

# Mini USB Monitors Give Pleasure with Every Tiny Inch

By [Charlie Sorrel](#) ✉ February 2, 2009 | 3:50 am | Categories: [Displays](#)



These neat 7" USB monitors from Mimo look to be both cheap enough and handsome enough to be worthy of a place on my desk.

There are two models, both with the same 800×480 pixel resolution — the \$200 740 which has a touchscreen, a webcam, a mic and audio in/out connections and the 710, cheaper at \$130 but lacking all those extra features. Both can swivel into portrait or landscape mode (good luck using portrait format with a Mac, though — OS X does some fancy pixel shading to make on-screen text look great but it fails when you flip things 90°).

So, why would you want a little 7" screen instead of a big extra monitor? Because you can have both. The Minos are hooked up via USB so you don't lose a monitor port. They're also ideal for all the crafty little notification windows you have on your standard desktop. Third, the \$200 model has a touch screen and is therefore great as an application launcher.

I'm pretty tempted, although lord knows I don't need any more junk on my tiny desk, cluttered as it is with three hard drives, an iPod dock, Wacom tablet, 20" monitor and sundry other detritus, in addition to my MacBook.

One more thing: See that monitor in the middle of the picture up there? That's yet another mini-USB monitor, this time from [D-Link](#). Same size, same resolution and uncannily similar. From the same factory, perhaps? And finally, yes, the headline was ripped directly from a piece of spam I received today.

[Product page](#) [Mimo. Thanks, Dave!]

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## Comments (6)

Posted by: codebanana | 02/2/09 | 4:35 am

“The Minos are hooked up via USB so you don’t lose a monitor port.”

Of course, we need to protect our precious secondary monitory ports! I’m sorry, what kind of stupid reasoning is this? Most motherboards have two PCIe slots now, if you really actually need more than two full-size screens (which doesn’t apply for a very vast majority of users anyway), you just slap a \$30 low-end card in and voilà, plug in up to four screens!

“So, why would you want a little 7” screen instead of a big extra monitor? Because you can have both.”

Or maybe I don’t. I don’t have \$130 for a sub-SVGA screen with excessively high dpi ratio. I did have \$25 for that mint-condition 2005 17” SXGA LG Flatron I bought off Ebay a week ago, though. And I did take the time to re-arrange my rather moderately sized desk for it to fit on it without actually taking away a considerable amount of previously available space.

I’m not saying the concept is crap and I really like the touch-screen model. The other ones, I consider to be money burners and an effective means to lure thousands of normal customers into a completely unnecessary, yet certainly profitable “easy-to-use second monitor” trend, special purposes aside.

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Posted by: Topher | 02/2/09 | 6:33 am

I have the same problem on my desk, but I’m going to home depot to solve it... check out what I found on lifehacker. 😊

<http://www.decluttered.com/>

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Posted by: Huckster48 | 02/2/09 | 9:44 am

What the good thing is about anything and everything, If YOU don’t want it YOU don’t have to buy it!

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Posted by: evil\_pete | 02/2/09 | 10:28 am

I like there and can think of several uses. But the price is a little questionable, for around \$200 I can get a cheap usb video card (\$44) and cheap monitor LCD monitor (\$160).

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Posted by: Justin | 02/2/09 | 7:50 pm

Just this weekend I saw someone running OS X on a computer with two screens that were both rotated 90 degrees... And seemed to be working/looking fine..

Of course I don't know the details of the setup...

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Posted by: Jeff | 02/3/09 | 3:01 pm

Worth noting for potential Mac users-

From displaylink.com, author of the drivers for Mimo (and other DisplayLink devices):

“Please note: This driver does not support 3D acceleration. Some features of Mac OS X applications that require hardware OpenGL acceleration, such as Keynote presentations and iPhoto slideshows, will not function properly.”

This shatters my short-lived dream of having a USB digital photo frame. I'm sure I could find other uses, but lack of OpenGL support somewhat limits those possibilities.

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