XBOX ONE SETUP

XBOX ONE

Controller with 3.5mm port

1. Always turn on the headset before turning on the controller.
2. Connect one end of the Xbox One chat cable to the 3.5mm port on the headset and the other end to the 3.5mm port on the Controller.
3. On the Xbox One, go into **All settings > Kinect & devices > Devices & accessories** and choose the Xbox One Wireless Controller in use.
4. Select 'Volume' and set 'Headset volume' to maximum and 'Mic monitoring' to minimum.
   Make sure that 'Headset mic' is turned to 'On.'
5. Select 'Chat Mixer' and set 'Headset chat mixer' all the way to the right for 100% chat.
6. If it appears, set 'Headset chat mixer' all the way to the right for 100% chat.
7. On the Xbox One, go into **All settings > Display & sound.** Under 'Audio Output' select 'Optical audio' and choose 'Stereo uncompressed.'

Using Stereo Headset Adapter

1. If the Xbox One Controller does not have a 3.5mm port, an Xbox One Stereo Headset adapter is required (not included).
2. Connect one end of the Xbox One chat cable to the 3.5mm port on the headset and the other end to the 3.5mm port on the Stereo Headset Adaptor.
3. Adjust the game/chat balance on the Stereo Headset Adapter to 100% chat and increase the volume on the adapter to maximum.
4. On the Xbox One, go into **All settings > Display & sound.** Under 'Audio output' select "Optical audio" and choose 'Stereo uncompressed.'

XBOX 360 SETUP

XBOX 360

1. Connect one end of the Xbox 360 chat cable to the 3.5mm port on the headset and the other end into the 2.5mm port on the Controller.
2. Go into **Settings > System > Console Settings > Audio** and select 'Digital Stereo'

PLAYSTATION 4 SETUP

PS4

1. Go into **Settings > Sound and Screen > Audio Output Settings > Primary Output Port** and select "Digital Out (Optical)"
2. Make sure that only 'Linear PCM 44.1kHz and 'Linear PCM 48kHz' are checked.
3. Go into **Settings > Audio Output Settings > Audio Format (Priority)** and select 'Linear PCM.'
4. Go into **Settings > Devices > Audio Devices** and set both the 'Input Device' and 'Output Device' to 'USB Headset(Lucid Sound LS30)
5. Set the Output to Headphone to 'Chat Audio'
6. Set the 'Volume Control (Headphones)' to maximum

PLAYSTATION 3 SETUP

PS3

1. Go into **Settings > Sound Settings > Audio Output Settings > Optical Digital.**
2. Make sure that only 'Linear PCM 2 CH. 44.1kHz' and 'Linear PCM 2 CH. 48kHz' are checked.
3. Go into **Settings > Accessory Settings > Audio Device Settings** and set the 'Input Device' and 'Output Device' to 'Lucid Sound LS30'

MOBILE

1. Connect one end of the mobile cable to the 3.5mm input on the headset and the other end to the 3.5mm output on the mobile device.
2. The headset will only work in passive (OFF) mode. (note that the volume, EQ, and mute features will not function)

To receive warranty service, please contact us at:

lucidsound.com
888-581-4469
support@lucidsound.com

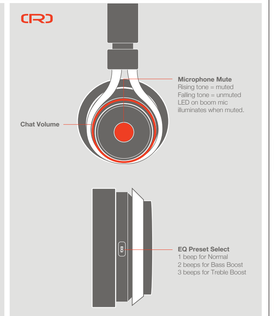
WIRELESS

LS30

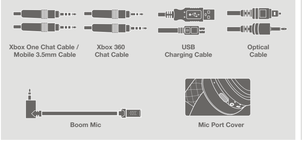
UNIVERSAL GAMING HEADSET

USER GUIDE

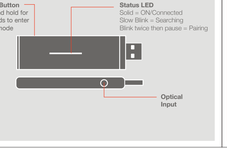
HEADSET



CABLES/PARTS



BASE STATION



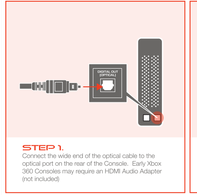
CHARGING

MICROPHONE

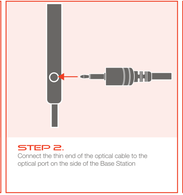
The LS30 includes an optional boom microphone. When this microphone is removed, an internal microphone is activated. To connect the boom Microphone, simply insert it into the port on the bottom of the headset.

CONNECTING TO CONSOLE

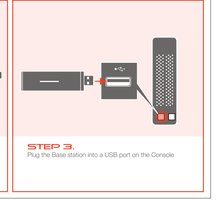
For PS3, PS4, Xbox One, and Xbox 360



STEP 1.
Connect the wide end of the optical cable to the optical port on the rear of the Console. Early Xbox 360 Consoles may require an HDMI Audio Adapter (not included)



STEP 2.
Connect the thin end of the optical cable to the optical port on the side of the Base Station



STEP 3.
Plug the Base station into a USB port on the Console

LucidSound™

Attention!!!

Do not return this product to the store.
Please contact LucidSound for help first.

If you have any setup, troubleshooting questions,
or are missing parts:

lucidsound.com

support@lucidsound.com

888-661-4469

Federal Communication Commission Interference Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.
This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:
. Reorient or relocate the receiving antenna.
. Increase the separation between the equipment and receiver.
. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
. Consult the dealer or an experienced radio/TV technician for help.

FCC Caution: To assure continued compliance, any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment. (Example - use only shielded interface cables when connecting to computer or peripheral devices).

FCC Radiation Exposure Statement

This equipment complies with FCC RF radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with a minimum distance of 0.5 centimeters between the radiator and your body.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

The antennas used for this transmitter must be installed to provide a separation distance of at least 0.5 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.