

USB 3.0 to Dual DisplayPort Adapter - 4K 60Hz

Product ID: USB32DP24K60



This USB to dual DisplayPort adapter lets you add two 4K 60Hz DisplayPort monitors to your Windows or Mac computer.

The adapter lets you use a single USB 3.0 port on your laptop to output dual 4K resolution at 60Hz to two independent displays. Simply plug the adapter into a USB 3.0 (5Gbps) port on your Windows or Mac system and connect your DisplayPort monitors to the adapter.

The adapter lets you enjoy the picture quality of Ultra HD video across multiple screens, even if your system doesn't natively support 4K video output.

With two UHD 4K displays, you can work more efficiently and accomplish more in the same amount of time. With each display delivering 4K performance, you can have four times the screen space compared to 1080p.

With multiple displays, you can output different content on each display at resolutions of up to 4096 x 2160p (60Hz). The dual DisplayPort adapter is ideal for business applications such as spreadsheets, word processors and web browsers. You can multitask and preview different data points across each display. For instance, you can calculate data on one display, write a report on the second display, and browse the internet on your laptops display.

The USB32DP24K60 is backed by a StarTech.com 2-year warranty and free lifetime technical support.

Certifications, Reports and Compatibility

Applications

- Connect two 4K displays to your computer system

- View large spreadsheets or several documents across multiple displays
- Increase productivity by running multiple applications on different displays; check your email on one display while editing a document on the other

Features

- Increase your productivity by connecting two independent displays through a single USB 3.0 port
- Astonishing picture quality with support for resolutions up to 4096 x 2160p (60Hz)
- DisplayLink 4K Plug-and-Display certified - automatic driver installation and updates
- USB-powered performance - no additional power supply required
- Works on Mac OS and Windows

Hardware

Warranty	2 Years
AV Input	USB 3.0
Ports	2
AV Output	DisplayPort
Audio	Yes
USB Pass-Through	No
Memory	2GB
Chipset ID	DisplayLink - DL-6950

Performance

Maximum Digital Resolutions	Dual monitor: 4K @ 60 Hz
Supported Resolutions	Widescreen(16/32 bit): 4096x2160 , 3840x2160, 2048x1152, 1920x1200, 1920x1080, 1680x1050, 1366x768, 1280x800, 1280x768, 1280x720 Standard(16/32 bit): 1600x1200, 1400x1050, 1280x1024, 1024x768, 800x600, 640x480
Wide Screen Supported	Yes



Audio Specifications 2-channel stereo

General Specifications This USB video adapter uses a DisplayLink family chipset. If you're connecting this device to a computer along with additional USB video adapters or docking stations, please avoid using devices with a Trigger or Fresco family chipset.

Connector(s)

Connector A USB Type-A (9 pin) USB 3.0 (5 Gbps)

Connector B DisplayPort (20 pin)

Software

OS Compatibility Windows 2000, XP, Vista, 7, 8, 8.1, 10
 macOS 10.6 - 10.12, 10.14 - 10.15, 11.0
 Ubuntu 14.04, 16.04, 19.04
 Linux Kernel 4.2 - 5.2
 Chrome OS v55+

Special Notes / Requirements

System and Cable Requirements System Processor: Quad Core 2.4GHz (i5 recommended)
 System Memory: 4GB

Note Only one USB video adapter is supported per computer

This USB video adapter is not intended for graphical intensive applications, such as gaming

Power

Power Source USB-Powered

Environmental

Operating Temperature 0C to 40C (32F to 104F)

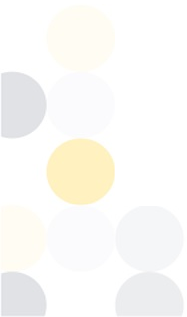
Storage Temperature -20C to 70C (-4F to 158F)

Humidity 0~90% RH

Physical Characteristics

Color Black

Material Plastic



Cable Length	11.8 in [30 cm]
Product Length	6.9 in [17.5 cm]
Product Width	5.6 in [14.2 cm]
Product Height	1.2 in [30.0 mm]
Weight of Product	5.5 oz [155.0 g]

Packaging Information

Package Length	6.1 in [15.5 cm]
Package Width	1.8 in [45.0 mm]
Package Height	5.3 in [13.4 cm]
Shipping (Package) Weight	2.5 oz [72.0 g]

What's in the Box

Included in Package	USB video adapter
	quick-start guide

**Product appearance and specifications are subject to change without notice.*

