

WIRELESS SINGSTAR® MICROPHONES

INSTRUCTION MANUAL

GB

7015738

Before using this product, carefully read this manual and retain it for future reference. These Wireless SingStar® Microphones are designed for use with the PlayStation®2 console and the PlayStation®3 system.

Product Contents

- Two Wireless SingStar® Microphones
- One USB receiver
- One USB Cable with a Mini-B connector
- Four AA alkaline batteries

Warning

To avoid potential electric shock or starting a fire, do not expose this product to rain or moisture.

Precautions

Safety

This product has been designed with the highest concern for safety. However, any electrical device, if used improperly, has the potential for causing fire, electric shock or personal injury. To ensure accident-free operation, be sure to follow these guidelines:

- Observe all warnings, precautions and instructions.
- Do not use the product if it functions in an abnormal manner.
- This product contains small parts, which, if removed, may be a choking hazard to children.

Use and Handling

- Do not expose the product to high temperatures, high humidity or direct sunlight.
- Operate in an environment where temperatures range between 5°C and 35°C.
- Do not allow liquid or small particles to get into the product.
- Do not put heavy objects on the product.
- Never disassemble or modify the product.
- Do not throw or drop the product, or physically damage it in any way.
- Do not touch the product's metal parts or insert foreign objects into its USB connector.

Cleaning the Wireless SingStar® Microphones

Dust may build up on the product after an extended period of time.

- Before cleaning the product, disconnect it from the PlayStation®2 console or the PlayStation®3 system for safety.
- Wipe the product's surface with a soft, dry cloth.
- The product should be cleaned by an adult, or cleaned under close adult supervision.
- Do not use a moistened cloth to clean the product as water may cause it to malfunction.
- Do not use benzene, paint thinner or other chemicals as these may damage the product.
- When using a commercially available cleaning cloth, follow the instructions supplied with it.

AA Alkaline Batteries

- Do not throw the batteries into fire.
- Do not carry the batteries with coins or other metallic objects. The batteries can generate heat if their positive and negative terminals come into accidental contact with metallic objects.
- Do not mix new batteries with old ones.
- Do not use different types of battery together.
- When you are not going to use the product for a long time, remove the batteries to avoid damage from battery leakage and corrosion.
- If battery leakage occurs, wipe off any deposit and install new batteries. If the deposit sticks to you, wipe it off thoroughly.

Connecting the Wireless SingStar® Microphones

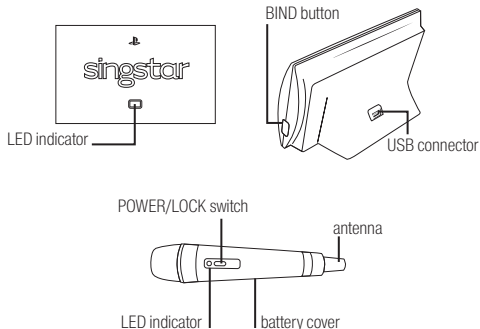
USB receiver

- Connect the USB receiver to the PlayStation®2 console or the PlayStation®3 system using the USB Cable.
- Turn on the PlayStation®2 console or the PlayStation®3 system.

Wireless SingStar® Microphones

- Before using a Wireless SingStar® Microphone, carefully remove its battery cover and insert two AA alkaline batteries (supplied). Ensure that the ribbon inside the battery compartment lies beneath the batteries and that its loose end projects from under them. This will make it easier to remove the batteries when they run out.

NOTE: When battery power is low, the LED indicator on the Wireless SingStar® Microphone will dim.



- To turn a Wireless SingStar® Microphone on, push the POWER/LOCK switch briefly towards the POWER position.
- When a Wireless SingStar® Microphone is activated, its LED indicator will glow red to indicate that it is connecting to a USB receiver.
- When a connection is achieved, the LED indicator on the Wireless SingStar® Microphone will glow green.
- To turn a Wireless SingStar® Microphone off, push the POWER/LOCK switch towards the POWER position and hold it there briefly before releasing it. The Wireless SingStar® Microphone's LED indicator will turn off.

NOTE: A Wireless SingStar® Microphone will turn off automatically if left idle for 15 minutes.

- When using a Wireless SingStar® Microphone, push the POWER/LOCK switch into the LOCK position to make sure it does not turn off accidentally.

Pairing the Wireless SingStar® Microphones

Two wireless devices are said to be paired when they recognise each other and are able to wirelessly connect to each other automatically. These Wireless SingStar® Microphones have already been paired with the supplied USB receiver. If a replacement Wireless SingStar® Microphone is introduced, it must be paired with the USB receiver.

- Ensure that the Wireless SingStar® Microphones are turned off before pairing them.
- Push the POWER/LOCK switch on one of the Wireless SingStar® Microphones into the POWER position and hold it for four seconds. The LED indicator will glow green and then turn off. When the LED indicator turns off, release the POWER/LOCK switch and the LED indicator will flash green to indicate that the Wireless SingStar® Microphone is in pairing mode. Be sure to perform this operation within two metres of the USB receiver.
- Press and hold the BIND button on the USB receiver for four seconds. When its LED indicator glows green, release the BIND button and the LED indicator will flash green to indicate that the USB receiver is pairing with the Wireless SingStar® Microphone.
- When the Wireless SingStar® Microphone has paired successfully with the USB receiver, the LED indicators on both the Wireless SingStar® Microphone and the USB receiver will glow green.
- Repeat the pairing process with the second Wireless SingStar® Microphone.
- The USB receiver will pair with a maximum of two Wireless SingStar® Microphones.

Using the Wireless SingStar® Microphones

During use, ensure that the Wireless SingStar® Microphones are within approximately five metres of the PlayStation®2 console or the PlayStation®3 system. To ensure the best connection between the Wireless SingStar® Microphones and the USB receiver, do not cover the microphone antennas during use.

The usage and function of the product may vary depending on the software in use. See the appropriate software manual for details.

Troubleshooting

If you experience any difficulties while using the Wireless SingStar® Microphones, please check the troubleshooting hints and tips that follow.

Problem

No audio output through the speakers from the Wireless SingStar® Microphones.

Possible cause

- The in-game vocal volume may be too low.

Possible solution

- Turn the in-game vocal volume up. For more information on turning the vocal volume up, please refer to the appropriate software manual.

Possible cause

- If the LED indicator on the Wireless SingStar® Microphones is off, the batteries may have run out of power or they may not be inserted correctly.

Possible solutions

- Ensure that the batteries are inserted correctly.
- Insert new batteries.

Possible cause

- If the LED indicator on the Wireless SingStar® Microphones glows red, you may be experiencing connection difficulties.

Possible solutions

- Check that the USB receiver is securely connected to your PlayStation®2 console or PlayStation®3 system via a USB Cable with a Mini-B connector.
- Disconnect the USB receiver from your PlayStation®2 console or PlayStation®3 system, then reconnect the USB receiver.
- Check that the Wireless SingStar® Microphones are paired with the USB receiver. For more information, please refer to the "Pairing the Wireless® SingStar Microphones" section outlined earlier in this manual.

Problem

Sound quality from the Wireless SingStar® Microphones is poor.

Possible cause

- If the LED indicator on the Wireless SingStar® Microphones is dim, battery power may be running low.

Possible solution

- Insert new batteries.

Possible cause

- If the LED indicators on the USB receiver or the Wireless SingStar® Microphones flash amber during play, you may be experiencing reception difficulties.

Possible solutions – USB receiver

- To improve reception, ensure that the LED indicator on the USB receiver faces the Wireless SingStar® Microphones.
- Position the USB receiver away from other wireless devices. When the USB receiver is in a position with good reception, its LED indicator will glow bright green. It may help to connect the USB receiver to your system using a longer USB Cable, such as that supplied with your PlayStation®3 system.

Possible solutions – other wireless devices

- Turn off any wireless devices in the close vicinity and pause any downloads currently taking place on your PlayStation®3 system, as these may interfere with the reception of the Wireless SingStar® Microphones.
- If you connect to the Internet via a wireless router, try using a wired connection instead. Alternatively, position the router as far as possible from your PlayStation®2 console or PlayStation®3 system, the Wireless SingStar® Microphones and the USB receiver. This can reduce the chance of wireless signal interference.

NOTE: For more information on connecting your PS3™ system to the Internet via a wired connection, please refer to the Quick Reference Manual supplied with your PS3™ system.

Problem

A high-pitched sound emits from your television.

Possible cause

- You may be standing too close to the speakers.

Possible solutions

- Step away from the speakers.
- Ensure that the Wireless SingStar® Microphones are not held too close to the sound source.

Possible cause

- The in-game vocal volume or the volume of your speakers may be too high.

Possible solutions

- Turn down the in-game vocal volume.
- Turn down the volume of your speakers.

Specifications

USB connector (USB receiver and PS2™/PS3™)	USB type 1.1
Interface (Wireless SingStar® Microphones and USB receiver)	RF 2.4GHz, GFSK
Power consumption (USB receiver)	Max. 100mA @ 5V
Power consumption (Wireless SingStar® Microphone)	Max. 25mA @ 3V
Wireless SingStar® Microphone dimensions (approx.)	Ø48 x 239mm
USB receiver dimensions (approx.)	105 x 65 x 44mm
Total weight (approx.)	389g (without AA batteries)
Operation temperature	5°C - 35°C

Notes

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 radiate radio 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 interference by one or more of the following measures:

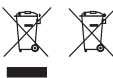
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 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.

Next time you replace your batteries, think about purchasing Sony rechargeable batteries. Using one **CycleEnergy** Cycle Energy Blue rechargeable battery is the equivalent of using 1000 disposable batteries. Save money and be environmentally conscious!

For more information, visit http://products.sel.sony.com/battery/cycle_energy.php

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



Where you see either symbol on any of our electrical products, batteries or packaging, it indicates that the relevant electrical product or battery should not be disposed of as general household waste in Europe. To ensure the correct waste treatment of the product and battery, please dispose of them in accordance with any applicable local laws or requirements for disposal of electrical equipment/batteries. In so doing, you will help to conserve natural resources and improve standards of environmental protection in treatment and disposal of electrical waste. This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.

R&TTE Directive "Informal DoC" statement

Hereby, Sony Computer Entertainment Europe Ltd. declares that the SLEH-00089 is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC. For details, please contact Sony Computer Entertainment Europe Ltd Compliance Department, 10 Great Marlborough Street, London, W1F 7LP, United Kingdom.

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The manufacturer of this product is Namtai Electronic (Shenzhen) Co., Ltd. located at Gushu Industrial Estate, Xixiang, Baoan, Shenzhen, 518126 China. Distributed in Europe by Sony Computer Entertainment Europe Ltd, 10 Great Marlborough Street, London, W1F 7LP.

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