



snakebyte

PREMIUM UNIVERSAL MICROPHONES

User Manual



ON/OFF-Button

* ON
* MIC
* OFF

Position II

Position I

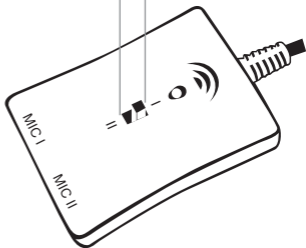


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IMPORTANT SAFETY INSTRUCTIONS

- Before using your snakebyte Premium Universal Microphones please read this manual thoroughly. If you comply with all instructions and tips, using the microphones is easy and comfortable. Please retain this manual for future reference.
- If you don't want to lose your warranty, please refrain from disassembling the microphones – there are no user serviceable parts inside anyway. Inappropriate handling does invalidate the warranty and leads to malfunctions of the devices.
- Keep the microphones away from liquids and liquid containers such as vases, bottles, hot baths, jacuzzi tubs, etc. Any damage occurring from liquids invalidates the warranty.

INTRODUCTION

Thank you very much!

Congratulations for purchasing the snakebyte Premium Universal Microphones. We really appreciate your trust in our fine products. These microphones were thoroughly produced under constant quality inspection and according to international quality and safety standards. Have fun with these products. If you follow this manual, set up, operation, and basic maintenance of the

Premium Universal Microphones is cakewalk. In case you encounter any problems exceeding this manual please contact your dealer or our friendly customer support under support@snakebyte-europe.com.

SPECIFICATIONS

- Pack of two microphones (3m cable length)
- Compatible with Nintendo Wii, PlayStation 2, PlayStation 3, Xbox 360 and PC (Windows XP, Windows Vista)
- Premium quality metal housing
- Wired connection (6.3mm phone jack) with the USB adapter included in delivery allows simultaneous use of both microphones (only if supported by the game)
- **Not compatible with LIPS (Xbox 360, Microsoft Game Studios)**

Technical data is subject to change without notice.

INSTALLATION

Included in delivery

Within the package of the snakebyte Premium Universal Microphones you should find the following items:

- 2x Premium Universal Microphones (3m cable length)
- 1x USB Adapter
- 1x Carry Bag
- 1x this manual

If any part is missing or obviously broken please contact your dealer immediately. If there are more than the five mentioned items included – congratulations!

Connecting the snakebyte Premium Universal Microphones with your PC

- Please be aware of the fact that the snakebyte Premium Universal Microphones are only compatible with PC systems running Windows Xp or Windows Vista.
- Connect the microphones' 6.3mm phone jack connectors with the USB

adapter (inputs "Mic1" & "Mic2").

- The USB Adapter's compatibility mode switch is only required when the microphones are used with game console systems, you may ignore its setting when you intend to use the microphones with a personal computer.
- Connect the USB Adapter with your computer's USB port of choice and make sure the user currently logged into the system has Administrator rights in order to install the new hardware.
- You may adjust settings of the newly installed microphones in your system's configuration panel under "Sounds & Audio Devices".

Connecting the snakebyte Premium Universal Microphones with your console system

- Make sure your console is turned off.
- Define your Premium Universal Microphones' compatibility mode by setting the USB adapter's switch to I or II, depending on this manual's chart.
- Connect the microphones' 6.3mm phone jack connectors with the USB adapter (inputs "Mic1" & "Mic2").
- In case the setting of the switch is changed after they are plugged in, you have to repeat the setup process in order for the microphones to be properly detected by the console.
- Insert the USB adapter into your console's USB port of choice.
- Once a compatible game software is loaded, the LED indicator on top of the USD adapter will light up, confirming the correct hardware connection.

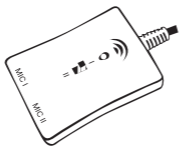
Proper use of the Premium Universal Microphones

The snakebyte Premium Universal Microphones are compatible with a wide selection of games across a number of console systems. Please refer to the chart below to find out which games can be used with the Microphones.

Please be aware that while the Premium Universal Microphones are compatible with Xbox 360 in general, they can not be used with LIPS (Xbox 360, Microsoft Game Studios).

Make sure the snakebyte Premium Universal Microphones' settings are made before they are plugged in and the game is started, otherwise the games can not properly recognise the hardware and the startup process needs to be repeated.

Game	PS 2	PS 3	Wii	XBOX 360
Rock Band	II	II	II	II
Rock Band 2	II	II	II	II
Guitar Hero 4	II	II	II	II
Singstar (All versions)	I	I		
American Idol	II	II	II	II
High School Musical	II	II	II	II
Boogie Superstar			II	



- I = Switch top position**
II = Switch medium position
Off = Switch bottom position

Your snakebyte Premium Universal Microphones come with a generous cable length of three meters each. Make sure not to move too excessively while holding them, anyway. Doing so may damage the wired connections, which leads to signal loss and renders the microphones inoperable.

Please refer to your game's manual in order to find out whether it supports the simultaneous use of two microphones. In case it does, such as Singstar for PlayStation 2 or PlayStation 3, both inputs (Mic1 & Mic2) are supported. Games such as Rock Band support only one microphone, which means that only input Mic1 works. You may use either microphone and connect it to Mic1, though.

TROUBLESHOOTING

If you encounter any problems using the snakebyte Premium Universal Microphones please read this section carefully before contacting our customer support or your dealer.

1. My Premium Universal Microphones do not seem to work with my console game at all.

Turn off your console, and disconnect the AC adaptor/power cord. Unplug the Microphones from the USB adapter and the adapter from the console. Reconnect the microphones and the USB adapter to the console referring to the installation instructions above. Reconfirm that all connectors are firmly plugged in and the microphones' compatibility mode switch is set correctly before the connection is made. Restart your console and try using the microphones with your game again.

2. My console game seems to recognise one microphone, i can't seem to use the second one.

Please refer to your game's manual in order to find out whether the game supports the simultaneous use of two microphones at all. Singstar for PlayStation 2 and PlayStation 3 support two microphones by default. Games such as Rock Band or Guitar Hero 4 only support the use of one microphone.

3. My Premium Universal Microphones' sound is distorted, the quality is bad.

While singing hold the microphone approximately 5-8 cm from your mouth and sing directly into the top of the microphone. Keep some distance between the microphone and the speakers or the TV system in use in order to avoid feedback (high-pitched sound).

Try to avoid getting moisture from your mouth on the microphone's membrane in order not to damage it and ensure the highest possible sound quality.

4. Once the hardware is connected to my console the LED indicator on top of the USB adapter does not light up.

Make sure the USB adapter and the microphones are connected according to the installation instructions above.

Also make sure your game software is compatible with the snakebyte Universal Microphones. Details can be found in the compatibility chart in this manual.

5. While trying to use the snakebyte Premium Universal Microphones with my PC i can't seem to install the hardware.

Please make sure the user currently logged into the system has local administrator rights in order to be authorised to install new hardware.

In case the new hardware is not even recognised, please ensure that the USB port you're trying to use is properly installed as well. Try using a different USB port that is confirmed to be fully functional.

CONTACT AND SUPPORT

If you still encounter problems that can not be solved by reading the section „troubleshooting“, please contact us:

Sunflex Europe GmbH
Obere Oese 2-4
58675 Hemer
Germany

support@snakebyte-europe.com

TERMS OF GUARANTEE

We issue a guarantee of two years after purchase of the snakebyte Premium Universal Microphones. Therefore, please preserve your invoice, e.g. together with this manual.

In order not to invalidate the warranty and to protect your health never try to repair and/or disassemble the devices. There are no user serviceable parts inside anyway. On top, the danger of electric shock or even fire is reduced considerably.

The guarantee is limited to defective parts or faulty assembly of the hardware exclusively, i.e. it only covers manufacturing defects.

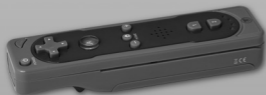
Amongst others the following defects can not be asserted:

- basically all defects resulting from violation of this manual
- defects resulting from improper use or cleaning

- mechanical and optical flaws (e.g. scratches, broken casing caused by brute force or carelessness)
- defects caused by force majeure
- any defects caused by components that are not themselves parts of or the microphones themselves

Further products of the snakebyte range
Weitere Produkte aus dem snakebyte Sortiment
Autres produits de la gamme snakebyte

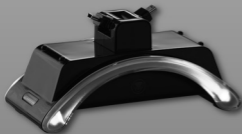
Wii
Remote XS Controller



Audio / Video
Premium HDMI Selector



PS3
Charging Cradle



XBOX 360
Premium Component Cable

