Matrox Monitor Bezel Management
TripleHead*2Go* Digital Edition

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The adoption of multiple monitors is widespread for business professionals involved in a broad range of business applications; for example financial traders use up to 8 monitors to view various market data sites and digital audio editors use up to 3 screens for audio editing. They have discovered the competitive advantages that a multi-monitor configuration offers—the additional onscreen real estate facilitates superior workspace management and increases productivity. Now, gamers seeking to take their game to the next level are adding additional monitors to their gaming set-up. Running three monitors from a single system—known as Surround Gaming—provides gamers with the ultimate experience by immersing them in an ultra-widescreen desktop. Although a Surround Gaming environment provides a unique experience and fully engages the peripheral vision, one critical challenge that persists is the visual interference caused by the monitor's bezels.

Bezel interference

When three monitors are used in business environments, the monitor's bezels very rarely interfere with the user's field of vision. This is not the case for a triple-monitor gaming set-up, as one image traditionally spans across all three monitors and the bezels—most notably the vertical parts of the monitor frame—will create two distinct gaps in the image.
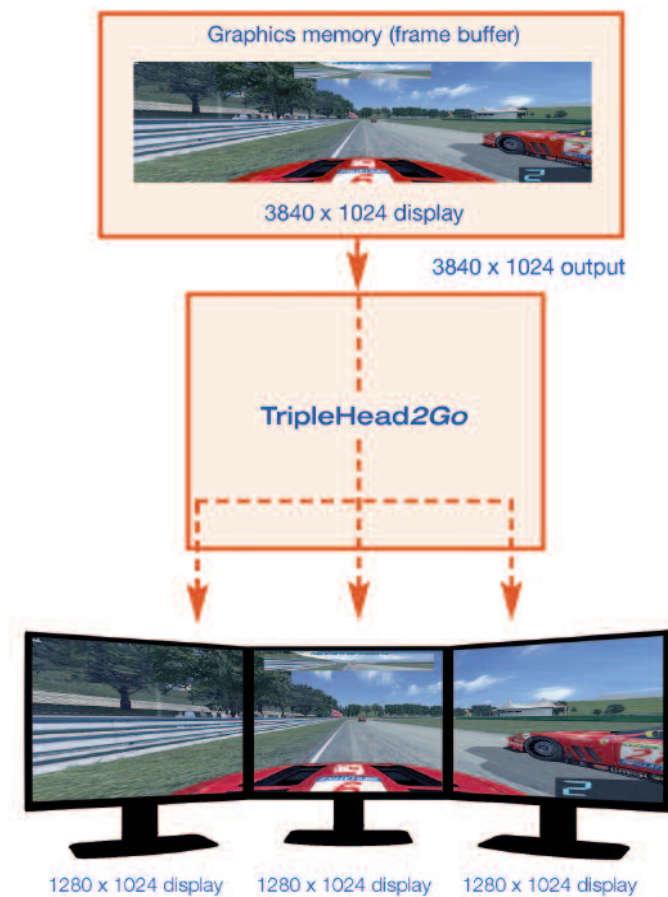
Misaligned image due to the gap created by the bezels

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The gaps seem to have turned what should ideally be one seamless image into three separate and seemingly misaligned images, but neither the graphics card nor the monitors are responsible for the perceived distortion. The graphics card in your gaming system draws the image perfectly within the frame buffer and this information is then communicated accurately to all three monitors.

Graphics memory (frame buffer)

3840 x 1024 display

3840 x 1024 output

TripleHead2Go

1280 x 1024 display   1280 x 1024 display   1280 x 1024 display

What accounts for the perceived distortion are the physical gaps introduced by the monitor's bezels. If monitors were bezel-less or had no borders, no gaps would occur and the image would be seamless from monitors one through three. To account for the perceived distortion, Matrox has developed Monitor Bezel Management—a technology integrated into the TripleHead2Go Digital Edition.

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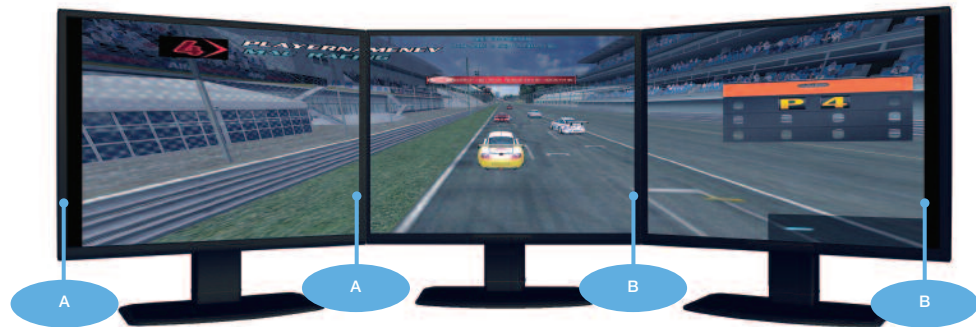
Matrox Monitor Bezel Management

Monitor Bezel Management adds a new realism to Surround Gaming environments by enabling the correct transition of an image across multiple monitors. This unique feature virtually hides part of the desktop behind the monitor bezels. They effectively become part of the game and partially obstruct your view; you can discover the objects hidden behind the bezels by moving the in-game camera. This experience is comparable to looking through the cockpit of an aircraft where the frames of the window block the pilots view.

Monitor Bezel Management is controlled through the Matrox PowerDesk software interface, where users can specify the total width of the bezels between monitor 1 and 2, and monitor 2 and 3. Using these parameters, the TripleHead*2Go* technology will then shift the desktop and deliver a real-life gaming experience. This feature can be easily turned on or off via a designated hotkey without rebooting the system

a) Monitor Bezel Management off

b) Monitor Bezel Management on

A) Desktop will shift by the total width of the bezels between monitors 1 and 2

B) Desktop will shift by the total width of the bezels between monitors 2 and 3

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See the difference with Matrox Monitor Bezel Management:

Flight Simulator X without Monitor Bezel Management:

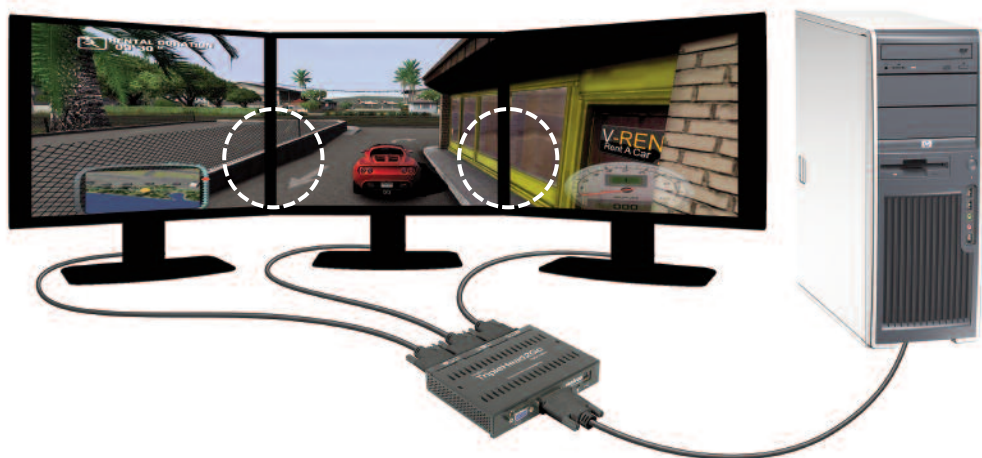Flight Simulator X with Monitor Bezel Management:

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See the difference with Matrox Monitor Bezel Management:

Test Drive Unlimited without Monitor Bezel Management:
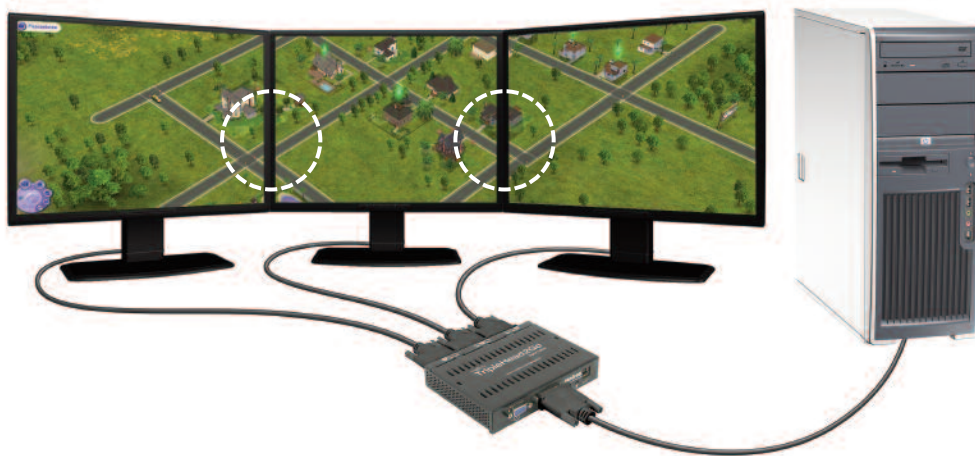

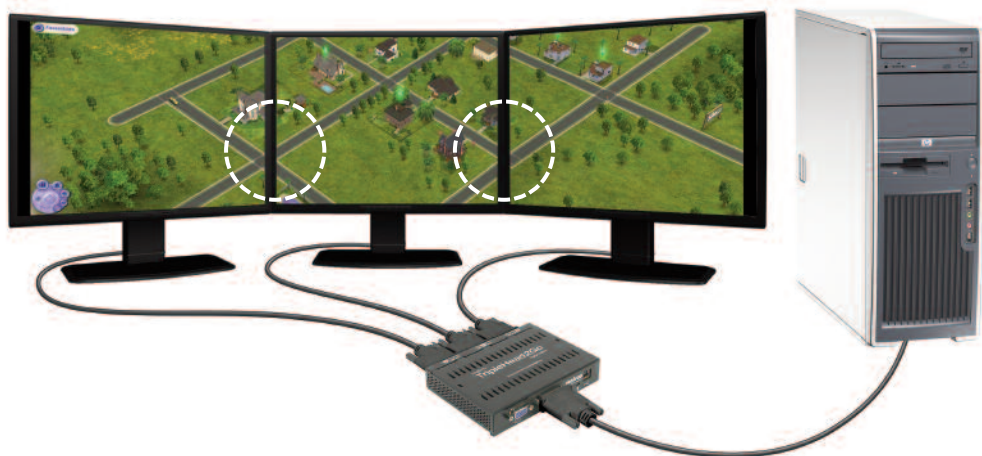Test Drive Unlimited with Monitor Bezel Management:

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See the difference with Matrox Monitor Bezel Management:

The Sims 2 without Monitor Bezel Management:

The Sims 2 with Monitor Bezel Management:

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Superior gaming experience!

The Monitor Bezel Management feature was designed to enhance gaming environments by converting three seemingly disjointed images into one continuous image. This conversion allows gamers who rely on life-like replication across three monitors to enjoy a more realistic view of their games without impacting the game's performance. With a more accurate view, Monitor Bezel Management conveniently provides the gamer with a first-class Surround Gaming experience like no other.

About Matrox Graphics Inc.

Matrox Graphics Inc. is the leading manufacturer of graphics solutions for professionals and has been delivering high-quality, innovative 2D/3D, and video graphics accelerators for more than 30 years. Creator of the multi-display phenomenon, Matrox combines its proven graphics chip designs, reliable software, and dependable card manufacturing expertise to produce products that are reputed worldwide for their superior image quality, practical ingenuity, and unwavering stability. Matrox Graphics designs and supports graphics solutions optimized for utility, empowering professionals to see more and do more. A privately held company headquartered in Montreal, Canada, Matrox has international offices in the United States, the United Kingdom, Ireland, Germany, Italy, and Hong Kong. For more information, visit **www.matrox.com/graphics.**

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