

Kuycon G32P LCD Monitor User Guide



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Product Features

The G32P monitor adopts active matrix technology, thin-film transistor (TFT), and IPS Black LCD panel. The monitor features include:

- 31.5-inch visible area (measured diagonally)
- 6144 x 3456 (16:9) resolution, up to 21 million pixels, 223PPI, native 10-bit color depth
- New generation Nano IPS Black wide color gamut panel
- Up to 500nit brightness
- Up to 2000:1 contrast ratio
- Support for up to 60Hz refresh rate
- Color gamut coverage: 99% sRGB, 99% DCI-P3
- Support for color gamut clipping display, M-BOOK mode, and grayscale display mode
- Equipped with ATW optical compensation technology and full-lamination AR anti-glare coating technology
- Digital connections: USB Type-C 80Gbps, HDMI2.1 48Gbps, and DisplayPort2.1 80Gbps. Support for lossless DSC input via Mac devices with Thunderbolt 5 and HDMI2.1 interfaces
- Using a USB Type-C cable, it can power compatible laptops via the USB-PowerDelivery protocol (up to 100W), while receiving video and data signals, and is compatible with Thunderbolt 4/5/USB4
- Detachable stand and Video Electronics Standards Association (VESA™) 100mm mounting holes
- Equipped with 2 USB Type-C downstream data expansion ports
- Support for HDR function and blue light filter function
- ΔE -Delta-E <2

Specifications

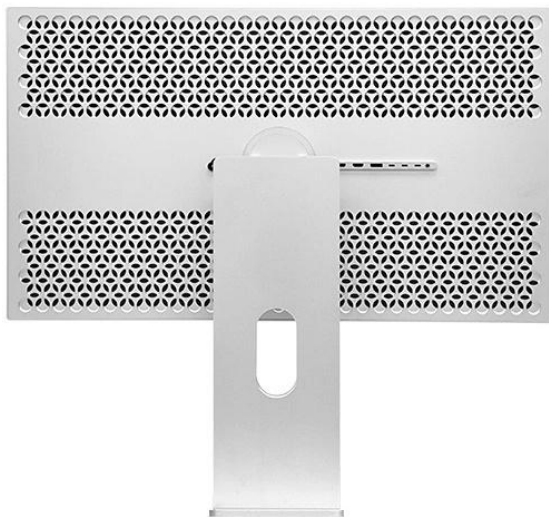
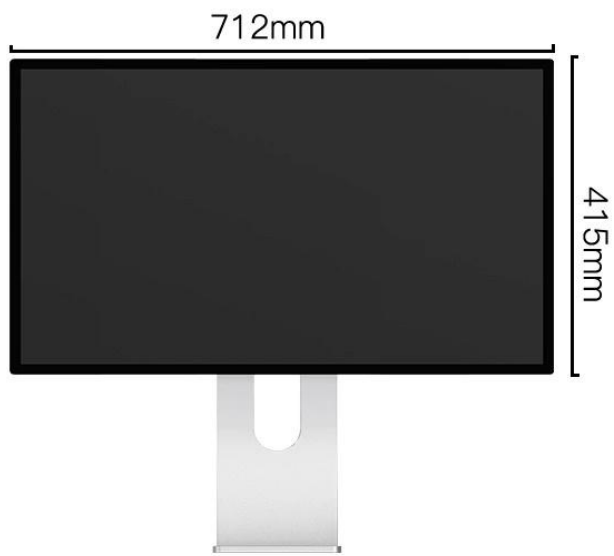
Device Type	LED LCD Monitor
Size	31.5 inches
Aspect Ratio	16:9
Panel Type	Nano IPS Black

Resolution	6144x3456
Pixel Density	223PPI
Refresh Rate	60Hz
Color Depth Support	10-bit (1.07 billion colors)
Color Gamut	99% sRGB, 99% DCI-P3
Brightness	Typical 500cd/m ²
Contrast Ratio	2000:1
Response Time	GTG 8ms
Screen Coating	Mirror AR/AF anti-glare
Operating Voltage	AC 100-240V (50/60Hz)
Power Consumption	Typical 45W, Max 150W
Other Features	HDR function, USB-HUB expansion
Material	Body: CNC anodized aluminum alloy
Weight	7.15KG (net body without stand)
Panel	Four-side equal-width full-laminated AR glass
Stand Type	VESA 100mm*100mm
Connection Ports	- DP2.1 UHBR20 (max resolution 6144x3456 60Hz)- HDMI2.1 48Gbps (max resolution 6144x3456 60Hz)- USB-C UHBR20 (max resolution 6144x3456 60Hz)- *Compatible with Thunderbolt™4/5/USB4- USB-PD 100W fast charging AltMode- 2xUSB-C (USB2.0 data expansion ports, 480Mbps Speed)- 3.5mm-Jack (audio output port)

Accessories and Cables

- 1xHDMI cable (1.5m)
- 1xDisplayPort cable (1.8m)
- 1xUSB drive (8Gb)
- 1xRemote control (without battery)
- 1xAC cable (1.8m)
- 1xUSB4 cable (1m, 40Gbps 100W)
- 2xType-C OTG converters

Views



Resolution Specifications

Model	G32P
Horizontal Scan Range	88 kHz to 255 kHz (auto)

Vertical Scan Range	60 kHz to 255 kHz (auto)
Max Resolution	6144x3456 60Hz
HDMI Supported Video Modes	480p, 480i, 576p, 576i, 720p, 1080i, 1080p, QHD, UHD 4K
DP Supported Video Modes	480p, 480i, 576p, 576i, 720p, 1080i, 1080p, QHD, UHD
USB-C Supported Video Modes	480p, 480i, 576p, 576i, 720p, 1080i, 1080p, QHD, UHD

Note: The G32P monitor's 6144x3456 60Hz requires a newer GPU with DisplayPort1.4/2.1 output support. *It is recommended to connect the monitor via DP or USB-C port, compatible with new Thunderbolt™4/5 and USB4 devices.

Windows OS

Kuycon G32P	
显示器 2: 已连接到 AMD Radeon 780M Graphics	
桌面模式	6144 × 3456, 60 Hz
活动信号模式	6144 × 3456, 60 Hz
位深度	10 位
颜色格式	RGB
颜色空间	标准动态范围(SDR)
HDR 认证	未找到 有关 HDR 认证的详细信息
显示器 2 的显示适配器属性	

MacOS

Apple M1:	
芯片组型号:	Apple M1
类型:	GPU
总线:	内建
核总数:	8
供应商:	Apple (0x106b)
Metal 支持:	Metal 3
显示器:	
Kuycon G32P:	
分辨率:	6144 x 3456
UI 看起来类似:	3072 x 1728 @ 60.00Hz
主显示器:	是
镜像:	开
镜像状态:	主镜像
联机:	是
旋转:	支持

*Other operating systems require GPU manufacturer's graphics driver support for HBR3 video mode output and DSC technology.

Packaging



Universal Interfaces

USB-C Upstream Port x 1	Max support resolution 6144x3456 60Hz HDR UHBR20 80Gbps (HDCP2.2)
USB-A Downstream Ports x 2	USB downstream data expansion, USB Speed 480mbps (5V 1A power supply capability)
DisplayPort x 1	Max support resolution 6144x3456 60Hz HDR UHBR20 80Gbps (HDCP2.2)
HDMI x 2	Max support resolution 6144x3456 60Hz

	HDR 48Gbps (HDCP2.2)
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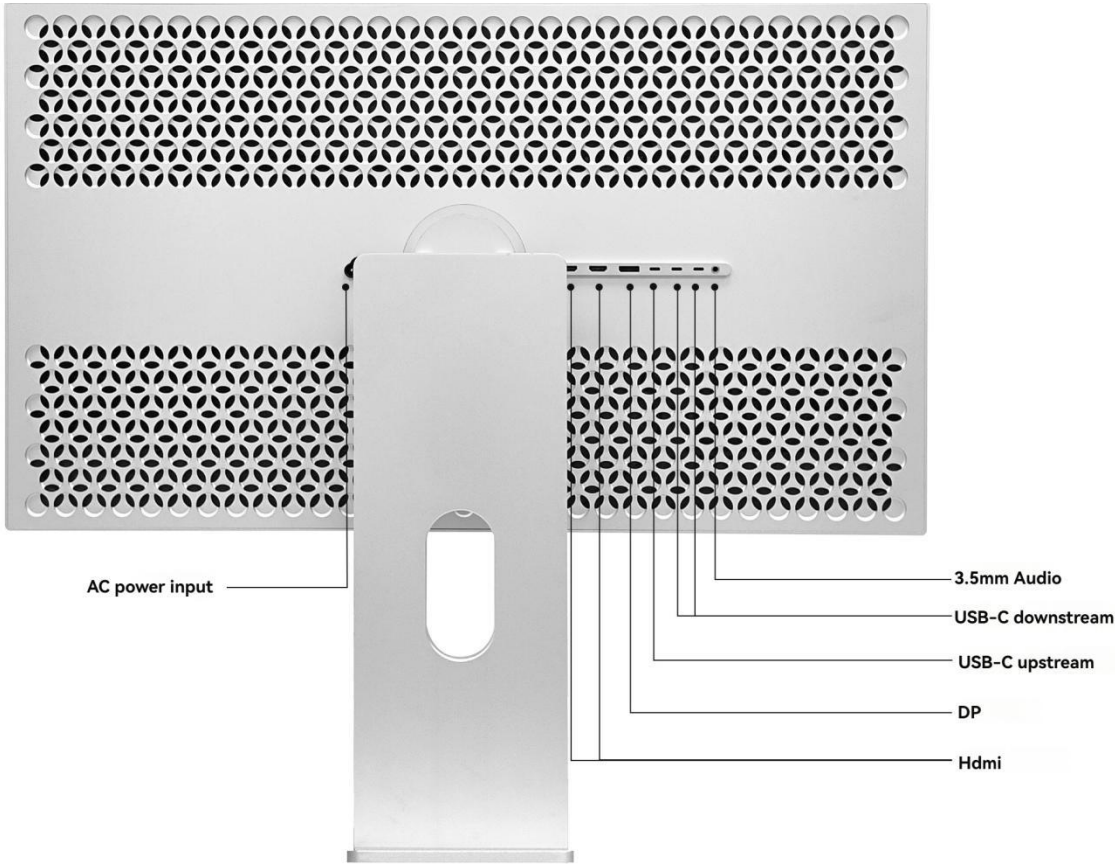
Upstream USB - C Port with USB - PowerDelivery Protocol



PDO Output Gear	5V-3A	9V-3A	12V-3A	15V-3A	20V-5A
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Setting Up the Monitor

1. Connect the AC cable to power on.
2. Connect the video signal.
3. Connect USB expansion peripherals.



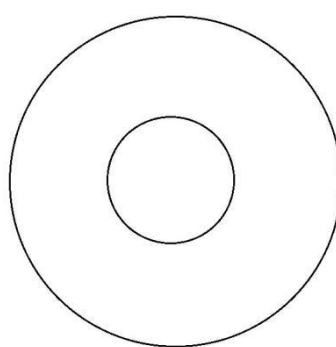
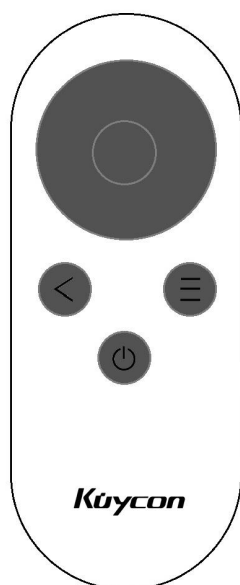
1. AC power input	2. HDMIx2	3. DisplayPort	4. USB-C upstream
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5. USB-C downstream	6. USB-C downstream	7. 3.5mm audio	

Operation Instructions (OSD)



Operation Indications



Direction Key/confirmation key



Switch



Return



Menu

Installation Instructions

- Open the packaging box and cushioning layer.

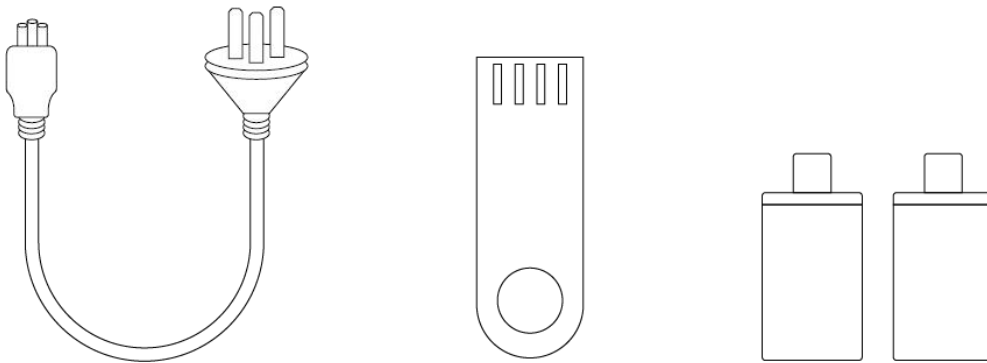
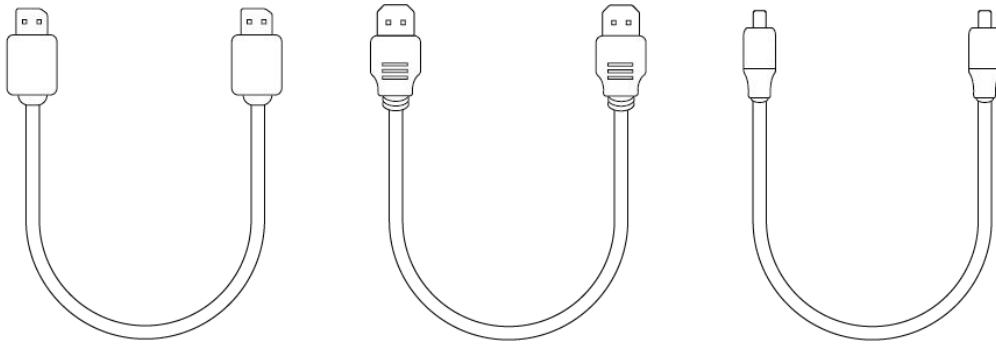


- Take out the stand for corresponding VESA installation.



- When installing the stand, keep the panel facing down on a cushioned soft surface to avoid panel breakage due to pressure.

Accessories



- 1xHDMI cable (1.5m)
- 1xDisplayPort cable (1.8m)
- 1xUSB drive (8Gb)
- 1xRemote control (without battery)
- 1xAC cable (1.8m)
- 1xUSB4 cable (1m, 40Gbps 100W)
- 2xType-C OTG converters

USB Drive Contents

- Monitor manual (electronic file)
- Monitor factory firmware and firmware update description file
- Monitor factory color management report
- After-sales warranty policy service document

Safety Instructions

1. The G32P monitor is made of all-aluminum metal material. During use, users should ensure that the AC power cable is connected to a power outlet with good ground contact.

2. The internal electronic power devices of the G32P monitor are contact-type and cooled passively by the body. The body may be warm during use. Pay attention to heat dissipation when PD fast charging is at full power output.
3. The front of the monitor is a full-glass structure. Avoid hard objects from hitting or colliding to prevent cracking or breaking during use.
4. When cleaning the monitor panel coating in daily maintenance, avoid using highly corrosive solutions.

FAQ

Hardware Platform Compatibility

The DP and USB-C interfaces of the G32P monitor support 6K60Hz signals via 1.4 HBR3 DSC and DP2.1 UHBR10/UHBR13.5/UHBR20 mode input. HDMI2.1 FRL 48Gbps supports up to 6K60Hz resolution. The hardware platforms supporting 6144x3456 60Hz resolution are as follows:

Nvidia

- Maxwell architecture series graphics cards: Not supported
- Pascal architecture series graphics cards: Not supported
- Turing architecture series graphics cards: GTX1650-RTX2080TI (graphics cards with USB-C VRLink can be directly connected via TYPE-C cable)
- Ampere architecture series graphics cards: RTX3050-3090
- Ada Lovelace architecture series graphics cards: RTX4060-4090
- Blackwell architecture series graphics cards: RTX5060-5090 (can work in DP2.1 UHBR13.5 mode for lossless input)

AMD

- Polaris architecture series graphics cards: Not supported
- VEGA architecture series APU integrated graphics and discrete graphics: Not supported
- RDNA/RDNA2/RDNA3 architecture series graphics cards:
 - Radeon R7, RX5500-RX6900XT (RDNA2 graphics cards with USB-C can be directly connected via TYPE-C cable)
 - RDNA4 architecture series graphics cards: Radeon RX7600-RX9070XT (can work in DP2.1 UHBR13.5 mode for lossless input)

Intel

- 10th generation mobile platform UHD integrated graphics: Iris/Iris Pro (can be directly connected via TYPE-C cable with Thunderbolt 3)
- 11th generation mobile platform Tiger Lake integrated graphics: Iris Xe (can be directly connected via TYPE-C cable with Thunderbolt 3)

- 12-15th generation UHD730/750/770 integrated graphics: All support 6K60Hz (can be directly connected via TYPE-C cable with Thunderbolt 4)
- Intel Arc discrete graphics cards: All support 6K60Hz

Mac

- Apple MAC AMD discrete graphics series: Not supported
- Apple MAC Intel integrated graphics series: 2020 and later models with 10th generation Intel cores support Thunderbolt 3 direct connection to 6K60Hz
- Apple MAC M1-M4 integrated graphics series: All support Thunderbolt 4/5 direct connection to 6K60Hz
- Apple iPad Pro series: All support Thunderbolt 4/5 direct connection to 6K60Hz
- Apple iMac/MacMini series: 2021 and later models all support 6K60Hz

NUC

- Intel NUC series hosts: NUC11-NUC13 and Hades Canyon all support 6K60Hz

Phone/Pad

- Mobile phones/tablets: Nintendo SWITCH, Huawei MATE/P series, Smartisan series, Samsung S/NOTE series all support screen mirroring or PC desktop mode

Other

Other devices: Sony PS4 Pro, PS5, and Microsoft Xbox series support 4K@60Hz HDR via HDMI.

Full-Function USB-TYPE-C Interface and Thunderbolt 4/5 USB4

The USB-C interface of the G32P monitor transmits AltMode DP video protocol, combined with USB data, and supports PD reverse fast charging. This interface has been updated to be compatible with Thunderbolt 4/5 and USB4 protocols. Whether 6K60Hz resolution is supported when connecting to a Thunderbolt 4/5 USB4 interface depends on the GPU port connected to the computer's USB-C interface. Users need to determine whether their computer's USB-C interface supports: 1) whether the interface supports video output function; 2) whether the GPU supports at least DisplayPort1.4 & DSC or higher versions. When using a USB-C cable to transmit 6K60Hz video signals, the actual working bandwidth reaches about 39Gbps, which requires high signal transmission quality of the cable. It is necessary to use USB3.1 Gen2/USB3.2 Gen2/USB4 specifications, and the materials and quality of the cable and port must be qualified. Users need to pay attention to purchasing high-quality cables to avoid unnecessary troubles when selecting cables themselves. If reverse power supply of 100W is required, a 5A cable with an E-marker chip should be purchased.

macOS Compatibility

The G32P monitor is fully compatible with Mac series devices, including Thunderbolt 4/5 and HDMI2.1 of the GPU display interface 自帶 (built-in) in Apple Silicon M series chips, which can display 6K60Hz in full color range. The USB-C interface supports 80Gbps mode lossless full-range input for M4 series chip Thunderbolt 5 ports. It is compatible with macOS HIDPI scaling function. MacBook series supports 100W PD fast charging function. It is compatible with quick switching and wake-up functions for connecting multiple Mac devices.

HDR Function Compatibility

The HDR function of the G32P monitor is in automatic mode by default and can be turned off. The HDMI interface is compatible with the HDMI2.1 Vesa HDR10 standard specification. The DP and USB-C interfaces support the HDR function, compatible with the Vesa HDR10 standard specification, and are supported by Windows 10 operating system, requiring graphics card and system version 1803 or later. In the Windows operating system, the HDR function is activated by players or games, and the monitor will automatically switch to HDR display mode. When switching display modes, the monitor will go black for 1-2 seconds, which is normal. The macOS operating system can enable the [High Dynamic Range Contrast] option in the system display settings to detect whether HDR function is supported according to the device support status. Some Apple Mac series devices may not be able to enable the HDR function.

When the HDR function is manually turned on in the system display settings, the picture may appear different from the normal picture, which is normal.

When displaying high dynamic range content with the HDR function enabled, the monitor backlight will remain in the default working state, and the brightness can be manually adjusted.

After exiting HDR video or HDR game content, the monitor will automatically switch to the default settings.

