

User's Manual

ScreenManager® Pro for Gaming

Important

Please read this User's Manual carefully to familiarize yourself with safe and effective usage.

-
- The latest software and User's Manual are available for download from our web site:

<http://www.eizo.com>



No part of this manual may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, or otherwise, without the prior written permission of EIZO Corporation.

EIZO Corporation is under no obligation to hold any submitted material or information confidential unless prior arrangements are made pursuant to EIZO Corporation's receipt of said information. Although every effort has been made to ensure that this manual provides up-to-date information, please note that EIZO software specifications are subject to change without notice.

CONTENTS

Cover	1
CONTENTS	3
Chapter 1 Introduction	4
1-1. Features	4
Chapter 2 Setup	5
2-1. System Requirements	5
2-2. Installing the Software	5
2-3. Icon Display	7
2-4. Uninstalling the Software	8
● Windows 8.1	8
● Windows 8	8
● Windows 7 / Windows Vista	8
Chapter 3 Displaying and Exiting the Setting Window	9
3-1. Displaying the setting window	9
3-2. Exiting the setting window	9
3-3. Version	9
Chapter 4 Hot Key	10
4-1. Setting Hot Keys	11
Chapter 5 Color Adjustment	12
5-1. Color Adjustment	13
5-2. Importing/Exporting Color Adjustment Data	14
● Importing	14
● Exporting	15
Chapter 6 Auto Color	16
6-1. Setting Auto Color	16
6-2. Associating Color Modes with Unregistered Applications	17
6-3. Settings in a Multi-Monitor Environment ..	17
Chapter 7 Using in Multi-Monitor Envi- ronments	18
7-1. Manual Setting	18
Chapter 8 Troubleshooting	19
Problem	19
Possible cause and remedy	19
Chapter 9 Glossary	20
Appendix	21
Trademark	21

Chapter 1 Introduction

ScreenManager Pro for Gaming is software for adjusting a monitor from a computer through a USB interface using a mouse and keyboard.

1-1. Features

● Hot Key Settings

Functions of the monitor can be registered to keys on the keyboard. When using the software in a multi-monitor environment, batch registration is possible if the monitors are the same model.

● Color Adjustment

The monitor's color adjustment function can be controlled from the software. The adjustment values can also be exchanged with other computers by using the adjustment value import/export function.

This means that a group of people playing the same game can share adjustment values.

● Auto Color Function

By registering color modes for individual applications, the color mode of the monitor can be switched automatically for each application.

Note: Example of use

- If a color mode is adjusted to be dedicated to a specific application, and that color mode is registered for the application using the Auto Color function, the dedicated monitor settings are selected when the application is started up.
-

Chapter 2 Setup

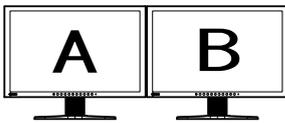
2-1. System Requirements

The ScreenManager Pro for Gaming software operates under the systems shown below.

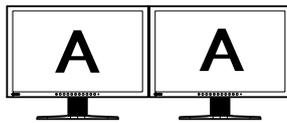
OS	Microsoft Windows 8.1 (32 bit edition or 64 bit edition) Microsoft Windows 8 (32 bit edition or 64 bit edition) Microsoft Windows 7 Service Pack 1 (32 bit edition or 64 bit edition) Microsoft Windows Vista Service Pack 2 (32 bit edition or 64 bit edition)
Computer	Built-in USB

Attention

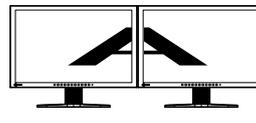
- When multiple monitors are connected, each monitor should display an independent screen. When the same screen is displayed on each monitor, or a single screen is displayed across multiple monitors, adjustment using ScreenManager Pro for Gaming will not be possible. For details of how to change the settings, refer to the User's Manual of the graphics board.



Independent screen on each monitor (OK)



Same screen on each monitor (NG)



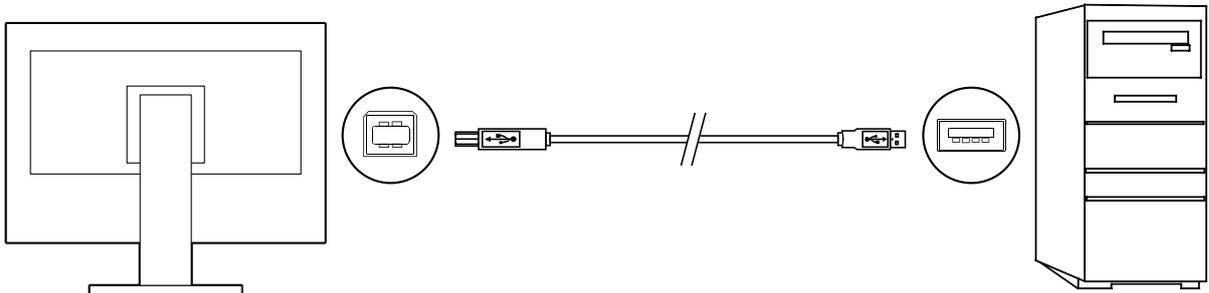
A screen over the multiple monitors (NG)

- The following software cannot be used with ScreenManager Pro for Gaming at the same time. If any of the following software is installed, they will be uninstalled when ScreenManager Pro for Gaming is installed.
 - ScreenManager Pro for LCD
 - ScreenManager Pro for LCD (DDC/CI)
 - ScreenManager Pro for Medical
 - EIZO EcoView NET Client

2-2. Installing the Software

1. Connect the USB cable

Connect the USB downstream port of the computer and the USB upstream port of the monitor with the USB cable.



Note

- For details on setting up USB devices, see the user's manual for the monitor.

To install the software from the CD-ROM

1. Insert the “EIZO LCD Utility Disc” into the CD-ROM drive

A Menu screen opens automatically. Click the “Software” tab.

Click “ScreenManager Pro for Gaming”.

Note

- When the menu does not appear automatically, double click “Launcher.exe”.
-

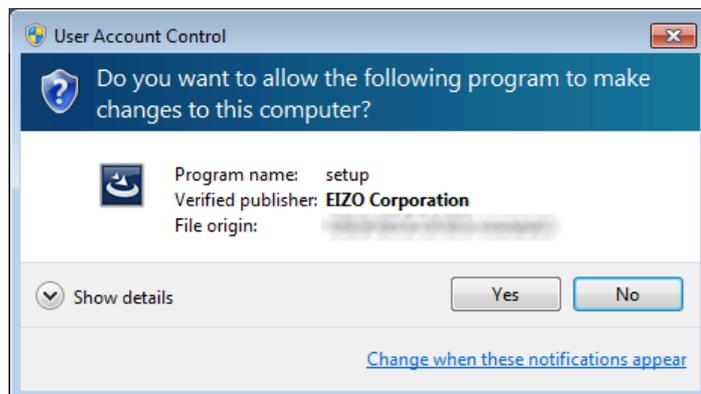
2. Install the software

Clicking “Install” starts the installer.

Note

- If your OS is Windows 8.1, Windows 8, Windows 7, or Windows Vista, the “User Account Control” dialog box may appear. *1

Click “Yes” (Windows 8.1, Windows 8, Windows 7) / “Continue” (Windows Vista) to open the menu.



*1: Depending on your settings, the “User Account Control” dialog box may not be displayed.

Follow the instructions to install the software.

When installation is completed, the ScreenManager Pro for Gaming icon appears in the Windows notification area.



To download and install the software from our website

1. After unzipping the downloaded file, double-click “Launcher.exe”

A Menu screen opens automatically. Click “ScreenManager Pro for Gaming”.

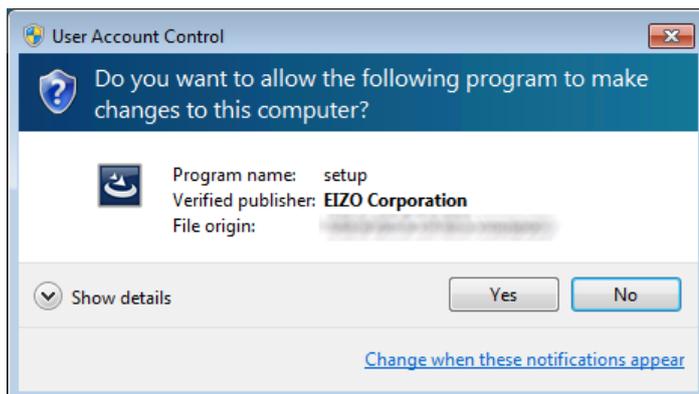
Clicking “Install” starts the installer.

2. Install the software

Clicking “Install” starts the installer.

Note

- If your OS is Windows 8.1, Windows 8, Windows 7, or Windows Vista, the “User Account Control” dialog box may appear. *1
Click “Yes” (Windows 8.1, Windows 8, Windows 7) / “Continue” (Windows Vista) to open the menu.



*1: Depending on your settings, the “User Account Control” dialog box may not be displayed.

Follow the instructions to install the software.

When installation is completed, the ScreenManager Pro for Gaming icon appears in the Windows notification area.



2-3. Icon Display

While ScreenManager Pro for Gaming is running, an icon is displayed in the notification area. The color of the icon changes according to the operating status.

	ScreenManager Pro for Gaming is active.
	ScreenManager Pro for Gaming is not active. The software cannot recognize the monitor. Check whether the USB cable is connected correctly. If the problem persists turn the computer off and back on.

Note

- When using the software in a multi-monitor environment, also read “[Chapter 7 Using in Multi-Monitor Environments](#)” (page 18).

2-4. Uninstalling the Software

● Windows 8.1

1. Click  at the bottom of the “Start” screen
The “Apps” screen appears.
2. Click “Control Panel” under “Windows System”
3. Select and click “Uninstall a program”
4. Select “ScreenManager Pro for Gaming” from the list, then click “Uninstall”

● Windows 8

1. Right-click the mouse on the “Start” screen at a position where there are no tiles
App commands appear at the bottom of the screen.
2. Click “All apps”
3. Click “Control Panel” under “Windows System”
4. Select and click “Uninstall a program”
5. Select “ScreenManager Pro for Gaming” from the list, then click “Uninstall”

● Windows 7 / Windows Vista

1. Click the start button and open the “Control Panel”
2. Select and click “Uninstall a program”
3. Select “ScreenManager Pro for Gaming” from the list, then click “Uninstall”

Chapter 3 Displaying and Exiting the Setting Window

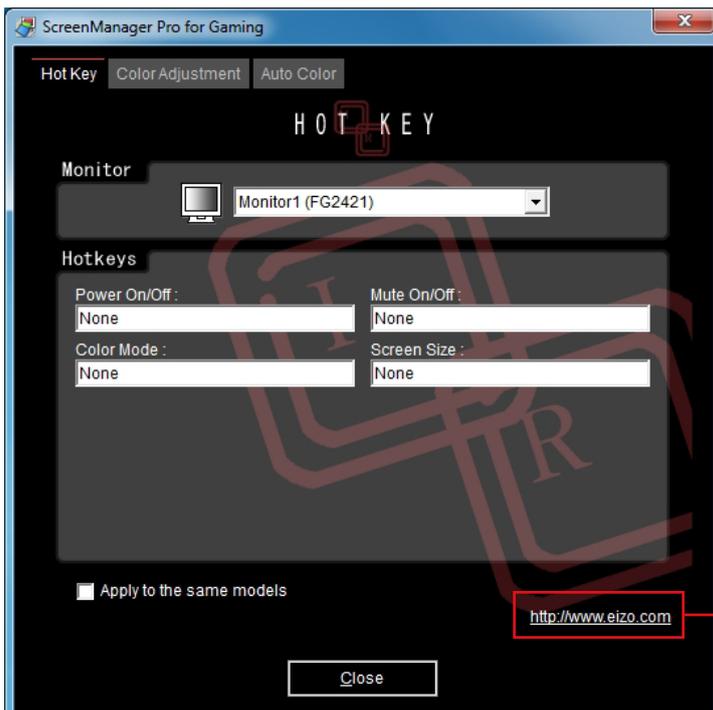
3-1. Displaying the setting window

Right click the ScreenManager Pro for Gaming icon in the notification area, then select “Setting of ScreenManager Pro for Gaming” from the list.

The ScreenManager Pro for Gaming setting window appears.

Note

- The setting window can also be displayed by double clicking the ScreenManager Pro for Gaming icon in the notification area.
- If the ScreenManager Pro for Gaming icon is not found in the notification area, use the following method to start up the software.
 - Windows 8.1
Click  on the “Start” screen and then click “ScreenManager Pro for Gaming Ver. x.x.x” on the “Apps” screen.
 - Windows 8:
On the “Start” screen, click the tile displayed as “ScreenManager Pro for Gaming Ver. x.x.x”.
 - Windows 7 or Windows Vista:
Click “start” – “All Programs” – “EIZO” – “ScreenManager Pro for Gaming” – “ScreenManager Pro for Gaming Ver. x.x.x”.



Click to visit our website.

3-2. Exiting the setting window

Click “Close” on each setting window.

3-3. Version

The version of ScreenManager Pro for Gaming can be displayed by clicking the icon at the left end of the ScreenManager Pro for Gaming title bar and selecting “About”.

Chapter 4 Hot Key

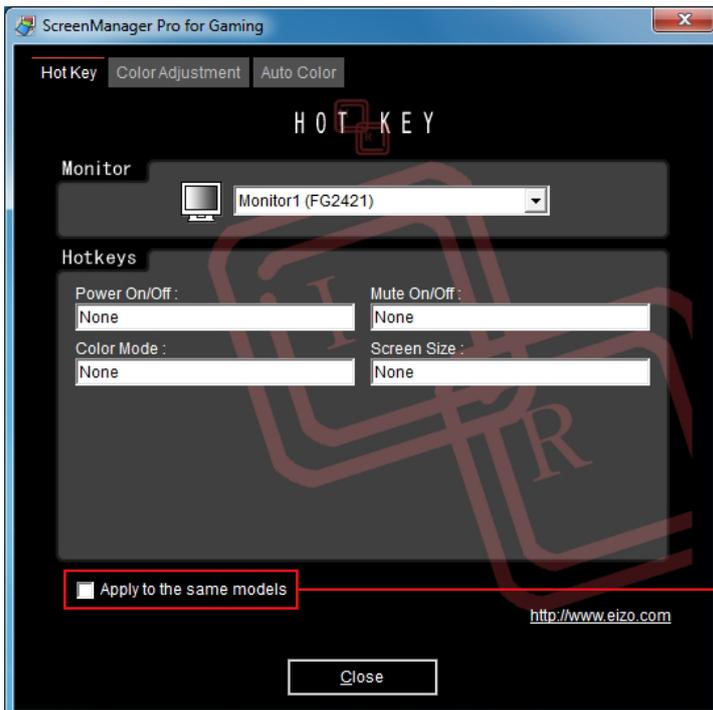
Functions on the monitor can be assigned to keys on the keyboard. By pressing keys on the keyboard, the same operation as executing a function is performed.

Attention

- While ScreenManager Pro for Gaming is running, keys set to ScreenManager Pro for Gaming cannot be used in other applications.
- Hot key settings cannot be changed according to the application being used.

Note

- When the software is used in a multi-monitor environment and the same hot key setting is applied to all the monitors, the registered function will be actuated at all the monitors at the same time when the hot keys are pressed.



Check this box to set the same hot key for all monitors of the same model.

4-1. Setting Hot Keys

1. In a multi-monitor environment, select the monitor for which the setting is to be made from the “Monitor” pull-down menu

Note

- If any monitor is not listed, select it manually by referring to [“7-1. Manual Setting” \(page 18\)](#).
-

2. Set the hot key

Move the cursor to the box of the item to be set for a hot key and press any key(s). Pressing the “Delete” key or “Back Space” key will display “None” in the box and cancel the setting.

Note

- The following keys cannot be set.
 - Modifier keys (“Shift” key, “Ctrl” key, “Alt” key), either in isolation or in combination with other modifier keys only (e.g. “Ctrl + Shift”)
 - Combinations of keys that are registered to the system (e.g. “Ctrl + Alt + Delete”)
 - The following keys, either in isolation or in combination with a modifier key(s):
 - “Tab” key, “Enter” key, “Esc” key, “Delete” key, “BackSpace” key, “Windows (⊞)” key
 - “F12” key in isolation
-

3. Click “Close”

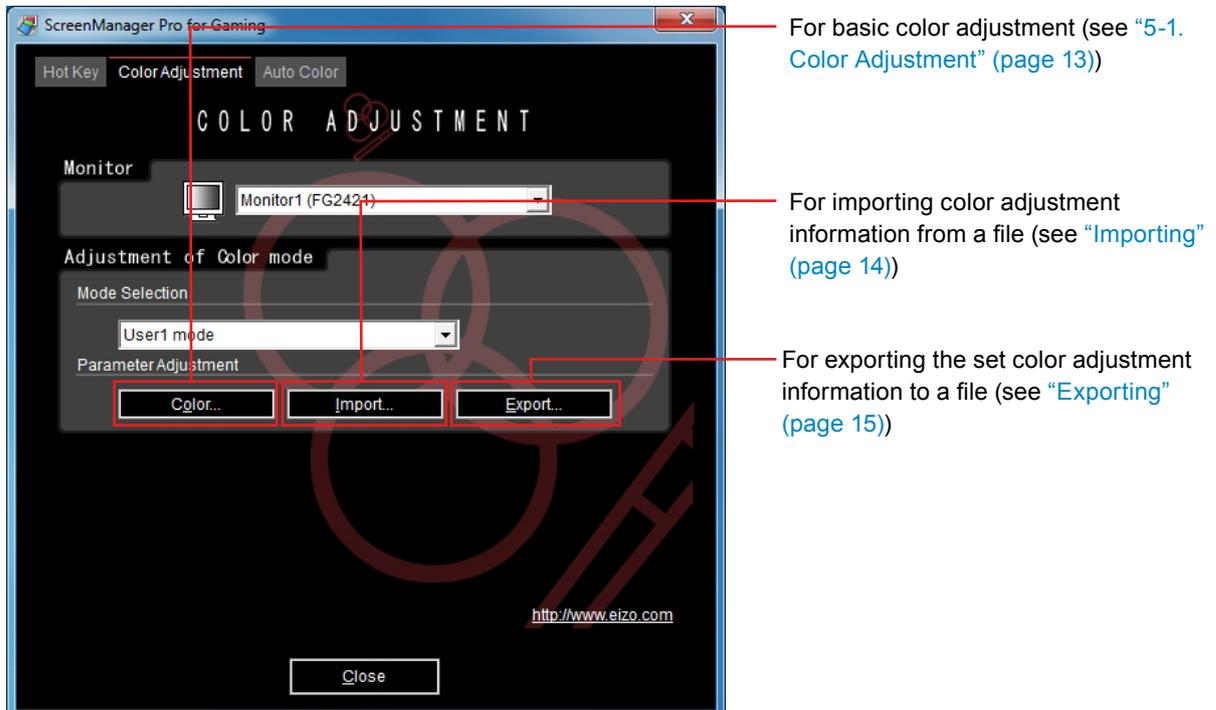
The hot key setting will become effective.

Chapter 5 Color Adjustment

Independent color adjustments can be set for each color mode. Color adjustment data can also be imported and exported from files.

Attention

- Importing and exporting of color adjustment data can only be done in the User mode.



5-1. Color Adjustment

1. In a multi-monitor environment, select the monitor to be adjusted from the “Monitor” pull-down menu

Attention

- If any monitor is not listed, select it manually by referring to “7-1. Manual Setting” (page 18).
-

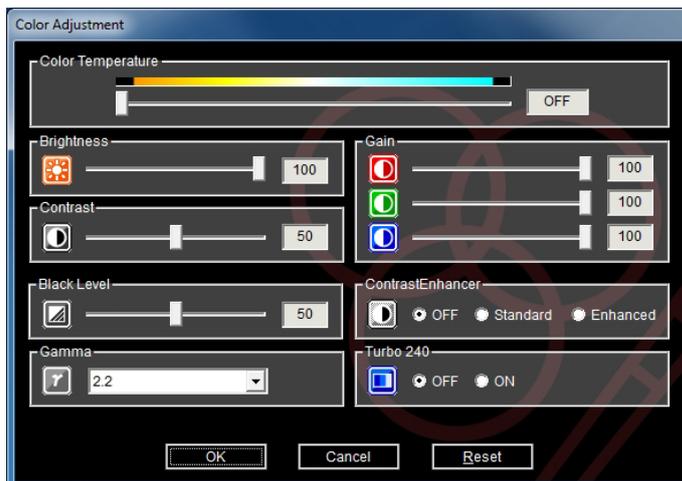
2. From the “Mode Selection” pull-down menu, select the color mode that will be the target of the color adjustment

3. Click “Color Adjustment”

The Color Adjustment screen is displayed.

4. Adjust each parameter

Like at the monitor, “Brightness”, “Contrast” and so on can be adjusted. The items that can be adjusted on this screen are the same as those that can be adjusted using the monitor’s color adjustment function. (To check the items that can be adjusted using the monitor’s color adjustment function, see the user’s manual for the monitor.)



Note

- Clicking “Reset” returns only the color mode currently being used to the factory settings.
-

5. Click “OK”

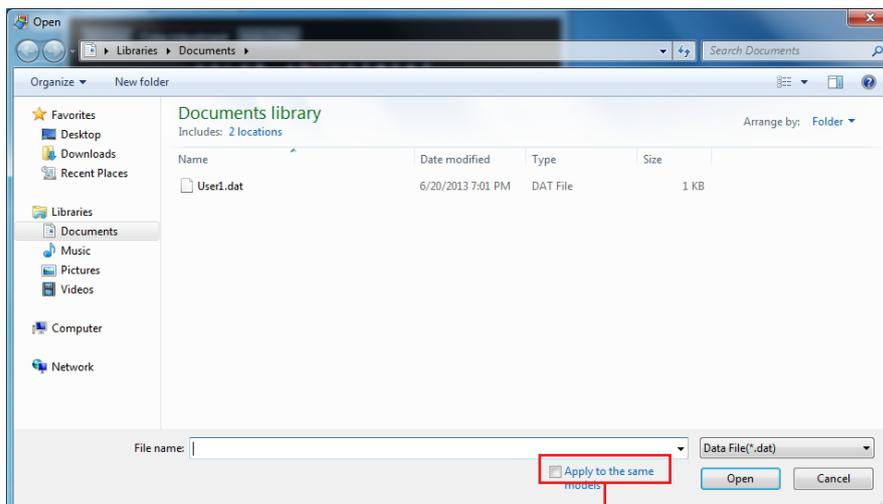
5-2. Importing/Exporting Color Adjustment Data

Color adjustment data can be imported from a file or exported to a file.

● Importing

Import a data file and set it to the monitor.

1. From the “Mode Selection” pull-down menu, select the color mode that is to be the target of the color adjustment
2. Click “Import”
3. Select the file to be imported and click “Open”



Checking this box applies the color adjustment data to all monitors of the same model as that selected on the “Color Adjustment” tab.

The file is imported and the color adjustment data is applied to the monitor.

● Exporting

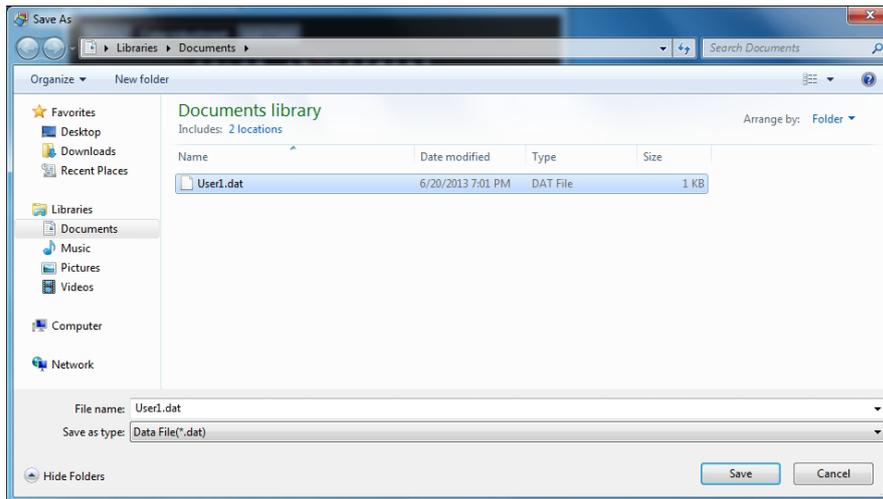
Export color adjustment data to a file.

1. From the “Mode Selection” pull-down menu, select the color mode to export color adjustment data from

2. Click “Export”

The file save dialog box appears.

3. Specify the filename, then click “Save”



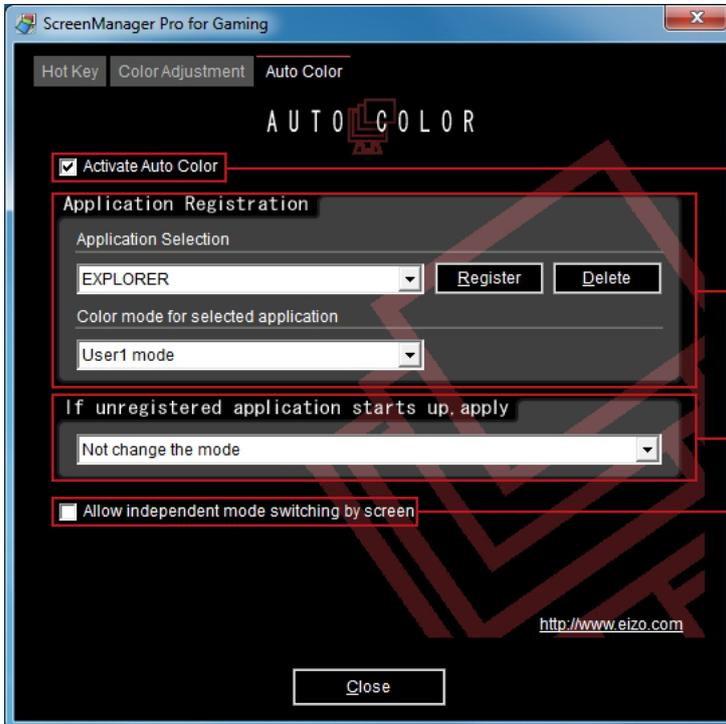
File export is completed.

Chapter 6 Auto Color

By registering color modes for individual applications, the color mode of the monitor can be switched automatically for each application.

Attention

- To run the Auto Color function, the ScreenManager Pro for Gaming icon must be resident in the notification area.



Check to activate the Auto Color function.

Used to register a color mode for an application, or delete registration.

See “6-2. Associating Color Modes with Unregistered Applications” (page 17).

See “6-3. Settings in a Multi-Monitor Environment” (page 17).

6-1. Setting Auto Color

To set the Auto Color function, use the following procedure to register color modes in association with applications.

1. Check the “Activate Auto Color” check box

2. Select the application from the “Application Selection” pull-down menu

Note

- The following applications are registered in the pull-down menu.
 - Applications that are currently running
 - Registered applications
- To show an application in the pull-down menu, start up that application.

3. Select the color mode from the “Color mode for selected application” pull-down menu

Note

- The color modes shown in the pull-down menu differ depending on the monitor model.
 - For details on the color mode, see the user’s manual for the monitor.
-

4. Click “Register”

The association between the application and color mode is registered.

5. If proceeding to register the application, repeat steps 2 to 4

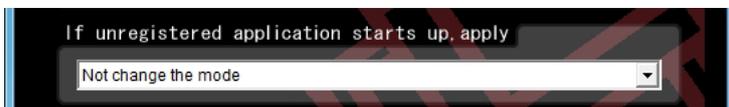
6. Click “Close”

The Auto Color settings come into effect. When a registered application becomes active, the monitor’s color mode automatically switches to the one associated with the application.

Attention

- It is not possible to register a color mode for the Windows Desktop.
-

6-2. Associating Color Modes with Unregistered Applications



This is the procedure for associating a color mode with an application for which no particular color mode has been registered at “Application Registration”. When an unregistered application becomes active, the color mode of the monitor is automatically switched to the associated color mode.

1. Select a color mode from the “If unregistered application starts up, apply” pull-down menu and set it

Note

- If “Not change the mode” is selected, the same color mode remains displayed and is not changed.
-

6-3. Settings in a Multi-Monitor Environment

When the “Allow independent mode switching by screen” check box is checked, the Auto Color function can only be applied to the monitor where the application is in use.

Note

- When an application is being displayed across multiple monitor screens, the color mode of the monitor displaying the largest area changes.
-

Chapter 7 Using in Multi-Monitor Environments

ScreenManager Pro for Gaming can be used in a multi-monitor environment, and used to adjust and operate multiple EIZO monitors.

Check the following points before such use. If any of these problems apply, adjust the monitors manually.

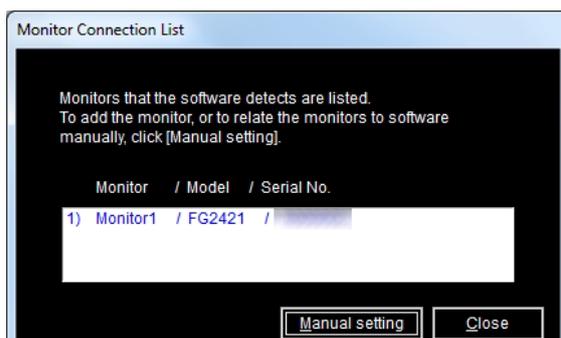
- With the USB cable connected correctly, the ScreenManager Pro for Gaming icon is displayed in black and white even when the computer is restarted.
- The connected monitor is not shown in the “Monitor” pull-down menu on the setting window.
- The target monitor cannot be controlled, or a different monitor is being controlled.

Note

- The selection for “Monitor” can be checked on the setting screen (“Color Adjustment”, “Hot Key”).
-

7-1. Manual Setting

- 1. Right click the ScreenManager Pro for Gaming icon in the notification area, and select “Show monitor connection list” from the list**



- 2. Click “Manual setting”**

- 3. Associate the monitor(s) by following the instructions on the screen**

Chapter 8 Troubleshooting

Problem	Possible cause and remedy
<p>1. The icon is not shown in the notification area</p>	<ul style="list-style-type: none"> • If your OS is Windows 8.1, click  on the “Start” screen and then click “ScreenManager Pro for Gaming” on the “Apps” screen. • If your OS is Windows 8, click the tile displayed as “ScreenManager Pro for Gaming Ver. x.x.x” in the Start Screen. • If your OS is Windows 7 or Windows Vista, click “Start” - “All Programs” - “EIZO” - “ScreenManager Pro for Gaming” - “ScreenManager Pro for Gaming Ver. x.x.x” to start up the software.
<p>2. The icon is in black and white</p> 	<ul style="list-style-type: none"> • Check if the USB cable is connected. • Turn off the PC and turn it back on. • If the problem persists, follow the procedure described in “7-1. Manual Setting” (page 18).
<p>3. Auto Color is not functioning</p>	<ul style="list-style-type: none"> • The ScreenManager Pro for Gaming icon must be resident in the notification area for Auto Color to function. • Confirm that the “Activate Auto Color” option in the “Auto Color” tab is checked. • Close the ScreenManager Pro for Gaming setting window. Closing the setting window enables the function.
<p>4. Hot Key is disabled</p>	<ul style="list-style-type: none"> • Close the ScreenManager Pro for Gaming setting window. Closing the setting window enables the function.
<p>5. In a multi-monitor environment, the target monitor cannot be adjusted or operated / a different monitor is adjusted or operated</p>	<ul style="list-style-type: none"> • The USB connected monitor may not be linked correctly to the software. Follow the procedure described in “7-1. Manual Setting” (page 18).

Chapter 9 Glossary

ContrastEnhancer

The function to control the brightness of backlight and the gain level as well as correct gamma value according to the images. So it can produce high-contrast images.

FPS (First Person Shooter)

This refers to shooting games where the player(s) moves through the world in the game with a first-person perspective as the main character, fighting enemies.

Gain

This is used to adjust each color parameter for red, green and blue. An LCD monitor displays the color by the light passing through the panel color filter. Red, green and blue are the three primary colors. All the colors on the screen are displayed by combining these three colors. The color tone can be changed by adjusting the light intensity (volume) passing through each color's filter.

Gamma

Generally, the monitor brightness varies nonlinearly with the input signal level, which is called "Gamma Characteristic". A small gamma value produces a low-contrast image, while a large gamma value produces a highcontrast image.

RTS (Real Time Strategy)

This refers to games where the player(s) compete while strategizing under conditions that progress in real time.

Temperature

Color temperature is a method to measure the white color tone, generally indicated in degrees Kelvin. The screen becomes reddish at a low temperature, and bluish at a high temperature, like the flame temperature.

5000 K: Slightly reddish white

6500 K: White referred to as daylight-balanced color

9300 K: Slightly bluish white

Turbo 240

This is a function that causes the backlight to flash in synchrony with switching of the screen in order to hide the instants when the screen is being redisplayed, achieving a crisp display.

Appendix

Trademark

The terms HDMI and HDMI High-Definition Multimedia Interface, and the HDMI Logo are trademarks or registered trademarks of HDMI Licensing, LLC in the United States and other countries.

VESA is a registered trademark of Video Electronics Standards Association.

Acrobat, Adobe, Adobe AIR, and Photoshop are registered trademarks of Adobe Systems Incorporated in the United States and other countries.

AMD Athlon and AMD Opteron are trademarks of Advanced Micro Devices, Inc.

Apple, ColorSync, eMac, iBook, iMac, iPad, Mac, MacBook, Macintosh, Mac OS, PowerBook, and QuickTime are registered trademarks of Apple Inc.

ColorMunki, Eye-One, and X-Rite are registered trademarks or trademarks of X-Rite Incorporated in the United States and/or other countries.

ColorVision and ColorVision Spyder2 are registered trademarks of DataColor Holding AG in the United States. Spyder3 and Spyder4 are trademarks of DataColor Holding AG.

ENERGY STAR is a registered trademark of the United States Environmental Protection Agency in the United States and other countries.

GRACoL and IDEAlliance are registered trademarks of International Digital Enterprise Alliance.

NEC is a registered trademark of NEC Corporation.

PC-9801 and PC-9821 are trademarks of NEC Corporation.

NextWindow is a registered trademark of NextWindow Ltd.

Intel, Intel Core and Pentium are registered trademarks of Intel Corporation in the United States and other countries.

PowerPC is a registered trademark of International Business Machines Corporation.

PlayStation is a registered trademark of Sony Computer Entertainment Inc.

PSP and PS3 are trademarks of Sony Computer Entertainment Inc.

RealPlayer is a registered trademark of RealNetworks, Inc.

TouchWare is a trademark of 3M Touch Systems, Inc.

Windows, Windows Media, Windows Vista, SQL Server, and Xbox 360 are registered trademarks of Microsoft Corporation in the United States and other countries.

YouTube is a registered trademark of Google Inc.

Firefox is a registered trademark of the Mozilla Foundation.

Kensington and MicroSaver are trademarks of ACCO Brands Corporation.

EIZO, the EIZO Logo, ColorEdge, DuraVision, FlexScan, FORIS, RadiCS, RadiForce, RadiNET, Raptor, and ScreenManager are registered trademarks of EIZO Corporation in Japan and other countries.

ColorNavigator, EcoView NET, EIZO EasyPIX, EIZO ScreenSlicer, i•Sound, Screen Administrator, and UniColor Pro are trademarks of EIZO Corporation.

All other company and product names are trademarks or registered trademarks of their respective owners.



EIZO Corporation

<http://www.eizo.com>

Copyright © 2013 EIZO Corporation All rights reserved.

3rd Edition-October, 2013

03V24699C1
(U.M-SMPROGAMING)