

Benq FP2081

LCD Color Monitor

20.1" (51cm) LCD Panel Size

User's Manual

BenQ

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Safety Instructions


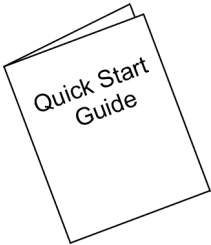
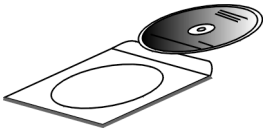
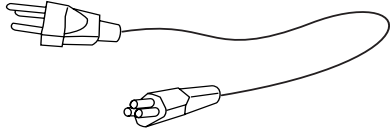
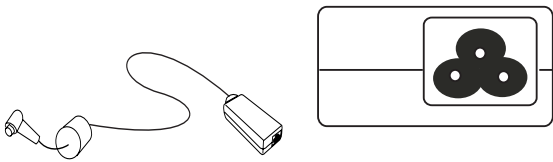
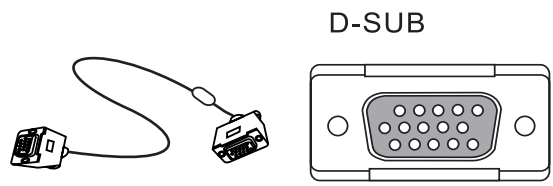

1. The AC adapter isolates this equipment from the AC supply.
2. Unplug this product from the wall outlet before cleaning. Do not use liquid or aerosol cleaners. Use a soft cloth to clean the monitor housing and a tape to stick dust and fingerprints on the screen panel.
3. Slots and openings on the back or top of the cabinet are provided for ventilation. They must not be blocked or covered. This product should never be placed near or over a radiator or heat register, or in a built-in installation unless proper ventilation is provided.
4. This product should be operated from the type of power indicated on the marking label. If you are not sure of the type of power available, consult your dealer or local power company.
5. Never push objects of any kind, or spill liquid of any kind into this product.
6. Do not attempt to service this product yourself, as opening or removing covers may expose you to dangerous voltages or other risks. If any above mentioned misuse or other accident (dropping, mis-operations) occurs, contact qualified service personnel for servicing.
7. The power supply cord serves as a power disconnect device for pluggable equipment. The socket outlet shall be installed near the equipment and shall be easily accessible.

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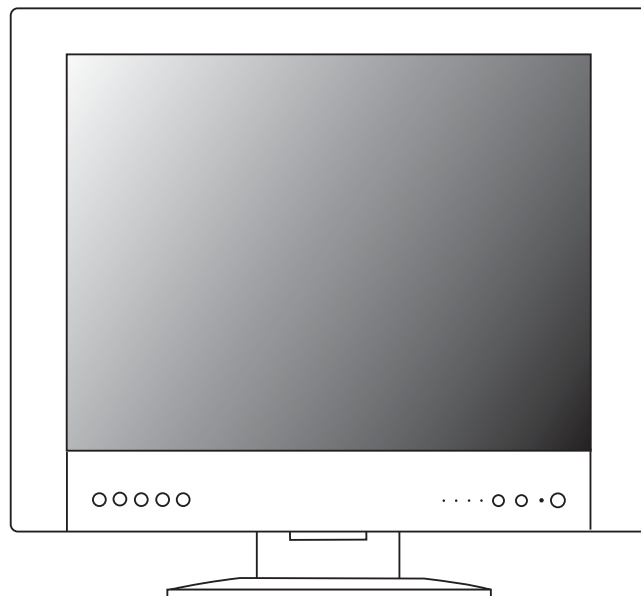
Unpacking

Please check you have the following items. If they are missing or are damaged, please contact the dealer immediately at which you purchased the good.

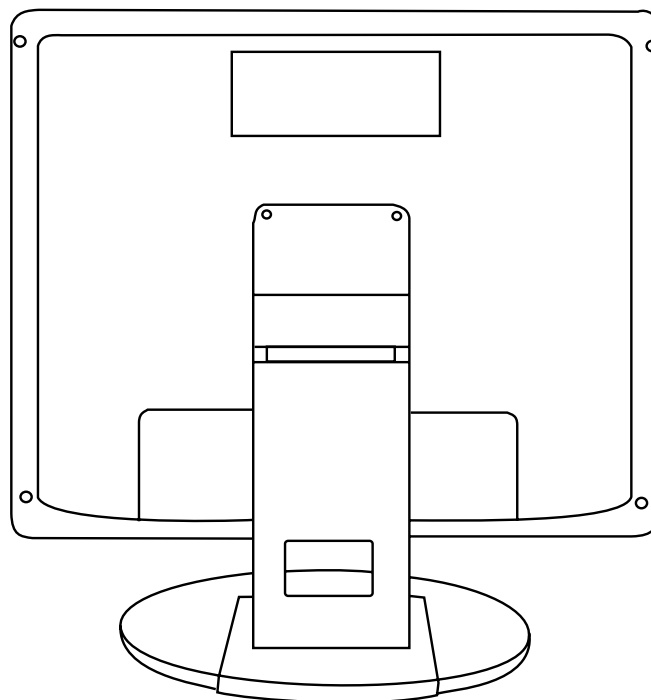
LCD monitor	
Quick Start Guide	
CD-ROM	
Power cord	
Power Adaptor	
Signal cable 1: D-Sub	 D-SUB
Signal cable 2: DVI-D	 DVI

Views of the Monitor

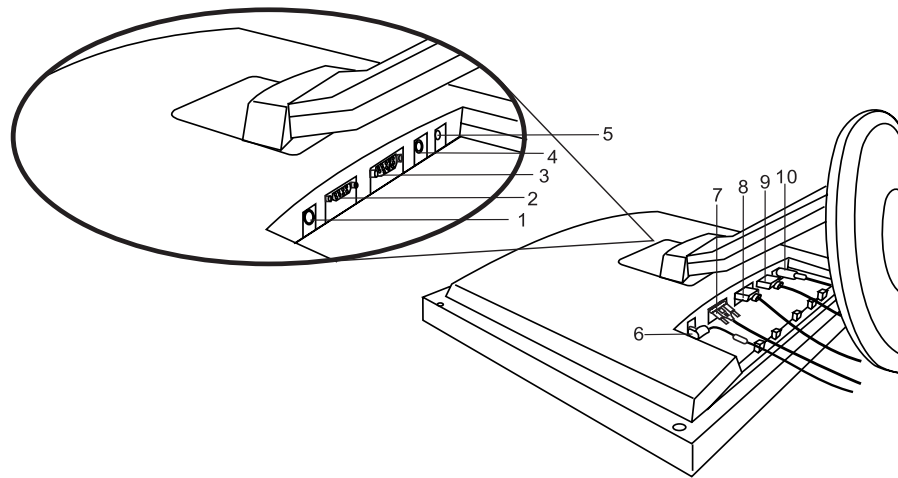
Front View



Back View (I)



Back View (2): Locations of plugs & sockets



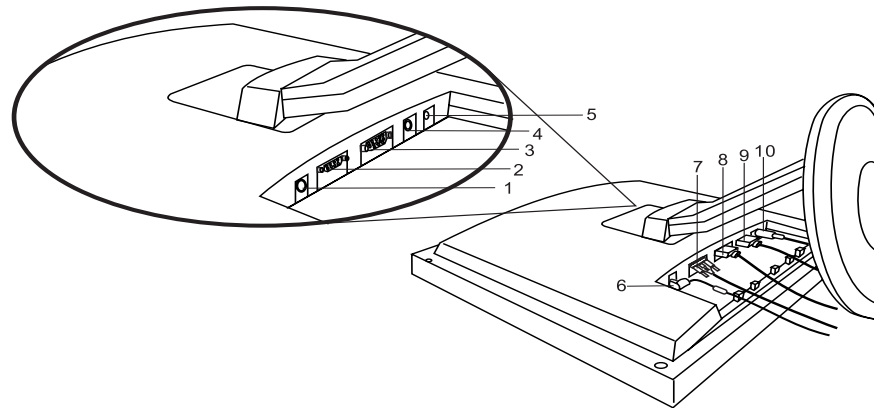
1. Power adaptor jack	2. D-Sub port
3. DVI-D port	4. S-Video port
5. Composite port	6. Power cord
7. D-Sub signal cable	8. DVI-D signal cable
9. S-Video signal cable	10. Composite signal cable

Installation

Hardware Installation

A. Make sure that the computer and monitor's power are both turned off. Please follow the steps to install your LCD monitor.

- 1 . Connect the signal cable and power adaptor to Benq LCD monitor.
- 2 . Please connect power cord to power adaptor first and then connect the power adaptor to LCD monitor.



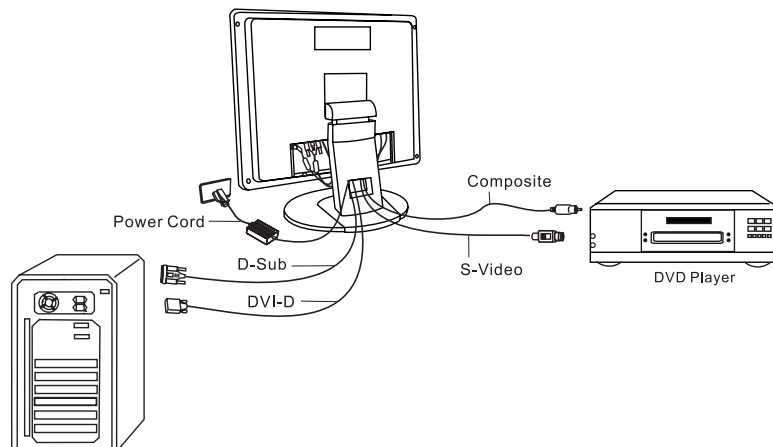
B. Connect the signal cable to the VGA output of the graphics card on the computer.

There are 4 types of signal cables:

- a. D-Sub (included and attached)
- b. DVI-D (included but not attached)
- c. S-Video (not included)
- d. Composite (not included)

Note: If you are using AV connector, please connect Video output of device to Composite port of FP2081.

C. Connect the power cord at the back of the monitor to an AC power socket. Please make sure that the socket is not blocked or covered, so you can disconnect the unit from AC supply if you need to. Your monitor is equipped with an automatic power supply for a voltage range from 100 to 240 Volt at a frequency of 50 to 60 Hz. Be sure that your local power is within the supported range. If you are unsure, ask your electricity supplier.



Adjusting the Monitor

On-Screen" Operation Procedure for FP208 I

There are 8 keys for user's control, which includes " Power" , " iKey " , "Input" , " Menu " , " ↑ " , " ↓ " , " + " , and " - " .

The following descriptions are the introduction of these keys.

- a) "Power"key: The function of this key is to tune monitor power on/off.
- b) "iKey" key: For auto adjust vertical position, horizontal position, pixel clock and phase.
- c) "Input" key: The function of this key is to change input mode as "D-SUB", "DVI-D", "Composite", and "S-Video".
- d) "Menu" key: The function of this key is to enter OSD operation mode.
- e) " ↑ " key : The function of this key is to select between OSD items and included "Hot Key" function for contrast ratio adjustment.
- f) " ↓ " key : The function of this key is to select between OSD items and included "Hot Key" function for Brightness adjustment.
- g) "+" key : The function of this key is to increase OSD bar volume.
- h) "-" key: The function of this key is to decrease OSD bar volume. Press " Menu " key to enter main menu of OSD as Figure below.

- I. Press " Menu " key to enter main menu of OSD as Figure below.



2. OSD main menus have 8 items including "Exit", "Luminance", "Geometry", "Color", "OSD", "Language", "Recall" and "PIP". The following pages are the introduction of these items.

3. Luminance:

Press "↑" or "↓" to select Luminance item and press "Menu" to enter Luminance sub-menu. Press "↑" or "↓" to select between Brightness and Contrast functions.

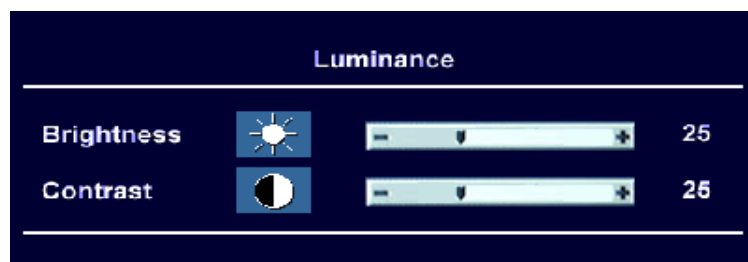
When those keys are highlighted, the highlight function is activated then press "+" or "-" to adjust the Brightness or Contrast of the display.

a) Brightness:

Press "Menu" to show the bar of adjustment, press "+" or "-" to adjust the brightness of the display and then press "Menu" to back to the previous screen.

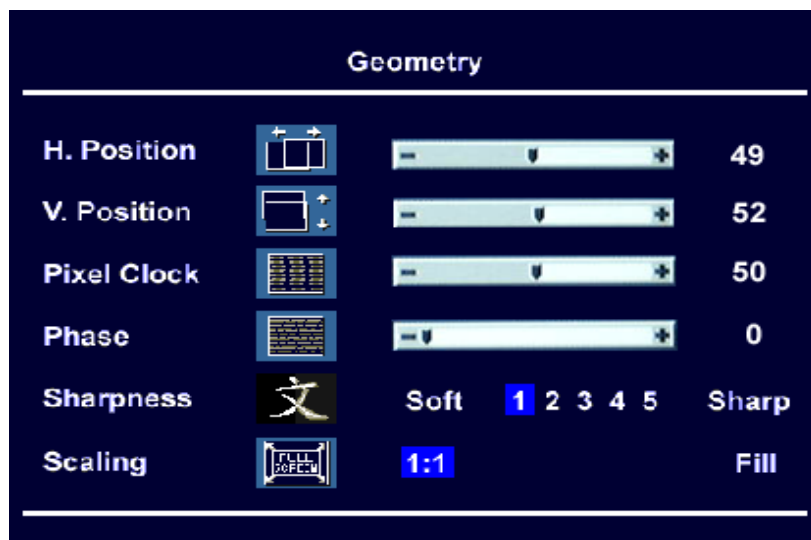
b) Contrast:

Press "Menu" to show the bar of adjustment, press "+" or "-" to adjust the contrast of the display and then press "Menu" to back to the previous screen.



4. Geometry:

Press "↑" or "↓" to select Geometry function from main menu and press "Menu" to enter Geometry sub-menu. Press "↑" or "↓" to select between H. Position, V. Position, Pixel Clock, Phase, Sharpness, and Scaling functions. When those keys are highlighted, the highlighted function is activated then press "+" or "-" to adjust the H. Position, V. Position, Pixel Clock, Phase, Sharpness, and Scaling functions.



a) H. Position:

Press "Menu" to show the bar of adjustment, press "+" or "-" to adjust the horizontal position of the display and then press "Menu" to back to the previous screen.

b) V. Position:

Press "Menu" to show the bar of adjustment, press "+" or "-" to adjust the vertical position of the display and then press "Menu" to back to the previous screen.

c) Pixel Clock:

Under Geometry sub-menu, press "Menu" to show the bar of adjustment, press "+" or "-" to adjust the volume of Pixel Clock and then press "Menu" to back to the previous screen.

d) Phase:

Under Geometry sub-menu, press "Menu" to show the bar of adjustment, press "+" or "-" to adjust the volume of Phase and then press "Menu" to back to the previous screen.

e) Sharpness:

Under Geometry sub-menu, press "Menu" to show the bar of adjustment. Then press "Menu" to show the bar of adjustment, press "+" or "-" to adjust the volume of Sharpness and then press "Menu" to back to the previous screen.

f) Scaling:

Scaling optimizes the display for the type of software you are using. Includes "I:I" and "fill".

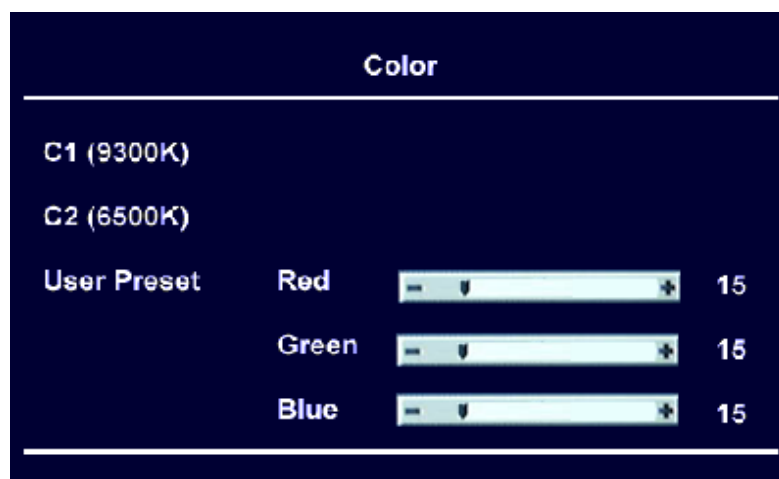
Scaling smoothes an image which may help the eye to see more detail.

Under Geometry sub-menu, press "Menu" to activate the scaling adjustment bar and by pressing "+" or "-" to select among I:I and fill. Then press "Menu" once to back to the Geometry sub-menu or twice to back to main menu.

5. Color:

Color adjusts the color hue and saturation.

Press "↑" or "↓" to select Color function from main menu and press "Menu" to enter Color sub-menu. Press "↑" or "↓" to select between C1 (9300K), C2 (6500K), and User Preset.



a) User Preset: Use the plus and minus buttons to increase or decrease each of the three colors independently.

Under User Preset sub-menu, by pressing "+" or "-" to increase or decrease the volume of R, G, and B separately. Then press "Menu" once to back to the Color sub-menu or twice to back to main menu.

6. OSD:

The function OSD is to change the position of OSD on screen.

Press " ↑ " or " ↓ " to select OSD function from main menu and press "Menu" to enter OSD sub-menu. Press " ↑ " or " ↓ " to select H. Position, V. Position, and OSD Time.



a) H. Position:

Under OSD sub-menu, use the " ↑ " or " ↓ " buttons to select H. Position. By pressing "+" or "-" to increase or decrease the volume of H. Position. Then press "Menu" once to back to the OSD sub-menu or twice to back to main menu.

b) V. Position:

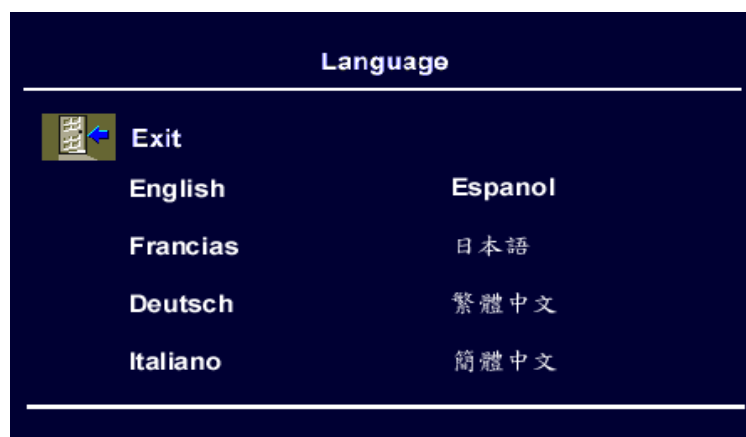
Under OSD sub-menu, use the " ↑ " or " ↓ " buttons to select V. Position. By pressing "+" or "-" to increase or decrease the volume of Vertical Position. Then press "Menu" once to back to the OSD sub-menu or twice to back to main menu.

c) OSD time:

Under OSD sub-menu, use the " ↑ " or " ↓ " buttons to select OSD Time. By pressing "+" or "-" to increase or decrease the time of OSD appear on the screen. Then press "Menu" once to back to the OSD sub-menu or twice to back to main menu.

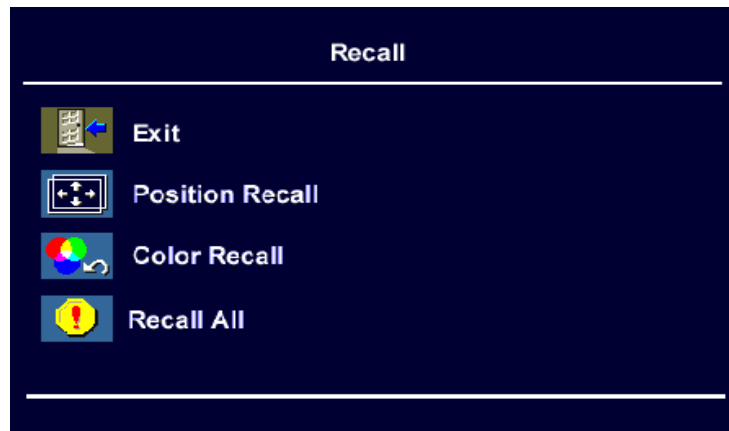
7. Language:

Press " ↑ " or " ↓ " to select Language function from main menu and press "Menu" to enter Language sub-menu. Press " ↑ " or " ↓ " to select different languages such as English, Español, Français, Italiano, Deutsch, Japanese, Traditional Chinese, and Simple Chinese.



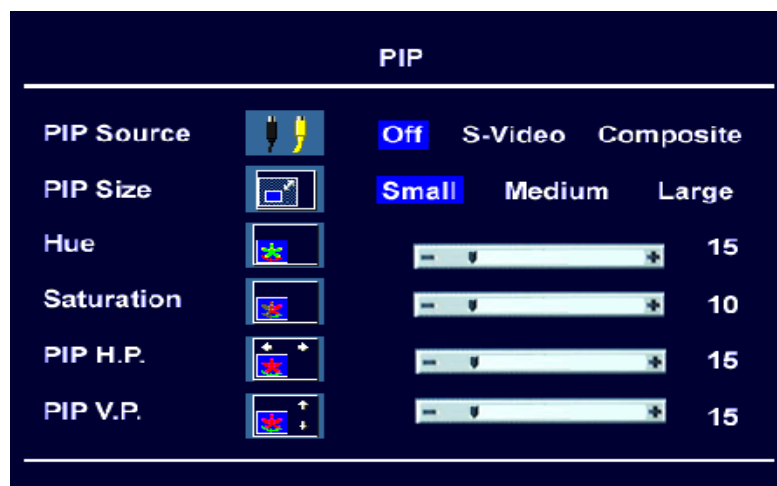
8. Recall:

The function of "Recall" is to reset controls return the settings to the factory preset values for the selected group of functions. Press "↑" or "↓" to select Recall function from main menu and press "Menu" to enter Recall sub-menu. Then press "↑" or "↓" to select among Position Recall, Recall All, and Color Recall then press Menu to execute.



9. PIP:

The function of "PIP" is to set the Picture-In-Picture window. Press "↑" or "↓" to select PIP function from main menu and press "Menu" to enter PIP sub-menu. Then press "↑" or "↓" to select among PIP Source, PIP Size, Hue, Saturation, PIP H. P., and PIP V. P. then press Menu to enter each function.



a) PIP Source:

Under PIP sub-menu, use the "↑" or "↓" buttons to select PIP Source then press Menu to enter PIP Source sub-menu. There are two sources of video inputs such as S-video and Composite. By pressing "+" or "-" to select among Off, S-video, and Comp. The "Off" item means that monitor will detect the PIP source automatically. Then press "Menu" once to back to the PIP sub-menu or twice to back to main menu.

b) PIP size:

Under PIP sub-menu, use the " ↑ " or " ↓ " buttons to select PIP Size then press Menu to enter PIP Size sub-menu. There are three sizes of PIP window included Small, Medium, and Large. By pressing "+" or "-" to select among Small, Medium, and Large. Then press "Menu" once to back to the PIP sub-menu or twice to back to main menu.

c) Hue:

Under PIP sub-menu, use the " ↑ " or " ↓ " buttons to select Hue. By pressing "+" or "-" to increase or decrease the hue of PIP window. Then press "Menu" once to back to the PIP sub-menu or twice to back to main menu.

d) PIP Saturation:

Under PIP sub-menu, use the " ↑ " or " ↓ " buttons to select PIP Saturation. By pressing "+" or "-" to increase or decrease the Saturation of PIP window. Then press "Menu" once to back to the PIP sub-menu or twice to back to main menu.

e) PIP H.P.:

Under PIP sub-menu, use the " ↑ " or " ↓ " buttons to select PIP H. P. By pressing "+" or "-" to move the PIP window position horizontally. Then press "Menu" once to back to the PIP sub-menu or twice to back to main menu.

f) PIP V.P.:

Under PIP sub-menu, use the " ↑ " or " ↓ " buttons to select PIP V. P. By pressing "+" or "-" to move PIP window position vertically. Then press "Menu" once to back to the PIP sub-menu or twice to back to main menu.

Troubleshooting

Frequently Asked Questions (FAQ)

✓ The image is blurred:

- ☞ Read the chapter, Installation/Adjustment and then select the correct resolution, refresh rate and make adjustments based on these instructions.
- ☞ Do you use a VGA extension cable?

Remove the extension cable for the test. Is the image now in focus? If not, optimize the image working on the description in the chapter, Installation/Adjustment. It is normal for blurring to occur due to conduction losses in extension cables. You can minimize these losses by using an extension cable with better conduction quality or with a built-in booster.

- ☞ Does the blurring only occur at resolutions lower than the native (maximum) resolution?

Read the chapter Installation/Adjustment. Select the native resolution.

✓ Pixel errors can be seen:

- ☞ One of several pixels are permanently black, one or more pixels are permanently white, one or more pixels are permanently red, green, blue or another colour.

Read the chapter Pixel error rates.

✓ The image has a faulty colour appearance:

- ☞ It has a yellow, blue or pink appearance.

On the monitor press the "Menu" button and move to the "Recall" menu. Select the "Color recall" item and press "Menu", or simply press "ikey". If the image is still not correct and the OSD also has a fault colour appearance, then one of the three primary colours is missing in the signal input. Now check the VGA cable contacts. If any pins are bent or broken off, then contact your dealer or read the chapter, Additional Help, Repairs & Service.

✓ No image can be seen:

- ☞ Is the prompt on the display illuminated in green?

If the LED is illuminated in green, then press the "Exit" button on the monitor to access the On Screen Display. If the message "Out of range" appears there, read the chapter Installation/Adjustment.

- ☞ Is the prompt on the display illuminated in orange?

If the LED is illuminated in orange, then the power management mode is active. Press a button on the computer keyboard or move the mouse. If that does not help, then check the VGA cable contacts. If any pins are bent or broken off, then contact your dealer or read the chapter, Additional Help, Repairs & Service.

☞ Is the prompt on the display not illuminated at all?

Check the power supply mains socket, the external power supply and the mains switch.

✓ **The image is or distorted, flashes or flickers:**

☞ Read the chapter, Installation/Adjustment and then select the correct resolution, refresh rate and make adjustments based on these instructions.

✓ **The image is displaced in one direction:**

☞ Read the chapter, Installation/Adjustment and then select the correct resolution, refresh rate and make adjustments based on these instructions.

Need More Help?

If your problems remain after checking this manual, please contact your place of purchase or e-mail us at: DPLservice@benq.com

Supported operating modes

Resolution	Refresh Rate (Hz)	H. Freq. (kHz)
720 x 400	70.087	31.469
640 x 480	59.940	31.469
640 x 480	75.000	37.500
800 x 600	60.317	37.879
800 x 600	75.000	46.875
1024 x 768	60.004	48.363
1024 x 768	75.029	60.023
1280 x 1024	60.000	64.000
1280 x 1024	75.025	79.976
1600 x 1200	60.000	75.000

- Modes, which are not listed in the above table, may not be supported. For an optimal picture it is recommended to choose a mode listed in the table.
- You have 10 available modes compatible with Windows.
- It can happen that the image is disrupted. This can occur as a result of a signal frequency from the VGA card, which does not correspond with the usual standard. This is not, however, an error. You can improve this situation by altering an automatic setting or by manually changing the phase setting and the pixel frequency from the "Geometry" menu.
- If you switch off the monitor, interference lines can occur on your screen. But do not be concerned about this, as it is normal.
- To extend the service life of the product, we recommend that you use your computer's power management function.

Specifications

Model	FP2081
Display type	20.1",active, TFT
Viewable diagonal	51cm
Native (maximum) resolution	1600X1200
Colors	16.7 million
Contrast / Brightness	350:1 / 250 cd/m ²
Response time	25ms
Viewing angle (left/right, up/down)	80/80, 80/80
Line frequency	31-80 kHzMulti- frequency monitor
Image frequency	56-76 Hz modes within these parameters
Image checks	Digital, Screen OSD Technology, <i>iKey</i> (automatic image setting)
Controls	6 buttons and <i>iKey</i> .
iScreen functions	Contrast, brightness, vert. & hor. image position, phase, pixel clock, color balance, color palette, choice of language (8 language OSD), OSD position, status indicator
Basic Modes	10 Factory Preset Timings and 5 user defined.
Power Management	VESA DPMS, EPA
max. power consumption	60 Watt Max
Power saving mode	< 5 Watt
Input signal connector	1. D-SUB 2.DVI-D 3.S-Video 4.Composite
Temperature (operating)	5 °C - 40 °C
Air humidity (operating)	20% - 80%
Certifications	TCO 95, TÜV/Ergonomics, TÜV/GS, IEC950, FCC Class B, DSNE, ISO 13406-2, VCCI, UL, CB Report, CE, C-Tick, BSMI, Fimko, CCIB
Operating voltage	Automatic switched mode power supply, 90-264 V, 47-63Hz
Dimensions (W x H x D)	514x492x260 mm
Weight	10.5 kg

Appendix: An Introduction to LCD Technology

Principles of LCD Technology

The functionality of LCD (Liquid Crystal Display) screens is based on the special physical properties of liquid crystals. Their rod shaped molecules arrange themselves similarly to the molecules of crystals - always uniformly and in one particular direction. Yet liquid crystals are not set in this orientation, but behave like a liquid: They can be manipulated by applying an electric voltage. The layers of the liquid crystal molecules can therefore be longitudinal or diagonal to the polarising direction of the light and thereby have a varying effect on the course of light waves.

LIQUID CRYSTALS POLARISE INCIDENT LIGHT

An LC display consists of two polarising filters, a control layer, the respective colour filters and the liquid crystal layer.

The light from a background lamp hits an initial polarisation membrane so that only a specific plane of polarisation of the light reaches the liquid crystal layer. Without any external electrical influence the liquid crystal molecules arrange themselves in a screw-like shape between the two vertically aligned polarising filters and the directional structure imposed as a result. The light follows this orientation and is rotated by 90 degrees. The second polarising filter only allows through light with this rotated polarisation. The light valve is open - as a result the controlled pixel lights up.

If an electrical voltage is applied, the liquid crystal molecules orientate themselves along the field lines. The 90° screw is lifted up, the LC molecules appear parallel to the incident light and allow it to pass through without altering the polarising direction. The unrotated light hits the second, rotated polarising filter and is blocked. As a result the corresponding pixel remains dark. The intensity of the departing, visible light can be controlled by means of the voltage applied to the crystal layer and the polarised light rotated to a greater or lesser extent as a result.

The TFT panel

A. The standard TFT panel

With TFT displays, also called active matrix, the light transmitting capacity of each pixel is in each case controlled by a transistor. The pixels can therefore be operated individually and addressed very quickly, which in turn guarantees perfect display even of moving images. With high-resolution LCDs well over two million pixels (three colour dots for the primary colours red, green and blue per pixel) have to be controlled. The voltage is continuously on so that the image does not have to be rebuilt constantly. The great advantage of this is that LC displays do not flicker, even when they are controlled at low refresh frequencies (e.g. at 60 Hz). Because faulty transistors can occur during production, pixel errors resulting from this are unavoidable.

B. The super TFT panel

The super TFT panel works according to the same physical principle. A significantly increased viewing angle can be created through more precise production and through slightly brighter pixels. This, however, is partly at the expense of the gray level resolution.

C. Comparison of standard and super TFT display

<i>Standard</i>	<i>Super</i>
<ul style="list-style-type: none"> • good gray level resolution • F satisfactory viewing angle 	<ul style="list-style-type: none"> • very good viewing angle • satisfactory gray level resolution
Field of applications: <ul style="list-style-type: none"> • Image processing • medical field • Standard workstation • Banks (confidential area) 	Field of applications: <ul style="list-style-type: none"> • is several people are working at one screen. • Standard workstation • Presentation tasks • Banks (public area)

Important LCD parameters

A. Viewing angle

The viewing angle is the display's visible field. If one were to imagine a vertical line in the centre of the image and to pivot up and down and to the right and to the left from that point, then that is the viewing angle.†Working ergonomically requires a viewing angle of at least 60°/60° (right/left) horizontally and 45°/45° vertically (up/down). If only two values are specified for horizontal and vertical, the values for right and left, and for horizontal and vertical are added together. If this were the case then this would provide a viewing angle of 120° horizontally and 90° vertically.

B. Contrast

Contrast is the ratio between the light intensity of the brightest and the darkest point of an image. High contrast values improve readability and ergonomics.

A display should in all instances attain contrast values of 100:1. This is a point on which LCD monitors are clearly superior to monitors.

C. Response time

The response time is the time, which a TFT cell requires to switch on and switch off. †For standard applications a response time of a maximum of 70 ms (milliseconds) is sufficient. If a more rapid image build-up is required (e.g. the multimedia field), then values of a maximum of 30 ms are required.

D. Brightness

Brightness is the emitted luminous power over a specified area. Brightness is another point, on which LCD monitors are superior to CRT devices. Traditional monitors create approx. 80 to 100 cd/m² (candela per meter square). In the case of LC displays, values below 150 cd/m² are not acceptable.

Display errors

A. Pixel errors

Pixel errors are (unfortunately) unavoidable with today's production methods, if you want to manufacture displays at an economically sensible price.

A display with a resolution of 1600x1200 dots therefore has 1920000 pixels. Each pixel consists of the three sub-pixels for red, green and blue. That makes 5,760,000 individual control transistors. It can occur during production that one or several transistors is defective, which means that pixel errors occur, in which a sub-pixel does not light up at all or does so all of the time.

If you were to accept the same error rate as in the case of the strip mask, for which two horizontal lines are completely disrupted, then you would end up with an error rate of 0.001 per thousand. The accepted error rates for LC displays are far lower, however. If, for example, you were to accept a tolerance of three permitted pixel errors per display, then you would end up with an error rate of 0.0015 per thousand.

B. Blurred image

You can also end up with blurred images with LC displays indeed whenever you depart from the native resolution. A display is built for a set resolution, smaller resolutions can only be displayed interpolated. If, for example, you want to display a resolution of 800x600 on a display with a native resolution of 1600x1200, then each horizontal dot would have to display 2 dots of the resolution. This doesn't work of course and so intermediate values are calculated and this distorts the original image.

C. Multifrequency as opposed to Multiscan

LC displays require a digital control and because currently there is still no valid standard for a digital control, for the sake of compatibility there is a tendency to revert to the standard VGA connection. This is also ideal for monitors, as they require an analog signal.

The image digitally created in the computer is converted in the graphics card into an analog signal and thus directly controls a CRT monitor. If, however, you use the analog signal of the VGA connection for a digital LC display, then transducer electronics at the input of the display must cater for conversion back into digital signals. Two problems occur with this:

1. conversion losses:

The image is not so optimal as compared with direct, digital control. It can otherwise be the case that subsequent adjustments are necessary every couple of months on a regular basis. This is generally executed via the OSD or an automatic function)

2. Limitation to specific operating modes:

Nowadays A CRT monitor is usually a multiscan monitor, which means it can be operated within the limits of its horizontal and vertical frequency, even in non-standard modes. An LCD monitor, in contrast, is a multi-frequency monitor, which means it is only guaranteed to work together with specific modes (see list in the user's guide).

Comparison of CRT & LCD monitors

CRT monitor	Flat panel display
Advantages: <ul style="list-style-type: none"> • Multiscan monitor. • same quality in all resolutions. • proven connector standard • analog (infinite) colour depth • no pixel errors • also large proportions • inexpensive Disadvantages: <ul style="list-style-type: none"> • geometry errors possible • convergence errors possible • limited brightness and contrast values • only flicker-free from 72 Hz • sensitive to magnetic and electric fields • relatively high power consumption • high heat build-up • larger footprint • high weight 	Advantages: <ul style="list-style-type: none"> • no geometry errors • no convergence errors • excellent brightness and contrast values • flicker-free • insensitive to magnetic and electric fields • low power consumption • low heat build-up • small footprint • low weight Disadvantages: <ul style="list-style-type: none"> • Multi-frequency monitor. • best quality only in its native resolution. • Absence of standards • limited colour depth • pixel errors • no large proportions • expensive

Summary

Ultimately, it cannot be said that LCD monitors are superior to CRT monitors or vice-versa either. Rather when choosing which device to use you need to weigh up the advantages and disadvantages in order to decide which technology to use.

In the public and presentational arena, LC displays are definitely preferable over CRT monitors. In relation to the display workstation order, the small footprint is also an important argument and in this respect more favours flat panel displays. On the other hand, when it comes to particular colour depth, or you need a large viewable diagonal, the choice of a CRT monitor is still unrivalled.