



OWNER'S MANUAL

# LG Digital Signage

(MONITOR SIGNAGE)

Please read this manual carefully before operating your set and retain it for future reference.

47LV35A  
55LV35A



[www.lg.com](http://www.lg.com)

P/No: MFL68621512 (1912-REV01)

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# LICENSES

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This DivX Certified® device has passed rigorous testing to ensure it plays DivX® video.

To play purchased DivX movies, first register your device at [vod.divx.com](http://vod.divx.com). Find your registration code in the DivX VOD section of your device setup menu.

DivX Certified® to play DivX® video up to HD 1080p, including premium content.

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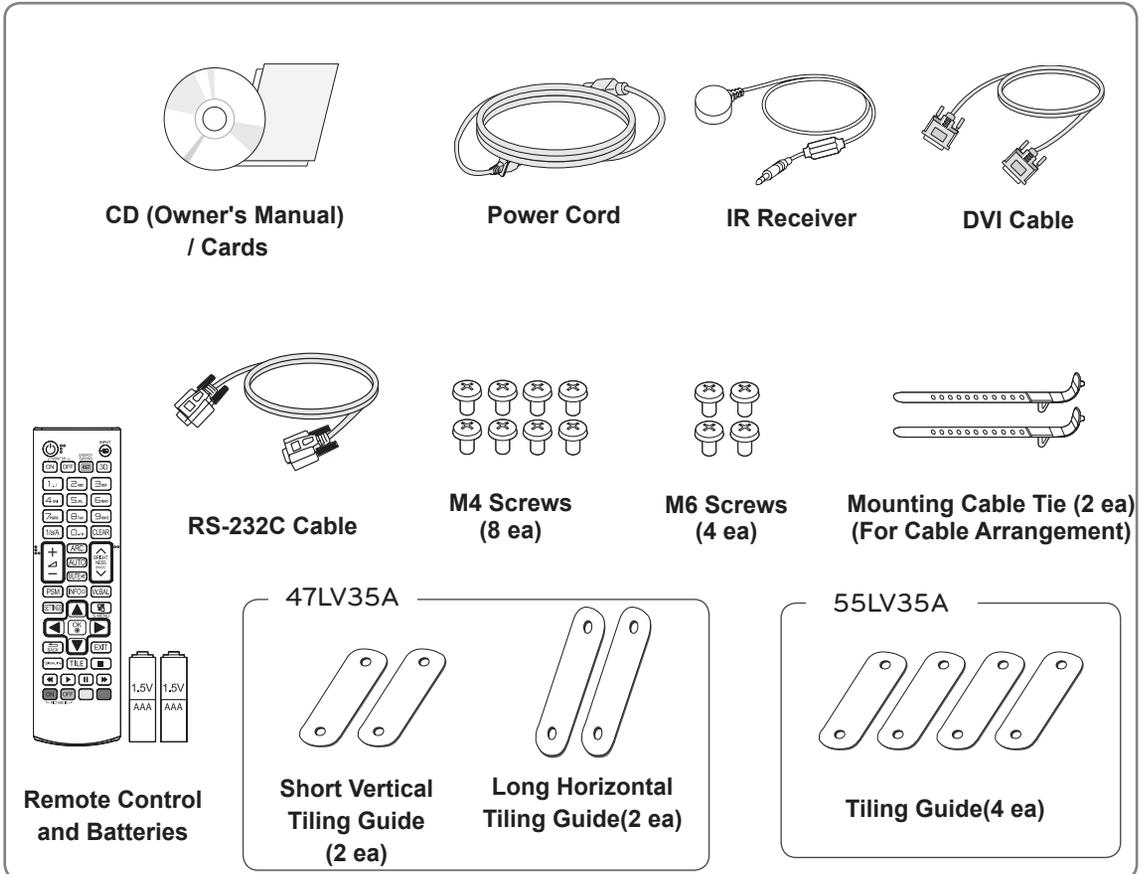
## NOTE

- Product damage from moving or changing the installation location is not covered by warranty.
- The warranty will not cover any damages caused by using the product in an excessively dusty environment.

# ASSEMBLING AND PREPARING

## Accessories

Check your product box for the following items. If there are any missing accessories, contact the local dealer where you purchased your product. The illustrations in this manual may differ from the actual product and accessories.



### CAUTION

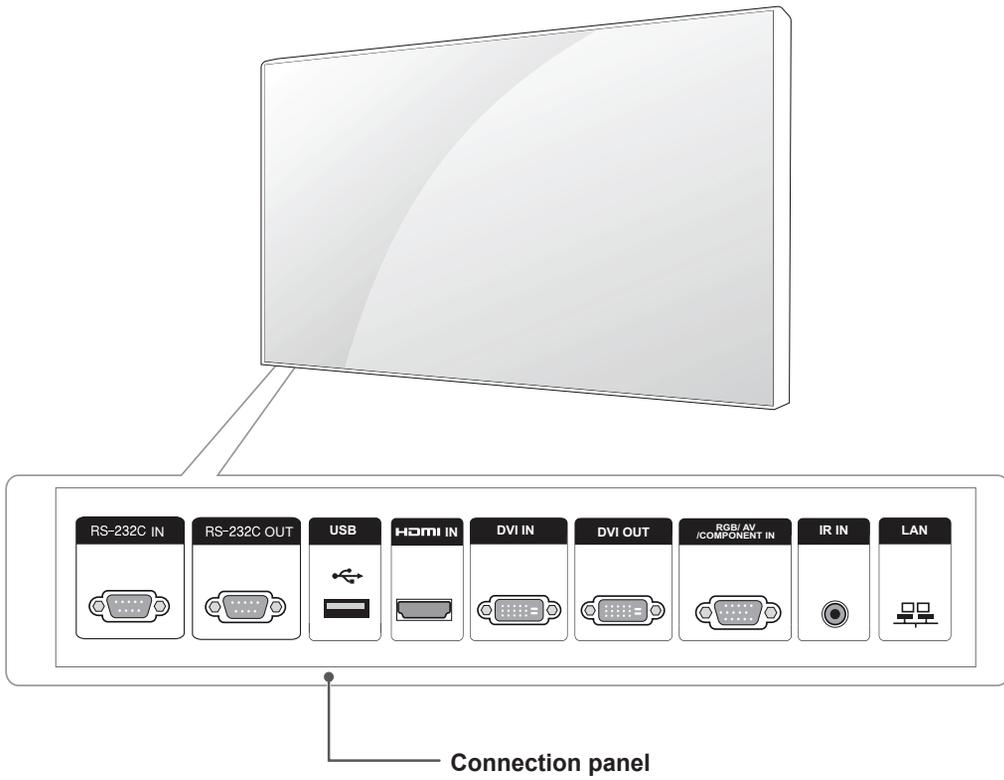
- Do not use any unauthorized or aftermarket items to ensure the safety and product life span.
- Any damages or injuries by using unauthorized or aftermarket items are not covered by the warranty.



### NOTE

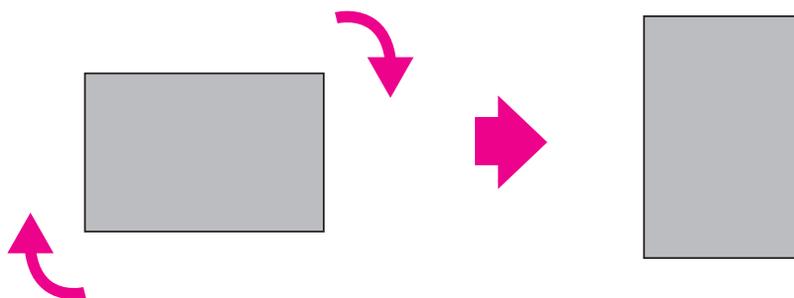
- The accessories provided with your product may vary depending on the model or region.
- Product specifications or contents in this manual may be changed without prior notice due to upgrade of product functions.
- SuperSign software and manual.
  - Downloading from the LG Electronics website.
  - Visit the LG Electronics website (<http://partner.lge.com>) and download the latest software for your model.

## Parts



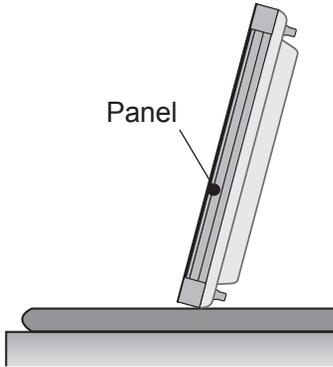
## To Install in a Portrait Layout

When installing in a Portrait Layout, rotate the monitor clockwise 90 degrees (when facing the screen).



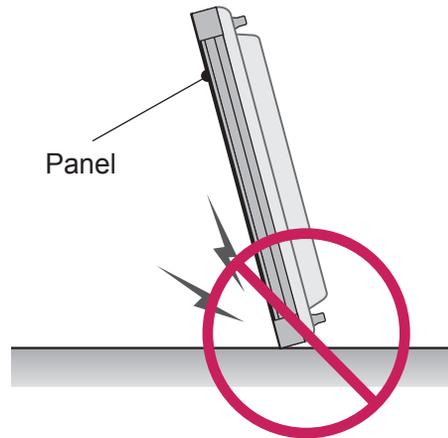
## STORAGE METHOD FOR PANEL PROTECTION

### Correct Method

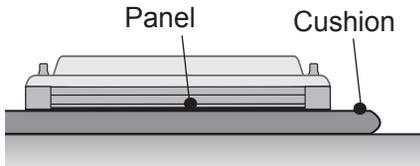


If the product needs to be set upright, hold both sides of the product, and tilt backward carefully for. Do not let the panel touch the floor.

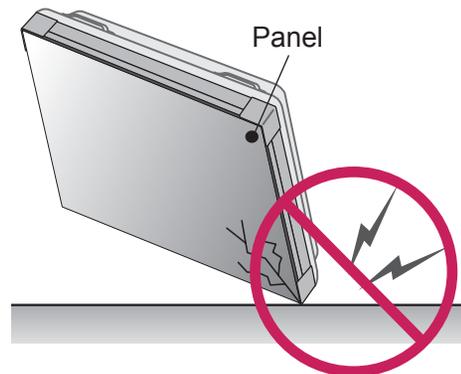
### Incorrect Method



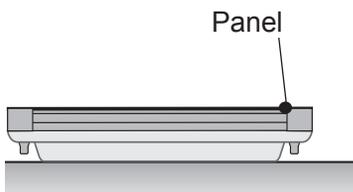
If the product is tilted onto the bezel, the bottom of the panel may be damaged.



When laying down the product, lay a cushion on a flat floor. Put the product on it with the panel of the product facing down.



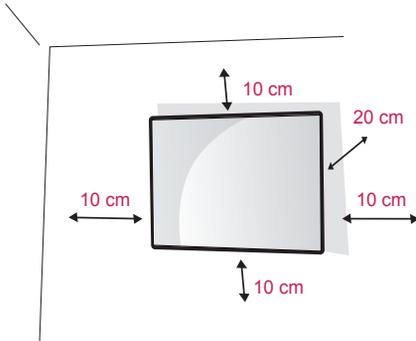
If the product is tilted onto the edge of the panel, the panel may be damaged.



If there is not a cushion available, ensure the floor is clean and then lay the product down carefully with the panel facing either upward or downward. At this time, be careful for objects not to fall on the panel.

## Installing on a Wall

To install the Monitor on a wall (optional), use the VESA screws provided as accessories to fasten it.



Install the monitor at least 20 cm away from the wall and leave about 10 cm of space at each side of the monitor to ensure sufficient ventilation. Use the wall mount plate and screws that comply with the VESA standard.



### CAUTION

- Disconnect the power cord first, and then move or install the monitor set. Otherwise electric shock may occur.
- If you install the monitor set on a ceiling or slanted wall, it may fall and result in severe injury.
- Do not over tighten the screws as this may cause damage to the monitor set and void your warranty.
- Use the screws and wall mounts that meet the VESA standard. Any damages or injuries by misuse or using an improper accessory are not covered by the warranty.
- To prevent injury, this apparatus must be securely attached to the wall in accordance with the installation instructions. (This pertains to Australia and New Zealand only.)



### NOTE

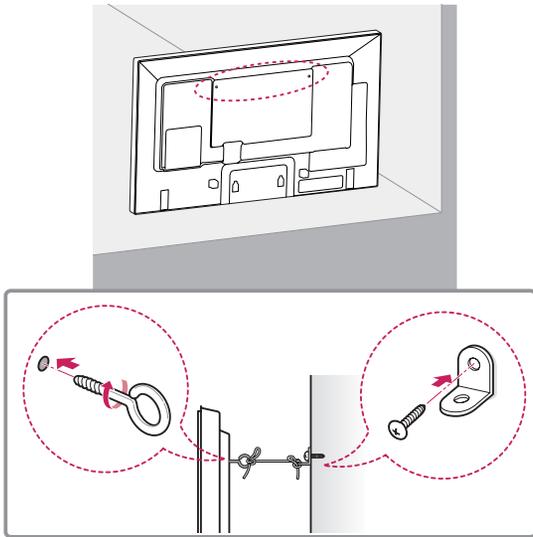


Do not install the product in a place with no ventilation (e.g., on a bookshelf or in a closet) or on a carpet or cushion. If there is no other option but to mount the product on the wall, make sure that sufficient ventilation is provided before installation.

- Failure to do so may result in a fire due to the increase in the internal temperature.

**Securing the product to a wall (optional)**

(Depending on model)



- 1 Insert and tighten the eye-bolts, or product brackets and bolts on the back of the product.
  - If there are bolts inserted at the eye-bolts position, remove the bolts first.
- 2 Mount the wall brackets with the bolts to the wall.
 

Match the location of the wall bracket and the eye-bolts on the rear of the product.
- 3 Connect the eye-bolts and wall brackets tightly with a sturdy rope.
 

Make sure to keep the rope horizontal with the flat surface.

**CAUTION**

- Make sure that children do not climb on or hang on the product.

**NOTE**

- Use a platform or cabinet that is strong and large enough to support the product securely.
- Brackets, bolts, and ropes are optional. You can obtain additional accessories from your local dealer.

**WARNING**

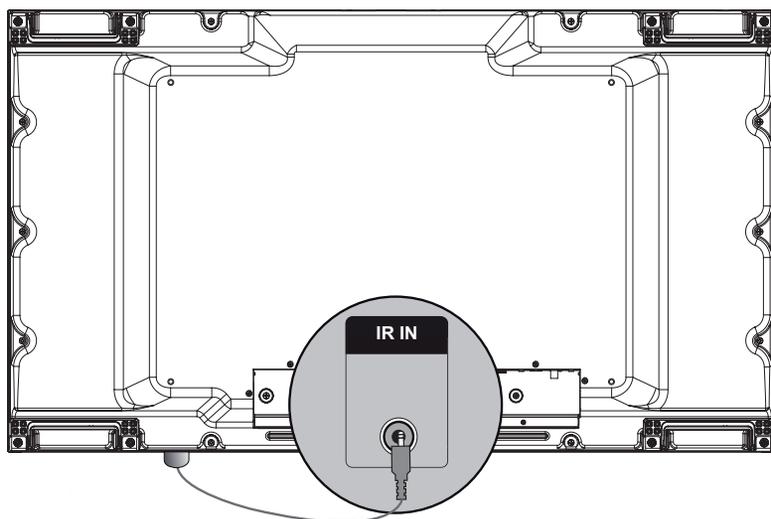
- If a product is not positioned in a sufficiently stable location, it can be potentially hazardous due to falling. Many injuries, particularly to children, can be avoided by taking simple precautions such as:
  - » Using cabinets or stands recommended by the manufacturer of the product.
  - » Only using furniture that can safely support the product.
  - » Ensuring the product is not overhanging the edge of the supporting furniture.
  - » Not placing the product on tall furniture (for example, cupboards or bookcases) without anchoring both the furniture and the product to a suitable support.
  - » Not standing the product on cloth or other materials placed between the product and supporting furniture.
  - » Educating children about the dangers of climbing on furniture to reach the product or its controls.

## IR RECEIVER CONNECTION

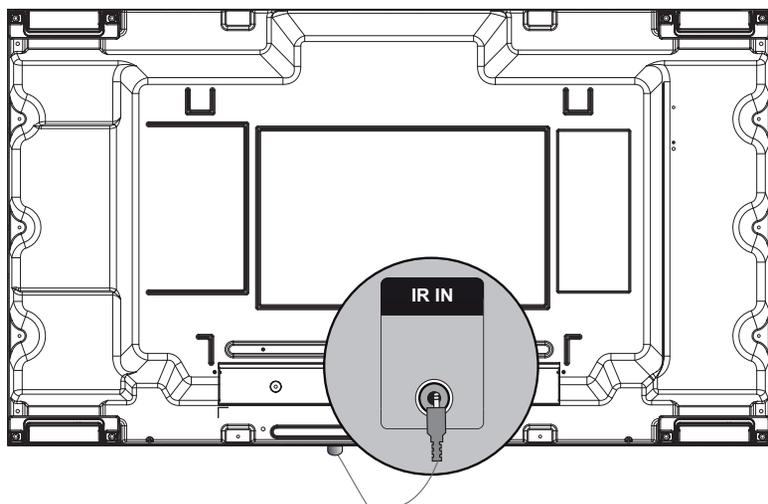
### IR RECEIVER

This allows a remote control sensor to be placed in a custom location. Then that display can control other displays via an RS-232C cable.

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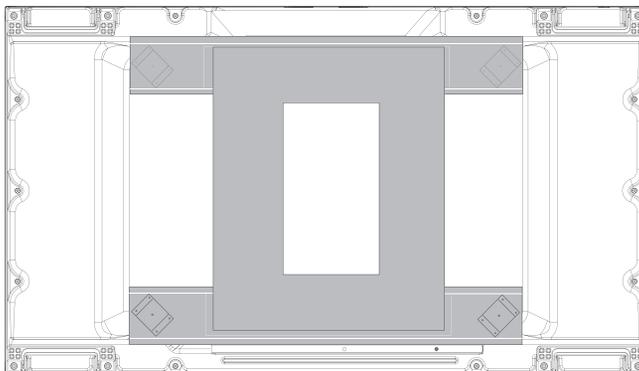
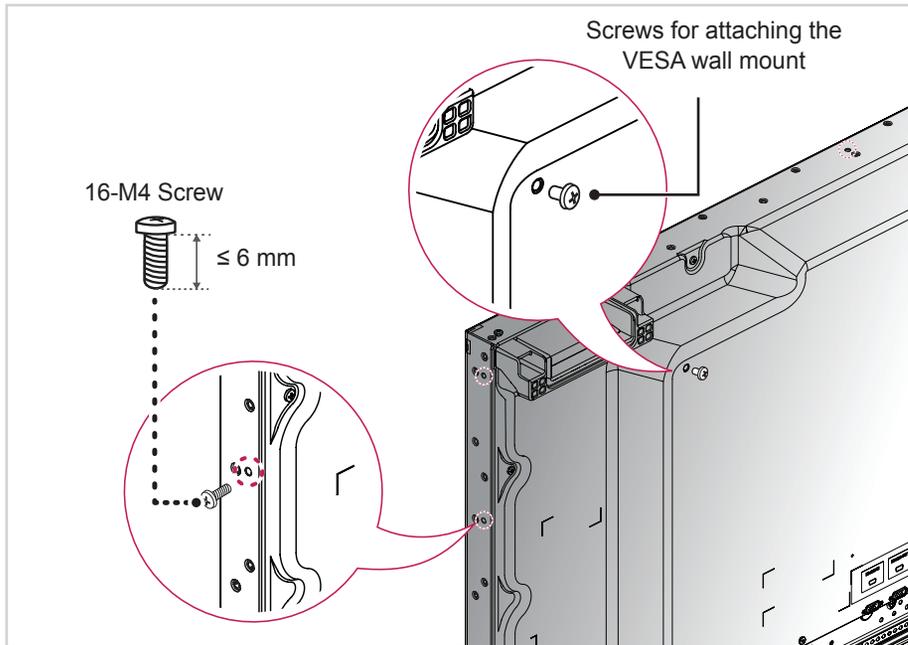
## Tiling Displays

### How to Mount the Set

#### Example of 2 x 2 Tiling

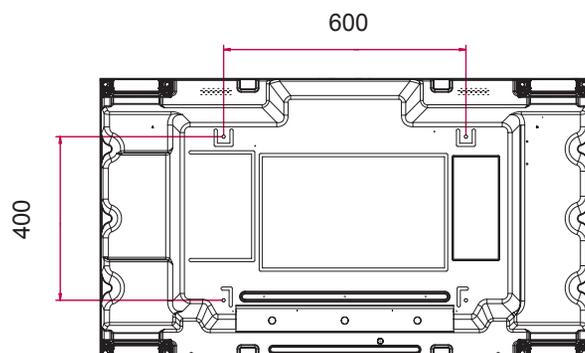
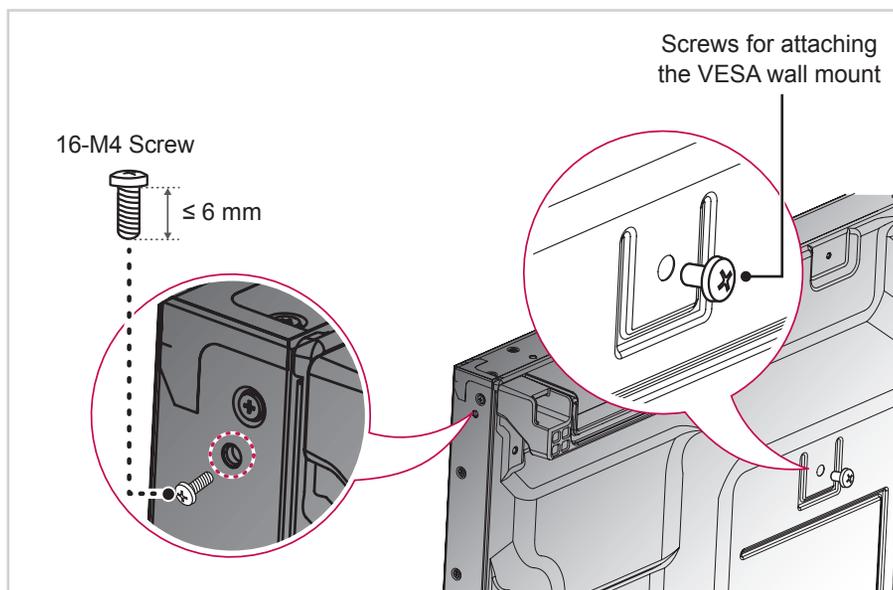
Using the screws for attaching the VESA wall mount, mount the set to the wall mount plate or the wall.

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<Rear view of the set with the wall mount plate>

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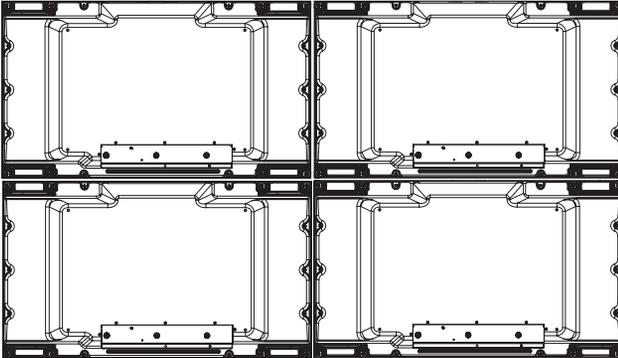


<Rear view of the set with the wall mount plate>

## How to Join Sets

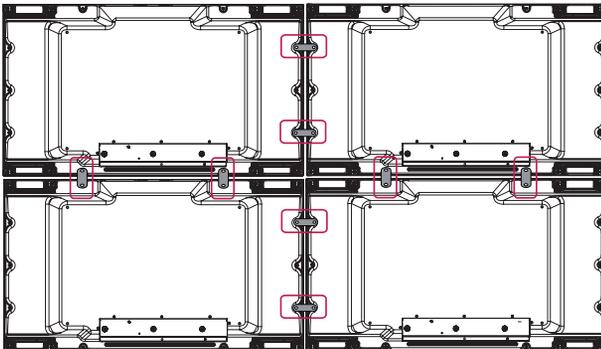
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- 1 Join other sets using screws for fixing the VESA wall mount in the same way as above.



Set 4 joined to the rest of the sets  
(2 x 2 tiling)

- 2 After joining the sets, use the tiling guide to adjust the gap between the sets.



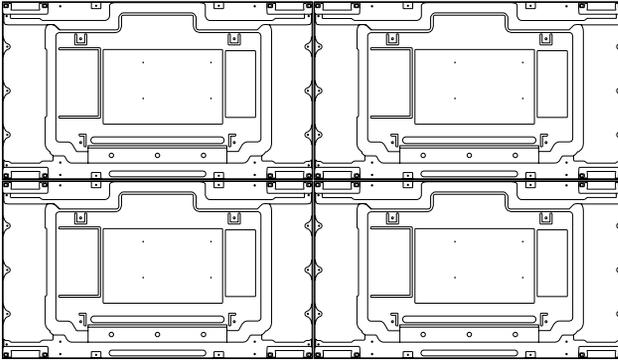
- 3 Now the 2 x 2 tiling is complete.  
You can tile in various combinations, such as 3 x 3.

### ! NOTE

- The load applied to each set should be supported by the wall mount plate or the wall using a VESA wall mount (600 x 400).
- The load applied to each set should be supported by the wall mount plate using a VESA wall mount. (Each set must be firmly mounted to the wall mount plate or the wall.)
- You may mount the set without using the tiling guide; this does not affect the performance of the device.
- Loosen the screws on the set to install the tiling guides. (The screws are enclosed with the other components in the box, including the tiling guides.)

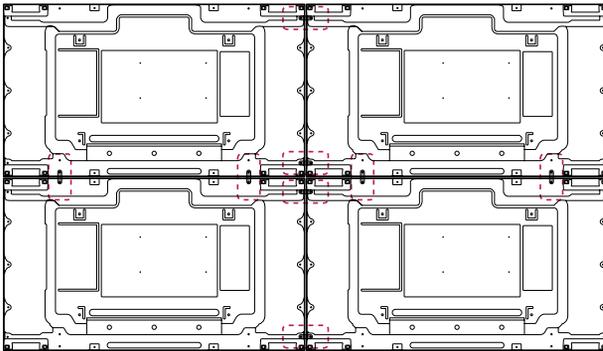
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# REMOTE CONTROL

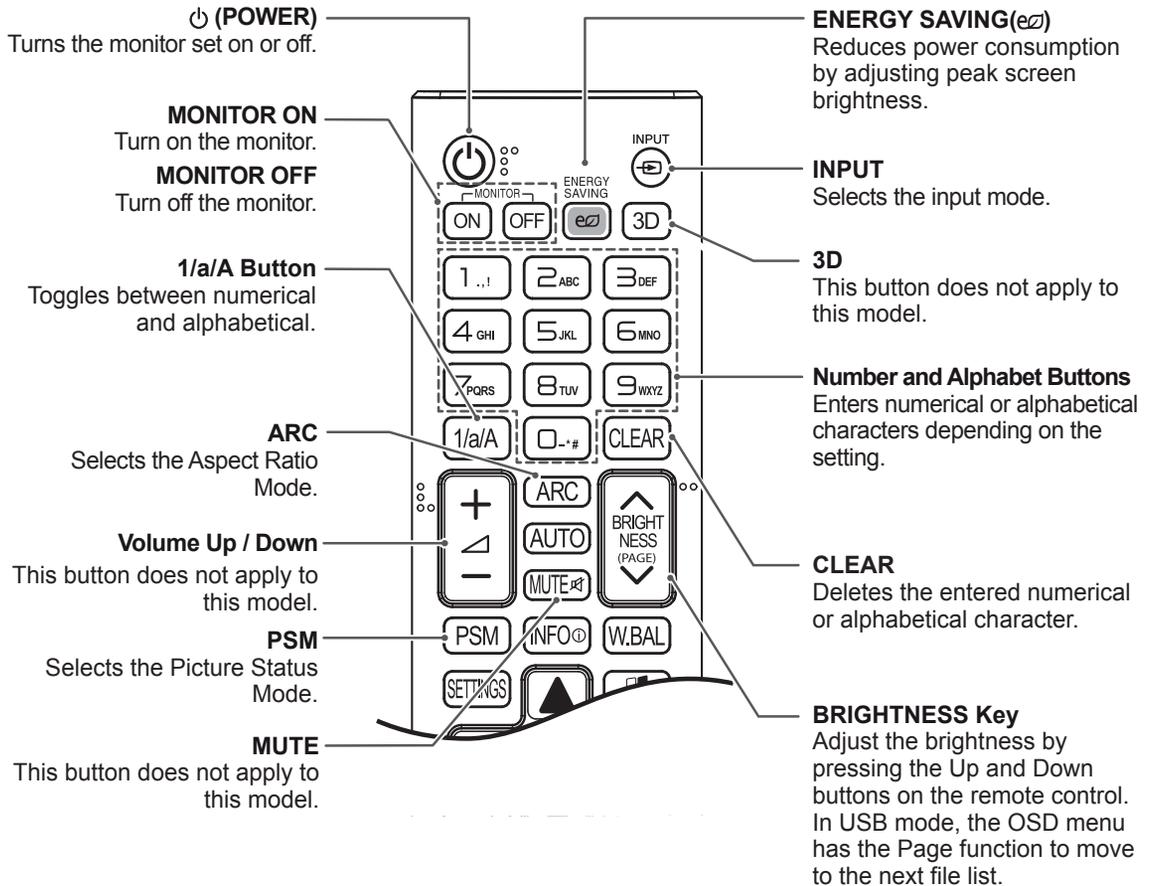
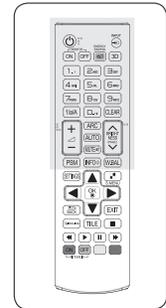
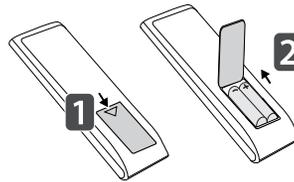
The descriptions in this manual are based on the buttons of the remote control. Please read this manual carefully and use the monitor set correctly.

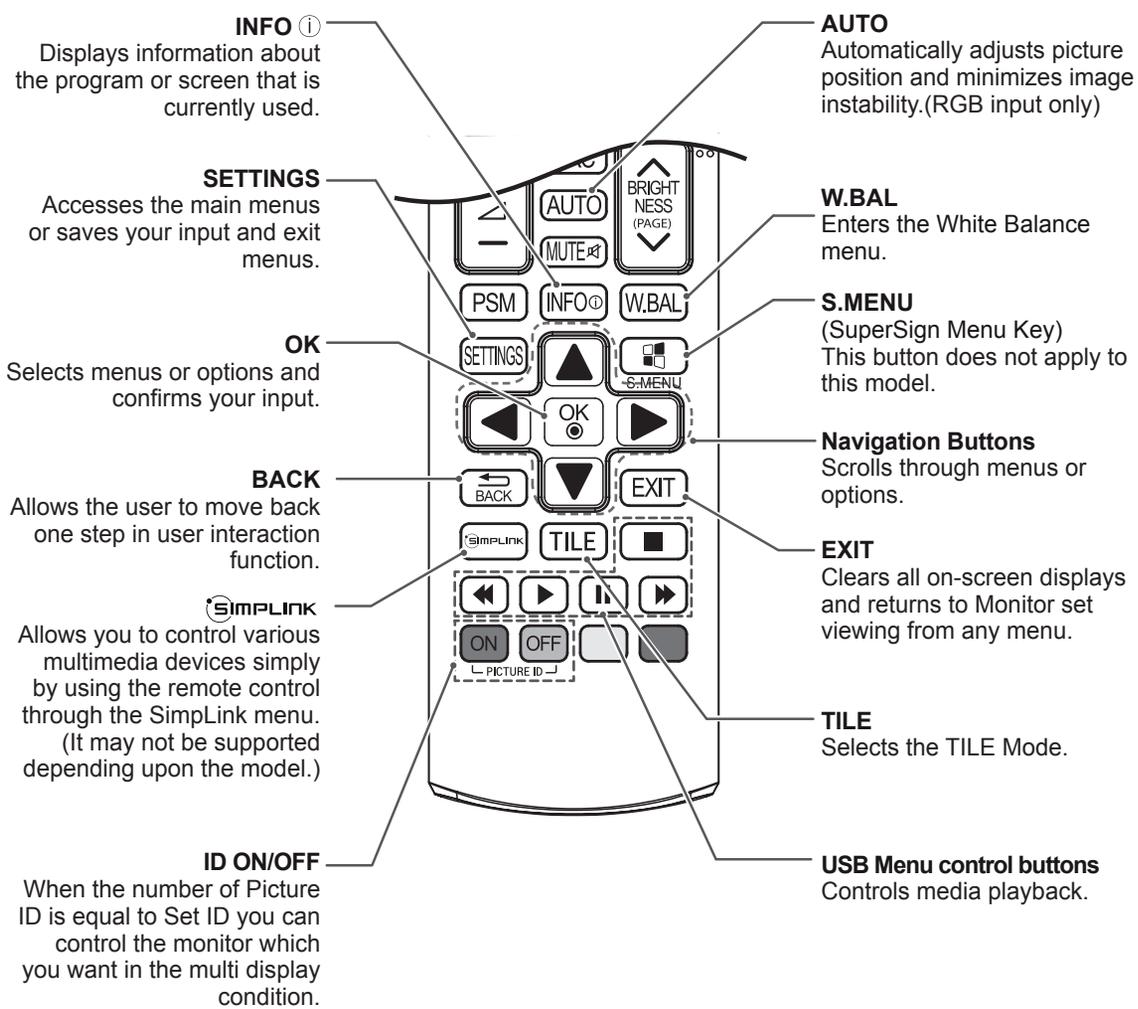
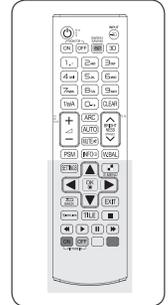
To replace batteries, open the battery cover, replace batteries (1.5 V AAA) matching ⊕ and ⊖ ends to the label inside the compartment, and close the battery cover.

To remove the batteries, perform the installation actions in reverse.

**CAUTION**

- Do not mix old and new batteries, as this may damage the remote control.
- Make sure to point the remote control to the remote control sensor on the monitor set.

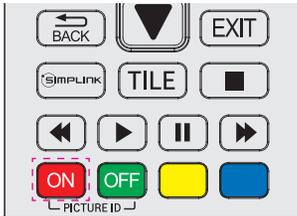




## Displaying the Device Name Connected to an Input Port

Display which devices are connected to which external input ports.

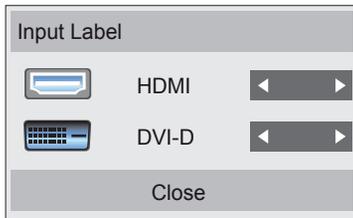
- 1 Access the Input list screen and press the red (input label) button on the remote control.



**NOTE**

- External inputs supported : HDMI, DVI-D
- Labels available : PC, DTV
- The input labels are displayed on the Input Label screen or at the top left of the screen when you change the external input setting.
- For DTV/PC-compatible signals, such as 1080p 60 Hz, the screen settings may change according to the input label. The Just Scan option is available if a PC is connected as an external device.

- 2 You can assign an input label for every input except USB.



# MAKING CONNECTIONS

You can connect various external devices to your monitor. Change the input mode and select the external device you want to connect.

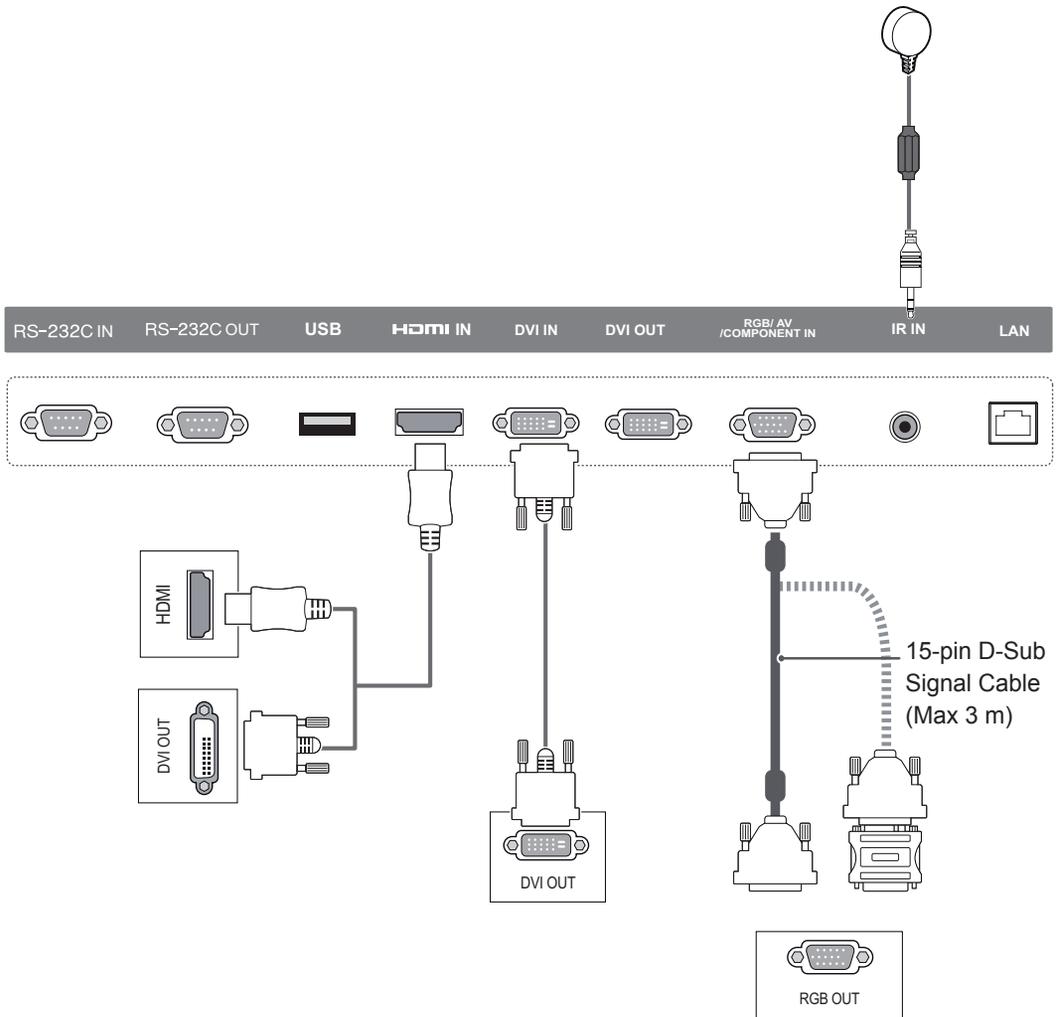
For more information about external device connections, see the user manual provided with each device.

## Connecting to a PC

The illustrations may differ from the actual accessories. Some of the cables are not provided.

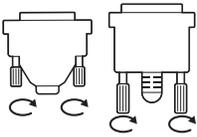
This monitor supports the Plug & Play\* feature.

\* Plug & Play: a feature that enables a PC to recognize devices attached by the user without device configuration or user intervention when powering up.

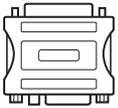


**NOTE**

- The monitor set with the HDMI connection for the best image quality.
- To comply with the specifications of the product, use a shielded interface cable with ferrite core, such as a D-sub 15-pin cable and DVI/HDMI cable.
- If you turn the monitor set on when the set becomes cold, the screen may flicker. This is normal.
- Some red, green, or blue spots may appear on the screen. This is normal.
- To minimize the impact of electromagnetic waves, secure the cables with cable ties.

**CAUTION**

- Connect the signal input cable and tighten it by turning the screws clockwise.
- Do not press the screen with your finger for a long time as this may result in temporary distortion on the screen.
- Avoid displaying a fixed image on the screen for a long period of time to prevent image burn. Use a screensaver if possible.

**NOTE**

- Use the standard Macintosh adapter since an incompatible adapter is available in the market. (Different signaling system)
- Apple computers may require an adapter to connect to this monitor. Call or visit their web site for more information.

**NOTE**

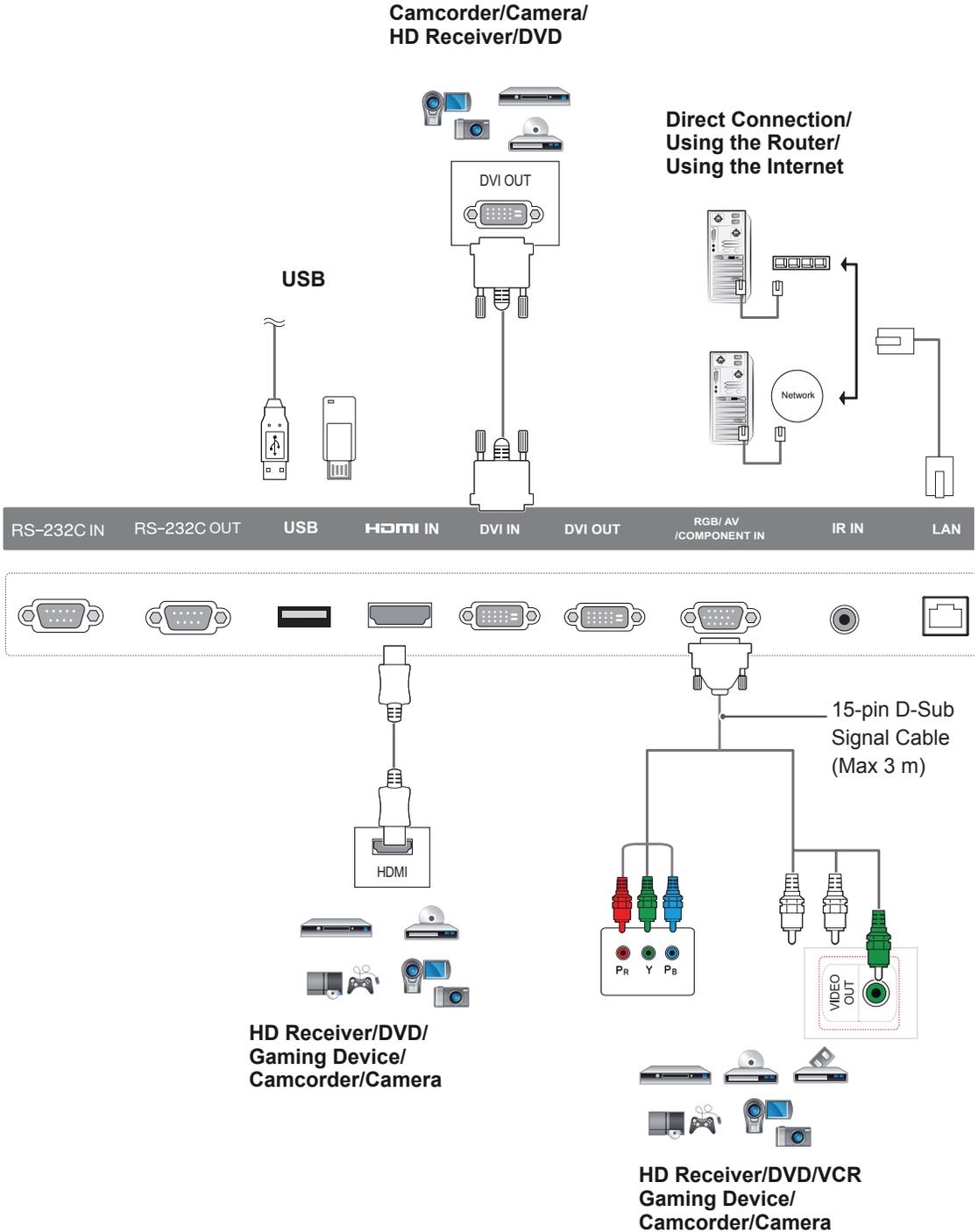
- Use a High Speed HDMI<sup>®</sup>/TM Cable.
- If you want to use HDMI-PC mode, you must set the input label to PC mode.
- When HDMI PC is used, a compatibility problem could occur.
- Use a certified cable with the HDMI logo attached. If you do not use a certified HDMI cable, the screen may not display or a connection error may occur.
- Recommended HDMI cable types
  - High-Speed HDMI<sup>®</sup>/TM Cable
  - High-Speed HDMI<sup>®</sup>/TM Cable with Ethernet

**CAUTION**

- If using a DP to HDMI dongle, make sure to use a dongle certified by the graphics card manufacturer.
- When connecting to multi-channel ports of a graphics card, make sure to use DP to HDMI dongles of the same model.

## External Device Connection

Connect a HD receiver, DVD, or VCR player to the monitor and select an appropriate input mode. The illustrations may differ from the actual accessories. Some of the cables are not provided. For the best picture quality, connecting external devices to your monitor using HDMI cables is recommended. If you connect a gaming device to the monitor set, use the cable supplied with the gaming device.



## Using the Input List

- 1 Press **INPUT** to access the input source list.
- 2 Press the navigation buttons to scroll to one of the input sources and press **OK**.

Input source	Description
<b>AV</b>	Watch video from a VCR or other external devices.
<b>Component</b>	Watch the content from a DVD or other external devices, or through a digital set-top box.
<b>RGB</b>	View a PC display on the screen.
<b>HDMI</b>	Watch contents from a PC, DVD of digital set-top box other high definition devices.
<b>USB</b>	Plays the multimedia file saved in the USB.
<b>DVI</b>	View a PC display on the screen.

## Adjusting Aspect Ratio

Resize the image to view the image at its optimal size by pressing **ARC** while you are watching Monitor set.

MODE	AV	Component	RGB	HDMI		DVI	
			PC	DTV	PC	DTV	PC
<b>ARC</b>							
<b>16:9</b>	o	o	o	o	o	o	o
<b>Just Scan</b>	x	o	x	o	x	o	x
<b>Set By Program</b>	o	x	x	o	x	o	x
<b>4:3</b>	o	o	o	o	o	o	o
<b>Zoom</b>	o	o	x	o	x	o	x
<b>Cinema Zoom</b>	o	o	x	o	x	o	x

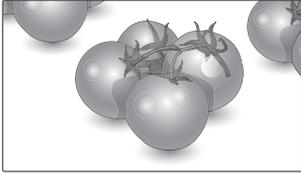
### NOTE

- You can also change the image size by accessing the main menus.
- The Just Scan mode operates when a video signal has resolution of 720p or higher.

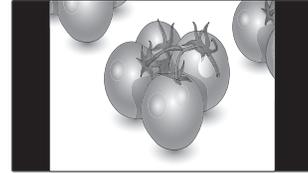
### CAUTION

- If a fixed image displays on the screen for a long period of time, it will be imprinted and become a permanent disfigurement on the screen. This is image burn or burn-in and not covered by the warranty.
- If you don't use your monitor, turn the power off or set a screen saver program from the PC or the system to prevent image retention.
- If the aspect ratio is set to 4:3 for a long period of time, image burn may occur on the letterboxed area of the screen.

- **16:9** : This selection will allow you to adjust the picture horizontally, in linear proportion, to fill the entire screen (useful for viewing 4:3 formatted DVDs).



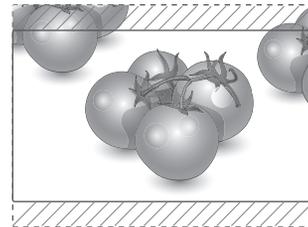
- **4:3** : This selection will allow you to view a picture with an original 4:3 aspect ratio, black bars will appear on both the left and right of the screen.



- **Just Scan** : This selection will allow you view the picture of best quality without loss of original picture in high resolution image. Note: If there is noise in original Picture, You can see the noise at the edge.



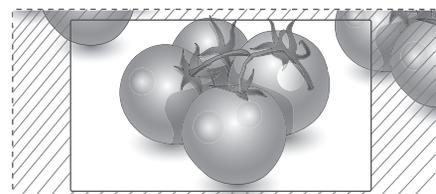
- **Zoom** : This selection will allow you to view the picture without any alteration while filling the entire screen. However, the top and bottom of the picture will be cropped.



- **Set By Program** : Depending on the input signal, screen aspect ratio changes to 4:3 or 16:9.



- **Cinema Zoom** : Choose Cinema Zoom when you want to enlarge the picture in correct proportion. Note: When enlarging or reducing the picture, the image may become distorted.



# ENTERTAINMENT

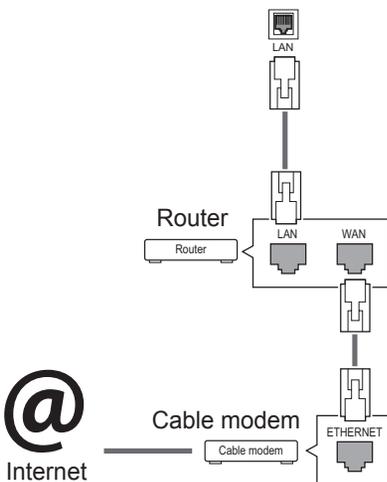
## Connecting to a Wired Network

Connect the display to a local area network (LAN) via the LAN port as shown on the following illustration and set up the network settings.

Only supports wired network connection.

After making a physical connection, a small number of networks may require the display network settings to be adjusted. For most networks, the display will connect to automatically without any adjustments.

For detail information, contact your internet provider or router manual.



To set up the network settings: (Even if your display has already connected automatically, running setup again will not harm anything),

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to **NETWORK** and press **OK**.
- 3 Press the navigation buttons to select **Network Setting** and press **OK**.
- 4 If you already set Network Setting, select **Resetting**. The new connection settings resets the current network settings.
- 5 Select **IP Auto Setting** or **IP Manual Setting**.
  - **IP Manual Setting** : press the navigation and number buttons. IP addresses will need to be input manually.
  - **IP Auto Setting** : Select this if there is a DHCP server (Router) on the local area network (LAN) via wired connection, the display will automatically be allocated an IP address. If you're using a broadband router or broadband modem that has a DHCP (Dynamic Host Configuration Protocol) server function. The IP address will automatically be determined.
- 6 When you are finished, press **EXIT**.

### ! CAUTION

- Do not connect a modular phone cable to the LAN port.
- Since there are various connection methods, please follow the specifications of your telecommunication carrier or internet service provider.

### ! CAUTION

- Network setting menu will not be available until the display connected to physical network.
- Since there are various connection methods, please follow the specifications of your telecommunication carrier or internet service provider.

### ! NOTE

- If you want to access the Internet directly on your display, the Internet connection should always be on.
- If you cannot access the Internet, check the network conditions from a PC on your network.
- When you use **Network Setting**, check the LAN cable or check if DHCP in the router is turned on.
- If you do not complete the network settings, the network may not work properly.

### Tips for Network Setting

- Use a standard LAN cable with this display. Cat5 or better with a RJ45 connector.
- Many network connection problems during set up can often be fixed by re-setting the router or modem. After connecting the display to the network, quickly power off and/or disconnect the power cable of the network router or cable modem. Then power on and/or connect the power cable again.
- Depending on the Internet service provider (ISP), the number of devices that can receive Internet service may be limited by the applicable terms of service. For details, contact your ISP.
- LG is not responsible for any malfunction of the display and/or the Internet connection feature due to communication errors/malfunctions associated with your Internet connection, or other connected equipment.
- LG is not responsible for problems within your internet connection.
- You may experience undesired results if the network connection speed does not meet the requirements of the content being accessed.
- Some internet connection operations may not be possible due to certain restrictions set by the Internet service provider (ISP) supplying your Internet connection.
- Any fees charged by an ISP including, without limitation, connection charges are your responsibility.
- A 10 Base-T or 100 Base-TX LAN port is required when using a wired connection to this display. If your internet service does not allow for such a connection, you will not be able to connect the display.

- A DSL modem is required to use DSL service and a cable modem is required to use cable modem service. Depending on the access method of and subscriber agreement with your ISP, you may not be able to use the internet connection feature contained in this display or you may be limited to the number of devices you can connect at the same time. (If your ISP limits sub-subscription to one device, this display may not be allowed to connect when a PC is already connected.)
- The use of a Router may not be allowed or its usage may be limited depending on the policies and restrictions of your ISP. For details, contact your ISP directly.

## Network Status

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to **NETWORK** and press **OK**.
- 3 Press the navigation buttons to select **Network Status**.
- 4 Press **OK** to check the network status.
- 5 When you are finished, press **EXIT**.

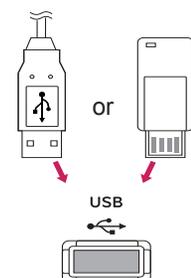
Option	Description
<b>Setting</b>	Return to the network setting menu.
<b>Test</b>	Test the current network status after setting the network.
<b>Close</b>	Return to the previous menu.

## Using the My Media

### Connecting USB Storage Devices

Connect USB storage devices such as a USB flash memory, external hard drive to the display and use multimedia features.

Connect a USB flash memory or USB memory card reader to the Display as shown on the following illustration. The My media screen appears.



#### CAUTION

- Do not turn the display off or remove a USB storage device while EMF (my media) Menu is activated, as this could result in loss of files or damage to the USB storage device.
- Back up your files saved on a USB storage device frequently, as you may lose or damage the files and this may be not covered by the warranty.

#### Tips for Using USB Storage Devices

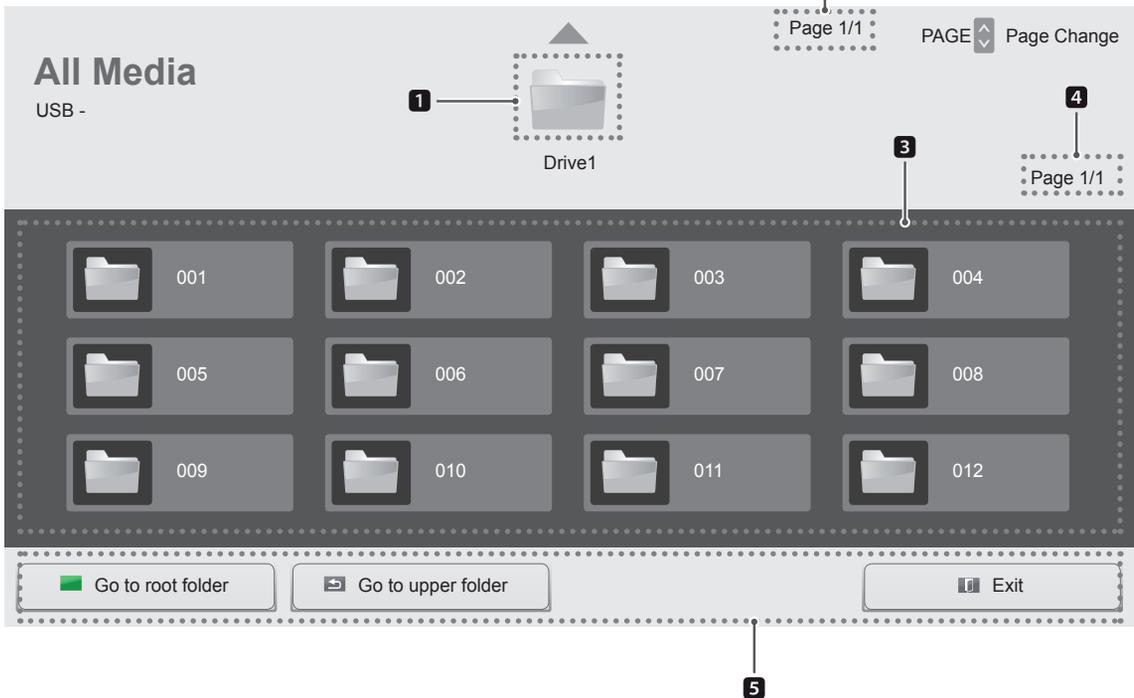
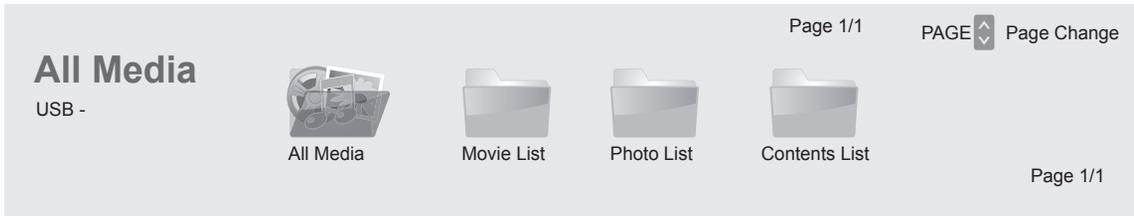
- Only a USB storage device is recognizable.
- If the USB storage device is connected through a USB hub, the device is not recognizable.
- A USB storage device using an automatic recognition programme may not be recognized.
- A USB storage device which uses its own driver may not be recognized.
- The recognition speed of a USB storage device may depend on each device.
- Please do not turn off the display or unplug the USB device when the connected USB storage device is working. When such device is suddenly separated or unplugged, the stored files or the USB storage device may be damaged.
- Please do not connect the USB storage device which was artificially maneuvered on the PC. The device may cause the product to malfunction or fail to be played. Never forget to use only a USB storage device which has normal image files or movie files.
- Please use only a USB storage device which was formatted as a FAT32 file system, NTFS file system provided with the Windows operating system. In case of a storage device formatted as a different utility program which is not supported by Windows, it may not be recognized.
- Please connect power to a USB storage device (over 0.5 A) which requires an external power supply. If not, the device may not be recognized.
- Please connect a USB storage device with the cable offered by the device maker.
- Some USB storage devices may not be supported or operated smoothly.
- File alignment method of USB storage device is similar to Window XP and filename can recognize up to 100 English characters.

- Be sure to back up important files since data stored in a USB memory device may be damaged. We will not be responsible for any data loss.
- If the USB HDD does not have an external power source, the USB device may not be detected. So be sure to connect the external power source.
  - Please use a power adaptor for an external power source. We do not guarantee an USB cable for an external power source.
- If your USB memory device has multiple partitions, or if you use a USB multi-card reader, you can use up to 4 partitions or USB memory devices.
- If a USB memory device is connected to a USB multi-card reader, its volume data may not be detected.
- If the USB memory device does not work properly, disconnect and reconnect it.
- How fast a USB memory device is detected differs from device to device.
- If the USB is connected in Standby Mode, specific hard disk will automatically be loaded when the display is turned on.
- The recommended capacity is 1 TB or less for a USB external hard disk and 32 GB or less for USB memory.
- Any device with more than the recommended capacity may not work properly.
- If a USB external hard disk with a Energy Saving function does not work, turn the hard disk off and on again to make it work properly.
- USB storage devices below USB 2.0 are supported as well. But they may not work properly in the movie list.
- Maximum of 999 folders or files can be recognized under one folder.
- A USB 3.0 storage device may not work.
- Data on some USB storage devices may be damaged in a high temperature environment.

## Browsing Files

Browse files saved in a USB storage device.

- 1 Press **SETTINGS** to access the main menu.
- 2 Press the search button to scroll to **MY MEDIA** and press **OK**.
- 3 Press the Search button to go to the **Movie List**, **Photo List** or **Content List** that you want, and press **OK**.



No.	Description
1	Returns to the previous level.
2	Current page/total pages of the folder above
3	Lower item of 1
4	Current page/total pages of 3
5	Remote control button

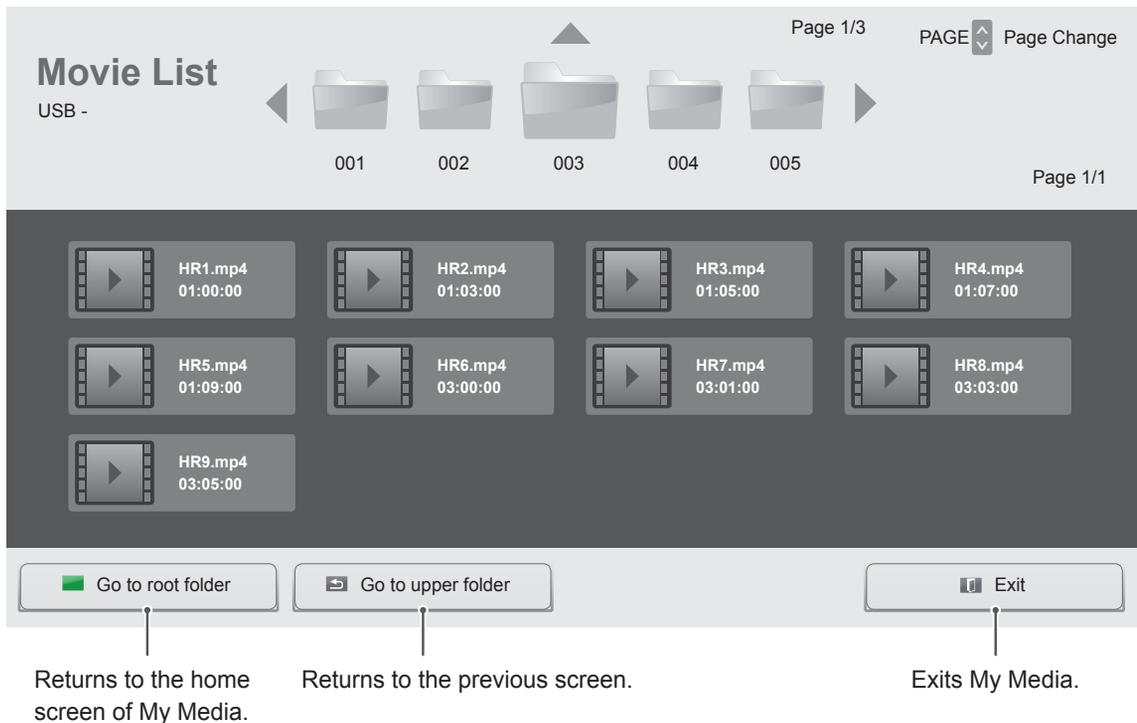
## Supported file format

Type	Supported file format			
Movie	Video	Codec	Media Container	Profile
		MPEG1 / MPEG2	DAT, MPG, MPEG, DVD, TS, TP	1080p @ 30 fps
		MPEG4 (DivX 3.11, DivX 4, DivX 5, DivX 6, Xvid 1.01, Xvid 1.02, Xvid 1.03, Xvid 1.10-beta1/2)	AVI, DIVX, MP4, MKV, TS, TRP	1080p @ 30 fps
	H.264	AVI, MP4, MKV, TS, TRP, TP	1080p @ 60 fps	
Bit rate : within 8 kbps to 320 kbps(MP3) External Subtitle format : *.smi/*.srt/*.sub(MicroDVD, Subviewer1.0/2.0)/*.ass/*.ssa/*.txt(TMPlayer)/ *.psb(PowerDivX) Internal Subtitle format : only, XSUB (It is the subtitle format used in DivX6 files)				
Photo	JPEG Baseline : 64 x 64 to 15360 x 8640 Progressive : 64 x 64 to 1920 x 1440 PNG Interlace : 1200 x 800 BMP 9600 x 6400 <ul style="list-style-type: none"> <li>• Non-supported files are displayed in the form of predefined icon.</li> </ul>			
Content (when using SuperSign Manager)	File Extensions : *.cts/ *.cse Movie <b>File Extensions:</b> *.mpg/*.mpeg/*.dat/*.ts/*.trp/*.tp/*.mp4/*.mkv/*.avi/*.avi(motion JPEG)/*.mp4(motion JPEG)/*.mkv(motion JPEG) <b>Video format:</b> MPEG1, MPEG2, MPEG4,H.264, DivX 3.11, DivX 4, DivX 5, DivX 6, Xvid 1.00,Xvid 1.01, Xvid 1.02, Xvid 1.03,Xvid 1.10-beta1/2, JPEG			

## Viewing Movies

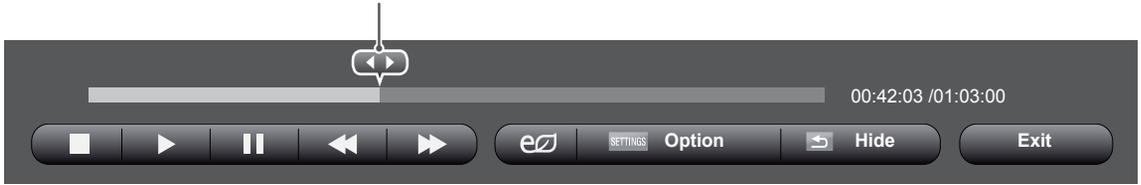
Plays movie files saved in the USB storage device.

- 1 Press **SETTINGS** to access the main menu.
- 2 Press the navigation button to scroll to **MY MEDIA** and press **OK**.
- 3 Press the navigation button to scroll to **Movie List** and press **OK**.
- 4 Press the navigation buttons to scroll to a folder you want and press **OK**.
- 5 Press the navigation buttons to scroll to a file you want and press **OK**.



6 During movie playback, press **OK** to access the following settings.

Selects the desired point and plays.



Remote button	Description
	Stops the playback.
	Plays a video.
	Pauses or resumes the playback.
	Scans backward in a file.
	Scans forward in a file.
	Adjusts the screen brightness to save energy.
<b>SETTINGS</b>	Show the Option menu.
	Hide the menu on the full-sized screen.
<b>BACK</b>	
<b>EXIT</b>	Returns to <b>Movie List</b> .
	Skips to specific points in a file during playback. The time of a specific point will appear on the status bar. In some files, this function may not work properly.

**Tips for using playing video files**

- Some user-created subtitles may not work properly.
- Some special characters are not supported in subtitles.
- HTML tags are not supported in subtitles.
- Subtitles in languages other than the supported languages are not available.
- A damaged movie file may not be played correctly, or some player functions may not be usable.
- Movie files produced with some encoders may not be played correctly.
- If the video structure of recorded file is not interleaved, video is outputted.
- HD videos with a maximum of 1920 x 1080 @ 25/30p or 1280 x 720 @ 50/60p are supported, depending on the frame.
- Videos with resolutions higher than 1920 X 1080 @ 25/30p or 1280 x 720 @ 50/60p may not work properly depending on the frame.
- Movie files other than the specified types and formats may not work properly.
- Max bitrate of playable movie file is 20 Mbps. (only, Motion JPEG 10 Mbps)
- We do not guarantee smooth playback of profiles encoded level 4.1 or higher in H.264/AVC.
- A movie file more than 30 GB in file size is not supported for playback.
- A DivX movie file and its subtitle file must be located in the same folder.
- A video file name and its subtitle file name must be identical for it to be displayed.
- Playing a video via a USB connection that doesn't support high speed may not work properly.
- Files encoded with GMC(Global Motion Compensation) may not be played.

**Video options**

- 1 Press **SETTINGS** to access the Pop-Up menus.
- 2 Press the navigation buttons to scroll to **Set Video Play** or **Set Video.** and press **OK**.

**NOTE**

- The option values changed in **Movie List** do not affect **Photo List**. Therefore, they are not affected by option values changed in **Photo List**.
- The option values changed in **Photo List** do affect each other.
- When replaying the video file after stopping, you can play from where it stopped previously.

Select **Set Video Play.** to access the following menus:

Menu	Description
<b>Picture Size</b>	Selects your desired picture format during movie play.
<b>Subtitle Language</b>	Turn on/off the subtitle.
<b>Language</b>	Activated for SMI subtitle and can select the language within the subtitle.
<b>Code Page</b>	Can select the font for subtitle. When set to default, same font as general menu will be used.
<b>Sync</b>	Adjusts the time synchronisation of the subtitle from -10 secs to +10 secs by steps of 0.5 secs during movie play.
<b>Position</b>	Changes the position of the subtitle either up or down during movie play.
<b>Size</b>	Selects your desired Subtitle size during movie play.
<b>Repeat</b>	Turn on/off repeat function of movie playback. When turned on, the file within the folder will be played back repeatedly. Even when the repeated playback is turned off, it can run the playback if the file name is similar to the previous file.

**NOTE**

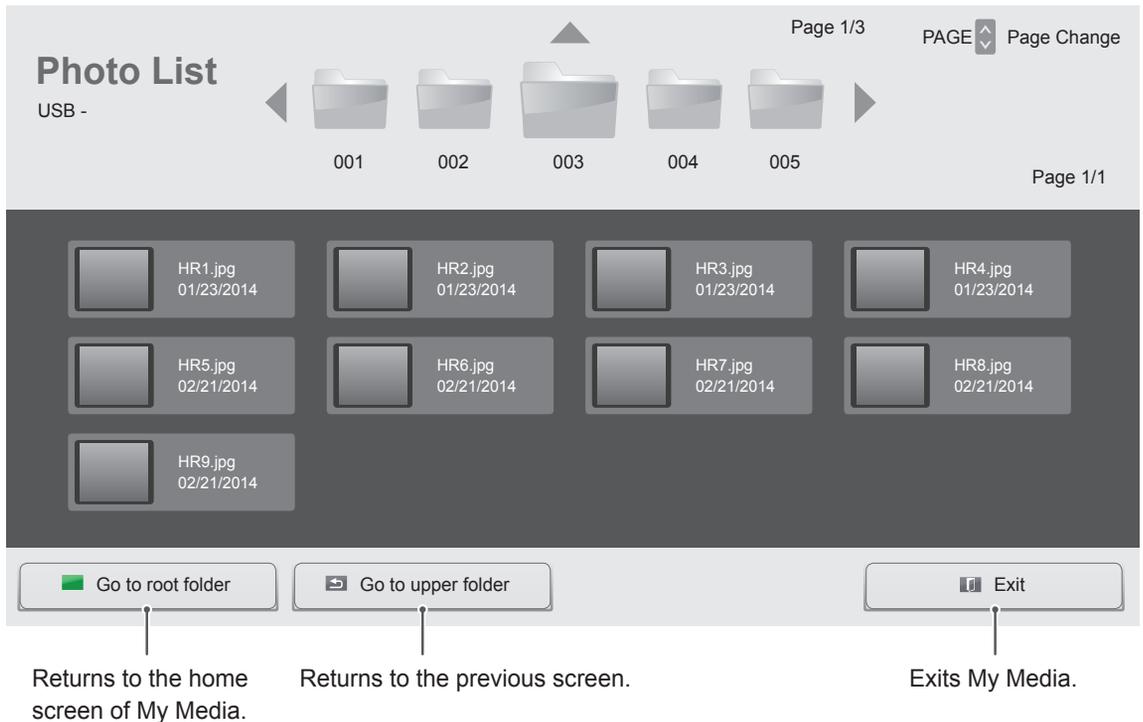
- Only 10,000 of sync blocks can be supported within the subtitle file.
- When playing a video, you can adjust the picture size by pressing the **ARC** button.
- Subtitles in your language are only supported when the OSD menu is also in this language.
- The code page options may be disabled depending on the language of the subtitle files.
- Select the appropriate code page for the subtitle files.

For more details about the **Set Video.** menu, see the **CUSTOMIZE SETTINGS** section. See page.37

## Viewing Photos

View image files saved in the USB storage device.

- 1 Press **SETTINGS** to access the main menu.
- 2 Press the navigation button to scroll to **MY MEDIA** and press **OK**.
- 3 Press the navigation button to scroll to **Photo List** and press **OK**.
- 4 Press the navigation buttons to scroll to a folder you want and press **OK**.
- 5 Press the navigation buttons to scroll to a file you want and press **OK**.



6 While viewing photos, you can access the following settings.



Menu	Description
<b>Slideshow</b>	Starts or stops a slideshow with selected photos. If there are no selected photos, all photos saved in the current folder display during a slideshow. To set a slideshow speed, select <b>Option</b> .
	Rotates photos clockwise (90 °, 180 °, 270 °, 360 °).  <div style="border: 1px solid gray; padding: 5px;"> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>The supported photo size is limited. You cannot rotate a photo if the resolution of the rotated width is larger than the supported resolution size.</li> </ul> </div>
	Enlarges the photo by 100 %, 200 % or 400 %.  <div style="border: 1px solid gray; padding: 5px;"> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>Photos with a resolution of 100 x 100 or less cannot be enlarged.</li> </ul> </div>
	Adjusts the screen brightness to save energy.
<b>Option</b>	To display the options
<b>Hide</b>	Hides the option window. To display the options, press <b>OK</b> .
<b>Exit</b>	Return to <b>Photo List</b> .

**Photo options**

- 1 Press **SETTINGS** to show the **Option** menus.
- 2 Press the navigation buttons to scroll to **Set Photo View**, **Set Video**, and press **OK**.

Select **Setting Photo View**, to access the following menus:

Menu	Description
<b>Slide Speed</b>	Select a slideshow speed. (Options: Fast, Medium or Slow.)

**NOTE**

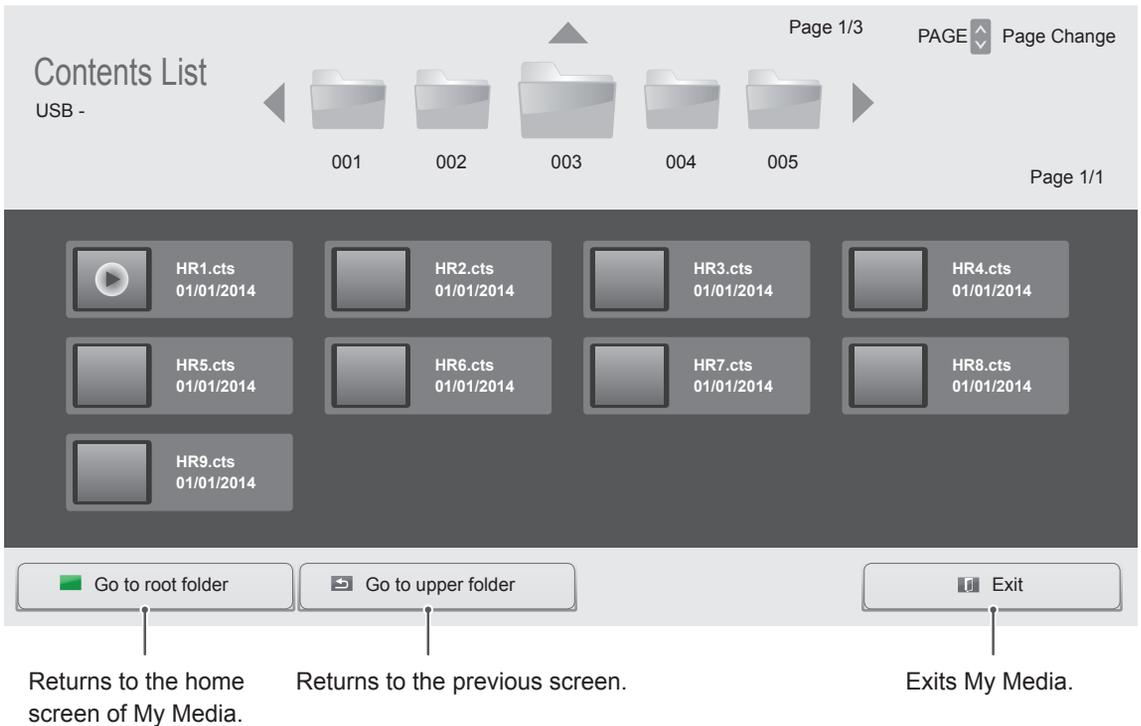
- The option values changed in **Movie List** do not affect **Photo List**. Therefore, they are not affected by option values changed in **Photo List**.
- The option values changed in **Photo List** do affect each other.

For more details about the **Set Video**, menu, see the **CUSTOMIZE SETTINGS** section. See page.37

## Viewing the Contents List

Plays back the stored files using the **Export** option in **SuperSign Manager**.

- 1 Press **SETTINGS** to access the main menu.
- 2 Press the navigation button to scroll to **MY MEDIA** and press **OK**.
- 3 Press the navigation button to scroll to **Contents List** and press **OK**.
- 4 Press the navigation buttons to scroll to a folder you want and press **OK**.
- 5 Press the navigation buttons to scroll to a file you want and press **OK**.



### NOTE

- While playing media files from **Contents List**, only the **BACK**, **EXIT**, or volume button are available. Selecting the **BACK** or **EXIT** button stops playing media files and returns to the **Contents List**.
- If there is the AutoPlay folder in the USB device and its files are in supported formats, they can be played back automatically when the USB device is connected to the monitor.

## DivX® VOD Guide

### DivX® VOD Registration

In order to play purchased or rented DivX® VOD contents, you should register your device with 10 digit DivX registration code from your device at [www.divx.com/vod](http://www.divx.com/vod).

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to **MY MEDIA** and press **OK**.
- 3 Press the blue button.
- 4 Press the navigation buttons to scroll to **DivX Reg. Code** and press **OK**.
- 5 View the registration code of your display.
- 6 When you are finished, press **EXIT**.  
When you return to the previous menu, press **BACK**.



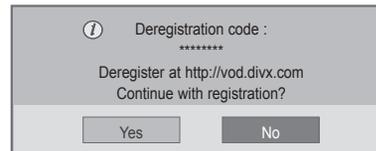
### ! NOTE

- While you are checking the registration code, some buttons may not work.
- If you use the DivX registration code of another device, you cannot play the rented or purchased DivX file. Make sure to use the DivX registration code assigned to your product.
- The video or audio files that are not converted by the standard DivX codec may be corrupted or not be played.
- The DivX VOD code allows you to activate up to 6 devices under one account.

### DivX® VOD Deregistration

You should deregister your device with 8 digit DivX deregistration code from your device at [www.divx.com/vod](http://www.divx.com/vod).

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to **MY MEDIA** and press **OK**.
- 3 Press the Blue button.
- 4 Press the navigation buttons to scroll to **Deactivation** and press **OK**.
- 5 Press the navigation buttons to select **Yes** to confirm.



- 6 When you are finished, press **EXIT**.  
When you return to the previous menu, press **BACK**.

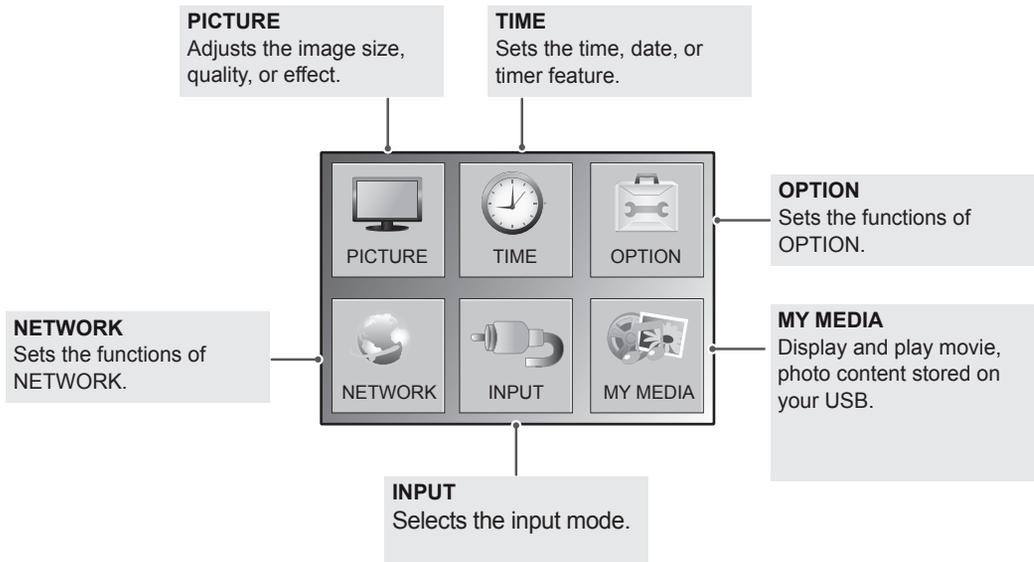
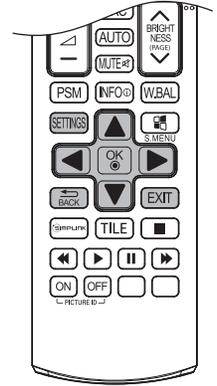
### ! NOTE

- Once the deregistration is executed, you must register your device again to see DivX® VOD contents.

# CUSTOMIZING SETTINGS

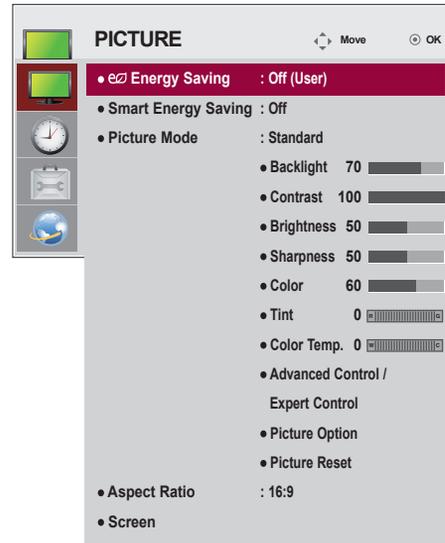
## Accessing Main Menu

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to one of the following menus and press **OK**.
- 3 Press the navigation buttons to scroll to the setting or option you want and press **OK**.
- 4 When you are finished, press **EXIT**.  
When you return to the previous menu, press **BACK**.



## PICTURE Settings

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to **PICTURE** and press **OK**.
- 3 Press the navigation buttons to scroll to the setting or option you want and press **OK**.  
- To return to the previous level, press **BACK**.
- 4 When you are finished, press **EXIT**.  
When you return to the previous menu, press **BACK**.



The available picture settings are described in the following:

Setting	Description	
Energy Saving	Reduces power consumption by adjusting peak screen brightness.	
	Option	
	Off	Disables Energy Saving function.
	Minimum/ Medium/ Maximum	Selects the brightness level of the backlight.
	Screen Off	The screen turns off in 3 seconds.
Smart Energy Saving	Adjusts the backlight and contrast depending on the screen brightness.	
	Option	
	Off	Disables the Smart Energy Saving function.
	On	Enables the Smart Energy Saving function to save power consumption as much as the value set in the smart energy saving rate.
Picture Mode	Selects the picture mode optimized for the viewing environment or the programme.	
	Option	
	Vivid	Heightens contrast, brightness and sharpness to display vivid images.
	Standard	Displays images in standard levels of contrast, brightness and sharpness.
	APS	APS (Auto power saving ) mode reduces power consumption by dimming control.
	Cinema	Optimizes the video image for a cinematic look to enjoy movies as if you are in a movie theater.
	Sport	Optimizes the video image for high and dynamic actions by emphasizing primary Colors such as white, grass, or sky blue.
	Game	Optimizes the video image for a fast gaming screen such as PCs or games.
	Expert1-2	Menu for adjusting picture quality that allows experts and amateurs to enjoy the best Monitor viewing. This menu is ISF-certified and provided for picture tuning experts. (ISF logo can only be used on ISF-certified Monitor units.) ISFccc: Imaging Science Foundation Certified Calibration Control
Aspect Ratio	Changes the image size to view images at its optimal size.	

Setting	Description	
<b>Screen (In RGB Mode Only)</b>	Customizes the PC display options in RGB mode.	
	Option	
	<b>Resolution</b>	Selects a proper resolution.
	<b>Auto Configure</b>	Sets to adjust the screen position, clock, and phase automatically. The displayed image may be unstable for a few seconds while the configuration is in progress.
	<b>Position/Size/Phase</b>	Adjusts the options when the picture is not clear, especially when characters are shaky, after the auto configuration.
<b>Reset</b>	Restores the options to the default setting.	

### Basic image options

Setting	Description
<b>Backlight</b>	Adjusts the brightness of the screen by controlling the LCD backlight. If you decrease the brightness level, the screen becomes darker and the power consumption will be reduced without any video signal loss.
<b>Contrast</b>	Increases or decreases the gradient of the video signal. You may use Contrast when the bright part of the picture is saturated.
<b>Brightness</b>	Adjusts the base level of the signal in the picture. You may use Brightness when the dark part of the picture is saturated.
<b>Sharpness</b>	Adjusts the level of crispness in the edges between the light and dark areas of the picture. The lower the level, the softer the image.
<b>Color</b>	Adjusts intensity of all colors.
<b>Tint</b>	Adjusts the balance between red and green levels.
<b>Color Temp.</b>	Set to warm to enhance hotter Colors such as red, or set to cool to make picture bluish.
<b>Advanced Control/Expert Control</b>	You can adjust the picture for each <b>Picture Mode</b> , or adjust the picture settings according to a specific picture image. First, select a desired <b>Picture Mode</b> . * This option is unavailable if <b>Picture Mode</b> is set to <b>Vivid</b> .
<b>Picture Option</b>	Sets additional picture option.
<b>Picture Reset</b>	Restores the options to the default setting.



### NOTE

- When you select a picture mode, related menus are set automatically.
- When using the Smart Energy Saving function, the screen may look saturated in the white area of a still image.
- If Energy Saving is set to Minimum, Medium, or Maximum, the Smart Energy Saving function is disabled.

**Advanced Control - Picture Mode (Standard/ APS/ Sport/ Game)**

Setting	Description
<b>Dynamic Contrast</b>	Adjusts the contrast to the optimal level according to the brightness of the image.
<b>Dynamic Color</b>	Adjusts color for more natural-looking colors.
<b>Color Gamut</b>	Selects the range of colours that can be expressed.
<b>Skin Color</b>	Skin Color spectrum can be separately set to implement the skin color as defined by the user.
<b>Sky Color</b>	Sky color is set separately.
<b>Grass Color</b>	Natural color spectrum (meadows, hills, etc.) can be separately set.
<b>Gamma</b>	Sets the gradation curve according to the output of the picture signal in relation to the input signal.

**Expert Control - Picture Mode (Cinema/ Expert1/ Expert2)**

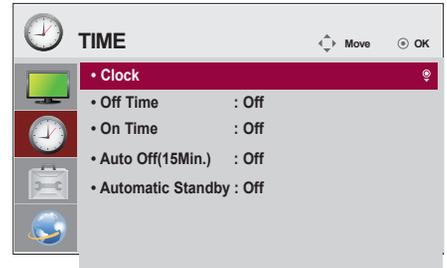
Setting	Description
<b>Dynamic Contrast</b>	Adjusts the contrast to the optimal level according to the brightness of the image. (Function works in the following mode - HDMI-DTV)
<b>Color Gamut</b>	Selects the range of colours that can be expressed.
<b>Edge Enhancer</b>	Shows clearer and distinctive yet natural edges of the video.
<b>Color Filter</b>	Filters a specific colour spectrum in RGB colours to fine-tune colour saturation and hue accurately.
<b>Color Temperature</b>	Adjusts the overall tone of the screen as desired. In Expert mode, detailed fine-tuning can be set via Gamma method, etc.
<b>Color Management System</b>	This is a system that experts use when they adjust colour with a test pattern. They can select from six colour areas (Red / Green / Blue / Cyan / Magenta / Yellow) without affecting other colours. For normal images, adjustments may not result in noticeable colour changes.

**Picture Option - HDMI(DTV) Mode**

Setting	Description
<b>Noise Reduction</b>	Reduces screen noise in the video.
<b>MPEG Noise Reduction</b>	Reduces noise caused by compressing digital video.
<b>Black Level</b>	Adjusts the brightness or darkness of the screen to suit the black level of the picture input using the degree of darkness (black level) of the screen.
<b>Real Cinema</b>	Optimizes the screen for movie viewing.
<b>Motion Eye Care</b>	Adjusts screen brightness to prevent eye glare. (Depending on model)

## TIME Settings

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to **TIME** and press **OK**.
- 3 Press the navigation buttons to scroll to the setting or option you want and press **OK**.
  - To return to the previous level, press **BACK**.
- 4 When you are finished, press **EXIT**.  
When you return to the previous menu, press **BACK**.



The available time settings are described in the following:

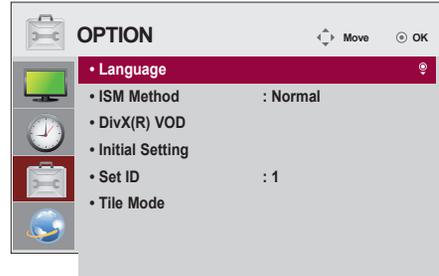
Setting	Description
<b>Clock</b>	Sets the time feature.
<b>On/Off Time</b>	Sets the time to turn on or off the monitor set.
<b>Auto Off(15Min.)</b>	If Auto-off is active and there is no input signal, the set switches to off mode automatically after 15 minutes.
<b>Automatic Standby</b>	If the monitor is left unattended for a set period of time, it automatically goes into standby mode.

### ! NOTE

- Off Time/ On Time can be saved for up to seven schedules; the monitor is turned on or off at the preset time in the schedule list. If multiple preset times are stored in the schedule list, this function works at the nearest time from the current time.
- Once the on or off time is set, these functions operate daily at the preset time.
- When the scheduled power-on and power-off times are the same, the power-off time has priority over the power-on time if the set is turned on, and vice versa if the set is turned off.

## OPTION Settings

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to **OPTION** and press **OK**.
- 3 Press the navigation buttons to scroll to the setting or option you want and press **OK**.
  - To return to the previous level, press **BACK**.
- 4 When you are finished, press **EXIT**.
  - When you return to the previous menu, press **BACK**.

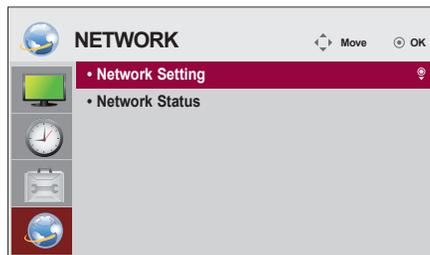


The available option settings are described in the following:

Setting	Description												
<b>Language</b>	Selects a language for the display text.												
<b>ISM Method</b>	This function removes image sticking which is caused by prolonged display of static images.												
	Option												
	<table border="0"> <tr> <td style="padding-right: 10px;"><b>Normal</b></td> <td>Minimizes image sticking by gradually lowering the brightness when displaying static images and by increasing the brightness when displaying moving images.</td> </tr> <tr> <td><b>Color Wash</b></td> <td>Removes image sticking by moving every pixel in a certain pattern on the screen for a specific period of time. Please use this function to remove temporary image sticking.</td> </tr> </table>	<b>Normal</b>	Minimizes image sticking by gradually lowering the brightness when displaying static images and by increasing the brightness when displaying moving images.	<b>Color Wash</b>	Removes image sticking by moving every pixel in a certain pattern on the screen for a specific period of time. Please use this function to remove temporary image sticking.								
<b>Normal</b>	Minimizes image sticking by gradually lowering the brightness when displaying static images and by increasing the brightness when displaying moving images.												
<b>Color Wash</b>	Removes image sticking by moving every pixel in a certain pattern on the screen for a specific period of time. Please use this function to remove temporary image sticking.												
<b>DivX(R) VOD</b>	Registers or releases DivX. Checks DivX Registration Code for playing DivX-protected videos. Register at <a href="http://vod.divx.com">http://vod.divx.com</a> . Uses Registration Code to rent or purchase movies at <a href="http://www.divx.com/vod">www.divx.com/vod</a> . * Rented/purchased DivX files cannot be played if the DivX Registration Code of a different device is used. Use only the DivX Registration Code granted to this device. * Converted files not conforming to the DivX Codec Standard may not play or may produce abnormal images.												
<b>Initial Setting</b>	Deletes all optional settings and returns to initial default mode.												
<b>Set ID</b>	You can assign a unique Set ID NO (name assignment) to each product when several products are connected for display. Specify the number (1 to 255 or 1 to 1,000) using the button and exit. Use the assigned Set ID to individually control each product using the Product Control Program.												
<b>Tile Mode</b>	<table border="0"> <tr> <td style="padding-right: 10px;"><b>Tile Mode</b></td> <td>To use this function - Must be displayed with various other products. - Select Tile Mode, set rows and columns, and then enter the tile ID to set the location. - Tile Mode: row x column (row = 1-15, column = 1-15). - 15 x 15 available.</td> </tr> <tr> <td><b>Auto Config.</b></td> <td>Sets to adjust the screen position, clock, and phase automatically. The displayed image may be unstable for a few seconds while the configuration is in progress.</td> </tr> <tr> <td><b>Position</b></td> <td>Moving the screen position horizontally and vertically.</td> </tr> <tr> <td><b>Size</b></td> <td>Adjust the horizontal and vertical size of the screen taking into account the size of the bezel.</td> </tr> <tr> <td><b>Natural</b></td> <td>The image is omitted by the distance between the screens to be naturally shown.</td> </tr> <tr> <td><b>Reset</b></td> <td>Function to initialize and release Tile. All Tile setting are released when selecting Tile recall and the screen returns to Full screen. * <b>Natural</b> is not initialized.</td> </tr> </table>	<b>Tile Mode</b>	To use this function - Must be displayed with various other products. - Select Tile Mode, set rows and columns, and then enter the tile ID to set the location. - Tile Mode: row x column (row = 1-15, column = 1-15). - 15 x 15 available.	<b>Auto Config.</b>	Sets to adjust the screen position, clock, and phase automatically. The displayed image may be unstable for a few seconds while the configuration is in progress.	<b>Position</b>	Moving the screen position horizontally and vertically.	<b>Size</b>	Adjust the horizontal and vertical size of the screen taking into account the size of the bezel.	<b>Natural</b>	The image is omitted by the distance between the screens to be naturally shown.	<b>Reset</b>	Function to initialize and release Tile. All Tile setting are released when selecting Tile recall and the screen returns to Full screen. * <b>Natural</b> is not initialized.
	<b>Tile Mode</b>	To use this function - Must be displayed with various other products. - Select Tile Mode, set rows and columns, and then enter the tile ID to set the location. - Tile Mode: row x column (row = 1-15, column = 1-15). - 15 x 15 available.											
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	<b>Position</b>	Moving the screen position horizontally and vertically.											
	<b>Size</b>	Adjust the horizontal and vertical size of the screen taking into account the size of the bezel.											
	<b>Natural</b>	The image is omitted by the distance between the screens to be naturally shown.											
<b>Reset</b>	Function to initialize and release Tile. All Tile setting are released when selecting Tile recall and the screen returns to Full screen. * <b>Natural</b> is not initialized.												

## NETWORK Settings

- 1 Press **SETTINGS** to access the main menus.
- 2 Press the navigation buttons to scroll to **NETWORK** and press **OK**.
- 3 Press the navigation buttons to scroll to the setting or option you want and press **OK**.
  - To return to the previous level, press **BACK**.
- 4 When you are finished, press **EXIT**.
  - When you return to the previous menu, press **BACK**.



The available option settings are described in the following:

Setting	Description
<b>Network Setting</b>	Configure the network settings.
<b>Network Status</b>	Display the network status.

**Tile Mode**

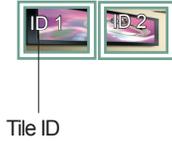
This monitor can be tiled with additional monitors to create a large tiled display.

**Off**

When the Tile Mode option is disabled

**1X2**

When using 2 monitors



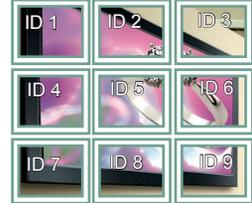
**2X2**

When using 4 monitors



**3X3**

When using 9 monitors



**4X4**

When using 16 monitors



**5X5**

When using 25 monitors



**Tile Mode - Natural mode**

When active, the part of the image that would normally be displayed in the gap between the monitors is omitted.

Before

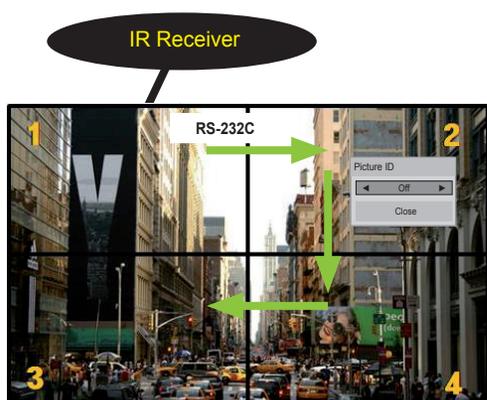


After



## Picture ID

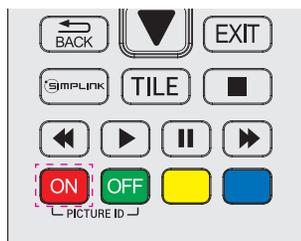
Picture ID is used to change the settings of a specific display using a single IR receiver for multi-vision. The set receiving the IR signal communicates with another set via an RS-232C connection. Each set is identified by a Set ID. If you assign the Picture ID using the remote control, only displays with the same Picture ID and Set ID can be controlled remotely.



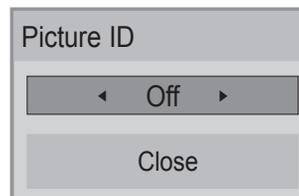
2X2 Multi-Vision

Set IDs are assigned as shown in the picture.

- 1 Press the red ON button on the remote control to assign the Picture ID.



- 2 To change the Picture ID, press the ON button, or the left and right arrow buttons continuously. Assign the ID you want.



- If you assign the Set ID to each set with multi-vision, and then assign the Picture ID using the red button on the remote control, the key command is displayed for the set with the same Set ID and Picture ID. A set with different Set IDs and Picture IDs cannot be controlled by IR signals.

### ! NOTE

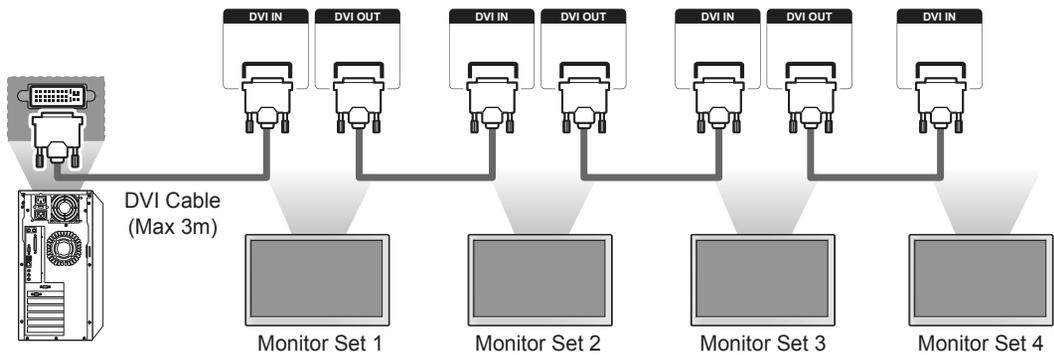
- For example, if the Picture ID is assigned to 2, the upper right display (Set ID: 2) can be controlled by IR signals.
- For each set, you can change the settings for the PICTURE, TIME, NETWORK and MY MEDIA menus or the hot keys on the remote control.
- If you press the green OFF button for Picture IDs, the Picture IDs for all sets are turned off. If you then press any button on the remote control, all sets will start working again.
- Picture ID will be disabled while using the MY MEDIA menu.
- If Picture ID is set to Off, holding buttons on the remote control will execute only one action at a time.

## Daisy Chain Monitors

Use this function to share the DVI video signal with other monitors without having to use a separate signal splitter box.

- To use different products connected to each other Connect one end of the signal input cable (DVI Cable) to the DVI OUT connector of product 1 and connect the other end to the DVI IN connector of other products.

### DVI Cable



#### ! NOTE

- For DVI, in general, up to 12 monitors can be connected via the DVI Out port (at the recommended resolution) if the signal is stable and there is no cable loss. If you want to connect more than this number of monitors, we recommended that you use a distributor.
- When the tile mode is configured via DVI cables, only the monitor that receives first signals can play HDCP-encrypted content. (The DVI Out port does not support HDCP.)
- If the signal cable between the product and your PC is too long, make sure to use the DVI booster or DVI optical cable.
- If input signals are received through the HDMI cable, multiple monitors cannot be connected via the DVI Out port.

# TROUBLESHOOTING

## No image is displayed

Problem	Resolution
Is the product power cord connected?	<ul style="list-style-type: none"> <li>• See if the power cord is properly connected to the outlet.</li> </ul>
Power is on, but the screen appears extremely dark.	<ul style="list-style-type: none"> <li>• Adjust brightness and contrast again.</li> <li>• Backlight may need repair.</li> </ul>
Does the Invalid Format message appear?	<ul style="list-style-type: none"> <li>• The signal from the PC (video card) is out of the vertical or horizontal frequency range of the product. Adjust the frequency range by referring to the Specifications in this manual.</li> </ul> <p>* Maximum resolution            RGB : 1920 x 1080 @ 60 Hz            HDMI/DVI : 1920 x 1080 @ 60 Hz</p>
Does the No signal message appear?	<ul style="list-style-type: none"> <li>• The signal cable between PC and product is not connected. Check the signal cable.</li> <li>• Access the input menu to check the input signal.</li> </ul>

## 'Unknown Product' message appears when the product is connected.

Problem	Resolution
Did you install the driver?	<ul style="list-style-type: none"> <li>• See if the plug&amp;play function is supported by referring to the video card user manual.</li> </ul>

## The screen image looks abnormal.

Problem	Resolution
Is the screen position wrong?	<ul style="list-style-type: none"> <li>• D-Sub analog signal - Press the AUTO button in the remote control to automatically select the optimal screen status that fits into the current mode. If adjustment is not satisfactory, select [PICTURE] - [Screen] - [Position] in OSD menu.</li> <li>• See if the video card resolution and frequency are supported by the product. If the frequency is out of range, set to the recommended resolution in the Control Panel Display Setting menu.</li> </ul>
Do thin lines appear on the background screen?	<ul style="list-style-type: none"> <li>• D-Sub analog signal - Press the AUTO button in the remote control to automatically select an optimal screen status that fits into the current mode. If adjustment is not satisfactory, select [PICTURE] - [Screen] - [Size] in OSD menu.</li> </ul>
Horizontal noise appears or the characters look blurred.	<ul style="list-style-type: none"> <li>• D-Sub analog signal - Press the AUTO button in the remote control to automatically select an optimal screen status that fits into the current mode. If adjustment is not satisfactory, select [PICTURE] - [Screen] - [Phase] in OSD menu.</li> </ul>
The screen is displayed abnormally.	<ul style="list-style-type: none"> <li>• The proper input signal is not connected to the signal port. Connect the signal cable that matches with the source input signal.</li> </ul>

**After-image appears on the product.**

Problem	Resolution
After-image appears when the product is turned off.	<ul style="list-style-type: none"> <li>If you use a fixed image for a long time, the pixels may be damaged quickly. Use the screen-saver function.</li> </ul>

**Screen color is abnormal.**

Problem	Resolution
Screen has poor color resolution (16 colors).	<ul style="list-style-type: none"> <li>Set the number of colors to more than 24 bits (true color) Select Control Panel - Display - Settings - Color Table menu in Windows.</li> </ul>
Screen color is unstable or mono-colored.	<ul style="list-style-type: none"> <li>Check the connection status of the signal cable. Or, re-insert the PC video card.</li> </ul>
Do black spots appear on the screen?	<ul style="list-style-type: none"> <li>Several pixels (red, green, white, or black color) may appear on the screen, which can be attributable to the unique characteristics of the LCD panel. It is not a malfunction of the LCD.</li> </ul>

**The operation does not work normally.**

Problem	Resolution
The power suddenly turned off.	<ul style="list-style-type: none"> <li>Is the sleep timer set?</li> <li>Check the power control settings. Power interrupted.</li> </ul>

**CAUTION**

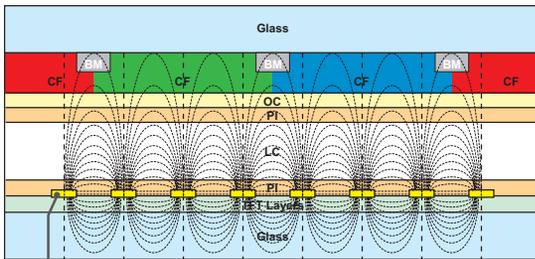
- Image sticking does not occur when using constantly changing images but may occur when using a fixed image for an extended period of time. Therefore, it is recommended that you use the instructions below to decrease the likelihood of image sticking occurring when using a fixed image. It is recommended that you change the screen at least once every **12 hours** at the very minimum; if done more frequently, the prevention of image sticking is more effective.

**Recommended operating conditions**

- 1 Change the background and the character colors using the same time interval.



When changing colors, using complementary colors helps to prevent image sticking.



ITO or MoTi Pixel Layer

- 2 Change the image using the same time interval.



Make sure that the characters or images before changing the image remain in the same location after changing the image.

**What is image sticking?**

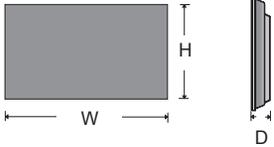
When the LCD panel displays a static image for an extended period of time, it can cause a voltage difference between the electrodes that operate the liquid crystals. When the voltage difference between the electrodes builds up over time, liquid crystals have a tendency to remain aligned in one direction. During this process, a previously displayed image remains visible. This phenomenon is referred to as image sticking.

**NOTE**

- The software version can be updated for improvement in performance. Customer needs to ensure the compatibility of customer's equipment with LGE software. If needed, please consult with LGE and upload revised software version to the product according to the guidance provided by LGE.

# SPECIFICATIONS

47LV35A

LCD Panel	Screen Type	119 cm Wide TFT (Thin Film Transistor) LCD (Liquid Crystal Display) Panel. Visible diagonal size 119 cm
	Pixel Pitch	0.5415 mm (H) X 0.5415 mm (V)
Video Signal	Max. Resolution	1920 x 1080 @ 60 Hz HDMI/DVI 1920 x 1080 @ 60 Hz - It may not be supported depending on the OS or video card type.
	Recommended Resolution	1920 x 1080 @ 60 Hz HDMI/DVI 1920 x 1080 @ 60 Hz - It may not be supported depending on the OS or video card type.
	Horizontal Frequency	RGB 30 kHz to 83 kHz HDMI/DVI 30 kHz to 83 kHz
	Vertical Frequency	RGB 50 Hz to 75 Hz HDMI/DVI 56 Hz to 60 Hz
	Synchronization Type	Separate Sync, Digital
Input Connector		15-pin D-Sub(RGB/Component/Composite), HDMI/DVI, RS-232C, LAN, USB
Embedded battery		Applied
Power	Rated Voltage	AC 100-240 V~ 50/60 Hz 1.7 A
	Power Consumption	On Mode 130 W Typ. 170 W Max Smart Energy Saving Mode 85 W Typ. Sleep Mode/Off Mode ≤ 0.5 W
Dimensions (Width x Height x Depth) / Weight	 <p>*Wall Bracket available VESA 600 x 400</p>	
	1044.9 mm X 590.0 mm X 89.9 mm / 16.5 Kg	
Environmental conditions	Operating Temperature	0 °C to 40 °C
	Operating Humidity	10 % to 80 %
	Storage Temperature	-20 °C to 60 °C
	Storage Humidity	5 % to 85 %

Product specifications shown above may be changed without prior notice due to upgrade of product functions.

“~” refers to alternating current (AC), and “= ” refers to direct current (DC).

## 55LV35A

LCD Panel	Screen Type	139 cm Wide TFT (Thin Film Transistor) LCD (Liquid Crystal Display) Panel. Visible diagonal size 139 cm
	Pixel Pitch	0.630 mm (H) x 0.630 mm (V)
Video Signal	Max. Resolution	1920 x 1080 @ 60 Hz HDMI/DVI 1920 x 1080 @ 60 Hz - It may not be supported depending on the OS or video card type.
	Recommended Resolution	1920 x 1080 @ 60 Hz HDMI/DVI 1920 x 1080 @ 60 Hz - It may not be supported depending on the OS or video card type.
	Horizontal Frequency	RGB 30 kHz to 83 kHz HDMI/DVI 30 kHz to 83 kHz
	Vertical Frequency	RGB 50 Hz to 75 Hz HDMI/DVI 56 Hz to 60 Hz
	Synchronization Type	Separate Sync, Digital
Input Connector		15-pin D-Sub(RGB/Component/Composite), HDMI/DVI, RS-232C, LAN, USB
Embedded battery		Applied
Power	Rated Voltage	AC 100-240 V~ 50/60 Hz 2.1 A
	Power Consumption	On Mode 160 W Typ. 200 W Max Smart Energy Saving Mode 90 W Typ. Sleep Mode/Off Mode ≤ 0.5 W
Dimensions (Width x Height x Depth) / Weight	<p>*Wall Bracket available VESA 600 x 400</p>	
	1213.4 mm x 684.2 mm x 88.5 mm / 23 Kg	
Environmental conditions	Operating Temperature	0 °C to 40 °C
	Operating Humidity	10 % to 80 %
	Storage Temperature	-20 °C to 60 °C
	Storage Humidity	5 % to 85 %

Product specifications shown above may be changed without prior notice due to upgrade of product functions.

“~” refers to alternating current (AC), and “= ” refers to direct current (DC).

**RGB (PC) supported mode**

Resolution	Horizontal Frequency(kHz)	Vertical Frequency(Hz)
640 x 480	31.469	59.94
720 x 400	31.468	70.8
800 x 600	37.879	60.317
1024 x 768	48.363	60
1280 x 720	44.772	59.855
1280 X 960	60	60
1152 X 864	57.717	59.934
1280 x 1024	63.981	60.02
1920 x 1080	67.5	60

**HDMI (DTV) supported mode**

Resolution	Horizontal Frequency(kHz)	Vertical Frequency(Hz)
480 / 60p	31.5	60
576 / 50p	31.25	50
720 / 50p	37.5	50
720 / 60p	45	60
1080 / 50i	28.1	50
1080 / 50p	56.25	50
1080 / 60i	33.75	60
1080 / 60p	67.5	60

**HDMI/DVI (PC) supported mode**

Resolution	Horizontal Frequency(kHz)	Vertical Frequency(Hz)
640 x 480	31.469	59.94
800 x 600	37.879	60.317
1024 x 768	48.363	60
1280 x 720	44.772	59.855
1366 x 768	47.7	60
1280 x 1024	63.981	60.02
1680 x 1050	65.290	59.954
1920 x 1080	67.5	60

**Component supported mode**

Resolution	Horizontal Frequency(kHz)	Vertical Frequency(Hz)
720 x 480	15.63	59.94
720 x 483	31.47	59.94
720 x 576	15.625	50.00
720 x 576	31.25	50.00
1280 x 720	45.00	60.00
1280 x 720	37.5	50
1280 x 720	44.96	59.94
1920 x 1080	31.25	50.00
1920 x 1080	56.25	50
1920 x 1080	33.75	60.00
1920 x 1080	33.72	59.94
1920 x 1080	67.5	60

**! NOTE**

- When the cable is connected to the DVI, HDMI, you can select the PC/DTV mode optionally. It is recommended you to set to the PC mode when connecting to PC; the DTV mode when connecting to DTV.

**! NOTE**

- Vertical frequency: To enable the user to watch the product display, screen image should be changed tens of times every second like a fluorescent lamp. The vertical frequency or refresh rate is the times of image display per second. The unit is Hz.
- Horizontal frequency: The horizontal interval is the time to display one vertical line. When 1 is divided by the horizontal interval, the number of horizontal lines displayed every second can be tabulated as the horizontal frequency. The unit is kHz.

# IR CODES

- All models do not support the HDMI/USB function.
- Some key codes are not supported depending on the model.

Code (Hexa)	Function	Note
08	⏻ (Power)	R/C BUTTON
0B	INPUT	R/C BUTTON
C4	MONITOR ON	R/C BUTTON
C5	MONITOR OFF	R/C BUTTON
95	ENERGY SAVING (e2)	R/C BUTTON
DC	3D	R/C BUTTON
10 to 19	Number Key 0 to 9	R/C BUTTON
32	1/a/A	R/C BUTTON
2F	CLEAR	R/C BUTTON
02	Volume  ( + )	R/C BUTTON
03	Volume  ( - )	R/C BUTTON
79	ARC	R/C BUTTON
99	AUTO	R/C BUTTON
09	MUTE	R/C BUTTON
E0	BRIGHTNESS  (Page UP)	R/C BUTTON
E1	BRIGHTNESS  (Page Down)	R/C BUTTON
4D	PSM	R/C BUTTON
AA	INFO ⓘ	R/C BUTTON
5F	W.BAL	R/C BUTTON
43	SETTINGS	R/C BUTTON
40	Up 	R/C BUTTON
41	Down 	R/C BUTTON
07	Left 	R/C BUTTON
06	Right 	R/C BUTTON
3F	S.MENU	R/C BUTTON
44	OK	R/C BUTTON
28	BACK	R/C BUTTON
5B	EXIT	R/C BUTTON
7E	 SIMPLINK	R/C BUTTON
7B	TILE	R/C BUTTON
B1	■	R/C BUTTON
B0	▶	R/C BUTTON
BA		R/C BUTTON
8F	◀◀	R/C BUTTON
8E	▶▶	R/C BUTTON
72	Red Key (PICTURE ID ON)	R/C BUTTON
71	Green Key (PICTURE ID OFF)	R/C BUTTON
63	Yellow Key	R/C BUTTON
61	Blue Key	R/C BUTTON

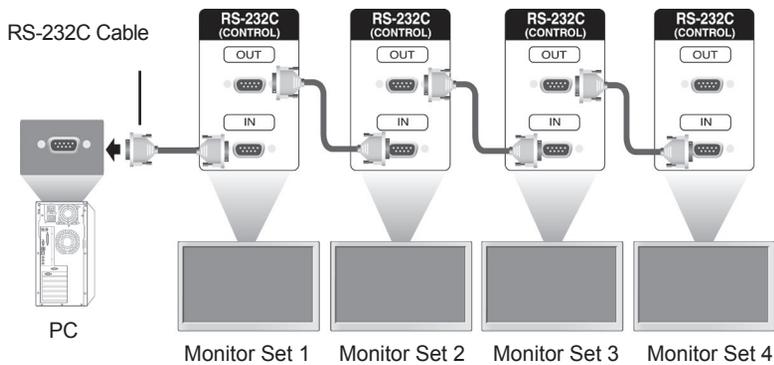
# CONTROLLING THE MULTIPLE PRODUCT

- Use this method to connect several products to a single PC. You can control several products at one time by connecting them to a single PC.
- In the Option menu, Set ID must be between 1 and 255 (or from 1 to 1,000) without being duplicated.

## Connecting the cable

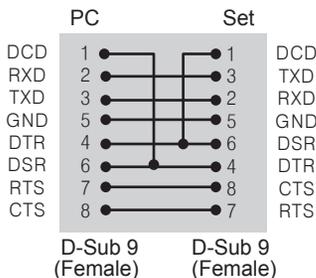
Connect the RS-232C cable as shown in the picture.

- The RS-232C protocol is used for communication between the PC and product. You can turn the product on/off, select an input source or adjust the OSD menu from your PC.



## RS-232C Configurations

### 8-Wire Configurations (Cross-over RS-232C cable)



### ! NOTE

- When using 3-wire connections (non-standard), an IR daisy chain cannot be used.

## Communication Parameter

- Baud Rate : 9600 BPS
- Data Length : 8 bit
- Parity Bit : None
- Stop Bit : 1 bit
- Flow Control : None
- Communication Code : ASCII code
- Use a crossed (reverse) cable

## Command Reference List

		COMMAND		DATA (Hexadecimal)
		1	2	
01	Power	k	a	00 to 01
02	Select input	x	b	See [Select input]
03	Aspect ratio	k	c	See [Aspect ratio]
04	Energy saving	j	q	See [Energy saving]
05	Picture mode	d	x	See [Picture mode]
06	Contrast	k	g	00 to 64
07	Brightness	k	h	00 to 64
08	Sharpness	k	k	00 to 32
09	Color	k	i	00 to 64
10	Tint	k	j	00 to 64
11	Color temperature	x	u	00 to 64
12	H position	f	q	00 to 64
13	V position	f	r	00 to 64
14	H size	f	s	00 to 64
15	Auto Config.	j	u	01
16	Balance	k	t	00 to 64
17	Sound Mode	d	y	See [Sound mode]
18	Mute	k	e	00 to 01
19	Volume	k	f	00 to 64
20	Clock 1 (year/month/day)	f	a	See [Clock 1]
21	Clock 2 (hour/minute/second)	f	x	See [Clock 2]
22	Off time schedule	f	c	00 to 01
23	On time schedule	f	b	00 to 01
24	Off timer (repeat mode/time)	f	e	See [Off timer]
25	On timer (repeat mode/time)	f	d	See [On timer]
26	On timer input	f	u	See [On timer input]
27	Automatic Standby	m	n	00 to 01
28	Auto off	f	g	00 to 01
29	Language	f	i	See [Language]
30	ISM method	j	p	See [ISM method]
31	Reset	f	k	00 to 02
32	Current temperature	d	n	FF
33	Key	m	c	See [Key]
34	Time elapsed	d	l	FF
35	Product serial number	f	y	FF
36	Software version	f	z	FF
37	White balance red gain	j	m	00 to FE
38	White balance green gain	j	n	00 to FE
39	White balance blue gain	j	o	00 to FE
40	Backlight	m	g	00 to 64
41	Screen off	k	d	00 to 01

		COMMAND		DATA (Hexadecimal)
		1	2	
42	Power On Delay	f	h	00 to 64
43	Tile Mode	d	d	00 to 01
44	Tile Mode Check	d	z	FF
45	Tile ID	d	i	Refer to 'Tile ID'.
46	Tile H Position	d	e	00 to 32
47	Tile V Position	d	f	00 to 32
48	Tile H Size	d	g	00 to 32
49	Tile V Size	d	h	00 to 32
50	Natural Mode (In Tile mode)	d	j	00 to 01

 **NOTE**

- During USB operations such as Dvix or EMF, all commands except Power (k a) and Key (m c) are not executed and treated as NG.
- Some commands are not supported depending on the model.
- The **f f** command which shows the status of a certain command does not display the OSD as the result in order to be compatible with SuperSign program.

## Transmission / Receiving Protocol

### Transmission

[Command1][Command2][ ][Set ID][ ][Data][Cr]

- \* [Command1]: First command to control the set.
- \* [Command2]: Second command to control the set.
- \* [Set ID]: Used for selecting a set you want to control. A Set ID can be assigned to each set from 1 to 255 (from 01H to FFH), or from 1 to 1,000 (from 001H to 3e8H) in certain models, under OPTION in the OSD menu. Selecting '00H' or '000H' for Set ID allows the simultaneous control of all connected monitors. (It may not be supported depending on the model.)
- \* [Data]: Transmits command data.  
Data count may increase depending on the command.
- \* [Cr]: Carriage Return. ASCII code '0x0D'.
- \* [ ]: White Space. Corresponds to '0x20' in ASCII code.

### Acknowledgement

[Command2][ ][Set ID][ ][OK/NG][Data][x]

- \* When the product receives data normally, it sends an acknowledgement (ACK) in the format above. If data is in read mode, it indicates the data that shows the current status. If data is in read mode, it simply indicates the data that is sent from the PC.
- \* If a command is sent with Set ID '00' (=0x00) or '000' (=0x000), the data is reflected to all monitor sets and they do send any acknowledgement (ACK).
- \* If the data value 'FF' is sent in control mode via RS-232C, the current setting value of a function can be checked (only for some functions).
- \* Some commands are not supported depending on the model.

**01. Power (Command: k a)**

Controls the power on/off of the set.

**Transmission**

[k][a][ ][Set ID][ ][Data][Cr]

Data 00: Off  
01: On

**Acknowledgement**

[a][ ][Set ID][ ][OK/NG][Data][x]

\* Only when the monitor is fully powered on, the acknowledgement signal is returned properly.

\* There may be a delay between the transmission and acknowledgement signals.

**02. Select input (Command: x b)**

Selects an input signal.

**Transmission**

[x][b][ ][Set ID][ ][Data][Cr]

Data 60: RGB  
90: HDMI (HDMI1) (DTV)  
A0: HDMI (HDMI1) (PC)

**Acknowledgement**

[b][ ][Set ID][ ][OK/NG][Data][x]

\* Some input signals may not be supported on some models.

**03. Aspect ratio (Command: k c)**

Adjusts the aspect ratio.

**Transmission**

[k][c][ ][Set ID][ ][Data][Cr]

Data 01: 4:3  
02: 16:9  
04: Zoom (HDMI)(DTV)  
06: Auto ratio (HDMI)(DTV)  
09: Original (≥ 720p) (HDMI) (DTV)  
10 to 1F: Cinema zoom 1 to 16 (HDMI) (DTV)

\* Available data types differ depending on the input signal. For more information, see the aspect ratio section of the owner's manual.

\* The aspect ratio may differ depending on the model's input configuration.

**Acknowledgement**

[c][ ][Set ID][ ][OK/NG][Data][x]

**04. Energy saving (Command: j q)**

Sets the energy saving function.

**Transmission**

[j][q][ ][Set ID][ ][Data][Cr]

Data 00: Off  
01: Minimum  
02: Medium  
03: Maximum  
04: Automatic  
05: Screen off

**Acknowledgement**

[q][ ][Set ID][ ][OK/NG][Data][x]

\*\* This may not be supported on some models.

**05. Picture mode (Command: d x)**

Selects a picture mode.

**Transmission**

[d][x][ ][Set ID][ ][Data][Cr]

Data 00: Vivid  
01: Standard  
02: Cinema  
03: Sport  
04: Game  
05: Expert 1  
06: Expert 2  
08: APS

**Acknowledgement**

[x][ ][Set ID][ ][OK/NG][Data][x]

**06. Contrast (Command: k g)**

Adjusts the screen contrast.

**Transmission**

[k][g][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Contrast 0 to 100

**Acknowledgement**

[g][ ][Set ID][ ][OK/NG][Data][x]

**07. Brightness (Command: k h)**

Adjusts the screen brightness.

Transmission

[k][h][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Brightness 0 to 100

Acknowledgement

[h][ ][Set ID][ ][OK/NG][Data][x]

**10. Tint (Command: k j)**

Adjusts the screen tint.

Transmission

[k][j][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Tint red 50 to green 50

Acknowledgement

[j][ ][Set ID][ ][OK/NG][Data][x]

**08. Sharpness (Command: k k)**

Adjusts the screen sharpness.

Transmission

[k][k][ ][Set ID][ ][Data][Cr]

Data 00 to 32: Sharpness 0 to 50

Acknowledgement

[k][ ][Set ID][ ][OK/NG][Data][x]

**11. Color temperature (Command: x u)**

Adjusts the screen color temperature.

Transmission

[x][u][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Warm 50 to cool 50

Acknowledgement

[u][ ][Set ID][ ][OK/NG][Data][x]

**09. Color (Command: k i)**

Adjusts the screen color.

Transmission

[k][i][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Color 0 to 100

Acknowledgement

[i][ ][Set ID][ ][OK/NG][Data][x]

**12. H position (Command: f q)**

Adjusts the horizontal position of the screen.

This function is only available when the Tile Mode is set to Off.

\* The operational range varies depending on the RGB input resolution.

(Only available in RGB-PC input mode)

Transmission

[f][q][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Min -50 (left) to max 50 (right)

Acknowledgement

[q][ ][Set ID][ ][OK/NG][Data][x]

**13. V position (Command: f r)**

Adjusts the vertical position of the screen.  
This function is only available when the Tile Mode is set to Off.

\* The operational range varies depending on the RGB input resolution.

(Only available in RGB-PC input mode)

**Transmission**

[f][r][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Min -50 (down) to max 50 (up)

**Acknowledgement**

[r][ ][Set ID][ ][OK/NG][Data][x]

**14. H size (Command: f s)**

Adjusts the horizontal size of the screen.  
This function is only available when the Tile Mode is set to Off.

\* The operational range varies depending on the RGB input resolution.

(Only available in RGB-PC input mode)

**Transmission**

[f][s][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Min -50 (small) to max 50 (large)

**Acknowledgement**

[s][ ][Set ID][ ][OK/NG][Data][x]

**15. Auto Config. (Command: j u)**

Automatically corrects position and shaking of the picture.

(Only available in RGB-PC input mode)

**Transmission**

[j][u][ ][Set ID][ ][Data][Cr]

Data 01: Execution

**Acknowledgement**

[u][ ][Set ID][ ][OK/NG][Data][x]

**16. Balance (Command: k t)**

Adjusts the sound balance.

**Transmission**

[k][t][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Left 50 to right 50

**Acknowledgement**

[t][ ][Set ID][ ][OK/NG][Data][x]

\*\* This may not be supported on some models.

**17. Sound mode (Command: d y)**

Selects a sound mode.

**Transmission**

[d][y][ ][Set ID][ ][Data][Cr]

Data 01: Standard

02: Music

03: Cinema

04: Sport

05: Game

07: News

**Acknowledgement**

[y][ ][Set ID][ ][OK/NG][Data][x]

\*\* This may not be supported on some models.

**18. Mute (Command: k e)**

Mutes/unmutes the sound.

**Transmission**

[k][e][ ][Set ID][ ][Data][Cr]

Data 00: Mute

01: Unmute

**Acknowledgement**

[e][ ][Set ID][ ][OK/NG][Data][x]

\*\* This may not be supported on some models.

**19. Volume (Command: k f)**

Adjusts the playback volume.

Transmission

[k][f][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Volume 0 to 100

Acknowledgement

[f][ ][Set ID][ ][OK/NG][Data][x]

\*\* This may not be supported on some models.

**22. Off time schedule (Command: f c)**

Enables/disables the on time schedule.

Transmission

[f][c][ ][Set ID][ ][Data][Cr]

Data 00: Off

01: On

Acknowledgement

[c][ ][Set ID][ ][OK/NG][Data][x]

**20. Clock 1 (year/month/day) (Command: f a)**

Adjusts the Clock 1 (year/month/day) value.

Transmission

[f][a][ ][Set ID][ ][Data1][ ][Data2][ ][Data3][Cr]

Data1 00 to 1E: Year 2010 to 2040

Data2 01 to 0C: January to December

Data3 01 to 1F: 1st to 31st

\* Enter "fa [Set ID] ff" to view the Clock 1 (year/month/day) settings.

Acknowledgement

[a][ ][Set ID][ ][OK/NG][Data1][Data2][Data3][x]

**23. On time schedule (Command: f b)**

Enables/disables the on time schedule.

Transmission

[f][b][ ][Set ID][ ][Data][Cr]

Data 00: Off

01: On

Acknowledgement

[b][ ][Set ID][ ][OK/NG][Data][x]

**21. Clock 2 (hour/minute/second) (Command: f x)**

Adjusts the Clock 2 (hour/minute/second) value.

Transmission

[f][x][ ][Set ID][ ][Data1][ ][Data2][ ][Data3][Cr]

Data1 00 to 17: 00 to 23 hours

Data2 00 to 3B: 00 to 59 minutes

Data3 00 to 3B: 00 to 59 seconds

\* Enter "fx [Set ID] ff" to view the Clock 2 (hour/minute/second) settings.

\*\* This function is only available when Clock 1 (year/month/day) is set.

Acknowledgement

[x][ ][Set ID][ ][OK/NG][Data1][Data2][Data3][x]

**24. Off timer (repeat mode/time) (Command: f e)**

Configures the off time (repeat mode/time) settings.

**Transmission**

[f][e][ ][Set ID][ ][Data1][ ][Data2][ ][Data3][Cr]

**Data1**

1. F1 to F7 (reading data)

F1: Read the 1st off timer data

F2: Read the 2nd off timer data

F3: Read the 3rd off timer data

F4: Read the 4th off timer data

F5: Read the 5th off timer data

F6: Read the 6th off timer data

F7: Read the 7th off timer data

2. E1 to E7 (deleting one index), E0 (deleting all indexes)

E0: Erase all off timer setting

E1: Erase the 1st off timer setting

E2: Erase the 2nd off timer setting

E3: Erase the 3rd off timer setting

E4: Erase the 4th off timer setting

E5: Erase the 5th off timer setting

E6: Erase the 6th off timer setting

E7: Erase the 7th off timer setting

3. 01 to 0C (setting the day of the week for off timer)

01: Once

02: Daily

03: Mon - Fri

04: Mon - Sat

05: Sat - Sun

06: Every Sunday

07: Every Monday

08: Every Tuesday

09: Every Wednesday

0A: Every Thursday

0B: Every Friday

0C: Every Saturday

Data2 00 to 17: 00 to 23 hours

Data3 00 to 3B: 00 to 59 minutes

\* To read or delete the Off Time list, set FFH for [Data2] and [Data3].

Example 1: fe 01 f1 ff ff - Read the 1st index data from off timer.

Example 2: fe 01 e1 ff ff - Delete the 1st index data from off timer.

Example 3: fe 01 04 02 03 - Sets Off Timer to 02:03 for Monday-Saturday.

\* This function is only available when Clock 1 (year/month/day) and Clock 2 (hour/minute/second) are set.

**Acknowledgement**

[e][ ][Set ID][ ][OK/NG][Data1][Data2][Data3][x]

**25. On timer (repeat mode/time) (Command: f d)**

Configures the on time (repeat mode/time) settings.

**Transmission**

[f][d][ ][Set ID][ ][Data1][ ][Data2][ ][Data3][Cr]

**Data1**

1. F1 to F7 (reading data)

F1: Read the 1st on timer data

F2: Read the 2nd on timer data

F3: Read the 3rd on timer data

F4: Read the 4th on timer data

F5: Read the 5th on timer data

F6: Read the 6th on timer data

F7: Read the 7th on timer data

2. E1 to E7 (deleting one index), E0 (deleting all indexes)

E0: Erase all on timer setting

E1: Erase the 1st on timer setting

E2: Erase the 2nd on timer setting

E3: Erase the 3rd on timer setting

E4: Erase the 4th on timer setting

E5: Erase the 5th on timer setting

E6: Erase the 6th on timer setting

E7: Erase the 7th on timer setting

3. 01 to 0C (setting the day of the week for the on timer)

01: Once

02: Daily

03: Mon - Fri

04: Mon - Sat

05: Sat - Sun

06: Every Sunday

07: Every Monday

08: Every Tuesday

09: Every Wednesday

0A: Every Thursday

0B: Every Friday

0C: Every Saturday

Data2 00 to 17: 00 to 23 hours

Data3 00 to 3B: 00 to 59 minutes

\* To read or delete an on timer list you have set, [Data2][Data3] must be set to FFH.

Example 1: fd 01 f1 ff ff - Read the 1st index data from on timer.

Example 2: fd 01 e1 ff ff - Delete the 1st index data from on timer.

Example 3: fd 01 04 02 03 - Set on timer at 02:03 on Monday to Saturday.

\* This function is only available when Clock 1 (year/month/day) and Clock 2 (hour/minute/second) are set.

**Acknowledgement**

[d][ ][Set ID][ ][OK/NG][Data1][Data2][Data3][x]

**26. On timer input (Command: f u)**

Adds a new schedule entry by selecting input for the current on timer setting.

**Transmission**

[f][u][ ][Set ID][ ][Data1][Cr]

[f][u][ ][Set ID][ ][Data1][Data2][Cr]

Data (adding schedule)

60: RGB

90: HDMI (HDMI1)

Data1

1. f1h to f7h (reading data)

F1: Select the 1st schedule input source

F2: Select the 2nd schedule input source

F3: Select the 3rd schedule input source

F4: Select the 4th schedule input source

F5: Select the 5th schedule input source

F6: Select the 6th schedule input source

F7: Select the 7th schedule input source

Data2

1. ffh (reading data)

To read the schedule input, enter FFH for [Data2].

If no schedule is available for [Data1] when attempting to read or change the schedule data, the text NG will be displayed and the operation will fail.

(Example 1: fu 01 60 - Move existing schedule entries down one row each and save RGB as input source for the 1st schedule entry.)

(Example 2: fu 01 f1 ff - Read the 1st schedule input data.)

\* This function is only supported when 1 (year/month/date), 2 (hour/minute/second) and On Time (repeat mode/time) are set.

\*\* Input may not be supported on some models.

**Acknowledgement**

[u][ ][Set ID][ ][OK/NG][Data][x]

[u][ ][Set ID][ ][OK/NG][Data1][Data2][x]

\*\* This may not be supported on some models.

**27. Automatic standby (Command: m n)**

Configures the automatic standby settings.

**Transmission**

[m][n][ ][Set ID][ ][Data][Cr]

Data 00: Off (Will not turn off after 4/6/8 hours)

01: 4 hours (Off after 4 hours)

02: 6 hours (Off after 6 hours)

03: 8 hours (Off after 8 hours)

**Acknowledgement**

[n][ ][Set ID][ ][OK/NG][Data][x]

**28. Auto off (Command: f g)**

Configures the automatic off settings.

**Transmission**

[f][g][ ][Set ID][ ][Data][Cr]

Data 00: Off (Will not turn off after 15 minutes)

01: On (Off after 15 minutes)

**Acknowledgement**

[g][ ][Set ID][ ][OK/NG][Data][x]

**29. Language (Command: f i)**

Sets the OSD language.

**Transmission**

[f][i][ ][Set ID][ ][Data][Cr]

Data 00: Czech

01: Danish

02: German

03: English

04: Spanish (Europe)

05: Greek

06: French

07: Italian

08: Dutch

09: Norwegian

0A: Portuguese

0B: Portuguese (Brazil)

0C: Russian

0D: Finnish

0E: Swedish

0F: Korean

10: Chinese (Cantonese)

11: Chinese (Mandarin)

**Acknowledgement**

[i][ ][Set ID][ ][OK/NG][Data][x]

**30. ISM method (Command: j p)**

Selects an ISM Method option.

**Transmission**

[j][p][ ][Set ID][ ][Data][Cr]

Data 08: Standard

20: Color wash

**Acknowledgement**

[p][ ][Set ID][ ][OK/NG][Data][x]

**31. Reset (Command: f k)**

Resets settings for Picture, Screen and Audio or restores factory settings.  
(Screen reset can only be performed in RGB input mode.)

**Transmission**

```
[f][k][ ][Set ID][ ][Data][Cr]
```

Data 00: Picture reset  
01: Screen reset  
02: Initial settings (factory reset)

**Acknowledgement**

```
[k][ ][Set ID][ ][OK/NG][Data][x]
```

**32. Current temperature (Command: d n)**

Checks the inside temperature value.

**Transmission**

```
[d][n][ ][Set ID][ ][Data][Cr]
```

Data FF: Check status

**Acknowledgement**

```
[n][ ][Set ID][ ][OK/NG][Data][x]
```

```
[n][ ][Set ID][ ][OK/NG][Data1][Data2][Data3][x]
```

\* Temperature is displayed as a hexadecimal value.

**33. Key (Command: m c)**

Sends a key code for the IR remote control.

**Transmission**

```
[m][c][ ][Set ID][ ][Data][Cr]
```

Data IR\_KEY\_CODE

**Acknowledgement**

```
[c][ ][Set ID][ ][OK/NG][Data][x]
```

For key codes, see IR Codes.

\* Some key codes may not be supported on some models.

**34. Time elapsed (Command: d l)**

Checks the elapsed time.

**Transmission**

```
[d][l][ ][Set ID][ ][Data][Cr]
```

Data FF: Read status

**Acknowledgement**

```
[l][ ][Set ID][ ][OK/NG][Data][x]
```

\* The data received is shown as a hexadecimal value.

**35. Product serial number (Command: f y)**

Checks the serial number of the product.

**Transmission**

```
[f][y][ ][Set ID][ ][Data][Cr]
```

Data FF: Check product serial number

**Acknowledgement**

```
[y][ ][Set ID][ ][OK/NG][Data][x]
```

\* Data is in ASCII code.

**36. Software version (Command: f z)**

Checks the software version of the product.

**Transmission**

```
[f][z][ ][Set ID][ ][Data][Cr]
```

Data FF: Check software version

**Acknowledgement**

```
[z][ ][Set ID][ ][OK/NG][Data][x]
```

**37. White balance red gain (Command: j m)**

Adjusts the white balance red gain value.

Transmission

[j][m][ ][Set ID][ ][Data][Cr]

Data 00 to FE: Red gain 0 to 254

Acknowledgement

[m][ ][Set ID][ ][OK/NG][Data][x]

**38. White balance green gain (Command: j n)**

Adjusts the white balance green gain value.

Transmission

[j][n][ ][Set ID][ ][Data][Cr]

Data 00 to FE: Green gain 0 to 254

Acknowledgement

[n][ ][Set ID][ ][OK/NG][Data][x]

**39. White balance blue gain (Command: j o)**

Adjusts the white balance blue gain value.

Transmission

[j][o][ ][Set ID][ ][Data][Cr]

Data 00 to FE: Blue gain 0 to 254

Acknowledgement

[o][ ][Set ID][ ][OK/NG][Data][x]

**40. Backlight (Command: m g)**

Adjusts the back light brightness.

Transmission

[m][g][ ][Set ID][ ][Data][Cr]

Data 00 to 64: Back light brightness 0 to 100

Acknowledgement

[g][ ][Set ID][ ][OK/NG][Data][x]

\*\* This may not be supported on some models.

**41. Screen off (Command: k d)**

Turns the screen on or off.

Transmission

[k][d][ ][Set ID][ ][Data][Cr]

Data 00: Turns the screen on  
01: Turns the screen off

Acknowledgement

[d][ ][Set ID][ ][OK/NG][Data][x]

**42. Power On Delay (Command: f h)**

To set the schedule delay when the power is turned on. (Unit: Second)

Transmission

[f][h][ ][Set ID][ ][Data][Cr]

Data 00 to 64: min. 0 to max. 100 (sec.)

Acknowledgement

[h][ ][Set ID][ ][OK/NG][Data][x]

**43. Tile Mode (Command: d d)**

To set a Tile Mode and Tile Column/  
Row values.

**Transmission**

[d][d][ ][Set ID][ ][Data][Cr]

Data 00 to FF: 1st byte - Tile Row  
2nd byte - Tile  
Column

\*00, 01, 10, 11 means Tile Mode Off

\*\* It may not be supported depending  
on the model.

**Acknowledgement**

[d][ ][Set ID][ ][OK/NG][Data][x]

**44. Tile Mode Check (Command: d z)**

To check Tile Mode status.

**Transmission**

[d][z][ ][Set ID][ ][Data][Cr]

Data FF: Check Tile Mode status.

\*\* It may not be supported depending on the model.

**Acknowledgement**

[z][ ][Set ID][ ][OK/NG][Data1][Data2][Data3][x]

Data1 00: Tile Mode Off

01: Tile Mode On

Data2 00 to 0F: Tile Row

Data3 00 to 0F: Tile Column

**45. Tile ID (Command: d i)**

To set Tile ID.

**Transmission**

[d][i][ ][Set ID][ ][Data][Cr]

Data 01 to E1: Tile ID 01 to 225\*\*

FF: Check Tile ID

\*\* Data could not be set over (Tile Column) x (Tile  
Row).

\*\* It may not be supported depending on the model.

**Acknowledgement**

[i][ ][Set ID][ ][OK/NG][Data][x]

\*NG will be return if data is over (Tile Column) x (Tile  
Row), except 0xFF.

**46. Tile H Position (Command: d e)**

To adjust the Tile Horizontal position.

\* This function is available only when the Natural  
option of the Tile Mode is set to Off while the Tile  
Mode set to On.

**Transmission**

[d][e][ ][Set ID][ ][Data][Cr]

Data 00 to 32: -50 (Left) to 0 (Right)

\*Left/Right values depend on Tile H size.

\*\* It may not be supported depending on the model.

**Acknowledgement**

[e][ ][Set ID][ ][OK/NG][Data][x]

**47. Tile V Position (Command: d f)**

To adjust the Tile Vertical position.

\* This function is available only when the Natural  
option of the Tile Mode is set to Off while the Tile  
Mode set to On.

**Transmission**

[d][f][ ][Set ID][ ][Data][Cr]

Data 0 to 32: 0 (Bottom) to 50 (Top)

\* Bottom/Top values depend on Tile Vertical size.

\*\* It may not be supported depending on the model.

**Acknowledgement**

[f][ ][Set ID][ ][OK/NG][Data][x]

**48. Tile H Size (Command: d g)**

To adjust the Tile Horizontal Size.

\*Set Tile H Position to 0x32 before setting Tile H  
Size.

\* This function is available only when the Natural  
option of the Tile Mode is set to Off while the Tile  
Mode set to On.

**Transmission**

[d][g][ ][Set ID][ ][Data][Cr]

Data 00 to 32: 0 to 50

\*\* It may not be supported depending on the model.

**Acknowledgement**

[g][ ][Set ID][ ][OK/NG][Data][x]

**49. Tile V Size (Command: d h)**

To adjust the Tile Vertical size.

\*Set Tile V Position to 0x00 before setting Tile V Size.

\* This function is available only when the Natural option of the Tile Mode is set to Off while the Tile Mode set to On.

Transmission

[d][h][ ][Set ID][ ][Data][Cr]

Data 00 to 32: 0 to 50

\*\* It may not be supported depending on the model.

Acknowledgement

[h][ ][Set ID][ ][OK/NG][Data][x]

**50. Natural Mode (In Tile Mode) (Command : d j)**

To display the image naturally, the part of the image that would normally be displayed in the gap between the monitors is omitted.

Transmission

[d][j][ ][Set ID][ ][Data][Cr]

Data 00: Off

01: On

Acknowledgement

[j][ ][Set ID][ ][OK/NG][Data][x]

## TO SEE THE WEB MANUALS (SOFTWARE USER GUIDE / INSTALLATION MANUAL)

You can find more information about the LG Digital Signage (Monitor Signage) in the web manuals (Software User Guide / Installation Manual).

For more information, visit the LG website at <http://partner.lge.com>.



**WARNING** -This equipment is compliant with Class A of CISPR 32. In a residential environment this equipment may cause radio interference.

Make sure to read the Safety Precautions before using the product.

Keep the Owner's Manual (CD) in an accessible place for future reference.

The model and serial numbers of the SET are located on the back and one side of the SET. Record it below should you ever need service.

MODEL \_\_\_\_\_

SERIAL \_\_\_\_\_

To obtain the source code under GPL, LGPL, MPL, and other open source licenses, that is contained in this product, please visit <http://opensource.lge.com>.

In addition to the source code, all referred license terms, warranty disclaimers and copyright notices are available for download.

LG Electronics will also provide open source code to you on CD-ROM for a charge covering the cost of performing such distribution (such as the cost of media, shipping, and handling) upon email request to [opensource@lge.com](mailto:opensource@lge.com).

This offer is valid for a period of three years after our last shipment of this product. This offer is valid to anyone in receipt of this information.

Temporary noise is normal when powering ON or OFF this device.