

User Guide

USBC-6950U Dual 4K Display Adapter

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Host Compatibility

Compatible with systems that provide a USB-C or USB-A port. Thunderbolt 3 and Thunderbolt 4 ports are also compatible.

Requires DisplayLink software to be installed and running.

Supported Operating Systems

- Windows 10 or newer
- ChromeOS 100 or newer
- macOS use is not recommended
- Linux not supported

Overview

The Plugable USBC-6950U is a USB graphics adapter that uses DisplayLink technology to add up to two external displays to a compatible system through a single USB-C or USB-A connection. It is designed for productivity and office applications.

- Supports up to two external displays at 3840 x 2160 at 60Hz
- Connect via HDMI or DisplayPort
- DisplayLink software required on all platforms

- Bus powered, no external power supply required
- Does not provide laptop charging

In the Box

- USBC-6950U adapter
- USB-C to USB-A adapter
- Welcome card
- Video cables are not included

Host System Requirements

- USB-C, USB-A, USB4, or Thunderbolt 3 or Thunderbolt 4 port
- DisplayLink software installed and running
- Keep operating system and graphics drivers up to date

Supported Display Configurations

Display Type	Supported Configuration
Dual 4K Displays	Up to 3840 × 2160 @ 60Hz each
Single 4K Display	3840 × 2160 @ 60Hz
Mixed Displays	Supported based on monitor capabilities

Power and Charging

- Adapter is bus-powered from the USB port
- No external power supply required
- No laptop charging is provided

Windows Installation and Setup

1. Download and install the latest DisplayLink Manager Software from:
<https://plugable.com/pages/displaylink>
2. Restart the computer when prompted.
3. Connect the USBC-6950U adapter to your system.
4. Connect displays using HDMI or DisplayPort cables.
5. Power on the monitors and select the correct inputs.
6. Right-click the desktop → Display settings → select Extend these displays under Multiple displays.

ChromeOS Installation and Setup

1. Connect the adapter to a USB-C port on your Chromebook.
2. Connect displays via HDMI or DisplayPort.
3. ChromeOS automatically detects DisplayLink devices – no manual driver installation required.
4. Open Settings → Device → Displays to arrange, extend, or mirror displays.

Best Practices and Tips

- Keep the DisplayLink Manager software up to date and running for stable operation
- Use HDMI 2.0 or DisplayPort 1.2 or newer cables (six feet or less) and monitor inputs that support 4K 60Hz
- Connect the adapter directly to the computer avoid additional hubs or pass through adapters
- Close unneeded apps when driving dual 4K to free CPU and USB bandwidth
- DisplayLink is ideal for office and productivity tasks. Not recommended for 3D gaming CAD or apps that require direct access to the GPU.
- Copy protected HDCP streaming content not supported.

Known Limitations

- Protected HDCP streaming video is not supported
- HDR not supported. 8-bit SDR only.
- High-performance 3D applications may show latency
- Variable refresh technologies are not supported, including FreeSync and G-Sync
- Color critical work may not match GPU direct outputs due to the USB graphics pipeline
- Not intended for 3D gaming, CAD, VR, or other GPU-intensive workloads
- USB bus contention from other high-bandwidth devices can reduce display performance

Looking for More Information?

Additional setup and product details are available on the Plugable support page:

<https://plugable.com/products/usbc-6950u#nav-get-started>

For personalized assistance, contact support@plugable.com