



Three-Mode Gaming Headset (USB Dongle) BS-X-R

USER MANUAL

Headset Charging

- 1. Please charge when you use the BS-X4 headset firstly.
- 2. If the power of the headset is less than 20%,you will hear” Low Power” once in every 5mins and the RED indicator will flash once in every 5s.
- 3. When you charge with the Type C cable, headset is power off and then the indicator will grow red. When the headset is fully charged, the indicator grow green.

Headset Connection and Disconnection
Different with normal wireless headset, BS-X4 supports three connection modes.

The first connection: USB Dongle (Low latency)

- Connection:
- 1. Insert the USB dongle into the USB port of your device, the blue indicator of USB dongle flashes.
 - 2. Press and hold the power button of the headsets for 3s,you can hear ”Power on ” and see the headset power light on. It means the headset is power on.
 - 3. If you are the first time using the headset, you will hear” Paring” and see the blue indicator flashes. When the headset green light is always on, it means connected.
- Note: The headset will connect the last device after power on automatically. Boot failed, please try again after charging.

Disconnection
Remove the USB dongle from your device, then the connection is broken.

The second connection: Bluetooth

- Connection
- 1. Press and hold the power button of the headsets for 3s, you can hear a voice prompt ” ”Power on” . When the blue light is on, then power on. Then the headset enter the paring mode automatically for 3s, the blue indicator flashes and you can hear a voice prompt” Pairing” .
 - 2. Open your device bluetooth, select the the paring name ”BS-X4” to connect. If the blue indicator is always on, it means connected. Once the headset is paired, it will connect the last device automatically.
 - 3. Or you can long press the power button to the pairing mode for 5s when the headset is power off. Then operate the connecting steps as above.
- Note: Boot failed, please try again after charging.

Disconnection
Close the headset bluetooth, then the connection is broken.

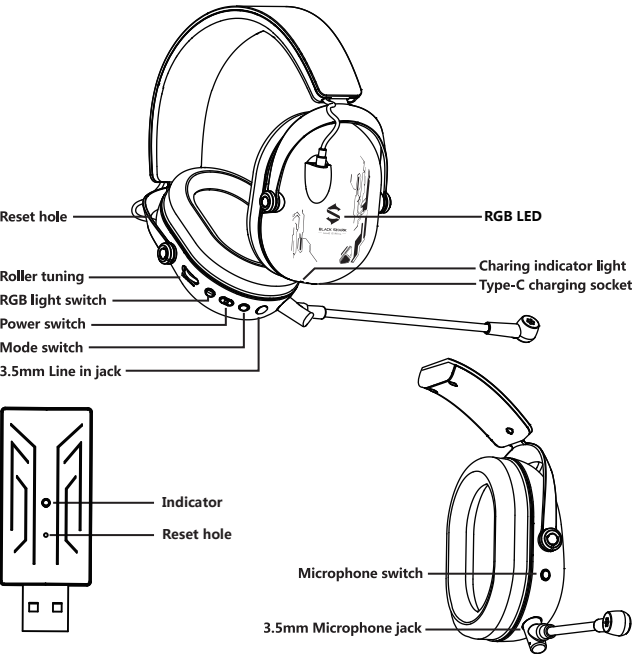
The third connection: 3.5mm wired connection

- 1. Insert the 3.5mm cable and then start to use it, no matter the headset battery out of power.
 - 2. In wired mode, all buttons are disabled except for adjusting the volume+/-.
- Only unplug the cable then start the bluetooth connection and function.

Power indicator

The red indicator is on when charging. Green indicator is on when fully charged.

Description of buttons function



Power on/Power off
Press and hold the power button for 3s, then power on/off.
Volume +/-
Slide roller tuning to adjust the volume up/down.

Mode switch (sound EQ effect)

Short press once ” EQ” button to switch modes. There will be a voice prompt ” Gaming mode” / ” Music mode” / ” Live mode” . The EQ effect will be the same as before automatically when power on.

RGB light switch(L & R shape)

Short press to open/close the RGB LED.

Wired connection mode

- 1. Insert the 3.5mm cable to the AUX port of headset and the other side to your device.
- 2. In wired mode, all buttons are disabled except for adjusting the volume+/-.

Microphone on/off

Plug the microphone on the headset firstly. Then Press once the microphone button to turn the microphone on/off.

Connect automatically

- 1. When the headset disconnect with the USB dongle, headset will connect the last device automatically and LED flashes for 3 mins. The EQ setting will be the same as before.
- 2. Such as the headset is connected with the device 1 computer(with dongle) and then connected the device 2 phone, if you want to connect the device1, close the device 2 phone bluetooth and then unplug and plug the USB dongle again.

BLACK SHARK

Model: BS-X-R
Product Description: Three-Mode Gaming Headset (USB Dongle)

Manufacturer: Shenzhen GreyShark Technology Co. LTD
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Visit global.blackshark.com for more information
FCC ID: 2A2JO-BSXR
IC ID: 27499-BSXR
MIC: 210-178748



Thanks for you choosing BLACK SHARK BS-X-R .

Ensure you have a great experience, please use it under the operation of user manual.

Product features

- 1. Enjoy variety of scenarios and devices with three different connection including normal wireless mode,wireless low latency mode(with dongle) and 3.5mm wired mode.
- 2. Support game, video, live different effect to satisfy colorful entertainments
- 3. Low latency with dongle(delay <40ms) and high compatibility,support PC, Phone, PS4, PS5, Xbox one.
- 4.Cool RGB LED light.
- 5.Customized high quality sound unit to provide excellent sound performance.
- 6.Detachable bendable microphone has accurate pickup and easy to storage.
- 7.Reliable copper extendable headband,and skin-friendly soft earmuffs supply you a confortable experience.

Product specification

Frequency Range	20~20KHz
Speaker Diameter	50mm
Speaker Sensitivity	111dB±3dB(I/P Level: 1mW, at 1KHz)
Speaker Impedance	32 Ω±15%
Speaker Input	10mW (F=1KHz , THD=5%)
Speaker Maximum Power	30mW
Microphone Diameter	Ø9.7x4.5mm
Microphone Sensitivity	-38dB±3dB

Reset hole

If the headset does not respond for a long time, please use a paper clip or other sharp objects to press the reset button for 3s, and the headset can be powered off automatically.

Cautions

- 1.The headset is compatible with Microsoft Windows 7/8/10, Apple Mac OS systems,and can be used on PS4.
- 2.If the headset is used on an unlisted operating system or device, it may not work properly.
- Please contact after-sales service for solution.
- 3.If there is no sound in the microphone or headset during use, it may be caused by driver compatibility problems or improper use. Please contact after-sales service for solutions.
- 4.If the headset is damaged during use, for example, the cable is broken, please stop using it and contact after-sales service for solutions.
- 5.If the headset does not respond for a long time, please use a paper clip or other sharp objects to press the result button for 3s, and the headset can be powered off automatically.

NOTE: This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic

Development Canada’ s licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.L’ émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d’ Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L’ exploitation est autorisée aux deux conditions suivantes :
- (1) L’ appareil ne doit pas produire de brouillage;
- (2) L’ appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d’ en compromettre le fonctionnement.

NOTE: 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 radiateradio 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 interferenceby 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.
This device complies with Part15 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

