

USB 3.0 to VGA External Video Card

USB32VGAPRO



WARNING! Install Drivers before plugging in USB video adapter.

*actual product may vary from photos

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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

The USB32VGAPRO USB 3.0 to VGA Adapter turns an available USB 3.0 port into a VGA output, with 1920x1200/1080p 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 VGA-capable display. 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.

NOTE: Connect a maximum of five external Display adapters on a single computer - See system requirements

Packaging Contents

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

System Requirements

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

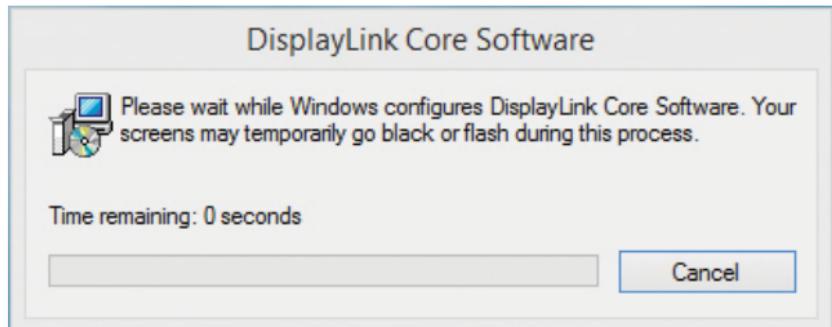
Installation

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 installation wizard. Please click affirmatively on each of the following 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 respectively once completed.

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



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

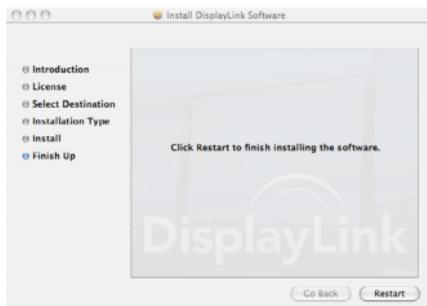
- Once DisplayLink Core Software screen has disappeared Connect your **USB32VGAPRO** device via the USB cable to your PC.
 - The system will initiate driver and software application (the DisplayLink Software Configuration screen may flash or go black during the install).
- *Some machines may require a system reboot for the USB Display Adapter to initialize.**
- Connect your VGA monitor to the available VGA port on the USB32VGAPRO device
 - 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:
- 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 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).

- 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.

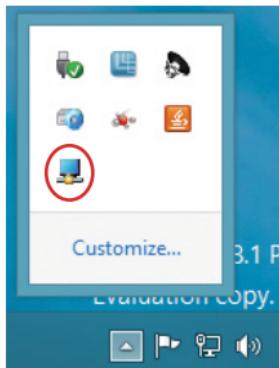
Repeat these steps for each additional USB Video Adapter you wish to install. Once all USB Video Adapters are installed, reboot the computer. After rebooting, you may be prompted to reboot one final time; please do so.

Configuring the USB Video Adapter

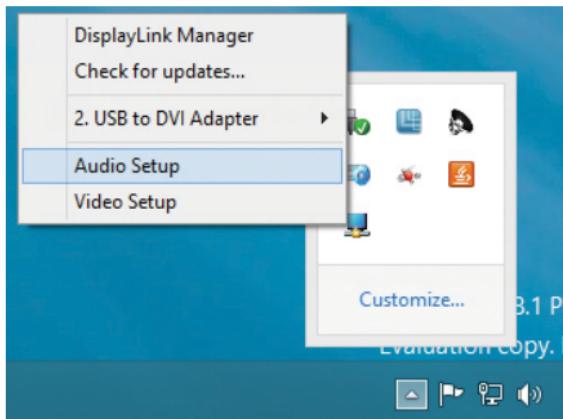
Windows®

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.



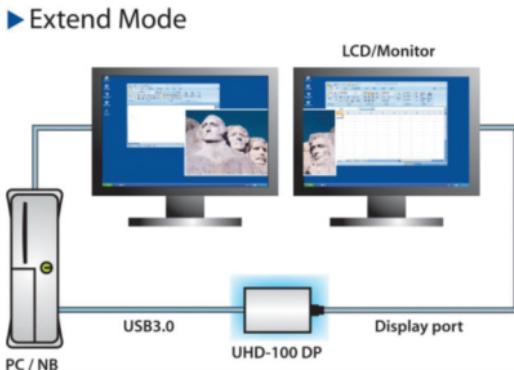
2. Click the DisplayLink icon, then click UHD-100 DP. A menu appears with configurable options. These are shown and described below.



Extend

The monitor attached to the USB32VGAPRO USB Graphics 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 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.

► Extend Mode



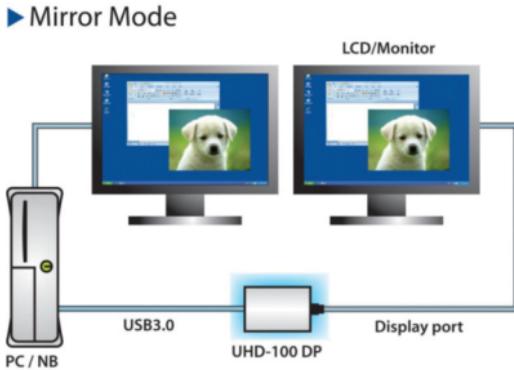
Mirror

The monitor attached to the USB32VGAPRO USB Graphics device displays 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.

► Mirror Mode



Extend To

This option allows you to specify the physical location of the monitor connected to the USB32VGAPRO in relation to the systems on board monitor.

Screen Resolution

This option allows you to change the resolution on the monitor connected to the USB32VGAPRO 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 USB32VGAPPRO as your primary monitor. Your primary monitor displays all system notifications, and takes priority with applications.

Notebook Monitor Off

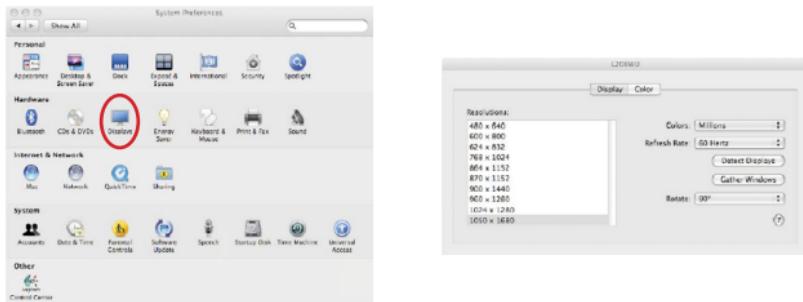
Selecting this option disables the onboard system monitor. Please note this will disable the monitor on a Desktop, or Notebook computer.

Off

This option disables the monitor connected to the USB32VGAPRO.

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.

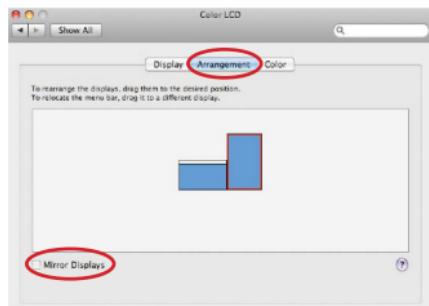
All supported video resolutions will appear in the list on the left side. To change the positioning of each display, click on the "Arrangement" button (found only on the primary display) and you can then virtually reposition each display.

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 Displays" 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.



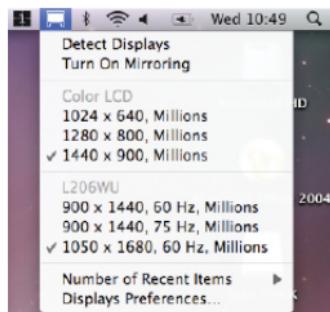
Changing the Primary Display

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, 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 Specification	5.1 Channel Surround (48Khz)
AV Input	USB 3.0
Interface	USB
Max Resolution	1920 x 1200
AV Output	DisplayPort
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) *Aero 3D interface supported Mac OSX
Output Signal	DisplayPort®
Industry Standards	Standard DisplayPort, SuperSpeed USB 3.0, USB 2.0
Supported Resolutions	Widescreen (16/32 bit): 2048x1152, 1920x1200, 1920x1080, 1680x1050, 1600x900, 1440x900, 1360x768, 1280x800, 1280x768, 1280x720 Standard (16/32 bit): 1600x1200, 1400x1050, 1280x1024, 1280x960, 1152x864, 1024x768, 800x600
Widescreem Supported	Yes

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.

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