

beyerdynamic MMX 200 Wireless Gaming Headset Including Low Latency Adapter User Guide

Home » beyerdynamic » beyerdynamic MMX 200 Wireless Gaming Headset Including Low Latency Adapter User Guide ™

Contents

- 1 beyerdynamic MMX 200 Wireless Gaming Headset Including Low Latency Adapter
- **2 Product Information**
- **3 SAFETY INSTRUCTIONS**
- **4 HEADSET AND DONGLE OPERATING ELEMENTS**
- **5 CONNECT THE JACK CABLE**
- **6 OVERVIEW LIGHT GUIDE DISPLAY**
- 7 MICROPHONE MUTE ON/OFF
- **8 BLUETOOTH® MODE**
- 9 OPERATING FUNCTIONS / OPERATION
- 10 MAINTENANCE
- 11 SERVICE
- 12 DISPOSAL
- 13 REPLACE BATTERY
- 14 Documents / Resources
 - 14.1 References
- 15 Related Posts

beyerdynamic

beyerdynamic MMX 200 Wireless Gaming Headset Including Low Latency Adapter



Product Information

The MMX 200 wireless Gaming Headset is a high-quality wireless headset from Beyer dynamic. It comes with a low latency wireless adapter for seamless gaming experiences. The headset features a comfortable design and delivers excellent sound quality. It is designed for gaming enthusiasts who want immersive audio and convenient wireless connectivity.

Congratulations to your Meta Pick

We hope you will enjoy your MMX 200 wireless headset from Beyer dynamic. Please take some time to read carefully through this manual before using the product.

ENJOY THE SOUND!

Your Beyer dynamic Team

SAFETY INSTRUCTIONS

Risk of injury

We would like to point out that excessively high volumes and long listening times may cause hearing damage. Hearing defects always constitute an irreversible impairment of hearing ability. If you suffer from tinnitus, do not use headphones or reduce the volume.

When using the headset, please make sure that the volume is turned down to minimum. Adjust the volume after putting on the headset.

Danger to life

Headphones drastically reduce perception of external sounds. Using headphones in road traffic can be potentially dangerous. The user's hearing must not be impaired to the extent that it causes road safety risks. Please also make sure that you do not use the headphones in traffic, especially within an area of potentially dangerous machines and tools.

Furthermore, avoid using headphones in situations where hearing must not be affected, especially when crossing a railway crossing or at a construction site.

Liability / intended use

Only use the product as described in this product manual. Beyer dynamic accepts no liability for damage to the

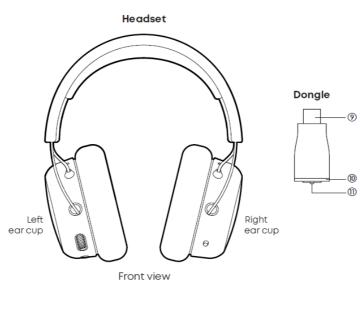
product or injury to persons caused by careless, improper or incorrect use of the product, or by use for purposes not specified by the manufacturer.

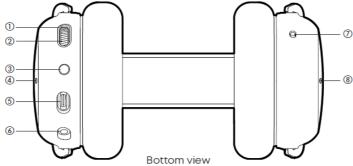
Beyer dynamic is not liable for damage to USB devices that do not comply with the USB specifications.

Beyer dynamic is not liable for damage resulting from connection interruptions due to batteries being empty or too old, or due to exceeding the Bluetooth® transmission range.

Please also observe the relevant country-specific regulations before using the product.

HEADSET AND DONGLE — OPERATING ELEMENTS

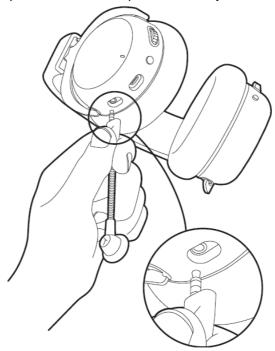




- 1. У/*Light guide: display of different states
- 2. Control wheel: volume, Augmented Mode, microphone mute
- 3. button: change between Low Latency(\sim) and Bluetooth®(*) mode
- 4. Microphone opening for Augmented Mode microphone, left e USB port:
- 5. for use with digital cable or charging f Microphone connection, 4-pole mini jack (3.5 mm)
- 6. On-off button: Switch "on" before use Switch "off" after use
- 7. Microphone opening for Augmented Mode microphone, right
- 8. USB connector
- 9. Light guide
- 10. Function button

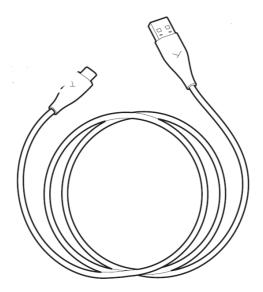
CONNECT THE MICROPHONE

When connecting the microphone, please observe the position of the jack.



If the microphone is removed from the headset, the microphones built into the ear cups are automatically activated.

CONNECT THE USB CABLE



When connecting the provided USB-C to USB-A cable, the USB-C is connected to the headset, while the USB-A is connected to the device (e.g. computer / console).

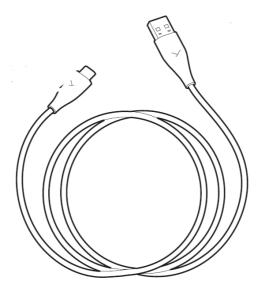
For devices with USB-C ports, please use a third party USB-A to USB-C adapter or cable.

USB-A to USB-C adapter or cable.

Once the headset is connected, it will automatically install the driver. This may take a few seconds.

Please check your system audio settings and select the MMX 200 wireless as input and output device, if it's not already selected.

CONNECT THE JACK CABLE



Connect the USB-C connector to your headset and the jack plug to your device. The output signal should now be played back by the MMX 200 wireless, as well as input signals that will be picked up by the microphone.

Please switch on the headset! Only after switching on the headset is also active in analogue mode.

When connecting to a computer, please also check your system audio settings and select your computer's sound card as input and output device.

Caution: Connect the jack plug of the cable to a headphone socket only! If you connect the headset to any other jack socket, the headset could be damaged.

CHARGING

Connect the USB-C connector of the USB cable to the USB-C port on the MMX 200 wireless. Connect the USB-A connector to your device (e.g. power supply unit or computer etc.)

During charging, the light guide pulses green.

When the battery is low, the light guide flashes red.

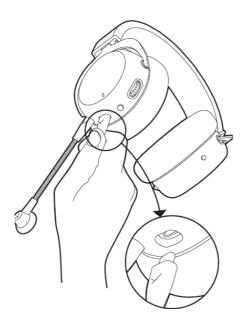
The MMX 200 wireless is supplied with a charge of approx. 60%. Please fully charge before use.

In order to protect the battery, we recommend, that you do not charge the product continuously for more than 30 hours.

Press the USB-C connector firmly into the headset.



Pull the connector carefully to disconnect when charging is finished or if another cable is to be used.



OVERVIEW LIGHT GUIDE DISPLAY

Function	Light guide display
Headset tries to connect to receiver/device	Flashing red/blue
Headset connected to Bluetooth® device when dongle is connected (Augmented Mode is off)	Slowly flashing orange
Headset is connected to Bluetooth® device	Slowly flashing blue
Incoming call	Flashing red/green
Augmented mode is activated	Slowly flashing turquoise
Microphone is muted	Illuminates red
Headset is being charged	Battery full = illuminates

Battery full = illuminates green Battery > 30% = slowly flashing yellow Battery < 30% = slowly flashing red Error = rapidly flashing red

- Software update is being carried out
- · Flashing magenta
- · Headset is switched off Illuminates orange
- Bluetooth® pairing/discovering Alternately flashing blue/red
- Bluetooth® connection lost Rapidly flashing blue
- Bluetooth® connection lost
- · when dongle is connected
- · Rapidly flashing orange

Function Light guide display

- LC3 audio playback Slowly flashing orange
- A2DP audio playback Slowly flashing blue
- Microphone not muted during
- call
- · Slowly flashing green

OVERVIEW LIGHT GUIDE DISPLAY DONGLE Function Light guide display

- Dongle connected to USB port
- (not paired)

- · Illuminates white
- Headset is connected to dongle Illuminates orange

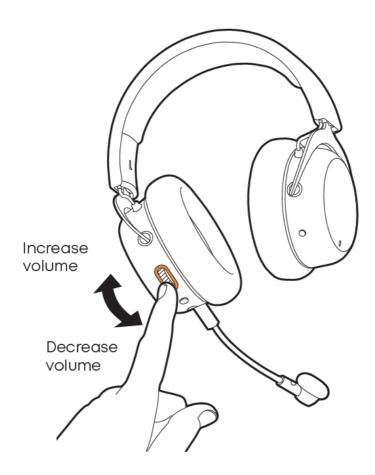
OVERVIEW MICROPHONE LED DISPLAY Function Microphone display

- Microphone is muted LED illuminates red
- Battery is almost empty LED is rapidly flashing red

SET VOLUME

To increase the volume, simply turn the control wheel upwards.

To decrease the volume, turn the control wheel downwards.

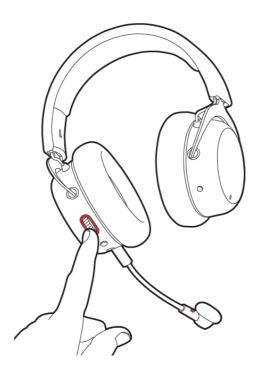


MICROPHONE MUTE ON/OFF

Press the control wheel briefly to mute the microphone.

A red light on the microphone as well as around the control wheel illuminate.

Briefly press the control wheel again to unmute the microphone. The red light goes out.



AUGMENTED MODE

- Using the Augmented Mode, your headset works as if it were open, i.e. you can hear your voice more natural and you can hear your surroundings such as people talking to you or the doorbell.
- Press and hold the control wheel (2 seconds).
- The Augmented Mode is enabled when you hear the voice prompt. The light guide around the control wheel will illuminate turquoise.
- To disable the Augmented Mode, press and hold the control wheel again for 2 seconds. The turquoise light will go off.

LOW LATENCY MODE

By default, the MMX 200 wireless is supplied in Low Latency Mode. This mode is suitable for gaming on devices with USB connection (PC, PlayStation®, Nintendo Switch™).

Connect the dongle to the USB connection of the device (PC, PlayStation® Nintendo Switch™).

When the headset is in Bluetooth® Mode:

Press the \(\setminus \) **button twice briefly** to switch to the Low Latency Mode.

If the supplied dongle is lost and a new dongle is to be used, it must be paired with the headset. You can find more information at: support.beyerdynamic.com

BLUETOOTH® MODE

Before the headset can be used in Bluetooth® Mode, it must be paired with a mobile phone or another Bluetooth®-enabled device. The pairing procedures can differ between various devices.

Please refer to the operating instructions of the device with which the headset is to be paired.

When the headset is in Low Latency Mode:

When the headset is in Low Latency Mode:

Press the \(\subseteq \) button three times in rapid succession to switch to \(\mathbb{Bluetooth} \mathbb{B Mode}. \)

Select MMX 200 wireless in the pairing list on the mobile phone or other Bluetooth®-enabled device.

Once the headset is connected, audio and telephone functions are available via the \(\subseteq / \) button.

Please refer also to the "Operating functions/operation" table

OPERATING FUNCTIONS / OPERATION

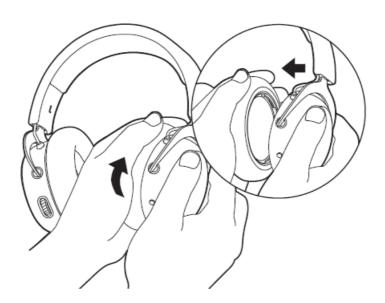
Operating functions Operation

- Switch on f Press and hold the on-off button for 3 sec.
- Switch off f Press and hold the on-off button for 3 sec.
- · Microphone mute on/off f Briefly press the control wheel
- Augmented Mode enable/disable Press the control wheel approx. 2 sec.
- Enable Bluetooth® Mode f Briefly press / button 3 x
- Enable Low Latency Mode (Dongle connected) Briefly press / button 2 x
- · Set volume f Increase volume:
- turn control wheel upwardsf Decrease volume:
- turn control wheel downwards Accept / end a call
- (Bluetooth® Mode)
- Briefly press / button 1 x Reject an incoming call
- (Bluetooth® Mode)
- Press and hold / button for 2 sec.
- Play / stop music
- · Bluetooth® Mode)
- Briefly press / button 1 x
- Delete pairing list f Switch off headset, then
- press and hold the on-off button for 6 sec
- · Reset to factory settings
- Switch off headset, thenars and hold the on-of button for 16 sec.

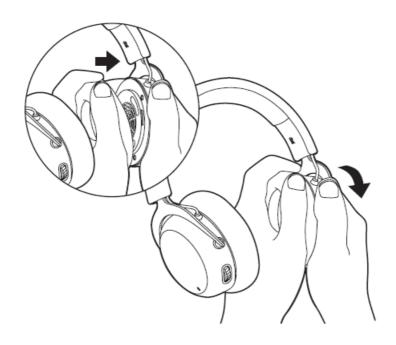
REPLACING THE EAR PADS

remove the ear pad, gently turn it counter-clockwise and pull it off.

To attach the new ear pad, place it onto the orange housing and gently turn it clockwise until it sits tight. Turn counter-clockwise and pull off.



Replace ear pad and turn clockwise



MAINTENANCE

Use a soft cloth moistened with water to clean the surface.

Make sure that no water enters the headset.

Do not use cleaning agents containing solvents.

Never use a vacuum cleaner for cleaning the headset, as this may cause irreparable damage.

FIRMWARE UPDATE

Firmware updates keep the MMX 200 wireless up to date with the latest technology.

Firmware updates keep the MMX 200 wireless up to date with the latest technology.

Connect the MMX 200 wireless to a computer via the USB cable.

You can find the latest firmware for your MMX 200 wireless at: www.beyerdynamic.com/mmx-200-wireless

First download the Beyer dynamic Update Hub from the "Downloads" section and install it on your computer.

Then start the firmware update and follow the instructions on the screen.

Please make sure that you always keep the firmware up to date

SERVICE

If you require service, please contact qualified service personnel or directly:

Beyer dynamic Service and Logistics Centre E-mail: service@beyerdynamic.de

Dismantling the headset yourself will invalidate the guarantee.

SUPPLIED ACCESSORIES

1 x USB-C to USB-A cable, 2.4 m (7.9 ft), to connect the headset to a computer/console 1 x Microphone pop shield

1 x Dongle (Low Latency Wireless Adapter)

ACCESSORIES / REPLACEMENT PARTS

1 x USB-C to 4-pole jack cable (CTIA), 1.2 m (3.9 ft), to connect the headset to analogue/portable devices More accessories and replacement equipment can be found at: www.beyerdynamic.com
If you have technical questions while using the headset or need further guidance, please visit our FAQ website at: support.beyerdynamic.com

DISPOSAL

This symbol on the product, in the operating instructions or on the packaging means that the electrical and electronic devices must be disposed of separately from household waste at the end of their life-cycle.

Always dispose of used equipment in accordance with applicable regulations.

Dealers for electronic equipment are generally obliged to take back waste electrical/electronic equipment free of charge. This obligation also applies to sales via remote communication.

For further information, please contact the local authorities or the dealer from whom the product was purchased.

TRADEMARKS

The Bluetooth® word mark and logos are registered trademarks

of Bluetooth SIG, Inc. and all use of these trademarks by beyerdynamic is under licence. Other trademarks and trade names are the property of the respective owners.

USB Type A, USB Type B and USB Type C are trademarks of USB Implementers.

REPLACE BATTERY

The battery can be replaced by qualified personnel. Please contact the service department at Beyer dynamic, your specialist dealer or a licensed dealer in your region.

You will find a comprehensive manual in your language on the internet at: www.beyerdynamic.com/mmx-200-wireless

beyerdynamic GmbH & Co. KG Theresienstraße 8 74072 Heilbronn / Germany Phone +49 7131 617-300

E-Mail info@beyerdynamic.de www.beyerdynamic.com

For further distributors worldwide, please go to www.beyerdynamic.com Non-contractual illustrations. Subject to change without notice.

EN-ZH 4 | MMX 200 wireless | (09.23)

Documents / Resources



<u>beyerdynamic MMX 200 Wireless Gaming Headset Including Low Latency Adapter</u> [pdf] U ser Guide

MMX 200, MMX 200 Wireless Gaming Headset Including Low Latency Adapter, Wireless Gaming Headset Including Low Latency Adapter, Gaming Headset Including Low Latency Adapter, I ncluding Low Latency Adapter, Latency Adapter

References

- <u>Headphones & Microphones | beyerdynamic</u>
- MMX 200 wireless | beyerdynamic