

How it works?



EXPANDING YOUR VIEW

USB 3.0 Dual Video Graphic Adapter



Safety Instructions

Always read the safety instructions carefully
 Keep this User's Manual for future reference
 Keep this equipment away from humidity

If any of the following situation arises, get the equipment checked by a service technician:

- The equipment has been exposed to moisture.
- The equipment has been dropped and damaged.
- The equipment has obvious sign of breakage.
- The equipment has not been working well or you cannot get it work according to User's Manual.

Copyright Statement

No part of this publication may be reproduced in any form by any means without the prior written permission. Other trademarks or brand names mentioned herein are trademarks or registered trademarks of their respective companies.

Disclaimer

Information in this document is subject to change without notice. The manufacturer does not make any representations or warranties (implied or otherwise) regarding the accuracy and completeness of this document and shall in no event be liable for any loss of profit or any commercial damage, including but not limited to special, incidental, consequential, or other damage.

Table of Content

Download and install the latest driver	01
Hardware Installation	05
Uninstalling the USB Graphic Adapter Software	11
Fit to TV	12
Mac OS X User Guide	13
Setup Guide	14
Additional Information	18
Troubleshooting	22

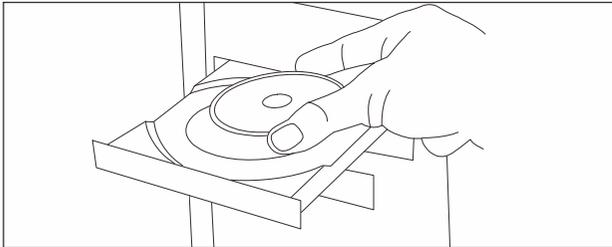
WEEE Directive & Product Disposal



At the end of its serviceable life, this product should not be treated as household or general waste. It should be handed over to the applicable collection point for the recycling of electrical and electronic equipment, or returned to the supplier for disposal.



Download and install the latest drivers



Drivers are provided on CD-ROM, but as with any product, the latest drivers are best. On Windows, you can skip the CD-ROM and just plug in your adapter and allow Microsoft's Windows Update to automatically download the latest drivers. When you do update driver, you need connect to computer which already get internet, you cant update by USB Graphic Adapter itself.

please visit displaylink.com and download the latest drivers. DisplayLink-provided drivers are always compatible with the USB Graphic Adapter.

As part of major operating system updates, the most recent driver updates may be necessary. For drivers in beta, visit displaylink.org/forum

The following section shows you how to install the USB Graphic Adapter station software on different operating systems.

Note: If you have v3.x, R4.1 or R4.2 DisplayLink software installed you must uninstall it, using the Windows Add/Remove Programs feature, before installing this release. Devices will continue working after this release is installed.

To install the Software on Windows 8

Windows 8 DisplayLink software can be installed from Windows update. Alternatively, the software can be downloaded and installed from the DisplayLink website following the steps below.

1. Double click on **Setup.exe**.

The Windows User Account Control window opens (if enabled in the OS).

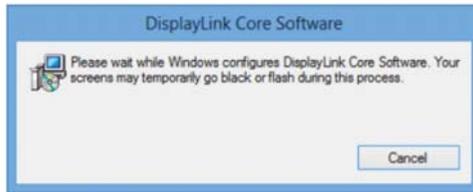
2. Click **Yes**.

The DisplayLink software end user licence agreement window opens.



3. Click **I Accept**.

DisplayLink Core software and DisplayLink Graphics installs.



Note: The screen may flash or go black during the install. No message will be shown at the end of the install.

4. Connect your DisplayLink device via the USB cable to your PC.

A message will be shown that DisplayLink software is configuring itself for first use:



5. The screen should flash and the DisplayLink device should start to extend the Windows desktop.

Note: On some machines you may need to reboot before you can use your DisplayLink enabled device.

To Install the Software on Windows 7 Update

The preferred method of installation is using Windows 7's Windows Update facility.

1. Connect your UGA device via the USB cable to your PC. Windows detects the new hardware and automatically downloads the driver.



2. Once downloaded, the install will run. The DisplayLink software end user licence agreement window opens.

3. Click **I Accept**.

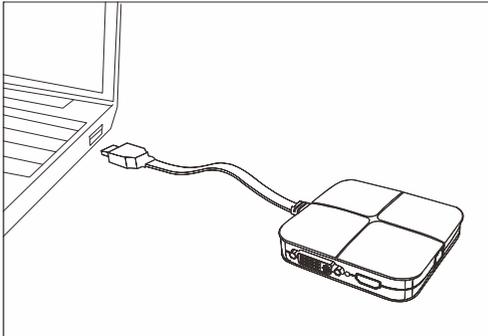
The DisplayLink Core software installs.



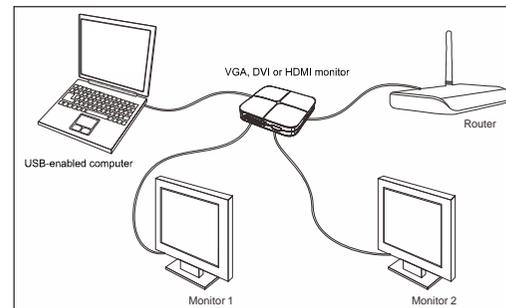
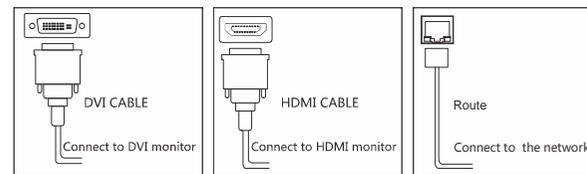
Hardware Installation

Step 1

Connect the Square end of the USB cable to the USB Graphic Adapter
Plug in the USB cable to your PC or notebook

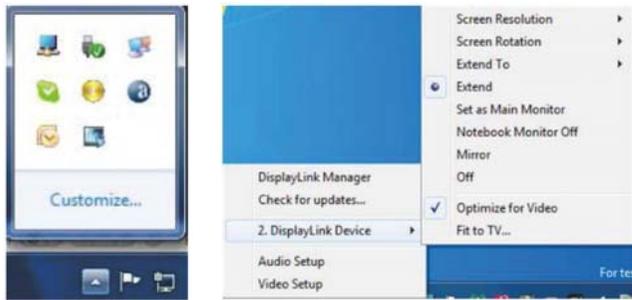


Step 2



Connect the required video cable to the device and net cable to the network
LAN port though driver installation succeed, you can connect to the Internet can view Web

Step 3



Right-click the USB Adapter icon  (lower right corner) to configure your screens

The Docking station Software allows full configuration of all additional USB displays, including:

- Extended, Mirrored, Primary Display
- Extend left, right, above, or below
- Screen Rotation
- Monitor On / Off
- Screen Resolution / Color Depth
- Optimize for Video
- Fit to TV

You can configure a Docking station device through the use of Windows Display Properties (WDP).



Get updated information on using the product

More operation details please refer to DisplayLinkUserManual 7.x for CD USB-attached displays open up new and interesting possibilities.

Note: The screen may flash or go black during the install.

To Install the Software on Windows 7/Vista/XP/2000

Alternatively you may install the software from a website download or CD-ROM:

Important! Do not connect a UGA device/screen to your PC before the install.

1. Double click on **Setup.exe** or click from Autorun setup cover page.
The Windows User Account Control window opens (if enabled in the OS).

2. Click **Yes**.
The DisplayLink software end user licence agreement window opens.

3. Click **I Accept**.
DisplayLink Core software and DisplayLink Graphics installs.



Note: The screen may flash or go black during the install.

No message will be shown at the end of the install.

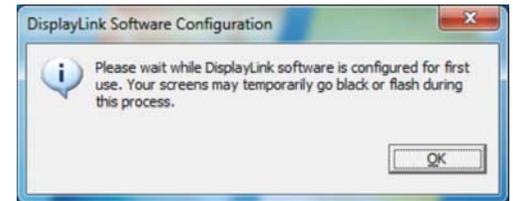
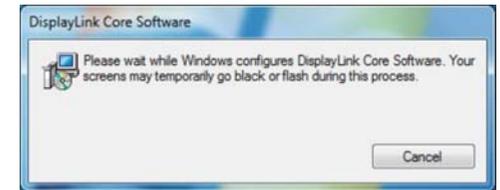
4. Connect your Multiple Docking station via the USB cable to your PC.
Installing device driver message

The Windows User Account Control window opens.

5. Click **Yes**.
DisplayLink automatically installs the device.
The DisplayLink software end user licence agreement window opens (see above).

6. Click **I Accept**.
The DisplayLink graphics software installs, without notification that it has completed.

Note: On some machines you may need to reboot before you can use your DisplayLink enabled device.

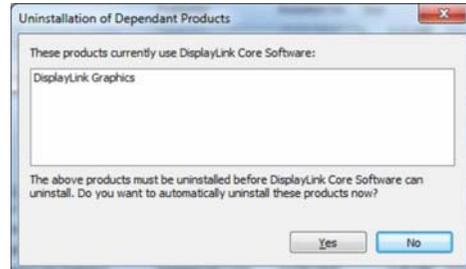
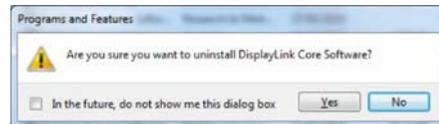


Uninstalling the USB Graphic Adapter Software

The method for uninstalling differs slightly depending on your operating system.

To uninstall the USB Graphic Adapter on Windows

1. From the Start Menu, select Control Panel.
2. From the Programs item, click Uninstall program.
3. Double click on **DisplayLink Core software**. A windows confirmation dialog opens (if nabled)
4. Click **Yes**.
5. A message may appear to state which software packages will also be uninstalled. Click **Yes** to uninstall the packages that use DisplayLink Core Software. The uninstaller automatically uninstalls the software.
6. Once uninstalled, you will be prompted to reboot. Click **Yes** to complete the uninstall.



Fit to TV

Why do I need Fit to TV?

If using your DisplayLink product to connect to a TV, all of the Windows desktop may not be available. This is because TVs can use overscan, which prevents the edges of the image to be visible. When showing a Windows desktop, overscan prevents the edges of the screen being visible, which can hide the task bar and icons.

Fit to TV can be used to reduce the size of the Windows desktop on the TV screen.

Note: Fit to TV only works in extend mode. If choosing the option while in mirror mode, the DisplayLink screen will change to extend and be placed above the laptop screen in Windows Display Properties. Fit to TV does not support rotated modes.

Configuration

1. To configure Fit to TV, choose the option from the DisplayLink GUI. The following interface appears
2. You will also see a red border on the DisplayLink screen. The red border shows the size of the new Windows desktop. Use the "+" and "-" controls on the Fit to TV GUI to change the size of the red border until it fits on the TV screen.
3. Once the red border is at the edges of the TV screen, click "Apply" to resize the Windows desktop.



Mac OS X User Guide

Introduction

This guide applies to software version 2.0 and above of the MAC software.

What is the Mac Driver?

The Mac driver is designed for Mac 10.6(Snow Leopard), 10.7.5(Lion) 10.8.2(Mountain Lion) to enable you to add an additional monitor to your Mac using DisplayLink technology. This software allows you to run your Docking station devices on any Intel based desktop or laptop Mac, allowing you to connect up to 4 additional monitors via USB.

Please Note: Power PC-based Macintosh computers, such as late-model iMacs, PowerBooks and PowerMacs, are not currently supported.

What else do I need to use this driver?

As well as an Intel based Mac running the latest versions of Mac OS X 10.6,10.7 or 10.8 you will need a UGA device. One UGA device is required for each of the additional displays you wish to connect to your Mac.

More operation details please refer to Displaylink Mac OS Software Release Note in CD or http://www.displaylink.com/support/mac_downloads.php

Setup Guide

Installing/Uninstalling the MAC Driver

To run the MAC Installer, double-click the MAC DriverInstaller image: this will mount the MAC Driverinstaller.

Select 'Software Installer' to begin installing the MAC Driver on your Mac. This will run a standard Mac installer and will require a restart once complete.

Select 'User Guide' to view the User Guide.

Select 'Software Uninstaller' to uninstall the MAC Driver from your Mac. This will require a restart once complete.



Connecting displays to your Mac

Once you have installed the MAC Driver, simply plug in your USB Graphic Adapter products via USB and connect each display to a device. You can now connect up to 4 additional displays. Example setups include:

Example 1: Adding two displays to a MacBook Pro. MacBook Pro connects monitors via USB cables using USB Dock. Monitors connect to Dock via standard VGA/DVI/HDMI cables.

Docking station



Example 2: Adding four displays to a MacBook Air. MacBook Air connects to a standard powered USB hub. Four monitors are connected to the USB hub via UGA adapters. Monitors connect to graphics adapters via standard VGA/DVI/HDMI cables.



Note: USB 3.0 Cable must be used good quality ,when using hub to extend your USB Docking station ,poor quality Cable would affect USB Adapter performance or it at poor condition would make the device down.

Managing Multiple Displays

When attaching a display that the software has not seen before, the display will default to being extended to the right of the main display. To configure the settings for each of your USB attached displays, select 'Displays' from the 'System Preferences' menu. This will open a 'Display Preferences' window on each of your attached displays allowing you to configure each display as required. It is possible to use the 'Gather Windows' button to bring all the Display Preferences' windows onto the main display.



Display Preferences:

- Display Resolutions
- Rotating a Display
- Position of Displays
- Display Positions
- Display to Mirror mode
- Display to Extend
- Using both extended and mirrored displays
- Changing the main display



Configuring Displays from the Menu Bar

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

This menu allows you to perform the following actions:

Detect all displays connected to the Mac. Turn display mirroring on/off

Set the resolution of both the primary display, and the additional display(s),

by selecting one of the recently used resolutions.

Configure how many 'recent resolutions' should be shown in this menu.

Open 'Display Preferences!'



Additional Information

The following section provides additional information on the use of the DisplayLink USB Graphics software.

DirectX 10 Game support

This software release contains support for some DirectX 10 games on Windows 7. To improve the gaming experience, it is recommended that:

- Antialiasing (AA) settings are turned OFF
- Locking to vsync is turned ON

These options are usually configurable within the DirectX 10 game.

To play 3D games on a DisplayLink screen with reasonable performance the system specs must meet the game "recommended" hardware specification, not just the minimum specification.

Monitor Calibration

Monitors can be calibrated with applications that use the Display Data Channel Command Interface (DDC/CI). Both the monitor and application must support DDC/CI for this to work. An example of an application that is now supported is Screen White. DDC/CI is not supported on displays with integrated DisplayLink technology, for example mini monitors.

Media Playback

On Windows 8, Windows 7, Vista and Windows XP (XP in extend mode), the Multiple USB Dock device can display media files and DVDs using the following media players:

- Windows Media Player 12 (<http://www.microsoft.com/windows/windowsmedia/default.mspx>)
- Windows Media Player 11 (<http://www.microsoft.com/windows/windowsmedia/default.mspx>)
- WinDVD 11 (www.intervideo.com)
- PowerDVD 12 (www.cyberlink.com)

The USB Graphic Adapter device can display media files and DVDs using most media players. Media playback in mirror mode (XP) or in Basic mode (Vista and Windows 7) is not recommended.

Using Multiple Docking station

The software supports up to six simultaneously USB attached screens. It is also possible that different sets of screens are being used at different times, for example two in the office and two at home. The software saves each screen's display profile separately. This allows for different physical positioning, or different resolutions, of connected monitors in the office and the home.

Standby and Hibernate, Shut down and Restart

If the PC that the DisplayLink USB Graphics device is connected to is placed into standby or hibernate mode, the display goes blank. When the PC is again powered up (and unlocked if necessary) the connected monitor returns to the same mode as it was before stand by or hibernation.

If the PC is shut down, restarted and logged in, again the connected display returns to the same mode as it was before shutdown.

DisplayLink USB dock with Multiple Users

DisplayLink USB Graphics work with multiple users on the PC. The mode settings are saved for each user so each can use their own desktop configuration.

Disconnecting the Multiple USB Docking station

If the DisplayLink USB Graphics device is powered off or the USB cable is removed from the computer, the display blanks. All windows and icons move to the primary screen.

On reconnection or powering up of the DisplayLink USB Graphics device, the display returns to the same mode as it was before disconnection. However, windows and icons that were previously on the screen will not be moved back.

Supported Screen Modes

There are three components that make up the screen mode:

Resolution: The number of pixels displayed on screen horizontally and vertically.

Color Quality: The number of different colors that can be shown on the screen at the same time.

Refresh Rate: The speed that the entire screen is rescanned. Higher refresh rates reduce flicker.

Some monitors advertise the supported modes through the VGA or DVI connector. If this is the case, the DisplayLink USB Graphics device identifies the supported modes from the monitor. If the monitor does not advertise the supported modes, the DisplayLink USB Graphics software chooses a set of common screen modes for the monitor.

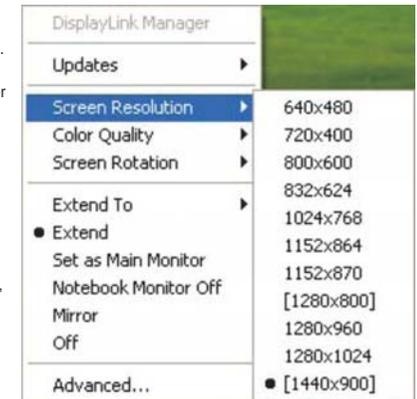
Inferred Modes

Some modes in the DisplayLink GUI are shown with [] around them.

This occurs when connecting a monitor with a preferred mode higher than the maximum supported resolution of the DisplayLink device

In this case, the preferred resolution of the monitor cannot be supported. However we add lower resolutions of the same aspect ratio to be tried with the monitor. Modes in square brackets [] imply that these are modes not reported by the monitor, but have been made available by the DisplayLink software for you to try.

As these are inferred modes from the preferred mode of the monitor, they are not guaranteed to work with the display.



Error Messages

DisplayLink Graphics software occasionally displays user messages in a bubble in the notification area. The table below lists the user messages and their description.

Message	Description
Insufficient system resources exist to complete the requested service	This can occur when entering extend mode with low system resources. The PC does not have enough memory to start an extend display. Close down any unused applications. The situation may also be improved by rebooting the PC.
The requested allocation size was too large	This can occur if trying to mirror a primary display with a resolution above 2300x1700 (4:3) or 2600x1500 (16:9).
Incompatible Display Driver	This message will appear if the primary graphics card drivers installed are not WDDM compatible. Windows 7 is not designed to operate without WDDM drivers. Download and install the latest Windows 7 (WDDM) drivers for your primary graphics card.
The system cannot write to the specified device	This warning may be displayed in Windows XP after changing the display mode several times (e.g. Extend/Dock mode) from the DisplayLink GUI. If this happens, detach and reattach the device to restore normal operation.

Troubleshooting

Minor issues can generally be resolved by:

- unplugging and re-plugging the DisplayLink device,
- changing the display mode via the DisplayLink GUI, or,
- changing the display mode via Windows Display Properties.

USB 3.0 support

USB 3.0 Host controllers on PCs are relatively new and the drivers may not be mature. Connecting DisplayLink devices to a USB 3.0 port may show issues that are not present when connecting to USB 2.0.

Please make sure your USB 3.0 host controller drivers are up to date, as this can solve many issues with DisplayLink connected on USB 3.0. DisplayLink provide a knowledgebase article with links to the latest host controller drivers at: <http://kb.displaylink.com/315>

On Windows 8/7/Vista WDDM (Aero and Basic)

DisplayLink software works closely with the graphics card and there may be interoperability issues with some graphics cards. If this happens:

1. Try to upgrade to the latest graphics drivers for your primary graphics card.
2. Try to upgrade to latest DisplayLink software.
3. Report the issue via your support channel.
4. If necessary, boot into Safe Mode and use Windows' Backup and Restore Center to recover.