User Guide

USBC-6950M Graphic Adapter

Host Compatibility

Compatible with MacBook Pro, MacBook Air, Mac Mini, with M Series processors. macOS 11 or higher supported. Windows and chromeOS are also supported.

Supported Operating Systems

Compatible with macOS 11+, Windows 10 and newer, and ChromeOS 100.x and newer. Linux not supported.

Windows Installation and Setup

1. Download and install the DisplayLink software.
2. Connect the display to the graphics adapter.
3. Connect the graphics adapter to the computer.

macOS Installation and Setup

1. Download and install the DisplayLink Manager for macOS.
2. Detailed installation and configuration instructions can be found by clicking on the "INFO" button, or in the next step.
3. Please follow the detailed instructions below to install and configure the DisplayLink software for your version of macOS:
   - macOS 13+
   - macOS 11 or 12
4. Connect the display to the graphics adapter.
5. Connect the graphics adapter to the computer.

**Note: When connecting to a monitor, ensure that the monitor supports an HDMI to HDMI connection. Video connections such as HDMI to DisplayPort or HDMI to USB-C are not supported.*

Monitor Compatibility	Supports two high-resolution monitors up to 4K 60Hz (3840x2160 @ 60Hz) when connected to displays that support the desired resolution.
Software Compatibility	DisplayLink is a flexible and versatile technology that's great for most users' workflow. But there are a few scenarios where it's not the right fit, for example, video games, CAD, or CGI applications. HDCP(copy-protected) content playback from Bluray/Netflix/Prime Video/iTunes/Hulu/etc is not supported.

Looking for more information? Additional information for getting started and product details are available on the Plugable product page:
https://plugable.com/products/usbc-6950M#nav-get-started