



RP552 / RP552H / RP840G

Interactive Flat Panel

User Manual



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Safety warnings and precautions



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

THIS EQUIPMENT MUST BE GROUNDED

To ensure safe operation, the three-pin plug must be inserted only into a standard three-pin power outlet which is effectively grounded through normal household wiring. Extension cords used with the equipment must have three cores and be correctly wired to provide connection to the ground. Wrongly wired extension cords are a major cause of fatalities.

The fact that the equipment operates satisfactorily does not imply that the power outlet is grounded or that the installation is completely safe. For your safety, if you are in any doubt about the effective grounding of the power outlet, please consult a qualified electrician.

- The mains plug of the power supply cord shall remain readily operable. The AC receptacle (mains socket outlet) shall be installed near the equipment and shall be easily accessible. To completely disconnect this equipment from the AC mains, disconnect the power cord plug from the AC receptacle.
- Do not place this display on an uneven, sloping or unstable surface (such as a trolley) where it may fall and cause damage to itself or others.
- Do not place this display near water; like a spa or pool, or in a position which will allow the splashing or spraying of water onto the display, like in front of an open window where rain water may enter.
- Do not install this display in a confined space without proper ventilation and air circulation, such as in a closed cabinet. Allow proper space around the display for dissipating heat inside. Do not block any openings and vents on the display. Overheating may result in hazards and electric shock.
- Installation of this display should only be performed by a qualified technician. Failure to install this display properly may cause injuries and damages to the personnels and the display itself. Check the installation regularly and maintain the display periodically to ensure the best working condition.
- Use only the accessories approved or recommended by the manufacturer to mount this display. Using wrong or unsuitable accessories may cause the display to fall and result in serious personal injuries. Make sure that the surface and fixing points are strong enough to sustain the weight of the display.
- To reduce the risk of electric shock, do not remove covers. No user serviceable parts inside. Refer servicing to qualified service personnel.
- To prevent personal injuries, mounting the display or installing desktop stands is required before use.

Important safety instructions

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



Notes on this display

- This display weighs more than 100 kilograms. Do not attempt to lift the display alone.
- Make sure you have four or more people available to help lift or a flat cart to transport the display to its final location.
- Keep the display horizontal as much as possible.
- Clear a floor space before unpacking.

Notes on the LCD panel of this display

- The Liquid Crystal Display (LCD) panel of this display has a very thin protective layer of glass which is liable to marking or scratching, and cracking if struck or pressured. The liquid crystal substrate is also liable to damage under excessive force or extreme temperatures. Please handle with care.
- The response time and brightness of the LCD panel may vary with the ambient temperature.

- Avoid placing the display in direct sun or where direct sun or spot lighting will shine onto the LCD panel, as the heat may damage the panel and the external casing of the display, and the bright light will make viewing the display more difficult than necessary.
- The LCD panel consists of individual pixels to display images and is manufactured according to the design specifications. While 99.9% of these pixels work normally, 0.01% of the pixels may remain constantly lit (in red, blue or green) or unlit. This is a technical limitation of the LCD technology and is not a defect.
- LCD screens, like plasma (PDP) and conventional CRT (Cathode Ray Tube) screens, are also susceptible to 'screen burn-in' or 'image retention' which can be found on the screen as visible fixed lines and shades. To avoid such damage to the screen, avoid displaying still images (like On-Screen Display menus, TV station logos, fixed/inactive text or icons) for more than two hours. Change the aspect ratio from time to time. Fill the entire screen with the image and eliminate the black bars whenever possible. Avoid displaying images in 4:3 aspect ratio over a long period of time, otherwise there may be visible burn marks on the screen as two vertical lines.
Note: Under certain circumstances, condensation may occur on the inner side of the cover glass, it's a natural phenomenon and will not affect the operation of the display. This condensation will usually disappear after around 2 hours of normal operation.
- RP series do not offer image retention function, for more information, please refer to installation guide. If a still image is required for a display, it is recommended to enable **Pixel Shift** (RP552/RP552H only). See [More settings on page 39](#) for more information.
- RP series does not support portrait use; portrait use may cause display damage. BenQ warranty will not cover faulty usage.

Safety notice for remote control

- Do not put the remote control in the direct heat, humidity, and avoid fire.
- Do not drop the remote control.
- Do not expose the remote control to water or moisture. Failure to do so could result in malfunction.
- Confirm there is no object between the remote control and the remote sensor of the product.
- When the remote control will not be used for an extended period, remove the batteries.

Battery safety notice

The use of the wrong type of batteries may cause chemical leaks or explosion. Please note the following:

- Always ensure that the batteries are inserted with the positive and negative terminals in the correct direction as shown in the battery compartment.
- Different types of batteries have different characteristics. Do not mix different types.
- Do not mix old and new batteries. Mixing old and new batteries will shorten battery life or cause chemical leaks from the old batteries.
- When batteries fail to function, replace them immediately.
- Chemicals which leak from batteries may cause skin irritation. If any chemical matter seeps out of the batteries, wipe it up immediately using a dry cloth, and replace the batteries as soon as possible.

- Due to varying storage conditions, the battery life for the batteries included with your product may be shortened. Replace them within 3 months or as soon as you can after initial use.
- There may be local restrictions on the disposal or recycling of batteries. Consult your local regulations or waste disposal provider.

BenQ ecoFACTS

BenQ has been dedicated to the design and development of greener product as part of its aspiration to realize the ideal of the “Bringing Enjoyment 'N Quality to Life” corporate vision with the ultimate goal to achieve a low-carbon society. Besides meeting international regulatory requirement and standards pertaining to environmental management, BenQ has spared no efforts in pushing our initiatives further to incorporate life cycle design in the aspects of material selection, manufacturing, packaging, transportation, using and disposal of the products. BenQ ecoFACTS label lists key eco-friendly design highlights of each product, hoping to ensure that consumers make informed green choices at purchase. Check out BenQ's CSR Website at <http://csr.BenQ.com/> for more details on BenQ's environmental commitments and achievements.

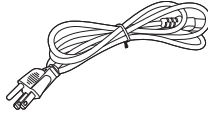


Package contents

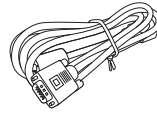
Open the sales package and check the contents. If any item is missing or damaged, please contact your dealer immediately.



LCD display



Power cord x 4



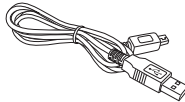
D-Sub (15-pin)
cable x 1



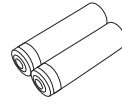
Audio interface
cable



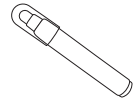
Quick start guide



USB cable x 1



AAA battery x 2



Touch pen x 2



Remote control



- The type of power cord supplied may differ from that illustrated depending on your region of purchase.
- Before discarding the package, check that you haven't left any accessories inside the box.
- Dispose of packaging materials wisely. You can recycle the cardboard carton. Consider storing the package (if possible) for future transport of the display.
- Do not leave plastic bags within reach of young children or babies.

Setting up the display

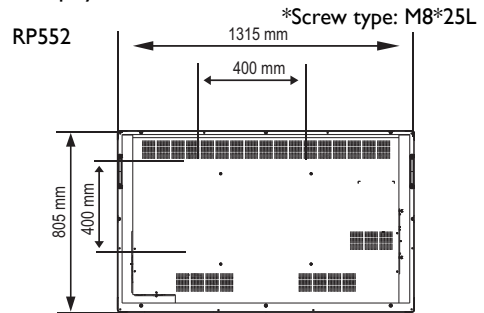
Mounting the display

You can install the display on a vertical surface with a suitable wall mounting bracket or on a horizontal surface with the optional desktop stands. Please pay attention to the following notes during installation:

- This display should be installed by at least two adult persons. Attempting to install this display by only one person may result in danger and injuries.
- Refer the installation to qualified technicians. Improper installation may cause the display to fall or malfunction.

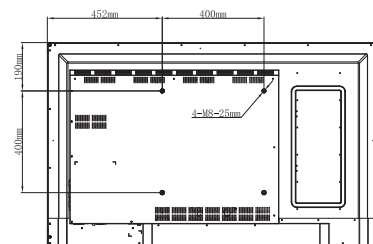
Installing the display on a wall

1. Place a clean, dry and lint-free cloth on a flat, horizontal and object-free surface. Make sure that the size of the cloth is larger than the display.
2. Gently lay the display on the cloth with the LCD screen facing down.
3. Remove the desktop stands from the display if installed.

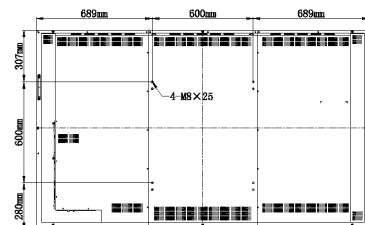


RP552H *Screw type: M8*25L

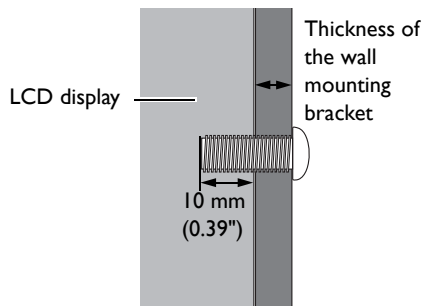
4. Identify the wall mounting screw holes on the back of the display as shown in the illustration.



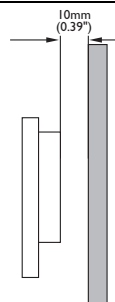
RP840G *Screw type: M8



5. Install the wall mounting bracket on the display and attach the display to the wall according to the mounting bracket's instructions. The length of the screw should exceed the thickness of the wall mounting bracket by at least 10 mm. Make sure that all screws are tightened and secured properly. (Recommended torque: 470 - 635N•cm). The mounting means should be strong enough to bear the weight of the display.

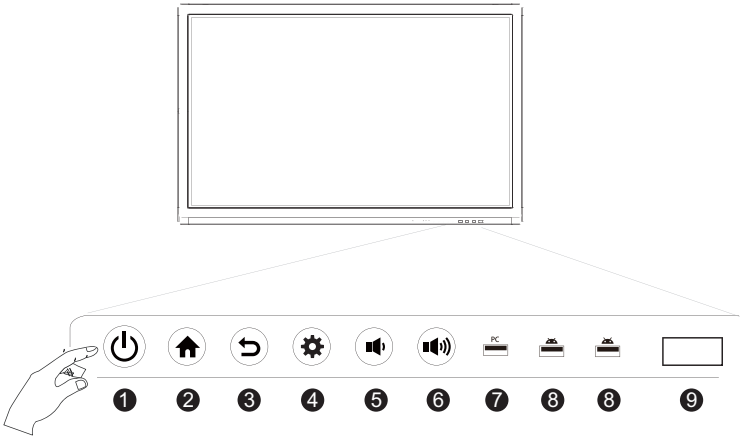


- To maintain proper ventilation, keep at least 10 mm of clear space from the back cover of the display to the wall.
- Please consult a professional technician for wall mount installations. The manufacturer accepts no liability for installations not performed by a professional technician.



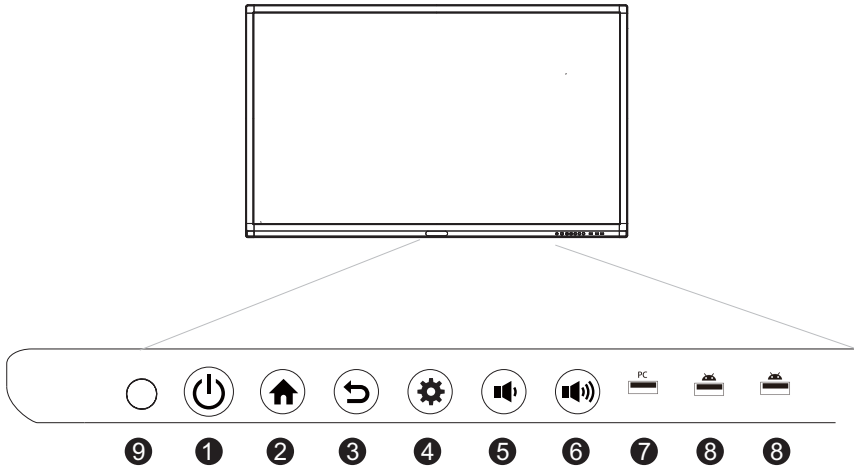
Parts of the display and their functions

Front panel (RP552)



No.	Name	Description
1	Power	Tap to enter energy saving mode. Press and hold for 2 seconds or more to power off.
2	Home	Press to back to main screen.
3	Return	Press to return to previous level of menu.
4	Menu	Press to enter function menu.
5	Volume Down	Press to decrease volume.
6	Volume Up	Press to increase volume.
7	PC USB	Built-in computer USB interface. The function is not available.
8	Media USB	USB interface of Android system, which can access storage device to play media files and support keyboard & mouse.
9	Remote Control Signal Receiver	Receive remote control signals. Do not obstruct the receiver.

Front panel (RP552H)

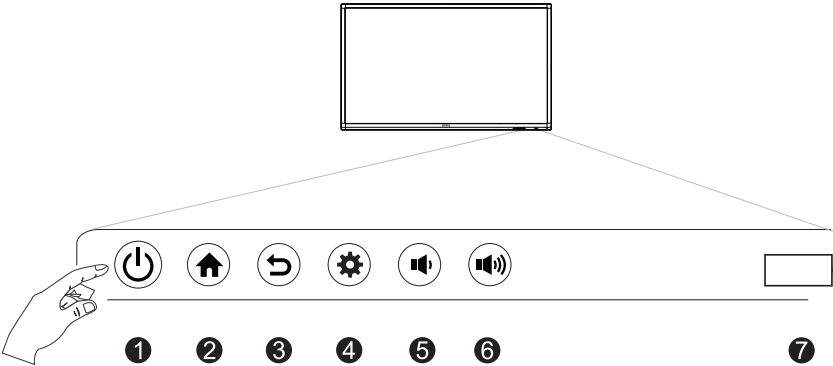


No.	Name	Description
①	Power	Tap to enter energy saving mode. Press and hold for 2 seconds or more to power off.
②	Home	Press to back to main screen.
③	Return	Press to return to previous level of menu.
④	Menu	Press to enter function menu.
⑤	Volume Down	Press to decrease volume.
⑥	Volume Up	Press to increase volume.
⑦	PC USB	Built-in computer USB interface. The function is not available.
⑧	Media USB	USB interface of Android system, which can access storage device to play media files and support keyboard & mouse.
⑨	Remote Control Signal Receiver	Receive remote control signals. Do not obstruct the receiver.



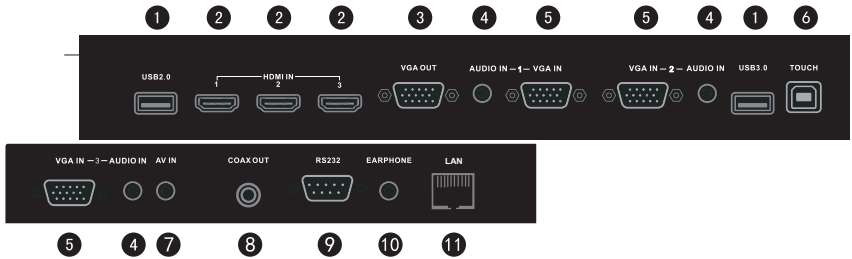
The maximum length for the cables to be used with the USB slots are 5m (USB2.0) and 3m (USB3.0).

Front panel (RP840G)



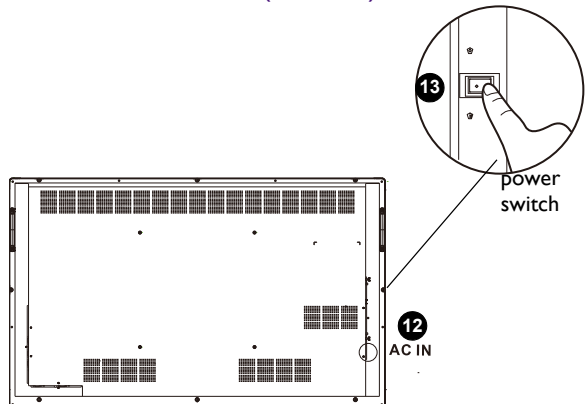
No.	Name	Description
1	Power	Tap to enter energy saving mode. Press and hold for 2 seconds or more to power off.
2	Home	Press to back to main screen.
3	Return	Press to return to previous level of menu.
4	Menu	Press to enter function menu.
5	Volume Down	Press to decrease volume.
6	Volume Up	Press to increase volume.
7	Remote Control Signal Receiver	Receives remote control signals. Do not obstruct the receiver.

Input/output terminals (RP552/RP552H)



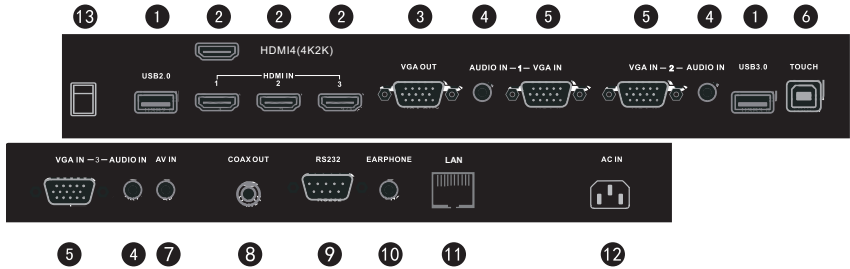
No.	Name	Description
1	USB	Connect USB devices such as USB keyboards, USB mice, and USB flash drives.
2	HDMI IN	High-definition multimedia interface signal input. Connect to PC with an HDMI output, a set-top-box, or other video devices capable of realizing touch function.
3	VGA OUT	Connect to display devices with a VGA input.
4	AUDIO IN	External computer audio input.
5	VGA IN	External computer image input.
6	TOUCH	External computer touch signal input. When connecting external computer, besides connecting external computer VGA and audio signals, external computer's USB port needs to be connected to the equipment. Under the condition that driver is installed, external computer can be touch controlled through the equipment (touch function is effective in VGA and HDMI channel by default)
7	AV IN	Composite video and audio input.
8	COAX OUT	Coaxial output.
9	RS232	Serial interface, used for mutual transfer of data between devices.
10	EARPHONE	Connected to device with headphone input function.
11	LAN	LAN interface, connecting RJ45 terminals. (This network port is only used for the closed Android OS on this product.)


AC IN & Power switch (RP552)



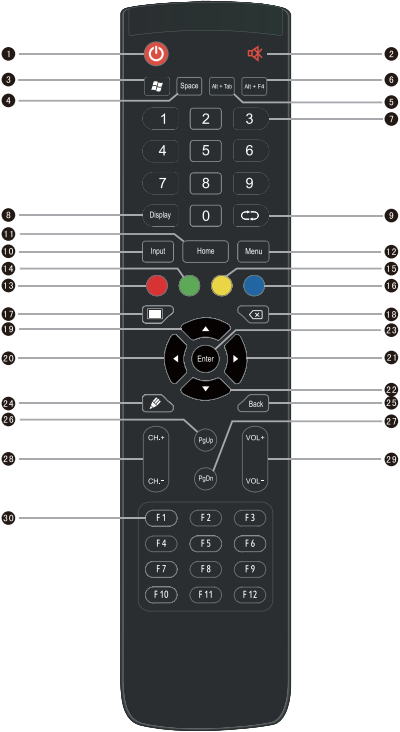
No.	Name	Description
12	AC IN	AC input, connecting AC power supply. Refer to Connecting power on page 24 for more information.
13	POWER SWITCH	Open and shut down AC power supply. Refer to Turning the display on or off on page 25 for more information.

Input/output terminals (RP840G)



No.	Name	Description
①	USB	Connects USB devices such as USB keyboards, USB mice, and USB flash drives.
②	HDMI IN	High-definition multimedia interface signal input. Connect to PC with an HDMI output, a set-top-box, or other video devices capable of realizing touch function.  HDMI 4 realizes 4K2K resolution.
③	VGA OUT	Connects to display devices with a VGA input.
④	AUDIO IN	External computer audio input.
⑤	VGA IN	External computer image input.
⑥	TOUCH	External computer touch signal input. Default touch function is available under internal computer; when connecting external computer, besides connecting external computer VGA and audio signals, external computer's USB port needs to be connected to the equipment. Under the condition that driver is installed, external computer can be touch controlled through the equipment (touch function is effective in PC, VGA and HDMI channel by default)
⑦	AV IN	Composite video and audio input.
⑧	COAX OUT	Coaxial output.
⑨	RS232	Serial interface, used for mutual transfer of data between devices.
⑩	EARPHONE	Connected to device with headphone input function.
⑪	LAN	LAN interface, connecting RJ45 terminals. (This network port is only used for the closed Android OS on this product.)
⑫	AC IN	AC power input, connecting AC power supply.
⑬	POWER SWITCH	Power switch, to open and shut down AC power supply.

Remote control



Turn the display on or off.



Turn on or off the mute function.



Built-in computer Windows key.



Built-in computer space key.



Built-in computer Alt+Tab key.



Built-in computer program window close button.



Perform as numeric buttons.



Show the current input source and information.



TV channel return key.



Select the input source. Refer to [Switching input signals on page 26](#) for more information.



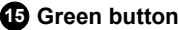
Android system main screen button.



Open or close the OSD menu.



Lock the keyboard and touch function.



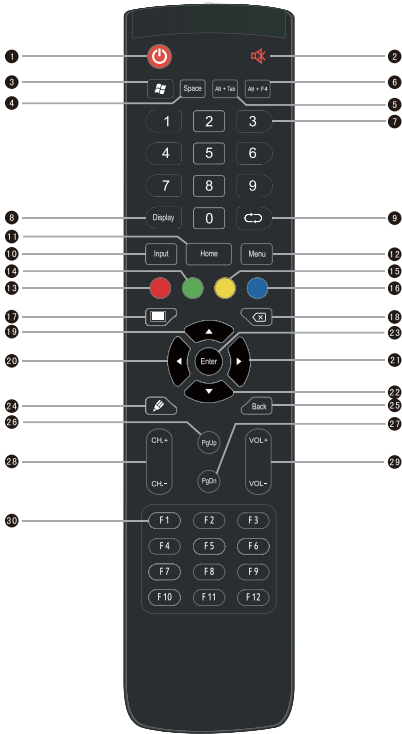
No function.



No function.



Freeze function.



One key for blank screen.



Backspace key.



Direction key. Press for upward selection.



Direction key. Press for left selection.



Direction key. Press for right selection.



Direction key. Press for downward selection.

23 ENTER

Confirms your selection or save changes.



Quickly start writing application (EZWrite). Select writing pen quickly if the application is started.

25 Back

Return key.

26 PgUp

Built-in computer page (previous page).

27 PgDn

Built-in computer page (next page).

28 CH+/CH-

Channel switch key.

29 VOL+/VOL-

Volume switch key.

30 F1 - F12

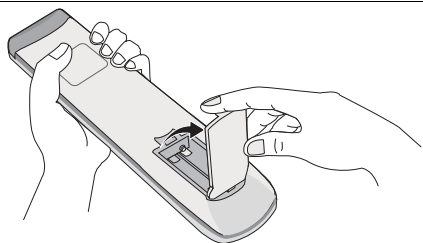
Built-in computer F1 - F12 function keys.



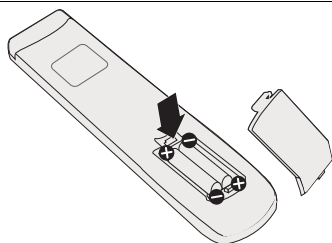
- Built-in computer is not available. All buttons related to computer are regarded as disabled in case of no built-in computer.
- TV functions are not available.

Using the remote control

Installing remote control batteries



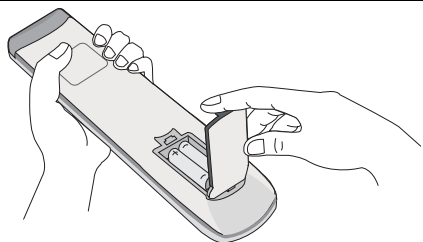
1. Open the remote control battery compartment cover.



2. Insert the supplied batteries ensuring that the positive and negative marked battery terminals match the (+) and (-) marks in the battery compartment.



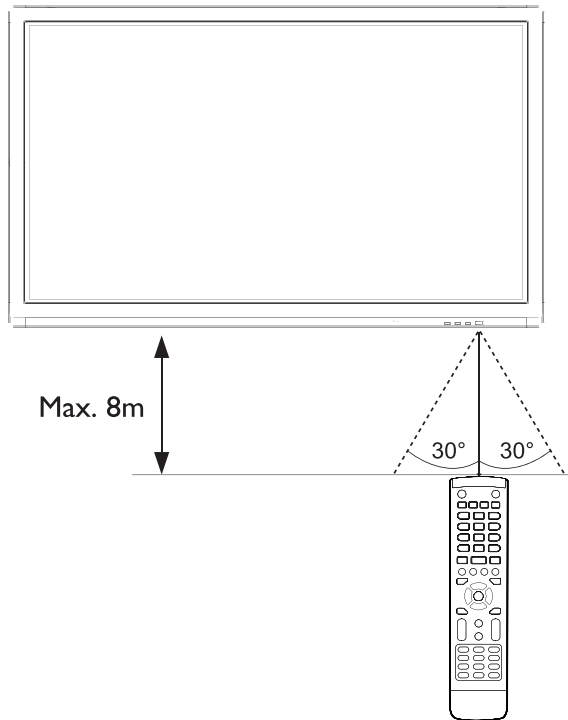
The supplied batteries are provided for your convenience so that you can operate the display straight away. You should replace them as soon as possible.



3. Refit the battery compartment cover.
-

Remote control usage tips

- Point and aim the top front of the remote control directly at the display's remote control sensor window when you press the buttons.
- Do not let the remote control become wet or place it in humid environments (like bathrooms).
- If the display's remote control sensor window is exposed to direct sunlight or strong light, the remote control may not operate properly. In this situation, change the light source, readjust the angle of the display or operate the remote control from a location closer to display's remote control sensor window.



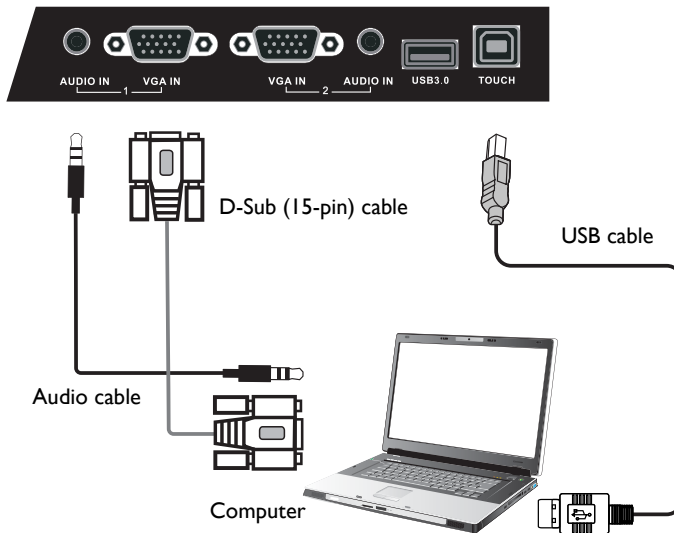
Connection

Connecting the VGA input

1. Connect the **VGA IN** jack on the display to the VGA output jack on a computer using a D-Sub (15-pin) cable.
2. Connect the computer's audio output jack to the **AUDIO IN** jack on the display with a suitable audio cable.
3. To view images from this input, press the **INPUT** button on the remote control to switch to respective input source.

Connecting the touch module

Connect the **TOUCH** (type B) jack on the display to the USB port of a computer using the supplied USB cable. The touch module of the display supports easy Plug-and-Play operation. There is no need to install additional drivers on the computer.

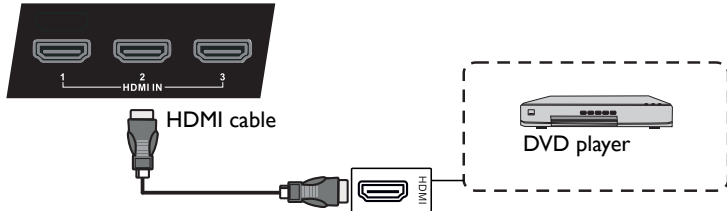


- Avoid blocking the touch screen frame (where sensors are located) when initiating the touch module.
- It is highly recommended that you connect the display to the PC or laptop directly. Avoid connecting the display to a face plate device which may cause failures in touch operations.
- If any ghost image occurs, please try to un-plug and then re-plug all USB cables. If the failure image still exists, use another USB type B to A cable.
- **TOUCH** must be used with **HDMI** or **VGA IN**.

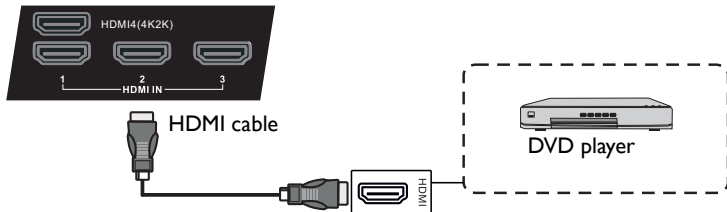
Connecting the digital inputs

1. Connect the HDMI output jack of a computer or A/V device (such as a VCR or DVD player) to the **HDMI** input jack on the display using an HDMI cable.
2. To view images from this input, press the **INPUT** button on the remote control to switch to respective input source.

RP552/RP552H



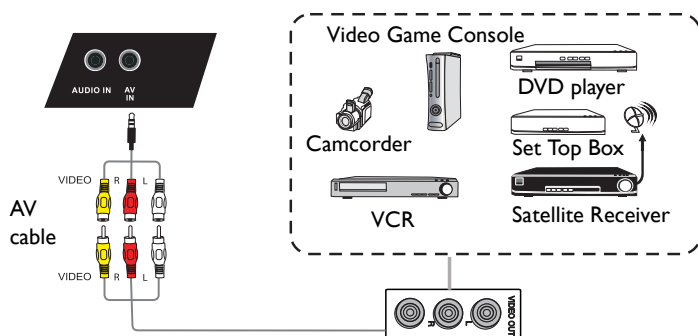
RP840G



- The applicable cable is not supplied and should be purchased separately.
- HDMI 4 is for RP840G only.

Connecting the AV inputs

1. Connect the **AV IN** jack on the display to the output jack on an A/V device (such as a VCR) using an appropriate video cable.
2. Connect the VCR's audio output jacks to the **AV IN** jacks on the display using a suitable audio cable.
3. To view images from this input, press the **INPUT** button on the remote control to switch to respective input source.

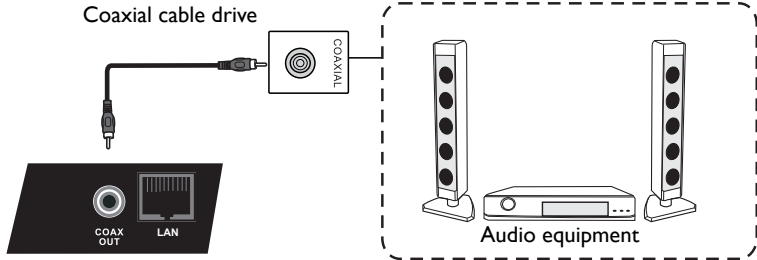


The applicable cable is not supplied and should be purchased separately.

Connecting the coaxial output

To use coaxial out for acoustic applications:


1. Use coaxial cable to connect via **COAX OUT** to your audio equipment.
2. Plug in power cord, and switch power on.

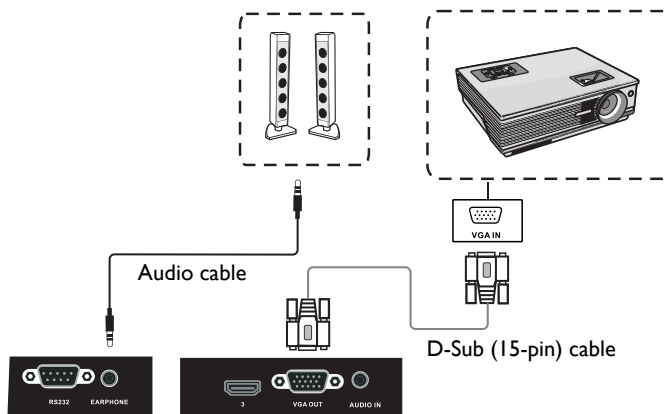


The applicable cable is not supplied and should be purchased separately.

Connecting the video output

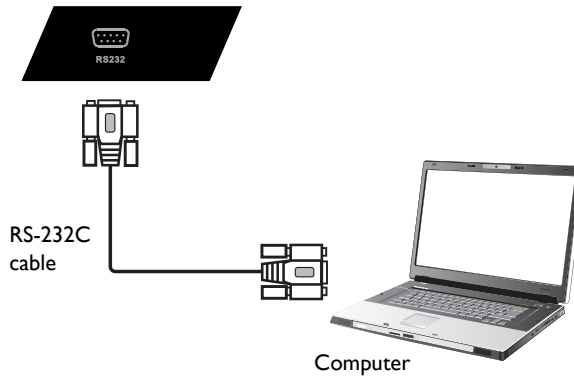
For computer:

1. Use D-Sub cable and audio cable to connect from **VGA OUT** and **EARPHONE** to the respective jacks of the devices.
2. Plug in power cord, and switch power on.
3. Press  on the remote control to turn on the display. Press **INPUT** to switch to PC port. Set internal computer as VGA output or multi-screen display.



Connecting to serial port

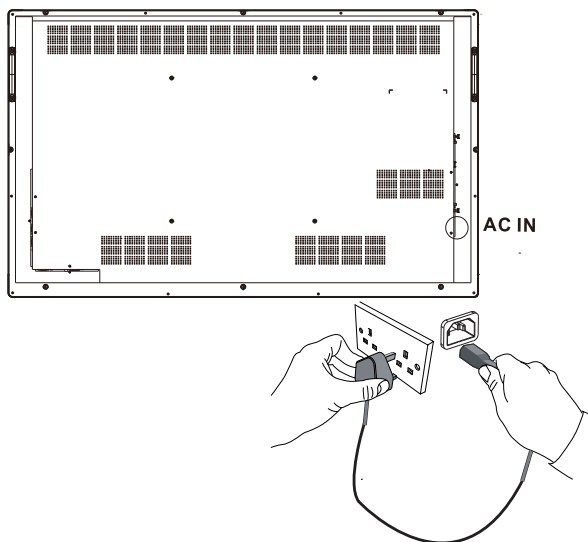
Directly connect the computer to **RS232** ports on the input/output terminals.



- The applicable cable is not supplied and should be purchased separately.
- This connection is applicable to straight-through RS-232C cable only.
- After using serial port line to connect central control equipment and machine, certain function of the machine can be controlled via central control equipment, such as: machine on/off, and adjustment of sound volume, etc.

Connecting power

Plug one end of the power cord into the **Power** jack on the display and the other end into an appropriate power outlet (if the outlet is switched, turn on the switch).



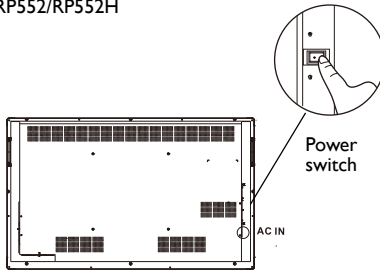
- The supplied power cord is suitable for use with 100-240V AC power only.
- The power cord and outlet illustrated may differ from the ones used in your region.
- Only use an appropriate power cord for your region. Never use a power cord which appears damaged or frayed, or change the plug type on the power cord.
- Be aware of the power loading when you use extension cords or multiple outlet power boards.
- There are no user serviceable parts in this display. Never unscrew or remove any covers. There are dangerous voltages inside the display. Turn off the power and unplug the power cord if you intend to move the display.
- For RP840G, the illustration is for your reference only. Please see [Input/output terminals \(RP840G\)](#) on page 13 for details.

Basic operations

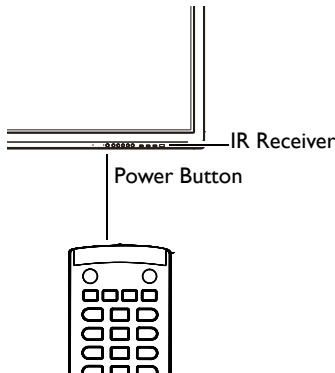
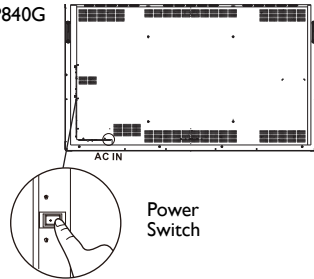
Turning the display on or off

1. Be sure to following the instruction of [Connecting power on page 24](#).
2. Before turning on the display, make sure the Power switch is set to ON (I). The system will enter standby mode.

RP552/RP552H



RP840G



- To turn on the display, press the Power button on the control panel or on the remote control.
- To turn off the display, press the Power button on the control panel or on the remote control. The system will automatically enter standby mode.



The display's standby mode still consumes power. To completely cut off power supply, set the Power switch to OFF (O) and then disconnect the power cord from the power outlet.

Turning off the display by Quickoff

Tap **Quickoff** on the screen to turn off the display without using the remote control.

Initial setup

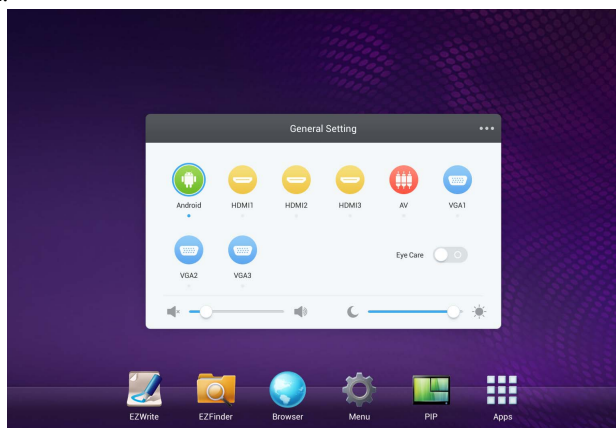
After you have connected the display to the power, you are ready to power on the display. The first time you power on the display, you will be guided through a series of setup screens. Follow the on-screen instructions or the steps below to start up your display and complete the initial setup.

1. Turn on the display. Wait for the display to boot up with the BenQ screen. This may take a moment.
2. Tap **Next** on the screen to begin. Follow the on-screen instructions to set up the language, date and time, and network. Or you can skip some of these steps and complete the setup later.

Switching input signals

To select an input signal do either one of the following:

- Press the **INPUT** button on the remote control.
- Press the **Menu** button on the front panel.
- Drag the **General Setting** menu up from the bottom-center of the screen.



The users can keep pushing **Eye Care** on the OSD menu and **Classroom** under color temp. **Eye Care** and **Classroom** will be shown with the low blue light mode and the flicker free function. In **Eye Care** mode, the default value of **Brightness** and **Contrast** both are 50 and the default value of Backlight is 10.

Downloading software

BenQ may periodically release software updates that may add functions or applications associated with your display. To check if there is a software update available for your device or to obtain the software license key, please visit <http://DSdownload.BenQ.com>. Then enter the serial number (can be found on the sticker attached on the back of the display) and click **OK** to access the Software download page.

Setting up the Internet connection

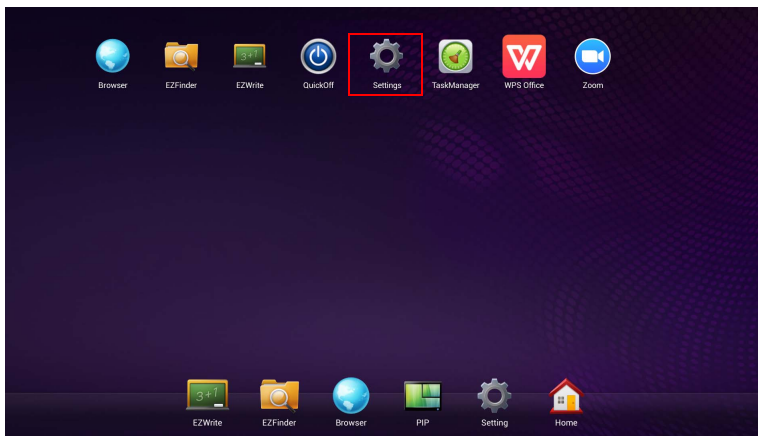
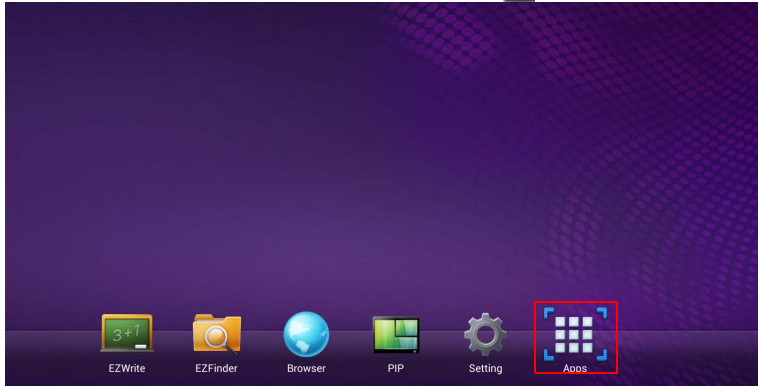
Your display must be connected to the network to download updates or surf the Internet.



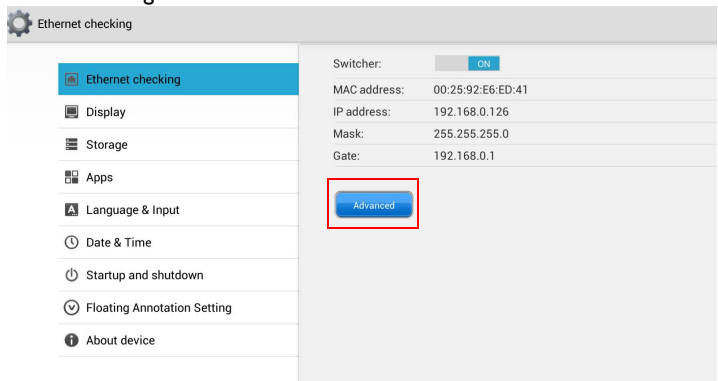
To find the MAC address in Android OS, please go to **Setting > Network > Status**.

Network setting

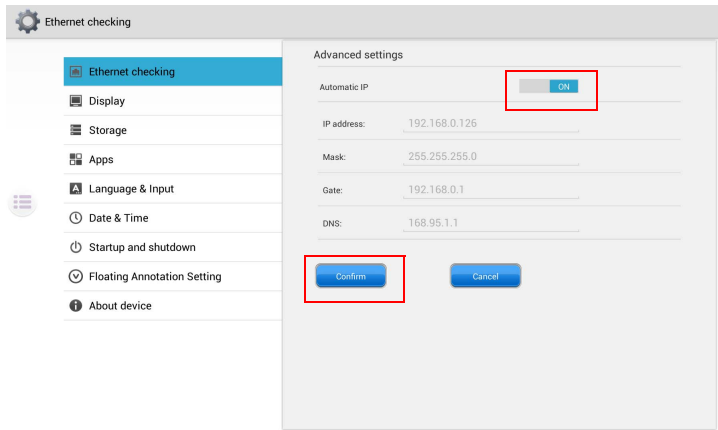
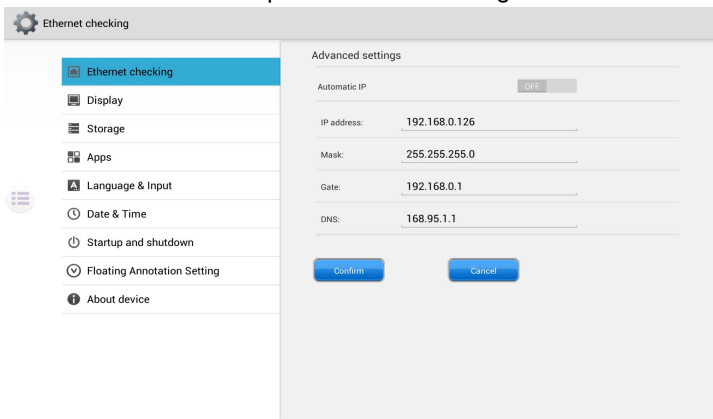
1. On the home screen, select **Apps** () > **Settings** ().



2. Go to Ethernet checking, set the switcher to **On**, and press **Advanced** to go to **Advanced setting**.

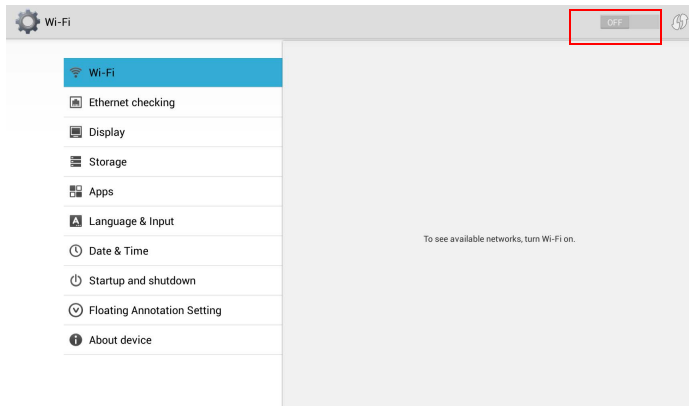


3. Set **Automatic IP** to **On** and press **Confirm** to configure the network setting.

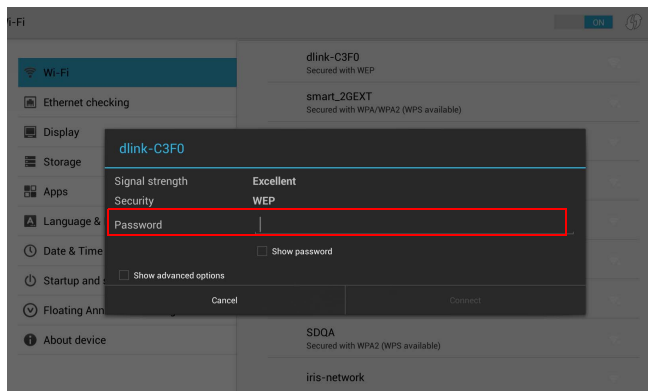


Wireless connection

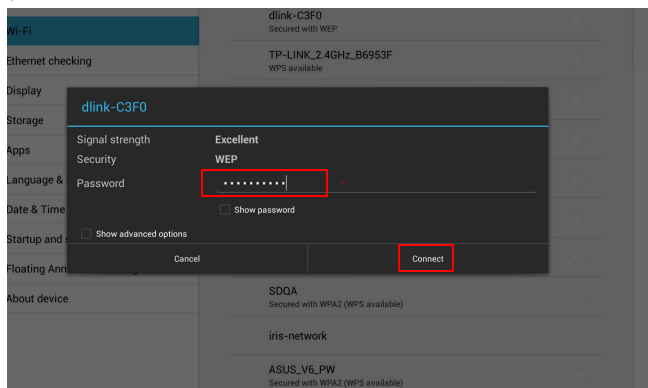
1. Set the button to **On** to connect to a wireless network.



2. A list of available networks will show on the screen. Click on the network's name to connect to the network. The password is needed if it is your first time to use the network.

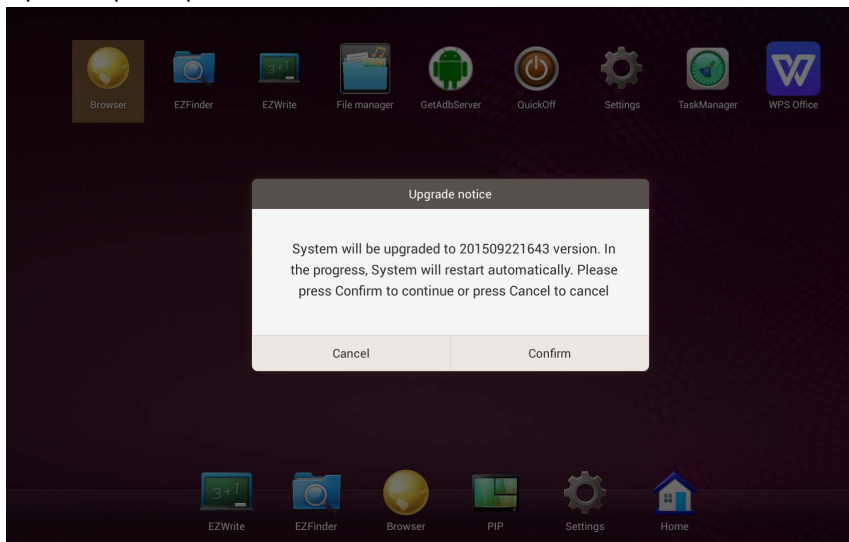


3. Key in the password and press **Connect**. The device is now connected to the WLAN.



Updating software

Whenever a new version of software is available, the system will automatically detect the update and will prompt you to download it every time you turn on the display. If you want to update the software, choose “Confirm” to continue the update. Or you can skip this step and update the software later.




- Software update process may take some time to complete.
- During the update process, do not turn off the device or disconnect the Internet connection. Any interruptions during the software update process may permanently damage your display.

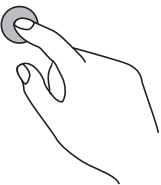
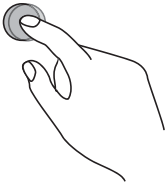
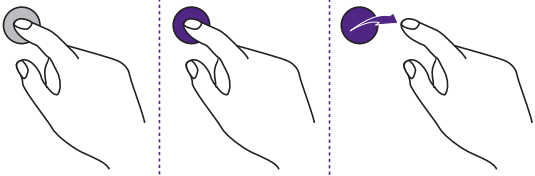
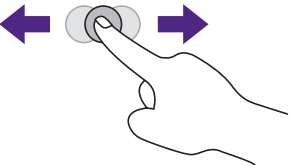
Adjusting audio volume level

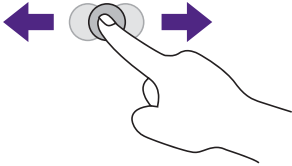
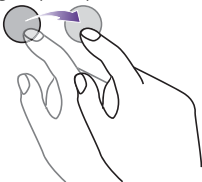
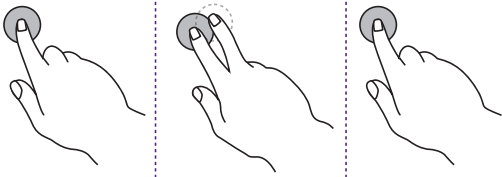
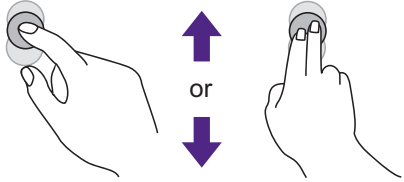
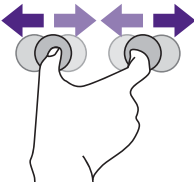
Press **VOL-** / **VOL+** on the remote control to adjust the volume.

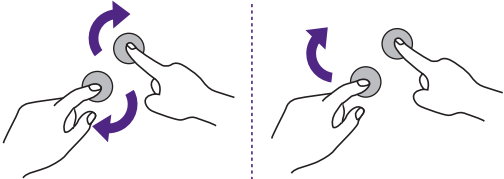
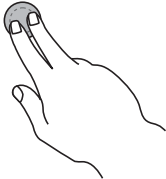
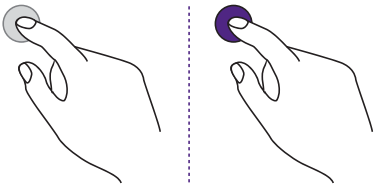
Using the touch screen

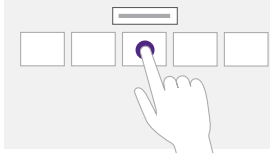

You can use the optical touch screen to control your operating system. The touch screen can emulate basic mouse functions and supports multi-touch functions for Windows 7/ 8*. The following table shows a list of gestures you can use on the touch screen.

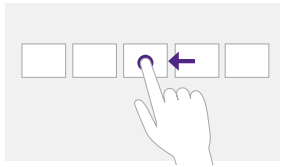
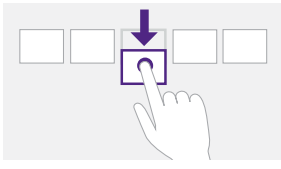
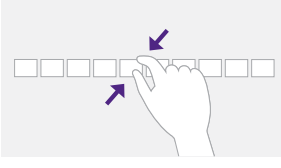
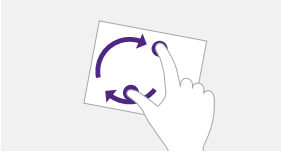
- 
- Ensure that you have installed the USB cable on the display to a computer.
 - *Multi-touch functions are only supported by Windows 8, Windows 7 - Home Premium, Professional, Enterprise and Ultimate versions. For Windows XP, Windows Vista and Windows 7 - Starter and Home Basic versions, multi-touch is not supported.
 - Windows is a registered trademark of Microsoft Corporation in the United States and other countries.

OS functions	Gesture actions
For Windows XP, Windows Vista and Windows 7	
Click	Tap the screen once. 
Double-click	Tap the screen twice. 
Right-click	<div>1. Press on the target.</div> <div>2. Hold and wait for a blue ring to appear.</div> <div>3. Release your finger.</div> 
Drag	Drag one finger left or right. 

OS functions	Gesture actions
For Windows Vista and Windows 7	
Selection	<p>Drag one finger left or right.</p> 
Pan up / Pan down / Back / Forward	<p>Quickly drag your finger (Flick) in a desired direction.</p> 
Multi-touch functions	
For Windows 7 - Home Premium, Professional, Enterprise and Ultimate versions	
Right-click	<p>1. Press on the target. 2. Tap the screen with another finger. 3. Release the second finger.</p> 
Scrolling	<p>Drag one or two fingers up or down.</p> 
Zoom	<p>Move two fingers apart or toward each other.</p> 

OS functions	Gesture actions
Supported by specific applications	<div><div><div>• Move two fingers in opposing directions.</div><div>• Use one finger to pivot around another.</div></div><div></div></div>
Supported by specific applications	<div><div>Tap two fingers simultaneously. The target should be the midpoint between the fingers.</div><div></div></div>
For Windows XP, Windows Vista and Windows 7	
Wakeup from Windows sleep mode (S3)	<div><div>Press and hold for 4 seconds.</div><div></div></div>

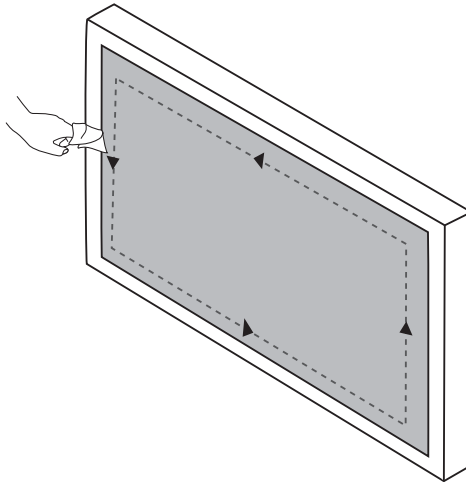
Gesture	Description
For Windows 8	
	<div><div>Press and hold to learn</div><div>This touch interaction causes detailed information or teaching visuals (for example, a tooltip or context menu) to be displayed without a commitment to an action. Anything displayed this way should not prevent users from panning if they begin sliding their finger.</div></div>
	<div><div>Tap for primary action</div><div>Tapping on an element invokes its primary action, for instance launching an application or executing a command.</div></div>

Gesture	Description
 A diagram showing a hand with one finger sliding to the left across a row of five square buttons. A purple arrow above the finger points left, indicating the direction of the slide.	<p>Slide to pan</p> <p>Slide is primarily used for panning interactions but can also be used for moving, drawing or writing. Slide can also be used to target small, densely packed elements by scrubbing (sliding the finger over related objects such as radio buttons).</p>
 A diagram showing a hand with one finger swiping down on a square button that is highlighted with a purple border. A purple arrow above the finger points down, indicating the direction of the swipe.	<p>Swipe to select, command, and move</p> <p>Sliding the finger a short distance, perpendicular to the panning direction, selects objects in a list or grid (ListView and GridLayout controls). Display the AppBar with relevant commands when objects are selected.</p>
 A diagram showing a hand with two fingers pinching and stretching a horizontal row of eight square buttons. Purple arrows above the fingers point towards each other (pinch) and away from each other (stretch).	<p>Pinch and stretch to zoom</p> <p>While the pinch and stretch gestures are commonly used for resizing, they also enable jumping to the beginning, end, or anywhere within content with Semantic Zoom. A SemanticZoom control provides a zoomed out view for showing groups of items and quick ways to dive back into them.</p>
 A diagram showing a hand with two fingers rotating a rectangular card. Purple curved arrows around the card indicate the direction of rotation.	<p>Turn to rotate</p> <p>Rotating with two or more fingers causes an object to rotate.</p>

Important instructions for using the touch screen

Please clean the frame when there is sign of malfunction on the touch screen.

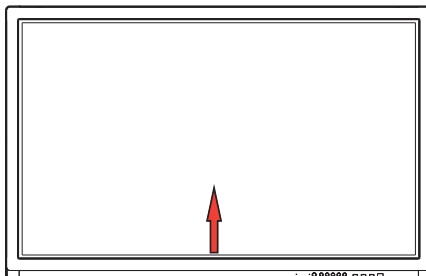
- Before you clean the screen, make sure the display is turned off, and unplug the power cord.
- Remove dust or dirt from the screen and the infrared plastic filter periodically. It is suggested using a small amount of alcohol to clean the infrared plastic filter.
- To avoid damage to the screen, never use any type of abrasive materials to wipe the screen.
- Use a neutral detergent to clean the touch screen. Avoid using detergents with erosive substance, such as banana oil or ammonia.
- Moisten a clean soft, lint-free cloth with a neutral detergent and then clean the touch screen.
- Do not spray a detergent on the screen surface or the body directly. It may result in a short circuit to the touch screen.
- Keep the touch screen out of direct sunlight or spotlights.



Menu operations

One touch menu operation

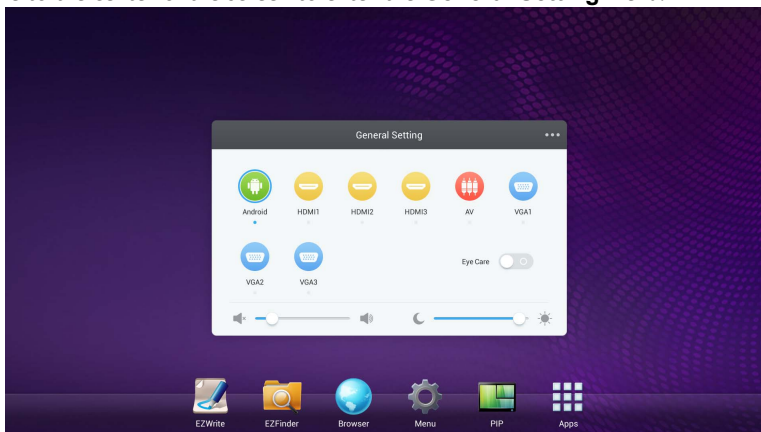
Drag the **General Setting** menu up from the bottom-center of the screen, as shown below, to enter the **General Setting** menu.



Setting menu

Input setting

Press **INPUT** on the remote control, **Menu** on the front panel, or drag from the bottom middle to the center of the screen to enter the **General Setting** menu.



- Press **▲/▼/◀/▶** on the remote control and press **ENTER** on the remote control to confirm, or directly click a desired input source.
- Press **BACK** on the remote control or click a blank area outside the menu to exit the menu.
- Users can enable the **Eye Care** function on the OSD menu. **Eye Care** switches the display low blue light mode and activates the flicker free function.
- Use the volume bar to adjust the volume for the display.
- Use the brightness bar to adjust the brightness for the display.

Audio setting

Click **•••** on the **General Setting** menu to enter the **Audio** menu.



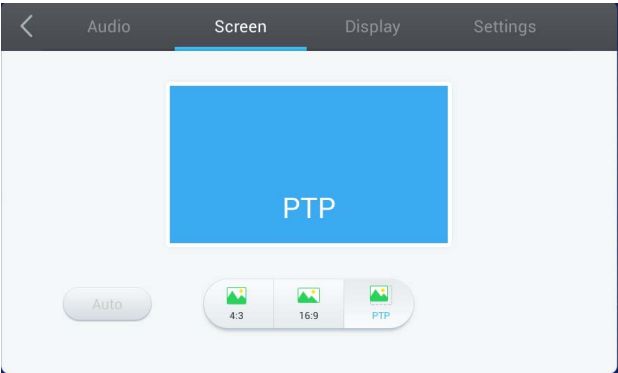
- Press **▲/▼/◀/▶** on the remote control and press **ENTER** on the remote control to confirm or directly click an item.
- Press **BACK** on the remote control or click a blank area outside the menu to exit the menu.


Menu	Description
Volume	Press VOL+ / VOL- on the remote control or drag the knob to adjust the volume.
Bass	Press VOL+ / VOL- on the remote control or drag the knob to adjust the bass.
Treble	Press VOL+ / VOL- on the remote control or drag the knob to adjust the treble.
Balance	Press VOL+ / VOL- on the remote control or drag the knob to adjust the balance.
Sound Environment	Press VOL+ / VOL- on the remote control or touch a preset sound environment. Options are Standard , Movie , Meeting , or Class .

- Press **MUTE** on the remote control or directly click  to enable or disable mute

Screen settings

Click **...** on the **General Setting** menu to enter the **Screen** menu.



 The **Auto** button is only available for use when a VGA input signal is connected.

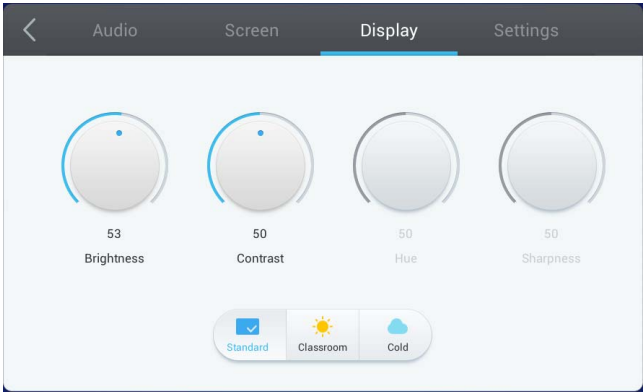
- Press **▲/▼/◀/▶** on the remote control and press **ENTER** on the remote control to confirm or directly click an item.
- Press **BACK** on the remote control or click a blank area outside the menu to exit the menu.

Press **◀/▶** on the remote control and press **ENTER** or click  to automatically adjust image.

Menu	Description
Aspect ratio	Press ◀/▶ on the remote control or click an aspect ratio. Options are 4:3 , 16:9 , or PTP .

Display settings

Click **...** on the **General Setting** menu to enter the **Display** menu.



- Press **▲/▼/◀/▶** on the remote control and press **ENTER** on the remote control to confirm or directly click an item.
- Press **BACK** on the remote control or click a blank area outside the menu to exit the menu.

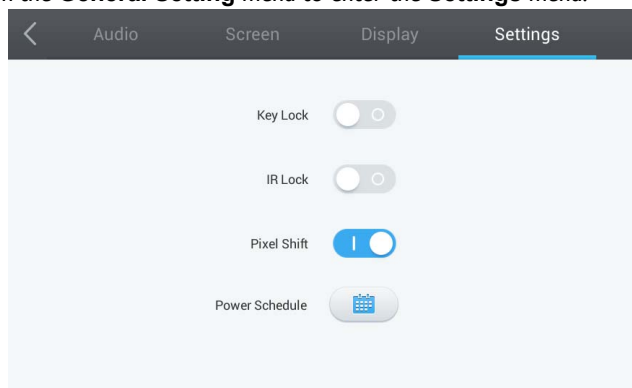
Menu	Description
Brightness	Press VOL+ / VOL- on the remote control or drag the knob to adjust the brightness.
Contrast	Press VOL+ / VOL- on the remote control or drag the knob to adjust the contrast.
Hue	Press VOL+ / VOL- on the remote control or drag the knob to adjust the hue.
Sharpness	Press VOL+ / VOL- on the remote control or drag the knob to adjust the sharpness.
Color Temp.	Press VOL+ / VOL- on the remote control or click a preset color temperature for the image. Options are Standard , Warm , or Cold .



There is no **Hue** and **Sharpness** for HDMI and VGA settings.

More settings

Click **•••** on the **General Setting** menu to enter the **Settings** menu.





- Press **▲/▼/◀/▶** on the remote control and press **ENTER** on the remote control to confirm or directly click an item.
- Press **BACK** on the remote control or click a blank area outside the menu to exit the menu.

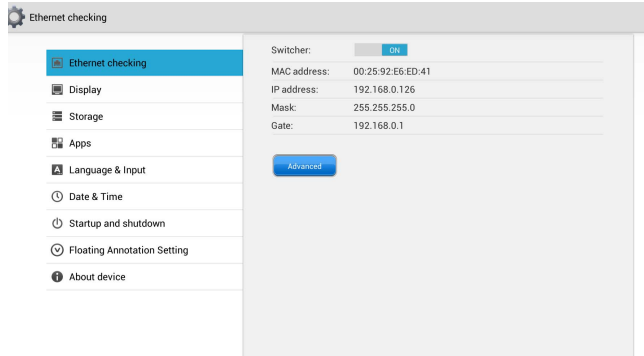
Menu	Description
Key Lock	Press ENTER on the remote control or click the switch to lock or unlock the buttons on the front panel of the display.

IR Lock	Press ENTER on the remote control or click the switch to lock or unlock the remote control IR sensor on the front panel of the display.
Pixel Shift	Press ENTER on the remote control or click the icon to set a pixel shift preventing from image retention (RP552&RP552H only).
Power Schedule	Press ENTER on the remote control or click the icon to set a power schedule.

- The **Key Lock** and **IR Lock** functions cannot be enabled at the same time.
- For image retention, please see [Notes on the LCD panel of this display on page 2](#) for more information.

System settings

On the home screen, click **Apps** () > **Settings** () to enter system settings.



- Press 5/6/3/4 on the remote control and press **ENTER** on the remote control to confirm or directly click an item.
- Press **BACK** on the remote control or click a blank area outside the menu to exit the menu.

Options	Description
Ethernet Checking	Click to view current network status and network preferences of the display.
Display	Click to set visual preferences on Font size and Wallpaper .
Storage	Click to show empty and occupied space.
Apps	Click to view memory consumption of apps in Android.
Language & input	Click to set Language and Keyboard & Input Methods in Android.
Date & time	Click to set date, time, and their formats in Android.
Startup and shutdown	Click to set the Startup channel , Standby after startup , and Timer switch . Reminders includes boot time and off time. Schedules can be made by choosing the days of the week.

Floating Annotation Setting	Refer to Floating Annotation Toolbar on page 57 for more information.
About device	Click to view system information in Android.



The amount of available storage space for the user varies according to the amount of pre-installed apps and images occupying the total storage space.

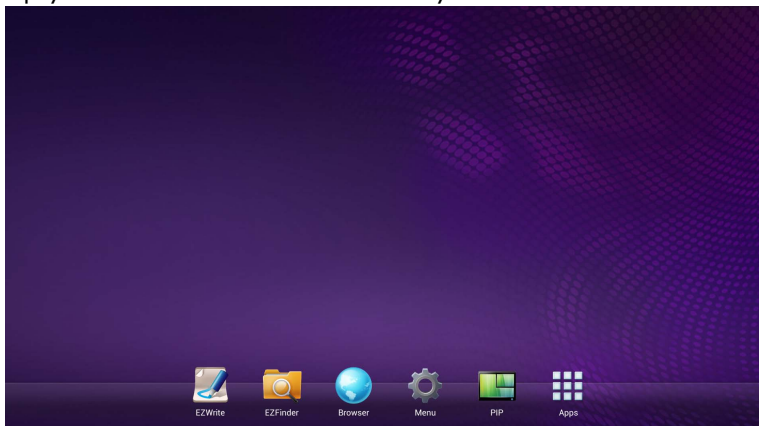
Android system interface



Note that this is a closed Android OS. Download and use of unauthorized apps on this system are not available.

Main interface

The display launches the Android main interface by default.



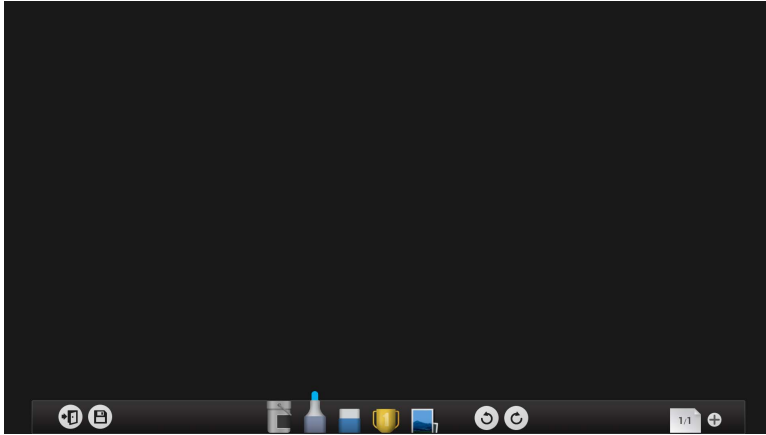
To navigate the Android main interface:

- Press ◀ / ▶ on the remote control to select icons at the bottom and press **ENTER** to execute the program, or directly tap the icon.
- Press **HOME** on the remote control or Home button on the front panel to return to the main interface.






Press **INPUT** on the remote control or drag the **General Setting** menu up from the bottom-center of the screen to enter the **General Setting** menu to select an input.

EZWrite 3.0

EZWrite 3.0 is a writing and annotation application that allows the user to treat the touchscreen like an interactive, multi-functional blackboard/whiteboard. EZWrite 3.0 supports 6-point touch.




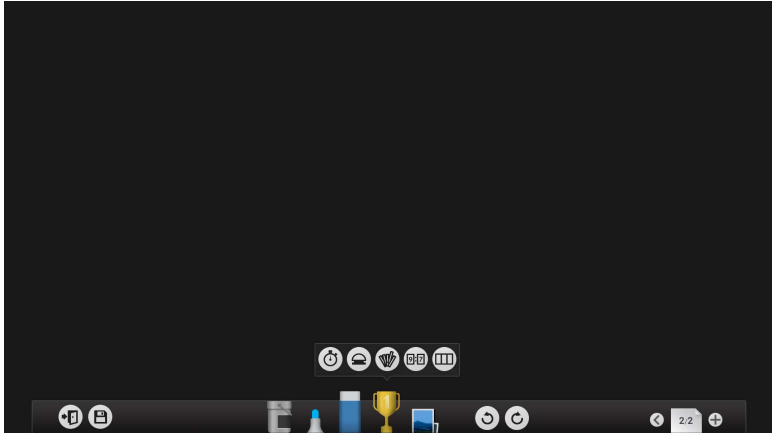
Icon	Function	Description
	Exit	Click to exit EZWrite 3.0.
	Save	Click to save the drawings/annotations shown on the screen. Refer to Saving files on page 56 for more information.
	Paint	Click to change the background color for EZWrite 3.0. There are 6 color options which are white, vanilla, beige, grey, and dark green.
	Brush	Click to set brush type, color, and thickness. There are 12 color options which are red, pink, orange, yellow, light green, green, sky blue, dark blue, purple, white, grey, and black.
	Eraser	Click to select the size of the eraser tool then touch and drag over the areas on a drawing/annotation which you want to erase. Click clear all to erase all drawings/annotations on the screen. There are 3 size options: small, medium, and large.
	Cooperation Tools	Click to choose from five different cooperation tools. Cooperation tools options are Stopwatch / Timer, Buzzers, Draw, Scoreboard, and Team Post. Refer to for more information.






Icon	Function	Description
	Image import	Click to import an image into EZWrite 3.0. Refer to Importing images on page 55 for more information.
	Cancel	Click to undo previous operation.
	Restore	Click to redo the cancelled operation.
	Page	Reveals the page number of the current picture. Click to view the list of pages. Refer to Adding pages on page 56 for more information.
	Add page	Click to add a new page of writing image. Refer to Adding pages on page 56 for more information.

Cooperation tools

Cooperation tools are a group of applications in EZWrite 3.0 that utilize the touchscreen allowing users greater collaboration and interaction with the display.

- Click  in EZWrite 3.0 to launch Cooperation tools menu.




Icon	Function	Description
	Stopwatch / Timer	Click to launch Stopwatch / Timer. Refer to Stopwatch / Timer on page 46 for more information.
	Buzzers	Click to launch Buzzers. Refer to Buzzers on page 49 for more information.
	Draw	Click to launch Draw. Refer to Draw on page 50 for more information.
	Scoreboard	Click to launch Scoreboard. Refer to Scoreboard on page 51 for more information.
	Team Post	Click to launch Team Post. Refer to Team Post on page 52 for more information.

Stopwatch / Timer

Stopwatch allows you to create interactive time-sensitive games/activities.
Timer allows you to display a countdown timer for timed games/activities.


- 1. Click 🏆 > ⌚ in EZWrite 3.0.
- 2. The Stopwatch / Timer tool opens to Stopwatch in group mode by default as shown below. Group mode allows you to have up to five groups run time-based activities where each time a group button is pressed the time spent by that group is recorded



Item	Function	Description
1	Stopwatch / Timer	Click to switch between Stopwatch and Timer.
2	Group mode	Click to turn group mode OFF .
3	Stopwatch	Displays the running time for the activity.
4	Start / Reset	Click to start/stop or reset the stopwatch.
5	Group buttons	Click to record a time for the respective group.  The group buttons only appear when group mode is turned on.

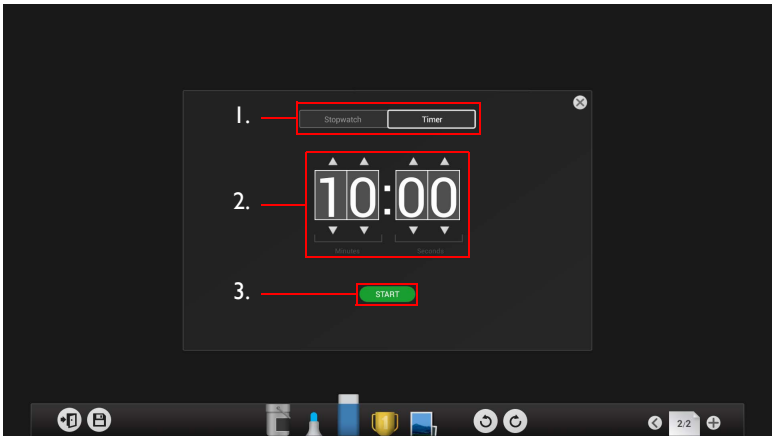
3. Click the group mode button to turn group mode off as shown below.




Item	Function	Description
1	Stopwatch / Timer	Click to switch between Stopwatch and Timer.
2	Group mode	Click to turn group mode ON . Group mode allows you to have up to five groups run time-based activities where each time a group button is pressed the time spent by that group is recorded.
3	Stopwatch	Displays the running time for the activity.
4	Start / Lap	Click to start/stop the stopwatch or record a lap in the lap table.
5	Lap table	Displays the times for each lap recorded.  The lap table only appears when group mode is turned off.

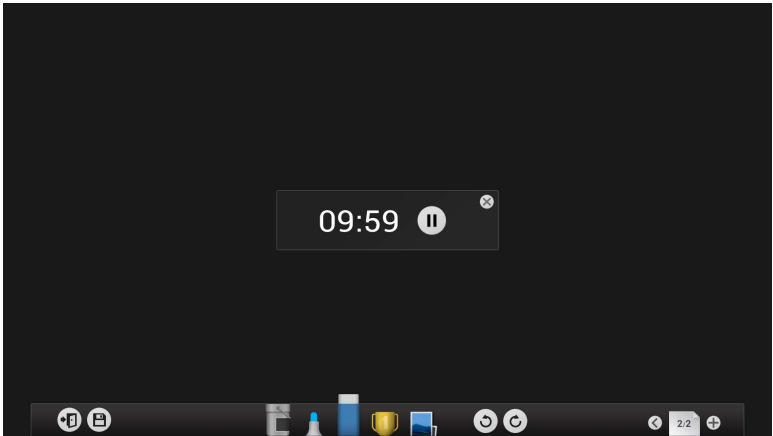
4. Click **Timer** to switch to Timer.

5. The Timer settings screen will appear on the display as shown below.





Item	Function	Description
1	Stopwatch / Timer	Click to switch between Stopwatch and Timer.
2	Time setting	Swipe up/down to set the amount of countdown time for the timer.  The longest the timer can be set to is 99 minutes and 59 seconds.
3	Start	Click to start the timer.

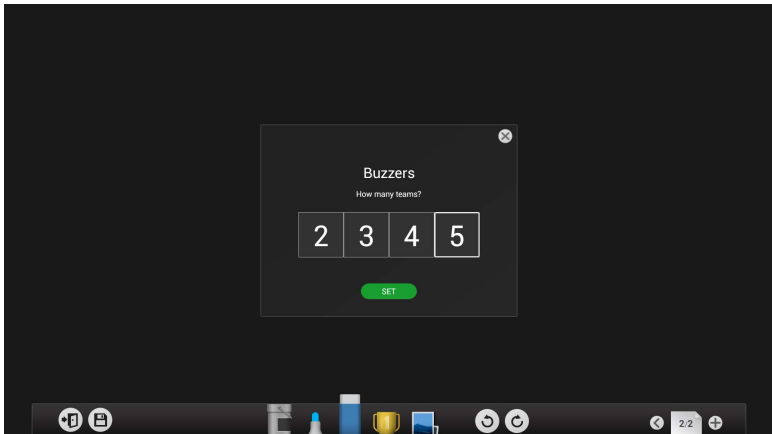
6. Click **START** to begin the countdown timer as shown below.



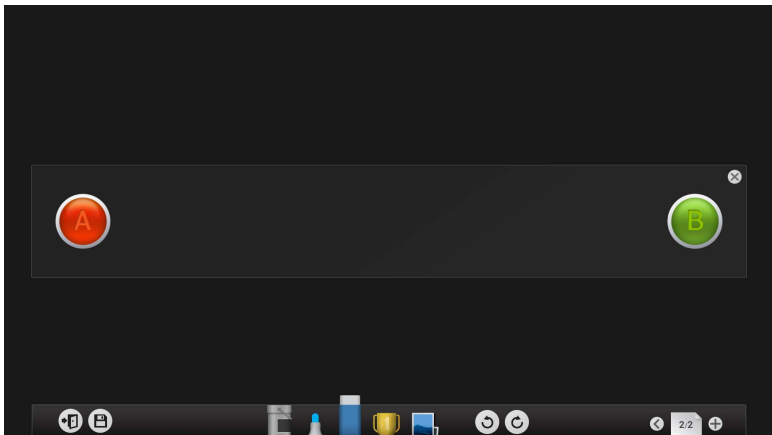
Buzzers

Buzzers allows you to create 2 to 5 touchscreen “buzzer” buttons for use in interactive question and answer games/activities.

1. Click  >  in EZWrite 3.0.
2. Select the number of buzzers you want to use.



3. The buzzers will appear on the display.

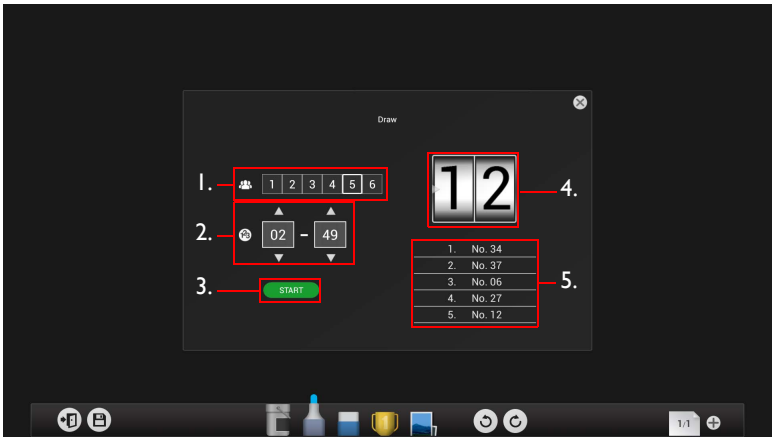




4. The first person that touches a buzzer will disable all buzzers for 5 seconds, whereupon the buzzers will reset and a new session will begin again.
5. The winning buzzer's color will change to orange.

Draw

Draw allows you to randomly draw 1 to 6 participants from a pool of up to 100 candidates for interactive games/activities.



- 1. Click 🏆 > 🎲 in EZWrite 3.0.
- 2. The Draw screen will appear on the display as shown below.

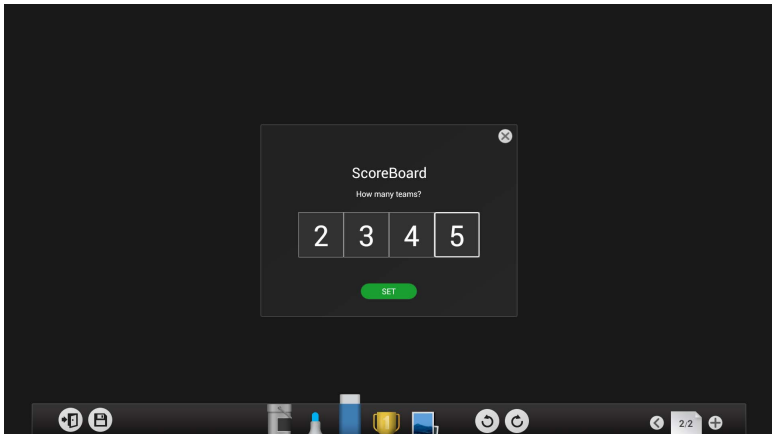


Item	Function	Description
1	Participants	Click to select the number of participants to be drawn.  The maximum number of participants is six.
2	Candidates	Swipe up/down to set the pool of candidates from which the participants will be drawn.  The number of candidates in the pool must be higher then the number of participants selected.
3	Start	Click to start the drawing process.
4	Draw	Displays the current participant drawn.
5	Participants List	Displays the total list of participants drawn.

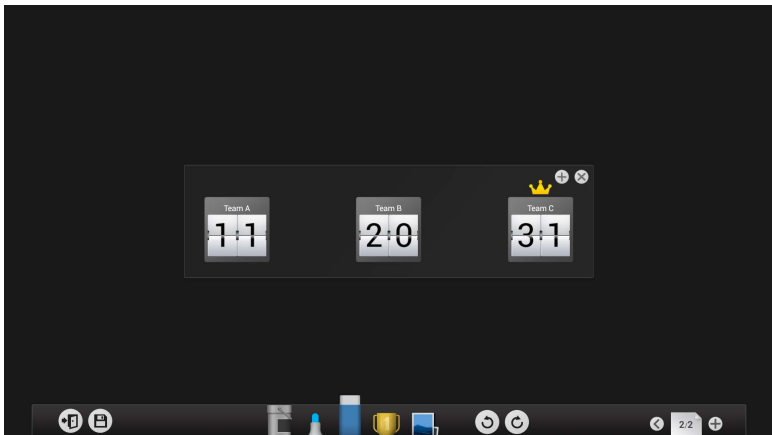
Scoreboard




Scoreboard allows you to create 2 to 5 touchscreen scoreboards for use in interactive score-based games/activities.

1. Click  >  in EZWrite 3.0.
2. Select the number of scoreboards you want to use.



3. The scoreboards will appear on the display.

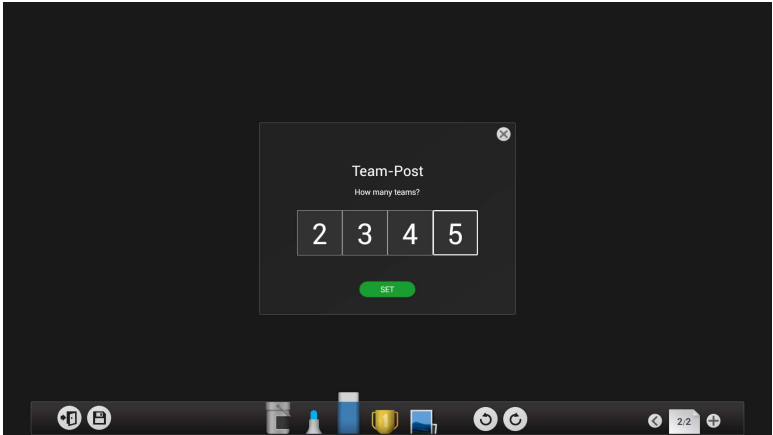


4. Swipe up or down on a scoreboard to increase or decrease the score.
 - Click  /  to increase/decrease the distance between scoreboards.
 - The team with the current highest score will have a crown () above their scoreboard. If all teams have the same score, no crown will appear.

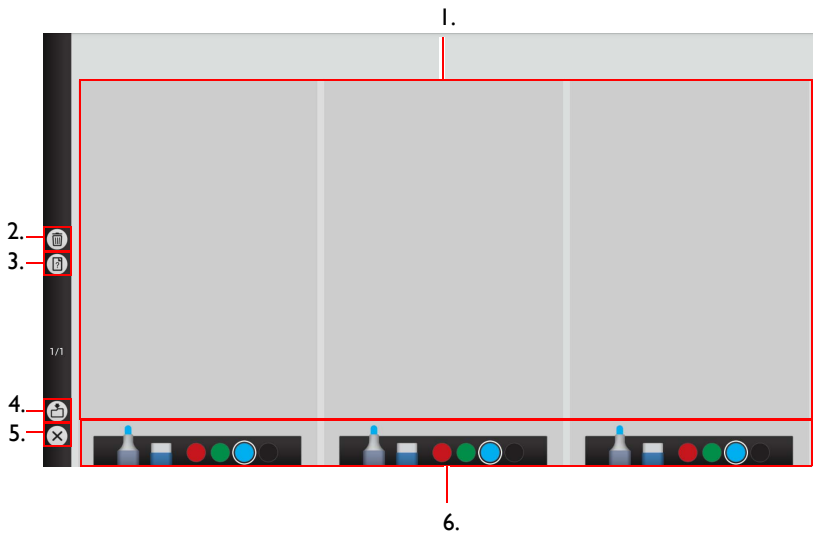
Team Post

Team Post allows 2 to 5 teams to use simplified versions of the EZWrite 3.0 drawing tools for use in multi-person interactive brainstorming games/actives. Team Post also allows a moderator/teacher to distribute a question to all teams participating in the team post game/activity.


- 1. Click 🏆 > 📋 in EZWrite 3.0.
- 2. Select the number of teams you want to participate.






- 3. The team post screen will appear on the display as shown below.

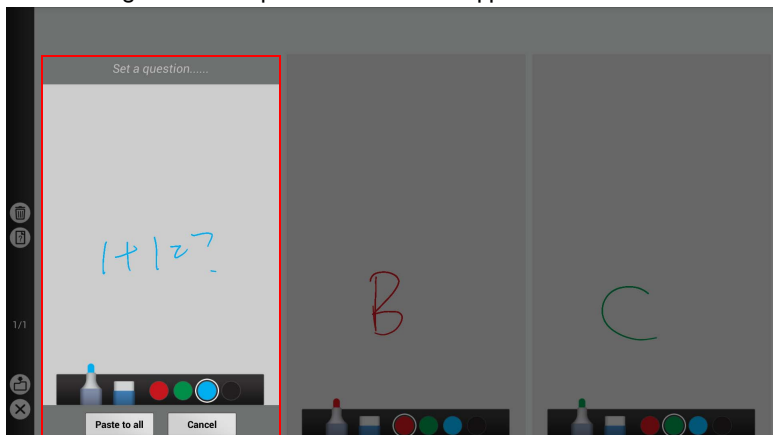


Item	Function	Description
1	Drawing boards	Use pens or touch gestures to draw.
2	Clear all	Click to clear every drawing board.

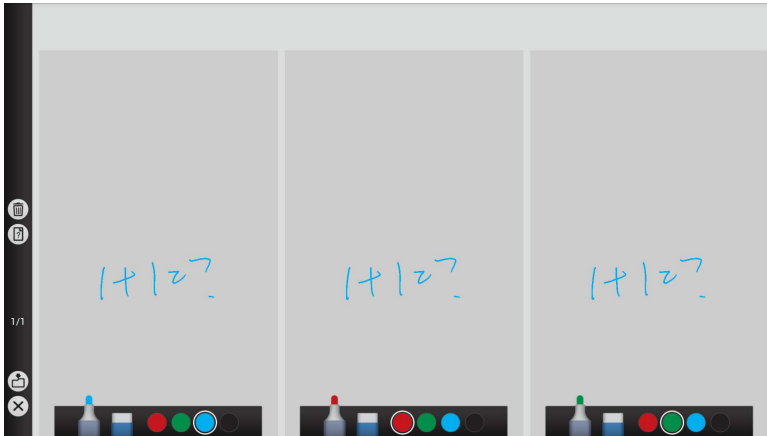
3	Question	Click to create a question or annotation that will be distributed to each drawing board.
4	Save	Click to save each drawing board. Refer to Saving files on page 56 for more information.
5	Exit	Click to exit Team Post.
6	Drawing tools	Click to choose the different type of drawing tools and color to use. Drawing tool options are brush, and eraser. Color options are red, green, blue, and black.  Each drawing board can use any color brush regardless of the color chosen for another drawing board.

- If 4 or more teams are selected the drawing boards will be divided into two pages. Click  /  on the left bar to navigate between the pages.
- Each drawing board only supports one touch point at a time.


- Click  if you want to create a question or annotation that will be distributed to each drawing board. The question window will appear as shown below.

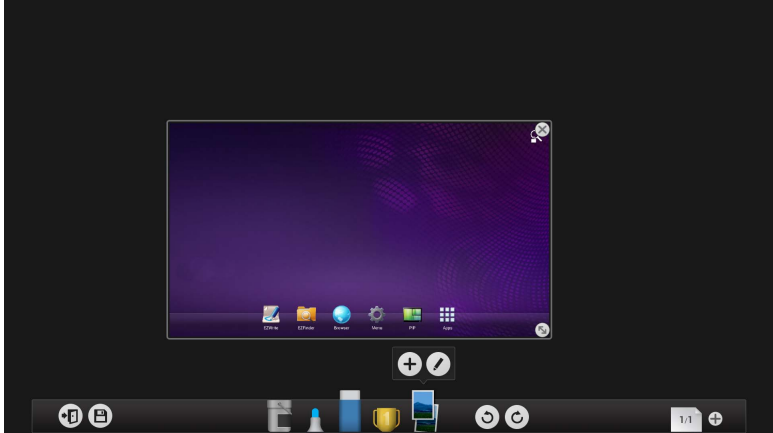






5. Draw a question or annotation in the question window and click **Paste to all** to distribute the content to each drawing board as shown below.




Importing images

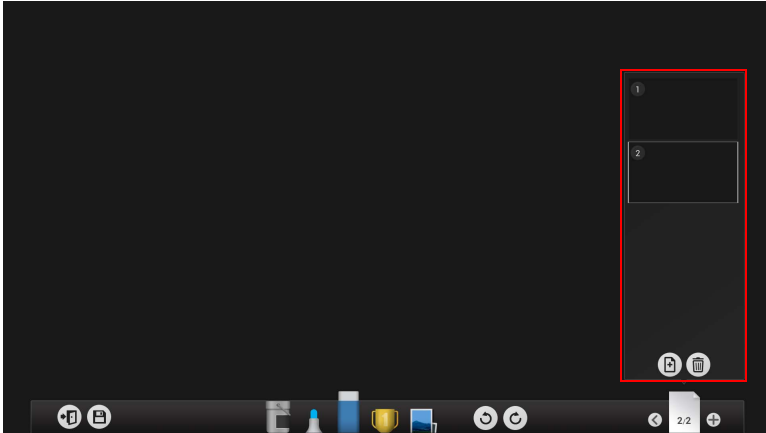
1. Click  to import images that are stored internally or on a connected storage device, which you can then draw or create annotations on.
2. When an image has been selected and imported it will appear in EZWrite 3.0 as shown below.









- Click and drag on the image to move the imported image
- Click and drag  to resize the imported image.
- Click  to delete the imported image.
- Click any of the EZWrite 3.0 tools to set the image and begin drawing or creating annotations on the imported image. Once an image has been set click  at any time to make the resize and delete button reappear.
- Click  to import another image.

Adding pages

- I. Click  to view a list of pages which have been added.



- Click  /  to add a new page to draw or create annotations on.
- Click on a thumbnail or click  /  to navigate between the pages.
- Select the thumbnail of a page and click  to delete the page selected.
- To save multiple pages, delete all undesired pages then click . Refer to [Saving files on page 56](#) for more information.

Saving files

The RP653/RP703/RP750/RP750K display allows you to save drawings or annotations as image files either in the internal memory of the display, in connected storage devices, or in the cloud for download by mobile devices.

- I. Click the save icon from the respective menu.



- Click **Internal memory** to save the image in the **Notes > EZWrite3** folder found in EZFinder.
- Click the name of any connected external storage device to save the image in the corresponding storage device.

- Click **Cloud via QR code** and the image will be saved to the cloud with a corresponding QR code for the image will appearing on the display as shown below.



Images saved to the cloud will be stored there for download for only 30 minutes.

- Scan the QR code with a mobile device and the image will appear on the mobile device's default web browser. Follow the browser's image saving procedure to save the image in the mobile device.





When saving to the cloud in the Team Post tool a QR code will be created for each drawing board shown.




Floating Annotation Toolbar



The Floating Annotation Toolbar is a convenient function that allows you to quickly write or create annotations on any screen that the display is showing.

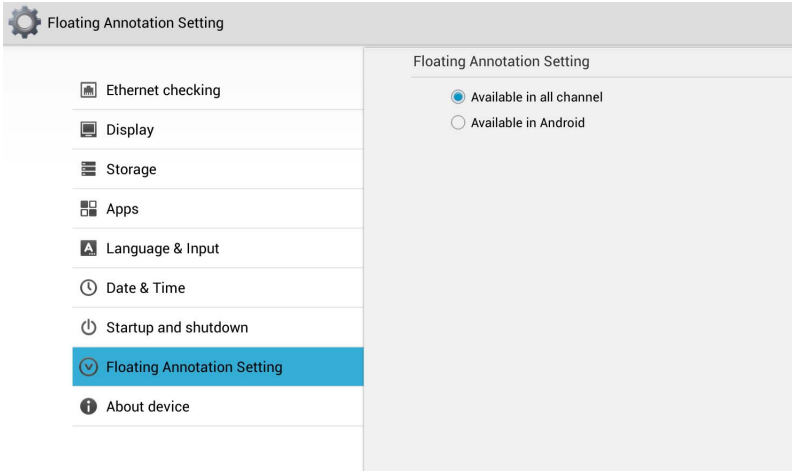
- Under any input source or in the Android interface (with the exception of EZWrite 3.0), touch and hold two fingers spaced about 20 – 50 mm apart on the screen for more than two seconds to launch the Floating Annotation Toolbar as shown below.




Icon	Function	Description
	Move	Touch, hold, and drag this button to move the Floating Annotation Toolbar around.
	Return	Click to return to the previous interface.

	App Shortcuts	Click to switch the buttons to shortcuts for the 6 most recently used apps.
	Annotation brush	Click to switch to the annotation menu. Refer to Annotation menu on page 58 for more information
	Main interface	Click to return to the main Android interface.




-  The remote control is not capable of notation operations.
-  You can choose to have the Floating Annotation Setting **Available in all channel** or **Available in Android**.













Annotation menu

Click the annotation brush  in the Floating Annotation Toolbar to switch the buttons to the annotation menu as shown below.

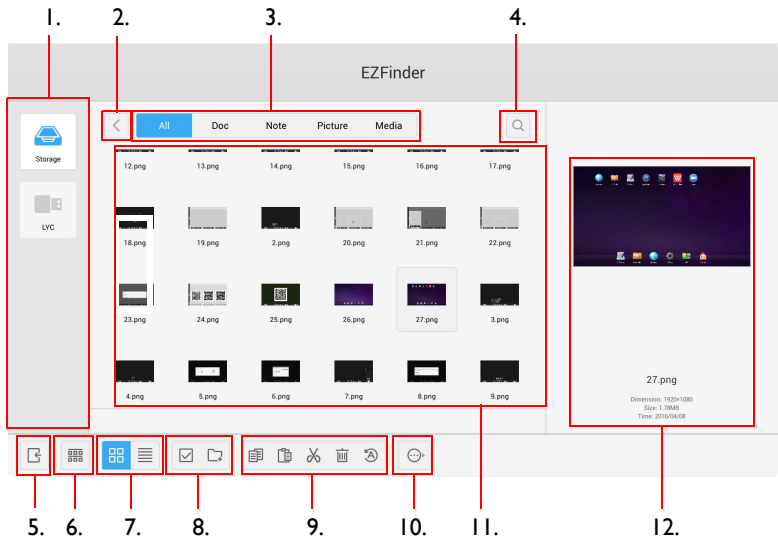




Icon	Function	Description
	Move	Touch, hold, and drag this button to move the Floating Annotation Toolbar around.
	Close	Click to close the Floating Annotation Toolbar.
	Brush	Click to switch the color of the brush. Color options are red, green, and black.

	Clear	<p>Click to erase all annotations on the screen.</p> <p> You may also quickly erase any annotations made by wiping any writing or drawings on the touchscreen using a balled-up fist.</p>
	Save	<p>Click to save the annotations on the screen. Refer to Saving files on page 56 for more information on saving files.</p> <p> If a storage device is connected to the display, images saved in the Floating Annotation Toolbar will be automatically saved there. If no storage devices are connected to the display, images saved in the Floating Annotation Toolbar will be saved in the Note tab of EZFinder.</p> <p> If two external USB storage devices are connected to the display at the same time, a prompt will appear in the Floating Annotation Toolbar allowing you to choose which storage device the image will be saved to.</p> <p> The Floating Annotation Toolbar does not allow saving via a QR code, all saved images will be saved in either the internal memory of the display or externally to a connected storage device.</p>
	Resize	<p>Click and a resize window will appear allowing you to adjust the size of an annotation. Resizing options include enlarge () , shrink () , and revert to original size () .</p>

EZFinder

EZFinder helps the user browse for files in stored in the internal storage of the Android system or external storage connected to the display.



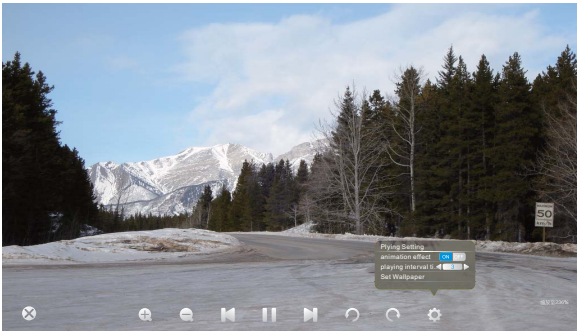
Item	Function	Description
1	Storage device	Click to select either internal or external storage to browse.
2	Return	Click to return to the previous folder.
3	File type filter	Click to highlight the desired file type to display.
4	Search	Click to search for files in the storage device.
5	Exit	Click to exit EZFinder.
6	Sort	Click to sort the files shown in EZFinder. Sorting options include Name , Type , Size , and Time .
7	Thumbnail/List	Click to view files either in thumbnail or list view.
8	Select/Add Folder	Click to select multiple files or add a folder.  When the Select button is clicked it will become a Cancel button, and the Add Folder button will become a Select All button.
9	File operation	Perform operations such as copy/paste/cut/delete/rename.  The file operation buttons will only appear when a file is selected.
10	Send	Click to quick send a selected file to another storage device.

11	Main display area	Displays files of corresponding type stored in the selected storage device. Click to select a file
12	File preview	Displays a preview of the selected file along with file details

Multimedia files such as images, audio files, and videos can be played by directly tapping on the file icon.

Image

Select an image file you want to show on the display and perform any of the functions shown on the screen.



Icon	Function
	Close the current playback.
	Magnify the current image.
	Shrink the current image.
	Play the previous image.
	Play/pause the current playback.
	Play the next image.
	Rotate the current image counter-clockwise.
	Rotate the current image clockwise.
	Set the animation effect and playing interval for images being played, and set the current image as the wallpaper.


-
- Supported image format (codec) :
 - JPEG (base-line up to 15360 x 8704, progressive up to 1024 x 768, MPO up to 15360 x 8640)
 - PNG (non-interlace up to 9600 x 6400, interlace up to 1200 x 800)
 - BMP (up to 9600 x 6400)

Audio

Select an audio file you want to play and perform any of the functions shown on the screen.

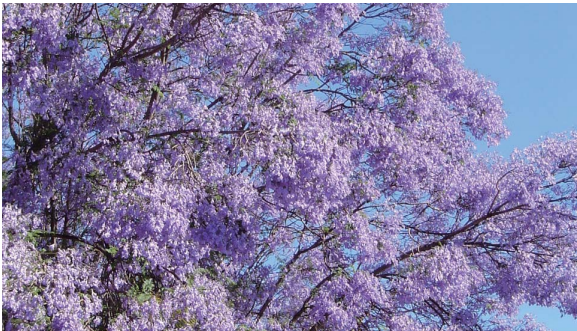









Icon	Function
	Close the current playback.
	Play the previous audio file.
	Play/pause the current playback.
	Play the next audio file.
	Check audio files in the playlist.
	Repeatedly play audio files in the playlist.
	Repeatedly play a single audio file in the playlist.
	Randomly play audio files in the playlist.


- Supported audio format (codec):
- mp3 (MPEG1/2 Layer 1: 32Kbps~448Kbps, MPEG1/2 Layer 2: 8Kbps~384Kbps, MPEG1/2 Layer 3: 8Kbps~320Kbps, 16KHz~48KHz sampling rate)
 - m4a/aac (ACC, HEACC free format, 8KHz~48KHz sampling rate)
 - wma/asf (WMA: 128Kbps~320Kbps, 8KHz~48KHz sampling rate / WMA Pro: <768Kbps, ~96KHz sampling rate)
 - ogg (OGG: ~48KHz sampling rate)

Video

Select a video file you want to play on the display and perform any of the functions shown on the screen.



Icon	Function
	Close the current playback.
	Play the previous video.
	Fast rewind the current video.
	Play/pause the current playback.
	Fast forward the current video.
	Play the next video.
	Check videos in the playlist.

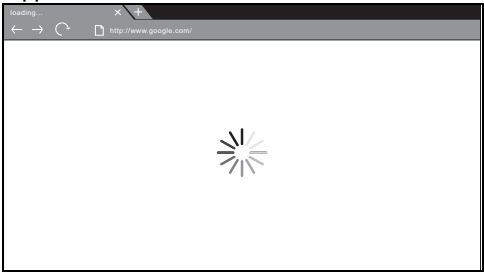


Supported video format (codec) up to 1080p resolution :

- 3gp (H.264)
- avi (MPEG-2, MPEG-4 Xvid-SP, MPEG-4 Xvid-ASP, H.264, MJPEG)
- mkv (MPEG-4, H.264)
- mov (MPEG-4 SP, H.264 BP, H.264 MP)
- mp4 (MPEG-4 SP, MPEG-4 ASP, H.264 BP, H.264 MP, H.264 HP)
- mpg, mpeg (MPEG-2)
- ts (MPEG-2, H.264 MP)

Browser

When connected to a network, click on the browser icon to surf the Internet. Click on the symbol **X** in the upper left corner to close it.

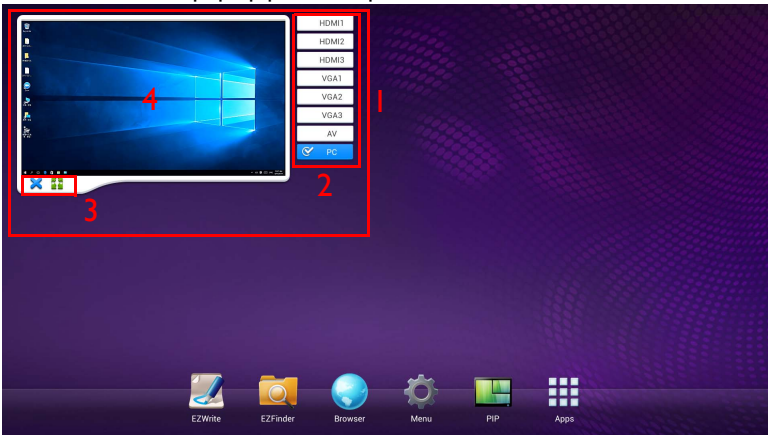





Menu


Menu is the shortcut to settings menu. Refer to [Setting menu on page 36](#) for details.

PIP

Click on the PIP icon to pop up picture-in-picture interface.



Item	Description
1	Picture-in-picture interface.
2	Click to choose an input source from the list to be shown.  Click the picture-in-picture interface once to view the input source list.
3	Click  for full screen. Click  to exit picture-in-picture interface.
4	Click to pop up the input source list.

-  To use remote control for picture-in-picture operations :
- Press **▲** to pop up the input source list.
 - Press **▶** to enable the selection from the list.
 - Press **▲/▼** to select and press **ENTER** to confirm the selection.

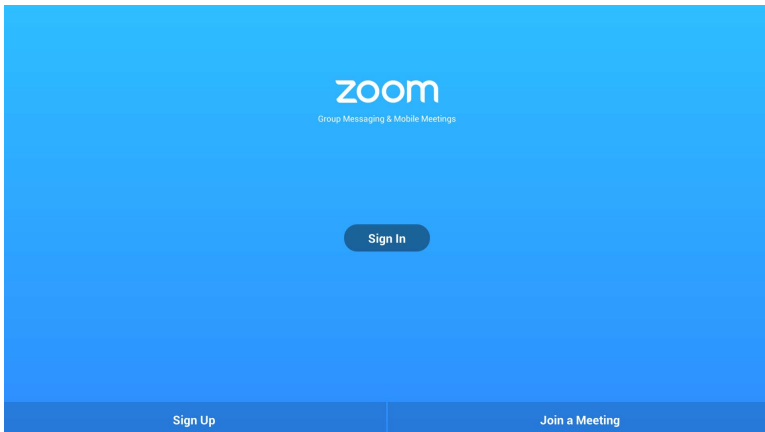
Apps




- Other than preset apps located at the bottom of the screen, additional apps will be displayed at the top of the screen when the App icon is clicked.
- For more information about **Quickoff**, please see [Turning off the display by Quickoff on page 25](#).

Zoom

Zoom is a video-conferencing app that is installed in the display by default. It allows you to conveniently conduct video conference meetings with any other Zoom user.



For free plan users of **Zoom** () , please visit <https://zoomnow.tw/live/?benq> to upgrade your plan to a paid plan. Read more information on the website.

1. On the home screen, select **Apps** ()>**Zoom** ()
2. Select **Sign In** if you want to create a new meeting, select **Join a Meeting** if you want to join an already created meeting.

-
- After signing in, create a meeting ID which will be the meeting ID other users will enter to join the meeting.
 - If joining a meeting, enter the meeting ID provided by the creator of the meeting in the Join a Meeting page.

Product information

Specifications (RP552/RP552H)

Item		Specifications
		RP552
LCD panel	Backlight	LED
	Panel size	55"
	Pixel pitch (mm)	0.630
	Native resolution (pixels)	1920 x 1080
	Brightness (cd/m ²) (typical)	350 nits
	Contrast (typical)	1400:1 (RP552) / 1200:1 (RP552H)
	Response time (ms) (typical)	8
	Panel Bit	8-bit(16.7M)
Touch	Technology	IR Touch
	Resolution	32767 x 32767
	Capacity	10 points touch (varies from operating systems and applications)
	Accuracy	+/- 2mm
	Touch Output	USB type B x 1
	Operating System	Windows XP/Vista/7/8, Mac OS X 10.6~10.11, Linux, Chrome OS 34.0.1847.134 (touch function varies from releases)
Panel glass	Tempered glass	AG coating, 80
	Thickness	4mm
Input	Computer	VGA (D-Sub 15-pin) x 3
	Video	Composite Video (3-in-1 connector) x 1, HDMI x 3 (1080P x 3)
	Audio	Line-in (3.5 mm jack) x 3, along with 3 VGA input
	USB	Type A (USB2.0 x3; USB3.0: x1)
	Control	RS-232C (D-Sub 9-pin)
	TV Tuner	NO
Output	Computer	VGA (D-Sub 15-pin) x 1
	Video	NO
	Audio	Earphone (3.5 mm jack), COAX x 1
	External speaker out (L/R)	NO
Audio	Audio W (Amp)	10W x 2
	Internal speaker	YES

Power	Supply	100 - 240V AC, 50/60 Hz
	Consumption Max.	190W (RP552) / 162W (RP552H)
	Consumption Standby	≤ 0.5W
Environment	Operating Temperature	0 - 40°C
	Operating Humidity	10 - 90% (without condensation)
	Storage Temperature	-20 ~ 60°C
	Storage Humidity	10 - 90% (without condensation)
	Display Orientation	Landscape
Mechanical	Weight (kg)	47/58 (without packing / with packing) (RP552) 33/42 (without packing / with packing) (RP552H)
	Dimensions (W x H x D) (mm)	1315*805*93/1480*950*270 (RP552) 1304*800*97/1458*932*220 (RP552H)
	Bezel Dimension - T/B/ L/R (mm)	40 / 63 / 40 / 40 (RP552) 35 / 61 / 35 / 35 (RP552H)
Feature	Image setting	YES
	Source/Volume Control	YES
	Sharpness enhancement	YES
	Dimming control (Adaptive Contrast)	NO
	10-bit color processing	NO
	De-Interlacing / comb Filter	YES
	Customized Classroom Mode	YES
	Blank screen	YES



- Specifications and functions are subject to change without notice.
- To make sure that the touch function works properly on Mac OS X 10.10, you are recommended to perform screen calibration first. Contact BenQ dealer for the required calibration utility.

Item		RP552
System	CPU	ARM Cortex A9 1.0G, Dual Core
	System Memory	1.5GB
	Storage	8GB
	OS	Android 4.2.1



This Android 4.2.1 operating system is not standard Android, so access to Google Play™ is not available. APK cannot be installed in the default location. Without management permission, installing function won't work. There is no guarantee that the self-installed APK can function normally.

Specifications (RP840G)

Item	Specifications	
	RP840G	
LCD panel	Backlight	E-LED
	Panel size	84"
	Pixel pitch (mm)	0.4845
	Native resolution (pixels)	3840 x 2160
	Brightness (cd/m ²) (typical)	350 nits
	Contrast (typical)	1600:1
	Response time (ms) (typical)	8
	Panel Bit	10-bit (1.06B)
Touch	Technology	IR Touch
	Resolution	32767 x 32767
	Capacity	10 points (varies from operating systems and applications)
	Accuracy	+/- 2mm
	Touch Output	USB type B x 1
	Operating System	Windows XP/Vista/7/8, Mac OS X 10.6~10.10, Linux, Chrome OS 34.0.1847.134 (touch function varies from releases)
Panel glass	Tempered glass	AG coating, 80
	Thickness	4mm
Input	Computer	VGA (D-Sub 15-pin) x 3
	Video	Composite Video (3-in-1 connector) x 1, HDMI x 4 (1080P x 3, 4K2K x 1)
	Audio	Line-in (3.5 mm jack) x 3, along with 3 VGA input
	USB	Type A (USB2.0 x1 ; USB3.0 x1); Type B
	Control	RS-232C (D-Sub 9-pin)
	TV Tuner	NO
Output	Computer	VGA (D-Sub 15-pin) x 1
	Video	NO
	Audio	Earphone (3.5 mm jack), COAX x 1
	External speaker out (L/R)	NO
Audio	Audio W (Amp)	10W x 2
	Internal speaker	YES

Power	Supply	100 - 240V AC, 50/60 Hz
	Consumption Max.	550W
	Consumption Standby	≤ 0.5W
Environment	Operating Temperature	0 - 40°C
	Operating Humidity	10 - 90% (without condensation)
	Storage Temperature	0 - 40°C
	Storage Humidity	10 - 90% (without condensation)
	Display Orientation	Landscape
Mechanical	Weight (kg)	107/135 (without packing / with packing)
	Dimensions (W x H x D) (mm)	1978*1187*96/ 2170*1370*320
	Bezel Dimension - T/B/L/R (mm)	40/62.5/40/40
Feature	Image setting	YES
	Source/Volume Control	YES
	Sharpness enhancement	YES
	Dimming control	YES
	10-bit color processing	YES
	De-Interlacing / comb Filter	YES
	Customized Classroom Mode	YES
	Blank screen	YES



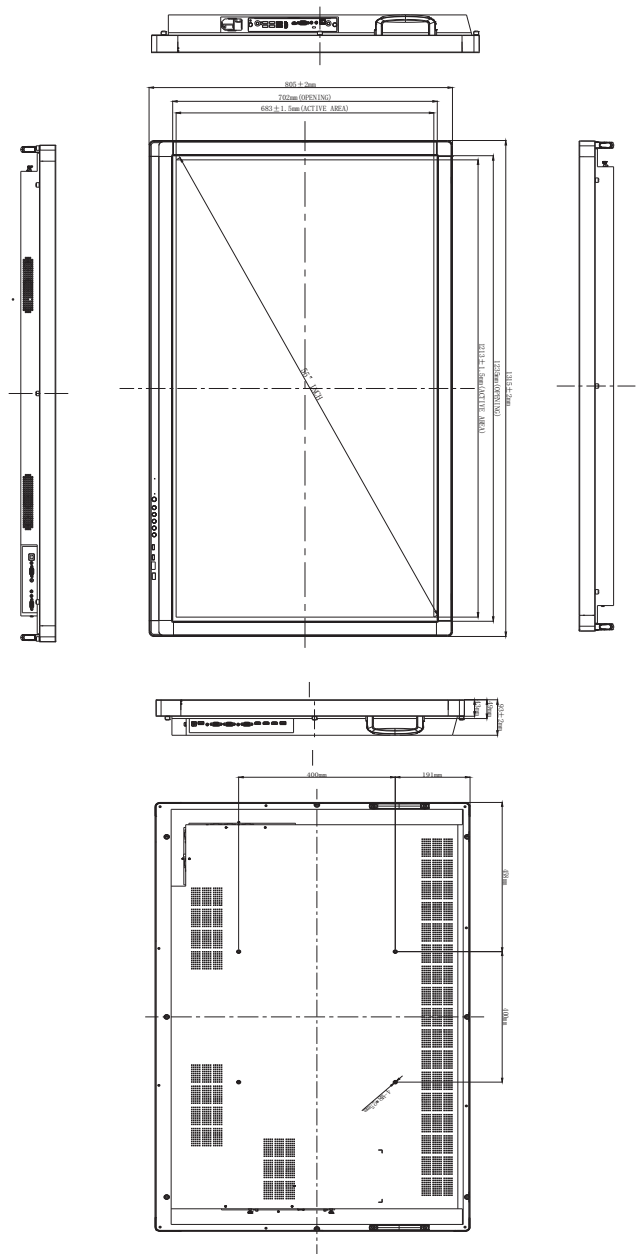
- Specifications and functions are subject to change without notice.
- To make sure that the touch function works properly on Mac OS X 10.10, you are recommended to perform screen calibration first. Contact BenQ dealer for the required calibration utility.

Item		RP840G
System	CPU	ARM Cortex A9 1.0G, Dual Core
	System Memory	1.5GB
	Storage	8GB
	OS	Android 4.2.1



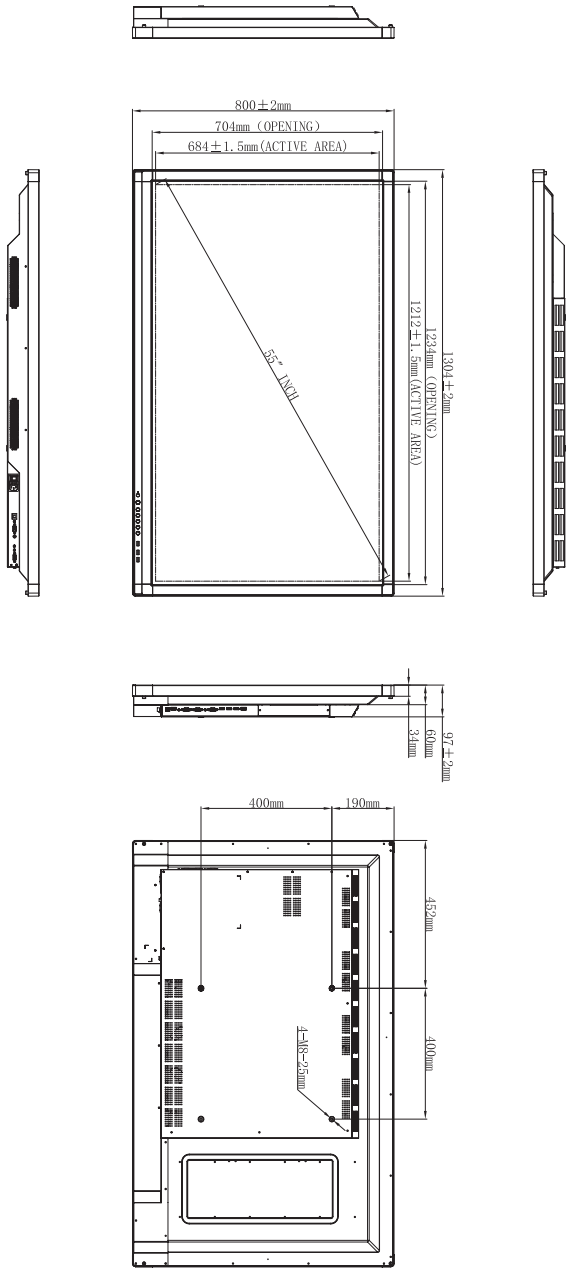
This Android 4.2.1 operating system is not standard Android, so access to Google Play™ is not available. APK cannot be installed in the default location unless given permission by the management units. Contact your BenQ dealer for the required support for the management permission. Without management permission, installing function won't work. There is no guarantee that the self-installed APK can function normally.

Dimensions (RP552)



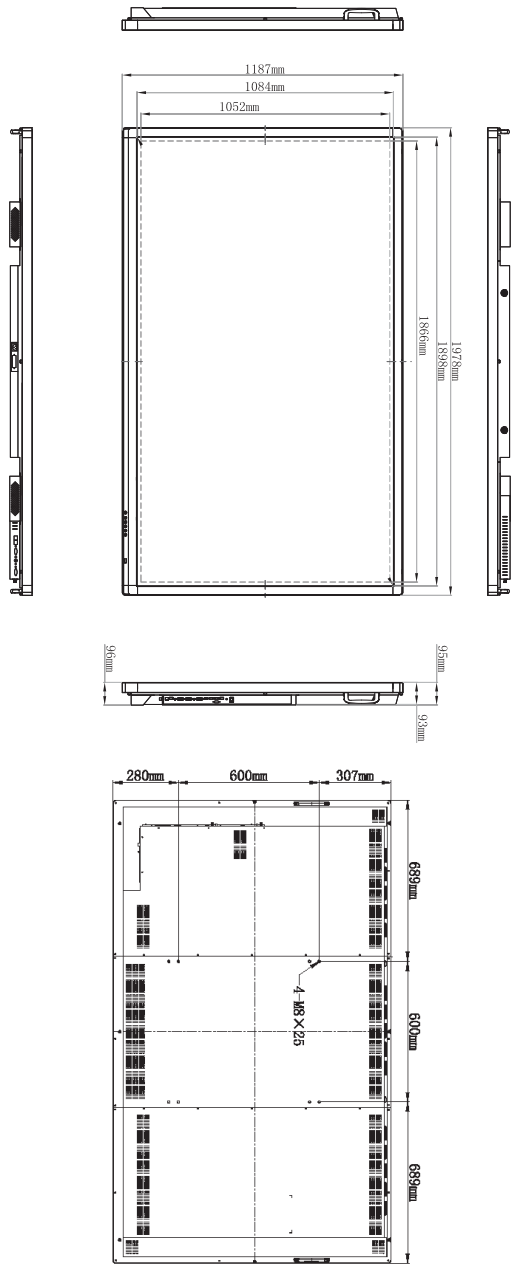
Unit: mm

Dimensions (RP552H)



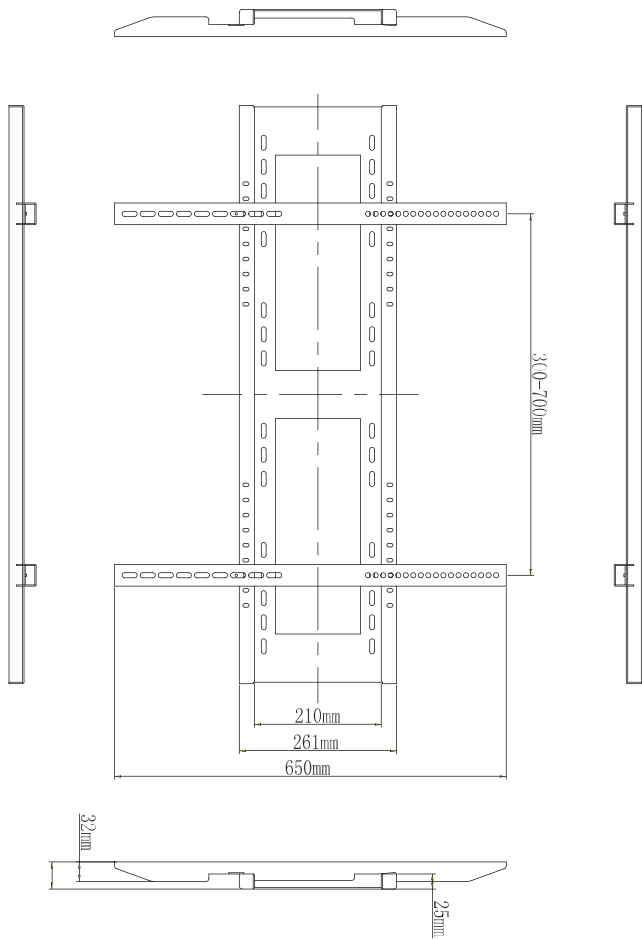
Unit: mm

Dimensions (RP840G)



Unit: mm

Wall mount dimensions (Optional)



Unit: mm

Supported input signal resolution (RP552 / RP552H)

Resolution	Input source				
	AV	S-Video	YPbPr	VGA	HDMI
640 x 480 @ 60Hz				○	
640 x 480 @ 67Hz					
640 x 480 @ 72Hz					
640 x 480 @ 75Hz					
720 x 400 @ 70Hz					
800 x 600 @ 60Hz				○	
800 x 600 @ 75Hz					
832 x 624 @ 75Hz					
1024 x 768 @ 60Hz				○	
1024 x 768 @ 75Hz					
1152 x 870 @ 75Hz					
1280 x 720 @ 60Hz					
1280 x 768 @ 60Hz					
1280 x 800 @ 60Hz					
1280 x 800 @ 60Hz				○	
1280 x 960 @ 60Hz					
1280 x 1024 @ 60Hz					
1360 x 768 @ 60Hz					
1366 x 768 @ 60Hz					
1400 x 1050 @ 60Hz					
1600 x 1200 @ 60Hz					
1680 x 1050 @ 60Hz					
1600 x 1050 @ 60Hz					
1920 x 1080 @ 50Hz				○	
1920 x 1080 @ 60Hz				○	
NTSC-M					
NTSC-J					
PAL-BDGHI					
576i (50Hz)					○
480i (60Hz)					○
480p (60Hz)					○
576p (50Hz)					○
720p (25Hz)					

720p (30Hz)					
720p (50Hz)					○
720p (60Hz)					○
1080i (50Hz)					○
1080i (60Hz)					○
1080p (24Hz)					
1080p (25Hz)					
1080p (30Hz)					
1080p (24Psf)					
1080p (25Psf)					
1080p (50Hz)					○
1080p (60Hz)					○



- ○: supported
- Vacant: not supported

Supported input signal resolution (RP840G)

Resolution	Input source				
	AV	S-Video	YPbPr	VGA	HDMI
640 x 480 @ 60Hz				○	
640 x 480 @ 67Hz					
640 x 480 @ 72Hz					
640 x 480 @ 75Hz					
720 x 400 @ 70Hz					
800 x 600 @ 60Hz				○	
800 x 600 @ 75Hz					
832 x 624 @ 75Hz					
1024 x 768 @ 60Hz				○	
1024 x 768 @ 75Hz					
1152 x 870 @ 75Hz					
1280 x 720 @ 60Hz					
1280 x 768 @ 60Hz					
1280 x 800 @ 60Hz RB					
1280 x 800 @ 60Hz				○	
1280 x 960 @ 60Hz					
1280 x 1024 @ 60Hz					
1360 x 768 @ 60Hz					
1366 x 768 @ 60Hz					
1400 x 1050 @ 60Hz					
1600 x 1200 @ 60Hz					
1680 x 1050 @ 60Hz RB					
1600 x 1050 @ 60Hz					
1920 x 1080 @ 50Hz				○	
1920 x 1080 @ 60Hz				○	
3840 x 2160 @ 30Hz					○
NTSC-M					
NTSC-J					
PAL-BDGIH					
576i (50Hz)					○
480i (60Hz)					○
480p (60Hz)					○

576p (50Hz)					○
720p (25Hz)					
720p (30Hz)					
720p (50Hz)					○
720p (60Hz)					○
1080i (50Hz)					○
1080i (60Hz)					○
1080p (24Hz)					
1080p (25Hz)					
1080p (30Hz)					
1080p (24Psf)					
1080p (25Psf)					
1080p (50Hz)					○
1080p (60Hz)					○



- ○: supported
- Vacant: not supported
- 3840 x 2160 @ 30Hz is available via HDMI 4.

Troubleshooting

Problem	Solution
No picture	<p>Check the following:</p> <ul style="list-style-type: none">• Is the display turned on? Check the power indicator of the display.• Is the signal source device turned on? Turn on the device and try again.• Are there any loose cable connections? Make sure that all cables are connected firmly.• Have you chosen an unsupported output resolution on the computer? Refer to Dimensions (RP552H) on page 73 to select a supported resolution and try again.• Have you chosen an unsupported output resolution on the DVD or Blu-ray disc player? Refer to Dimensions (RP552H) on page 73 to select a supported resolution and try again.
No sound	<p>Check the following:</p> <ul style="list-style-type: none">• Have you turned on the mute function on the display or the input source device? Turn off the mute function or increase the audio volume level and try again.• Are there any loose cable connections? Make sure that all cables are connected firmly.
The computer input image looks strange	<ul style="list-style-type: none">• Have you chosen an unsupported output resolution on the computer? Refer to Dimensions (RP552H) on page 73 to select a supported resolution and try again.• Use the Auto Adjust function to let the display automatically optimize the display of computer image.• If the result of the Auto Adjust function is not satisfactory, use the Phase, Horizontal Pos. and Vertical Pos. functions to manually adjust the image.
The control panel buttons do not work	Have you locked the control panel buttons? Unlock the buttons and try again.

The remote control does not work	<ul style="list-style-type: none"> • Have you locked the remote control function? Unlock the function and try again. • Check for incorrect battery orientation. • Check for dead batteries. • Check your distance and angle from the display. • Check whether remote control is properly being pointed at the display's remote control sensor window. • Check for any obstacle between the remote control and the remote control sensor window. • Check that the remote control sensor window is not under strong fluorescent lighting, or in direct sunlight. • Check for any devices (computer or personal digital assistant, PDA) nearby that transmit infrared signals which may cause interference to signal transmission between the remote control and the display. Turn off the infrared function of these devices.
Remote control failure	<ul style="list-style-type: none"> • Check whether there are other objects between remote control and television remote control receiving window, thus leading to failure of remote control. • Check whether the battery electrode in the remote control is correct. • Check whether remote control needs to replace battery.
Machine automatically shutdown	<ul style="list-style-type: none"> • Whether set sleep or not. • Check whether there is sudden power outage. • Check whether there is no signal automatic shutdown.
Signal out of range	<ul style="list-style-type: none"> • Check whether display is set correctly. • Check whether resolution is the best resolution. • Adjust line and field synchronization in menu.
Background has vertical lines or streaks	<ul style="list-style-type: none"> • Select automatic correction in menu. • Adjust clock and phase position in menu.
Image lack of color, color is incorrect	<ul style="list-style-type: none"> • Check whether VGA is not well connected or has quality problem. • Adjust chromaticity and brightness or contrast in menu.
Display format that is not supported.	<ul style="list-style-type: none"> • Select automatic correction in menu. • Adjust clock and phase position in menu.
Touch function invalid	<ul style="list-style-type: none"> • Check whether touch driver is installed and started. • Check whether the size of article touched is comparable with finger.
Touch positioning not correct	<ul style="list-style-type: none"> • Check whether driver is properly installed and make correction. • Check whether touch pen is facing the screen.

No picture and no sound	<ul style="list-style-type: none">• Check whether the machine is started state.• Check whether signal wire is well plugged, whether INPUT is corresponding to it.• If in internal computer mode, check whether internal computer is started.
With horizontal or vertical stripes or image dithering	<ul style="list-style-type: none">• Check whether signal wire is well connected.• Check whether other electronic equipment or power tools are placed around the machine.
No color, color is weak or image is weak	<ul style="list-style-type: none">• Adjust chromaticity and brightness or contrast in menu.• Check whether signal wire is well connected.
With image but without sound	<ul style="list-style-type: none">• Check whether mute button is pressed for mute.• Press VOL+/VOL- to adjust volume.• Check whether audio line is connected correctly.
Only one speaker has sound	<ul style="list-style-type: none">• Adjust sound balance in menu.• Check whether computer sound control panel only sets up one sound channel.• Check whether audio line is connected correctly.
VGA output without sound	Check whether connect external device with headphone cable.