

HyperX Cloud Orbit Software User Manual

[Home](#) » [HYPERX](#) » HyperX Cloud Orbit Software User Manual 

Contents

- 1 Software HyperX Cloud Orbit
- 2 Main Page
 - 2.1 *Available only on Orbit S
 - 2.2 HRTF Personalization
 - 2.3 Head Gestures
 - 2.4 Adding a Gesture Profile
 - 2.5 Deleting a Gesture Profile
 - 2.6 Binding a Press and Hold Key Function to a Head Gesture
 - 2.7 Binding a Press and Release Key Function to a Head Gesture
 - 2.8 Changing the Head Gesture Sensitivity
 - 2.9 Binding a Key Function to a Twitch Mode Head Gesture
 - 2.10 Sound Profiles
 - 2.11 Device Info
 - 2.12 Firmware
- 3 Documents / Resources
- 4 Related Posts

Software HyperX Cloud Orbit

User Manual

Find the language and latest documentation for your HyperX Cloud Orbit Software here.

HyperX Cloud Orbit Software Guide

HyperX Cloud Orbit Software

Document No. 480HX-HSCOS.A01

Part Numbers

HX-HSCO-GM/WW HX-HSCOS-GM/WW

HyperX Cloud Orbit Software

Main Page



1. Menu tabs

- **HRTF Personalization:** customize 3D sound to personal preferences and configure gesture controls
- **Sound Profiles:** change EQ settings
- **Device Info:** general headset information
- **Firmware:** update headset firmware

2. Headset controls

- **3D mode:** change between 3D Manual*, 3D Auto*, 3D On, and 3D Off
- **Center button:** center the headset when using 3D Manual* or 3D Auto* modes
- **Audio mode:** change between 7.1 channel, 2 channel, and Hi-Res 2 channel modes

3. Headset states

- Headset on/off, battery level, microphone level, USB connection

***Available only on Orbit S**

HRTF Personalization



This page allows you to adjust the HRTF settings to fine tune the 3D sound to your personal preferences.

1. Head Circumference

- Adjust slider to match the circumference of your head in inches.

2. Inter-aural Arc

- Adjust slider to match the circumference of one ear canal to the other, measured around the back of your head, in inches.

3. Room Ambience

- Adjust slider to control the amount of reverb in the 3D audio.

Head Gestures



This page allows you to configure head gesture controls and profiles for the headset*. Headset must be set to 3D Manual mode for correct behavior.

1. Profile Selection
2. Head gestures on/off toggle
3. Pitch, yaw, and roll sensor values
4. Pitch gesture controls
 - a. Look down, look up, nod up/down
5. Yaw gesture controls
 - a. Turn left, turn right, shake left/right
6. Roll gesture controls
 - a. Tilt left, tilt right, nod left/right

Adding a Gesture Profile

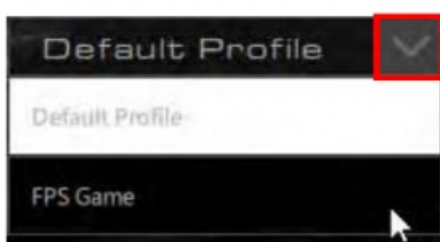
1. Click on the **“Add”** button to add a new gesture profile.



2. Type in a name for the profile and click on the **“Create”** button.



3. Select the new profile by clicking on the down arrow next to the profile name.



Deleting a Gesture Profile

1. Select the gesture profile to be deleted from the profile drop down menu.
2. Click on the “Delete” button to delete the selected profile.



Binding a Press and Hold Key Function to a Head Gesture

1. Click on the right box next to the desired head gesture to set a key function to.



2. Press up to two key buttons to bind them as a press and hold function.
 - a. Alphanumeric characters, Shift, Alt, Ctrl, F1-F12, and top row numbers are supported key functions. Numpad keys are not supported.
3. Activate the function by moving the headset to the matching motion. The function will be held while the head gesture motion is held.
 - a. Example: Move headset pitch up -8 degrees to press and hold “R” key.



Binding a Press and Release Key Function to a Head Gesture

1. Click on the right box next to the desired head gesture to set a key function to.



2. Press and hold up to two key buttons to bind them as a press and release function. A white border will appear around the key function box.
 - a. Alphanumeric characters, Shift, Alt, Ctrl, F1-F12, and top row numbers are supported key functions. Numpad is not supported.
3. Activate the function by moving the headset to the matching motion. The function will be pressed and released when performing the head gesture. a. Example: Move headset pitch up -8 degrees to press and release “R” key.



Changing the Head Gesture Sensitivity

1. Click on the left box next to the desired head gesture.

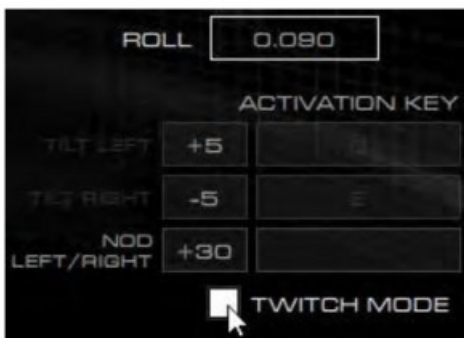


2. Increase/decrease the value to make the head gesture control more/less sensitive. a. Example: Increase the "look up" gesture sensitivity by changing from -8 degrees to -10 degrees.



Binding a Key Function to a Twitch Mode Head Gesture

1. Click on the box next to "Twitch Mode" to enable the twitch gesture for the desired head gesture.
 - a. Enabling "Twitch Mode" will disable the independent gesture actions from the gesture category (i.e. Enabling nod left/right twitch gesture will disable tilt left and tilt right).



2. Click on the right box next to the twitch gesture
3. Press up to two key buttons to bind them to the gesture.
4. Activate the function by moving the headset to the matching motion. The function action will follow the binding type (press and hold, press and release).
 - a. Example: Tilt headset to the left above +30 degrees, then tilt headset to the right below +30 degrees to press and hold "M" key.



Sound Profiles



This page allows you to select your desired EQ preset to change the sound profile of the headset.

EQ Preset	Description
Flat	No EQ applied.
Default	Tuned to the Audeze House curve.
Foot Steps	Enhances sounds of foot steps.
Ballistics	Enhances gunshots and other ballistic sounds in FPS games. Music Optimized for listening to music.
Racing	Optimized for racing games.
RPG	Optimized for RPGs and immersive games.
Warm	Treble is cut and bass is boosted slightly.

Device Info



This page provides general information on the Orbit / Orbit S headset.

Firmware



This page provides the firmware versions on Orbit / Orbit S and the ability to update the headset firmware.

Documents / Resources

	<p>HyperX Cloud Orbit Software [pdf] User Manual Cloud Orbit Software, HX-HSCO-GM WW, HX-HSCOS-GM WW</p>
--	--