Preset Manager
User Guide
for Mac

TURTLE BEACH ®

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Introducing the Preset Manager - For Mac
The Preset Manager lets you trade out your current presets for those created by Turtle Beach and your fellow gamers. Once installed on your Mac, you can connect the Headset/Control Unit via USB and manage your presets using the software.

Downloading the Preset Manager Software
The Preset Manager software is available as a download from our website, TurtleBeach.com

1. Navigate to the Turtle Beach Preset Community at: turtlebeach.com/community/my-presets
2. Select your headset model
3. Select the Preset Manager for Mac

The software is compatible with OS X Version 10.6 and up.

Installing the Software
Once the file has finished downloading, navigate to its location and select it. (Note: You must be administrator to install the tool) Before running the installation, close any programs that are running so they will not interfere with the installation process. Follow the prompts to complete the installation. Note: In order to install the ASE your Security & Privacy settings must configured to allow for installation. To do this navigate to the Apple Menu -> System Preferences -> Security and Privacy-> Allow Applications downloaded from: "Anywhere".

Setting up the Software
Connect your unit to a free USB port on your Mac. After you've installed the Preset Manager software, open the Preset Manager folder in Applications and double-click the Turtle Beach icon . When first launching the software, the program will automatically update your headset with the latest firmware and presets.

CAUTION: Do not disconnect the headset during this procedure!

When the process is complete, "Default Factory Settings Restored" will appear at the bottom of the program window. At this point, you're ready to use the Preset Manager with your headset.
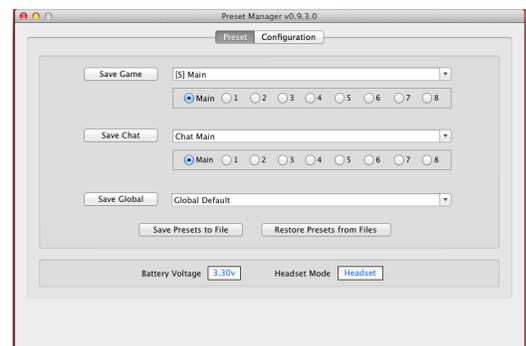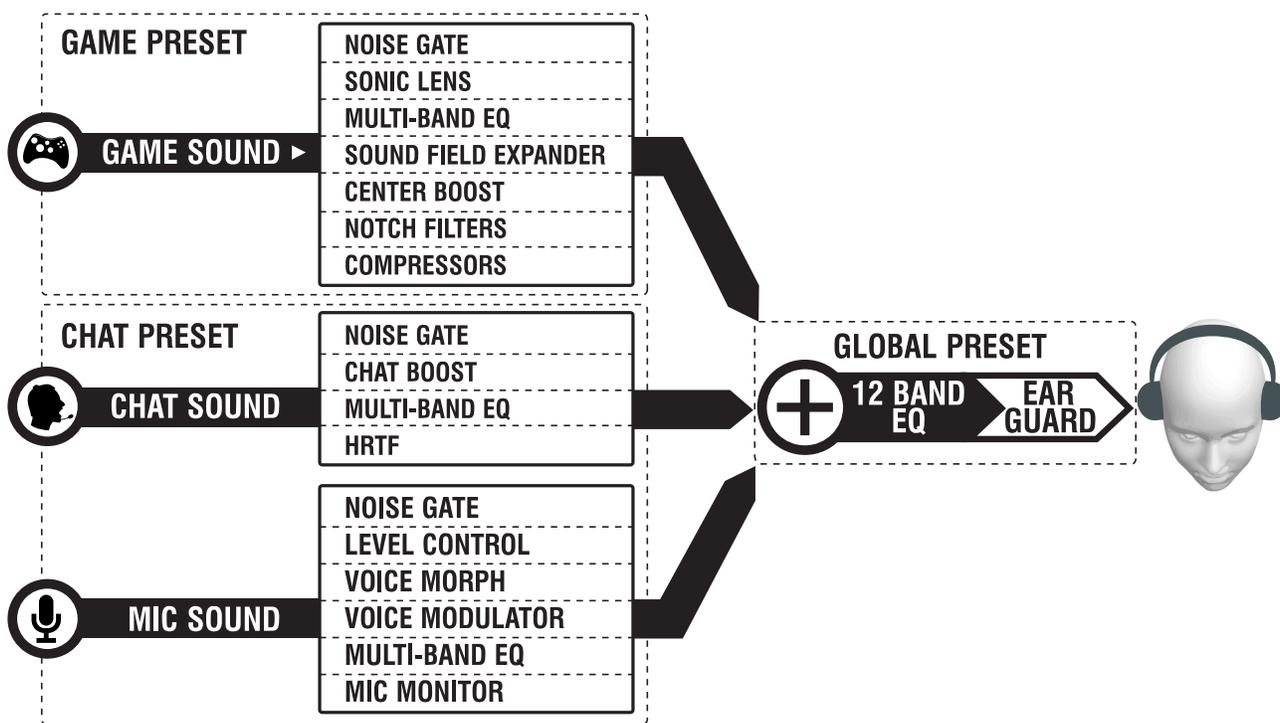
About the Presets

Turtle Beach headsets use a Digital Signal Processor (DSP) to independently modify the game, chat and microphone audio paths in the headset. The DSP settings are saved as presets, which can be saved to your headset using the Preset Manager software.

The presets are grouped into three major categories: Global, Game, and Chat. Most headsets have 1 Global, 9 Game, and 9 Chat Presets. Headsets that support Speaker Mode offer a second set of 9 Game Presets for that mode (see below).

GAME PRESET

GAME SOUND ▶
- NOISE GATE
- SONIC LENS
- MULTI-BAND EQ
- SOUND FIELD EXPANDER
- CENTER BOOST
- NOTCH FILTERS
- COMPRESSORS

CHAT PRESET

CHAT SOUND
- NOISE GATE
- CHAT BOOST
- MULTI-BAND EQ
- HRTF

MIC SOUND
- NOISE GATE
- LEVEL CONTROL
- VOICE MORPH
- VOICE MODULATOR
- MULTI-BAND EQ
- MIC MONITOR

GLOBAL PRESET

12 BAND EQ ▷ EAR GUARD

Preset Types

Global Preset: There is a single Global Preset on each headset that applies general tuning and level control. This affects all audio you hear on the headset.
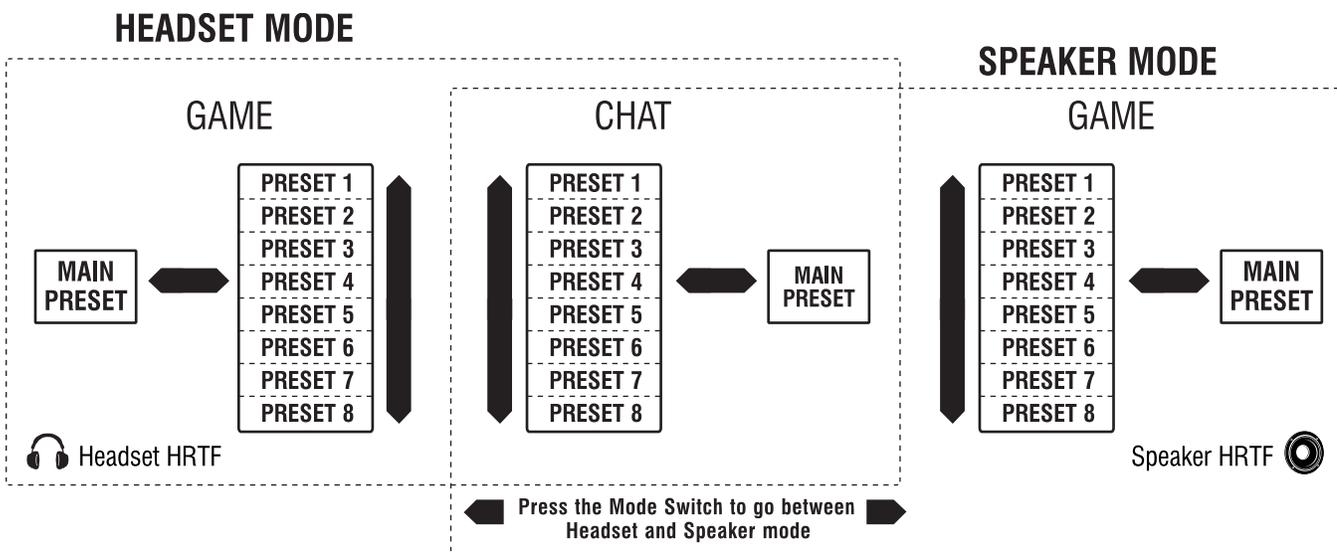
Game Preset: Game Presets control the "Game Audio" and allow for effects that specifically apply to the game path.

Chat Presets: Chat Presets control the "Chat" (Other people's voice) and "Mic" (Your voice) and apply effects only on these two audio paths.

Headset Modes

Headset Modes

Some headsets may have an option for Speaker Mode. These headsets have a dedicated output for speakers, and when in this mode have a separate bank of Game Presets you can specifically tune for speakers. You may want to have different presets due to the different HRTF applied in this mode. You can tell if your headset is in speaker mode by the indicator on the unit itself.

HEADSET MODE

| GAME | | CHAT | | SPEAKER MODE |
| | | | | GAME |

	PRESET 1		PRESET 1			PRESET 1	
MAIN PRESET	PRESET 2		PRESET 2			PRESET 2	
	PRESET 3		PRESET 3			PRESET 3	
	PRESET 4		PRESET 4	MAIN PRESET		PRESET 4	MAIN PRESET
	PRESET 5		PRESET 5			PRESET 5	
	PRESET 6		PRESET 6			PRESET 6	
	PRESET 7		PRESET 7			PRESET 7	
	PRESET 8		PRESET 8			PRESET 8	

Headset HRTF

Speaker HRTF

Press the Mode Switch to go between Headset and Speaker mode

Headset Mode: Normal use case for headset, using set of 9 game presets, 9 chat presets, 1 global preset. Uses standard Surround Processing.

Speaker Mode: For use with speakers, using a different set of 9 game presets, shares chat and global with Headset Mode. Uses speaker Surround Processing.

Presets and Headset Architecture

There are three categories of presets (Global, Game, and Chat) that combine to control all signal paths in the headset. The illustration below shows the DSP signal flow and other system processing.
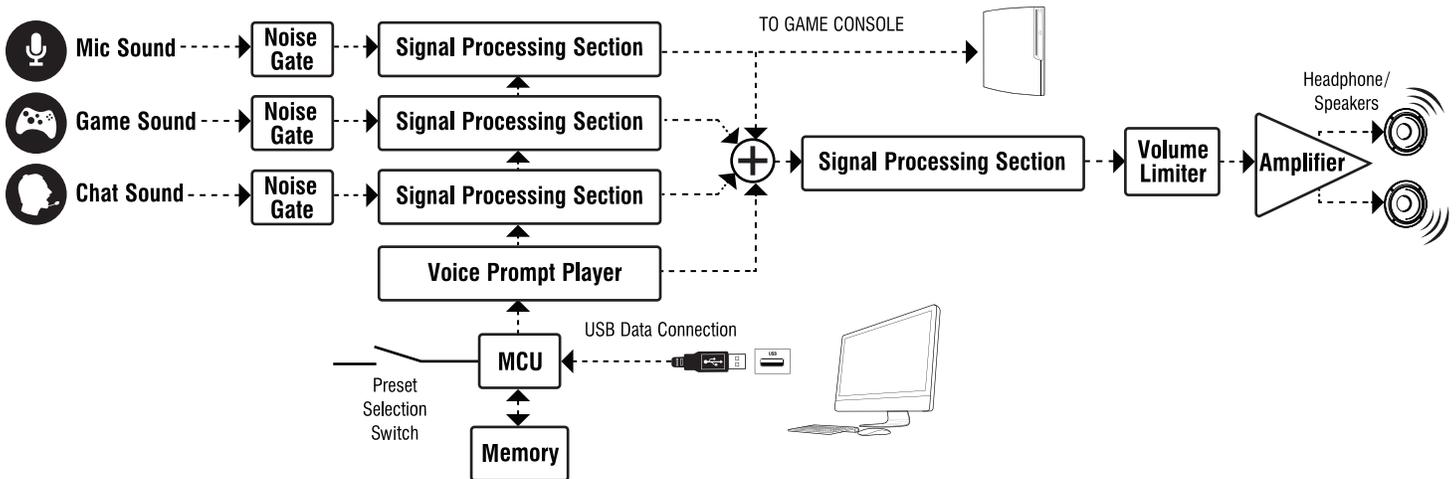
Noise Gates
A noise gate on each input of the three primary paths (Game, Chat, Mic) allows background noise to be removed from that channel. For example, on the mic channel, a preset's noise gate threshold may be set to just above the room noise. Then the microphone channel will only pass sound that is above the room noise (such as the sound of your voice speaking into the mic). On the chat channel, the noise gate may be set to just above the noise level of the Xbox controller, keeping the chat channel quiet unless voices are detected from online players.

Preset Effects
The noise gates in each channel are followed by a signal processing section with audio modifiers that are specific to the channel. The parameters within these signal-processing sections comprise a "Preset".

### Voice Prompt Player/Tone Generator
A voice prompt or tone is triggered when certain events occur, such as pressing buttons, low battery conditions, power on, power off, and so on. The voice prompt player output is mixed with the channel outputs to create the master signal heard on the headset. You can change Voice Prompts by downloading a new voice prompt file from the Turtle Beach web site. Headsets that use tones cannot be updated to new tones.

Ear Guard™ Volume Limiter
A volume limiter precedes the headset amplifier to set the maximum level of sounds sent to the speakers. This feature is referred to as "Ear Guard" since it reduces excessive sound levels during loud

sections of the game to help protect the ears. This effect is stored as part of the Global Preset.
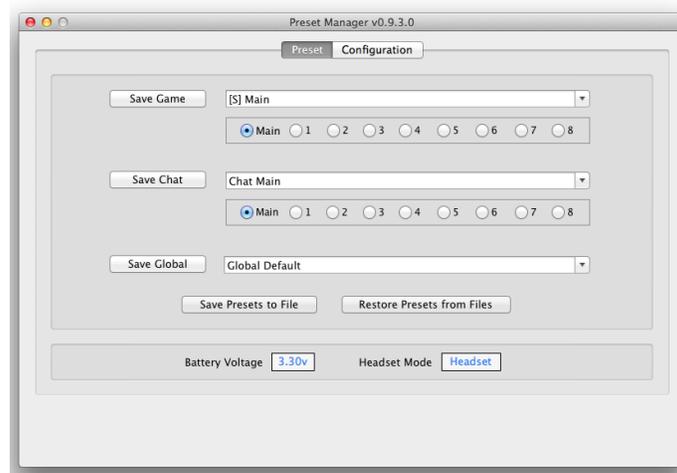
Presets: Selection, Saving and Loading

Your headset has three types of presets (Game, Chat, Global). They are broken down separately in this section and can each be alternated independently without affecting each other.

Presets Buttons
Pressing any of the 9 presets buttons (Main & 1 – 8) will select that respective preset on the headset. This can be used instead of toggling through the presets with the buttons on the headset/controller.

Saving/Loading a Preset to the Headset
Pressing the "Save Game/Chat" button followed by pressing one of the nine preset buttons (Main or 1 – 8) will transfer your currently active preset to the selected preset location on the headset. On the other hand, if you wanted to load a preset that you had downloaded from the Turtle Beach Preset Community, simply select it from the drop down and then press "Save Game" (The Preset buttons will begin to blink) followed by the slot you would like to save in.

"Save Presets to File" Button
Pressing this will save all of the presets on your headset to a single backup file on your hard drive.

"Restore Presets from File" Button
Pressing this button restores your headset from the last backup file made using "Save Presets to File"

Downloading New Presets
1. Go to TurtleBeach.com/community/my-presets and download some presets. Navigate to your model headset and select Community Presets to download from your peers or Turtle Beach Presets to

download some of our custom presets.

2. Copy the downloaded presets to your SavedPresets folder located in Applications -> Turtle Beach.

3. On the Preset Manager, click on the pull-down box for the Game Presets and you should see the file name you just downloaded. Select it to change the game sound based on that preset.

4. . Go back to the web site and download more Game, Chat, and Global presets. Save them all to the SavedPresets directory and you should see them appear in the drop down boxes on the Preset Manager software. Then listen to how each one changes the sound of the headset.

Configuration Tab

The Configuration Tab displays information about the headset and lets you update the firmware, voice prompts and EEPROM settings.
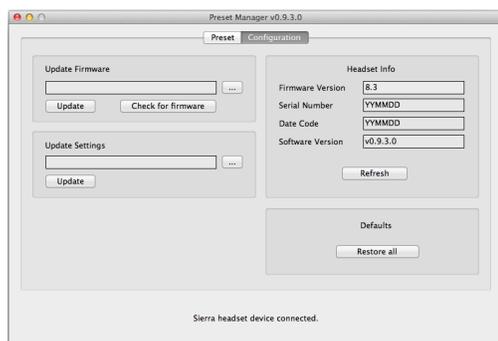
Updating your Headset

Update Firmware
The headset operates with internal "firmware", which is the software that makes the processor (MCU) run. At times, we'll release updates to the firmware to fix bugs or add features, so this section makes it easy to update it when it's available on our web site.

To check if a firmware update is available, click the "Check for Firmware Updates" button. The Preset Manager software will check the Turtle Beach web site for the latest firmware release and compare it to what's in your headset. If it's newer, it will prompt you to download and install it.

It is important that you do not turn off the headset or remove the USB cable while the firmware is being uploaded to the headset. **Disrupting the data transfer can cause your headset to become inoperable.**

Configuration and Updates

Update Voice Prompts*
The voice prompts in the headset can be replaced with a variety of others that are downloadable from our web site. For instance, you can change from English to a foreign language, or maybe a popular game character voice. To do this, visit Turtle Beach Preset Community, and navigate to the voice prompts section and download the voice style of your choice.

After you've downloaded the new voice prompts, load them into the display area by clicking on the "…" button, navigating to the location of the download, and clicking on the name. Once the voice prompt file is in the display area, click on the "Update" button to upload them to the headset.
It is important that you do not turn off the headset or remove the USB cable while the voice prompt is being uploaded to the headset. Disrupting the data transfer can cause your headset to become inoperable.

*This Updater will only be visible for headsets that use Voice Prompts.

Update Settings
The EEPROM is memory in the headset that holds special values in addition to Presets. This includes settings such as the volume level of the microphone, the volume of the voice prompts, etc.

"Restore All Defaults"
The "Restore All" button returns the headset back to its default settings. Clicking this button connects to our online servers, downloads the latest files and uploads them to the headset. This includes factory presets, voice prompts, firmware and EEPROM settings so you can undo any changes you've made to the headset.

Headset Info

Headset Info

Firmware Version
This field shows the version number of the firmware loaded into the headset. Use the "Check for Firmware" button to see if it is the latest version.

Serial Number
This field shows the serial number of the headset, used for tracking purposes.

Date Code
This field shows an internal code used by the factory for tracking purposes.

Version
This field shows the version number of the Preset Manager software.

"Refresh"
Click this button to refresh all of the above data.

Preset Customization

Currently, if you are interested in doing extensive customization of individual presets you will want to use the PC Version of our Preset Manager. More information on the PC Version can be found on the Turtle Beach Preset Community.