

Connect External Screens

You can connect up to five external touch screens with a grandMA3 full-size CRV (= Control Room Version). For more information about the amount of DisplayPort connectors of each model, see **Quick Manual Consoles - Technical Data**.



Important:

The grandMA3 series supports only native DisplayPort connectors on external screens.



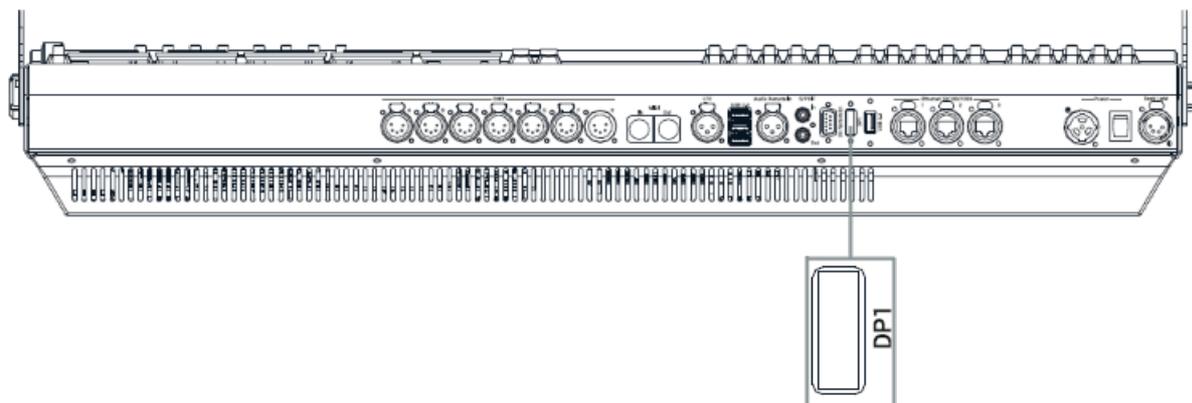
Important:

In grandMA3 CRV versions, use at least one Full HD display and a touch display or a mouse.



Hint:

The grandMA3 compact and compact XT models only have one DisplayPort called DP1.



Example of a DisplayPort connector on a grandMA3 compact XT

Screen Arrangement

Place the screens in the following order:



grandMA3 full-size screen order

- Screens 5 and 4 are always external screens.
- Screens 3, 2, and 1 can be internal or external screens, depending on the product.
- The screen order is important for the mouse behavior from screen to screen.

Requirements for external monitors:

- Native DisplayPort connection
- Resolution of 1920 x 1080 (full HD)
- Microsoft Windows® 10 multi-touch compliance
- Separated USB connection for touch functionality

Connect external touch screens:

1. Make sure the console is turned off.
2. Place the first external screen right beside or above screen 1 and the second external screen left beside or above screen 3.
The screen number of the external screens will be numbered consecutively.
3. Connect the DisplayPort cable of screen 4 with the DisplayPort connector DP4.
4. Connect the USB cable with the corresponding USB port.
5. Connect the DisplayPort cable of screen 5 with the DisplayPort connector DP5.
6. Connect the touch screen USB cable to the appropriate USB port in the correct order as shown below:

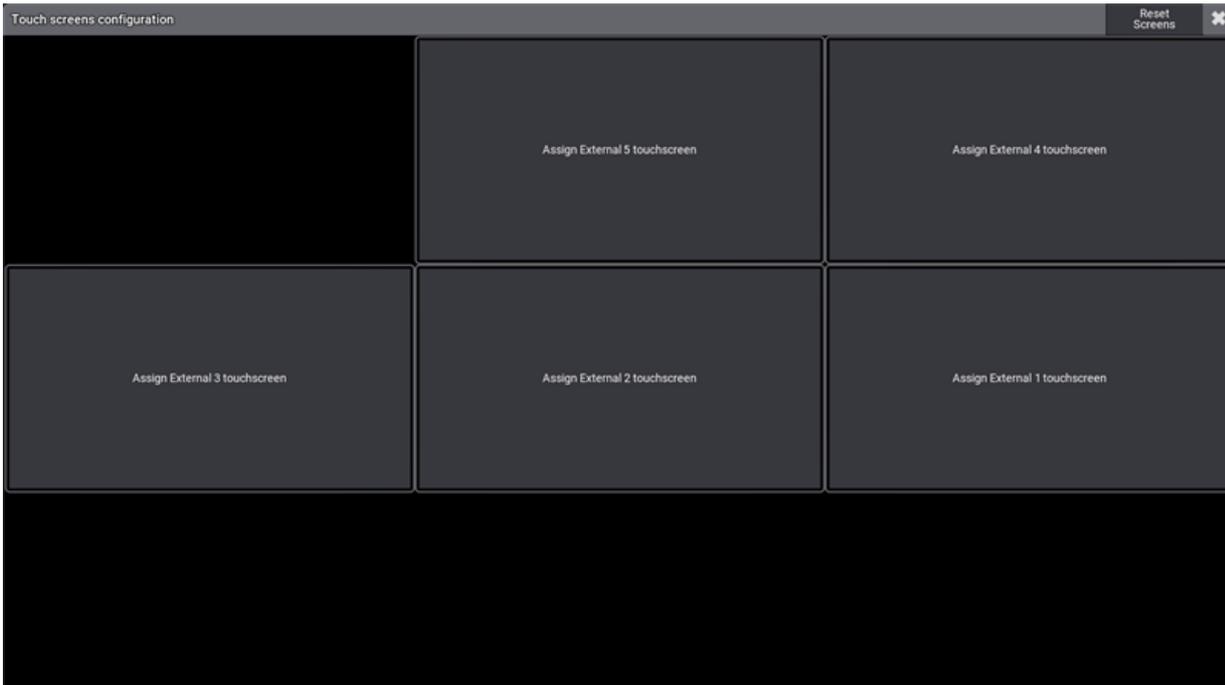


Screen allocation for a grandMA3 light CRV.

7. Press **Power** to boot up the console.

Touch Configuration

1. To adjust the touch configuration, tap , **Settings** and then tap **Touch Configuration**. The Touch Configuration overlay opens:



grandMA3 full-size CRV touch configuration

2. To assign a touch input to a monitor, tap a monitor button in the touch configuration overlay. For example, **Assign External 1 touchscreen**.
3. Touch the appropriate monitor screen to assign the touch input to that device. An overlay appears on the currently selected screen:

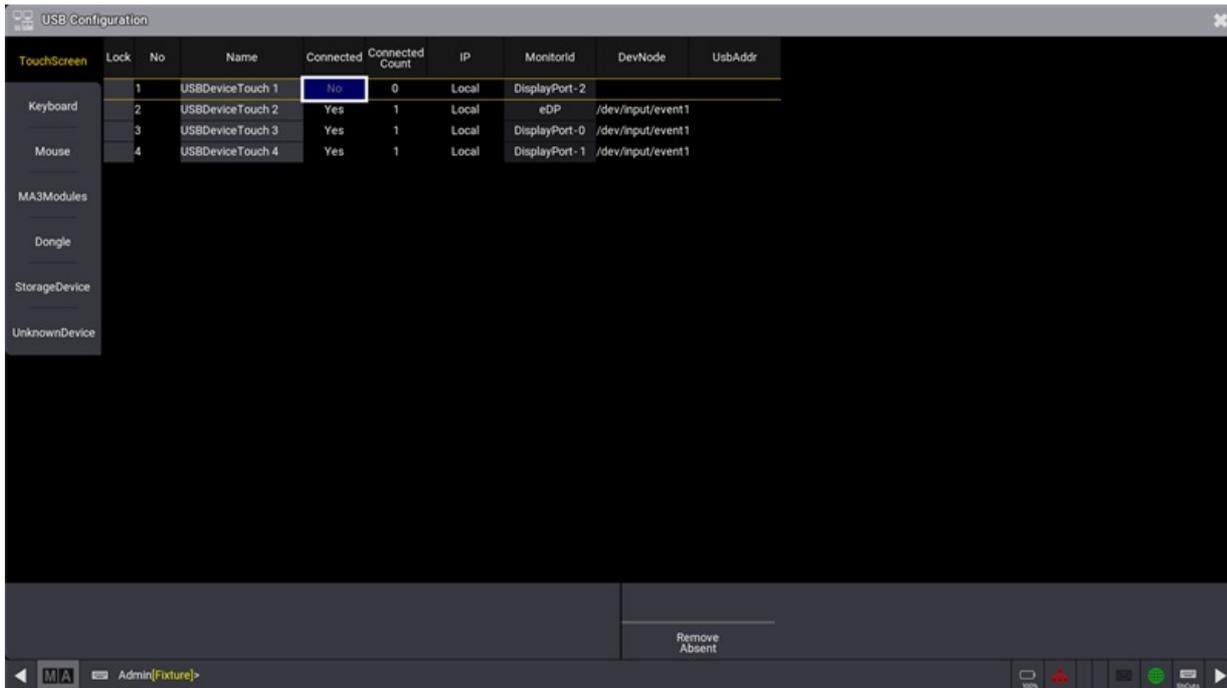


Touch mapping overlay

4. The touch function is assigned to the monitor.
- **Reset Screens** : Resets the screen allocation.

USB Configuration

- To check the USB settings, tap , **Settings** and then tap **USB configuration**. The USB Configuration overlay opens:



USB configuration window with display information

- Remove Absent**: Removes disconnected monitors from the list above.