



GCDK1

Share Your Best Gameplays™



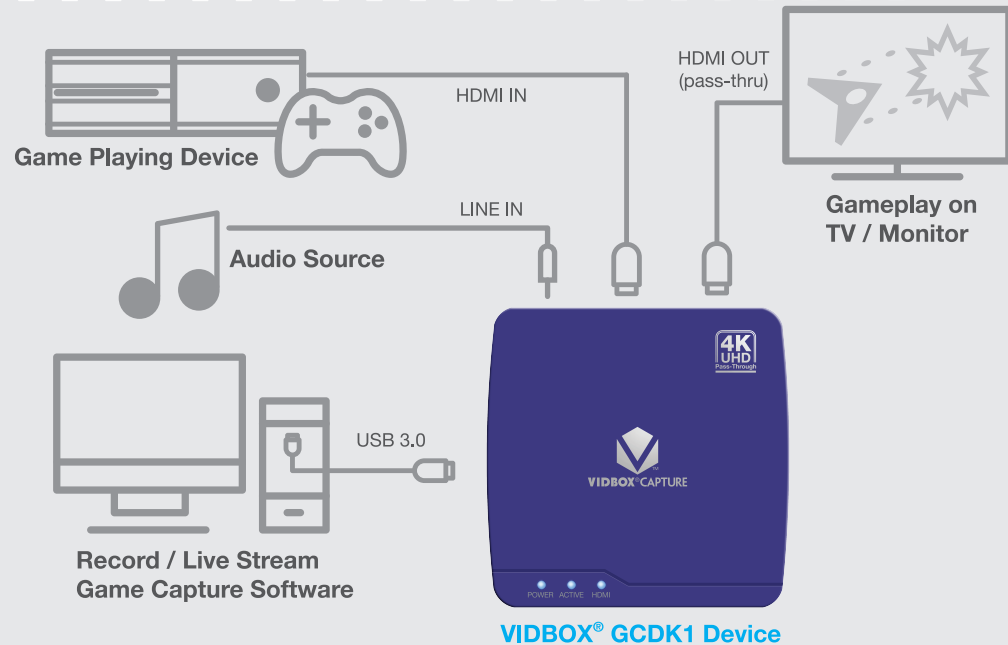
**QUICK
START
GUIDE**



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BVGCK1Q001V

VIDBOX® CAPTURE



Content

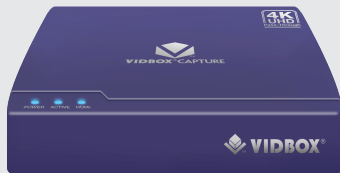
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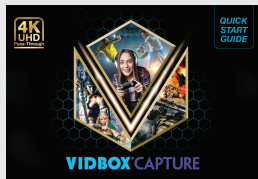
<https://vidbox.company>



Package contents



VIDBOX GCDK1
(USB game capture device)



Quick Start Guide



USB 3.0 Cable (1.8 meter)



HDMI Cable (1 meter)

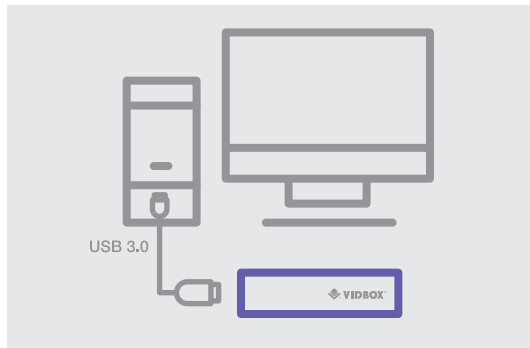
VIDBOX Game Capture Software available at: <https://vidbox.company/downloads>
No separate driver installation needed for compatible Windows and Mac systems.

Device components

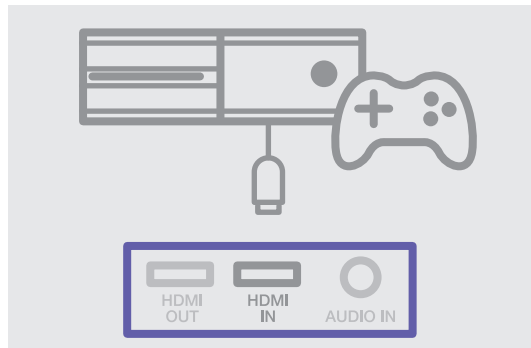
- ❶ **LED POWER indicator**
Indicates the unit is receiving power.
- ❷ **LED ACTIVE indicator**
Indicates the unit is being accessed by a software program.
- ❸ **LED HDMI indicator**
Indicates the unit is receiving a signal through the HDMI IN port.
- ❹ **USB 3.0 port**
- ❺ **HDMI IN port**
- ❻ **HDMI OUT (pass-through) port**
- ❼ **AUDIO IN port**



Setup



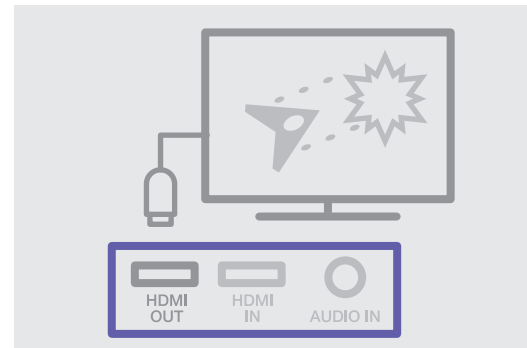
Connect the USB cable from the USB port of the GCDK1 directly to a USB 3.0 port on the computer. Using USB hubs or extension cables may cause performance issues.



Connect an HDMI cable from the HDMI IN port on the GCDK1 to the HDMI OUT port on the game system or another HDMI source.

*HDCP-encrypted signals cannot be captured or streamed.

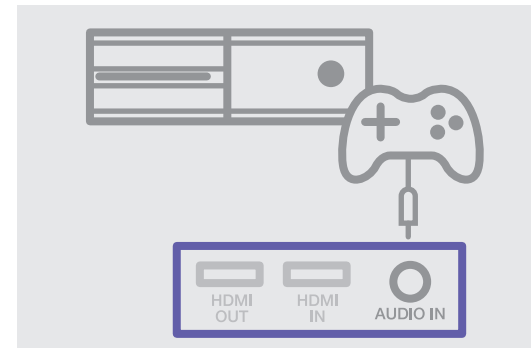
(Optional) Connect to a TV or a monitor



Use the pass-through to send a signal to a bigger screen for the best gameplay experience. The actual recording and streaming operations will still need to be performed from a computer (up to 1080p@60fps).

Connect the HDMI cable from the HDMI OUT port on the GCDK1 to an HDMI IN port on a TV or a monitor.

(Optional) Connect to an analog audio source



Use the AUDIO IN port to record audio from a different source than the HDMI connection. The VIDBOX Game Capture Software or the VIDBOX Audio Switch Utility from the website are required to change the audio source for recording and streaming.

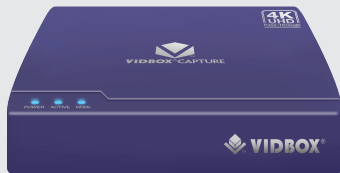
Connect a 3.5mm plug from the AUDIO IN port on the GCDK1 to the audio source.

This is not a Microphone port. Audio cables not provided. Additional adapters may be required.

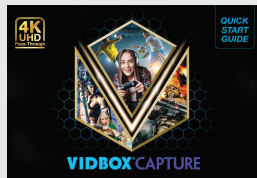


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Contenido del paquete



VIDBOX GCDK1
(dispositivo USB para la captura de juegos)



Guía de inicio rápido



Cable USB 3.0 (1.8 metros)



Cable HDMI (1 metros)

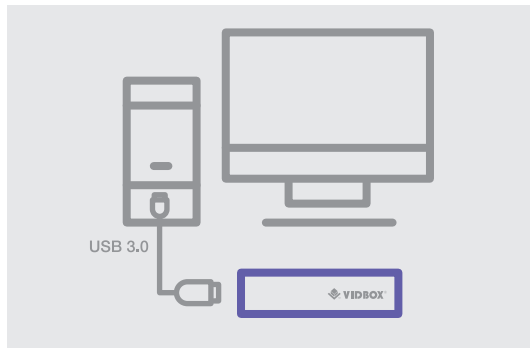
Componentes del dispositivo

- 1 Indicador LED de encendido (POWER) indica que la unidad recibe energía.
- 2 Indicador LED de activación (ACTIVE) indica que un programa está accediendo a la unidad.
- 3 Indicador LED de HDMI (HDMI) indica que la unidad recibe una señal mediante el puerto HDMI IN.
- 4 Puerto USB 3.0
- 5 Puerto de entrada HDMI (HDMI IN)
- 6 Puerto de salida HDMI (pasante)
- 7 Puerto AUDIO IN

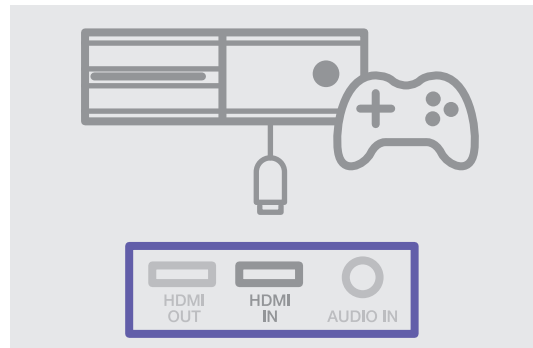


VIDBOX Game Capture Software está disponible en el siguiente sitio web: <https://vidbox.company/downloads>
No se necesita instalar un controlador adicional para los sistemas Windows y Mac compatibles.

Configuración



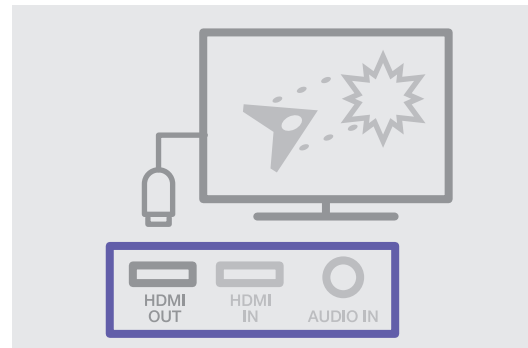
Conecte el cable USB del puerto USB del GCDK1 directamente al puerto USB 3.0 en la computadora. El uso de un conector USB o un cable de extensión puede afectar el funcionamiento.



Conecte un cable HDMI del puerto HDMI IN en el GCDK1 al puerto HDMI OUT en el sistema de juego u otro origen de HDMI.

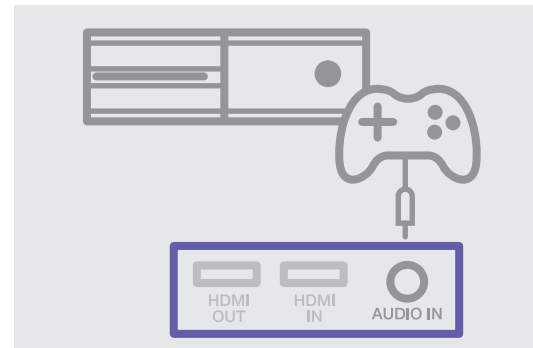
*Las señales encriptadas con HDCP no se pueden capturar ni transmitir.

(Opcional) Conexión a una TV o un monitor



Use el pasante para enviar una señal a una pantalla más grande y así disfrutar de la mejor experiencia de juego. Las operaciones de grabado y de transmisión deben realizarse desde una computadora (Hasta 1080p a 60 fps). Conecte el cable HDMI del puerto HDMI OUT en el GCDK1 al puerto HDMI IN en un TV o un monitor.

(Opcional) Conectar a un origen de audio analógico



Use el puerto AUDIO IN para grabar audio de un origen que no sea la conexión HDMI. Se necesita el software VIDBOX Game Capture o VIDBOX Audio Switch Utility, disponible en el sitio web, para cambiar el origen de audio para las grabaciones y transmisiones.

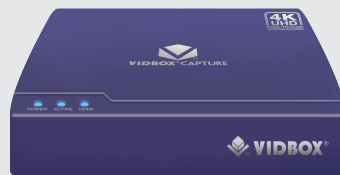
Use un cable de 3,5 mm para conectar el puerto AUDIO IN del GCDK1 y el origen de audio.

Este no es un puerto para micrófonos. No se proporcionan los cables de audio. Es posible que se necesiten adaptadores adicionales.

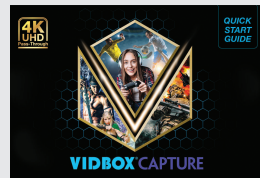


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Contenu de l'emballage



VIDBOX GCDK1
(appareil de capture de jeu USB)



Guide de démarrage rapide



Câble USB 3.0 (1,8 mètre)



Câble HDMI (1 mètre)

VIDBOX Game Capture Software disponible sur le site: <https://vidbox.company/downloads>

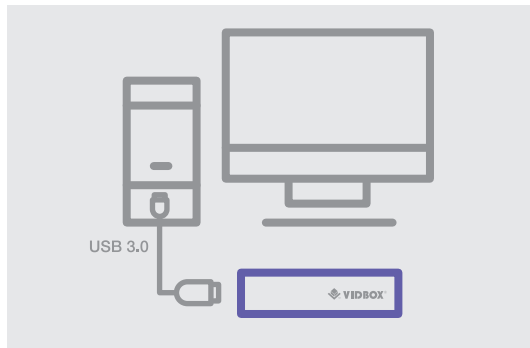
Aucune installation de pilote supplémentaire n'est nécessaire pour les systèmes d'exploitation compatibles Windows et Mac.

Composantes de l'appareil

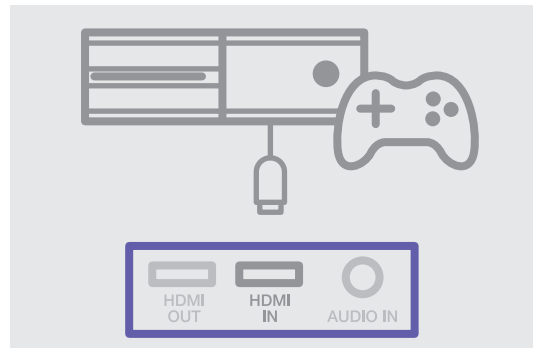
- ❶ Témoin d'alimentation DEL (POWER)
Indique que l'appareil est sous tension.
- ❷ Témoin d'activité DEL (ACTIVE)
Indique que l'appareil est utilisé par un programme.
- ❸ Témoin HDMI DEL (HDMI)
Indique que l'appareil reçoit un signal du port d'entrée HDMI.
- ❹ Port USB 3.0
- ❺ Port d'entrée HDMI (HDMI IN)
- ❻ Port de sortie (fonction d'intercommunication) HDMI (HDMI OUT)
- ❼ Port d'entrée audio (AUDIO IN)



Configuration



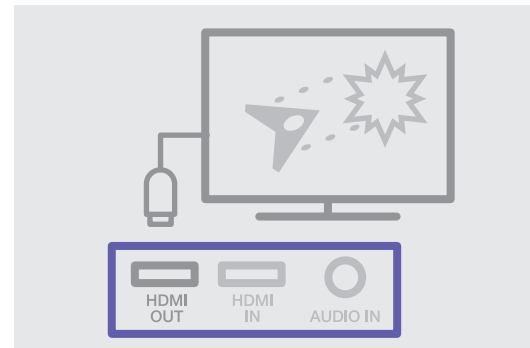
Connectez le câble USB depuis le port USB du GCDK1 directement vers un port USB 3.0 de l'ordinateur. L'utilisation de concentrateurs ou de rallonges USB peut affecter la performance.



Connectez un câble HDMI depuis le port d'entrée HDMI sur le GCDK1 vers le port de sortie HDMI du système de jeu ou autre source HDMI.

*Les signaux cryptés HDCP ne peuvent être capturés ou diffusés.

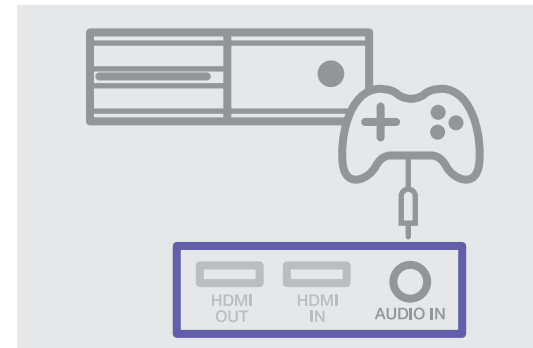
(Option) Connexion à un téléviseur ou un moniteur



Utilisez la fonction d'intercommunication pour envoyer un signal à un grand écran et optimiser l'expérience de jeu. Les opérations d'enregistrement et de diffusion devront être exécutées depuis votre ordinateur (jusqu'à 1080p@60ips).

Connectez un câble HDMI depuis le port de sortie HDMI sur le GCDK1 vers le port d'entrée HDMI d'un téléviseur ou d'un moniteur.

(Option) Connexion à une source audio analogique



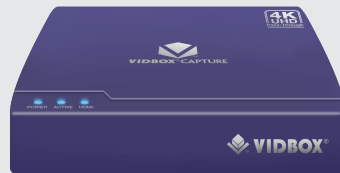
Utilisez le port d'entrée audio pour un enregistrement audio à partir d'une source différente de la connexion HDMI. Vous devez utiliser le VIDBOX Game Capture Software ou le VIDBOX Audio Switch Utility du site Web pour changer la source audio pour l'enregistrement et la diffusion.

Connectez une fiche de 3,5 mm depuis le port d'entrée audio sur le GCDK1 vers la source audio.

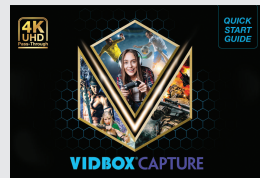
Ceci n'est pas un port pour microphone. Câbles audio non inclus. Des adaptateurs supplémentaires peuvent être nécessaires.

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Conteúdo da embalagem



VIDBOX GCDK1
(dispositivo de captura de vídeo USB)



Guia de Início Rápido



Cabo USB 3.0 (1,8 metro)



Cabo HDMI (1 metro)

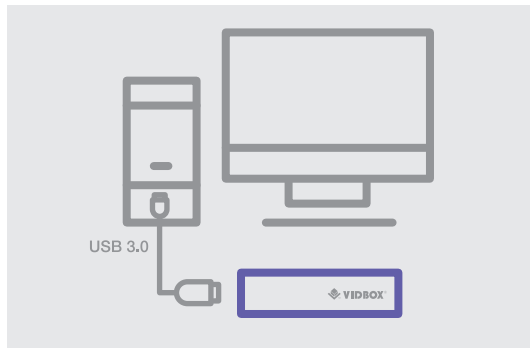
VIDBOX Game Capture Software disponível em: <https://vidbox.company/downloads>
Não é necessária a instalação de drivers separados para sistemas Windows e Mac compatíveis.

Componentes do dispositivo

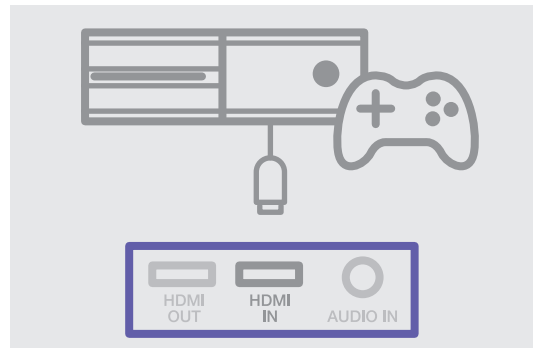
- 1 Indicador LED "POWER"
Indica que a unidade recebe alimentação de energia.
- 2 Indicador LED "ACTIVE"
Indica que a unidade está sendo acessada por um programa.
- 3 Indicador LED "HDMI"
Indica que a unidade está recebendo um sinal pela porta de entrada HDMI IN.
- 4 Porta USB 3.0
- 5 Porta de entrada HDMI IN
- 6 Porta de saída HDMI OUT (passagem)
- 7 Porta AUDIO IN



Instalação



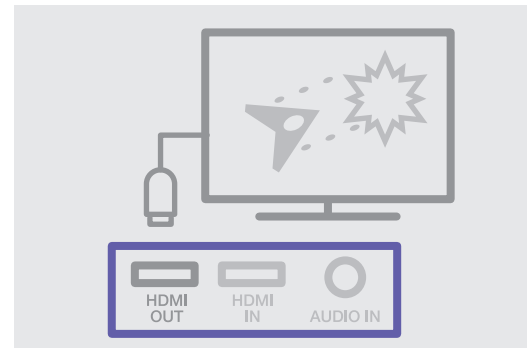
Conecte o cabo USB da porta USB do GCDK1 diretamente a uma porta USB 3.0 no computador. Usar hubs USB ou cabos de extensão pode causar problemas de desempenho.



Conecte um cabo HDMI da porta de entrada HDMI IN do GCDK1 na porta de saída HDMI OUT do sistema de jogos ou outra origem de HDMI.

*Não é possível capturar ou transmitir sinais com criptografia HDCP.

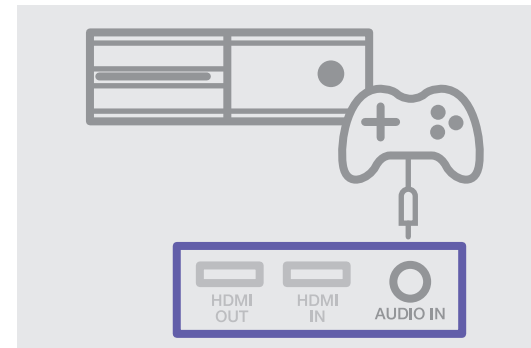
(Opcional) Conecte a uma TV ou monitor



Use a passagem para enviar um sinal a uma tela maior para a melhor experiência de jogo. As operações de gravação e transmissão ainda precisarão ser realizadas em um computador (até 1080p@60fps).

Conecte um cabo HDMI da porta de saída HDMI OUT do GCDK1 na porta de entrada HDMI IN de uma TV ou monitor.

(Opcional) Conecte a uma origem de áudio analógica



Use a porta AUDIO IN para gravar áudio de origem diferente do que a conexão HDMI. É necessário que o VIDBOX Game Capture Software ou o VIDBOX Audio Switch Utility do site alterem a origem de áudio para gravar e realizar transmissões.

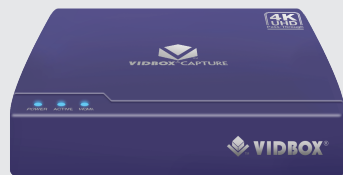
Conecte um plugue de 3,5 mm da porta AUDIO IN no GCDK1 à origem de áudio.

Esta não é uma porta de microfone. Cabos de áudio não fornecidos. Adaptadores adicionais podem ser necessários.

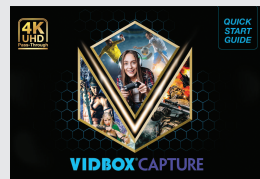


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包装内容



VIDBOX GCDK1
(USB 游戏视频录制器)



快速入门指南



USB 3.0 缆线 (1.8 米)



HDMI 缆线 (1 米)

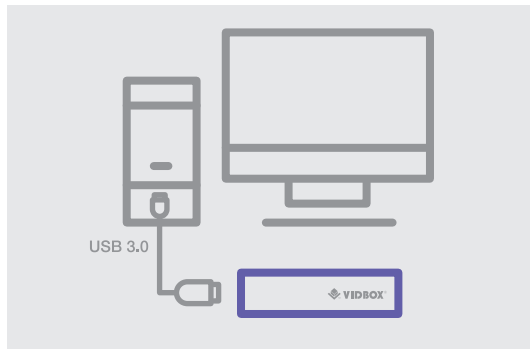
VIDBOX Game Capture Software 可从以下位置获取: <https://vidbox.company/downloads>
对于兼容的 Windows 和 Mac 系统, 无需另外安装驱动程序。

装置组件

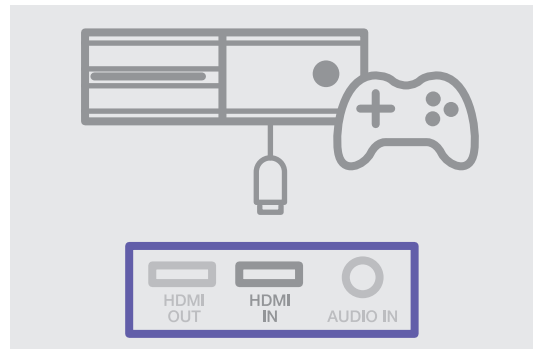
- ① LED 电源指示灯 (POWER)
指示装置已通电。
- ② LED 活动指示灯 (ACTIVE)
指示某个程序正在访问装置。
- ③ LED HDMI 指示灯 (HDMI)
指示装置正在通过 HDMI IN 端口接受信号。
- ④ USB 3.0 端口
- ⑤ HDMI IN 端口
- ⑥ HDMI OUT (直通) 端口
- ⑦ AUDIO IN 端口



安装



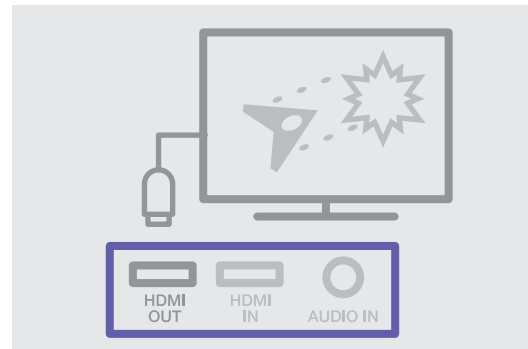
将 USB 缆线从 GCDK1 的 USB 端口直接连接到计算机上的 USB3.0 端口。使用 USB 集线器或延长线可能会导致性能问题。



将 HDMI 缆线从 GCDK1 上的 HDMI IN 端口连接到游戏系统或另一个 HDMI 来源的 HDMI OUT 端口。

*HDCP 加密信号无法录制或流式传输。

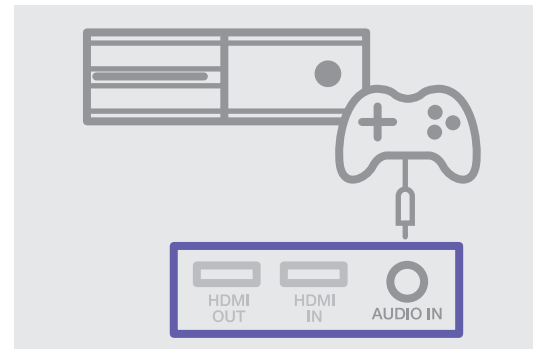
(可选) 连接到电视机或显示器



使用直通发送信号到更大的屏幕可获得最佳的游戏体验。实际录制和流式传输操作仍需从计算机执行(最高可达到 1080p@60fps)。

将 HDMI 缆线从 GCDK1 的 HDMI OUT 端口连接到电视机或显示器的 HDMI IN 端口。

(可选) 连接模拟音频源



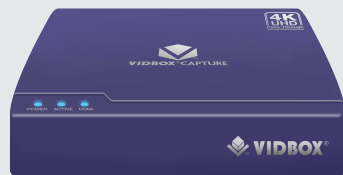
使用 AUDIO IN 端口可录制除 HDMI 连接以外的其他来源的音频。如果要更改录制和流式传输使用的音频源，需使用 VIDBOX Game Capture Software 或从网站下载的 VIDBOX Audio Switch Utility。

用 3.5mm 的插头连接 GCDK1 上的 AUDIO IN 端口和音频源。这不是麦克风插孔。不提供音频线。可能需要使用额外的适配器。

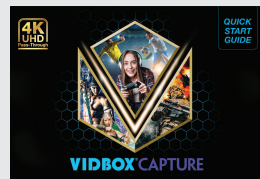


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パッケージの内容



VIDBOX GCDK1
(USBゲームキャプチャー装置)



クイックスタートガイド



USB 3.0ケーブル (1.8メートル)



HDMIケーブル (1メートル)

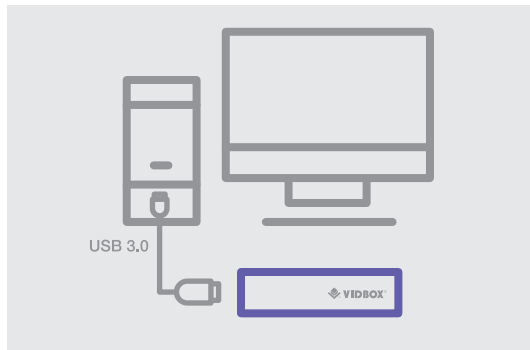
VIDBOX Game Capture Softwareの入手先 : <https://vidbox.company/downloads>
互換性のあるWindowsおよびMacシステムにつきましては、個別のドライバーをインストールする必要はありません。

装置コンポーネント

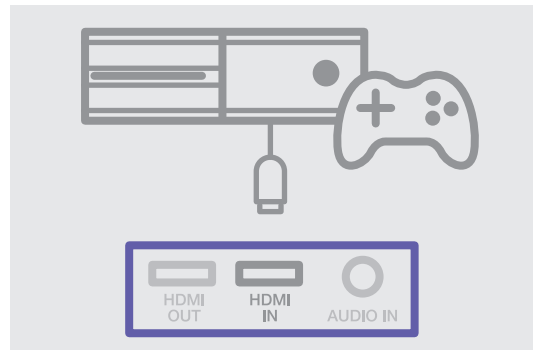
- ① LED Power表示灯
ユニットが通電状態であることを示します。
- ② LED Active表示灯
プログラムがユニットにアクセスしていることを示します。
- ③ LED HDMI表示灯
HDMI IN端子を通してユニットが信号を受信していることを示します。
- ④ USB 3.0端子
- ⑤ HDMI IN端子
- ⑥ HDMI OUT (パススルー) 端子
- ⑦ AUDIO IN端子



設定



GCDK1のUSB端子からコンピューターのUSB 3.0端子に直接USBケーブルを接続します。USBハブまたは延長ケーブルを使用すると動作に影響を及ぼす場合があります。



GCDK1のHDMI IN端子からゲームシステムまたは他のHDMIソースのHDMI OUT端子にHDMIケーブルを接続します。
*HDCP暗号化信号をキャプチャーまたはストリーミングすることはできません。

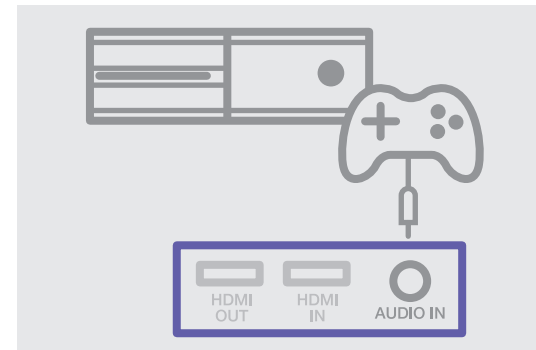
(オプション) テレビまたはモニターへの接続



パススルーを使用して大きな画面に信号を送信することでゲーム体験を高めることができます。実際の録画およびストリーミング操作はコンピューターから行う必要があります(最高1080p@60fps)。

GCDK1のHDMI OUT端子からテレビまたはモニターのHDMI IN端子にHDMIケーブルを接続します。

(オプション) アナログ音源に接続

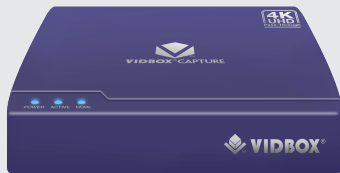


AUDIO IN端子を使ってHDMI接続以外の異なる音源からオーディオを録音します。録音およびストリーミングの音源切り替えにはウェブサイトからのVIDBOX Game Capture SoftwareまたはVIDBOX Audio Switch Utilityが必要です。
GCDK1のAUDIO IN端子からの3.5mmプラグを音源に接続します。

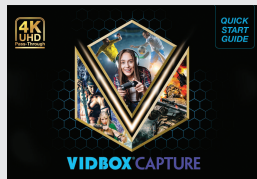
これはマイクロフォン端子ではありません。オーディオケーブルは付属していません。他のアダプターが必要である場合があります。

注意! VIDBOX製品は素材の複製に役立つようデザインされています。録音録画またはストリーミングする素材は著作権または商標で保護されている場合があります。そのような素材の録音録画、ストリーミングまたは共有を行うための許可を著作権または商標所有者から必ず受けて下さい。受けていない場合、法定刑罰または救済手段の対象となる場合があります。

패키지 내용물



VIDBOX GCDK1
(USB 게임 녹화 장치)



빠른 시작 가이드



USB 3.0 케이블(1.8m 길이)



HDMI 케이블(1m 길이)

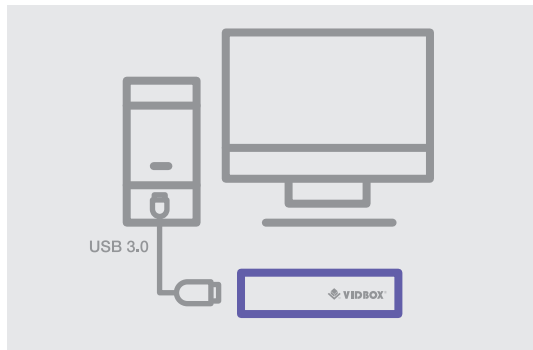
VIDBOX Game Capture Software 다운로드 : <https://vidbox.company/downloads>
호환 가능한 Windows 및 Mac 운영체제에 대해서는 별도의 드라이버 설치가 필요하지 않습니다.

장치 구성 요소

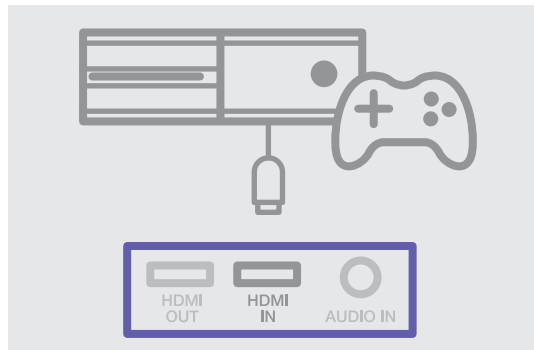
- ① LED 전원 표시등(Power)
장치에 전원이 들어오는지 여부를 표시합니다.
- ② LED 활성 표시등(Active)
장치가 프로그램에 액세스하는지 여부를 표시합니다.
- ③ LED HDMI 표시등(HDMI)
장치가 HDMI IN 포트를 통해 신호를 수신하는지 여부를 표시합니다.
- ④ USB 3.0 포트
- ⑤ HDMI IN 포트
- ⑥ HDMI OUT (패스스루) 포트
- ⑦ AUDIO IN 포트



설정



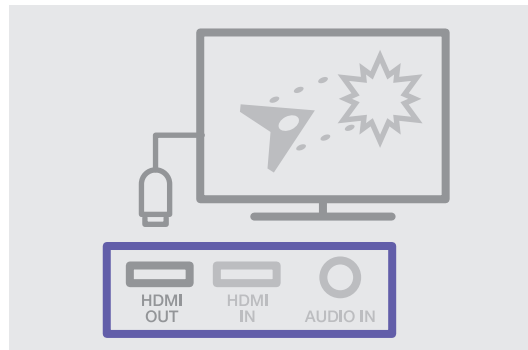
GCDK1의 USB 포트에서 나온 USB 케이블을 컴퓨터의 USB 3.0 포트에 직접 연결합니다. USB 허브나 연장 케이블을 이용하면 성능에 문제가 생길 수 있습니다.



GCDK1의 HDMI IN 포트에서 나온 HDMI 케이블을 게임 시스템이나 다른 HDMI 소스의 HDMI OUT 포트에 연결합니다.

*HDCP 암호화된 신호는 캡처하거나 스트리밍할 수 없습니다.

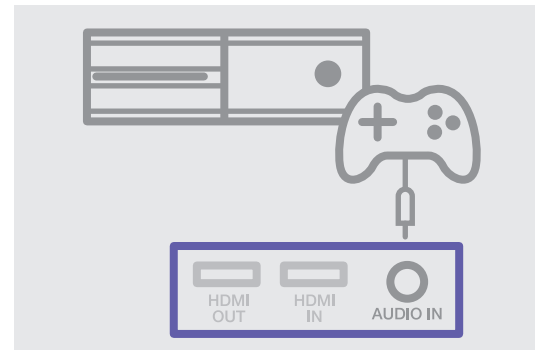
(옵션) TV나 모니터에 연결



최상의 게임 환경을 위해 패스투를 사용하여 더 큰 스크린으로 신호를 보낼 수 있습니다. 이때에도 실제 녹화 및 스트리밍 작업은 컴퓨터에서 실행되어야 합니다 (최대 1080p@60fps).

GCDK1의 HDMI OUT 포트에서 나온 HDMI 케이블을 TV나 모니터의 HDMI IN 포트에 연결합니다.

(옵션) 아날로그 오디오 소스에 연결



다른 소스의 오디오를 녹음하려면 HDMI 연결 대신 AUDIO IN 포트를 사용하십시오. 녹음/스트리밍용 오디오 소스를 변경하시려면 VIDBOX Game Capture 소프트웨어 또는 웹사이트에서 제공되는 VIDBOX Audio Switch Utility를 사용하셔야 합니다.

3.5mm 플러그를 사용하여 GCDK1의 AUDIO IN 포트와 오디오 소스를 연결하십시오.

이것은 마이크 포트가 아닙니다. 오디오 케이블은 제공되지 않습니다. 추가 어댑터가 필요할 수 있습니다.



경고! VIDBOX 제품은 녹화/스트리밍을 돕기 위해 만들어졌습니다. 녹화/스트리밍하는 자료는 저작권 또는 상표의 보호를 받을 수 있습니다. 저작권 또는 상표 소유자로부터 자료를 녹화, 스트리밍 또는 공유할 수 있는 권리 또는 허가를 받았는지 확인하십시오. 그렇지 않으면 법적인 제재 및 규제의 대상이 될 수 있습니다.