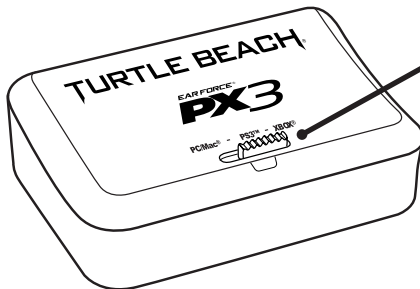


TRANSMITTER



Switch between preset modes for PS3 and XBOX 360
* Presets are inactive in PC/Mac mode.

USING PRESETS

Pressing the MAIN button toggles between the Main preset and the selected Alternate preset. Pressing the PRESET button cycles through eight Alternate presets. For best results, start with the Main preset and then toggle to an Alternate preset that's optimized for the game or situation you're in.

RIGHT EAR CUP



cycle through Alternate presets

toggle from Main preset to selected Alternate preset

PS3™ / XBOX 360® MODES

Switch the mode selector on the Transmitter to change between PS3 and XBOX 360 modes. * Presets are inactive in PC/Mac mode.

MAIN PRESET

The Main preset is “flat” and allows you to hear stereo game sound without using any additional processing effects.

ALTERNATE PRESETS

The default Alternate presets were intentionally designed to provide general audio effects. They do not incorporate voice morphing or effects that radically modify game sounds or chat. These Alternate presets can be replaced with more game-specific presets by downloading new ones from TurtleBeach.com

WHAT IT IS:	WHAT IT DOES:	USE IT FOR:
1 Slight Bass + Treble Boost	Slightly increases low frequencies while adding clarity to the high frequencies.	Games, music, TV or whenever you'd want a bit more bass and crisper highs.
2 Low Boost + Blast Limiter	Boosts the low-end frequencies while suppressing extremely loud noises.	Honing in on deep footsteps or the sound of a tank approaching while protecting your ears from explosions.
3 Mid Boost + Blast Limiter	Boosts the mid-range frequencies while suppressing extremely loud noises.	Enhancing voices and footsteps while protecting your ears from explosions.
4 High Boost + Blast Limiter	Boosts the high-range frequencies while suppressing extremely loud noises.	Pinpointing an enemy reloading or pulling the pin on a grenade while protecting your ears from explosions.
5 Mid Boost + Sonic Lens	Boost the mid-range frequencies while expanding the sound field so you can pinpoint voices and directional sounds.	Enhancing in-game voices and many ambient sound effects.
6 Narrow Sound Field	Narrows the sound field, amplifying sounds that are directly in front of you.	Hearing enemies lurking ahead of you in a hallway or tunnel.
7 Sound Field Expander	Widens the sound field, pushing audio to the left and right so you can clearly pinpoint directional sounds.	Hearing enemies before you see them; react faster and get the drop on them first.
8 Engine Amplifier	Attenuates high/low frequencies while boosting mid-range frequencies, making it easier to hear the sound of car, truck or aircraft engines.	Enhancing racing games, making you feel like you're inside a fighter jet, hear an enemy chopper approaching.

Download new presets with the PX3 software from TurtleBeach.com