



S21e XP Hyd.

Product Manual

Feb. 2025

BITMAIN

BITMAIN TECHNOLOGIES INC.

www.bitmain.com

1. Specification

Product Glance		Value
Model		S21e XP Hyd.
Sub		430T
Version		10
Crypto algorithm/coins		SHA256 BTC/BCH/BSV
Typical hashrate, TH/s⁽¹⁻¹⁾		430
Power on wall @35°C ⁽¹⁻²⁾ , Watt⁽¹⁻¹⁾		5590
Power efficiency on wall@35°C ⁽¹⁻²⁾ , J/T⁽¹⁻¹⁾		13.0
Detailed Characteristics		Value
Power Supply		
Phase		3
Input voltage, Volt⁽²⁻¹⁾		380~415
Input frequency range, Hz		50~60
Input max current, Amp		12
Hardware Configuration		
Network connection mode		RJ45 Ethernet 10/100M
Server size (length*width*height, w/o package), mm		339*173*207
Server size (length*width*height, with package), mm		570*316*430
Net weight, kg		13.8
Gross weight, kg		15.7
Environment Requirements		
Inlet coolant temperature, °C		20~50
Coolant flow, L/min		8.0~10.0
Coolant pressure, bar		≤3.5
Working coolant ⁽²⁻²⁾		Antifreeze/ Pure water/Deionized water
Coolant pH value		Antifreeze: 7.0~9.0 Pure water: 6.5~7.5 Deionized water: 8.5~9.5
Diameter of coolant pipe connector, mm		OD10
Storage temperature, °C		-20~70
Operation humidity(non-condensing), RH		10~90%

Notes:

(1-1) The hashrate value, power on wall, and power efficiency on wall are all typical values. The actual hashrate value fluctuates by $\pm 3\%$, and the actual power on wall and power efficiency on wall fluctuate by $\pm 5\%$.

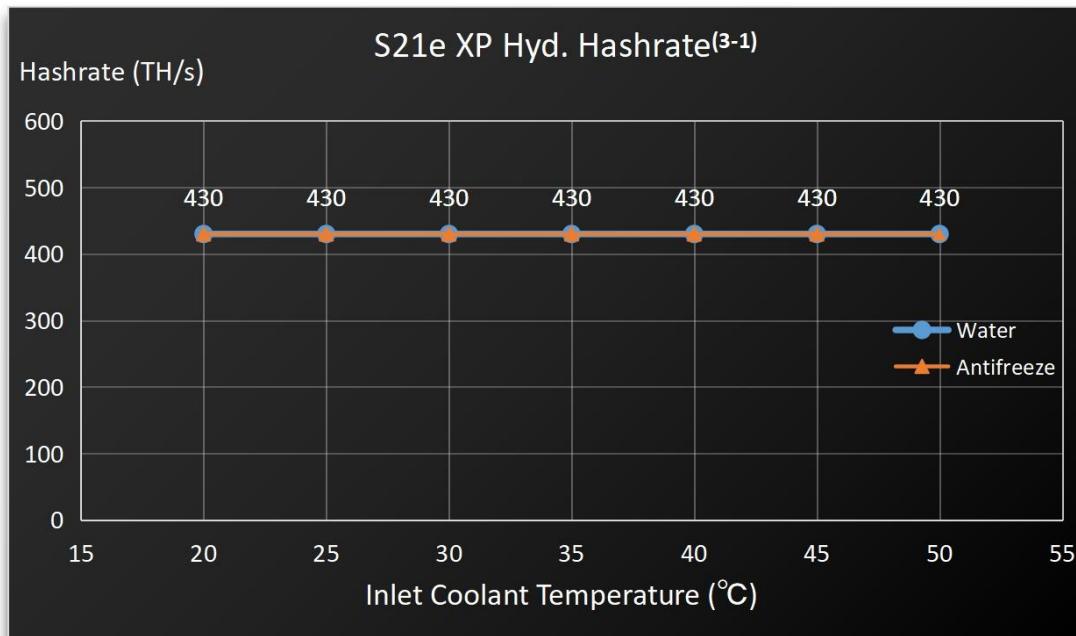
(1-2) Inlet coolant temperature.

(2-1) Caution: Wrong input voltage may cause server damaged.

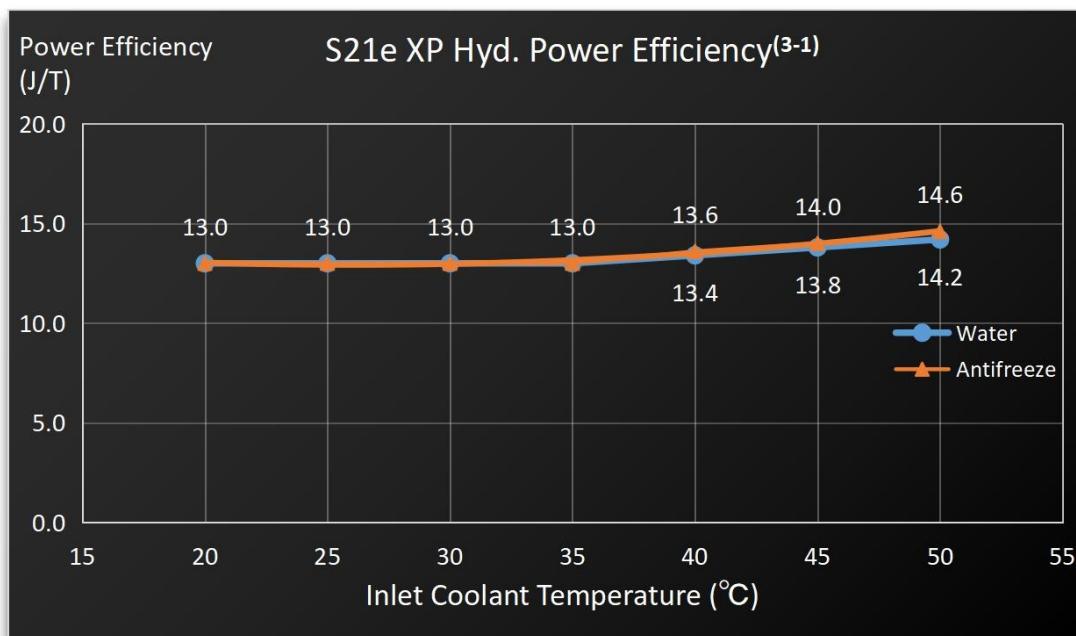
(2-2) For detailed working coolant use and maintenance instructions, please refer to "**ANTSPACE HK3 Water Cooling Container & Dry-Wet Tower Product Manual**", Chapter 9, Article 3, Point 6, "Maintenance of Coolant"!

2. Performance Curves

(1) Hashrate vs. Inlet Coolant Temperature



(2) Power Efficiency vs. Inlet Coolant Temperature



(3-1) The hashrate value, and power efficiency on wall are all typical values. The actual hashrate value fluctuates by $\pm 3\%$, and the actual power efficiency on wall fluctuate by $\pm 5\%$.