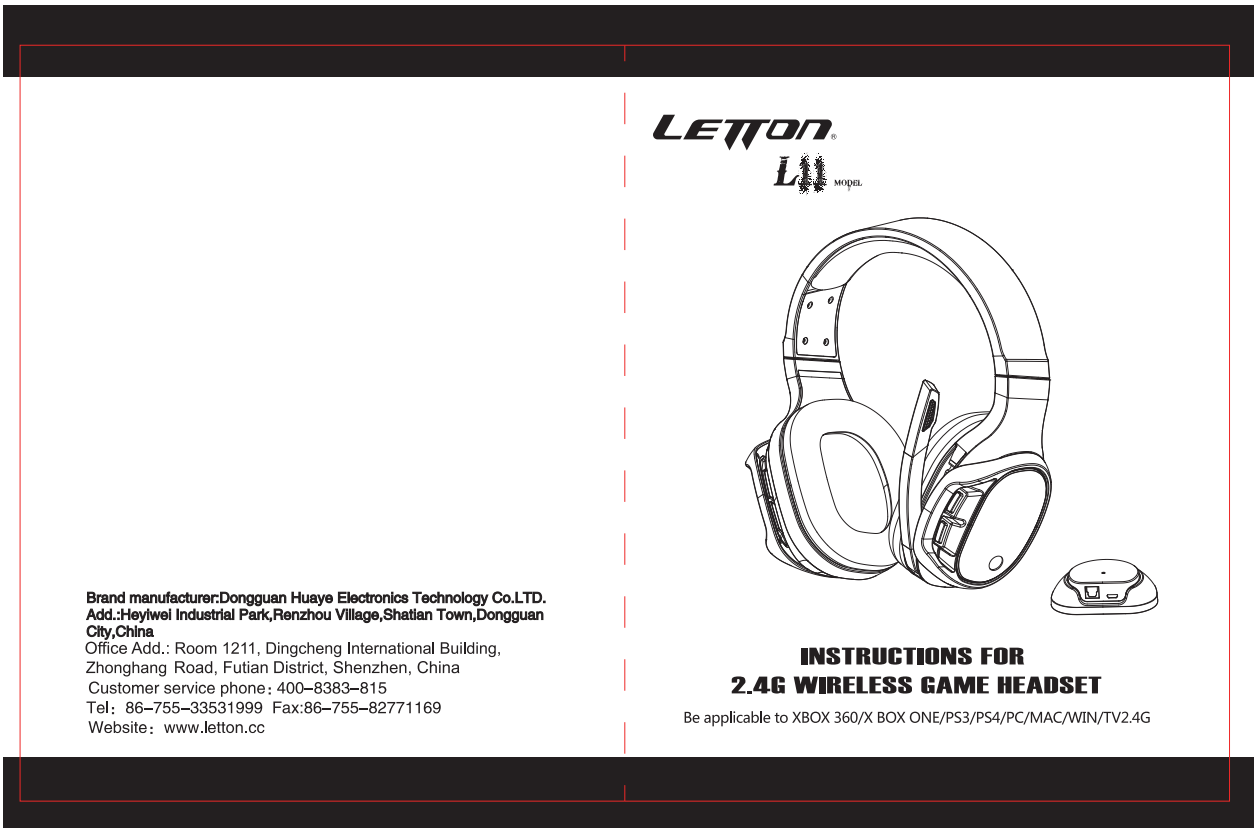




- I. Brief Introduction of Features**
1. The 2.4G wireless game headset is specially designed for XBOX 360/XBOX ONE/PS3/PS4 gaming machine. The transmitter is internally equipped with Microsoft-certified drive-free USB sound card and pure digital audio decoding system, the sound of game background and network players can be emitted from the headset after being processed and amplified. The real-time call voice is superimposed on the stereo game sound. There are touch switches for game background, talk and chat electronic volume and microphone mute, which are simple to operate and easy to use.
 2. Digital wireless two-way ultra-long distance transmission technology, 360° unimpeded $\geq 10M$ effective distance transmission. With good network coverage, it can ensure that signals can be received in every corner of the room, and with a built-in polymer lithium battery, it can support external charging and play for up to 10 hours.
 3. Equipped with high sensitivity budspeaker, the sound details will be clearer.
 4. Digital optical fiber signal input, and decoding can restore the most real sound.
 5. Plug and play, fully support USB2.0 full-speed bus, and be compatible with USB1.0/1.1 interface.
 6. With one-button switchover function of 2.0 sound channel and 7.1 sound channel, it is the perfect choice for music and games in the first use, the default 2.0 sound channel mode is adopted; when the sound channel switching light is lit in red, it suggests the 7.1 sound channel mode.)

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- II. Packing Accessories:**
1. Transmitter-----1PCS
 2. Wireless headset-----1PCS
 3. Micro USB-USB Mini connecting line-----1PCS
 4. Four sections of 3.5mm connecting wire-----1PCS
 5. Instructions for headset-----1PCS
 6. Optical fiber cable-----1PCS
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- III. Interface Function**
- Reception headset
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1. 3.5mm pin interface
 2. 2.0 sound channel and 7.1 sound channel switchover key + code pairing
 3. Charging indicator/power light
 4. Power switch
 5. Microphone mute
 6. Background sound VOL
 7. Chat sound VOL
 8. USB-charging interface
- Transmitter
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1. Optical fiber input
 2. MICRO USB interface
 3. Work indicator
 4. 3.5mm interface
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- IV. Connection Method:**
1. Computer connection method:
Connect the transmitter to USB interface of the computer by using the matching USB cable
 2. PS3 connection method:
Connect PS3 to the transmitter with optical fiber cable; connect PS3 to the transmitter with Micro USB cable
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- PS3 setting:
- ① Setting - peripheral device setting - audio device setting - both input and output devices shall select: LETTON L11 - OK
 - ② Setting - Audio setting - Audio device setting - Audio output setting - Optical fiber digital output - Remove "v" in front of Dolby Digital 5.1ch, DTSS 1ch and ACC - Confirm
3. PS4 connection method:
- Connect PS4 to the transmitter with optical fiber cable;
Connect PS4 to the transmitter with Micro USB cable
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4. XBOX360 connection method:
Connect the handle to the headset with a 3.5mm-3.5mm connecting wire
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5. XBOX ONE connection method:
Connect XBOX ONE to the transmitter with optical fiber cable
Connect XBOX ONE to the transmitter with Micro USB cable
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6. Mobile phone connection method:
1. When the headset is powered, connect the mobile phone to the transmitter with a 3.5mm-3.5mm connecting wire; connect the power supply to the transmitter with a Micro USB cable.
 2. When the headset is not powered, connect the mobile phone to the headset with a 3.5mm-3.5mm connecting wire directly.
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- V. Operation and Use**
1. Connect the emitter with the product's USB interface with help of a USB cable. The power indicator will then flicker.
 2. Pull the power switch to power on the product. The power light will then remain lit in blue if the headset and the emitter have been matched; the power light and the emitter light will then flicker slowly in blue if the headset has not well matched.
 3. If the headset needs to be matched with the emitter, disable the player on the computer, make distance between the headset and the emitter about 50cm or less and press, hold the 7.1 button on the headset for 5 seconds and release it when the power light is flickering quickly. The power light will remain lit 5 to 10 seconds later, suggesting successful matching.
 4. There are "game background volume button" and "chat speech volume button" on the headset shell to adjust the volume.
 5. Microphone mute touch switch: (Microphone is turned on by default)
 - When the microphone is to be turned off, press the switch to mute (the emitter light is red) and the microphone red light is turned off;
 - Then press it again to turn on (the emitter light is blue) and the microphone red light is blue, as shown in the figure.
- When the microphone is muted/turned on, the microphone red light is off/blue respectively
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- VI. Attention:**
1. The power light is not lit after the headset's power switch is on (or when the headset has not been charged for a long time). Charge the built-in battery of the headset with help of the USB cable. The power light will remain lit in red during charging and remain lit in blue upon completion of charging about 3 hours later (it is suggested not to use the headset during charging).
 2. Factory default state when the transmitter and headset are connected to the power supply, the codes will be paired automatically, and LED light on the headset will be constantly on. If the LED on the headset flashes, it needs to be paired again.
 3. When some computers use USB headset for the first time, there may be a sound that is not emitted from the USB headset; the audio properties of the computer need to be adjusted. At the small horn icon on the lower right side of the screen, click the right mouse button and after selecting adjust audio properties/Volume/Sound play default device and Recording default setting/LETTON L11, check Use default device only, Apply/Confirm to exit. The next time you use it, the sound will be preferentially emitted from the USB headset.
- Warm Reminder:**
- As the company's products are constantly being updated, some of the functions described in the instructions may be different from the real products due to different product combinations. Please refer to the real products. If the user manual is modified or changed in the future, no further notice will be given!
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- VII. Specifications and parameters:**
- Transmitter:
1. Working voltage: 5V
 2. Working current: $<50mA$
 3. Frequency range: 2.402-2.483 GHz
 4. Frequency response: 20 ~ 20000Hz
 5. Channel spacing: 2MHz
 6. Transmit power: 4 dBm
 7. Receive transmit distance: $\geq 10M$, 360°
 8. Receive sensitivity: $-80dBm$
 9. Plug type: USB/optical fiber/3.5mm
 10. Length of 3.5 3.5 connecting wire: 1.5m
 11. Length of Micro USB cable: 0.8m
 12. Length of optical fiber cable: 1m
- Headset:
1. Working voltage: 3.6V
 2. Working current: 60mA
 3. Capacity of lithium battery: 800 mAh
 4. Continuous working hours: $> 10h$
 5. Charging time: $\approx 3h$
 6. Frequency range: 2.402-2.483GHz
 7. Channel spacing: 2MHz
 8. The headset only support receiver mode
 9. Sampling frequency: 48kHz, 16bit
 10. Modulation mode: GFSK
 11. Receive sensitivity: $-80dBm$
 12. Signal-to-noise ratio: $> 50dB$
 13. Loudspeaker diameter: $\varnothing 50mm$
 14. Loudspeaker impedance: 32 Ω
 15. Frequency response: 20 ~ 20000Hz
 16. Microphone specification: $\varnothing 15mm$
 17. Microphone sensitivity: $< -60dB$
 18. Microphone directivity: omnidirectional
 19. Microphone frequency response: 100Hz-10000Hz
 20. Headset connection plug: $\varnothing 3.5mm$
 21. Total weight (headset + transmitter + wire): 380g
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- FCC Warning
- 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.
- NOTE 1: 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.
- NOTE 2: Any 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.
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