

4K Game Capture Station

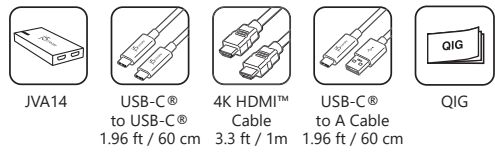
4K@30 Capture + 4K@60 Passthrough



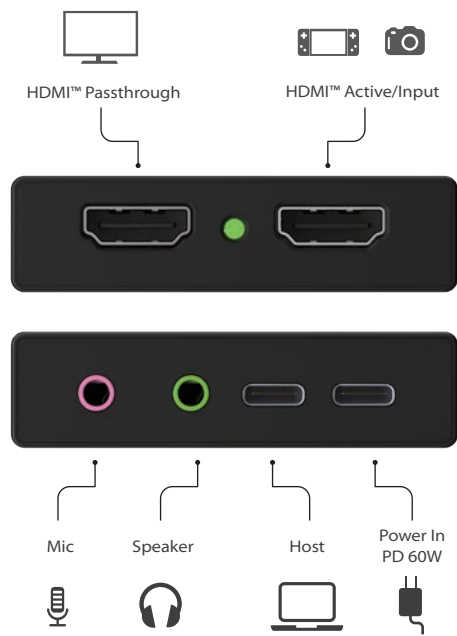
EN : Quick Installation Guide
 DE : Kurzanleitung Für Installation
 FR : Guide D'installation Rapide
 IT : Guida rapida all'installazione
 NL : Beknopte installatiehandleiding
 ES : Guía De Instalación Rápida
 PT : Guia de instalação rápida
 SE : Snabbinstallationsguide

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

Inside the box



Connection



English

Features

- Uncompressed 4K@30 Capture + 4K@60 HDR passthrough
- Ultra-low latency stream with high-performance USB-C® 3.2 connection
- LED indicator to keep track of USB™ speeds and compression rates
- No driver installation required

System Requirements

- Available USB-C® or USB™ Type-A port (USB™ 3.2 / 3.0 is recommended)

Recommended system requirements to achieve 4K@30 capture and 4K@60 passthrough:

- Windows® 7 or later
- macOS® 10.12 or later
- Android™ 8.1 and higher
- CPU: Intel® Core™ i7 6700HQ or above
- GPU: NVIDIA® GTX 960M or above
- RAM: 8 GB or above

Recommended Software

- Windows®**: OBS™, XSplit® Broadcaster
- macOS®**: OBS™, QuickTime®
- Android™**: CameraFi™ Live

Installation

Step 1. Connect the HDMI™ cable from JVA14 HDMI™ input port to the HDMI™ port on the source device (such as a game console) that will be recorded/streamed live.

Step 2. Connect to the computer using the supplied USB-C® to Type-A or USB-C® cable.

Step 3. Use a third-party program (such as OBS™, etc.) to begin the livestream or recording.

LED Indicator

- USB™ 3.0 connection: Purple (Uncompressed)
- USB™ 2.0 connection: Blue (Uncompressed)
- Power Only: Orange

Deutsch

Eigenschaften

- Unkomprimiert 4K bei 30 Aufnahme + 4K bei 60 HDR-Passthrough
- Stream mit ultrageringer Latenz mit hochleistungsfähiger USB-C®-3.2-Verbindung
- LED-Anzeige zur Verfolgung von USB™-Geschwindigkeiten und Kompressionsraten
- Keine Treiberinstallation erforderlich

Systemanforderungen

- Freier USB-C®- oder USB™-Type-A-Anschluss (USB™ 3.2 / 3.0 empfohlen)

Nachstehend sind die empfohlenen Systemanforderungen zur Erzielung von 4K bei 30 (Erfassung) und 4K bei 60 (Passthrough):

- Windows® 7 oder später
- macOS® 10.12 oder später
- Android™ 8.1 und höher
- CPU: Intel® Core™ i7 6700HQ oder drüber
- GPU: NVIDIA® GTX 960M oder drüber
- RAM: 8 GB oder drüber

Empfohlene Software

- Windows®**: OBS™, XSplit® Broadcaster
- macOS®**: OBS™, QuickTime®
- Android™**: CameraFi™ Live

Installation

Schritt 1. Den HDMI™-Eingang des JVA14 mit dem Ausgang (HDMI™-Ausgang) des Eingangsgerätes (wie der Spielkonsole) zur Live-Aufnahme/zum Live-Streaming verbinden.

Schritt 2. Über das mitgelieferte USB-C®-zu-Type-A-Kabel eine Verbindung zum Computer herstellen.

Schritt 3. Ein Drittanbieter-Programm (z. B. OBS™ usw.) zum Beginnen von Live-Streaming und Aufnahme starten.

LED-Licht

- USB™-3.0-Verbindung: Lila (unkomprimiert)
- USB™-2.0-Verbindung: Blau (unkomprimiert)
- Nur Stromversorgung: Orange

Français

Caractéristiques

- Capture 4K@30 non compressée + 4K@60 HDR passthrough
- Stream à latence ultra-faible avec une connexion USB-C® 3.2 haute vitesse
- Indicateur LED pour indiquer les vitesses USB™ et les taux de compression
- Aucun pilote à installer

Configuration Recommandée

- Port USB-C® ou USB™ Type-A disponible (USB™ 3.2 / 3.0 recommandé)

Vous trouverez ci-dessous la configuration recommandée pour réaliser une capture 4K@30 et une transmission pass-through 4K@60 :

- Windows® 7 ou plus
- macOS® 10.12 ou plus
- Android™ 8.1 et plus
- CPU: Intel® Core™ i7 6700HQ ou plus
- GPU: NVIDIA® GTX 960M ou plus
- RAM: 8 GB ou plus

Logiciels recommandés

- Windows®**: OBS™, XSplit® Broadcaster
- macOS®**: OBS™, QuickTime®
- Android™**: CameraFi™ Live

Installation

Étape 1. Connectez l'entrée HDMI™ IN du JVA14 au port de sortie (HDMI™ OUT) de l'appareil source (comme une console de jeu) pour enregistrer/diffuser en direct.

Étape 2. Connectez à l'ordinateur en utilisant le câble USB-C® vers Type-A fourni.

Étape 3. Lancez un programme tiers (tel que OBS™, etc.) pour commencer la diffusion en direct et l'enregistrement.

Indicateur LED

- Connexion USB™ 3.0: Violet (non compressé)
- Connexion USB™ 2.0: Bleu (non compressé)
- Alimentation uniquement: Orange

Italiano

Caratteristiche

- Acquisizione 4K a 30 non compressa + pass-through HDR 4K a 60
- Streaming a latenza ultra bassa con collegamento USB-C® 3.2 ad alte prestazioni
- Indicatore LED per tenere traccia delle velocità e dei rapporti di compressione USB™
- Non è necessaria alcuna installazione di driver

Requisiti di sistema

• Porta USB-C® o USB™ disponibile (USB™ 3.2/3.0 consigliato)
 Requisiti di sistema consigliati per ottenere acquisizione 4K a 30 e pass-through 4K a 60:

- Windows® 7 o versione successiva
- macOS® 10.12 o versione successiva
- Android™ 8.1 e versione successiva
- CPU: Intel® Core™ i7 6700HQ o superiore
- GPU: NVIDIA® GTX 960M o superiore
- RAM: 8 GB o più

Software consigliato

- Windows®**: OBS™, XSplit® Broadcaster
- macOS®**: OBS™, QuickTime®
- Android™**: CameraFi™ Live

Installazione

Passo 1. Collegare il cavo HDMI™ dalla porta di ingresso HDMI™ di JVA14 alla porta HDMI™ sul dispositivo sorgente (come una console giochi) che viene registrato/ trasmesso in streaming live.

Passo 2. Collegare al computer con il cavo da USB-C® a Tipo A o USB-C® in dotazione.

Passo 3. Utilizzare un programma di terzi (ad esempio OBS™, ecc.) per avviare lo streaming e la registrazione live.

LED

- Collegamento USB™ 3.0: Viola (non compresso)
- Collegamento USB™ 2.0: Blu (non compresso)
- Solo alimentazione: Arancione

STOP

If you have any problems with this product please contact our technical support team for assistance.

TECHNICAL SUPPORT

Customer Service: **888-988-0488**

Technical Support: **888-689-4088**

Email: **service@j5create.com**

SOPORTE TÉCNICO

Número gratuito: +1-888-988-0488

Horario de atención:

Lun-Vier. 10:00 a.m – 6:00 U.S.A.-E.S.T

Email: service@j5create.com

Kajjet Technology International B.V.

Telefoonnummer: +31-(0)6-2880 2882

Adres: Zomerdoorn 20

3068 MZ Rotterdam

The Netherlands

E-mail: service@j5create.com

TECHNISCHER SUPPORT

Kostenloser Anruf bei: +1-888-988-0488

Sprechstunden:

Mon.-Frei. 10.00 – 18.00 U.S.A.-E.S.T

E-mail: service@j5create.com

TECHNIKAI SEGÍTSÉG

Vevőszolgálat (angol nyelven): 888-988-0488

Technikai támogatás (angol nyelven): 888-689-4088

E-mail: service@j5create.com

テクニカルサポート

お客様相談センター: 03-5540-9010

電子メール: j5_support@solnet.co.jp

テクニカルサポートやその他のご相談は下記の

の時間にご対応いたしますようお願い申し上げます

営業時間: 平日 9:30~11:30/13:30~17:30

技術支援資訊

美國客服專線: +1-888-988-0488

台灣客服專線: +886-2-2269-5533#19

客服時間: 星期一至星期五

9:30 AM-6:00PM (台灣時間)

Email信箱: service.tw@j5create.com

TECHNICKÁ PODPORA

Zákaznická linka: 888-988-0488

Technická podpora: 888-689-4088

E-mail: service@j5create.com

Nederlands

Functies

- Ongecomprimeerd 4K@30 vastleggen + 4K@60 HDR-doorvoer
- Ultralage latentie stream met USB-C® 3.2-aansluiting met hoge prestaties
- LED-indicator om USB™-snelheden en compressieverhoudingen bij te houden
- Geen installatie van stuurprogramma vereist

Systeemvereisten

- Beschikbare USB-C®- of USB™ Type-A-poort (USB™ 3.2 / 3.0 wordt aanbevolen)
- Aanbevolen systeemvereisten voor het bereiken van 4K@30 vastleggen en 4K@60 doorvoer:

- Windows® 7 of later
- macOS® 10.12 of later
- Android™ 8.1 en hoger
- CPU: Intel® Core™ i7 6700HQ of hoger
- GPU: NVIDIA® GTX 960M of hoger
- RAM: 8 GB of hoger

Aanbevolen software

- Windows®**: OBS™, XSplit® Broadcaster
- macOS®**: OBS™, QuickTime®
- Android™**: CameraFi™ Live

Installazione

Stap 1. Sluit de HDMI™-kabel aan van de JVA14 HDMI™-ingang op de HDMI™-poort op het bronapparaat (zoals een spelconsole) dat wordt opgenomen/live gestreamd.

Stap 2. Sluit aan op de computer met gebruik van de meegeleverde USB-C® naar Type-A of USB-C®-kabel.

Stap 3. Gebruik een programma van derden (zoals OBS™ enz.) om live-streaming en opnemen te starten.

LED-indicatielampje

- USB™ 3.0-aansluiting: Paars (ongecomprimeerd)
- USB™ 2.0-aansluiting: Blauw (ongecomprimeerd)
- Alleen voeding: Oranje

Español

Características

- Captura de 4K @ 30 sin comprimir + 4K @ 60 HDR passthrough
- Flujo de latencia ultrabaja con conexión USB-C® 3.2 de alto rendimiento
- Indicador LED para realizar un seguimiento de las velocidades y tasas de compresión USB™
- No se requiere instalación de controladores

Requisitos del sistema

- Puerto USB-C® o USB™ Type-A disponible (se recomienda USB™ 3.2/3.0)

A continuación, se muestran los requisitos del sistema recomendados para lograr una captura de 4K a 30 y una transferencia de paso a través 4K a 60:

- Windows® 7 o posterior
- macOS® 10.12 o posterior
- Android™ 8.1 y superior
- CPU: Intel® Core™ i7 6700HQ o superior
- GPU: NVIDIA® GTX 960M o superior
- RAM: 8 GB o superior

Software recomendado

- Windows®**: OBS™, XSplit® Broadcaster
- macOS®**: OBS™, QuickTime®
- Android™**: CameraFi™ Live

Instalación

Paso 1. Conecte la ENTRADA HDMI™ de su JVA14 al terminal de salida (SALIDA HDMI™) del dispositivo fuente (como la consola de juegos) para que se grabe y transmita en directo.

Paso 2. Conéctelo al equipo mediante el cable USB-C® a Type-A suministrado.

Paso 3. Inicie un programa externo (como OBS™, etc.) para comenzar a transmitir y grabar en directo.

Luz de LED

- Conexión USB™ 3.0: Púrpura (sin comprimir)
- Conexión USB™ 2.0: Azul (sin comprimir)
- Solo alimentación: Naranja

Português

Características

- Captura 4K a 30 sem compressão + passagem de 4K a 60 HDR
- Transmissão de latência ultrabaixa com ligação USB-C® 3.2 de alto desempenho
- Indicador LED para exibir as velocidades de USB™ e as taxas de compressão
- Não é necessário instalar qualquer controlador

Requisitos do sistema

- Porta USB-C® ou USB™ Tipo A disponível (USB™ 3.2 / 3.0 recomendado)

Requisitos do sistema recomendados para atingir a captura 4K a 30 a passagem de 4K a 60:

- Windows® 7 ou mais recente
- macOS® 10.12 ou mais recente
- Android™ 8.1 e mais recente
- CPU: Intel® Core™ i7 6700HQ ou superior
- GPU: NVIDIA® GTX 960M ou superior
- RAM: 8GB ou superior

Software Recomendado

- Windows®**: OBS™, XSplit® Broadcaster
- macOS®**: OBS™, QuickTime®
- Android™**: CameraFi™ Live

Installazione

Passo 1. Ligue o cabo HDMI™ da porta de entrada HDMI™ do JVA14 à porta HDMI™ do dispositivo de origem (como uma consola de jogos) que será gravado/transmitido em direto.

Passo 2. Ligue ao computador utilizando o cabo USB-C® para Tipo-A ou USB-C® fornecido.

Passo 3. Utilize um programa de terceiros (por exemplo, OBS™, etc.) para iniciar a transmissão em direto ou a gravação.

Indicador LED

- Ligação USB™ 3.0: Roxo (Sem compressão)
- Ligação USB™ 2.0: Azul (Sem compressão)
- Apenas energia: Laranja

Svensk

Funktioner

- Okomprimerad 4K@30 capture + 4K@60 HDR passthrough
- Streama med extremt låg latensid med en högpresterande USB-C® 3.2-anslutning
- LED-indikator för att hålla reda på USB™-hastigheter och komprimeringshastigheter
- Kräver ingen drivrutinsinstallation

Systemkrav

- Tillgänglig USB-C®- eller USB™ Type-A-port (USB™ 3.2 / 3.0 rekommenderas)
- Rekommenderade systemkrav för att uppnå 4K@30 capture och 4K@60 passthrough:

- Windows® 7 eller senare
- macOS® 10.12 eller senare
- Android™ 8.1 och högre
- Processor: Intel® Core™ i7 6700HQ eller högre
- GPU: NVIDIA® GTX 960M eller högre
- RAM-minne: 8 GB eller mer

Rekommenderad programvara

- Windows®**: OBS™, XSplit® Broadcaster
- macOS®**: OBS™, QuickTime®
- Android™**: CameraFi™ Live

Installation

Steg 1. Anslut HDMI™-kabeln från JVA14 HDMI™-ingångsporten till HDMI™-porten på källenheten (t.ex. en spelkonsol) som ska spelas in/streamas live.

Steg 2. Anslut till datorn med den medföljande USB-C®- till A- eller USB-C®-kabeln.

Steg 3. Använd ett program från en tredje part (t.ex. OBS™, etc.) för att påbörja livestreamen eller inspelningen.

LED

- Collegamento USB™ 3.0: Viola (non compresso)
- Collegamento USB™ 2.0: Blu (non compresso)
- Solo alimentazione: Arancione

Dansk
<div> <div> ■ Funktioner</div> <div> <ul style="list-style-type: none">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 </div> </div>
<div> <div> ■ System Requirements</div> <div> <ul style="list-style-type: none">Tilgængelig USB-C® eller USB™ Type-A-port (USB™ 3.2/3.0 anbefalet) <p>Anbefalede systemkrav for at opnå optagelse i 4K@30 og 4K@60 passthrough: <ul style="list-style-type: none">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 </p></div> </div>
<div> <div> ■ Anbefalet software</div> <div> <p>Windows®: OBS™, XSplit® Broadcaster</p> <p>macOS® : OBS™, QuickTime®</p> <p>Android™ : CameraFi™ Live</p> </div> </div>
<div> <div> ■ Installation</div> <div> <p>Trin 1. Tilslut HDMI™-kablet fra JVA14 HDMI™-indgangen til HDMI™-porten på kildeenheden (som fx en spillekonsol), der vil blive optaget/streamet live.</p> <p>Trin 2. Slut til computeren med det medfølgende USB-C® til type-A-kabel.</p> <p>Trin 3. Brug et tredjepartsprogram (som fx OBS™ el. lign.) for at starte livestreamingen eller optagelsen.</p> </div> </div>
<div> <div> ■ Lysindikator</div> <div> <ul style="list-style-type: none">USB™ 3.0-forbindelse: Lilla (ukomprimeret) USB™ 2.0-forbindelse: Blå (ukomprimeret) Kun strøm: Orange </div> </div>

日本語
<div> <div> ■ 特徴</div> <div> <ul style="list-style-type: none">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。 </div> </div>
<div> <div> ■ 最小システム要件</div> <div> <ul style="list-style-type: none">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 </div> </div>
<div> <div> ■ 推奨サードパーティーソフトウェア</div> <div> <ul style="list-style-type: none">Windows®: OBS™, XSplit® Broadcaster macOS® : OBS™, QuickTime® Android™ : CameraFi™ Live </div> </div>
<div> <div> ■ 接続方法</div> <div> <p>Step①: HDMI™ソース (例えばゲーム機)をHDMI™-INI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。</p> <p>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。</p> <p>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。</p> </div> </div>
<div> <div> ■ LED 表示</div> <div> <ul style="list-style-type: none">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 </div> </div>

Norsk
<div> <div> ■ Funksjoner</div> <div> <ul style="list-style-type: none">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 </div> </div>
<div> <div> ■ Systemkrav</div> <div> <ul style="list-style-type: none">Tilgjengelig USB-C®- eller USB™ Type-A-port (USB™ 3.2/3.0 anbefales) <p>Anbefalte systemkrav for å ta opp med 4K ved 30 og 4K ved 60-gjennomgang: <ul style="list-style-type: none">Windows® 7 eller nyere macOS® 10.12 eller nyere Android™ 8,1 og høyere Processor: Intel® Core™ i7 6700HQ eller bedre GPU: NVIDIA® GTX 960M eller bedre RAM: 8 GB eller mer </p></div> </div>
<div> <div> ■ Anbefalt programvare</div> <div> <p>Windows®: OBS™, XSplit® Broadcaster</p> <p>macOS® : OBS™, QuickTime®</p> <p>Android™ : CameraFi™ Live</p> </div> </div>
<div> <div> ■ Installasjon</div> <div> <p>Trinn 1. Koble HDMI™-kabelen fra JVA14 HDMI™-inngangsporten til HDMI™-porten på kildeenheten (for eksempel en spillkonsoll) som skal tas opp/strømmes direkte.</p> <p>Trinn 2. Koble til datamaskinen med den medfølgende USB-C® til Type-A- eller USB-C®-kabelen.</p> <p>Trinn 3. Bruk et tredjepartsprogram (som OBS™ eller lignende) for å begynne å livestømme eller ta opp.</p> </div> </div>
<div> <div> ■ LED-indikator</div> <div> <ul style="list-style-type: none">USB™ 3.0-tilkobling: Lilla (ukomprimert) USB™ 2.0-tilkobling: Blå (ukomprimert) Kun strøm: Oransje </div> </div>

繁體中文
<div> <div> ■ 產品特點</div> <div> <ul style="list-style-type: none">支援無壓縮無失真4K@30影像擷取與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 </div> </div>
<div> <div> ■ 系統需求</div> <div> <ul style="list-style-type: none">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 </div> </div>
<div> <div> ■ 建議直播軟體</div> <div> <ul style="list-style-type: none">Windows®: OBS™ Mac®: OBS™, QuickTime® Android™: CameraFi™ Live </div> </div>
<div> <div> ■ 安裝說明</div> <div> <p>步驟1. 將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。</p> <p>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）。</p> <p>步驟3. 啟動直播軟體(如OBS™)以進行影像擷取與直播。</p> </div> </div>
<div> <div> ■ LED 指示燈</div> <div> <ul style="list-style-type: none">USB™ 3.0 連接: 紫色（未壓縮） USB™ 3.0 連接: 藍色（未壓縮） 電源: 橙色 </div> </div>

Suomi
<div> <div> ■ Ominaisuudet</div> <div> <ul style="list-style-type: none">Pakkaamaton 4K @ 30 -kuvaus + 4K @ 60 HDR -läpimeno Ultramatala latenssivirta korkean suorituskyvyn USB-C® 3.2 -yhteydellä LED-merkivalo USB™-nopeuksien ja pakkausnopeuksien seurantaan Ohjaimen asennus ei ole tarpeen </div> </div>
<div> <div> ■ Järjestelmävaatimukset</div> <div> <ul style="list-style-type: none">Käytettävissä oleva USB-C®- tai USB™ Type-A -portti (USB™ 3.2 / 3.0 on suositeltava) <p>Suositteltavat järjestelmävaatimukset 4K @ 30 -kuvauksen ja 4K @ 60 -läpimenen saavuttamiseksi: <ul style="list-style-type: none">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 </p></div> </div>
<div> <div> ■ Suositeltava ohjelmisto</div> <div> <p>Windows®: OBS™, XSplit® Broadcaster</p> <p>macOS® : OBS™, QuickTime®</p> <p>Android™ : CameraFi™ Live</p> </div> </div>
<div> <div> ■ Asennus</div> <div> <p>Vaihe 1. Liitä HDMI™-kaapeli JVA14 HDMI™ -tuloportista tallentavan/livestriimaavan lähelaitteen (kuten pelikonsoli) HDMI™-porttiin.</p> <p>Vaihe 2. Liitä tietokoneeseen toimitukseen kuuluvalla USB-C® - Type-A tai USB-C® -kaapelilla.</p> <p>Vaihe 3. Käynnistä kolmannen osapuolen ohjelma (kuten OBS™ jne.) aloittaaksesi suoratoiston ja tallennuksen.</p> </div> </div>
<div> <div> ■ LED-merkivalo</div> <div> <ul style="list-style-type: none">USB™ 3.0-liitäntä: Violetti (pakkaamaton) USB™ 2.0 -liitäntä: Sininen (pakkaamaton) Vain virta: Oranssi </div> </div>

簡中
<div> <div> ■ 产品特点</div> <div> <ul style="list-style-type: none">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 </div> </div>
<div> <div> ■ 系统需求</div> <div> <ul style="list-style-type: none">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 </div> </div>
<div> <div> ■ 建议直播软件</div> <div> <ul style="list-style-type: none">Windows®: OBS™ Mac®: OBS™, QuickTime® Android™: CameraFi™ Live </div> </div>
<div> <div> ■ 安装说明</div> <div> <p>步骤1. 将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。</p> <p>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）。</p> <p>步骤3. 启动直播软件(如OBS™)以进行视频采集与直播。</p> </div> </div>
<div> <div> ■ LED 指示灯</div> <div> <ul style="list-style-type: none">USB™ 3.0 连接: 紫色（未压缩） USB™ 3.0 连接: 蓝色（未压缩） 电源: 橙色 </div> </div>

Magyar
<div> <div> ■ Jellemzők</div> <div> <ul style="list-style-type: none">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 </div> </div>
<div> <div> ■ Rendszerkövetelmények</div> <div> <ul style="list-style-type: none">Szabad USB-C® vagy USB™ Type-A ljzat (USB™ 3.2 / 3.0 ajánlott) <p>Ajánlott rendszerkövetelmények a 4K@30 rögzítés és a 4K@60 átmenő eléréséhez: <ul style="list-style-type: none">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: NVIDIA® GTX 960M vagy újabb Memória: 8GB vagy több </p></div> </div>
<div> <div> ■ Ajánlott szoftver</div> <div> <p>Windows®: OBS™, XSplit® Broadcaster</p> <p>macOS® : OBS™, QuickTime®</p> <p>Android™ : CameraFi™ Live</p> </div> </div>
<div> <div> ■ Telepítés</div> <div> <ol style="list-style-type: none">lépés. Csatlakoztassa a HDMI™-kábelt a JVA14 HDMI™ bemeneti aljzatáról a forráseszköz (például játékkonzol) HDMI™-aljzatához, amelyen a rögzítés/élő streaming történik. lépés. Csatlakoztassa a számítógéphez a mellékelt USB-C® – Type-A vagy USB-C® átalakító kábel segítségével. lépés. Indítson el egy harmadik féltől származó programot (pl. OBS™ stb.) az élő közvetítés és rögzítés megkezdéséhez. </div> </div>
<div> <div> ■ LED-jelzőfény</div> <div> <ul style="list-style-type: none">USB™ 3.0-kapcsolat: Lila (tömörítetlen) USB™ 2.0-kapcsolat: Kék (tömörítetlen) Csak táp: Narancs </div> </div>

Русский
<div> <div> 4К игровая внешняя карта видеозахвата (JVA14)</div> <div> <div> ■ Технические особенности:</div> <div> <ul style="list-style-type: none">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 </div> </div> </div>
<div> <div> ■ Системные требования:</div> <div> <ul style="list-style-type: none">Доступный USB-C® или USB™ Type-A порт (рекомендуется USB™ 3.2 / 3.0) <p>Рекомендуемые системные требования для захвата в 4K@30 и сквозной передачи в 4K@60:</p> <ul style="list-style-type: none">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 </div> </div>
<div> <div> ■ Рекомендуемое программное обеспечение</div> <div> <p>Windows®: OBS™, XSplit® Broadcaster</p> <p>macOS® : OBS™, QuickTime®</p> <p>Android™ : CameraFi™ Live</p> </div> </div>
<div> <div> ■ Установка</div> <div> <p>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</p> <p>Шаг 2. Подключите к компьютеру, используя входящий в комплект USB-C® на USB™ Type-A или USB-C® кабель</p> <p>Шаг 3. Запустите стороннее программное обеспечение (напр. OBS™ или др.), чтобы начать трансляцию в прямом эфире или запись</p> </div> </div>
<div> <div> ■ LED индикатор</div> <div> <ul style="list-style-type: none">USB™ 3.0 соединение: фиолетовый (без сжатия) USB™ 2.0 соединение: синий (без сжатия) Только питание: оранжевый </div> </div>

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.

LIMITED WARRANTY

j5create offers a limited 2-year warranty. User’s wear & tear damage is not included. The user shall call or email j5create customer service with the defect information of the product and obtain a return authorization number. Users are responsible for one-way return freight cost and we will take care of one-way freight back. In order to obtain a return authorization number, users should have the following information handy when calling or emailing the service team:

(i) a copy of the original purchase invoice to verify your warranty

(ii) a product serial number

(iii) a description of the problem

(iv) customer’s name, address, and telephone number

j5create does not warrant that the operation of the product will be uninterrupted or error-free. j5create is not responsible for damage arising from failure to follow instructions relating to the product’s use. This warranty does not apply to: (a) consumable parts, unless damage has occurred due to a defect in materials or workmanship; (b) cosmetic damage, including but not limited to scratches, dents, and broken plastic on ports; (c) damage caused by use with non-j5create products; (d) damage caused by natural disasters; (e) damage caused by human misuse (lost, accident, abuse, misuse or other external causes); (f) damage caused by operating the product outside the permitted or intended uses described by j5create; (g) damage caused by service (including upgrades and expansions) performed by anyone who is not a representative of j5create or a j5create Authorized Service Provider; (h) a product or part that has been modified to alter functionality or capability without the written permission of j5create; or (i) if any j5create serial number on the product has been removed or defaced. If such a situation occurs, j5create will calculate the cost of materials and repair for your reference. This warranty is given by j5create in lieu of any other warranties expressed or implied.

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