



OLED Monitor User Manual

AGP497UCZD

Based on the characteristics of the OLED product, screen maintenance according to the requirements of the user instructions is recommended, so as to reduce the risk of generating image retention.

AOC

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Version: A00

HDMI[®]
HIGH-DEFINITION MULTIMEDIA INTERFACE

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Safety

National Conventions

The following subsections describe national conventions used in this document.

Notes, Cautions, and Warnings

Throughout this guide, blocks of text may be accompanied by an icon and printed in bold type or in italic type. These blocks are notes, cautions, and warnings, and they are used as follows:



NOTE: A NOTE indicates important information that helps you make better use of your computer system.



CAUTION: A CAUTION indicates either potential damage to hardware or loss of data and tells you how to avoid the problem.



WARNING: A WARNING indicates the potential for bodily harm and tells you how to avoid the problem. Some warnings may appear in alternate formats and may be unaccompanied by an icon. In such cases, the specific presentation of the warning is mandated by regulatory authority.

Power



The monitor should be operated only from the type of power source indicated on the label. If you are not sure of the type of power supplied to your home, consult your dealer or local power company.



The monitor is equipped with a three-pronged grounded plug, a plug with a third (grounding) pin. This plug will fit only into a grounded power outlet as a safety feature. If your outlet does not accommodate the three-wire plug, have an electrician install the correct outlet, or use an adapter to ground the appliance safely. Do not defeat the safety purpose of the grounded plug.



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



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



To ensure satisfactory operation, use the monitor only with UL listed computers which have appropriate configured receptacles marked between 100-240V AC, Min. 5A.



The wall socket shall be installed near the equipment and shall be easily accessible.

Installation

 Do not place the monitor on an unstable cart, stand, tripod, bracket, or table. If the monitor falls, it can injure a person and cause serious damage to this product. Use only a cart, stand, tripod, bracket, or table recommended by the manufacturer or sold with this product. Follow the manufacturer's instructions when installing the product and use mounting accessories recommended by the manufacturer. A product and cart combination should be moved with care.

 Never push any object into the slot on the monitor cabinet. It could damage circuit parts causing a fire or electric shock. Never spill liquids on the monitor.

 Do not place the front of the product on the floor.

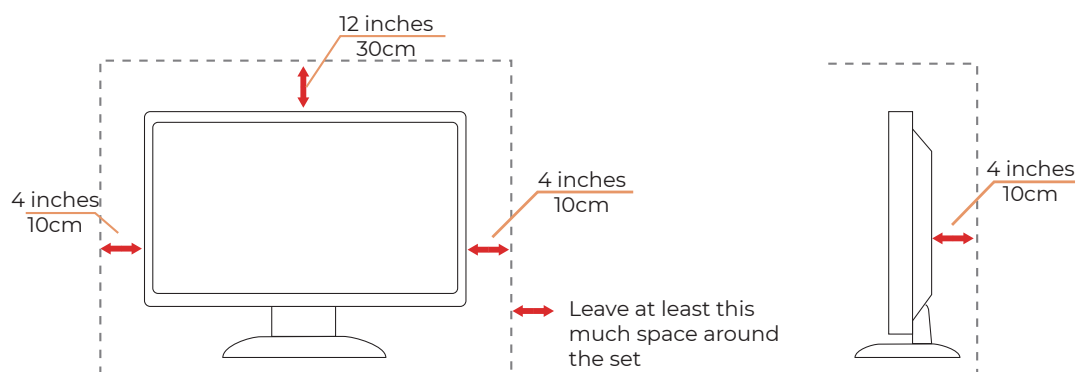
 If you mount the monitor on a wall or shelf, use a mounting kit approved by the manufacturer and follow the kit instructions.

 Leave some space around the monitor as shown below. Otherwise, air-circulation may be inadequate hence overheating may cause a fire or damage to the monitor.

 To avoid potential damage, for example the panel peeling from the bezel, ensure that the monitor does not tilt downward by more than -5 degrees. If the -5 degree downward tilt angle maximum is exceeded, the monitor damage will not be covered under warranty.

See below the recommended ventilation areas around the monitor when the monitor is installed on the wall or on the stand:

Installed with stand



Cleaning

 Clean the cabinet regularly with a water-dampened, soft cloth.

 When cleaning use a soft cotton or microfiber cloth. The cloth should be damp and almost dry, do not allow liquid into the case.



 Please disconnect the power cord before cleaning the product.

Other



If the product is emitting a strange smell, sound or smoke, disconnect the power plug IMMEDIATELY and contact a Service Center.



Make sure that the ventilating openings are not blocked by a table or curtain.



Do not engage the OLED monitor in severe vibration or high impact conditions during operation.



Do not knock or drop the monitor during operation or transportation.



The power cords shall be safety approved. For Germany, it shall be H03VV-F, 3G, 0.75 mm², or better. For other countries, the suitable types shall be used accordingly.



Excessive sound pressure from earphones and headphones can cause hearing loss. Adjustment of the equalizer to maximum increases the earphones and headphones output voltage and therefore the sound pressure level.



Low Blue Light: The display uses the low blue light panel. It complies with TÜV Rheinland Low Blue Light Hardware Solution certification under factory reset/default setting.

Health:

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



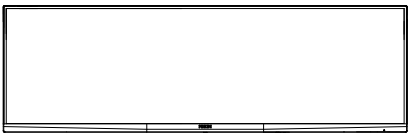
Flicker-free technology maintains a stable backlight with a DC dimmer that eliminates the primary cause of monitor flicker, making it easier on the eyes.



Based on the characteristics of the OLED products, it is not recommended to continuously use this product for more than 24 hours. This product uses many technologies to eliminate possible image retention. For details, refer to instructions on "Screen Maintenance."

Setup

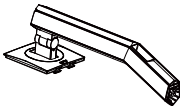
Contents in Box



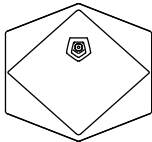
Quick Start Guide



Warranty card



Stand



Base



Power Cable



DisplayPort Cable



HDMI Cable



USB C-C Cable



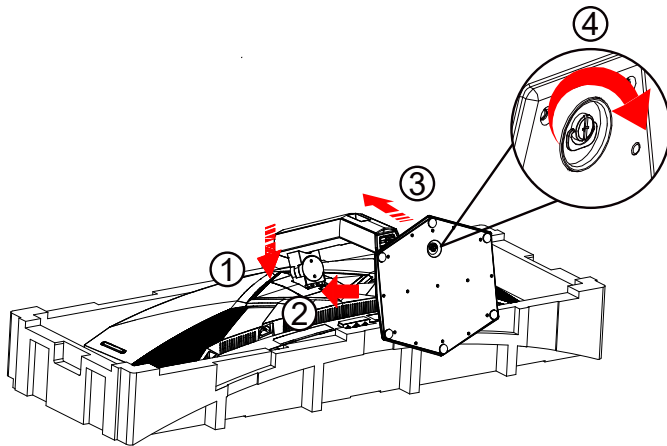
USB Cable

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

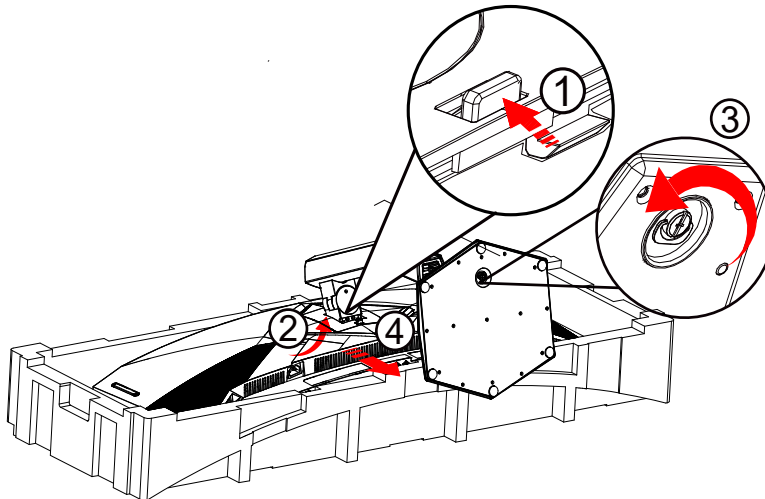
Set-up Stand & Base

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

Setup:

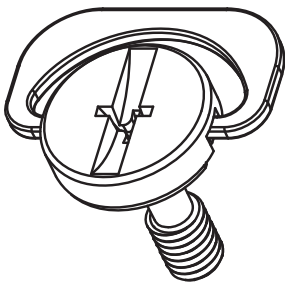


Remove:



 **NOTE:** Display design may differ from those illustrated.

Specification for base screw: M6*23 mm (effective thread 5.5 mm)

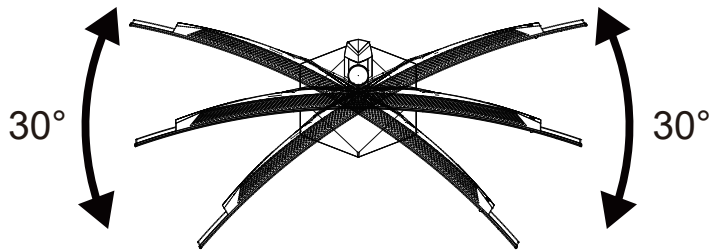
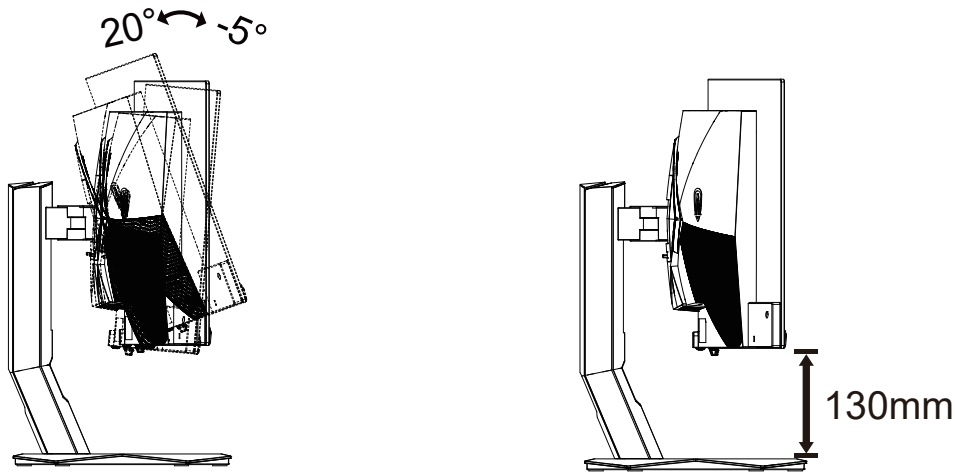


Adjusting Viewing Angle

To achieve the best viewing experience, it is recommended that the user can make sure they are able to look at their whole face on the screen, then adjust the monitor's angle based on personal preference.

Hold the stand so you will not topple the monitor when you change the monitor's angle.

You are able to adjust the monitor as below:



NOTE:

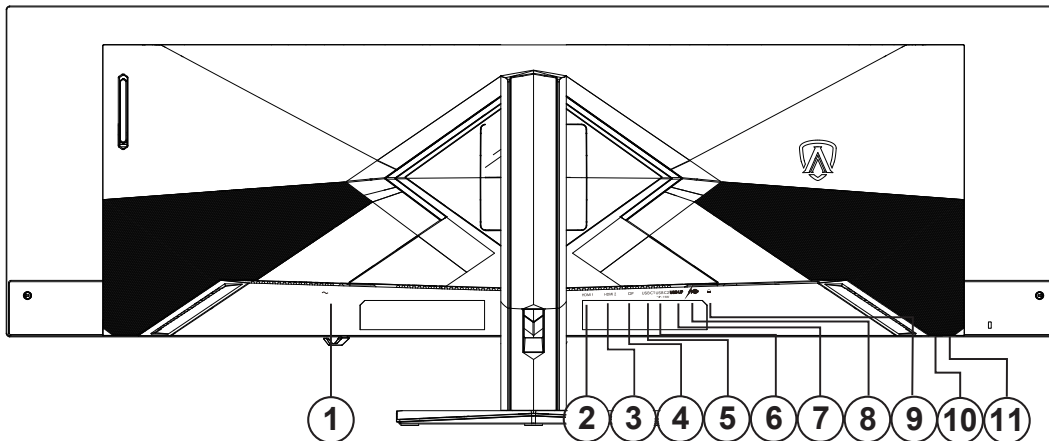
Do not touch the OLED screen when you change the angle. Touching the OLED screen may cause damage.

Warning

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

Connecting the Monitor

Cable Connections In Back of Monitor and Computer:



1. Power
2. HDMI 1
3. HDMI 2
4. DisplayPort
5. USB C1(upstream, DisplayPort ALT Mode, up to PD 90W)
6. USB C2(Power supply up to 15W)
7. USB upstream
8. USB3.2 Gen1 downstream+charging
9. Earphone
10. USB3.2 Gen1 downstream
11. USB3.2 Gen1 downstream

Connect to PC

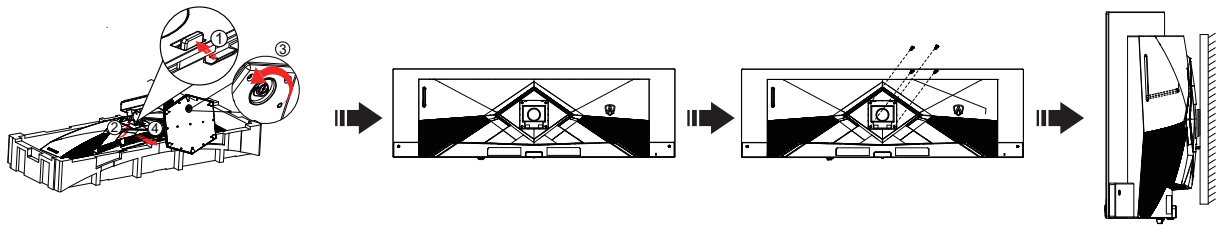
1. Connect the power cord to the back of the display firmly.
2. Turn off your computer and unplug its power cable.
3. Connect the display signal cable to the video connector on the back of your computer.
4. Plug the power cord of your computer and your display into a nearby outlet.
5. Turn on your computer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

If your monitor displays an image, installation is complete. If it does not display an image, please refer to Troubleshoot.

To protect equipment, always turn off the PC and OLED monitor before connecting.

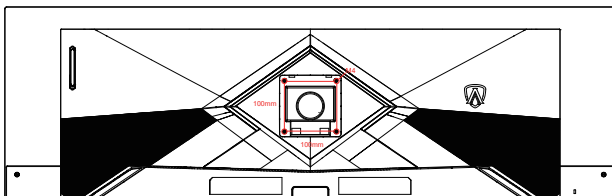
Wall Mounting

Preparing to Install An Optional Wall Mounting Arm.

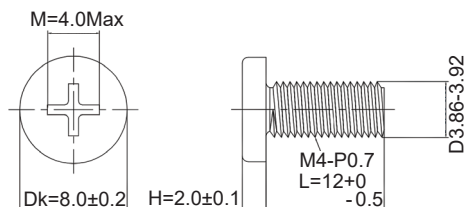


This monitor can be attached to a wall mounting arm you purchase separately. Disconnect power before this procedure. Follow these steps:

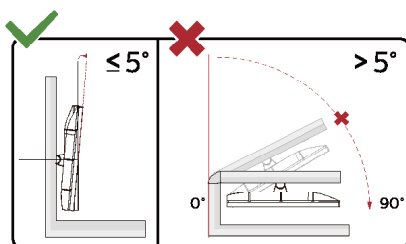
1. Remove the base.
2. Follow the manufacturer's instructions to assemble the wall mounting arm.
3. Place the wall mounting arm onto the back of the monitor. Line up the holes of the arm with the holes in the back of the monitor.
4. Insert the 4 screws into the holes and tighten.
5. Reconnect the cables.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



Specification of wall hanger screws: M4*(12+x)mm, (X=Thickness of Wall mount bracket)



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



* Display design may differ from those illustrated.

⚠WARNING:

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

Adaptive-Sync function

1. Adaptive-Sync function works with DisplayPort/HDMI/USB C.
2. Compatible Graphics Card: Recommended list is as below, also could be checked by visiting www.AMD.com

Graphics Cards

- Radeon™ RX Vega series
- Radeon™ RX 500 series
- Radeon™ RX 400 series
- Radeon™ R9/R7 300 series (R9 370/X, R7 370/X, R7 265 except)
- Radeon™ Pro Duo (2016)
- Radeon™ R9 Nano series
- Radeon™ R9 Fury series
- Radeon™ R9/R7 200 series (R9 270/X, R9 280/X except)

Processors

- AMD Ryzen™ 7 2700U
- AMD Ryzen™ 5 2500U
- AMD Ryzen™ 5 2400G
- AMD Ryzen™ 3 2300U
- AMD Ryzen™ 3 2200G
- AMD PRO A12-9800
- AMD PRO A12-9800E
- AMD PRO A10-9700
- AMD PRO A10-9700E
- AMD PRO A8-9600
- AMD PRO A6-9500
- AMD PRO A6-9500E
- AMD PRO A12-8870
- AMD PRO A12-8870E
- AMD PRO A10-8770
- AMD PRO A10-8770E
- AMD PRO A10-8750B
- AMD PRO A8-8650B
- AMD PRO A6-8570
- AMD PRO A6-8570E
- AMD PRO A4-8350B
- AMD A10-7890K
- AMD A10-7870K
- AMD A10-7850K
- AMD A10-7800
- AMD A10-7700K
- AMD A8-7670K
- AMD A8-7650K
- AMD A8-7600
- AMD A6-7400K

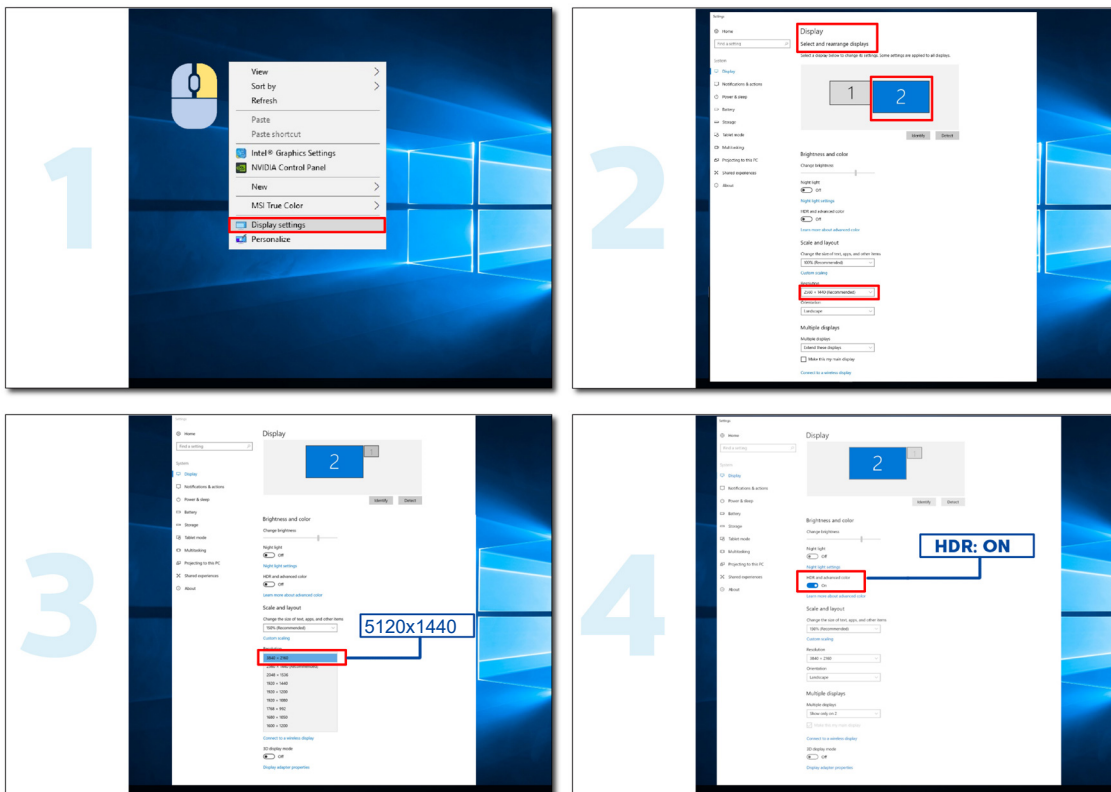
HDR

It is compatible with input signals in HDR10 format.

The display may automatically activate the HDR function if the player and content are compatible. Please contact the device manufacturer and the content provider for information on the compatibility of your device and content. Please select “OFF” for the HDR function when you have no need for automatical activation function.

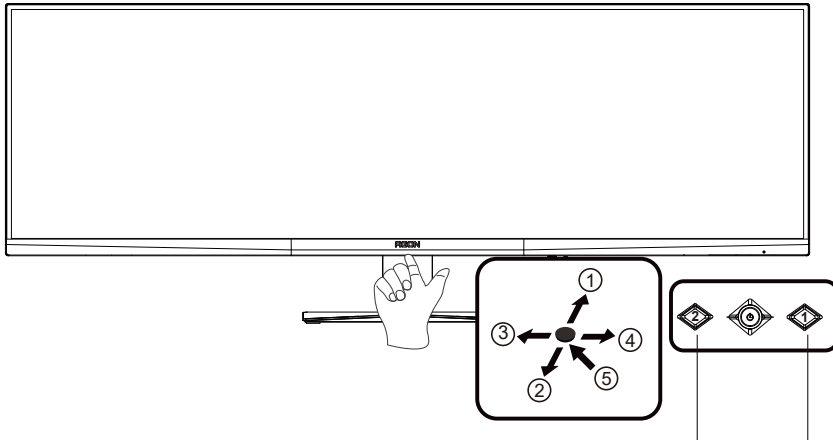
Note:

1. No special setting is needed for the DisplayPort/HDMI interface in WIN10 versions lower (older) than V1703.
2. Only the HDMI interface is available and the DisplayPort interface cannot function in WIN10 version V1703.
3. 5120x1440@60Hz only suggest for Blu-ray Player, Xbox and PlayStation.
 - a. The display resolution is set to 5120x1440, and HDR is preset to ON.
 - b. After entering an application, the best HDR effect can be achieved when the resolution is changed to 5120x1440 (if available).



Adjusting

Hotkeys



1	Up
2	Down
3	Left
4	Right
5	Power/Menu/Select
6	User 1 (Sniper Scope)
7	User 2 (Input Select)

Power/Menu/Select

- When the monitor is powered off, press this button to turn it on.
- When the monitor is powered on, press this button to open the OSD menu or confirm function adjustments, and press and hold this button for about 2 seconds to turn off the monitor.
- When the monitor is in standby mode, press this button to turn it off.

Up/Down/Left/Right

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

User 1 (Dual Resolution)

- Customize the function of this shortcut key in the OSD menu: Gaming Mode, Shadow Control, Low input Lag, Adaptive-Sync, Dial Point, Sniper Scope, Input Select, Volume, Image Ratio, Pixel Refresh, Light FX, Game Color, Dark Boost, Sharpness, Color Temp., Color Space, On-Screen OSD. The factory default setting is “Sniper Scope”.
- When the OSD menu is Off, press this button to open the “Sniper Scope” menu. Press the “Left” or “Right” key to select the magnification level for local zoom: 2X, 3X, 4X.
- When the monitor is in standby mode, press this button to open the “Input Select” menu.

User 2 (Input Select)

- Customize the function of this shortcut key in the OSD menu: Gaming Mode, Shadow Control, Low input Lag, Adaptive-Sync, Dial Point, Sniper Scope, Input Select, Volume, Image Ratio, Pixel Refresh, Light FX, Game Color, Dark Boost, Sharpness, Color Temp., Color Space, On-Screen OSD. The factory default setting is “Input Select”.

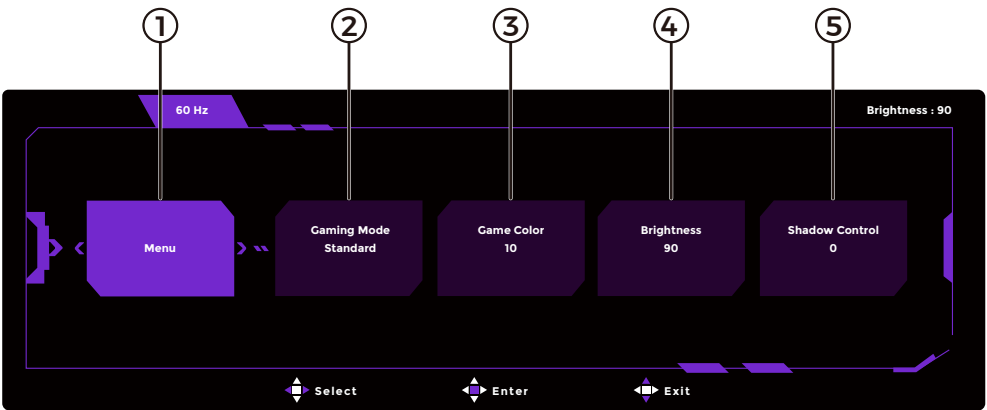
- When the OSD menu is Off, press this button to open the “Input Select” menu. Press the “Up” or “Down” button to select the input source displayed in the information bar, and then press the “Select” button to switch to the selected source.
- When the monitor is in standby mode, press this button to open the “Input Select” menu.

OSD – Lock function

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

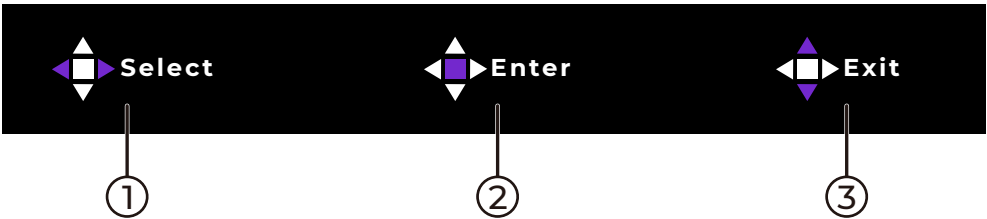
Adjust OSD Menu

Quick Menu



1	Menu	Open the OSD main menu.
2	Quick Menu 1 Gaming Mode	User Quick Menu 1. The default setting is Gaming Mode.
3	Quick Menu 2 Game Color	User Quick Menu 2. The default setting is Game Color.
4	Quick Menu 3 Brightness	User Quick Menu 3. The default setting is Brightness.
5	Quick Menu 4 Shadow Control	User Quick Menu 4. The default setting is Shadow Control.

Button Operation Guide



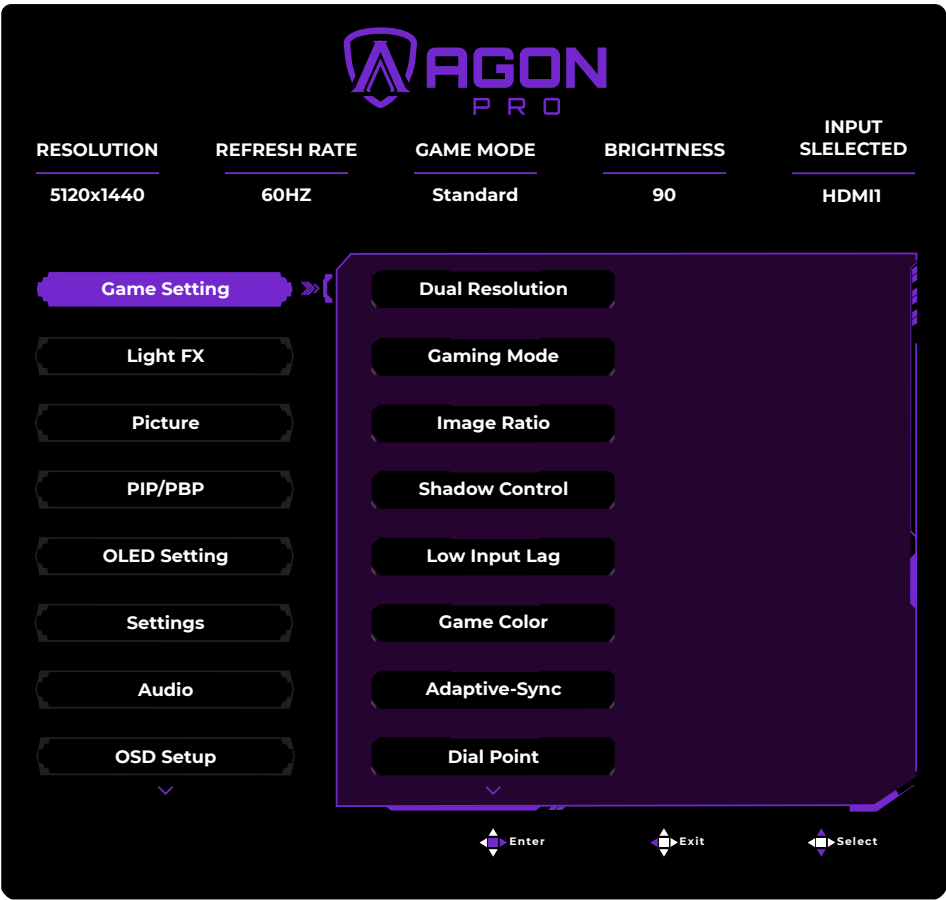
1	Select	According to the purple button prompts in the OSD menu, press the corresponding button to select the menu you wish to adjust or to make adjustments.
2	Enter	According to the purple button prompts in the OSD menu, press the corresponding button to confirm your selection and proceed to the next submenu, or to confirm a menu adjustment.
3	Exit	According to the purple button prompts in the OSD menu, press the corresponding button to return to the previous menu level or to exit the menu entirely.

Note:

The function of the 5-way navigation button may vary depending on the different OSD menu levels or options. Please operate it according to the purple button prompts in the OSD menu.

OSD Menu

Game Setting



Gaming Mode	Standard	Enhance readability for suitable web and mobile games.
	FPS	For playing FPS (first Person Shooters) games. Improves black level in dark theme.
	RTS	For playing RTS (Real Time Strategy) games. Improves the image quality.
	Racing	For playing Racing games, Provides fastest response time and high color saturation.
	Gamer 1	User's preference settings saved as Gamer 1.
	Gamer 2	User's preference settings saved as Gamer 2.
	Gamer 3	User's preference settings saved as Gamer 3.

Image Ratio	Full (32:9/16:9)/ 1:1(32:9/16:9)/ Full (Square)/ 1:1 (Square)/ Aspect/ 27"/ 24.5"	Select Image Ratio. Full (32:9/16:9): Scales the input image to full screen. Suitable for images with a 32:9/16:9 aspect ratio. 1:1(32:9/16:9): Displays the input image at its native resolution without scaling. Full (Square): The preset resolution is 1280x960. Scales the input image to full screen. 1:1 (Square): The preset resolution is 1280x960. Displays the input image at its native resolution without scaling. Aspect: The preset resolution is 1280x960. The image is scaled to fill the screen as much as possible while maintaining its original aspect ratio and without geometric distortion. Suitable for images with a 4:3 aspect ratio. 27": Displays a 27-inch screen area only in the center of the screen. 24.5": Displays a 24.5-inch screen area only in the center of the screen.
Shadow Control	0-20	Shadow Control Default is 0, then end-user can adjust from 0 to 20 increase for a clearer picture. If picture is too dark to be saw the detail clearly, adjusting from 0 to 20 for a clear picture.
Low input Lag	Off/ On	Shutting down the frame buffer can reduce input delay. Note: The Low input Lag function is On by default and cannot be adjusted when Adaptive-Sync is On.
Game Color	0 ~ 20	Game Color will provide 0-20 level for adjusting saturation to get a better picture.
Adaptive-Sync	Off/ On	Disable or Enable Adaptive-Sync. Adaptive-Sync Run Reminder: When the Adaptive-Sync feature is enabled, there may be flashing in some game environments.
Dial Point	Off/Dynamic/On	Turn the game Dial Point function on or off. The game Dial Point is automatically Off after the monitor is On or Off. When the Dial Point function is On, the Dial Point is displayed in the center of the screen to assist players in aiming accurately during first-person shooter (FPS) games.
Sniper Scope	Off / 2X / 3X / 4X	Zoom in locally to make it easier to target when shooting.
Frame Counter	Off / Right-up / Right-Down / Left-Up / Left-Down	Display V frequency on the corner selected.
HDMI1	Console/DVD/PC	Select the type of device connected. When using HDMI1 to connect the game console or DVD player, set HDMI1 to the PC.
HDMI2	Console/DVD/PC	Select the type of device connected. When using HDMI2 to connect the game console or DVD player, set HDMI2 to the PC.

Note:

- 1). When "HDR Mode" under "Picture" is enable, the items "Shadow Control", "Game Color" cannot be adjusted.
- 2). When "HDR" under "Picture" is set to "DisplayHDR", the items "Gaming Mode", "Shadow Control", "Game Color" can not be adjusted.
When "HDR" under "Picture" is set to "HDR Peak", "HDR Picture", "HDR Movie" or "HDR Game", the items "Gaming Mode", "Game Color" can not be adjusted.
- 3). When the "Color Space" under "Picture" is set to "sRGB" or "DCI-P3", the items "Shadow Control", "Game Color" cannot be adjusted.

Light FX



Light FX	Off/ Low/ Medium/ Strong	Select the intensity of Light FX.
Light FX Mode	Audio1/ Audio2/ Static/ Dark Point Sweep/ Gradient Shift/ Spread Fill/ Drip Fill/ Spreading Drip Fill/ Breathing/ Light Point Sweep/ Zoom/ Rainbow/ Wave/ Flashing/ Demo	Select Light FX Mode
Pattern	Red/ Green/ Blue/ Rainbow/ User Define	Select Light FX Pattern
Foreground R	0-100	User can adjust Light FX foreground color, when Pattern setting to user define
Foreground G		
Foreground B		
Background R	0-100	User can adjust Light FX background color, when Pattern setting to user define
Background G		
Background B		

Note:

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

Picture



Brightness	0-100	Adjust brightness.
Contrast	0-100	Adjust contrast.
Dark Boost	Off / Level 1 / Level 2 / Level 3	Enhance the screen details in the dark or bright area to adjust the brightness in the bright area and ensure that it is not oversaturated.
Sharpness	0-100	Adjust Sharpness.
Gamma	1.8 / 2.0 / 2.2 / 2.4 / 2.6	Adjust Gamma.
Eco Adjustment	Standard	Standard Mode.
	Text	Text Mode.
	Internet	Internet Mode.
	Game	Game Mode.
	Movie	Movie Mode.
	Sports	Sports Mode.
	Reading	Reading Mode.
Color Temp.	6500K/ 7300K/ 9300K/ User Define	Adjust Color Temp. Note: Select User define to adjust RGB colors.
Red	0-100	Red gain from Digital-register.
Green	0-100	Green gain from Digital-register.
Blue	0-100	Blue gain from Digital-register.
R.Saturation	0-100	Adjust R.Saturation.
G.Saturation	0-100	Adjust G.Saturation.

B.Saturation	0-100	Adjust B.Saturation.
C.Saturation	0-100	Adjust C.Saturation.
M.Saturation	0-100	Adjust M.Saturation.
Y.Saturation	0-100	Adjust Y.Saturation.
R.Hue	0-100	Adjust R.Hue.
G.Hue	0-100	Adjust G.Hue.
B.Hue	0-100	Adjust B.Hue.
C.Hue	0-100	Adjust C.Hue.
M.Hue	0-100	Adjust M.Hue.
Y.Hue	0-100	Adjust Y.Hue.
HDR	Off	Set the HDR profile according to your usage requirements. Note: When HDR is detected, the HDR option is displayed for adjustment.
	DisplayHDR	
	HDR Peak	
	HDR Picture	
	HDR Movie	
	HDR Game	
HDR Mode	Off	Optimized for the color and contrast of the picture, which will simulate showing the HDR effect. Note: When HDR is not detected, the HDR Mode option is displayed for adjustment.
	HDR Picture	
	HDR Movie	
	HDR Game	
Color Space	Panel Native	Standard color space panel.
	sRGB	sRGB Color space.
	DCI-P3	DCI-P3 Color space
LowBlue Mode	Off	Decrease blue light wave by controlling color temperature.
	Multimedia	
	Internet	
	Office	
	Reading	

Note:

- 1). When "HDR Mode" is enable, the items "Contrast", "Dark Boost", "Gamma", "Eco Adjustment", "Color Temp.", "6-Axis Color Saturation/Hue", "Color Space" and "LowBlue Mode" cannot be adjusted.
- 2). When "HDR" is set to "DisplayHDR", all the items under "Picture" except "HDR" and "Sharpness" cannot be adjusted.
When "HDR" is set to "HDR Peak", "HDR Picture", "HDR Movie" or "HDR Game", the items "Gamma", "Eco Adjustment", "Color Temp.", "6-Axis Color Saturation/Hue", "Color Space" and "LowBlue Mode" cannot be adjusted.
- 3). When the "Color Space" is set to "sRGB" or "DCI-P3", the items "Contrast", "Dark Boost", "Gamma", "Eco Adjustment", "Color Temp.", "6-Axis Color Saturation/Hue", "HDR Mode" and "LowBlue Mode" cannot be adjusted.
- 4). When the "Eco Adjustment" is set to "Reading", "Contrast", "Dark Boost", "Color Temp.", "6-Axis Color Saturation/Hue", "Color Space" and "Low blue mode" cannot be adjusted.
- 5). When the "Gaming Mode" under "Game Setting" is set to non "Standard" mode, the item "Eco Adjustment", "6-Axis Color Saturation/Hue", "HDR Mode" and "Color Space" cannot be adjusted.
- 6). Due to the limitation of Windows system, HDR may not be turned on when the display color depth is 8bpc+YCbCr422 or less.

PIP/PBP



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

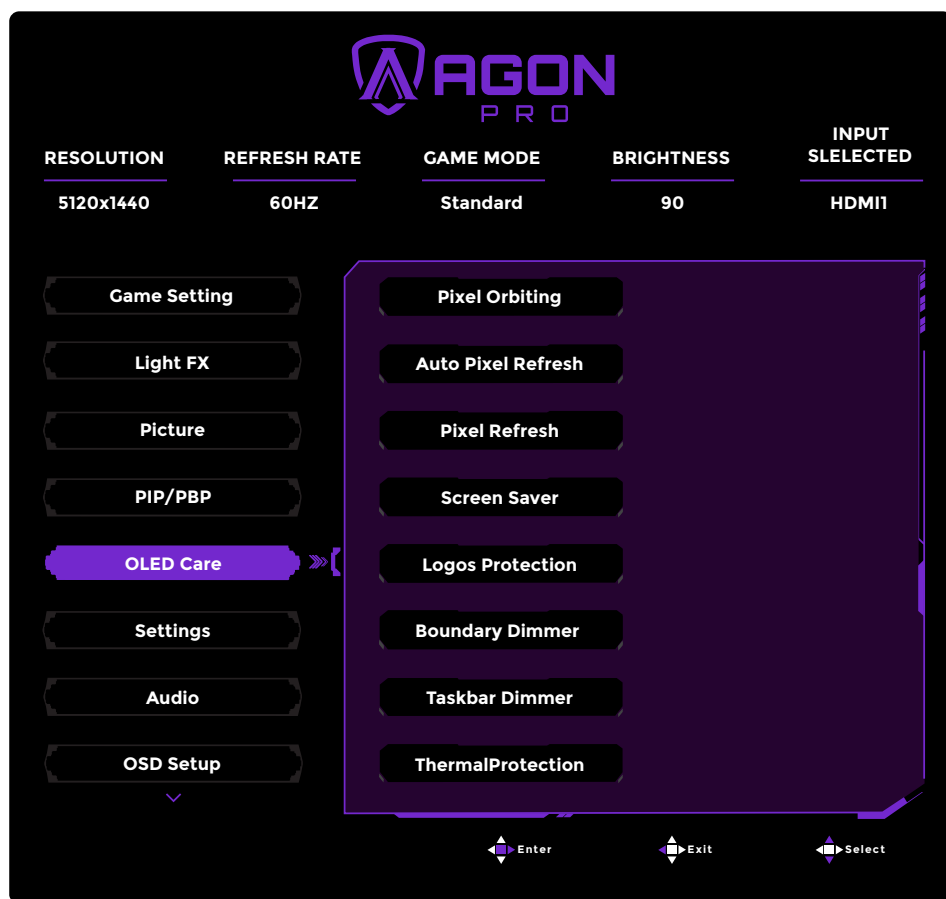
Note:

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

2). When PBP/PIP is On, the input source compatibility for the main/sub screens is as shown in the following table:

PBP/PIP		Main source			
		HDMI1	HDMI2	DisplayPort	USB C
Sub source	HDMI1	V	V	V	V
	HDMI2	V	V	V	V
	DisplayPort	V	V	V	V
	USB C	V	V	V	V

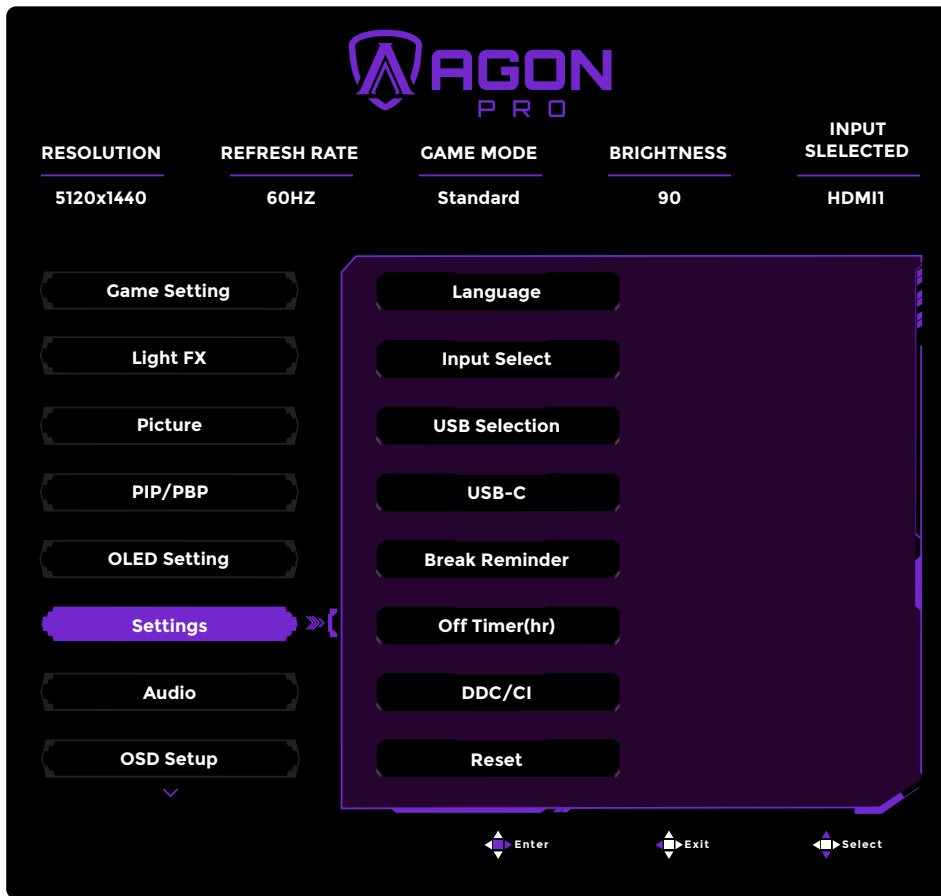
OLED Care



Pixel Orbiting (Image shift)	Off	It is used to turn the Pixel Orbiting function on to reduce the risk of generating image retention. Recommended function setting: "On."
	Weak	
	Medium	
	Strong	
	Strongest	
Auto Pixel Refresh	Off / On	Enable/Disable the "Pixel Refresh" Auto Pixel Refreshfeature. The monitor will automatically display an "Auto Warning" every 24 hours of cumulative usage to remind the user to run the "Pixel Refresh" process. Select "Off" to stop the Auto Pixel Refreshfor "Pixel Refresh." However, if the recommended time for running the " Pixel Refresh " is not followed, it may increase the risk of image retention on the screen. Please proceed with caution.
Pixel Refresh	Off/On	It is used to enable and run the Screen Compensation and Correction and Pixel Refresh functions to eliminate image retention which has been generated. After turning on, select "Yes" according to the menu prompt, and the monitor will automatically run Screen Compensation and Correction first, and then run Pixel Refresh. After completion, the monitor will return to the powered-on state.
Screen Saver	Off / Slow / Fast	When a static image is detected for a certain period of time, the screen saver function will dim the screen to protect the panel from sticking. When a moving image is detected, the monitor will recover luminance to previous working status. Default setting is Slow and may change as Fast to active Screen Saver sooner. Would highly recommend that you always turn on Screen Saver as Slow or Fast to protect the screen. It is also recommended that you also set your device to use a screen saver.

Logos Protection	Off/1/2	When there are multiple static logos detected on the screen, it's suggested to turn on logos Protection; which will dim the screen to protect the panel from image sticking where logos are detected.
Boundary Dimmer	Off/1/2/3	For special aspect ratios that have a black area in the frame of the screen or a split-screen, the boundary dimmer feature can automatically detect and dim the brightness of specific areas with a large difference in brightness levels.
Taskbar Dimmer	Off/1/2/3	The Taskbar Dimmer technology will dim the brightness of the taskbar area on the screen. No brightness changes will be noticeable in the areas other than in the taskbar.
ThermalProtection	Off / On	When the temperature of the monitor is over 60 degrees Celsius, the Thermal Protection feature will automatically dim the brightness of the screen in order to ensure heat dissipation properly. It is recommended that you turn on the feature for the monitor.

Settings



Language		Select the OSD language.
Input Select	Auto/ HDMI1/ HDMI2/ DisplayPort/ USB C	Select Input Signal Source.
USB Selection	Auto/USB C/USB Up	Select USB upstream data path.
USB-C	High Data Speed/High Resolution	Set the data transmission priority or resolution priority of the USB interface. Note: The default setting is "High Resolution". In this mode, the USB-A port transmits at USB 2.0 speed, and the USB C port supports a maximum resolution of 5120x1440@240Hz. When set to "High Data Speed", data transmission rate is prioritized. The USB-A port transmits at USB 3.2 Gen 1 speed.
Break Reminder	Off/On	When enabled, the system will trigger a rest reminder if the user works continuously for more than 1 hour.
Off Timer(hr)	0-24 hrs	Select DC off time.
DDC/CI	No / Yes	Turn On/Off DDC/CI Support.
Reset	No / Yes	Reset the menu to default.

Audio



Volume	0-100	Adjust the output volume of the speakers or headphones.
Mute	Off / On	Mute On/Off
DTS Sound	Game / Rock / Classical / Live / Theater / Off	Select DTS Sound mode. Note: It may take up to 2 seconds to switch modes.
TruVolume HD	On / Off	When opened, it can automatically balance the output volume of the horn. Suitable for night use.
200Hz	0-100	Low frequency base audio, also the root audio frequency of the chord in the tone.
500Hz	0-100	Mainly used to express vocals (eg. singing, reading), Strengthen the thickness and strength of vocals.
2.5KHz	0-100	This frequency has a strong penetrating power and can be improved to improve the brightness and clarity of the sound.
7KHz	0-100	Enhance the clarity of vocals.
10KHz	0-100	The high-pitched area of music is most sensitive to the high-frequency performance of the sound.

OSD Setup



Transparence	0-100	Adjust the transparence of OSD.
H. Position	0-100	Adjust the horizontal position of OSD.
V. Position	0-100	Adjust the vertical position of OSD.
Timeout(s)	5-120	Adjust the OSD Timeout.
On-Screen OSD	Off / On	
Quick Menu1	Gaming Mode/ Shadow Control/ Game Color/ Brightness/ Contrast/ Sharpness/ Volume	Set Quick Menu 1, 2, 3, 4 functions.
Quick Menu2		
Quick Menu3		
Quick Menu4		
User1	Gaming Mode/ Shadow Control/ Low Input Lag/ Adaptive-Sync/ Dial Point/ Sniper Scope/ Input Select/ Volume/ Image Ratio/ Pixel Refresh/ Light FX/ Game Color/ Dark Boost/ Sharpness/ Color Temp./ Color Space/ On-Screen OSD	Set User 1 and 2 functions.
User2		
Firmware upgrade	No/ Yes	Turn on/off firmware upgrade.

Information

AGON

PRO

RESOLUTION

5120x1440

REFRESH RATE

60HZ

GAME MODE

Standard

BRIGHTNESS

90

INPUT SLELECTED

HDMI1

Information

Model Name

AGP497UCZD

Resolution

5120x1440/60Hz

HDR

SDR

Sync

Adaptive-Sync

Firmware Version

XXXXXXXXXX

Serial Number

XXXXXXXXXX

Time after Pixel Refresh

XX

Pixel Refresh Counts

X

Enter

Exit

Select

28

LED Indicator

Status	LED Color
Full Power Mode	White
Active-off Mode	Orange
Pixel Refresh under process	Flashing White (1 second on/1 second off)
OLED panel malfunction	Flashing Orange (1 second on/1 second off)
Shutdown mode	The indicator is not lit.

Troubleshoot

Problems	Possible solutions
The power indicator is not lit.	• Check if the power is turned on. • Check if the power cord is connected.
The power indicator is lit, but there is no image display.	• Check if the computer power is turned on. • Check if the graphics card of the computer is well plugged. • Check that the signal wire of the display has been correctly connected to the computer. • Check the plug of the signal wire of the display, and make sure all pins are not bent. • Observe the indicator through the Caps Lock key on the keypad of the computer to confirm if the computer is working.
There is no image, but the power indicator flashes orange.	• The OLED panel malfunctions and fails to work properly. Seek advice from AOC after-sales service persons.
Failure to realize plug-to-use.	• Check if it supports plug-to-use. • Check if the adapter supports plug-to-use.
Dim image.	• Adjust luminance and contrast ratio.
The image is bouncing or rippled.	• There may be electrical appliances and devices at the periphery that may cause electronic interference.
The screen displays “the signal wire is not available” or “no signal.”	• Check if the signal wire is correctly connected. • Check if the pin of the signal wire plug is damaged. • The Pixel Refresh function can be enabled and run in the display menu to eliminate image retention which has been generated. Running this function for several times can obtain a desirable image display effect. For other instructions regarding screen maintenance, refer to the User Instructions in the official website.
The screen displays “invalid input”.	• Check if your computer is set in an improper display mode. • Please re-set your computer in the display mode listed in the detailed user instructions.
Image retention.	• Based on the characteristics of the OLED panel, the Pixel Refresh function can be enabled and run in the display menu to eliminate image retention which has been generated. It is recommended to run this function for several times to obtain a desirable image display effect. For other instructions regarding screen maintenance, please refer to the User Instructions in the official website.
Regulation & Service	• Please refer to Regulation & Service Information at www.aoc.com (to find the model you purchase in your country and to find Regulation & Service Information in Support page.)

Specification

General Specification

Panel	Model name	AGP497UCZD	
	Driving system	OLED	
	Viewable Image Size	124cm Diagonal	
	Pixel pitch	0.233mm(H) x 0.233mm(V)	
	Display Color	1.07B ^[1]	
Others	Horizontal scan range	30k~390kHz	
	Horizontal scan Size (Maximum)	1192.96mm	
	Vertical scan range	48-240Hz	
	Vertical Scan Size(Maximum)	335.52mm	
	Optimal preset resolution	5120x1440@60Hz	
	Max resolution	5120x1440@240Hz	
	Plug & Play	VESA DDC2B/CI	
	Power Source	100-240V~ 50/60Hz 3.5A	
	Power Consumption	Typical(default brightness and contrast)	157W
		Max. (brightness = 100, contrast =100)	≤350W
		Standby Mode	≤0.5W
	Heat Dissipation	Normal Operation	535.84 BTU/hr (typ.)
		Sleep (Standby mode)	<1.71 BTU/hr
		Off mode	<1.02 BTU/hr
		Off mode(AC switch)	0 BTU/hr
USB C	USB C	Double-sided Connectable Plug	
	Ultra-Highspeed	Data And Video Transmission	
	DisplayPort	Built-in DisplayPort Alt Mode	
	Power Supply	USB PD	
	Maximum Power Supply	up to 90W ^[2] (5V/3A,9V/3A, 10V/3A, 12V/3A, 15V/3A, 20V/4.5A)	
Physical Characteristics	Connector Type	HDMIx2 DisplayPort, Earphone out USB C1 (Upstream, DisplayPort ALT mode, up to 90W PD power delivery) USB C2 (Downstream, 15W power delivery) USB A x3 (Yellow port is fast charging) USB upstream	
	Signal Cable Type	Detachable	
Environmental	Temperature	Operating	0°C~40°C
		Non-Operating	-25°C~55°C
	Humidity	Operating	10%~85% (Non-Condensing)
		Non-Operating	5%~93% (Non-Condensing)
	Altitude	Operating	0m~5000m (0ft~16404ft)
		Non-Operating	0m~12192m (0ft~40000ft)



Note:

[1]The maximum number of display colors supported by this product is 1.07 billion, and the setting conditions are as follows (there may be differences due to the output limitation of some graphics cards):

Input Signal Version Output Color Format State Output Resolution Color Depth	HDMI2.1		DP1.4		USB C @USB High Data Speed	USB C @USB High Resolution	USB C @USB High Data Speed	USB C @USB High Resolution
	YCbCr422 YCbCr420	YCbCr444 RGB	YCbCr422 YCbCr420	YCbCr444 RGB	YCbCr422 YCbCr420		YCbCr444 RGB	
5120*1440 240Hz 10bpc	OK	OK	OK	OK	\	\	OK	OK
5120*1440 240Hz 8bpc	OK	OK	OK	OK	\	\	OK	OK
5120*1440 165Hz 10bpc	OK	OK	OK	OK	OK	OK	OK	OK
5120*1440 165Hz 8bpc	OK	OK	OK	OK	OK	OK	OK	OK
5120x1440 120Hz 10bpc	OK	OK	OK	OK	OK	OK	OK	OK
5120x1440 120Hz 8bpc	OK	OK	OK	OK	OK	OK	OK	OK
5120x1440 75Hz 10bpc	OK	OK	OK	OK	OK	OK	OK	OK
5120x1440 75Hz 8bpc	OK	OK	OK	OK	OK	OK	OK	OK
5120x1440 60Hz 10bpc	OK	OK	OK	OK	OK	OK	OK	OK
5120x1440 60Hz 8bpc	OK	OK	OK	OK	OK	OK	OK	OK
3840x1080 60Hz 10bpc	OK	OK	OK	OK	OK	OK	OK	OK
3840x1080 60Hz 8bpc	OK	OK	OK	OK	OK	OK	OK	OK
Lower Resolution 10bpc	OK	OK	OK	OK	OK	OK	OK	OK
Lower Resolution 8bpc	OK	OK	OK	OK	OK	OK	OK	OK

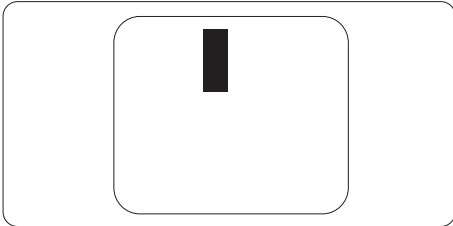
[2]: DisplayPort 1.4 (HBR3) signal input. To achieve DQHD 240Hz with 1.07 billion colors (RGB/YCbCr 4:4:4 format), a graphics card that supports DSC must be used. Please consult the graphics card manufacturer for DSC support.

AOC' Monitors Panel Pixel Defect Policy

AOC strives to deliver the highest quality products. We use some of the industry's most advanced manufacturing processes and practice stringent quality control. However, pixel or sub pixel defects on the Monitor panels used in the monitors are sometimes unavoidable.

No manufacturer can guarantee that all panels will be free from pixel defects, but AOC guarantees that any monitor with an unacceptable number of defects will be repaired or replaced under warranty. This notice explains the different types of pixel defects and defines acceptable defect levels for each type. In order to qualify for repair or replacement under warranty, the number of pixel defects on a Monitor panel must exceed these acceptable levels. For example, no more than 0.0004% of the sub pixels on a monitor may be defective.

Furthermore, AOC sets even higher quality standards for certain types or combinations of pixel defects that are more noticeable than others. This policy is valid worldwide.



Pixels and Sub pixels

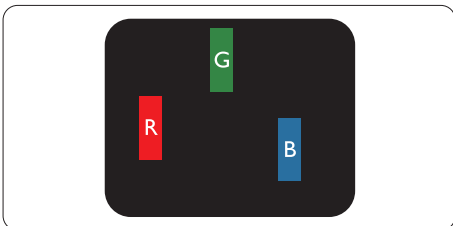
A pixel, or picture element, is composed of three sub pixels in the primary colors of red, green and blue. Many pixels together form an image. When all sub pixels of a pixel are lit, the three colored sub pixels together appear as a single white pixel. When all are dark, the three colored sub pixels together appear as a single black pixel. Other combinations of lit and dark sub pixels appear as single pixels of other colors.

Types of Pixel Defects

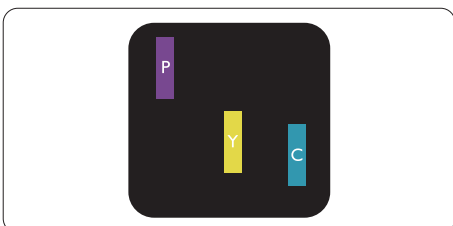
Pixel and sub pixel defects appear on the screen in different ways. There are two categories of pixel defects and several types of sub pixel defects within each category.

Bright Dot Defects

Bright dot defects appear as pixels or sub pixels that are always lit or 'on'. That is, a bright dot is a sub-pixel that stands out on the screen when the monitor displays a dark pattern. There are the types of bright dot defects.



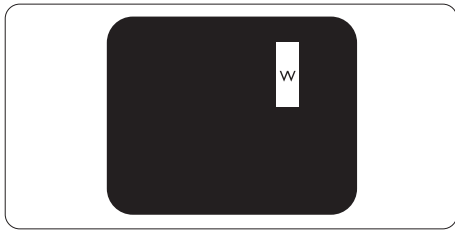
One lit red, green or blue sub pixel.



Two adjacent lit sub pixels:

- Red + Blue = Purple
- Red + Green = Yellow

- Green + Blue = Cyan (Light Blue)



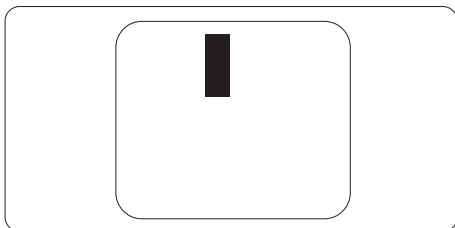
Three adjacent lit sub pixels (one white pixel).

Note

A red or blue bright dot must be more than 50 percent brighter than neighboring dots while a green bright dot is 30 percent brighter than neighboring dots.

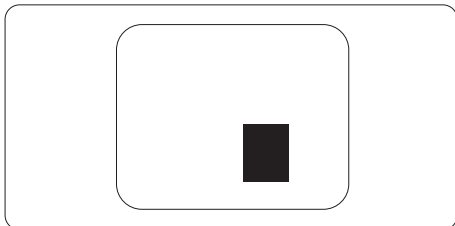
Black Dot Defects

Black dot defects appear as pixels or sub pixels that are always dark or 'off'. That is, a dark dot is a sub-pixel that stands out on the screen when the monitor displays a light pattern. These are the types of black dot defects.



Proximity of Pixel Defects

Because pixel and sub pixels defects of the same type that are near to one another may be more noticeable, AOC also specifies tolerances for the proximity of pixel defects.



Pixel Defect Tolerances

In order to qualify for repair or replacement due to pixel defects during the warranty period, a Monitor panel in a AOC panel monitor must have pixel or sub pixel defects exceeding the tolerances listed in the web manual.

BRIGHT DOT DEFECTS	ACCEPTABLE LEVEL
1 lit subpixel	0
2 adjacent lit subpixels	0
3 adjacent lit subpixels (one white pixel)	0
Distance between two bright dot defects*	N/A
Total bright dot defects of all types	0
BLACK DOT DEFECTS	ACCEPTABLE LEVEL
1 dark subpixel	5 or fewer
2 adjacent dark subpixels	2 or fewer
3 adjacent dark subpixels	1 or fewer
Distance between two black dot defects*	≥5mm
Total black dot defects of all types	5 or fewer
TOTAL DOT DEFECTS	ACCEPTABLE LEVEL
Total bright or black dot defects of all types	5 or fewer

Note

*: 1 or 2 adjacent sub pixel defects = 1 dot defect.

Preset Display Modes

STANDARD	RESOLUTION(± 1 Hz)	HORIZONTAL FREQUENCY(kHz)	VERTICAL FREQUENCY(Hz)
VGA	640x480@60Hz	31.469	59.94
VGA	640x480@67Hz	35	66.667
VGA	640x480@72Hz	37.861	72.809
VGA	640x480@75Hz	37.5	75
VGA	640x480@100Hz	51.08	99.769
VGA	640x480@120Hz	61.91	119.518
DOS MODE	720x400@70Hz	31.469	70.087
DOS MODE	720x480@60Hz	29.855	59.710
SD	720x576@50Hz	31.25	50
SVGA	800x600@56Hz	35.156	56.25
SVGA	800x600@60Hz	37.879	60.317
SVGA	800x600@72Hz	48.077	72.188
SVGA	800x600@75Hz	46.875	75
SVGA	800x600@100Hz	63.684	99.662
SVGA	800x600@120Hz	76.302	119.97
SVGA	832x624@75Hz	49.725	74.551
XGA	1024x768@60Hz	48.363	60.004
XGA	1024x768@70Hz	56.476	70.069
XGA	1024x768@75Hz	60.023	75.029
XGA	1024x768@100Hz	81.577	99.972
XGA	1024x768@120Hz	97.551	119.989
SXGA	1280x1024@60Hz	63.981	60.02
SXGA	1280x1024@75Hz	79.975	75.025
Full HD	1920x1080@60Hz	67.5	60
QHD	2560x1440@60Hz	88.787	59.951
QHD	2560x1440@120Hz	183	120
DFHD	3840x1080@60Hz	66.9	60
DFHD	3840x1080@120Hz (DisplayPort-only interface)	133.32	120
DQHD	5120x1440@60Hz	88.826	59.977
DQHD	5120x1440@75Hz	111.075	75
DQHD	5120x1440@120Hz	177.72	120
DQHD	5120x1440@165Hz	244.365	165
DQHD	5120x1440@240Hz	388.56	240

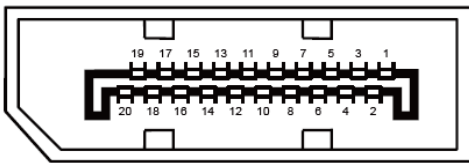
Note: According to the VESA standard, different operating systems and graphics cards may have certain errors (± 1 Hz) on resolution. Actual please refer to the actual product.

Pin Assignments



19-Pin Color Display Signal Cable

Pin No.	Signal Name	Pin No.	Signal Name	Pin No.	Signal Name
1.	TMDS Data 2+	9.	TMDS Data 0-	17.	DDC/CEC Ground
2.	TMDS Data 2 Shield	10.	TMDS Clock +	18.	+5V Power
3.	TMDS Data 2-	11.	TMDS Clock Shield	19.	Hot Plug Detect
4.	TMDS Data 1+	12.	TMDS Clock-		
5.	TMDS Data 1Shield	13.	CEC		
6.	TMDS Data 1-	14.	Reserved (N.C. on device)		
7.	TMDS Data 0+	15.	SCL		
8.	TMDS Data 0 Shield	16.	SDA		



20-Pin Color Display Signal Cable

Pin No.	Signal Name	Pin No.	Signal Name
1	ML_Lane 3 (n)	11	GND
2	GND	12	ML_Lane 0 (p)
3	ML_Lane 3 (p)	13	CONFIG1
4	ML_Lane 2 (n)	14	CONFIG2
5	GND	15	AUX_CH(p)
6	ML_Lane 2 (p)	16	GND
7	ML_Lane 1 (n)	17	AUX_CH(n)
8	GND	18	Hot Plug Detect
9	ML_Lane 1 (p)	19	Return DisplayPort_PWR
10	ML_Lane 0 (n)	20	DisplayPort_PWR

Plug and Play

Plug & Play DDC2B Feature

This monitor is equipped with VESA DDC2B capabilities according to the VESA DDC STANDARD. It allows the monitor to inform the host system of its identity and, depending on the level of DDC used, communicate additional information about its display capabilities.

The DDC2B is a bi-directional data channel based on the I2C protocol. The host can request EDID information over the DDC2B channel.

