

External Display



External monitors can be connected to FLX, FLX S48 and ZerOS Server.

DVI-D

As the external monitor output connection is a DVI-D (digital) connector, passive DVI to VGA adapters will not work, as the digital signal will need to be converted to analogue. To do this an active adapter will be required to convert DVI-D to VGA.

Passive DVI to HDMI, or DVI to DisplayPort adapters may be used.

Enabling/Disabling the External Monitor

On FLX S48 and FLX consoles, the windows the internal touchscreen displays are affected by whether you have an external monitor connected. This is primarily to avoid having information duplicated on the internal and external monitor.

By default, FLX S48 will have the external monitor disabled. This does not mean that your external monitor won't work. Your external monitor will still display, and if you have a touchscreen or mouse connected, you will still be able to interact with the external monitor. When the external monitor is disabled this means that the **View** button will control the internal touchscreen, and you will have access to all information internally. Enabling the external monitor, will result in the **View** button controlling the external monitor instead, and some windows will then no longer be available internally.

To do this, tap **Setup** -> **Settings** and use the Monitor option under Displays.

By default, FLX will automatically detect whether a monitor is present or not, and therefore will automatically switch between whether your **View** button controls the internal or external monitor.

If you would rather enable/disable the external monitor manually, tap **Setup** -> **Settings** and use the Monitor option under Displays.

The command line will always be displayed along the bottom of the external monitor. If you disable the external monitor, or unplug the external monitor when FLX is set to auto detect, the command line will also be displayed along the bottom of the internal touchscreen.

External Touchscreen



The external monitor connected to FLX S48, FLX and ZerOS Server, can be a touchscreen. The user interface displayed on the external monitor is designed to be used with a touchscreen.

To connect a touchscreen, use the DVI-D connector for video, and USB for the touch. You will then need to Calibrate your external touchscreen.

[Click here for Calibration information.](#)

Touchscreens that are plug and play with Windows 10 and do not require a driver, should work with ZerOS. Zero 88 however make no guarantee that all touchscreens will be compatible. [Contact Zero 88 for more information.](#)

For testing and demonstrations, the Zero 88 team use [liyama Prolite T2236MSC-B2](#). These touchscreens are pretty rugged, and are capacitive and so support multi-touch, which is ideal for use with the consoles.