REPUBLIC OF
GAMERS

ROG SWIFT
PG279QM

ASUS

HDMI
HIGH-DEFINITION MULTIMEDIA INTERFACE

First Edition

April 2021

Contents

Notices

Federal Communications Commission Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

• This device may not cause harmful interference, and

• This device must accept any interference received including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• Consult the dealer or an experienced radio/TV technician for help.

> The use of shielded cables for connection of the monitor to the graphics card is required to assure compliance with FCC regulations. Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

Canadian Department of Communications Statement

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

This class B digital apparatus complies with Canadian ICES-003.

This Class B digital apparatus meets all requirements of the Canadian Interference - Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du Réglement sur le matériel brouiller du Canada.

EAC

Safety information

- Before setting up the monitor, carefully read all the documentation that came with the package.

- To prevent fire or shock hazard, never expose the monitor to rain or moisture.

- Never try to open the monitor cabinet. The dangerous high voltages inside the monitor may result in serious physical injury.

- If the power supply is broken, do not try to fix it by yourself. Contact a qualified service technician or your retailer.

- Before using the product, make sure all cables are correctly connected and the power cables are not damaged. If you detect any damage, contact your dealer immediately.

- Slots and openings on the back or top of the cabinet are provided for ventilation. Do not block these slots. Never place this product near or over a radiator or heat source unless proper ventilation is provided.

- 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 supply to your home, consult your dealer or local power company.

- Use the appropriate power plug which complies with your local power standard.

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

- Avoid dust, humidity, and temperature extremes. Do not place the monitor in any area where it may become wet. Place the monitor on a stable surface.

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

- Never push objects or spill liquid of any kind into the slots on the monitor cabinet.

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

- If you encounter technical problems with the monitor, contact a qualified service technician or your retailer.

- Adjustment of the volume control as well as the equalizer to other settings than the center position may increase the ear-/headphones output voltage and therefore the sound pressure level.

- The adapter is only used for this monitor, do not use it for other purpose.
  Your device uses one of the following power supplies:
  - Manufacturer: Delta Electronics Inc., Model: ADP-120VH B

This symbol of the crossed out wheeled bin indicates that the product (electrical, electronic equipment, and mercury-containing button cell battery) should not be placed in municipal waste. Please check local regulations for disposal of electronic products.

AEEE yönetmeliğine uygundur

Care & Cleaning

- Before you lift or reposition your monitor, it is better to disconnect the cables and power cord. Follow the correct lifting techniques when positioning the monitor. When lifting or carrying the monitor, grasp the edges of the monitor. Do not lift the display by the stand or the cord.

- Cleaning. Turn your monitor off and unplug the power cord. Clean the monitor surface with a lint-free, non-abrasive cloth. Stubborn stains may be removed with a cloth dampened with mild cleaner.

- Avoid using a cleaner containing alcohol or acetone. Use a cleaner intended for use with the monitor. Never spray cleaner directly on the screen, as it may drip inside the monitor and cause an electric shock.

The following symptoms are normal with the monitor:

- The screen may flicker during the initial use due to the nature of the fluorescent light. Turn off the Power Switch and turn it on again to make sure that the flicker disappears.

- You may find slightly uneven brightness on the screen depending on the desktop pattern you use.

- When the same image is displayed for hours, an afterimage of the previous screen may remain after switching the image. The screen will recover slowly or you can turn off the Power Switch for hours.

- When the screen becomes black or flashes, or cannot work anymore, contact your dealer or service center to fix it. Do not repair the screen by yourself!

Conventions used in this guide

WARNING: Information to prevent injury to yourself when trying to complete a task.

CAUTION: Information to prevent damage to the components when trying to complete a task.

IMPORTANT: Information that you MUST follow to complete a task.

NOTE: Tips and additional information to aid in completing a task.

Where to find more information

Refer to the following sources for additional information and for product and software updates.

1. **ASUS websites**

   The ASUS websites worldwide provide updated information on ASUS hardware and software products. Refer to http://www.asus.com

2. **Optional documentation**

   Your product package may include optional documentation that may have been added by your dealer. These documents are not part of the standard package.

Takeback Services

ASUS recycling and takeback programs come from our commitment to the highest standards for protecting our environment. We believe in providing solutions for our customers to be able to responsibly recycle our products, batteries and other components as well as the packaging materials.

Please go to http://csr.asus.com/english/Takeback.htm for detail recycling information in different region.

Product information for EU energy label

PG279QM

1.1   Welcome!

Thank you for purchasing the ASUS® LCD monitor!

The latest widescreen LCD monitor from ASUS provides a broader, brighter and crystal-clear display, plus a host of features that enhance your viewing experience.

With these features, you can enjoy the convenience and delightful visual experience that the monitor brings to you!

1.2   Package contents

Check your package for the following items:

- ✓ LCD monitor
- ✓ Monitor base
- ✓ Quick start guide
- ✓ Warranty card
- ✓ Power adapter
- ✓ Power cord
- ✓ DP cable
- ✓ HDMI cable
- ✓ USB cable
- ✓ Input/Output port cover
- ✓ Color calibration testing report
- ✓ ROG welcome card with envelope
- ✓ ROG sticker

> If any of the above items is damaged or missing, contact your retailer immediately.

> Select "ON" when you see the message "AURA" appears if you want to turn on the light on the rear cover. If you disable this function but later wish to reactivate it, please use the OSD menu to turn it on.
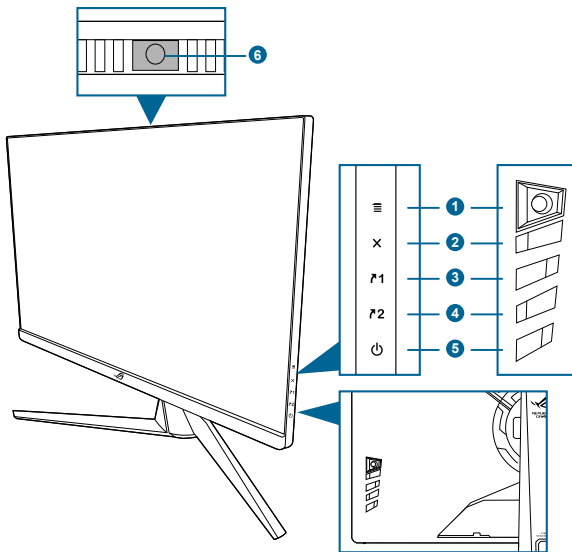
> If no signal is detected for around 10 minutes, the monitor automatically enters saving mode.

1.3   Monitor introduction

1.3.1   Front/Side view

1.   ≡ (ⓞ 5-way) button
    - Turns on the OSD menu. Enacts the selected OSD menu item.
    - Increases/Decreases values or moves your selection up/down/left/right.
    - Turns on the OSD menu when the monitor enters standby mode or displays the "NO SIGNAL" message.

2.   ✕ button
    - Exits the OSD menu item.
    - Toggles the Key Lock function between on and off with a long press for 5 seconds.
    - Turns on the OSD menu when the monitor enters standby mode or displays the "NO SIGNAL" message.

3.   ↗1 button
    - Default: GamePlus.
    - To change the shortcut function, go to the Shortcut > Shortcut 1 menu.
    - Turns on the OSD menu when the monitor enters standby mode or displays the "NO SIGNAL" message.

4.   ↗2 button
   • Default: GameVisual.
   • To change the shortcut function, go to the Shortcut > Shortcut 2 menu.
   • Turns on the OSD menu when the monitor enters standby mode or displays the "NO SIGNAL" message.
5.   Power button/power indicator
   • Turns the monitor on/off.
   • The color definition of the power indicator is as the below table.

Status	Description
White	ON
OFF	OFF
Amber flashing	Entering standby mode
Amber	Standby mode/No signal
Green	HDR/HDR+G-SYNC
Red	G-SYNC

6.   Ambient light sensor.

1.3.2   Back view
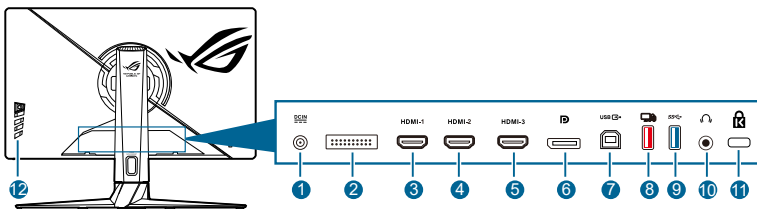
1. **DC IN port.** This port connects the power cord.
2. **For service personnel only.**
3. **HDMI port.** This port is for connection with an HDMI compatible device.
4. **HDMI port.** This port is for connection with an HDMI compatible device.
5. **HDMI port.** This port is for connection with an HDMI compatible device.
6. **DisplayPort.** This port is for connection for a DisplayPort compatible device.
7. **USB 3.0 upstream port**. This port is for connection with a USB upstream cable. The connection enables the USB ports on the monitor.

8. **USB 3.0 downstream port (red port) with NVIDIA Reflex Latency Analyzer**. This port is for connection with USB devices, such as USB keyboard/mouse, USB flash drive, etc. This port is specifically for connection with your wired or wireless mouse to enable NVIDIA Reflex Latency Analyzer.

9. **USB 3.0 downstream ports**. These ports are for connection with USB devices, such as USB keyboard/mouse, USB flash drive, etc.

10. **Earphone jack.** This port is only available when an HDMI/DisplayPort cable is connected.

11. **Kensington lock slot**.

12. **Control buttons.**

1.3.3   GamePlus function

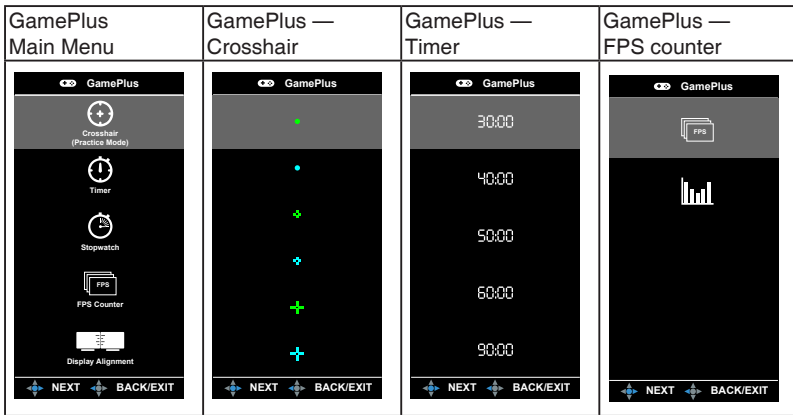The GamePlus function provides a toolkit and creates a better gaming environment for users when playing different types of games. The crosshair overlay with 6 different crosshair options lets you choose the one that best suits the game you're playing. There are also on screen timer and stopwatch you can position on the left of the display so you can keep track of the gaming time; while the FPS (frames per second) counter lets you know how smooth the game is running. Display Alignment displays alignment lines on 4 sides of the screen, serving as an easy and handy tool for you to line up multiple monitors perfectly.

To activate GamePlus:

1. Press the GamePlus hotkey.

2. Move the ☰ (◎) button up/down to select among different functions.

3. Press the ☰ (◎) button or move the ☰ (◎) button right to confirm the function you choose, and move the ☰ (◎) button up/down to navigate through the settings. Move the ☰ (◎) button left to go back, off, and exit.

4. Highlight the desired setting and press the ☰ (◎) button to activate it. Press the ✕ button to inactivate it.

GamePlus Main Menu	GamePlus — Crosshair	GamePlus — Timer	GamePlus — FPS counter
GamePlus Crosshair (Practice Mode) Timer Stopwatch FPS Counter Display Alignment NEXT BACK/EXIT	**GamePlus** · · ✛ ✛ ✛ ✛ NEXT BACK/EXIT	**GamePlus** 30:00 40:00 50:00 60:00 90:00 NEXT BACK/EXIT	**GamePlus** FPS lıll NEXT BACK/EXIT

1.3.4   GameVisual function

The GameVisual function helps you select among different picture modes in a convenient way.

To activate GameVisual:

1. Press the GameVisual shortcut button

2. Move the ☰ (◻) button up/down to highlight a desired setting.

3. Press the ☰ (◻) button or move the button right to activate it.

4. To exit the menu, move the ☰ (◻) button left .

   • **Scenery Mode**: This is the best choice for scenery photo displaying with GameVisual™ Video intelligence Technology.

   • **Racing Mode**: This is the best choice for racing game playing with GameVisual™ Video intelligence Technology.

   • **Cinema Mode**: This is the best choice for movie watching with GameVisual™ Video intelligence Technology.

   • **RTS/RPG Mode**: This is the best choice for Real-Time Strategy (RTS)/ Role-Playing Game (RPG) playing with GameVisual™ Video intelligence Technology.

   • **G-SYNC Esports Mode**: This is the best choice for Esports professional players with G-SYNC® Processor technology.

   • **sRGB Mode**: This is the best choice for viewing photos and graphics from PCs.

- In the Racing mode, the following function(s) are not user-configurable: Six-axis Saturation.

- In the sRGB mode, the following function(s) are not user-configurable: Color Temp., Brightness, Contrast, Gamma, Six-axis Saturation.

- In the Scenery/Cinema mode, the following function(s) are not user-configurable: Gamma, Dark Boost.

1.3.5 G-SYNC HDR

The monitor supports HDR format. When detecting HDR content, an "HDR ON" message will pop up and display in the OSD menu.

- When displaying HDR content, the following function(s) are not available: Blue Light Filter, DP SDR YCbCr sRGB Gamma, HDMI SDR YCbCr sRGB Gamma, Auto SDR Brightness.

- NVIDIA Pascal GPU Graphics Card like GTX1070, GTX1080 and GTX1080 Ti or higher is required.

2.1   Assembling the monitor arm/base

1.   Insert the base into the arm.
2.   Fix the base to the arm by fastening the bundled screw.
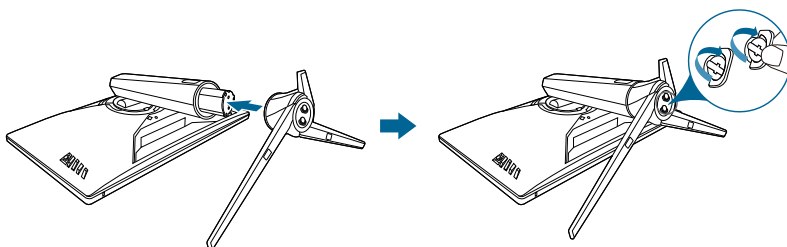
We recommend that you cover the table surface with soft cloth to prevent damage to the monitor.
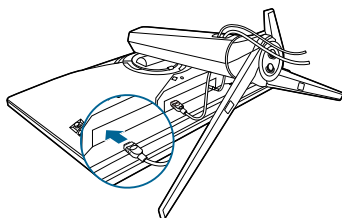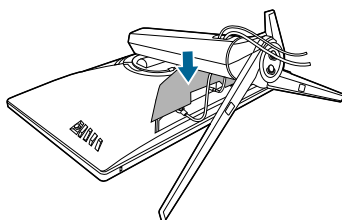
Base screw size: M6 x 15 mm.

2.2   Cable management

You can organize the cables with the help of the input/output port cover.

- **Arranging the cables**

- **Using the input/output port cover:** the cover can be attached or detached.

2.3   Adjusting the monitor

- For optimal viewing, we recommend that you look at the full face of the monitor, then adjust the monitor to the angle that is most comfortable for you.
- Hold the stand to prevent the monitor from falling when you change its angle.
- The recommended adjusting angle is +20˚ to -5˚ (for tilt)/+25˚ to -25˚ (for swiveling)/ ±100 mm (for height adjustment).

(Tilt)   (Swivel)   (Height adjustment)
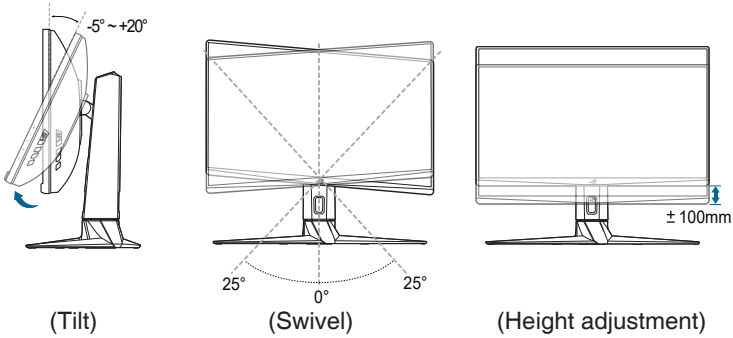
It is normal that the monitor slightly shakes while you adjust the viewing angle.

Pivoting the monitor

1.   Lift the monitor to the highest position.
2.   Tilt the monitor to its maximum angle.
3.   Pivot the monitor clockwise to the angle you need.
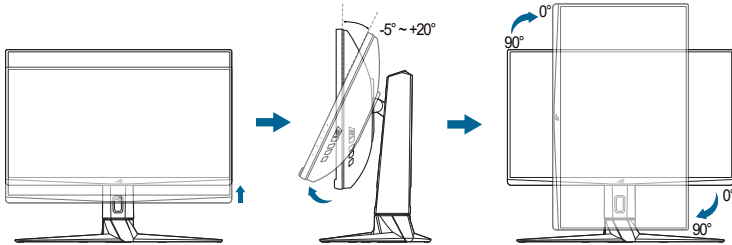
It is normal that the monitor slightly shakes while you adjust the viewing angle.

2.4 Detaching the arm (for VESA wall mount)

The detachable arm of this monitor is specially designed for VESA wall mount.

To detach the arm:

1. Have the front of the monitor face down on a table.
2. Use a screwdriver to remove the covers on where the monitor and the arm meet.
3. Loosen the four screws on the back of the monitor and remove the arm/ base.
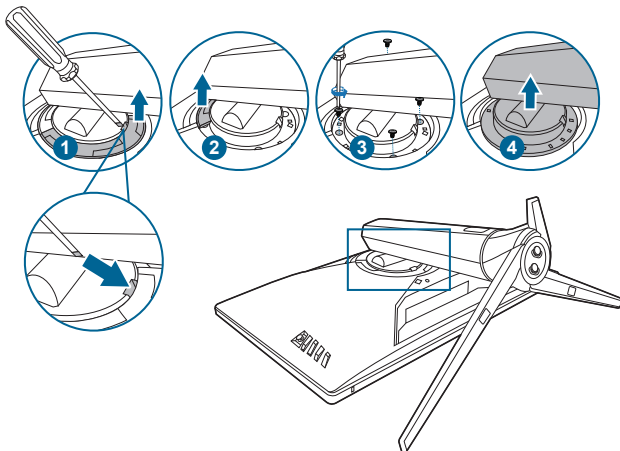
We recommend that you cover the table surface with soft cloth to prevent damage to the monitor.

- The VESA wall mount kit (100 x 100 mm) is purchased separately.
- Use only the UL Listed Wall Mount Bracket with minimum weight/load 22.7kg (Screw size: M4 x 10 mm)

2.5   Connecting the cables

Connect the cables as the following instructions:

For service only

- **To connect the power cord:**

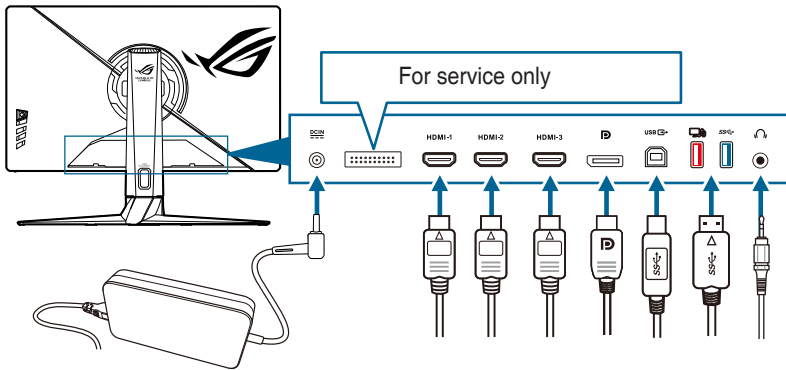   a.   Connect the power adapter securely to the monitor's DC IN input.

    b.   Connect one end of the power cord to the power adapter and the other end to a power outlet.

- **To connect the DisplayPort/HDMI cable:**

    a.   Plug one end of the DisplayPort/HDMI cable to the monitor's DisplayPort/ HDMI port.

    b.   Connect the other end of the DisplayPort/HDMI cable to your computer's DisplayPort/HDMI port.

- **To use the earphone:** connect the end with plug type to the monitor's earphone jack.

- **To use the USB 3.0 ports:** Take the supplied USB 3.0 cable, and plug the smaller end (type B) of the USB upstream cable to the monitor's USB upstream port, and the larger end (type A) to your computer's USB 3.0 port. Make sure your computer is installed with the lastest Windows 7/Windows 10 operating system. That will enable the USB ports on the monitor to work.

2.6   Turning on the monitor

Press the power button. See page 1-3 for the location of the power button. The power indicator lights up in white to show that the monitor is ON.

3.1 OSD (On-Screen Display) menu

3.1.1 How to reconfigure
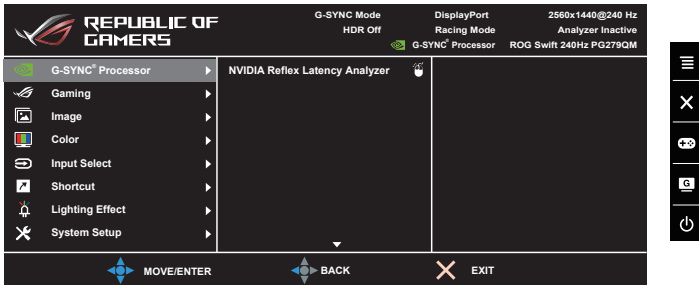
1. Press the ☰ (◌) button to activate the OSD menu.

2. Move the ☰ (◌) button up/down to navigate through the functions. Highlight the desired function and press the ☰ (◌) button to activate it. If the function selected has a sub-menu, move the ☰ (◌) button up/down again to navigate through the sub-menu functions. Highlight the desired sub-menu function and press the ☰ (◌) button or move the ☰ (◌) button right to activate it.

3. Move the ☰ (◌) button up/down to change the settings of the selected function.

4. To exit and save the OSD menu, press the ✕ button or move the ☰ (◌) button left repeatedly until the OSD menu disappears. To adjust other functions, repeat steps 1-3.

3.1.2 OSD function introduction

1. **G-SYNC® Processor**

REPUBLIC OF GAMERS	G-SYNC Mode	DisplayPort	2560x1440@240 Hz
	HDR Off	Racing Mode	Analyzer Inactive
		G-SYNC® Processor	ROG Swift 240Hz PG279QM

G-SYNC® Processor ▶	NVIDIA Reflex Latency Analyzer 🖱
Gaming ▶	
Image ▶	
Color ▶	
Input Select ▶	
Shortcut ▶	
Lighting Effect ▶	
System Setup ▶	▼

MOVE/ENTER   BACK   ✕ EXIT
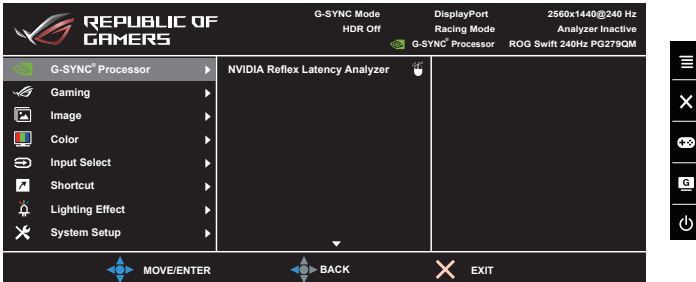
- **NVIDIA Reflex Latency Analyzer**

> You need to position the "Monitoring Rectangle" where there is a near immediate change in luminance. The faster, the better. This is most often the muzzle flash, but can be a scope change or other instantaneous movement. This will vary by your game.

Before using this function, follow below steps to finish the monitor setup:

a. Plug in Type-B end of the USB 3.0 cable into the back of the monitor and plug the other end into your computer.

b. Plug in the Reflex Latency Analyzer supported mouse at the back of the monitor into the USB port closest to you when facing the display.

c. Ensure the monitor is set to **G-SYNC Esports mode**.

d. Select **On** in the **G-SYNC® Processor** > **NVIDIA Reflex Latency Analyzer** > **PC + Display Latency** menu.

e. The Reflex Latency Analyzer **Monitoring Rectangle** will appear in the center of your screen along with the **PC + Display Latency** metric located at the top left corner of the screen.

* **PC + Display Latency**: Enables or disables the latency analyzer function. When enabled, the analyzer detects clicks coming from your mouse and then measures the time it takes for the resulting pixels (i.e. a gun muzzle flash) to change on screen during gameplay.

* **Monitoring Sensitivity**: Adjusts the monitoring sensitivity.

* **Show Monitoring Rectangle**: Displays or hides the monitoring rectangle. This rectangle specifies which pixels the G-SYNC processor will sense during a mouse click.

* **Monitoring Rectangle Preset**: Adjusts the default preset location for the monitoring rectangle.

* **Monitoring Rectangle Location**: Manually adjusts the location of the monitoring rectangle using the ☰ (◌ 5-way) button.

* **Monitoring Rectangle Size**: Manually adjusts the size of the monitoring rectangle using the ☰ (⓪ 5-way) button.

You can also download and install the **GeForce Experience** to enjoy the full experience of system latency analysis.

The **GeForce Experience** setup steps are as follows:
a. Install the **GeForce Experience**.
b. Ensure the monitor is set to **240Hz** in the **NVIDIA Control Panel**.
c. Open **GeForce Experience** by clicking the desktop shortcut or by right-clicking the NVIDIA logo in the Windows System Tray near the clock.
d. Log in to **GeForce Experience**.
e. Click the gear and check the **Enable Experimental Features** box in **General** settings to expose performance metrics.
f. Press **ALT + Z** to open the GeForce Experience in-game overlay.
g. Now that the GeForce Experience overlay is open, click **Performance**.
h. Click the small gear to configure the performance overlay.
i. Ensure **Performance** is highlighted, choose an **overlay position**, then click **Latency**.
j. This will open the **Performance Overlay** with **latency metrics**.

2. **Gaming**
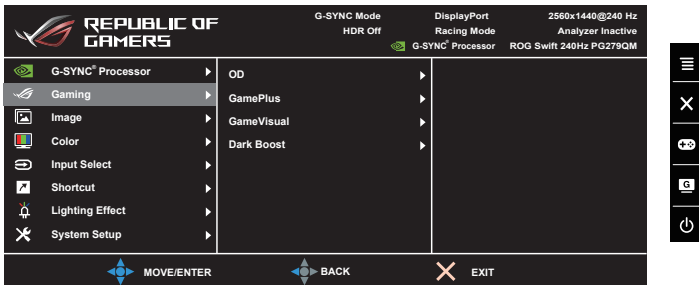
- **OD**: Improves the gray level response time of the LCD panel. It contains 4 modes including Extreme, Normal, Esports, and OFF.

- **GamePlus**: See **1.3.3 GamePlus Function** for details.

- **GameVisual:** See **1.3.4 GameVisual Function** for details.

- **Dark Boost**: Dark color enhancement adjusts monitor's gamma curve to enrich the dark tones in an image making dark scenes and objects much easier to see.

3. **Image**

REPUBLIC OF GAMERS	G-SYNC Mode	DisplayPort	2560x1440@240 Hz
	HDR Off	Racing Mode	Analyzer Inactive
		G-SYNC® Processor	ROG Swift 240Hz PG279QM

G-SYNC® Processor	▶	Brightness	67
Gaming	▶	Contrast	50
Image	▶	Variable Backlight	▶
Color	▶	Aspect Control	▶
Input Select	▶	Blue Light Filter	▶
Shortcut	▶	Display SDR Input	▶
Lighting Effect	▶		
System Setup	▶		

MOVE/ENTER   BACK   EXIT
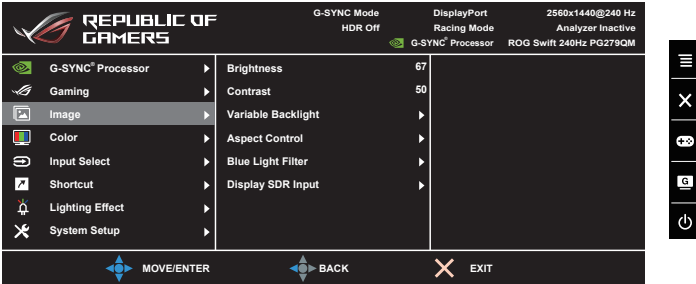
- **Brightness**: The adjusting range is from 0 to 100.
  When HDR is enabled, **Brightness** will be changed to **Peak White (nits) 400**.

- **Contrast**: The adjusting range is from 0 to 100.

- **Variable Backlight:** Enables or disables operation with variable backlight. The options are **Level 3** (preferably for gaming experiences), **Level 2** and **Level 1** (preferably for business or word-processing situations).

> A slight halo effect may be noticed on dark backgrounds when the function is enabled. This is normal and not a malfunction.

- **Aspect Control**: Adjusts the aspect ratio to Full or Aspect.

- **Blue Light Filter**
  - *** Level 0:** No change.
  - *** Level 1~4:** The higher the level, the less blue light is scattered. When Blue Light Filter is activated,the default settings of Racing Mode will be automatically imported. Between Level 1 to Level 3, the Brightness function is user-configurable. Level 4 is optimized setting. It is compliance with TUV Low Blue Light Certification. The Brightness function is not user-configurable.

> Please refer to the following to alleviate eye strains:
>
> - Users should take some time away from the display if working for long hours. It is advised to take short breaks (at least 5 mins) after around 1 hour of continuous working at the computer. Taking short and frequent breaks is more effective than a single longer break.
>
> - To minimize eye strain and dryness in your eyes, users should rest the eye periodically by focusing on objects that are far away.
>
> - Eye exercises can help to reduces eye strain. Repeat these exercises often. If eye strain continues please consult a physician. Eye exercises: (1) Repeating look up and down (2) Slowly roll your eyes (3) Move your eyes diagonal.
>
> - High energy blue light may lead to eye strain and AMD (Age-Related Macular Degeneration). Blue light Filter to reduce 70% (max.) harmful blue light to avoiding CVS (Computer Vision Syndrome).

- **Display SDR Input**: "sRGB" is recommended when using Microsoft based systems. "Wide Gamut" is recommended when using Mac OS systems.

4. **Color**
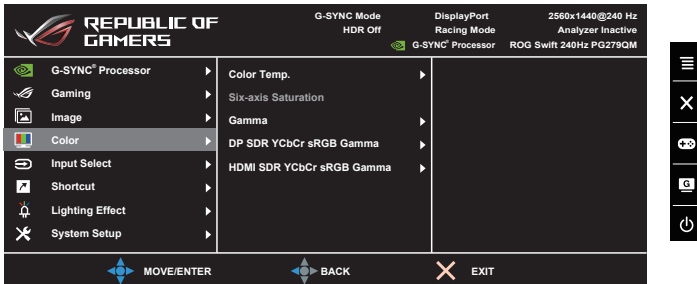
- **Color Temp.**: Contains 8 modes including 4000K, 5000K, 6500K, 7500K, 8200K, 9300K, 10000K, and User Mode.

- **Six-axis Saturation**: Adjusts the saturation for R, G, B, C, M, Y.

- **Gamma**: Allows you to set the color mode to 1.8, 2.0, 2.2, 2.4 or 2.6.

- **DP SDR YCbCr sRGB Gamma**: "ON" is sRGB gamma curve and "OFF" is BT.1886 gamma curve.

- **HDMI SDR YCbCr sRGB Gamma**: "ON" is sRGB gamma curve and "OFF" is BT.1886 gamma curve and matches movie studio mastering displays.

5. **Input Select**
   In this function, you can select your desired input source and toggle the input auto switch function between on and off.
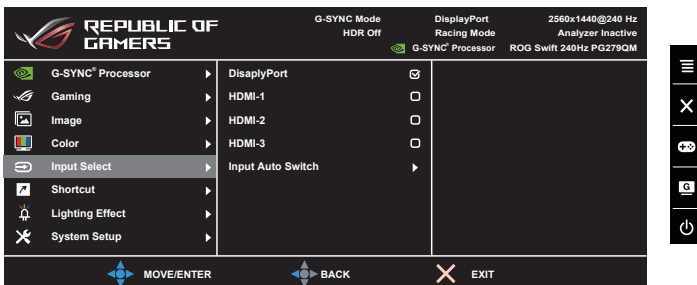
6. Shortcut
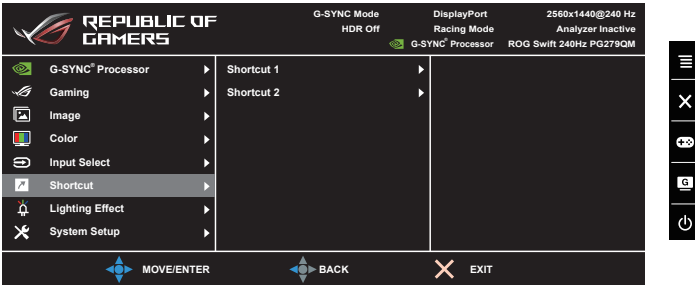
*   **Shortcut 1**/**Shortcut 2**: Sets the shortcut functions for shortcut buttons.

> When a certain function is selected or activated, your shortcut button may not support. Available function choices for shortcut: GamPlus, GameVisual, Brightness, Contrast, Color Temp., Volume.

7. Lighting Effect
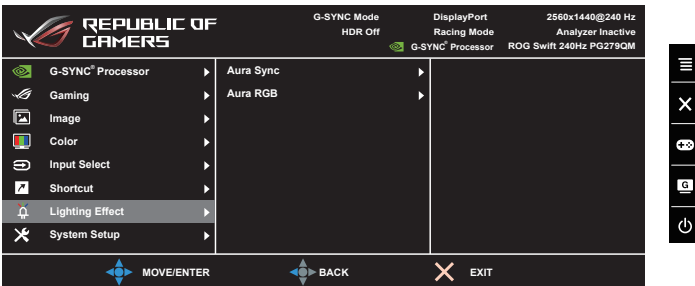
*   **Aura Sync**: Allows you to turn on or off the Aura Sync function that synchronizes the Aura RGB light effect among all supported devices.

*   **Aura RGB**: In this function you can select an Aura RGB light effect for the monitor and change settings for the light effect. Select "OFF" if you want to turn the Aura RGB light effect off.

> *   If the Aura Sync function is turned ON, the Aura RGB function will become unavailable.
> *   See "3.2 Aura" for information on how to customize Aura light effects from your computer.

8. **System Setup**

   Allows you to adjust the system.
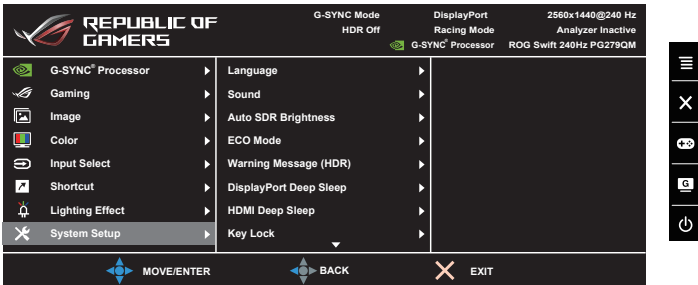
- **Language**: There are 20 languages for your selection, including English, French, German, Italian, Spanish, Dutch, Portuguese, Russian, Czech, Croatian, Polish, Romanian, Hungarian, Turkish, Simplified Chinese, Traditional Chinese, Japanese, Korean, Thai, Indonesian.

- **Sound**:

  * **Volume**: The adjusting range is from 0 to 100.

  * **Mute**: Toggles the monitor sound between on and off.

- **Auto SDR Brightness**: Synchronizes display brightness with ambient light changes.

> Since HDR10 is an absolute standard, where the content defines the absolute nits level, Auto SDR Brightness in HDR mode is not available.

- **Warning Message (HDR)**: Allows you to turn on or off the warning message under HDR Mode.

- **ECO Mode**: Reduces power consumption.

- **DisplayPort Deep Sleep**: Puts the DisplayPort port into deep sleep.

- **HDMI Deep Sleep**: Puts the HDMI port into deep sleep.

> If the monitor cannot wake up after going into deep sleep, do one of the followings:
> - Press any button (except the power button) on the monitor to wake it up.
> - Disable the Deep Sleep function.

- **Key Lock**: To disable all function keys. Press ✕ over 5 seconds to cancel the key lock function.

- **OSD Position**: Adjusts the horizontal position (H-Position)/the vertical position (V-Position) of the OSD.

- **OSD Timeout**: Adjusts the OSD timeout from 10 to 120 seconds.

- **Transparency**: Adjusts the OSD background from opaque to transparent.

- **Information**: Shows the monitor information.

- **All Reset**: "Yes" allows you to restore the default settings.

3.2   Aura

Armoury Crate is a software program that controls the colorful LEDs on supported devices, such as monitors, motherboards, graphic cards, desktop PCs, etc. Aura allows you to adjust the color of the RGB LEDs on these devices and select different light effects. You can also correct or adjust the color of the LEDs by calibrating them.

To activate Aura:

1.   Turn ON the **Aura Sync** function in the OSD menu.
2.   Connect the USB 3.0 upstream port of the monitor to the USB port of your computer.
3.   Install Armoury Crate and then restart the computer.
4.   Execute Armoury Crate.

Below is the overview of this program.
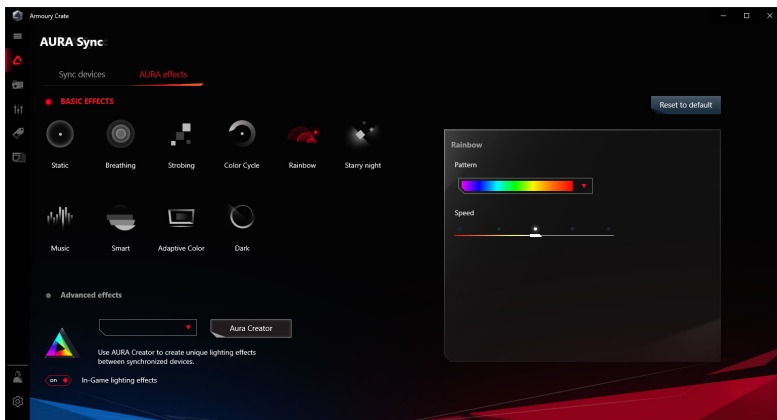
> • If the USB upstream connection between the monitor and computer is disconnected, to resume the Aura function, you need to re-connect the USB 3.0 upstream port of the monitor to the computer and then restart the computer.
> • Visit https://rog.asus.com/innovation/armoury_crate/ for more details.

3.3 Specifications summary

Panel Type	TFT LCD
Panel size	27"W (16:9, 68.5cm) wide screen
Max. Resolution	2560 x 1440
Pixel pitch	0.2331 mm x 0.2331 mm
Brightness (Typ.)	350 cd/m^2
Contrast Ratio (Typ.)	1000:1
Viewing angle(H/V) CR>10	178˚/178˚
Display colors	16.7 M
Response time	1 ms (Gray to Gray)
Color temperature selection	8 color temperatures
Analog input	No
Digital input	DisplayPort v1.4 x 1, HDMI v2.0 x 3
Earphone jack	Yes
Audio input	No
Speaker (Built-in)	Yes
USB 3.0 port	Upstream x 1, Downstream x 2
Colors	Black
Power LED	White (On)/Amber (Standby)/Red (G-Sync)/Green (HDR/HDR+G-SYNC)
Tilt	+20˚~ -5˚
Swivel	+25˚~ -25˚
Height adjustment	100 mm
VESA wall mount	100 x 100 mm
Kensington lock	Yes
Voltage rating	AC: 100~240V DC: 20 V, 6 A (AC adapter)
Power consumption	Power On: < 42 W**, Standby: < 0.5 W, Power Off: < 0.3 W
Temperature (Operating)	0˚C~40˚C
Temperature (Non-operating)	-20˚C~+60˚C
Dimensions (W x H x D) without stand	614 x 367 x 90 mm
Dimensions (W x H x D)	614 x 408 x 255 mm (with stand, lowest) 614 x 508 x 255 mm (with stand, highest) 719 x 267 x 542 mm (package)
Weight (Esti.)	4.5 kg (without stand); 8.1 kg (Net); 11.7 kg (Gross)

Multi-languages	20 languages (English, French, German, Italian, Spanish, Dutch, Portuguese, Russian, Czech, Croatian, Polish, Romanian, Hungarian, Turkish, Simplified Chinese, Traditional Chinese, Japanese, Korean, Thai, Indonesian)
Accessories	Quick start guide, warranty card, power adapter, power cord, DP cable, HDMI cable, USB cable, input/output port cover, color calibration testing report ,ROG welcome card with envelope, ROG sticker
Compliance and Standards	cTUVus, CB, CE, ErP, FCC, CCC, BSMI, CU, C-Tick, VCCI, PSE, CEL, J-MOSS, RoHS, WEEE, Windows 7 & 10 WHQL, KCC, E-STANDBY, TUV-Flicker Free, TUV Low Blue Light, UkrSEPRO, PSB, MEPS, CEC, ICES-3, PC Recycle.

*Specifications are subject to change without notice.
**Measuring a screen brightness of 200 nits without audio/USB/Card reader connection.

3.4 Outline dimensions

ASUS PG279QM Outline Dimension
*Unit: mm(inch)

Pivot: +90 Degree

Swivel: +/-25 Degree
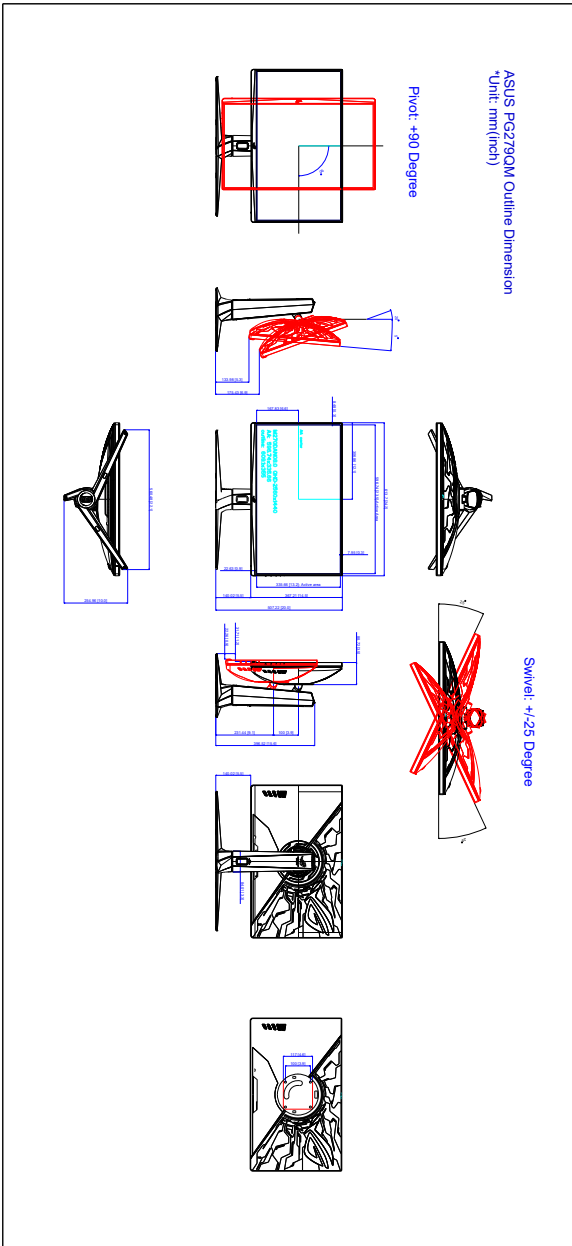
3.5   Troubleshooting (FAQ)

Problem	Possible Solution
Power LED is not ON	• Press the power button to check if the monitor is in the ON mode. • Check if the power cord is properly connected to the monitor and the power outlet.
The power LED lights white and there is no screen image	• Check if the monitor and the computer are in the ON mode. • Make sure the signal cable is properly connected the monitor and the computer. • Inspect the signal cable and make sure none of the pins are bent. • Connect the computer with another available monitor to check if the computer is properly working.
Screen image is too light or dark	• Adjust the Contrast and Brightness settings via OSD.
Screen image bounces or a wave pattern is present in the image	• Make sure the signal cable is properly connected to the monitor and the computer. • Move electrical devices that may cause electrical interference.
Screen image has color defects (white does not look white)	• Inspect the signal cable and make sure that none of the pins are bent. • Perform All Reset via OSD. • Adjust the R/G/B color settings or select the Color Temperature via OSD.
HDR content is not played properly	• Make sure the input source supports HDR playback (with proper system settings and latest software). • Make sure the content is HDR encoded.
When executing NVIDI Reflex Latency Analyzer, "XXXX" is displayed at the top left corner every time the mouse clicks and the rectangle is over the muzzle flash.	• This means that the mouse clicks are detected but there's no significant associated change in brightness in the monitoring rectangle. We suggest that you decrease the size of the rectangle to more tightly fit the muzzle flash or increase the monitoring sensitivity.
When executing NVIDI Reflex Latency Analyzer, "----" is displayed at the top left corner every time the mouse clicks and the rectangle is over the muzzle flash.	• Restart PC+Display Latency via OSD. • Reboot the monitor.

3.6   Supported operating mode

HDMI input

Resolution Frequency	Frame Rate	Remark
640 x 480	60Hz	
800 x 600	60Hz	
1024 x 768	60Hz	
1920 x 1080 P	60Hz	
1920 x 1080 P	50Hz	
1920 x 1080 P	24Hz	
1280 x 720 P	60Hz	
1280 x 720 P	50Hz	
720 x 480 P	60Hz	
720 x 576 P	50Hz	
640 x 480 P	60Hz	
1920 x 1080 P	120Hz	
2560 x 1440	60Hz	**Only Supported when color format is RGB/ YUV444 in 8-bit/12-bit and YUV422 in 12-bit color depth.**
2560 x 1440	120Hz	**Only Supported when color format is RGB/ YUV444 in 8-bit and YUV422 in 12-bit color depth.**
2560 x 1440	144Hz	**Only Supported when color format is RGB/ YUV444 in 8-bit and YUV422 in 12-bit color depth.**

Note:

Do not support interlace and color gamut YUV420.

DisplayPort input

Resolution Frequency	Frame Rate	Remark
640 x 480	60Hz	
800 x 600	60Hz	
1024 x 768	60Hz	
2560 x 1440	60Hz	
2560 x 1440	100Hz	
2560 x 1440	120Hz	
2560 x 1440	144Hz	
2560 x 1440	200Hz	**Only support when color format is RGB/ YUV444 in 8-bit and YUV422 in 8-bit color depth**
2560 x 1440	240Hz	**Only support when color format is RGB/ YUV444 in 8-bit and YUV422 in 8-bit color depth**

Note:
Do not support interlace.
G-SYNC (only for DisplayPort input) supported NVIDIA GPUs: NVIDIA Pascal GPU Graphics Card like GTX1070, GTX1080 and GTX1080 Ti or higher.
For other GPUs, please contact the manufactures to see if they are compatible.

ASUS