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USB 3.0 to VGA External Video Card
USB 3.0 to HDMI External Video Card
USB 3.0 to DVI External Video Card

USB32VGAPRO / USB32HDPRO / USB32DVIPRO

Note: Computer systems running Windows® 7 or higher will install software and drivers automatically upon connecting the USB Display Adapter. If your computer system is running a previous versions of Windows or any version of Mac OSX®, please ensure the software has been installed before the USB Display Adapter is connected (See Installation).

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IT: Guida per l'uso - it.startech.com
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FCC Compliance Statement

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

Packaging Contents

- 1x USB 3.0 Video Adapter
- 1x Driver/Software CD
- 1x Instruction Manual
- 1x DVI-to-VGA Adapter (for USB32DVIPRO only)

System Requirements

- VGA-enabled display (e.g. Monitor, Projector, Television) **(for USB2VGAPRO)**
  Or
  HDMI-enabled display (e.g. Projector, Television) **(for USB2HDPRO)**
  Or
  DVI-enabled display (e.g. Monitor, Projector) **(for USB2DVIPRO)**
- USB-enabled computer system with available USB 3.0 or 2.0 port

Note: These USB Display Adapters perform best when using a USB 3.0 port.

- Microsoft® Windows 8/8.1 (32/64-bit), 7(32/64-bit), Vista(32/64-bit), or Mac OSX®
- CPU: Quad Core 2.4GHz or Higher (i5 recommended)
- RAM: 4GB or higher
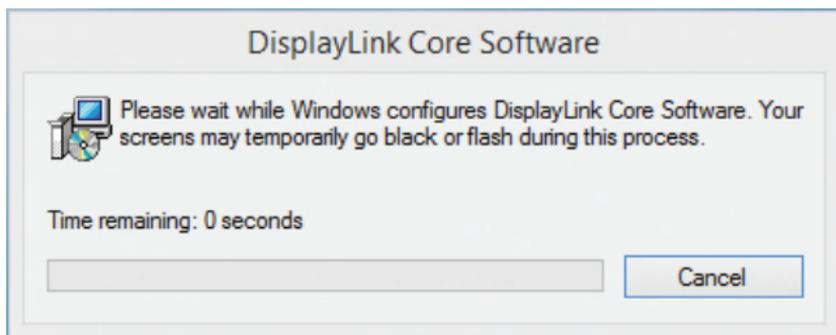
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Installation

Windows Installation

Computer systems running Windows® 7 or higher will install software and drivers automatically upon connecting the USB Display Adapter. If your computer system is running a previous versions of Windows please ensure the software and drivers have been installed before the USB Display Adapter is connected (Installation steps below).

Note: If your computer system is running Windows 7 or higher please proceed to step 4, as steps 1 - 3 are not required.

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 application file (Setup.exe). 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 installation wizard. Please click affirmatively on each of the subsequent installation screens to complete the installation. The Install wizard will vary for different versions of Windows. The set-up program will install the device driver and software application once completed.

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

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4. Once DisplayLink Core Software screen has disappeared Connect your **USB Video Adapter** via the USB cable to your PC.

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

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

6. Connect the video cable from your VGA or HDMI display to the VGA (USB32VGAPRO) or HDMI (USB32HDPRO) port on the USB Display Adapter.

The USB Video Adapter is now ready for use.

Mac OSX Installation

Note: Please ensure the software has been installed before the USB Display Adapter is connected to your Mac (Installation steps below).
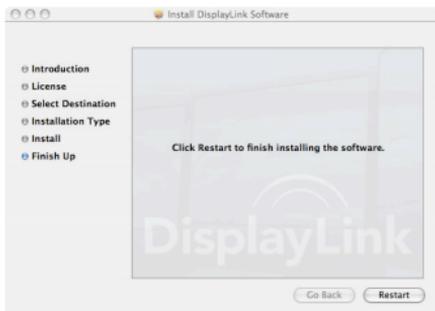
1. Insert the Driver CD (included) into the CD/DVD-ROM drive.

2. Browse through the Driver CD and locate the DisplayLink Installer file (DisplayLink-OSX.dmg).

3. Double-click the DisplayLink Installer file (DisplayLink-OSX.dmg) to begin the installation process.

4. Please ensure you have saved any unsaved files and click the "Restart" button.

5. After the computer has restarted, plug in the USB Display Adapter to an available USB port. The adapter should now be ready to use.

Note: If you wish to add additional USB Display Adapters, simply plug them into available USB ports. A maximum total of 4 USB Display 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).

1. Complete the standard driver installation steps up to the point of connecting the first USB Video Adapter.

2. Connect another monitor/display to the second USB Video Adapter, and turn on the display.

3. Connect the USB connector on the second USB Video Adapter to an available USB port on the host computer. The driver installation will begin automatically.
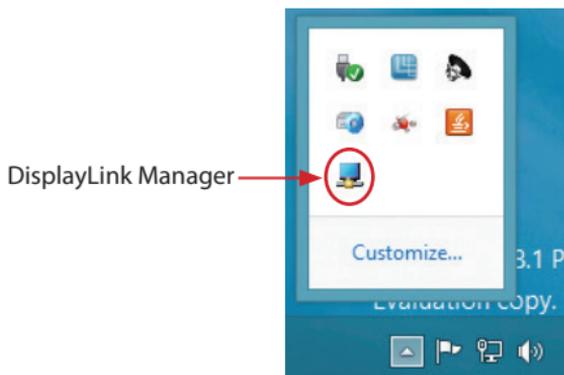
Repeat these steps for each additional USB Video Adapter you wish to install. Once all USB Video Adapters are installed, reboot the computer. After rebooting, you may be prompted to reboot one final time; please do so.

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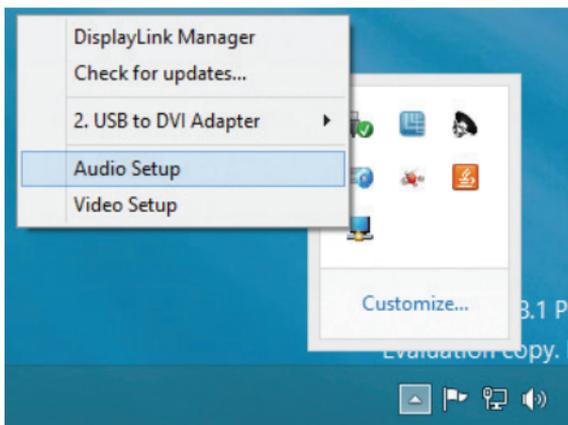
Configuring the USB Video Adapter

Windows®

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

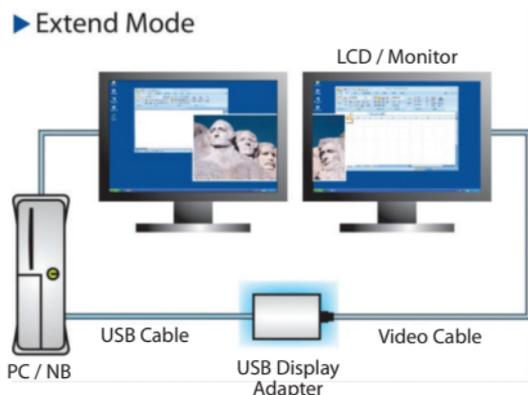1. From the taskbar, click the Show hidden icons arrow to show all available icons.

DisplayLink Manager ⟶

2. Click the DisplayLink icon to open the configurable options menu. A description for each configurable option is listed below.
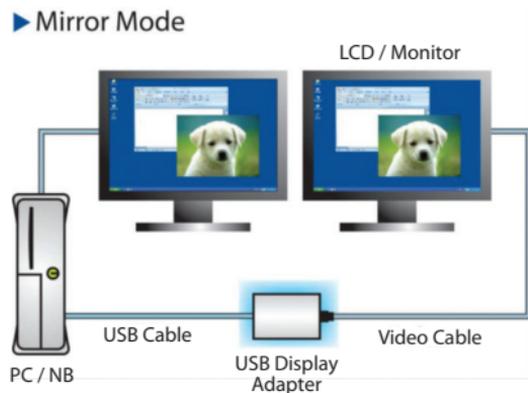
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Extend

When "Extend" is selected, the monitor attached to the USB Display Adapter displays 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 simultaneously. You can access applications on each monitor, by simply moving your curser, or dragging applications from one screen to another.

▶ Extend Mode

LCD / Monitor

USB Cable

Video Cable

PC / NB

USB Display Adapter

Mirror

When "Mirror" is selected, the USB Display Adapter duplicates the primary display on the attached monitor.

Note: The display settings will be duplicated for all attached monitors (including resolution, color depth, and refresh rate); however, your system will default all connected monitors to the display settings of the monitor with the lowest specifications.

▶ Mirror Mode

LCD / Monitor

USB Cable

Video Cable

PC / NB

USB Display Adapter

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Extend To

When selecting "Extend To," you can define the physical location of the monitor attached to the USB Display Adapter in relation to your primary monitor. Once the physical location has been defined, you can move your mouse curser from one screen to another in the logical location that the monitors are physically positioned.

To adjust the layout of the connected monitor(s), select "Extend To" from the options menu in the DisplayLink Manager. Next, select a direction (UP/DOWN/RIGHT/LEFT) to change the orientation of the connected monitor(s) to your desired layout.

Screen Resolution

This option allows you to change the resolution on the monitor connected to the USB Graphics Adapter. 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 USB Graphics Adapter as your primary monitor. Your primary monitor displays all system notifications, and takes priority with applications.
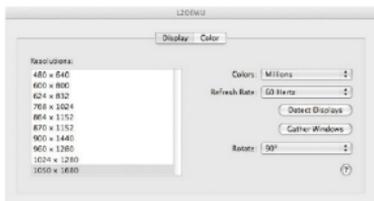
Notebook Monitor Off

Selecting this option disables the onboard system monitor. Please note this will disable the monitor on a desktop or notebook computer.

Off

This option disables the monitor connected to the USB Graphics Adapter.

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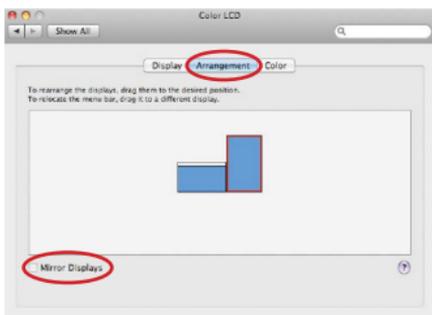
All supported video resolutions will appear in the list on the left side. To change the positioning of each display, click on the "Arrangement" button (found only on the primary display) and you can then virtually reposition each display.

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 monitors 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).
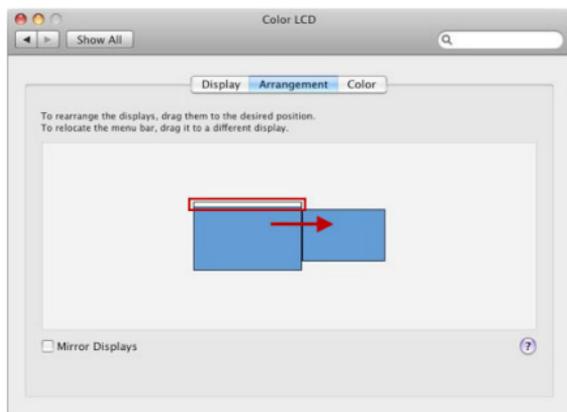
Repeat this with each display you wish to mirror. All other displays will act as an extended display.

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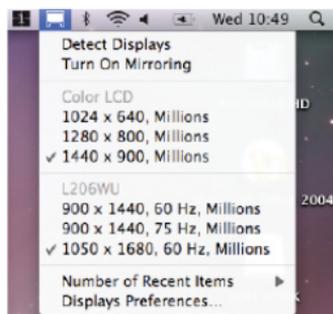
Changing the Primary Display

You can change which display is the primary display in the "Displays" section of the "System Preferences" menu. Once in "Displays," each connected display will be represented by a blue box. Click and drag the white "Menu Bar" (highlighted in the image below) between displays to adjust which display is the primary display.

Note: Changing the primary display affects where new windows appear and the position of the "Menu Bar."

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, the USB Display Adapter can displaymedia files and DVDs using a broad variety of media players; however, in Clone Mode, limited support is available for video playback.

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Specifications

Audio Specification	5.1 Channel Surround (48Khz) (USB32HDPRO only)
AV Input	USB 3.0
Max Resolution	1920 x 1200
AV Output	VGA (USB32VGAPRO)
	HDMI (USB32HDPRO)
	DVI (USB32DVIPRO)
Cable Length	0.91m
Chipset ID	Displaylink DL3500
Color	Black
Enclosure Type	Plastic
Audio	Yes
Memory	512MB DDR II
OS Compatibility	Windows® 7 (32/64 bit), Windows® 8/8.1 (32/64bit) *Aero 3D interface supported
	Mac OSX
	Note: For Windows 7 and up, the DisplayLink drivers will download and install automatically
Supported Resolutions	Widescreen (16/32 bit): 2560x1600 (USB32DVIPRO only), 2048x1152, 1920x1200, 1920x1080, 1680x1050, 1600x900, 1440x900, 1360x768, 1280x800, 1280x768, 1280x720
	Standard (16/32 bit): 1600x1200, 1400x1050, 1280x1024, 1280x960, 1152x864, 1024x768, 800x600

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

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This product is backed by a two year warranty.

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