SABRENT
Connecting Differently™

USB TYPE-C DUAL HDMI ADAPTER

USB TYPE-C

HDMI
3840 X 2160

4K
DUAL

USER MANUAL

FEATURES
• Dual 4K HDMI Output
• Max. resolution: 3840 x 2160 / 30Hz
• Supports HDCP
• SST and MST modes

SYSTEM REQUIREMENTS
• A computer compatible with HDMI Alt Mode Output via USB Type-C port
• 1 x free USB Type-C port
• Windows 7 or higher

Although it might seem counter-intuitive for the experienced user at first, please carefully read and follow the instructions below.
Otherwise, your new Sabrent device will not be properly detected by the operating system.

INSTALLATION INSTRUCTIONS

1. Connect your Sabrent USB Type-C to Dual HDMI adapter to your computer.
Wait for the computer to detect your newly attached Sabrent device, between thirty seconds and one minute should suffice.

**2. Connect ONLY one HDMI monitor to your Sabrent device and turn it on.**
Wait for the operating system to detect the first monitor.
After thirty seconds or less, you should see your computer's desktop on the monitor.

3. Connect the second HDMI monitor in the same way you connected the first one.
After thirty seconds or less, you should see your computer's desktop on the second monitor.
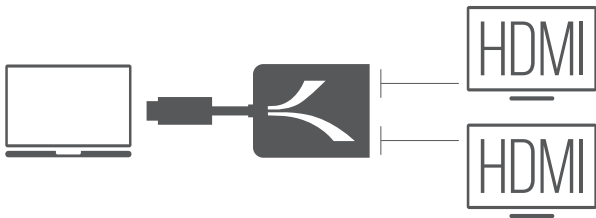
4. These steps must be followed only the first time that the Sabrent device is connected to a new computer.
Afterward, the computer can be powered on and off normally and it will remember this configuration.

NOTE: At the time of this writing, Apple's operating system OS X can only support what is called SST mode.

• **SST:** In **SST mode**, the external monitors connected will all receive the same extended output **(Mirror)**

• **MST:** In **MST mode**, you can use **Mirror** mode or **Extended** mode and set all monitors independently.

DETAILED EXPLANATION OF SST AND MST MODES

Although you will be able to connect the MST hub to the Thunderbolt (or, USB Type-C) connection on your Mac, Mac OSX does not support MST for NVIDIA and Intel Graphics Processor Units (GPUs). This results in a mirrored image across the outputs of a MST hub and you will not be able to have multiple independent displays on your Mac.

The limitation of NVIDIA and Intel GPUs lies within Mac OSX. If a different operating system is used, such as Microsoft Windows (via bootcamp), you may be able to use the MST functionality of your Mac.

FOR HELP, COMMENTS, QUESTIONS OR CONCERNS
PLEASE CONTACT OUR TECH SUPPORT TEAM VIA OUR WEBSITE
WWW.SABRENT.COM