

2-WAY SLI GTX 670

# 2D SURROUND CONNECTOR CONFIGURATIONS

<span style="color: green;">●</span> Surround Display <span style="color: orange;">●</span> Optional Surround Display                      ✕ Unused <span style="background-color: green; color: white;">■</span> Accessory Displays			
Graphics Processing Unit (GPU)	SLI Mode	Connector Diagrams	Notes
NVIDIA GEFORCE GTX 670	2-way SLI	<p>Option 1</p>	<ul style="list-style-type: none"> <li>• 2 monitors must be connected to the one GPU and 1 monitor to 2nd GPU.</li> <li>• The GPU with one monitor connected must be the same type and location as one of the connectors used on the other GPU.</li> <li>• 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.</li> </ul>
		<p>Option 2</p>	
		<p>Option 3</p>	
		<p>Option 4</p>	
		<p>Option 5</p>	
		<p>Option 6</p>	

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# 3D SURROUND CONNECTOR CONFIGURATIONS

<span style="color: green;">●</span> Surround Display <span style="color: orange;">●</span> Optional Surround Display                      ✕ Unused <span style="background-color: green; color: black;">■</span> Accessory Displays			
Graphics Processing Unit (GPU)	SLI Mode	Connector Diagrams	Notes
NVIDIA GEFORCE GTX 670	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"> <li>• 3D Vision Surround requires using three DVI or three DisplayPort connectors.</li> <li>• A monitor connected to a DisplayPort will require a DisplayPort to Dual-link DVI adapter to work in 3D mode.</li> <li>• 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.</li> </ul>