



ASUS ROG G46VW Screen Replacement

Replacing the screen of the ASUS ROG G46VW.

Written By: Ryan Riley



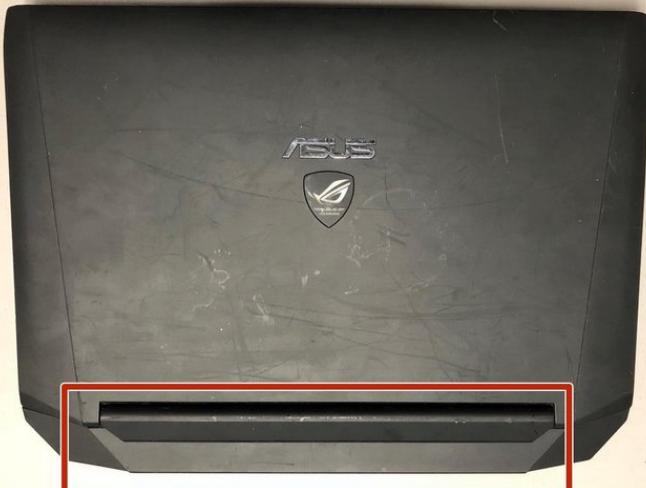
INTRODUCTION

Pay attention to your device as you disassemble so that you can successfully reassemble later.

TOOLS:

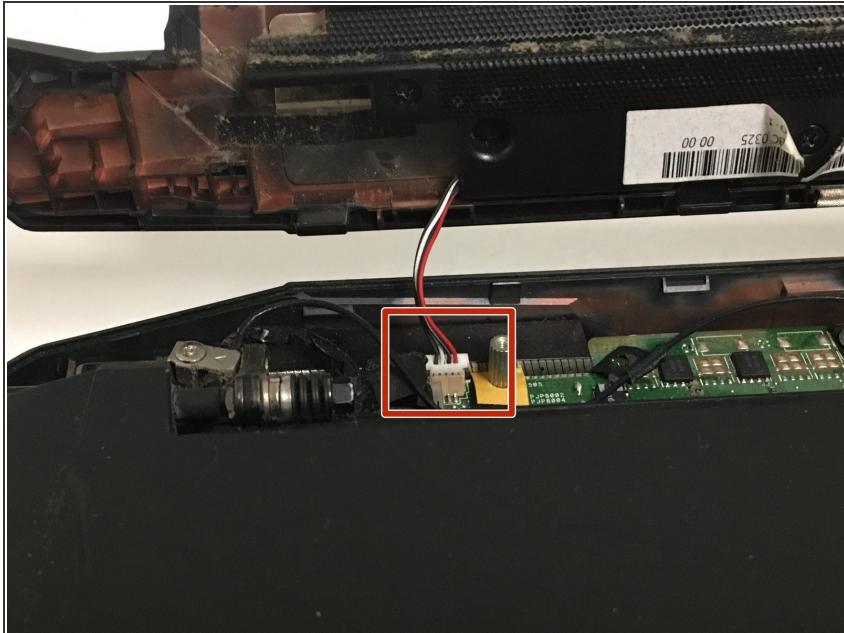
- [T9 Torx Screwdriver](#) (1)
- [Fingers](#) (1)
- [Spudger](#) (1)
- [iFixit Opening Tools](#) (1)
- [Phillips #0 Screwdriver](#) (1)
- [Tweezers](#) (1)

Step 1 — Speaker Cover



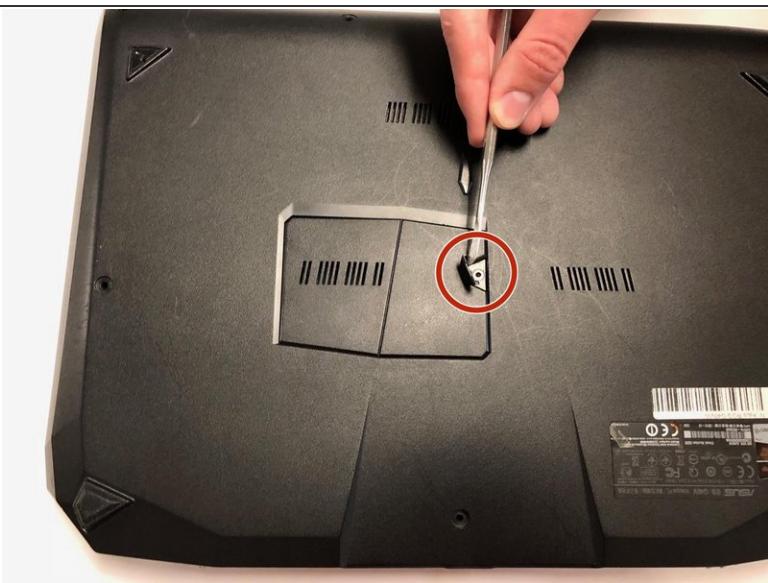
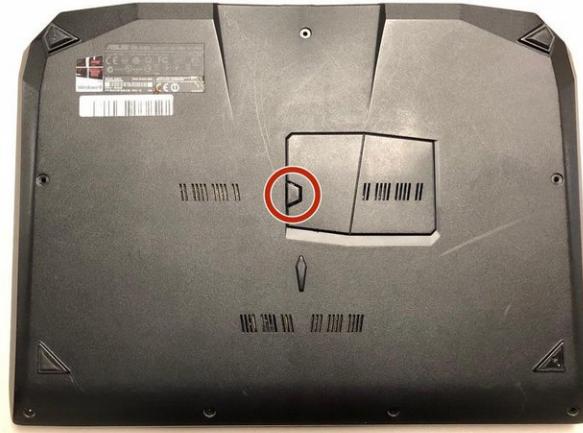
- Gently pry the back hinge cover piece away from the device.

Step 2



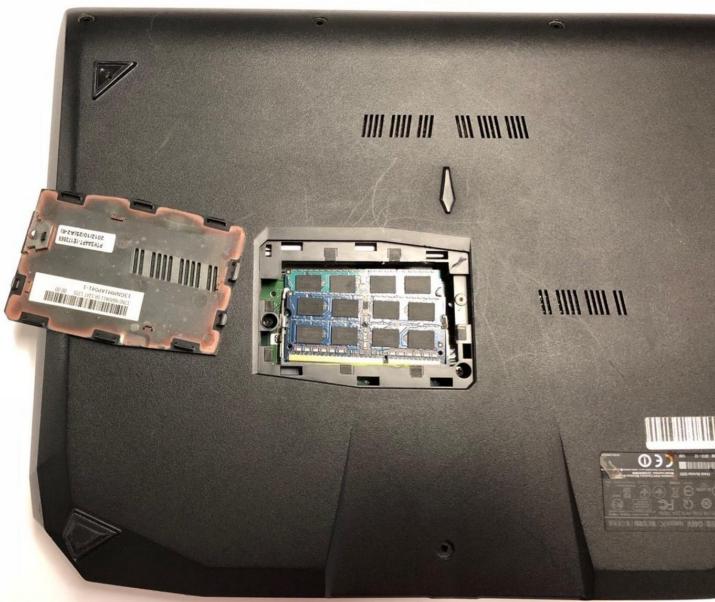
- Disconnect the speaker cable from the motherboard.

Step 3 — RAM



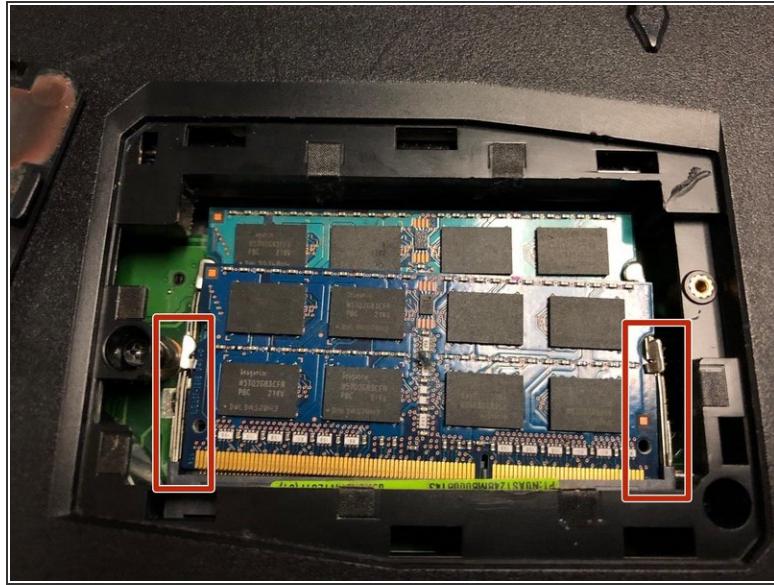
- Lift the screw cover and remove the screw using a Phillips #0 screwdriver.

Step 4



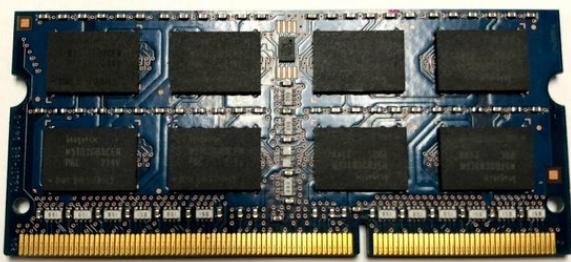
- Remove the RAM cover by lifting the screw cover and pulling away firmly.

Step 5



- Push outwards on the clips to release the RAM stick. The stick should pop up at an angle.

Step 6



- Pull out the RAM stick carefully.

 Do not use a prying motion as this will damage the hardware. Be careful not to damage the gold section of the RAM stick.

Step 7



- Repeat steps 3-4 to remove the second RAM stick.

Step 8 — Keyboard



- Remove the two screws from underneath the RAM cover.

Step 9



- Remove all of the screws from the bottom of the case.
- If replacing the screen, remove the rubber feet to reveal two more screws.

Step 10



- Turn the laptop over and remove the screws as shown

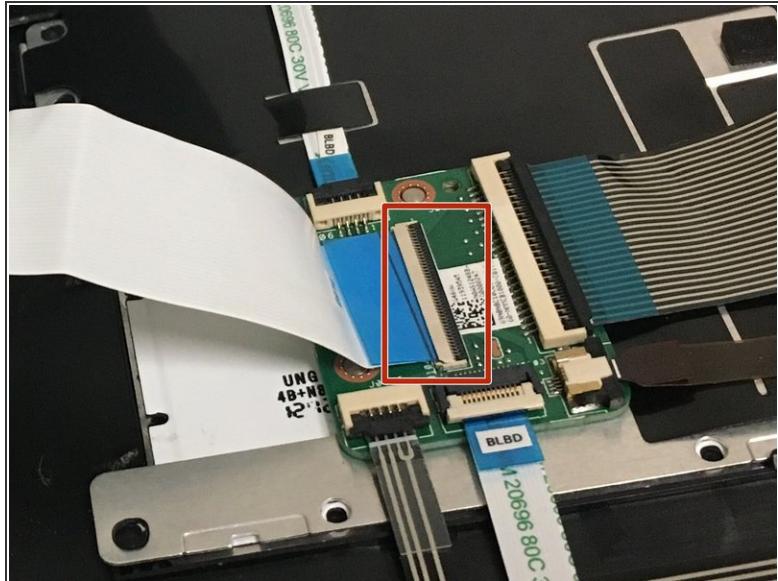
Step 11



- Carefully pry the keyboard away using your spudger and the opening tools.

 Be sure not to damage the clips holding the keyboard to the bottom case.

Step 12



- Detach the ribbon cable by releasing the clip

Step 13 — Screen



- Remove screws from silver braces.

Step 14



- Use tweezers to remove golden screw caps.

Step 15



- Remove tape and gently pull up on golden cap connectors to disconnect them.

Step 16



- Gently pull the white connector until it comes loose.

To reassemble your device, follow these instructions in reverse order.