Setup

Tweaks

Disable Copilot

Windows 11 Pro/Enterprise

- Run `gpedit.msc`
- Navigate to *Configuration –> Administrative Templates –> Windows Components –> Windows Copilot*
- Set `Turn off Windows Copilot` to *Enabled*

Windows 11 Home

- Open the registry editor, then go to `HKCU\Software\Policies\Microsoft\Windows`
- On the left, right click on the Windows folder, go to New > Key, name it “WindowsCopilot”
- Then select WindowsCopilot, on the right, right click and create a DWORD value, name it “TurnOffWindowsCopilot” and set its value at 1.
- For App Defaults, right-click on *Settings*, then select *App settings –> Set default system components*

Camera Notification

- Set `HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\OEM\Device\Capture\NoPhysicalCameraLED` to **1**

Connection to external monitors drops

Windows 11 can lose connection to multiple external monitors when a screen saver starts due to aggressive power-saving states or corrupted display topology caches in the graphics registry.

Troubleshooting Steps

• Disable the Screen Saver: Turn off the screen saver temporarily via Settings > Personalization > Lock screen > Screen saver to see if the dropouts stop entirely. • Update Graphics Drivers: Install the latest clean drivers directly from NVIDIA, AMD, or Intel rather than relying on basic Windows Update packages. • Clear Display Cache: Go to Registry Editor (regedit), navigate to HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\GraphicsDrivers, and delete the sub-folders Configuration, Connectivity, and ScaleFactors, then reboot your PC to rebuild the monitor topology. • Check Power Management for USB/Hubs: If your 2nd and 3rd monitors run through a dock or adapter, open Device Manager, find your USB Hubs/Controllers, right-click Properties > Power Management, and uncheck “Allow the computer to turn off this device to save power.” • Force Rescan: Press

Windows Key + Ctrl + Shift + B to restart your graphics driver, or go to Settings > System > Display > Multiple displays and click Detect.

next

When dealing with NVIDIA graphics driving multiple monitors over USB-C, the screensaver disconnect issue is usually triggered by a combination of NVIDIA's power management states and Windows aggressive USB power saving features. When the screen saver starts, the system drops the power profile, causing the USB-C Alt-Mode video signal to drop and lose its handshake entirely. Try adjusting these settings to fix it:

1. Disable USB Selective Suspend & PCI Express Link State

By consensus on the Microsoft Support Community, changing advanced power profiles keeps the USB-C channels active when the system idles: 1. Press Win + R, type control powercfg.cpl,,1, and hit Enter. 2. Scroll to USB settings > USB selective suspend setting, and change it to Disabled. 3. Scroll to PCI Express > Link State Power Management, and change it to Off (or Maximum Performance). 4. Click Apply and OK.

2. Configure the NVIDIA Control Panel Power Mode

NVIDIA's drivers sometimes put the GPU into a deep sleep state when a screensaver triggers, breaking the multi-monitor alignment. 1. Right-click your desktop and open the NVIDIA Control Panel. 2. Go to 3D Settings > Manage 3D Settings. 3. In the Global Settings tab, look for Power management mode. 4. Change it from Optimal power to Prefer maximum performance.

3. Adjust USB Root Hub Properties

If you are using a USB-C dock or separate USB-C to DisplayPort/HDMI cables: 1. Right-click the Start menu and select Device Manager. 2. Expand the Universal Serial Bus controllers section. 3. Right-click on USB Root Hub (or USB4 Root Router / Thunderbolt Controller if available) and choose Properties. 4. Go to the Power Management tab and uncheck “Allow the computer to turn off this device to save power.” Repeat this for any other USB hubs listed.

4. Check NVIDIA Surround / Multi-Display Performance Mode

If Windows treats the screensaver as a “3D application,” it can shift how the GPU prioritizes ports. 1. In the NVIDIA Control Panel, go to 3D Settings > Manage 3D Settings. 2. Look for Multi-display/mixed-GPU acceleration (if present on your driver version) and ensure it is set to Multi-display performance mode.

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