

USB to VGA Adapter

USB 2.0 to VGA Dual Display Adapter

USB2VGA2

Instruction Manual



Actual product may vary from photo

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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

Thank you for purchasing a USB 2.0 to VGA Dual Display Adapter. This adapter allows you to connect any CRT monitor, LCD monitor, or projector to your PC or notebook, making it the perfect solution for extending your desktop, or adding an extra display.

Features

- Supports resolutions up to 1600 x 1200 (32-bit), 1920 x 1200 (16-bit)
- Lightweight, portable design
- Simple, plug and play installation

Before you begin

System requirements:

- Pentium 4 / Celeron family or AMD K6 / Athlon / Duron family with 1.5GHz or more CPU Clock Speed
- An available USB 2.0 port
- Two VGA compatible monitors/displays
- 256MB RAM or higher (1GB or higher recommended for playing DVDs)
- Windows 2000 SP4, Windows XP SP2 (32bit) and Windows Vista (32bit)

Package contents:

This package should contain:

- USB 2.0 to VGA Dual Display Adapter (1)
- Drivers CD (1)
- Instruction Manual (1)

Installation

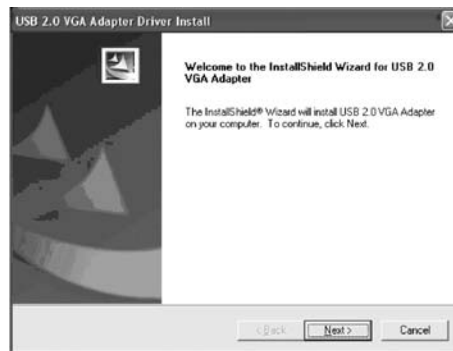


Note: Please ensure that driver installation is complete **prior to** the physical installation of the USB 2.0 to VGA adapter.

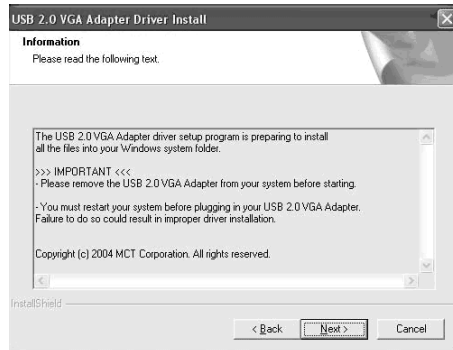
Windows XP

1. Insert the Driver CD into your CD/DVD-ROM drive.
2. If the installation program does not begin automatically, locate the **Setup.exe** application. This file will be located in the root directory of the Driver CD.

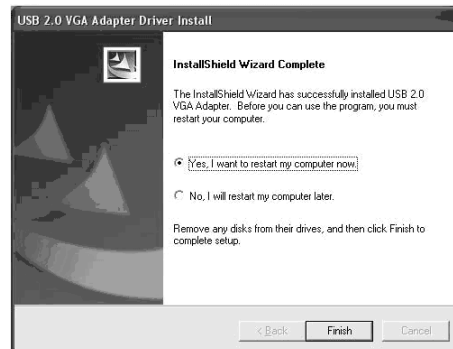
3. Executing the **Setup.exe** application will launch the following screen. Please click on **Next**:



4. At the screen that follows, you will be instructed to **ensure the USB2VGA adapter is not connected to the host computer**. Once you have read this information, please click on **Next**.



5. Once driver installation is complete, you will reach the following screen. Select **Yes, I want to restart my computer now**, and click on **Finish**.



Installation - Windows XP - Cont'd

- Once your computer has completely restarted, you should notice the USB 2.0 to VGA utility in the system tray as illustrated below. Software installation is now complete.



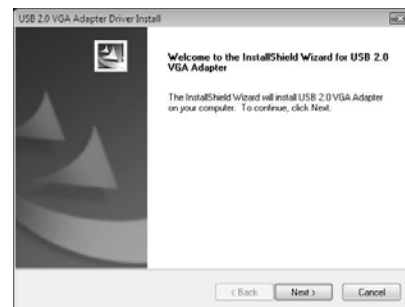
- Plug the power cord from the secondary monitor into a nearby power socket. Turn on the secondary monitor.
- Connect the VGA cord running from the secondary monitor to the adapter.
- Plug the USB connection from the adapter into an available USB 2.0 port.
- The secondary monitor should now be ready for use.

Windows Vista

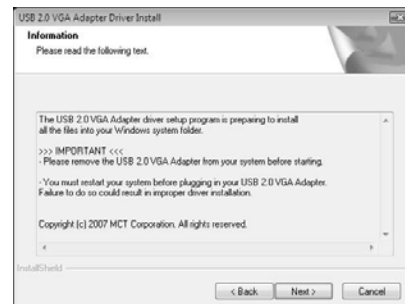
- Insert the Driver CD into your CD/DVD-ROM drive.
- If the installation program does not begin automatically, locate the **Setup.exe** application. This file will be located in the root directory of the Drivers CD.



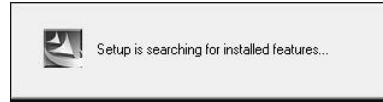
- When the InstallShield Wizard launches, click **Next**.



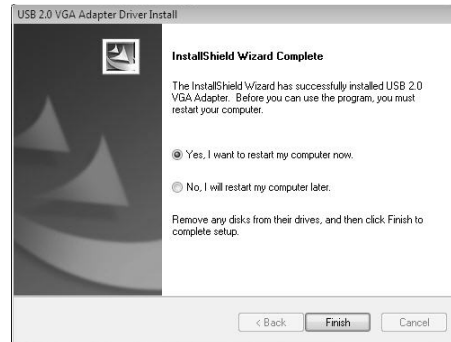
- At the screen that follows, you will be instructed to **ensure the USB2VGA adapter is not connected to the host computer**. Once you have read this information, please click on **Next**.



5. Please wait while **Setup searches for installed components.**



6. Select **Yes, I want to restart my computer now** and click **Finish.**



7. Once your computer has completely restarted, you should notice the USB 2.0 to VGA utility in the system tray as illustrated below. Software installation is now complete.



8. Plug the power cord from the secondary monitor into a nearby power socket. Turn on the secondary monitor.
9. Connect the VGA cord running from the secondary monitor to the adapter.
10. Plug the USB connection from the adapter into an available USB 2.0 port. Once the adapter has been connected to the host computer, you will notice several message balloons indicating driver installation status:



11. The secondary monitor should now be ready to use.

Configuring the adapter

Once the driver and adapter have been installed, an icon will appear in the system tray as shown below. This utility allows you to quickly change the settings and resolution for your USB 2.0 VGA Adapter. The configuration menu can be accessed by right-clicking on the icon:



Primary Mode

Selecting **USB-VGA (Primary)**, will set the secondary display adapter as the main display adapter in the system. The system's primary adapter (and monitor) will automatically switch to act as the extended desktop.

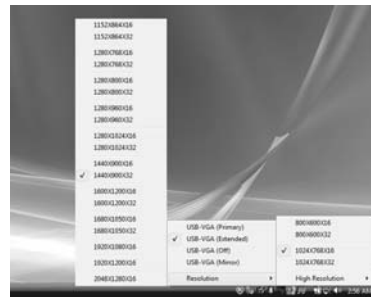
Please Note: Some display utilities and drivers that ship with AGP and built-in display adapters will prevent this option from working on some systems. For the **USB-VGA (Primary)** setting to take effect, you must first disable the original display utility (typically located in the system tray).



Extended Mode

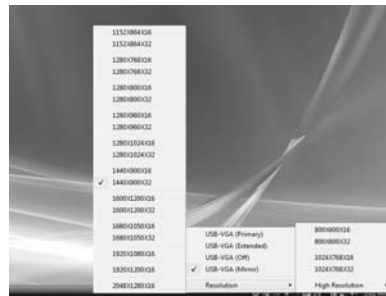
By default, your USB 2.0 VGA Adapter will extend your Windows desktop functioning in **USB-VGA(Extended)**.

You can change the relative position of this extension under the **Display Properties** (Go to **Control Panel** -> double click on **Display** and select the **Settings** tab).



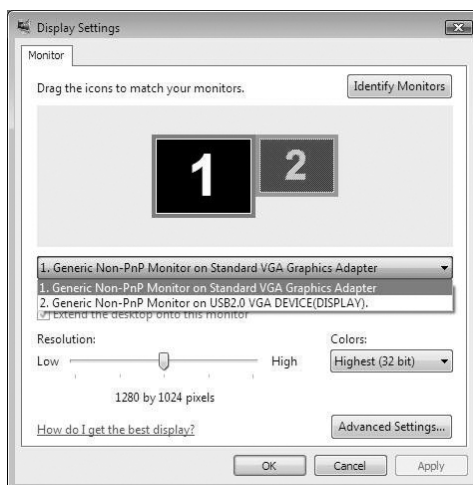
Mirror Mode

This setting will mirror the image from your original desktop onto the secondary desktop.



USB 2.0 to VGA Adapter Properties

1. To access the **Display Properties** for the USB 2.0 VGA Adapter, open the **Control Panel**, and double-click on the **Display** icon.
2. Select the **Settings** tab.
3. Click on the **Display** drop-down menu, and select the **USB 2.0 VGA DEVICE (DISPLAY)** as illustrated below:



4. From here, you can change the resolution and color depth as desired. Once the desired changes have been made, click on **OK** to apply the settings.

Virtually Repositioning Your Displays

Click and drag the appropriate monitor icon (labelled 1 or 2) to the desired position. For example, the secondary display can be dragged to the left of the primary display, allowing it to be positioned virtually on the left. Click **OK** or **Apply** to save the changes.

Troubleshooting

The USB 2.0 to VGA Adapter can't be set as the primary display

Some video card manufacturers ship their product with a utility that prevents other video cards from being set as the primary card. Please check the system tray for an icon representing this utility, and if possible, please disable the utility prior to switching to the USB 2.0 to VGA adapter as the primary display.

My DVD player will not work when I move the image to the extended display

Some DVD playback software does not support playing video on a second adapter of any kind. Please refer to the documentation that was included with your DVD playback software for further information.

Video will not display using Windows Media Player on the extended desktop

Please ensure that you have moved the Media Player window completely over to the second screen.

There are horizontal lines covering the displayed image

This is due to a low refresh rate setting. You can change this in: **Display Properties, Settings, Advanced, Monitor**. Make sure that you have selected the USB 2.0 VGA Device first, and do not exceed the refresh rate limitations of the monitor. Resetting, or resynchronizing the monitor may also help. For further details on how to reset or resynchronize your monitor, please refer to the documentation that was included with your monitor purchase.

I am unable to use applications that require Direct3D on the USB 2.0 VGA adapter

Currently, the drivers that support the USB 2.0 VGA adapter do not support Direct3D. Please check for driver updates in the future, for added support. If your application requires Direct3D, please use the main display adapter.

The following troubleshooting tips may help if you are experiencing any issues.

Check to make sure that all connectors are plugged in correctly.

- Make sure that the USB port that you are using is USB 2.0.
- Check to see that the monitor is connected correctly and the power is ON.
- Try connecting the adapter directly to the computer instead of through a hub.
- Make sure you restart your computer after the driver installation.
- Unplug the adapter and re-insert it.
- Check the website to make sure you have the latest drivers.
- Reset/refresh/resynchronize your monitor.
- If you have problems during the boot up process, start your computer in Safe Mode

Troubleshooting - Cont'd

and uninstall the driver. Hold the CTRL key until the Windows startup menu appears and select Safe Mode.

- As there is a limitation, the USB 2.0 VGA Adapter cannot be used for the viewing of DVD video movie except for the Media Player Classic software on Windows Vista.
- It may disable the main display when you access the Primary function on part of graphic cards of Intel solution.

Specifications

General Specifications

Operating systems supported	Windows 2000/XP/Vista
Certifications (Regulatory and other)	FCC, CE, ROHS
Bus Type	USB 2.0
Connectors	USB Type 'A' x 1 HD15 Female x 1

Supported Resolutions

Aspect Ratio	Resolution	Color Bits
16 : 10	1920 x 1200	16
16 : 9	1920 x 1080	16
16 : 10	1680 x 1050	16 , 32
16 : 10	1440 x 900	16 , 32
16 : 10	1280 x 800	16 , 32
15 : 9	1280 x 768	16 , 32
5 : 4	1280 x 1024	16 , 32
4 : 3	1600 x 1200	16 , 32
4 : 3	1280 x 960	16 , 32
4 : 3	1152 x 864	16 , 32
4 : 3	1024 x 768	16 , 32
4 : 3	800 x 600	16 , 32

Technical Support

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Warranty Information

This product is backed by a one-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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