

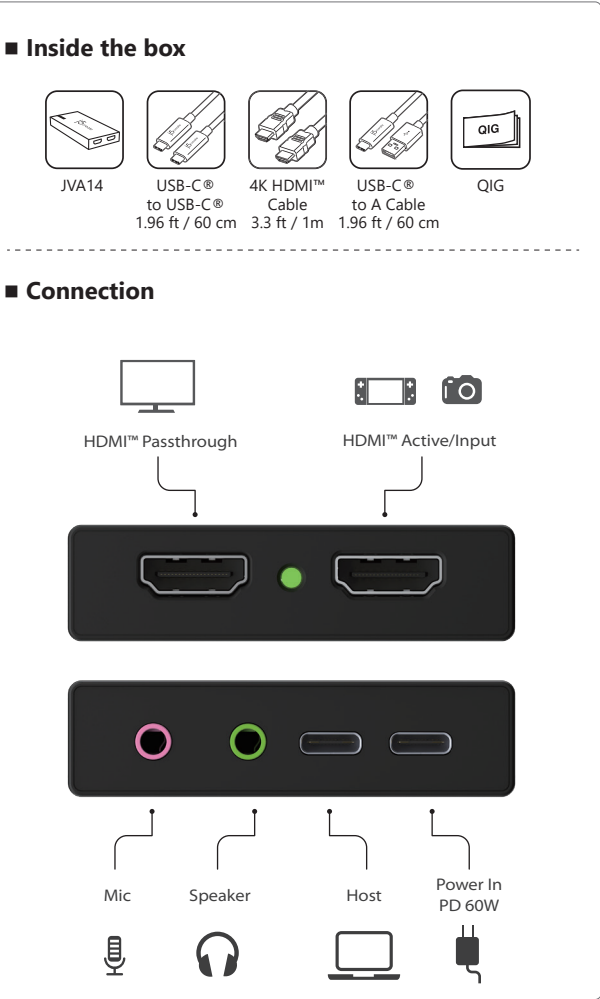
4K Game Capture Station

4K@30 Capture + 4K@60 Passthrough



EN : Quick Installation Guide
DE : Kurzanleitung Für Installation
FR : Guide D'installation Rapide
IT : Guida rapida all'installazione
NL : Beknopte installatiehandleiding
ES : Guía De Instalación Rápida
PT : Guia de instalação rápida
SE : Snabbinstallationsguide

DK: Startvejledning
NO: Hurtiginstallasjonsveiledning
FI: Pika-asennusopas
HU: Gyors telepítési útmutató
RU : Руководство по быстрой установке
日本語 : クイックインストールガイド
繁体中 : 快速安裝手冊
簡中 : 快速安裝手冊



Dansk
■ Funktioner - Optagelse i ukomprimeret 4K@30 + 4K@60 HDR passthrough - Ultra-lav latency-stream med højtydende USB-C® 3.2-forbindelse - LED-indikator til at holde styr på USB™-hastigheder og komprimeringshastigheder - Der skal ikke installeres nogen drivere ■ System Requirements - Tilgængelig USB-C® eller USB™ Type-A-port (USB™ 3.2/3.0 anbefalet) Anbefalede systemkrav for at opnå optagelse i 4K@30 og 4K@60 passthrough: - Windows® 7 eller nyere - macOS® 10.12 eller nyere - Android™ 8.1 og nyere - CPU: Intel® Core™ i7 6700HQ eller nyere - GPU: NVIDIA® GTX 960M eller nyere - RAM: 8 GB eller mere ■ Anbefalet software Windows®: OBS™, XSplit® Broadcaster macOS® : OBS™, QuickTime® Android™ : CameraFi™ Live ■ Installation Trin 1. Tilslut HDMI™-kablet fra JVA14 HDMI™-indgangen til HDMI™-porten på kildeenheden (som fx en spillekonsol), der vil blive optaget/streamet live. Trin 2. Slut til computeren med det medfølgende USB-C® til type-A-kabel. Trin 3. Brug et tredjepartsprogram (som fx OBS™ el. lign.) for at starte livestreamingen eller optagelsen. ■ Lysindikator - USB™ 3.0-forbindelse: Lilla (ukomprimeret) - USB™ 2.0-forbindelse: Blå (ukomprimeret) - Kun strøm: Orange

日本語
■ 特徴 - 非圧縮4K30fps録画に対応します。 - HDMI™パススルー高画質4K60Hz 表示解像度に対応します。 - インタフェースUSB-C® 3.2で低遅延の録画をサポートします。 - UVCをサポートする環境でドライバー不要で接続すればすぐに使用できます。 - LED表示でインタフェースがどの規格で録画するのかわかります。 ■ 最小システム要件 - パソコンのインタフェースはUSB™3.2/3.1/3.0のType-CまたはType-Aを備えます。USB-C® 3.2/3.0の場合に録画とパススルーパフォーマンスが落ちます。 - Windows® 7 以降 - macOS® 10.12 以降 - Android™ 8.1 以降 - CPU: Intel® Core™ i7 6700HQ 以上 - GPU: NVIDIA® GTX 960M 以上 - RAM: 8 GB 以上 ■ 推奨サードパーティーソフトウェア Windows®: OBS™, XSplit® Broadcaster macOS® : OBS™, QuickTime® Android™ : CameraFi™ Live ■ 接続方法 Step①: HDMI™ソース (例えばゲーム機) をHDMI™-INに挿して、もしパススルーしたい場合にHDMI™-OUTからモニターに挿します。 Step②: USB-C®ケーブルでHOSTからパソコンのUSB-C®ポートに接続します。 Step③: 上記推奨のサードパーティー製ソフトウェアを起動して、録画またはライブ配信を開始します。 ■ LED 表示 - USB™ 3.0インタフェース: 紫色 (非圧縮) - USB™ 2.0インタフェース: 青色 (非圧縮) - 電源オン: オレンジ色

Norsk
■ Funksjoner - Ukomprimert optak i 4K ved 30 + 4K ved 60 HDR-gjennomgang - Strøm med ultralav ventetid med høytytelses USB-C® 3.2-tilkobling - LED-indikator for å holde styr på USB™-hastigheter og kompresjonshastigheter - Ingen driver trengs å installeres ■ Systemkrav - Tilgjengelig USB-C® - eller USB™ Type-A-port (USB™ 3.2/3.0 anbefales) Anbefalte systemkrav for å ta opp med 4K ved 30 og 4K ved 60-gjennomgang: - Windows® 7 eller nyere - macOS® 10.12 eller nyere - Android™ 8,1 og høyere - Prossessor: Intel® Core™ i7 6700HQ eller bedre - GPU: NVIDIA® GTX 960M eller bedre - RAM: 8 GB eller mer ■ Anbefalt programvare Windows®: OBS™, XSplit® Broadcaster macOS® : OBS™, QuickTime® Android™ : CameraFi™ Live ■ Installasjon Trinn 1. Koble HDMI™-kabelen fra JVA14 HDMI™-inngangsporten til HDMI™-porten på kildeenheten (for eksempel en spillkonsoll) som skal tas opp/strømmes direkte. Trinn 2. Koble til datamaskinen med den medfølgende USB-C® til Type-A- eller USB-C®-kabelen. Trinn 3. Bruk et tredjepartsprogram (som OBS™ eller lignende) for å begynne å livestømme eller ta opp. ■ LED-indikator - USB™ 3.0-tilkobling: Lilla (ukomprimert) - USB™ 2.0-tilkobling: Blå (ukomprimert) - Kun strøm: Oransje

繁体中文
■ 產品特點 - 支援無壓縮無失真4K@30影像擷取及4K@60 HDR影像直通 - 支援高速USB-C® 3.2傳輸，提供低延遲的影像串流 - 可由LED指示燈識別USB™傳輸速度與影像壓縮狀態 - 無須安裝驅動程式 ■ 系統需求 - 需有USB-C® 或 USB™ Type-A 埠（推薦使用 USB™ 3.2或3.0）建議使用下列系統規格以達成4K@30影像擷取及4K@60影像直通 - Windows® 7 或更高版本 - macOS® 10.12 或更高版本 - Android™ 8.1 及更高版本 - CPU : Intel® Core™ i7 6700HQ 或以上 - GPU : NVIDIA® GTX 960M 或以上 - RAM : 8GB 或以上 ■ 建議直播軟體 - Windows®: OBS™ - Mac®: OBS™, QuickTime® - Android™: CameraFi™ Live ■ 安裝說明 步驟1. 將到要擷取的影像來源設備（如遊戲主機）的輸出端（HDMI™ OUT）連接至JVA14的HDMI™ IN。 步驟2. 使用隨附的USB-C® to Type-A或USB-C® to USB-C® 線連接JVA14與直播裝置（如電腦）。 步驟3. 啟動直播軟體(如OBS™)以進行影像擷取與直播。 ■ LED 指示燈 - USB™ 3.0 連接: 紫色（未壓縮） - USB™ 3.0 連接: 藍色（未壓縮） - 電源: 橙色

Suomi
■ Ominaisuuudet - Pakkaamaton 4K @ 30 -kuvaus + 4K @ 60 HDR -läpimeno - Ultramatala latenssivirta korkean suorituskyvyn USB-C® 3.2 -yhteydellä - LED-merkivalvo USB™-nopeuksien ja pakkausnopeuksien seurantaan - Ohjaimen asennus ei ole tarpeen ■ Järjestelmävaatimukset - Käytettävissä oleva USB-C® - tai USB™ Type-A -portti (USB™ 3.2 / 3.0 on suositeltava) Suositteluvat järjestelmävaatimukset 4K @ 30 -kuvauksen ja 4K @ 60 -läpimenon saavuttamiseksi: - Windows® 7 tai uudempi - macOS® 10.12 tai uudempi - Android™ 8,1 ja uudempi - Suoritin: Intel® Core™ i7 6700HQ tai uudempi - Grafiikkasuoritin: NVIDA® GTX 960M tai uudempi - RAM: 8 GB tai enemmän ■ Suositeltava ohjelmisto Windows®: OBS™, XSplit® Broadcaster macOS® : OBS™, QuickTime® Android™ : CameraFi™ Live ■ Asennus Vaihe 1. Liitä HDMI™-kaapeli JVA14 HDMI™ -tuloportista tallentavan/livestriimaavan lähdelaitteen (kuten pelikonsoli) HDMI™-porttiin. Vaihe 2. Liitä tietokoneeseen toimitukseen kuuluvalla USB-C® - Type-A tai USB-C® -kaapelilla. Vaihe 3. Käynnistä kolmannen osapuolen ohjelma (kuten OBS™ jne.) aloittaaksesi suoratoiston ja tallennuksen. ■ LED-merkivalvo - USB™ 3.0-liitäntä: Violetti (pakkaamaton) - USB™ 2.0 -liitäntä: Sininen (pakkaamaton) - Vain virta: Oranssi

簡中
■ 产品特点 - 支援无压缩无失真4K@30视频采集与4K@60 HDR视频直通 - 支援高速USB-C® 3.2传输，提供低延迟的视频串流 - 可由LED指示灯识别USB™传输速度与视频压缩状态 - 无须安装驱动程序 ■ 系统需求 - 需有USB-C® 或 USB™ Type-A接口（推荐使用 USB™ 3.2或3.0）建议使用下列系统规格以达成4K@30视频采集 及4K@60视频直通 - Windows® 7 或更高版本 - macOS® 10.12 或更高版本 - Android™ 8.1 及更高版本 - CPU : Intel® Core™ i7 6700HQ 或以上 - GPU : NVIDIA® GTX 960M 或以上 - RAM : 8GB 或以上 ■ 建议直播软件 - Windows®: OBS™ - Mac®: OBS™, QuickTime® - Android™: CameraFi™ Live ■ 安装说明 步骤1. 将到要采集的视频来源设备（如游戏主机）的输出接口（HDMI™ OUT）连接至JVA14的HDMI™ IN。 步骤2. 使用随附的USB-C® to Type-A或USB-C® to USB-C® 线连接JVA14与直播装置（如电脑）。 步骤3. 启动直播软件(如OBS™)以进行视频采集与直播。 ■ LED 指示灯 - USB™ 3.0 连接: 紫色（未压缩） - USB™ 3.0 连接: 蓝色（未压缩） - 电源: 橙色

Magyar
■ Jellemzők - Tömörítetlen 4K@30 rögzítés + 4K@60 HDR átmenő - Ultra-alacsony késleltetésű adatfolyam nagy teljesítményű USB-C® 3.2 csatlakozással - LED kijelző az USB™ sebesség és a tömörítési sebesség nyomon követéséhez - Illesztőprogram telepítését nem igényli ■ Rendszerkövetelmények - Szabad USB-C® vagy USB™ Type-A aljzat (USB™ 3.2 / 3.0 ajánlott) Ajánlott rendszerkövetelmények a 4K@30 rögzítés és a 4K@60 átmenő eléréséhez: - Windows® 7 vagy újabb verzió - macOS® 10.12 vagy újabb verzió - Android™ 8,1 vagy újabb verzió - CPU: Intel® Core™ i7 6700HQ vagy újabb - GPU: NVIDA® GTX 960M vagy újabb - Memória: 8GB vagy több ■ Ajánlott szoftver Windows®: OBS™, XSplit® Broadcaster macOS® : OBS™, QuickTime® Android™ : CameraFi™ Live ■ Telepítés 1. lépés. Csatlakoztassa a HDMI™-kábelt a JVA14 HDMI™ bemeneti aljzatáról a forráseszköz (például játékkonzol) HDMI™- aljzatához, amelyen a rögzítés/elő streaming történik. 2. lépés. Csatlakoztassa a számítógéphez a mellékelt USB-C® – Type-A vagy USB-C® átalakító kábel segítségével. 3. lépés. Indítson el egy harmadik féltől származó programot (pl. OBS™ stb.) az élő közvetítés és rögzítés megkezdéséhez. ■ LED-jelzőfény - USB™ 3.0-kapcsolat: Lila (tömörítetlen) - USB™ 2.0-kapcsolat: Kék (tömörítetlen) - Csak táp: Narancs

Русский
4K игровая внешняя карта видеозахвата (JVA14) ■ Технические особенности: - Захват видео 4K@30 и сквозная передача 4K@60 с HDR - Сверхнизкая задержка и высокая производительность USB-C® 3.2 - LED индикатор, показывающий скорость USB™ и степень сжатия - Алюминиевый корпус - Цвет черный - Установка драйвера не требуется ■ Системные требования: - Доступный USB-C® или USB™ Type-A порт (рекомендуется USB™ 3.2 / 3.0) Рекомендуемые системные требования для захвата в 4K@30 и сквозной передачи в 4K@60: - Windows® 7 и выше - macOS® 10.12 и выше - Android™ 8.1 и выше - CPU: Intel® Core™ i7 6700HQ и выше - GPU: NVIDIA® GTX 960M и выше - RAM: 8 GB и выше ■ Рекомендуемое программное обеспечение Windows®: OBS™, XSplit® Broadcaster macOS® : OBS™, QuickTime® Android™ : CameraFi™ Live ■ Установка Шаг 1. Подключите HDMI™ кабель от HDMI™ входа на JVA14 к HDMI™ порту на источнике сигнала (напр. игровая приставка) для записи/трансляции в прямом эфире Шаг 2. Подключите к компьютеру, используя входящий в комплект USB-C® на USB™ Type-A или USB-C® кабель Шаг 3. Запустите стороннее программное обеспечение (напр. OBS™ или др.), чтобы начать трансляцию в прямом эфире или запись ■ LED индикатор - USB™ 3.0 соединение: фиолетовый (без сжатия) - USB™ 2.0 соединение: синий (без сжатия) - Только питание: оранжевый

FCC Information
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: - Reorient or relocate the receiving antenna. - Increase the separation between the equipment and receiver. - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. - Consult the dealer or an experienced radio/TV technician for help. This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this device.
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