

USB DVI External Dual or Multi Monitor Video Adapter

StarTech ID: USB2DVI



This External DVI Multi Monitor Video Adapter is the perfect solution for turning an available USB 2.0 port into a DVI port - providing high quality, dual display or multi-monitor capability that can be used in a variety of laptop or desktop applications.

Capable of running up to five additional displays from one computer simultaneously (using five USB2DVI External Multi Monitor Video Adapters), the adapter connects to a host computer through a USB 2.0 port, acting as an external DVI video card that can be used to extend or mirror the desktop shown on the existing display - without having to open the computer case.

Applications and Solutions

- Excellent solution for notebook PC's and easily having the ability to connect to multiple displays (up to six monitors).
- Run multiple applications on different screens, check your email on one display and work on a document in the other.

Features

- Acts as an external video card connected through USB 2.0
- Add a secondary display adapter and extend your desktop/notebook display without taking apart your computer to install a new video card
- No power adapter required and easy to install
- Quick and easy installation
- Supports resolutions up to 1600x1200(standard) and 1680x1050(wide) @ 32 bits

Technical Specifications

- OS Support: Windows 2000/XP/Vista
- Maximum Displays: Connect up to five adapters on one PC.
- Video Signal: DVI-D (digital only)
- Built-in Memory: 16MB RAM
- Color: Black
- Connector Types: 1 - USB A Female
- Connector Types: 1 - DVI-I Single Link Female
- Product Height: 0.93 in [23.5 mm]
- Product Length: 3.54 in [90 mm]
- Carton Quantity: 20
- Shipping (Package) Weight: 0.4 lb [0.18 kg]
- Product Weight: 2.58 oz [73 g]
- Product Width: 1.89 in [48 mm]
- System Requirements: 1.2Ghz or higher CPU
 - 512MB RAM
 - An available USB 2.0 Port
 - 30MB of hard drive space
 - 800x600 or higher resolution capable monitor
- Max Resolution: 1600 x 1200(standard) or 1680 x 1050(wide) @ 32 bits