

# Gray Scale: HDR True Black 400 (AMD GPU)

ASUS ROG Swift PG32UCDM – 10% APL

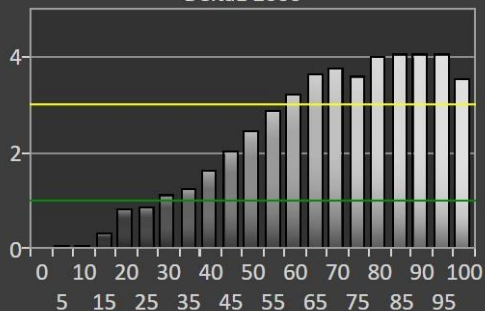
Portrait Display Calman Ultimate | Target: Avg. DeltaE < 2.0



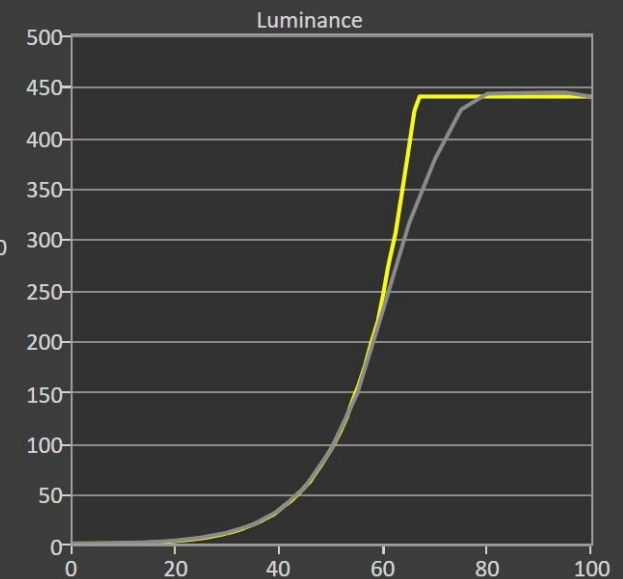
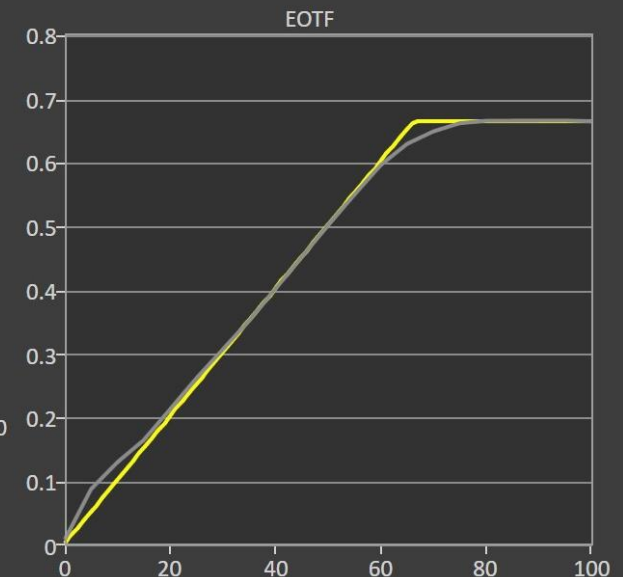
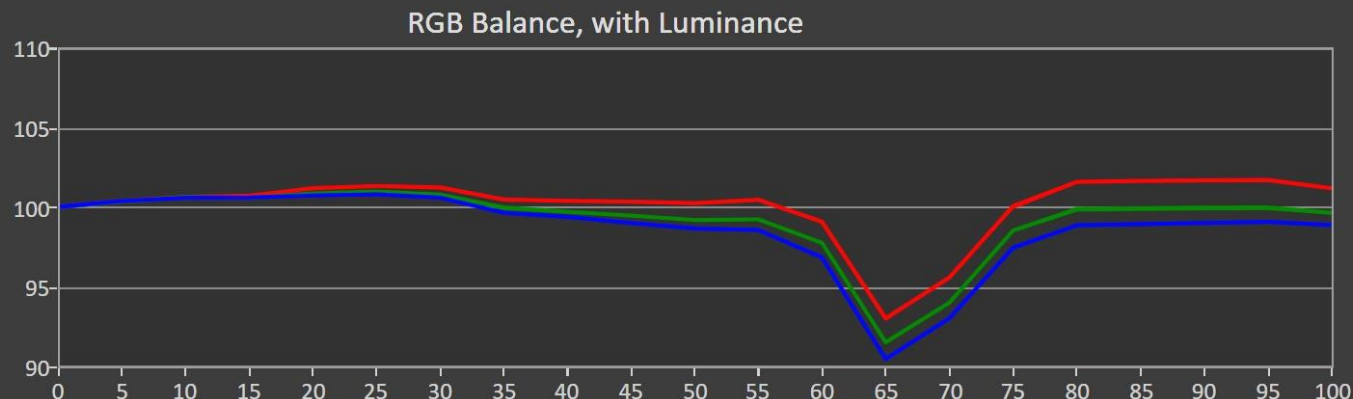
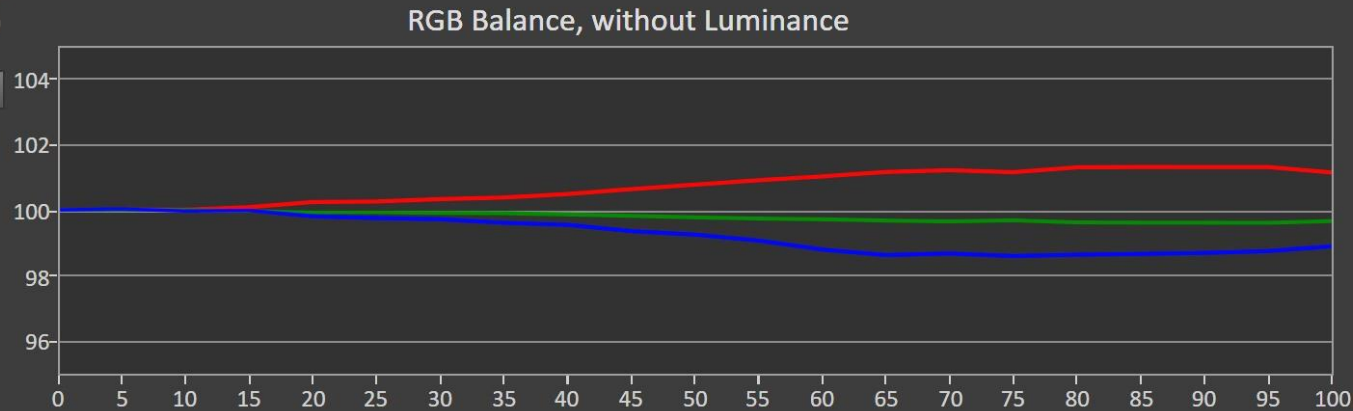
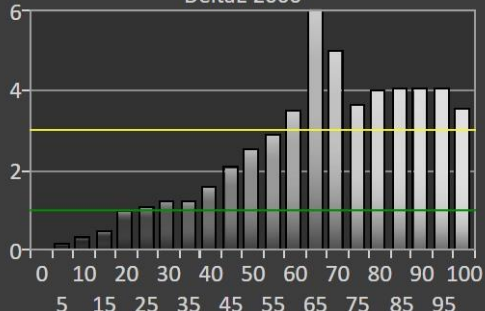
## Grayscale Tracking

dE Formula: 2000

DeltaE 2000



DeltaE 2000



Current Reading:

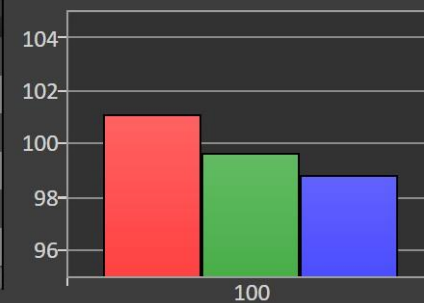
x: 0.3188

y: 0.3309

fL: 127.886

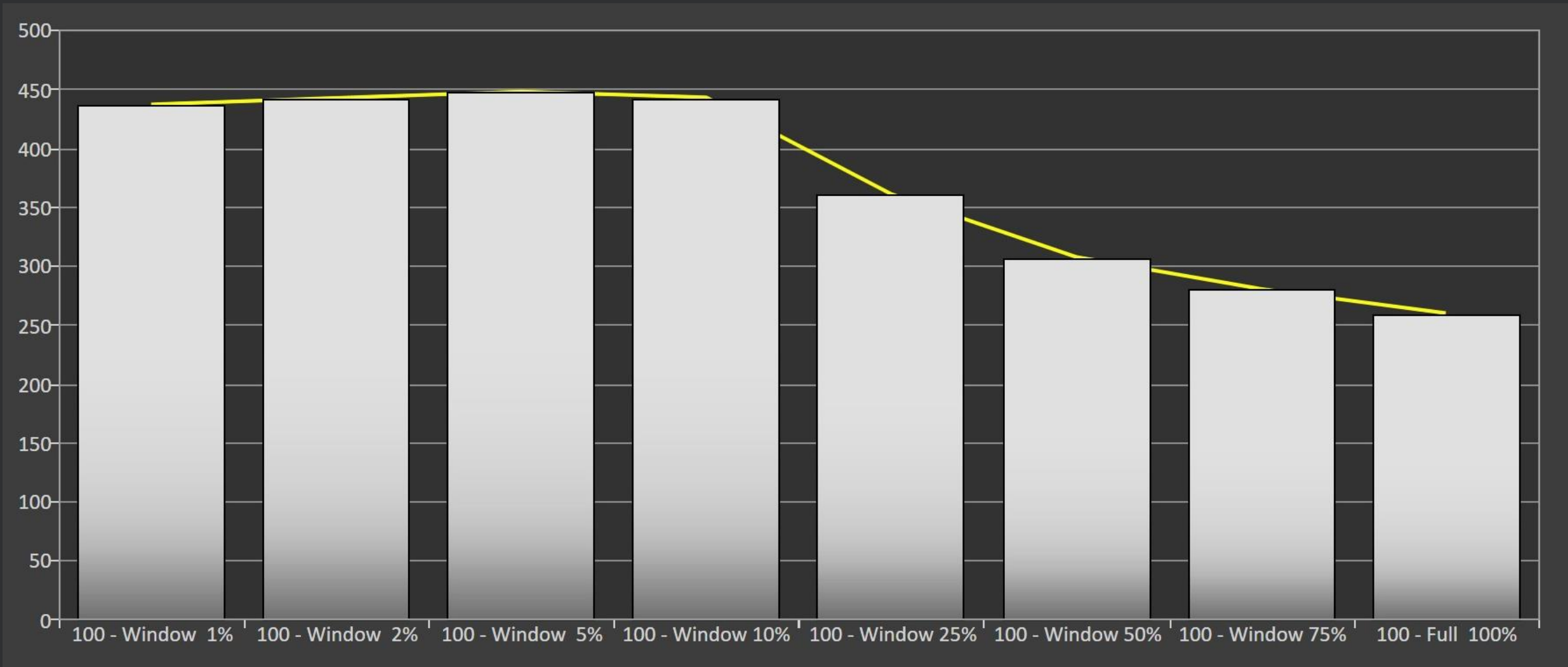
cd/m<sup>2</sup>: 438.172

	0	5	10	15	20	25	30	35	40	45	50
<b>Y</b>	0.001	0.216	0.628	1.265	2.866	5.856	10.582	18.297	32.175	54.970	91.789
<b>x: CIE31</b>	0.395	0.312	0.316	0.318	0.321	0.319	0.319	0.319	0.319	0.320	0.320
<b>y: CIE31</b>	0.330	0.321	0.332	0.328	0.331	0.331	0.331	0.331	0.331	0.331	0.331
<b>Target Y</b>	0.000	0.063	0.342	0.982	2.429	5.226	9.791	18.223	32.448	55.925	94.075
<b>Target x:CIE31</b>	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313
<b>Target y:CIE31</b>	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329



# Peak vs. Window Size: HDR True Black 400 (AMD GPU)

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Portrait Display Calman Ultimate



# Luminance Stability: HDR True Black 400

ASUS ROG Swift PG32UCDM – 100% APL

Portrait Display Calman Ultimate

