

# > XG251G

## Display User Guide

IMPORTANT: Please read this User Guide to obtain important information on installing and using your product in a safe manner, as well as registering your product for future service. Warranty information contained in this User Guide will describe your limited coverage from ViewSonic® Corporation, which is also found on our web site at <http://www.viewsonic.com> in English, or in specific languages using the Regional selection box in the upper right corner of our website. "Antes de operar su equipo lea cuidadosamente las instrucciones en este manual"

Model No. VS18703  
P/N: XG251G

## **Thank you for choosing ViewSonic®**

As a world-leading provider of visual solutions, ViewSonic® is dedicated to exceeding the world's expectations for technological evolution, innovation, and simplicity. At ViewSonic®, we believe that our products have the potential to make a positive impact in the world, and we are confident that the ViewSonic® product you have chosen will serve you well.

Once again, thank you for choosing ViewSonic®!

## > Safety Precautions

Please read the following **Safety Precautions** before you start using the device.

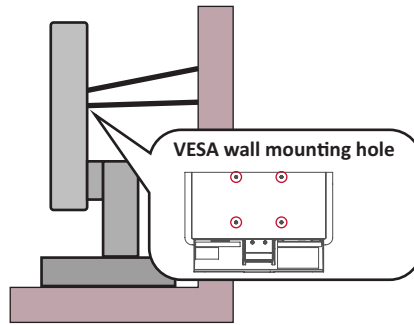
- Keep this user guide in a safe place for later reference.
- Read all warnings and follow all instructions.
- Sit at least 18" (45 cm) away from the device.
- Allow at least 4" (10 cm) clearance around the device to ensure proper ventilation.
- Place the device in a well-ventilated area. Do not place anything on the device that prevents heat dissipation.
- Do not use the device near water. To reduce the risk of fire or electric shock, do not expose the device to moisture.
- Avoid exposing the device to direct sunlight or other sources of sustained heat.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other devices (including amplifiers) that may increase the temperature of the device to dangerous levels.
- Use a soft, dry cloth to clean the external housing. For more information, refer to the "Maintenance" section of this manual.
- Avoid touching the screen, as oil may collect on the screen if you touch it.
- Do not touch the screen surface with sharp or hard objects, as it may cause damage to the screen.
- Do not place the device on cloth or other materials that may be placed between the product and supporting furniture.
- When moving the device, be careful not to drop or bump the device on anything.
- Do not place the device on an uneven or unstable surface. The device may fall over resulting in an injury or a malfunction.
- Do not place any heavy objects on the device or connection cables.
- Always use cabinets, stands, or installation methods recommended by the manufacturer of the device set.
- Always use furniture that can safely support the device.
- Always ensure the device is not overhanging the edge of the supporting furniture.
- Do not place the device on tall furniture, such as cupboards or bookcases, without anchoring both the furniture and the device to a suitable support.
- Always educate children about the dangers of climbing on furniture to reach the device or related equipment.

- Do not place the monitor where children are likely to be present.
- Do not place items that might tempt children to climb, such as toys and remote controls, on the top of the device or furniture on which the product is placed.
- If smoke, an abnormal noise, or a strange odor is present, immediately turn the device off and call your dealer or ViewSonic®. It is dangerous to continue using the device.
- Do not attempt to circumvent the safety provisions of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade and the third prong are provided for your safety. If the plug does not fit into your outlet, obtain an adapter and do not attempt to force the plug into the outlet.
- When connecting to a power outlet, Do not remove the grounding prong. Please ensure grounding prongs are never removed.
- Always route and manage cords and cables connected to your device so they cannot be tripped over, pulled, or grabbed.
- Protect the power cord from being treaded upon or pinched, particularly at the plug, and at the point where it emerges from the equipment. Ensure that the power outlet is located near the equipment so that it is easily accessible.
- Disconnect the power plug from the power outlet if the device is not being used for a long period of time.
- Please confirm the distribution system installed in the building. The system should provide a circuit breaker rated at 120/240V, 20A.
- Only use attachments/accessories, such as carts, stands, tripods, brackets or tables, specified by the manufacturer.
- When a cart is used, use with caution when moving the cart/equipment combination to avoid injury from tipping over.
- Refer all servicing to qualified service personnel. Service will be required when the unit has been damaged in any way, such as:
  - » if the power-supply cord or plug is damaged.
  - » if liquid is spilled onto or objects fall into the unit.
  - » if the unit is exposed to rain or moisture.
  - » if the unit does not operate normally or has been dropped.
- When using ear-/headphones, adjust the volume to appropriate levels, or hearing damage may result.



- Fastening the display to a wall or fixed object using cordage or other restraining devices can help support the weight of the display in order to prevent the display from falling over.

| Hole pattern (W x H) | Interface Pad (W x H x D) | Pad Hole | Screw Specification & Quantity |
|----------------------|---------------------------|----------|--------------------------------|
| 100 x 100 mm         | 115 x 115 x 2.6 mm        | Ø 5 mm   | M4 x 10 mm<br>4 pieces         |



**NOTE:**

- Restraining device/cordage should be able to withstand 100N force.
- Make sure the cordage is straightened, and any slack is removed. The back of the device shall face the wall to ensure the device cannot tilt under external force.
- Make sure the display does not tilt under external force at any height and rotation angle of the device.
- If the existing display is going to be retained and relocated, the same considerations as above should be applied.

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# > Introduction

## Package Contents

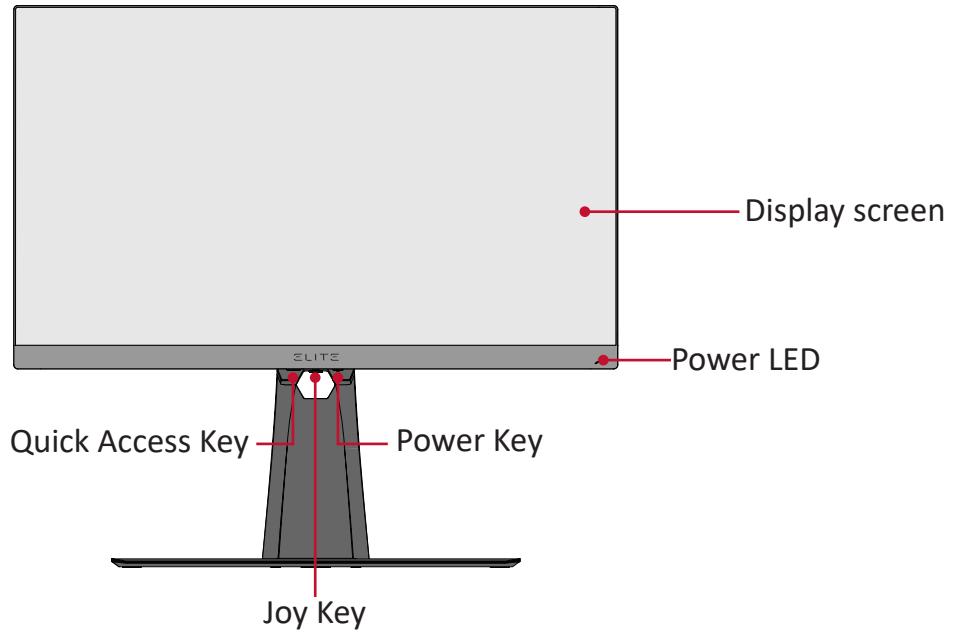
- Monitor
- Power cord
- Power adapter
- Video cable
- Quick start guide

**NOTE:** The power cord and video cables included in your package may vary depending on your country. Please contact your local reseller for more information.

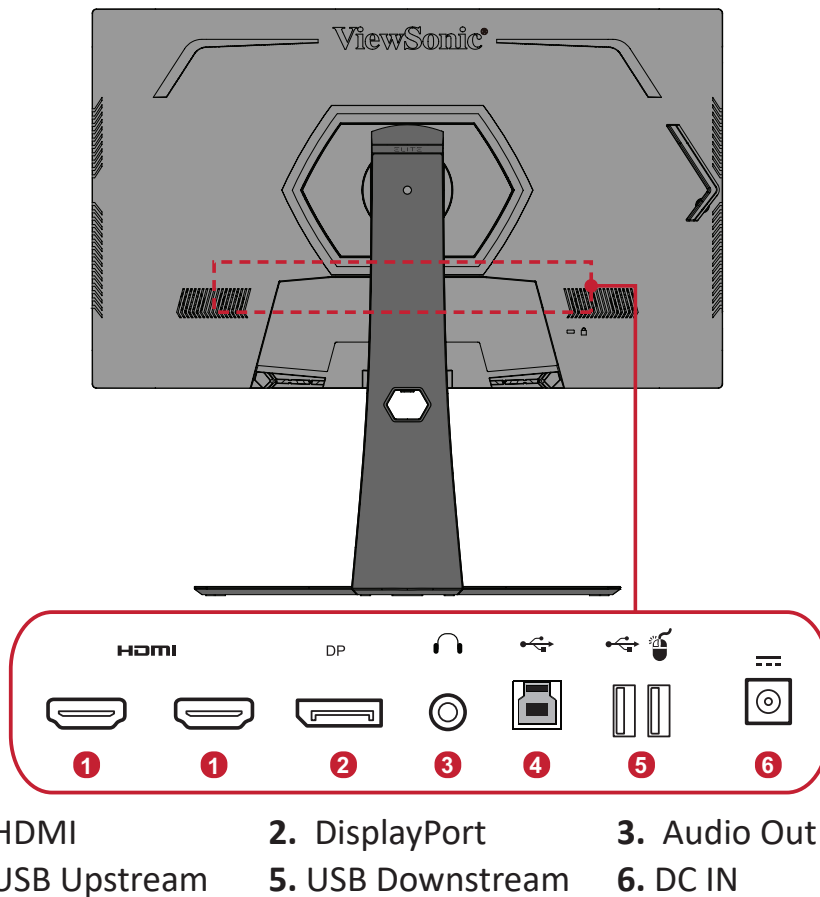


# Product Overview

## Front View



## Rear View



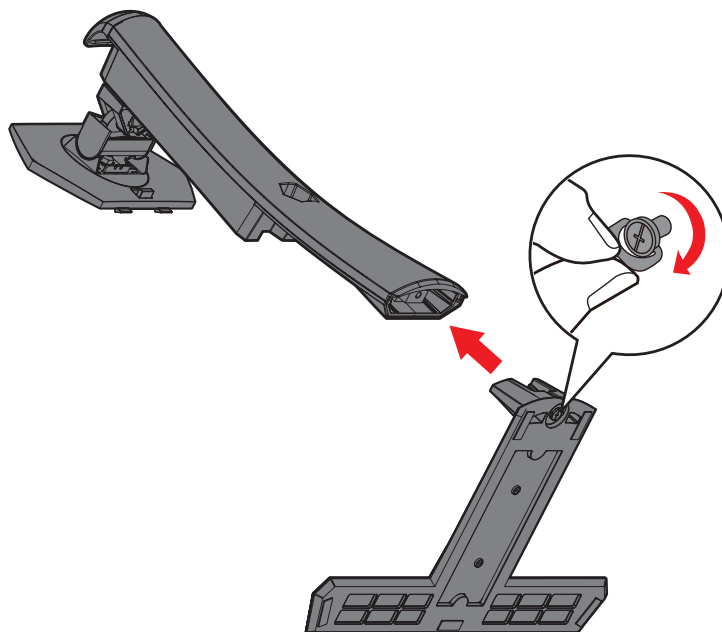
**NOTE:** For more information about the [•] / [◀] / [▶] / [▲] / [▼] key and its functions, refer to “Hot Keys” on page 28page 28.

## > Initial Setup

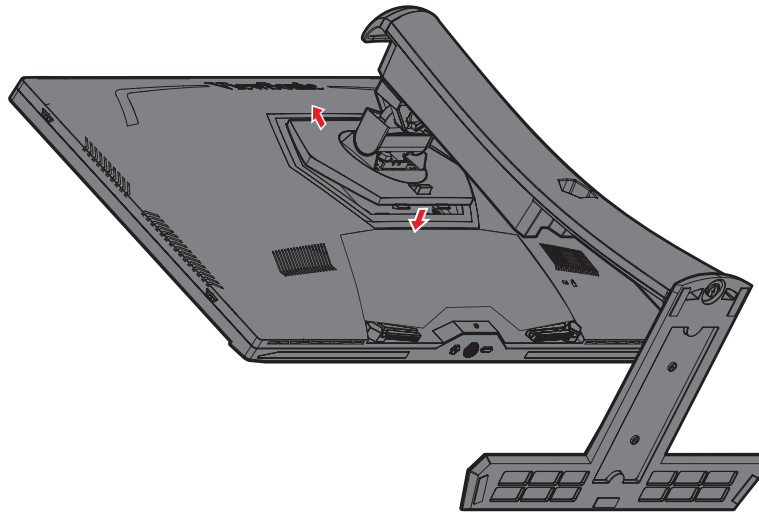
This section provides detailed instructions for setting up your monitor.

### Installing the Stand

1. Place the monitor on a flat, stable surface with the screen facing down.
2. Align and connect the two (2) points on the monitor stand's base with the monitor stand's neck.
3. Use the captured screw in the monitor stand's base and secure it to the monitor stand's neck.

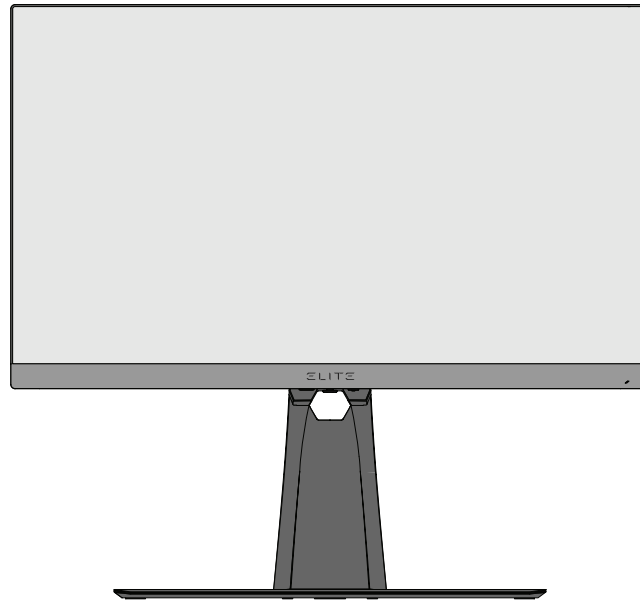


4. Align and slide the upper hooks of the monitor stand into the stand mounting slots as shown in the illustration below:



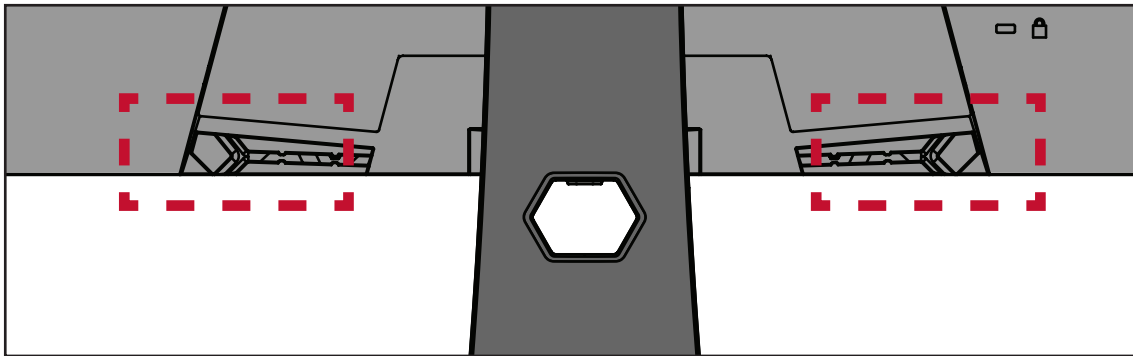
**NOTE:** Ensure the stand is secure and the quick release tab positively clicks into place.

5. Using the stand's handle, lift the device into its upright position on a flat, stable surface.

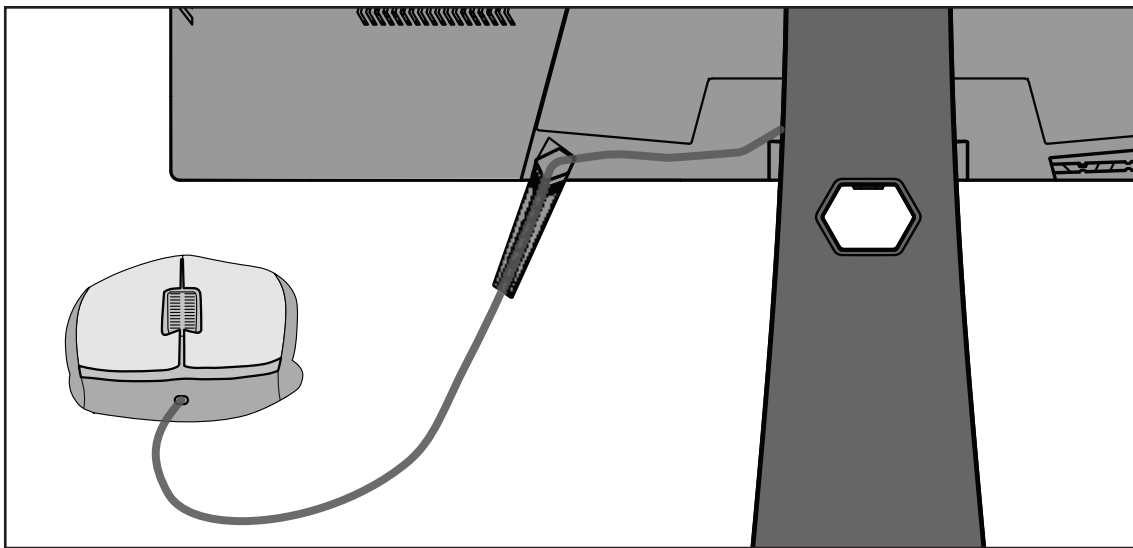


**NOTE:** Always place the device on a flat, stable surface. Failure to do so may cause the device to fall and damage the device and/or result in personal injury.

## Using the Mouse Anchor



Included at the rear of the display, under the I/O ports, are two mouse anchors. Use these to prevent mouse cable dragging and personalize your mouse use setup.



# Wall Mounting

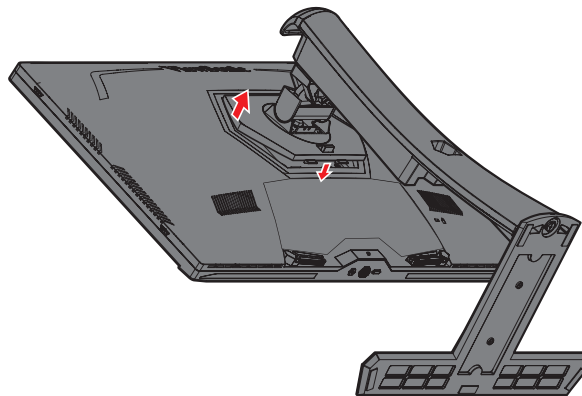
Refer to the table below for the standard dimensions for wall mount kits.

**NOTE:** Only use a UL certified wall mount kit/bracket. To obtain a wall mounting kit or height adjustment base, contact ViewSonic® or your local dealer.

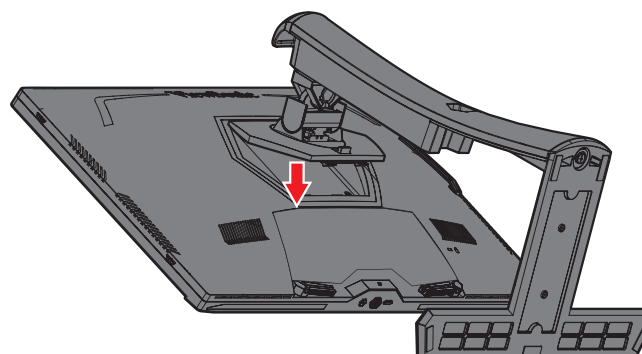
| Maximum Loading | Hole pattern (W x H) | Interface Pad (W x H x D) | Pad Hole | Screw Specification & Quantity |
|-----------------|----------------------|---------------------------|----------|--------------------------------|
| 14 kg           | 100 x 100 mm         | 115 x 115 x 2.6 mm        | Ø 5 mm   | M4 x 10 mm<br>4 pieces         |

**NOTE:** Wall mount kits are sold separately.

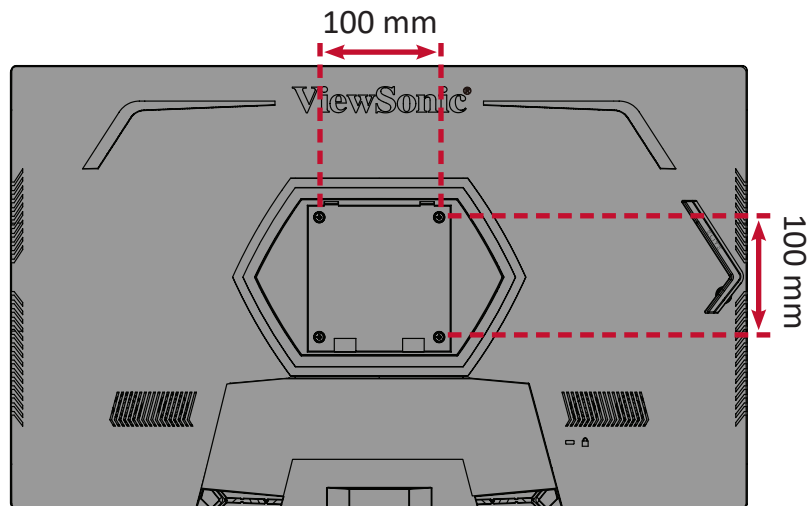
1. Turn off the device and disconnect all cables.
2. Place the device on a flat, stable surface with the screen facing down.
3. Press and hold the quick release tab and carefully lift the stand.



4. Pull down slightly to disengage the hooks and remove the stand.



5. Attach the mounting bracket to the VESA mounting holes at the rear of the monitor. Then secure it with four (4) screws (M4 x 10 mm).



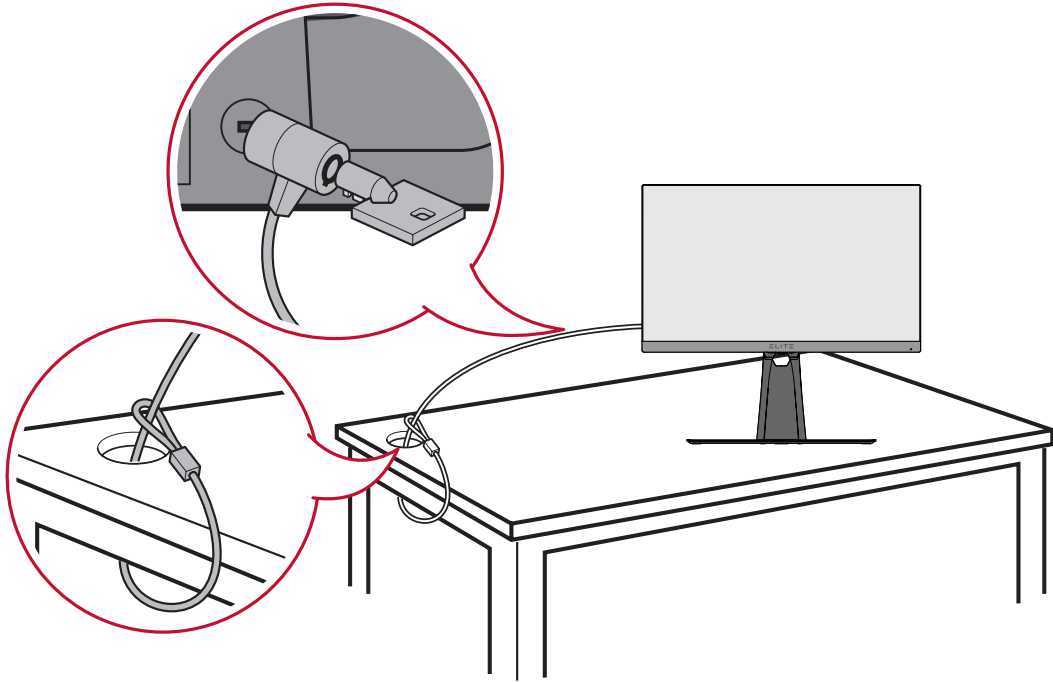
6. Follow the instructions that come with the wall mounting kit to mount the monitor onto the wall.

## Using the Security Slot

To help prevent the device from being stolen, use a security slot locking device to secure the device to a fixed object.

Additionally, fastening the monitor to a wall or fixed object using a security cable can help support the weight of the monitor in order to prevent the monitor from falling over.

Below is an example of setting up a security slot locking device on a table.



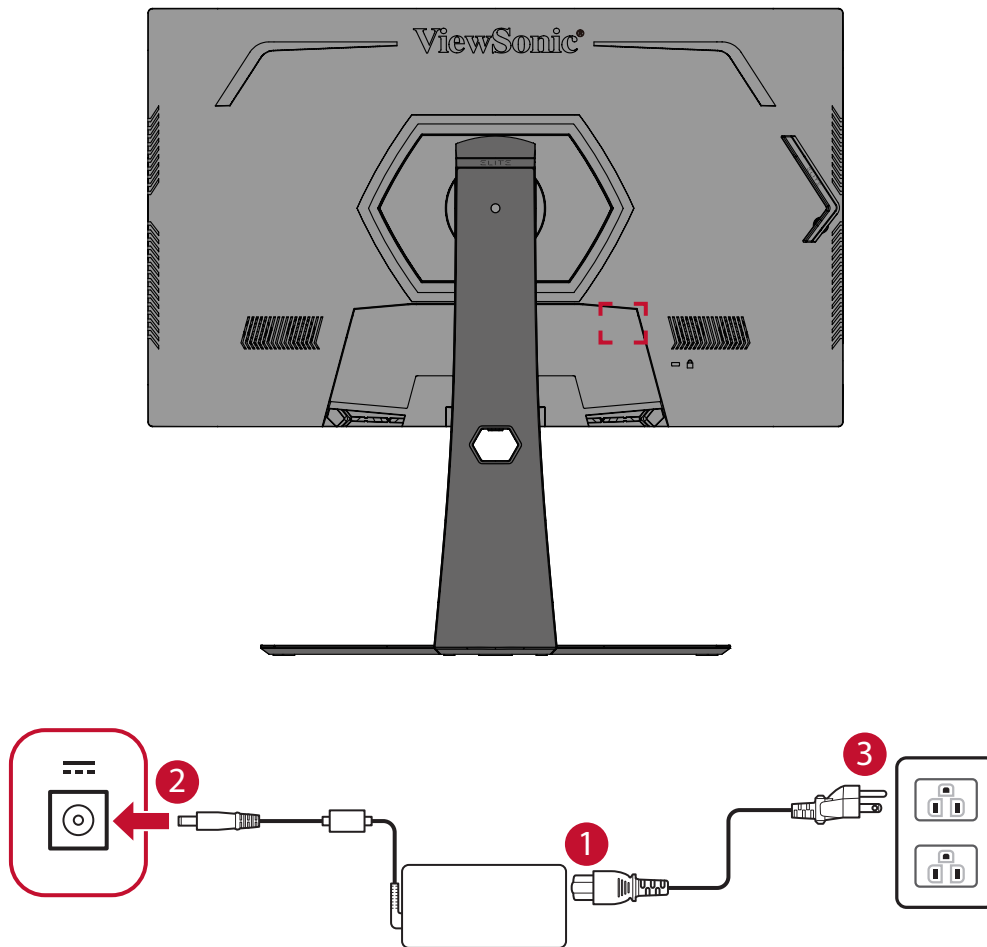


## > Making Connections

This section guides you on how to connect the monitor with other equipment.

### Connecting to Power

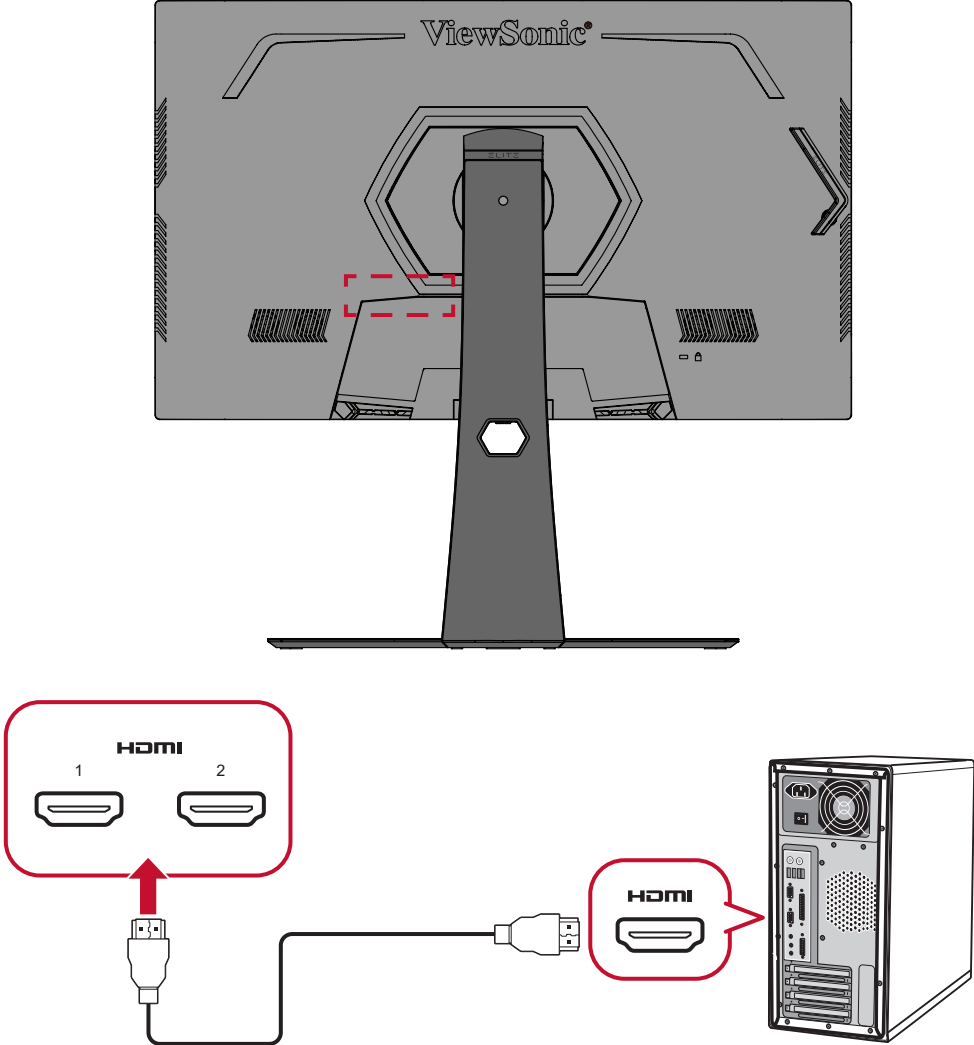
1. Connect the power cord to the power adapter.
2. Connect the power adapter to the DC IN jack at the rear of the device.
3. Connect the power cord plug to a power outlet.



# Connecting External Devices

## HDMI Connection

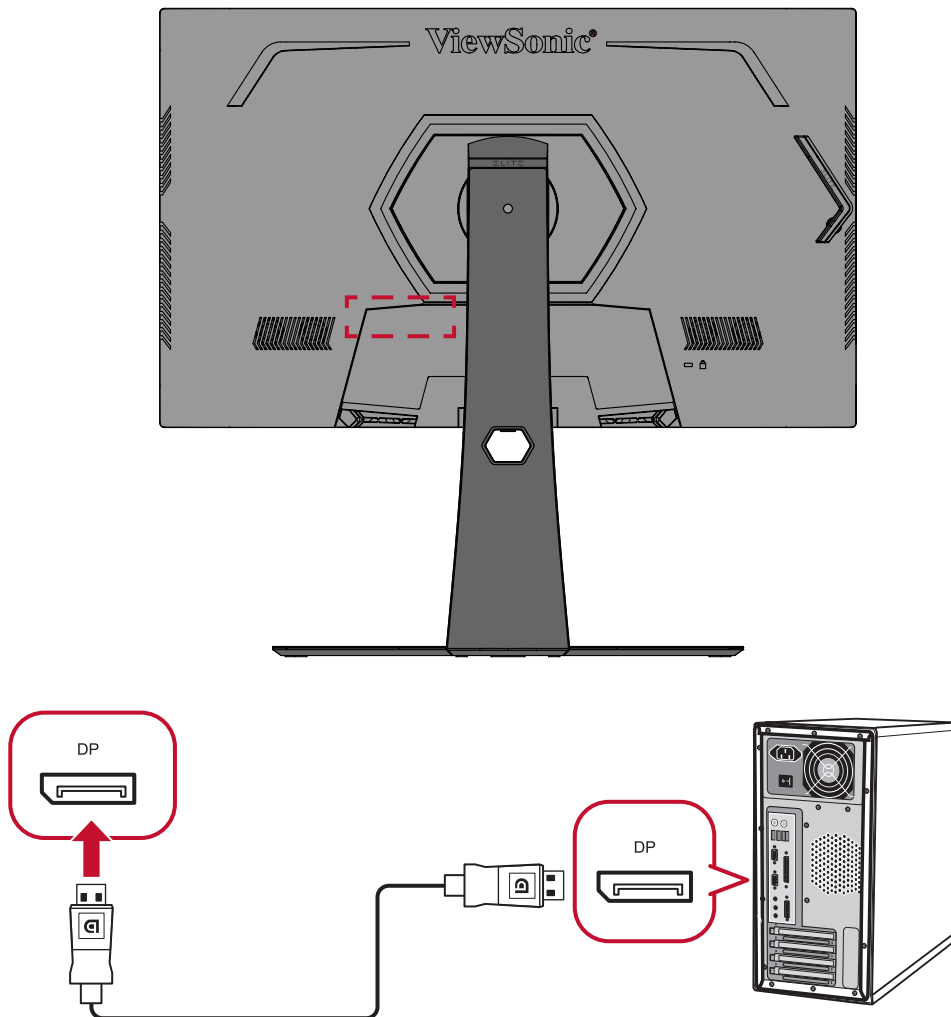
Connect one end of an HDMI cable to the HDMI port of your monitor. Then connect the other end of the cable to the HDMI port of your computer.



## DisplayPort Connection

Connect one end of a DisplayPort cable to the DisplayPort port. Then connect the other end of the cable to the DisplayPort or mini DP port of your computer.

**NOTE:** To connect the monitor to the Thunderbolt port (v. 1&2) on your Mac, connect the mini DP end of the “mini DP to DisplayPort cable” to the Thunderbolt output of your Mac. Then connect the other end of the cable to the DisplayPort port of the monitor.

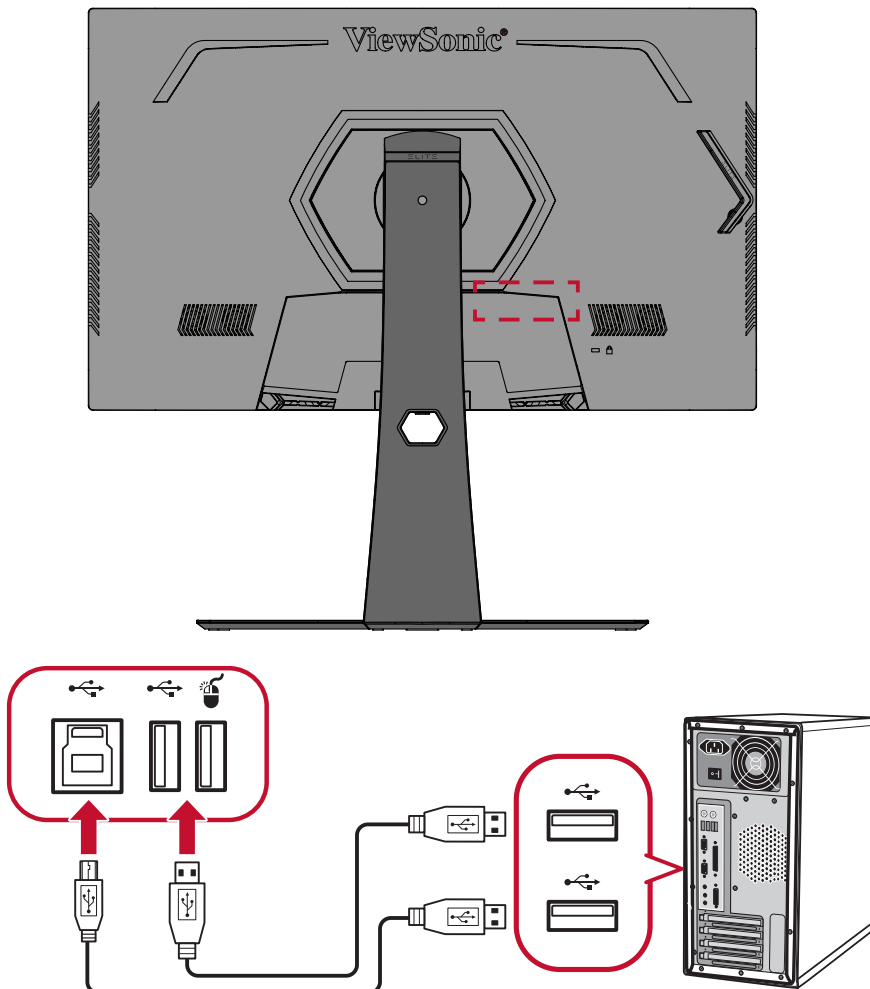


## USB Connection

Connect one end of a USB cable to a USB port of the monitor. Then connect the other end of the cable to a USB port of your computer.

**NOTE:** The monitor supports two (2) types of USB ports. When making the connection(s), observe the following guidelines:

- Two (2) USB Type A ports: Connection for your Type A peripheral device(s) (i.e. storage device, keyboard, mouse).
  - » **NOTE:** To use peripherals, please ensure your computer is also connected to the monitor's USB Type B port.
  - » **NOTE:** For NVIDIA Reflex Latency Analysis, please connect your mouse to the USB port with the mouse logo (🖱️). Learn more on page 48.
- One (1) USB Type B port: Connect the USB Type B male cable (square with 2 cut corners) to this port, and then connect the other end of the cable to the USB downstream port of your computer.

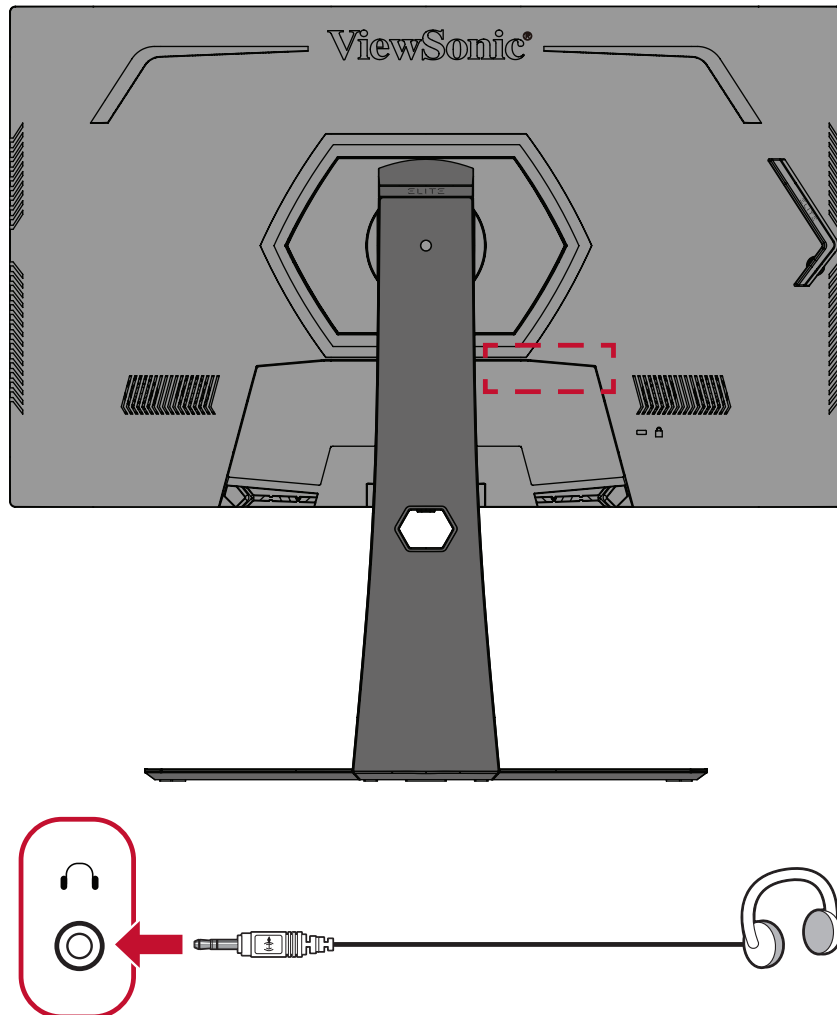


**NOTE:** The USB Type A port next to the USB Type B port can support 5V/2.1A fast charging. The other two USB Type A ports can support 5V/0.9A charging.

## Audio Connection

Plug the audio jack of the ear-/headphones into the Audio Out port of the monitor. Additionally, you can connect the monitor to a sound bar using an audio cable.

**NOTE:** The monitor is also equipped with dual speakers.



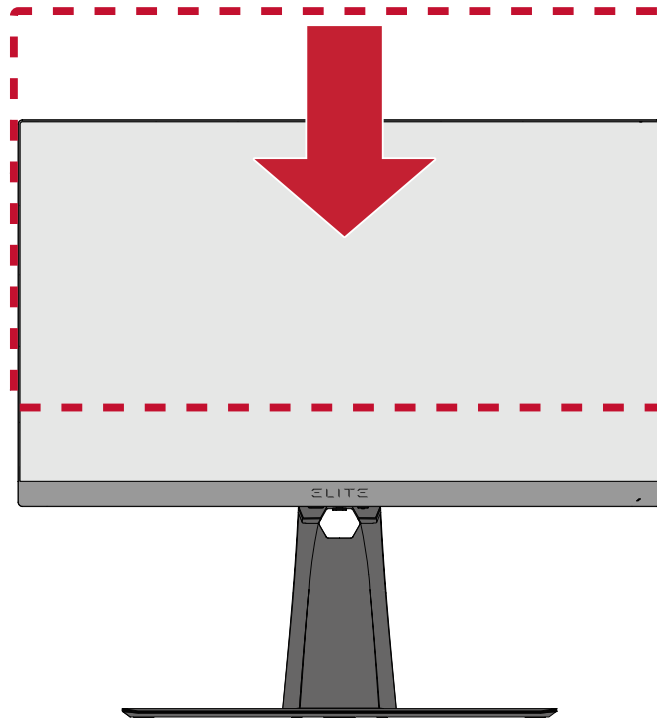
## > Using the Monitor

### Adjusting the Viewing Angle

For optimal viewing, you can adjust the viewing angle using any of the following methods:

#### Height Adjustment

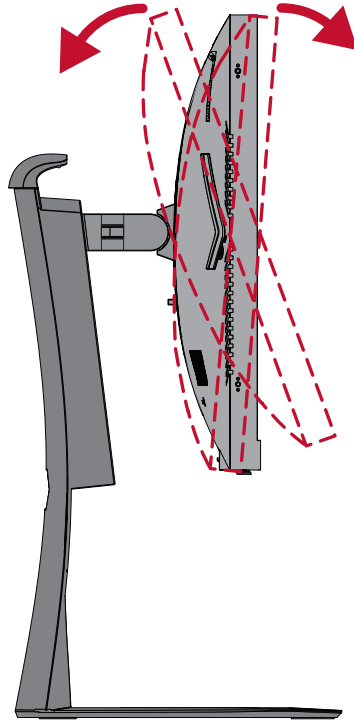
Lower or raise the monitor to the desired height (0 to 120 mm).



**NOTE:** When adjusting, press down firmly along the adjustment track holding the monitor with both hands on the side.

## Tilt Angle Adjustment

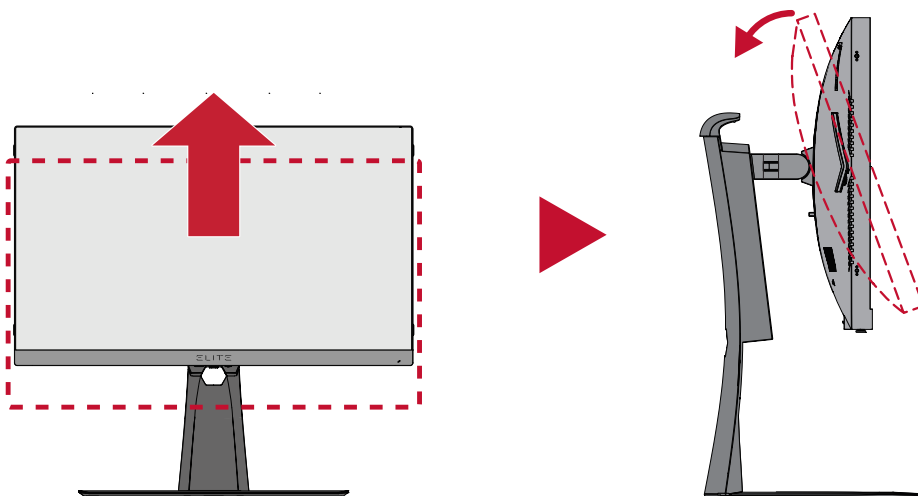
Tilt the monitor forwards or backwards to the desired viewing angle (-5° to 20°).



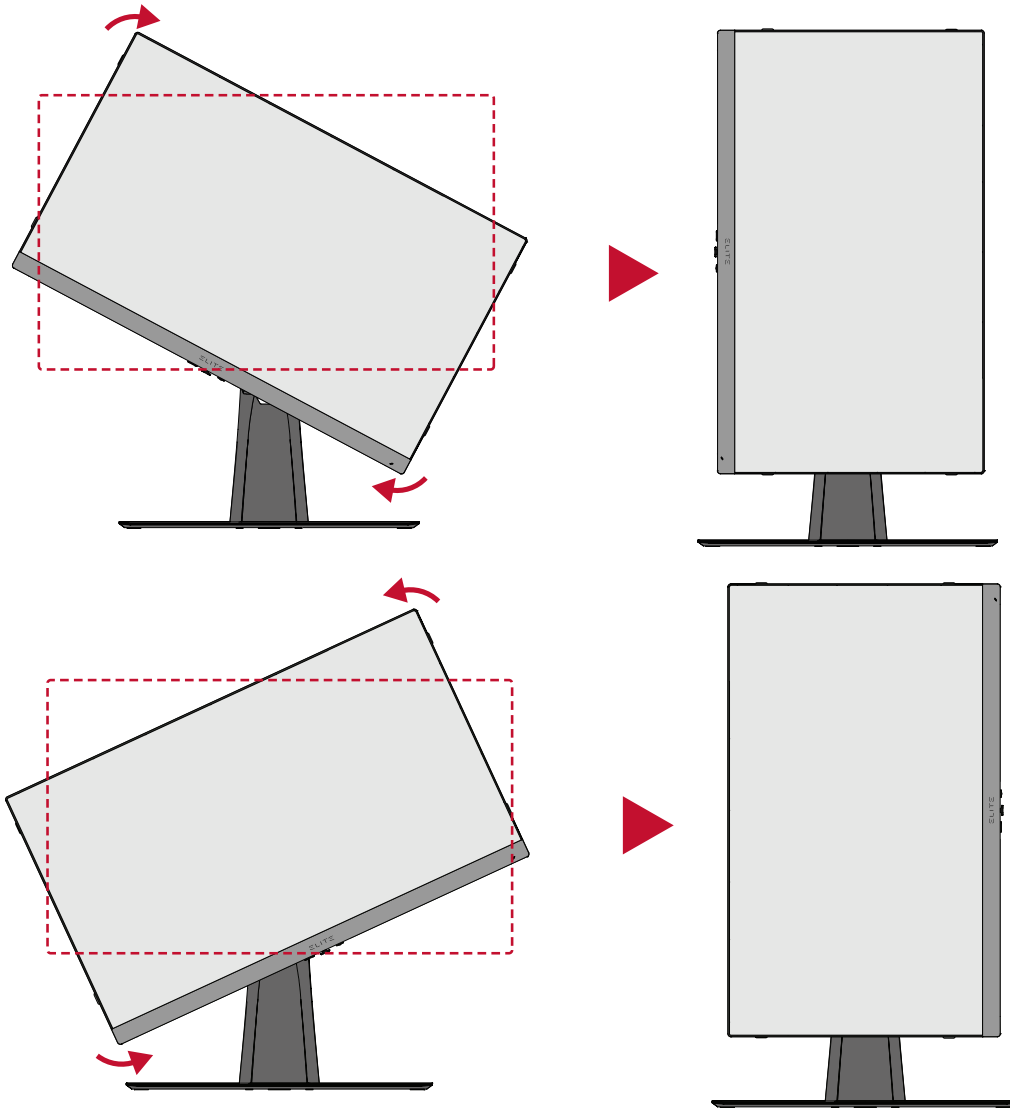
**NOTE:** When adjusting, support the stand firmly with one hand while tilting the monitor forwards or backwards with the other hand.

## Screen Orientation Adjustment (Monitor Pivot)

1. Adjust the monitor height to the highest position. Then tilt the monitor backwards to the full tilt position.



2. Rotate the monitor 90° from landscape to portrait orientation.



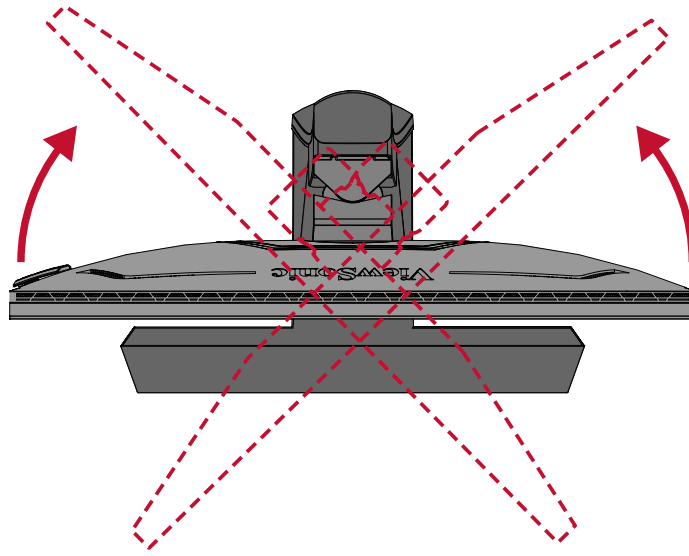
**NOTE:**

- When adjusting, make sure to hold both sides of your monitor firmly with both hands.
- To rotate the screen image, manually change the computer system's display orientation settings.



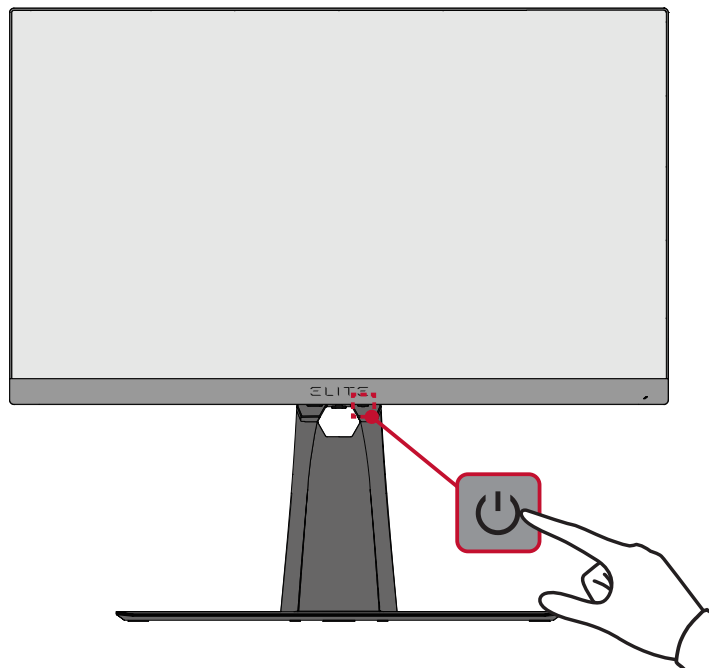
## Swivel Angle Adjustment

Swivel the monitor to the left or right for the desired viewing angle (30°).



## Turning the Device On/Off

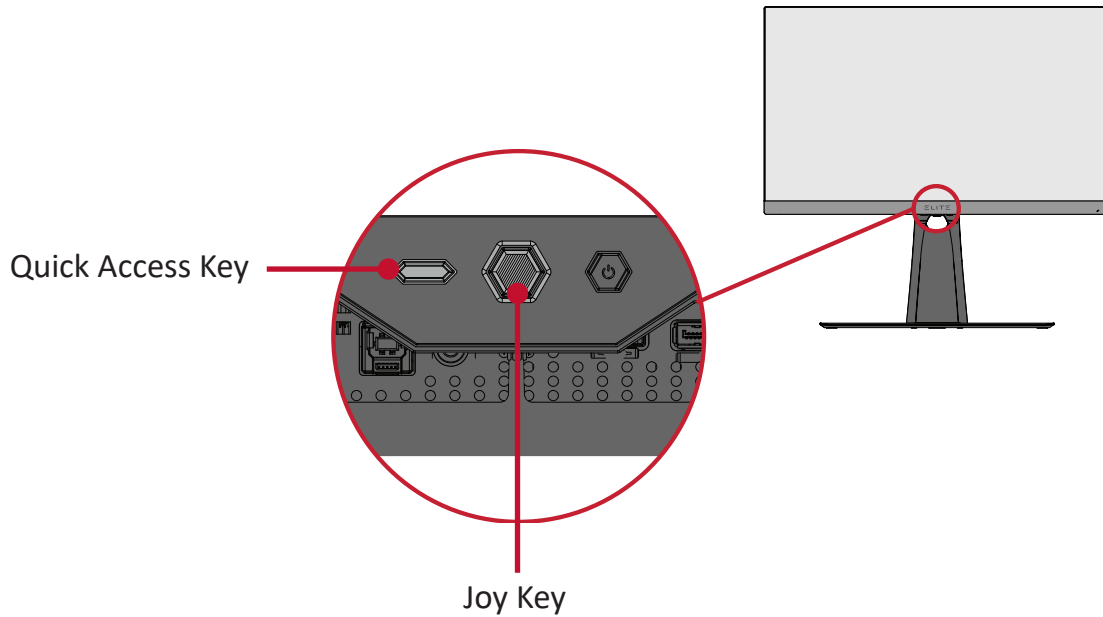
1. Plug the connected power cord into a power outlet.
2. Press the **Power** button to turn on the monitor.
3. To turn the monitor off, press the **Power** button again.



**NOTE:** The monitor will still consume some power as long as the power cord is connected to the power outlet. If the monitor is not being used for a long period of time, please disconnect the power plug from the power outlet.

## Using the Control Panel Keys

Use the control panel keys to access the Quick Access Menu, navigate the On-Screen Display (OSD) Menu, and change the settings.



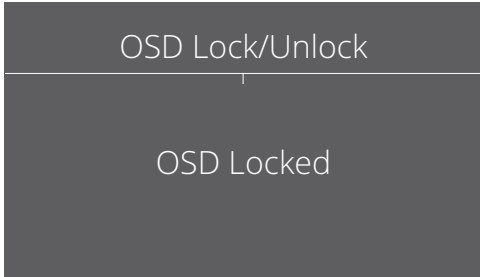
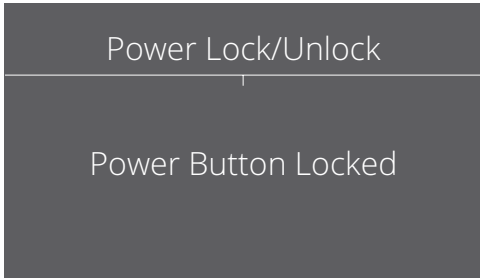
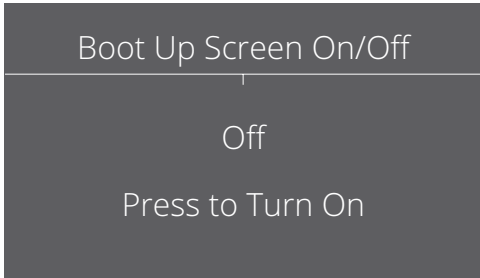
### Quick Access Menu

Press the **Quick Access Key** to activate the **Quick Access Menu**. To learn more, see page 52.



## Hot Keys

When the On-Screen Display (OSD) Menu is off, you can quickly access special functions by using the control panel keys.

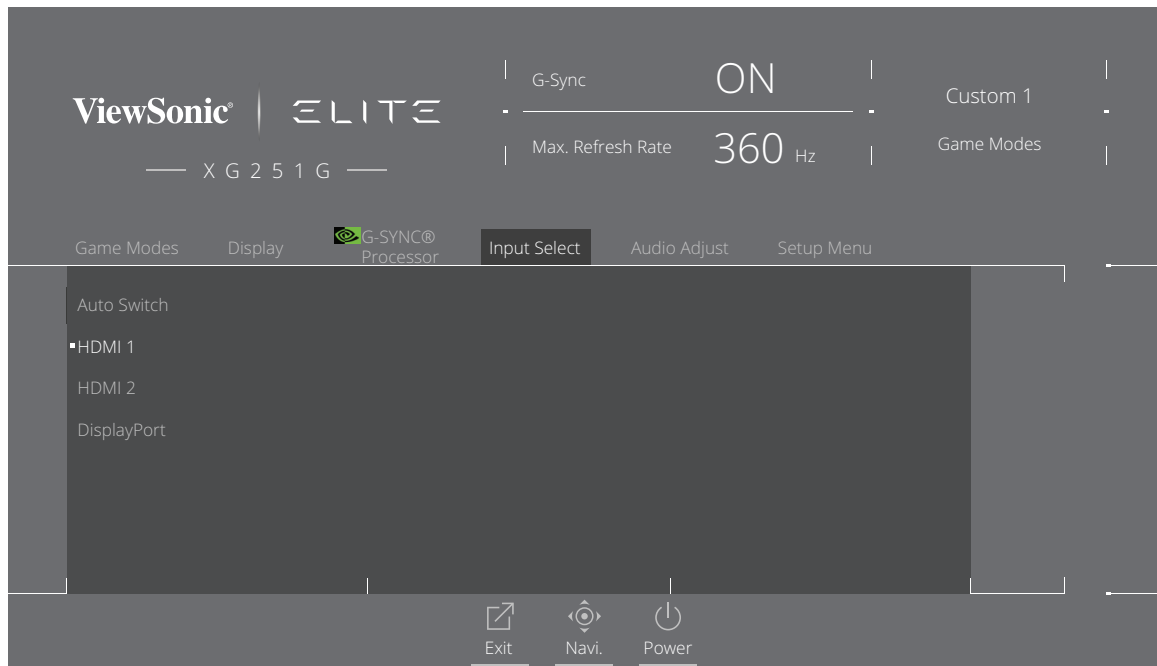
| Key              | Description   |
|------------------|---|
| [◀]              | <p>Press and hold the key for 5 seconds to lock/unlock the OSD Menu. If the OSD Menu is locked, the below message will appear on the screen:</p>  <p>The screenshot shows a dark grey menu with the text "OSD Lock/Unlock" at the top and "OSD Locked" below it, separated by a horizontal line.</p>                                    |
| [▶] <sup>1</sup> | <p>Press and hold the key for 5 seconds to lock/unlock the <b>Power</b> button. If the <b>Power</b> button is locked, the below message will appear on the screen:</p>  <p>The screenshot shows a dark grey menu with the text "Power Lock/Unlock" at the top and "Power Button Locked" below it, separated by a horizontal line.</p> |
| [▲]              | <p>Press and hold the key for 5 seconds to display/hide the boot up screen when the device is turned on.</p>  <p>The screenshot shows a dark grey menu with the text "Boot Up Screen On/Off" at the top, "Off" in the middle, and "Press to Turn On" at the bottom, separated by horizontal lines.</p>                                |

<sup>1</sup> Only pressing this key will enable the **Input Select** function.

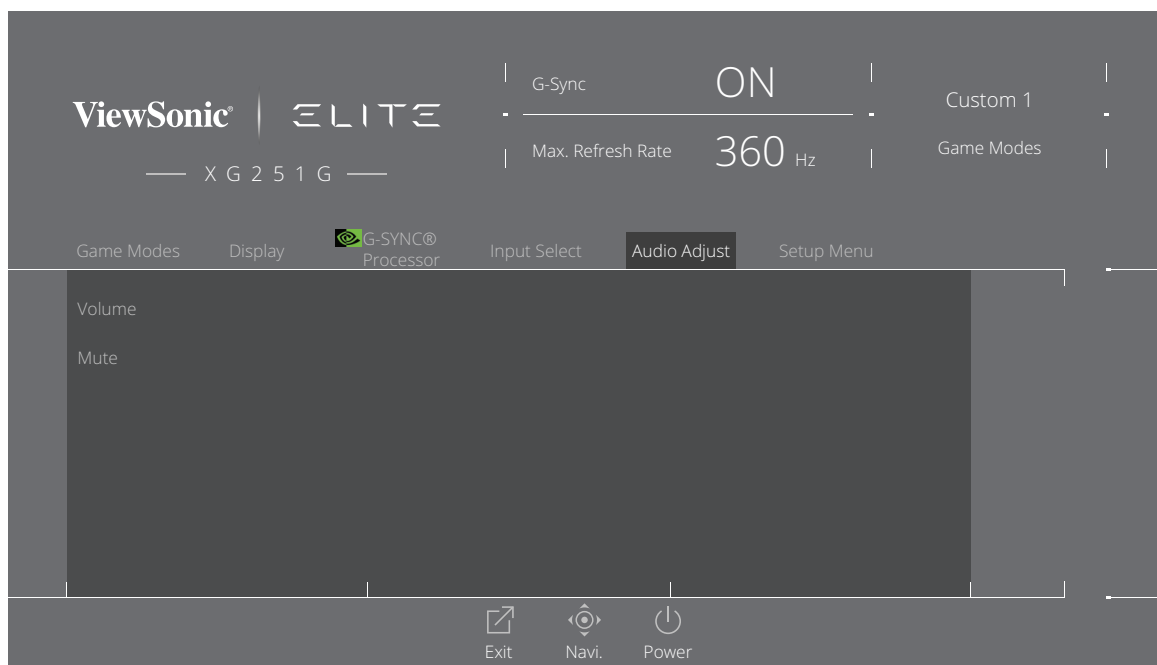
# Configuring the Settings

## General Operations

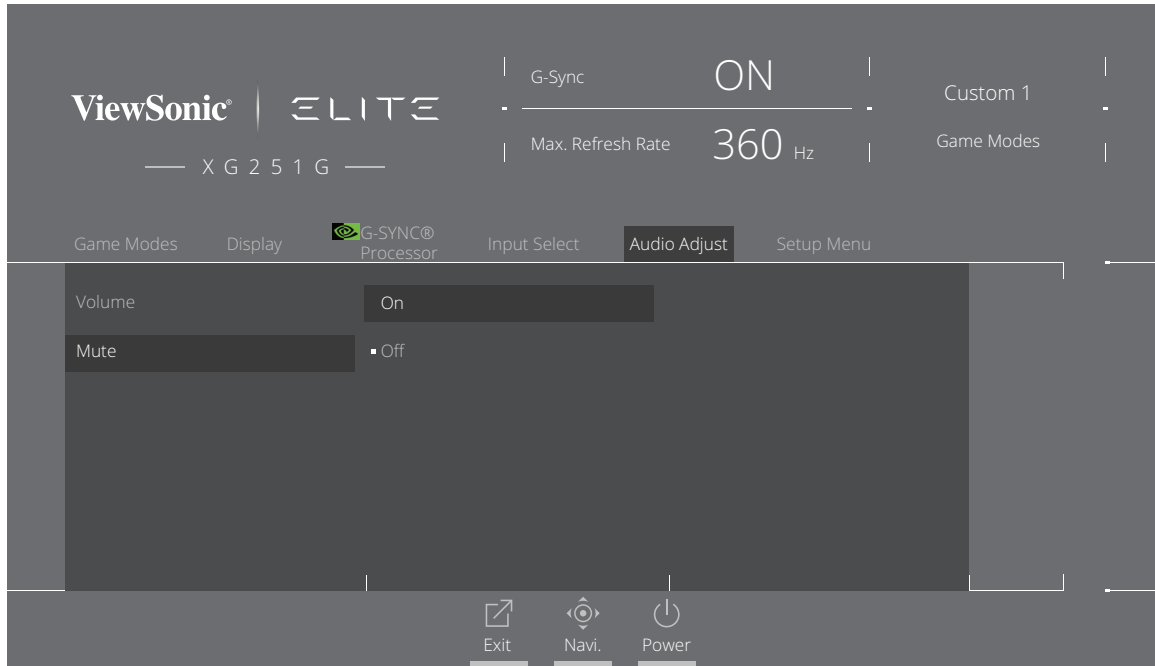
1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.



2. Move the joy key [◀] or [▶] to select the main menu. Then move the joy key [▼] to enter the selected menu.



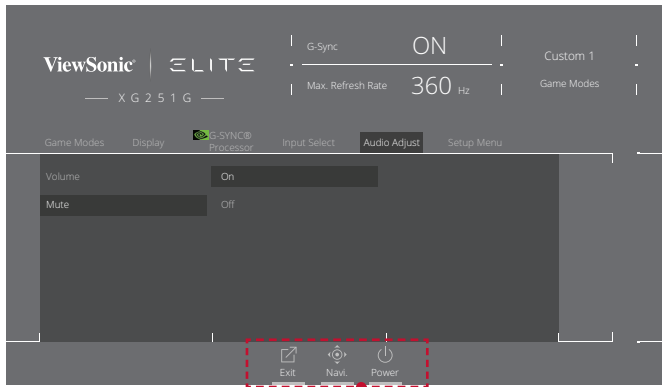
3. Move the joy key [▲] or [▼] to select the desired menu option. Then move the joy key [▶] to enter the sub-menu.



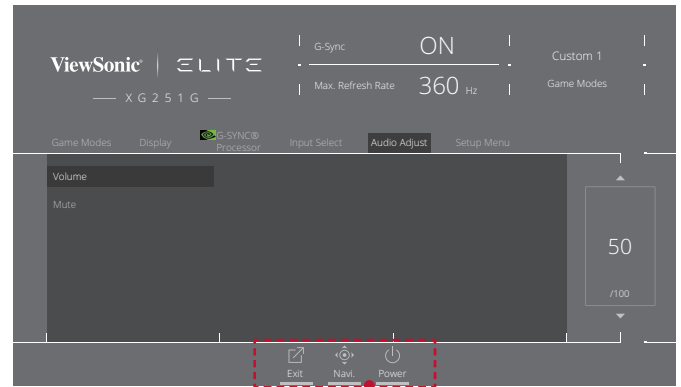
4. Move the joy key [▲] or [▼] to adjust/select the setting. Then press the [●] key to confirm.



**NOTE:** Certain menu option adjustments do not require the user to press the [●] key to confirm the selection.



Key Guide



Key Guide

5. Press the [←] key to return to the previous menu.


**NOTE:** To exit the OSD Menu, press the **Quick Access** ( ↗ ) key.

## On-Screen Display (OSD) Menu Tree

| Main Menu  | Sub-menu          | Menu Option       |               |     |
|------------|-------------------|-------------------|---------------|-----|
| Game Modes | Standard          | ULMB              | Off           |     |
|            |                   |                   | On            |     |
|            |                   | ULMB Pulse Width  | (-/+)         |     |
|            |                   | Dark Boost        | Level 1       |     |
|            |                   |                   | Level 2       |     |
|            |                   |                   | Level 3       |     |
|            |                   |                   | Off           |     |
|            |                   | Blue Light Filter | (-/+ , 0~100) |     |
|            |                   | Response Time OD  | Standard      |     |
|            |                   |                   | Advanced      |     |
|            |                   |                   | Ultra Fast    |     |
|            |                   | Recall            |               |     |
|            |                   | Custom 1/2        | ULMB          | Off |
|            |                   |                   |               | On  |
|            | ULMB Pulse Width  |                   | (-/+)         |     |
|            | Dark Boost        |                   | Level 1       |     |
|            |                   |                   | Level 2       |     |
|            |                   |                   | Level 3       |     |
|            |                   |                   | Off           |     |
|            | Blue Light Filter |                   | (-/+ , 0~100) |     |
|            | Response Time OD  |                   | Standard      |     |
|            |                   |                   | Advanced      |     |
|            |                   |                   | Ultra Fast    |     |
|            | Recall            |                   |               |     |
|            | FPS               |                   |               |     |
|            | Battle Royale     |                   |               |     |
|            | MOBA              |                   |               |     |
| Console    |                   |                   |               |     |
| Movie      |                   |                   |               |     |
| Web        |                   |                   |               |     |



| Main Menu        | Sub-menu           | Menu Option  |              |              |
|------------------|--------------------|--------------|--------------|--------------|
| Display          | Peak White Nits    | (-/+, 0~450) |              |              |
|                  | Contrast           | (-/+, 0~100) |              |              |
|                  | 6-axis Color       | Red          |              |              |
|                  |                    | Green        |              |              |
|                  |                    | Blue         |              |              |
|                  |                    | Cyan         |              |              |
|                  |                    | Magenta      |              |              |
|                  |                    | Yellow       |              |              |
|                  | Color Temperature  | sRGB         |              |              |
|                  |                    | Bluish       |              |              |
|                  |                    | Native       |              |              |
|                  |                    | Warm         |              |              |
|                  |                    | User Color   | Red Gain     | (-/+, 0~100) |
|                  |                    | Blue Gain    | (-/+, 0~100) |              |
|                  |                    | Green Gain   | (-/+, 0~100) |              |
|                  | Gamma              | 1.8          |              |              |
|                  |                    | 2.0          |              |              |
|                  |                    | 2.2          |              |              |
|                  |                    | 2.4          |              |              |
|                  |                    | 2.6          |              |              |
|                  | SDR Colors sRGB    | On           |              |              |
|                  |                    | Off          |              |              |
|                  | SDR Variable BL    | On           |              |              |
|                  |                    | Off          |              |              |
|                  | HDR Variable BL    | On           |              |              |
|                  |                    | Off          |              |              |
|                  | DP YCbCR sRGB      | On           |              |              |
| Off              |                    |              |              |              |
| HDMI YCbCR sRGB  | On                 |              |              |              |
|                  | Off                |              |              |              |
| Scaling Pix Rep  | Fixed Aspect Ratio |              |              |              |
|                  | Full Screen        |              |              |              |
| Variable BL Mode | Mode 1             |              |              |              |
|                  | Mode 2             |              |              |              |
|                  | Mode 3             |              |              |              |

| Main Menu   | Sub-menu                       | Menu Option               |              |  |                |
|---|--------------------------------|---------------------------|--------------|--|----------------|
|  <b>G-SYNC Processor</b> | NVIDIA Reflex Latency Analyzer | G-SYNC Esports            | On           |  |                |
|   |                                |                           | Off          |  |                |
|   |                                | PC + Display Latency      | On           |  |                |
|   |                                |                           | Off          |  |                |
|   |                                | Monitoring Sensitivity    | Low          |  |                |
|   |                                |                           | Median       |  |                |
|   |                                |                           | High         |  |                |
|   |                                | Show Monitoring Rectangle | On           |  |                |
|   |                                |                           | Off          |  |                |
|   |                                | Rectangle Preset          | Centered     |  |                |
|   |                                |                           | Right Handed |  |                |
|   |                                |                           | Left Handed  |  |                |
|   | Rectangle Location             |                           |              |  |                |
|   |                                |                           |              |  | Rectangle Size |
|   | FPS                            |                           |              |  | On             |
|   |                                |                           |              |  | Off            |
|   | HUD Location                   |                           |              |  | Top Left       |
|   |                                |                           |              |  | Top Right      |
|   |                                |                           |              |  | Bottom Left    |
|   |                                |                           |              |  | Bottom Right   |
| HUD Color   | Cyan                           |                           |              |  |                |
|   | Green                          |                           |              |  |                |
|   | Blue                           |                           |              |  |                |
|   | Yellow                         |                           |              |  |                |
| <b>Input Select</b>   | Auto Switch                    |                           |              |  | On             |
|   |                                |                           |              |  | Off            |
|   | HDMI 1                         |                           |              |  |                |
|   | HDMI 2                         |                           |              |  |                |
| DisplayPort   |                                |                           |              |  |                |
| <b>Audio Adjust</b>   | Volume                         |                           |              |  | (-/+ , 0~100)  |
|   | Mute                           |                           |              |  | On             |
|   |                                |                           |              |  | Off            |

| Main Menu     | Sub-menu          | Menu Option       |        |  |
|---------------|-------------------|-------------------|--------|--|
| Setup Menu    | Language          | English           |        |  |
|               |                   | Français          |        |  |
|               |                   | Deutsch           |        |  |
|               |                   | Español           |        |  |
|               |                   | Italiano          |        |  |
|               |                   | Suomi             |        |  |
|               |                   | Русский           |        |  |
|               |                   | Türkçe            |        |  |
|               |                   | 日本語               |        |  |
|               |                   | 한국어               |        |  |
|               |                   | 繁體中文              |        |  |
|               |                   | 简体中文              |        |  |
|               |                   | Česká             |        |  |
|               | Svenska           |                   |        |  |
|               | Resolution Notice | On                |        |  |
|               |                   | Off               |        |  |
|               | Information       |                   |        |  |
|               | Quick Access      | Blue Light Filter | On/Off |  |
|               |                   | ULMB              | On/Off |  |
|               |                   | Standard          | On/Off |  |
| Custom 1      |                   | On/Off            |        |  |
| Custom 2      |                   | On/Off            |        |  |
| FPS           |                   | On/Off            |        |  |
| Battle Royale |                   | On/Off            |        |  |
| MOBA          |                   | On/Off            |        |  |
| Console       |                   | On/Off            |        |  |

| Main Menu       | Sub-menu       | Menu Option |           |
|-----------------|----------------|-------------|-----------|
| Setup Menu      | Crosshair      | Type        | Type A    |
|                 |                |             | Type B    |
|                 |                |             | Type C    |
|                 |                | Color       | Green     |
|                 |                |             | White     |
|                 |                |             | Yellow    |
|                 |                | Off         |           |
|                 | Elite RGB      | Rear        | Rainbow   |
|                 |                |             | Breathing |
|                 |                |             | Stack     |
|                 |                |             | Others    |
|                 |                | Base        | Rainbow   |
|                 |                |             | Breathing |
|                 |                |             | Stack     |
|                 |                |             | Others    |
|                 |                | Always On   | On        |
|                 |                |             | Off       |
|                 |                | Reset       |           |
|                 |                | On          |           |
|                 |                | Off         |           |
|                 | OSD Timeout    | 5/15/30/60  |           |
|                 | OSD Background | On          |           |
|                 |                | Off         |           |
| Power Indicator | On             |             |           |
|                 | Off            |             |           |

| Main Menu  | Sub-menu        | Menu Option            |
|------------|-----------------|------------------------|
| Setup Menu | Standby Charger | Off                    |
|            |                 | On                     |
|            | Sleep           | 30 Minutes             |
|            |                 | 45 Minutes             |
|            |                 | 60 Minutes             |
|            |                 | 120 Minutes            |
|            |                 | Off                    |
|            | Deep Sleep      | HDMI Deep Sleep        |
|            |                 | DisplayPort Deep Sleep |
|            | ECO Mode        | Standard               |
|            |                 | Optimize               |
|            |                 | Conserve               |
|            | All Recall      |                        |

## Menu Options

### Game Modes

1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **Game Modes**. Then move the joy key [▼] to enter the **Game Modes** menu.



3. Move the joy key [▲] or [▼] to select the setting. Then press the [●] key to confirm the selection.

| Menu Option   | Description  |
|---------------|--|
| Standard      | Select this option for general use.  |
| Custom 1/2    | Two customizable “Custom” settings are available to help match individual preferences and adapt to every type of game on the market. |
| FPS           | Ideal for First-Person Shooter games.  |
| Battle Royale | Tuned for Battle Royale games.   |
| MOBA          | Select this option for Multiplayer Online Battle Arena games.  |
| Console       | Color accuracy focus for console use.  |
| Movie         | Select this option for watching movies.  |
| Web           | Select this option for surfing the web.  |

## Display

1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **Display**. Then move the joy key [▼] to enter the **Display** menu.



3. Move the joy key [▲] or [▼] to select the menu option. Then move the joy key [▶] to enter its sub-menu.
4. Move the joy key [▲] or [▼] to adjust/select the setting. Then press the [●] key to confirm (if applicable).

**NOTE:** Some sub-menu options may have another sub-menu. To enter the respective sub-menu, move the joy key [▶].

| Menu Option     | Description   |
|-----------------|---|
| Peak White Nits | Adjusts background black levels of the screen image.  |
| Contrast        | Adjusts the difference between the image background (black level) and the foreground (white level). |
| 6-axis Color    | Adjust red, green, blue, cyan, yellow, and magenta colors.  |

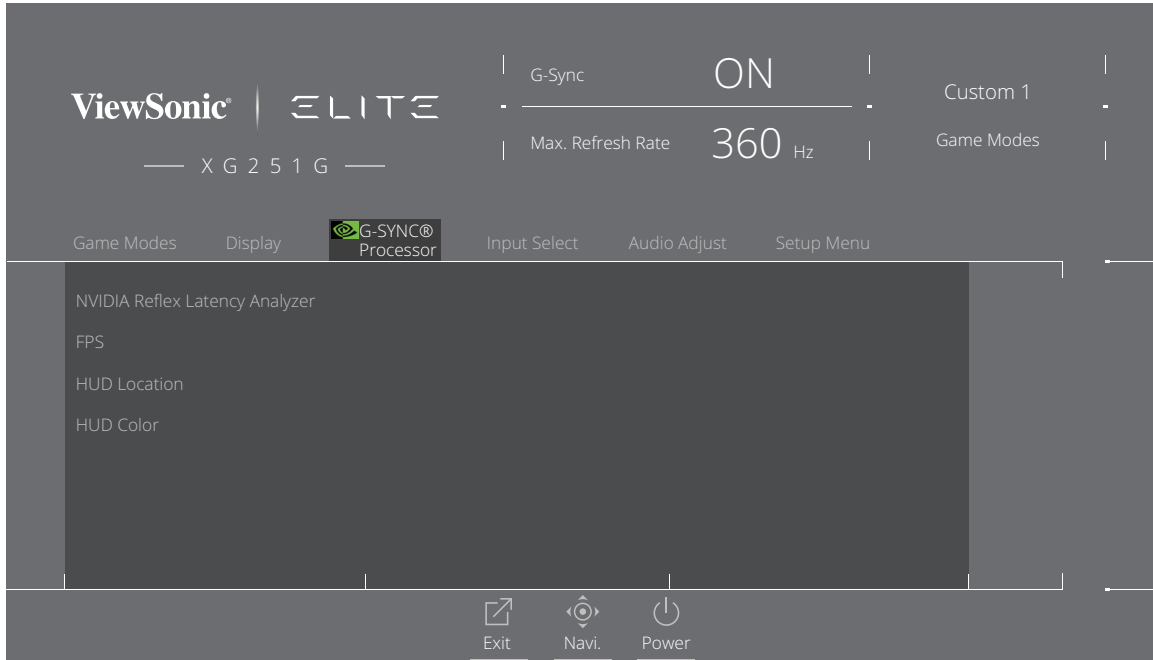
| Menu Option       | Description  |
|-------------------|--|
| Color Temperature | <p>Select the color temperature setting.</p> <ul style="list-style-type: none"> <li>• sRGB: Lower brightness and more natural colors.</li> <li>• Bluish: Set the color temperature to 9300K.</li> <li>• Cool: Set the color temperature to 7500K.</li> <li>• Native: Default color temperature. Recommended for regular use.</li> <li>• Warm: Set the color temperature to 5000K.</li> <li>• Full Color Control: Adjust red, green, and blue values as desired.</li> </ul> |
| Gamma             | <p>Allows users to manually adjust the brightness level of the monitor's grayscale levels.</p>   |
| SDR Colors sRGB   | <p>Only enabled in SDR mode.</p> <p><b>Off:</b> Disable sRGB color space.</p> <p><b>On:</b> Enable sRGB color space.</p> <p><b>NOTE:</b></p> <ul style="list-style-type: none"> <li>• Windows systems requires sRGB to be On.</li> <li>• Mac systems require the Wide Gamut mode to be Off.</li> </ul>   |
| SDR Variable BL   | <p>Sets the backlight mode that is used in SDR mode.</p>   |
| HDR Variable BL   | <p>Sets the backlight mode that is used in HDR mode.</p>   |
| DP YCbCR sRGB     | <p>Gamma curve selection for YCbCr formats on DP input in SDR mode:</p> <p>When enabled (default), the DP input will use sRGB gamma to display YCbCr inputs.</p> <p>When disabled, the DP input will use BT1886 gamma to display YCbCr inputs.</p>   |



| Menu Option      | Description  |
|------------------|--|
| HDMI YCbCR sRGB  | <p>Gamma curve selection for YCbCr formats on HDMI input in SDR mode:</p> <p>When enabled, the HDMI input will use sRGB gamma to display YCbCr inputs.</p> <p>When disabled (default), the HDMI input will use BT1886 gamma to display YCbCR inputs.</p> |
| Scaling Pix Rep  | Set scaling pixel repetition.  |
| Variable BL Mode | This sets the basic response time of the variable backlight when variable backlight mode is enabled.   |

## G-SYNC Processor

1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **G-SYNC Processor**. Then move the joy key [▼] to enter the **G-SYNC Processor** menu.



3. Move the joy key [▲] or [▼] to select the setting. Then press the [●] key to confirm the selection.

| Menu Option                    | Description                              |
|--------------------------------|--|
| NVIDIA Reflex Latency Analyzer | Optimize and measure latency in games.   |
| FPS                            | Show the refresh rate number on-screen.  |
| HUD Location                   | Adjust the refresh rate number location. |
| HUD Color                      | Adjust the refresh rate number color.    |

## Input Select

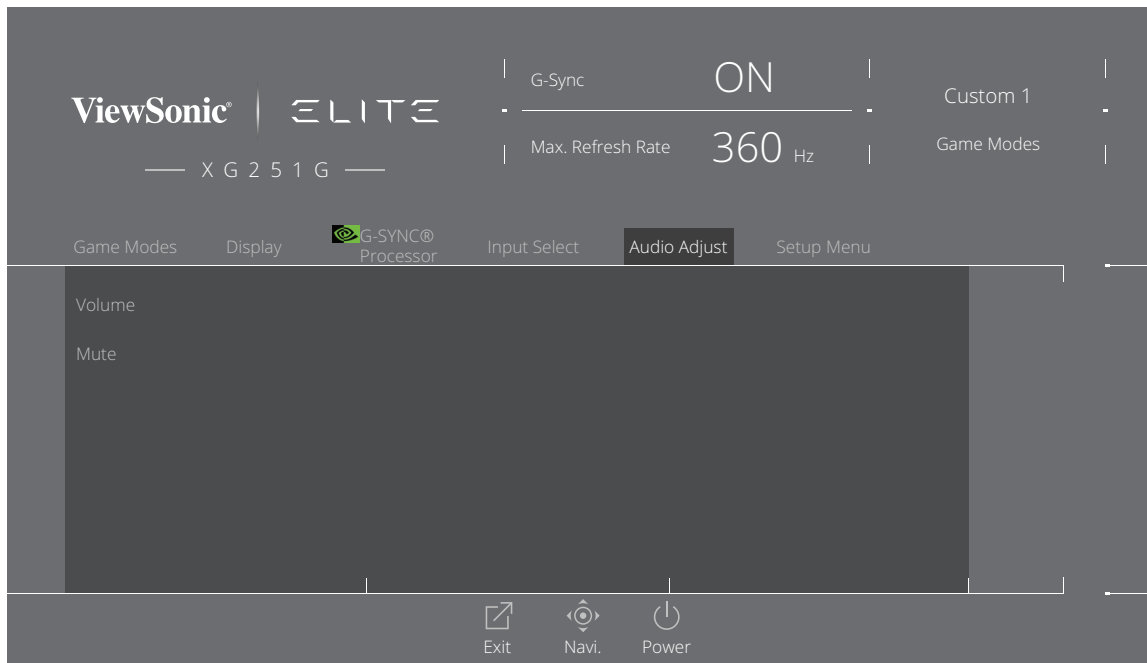
1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **Input Select**. Then move the joy key [▼] to enter the **Input Select** menu.



3. Move the joy key [▲] or [▼] to select the desired input source. Then press the [●] key to confirm the selection.

## Audio Adjust

1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **Audio Adjust**. Then move the joy key [▼] to enter the **Audio Adjust** menu.



3. Move the joy key [▲] or [▼] to select the desired option. Then move the joy key [▶] to enter its sub-menu.
4. Move the joy key [▲] or [▼] to adjust/select the setting, and press the [●] key to confirm the selection (if applicable).

| Menu Option | Description               |
|-------------|---------------------------|
| Volume      | Adjust the volume level.  |
| Mute        | Enable/disable the sound. |

## Setup Menu

1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **Setup Menu**. Then move the joy key [▼] to enter the **Setup Menu** menu.



3. Move the joy key [▲] or [▼] to select the menu option. Then move the joy key [▶] to enter its sub-menu.
4. Move the joy key [▲] or [▼] to adjust/select the setting. Then press the [●] key to confirm (if applicable).

**NOTE:** Some sub-menu options may have another sub-menu. To enter the respective sub-menu, move the joy key [▶].

| Menu Option       | Description   |
|-------------------|---|
| Language          | Select an available language for the OSD Menu.  |
| Resolution Notice | Enable this option to allow the system to inform users that the current viewing resolution is not the correct native resolution.  |
| Information       | Display the monitor information.  |
| Quick Access      | Select which options to have present in the Quick Access Menu.  |
| Crosshair         | Aim more clearly and quickly during FPS games with the on-screen overlay. For more information, see page 54.  |
| Elite RGB         | <p>This setting controls the RGB lighting on the back of the monitor and under the bezel in order to enhance your RGB experience. When switched on, or after being reset, the default 'Breathing' will activate.</p> <p>In addition, the RGB lights are also synced with several key partners. Downloading their software will give you the power to manipulate your RGB capabilities even further.</p> <p>If you would like to leverage partnered software see the advanced setup below.</p> <p><u>Partner Software RGB Setup</u></p> <ul style="list-style-type: none"> <li>• Visit <a href="https://www.viewsonic.com/elite/rgb/">https://www.viewsonic.com/elite/rgb/</a> and choose a partner RGB software to download.</li> <li>• Download and install your software of choice.</li> <li>• Included with your monitor is a USB 3.0 A-Male to B-Male cable. Plug in the USB 3.0 B-Male connector to your monitor and the USB 3.0 A-Male connector to your PC.</li> <li>• Run the partner software and start customizing your RGB lighting!</li> </ul> <p>You can also check out our RGB software setup tutorials online at <a href="https://www.viewsonic.com/elite/rgb/">https://www.viewsonic.com/elite/rgb/</a>.</p> <p>*Mode variations, customization features and any other features or uses shall be based on and subject to the terms of use, end user license agreement and the software capabilities as specified or provided in partners' software.</p> |

| Menu Option     | Description   |
|-----------------|---|
| OSD Timeout     | Adjust the length of time the OSD Menu remains on screen.   |
| OSD Background  | Show/Hide the OSD background when the OSD Menu appears on the screen.   |
| Power Indicator | Set the Power Indicator On or Off. If the setting is set to On, the power indicator lights blue when the device is turned on.   |
| Standby Charger | When activated, the USB will continue to supply power even when the monitor is in standby mode.   |
| Sleep           | Set the amount of idle time before the monitor enters <i>Sleep mode</i> .   |
| Deep Sleep      | <p><u>On</u><br/>When there is no signal, the monitor will go to sleep mode after 15 minutes.</p> <p><u>Off</u><br/>When there is no signal, the monitor will not go to sleep mode.</p> |
| ECO Mode        | Choose between various modes, based on power consumption.   |
| All Recall      | Resets all settings to their default values.  |

# > Advanced Features and Settings

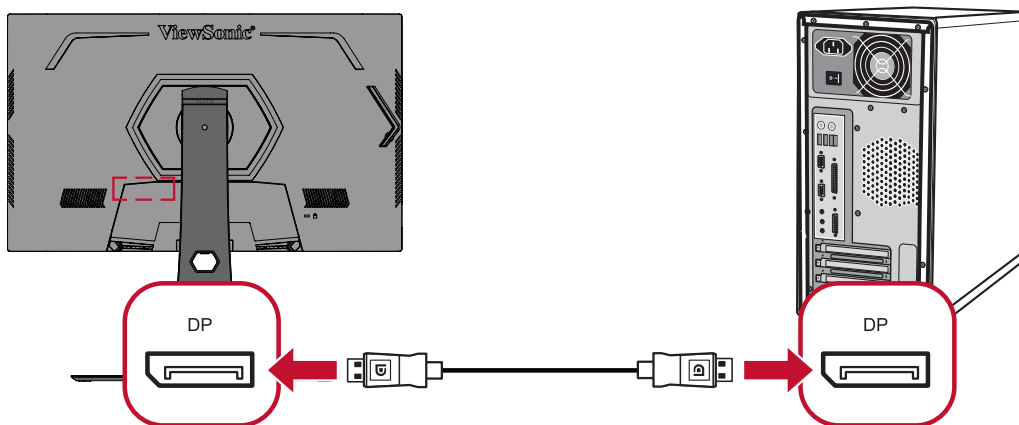
This section describes advanced features of the monitor.

## NVIDIA Reflex Latency Analyzer

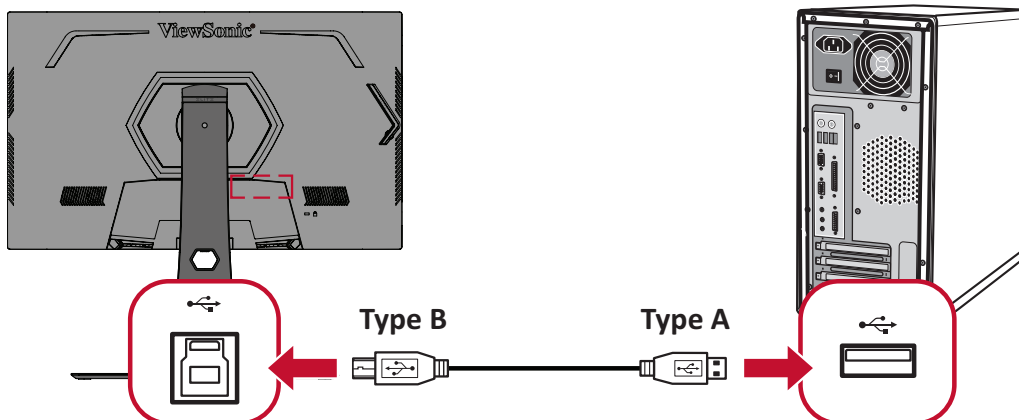
NVIDIA Reflex is a technology designed to reduce the input lag between your peripheral devices (e.g., mouse) and your PC/display to reduce latency and help improve your performance and in-game experience.


To use the NVIDIA Reflex Latency Analyzer:

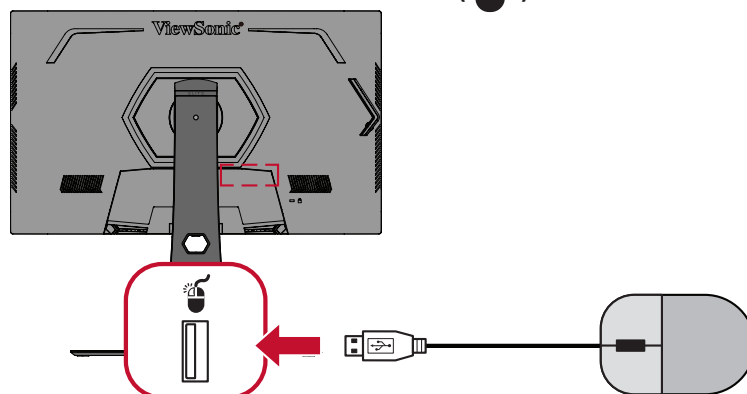
1. Connect the monitor, via DisplayPort, to your GeForce GPU.



2. Ensure the USB Type B cable is connected to the monitor and your computer.



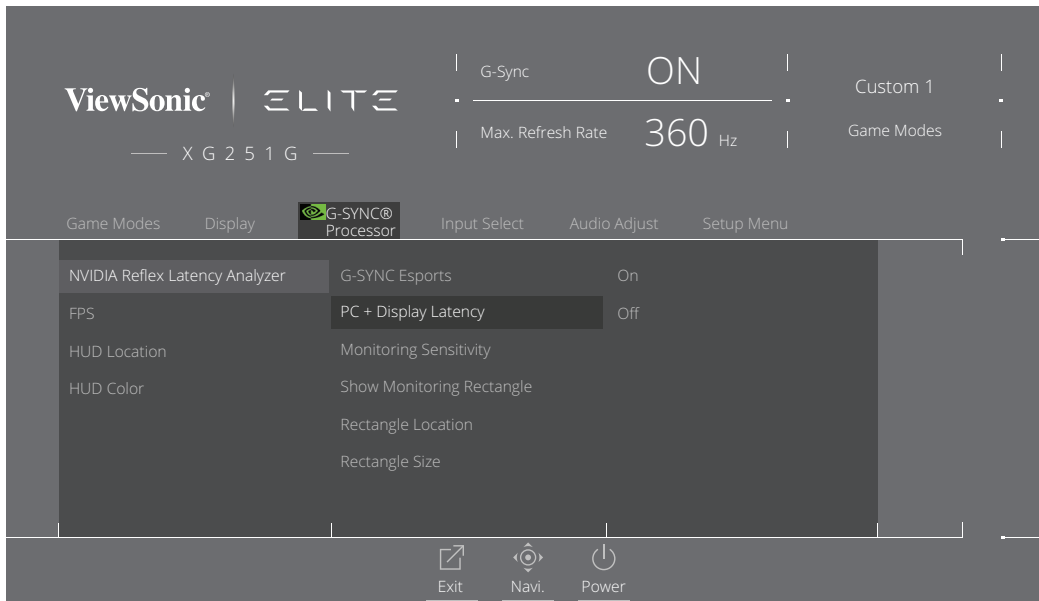
3. Connect your *NVIDIA Reflex compatible mouse* to the USB Type A port at the rear of the monitor labeled with the mouse icon (  ).





#### 4. Turn on the **NVIDIA Reflex Latency Analyzer** in the monitor's OSD Menu:

- » Press the **[●] key** or move the joy key **[◀]** or **[▲]** or **[▼]** to display the On-Screen Display (OSD) Menu.
- » Using the joy key, go to: **G-SYNC Processor > NVIDIA Reflex Latency Analyzer > PC + Display Latency > On.**



#### 5. Setup the **Monitoring Rectangle**.

The NVIDIA Reflex Latency Analyzer measures flashes or bright changes on the screen. The measurements are taken within the **Monitoring Rectangle**.

To measure latency, the **Monitoring Rectangle** will need to be moved over a location on screen where a flash or change in brightness will occur when the left mouse button is pressed (e.g, placed over the muzzle of a firearm in an FPS game).

In the OSD Menu:

- » Press the **[●] key** or move the joy key **[◀]** or **[▲]** or **[▼]** to display the On-Screen Display (OSD) Menu.
- » Using the joy key, go to: **G-SYNC Processor > NVIDIA Reflex Latency Analyzer > Rectangle Location** to adjust the location of the **Monitoring Rectangle**.

#### **NOTE:**

- A preset location can be chosen under **Rectangle Preset**.
- The Monitoring Rectangle's size can be adjusted under **Rectangle Size**.

#### 6. Now the PC + Display Latency will be able to be measured by pressing the left mouse button.

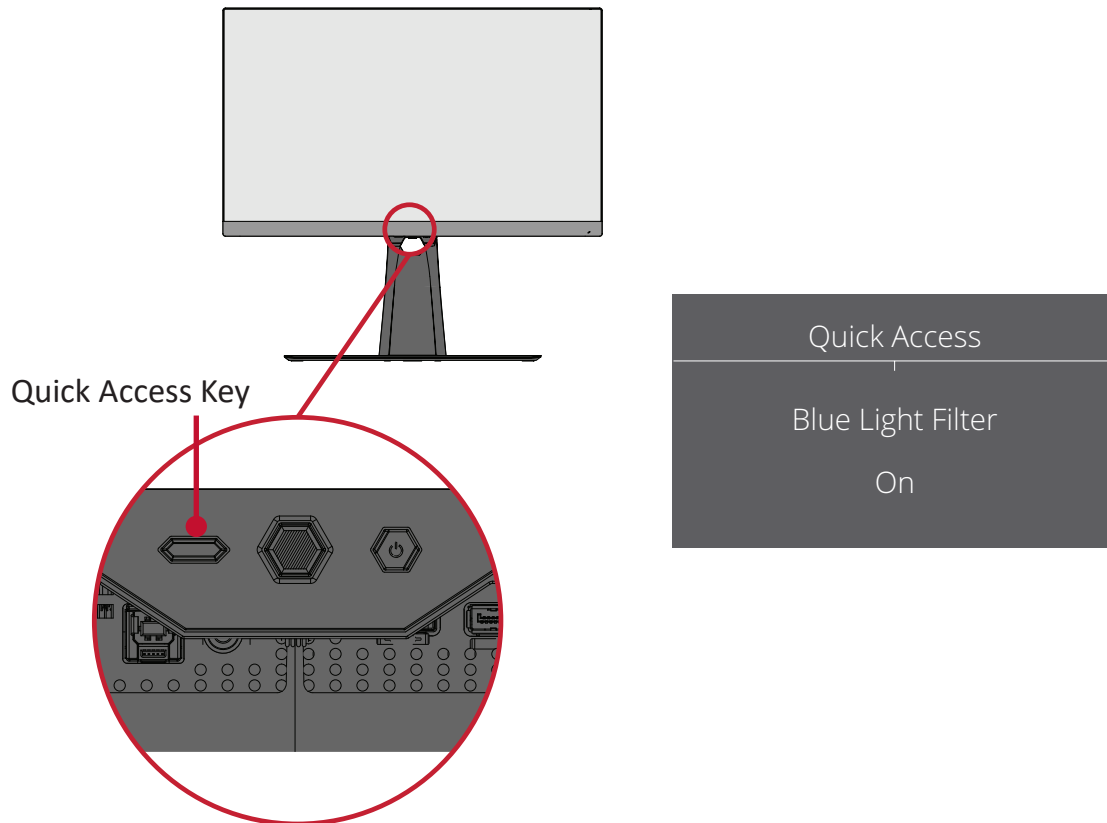
To learn more, visit: <https://www.nvidia.com/en-us/geforce/news/reflex-latency-analyzer-360hz-g-sync-monitors/>.

## Blue Light Filter and Eye Health

The Blue Light Filter blocks high-energy blue light for a more comfortable viewing experience.

### Quick Access Blue Light Filter Setup

Enabling and disabling the Blue Light Filter can be done on the fly via the **Quick Access Key**.



**NOTE:** When enabling the Blue Light Filter (BLF) via the **Quick Access Key**, the BLF value will be 100 which is certified by TÜV. However, the BLF value will be 0 if the user chooses another function via the **Quick Access Key**.

While using and enjoying your monitor please keep the following in mind:

- Viewing computer screens for extended periods of time may cause eye irritation and discomfort. To reduce these effects, it is recommended to take periodic breaks from viewing to allow the eyes to relax.
- Users can customize the Blue Light Filter value through the **Game Modes Menu**.



- The monitor also supports Flicker-Free, which reduces or eliminates screen flicker, thus easing potential eye strain.

## Calculating Breaks

When viewing the monitor for extended periods, it is recommended to take periodic breaks from viewing. Short breaks of at least five (5) minutes are recommended after one (1) to two (2) hours of continuous viewing.

Taking shorter, more frequent breaks are generally more beneficial than longer, less frequent breaks.

## Looking at Distant Objects

While taking breaks, users can further reduce eye strain and dryness by focusing on objects that are further away from them.

## Eye and Neck Exercises

### Eye Exercises

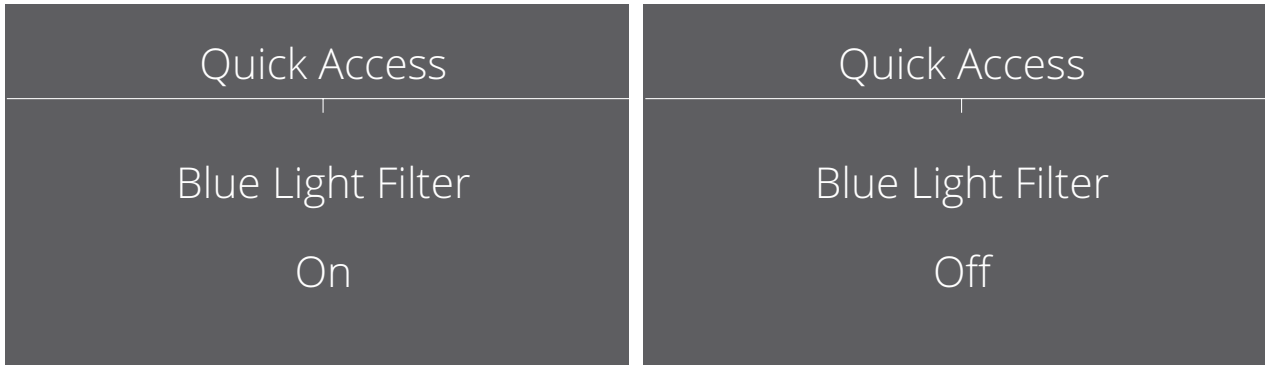
Eye exercises can help minimize eye strain. Slowly roll your eyes to the left, right, up, and down. Repeat as many times as needed.

### Neck Exercises

Neck exercises can also help minimize eye strain. Relax your arms and let them hang at your sides, bend forward slightly to stretch the neck, turn your head to the right and to the left. Repeat as many times as needed.

## Quick Access

Quickly initiate some functions and modes through the Quick Access key and menu. Users can also define which functions or modes they prefer in the Quick Access Menu via the **Setup Menu** in the OSD Menu. The function/mode will be enabled as soon as the **Quick Access Key** is pressed.



**NOTE:** The Quick Access Menu will disappear after three (3) seconds automatically.

To change the Quick Access functions for the **Quick Access Key**:

1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **Setup Menu**. Then move the joy key [▼] to enter the **Setup Menu** menu.
3. Move the joy key [▲] or [▼] to select **Quick Access**. Then move the joy key [▶] to enter its sub-menu.
4. Move the joy key [▲] or [▼] to select your preference. Then press the [●] key to confirm the selection.

# Elite RGB Lighting

This setting controls the RGB lighting on the back of the monitor and beneath the bezel. When “On”, or after being reset, the default ‘Breathing’ mode will be active.

To enter the Elite RGB menu:

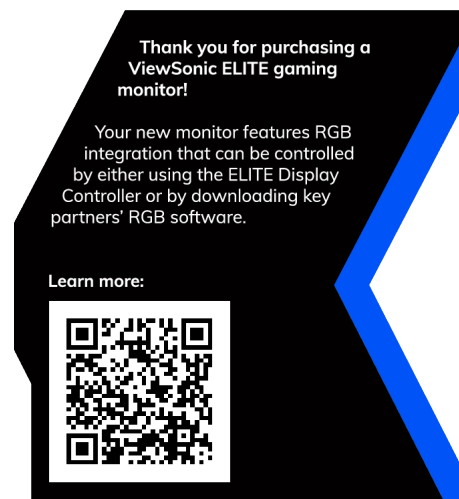
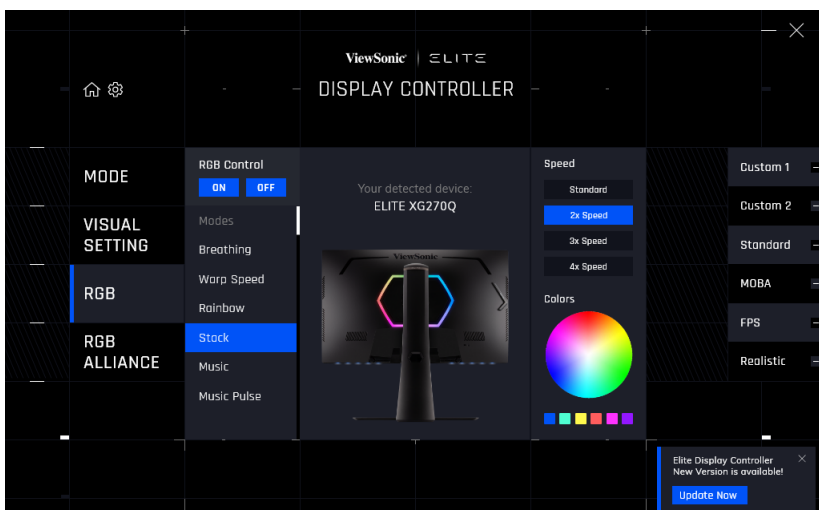
1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **Setup Menu**. Then move the joy key [▼] to enter the **Setup Menu** menu.
3. Move the joy key [▲] or [▼] to select **Elite RGB**. Then move the joy key [▶] to enter its sub-menu.
4. Move the joy key [▲] or [▼] to select your preference. Then press the [●] key to confirm the selection.

**NOTE:** Some sub-menu options may have another sub-menu. To enter the respective sub-menu, move the joy key [▶].

In addition, the RGB backlights are also synced with several key partners. Downloading their software will give you the power to adjust your RGB capabilities further.

To setup up partner RGB software:

1. Visit: <https://www.viewsonic.com/elite/rgb/>
2. Select a partner RGB software, and download it.
3. Connect one end of the USB Type B cable to the monitor and the other end to your computer.
4. Run and install the partner software.
5. Start customizing the monitor’s RGB lighting.



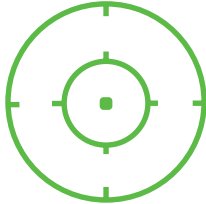


# Crosshair

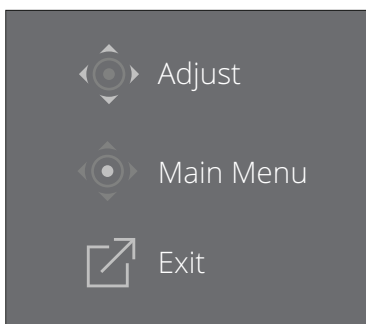
Select from different crosshair styles and colors to overlay on your screen.

To enable the Crosshair function:

1. Press the [●] key or move the joy key [◀] or [▲] or [▼] to display the On-Screen Display (OSD) Menu.
2. Move the joy key [◀] or [▶] to select **Setup Menu**. Then move the joy key [▼] to enter the **Setup Menu** menu.
3. Move the joy key [▲] or [▼] to select **Crosshair**. Then move the joy key [▶] to confirm the selection.
4. Move the joy key [▲] or [▼] to select your preferred crosshair style and color. Then press the [●] key to confirm the selection.

**NOTE:** A preview image of the crosshair (type and color) will be displayed on the right side of the OSD Menu before confirming.

| Crosshair | Description  |
|-----------|--|
| Type A    |   |
| Type B    |  |
| Type C    |   |



**NOTE:** This message box will appear with the crosshair, and disappear after three (3) seconds automatically.

# > Appendix

## Specifications

| Item                       | Category             | Specifications   |
|----------------------------|----------------------|--|
| LCD                        | Type                 | TFT, Active Matrix 1920 x 1080 LCD, 0.2331 mm x 0.2331 mm pixel pitch  |
|                            | Display Size         | 62.23 cm, 24.5"  |
|                            | Color Filter         | RGB vertical stripe  |
|                            | Glass Surface        | Anti-Glare, Hard Coating (3H)  |
| Input Signal               | Video Sync           | <u>TMDS digital (100 Ω)</u><br>HDMI: f <sub>h</sub> :30-230 KHz, f <sub>v</sub> :48-144 Hz<br>DisplayPort: f <sub>h</sub> :30-250 KHz, f <sub>v</sub> :48-360 Hz   |
| Compatibility              | PC                   | up to 1920 x 1080  |
|                            | Macintosh            | up to 1920 x 1080  |
|                            | Recommended          | 1920 x 1080 @ 360Hz  |
| Resolution <sup>1</sup>    | Supported            | <ul style="list-style-type: none"> <li>• 1920 x 1080 @ 100, 120, 144, 165, 240, 360Hz</li> <li>• 1680 x 1050 @ 60Hz</li> <li>• 1440 x 900 @ 60, 75Hz</li> <li>• 1280 x 1024 @ 60, 75Hz</li> <li>• 1024 x 768 @ 50, 60, 70, 72, 75Hz</li> <li>• 800 x 600 @ 56, 60, 72, 75Hz</li> <li>• 720 x 400 @ 70Hz</li> <li>• 640 x 480 @ 50, 60, 67, 72, 75Hz</li> </ul> |
| Power Adapter <sup>2</sup> | Input Voltage        | AC 100-240V, 50/60Hz (auto switch)   |
| Display Area               | Full Scan (H x V)    | 596.736 x 335.664 mm (23.49" x 13.22")   |
| Operating conditions       | Temperature          | 0° C to 40° C (32° F to 104° F)  |
|                            | Humidity             | 20% to 90% (non-condensing)  |
|                            | Altitude             | 10,000 feet (3.048 km)   |
| Storage conditions         | Temperature          | -20° C to 60° C (-4° F to 140° F)  |
|                            | Humidity             | 5% to 90% (non-condensing)   |
|                            | Altitude             | 40, 000 feet (12.1 km)   |
| Dimensions                 | Physical (W x H x D) | 557.9 x 402.7~522.7 x 247.9 mm (21.96" x 15.85~20.58" x 9.76")   |
| Wall Mount                 | Dimensions           | 100 x 100 mm   |
| Weight                     | Physical             | 10.2 kg (22.49 lbs)  |
| Power saving modes         | On <sup>3</sup>      | 60W (Typical) <sup>4</sup>   |
|                            | Off                  | < 0.3W (Max)   |

<sup>1</sup> Do not set the graphics card in your computer to exceed these timing modes; doing so may result in permanent damage to the display.

<sup>2</sup> Please use the power adapter from ViewSonic® or an authorized source only.

<sup>3</sup> The test condition follows EEI standards.

<sup>4</sup> Without USB and audio.

# Glossary

This section describes the standard glossary of terms used in all LCD display models. All terms are listed in alphabetical order.

**NOTE:** Some terms may not be applicable to your monitor.

## A

### **Advanced DCR**

Advanced DCR technology automatically detects the image signal and intelligently controls the backlight brightness and color to improve on the ability to make the black blacker in a dark scene, and make the white whiter in a bright environment.

### **Adaptive Sync**

Adaptive Sync technology puts an end to choppy gameplay and broken frames with fluid, artifact-free performance at virtually any frame rate.

### **Audio Adjust**

Adjusts the volume, mutes the sound, or toggles between inputs if you have more than one source.

### **Auto Detect**

If the current input source has no signal, the monitor will automatically switch to the next input option. This function, on some models, is disabled by default.

## B

### **Black Stabilization**

ViewSonic's Black Stabilization provides heightened visibility and detail by brightening dark scenes.

### **Blue Light Filter**

Adjusts the filter that blocks high-energy blue light for a more comfortable viewing experience.

### **Boot Up Screen**

Turning off the boot screen will disable the on-screen message from displaying when turning on the monitor.

### **Brightness**

Adjusts background black levels of the screen image.



## C Color Adjust

Provides several color adjustment modes to help adjust the color settings to fit the user's needs.

### Color Range

The monitor can detect the input signal color range automatically. You can manually change the color range options to fit the correct color range if the colors are not displayed correctly.

| Options       | Description   |
|---------------|---|
| Auto          | The monitor automatically recognizes the color format and black and white levels. |
| Full Range    | The color range of the black and white levels are full.                           |
| Limited Range | The color range of the black and white levels are limited.                        |

### Color Space

Allows users to choose which color space they would like to use for monitor color output (RGB, YUV).

### Color Temperature

Allows users to select specific color temperature settings to further customize their viewing experience.

| Panel Default | Panel Original Status                                   |
|---------------|---|
| sRGB          | Standard color space used for the Windows system.       |
| Bluish        | Set the color temperature to 9300K.                     |
| Cool          | Set the color temperature to 7500K.                     |
| Native        | Default color temperature. Recommended for general use. |
| Warm          | Set the color temperature to 5000K.                     |

### ColorX

A unique color mode, balancing speed and color, for fast-paced action. Best for games that require twitch-like reflexes and precise color for quick reactions.

### Contrast

Adjusts the difference between the image background (black level) and the foreground (white level).

### Crosshair

Select from different crosshair styles and colors to overlay on your screen.

## **E Elite RGB Lighting**

This setting controls the RGB lighting on the back of the monitor and beneath the bezel. Both the color and style of the RGB lighting can be adjusted.

## **G Game Mode**

Integrating a gaming-oriented OSD design including pre-calibrated FPS, RTS, and MOBA gaming settings. Each mode is functionally customized with in-game testing and adjustments made for the best blend of color and technology.

### **Gamma**

Allows users to manually adjust the brightness level of the monitor's grayscale levels. There are six selections: 1.8, 2.0, 2.2, 2.4, 2.6, and 2.8.

## **H Hertz Limiter**

Allows users to control how many frames the monitor can output. The monitor will put a cap on the maximum amount of frames that can be rendered from the monitor to save power and loading from the monitor's side.

### **Hue**

Adjusts the tint of each color (red, green, blue, cyan, magenta, and yellow).

## **I Information**

Displays the timing mode (video signal input) coming from the graphics card in the computer, the LCD model number, the serial number, and the ViewSonic® website URL. See your graphics card's user guide for instructions on changing the resolution and refresh rate (vertical frequency).

**NOTE:** VESA 1024 x 768 @ 60Hz, for example, means that the resolution is 1024 x 768 and the refresh rate is 60Hz.

### **Input Select**

Toggles between the various input options that are available for the monitor.

- L Low Input Lag**  
ViewSonic® offers low input lag, utilizing a monitor process reducer, which decreases signal latency. Under the “Low Input Lag” sub-menu, you can select the appropriate speed for your desired use from the options.
- M Manual Image Adjust**  
Displays the “Manual Image Adjust” menu. You can manually set a variety of image quality adjustments.
- Memory Recall**  
Returns the adjustments back to factory settings if the display is operating in a factory preset timing mode listed in the “Specifications” of this manual.
- NOTE:** (Exception) This control does not affect changes made in the “Language Select” or “Power Lock” setting.
- O Offset**  
Adjusts black levels for red, green, and blue. The gain and offset functions allow users to control the white balance for the upmost control when manipulating contrast and dark scenes.
- OSD Pivot**  
Sets the monitor OSD Menu display direction.
- Overscan**  
Refers to a cropped image on your monitor’s screen. A setting on your monitor zooms in on movie content, so that you cannot see the outermost edges of the film.
- P Power Indicator**  
The light that displays whether the monitor is on or off. This setting also controls the lighting on the stand. Users can turn off the lighting effect under “Power Indicator”. Additionally, the power indicator displays an average color directly interpreting the input color signal received on screen.
- PureXP™**  
Short for “Pure Experience”, this feature can enhance the visual quality of moving objects, making them less vague with a clearer view. XP is also a play on the life bar in some games. XP is a common & cool way for naming, just like video industry, video effect as VFX. It also adds a more gaming & technological touch.

**Q Quick Access**  
Quickly initiate some functions and modes through the Quick Access key and menu. Users can also define which functions or modes they prefer in the Quick Access Menu via the **Setup Menu** in OSD. The function/mode will be enabled as soon as the light-bar moves on the item, and will disable after removing the light-bar.

**R Recall**  
Resets the ViewMode monitor settings.

**Resolution Notice**

The notice tells users that the current viewing resolution is not the correct native resolution. This notice will appear in the display settings window when setting up the display resolution.

**Response Time OD**

An advanced tuning function for users that want to adjust their monitor's response time. They can select from five (5) different levels to more precisely tune the response to be as fast as needed while reducing blurring or ghosting based on each unique gaming scenario.

**S Setup Menu**  
Adjusts On-Screen Display (OSD) Menu settings. Many of these settings can activate on-screen display notifications so users do not have to reopen the menu.

**Sharpness**

Adjusts the picture quality of the monitor.

**V ViewMode**  
ViewSonic's unique ViewMode feature offers "Game", "Movie", "Web", "Text", "MAC", and "Mono" presets. These presets are specifically designed to deliver an optimized viewing experience for different screen applications.

**ViewScale**

Gamers have the ability to adjust the display size of the image on the monitor, allowing for a "best fit" scenario.

# Troubleshooting

This section describes some common problems that you may experience when using the monitor.

| Problem or Issue                            | Possible Solutions  |
|---|---|
| No power                                    | <ul style="list-style-type: none"><li>• Make sure you have turned on the monitor by pressing the <b>Power</b> button.</li><li>• Make sure the power cord is properly and securely connected to the monitor and power outlet.</li><li>• Plug another electrical device into the power outlet to verify that the outlet is supplying power.</li></ul>   |
| Power is On, but no image appears on screen | <ul style="list-style-type: none"><li>• Make sure the video cable connecting the monitor to the computer is properly and securely connected.</li><li>• Adjust the brightness and contrast settings.</li><li>• Make sure the correct input source is selected.</li></ul>   |
| Wrong or abnormal colors                    | <ul style="list-style-type: none"><li>• If any colors (red, green, or blue) are missing, check the video cable to make sure it is properly and securely connected. Loose or broken pins in the cable connector could cause an improper connection.</li><li>• Connect the monitor to another computer.</li><li>• If you have an older graphics card, contact ViewSonic® for a non-DDC adapter.</li></ul> |
| Screen image is too light or dark           | <ul style="list-style-type: none"><li>• Adjust brightness and contrast settings via the OSD Menu.</li><li>• Reset the monitor to factory settings.</li></ul>  |
| Screen image cuts in and out                | <ul style="list-style-type: none"><li>• Make sure the correct input source is selected.</li><li>• Check for bent or broken pins in the video cable connector.</li><li>• Make sure the video cable connecting the monitor to the computer is properly and securely connected.</li></ul>  |
| Screen image is blurred                     | <ul style="list-style-type: none"><li>• Adjust the resolution to the correct Aspect Ratio.</li><li>• Reset the monitor to factory settings.</li></ul>   |

| Problem or Issue   | Possible Solutions   |
|--|--|
| The screen isn't centered correctly  | <ul style="list-style-type: none"> <li>• Adjust the horizontal and vertical controls via the OSD Menu.</li> <li>• Check the Aspect Ratio.</li> <li>• Reset the monitor to factory settings.</li> </ul>   |
| The screen appears yellow  | <ul style="list-style-type: none"> <li>• Make sure the "Blue Light Filter" is Off.</li> </ul>  |
| The OSD Menu does not appear on the screen/the OSD controls are inaccessible | <ul style="list-style-type: none"> <li>• Check whether the OSD Menu is locked.</li> <li>• Turn off the monitor, unplug the power cord, plug it back in, and then turn on the monitor.</li> <li>• Reset the monitor to factory settings.</li> </ul>   |
| Control panel keys do not work   | <ul style="list-style-type: none"> <li>• Press only one key at a time.</li> <li>• Restart the computer.</li> </ul>   |
| Some menus aren't selectable in the OSD                                      | <ul style="list-style-type: none"> <li>• Adjust the ViewMode or the input source.</li> <li>• Reset the monitor to factory settings.</li> </ul>   |
| No audio output  | <ul style="list-style-type: none"> <li>• If using ear-/headphones, ensure the mini stereo jack is connected.</li> <li>• Make sure the volume is not muted, nor set to 0.</li> <li>• Check the Audio Input setting.</li> </ul>  |
| The monitor will not adjust  | <ul style="list-style-type: none"> <li>• Make sure there are no obstructions near or on the monitor, and that there is adequate spacing.</li> <li>• For more information, see "Adjusting the Viewing Angle".</li> </ul>  |
| USB devices connected to the monitor do not work                             | <ul style="list-style-type: none"> <li>• Make sure the USB cable is connected properly.</li> <li>• Try changing to another USB port (if applicable).</li> <li>• Some USB devices require a higher electric current; connect the device directly to the computer.</li> </ul>  |
| The external device is connected, but no image appears on the screen         | <ul style="list-style-type: none"> <li>• Make sure the Power is On</li> <li>• Adjust brightness and contrast via the OSD Menu.</li> <li>• Check the connecting cable and make sure it is properly and securely connected. Loose or broken pins in the cable connector could cause an improper connection.</li> </ul> |

# Maintenance

## General Precautions

- Make sure the monitor is turned off and the power cable is unplugged from the power outlet.
- Never spray or pour any liquid directly onto the screen or case.
- Handle the monitor with care, as a darker-colored monitor, if scuffed, may show marks more clearly than a lighter-colored monitor.

## Cleaning the Screen

- Wipe the screen with a clean, soft, lint-free cloth. This removes dust and other particles.
- If the screen is still not clean, apply a small amount of non-ammonia, non-alcohol based glass cleaner onto a clean, soft, lint-free cloth; then wipe the screen.

## Cleaning the Case

- Use a soft, dry cloth.
- If the case is still not clean, apply a small amount of non-ammonia, non-alcohol based, mild non-abrasive detergent onto a clean, soft, lint-free cloth, then wipe the surface.

## Disclaimer

- ViewSonic® does not recommend the use of any ammonia or alcohol-based cleaners on the display screen or case. Some chemical cleaners have been reported to damage the screen and/or case of the monitor.
- ViewSonic® will not be liable for damage resulting from use of any ammonia or alcohol-based cleaners.

# > Regulatory and Service Information

## Compliance Information

This section addresses all connected requirements and statements regarding regulations. Confirmed corresponding applications shall refer to nameplate labels and relevant markings on the unit.

### FCC Compliance Statement

This device complies with part 15 of FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) 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.

**Warning:** You are cautioned that changes or modifications not expressly approved by the party responsible for compliance could void your authority to operate the equipment.

### Industry Canada Statement

CAN ICES-003(B) / NMB-003(B)

### CE Conformity for European Countries

 The device complies with the EMC Directive 2014/30/EU and Low Voltage Directive 2014/35/EU.



**The following information is only for EU-member states:**

The mark shown to the right is in compliance with the Waste Electrical and Electronic Equipment Directive 2012/19/EU (WEEE). The mark indicates the requirement NOT to dispose of the equipment as unsorted municipal waste, but use the return and collection systems according to local law.



**Declaration of RoHS2 Compliance**

This product has been designed and manufactured in compliance with Directive 2011/65/EU of the European Parliament and the Council on restriction of the use of certain hazardous substances in electrical and electronic equipment (RoHS2 Directive) and is deemed to comply with the maximum concentration values issued by the European Technical Adaptation Committee (TAC) as shown below:

| Substance                               | Proposed Maximum Concentration | Actual Concentration |
|---|--------------------------------|----------------------|
| Lead (Pb)                               | 0.1%                           | < 0.1%               |
| Mercury (Hg)                            | 0.1%                           | < 0.1%               |
| Cadmium (Cd)                            | 0.01%                          | < 0.01%              |
| Hexavalent Chromium (Cr6 <sup>+</sup> ) | 0.1%                           | < 0.1%               |
| Polybrominated biphenyls (PBB)          | 0.1%                           | < 0.1%               |
| Polybrominated diphenyl ethers (PBDE)   | 0.1%                           | < 0.1%               |
| Bis (2-ethylhexyl) phthalate (DEHP)     | 0.1%                           | < 0.1%               |
| Butyl benzyl phthalate (BBP)            | 0.1%                           | < 0.1%               |
| Dibutyl phthalate (DBP)                 | 0.1%                           | < 0.1%               |
| Diisobutyl phthalate (DIBP)             | 0.1%                           | < 0.1%               |

**Certain components of products as stated above are exempted under the Annex III of the RoHS2 Directives as noted below. Examples of exempted components are:**

- Mercury in cold cathode fluorescent lamps and external electrode fluorescent lamps (CCFL and EEFL) for special purposes not exceeding (per lamp):
  - » Short length ( $\leq 500$  mm): maximum 3.5 mg per lamp.
  - » Medium length ( $> 500$  mm and  $\leq 1,500$  mm): maximum 5 mg per lamp.
  - » Long length ( $> 1,500$  mm): maximum 13 mg per lamp.
- Lead in glass of cathode ray tubes.
- Lead in glass of fluorescent tubes not exceeding 0.2% by weight.
- Lead as an alloying element in aluminum containing up to 0.4% lead by weight.
- Copper alloy containing up to 4% lead by weight.

- Lead in high melting temperature type solders (i.e. lead-based alloys containing 85% by weight or more lead).
- Electrical and electronic components containing lead in a glass or ceramic other than dielectric ceramic in capacitors, e.g. piezoelectronic devices, or in a glass or ceramic matrix compound.

### **Indian Restriction of Hazardous Substances**

Restriction on Hazardous Substances statement (India). This product complies with the “India E-waste Rule 2011” and prohibits use of lead, mercury, hexavalent chromium, polybrominated biphenyls or polybrominated diphenyl ethers in concentrations exceeding 0.1 weight % and 0.01 weight % for cadmium, except for the exemptions set in Schedule 2 of the Rule.

### **Product Disposal at End of Product Life**

ViewSonic® respects the environment and is committed to working and living green. Thank you for being part of Smarter, Greener Computing. Please visit the ViewSonic® website to learn more.

#### **USA & Canada:**

<http://www.viewsonic.com/company/green/recycle-program/>

#### **Europe:**

<http://www.viewsoniceurope.com/eu/support/call-desk/>

#### **Taiwan:**

<https://recycle.epa.gov.tw/>

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VESA is a registered trademark of the Video Electronics Standards Association. DPMS, DisplayPort, and DDC are trademarks of VESA.

ENERGY STAR® is a registered trademark of the U.S. Environmental Protection Agency (EPA).

As an ENERGY STAR® partner, ViewSonic® Corporation has determined that this product meets the ENERGY STAR® guidelines for energy efficiency.

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## Customer Service

For technical support or product service, see the table below or contact your reseller.

**NOTE:** You will need the product's serial number.

| Country/ Region                  | Website  | Country/ Region          | Website  |
|----------------------------------|--|--------------------------|--|
| <b>Asia Pacific &amp; Africa</b> |  |                          |  |
| Australia                        | <a href="http://www.viewsonic.com/au/">www.viewsonic.com/au/</a>       | Bangladesh               | <a href="http://www.viewsonic.com/bd/">www.viewsonic.com/bd/</a> |
| 中国 (China)                       | <a href="http://www.viewsonic.com.cn">www.viewsonic.com.cn</a>         | 香港 (繁體中文)                | <a href="http://www.viewsonic.com/hk/">www.viewsonic.com/hk/</a> |
| Hong Kong (English)              | <a href="http://www.viewsonic.com/hk-en/">www.viewsonic.com/hk-en/</a> | India                    | <a href="http://www.viewsonic.com/in/">www.viewsonic.com/in/</a> |
| Indonesia                        | <a href="http://www.viewsonic.com/id/">www.viewsonic.com/id/</a>       | Israel                   | <a href="http://www.viewsonic.com/il/">www.viewsonic.com/il/</a> |
| 日本 (Japan)                       | <a href="http://www.viewsonic.com/jp/">www.viewsonic.com/jp/</a>       | Korea                    | <a href="http://www.viewsonic.com/kr/">www.viewsonic.com/kr/</a> |
| Malaysia                         | <a href="http://www.viewsonic.com/my/">www.viewsonic.com/my/</a>       | Middle East              | <a href="http://www.viewsonic.com/me/">www.viewsonic.com/me/</a> |
| Myanmar                          | <a href="http://www.viewsonic.com/mm/">www.viewsonic.com/mm/</a>       | Nepal                    | <a href="http://www.viewsonic.com/np/">www.viewsonic.com/np/</a> |
| New Zealand                      | <a href="http://www.viewsonic.com/nz/">www.viewsonic.com/nz/</a>       | Pakistan                 | <a href="http://www.viewsonic.com/pk/">www.viewsonic.com/pk/</a> |
| Philippines                      | <a href="http://www.viewsonic.com/ph/">www.viewsonic.com/ph/</a>       | Singapore                | <a href="http://www.viewsonic.com/sg/">www.viewsonic.com/sg/</a> |
| 臺灣 (Taiwan)                      | <a href="http://www.viewsonic.com/tw/">www.viewsonic.com/tw/</a>       | ประเทศไทย                | <a href="http://www.viewsonic.com/th/">www.viewsonic.com/th/</a> |
| Việt Nam                         | <a href="http://www.viewsonic.com/vn/">www.viewsonic.com/vn/</a>       | South Africa & Mauritius | <a href="http://www.viewsonic.com/za/">www.viewsonic.com/za/</a> |
| <b>Americas</b>                  |  |                          |  |
| United States                    | <a href="http://www.viewsonic.com/us">www.viewsonic.com/us</a>         | Canada                   | <a href="http://www.viewsonic.com/us">www.viewsonic.com/us</a>   |
| Latin America                    | <a href="http://www.viewsonic.com/la">www.viewsonic.com/la</a>         |                          |  |
| <b>Europe</b>                    |  |                          |  |
| Europe                           | <a href="http://www.viewsonic.com/eu/">www.viewsonic.com/eu/</a>       | France                   | <a href="http://www.viewsonic.com/fr/">www.viewsonic.com/fr/</a> |
| Deutschland                      | <a href="http://www.viewsonic.com/de/">www.viewsonic.com/de/</a>       | Қазақстан                | <a href="http://www.viewsonic.com/kz/">www.viewsonic.com/kz/</a> |
| Россия                           | <a href="http://www.viewsonic.com/ru/">www.viewsonic.com/ru/</a>       | España                   | <a href="http://www.viewsonic.com/es/">www.viewsonic.com/es/</a> |
| Türkiye                          | <a href="http://www.viewsonic.com/tr/">www.viewsonic.com/tr/</a>       | Україна                  | <a href="http://www.viewsonic.com/ua/">www.viewsonic.com/ua/</a> |
| United Kingdom                   | <a href="http://www.viewsonic.com/uk/">www.viewsonic.com/uk/</a>       |                          |  |

# Limited Warranty

ViewSonic® Display

## What the warranty covers:

ViewSonic® warrants its products to be free from defects in material and workmanship during the warranty period. If a product proves to be defective in material or workmanship during the warranty period, ViewSonic® will, at its sole option, and as your sole remedy, repair or replace the product with a similar product. Replacement Product or parts may include remanufactured or refurbished parts or components. The repair or replacement unit or parts or components will be covered by the balance of the time remaining on the customer's original limited warranty and the warranty period will not be extended. ViewSonic® provides no warranty for any third-party software whether included with the product or installed by the customer, installation of any unauthorized hardware parts or components (e.g. Projector Lamps). (Please refer to: "What the warranty excludes and does not cover" section).

## How long the warranty is effective:

ViewSonic® displays are warranted for between 1 and 3 years, depending on your country of purchase, for all parts including the light source and for all labor from the date of the first consumer purchase.

## Who the warranty protects:

This warranty is valid only for the first consumer purchaser.

## What the warranty excludes and does not cover:

- Any product on which the serial number has been defaced, modified, or removed.
- Damage, deterioration, or malfunction resulting from:
  - » Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, or failure to follow instructions supplied with the product.
  - » Repair or attempted repair by anyone not authorized by ViewSonic®.
  - » Damage to or loss of any programs, data, or removable storage media.
  - » Normal wear and tear.
  - » Removal or installation of the product.
- Software or data loss occurring during repair or replacement.
- Any damage of the product due to shipment.

- Causes external to the product, such as electric power fluctuations or failure.
- Use of supplies or parts not meeting ViewSonic’s specifications.
- Failure of owner to perform periodic product maintenance as stated in the User Guide.
- Any other cause which does not relate to a product defect.
- Damage caused by static (non-moving) images displayed for lengthy periods of time (also referred to as image burn-in).
- Software - Any third-party software included with the product or installed by the customer.
- Hardware/Accessories/Parts/Components – Installation of any unauthorized hardware, accessories, consumable parts or components (e.g. Projector Lamps).
- Damage to, or abuse of, the coating on the surface of the display through inappropriate cleaning as described in the product User Guide.
- Removal, installation, and set-up service charges, including wall-mounting of the product.

**How to get service:**

- For information about receiving service under warranty, contact ViewSonic® Customer Support (Please refer to the “Customer Service” page). You will need to provide your product’s serial number.
- To obtain warranty service, you will be required to provide: (a) the original dated sales slip, (b) your name, (c) your address, (d) a description of the problem, and (e) the serial number of the product.
- Take or ship the product, freight prepaid, in the original container to an authorized ViewSonic® service center or ViewSonic®.
- For additional information or the name of the nearest ViewSonic® service center, contact ViewSonic®.

**Limitation of implied warranties:**

There are no warranties, express or implied, which extend beyond the description contained herein including the implied warranty of merchantability and fitness for a particular purpose.

**Exclusion of damages:**

ViewSonic's liability is limited to the cost of repair or replacement of the product. ViewSonic® shall not be liable for:

- Damage to other property caused by any defects in the product, damages based upon inconvenience, loss of use of the product, loss of time, loss of profits, loss of business opportunity, loss of goodwill, interference with business relationships, or other commercial loss, even if advised of the possibility of such damages.
- Any other damages, whether incidental, consequential or otherwise.
- Any claim against the customer by any other party.
- Repair or attempted repair by anyone not authorized by ViewSonic®.

**Effect of state law:**

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Some states do not allow limitations on implied warranties and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

**Sales outside the U.S.A. and Canada:**

For warranty information and service on ViewSonic® products sold outside of the U.S.A. and Canada, contact ViewSonic® or your local ViewSonic® dealer.

The warranty period for this product in mainland China (Hong Kong, Macao, and Taiwan Excluded) is subject to the terms and conditions of the Maintenance Guarantee Card.

For users in Europe and Russia, full details of warranty provided can be found at: <http://www.viewsonic.com/eu/> under "Support/Warranty Information".

# Mexico Limited Warranty

## ViewSonic® Display

### **What the warranty covers:**

ViewSonic® warrants its products to be free from defects in material and workmanship, under normal use, during the warranty period. If a product proves to be defective in material or workmanship during the warranty period, ViewSonic® will, at its sole option, repair or replace the product with a like product. Replacement product or parts may include remanufactured or refurbished parts or components & accessories.

### **How long the warranty is effective:**

ViewSonic® LCD displays are warranted for between 1 and 3 years, depending on your country of purchase, for all parts including the light source and for all labour from the date of the first consumer purchase.

### **Who the warranty protects:**

This warranty is valid only for the first consumer purchaser.

### **What the warranty excludes and does not cover:**

- Any product on which the serial number has been defaced, modified or removed.
- Damage, deterioration, or malfunction resulting from:
  - » Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, unauthorized attempted repair, or failure to follow instructions supplied with the product.
  - » Causes external to the product, such as electrical power fluctuations or failure.
  - » Use of supplies or parts not meeting ViewSonic®'s specifications.
  - » Normal wear and tear.
  - » Any other cause which does not relate to a product defect.
- Any product exhibiting a condition commonly known as "image burn-in" which results when a static image is displayed on the product for an extended period of time.
- Removal, installation, insurance, and set-up service charges.



## How to get service:

For information about receiving service under warranty, contact ViewSonic® Customer Support (Please refer to the attached “Customer Service” page). You will need to provide your product’s serial number, so please record the product information in the space provided below on your purchase for your future use. Please retain your receipt of proof of purchase to support your warranty claim.

## For Your Records

Product Name: \_\_\_\_\_ Model Number: \_\_\_\_\_

Document Number: \_\_\_\_\_ Serial Number: \_\_\_\_\_

Purchase Date: \_\_\_\_\_ Extended Warranty Purchase? \_\_\_\_\_ (Y/N)

If so, what date does warranty expire? \_\_\_\_\_

- To obtain warranty service, you will be required to provide (a) the original dated sales slip, (b) your name, (c) your address, (d) a description of the problem, and (e) the serial number of the product.
- Take or ship the product, in the original container packaging, to an authorized ViewSonic® service center.
- Round trip transportation costs for in-warranty products will be paid by ViewSonic®.

## Limitation of implied warranties:

There are no warranties, express or implied, which extend beyond the description contained herein including the implied warranty of merchantability and fitness for a particular purpose.

## Exclusion of damages:

ViewSonic®’s liability is limited to the cost of repair or replacement of the product.

ViewSonic® shall not be liable for:

- Damage to other property caused by any defects in the product, damages based upon inconvenience, loss of use of the product, loss of time, loss of profits, loss of business opportunity, loss of goodwill, interference with business relationships, or other commercial loss, even if advised of the possibility of such damages.
- Any other damages, whether incidental, consequential or otherwise.
- Any claim against the customer by any other party.
- Repair or attempted repair by anyone not authorized by ViewSonic®.

|   |   |
|---|---|
| Contact Information for Sales & Authorized Service (Centro Autorizado de Servicio) within Mexico:   |   |
| <b>Name, address, of manufacturer and importers:</b><br>México, Av. de la Palma #8 Piso 2 Despacho 203, Corporativo Interpalmas,<br>Col. San Fernando Huixquilucan, Estado de México<br>Tel: (55) 3605-1099 <a href="http://www.viewsonic.com/la/soporte/index.htm">http://www.viewsonic.com/la/soporte/index.htm</a> |   |
| NÚMERO GRATIS DE ASISTENCIA TÉCNICA PARA TODO MÉXICO: 001.866.823.2004  |   |
| <b>Hermosillo:</b><br>Distribuciones y Servicios Computacionales SA de CV.<br>Calle Juárez 284 local 2<br>Col. Bugambilias C.P: 83140<br>Tel: 01-66-22-14-9005<br>E-Mail: <a href="mailto:disc2@hmo.megared.net.mx">disc2@hmo.megared.net.mx</a>  | <b>Villahermosa:</b><br>Compumantenimientos Garantizados, S.A. de C.V.<br>AV. GREGORIO MENDEZ #1504<br>COL, FLORIDA C.P. 86040<br>Tel: 01 (993) 3 52 00 47 / 3522074 / 3 52 20 09<br>E-Mail: <a href="mailto:compumantenimientos@prodigy.net.mx">compumantenimientos@prodigy.net.mx</a> |
| <b>Puebla, Pue. (Matriz):</b><br>RENTA Y DATOS, S.A. DE C.V. Domicilio:<br>29 SUR 721 COL. LA PAZ<br>72160 PUEBLA, PUE.<br>Tel: 01(52).222.891.55.77 CON 10 LINEAS<br>E-Mail: <a href="mailto:datos@puebla.megared.net.mx">datos@puebla.megared.net.mx</a>  | <b>Veracruz, Ver.:</b><br>CONEXION Y DESARROLLO, S.A DE C.V. Av.<br>Americas # 419<br>ENTRE PINZÓN Y ALVARADO<br>Fracc. Reforma C.P. 91919<br>Tel: 01-22-91-00-31-67<br>E-Mail: <a href="mailto:gacosta@qplus.com.mx">gacosta@qplus.com.mx</a>  |
| <b>Chihuahua:</b><br>Soluciones Globales en Computación<br>C. Magisterio # 3321 Col. Magisterial<br>Chihuahua, Chih.<br>Tel: 4136954<br>E-Mail: <a href="mailto:Cefeo@soluglobales.com">Cefeo@soluglobales.com</a>  | <b>Cuernavaca:</b><br>Compusupport de Cuernavaca SA de CV<br>Francisco Leyva # 178 Col. Miguel Hidalgo<br>C.P. 62040, Cuernavaca Morelos<br>Tel: 01 777 3180579 / 01 777 3124014<br>E-Mail: <a href="mailto:aquevedo@compusupportcva.com">aquevedo@compusupportcva.com</a>              |
| <b>Distrito Federal:</b><br>QPLUS, S.A. de C.V.<br>Av. Coyoacán 931<br>Col. Del Valle 03100, México, D.F.<br>Tel: 01(52)55-50-00-27-35<br>E-Mail : <a href="mailto:gacosta@qplus.com.mx">gacosta@qplus.com.mx</a>   | <b>Guadalajara, Jal.:</b><br>SERVICRECE, S.A. de C.V.<br>Av. Niños Héroes # 2281<br>Col. Arcos Sur, Sector Juárez<br>44170, Guadalajara, Jalisco<br>Tel: 01(52)33-36-15-15-43<br>E-Mail: <a href="mailto:mmiranda@servicrece.com">mmiranda@servicrece.com</a>                           |
| <b>Guerrero Acapulco:</b><br>GS Computación (Grupo Sesicomp)<br>Progreso #6-A, Colo Centro<br>39300 Acapulco, Guerrero<br>Tel: 744-48-32627   | <b>Monterrey:</b><br>Global Product Services<br>Mar Caribe # 1987, Esquina con Golfo Pérsico<br>Fracc. Bernardo Reyes, CP 64280<br>Monterrey N.L. México<br>Tel: 8129-5103<br>E-Mail: <a href="mailto:aydeem@gps1.com.mx">aydeem@gps1.com.mx</a>  |
| <b>MERIDA:</b><br>ELECTROSER<br>Av Reforma No. 403Gx39 y 41<br>Mérida, Yucatán, México CP97000<br>Tel: (52) 999-925-1916<br>E-Mail: <a href="mailto:rrrb@sureste.com">rrrb@sureste.com</a>  | <b>Oaxaca, Oax.:</b><br>CENTRO DE DISTRIBUCION Y<br>SERVICIO, S.A. de C.V.<br>Murguía # 708 P.A., Col. Centro, 68000, Oaxaca<br>Tel: 01(52)95-15-15-22-22<br>Fax: 01(52)95-15-13-67-00<br>E-Mail: <a href="mailto:gpotai2001@hotmail.com">gpotai2001@hotmail.com</a>                    |
| <b>Tijuana:</b><br>STD<br>Av Ferrocarril Sonora #3780 L-C<br>Col 20 de Noviembre<br>Tijuana, Mexico   | <b>FOR USA SUPPORT:</b><br>ViewSonic® Corporation<br>381 Brea Canyon Road, Walnut, CA. 91789 USA<br>Tel: 800-688-6688<br>E-Mail: <a href="http://www.viewsonic.com">http://www.viewsonic.com</a>  |



**ViewSonic®**