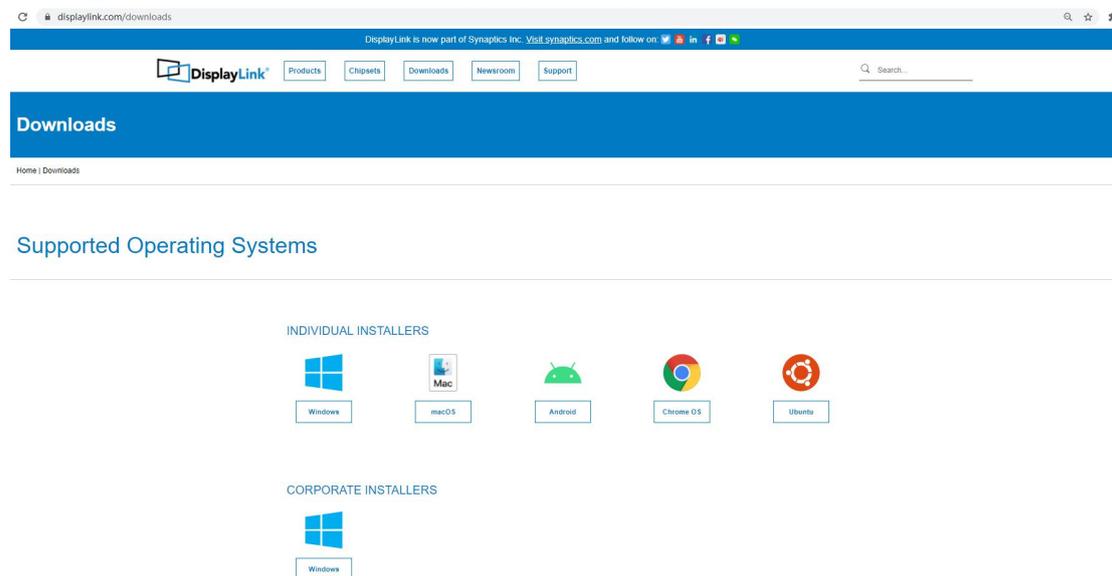


1) Please refer to <https://www.displaylink.com/downloads> to download/update the driver before using your UtechSmart 12 in 1 Quadruple Display USB C Docking Station.

2) Select "INDIVIDUAL INSTALLERS" or "CORPORATE INSTALLERS">>"Windows" or "MacOS"

3) Open and Download DisplayLink USB Graphics Software

NOTE: Before downloading, please check the operating system model of your PC in "Settings>>About" and then select the appropriate displaylink version to download.



Displaylink USB Graphics Software for Windows

Windows Driver Downloads

Here you can download drivers for DisplayLink® USB graphics chipsets incorporated in your dock, adapter or monitor. We recommend to update to the latest driver to address any potential security issue, fix bugs, improve performance and add new features.

Notes:

1. Your Original Equipment Manufacturer (OEM) may also provide software for your specific monitor, dock or adapter that differs from the DisplayLink releases. Please check their website for details.
2. Windows 10 S products using DisplayLink technology will get their device drivers either from OEM pre-installation or from Windows Update.

Latest Official Drivers	
DisplayLink USB Graphics Software for Windows Windows 10, 8.1, 7 Release: 10.1 M0 09 Mar 2021	Download Release Notes
DisplayLink USB Graphics Software for Windows Windows 8 Release: 9.2 M3 05 Nov 2019	Download Release Notes

Installation:

1) Refer to www.displaylink.com/downloads to download/update the driver before using.

2) Select "INDIVIDUAL INSTALLERS" or "CORPORATE INSTALLERS" >> "Windows"

3) Open and Download DisplayLink USB Graphics Software for Windows .exe

DisplayLink USB Graphics Software for MAC OS

DisplayLink macOS Software

DisplayLink Manager is a new way to enable your DisplayLink dock, adapter or monitor on macOS platforms. It's an application that combines our latest driver with features that streamline the setup of multiple displays up to 4K.

The screenshot shows a webpage with a blue header for 'DisplayLink Manager'. Below the header, there are three sections, each with a 'Download' button and a 'Release Notes' link. The first section is for the latest version (1.3) released on Feb 14, 2021. The second section is for a legacy release (1.1) released on Aug 13, 2020. The third section is for another legacy release (5.2.4) released on May 26, 2020. Each section also lists supported macOS versions.

Version	Release Date	Supported macOS Versions	
DisplayLink Manager Graphics Connectivity	1.3	14 Feb 2021	Big Sur 11.0, Catalina 10.15
DisplayLink Manager Graphics Connectivity	1.1	13 Aug 2020	Big Sur 11.0, Catalina 10.15
DisplayLink USB Graphics Software for macOS	5.2.5	13 Aug 2020	Catalina 10.15, Mojave 10.14
DisplayLink USB Graphics Software for macOS	5.2.4	26 May 2020	Catalina 10.15, Mojave 10.14

Installation:

- 1) Refer to www.displaylink.com/downloads to download/update the driver before using.
- 2) Select "INDIVIDUAL INSTALLERS" >> "macOS"
- 3) Open and Download DisplayLink Manager Graphics Connectivity .pkg

NOTE: When asked whether you agree to install and enter the password, please click "Agree" and enter your fingerprint or password to install. Otherwise, the driver will fail to install.

Enable "Screen Recording" to allow the DisplayLink Manager app to capture pixels and send them to your USB peripheral:

- 1) Please select "Privacy" tab.
- 2) Navigate to "Screen Recording" in the list on the left.
- 3) Then tick the "Screen Recording" permission for DisplayLink Manager.

NOTE: For Apple Silicon (M1), it takes a higher level of protection of customer privacy requirements. Macbook with M1 chip, requires the user to permit "Screen Recording" in order for DisplayLink devices to work properly. The message is generated by the OS and the screen is not actually being recorded by DisplayLink. Approving it enables the DisplayLink driver to access the pixels it needs to render a mirrored or extended screen and send the pixels over USB from your computer to the DisplayLink display. DisplayLink Manager does not store or record any screen content.