



**MyCockpit
Reports**

Product Review *BY Trevor A. Hale*



Product type: Hardware
Vendor/Manufacturer: Cockpitsonic USA / Matrox
Product/Model Number: TripleHead2Go Digital Edition

The Matrox TripleHead2Go Digital Edition is a product distributed by Cockpitsonic. This unit Product Number T2G-D3D-IF is designed to digitally augment the single monitor connection from your video card, and redistribute the enhanced image across three separate monitors or projectors. Cockpitsonic USA is owned and operated by Manolo Centeno.

Cockpitsonic USA describes this product as, “the ideal solution to connect your computer to LCD monitors or projectors to create an unbelievable surround graphic experience. This hardware is designed for individuals looking for a digital-to-digital experience. This product, allows you to connect a single computer to up to 3 LCD projectors or monitors with a maximum resolution of 3840X1024 ”



*Manolo Centeno:
Cockpitsonic USA*

Matrox, being the manufacturer, claims the TripleHead2Go provides a panoramic view by expanding supported games across three displays. This extended view fully engages your peripheral vision on the side displays with the main point of focus on the center display providing the user with a more realistic flight experience.

The Matrox TripleHead2Go Unit distributed by Cockpitsonic USA, comes complete with all the software required to operate and configure the unit. Included in the box are a single DVI to DVI Cable and a Single 25-pin VGA-VGA Cable. The cables are to be utilized to carry the video signal from your video card to the TripleHead2Go unit. It is important to note, the user is required to use these cables for this purpose. Do not substitute either of these cables for proper operation. In addition, a USB cord is provided to supply power to the TripleHead2Go unit.

As a general statement, this product doesn't have to be used solely for Flight Simulator entertainment. The multiple displays provide a windows environment workspace that can be used for many applications, or other Gaming software.



It is important to note that this review is being completed at the request of Manolo Centeno, of Cockpitsonic USA. Although other vendors may provide this Product, we cannot guarantee its accuracy if the product is purchased from another vendor.



Trevor A. Hale

MyCockpit Reports Hardware Reviewer

Trevor has been interested in aviation since he was 12 when he joined the Royal Canadian Air Cadets (RCACC). Having owned all versions of MSFS since the beginning Aviation always gave him a warm and fuzzy feeling, almost like it was a part of his heritage. After watching his brother receive his glider pilot's license at 16 and his PPL at 17, Trevor always wanted to fly. Through childhood Trevor has been surrounded by aircraft and aviation life in general. Trevor's family owned a Piper Cherokee 180 for a period in his late teens and began flight training on that aircraft. Finances dwindled and Trevor never received his PPL. After College (Electronics Engineering) Trevor was married and began to get back to MSFS with a Christmas gift from his wife in 1999 FS2000. By the release of FS2002, Trevor was an active part in the Flightsim.com aircraft builder's community. Starting with his first project (AG WAGON) Still available on Flightsim.com as a downloadable aircraft, he progressed to a Sikorsky S76. During the Sikorsky Project Trevor was contacted by Abacus Publishing www.abacuspub.com and began creating many aircraft for Aircraft. Including (S76, UH-60, DH1, F16, and a CRJ) plus assorted other projects on the side. Moving forward from the aircraft building market, Trevor began reading about the projects of Ocan Sacli, and Matt Olieman, and decided to build his first simulator. The Airbus A330 was pieced together with plywood, and plexi glass, and really turned out to be more of a model then a realization. The creation of IFSBI now www.Mycockpit.org brought forth a new horizon in cockpit building. A community of fellow builders helping each other with their projects was a vision from the gods. Trevor and Matt Olieman, now Business Partners, are working together to bring the MyCockpit Brand into the lives of Aviation Enthusiasts around the world.

REMINDER: The purpose of the product review is to describe the features, functions, ease of use, and quality of this hardware component as an independent entity.

UPS Delivered the unit on August 31st, 2008 at 2:45 pm. The shipment was packaged in a cardboard box. The product was bubble wrapped in about 4 layers of large bubble wrap and surrounded with approximately 4 inches of Styrofoam peanuts. Even though the package showed up with one of the corners pushed in, there was lots of space inside for compression. I was very pleased at how much care Cockpitsonic USA takes when packaging their products.

Once opening the bubble wrap packaging, I inspected the Matrox box for damage. Not a mark or scratch on the packaging whatsoever. Within minutes I carefully opened up the TripleHead2Go, I neatly pulled each of the enclosed components from the box and spread them out on the living room floor. My wife glared at me several times, and I could sense my imminent personal demise on the horizon. I comprehensively assured her that it was all in the name of doing a thorough and proper review. Next, I felt it necessary to bring the Flight Simulator computer up to the living room to compliment the already spreading sea of packaging and Matrox TripleHead2Go. What did I have to lose, I already knew that I was going to be taking up residence on the sofa.



The TripleHead2Go head unit was individually packaged in its own cardboard fold out on the left end of the Matrox Box. Tightly nested in an antistatic bag, and sandwiched between soft foam, it was clear that this unit was the core of the product. On the other side of the Box, wrapped in a ZipLock Bag were the USB, DVI, and VGA cords, as well as the software CD.

It is clear once again how dedicated to packaging Cockpitsonic USA is. Had the TripleHead2Go showed up in its own packaging it is quite possible that it may have been damaged. The added bubble wrap and Styrofoam peanuts ensured the package would arrive in one piece.

Inside the Matrox Box I was surprised to find no instructions or connection diagrams. I quite honestly was missing a "Quick Start" guide. I decided to get the CD and see if there was any documentation on it. When opening the CD envelope, I found a connection diagram showing how to connect the Matrox TripleHead2Go. Loading the CD in the computer activated the auto run Matrox installation program. The 4th item in the list was the documentation file, and I selected it to look up the setup instructions. Clearly identified setup instructions led me to shut down the computer, connect the TripleHead2Go and turn on the computer again then suggested to proceed with the driver and software installation.

After completing the unit connections I turned the computer back on, only to find out I had no video display. I thought to myself, what am I to do next? Do I shut down the computer again, and reconnect the single monitor? Only to read the manual again to have it tell me what I have done was correct. Instead I elected to connect to the computer using VNC (Remote Desktop Software) and install the drivers and software in hopes to get the video displays to energize.



Once installing the Matrox software I selected the video resolution that suited the three displays side by side. The moment I clicked the apply button, the 3 displays lit up like Christmas morning. It was fantastic seeing all three displays lined up next to each other like one big monitor.

Next I ran the 3D Surround gaming software. The software auto detected FS9 and FSX on my machine, and all I had to do was select the game and choose the optimize option. Once optimization was completed, I was given the option to create a shortcut for the game on my desktop. I selected yes, as now I had so much more room for icons on my desktop, and exited the program.

That's it. All that was left was to run the game, and watch how three monitors can bring your gaming experience to life.

I clicked on the FS9 shortcut that the Matrox software created for me on the desktop, and Flight Simulator Loaded on the left monitor only. So much for a "KAPOW" kind of a reaction. Sitting on the runway at my default airport I couldn't help but press ALT + Enter to switch to full screen mode. BANG, the image shot across all three screens in a spur of the moment beauty.



After looking at many aircraft, especially Virtual cockpits, I couldn't help closing the aircraft panel, so I could have an unobstructed view of the scenery. When thrusting down the runway, with the speed increasing, I had the most spectacular forward view. My eyes were concentrating on and glued to the center monitor. I suddenly became aware of my peripheral vision, picking up the movement on the side monitors, I felt like I was really there.

Lifting off the ground and launching into the air, I felt like I had been missing so much from flying with one monitor. It's like the very first breath of air after being under water for a long time. Its one of those feelings like you never knew what you were missing until you experienced it. I don't think I would want to be without this product again.

Completing my circuit, I gently pulled the throttle back and set her down on the runway like a landing from never before. I couldn't believe how much better I was able to control the aircraft with a wider field of view. Try flying the aircraft with one eye closed, then open both eyes and try it again. That would be the perfect analogy for flying with the Matrox TripleHead2Go.



Manolo Centeno reports that Cockpitsonic USA will provide the support and warranty services for TripleHead2Go units that they sell for a period of 30 days. Following that, Customers will deal directly with Matrox for warranty services.. Although there should be no reason to need this warranty service, it is a good feeling knowing that you will have that extra help when you need it.

Ok, Now that I am done playing, it is time to get down to Basics. Here are my final thoughts.

LIKE'S: I absolutely love the robustness of this unit. It is built like a steel cube. I believe Cockpitsonic USA, has really chosen to carry a reliable and let's face it, incredible unit. It appears to have been designed for that no mans land down behind the desk with all the cabling. A.K.A. (Harsh Environments). Once installed, no maintenance is required. I like this product because it is the type of product that shouldn't ever stop working. Similar to your monitors, they just work, and no matter how fragmented your hard drive gets, the product still works. After using this product, I couldn't imagine being without it. I feel like I have been looking at the computer world with dark glasses on, and now it's like someone has taken the glasses off. Working in a windows environment with three 19 inch widescreen monitors affords me the ability to have MyCockpit.org open on one monitor, Mycockpitvideos.com open on the second monitor, and mycockpitinc.com open on the third monitor, all at the same time.

DISLIKE'S: I think a "Quick-Start-Guide" inserted in the box would be a very handy addition. I wasn't interested in reading the setup instructions from the CD. A "Quick Guide" to get the consumer into the action faster would be great, although it did still only take me 15 minutes to get the system setup and working.

CONCLUSION: The Matrox TripleHead2Go unit distributed by Cockpitsonic is a must for any Flight Simulator Enthusiast. This unit proves the theory that seeing is believing. A Flight Simulator without this product would be like a car with no wheels. I know that is hard to understand, however once you have tried it, you will never want to be without it. Cockpitsonic USA makes the purchasing process easy, and affordable. Take advice from the MyCockpit professionals. **Order your Cockpitsonic USA Matrox TripleHead2Go today!** I want to thank Manolo Centeno for giving me this wonderful experience and my congratulations for a fantastic product.

