

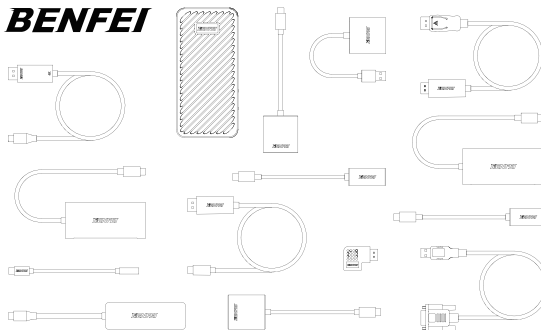
User's Manual



BENFEI

We focus on HD Video& Audio accessories, Hub, Data Storage and Ethernet connection. We has steadily grown into a brand trusted by over 20 million users in more than 60 countries.

BENFEI is committed to providing high-quality products, friendly design and premium service to our customers.



The BENFEI USB 3.0 to VGA Adapter provides a cost-effective and easy solution for connecting a desktop, laptop with USB 3.0 Port to a VGA display such as monitor, projector or TV.

The adapter can be used to mirror your primary desktop, showing the same image on each display, or to extend your desktop to double your workspace and increase your productivity.

To save space while travelling, this ultra-portable USB to VGA adapter features a lightweight, small footprint design that fits easily in a laptop carrying bag.

Specifications:

- Input: USB 3.0 Male
- Output: VGA Female
- Audio Support: NO
- Maximal Resolution: USB 3.0: 1920* 1080@60Hz (at USB 2.0 only operate at 800* 600)

How it works

1, Install driver

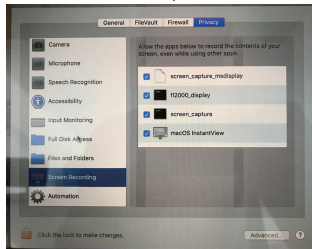
A, The USB-VGA Adapter requires the driver installation, please install from CD in the package.

If there is no CD Reader in the computer, please don't worry, there is a flash in the adapter with driver, please go to "my computer", the adapter appear as a USB flash, just like "C:D:", double click it, the OS will manually install the driver and then the monitor will be turned on. If the screen is zoomed, please manually adjust the resolution setting.

Or download from BENFEI website:

http://www.think-benfei.com/p_driver.html

B, The Mac OS need open the screen recording->fl2000_display.



2, Connection

Connect the USB 3.0 male end to the USB 3.0 port of your computer, and connect the VGA female end to VGA cable from the display.

What's in the Box:

- USB to VGA Adapter
- Installation Driver CD
- User Manual

Important Note:

This USB-A to VGA monitor adapter is design and used for the WINDOWS OS

Does Not Support Linux OS/Android/Chromebook/Windows Xp

For MacOS, there is only a beta version. The supported Mac OS version is

- Big Sur (11)
- Mojave, Catalina (10.14.2-10.15)
- High Sierra (10.13.4-10.14.1) Clone Mode Only
- High Sierra (10.13-10.13.3)
- Sierra (10.12)
- El Capitan (10.11) No Mirror Mode

FAQ:

1) The screen display abnormally?

Please check the following to see if something caused this issue: Check if your system display adapter driver is installed properly. If you have DisplayLink devices installed in your system, please remove the driver from Control Panel\ Programs and Features\ Since these kinds of devices may influence the performance. If you have the USB to VGA adapter connected to a USB 3.0 Hub, connect it directly to a USB 3.0

port on your computer instead.

2) Why only 800x600?

This product only operates at 800x600 when it's connected to the PC at USB 2.0 speed. Make sure the computer has a USB 3.0 port. USB 3.0 ports have an "SS" next to the USB symbol and most have blue plastic centers. If the computer does not have a USB 3.0 port, the maximum resolution will be 800x600. If the computer has USB 3.0 ports, make sure to connect the device to one of those ports. If the resolution is still 800x600, try different USB 3.0 ports.

3) Want to try more monitors?

This adapter needs a lot of data to keep working properly. Most computer systems can't send enough data over USB 3.0 for two usb to vga adapters. This means that one or both monitors will start flickering or go completely blank.

Here are some rules to give you the best chance. No Hubs! USB hubs provide more ports but can't increase the amount of data a USB port can send. If your system has more than one USB 3.0 Host controller, connect one usb to vga adapter to each controller. You can also try adding an additional PCIe to USB 3.0 adapter card to your system.

4) Could the adapter work under secure desktop?

The USB to VGA adapter could work under regular Windows setting, but it couldn't work under secure desktop. That's because, under secure desktop, the driver of the graphics card couldn't be opened.