



# Game Talk Pro-2™ Wireless

## User Guide

### Thank you for choosing Game Talk Pro-2™ Wireless

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Game Talk Pro-2™ Wireless are the first TRULY WIRELESS GAMING HEADPHONES for XBOX 360® gamers who want immersive game sound and crystal clear Xbox® LIVE™ communication – totally wireless for both chat and game sound!

Featuring a powerful noise cancelling codec that greatly reduces distracting ambient noises these headphones will ensure that your instructions are received loud and clear.

Large, deep-cushioned ear cups and rugged, lightweight design, ensure you'll enjoy your game audio and talkback in comfort during extended game-play. Add to that an adjustable boom, and touch button volume controls and you'll see why we're calling these the ultimate gaming headphones for Xbox 360®!

#### **Before First Time Usage:**

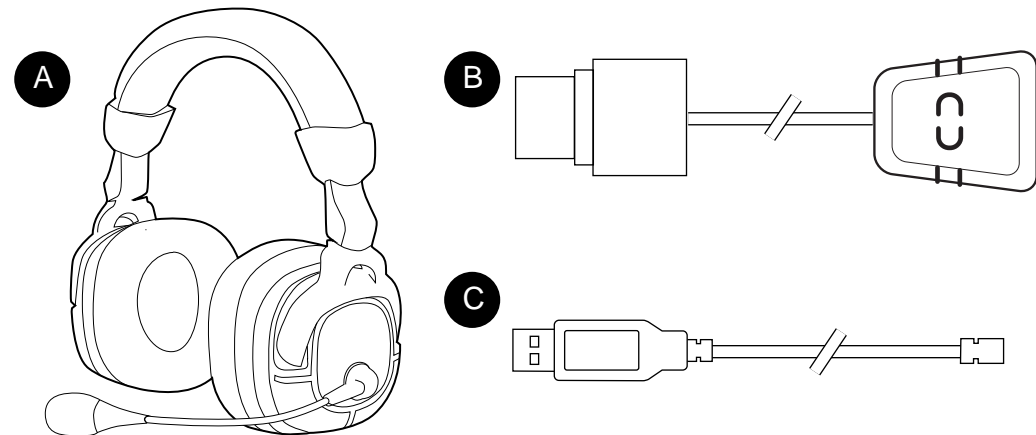
Please ensure that you carefully read each of the sections in this user guide. Failure to do so may result in damage or the incorrect usage of the Game Talk Pro-2 Wireless.

If you experience problems in operating the Game Talk Pro-2 Wireless, please refer to the 'Troubleshooting' section.

#### **Check Carton Contents**

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Please verify that your package contains the following:



A. Game Talk Pro-2 Wireless

B. Audio Transmitter

C. USB Charging Cable

## Important Information

### ▲Safety Information:

- Use of a headset will impair your ability to hear other sounds. Use caution while using your headset when you are engaging in any activity that requires your full attention.
- Never try to dismantle the product yourself, or push objects of any kind into the products, as this may cause short circuits which could result in a fire or electric shock.
- None of the components can be replaced or repaired by users.
- Avoid exposing your product to rain, moisture or other liquids to protect against damage to the product or injury to you.
- Keep all products, cords, and cables away from operating machinery.
- Dispose of the product according to local standards and regulations.

### ▲Built-In Battery Care:

- The headset is powered by a rechargeable battery.
- The full performance of a new battery is achieved only after two or three complete charge and discharge cycles.
- The battery can be charged and discharged hundreds of times, but will eventually wear out.
- If left unused, a fully charged battery will lose its charge over time.
- Leaving the product in hot or cold places will reduce the capacity and lifetime of the battery.
- Always try to keep the battery between 15°C and 25°C (59°F and 77°F). A product with a hot or cold battery may not work temporarily, even when the battery is fully charged. Battery performance is particularly limited in temperatures well below freezing.

### ▲Battery Precautions:

- "Caution" – The battery used in this headset may present a risk of fire or chemical burn if mistreated.
- Do not attempt to open the product or replace the battery. It is built-in and not changeable. Use of other batteries may present a risk of fire or explosion and the warranty will be terminated.
- Only recharge your battery with the provided cable designated for this product.
- Dispose of batteries according to local regulations. Please recycle when possible. Do not dispose as household waste or in a fire as they may explode.
- Batteries may explode if damaged.

### ▲Hearing Loss:

Permanent hearing loss may result from long-term exposure to sound at high volumes. Use as low a volume as possible.

Headsets are capable of delivering sounds at loud volumes and high pitched tones. Under certain circumstances, exposure to such sounds can result in permanent hearing loss damage. Avoid prolonged use of the headset at excessive sound pressure levels. Please read the Safety Guidelines below prior to using this headset.

You Can Reduce the Risk of Hearing Damage by Following These Safety Guidelines:

#### 1. Prior to using this product follow these steps

- Before putting on the headset, turn the Game Chat and Game Volume controls to the lowest level;
- Put the headset on; and then
- Slowly adjust the volume controls to a comfortable level.

#### 2. During the use of this product

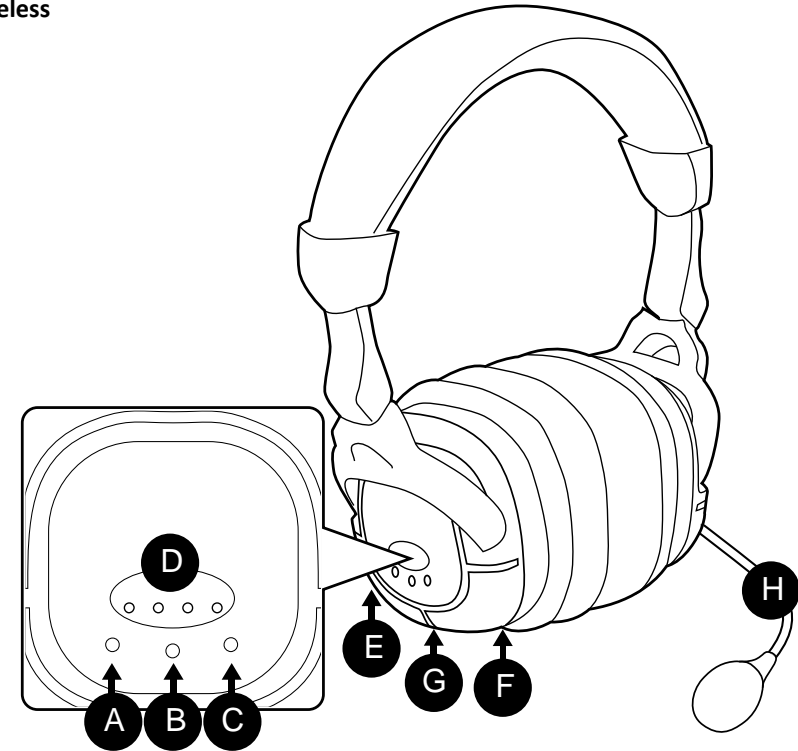
- Keep the volume at the lowest level possible and avoid using the headset in noisy environments where you may be inclined to turn up the volume;
- If increased volume is necessary, adjust the volume controls slowly;
- Ringing in the ears may indicate that the sound levels are too high;
- If you experience discomfort or ringing in your ears, immediately discontinue using the headset and consult a physician; and
- Stop using the headset if it causes great discomfort.

With continued use at high volume, your ears may become accustomed to the sound level, which may result in permanent damage to your hearing without any noticeable discomfort.

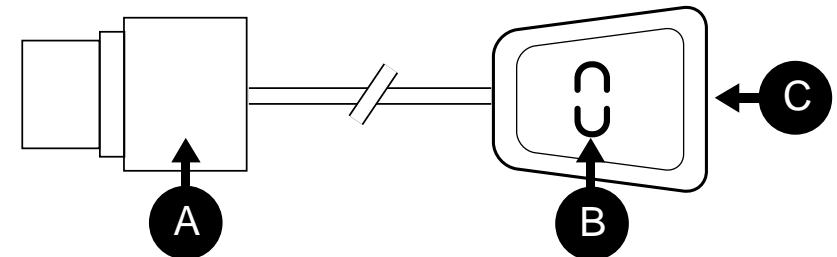
## Product Overview

### Game Talk Pro-2 Wireless

- A. Sync Button
- B. Power/Mute Button
- C. FX Button
- D. Player Number Indicator Lights
- E. Game Chat Volume Control
- F. Game Volume Control
- G. Charging Jack
- H. Adjustable Microphone Boom



### Audio Transmitter



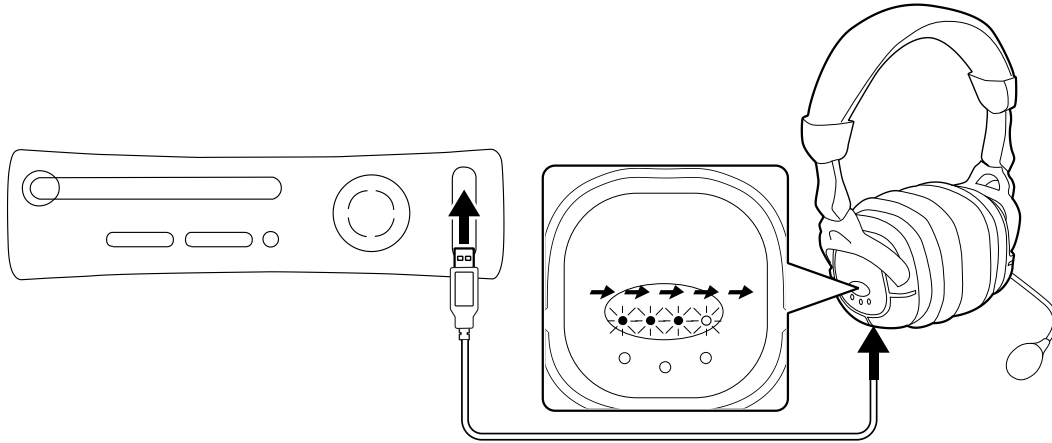
A. Connect to Xbox 360 A/V Connector

B. Sync Light

C. Connect Xbox 360 A/V Cable (Not required if you are using HDMI cable)

## Charging the Headset

The Game Talk Pro-2 Wireless comes with a built-in Lithium Polymer battery that needs to be charged before first use. To do this, please follow these steps:



### Step 1:

Connect the USB charging cable (supplied) into any free USB port on your Xbox 360.

### Step 2:

Connect the mini USB end of the charging cable to the Charging Jack, located on the Game Talk Pro-2 Wireless.

### Step 3:

Whilst charging, the Player Number Indicator Lights will repeatedly fill up in sequence

### Step 4:

When charging is complete all four Player Number Indicator Lights will remain static. Disconnect the USB charging cable from your Xbox 360 and the Charging Jack on the Game Talk Pro-2 Wireless.

## Charging Time

Fully charging the built-in battery can take up to four hours. While charging, the headset will not function and it's perfectly normal for the headset to become slightly warm.

## When to Recharge

When the battery begins to run low the headset will emit 3 audible beeps, these beeps will repeat until the unit is plugged into the Xbox console to recharge – or when battery life totally expires and power is lost.

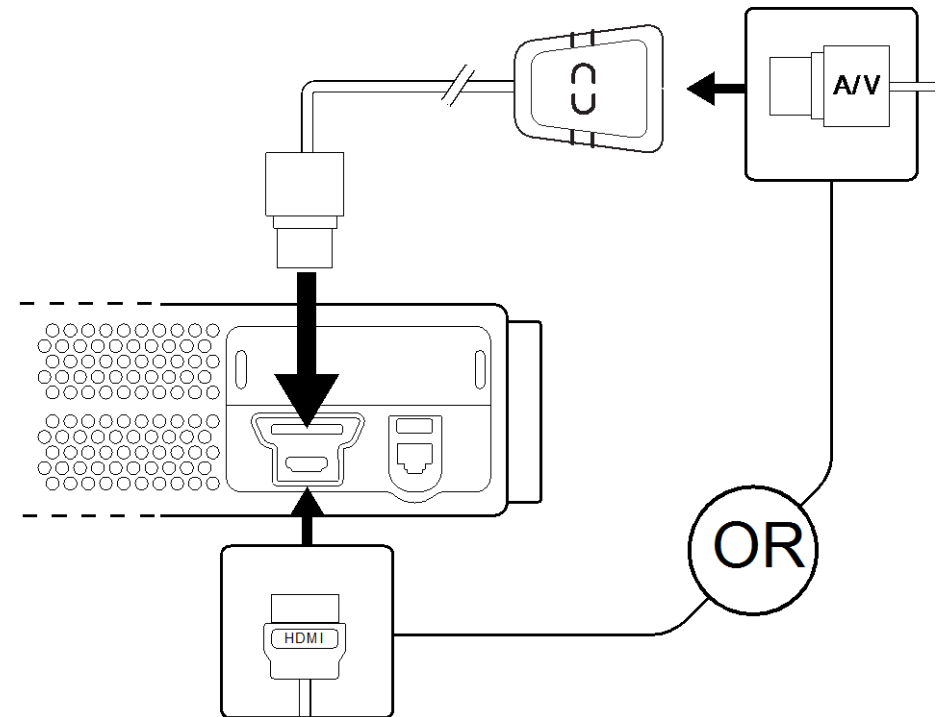
## ▲Important Charging Precautions

For Safety reasons, and to prevent damage to the headset, please ensure that you follow these recommendations:

- Please recharge the headset at normal room temperature, do not recharge the headset in temperatures in excess of 30oC.
- Only use the USB charging cable supplied to charge the headset.

## Connecting the Audio Transmitter to the Xbox 360

The following steps explain how to connect the Audio Transmitter to the Xbox 360 using the standard A/V cable or a HDMI cable.



### Step 1:

Ensure that the console is powered off and disconnect the inserted A/V cable.

### Step 2:

Connect the Audio Transmitter to the A/V connection on the Xbox 360.

### Step 3:

Connect the A/V cable to the rear of the Audio Transmitter or connect the HDMI cable to the HDMI connection on the Xbox 360.

## Connect the Audio Transmitter with the Game Talk Pro-2 Wireless

The Game Talk Pro-2 Wireless will automatically detect the closest “Audio Transmitter” when powered on. It will need to be synchronized with your Xbox 360 as detailed in the next section to communicate with other players during Xbox Live multi player sessions.

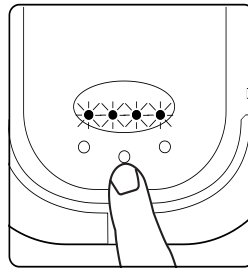
In order for the Game Talk Pro-2 Wireless to automatically connect to the Audio Transmitter. Firstly connect the Audio Transmitter to the Xbox 360 as detailed in the previous section. Ensure the Xbox 360 is turned on and confirm the Sync Light on the Audio Transmitter is flashing. Turn on the Game Talk Pro-2 Wireless by pressing and holding the Power/Mute Button for a number of seconds, until the Player Number Indicator Lights begin to flash. The Audio Transmitter will now automatically sync with the Game Talk Pro-2 Wireless. This is confirmed by the Sync Light on the Audio Transmitter remaining static.

## Syncing the Game Talk Pro-2 Wireless with the Xbox 360

Before you can use the Game Talk Pro-2 Wireless for the first time to communicate with other players during Xbox Live multi player sessions. You need to sync the Game Talk Pro-2 Wireless with the Xbox 360. To do this, please follow these steps:

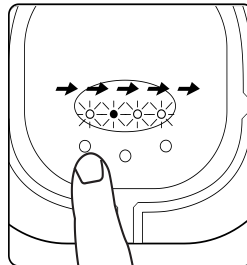
### Step 1:

Ensuring that the Xbox 360 is turned on, turn on the Game Talk Pro-2 Wireless by pressing and holding the Power/Mute Button for a number of seconds, until the Play Number Indicator Lights begin to flash.



### Step 2:

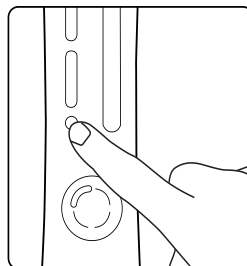
Press and hold the Sync Button, so that the Player Number Indicator Lights flash in sequence.



### Step 3:

To complete the syncing process, press the ‘Sync’ button on the front of the Xbox 360.

After a few seconds the Game Talk Pro-2 Wireless and console will be synchronised. A player number will be assigned to the Game Talk Pro-2 Wireless and displayed by the Player Number Indicator Lights. The headset will automatically be assigned the first available player number.

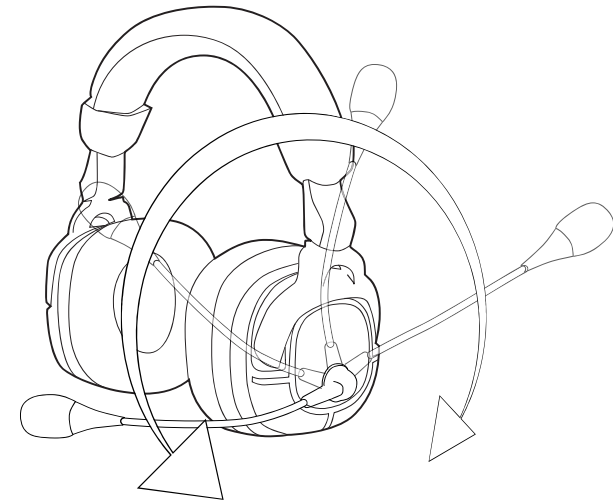


## ⚠ Important Syncing Advice

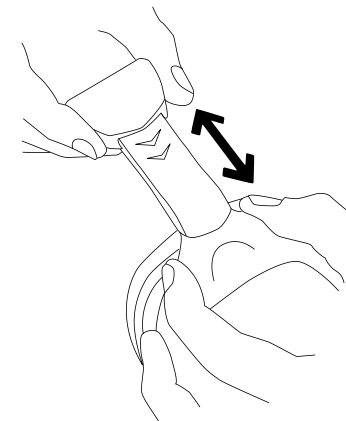
A wired headset takes precedence over a wireless headset. You cannot associate a wireless headset with a controller which a wired headset is connected. If a wired headset is connected whilst a wireless headset is already associated to your controller, the wireless headset will automatically disconnect. Please refer to the section ‘Changing the Assigned Player Number’ for advice on associating the headset with a different player number.

## Wearing the Headset

The microphone boom can be worn on either side of your head. Rotate the headset arm over the top of the headset to change side as shown. Position the mouthpiece so that it is close to your mouth without being directly in front of it. This will allow the mic to pick up your voice clearly without picking up your breathing.



Adjustments can be made on either side of the headset as shown by sliding it outwards to achieve a comfortable fit.



## Changing the Assigned Player Number

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If a controller is connected under player 1, the Xbox 360 will associate the Game Talk Pro-2 Wireless with player 1. If another wireless headset is already associated with player 1 or a wired headset is connected the Game Talk Pro-2 Wireless will be associated with player 2.

If you want to associate the Game Talk Pro-2 Wireless with a different player number at any point press the headset's Sync Button to manually increase the player number. The Player Number Indicator Lights will confirm the assigned player number at this point.

## Setting the Game Talk Pro-2 Wireless On or Off

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In order to set the Game Talk Pro-2 Wireless to on. Press and hold the Power/Mute Button for a number of seconds, until the Player Number Indicator Lights begin to flash. The headset will emit an ascending beep when the headset is powered on.

If the Game Talk Pro-2 Wireless is synchronized with your console, one Player Number Indicator Light will remain static after a brief period indicating the assigned player number. If the Player Number Indicator Lights continue to flash after a brief period, please refer to the section 'Syncing the Game Talk Pro-2 Wireless with the Xbox 360'.

In order to set the Game Talk Pro-2 Wireless to off. Press and hold the Power/Mute Button for a number of seconds, until the Player Number Indicator Lights are no longer lit. The headset will emit a descending beep when the headset is powered off.

## Mute the Microphone

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In order to mute the microphone, press the Power/Mute Button. Press the Power/Mute Button again to disable microphone mute. The headset will emit a descending beep when microphone mute is enabled and an ascending beep when microphone mute is disabled.

## Reverse the Left and Right Speaker

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You can reverse the left and right speaker to allow you to change which sounds you hear from which speaker. In order to reverse the speakers press and hold the FX Button for several seconds, to reverse the speakers at any time.

## FX Features

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The Game Talk Pro-2 Wireless includes four FX features enabling you to enhance the sound quality. The FX Features are Bass Boost, Extreme Bass Boost, 3D Effect and Treble Boost. Bass Boost allows you to increase the level of bass and Extreme Bass Boost allows you to further enhance the level of bass. 3D Effect is achieved by widening the stereo image by modifying the phase information. Treble Boost allows you to increase the level of audio treble.

You cycle through each of the FX features using the headset's FX Button. The Game Talk Pro-2 Wireless emits a number of beeps each time the FX Button is pressed, indicating the set FX feature, as detailed below:

<i>One Beep =</i>	No FX Feature
<i>Two Beeps =</i>	Bass Boost
<i>Three Beeps =</i>	Extreme Bass Boost
<i>Four Beeps =</i>	3D Effect
<i>Five Beeps =</i>	Treble Boost

## Troubleshooting

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### Why am I unable to communicate with other players during Xbox Live multi player sessions?

If when adjusting the Game Chat Volume Control you are unable to communicate with other players. You need to ensure that the Game Talk Pro-2 Wireless is correctly synchronized with the Xbox 360. Please refer to the section 'Syncing the Game Talk Pro-2 Wireless with the Xbox 360'.

If the Game Talk Pro-2 Wireless is correctly synchronized with the Xbox 360, you will need to ensure that the Game Talk Pro-2 Wireless is assigned to the same player number as your controller. Please refer to the section 'Changing the Assigned Player Number' for advice on changing the assigned player number.

### Why are other players unable to hear me during Xbox Live multi player sessions?

If you are able to hear other players during Xbox Live multi player sessions but they are unable to hear you. It may be the case that you have the microphone mute enabled. Please refer to the section 'Mute the Microphone'.

### Why am I unable to hear game audio though the Game Talk Pro-2 Wireless?

When adjusting the Game Volume Control if you are unable to hear game audio. You need to ensure that the Audio Transmitter is correctly connected to the Xbox 360. Please refer to the section 'Connecting the Audio Transmitter to the Xbox 360'.

The Sync Light on the Audio Transmitter will flash when searching for the Game Talk Pro-2 Wireless, and remain static when connected with the Game Talk Pro-2 Wireless. Please refer to the section 'Connect the Audio Transmitter with the Game Talk Pro-2 Wireless'.

### **Why does the Audio Transmitter Sync Light Fail to Illuminate?**

Have you correctly connected the Audio Transmitter to the Xbox 360? Please refer to the section 'Connecting the Audio Transmitter to the Xbox 360'.

If you continue to experience the same problem, try disconnecting and reconnecting the Audio Transmitter to ensure that it's seated correctly and always ensure that the Xbox 360 is powered on.

### **Why Does the Game Talk Pro-2 Wireless Fail to Power On?**

If when you press and hold the Power/Mute Button for a number of seconds, the Player Number Indicator lights fail to illuminate. Try recharging the headset as detailed under the section 'Charging the Headset'. Also we would recommend trying to charge the Game Talk Pro-2 Wireless whilst connected to a different USB connection.

### **Why does my headset no longer sound the same?**

Enabling one of the FX features will enhance the quality of the sound. Please refer to the section 'FX Features'. If you would like to disable any enabled FX feature, press the FX Button several times until the headset emits one beep. One beep indicates that no FX features are enabled.

### **FCC Rules, Part 15**

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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 to 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:

This device may not cause harmful interference.

This device must accept any interference received, including interference that may cause undesired operation

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

### **Responsible Party:**

Datel Design & Inc,  
33 North Garden Avenue,  
Suite 900,  
Clearwater,  
FL 33755  
United States of America  
Tel. 727-431-0650

### **Customers in Canada**

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#### **IC warning statement:**

This Class B digital apparatus complies with Canadian ICES-003.  
This device complies with RSS 210 of Industry Canada (IC).

Operation of this device is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

#### **RF warning statement:**

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure conditions without restriction.

**Note:** Modifications to this product will void the user's authority to operate this equipment.

### **Technical Support and Customer Services**

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Before contacting Datel's customer service department, please ensure that you have read through and understood the information in this user guide. Please ensure that you have information on when and where you purchased this product to hand.

#### **Datel Customer Services Europe**

Customers Services, Datel Ltd  
Stafford Road, Stone, STAFFS, ST15 0DG  
UNITED KINGDOM

Email: [support@datel.co.uk](mailto:support@datel.co.uk)

Web: <http://uk.codejunkies.com>

#### **Datel Customer Services USA**

ATTN: Customer Services, Datel Design & Development Inc

33 North Garden Avenue, Suite 900, Clearwater, FL 33755

UNITED STATES

Email: [support@dateldesign.com](mailto:support@dateldesign.com)

Knowledgebase: <http://www.datelcustomerservice.com>

Web: <http://us.codejunkies.com>

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