



Installation Manual

CuratOR[®] EX3242-3D

Color LCD Monitor

Important

Please read this “Installation Manual”, and “Instructions for Use” (separate volume) carefully to familiarize yourself with safe and effective usage.

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- Refer to the “Instructions for Use” for information on the installation / connection of the monitor.
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This product has been adjusted specifically for use in the region to which it was originally shipped.
If operated outside this region, the product may not perform as stated in the specifications.

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Chapter 1 Basic Adjustment / Setting

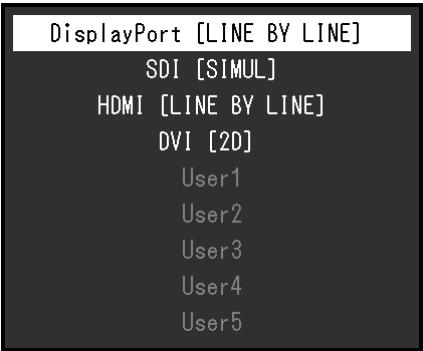
This chapter describes the basic functions that can be adjusted and set by pressing the buttons on the front of the monitor.






1-1. Loading the Monitor Settings

Basic settings are made in advance at the factory.
It is possible to switch to the following preset settings that have been set in advance.

DisplayPort [LINE BY LINE]	Basic settings for DisplayPort. The input signal is set to DisplayPort when this item is selected. Settings cannot be changed. For information about the main default settings, see “4-1. Main Default Settings” (page 19) .
SDI [SIMUL]	Basic settings for SDI. The input signal is set to SDI 1 SDI 2 when this item is selected. Settings cannot be changed. For information about the main default settings, see “4-1. Main Default Settings” (page 19) .
HDMI [LINE BY LINE]	Basic settings for HDMI. The input signal is set to HDMI when this item is selected. Settings cannot be changed. For information about the main default settings, see “4-1. Main Default Settings” (page 19) .
DVI [2D]	Basic settings for DVI. The input signal is set to DVI when this item is selected. Settings cannot be changed. For information about the main default settings, see “4-1. Main Default Settings” (page 19) .
"User1" through "User5"	You can save the current setting values and display status in the following items. These items are not selectable unless they have been saved. For details, see “Saving current settings to “User1” through “User5” (page 5) .

- 1. Press  (PRESET).**
The preset menu is displayed.



- 2. Press     to select the item to load, and then press  (ENTER).**
The pre-made settings are loaded and the settings are changed.

Note

- The preset menu will disappear after about 10 seconds have elapsed if no operation is performed.

● Saving current settings to "User1" through "User5"

You can save the current setting values and display status to "User1" through "User5".

1. Press (MENU).

The Setting menu appears.

2. Press (F3) or (F4) to select "Preferences", and then press (ENTER).

The "Preferences" menu appears.

3. Press (F3) or (F4) to select "Preset Save", and then press (ENTER).

The "Preset Save" menu appears.

4. Press (F3) or (F4) to select one from "User1" to "User5", and then press (ENTER).

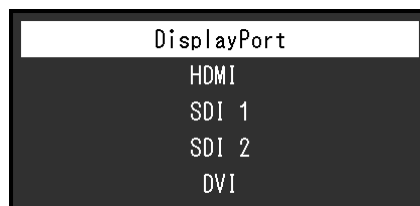
Current setting values and display status will be saved in the selected item.

1-2. Switching Input Signals

Select the signal input to the monitor and display it on the screen.

1. Press (INPUT).

The input port menu appears.




2. Press to select an input signal.

This switches to the selected input signal.





3. Press (INPUT).

This exits the menu screen.

Note

- When the "Signal Format" in 3D mode is "SIMUL" then "SD 1" or "SDI 2" are not displayed; rather, "SDI 1 | SDI 2" is displayed.
- If you press  (INPUT) while the input port menu is displayed in dual screen mode (PbyP or PinP), the "PbyP" / "PinP" menu is displayed. For details, see ["PbyP" \(page 15\)](#) and ["PinP" \(page 16\)](#).
- After the input port menu is displayed, the input port menu will disappear after 10 seconds if no key operations are performed.

1-3. Using Custom Keys

Execute the functions assigned to the custom keys (F1 (, F2 (, F3 (, and F4 (). For information on how to set a function to each custom key, see ["Setting a function to custom keys" \(page 6\)](#).

1. Press F1 (, F2 (, F3 (, and F4 ().

The function associated with the custom key that is pressed will run.

Note

- For dual screen display (PbyP or PinP), adjust the "Active Window" side.

● Setting a function to custom keys

1. Press (MENU).

The Setting menu appears.

2. Press (F3) or (F4) to select "Preferences", and then press (ENTER).

The "Preferences" menu appears.

3. Press (F3) or (F4) to select "Custom Key", and then press (ENTER).

The "Custom Key" menu appears.

4. Press (F3) or (F4) to select which custom key to set the function to, and then press (ENTER).

5. Press (F3) or (F4) to select the function, and then press (ENTER).

The selected function is assigned to the corresponding custom key.


1-4. 3D/2D Switching

Switch between 3D and 2D.

1. Press the 3D/2D ((ENTER)) button.

3D and 2D are toggled each time this button is pressed.



Note

- The 3D mode indicator  is displayed on the upper left of the screen in 3D mode.



1-5. Locking Control Buttons

Adjusted or set states can be made unchangeable.

Procedure

1. Press the  (MENU) and  (ENTER) keys for at least 4 seconds.

Note

- Press the  (MENU) and  (ENTER) keys for at least 4 seconds to exit Key Lock.

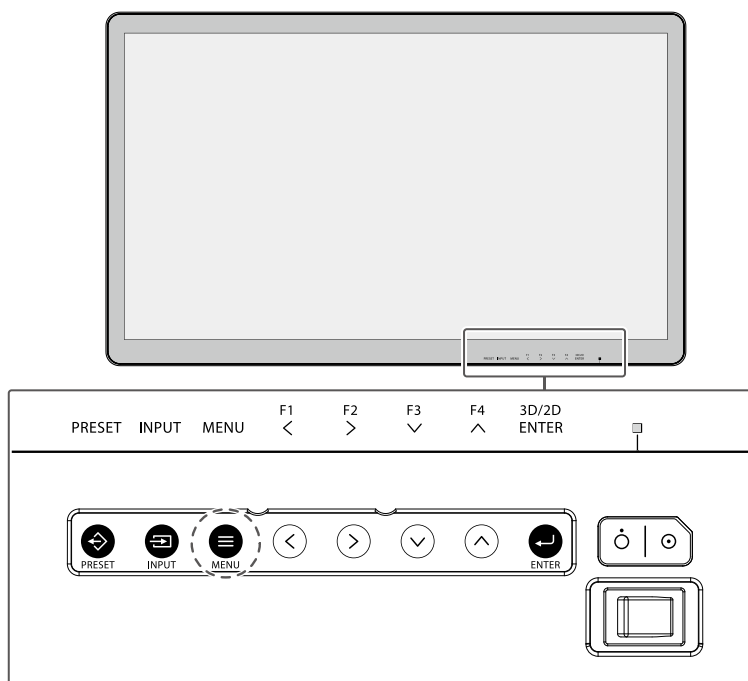
Chapter 2 Advanced Adjustment / Setting

This chapter describes advanced monitor adjustment and setting procedures using the main menu.

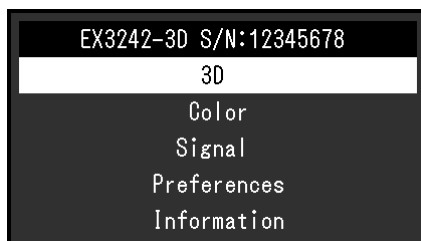
2-1. Basic Operation of the Setting Menu

1. Menu display


1. Press  (MENU).






The Setting menu appears.






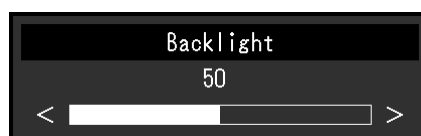
2. Adjustment / Setting




Pressing  (MENU) during adjustment/setting will cancel the adjustment/setting and restore the state prior to making changes.

1. Press  (F3) or  (F4) to select a menu to adjust/set, and then press  (ENTER).
The submenu appears.



Color (All)		
Active Window	[All]
Backlight	[100]
Brightness	[0]
Contrast	[100]
Temperature	[6500K]
Gamma	[2.4]
Color Gamut	[sRGB]
Hue	[0]
Saturation	[0]
Gain		

2. Press  (F3) or  (F4) to select an item to adjust/set, and then press  (ENTER).
The Adjustment/Setting menu appears.



3. Press  (F1) or  (F2) to adjust/set the selected item, and then press  (ENTER) to confirm the settings.
The submenu appears.

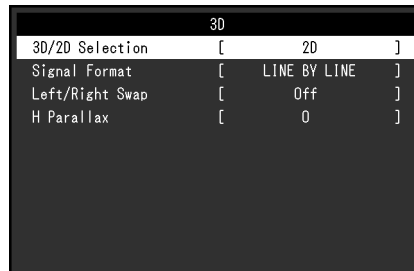
3. Exiting

1. Press  (MENU).
The Setting menu appears.
2. Press  (MENU).
Exits the Setting menu.

2-2. Setting Menu Functions

● 3D

Adjustments / settings for 3D display.



Function	Setting	Description
3D/2D Selection	3D 2D	Switches 3D/2D display. Note <ul style="list-style-type: none"> Selecting "3D" will enable "Signal Format", "Left/Right Swap", and "H Parallax". Fixed at "2D" during PbyP display.
Signal Format	SIMUL TOP AND BOTTOM SIDE BY SIDE LINE BY LINE LEVEL B	Sets the signal format in 3D mode. <ul style="list-style-type: none"> "SIMUL" Inputs left-eye signals from SDI 1 and right-eye signals from SDI 2. When using one screen: This can only be set when "SDI 1" has been selected in the input port menu. During PinP: This can only be set when "SDI 1" has been selected in the "Large Window" for PinP settings and when something other than "SDI 1" has been selected in the "Small Window". "TOP AND BOTTOM" Inputs TOP AND BOTTOM signals. "SIDE BY SIDE" Inputs SIDE BY SIDE signals. "LINE BY LINE" Inputs LINE BY LINE signals. During PinP, if the input signal is DisplayPort, HDMI, or DVI, then it is fixed at "LINE BY LINE". "LEVEL B" This can only be set when "SDI 1" or "SDI 2" has been selected in the input port menu. The SIMUL method signal is input to SDI 1 or SDI 2 using dual stream.
Left/Right Swap	Off On	Switches the displays of the left-eye signal and the right-eye signal.
H Parallax	-62 to 62	Adjusts horizontal offset of the left-eye signal and the right-eye signal. If you do not experience a 3D effect, this may be improved by adjusting the parallax.

Note

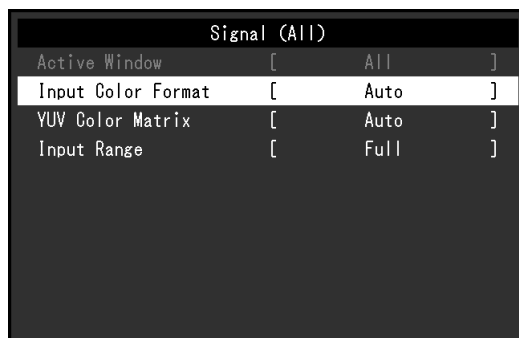
- The 3D mode indicator **3D** is displayed on the upper left of the screen in 3D mode.
- When displaying 3D in PinP, be sure to observe the following:
 - Only the large window will display the 3D image. The small window cannot display in 3D.
 - The signal formats that can be selected may be different, depending on the input signal (PinP setting "[Large Window*1](#)" ([page 16](#)) setting).

● Color Adjustment

Color (All)		
Active Window	[All]
Backlight	[100]
Brightness	[0]
Contrast	[100]
Temperature	[6500K]
Gamma	[2.4]
Color Gamut	[sRGB]
Hue	[0]
Saturation	[0]
Gain		

Function	Setting		Description
Active Window	PbyP	Left Window / Right Window	Select which window to adjust settings when using dual screen display (PbyP or PinP). Disabled during single screen display. Note <ul style="list-style-type: none"> For dual screen display (PbyP or PinP), color adjustment can be performed for each screen selected in "Active Window".
	PinP	Large Window / Small Window	
	Single	All	
Backlight	0 to 100		Adjust screen brightness by changing the brightness of the backlight (light source from the LCD back panel). Note <ul style="list-style-type: none"> For dual screen display (PbyP or PinP), settings are applied to "Left Window" / "Large Window". The backlight is disabled when the right window or small window is selected during PbyP or PinP.
Brightness	0 to 100		Adjust the brightness of black.
Contrast	0 to 100		Contrast can be adjusted. Adjust the brightness of the screen by changing the video signal level.
Temperature	Native / 6500K / 9300K / User		Adjust the color temperature. The color temperature is normally used to express the hue of "White" and / or "Black" with a numerical value. The value is expressed in degrees "K" (Kelvin). The screen becomes reddish at low color temperatures and bluish at high color temperatures, similar to the temperatures of a flame. Note <ul style="list-style-type: none"> Select "Native" to display the original colors of the LCD panel. "Gain" allows you to perform more advanced adjustment. When gain is changed, "Temperature" is changed to "User". The gain preset values are set for each color temperature setting value.
Gamma	1.8 / 2.0 / 2.2 / 2.4 / 2.6 / DICOM / HLG / PQ		Adjust the gamma. While the brightness of the monitor varies depending on the video level of the input signal, the variation rate is not proportional to the input signal. Maintaining the balance between the input signal and brightness of the monitor is referred to as "Gamma correction".
Color Gamut	Native / sRGB / BT.2020		Set the color reproduction area (color gamut). The color gamut is the range of colors that can be represented. Multiple standards are defined. Note <ul style="list-style-type: none"> Select "Native" to display the original color gamut of the LCD panel.
Hue	-100 to 100		Adjust the hue.
Saturation	-100 to 100		Adjust the color saturation.
Gain	0 to 255		The brightness of each color component (red, green, and blue) is called "gain". The hue of "white" can be changed by adjusting the gain.

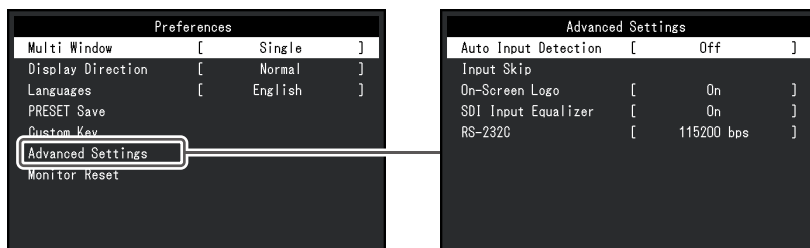
● Signal






Function	Setting	Description
Active Window	(In single screen display mode.) All (When "Multi Window" is set to "PbyP") Left Window / Right Window (When "Multi Window" is set to "PinP") Large Window / Small Window	Select which window to adjust settings in during dual screen display (PbyP or PinP). Disabled during single screen display.
Input Color Format* ¹	(When input signal is DisplayPort.) Auto / YUV / RGB (When input signal is HDMI.) Auto / YUV 4:2:2 / YUV 4:4:4 / RGB (When input signal is SDI.) Auto / YCC4:2:2 10bit / YCC4:2:2 12bit / YCC4:4:4 10bit / YCC4:4:4 12bit / RGB4:4:4 10bit / RGB4:4:4 12bit	The color space of the input signal can be specified. Try changing this setting if colors are not displayed correctly. Normally, select "Auto". When an SDI signal is input, the bit depth is specified using the "Input Color Format". If the specified bit depth is invalid, a signal error is displayed.
YUV Color Matrix* ¹	Auto / BT.601 / BT.709 / BT.2020	Select the YUV format of the input signal. Use this setting for gradation collapse or other occurrences where the screen is displayed incorrectly because of a problem with the input signal.
Input Range	(When input signal is DisplayPort or HDMI.) Auto / Full / Limited (When input signal is SDI or DVI.) Full / Limited	Depending on the video reproduction device, there may be a restriction on black and white video signal levels output to the monitor. This kind of signal is called "Limited range". On the other hand, unlimited signals are called "Full range". <ul style="list-style-type: none"> • "Auto" <p>Input signal brightness range is automatically judged and is displayed appropriately (recommended setting). Depending on the video reproduction device, Limited range and Full range may not be able to be judged by the monitor. In such a case, selecting "Full" or "Limited" will allow it to be displayed appropriately.</p> • "Full" <p>To be selected in case of Full range signals. Appropriate display can be obtained when this is selected, in case both blacks and whites are corrupted.</p> • "Limited" <p>To be selected in case of Limited range signals. When this is selected, the output signal range is expanded from 0 to 255 to obtain an appropriate display when black is pale and white is dull.</p>

*¹ Disabled when input signal is DVI.

● Preferences



Function	Setting		Description
Multi Window	Single / PbyP / PinP		<p>Select single screen display or dual screen display (PbyP or PinP). Disabled when "Display Direction" is "180°" or "Mirror" or "Signal format" is "TOP AND BOTTOM" or "SIDE BY SIDE" in 3D mode.</p> <ul style="list-style-type: none"> • "Single" Displays the selected input signal on the screen. • "PbyP" Displays two different signals side-by-side on one screen simultaneously. Disabled in 3D mode. • "PinP" Displays two different signals on one screen by overlapping a subscreen on a main screen. <p>Note</p> <ul style="list-style-type: none"> • In PbyP and PinP, the same input signal can be displayed on two screens. Example: During PbyP display, select "DisplayPort" for both "Left Window" and "Right Window" in the "PbyP" screen. • "SDI 1" and "SDI 2" cannot be displayed simultaneously.
Display Direction ^{*1}	Normal / 180° / Mirror		<p>Select the rotation angle or horizontally flip the main screen.</p> <p>Note</p> <ul style="list-style-type: none"> • Displays  on the screen when "180°" selected. • Displays  on the screen when "Mirror" selected.
Languages	English / German / French / Spanish / Italian / Swedish / Japanese / Simplified Chinese / Traditional Chinese / Russian / Portuguese		Select the language to be used for display in settings and all menus.
PRESET Save	<div>User1</div> <div>User2</div> <div>User3</div> <div>User4</div> <div>User5</div>	OK / Cancel	<p>Save current setting values and display status for each user.</p> <p>Note</p> <ul style="list-style-type: none"> • The saved items are the same as the presets (DisplayPort [LINE BY LINE] / SDI [SIMUL] / HDMI [LINE BY LINE] / DVI [2D]). For the setting items of preset settings, see "4-1. Main Default Settings" (page 19).

Function		Setting		Description
Custom Key		[F1]	Off / Backlight / Gamma	Select the function that is assigned to each custom key. For details, see “Setting a function to custom keys” (page 6).
		[F2]	/ Color Gamut / Multi	
		[F3]	Window / Display	
		[F4]	Direction / Swap	
Advanced Setting	Auto Input Detection* ¹	On / Off		<p>This function automatically recognizes the connector through which computer signals are input, and displays images on the screen accordingly.</p> <ul style="list-style-type: none"> • "On" <p>When the monitor is connected to multiple computers, if a specific computer enters power saving mode or no signals are input to the monitor, the connector is automatically changed to another one to which signals are input.</p> • "Off" <p>Set to this when manually selecting input signals. In this case, you can select the input signal to display using the  control button on the front of the monitor. For details, see “1-2. Switching Input Signals” (page 5).</p> <p>Note</p> <ul style="list-style-type: none"> • When this function is set to "On", the monitor only enters the power saving mode when signals are not input from any computer.
		Input Skip* ¹	DisplayPort	<p>When "Auto Input Detection" is "On", select the port to skip signal detection.</p> <p>Note</p> <ul style="list-style-type: none"> • If all of the ports are set to "Skip", then input signal will not be detected, in the same way as when "Auto Input Detection" is set to "Off". • When the "Signal Format" in 3D mode is "SIMUL" then "SD 1" or "SDI 2" are not displayed; rather, "SDI 1 SDI 2" is displayed.
			HDMI	
			SDI 1	
			SDI 2	
			DVI	
	On-Screen Logo	On / Off		Select whether to display or hide the logo when the monitor starts.
	SDI Input equalizer	On / Off		<p>Emphasizes the SDI input signal</p> <p>Note</p> <ul style="list-style-type: none"> • If noise is apparent when using the short SDI cable, set this to "Off".
	RS-232C	19200 bps / 115200 bps		Sets the communication speed when controlling this product from an external device connected using the RS-232C terminal.
Monitor Reset		OK / Cancel		Restores all settings to their default values.

*¹ Disabled during dual screen display (PbyP or PinP).


● Information

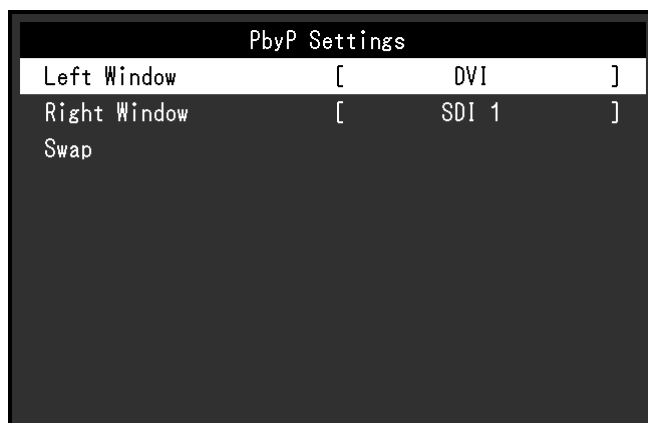
Display the monitor information (model name, serial number (S/N), usage time) and the input signal information.

Example:

Information	
CuratOR EX3242-3D	S/N: 12345678
Usage Time (h)	0
DisplayPort	
1920 X 1080	
fH: 67.50 kHz	
fV: 60.00 Hz	
fD: 148.5 MHz	


● PbyP

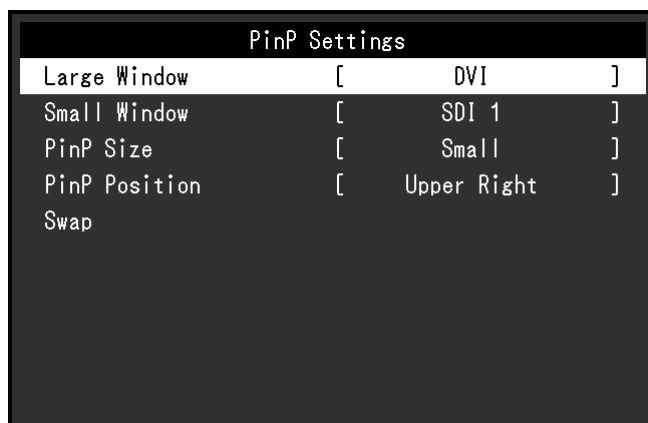
If you press  (INPUT) while in PbyP dual screen mode, the "PbyP" menu is displayed.



Function	Setting	Description
Left Window	DisplayPort / HDMI / SDI 1 / SDI 2 / DVI	Select the signal input to the left window when PbyP dual screen display. Note <ul style="list-style-type: none"> • "SDI 1" and "SDI 2" cannot be displayed simultaneously. • The 3D signal cannot be selected.
Right Window	DisplayPort / HDMI / SDI 1 / SDI 2 / DVI	Select the signal input to the right window when PbyP dual screen display. Note <ul style="list-style-type: none"> • "SDI 1" and "SDI 2" cannot be displayed simultaneously. • 3D signals will be shown as 2D.
Swap		Swap the input ports of left window and right window. Note <ul style="list-style-type: none"> • Swapping may not be possible for some input signals.

● PinP

If you press  (INPUT) while in PinP dual screen mode, the "PinP" menu is displayed.


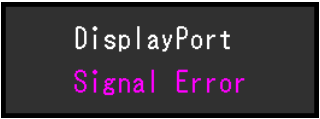


Function	Setting	Description
Large Window ^{*1}	DisplayPort / HDMI / SDI 1 / SDI 2 / DVI	Select the signal input to the large window when PinP dual screen display. Note <ul style="list-style-type: none"> • This function can be set when the "Signal format" in either 2D or 3D mode is set to "SIMUL", "LINE BY LINE", or "LEVEL B". • "SDI 1" and "SDI 2" cannot be displayed simultaneously.
Small Window ^{*1}	DisplayPort / HDMI / SDI 1 / SDI 2 / DVI	Select the signal input to the small window when PinP dual screen display. Note <ul style="list-style-type: none"> • "SDI 1" and "SDI 2" cannot be displayed simultaneously. • 3D signals will be shown as 2D.
PinP Size	Small / Large	Select size of the small window.
PinP Position	Upper Right / Lower Right / Lower Left / Upper Left	Select position of the small window.
Swap		Swaps the input ports of the large window and small window. Note <ul style="list-style-type: none"> • Swapping may not be possible for some input signals.

^{*1} In 3D mode, the same signal cannot be selected for both the "Large Window" and "Small Window".

Chapter 3 Troubleshooting

3-1. No Picture Displayed

Problem	Possible cause and remedy
1. No picture.	<ul style="list-style-type: none"> • Check whether the power cord is connected properly. • Check whether the DC OUT terminal and the DC IN terminal are connected properly. • Turn on the power switch. • Check whether the main power indicator of the AC adapter is on. • Turn off the power and then turn it on again.
2. The message below appears. <ul style="list-style-type: none"> • This message appears when no signal is input. Example:  	<p>These messages appear when the signal is not input correctly even though the monitor is functioning properly.</p> <ul style="list-style-type: none"> • The message shown on the left may appear, because some devices to be connected do not output the signal immediately after power-on. • Check whether the device to be connected is turned on. • Check whether the signal cable is connected properly. • Turn off the power and then turn it on again. • Change the setting for "Auto Input Detection" under "Advanced Setting" in the "Preferences" menu to "Off" and then manually switch the input signals (see "Auto Input Detection*1" (page 13)).
<ul style="list-style-type: none"> • This message indicates that the input signal is outside the specified frequency range. Example:  	<ul style="list-style-type: none"> • Check whether the device to be connected is configured to meet the resolution and vertical scan frequency requirements of the monitor. • Reboot the device to be connected.

3-2. Imaging Problems

Problem	Possible cause and remedy
1. The screen is too bright or too dark.	<ul style="list-style-type: none"> Use "Brightness" or "Backlight" in the Setting menu to adjust it.
2. Text is blurred	<ul style="list-style-type: none"> Check whether the computer is configured to meet the resolution and vertical scan frequency requirements of the monitor (see "Displayable Input Signals" in the User's Manual).
3. Afterimages appear	<ul style="list-style-type: none"> Afterimages are particular to LCD monitors. Avoid displaying the same image for a long time. Use the screen saver or power saving function to avoid displaying the same image for extended periods of time. An afterimage may appear even after a short time period has elapsed depending on the displayed image. If this occurs, changing the image or leaving the power off for a few hours may solve the problem.
4. Green, red, blue, white dots or dark dots remain on the screen	<ul style="list-style-type: none"> This is due to LCD panel characteristics and not a malfunction.
5. The screen suddenly went black. / The screen does not become brighter after increasing the "Backlight" value in the Settings menu.	<ul style="list-style-type: none"> This product is equipped with a heat dissipation fan. If the fan is not operating properly, screen brightness can be limited in order to lower the internal temperature. In this case, please make sure that the fan is operating properly.
6. 3D images are not shown	<ul style="list-style-type: none"> Switch to 3D mode. Change the signal format. Switch the displays of the left-eye signal and the right-eye signal. In SIMUL mode, make sure that the left-eye image signal and the right-eye image signal are input correctly.
7. The 3D image has insufficient three-dimensionality	<ul style="list-style-type: none"> Use "H Parallax" in the Setting menu to adjust it.

3-3. Other Problems

Problem	Possible cause and remedy
1. The Setting menu does not appear.	<ul style="list-style-type: none"> Make sure the lock function is not set to "On." (See "1-5. Locking Control Buttons" (page 6).)
2. The message below appears. <ul style="list-style-type: none"> This will be displayed when a 6-bit (64 gradient) signal is being input. Example: <div style="background-color: #333; color: #fff; padding: 10px; margin-top: 10px;"> <p>Grayscale Display Error</p> <p>6-bit signal has been detected.</p> <p>Turn off the main power on the back of the monitor, and then turn it on again.</p> </div>	This will be displayed when the signal is not displaying properly. <ul style="list-style-type: none"> Turn off the power to the connected device and this product and then turn on the power again. Check the settings on the connected device.

Chapter 4 Reference

4-1. Main Default Settings

Preset

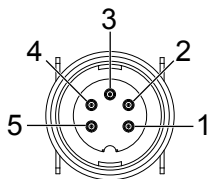
Item		Default			
		DisplayPort [LINE BY LINE]	SDI [SIMUL]	HDMI [LINE BY LINE]	DVI [2D]
Input Port	MAIN (Left Window / Large Window)	DisplayPort	SDI1 SDI2	HDMI	DVI
	SUB (Right Window/Small Window)	DVI	DVI	DVI	DisplayPort
3D	3D/2D Selection	3D	3D	3D	2D
	Signal Format	LINE BY LINE	SIMUL	LINE BY LINE	LINE BY LINE
	Left/Right Swap	Off	Off	Off	Off
	H Parallax	0	0	0	0
Preferences	Multi Window	Single	Single	Single	Single
	Display Direction	Normal	Normal	Normal	Normal
Color	Backlight	100	100	100	100
	Brightness	0	0	0	0
	Contrast	100	100	100	100
	Temperature	6500 K	6500 K	6500 K	6500 K
	Gamma	2.2	2.2	2.2	2.2
	Color Gamut	sRGB	sRGB	sRGB	sRGB
	Saturation	0	0	0	0
	Hue	0	0	0	0
Signal	Input Color Format	Auto	Auto	Auto	- (RGB)
	YUV Color Matrix	Auto	Auto	Auto	- (BT.709)
	Input Range	Auto	Limited	Auto	Full

Others

Preferences	Language		English
	Advanced Setting	On-Screen Logo	On
Custom Key	F1		Off
	F2		Off
	F3		Off
	F4		Off
Key Lock			Unlock

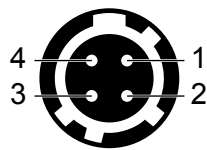
4-2. Pin Specifications

● DC IN terminal



Pin No.	Signal name
1	GND
2	GND
3	F.E
4	DC 48V
5	DC 48V

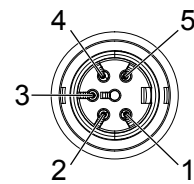
● DC OUT terminal on the main unit



Pin No.	Signal name
1	GND
2	GND
3	DC 5 V
4	DC 5 V

HIROSE P/N: HR10A-7R-4S(74)
Recommended plug
HIROSE P/N: HR10A-7P-4P(74)

● DC OUT terminal of AC adapter



Pin No.	Signal name
1	GND
2	GND
3	F.E
4	DC 48V
5	DC 48V

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The period of this Warranty is three (3) years from the date of purchase of the Product (hereinafter referred to as the “**Warranty Period**”). EIZO and Distributors shall bear no liability or obligation with regard to the Product in relation to the Original Purchaser or any third parties other than as provided under this Warranty.

EIZO and Distributors will cease to hold or store any parts (excluding design parts) of the Product upon expiration of five (5) years after the production of the Product is discontinued. In repairing the Product, EIZO and Distributors will use renewal parts which comply with our QC standards. If the unit cannot be repaired due to its condition or the stockout of a relevant part, EIZO and Distributors may offer the replacement by a product with equivalent performance instead of repairing it.

The Warranty is valid only in the countries or territories where the Distributors are located. The Warranty does not restrict any legal rights of the Original Purchaser.

Notwithstanding any other provision of this Warranty, EIZO and Distributors shall have no obligation under this Warranty whatsoever in any of the cases as set forth below:

- (a) Any defect of the Product caused by freight damage, modification, alteration, abuse, misuse, accident, incorrect installation, disaster, adherent dust, faulty maintenance and/or improper repair by third party other than EIZO and Distributors;
- (b) Any incompatibility of the Product due to possible technical innovations and/or regulations;
- (c) Any deterioration of the sensor, including measurement value of the sensor;
- (d) Any defect of the Product caused by external equipments;
- (e) Any defect of the Product caused by the use under environmental conditions not anticipated by EIZO;
- (f) Any deterioration of the attachments of the Product (e.g. cables, User’s Manual, CD-ROM, etc.);
- (g) Any deterioration of the consumables, and/or accessories of the Product (e.g. batteries, remote controller, touch pen, etc.);
- (h) Any exterior deterioration or discoloration of the Product including that of the surface of the LCD panel, the touch panel and the protect panel;
- (i) Any defect of the Product caused by placement in a location where it may be affected by strong vibration or shocks;
- (j) Any defect of the Product caused by liquid leaking from battery;
- (k) Any deterioration of display performance caused by the deterioration of expendable parts such as the LCD panel and/or backlight, etc. (e.g. changes in brightness, changes in brightness uniformity, changes in color, changes in color uniformity, defects in pixels including burnt pixels, etc.);
- (l) Any deterioration or malfunction of the cooling fan caused by adherent dust.

To obtain service under the Warranty, the Original Purchaser must deliver the Product, freight prepaid, in its original package or other adequate package affording an equal degree of protection, assuming the risk of damage and/or loss in transit, to the local Distributor. The Original Purchaser must present proof of purchase of the Product and the date of such purchase when requesting services under the Warranty.

The Warranty Period for any replaced and/or repaired product under this Warranty shall expire at the end of the original Warranty Period.

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