SEAGATE

Game Drive for Xbox Special Edition User Manual

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Welcome

Box content

- Seagate® Game Drive for Xbox®
- USB 3.0 cable (USB micro-B to USB-A)
- Quick start guide
- Sticker sheet

Minimum System Requirements

Ports

You can connect your drive to a USB-A port on your Xbox Series X or S console.

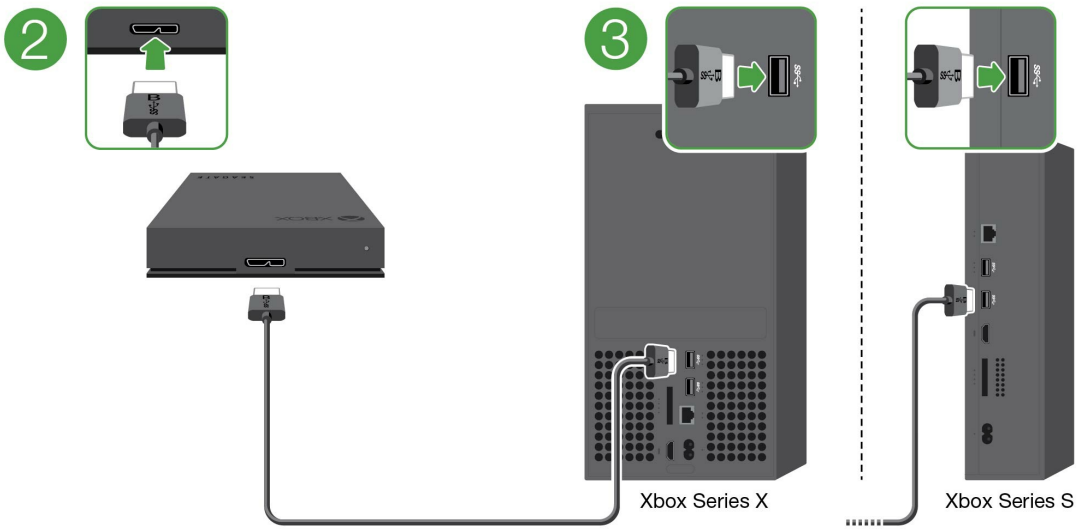
Drives formatted for Xbox cannot be used for data management on Windows or macOS computers. However, you can still connect Seagate Game Drive for Xbox to your computer to customise the drive's RGB LEDs using Toolkit. See Console Game Drive RGB LED Management.

Getting Started

Format Game Drive for Xbox

Game Drive for Xbox is delivered formatted in the exFAT file format. To use it as an external drive for your Xbox Series X|S, you must format the drive with your console.

1. Power on your Xbox.
2. Connect the USB micro-B end of the cable to the USB micro-B port on Game Drive for Xbox.
3. Connect the USB-A end of the cable to a USB-A port on Xbox Series X|S.



4. Your console should automatically recognise Game Drive for Xbox. Follow the onscreen instructions for formatting the drive.

Game Drive RGB LED Management

The Seagate Toolkit app can be used to control the RGB LED colour patterns and animations displayed when Game Drive for Xbox is connected to Xbox Series X|S.

Requirements

To customise Game Drive for Xbox RGB patterns and animations, you will need the following:

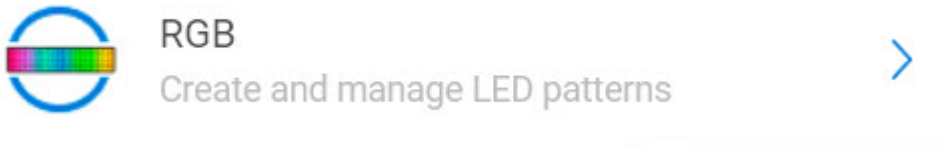
- A Windows PC or Mac computer. Use the included cable to connect to a host USB-A port. You may need a special cable or hub to connect to computers limited to USB-C ports.
- Seagate Toolkit installed on your computer.

To download and install Toolkit, visit the support web page at https://www.seagate.com/support/software/toolkit/.

Set-up

Drives formatted for Xbox cannot be used for data management on Windows or macOS computers. However, you can still connect Game Drive for Xbox to your computer to manage RGB settings using Toolkit.

1. Make sure Game Drive for Xbox is formatted for use with Xbox Series X|S. See Getting Started for details.
2. On your Windows PC or macOS computer, launch Toolkit.
3. Connect Game Drive for Xbox to your PC or Mac.
4. In Toolkit, click on the RGB activity.



5. Edit your RGB settings in Toolkit (see Edit RGB patterns and animations below).
6. When you're finished customising your RGB settings, click **Done**.
7. Safely eject Game Drive for Xbox from your PC or Mac (see Safely Remove Device From Your Computer).
8. Connect Game Drive for Xbox to a USB-A port on Xbox Series X|S.

Edit patterns and animations

The Toolkit RGB activity supports the following RGB pattern controls:

- Razer Chroma
- FireCuda RGB (default)

A single device can use only one colour management option.

Access RGB activity

To access the RGB activity:

1. Connect your compatible storage device to your computer.
2. Open Toolkit.
3. On the Home page, click on the RGB Activity. The RGB Activity screen appears.

RGB illumination settings

The following settings at the top of the RGB activity screen apply to all RGB pattern controls

- **Intensity** — Move the slider to the right to add more brightness to the RGB and to the left to decrease brightness.
- **On** — Click the switch to turn the RGB off/on.

Razer Chroma via Razer Synapse 3 app (Windows only)

Razer Chroma is a popular RGB video game software management protocol with a rich set of pattern and in-game options. All management is performed in the Razer Synapse application. You can use Razer Synapse for preconfigured RGB patterns or create new ones. Razer Synapse also supports a growing number of video games for RGB illumination that activates with colours matching in-game play. For further information about supported patterns and games as well as how to download the Razer Synapse application, go to the Razer Synapse website.

Requirements for Razer Chroma

- The latest version of Toolkit.
- Razer Synapse 3 software must be installed and running.
- Chroma Connect must be enabled in Razer Synapse 3.

Important — Toolkit RGB control is compatible with Razer Synapse 3 or higher. Razer Synapse 2 cannot control Seagate RGB storage device LEDs.

Use Razer Chroma

To use Razer Chroma as the RGB controller, click **Enable** on the Razer Chroma activity card.

FireCuda RGB app

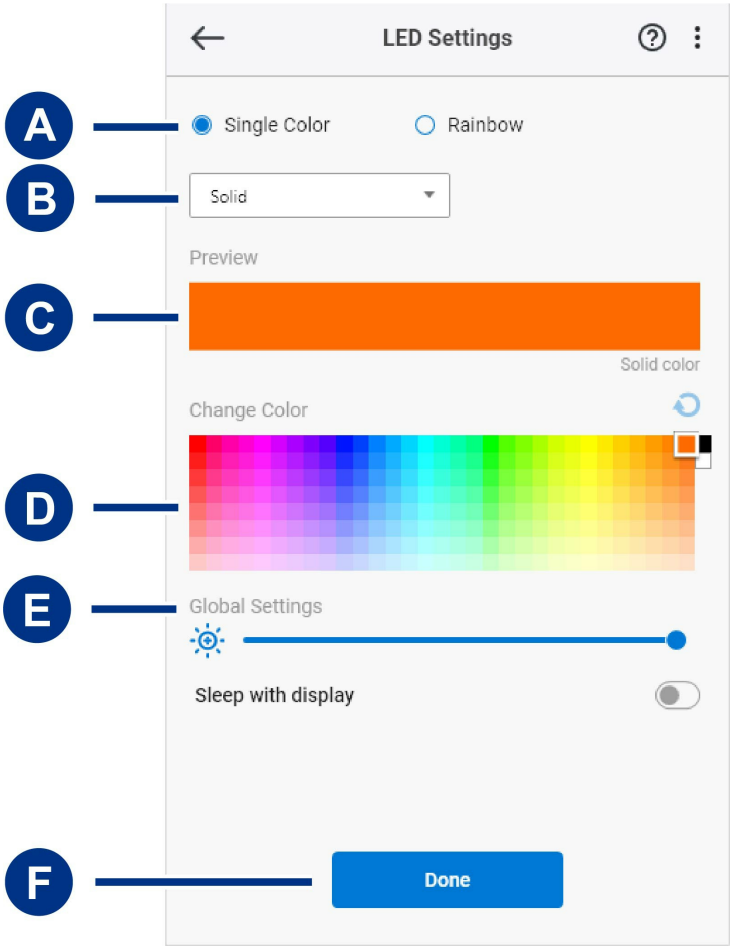
FireCuda RGB is the native Toolkit RGB management protocol. It is enabled by default.

Edit LED settings

The LED settings let you:

- Choose between single colour and rainbow patterns.
- Select preset and custom animations.
- Change colour and animation settings.
- Change global settings.

To edit LED settings, click on the Edit icon ( ) on the FireCuda RGB activity. The LED Settings screen appears:



A. Select Pattern — Choose whether to create a single colour or rainbow pattern. Single colour uses the

entirety of the LEDs to display one colour at a time as the pattern animates. Rainbow includes up to six colours on the LEDs at a time as the pattern animates. Rainbow is not available for all drives (see the product listing above).

B. Select Animation — Choose animation types for the selected pattern.
C. Preview — Preview the current pattern/animation. Specify animation times.
D. Change Colour — Add/remove colours for applicable animation.
E. Global Settings — Change global settings.
F. **Done** — Confirm changes to pattern/animation settings.

Select a pattern

Choose a single colour or rainbow pattern. See the table below for the colour and timing controls available for each animation.

Select an animation

Select from the following animation types:

Pattern	Animation	Description	Total animation time	User selections
Single Colour	Solid	Displays a single colour continuously.	• 100% colour hold	• Single colour

Single Colour	Blink	Turns a single colour of your choosing on/off.	• 6s
			  ◦ 50% colour hold
			  ◦ 50% off
				• Single colour

Single Colour	Breathe	Fades a single colour of your choosing on/off.	• User selected (default=6s)
			  ◦ 25% colour hold
			  ◦ 25% fade off
			  ◦ 25% off
			  ◦ 25% fade on
				• Single colour
				• Total animation time

Single Single	Spectrum	Transitions between six colours: red, orange, yellow, green, blue and violet.	• User selected (default=18s)
			  ◦ 50% colour holds (8.33% per colour)
			  ◦ 50% colour transitions (8.33% per transition)
				• Total animation time

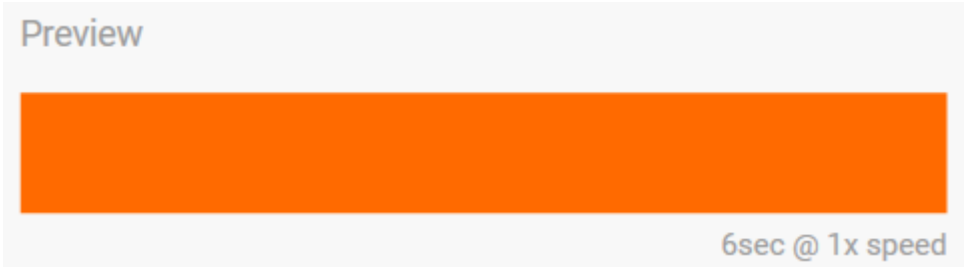
Single Colour	Custom 1	Displays a custom animation you've created.	• User selected (default=6s)	• Multiple colours • Colour hold time • Colour transition time
Single Colour	Custom 2	Displays a custom animation you've created.	• User selected (default=21s)	• Multiple colours • Colour hold time • Colour transition time
Single Colour	Custom 3	Displays a custom animation you've created.	• User selected (default=2s)	• Multiple colours • Colour hold time • Colour transition time
Rainbow	Static	Displays a rainbow pattern continuously.	• 100% colour hold	• N/A
Rainbow	Breathe	Fades a rainbow pattern on/off.	• 6s ◦ 50% colour hold	• N/A

Rainbow	Blink	Turns a rainbow pattern on/off.	• 6s
			  ◦ 25% colour hold
			  ◦ 25% fade off
			  ◦ 25% off
			  ◦ 25% fade on
				• N/A

Rainbow	Slide	A rainbow pattern slides from right to left.	• 1.8s	• N/A
Rainbow	Custom 1	Displays a custom rainbow pattern continuously (static).	• 100% colour hold	• Multiple colours
Rainbow	Custom 2	Fades a custom rainbow pattern on/off (breathe).	• User selected (default = 6s)	• Multiple colours • Colour hold time • Colour transition time
Rainbow	Custom 3	Turns a custom rainbow pattern on/off (blink).	• User selected (default = 3s)	• Multiple colours • Colour hold time

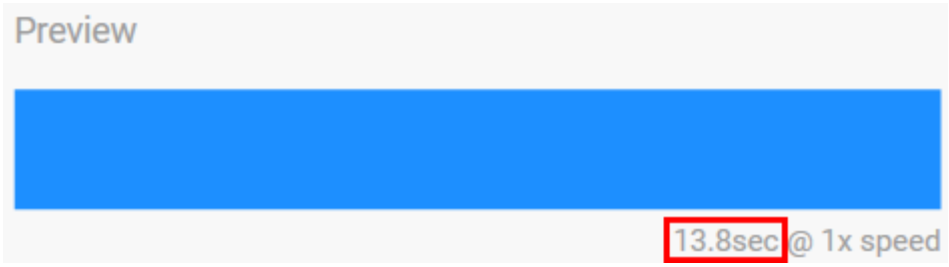
Preview selected pattern/animation

The Preview window lets you view the colours, transitions, and timing of the selected pattern/animation.

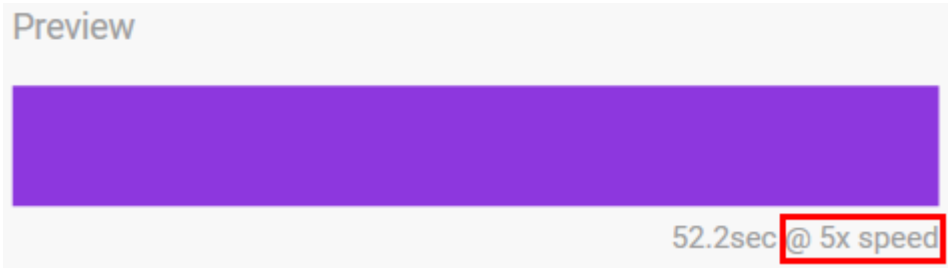


The device LEDs mimic the preview while you're editing.

The total animation time (the time it takes for one cycle of the pattern to be completed) appears below the Preview window:



For longer total animation times (starting at 15 seconds), the Preview window will automatically speed up the playback animation so that you can see your changes faster. The current playback speed is displayed next to the total animation time.



Timing controls

Some patterns/animations allow you to control the total time over which an animation is played. Use the slider to set the total animation time:

The total animation time is broken down evenly between colour holds and transitions.

Certain custom pattern/animations provide control over colour hold and/or transition settings:

A. **Colour hold setting** — Represents the total time spent holding on colours. The total time is divided by

the number of colours in the animation.

B. **Colour transition setting** — Represents the total time spent transitioning from one colour to the next colour. The total time is divided by the number of transitions in the animation.

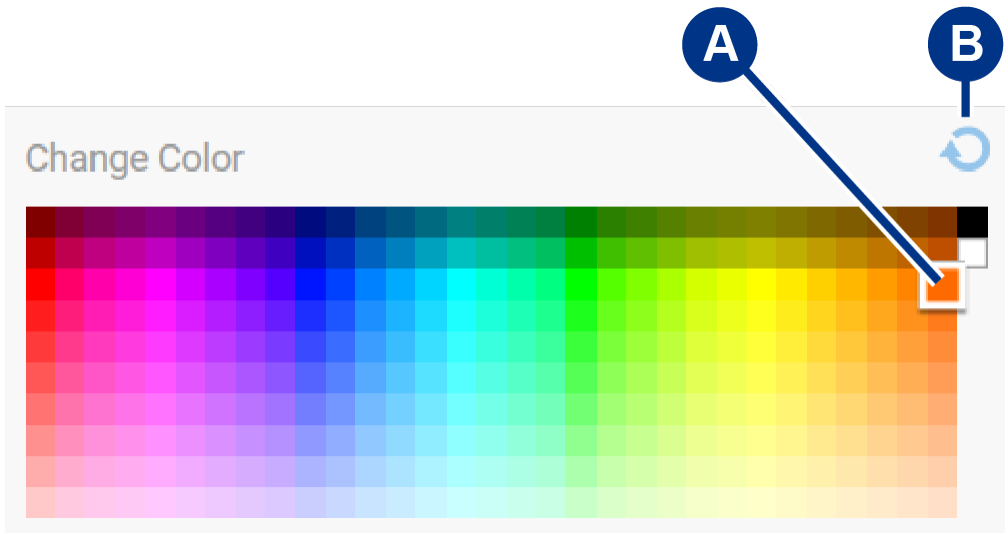
Use the sliders to control colour hold and transition times:

Note that the colour hold setting and colour transition setting together determine the total animation time.

Change colours

Single colour preset animations

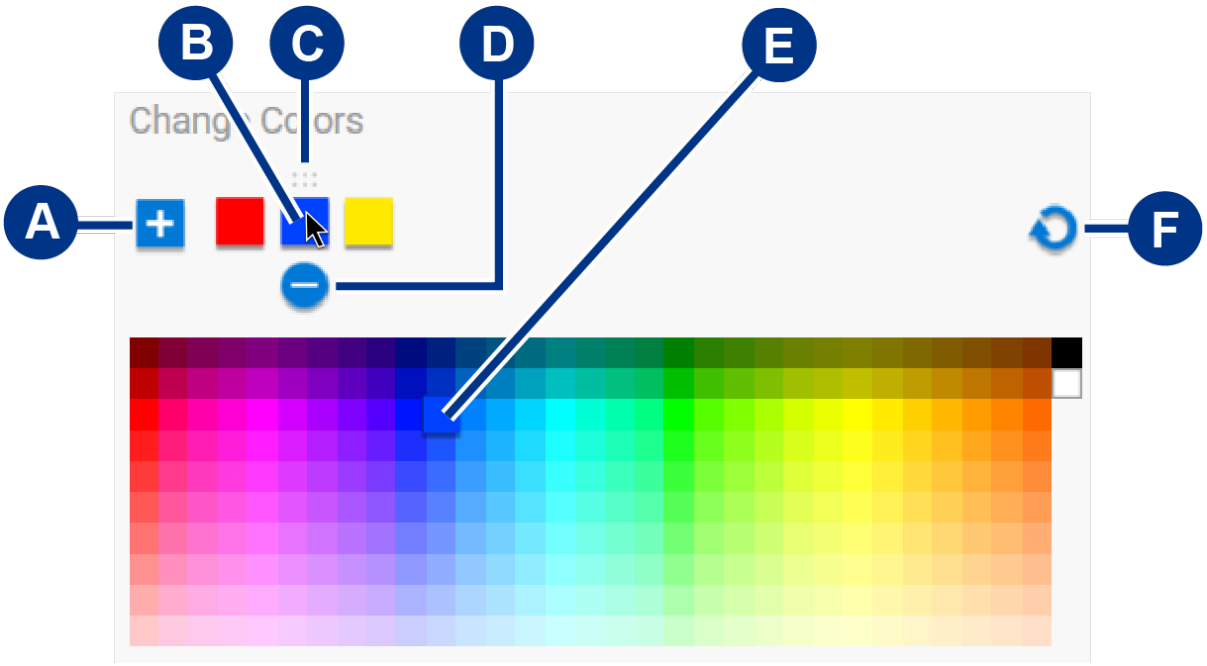
Solid, Blink, and Breathe animations allow you to specify only one colour:



A. Click on a colour to select it.
B. Click on the Reset icon to select the default orange colour.

Single colour and rainbow custom animations

Both single colour and rainbow custom animations allow you to specify multiple colours:



A. Click on the Add icon to add a colour to the sequence. You can add up to six colours. (Only available for single colour custom animations. Rainbow custom animations always require six colours.)
B. Click to select a colour in the sequence.
C. Click on the Grid icon to drag the selected colour to a different position in the sequence.
D. Click on the Remove icon to remove the selected colour from the sequence. (Only available for single colour custom animations. Rainbow custom animations always require six colours.)
E. Click to change the selected colour.
F. Click on the Reset icon to select the default colours and settings for the custom animation.

Change global settings

Use the following settings to control your storage device's pattern LED:

Setting	Description
Brightness	Move the slider to control pattern LED brightness. The default setting is 100%.
Always on	When enabled, the pattern LED is illuminated whenever the storage device is powered on. Enabling **Always on** disables **Sleep with display**.
Sleep with display	When enabled, the pattern LED is not illuminated when the host computer is asleep or powered off. Enabling **Sleep with display** disables **Always on**.

Disable/enable the status LED

The status LED is enabled by default. To disable or enable the status LED for your storage device:

1. Connect your storage device to your computer.

403 - Forbidden

2. Open Toolkit.
3. On the Home page, click on your storage device.
4. Click the **Status LED** switch to disable/enable the status LED.

Safely Remove Device From Your Computer or Xbox Console

Always eject a storage drive from your computer or console before physically disconnecting it. The computer or console must perform filing and housekeeping operations on the drive before it is removed. Your files can become corrupt or damaged if the device is disconnected while the drive is still mounted.

Windows

Use the Safely Remove tool to eject a device.

1. Click the Safely Remove Hardware icon in your Windows System Tray to view the devices you can eject.
2. If you don't see the Safely Remove Hardware icon, click the Show hidden icons arrow in the system tray to display all icons in the notification area.
3. In the list of devices, choose the device you want to eject. Windows displays a notification when it is safe to remove the device.
4. Disconnect the device from the computer.

Mac

There are several ways you can eject your device from a Mac. See below for two options.

Eject via Finder window

1. Open a Finder window.
2. On the sidebar, go to Devices and locate the drive you want to eject. Click the eject symbol to the right of the drive name.
3. Once the device disappears from the sidebar or, the Finder window closes, you can disconnect the interface cable from your Mac.

Eject via Desktop

1. Select the desktop icon for your device and drag it to the Recycle Bin.
2. When the device icon is no longer visible on your desktop, you can physically disconnect the device from your Mac.

Xbox Console

1. Power off the game console following the manufacturer's recommended procedure.
2. Wait until the console is powered off and the LED on Game Drive for Xbox turns off.
3. Disconnect the drive.

Frequently Asked Questions

For help setting up and using your Seagate hard drive, review the frequently asked questions below. For additional support resources, go to Seagate customer support.

Xbox users

Problem: My Xbox did not detect Game Drive for Xbox

Q: Did you connect Game Drive for Xbox while the Xbox was powered off?

A: If Game Drive for Xbox is connected while the Xbox is powered off and the drive LED is illuminated, the drive may not be detected when you power on the Xbox. Disconnect Game Drive for Xbox and then reconnect it to your powered Xbox.

Q: Did you cancel the onscreen formatting prompt for Game Drive for Xbox?

A: If you connect Game Drive for Xbox and cancel the onscreen formatting prompt, Game Drive for Xbox may no longer be detected. Disconnect Game Drive for Xbox and then reconnect it to your powered Xbox.

Regulatory Compliance

Product Name	Seagate Game Drive for Xbox
Regulatory Model Number	SRD0LF0

China RoHS

China RoHS 2 refers to the Ministry of Industry and Information Technology Order No. 32, effective July 1, 2016, titled Management Methods for the Restriction of the Use of Hazardous Substances in Electrical and Electronic Products. To comply with China RoHS 2, we determined this product's Environmental Protection Use Period (EPUP) to be 20 years in accordance with the Marking for the Restricted Use of Hazardous Substances in Electronic and Electrical Products, SJT 11364-2014.

中国 RoHS 2 是指 2016 年 7 月 1 日起施行的工业和信息化部令第 32 号"电力电子产品限制使用有害物质管理办法"。为了符合中国 RoHS 2 的要求，我们根据"电子电气产品有害物质限制使用标识"(SJT 11364-2014) 确定本产品的环保使用期 (EPUP) 为 20 年。

部件名称 Part Name		有害物质 Hazardous Substances					
		铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr^{+6})	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
硬盘驱动器	HDD	X	O	O	O	O	O
外接硬盘印刷电路板	Bridge PCBA	X	O	O	O	O	O
电源(如果提供)	Power Supply (if provided)	X	O	O	O	O	O
接口电缆(如果提供)	Interface cable (if provided)	X	O	O	O	O	O
其他外壳组件	Other enclosure components	O	O	O	O	O	O

本表格依据 SJ/T 11364 的规定编制。
This table is prepared in accordance with the provisions of SJ/T 11364-2014
O: 表示该有害物质在该部件所有均质材料中的含量均在 GB/T 26572 规定的限量要求以下。
O: Indicates that the hazardous substance contained in all of the homogeneous materials for this part is below the limit requirement of GB/T26572.
X: 表示该有害物质至少在该部件的某一均质材料中的含量超出 GB/T 26572 规定的限量要求。
X: Indicates that the hazardous substance contained in at least one of the homogeneous materials used for this part is above the limit requirement of GB/T26572.

Taiwan RoHS

Taiwan RoHS refers to the Taiwan Bureau of Standards, Metrology and Inspection's (BSMI's) requirements in standard CNS 15663, Guidance to reduction of the restricted chemical substances in electrical and electronic

equipment. Beginning on January 1, 2018, Seagate products must comply with the “Marking of presence” requirements in Section 5 of CNS 15663. This product is Taiwan RoHS compliant. The following table meets the Section 5 “Marking of presence” requirements.

台灣RoHS是指台灣標準局計量檢驗局(BSMI)對標準CNS15663要求的減排電子電氣設備限用化學物質指引。從2018年1月1日起，Seagate產品必須符合CNS15663第5節「含有標示」要求。本產品符合台灣RoHS。 下表符合第5節「含有標示」要求。

產品名稱：外接式硬碟，型號：SRD0LF0		Product Name: Game Drive for Xbox, Model: SRD0LF0					
		限用物質及其化學符號			Restricted Substance and its chemical symbol		
單元 Unit		鉛 (Pb)	汞 (Hg)	鎘 (Cd)	六價鉻 (Cr^{+6})	多溴聯苯 (PBB)	多溴二苯醚 (PBDE)
硬盤驅動器	HDD	—	O	O	O	O	O
外接硬盤印刷電路板	Bridge PCBA	—	O	O	O	O	O
電源 (如果提供)	Power Supply (if provided)	—	O	O	O	O	O
傳輸線材 (如果提供)	Interface cable (if provided)	—	O	O	O	O	O
其他外殼組件	Other enclosure components	O	O	O	O	O	O

備考 1. “O” 係指該項限用物質之百分比含量未超出百分比含量基準值。
Note 1. “O” indicates that the percentage content of the restricted substance does not exceed the percentage of reference value of presence.
備考 2. “—” 係指該項限用物質為排除項目。
Note 2. “—” indicates that the restricted substance corresponds to the exemption.