



PCVision® DPHM™ Series

Video Wall Configuration Guide

- DPHM13_2K
- DPHM14_2K
- DPHM39_2K
- DPHM28_2K
- DPHM14-5S_2K
- DPHM13_4K
- DPHM14_4K
- DPHM12_4K
- DPHM24_4K
- DPHM_VW_16K

HM21 to DP14 Dongle

October 01, 2024



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Overview

This document outlines possible input resolutions and configurations that can be used with PCVision [DPHM Series](#) products. This document considers only the configuration of the outputs of [DPHM Series](#) (Including difference Sources & difference Connectors Format).

The possible configurations outlined in this document use monitors with a resolution of 1920x1080. For configurations that use other resolutions, PCVision Provide [UMCC Display Setting Utility](#) to Support difference output resolution.

The Configuration Guide which based on One NV RTX 30xx Series Graphic card (DPx3+HDMI 2.1) or any NV Quadro Series (DPx4), PCVision [DPHM Series](#) Box Interface require DP 1.4 or HDMI 2.1 ([HM21 to DP Dongle](#) support transfer HDMI 2.1 to DP 1.4 then connect to DPHM Box).

Note: This guide uses pre-set logical arguments to determine a possible configuration that focus on One Graphic Card with 4 Port of “same resolution” and Support One Large Desktop by [NV Control Panel](#).

PCVision makes no guarantee about the accuracy of information contained in this document. The user is responsible for validating the configurations outlined in this document based on use case, source capabilities, and any other factors that may or may not impact their video wall.

AMD FirePro Graphic support DPx6 Max

NV Quadro Series SLI Mode support 4 pcs of Graphic Card Total DPx16 Max

Mosaic Mode Support on NV Quadro Series

Surround Mode Support on NV GTX / RTX Series

Legal statement

The contents of this functional specification are subject to change without notice.

The company makes no warranties or guarantees of any kind, express, implied or otherwise, as to the merchantability of this manual, its suitability for a particular purpose, or for any other matter. Therefore, the company will not be liable for any errors in the contents of the manual, or for direct, indirect, sudden or continuing damage caused by the addition, subtraction, display or other use of this manual.

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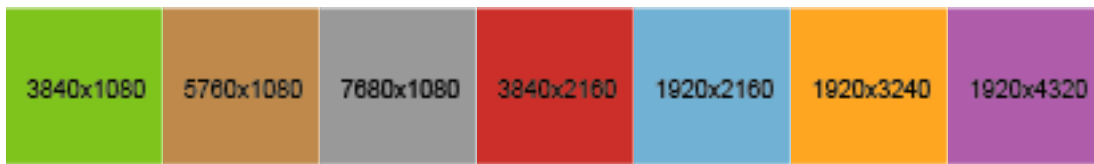
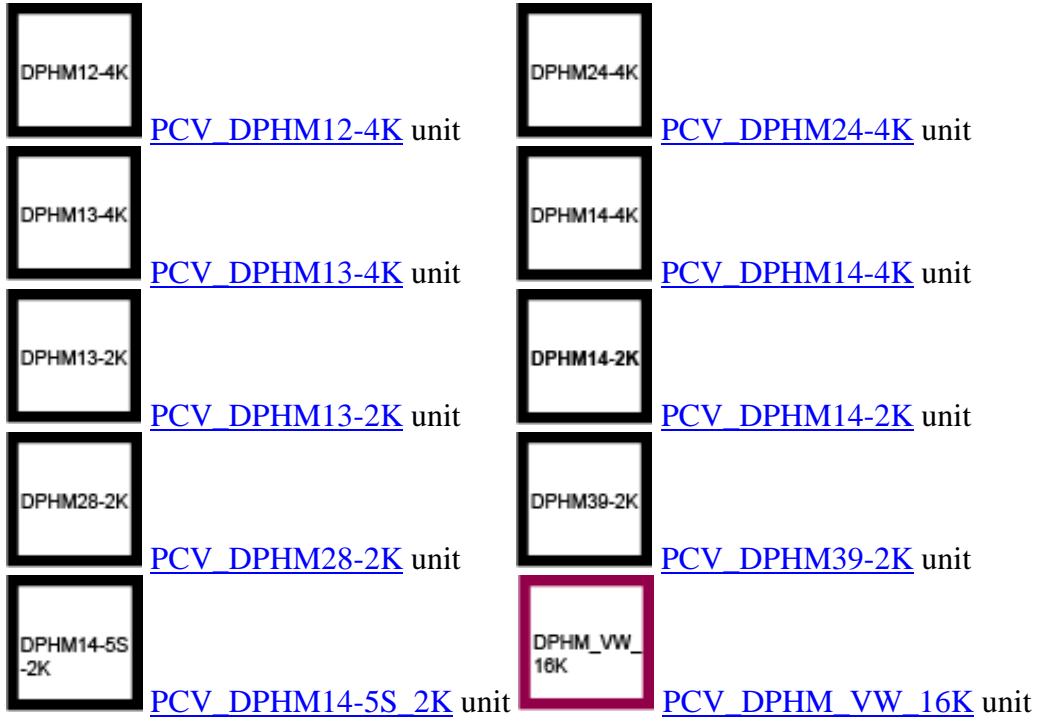
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Revision history

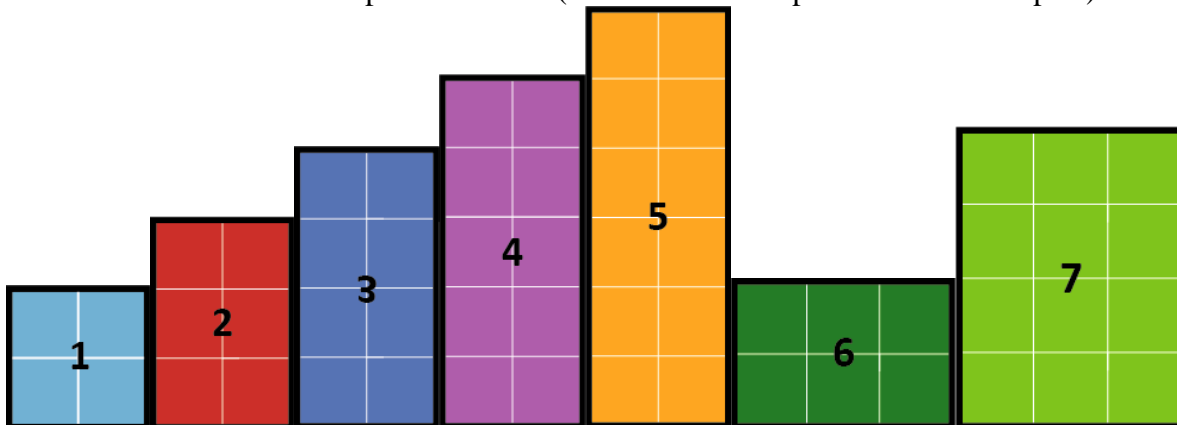
The sections of this Configuration Guide that have been added, deleted, and updated at each revision are listed below.

DATE	Version	Revised chapter
September 2024	1.00	The first version of the document was created

Conventions used in this document



Each Resolution output from GPU (different colors represent different inputs)



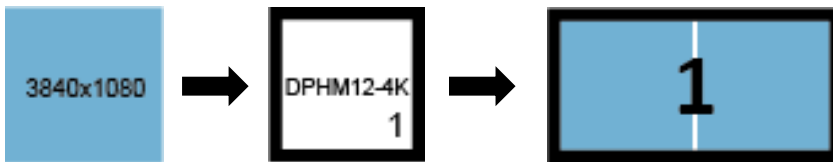
Configuration of PCV_DPHM Series Box unit

X1 Configuration

2x1 configuration

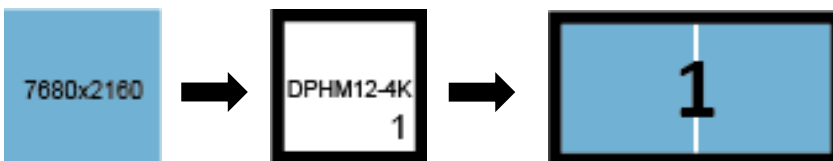
For a (2x1 2K) configuration, possible setups include:

- 1x [DPHM12-4K](#) unit; and
- 1x 3840x1080 output from the GPU (as input to the DPHM12-4K unit)
- Support Landscape & Portrait



For a (2x1 4K) configuration, possible setups include:

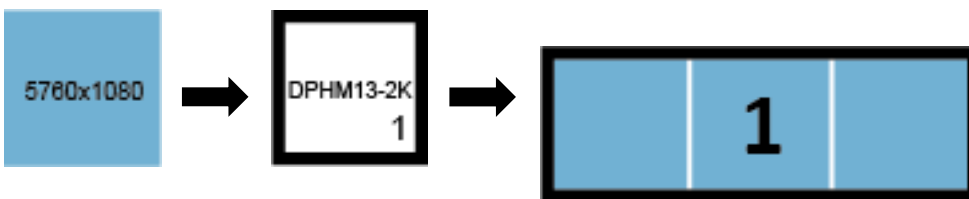
- 1x [DPHM12-4K](#) unit; and
- 1x 7680x2160 output from the GPU (as input to the DPHM12-4K unit)
- Support Landscape & Portrait



3x1 configuration

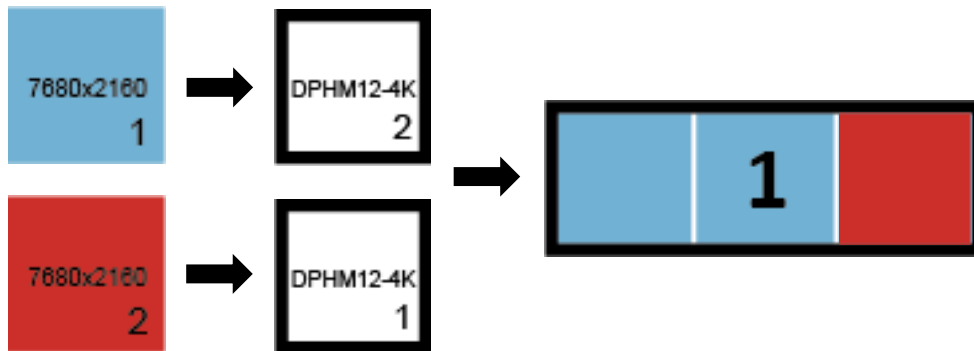
For a (3x1 2K) configuration, possible setups include:

- 1x [DPHM13_2K](#) unit; and
- 1x 5760x1080 output from the GPU (as input to the DPHM13_2K unit)
- Support Landscape & Portrait
-



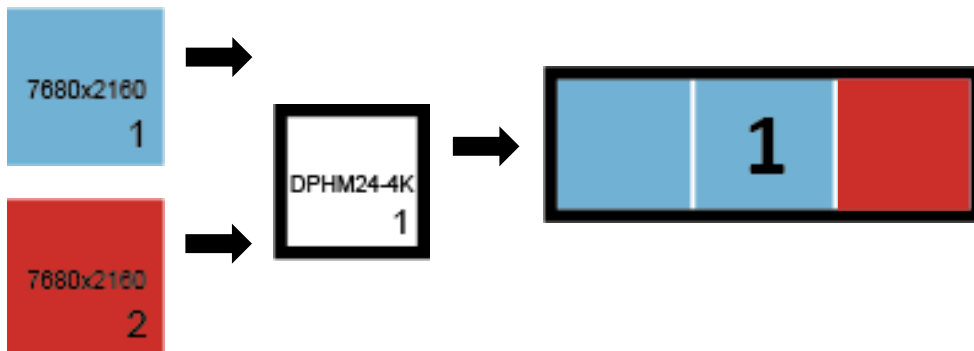
For a (3x1 4K) configuration, possible setups include:

- 2x [DPHM12_4K](#) units; and
- 2x7680x2160 output from the GPU (as input to the DPHM12_4K unit)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X2160
- Turn on [Pixel Overlay](#) to make 11520x2160 (NV Quadro Card)
- Support Landscape & Portrait



For a (3x1 4K) configuration, possible setups include:

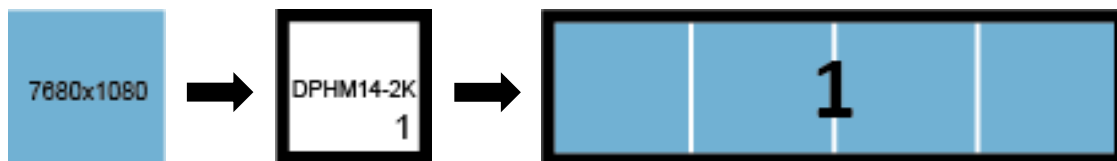
- 1x [DPHM24_4K](#) unit; and
- 2x7680x2160 output from the GPU (as input to the DPHM24_4K unit)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X2160
- Turn on [Pixel Overlay](#) to make 11520x2160 (NV Quadro Card)
- Support Landscape & Portrait



4x1 configuration

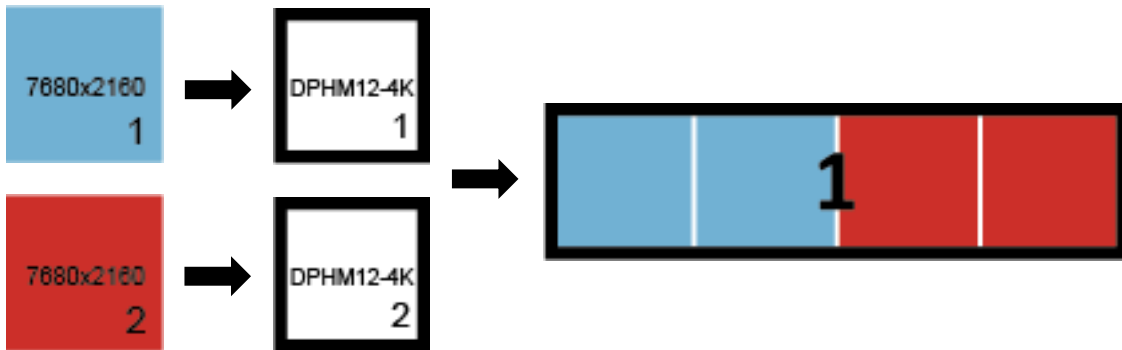
For a (4x1 2K) configuration, possible setups include:

- 1x [DPHM14_2K](#) unit; and
- 1x 7680x1080 output from the GPU (as input to the DPHM14_2K unit)
- Support Landscape & Portrait



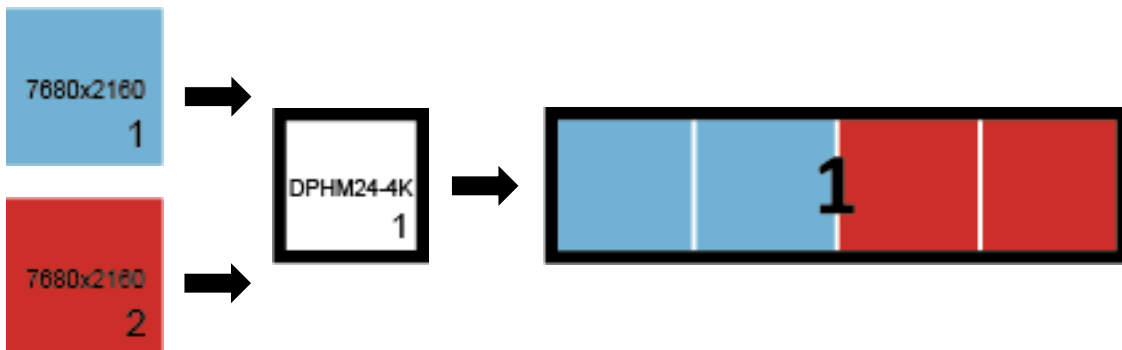
For a (4x1 4K) configuration, possible setups include:

- 2x [DPHM12 4K](#) units; and
- 2x 7680x2160 output from the GPU (as input to the DPHM12_4K unit)
- Turn on [Surround or Mosaic](#) combine to one Large Desktop 15360x2160
- Support Landscape & Portrait



For a (4x1 4K) configuration, possible setups include:

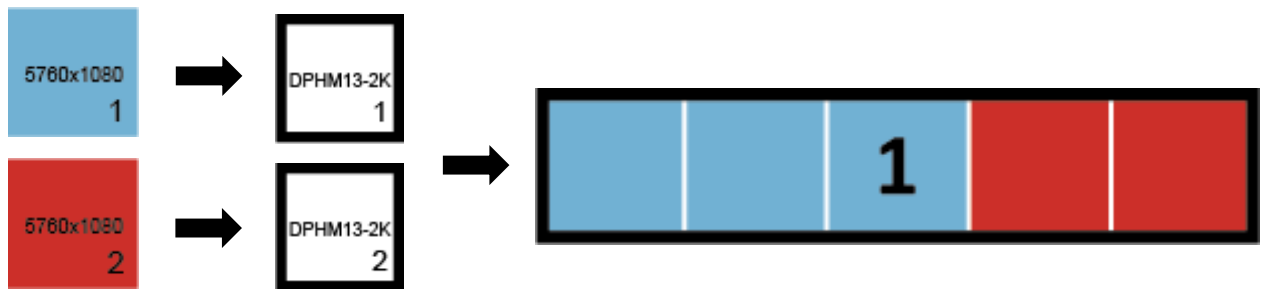
- 1x [DPHM24 4K](#) unit; and
- 2x 7680x2160 output from the GPU (as input to the DPHM24_4K unit)
- Turn on [Surround or Mosaic](#) combine to one Large Desktop 15360x2160
- Support Landscape & Portrait



5x1 configuration

For a (5x1 2K) configuration, possible setups include:

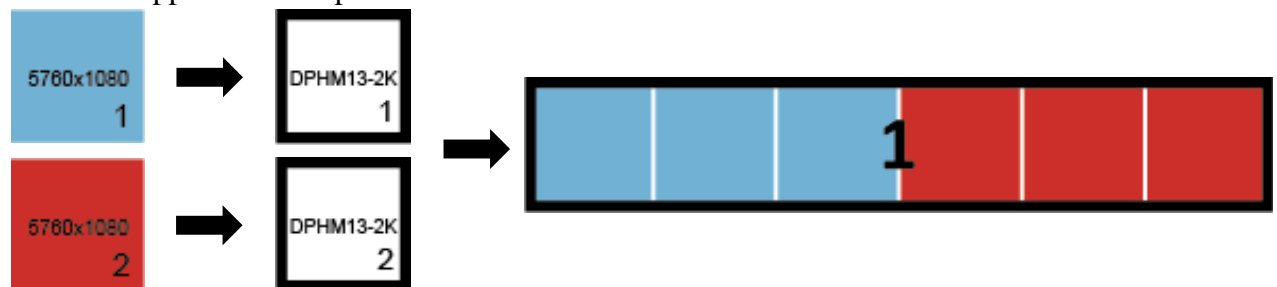
- 2x [DPHM13_2K](#) units; and
- 2x 5760x1080 output from the GPU (as input to the DPHM13_2K unit)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X1080
- Turn on [Pixel Overlay](#) to make 9600x1080 (NV Quadro Card)
- Support Landscape & Portrial



6x1 configuration

For a (6x1 2K) configuration, possible setups include:

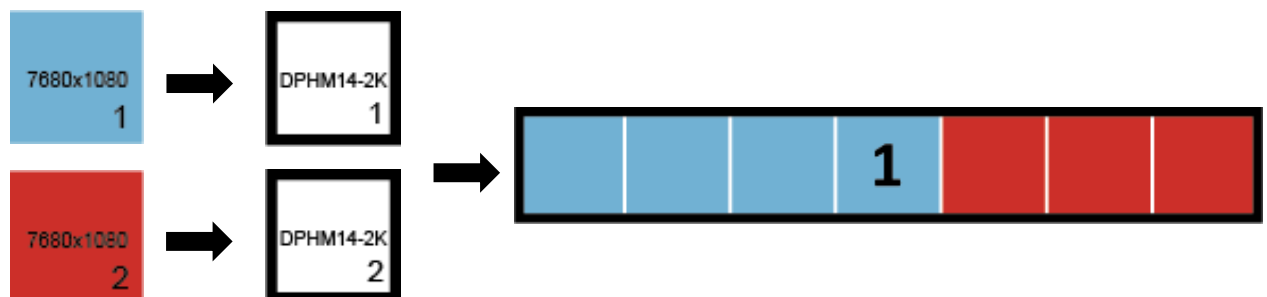
- 2x [DPHM13_2K](#) units; and
- 2x 5760x1080 outputs from the GPU (as inputs to the DPHM13_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X1080
- Support Landscape & Portrial



7x1 configuration

For a (7x1 2K) configuration, possible setups include:

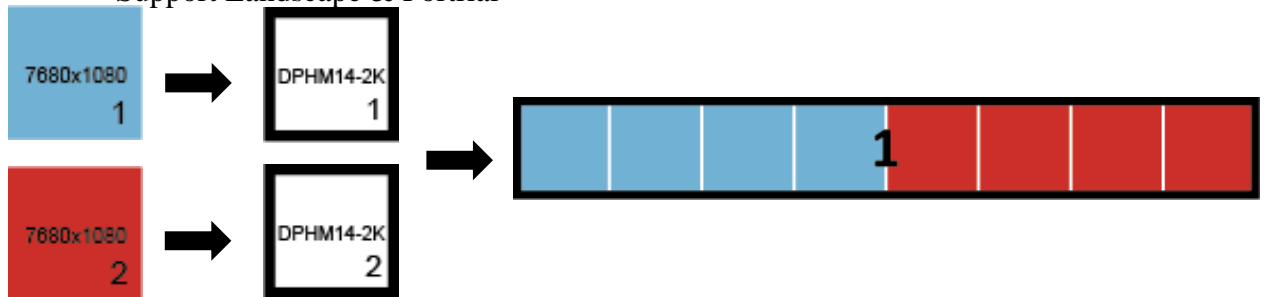
- 2x [DPHM14_2K](#) units; and
- 2x 7680x1080 output from the GPU (as input to the DPHM14-2K unit)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X1080
- Turn on [Pixel Overlay](#) to make 13440x1080 (NV Quadro Card)
- Support Landscape & Portrial



8x1 configuration

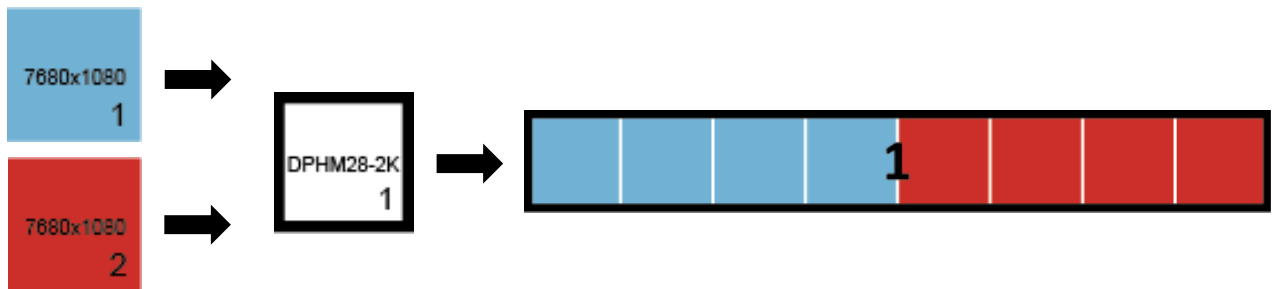
For a (8x1 2K) configuration, possible setups include: #1

- 2x [DPHM14_2K](#) units; and
- 2x 7680x1080 output from the GPU (as input to the DPHM14_2K unit)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X1080
- Support Landscape & Portrial



For a (8x1 2K) configuration, possible setups include: #2

- 1x [DPHM28_2K](#) units; and
- 2x 7680x1080 output from the GPU (as input to the DPHM28_2K unit)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X1080
- Support Landscape & Portrial

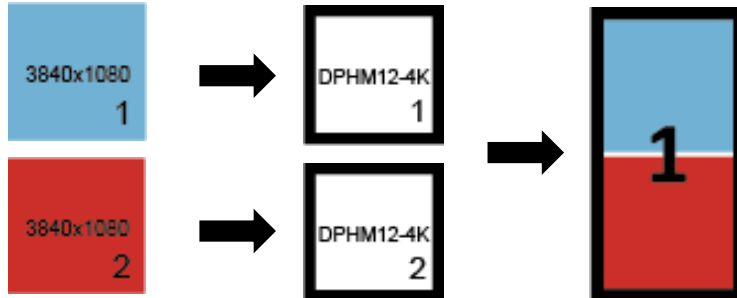


X2 Configuration

1x2 configuration

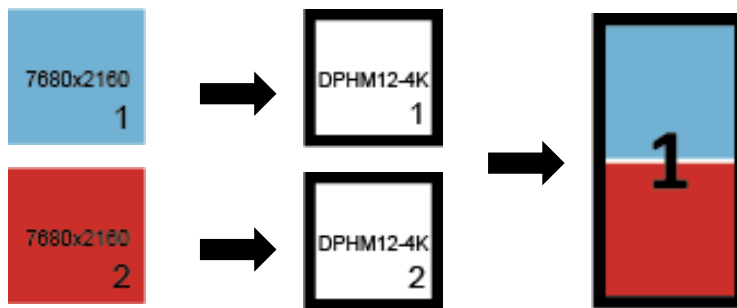
For a (1x2 2K) configuration, possible setups include:

- 2x [DPHM12_4K](#) units; and
- 2x 3840x1080 output from the GPU (as input to the DPHM12_4K unit)
- Enable [Mosaic](#) Combine to One Large Desktop 3840X2160
- Turn on [Pixel Overlay](#) to make 1920x2160 (NV Quadro Card)
- Support Landscape & Portrait



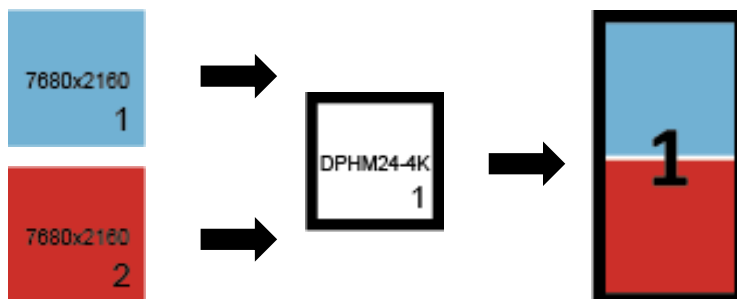
For a (1x2 4K) configuration, possible setups include:

- 2x [DPHM12_4K](#) units; and
- 2x 7680x2160 output from the GPU (as input to the DPHM12_4K unit)
- Enable [Mosaic](#) Combine to One Large Desktop 7680X4320
- Turn on [Pixel Overlay](#) to make 3840x4320 (NV Quadro Card)
- Support Landscape & Portrait



For a (1x2 4K) configuration, possible setups include:

- 1x [DPHM24_4K](#) units; and
- 2x 7680x2160 output from the GPU (as input to the DPHM24_4K unit)
- Enable [Mosaic](#) Combine to One Large Desktop 7680X4320
- Turn on [Pixel Overlay](#) to make 3840x4320 (NV Quadro Card)
- Support Landscape & Portrait



2x2 configuration

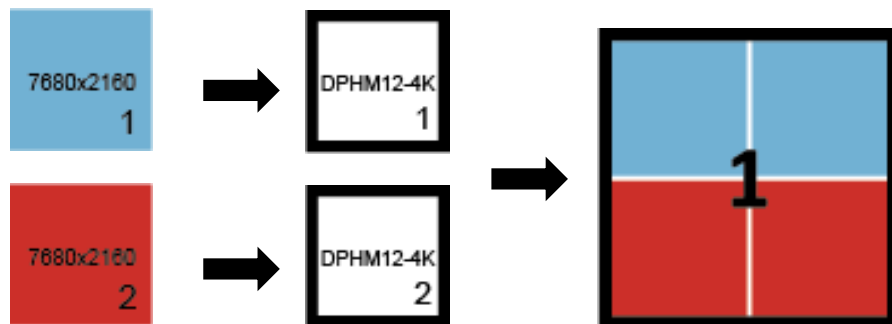
For a (2x2 2K) configuration, possible setups include:

- 1x [DPHM14-5S 2K](#) unit; and
- 1x 3840x2160 output from the GPU (as input to the DPHM14-5S_2K unit)
- Support Landscape & Portrait



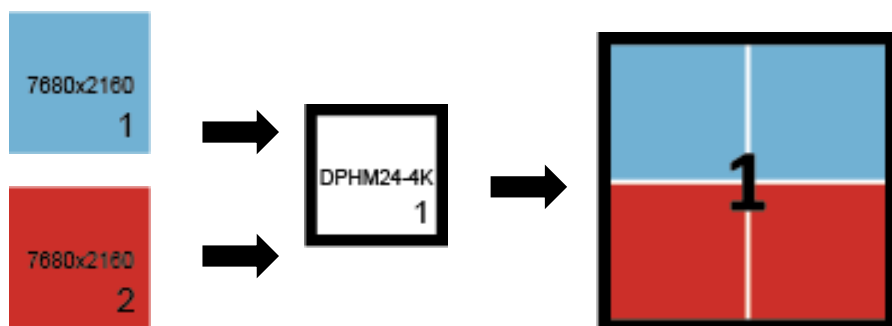
For a (2x2 4K) configuration, possible setups include:

- 2x [DPHM12 4K](#) units; and
- 2x 7680x2160 output from the GPU (as input to the DPHM12_4K unit)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X4320
- Support Landscape & Portrait



For a (2x2 4K) configuration, possible setups include:

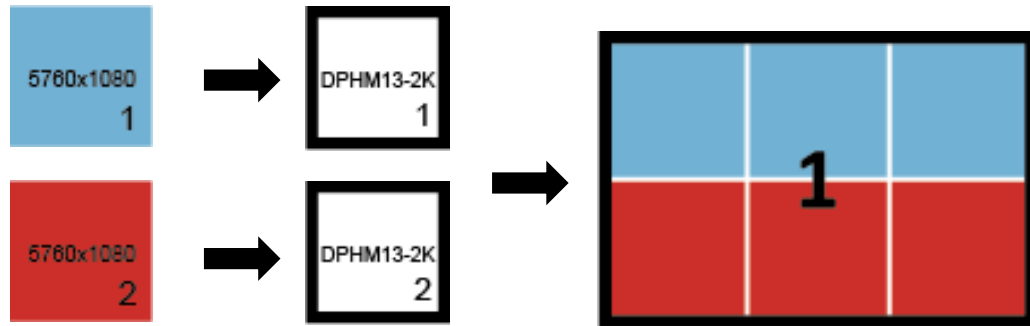
- 1x [DPHM24 4K](#) unit; and
- 2x 7680x2160 output from the GPU (as input to the DPHM24_4K unit)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X4320
- Support Landscape & Portrait



3x2 configuration

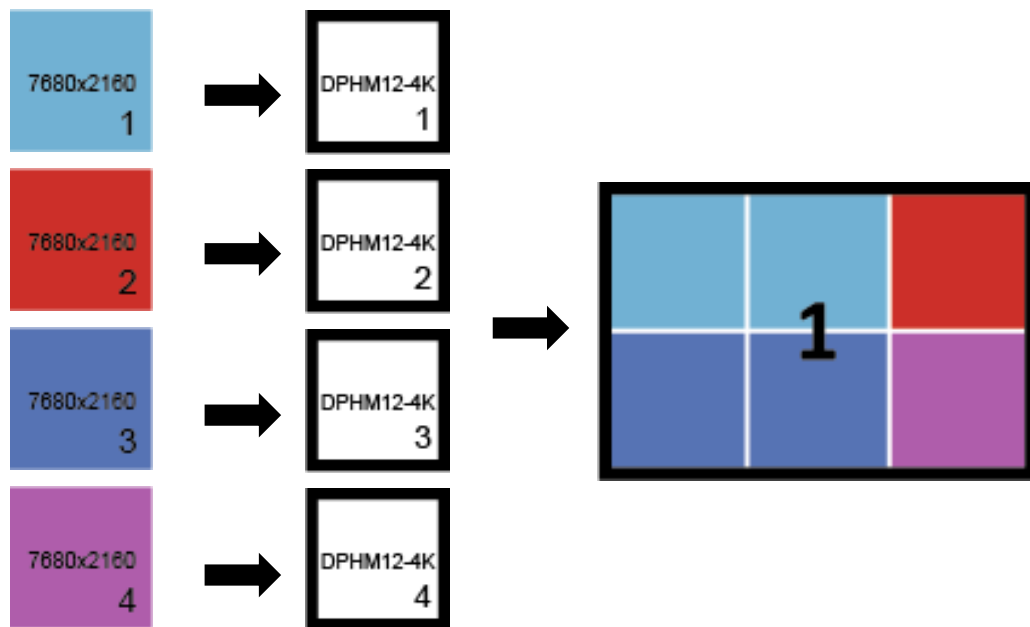
For a (3x2 2K) configuration, possible setups include:

- 2x [DPHM13_2K](#) units; and
- 2x 5760x1080 outputs from the GPU (as inputs to the DPHM13_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X2160
- Support Landscape & Portrial



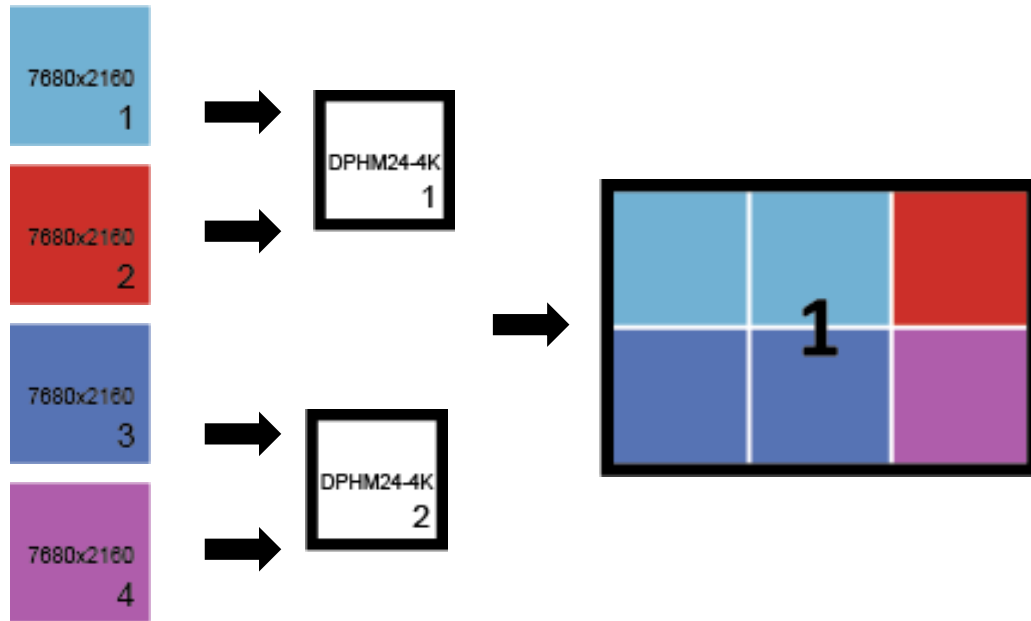
For a (3x2 4K) configuration, possible setups include: #1

- 4x [DPHM12_4K](#) units; and
- 4x 7680x2160 outputs from the GPU (as inputs to the DPHM12_4K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X4320
- Turn on [Pixel Overlay](#) to make 11520x4320 (NV Quadro Card)
- Support Landscape & Portrial



For a (3x2 4K) configuration, possible setups include: #2

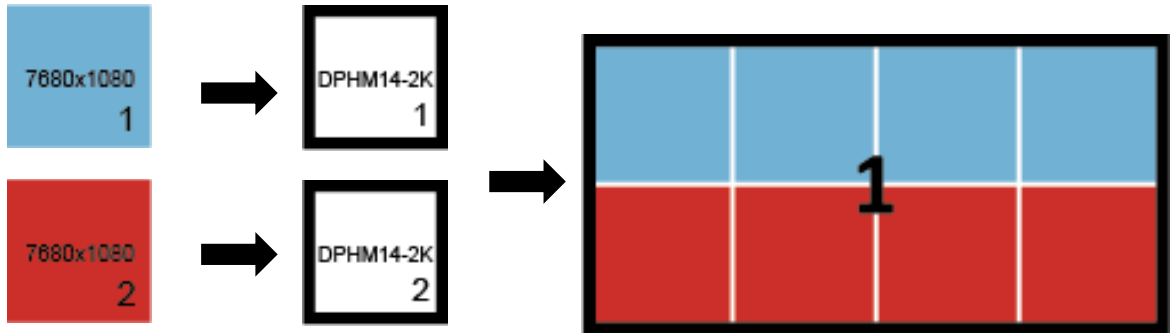
- 2x [DPHM24_4K](#) units; and
- 4x 7680x2160 outputs from the GPU (as inputs to the DPHM24_4K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X4320
- Turn on [Pixel Overlay](#) to make 11520x4320 (NV Quadro Card)
- Support Landscape & Portrait



4x2 configuration

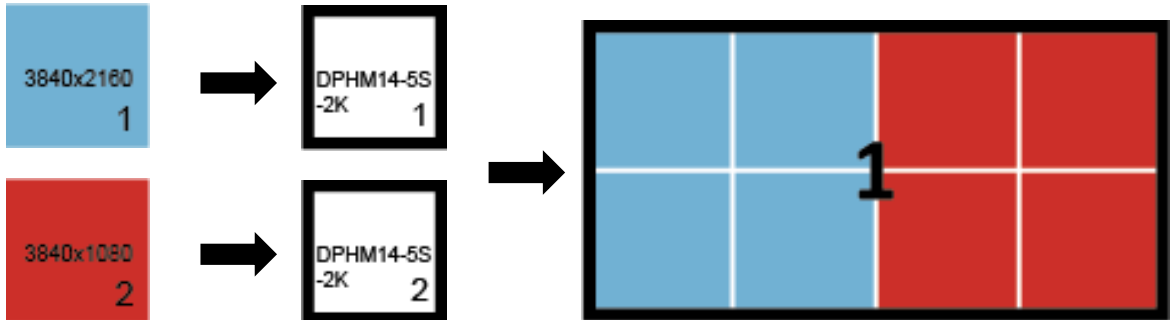
For a (4x2 2K) configuration, possible setups include: #1

- 2x [DPHM14_2K](#) units; and
- 2x 7680x1080 outputs from the GPU (as inputs to the DPHM14_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X2160
- Support Landscape & Portrial



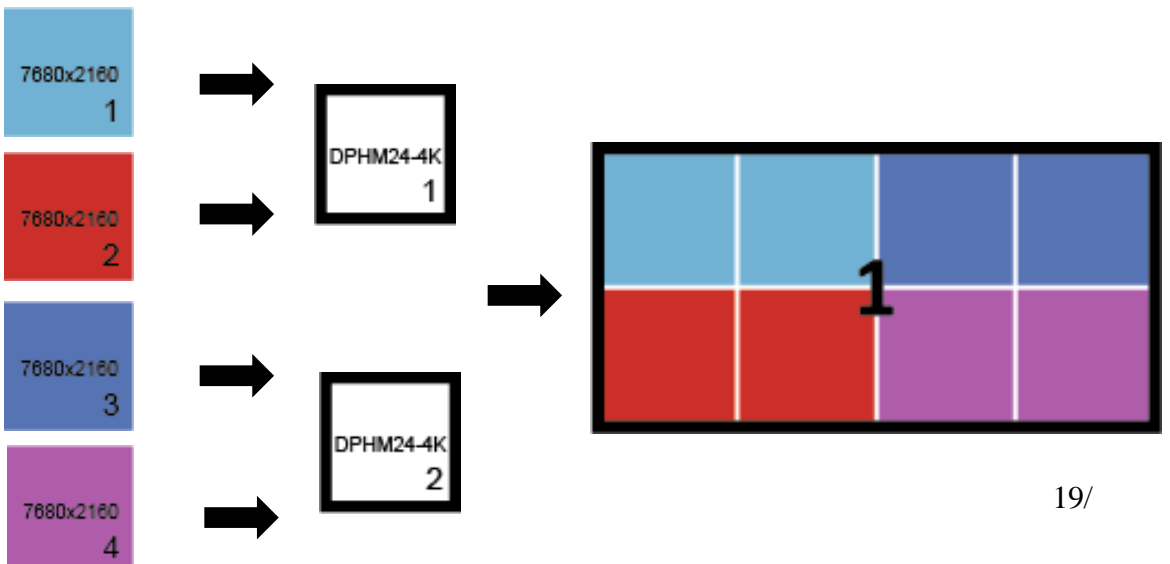
For a (4x2 2K) configuration, possible setups include: #2

- 2x [DPHM14-5S_2K](#) units; and
- 2x 3840x2160 outputs from the source (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X2160
- Support Landscape & Portrial



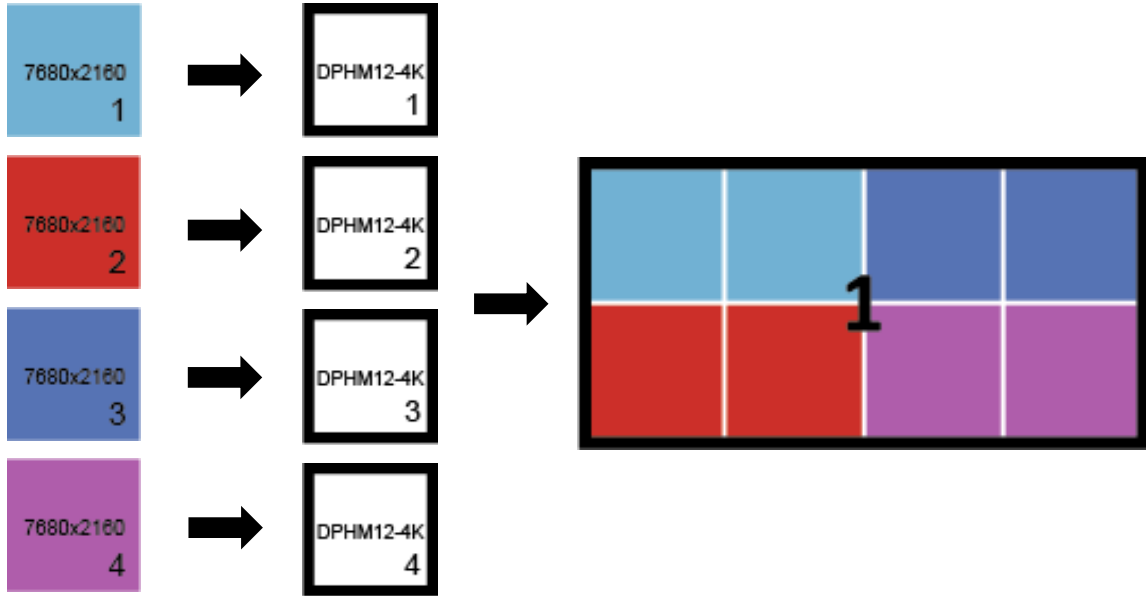
For a (4x2 4K) configuration, possible setups include: #1

- 2x [DPHM24_4K](#) units; and
- 4x 7680x2160 outputs from the GPU (as inputs to the DPHM24_4K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X4320
- Support Landscape & Portrial



For a (4x2 4K) configuration, possible setups include: #2

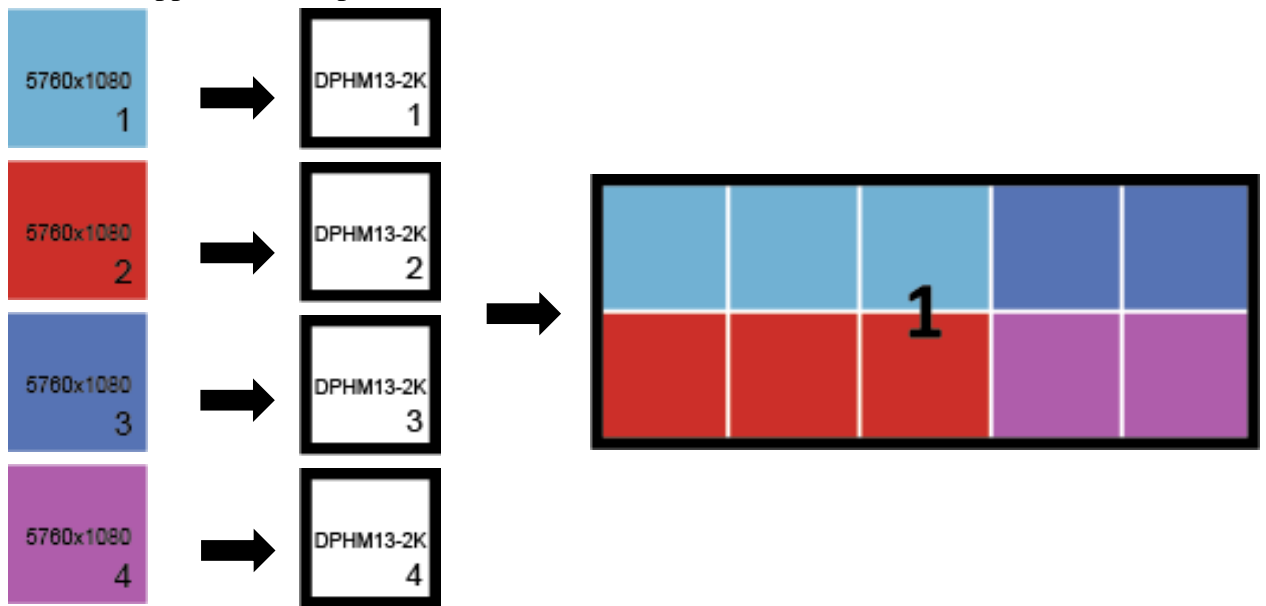
- 4x [DPHM12_4K](#) units; and
- 4x 7680x2160 outputs from the GPU (as inputs to the DPHM12_4K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X4320
- Support Landscape & Portrait



5x2 configuration

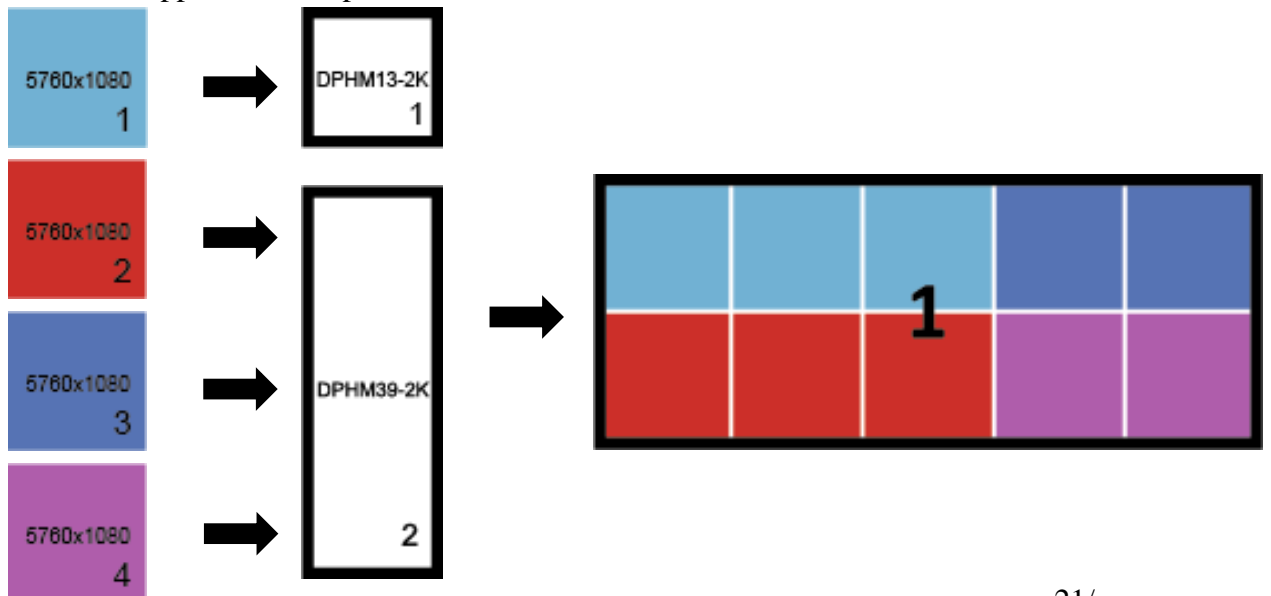
For a (5x2 2K) configuration, possible setups include: #1

- 4x [DPHM13_2K](#) units; and
- 4x 5760x1080 output from the GPU (as input to the DPHM13 unit)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X2160
- Turn on [Pixel Overlay](#) to make 9600x2160 (NV Quadro Card)
- Support Landscape & Portrial



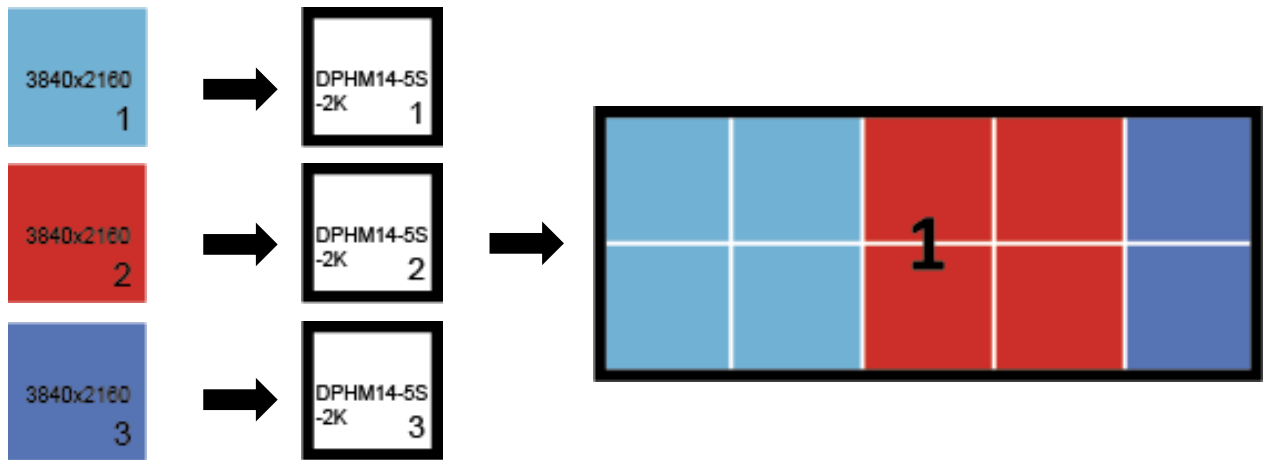
For a (5X2 2K) configuration, possible setups include: #2

- 1x [DPHM13_2K](#) unit; and
- 1x 5760x1080 outputs from the GPU (as inputs to the DPHM13_2K units)
- 1x [DPHM39_2K](#) units; and
- 3x 5760x1080 outputs from the GPU (as inputs to the DPHM39_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X2160
- Turn on [Pixel Overlay](#) to make 9600x2160 (NV Quadro Card)
- Support Landscape & Portrial



For a (5X2 2K) configuration, possible setups include: #3

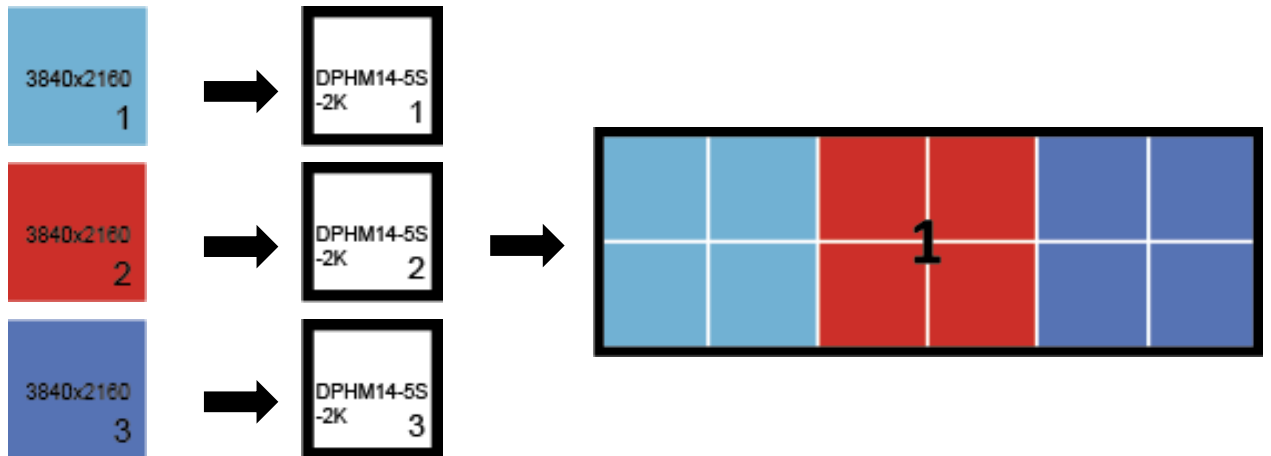
- 3x [DPHM14-5S_2K](#) units; and
- 3x 3840X2160 output from the GPU (as input to the DPHM14-5S_2K unit)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X2160
- Turn on [Pixel Overlay](#) to make 9600x2160 (NV Quadro Card)
- Support Landscape & Portrial



6x2 configuration

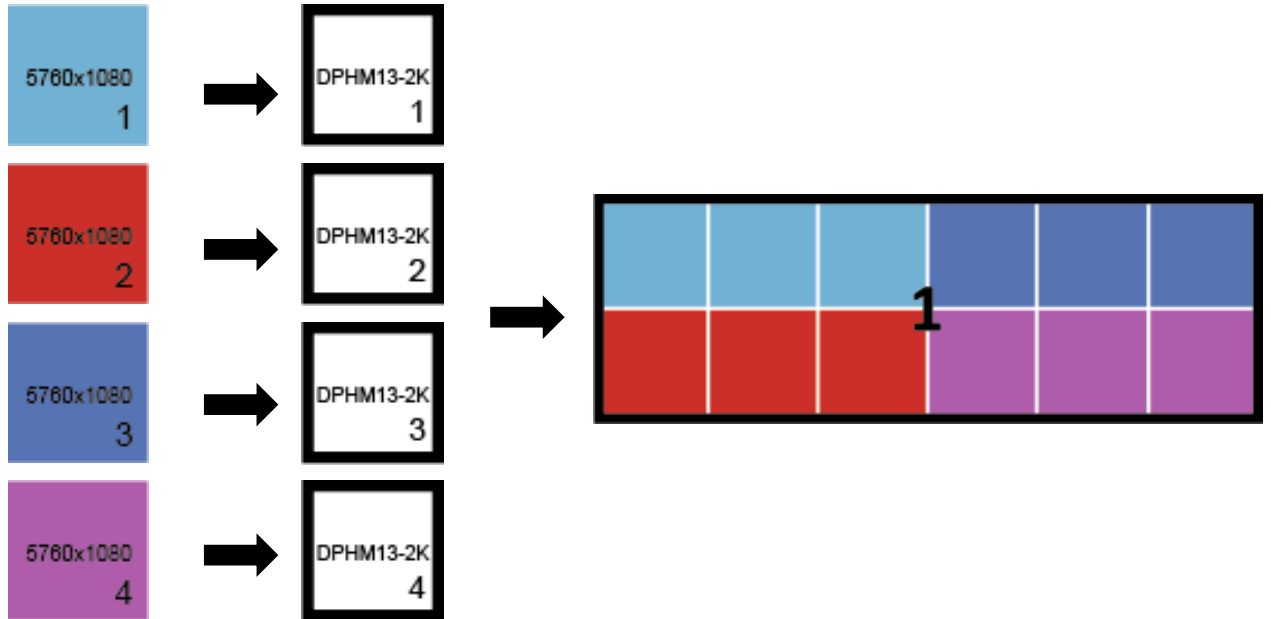
For a (6x2 2K) configuration, possible setups include: #1

- 3x [DPHM14-5S_2K](#) units; and
- 3x 3840x2160 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X2160
- Support Landscape & Portrial



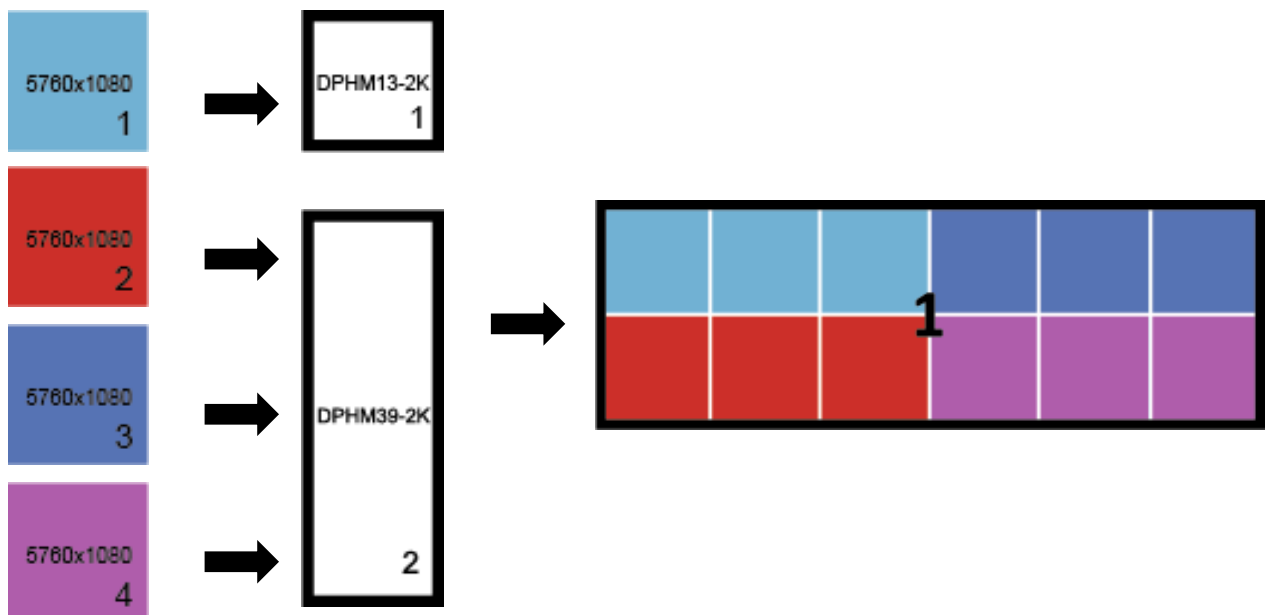
For a (6x2 2K) configuration, possible setups include: #2

- 4x [DPHM13_2K](#) units; and
- 4x 5760x1080 outputs from the GPU (as inputs to the DPHM13_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X2160
- Support Landscape & Portrial



For a (6x2 2K) configuration, possible setups include: #3

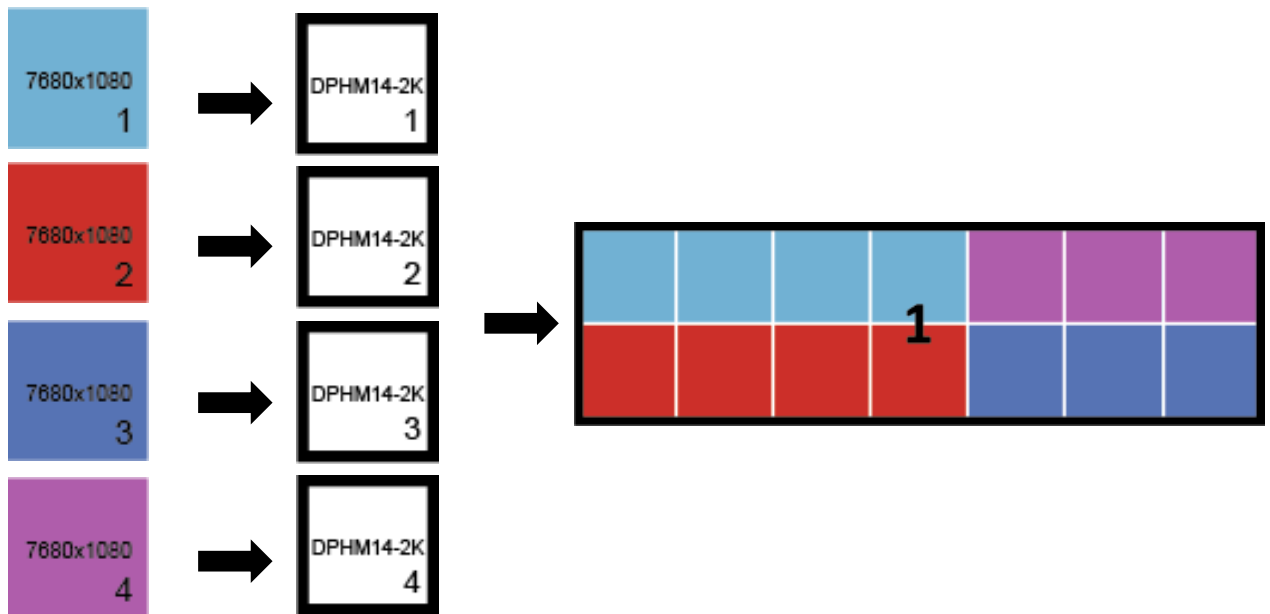
- 1x [DPHM13_2K](#) unit; and
- 1x 5760x1080 outputs from the GPU (as inputs to the DPHM13_2K units)
- 1x [DPHM39_2K](#) unit; and
- 3x 5760x1080 outputs from the GPU (as inputs to the DPHM39_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X2160
- Support Landscape & Portrial



7x2 configuration

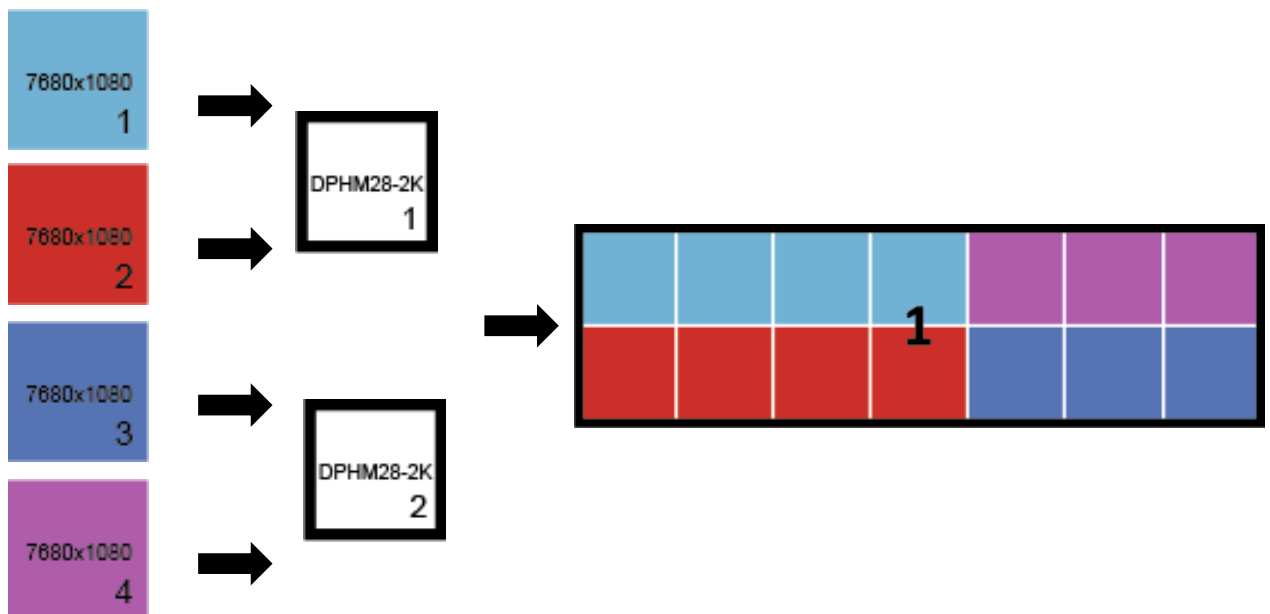
For a (7x2 2K) configuration, possible setups include: #1

- 4x [DPHM14_2K](#) units; and
- 4x 7680x1080 outputs from the GPU (as inputs to the DPHM14_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X2160
- Turn on [Pixel Overlay](#) to make 13440x2160 (NV Quadro Card)
- Support Landscape & Portrial



For a (7x2 2K) configuration, possible setups include: #2

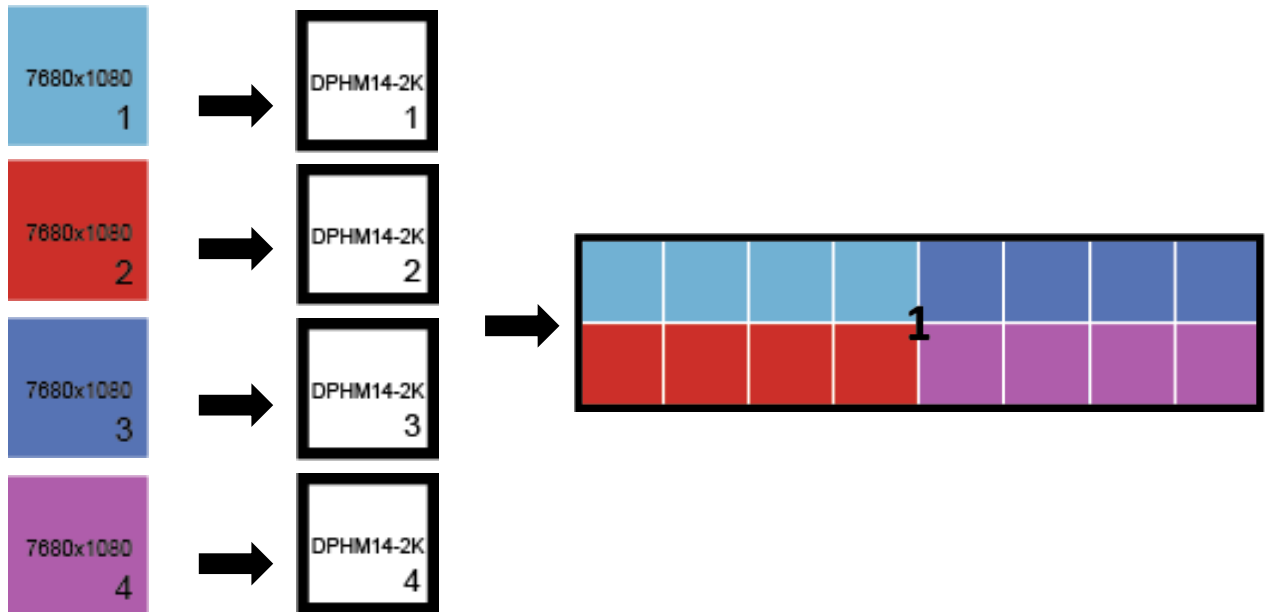
- 2x [DPHM28_2K](#) units; and
- 4x 7680x1080 outputs from the GPU (as inputs to the DPHM28_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X2160
- Turn on [Pixel Overlay](#) to make 13440x2160 (NV Quadro Card)
- Support Landscape & Portrial



8x2 configuration

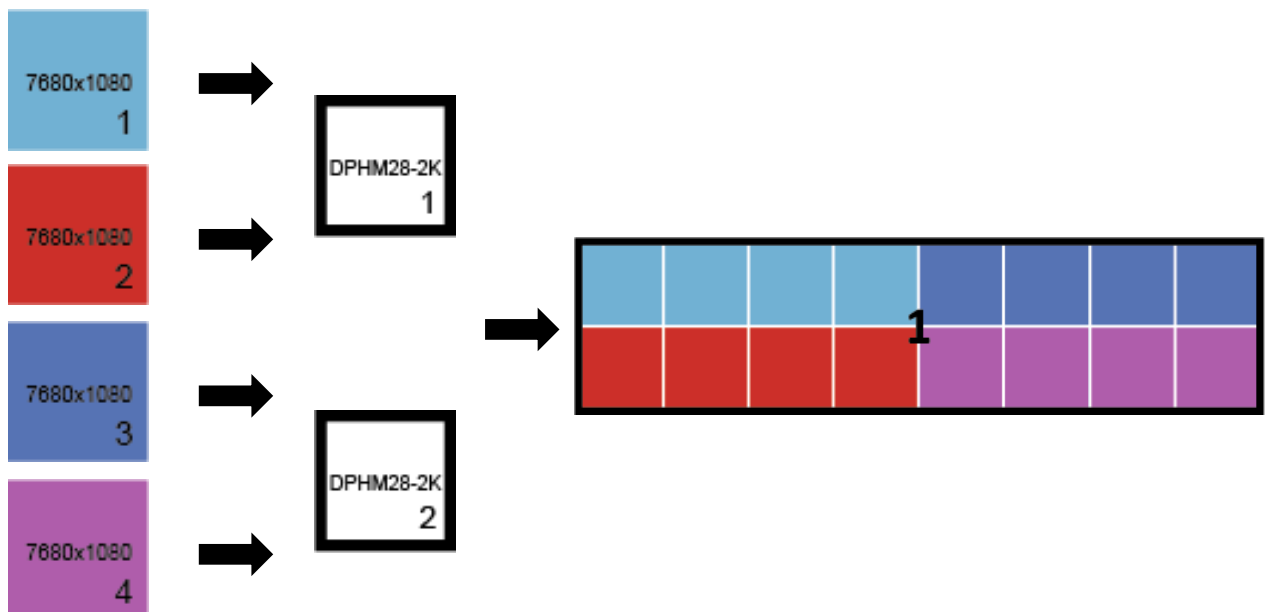
For a (8x2 2K) configuration, possible setups include: #1

- 4x [DPHM14_2K](#) units; and
- 4x 7680x1080 outputs from the GPU (as inputs to the DPHM14_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X2160
- Support Landscape & Portrial



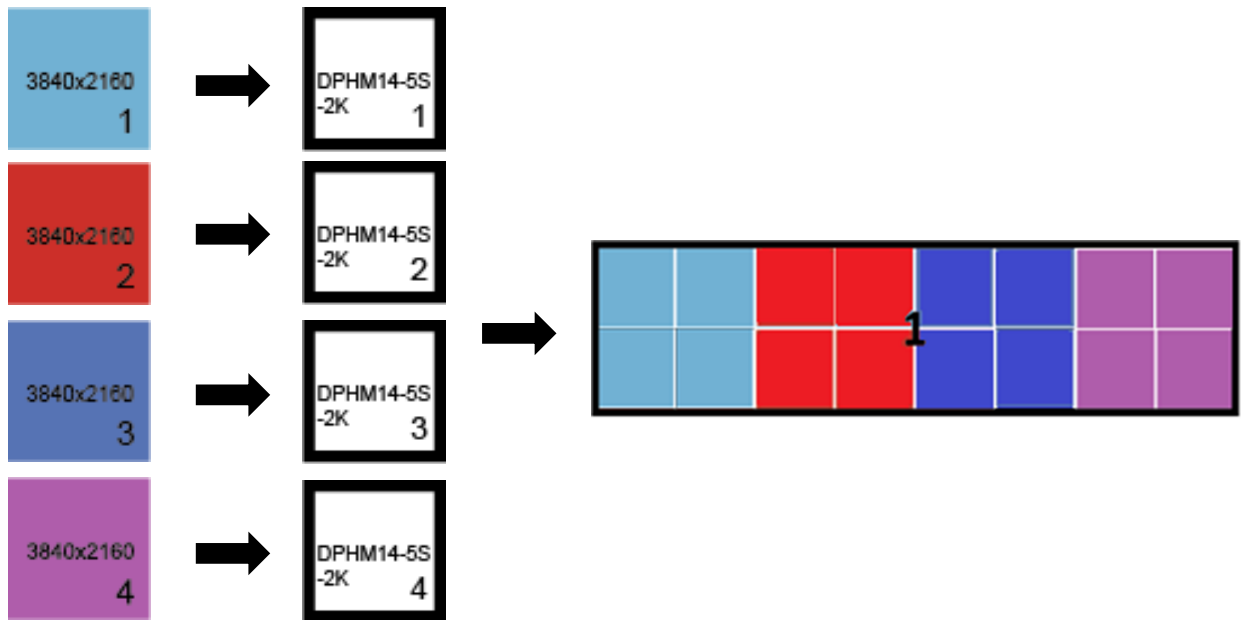
For a (8x2 2K) configuration, possible setups include: #2

- 2x [DPHM28_2K](#) units; and
- 4x 7680x1080 outputs from the GPU (as inputs to the DPHM28_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X2160
- Support Landscape & Portrial



For a (8x2 2K) configuration, possible setups include: #3

- 4x [DPHM14_5S_2K](#) units; and
- 4x 3840x2160 outputs from the GPU (as inputs to the DPHM14_5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X2160
- Support Landscape & Portrait



X3 Configuration

1x3 configuration

For a (1x3 2K) configuration, possible setups include:

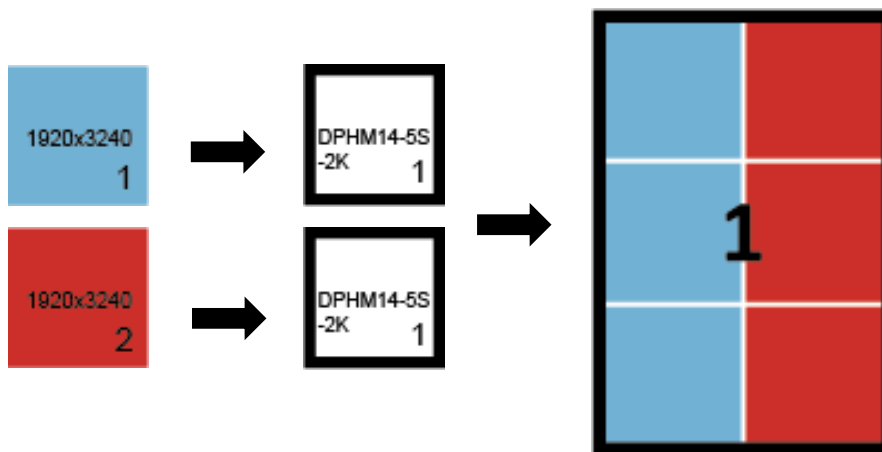
- 1x [DPHM14-5S_2K](#) unit; and
- 1x 1920x3240 outputs from the GPU (as input to the DPHM14-5S_2K unit)
- Support Landscape & Portrait



2x3 configuration

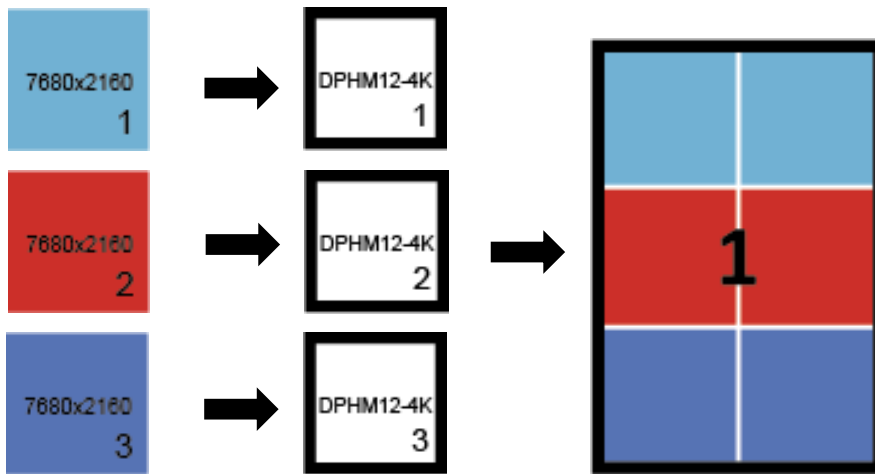
For a (2x3 2K) configuration, possible setups include:

- 2x [DPHM14-5S_2K](#) units; and
- 2x 1920x3240 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840X3240
- Support Landscape & Portrait



For a (2x3 4K) configuration, possible setups include:

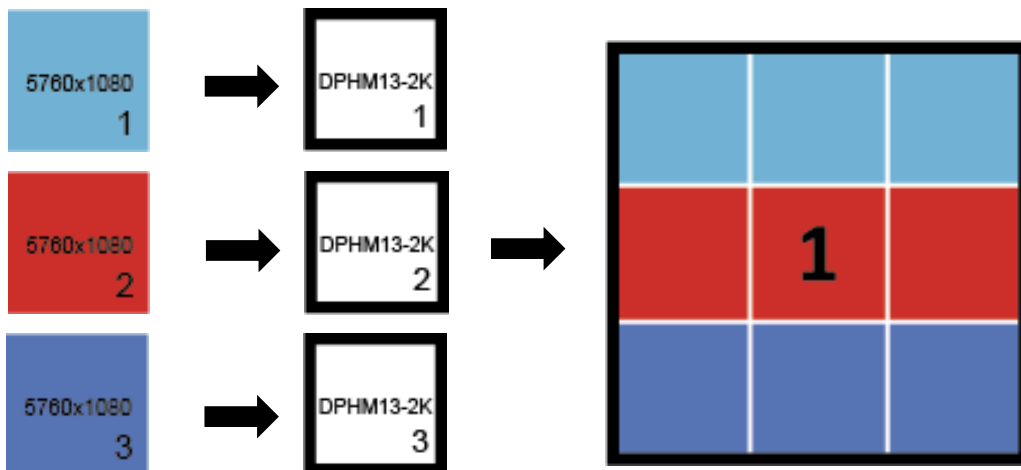
- 3x [DPHM12_4K](#) units; and
- 3x 7680x2160 outputs from the GPU (as inputs to the DPHM12_4K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X6480
- Support Landscape & Portrait



3x3 configuration

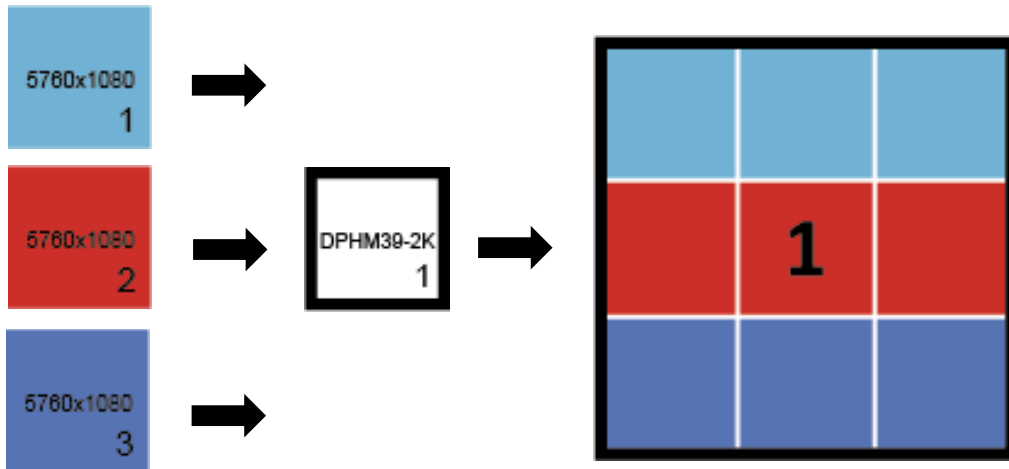
For a (3x3 2K) configuration, possible setups include: #1

- 3x [DPHM13_2K](#) units; and
- 3x 5760x1080 outputs from the GPU (as inputs to the DPHM13_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X3240
- Support Landscape & Portrait



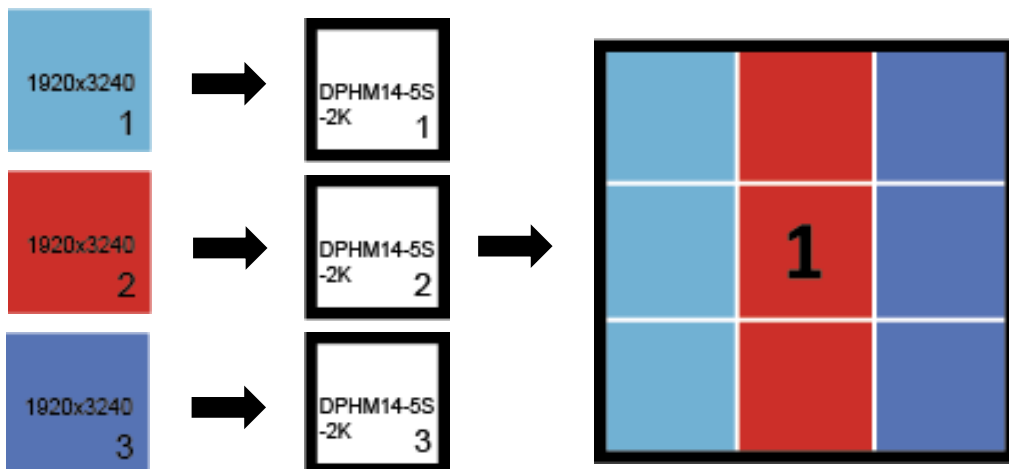
For a (3x3 2K) configuration, possible setups include: #2

- 1x [DPHM39_2K](#) unit; and
- 3x 5760x1080 outputs from the GPU (as inputs to the DPHM39_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X3240
- Support Landscape & Portrait



For a (3x3 2K) configuration, possible setups include: #2

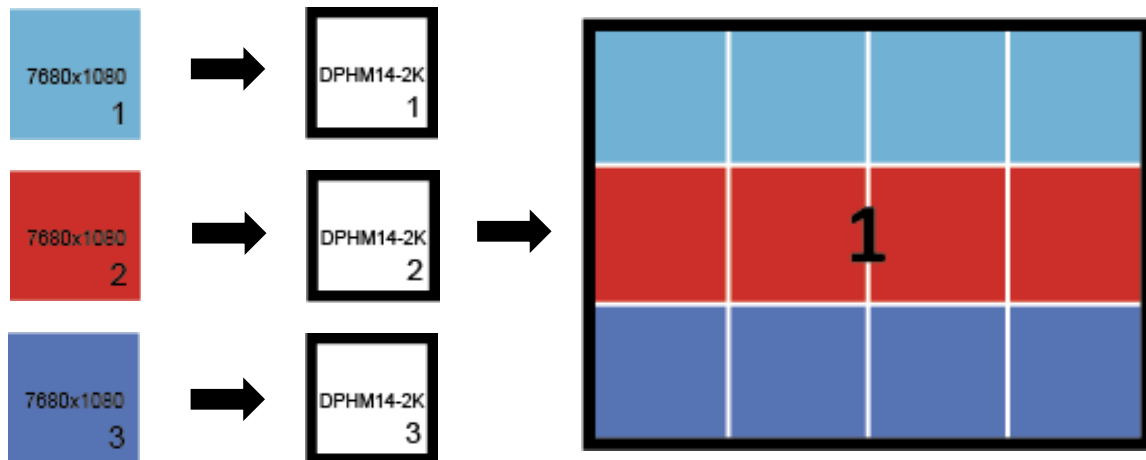
- 3x [DPHM14_5S_2K](#) unit; and
- 3x 1920x3240 outputs from the GPU (as inputs to the DPH14_5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X3240
- Support Landscape & Portrait



4x3 configuration

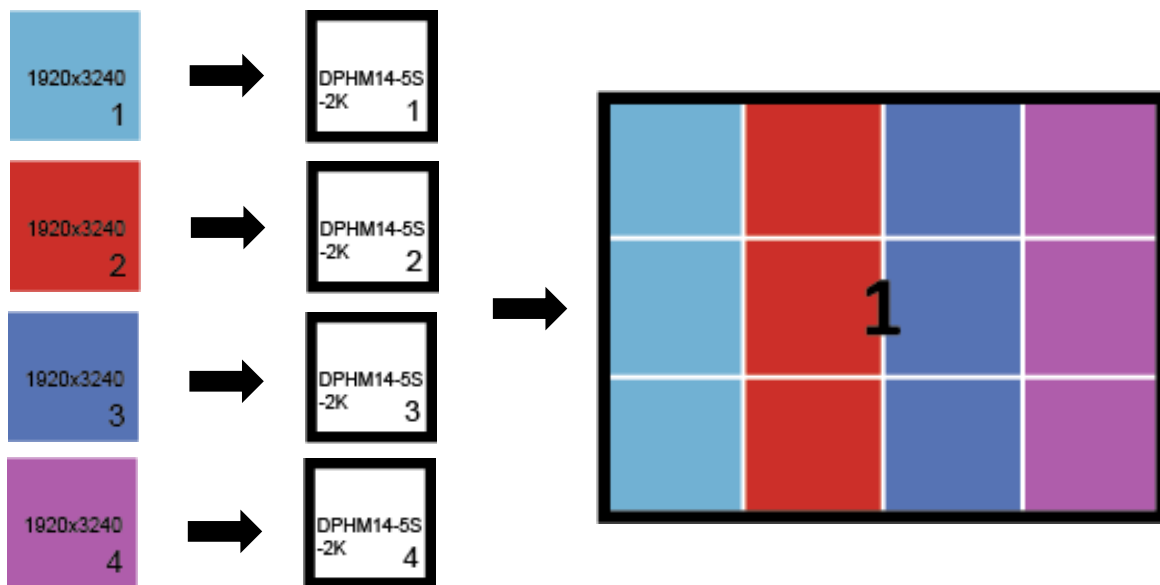
For a (4x3 2K) configuration, possible setups include: #1

- 3x [DPHM14_2K](#) units; and
- 3x 7680x1080 outputs from the GPU (as inputs to the DPHM14_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X3240
- Support Landscape & Portrial



For a (4x3 2K) configuration, possible setups include: #2

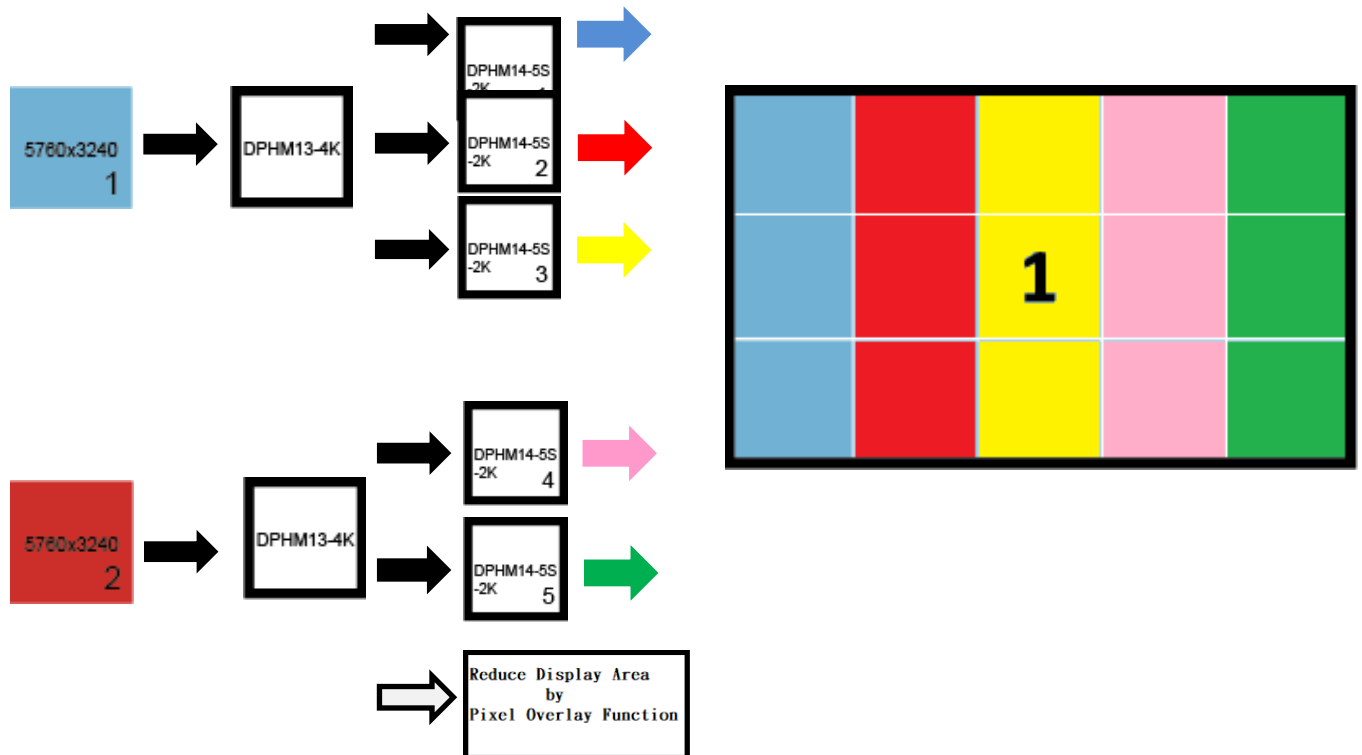
- 4x [DPHM14-5S_2K](#) units; and
- 4x 1920x3240 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X3240
- Support Landscape & Portrial



5x3 configuration

For a (5x3 2K) configuration, possible setups include: #1

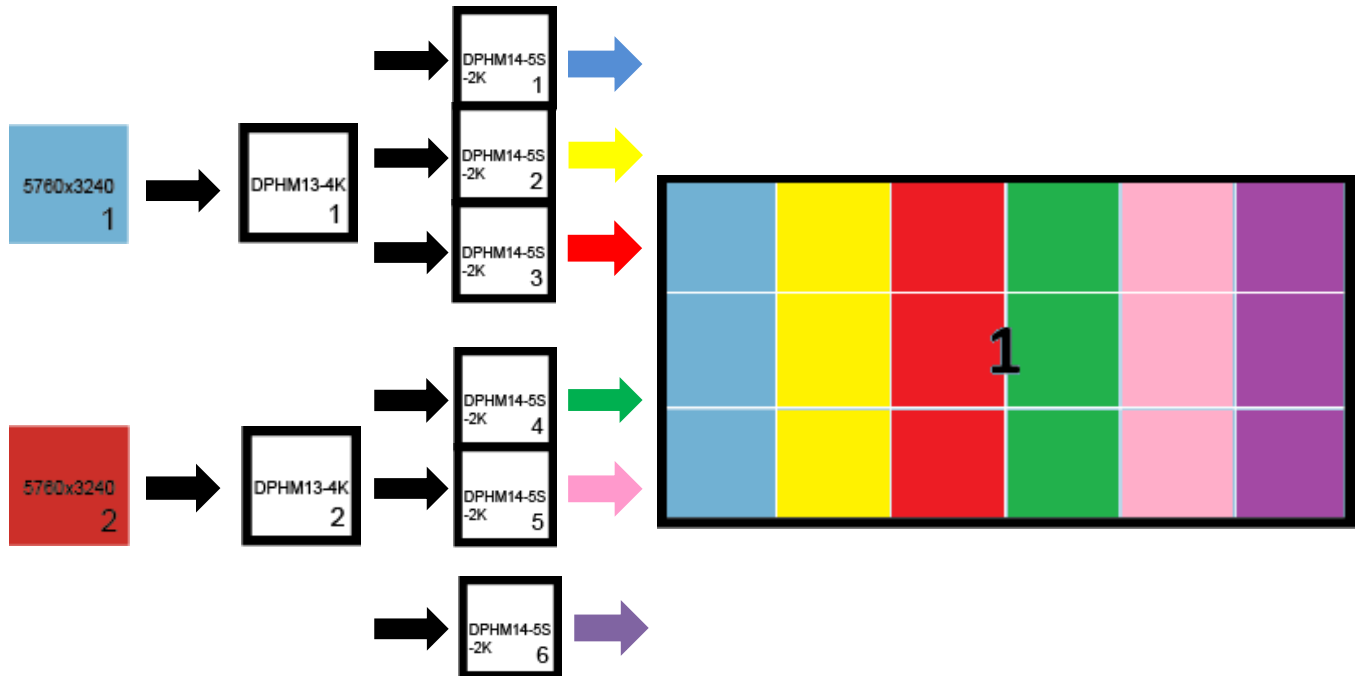
- 2x [DPHM13_4K](#) units; and
- 2x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 5x [DPHM14-5S_2K](#) units; and
- 5x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X3240
- Turn on [Pixel Overlay](#) to make 9600x3240 (NV Quadro Card)
- Support Landscape & Portrait



6x3 configuration

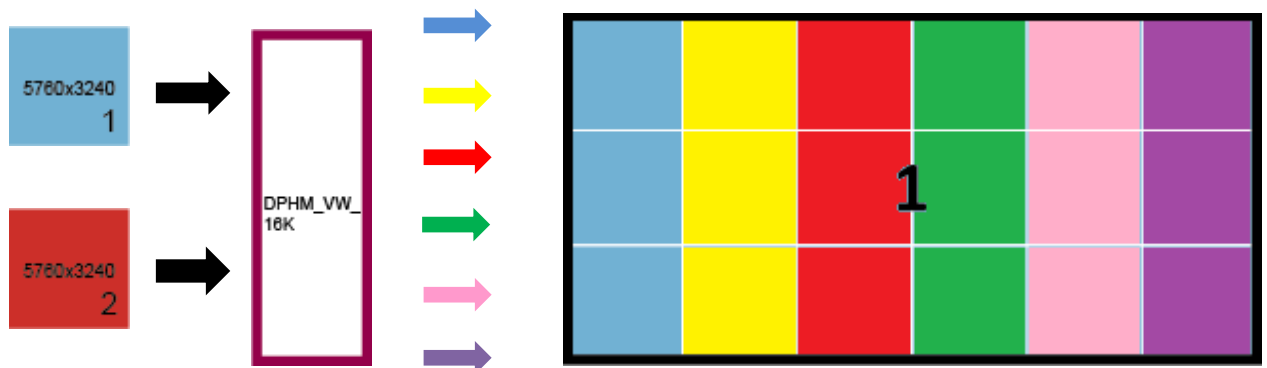
For a (6x3 2K) configuration, possible setups include:

- 2x [DPHM13_4K](#) units; and
- 2x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X3240
- Support Landscape & Portrait



For a (6x3 2K) configuration, possible setups include: #2

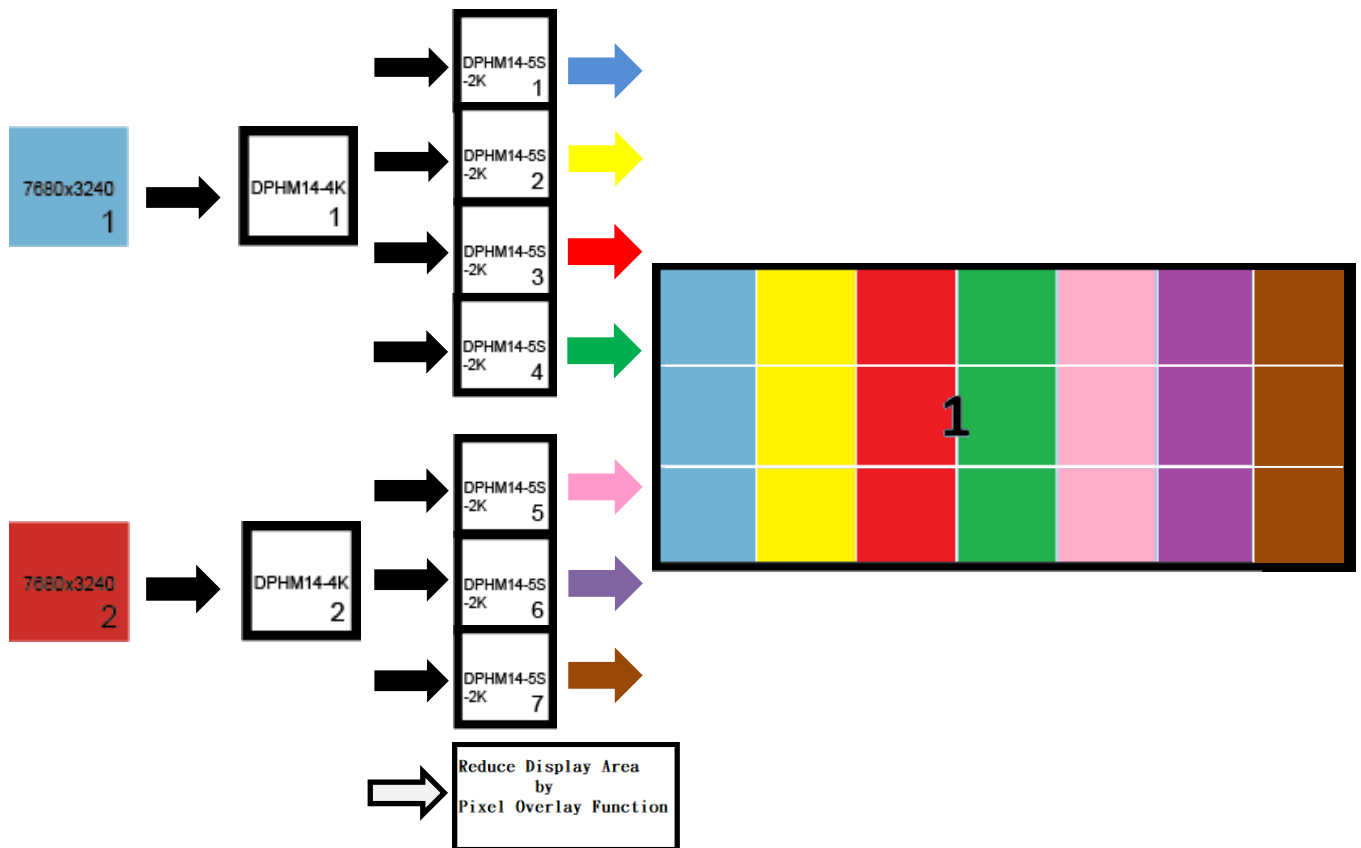
- 1x [DPHM_VW_16K](#) units; and
- 2x 5760x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 18 x 1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X3240
- Support Landscape & Portrait



7x3 configuration

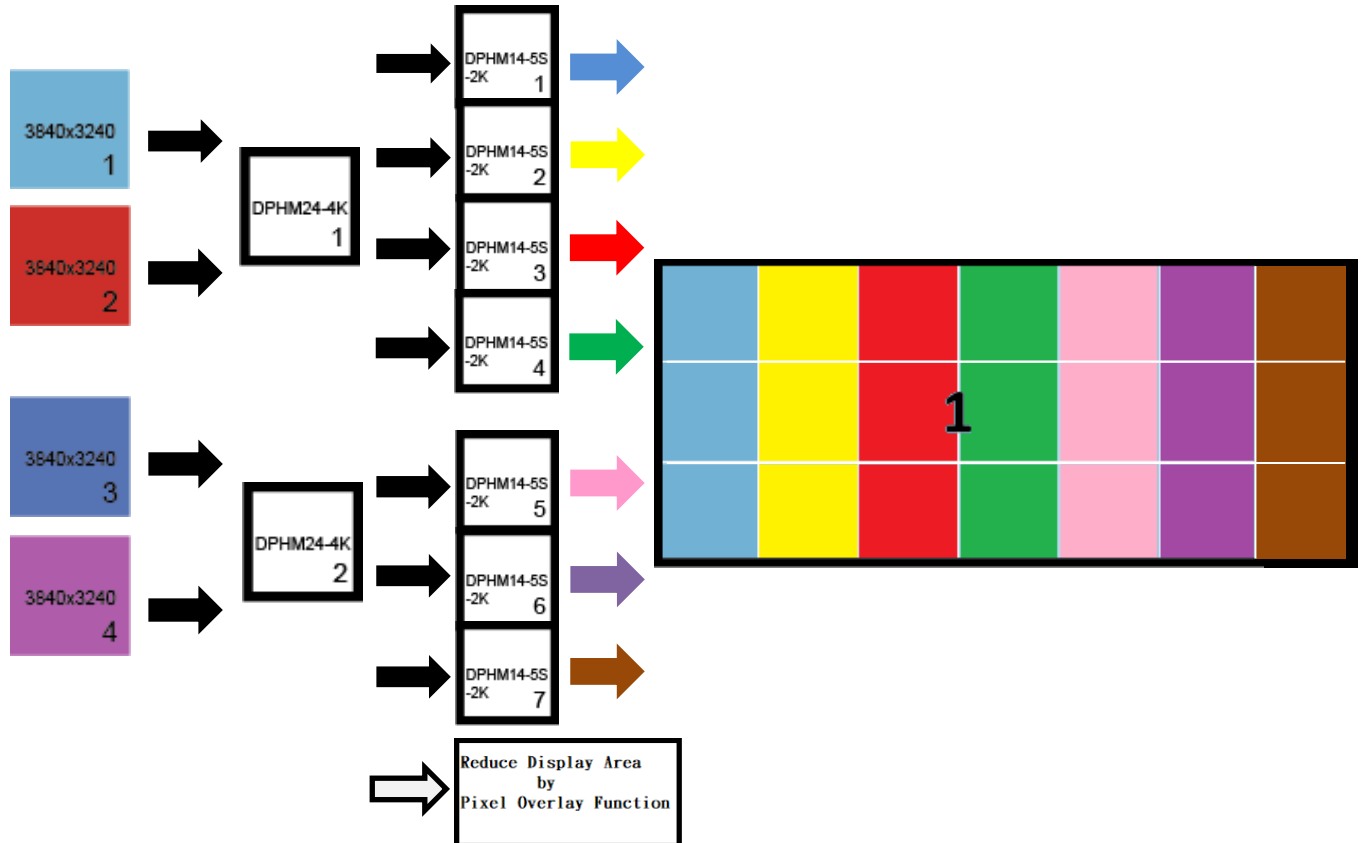
For a (7x3 2K) configuration, possible setups include: #1

- 2x [DPHM14_4K](#) units; and
- 2x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 7x [DPHM14-5S_2K](#) units; and
- 7x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X3240
- Turn on [Pixel Overlay](#) to make 13440x3240 (NV Quadro Card)
- Support Landscape & Portrait



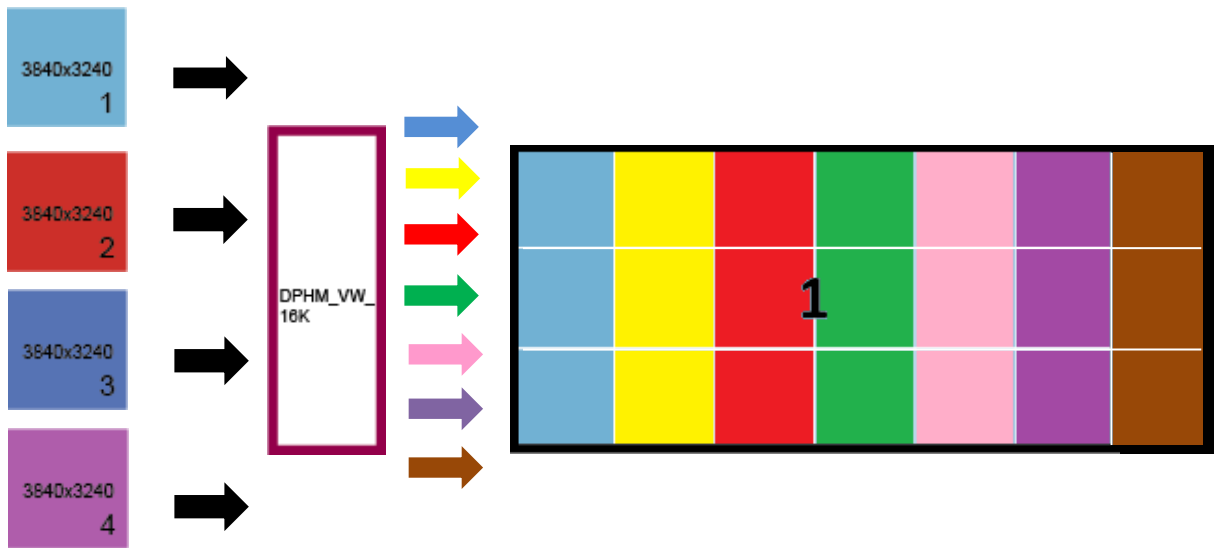
For a (7x3 2K) configuration, possible setups include: #2

- 2x [DPHM24_4K](#) units; and
- 4x 3840x3240 outputs from the GPU (as inputs to the DPHM24_4K units)
- 7x [DPHM14-5S_2K](#) units; and
- 7x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X3240
- Turn on [Pixel Overlay](#) to make 13440x3240 (NV Quadro Card)
- Support Landscape & Portrial



For a (7x3 2K) configuration, possible setups include: #2

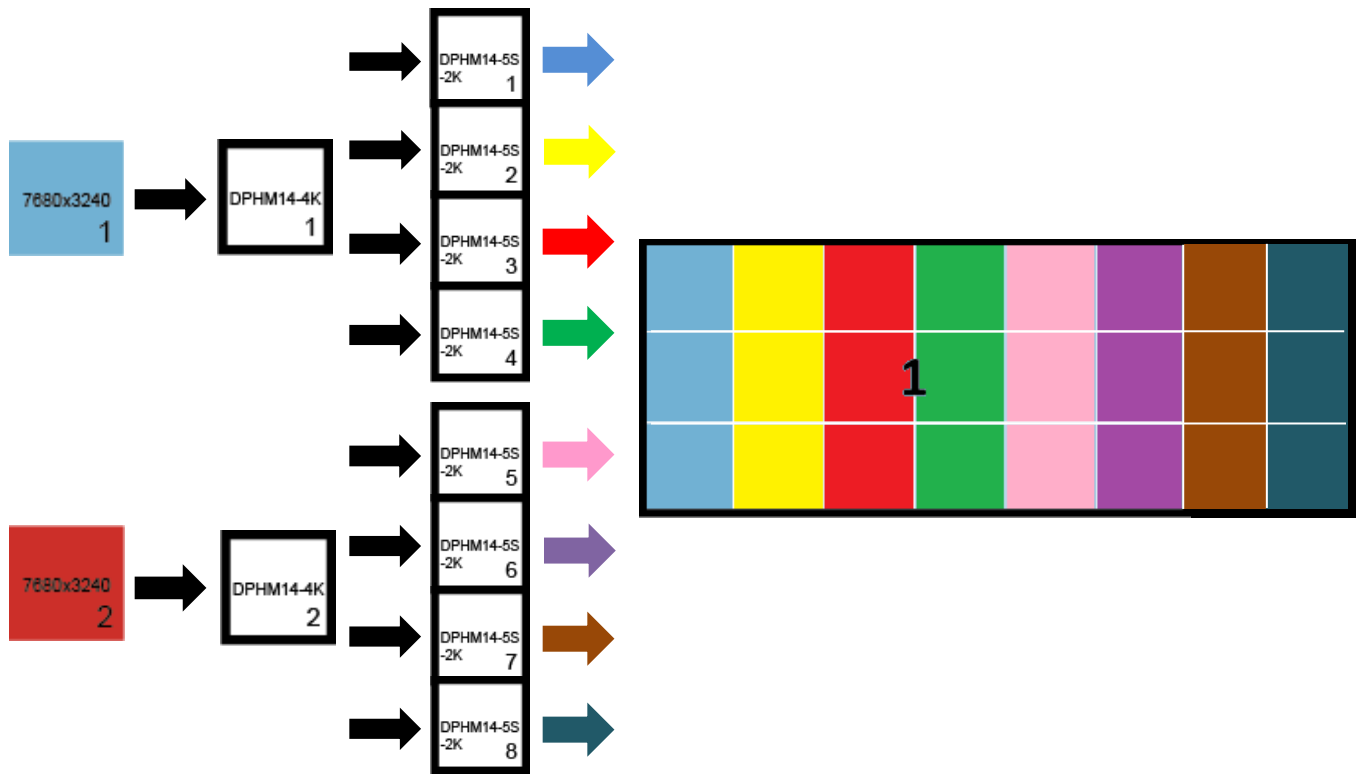
- 1x [DPHM_VW_16K](#) units; and
- 4x 3840x3240 outputs from the GPU (as inputs to the DPHMVW_16K units)
- 21x 1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 15360X3240
- Turn on [Pixel Overlay](#) to make 13440x3240 (NV Quadro Card)
- Support Landscape & Portrial



8x3 configuration

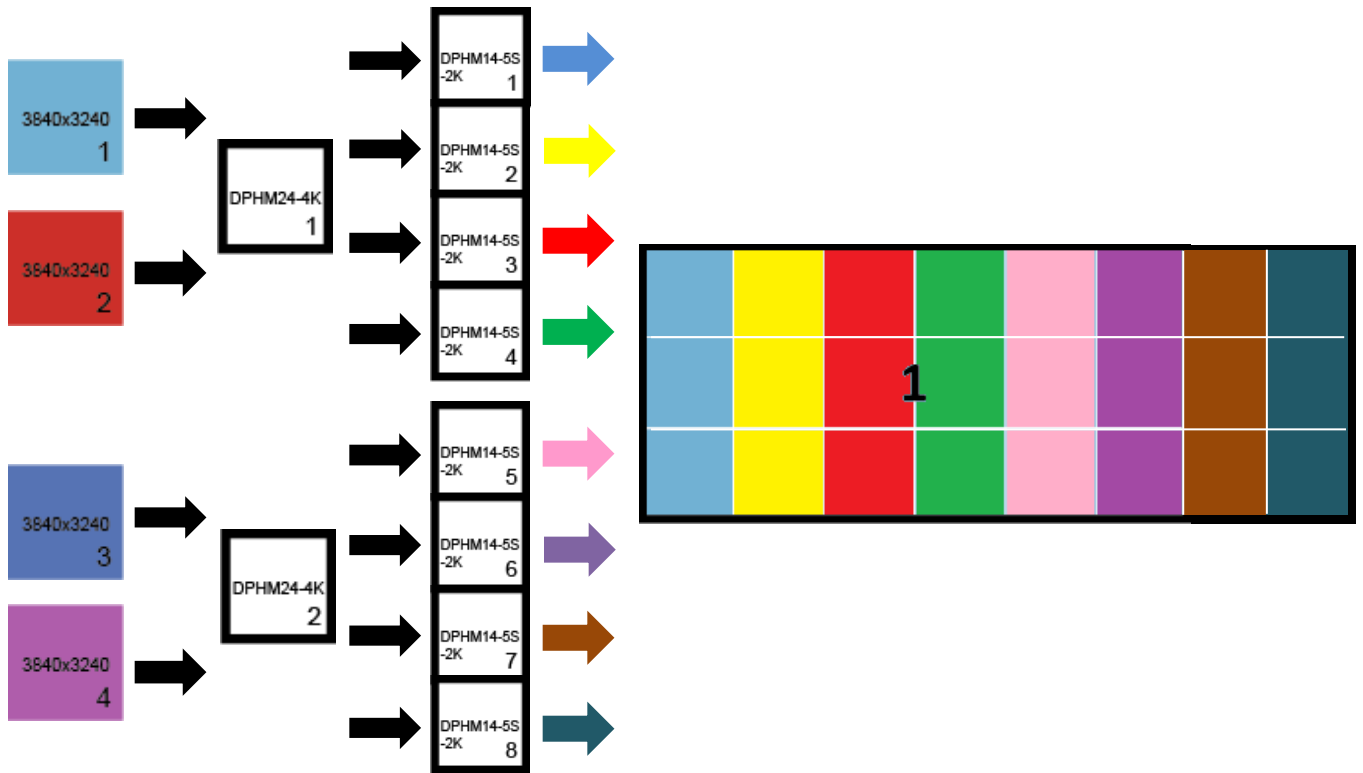
For a (8x3 2K) configuration, possible setups include: #1

- 2x [DPHM14_4K](#) units; and
- 2x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 8x [DPHM14-5S_2K](#) units
- 8x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X3240
- Support Landscape & Portrait



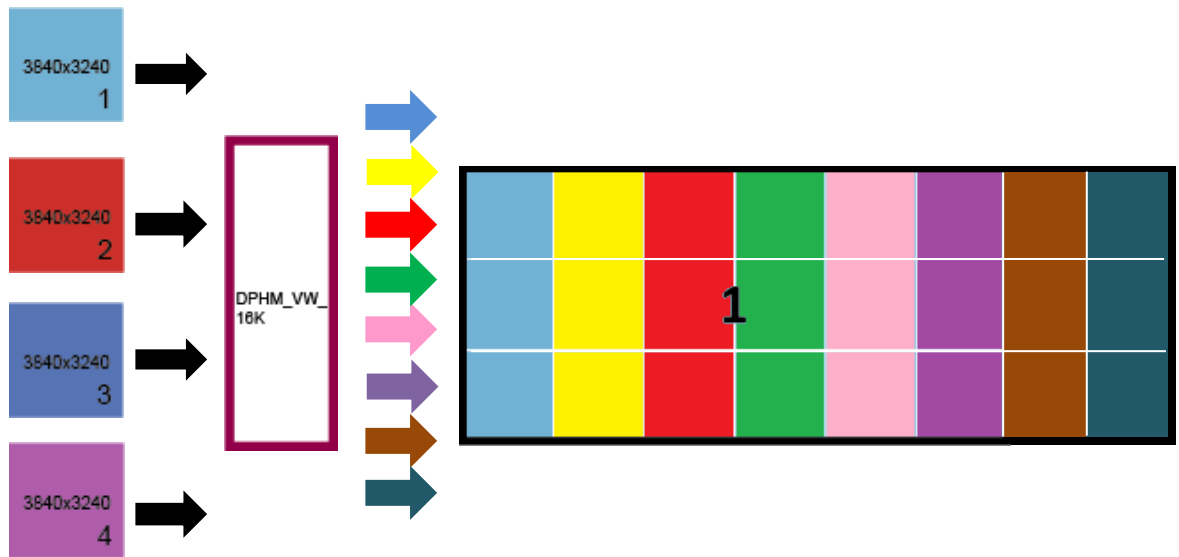
For a (8x3 2K) configuration, possible setups include: #2

- 2x [DPHM24_4K](#) units; and
- 4x 3840x3240 outputs from the GPU (as inputs to the DPHM24_4K units)
- 8x [DPHM14-5S_2K](#) units
- 8x 1920x3240 outputs from the DPHM24_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X3240
- Support Landscape & Portrait



For a (8x3 2K) configuration, possible setups include: #3

- 1x [DPHM_VW_16K](#) units; and
- 4x 3840x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 24 x 1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X3240
- Support Landscape & Portrial

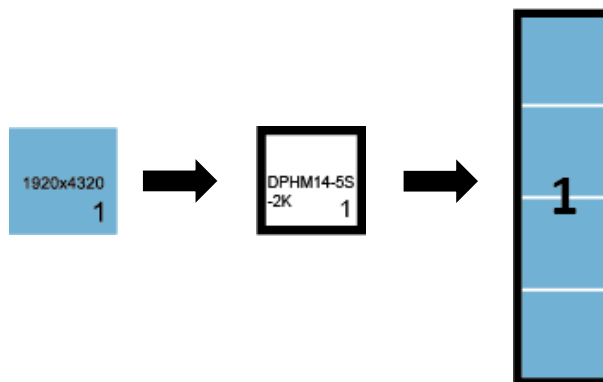


X4 Configuration

1x4 configuration

For a (1x4 2K) configuration, possible setups include:

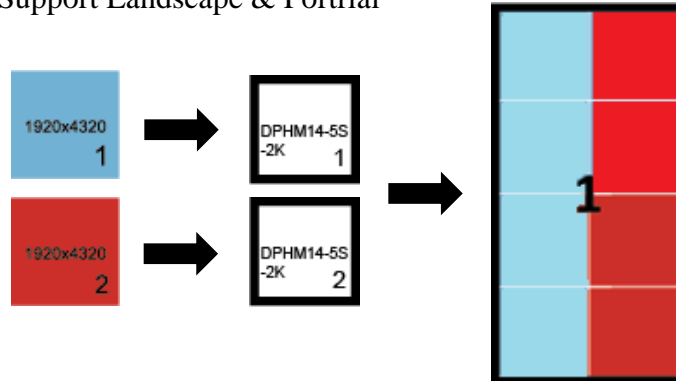
- 1x [DPHM14-5S_2K](#) units; and
- 1x 1920x4320 output from the GPU (as input to the DPHM14-5S_2K unit)
- Support Landscape & Portrial



2x4 configuration

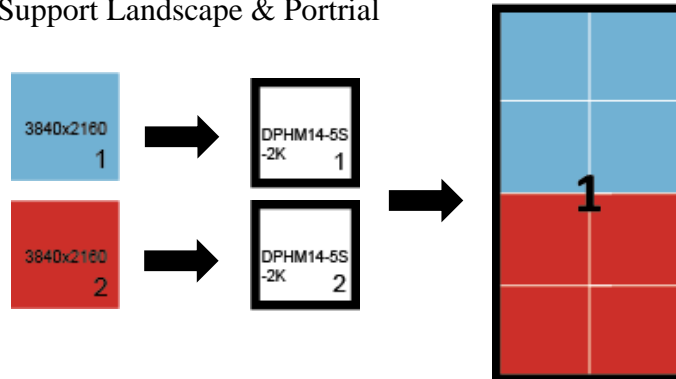
For a (2x4 2K) configuration, possible setups include: #1

- 2x [DPHM14-5S_2K](#) units; and
- 2x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840x4320
- Support Landscape & Portrial



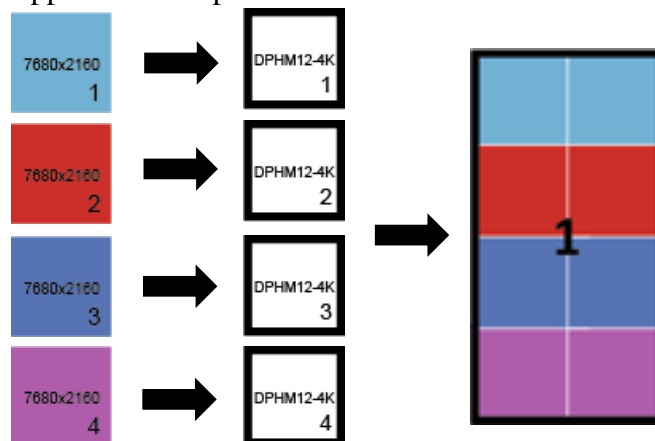
For a (2x4 2K) configuration, possible setups include: #2

- 2x [DPHM14-5S_2K](#) units; and
- 2x 3840x2160 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840x4320
- Support Landscape & Portrial



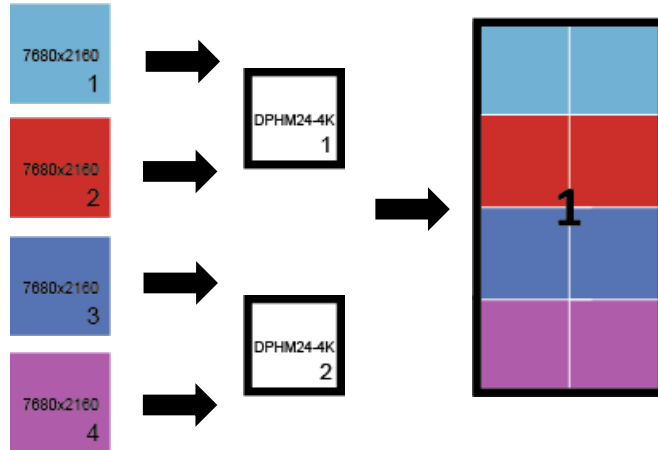
For a (2x4 4K) configuration, possible setups include: #1

- 4x [DPHM12_4K](#) units ; and
- 4x 7680x2160 outputs from the GPU (as inputs to the DPHM12_4K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680x8640
- Support Landscape & Portrial



For a (2x4 4K) configuration, possible setups include: #2

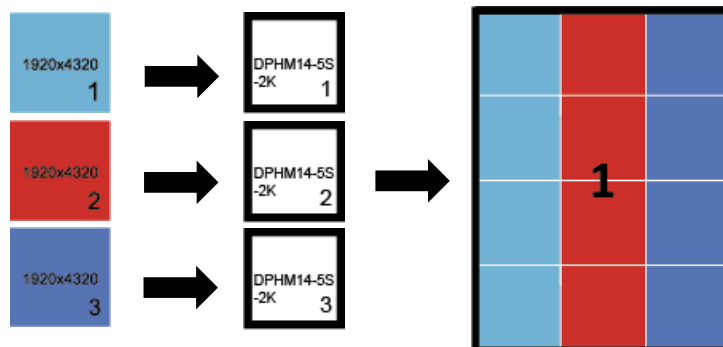
- 2x [DPHM24_4K](#) units ; and
- 4x 7680x2160 outputs from the GPU (as inputs to the DPHM24_4K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680x8640
- Support Landscape & Portrial



3x4 configuration

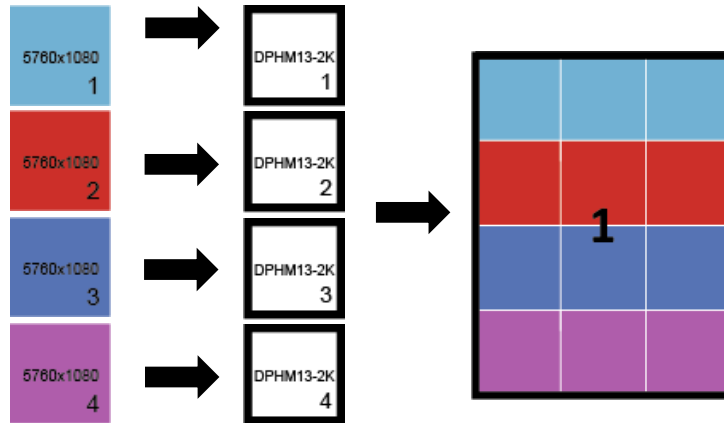
For a (3x4 2K) configuration, possible setups include: #1

- 3x [DPHM14-5S_2K](#) units; and
- 3x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760x4320
- Support Landscape & Portrial



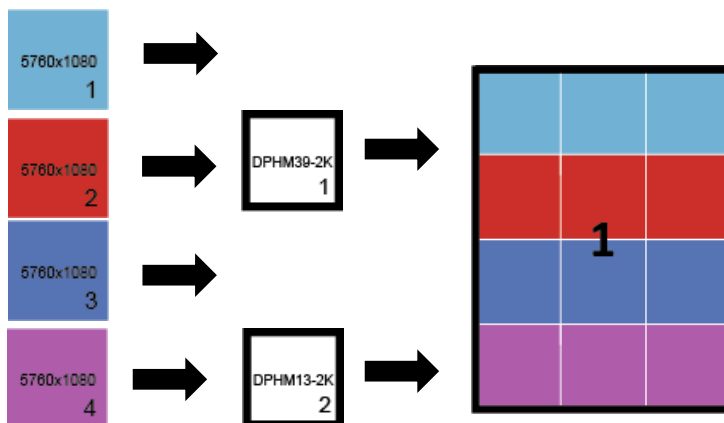
For a (3x4 2K) configuration, possible setups include: #2

- 4x [DPHM13_2K](#) units; and
- 4x 5760x1080 outputs from the GPU (as inputs to the DPHM13_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760x4320
- Support Landscape & Portrait



For a (3x4 2K) configuration, possible setups include: #3

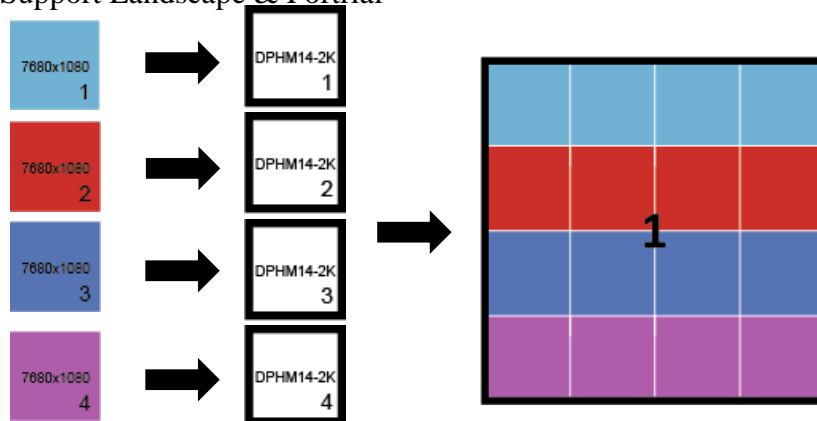
- 1x [DPHM39_2K](#) unit; and
- 3x 5760x1080 outputs from the GPU (as inputs to the DPHM39_2K units)
- 1x [DPHM13_2K](#) unit; and
- 1x 5760x1080 outputs from the GPU (as inputs to the DPHM13_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760x4320
- Support Landscape & Portrait



4x4 configuration

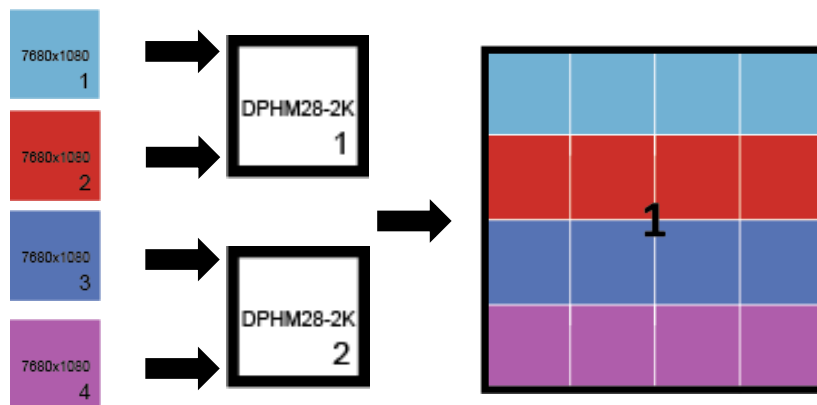
For a (4x4 2K) configuration, possible setups include: #1

- 4x [DPHM14_2K](#) units; and
- 4x 7680x1080 outputs from the GPU (as inputs to the DPHM14_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680x4320
- Support Landscape & Portrait



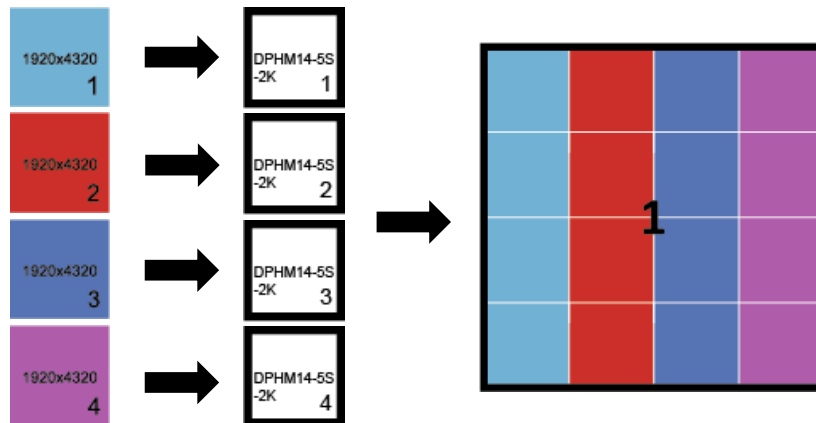
For a (4x4 2K) configuration, possible setups include: #2

- 4x [DPHM28_2K](#) units; and
- 4x 7680x1080 outputs from the GPU (as inputs to the DPHM28_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680x4320
- Support Landscape & Portrait



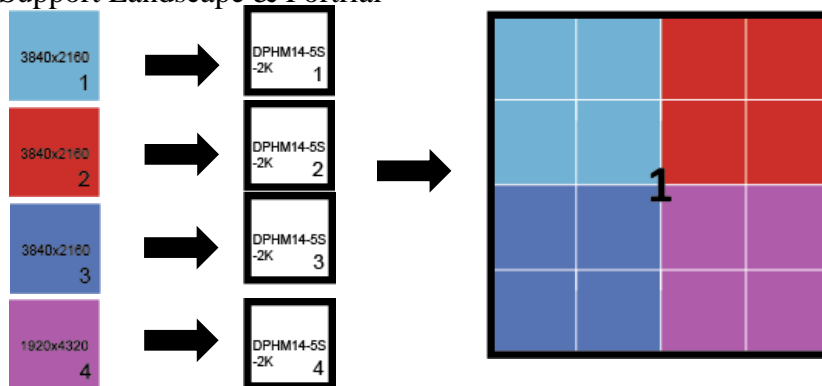
For a (4x4 2K) configuration, possible setups include: #3

- 4x [DPHM14-5S_2K](#) units; and
- 4x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680x4320
- Support Landscape & Portrial



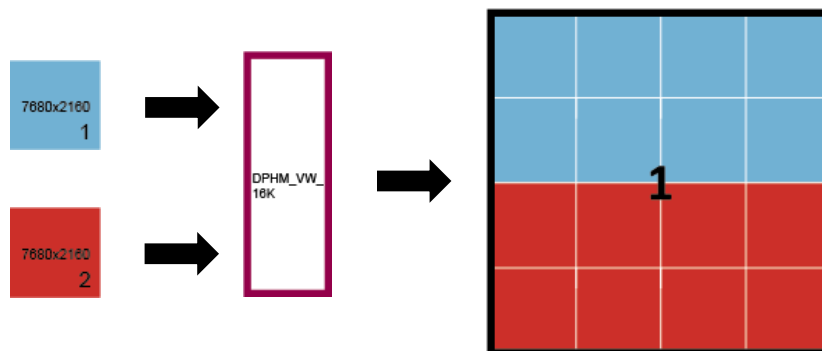
For a (4x4 2K) configuration, possible setups include: #4

- 4x [DPHM14-5S_2K](#) units; and
- 4x 3840X2160 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680x4320
- Support Landscape & Portrial



For a (4x4 2K) configuration, possible setups include: #5

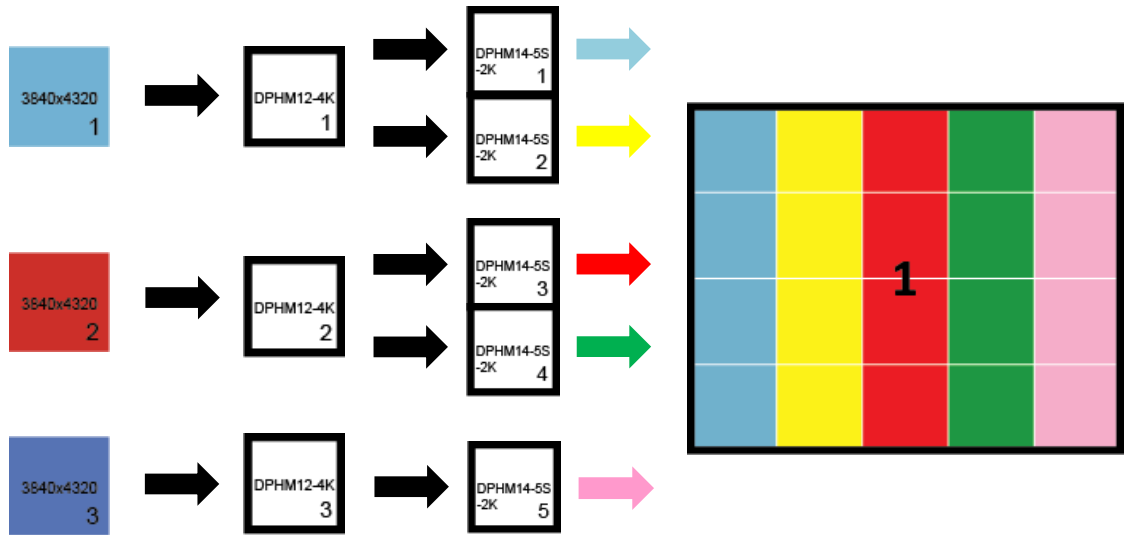
- 1x [DPHM_VW_16K](#) units; and
- 2x7680X2160 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 16x 1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680x4320
- Support Landscape & Portrial



5x4 configuration

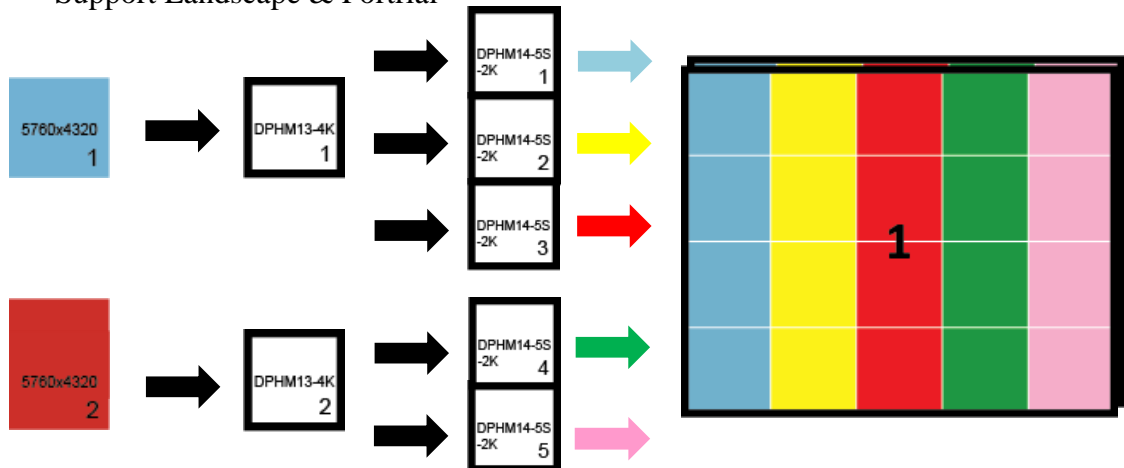
For a (5x4 2K) configuration, possible setups include: #1

- 3x [DPHM12_4K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 5x [DPHM14-5S_2K](#) units; and
- 5x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X4320
- Turn on [Pixel Overlay](#) to make 9600x4320 (NV Quadro Card)
- Support Landscape & Portrial



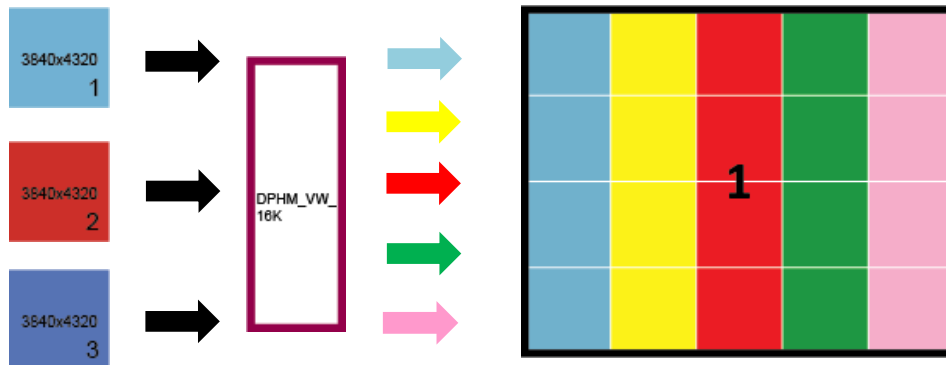
For a (5x4 2K) configuration, possible setups include: #2

- 2x [DPHM13_4K](#) units; and
- 2x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 5x [DPHM14-5S_2K](#) units; and
- 5x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X4320
- Turn on [Pixel Overlay](#) to make 9600x4320 (NV Quadro Card)
- Support Landscape & Portrial



For a (5x4 2K) configuration, possible setups include: #3

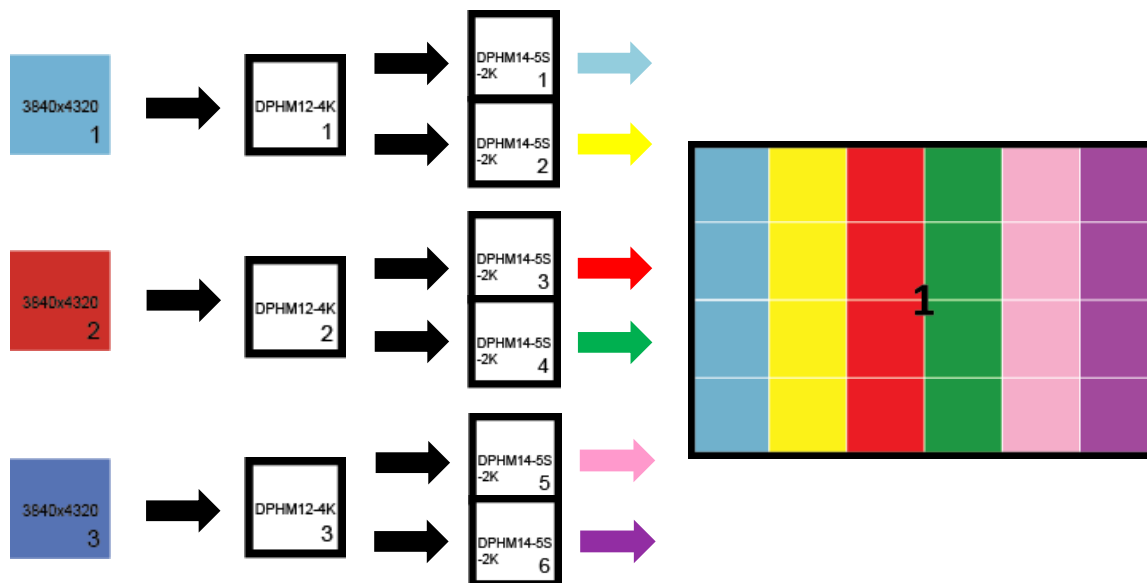
- 1x [DPHM_VW_16K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 20x 1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 11520X4320
- Turn on [Pixel Overlay](#) to make 9600x4320 (NV Quadro Card)
- Support Landscape & Portrial



6x4 configuration

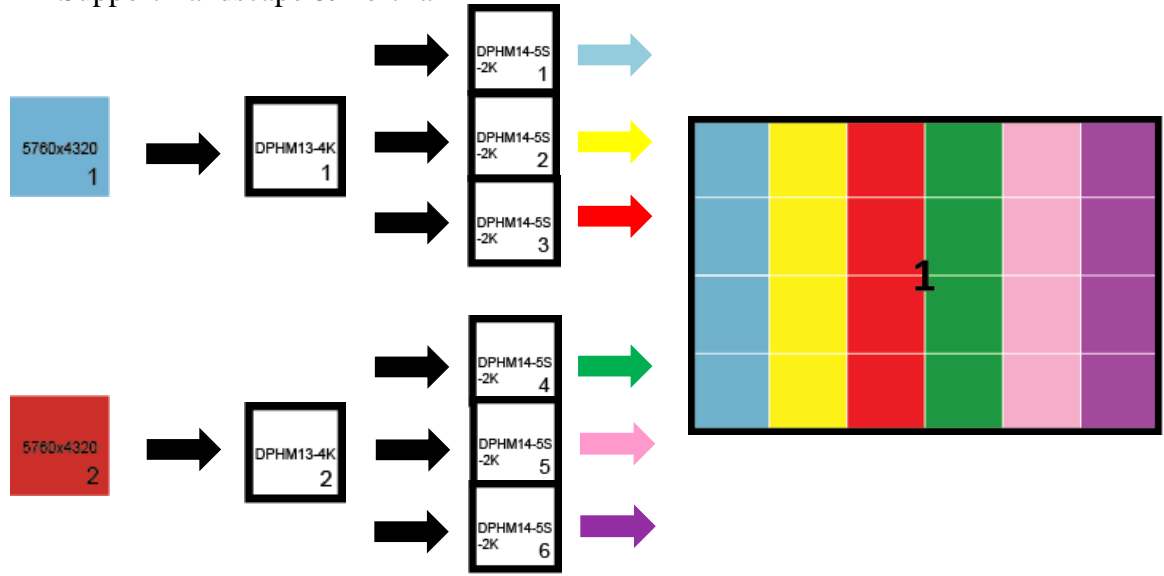
For a (6x4 2K) configuration, possible setups include: #1

- 3x [DPHM12_4K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X4320
- Support Landscape & Portrial



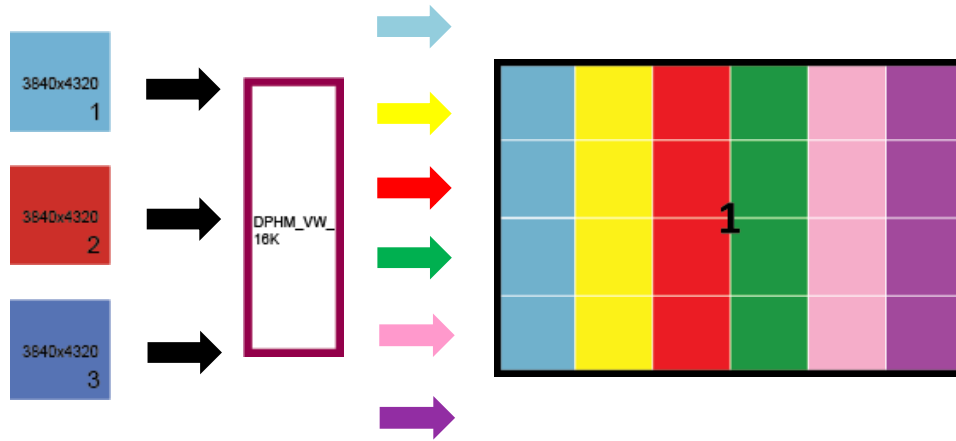
For a (6x4 2K) configuration, possible setups include: #2

- 2x [DPHM13_4K](#) units; and
- 2x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X4320
- Support Landscape & Portrait



For a (6x4 2K) configuration, possible setups include: #3

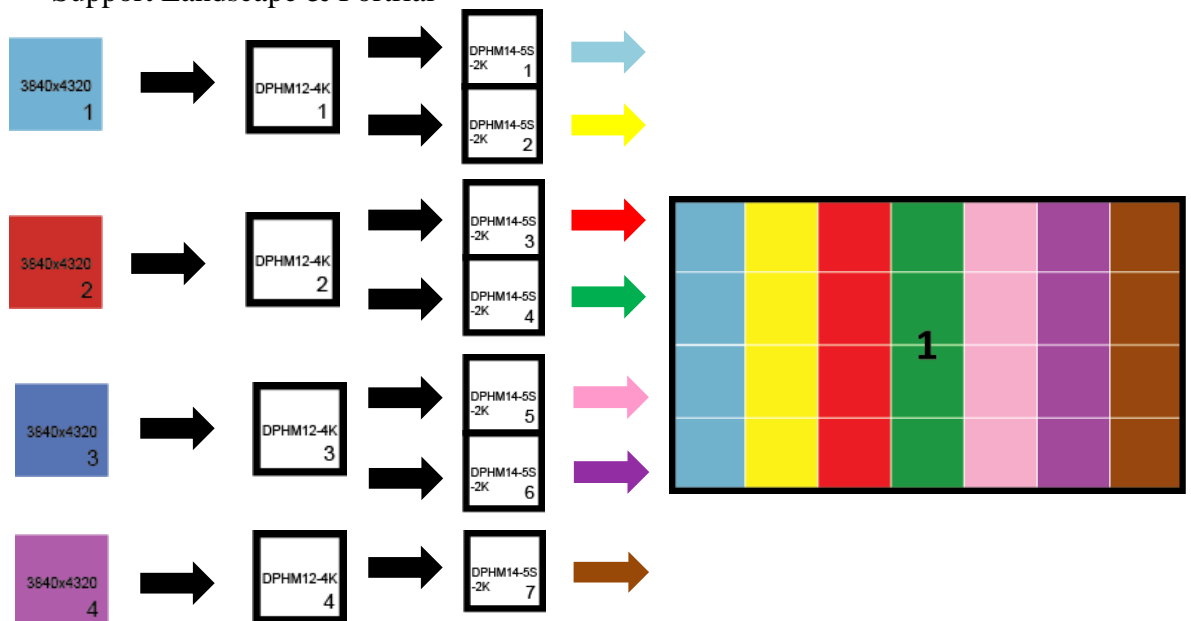
- 1x [DPHM_VW_16K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 24x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X4320
- Support Landscape & Portrial



7x4 configuration

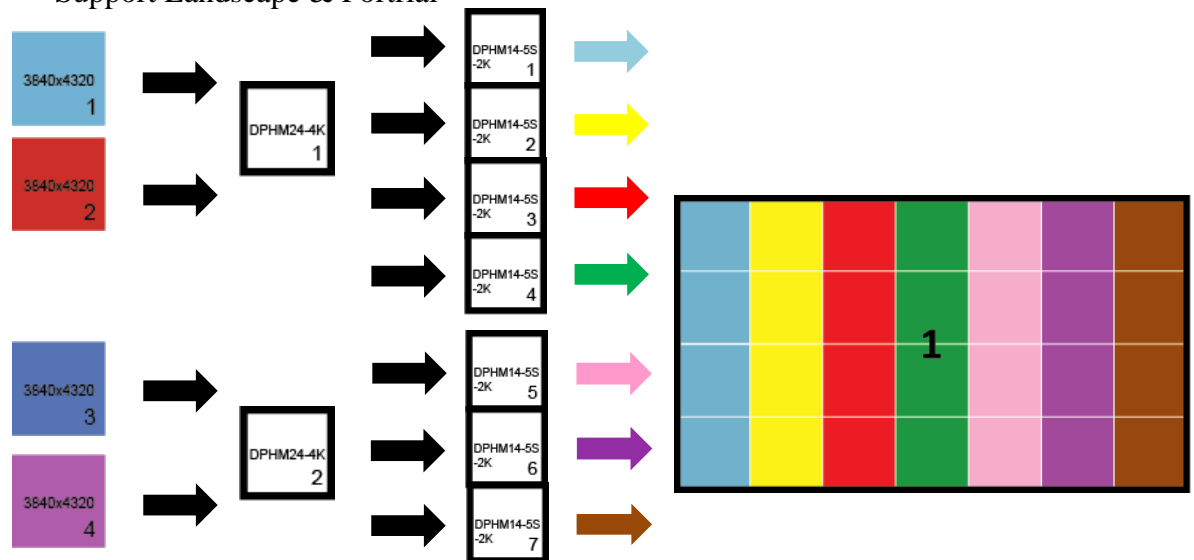
For a (7x4 2K) configuration, possible setups include: #1

- 4x [DPHM12_4K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 7x [DPHM14-5S_2K](#) units; and
- 7x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X4320
- Turn on [Pixel Overlay](#) to make 13440x4320 (NV Quadro Card)
- Support Landscape & Portrial



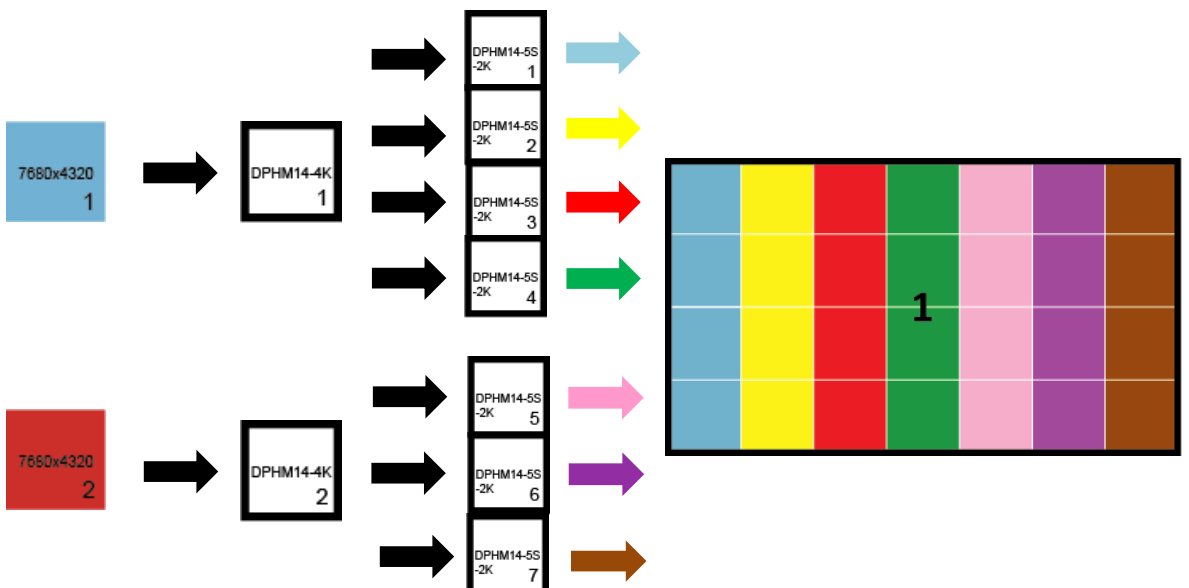
For a (7x4 2K) configuration, possible setups include: #2

- 2x [DPHM24_4K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM24_4K units)
- 7x [DPHM14-5S_2K](#) units; and
- 7x 1920x4320 outputs from the DPHM24_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X4320
- Turn on [Pixel Overlay](#) to make 13440x4320 (NV Quadro Card)
- Support Landscape & Portrial



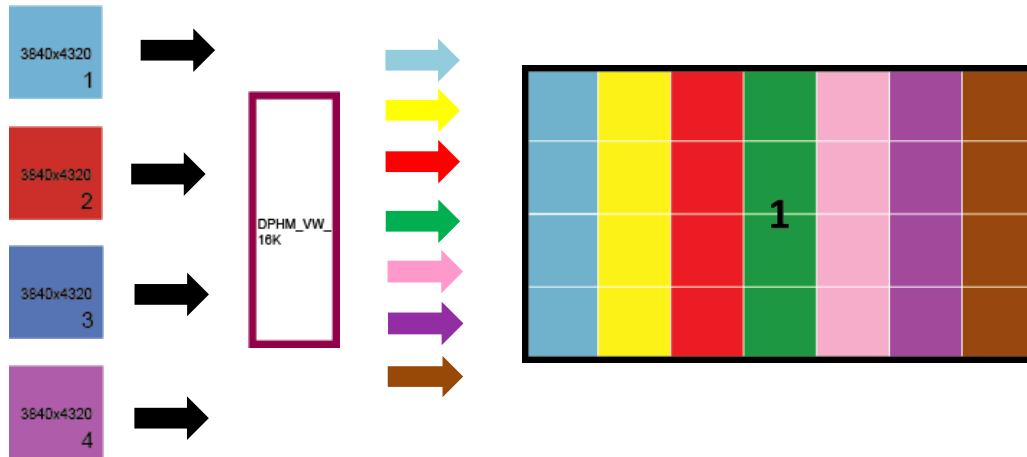
For a (7x4 2K) configuration, possible setups include: #3

- 2x [DPHM14_4K](#) units; and
- 2x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 7x [DPHM14-5S_2K](#) units; and
- 7x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X4320
- Turn on [Pixel Overlay](#) to make 13440x4320 (NV Quadro Card)
- Support Landscape & Portrial



For a (7x4 2K) configuration, possible setups include: #4

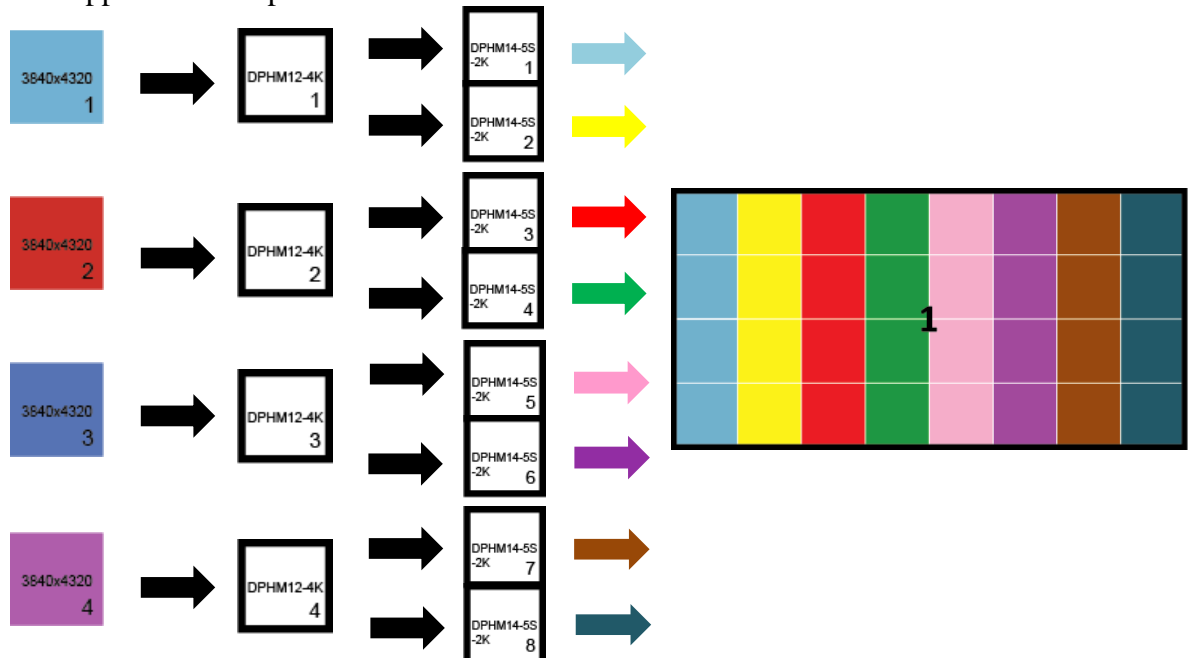
- 1x [DPHM_VW_16K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 28x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 15360X4320
- Turn on [Pixel Overlay](#) to make 13440x4320 (NV Quadro Card)
- Support Landscape & Portrial



8x4 configuration

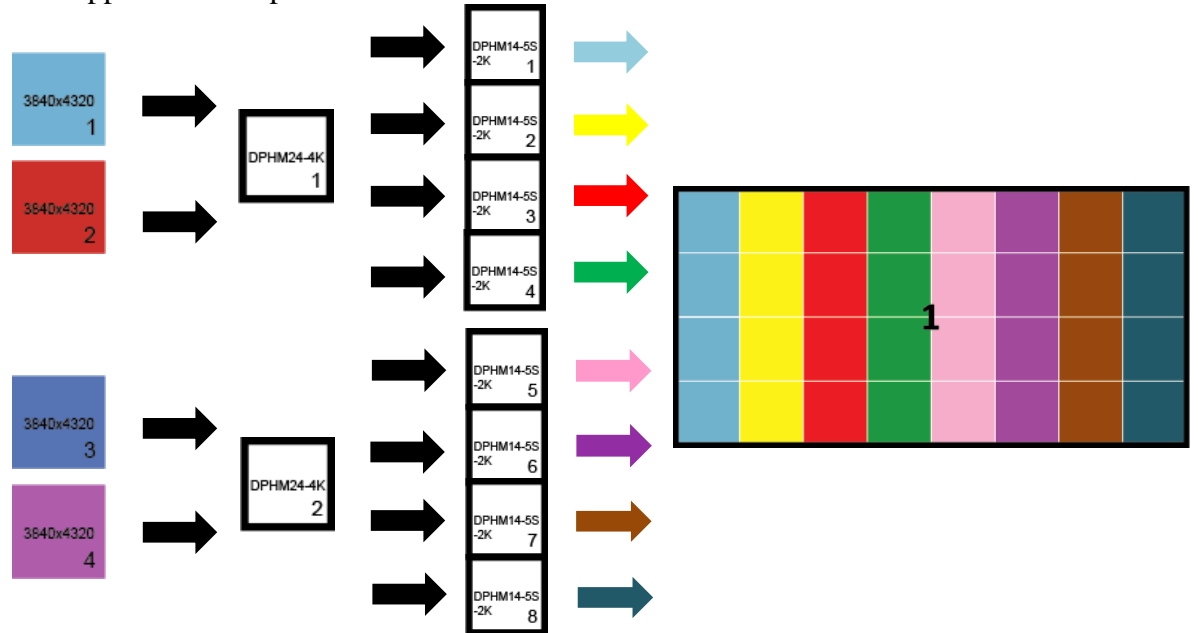
For a (8x4 2K) configuration, possible setups include: #1

- 4x [DPHM12_4K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X4320
- Support Landscape & Portrial



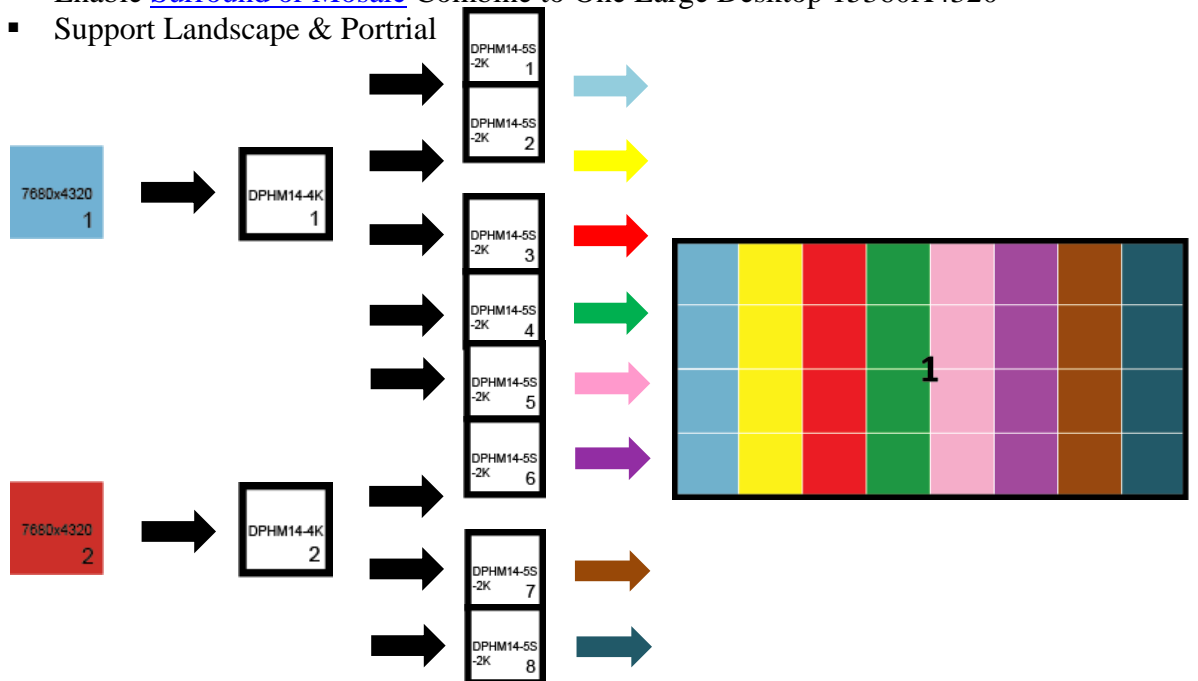
For a (8x4 2K) configuration, possible setups include: #2

- 2x [DPHM24_4K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM24_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x4320 outputs from the DPHM24_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X4320
- Support Landscape & Portrial



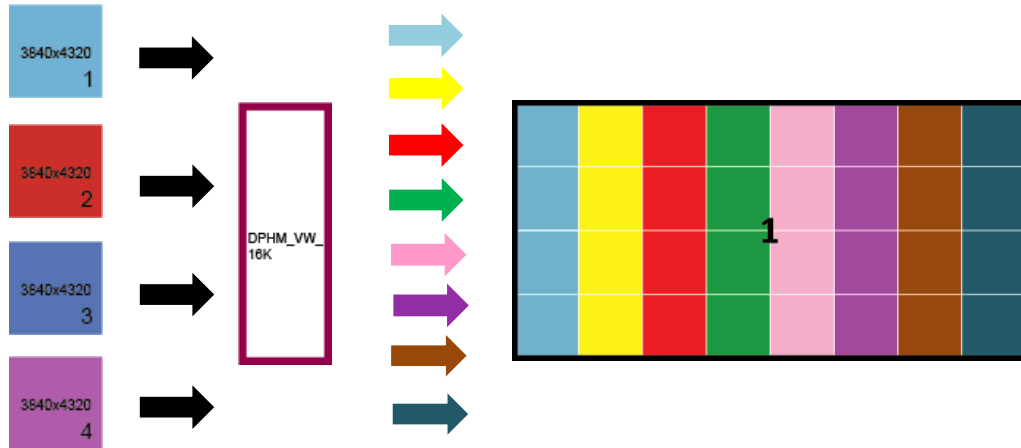
For a (8x4 2K) configuration, possible setups include: #3

- 2x [DPHM14_4K](#) units; and
- 2x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X4320
- Support Landscape & Portrial



For a (8x4 2K) configuration, possible setups include: #4

- 1x [DPHM_VW_16K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 32x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X4320
- Support Landscape & Portrait

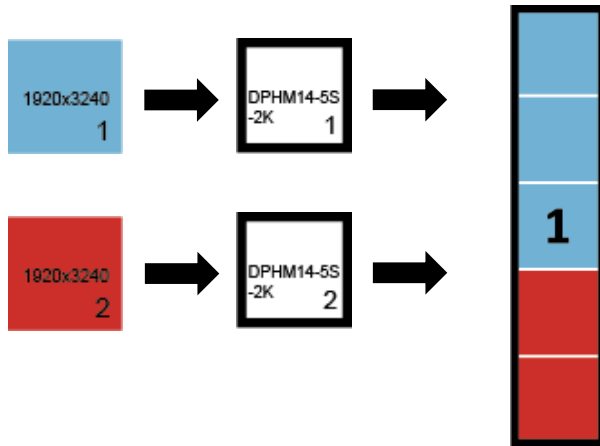


X5 Configuration

1x5 configuration

For a (1x5 2K) configuration, possible setups include:

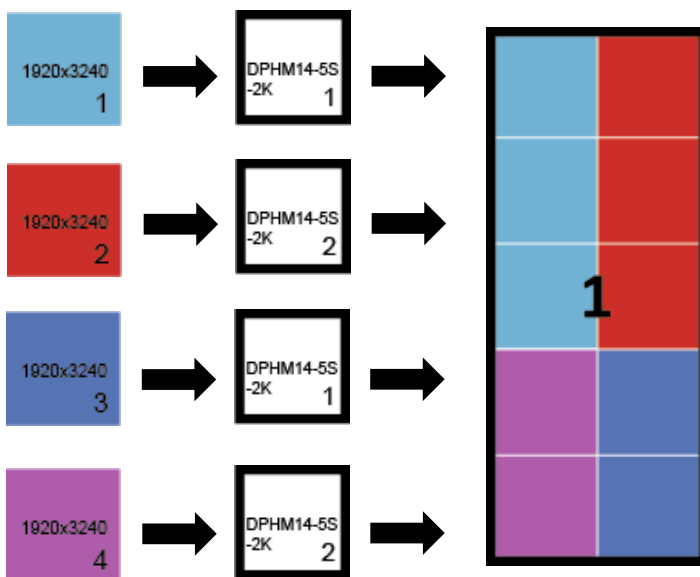
- 2x [DPHM14-5S 2K](#) units; and
- 2x 1920x3240 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 1920X6480
- Turn on [Pixel Overlay](#) to make 1920x5400 (NV Quadro Card)
- Support Landscape & Portrial



2x5 configuration

For a (2x5 2K) configuration, possible setups include:

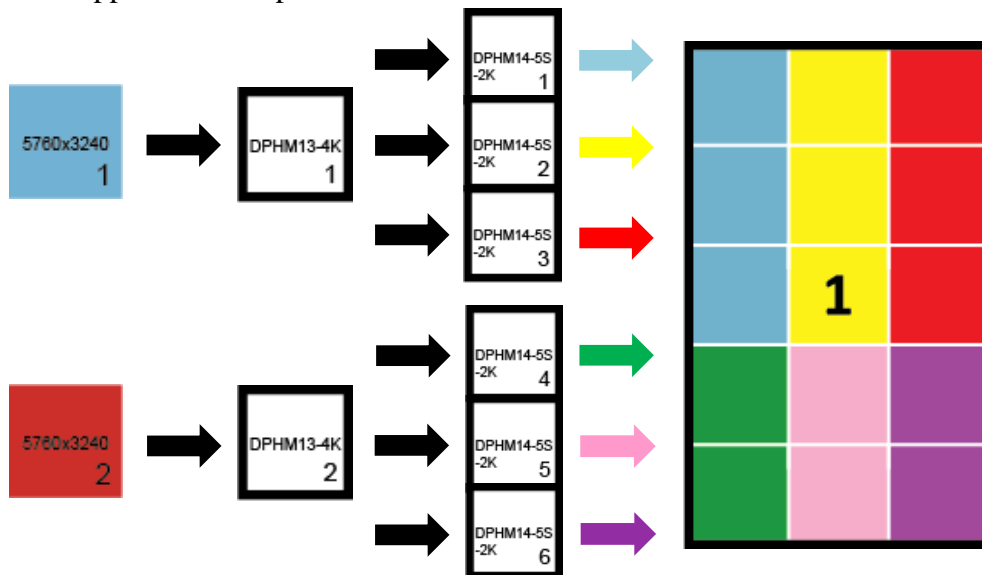
- 4x [DPHM14-5S 2K](#) units; and
- 4x 1920x3240 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 3840X6480
- Turn on [Pixel Overlay](#) to make 3840x5400 (NV Quadro Card)
- Support Landscape & Portrial



3x5 configuration

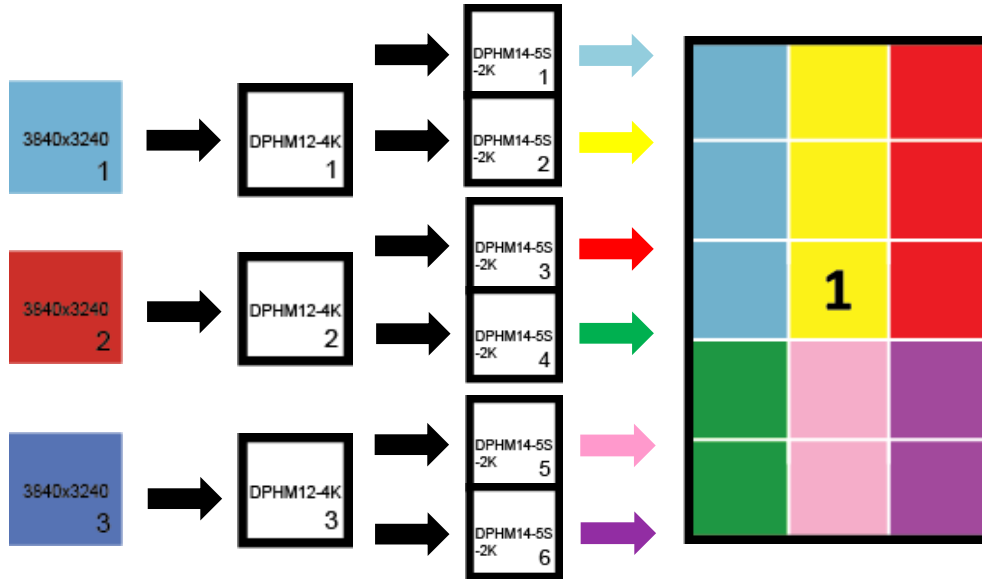
For a (3x5 2K) configuration, possible setups include:

- 2x [DPHM13_4K](#) units; and#1
- 2x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 5760X6480
- Turn on [Pixel Overlay](#) to make 5760x5400 (NV Quadro Card)
- Support Landscape & Portrait



For a (3x5 2K) configuration, possible setups include: #2

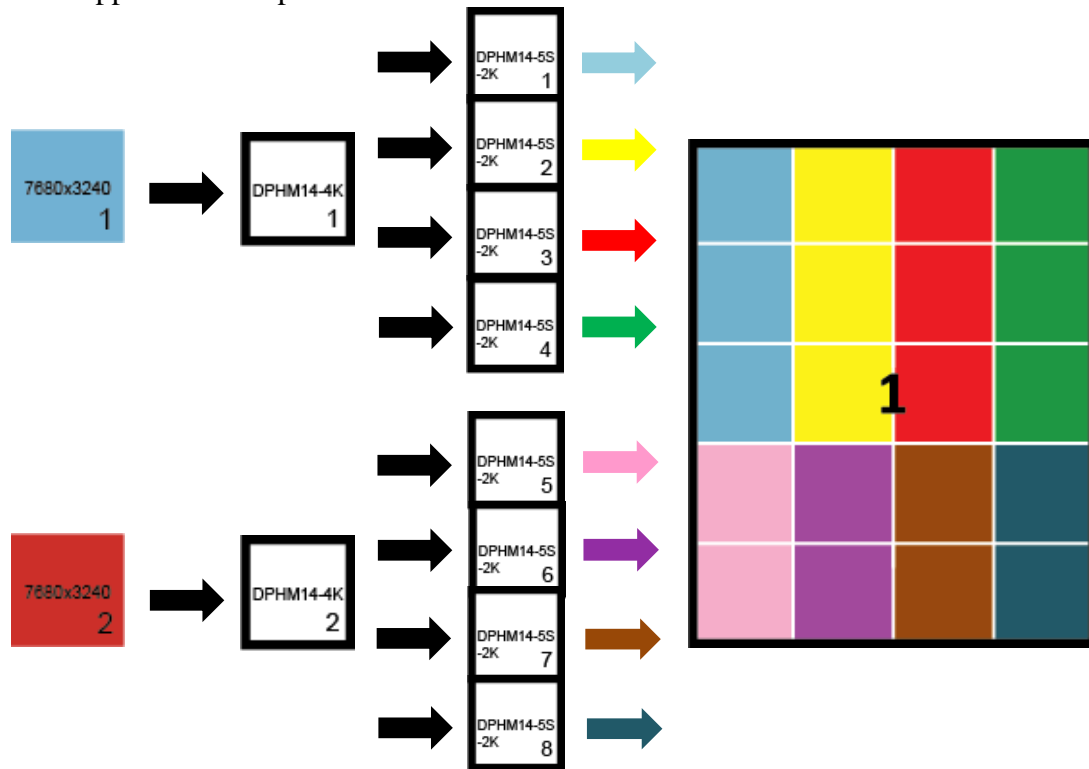
- 3x [DPHM12_4K](#) units; and
- 3x 3840x3240 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x3240 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 5760X6480
- Turn on [Pixel Overlay](#) to make 5760x5400 (NV Quadro Card)
- Support Landscape & Portrait



4x5 configuration

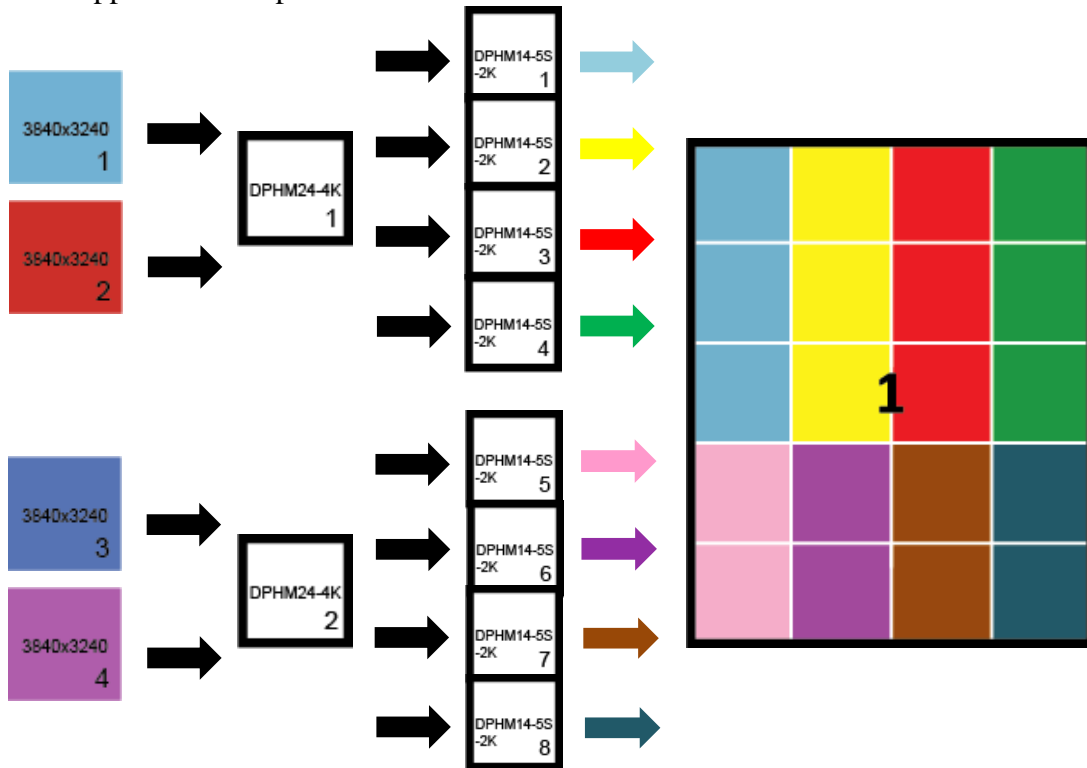
For a (4x5 2K) configuration, possible setups include: #1

- 2x [DPHM14_4K](#) units; and
- 2x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 7680X6480
- Turn on [Pixel Overlay](#) to make 7680x5400 (NV Quadro Card)
- Support Landscape & Portrial



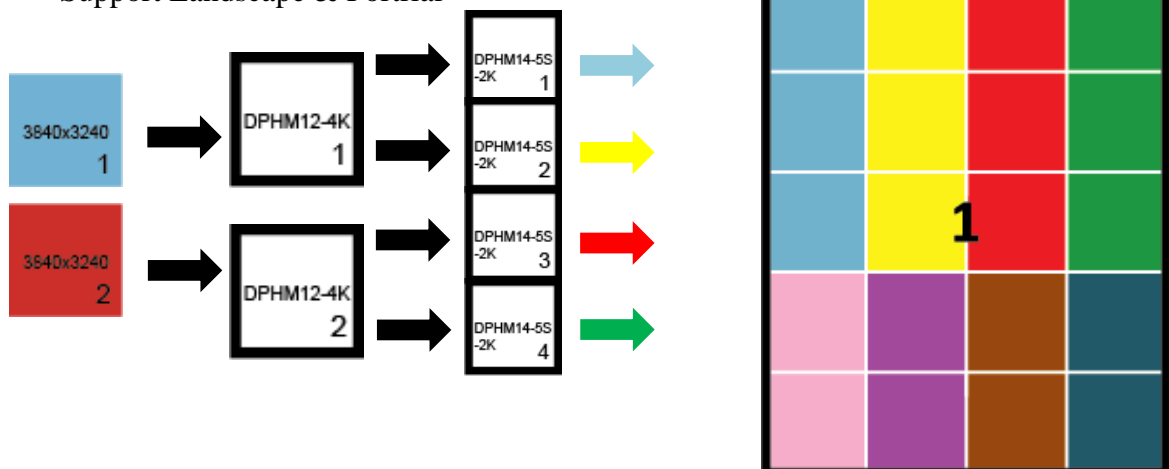
For a (4x5 2K) configuration, possible setups include: #2

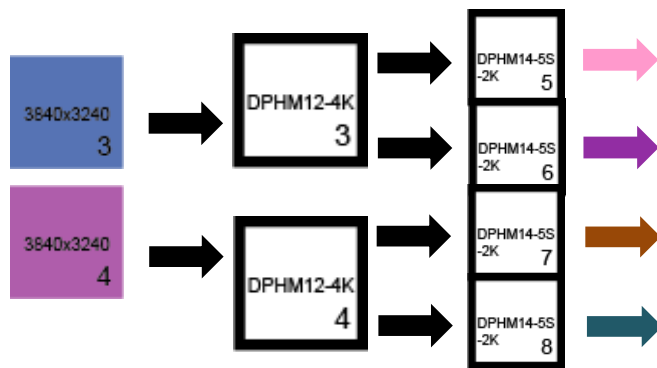
- 2x [DPHM24_4K](#) units; and
- 4x 3840x3240 outputs from the GPU (as inputs to the DPHM24_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x3240 outputs from the DPHM24_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 7680X6480
- Turn on [Pixel Overlay](#) to make 7680x5400 (NV Quadro Card)
- Support Landscape & Portrial



For a (4x5 2K) configuration, possible setups include: #3

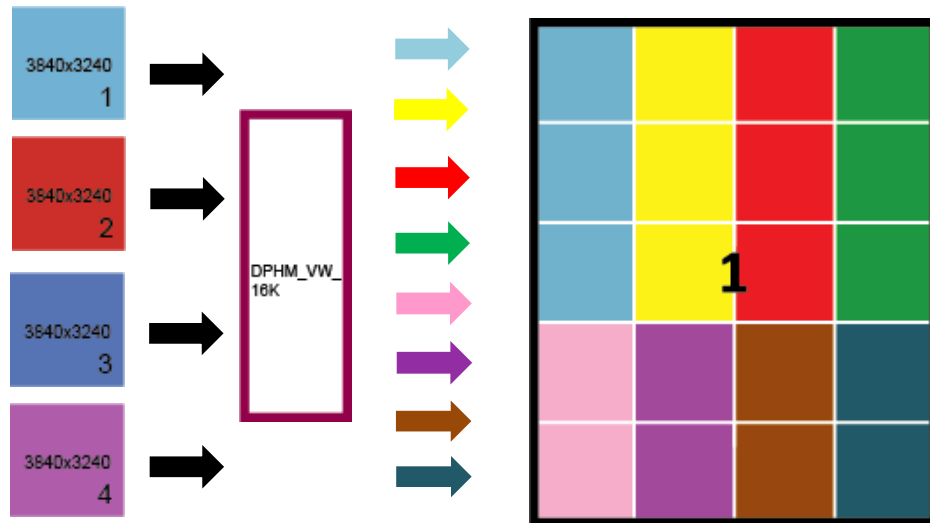
- 4x [DPHM12_4K](#) units; and
- 4x 3840x3240 outputs from the GPU (as inputs to the DPHM12_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x3240 outputs from the DPHM24_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 7680X6480
- Turn on [Pixel Overlay](#) to make 7680x5400 (NV Quadro Card)
- Support Landscape & Portrial





For a (4x5 2K) configuration, possible setups include: #4

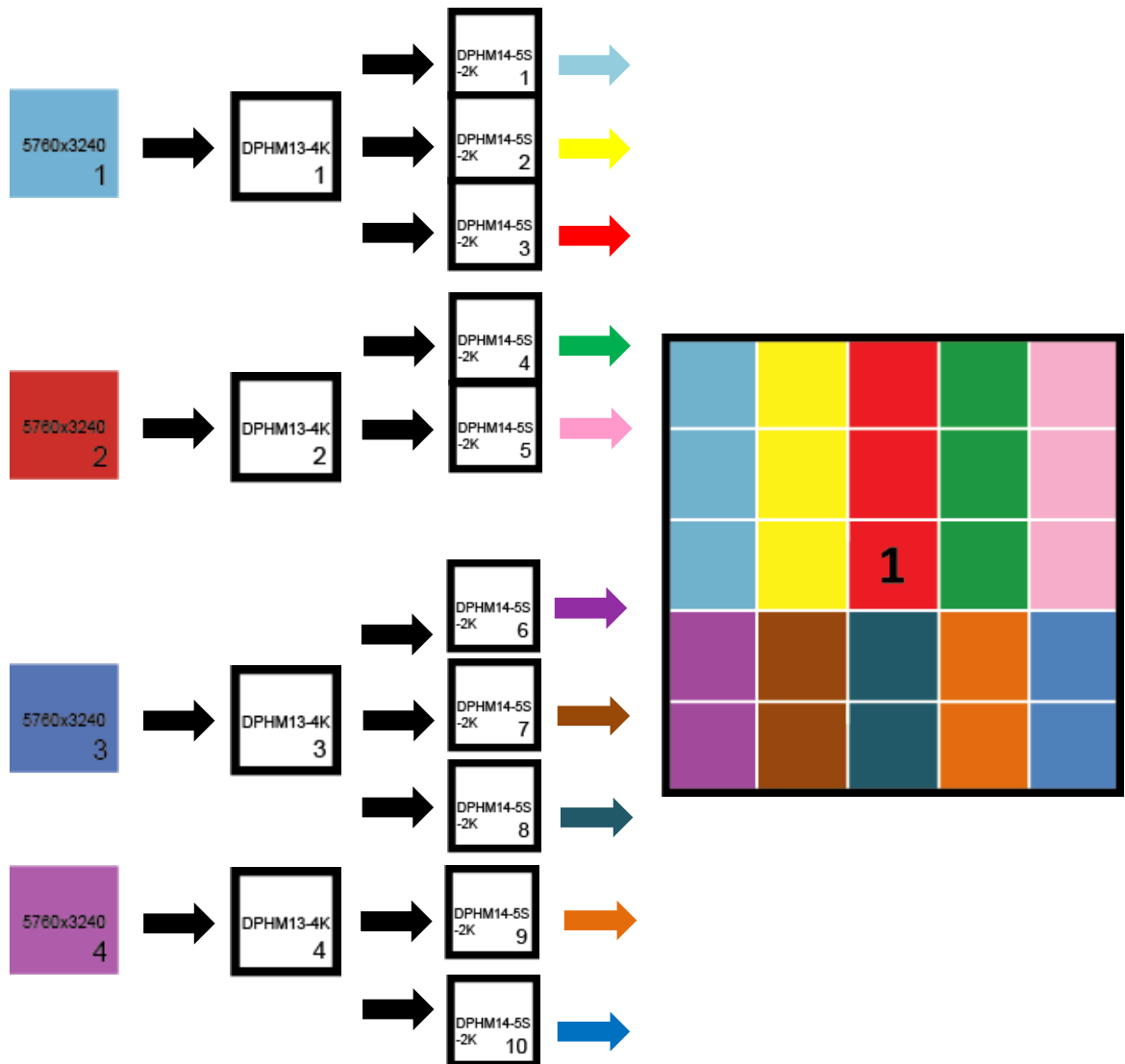
- 1x [DPHM_VW_16K](#) units; and
- 4x 3840x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 20 x 1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 7680X6480
- Turn on [Pixel Overlay](#) to make 7680x5400 (NV Quadro Card)
- Support Landscape & Portrait



5x5 configuration

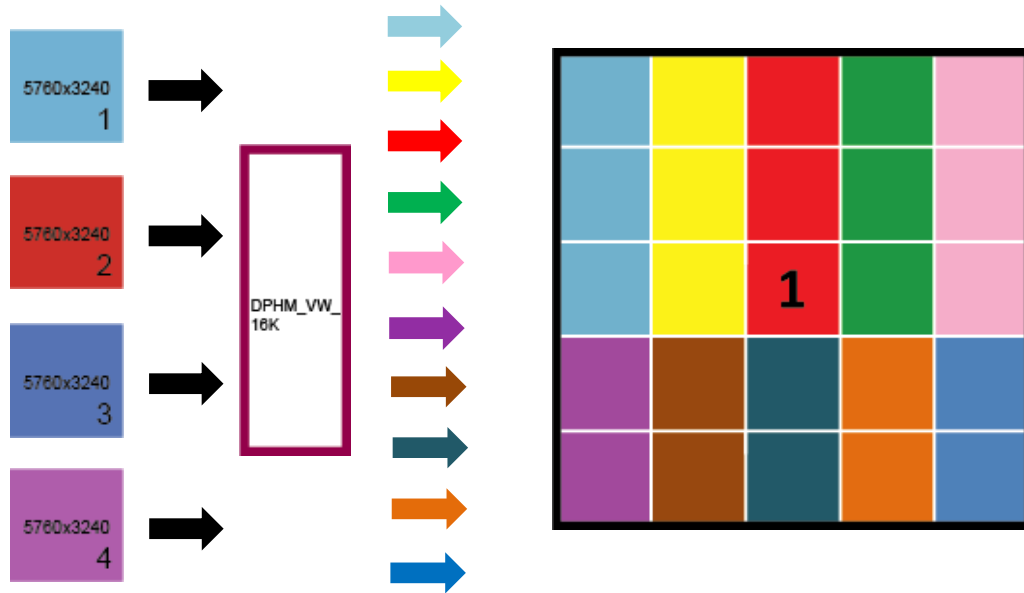
For a (5x5 2K) configuration, possible setups include: #1

- 4x [DPHM13_4K](#) units; and
- 4x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 10x [DPHM14-5S_2K](#) units; and
- 10x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X6480
- Turn on [Pixel Overlay](#) to make 9600x5400 (NV Quadro Card)
- Support Landscape & Portrait



For a (5x5 2K) configuration, possible setups include: #2

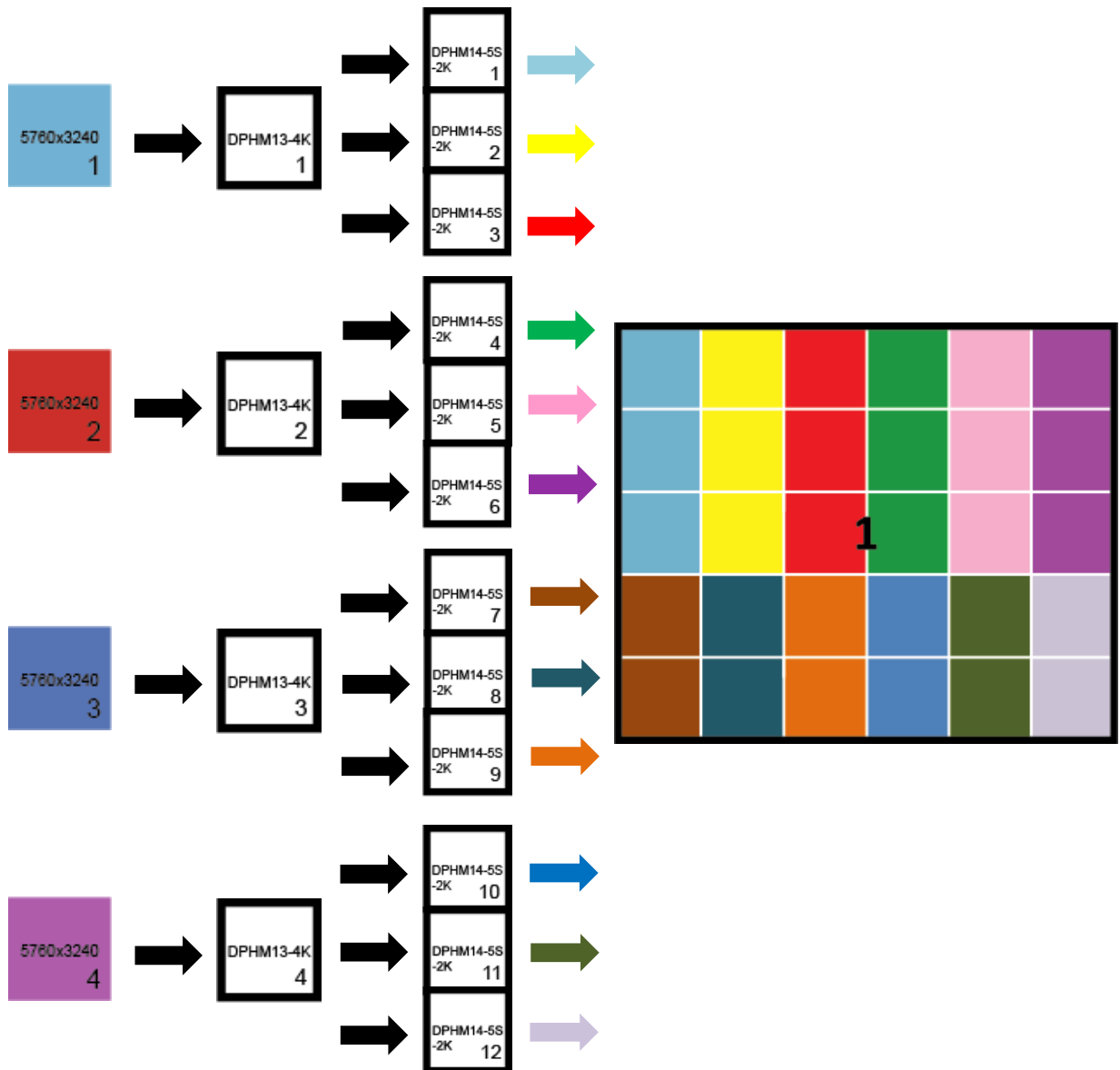
- 1x [DPHM_VW_16K](#) units; and
- 4x 5760x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 25x 1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 11520X6480
- Turn on [Pixel Overlay](#) to make 9600x5400 (NV Quadro Card)
- Support Landscape & Portrial



6x5 configuration

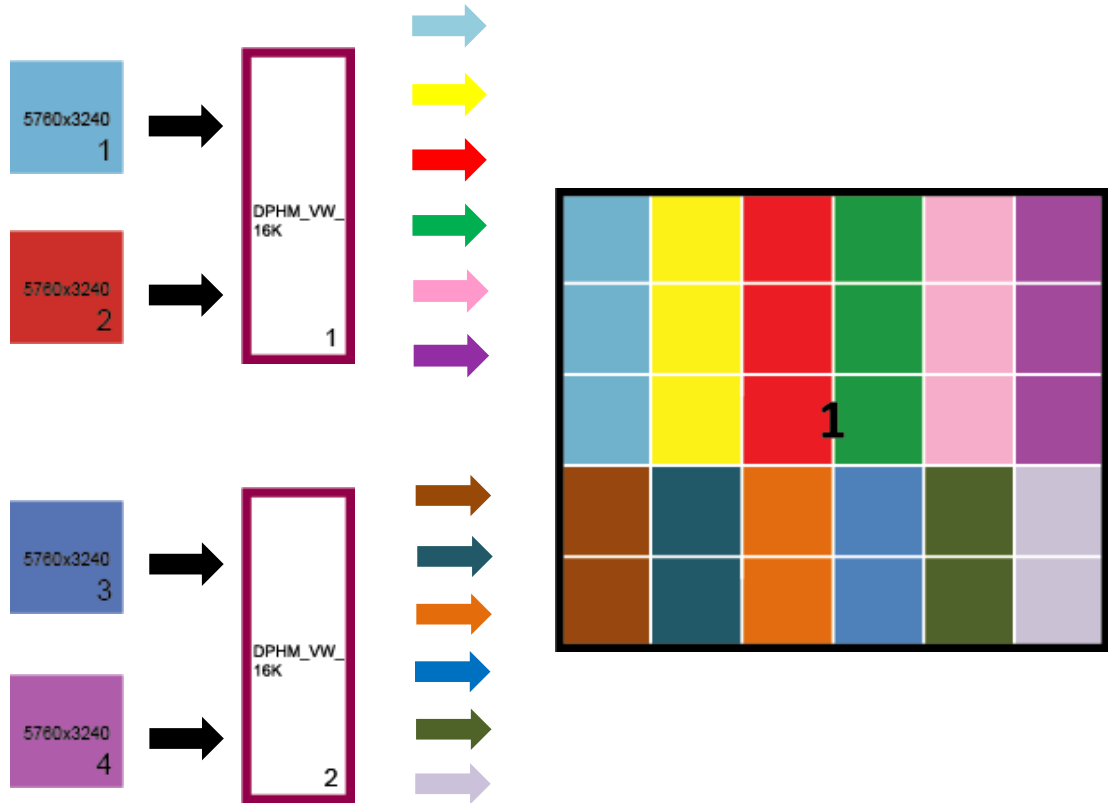
For a (6x5 2K) configuration, possible setups include: #1

- 4x [DPHM13_4K](#) units; and
- 4x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 12x [DPHM14-5S_2K](#) units; and
- 12x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X6480
- Turn on [Pixel Overlay](#) to make 11520x5400 (NV Quadro Card)
- Support Landscape & Portrial



For a (6x5 2K) configuration, possible setups include: #2

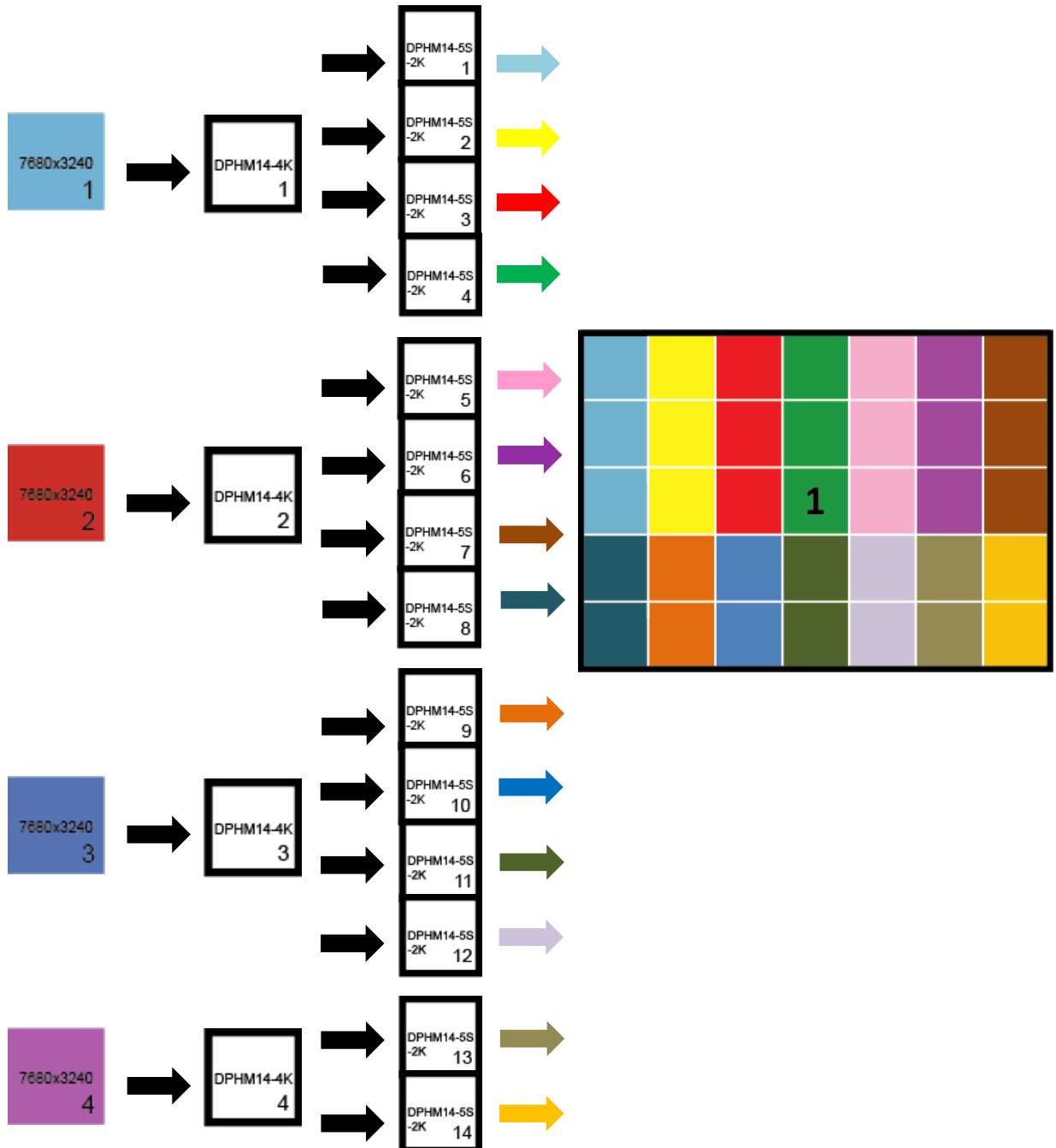
- 2x [DPHM_VW_16K](#) units; and
- 4x 5760x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 30x1920x1080 Output
- Enable [Mosaic Combine to One Large Desktop 11520X6480](#)
- Turn on [Pixel Overlay](#) to make 11520x5400 (NV Quadro Card)
- Support Landscape & Portrait



7x5 configuration

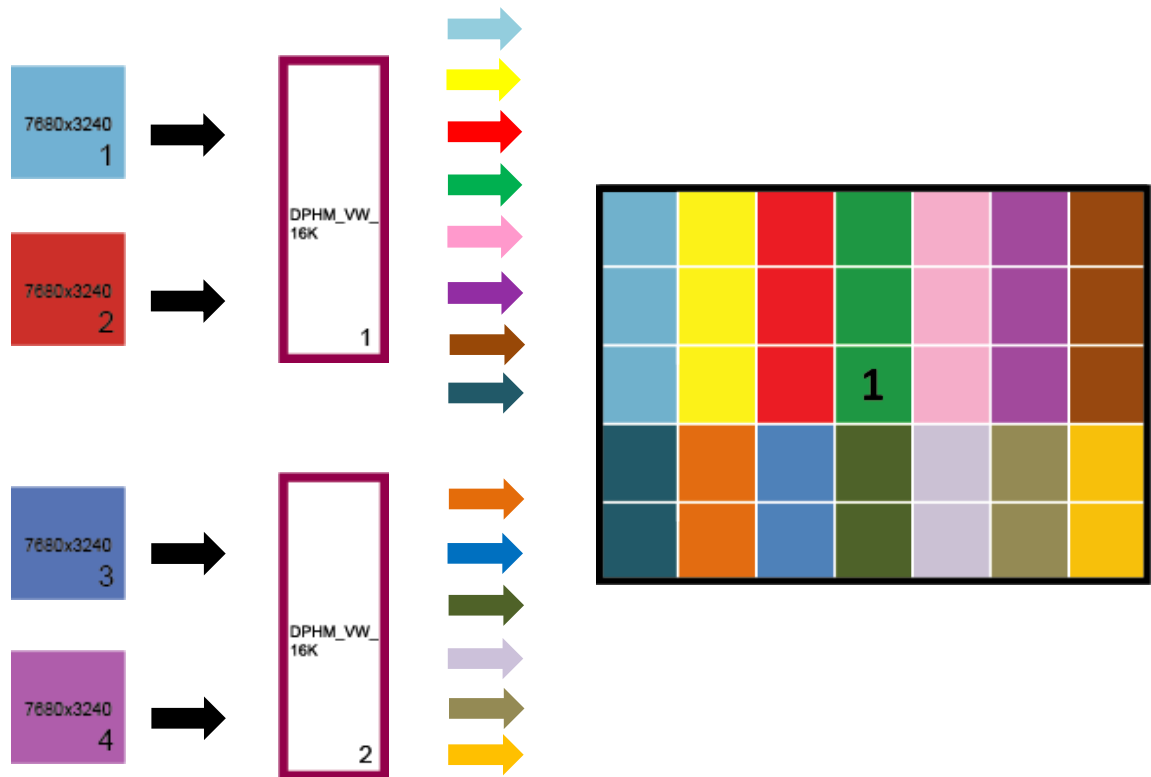
For a (7x5 2K) configuration, possible setups include: #1

- 4x [DPHM14_4K](#) units; and
- 4x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 14x [DPHM14-5S_2K](#) units; and
- 14x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X6480
- Turn on [Pixel Overlay](#) to make 13440x5400 (NV Quadro Card)
- Support Landscape & Portrial



For a (7x5 2K) configuration, possible setups include: #2

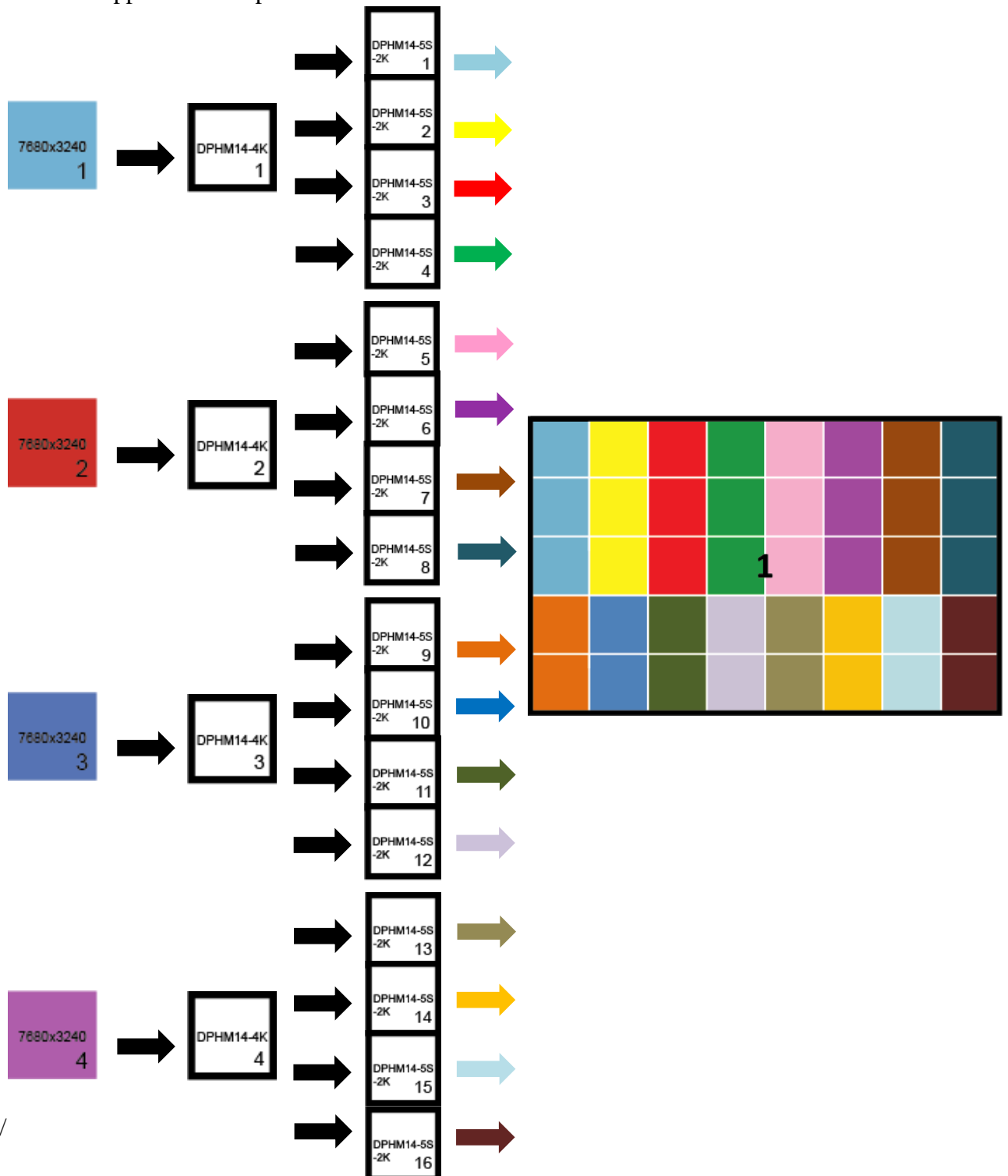
- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 35 x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 15360X6480
- Turn on [Pixel Overlay](#) to make 13440x5400 (NV Quadro Card)
- Support Landscape & Portrait



8x5 configuration

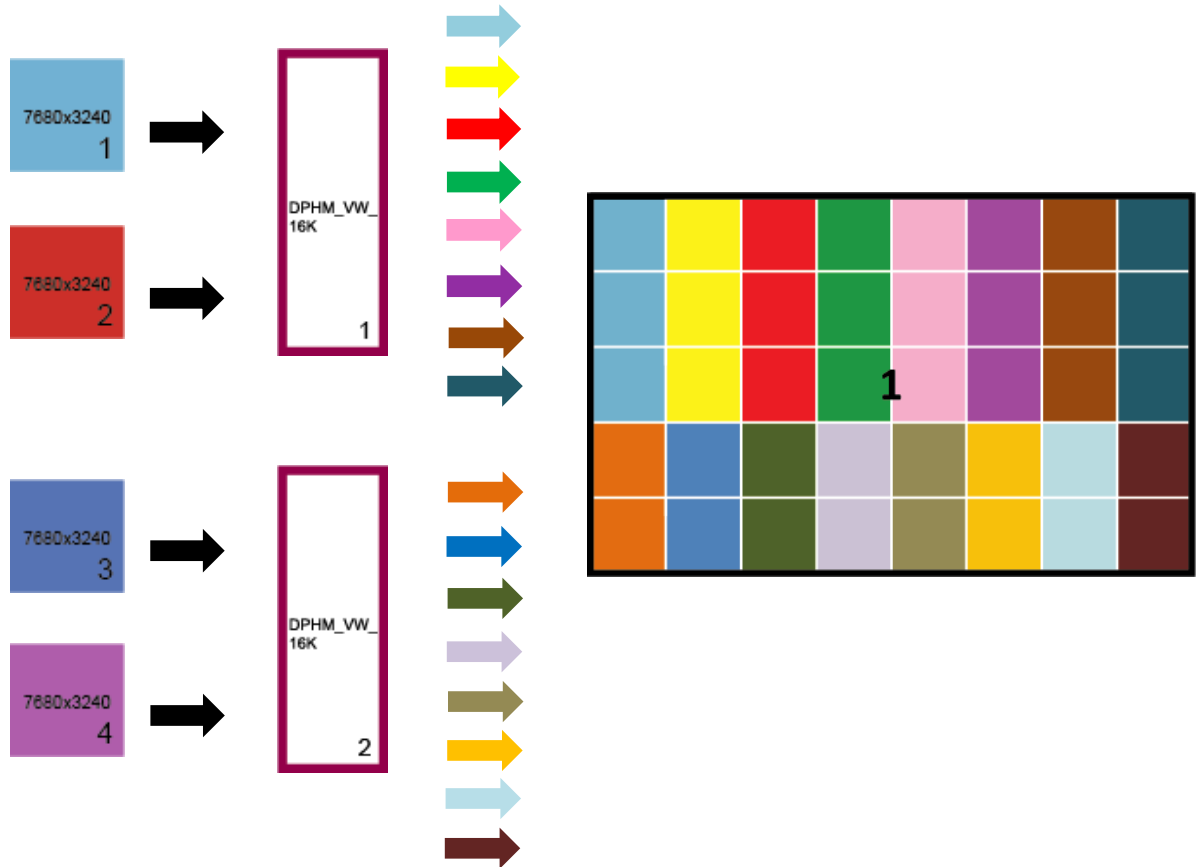
For a (8x5 2K) configuration, possible setups include: #1

- 4x [DPHM14_4K](#) units; and
- 4x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 16x [DPHM14-5S_2K](#) units; and
- 16x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X6480
- Turn on [Pixel Overlay](#) to make 15360x5400 (NV Quadro Card)
- Support Landscape & Portrial



For a (8x5 2K) configuration, possible setups include: #2

- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 40x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 15360X6480
- Turn on [Pixel Overlay](#) to make 15360x5400 (NV Quadro Card)
- Support Landscape & Portrial

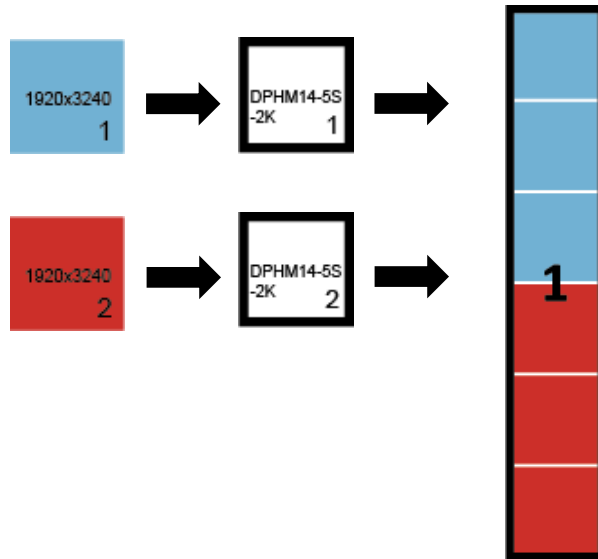


X6 Configuration

1x6 configuration

For a (1x6 2K) configuration, possible setups include:

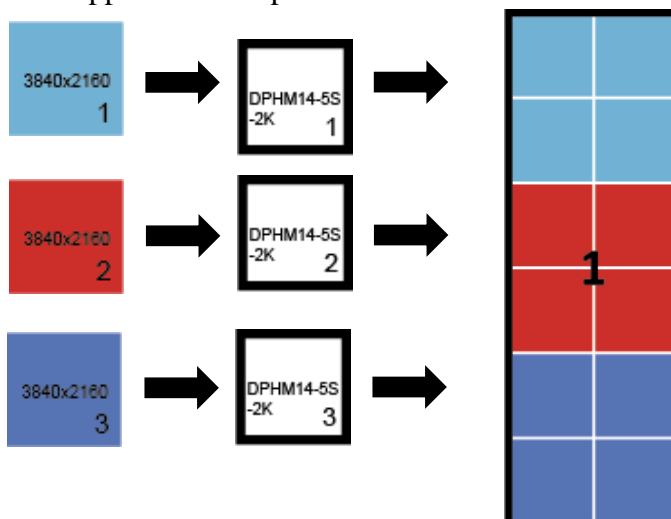
- 2x [DPHM14-5S 2K](#) units; and
- 2x 1920x3240 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 1920X6480
- Support Landscape & Portrial



2x6 configuration

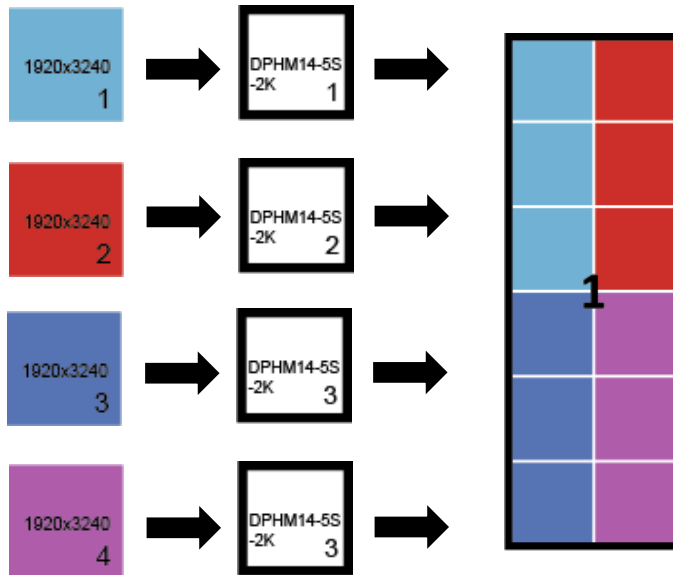
For a (2x6 2K) configuration, possible setups include: #1

- 3x [DPHM14-5S 2K](#) units; and
- 3x3840x2160 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840X6480
- Support Landscape & Portrial



For a (2x6 2K) configuration, possible setups include: #2

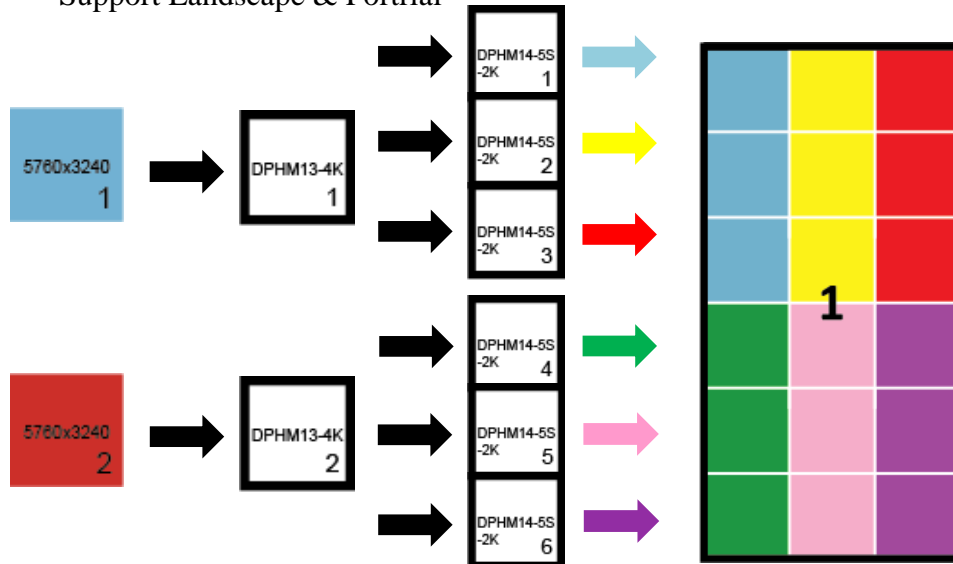
- 4x [DPHM14-5S_2K](#) units; and
- 4x 1920x3240 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840X6480
- Support Landscape & Portrait



3x6 configuration

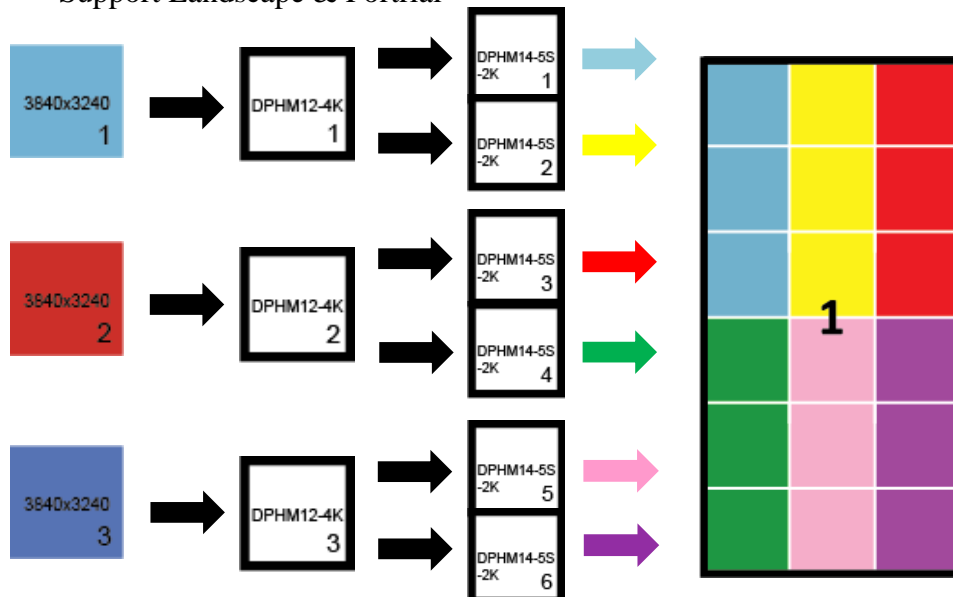
For a (3x6 2K) configuration, possible setups include: #1

- 2x [DPHM13_4K](#) units; and
- 2x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X6480
- Support Landscape & Portrial



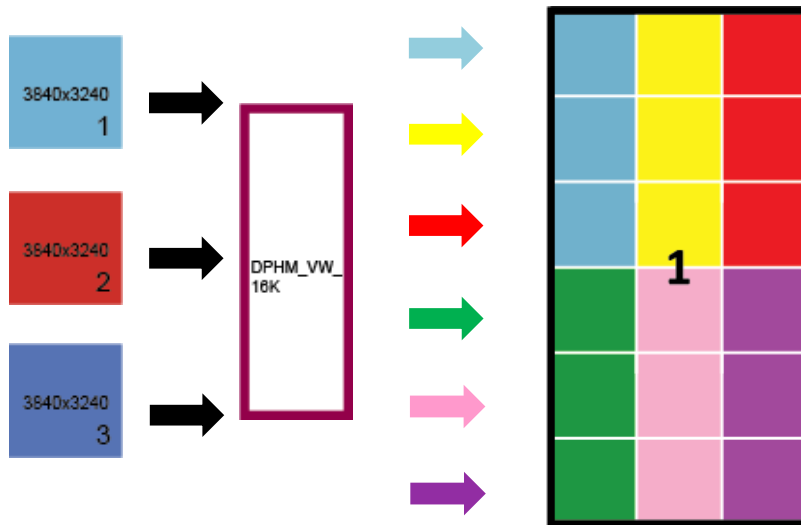
For a (3x6 2K) configuration, possible setups include: #2

- 3x [DPHM12_4K](#) units; and
- 3x 3840x3240 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x3240 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X6480
- Support Landscape & Portrial



For a (3x6 2K) configuration, possible setups include: #3

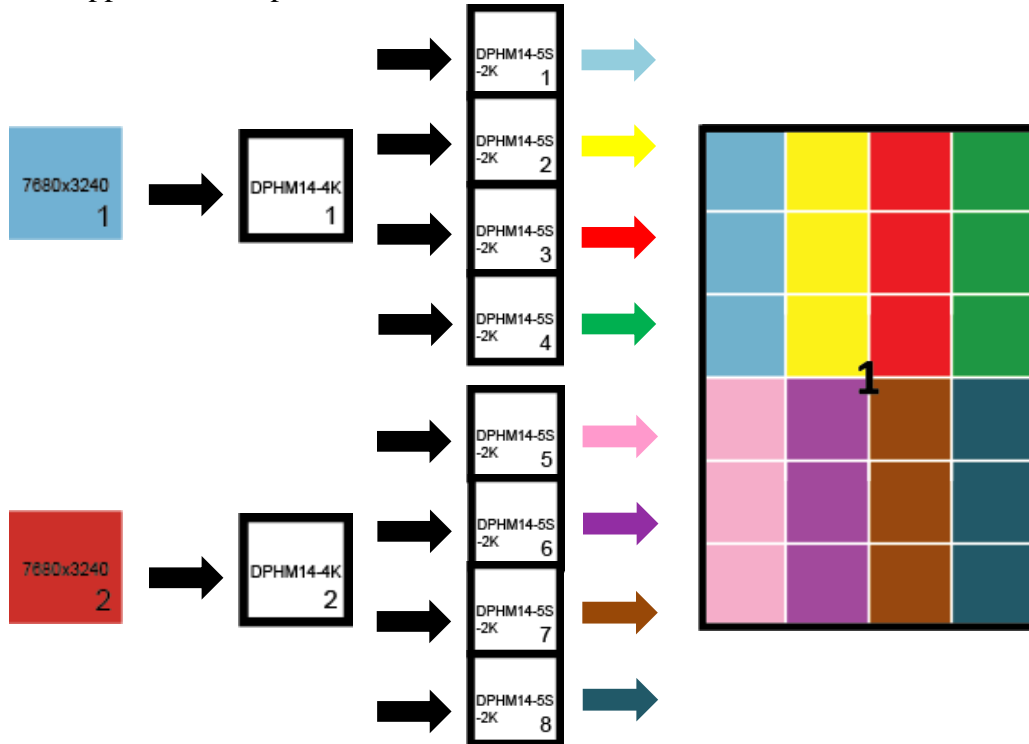
- 1x [DPHM_VW_16K](#) units; and
- 3x 3840x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 18x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X6480
- Support Landscape & Portrait



4x6 configuration

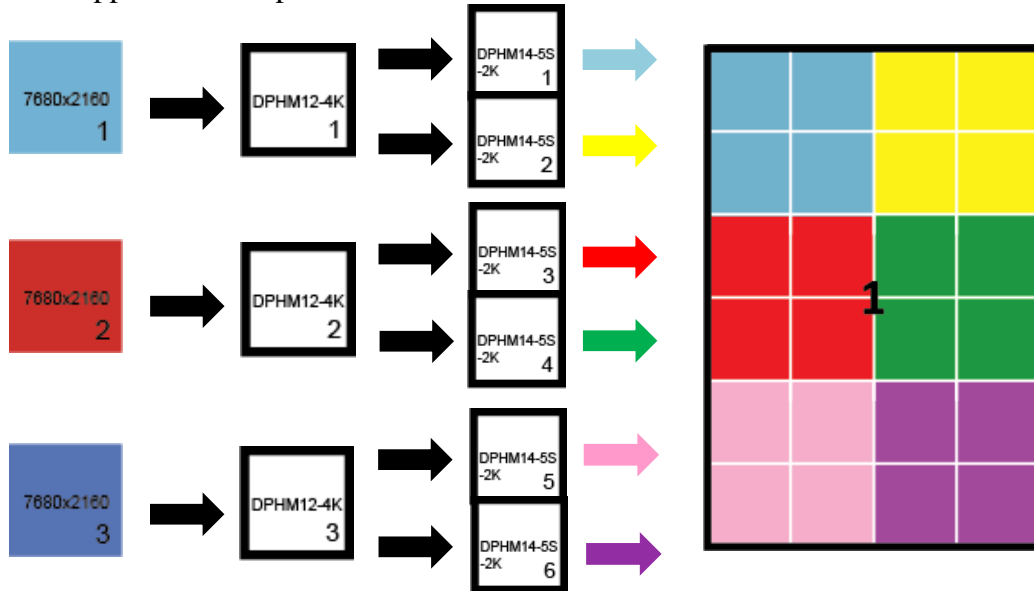
For a (4x6 2K) configuration, possible setups include: #1

- 2x [DPHM14_4K](#) units; and
- 2x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X6480
- Support Landscape & Portrait



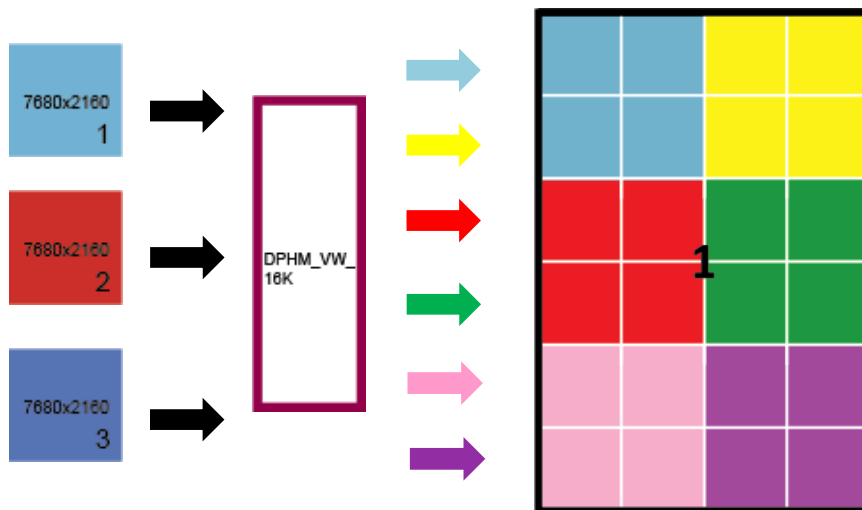
For a (4x6 2K) configuration, possible setups include: #2

- 3x [DPHM12_4K](#) units; and
- 3x 7680x2160 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 3840x2160 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X6480
- Support Landscape & Portrial



For a (4x6 2K) configuration, possible setups include: #3

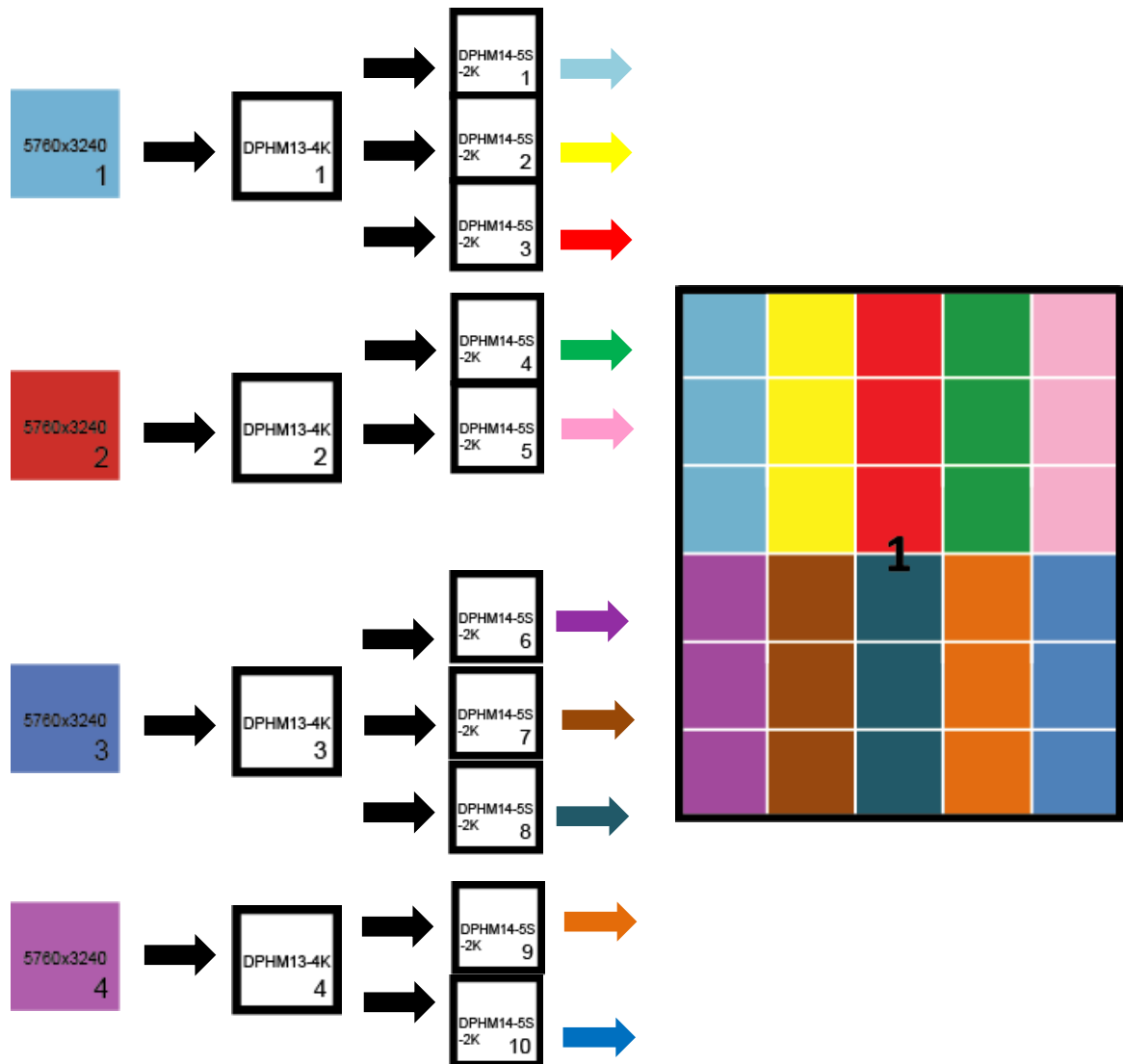
- 1x [DPHM_VW_16K](#) units; and
- 3x 7680x2160 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 24x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X6480
- Support Landscape & Portrial



5x6 configuration

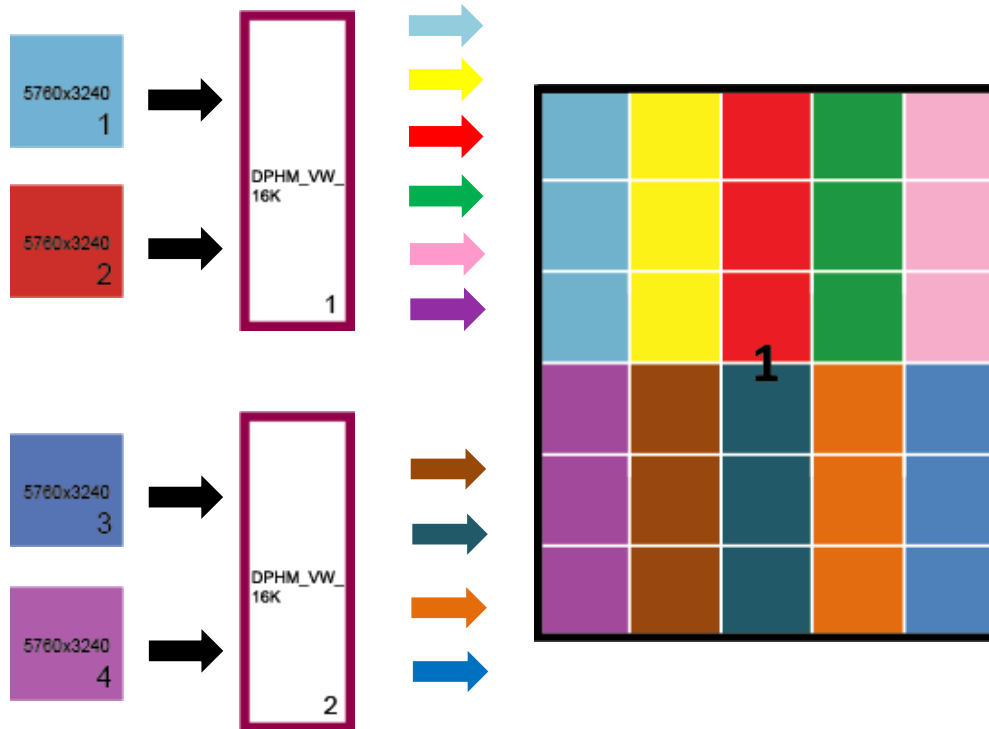
For a (5x6 2K) configuration, possible setups include: #1

- 4x [DPHM13_4K](#) units; and
- 4x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 10x [DPHM14-5S_2K](#) units
- 10x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic Combine to One Large Desktop 11520X6480](#)
- Turn on [Pixel Overlay](#) to make 9600x6480 (NV Quadro Card)
- Support Landscape & Portrait



For a (5x6 2K) configuration, possible setups include: #2

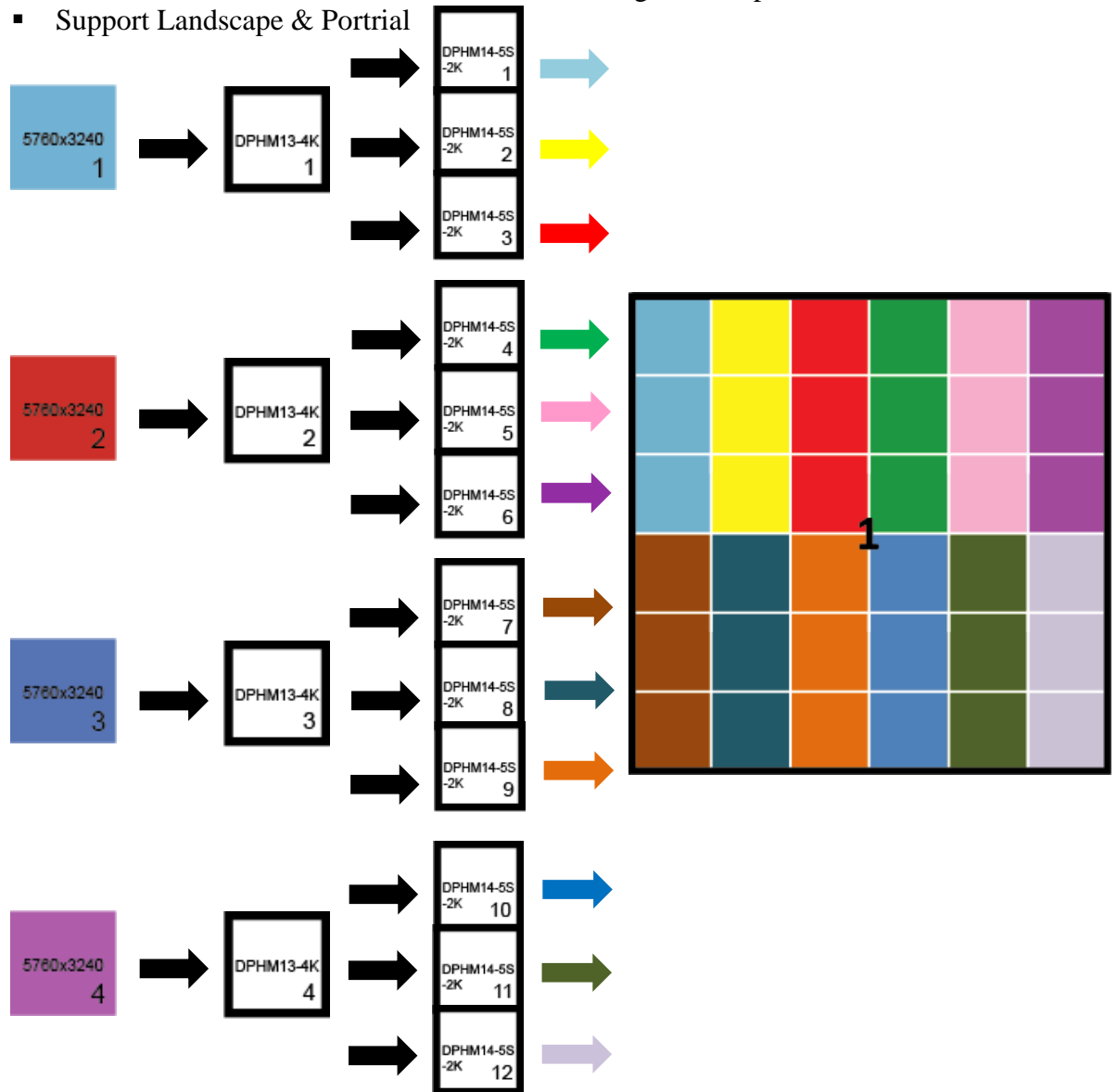
- 2x [DPHM_VW_16K](#) units; and
- 4x 5760x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 30x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 11520X6480
- Turn on [Pixel Overlay](#) to make 9600x6480 (NV Quadro Card)
- Support Landscape & Portrial



6x6 configuration

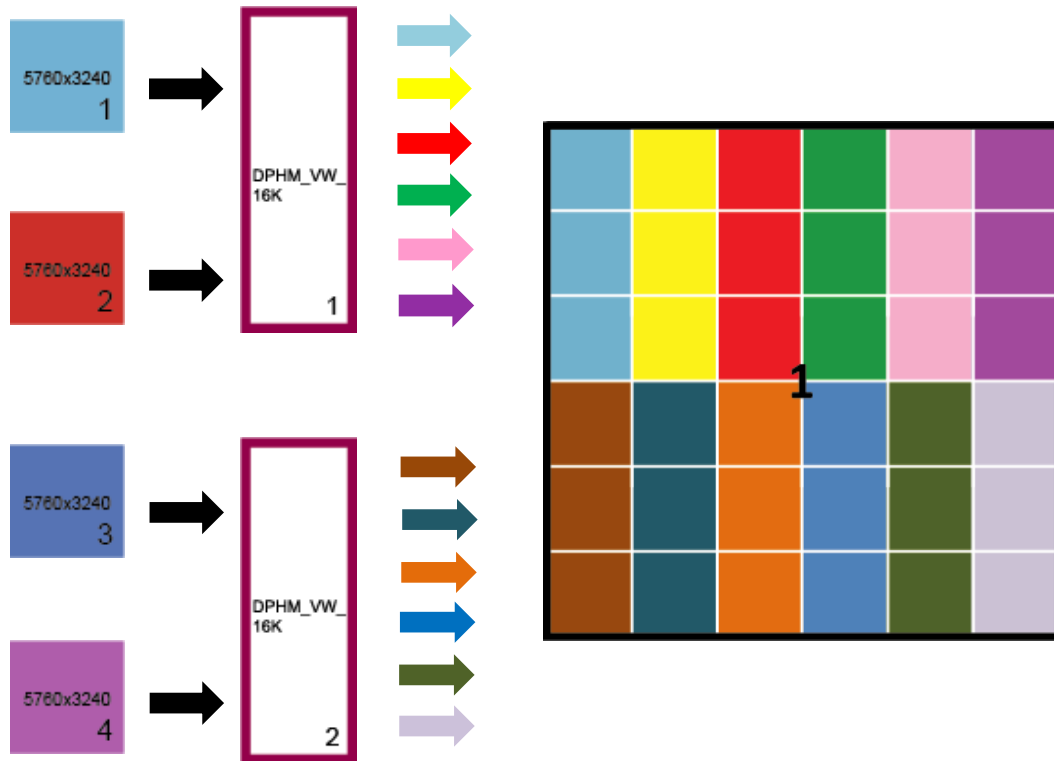
For a (6x6 2K) configuration, possible setups include: #1

- 4x [DPHM13_4K](#) units; and
- 4x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 12x [DPHM14-5S_2K](#) units; and
- 12x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X6480
- Support Landscape & Portrait



For a (6x6 2K) configuration, possible setups include: #2

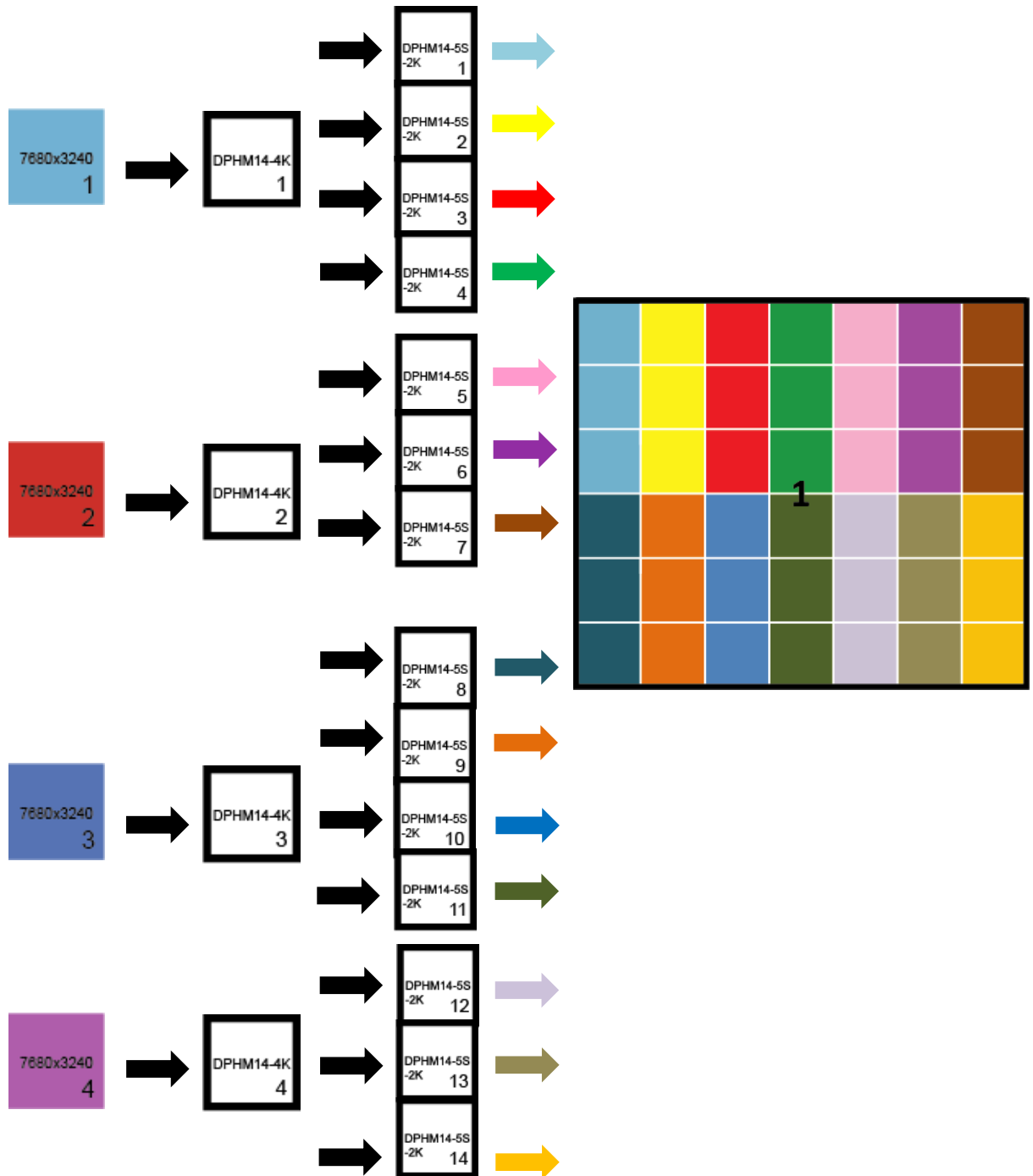
- 2x [DPHM_VW_16K](#) units; and
- 4x 5760x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 36x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X6480
- Support Landscape & Portrait



7x6 configuration

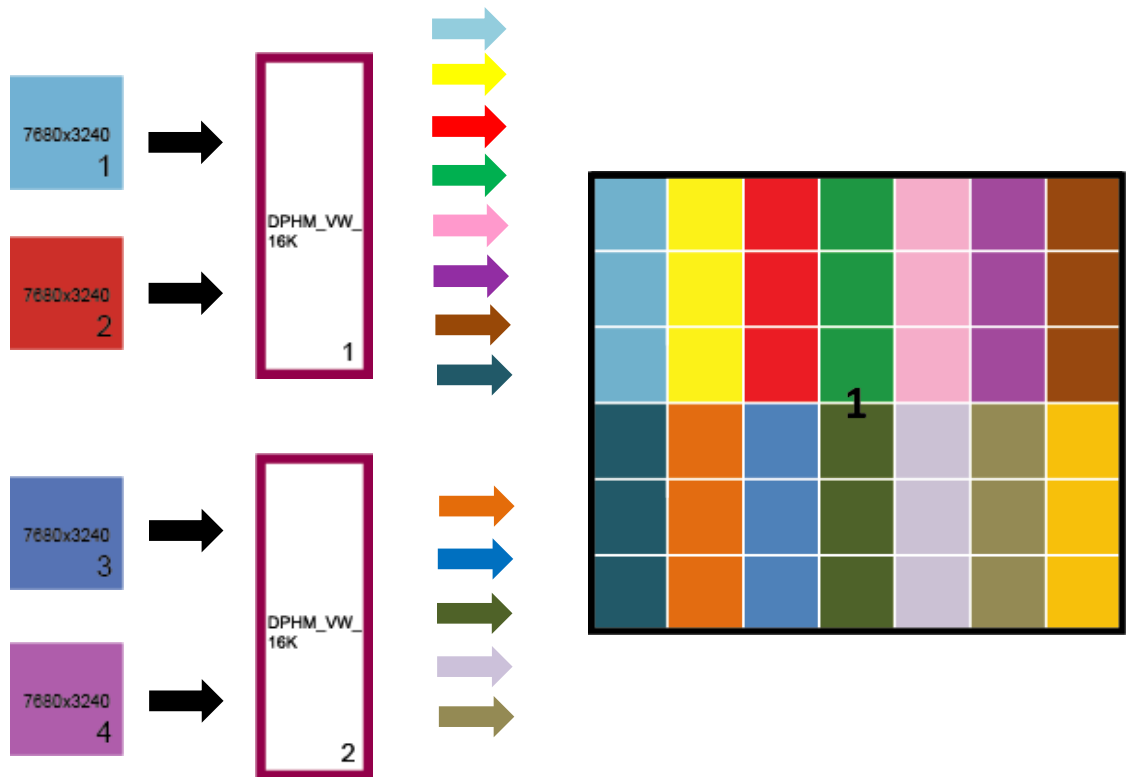
For a (7x6 2K) configuration, possible setups include: #1

- 4x [DPHM14_4K](#) units; and
- 4x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 14x [DPHM14-5S_2K](#) units; and
- 14x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X6480
- Turn on [Pixel Overlay](#) to make 13440x6480 (NV Quadro Card)
- Support Landscape & Portrait



For a (7x6 2K) configuration, possible setups include: #2

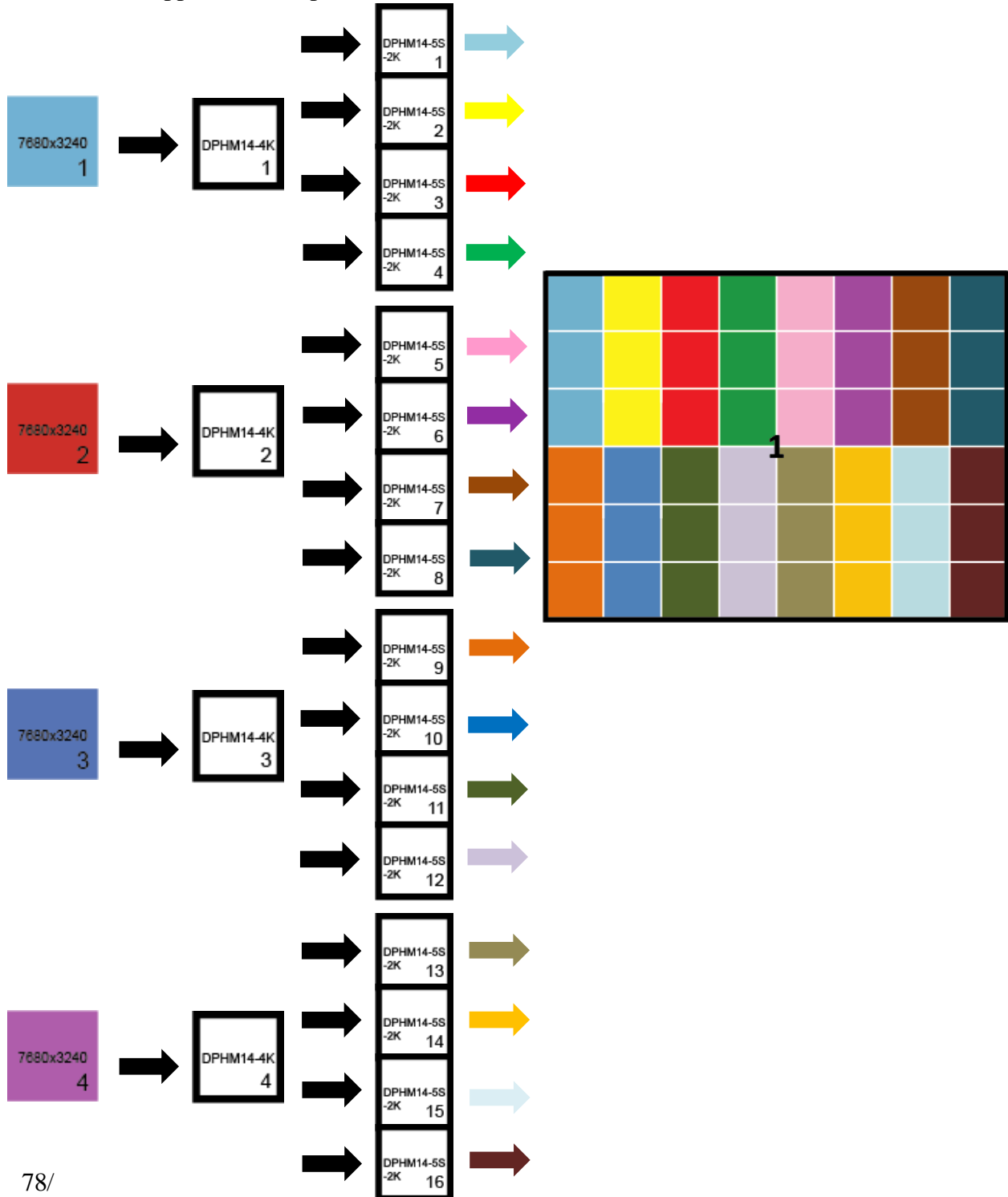
- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 42x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 15360X6480
- Turn on [Pixel Overlay](#) to make 13440x6480 (NV Quadro Card)
- Support Landscape & Portrait



8x6 configuration

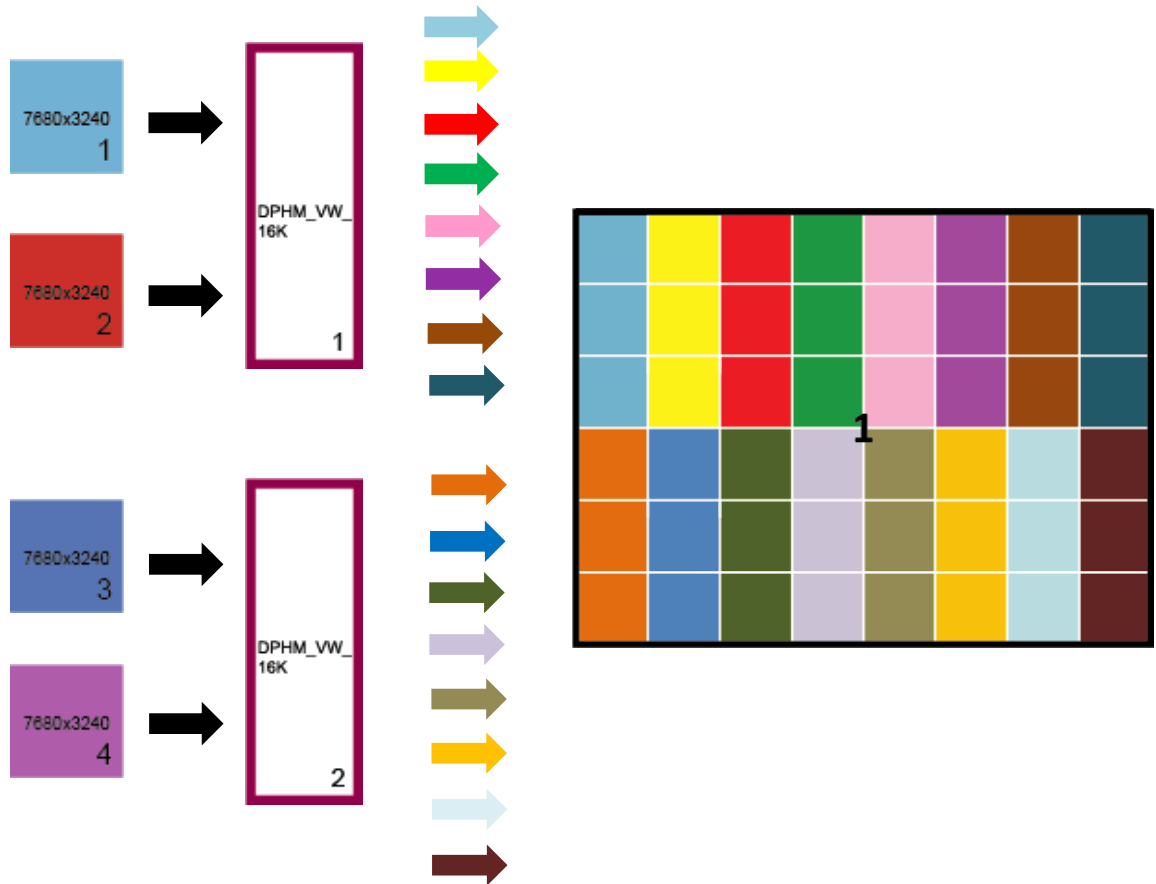
For a (8x6 2K) configuration, possible setups include: #1

- 4x [DPHM14_4K](#) units; and
- 4x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 16x [DPHM14-5S_2K](#) units; and
- 16x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X6480
- Support Landscape & Portrait



For a (8x6 2K) configuration, possible setups include: #2

- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 48x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X6480
- Support Landscape & Portrait

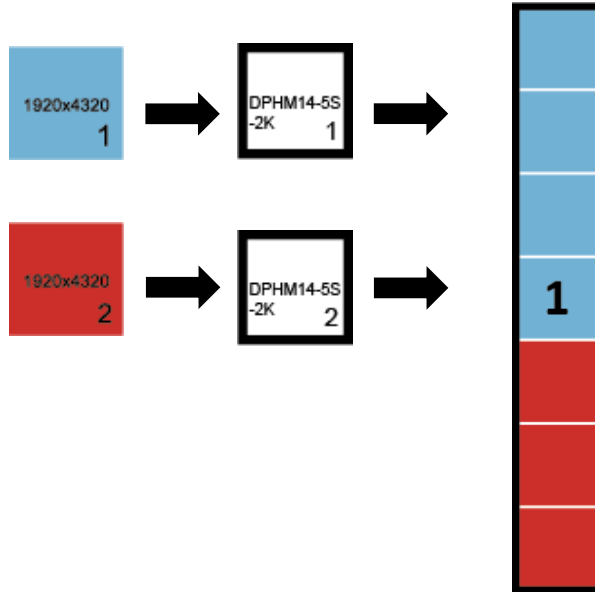


X7 Configuration

1x7 configuration

For a (1x7 2K) configuration, possible setups include:

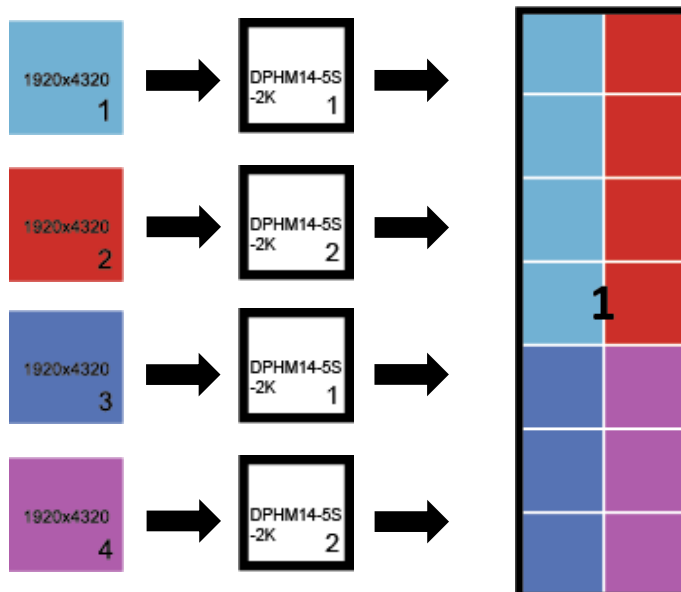
- 2x [DPHM14-5S_2K](#) units; and
- 2x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 1920X8640
- Turn on [Pixel Overlay](#) to make 1920x7560 (NV Quadro Card)
- Support Landscape & Portrial



2x7 configuration

For a (2x7 2K) configuration, possible setups include:

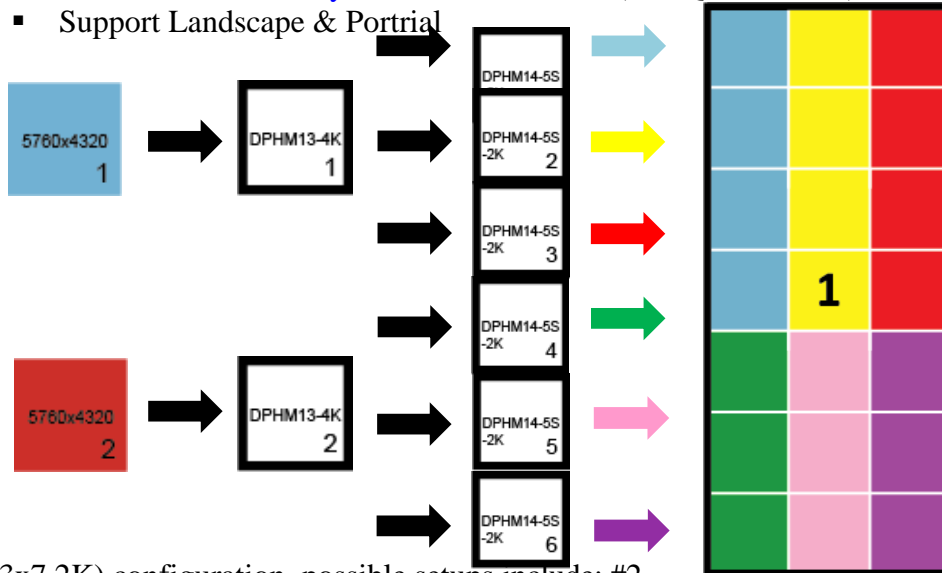
- 4x [DPHM14-5S_2K](#) units; and
- 4x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 3840X8640
- Turn on [Pixel Overlay](#) to make 3840x7560 (NV Quadro Card)
- Support Landscape & Portrial



3x7 configuration

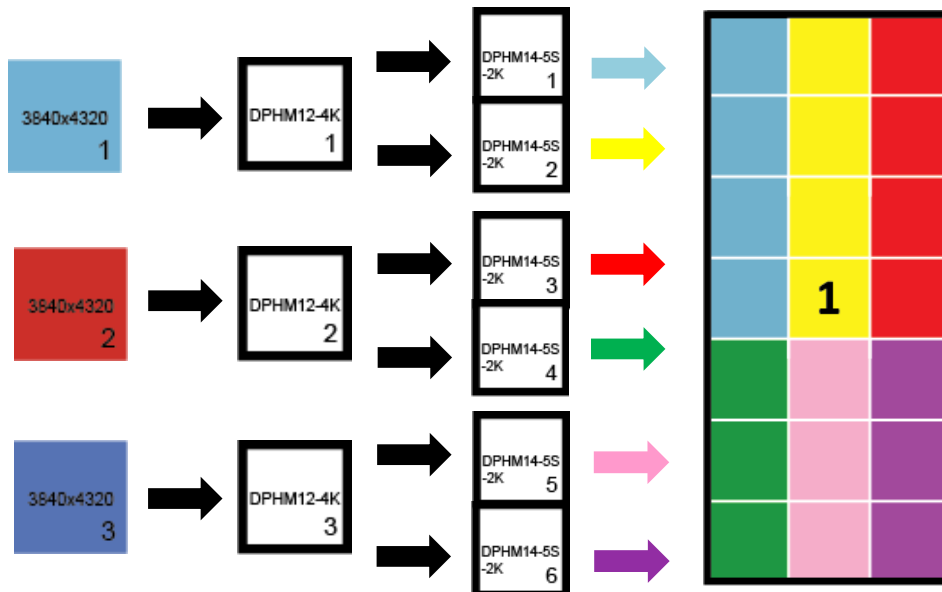
For a (3x7 2K) configuration, possible setups include: #1

- 2x [DPHM13_4K](#) units; and
- 2x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 5760X8640
- Turn on [Pixel Overlay](#) to make 5760x7560 (NV Quadro Card)
- Support Landscape & Portrial



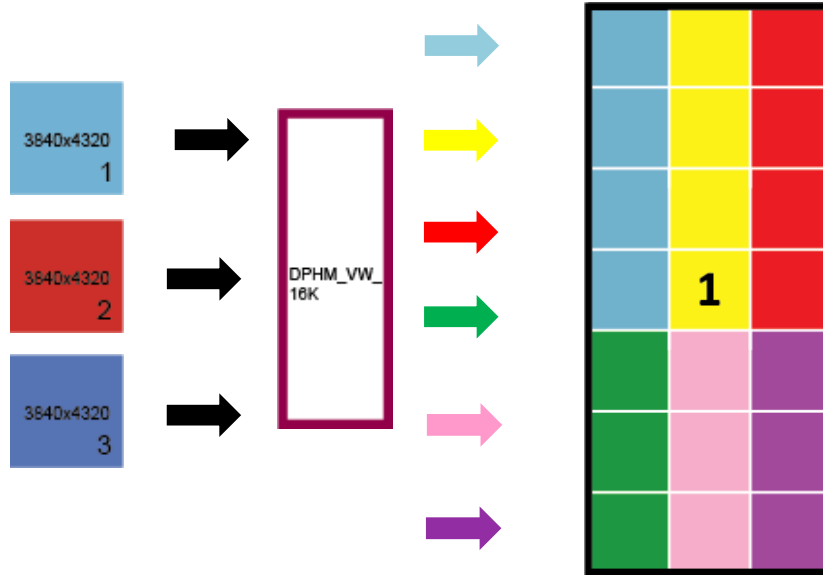
For a (3x7 2K) configuration, possible setups include: #2

- 3x [DPHM12_4K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 5760X8640
- Turn on [Pixel Overlay](#) to make 5760x7560 (NV Quadro Card)
- Support Landscape & Portrial



For a (3x7 2K) configuration, possible setups include: #3

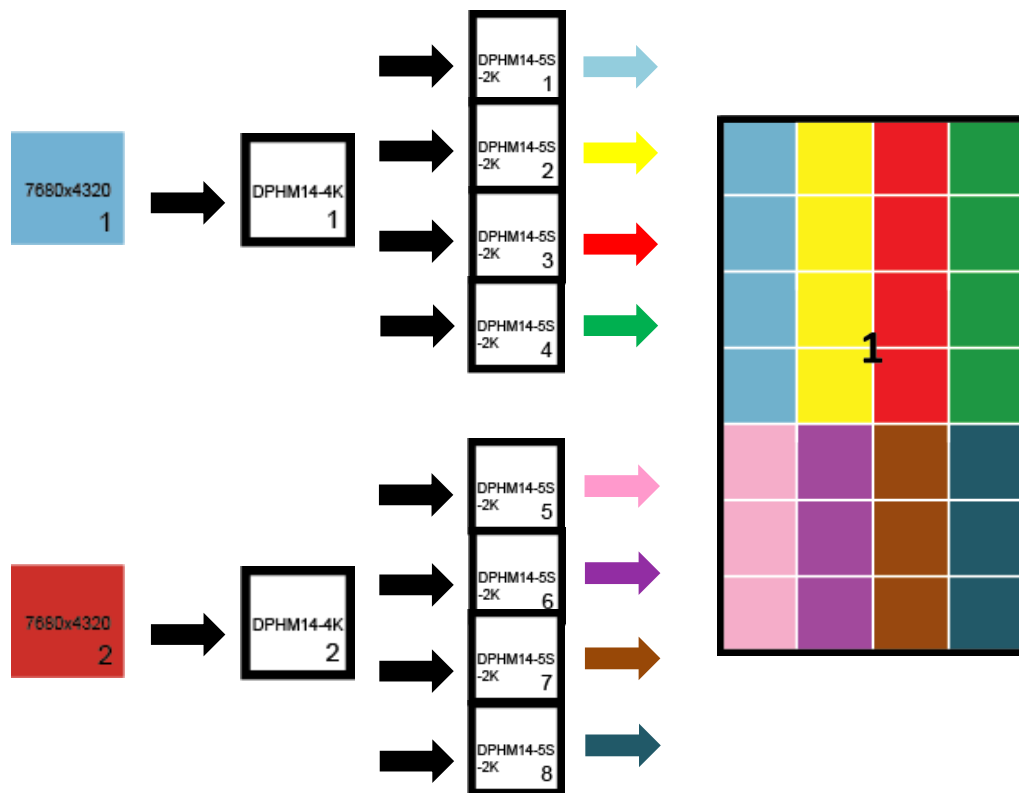
- 1x [DPHM_VW_16K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 21x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 5760X8640
- Turn on [Pixel Overlay](#) to make 5760x7560 (NV Quadro Card)
- Support Landscape & Portrial



4x7 configuration

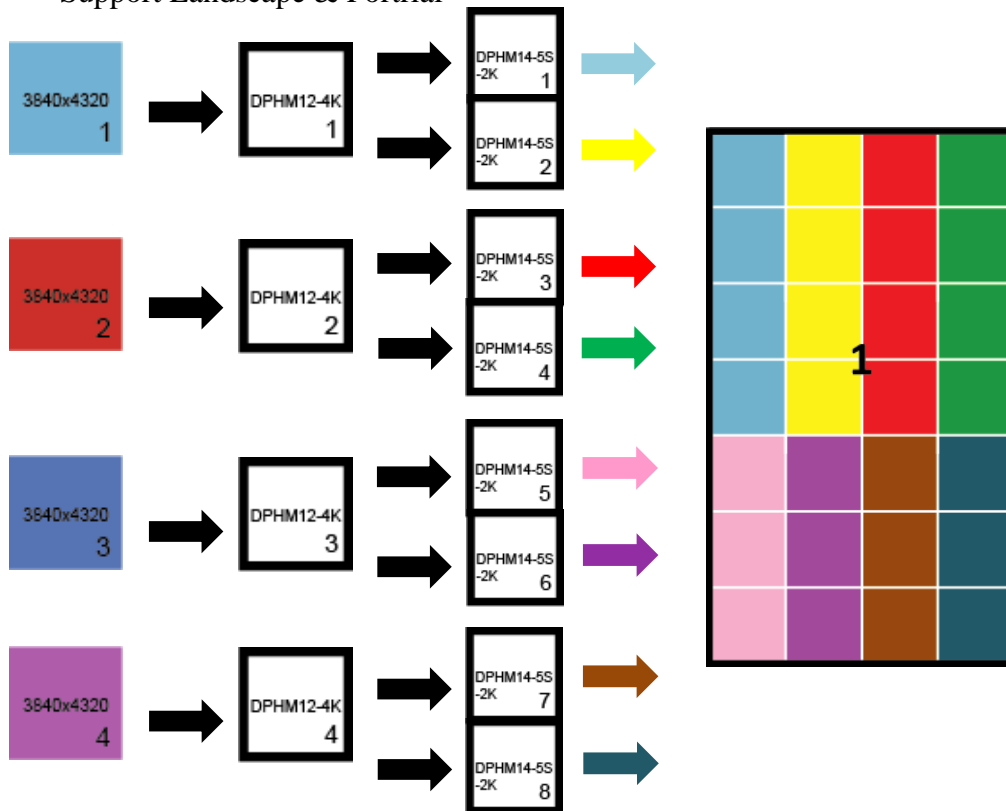
For a (4x7 2K) configuration, possible setups include: #1

- 2x [DPHM14_4K](#) units; and
- 2x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 7680X8640
- Turn on [Pixel Overlay](#) to make 7680x7560 (NV Quadro Card)
- Support Landscape & Portrait



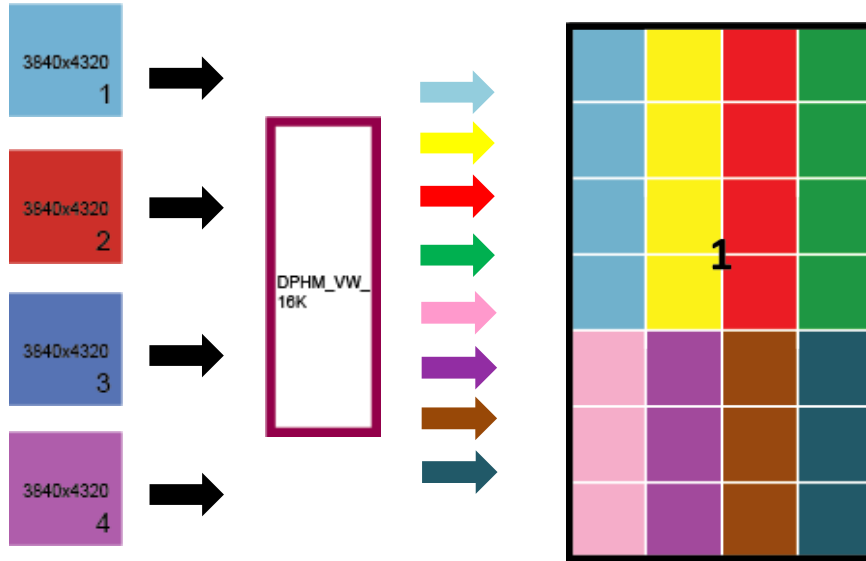
For a (4x7 2K) configuration, possible setups include: #2

- 4x [DPHM12_4K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 7680X8640
- Turn on [Pixel Overlay](#) to make 7680x7560 (NV Quadro Card)
- Support Landscape & Portrait



For a (4x7 2K) configuration, possible setups include: #3

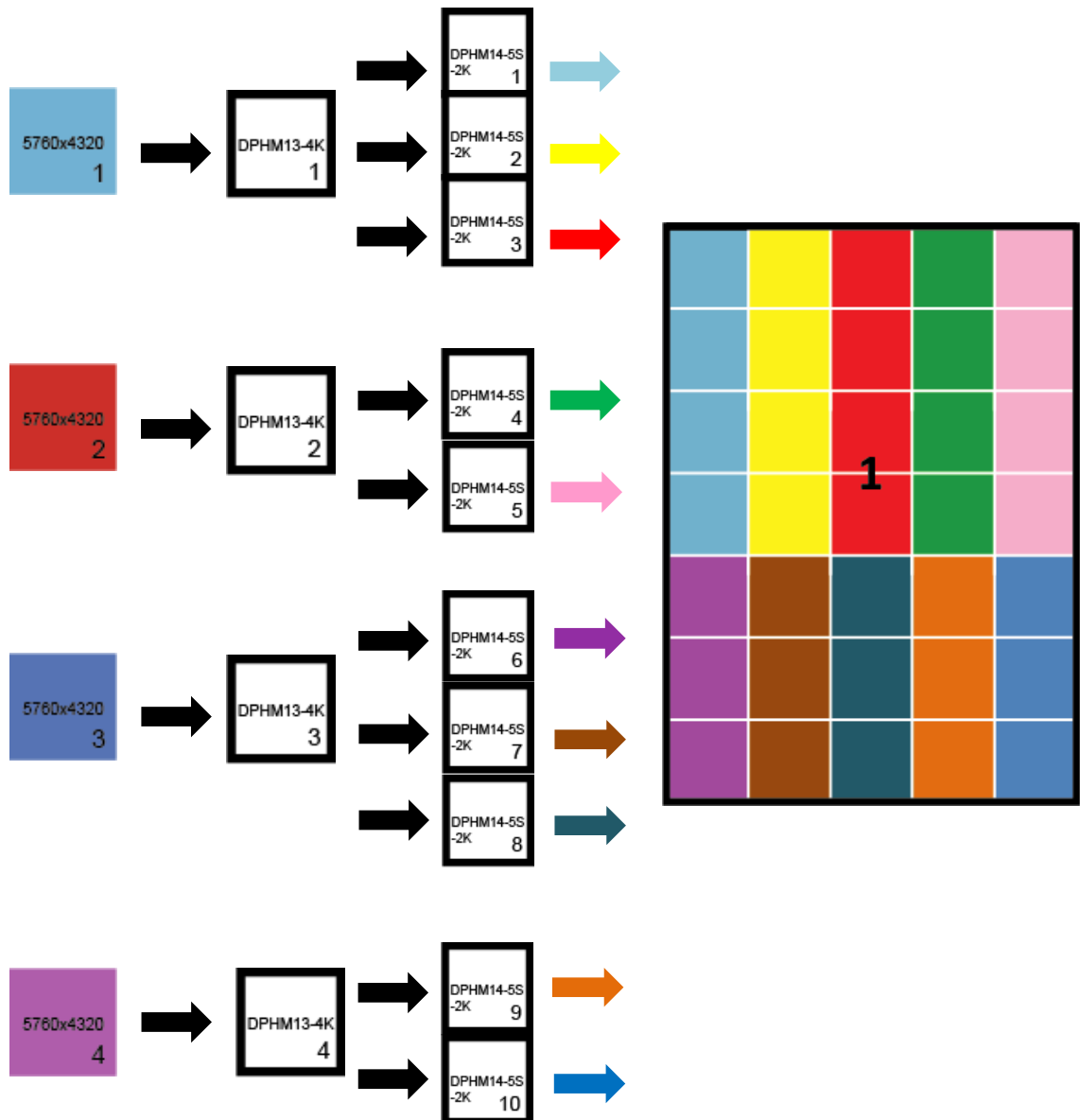
- 1x [DPHM_VW_16K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 28x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 7680X8640
- Turn on [Pixel Overlay](#) to make 7680x7560 (NV Quadro Card)
- Support Landscape & Portrial



5x7 configuration

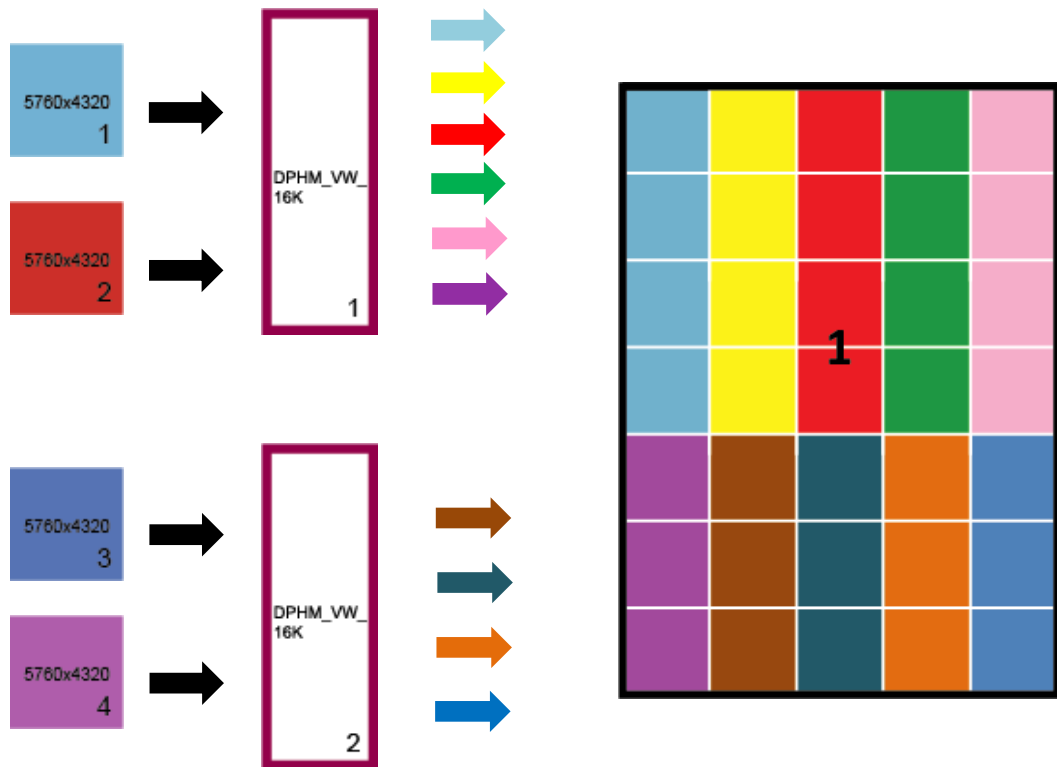
For a (5x7 2K) configuration, possible setups include: #1

- 4x [DPHM13_4K](#) units; and
- 4x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 10x [DPHM14-5S_2K](#) units; and
- 10x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X8640
- Turn on [Pixel Overlay](#) to make 9600x7560 (NV Quadro Card)
- Support Landscape & Portrial



For a (5x7 2K) configuration, possible setups include: #2

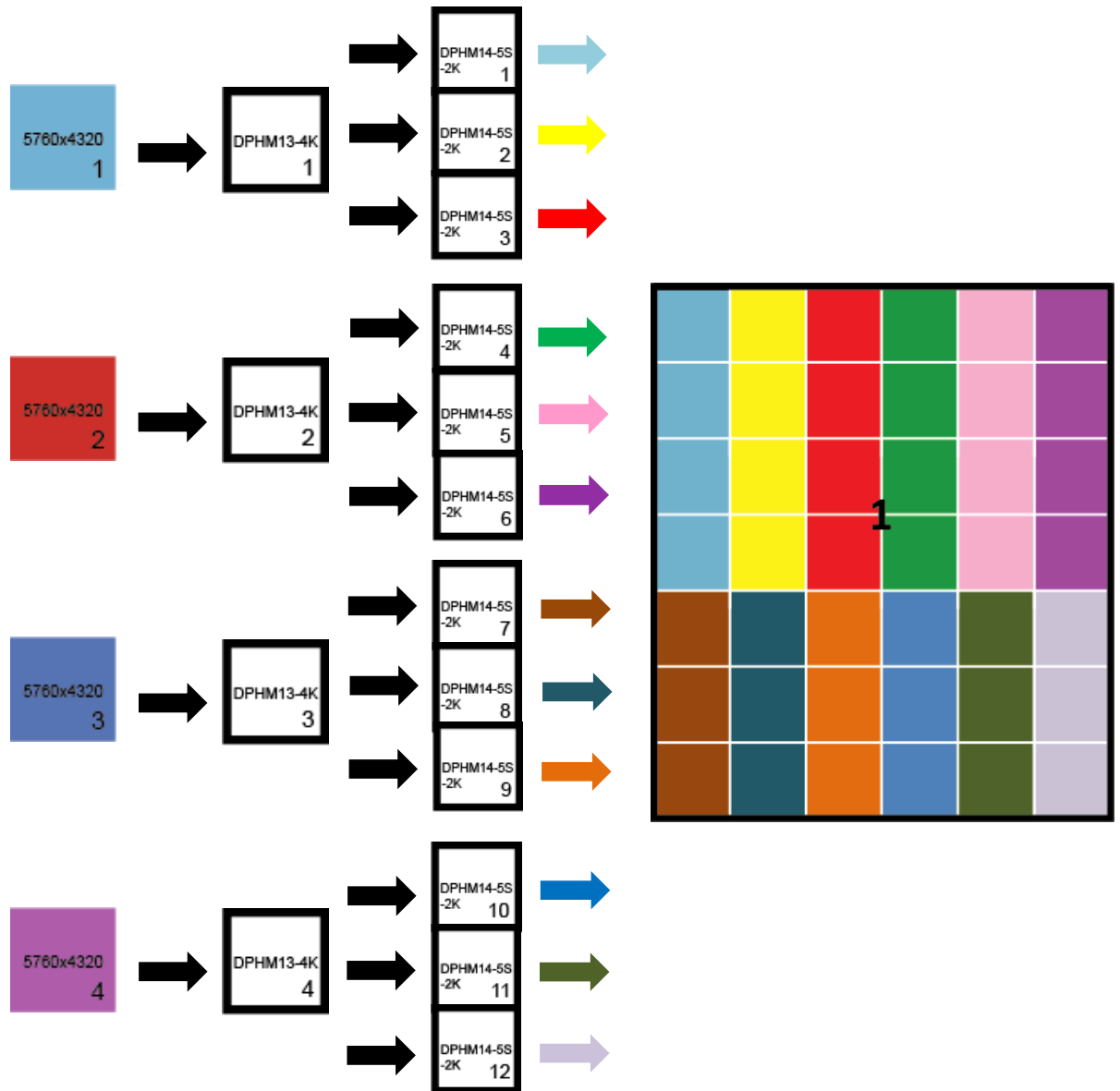
- 2x [DPHM_VW_16K](#) units; and
- 4x 5760x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 35x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 11520X8640
- Turn on [Pixel Overlay](#) to make 9600x7560 (NV Quadro Card)
- Support Landscape & Portrait



6x7 configuration

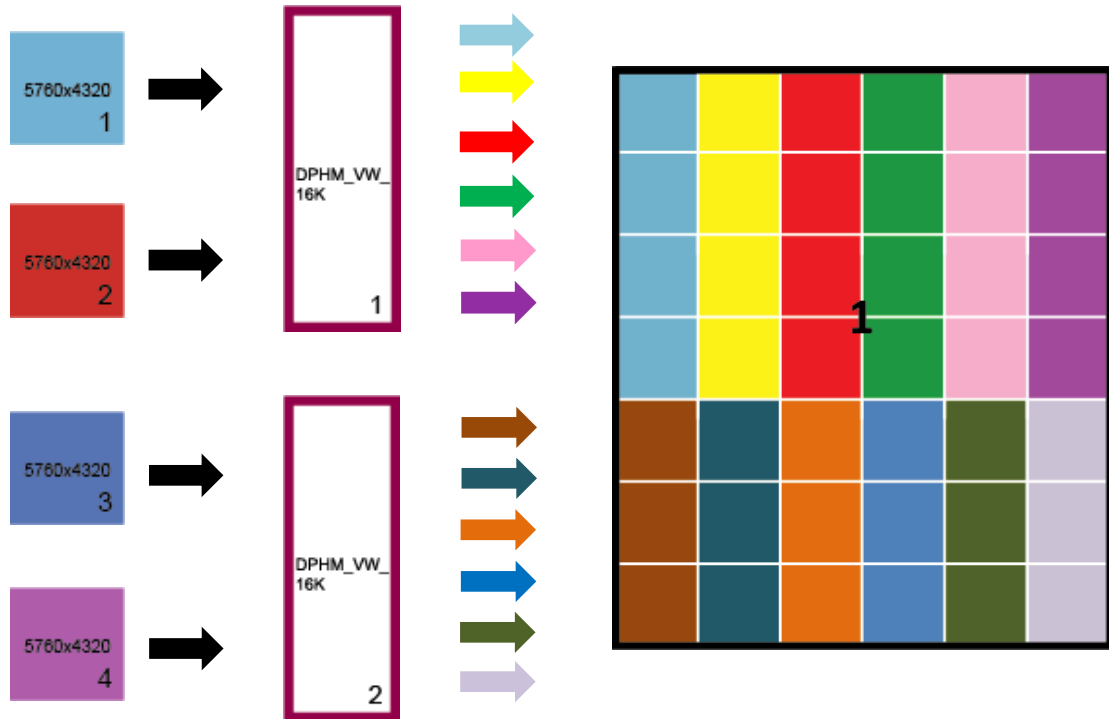
For a (6x7 2K) configuration, possible setups include: #1

- 4x [DPHM13_4K](#) units; and
- 4x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 12x [DPHM14-5S_2K](#) units; and
- 12x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X8640
- Turn on [Pixel Overlay](#) to make 11520x7560 (NV Quadro Card)
- Support Landscape & Portrial



For a (6x7 2K) configuration, possible setups include: #2

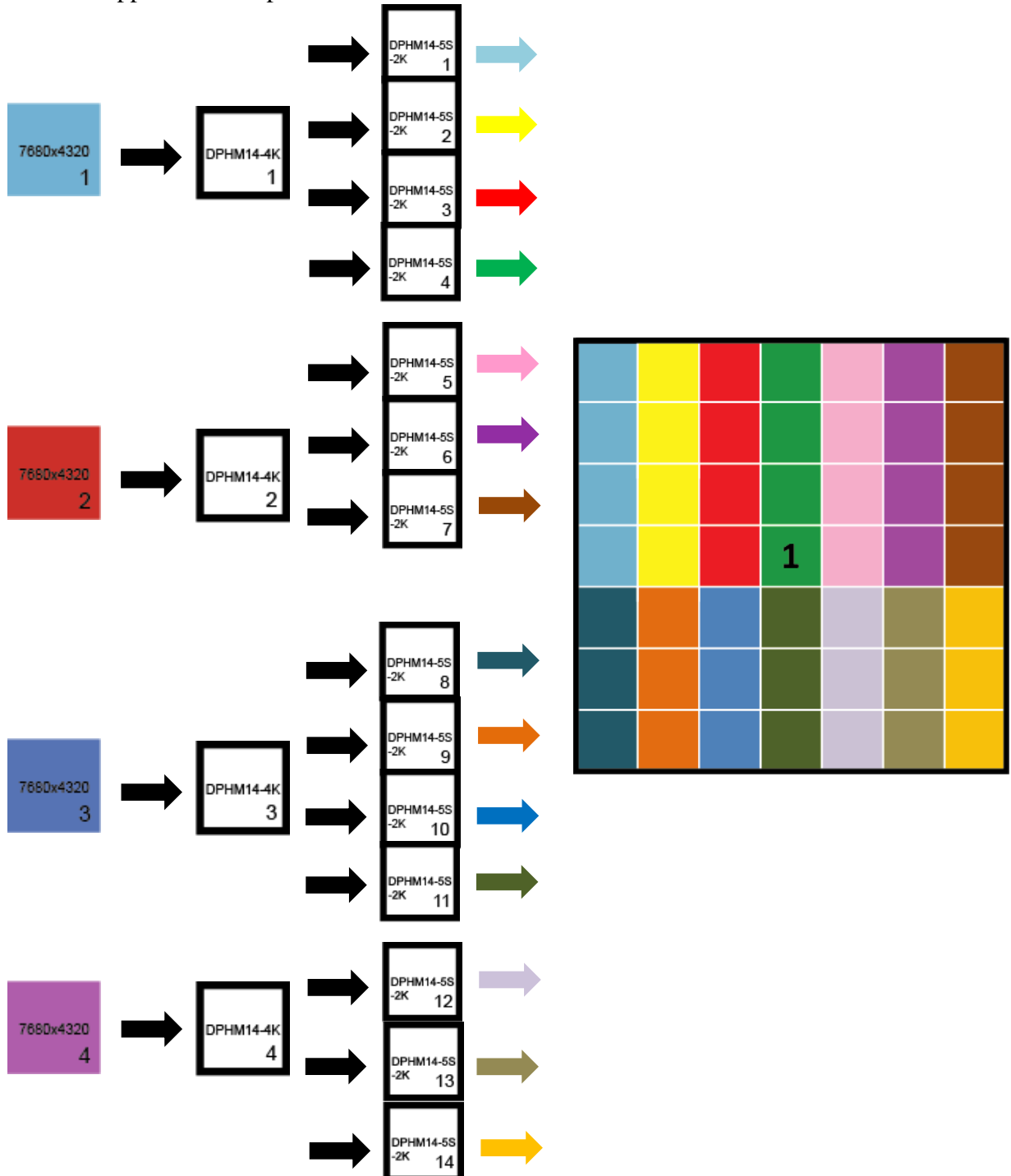
- 2x [DPHM_VW_16K](#) units; and
- 4x 5760x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 42x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 11520X8640
- Turn on [Pixel Overlay](#) to make 11520x7560 (NV Quadro Card)
- Support Landscape & Portrait



7x7 configuration

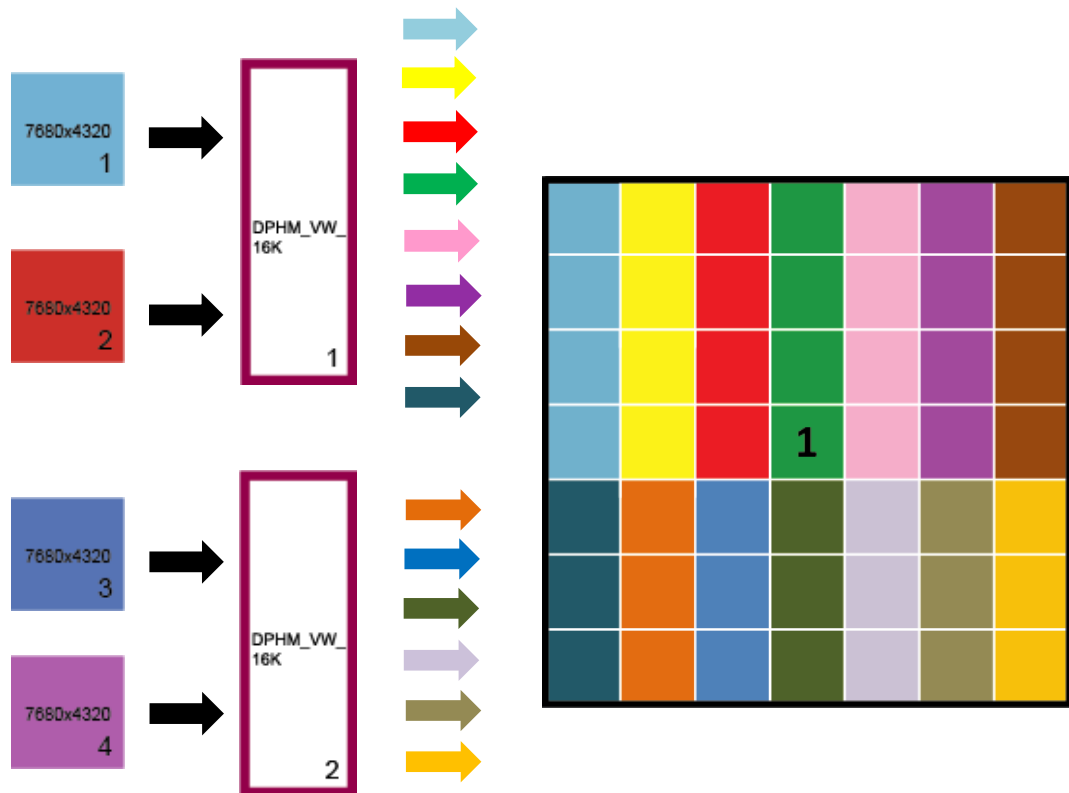
For a (7x7 2K) configuration, possible setups include: #1

- 4x [DPHM14_4K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 14x [DPHM14-5S_2K](#) units; and
- 14x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X8640
- Turn on [Pixel Overlay](#) to make 13440x7560 (NV Quadro Card)
- Support Landscape & Portrial



For a (7x7 2K) configuration, possible setups include: #2

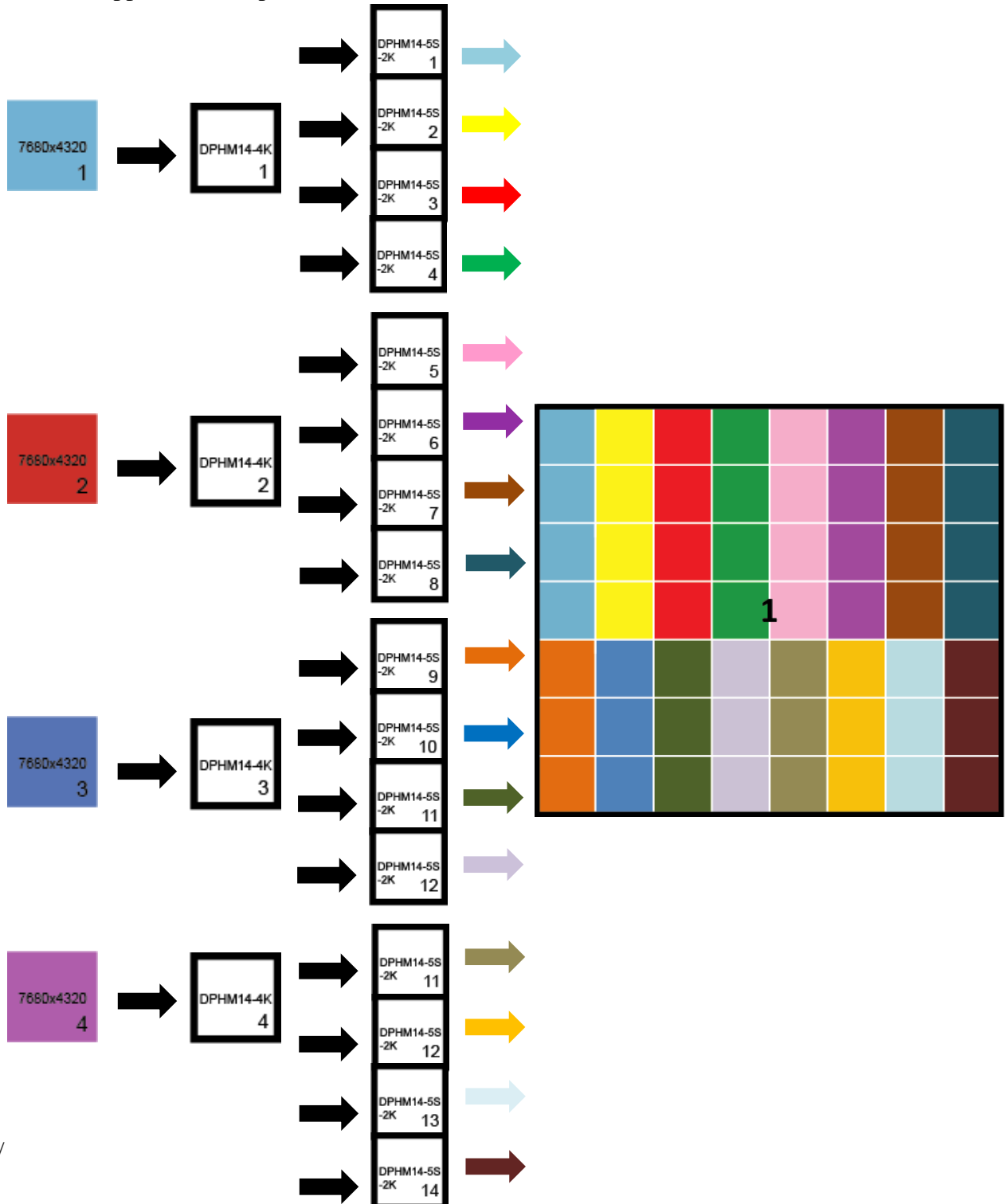
- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 49x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 15360X8640
- Turn on [Pixel Overlay](#) to make 13440x7560 (NV Quadro Card)
- Support Landscape & Portrait



8x7 configuration

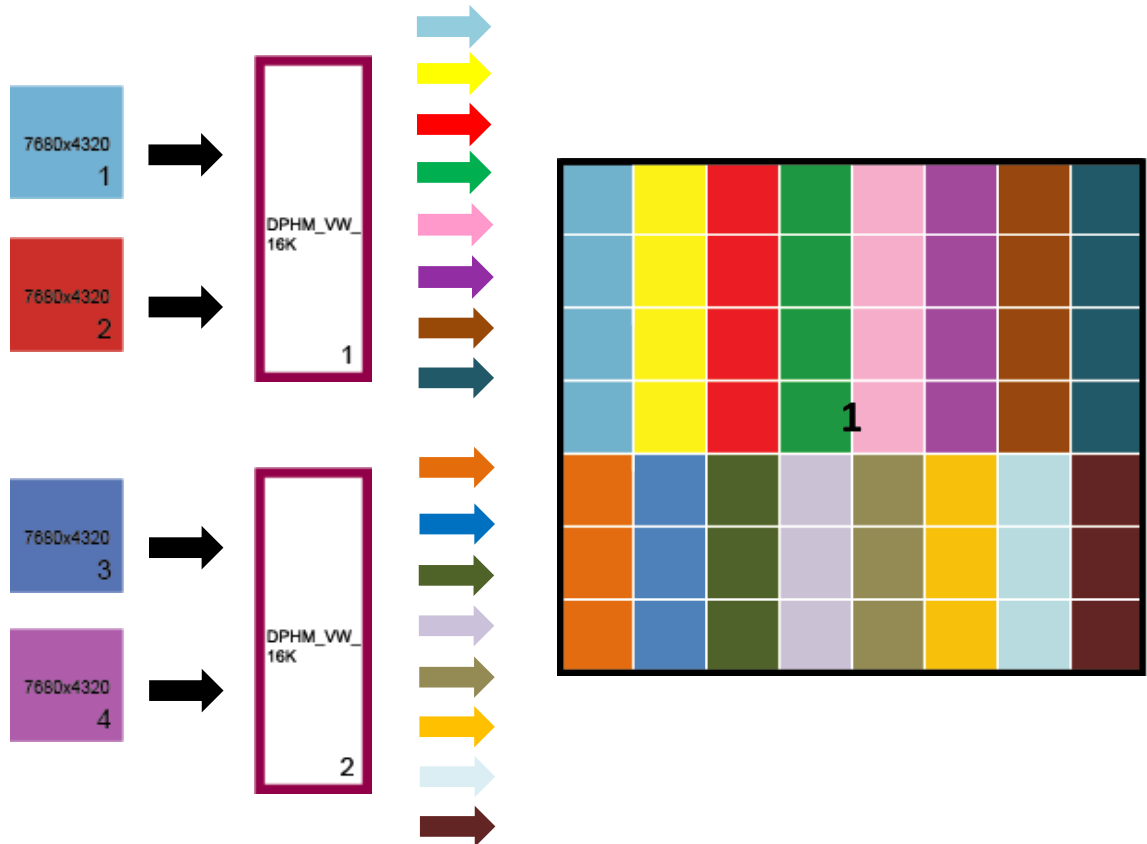
For a (8x7 2K) configuration, possible setups include: #1

- 4x [DPHM14_4K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 16x [DPHM14-5S_2K](#) units; and
- 16x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X8640
- Turn on [Pixel Overlay](#) to make 15360x7560 (NV Quadro Card)
- Support Landscape & Portrial



For a (8x7 2K) configuration, possible setups include: #2

- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 56x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 15360X8640
- Turn on [Pixel Overlay](#) to make 15360x7560 (NV Quadro Card)
- Support Landscape & Portrait

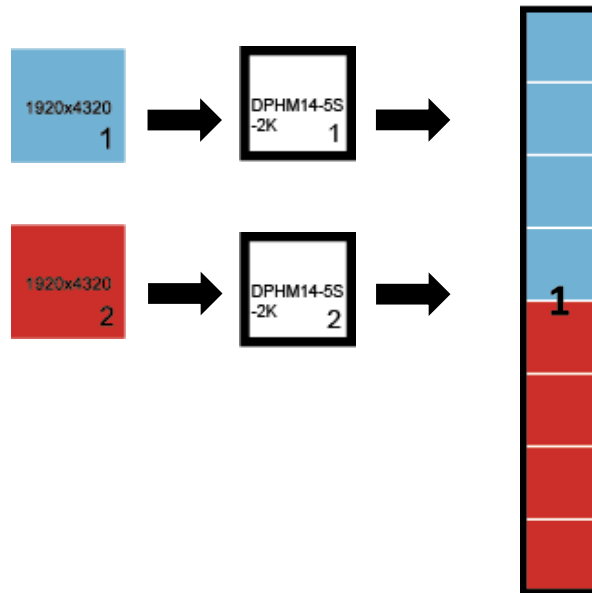


X8 Configuration

1x8 configuration

For a (1x8 2K) configuration, possible setups include:

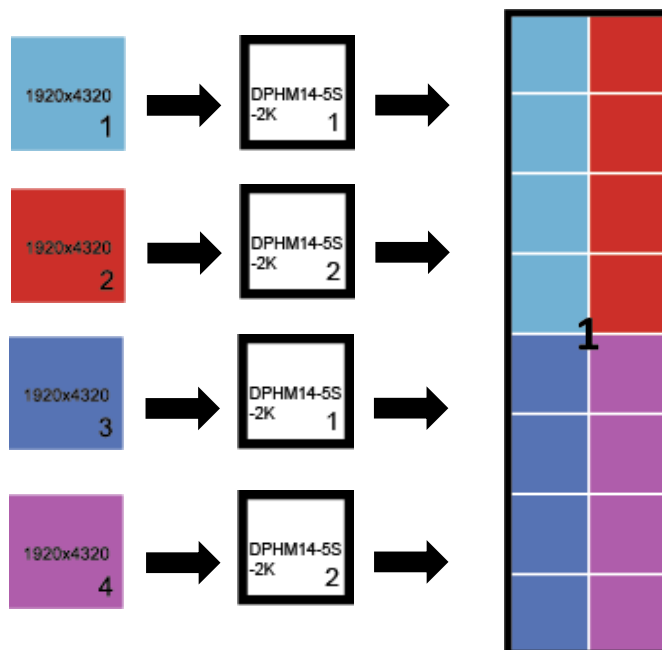
- 2x [DPHM14-5S-2K](#) units; and
- 2x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 1920X8640
- Support Landscape & Portrait



2x8 configuration

For a (2x8 2K) configuration, possible setups include:

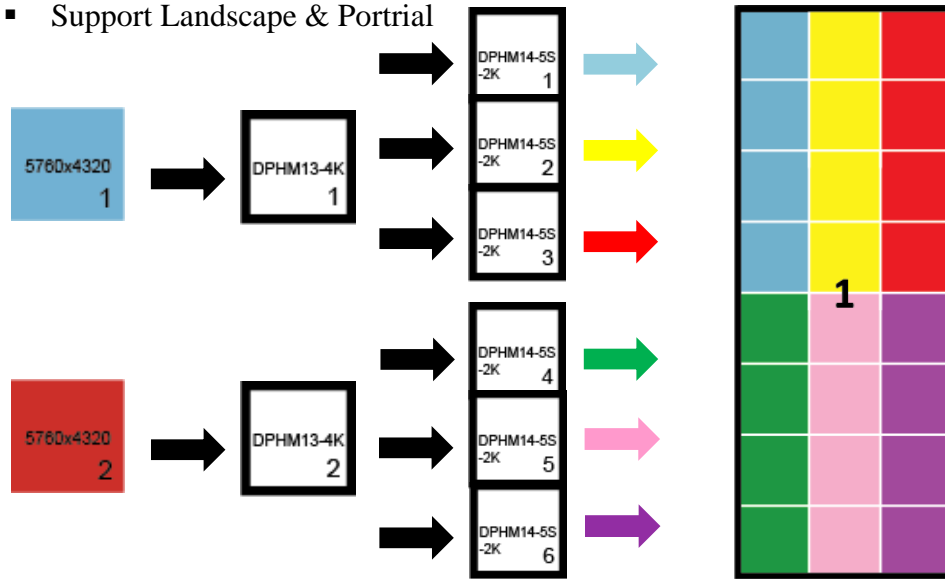
- 4x [DPHM14-5S-2K](#) units; and
- 4x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840X8640
- Support Landscape & Portrait



3x8 configuration

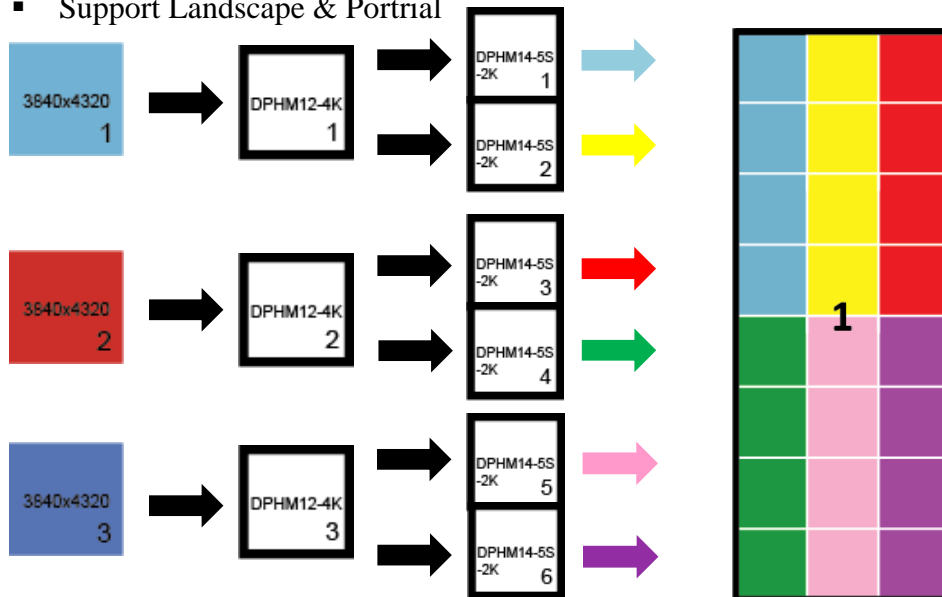
For a (3x8 2K) configuration, possible setups include: #1

- 2x [DPHM13_4K](#) units; and
- 2x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X8640
- Support Landscape & Portrial



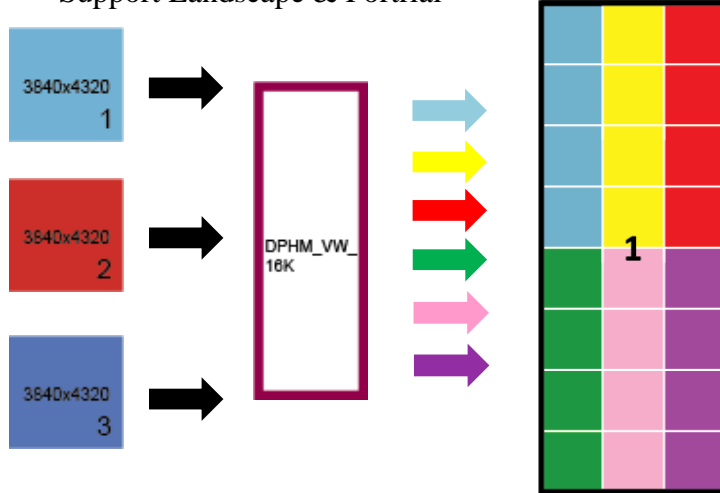
For a (3x8 2K) configuration, possible setups include: #2

- 3x [DPHM12_4K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X8640
- Support Landscape & Portrial



For a (3x8 2K) configuration, possible setups include: #3

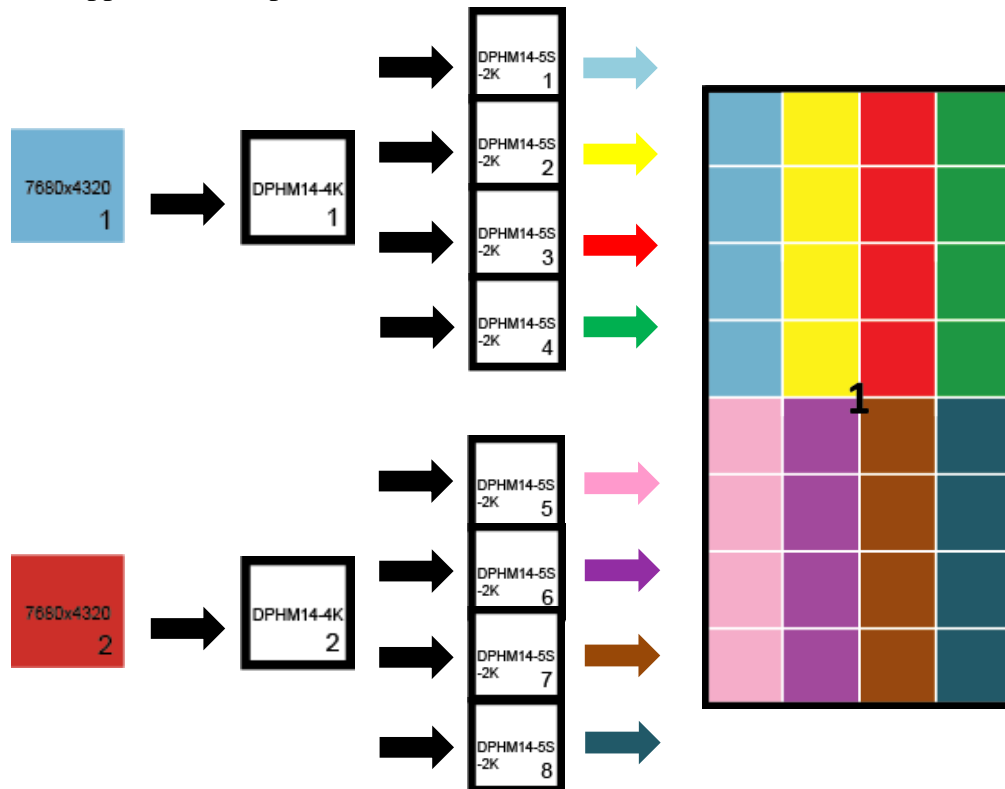
- 1x [DPHM_VW_16K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 24x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X8640
- Support Landscape & Portrial



4x8 configuration

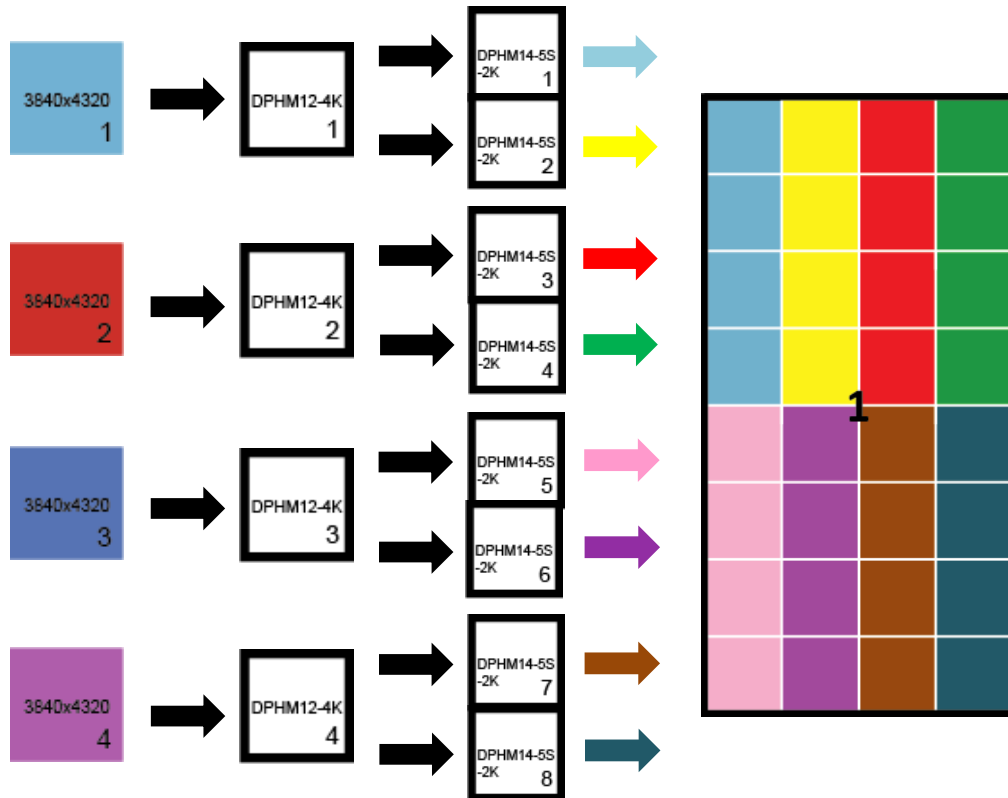
For a (4x8 2K) configuration, possible setups include: #1

- 2x [DPHM14_4K](#) units; and
- 2x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X8640
- Support Landscape & Portrial



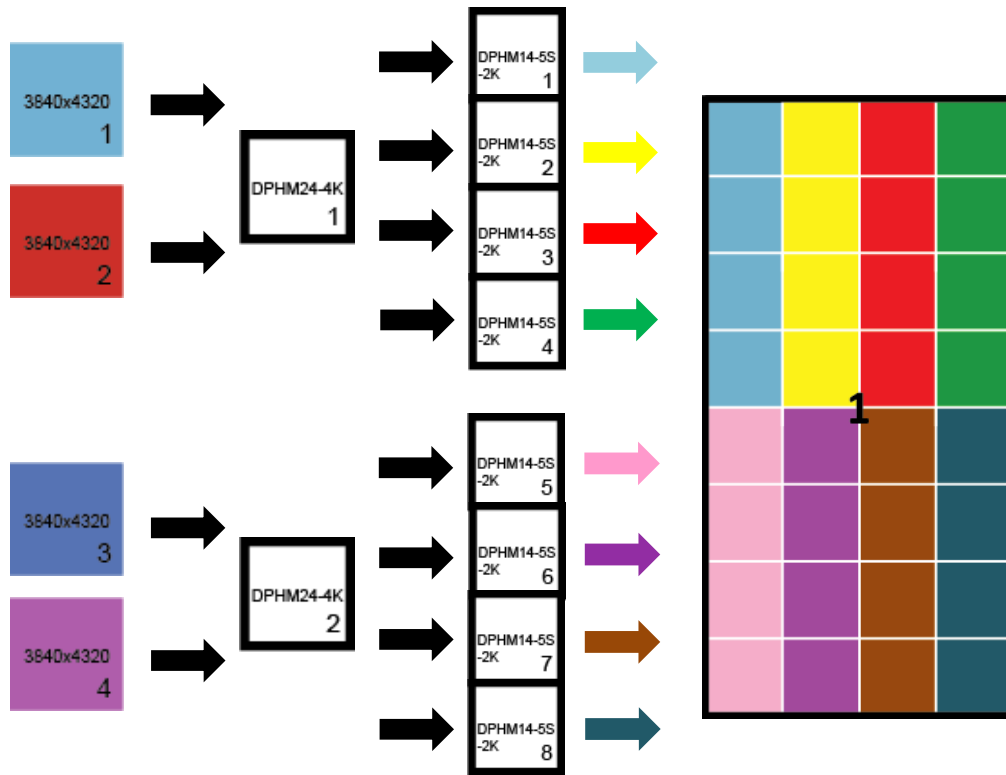
For a (4x8 2K) configuration, possible setups include: #2

- 4x [DPHM12_4K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X8640
- Support Landscape & Portrial



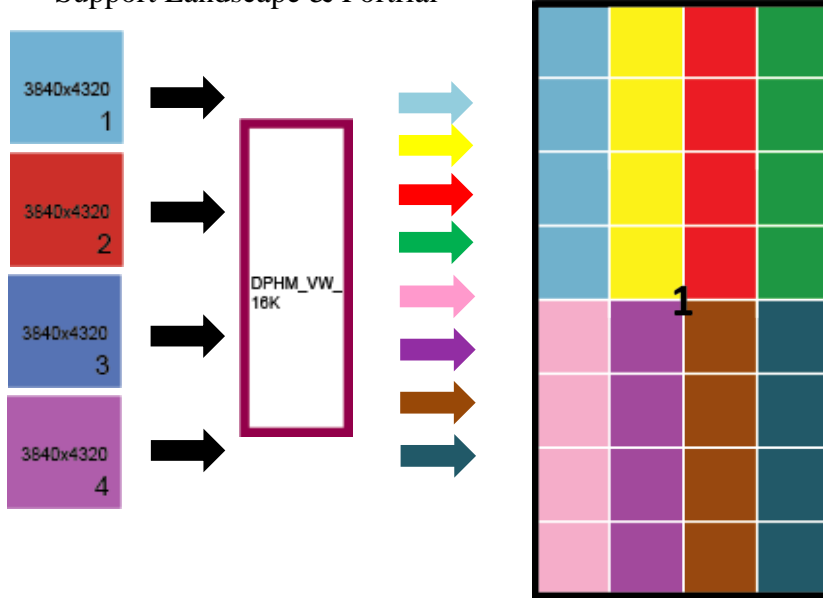
For a (4x8 2K) configuration, possible setups include: #3

- 2x [DPHM24_4K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM24_4K units)
- 8x [DPHM14-5S_2K](#) units; and
- 8x 1920x4320 outputs from the DPHM24_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X8640
- Support Landscape & Portrial



For a (4x8 2K) configuration, possible setups include: #4

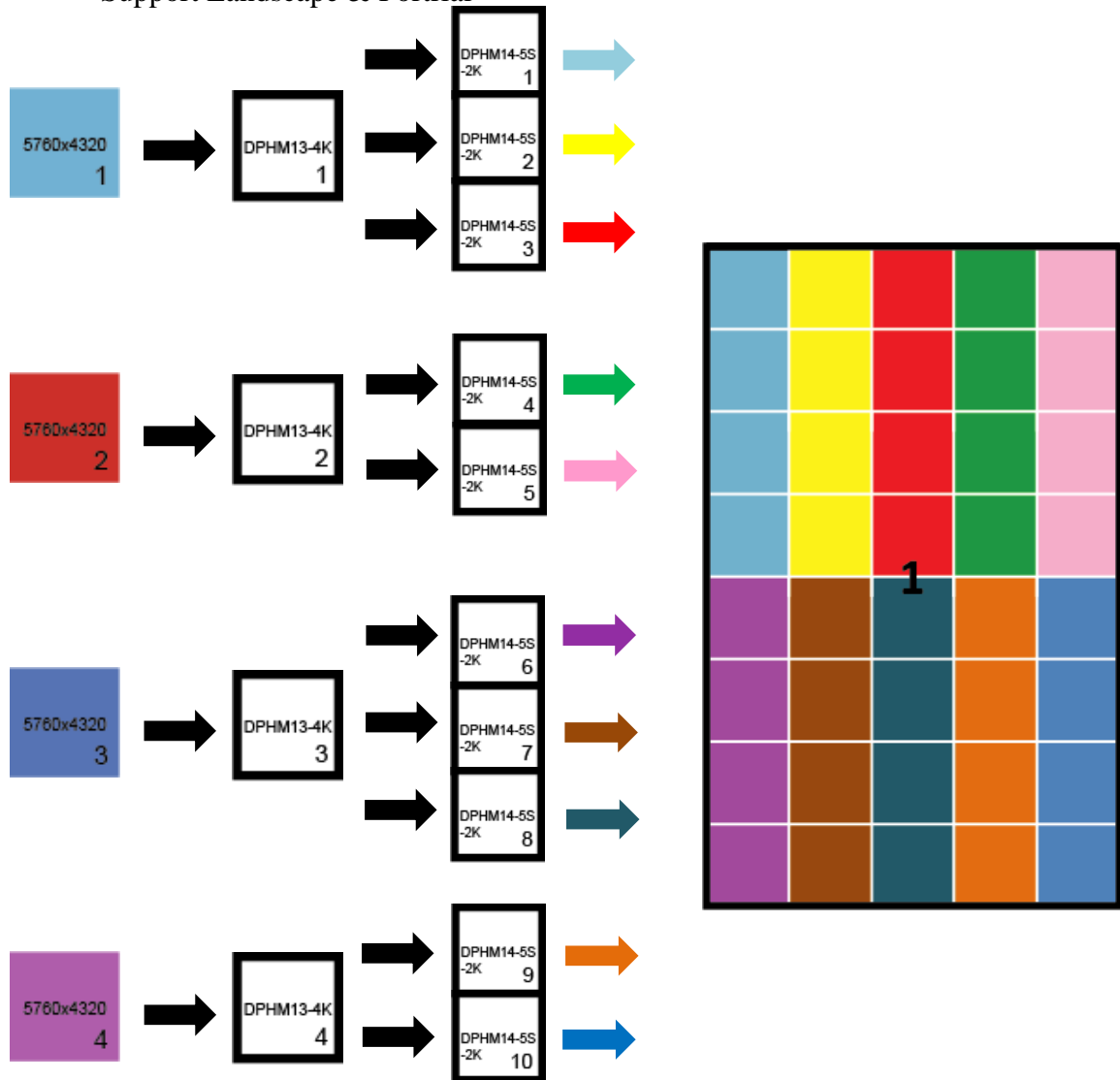
- 1x [DPHM_VW_16K](#) units; and
- 4x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 32x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X8640
- Support Landscape & Portrait



5x8 configuration

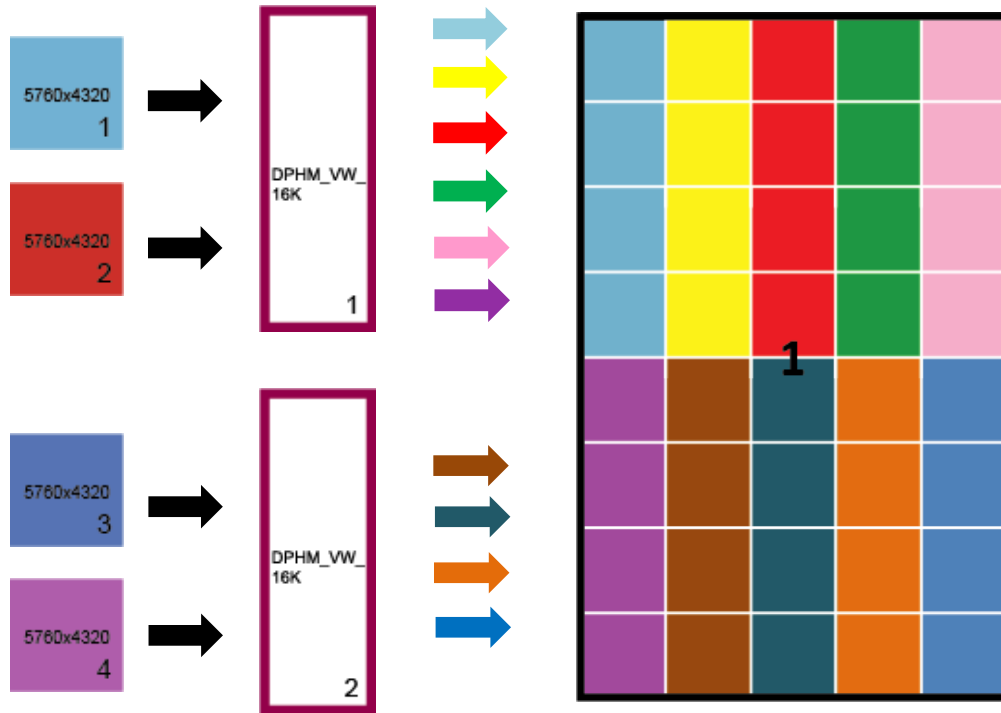
For a (5x8 2K) configuration, possible setups include: #1

- 4x [DPHM13_4K](#) units; and
- 4x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 10x [DPHM14-5S_2K](#) units; and
- 10x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 11520X8640
- Turn on [Pixel Overlay](#) to make 9600x7560 (NV Quadro Card)
- Support Landscape & Portrial



For a (5x8 2K) configuration, possible setups include: #2

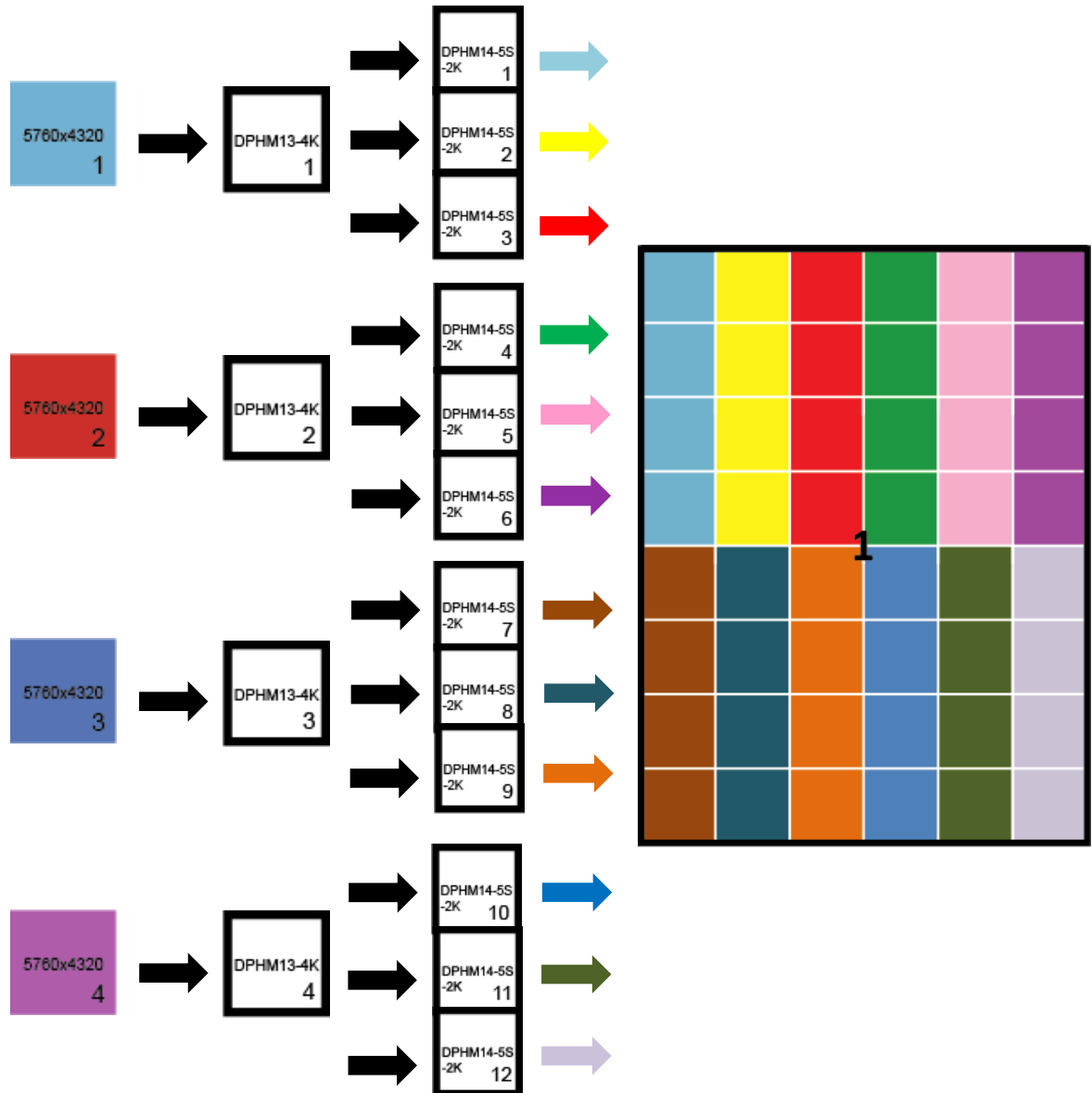
- 2x [DPHM_VW_16K](#) units; and
- 4x 5760x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 40x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 11520X8640
- Turn on [Pixel Overlay](#) to make 9600x7560 (NV Quadro Card)
- Support Landscape & Portrait



6x8 configuration

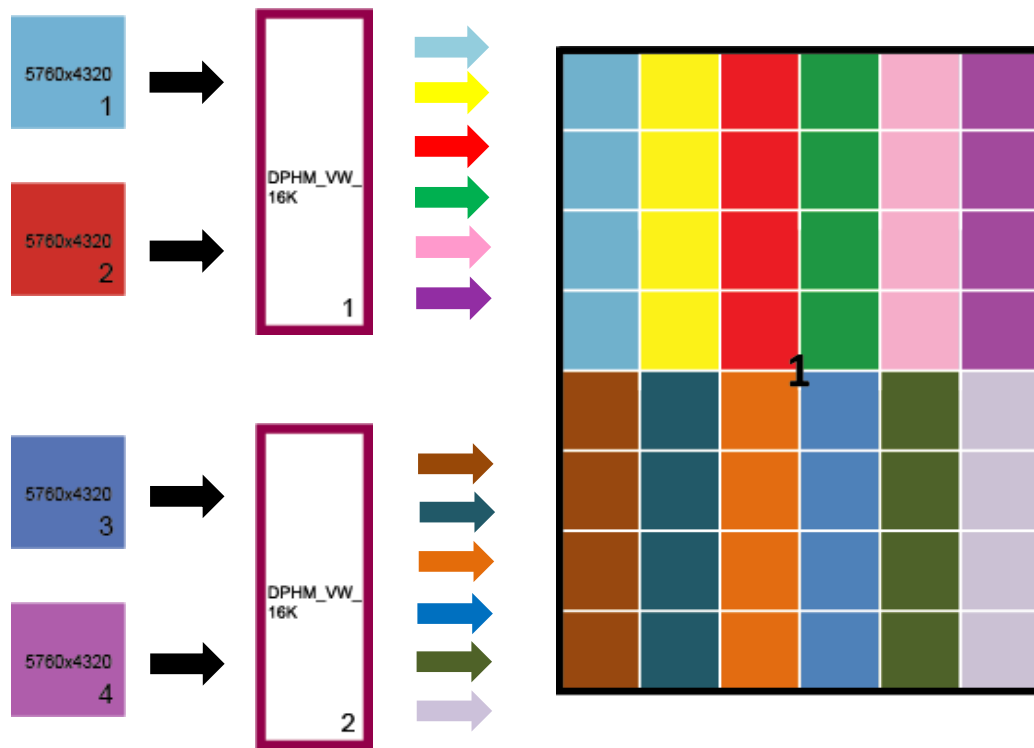
For a (6x8 2K) configuration, possible setups include: #1

- 4x [DPHM13_4K](#) units; and
- 4x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 12x [DPHM14-5S_2K](#) units; and
- 12x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X8640
- Support Landscape & Portrial



For a (6x8 2K) configuration, possible setups include: #2

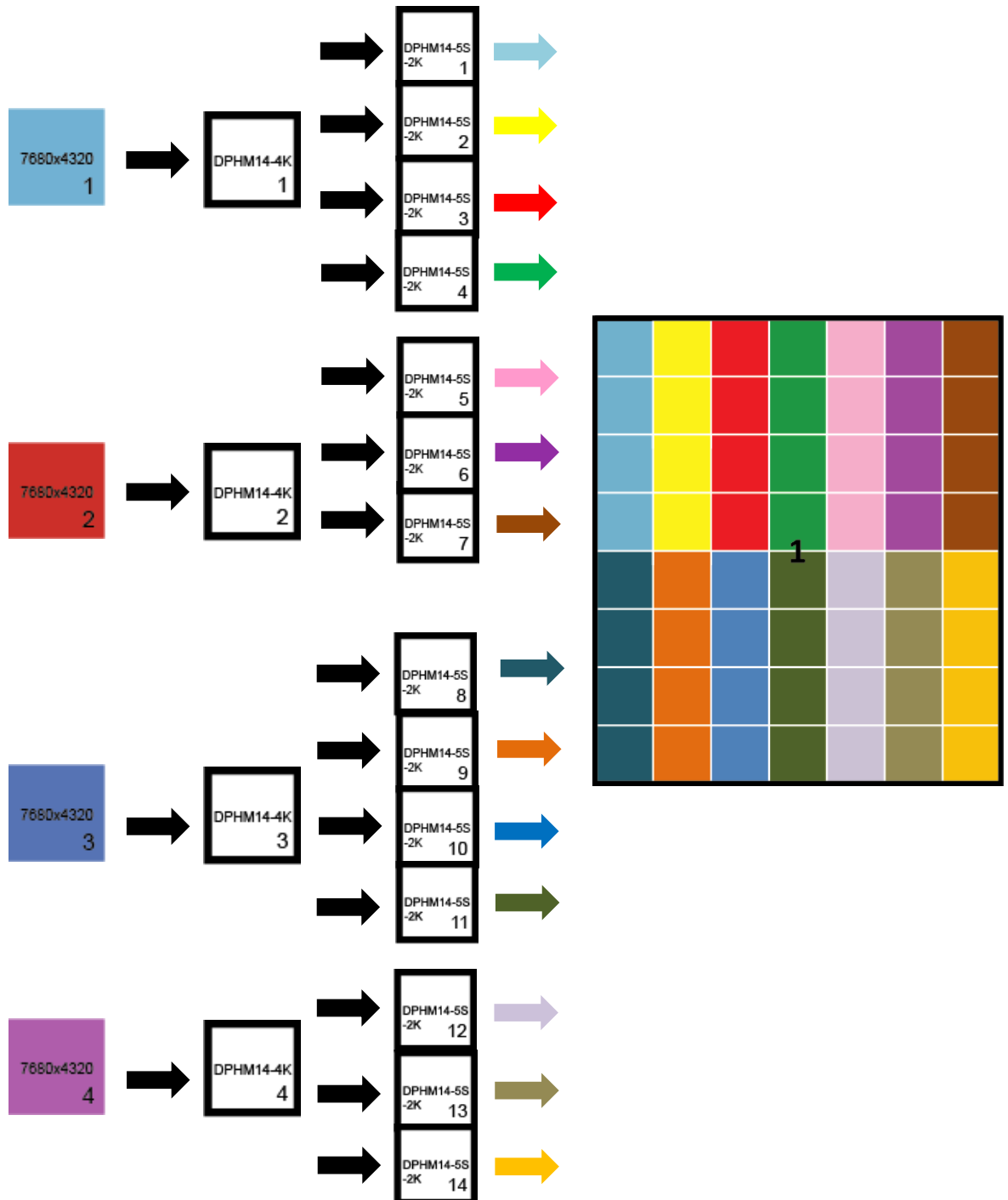
- 2x [DPHM_VW_16K](#) units; and
- 4x 5760x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 48x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 11520X8640
- Support Landscape & Portrial



7x8 configuration

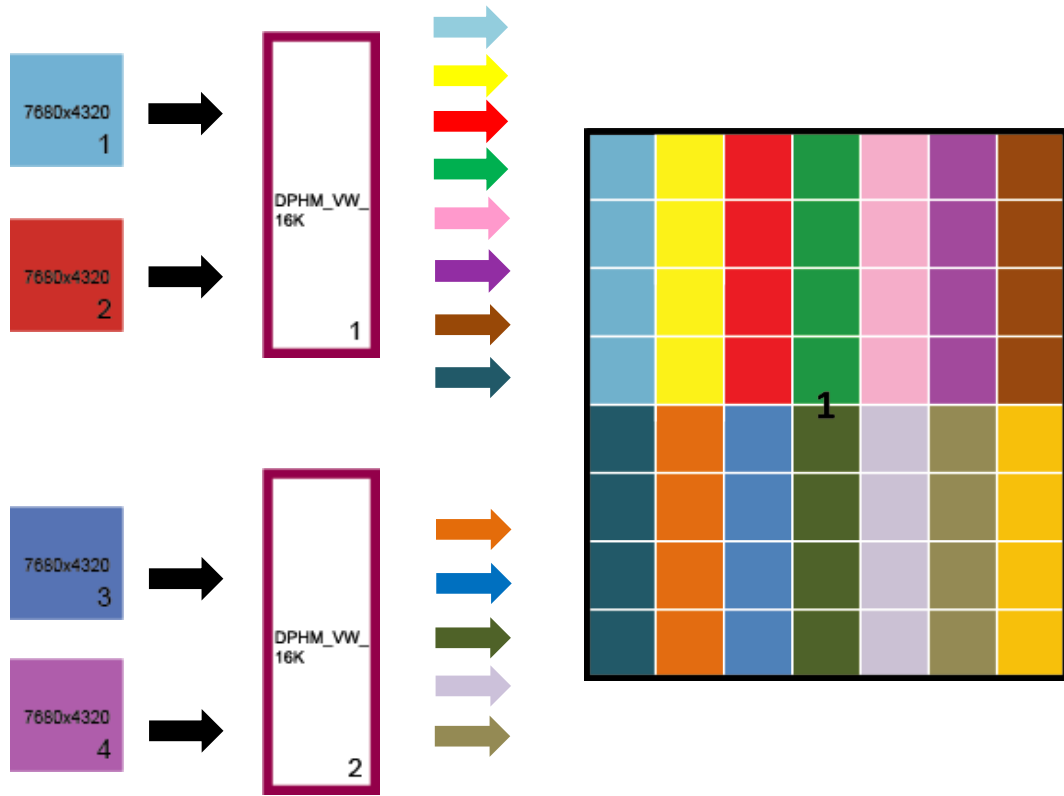
For a (7x8 2K) configuration, possible setups include: #1

- 4x [DPHM14_4K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 14x [DPHM14-5S 2K](#) units; and
- 14x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 15360X8640
- Turn on [Pixel Overlay](#) to make 13440x7560 (NV Quadro Card)
- Support Landscape & Portrial



For a (7x8 2K) configuration, possible setups include: #2

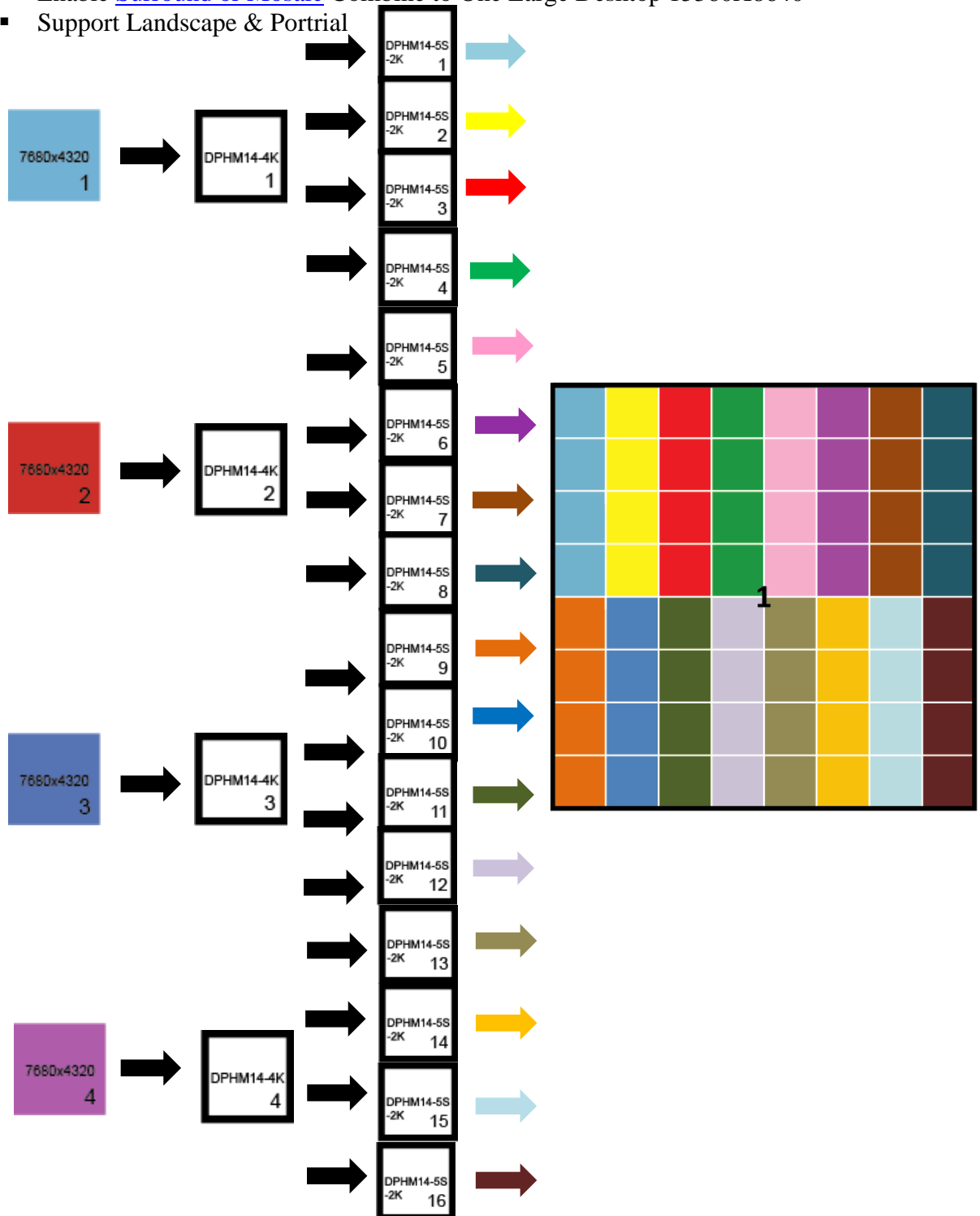
- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 56x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 15360X8640
- Turn on [Pixel Overlay](#) to make 13440x7560 (NV Quadro Card)
- Support Landscape & Portrait



8x8 configuration

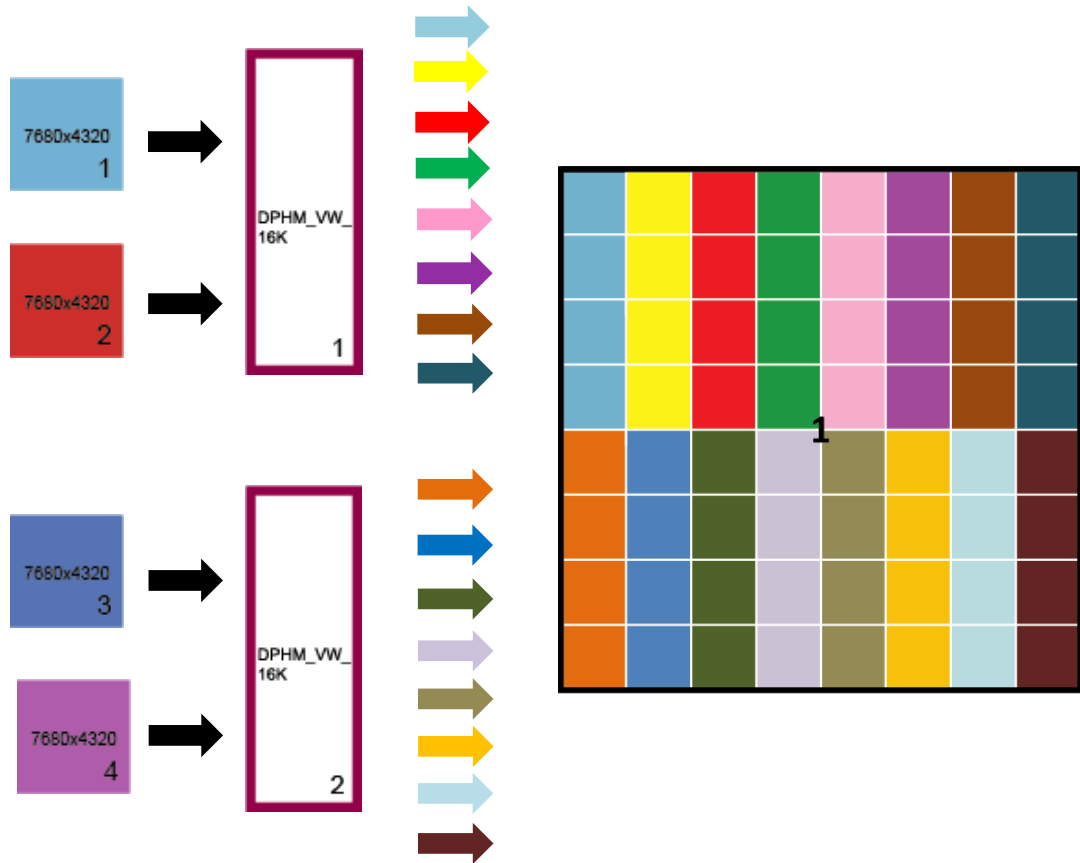
For a (8x8 2K) configuration, possible setups include: #1

- 4x [DPHM14_4K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 16x [DPHM14-5S 2K](#) units; and
- 16x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X8640
- Support Landscape & Portrial



For a (8x8 2K) configuration, possible setups include: #2

- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 64x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 15360X8640
- Support Landscape & Portrait

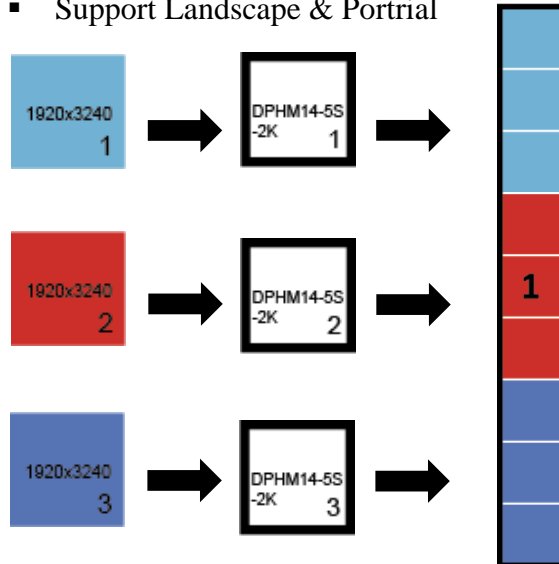


X9 Configuration

1x9 configuration

For a (1x9 2K) configuration, possible setups include:

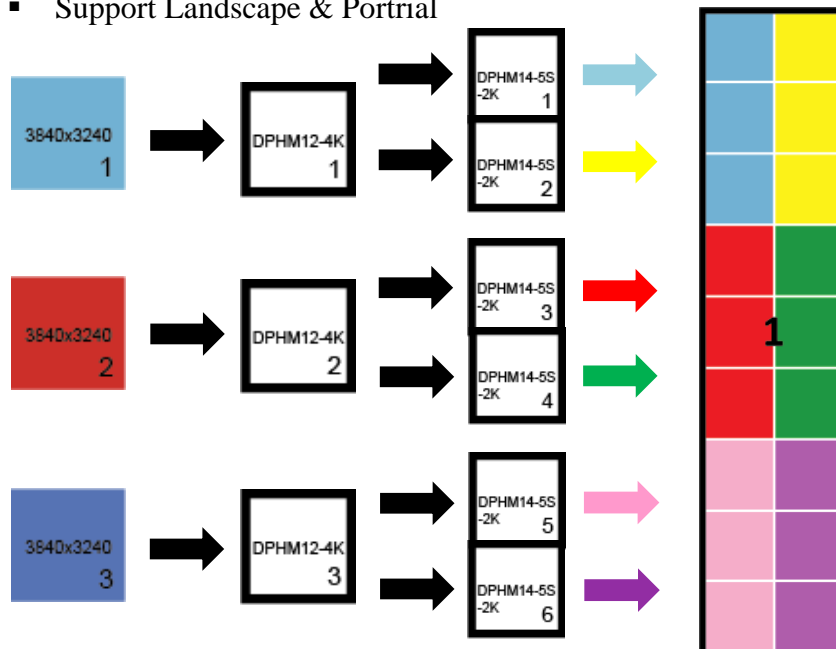
- 3x [DPHM14-5S 2K](#) units; and
- 3x 1920x3240 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 1920X9720
- Support Landscape & Portrial



2x9 configuration

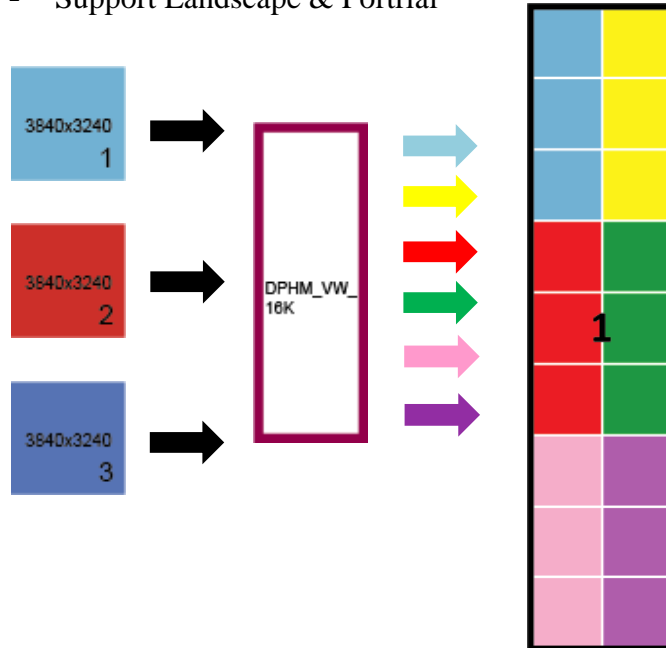
For a (2x9 2K) configuration, possible setups include: #1

- 3x [DPHM12_4K](#) units; and
- 3x 3840x3240 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S 2K](#) units; and
- 6x 1920x3240 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840X9720
- Support Landscape & Portrial



For a 2x9 2K configuration, possible setups include: #3

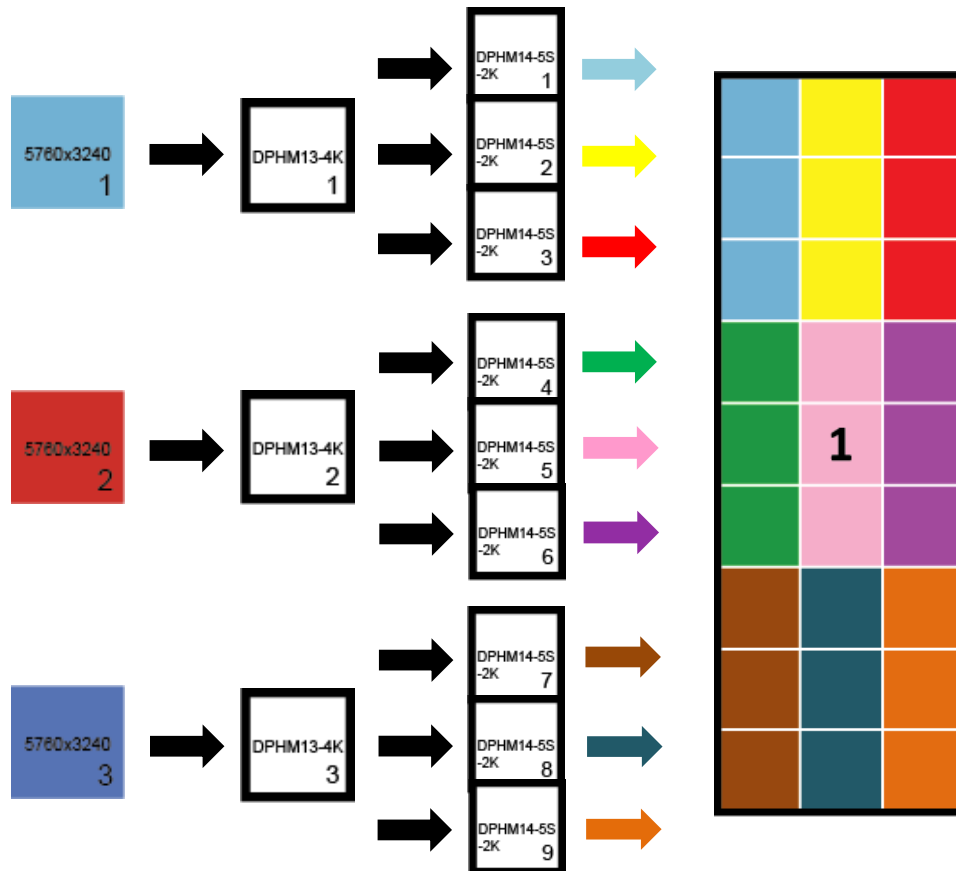
- 1x [DPHM_VW_16K](#) units; and
- 3x 3840x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 18x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840X9720
- Support Landscape & Portrial



3x9 configuration

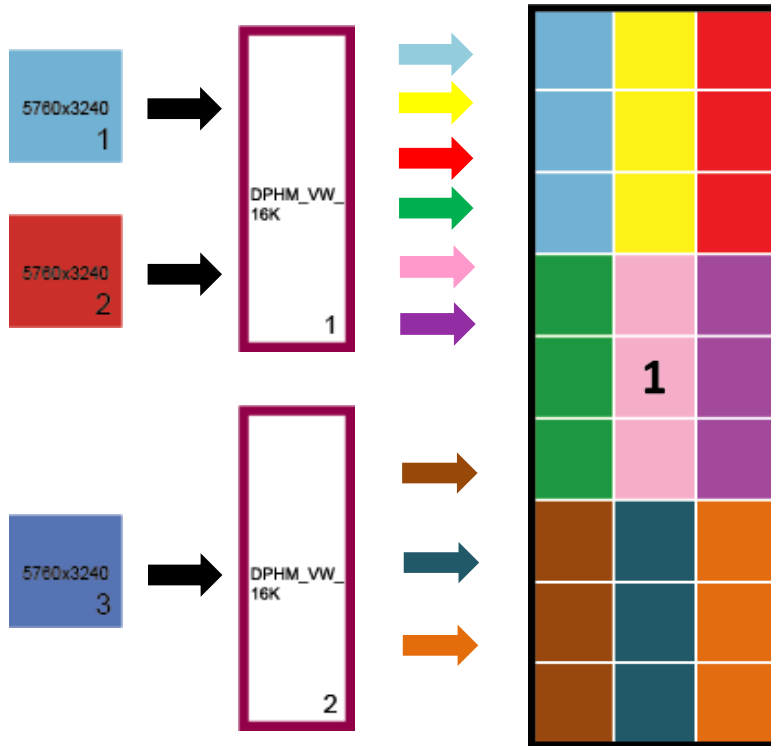
For a (3x9 2K) configuration, possible setups include: #1

- 3x [DPHM13_4K](#) units; and
- 3x 5760x3240 outputs from the GPU (as inputs to the DPHM13_4K units)
- 9x [DPHM14-5S_2K](#) units; and
- 9x 1920x3240 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X9720
- Support Landscape & Portrait



For a (3x9 2K) configuration, possible setups include: #2

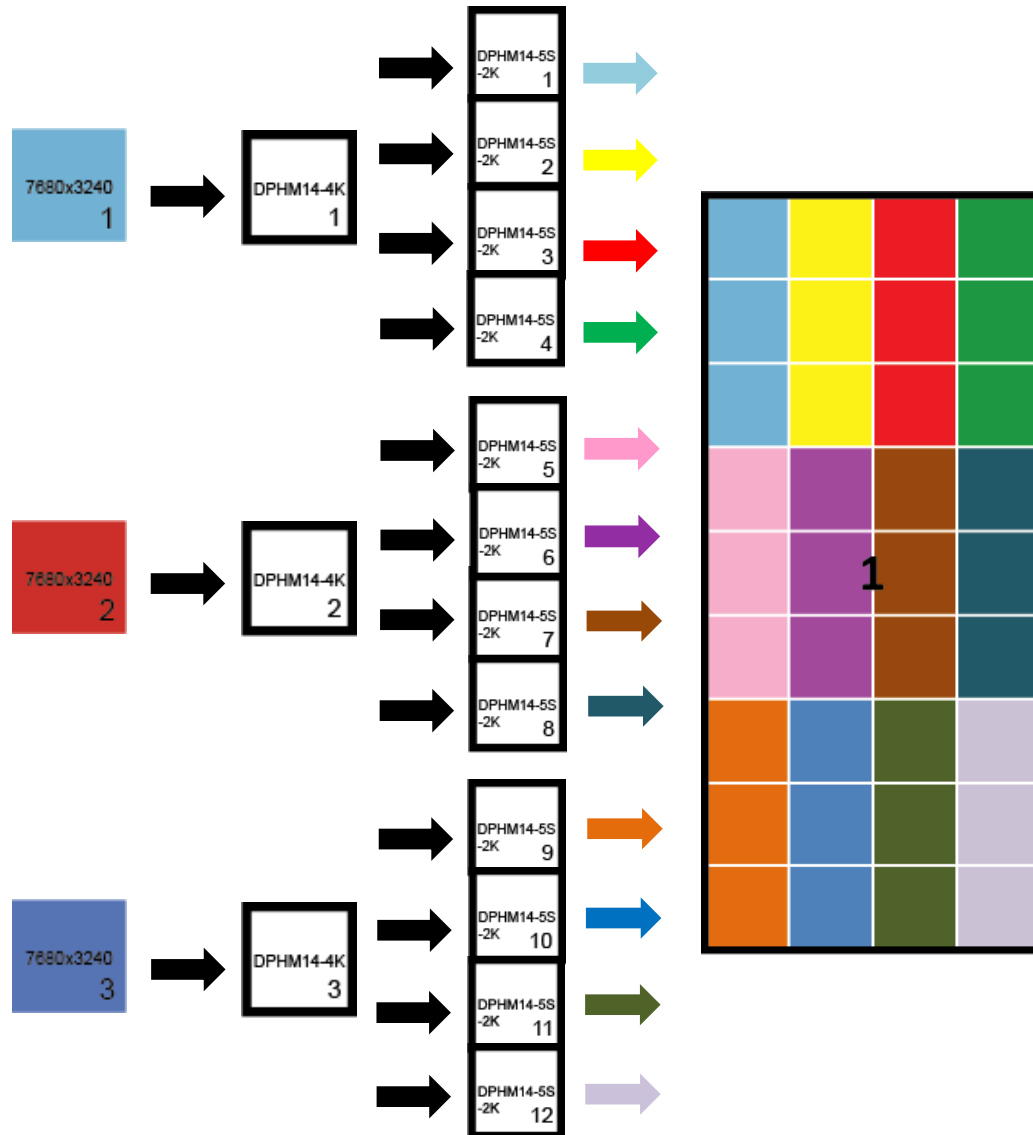
- 2x [DPHM_VW_16K](#) units; and
- 3x 5760x3240 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 27x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X9720
- Support Landscape & Portrait



4x9 configuration

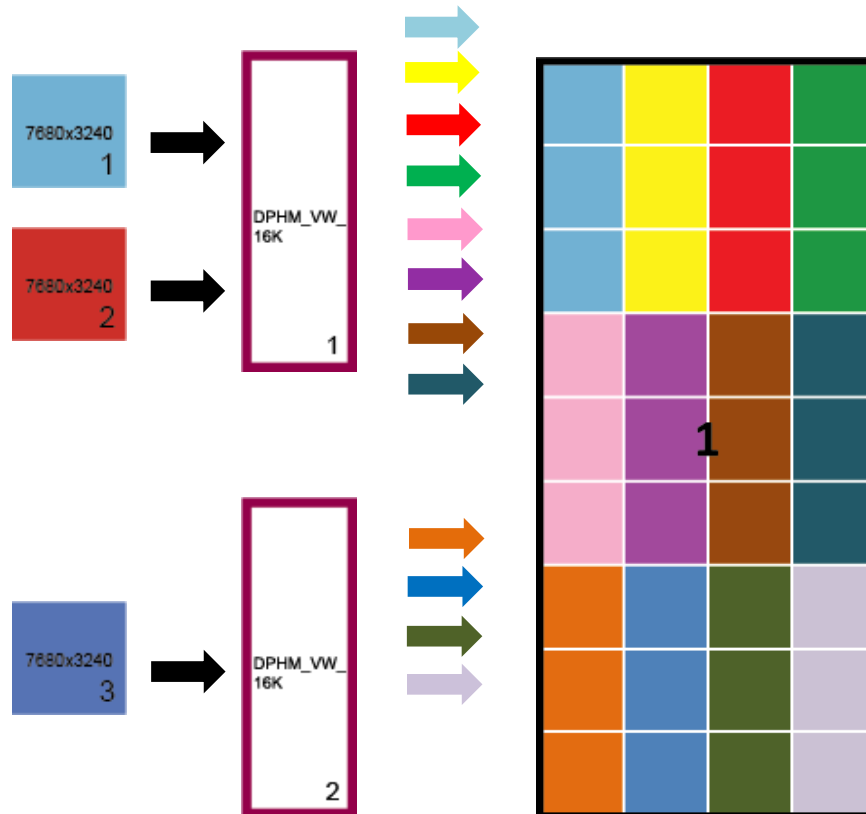
For a (4x9 2K) configuration, possible setups include: #1

- 3x [DPHM14_4K](#) units; and
- 3x 7680x3240 outputs from the GPU (as inputs to the DPHM14_4K units)
- 12x [DPHM14-5S_2K](#) units; and
- 12x 1920x3240 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X9720
- Support Landscape & Portrial



For a (4x9 2K) configuration, possible setups include: #2

- 2x [DPHM_VW_16K](#) units; and
- 3x 7680x3240 outputs from the GPU (as inputs to the DPHMVW_16K units)
- 36x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X9720
- Support Landscape & Portrial



5x9 configuration

For a 5x9 2K configuration, possible setups include:

- TBD

6x9 configuration

For a 6x9 configuration, possible setups include:

- TBD

7x9 configuration

For a 7x9 configuration, possible setups include:

- TBD

8x9 configuration

For a 8x9 configuration, possible setups include:

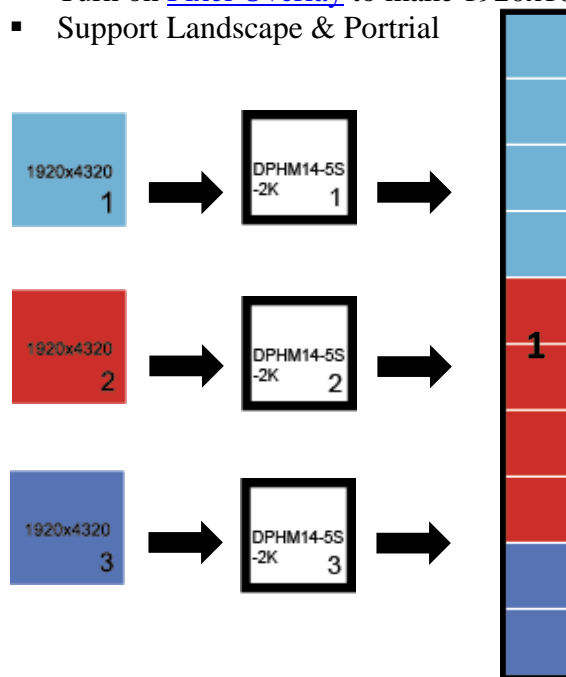
- TBD

X10 Configuration

1x10 configuration

For a (1x10 2K) configuration, possible setups include:

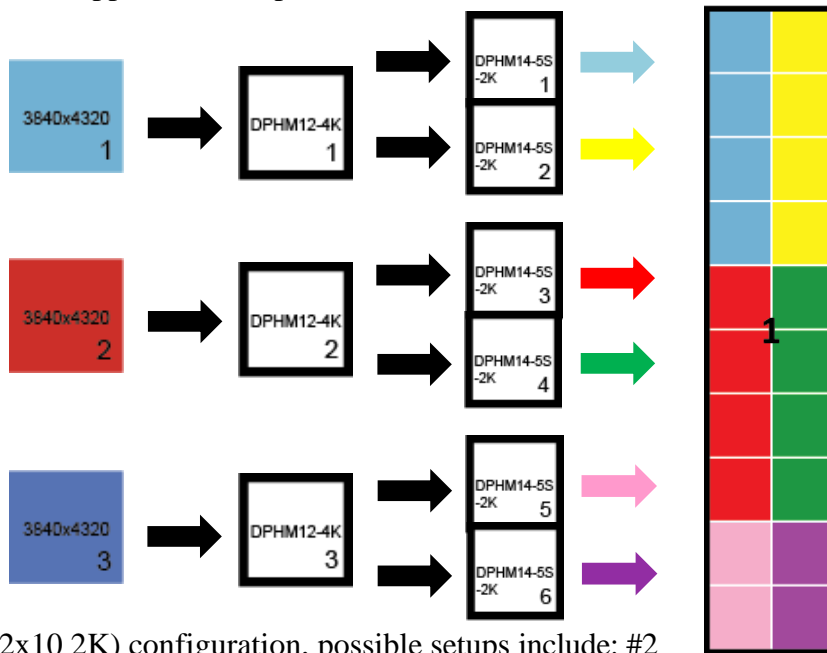
- 3x [DPHM14-5S_2K](#) units; and
- 3x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 1920X12960
- Turn on [Pixel Overlay](#) to make 1920x10800 (NV Quadro Card)
- Support Landscape & Portrial



2x10 configuration

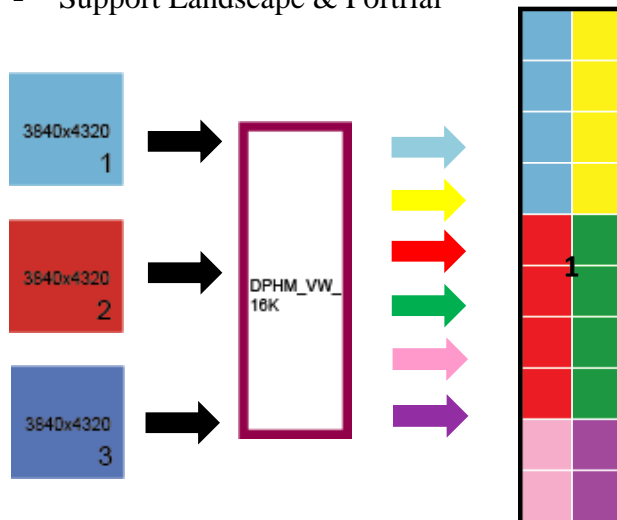
For a (2x10 2K) configuration, possible setups include: #1

- 3x [DPHM12_4K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S_2K](#) units
- 6x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 3840X12960
- Turn on [Pixel Overlay](#) to make 3840X10800 (NV Quadro Card)
- Support Landscape & Portrial



For a (2x10 2K) configuration, possible setups include: #2

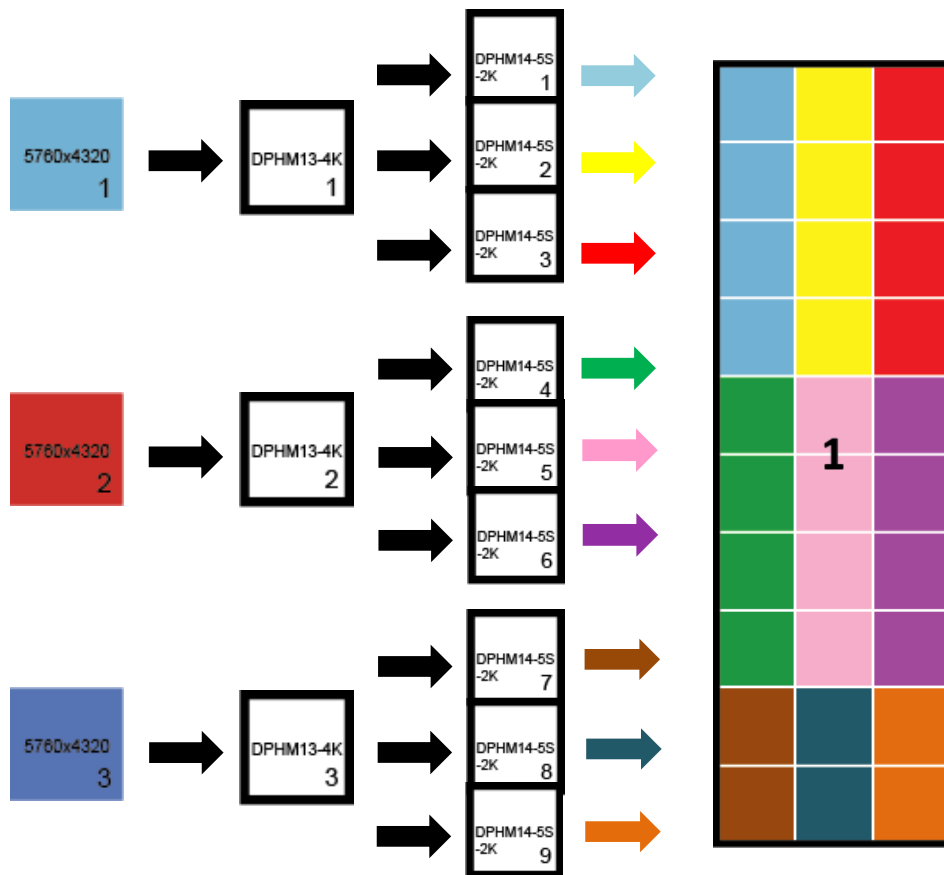
- 1x [DPHM_VW_16K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 20x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 3840X12960
- Turn on [Pixel Overlay](#) to make 3840X10800 (NV Quadro Card)
- Support Landscape & Portrial



3x10 configuration

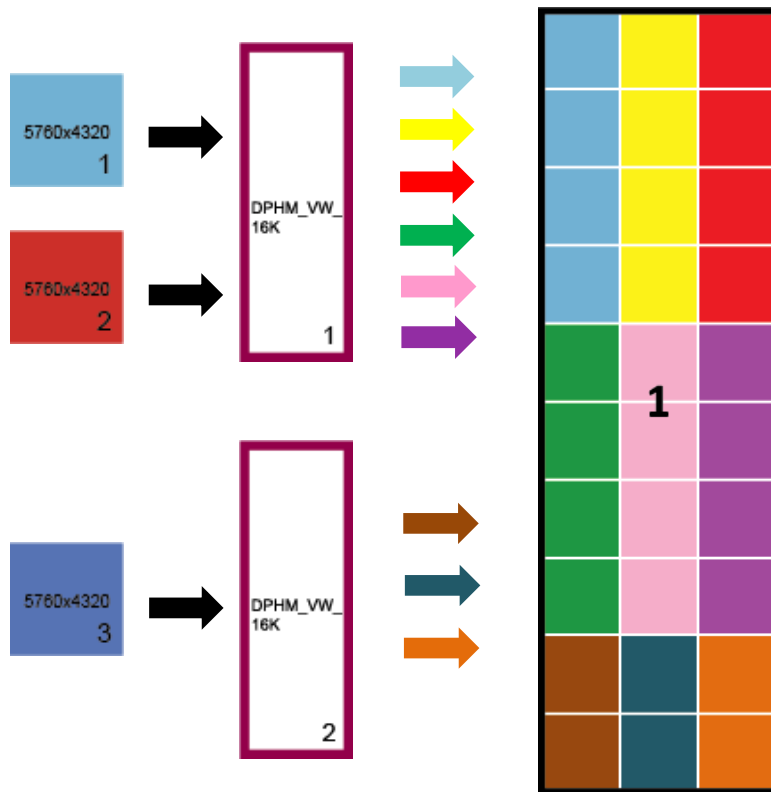
For a (3x10 2K) configuration, possible setups include: #1

- 3x [DPHM13_4K](#) units; and
- 3x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 9x [DPHM14-5S_2K](#) units; and
- 9x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 5760X12960
- Turn on [Pixel Overlay](#) to make 5760X10800 (NV Quadro Card)
- Support Landscape & Portrial



For a (3x10 2K) configuration, possible setups include: #2

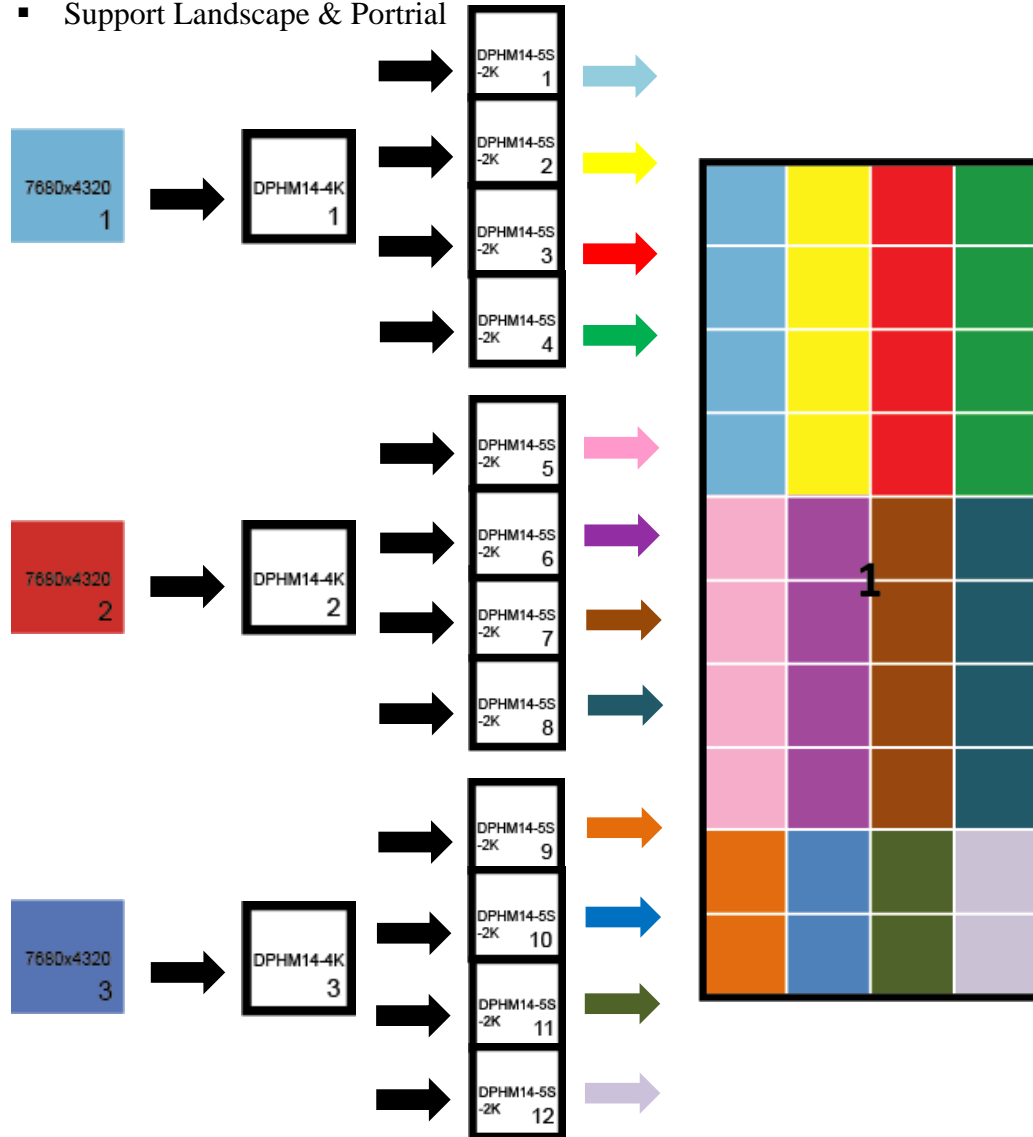
- 2x [DPHM_VW_16K](#) units; and
- 3x 5760x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 30x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 5760X12960
- Turn on [Pixel Overlay](#) to make 5760X10800 (NV Quadro Card)
- Support Landscape & Portrait



4x10 configuration

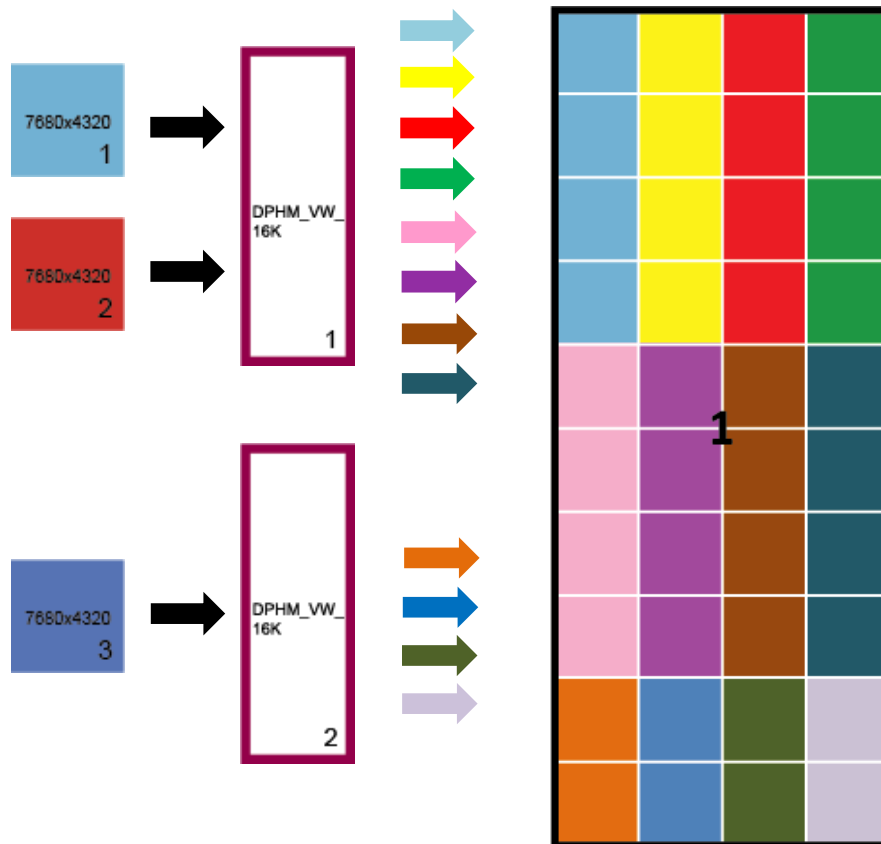
For a (4x10 2K) configuration, possible setups include: #1

- 3x [DPHM14_4K](#) units; and
- 3x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 12x [DPHM14-5S 2K](#) units; and
- 12x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 7680X12960
- Turn on [Pixel Overlay](#) to make 7680X10800 (NV Quadro Card)
- Support Landscape & Portrial



For a (4x10 2K) configuration, possible setups include: #2

- 2x [DPHM_VW_16K](#) units; and
- 3x 7680x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 40x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 7680X12960
- Turn on [Pixel Overlay](#) to make 7680X10800 (NV Quadro Card)
- Support Landscape & Portrait



5x10 configuration

For a 5x10 2K configuration, possible setups include:

- TBD

6x10 configuration

For a 6x10 2K configuration, possible setups include:

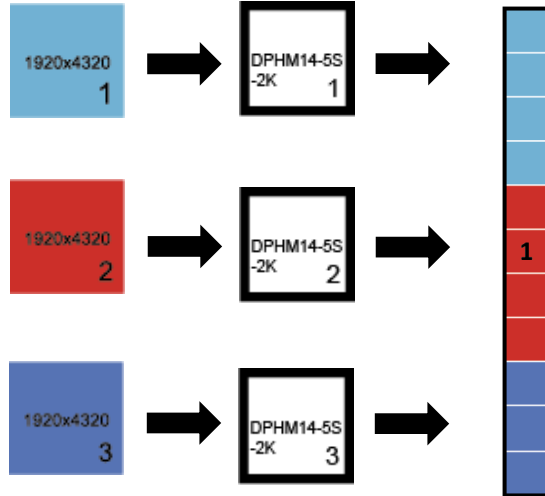
- TBD

X11 Configuration

1x11 configuration

For a (1x11 2K) configuration, possible setups include:

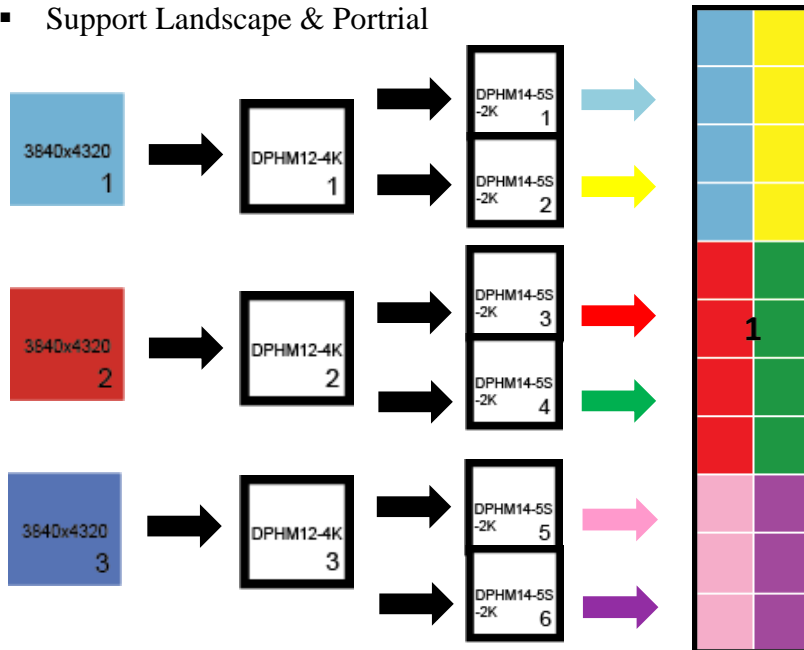
- 3x [DPHM14-5S_2K](#) units; and
- 3x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 1920X12960
- Turn on [Pixel Overlay](#) to make 1920x11880 (NV Quadro Card)
- Support Landscape & Portrial



2x11 configuration

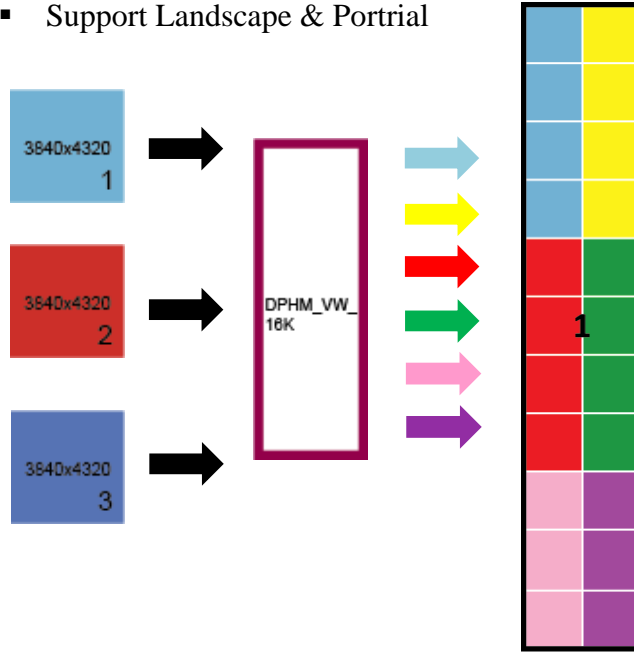
For a (2x11 2K) configuration, possible setups include: #1

- 3x [DPHM12_4K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S_2K](#) units; and
- 6x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 3840X12960
- Turn on [Pixel Overlay](#) to make 3840X11880 (NV Quadro Card)
- Support Landscape & Portrial



For a (2x11 2K) configuration, possible setups include: #2

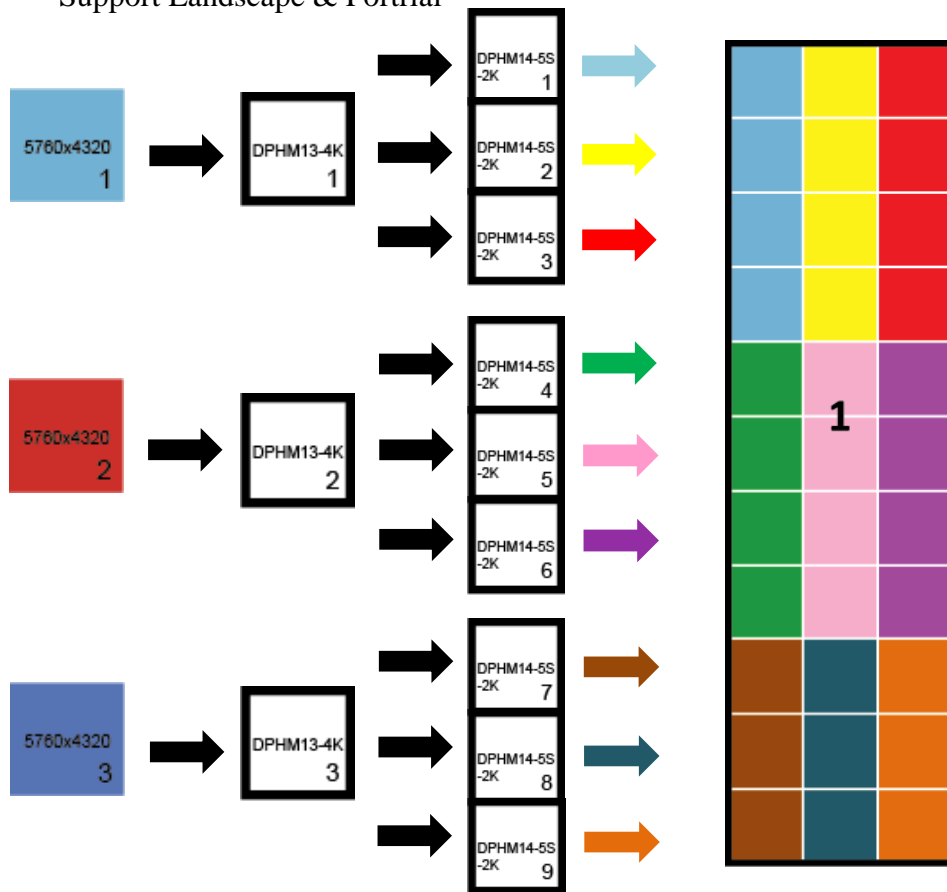
- 1x [DPHM_VW_16K](#) units; and-
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 22x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 3840X12960
- Turn on [Pixel Overlay](#) to make 3840X11880 (NV Quadro Card)
- Support Landscape & Portrial



3x11 configuration

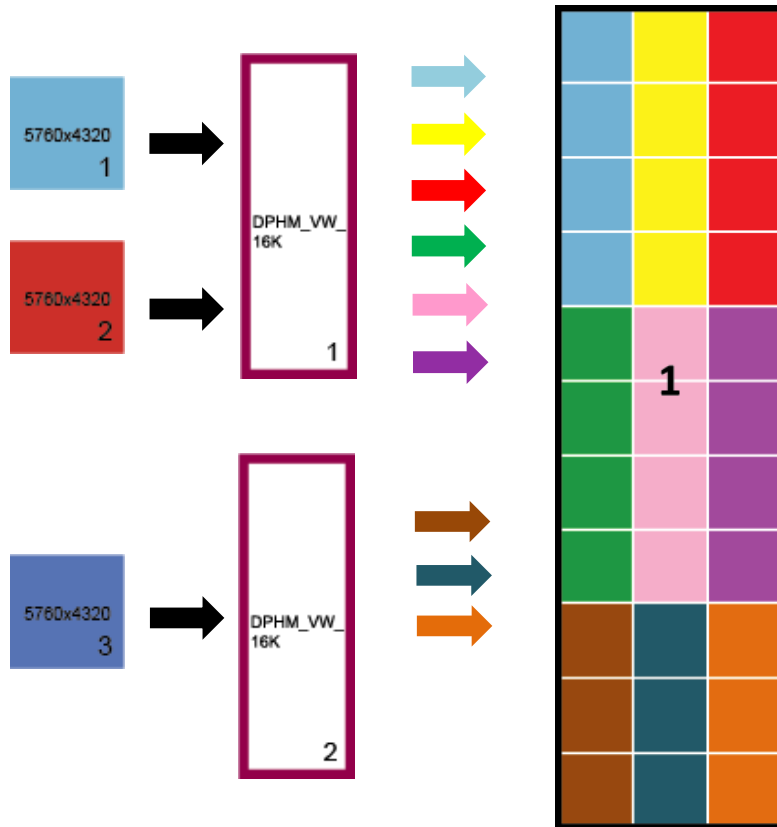
For a (3x11 2K) configuration, possible setups include: #1

- 3x [DPHM13_4K](#) units; and
- 3x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 9x [DPHM14-5S_2K](#) units; and
- 9x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 5760X12960
- Turn on [Pixel Overlay](#) to make 5760X11880 (NV Quadro Card)
- Support Landscape & Portrait



For a (3x11 2K) configuration, possible setups include: #2

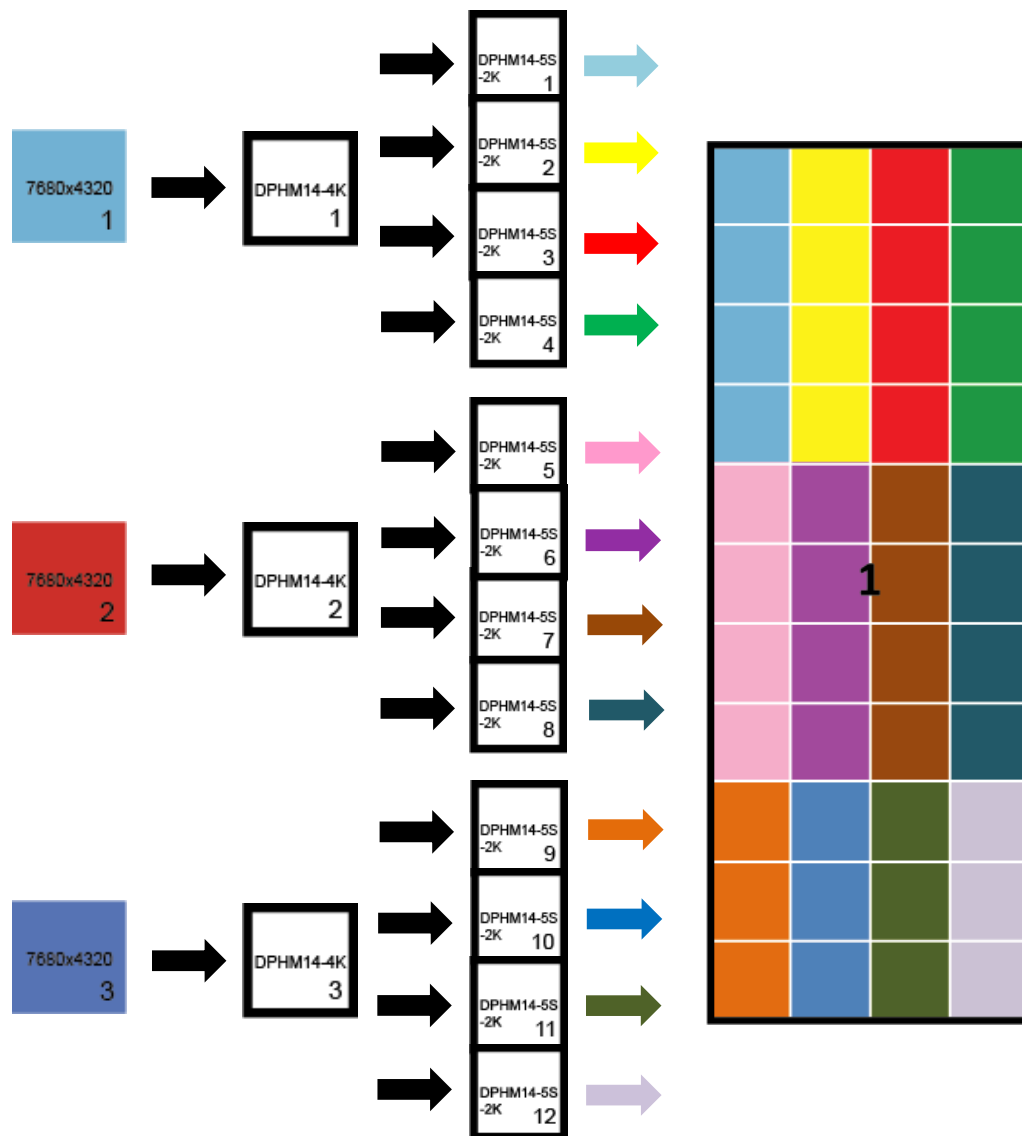
- 2x [DPHM_VW_16K](#) units; and
- 3x 5760x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 33x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X12960
- Turn on Pixel Overlay to make 5760X11880 (NV Quadro Card)
- Support Landscape & Portrait



4x11 configuration

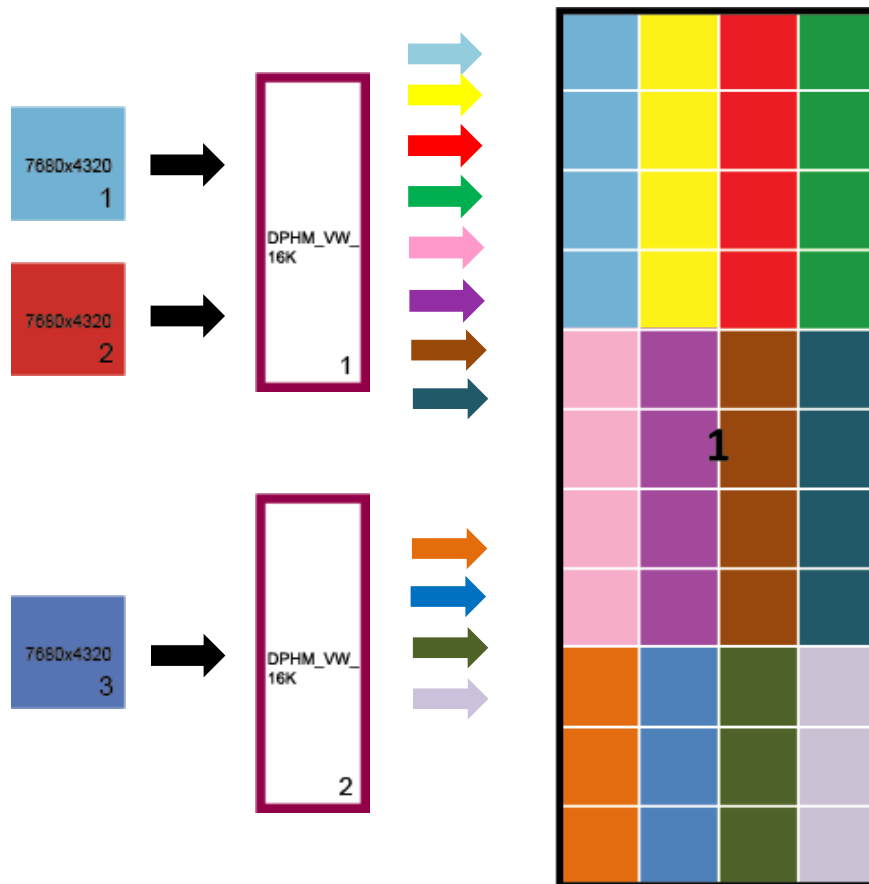
For a (4x11 2K) configuration, possible setups include: #1

- 3x [DPHM14_4K](#) units; and
- 3x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 12x [DPHM14-5S 2K](#) units; and
- 12x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Mosaic](#) Combine to One Large Desktop 7680x12960
- Turn on [Pixel Overlay](#) to make 7680x11880 (NV Quadro Card)
- Support Landscape & Portrait



For a (4x11 2K) configuration, possible setups include: #2

- 2x [DPHM_VW_16K](#) units; and
- 3x 7680x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 44x1920x1080 Output
- Enable [Mosaic](#) Combine to One Large Desktop 7680x12960
- Turn on [Pixel Overlay](#) to make 7680x11880 (NV Quadro Card)
- Support Landscape & Portrait



5x11 configuration

For a 5x11 configuration, possible setups include:

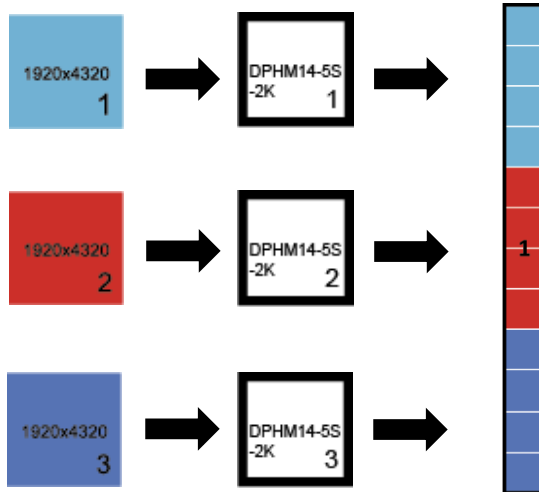
- TBD

X12 Configuration

1x12 configuration

For a (1x12 2K) configuration, possible setups include:

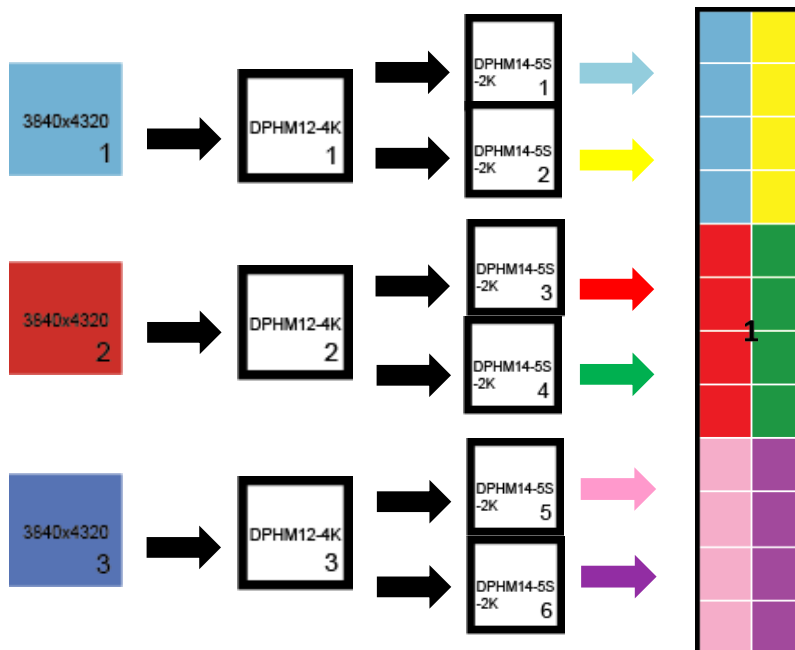
- 3x [DPHM14-5S 2K](#) units; and
- 3x 1920x4320 outputs from the GPU (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 1920X12960
- Support Landscape & Portrial



2x12 configuration

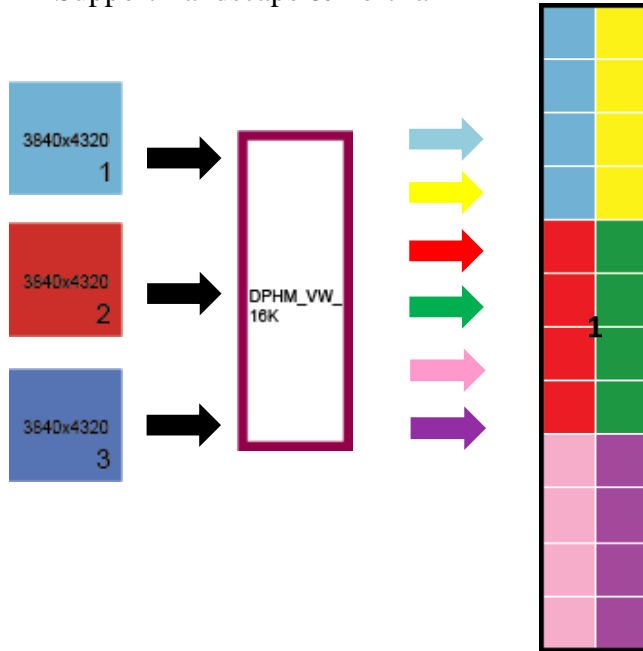
For a (2x12 2K) configuration, possible setups include: #1

- 3x [DPHM12 4K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM12_4K units)
- 6x [DPHM14-5S 2K](#) units; and
- 6x 1920x4320 outputs from the DPHM12_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840X12960
- Support Landscape & Portrial



For a (2x12 2K) configuration, possible setups include: #2

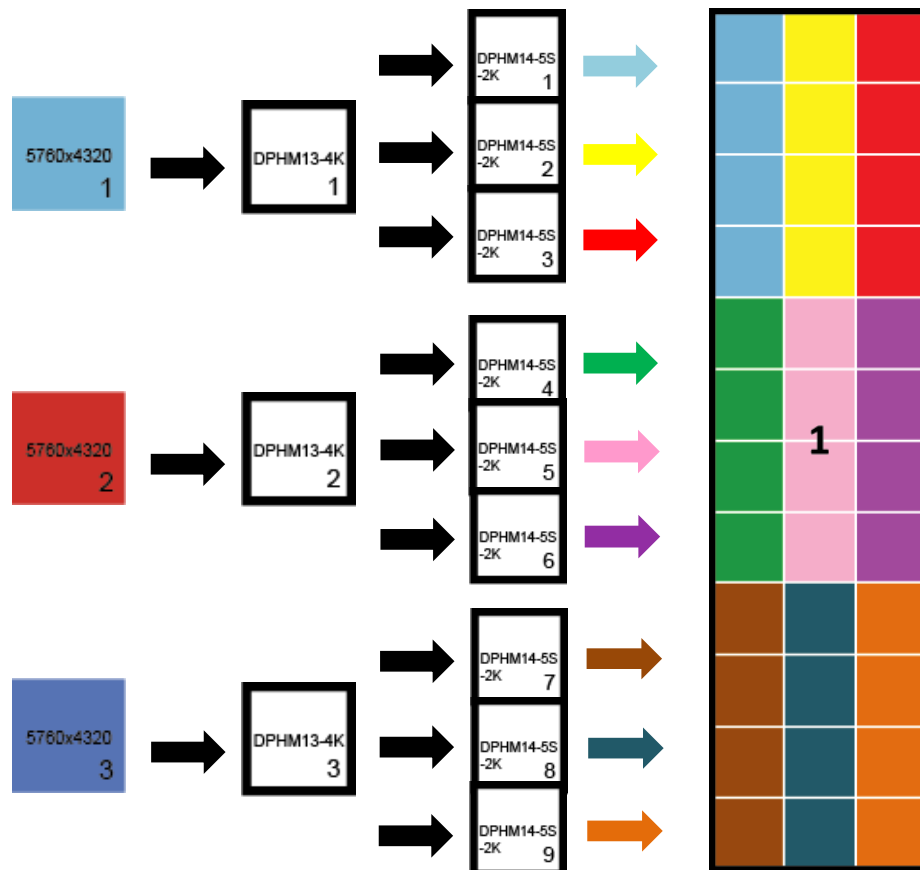
- 1x [DPHM_VW_16K](#) units; and
- 3x 3840x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 24x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 3840X12960
- Support Landscape & Portrial



3x12 configuration

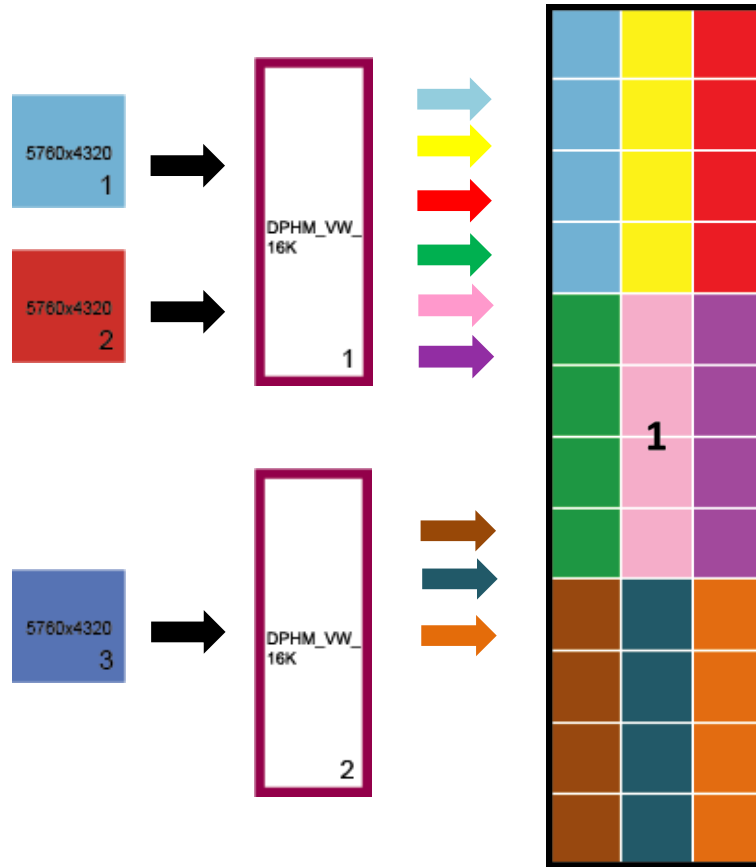
For a (3x12 2K) configuration, possible setups include: #1

- 3x [DPHM13_4K](#) units; and
- 3x 5760x4320 outputs from the GPU (as inputs to the DPHM13_4K units)
- 9x [DPHM14-5S_2K](#) units; and
- 9x 1920x4320 outputs from the DPHM13_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X12960
- Support Landscape & Portrait



For a (3x12 2K) configuration, possible setups include: #2

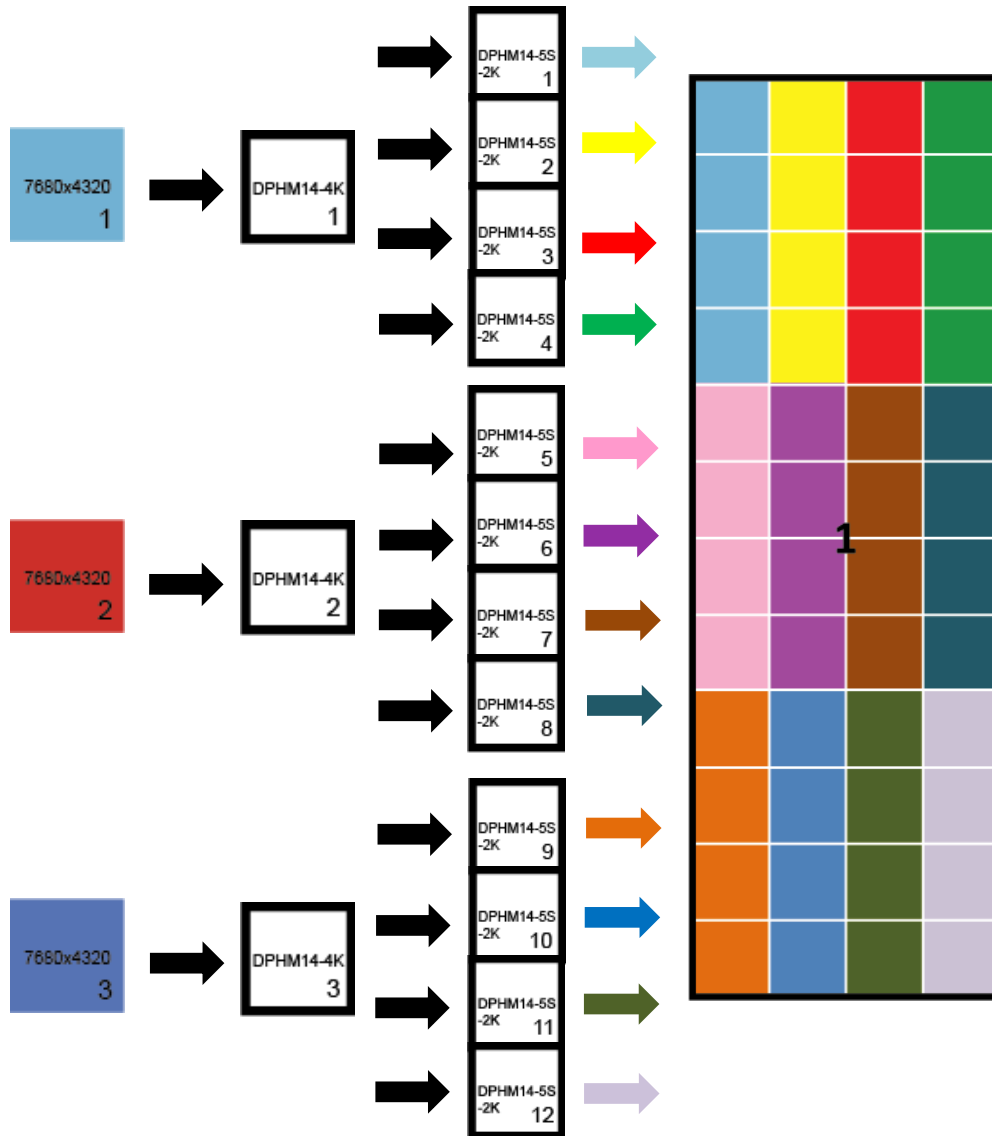
- 2x [DPHM_VW_16K](#) units; and
- 3x 5760x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 36x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 5760X12960
- Support Landscape & Portrial



4x12 configuration

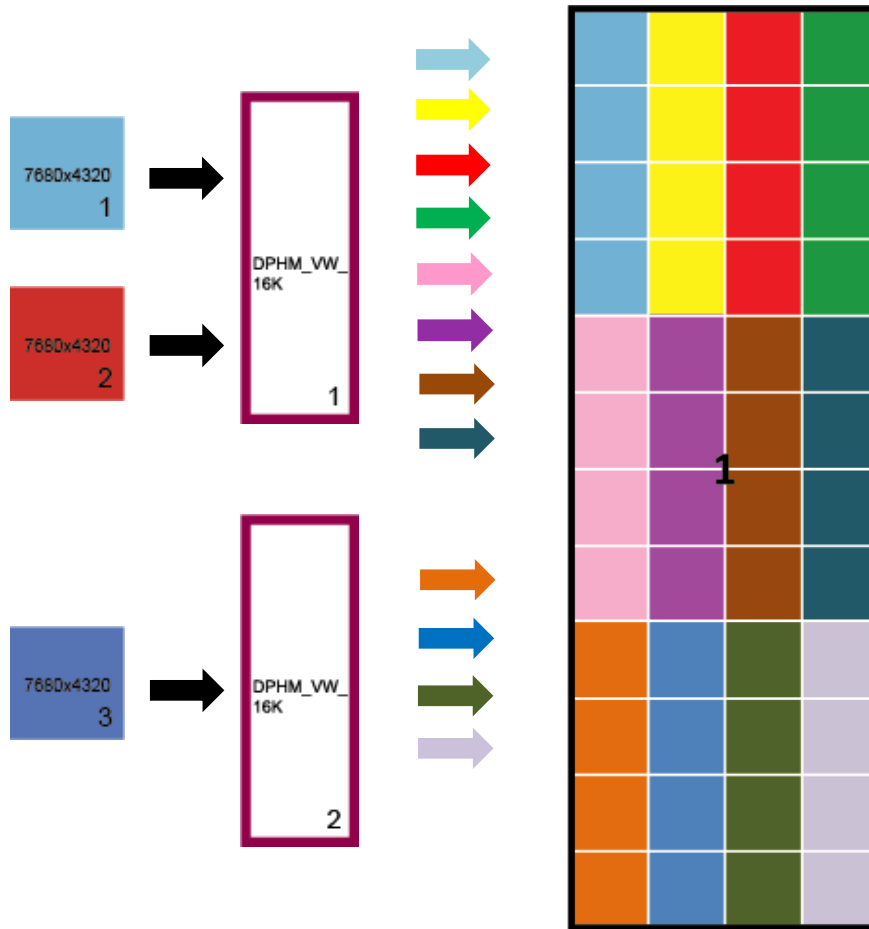
For a (4x12 2K) configuration, possible setups include: #1

- 3x [DPHM14_4K](#) units; and
- 3x 7680x4320 outputs from the GPU (as inputs to the DPHM14_4K units)
- 12x [DPHM14-5S 2K](#) units; and
- 12x 1920x4320 outputs from the DPHM14_4K (as inputs to the DPHM14-5S_2K units)
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X12960
- Support Landscape & Portrial



For a (4x12 2K) configuration, possible setups include: #3

- 2x [DPHM_VW_16K](#) units; and
- 4x 7680x4320 outputs from the GPU (as inputs to the DPHM_VW_16K units)
- 48x1920x1080 Output
- Enable [Surround or Mosaic](#) Combine to One Large Desktop 7680X12960
- Support Landscape & Portrial



5x12 configuration

- TBD

X13 Configuration

1x13 configuration

- TBD

2x13 configuration

- TBD

3x13 configuration

- TBD

4x13 configuration

- TBD

X14 Configuration

1x14 configuration

- TBD

2x14 configuration

- TBD

3x14 configuration

- TBD

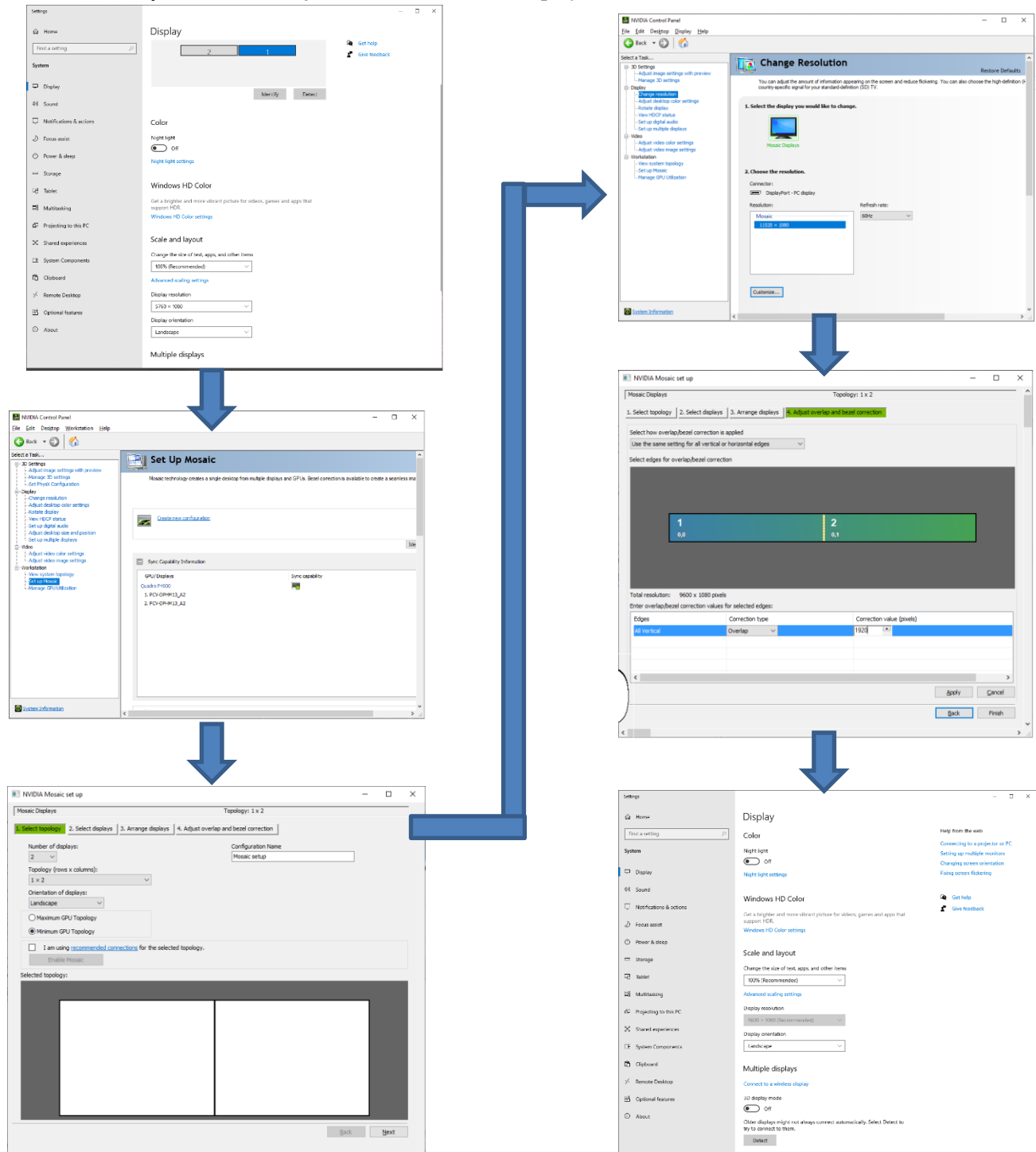
4x14 configuration

- TBD

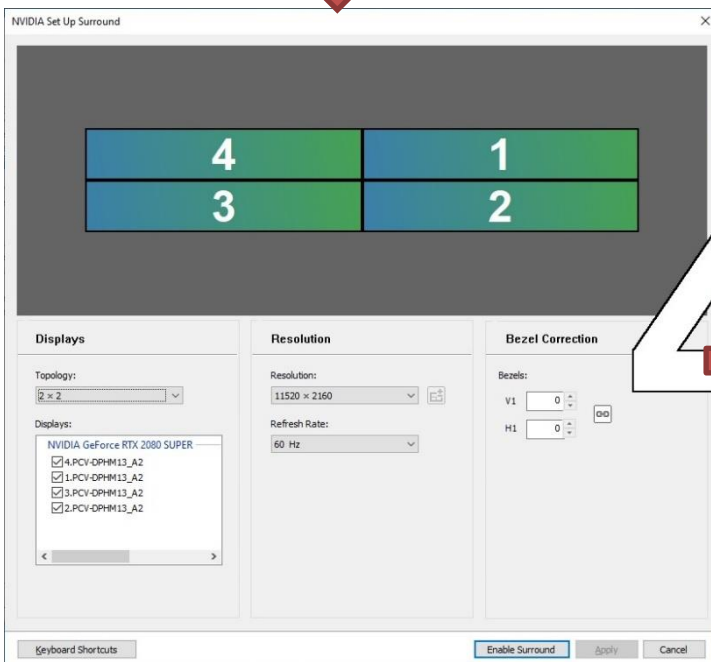
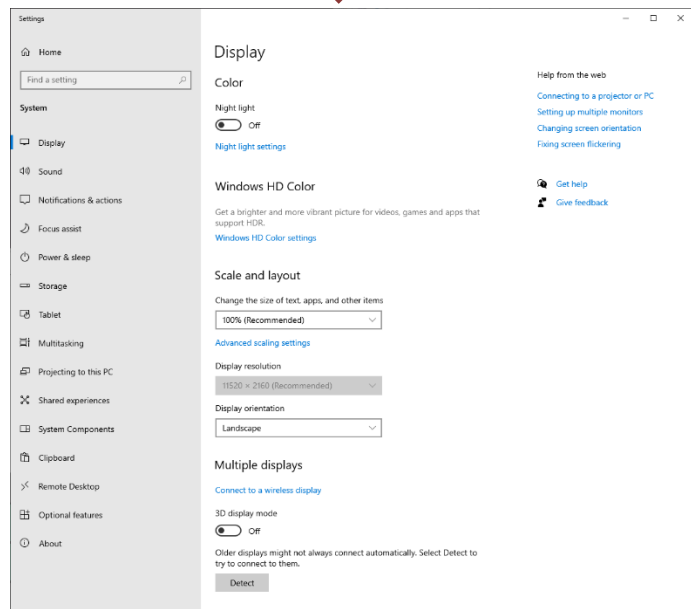
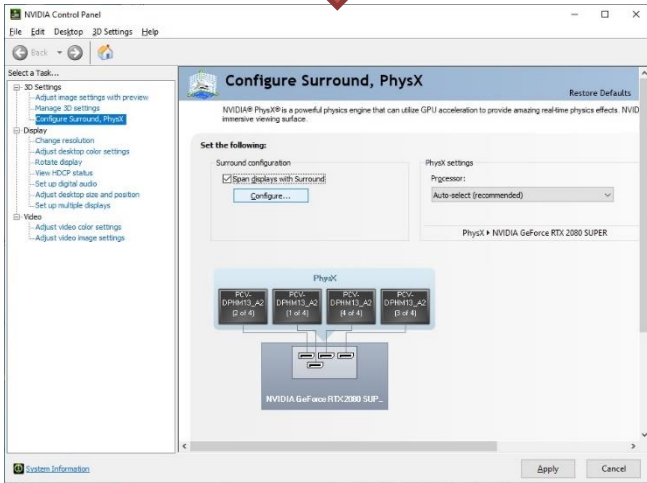
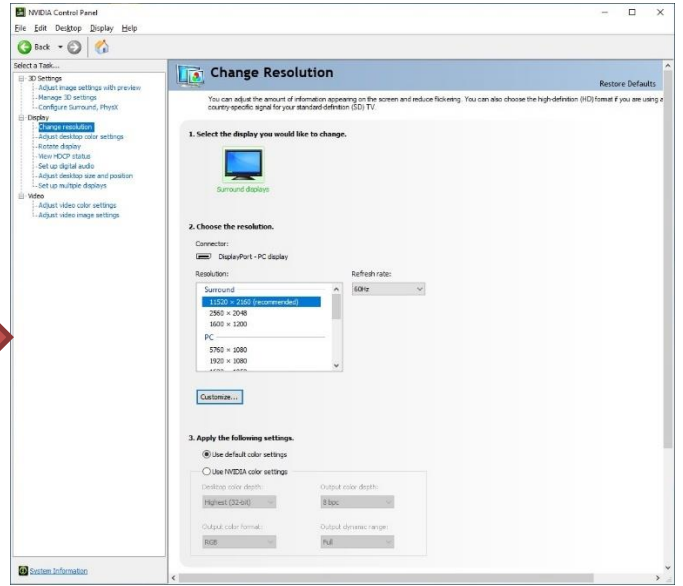
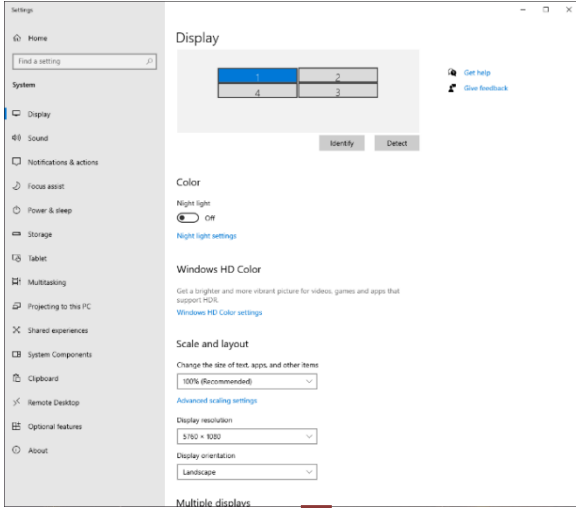
Enable Surround or Mosaic Function by NV Driver Control Panel and Setting Pixel Overlay Example

The following logical arguments serve as guidelines for possible setups of one large desktop video wall arrays., before Enable Surround or Mosaic each GPU port should be same resolution.

- Enable Mosaic function Combine Multi-Port to One Large Desktop and Turn on Pixel Overlay function to Adjustment Total Active Display Resolution



● Enable Surround function to combine Multi-Port to One Large Desktop



Product Picture Front View (Input) / Back View(Output)



**DPHM13_2K
DPHM13_4K**



**DPHM12_4K
DPHM14_2K
DPHM14_4K**



DPHM39_2K



**DPHM24_4K
DPHM28_2K**



DPHM14-5S_2K



DPHM_VW_16K



HM21 to DP14 Dongle

Support Transfer HDMI 2.1 to DP 1.4

Contact us

The PCVision web site has product literature, press releases, technical material, a sales office list, trade show information, and other relevant material. Visit us at www.pcvision.com.tw

If you have any questions or comments about our products or solutions, contact us at Support@pcvision.com.tw

You can get technical assistance by contacting PCVision technical support at samwang@pcvision.com.tw

DP 1.4 Port

The DPHMxx Series All support by DP 1.4 Input & HDMI 2.0 Output

DPHM14-5S_2K support DP1.4 or HDMI 2.0 either One type of Input

HDMI 2.1 Port

When Graphic Card have DP+HDMI 2.1 Port you can choose to use HM21 to DP14 Dongle Transfer HDMI 2.1 to DP 1.4 Support on DPHMxx Box

UMCC Display Resolution Setting utility

Support DPHMxx Series Product HDMI Output per Port & Setting differences Display Paramete. (Dynamic Resolution Output Can't Support on DPHM14-5S-2K and DPHM_VW_16K)



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