



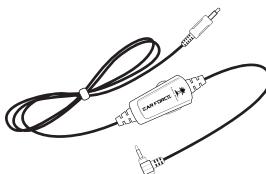
What's in the Box



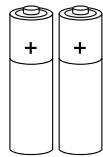
PX5 Headset with
Removable Microphone



USB Programming Cable



XBOX LIVE®
Talkback Cable



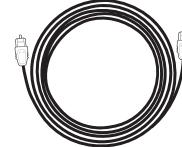
(2) AA Batteries



PX5 Wireless Digital RF
Transmitter



USB Power Cable



Digital Optical Cable



Turtle Beach Sticker

download PX5 software and additional presets at:
www.TurtleBeach.com



download advanced user's guide at:
www.TurtleBeach.com/PX5

product support and warranty information:
www.TurtleBeach.com/support

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watch PX5 training videos at:
www.youtube.com/TurtleBeachVideos

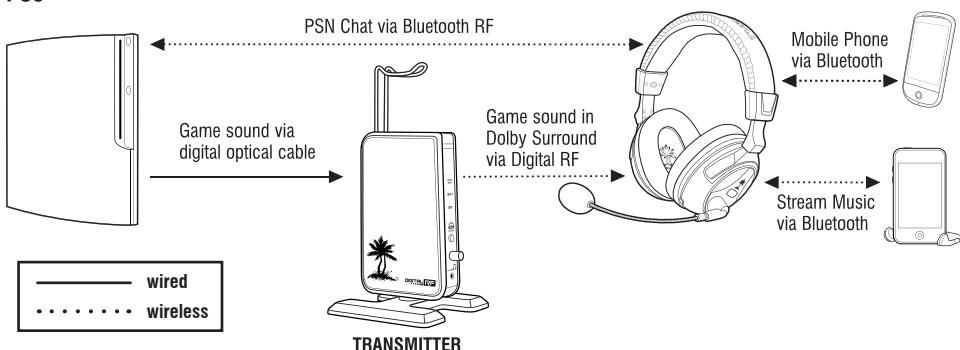
About the Ear Force PX5

The Ear Force PX5 is the most technologically-advanced headset ever designed for PS3 and XBOX 360 gaming. To get the most from your PX5, please take a few minutes to review this introduction.

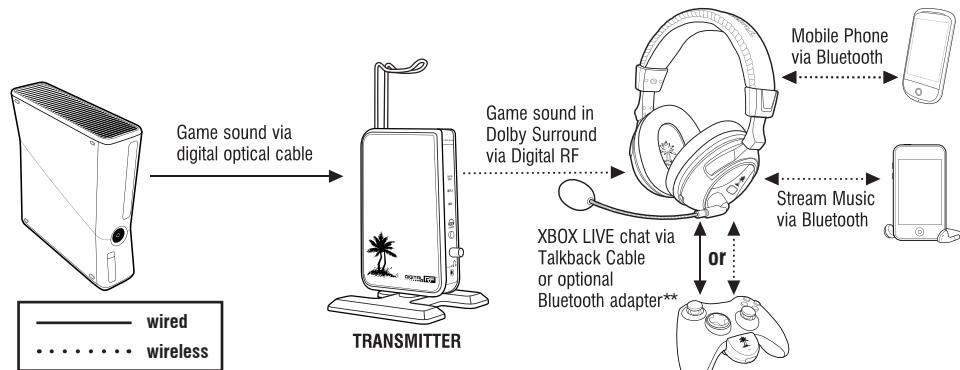
Digital RF Technology with Bluetooth

The Ear Force PX5 headset provides wireless CD-quality game sound via digital RF (radio frequency) that communicates with the PX5 transmitter. In addition, the PX5 incorporates Bluetooth technology which is used for communicating on the PlayStation Network (PSN) and optionally on XBOX LIVE. The Bluetooth can also be paired to your mobile phone and digital music player. This means you can use your PX5 to listen to your favorite music and accept phone calls — all while totally immersed in the action of the game.*

PS3



XBOX 360



*Only 2 devices total can be paired to the headset at a time.

**For a wireless XBOX chat connection, the talkback cable can be replaced with an optional Bluetooth adapter (sold separately) that inserts in the XBOX 360 controller. For further details, please visit TurtleBeach.com.

5.1/7.1 Dolby Surround Sound

The PX5 transmitter processes Dolby 7.1 Digital surround sound from your PS3 or XBOX 360 and sends it to the headset via digital RF. The result is an immersive sound environment that makes you feel as if you're right in the middle of the action. It also helps you react quicker by hearing exactly where the sound cues in the game are coming from.

Digital Signal Processing (DSP)

The headset uses digital signal processing to customize the game, chat and microphone audio signals to improve performance in specific gaming situations. These settings are stored as presets that can be easily called up to change the characteristics of the game sound, voices from other players and even your own voice. For example, you can use the PX5 to accentuate sounds like footsteps or enemies reloading that might otherwise be difficult to hear with normal game audio.

Programmable Presets

The integrated USB port lets you connect your PX5 to a PC. Go to TurtleBeach.com and download new presets, program your own custom presets and update your headset with new features and more. That means you can customize your PX5 and turn it into your own "secret weapon" that's unlike anyone else's headset!

Intuitive Voice prompts

The PX5 incorporates intuitive voice prompts that announce critical headset status. Press the preset button and you'll hear the number. When the batteries need to be replaced, it tells you in advance. When powering on or off, you'll hear an announcement. You can even replace the voices by visiting TurtleBeach.com and downloading new ones!

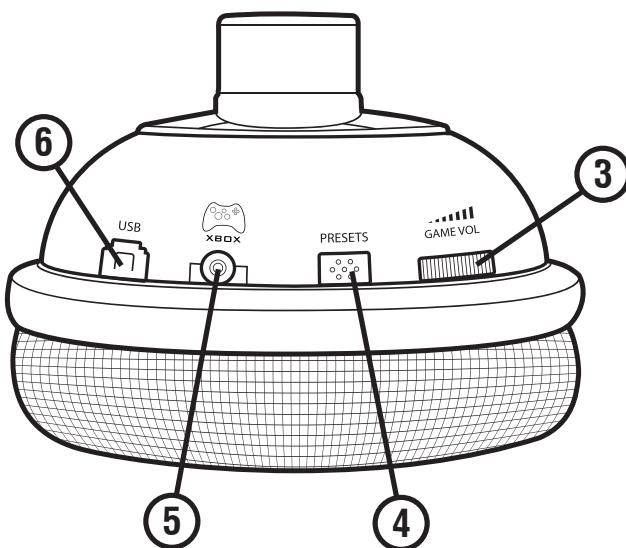
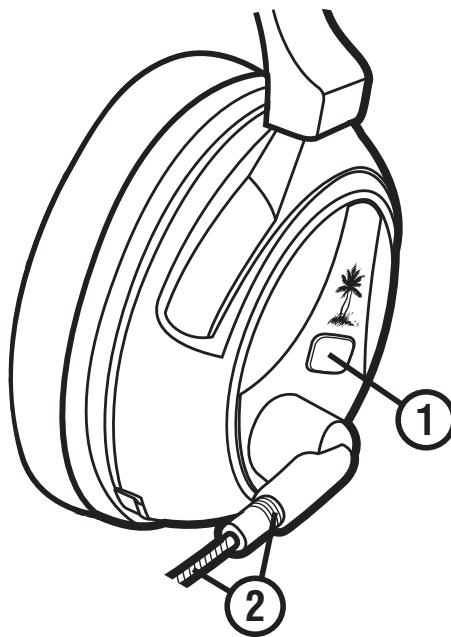
Designed for High-Quality Sound

The PX5 headset is designed to deliver high-quality audio that makes it ideal for gaming, movies and digital music playback. The high-fidelity, 50mm speakers are encased in acoustically-tuned ear cups with soft fabric cushions and deliver extended bass with extraordinary dynamic range for optimum audio performance.

Want to learn even more about your PX5?

This user guide will help get you started, but if you'd like to know more, please download the PX5 advanced user guide from our web site.

PX5 Headset – Left Ear Cup Controls



1. Main Power Button with LED

Powering ON: Press and hold until the headset announces “Powering On”.

Powering OFF: Press and hold until the headset announces “Powering Off”.

Automatic Power OFF: If the headset doesn't detect any audio for more than 5 minutes, it will automatically shut down to conserve battery power.

PS3/XBOX Mode: Press the Power Button twice quickly to switch between PS3 and XBOX 360 modes. The headset will announce the selected mode. (See “Presets” on pg. 18 for further details)

Power Button LED Indicator: Flashes once per second when paired to the Transmitter and flashes twice per second when not paired. (See “Pairing the Headset and Transmitter” on pg. 10 for further details)

Pairing Mode: Initiates pairing mode between the headset and transmitter. From a powered down state, press and hold the power button for 6 seconds. The LED will begin to flash rapidly.

2. Removable Microphone with Adjustable Boom

The microphone can be removed from the headset when chat is not required by detaching it from the boom. (See “Setup” on pg. 12 for further details)

3. Game Volume Control

Turn to adjust game volume level.

4. Presets Button

Press to select one of eight (8) alternate game audio presets. (See “Presets” on pg. 18 for further details)

5. XBOX 360 Controller Jack

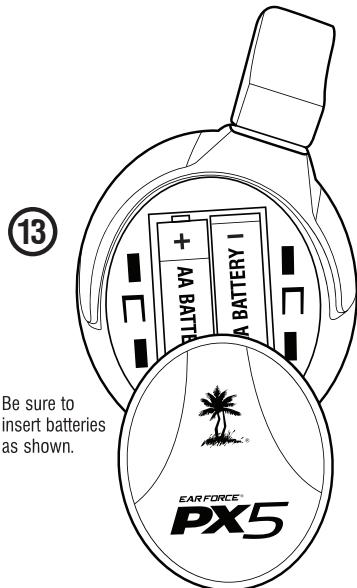
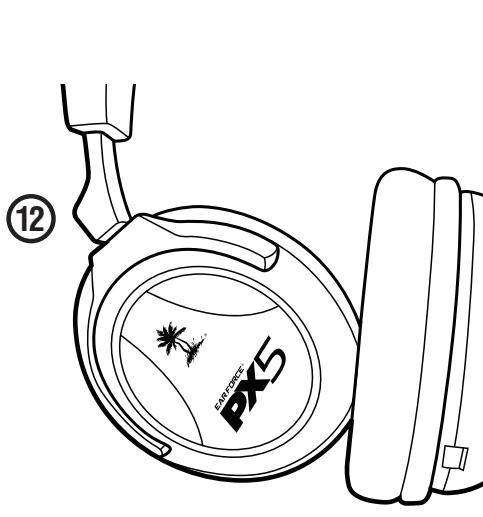
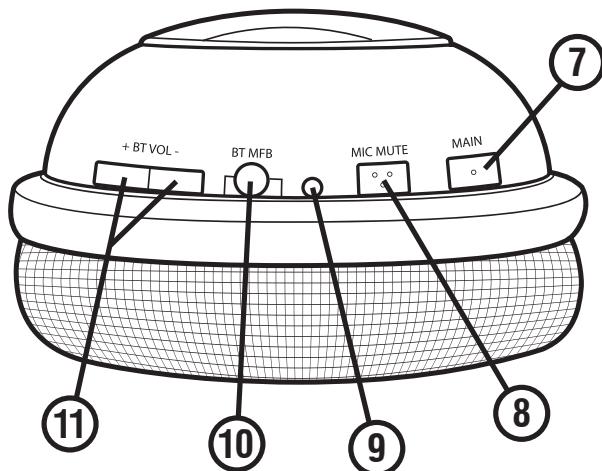
Insert the straight connector on the XBOX Talkback Cable (included) into this jack when using the PX5 with an XBOX.

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.

6. USB Input

Allows for headset programming by connecting to a USB port on a PC with the included USB cable. (See the “Presets” on pg. 18 for further details)

PX5 Headset – Right Ear Cup Controls



7. Main (Main Preset Button)

Press to toggle between the selected (alternate) preset and the main (default) preset.
(See "Presets" on pg. 18 for further details)

8. Mic Mute Button

Press to toggle between muting and unmuting the microphone. A high tone will sound when the mic is unmuted and a low tone will sound when the mic is muted. When using the XBOX Talkback cable, the mic can be muted directly from the switch on the Talkback cable or by pressing the mic mute button on the headset.

9. Bluetooth LED Indicator

Indicates when Bluetooth is active or in pairing mode. (see the "Bluetooth" section on pg. 19 for further details)

10. Bluetooth Multi-function Button

Powers on the Bluetooth and performs several other functions described in the "Bluetooth" section (pg. 19)

Note: The Bluetooth feature is normally powered off to conserve battery power and may need to be powered on with the button when first using the headset.

11. Bluetooth Volume Control

Press (+) or (—) to adjust Bluetooth volume level. A tone will sound each time the volume level changes.

12. Swivel Ear Cups

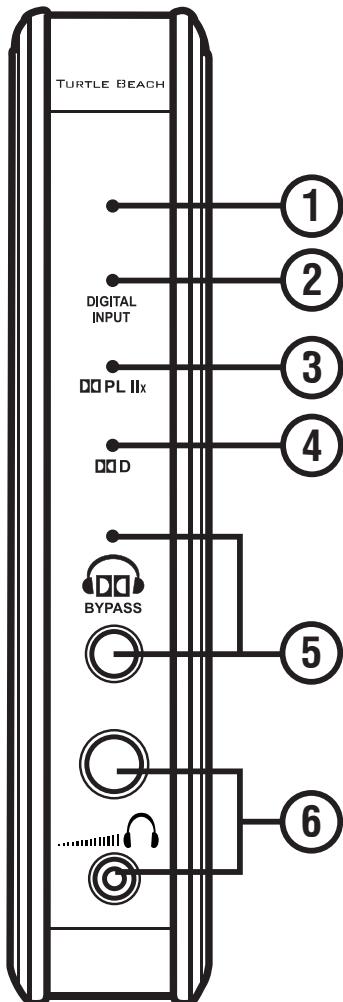
The ear cups may be turned 90 degrees to rest conveniently around your neck.

13. Battery Compartment Cover

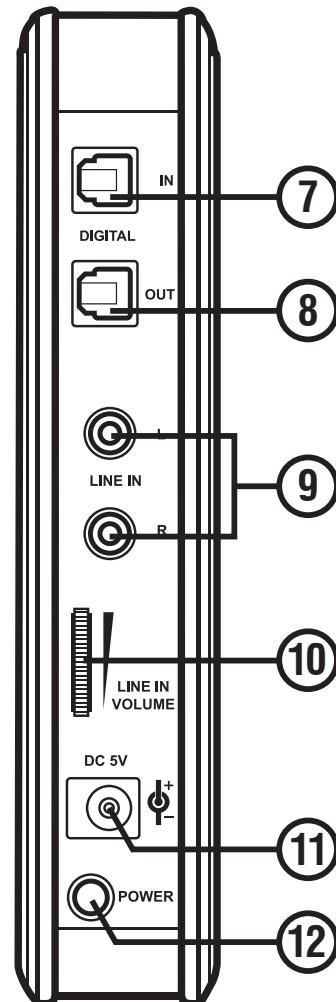
Slide down to access the battery compartment. The headset is powered by (2) AA batteries (included) which should provide up to 15 hours of use depending on headset settings (Bluetooth, game audio, etc). Rechargeable NiMH batteries may also be used. The headset will announce when battery power is low.

PX5 Transmitter

Front View



Rear View



1. Power/Pairing LED Indicator

A solid LED indicates the transmitter is powered on and communicating with the headset. A pulsing LED indicates the transmitter can't communicate with the headset because it is powered off, not paired, or out of range. If this occurs, please refer to "Pairing the PX5 Headset and Transmitter" on page 10.

2. Digital Input LED Indicator

A solid LED indicates when a digital input signal is detected.

3. Dolby ProLogic® IIx LED Indicator

A solid LED indicates whenever a digital or analog input signal is being processed by the Dolby Pro Logic IIx decoder. This LED will turn off when the "Dolby Bypass" is ON.

4. Dolby Digital Surround Sound LED Indicator

A solid LED indicates whenever a digital input signal is being processed by the Dolby Digital surround sound decoder. This LED will turn off when the "Dolby Bypass" is ON.

5. Dolby Bypass Button and LED Indicator

Press to turn OFF Dolby processing. This allows you to hear the unmodified input signal in stereo. A solid LED indicates when the Dolby Bypass is active and Dolby processing is disabled.

NOTE: Some presets on the PX5 headset may turn on the "Dolby Bypass" button automatically if the selected preset doesn't utilize Dolby Headphone processing.

6. Wired Headphone Volume Control and Output Jack

This may be used for a second headset. Insert a wired headset into this jack to hear the same Dolby 7.1 Surround Sound signal as the wireless headset.* The volume control does not affect the wireless headset.

7. Digital Input

Provides digital audio input from the PS3 or XBOX 360 via the included digital optical cable.

8. Digital Output

Provides digital audio output via an additional digital optical cable (not included) to connect the PX5 transmitter to your TV/home theater. This allows you to hear your PS3 or XBOX 360 audio on the headset and TV/home theater speakers at the same time.

9. Line In (stereo analog inputs)

Use these inputs to connect analog audio sources (TV, MP3 player, etc). If the "Dolby Bypass" is OFF, the analog stereo signal will be processed by the Dolby Prologic IIx decoder, producing an expanded stereo effect.

10. Line In Volume Control

Sets the volume of the analog inputs. This control has no effect on the digital signal level. Typically, this should be set to maximum and the headset volume used to adjust the listening level. If the sound distorts, turn down the Line In Volume to prevent overloading the analog inputs.

11. Power Socket

Insert the included USB power cable into this socket. Insert the other end into a free USB port on your console.

12. Power Switch

Press to turn the transmitter on or off.

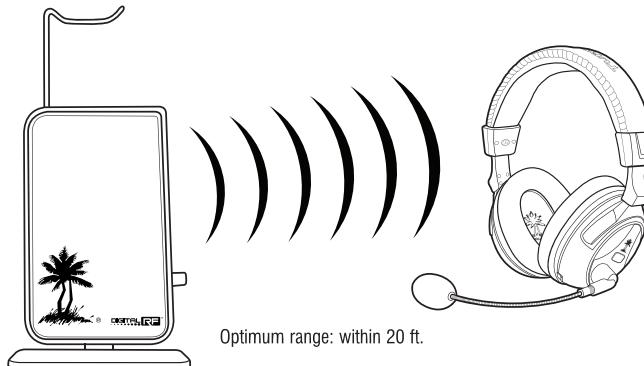
*Since presets are governed by the PX5 headset, the presets do not apply to a second wired headset.

Using the Transmitter

Transmitter Range

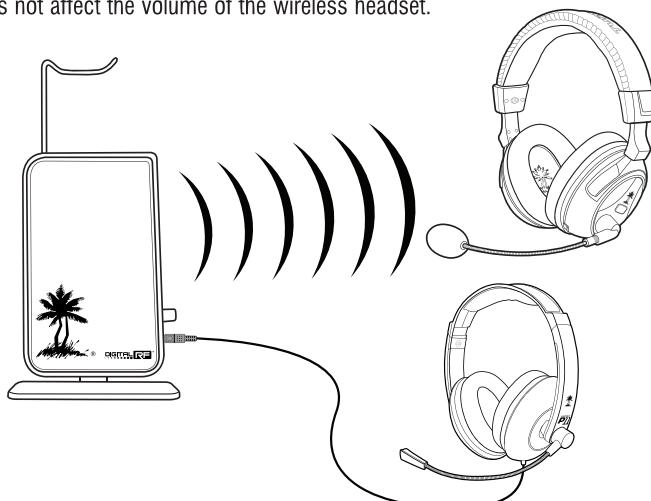
The transmitter sends game audio from your PS3 or XBOX 360 to the headset via digital radio frequency (RF) signal, so a direct line of sight is not required. When you're out of range, you may hear popping or clicking sounds if the headset loses the RF signal. For best performance, place the transmitter in an open area that is unobstructed by objects that might absorb RF signals from the internal antenna. Avoid placing it on a metal surface, such as the top of a home theater A/V receiver.

When the transmitter and headset are communicating, the top LED on the front of the transmitter will be on. If this LED is slowly pulsing, it means the transmitter can't communicate with the headset. This could happen if the headset is turned off, out of range or needs to be "paired".



Using Wired Headphones

The transmitter can only communicate with one wireless headset, so two wireless headsets cannot be used with the same transmitter. The headphone jack on the front of the transmitter can be used to connect a set of wired headphones for listening to the Dolby 7.1 Surround Sound game sound being transmitted to the wireless headset.* The volume control above the jack sets the volume of the wired headset and does not affect the volume of the wireless headset.



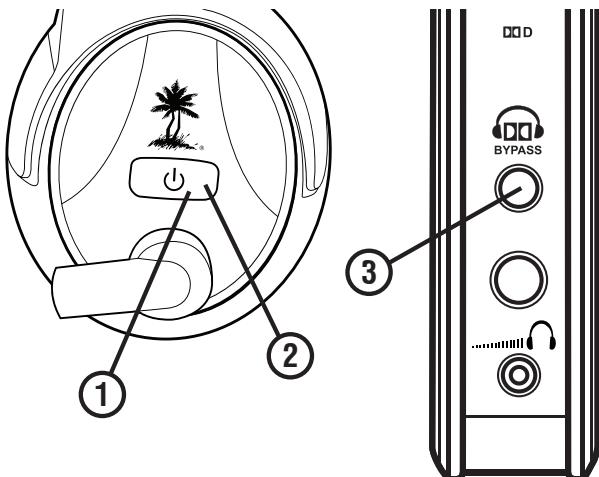
*Since presets are governed by the PX5 headset, the presets do not apply to a second wired headset.

Pairing the PX5 Headset and Transmitter

The headset and transmitter in this package are “paired”, which means they’re synchronized to ensure they work together. When the headset and transmitter are communicating, the top LED on the front panel of the transmitter will be on solid. If this LED is instead slowly pulsing, it means the transmitter can’t communicate with the headset. This could happen if the headset is turned off or out of range. If the LED is slowly pulsing when the headset is on and within range, then they might need to be “paired” as described below:

Step 1:

Make sure the headset is off by pressing the “Power” button until the LED turns solid, and then release it when the LED turns off.



Step 2:

Then press and hold the headset power button until the LED turns solid and release when the LED begins to flash rapidly. A voice prompt will announce “pairing headset.”

Step 3:

Press and hold the transmitter “Bypass” button for 5 seconds until the topmost LED on the transmitter turns off, then release the button. The transmitter LED will then flash rapidly and a voice prompt will announce “headest paired.”

After a few seconds, the topmost transmitter LED should be on solid and the headset LED should be flashing about once per second, indicating that the units are paired.

Interference from Two Headsets

Only one headset can be paired with the transmitter. If you pair two headsets with the same transmitter, they’ll interfere with each other as they compete for the transmitter RF signal. This will cause one headset to shut off. So don’t try to pair two headsets with the same transmitter!

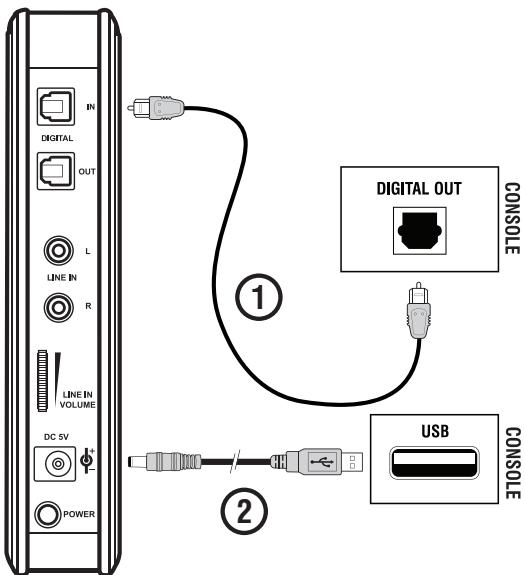
Setup

PS3, XBOX 360 (Slim)

1. Connect the Digital Optical Cable

NOTE: Remove the protective caps from each end of the optical cable before inserting it into the sockets.

2. Connect the Transmitter Power

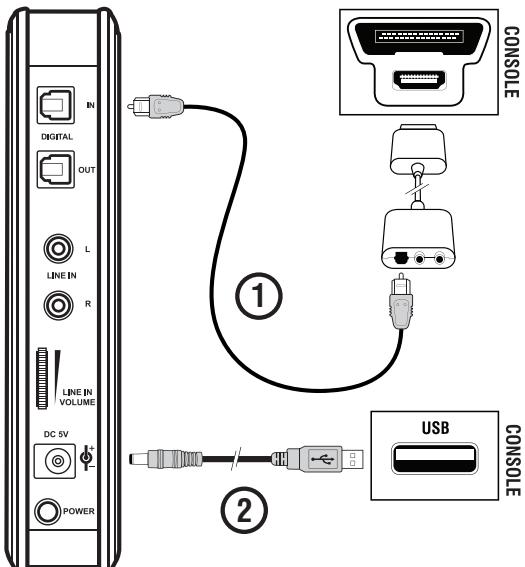


XBOX 360 (Original)

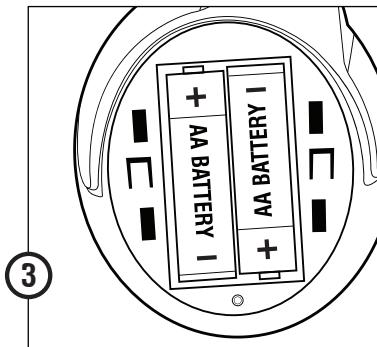
1. Connect the Digital Optical Cable (Requires XBOX 360 AV Adapter, sold separately)

NOTE: Remove the protective caps from each end of the optical cable before inserting it into the sockets.

2. Connect the Transmitter Power



3. Insert the Headset Batteries



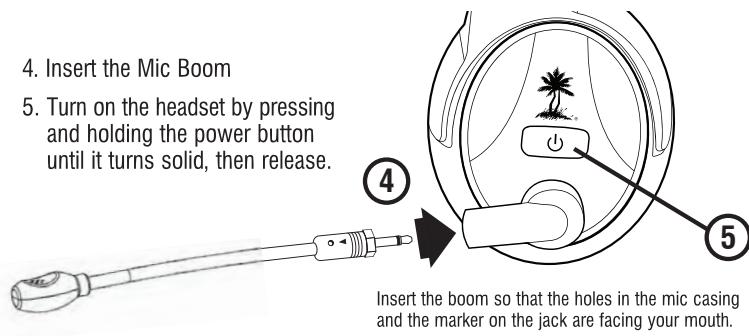
Right Ear Cup:

To remove the battery cover, slide downward.

CAUTION: Be sure to insert batteries as shown.

4. Insert the Mic Boom

5. Turn on the headset by pressing and holding the power button until it turns solid, then release.



Insert the boom so that the holes in the mic casing and the marker on the jack are facing your mouth.

6. Turn on the Transmitter by pressing the power button

