

# DuraMON10-24 S Series

DuraMON10 S

DuraMON15 S

DuraMON22 S

DuraMON24 S

## User Reference Manual



## Disclaimer

ISIC A/S makes no representation or warranties with respect to the contents or use of this manual, and specifically disclaims any express or implied warranties of merchantability or fitness for any particular purpose. Further, ISIC A/S reserves the right to revise this publication and to make changes to its content at any time, without obligation to notify any person or entity of such revisions or changes.

**Image sticking:** If the monitor is operated with static images (logo's etc.) it will inevitably lead to images sticking on the display. Image sticking can be reduced by regular operating the monitor with moving pictures that is designed for the purpose.

**Front panel control touch buttons** should not be considered operational controls for radar, navigational systems, and equipment. Front panel controls are for operation of the monitor only.

## FCC Warning

Computing devices and peripherals generate and radiate radio frequency energy, and if not installed and used in accordance with the instructions advised by ISIC A/S, it may cause interference to radio communication.

The DuraMON10-24 S series, manufactured by ISIC A/S, is designed to comply with the emerging generic EEC standards that cover applications in maritime environments.

## Classification

The monitor is classified as "protected from the weather" according to IEC 60945 ed.4 (former class b).

## Approvals

Approval according to IEC 60945: Ed. 4 2002/COR1:2008 and IACS E10 Rev. 7 Oct. 2018, Maritime navigation and radio communication equipment and systems – General requirements.



ISIC A/S is complying with the WEEE directive within the European Union, stating that electronic and electric products must be collected separately.

Products are marked according to the directive.

Copyright 2021 ISIC A/S

ISIC A/S  
Edwin Rahrs Vej 54  
DK-8220 Brabrand  
Denmark

Phone: +45 70 20 70 77  
Web: <http://www.isic-systems.com>  
Mail: [isic@isic-systems.com](mailto:isic@isic-systems.com)

# Table of Contents

<b>1 FEATURES</b> .....	<b>5</b>
<b>2 GENERAL CONSIDERATIONS AT INSTALLATION AND OPERATION</b> .....	<b>6</b>
2.1 INSTALLATION .....	6
2.1.1 <i>Mechanical Outline</i> .....	6
2.1.2 <i>Desktop/Ceiling mounting kit with tilt</i> .....	6
2.1.3 <i>Console mounting kit (Sealing IP44):</i> .....	6
2.1.4 <i>Compass safe distance</i> .....	7
2.1.5 <i>Power Consumption</i> .....	7
2.1.6 <i>Inrush current</i> .....	7
2.2 OPERATION .....	7
2.2.1 <i>Warm up</i> .....	7
<b>3 DURAMON10-24 S CONNECTIONS</b> .....	<b>8</b>
3.1 24VDC SUPPLY.....	8
3.1.1 <i>Models with 24VDC (18-36VDC) supply voltage</i> .....	8
3.2 110/230VAC SUPPLY.....	9
3.2.1 <i>Models with 110/230VAC supply voltage</i> .....	9
3.3 DISPLAYPORT 1.2 (DP) RECEPTACLE.....	10
3.4 USB TYPE B RECEPTACLE .....	10
3.5 2.5 MM JACK (RESERVED FOR FUTURE USE).....	10
<b>4 TECHNICAL SPECIFICATIONS DURAMON10-24 S</b> .....	<b>11</b>
<b>5 DURAMON S SERIES COMMUNICATION INTERFACE</b> .....	<b>11</b>
5.1 VIRTUAL COM PORT.....	11
5.2 DDC/CI VCP COMMAND .....	11
<b>6 USB TOUCH</b> .....	<b>11</b>
<b>7 BUZZER</b> .....	<b>11</b>
<b>8 DISPLAY BACKLIGHT LUMINANCE (DIMMING)</b> .....	<b>12</b>
8.1 BACKLIGHT LUMINANCE CONTROL.....	12
8.2 DIMMING CURVE.....	12
<b>9 ECDIS MODE</b> .....	<b>12</b>
9.1 ECDIS OPERATIONAL CONTROLS.....	12
9.2 ECDIS SETUP.....	12
<b>10 DURAMON10-24 S LED INDICATORS</b> .....	<b>13</b>
10.1 LED INDICATOR BEHAVIOR .....	13
10.1.1 <i>Status LED indicating color</i> .....	13
10.1.2 <i>Power LED indicating color</i> .....	13
10.2 OPTIONAL (CUSTOM) LED INDICATOR BEHAVIOR.....	13
10.2.1 <i>Optional Status LED indicating color</i> .....	13
10.2.2 <i>Optional Power LED indicating color</i> .....	13
<b>11 FRONT PANEL CONTROLS</b> .....	<b>14</b>
11.1 TOUCH BUTTON INTERFACE.....	14
11.2 OPTIONAL (CUSTOM) TOUCH BUTTON INTERFACE .....	14
11.3 ON / STANDBY .....	14
11.4 UP AND DOWN BUTTONS: .....	15
11.5 ADVANCED OSD .....	15
<b>12 TROUBLESHOOTING</b> .....	<b>15</b>
<b>13 SERVICING THE UNIT</b> .....	<b>15</b>
<b>14 TERMS, ACRONYMS AND ABBREVIATIONS</b> .....	<b>15</b>
<b>15 ISIC INFO / SUPPORT</b> .....	<b>16</b>
<b>16 REVISION HISTORY</b> .....	<b>17</b>

**17 APPENDIX A: ADVANCED OSD MENU..... 18**  
17.1 INPUT SELECT..... 18  
17.2 VGA ADJUSTMENTS ..... 18  
17.3 COLOR ADJUSTMENTS (NOT AVAILABLE IN ECDIS MODE) ..... 20  
17.4 ADVANCED COLOR (NOT AVAILABLE IN ECDIS MODE)..... 22  
17.5 OSD SETTINGS ..... 23  
17.6 SYSTEM SETTINGS ..... 24  
**18 APPENDIX B: PIXEL POLICY ..... 25**



# 1 Features

Congratulations on your product purchase of DuraMON10-24 S series.

This short form manual is designed to get you started working with your new DuraMON10-24 S.

DuraMON10-24 S series of monitors are all made as rugged monitors especially designed for the demanding operating conditions at sea.

The DuraMON10-24 S series are tested for full compliance to marine-standards IACS E10 and IEC 60945. The monitor comes with excellent brightness and contrast levels that, together with wide viewing angles, ensure high readability, making it very eye-friendly. For the best picture quality, always use a double shielded cable with ferrites, like the one supplied with the monitor.

2 x DisplayPort

Feature control support for DDC/CI VCP commands via DisplayPort interface and USB interface

Dimming control (1cd to 100%)

Anti-Reflective coated cover glass

IP56 protected front, mounted in sealed console.

USB Touch (Optional)

## 2 General considerations at Installation and Operation

DuraMON10-24 S series are designed to work at conditions according to IEC 60945. However, keeping the temperature and vibration level at a minimum will extend the lifetime of the product. ISIC recommend operating this product at normal room temperature (20-25°C), with the lowest level of vibration and humidity.

### 2.1 Installation

To obtain the best possible operating conditions, please note the following precautions.

- Cooling.  
When mounting DuraMON10-24 S series in cabinet/console, please ensure that air can flow freely around the product cabinet, to avoid any unnecessary rise in temperature. If it is not possible to have an adequate natural airflow, please ensure forced airflow inside the console.
- Sunlight  
If the unit can be exposed to direct sunlight, there is a potential risk that the unit can be overheated. Please take measures to prevent direct sunlight. Do also consider forced cooling on the back of the unit.

Please refer to Mechanical Outline for installation

#### 2.1.1 Mechanical Outline

DuraMON 10 S:	09311-000
DuraMON 15 S:	09316-000
DuraMON 22 S:	11003-000
DuraMON 24 S:	11004-000

#### 2.1.2 Desktop/Ceiling mounting kit with tilt

DuraMON 10 S:	09313-000
DuraMON 15 S:	09314-000
DuraMON 22 S:	10123-000
DuraMON 24 S:	10123-000

#### 2.1.3 Console mounting kit (Sealing IP44):

DuraMON 10 S:	09353-000
DuraMON 15 S:	09354-000
DuraMON 22 S:	10064-000
DuraMON 24 S:	10065-000

## 2.1.4 Compass safe distance

Test object / condition	Minimum Compass safe distance [cm] (5.4°/H deviation or a horizontal magnetic flux of 0.094μT)	Minimum Compass safe distance [cm] (18°/H deviation or a horizontal magnetic flux of 0.313μT)
DuraMON 10 S	95	60
DuraMON 15 S	110	70
DuraMON 22 S	185	120
DuraMON 24 S	205	140

## 2.1.5 Power Consumption

Test object / condition	Pmax [W] DC	Pmax [VA] AC
DuraMON 10 S	12	-
DuraMON 15 S	21.4	-
DuraMON 22 S	44	44
DuraMON 24 S	46	46

In standby mode, the product will still consume power.

To cut off all power consumption, it is necessary to disconnect its supply power.

## 2.1.6 Inrush current

Test object / condition	Current[A] @ 24VDC
DuraMON 10 S	4
DuraMON 15 S	5
DuraMON 22 S	10
DuraMON 24 S	10

Test object / condition	Current[A] @ 115VAC	Current[A] @ 230VAC
DuraMON 10 S	N/A	N/A
DuraMON 15 S	N/A	N/A
DuraMON 22 S	55A	100A
DuraMON 24 S	55A	100A

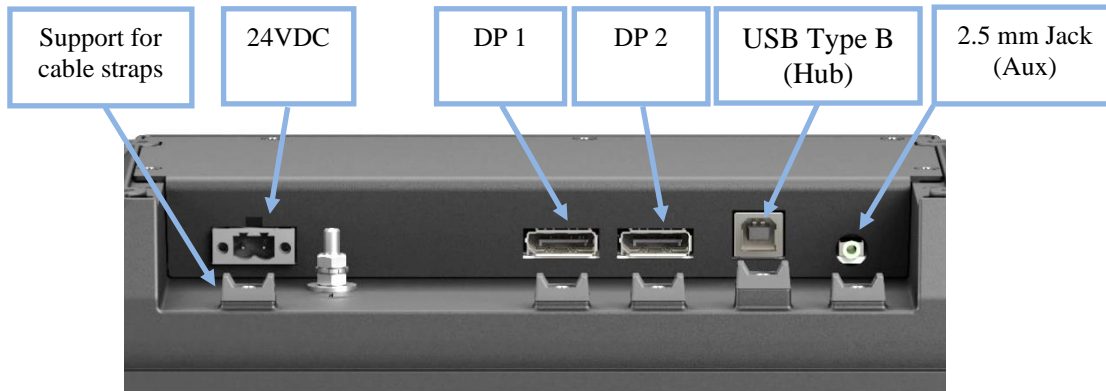
## 2.2 Operation

### 2.2.1 Warm up

To obtain correct display colors and luminance, a warm-up period of minimum 30 minutes is required.

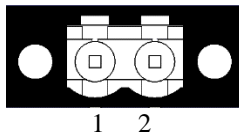
# 3 DuraMON10-24 S connections

## 3.1 24VDC supply



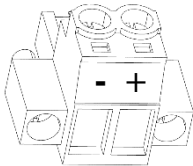
### 3.1.1 Models with 24VDC (18-36VDC) supply voltage

24 VDC: Nominal input voltage. Galvanic marine isolated with reverse polarity protection.  
18-36VDC: Operating voltage range.



Terminal	Connection	Wire compliance
1	0VDC	Multicore AWG16-12 (1-4 mm <sup>2</sup> )
2	+24VDC	Multicore AWG16-12 (1-4 mm <sup>2</sup> )

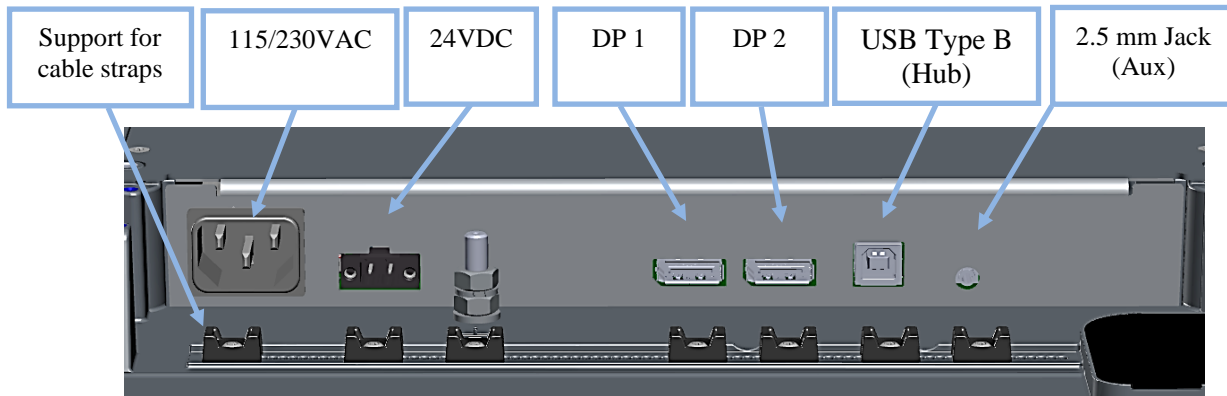
Mating part: Weidmüller BLZP5.08HC/02/180F



Tool: 0.6x3.5mm slotted (flat headed) screwdriver

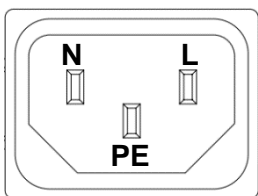


## 3.2 110/230VAC supply



### 3.2.1 Models with 110/230VAC supply voltage

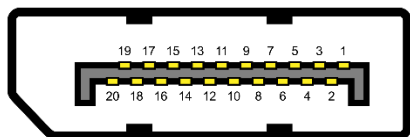
115 / 230 VAC: Nominal input AC voltage.  
90 - 264 VAC: Operating AC voltage range.  
47 - 63 Hz: Operating frequency range



IEC plug type C14

Mating connector: IEC type C13

### 3.3 DisplayPort 1.2 (DP) receptacle

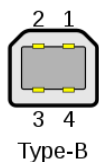


Mating part: Male full size DisplayPort connector with mechanical latch.

Note! Only use DisplayPort cables with pin 20 unconnected

Pin	Description
1	ML_Lane 0 (p)
2	GND
3	ML_Lane 0 (n)
4	ML_Lane 1 (p)
5	GND
6	ML_Lane 1 (n)
7	ML_Lane 2 (p)
8	GND
9	ML_Lane 2 (n)
10	ML_Lane 3 (p)
11	GND
12	ML_Lane 3 (n)
13	CONFIG1
14	CONFIG 2
15	AUX CH (p)
16	GND
17	AUX CH (n)
18	Hot plug
19	Return
20	DP_PWR

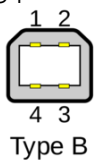
### 3.4 USB Type B receptacle



Type-B

Pin	Description
1	VBUS (+5V)
2	Data-
3	Data+
4	GND

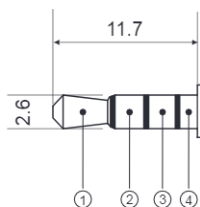
Mating part: Plug USB type B



Type B

### 3.5 2.5 mm jack (reserved for future use)

Mating part: 2.5 mm Jack for half duplex RS-485



Pin	Description
1	5VDC (Only for ISIC applications)
2	RS-485 A
3	RS-485 B
4	GND

## 4 Technical specifications DuraMON10-24 S

Please refer to datasheet for the purchased variant

DuraMON 10 S:	09328-000
DuraMON 15 S:	09329-000
DuraMON 22 S:	10066-000
DuraMON 24 S:	10067-000

## 5 DuraMON S Series Communication Interface

DuraMON S series supports 2 types of communication protocols

DDC/CI VCP command via DisplayPort

Virtual Serial Communication via USB interface.

### 5.1 Virtual COM Port

Please refer to Serial Communication Protocol 04924-002

The type of the product can be queried by sending the 'TYP' command to the Virtual COM Port.

Monitor	Response from monitor
DuraMON 10 S	DM101
DuraMON 15 S	DM156
DuraMON 22 S	DM215S
DuraMON 24 S	DM238S

### 5.2 DDC/CI VCP Command

Please refer to DDC/CI VCP Command protocol 09370-002.

## 6 USB Touch

**For models ordered with multitouch only:**

Monitors with optional multi-PCAP touch sensor comply with Windows 8 (or newer) standard USB HID drivers. Linux operating systems might come with the HID driver as part of the Linux kernel, compatibility is not guaranteed.

## 7 Buzzer

**For models ordered with Buzzer only:**

Buzzer can be activated by serial command, please refer to Serial Communication Protocol 04924-002

# 8 Display backlight luminance (Dimming)

## 8.1 Backlight Luminance control

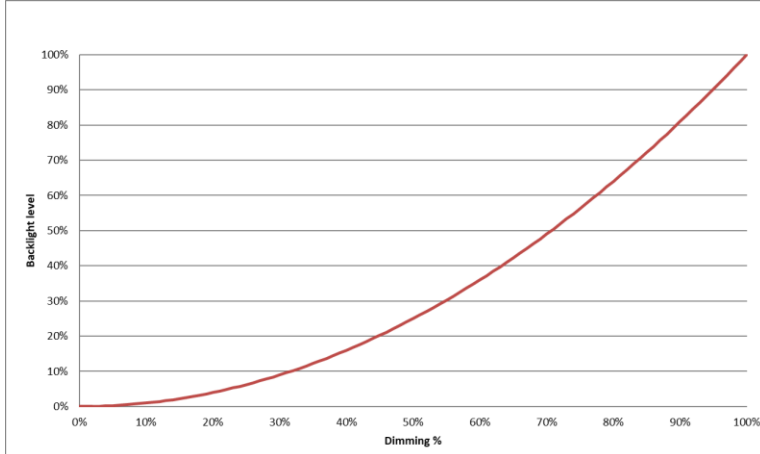
Display luminance can be controlled by Communication interfaces.



**For models with front panel controls:** please refer to section 11.4 UP and DOWN buttons

## 8.2 Dimming curve

The dimming curve is 12-bit squared from 1 cd to maximum brightness for display.



# 9 ECDIS mode

**For ECDIS models only**

To obtain correct display colors and luminance, a warm-up period of minimum 30 minutes is required.

Be aware that use of the backlight, brightness, or contrast controls in ECDIS mode may inhibit visibility of information particularly at night!

## 9.1 ECDIS operational controls

All operational controls for radar, navigational systems and equipment must be operated from such systems and equipment controls.

**Warning:** Operating the front panel control up or down touch button in will cause incorrect ECDIS backlight setting, and the orange status indicator will illuminate as a warning. Pressing UP and DOWN together at the same time will restore preset ECDIS backlight luminance

## 9.2 ECDIS setup

To setup ECDIS on the system a color token table must be downloaded from the monitor to the ECDIS application.

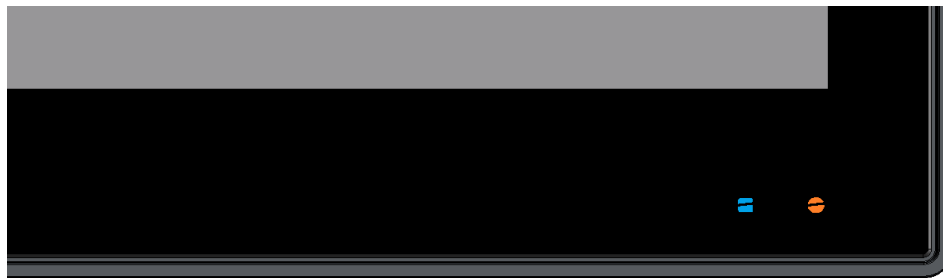
USB interface: Please refer to Serial Communication Protocol 04924-002 for details.

DDC interface: Please refer to DDC/CI VCP Command protocol 09370-002 for details.

# 10 DuraMON10-24 S LED indicators

The LEDs are not marked on the front and are only visible when activated. LED brightness follows the LCD backlight setting.

## 10.1 LED indicator behavior



### 10.1.1 Status LED indicating color

Orange: Warning:  
- Standby  
- No signal  
- Out of ECDIS mode (DAY/DUSK/NIGHT) (for ECDIS models only)

Green: In ECDIS mode DAY/DUSK/NIGHT (for ECDIS models only)

No light: OK - Normal operation

### 10.1.2 Power LED indicating color

Blue: Power is connected to the product.  
No blue light: No power

## 10.2 Optional (Custom) LED indicator behavior

### 10.2.1 Optional Status LED indicating color

Orange: "Warning"  
- Standby  
- No signal  
- Out of ECDIS range (DAY/DUSK/NIGHT) (for ECDIS models only)

Green: N/A

LCD image + No light: OK - Normal operation

no LCD image + No light: No power

### 10.2.2 Optional Power LED indicating color

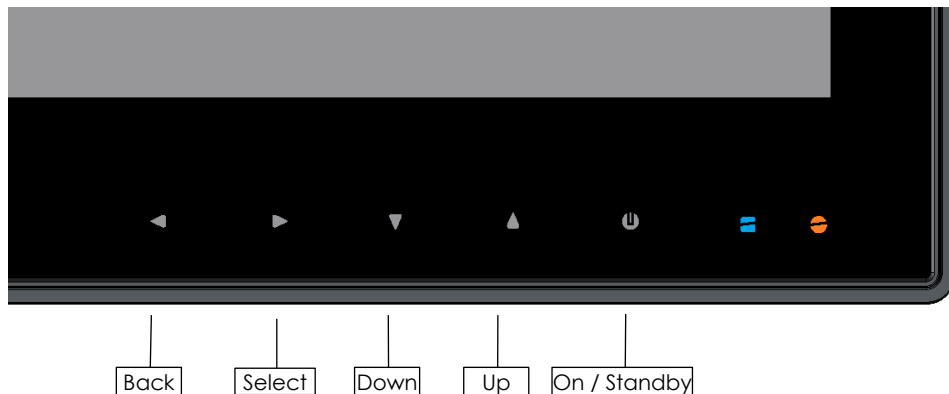
Blue: N/A

# 11 Front panel controls

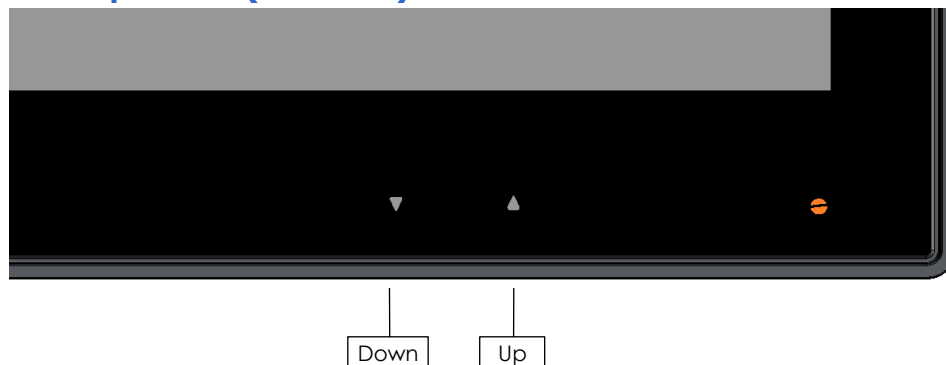
For models with front panel touch button interface only.  
Please refer to disclaimer on page 2.

## 11.1 touch button interface

The front panel control icons are illuminated and will follow the brightness level of the monitor backlight luminance.

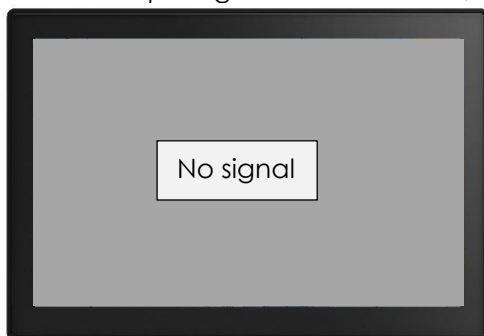


## 11.2 Optional (Custom) touch button interface



## 11.3 On / Standby

When no input signals are detected, the screen will display "No signal" for 15 sec and enter standby mode.




When the input signal is detected, the screen will turn on again.

**For models with front panel controls only:**

**Warning: (For ECDIS models only)** the Standby button  should not be operated in ECDIS mode. All controls should be handled from the radar, navigational systems, and equipment.

On, press the standby button  to activate the monitor and backlight.

Standby can be activated by pressing the  button for 5 seconds.

## 11.4 UP and DOWN buttons:

**Warning:** (For ECDIS models only) Operating the front panel control up or down touch button in will cause incorrect ECDIS backlight setting, and the orange status indicator will illuminate as a warning. Pressing UP and DOWN together at the same time will restore preset ECDIS backlight luminance

UP and DOWN buttons will adjust the monitor backlight luminance.

## 11.5 Advanced OSD

With the Advanced OSD (On Screen Display) you can modify the settings and control the special features of the DuraMON as described in **Appendix A**.

Advanced OSD can be operated by Communication Interfaces.

### For models with front panel controls “Back” and “Select” interfaces only:

To enter the Advanced OSD, press both the “Back” and “Select” buttons at the same time.

To navigate the Advanced OSD use the “Up” and “Down” buttons and press “Select” to select a specific setting. To get back to the previous menu point, press the “Back” button.

## 12 Troubleshooting

Problem	Cause	Solutions
No picture on display	Backlight luminance set to minimum	Increase backlight
No picture on display	Monitor turned off	Turn on the monitor
No picture on display	No input signal present	Apply signal
No picture on display	No power cord connected	Apply power
The unit will not turn on.	Unknown	Please do not try to open the unit. Send it to ISIC A/S for repair.

## 13 Servicing the unit

In case the unit still fails after following the troubleshooting send the unit to ISIC for repair. There are no user serviceable parts inside and to ensure ECDIS compliance the monitor must be recalibrated at ISIC.

## 14 Terms, Acronyms and abbreviations

OSD: On Screen Display

## 15 ISIC info / Support

In case you have inquiries or problems with your DuraMON10-24 S, you have a number of possibilities to get support.

Company name: ISIC A/S

Head office: Edwin Rahrs Vej 54  
DK – 8220 Brabrand  
Denmark

Shipping address: Holmstrupgaardvej 5  
DK-8220 Brabrand  
Denmark

Telephone: +45 70 20 70 77

Email: [isic@isic-systems.com](mailto:isic@isic-systems.com)  
www: [www.isic-systems.com](http://www.isic-systems.com)

VAT number: DK 16 70 45 39

Bank Address: Handelsbanken A/S  
Havneholmen 29  
DK-1561 København V  
Denmark

Bank Code: 0892  
IBAN DKK: DK53 0892 0001 0159 69  
IBAN EUR: DK48 0892 0003 0026 19  
IBAN USD: DK26 0892 0003 0026 27  
SWIFT: HANDDKKK

Contacts:  
RFQ's: By mail to [sales@isic-systems.com](mailto:sales@isic-systems.com)

Orders: By mail to [orders@isic-systems.com](mailto:orders@isic-systems.com)

Support: Via homepage [www.isic-systems.com](http://www.isic-systems.com) under aftersales  
By mail to [service@isic-systems.com](mailto:service@isic-systems.com)  
During office-hours (Mo-Fr: CET 0800 - 1500) at +45 70 20 70 77

Service: Before shipment for service Request Return Material Authorization number at homepage <https://isic-systems.com/after-sales/tech-support-rma/>  
By mail to [service@isic-systems.com](mailto:service@isic-systems.com)





## 16 Revision history

Rev 0	April 2021	Preliminary
Rev A	June 2021	First release
Rev B	September 2023	adding DuraMON 22 S + DuraMON 24 S (with front panel controls and ECDIS) and VA data

# 17 Appendix A: Advanced OSD Menu

With the Advanced OSD (On Screen Display) you can modify the settings and control the special features of the DuraMON

Advanced OSD can also be operated by Communication Interfaces.

## For models with front panel controls “Back” and “Select” interfaces only:


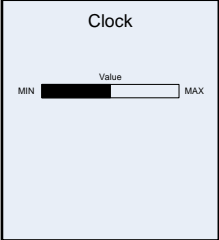
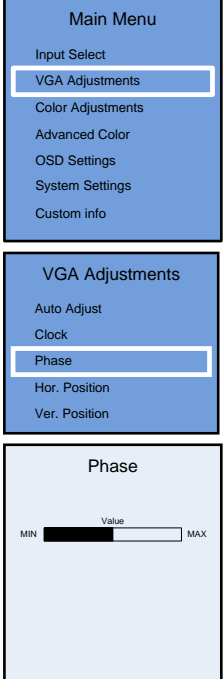
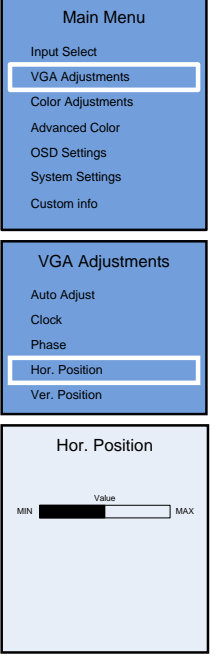
To enter the Advanced OSD, press both the “Back” and “Select” buttons at the same time. To navigate the Advanced OSD use the “Up” and “Down” buttons and press “Select” to select a specific setting. To get back to the previous menu point, press the “Back” button.

### 17.1 Input select

Input Select – Main Picture Channel	Input Select – Scan Input
<div style="display: flex; flex-direction: column;"> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Main Menu</p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Input Select</p> <ul style="list-style-type: none"> <li>Main Picture Channel</li> </ul> </div> <div style="border: 1px solid black; padding: 5px;"> <p>Main Picture Channel</p> <ul style="list-style-type: none"> <li>VGA</li> <li>DVI</li> <li>DP</li> </ul> </div> </div> <p>The Main Picture Channel can be selected between all available inputs (VGA, Display Port and DVI).</p>	<div style="display: flex; flex-direction: column;"> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Main Menu</p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Input Select</p> <ul style="list-style-type: none"> <li>Main Picture Channel</li> <li>Scan Input</li> </ul> </div> <div style="border: 1px solid black; padding: 5px;"> <p>Scan Input</p> <ul style="list-style-type: none"> <li>On</li> <li>Off</li> </ul> </div> </div> <p>Scans Inputs for active source.</p> <p>Default is On.</p>

### 17.2 VGA Adjustments

Image Adjustments – Auto Adjust	Image Adjustments – Clock
<div style="display: flex; flex-direction: column;"> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Main Menu</p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div style="border: 1px solid black; padding: 5px;"> <p>VGA Adjustments</p> <ul style="list-style-type: none"> <li>Auto Adjust</li> <li>Clock</li> <li>Phase</li> <li>Hor. Position</li> <li>Ver. Position</li> </ul> </div> </div> <p>Selecting auto adjust will force the system to adjust the image (clock, phase, bandwidth and position)</p>	<div style="display: flex; flex-direction: column;"> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Main Menu</p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div style="border: 1px solid black; padding: 5px;"> <p>VGA Adjustments</p> <ul style="list-style-type: none"> <li>Auto Adjust</li> <li>Clock</li> <li>Phase</li> <li>Hor. Position</li> <li>Ver. Position</li> </ul> </div> </div> <p>The pixel clock for VGA can be selected here.</p>

			
<p>Image Adjustments – Phase</p>		<p>Image Adjustments – Hor. Position</p>	
	<p>The phase of the display can be set for VGA.</p>		<p>The horizontal position of the picture can be set here.</p>

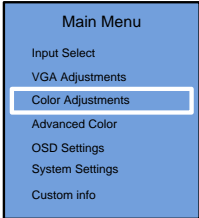
## Image Adjustments – Vert. Position

<p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul>	<p>The vertical position of the picture can be set here.</p>
<p><b>VGA Adjustments</b></p> <ul style="list-style-type: none"> <li>Auto Adjust</li> <li>Clock</li> <li>Phase</li> <li>Hor. Position</li> <li>Ver. Position</li> </ul>	
<p><b>Ver. Position</b></p> <p>Value</p> <p>MIN [Slider] MAX</p>	

## 17.3 Color adjustments (not available in ECDIS mode)

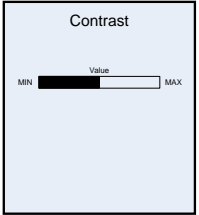
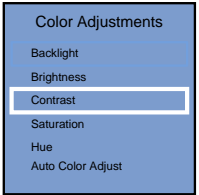
Color Adjustment – Backlight	Color Adjustment – Brightness								
<table border="1"> <tr> <td data-bbox="114 1001 331 1227"> <p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </td> <td data-bbox="368 1001 718 1061" rowspan="3"> <p>It is possible to set the backlight level.</p> <p>Default is 50%.</p> <p><i>Unless popups or OSD is present it is possible to press the “UP” or “DOWN” button to adjust the backlight level and then press “ENTER” afterwards.</i></p> </td> </tr> <tr> <td data-bbox="114 1240 331 1435"> <p><b>Color Adjustments</b></p> <ul style="list-style-type: none"> <li>Backlight</li> <li>Brightness</li> <li>Contrast</li> <li>Saturation</li> <li>Hue</li> <li>Auto Color Adjust</li> </ul> </td> </tr> <tr> <td data-bbox="114 1449 331 1664"> <p><b>Backlight</b></p> <p>Value</p> <p>MIN [Slider] MAX</p> </td> </tr> </table>	<p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul>	<p>It is possible to set the backlight level.</p> <p>Default is 50%.</p> <p><i>Unless popups or OSD is present it is possible to press the “UP” or “DOWN” button to adjust the backlight level and then press “ENTER” afterwards.</i></p>	<p><b>Color Adjustments</b></p> <ul style="list-style-type: none"> <li>Backlight</li> <li>Brightness</li> <li>Contrast</li> <li>Saturation</li> <li>Hue</li> <li>Auto Color Adjust</li> </ul>	<p><b>Backlight</b></p> <p>Value</p> <p>MIN [Slider] MAX</p>	<table border="1"> <tr> <td data-bbox="794 1001 995 1227"> <p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </td> <td data-bbox="1032 1001 1382 1061" rowspan="3"> <p>It is possible to set the brightness level.</p> <p>Default is 50%.</p> </td> </tr> <tr> <td data-bbox="794 1240 995 1435"> <p><b>Color Adjustments</b></p> <ul style="list-style-type: none"> <li>Backlight</li> <li>Brightness</li> <li>Contrast</li> <li>Saturation</li> <li>Hue</li> <li>Auto Color Adjust</li> </ul> </td> </tr> <tr> <td data-bbox="794 1449 995 1664"> <p><b>Brightness</b></p> <p>Value</p> <p>MIN [Slider] MAX</p> </td> </tr> </table>	<p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul>	<p>It is possible to set the brightness level.</p> <p>Default is 50%.</p>	<p><b>Color Adjustments</b></p> <ul style="list-style-type: none"> <li>Backlight</li> <li>Brightness</li> <li>Contrast</li> <li>Saturation</li> <li>Hue</li> <li>Auto Color Adjust</li> </ul>	<p><b>Brightness</b></p> <p>Value</p> <p>MIN [Slider] MAX</p>
<p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul>	<p>It is possible to set the backlight level.</p> <p>Default is 50%.</p> <p><i>Unless popups or OSD is present it is possible to press the “UP” or “DOWN” button to adjust the backlight level and then press “ENTER” afterwards.</i></p>								
<p><b>Color Adjustments</b></p> <ul style="list-style-type: none"> <li>Backlight</li> <li>Brightness</li> <li>Contrast</li> <li>Saturation</li> <li>Hue</li> <li>Auto Color Adjust</li> </ul>									
<p><b>Backlight</b></p> <p>Value</p> <p>MIN [Slider] MAX</p>									
<p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul>	<p>It is possible to set the brightness level.</p> <p>Default is 50%.</p>								
<p><b>Color Adjustments</b></p> <ul style="list-style-type: none"> <li>Backlight</li> <li>Brightness</li> <li>Contrast</li> <li>Saturation</li> <li>Hue</li> <li>Auto Color Adjust</li> </ul>									
<p><b>Brightness</b></p> <p>Value</p> <p>MIN [Slider] MAX</p>									

### Color Adjustment – Contrast

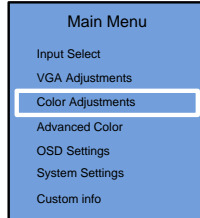


It is possible to set the Contrast level.

Default is 50%.

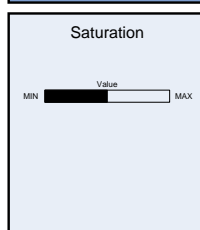
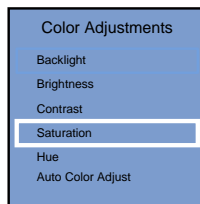


### Color Adjustment – Saturation

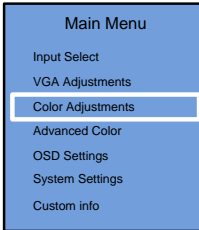


It is possible to set the color saturation level.

Default is 50%.

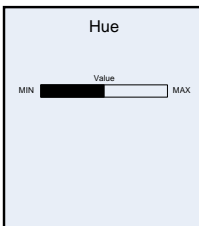


### Color Adjustment – Hue

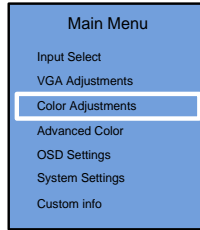


It is possible to set the Hue level.

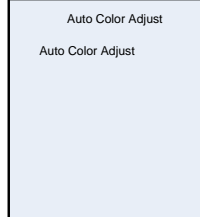
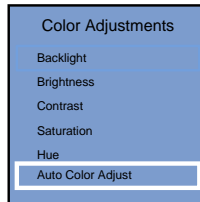
Default is 50%.



### Color Adjustment – Auto Color Adjust




It is possible to set use the command Auto Color Adjust.



## 17.4 Advanced Color (not available in ECDIS mode)

Adv. Color Settings – Gamma	Adv. Color Settings – Color Temp
<div data-bbox="113 241 327 477"> <p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li><b>Advanced Color</b></li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div data-bbox="113 488 327 770"> <p><b>Advanced Color</b></p> <ul style="list-style-type: none"> <li><b>Gamma</b></li> <li>Color Temperature</li> <li>Red Gain</li> <li>Green Gain</li> <li>Blue Gain</li> </ul> </div> <div data-bbox="113 781 327 1003"> <p><b>Gamma</b></p> <ul style="list-style-type: none"> <li>√ Native</li> <li>2.2</li> <li>2.4</li> </ul> </div>	<div data-bbox="794 241 1008 477"> <p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li><b>Advanced Color</b></li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div data-bbox="794 488 1008 674"> <p><b>Advanced Color</b></p> <ul style="list-style-type: none"> <li>Gamma</li> <li><b>Color Temperature</b></li> <li>Red Gain</li> <li>Green Gain</li> <li>Blue Gain</li> </ul> </div> <div data-bbox="794 685 1008 909"> <p><b>Color Temperature</b></p> <ul style="list-style-type: none"> <li>√ User</li> <li>4200K</li> <li>5000K</li> <li>5400K</li> <li>6500K</li> <li>7500K</li> <li>9300K</li> </ul> </div>

Adv. Color Settings – Red/Green/Blue
<div data-bbox="113 1048 327 1283"> <p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li><b>Advanced Color</b></li> <li>OSD Settings</li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div data-bbox="113 1294 327 1480"> <p><b>Advanced Color</b></p> <ul style="list-style-type: none"> <li>Gamma</li> <li>Color Temperature</li> <li><b>Red Gain</b></li> <li>Green Gain</li> <li>Blue Gain</li> </ul> </div> <div data-bbox="113 1491 327 1715"> <p><b>Red Gain</b></p> <p>0 <span style="margin-left: 100px;">Value</span> 255</p>  </div>

It is possible to set the Gamma

Default is Native.

It is possible to set the Color Temperature.



Default is User.

The rate for Red/Green/Blue can be set here from 0 – 255.

Default is 255/255/255

Note: These values are only adjustable when Color Temperature is set to 'User'

## 17.5 OSD settings

OSD Settings – Menu Timeout	OSD Settings – Menu Hor. Pos.
<div data-bbox="116 212 317 439"> <p>Main Menu</p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li><b>OSD Settings</b></li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div data-bbox="116 450 317 600"> <p>OSD Settings</p> <ul style="list-style-type: none"> <li><b>Timeout</b></li> <li>Hor. Position</li> <li>Ver. Position</li> <li>Transparency</li> </ul> </div> <div data-bbox="116 611 317 826"> <p>Timeout</p>  <p>MIN [Value] MAX</p> </div>	<p>The Menu Timeout period can be set between 0 and 60 seconds in steps of 5 seconds.</p> <p>Default is 30 seconds</p>
OSD Settings – Menu Vert. Pos.	OSD Settings – Transparency
<div data-bbox="116 965 317 1191"> <p>Main Menu</p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li><b>OSD Settings</b></li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div data-bbox="116 1202 317 1352"> <p>OSD Settings</p> <ul style="list-style-type: none"> <li>Timeout</li> <li>Hor. Position</li> <li><b>Ver. Position</b></li> <li>Transparency</li> </ul> </div> <div data-bbox="116 1364 317 1579"> <p>Ver. Position</p>  <p>MIN [Value] MAX</p> </div>	<div data-bbox="815 965 1016 1191"> <p>Main Menu</p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li><b>OSD Settings</b></li> <li>System Settings</li> <li>Custom info</li> </ul> </div> <div data-bbox="815 1202 1016 1352"> <p>OSD Settings</p> <ul style="list-style-type: none"> <li>Timeout</li> <li>Hor. Position</li> <li>Ver. Position</li> <li><b>Transparency</b></li> </ul> </div> <div data-bbox="815 1364 1016 1579"> <p>Transparency</p>  <p>MIN [Value] MAX</p> </div>

## 17.6 System settings

System Settings – Aspect Ratio	System Settings – Load Factory Defaults
<div data-bbox="116 215 312 432"> <p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li><b>System Settings</b></li> <li>Custom info</li> </ul> </div> <div data-bbox="116 443 312 577"> <p><b>System Settings</b></p> <ul style="list-style-type: none"> <li><b>Aspect Ratio</b></li> <li>Load Factory Defaults</li> </ul> </div> <div data-bbox="116 589 312 801"> <p><b>Aspect Ratio</b></p> <ul style="list-style-type: none"> <li>Full</li> <li>16:9</li> <li>4:3</li> <li>5:4</li> </ul> </div>	<div data-bbox="794 215 991 432"> <p><b>Main Menu</b></p> <ul style="list-style-type: none"> <li>Input Select</li> <li>VGA Adjustments</li> <li>Color Adjustments</li> <li>Advanced Color</li> <li>OSD Settings</li> <li><b>System Settings</b></li> <li>Custom info</li> </ul> </div> <div data-bbox="794 443 991 577"> <p><b>System Settings</b></p> <ul style="list-style-type: none"> <li>Aspect Ratio</li> <li><b>Load Factory Defaults</b></li> </ul> </div> <div data-bbox="794 589 991 801"> <p><b>System info</b></p> <p>1920x1080</p> </div>



# 18 Appendix B: Pixel policy

## ISO 9241-307:2008 guidelines for LCD pixel defects

### Introduction

TFT displays consist of a set number of pixels. Each pixel consists of 3 sub-pixels also called dots (one red, one blue and one green). Every sub-pixel is addressed by its own transistor. As a result, the manufacturing of glass substrate is very complex.

Due to the nature of this manufacturing process, occasional defects can occur. Pixel defects or failures cannot be fixed or repaired and may occur at any stage during the service life of the TFT display.

To regulate the acceptability of defects and protect the end user, ISIC A/S complies with the ISO 9241-307:2008 standard. This standard recommends how many defects are considered acceptable in a display, before it should be replaced within the terms of the warranty.

### Monitor classification

#### ISO 9241-307:2008

Allowed defects per type per million pixels						
Defect classes	Pixel defects			Cluster defect		
	Type 1	Type 2	Type 3 total ( $2 \times N_{3a} + N_{3b}$ )	Type 1	Type 2	Type 3
Class: 0	0	0	0	0	0	0
Class: I	1	1	5	0	0	0
Class: II	2	2	10	0	0	1
Class: III	5	15	100	0	0	5

ISIC TFT monitors comply with ISO 9241-307:2008 Class II.

Special agreements about other classifications can be made between ISIC A/S and the customer.

### Measurement method/monitoring conditions for pixel defects

In compliance with the ISO-9241-307:2008 standard, the following conditions are observed:

- Final check for pixel fault undertaken right after burn-in, i.e. with pre-heating of the display.
- Surrounding temperature  $25^{\circ}\text{C} \pm 5^{\circ}\text{C}$
- Relative air humidity 40–70%

### Pixel definition

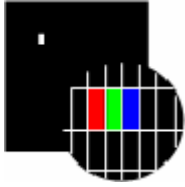
Every pixel consists of three sub-pixels/dots (red, blue, green).

Every sub-pixel has its own transistor.

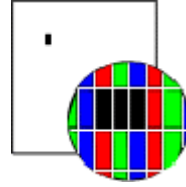
The three sub-pixels/dots must be considered as one unit.



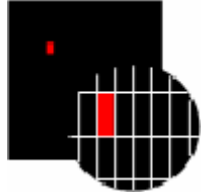
## Pixel



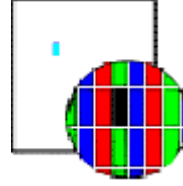
**Pixel defect type 1** Pixel constantly lit



**Pixel defect type 2** Pixel constantly dark



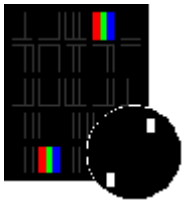
**Pixel defect type 3a**  
Sub-pixel/dot (red, blue, green) constantly lit



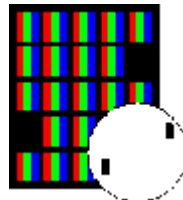
**Pixel defect type 3b**  
Sub-pixel/dot (red, blue, green) constantly dark

## Cluster

A cluster consists of 5 x 5 pixels.



**Cluster pixel defect type 1**  
Pixels in a cluster area constantly lit



**Cluster pixel defect type 2**  
Pixels in a cluster area constantly dark



**Cluster pixel defect type 3a**  
Sub-pixels/dots in a cluster area constantly lit



**Cluster pixel defect type 3b**  
Sub-pixels/dots in a cluster area constantly dark

### Pixel faults accepted by ISiC A/S

The maximum number of pixel faults that is considered acceptable at different screen resolutions is shown in the table below. This is the native resolution and not the resolution as adjusted by user.

#### Class II

Allowable number of pixel faults in monitor applications							
Screen type	Native resolution	Number of pixels	Pixel defect type 1	Pixel defect type 2	Pixel defect Type 3 total ( $2 \times N_{3a} + N_{3b}$ )	Cluster defect type 1 and type 3	Cluster defect type 3
WVGA	800x480	384,000	0	0	3	0	0
XGA	1024x768	768,432	1	1	7	0	0
WXGA	1280x800	1,024,000	2	2	10	0	1
SXGA	1280x1024	1,310,720	2	2	13	0	1
UXGA	1600x1200	1,920,000	3	3	19	0	1
FHD	1920x1080	2,073,600	4	4	20	0	2
WUXGA	1920x1200	2,304,000	4	4	23	0	2



Edwin Rahrs Vej 54

DK-8220 Brabrand

Denmark

Web: <http://www.isic-systems.com>

Email: [service@isic-systems.com](mailto:service@isic-systems.com)

