

astro

A50

WIRELESS HEADSET

INSTRUCTION MANUAL

ASTRO Gaming's A50 Wireless Headset offers a solution for the audio-savvy citizen who equally measures business and pleasure. Professionally-tuned Astro Audio paired with Dolby® 7.1 surround sound to pack aural one-two punch, while three unique EQ modes provide fully customizable transitions between media and gaming. Whether you're gaming, enjoying a feature film, or have tunes in need of heavy rotation-- control over bass and ambient noise is all just a touch away.

The A50's are equipped with KleerNet's 5.8 GHz wireless technology, designed for unimpaired performance amongst the array of other RF traffic. ASTRO Gaming's integrated MixAmp™ technology allows for precise control of game to voice balance, all fitting neatly into the contoured design of the A50. This guide will point to the various ways in which your A50's can be adjusted to a setup that's all your own.

CONGRATULATIONS ON YOUR SOUND INVESTMENT.



A50 WIRELESS SYSTEM
5.8 GHZ
EQ PRESETS



PACKAGE CONTENTS

Contents

So... you've breached the boxy exterior, and you're working your way along the inside. You'll find that your A50 comes bundled with some cables, each has a purpose that's suited to your method of gameplay.



OPTICAL CABLE

Provides clear Dolby® Digital surround sound across all platforms.



USB POWER CABLE

Powers your MixAmp™ Transmitter (Tx) as well as voice chat for the PlayStation Network and PC gaming.



USB CHARGING CABLE

Charges your A50 Wireless Headset from the TxD unit.



XBOX LIVE® CABLE

Connects to the Xbox controller enabling Xbox LIVE® chat.



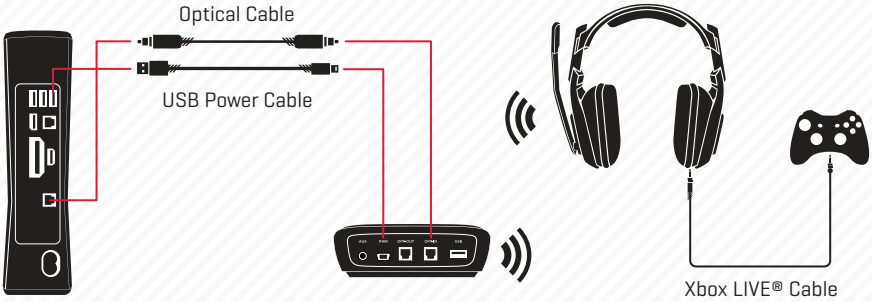
DISPLAY STAND

Holds Transmitter and headset for storage and charging.

Xbox 360 Setup:

1. Xbox 360 ▸ OPT-IN: Connect the Optical Cable from the digital output on your console to the digital input on the MixAmp™ Transmitter.
2. Xbox 360 ▸ PWR: Connect the USB Power Cable from a port on your console to the PWR port on your MixAmp™ Transmitter (Tx).

To use Xbox LIVE® Chat: Connect the Xbox LIVE® Cable from your Xbox 360 controller to the port located on the left earpiece of the A50.



**If you have a non-slim Xbox 360 and you use HDMI to connect to the TV, you will need an Xbox 360 Audio Dongle (not included). You may be able to pull audio from your TV's optical passthrough. See Home Theater System Configuration page.*

SYSTEM CONFIGURATION // PS3

PS3 Setup:

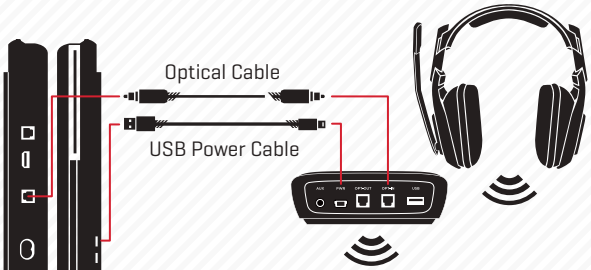
1. PS3 ▸ OPT-IN: Connect the Optical Cable from the optical digital output on your console to the digital input on MixAmp™ Transmitter (Tx).
2. PS3 ▸ PWR: Connect the USB Power Cable from a port on your console to the PWR port on your MixAmp™ Transmitter (Tx).

Game Audio

In the PS3 Settings, select:

▪ Settings ▸ Sound Settings ▸ Audio Output Settings ▸ Optical Digital ▸ Dolby Digital 5.1 Ch

▪ Ensure that the DTS 5.1 Ch has NOT been selected



Voice Chat

In the PS3 Settings, select:

▪ Settings ▸ Accessory Settings ▸ Audio Device Settings

▪ Set “Input Device” to “ASTRO Wireless Transmitter”

▪ Set “Output Device” to “ASTRO Wireless Transmitter”

▪ You can hear how you’ll sound to other players if you go back to the Accessory Settings menu and select the Voice Changer option.

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SYSTEM CONFIGURATION // PC

PC Setup:

1. PC port ▸ OPT-IN: Connect the Optical Cable from the optical digital output on your PC to the digital input on the MixAmp™ Transmitter (Tx). If your PC does not have an optical connection, use your headphone or line out jack and connect to the AUX input on the Tx. You may need to acquire a USB to optical digital out converter*.
2. PC ▸ PWR: Connect the USB Power Cable from a port on your PC to the PWR port on your MixAmp™ Transmitter (Tx).

Game Audio (using Windows 7 Pro)

In the Control Panel, select:

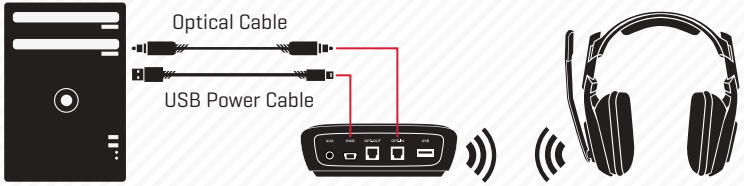
- Sound ▸ Playback
- Under digital output, select "SPDIF Out" then "Set as Default Device."
- If you do not have an optical output, select "Headphone / Speaker out," "Line Out" or "Digital Output" on the USB to SPDIF converter.

Voice Chat

In the Control Panel, select:

- Sound ▸ Recording
- Select "ASTRO Wireless Transmitter" then "Set as Default Device"

**To guarantee full functionality, ensure that your sound card supports Dolby® Digital technology.*



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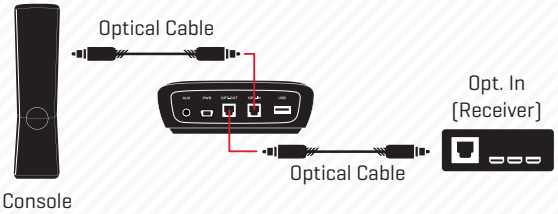
Home Theater

Sick of dealing with a multitude of cables? You're not alone. That's why the MixAmp™ Tx comes with a port that gives you the power of Optical Passthrough.

Sweet! Wait. What is Optical Passthrough? Optical Passthrough gives you the ability to output the same optical signal your MixAmp™ Tx is receiving, allowing you to add an additional peripheral device without having to adjust any cables.
Always make sure your MixAmp™ Tx has USB power in order for Optical Passthrough to work.

To Connect:

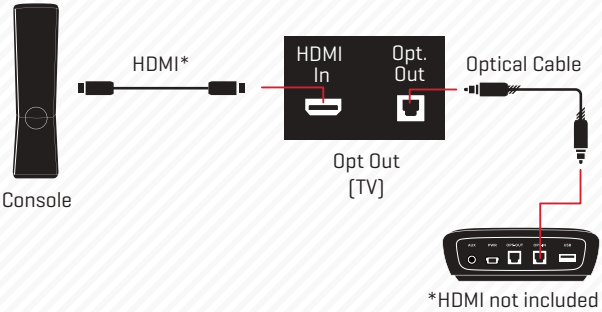
OPT-OUT ▸ AV Receiver: Connect Optical Cable from the OPT-OUT (Optical Passthrough) port on the MixAmp™ Tx to the input on your AV Receiver.



Television Setup

If your television comes equipped with Optical Passthrough functionality, simply connect the optical output on your television to the optical in terminal on your MixAmp™ Tx, bypassing the optical port on your Xbox 360.

To connect:
(TV) OPT-OUT ▸ OPT-IN (MixAmp™ Tx)



ASTRO AUDIO
SUPERIOR
TOURNAMENT
COMPETITIVE

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A50 LED BEHAVIOR

LED Indicator on A50 Headset:

- Solid Red, USB connected: Charging finished.
  Solid Red, USB disconnected: Powered on.
- Blinking Red + Audible Beep: Low Power, Charge Immediately.
- Solid Orange: Charging Lithium-Ion Battery.
- Blinking White: Pairing mode.

LED Indicators on MixAmp™ Tx:

Power LED

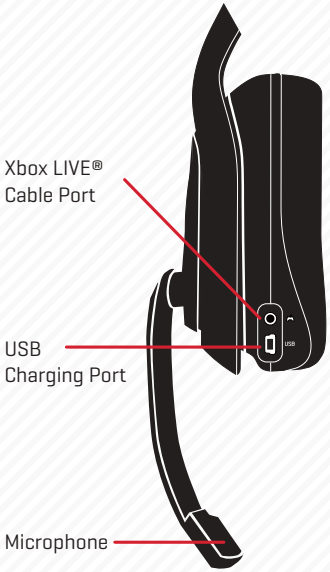
- Off: Powered off.
- Solid Red: Powered on.
- Blinking White: Pairing mode.

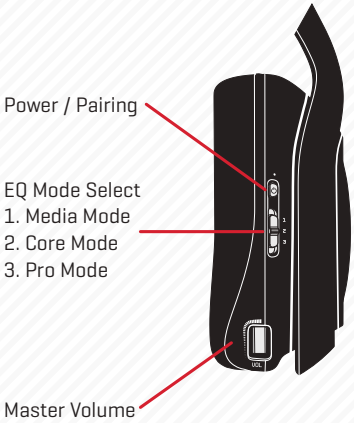
Dolby® LED

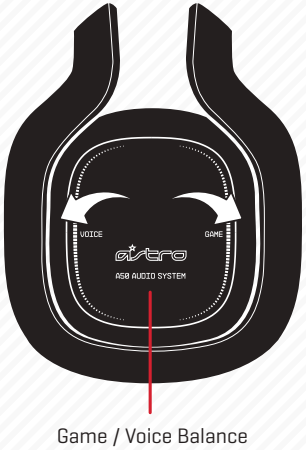
- Off: Dolby® Headphone disabled.
- Solid Red: Dolby® Headphone enabled.

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A50 USER INTERFACE







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A50 USER INTERFACE

A50 Controls

Game/Voice Balance: The A50's integrated game and voice mixing functions are located on your right earpiece. The A50s come preset to a 50/50 balance. To adjust, press the button for the audio function you wish to incrementally increase. Holding down "Game" will cause the mixing function to isolate game sounds, quieting the voice. Pressing "Voice" will cause the mixer to decrease game sounds, amplifying voice.

While using this feature you may find your A50 emits a series of intermittent beeps. Rest assured, you haven't been tricked into an ASTRO hearing test.

A50 Game/Voice Balance Beeps:

- At 50/50 Game + Voice: Emits a single beep
- At 100% Voice: Emits a two-tone beep (unique to max voice)
- At 100% Game: Emits a two-tone beep (unique to max game)

Master Volume: The Master Volume wheel located on the bottom of the right earpiece adjusts overall volume control. Use the Master Volume in conjunction with Game/Voice Balance for total audio domination. Lecherous laughter is optional (but encouraged).

Microphone: The A50 fixed microphone operates when in the down/forward position. To activate the microphone's mute feature, simply swing the microphone arm up to the vertical (12 o'clock) position, where the microphone will click into place.

Equalizer (EQ) Modes: EQ modes are controlled by a switch located on the back of the right earpiece. The A50s come equipped with three separate EQ modes for better listening:

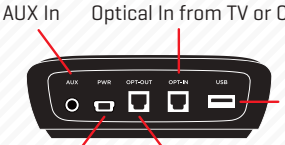
1. **Media:** Enhanced bass, for movies and music
2. **Core:** Balanced for single player gaming
3. **Pro:** Boosted high frequencies for competitive gameplay

MIXAMP® TX USER INTERFACE



Power / Pairing

Dolby® Headphone Button



AUX In

Optical In from TV or Console

USB Charging Port

USB Power / Voice

Optical Out Passthrough

MixAmp™ Tx - Top:

Left Button: Power/Pairing

Right Button: Dolby® Headphone Virtual 7.1 Digital Surround On/Off

MixAmp™ Tx - Rear:

PWR: Connect the USB Power Cable from this port to a free port on your console or PC to power the MixAmp™ Tx and enable voice capability*.

AUX: Auxiliary In. Plug your media device into this port with an optional 3.5mm cable in order to wirelessly stream audio to your A50 headset. Intended for use with MP3 players, phones, and PCs (when optical digital out is not available).

OPT-OUT: Optical Out Pass through, use this input to connect your home theater system.

OPT IN: Use this input to connect the Optical Cable from TV, PC, or console

USB: USB: Insert the USB Charging Cable into this socket, and attach the other end to the port on your A50s when not in use. This port is also utilized when updating to the latest firmware and is also needed to power Optical Passthrough.

**Additional setup may be required for some systems. Don't panic. Simply refer to the System Configuration for your gaming console or PC to get you all sorted out.*

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PAIRING ★

Your A50 and MixAmp™ TxD come pre-paired. It is only necessary to initiate the pairing process if there is no audio after setup is completed. Got it?



Locate the Power button on the face of the MixAmp™ Transmitter and on the right side of the A50 headset. Begin pairing mode by simultaneously holding the power button on the MixAmp™ TxD unit and on the A50 headset until both of the buttons blink white.



The LED indicators on both devices will show solid white for three seconds, indicating that pairing has occurred.

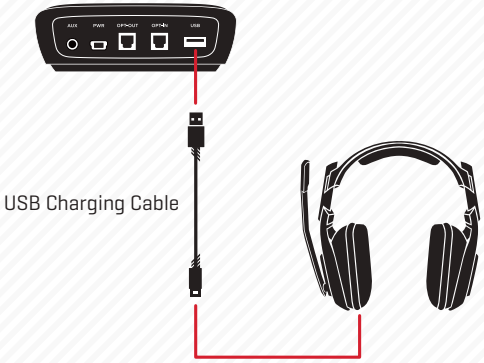


When the pairing process is complete, the power buttons on the A50 and the MixAmp™ TxD will show solid red.

You can pair up to four A50 headsets to your MixAmp™ TxD. However only the first paired headset can use its microphone. We recommend muting the mics of all other paired headsets. For pairing multiple A50 headsets to your MixAmp™ TxD, repeat this process for each additional headset or after doing a firmware update.

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BATTERY & CHARGING



Charging

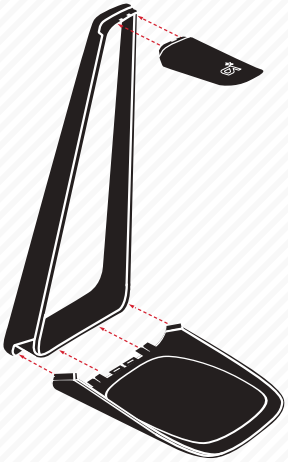
To charge your A50, attach the USB Charging Cable from the base of the MixAmp™ Tx to the charging port on the A50s. The indicator light on the A50 will show solid orange during charging and then solid red once your A50s are fully powered up and ready for action.

Battery Life

The non-removable lithium-Ion battery built into your A50s requires a five hour charging cycle to reach full power. Once fully charged, the battery is good for 8 -10 hours of on-head action time, depending on your degree of use.

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DISPLAY STAND





Display Stand - Permanent Assembly

Your display stand arrives in three parts: Base, Spine, and Beak.

To assemble:

1. Slide and snap in the tabbed edges of base piece into the corresponding edges of the spine.
2. Slide and snap the tabbed edge of the beak into the top of the spine.

Once assembled, the Display Stand functions as a base for your MixAmp™Tx and A50s for charging and display. The stand is not meant to be taken apart.

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SUPPORT

Firmware Updating:

Keep your A50s and your platforms playing nice, and in proper working order by making sure you are running the latest firmware:

http://www.astrogaming.com/firmware

Troubleshooting

See FAQ:

http://www.astrogaming.com/a50/a50-wireless-system

All products purchased directly from ASTRO Gaming comes with an automatic 1 year warranty on defective parts or faulty workmanship. No registration is required. That being said, if you register your product with us, we will be able to provide you with even better customer service *and* we'll cover your shipping in both directions if a repair is needed for domestic customers. Furthermore, if you purchased one of our products from a retailer other than ASTRO Gaming, you'll need to register it with us otherwise we'll have no idea who you are.

Register ASTRO products here:

http://www.astrogaming.com/register

Specs:

Weight w/o cable: 0.81lbs/363 grams

Max SPL: ~118 dB @1kHz

Ear Coupling: Over-Ear

Distortion: THD<1%

Kessel Run Distance: Under 12 Parsecs

Frequency Response: 20Hz - 20 KHz

Connector: 2.5mm XBOX Live® chat port, Mini-USB port

Microphone: 6.0mm uni-directinal noise canceling

Power Source: Mini-USB (USB 2.0 compatible)

Battery Life: 8-10 Hours

Wireless Radio: 5.8GHz Kleernet

MixAmp™ Tx Inputs: Optical In, AUX In (3.5mm), USB Power, USB Chat Audio

MixAmp™ Tx Outputs: Optical Passthrough, USB Charging Port

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Federal Communications Commission (FCC) Statement

15.21

You are cautioned that changes or modifications not expressly approved by the part responsible for compliance could void the user's authority to operate the equipment.

15.105(b)

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.

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 of the device.

FCC RF Radiation Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. End users must follow the specific operating instructions for satisfying RF exposure compliance. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

FCC RF Exposure requirements:

This device and its antenna(s) must not be co-located or operation in conjunction with any other antenna or transmitter.

THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

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