OLED Monitor User Manual

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.

AGP277QKDC

www.aoc.com

Version: A00

HIGH-DEFINITION MULTIMEDIA INTERFACE

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.

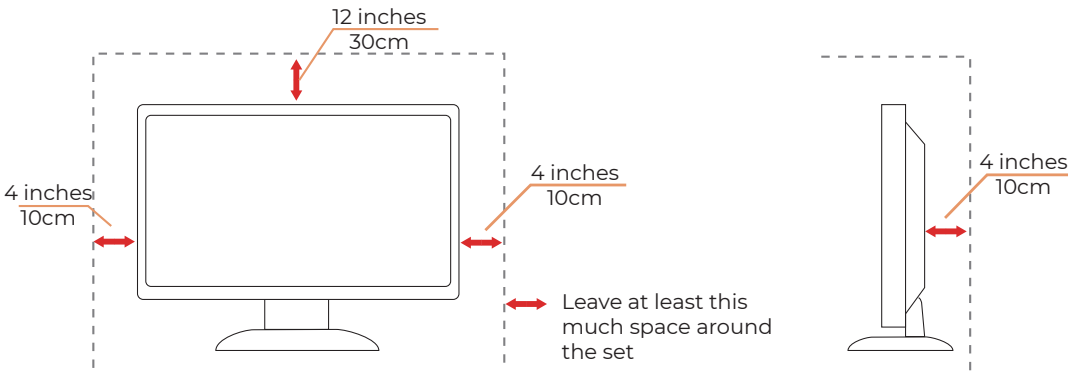
If you mount the monitor on a wall or shelf, use a mounting kit approved by the manufacturer and follow the kit instructions.

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 mm^2, 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:

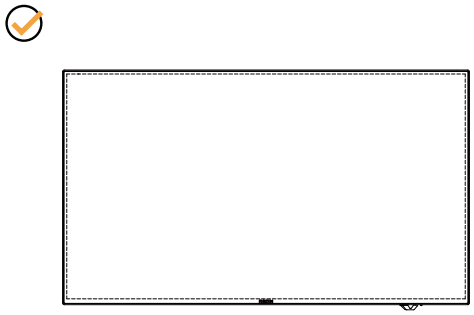
- The monitor should be 50 ~ 70 cm (20 ~ 28 inches) away from your eyes.
- Looking at the screen for an extended period of time causes eye fatigue and may deteriorate your eyesight. Rest your eyes for 5 ~ 10 minutes for every 1 hour of product use.
- Reduce your eye strain by focusing on objects far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

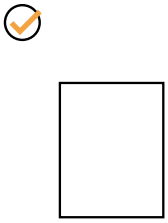
Flicker-free technology maintains a stable backlight with a DC dimmer that eliminates the primary cause of monitor flicker, making it easier on the eyes.

It is not recommended to use this OLED product for more than 24 continuous hours. Possible image retention (burn-in) may occur beyond this usage duration. To reduce the probability of image retention this product uses a number of technologies A maintenance cycle takes about 10 minutes. For details, refer to the “Screen Maintenance” section.

Setup

Contents in Box





Quick Start Guide

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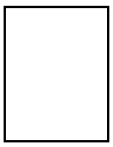
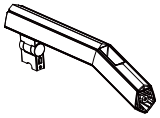
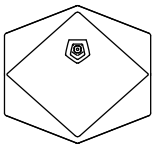


Warranty card



Stand



Base

Power Cable

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DisplayPort Cable

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HDMI Cable

★

USB Cable

★

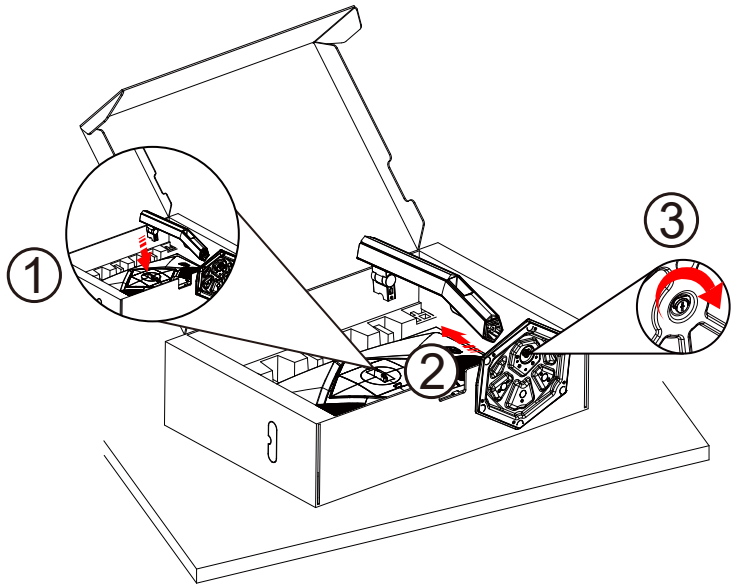
USB C-C Cable

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

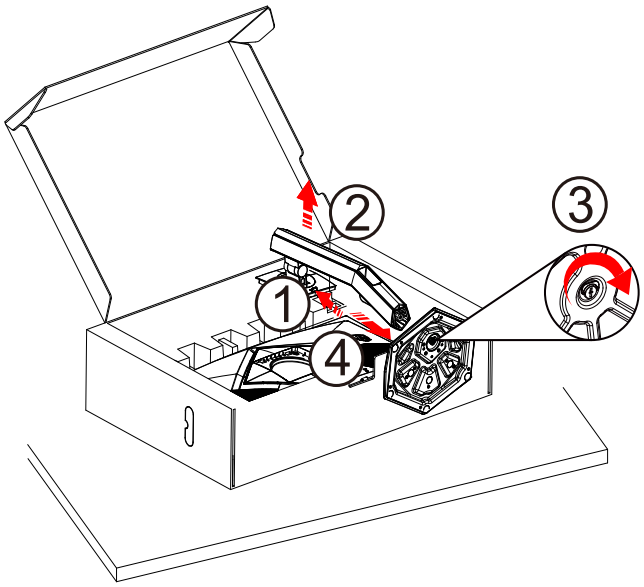
Set-up Stand & Base

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

Setup:

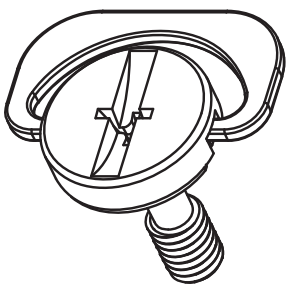


Remove:



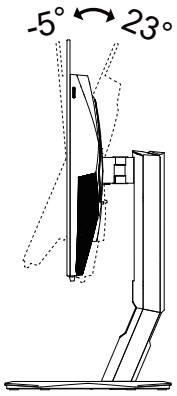
NOTE: Display design may differ from those illustrated.

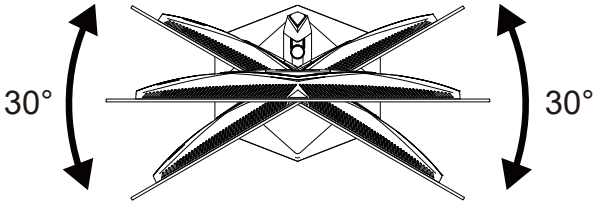
Specification for base screw: M6*17 mm (effective thread 5.5 mm)

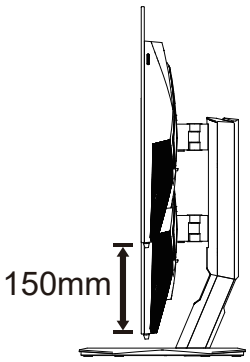


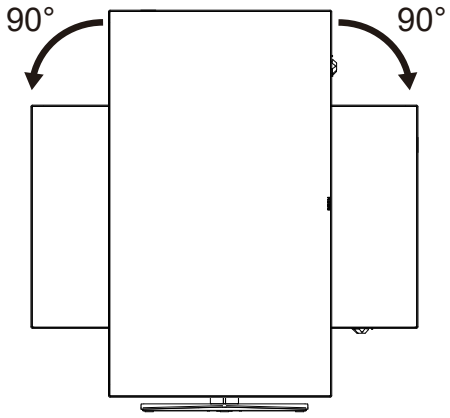
Adjusting Viewing Angle

To achieve the best viewing experience, it is recommended that the user can make sure they are able to look at their whole face on the screen, then adjust the monitor's angle based on personal preference.
Hold the stand so you will not topple the monitor when you change the monitor's angle.
You are able to adjust the monitor as below:









NOTE:

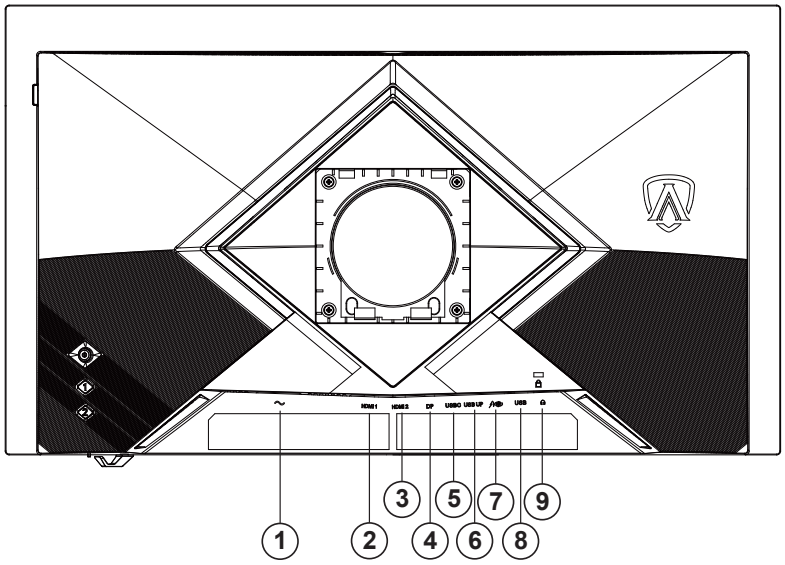
Do not touch the OLED screen when you change the angle. Touching the OLED screen may cause damage.

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. HDMI 1
3. HDMI 2
4. DisplayPort
5. USB C (upstream, DisplayPort ALT Mode, up to PD 65W)
6. USB upstream
7. USB3.2 Gen1 downstream+charging
8. USB3.2 Gen1 downstreamX2
9. Earphone

Connect to PC

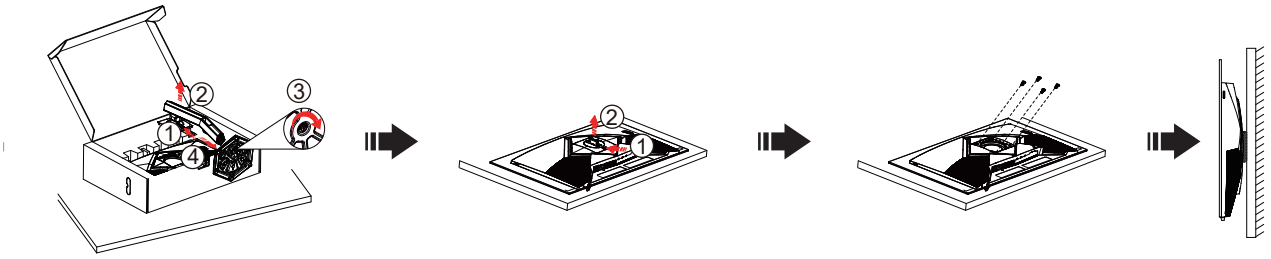
1. Connect the power cord to the back of the display firmly.
2. Turn off your computer and unplug its power cable.
3. Connect the display signal cable to the video connector on the back of your computer.
4. Plug the power cord of your computer and your display into a nearby outlet.
5. Turn on your computer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

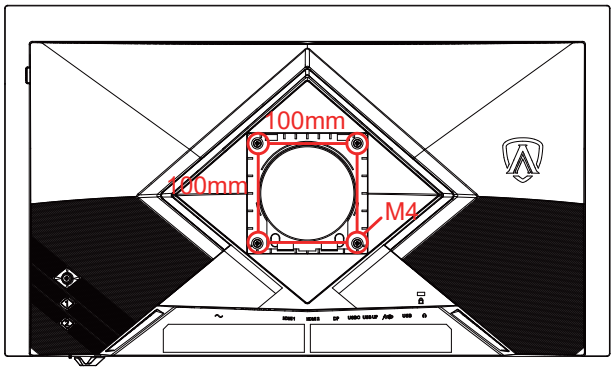
Wall Mounting

Preparing to Install An Optional Wall Mounting Arm.

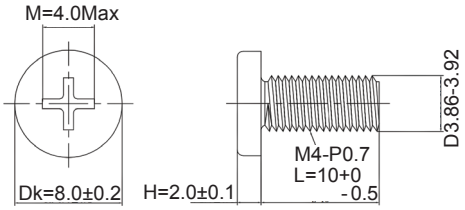


This monitor can be attached to a wall mounting arm you purchase separately. Disconnect power before this procedure. Follow these steps:

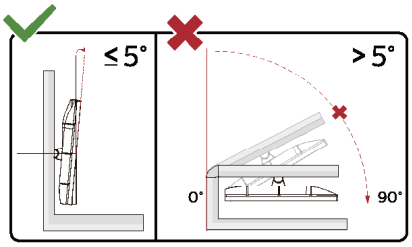
1. Remove the base.
2. Follow the manufacturer's instructions to assemble the wall mounting arm.
3. Place the wall mounting arm onto the back of the monitor. Line up the holes of the arm with the holes in the back of the monitor.
4. Insert the 4 screws into the holes and tighten.
5. Reconnect the cables.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



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



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



* Display design may differ from those illustrated.

WARNING:

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

Adaptive-Sync function

1. Adaptive-Sync function 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

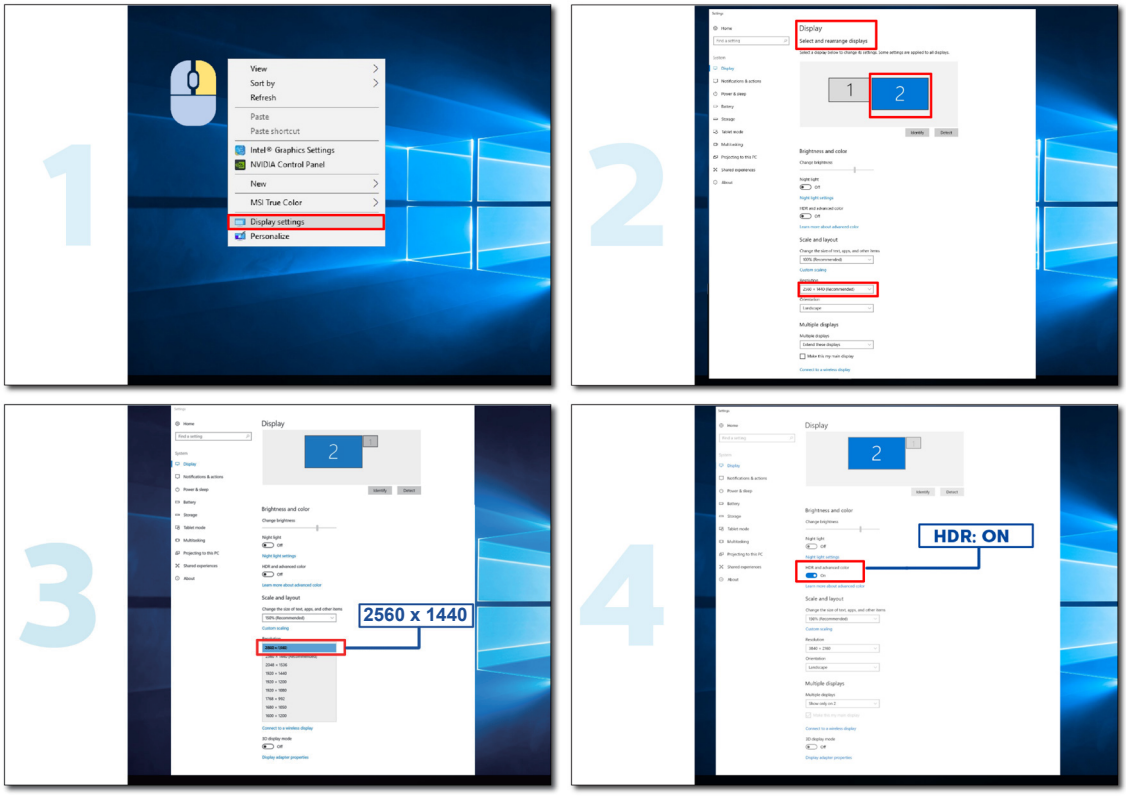
HDR

It is compatible with input signals in HDR10 format.
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. Please select “OFF” for the HDR function when you have no need for automatical activation function.

Note:

1. No special setting is needed for the DisplayPort/HDMI interface in WIN10 versions lower (older) than V1703.
2. Only the HDMI interface is available and the DisplayPort interface cannot function in WIN10 version V1703.
3. 3840x2160@50Hz/60Hz/100Hz/120Hz is intended for use on devices such as UHD players or Xbox/PS only.
4. Display Setting：

a. The display resolution is set to 2560x1440, and HDR is preset to ON.
b. After entering an application, the best HDR effect can be achieved when the resolution is changed to 2560x1440 (if available).



Screen Maintenance

Based on the characteristics of the OLED product, screen maintenance should be carried out according to the following requirements, so as to reduce the risk of generating image retention.

The warranty does not cover any damage resulting from non-compliance to the following instructions.

- **Displaying a still image should be avoided as much as possible.**

  A still image refers to an image which remains on the screen for a long time.

  A still image may result in permanent damage to the OLED screen,image residue appears, which is the feature of OLED screen.

The following suggestions on use should be abided by:

1. Do not display any still image in full screen or part of the screen for a long time, because this will lead to screen image residue. To avoid this problem, please reduce the brightness and contrast of the screen appropriately when displaying still image.
2. Different traces will remain on the left and right sides of the screen and at the margins of the image when you watch non-full-screen content for a long time. Therefore, do not use such mode for long periods.
3. Whenever possible, watch a video in full screen, rather than in a small window on the screen (such as a video on an Internet browser page).
4. Do not put labels or stickers on the screen to reduce the possibility of screen damage or image residue.

- **It is not recommended to continuously use this product for more than 24 hours.**

  This product uses many technologies to eliminate possible image retention. It is highly recommended that you use the preset values and keep the functions “On” to avoid image residue on the OLED screen and maintain the best use of the OLED display.

- **LEA (Logo Extraction Algorithm, Prevention of local image retention)**

  To reduce the risk of generating image retention, it is recommended to enable the LEA function.

  After this function is enabled, the screen will be automatically narrowed to fix the brightness of the display area, so as to reduce possible image retention.

  This setting is “On” by default. You can set in the OSD menu.

- **Pixel Orbiting**

  To reduce the risk of generating image retention, it is recommended to enable the Orbit function.

  After this function is turned on, image pixels circularly move as a whole once a second in a trajectory shaped like a Chinese character “ 日 ”. The movement amplitude is based on the settings. The moved character may be side cut. When “Strongest” is selected, image retention is most unlikely generated, but possible side cut may be most notable. When “Off” is selected, the image will go back to the optimal position.

  This setting is “On” (Strongest) by default. You can set in the OSD menu.

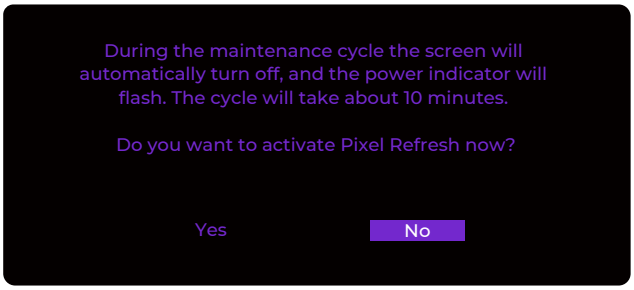
- **Pixel Refresh**

  Based on the characteristics of the OLED panel, image retention tends to appear when a still image divided by different colors or brightness is displayed for a long time.

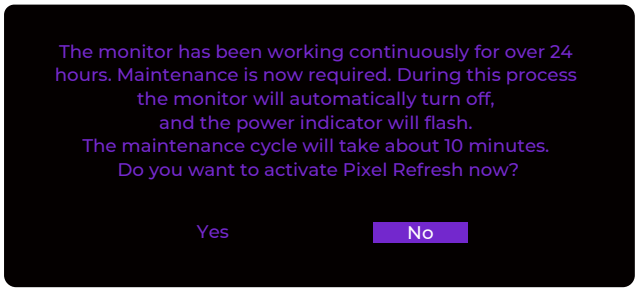
  To eliminate the image retention which may have been generated, it is recommended to regularly or irregularly re-run the “Pixel Refresh” function, so as to obtain an ideal image display effect.

This function can be run by any of the following options:

1). In the OSD menu, manually enable “Pixel Refresh”, and select “Yes” according to the menu prompt.



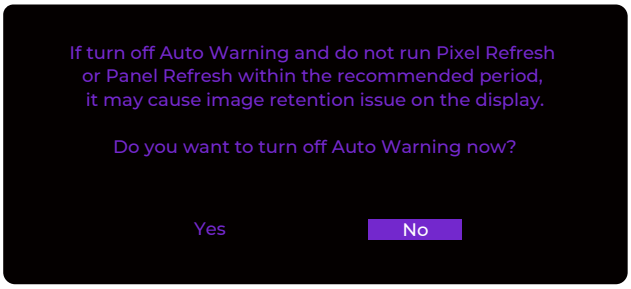
2). The monitor automatically pop up a prompt menu to remind the user to run “Pixel Refresh” every 24 hours. It is recommended to select “Yes”.



If “No” is selected or no selection is made, the alert will be given once an hour until the user selects “Yes”. The prompt menu automatically closes after about 10 seconds.

The automatic prompt function of “Pixel Refresh” is “On” by default and can be set in the OSD menu. If it is set to “Off”, the automatic prompt menu of “Pixel Refresh” will no longer appear.

Special note: Failure to perform “Pixel Refresh” at the recommended time will increase the risk of image residual on the screen. This may affect your warranty coverage. Please proceed cautiously.



3). After every cumulative 4 hours of operation, if the monitor is either turned off via its button or enters standby mode, it will automatically perform Screen Compensation and Correction and Pixel Refresh 15 minutes later.

The monitor will automatically run Screen Compensation and Correction first, and then run Pixel Refresh. Please keep the power on and avoid pressing any buttons during the Screen Compensation and Correction process. The power indicator will flash white (white for 3 seconds/off for 3 seconds), and this process will take approximately 30 seconds. Subsequently, the monitor will run the Pixel Refresh function.

The entire Pixel Refresh process takes approximately 10 minutes. Please keep the power on and avoid pressing any buttons. The power indicator will flash white (on a second/off a second). The power indicator will turn orange or turn off at the end, indicating that the monitor has entered standby or power-off state (maintaining the pre-operation status).

If the user presses the power button during the process, the operation will be interrupted, and the monitor will restore the image. Please note that this restoration may take approximately 5 seconds. In the OSD menu “Information”, you can view the number of times the Pixel Refresh function has been run and the time when the screen lights up after the last Pixel Refresh.

- **Screen Saver**

To reduce the risk of image retention, it is recommended to turn on the screen saver. When still images are displayed for long periods of time, the brightness of the screen is automatically reduced significantly to reduce possible image retention. When an image change is detected, the screen will revert to its previous display brightness.

This setting is “On” by default. You can set in the OSD menu.

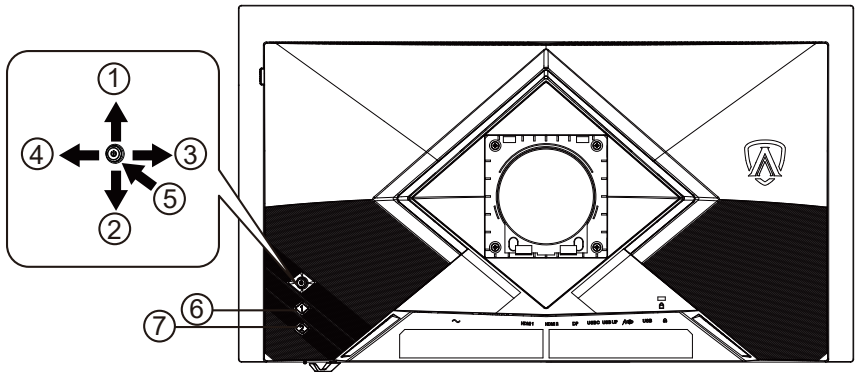
- **Taskbar Dimmer**

To reduce the risk of image residue, it is recommended to activate the taskbar dimmer function. After activation, if any taskbar area is detected, the brightness of the taskbar area will be automatically decreased to reduce any possible image residue.

This setting is “On” by default. You can set in the OSD menu.

Adjusting

Hotkeys



1	Up
2	Down
3	Left
4	Right
5	Power/Menu/Select
6	User 1 (Dual Resolution)
7	User 2 (Input 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.

Up/Down/Left/Right

- When the OSD menu is Off, press the button to open the Quick Menu.
- When the OSD menu is On, refer to the on-screen button prompts for corresponding operations.
- When the monitor is in standby mode, press this button to open the “Input Select” menu.

User 1 (Dual Resolution)

- Customize the function of this shortcut key in the OSD menu: Dual Resolution, Gaming Mode, Shadow Control, Low input Lag, Adaptive-Sync, Dial Point, Sniper Scope, Input Select, Volume, Image Ratio, Pixel Refresh, Light FX, Game Color, Dark Boost, Sharpness, Color Temp., Color Space. The factory default setting is “Dual Resolution”.
- When the OSD menu is Off, press this button to open the “Dual Resolution” menu. Press the “Left” or “Right” button to select the corresponding resolution mode: QHD 144Hz/QHD 540hz/HD 720Hz.
- When the monitor is in standby mode, press this button to open the “Input Select” menu.

User 2 (Input Select)

- Customize the function of this shortcut key in the OSD menu: Dual Resolution, Gaming Mode, Shadow Control, Low input Lag, Adaptive-Sync, Dial Point, Sniper Scope, Input Select, Volume, Image Ratio, Pixel Refresh, Light FX, Game Color, Dark Boost, Sharpness, Color Temp., Color Space. The factory default setting is “Input Select”.
- When the OSD menu is Off, press this button to open the “Input Select” menu. Press the “Up” or “Down” button to select the input source displayed in the information bar, and then press the “Select” button to switch to the selected source.
- When the monitor is in standby mode, press this button to open the “Input Select” menu.

OSD – Lock function

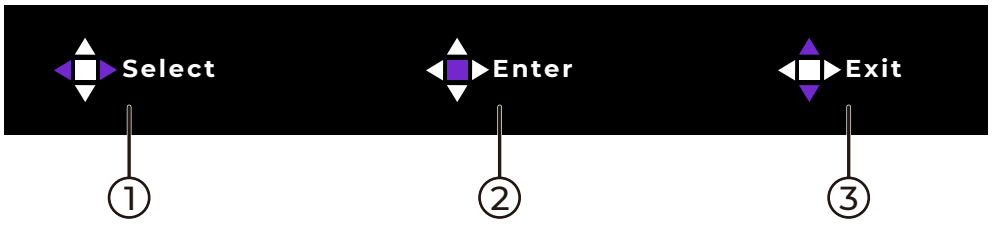
- When the OSD menu is Off, press and hold the “Down” button for approximately 10 seconds to lock or unlock the OSD menu.

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



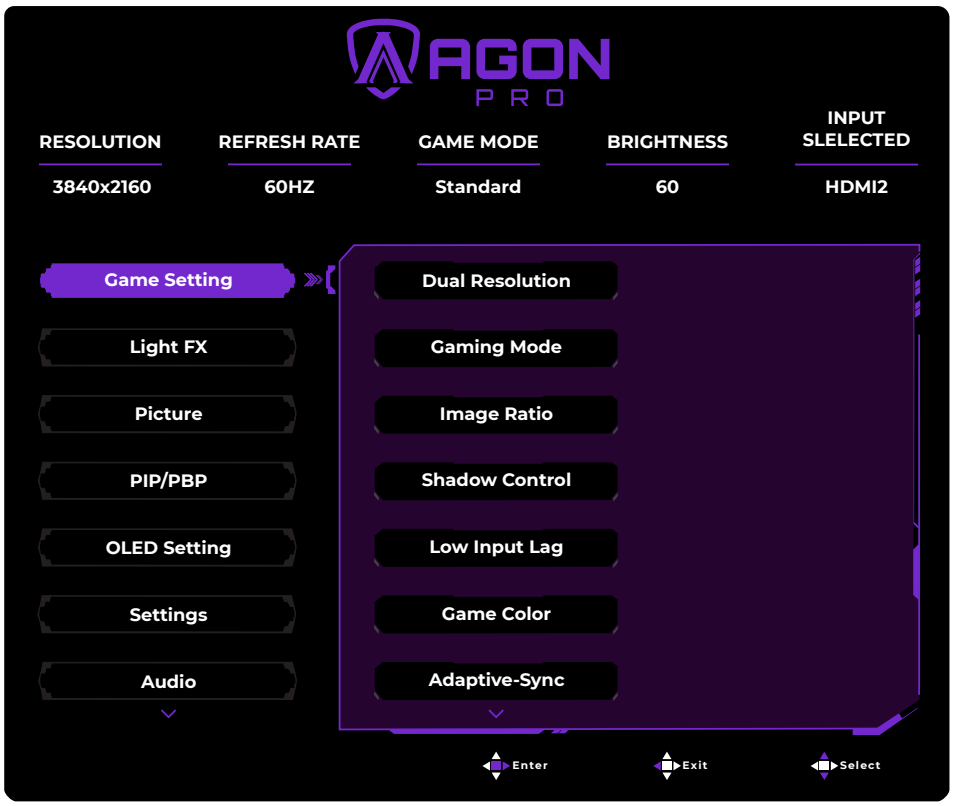
1	Select	According to the purple button prompts in the OSD menu, press the corresponding button to select the menu you wish to adjust or to make adjustments.
2	Enter	According to the purple button prompts in the OSD menu, press the corresponding button to confirm your selection and proceed to the next 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 Menu

Game Setting



Dual Resolution	QHD 144Hz/ QHD 540Hz/ HD 720Hz	Set the Dual Resolution mode according to your needs. **Note:** QHD 144Hz is only suitable for HDMI interface, optional when HDMI signal is input.
Gaming Mode	Standard	Enhance readability for suitable web and mobile games.
	FPS	For playing FPS (first Person Shooters) games. Improves black level in dark theme.
	RTS	For playing RTS (Real Time Strategy) games. 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 (16:9)/ 1:1(16:9)/ Full (Square)/ 1:1 (Square)/ Aspect/ 24.5"	Select Image Ratio. Full (16:9): Scales the input image to full screen. Suitable for images with a 16:9 aspect ratio. 1:1 (16:9): Displays the input image at its native resolution without scaling. Full (Square): The preset resolution is 1280x960. Scales the input image to full screen. 1:1 (Square): The preset resolution is 1280x960. Displays the input image at its native resolution without scaling. Aspect: The preset resolution is 1280x960. The image is scaled to fill the screen as much as possible while maintaining its original aspect ratio and without geometric distortion. Suitable for images with a 4:3 aspect ratio. 24.5": Displays a 24.5-inch screen area only in the center of 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	Off/ On	Shutting down the frame buffer can reduce input delay. Note: The Low input Lag function is On by default and cannot be adjusted when Adaptive-Sync/G-SYNC is On.
Game Color	0 ~ 20	Game Color will provide 0-20 level for adjusting saturation to get a better picture.
Adaptive-Sync	Off/ On	Disable or Enable Adaptive-Sync/G-SYNC. Adaptive-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	Turn the game Dial Point function on or off. The game Dial Point is automatically Off after the monitor is On or Off. When the Dial Point function is On, the Dial Point is displayed in the center of the screen to assist players in aiming accurately during first-person shooter (FPS) games.
Sniper Scope	Off / 1.0 / 1.5 / 2.0	Zoom in locally to make it easier to target when shooting.
Frame Counter	Off / Right-up / Right-Down / Left-Up / Left-Down	Display V frequency on the corner selected.

Note:

1). When “HDR Mode” under “Picture” is enable, the items “Shadow Control”, “Game Color” cannot be adjusted.

2). When “HDR” under “Picture” is set to “DisplayHDR”, the items “Gaming Mode”, “Shadow Control” , “Game Color” can not be adjusted.

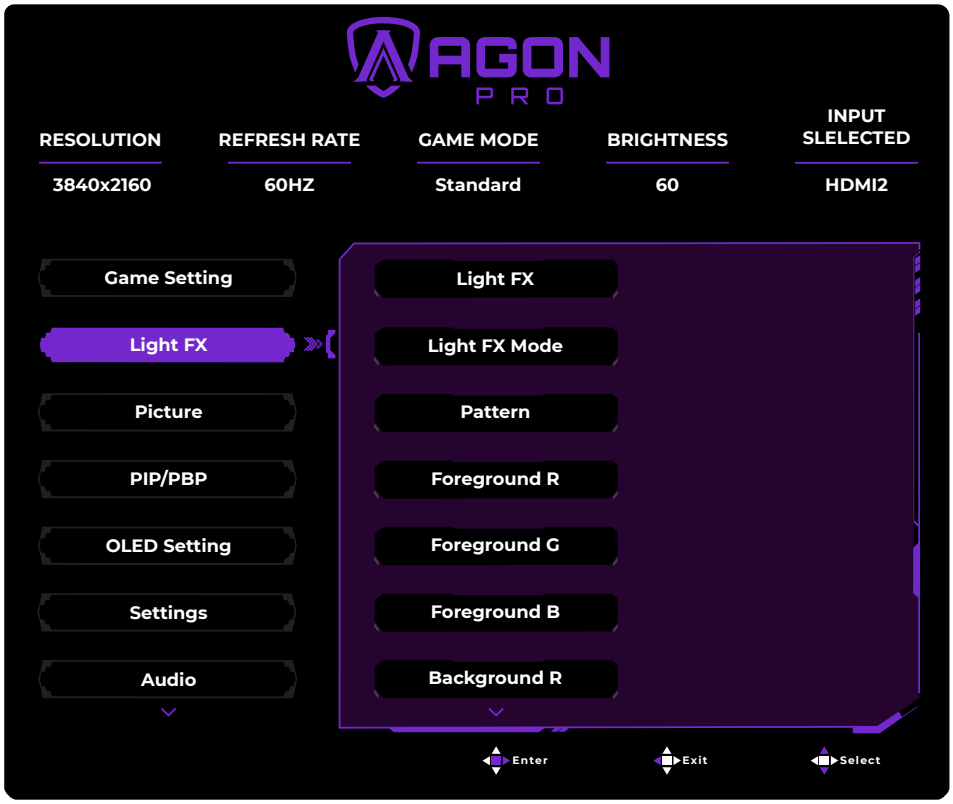
When “HDR” under “Picture” is set to “HDR Peak”, “HDR Picture”, “HDR Movie” or “HDR Game”, the items “Gaming Mode”, “Game Color” can not be adjusted.

3). When the “Color Space” under “Picture” is set to “sRGB” or “DCI-P3”, the items “Shadow Control” , “Game Color” cannot be adjusted.

4). When the “Dual Resolution” is set to “QHD 144Hz”, “Full (Square)”, “1:1 (Square)”, “Aspect” and “24.5”” cannot be adjusted.

When the “Dual Resolution” is set to “HD 720Hz”, “1:1 (16:9)”, “Full (Square)”, “1:1 (Square)”, “Aspect” and “24.5”” cannot be adjusted.

Light FX

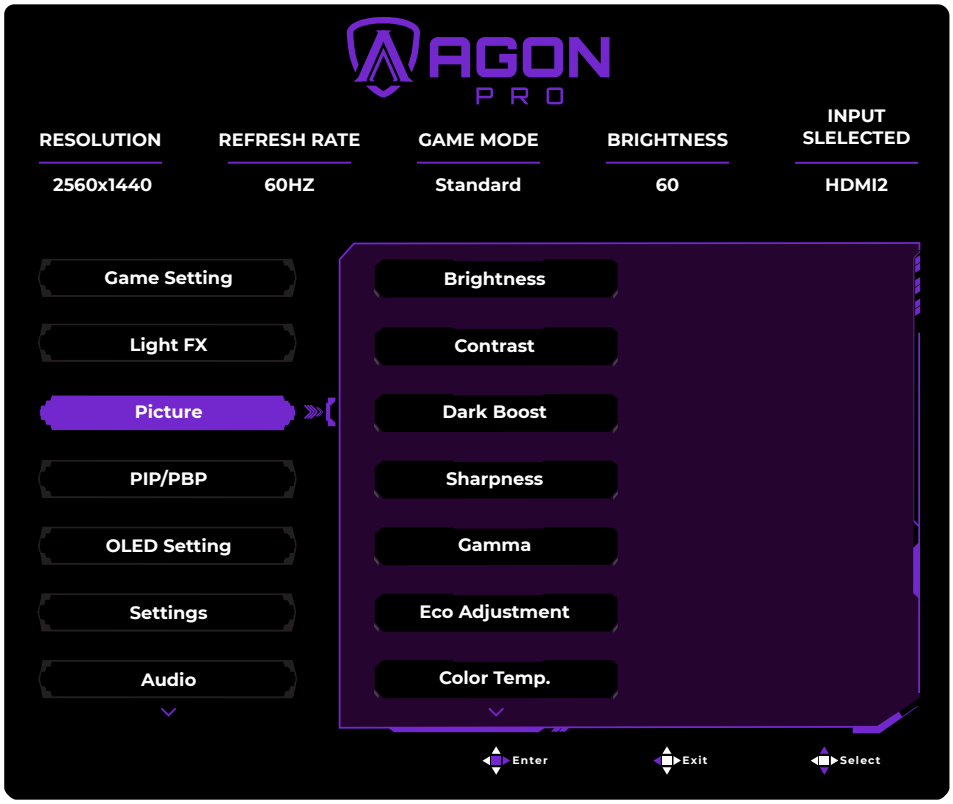


Light FX	Off/ Low/ Medium/ Strong	Select the intensity of Light FX.
Light FX Mode	Audio1/ Audio2/ Static/ Dark Point Sweep/ Gradient Shift/ Spread Fill/ Drip Fill/ Spreading Drip Fill/ Breathing/ Light Point Sweep/ Zoom/ Rainbow/ Wave/ Flashing/ Demo	Select Light FX Mode
Pattern	Red/ Green/ Blue/ Rainbow/ 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:

The Dynamic Lighting function is supported on Windows 11. When the monitor is connected to a Windows 11 PC via a USB upstream cable, navigate to Desktop → Personalization → Dynamic Lighting and enable “Use Dynamic Lighting on my devices” and “Compatible apps in the foreground always control lighting effects”. This allows the Windows 11 system to control the lighting effects of Light FX. Consequently, the “Light FX” option in the OSD menu will be grayed out and unavailable for adjustment.

Picture



Brightness	0-100	Adjust brightness.
Contrast	0-100	Adjust contrast.
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.	6500K/ 7300K/ 9300K/ User Define	Adjust Color Temp. Note: Select User define to adjust RGB colors.
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 enable, the items “Contrast”, “Dark Boost”, “Gamma”, “Eco Adjustment”, “Color Temp.”, “6-Axis Color Saturation/Hue”, “Color Space” and “LowBlue Mode” cannot be adjusted.

2). When “HDR” is set to “DisplayHDR”, all the items under “Picture” except “HDR” and “Sharpness” cannot be adjusted.

When “HDR” is set to “HDR Peak”, “HDR Picture”, “HDR Movie” or “HDR Game”, the items “Gamma”, “Eco Adjustment”, “Color Temp.”, “6-Axis Color Saturation/Hue”, “Color Space” and “LowBlue Mode” cannot be adjusted.

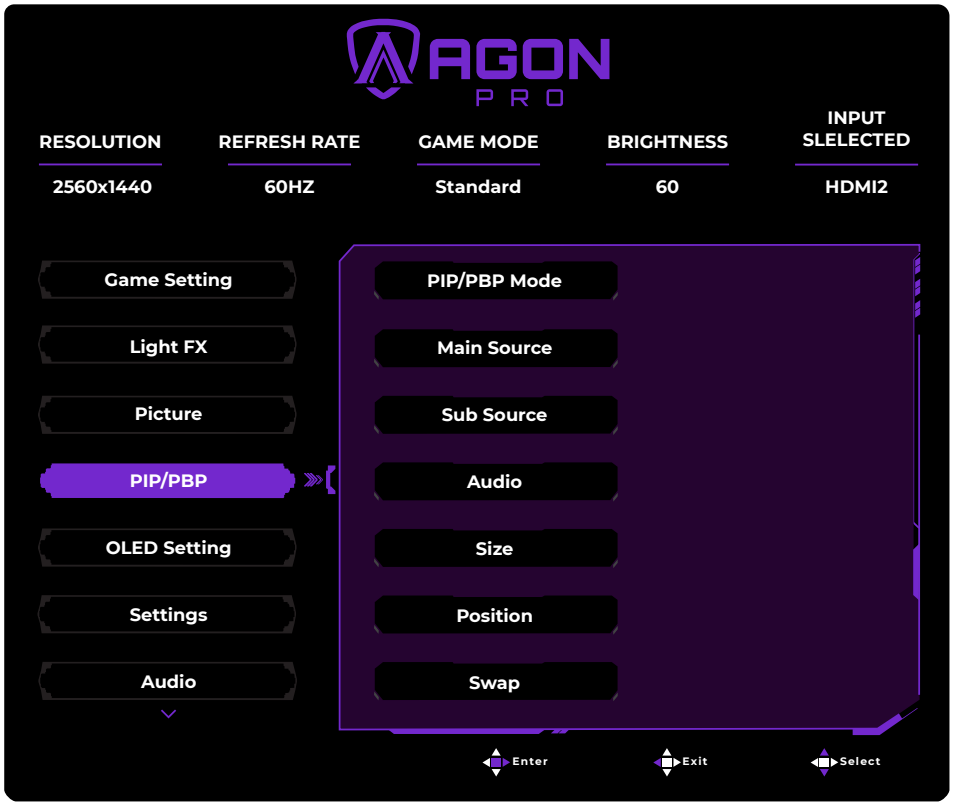
3). When the “Color Space” is set to “sRGB” or “DCI-P3”, the items “Contrast”, “Dark Boost”, “Gamma”, “Eco Adjustment”, “Color Temp.”, “6-Axis Color Saturation/Hue”, “HDR Mode” and “LowBlue Mode” cannot be adjusted.

4). When the “Eco Adjustment” is set to “Reading”, “Contrast”, “Dark Boost”, ”Color Temp.”, “6-Axis Color Saturation/Hue”, ”Color Space” and ”Low blue mode” cannot be adjusted.

5). When the “Gaming Mode” under “Game Setting” is set to non “Standard” mode, the item “Eco Adjustment”, “6-Axis Color Saturation/Hue” , “HDR Mode” and “Color Space” cannot be adjusted.

6). Due to the limitation of Windows system, HDR may not be turned on when the display color depth is 8bpc+YCbCr422 or less.

PIP/PBP



PIP/PBP Mode	Off/PIP/PBP	Disable or enable the PIP and PBP functions.
Main Source	HDMI1/HDMI2/DisplayPort/USB C	Select the main screen source.
Sub Source	HDMI1/HDMI2/DisplayPort/USB C	Select the sub screen source.
Audio	Main Source	Select the audio output for the main or sub screen.
	Sub Source	
Size	Small/Middle/Large	Select the sub screen size.
Position	Right-up	Select the sub screen position.
	Right-down	
	Left-up	
	Left-down	
Swap	On: Swap	Swap the screen source
	Off: No action	

Note:

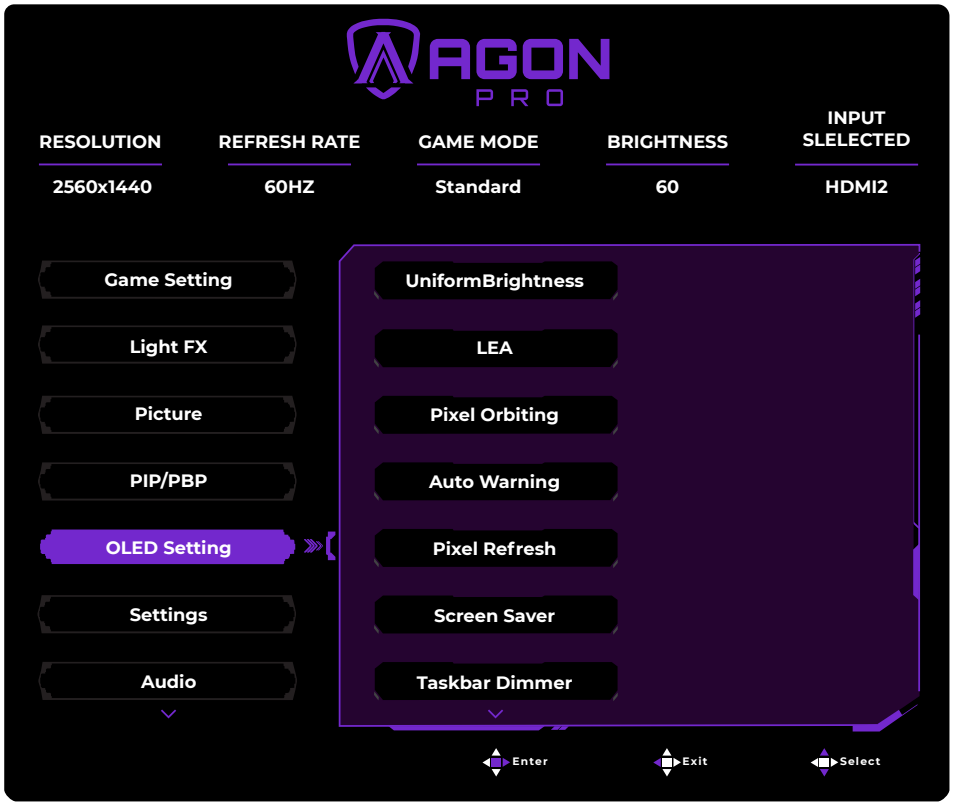
1). When “HDR” under the “Picture” menu is set to any state other than “Off”, all items under the “PIP/PBP” menu become unavailable for adjustment.

2). When PIP is On: for HDMI/DisplayPort/USB C sources, the preset resolution is 2560x1440@60Hz, with a maximum supported resolution of 2560x1440@144Hz; When PBP is On: for HDMI/DisplayPort/ USB C sources, the preset resolution is 1280x1440@60Hz, with a maximum supported resolution of 1280x1440@360Hz.

3). When PBP/PIP is On, the input source compatibility for the main/sub screens is as 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

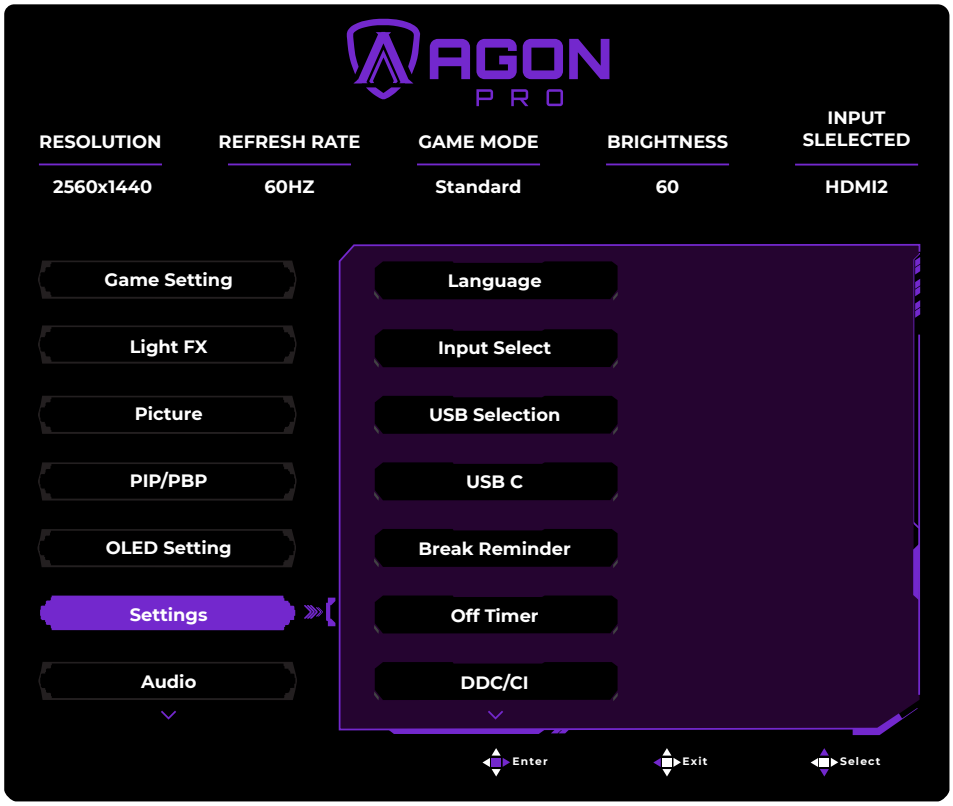
OLED Setting



Uniform Brightness	Off/ On	Enabling the Uniform Brightness function activates peak brightness stabilization for SDR content, maintaining consistent luminance even when the size of the white window changes.
LEA (Prevention of local image retention)	Off/ On	It is used to turn on the LEA function to reduce the risk of generating image retention. Recommended function settings: “On.” After this function is enabled, the screen will be automatically narrowed to fix the brightness of the display area, so as to reduce possible image retention.
Pixel Orbiting (Image shift)	Off Weak Medium Strong Strongest	It is used to turn the Pixel Orbiting function on to reduce the risk of generating image retention. Recommended function setting: “On.” After this function is enabled, image pixels will circularly move as a whole. The movement amplitude is based on the settings. The moved character may be side cut. When “Strongest” is selected, image retention is most unlikely generated, but possible side cut may be most notable.
Auto Warning	Off/ On	Enable/Disable the "Pixel Refresh" Auto Warning feature. The monitor will automatically display an “Auto Warning” every 24 hours of cumulative usage to remind the user to run the "Pixel Refresh" process. Select "Off" to stop the Auto Warning 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	Off/ On	It is used to enable and run the Screen Compensation and Correction and Pixel Refresh functions to eliminate image retention which has been generated. After turning on, select “Yes” according to the menu prompt, and the monitor will automatically run Screen Compensation and Correction first, and then run Pixel Refresh. After completion, the monitor will return to the powered-on state.

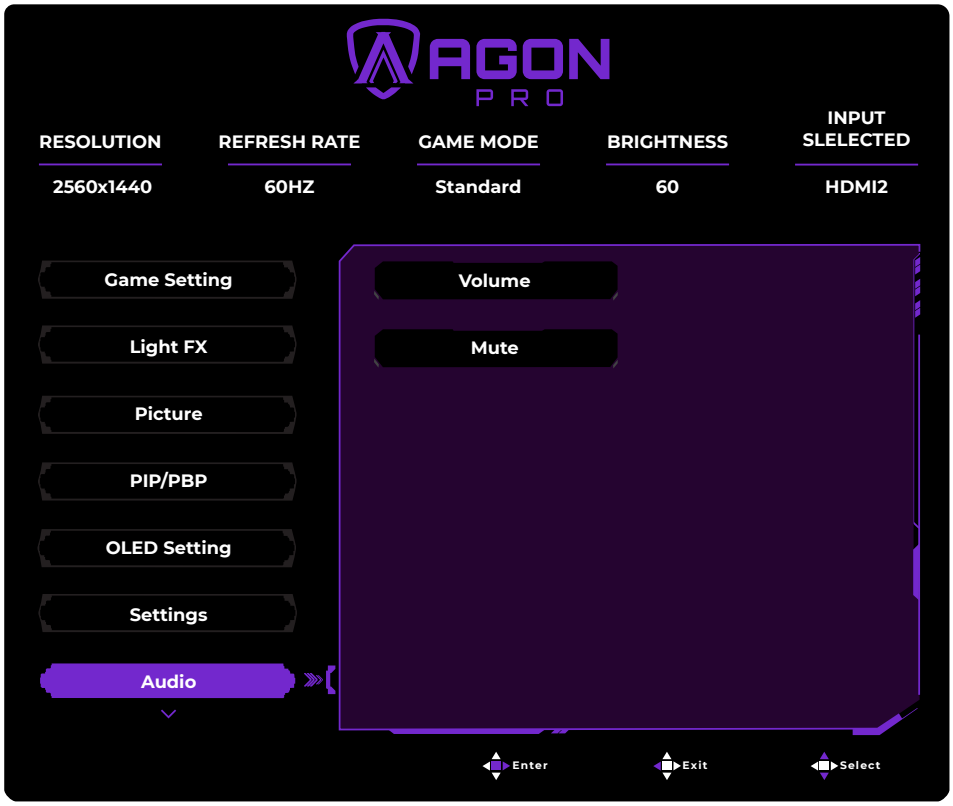
Screen Saver	Off/ On	To reduce the risk of image retention, it is recommended to enable the screen saver function. When a static image is displayed for an extended period, the screen brightness will automatically decrease significantly to mitigate potential image retention. The screen will restore to its previous brightness level once a change in the image is detected.
Taskbar Dimmer	Off/ On	Enabling the Taskbar Dimmer function helps reduce the risk of image retention. It is recommended to set it to “On”. When enabled, the screen will automatically reduce the brightness of the taskbar area to mitigate potential image retention.
Zero Frame Delay	Off/ On	When enabled, it reduces image latency and improves response time.

Settings



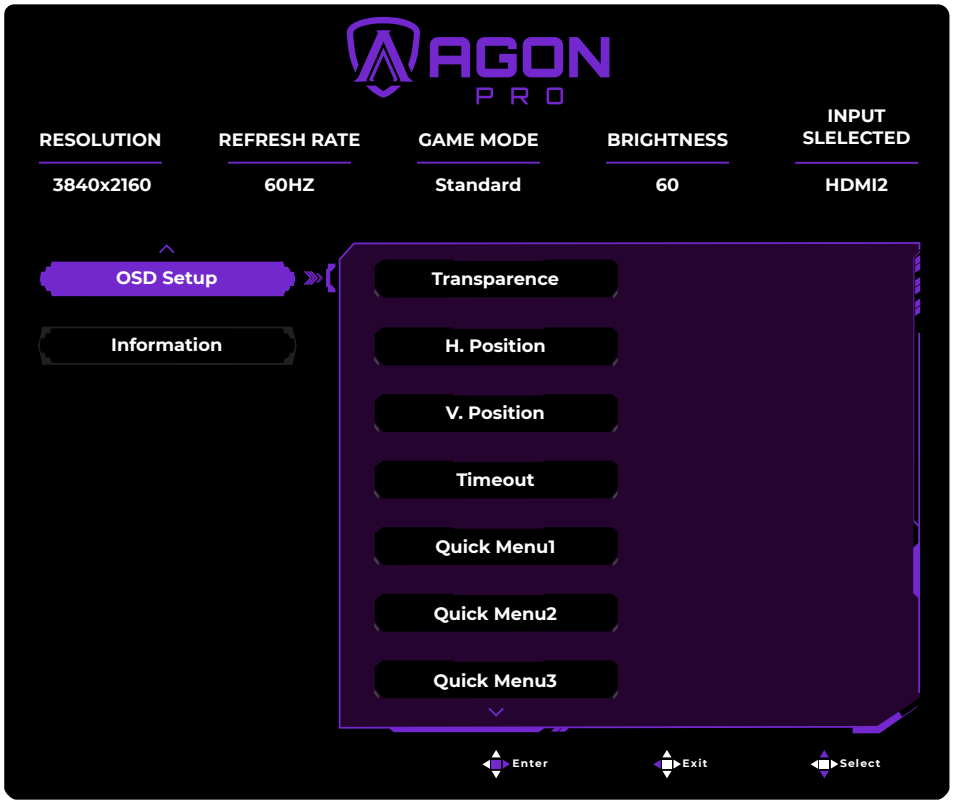
Language		Select the OSD language.
Input Select	Auto/ HDMI1/ HDMI2/ DisplayPort/USB C	Select Input Signal Source.
USB Selection	Auto/USB C/USB Up	Select USB upstream data path.
USB C	High Data Speed/High Resolution	Set the data transmission priority or resolution priority of the USB interface. Note: The default setting is “High Resolution”. In this mode, the USB-A port transmits at USB 2.0 speed, and the USB C port supports a maximum resolution of 2560x1440@540Hz. When set to “High Data Speed”, data transmission rate is prioritized. The USB-A port transmits at USB 3.2 Gen 1 speed.
Break Reminder	Off/On	When enabled, the system will trigger a rest reminder if the user works continuously for more than 1 hour.
Off Timer	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.

Audio



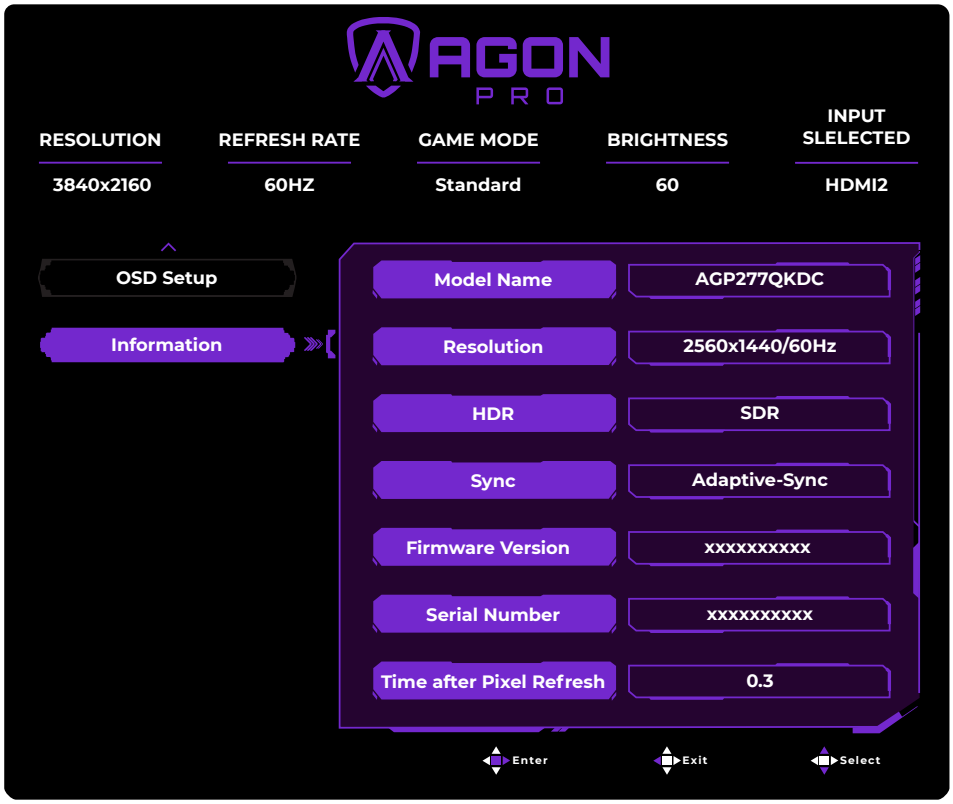
Volume	0-100	Adjust the output volume of the speakers or headphones.
Mute	Off / On	Mute On/Off

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	5-120	Adjust the OSD Timeout.
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		
User1	Dual Resolution/ Gaming Mode/ Shadow Control/ Low Input Lag/ Adaptive-Sync/ Dial Point/ Sniper Scope/ Input Select/ Volume/ Image Ratio/ Pixel Refresh/ Light FX/ Game Color/ Dark Boost/ Sharpness/ Color Temp./ Color Space	Set User 1 and 2 functions.
User2		
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)
JB under process	Flashing White (3 seconds on/3 seconds off)
OLED panel malfunction	Flashing Orange (1 second on/1 second off)
Shutdown mode	The indicator is not lit.

Troubleshoot

Problems	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 display.	· Check if the computer power is turned on. · Check if the graphics card of the computer is well plugged. · Check that the signal wire of the display has been correctly connected to the computer. · Check the plug of the signal wire of the display, and make sure all pins are not bent. · Observe the indicator through the Caps Lock key on the keypad of the computer to confirm if the computer is working.
There is no image, but the power indicator flashes orange.	· The OLED panel malfunctions and fails to work properly. Seek advice from AOC after-sales service persons.
Failure to realize plug-to-use.	· Check if it supports plug-to-use. · Check if the adapter supports plug-to-use.
Dim image.	· Adjust luminance and contrast ratio.
The image is bouncing or rippled.	· There may be electrical appliances and devices at the periphery that may cause electronic interference.
The screen displays “the signal wire is not available” or “no signal.”	· Check if the signal wire is correctly connected. · Check if the pin of the signal wire plug is damaged. · The Pixel Refresh function can be enabled and run in the display menu to eliminate image retention which has been generated. Running this function for several times can obtain a desirable image display effect. For other instructions regarding screen maintenance, refer to the User Instructions in the official website.
The screen displays “invalid input”.	· Check if your computer is set in an improper display mode. Please re-set your computer in the display mode listed in the detailed user instructions.
Image retention.	· Based on the characteristics of the OLED panel, the Pixel Refresh function can be enabled and run in the display menu to eliminate image retention which has been generated. It is recommended to run this function for several times to obtain a desirable image display effect. For other instructions regarding screen maintenance, please refer to the User Instructions in the official website.
Regulation & Service	· Please refer to Regulation & Service Information at 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	AGP277QKDC	
	Driving system	OLED	
	Viewable Image Size	67.3cm Diagonal	
	Pixel pitch	0.2292mm(H) x 0.2292mm(V)	
	Display Color	1.07B	
Others	Horizontal scan range	30k~510kHz	
	Horizontal scan Size (Maximum)	586.75 mm	
	Vertical scan range	QHD: 48~540Hz HD: 48~720Hz	
	Vertical Scan Size(Maximum)	330.05 mm	
	Optimal preset resolution	QHD: 2560x1440@60Hz HD: 1280x720@60Hz	
	Max resolution	QHD: 2560x1440@540Hz HD: 1280x720@720Hz	
	Plug & Play	VESA DDC2B/CI	
	Power Source	100-240V~ 50/60Hz 3.0A	
	Power Consumption	Typical(default brightness and contrast)	60W
		Max. (brightness = 100, contrast =100)	≤220W
		Standby Mode	≤0.5W
USB C	USB C	Double-sided Connectable Plug	
	Ultra-Highspeed	Data And Video Transmission	
	DisplayPort	Built-in DisplayPort Alt Mode	
	Power Supply	USB PD	
	Maximum Power Supply	Up to 65W(5V/3A, 7V/3A, 9V/3A, 10V/3A, 12V/3A, 15V/3A, 20V/3.25A)	
Physical Characteristics	Connector Type	HDMIX2/ DisplayPort/ USB C (PD65W)/ USB downstreamx3/ USB upstream/ Earphone	
	Signal Cable Type	Detachable	
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:

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):

Input Signal Versionh / Output Color Format / State / Output Resolution Color Depth	HDMI2.1		DisplayPort2.1		USB C@USB High Data Speed		USB C@USB High Resolution	
	YCbcr422 YCbcr420	YCbcr444 RGB	YCbcr422 YCbcr420	YCbcr444 RGB	YCbcr422 YCbcr420	YCbcr444 RGB	YCbcr422 YCbcr420	YCbcr444 RGB
2560x1440@540Hz 10bpc	Support (DSC)	Support (DSC)	Support	Support (DSC)	Support (DSC)	\	Support (DSC)	\
2560x1440@540Hz 8bpc	Support (DSC)	Support (DSC)	Support	Support	Support (DSC)	\	Support (DSC)	\
2560x1440@480Hz 10bpc	Support (DSC)	Support (DSC)	Support	Support	Support (DSC)	\	Support (DSC)	\
2560x1440@480Hz 8bpc	Support (DSC)	Support (DSC)	Support	Support	Support (DSC)	\	Support (DSC)	\
2560x1440@360Hz 10bpc	Support (DSC)	Support (DSC)	Support	Support	Support (DSC)	\	Support (DSC)	\
2560x1440@360Hz 8bpc	Support (DSC)	Support (DSC)	Support	Support	Support (DSC)	\	Support (DSC)	\
2560x1440@240Hz 10bpc	Support	Support	Support	Support	Support	Support (DSC)	Support (DSC)	Support (DSC)
2560x1440@240Hz 8bpc	Support	Support	Support	Support	Support	Support (DSC)	Support (DSC)	Support (DSC)
2560x1440@144Hz 10bpc	Support	Support	Support	Support	Support	Support (DSC)	Support	Support (DSC)
2560x1440@144Hz 8bpc	Support	Support	Support	Support	Support	Support	Support	Support (DSC)
2560x1440@120Hz 10bpc	Support	Support	Support	Support	Support	Support	Support	Support (DSC)
2560x1440@120Hz 8bpc	Support	Support	Support	Support	Support	Support	Support	Support
2560x1440 low resolutions 8bpc/ 10bpc	Support	Support	Support	Support	Support	Support	Support	Support
1920x1080@540Hz 10bpc	Support	Support (DSC)	Support	Support	Support (DSC)	Support (DSC)	Support (DSC)	Support (DSC)
1920x1080@540Hz 8bpc	Support	Support	Support	Support	Support (DSC)	Support (DSC)	Support (DSC)	Support (DSC)
1280x720@720Hz 10bpc	Support	Support	Support	Support	Support	Support (DSC)	Support (DSC)	Support (DSC)
1280x720@720Hz 8bpc	Support	Support	Support	Support	Support	Support (DSC)	Support (DSC)	Support (DSC)
1280x720@540Hz 10bpc	Support	Support	Support	Support	Support	Support (DSC)	Support	Support (DSC)
1280x720@540Hz 8bpc	Support	Support	Support	Support	Support	Support	Support	Support (DSC)
1280x720@240Hz 10bpc	Support	Support	Support	Support	Support	Support	Support	Support
1280x720@240Hz 8bpc	Support	Support	Support	Support	Support	Support	Support	Support
1280x720@144Hz 10bpc	Support	Support	Support	Support	Support	Support	Support	Support
1280x720@144Hz 8bpc	Support	Support	Support	Support	Support	Support	Support	Support
1280x720@120Hz 10bpc	Support	Support	Support	Support	Support	Support	Support	Support
1280x720@120Hz 8bpc	Support	Support	Support	Support	Support	Support	Support	Support
1280x720 low resolutions 8bpc/ 10bpc	Support	Support	Support	Support	Support	Support	Support	Support

Preset Display Modes

QHD PC resolution

Image Ratio / Interface / State / Resolution	Full (16:9) 1:1 (16:9)		Full (Square) 1:1 (Square) Aspect		24.5”	
	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	√	√	√	√	√	√
640x480@120Hz	√	√	√	√	√	√
720x400@70Hz	√	√	√	√	√	√
800x600@56Hz	√	√	√	√	√	√
800x600@60Hz	√	√	√	√	√	√
800x600@72Hz	√	√	√	√	√	√
800x600@75Hz	√	√	√	√	√	√
800x600@100Hz	√	√	√	√	√	√
800x600@120Hz	√	√	√	√	√	√
832x624@75Hz	√	√	√	√	√	√
1024x768@60Hz	√	√	√	√	√	√
1024x768@70Hz	√	√	√	√	√	√
1024x768@75Hz	√	√	√	√	√	√
1024x768@540Hz			√	√		
1280x960@60Hz			√	√		
1280x960@540Hz			√	√	√	√
1280x1024@60Hz	√	√	√	√	√	√
1280x1024@75Hz	√	√	√	√	√	√
1280x1024@540Hz			√	√		
1728x1080@540Hz			√	√		
1920x1080@60Hz	√	√	√	√	√	√
1920x1080@540Hz	√	√				
1920x1440@540Hz			√	√		
2368x1320@60Hz					√	√
2368x1320@120Hz					√	√
2368x1320@540Hz					√	√
2368x1320@240Hz					√	√
2560x1440@60Hz	√	√			√	√
2560x1440@120Hz	√	√	√	√	√	√
2560x1440@144Hz	√	√				
2560x1440@240Hz	√	√				
2560x1440@360Hz	√	√				
2560x1440@480Hz	√	√				
2560x1440@540Hz	√	√				
2368x1320/240Hz					√	√

QHD Video Resolution

Image Ratio / Interface / Resolution / State	Full (16:9) 1:1 (16:9)		Full (Square) 1:1 (Square) Aspect		24.5”	
	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	√	√	√	√	√	√
1920x1080p,59.94Hz/60Hz	√	√	√	√	√	√
1920x1080p,119.88Hz/120Hz	√	√	√	√	√	√
3840x2160p,50Hz	√					
3840x2160p,59.94Hz/60Hz	√					
3840x2160p,100Hz	√					
3840x2160p,119.88Hz/120Hz	√		√		√	

HD PC Resolution

Image Ratio / Interface / State / Resolution	Full (16:9) 1:1 (16:9)	
	HDMI2.1	DisplayPort2.1 USB C
640x480@60Hz	√	√
640x480@67Hz	√	√
640x480@72Hz	√	√
640x480@75Hz	√	√
640x480@100Hz	√	√
640x480@120Hz	√	√
720x400@70Hz	√	√
800x600@56Hz	√	√
800x600@60Hz	√	√
800x600@72Hz	√	√
800x600@75Hz	√	√
800x600@100Hz	√	√
800x600@120Hz	√	√
832x624@75Hz	√	√
1024x768@60Hz	√	√
1024x768@70Hz	√	√
1024x768@75Hz	√	√
1280x1024@60Hz	√	√
1280x1024@75Hz	√	√
1280x720@60Hz	√	√
1280x720@120Hz	√	√
1280x720@144Hz	√	√
1280x720@240Hz	√	√
1280x720@480Hz	√	√
1280x720@540Hz	√	√
1280x720@720Hz	√	√

HD Video Resolution

Image Ratio / Interface / Resolution / State	Full (16:9) 1:1 (16:9)	
	HDMI2.1	DisplayPort2.1 USB C
640x480p,59.94Hz/60Hz	√	√
720x480p,59.94Hz/60Hz	√	√
720x576p,50Hz	√	√
1280x720p,50Hz	√	√
1280x720p,59.94Hz/60Hz	√	√

Note:

1). For optimal image quality, please refer to the table above to set the resolution for your input source. The set resolution varies depending on the signal output device: for console gaming, it is recommended to refer to the “Video Resolution”; for PC gaming, it is recommended to refer to the “PC Resolution”.

2). When “Dual Resolution” is set to “QHD”, set the “QHD PC Resolution” and “QHD Video Resolution”. When “Dual Resolution” is set to “HD”, set the “HD PC Resolution” and “HD Video Resolution”.

3). To toggle the monitor’s “Image Ratio” setting, go to the OSD Menu → “Game Setting” → “Image Ratio” for adjustment.

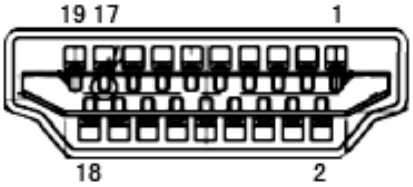
4). To ensure the above resolutions function correctly, please check the compatibility of the graphics card first. Due to the different strategies of various graphics card manufacturers, some options may be hidden. The support of the graphics card shall be subject to the actual situation.

5). According to the VESA standard, there may be a slight margin of error (+/-1Hz) in refresh rate (field frequency) calculations by different operating systems and graphics cards. The actual refresh rate (field frequency) shall prevail.

6). The DisplayPort 2.1 supports UHBR20 with total bandwidth of 80 Gbps. The HDMI 2.1 interface supports FRL6 with total bandwidth of 48 Gbps.

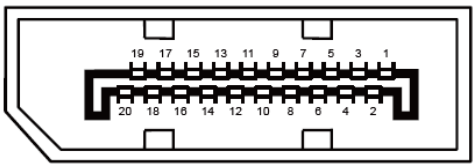
7). The compatibility problem of HDMI2.1(FRL6 48Gbps) signal output of NVIDIA® graphics card may cause abnormal display or automatic restart of the computer, so DisplayPort is recommended for NVIDIA® graphics card. HDMI or DisplayPort can be used for AMD® graphics card.

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.

HDMI®
HIGH-DEFINITION MULTIMEDIA INTERFACE