

## USB 3.0 to DVI External Video Card

USB32DVIPRO



Please ensure that the latest drivers from the StarTech.com website are installed before plugging in the USB 3.0 Video Adapter



\*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 USB32DVIPRO USB 3.0 to DVI Adapter turns an available USB 3.0 port into a DVI output, with high resolution 2048x1152 video support - a convenient external video solution that makes it easy to add multi-monitor capability to a USB 3.0-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 adapter functions as an external graphics card to deliver smooth, high-resolution content to your DVI or VGA-capable display (DVI to VGA Adapter included). The adapter can be used to mirror your primary desktop, showing the same image on each display, or to extend your desktop to double your workspace and increase your productivity.

## Packaging Contents

- 1 x USB 3.0 to DVI Video Adapter
- 1 x DVI to VGA Adapter
- 1 x Driver/Software CD
- 1 x Instruction Manual

## System Requirements

- USB enabled computer system with available USB port (USB 3.0 recommended)
  - DVI or VGA enabled display device (e.g. monitor, projector, HTDV, etc)
  - 1~2 Video Adapter:
    - CPU:** Intel® Core™2 Duo 2.0 GHz or better (Intel® Core™ i5 Quad Core 2.4 GHz or better recommended for video playback)
    - RAM:** 2 GB or more (4 GB recommended for video playback)
  - 3~4 Video Adapters:
    - CPU:** Intel® Core™ i5 Quad Core 2.8 GHz or better
    - RAM:** 4 GB or more
  - 5 Video Adapters:
    - CPU:** Intel® Core™ i5 Quad Core 3.0 GHz or better
    - RAM:** 8 GB or more
  - Microsoft® Windows® Vista/ 7 (32/64-bit), Apple® Mac OS® 10.4.11/ 10.5.6/ 10.7\*
- \*Mac OS only supports USB 2.0 mode

# Installation



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

## Windows Vista / 7

1. Insert the Driver CD (included) into the computer's CD/ DVD drive.
2. Browse through the Driver CD and locate the "Setup.exe" file. Double-click on the "Setup.exe" file to begin the installation process:
3. When the End User License Agreement appears, please read and accept it, then click Next.



\*screenshots for reference only



4. Please wait while the installation package copies the necessary files.
5. Once completed, connect the USB 3.0 Video Adapter to the computer. Windows should start to automatically load the drivers. Once complete, you should see this icon in your System Tray:



6. To verify the installation, right-click on "My Computer" and select Manage to open the Computer Management window.
7. In the left pane of the Computer Management window, click on Device Manager.
8. In the right pane of the Computer Management window, click on USB 3.0 Display Adapters, and ensure that the device is listed underneath.
9. If you wish to add additional USB 3.0 Video Adapters, simply plug them into available USB 3.0 ports. A maximum total of five (5) USB Video Adapters can be used on a single Windows computer.
10. Connect the monitor(s) to the USB Video Adapter(s) using DVI-D (digital) cables or VGA cables using the included DVI to VGA adapter.

## Mac OS X (10.4.11/10.5.6)

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

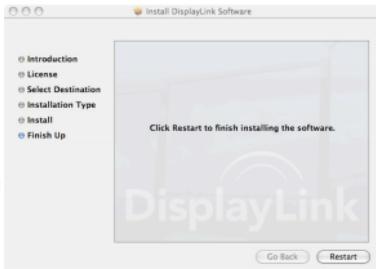


DisplayLink-Osx.dmg

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



4. 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.



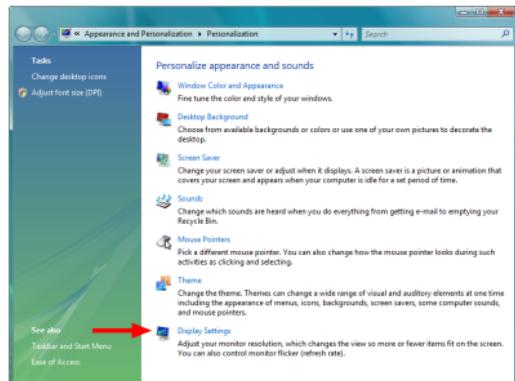
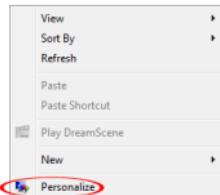
5. After the computer has restarted, plug in the USB Video Adapter adapter to an available USB 2.0 port. The adapter should now be ready to use.
6. If you wish to add additional USB Video Adapter, simply plug them into available USB 2.0 ports. A maximum total of five (5) USB Video Adapters can be used on a single Mac OS computer.
7. Connect the monitor(s) to the USB Video Adapter(s) using DVI-D (digital) cables or VGA cables using the included DVI to VGA adapter.

# How to Use

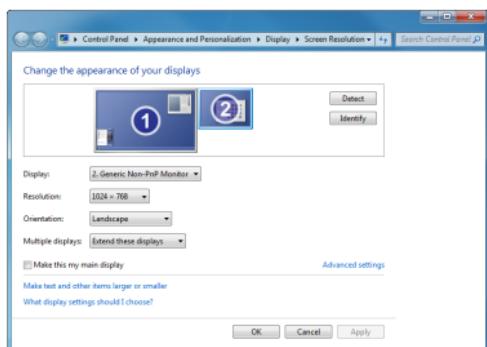
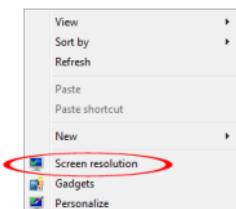
Configuring the image being displayed by the monitor that is connected to the USB 3.0 Video Adapter, can be done in one of two ways:

## 1. Accessing the Windows Display Settings

- **Windows Vista:** right-click on a blank area of the desktop, select **Personalize**, then select the **Display Settings** option.

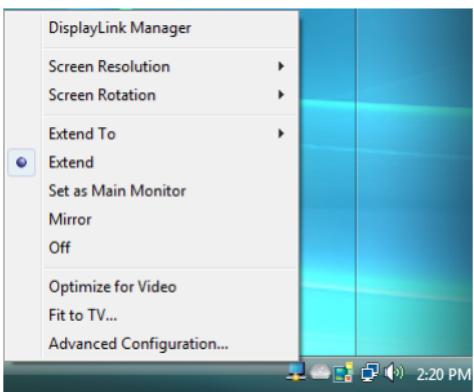


- **Windows 7:** right-click on a blank area of the desktop, select **Screen resolution**.

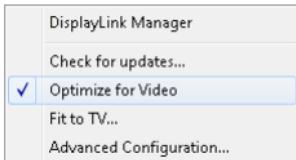


## 2. Right-clicking the DisplayLink tray icon (blue monitor icon) in the system notification area.

**NOTE:** In Windows Vista, changes can be made directly from the DisplayLink icon, however in Windows 7, the DisplayLink icon automatically takes you to the Windows Display Settings, where the same settings are available.



Windows Vista



Windows 7

## Display Modes

### "Extend" DISPLAY MODE (DEFAULT)

A default display mode; this feature allows the attached USB 3.0 Video Adapter enabled display to work as an "Extended" display to the on-board display. The extended working space improves work efficiency.

You may change the relative position of this extended display through the Windows Display Settings or the "Extend To" option in the DisplayLink icon menu.

### "Mirror" DISPLAY MODE

This feature allows the same content from the on-board display to be duplicated (mirroring) to the USB 3.0 Video Adapter enabled display.

The screen resolution setting on the USB 3.0 Video Adapter enabled device will match the on-board displays's resolution. For example, if the on-board displays resolution is 1024 x 768\*32-bit, then the USB 3.0 Video Adapter will use the same resolution.

### "Set as Main Monitor" DISPLAY MODE

A unique feature to allow the USB 3.0 Video Adapter to act as the main working display. The USB 3.0 Video Adapter will work as the main graphics adapter on the system, while the on-board display will work as the extended display.

Please be advised that some display utilities and drivers that shipped with certain AGP and built-in display adapters may prevent this option from working on some systems. You may be able to disable the other utility program (usually found in the same toolbar located on the bottom right hand corner) to make this function work properly.

## "Off" DISPLAY MODE

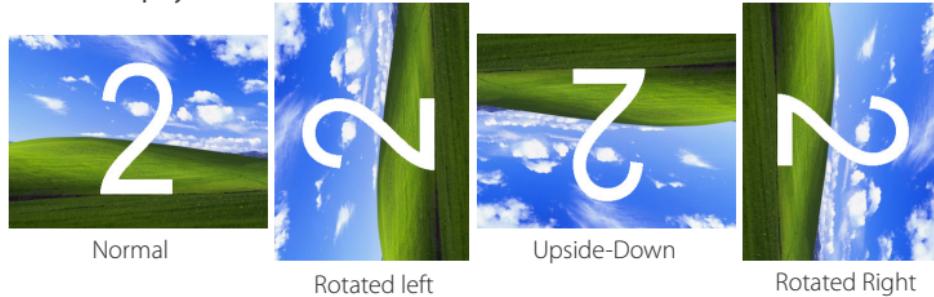
This option disables the video output from the USB 3.0 Video Adapter.

## Display Resolution

Select the desired video display resolution for the connected monitor in Extend Mode.  
The default setting resolution is: 1024 x 768 \* 32-bit.

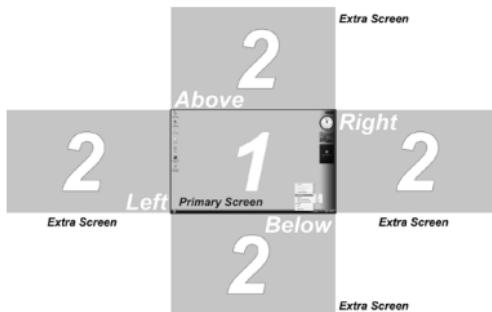
## Display Rotation

4 options are available: 0°(**Normal**), 90° (**Left**), 180° (**Upside-Down**), 270° (**Right**) when used with the Extended or Primary display modes. It is a useful function for some rotatable display devices.



## Extend to

When using the "Extend" display mode, 4 options are available for placement of the extended display, relative to the primary display: **Left**, **Right**, **Above**, **Below**. More fine adjustments to the placement of the extended display can be made through the Windows Display Settings.



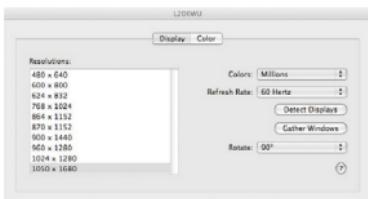
## Fit to TV

When using "Extend" mode, if the image displayed on the remote display is not properly centered, then this option can be used to manually adjust the position of the image. Using the + and - buttons will adjust the image horizontally or vertically, and holding the CTRL key while pressing the + and - buttons will allow for smaller adjustments.



## Mac OS X (10.4.11/10.5.6)

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 Video 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 others will act as an extended display.

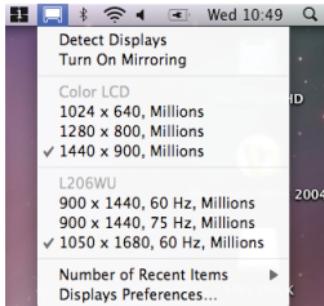
## Changing the Primary Display

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, the USB Video 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

<b>Video Signal</b>	DVI (digital)/ VGA (RGBHV)
<b>Host Interface</b>	USB 3.0
<b>External Connectors</b>	1 x 29-pin DVI-I female 1 x USB 3.0 type A male
<b>LEDs</b>	None
<b>Maximum Video Resolution</b>	2048 x 1152
<b>Onboard Video Memory</b>	512 MB DDR2
<b>Maximum Number of Adapters</b>	5
<b>Power Adapter</b>	USB powered
<b>Enclosure Material</b>	Plastic
<b>Operating Temperature</b>	10°C ~ 40°C (50°F ~ 104°F)
<b>Storage Temperature</b>	-10°C ~ 80°C (14°F ~ 167°F)
<b>Humidity</b>	<85% RH
<b>Dimensions (LxWxH)</b>	78.0mm x 43.5mm x 15.5mm
<b>Weight</b>	300g
<b>Compatible Operating Systems</b>	Windows Vista/ 7 (32/ 64-bit), Mac OS 10.4.11/ 10.5.6/ 10.7*

\*Mac OS only supports USB 2.0 mode

# Technical Support

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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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