

USB-DVI Display Adapter, the amazing solution that allows you to attach additional display to PC or laptop without annoying of taking your computer apart. You can effectively double your working space through USB 2.0 port. Primary, extended, mirror and rotation modes are available for your preference for productive job.

Do not let your old VGA monitor cover with dust and lie in garage. No matter you want to attach VGA interface monitor or add a monitor that is with latest DVI technology, just simply hook up the connector and plug the USB-DVI display adaptor into an available USB port on your PC. You have your desktop expanded!



☐ **Features**

- ☐ Design for display devices connecting to PC/Laptop
- ☐ Compliant with USB 2.0 specifications
- ☐ Plug-and-Play compliant
- ☐ Supports Suspend and Hibernation modes
- ☐ Support Function:
 - Display modes: Primary, Extended , Mirror
 - Display Rotation: 0°, 90°, 180°, 270°
- ☐ Resolution up to 1680 x1050 Pixel
- ☐ Compact design
- ☐ Window 2000/ XP/ VISTA compatible

☐ **System Requirements**

- ☐ Available USB 2.0 Hi-Speed port
- ☐ Windows 2000 SP4/ XP / VISTA

Single attachment

- ☐ CPU: Intel/AMD Single Core 1.5 GHz processor or higher processor
- ☐ RAM:512 MB memory or higher

2~3 attachment

- ☐ CPU: Intel/AMD Single Core 2.4 GHz processor or higher processor
- ☐ RAM:1 GB memory or higher

4~6 attachment

- ☐ CPU: Intel/AMD Dual Core 2.0 GHz processor or higher processor
- ☐ RAM:2 GB memory or higher

☐ **Resolutions Supported**

<input type="checkbox"/> 1680x1050	<input type="checkbox"/> 1440x900	<input type="checkbox"/> 1280x1024
<input type="checkbox"/> 1400x1050	<input type="checkbox"/> 1360x768	<input type="checkbox"/> 1280x768
<input type="checkbox"/> 1280x960	<input type="checkbox"/> 1280x800	<input type="checkbox"/> 1280x768
<input type="checkbox"/> 1280x720	<input type="checkbox"/> 1152x864	<input type="checkbox"/> 800x600
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

☐ **Certified**

- ☐ FCC, CE, C-TICK, VCCI, RoSH