



FOR THOSE WHO DARE
JOIN THE REPUBLIC OF GAMERS
THE WORLD'S MOST
REPUTABLE GAMER

ROG SWIFT PRO PG248QP

USER GUIDE

Second Edition

July 2023

Copyright © 2023 ASUSTeK COMPUTER INC. All Rights Reserved.

No part of this manual, including the products and software described in it, may be reproduced, transmitted, transcribed, stored in a retrieval system, or translated into any language in any form or by any means, except documentation kept by the purchaser for backup purposes, without the express written permission of ASUSTeK COMPUTER INC. ("ASUS").

Product warranty or service will not be extended if: (1) the product is repaired, modified or altered, unless such repair, modification or alteration is authorized in writing by ASUS; or (2) the serial number of the product is defaced or missing.

ASUS PROVIDES THIS MANUAL "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL ASUS, ITS DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS BE LIABLE FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF PROFITS, LOSS OF BUSINESS, LOSS OF USE OR DATA, INTERRUPTION OF BUSINESS AND THE LIKE), EVEN IF ASUS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES ARISING FROM ANY DEFECT OR ERROR IN THIS MANUAL OR PRODUCT.

SPECIFICATIONS AND INFORMATION CONTAINED IN THIS MANUAL ARE FURNISHED FOR INFORMATIONAL USE ONLY, AND ARE SUBJECT TO CHANGE AT ANY TIME WITHOUT NOTICE, AND SHOULD NOT BE CONSTRUED AS A COMMITMENT BY ASUS. ASUS ASSUMES NO RESPONSIBILITY OR LIABILITY FOR ANY ERRORS OR INACCURACIES THAT MAY APPEAR IN THIS MANUAL, INCLUDING THE PRODUCTS AND SOFTWARE DESCRIBED IN IT.

Products and corporate names appearing in this manual may or may not be registered trademarks or copyrights of their respective companies, and are used only for identification or explanation and to the owners' benefit, without intent to infringe.

Contents

| | |
|--|------|
| Notices..... | iv |
| Safety information | v |
| Care & Cleaning | vi |
| Takeback Services..... | vii |
| Product information for EU energy label..... | vii |
| Chapter 1: Product introduction | |
| 1.1 Welcome! | 1-1 |
| 1.2 Package contents..... | 1-1 |
| 1.3 Monitor introduction | 1-2 |
| 1.3.1 Front/Side view | 1-2 |
| 1.3.2 Back view | 1-3 |
| 1.3.3 G-SYNC HDR | 1-4 |
| Chapter 2: Setup | |
| 2.1 Assembling the monitor arm/base | 2-1 |
| 2.2 Cable management | 2-1 |
| 2.3 Adjusting the monitor..... | 2-2 |
| 2.4 Detaching the arm (for VESA wall mount)..... | 2-3 |
| 2.5 Connecting the cables..... | 2-4 |
| 2.6 Turning on the monitor..... | 2-4 |
| Chapter 3: General instructions | |
| 3.1 OSD (On-Screen Display) menu | 3-1 |
| 3.1.1 How to reconfigure..... | 3-1 |
| 3.1.2 OSD function introduction..... | 3-2 |
| 3.2 Aura..... | 3-11 |
| 3.3 Specifications summary..... | 3-12 |
| 3.4 Outline dimensions..... | 3-14 |
| 3.5 Troubleshooting (FAQ)..... | 3-15 |

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 Règlement sur le matériel brouiller du Canada.



Safety information

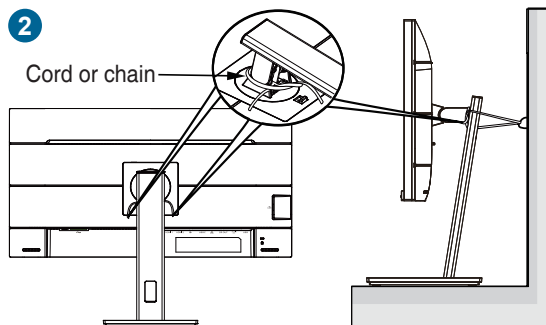
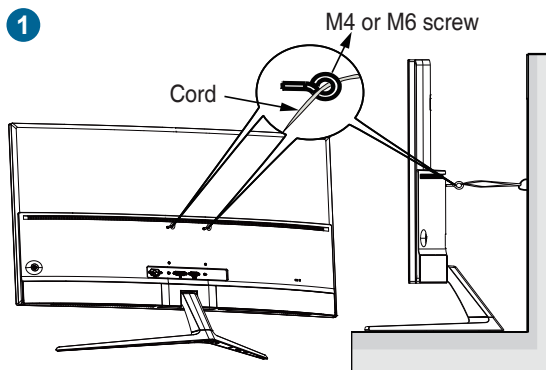
- Before setting up the monitor, carefully read all the documentation that came with the package.
- To prevent fire or shock hazard, never expose the monitor to rain or moisture.
- Never try to open the monitor cabinet. The dangerous high voltages inside the monitor may result in serious physical injury.
- 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 extension 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.
- Ensure to connect the power cord to a socket-outlet with earthing connection.
- The supplied power adapter and/or power cable are designed to use with the product only. Do not use with other products.
- 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-90LE BD



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.

Prevent Tipping

When using the display, fasten the LCD to a wall using a cord or chain that can support the weight of the monitor in order to prevent the monitor from falling.





- Display design may differ from those illustrated.
- Installing must be done by a qualified technician, and please contact your supplier for more information.
- For the models with net weight ≥ 7 kg. Please select the suitable way to prevent tipping.
- For the models with VESA mount, please use method **1**, install the screws with ring to the VESA mount hole, then tie the cord or chain to the wall. Otherwise, please use method **2** to tie the cord or chain to the stand and then fix it to the wall.

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.

3. **About Flicker**

https://www.asus.com/Microsite/display/eye_care_technology/

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



PG248QP

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.



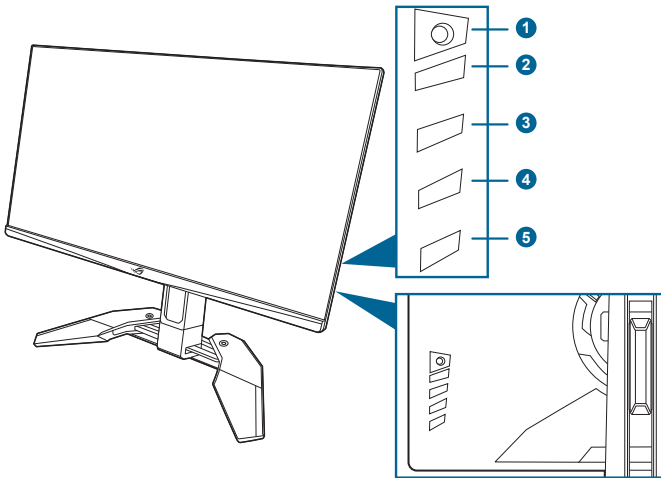
Select “ON” when you see the message “AURA” appears if you want to turn on the light on the rear cover. If you disable this function but later wish to reactivate it, please use the OSD menu to turn it on.







The monitor’s Gsync module may continue to operate after the monitor is turned off. When the DisplayPort Deep Sleep and HDMI Deep Sleep functions are “ON”, the Gsync module will stop after 3 minutes when you turn off the monitor.

1.3 Monitor introduction

1.3.1 Front/Side view

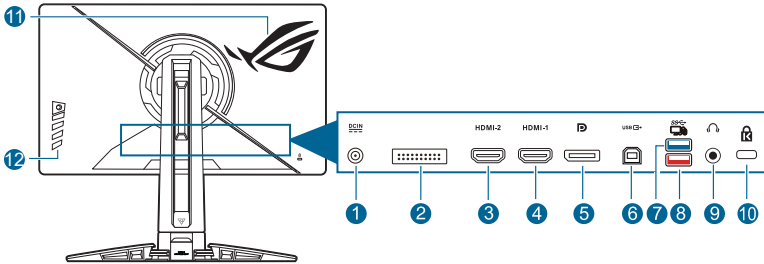


1.  (5-way) button
 - Turns on the OSD menu. Enacts the selected OSD menu item.
 - Increases/Decreases values or moves your selection up/down/left/right.
 - Turns on the OSD menu when the monitor enters standby mode or displays the "NO SIGNAL" message.
2.  button
 - Exits the OSD menu item.
 - Toggles 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.  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.  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 |
| Yellow | ULMB/ ULMB+HDR |
| Amber flashing | Entering standby mode |
| Amber | Standby mode/No signal |
| Green | HDR/HDR+G-SYNC |
| Red | G-SYNC |

1.3.2 Back view



1. **DC IN port.** This port connects the power cord.
2. **For service personnel only.**
3. **HDMI-2 port.** This port is for connection with an HDMI compatible device.
4. **HDMI-1 port.** This port is for connection with an HDMI compatible device.
5. **DisplayPort.** This port is for connection for a DisplayPort compatible device.
6. **USB 3.2 Gen 1 Type-B.** This port is for connection with a USB upstream cable. The connection enables the USB ports on the monitor.
7. **USB 3.2 Gen 1 Type-A.** These ports are for connection with USB devices, such as USB keyboard/mouse, USB flash drive, etc.

8. **USB 3.2 Gen 1 Type-B (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. **Earphone jack.** This port is only available when an HDMI/DisplayPort cable is connected.
10. **Kensington lock slot.**
11. **AURA RGB/AURA Sync (controlled by AURA software).**
12. **Control buttons.**

1.3.3 G-SYNC HDR

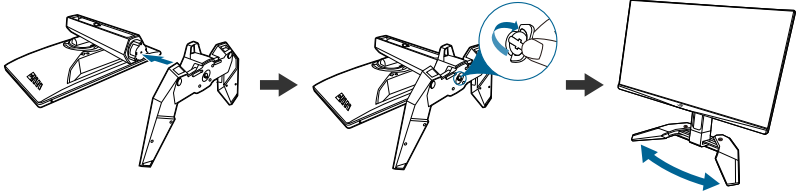
The monitor supports HDR format. When detecting HDR content, an "HDR ON" message will pop up and display in the OSD menu.



-
- When displaying HDR content, the following function(s) are not available: **Brightness, Blue Light Filter, Display Color Space, Gamma, DP SDR YCbCr sRGB Gamma, HDMI SDR YCbCr sRGB Gamma, Auto SDR Brightness.**
 - This feature requires Turing-based GeForce gaming GPUs.
-

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.
3. Fully open the stand before using the monitor. (IEC 62368)



We recommend that you cover the table surface with soft cloth to prevent damage to the monitor.

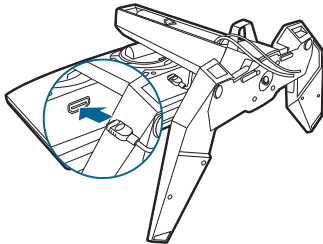


Base screw size: M6 x 15 mm.

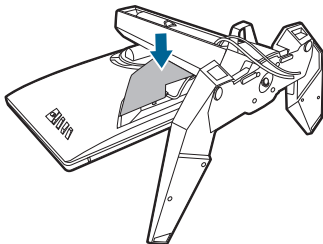
2.2 Cable management

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

- **Arranging the cables**

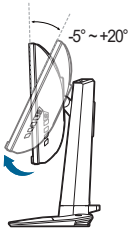


- **Using the input/output port cover:** the cover can be attached or detached.

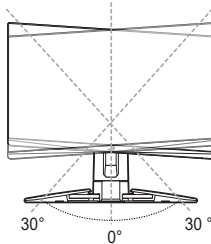


2.3 Adjusting the monitor

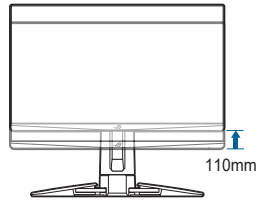
- For optimal viewing, we recommend that you look at the full face of the monitor, then adjust the monitor to the angle that is most comfortable for you.
- Hold the stand to prevent the monitor from falling when you change its angle.
- The recommended adjusting angle is $+20^{\circ}$ to -5° (for tilt)/ $+30^{\circ}$ to -30° (for swiveling)/ 110 mm (for height adjustment).



(Tilt)



(Swivel)



(Height adjustment)



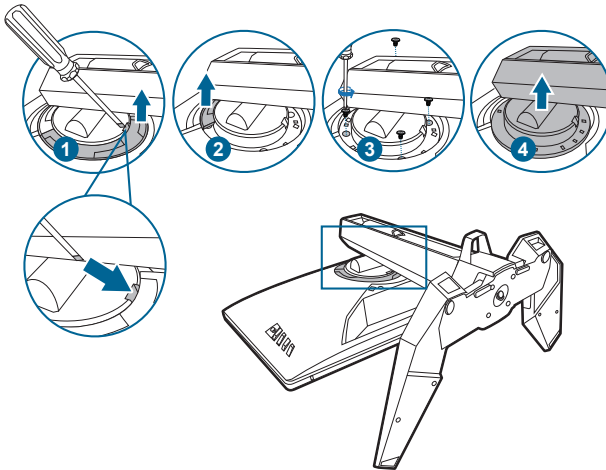
It is normal that the monitor slightly shakes while you adjust the viewing angle.

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 (Figure 1 & Figure 2).
3. Loosen the four screws on the back of the monitor and remove the arm/base (Figure 3 & Figure 4).



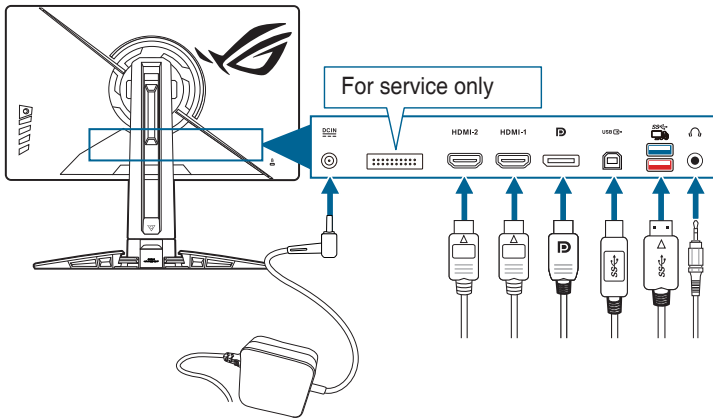
We recommend that you cover the table surface with soft cloth to prevent damage to the monitor.



- 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:



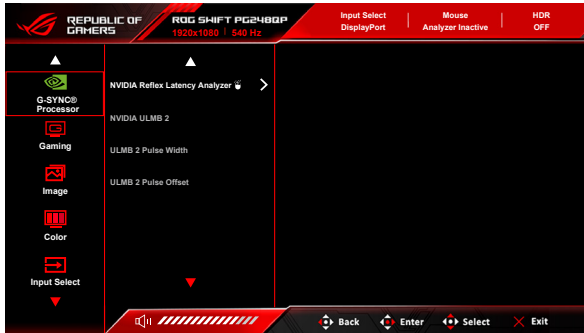
- **To connect the power cord:**
 - a. Connect the power adapter securely to the monitor's DC IN input.
 - b. Connect one end of the power cord to the power adapter and the other end to a power outlet.
- **To connect the DisplayPort/HDMI cable:**
 - a. Plug one end of the DisplayPort/HDMI cable to the 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 audio cable to the monitor's earphone jack.
- **To use the USB 3.2 Gen 1 ports:** Take the supplied USB 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 port. Make sure your computer is installed with the latest Windows 10/Windows 11 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

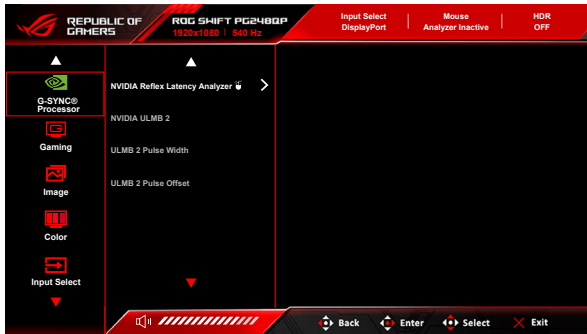
3.1.1 How to reconfigure



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





- **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:

- Plug in Type-B end of the USB cable into the back of the monitor and plug the other end into your computer.
- 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.
- Ensure the monitor is set to **G-SYNC Esports mode**.
- Select **On** in the **G-SYNC® Processor > NVIDIA Reflex Latency Analyzer > PC + Display Latency** menu.
- 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  (5-way) button.

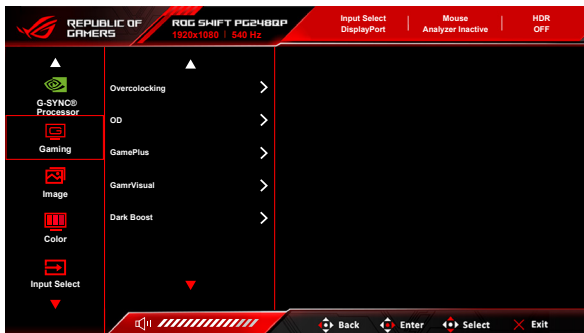
You can also download and install the **GeForce Experience** to enjoy the full experience of system latency analysis.



The **GeForce Experience** setup steps are as follows:

- Install the **GeForce Experience**.
 - Ensure the monitor is set to **540Hz** in the **NVIDIA Control Panel**.
 - Open **GeForce Experience** by clicking the desktop shortcut or by right-clicking the NVIDIA logo in the Windows System Tray near the clock.
 - Log in to **GeForce Experience**.
 - Click the gear and check the **Enable Experimental Features** box in **General** settings to expose performance metrics.
 - Press **ALT + Z** to open the GeForce Experience in-game overlay.
 - Now that the GeForce Experience overlay is open, click **Performance**.
 - Click the small gear to configure the performance overlay.
 - Ensure **Performance** is highlighted, choose an **overlay position**, then click **Latency**.
 - This will open the **Performance Overlay** with **latency metrics**.
- **NVIDIA ULMB 2 (Ultra Low Motion Blur)/ULMB 2 Pulse Width** (only for DisplayPort input): Adjusts the level of motion blur reduction. This function is available when the refresh rate is 360Hz, 480Hz, 500Hz or 540Hz.
 - **ULMB 2 Pulse Offset:** Could improve the motion blur on different position of the screen (top, middle or bottom of the screen).

2. Gaming



- **Overclocking:** This function allows you to activate the maximum refresh rate.
- **OD:** Improves the gray level response time of the LCD panel. It contains 4 modes including **Extreme**, **Esports**, **Normal** and **OFF**.



This function is not available when **NVIDIA ULMB 2** is enabled.

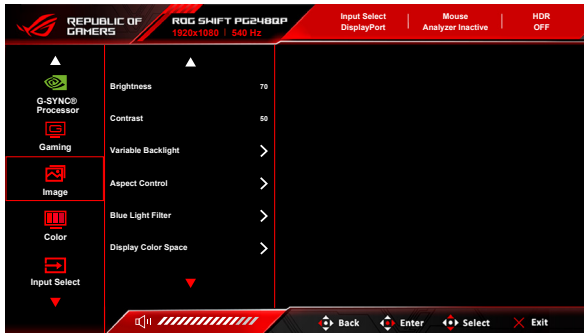
- **GamePlus:** The GamePlus function provides a toolkit and creates a better gaming environment for users when playing different types of games.
 - * **FPS Counter:** The FPS (frames per second) counter lets you know how smooth the game is running.
 - * **Crosshair:** The crosshair overlays with 6 different crosshair options letting you choose the one that best suits the game you're playing.
 - * **Timer:** You can position the timer on the upper left corner of the display so you can keep track of the gaming time.
 - * **Stopwatch:** You can position the stopwatch on the upper left corner of the display so you can keep track of the gaming time.
 - * **Display Alignment:** 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.
- **GameVisual:** The GameVisual function helps you select among different picture modes in a convenient way.
 - * **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 Mode/Cinema Mode**, the following function(s) are not user-configurable: **Gamma, Dark Boost**.
-

- **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



- **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.
- **Aspect Control:** Adjusts the aspect ratio to **Full**, **Aspect** or **Esports Pro Mode**. **Esports Pro Mode** with stretched images is designed for FPS pro gamers.



Esports Pro Mode is only available when the input source is DisplayPort.

- **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 in compliance with TUV Low Blue Light Certification. The Brightness function is not user-configurable.



Please refer to the following to alleviate eye strains:

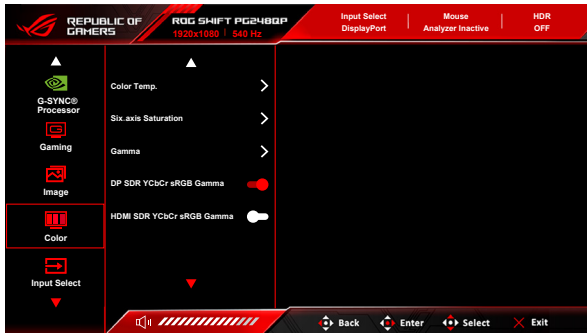
- Users should take some time away from the display if working for long hours. It is advised to take short breaks (at least 5 mins) after around 1 hour of continuous working at the computer. Taking short and frequent breaks is more effective than a single longer break.

- 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 reduce 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 Color Space:**

- * **sRGB** is recommended when using Microsoft based systems.
- * **Wide Gamut** is recommended when using Mac OS systems at 120Hz frame rate or higher.

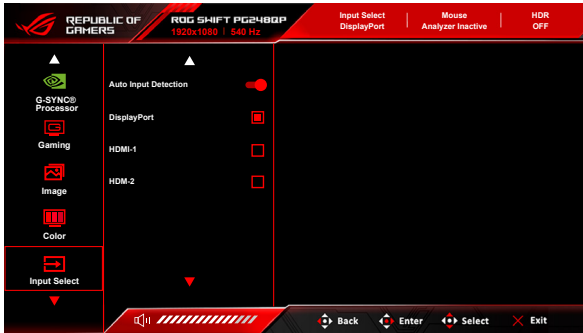
4. Color



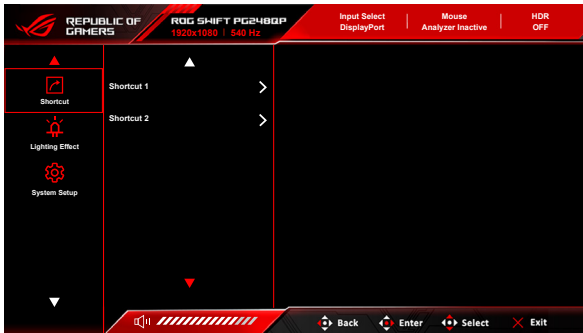
- **Color Temp.:** Contains 8 modes including **4000K, 5000K, 6500K, 7500K, 8200K, 9300K, 10000K,** and **User Mode.**
- **Six-axis Saturation:** Adjusts the saturation for R, G, B, C, M, Y.
- **Gamma:** Allows you to set the color mode to 1.8, 2.0, 2.2, 2.4 or 2.6.
- **DP SDR YCbCr sRGB Gamma:** “ON” 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

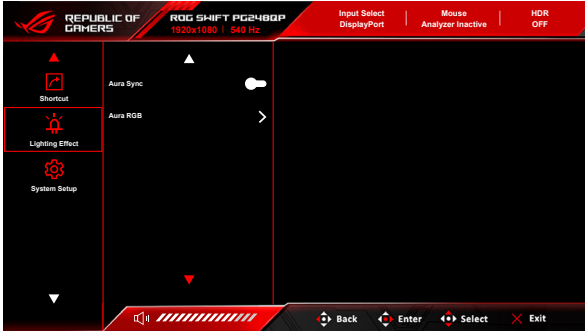


- **Shortcut 1/Shortcut 2:** Sets the shortcut functions for shortcut buttons.



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

7. Lighting Effect



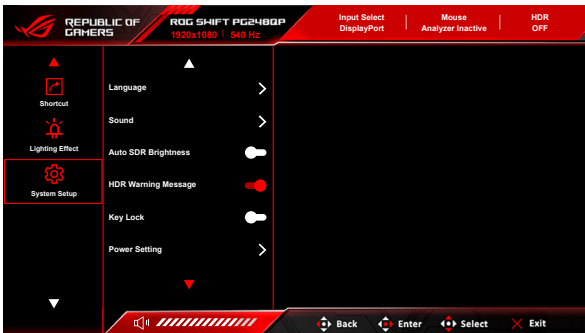
- **Aura Sync:** Allows you to turn on or off the Aura Sync function that synchronizes the Aura RGB light effect among all supported devices.
- **Aura RGB:** In this function you can select an Aura RGB light effect for the monitor and change settings for the light effect. Select “OFF” if you want to 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.

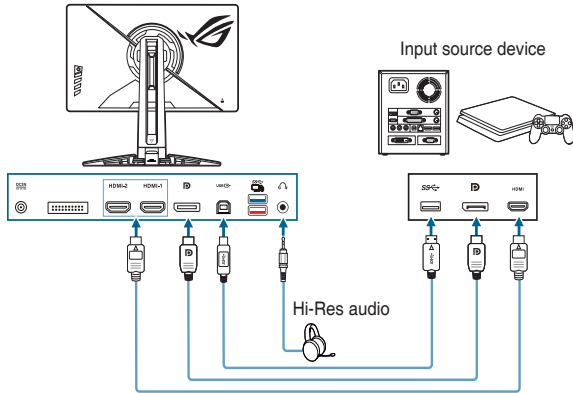
8. System Setup

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 (Earphone Out):** The adjusting range is from 0 to 100.
- * **Mute:** Toggles the monitor sound between on and off.
- * **USB (Hi-Res Support):** Supports high-resolution audio playback. USB cable should be plugged into the upstream port of the monitor to connect the monitor and the input source device with Hi-Res audio output. You can follow the illustration below to connect the devices.



Hi -Res Support is only available via 3.5 mm earphone jack.



- **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.

- **HDR Warning Message:** Allows you to turn on or off the warning message under HDR Mode.
- **Key Lock:** To disable all function keys. Press **X** over 5 seconds to cancel the key lock function.
- **Power Setting:**
 - * **Standard Mode:** Standard mode setting may result in higher power consumption.
 - * **Power Saving Mode:** Power saving mode may cause limited luminance performance.



Certain functions that consumes power will be disabled when **Power Saving Mode** is selected. If you wish to enable the functions, choose **Standard Mode**.



Please turn off HDR function before activating the **Power Saving Mode**.

- **OSD Setup:**
 - * **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.
- **Audio Enhance Mode:**
 - * **OFF:** Turns off the function.
 - * **Footstep Enhancement:** Gives you a leg up on your opponents, as you'll be able to hear even the most subtle nuances in your games.
 - * **Gunshot Equalizer:** Reduces gunshot sounds and be able to keep high audio to focus on footsteps.
 - * **Surround Sound:** Makes your music much richer and more lifelike.
 - * **User Mode:** Is user-configurable to meet your needs.
- **DSC:** (DisplayPort Display Stream Compression) VESA-developed video compression algorithm designed to enable increased display resolutions and frame rates over existing physical interfaces.
- **Information:** Shows the monitor information.
- **All Reset:** "Yes" allows you to restore the default settings.

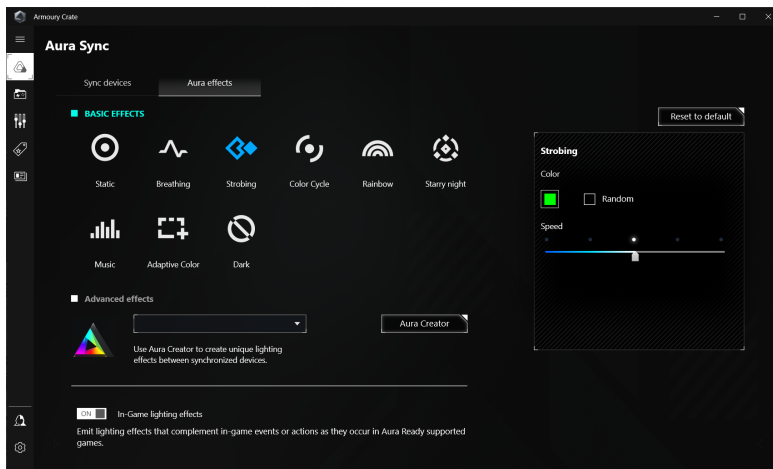
3.2 Aura

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 3.2 Gen 1 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 3.2 Gen 1 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

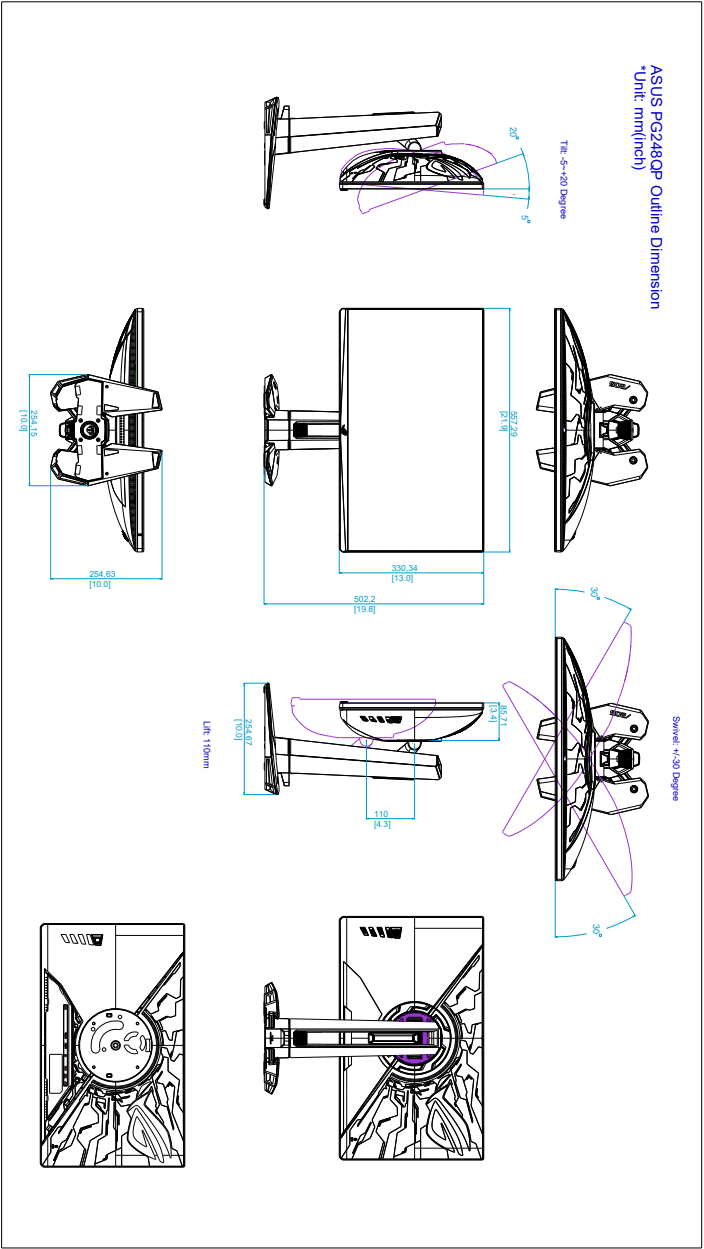
| | |
|---|---|
| Panel Type | ETN (Esports TN) |
| Panel size | 24.1"W (16:9, 61.3 cm) wide screen |
| Max. Resolution | 1920 x 1080 |
| Pixel pitch | 0.279 mm x 0.276 mm |
| Brightness (Typ.) | 400 cd/m ² |
| Contrast Ratio (Typ.) | 1000:1 |
| Viewing angle(H/V) CR>10 | 170°/160° |
| Display colors | 16.7 M |
| Response time | 0.7 ms (avg.), 0.2 ms (min.) |
| Color temperature selection | 8 color temperatures |
| Analog input | No |
| Digital input | DisplayPort v1.4 x 1, HDMI v2.0 x 2 |
| Earphone jack | Yes |
| Audio input | No |
| Speaker (Built-in) | No |
| USB 3.2 Gen 1 Port | 1 x USB 3.2 Gen 1 Type-B, 2 x USB 3.2 Gen 1 Type-A |
| Colors | Black |
| Power LED | White (On)/Amber (Standby)/Red (G-Sync)/ Green (HDR/HDR+G-SYNC)/Yellow (ULMB/ ULMB+HDR) |
| Tilt | +20° ~ -5° |
| Pivot | No |
| Swivel | +30° ~ -30° |
| Height adjustment | 110 mm |
| VESA wall mount | 100 x 100 mm |
| Kensington lock | Yes |
| Voltage rating | AC: 100~240V DC: 19 V, 4.74 A (AC adapter) |
| Power consumption | Power On: < 21 W**, Standby: < 0.5 W, Power Off: < 0.3 W |
| Temperature (Operating) | 0°C~40°C |
| Temperature (Non-operating) | -20°C~+60°C |
| Dimensions without stand (W x H x D) | 557.3 x 330.4 x 85.8 mm |

| | |
|---------------------------------|---|
| Dimensions (W x H x D) | 557.3 x 502.2 x 254.7 mm (Highest) 557.3 x 392.2 x 254.7 mm (Lowest) 672 x 520 x 228 mm (Package) |
| Weight (Esti.) | 3.6 kg (without stand); 7.5 kg (Net); 11.4 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 | DP cable, HDMI cable, USB cable, power adapter, power cord, quick start guide, warranty card, input/output port cover, color calibration testing report, ROG welcome card, ROG sticker |
| Compliance and Standards | cTUVus, FCC, IEC-003, CB, CE, ErP, WEEE, UkrSEPRO, Ukraine Energy, CU, CCC, CEL, BSMI, C-Tick, MEPS, VCCI, PSE, PC Recycle, J-MOSS, KCC, KC MEPS, PSB, VN MEPS, RoHS, CEC, TUV- Flicker Free, TUV Low Blue Light, Windows 10& 11 WHQL |

***Specifications are subject to change without notice.**

****Measuring a screen brightness of 200 nits without audio/USB/Card reader connection.**

3.4 Outline dimensions



3.5 Troubleshooting (FAQ)

| Problem | Possible Solution |
|---|---|
| Power LED is not ON | <ul style="list-style-type: none"> • 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 | <ul style="list-style-type: none"> • 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 | <ul style="list-style-type: none"> • Adjust the Contrast and Brightness settings via OSD. |
| Screen image bounces or a wave pattern is present in the image | <ul style="list-style-type: none"> • 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) | <ul style="list-style-type: none"> • 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 | <ul style="list-style-type: none"> • Make sure the input source supports HDR playback (with proper system settings and latest software). • Make sure the content is HDR encoded. |
| When executing NVIDIA Reflex Latency Analyzer, "XXXX" is displayed at the top left corner every time the mouse clicks and the rectangle is over the muzzle flash. | <ul style="list-style-type: none"> • 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 NVIDIA Reflex Latency Analyzer, "----" is displayed at the top left corner every time the mouse clicks and the rectangle is over the muzzle flash. | <ul style="list-style-type: none"> • 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 | | 60Hz | |
| 1920 x 1080 | | 120Hz | |
| 1920 x 1080 | | 240Hz | |
| 640 x 480 P | | 59.94/60 Hz | |
| 720 x 480 P | | 59.94/60 Hz | |
| 720 x 576 P | | 50Hz | |
| 1280 x 720 P | | 50Hz | |
| 1280 x 720 P | | 59.94/60Hz | |
| 1920 x 1080 P | | 23.98/24Hz | |
| 1920 x 1080 P | | 59.94/60Hz | |
| 1920 x 1080 P | | 50Hz | |
| 1920 x 1080 P | | 119.88/120Hz | |

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 | |
| 1920 x 1080 | | 540Hz | |
| 1920 x 1080 | | 500Hz | |
| 1920 x 1080 | | 480Hz | |
| 1920 x 1080 | | 360Hz | |
| 1920 x 1080 | | 240Hz | |
| 1920 x 1080 | | 120Hz | |
| 1920 x 1080 | | 60Hz | |
| 1920 x 1080 P | | 59.94/60Hz | |

Supported timings for Esport Pro Mode (DisplayPort only)

| Option | Resolution Frequency | Vertical Frequency (Hz) | When DSC is off | When DSC is on | When DSC & Overclocking are on |
|------------------|-----------------------------|-------------------------|-----------------|----------------|--------------------------------|
| Default | 640 x 480@60Hz | 59.94 | V | V | V |
| | 800 x 600@60Hz | 60.32 | V | V | V |
| | 1024 x 768@60Hz | 60 | V | V | V |
| | 1920 x 1080@60Hz | 60 | V | V | V |
| | 1920 x 1080@120Hz | 119.98 | V | V | V |
| | 1920 x 1080@240Hz | 240 | V | V | V |
| | 1920 x 1080@360Hz | 360.11 | V | V | V |
| | 1920 x 1080@480Hz | 480.13 | | V | V |
| | 1920 x 1080@500Hz | 500 | | V | V |
| | 1920 x 1080@540Hz | 540.17 | | | V |
| RES 1024x768 | 1024 x 768 @60Hz | 59.87 | V | V | V |
| | 1024 x 768 @120Hz (default) | 119.99 | V | V | V |
| | 1024 x 768@240Hz | 239.99 | V | V | V |
| | 1024 x 768@360Hz | 359.94 | V | V | V |
| | 1024 x 768@480Hz | 479.9 | | V | V |
| | 1024 x 768@500Hz | 499.94 | | V | V |
| | 1024 x 768@540Hz | 539.85 | | | V |
| RES 1152x864 | 1152 x 864@60Hz | 59.8 | V | V | V |
| | 1152 x 864@120Hz (default) | 119.95 | V | V | V |
| | 1152 x 864@240Hz | 239.95 | V | V | V |
| | 1152 x 864@360Hz | 359.95 | V | V | V |
| | 1152 x 864@480Hz | 479.89 | | V | V |
| | 1152 x 864@500Hz | 499.87 | | V | V |
| | 1152 x 864@540Hz | 540 | | | V |
| RES 1280x960 | 1280 x 960@60Hz | 59.92 | V | V | V |
| | 1280 x 960@120Hz (default) | 119.84 | V | V | V |
| | 1280 x 960@240Hz | 239.84 | V | V | V |
| | 1280 x 960@360Hz | 359.89 | V | V | V |
| | 1280 x 960@480Hz | 479.86 | | V | V |
| | 1280 x 960@500Hz | 499.95 | | V | V |
| | 1280 x 960@540Hz | 539.99 | | | V |
| RES 1280x1024 | 1280 x 1024@60Hz | 59.96 | V | V | V |
| | 1280 x 1024@120Hz (default) | 119.96 | V | V | V |
| | 1280 x 1024@240Hz | 239.92 | V | V | V |
| | 1280 x 1024@360Hz | 359.95 | V | V | V |
| | 1280 x 1024@480Hz | 479.91 | | V | V |
| | 1280 x 1024@500Hz | 499.95 | | V | V |
| | 1280 x 1024@540Hz | 539.94 | | | V |

Note:

Do not support interlace.

This feature require Turing-based GeForce gaming GPUs. For other GPUs, please contact the manufactures to see if they are compatible.

