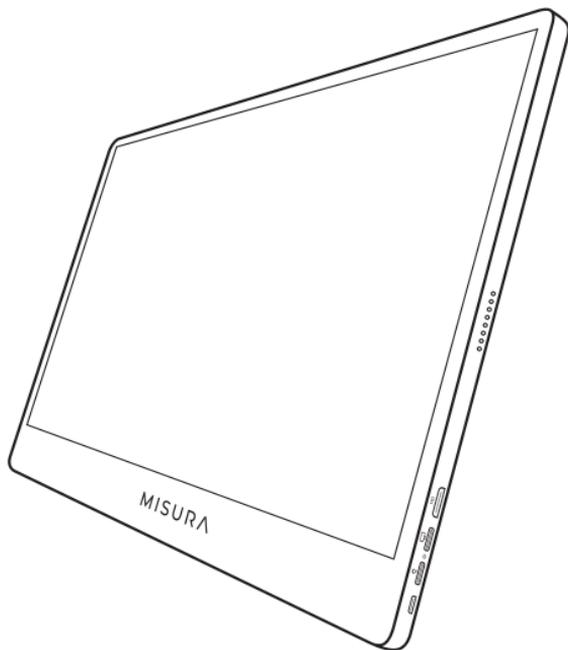


# TOUCHSCREEN PORTABLE MONITOR 16"

USER MANUAL **ENGLISH**



Model: M16T



Full HD resolution  
1920\*1080



Multi-Gesture  
Touch screen



High Dynamic  
Range



Super TFT  
display



Ultra Wide  
Viewing Angle



Ultra slim  
monitor

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MISURA is not responsible for any errors or inaccuracies that may appear in this manual, including the products and software described in this manual.

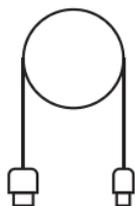
## **SAFETY INFORMATION**

- 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 a qualified 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.

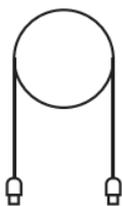
## WHAT'S IN THE BOX



1



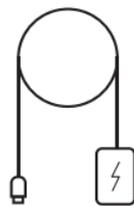
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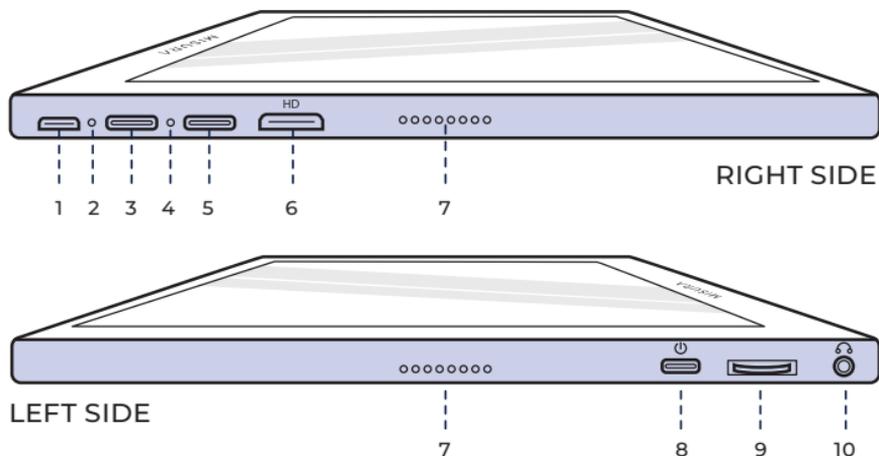
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6

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

## DEVICE LAYOUT



### 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

Power&Video/Audio Input port

### 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. Power&Video/Audio Input port

### 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.

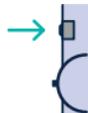
### 10. Auxillary 3.5 mm

Connect with external audio devices.

## USING MONITOR BUTTONS

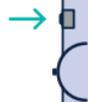
### **Power On / Off:**

Hold power button for 3 seconds to turn on and off.



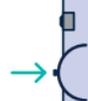
### **Return / Exit:**

Click power button while menu open to return or exit menu.



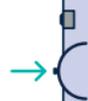
### **Show Menu / Settings:**

Press wheel button.



### **Select Menu Option:**

Click wheel button while menu open to confirm / select highlighted option. While on menu status, short press to confirm and save your setting.



### **Open Volume Settings:**

Toggle wheel button up and press wheel button.



### **Open Brightness Settings:**

Toggle wheel button down and press wheel button.



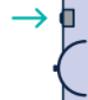
### **Toggle On-Screen Battery Level:**

With valid input signal, toggle wheel button down and press wheel button to show current battery level.



### **Open Input Source:**

Press power button.



## LED INDICATOR LIGHT

### INPUT INDICATOR LIGHT

- **Blue Color:** ON / Searching for Input Source
- **Red Color:** No source / Standby status.
- **Dark:** OFF.

## 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

## **EXIT**

Exit Menu setting

## PORTS AND CONNECTION

### **VIDEO**

Connect Monitor to valid source via mini HDMI or 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**

Plug the Supplied AC Adaptor (or USB 3.0 Port From Other Device) to the Power Port of the Monitor to Get Power Supply.

### **TOUCH SCREEN**

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

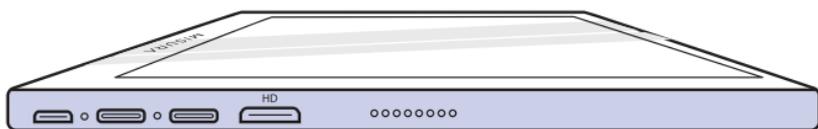
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HDMI will only input / output display and audio signal. However, you touch signal can work if you connect both HDMI and USB-C at the same time. Alternatively you can USB 3.0A to USB C can also transfer touch signal in conjunction with HDMI.

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



### Input

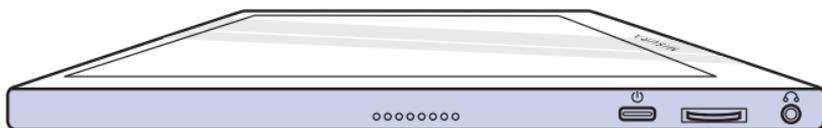
Mini HDMI ← PC / Game Consoles / TV Box / etc.

### USB-C

Data: Video Display / Audio / Touch signal  
Power: 5V-2A/5V-4A AC Adaptor / USB 3.0 port / Power bank

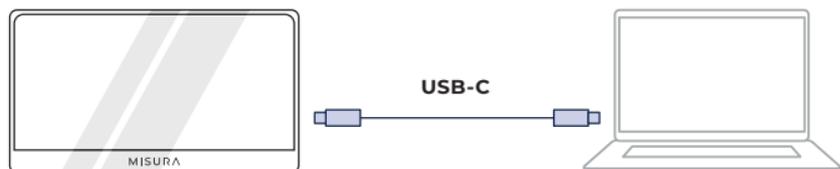
### Input

Micro USB Port → Keyboard / Mouse (needs Female USB A to Male micro USB adapter).



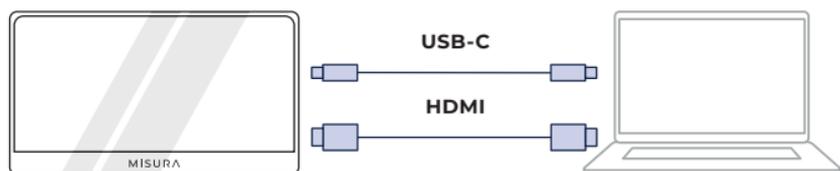
### Output

Speakers / Earphones ← AUX 3.5 mm

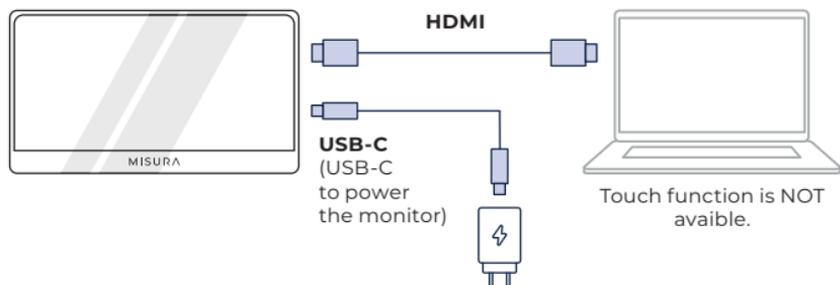


Touch function is available.

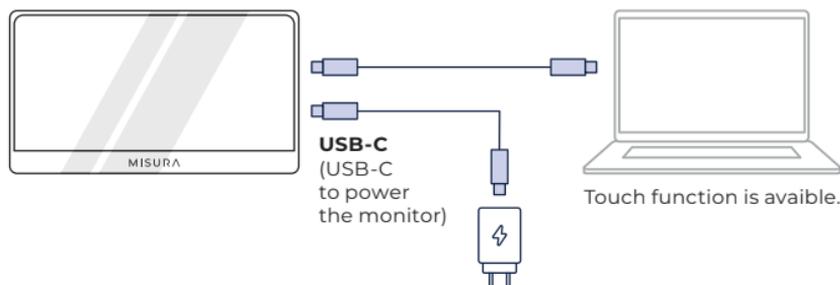
**NOTICE:** Check if the USB-C of your laptop/phone is a full featured USB-C port. Your device should support Thunderbolt 3.0 or USB 3.1 Gen2, USB-C DP ALT-MODE. If it is just a USB-C for charging, it will not be available.



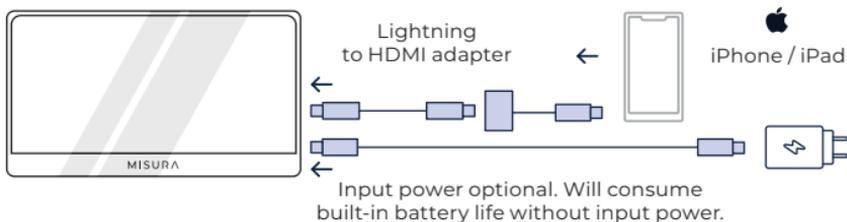
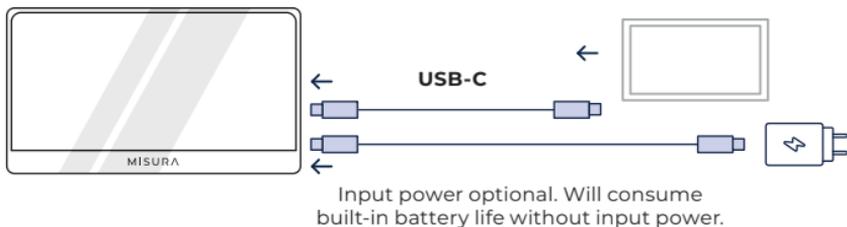
Touch function is available.



Touch function is NOT available.



Touch function is available.



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**NOTE:**

- Touchscreen function is only enabled when connecting to your device via USB-C as the HDMI connection does not output touch signal.
- Not all mobile devices output video signal and may not work with external devices like the monitor.

# TROUBLESHOOTING (FAQ)

## 1. Why the Monitor Without Display or Flash?

There's Maybe Because of Power Shortage ,Please Power the Monitor With the AC Adaptor

## 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 designed 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 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 pins are bent.
- Use another USB-C or HDMI cable to connect your device to the Monitor.

#### **10. The Monitor Automatically Turns off**

- The Monitor Automatically Turns off When the Supplied Power is on Shortage, Please Check if the Device Which Power the Monitor Have Enough Power
- Please Check if the Source of Signal Went into Sleep Mode. The Monitor Automatically Turns off After the Signal Source Slept for More Than 15 Seconds to Save Power Consumption.

## SPECIFICATIONS

Model number	M16T touch monitor
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°(CRz 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(±5W)
	Stand by ≤0.5W
Built-in battery	NO
Power range	AC 110-240V 50/60Hz
Power adapter	5V - 2A
Size of monitor	430*280*90 mm
Weight	0.89 kg
Front control	MENU(Brighthness+/-, 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: M16T

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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Odprite priročnik v slovenščini tukaj /  
Aprire il manuale in italiano qui /**



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