

USB-C® Dock

Dual 4K HDMI™



Scan for web instructions



PD 3.1 140W charger is included with the JCD3199P model only

EN: Quick Installation Guide
DE: Kurzanleitung
FR: Guide d'installation rapide
DK: Startvejledning
NL: Snelle installatiegids

ES: Guía de instalación rápida
PT: Guia de instalação rápida
SV: Snabbinstallationsguide
NO: Hurtiginstallasjonsveiledning
JA: 日本語のインストールガイド
KO: 한국어 빠른 설치 가이드
ZH: 快速安裝手冊
TW: 快速安裝手冊

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■ Features

- Supports dual 4K HDMI™ (4K@60Hz + 4K@30 Hz) / Supports Power Delivery 3.1 140W power in
- Reliable network connectivity via the Gigabit Ethernet
- Two USB™ 10Gbps and two USB™ 5Gbps ports for connecting peripherals
- Cable storage compartment / Security lock
- Built-in magnetic wireless charging pad up to 15W fast wireless charging. Compatible with iPhone® MagSafe®.
- The wireless charging will not work without connecting a USB-C® power adapter.

■ System requirements

- Available USB-C® port that supports DisplayPort™ alternate mode and USB™ Power Delivery 2.0/3.0 or 3.1. Please refer to the manufacturer of your computer for more information about its device
- The host device must support DisplayPort™ 1.4 to achieve 4K resolution at 60 Hz

■ Special notes

- Driver installation is required for macOS® and Windows®. If the computer has network access and administrative rights, Windows® can automatically install the driver when the device is plugged in
- In order for the computer to charge you much connect a USB-C® power adapter and the computer must support Power Delivery. If you are using high-powered USB™ devices, attach a USB-C® power adapter to the power delivery port to ensure maximum performance. To avoid disconnection, do not remove the power adapter while copying files.
- We advise no more than one (1) bus-powered/portable external hard disk drive to be connected to the adapter at a time.
- The 15W wireless charging will only work when a USB-C® power adapter over 60W is connected to the dock.
- Please check the bottom of the product for marking information

■ Windows® 11/10 - Display Driver Installation

The driver will automatically download & install on Windows® 11/10 devices when the JScreenate device is plugged into the computer. Click & Play requires internet access and administrative rights)

Step 1: Download Driver From Our Website

For manual installation, keep the JScreenate device unplugged. You can download the latest driver from www.jscreenate.com under Support > Downloads/Drivers. Then search for the product by entering the model number or by scrolling down our product and clicking on the Windows® driver button.

Step 2: Install Driver Click on the JScreenate file that should appear near the bottom left or right of your web browser to download the driver. Once downloaded, click on the JScreenate file to open the JScreenate folder to open the JScreenate file to begin installation. To navigate to the Downloads folder, click on the Windows® icon at the bottom left corner (Windows® 10) or center (Windows® 11) of your screen then search for Downloads and open the JScreenate file.

Step 3: Restart Device Once the installation has completed, click "Restart" to finish installing the software. After your computer has restarted, connect the JScreenate device to the computer, then connect your displays, peripherals, and/or power adapter (optional) to the JScreenate device. Now you are ready to use your JScreenate device!

Step 4: Display Settings (Optional)

You can configure and rearrange your displays through the Windows® display settings. To access the display settings, right-click on the desktop/background and select "Display Settings" from the menu that appears.

Step 5: Select Sound Device(Optional)

You may need to select your sound device afterwards, do so click on the Windows® icon at the bottom left corner (Windows® 10) or center (Windows® 11) of your screen and select your Control Panel > Hardware and Sound > Sound from here you will see your default speakers and microphone. Right-click on your desired device for extra options. Select "Default device" to set your default audio playback device or select "Set as Default Communication Device" to select your default microphone.

■ macOS® 10.14 or later - Display Driver Installation

DO NOT plug the JScreenate USB™ display device into the computer until instructed for simpler install

Step 1 Make sure the JScreenate device is unplugged from the Mac®, and download the latest driver from www.jscreenate.com under Support > Downloads/Drivers then search for the product by entering the model number or by scrolling down our product and clicking on the macOS® "DOWNLOAD" button that corresponds to the macOS® version your Mac® is running

Step 2 Open Finder, then select "Downloads" location, and double click the file named "JScreenate_USB_Video_Adapter_Driver_(Version) dmg". Right-click or 2-finger click the .pkg file if you have an icon on an opened box. The installation window will appear, continue through the steps within the window.

Step 3 (For M-series Mac® computers 2020 OR LATER otherwise skip to Step 4)

If your Mac® is using Apple Silicon, you may receive a prompt that says "Allow access to system Rosetta which is required for install to work". If you select "Don't allow", you will need to restart your Mac® and then click "Install" button.

Step 4 At the beginning of the installation, you will be prompted to enter your password. Enter your password then click "Install Software". After the installation has finished click on "Restart" and a prompt will appear asking if you want to move the installer to the Trash (which option you choose won't affect the install but will keep or remove the installer in your downloads folder). After you select an option, the computer will restart.

Step 5 (Only applies to macOS® 13 or later)

Plug in the JScreenate device, and connect the power supply. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo.

Step 6 (Optional but recommended)

You can configure and rearrange your displays through the Windows® display settings. To access the display settings, right-click on the desktop/background and select "Display Settings" from the menu that appears.

Step 7 (Only applies to macOS® 11 or later)

Connect your monitor, TV, or display to the JScreenate device. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo.

Step 8 (Only applies to macOS® 10.15 or later)

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Step 10 (Optional)

Click on the Apple® icon > System Settings > Sound > Output & Input select "JScreenate", here you can select which device has sound output...

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■ Eigenschaften

- Unterstützt Dual 4K HDMI™ (4K@60Hz + 4K@30 Hz) / Unterstützt Power Delivery 3.1-Eingang mit 140 Watt
- Zuverlässige Netzwerkvernetzung über Gigabit Ethernet
- Zwei USB™-Anschlüsse mit 10 Gb/s und zwei USB™-Anschlüsse mit 5 Gb/s für den Anschluss von Peripheriegeräten
- Kabelaufnahmefach / Sicherheitsverriegelung
- Integriertes kabelloses Magnetladegerät liefert drahtloses Schnellladen von bis zu 15 Watt bereit. Kompatibel mit iPhone® MagSafe®.
- Das drahtlose Laden funktioniert nicht ohne Anschluss eines USB-C®-Netzzeils.

■ Systemanforderung

- Ein USB-C®-Port mit Unterstützung von DisplayPort™ Alternatemodus sowie USB™ Power Delivery 2,0/3,0 oder 3,1. Bitte konsultieren Sie den Hersteller Ihres Computers für weitere Informationen zu Ihren Gerät erhalten Sie vom Hersteller Ihres Computers
- Das Host-Gerät muss DisplayPort™ 1,4 unterstützen, um 4K-Auflösung bei 60 Hz zu erzielen.

■ Besondere Hinweise

- Treiberinstallation ist erforderlich für Windows®. Wenn das Computer über Netzwerkzugang und Verfügt über administrative Berechtigungen, kann Windows® den Treiber beim Anschluss des Geräts automatisch installieren.
- Damit Ihnen der Computer eine hohe Ladeleistung liefert, schließen Sie ein USB-C®-Netzteil an, zudem muss der Computer Power Delivery unterstützen.
- Bei Verwendung leistungsstarker USB™-Geräte verbinden Sie zur Erzielung einer maximalen Leistung einen USB-C®-Netzadapter mit dem Stromversorgungsanschluss. Zur Vermeidung von Störungen dürfen Sie das Netzteil beim Laden nicht mehr als ein (1) Bus-/tragbares externes Festplatte auf einmal mit dem Adapter verbinden.
- Sie sollten nicht mehr als eine (1) Bus-/betriebs/tragbare externe Festplatte auf einmal mit dem Adapter verbinden.
- Das 15-Watt-Schnellladen funktioniert nur, wenn ein USB-C®-Netzteil mit mehr als 60 Watt an das Dock angeschlossen ist.
- Bitte überprüfen Sie die Rückseite des Produkts für Markierungsinformationen.

■ Windows® 11/10 - Installation des Anzeigetreibers

Der Treiber wird automatisch heruntergeladen und auf Geräten mit Windows® 11/10 installiert, wenn das JScreenate-Gerät an den Computer angeschlossen wird. (Für die Plug & Play-Funktion sind ein Internetzugang sowie administrative Berechtigungen erforderlich)

Schritt 1: Treiber von unserer Website herunterladen

Lassen Sie das JScreenate-Gerät für eine manuelle Installation ausgetrocknet. Sie können den aktuellen Treiber von www.jscreenate.com unter Support > Downloads/Treiber nachsuchen. Suchen Sie nach dem Produkt, indem Sie das Modellnummer oder durch Scrollen nach unten unser Produkt und klicken auf die Schaltfläche des Windows®-Treibers klicken.

Schritt 2: Treiber installieren Klicken Sie auf die Datei „JScreenate“, die unten links oder oben rechts in Ihrem Webbrowser angezeigt werden sollte, um mit der Installation zu beginnen, und nicht sich nach den angezeigten Bildschirmen bewegen. (Möglichweise müssen Sie zum Öffnen der Datei die JScreenate-Datei in Ihrem Browser öffnen, um die Installation zu starten. Klicken Sie auf Navigation zum Downloads-Ordner auf die Windows®-Schaltfläche unten links (Windows® 10) oder in der Mitte (Windows® 11) auf „JScreenate“.

Schritt 3: Gerät neu starten Sobald die Installation abgeschlossen ist, klicken Sie zur Fertigstellung der Software-Installation auf „Neu starten“. Nach Neustart Ihres Computers verbinden Sie erst die JScreenate-Dockingstation mit dem Computer und dann die Peripheriegeräte und/oder Ihr Netzwerk (optional). Ihre JScreenate-Dockingstation ist jetzt betriebsbereit.

Schritt 4: Anzeigeeinstellungen (Optional)

Sie können Ihre Anzeigeeinstellungen über die Windows®-Anzeigeeinstellungen konfigurieren und neu anordnen. Greifen Sie auf die Anzeigeeinstellungen zu, indem Sie mit der rechten Maustaste auf den Desktop/Hintergrund klicken und „Anzeigeeinstellungen“ aus dem angezeigten Menü wählen.

Schritt 5: Soundgerät auswählen (optional)

Möglichweise müssen Sie hiernach Ihr Soundgerät auswählen. Klicken Sie zu diesem Zweck auf die Windows®-Schaltfläche unten links (Windows® 10) oder in der Mitte (Windows® 11) auf Ihren Bildschirm und suchen Sie nach Systemsteuerung > Hardware und Sound > Sound, von wo Sie Ihre Lautsprecher und Ihr Mikrofon als Standardgerät auswählen. Mit einem Rechtsklick auf das gewünschte Standardgerät wählen Sie es aus. (Optional: Sie können auch auf „Standardkommunikationsgerät festlegen“, um Ihr Standardmikrofon festzulegen, oder „Als Standardkommunikationsgerät festlegen“, um Ihr Standardmikrofon auszuwählen.

■ macOS® 10.14 oder aktueller - Installation des Anzeigetreibers

Schließen Sie das USB™-Anzeigegerät von JScreenate für eine einfachere Installation erst dann an den Computer an, wenn Sie dazu aufgefordert werden.

Schritt 1 Stellen Sie sicher, dass die JScreenate-Dockingstation nicht an den Mac® angeschlossen ist, laden Sie dann den aktuellsten Treiber von www.jscreenate.com unter Support > Downloads/Treiber nachsuchen. Suchen Sie nach dem Produkt, indem Sie das Modellnummer nach dem Produkt oder scrollen Sie zu Ihrem Produkt und klicken Sie auf die „DOWNLOAD“-Schaltfläche entsprechend der macOS®-Version. Klicken Sie auf die JScreenate-Datei, um die Installation zu starten. Klicken Sie auf Navigation zum Downloads-Ordner auf die Windows®-Schaltfläche unten links (Windows® 10) oder in der Mitte (Windows® 11) auf „JScreenate“.

Schritt 2 Öffnen Sie Finder und laden Sie dann „Downloads“, suchen Sie nach der Datei namens „JScreenate_USB_Video_Adapter_Driver_(Version) dmg“. Rechtsklicken Sie auf die .pkg-Datei und tippen Sie mit 2 Fingern an ihr (Symbol sieht aus wie eine geöffnete Schachtel). Wenn sich das Installationsfenster öffnet, durchlaufen Sie die folgenden Schritte:

Schritt 3 (für Mac®-Computer 2020 der M-Serie ODER AKTUELLER, oder springen Sie andernfalls zu Schritt 4)

Verwenden Sie Mac® einen Apple®-Siliziumchip, Sie müssen möglicherweise autorisieren, Rosetta zu installieren, damit Ihre Installation funktioniert. Wenn Sie auf „Don't allow“ klicken, müssen Sie Ihren Mac® neu starten und dann auf „Install Software“ klicken.

Schritt 4 Am Beginn der Installation werden Sie aufgefordert, Ihr Passwort einzugeben. Geben Sie Ihr Passwort ein und klicken Sie dann auf „Software installieren“. Klicken Sie nach abgeschlossener Installation auf „Neustart“, woraufhin ein Benachrichtigungsfeld mit der Frage „Ob Sie das Programm installieren möchten“ angezeigt wird. Klicken Sie auf „Installieren“, um die Installation zu beenden. Nach Wahl einer Option startet der Computer.

Schritt 5 (gilt nur für macOS® 13 oder aktueller)

Schließen Sie das JScreenate-Gerät an. Wenn sich dann ein Fenster mit der Frage „Verbinden des Zubehörs erlauben?“ einblendet, klicken Sie auf „Erlauben“.

Schritt 6 (optional, aber nicht empfohlen)

Erlauben Sie eine Benachrichtigung mit dem Inhalt: „Mitteilungen des USB-Anzeigegeräts“, klicken Sie auf Mitteilungen, ODER klicken Sie auf die Schaltfläche „Mitteilungen“ und stellen Sie sicher, dass „Mitteilungen erlauben“ aktiviert ist.

Schritt 7 (gilt nur für macOS® 11 oder aktueller)

Verbinden Sie Ihren Monitor, Ihre Fernseher oder Ihr Anzeigegerät mit dem JScreenate-Gerät. Es erscheint ein Bildschirmähnliches Fenster mit dem Inhalt, dass der „DiTVirtualDisplayAgent“ den Bildschirm und das System für die Anzeige der JScreenate-Anzeige an den Computer und/oder Ihr Netzwerk (optional) verbindet. Klicken Sie auf „Software installieren“. Klicken Sie nach abgeschlossener Installation auf „Neustart“, woraufhin ein Benachrichtigungsfeld mit der Frage „Ob Sie das Programm installieren möchten“ angezeigt wird. Klicken Sie auf „Installieren“, um die Installation zu beenden. Nach Wahl einer Option startet der Computer.

Schritt 8 (gilt nur für macOS® 10.15 oder aktueller)

Verbinden Sie Ihren Monitor, Ihre Fernseher oder Ihr Anzeigegerät mit dem JScreenate-Gerät. Es erscheint ein Bildschirmähnliches Fenster mit dem Inhalt, dass der „DiTVirtualDisplayAgent“ den Bildschirm und das System für die Anzeige der JScreenate-Anzeige an den Computer und/oder Ihr Netzwerk (optional) verbindet. Klicken Sie auf „Software installieren“. Klicken Sie nach abgeschlossener Installation auf „Neustart“, woraufhin ein Benachrichtigungsfeld mit der Frage „Ob Sie das Programm installieren möchten“ angezeigt wird. Klicken Sie auf „Installieren“, um die Installation zu beenden. Nach Wahl einer Option startet der Computer.

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Schritt 10 (Optional)

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Schritt 23 Plug in the JScreenate device, and connect the power supply. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo.

Schritt 24 Plug in the JScreenate device, and connect the power supply. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo.

Schritt 25 Plug in the JScreenate device, and connect the power supply. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo.

Schritt 26 Plug in the JScreenate device, and connect the power supply. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo. The dock will power on and display the JScreenate logo.

Schritt 27 Plug in the JScreenate device, and connect the power supply. The dock will power on and display the JScreen

