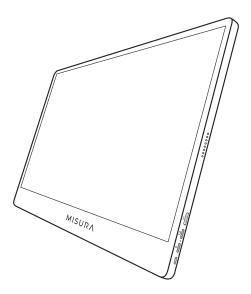


TOUCHSCREEN **PORTABLE MONITOR 16"**

USER MANUAL ENGLISH



Model: M16TB with built in battery















1920×1080

Full HD resolution Multi-Gesture Touch screen

Battery 8000 mAh

High Dynamic Range

Working time 3-4 hrs

Ultra Wide Viewing Angle

Ultra slim monitor

IPS Super TFT display





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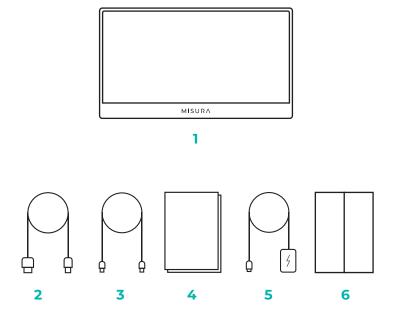
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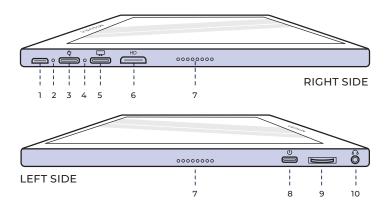
SAFETY INFORMATION

- Read all supplied documentation carefully before preparing this portable USB-C monitor for use.
- To reduce the risk of fire or electric shock, do not expose this portable USB-C monitor to rain or moisture.
- Do not attempt to disassemble the cover of this portable USB-C monitor.
- Before using this portable USB-C monitor, make sure that all cables are connected properly.
- Avoid extremely dusty environments, changes in temperature and humidity. Do not place the portable USB-C monitor in areas where there is a risk of moisture/splashing.
- Do not allow objects or liquids to enter the holes / cutouts on the cover of the portable USB-C monitor.
- In the event of technical problems with the portable USB-C monitor, contact aqualified service technician or dealer.
- Do not dispose of this product in a fire.
- Do not use this monitor near heating devices or in places subject to high temperatures.
- Keep this monitor away from sharp objects.

WHAT'S IN THE BOX



- 1. Portable monitor (FHD)
- 2. HDMI to mini HDMI
- 3. USB-C to USB-C cable
- 4. User manual
- 5. QC 3.0 USB-C cable and 18W charger
- 6. Magnetic case



1. Micro-USB Port Used to connect to keyboard /

mouse (may need USB-A to micro USB adapter).

2. Power Indicator Light

3. USB-C Port (Input Power Only) 5V, 4A or Quick Charge 18W Input.

4. Input Indicator Light

5. USB-C Port (Touch signal)

While connected by HDMI cable need Plug in USB A-C cable to enable Touch function. No Input Power through port – make sure to charge via other USB-C port. Output Power: 5V.

6. Mini HDMI Port

Video / Audio input port.

7. Speakers Audio.

8. Power

Press and hold to turn off and on monitor. Tap to return while in menu.

9. Wheel Button

Rotate to increase and decrease; the previous and the next. Press to open menu or select option while in menu.

10. Auxillary 3.5 mm

Connect with external audio devices.

USING MONITOR BUTTONS

Power On / Off: Hold power button for 3 seconds to turn on and off.	\rightarrow	
Return / Exit: Click power button while menu open to return or exit menu.	\rightarrow	
Show Menu / Settings: Press wheel button.	\rightarrow	
Select Menu Option: Click wheel button while menu open to confirm / select highlighted option. While on menu status, short press to confrm and save your setting.	\rightarrow	
Open Volume Settings: Toggle wheel button up and press wheel button.	ר יז	
Open Brightness Settings: Toggle wheel button down and press wheel button.	<u>(</u>	
Toggle On-Screen Battery Level: With valid input signal, toggle wheel button down and press wheel button to show current battery level.	<u>(</u>	
Open Input Source: Press power button.	\rightarrow	

LED INDICATOR LIGHT

INPUT INDICATOR LIGHT

- Blue Color: ON / Input source detected.
- Red Color: No source / Standby status.
- Dark: OFF.

POWER INDICATOR LIGHT

- Green Color: Charging / Not fully charged.
- Dark: Fully charged.

MONITOR MENU SETTINGS

PICTURE

- Brightness: Select brightness level between 0 (lowest) to 100 (highest).
- Contrast: Select contrast level between 0 (lowest) to 100 (highest).
- Volume: Select loudness levels 0 (lowest) to 100 (highest).

• Color Gamut: Select Color Gamut from the following (sRGB, ADOBE, USER, NATIVE)

COLOR

- Red: Select Red level between 0 (lowest) to 100 (highest).
- Green: Select Green level between 0 (lowest) to 100 (highest).
- Blue: Select Blue level between 0 (lowest) to 100 (highest).
- **Temperature:** 9300k (coolest), 6500k (cool), sRGB (standard Red Green Blue), User (custom).

ADVANCE

- Saturation: Select saturation levels 0 to 100.
- Hue: Select hue levels 0 to 100.
- Ultra HDR: Select On, Auto, Off
- Language: Select language.

OTHER

- 3D Sound: Select 3D Sound
- Sharpness: Select sharpness
- Mute: Toggle ON (muted) or OFF (unmuted).
- **EyeProtection:** ON or OFF. Low Blue Light Technology reduces the emission of the harmful low-blue lights on a display in order to prevent eye fatigue.
- DCR: Dynamic contrast ratio (ON or OFF). Selecting ON will allow higher contrast ratios.
- Crosshair: Toggle ON or OFF
- Reset: Reset all settings to factory default.
- Game Mode: Toggle ON or OFF
- Bat Info: ON or OFF

INPUT

- Auto Select (recommended)
- Type-C
- HDMI

OSD SETTINGS

- H.Position: Menu horizontal position. (Set by Wheel button)
- V.Position: Menu vertical position. (Set by Wheel button)
- Transparency: Menu transparency settings (0 to 100).
- Menu Time: How long menu will stay on screen for when turned on (5 to 60 seconds).

INFORMATION

Input video source information

<u>EXIT</u>

Exit Menu setting

PORTS AND CONNECTION

VIDEO

Connect Monitor to valid source via mini HDMI or USB-C port . Ensure you do not use the Power Input Only USB-C port . Please note that not all PC, laptop, or mobile phone USB-C ports output display or video signal. Please see the FAQ for more information.

POWER AND CHARGING

Connect USB-C to Input Power USB-C Port: Note the Input Data Only port cannot charge or provide power to the monitor.

The monitor most likely will not be able to be charged by your laptop as it requires QC 18W or 5V, 4A input power, which is a higher output than PCs and laptops have. This is the case even if your monitor is not on and your laptop is being charged as it will still not output sufficient power.

The monitor does not support two-way fast charging. This means you cannot use the monitor to charge your laptop. However, it can charge mobile phones at 5V / 3W output power via the Input Data Only port-perfect for charging your phone while casting or mirroring to the monitor. Other combinations will not work. We strongly recommend charging and using your Monitor only with our supplied charger.

Expected battery life is approximately 3–4 hours depending on your volume and brightness setting and the usage (i.e. videos and animated content played on screen consumer battery more quickly than a static screen).

Monitor uses a very specific battery to optimize for power efficiency, size, and weight. You can ONLY charge your Monitor with a 5V/4A or QC 18W charger.

User Remind

 Press the power button to turn off the monitor when you stop using it, as standby status will drain the battery build in
First time get the monitor, do remember to charger over 12 hours to make sure the battery work fine
If you don't use it for a long time, charge your monitor once a month to

If you don't use it for a long time, charge your monitor once a month to avoid overrunning of the battery

TOUCH SCREEN

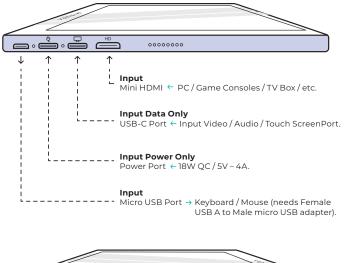
Connect via USB-C Port: Touch signal can only be processed via USB-C connection.

HDMI will only input / output display and audio signal. However, you touch signal can work if you connect both HDMI and USB-C at the same time. Alternatively you can USB 3.0A to USB C can also transfer touch signal in conjunction with HDMI.

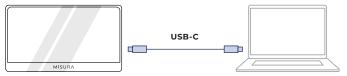
Connect via USB-C Port: You can use single-finger touch or multi-finger touch for up to 70 simultaneous touch points.

If your laptop or device is NOT touch screen enabled, Monitor touch function may not be compatible. Some Macbooks are not touch screen enabled due to Apple's own OS limitations.

HOW TO CONNECT YOUR MONITOR

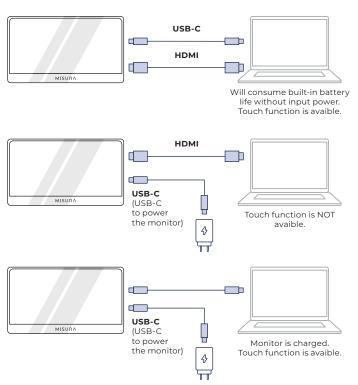


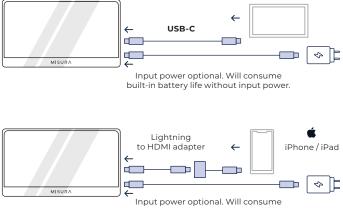




NOTICE: Check if the USB-C of your laptop/phone is a full featured USB-C port. Your device should support Thunderbolt 3.0 or USB 3.1 Gen2, USB-C DP ALT-MODE. If it is just a USB-C for charging, it will not be available.

Will consume built-in battery life without input power. Touch function is avaible.





built-in battery life without input power.

NOTE:

- Touchscreen function is only enabled when connecting to your device via USB-C as the HDMI connection does not output touch signal.
- If monitor is not being charged via Input Power port it will automatically power itself with the built-in battery. This means if you connect your laptop or external device via the Input Data port only, it will consume battery life.
- Not all mobile devices output video signal and may not work with external devices like the monitor.

TROUBLESHOOTING (FAQ)

1. My screen does not turnon or I'm seeing a black / blank screen.

It is likely your device is out of battery or you are connecting your external device to the Input Power port rather than the Input Data port.

Monitor uses a very specific battery to optimize for power efficiency, size, and weight. You can ONLY charge your Monitor with a 5V / 4A or QC18W charger. Other combinations will not work. We strongly recommend charging and using your Monitor only with our supplied charger.

Please use make sure to charge and connect to your device with our included cables as some generic cables may not carry sufficient power. It is also possible that your external device does not support external displays or requires specific hardware. For example, iPhones and iPads require a specific Lightning to HDMI adapter to connect to external displays. Some mobile devices also do not support external displays from their USB-C ports or at all (e. g. Google Pixel, Windows Surface Pro). This is a limitation by the manufacturer that is unavoidable with many monitors.

Some devices do NOT support USB-C output display signal and you may need to use the HDMI port.

2. Audio is playing from my Monitor screen instead of my laptop or headphones.

Please go into the audio / volume settings on your computer and switch output back to your laptop or headphones.

3. Why isn't my mobile device / tablet connected to the tablet?

- Some phone brands, by design, do not output any display signal. Unfortunately, this means you will not be able to connect the your smartphone to your Monitor. However, you can use devices like the Chromecast, Amazon Fire Stick, or any other media player attachments to connect wirelessly with your monitor.
- For Apple tablets and smartphones, you will need to use a special Lightning-to-HDMI adapter available on our site due to Apple's limitations.
- Make sure your monitor is charged and has power.

4. Why doesn't the touchscreen work?

- Touchscreen will only work on devices that have been designed to receive touchscreen signal. For example some MacBooks cannot receive touchscreen inputs. Other devices that are not already touchscreen enabled will also not be able to receive input touchscreen signal. If your connected laptop is not already touchscreen compatible, Monitor will not be touchscreen compatible.
- External devices generally cannot accept output touchscreen signal via HDMI. If you are connecting via HDMI, you will need to connect both the HDMI and USB-C Input Data ports on your monitor.
- Many mobile devices do not have touchscreen input signal for external monitors. Some devices such as some Samsung and Huawei mobile phone models for example have been desig ned to take touchscreen input.

5. The speakers aren't working.

Make sure your monitor's volume is not at 0 or muted in the settings.

6. The Power LED Light is on, but there is no screen image.

- Ensure your monitor and input source have power and are on.
- Check that your video input (USB-C or mini HDMI) are properly connected.
- Inspect the signal cable and make sure the pins are not bent or damaged.
- Connect the computer to another monitor to ensure the computer and output port is working properly.
- Your monitor may not be charged. Recharge your monitor with included QC 18W charger for at least 4 hours and try again.
- Your device may not be compatible with external monitors.

7. Screen image is too light or dark.

Adjust brightness settings to increase or decrease brightness.

8. Screen image bounces or a wave pattern is present in the Image.

- Try connecting another input device to your Monitor to ensure the issue is not with your device or accessories.
- Make sure the USB-C cable or HDMI cable is properly connected.
- Move monitor away from other magnetic or electric devices that may cause interference.

9. Screen image has color defects (white does not look white).

- Try connecting another input device to your Monitor to ensure the issue is not with your device or accessories.
- Inspect the USB-C Cable and make sure that none of the p ins are bent.
- Use another USB-C or HDMI cable to connect your device to the Monitor.

10. Screen image has color defects (white does not look white).

- The monitor will shut down when the battery is out of power.
- Make sure the device that powers Monitor has sufficient power.

SPECIFICATIONS

Model number	MI6TB touch monitor with battery	
Panel Type	IPS	
Touch function	Yes	
Size	16	
Backlight	WLED	
Brithgness	300cd/m2	
Contrast	1200:1	
EDP	eDP (2 Lanes), eDP1.2	
Pitch	0.0607×0.1821 mm (H×V)	
Resolution	1920×1080	
Aspect	16/9	
Response time(typ)	30ms	
View angle	H:85°,V:85°(CR≥ 10)	
Surface	Glare	
Display color	16.7M (8-bit)	
LOW BLUE LIGHT MODE / HDR10	Yes / Yes	
miniHDMI / Type-C	1920x1080@60Hz	
Earphone Jack	Yes	
Speaker	Yes (2 *1,0W)	
Power	General(≤13W)	
	Stand by ≤0.5W	
Built-in battery	YES – 8000mAh	
Power range	AC 110-240V 50/60Hz	
Power adapter	QC18W	
Size of monitor	430*280*90 mm	
Weight	1.4 kg	
Front control	MENU(Brigthness+/-, Volume+/-); Power(return)	
Windows 7/8/8.1/10/MAC OS	Windows, Mac, Xbox, PlayStation	

Declaration of conformity according to the EMC Directive 2014/30 / EC on the harmonization of legal regulations of Member States related to electromagnetic compatibility.

Manufacturer / importer:

MISURA Store s.r.o. K Pošte 429/2 252 67 Tuchomerice

Person responsible for completing the technical documentation:

Ing. Jirí Mihel – executive director of the company

Description and identification of machinery:

Title: portable USB monitor Type: M16TB

The device described above has been tested in accordance with the above standards and found to comply with the EMC 2014/30/ES. The observations and test results given in this certificate are only relevant for the test sample.

The product complies with the following European Community regulations:

Directive EN 55032: 2015 of the European Parliament and of the Council - Electromagnetic compatibility of multimedia equipment – Emission requirements.

Directive EN 55035: 2017 of the European Parliament and of the Council - Electromagnetic compatibility of multimedia devices – Immunity requirements.

HARMONIZED STANDARDS USED:

EN IEC 62368-1:2020, IEC 62321-4:2017, IEC 62321-5:2013, IEC 62321-6:2015, IEC 62321-7-1:2015, IEC 62321-7-2:2017, IEC 62321-8:2017, EN 62368-1





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URL: www.misura.shop/en/advisor/m16tb-manual-for-download