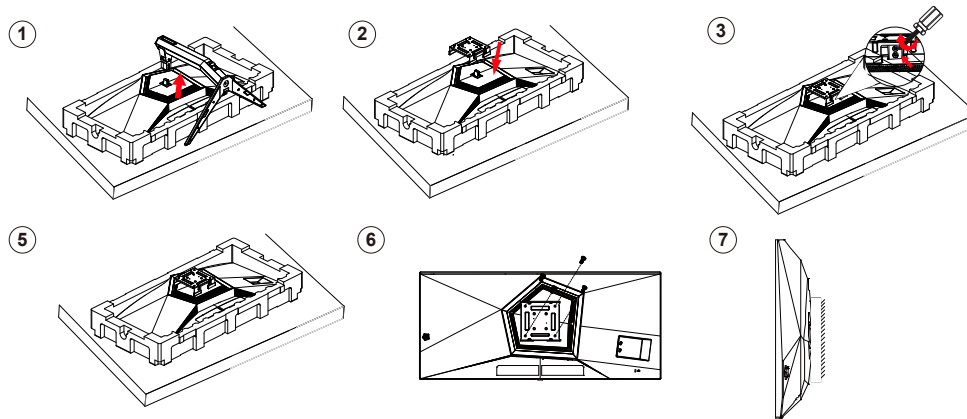
1. Connect the power cord to the back of the display firmly.
2. Turn off your computer and unplug its power cable.
3. Connect the display signal cable to the video connector on the back of your computer.
4. Plug the power cord of your computer and your display into a nearby outlet.
5. Turn on your computer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

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

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

Wall Mounting

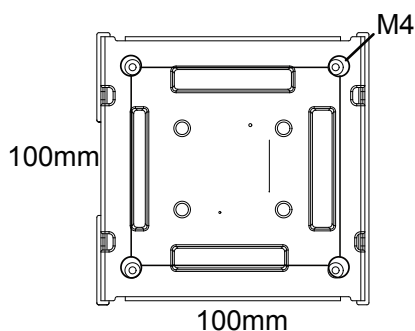
Preparing to Install An Optional Wall Mounting Arm.



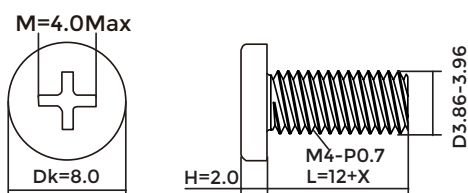
This monitor can be attached to a wall mounting arm you purchase separately. Disconnect power before this procedure. Follow these steps:

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

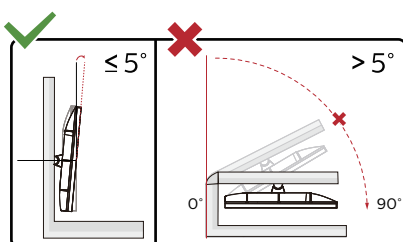
Wall hanger:



Specification of wall hanger screws: M4*12mm



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



Display design may differ from those illustrated.

Warning

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

Adaptive-Sync function

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

Graphics Cards

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

Processors

- AMD Ryzen™ 7 2700U
- AMD Ryzen™ 5 2500U
- AMD Ryzen™ 5 2400G
- AMD Ryzen™ 3 2300U
- AMD Ryzen™ 3 2200G
- AMD PRO A12-9800
- AMD PRO A12-9800E
- AMD PRO A10-9700
- AMD PRO A10-9700E
- AMD PRO A8-9600
- AMD PRO A6-9500
- AMD PRO A6-9500E
- AMD PRO A12-8870
- AMD PRO A12-8870E
- AMD PRO A10-8770
- AMD PRO A10-8770E
- AMD PRO A10-8750B
- AMD PRO A8-8650B
- AMD PRO A6-8570
- AMD PRO A6-8570E
- AMD PRO A4-8350B
- AMD A10-7890K
- AMD A10-7870K
- AMD A10-7850K
- AMD A10-7800
- AMD A10-7700K
- AMD A8-7670K
- AMD A8-7650K
- AMD A8-7600
- AMD A6-7400K

NVIDIA G-SYNC Compatible function

1. This product supports the NVIDIA G-SYNC Compatible feature. The NVIDIA G-SYNC Compatible feature runs under the DisplayPort.
2. To enjoy the perfect gaming experience brought by the G-SYNC feature, you need to separately purchase an NVIDIA GPU graphics card that supports the G-SYNC feature.

G-sync system requirements:

Requirement category: NVIDIA G-SYNC Compatible monitor (Compatible Mode)

Graphics card: NVIDIA Pascal architecture or higher (e.g., GTX 10 series, RTX series)

Monitor: NVIDIA-verified monitor supporting Variable Refresh Rate (VRR)

Operating system: Windows 10 or later

Connection cable: Use DisplayPort

For more information about NVIDIA G-Sync, please visit: <https://www.nvidia.com/en-us/support>

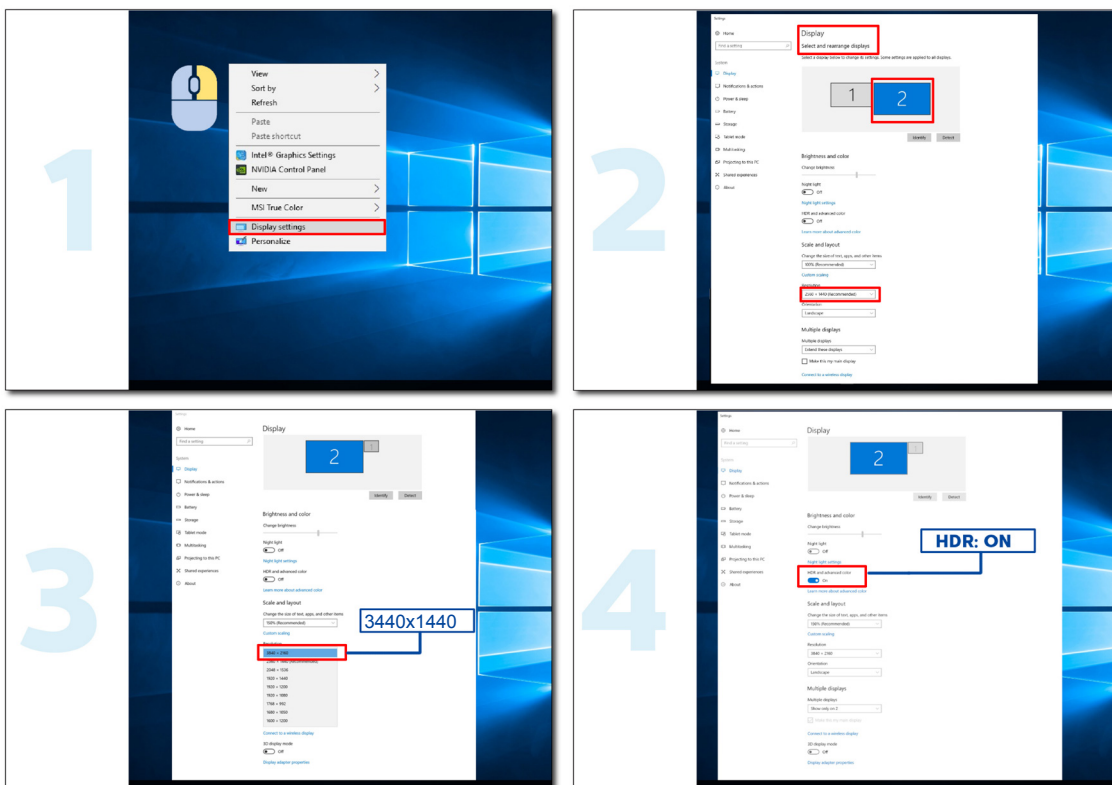
HDR

This monitor is compatible with HDR10 formatted input signals.

The display may automatically activate the HDR function if the player and content are compatible. Please contact the device manufacturer and the content provider for information on the compatibility of your device and content. If you have no need for the automatically activated HDR functions, please select "OFF" from the display settings menu.

Note:

1. 3840×2160@50Hz/60Hz/120Hz is only available on devices such as UHD players or Xbox/PS.
2. Display Settings:
 - a. The display resolution is set to 3440x1440, and HDR is preset to ON. Under these conditions, the screen may slightly dim, indicating HDR has been activated.
 - b. After entering an application, the best HDR effect can be achieved when the resolution is changed to 3440x1440 (if available).



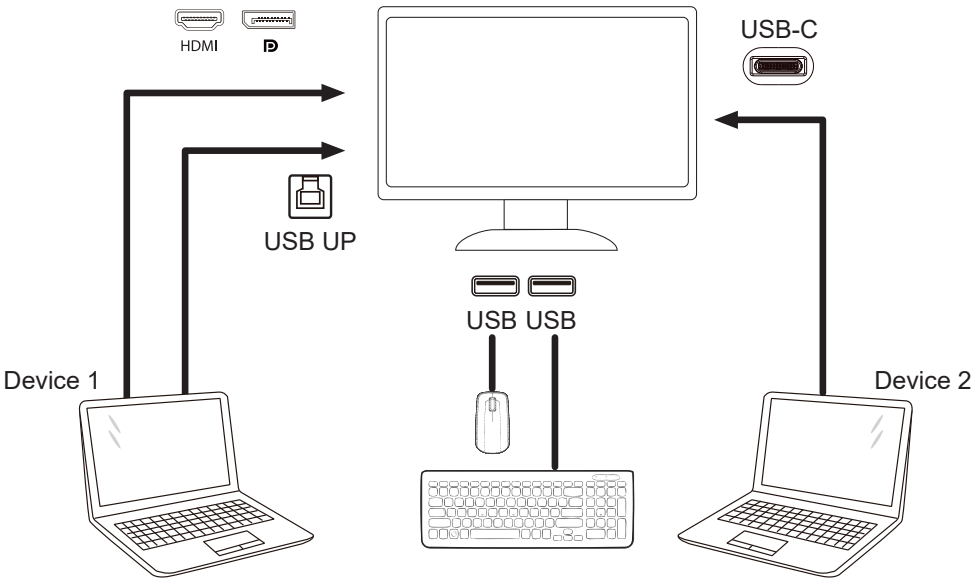
KVM function

What is KVM?

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

How to use KVM?

- Step 1: Please connect one device (PC or notebook) to monitor via USB C.
- Step 2: Please connect the other device to monitor via HDMI or DisplayPort. Then please also connect this device to monitor with USB upstream.
- Step 3: Please connect your peripherals (keyboard and mouse) to monitor via USB port.



Note: Display design may differ from that illustrated

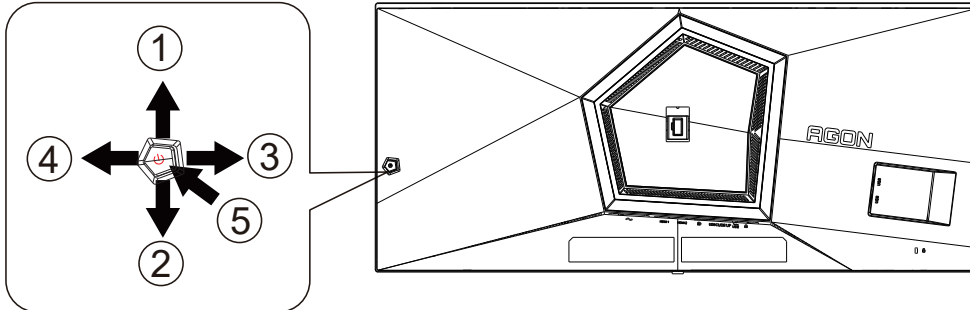
Step 4: Enter to Settings. Go to Settings page and select “Auto”, “USB C”, or “USB UP” of USB Selection tab.



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

Adjusting

Hotkeys



1	User Key Up (Input Select)/Up
2	User Key Down (Dial Point)/Down
3	User Key Left (Game Mode)/Left
4	User Key Right(Light FX)/Right
5	Power/Menu/Select

Power/Menu/Select

- When the monitor is powered off, press this button to turn it on.
- When the monitor is powered on, press this button to open the OSD menu or confirm function adjustments, and press and hold this button for about 2 seconds to turn off the monitor.
- When the monitor is in standby mode, press this button to turn it off.

User Key Down (Dial Point)/Down

- When the monitor is in standby mode, press this key to open the "Input Select" order. Customize this shortcut function in the OSD menu: Gaming Mode, Shadow Control, Low Input Lag, Adaptive-Sync, Frame Counter, Dial Point, Sniper Scope, Input Select, Volume, Image Ratio, Pixel Refresh, Light FX, Game Color, Dark Boost, Sharpness, Color Temp., Color Space, Quick Menu, No Function. The factory default is "Input Select". When the OSD menu is closed, press this key to open the Input Select menu, press the Up or Down key to select the source displayed in the information bar, and press the Select key to adjust to the selected source. When the monitor is in standby, press this key to open the Input Select menu.

User Key Left (Gaming Mode)/Left

- Customize this shortcut function in the OSD menu: Gaming Mode, Shadow Control, Low Input Lag, Adaptive-Sync, Frame Counter, Dial Point, Sniper Scope, Input Select, Volume, Image Ratio, Pixel Refresh, Light FX, Game Color, Dark Boost, Sharpness, Color Temp., Color Space, Quick Menu, No Function. The factory default is "Gaming Mode". When the OSD menu is off, press this key to open the Gaming Mode menu, press the Left or Right button to select the corresponding Gaming Mode (Standard, FPS, Real-Time Strategy, Racing, Player 1, Player 2, or Player 3). When the monitor is in standby, press this key to open the Input Select menu.

User Key Right (Light FX) / Right

- Customize this shortcut function in the OSD menu: Gaming Mode, Shadow Control, Low Input Lag, Adaptive-Sync, Frame Counter, Dial Point, Sniper Scope, Input Select, Volume, Image Ratio, Pixel Refresh, Light FX, Game Color, Dark Boost, Sharpness, Color Temp., Color Space, Quick Menu, No Function. The factory preset is "e-sports ambient light". When the OSD menu is off, press this key to open the

"Gaming Ambient Light" menu, and you can adjust the intensity, mode, and color of the Light FX according to your needs. When the monitor is in standby, press this key to open the Input Select menu.

User Key Up(Input Select)/Up

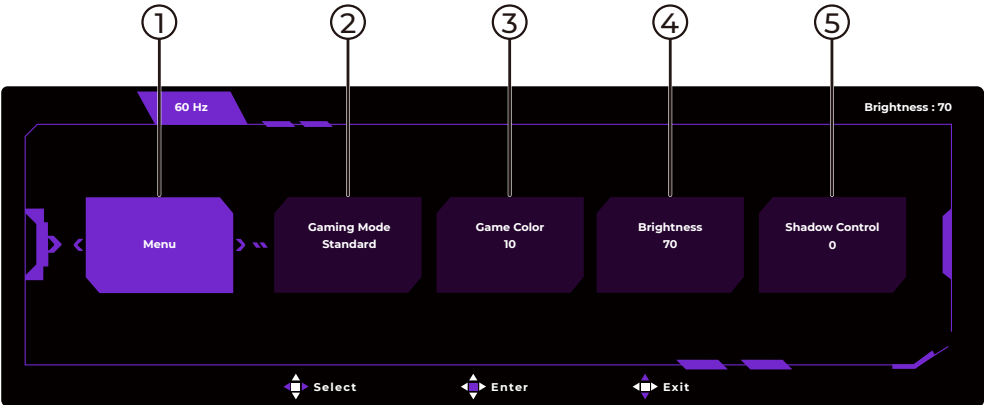
- Customize this shortcut function in the OSD menu: Gaming Mode, Shadow Control, Low Input Lag, Adaptive-Sync, Frame Counter, Dial Point, Sniper Scope, Input Select, Volume, Image Ratio, Pixel Refresh, Light FX, Game Color, Dark Boost, Sharpness, Color Temp., Color Space, Quick Menu, No Function. The factory default is "Input Select". When the OSD menu is off, press this key to open the "Input Select" menu, press the "Up" or "Down" key to select the signal source displayed in the information bar, and press the "Select" key to adjust to the selected signal source. When the monitor is in standby, press this key to open the Input Select menu.

OSD - Lock function

- When the OSD menu is Off, press and hold the "Down" button for approximately 10 seconds to lock or unlock the OSD menu.

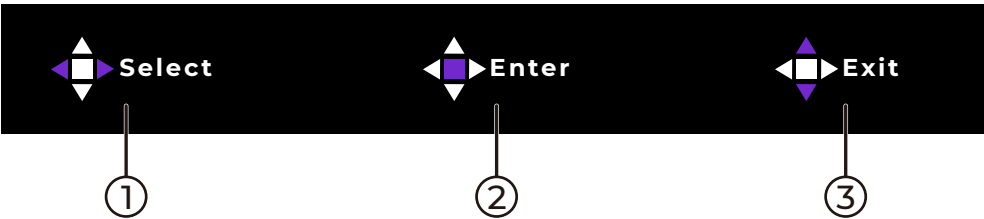
Adjust OSD Menu

Quick Menu



1	Menu	Open the OSD main menu.
2	Quick Menu 1 Gaming Mode	User Quick Menu 1. The default setting is Gaming Mode.
3	Quick Menu 2 Game Color	User Quick Menu 2. The default setting is Game Color.
4	Quick Menu 3 Brightness	User Quick Menu 3. The default setting is Brightness.
5	Quick Menu 4 Shadow Control	User Quick Menu 4. The default setting is Shadow Control.

Button Operation Guide



1	Select	According to the purple button prompts in the OSD menu, press the corresponding button to select the menu you wish to adjust or to make adjustments.
2	Enter	According to the purple button prompts in the OSD menu, press the corresponding button to confirm your selection and proceed to the next submenu, or to confirm a menu adjustment.
3	Exit	According to the purple button prompts in the OSD menu, press the corresponding button to return to the previous menu level or to exit the menu entirely.

Note:

The function of the 5-way navigation button may vary depending on the different OSD menu levels or options. Please operate it according to the purple button prompts in the OSD menu.

OSD Setting

Game Setting



Gaming Mode	Off	No optimization by Gaming Mode.
	FPS	For playing FPS (First Person Shooters) games. Improves dark theme black level details.
	RTS	For playing RTS (Real Time Strategy). Improves the image quality.
	Racing	For playing Racing games, Provides fastest response time and high color saturation.
	Gamer 1	User's preference settings saved as Gamer 1.
	Gamer 2	User's preference settings saved as Gamer 2.
	Gamer 3	User's preference settings saved as Gamer 3.

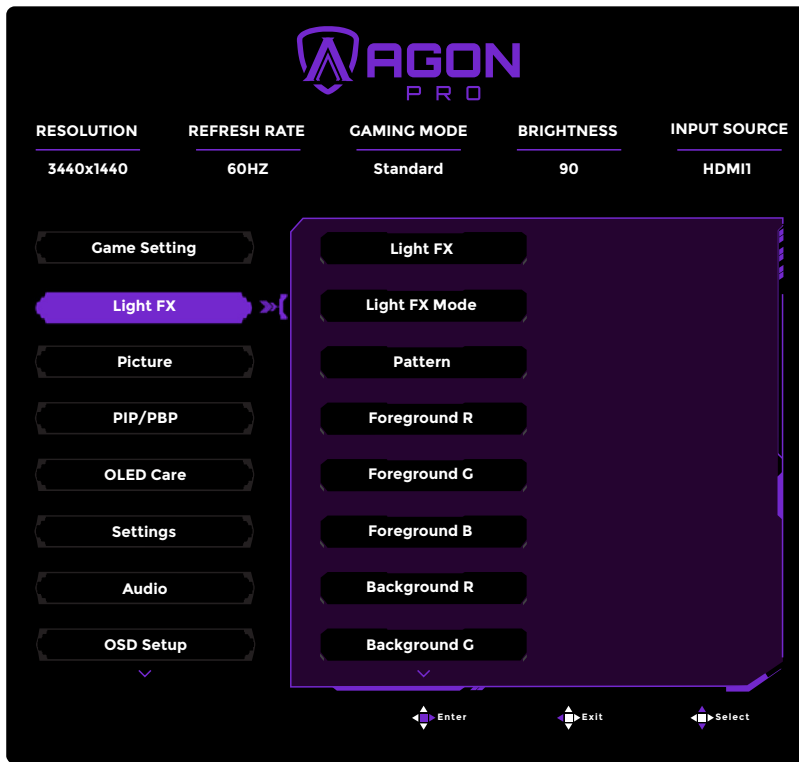
Image Ratio	Full(21:9/16:9)/ 1:1(21:9/16:9)/ Full(Square)/ 1:1(Square)/ Aspect/ 27"/ 24.5"	Adjust the image aspect ratio. Full Screen (21:9/16:9): Scales the input image to fill the entire screen; suitable for images with a 21:9/16:9 aspect ratio. 1:1 (21:9/16:9): Displays the input image at its native resolution without scaling. Full Screen (Square): Preset resolution of 1280×960; scales the input image to fill the entire screen. 1:1 (Square): Default resolution is 1280×960, displaying the input image at its native resolution without scaling. Vertical Full Screen: Default resolution is 1280×960. The image is displayed at its original aspect ratio, filling the screen as fully as possible without geometric distortion. Suitable for 4:3 aspect ratio images. 27: Displays only a 27" image area centered on the screen. 24.5: Displays only a 24.5 image area centered on the screen.
Shadow Control	0-20	Shadow Control Default is 0, then end-user can adjust from 0 to 20 increase for a clearer picture. If picture is too dark to be saw the detail clearly, adjusting from 0 to 20 for a clear picture.
Low Input lag	On / Off	Shutting down the frame buffer can reduce input delay. Note: Low input delay is disabled by default and unadjustable when the field frequency is less than 175 Hz; and it is enabled by default and unadjustable when the field frequency is equal to 175 Hz and in the Adaptive-Sync state.
Game Color	0-20	Game Color will provide 0-20 level for adjusting saturation to get better picture.
Adaptive-Sync	On / Off	Disable or Enable Adaptive-Sync/G-SYNC. Adaptive-Sync/G-SYNC Run Reminder: When the Adaptive-Sync/G-SYNC feature is enabled, there may be flashing in some game environments.
Dial Point	Off / Dynamic / On	The "Dial Point" function places an aiming indicator in the center of screen for helping gamers to play First Person Shooter (FPS) games with accurate and precise aiming.
Sniper Scope	Off / 2X / 3X / 4X	Zoom in locally to make it easier to target when shooting.
MBR	On/ Off	Turn on the MBR (Motion Blur Reduction) feature to reduce motion blur. Note: The MBR feature can only be adjusted when smart sync is off and the refresh rate is 360Hz.
Frame Counter	Off / Right-Up / Right-Down / Left-Down / Left-Up	Display V frequency on the corner selected
HDMI1	Console/DVD/PC	Select the type of device connected. When using HDMI1 to connect the game console or DVD player, set HDMI1 to the PC.

HDMI2	Console/DVD/PC	Select the type of device connected. When using HDMI2 to connect the game console or DVD player, set HDMI2 to the PC.
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Note:

- 1). When the "HDR Mode" under "Image Settings" is set to anything other than off, the "Dark Scene Control" and "Game Tone" items cannot be adjusted.
- 2). When the "HDR" under "Image Settings" is set to "DisplayHDR," the "Game Mode," "Dark Scene Control," and "Game Tone" items cannot be adjusted or selected. When the "HDR" under "Image Settings" is set to "HDR Enhanced," "HDR Movie," "HDR Picture," or "HDR Game," the "Game Mode" and "Game Tone" items cannot be adjusted or selected.
- 3). When the "Color Space" under "Image Settings" is set to "sRGB" or "DCI-P3," the "Dark Scene Control" and "Game Tone" items cannot be adjusted or selected.

Light FX

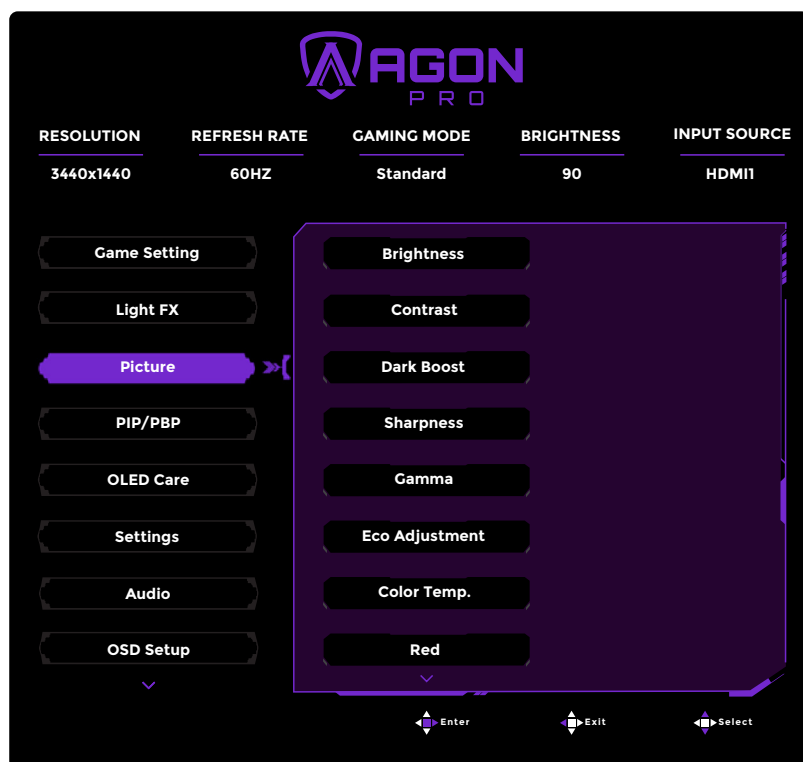


Light FX	Off / Low / Medium / Strong	Select the intensity of Light FX.
Light FX Mode	Audio1 / Audio2 / Static / Dark Point Sweep / Gradient Shift / Spread Fill / Drip Fill / Spreading Drip Fill / Breathing / Light Point Sweep / Zoom / Rainbow / Wave / Flashing / Demo	Select Light FX Mode
Pattern	Red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

Note:

Windows 11 supports Dynamic Lighting effects. When connecting the display to a Windows 11 PC using a USB upstream cable, go to Settings → Personalization → Dynamic Lighting and enable "Use Dynamic Lighting on my devices" and "Let compatible apps in the foreground always control lighting." This allows Windows 11 to control the gaming ambient lighting effects; at this time, the "Gaming Ambient Lighting" option in the OSD menu is grayed out and cannot be adjusted.

Picture



Brightness	0-100	Backlight Adjustment.
Contrast	0-100	Contrast from Digital-register.
Dark Boost	Off / Level 1 / Level 2 / Level 3	Enhance the screen details in the dark or bright area to adjust the brightness in the bright area and ensure that it is not oversaturated.
Sharpness	0-100	Adjust Sharpness.
Gamma	1.8 / 2.0 / 2.2 / 2.4 / 2.6	Adjust Gamma.
Eco Adjustment	Standard	Standard Mode.
	Text	Text Mode.
	Internet	Internet Mode.
	Game	Game Mode.
	Movie	Movie Mode.
	Sports	Sports Mode.
	Reading	Reading Mode.
Color Temp.	Warm	Warm Color Temperature .
	Normal	Normal Color Temperature .
	Cool	Cool Color Temperature.
	User	Restore Color Temperature .
Red	0-100	Red gain from Digital-register.
Green	0-100	Green gain from Digital-register.

Blue	0-100	Blue gain from Digital-register.
R.Saturation	0-100	Adjust R.Saturation.
G.Saturation	0-100	Adjust G.Saturation.
B.Saturation	0-100	Adjust B.Saturation.
C.Saturation	0-100	Adjust C.Saturation.
M.Saturation	0-100	Adjust M.Saturation.
Y.Saturation	0-100	Adjust Y.Saturation.
R.Hue	0-100	Adjust R.Hue.
G.Hue	0-100	Adjust G.Hue.
B.Hue	0-100	Adjust B.Hue.
C.Hue	0-100	Adjust C.Hue.
M.Hue	0-100	Adjust M.Hue.
Y.Hue	0-100	Adjust Y.Hue.
HDR	Off	Set the HDR profile according to your usage requirements. Note: When HDR is detected, the HDR option is displayed for adjustment.
	DisplayHDR	
	HDR Peak	
	HDR Picture	
	HDR Movie	
	HDR Game	
HDR Mode	Off	Optimized for the color and contrast of the picture, which will simulate showing the HDR effect. Note: When HDR is not detected, the HDR Mode option is displayed for adjustment.
	HDR Picture	
	HDR Movie	
	HDR Game	
Color Space	Panel Native	Standard color space panel.
	sRGB	sRGB Color space.
	DCI-P3	DCI-P3 Color space.
LowBlue Mode	Off	Decrease blue light wave by controlling color temperature.
	Multimedia	
	Internet	
	Office	
	Reading	

Note:

1) When "HDR Mode" is set to a non-off state, the items "Contrast," "Dark Boost," "Gamma," "Brightness Scene Mode," "Color Temp.," "6-Axis Saturation / Hue," "Color Space," and "Low Blue Light Mode" cannot be adjusted.

2) When "HDR" is set to "DisplayHDR," all items under "Image Settings" except "HDR" and "Sharpness" cannot be adjusted;

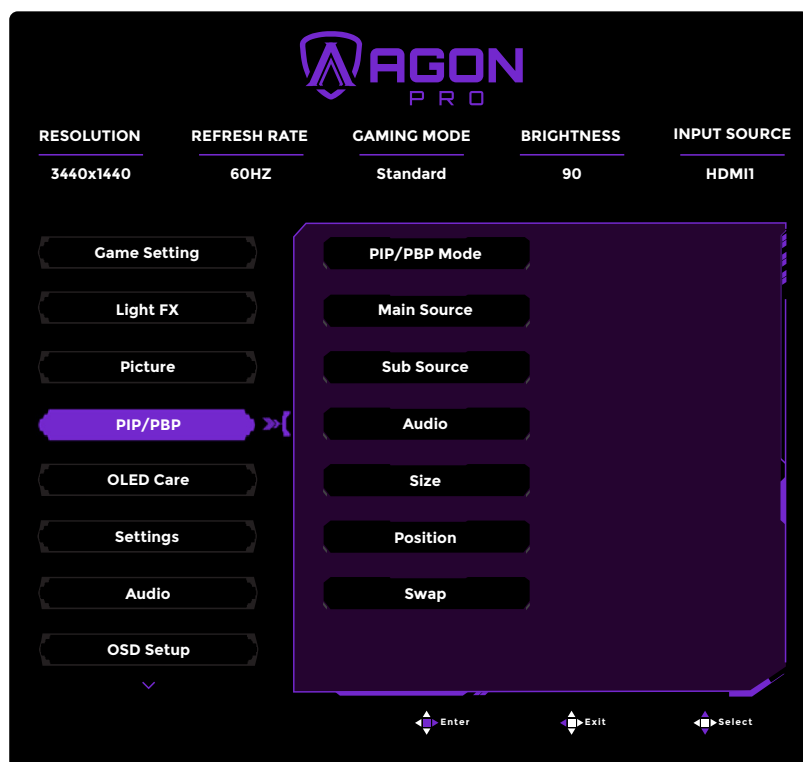
When "HDR" is set to "HDR Enhance," "HDR Photo," "HDR Movie," or "HDR Game," the items "Gamma," "Brightness Scene Mode," "Color Temp.," "6-Axis Saturation / Hue," "Color Space," and "Low Blue Light Mode" cannot be adjusted.

3) When "Color Space" is set to "sRGB" or "DCI-P3," the items "Contrast," "Dark Boost," "Gamma," "Brightness Scene Mode," "Color Temp.," "6-Axis Saturation / Hue," "HDR Mode," and "Low Blue Light Mode" cannot be adjusted.

4) When "Brightness Scene Mode" is set to "Reading," the items "Contrast," "Dark Boost," "Color Temp.," "6-Axis Saturation / Hue," "Color Space," and "Low Blue Light Mode" cannot be adjusted.

5) When "Game Mode" under "Game Settings" is set to a non-"Standard" mode, the items "Brightness Scene Mode," "6-Axis Saturation / Hue," "HDR Mode," and "Color Space" cannot be adjusted.

PIP/PBP



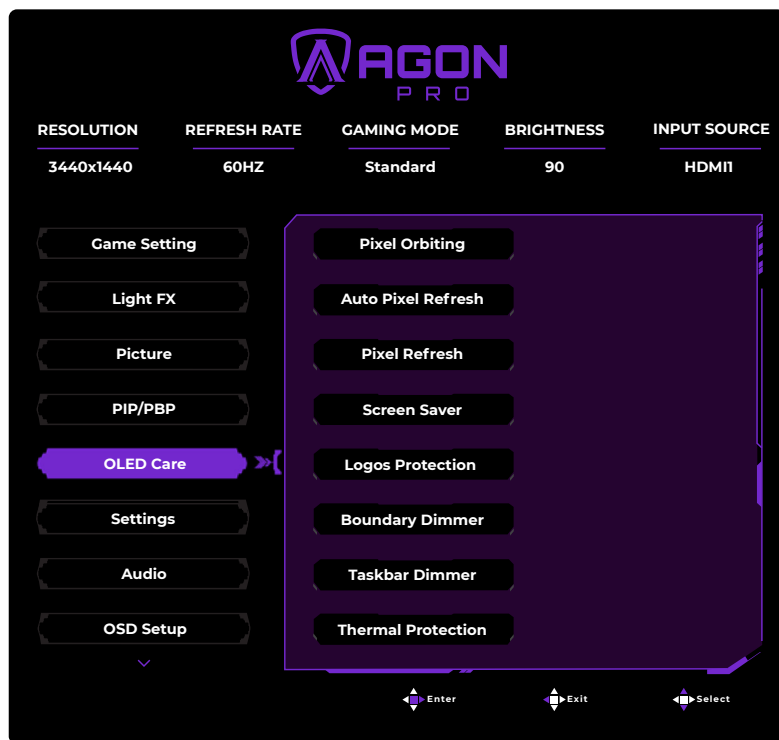
PIP/PBP Mode	Off / PIP / PBP	Disable or Enable PIP or PBP.
Main Source		Select main screen source.
Sub Source		Select sub screen source.
Audio	Main Source	Select Audio Setup.
	Sub Source	
Size	Small / Middle / Large	Select screen size.
Position	Right-up	Set the screen location.
	Right-down	
	Left-up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

Note:

- 1). When "HDR" under "Picture" is set to the non-off state, all items under "PIP/PBP" cannot be adjusted.
- 2). When PBP/PIP is enabled, the compatibility of the main screen/sub-screen input source is shown in the following table:

PBP/PIP		Main source			
		HDMI1	HDMI2	DisplayPort	USB C
Sub source	HDMI1	V	V	V	V
	HDMI2	V	V	V	V
	DisplayPort	V	V	V	V
	USB C	V	V	V	V

OLED Care



Pixel Orbiting (Image shift)	Off / Weak / Medium / Strong	Orbit will slightly shift the displayed image at the pixel level, once a second to prevent image retention. This function is "On (Weak)" by default, "Weak" moves the least, "Strong" moves the most, "Off" disables the movement and increases the chance of image retention. This can be set in the OSD menu.
Auto Pixel Refresh	Off / On	Enable/Disable the "Pixel Refresh" Auto Pixel Refresh feature. The monitor will automatically display an "Auto Pixel Refresh" every 24 hours of cumulative usage to remind the user to run the "Pixel Refresh" process. Select "Off" to stop the Auto Pixel Refresh for "Pixel Refresh." However, if the recommended time for running the "Pixel Refresh" is not followed, it may increase the risk of image retention on the screen. Please proceed with caution.
Pixel Refresh (Elimination of image retention)	On/ Off	This function will help eliminate image retention. After startup, select "Yes" from the menu prompt. The display will shutdown the screen and run the maintenance cycle. The power indicator will flash white (1 second on/1 second off) while the cycle runs, about 10 minutes. At the end of the cycle the power indicator will turn off and the display will be in standby state.

Screen Saver	Off / Slow / Fast	When a static image is detected for a certain period of time, the screen saver function will dim the screen to protect the panel from sticking. When a moving image is detected, the monitor will recover luminance to previous working status. Default setting is Slow and may change as Fast to active Screen Saver sooner. Would highly recommend that you always turn on Screen Saver as Slow or Fast to protect the screen. It is also recommended that you also set your device to use a screen saver.
Logos Protection	Off/1/2/3/4	When there are multiple static logos detected on the screen, it's suggested to turn on logos Protection; which will dim the screen to protect the panel from image sticking where logos are detected.
Boundary Dimmer	Off/1/2/3/4	For special aspect ratios that have a black area in the frame of the screen or a split-screen, the boundary dimmer feature can automatically detect and dim the brightness of specific areas with a large difference in brightness levels.
Taskbar Dimmer	Off/1/2/3/4	The Taskbar Dimmer technology will dim the brightness of the taskbar area on the screen. No brightness changes will be noticeable in the areas other than in the taskbar.
ThermalProtection	Off / On	When the temperature of the monitor is over 60 degrees Celsius, the Thermal Protection feature will automatically dim the brightness of the screen in order to ensure heat dissipation properly. It is recommended that you turn on the feature for the monitor.
Icon Protection	Off/1/2/3	When detecting the window icon, the display screen can automatically reduce the brightness around them to reduce the risk of image residue. From the OSD menu, select Icon Protection: On: reduces the brightness of the window icon area. This is recommended to be active. Off (default): does not change screen brightness.

Settings

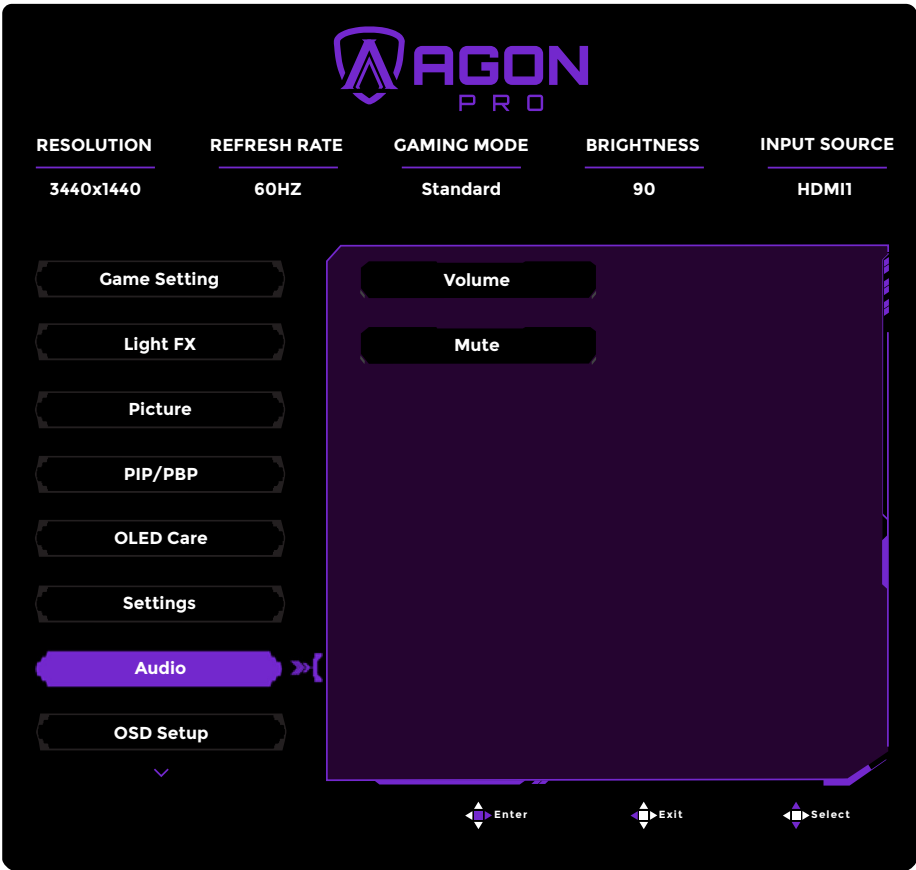


Language		Select the OSD language.
Input Select	Auto / HDMI1/HDMI2/ DisplayPort/USB C*	Select Input Signal Source.
USB Selection	Auto / USB C / USB up	Select the path for USB Uplink Data
USB-C	High Data Speed/ High Resolution	Set the USB port to prioritize either data transfer or resolution. Note: When the default setting is 'High Data Speed', data transfer rate is prioritized. The USB A port transmits at USB 3.2 Gen1 speeds, and the USB C port supports a maximum resolution of 3440x1440@360Hz with 1.07 billion colors (YCbCr 4:2:2/YCbCr 4:2:0 format). When set to 'High Resolution', the USB A port transmits at USB 2.0 speeds, and the USB C port supports a maximum resolution of 3440x1440@360Hz with 1.07 billion colors (RGB/ YCbCr 4:4:4 format).
USB Standby Mode	Off / On	Turn On/Off USB Standby Mode.
Break Reminder	Off / On	Break reminder if the user continuously works for more than 1 hrs.
Off Timer(hr)	0-24 hrs	Select DC off time.
DDC/CI	No / Yes	Turn On/Off DDC/CI Support.
Reset	No / Yes	Reset the menu to default.

*Upon initial use or after an OSD menu reset operation, the USB function is disabled by default, and USB-C cannot supply power. Re-enable it using either of the following methods:

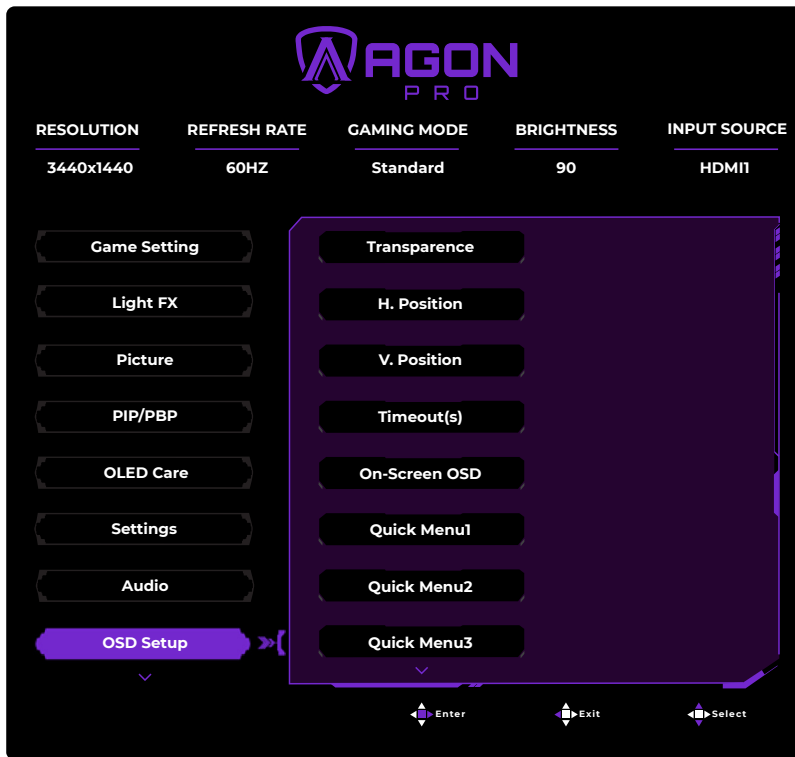
- 1) Power-cycle the display twice.
- 2) In the OSD menu, set the "USB Standby Mode" option to "On."

Audio



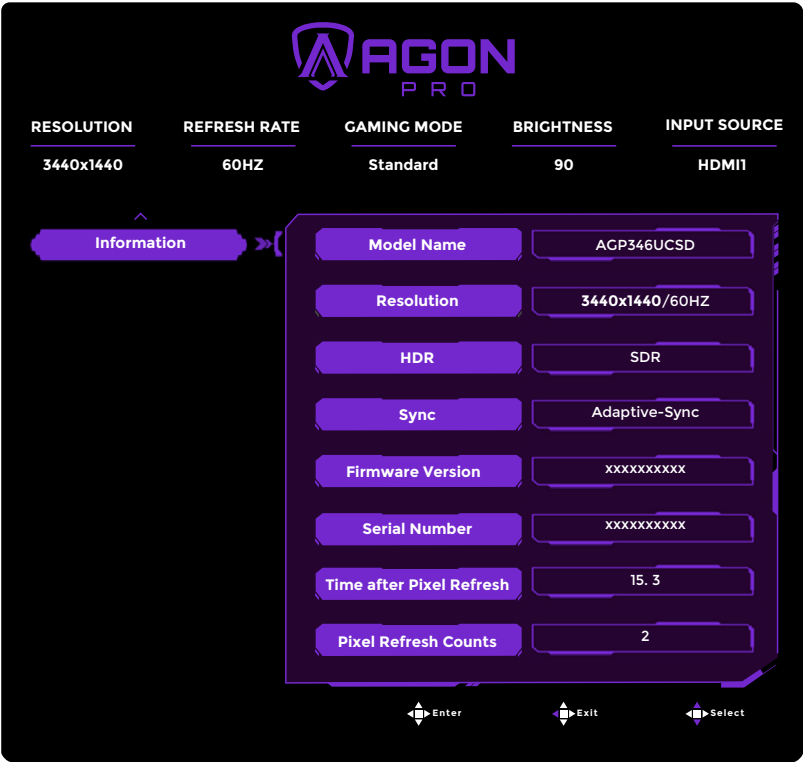
Volume	0-100	Volume Adjustment.
Mute	Off / On	Mute the volume.

OSD Setup



Transparence	0-100	Adjust the transparence of OSD.
H. Position	0-100	Adjust the horizontal position of OSD.
V. Position	0-100	Adjust the vertical position of OSD.
Timeout(s)	5-120	Adjust the OSD Timeout(s).
On-Screen OSD	Off / On	
Quick Menu1	Gaming Mode/ Shadow Control/ Game Color/ Brightness/ Contrast/ Sharpness/ Volume	Set Quick Menu 1, 2, 3, 4 functions.
Quick Menu2		
Quick Menu3		
Quick Menu4		
Up Key (Input Select)	Gaming Mode/ Shadow Control/ Low Input Lag/ Adaptive-Sync/ Frame Counter/ Dial Point/ Sniper Scope/ Input Select/ Volume/ Image Ratio/ Pixel Refresh / Light FX/ Game Color/ Dark Boost/ Sharpness/ Color Temp./ Color Space/ On-Screen OSD/ Quick Menu/ No Function	Set the up, down, left, and right functions for user-defined keys.
Down Key (Dial Point)		
Left User (Gaming Mode)		
Right Key (Light FX)		
Firmware upgrade	No/ Yes	Turn on/off firmware upgrade.

Information



LED Indicator

Status	LED Color
Full Power Mode	White
Active-off Mode	Orange
Pixel Refresh under process	Flashing White (1 second on/1 second off)
OLED panel malfunction	Flashing Orange (1 second on/1 second off)
Shutdown mode	The indicator is not lit.

Troubleshooting

Problem	Possible solutions
The power indicator is not lit.	• Check if the power is turned on. • Check if the power cord is connected.
The power indicator is lit, but there is no image displayed.	• Check if the computer is powered on. • Use the Caps Lock key indicator to determine if the computer is responsive. • Check if the graphics card is properly seated and powered. • Check that the video cable is correctly connected between computer and display. • Check that the video cable plugs do not have bent pins.
There is no image, but the power indicator flashes orange.	• The OLED display is malfunctioning. Please contact AOC support for service.
Failure to Plug-and-Play.	• Check if the computer supports Plug-and-Play. • Check if the video adapter supports Plug-and-Play.
Dim image.	• Adjust luminance and contrast ratio.
The image is bouncing or rippled.	• There may be electrical interference occurring from nearby appliances or devices. Move the computer and monitor away from the interfering devices to resolve the problem.
The screen displays "the signal wire is not available" or "no signal."	• Unplug and plug in the video cable. • Inspect the video cable pins for damage.
The screen displays "invalid input".	• Reset the computer output to a display mode compatible with the display.
Image retention.	• Use the Pixel Refresh function to eliminate image retention from the screen. Refer to the "Screen Maintenance" section.
Regulation & Service	Please refer to Regulation & Service Information which is in the CD manual or www.aoc.com (to find the model you purchase in your country and to find Regulation & Service Information in Support page.

Specification

General Specification

Panel	Model Name	AGP346UCSD	
	Driving System	OLED	
	Viewable Image Size	86.8 cm Diagonal	
	Pixel Pitch	0.2315mm(H) x 0.2315mm(V)	
	Display Color	1.07B ^[1]	
Others	Horizontal Scan Range	30k~510kHz	
	Horizontal scan Size(Maximum)	800.06 mm	
	Vertical Scan Range	48~360Hz	
	Vertical Scan Size(Maximum)	337.06 mm	
	Optimal Preset Resolution	3440x1440@60Hz	
	Max Resolution	3440x1440@360Hz	
	Plug & Play	VESA DDC2B/CI	
	Connector	HDMI X2/DisplayPort/UUSB C/USBx3/USB upstream/Earphone	
	Power Source	100-240V~ 50/60Hz 2.5A	
	Power Consumption	Typical(Default Brightness And Contrast)	120W
		Max. (Brightness = 100, Contrast =100)	≤206W
		Standby Mode	≤ 0.5 W
		Built-In Speaker	8Wx2
	Heat Dissipation	Normal Operation	409.56 BTU/hr (typ.)
		Sleep (Standby mode)	<1.71 BTU/hr
		Off mode	<1.02 BTU/hr
		Off mode(AC switch)	0 BTU/hr
USB C	USB-C	Double-sided Connectable Plug	
	Ultra-Highspeed	Data And Video Transmission	
	DisplayPort	Built-in DisplayPort ALT Mode	
	Power Supply	Maximum 15W (5V3A)	
Environmental	Temperature	Operating	0°C~ 40°C
		Non-Operating	-25°C~ 55°C
	Humidity	Operating	10% ~ 85% (Non-Condensing)
		Non-Operating	5% ~ 93% (Non-Condensing)
	Altitude	Operating	0m~ 5000m (0ft~ 16404ft)
		Non-Operating	0m~ 12192m (0ft~ 40000ft)

Note:

[1] The maximum number of display colors supported by this product is 1.07 billion, and the setting conditions are as follows (there may be differences due to the output limitation of some graphics cards):

Resolution	Image Ratio	Interface	HDMI2.1		DisplayPort2.1		USB C@ USBHigh-Speed Data Transfer		USB C@ USBHigh Resolution	
			YCbCr422 YCbCr420	YCbCr444 RGB	YCbCr422 YCbCr420	YCbCr444 RGB	YCbCr422 YCbCr420	CbCr444 RGB	YCbCr422 YCbCr420	CbCr444 RGB
3440 x1440 360Hz 10bpc			OK (DSC)	OK (DSC)	OK	OK	OK (DSC)	\	OK (DSC)	OK (DSC)
3440 x1440 360Hz 8bpc			OK (DSC)	OK (DSC)	OK	OK	OK (DSC)	\	OK	OK (DSC)
3440 x1440 300Hz 10bpc			OK (DSC)	OK (DSC)	OK	OK	OK (DSC)	\	OK	OK (DSC)
3440 x1440 300 8bpc			OK (DSC)	OK (DSC)	OK	OK	OK (DSC)	OK (DSC)	OK	OK (DSC)
3440 x1440 240Hz 10bpc			OK	OK	OK	OK	OK (DSC)	OK (DSC)	OK	OK (DSC)
3440 x1440 240Hz 8bpc			OK	OK	OK	OK	OK (DSC)	OK (DSC)	OK	OK
3440 x1440 120Hz 10bpc			OK	OK	OK	OK	OK	OK (DSC)	OK	OK
3440 x1440 120Hz 8bpc			OK	OK	OK	OK	OK	OK	OK	OK
3440 x1440 100Hz 10bpc			OK	OK	OK	OK	OK	OK	OK	OK
3440 x1440 100Hz 8bpc			OK	OK	OK	OK	OK	OK	OK	OK
low resolutions 10bpc			OK	OK	OK	OK	OK	OK	OK	OK
low resolutions 8bpc			OK	OK	OK	OK	OK	OK	OK	OK

Note:

Due to Windows system limitations, HDR may not be enabled when the display color depth is 8 bpc + YCbCr422 or lower.

The DisplayPort2.1 interface supports UHBR20 with a total bandwidth of 80 Gbps; the HDMI2.1 interface supports FRL6 with a total bandwidth of 48 Gbps.

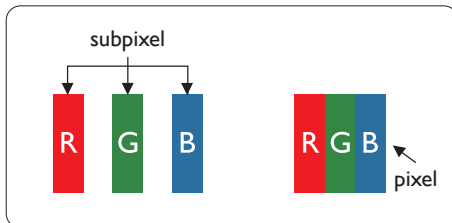
NVIDIA® graphics cards may experience HDMI2.1 (FRL6 48 Gbps) signal output compatibility issues, potentially causing display anomalies or automatic system restarts. NVIDIA® graphics cards are recommended to use the DisplayPort interface. AMD® graphics cards can use either HDMI or DisplayPort interfaces.

AOC' Monitors Panel Pixel Defect Policy

AOC strives to deliver the highest quality products. We use some of the industry's most advanced manufacturing processes and practice stringent quality control. However, pixel or sub pixel defects on the Monitor panels used in the monitors are sometimes unavoidable.

No manufacturer can guarantee that all panels will be free from pixel defects, but AOC guarantees that any monitor with an unacceptable number of defects will be repaired or replaced under warranty. This notice explains the different types of pixel defects and defines acceptable defect levels for each type. In order to qualify for repair or replacement under warranty, the number of pixel defects on a Monitor panel must exceed these acceptable levels. For example, no more than 0.0004% of the sub pixels on a monitor may be defective.

Furthermore, AOC sets even higher quality standards for certain types or combinations of pixel defects that are more noticeable than others. This policy is valid worldwide.



Pixels and Sub pixels

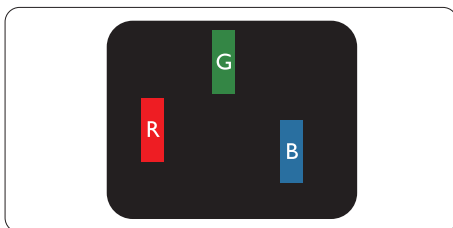
A pixel, or picture element, is composed of three sub pixels in the primary colors of red, green and blue. Many pixels together form an image. When all sub pixels of a pixel are lit, the three colored sub pixels together appear as a single white pixel. When all are dark, the three colored sub pixels together appear as a single black pixel. Other combinations of lit and dark sub pixels appear as single pixels of other colors.

Types of Pixel Defects

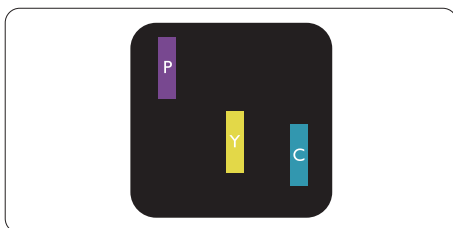
Pixel and sub pixel defects appear on the screen in different ways. There are two categories of pixel defects and several types of sub pixel defects within each category.

Bright Dot Defects

Bright dot defects appear as pixels or sub pixels that are always lit or 'on'. That is, a bright dot is a sub-pixel that stands out on the screen when the monitor displays a dark pattern. There are the types of bright dot defects.



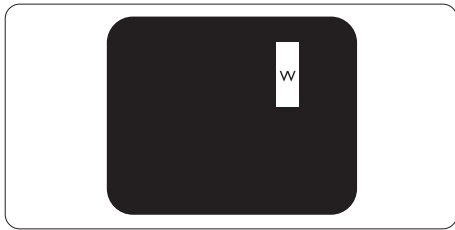
One lit red, green or blue sub pixel.



Two adjacent lit sub pixels:

- Red + Blue = Purple
- Red + Green = Yellow

- Green + Blue = Cyan (Light Blue)



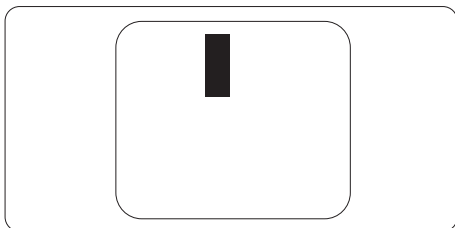
Three adjacent lit sub pixels (one white pixel).

Note

A red or blue bright dot must be more than 50 percent brighter than neighboring dots while a green bright dot is 30 percent brighter than neighboring dots.

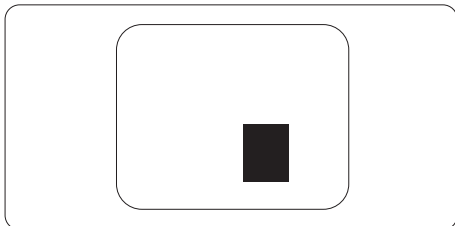
Black Dot Defects

Black dot defects appear as pixels or sub pixels that are always dark or 'off'. That is, a dark dot is a sub-pixel that stands out on the screen when the monitor displays a light pattern. These are the types of black dot defects.



Proximity of Pixel Defects

Because pixel and sub pixels defects of the same type that are near to one another may be more noticeable, AOC also specifies tolerances for the proximity of pixel defects.



Pixel Defect Tolerances

In order to qualify for repair or replacement due to pixel defects during the warranty period, a Monitor panel in a AOC panel monitor must have pixel or sub pixel defects exceeding the tolerances listed in the web manual.

BRIGHT DOT DEFECTS	ACCEPTABLE LEVEL
1 lit subpixel	0
2 adjacent lit subpixels	0
3 adjacent lit subpixels (one white pixel)	0
Distance between two bright dot defects*	N/A
Total bright dot defects of all types	0
BLACK DOT DEFECTS	ACCEPTABLE LEVEL
1 dark subpixel	5 or fewer
2 adjacent dark subpixels	2 or fewer
3 adjacent dark subpixels	1 or fewer
Distance between two black dot defects*	≥5mm
Total black dot defects of all types	5 or fewer
TOTAL DOT DEFECTS	ACCEPTABLE LEVEL
Total bright or black dot defects of all types	5 or fewer

Note

*: 1 or 2 adjacent sub pixel defects = 1 dot defect.

Preset Display Modes

PC resolution

Image Ratio Interface State Resolution	Full (21:9/16:9) 1:1 (21:916:9)		Full (Square) 1:1 (Square) Aspect		24.5"		27"	
	HDMI2.1	DisplayPort2.1/ USB-C	HDMI2.1	DisplayPort2.1/ USB-C	HDMI2.1	DisplayPort2.1/ USB-C	HDMI2.1	DisplayPort2.1/ USB-C
640x480/60Hz	√	√	√	√	√	√	√	√
640x480/67Hz	√	√	√	√	√	√	√	√
640x480/72Hz	√	√	√	√	√	√	√	√
640x480/75Hz	√	√	√	√	√	√	√	√
640x480/100Hz	√	√	√	√	√	√	√	√
720x400/70Hz	√	√	√	√	√	√	√	√
800x600/56Hz	√	√	√	√	√	√	√	√
800x600/60Hz	√	√	√	√	√	√	√	√
800x600/72Hz	√	√	√	√	√	√	√	√
800x600/75Hz	√	√	√	√	√	√	√	√
800x600/100Hz	√	√	√	√	√	√	√	√
832x624/75Hz	√	√	√	√	√	√	√	√
1024x768/60Hz	√	√	√	√	√	√	√	√
1024x768/70Hz	√	√	√	√	√	√	√	√
1024x768/75Hz	√	√	√	√	√	√	√	√
1024x768/100Hz	√	√	√	√	√	√	√	√
1024x768/360Hz			√	√				
1280x960/60Hz			√	√				
1280x960/360Hz			√	√	√	√		
1280x1024/60Hz	√	√	√	√	√	√	√	√
1280x1024/75Hz	√	√	√	√	√	√	√	√
1280x1024/360Hz			√	√				
1728x1080/360Hz			√	√				
1920x1080/60Hz	√	√						
1920x1080/120Hz	√	√						
1920x1080/360Hz	√	√						
2336x1296/60Hz					√	√		
2336x1296/120Hz					√	√		
2336x1296/240Hz					√	√		
2336x1296/360Hz					√	√		
2560x1080/360Hz	√	√						
2560x1440/60Hz							√	√
2560x1440/120Hz	√	√	√	√	√	√	√	√
2560 x 1440/44Hz	√	√					√	√
2560x1440/165Hz							√	√
2560x1440/200Hz							√	√

2560x1440/240Hz							√	√
2560x1440/300Hz							√	√
2560x1440/360Hz							√	√
3440x1440/30Hz	√	√						
3440x1440/60Hz	√	√						
3440x1440/100Hz	√	√						
3440x1440/120Hz	√	√						
3440x1440/240Hz	√	√						
3440x1440/300Hz	√	√						
3440x1440/360Hz	√	√						

Video Resolution

Image Ratio Interface State Resolution	Full (21:9/16:9) 1:1 (21:9/16:9)		Full (Square) 1:1 (Square) Aspect		24.5"		27"	
	HDMI2.1	DisplayPort2.1/ USB-C	HDMI2.1	DisplayPort2.1/ USB-C	HDMI2.1	DisplayPort2.1/ USB-C	HDMI2.1	DisplayPort2.1/ USB-C
640x480p,59.94Hz/60Hz	√	√	√	√	√	√	√	√
720x480p,59.94Hz/60Hz	√	√	√	√	√	√	√	√
720x576p,50Hz	√	√	√	√	√	√	√	√
1280x720p,50Hz	√	√	√	√	√	√	√	√
1280x720p,59.94Hz/60Hz	√	√	√	√	√	√	√	√
1920x1080p,50Hz	√	√	√	√	√	√	√	√
1920x1080i,59.94Hz/60Hz	√	√	√	√	√	√	√	√
1920x1080p,59.94Hz/60Hz	√	√	√	√	√	√	√	√
1920x1080p,119.88Hz/120Hz	√	√	√	√	√	√	√	√
2560x1080p,50Hz	√	√	√	√	√	√	√	√
2560x1080p,59.94Hz/60Hz	√	√	√	√	√	√	√	√
3840x2160p,50Hz	√		√		√		√	
3840x2160p,59.94Hz/60Hz	√		√		√		√	
3840x2160p,119.88/120Hz	√		√		√		√	

Note:

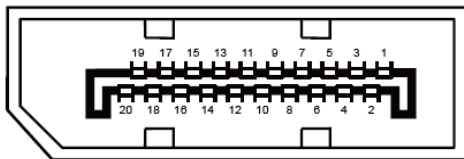
1. To achieve the desired image quality, please refer to the above table to set the resolution of the input signal source. The recommended resolution varies depending on the signal output device: for console games, refer to "Video Resolution"; for PC games, refer to "PC Resolution".
2. To change the monitor's "Aspect Ratio" setting, go to the OSD menu -> "Game Settings" -> "Aspect Ratio" to adjust.
3. The DisplayPort 2.1 interface supports UHBR20 with a maximum bandwidth of 80 Gbps, while the HDMI 2.1 interface supports FRL6 with a maximum bandwidth of 48 Gbps.
4. To ensure the above resolutions operate normally, please first check the graphics card compatibility. Due to different graphics card policies, some options may be hidden; actual support depends on the graphics card.
5. According to VESA standards, different operating systems and graphics cards may have slight deviations (/-1Hz) when calculating refresh rates (frame rates). The actual refresh rate (frame rate) shall prevail.

Pin Assignments



19-Pin Color Display Signal Cable

Pin No.	Signal Name	Pin No.	Signal Name	Pin No.	Signal Name
1.	TMDS Data 2+	9.	TMDS Data 0-	17.	DDC/CEC Ground
2.	TMDS Data 2 Shield	10.	TMDS Clock +	18.	+5V Power
3.	TMDS Data 2-	11.	TMDS Clock Shield	19.	Hot Plug Detect
4.	TMDS Data 1+	12.	TMDS Clock-		
5.	TMDS Data 1Shield	13.	CEC		
6.	TMDS Data 1-	14.	Reserved (N.C. on device)		
7.	TMDS Data 0+	15.	SCL		
8.	TMDS Data 0 Shield	16.	SDA		



20-Pin Color Display Signal Cable

Pin No.	Signal Name	Pin No.	Signal Name
1	ML_Lane 3 (n)	11	GND
2	GND	12	ML_Lane 0 (p)
3	ML_Lane 3 (p)	13	CONFIG1
4	ML_Lane 2 (n)	14	CONFIG2
5	GND	15	AUX_CH(p)
6	ML_Lane 2 (p)	16	GND
7	ML_Lane 1 (n)	17	AUX_CH(n)
8	GND	18	Hot Plug Detect
9	ML_Lane 1 (p)	19	Return DP_PWR
10	ML_Lane 0 (n)	20	DP_PWR

Plug and Play

Plug & Play DDC2B Feature

This monitor is equipped with VESA DDC2B capabilities according to the VESA DDC STANDARD. It allows the monitor to inform the host system of its identity and, depending on the level of DDC used, communicate additional information about its display capabilities.

The DDC2B is a bi-directional data channel based on the I2C protocol. The host can request EDID information over the DDC2B channel.