

User manual guide for 2.4G Wireless gaming headset

(Work with X BOX 360/X BOX ONE/PS3/PS4/PC/MAC/WII/TV)

HW-399M

FCC ID:ODCHW-399MR



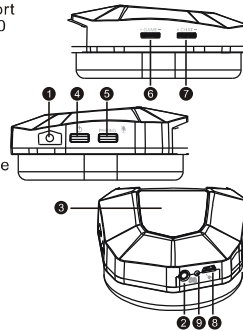
Features:

1. HW-399M is a 2.4Ghz wireless headset, specially designed for X BOX 360, X BOX ONE PS3 and PS4. The transmitter has built-in Microsoft approved non-driver USB sound card and adopts a pure-digit decoding system. You can hear both game and chat sounds through headset courtesy of the special circuit design and in built amplifier. Hear chat in real-time overlaid with stereo game sounds. Use volume buttons on the headset to adjust the volume.
2. Digital wireless technology allows you to operate the headphones at a distance of up to 10 meters from the transmitter – allowing you freedom to move around without cable while playing games. The headset can be used for up to 7 hours after fully charged.
3. The headphones fit snugly over your ears sealing in sounds so you can play games at reasonable volumes without disturbing those nearby. High quality 40mm drivers deliver crystal clear sound quality and allow even low volume sounds to be heard during game play giving great advantage to the serious game player.
4. Configure high sensitivity speakers, sound performance details more clearly.
5. Plug and play, to fully support USB2.0 ,compatible USB1.0 /1.1 interface.
6. Microphone is detachable.

Interfaces:

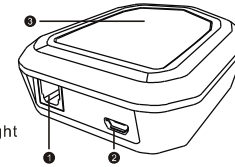
headset

1. 3.5mm microphone interface
2. 3.5mm XBOX interface
3. Working indicator light
4. Power ON/OFF switch
5. MIC mute/Pairing button
6. Background sound VOL
7. Chat sound VOL
8. USB recharging port
9. Recharging indicator light



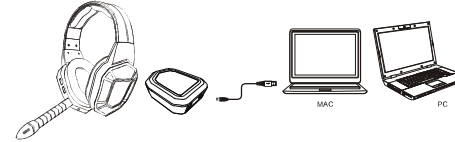
Transmitter:

1. Fibre-optical in
2. Micro USB port
3. Working indicator light

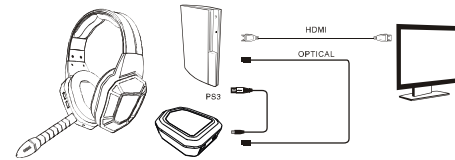


Connections:

1. Connect with PC:
 - use the USB cable to connect the transmitter with PC as pictured below:

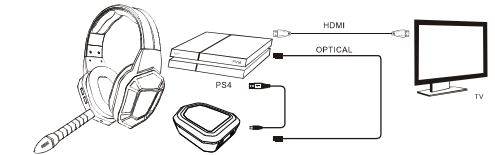


2. Connect with PS3:
 - Use HDMI cable to connect with PS3 and TV
 - Use fibre-optical cable to connect with PS3 and transmitter;
 - Use the USB cable to connect with the transmitter and USB port of PS3 as pictured below:



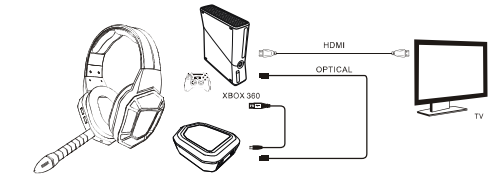
3. Connect with PS4:

- Use HDMI cable to connect with PS4 and TV
- Use fibre-optical cable to connect with PS4 and transmitter;
- Use the USB cable to connect with the transmitter and USB port of PS4 as pictured below:



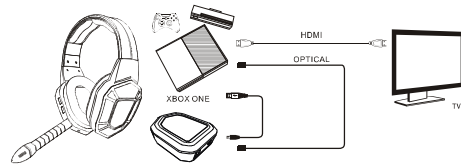
4. Connect with X BOX 360:

- Use HDMI cable to connect with Xbox 360 and TV
- Use fibre-optical cable to connect with Xbox 360 and transmitter;
- Use the USB cable to connect with the transmitter and USB port of XBOX360;
- Use the 2.5-3.5mm cable to connect the headset with the controller of XBOX360, 2.5mm plug connected with the controller of the XBOX360 as pictured below:



5. Connect with X BOX ONE:

- Use HDMI cable to connect with Xbox one and TV
- Use fibre-optical cable to connect with Xbox one and transmitter;
- Use the USB cable to connect with the transmitter and USB port of Xbox one as pictured below:



Precautions:

1. Turn on the headset power switch (or a long time did not charge) lamp does not light up, please use the USB cable to charge headset which is built-in battery. During charging, the LED light keeps lighting up, when charging is finished, the LED light is off. It takes around to complete the charging.
2. The factory default status: When power on the transmitter and headset, headset and transmitter would will pair automatically and LED lights keep lighting without flashing. If the LED lights are flashing, you need to pair the headset and transmitter.
3. When you use the USB headset in computer for the first time, the sound may not be emitted from the USB headset; you need to adjust the audio properties in computers you will see a small speaker icon in the lower right of the PC screen, click the right mouse button, select "Adjust Audio Properties / volume / Sound playback default device / 2.4G WIRELESS HEADSET AND RECORD/2.4G WIRELESS HEADSET. After tick "default device only", click "apply/confirm" to exit. Restart the PC and keep the headset connected.

Packaging contents:

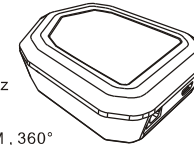
1. Transmitter-----1PCS
2. Wireless headset-----1PCS
3. Fibre-optical cable-----1PCS
4. USB-USB Micro cable-----1PCS
5. 3.5-2.5 cable-----1PCS
6. Detachable Microphone-----1PCS
7. Manual guide-----1PCS

Specifications:

Transmitter:

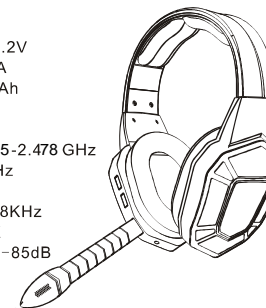
Working voltage: 5V
Working current: 90mA
Frequency range: 2.405-2.478 GHz
Frequency space: 1MHz

Receiving/transmit distance: ≥0M , 360°
Receiving sensitivity: -85dB



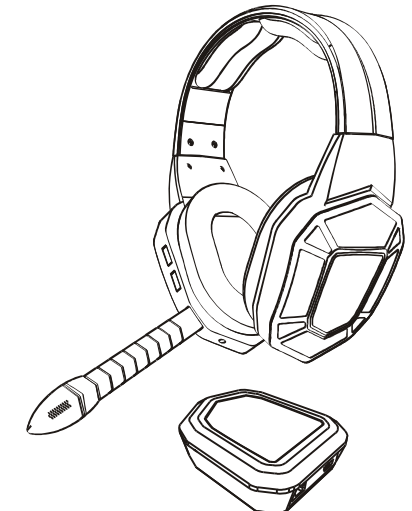
Headset :

Working voltage: 3.5-4.2V
Working current: 90 mA
Lithium battery: 700 mAh
Working hours: 7h
Charging time: ≈3h
Frequency range: 2.405-2.478 GHz
Frequency space: 1 MHz



Sampling frequency: 48KHz
Modulate mode: GFSK
Receiving sensitivity: -85dB
SNR: 55dB
Speaker size: Φ40mm
Speaker impedance: 32Ω
Frequency response: 20~20KHz
Microphone sizes: Φ6.0*5mm
Microphone sensitivity: -58dB
Microphone direction: Omni directional
Microphone frequency response: 100Hz-8KHz

HW-399M



Tips:

Duo to our company product will be updated, some feature description will be different of the product, please reference the physical, any future use of manual modifications or changes without notice!

Operation:

1. Use USB cable to connect the transmitter with the port of USB device such as PC, PS3, PS4, XBOX360, XBOX ONE, the working indicator light will be flashing.
2. Press and hold the power button around 3s on the right part of headset to turn on the headset. If the headset and transmitter was paired successfully, the LED lights for both headset and transmitter will stop flashing; otherwise, the LED lights continue flashing.
3. How to pair the headset and transmitter: when you need to pair the headset and transmitter, please close the all applications on your PC, or exit MIC mode if using a Ps3; please keep within 50CM between the headset and the transmitter, press and hold the MIC "Mute" button on the Right earlap for 5 seconds to enter pairing mode, when the LED light on the right earlap of the headset is quickly flashing, release the button, after 5-10 seconds, the LED light stops flashing. This means the pairing is successful. When pairing is finished, don't press any keys and wait for 6 seconds, then power off the headset and power it on again, the headset will auto pair with the transmitter and also auto save the pairing settings in the memory.
4. The Microphone mute touch-switch:(the microphone is default when the headset open) when shut the microphone, long press the mute switch one second (the transmitter will show bright red and blue double color light) long press a second open (the transmitter only show bright blue light).
5. The right part of the headset has the gaming background/ chat/-volume+ function identification keys and the volume potentiometer to adjust the volume.

NOTE: 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 or more 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.

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.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.