

USB 3.0 to DisplayPort™ External Video Adapter – 4K USB 3.0 to HDMI® External Video Adapter – 4K

USB32DP4K / USB32HD4K



*USB32DP4K shown

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

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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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Table of Contents

Introduction	1
Packaging Contents	1
System Requirements.....	1
Installation	2
Windows Installation	2
Multiple USB Video Adapter Installation	3
Configuring the USB Video Adapter.....	4
Windows®	4
Specifications.....	7
Technical Support	8
Warranty Information.....	8

Introduction

Note: Connect a maximum of five USB32DP4K adapters on a single PC - See system requirements

Packaging Contents

- 1x USB 3.0 4K Display Adapter
- 1x Software Installation Disc
- 1x Instruction Manual

System Requirements

- DisplayPort-enabled Display (e.g. Monitor, Projector, Television) (for USB32DP4K)
Or
- HDMI-enabled Display (e.g. Monitor, Projector, Television) (for USB32HD4K)
Or
- USB-enabled computer system with available USB 3.0 port
- Microsoft® Windows 8/8.1 (32/64-bit), 7(32/64-bit), Vista(32/64-bit)
- CPU: Quad Core 2.4GHz or Higher (i5 recommended)
- RAM: 4GB or higher

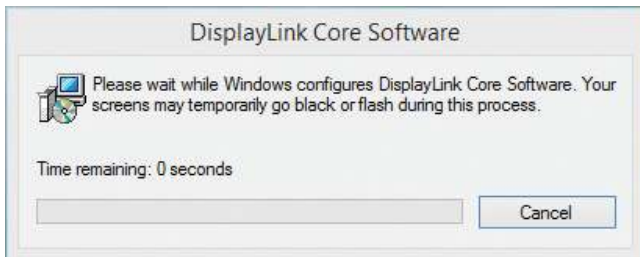
Installation

Windows Installation

Computer systems running Windows® 7 or higher with an active Internet connection, 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.

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 a video cable from the video output port on the USB Display Adapter to the video input port on your display.

The USB Video Adapter is now ready for use.

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.

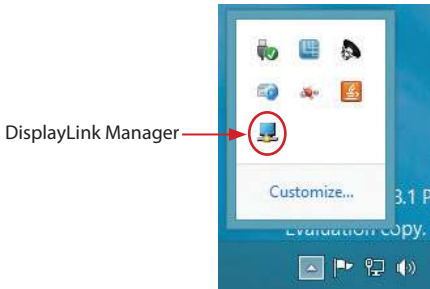
Repeat these steps for each additional USB Video Adapter you wish to install. Once all USB Video Adapters are installed, reboot the computer. After rebooting, you may be prompted to reboot one final time; please do so.

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.

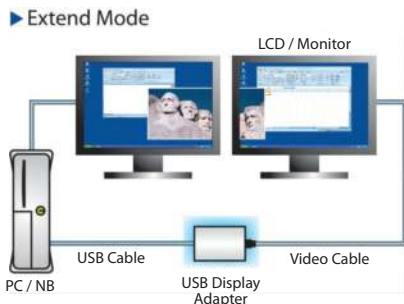


2. Click the DisplayLink icon to open the configurable options menu. A description for each configurable option is listed below.



Extend

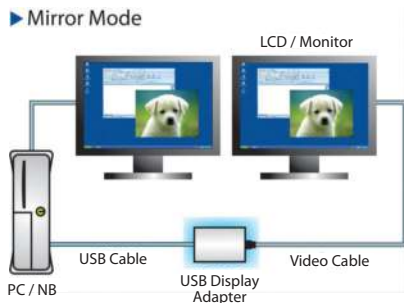
When "Extend" is selected, the monitor attached to the USB Display Adapter displays an extension of the user's active Windows desktop. The extra desktop area is a great productivity aid, allowing more applications or documents to be visible simultaneously. You can access applications on each monitor, by simply moving your cursor, or dragging applications from one screen to another.



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.



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 cursor 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.

Specifications

Audio Specification	2-channel stereo
AV Input	USB 3.0
Max Resolution	4K (3840x2160)
AV Output	DisplayPort (USB32DP4K) HDMI (USB32HD4K)
Chipset ID	Displaylink DL5500
Color	Black
Enclosure Type	Plastic
Audio	Yes
OS Compatibility	Windows® 7 (32/64 bit) Windows 8/8.1 *Aero 3D interface supported
Supported Resolutions	Widescreen (16/32 bit): 3840 x2160 (4K), 2560x1600, 2048x1152, 1920x1200, 1920x1080, 1680x1050, 1600x900, 1440x900, 1360x768, 1280x800, 1280x768, 1280x720 Standard (16/32 bit): 1600x1200, 1400x1050, 1280x1024, 1280x960, 1152x864, 1024x768, 800x600
Widescreen 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.

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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