

EAR FORCE® RECON 70

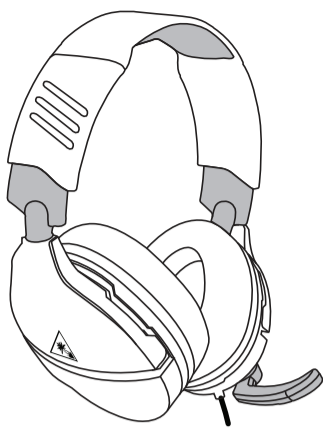
QUICK START GUIDE GUIDE DE DÉMARRAGE RAPIDE

IMPORTANT READ BEFORE USING **À LIRE** AVANT TOUTE UTILISATION

Any Questions? Des questions?
turtlebeach.com/recon70

FOR MODEL: RECON 70

Package Contents Contenu de la boîte



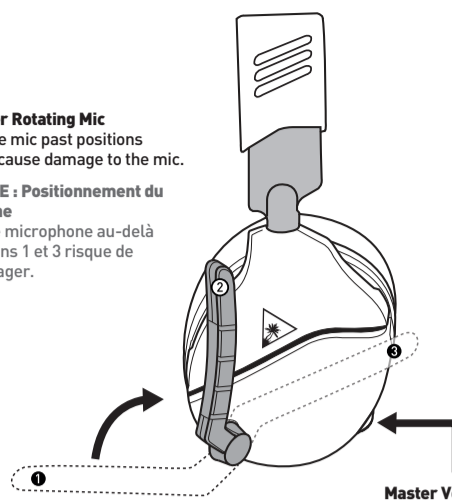
Recon 70 Headset
Casque Recon 70

426-021-001-011 RB

Headset Controls Commandes du casque

NOTE: Over Rotating Mic
Turning the mic past positions 1 & 3 may cause damage to the mic.

REMARQUE: Positionnement du microphone
Orienter le microphone au-delà des positions 1 et 3 risque de l'endommager.



Mic Mute
Flip up mic to mute (see position 2).

Microphone muet
Relevez le microphone pour le couper (voir position 2).

Master Volume
Adjusts the master volume of the incoming game and chat audio.

Volume principal
Règle le volume principal du jeu et du chat vocal entrant.

Xbox One Setup Configuration Xbox One



Note/Remarque:

The Recon 70 requires the Xbox One Controller with 3.5mm headset jack. Purchase the Ear Force Headset Audio Controller from turtlebeach.com for use with the original Xbox One Controller.
Le casque Recon 70 nécessite la manette Xbox One avec 3,5mm casque jack. Pour toute utilisation avec la manette Xbox One d'origine, l'adaptateur audio pour casque Ear Force est nécessaire. Disponible sur turtlebeach.com.

VOLUME SETUP | CONFIGURATION DU VOLUME

- EN**
1. Press the Xbox Button on your controller
 2. Go to the System tab ()
 3. Select Audio
 4. Set Headset Volume to maximum
 5. Set Headset Chat Mixer to the middle setting
 6. Set Mic Monitoring to your preferred level
- ES**
1. Pulsa el botón de Xbox en el mando
 2. Ve a la pestaña Sistema ()
 3. Selecciona Sonido
 4. Configura el volumen de los auriculares al máximo
 5. Configura el mezclador de chat de los auriculares a la configuración intermedia
 6. Configura el monitor de micrófono a tu nivel preferido
- IT**
1. Premi il pulsante Xbox sul controller
 2. Seleziona Sistema ()
 3. Seleziona Audio
 4. Imposta il volume delle cuffie al massimo
 5. Configura il mixer per la chat delle cuffie al valore medio
 6. Impostare il controllo microfono sul livello preferito
- PT**
1. Tryck på Xbox-knappen på handkontrollen
 2. Gå till fliken System ()
 3. Välj Ljud
 4. Höj headsetvolymen till högsta nivå
 5. Ställ in headsetets chattmix på mellaninställningen
 6. Ställ in mikrofonäterspelnin till önskad nivå
- FR**
1. Appuyez sur la touche Xbox de votre manette
 2. Ouvrez l'onglet Système ()
 3. Sélectionnez Audio
 4. Paramétrez le volume du casque au maximum
 5. Pour le mélangeur de chat du casque, choisissez le réglage du milieu
 6. Paramétrez le réglage du microphone selon vos préférences
- DE**
1. Drücke die Xbox-Taste deines Controllers
 2. Navigiere zum Systemreiter ()
 3. Wähle Audio
 4. Stelle die Headset-Lautstärke auf das Maximum ein
 5. Stelle die Chat-Abmischung des Headsets auf den mittleren Wert ein
 6. Stelle den Mikrofonmonitor auf deine bevorzugte Lautstärke ein
- DK**
1. Tryk på Xbox-knappen på din controller
 2. Gå til fanen System ()
 3. Vælg lyd
 4. Sæt headset-lydstyrke til maksimum
 5. Sæt Headset-chatmixer til den midterste indstilling
 6. Sæt Mikrofonkontrol til dit foretrukne niveau
- NL**
1. Druk op de Xbox-knop op je controller
 2. Ga naar het tabblad System ()
 3. Selecteer Audio
 4. Stel Headset Volume in op Maximum
 5. Stel Headset Chat Mixer in op de middelste instelling
 6. Stel Mic monitoring in op je gewenste niveau

- FR**
1. Appuyez sur la touche Xbox de votre manette
 2. Ouvrez l'onglet Système ()
 3. Sélectionnez Audio
 4. Paramétrez le volume du casque au maximum
 5. Pour le mélangeur de chat du casque, choisissez le réglage du milieu
 6. Paramétrez le réglage du microphone selon vos préférences
- DE**
1. Drücke die Xbox-Taste deines Controllers
 2. Navigiere zum Systemreiter ()
 3. Wähle Audio
 4. Stelle die Headset-Lautstärke auf das Maximum ein
 5. Stelle die Chat-Abmischung des Headsets auf den mittleren Wert ein
 6. Stelle den Mikrofonmonitor auf deine bevorzugte Lautstärke ein
- PT**
1. Premir o Botão Xbox no comando
 2. Selecionar o separador Sistema ()
 3. Selecionar Áudio
 4. Colocar o volume dos auscultadores no máximo
 5. Configurar o editor de som do chat dos auscultadores para a definição do meio
 6. Colocar a monitorização de microfona no nível desejado
- DK**
1. Tryk på Xbox-knappen på din controller
 2. Gå til fanen System ()
 3. Vælg lyd
 4. Sæt headset-lydstyrke til maksimum
 5. Sæt Headset-chatmixer til den midterste indstilling
 6. Sæt Mikrofonkontrol til dit foretrukne niveau

SURROUND SOUND SETUP (AVAILABLE ONLY ON XBOX ONE) CONFIGURATION DU SON SURROUND (DISPONIBLE UNIQUEMENT SUR XBOX ONE)

- EN**
1. Press the Xbox Button on your controller
 2. Go to the System tab ()
 3. Select Settings >> Display & sound >> Audio Output
 4. Set Headset format to Windows Sonic for Headphones
- ES**
1. Pulsa el botón de Xbox en el mando
 2. Ve a la pestaña Sistema ()
 3. Selecciona Configuración >> Pantalla y sonido >> Salida de sonido
 4. Configura el formato de los auriculares a Windows Sonic para auriculares
- IT**
1. Premi il pulsante Xbox sul controller
 2. Seleziona Sistema ()
 3. Impostazioni >> Schermo e audio >> Uscita audio
 4. Imposta il formato su Windows Sonic per cuffie
- PT**
1. Tryck på Xbox-knappen på handkontrollen
 2. Gå till fliken System ()
 3. Välj Inställningar >> Bildskärm och ljud >> Videoutgång
 4. Ställ in headsetformat till Windows Sonic för hörlurar
- FR**
1. Appuyez sur la touche Xbox de votre manette
 2. Ouvrez l'onglet Système ()
 3. Ouvrez Paramètres >> Affichage et son >> Sortie audio
 4. Paramétrez le format de casque sur Windows Sonic pour casque
- DE**
1. Drücke die Xbox-Taste deines Controllers
 2. Navigiere zum Systemreiter ()
 3. Wähle Einstellungen >> Anzeige & Sound >> Audioausgabe
 4. Wähle als Headset-Format „Windows Sonic for Headphones“
- DK**
1. Tryk på Xbox-knappen på din controller
 2. Gå til fanen System ()
 3. Vælg Indstillinger >> Billede og lyd >> Lyd-output
 4. Vælg headset-formatet Windows Sonic til hovedtelefoner
- NL**
1. Druk op de Xbox-knop op je controller
 2. Ga naar het tabblad System ()
 3. Selecteer Settings >> Display & Sound >> Audio Output
 4. Stel Headset format in op Windows Sonic for Headphones

For more information on Xbox Surround Sound visit:
Pour plus d'informations sur l'effet Surround Xbox, rendez-vous sur:
turtlebeach.com/sonic

PS4® Setup Configuration PS4®



- EN**
1. Go to Settings >> Devices >> Audio Devices
 2. Set Input & Output Device to Headset Connected to Controller
 3. Set Output to Headphones to All Audio
 4. Set Volume Control (Headphones) level to maximum
 5. Select Adjust Microphone Level and follow the on-screen instructions to calibrate your microphone
- FR**
1. Ouvrez Paramètres >> Périphériques >> Périphériques audio
 2. Dans Périphérique d'entrée et Périphérique de sortie, sélectionnez Casque branché à la manette
 3. Dans Sortie vers le casque, sélectionnez Tout audio
 4. Le niveau de volume du paramètre Réglage du volume (casque) doit être au maximum
 5. Sélectionnez Réglez le niveau du microphone et suivez les instructions à l'écran pour régler votre microphone

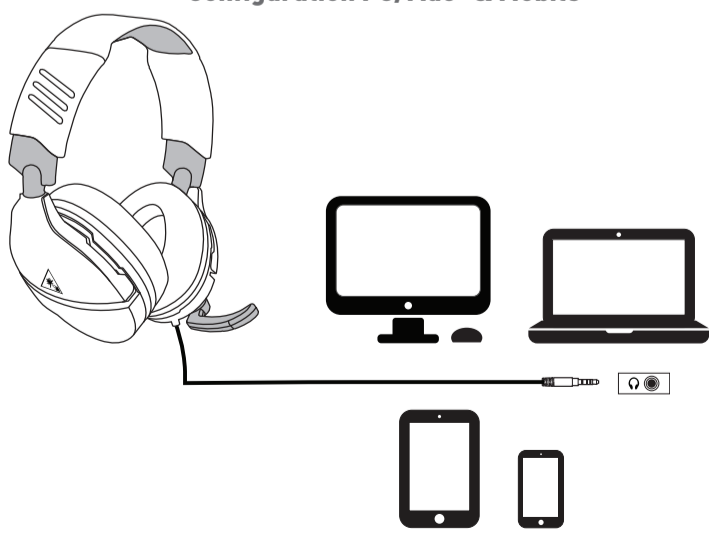
- ES**
1. Ve a Configuración >> Dispositivos >> Dispositivos de sonido
 2. Configura los Dispositivos de entrada y de salida a auriculares conectados al mando
 3. Configura la salida de los auriculares a todos los sonidos
 4. Configura el nivel del control de volumen (casco) al máximo
 5. Selecciona Ajustar el nivel del micrófono y sigue las instrucciones para calibrar el micrófono
- IT**
1. Selezionare Impostazioni >> Dispositivi >> Dispositivi audio
 2. Selezionare come dispositivo di ingresso e di uscita le cuffie collegate al controller
 3. Impostare l'opzione Riproduci l'audio tramite cuffie su Tutto l'audio
 4. Impostare il livello di Controllo del volume (cuffie) al massimo
 5. Selezionare l'opzione Regola il livello del microfono e seguire le istruzioni a schermo per calibrare il microfono
- PT**
1. Dirija-se a Definições >> Dispositivos >> Dispositivos de Áudio
 2. Seleccione os auscultadores ligados ao comando como o dispositivo de entrada e saída de áudio
 3. Seleccione "Todo o Áudio" em "Enviar áudio para os auscultadores"
 4. Defina o "Controlo de volume (auscultadores)" para o máximo
 5. Seleccione "Ajustar nível do microfone" e siga as instruções de calibração no ecrã
- DK**
1. Gå til Indstillinger >> Enheder >> Lydenheder
 2. Indstil Input & Output Device til Headset Connected to Controller
 3. Vælg Send til hovedtelefoner for Al lyd
 4. Indstil lydstyrken (hovedtelefoner) til det maksimale niveau
 5. Vælg Tilpas mikrofonstyrke, og følg instruktionerne på skærmen for at kalibrere din mikrofon
- NL**
1. Ga naar Instellingen > Apparaten > Audioapparaten
 2. Stel Invoer- en uitvoerapparaat in op Headset aangesloten op controller
 3. Stel de uitvoer in op Hoofdtelefoon naar alle audio
 4. Stel Volumebediening (hoofdtelefoon) in op maximaal
 5. Selecteer Microfoonniveau aanpassen en volg de instructie in beeld om je microfoon te kalibreren

Nintendo Switch™ Setup Configuration Nintendo Switch™



Note/Remarque:
Chat available for games that support in-game chat capability.
Chat en jeu disponible pour les jeux disposant de cette option.

PC/Mac® & Mobile Setup Configuration PC/Mac® & Mobile



Note: If your PC uses separate Green/Pink connectors for audio you will need a PC Splitter Cable. This adapter is available online at turtlebeach.com
Remarque: Un câble Y est nécessaire pour les PC dotés de sorties audio rose et verte. Ce câble est également en vente sur turtlebeach.com

Regulatory Compliance Statements for the EAR FORCE RECON 70
Federal Communications Commission (FCC) Compliance Notices
Class B Interference Statement
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15, Subpart B 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.

FCC Caution:
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 compliant with the Consumer Product Safety Improvement Act of 2008, Public Law 110-314 (CPSIA)

Canadian ICES Statements
Canadian Department of Communications Radio Interference Regulations
This digital apparatus does not exceed the Class B limits for radio-noise emissions from a digital apparatus as set out in the Radio Interference Regulations of the Canadian Department of Communications. This Class B digital apparatus complies with Canadian ICES-003.

Règlement sur le brouillage radioélectrique du ministère des Communications
Cet appareil numérique respecte les limites de bruits radioélectriques visant les appareils numériques de classe B prescrites dans le Règlement sur le brouillage radioélectrique du ministère des Communications du Canada. Cet appareil numérique de la Classe B est conforme à la norme NMB-003 du Canada.

European Union and European Fair Trade Association (EFTA) Regulatory Compliance
Declaration of Conformity
Marking by this symbol: indicates compliance with the Essential Requirements of the EMC Directive of the European Union (2014/30/EU). This equipment meets the following conformance standards:
Safety:
EN 60950-1:2006 + A11:2009 + A1:2010 + A12:2011 + A2:2014 (T-Mark License)
IEC 60950-1:2005 (2nd Edition) + Am 1:2009 + Am 2:2013 (CB Scheme Certificate), EN 50332-1:2013, EN 50332-2:2013, EN 71-3:2013
Additional licenses issued for specific countries available on request
Emissions:
EN 55032:2012, CISPR 32:2015
Immunity:
EN 55024:2010, CISPR 24:2010
EN 61000-4-2:2009, EN 61000-4-3:2006 + A1:2008 + A2:2010
EN 61000-4-8:2010
The products are licensed, as required, for additional country specific standards for the International Marketplace. Additional issued licenses available upon request.
Environmental:
Low Voltage Directive 2014/35/EU, RoHS 2011/65/EU, REACH 2006/1907/EC, WEEE 2012/19/EU, Packaging 94/62/EC, Toys Safety Directive 2009/48/EC

Please visit the following URL for a complete copy of the Declaration of Conformity:
<http://www.turtlebeach.com/homologation>

This symbol on the product or its packaging indicates that this product must not be disposed of with your other household waste. Instead, it is your responsibility to dispose of your waste equipment by handing it over to a designated collection point for the recycling of waste electrical and electronic equipment. The separate collection and recycling of your waste equipment at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment. For more information about where you can drop off your waste for recycling, please contact your local authority, or where you purchased your product.

Turtle Beach Europe Ltd is obligated as a producer with a main activity of selling under The Producer Responsibility Obligations (Packaging Waste) Regulations 2007. To fulfil our obligation we are registered with Comply Direct and their Recycling Room. Here you will find advice and information on packaging waste management, recycling symbols and the waste hierarchy principles of reduce, reuse and recycle.
<https://www.complydirect.com/the-recycling-room/>