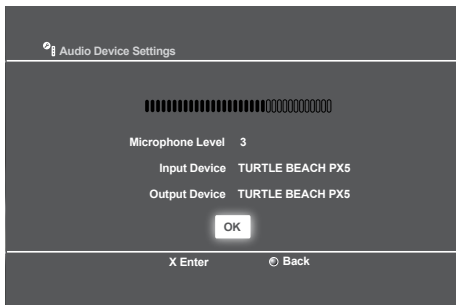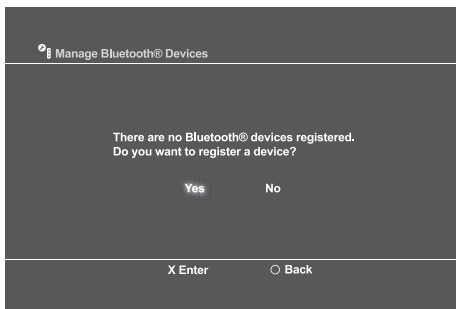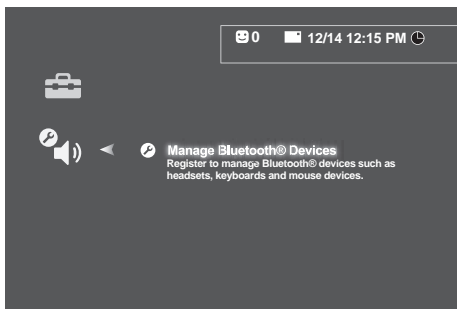# Configure PS3 Settings

1. Place the PX5 headset in PS3 mode by quickly pressing the power button twice. The headset will announce which mode it's in.

2. In the PS3 Menu, select "Settings" > "Accessory Settings" > "Audio Device Settings"

3. Set the **"Input"** and **"Output"** to **"TURTLE BEACH PX5"**

4. Navigate to "OK" and press X.

Audio Device Settings

||||||||||||||||||||||||||||

Microphone Level   3

Input Device   TURTLE BEACH PX5

Output Device   TURTLE BEACH PX5

OK

X Enter   Back

PS3 Bluetooth Chat Setup

When using the PX5 with a PS3, the Bluetooth is used for PSN chat. Follow these instructions to pair the Bluetooth.

0   12/14 12:15 PM

Manage Bluetooth® Devices
Register to manage Bluetooth® devices such as headsets, keyboards and mouse devices.

Manage Bluetooth® Devices

There are no Bluetooth® devices registered.
Do you want to register a device?

Yes   No
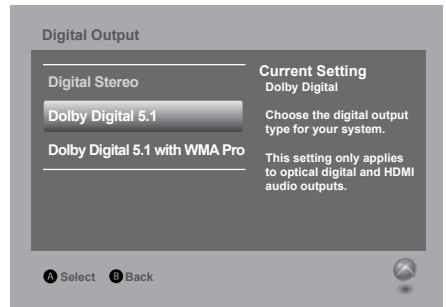
X Enter   Back

1. With the PX5 powered OFF, go in the PS3 Menu and select "Settings" > " Accessory Settings" > "Manage Bluetooth Devices"

2. If you have never used a Bluetooth device or have deleted any profiles from other devices previously used with your console, the PS3 prompt will ask if you wish to register a device. Choose "Yes" to start scanning. If any other Bluetooth devices have previously been paired with your console they will appear in a list. Choose "Start Scanning" at the bottom of the screen.

3. On the PX5, press and hold the **BT MFB for 5 seconds** until the flashing LED changes from blue to red – then release the button. A voice prompt in the earpiece will indicate that the PX5 is in pairing mode.

4. When the PS3 is finished scanning, it will prompt you to select the Bluetooth device. Select **"TURTLE BEACH PX5"** from the list.

5. Enter **"0000"** as the **Pass Key** and select **"OK"**. A voice prompt in the earpiece will indicate that the PX5 is now paired with your PS3.

Balancing Game and Chat Levels

The Bluetooth volume control on the right ear cup adjusts the PSN chat volume, and the game volume is adjustable by the volume control on the left ear cup. Adjusting these two volume controls lets you balance the game sound and chat voices.

Configure XBOX 360 Settings

1. Place the PX5 headset in XBOX 360 mode by quickly pressing the power button twice. The headset will announce which mode it's in.

2. In the System Settings of the Dashboard, select "Console Settings" > "Audio"
   "Accessory Settings" > "Audio Device Settings"

3. Set the **"Digital Output"** to **"Dolby Digital 5.1"**

Digital Output

Digital Stereo	
Dolby Digital 5.1	
Dolby Digital 5.1 with WMA Pro	

Current Setting
Dolby Digital

Choose the digital output type for your system.

This setting only applies to optical digital and HDMI audio outputs.

Ⓐ Select   Ⓑ Back

XBOX LIVE Chat Setup

When using the PX5 with an XBOX 360, the included talkback cable is used for XBOX LIVE chat. To conserve battery power, turn off the PX5 Bluetooth unless you are using it with a paired device or the optional Bluetooth chat adapter.

Connect the Talkback Cable

1. Insert right angle plug into the headphone jack on the XBOX 360 controller

2. Insert straight plug into the XBOX 360 Controller Jack on the left ear cup of the headset

   NOTE: An optional Bluetooth adapter is available for a wireless connection between the PX5 headset and XBOX 360 controller. See TurtleBeach.com for further details.

Configure the XBOX LIVE settings

1. Press the center XBOX button on your controller to bring up the Dashboard

2. Navigate right to the Settings tab and scroll down to "Preferences" from the menu. Press the "A" button.

3. On the Preferences screen, select the "Voice" option and Press "A".

4. Select the "Play Through Headset" option and set the Volume to 10.

Volume	10

Microphone
☐ Mute

Voice Output
◉ Play Through Headset
○ Play Through Speakers
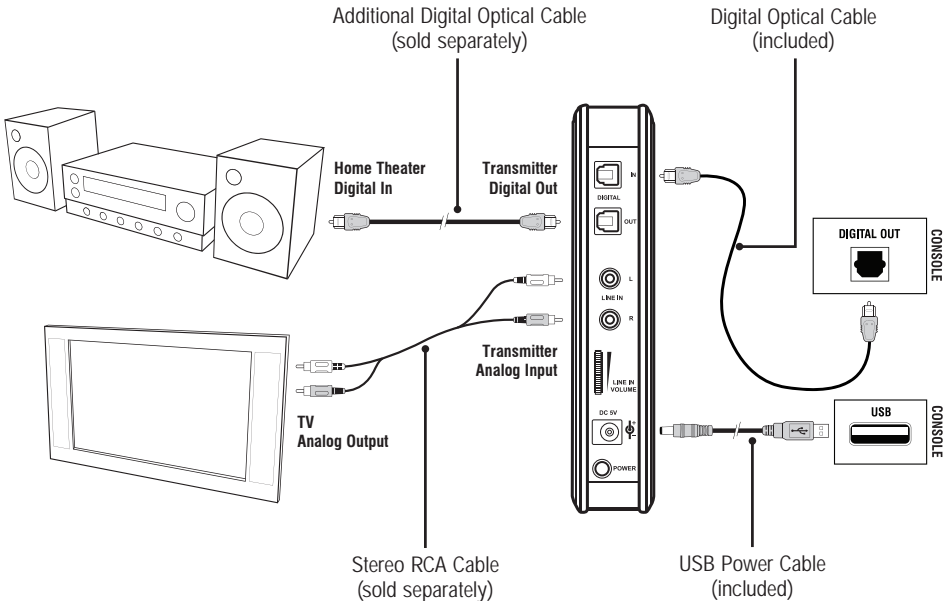○ Play Through Both

Balancing Game and Chat Levels

The headset volume sets the game sound level. The volume control on the talkback cable adjusts the level of incoming chat from other players on XBOX LIVE. Adjusting these two volume controls lets you balance the game sound and chat voices during an XBOX LIVE session.

Home Theater Setup

Setting up the transmitter as illustrated below lets you listen to your console or TV with the PX5 headset. You can also hear your console on your home theater speakers without disconnecting the optical cable from the transmitter.

The PX5 transmitter's analog inputs connected to the TV will automatically shut off whenever your console is active, as indicated by the digital input LED on the transmitter front panel. When your console is turned off, the transmitter analog inputs will automatically turn on so you can listen to the TV with the PX5 headset without having to disconnect cables.

Connecting the PX5 transmitter digital output to your home theater system will pass your console's game audio from the transmitter's digital input to the home theater A/V receiver digital input, so you can hear the game audio on your PX5 headset and your surround sound speakers at the same time. To hear the game audio only on the PX5 headset, turn down or mute your speakers.

Additional Digital Optical Cable (sold separately)

Digital Optical Cable (included)

Home Theater Digital In

Transmitter Digital Out

DIGITAL OUT   CONSOLE

TV Analog Output

Transmitter Analog Input

USB   CONSOLE

Stereo RCA Cable (sold separately)

USB Power Cable (included)

Dolby Processing

The PX5 uses Dolby Pro Logic IIx, Dolby Digital, and Dolby Headphone surround processing technologies — the industry-standard formats for encoding multi-channel game audio. Dolby Headphone processing recreates 7.1 channel surround sound using the PX5 headset so you can hear the sound all around you, as if you were listening to a 7.1 speaker system.
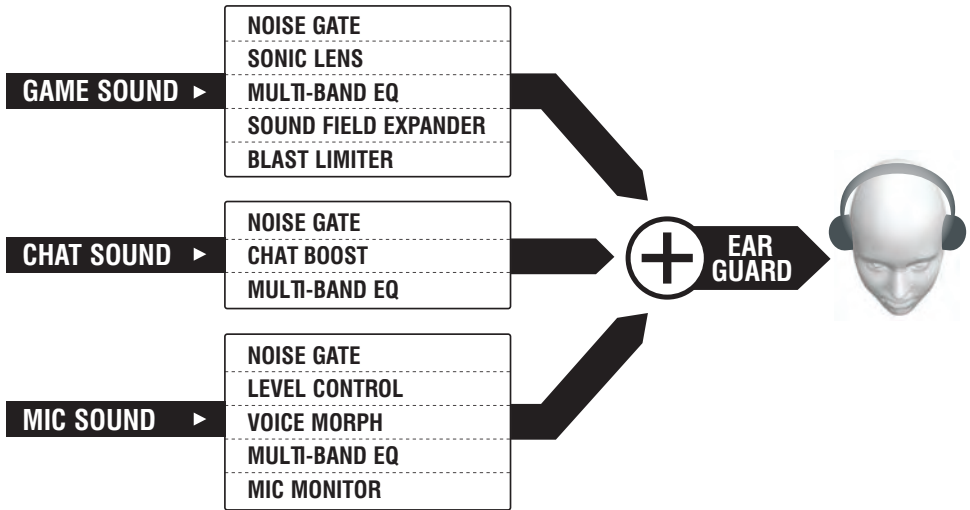
Stereo Sound Field

Sound field with Dolby® Headphone 7.1
Surround Sound Processing

The PX5 Transmitter supports three types of digital source material and analog stereo. When the **Dolby Bypass** button is **ON**, Dolby processing is deactivated, so you can hear the unprocessed input signal in stereo. Here's how the signal processing modes operate:

• When the digital input signal is active, the front panel **Digital Input LED** turns on and the analog inputs are turned off.

• If the Dolby Bypass LED is ON, Dolby processing is deactivated and the signal will be heard as stereo.

• If the digital input source is a Dolby Digital 5.1/7.1 signal, the front **DD D** LED turns on and Dolby Headphone processes the channels to create surround sound in the headset.

• If the digital input source is a Dolby Pro Logic IIx signal, both Dolby LEDs will turn on and Dolby Headphone processes creates Pro Logic IIx surround sound in the headset.

• If the digital input source is stereo, the **DD PL IIx** LED turns ON and the signal is processed by Dolby **DD PL IIx** and Dolby Headphone to create and expanded stereo sound in the headset.

• If the digital input source is not active (or disconnected) the analog stereo signal will be active.

• If there is an analog stereo input and the Dolby Bypass LED is ON, there will be no Dolby processing and the signal will be heard as stereo.

• If the is an analog stereo input and the Dolby Bypass LED is OFF, the **DD PL IIx** LED turns ON and the analog stereo signal is processed by Dolby Pro Logic IIx and Dolby Headphone to create an expanded stereo sound in the headset.

Digital Signal Processing

The PX5 headset incorporates a **Digital Signal Processor (DSP)** to independently modify game, chat and microphone audio. The DSP settings are saved as presets, which are described in the next section. Connecting the PX5 headset to a PC with the included USB cable lets you create custom presets or replace the presets with different ones downloaded from our website. For more information on custom presets, please visit the PX5 section on our website (www.TurtleBeach.com).

GAME SOUND ►
- NOISE GATE
- SONIC LENS
- MULTI-BAND EQ
- SOUND FIELD EXPANDER
- BLAST LIMITER

CHAT SOUND ►
- NOISE GATE
- CHAT BOOST
- MULTI-BAND EQ

MIC SOUND ►
- NOISE GATE
- LEVEL CONTROL
- VOICE MORPH
- MULTI-BAND EQ
- MIC MONITOR

EAR GUARD

The DSP provides a wide variety of audio enhancements, including:

Noise Gates: Separate noise gates on the game, chat and microphone audio channels cut out background noise that's below a threshold point, so rather than hearing static or other distracting sounds, you'll hear total silence when there's nothing going on.

Sonic Lens: The game sound can be processed by band-limited dynamic range compression that focuses on specific types of sounds in the game (e.g. footsteps, the loading of a gun, etc.) so you can hear them better and react faster.

Sound Field Expander: The game sound field can be adjusted from narrow to wide, bringing out background sounds that might be difficult to hear.

Blast Limiter: The maximum sound level can be limited over a wide range, so you can turn up the volume of softer sounds without blasting your ears when louder sounds occur.

Chat Boost: Automatically boosts the level of PSN or XBOX LIVE chat signals as the game volume increases, so you can always hear your teammates regardless of game volume.

Voice Morphing: Change the pitch of your voice from the deep lows to shrill highs, disguising yourself to other online players.

Microphone ALC: An Automatic Level Control on the microphone channel helps prevent overload when you shout into the mic.

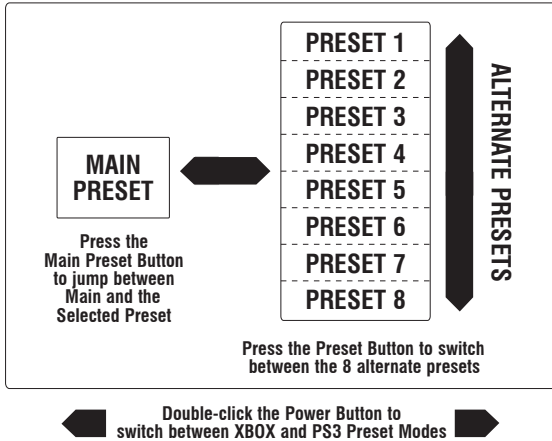**Microphone Monitoring:** Hear your voice as you speak into the mic, so you won't have to shout.

Multi-Band Equalizers: The game, chat and mic audio can be individually adjusted for optimum tone settings (e.g. bass boost/cut, treble boost/cut, midrange boost/cut).

Ear Guard: After the game, chat and mic audio is mixed together, they're processed by Ear Guard which limits the maximum sound level before it reaches your ears, reducing ear fatigue during long gaming sessions.

Intuitive Voice Prompts: A voice announces headset status, so you won't have to wonder what's going on. (e.g "Battery low", "Preset #", etc).

Presets

The PX5 has a total of 18 presets that are grouped in two sets of 9. The first set is optimized for PS3 and the second set of is optimized for XBOX 360. **Pressing the power button twice quickly will switch between PS3 and XBOX modes** and the headset announces which mode is active.

MAIN PRESET	→	PRESET 1	**ALTERNATE PRESETS**
		PRESET 2	
		PRESET 3	
		PRESET 4	
		PRESET 5	
		PRESET 6	
		PRESET 7	
		PRESET 8	

Press the Main Preset Button to jump between Main and the Selected Preset

Press the Preset Button to switch between the 8 alternate presets

Double-click the Power Button to switch between XBOX and PS3 Preset Modes
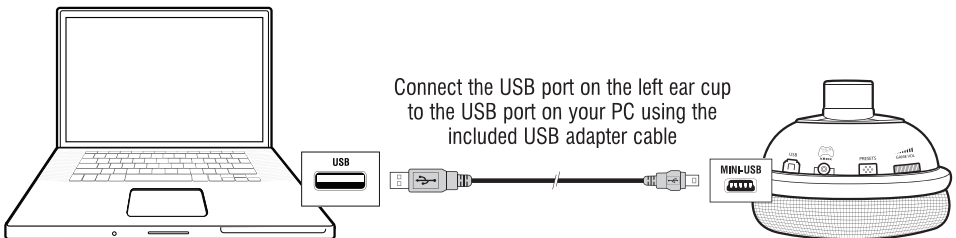
Main and Alternate Presets
The 9 presets are grouped as one **(1) Main** preset and eight **(8) Alternate** presets. The main preset is "flat", meaning that it does not process the sound, while the Alternate presets are optimized for specific game conditions. Each Alternate preset has different settings to modify the game, chat and microphone sounds, so as you toggle through them you'll hear the sound change as it's processed by the preset.

Using Presets
Pressing the **Main button** on the right ear cup toggles between the Main and Alternate presets. For best results, start with the Main preset and then toggle to an Alternate preset that's optimized for the game situation you're in. When the situation has passed, you can switch back to the Main preset. For example, if you want to focus in on the sound of enemy footsteps, toggle to one of the Alternate presets that's optimized for footsteps, then toggle back to the Main preset when you're done.

Customizing Presets
The 18 default presets can be replaced with custom presets by downloading new ones from www.turtlebeach.com. You can also create your own custom presets by downloading the PX5 preset editing software from our website. For more information, visit www.turtlebeach.com.

Connect the USB port on the left ear cup to the USB port on your PC using the included USB adapter cable

USB

MINI-USB

Bluetooth

The PX5 incorporates Bluetooth technology that lets you communicate with PSN chat, answer calls on your mobile phone and listen to stereo music streaming from a Bluetooth enabled digital music player. So, for example, you can answer a phone call or listen to your favorite songs while gaming. If you're not using any of these Bluetooth features, you should turn off the Bluetooth radio to conserve battery power.

Pairing the Bluetooth for PSN Chat

See "PS3 Bluetooth Chat Setup" on page 13.

Pairing a Bluetooth Enabled Device (mobile phone, digital music player)

The PX5 must be powered off before you start:

1. On the PX5, press and hold the **BT MFB for 5 seconds** until the flashing LED changes from blue to red–then release the button. A voice prompt in the earpiece will indicate that the PX5 is in pairing mode.

2. On your Bluetooth enabled device, activate the Bluetooth mode and search for Bluetooth devices as described in its user manual.

3. When your device is finished scanning, select **"TURTLE BEACH PX5"** from the list and follow the prompts to connect.

4. Enter **"0000"** as the **Pass Key** and select **"OK"**. A voice prompt in the earpiece will indicate that the PX5 is now paired with your device.

Dual Pairing

The PX5 can be simultaneously paired to 2 Bluetooth enabled devices at once. For example, you can pair the PX5 to Playstation Network (PSN) chat and your mobile phone at the same time. If your mobile phone is also a digital music player like many smart phones, you can stream music to your headset as well. The PX5 will automatically remember the last 2 paired devices upon powering on.

NOTE: Only one Bluetooth device can be active on the headset at a time. For example, if you are making a call with the headset while on PSN chat, the chat will be deactivated until the call is over.

Bluetooth (con't)

Making Calls

Once the PX5 is successfully paired with your mobile phone, you can use it to make and receive calls. The PX5 can be used with voice dialing if your phone supports this function.

1. **Using voice dialing* — Press the BT MFB button for 3 seconds** until you hear a tone–then release. The voice recognition prompt in your phone will now be activated. Say the name of the phone number or person whom you want to call. You can exit the voice recognition state at any time by pressing the MFB for 3 seconds.

2. **Using mobile phone keys to make a call** - Dial the number on the mobile phone as normal. Once the call has been placed, the sound will automatically be transmitted to the PX5.

3. **Redial — Double-click BT MFB button.** You will hear two tones, and the last number called will be dialed.

4. **Muting the microphone** — During a call, the PX5 microphone muting can be toggled by **Pressing the BT MFB button.** You will hear one tone, indicating that the mic mute is active. While the mic is muted, a beep will be heard every 30 seconds to let you know that mic mute is still activated.

   NOTE: Some mobile phones may not have a redial or voice recognition function. If a phone does not have a redial function, then a double-click of the MFB will initiate the voice recognition state instead. If a phone does not have either function, then a double-click or 3-second press of the MFB will have no effect.

Receiving Calls

When the PX5 Bluetooth is powered on and there is an incoming call you will hear a musical chime.

You have three options when an incoming call is received:

1. **Answer call — Press the BT MFB once** to accept the call. Press it again to end a call. A tone is heard in the earpiece each time you answer or end a call.

2. **Reject call — Press the BT MFB for 3 seconds** until you hear a beep. The call is sent directly to your voicemail.

3. **Do nothing** — The "incoming call chime" will sound until your phone sends the caller to voicemail.

Quick Reference

Power Bluetooth on: Press BT MFB for 3 seconds

Power Bluetooth off: Press BT MFB for 4 seconds

Microphone mute: During a call, press BT MFB

Adjust volume: Press the "+" or "-" buttons

Answer call: Press BT MFB

Reject call: Press and hold BT MFB for 2 seconds

End call: Press BT MFB

Cancel outgoing call: Press BT MFB

Redial: Double-click BT MFB

Voice recognition: After being powered on, press BT MFB for 3 seconds

PX5 Headset Technical Specifications

- 50mm diameter speakers
- Game audio frequency response: 20Hz - 20kHz, >120dB SPL @ 1kHz
- Condenser microphone frequency response: 50Hz - 15kHz
- Game audio digital 2.4GHz RF wireless reception
- Bluetooth radio with dual-pairing mode and A2DP compatibility
- Headphone amplifier: Stereo 27mW/ch, THD <1%
- Digital Signal Processor for independently controlled chat, game and mic signals
- USB port for programming the DSP via a Windows XP/Vista/7 computer
- Operates on (2) AA batteries or (2) AA rechargeable NiMH batteries
- Automatic shut down after approx 5 minutes of carrier loss or silence to conserve battery power
- Battery booster circuit extends battery life for up to 15 hours
- Weight: 39 oz (1.1Kg)

PX5 Transmitter Technical Specifications

- Digital 2.4GHz RF wireless transmission with up to 30 foot range
- Stereo headphone output with volume control for external wired headphones
- Frequency response: 20Hz - 20kHz
- Optical TOSLINK digital audio input compatible with 48kHz digital audio stream
- Optical TOSLINK digital audio output pass-through of digital input stream
- Stereo RCA inputs for processing digital music player, TV and other analog sources
- 150MIPS Digital Signal Processor for Dolby processing
- Maximum analog input level with volume control on maximum setting: 2Vpp (700mV rms)
  Input sensitivity may be adjusted to accept higher level signals by lowering the volume control
- Dimensions: Height 8.875 in (22.5 cm), width 4.375 in (11.1 cm), depth 4.375 in (11.1cm)
  Weight: 8.4 Oz (240g)

Troubleshooting Tips

No sound
· Check that the transmitter and headset volume controls are both turned up.

· Check that the transmitter power and optical cables are properly connected.

· Check that the headset is powered on. The LED on the left ear cup should be flashing.

· Check if the top LED on the front of the transmitter is on solid. If the LED is slowly pulsing, it indicates that the transmitter isn't communicating with the headset. If the headset is on solid and the transmitter LED is slowly pulsing, then the headset and transmitter need to be "paired" as described in the section "Pairing the PX5 Headset and Transmitter".

Audio Drops, Popping or Clicking Sounds
Audio dropouts, popping or clicking sounds on the headset are caused by poor reception. This can occur when:
· The headset and transmitter are out of range. For best performance, stand within 20 feet from the transmitter.

· There's a wall or other large object between the headset and transmitter.

· The transmitter is in a bad location that is interfering with the antenna.

· A wireless base station or wireless LAN are causing a lot of RF activity that's blocking the RF signal from the transmitter.

Sound Too Low when using the Analog Inputs
If you're listening to the analog inputs on the transmitter and the sound is too low, even with the headset volume turned up all the way, turn up the volume on the transmitter or on the audio source. Note that the transmitter volume control has no affect on the digital input.

Audio Distortion when using the Analog Inputs
If the sound is distorted when using the transmitter analog input, it may be that the audio source is overloading the transmitter. Try turning down the volume on the transmitter to reduce the input sensitivity, then turn up the headset volume to a comfortable level. Note that the transmitter volume control has no effect on the digital input.

Analog Input isn't working
The transmitter analog inputs will automatically shut off whenever the digital input is active. To hear the analog input signal, either disconnect the optical cable from the digital input on the transmitter, or shut off the device connected to the optical cable (e.g. PS3) to disable the digital audio signal.

Properly Positioning the Headset
Don't wear the headset with the headband behind your head. The headband must be positioned on top of your head to optimize the surround sound effect.

PS3 Pairing Issues
· If the PS3 cannot locate your PX5, make sure that it is in pairing mode before you starting scanning, as indicated by the flashing red/blue LED.

· If the PX5 is missing from the device menu list after you re-start your PS3, please repeat the pairing process.

· If the PX5 appears on the PS3 Audio Device menu but is not selectable, then it is not connected (it should connect automatically when the Audio Device menu is selected). Make sure the headset is charged and powered on, then select the "Connect Bluetooth" tab on the screen. If this doesn't correct the issue, please repeat the pairing process.

· If there are other active Bluetooth devices nearby, power them off to see if this has any effect on the PX5's performance.

· Also try updating your PS3's system software with the latest version. This can be done in the System Settings menu.

Voice Chat Drops
· Most in-game voice chat drops are simply caused by network performance or "lag". Usually they subside after a few moments so please be patient. In extreme cases, you may have to leave a game and return to reset the chat function.

· If you use a wireless internet connection, low signal strength from your modem/router can make the voice chat malfunction. A wired connection from your modem/router to your console is recommended for best results.

· If there are other active Bluetooth devices nearby, power them off to see if this has any effect on the PX5's performance.

Safety Notice

To avoid potential damage to the device, always disconnect all cables before transporting it.

WARNING: Permanent hearing damage can occur if a headset is used at high volumes for extended periods of time, so it is important to keep the volume at a safe level. Over time, your ears adapt to loud volume levels, so a level that may not cause initial discomfort can still damage your hearing. If you experience ringing in your ears after listening with the headset, it means the volume is set too loud. The louder the volume is set, the less time it takes to affect your hearing. So, please take care to listen at moderate levels.

· Before placing a headset on your ears, turn the volume down completely,
  then slowly increase it to a comfortable level.

· Turn down the volume if you can't hear people speaking near you.

· Avoid turning up the volume to block out noisy surroundings.

Notes

For more products, accessories and general product information, please visit
TurtleBeach.com

For warranty information and product support, please visit
http://turtlebeach.com/support

RF exposure warning

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.
The equipment must not be co-located or operating in conjunction with any other antenna or transmitter.

IC Radiation Exposure Statement for Canada
This equipment complies with IC radiation exposure limits set forth for an uncontrolled environment. To maintain compliance with IC RF exposure compliance requirements, Please avoid direct contact to the transmitting. End users must follow the specific operating instructions for satisfying RF Exposure compliance. The equipment must not be co-located or operating in conjunction with any other antenna or transmitter. Operation 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.

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

This product is CE marked according to the provisions of the R&TTE Directive (99/5/EC)
Frequency Range: 2.404-2.476GHz · Grantee Code/Reg Number: XGB/GC229855 · Voyetra Turtle Beach, Inc.

FCC Code: XGB-TB2180   IC ID: 3879A-2180
FCC Code: XGB-TB2171A   IC ID: 3879A-2171