



G32X Liquid Crystal Display Monitor

User Guide



Copyright © Guangzhou Kuycon Electronic Technology Co., Ltd. All rights reserved. Kuycon and Gravity are trademarks of Guangzhou Kuycon Electronic Technology Co., Ltd.

Enterprise management No.: GVT2021008

Contents

1. Product Features
2. Specifications
3. View
4. Resolution Specifications
5. Packaging
6. Universal Interfaces
7. Monitor Settings
8. Operating instructions (OSD)
9. Installation Instructions
10. Accessories
11. Safety Instructions
12. FAQ

Product Features

The G32X monitor uses active matrix technology, thin-film transistor (TFT), and IPS liquid crystal panel.

Monitor features include:

- 31.5-inch viewable area (measured diagonally)
6016 x 3384 (16:9) resolution, up to 20.7 million pixels, 218 PPI
- New generation IPS wide-gamut panel
- Brightness up to 500 nits
- Contrast ratio up to 1500:1
- Supports refresh rate up to 60 Hz
- Color gamut: 99% s RGB, 98%DCI-P3

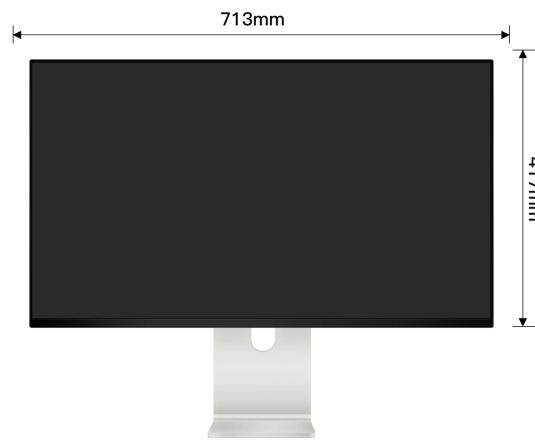
Supports gamut clipping, M-BOOK mode, and grayscale display mode

- Digital connectivity via USB Type-C 80 Gbps, HDMI 2.1 48 Gbps and DisplayPort 2.1 80 Gbps. Supports uncompressed DSC input for Mac devices with Thunderbolt 5 and HDMI 2.1
- The USB Type-C cable can supply power to compatible laptops via the USB Power Delivery protocol, (up to 100 W) while simultaneously receiving video and data signals, and is compatible with Thunderbolt 4/5 and USB4.
- Removable stand and Video Electronics Standards Association (VESA™) 100mm mounting holes
- Equipped with 2 USB Type-C downstream data expansion ports
- HDR & Blue Light Reduction
- ΔE -Delta-E <2

Specifications

<i>Kuycon G32X</i>			
Product Name	Design LCD Monitor	Color Gamut	99%sRGB 98%DCI-P3
Screen Size	31.5 Inches	Brightness	Full Screen 500cd/m ²
Aspect Ratio	16:9	Contrast Ratio	1500:1
Panel Type	IPS	Response Time	GTG 8ms
Resolution	6016x3384	Screen Coating	3H Anti-Glare Coating
Pixel Density	218PPI	Operating Voltage	AC 100-220V
Refresh Rate	60Hz	Power Consumption	Typical: 45W, Max: 150W
Color Depth Support	10-bit, 1.07 Billion Colors (aFRC)	Other Features	USB-HUB
HDR	HDR600	Panel Surface	Matte
Body Material	6063 Aluminum Alloy CNC	USB	USB2.0
Body Craft	180 Grit Sandblasting, Anodized	Stand Type	VESA 100mm*100mm
Weight	6.9KG (Body only, stand excluded)	Stand Functions	Height Adjustment & Multi-angle Rotation
HDMI	HDMI 2.1 FRL 48Gbps	Power Adapter	Built-in Power Supply
DP	DP 2.1 UHBR 80Gbps	Remote Control	IR Remote Control (with battery)
USB-C	USB-C 80Gbps 【PD100W】	User Manual	Paper User Manual*1

View



Front View



Side View



Rear View (Simplified Version)

Dimensions (H×W×D) = 417mm x 713mm x 23.5mm Weight=6.9KG (excluding stand)

*Appearance data may have production tolerances due to measurement variations.

Resolution Specifications

Model	G32X
Horizontal Scan Range	88 kHz to 255 kHz (Auto)
Vertical Scan Range	60 kHz to 255 kHz (Auto)
Maximum Resolution	6016x3384 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 resolution of 6016×3384@60Hz of this display needs to be supported by new GPU via Displayport 1.4/2.1.

*It is recommended to connect the monitor via DP or USB-C port, compatible with new Thunderbolt™4/5 and USB4 devices.

Windows Operating System

Kuycon G32X 显示器 1: 已连接到 AMD Radeon RX 6600	
桌面模式	6016 × 3384, 60 Hz
活动信号模式	6016 × 3384, 60 Hz
位深度	10 位
颜色格式	RGB
颜色空间	高动态范围(HDR)
HDR 认证	未找到 有关 HDR 认证的详细信息
峰值亮度	446 尼特
显示器 1 的显示适配器属性	

MacOS Operating System

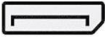
Apple M4:	
芯片组型号:	Apple M4
类型:	GPU
总线:	内建
核总数:	10
供应商:	Apple (0x106b)
Metal 支持:	Metal 4
显示器:	
Kuycon G32X:	
分辨率:	6016 x 3384
UI 看起来类似:	3008 x 1692 @ 60.00Hz
主显示器:	是
镜像:	关
联机:	是
旋转:	支持

*Other operating systems require the GPU vendor's graphics driver to support HBR3 video mode output and DSC technology.

Packaging



Universal Interfaces

USB-C Upstream Port x1		Maximum Supported Resolution 6016x3384 60Hz HDR UHBR20 80Gbps(HDCP2.3)
USB-C Downstream Port x2		USB Downstream Data Expansion 480Mbps (5V 2A Power Delivery)
DisplayPort x1		Maximum Supported Resolution 6016x3384 60Hz HDR UHBR20 80Gbps(HDCP2.3)
HDMI 2.1 x1		Maximum Supported Resolution 6016x3384 60Hz HDR 48Gbps(HDCP2.3)

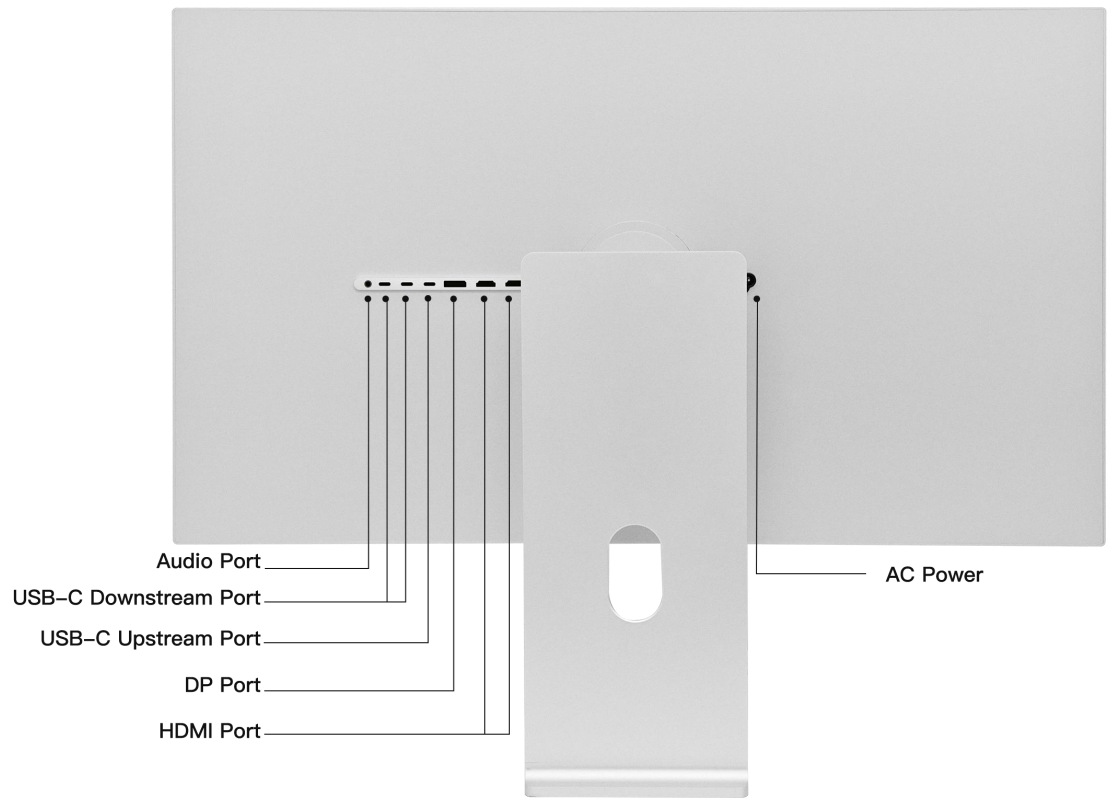
*USB-C Upstream Port, USB-Power Delivery compliant

PD3.0	100.00W	3.30-3.25
5.0472v		0.0000 A
		0.0000 W
☐	1	5.00V 3.00A
☐ -1V	2	9.00V 3.00A
☐ +1V	3	12.00V 3.00A
☐ -20mV	4	15.00V 3.00A
☐ +20mV	5	20.00V 5.00A
☒ back	☐ exit	

PDO Output Levels	5V-3A	9V-3A	12V-3A	15V-3A	20V-5A
-------------------	-------	-------	--------	--------	--------

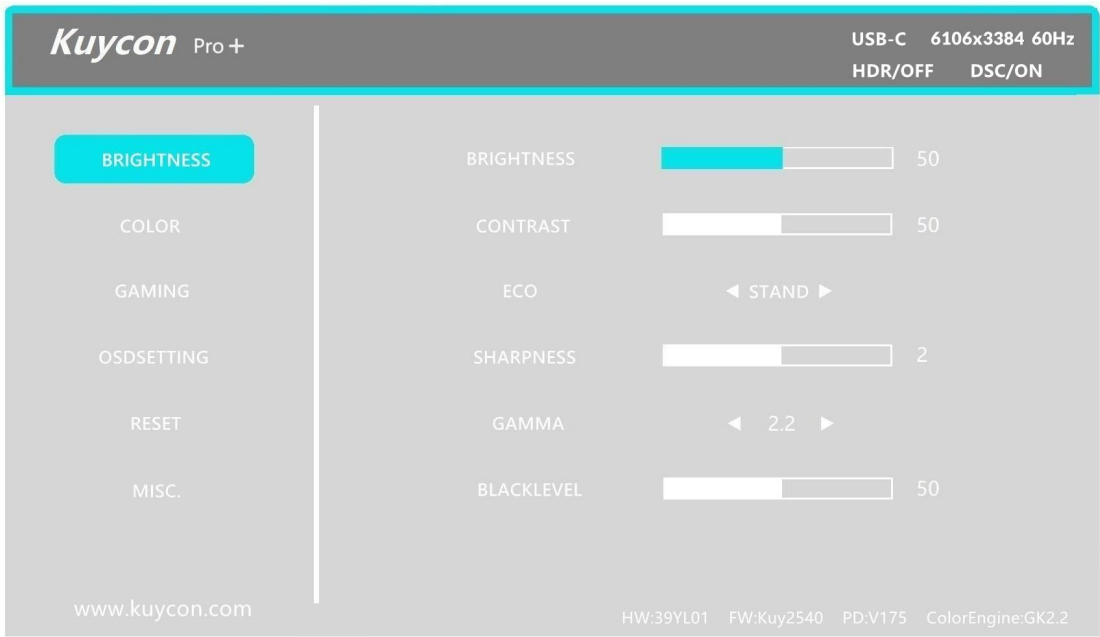
Monitor Settings

1. Connect the AC power cable 2. Connect the video signal 3. Connect USB peripheral devices

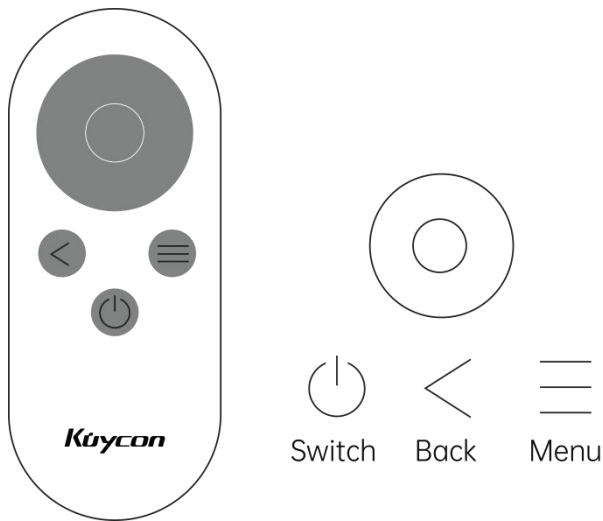


1	2	3	4	5	6	7
3.5mm Audio	USB-C Downstream Port	USB-C Downstream Port	USB-C Upstream Port	DP	HDMI	AC Power Input

Operating Instructions (OSD)



Instructions



Note: The graphical OSD can be set to transparent. For remote control models, only the power key and status indicator light are retained.

Installation Instructions

- Open the packaging box and remove the buffer layer

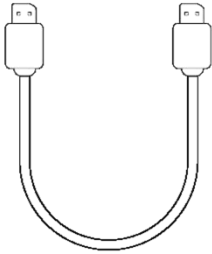


- Take out the stand and install it according to the VESA standard.

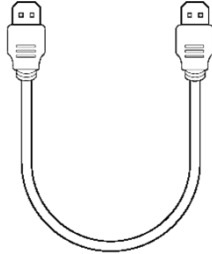


* When installing the stand, lay the panel face-down on a soft, cushioning material to avoid panel damage caused by pressure.

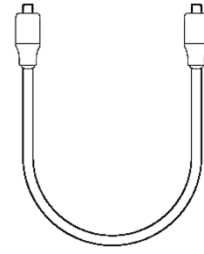
Accessories



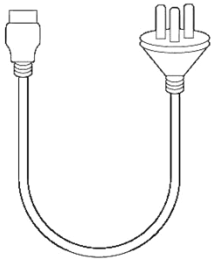
Displayport Cable 1.5m x 1



HDMI Cable 1.5m x 1



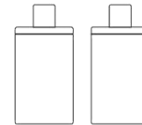
USB-C Cable 1m x 1



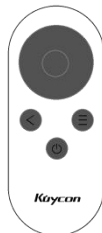
AC Power Cord 1.8m x 1



Paper Manual x 1



USB-C OTG Adapter x 2



Infrared Remote Control x1

Safety Instructions

I. The G32X monitor is made of full aluminum alloy material. During use, users need to pay attention to ensuring that the AC power cable is properly connected to the power socket with good ground contact.



II. The internal electronic power devices of the G32X monitor adopt contact-type passive heat dissipation via the monitor body. During use, the monitor body will be in a slightly warm state. When the PD fast charging is operating at full power output, please pay attention to heat dissipation around the monitor.



III. The front of the monitor is made of a full-glass structure. During use, please avoid hard objects colliding with or striking it to prevent cracking or breaking.



IV. When performing daily maintenance and cleaning on the monitor panel coating, avoid using highly corrosive solutions for cleaning.



FAQ

Hardware Platform Compatibility

The DP and USB-C ports of the G32X monitor support 6K@60Hz input via DP 1.4 HBR3 with DSC, and DP 2.1 UHBR10 / UHBR13.5 / UHBR20 modes over a single cable. The HDMI 2.1 FRL 48Gbps interface supports up to 6K@60Hz. Hardware platforms that support 6016×3384 at 60Hz are listed below:

Nvidia

Maxwell Architecture GPU	Not Supported
Pascal Architecture GPU	Not Supported
Turing Architecture GPU	GTX1650-RTX2080Ti(Cards with USB-C VRlink support direct USB-C connection)
Ampere Architecture GPU	RTX3050-3090
Ada Lovelace Architecture GPU	RTX4060-4090
Blackwell Architecture GPU	RTX5060-5090(Supports DP2.1 UHBR13.5 mode with no compression)

AMD

Polaris Architecture GPU	Not Supported
VEGA Architecture APU GPU	Not Supported
RNDA-RNDA3 Architecture GPU	RedeonR7、RX5500-RX6900XT
RNDA4 Architecture GPU	RX7700-RX9070XT(Supports DP2.1 UHBR13.5 mode with no compression)

Intel

10th Gen Mobile UHD iGPU	Not Supported
11th Gen Tiger Lake iGPU	Iris Xe(Thunderbolt 3 devices support direct USB- C connection)
UHD730/750/770 iGPU	All models support 6K60Hz (Thunderbolt 4 devices support direct USB- C connection)
Intel Arc Discrete GPU	All models support 6K60Hz (Works with DP2.1 UHBR13.5 mode with no compression)

Mac

Apple Mac AMD Discrete GPU	Not Supported
Apple Mac Intel iGPU Series	After 2020, models with Intel 10th Gen core + Thunderbolt 3 support direct 6K60Hz
Apple Mac M1–M4 Integrated GPU	Full support for Thunderbolt 4/5 – direct connection via single cable 6K60Hz
Apple iPad Pro Series	Full support for Thunderbolt 4/5 – direct connection via single cable 6K60Hz
Apple iMac MacMini Series	2021 onwards models support 6K60Hz

Phone/Pad

Mobile Phones / Tablets	Nintendo SWITCH, Huawei MATE/P series, Smartisan series, Samsung S/NOTE series all support same-screen display or PC mode
-------------------------	---

Other

Other Devices

Sony PS4 Pro / PS5 and Microsoft Xbox series support 4K@60Hz HDR via HDMI

Full-Featured USB-Type-C Interface & Thunderbolt 4/5 / USB4

The USB-C port of the G32X monitor transmits AltMode DP video protocol and composite USB data, and supports PD reverse fast charging. This interface has been updated to be compatible with Thunderbolt 4/5 and USB4 protocols. When connected to a Thunderbolt 4/5 or USB4 port, whether 6K@60Hz resolution is supported depends on the GPU port connected to the computer's USB-C interface. To determine whether the USB-C port of your computer supports the required display function, you need to check two points: first, whether the USB-C port supports video output functionality; second, whether the GPU supports DisplayPort 1.4 with DSC or higher versions. When transmitting 6K@60Hz video via a USB-C cable, the actual bandwidth reaches approximately 39Gbps, requiring high signal integrity. Use cables rated for USB 3.1 Gen2 / USB 3.2 Gen2 / USB4 with robust construction and quality. For devices requiring 100W reverse power delivery, purchase a 5A cable with an E-Marker chip.

MacOS Compatibility

The G32X monitor is fully compatible with Mac devices. The Thunderbolt 4/5 ports and HDMI 2.1 ports integrated with the GPU of Apple Silicon M-series chips support full-range color 6K@60Hz display. The USB-C port supports uncompressed full-range input at 80Gbps via the Thunderbolt 5 port of M4-series chips. It is compatible with the macOS HIDPI scaling function, supports 100W PD fast charging for MacBook series, and is capable of quick switching and wake-up functions when connecting multiple Mac devices.

HDR Function Compatibility

The HDR function of the G32X monitor is set to Auto by default and can be manually disabled. The HDMI interface complies with the HDMI 2.1 VESA HDR10 standard, and the DP and USB-C interfaces also support HDR in accordance with the VESA HDR10 standard, which is supported on Windows 10 (version 1803 or later) with a compatible graphics card, when HDR is activated by a media player or game within Windows, the monitor will automatically switch to HDR mode and a 1–2 second black screen during mode switching is normal behavior, while on macOS, you can enable the "High Dynamic Range Contrast" option in System Settings to check if HDR is supported depending on your device's capabilities, and some Apple Mac devices may not support HDR functionality.

*

If the HDR function is manually enabled in the system display settings, it is normal for the screen to show differences compared to the normal display.

When the HDR function is enabled to display high dynamic range content, the monitor's backlight will remain in its default working state and can be manually adjusted for brightness.

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

Guangzhou Kuycon Electronic Technology Co., Ltd

2025.09.18 by Ehen