

AFTERGLOW®

POWER & CHARGING:

The wireless Afterglow® headset has a built-in, rechargeable Lithium battery that will last 10 to 12 hours, depending on use and lighting mode.

- The headset comes partially charged, but it's recommended that you fully charge the headset using the provided 10' Play & Charge cable prior to use.
- It will take approximately 3 hours to fully charge a completely drained battery.
- When charging, the Afterglow lights will pulsate indicating positive charge.
- When fully charged, the Afterglow lights will go back to the last active lighting mode and stop pulsating.

Low Battery:

- The Afterglow headset will play a tone to warn the user that it's running low on battery.
- This low battery tone will play once every minute until the battery is completely out of power.
- Play time is estimated to be 10 minutes once the headset goes into low battery state.
- Plug the provided 10' USB Play & Charge cable into the headset and the other end into the console/computer to charge while headset is active.
- The headset can also be charged while it's OFF.

Note: Some gaming consoles and computers DO NOT provide power to their USB ports when they are OFF. The headset needs a powered USB port in order to complete charging.

WIRELESS HEADSET

TECHNICAL SPECIFICATION:

- Closed back dynamic headphones.
- 50mm drivers with Neodymium rare-earth magnets.
- 20 degree angled acoustic baffle for accurate, linear sound reproduction.
- Audio frequency response: 20Hz – 20Khz at 115dB.
- Digital signal processor with customized audio algorithms.
- 2.4GHz wireless communication via Avnera technology.
- 900mAh rechargeable Lithium Polymer battery ~ 10 hours of battery life.

TROUBLESHOOTING:**NO SOUND:**

- Make sure the headset is powered ON; you can tell the headset is ON when the microphone tip LED is a solid color – if it is flashing or alternating between colors, the headset has not found the transmitter.
- Check that the headphone volume is turned up.
- Check that the game/chat balance is in the middle or towards "game".
- Make sure the USB transmitter is plugged in to a powered USB port and the LED on it is solid.
- Check that the cable attached to the USB transmitter is plugged into an audio source with live audio.
- Make sure the headset is charged or is charging while it's ON.

OTHER PLAYERS CAN NOT HEAR ME:

- Check that the microphone is not muted. The microphone tip LED will blink once every minute when the microphone is muted.
- On Xbox®: Make sure you're connected to Xbox LIVE® and the chat cable (green) is plugged into both the controller and the headset.
- On PS3®: In the Audio device settings menu, select "Afterglow® Headset" as the incoming and outgoing chat source.

MY XBOX 360® IS CONNECTED TO TV WITH HDMI AND I CAN'T GET GAME SOUND FROM MY CONSOLE:

Leave your Xbox 360® HDMI connection to TV intact.

Try this alternative (direct to TV) connection method; (note the set up may vary depending on your TV audio out capabilities).

1. Plug the Afterglow® USB transmitter into the front USB port of the Xbox 360® console.
2. Plug the RCA (Red/White) ends of the transmitter's audio cable into the TV's "Audio Out."
3. If your TV does not have an RCA audio out: disconnect the RCA cable of the USB transmitter at its breakaway and expose the headphone jack.
4. Plug the headphone jack of the USB transmitter into TV's headphone input.
5. Turn the TV, console, and headset power ON.

If your TV does not have RCA or Headphone inputs then you will need an Xbox 360® HDMI adapter. This adapter is NOT included in the box. You can obtain this adapter free of charge by contacting PDP support.

If you have followed all of these instructions and still have issues please contact PDP customer service at 1-800-331-3844 (USA and Canada Only) or visit www.pdp.com/support for more information.