XBOX 360
Wireless Gaming Headset™

User Guide

V1.00

Introduction

Congratulations on your purchase of Datels state-of-the-art Wireless Gaming Headset for Xbox 360. This headset has been specifically developed for maximum performance and comfort in the heat of gaming battle.

Wireless Gaming headset is the only third party Xbox 360 headset to offer 100% compatible communication with the Xbox 360 using the consoles proprietary wireless technology.

To use the Wireless Gaming Headset you will require an Xbox Live® membership. For more information about Xbox Live®, please see your Xbox 360 set-up manual.

Safety Information

⚠Hearing Loss

Prolonged exposure to loud volumes may result in temporary or permanent damage to your hearing. Be careful not to set the volume level too high on your headset. Always take regular breaks when gaming or chatting.
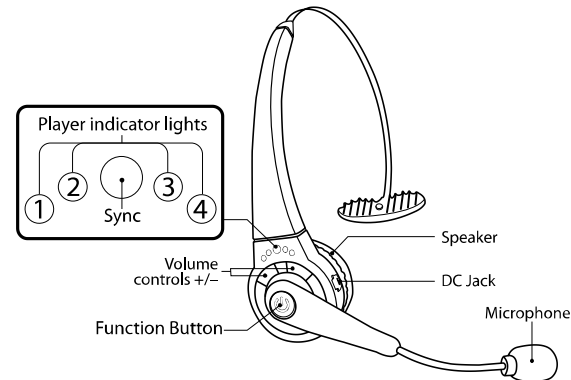
⚠Battery Safety

The Wireless Gaming Headset comes with a built-in Lithium-ion Polymer battery, improper use of which may result in explosion. Do not heat, open, puncture or expose to fire.

Carton Contents

- Wireless Gaming Headset
- USB Charging Cable
- This User Guide

The Headset

Player indicator lights

2 3
1   Sync 4

Volume controls +/–

Function Button

Speaker

DC Jack

Microphone

Player Number Indicator Lights: Used to communicate the assigned player number and headset status.

Sync Button: Use to sync with an Xbox 360 and to change the assigned player number.

Volume +/- Buttons: Press (+) to increase and (-) to decrease the earpiece volume

Function Button: Use to turn the headset on/off and mute the microphone.

DC Charging Jack: Use to charge the headset using the USB charge cable (supplied).

Microphone: Noise cancelling microphone should be positioned slightly to the side of your mouth.

⚠Important Information

Before you can use the Wireless Gaming Headset with your Xbox 360 you will need to charge the built-in battery, Sync the headset with your Xbox 360, turn the headset on and associate the headset with a player number. Please use the following sections for advice on each of these requirements.

Charging the Headset

The Wireless Gaming Headset comes with a built-in Lithium Polymer battery that needs to be charged before first use.

To do this, plug the USB charging cable (supplied) into any USB port on your Xbox 360 and the other end into the DC Charging Jack on the Wireless Gaming Headset (you will need to

remove the rubber cover first). To begin the charging your Xbox 360 will need to be powered on. Whilst charging, the Player Number Indictor Lights will begin to flash alternating in sequence, when charging is complete all four Player Number Indicator Lights will remain static.

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.

Whilst using the headset either 2 audible beeps will be heard to indicate that approximately 30 minutes of battery life is remaining or 3 audible beeps will be heard to indicate that approximately 5 minutes of battery life is remaining.
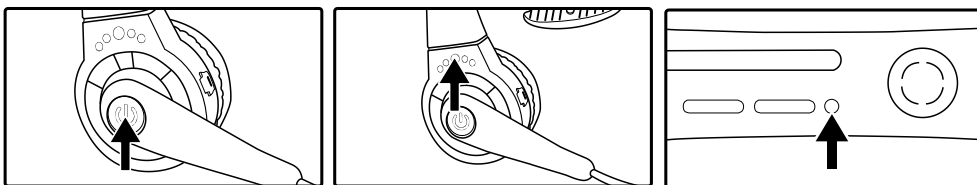
Hint: Check the battery life any time using your Xbox Guide. A battery status meter is shown beside the headset symbol located within the upper part of the Xbox Guide.

⚠️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.

Syncing the Headset with your Xbox 360

Before you can use the Wireless Gaming Headset for the first time you will need to sync it with your Xbox 360.

To do this, ensuring that your console is powered on, press and hold the Function button on the headset until the Player Number Indicator Lights begin to flash continuously. Next press the Sync button on the headset so that the Player Number Indicator Lights continue
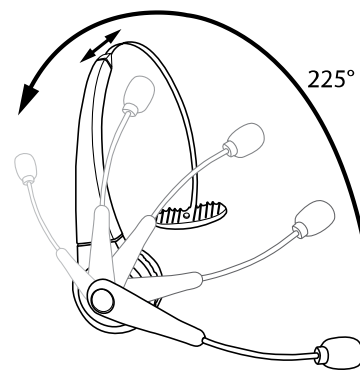
to flash in alternate sequence. To complete the syncing process, press the 'Sync' button on the front of the console.

After a few seconds the headset and console will be synchronised and a player number will be assigned to the headset 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 'Player Numbers' for advice on associating the headset with a different player number.

Wearing the Headset

225°

The headset can be worn on either ear. Rotate the headset arm over the top of the headset to change ear as shown.

Adjust the head band by sliding it outwards to achieve a comfortable fit.

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.

Using the Headset

Turning the Headset On/Off
To turn the headset on, press and hold the Function button for at least one second. The Player Number Indicator Lights will now briefly flash before one of the lights remains static to indicate the assigned player number. When turning the headset on the headset

will emit an ascending sequence of beeps. Whilst operating the headset it's perfectly normal for the headset to become slightly warm.

> ⚠ **Player Number Indicator Lights**
>
> If the Player Number Indicator Lights continue to flash, please refer to the section 'Syncing the Headset with your Xbox 360'.

To turn the headset off, press and hold the Function button for at least one second until the Player Number Indicator Lights are no longer lit. When turning the headset off the headset will emit a descending sequence of beeps. When you turn off your console the headset will remain powered on for a number of minutes unless turned off.

Player Numbers
If a controller is connected under player 1, the Xbox 360 will associate the headset with player 1. If another wireless headset is already associated with player 1 or a wired headset is connected the headset will be associated with player 2.

If you want to associate the headset with a different player number at any point press the headset's Sync button to manually increase the player number. The headset will emit a single beep for the player 1, two beeps for the player 2, three beeps for the player 3 and four beeps for player 4. The Player Number Indicator Lights will confirm the assigned player number at this point.

When powering the headset off it will remember the previously assigned player number. If another wireless headset is already associated with the same player number or a wired headset is connected the headset will fail to connect until the sync button is pressed.

Earpiece volume
When pressing the + or – volume buttons to increase or decrease the volume the headset will emit a beep which increases or decreases in volume. The headset will emit a double beep when the highest or lowest volume is reached.

Mute your microphone
To mute voice transmission, press the power button. Press the power button again to turn mute off. The headset will emit a high to low beep when mute is turned on and a low to high beep when mute is turned off. The headset will emit a single beep every 30 seconds to remind you that mute is turned on.

Technical Support and Customer Services

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

Datel Customer Services Europe

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

Email: 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
Knowledgebase: http://www.datelcustomerservice.com
Web: http://us.codejunkies.com

FCC Rules Part 15.

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

IC warning statement:

:
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 condition without restriction