



DisplayLink Mac OS X Software



User Guide

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Introduction

This guide applies to software version 0.9 and above of the DisplayLink software.

What is the DisplayLink Mac Beta Driver?

The DisplayLink Mac Beta driver is designed for Mac OS X 10.4 (Tiger) and 10.5 (Leopard) to enable you to add an additional monitor to your Mac using DisplayLink technology. This software allows you to run your DisplayLink-powered USB devices on any Intel based desktop or laptop Mac, allowing you to connect up to 4 additional monitors via USB.

This release is of beta standard, and therefore some features are not fully supported, and there are some outstanding bugs.

Please Note: Power PC-based Macintosh computers, such as late-model iMacs, PowerBooks and PowerMacs, are not currently supported.

What else do I need to use this driver?

As well as an Intel based Mac running the latest versions of Mac OS X 10.4 or 10.5, you will need a DisplayLink powered device. One DisplayLink powered device is required for each of the additional displays you wish to connect to your Mac. A list of available DisplayLink products can be found at: www.displaylink.com/shop

What will I find in this User Guide?

This guide is designed to allow you to quickly get to grips with the DisplayLink Mac software. It will explain how to obtain and install the latest software, what hardware you require and how to configure your USB connected displays.

More detailed technical information can be found in the Release Note that accompanies this software.



Setup Guide

The latest version of this software can be obtained from: www.displaylink.com/mac

Installing/Uninstalling the DisplayLink Driver

To run the DisplayLink Installer, double-click the DisplayLink Installer image: this will mount the DisplayLink installer.

Select '**DisplayLink Software Installer**' to begin installing the DisplayLink Driver on your Mac. This will run a standard Mac installer and will require a restart once complete.

Select '**User Guide**' to view the User Guide.

Select '**DisplayLink Software Uninstaller**' to uninstall the DisplayLink Driver from your Mac. This will require a restart once complete.



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Connecting displays to your Mac

Once you have installed the DisplayLink software, simply plug in your DisplayLink-powered products via USB and connect each display to a device. You can now connect up to 4 additional displays. Example setups include:

Example 1: Adding a second display to a Mac Mini

Mac Mini connects to first monitor via standard DVI cable, and to a DisplayLink-powered docking station via USB cable. Second monitor connects to DisplayLink-powered docking station via VGA/DVI cable.



Example 2: Adding two displays to a MacBook Pro

MacBook Pro connects to two monitors via USB cables using DisplayLink-powered graphics adapters. Monitors connect to graphics adapters via standard VGA/DVI cables.



Example 3: Adding three displays to a MacBook Air

MacBook Air connects to a standard powered USB hub. Three monitors are connected to the USB hub via DisplayLink-powered graphics adapters. Monitors connect to graphics adapters via standard VGA/DVI cables.

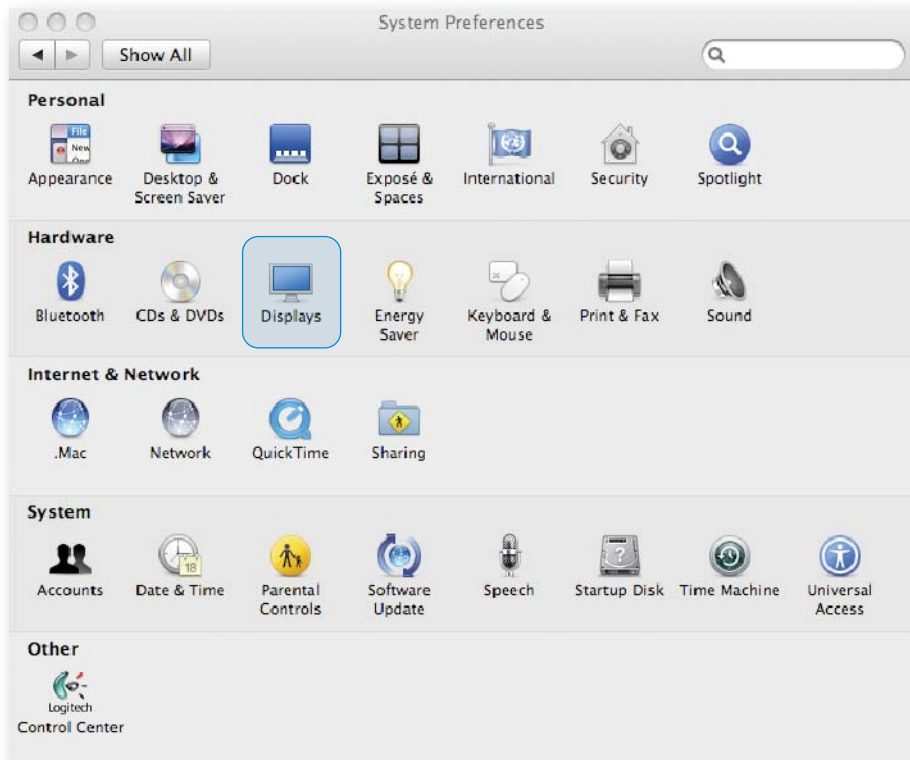


Managing Multiple Displays

When attaching a display that the software has not seen before, the display will default to being extended to the right of the main display.

To configure the settings for each of your USB attached displays, select 'Displays' from the 'System Preferences' menu. This will open a 'Display Preferences' window on each of your attached displays allowing you to configure each display as required.

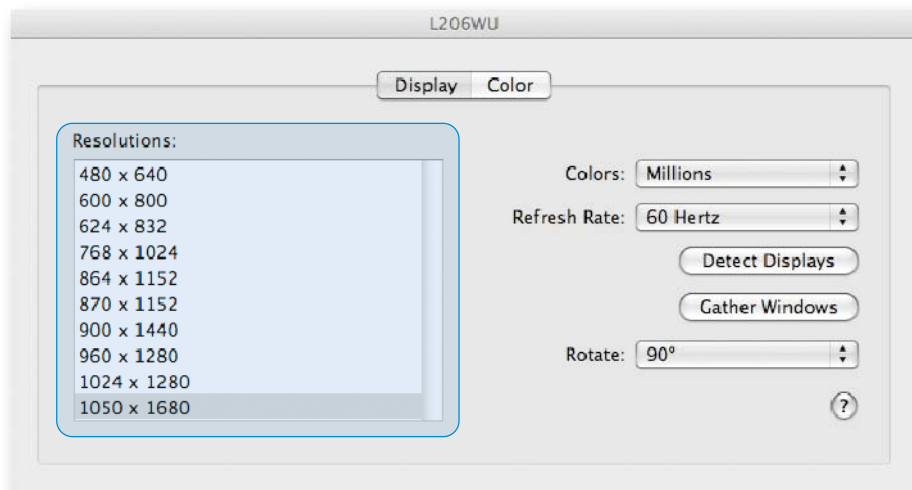
It is possible to use the 'Gather Windows' button to bring all the 'Display Preferences' windows onto the main display.



Setting the Display Resolutions

To change the display's resolution, select an available resolution from the Display Preferences window of the display you wish to change:

Display Preferences: Resolution Options

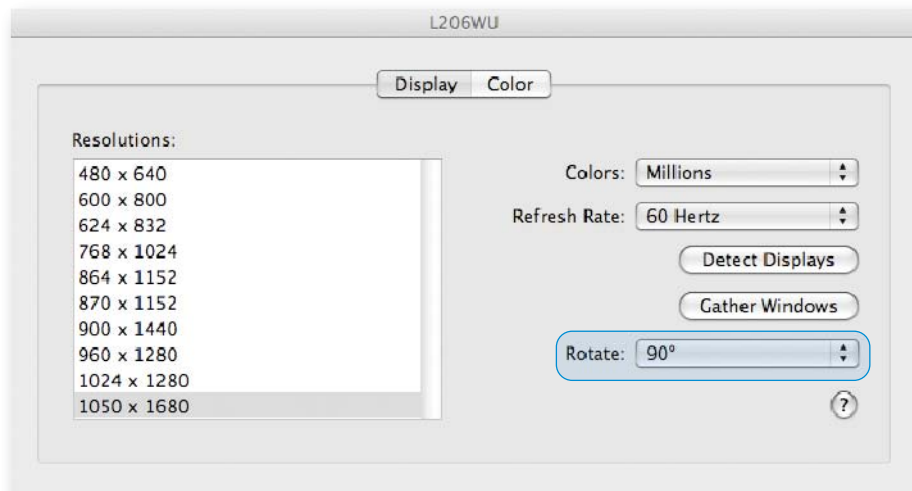


The resolutions available depend on both the DisplayLink enabled product and the capabilities of the connected display.

Rotating a Display

If you wish to rotate your display, you can configure the orientation using the 'Rotate' drop down. Select the appropriate angle of rotation to match your display's set up:

Display Preferences: Rotation Configuration



Each time the user rotates, any settings made to the mode, resolution, frequency or depth are remembered the next time the user switches back to that angle of rotation.

Setting the Position of Displays

If your computer is connected to more than two displays, you can specify that some are mirrored displays and others show the extended desktop.

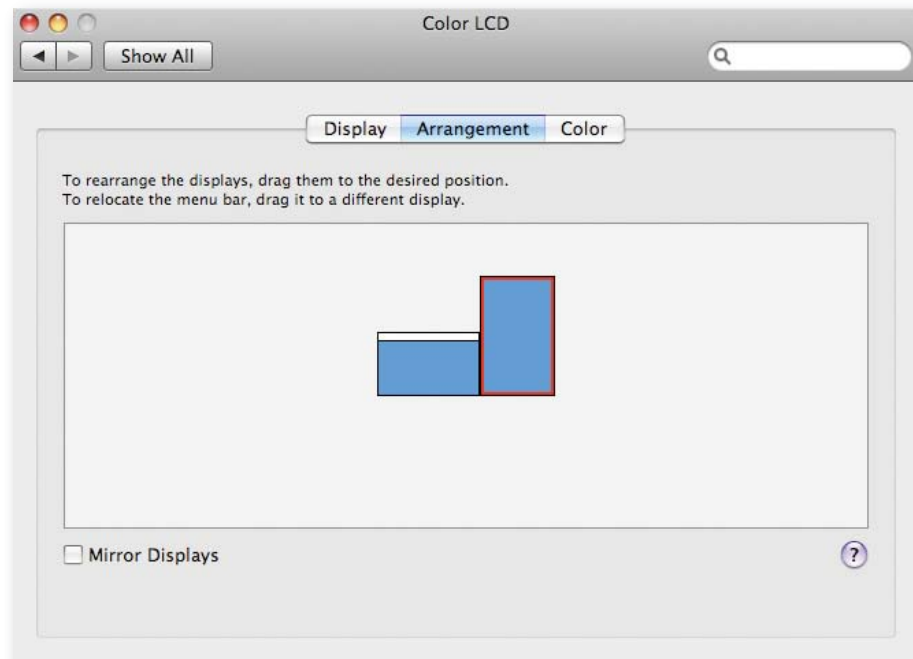
A mirrored display shows the same content as the main display whereas an extended display will be an extension to your existing desktop.

You can arrange your displays so that they match the physical layout of your displays by selecting the 'Arrangement' pane within Display Preferences. This ensures that you can easily navigate between all connected displays.

Display Positions

To move the position of a display, click and hold the display you wish to move then drag it to the desired position. The display will be highlighted with a red border whilst you are moving the display to its new position.

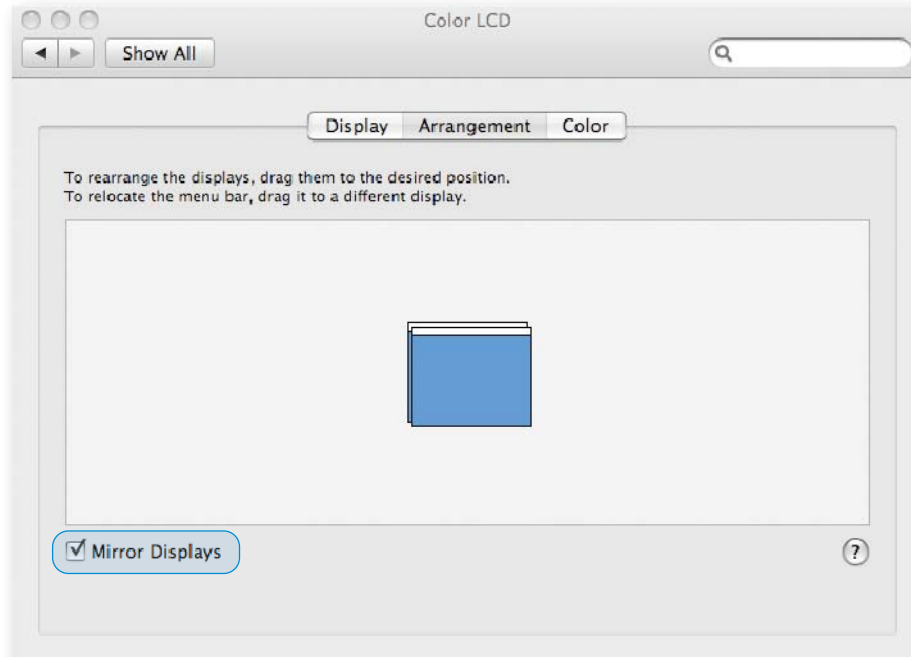
Display Preferences: Moving Display Positions



Setting the Display to Mirror mode

When in Mirror mode, additional displays will display what is being shown on the primary display. Checking the “Mirror Display” on the ‘Arrangement’ pane enables this feature.

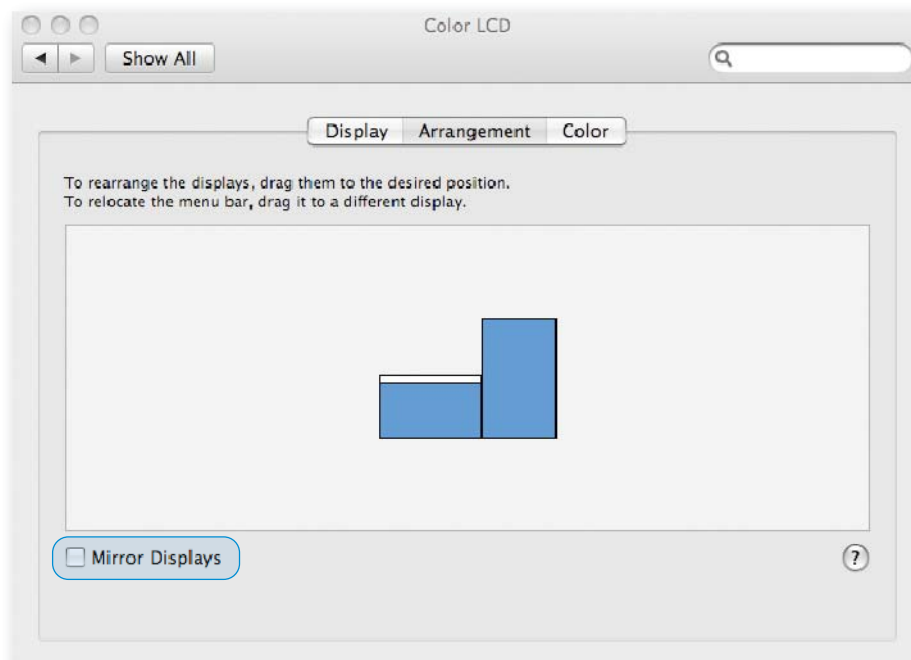
Display Preferences:
Displays set to Mirror



Setting the Display to Extend

To extend connected displays, make sure that the “Mirror Display” on the ‘Arrangement’ pane is unchecked.

Display Preferences:
Display set to Extend



Using both extended and mirrored displays

To work with both extended and mirrored displays, turn off mirroring then in the Arrangement pane press and hold 'cmd' and 'alt' and drag and drop the display you wish to mirror over the primary display.

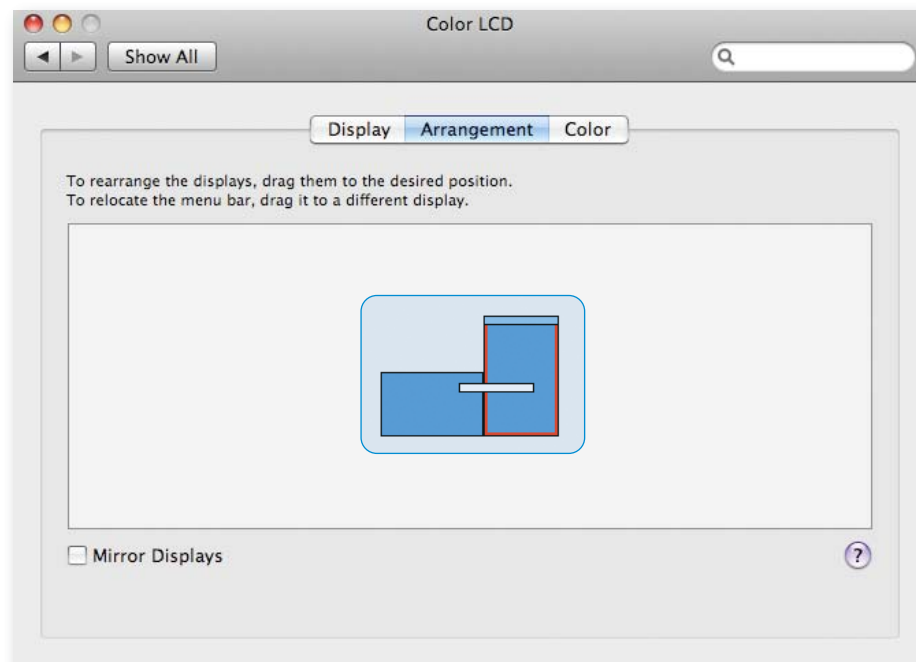
Repeat this with each display you wish to mirror, those untouched will remain extending.

Changing the main display

You can change which is the main display by moving the Menu Bar between displays. Changing the main display affects where new windows appear and the position of the Dock.

The 'Menu Bar' can be moved so that it is shown on an alternative display. Clicking the white menu bar and dragging it to the desired display will perform this action.

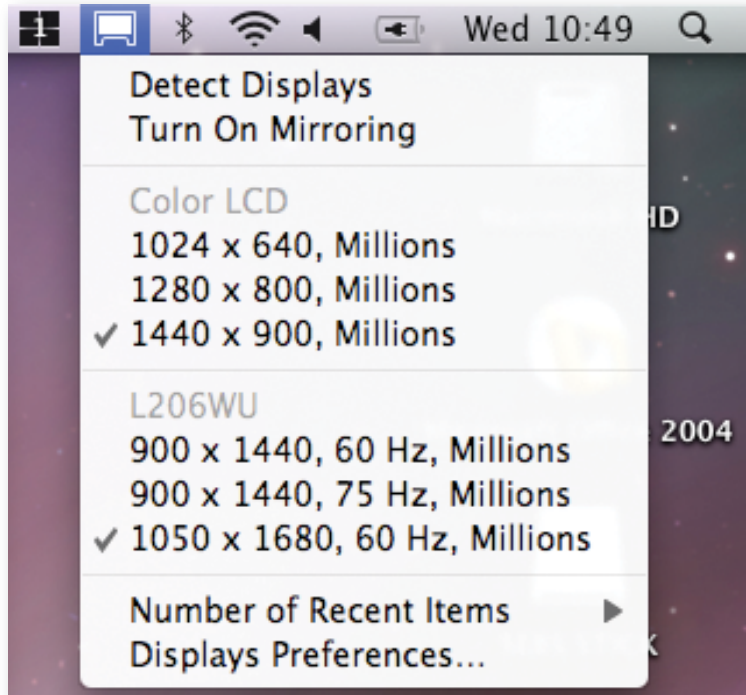
Display Preferences: Moving Menu Bar



Configuring Displays from the Menu Bar

If you have checked the “Show displays in menu bar” in Display Preferences then you can configure displays by clicking the display icon in the menu bar. This will show a menu similar to the following:

Displays Menu Bar



This menu allows you to perform the following actions:

- Detect all displays connected to the Mac.
- Turn display mirroring on/off
- Set the resolution of both the primary display, and the additional display(s), by selecting one of the recently used resolutions.
- Configure how many ‘recent resolutions’ should be shown in this menu.
- Open ‘Display Preferences’.

Known Issues

This release is of Beta quality which means there are still some outstanding issues. These specific issues are detailed in the release note that accompanies the software.

This release does not support OpenGL acceleration (3D hardware acceleration) so therefore applications and features that require OpenGL, Quartz Extreme, Quartz Composer and other framework based on OpenGL will not be fully supported. Examples of such features are Keynote Presentations, iPhoto Slideshows and iMovie.

The most up to date information about known issues and FAQs can be found at:
www.displaylink.com/mac

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