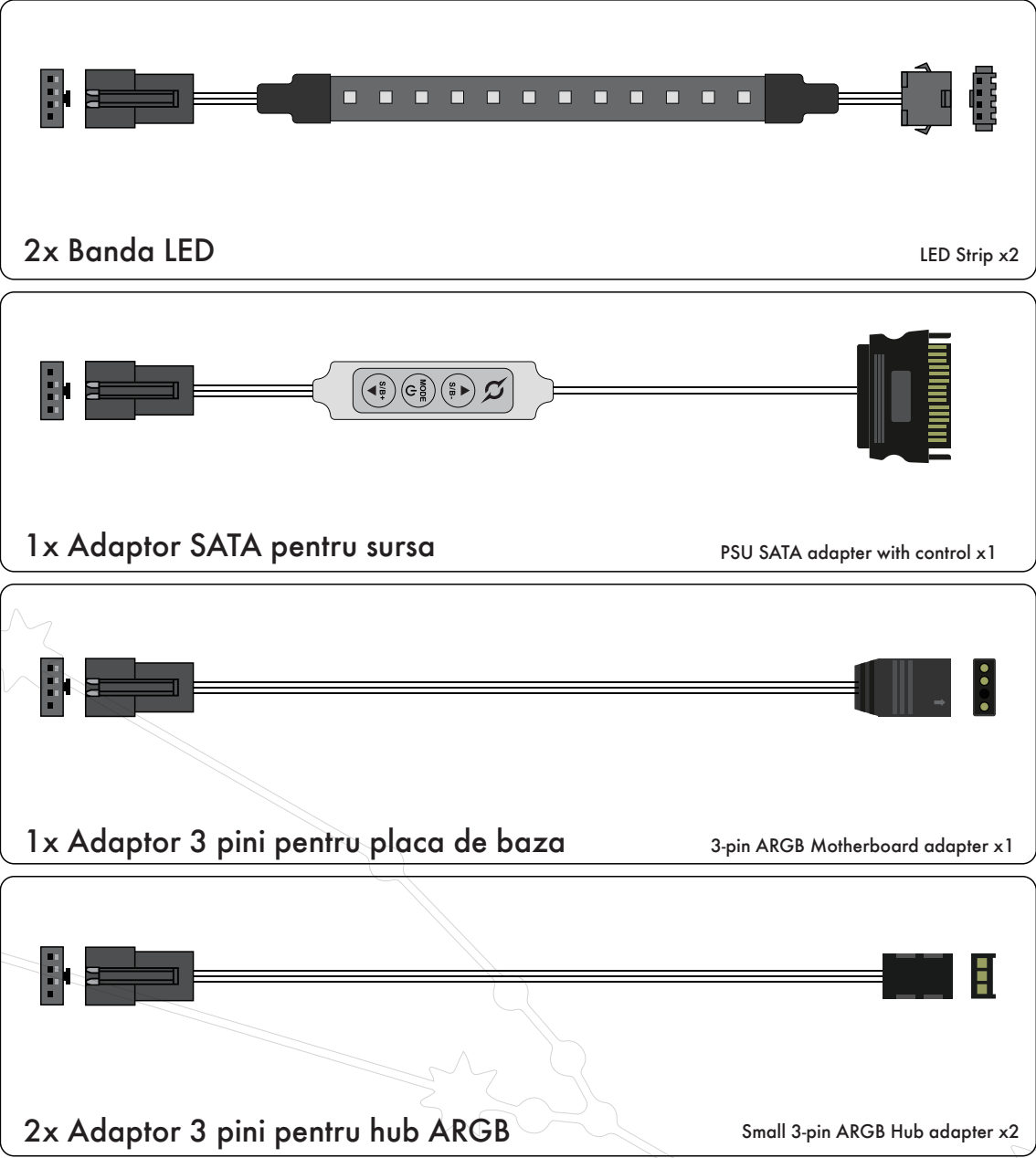


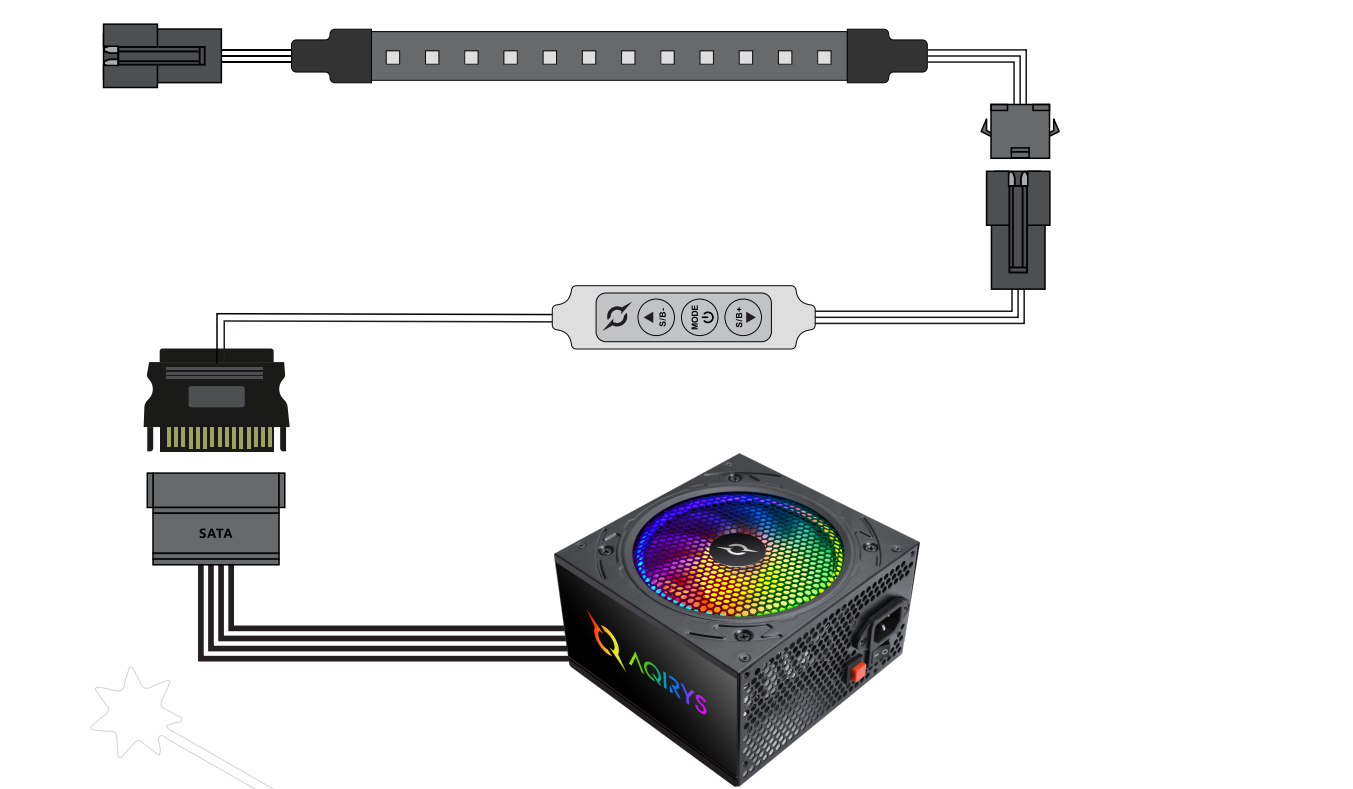
1. Continutul cutiei si conectorii 1. Box content and connectors



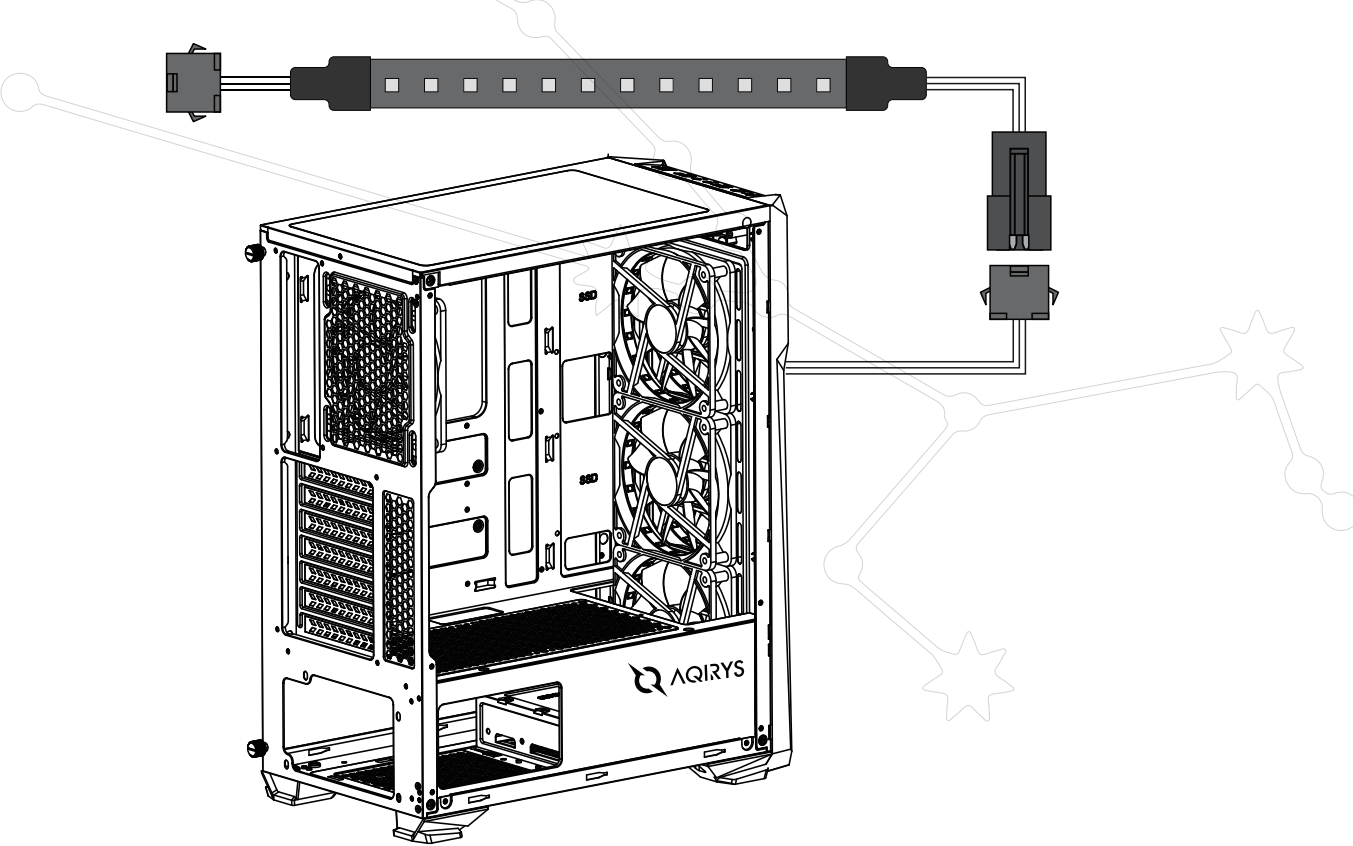
2. Modalitati de conectare 2. How to connect

- RO** A - Conectare la sursa de alimentare a calculatorului prin intermediul mufei SATA livrata in pachet. Cele doua benzi cu LED-uri se pot conecta in serie.
B - Conectare direct la un ventilator prevazut cu mufa RGB 4 pini (de exemplu: ventilatoarele AQIRYS® Cetus din seria 4P). Cele doua benzi cu LED-uri se pot conecta in serie.
C - Conectare la controller-ul ARGB folosind adaptorul ARGB 3 pini livrat in pachet. (compatibilitate perfecta cu hub-ul PWM+ARGB preinstalat in carcasele AQIRYS®)
D - Conectare la placa de baza folosind adaptorul ARGB 3 pini livrat in pachet (se conecteaza la header-ul VDG 3-pini al placii de baza). Cele doua benzi cu LED-uri se pot conecta in serie.
- EN** A - Connect to the computer's power supply via the SATA connector supplied in the package. The two LED strips can be serial connected.
B - Connect to a PC fan equipped with a 4-pin RGB plug (such as the AQIRYS® Cetus 4P series fans). The two LED strips can be serial connected.
C - Connect to the ARGB controller using the 3-pin ARGB adapter supplied in the package. (full compatibility with the PWM + ARGB hub pre-installed in the AQIRYS® cases)
D - Connect to the motherboard using the 3-pin ARGB adapter supplied in the package (plugs into the 3-pin VDG header of the motherboard). The two LED strips can be serial connected.

A - Conectarea la sursa de alimentare A - Connecting to the PSU

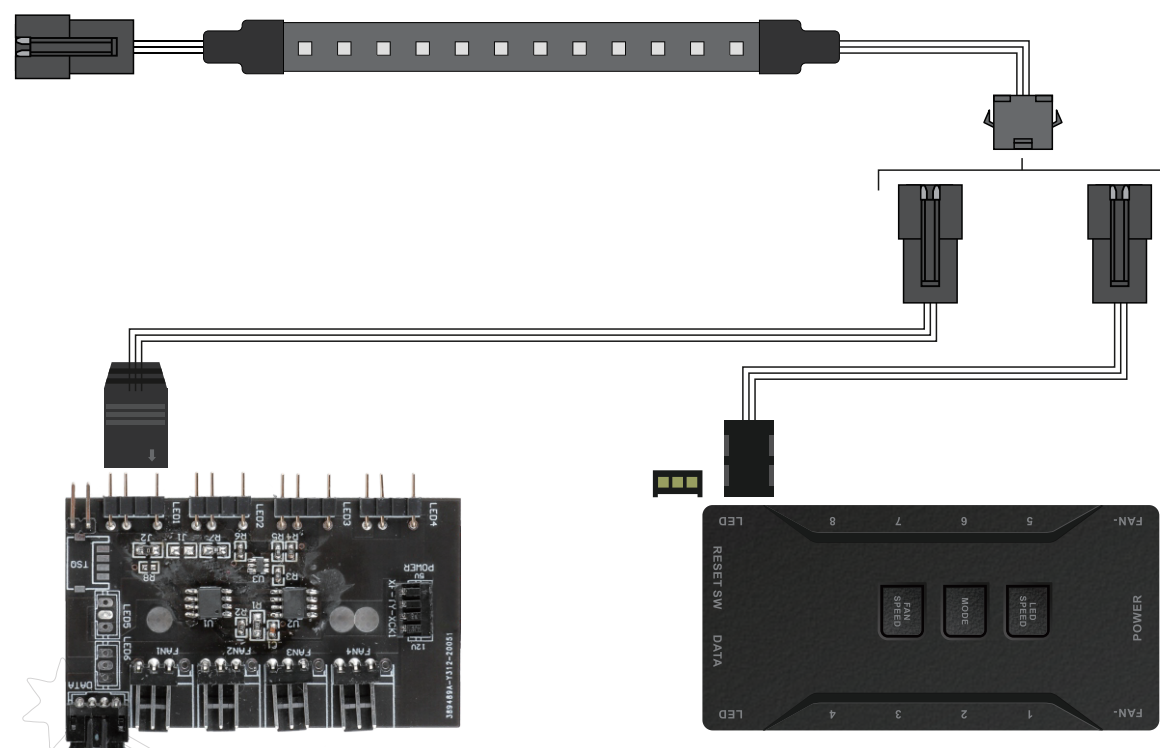


B - Conectarea directa la ventilator B - Connecting to the FAN



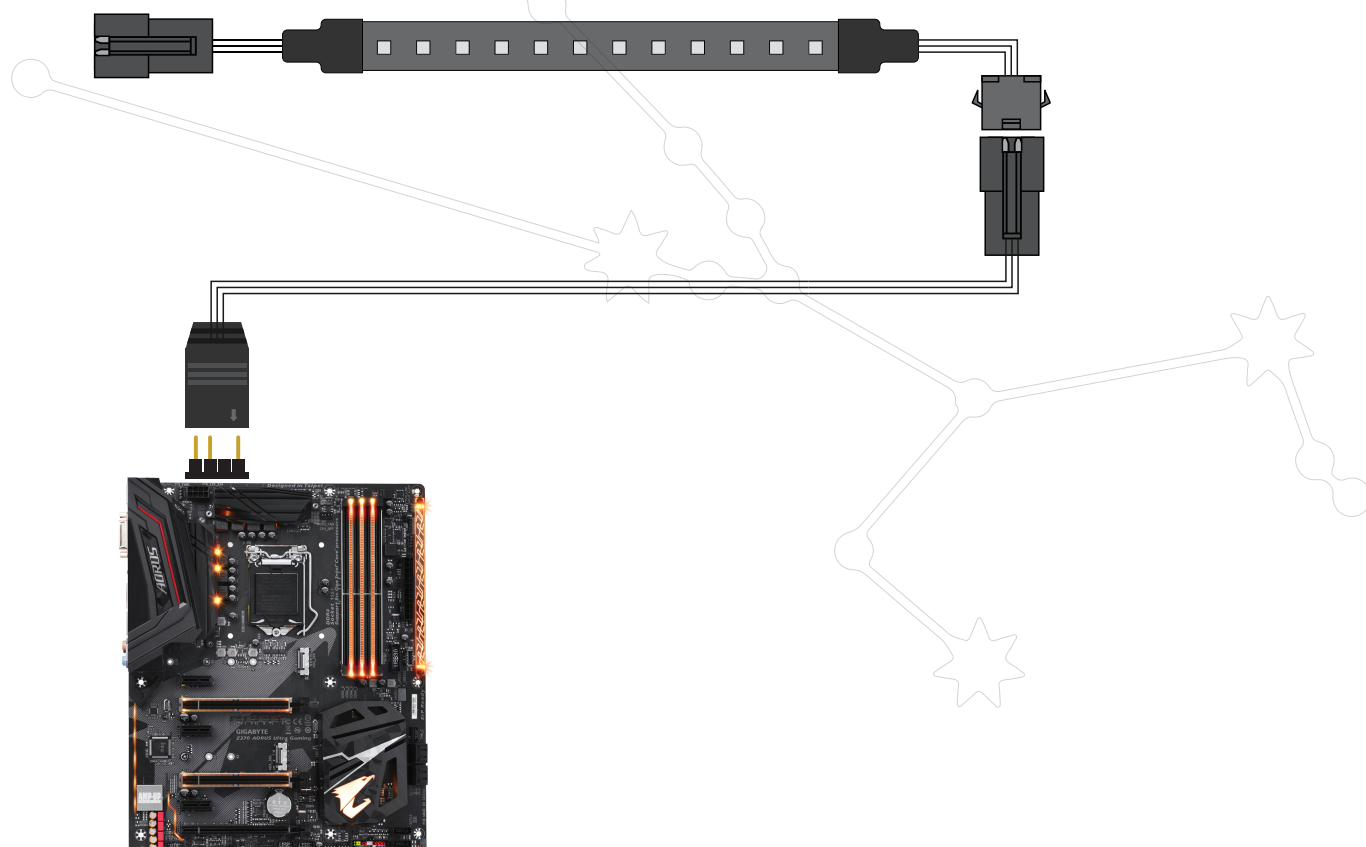
C - Conectarea la controller-ul ARGB

C - Connecting to the ARGB HUB

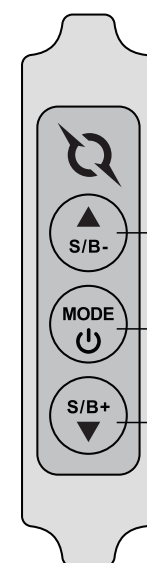


D - Conectarea la placa de baza

D - Connecting to the M/B



3. Functii telecomanda adaptor SATA 3. SATA adapter control functions



- **Viteza animatie / Luminozitate** - Animation Speed / Brightness -

Moduri de iluminare Lighting modes

– **Viteza animatie / Luminozitate** + **Animation Speed / Brightness** +