



**KOLINK
UMBRA**

A USER'S QUICK START GUIDE



KOLINK UMBRA

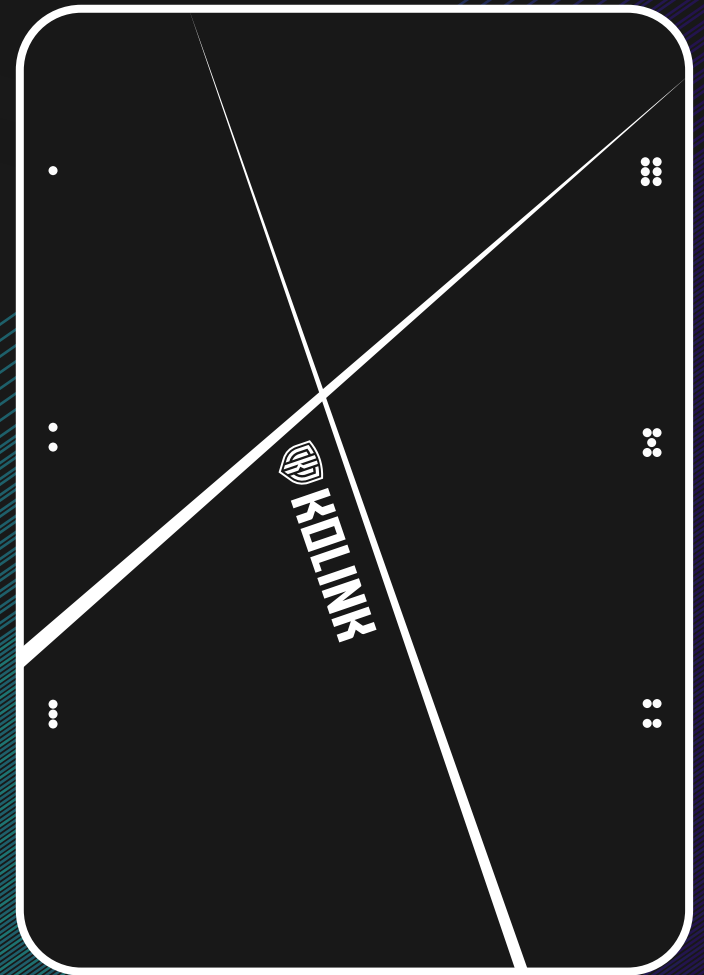
QUICK START GUIDE

1

PLUG IN YOUR KOLINK UMBRA DEVICE

2

DOWNLOAD AND LAUNCH KOLINK
UMBRA SOFTWARE



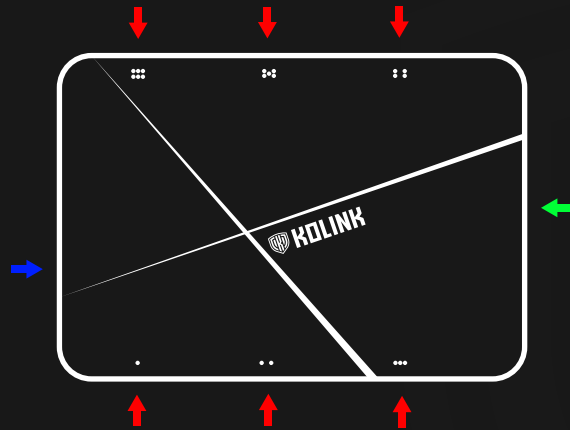
1. DEVICE SETUP

KOLINK UMBRA HAS 9 INDIVIDUAL CONNECTORS.

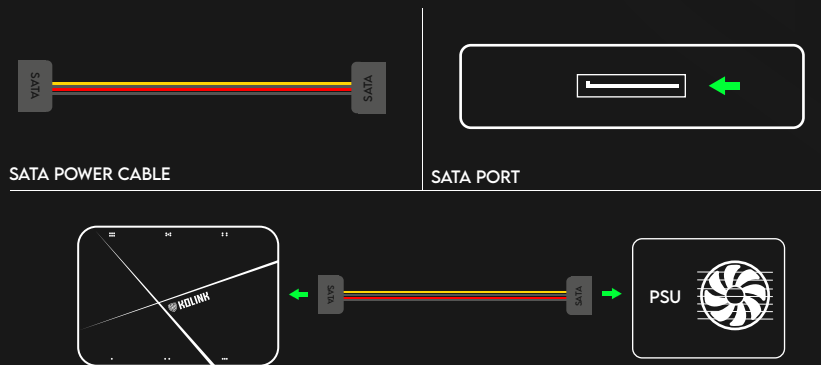
1X SATA CONNECTION (POWER CONNECTION) (X)

1X USB HEADER (DATA CONNECTION) (X)

6X ARGB HEADER (DEVICE CONNECTION = ARGB STRIPS/ARGB FANS ETC.) (X)

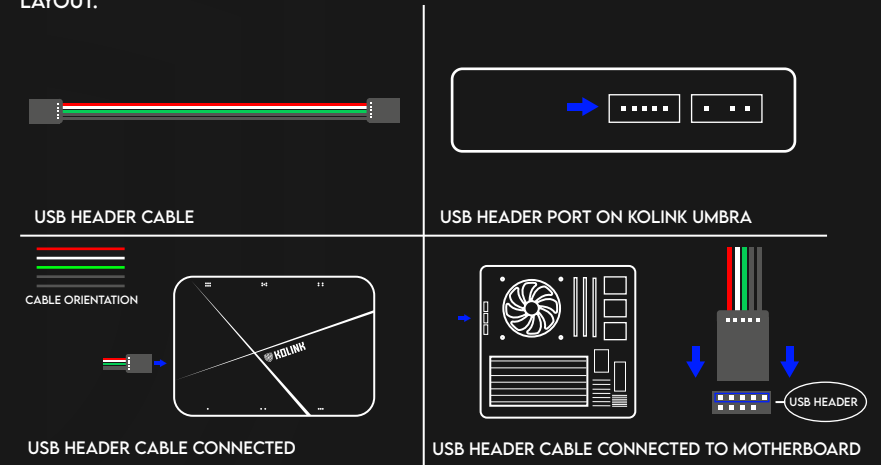


THE USER SHOULD CONNECT AN AVAILABLE SATA CONNECTOR TO THE KOLINK UMBRA FROM YOUR POWER SUPPLY, IN ORDER TO POWER THE UMBRA ARGB CONTROLLER. PLEASE ENSURE THE SATA POWER CONNECTOR IS INSERTED CORRECTLY AS THESE CONNECTORS ARE NOT REVERSIBLE.

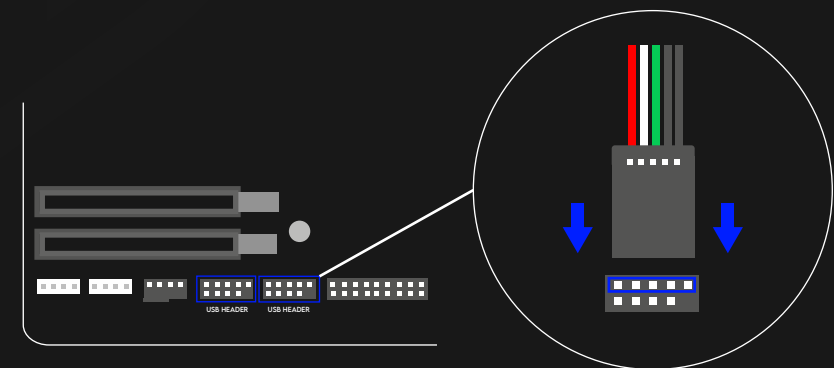


AFTER SATA CONNECTION TO THE PSU IS ESTABLISHED, THE DATA CONNECTION HAS TO BE SET UP, USING THE SUPPLIED USB2.0 HEADER CABLE TO CONNECT TO KOLINK UMBRA'S USB HEADER PORT AND TO THE USB HEADER CONNECTOR ON USER'S MOTHERBOARD. ORIENTATION OF THE CABLE IS VITAL AND MUST ONLY BE DONE AS SEEN IN THE IMAGES BELOW.

NOTE: SEE MOTHERBOARD INSTRUCTION MANUAL FOR MORE INFORMATION ON PIN LAYOUT.



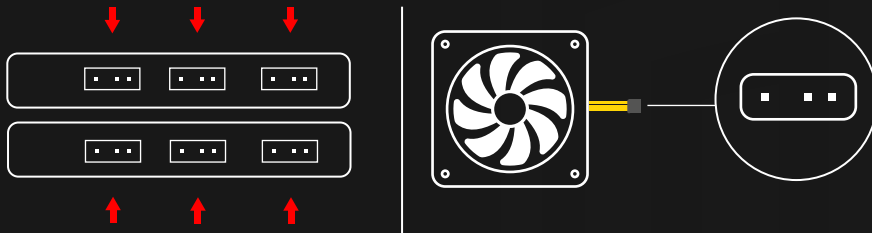
DETAILED VIEW OF USB HEADER CABLE BEING CONNECTED TO MOTHERBOARD BELOW:



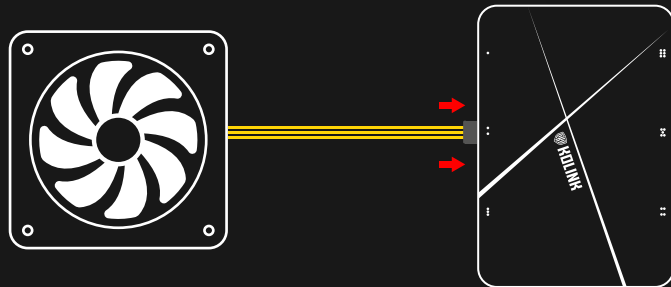
KOLINK UMBRA IS NOW READY FOR DEVICE CONNECTIONS SUCH AS ARGB STRIPS OR ARGB FANS USING THE 5V 3-PIN ARGB CONNECTORS.

TO CONNECT A DEVICE, SIMPLY CONNECT THE ARGB HEADER CABLE FROM THE DEVICE TO THE ARGB HEADER PORT ON THE KOLINK UMBRA.

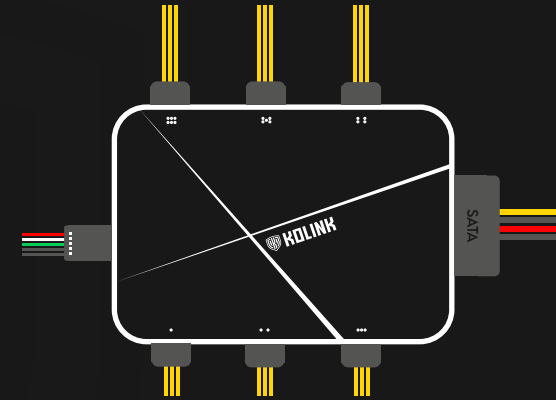
HERE IS AN EXAMPLE OF A FAN BEING CONNECTED TO THE KOLINK UMBRA



CONNECT THE ARGB HEADER CABLE FROM THE FAN, USING THE CORRECT ORIENTATION TO CONNECT TO ONE OF THE KOLINK UMBRA'S ARGB HEADER PORTS.



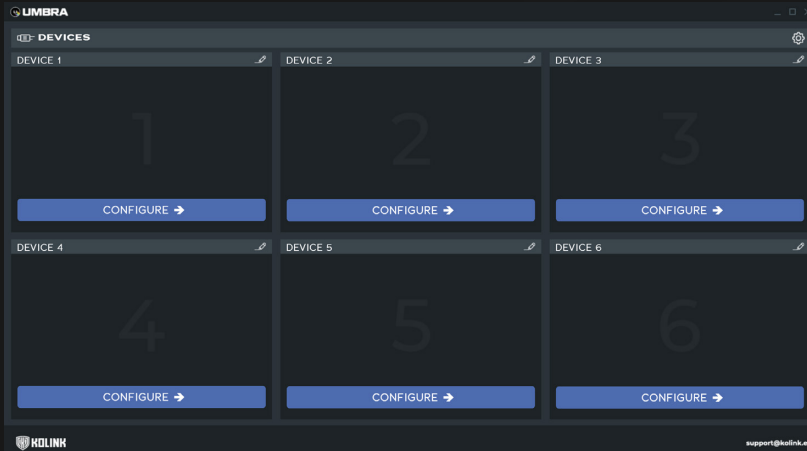
AFTER YOU HAVE FINISHED CONNECTING YOUR ARGB DEVICES SUCCESSFULLY, YOU CAN NOW USE THE KOLINK UMBRA SOFTWARE TO CONTROL VARIOUS ARGB EFFECTS AND SETTINGS ON YOUR CONNECTED DEVICES AS DETAILED IN THE NEXT STEP.



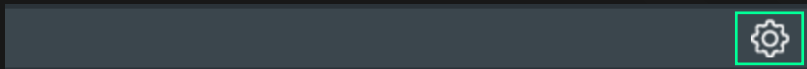
2. LAUNCH SOFTWARE

NOTE: SOFTWARE WILL ONLY LAUNCH IF KOLINK UMBRA IS CONNECTED CORRECTLY.

UPON LAUNCHING, THE BELOW SCREEN APPEARS, AND YOU ARE NOW ABLE TO CONFIGURE/RENAME AND MANAGE YOUR DEVICES, ALONGSIDE ACCESSING SOFTWARE SETTINGS.



BEFORE ANY DEVICE CONFIGURATION, THE FIRMWARE AND SOFTWARE VERSIONS SHOULD BE CHECKED AND UPDATED IF NECESSARY. THIS CAN BE DONE BY NAVIGATING TO THE SETTINGS ICON AT THE TOP RIGHT CORNER OF THE SCREEN.

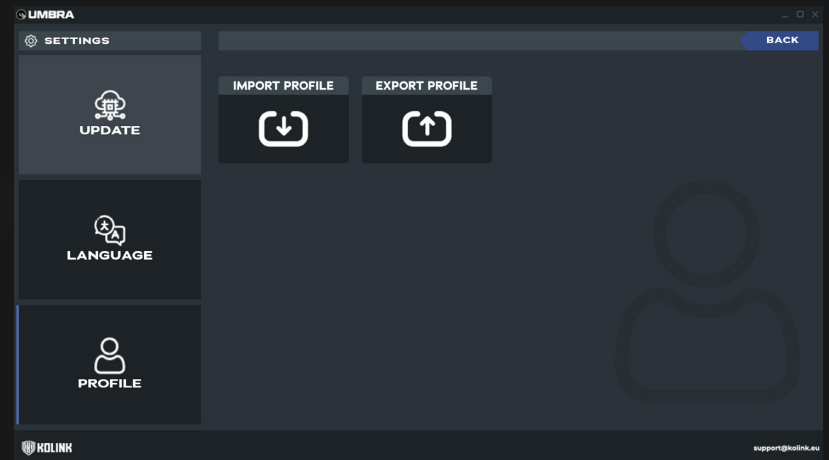
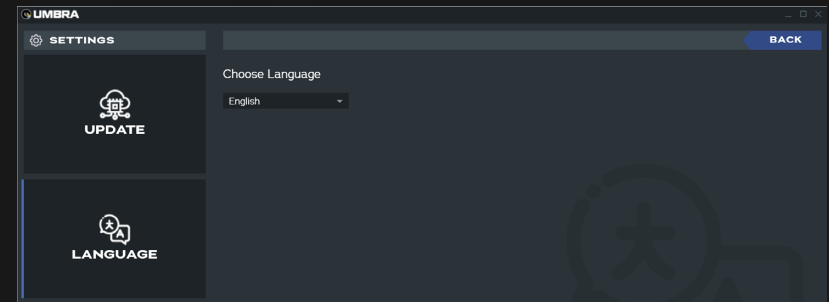
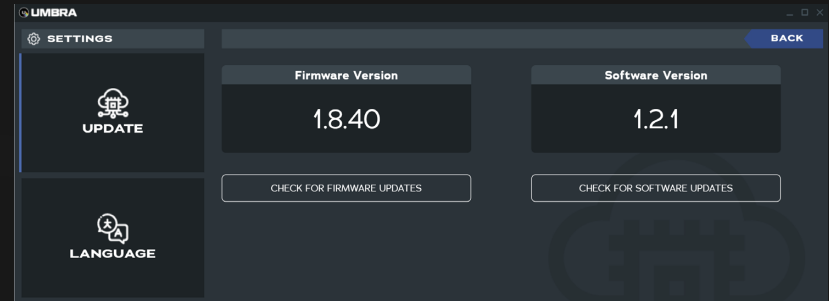


IN THE "UPDATE" MODULE USER CAN CHECK FOR FIRMWARE/SOFTWARE UPDATES USING THE CORRESPONDING BUTTONS.

USER CAN ALSO CHANGE THE LANGUAGE BY SELECTING THE "LANGUAGE" MODULE ON THE LEFT JUST BELOW THE UPDATE MODULE.

USER CAN ALSO IMPORT AND EXPORT PROFILES IN THE "PROFILE" MODULE, WHICH IS LOCATED BENEATH THE "LANGUAGE" MODULE.

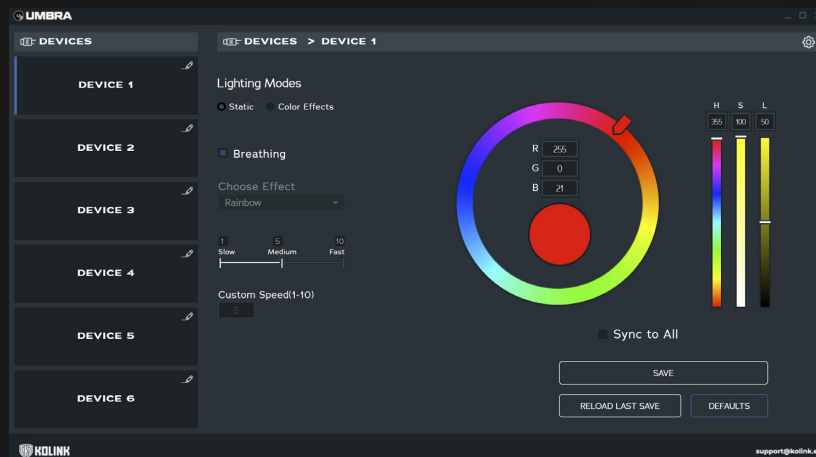
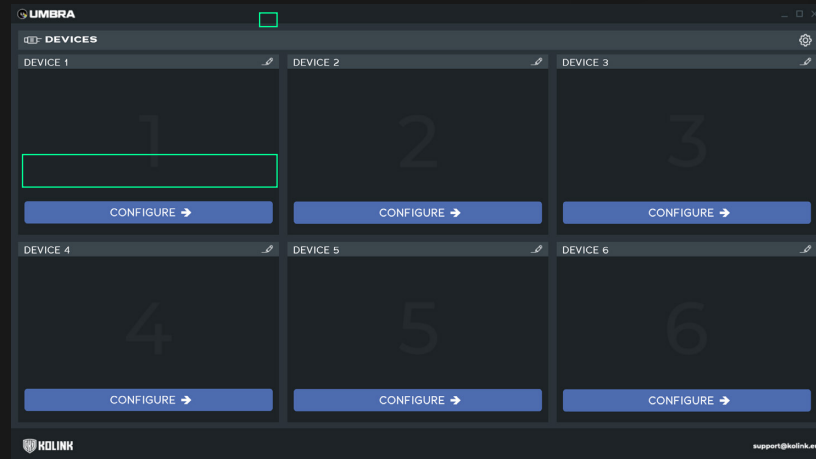
ALL MENTIONED SCREENS ARE SHOWN HERE ON THE RIGHT FOR VISUAL REFERENCE.



3. DEVICE CONFIGURATION

IN THE KOLINK UMBRA SOFTWARE YOU CAN CONFIGURE 6 CONNECTED DEVICES. USER CAN RENAME THE CONNECTED DEVICES BY CLICKING ON THE “PEN” ICON NEXT TO THE DEVICE NAME.

BY CLICKING ON THE CONFIGURE BUTTON THE USER REACHES THE DEVICE CONFIGURATION MODULE, IN WHICH USER CAN CONFIGURE DEVICES BY EITHER EDITING A “STATIC COLOUR” OR BY ADDING A “COLOUR EFFECT”.



WHEN IN THE DEVICE CONFIGURATION MODULE USER CAN SELECT BETWEEN THE DIFFERENT CONNECTED DEVICES ON THE LEFT AND CAN ALSO CHOOSE TO RENAME AND EDIT THEM.

SELECT BETWEEN LIGHTING MODES “STATIC COLOUR” AND “COLOUR EFFECTS”.

WHEN EDITING A STATIC COLOUR USER CAN ADD “BREATHING EFFECT” AND ADJUST SPEED WITH A SLIDER OR ENTER A NUMERIC SPEED VALUE BETWEEN 1-10. TO SELECT A COLOUR USER CAN USE THE COLOUR WHEEL OR THE HSL SLIDERS TO THE RIGHT, TO FIND THE PERFECT COLOUR HUE USER CAN ALSO TYPE IN NUMERIC VALUES FOR MORE ACCURATE RESULTS.

WHEN CHOOSING A “COLOUR EFFECT” USER CAN SELECT DIFFERENT EFFECTS IN THE DROP-DOWN MENU, THE EFFECT SPEED CAN BE ADJUSTED.

USER CAN ALSO DECIDE TO APPLY THE SAME CONFIGURATION TO ALL CONNECTED DEVICES BY CHECKING THE “SYNC TO ALL” BOX.

BEFORE LEAVING THIS PAGE CHANGES SHOULD BE SAVED BY CLICKING THE “SAVE” BUTTON ON THE BOTTOM RIGHT OF THE SCREEN. THE USER CAN ALSO FIND OPTIONS TO RELOAD THE LAST SAVED CHANGES AND TO RELOAD TO DEFAULTS RIGHT BELOW THE “SAVE” BUTTON, IF UNWANTED CHANGES OR MISTAKES HAPPEN.

