

Near lines bend up at bezel.
Far lines ok.
Eyes too low,
or since they are near center
Monitor angle could be
increased.

Straight

Bent

CURRENT: ---:---:---
SECTOR 1: ---:---:---
SELF SPLIT: ---:---:---
BEST SPLIT: ---:---:---

Player;s Eyes too high
Monitor 120 deg
Side bends down

Bend

Straight

CURRENT: -----
SECTOR 1: -----
SELF SPLIT: -----
BEST SPLIT: -----

