

GBO Aims to Reinvent Charging with StashGo4

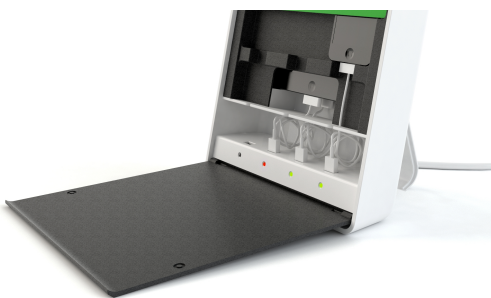
Written by Marco Attard
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Dutch design agency GBO announce StashGo4, a unique portable multi-charger, and simultaneously launched a crowd-funding project on IndieGoGo this week.



StashGo4 is a storage and a charging station for up to four mobile devices, and features a unique enclosed design that eliminates clutter. StashGo4 has an integrated stand for desktop use, and can also be wall-mounted. Two tablets and two smartphones, or three smartphones and a tablet, can be charged simultaneously. StashGo4 is indispensable in any environment where multiple mobile devices are in daily use.

StashGo4 was created by award-winning designers GBO, who also created the StashHead headphone stand, and is designed to Apple's demanding standards. The built-in stand means it can be used upright, saving desk space, and the inclusive wall mount brings an even neater option. The internal power unit means only a standard figure of 8 mains cord is required. StashGo4 ships with cords for most European countries – this is the only visible wire: the USB cables are cleverly and neatly stowed inside StashGo4, eliminating the clutter and dust-covered spaghetti found with other multi-chargers.



StashGo4 simultaneously charges 4 devices using USB. Each port delivers up to 2.1A –

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sufficient power to charge a full-sized iPad – and has built-in intelligence to balance the system depending on what is connected. StashGo4 provides instant feedback on the charge status of each device through its 4 indicator lights - red while charging, green when charged.

StashGo4 is designed for iPads and iPhones. However the four standard USB ports and unique cable management system mean virtually any USB-charged device can be stored and charged. The unique design of StashGo4 also caters for most covers and cases without requiring their removal. USB cables are not included, which GBO claim will help reach “sensible” pricing, though this is not yet finalised.

Availability will be subject to successful IndieGoGo funding, and is scheduled for autumn 2014.

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