

RAZOR GTX 1080/1080 Ti

Technical Details

- Dimensions: 264x125x25mm
- Ports: G1/4"

Box Contents

5 x G1/4 plugs

1 x Thermal paste

13 x 1mm thermal pad

3 x 0.5m thermal pad

13 x M2.5 x 6mm screw

13 x Red washer

2 x M2.5 nut

1 x Twin 3mm white led

G1/4" hose fittings sold separately



Note: This waterblock is only suitable for reference design GTX 1080, GTX 1080 Ti and Titan X Pascal cards. If you are unsure if your card if a reference design card, contact us prior to installation to make sure.



1. The waterblock is designed for SLI setups, so you can fit the G1/4" fittings to multiple sides of the block. Decide which configuration is best for your system.



2. Use the G1/4" blanking plugs to block the unused ports.



3. Attach your chosen fittings to the G1/4" ports. Make sure to attach one of the left and one on the right side. Flow direction is not important.



4. The block is now ready to be connected to the other watercooling components for leak testing.



If you are using cards in crossflow you can use the optional SLI flow connector to bridge the two cards. This should be done after step 12.



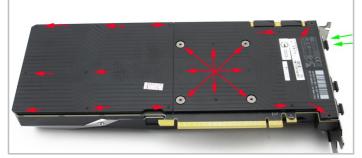
Page 2 – GTX 1080 Ti and Titan X Pascal Page 3 – GTX 1080

In the next steps the waterblock is shown without tubing or other watercooling components connected.

This has been done to make it easier to see the installation process.

Before handing the card you should take precautions to avoid static damage.

GTX 1080 Ti / Titan X Pascal - Steps 6 - 13



6. Turn the card on its back and remove the 22 screws highlighted above.



7. Remove the backplate and remove the 14 bolts highlighted above.



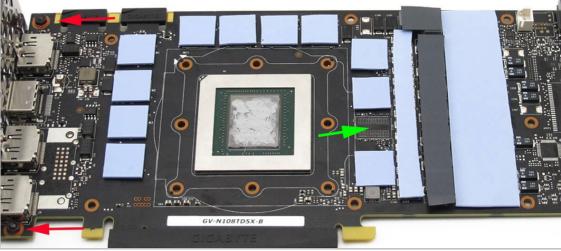
8. Turn the card back over and carefully remove the heat sink and fan. Now the card and heat sink are separated detach the fan power cable from the fan header.



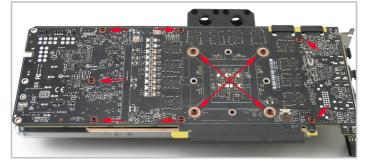
9. Clean the thermal paste from the GPU core and remove any residue left from the thermal pads.



10. Use two of the provided screws and two nuts to secure the I/O bracket. This must be done before the block is fitted.



11. Remove the tape from both sides of the thermal pads. Place the blue and grey pads on the fifteen positions shown above (sixteen for Titan X Pascal) and finally apply thermal paste to the GPU core. Place the waterblock on the card to line up the screw holes and then flip it over (make sure the thermal pads stay in place).

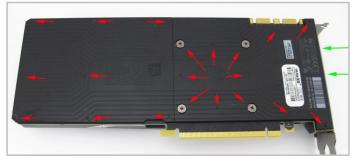


12. Now fit the supplied screws and washers in positions marked red. You should gradually tighten each screw to apply even pressure.

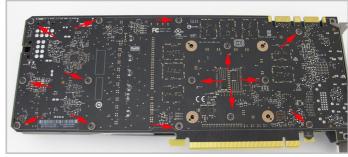


13. Do not over tighten the screws as this may bend the card and cause permanent damage. The card is now ready for use. When you first boot it is advisable to use software to check the core temperature. If the temperature is high you will need to remount the block.

GTX 1080 - Steps 6 - 13



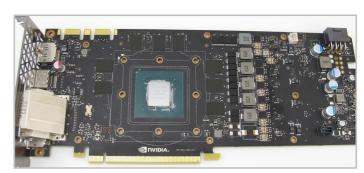
6. Turn the card on its back and remove the 22 screws highlighted above.



7. Remove the backplate and remove the 14 bolts highlighted above.



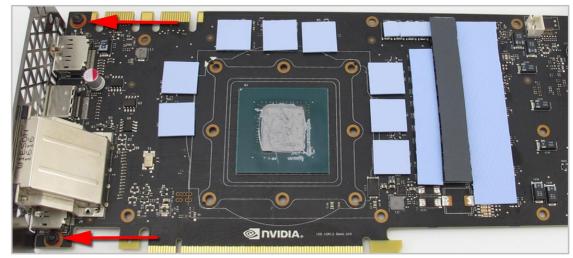
8. Turn the card back over and carefully remove the heat sink and fan. Now the card and heat sink are separated detach the fan power cable from the fan header.



9. Clean the thermal paste from the GPU core and remove any residue left from the thermal pads.



10. Use two of the provided screws and two nuts to secure the I/O bracket. This must be done before the block is fitted.



11. Remove the tape from both sides of the thermal pads. Place the blue and grey pads on the twelve positions shown above and finally apply thermal paste to the GPU core. Place the waterblock on the card to line up the screw holes and then flip it over (make sure the thermal pads stay in place).



12. Now fit the supplied screws and washers in positions marked red. You should gradually tighten each screw to apply even pressure.



13. Do not over tighten the screws as this may bend the card and cause permanent damage. The card is now ready for use. When you first boot it is advisable to use software to check the core temperature. If the temperature is high you will need to remount the block.