

2-WAY SLI GTX 680

2D SURROUND CONNECTOR CONFIGURATIONS

● Surround Display ● Optional Surround Display ✕ Unused Accessory Displays			
Graphics Processing Unit (GPU)	SLI Mode	Connector Diagrams	Notes
NVIDIA GEFORCE GTX 680	2-way SLI	<p style="text-align: center;">Option 1</p>	<ul style="list-style-type: none"> • 2 monitors must be connected to the one GPU and 1 monitor to 2nd GPU. • The GPU with one monitor connected must be the same type and location as one of the connectors used on the other GPU. • The Accessory Display must be connected to the GPU with two monitors connected to it. You can use any connector to enable the Accessory Display.
		<p style="text-align: center;">Option 2</p>	
		<p style="text-align: center;">Option 3</p>	
		<p style="text-align: center;">Option 4</p>	
		<p style="text-align: center;">Option 5</p>	
		<p style="text-align: center;">Option 6</p>	

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3D SURROUND CONNECTOR CONFIGURATIONS

● Surround Display ● Optional Surround Display ✕ Unused ■ Accessory Displays			
Graphics Processing Unit (GPU)	SLI Mode	Connector Diagrams	Notes
NVIDIA GEFORCE GTX 680	2-way SLI	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Option 1</p> </div> <div style="text-align: center;"> <p>Option 2</p> </div> <div style="text-align: center;"> <p>Option 3</p> </div> </div>	<ul style="list-style-type: none"> • 3D Vision Surround requires using three DVI or three DisplayPort connectors. • A monitor connected to a DisplayPort will require a DisplayPort to Dual-link DVI adapter to work in 3D mode. • The Accessory Display must be connected to the GPU with two monitors connected to it. You can use any connector to enable the Accessory Display.