User's Guide

Dolby Digital Amplified
Gaming Headset





TABLE OF CONTENTS

- Package Contents ---------- 03
- Safety Notice ---------- 03
- Product Features / Hardware Diagram ---------- 03
- Product Operation & LED Indicators ---------- 06
- Connecting to an XBox 360® ---------- 08
- Xbox 360® / Xbox Live® Voice Settings ---------- 08
- Connecting to XBox Live®---------- 09
- Connecting to a PS3™ ---------- 10
- PS3™ / PlayStation® Network Settings ---------- 10
- Connecting to a DVD Player ---------- 11
- Connecting to a PC ---------- 12
- Connecting the Headset to PCs and Smartphones ---------- 13
- Connecting to a TV ---------- 14
- Connecting to a Wii U™ ---------- 15
- Important Information ---------- 15

PACKAGE CONTENTS

1. One Headset
2. One Breakaway Inline Controller Cable
3. One Microphone for PC-Gaming/Music
4. One Mini Microphone for Smartphones and Tablets
5. One Decoder Box
6. One USB Cable
7. One Optical Cable
8. One 3.5 mm plug to 3.5 mm plug Cable
9. One G6(F) to 2x 3.5 mm plug Cable
10. One 3.5 mm plug to 2.5 mm plug Cable
11. One Operation Manual
12. One Smartphone Adapter for NOKIA / Sony Ericsson / SAMSUNG Devices



SAFETY NOTICE

WARNING: Continued exposure to high volumes of noise in headsets can cause long-term hearing damage. Your ears will adapt to loud volume levels over time and damage your hearing even if you don't feel any discomfort. Keeping the volume at a safe level is important while using the headset. The louder the sound is set, the less time it takes to affect your hearing.

When putting the headset on, it is advised to turn the volume to a low level, and then slowly increase it to a moderate and comfortable level.

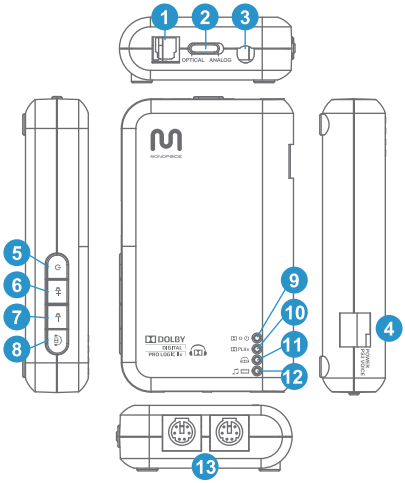
PRODUCT FEATURES / HARDWARE DIAGRAM

- Designed for Xbox® 360, Playstation® 3, and PC gaming
- Compatible with Wii U™, iPod®, iPhone®, and other mobile devices
- Includes two detachable boom microphones - one for gaming and the other for hands-free phone use
- Compatible with Xbox Live Communication function
- Includes both analog stereo and optical digital Toslink 5.1 channel inputs
- Approved by Dolby for Dolby Digital, Pro Logic IIx, and Dolby Headphone
- Amplified audio output for Xbox® 360 and PS3™, and optionally for PC operation

HARDWARE DIAGRAM

A. Decoder Box

1. Digital Optical (Toslink) Input
2. Audio Input Selector (optical or 3.5mm)
3. Analog Input (3.5mm stereo)
4. USB for power (also microphone connection on PS3)
5. Power on/off Switch
6. Volume Up
7. Volume Down
8. Audio Mode Select (Dolby Headphone Movie Mode, Dolby Headphone Music Mode, Dolby Pro Logic IIx, Dolby Headphone OFF)
9. Power and Source Type Indicator LED: white if Dolby 5.1, blue if non-Dolby 5.1, nil if OFF
10. Pro Logic IIx Indicator LED: white if ON, nil if OFF
11. Dolby Headphone Indicator LED: white if ON, nil if OFF
12. Movie and Music Mode Indicator LED: white for Movie mode, green for Music mode, nil for Bypass
13. Output to headset



B. Headset

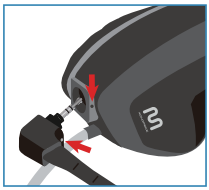
14. Soft, comfortable headband
15. Adjustable headband to fit any head
16. Detachable boom microphone
17. Flexible microphone boom for perfect positioning
18. Omnidirectional microphone



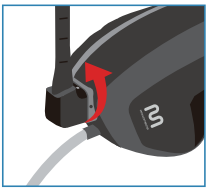
■ Microphone for Smartphones

■ Microphone for PC-Gaming/Music

Note:



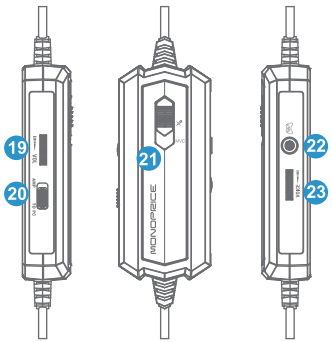
Connect & remove microphone with Headset by aligning two dots



Secure the Microphone by rotating it 90 degrees counterclockwise

C. Breakaway Inline Controller Cable

19. Volume control
20. Headset Amplifier selection
21. Microphone Mute toggle
22. Microphone jack for Xbox Live®
23. Separate volume control for incoming voice comms



PRODUCT OPERATION & LED INDICATOR

Product Operation

1. PWR Button: Power ON/OFF Default is OFF. Press to power ON, press again to power OFF.
2. VOL+ Button: Volume Up control
3. VOL- Button: Volume Down control
4. Dolby Headphone Button: Four modes selectable. Press once for Dolby Headphone with Movie Mode, again to select Dolby Headphone with Music Mode, again for Dolby Pro Logic IIx mode, again to turn Dolby OFF.
5. Reset Button (Reset to OEM settings): Press Volume Up & Down Together, then Press Power, all 4 LED Will Flash 3 Times with White Color to indicate successful reset

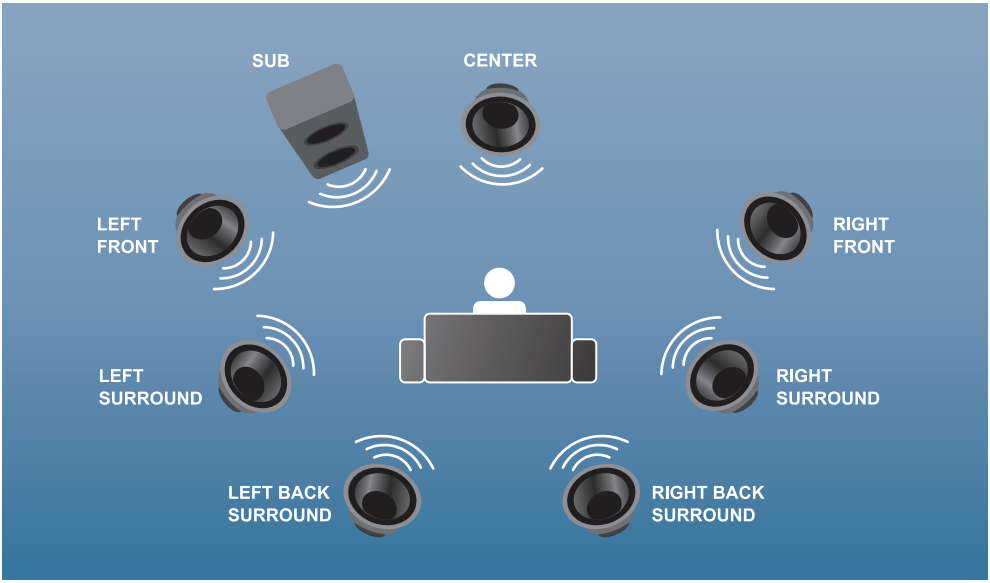
LED Indicators

1. 1st LED: Power/Source Indicator: White color indicates the source is Dolby Digital 5.1, blue indicates non-Dolby Digital 5.1
2. 2nd LED: Dolby Pro Logic IIx ON/OFF Indicator: White means ON, Nil for OFF
3. 3rd LED: Dolby Headphone ON/OFF Indicator: White means ON, Nil for OFF
4. 4th LED: Movie/Music Mode Selection: White for Movie, Green for Music, Nil for Bypass
5. While Dolby Pro Logic IIx is OFF, both the Dolby Headphone & Movie/Music Mode LEDs are OFF

About Dolby Digital / Dolby Pro Logic IIx / Dolby Headphone

1. Most games and movie titles today feature Dolby Digital 5.1 Technology multichannel audio. The included Decoder unit with this headset allows you to enjoy Dolby Digital 5.1 multichannel audio as originally intended by the game/movie makers.
2. When using an analog 2-channel source, the Dolby Pro Logic IIx circuitry in the Decoder will create a virtualized 7.1 channel surround sound environment.
3. When using digital multichannel audio, the Dolby Headphone mode will process the multichannel input into a 2-channel output, without any signal loss.

Dolby Surround Sound



For more information, please visit - www.Dolby.com

Connecting to an XBox 360®

1. Connect the Headset to the Breakaway Inline Controller Cable.
2. Connect one end of the USB cable to the Decoder unit and the other end into an open USB port on the XBox 360® console.
3. Connect one end of the optical audio cable to the Decoder box and the other end to the optical output on the Xbox 360® console.
4. Plug the round 6-pin connector on the Inline Controller to the Decoder box.
5. Slide the Optical / Analog switch on the Decoder box to "Optical".
6. Power on both the Xbox 360® console and the Decoder box.



Note :
Insert 6-pin round plug into decoder box with arrow facing up

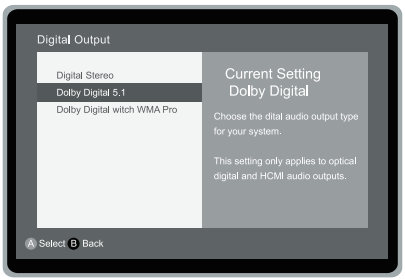
Xbox 360® / Xbox Live Voice Settings

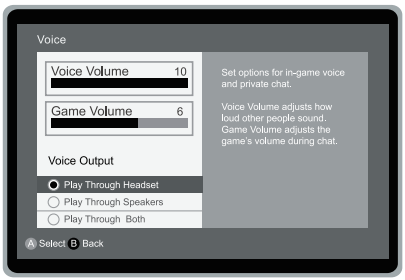
■ Xbox 360® Audio Settings

1. From the Xbox 360® Dashboard, navigate to: System Settings -> Console Settings -> Audio -> Digital Output
2. Select: Dolby Digital 5.1

■ Xbox 360® Live Voice Settings

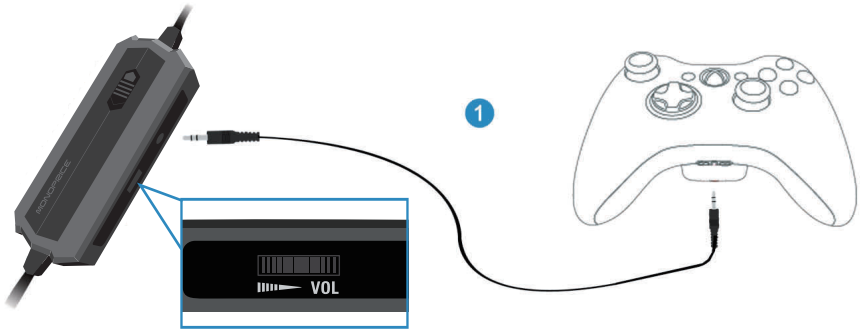
1. Press the "Xbox Global Button" on the controller.
2. Navigate to: Settings -> Preferences -> Voice -> Voice Output
3. Select: Play Through Headset





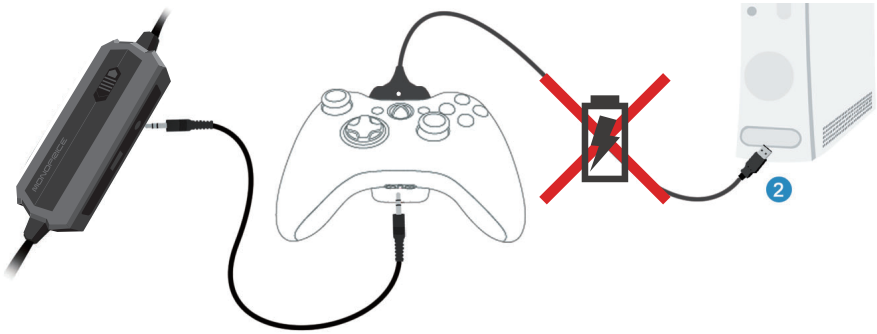
Connecting to XBox Live®

1. Connect one end of the XBox Live® Communication Cable (3.5 mm plug to 2.5 mm plug cable) to the Inline Controller and the other end to the Xbox 360® Controller.



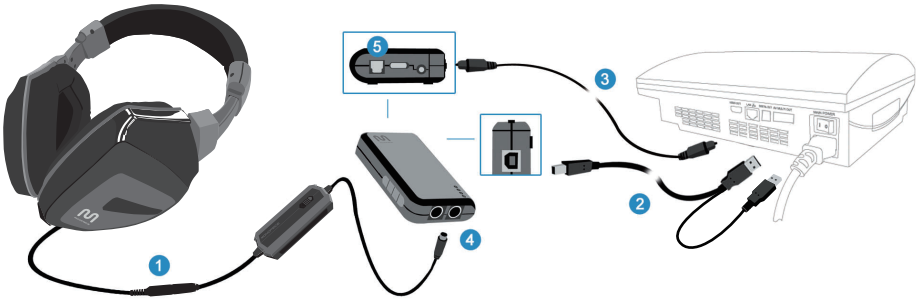
Adjust incoming voice volume using the voice volume control on the Inline Controller.

2. Important! When using the Xbox Live® communication function, do not allow your Xbox 360® controller to be charged via a USB cable connection to the Xbox 360® console.



Connecting to a PS3™

1. Connect the Headset to the Breakaway Inline Controller Cable.
2. Connect one end of the USB cable to the Decoder box and the other end to an available USB port on the PS3™ console. Note that the second USB connection may be required to provide sufficient power to the Decoder box.
3. Connect one end of the optical cable to the decoder box and the other end to the optical output on the PS3™ console.
4. Plug the round 6-pin connector on the Inline Controller to the Decoder box.
5. Slide the Optical/Analog switch on the Decoder box to "Optical".
6. Power on both the PS3™ console and the Decoder box.



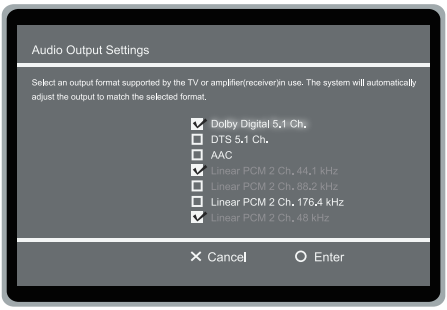
PS3™ / PlayStation® Network Settings

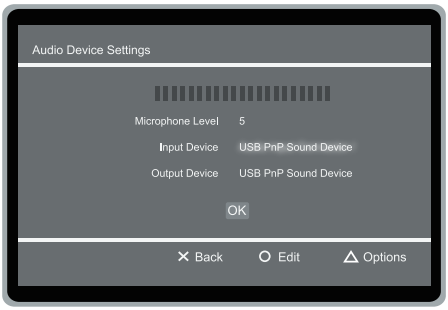
■ PS3™ Audio Settings

1. From the PS3™ Dashboard, navigate to: Settings -> Sound Settings -> Audio Output Settings -> Optical Digital
2. Select: Dolby Digital 5.1 CH

■ Playstation® Network Settings

1. From the PS3™ Dashboard, navigate to: Settings -> Accessory Settings -> Audio Device Settings
2. For both the Input Device and Output Device entries, select: USB PnP Sound Device

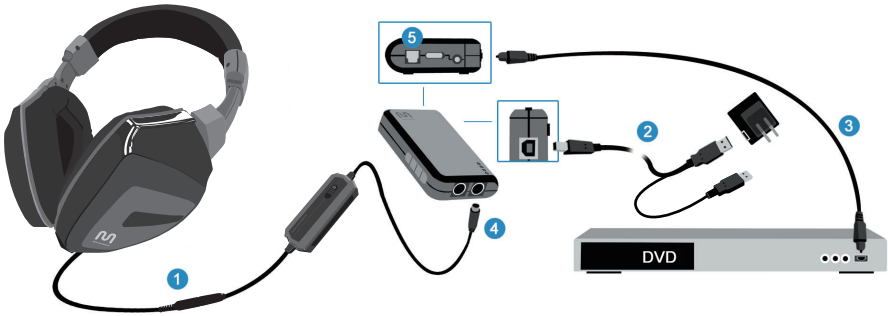




Note: Ensure the DTS audio box is NOT selected as it can cause some games to produce no audio.

Connecting to a DVD Player

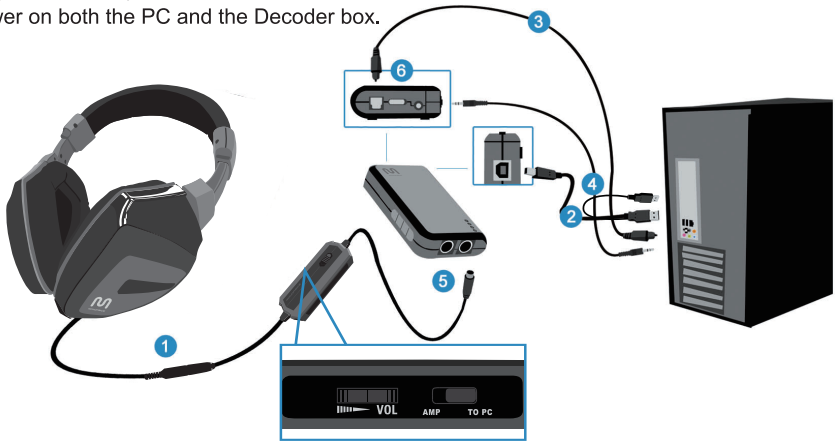
1. Connect the Headset to the Breakaway Inline Controller Cable.
2. Connect one end of the USB cable to the Decoder box and the other end to any USB power source, such as a wall charger.
3. Connect one end of the optical cable to the decoder box and the other end to the optical output on the DVD player.
4. Plug the round 6-pin connector on the Inline Controller to the Decoder box.
5. Slide the Optical/Analog switch on the Decoder box to "Optical".
6. Power on both the DVD player and the Decoder box.



Note : Ensure that the DVD player is configured to output audio on the S/PDIF, Optical, or Toslink setting.

Connecting to a PC

1. Connect the Headset to the Breakaway Inline Controller Cable.
2. Connect one end of the USB cable to the Decoder box and the other end to an available USB port on the PC.
3. Determine whether you will be using optical or analog audio.
   a. If using optical audio, connect one end of the optical cable to the Decoder box and the other end to the optical audio output on the PC.
   b. Set the Audio Input Selector switch on the Decoder box to "Optical".
4. a. If using analog audio, connect one end of the 3.5 mm audio cable to the decoder box and the other end to the analog audio output jack (green) on your PC.
   b. Set the Audio Input Selector switch on the Decoder box to "Analog".
5. Plug the round 6-pin connector on the Inline Controller to the Decoder box.
6. Power on both the PC and the Decoder box.



Adjust Others Voice Volume by Turning the" VOL " Volume Control

Configure your PC's audio settings as follows:

1. Navigate to: Control Panel -> Sounds and Audio Devices -> Audio -> Sound Playback.
2. Select your default audio device.
3. Navigate to: Control Panel -> Sounds and Audio Devices -> Audio -> Sound Recording.
4. Select: USB PnP Sound Device.

Note: When using Windows 7, check the microphone volume level, which may be defaulted to 0.

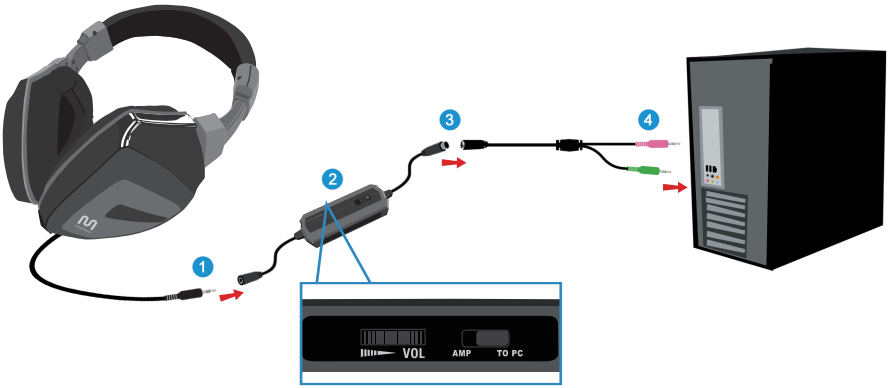
Notes about using Optical output from the PC:

1. If watching a DVD with the Media Player, ensure you are using Media Player 12, or any player with an AC3 filter.
2. Although many games are encoded with Dolby Digital, most CD-ROM/DVD-ROM drives cannot output Dolby Digital directly. It is recommended to use Dolby Pro Logic IIx mode with a sound card that supports Dolby Digital Live (DDL).

Connecting the Headset to PCs and Mobile Devices

A. Connecting the Headset to a PC with the Breakaway Inline Controller Cable

1. Connect the Headset to the Breakaway Inline Controller Cable.
2. Slide the "Amp / To PC" switch on the Inline Controller to "To PC".
3. Connect the G6 end of the G6 to 3.5mm cable to the Inline Controller.
4. a. Plug the green 3.5 mm plug into the audio output jack (green) on the PC.
   b. Plug the pink 3.5 mm plug into the microphone input jack (pink) on the PC.
5. Power on the PC.



Adjust Others Voice Volume by Turning the" VOL " Volume Control

B. Connecting the Headset to Smartphones without the Inline Controller

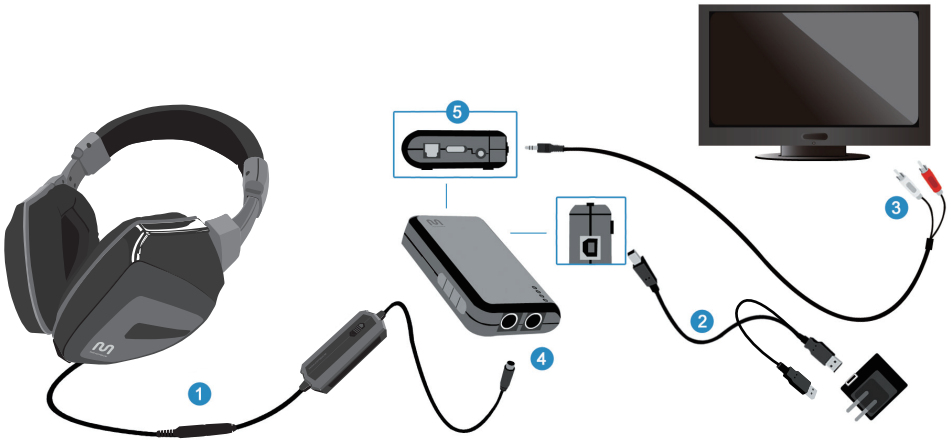
1. Plug the Headset directly into the audio jack on the smartphone.
2. Plug the Mini Microphone into the Headset.
3. Power on the smartphone.



Note: An additional adapter for some Nokia, Sony Ericsson, and Samsung devices is included. Note that the pinout of some phones is different that normal. Please check your smartphone's documentation to determine if it is supported.

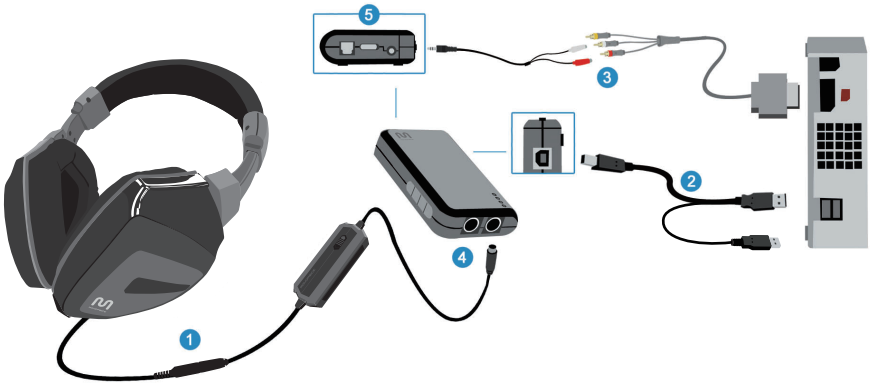
Connecting to a TV

1. Connect the Headset to the Breakaway Inline Controller Cable.
2. Connect one end of the USB cable to the Decoder box and the other end to any USB power source, such as a wall charger.
3. Connect one end of a 3.5 mm to 2x RCA Male audio cable (not included) into the Decoder box and the RCA ends into the audio output jacks on the TV.
4. Plug the round 6-pin connector on the Inline Controller to the Decoder box.
5. Slide the Optical/Analog switch on the Decoder box to "Analog".
6. Power on both the TV player and the Decoder box.



Connecting to a Wii U™

1. Connect the Headset to the Breakaway Inline Controller Cable.
2. Connect one end of the USB cable to the Decoder box and the other end to an available USB port on the Wii U™.
3. Connect one end of a 3.5 mm to 2x RCA Female audio cable (not included) into the Decoder box and the RCA ends of the Wii's AV Cable.
4. Plug the round 6-pin connector on the Inline Controller to the Decoder box.
5. Slide the Optical/Analog switch on the Decoder box to "Analog".
6. Power on both the Wii U™ player and the Decoder box.



Important Information

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