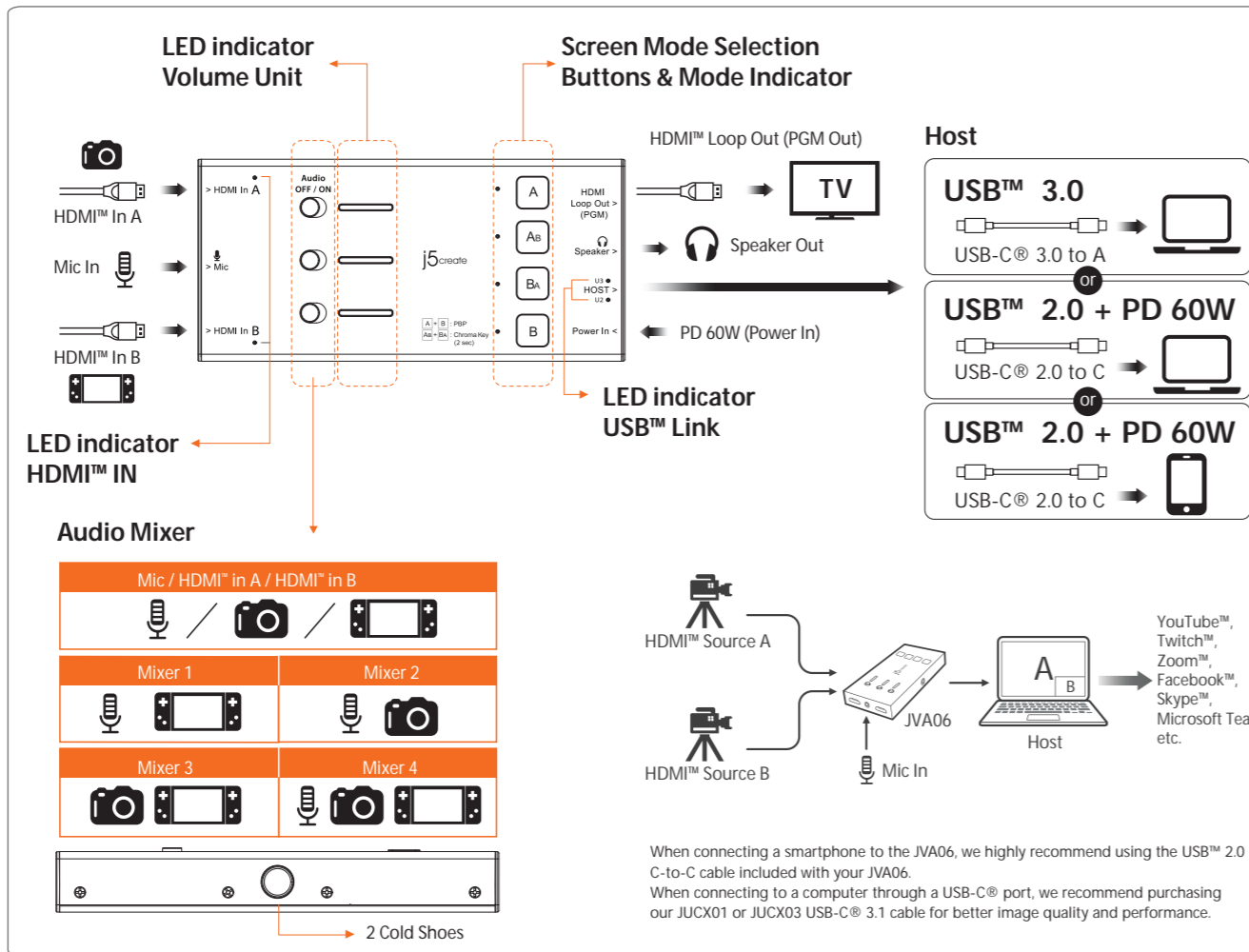


Dual HDMI™ Video Capture

2 HDMI™ to USB-C® with Power Delivery 60W

JVA06



► Screen mode configurations & indicator



Button	First click	Second click	Hold
A	A		
B	B		
AB	A B	Change pip position	Change pip size
BA	B A	Change pip position	Change pip size
A + B	A B		Switch back and forth

► Built-in functions & controls

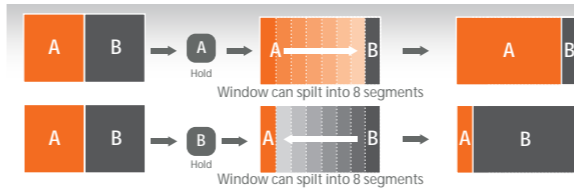
• Long press the A or B button to add a transition effect.



• Press 'A + AB' buttons to adjust transition speed (Fast /Normal/Slow).



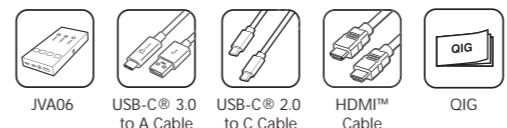
• When in PBP mode, long press the A or B button to split the selected window into 8 segments.



• Press 'AB + BA' for 2 seconds to switch on/off image synthesis for HDMI™ source A and B.



► Inside the box



English

■ System requirements

Computer

- Windows® 7 and later (driver installation is required on Windows® 7)
- macOS® X 10.10 and later
- Linux®
- CPU: Intel® Core™ i5 Gen 4, 3 GHz & above
- CPU: Intel® Core™ i7 Gen 4 & above
- RAM: 4 GB memory or higher (8 GB is recommended)

Smart Phone

- Available USB-C® port that supports USB™ Power Delivery 2.0 or 3.0
- Android™ 7.0 and higher
- CPU: Core 2 GHz & above
- RAM: 4 GB memory or higher

■ Recommended software

- Windows®: OBS™, XSplit® Broadcaster
- macOS®: OBS™, QuickTime®
- Android™: CameraF1™ Live

■ Installation

- The JVA06 supports dual HDMI™ input for capturing 2 channels.
- Step 1.** Connect the HDMI™ IN of the JVA06 to the output terminal (HDMI™ OUT) of the source device (such as the game console) to be recorded/streamed live.
 - Step 2.** Connect to the computer using the supplied USB-C® 3.0 to Type-A cable.
 - Step 3.** Start a third-party program (such as OBS™, etc.) to begin live-streaming and recording.
 - Step 4.** Connect monitor/TV to HDMI™ Loop out

■ Q&A

- Q.** Why isn't the captured sound synchronized with the sound on the headset?
A: The sound on headset is in real-time, but the captured sound must be transferred to the computer via USB™ and played again.
- Q.** The power source is plugged into the power connector, why isn't my smartphone/computer charging?
A: Please confirm that the C-to-C cable is used to connect the smartphone/computer to the JVA06. Also, check to see if your smartphone/computer supports the PD function.
- Q.** Why is the image incorrect when I use my smartphone to capture an HDMI™ screen?
A: The smartphone may not be connected properly. Please confirm that the USB™ 2.0 C-to-C cable is used to connect the smartphone to the JVA06.

Deutsch

■ Systemanforderungen

Computer

- Windows® 7 und aktueller (Treiberinstallation ist unter Windows® 7 erforderlich)
- macOS® X 10.10 und aktueller
- Linux®
- CPU: Intel® Core™ i5 Gen 4, 3 GHz und höher
- CPU: Intel® Core™ i7 Gen 4 und höher
- RAM: 4 GB Speicher oder mehr (8 GB werden empfohlen)

Telefon

- Verfügbarer USB-C®-Anschluss, der USB™ Power Delivery 2.0 oder 3.0 unterstützt
- Android™ 7.0 und höher
- CPU: Core 2 GHz und höher
- RAM: 4 GB Speicher oder mehr

■ Empfohlene Software

- Windows®: OBS™, XSplit® Broadcaster
- macOS®: OBS™, QuickTime®
- Android™: CameraF1™ Live

■ Installation

- JVA06 unterstützt zwei HDMI™-Eingänge zur Erfassung von 2 Kanälen.
- Schritt 1.** Den HDMI™-Eingang des JVA06 mit dem Ausgang (HDMI™-Ausgang) des Eingangsgerätes (wie der Spielkonsole) zur Live-Aufnahme/zum Live-Streaming verbinden.
 - Schritt 2.** Über das mitgelieferte USB-C®-3.0-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.
 - Schritt 4.** Monitor/TV mit HDMI™-Loop-Ausgang verbinden

■ Fragen und Antworten

- F.** Warum wird der erfasste Ton nicht mit dem Ton am Headset synchronisiert?
A: Der Ton am Headset ist in Echtzeit, doch der erfasste Ton muss per USB™ an den Computer übertragen und erneut wiedergegeben werden.
- F.** Die Stromquelle ist an den Stromanschluss angeschlossen. Warum wird mein Smartphone/Computer nicht aufgeladen?
A: Bitte stellen Sie sicher, dass das C-zu-C-Kabel zur Verbindung des Smartphone/Computers mit dem JVA06 verwendet wird. Prüfen Sie zudem, ob Ihr Smartphone/Computer die PD-Funktion unterstützt.
- F.** Warum ist das Bild falsch, wenn ich mit meinem Smartphone einen HDMI™-Bildschirm erfasse?
A: Das Smartphone ist möglicherweise nicht richtig verbunden. Bitte stellen Sie sicher, dass das USB™-2.0-C-zu-C-Kabel zur Verbindung des Smartphone mit dem JVA06 verwendet wird.

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

DK: Startvejledning
 NO: Hurtiginstallasjonsveiledning
 FI: Nope 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
 繁体中文: 快速安裝手冊
 简体中文: 快速安裝手冊

Français

■ Configuration système requise

Ordinateur

- Windows® 7 et versions supérieures (l'installation d'un pilote est requise sous Windows® 7)
- macOS® X 10.10 et versions supérieures
- Linux®
- CPU : Intel® Core™ i5 Gén 4, 3 GHz & plus
- CPU : Intel® Core™ i7 Gén 4 & plus
- RAM : 4 GB de mémoire minimum (8 GB recommandé)

Smart Phone

- Port USB-C® disponible qui prend en charge USB™ Power Delivery 2.0 ou 3.0
- Android™ 7.0 et supérieur
- CPU : Core 2 GHz & plus
- RAM : 4 GB de mémoire minimum

■ Logiciels recommandés

- Windows®: OBS™, XSplit® Broadcaster
- macOS®: OBS™, QuickTime®
- Android™: CameraF1™ Live

■ Installation

- Le JVA06 prend en charge deux entrées HDMI™ pour la capture de 2 canaux.
- Étape 1.** Connectez l'entrée HDMI™ IN du JVA06 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® 3.0/Type-A fourni.
 - Étape 3.** Lancez un programme tiers (tel que OBS™, etc.) pour commencer la diffusion en direct et la registration live.
 - Étape 4.** Connectez le moniteur/le téléviseur via HDMI™.

■ Q&R

- Q.** Pourquoi le son reçu n'est-il pas synchronisé avec le son du casque ?
R : Le son du casque est en temps réel, mais le son reçu doit être transféré sur l'ordinateur via USB™ et joué à nouveau.
- Q.** La source d'alimentation est branchée sur le connecteur d'alimentation, pourquoi mon smartphone/ordinateur ne se recharge-t-il pas ?
R : Veuillez vérifier que le câble C/C est utilisé pour connecter le smartphone/l'ordinateur au JVA06. Vérifiez également si votre smartphone/ordinateur prend en charge la fonction PD.
- Q.** Pourquoi l'image est-elle incorrecte lorsque j'utilise mon smartphone pour capturer un écran HDMI™ ?
R : Le smartphone n'est peut être pas correctement connecté. Veuillez vérifier que le câble USB™ 2.0 C/C est utilisé pour connecter le smartphone au JVA06.

Italiano

■ System requirements

Computer

- Windows® 7 e versione successiva (l'installazione del driver è necessario su Windows® 7)
- macOS® X 10.10 e versione successiva
- Linux®
- CPU: Intel® Core™ i5 Gen 4, 3 GHz e hogere
- CPU: Intel® Core™ i7 Gen 4 e superiore
- RAM: 4 GB di memoria o superiore (si consigliano 8 GB)

Telefono

- Porta USB-C® disponibile con supporto USB™ Power Delivery 2.0 o 3.0
- Android™ 7.0 e versione successiva
- CPU: Core 2 GHz e superiore
- RAM: 4 GB di memoria o superiore

■ Software consigliato

- Windows®: OBS™, XSplit® Broadcaster
- macOS®: OBS™, QuickTime®
- Android™: CameraF1™ Live

■ Installazione

- JVA06 supporta due ingressi HDMI™ per l'acquisizione di 2 canali.
- Passo 1.** Collegare HDMI™ IN di JVA06 al terminale di uscita (HDMI™ OUT) del dispositivo sorgente (ad esempio, la console di gioco) per la registrazione/lo streaming live.
 - Passo 2.** Collegare al computer con il cavo da USB-C® 3.0 a Tipo A in dotazione.
 - Passo 3.** Avviare un programma di terzi (ad esempio OBS™, ecc.) per avviare lo streaming e la registrazione live.
 - Passo 4.** Collegare monitor/TV all'uscita loop HDMI™

■ Domande e risposte

- D.** Perché l'audio acquisito non è sincronizzato con l'audio delle cuffie?
R: L'audio delle cuffie è in tempo reale, ma l'audio acquisito deve essere trasferito al computer tramite USB™ e riprodotto di nuovo.
- D.** La fonte di alimentazione è collegata al connettore di alimentazione. Perché lo smartphone/computer non si carica?
R: Verificare che il cavo da C a C venga utilizzato per collegare lo smartphone/il computer a JVA06. Inoltre, controllare se il smartphone/il computer supporta la funzione PD.
- D.** Perché l'immagine non è corretta quando si utilizza lo smartphone per acquisire una schermata HDMI™?
R: Lo smartphone potrebbe non essere collegato correttamente. Verificare che il cavo USB™ 2.0 da C a C venga utilizzato per collegare lo smartphone a JVA06.

Nederlands

■ Systemvereisten

Computer

- Windows® 7 en later (installatie van stuurprogramma vereist voor Windows® 7)
- macOS® X 10.10 en later
- Linux®
- CPU: Intel® Core™ i5 Gen 4, 3 GHz en hogere
- CPU: Intel® Core™ i7 Gen 4 e hogere
- RAM: 4 GB geheugen of meer (8 GB wordt aanbevolen)

Telefoon

- Vrije USB-C®-poort die USB™ Power Delivery 2.0 of 3.0 ondersteunt
- Android™ 7.0 en hoger
- CPU: Core 2 GHz & hoger
- RAM: 4 GB geheugen of meer

■ Aanbevolen software

- Windows®: OBS™, XSplit® Broadcaster
- macOS®: OBS™, QuickTime®
- Android™: CameraF1™ Live

■ Installatie

- De JVA06 admite entrada HDMI™ dual para capturar 2 canales.
- Stap 1.** Sluit de HDMI™-ingang van de JVA06 aan op de uitgang (HDMI™-uitgang) van het op te nemen/live te streamen bronapparaat (zoals een game console).
 - Stap 2.** Maak verbinding met de computer via de meegeleverde USB-C® 3.0 naar Type-A-kabel.
 - Stap 3.** Start een programma van derden (zoals OBS™ enz.) om live-streaming en opnemen te starten.
 - Stap 4.** Sluit de monitor/TV aan op HDMI™ Loop-out

■ V&A

- V.** Waarom loopt het vastgelegde geluid niet synchroon met het geluid uit de headset?
A: Het geluid uit de headset is in realtime, maar het vastgelegde geluid moet via USB™ naar de computer worden overgebracht en opnieuw worden afgespeeld.
- V.** De voeding is aangesloten op de voedingsaansluiting, waarom laadt mijn smartphone/computer niet op?
A: Controleer of de C-naar-C-kabel wordt gebruikt om de smartphone/computer aan te sluiten op de JVA06. Controleer ook of uw smartphone/computer de PD-functie ondersteunt.
- V.** Waarom is het beeld onjuist als ik mijn smartphone gebruik om een HDMI™-scherm vast te leggen?
A: De smartphone is mogelijk niet goed aangesloten. Controleer of de USB™ 2.0 C-naar-C-kabel wordt gebruikt om de smartphone op de JVA06 aan te sluiten.

Español

■ Requisitos del sistema

Equipo

- Windows® 7 y posterior (se requiere la instalación del controlador en Windows® 7)
- macOS® X 10.10 y posterior
- Linux®
- CPU: Intel® Core™ i5 Gen 4, 3 GHz y superior
- CPU: Intel® Core™ i7 Gen 4 y superior
- RAM: 4 GB de memoria o superior (se recomiendan 8 GB)

Smart Phone

- Puerto USB-C® disponible que admite USB™ Power Delivery 2.0 o 3.0
- Android™ 7.0 y superior
- CPU: Core 2 GHz y superior
- RAM: 4 GB de memoria o superior

■ Software recomendado

- Windows®: OBS™, XSplit® Broadcaster
- macOS®: OBS™, QuickTime®
- Android™: CameraF1™ Live

■ Instalación

- O JVA06 admite entrada HDMI™ dual para capturar 2 canales.
- Paso 1.** Conecte la ENTRADA HDMI™ de su JVA06 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® 3.0 a Type-A suministrado.
 - Paso 3.** Inicie un programa de terceros (como OBS™, etc.) para comenzar a transmitir y grabar en directo.
 - Paso 4.** Conecte el monitor o televisor en la salida hacia fuera del HDMI™.

■ Preguntas y respuestas

- P.** ¿Por qué el sonido capturado no está sincronizado con el sonido de los auriculares?
R: El sonido de los auriculares se produce en tiempo real, pero el sonido capturado se debe transferir al equipo a través de USB™ y reproducirse de nuevo.
- P.** La fuente de alimentación está enchufada al conector de alimentación, ¿por qué no se carga mi teléfono/computador?
R: Confirme que se utiliza el cable C a C para conectar el teléfono inteligente o el equipo a JVA06. Asimismo, compruebe si el teléfono inteligente o el equipo admite la función PD.
- P.** ¿Por qué la imagen es incorrecta cuando uso mi teléfono inteligente para capturar una pantalla HDMI™?
R: Es posible que el teléfono inteligente no esté conectado correctamente. Confirme que se utiliza el cable USB™ 2.0 C a C para conectar el teléfono inteligente a JVA06.

Português

■ Requisitos do sistema

Computador

- Windows® 7 e mais recente (é necessária a instalação do controlador no Windows® 7)
- macOS® X 10.10 e mais recente
- Linux®
- CPU: Intel® Core™ i5 Gen 4, 3 GHz e hogere
- CPU: Intel® Core™ i7 Gen 4 e superior
- RAM: 4 GB de memória ou superior (recomenda-se 8 GB)

Telefone

- Porta USB-C® disponível que suporta USB™ Power Delivery 2.0 ou 3.0
- Android™ 7.0 e mais recente
- CPU: Core 2 GHz e superior
- RAM: 4 GB de memória ou superior

■ Software recomendado

- Windows®: OBS™, XSplit® Broadcaster
- macOS®: OBS™, QuickTime®
- Android™: CameraF1™ Live

■ Instalação

- O JVA06 har stöd för dubbel HDMI™-ingång för att fånga in 2 kanaler.
- Passo 1.** Ligue a entrada HDMI™ IN do JVA06 ao terminal de saída (HDMI™ OUT) do dispositivo de origem (por exemplo, uma consola de jogos) a gravar/transmitir em directo.
 - Passo 2.** Ligue o computador utilizando o cabo USB-C® 3.0 para Tipo-A fornecido.
 - Passo 3.** Inicie um programa de terceiros (por exemplo, OBS™, etc.) para iniciar a transmissão em directo e a gravação.
 - Passo 4.** Ligue o monitor/TV à saída HDMI™.

■ Perguntas e Respostas

- P.** Porque é que o som captado não está sincronizado com o som dos auscultadores?
R: O som nos auscultadores é em tempo real, mas o som captado deve ser transferido para o computador através de USB™ e reproduzido novamente.
- P.** A fonte de alimentação está ligada ao conector de alimentação, porque é que o meu smartphone/computador não está a carregar?
R: Certifique-se de que o cabo C-para-C é utilizado para ligar o smartphone/computador ao JVA06. Além disso, verifique se o seu smartphone/computador suporta a função PD.
- P.** Porque é que a imagem está incorreta quando utilizo o meu smartphone para capturar um ecrã HDMI™?
R: O smartphone poderá não estar corretamente ligado. Certifique-se de que o cabo USB™ 2.0 C-para-C é utilizado para ligar o smartphone ao JVA06.

Systemkrav

■ System requirements

Dator

- Windows® 7 och senare (installation av drivrutin krävs på Windows® 7)
- macOS® X 10.10 och senare
- Linux®
- Processor: Intel® Core™ i5 Gen 4, 3 GHz och hogre
- Processor: Intel® Core™ i7 Gen 4 och hogre
- RAM-minne: 4 GB minne eller hogre (8 GB rekommenderas)

Telefon

- Har USB-C®-port med stöd för USB™-ström försörjning 2.0 eller 3.0
- Android™ 7.0 och hogre
- Processor: Core 2 GHz och hogre
- RAM-minne: 4 GB minne eller hogre

■ Rekommenderad programvara

- Windows®: OBS™, XSplit® Broadcaster
- macOS®: OBS™, QuickTime®
- Android™: CameraF1™ Live

■ Installation

- JVA06 har stöd för dubbel HDMI™-ingång för att fånga in 2 kanaler.
- Steg 1.** Anslut HDMI™ IN på JVA06 till utgångsterminalen (HDMI™ OUT) på källenheten (t.ex. spelkonsol) som ska spelas in/strömmas direkt.
 - Steg 2.** Anslut datorn med den medföljande USB-C® 3.0 till Type-A-kabeln.
 - Steg 3.** Starta ett program från tredje part (t.ex. OBS™ osv.) för att börja direktströmma och spela in.
 - Steg 4.** Anslut skärm/TV till HDMI™-utgången

■ Frågor och svar

- F.** Varför är det infångade ljudet inte synkroniserat med ljudet på headsetet?
S: Ljudet på headsetet är direktant, men det infångade ljudet måste överföras till datorn via USB™ och spelas igen.
- F.** Ström källan är ansluten till strömkontakten, varför laddas inte min smarttelefon/dator?
S: Kontrollera att du använder C-till-C-kablen som anslutning mellan smarttelefonen/datorn och JVA06. Kontrollera också om smarttelefonen/datorn stödjer PD-funktionen.
- F.** Varför är bilden felaktig när jag använder min smarttelefon för att fånga in en HDMI™-skärm?
S: Smarttelefonen är kanske inte ordentligt ansluten. Kontrollera att du använder USB™ 2.0 C-till-C-kablen som anslutning mellan smarttelefonen och JVA06.

Dansk
<div> <div> ■ Systemkrav</div> <div>Computer</div> <ul style="list-style-type: none">Windows® 7 og nyere (i Windows® 7 skal driveren installeres) macOS® X 10.10 eller nyere Linux® CPU: Intel® Core™ i5 Gen 4, 3 GHz og derover CPU: Intel® Core™ i7 Gen 4 og nyere RAM: 4 GB hukommelse eller mere (8 GB anbefales) <div>Smarttelefon</div> <ul style="list-style-type: none">Tilgængelig USB-C®-port, der understøtter strømforsyning via USB™ (PD 2.0 eller 3.0) Android™ 7.0 og nyere CPU: Core 2 GHz og derover RAM: 4 GB hukommelse eller højere</div>
<div> <div> ■ Anbefalet software</div> <div>Windows®: OBS™, XSplit® Broadcaster</div> <div>macOS® : OBS™, QuickTime®</div> <div>Android™ : CameraFi™ Live</div></div>
<div> <div> ■ Installation</div> <div>JVA06 understøtter dobbelt HDMI™-indgang til optagelse af 2 kanaler.</div> <div>Trin 1. Forbind HDMI™-indgangen på din JVA06 til udgangskontakten (HDMI™) udgang) på kildeneden (såsom en spillkonsol), hvor der skal optages fra eller live streames fra.</div> <div>Trin 2. Slut til computeren med det medfølgende USB-C® 3.0 til Type-A-kabel.</div> <div>Trin 3. Start et tredjepartsprogram (såsom OBS™ eller lignende) for, at starte livestreamingen eller optagelsen.</div> <div>Trin 4. Slut skærmen/tv'et til HDMI™ Loop-udgangen</div></div>
<div> <div> ■ Spørgsmål og svar</div> <div>Sp. Hvorfor er lyden, der optages, ikke synkroniseret med lyden på headsettet?</div> <div>Sv: Lyden på headsettet er i realtid, men lyden, der optages, skal overføres til computeren via USB™, hvorefter den skal afspilles igen.</div></div>
<div> <div> ■ Spørgsmål og svar</div> <div>Sp. Strømkilden er sluttet til strømstikket. Hvorfor oplades min telefon/computer ikke?</div> <div>Sv: Bekræft venligst, at din telefon/computer er sluttet til din JVA06 med et C-til-C-kabel. Se også, om din telefon/computer understøtter strømforsyningsfunktionen (PD).</div></div>
<div> <div> ■ Spørgsmål og svar</div> <div>Sp. Hvorfor er billedet forkeh, når jeg bruger min telefon til at optage en skærm via HDMI™?</div> <div>Sv: Telefonen er muligvis ikke orientligt tilsluttet. Bekræft venligst, at din telefon er sluttet til din JVA06 med et USB™ 2.0 C-til-C-kabel.</div></div>

日本語
<div> <div> ■ システム要件</div> <div>コンピューター</div> <ul style="list-style-type: none">Windows® 7 以降 (Windows® 7 の場合は、ドライバのインストールが必要です) macOS® X 10.10 以降 Linux® CPU: Intel® Core™ i5 Gen 4, 3 GHz 以上 CPU: Intel® Core™ i7 Gen 4 以上 RAM: 4 GB 以上のメモリ (8 GB を推奨) <div>携帯電話</div> <ul style="list-style-type: none">USB™ Power Delivery 2.0 または 3.0 に対応する USB-C™ ポートが利用可能であること Android™ 7.0 以降 CPU: Core 2 GHz 以上 RAM: 4 GB 以上のメモリ</div>
<div> <div> ■ 推奨ソフトウェア</div> <div>Windows®: OBS™, XSplit® Broadcaster</div> <div>macOS® : OBS™, QuickTime®</div> <div>Android™ : CameraFi™ Live</div></div>
<div> <div> ■ 取り付け</div> <div>JVA06 は、2 チャンネルを取り込むために、デュアル HDMI™ 入力に対応します。</div> <div>ステップ 1: ソースデバイス (ゲームコンソールなど) の出力端子 (HDMI™ 出力) に JVA06 の HDMI™ 入力を接続して、ライブを録画/ストリーミングします。</div> <div>ステップ 2: 付属の USB-C® 3.0 -Type-A ケーブルを使用して、コンピューターに接続します。</div> <div>ステップ 3: サードパーティ製プログラム (OBS™ など) を起動して、ライブストリーミングや録画を開始します。</div> <div>ステップ 4: HDMI™ ループ出力にモニター/テレビを接続します</div></div>
<div> <div> ■ Q&A</div> <div>Q. 取り込まれた音声はヘッドセットの音声と同期していないのはなぜですか?</div> <div>A: ヘッドセットの音声はリアルタイムの音声です。一方、取り込まれた音声は、USB™ を経てコンピューターに転送され、再生されるため同期されません。</div></div>
<div> <div> ■ Q. 電源コネクターに電源を接続していますが、スマートフォン/コンピューターが充電されないのはなぜですか?</div> <div>A: JVA06 にスマートフォン/コンピューターを接続するために、C - C ケーブルを使用していることを確認してください。また、スマートフォン/コンピューターが、PD 機能に対応していることを確認してください。</div></div>
<div> <div> ■ Q. HDMI™ 画面と取り込むためにスマートフォンを使用しているとき、画像が適切でないのはなぜですか?</div> <div>A: スマートフォンの向きが正しく接続されていない可能性があります。JVA06 にスマートフォンを接続するために、USB™ 2.0 C - C ケーブルを使用していることを確認してください。</div></div>

Norsk
<div> <div> ■ Systemkrav</div> <div>Datamaskin</div> <ul style="list-style-type: none">Windows® 7 og nyere (driver må installeres på Windows® 7) macOS 10.10 ja uudempi Linux® Processor: Intel® Core™ i5 gen. 4, 3 GHz og over Processor: Intel® Core™ i7 gen. 4 og over RAM: 4 GB minne eller mer (8 GB anbefales) <div>Smarttelefon</div> <ul style="list-style-type: none">Tilgjengelig USB-C®-port som støtter USB™ Power Delivery 2.0 eller 3.0 Android™ 7.0 og høyere Processor: Core 2 GHz og over RAM: 4 GB eller mer minne</div>
<div> <div> ■ Anbefalt programvare</div> <div>Windows®: OBS™, XSplit® Broadcaster</div> <div>macOS® : OBS™, QuickTime®</div> <div>Android™ : CameraFi™ Live</div></div>
<div> <div> ■ Installasjon</div> <div>JVA06 støtter dobbel HDMI™-inngang for å ta opp 2 kanaler.</div> <div>Trinn 1. Koble HDMI™ INN på JVA06 til utgangskontakten (HDMI™ UT) på kildeneheten (som spillkonsollen) som skal tas opp/livestrommes.</div> <div>Trinn 2. Koble til datamaskinen med den medfølgende USB-C® 3.0 til Type-A-kabelen.</div> <div>Trinn 3. Start et tredjepartsprogram (som OBS™ eller lignende) for å begynne å livestrome og ta opp.</div> <div>Trinn 4. Koble skjermen/TV-en til HDMI™ Loop Out</div></div>
<div> <div> ■ Spørsmål og svar</div> <div>Sp.: Hvorfor er ikke lyden som tas opp, synkronisert med lyden på hodesettet?</div> <div>Sv: Lyden på hodesettet er i sanntid, men lyden som tas opp må overføres til datamaskinen via USB™ og spilles av på nytt.</div></div>
<div> <div> ■ Spørsmål og svar</div> <div>Sp.: Strømkilden er koblet til strømkontakten; hvorfor lades ikke smarttelefonen/datamaskinen min?</div> <div>Sv: Kontroller at C-til-C-kabelen brukes til å koble smarttelefonen/datamaskinen til JVA06. Sjekk også om smarttelefonen/datamaskinen din støtter PD-funksjonen.</div></div>
<div> <div> ■ Spørsmål og svar</div> <div>Sp.: Hvorfor er bildet feil når jeg bruker smarttelefonen min til å ta opp en HDMI™-skjerm?</div> <div>Sv: Smarttelefonla er kanskje ikke koblet riktig til. Kontroller at USB™ 2.0 C-til-C-kabelen brukes til å koble smarttelefonen til JVA06.</div></div>

繁中
<div> <div> ■ 系統需求</div> <div>電腦</div> <ul style="list-style-type: none">Windows® 7或更高版本 (Windows® 7需要安裝驅動程序) macOS® X 10.10或更高版本 Linux® CPU: Intel®Core™ i5 Gen 4-3 GHz或更高 CPU: Intel®Core™ i7 Gen 4或更高版本 RAM: 4 GB或更高 (建議8 GB) <div>手機</div> <ul style="list-style-type: none">具備支援USB™ Power Delivery 2.0或3.0的USB-C™接口 Android™ 7.0或更高版本 CPU: 2 GHz或更高 RAM: 4 GB或更高</div>
<div> <div> ■ 推薦軟體</div> <div>Windows®: OBS™, XSplit® Broadcaster</div> <div>macOS® : OBS™, QuickTime®</div> <div>Android™ : CameraFi™ Live</div></div>
<div> <div> ■ 安裝</div> <div>JVA06支援雙HDMI™輸入影音擷取。</div> <div>步驟 1: 將訊號來源設備 (例如遊戲機)的HDMI™輸出端連接至JVA06的HDMI™ In以進行即時錄製及直播串流。</div> <div>步驟 2: 使用隨附的USB-C™ 3.0轉Type-A線連接JAV06與電腦。</div> <div>步驟 3: 啟動第三方應用軟體 (例如OBS™) 並進行直播或錄製。</div> <div>步驟 4: 將螢幕/電視連接到HDMI™ Loop Out</div></div>
<div> <div> ■ Q&A</div> <div>Q: 擷取的聲音跟耳機聲音沒有同步。</div> <div>A: 在耳機上聽到的聲音是即時的,但擷取的聲音是透過 USB™ 傳到電腦後再次播放的。</div></div>
<div> <div> ■ Q: 我已將電源插入POWER接口,但我的智慧型手機/電腦沒有充電。</div> <div>A: 請確認使用的C-to-C線有將智慧型手機/電腦連接到JVA06。另外,檢查您的智能手機/電腦是否支持PD充電功能。</div></div>
<div> <div> ■ Q: 當我使用智慧型手機擷取HDMI™影像時,影像無法正確輸入到智慧型手機。</div> <div>A: 有可能智慧手機並沒有被連接正確,請確認USB™ 2.0 C-to-C線有將手機連接到JVA06。</div></div>

Suomi
<div> <div> ■ Järjestelmävaatimukset</div> <div>Tietokone</div> <ul style="list-style-type: none">Windows® 7 ja uudempi (ohjain asennettava Windows® 7:ssä) macOS® X 10.10 ja uudempi Linux® Suoritin: Intel® Core™ i5 Gen 4, 3 GHz ja uudempi Suoritin: Intel® Core™ i7 Gen 4 ja uudempi RAM: 4 GB muisti tai korkeampi (8 Gt on suositeltava) <div>Älypuhelin</div> <ul style="list-style-type: none">Käytettävissä oleva USB-C®-portti, jossa tuki USB™-virransyöttö 2.0:lle tai 3.0:lle Android™ 7.0 ja uudempi Suoritin: Core 2 GHz ja korkeampi RAM: 4 Gt:n tai korkeampi muisti</div>
<div> <div> ■ Suositeltava ohjelmisto</div> <div>Windows®: OBS™, XSplit® Broadcaster</div> <div>macOS® : OBS™, QuickTime®</div> <div>Android™ : CameraFi™ Live</div></div>
<div> <div> ■ Asennus</div> <div>JVA06 tukee kaksois-HDMI™-tuloa 2 kanavan vastaanottamiseksi.</div> <div>Trinn 1. Liitä JVA06:n HDMI™ IN -liitäntä lähdelaitteen (kuten pelikonsolin) lähtöpäätteeseen (HDMI™ OUT) tallennettavaksi/suoratotettavaksi.</div> <div>Vaihe 2. Kobiä tietokoneeseen toimitukseen kuuluvalla USB-C® 3.0 -Type-A -kaapelilla.</div> <div>Vaihe 3. Käynnistä kolmannen osapuolen ohjelma (kuten OBS™ jne.) aloittaaksesi suoratoiston ja tallennuksen.</div> <div>Vaihe 4. Liitä monitori/TV HDMI™ Loop out -laitteeseen</div></div>
<div> <div> ■ Kysymykset ja vastaukset</div> <div>K. Miksei tallennettua ääntä ei ole synkronoitu kuulokeiden äänen kanssa?</div> <div>V.: Kuulokeiden ääni on reaaliaikainen, kun taas tallennettu ääni on siirrettävä tietokoneeseen USB™-liitännän kautta toistettava uudelleen.</div></div>
<div> <div> ■ K. Virtalähde on liitetty virtaliittimeen, miksei älypuhelin/tietokone lataudu?</div> <div>V: Varmista, että C - C -kaapelia käytetään älypuhelimien/tietokoneen liittämiseen JVA06:n. Tarkista myös, tukeeko älypuhelin/tietokone PD-toimintoa.</div></div>
<div> <div> ■ K. Miksi kuva on väärä, kun käytän älypuhelimia kuvatakseni HDMI™-näytön?</div> <div>V: Älypuhelimta ei ehkä ole liitetty oikein. Varmista että USB™ 2.0 C - C -kaapelia käytetään älypuhelimien/tietokoneen liittämiseen JVA06:en.</div></div>

簡中
<div> <div> ■ 系统需求</div> <div>电脑</div> <ul style="list-style-type: none">Windows® 7或更高版本 (Windows® 7需要安装驱动程序) macOS® X 10.10或更高版本 Linux® CPU: Intel®Core™ i5 Gen 4-3 GHz或更高 CPU: Intel®Core™ i7 Gen 4或更高版本 RAM: 4 GB或更高 (建议8 GB) <div>手机</div> <ul style="list-style-type: none">配置支持USB™ Power Delivery 2.0或3.0的USB-C™接口 Android™ 7.0或更高版本 CPU: 2 GHz或更高 RAM: 4 GB或更高</div>
<div> <div> ■ 推荐软件</div> <div>Windows®: OBS™, XSplit® Broadcaster</div> <div>macOS® : OBS™, QuickTime®</div> <div>Android™ : CameraFi™ Live</div></div>
<div> <div> ■ 安装</div> <div>JVA06支持双HDMI™输入影音摄取。</div> <div>步骤 1: 将讯号来源设备 (例如游戏机)的HDMI™输出端连接至JVA06的HDMI™ In以进行即时录制及直播串流。</div> <div>步骤 2: 使用随附的USB-C® 3.0转Type-A线连接JAV06与电脑。</div> <div>步骤 3: 启动第三方应用软体 (例如OBS™) 并进行直播或录制。</div> <div>步骤 4: 将显示器/电视连接到HDMI™ Loop Out</div></div>
<div> <div> ■ Q&A</div> <div>Q: 摄取的声音跟耳机声音没有同步。</div> <div>A: 在耳机上听到的声音是即时的,但摄取的声音是透过 USB™ 传到电脑后再次播放的。</div></div>
<div> <div> ■ Q: 我已将电源插入POWER接口,但我的智能手机/电脑没有充电。</div> <div>A: 请确认使用的C-to-C线有将智能手机/电脑连接到JVA06。另外,检查您的智能手机/电脑是否支持PD充电功能。</div></div>
<div> <div> ■ Q: 当我使用智能手机摄取HDMI™影像时,影像无法正确输入到智能手机。</div> <div>A: 有可能智能手机并没有被连接正确,请确认USB™ 2.0 C-to-C线有将手机连接到JVA06。</div></div>

Magyar
<div> <div> ■ Rendszerkövetelmények</div> <div>Számítógép</div> <ul style="list-style-type: none">Windows® 7 és újabb operációs rendszerek (Windows® 7 esetében az illesztőprogram telepítése szükséges) macOS® X 10.10 vagy újabb verzió Linux® CPU: Intel® Core™ i5 Gen 4, 3 GHz vagy újabb CPU: Intel® Core™ i7 Gen 4 vagy újabb RAM: 4 GB vagy több memória (8 GB ajánlott) <div>Okostelefon</div> <ul style="list-style-type: none">Szabad USB-C®-aljtaz, amely támogatja az USB™ Power Delivery 2.0 vagy 3.0 szabványt Android™ 7.0 vagy újabb verzió CPU: Core 2 GHz és magasabb RAM: 4 GB vagy több memória</div>
<div> <div> ■ Ajánlott szoftver</div> <div>Windows®: OBS™, XSplit® Broadcaster</div> <div>macOS® : OBS™, QuickTime®</div> <div>Android™ : CameraFi™ Live</div></div>
<div> <div> ■ Telepítés</div> <div>A JVA06 támogatja a kettős HDMI™-bemenetet 2 csatorna rögzítéséhez.</div> <div>Stap 1. Csatlakoztassa a JVA06 HDMI™ IN csatlakozóját a rögzítendő/élőben közvetendő forrászókhoz (például játékkonzol) kimeneti csatlakozójához (HDMI™ OUT).</div> <div>2. lépés. Csatlakoztassa a számítógéphez a mellékelt USB-C® 3.0 -Type-A átalakító kábel segítségével.</div> <div>3. lépés. Indítson el egy harmadik féltől származó programot (pl. OBS™ stb.) az élő közvetítés és a felvétel megkezdéséhez.</div> <div>4. lépés. Csatlakoztasson monitori/TV-t a HDMI™ Loop kimenethez</div></div>
<div> <div> ■ Kérdések és válaszok</div> <div>K. Miért nem szinkronizálódik a rögzített hang a headset hangjával?</div> <div>V.: A headset hangja valós idejű, de a rögzített hangot USB™-n keresztül át kell vinni a számítógépre, és újra le kell játszani.</div></div>
<div> <div> ■ K. Az áramforrás be van dugva a hálózati csatlakozóba, miért nem töltődik az okostelefonom/számítógépem?</div> <div>V.: Kérjük, ellenőrizze, hogy az okostelefon/számítógép és a JVA06 összekapcsolásához C–C kábelt használ-e. Ellenőrizze azt is, hogy okostelefonja/számítógépe támogatja-e a PD funkciót.</div></div>
<div> <div> ■ K. Miért hibás a kép, amikor az okostelefonommal rögzítek egy HDMI™ képernyőt?</div> <div>V.: Lehetőség, hogy az okostelefon nincsen megfelelően csatlakoztatva. Kérjük, ellenőrizze, hogy az okostelefon és a JVA06 összekapcsolásához USB™ 2.0-s C–C kábelt használ-e.</div></div>

Русский
<div> <div> ■ Внешняя карта видео захвата 2 HDMI™ на USB-C® (JVA06)</div></div>
<div> <div> ■ Технические особенности:</div> <ul style="list-style-type: none">Одновременный захват с двух источников HDMI™ сигнала Full HD видео и аудио запись/воспроизведение через USB-C® 3.1 Gen 1 HDMI™ 1.3a захват с разрешением до 1080p@60 fps Поддержка функции pass-through с максимальным разрешением до 1080p@60 fps 6 режимов отображения с технологиями PIP (картинка в картинке) и PBR (картинка рядом с картинкой) 4 клавиши для быстрой смены режимов отображения Возможность подключения микрофона и гарнитуры/динамиков 3 переключателя для контроля захвата аудио (3 Микрофон / HDMI™ A / HDMI™ B) 3 LED индикатора, показывающих громкость каждого потока аудио USB-C® с поддержкой Power Delivery 3,0 и мощностью зарядки до 60 Вт Алюминиевый корпус Цвет черный Установка драйвера требуется только для Windows® 7 <div>Драйвер доступен для скачивания на сайте фирмы изготовителя</div></div>
<div> <div> ■ Вопросы и ответы</div> <div>В. Почему записанный звук не синхронизирован со звуком в наушниках?</div> <div>О: Звук в наушниках идет в настоящее времени, а записанный звук необходимо передать на компьютер через USB™ и воспроизвести заново.</div></div>
<div> <div> ■ Системные требования</div> <div>Компьютер</div> <ul style="list-style-type: none">Windows® 7 или выше macOS® X 10.10 или выше Linux® CPU: Intel® Core™ i5 Gen 4, 3 GHz и выше CPU: Intel® Core™ i7 Gen 4 и выше RAM: 4 GB или выше (рекомендуется 8 GB) <div>Телефон</div> <ul style="list-style-type: none">Для зарядки через USB-C® потребуется USB-C® порт с поддержкой Power Delivery 2.0 или 3.0 Android® 7.0 или выше CPU: Core 2 GHz и выше RAM: 4 GB или выше</div>

Русский
<div> <div> ■ Внешняя карта видео захвата 2 HDMI™ на USB-C® (JVA06)</div></div>
<div> <div> ■ Рекомендуемое программное обеспечение</div> <div>Windows®: OBS™, XSplit® Broadcaster</div> <div>macOS® : OBS™, QuickTime®</div> <div>Android™ : CameraFi™ Live</div></div>
<div> <div> ■ Установка</div> <div>JVA06 поддерживает одновременный захват с двух источников HDMI™ сигнала.</div> <div>Шаг 1. Подключите HDMI™ IN от JVA06 к HDMI™ OUT на источнике сигнала (напр. игровая приставка) для записи/трансляции в прямом эфире.</div> <div>Шаг 2. Подключите к компьютеру, используя поддерживаемый USB-C® 3,0 на Type-A кабель.</div> <div>Шаг 3. Запустите стороннее программное обеспечение (напр. OBS™ или др.), чтобы начать трансляцию в прямом эфире и запись.</div> <div>Шаг 4. Подключите монитор/ТВ к HDMI™ Loop out.</div></div>
<div> <div> ■ Вопросы и ответы</div> <div>В. Почему записанный звук не синхронизирован со звуком в наушниках?</div> <div>О: Звук в наушниках идет в настоящее времени, а записанный звук необходимо передать на компьютер через USB™ и воспроизвести заново.</div></div>
<div> <div> ■ Источники питания</div> <div>В. Источники питания подключен к разъему питания, но почему мой смартфон/компьютер не заряжается?</div> <div>О: Пожалуйста, убедитесь, что для подключения смартфона/компьютера к JVA06 используется кабель C-to-C. Также проверьте, поддерживает ли ваш смартфон/компьютер функцию PD.</div></div>
<div> <div> ■ Почему когда я использую свой смартфон для захвата HDMI™ дисплея изображение отображается некорректно?</div> <div>О: Смартфон может быть подключен неправильно. Пожалуйста, убедитесь, что для подключения смартфона к JVA06 используется кабель USB™ 2.0 C-to-C.</div></div>

STOP
<div> <div> ■ If you have any problems with this product please contact our technical support team for assistance.</div></div>

TECHNICAL SUPPORT

Customer Service: 888-988-0488
Technical Support: 888-689-4088
Email: service@j5create.com

SOPORTE TÉCNICO	Kajjet Technology International B.V.
Número gratuito: +1-888-988-0488	Phone Number: +31-(0)6-2880 2882
Horario de atención:	Address: Zomerdoorn 20,3068
Lun-Vier. 10:00 a.m – 6:00 U.S.A-E.S.T	MZ Rotterdam,Netherlands
Email: service@j5create.com	E-mail: service@j5create.com

TECHNISCHER SUPPORT	TECHNIKAI SEGÍTÉS
Kostenloser Anruf bei:	Verőszolgálat (angol nyelven): 888-988-0488
+1-888-988-0488	Teknikai támogatás (angol nyelven): 888-689-4088
Sprechstunden:	E-mail: service@j5create.com
Mon.-Frei. 10:00 – 18:00 U.S.A-E.S.T	
E-mail: service@j5create.com	

SUPPORT TECHNIQUE	テクニカルサポート
Numero gratuit :	お客様相談センター : 03-5540-9010
+1-888-988-0488	電子メール : j5_support@solnet.co.jp
Heures d'ouverture :	テクニカルサポートやその他のご相談は下記
Lun.-Ven. 10:00 a.m – 06:00 U.S.A-E.S.T	の時間にごたさいますようお願い申し上げます
Email : service@j5create.com	営業時間 : 平日:9:30~11:30/13:30~17:30

TECHNICKÁ PODPORA	技術支援資訊
Zákaznická linka: 888-988-0488	美國客服專線 : +1-888-988-0488
Technická podpora: 888-689-4088	台灣客服專線 : +886-2-2269-5533#19
E-mail: service@j5create.com	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

LIMITED WARRANTY
<div> <div> ■ 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 our future freight back. In order to obtain a return authorization number, users should have the following information handy when calling or emailing the service team:</div> <div>(i) a copy of the original purchase invoice to verify your warranty</div> <div>(ii) a product serial number</div> <div>(iii) a description of the problem</div> <div>(iv) customer’s name, address, and telephone number</div> <div>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 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.</div></div>

LIMITATION OF WARRANTY
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