Matrox® QuadHead2Go™ Series Configuration Guide

Q2G-DP4K and Q2G-DP4K-C

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Graphics for Professionals

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Overview

This document outlines possible input resolutions and configurations that can be used with Matrox QuadHead2Go products. This document considers only the configuration of the outputs of QuadHead2Go (not source capabilities, project type, or use case).

The possible configurations outlined in this document use monitors with a resolution of 1920x1080. For configurations that use other resolutions, contact dwcsupport@matrox.com.

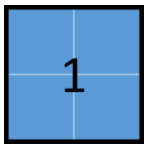
For configurations not outlined in this document, see **Appendix A:** Logical arguments.

> **Note:** This guide uses pre-set logical arguments to determine a possible configuration that minimize the number of differing source output resolutions.
>
> Matrox makes no guarantee about the accuracy of information contained in this document. The user is responsible for validating the configurations outlined in this document based on use case, source capabilities, and any other factors that may or may not impact their video wall.

Conventions used in this document

QuadHead2Go unit number #1

3840x2160 output from GPU (different colors represent different outputs)



Configuration of QuadHead2Go unit #1

x1 Configurations

2x1 configuration

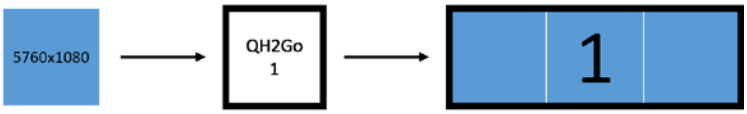
For a 2x1 configuration, possible setups include:

- 1x QuadHead2Go unit
- 1x 3840x1080 output from the GPU (as input to the QuadHead2Go unit)

3x1 configuration

For a 3x1 configuration, possible setups include:

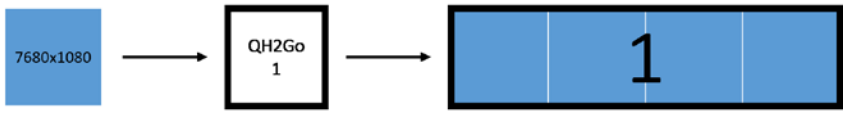
- 1x QuadHead2Go unit
- 1x 5760x1080 output from the GPU (as input to the QuadHead2Go unit)



4x1 configuration

For a 4x1 configuration, possible setups include:

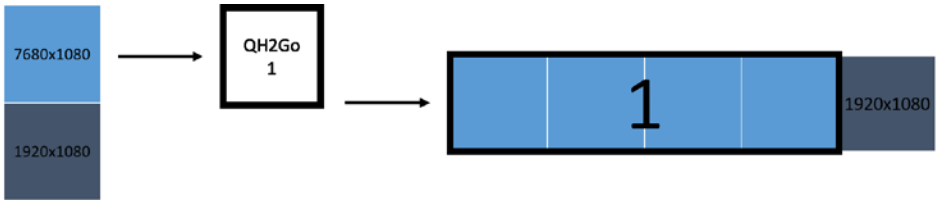
- 1x QuadHead2Go unit
- 1x 7680x1080 output from the GPU (as input to the QuadHead2Go unit)



5x1 configuration

For a 5x1 configuration, possible setups include:

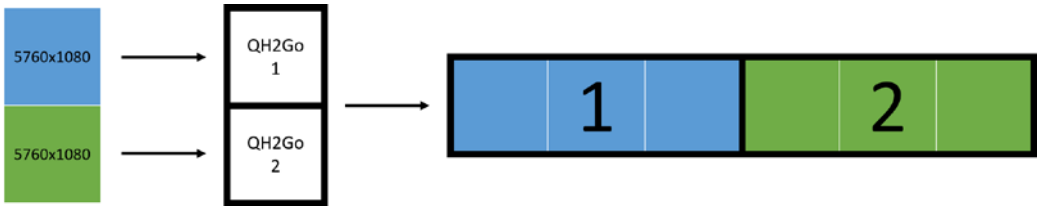
- 1x QuadHead2Go unit
- 1x 7680x1080 output from the GPU (as input to the QuadHead2Go unit)
- 1x 1920x1080 output from the GPU directly to a monitor



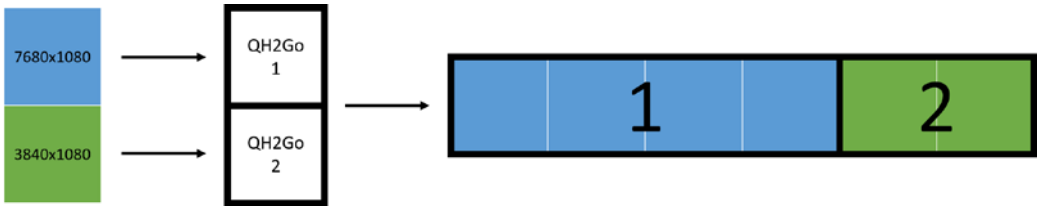
6x1 configuration

For a 6x1 configuration, possible setups include:

- 2x QuadHead2Go units
- 2x 5760x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



- 2x QuadHead2Go units
- 1x 7680x1080 output from the GPU (as input to the QuadHead2Go units)
- 1x 3840x1080 output from the GPU (as input to the QuadHead2Go units)

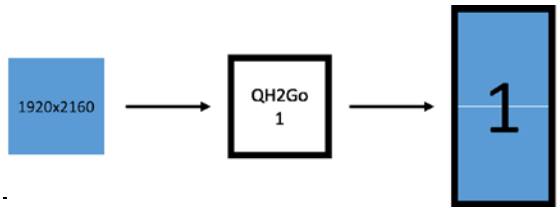


x2 Configurations

1x2 configuration

For a 1x2 configuration, possible setups include:

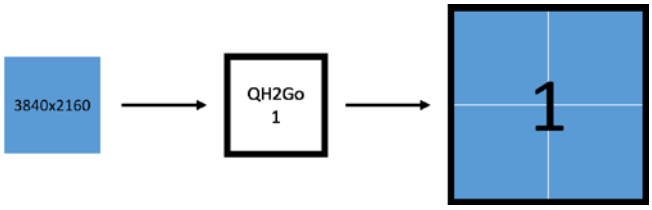
- 1x QuadHead2Go units
- 1x 1920x2160 output from the GPU (as input to the QuadHead2Go unit)



2x2 configuration

For a 2x2 configuration, possible setups include:

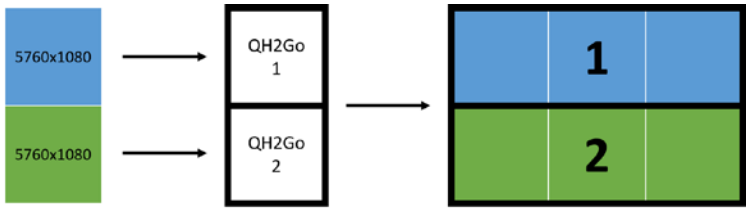
- 1x QuadHead2Go units
- 1x 3840x2160 output from the GPU (as input to the QuadHead2Go unit)



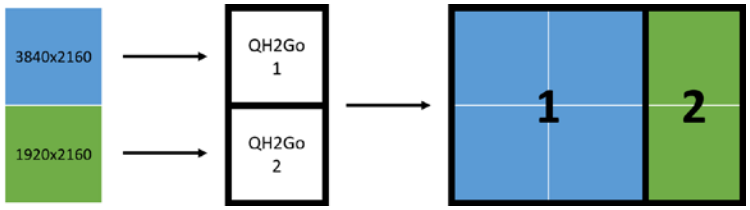
3x2 configuration

For a 3x2 configuration, possible setups include:

- 2x QuadHead2Go units
- 2x 5760x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



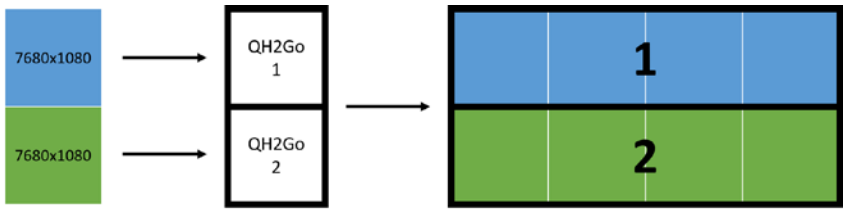
- 2x QuadHead2Go units
- 1x 3840x2160 output from the GPU (as input to the QuadHead2Go)
- 1x 1920x2160 output from GPU (as input to the QuadHead2Go)



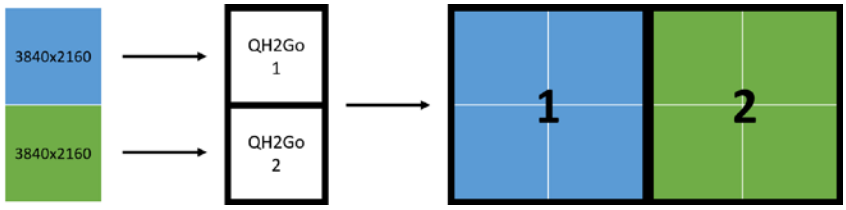
4x2 configuration

For a 4x2 configuration, possible setups include:

- 2x QuadHead2Go units
- 2x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



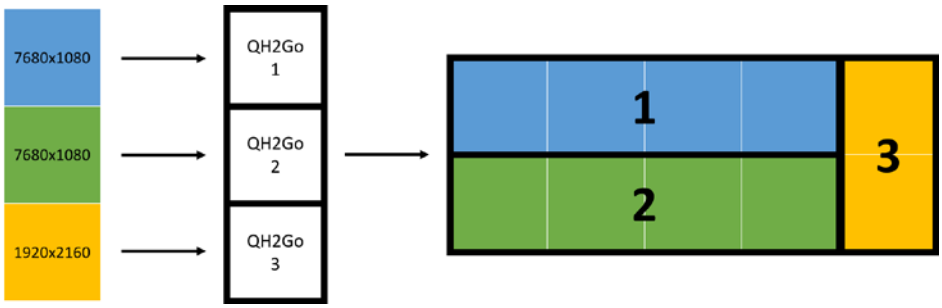
- 2x QuadHead2Go units
- 2x 3840x2160 outputs from the source (as inputs to the QuadHead2Go units)



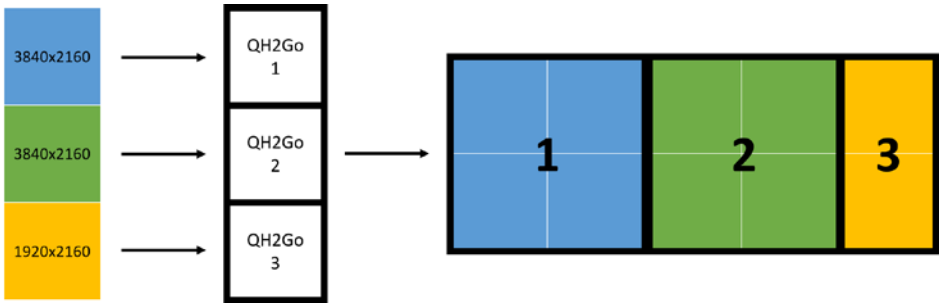
5x2 configuration

For a 5x2 configuration, possible setups include:

- 3x QuadHead2Go units
- 2x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x2160 outputs from the GPU (as input to the QuadHead2Go unit)



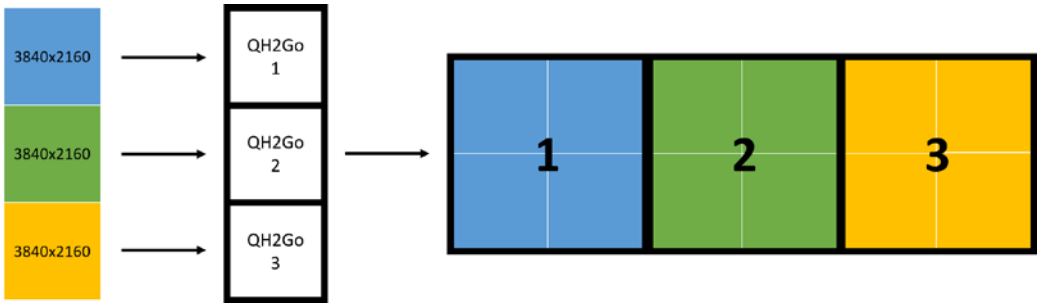
- 3x QuadHead2Go units
- 2x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x2160 outputs from the GPU (as input to the QuadHead2Go unit)



6x2 configuration

For a 6x2 configuration, possible setups include:

- 3x QuadHead2Go units
- 3x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)

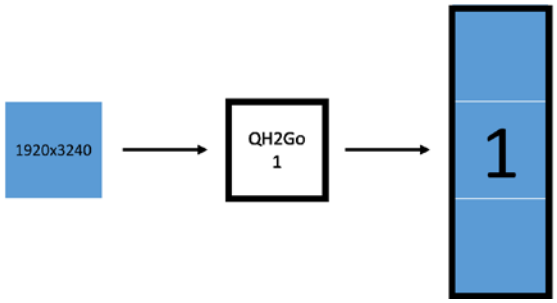


x3 Configurations

1x3 configuration

For a 1x3 configuration, possible setups include:

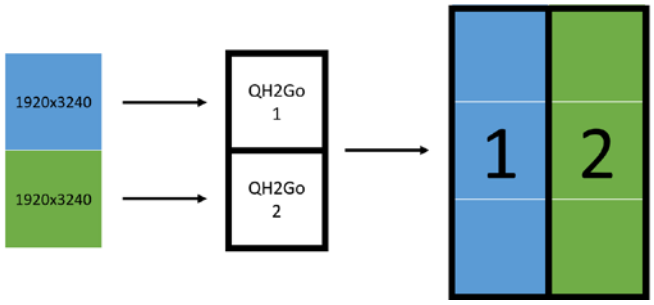
- 1x QuadHead2Go unit
- 1x 1920x3240 outputs from the GPU (as input to the QuadHead2Go unit)



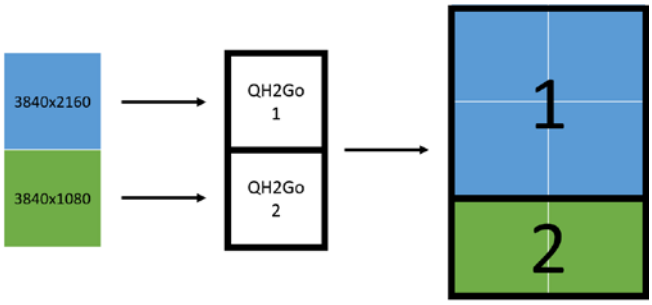
2x3 configuration

For a 2x3 configuration, possible setups include:

- 2x QuadHead2Go units
- 2x 1920x3240 outputs from the GPU (as inputs to the QuadHead2Go units)



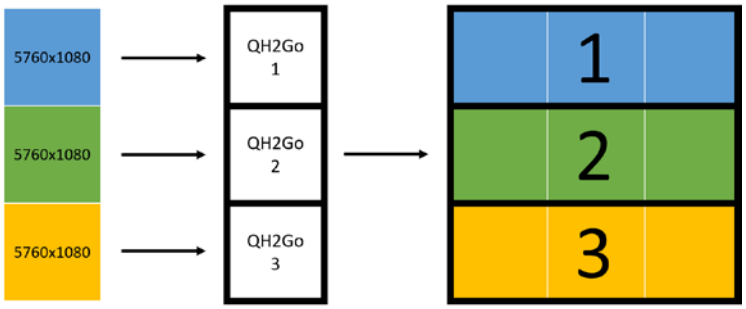
- 2x QuadHead2Go units
- 1x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 3840x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



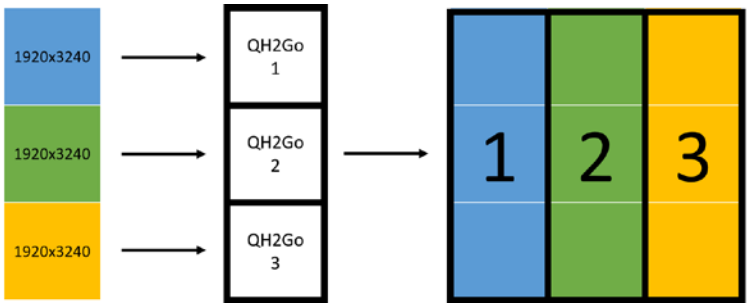
3x3 configuration

For a 3x3 configuration, possible setups include:

- 3x QuadHead2Go units
- 3x 5760x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



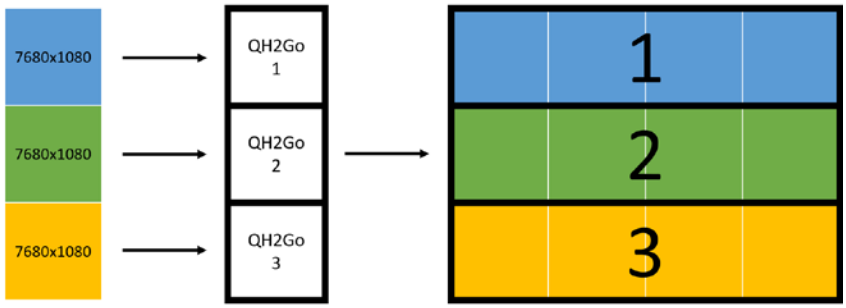
- 3x QuadHead2Go units
- 3x 1920x3240 outputs from the GPU (as inputs to the QuadHead2Go units)



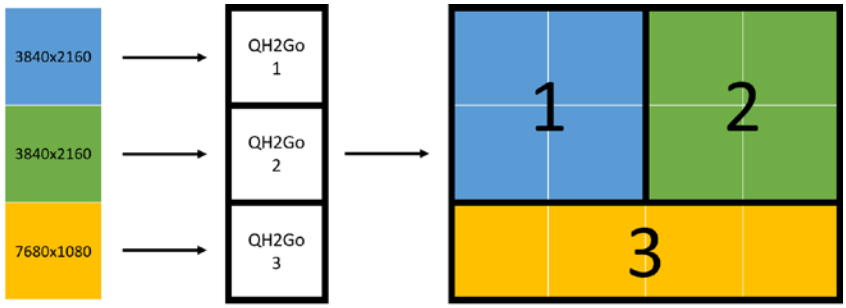
4x3 configuration

For a 4x3 configuration, possible setups include:

- 3x QuadHead2Go units
- 3x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



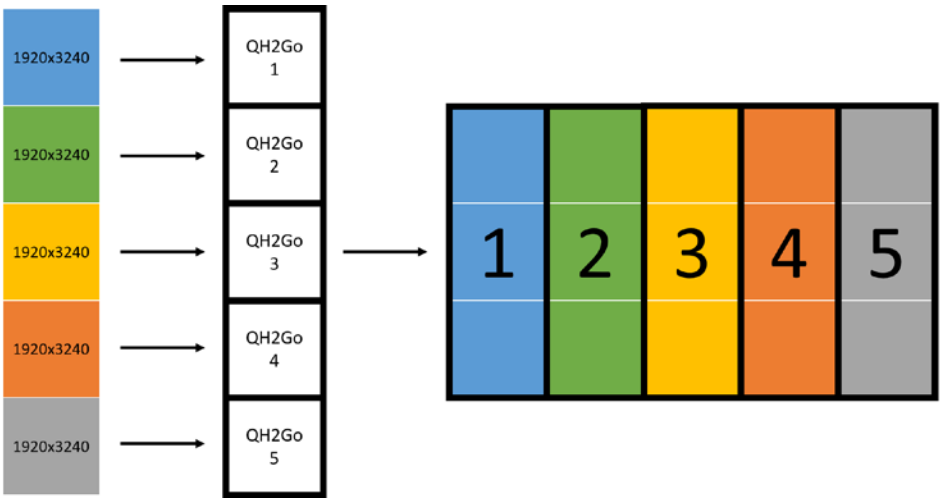
- 3x QuadHead2Go units
- 2x 3840x2160 outputs from the GPU (as input to the QuadHead2Go units)
- 1x 7680x1080 output from the GPU (as an input to the QuadHead2Go units)



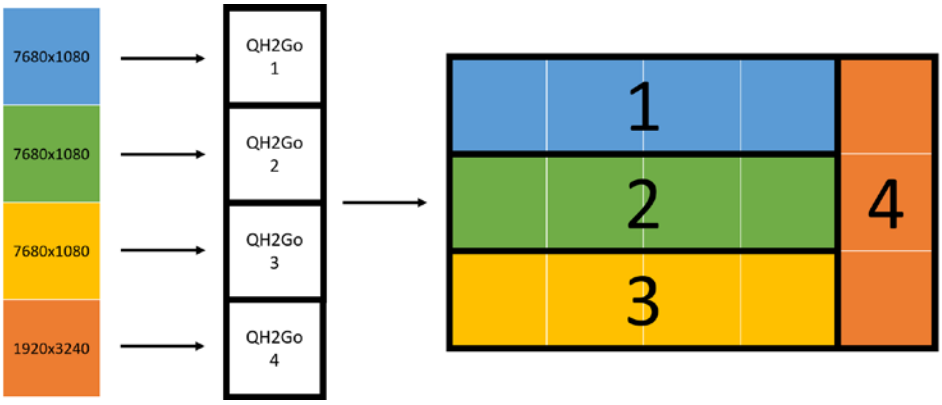
5x3 configuration

For a 5x3 configuration, possible setups include:

- 5x QuadHead2Go units
- 5x 1920x3240 outputs from the GPU (as inputs to the QuadHead2Go units)

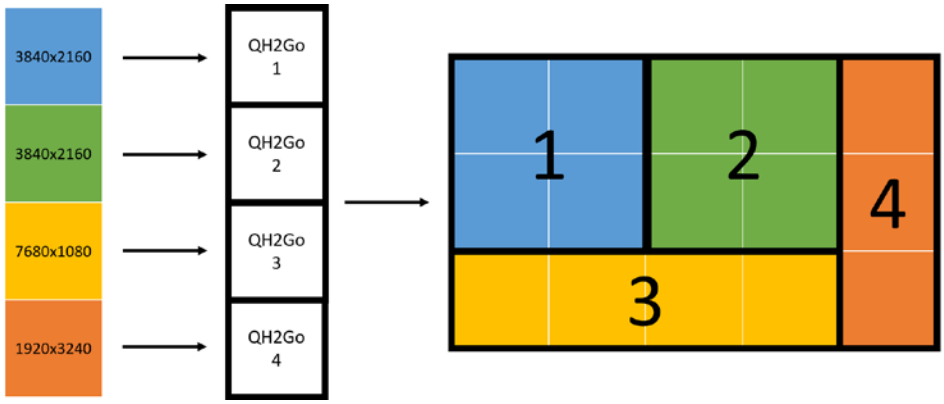


- 4x QuadHead2Go units
- 3x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x3240 output from the GPU (as input to the QuadHead2Go unit)



- 4x QuadHead2Go units
- 2x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 7680x1080 output from the GPU (as input to the QuadHead2Go unit)

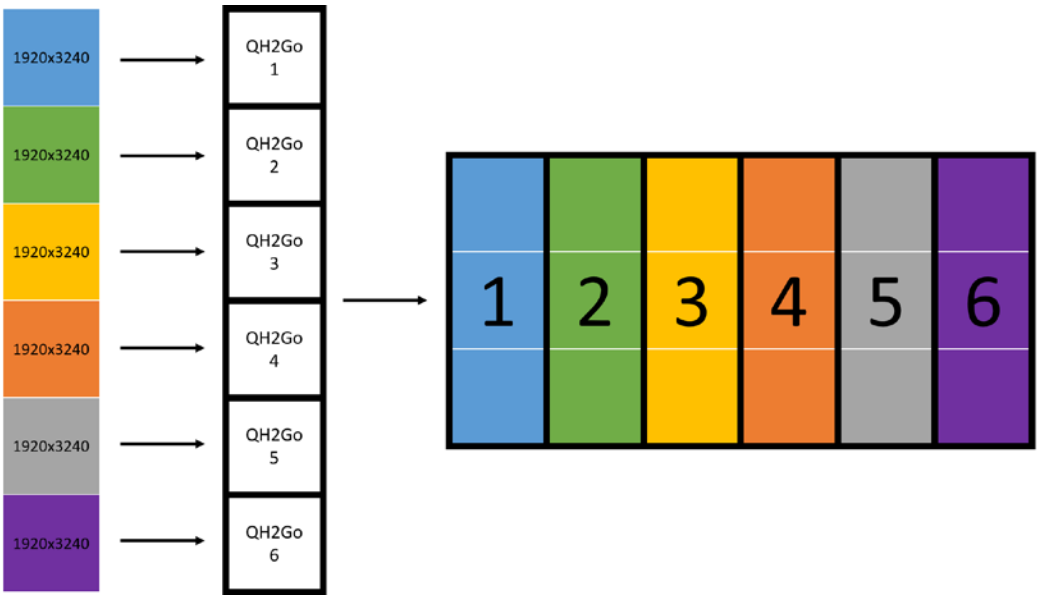
- 1x 1920x3240 output from the GPU (as input to the QuadHead2Go unit)



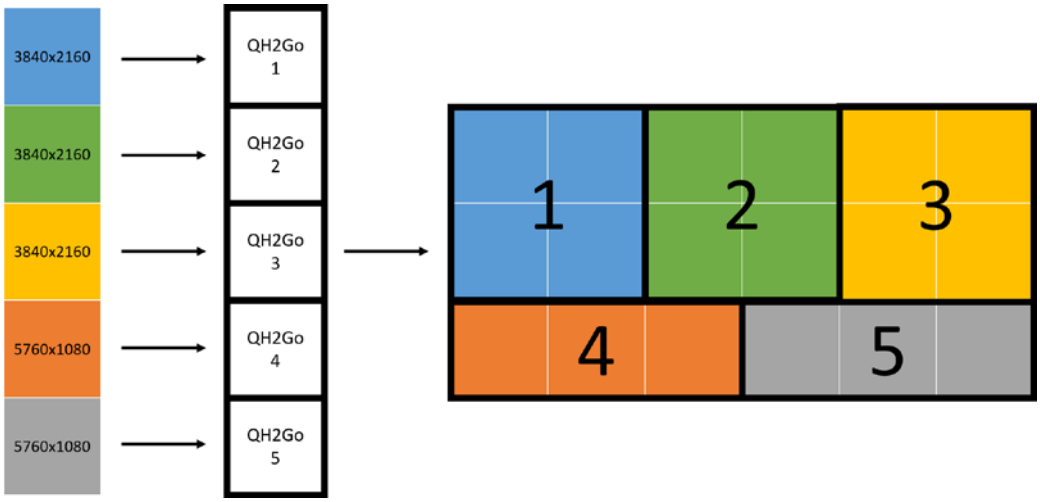
6x3 configuration

For a 6x3 configuration, possible setups include:

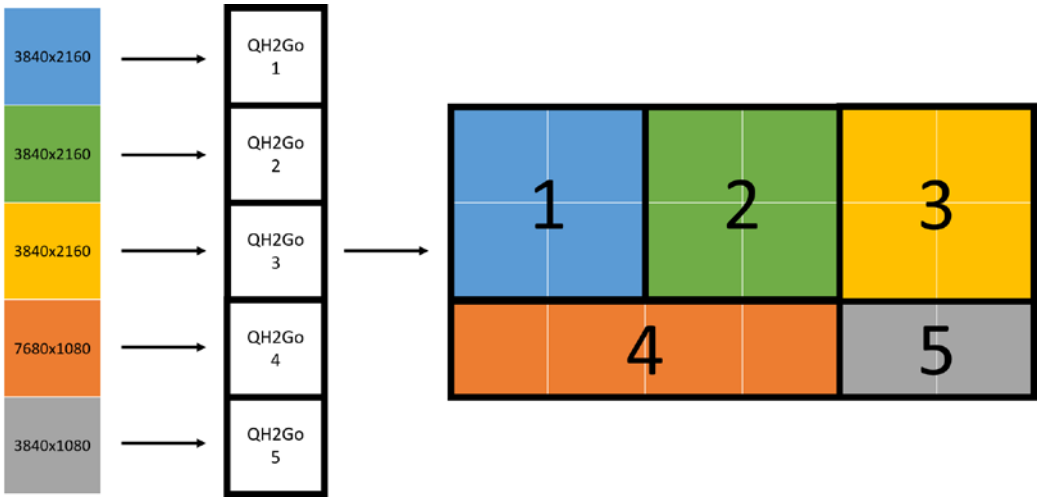
- 6x QuadHead2Go units
- 6x 1920x3240 outputs from the GPU (as inputs to the QuadHead2Go units)



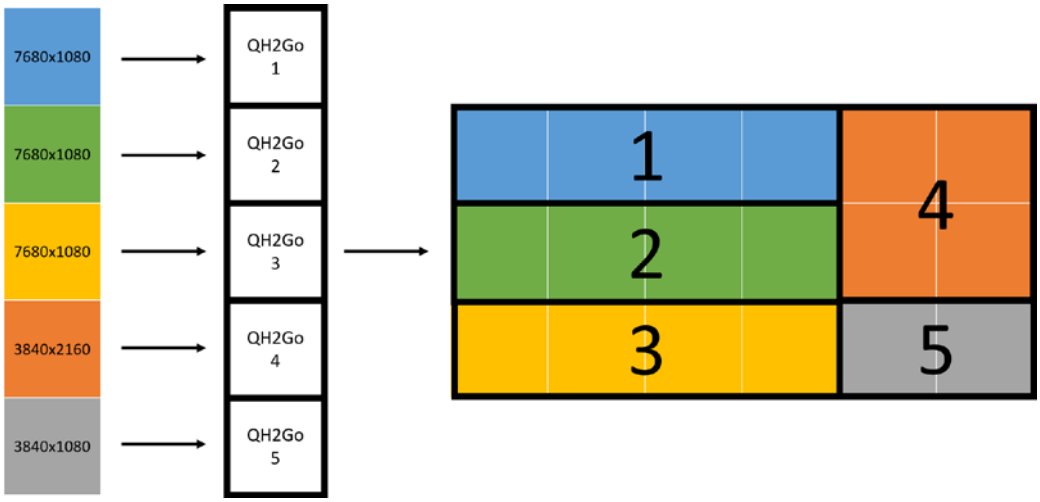
- 5x QuadHead2Go units
- 3x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 2x 5760x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



- 5x QuadHead2Go units
- 3x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 7860x1080 outputs from the GPU (as input to the QuadHead2Go unit)
- 1x 3840x1080 output from the GPU (as input to the QuadHead2Go unit)



- 4x QuadHead2Go units
- 3x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 3840x2160 output from the GPU (as input to the QuadHead2Go unit)
- 1x 3840x1080 output from the GPU (as input to the QuadHead2Go unit)

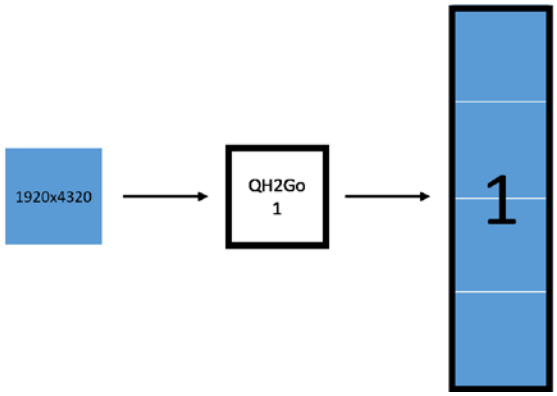

7680x1080
7680x1080
7680x1080
3840x2160
3840x1080
QH2Go 1
QH2Go 2
QH2Go 3
QH2Go 4
QH2Go 5
1
2
3
4
5

x4 Configurations

1x4 configuration

For a 1x4 configuration, possible setups include:

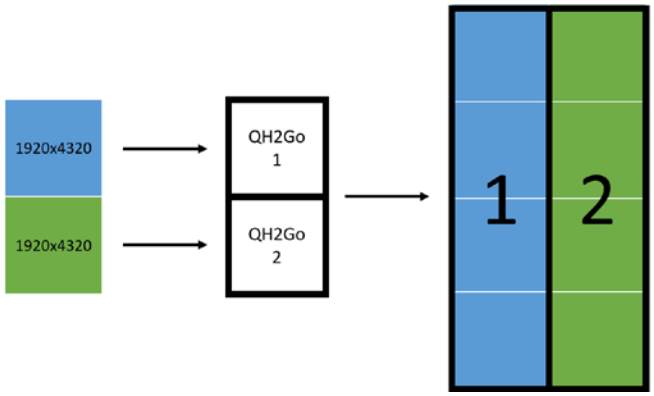
- 1x QuadHead2Go units
- 1x 1920x4320 output from the GPU (as input to the QuadHead2Go unit)



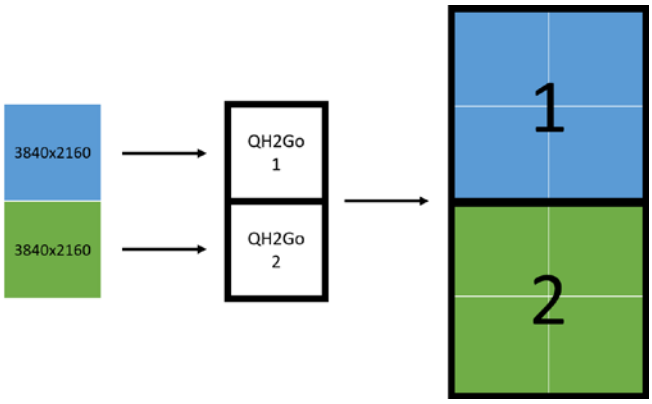
2x4 configuration

For a 2x4 configuration, possible setups include:

- 2x QuadHead2Go units
- 2x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)



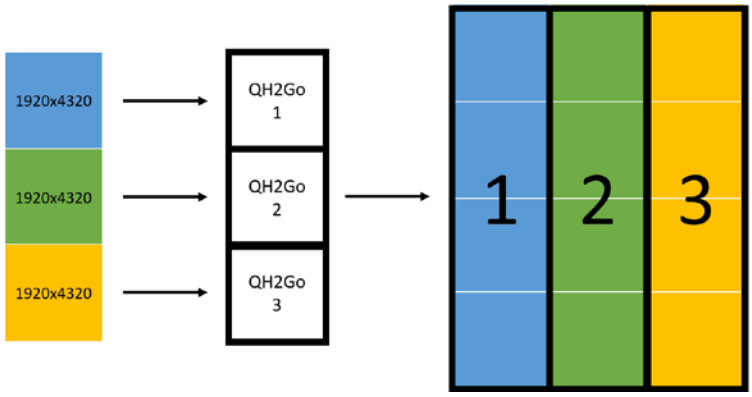
- 2x QuadHead2Go units
- 2x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)



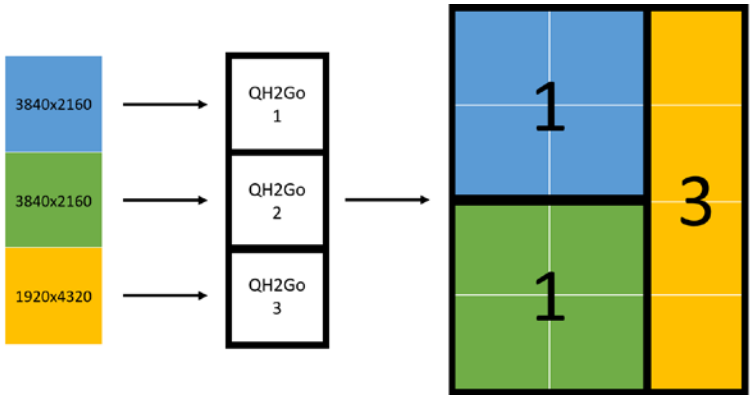
3x4 configuration

For a 3x4 configuration, possible setups include:

- 3x QuadHead2Go units
- 3x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)



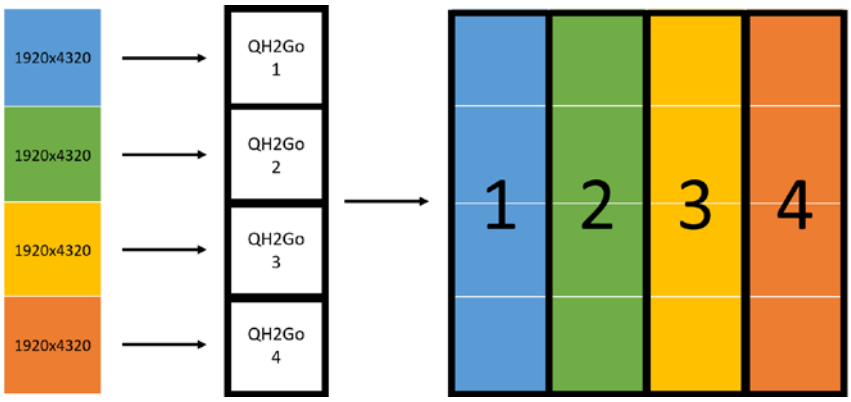
- 3x QuadHead2Go units
- 2x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x4320 output from the GPU (as input to the QuadHead2Go unit)



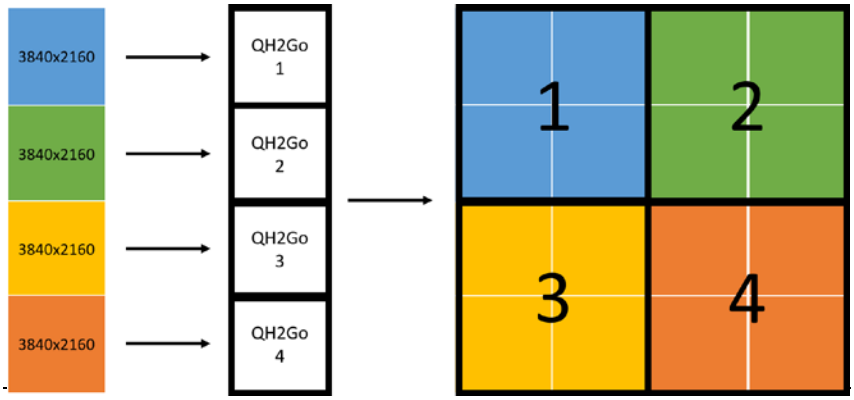
4x4 configuration

For a 4x4 configuration, possible setups include:

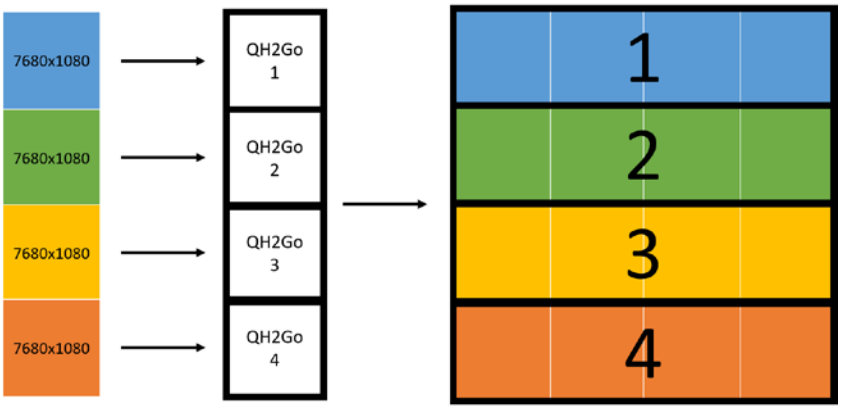
- 4x QuadHead2Go units
- 4x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)



- 4x QuadHead2Go units
- 4x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)



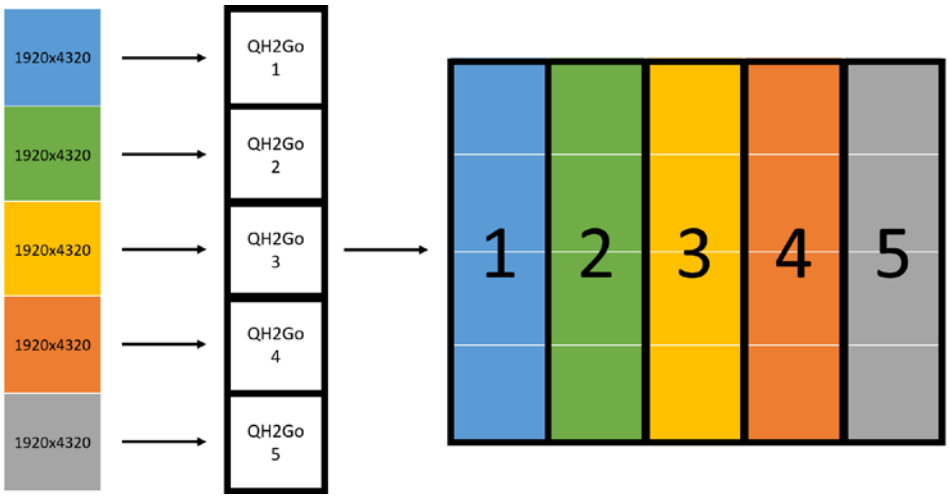
- 4x QuadHead2Go units
- 4x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



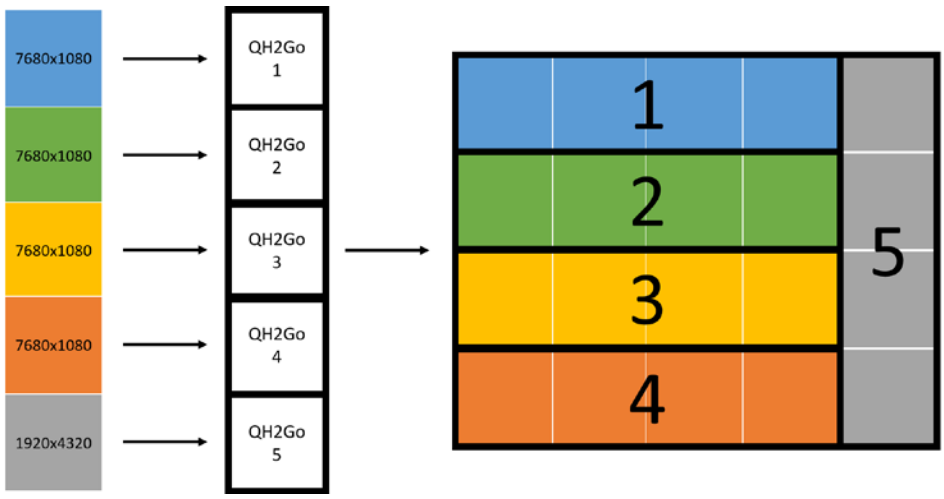
5x4 configuration

For a 5x4 configuration, possible setups include:

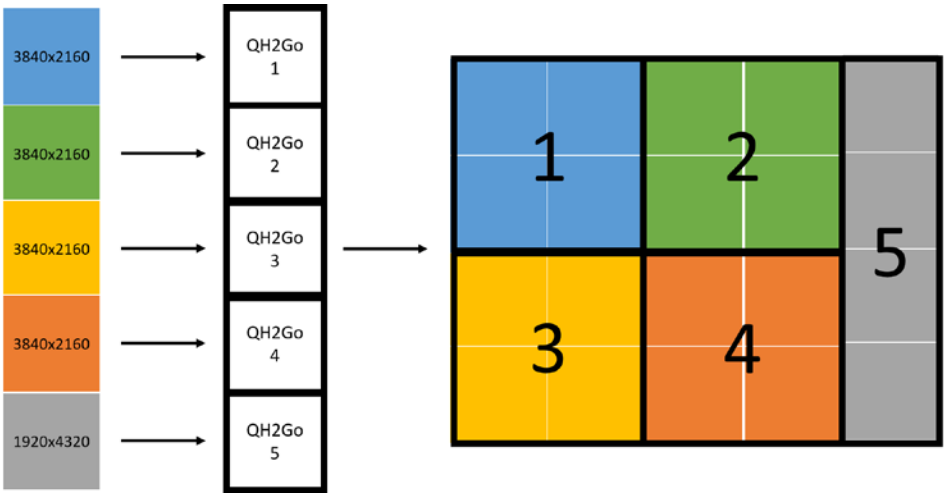
- 5x QuadHead2Go units
- 5x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)



- 5x QuadHead2Go units
- 4x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x4320 output from the GPU (as input to the QuadHead2Go unit)



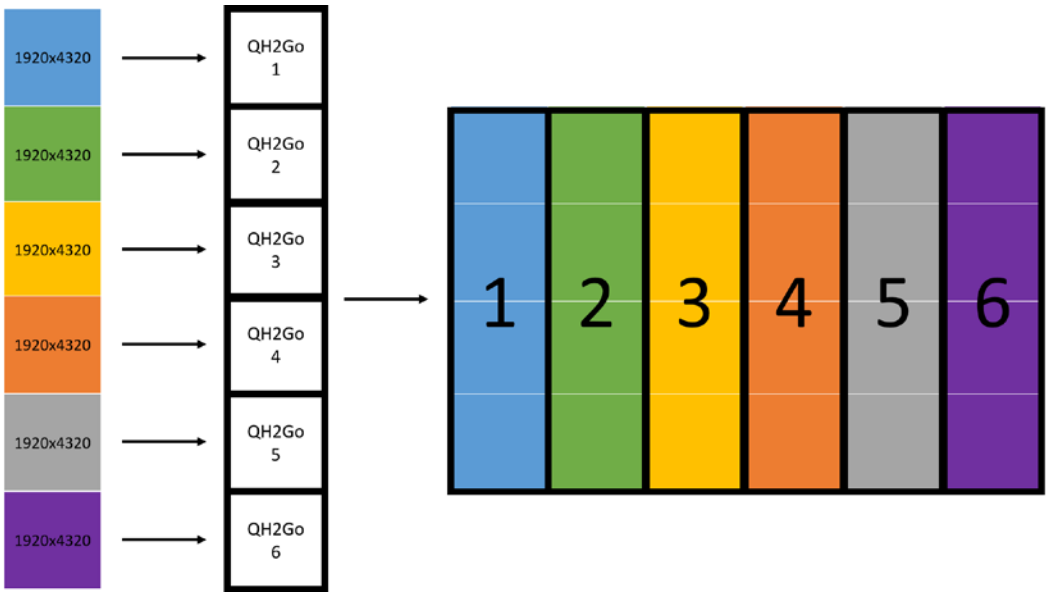
- 5x QuadHead2Go units
- 4x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x4320 output from the GPU (as input to the QuadHead2Go unit)



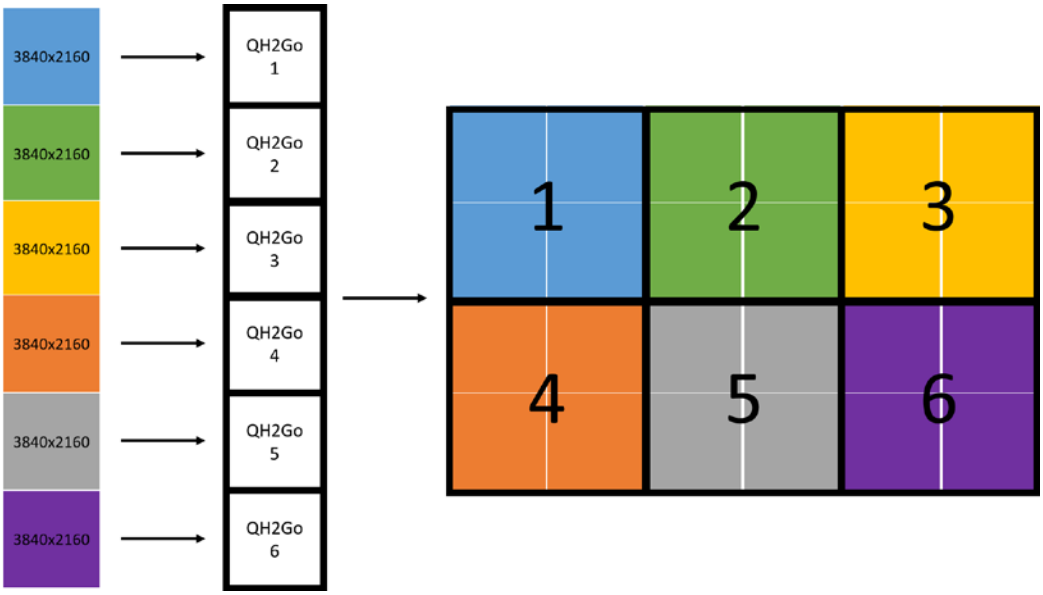
6x4 configuration

For a 6x4 configuration, possible setups include:

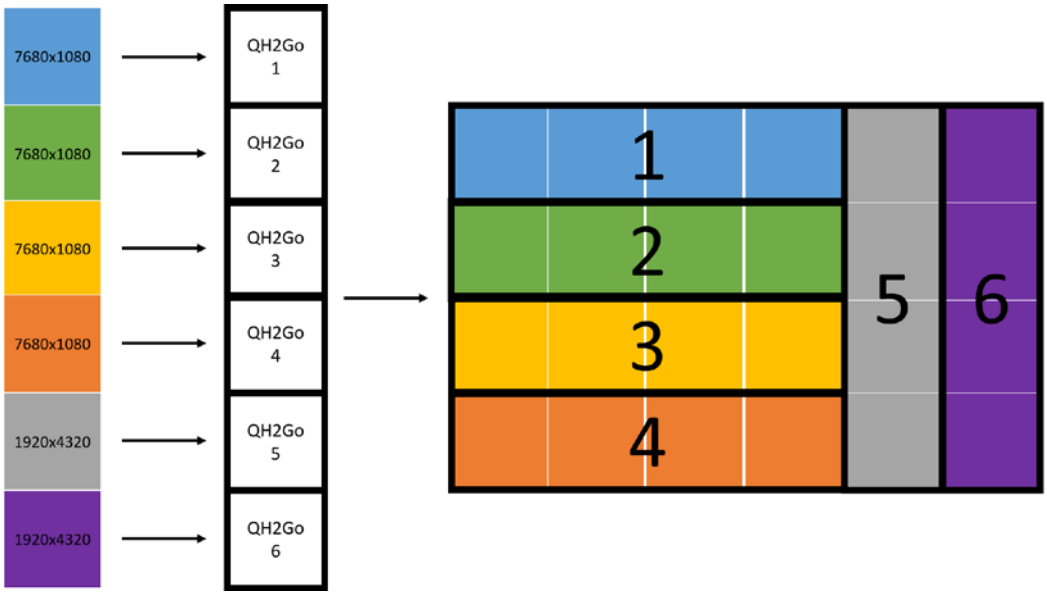
- 6x QuadHead2Go units
- 6x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)



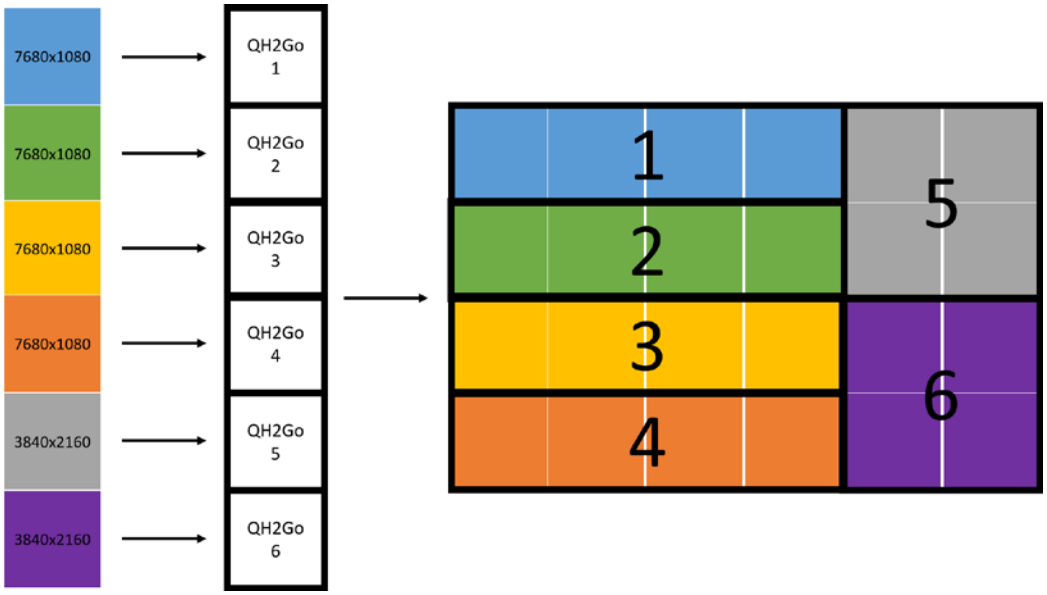
- 6x QuadHead2Go units
- 6x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)



- 6x QuadHead2Go units
- 4x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)
- 2x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)



- 6x QuadHead2Go units
- 4x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)
- 2x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)

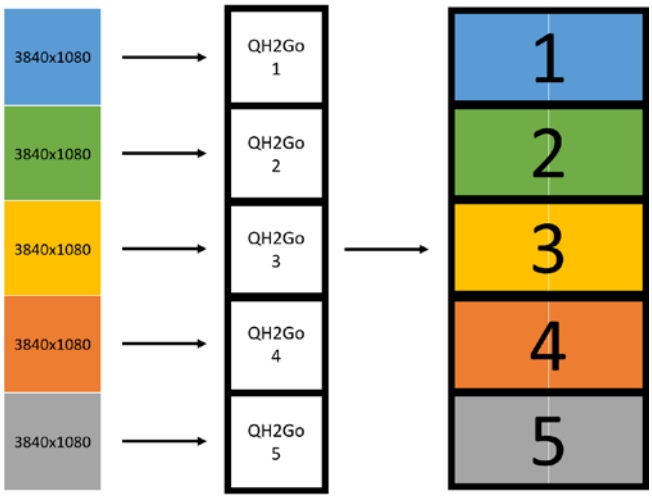

7680x1080
7680x1080
7680x1080
7680x1080
3840x2160
3840x2160
QH2Go 1
QH2Go 2
QH2Go 3
QH2Go 4
QH2Go 5
QH2Go 6
1
2
3
4
5
6

x5 Configurations

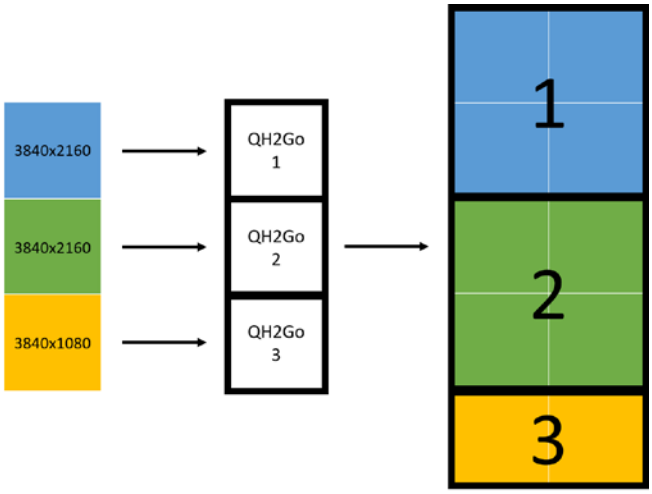
2x5 configuration

For a 2x5 configuration, possible setups include:

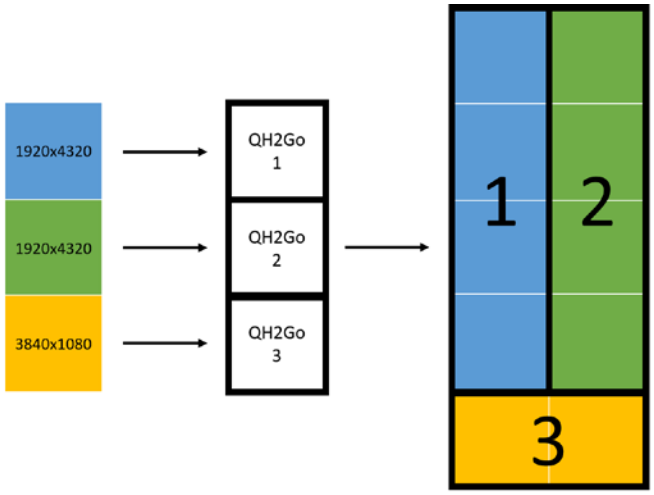
- 5x QuadHead2Go units
- 5x 3840x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



- 3x QuadHead2Go units
- 2x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 3840x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



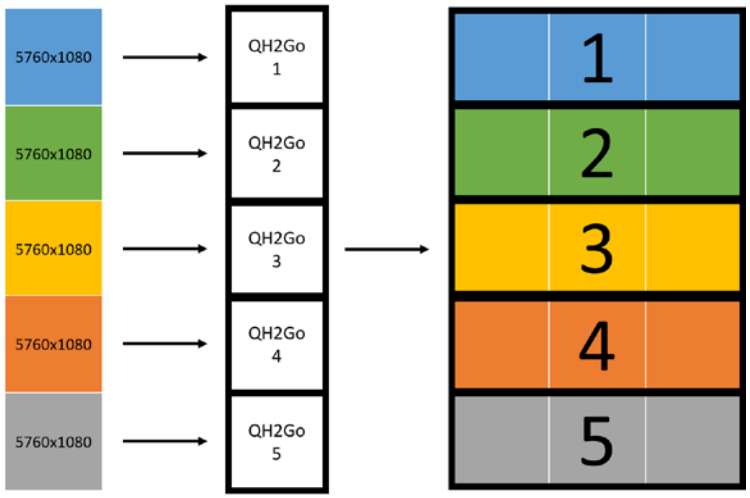
- 3x QuadHead2Go units
- 2x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 3840x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



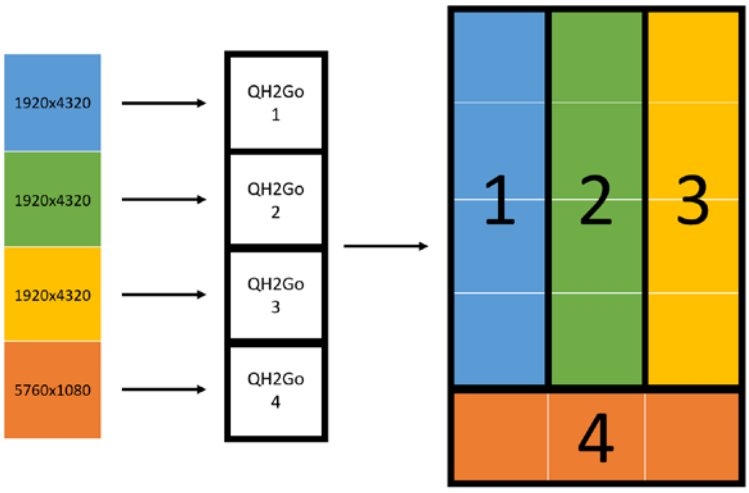
3x5 configuration

For a 3x5 configuration, possible setups include:

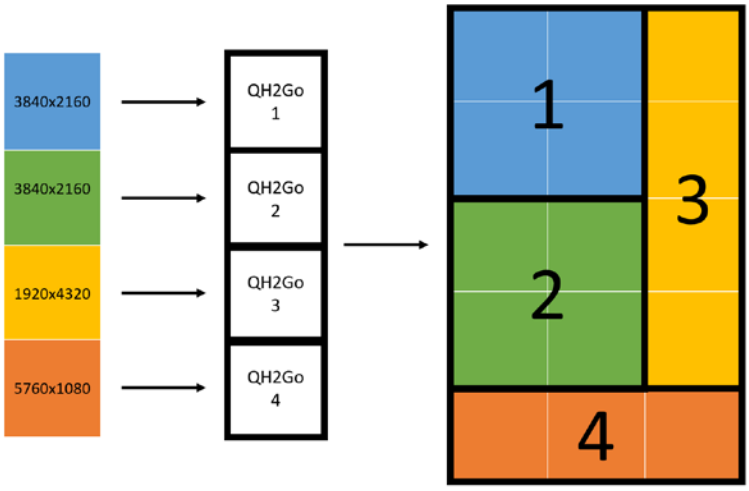
- 5x QuadHead2Go units
- 5x 5760x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



- 4x QuadHead2Go units
- 3x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 5760x1080 output from the GPU (as input to the QuadHead2Go unit)



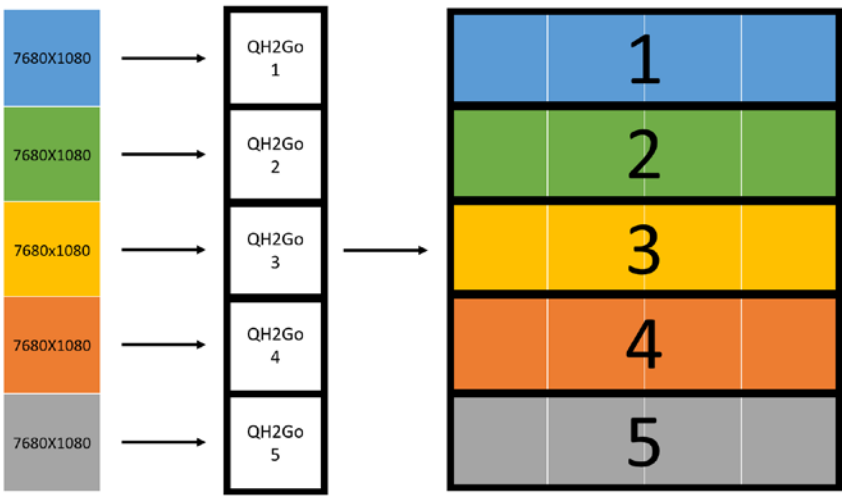
- 4x QuadHead2Go units
- 2x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x4320 output from the GPU (as input to the QuadHead2Go unit)
- 1x 5760x1080 output from the GPU (as input to the QuadHead2Go unit).



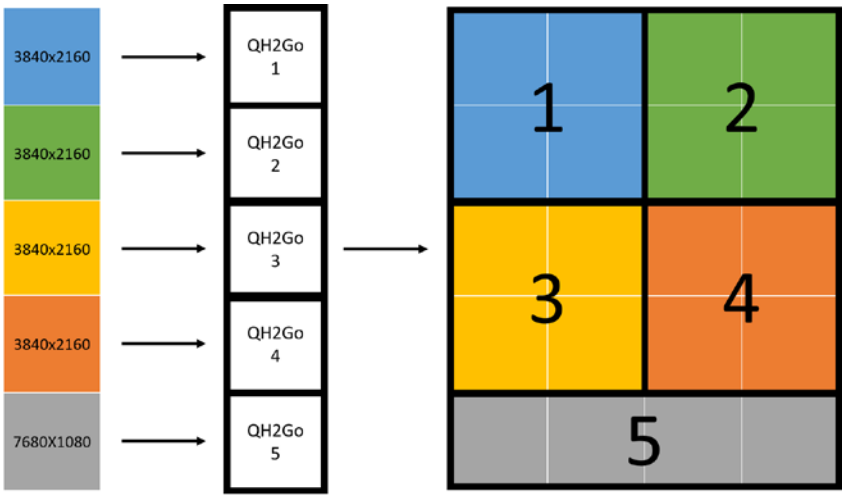
4x5 configuration

For a 4x5 configuration, possible setups include:

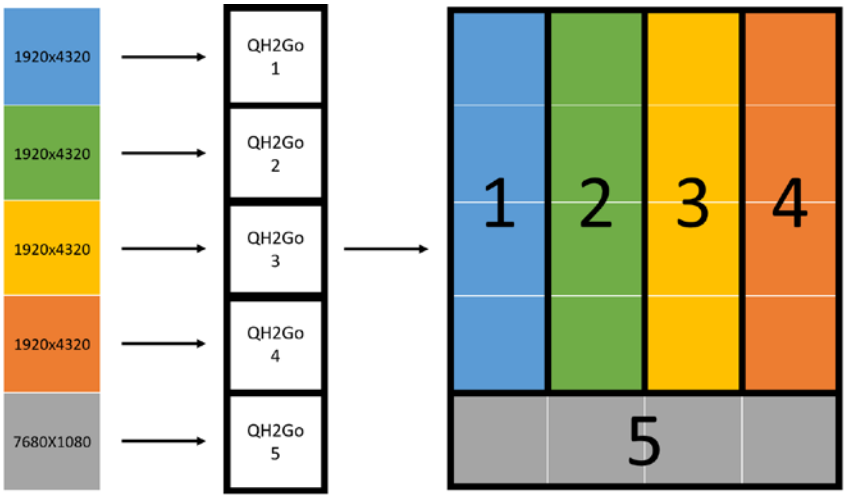
- 5x QuadHead2Go units
- 5x 7680X1080 outputs from the GPU (as inputs to the QuadHead2Go units)



- 5x QuadHead2Go units
- 4x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 7680x1080 output from the GPU (as input to the QuadHead2Go unit)



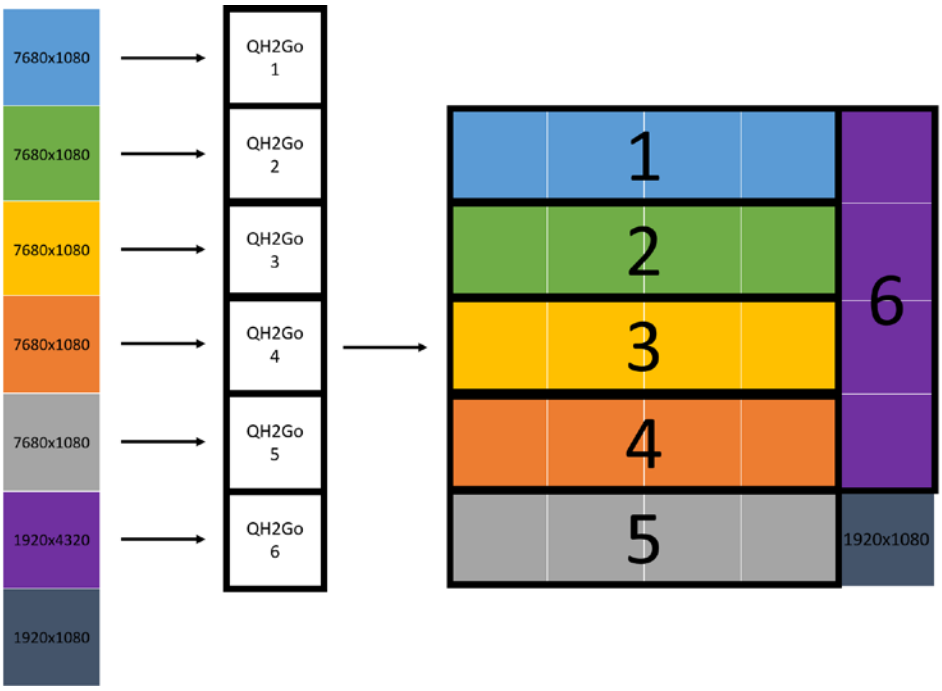
- 5x QuadHead2Go units
- 4x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 7680x1080 output from the GPU (as input to the QuadHead2Go unit)



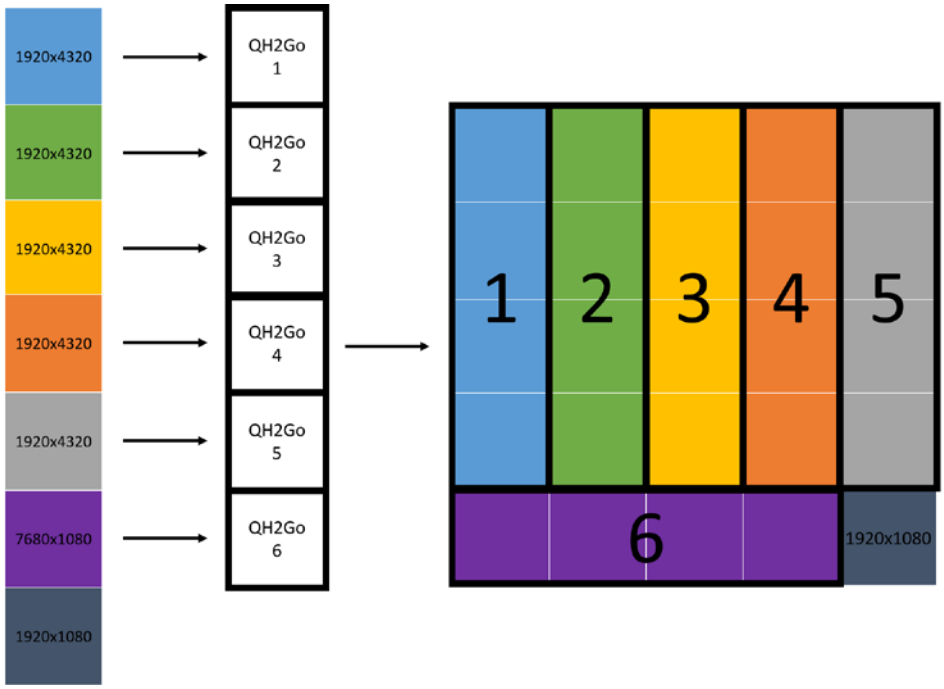
5x5 configuration

For a 5x5 configuration, possible setups include:

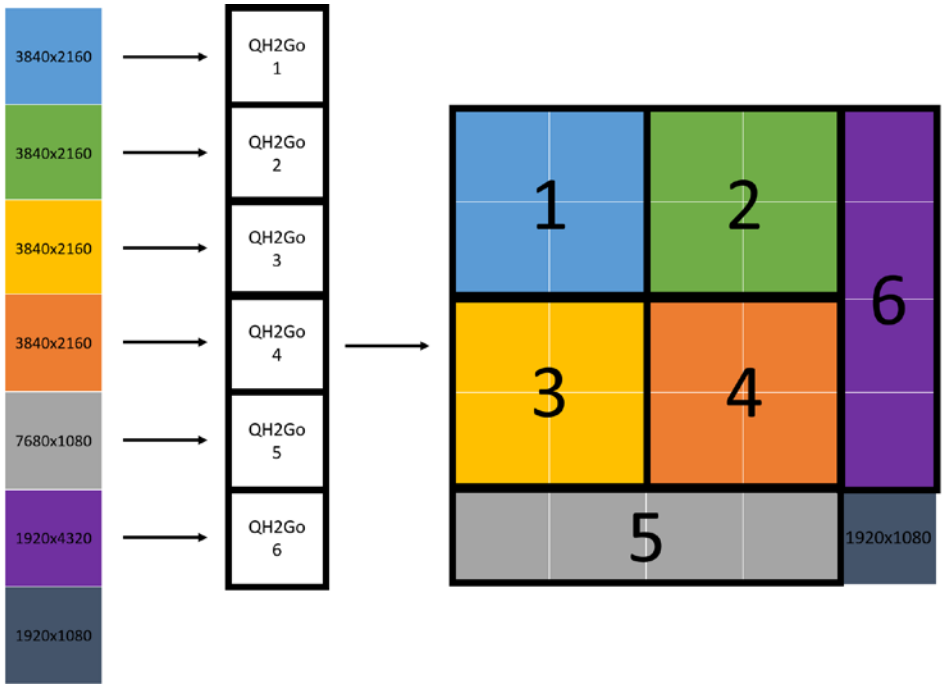
- 6x QuadHead2Go units
- 5x 7680x1080 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x4320 output from the GPU (as input to the QuadHead2Go unit)
- 1x 1920x1080 output from the GPU directly to a monitor



- 6x QuadHead2Go units
- 5x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 7680x1080 output from the GPU (as input to the QuadHead2Go unit)
- 1x 1920x1080 output from the GPU directly to a monitor



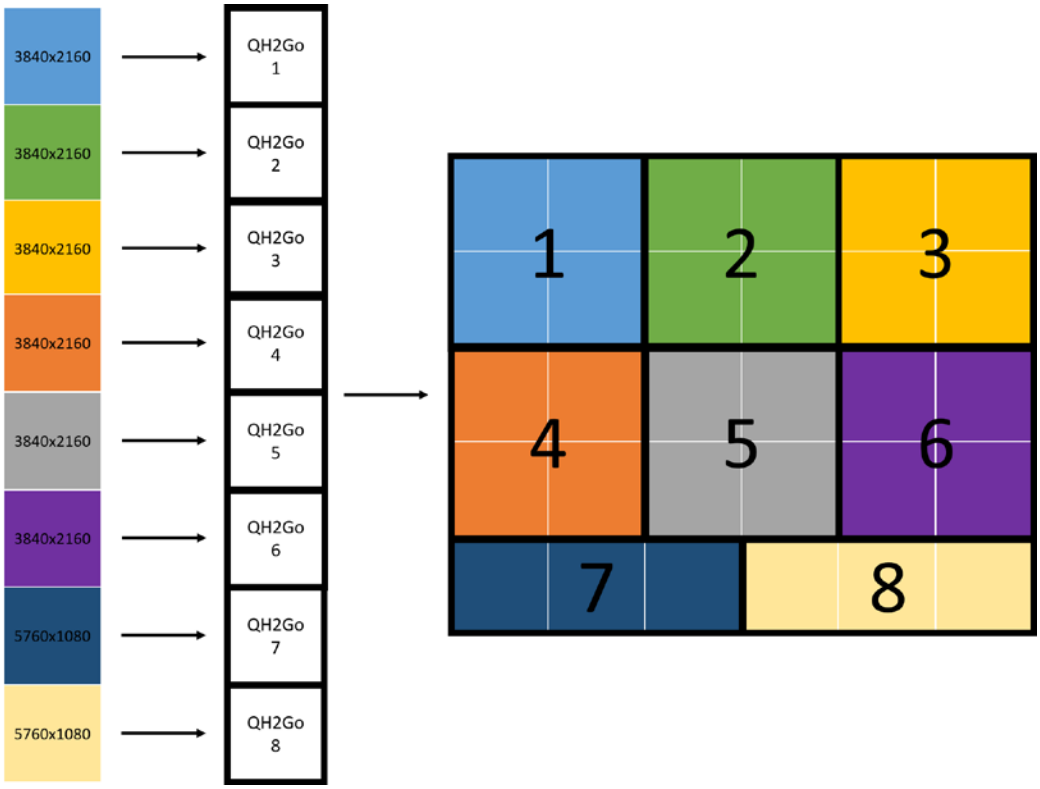
- 6x QuadHead2Go units
- 4x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 1920x4320 output from the GPU (as input to the QuadHead2Go unit)
- 1x 7680x1080 output from the GPU (as input to the QuadHead2Go unit)
- 1x 1920x1080 output from the GPU directly to a monitor



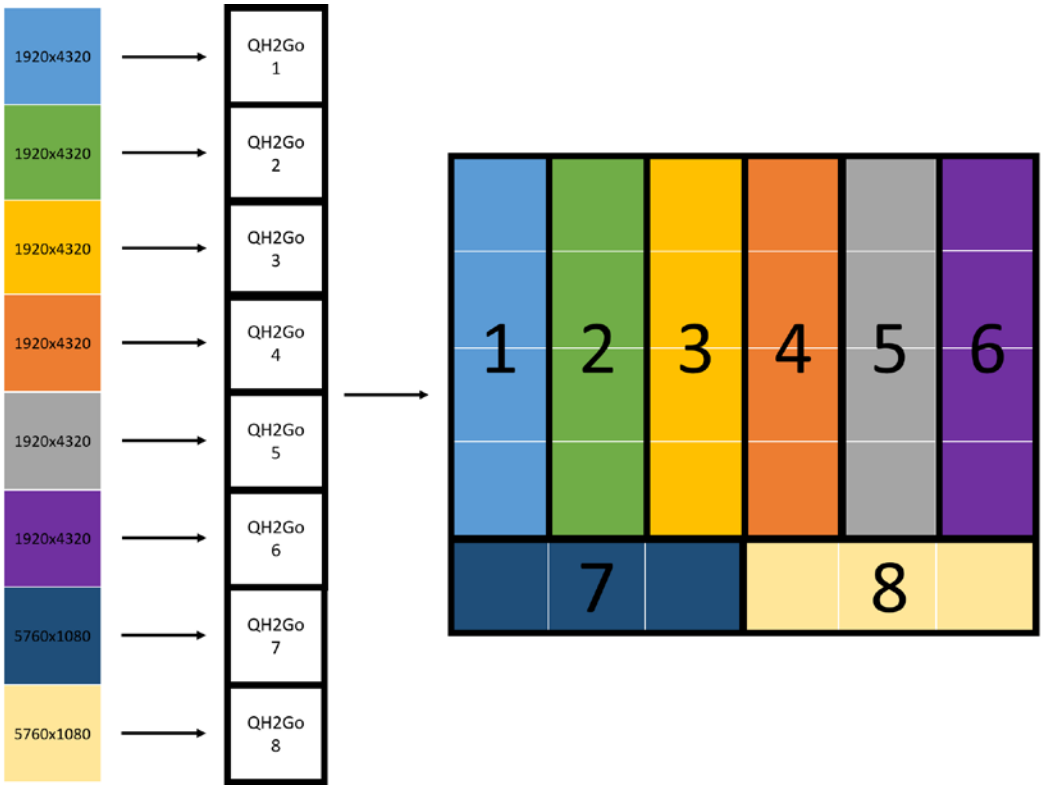
6x5 configuration

For a 6x5 configuration, possible setups include:

- 8x QuadHead2Go units
- 6x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 2x 5760x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



- 8x QuadHead2Go units
- 6x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)
- 2x 5760x1080 outputs from the GPU (as inputs to the QuadHead2Go units)

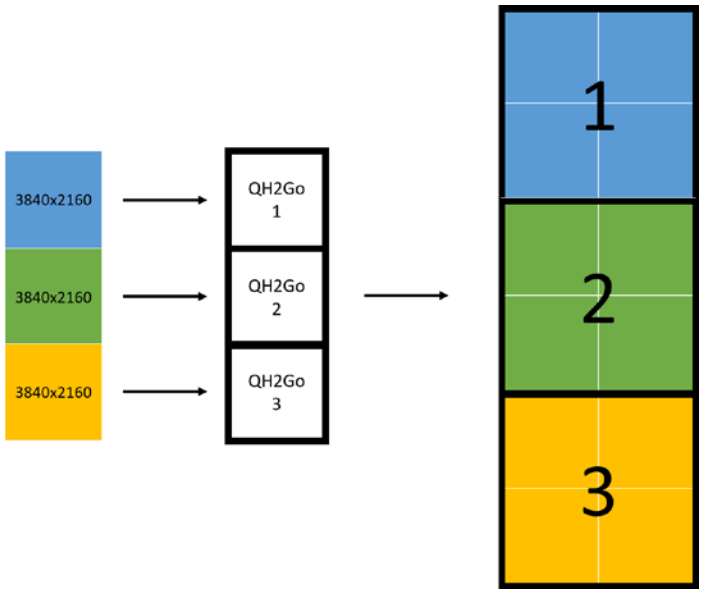


x6 Configurations

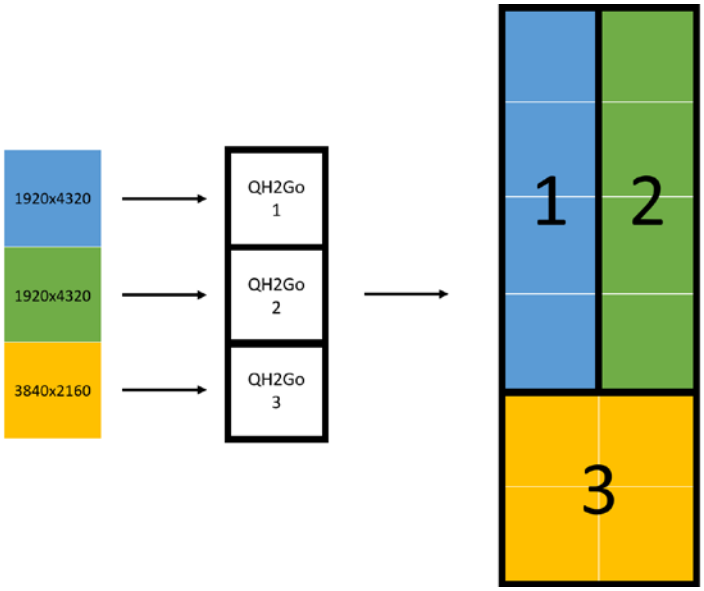
2x6 configuration

For a 2x6 configuration, possible setups include:

- 3x QuadHead2Go units; and
- 3x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)



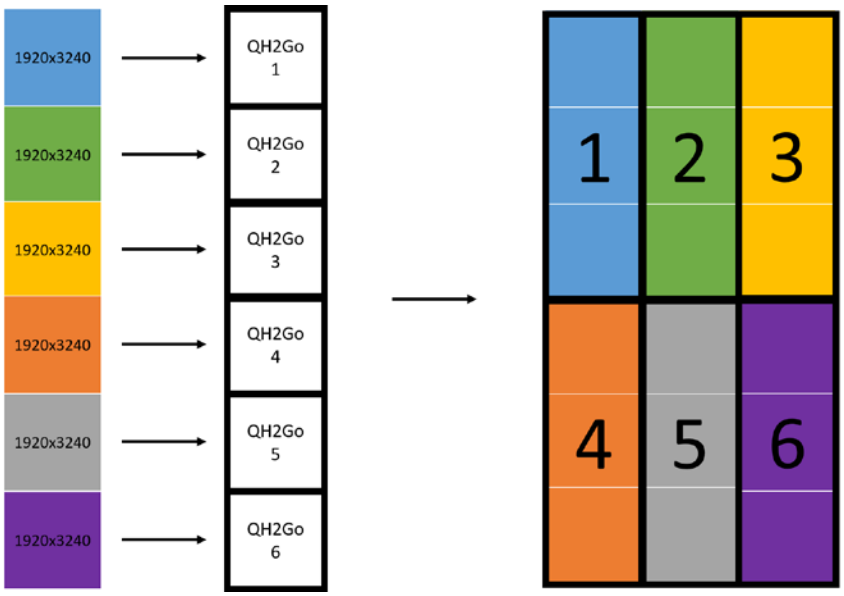
- 3x QuadHead2Go units
- 2x 1920x4320 outputs from the GPU (as inputs to the QuadHead2Go units)
- 1x 3840x2160 output from the GPU (as input to the QuadHead2Go unit)



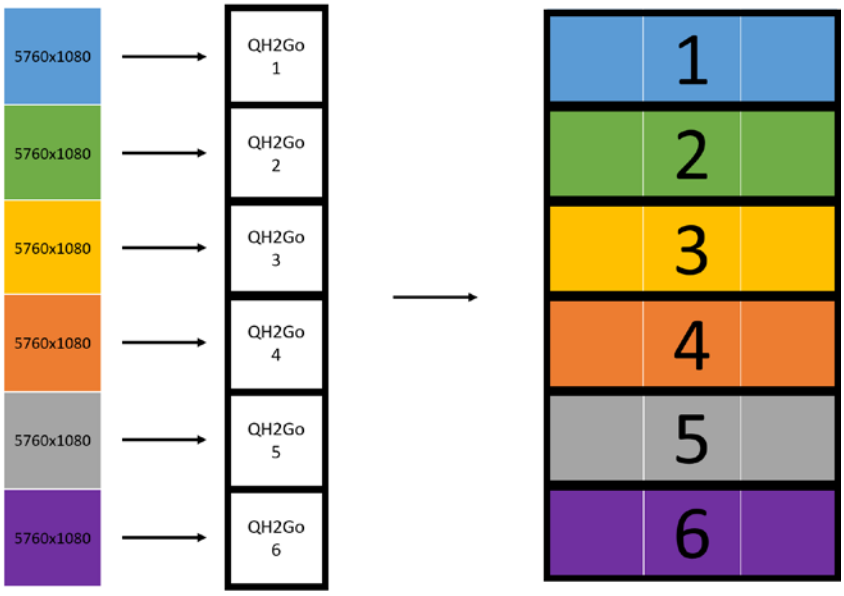
3x6 configuration

For a 3x6 configuration, possible setups include:

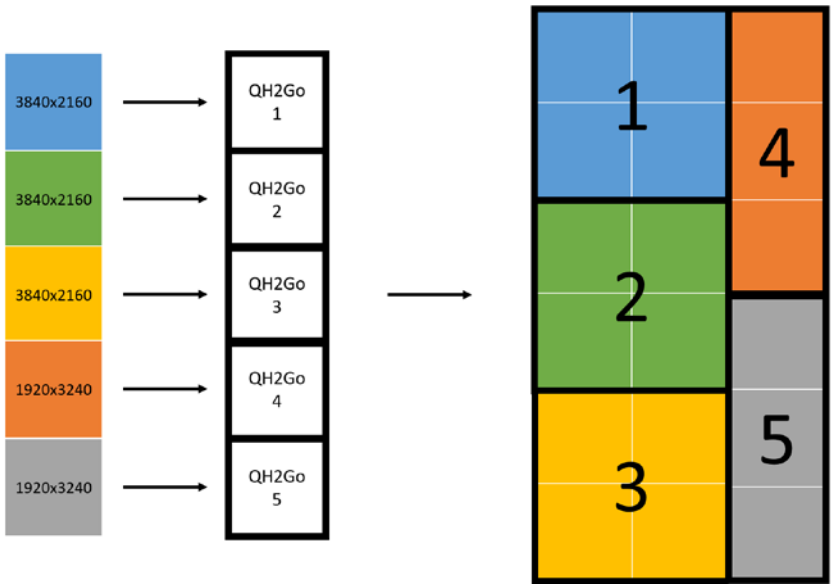
- 6x QuadHead2Go units
- 6x 1920x3240 outputs from the GPU (as inputs to the QuadHead2Go units)



- 6x QuadHead2Go units
- 6x 5760x1080 outputs from the GPU (as inputs to the QuadHead2Go units)



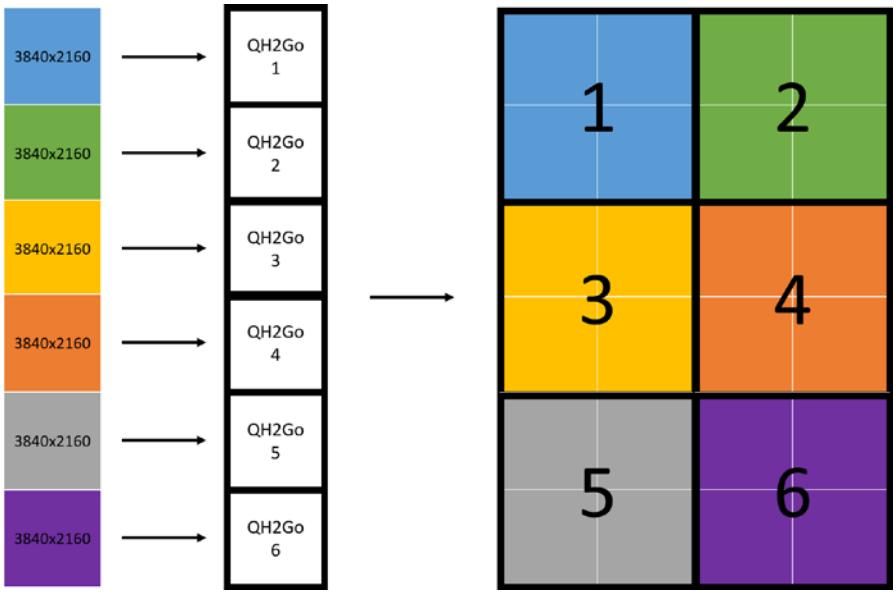
- 5x QuadHead2Go units
- 3x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 2x 1920x3240 outputs from the GPU (as inputs to the QuadHead2Go units)



4x6 configuration

For a 4x6 configuration, possible setups include:

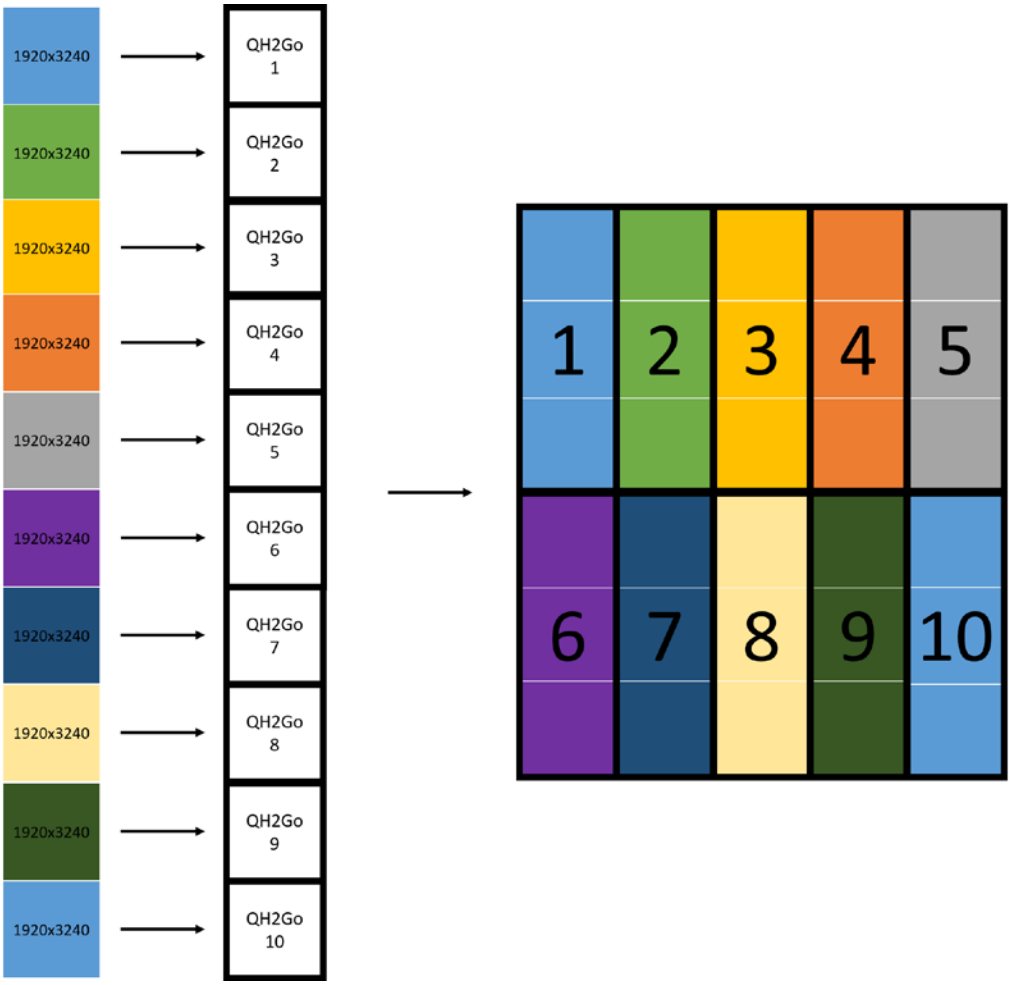
- 6x QuadHead2Go units
- 6x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)



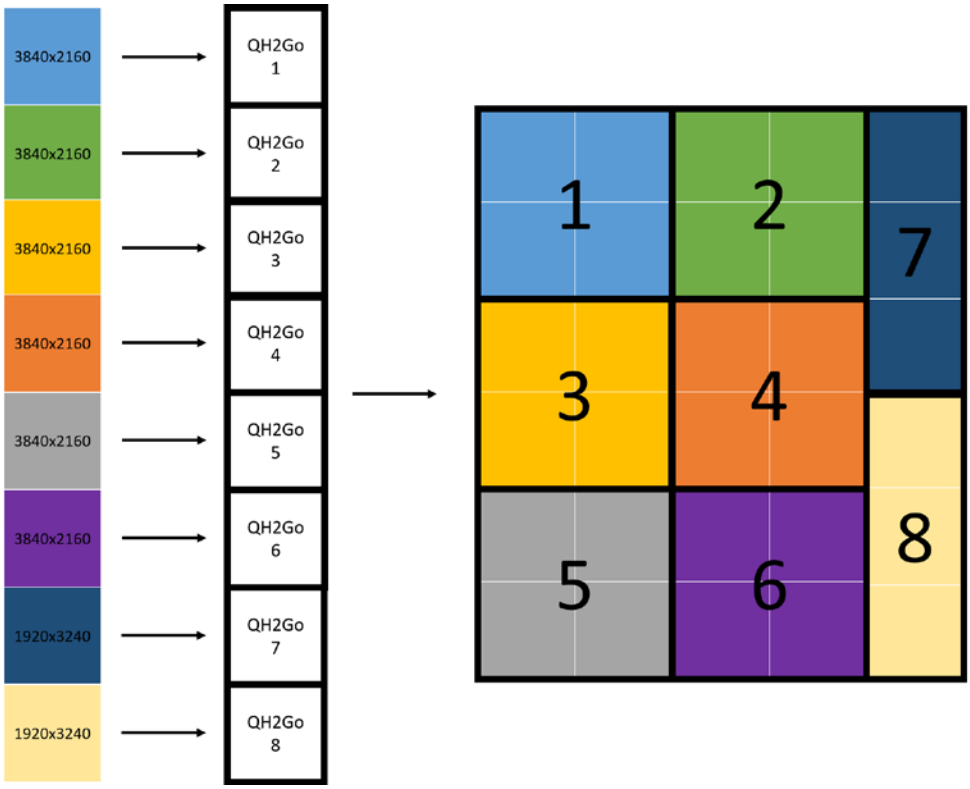
5x6 configuration

For a 5x6 configuration, possible setups include:

- 10x QuadHead2Go units
- 10x 1920x3240 outputs from the GPU (as inputs to the QuadHead2Go units)


1920x3240
1920x3240
1920x3240
1920x3240
1920x3240
1920x3240
1920x3240
1920x3240
1920x3240
1920x3240
QH2Go 1
QH2Go 2
QH2Go 3
QH2Go 4
QH2Go 5
QH2Go 6
QH2Go 7
QH2Go 8
QH2Go 9
QH2Go 10
1
2
3
4
5
6
7
8
9
10

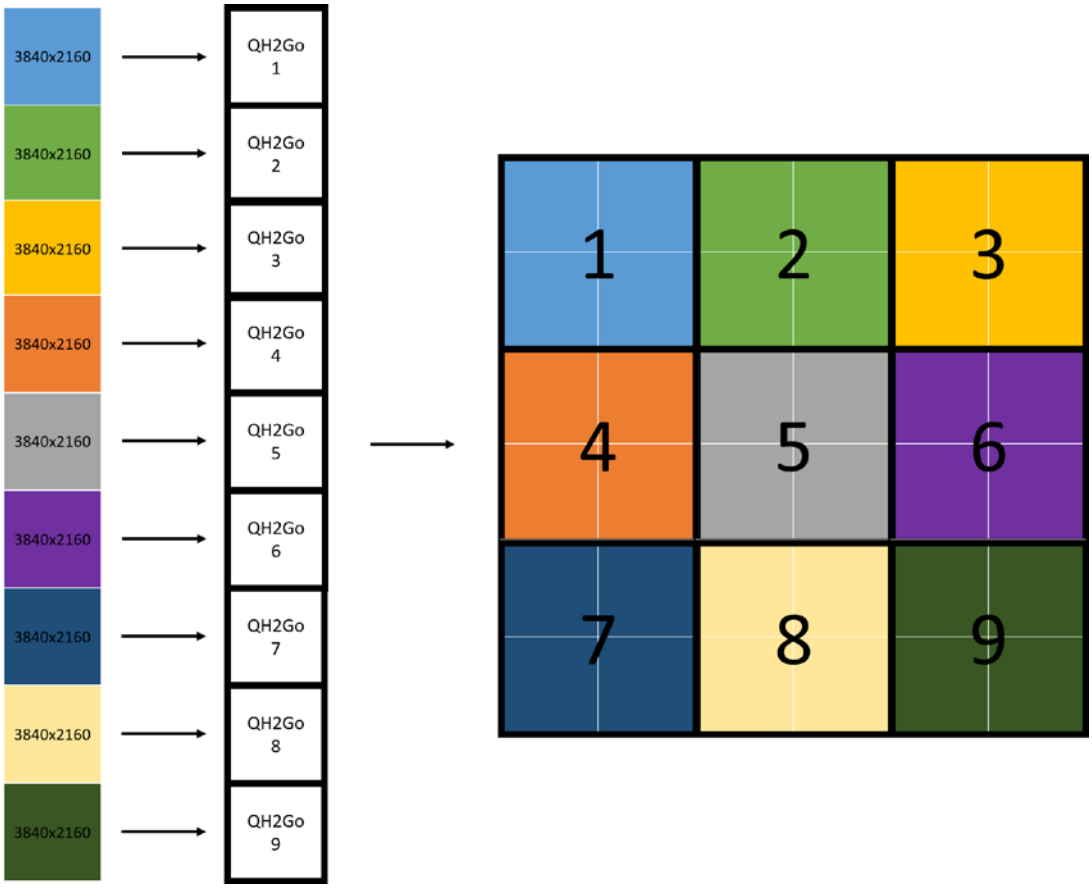
- 8x QuadHead2Go units
- 6x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)
- 2x 1920x3240 outputs from the GPU (as inputs to the QuadHead2Go units)



6x6 configuration

For a 6x6 configuration, possible setups include:

- 9x QuadHead2Go units
- 9x 3840x2160 outputs from the GPU (as inputs to the QuadHead2Go units)


3840x2160
3840x2160
3840x2160
3840x2160
3840x2160
3840x2160
3840x2160
3840x2160
3840x2160
QH2Go 1
QH2Go 2
QH2Go 3
QH2Go 4
QH2Go 5
QH2Go 6
QH2Go 7
QH2Go 8
QH2Go 9
1
2
3
4
5
6
7
8
9

Appendix A: Logical arguments

The following logical arguments serve as guidelines for possible setups of different video wall arrays. These setups try, as much as possible, to maximize the number of outputs that share the same resolution.

Conventions

$$\boldsymbol{n = Total\ Outputs\ \%\ 4 =\ remainder\ of \frac{Total\ Outputs}{4}}$$

Example: If the array is 2x7, then there are 2 columns and 7 rows, for a total of 14 outputs.

Since $n = TotalOutputs \ \% \ 4 = remainderof(\frac{TotalOutputs}{4})$, in this case:

$$n = 14 \ \% \ 4 = \ remainder \ of \ \frac{14}{4} = \mathbf{2}$$

$$\boldsymbol{ceilingOf\left(\frac{x}{y}\right) = \frac{x}{y} \ rounded \ up}$$

Example:

If the array is 2x7, then there are 2 columns and 7 rows, for a total of 14 outputs.

To find $ceilingOf\left(\frac{Total\ Outputs}{4}\right)$, do the following:

$$\frac{Total\ Outputs}{4} = \frac{14}{4} = 3\ with\ a\ remainder\ of\ 2$$

Since we want the $ceilingOf\left(\frac{Total\ Outputs}{4}\right)$, and since the quotient above gives a remainder, then the answer would be rounded up to give **4**.

$$\boldsymbol{floorOf\left(\frac{x}{y}\right) = \frac{x}{y}\ rounded\ down}$$

Example:

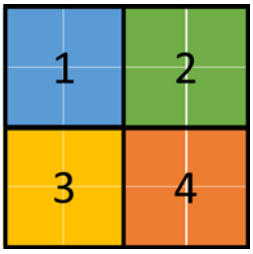
If the array is 2x7, then there are 2 columns and 7 rows, for a total of 14 outputs.

To find $floorOf\left(\frac{Total\ Outputs}{4}\right)$, do the following:

$$\frac{Total\ Outputs}{4} = \frac{14}{4} = 3\ with\ a\ remainder\ of\ 2$$

Since we want the $floorOf\left(\frac{Total\ Outputs}{4}\right)$, and since the quotient above gives a remainder, then the answer would be rounded down to give **3**.

Logical argument A. If (Columns are Even AND Rows are Even)

Examples	2x2, 2x6, 4x4, 8x8, 10x42, 20x20, 50x50, 100x100, etc.
# QuadHead2Go units	$\frac{Total\ Outputs}{4}$
# GPU outputs	Same as # QuadHead2Go units.
Configuration	Place all the QuadHead2Go units in a 2x2 configuration. Example: 
Reason	Ensures the least number of inconsistent resolutions from the source to the QuadHead2Go units.
Exceptions	None.

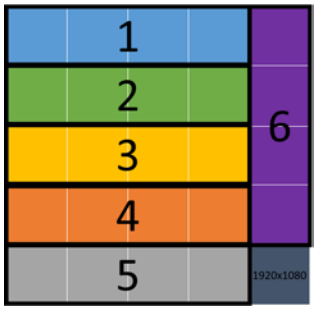
Logical argument B. If (Columns = 1 OR Rows = 1)

Examples	1x2, 3x1, 5x1, 17x1, 27x1, 1x100, 250x1, etc.	
# QuadHead2Go	**If n = 1**	$\frac{Total\ outputs}{4}$ ***rounded down***

<table>
<tr><td>units</td><td>If n ≠ 1</td><td>$\frac{Total\ outputs}{4}$ rounded up</td></tr>
<tr><td rowspan="2"># GPU outputs</td><td>If n = 1</td><td># QuadHead2Go units + 1</td></tr>
<tr><td>If n ≠ 1</td><td>Same as # QuadHead2Go units.</td></tr>
<tr><td rowspan="2">Configuration</td><td>If n = 1</td><td>If rows = 1:
Place each QuadHead2Go unit in a 4x1 configuration. The right-most single monitor is a direct 1920x1080 output from the source.
If columns = 1:
Place each QuadHead2Go unit in a 1x4 configuration. The bottom-most single monitor is a direct 1920x1080 output from the source.
Example:
 
</td></tr>
<tr><td>If n ≠ 1</td><td>If rows = 1:
Place each QuadHead2Go unit in a 4x1 configuration, except the right-most or left-most QuadHead2Go, which will be in a nx1 configuration.
If columns = 1:
Place each QuadHead2Go unit in a 1x4 configuration, except the top-most (or bottom-most) QuadHead2Go, which will be in a 1xn configuration.
Example:
 
</td></tr>
<tr><td>Reason</td><td colspan="2">A horizontal or vertical line is formed.</td></tr>
<tr><td>Exceptions</td><td colspan="2">1x6, 6x1, 1x9, 9x1.</td></tr>
</table>

Logical argument C. If (Columns are odd AND Rows are odd)

Logical argument C1. If (Columns % 4 = 1 AND Rows % 4 = 1)

Examples	5x5, 13x13, 9x17, 21x25, 29x29, 33x33, etc.
# QuadHead2Go units	$\left[\frac{Total\ outputs}{4}\ \boldsymbol{rounded\ down}\right] + 1$
# GPU outputs	# QuadHead2Go units + 1.
Configuration	1 Place $\left(floorOf\ \frac{\#\ of\ rows}{4}\right) * (\#\ of\ columns)$ QuadHead2Go units in a 1x4 configuration. The units fill all but the bottom row of monitors. 2 Place $\left(floorOf\ \frac{\#\ of\ columns}{4}\right)$ units in a 4x1 configuration in the bottom row. One monitor is left over. Connect this monitor directly to a source that uses a 1920x1080 resolution. Example: 
Reason	Uses every single output from every single QuadHead2Go unit. Connecting the source directly to a monitor avoids the need to purchase a QuadHead2Go unit for a single output.
Exceptions	None.

C2. If (Rows % 4 = 3)

Examples	3x3, 3x7, 7x7, 11x7, 15x19, 23x27, 31x31, 35x35, etc.
# QuadHead2Go units	$\left(ceilingOf\ \frac{\#\ of\ rows}{4}\right) * (\#\ of\ columns)$

# GPU outputs	# QuadHead2Go units.
Configuration	1 Place $\left(floorOf \frac{\#\ of\ rows}{4}\right) * (\#\ of\ columns)$ QuadHead2Go units in a 1x4 configuration. These fill all but the bottom 3 rows of monitors. 2 Place $\#\ of\ columns$ units in a 1x3 configuration in the bottom 3 rows. Example: 
Reason	Every QuadHead2Go uses at least 3 out of 4 possible outputs. The GPU needs to supply only two different resolutions.
Exceptions	None.

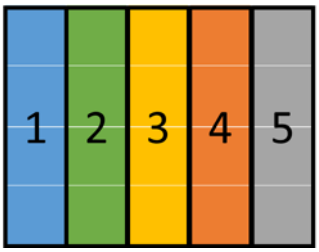
C3. If (Columns % 4 = 3 AND Rows % 4 = 1)

Examples	7x5, 7x9, 11x5, 15x9, 19x21, 99x101, etc.
# QuadHead2Go units	$\frac{Total\ outputs}{4}$ ***rounded up***
# GPU outputs	# QuadHead2Go units.
Configuration	1 Place $\left(floorOf \frac{\#\ of\ rows}{4}\right) * (\#\ of\ columns)$ QuadHead2Go units in a 1x4 configuration. These fill all the rows of monitors except the bottom row. 2 Place $\left(floorOf \frac{\#\ of\ columns}{4}\right)$ units in 4x1 configuration in the bottom row.

	3 Place the single remaining QuadHead2Go in a 3x1 configuration at the bottom right of the array.
Reason	The remaining QuadHead2Go unit uses only 3 of its 4 outputs. The other QuadHead2Go units use all 4 outputs.
Exceptions	None.

Logical argument D. If (Columns are odd AND Rows are even) OR (Columns are even AND Rows are odd)

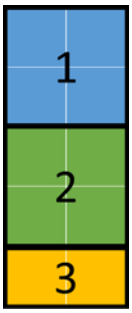
D1. If (Columns are odd AND Rows are even)

Examples	5x8, 9x10, 7x2, 11x12, 27x18, etc.	
# QuadHead2Go units	$\frac{Total\ outputs}{4}$ ***rounded up***	
# GPU outputs	# QuadHead2Go units.	
Configuration	If rows are multiples of 4	Place all QuadHead2Go units in a 1x4 configuration starting at the top left of the video wall array. 
	If rows aren't multiples of 4	Place $\left(\frac{(\#\ of\ rows)}{2} * floorOf\left(\frac{\#\ of\ columns}{4}\right)\right)$ QuadHead2Go units in a 2x2 configuration starting at the top left of the video wall array. This fills all the columns in the array except the right-most column. Next, place $floorOf\left(\frac{\#\ of\ rows}{4}\right)$ QuadHead2Go units in a 1x4 configuration starting at the top right side of the video wall array. If the array has a number of rows that's divisible by 4, place the final QuadHead2Go unit in 1x4.

		Place the last QuadHead2Go unit in 1x2. Example: 
Reason	Most of the QuadHead2Go units will be in 2x2, and as many as possible of the 4 outputs on a QuadHead2Go will be used.	
Exceptions	3x2, 3x4, x6 configurations.	

D2. If (Columns are even AND Rows are odd)

Examples	4x5, 2x7, 4x9, 12x27, 20x49, 50x101, etc.	
# QuadHead2Go units	$\frac{Total\ outputs}{4}$ ***rounded up***	
# GPU outputs	# QuadHead2Go units.	
Configuration	If columns are multiples of 4	Place all QuadHead2Go units in a 4x1 configuration starting at the top left of the video wall array. Example: 
	If columns aren't multiples of 4	Place $\left(\frac{(\#\ of\ columns)}{2} * floorOf\left(\frac{\#\ of\ rows}{4}\right)\right)$ QuadHead2Go units in a 2x2 configuration starting at the top left of the video wall array. This fills all the rows of the array except the bottom-most row. Next, place $floorOf\left(\frac{\#\ of\ columns}{4}\right)$ QuadHead2Go units in 4x1 configuration starting

		at the bottom left of the video wall array. If the array has a number of rows that's divisible by 4, place the final QuadHead2Go unit in 4x1. Place the final QuadHead2Go unit in 2x1. Example: 
Reason	Most of the QuadHead2Go units will be in 2x2, and as many as possible of the 4 outputs on a QuadHead2Go are used.	
Exceptions	2x3, 4x3, and 6x configurations.	

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