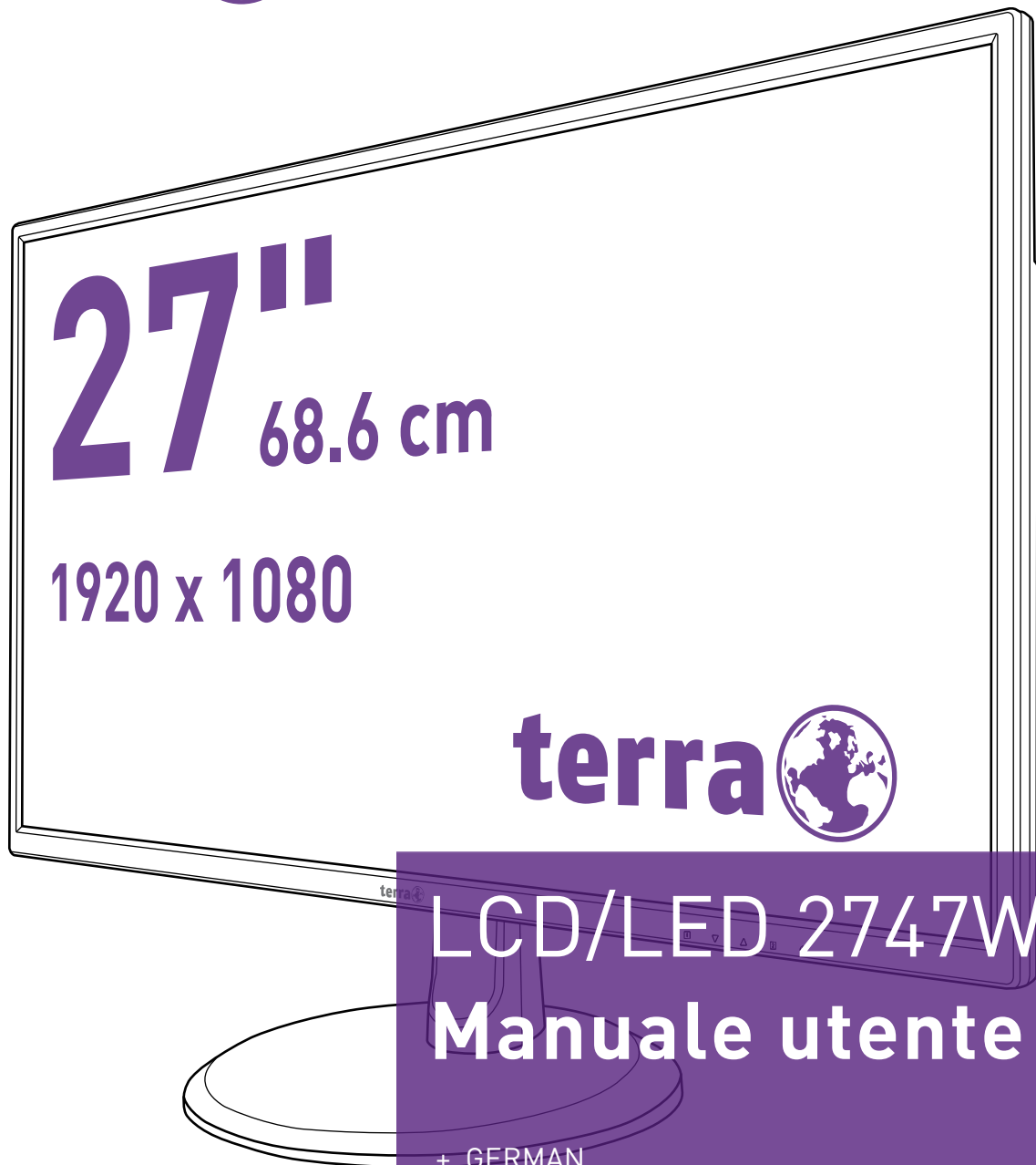


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LCD/LED 2747W
Manuale utente

- + GERMAN
- + ENGLISH
- + FRENCH
- + SPANISH
- + ITALIAN
- + RUSSIAN

WORTMANN AG

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Precauzioni di sicurezza e manutenzione

Leggere attentamente questo manuale e conservarlo per riferimenti futuri

1. Scollegare il monitor dalla presa di corrente prima di pulirlo con un panno leggermente umido.
2. Si raccomanda la pulizia dello schermo utilizzando un panno asciutto e solo mentre è spento.
3. Non utilizzare alcool o liquidi a base di ammoniaca.
4. Questo monitor è progettato con delle prese d'aria per la ventilazione che si trovano sul retro dello stesso: non coprirle né bloccarle.
5. Evitare inoltre di collocare il monitor in prossimità di termosifoni elettrici o stufe. Evitare stanze chiuse prive di ventilazione.
6. Non inserire alcun materiale all'interno del monitor né o spruzzare alcun tipo liquido su di esso.
7. Non collocare il monitor in luoghi instabili; se il monitor cade può danneggiarsi e provocare lesioni all'utente.
8. Scollegare il monitor quando non è utilizzato per periodi prolungati.
9. Non collocare oggetti pesanti sul monitor o sul cavo d'alimentazione.
10. Non aprire il pannello posteriore del monitor perché il monitor contiene corrente ad alta tensione.

Contenuti

- * Monitor
- * Cavo HDMI
- * Cavo d'alimentazione (C5)
- * Scheda della garanzia
- * Guida Rapida
- * Cavo audio

Caratteristiche:

- * Immagini di alta qualità con 16.7M colori
- * Impostazione intuitiva dell'immagine su schermo - OSD con layout semplice e facile selezione
- * Interfacce di controllo intuitive per una facile configurazione delle impostazioni

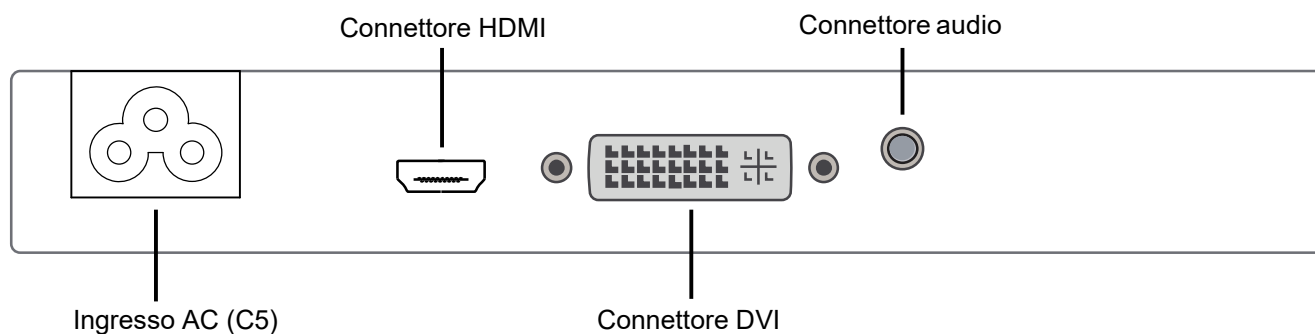


Database dei prodotti UE per l'etichetta energetica e la scheda informativa del prodotto.

2747W : <https://eprel.ec.europa.eu/qr/380527>

Impostazione di base

a) Collegare un cavo DVI o HDMI al PC (uscita segnale) e al monitor.



- b) Il monitor dispone di un ampio intervallo di tensione e può essere utilizzato su reti AC100-240V - 60/50Hz.
- c) Collegare il cavo di alimentazione alla connettore di alimentazione del monitor ed alla presa di corrente della stanza.
- d) Accendere la fonte di energia elettrica.
- e) Premere il tasto di controllo alimentazione per accendere il monitor.

Impostazioni dell'immagine su schermo

Sul parte posteriore destra del monitor ci sono cinque tasti che servono per regolare le impostazioni del monitor con l'ausilio del menu OSD.



②	Conferma la selezione OSD / Quando il menu OSD non è visualizzato: selezione della sorgente
△	Regolazione opzioni – Su / Quando il menu OSD non è visualizzato: apre il menu della Anti Blue Light
▽	Regolazione opzioni – Giù / Quando il menu OSD non è visualizzato: apre il menu della luminosità
①	Mostra il menu principale / Uscita dal menu
①	Premere a lungo il tasto [①] per BLOCCARE il menu OSD.
①	Premere a lungo il tasto [①] per SBLOCCARE il menu OSD.
⏻	Accensione/spengimento
⏻	Premere a lungo il tasto [⏻] per BLOCCARE il tasto d'ALIMENTAZIONE.
⏻	Premere a lungo il tasto [⏻] per SBLOCCARE il tasto d'ALIMENTAZIONE.

Nota: La modifica delle impostazioni OSD potrebbe aumentare il consumo energetico.

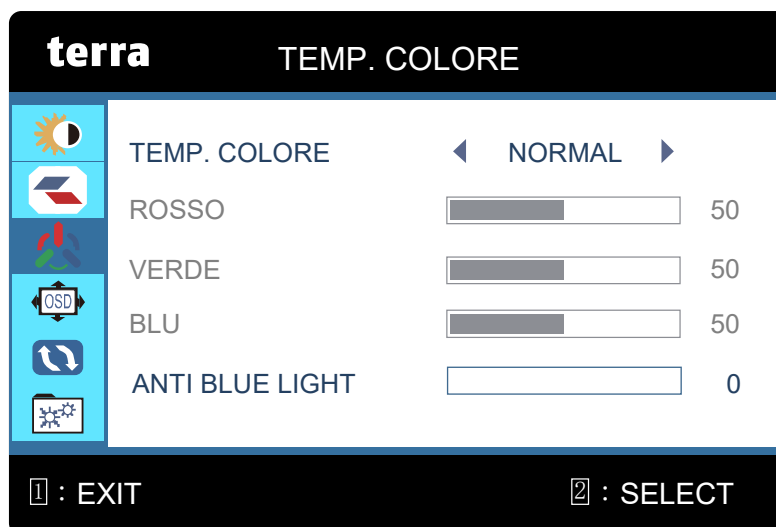


ASPETTO

Premere il tasto \triangle / ∇ per selezionare **ASPETTO**, quindi premere il tasto \square per confermare la selezione e premere il tasto \triangle / ∇ per selezionare WIDE o 4:3.

TEMP. COLORE

Premere il tasto \triangle / ∇ per selezionare **TEMP. COLORE** nel menu principale, quindi premere il tasto \square per accedere.



TEMP. COLORE

Premere il tasto \triangle / ∇ per selezionare **TEMP. COLORE**, quindi premere il tasto \square per confermare la selezione e premere il tasto \triangle / ∇ per scegliere NORMAL, CALDO, UTENTE, FREDDO.

ROSSO

Quando si seleziona **TEMP. COLORE UTENTE**, premere il tasto \triangle / ∇ per selezionare **ROSSO**, quindi premere il tasto \square per regolare il valore del colore primario rosso.

POSIZIONE O.OSD

Premere il tasto \triangle / ∇ per selezionare **POSIZIONE O.OSD**, quindi premere il tasto \square per confermare la selezione e premere il tasto \triangle per spostare verso destra il menu OSD.

Premere il tasto ∇ per spostare verso sinistra il menu OSD.

POSIZIONE V.OSD

Premere il tasto \triangle / ∇ per selezionare **POSIZIONE V.OSD**, quindi premere il tasto \square per confermare la selezione e premere il tasto \triangle per spostare verso l'alto il menu OSD. Premere il tasto ∇ per spostare verso il basso il menu OSD.

TIMEOUT OSD

Premere il tasto \triangle / ∇ per selezionare **TIMEOUT OSD**, quindi premere il tasto \square per confermare la selezione e premere il tasto \triangle / ∇ per regolare.

TRASPARENZA

Premere il tasto \triangle / ∇ per selezionare **TRASPARENZA**, quindi premere il tasto \square per confermare la selezione e premere il tasto \triangle / ∇ per regolare.

REGOLAZIONI

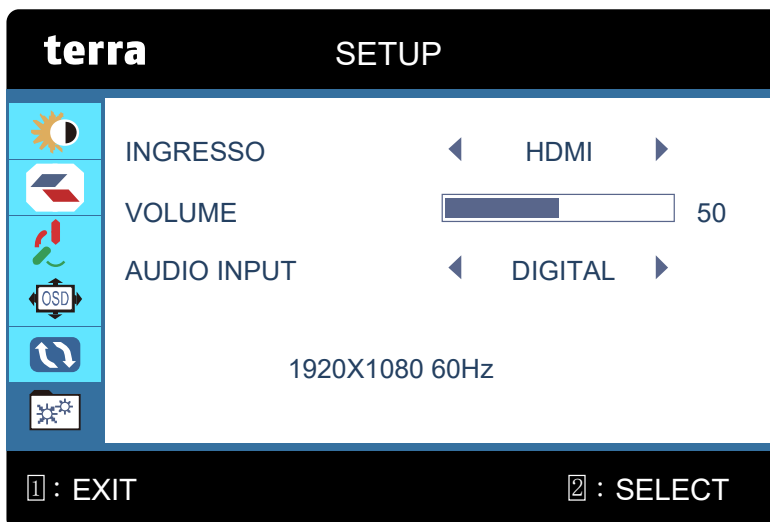
Premere il tasto \triangle / ∇ per selezionare **REGOLAZIONI** nel menu principale, quindi premere il tasto \square per accedere.

**RICHIAMO**

Consente di ripristinare le impostazioni di fabbrica dei controlli audio e video.

SETUP

Premere il tasto \triangle / ∇ per selezionare **SETUP** nel menu principale, quindi premere il tasto [2] per accedere.



INGRESSO

Premere il tasto \triangle / ∇ per selezionare **INGRESSO**, quindi premere il tasto [2] per confermare la selezione e premere il tasto \triangle / ∇ per selezionare DVI o HDMI, quindi premere il tasto [2] per confermare la selezione.


VOLUME

Premere il tasto \triangle / ∇ per selezionare **VOLUME**, quindi premere il tasto [2] per confermare la selezione e premere il tasto \triangle / ∇ per regolare.


AUDIO INPUT (disponibile solo in HDMI modalità)

Premere il tasto \triangle / ∇ per selezionare **AUDIO INPUT**, quindi premere il tasto [2] per confermare la selezione e premere il tasto \triangle / ∇ per selezionare DIGITAL o ANALOG.


OSD BLOCCATO

Premere a lungo il tasto [] per bloccare il menu OSD.


OSD SBLOCCATO

Premere a lungo il tasto [] per sbloccare il menu OSD.

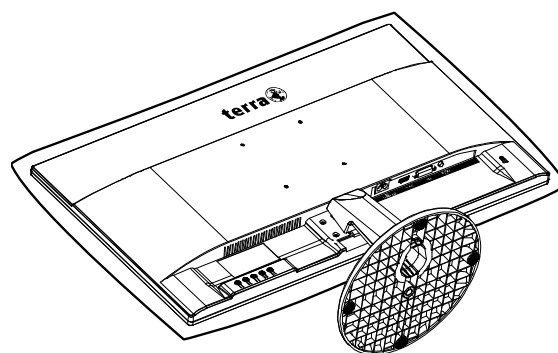
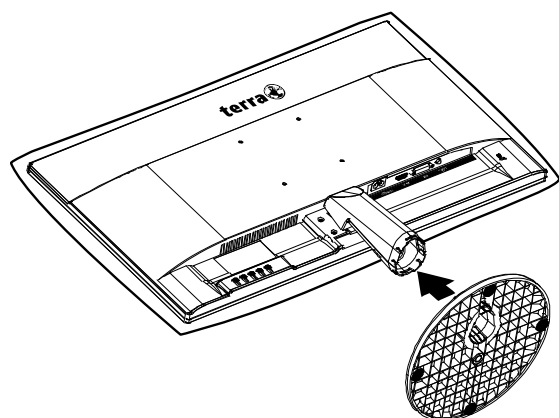
POWER BLOCCATO

Premere a lungo il tasto [] per bloccare il tasto d'alimentazione.

POWER SBLOCCATO

Premere a lungo il tasto [] per sbloccare il tasto d'alimentazione.

Installazione del monitor LED



1. Collocare il monitor a faccia in giù su un panno morbido o su un cuscino appoggiato sopra un tavolo.
2. Installare la base sul monitor.

Modalità di temporizzazione supportate

Standard	Risoluzioni	DVI-D	HDMI
MAC	640x480@67Hz	√	√
VESA	640x480@72Hz	√	√
VESA	640x480@75Hz	√	√
VESA	800x600@56Hz	√	√
VESA	800x600@60Hz	√	√
VESA	800x600@72Hz	√	√
VESA	800x600@75Hz	√	√
VESA	1024x768@60Hz	√	√
VESA	1024x768@70Hz	√	√
VESA	1024x768@75Hz	√	√
VESA	1280x800@60Hz	√	√
VESA	1152x864@75Hz	√	√
VESA	1280x1024@60Hz	√	√
VESA	1280x1024@75Hz	√	√
VESA	1440x900@60Hz	√	√
VESA	1600x1200@60Hz	√	√
VESA	1680x1050@60Hz	√	√
VESA	1920x1080@60Hz	√	√

Avviso: Non impostare la scheda grafica del computer su valori che eccedono le frequenze d'aggiornamento massime. Diversamente si possono provocare danni permanenti al monitor.

Risoluzione dei Problemi

1. Nessuna Immagine sullo Schermo

- a) Controllare che l'interruttore di alimentazione sia acceso.
- b) Verificare che la luminosità ed il contrasto del monitor siano entro le normali impostazioni.
- c) Controllare che l'indicatore di alimentazione lampeggi. ciò indica che il monitor non sta ricevendo il segnale in ingresso.
- d) Qualora l'indicatore di segnale sia un notebook o un PC portatile, assicurarsi che il segnale sia stato commutato alla modalità schermo.

2. Immagine sfocata

- a) Controllare che il cavo di segnale dell'immagine sia inserito correttamente (posizione verticale).

3. Schermo lampeggiante

- a) L'alimentazione è insufficiente o troppo debole per connettere il monitor.
- b) Per evitare campi magnetici vicino al monitor, non posizionare dispositivi come quelli elencati qui di seguito nelle immediate vicinanze. Come altoparlanti, luci fluorescenti, trasformatori CA, ventilatori da tavolo, ecc.

4. Colori Errati o non Usuali

- a) in caso il rosso, il verde, il blu o qualsiasi altro colore scompaia, controllare che il cavo di segnale sia collegato correttamente. In caso la spina non sia collegata saldamente, potrebbe causare una cattiva connessione.
- b) Provare a connettere ad un altro PC per una comparazione.

5. Modalità di Pulizia del Monitor

- a) Assicurarsi che il monitor sia spento.
- b) Non spruzzare alcun liquido direttamente sullo schermo o sul pannello di plastica.

6. Durante la Pulizia dello Schermo

- a) Per pulire lo schermo, utilizzare un panno pulito e morbido senza peluria.
- b) In caso lo schermo risultasse ancora sporco, aggiungere una piccola quantità di liquido senza ammoniaca o di detergente per vetri senza alcol.

7. Durante la Pulizia del Pannello di Plastica

- a) Utilizzare un panno morbido ed asciutto.
- b) In caso lo schermo risultasse ancora sporco, aggiungere una piccola quantità di liquido senza ammoniaca o di detergente non abrasivo.

SPECIFICHE:

Dimensioni		27"
Tipo di monitor		LED
Luminosità		300 cd/m ²
Colore		16.7M
Risoluzioni		1920X1080@60Hz
Requisiti d'alimentazione		100-240V ~ 60/50Hz
Consumo energetico		<22W
Connettore ingresso	DVI-D	Connettore DVI-D
	HDMI	Connettore HDMI Ver1.4
	Ingresso audio	Connettore stereo 3.5 mm
Ambiente		Temperatura di esercizio : 0°C ~ 40°C Umidità : Inferiore a 80% Temperatura d'immagazzinamento : -20°C~ 60°C

WEEE Statement



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Please contact the address below for more information on recycling.

Informations importantes relatives au recyclage

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Version 2, June 1991

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```
<one line to give the program's name and a brief idea of what it does.>
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```

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Also add information on how to contact you by electronic and paper mail.

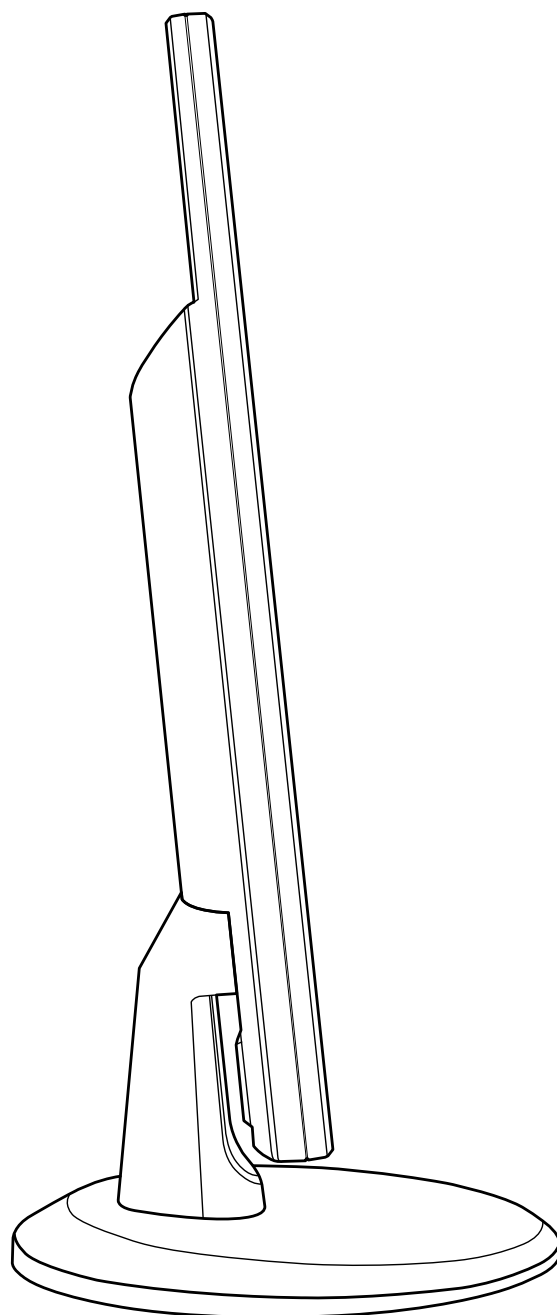
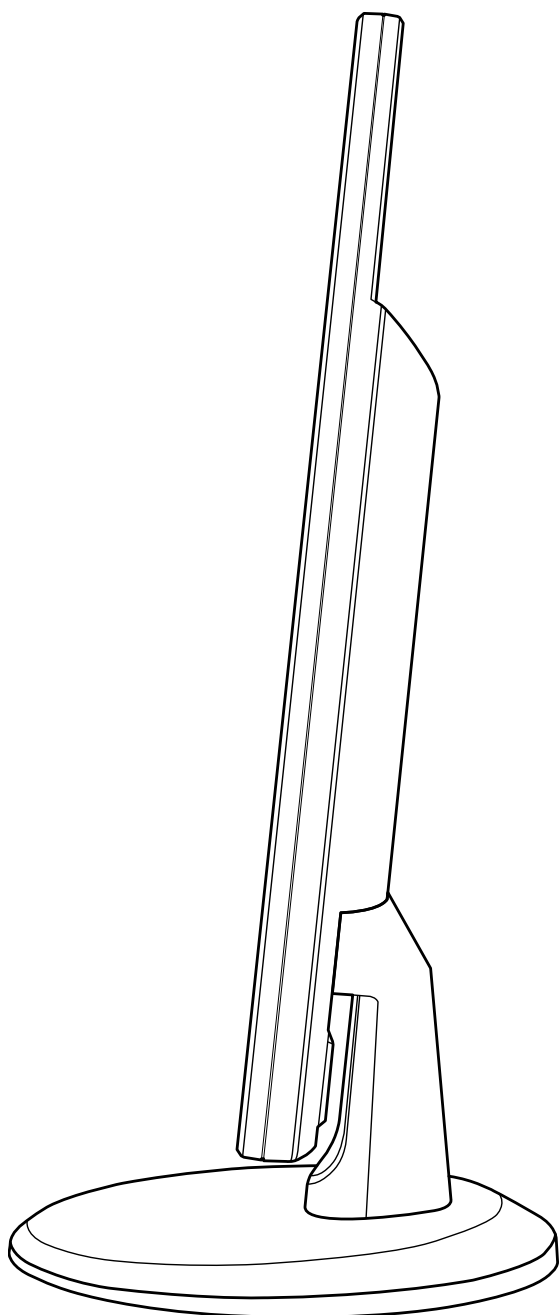
If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

```
<program> Copyright (C) <year> <name of author>
This program comes with ABSOLUTELY NO WARRANTY; for details type `show w`.
This is free software, and you are welcome to redistribute it under certain conditions;
type `show c` for details.
```

The hypothetical commands `show w` and `show c` should show the appropriate parts of the General Public License. Of course, your program's commands might be different; for a GUI interface, you would use an “about box”.

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