











## **BioniX F120**

Gaming Fan with PWM PST

- Best airflow to noise ratio
- 200 1 800 RPM (PWM control)
- PWM Sharing Technology (PST) regulates fan speed synchronously
- Longer service life through low coil temperature







## **BioniX F120**

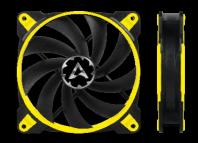
### Gaming Fan with PWM PST

The **BioniX F120** has the best airflow noise ratio, this guarantees long gaming without annoying noises. With a wide range of 200 to 1 800 RPM, the **BioniX F120** is controllable with PWM to regulate the fan speed as needed. The optimised fan blade design ensures high pressure and high ventilation for your gaming case to get a higher airflow at lower noise generation. The BioniX gaming fans have a four times longer service life through low coil temperature. Therefore, we extend the warranty to 10 years.



#### Specifications

120 (L) x 120 (W) x 27 (H) mm
120 mm, 200 – 1 800 RPM (Controlled by PWM)
69 CFM / 117 m³/h
Fluid Dynamic Bearing
0.5 Sone
0.2 A/ + 12 V DC
129 g



#### Low Motor Temperature - 4 x Life Span

10 °C lower motor temperature doubles the life span. The BioniX gaming fans have a four times longer service life through low coil temperature.

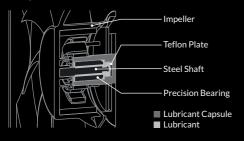




# BioniX F120 Gaming Fan with PWM PST

#### **High Quality Bearing**

Thanks to an alloy/lubricant combination developed in Germany, friction within the bearing is reduced and greater efficiency is achieved. As a result, there is less heat development as well as less bearing noise, which means you can enjoy a longer service life from your fan.



#### 200 to 1800 RPM

With a wide range of regulation and the PWM Sharing Technology (PST), the BioniX F120 fan speed can be controlled synchronously with all your other fans together and thus keep the noise at a minimum while guaranteeing maximum cooling performance when needed.



#### Optimised Fan Design

We further optimised the fan blade design to get a higher airflow at lower noise generation. This guarantees high pressure and highly efficient ventilation for your gaming case.

