

# **PowerWalker** GXB Series - Gaming UPS



Pure Sine Wave Output for Professional Gaming needs

Real-Time CPU Temperature, Speed and Load Level

Detachable Bluetooth LCD display

2x USB Charger Ports for Mobile Devices (Type-A / Type-C)



Customizable LED Lighting with Full RGB Color Palette

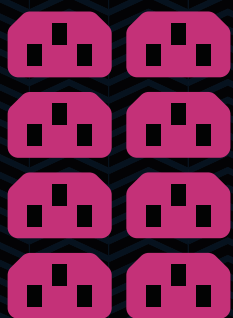


# TECHNICAL SPECIFICATIONS

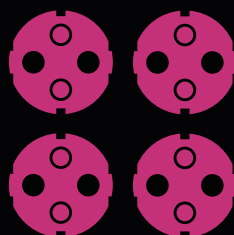
MODEL	VI 1000 GXB	VI 1500 GXB
Power (VA)	1000VA	1500VA
Power (W)	600W	900W
<b>INPUT</b>		
Voltage	230Vac	
Voltage Range	170-280Vac	
Frequency Range	50/60Hz ± 5Hz (Auto sensing)	
<b>OUTPUT</b>		
Voltage Regulation	230Vac ±10 %	
Frequency Range	50/60Hz	
Transfer Time AC to Battery	Typical 6 ms, max. 10 ms	
Waveform (Bat. Mode)	Pure Sine Wave	
Protection	Discharge, Overcharge and Overload Protection	
<b>BATTERY</b>		
Type	1x 12V / 9Ah	2x 12V / 9Ah
Recharge Time	6-8h to recover 90% of Battery charge	
Protection	Battery Discharge, Overcharge and Overload Protection	
<b>CONNECTIONS AND COMMUNICATION</b>		
Output	4x Schuko or 4x French or 8x IEC	
Protection Port	RJ11/RJ45 (Ethernet Surge Protection)	
Software	ViewPower	
Communication Ports	1x USB port with HID support	
Charger Ports	1x USB port + 1x USB-C port 5V/3.0A (shared)	

**PowerWalker VI GXB** is a premium line interactive UPS series with state of the art technology and design. The integrated AVR function and **Pure Sinewave Output** ensures clean and stable output during power outages or voltage fluctuations. The UPS functions can be **monitored and controlled via USB communication**, either with a software or without (HID).

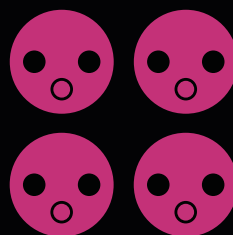
As a Gamer your primary concern will be the **protection and continuity of your Gaming PC**, your router and your monitor. By doing so you will be able to **bridge short outages** and keep playing, or **perform a safe shutdown** during a longer interruption. Furthermore, the **UPS status can be color customizable** so that you can visually recognize in which mode the UPS is.



IEC Outlets



Type F Outlets



Type E Outlets



PowerWalker is a brand of BlueWalker GmbH