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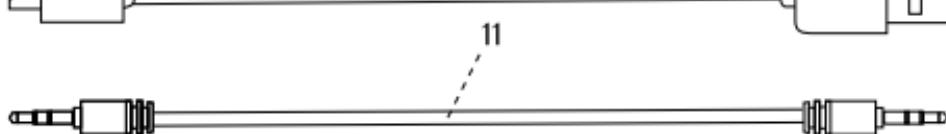
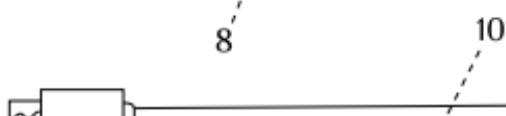
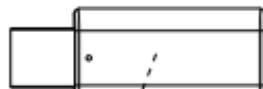
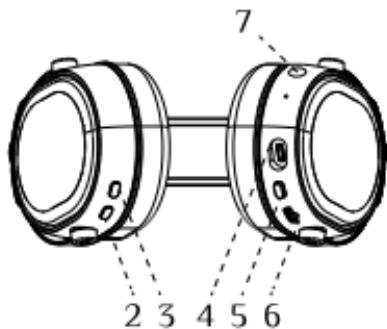


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# **EYERIS** - 2.4GHz wireless gaming headset

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This gaming headset was designed to be functional, and dare we say a bit classy. A solid build, RGB lights, and low latency 2.4GHz wireless tech. Use it to game, use it to Zoom call your boss, or use it to listen to your favorite music. Thanks for supporting us. We appreciate it.



1. Headphone	8. Microphone
2. Power/light button	9. USB Dongle
3. EQ button	10. USB type C to USB charging
4. USB type C port	cable (1 meter length)
5. Microphone button	11. 3.5mm connecting cable
6. Volume wheel	(1.5 meter length)
7. Microphone port	

**\*1, 8, 9, 10, 11 are included in the box\***

# **INSTRUCTION MANUAL**

## **ON/OFF:**

- Turn on the headset by holding the power/light button for ~2 seconds- you'll hear a short beep
- Turn off the headset by holding the power/light button for ~5 seconds- you'll hear a long beep

## **CONNECTING:**

- 1.) Plug your USB dongle into your computer's or system's USB port
- 2.) Hold down the power button on your headset for 2 seconds to turn on
- 3.) If the RGB lights turn from blinking green to breathing lights you have paired successfully
- 4.) If you need to connect at any time, hold down the power/light button for 2 seconds and when paired successfully will turn to breathing lights indicating a pair

- You should check your sound/audio settings so that you have the “**output**” set to Wireless Audio
- If you are using the microphone you should also set the “**input**” to Wireless Audio
- If you go further than the allotted connecting distance, the RGB lights will blink green as the headphones are looking to pair. When you get back in range they will connect automatically and the multi-color breathing lights will appear.
- When you take out the USB dongle while the headphones are on, it will unpair the headphones and then blink green because it is looking to pair. **Any green blinking means the headphones have not yet paired**

## **CHARGING:**

- We recommend charging the battery when you receive the product
- Connect the included charging cable into a USB port or a USB adapter (such as phone charging adapter)
- Full charging takes roughly 2.5 hours
- The outer RGB lights will blink red when the headphones are charging
- When the outer lights turn to a solid green color, that means they are fully charged
- You can use the headphones while charging, however, you will need to charge the headphones while using them.** If you charge with the power off you will not be able to pair the headphones correctly
- When charging the headphones while using them, you will see the lights slowly breath red until fully charged, then they'll change to green as before when fully charged
- On a full charge the battery without lights lasts around 28 hours, and with lights on 18 hours

## **MICROPHONE:**

The mic switch has two modes.

- 1.) When pressed in, it is on.
- 2.) When pressed to be extended, the microphone is off.

- To plug the microphone in, you should insert the microphone with the top notch area lined up with the Lock icon. Plug in the microphone and then turn counter clockwise to lock in place.
- When unplugging the microphone, do the above actions in reverse order

## **EQ:**

- Press the EQ button to change the different EQ modes.
- 3 modes include: Hifi (1 beep), Bass (2 beeps), 3D (3 beeps)
- \*When you turn the headset it off, the next time you turn it on it will be on the same EQ.

## **VOLUME:**

- The volume wheel is located above the Mic button.
- You can adjust the volume by rotating the wheel up or down.

## **RGB LIGHTS:**

- Click the RGB button once to cycle through the different RGB colors
- Colors include; Breathing all colors, Red, Green, Blue, Purple, Yellow, Teal, White, Light off

## **POWER:**

- When the battery voltage is lower than 10% the RGB light will slowly flash red. After 10 minutes if the headset hasn't been charged yet it will automatically shut off and will need to be charged again

- Automatic shutdown will also occur when the headset has not been paired for 10 minutes
- It will also shutdown if you are connected but haven't had any sound for 30 minutes

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## **USAGE WITH INCLUDED 3.5MM CABLE:**

- If you prefer to use a cable, you can insert the USB type C included cable into your headset's type C port, and the 3.5mm other end into your PC or controller (if you're playing on Playstation or other system with 3.5mm port)
- If changing from the wireless USB dongle to 3.5mm cable, you will need to **first turn off the headset and then plug in the 3.5mm cable. The headset does not need to be turned on to use the 3.5mm cable**
- \*\*When using with the 3.5mm cable you will not be able to use the lights as well as the EQ functions. The volume and microphone will work as usual.

## **OPERATING SYSTEMS:**

-This wireless headset works with Sony PS4, PS5, Nintendo Switch (with 3.5mm adapter), Xbox systems (with included 3.5mm adapter), most Windows operating systems and most Mac OS. If you have any questions or issues, please contact us



## **LIMITED WARRANTY:**

We back our products with a 1-year warranty good from the date of your purchase, with some minor rules that apply.

- Treat your product well, and take care of the headset.
- Electronics break. We know this. Everyone knows this, and that is why we will replace your headset within a year if something goes wrong.
- We are reasonable people and that goes a long way. Don't be THAT guy or girl. If you are THAT guy or girl then your problems are bigger than a headset.

The warranty period starts from the date your product was purchased. The warranty cannot be transferred to third parties upon resell of the product. When contacting us please provide a screenshot of your Amazon purchase as well as:

- 1) Order #
- 2) Full name
- 3) Contact details (phone and email)
- 4) SN #: 11-digit number found on the package sleeve
- 5) A written detailed description of the issue you're having with the product

### **What the warranty covers;**

- 1) Any defects in materials used to manufacture your product
- 2) Any broken components under normal use

### **What if you have a broken or damaged product;**

- 1) The company will repair the product at no cost,  
OR
- 2) The product will be exchanged with a new product.

### **This warranty does not include;**

- 1) Damage of a product through negligence.
- 2) Damage of a product through un-authorized modification.
- 3) Damage caused by a natural disaster.
- 4) Theft or loss of the product.
- 5) Other issues of the product through misuse of its intended purpose.

### **Other info;**

- 1) Contact us through our website for the shipping address
- 2) You are responsible for the packaging shipping to us. Use original packaging or packaging that protects the product. Trusyo Audio is NOT responsible for damage incurred shipping from your address to ours.
- 3) Take clear photos of the broken or non-working parts when possible (electronic components do not need photos)
- 4) The warranty is non-transferrable, only the original purchaser is able to use it.
- 5) If any dispute arises in the legitimacy of a claim, Trusyo Audio will have the final say.

NOTE: This equipment has been tested and found to comply with the limits for aClass B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in aresidential 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 noguarantee that interference will not occur in a particular installation. If thisequipment does cause harmful interference to radio or television reception, whichcan 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.

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