

USB 3.0 Dual Head Graphics Adapter - HDMI® and DVI-I

USB32HDDVII



*actual product may vary from photos

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This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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Introduction

The USB32HDDVII USB 3.0 to HDMI® and DVI-I Dual Head Adapter turns an available USB 3.0 port into one DVI-I or VGA port (DVI to VGA adapter included) and one HDMI®output, with support for high-definition 1080p and 1920x1200 video and 5.1 surround sound audio (from HDMI®port only). The adapter delivers a convenient external video solution that makes it easy to add multi-monitor capability to a USB-enabled desktop or laptop computer (optimal performance from USB 3.0, backward compatible with USB 2.0).

Leveraging the high-bandwidth (5 Gbps) SuperSpeed USB 3.0 interface, the USB video adapter functions as a convenient external graphics card that eliminates having to open the computer case for video card installation. The adapter delivers smooth, high-definition content to multiple displays and can be used to mirror your primary desktop, showing the same image on each display, or to extend your desktop onto a second or third monitor to double or triple your workspace and increase your productivity.

The USB 3.0 HDMI®and DVI-I Adapter is backed by a StarTech.com 2-year warranty and includes free lifetime technical support.

Packaging Contents

- 1x USB 3.0 to HDMI®/DVI-I Graphics Adapter
- 1x Mini USB 3.0 Cable
- 1x DVI to VGA Adapter
- 1x Driver CD
- 1x Installation guide

Recommended System Requirements

- USB enabled computer system with available USB 3.0 or 2.0 port
- CPU: Quad Core 2.4GHz or Higher (i5 recommended)
- RAM: 4GB or higher
- Microsoft® Vista(32/64-bit) 7(32/64-bit) or Mac OSX®

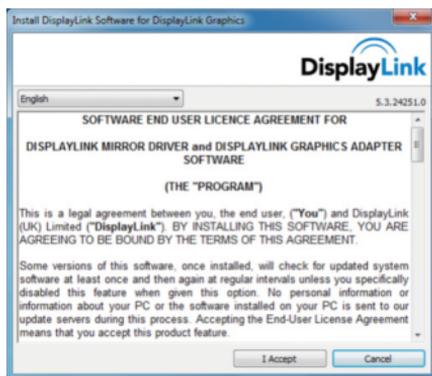
Installation

Windows Installation

Please ensure that the driver installation is complete prior to the physical installation (plugging in) of the USB 3.0 Video Adapter

1. Download the latest drivers from the StarTech.com website (recommended), or insert the included Driver CD into your CD/DVD-ROM drive.
2. Locate the Setup.exe application. This file will be located in the root directory of the Driver CD (e.g. D:\) or downloaded file.
3. Executing the Setup.exe application will launch the following screen. Please click I Accept to start installation process. The set-up program will install the device driver and software application respectively.

Note: Ensure that the USB Video Adapter is not connected to the host computer.

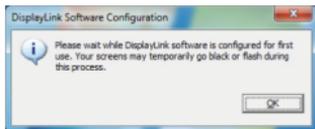


Note: The screen may flash or go black during installation. No additional message will be displayed to alert that the installation has completed.

- Once DisplayLink Core Software screen has disappeared Connect your USB32HDDVII device via the USB cable to your PC.



- The system will initiate driver and software application (the DisplayLink Software Configuration screen may flash or go black during the install).



***Some machines may require a system reboot for the USB Display Adapter to initialize.**

- Connect your HDMI® and/or DVI monitor(s) to the available HDMI® and/or DVI ports on the USB32HDDVII device.

***VGA (RGB) Monitors are also supported via the included DVI to VGA adapter.**

- The USB Video Adapter is now ready for use.

Mac OSX Installation

- Insert the Driver CD (included) into the CD/DVD-ROM drive.
- Browse through the Driver CD and locate the "DisplayLink-OSX" .dmg file. Double-click on this file to begin the installation process:

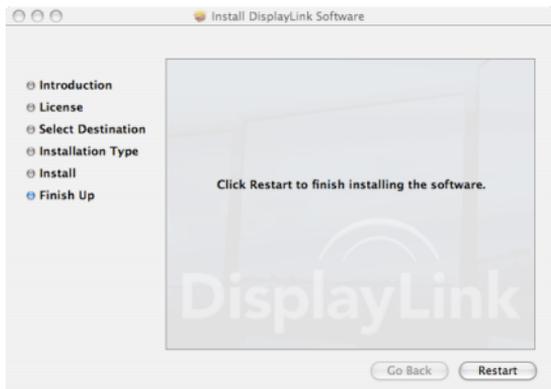


DisplayLink-OSX.dmg

- Double Click the "DisplayLink Software Installer.pkg" to install the software.



- Once the installation is complete, click the “Restart” button. The computer will automatically reboot, so make sure to close/save any files you have opened, before pressing this button.



- After the computer has restarted, plug in the USB Display Adapter to an available USB port. The adapter should now be ready to use.
- If you wish to add additional USB Display Adapters, simply plug them into available USB ports. A maximum total of 4 USB2VGAPRO video adapters can be used on a computer.

Multiple USB Video Adapter Installation

Ensure you have the latest version of the drivers installed, otherwise, please download them from the StarTech.com website (www.startech.com).

- Complete the standard driver installation steps, up to when you plug in the first USB Video Adapter.
- Connect another monitor/display to the second USB Video Adapter, and turn on the display.
- Connect the USB type A connector on the second USB Video Adapter to an available USB 3.0 port on the host computer. The driver installation will begin automatically.

Repeat these steps for each additional USB Video Adapter you wish to install. Once all USB Video Adapters are installed, reboot the computer. After rebooting, you may be prompted to reboot one final time; please do so.

Configuring the USB Video Adapter

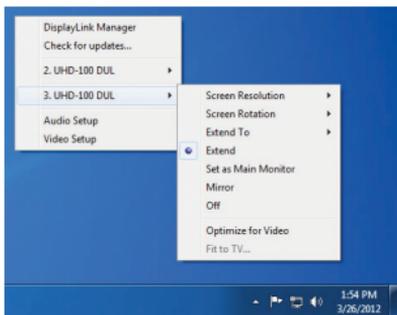
Windows®

When devices are attached, an icon appears in the taskbar. This gives you access to the DisplayLink® manager menu.

1. From the taskbar, click the Show hidden icons arrow to show all available icons.

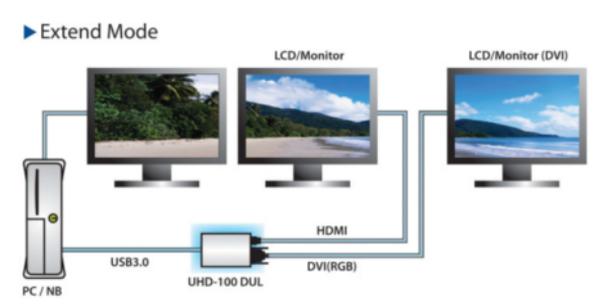


2. Click the **DisplayLink®** icon. Two options will be displayed **2.UHD-100 DP** and **3.UHD-100 DP**. These represent each available display (HDMI® or DVI). Selecting either display will extend a sub menu with the configurable options for the respective display. Each display is configured independently. All configuration options are shown and described below.



Extend

The monitor(s) attached to the USB32HDDVII USB Graphics adapter display an extension of the user's active Windows desktop. The extra desktop area is a great productivity aid, allowing more applications or documents to be visible at a time. The device is now extended in the direction it was the last time the display was in this mode. For more control, use the Extend To submenu and select one of the options. This puts the device into extend mode, and places it to the Left/Right/Above/Below the main (primary) monitor.

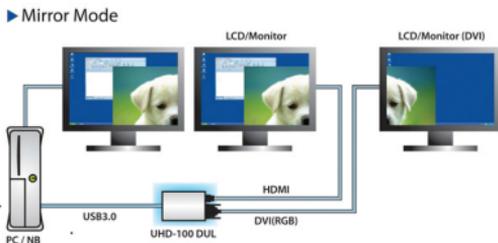


Mirror

The monitor(s) attached to the USB32HDDVII USB Graphics device display a duplication of the primary display.

The resolution, color depth and refresh rate of the primary screen are replicated on the monitor connected to the USB Graphics device.

Note: If the monitors used are of different specifications, the system's primary graphics adapter will scale all settings to lower specification to maintain a uniform aspect ratio.



Extend To

This option allows you to specify the physical location of the monitor connected to the USB32HDDVII in relation to the systems on board monitor.

Screen Resolution

This option allows you to change the resolution on the monitor connected to the USB32HDDVII device. Simply select the desired option from the list of supported resolutions displayed in the sub menu.

Screen Rotation

This option allows you to change orientation in which the screen is viewed. The two most common types of orientation are portrait and landscape.

Set as Main Monitor

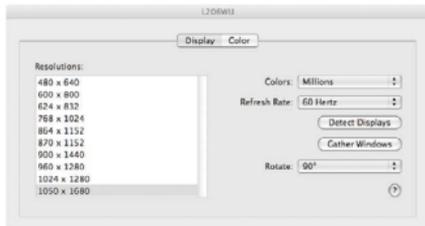
Selecting this option allows your computer to consider the monitor connected through the USB32HDDVII as your primary monitor. Your primary monitor displays all system notifications, and takes priority with applications.

Off

This option disables the monitor connected to the USB32HDDVII.

Mac OSX

To configure the display settings and monitor positions, bring up the **Displays** Preferences from the **System Preferences** menu:



The Display settings for each display will appear on the individual monitors themselves. To configure them all from a single location, press the “Gather Windows” button and each screen’s Displays Preferences windows will appear on that display.

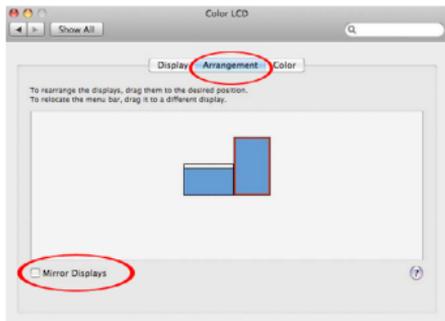
All supported video resolutions will appear in the list on the left side. To change the positioning of each display, click on the “Arrangement” button (found only on the primary display) and you can then virtually reposition each display.

Using the Adapter in Extended or Mirror Mode

By default the USB Display Adapter will be setup as an extended display. To change the display as a mirrored/cloned display, check the “Mirror Display” box on the “Arrangement” page for that monitor’s Displays settings window. To return the monitor to an extended display, uncheck this option.

To use both extended and mirrored displays simultaneously, turn off mirroring then in the “Arrangement” page press and hold the ‘cmd’ and ‘alt’ keys and drag and drop the display you wish to mirror over the primary display (shown with the white bar).

Repeat this with each display you wish to mirror, all others will act as an extended display.



Changing the Primary Display

You can change which display is the primary display by moving the Menu Bar between displays. Changing the primary display affects where new windows appear and the position of the Dock.

To move the Menu Bar, click the white menu bar and drag it to the display you wish to become the primary.

Configuring Displays from the Menu Bar

If you have checked the “Show displays in menu bar” in the Display Preferences window, then you can configure displays by clicking the display icon in the menu bar. This will show a menu similar to the following:



Media Playback

Please note that while operating in Extended Mode, USB Display Adapter can display media files and DVDs using a broad variety of media players, however in Clone Mode, limited support is available for video playback.

Specifications

Audio Specifications	5.1-Channel Surround (48Khz)(HDMI®)
AV Input	USB 3.0
Interface	USB
Max Resolution	1920 x 1200
AV Output	HDMI® DVI
Cable Length	160mm
Chipset ID	DisplayLink® DL 3900
Color	Black
Enclosure Type	Plastic
Audio	Yes
Memory	1GB DDR II
OS Compatibility	Windows®7 (32/64bit)* Aero 3D interface supported Mac OSX
Output Signal	DVI-I (DVI Digital/Analog) HDMI®
Industry Standards	Standard HDMI®, DVI-I, SuperSpeed USB 3.0, USB 2.0

Supported Resolutions**Widescreen(16/32 bit):**

2048x1152, 1920x1200, 1920x1080, 1680x1050,
1600x900, 1440x900, 1368x768, 1366x768, 1360x768,
1280x800, 1280x768, 1280x720, 1024x600, 848x480,
800x480, 720X480

Standard(16/32 bit):

1600x1200, 1400x1050, 1280x1024, 1280x960,
1152x870, 1152x864, 1024x768, 832x624, 800x600,
768X567, 640X480

Wide Screen ResolutionsYes

Note

Connect a maximum of three USB32HDDVII adapters on a single PC - See manual for system requirements

Technical Support

StarTech.com's lifetime technical support is an integral part of our commitment to provide industry-leading solutions. If you ever need help with your product, visit www.startech.com/support and access our comprehensive selection of online tools, documentation, and downloads.

For the latest drivers/software, please visit www.startech.com/downloads

Warranty Information

This product is backed by a two year warranty.

In addition, StarTech.com warrants its products against defects in materials and workmanship for the periods noted, following the initial date of purchase. During this period, the products may be returned for repair, or replacement with equivalent products at our discretion. The warranty covers parts and labor costs only. StarTech.com does not warrant its products from defects or damages arising from misuse, abuse, alteration, or normal wear and tear.

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