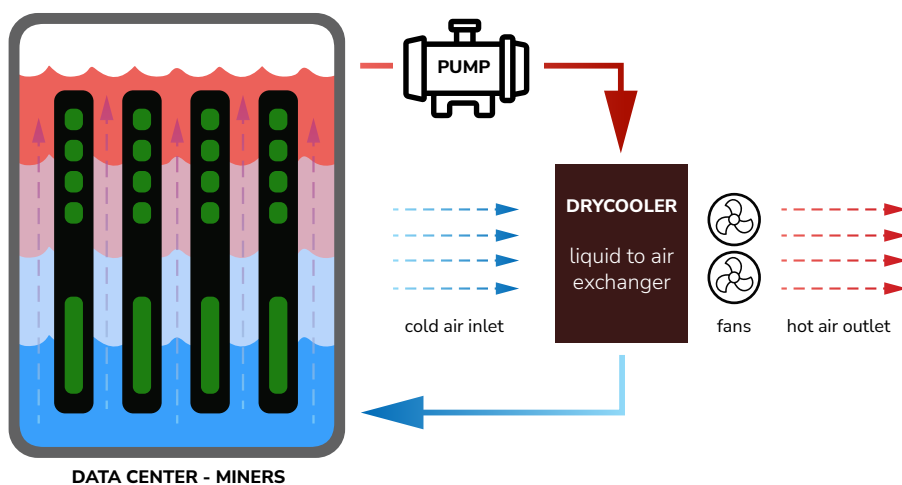


IMMERSION

DIRECT LIQUID COOLING

Our single-phase immersion cooling systems offer a revolutionary approach to efficiently cool electronic components, ensuring optimal performance and reliability. Immersion cooling is suitable for edge computing scenarios where space and energy efficiency are crucial. By fully submerging components in specialized dielectric fluids, these fluids have excellent thermal conductivity properties, allowing them to absorb heat directly from the components. As a result, the fluids rapidly dissipate the heat, maintaining lower operating temperatures and preventing thermal throttling. And thus, optimizing the performance and reliability.

SINGLE-PHASE IMMERSION COOLING



Immersion Cooling Fluid DC 20

We're partners with Castrol, leaders in synthetic hydrocarbon based dielectric coolants. The single-phase immersion fluid we use has been developed to meet the needs for data center, edge computing, blockchain and other IT applications.

Advantages:

- low viscosity fluid providing excellent flow properties
- excellent thermal properties
- superior oxidative stability, low temperature properties and hydrolytic stability
- excellent dielectric properties
- compatible with most commercially available elastomers
- Zero Global Warming Potential (GWP) cooling solution



IMMERSION

DIRECT LIQUID COOLING

Leopard immersion

40% Hash rate increasement
Extended equipment lifespan
Absolute noise level reducing
Easy to deploy - easy to maintain

Cool down your miners with our single loop Leopard immersion system.
Drown, plug and play.

- one container fits 8 modules
- one module fits 32 S19 form factor miners
- 4 tanks with 8 miners in each tank
- one container fits 256 s19 form factor miners
- standard 4500W per miner. 6000W per miner option available
- single loop oil-cooling system
- pump with oil inlet and outlet pipes on each module
- drycooler: next to the rack for cooling the oil
- system is easy to connect and maintain
- delivered with our eco-friendly Immersion Cooling Fluid

