

Supported Resolutions

Horizontal	Vertical
640	350
640	400
640	480
720	288
720	400
720	480
720	756
768	480
800	600
840	480
854	480
960	540
960	640
1024	576
1024	600
1920	1080
1024	768
1152	864
1176	774
1280	600
1280	720
1280	768
1280	800
1280	960
1280	1024
1360	768

Horizontal	Vertical
1366	768
1400	1050
1440	756
1440	900
1600	1024
1600	1200
1680	720
1680	1050
1768	992
1776	1000
1792	1344
1856	1392
1920	1200
1920	1440
1920	2160
2048	1152
2048	1536
2560	1080
2560	1440
2560	1600
2560	2048
3200	2048
3200	1800
3200	2400
3440	1440
3840	2160
3840	2400

Horizontal	Vertical
4090	2160
4096	2160
4096	3072
350	640
400	640
480	640
288	720
400	720
480	720
756	720
480	768
600	800
480	840
480	854
540	960
640	960
576	1024
600	1024
1080	1920
768	1024
864	1152
774	1176
600	1280
720	1280
768	1280
800	1280
960	1280

Horizontal	Vertical
1024	1280
768	1360
768	1366
1050	1400
756	1440
900	1440
1024	1600
1200	1600
720	1680
1050	1680
992	1768
1000	1776
1344	1792
1392	1856
1200	1920
1440	1920
2160	1920
1152	2048
1536	2048
1080	2560
1440	2560
1600	2560
2048	2560
2048	3200
1800	3200
2400	3200
1440	3440

Horizontal	Vertical
2160	3840
2400	3840
2160	4090
3072	4096
1720	1440
1440	1720
3440	1440

Boundless Switching

To enable or disable to toggle between the boundless switching, do the following:

1. Invoke HSM (see page 13).
2. Press **[Y] [Enter]**.

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- Note:** 1. This procedure is a toggle. To enable / disable the boundless switching, repeat step 1 and 2.
2. This hotkey is only supported by CS62KM using firmware version v1.1.101 or later.
 3. The mouse emulation must be enabled for the boundless switching to work, see *Mouse Emulation*, page 17.
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