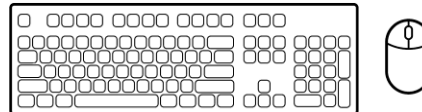*Anatomage*

Document Goal

This document provides the procedure for creating the NVIDIA Surround guide on Windows 10.

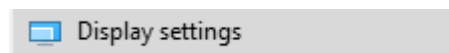Note: If the monitors are not correctly calibrated the touchscreen may not work.

Tools

Keyboard and Mouse

Procedures

Check Window's Display Settings

Right click on the desktop and Select Display Settings

Make sure the that both monitors are recognized and connected. If one monitor is only being recognized you may have to restart the unit. Under Multiple Displays, select Extend these Displays.

Multiple displays

Multiple displays

Extend these displays

Check that the left most monitor is also the main display.

☐ Make this my main display

If one of the monitors is off, you may have to recheck the connections on the GPU.

Also check that, the Scale is set to 100%. The Windows 10 default is set to 150%.
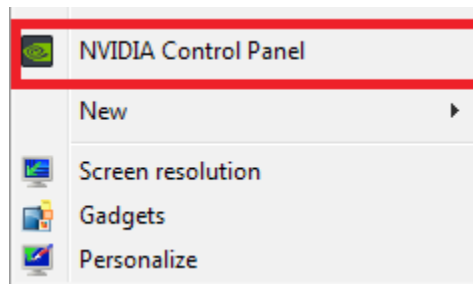
Scale and layout

Change the size of text, apps, and other items
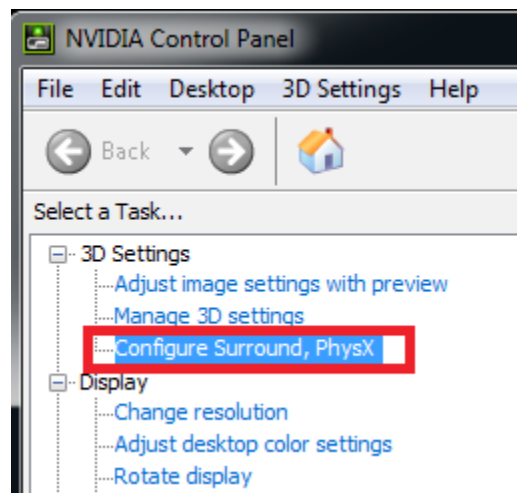
100%

Anatomage

Create NVIDIA Surround
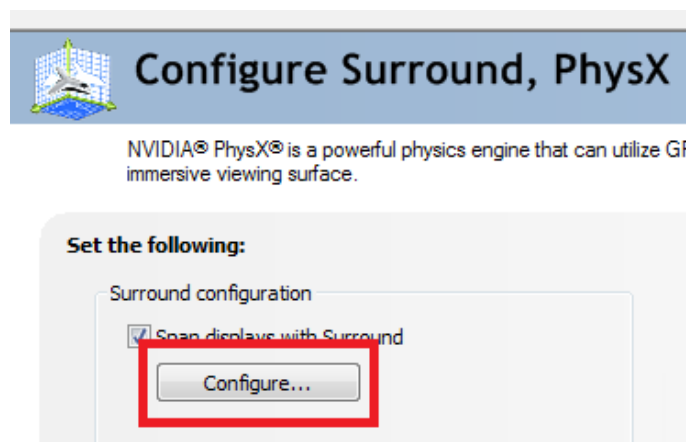
Connect a mouse to the Table

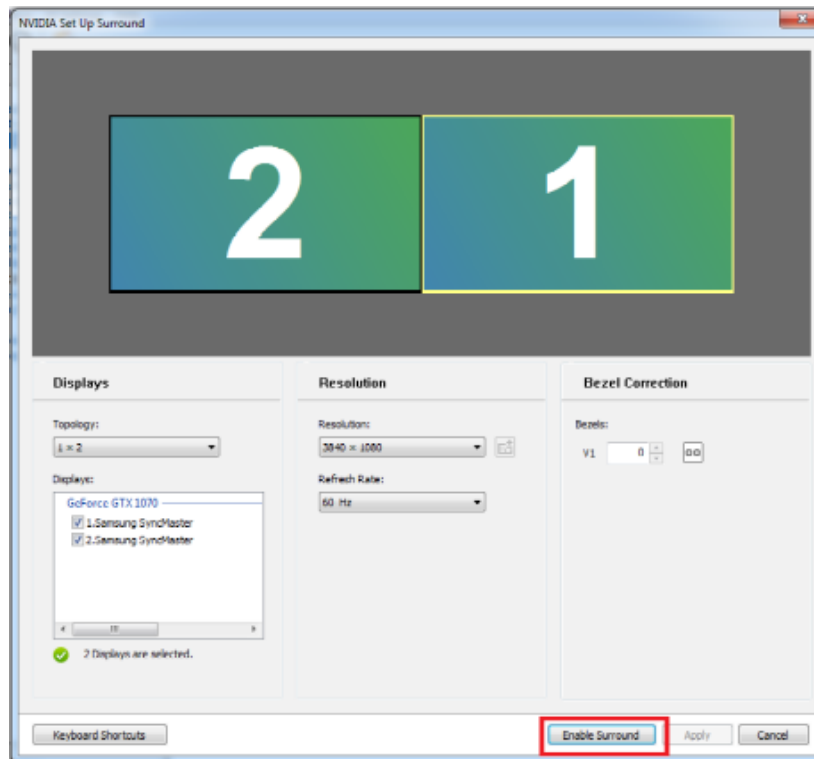Right click on the desktop and select **NVIDIA Control Panel**

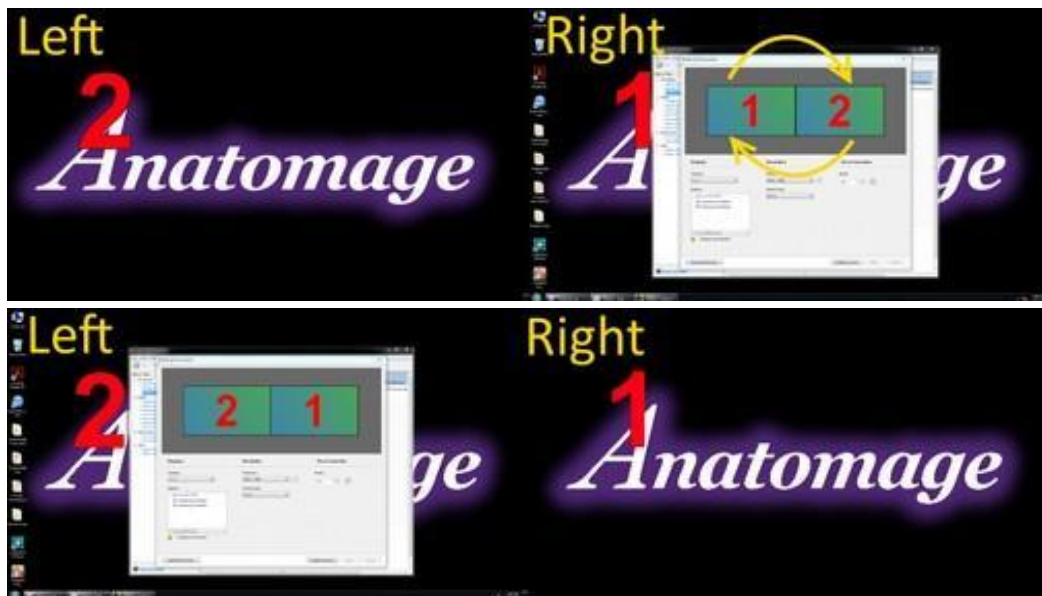On the left side of the NVIDIA Control Panel window, select **Configure Surround, PhysX**

In the window, select the "Span displays with Surround" option, and click the "Configure" button.
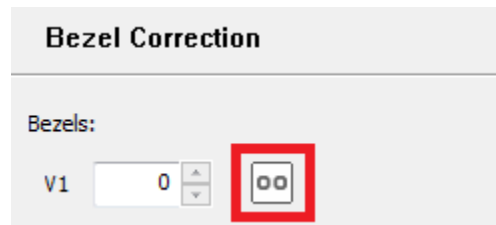
In the new window that pops up, click **Enable Surround** at the bottom of the window.
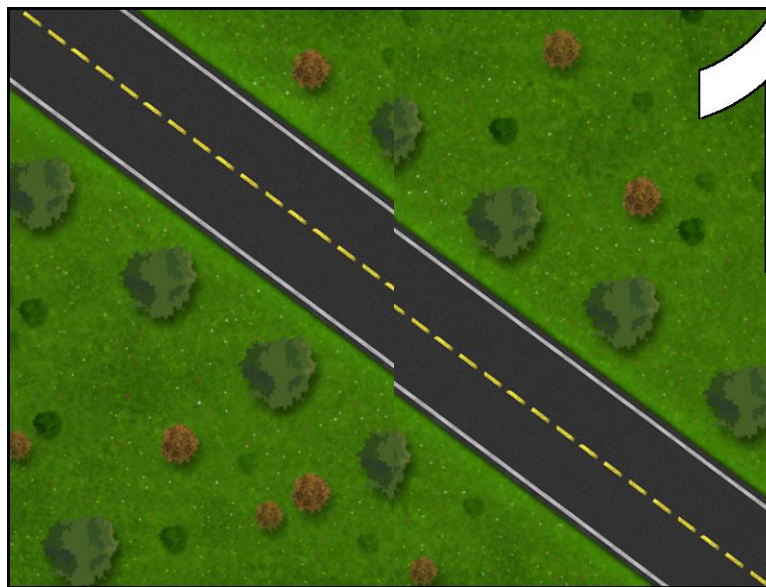

If the numbers on the desktop do not match the numbers on the diagram, like in the image below, screens do not line up with the numbers located in the window. You can arrange the screens by drag one screen over the other till the numbers line up. Click **Apply** to save the changes.

Anatomage

To adjust for the bezel of the monitors, Select the ⬚ button under the **Bezel Correction** settings.
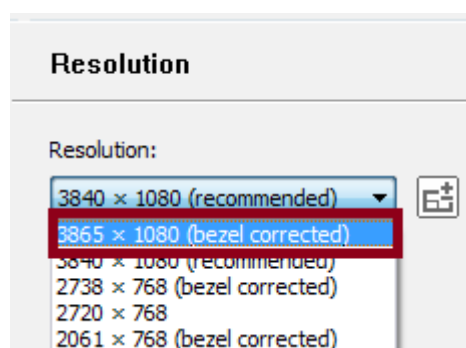
Bezel Correction

Bezels:

V1   0 ⬚   [oo]

A roadmap will fill both screens in the center. Click on the up arrow in **Bezel Correction Settings** until the yellow road lines align.
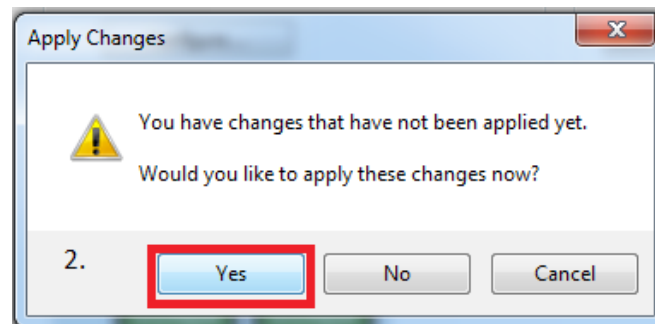
Press **Apply** to save this setting.

Once the bezel correction is applied, go to the drop down menu under **Resolution** and select the Highest Bezel Corrected Resolution in this case **3865 x 1080 (bezel corrected).**
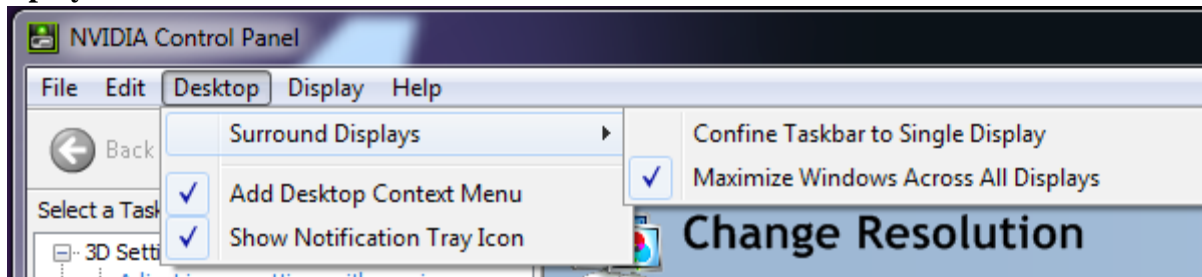
Resolution

Resolution:

3840 × 1080 (recommended) ▾
3865 × 1080 (bezel corrected)
3840 × 1080 (recommended)
2738 × 768 (bezel corrected)
2720 × 768
2061 × 768 (bezel corrected)

Anatomage

Hit **Apply** once again and then close the "NVIDIA Set up Surround" window
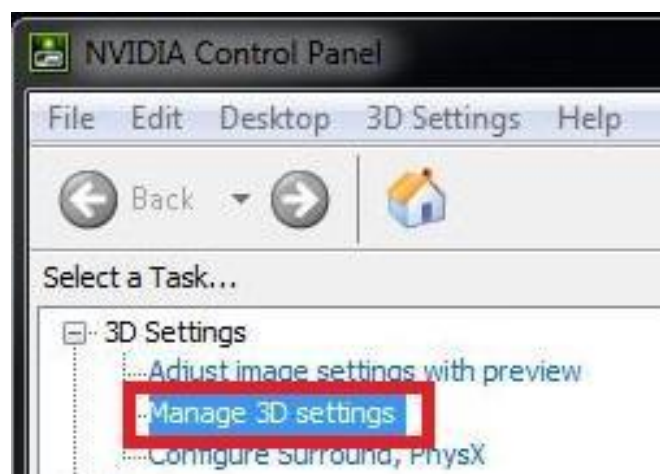
When back in the NVIDIA Control Panel main window, 1) click **Apply** and 2) when an "Apply Changes" dialog pops up, click **Yes**

In the "Desktop" menu at the top of the Control Panel, go to **Desktop > Surround Displays** and uncheck "**Confine Taskbar to Single Display**" and check "**Maximize Windows Across All Displays**

For optimal settings with the NVIDIA card, click **Manage 3D settings** on the left side of the NVIDIA Control Panel.

Anatomage

Under the **Global Settings**, change the 3D settings to the following:

1. **Anisotropic filtering – Application-controlled**

2. A**ntialiasing – Mode – Enhance the application setting**

Now the Anatomage Table has been completely upgraded! Be sure to recalibrate the touchscreen.