



Razer Core X | RC21-01310 Manual and FAQ

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Razer Core X | RC21-01310 Support



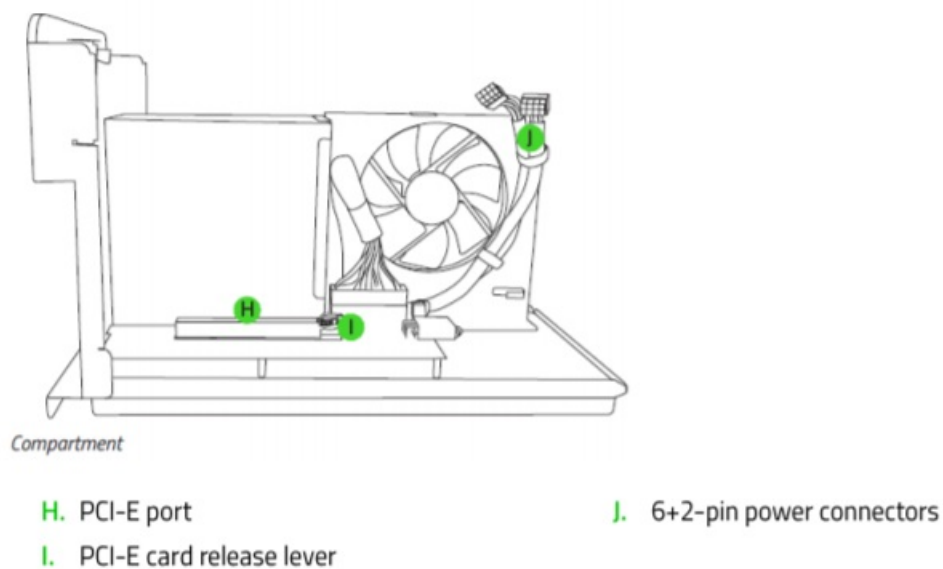
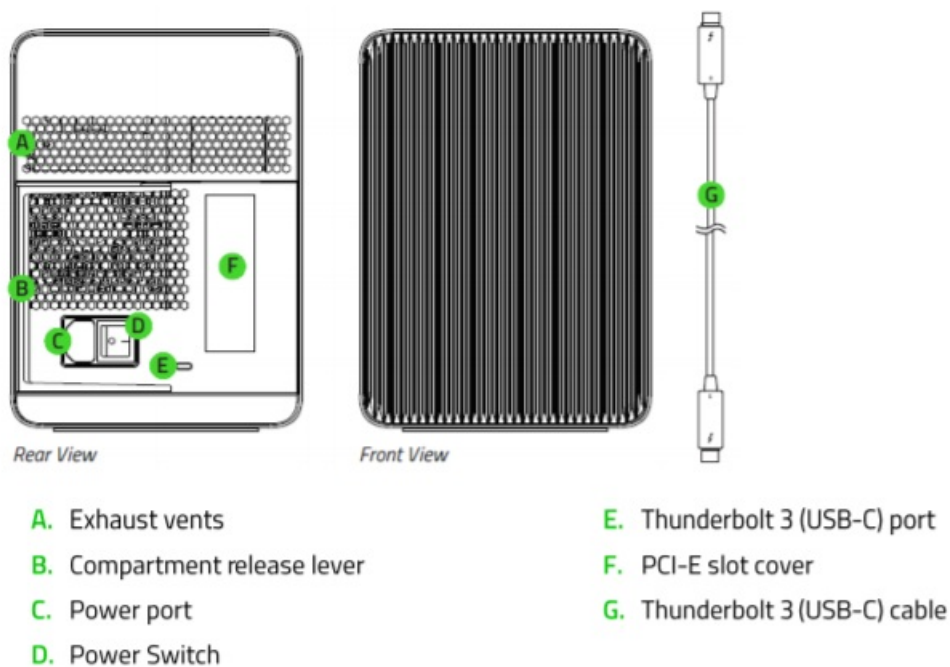
Common Questions

At a Glance: Razer Core X | RC21-01310

The Razer Core X | RC21-01310 is an external enclosure for your graphics card (eGPU) that boosts gaming experience by enhancing graphical performance. The good thing about this external GPU is that you can just plug it in and not worry about a more complicated setup to achieve enhanced graphical performance, in case inserting an actual video card into your laptop or another system is not possible.



Device Layout



Full Technical Specifications

Connection	Thunderbolt™ 3
Internal Power Supply	650 Watts
Laptop Power Delivery	Up to 100 Watts via USB-C
Thunderbolt™ 3 Cable Length	19.67 in / 500 mm
Razer Core X Chroma Approx. Size	6.61 in x 14.72 in x 9.06 in or 168 mm x 374 mm x 230 mm
Weight	14.29 lbs / 6.48 kg

Laptop Requirement	<p>Connection to system Systems require a Thunderbolt™ 3 port with external graphics support. Please check with your laptop manufacture to confirm if your laptop supports Thunderbolt 3 external graphics.</p> <p>macOS Systems Requirements</p> <ul style="list-style-type: none"> • Thunderbolt™ 3 equipped Macs running macOS High Sierra 10.13.4 or later. • Compatible AMD graphics card sold separately. • Razer Synapse 3 software not available on macOS. <p>Windows System Requirements</p> <ul style="list-style-type: none"> • Windows 10 64bit RS5 or above with Thunderbolt™ 3 port. • Compatible NVIDIA or AMD graphics card sold separately. 	
Inner Dimensions	Length : 12.99 in / 330 mm	
	Height*: 6.29 in / 160 mm	
	Width : 2.24 in / 57 mm	
	* Height measured from the top of PCI-E port to the bottom of the locking pin ramps.	
GPU Requirements	<p>GPU Type Up to 3-Slot wide, full-length, PCI-Express x16 graphics card.</p> <p>*Graphics cards use varied designs based on a common graphics chip. Please ensure the GPU selected meets all size, power, and additional requirements.</p> <p>*A graphics card with PCIe 4.0 can be inserted into a PCIe 3.0 motherboard slot; however, the PCIe 4.0 card's bandwidth would be bottlenecked by the PCIe 3.0 slot's bandwidth due to hardware limitations.</p> <p>GPU Max Power Support 500 Watts</p>	
GPU Support	Windows 10	<p>Compatible NVIDIA® graphics chipsets:</p> <p>Geforce™ RTX 30 Series</p> <p>GeForce™ Titan RTX Series</p> <p>Geforce™ RTX 20 Series</p> <p>GeForce™ Titan GTX Series</p> <p>Geforce™ GTX 16 Series</p> <p>Geforce™ GTX 10 Series</p> <p>Geforce™ GTX 980 Ti – GTX 750</p> <p>Quadro® RTX Series</p> <p>Quadro® P Series</p> <p>Please verify graphics card is under max dimensions above.</p> <p>Compatible AMD graphics chipsets:</p> <p>Radeon™ RX 5000 Series</p> <p>Radeon™ RX Vega Series</p> <p>Radeon™ RX 500 Series</p> <p>Radeon™ R9 Series</p> <p>Radeon™ Pro Series</p> <p>Please verify graphics card is under max dimensions above.</p>

	Mac OS	Compatible AMD graphics chipsets: Radeon™ RX 5000 Series Radeon™ RX Vega Series Radeon™ RX 500 Series Radeon™ R9 Series Radeon™ Pro Series
	*Graphics cards use varied designs based around a common graphics chip. Please ensure the GPU selected meets all size, power, and additional requirements.	

Is the Razer Core X, which has a PCIe 3.0 slot, compatible with PCIe 4.0 graphics card?

A graphics card with PCIe 4.0 can be inserted into a PCIe 3.0 motherboard slot; however, the PCIe 4.0 card's bandwidth would be bottlenecked by the PCIe 3.0 slot's bandwidth due to hardware limitations.

What regions is the Razer Core X available?

On release, the Core X will be available in the United States, Canada, United Kingdom, France, Germany, Nordics, China, Australia, Hong Kong, and Singapore. Coming soon to Japan and Taiwan.

For availability in other regions, visit <https://www.razer.com/store> or contact an authorized Razer Reseller.

Do I need to reboot my laptop every time I connect the Razer Core X?

The Razer Core X is Plug and Play. This means that as long as your laptop is compatible and has the necessary graphics card drivers, you do not need to reboot your laptop every time you connect to the Core X.

Hardware

Does the Razer Core X feature Chroma lighting?

No, the Core X does not feature any type of Chroma or other lighting feature.

Can I use Razer Core X with similar Nvidia GPU together with the Razer Blade built-in dGPU to produce a single output (SLI)?

If you have a higher performance GPU in Razer Core X, you can elect to use that GPU, but the built-in dGPU will be disabled.

Is a Thunderbolt Cable included with the Core X and how long is it?

Yes, a .5-meter Thunderbolt Cable is included with the Core X. A longer 2-meter / 6ft Thunderbolt cable is available and sold separately on the Razer Store. Visit <https://www.razer.com/gaming-accessories/thunderbolt3-cable>.

What version of the Thunderbolt 3 controller is being used in the Razer Core X and Razer Core X Chroma?

There are two current versions of the Thunderbolt 3 controller:

1. Alpine Ridge

2. Titan Ridge

Both the Razer Core X and Razer Core X Chroma use the Alpine Ridge version which is technically the older controller version of the Thunderbolt 3. However, being the older controller does not make it any less. In fact, it has the same bandwidth with its newer kind, the Titan Ridge. Both versions feature a max speed of 40 Gbit/s.

Also, Alpine Ridge is what is recommended by the Intel's Thunderbolt team to be used by OEMs in their eGPUs like the Razer Core.

Using the Titan Ridge will not give any benefit on Razer's eGPUs, it is more likely for the host system (Laptop side) and other Thunderbolt devices.

What GPU's are supported by the Core X?

Razer Core X supports a wide variety of GPUs from both AMD and NVIDIA. We recommend reviewing the list of compatible plug and play graphics processors below. Please ensure the graphics card you select meets all power, size, and additional requirements. Older cards may function, but compatibility and driver support may vary.

GPU requirements:

GPU Type: Up to 3-Slot wide, full-length, PCI-Express x16 graphics card

GPU Max Power Support: 500 Watts

Plug and Play compatible graphics chipsets: Graphics cards use varied designs based around a common graphics chip. Ensure the GPU selected meets all size, power, and additional requirements.

To see a full list of the compatible GPUs, see: [What graphic chipsets are compatible with Razer Core X and Razer Core X Chroma?](#)

Software

Is the Razer Core X supported by Synapse 3?

Yes, it will be recognized in Synapse 3. However, there are no user settings or adjustments for the Core X within Synapse 3.

Where can I find drivers for my Graphics Card?

Visit the official website of your GPU's manufacturer to get the latest drivers:

- [AMD](#)
- [Nvidia](#)

Does the Razer Core X work with a Mac?

Yes, they are compatible with Thunderbolt 3 Macs running macOS High Sierra 10.13.4 or later and requires a compatible AMD graphics card.

Take note of the following:

- macOS High Sierra 10.13.4 doesn't support eGPUs in Windows using Boot Camp or when your Mac is in macOS Recovery or installing system updates.
- eGPU support in macOS High Sierra 10.13.4 is designed to accelerate Metal, OpenGL, and OpenCL applications that benefit from a powerful eGPU. However, not all applications support eGPU acceleration. This means eGPUs such as the Razer Core will not power all applications on the internal display and a monitor must be connected to the external graphics card running only your game to reap the benefits of the GPU. Check with

the application's developer to learn more.

- Razer Chroma lighting and Ethernet is not currently supported for Mac as Core X does not feature Chroma or an Ethernet connection.

To see a full list of the compatible GPUs, see: [What graphic chipsets are compatible with Razer Core X and Razer Core X Chroma?](#)

Downloads

Razer Core X Master Guide (Spanish) – [Download](#)

Razer Core X Master Guide (Russian) – [Download](#)

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