

19 December 2007

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## [DisplayLink to Fix Vista Issue in USB Video Engine](#)

*The fix includes an updated version of the DisplayLink driver*

DisplayLink has recently fixed a glitch in their USB video engine that prevented the hardware from correctly rendering the Vista glass effect on a secondary display. There are few users only that use DisplayLink's technology to take advantage of a secondary display on their desk, yet the new approach spares the user the headache of setting up multiple monitors.

The video engine had been crippled by a software glitch that used to prevent Aero effects from displaying correctly on multiple monitor setups, and the company issued version 4.3 of their DisplayLink Virtual Graphics Card (VGC) software that allows all DisplayLink-based network display systems, including USB graphics adapters, universal docking stations and USB-enabled monitors, to support the Windows Vista Aero 3D interface.

"Today's faster PCs with Windows Vista give people the ability to easily organize and enjoy a variety of content", said Dennis Crespo, DisplayLink's executive vice president of marketing and business development. "With DisplayLink network display support, Windows Vista users can truly appreciate the Windows Vista Aero visual experience in an expanded and more efficient digital workspace."

This update makes DisplayLink's product the first network display technology to support Aero effects. Additionally, the new version improves video playback on Windows XP. The new software version supports Vista's Aero 3D "Glass effect" in both extend and mirror USB video mode. Video playback is possible in Windows Vista using Windows Media Player 11, WinDVD 8, PowerDVD 7 and RealPlay 11.

The software is compatible with all the hardware using the DisplayLink technology, such as [the IOGear USB video card](#), and enables users to link up to six monitors on a single PC running Vista. Version 4.3 is also compatible with universal notebook docking stations from Kensington and Toshiba, USB-enabled monitors from LG and Samsung and USB graphics adapters from a broad range of DisplayLink partners.