

PROTEUS X

7.1.4 SURROUND WIRED HEADSET



USER MANUAL

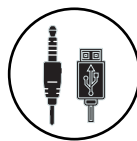
KEY HIGHLIGHTS



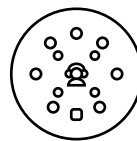
RGB
LED



50MM HI-FI
DRIVERS



DUAL INPUT
USB & 3.5MM



7.1.4
SURROUND



ENC
MICROPHONE



Visit www.thecosmicbyte.com to download
THX Spatial Audio + Software

SPECIFICATIONS

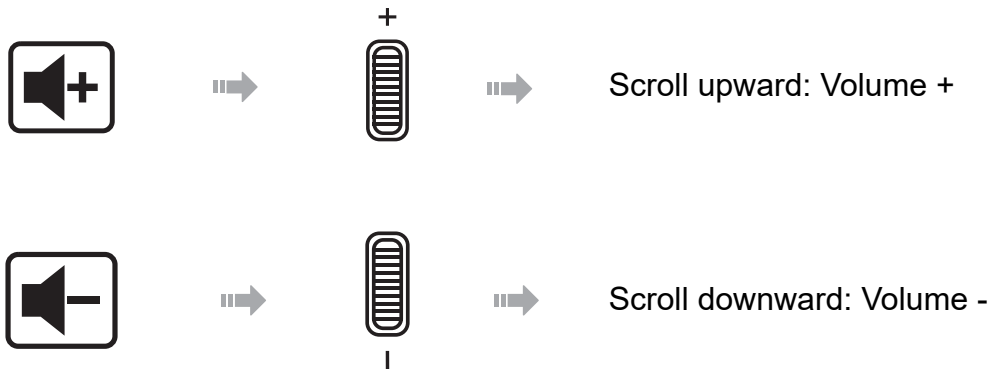
SPEAKER PARAMETERS

- Speaker diameter: 50 mm
- Sensitivity: 111 ±3dB
- Impedance: 32Ω±15%
- Frequency Response: 20Hz-20,000Hz
- Cable Length: 2.1m±10%
- Power Rating: 20mW
- Input Power: 30mW
- Headset Jack: 3.5mm & USB 7.1 (Dual Input)
- Headset Cable Length: 0.7m
- 3.5 mm Audio Jack length: 1.5m
- USB Cable Length: 1.5m

DETACHABLE MIC PARAMETERS

- Microphone size: 6.0*5.0 mm (ENC Mic)
- Mic Sensitivity: -42db
- Directivity: Omni-directional
- Packaging Dimensions: 200*100*230mm
- Product Weight without cable: 280 g
- Product Weight with cable: 336 g
- Product Dimensions: 190 *90 *220 mm

VOLUME CONTROL WHEEL



MIC MUTE BUTTON



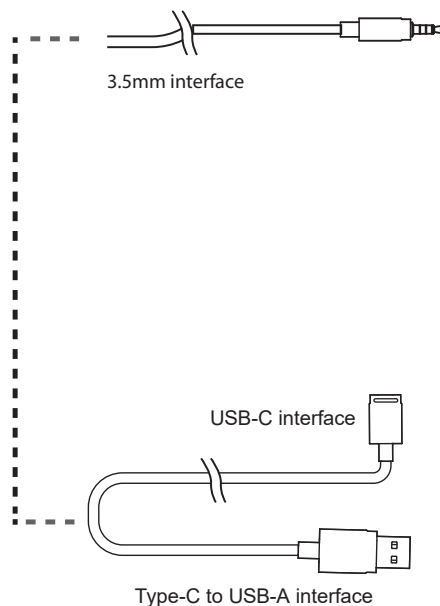
LED ON/OFF BUTTON



VOLUME MUTE BUTTON



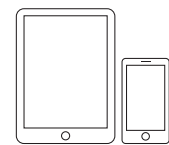
WHAT'S IN THE BOX



Xbox® One S/X



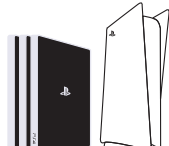
PS®4/PS®5



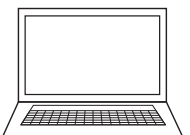
Mobile devices



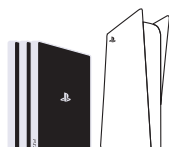
Nintendo Switch™



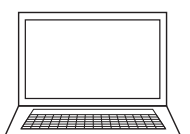
PS®4/PS®5



PC/Mac/Laptop



PS®4/PS®5



PC/Mac/Laptop

THX SPATIAL AUDIO SOFTWARE GUIDE

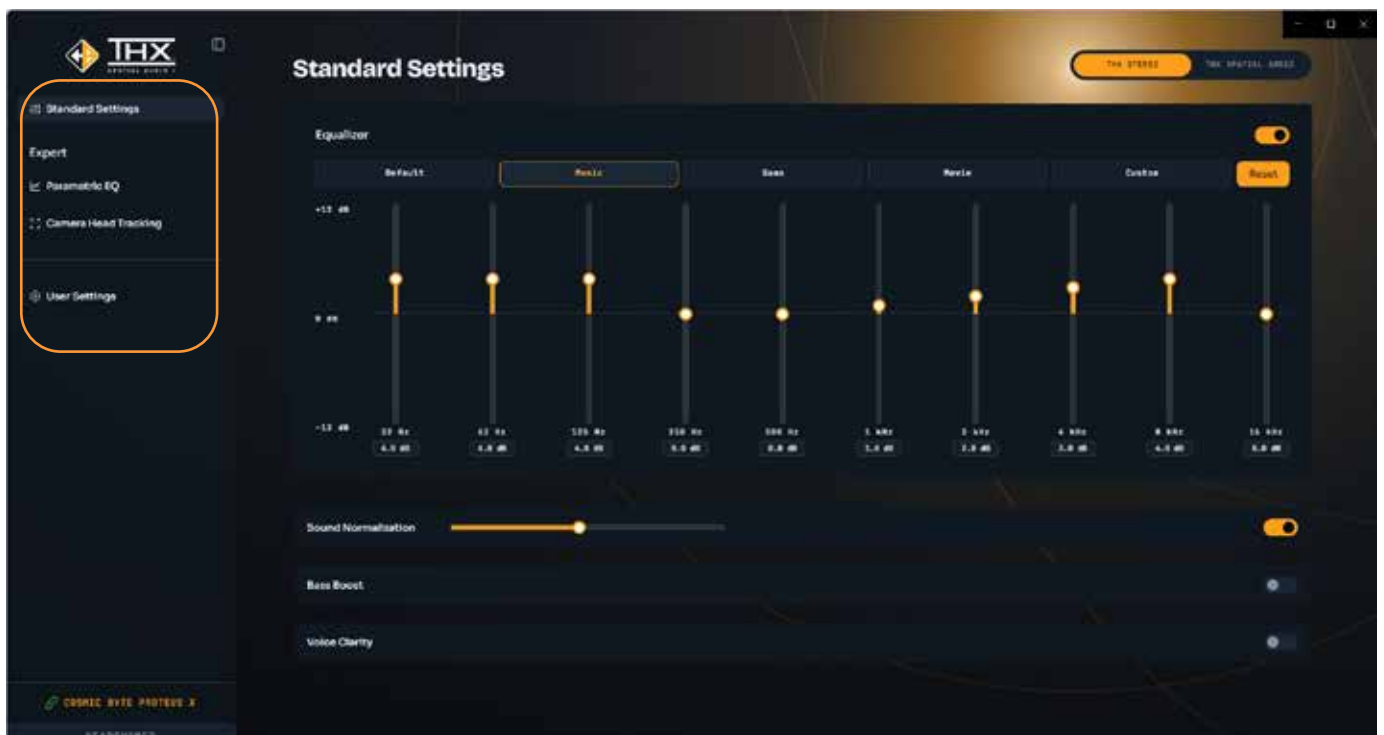
The Proteus X ships with the THX Spatial Audio + client, a desktop app that lets you tune how your headset sounds and how audio is positioned around you. This section of the manual walks through every screen and control in the software.

When your headset is plugged in and detected, its name appears at the bottom-left of the app window with a "Headphones" label below it. If you do not see it there, check your USB connection and make sure the app has finished loading.

GETTING AROUND THE APP

- **Standard Settings** - everyday sound controls (equalizer presets, bass, voice clarity, and volume levelling).
- **Expert** - advanced tuning tools, split into Parametric EQ and Camera Head Tracking.
- **User Settings** - language and app information.

At the top-right of every screen is the **audio mode switch**, which toggles between **THX Stereo** and **THX Spatial Audio**. This is the single most important control in the app, so it is worth understanding first.



AUDIO MODE: THX STEREO VS THX SPATIAL AUDIO

The mode switch at the top-right applies across the whole app and changes how sound is delivered to your ears.

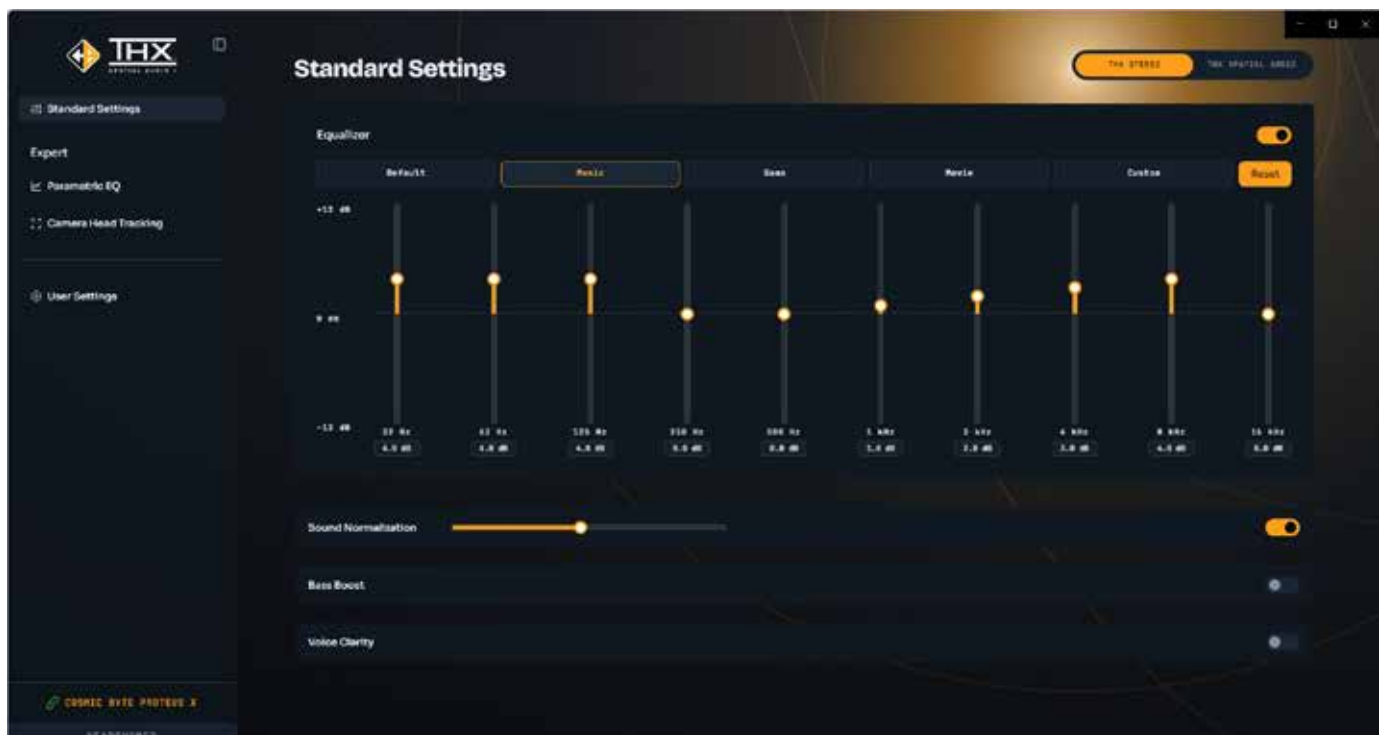


- THX Stereo plays audio the traditional way, in two channels (left and right). This is ideal for music and general listening where you want the cleanest, most natural reproduction.
- THX Spatial Audio creates a virtual surround field, placing sounds around you in a full 360° space. In games this helps you hear the direction of footsteps, gunfire, and other cues. In movies it opens up the soundstage for a more cinematic feel.

Some features, such as Camera Head Tracking, only work while THX Spatial Audio is switched on. The app will remind you on-screen if a feature needs it.

STANDARD SETTINGS

This is the main screen for quick, everyday sound adjustments.



EQUALIZER

The equalizer shapes the tone of your audio across ten frequency bands, from deep bass on the left (32 Hz) to high treble on the right (16 kHz). Use the toggle at the top-right of the Equalizer panel to turn it on or off.

Presets. Five buttons sit above the sliders:

- **Default** - a flat, unaltered response.
- **Music** - lifts the bass and upper treble for a fuller, more energetic sound.
- **Game** - tuned to bring out in-game detail and positional cues.
- **Movie** - shaped for dialogue and cinematic mixes.
- **Custom** - your own saved settings. Moving any slider automatically switches you to Custom so your changes are not lost.

SLIDERS

Each of the ten sliders can be dragged up to boost a band or down to cut it, within a range of +12 dB to -12 dB. The exact value for each band is shown in the box beneath its slider (for example, "32 Hz / 4.0 dB").

RESET

The Reset button returns the equalizer to its default flat state.

SOUND NORMALIZATION

When enabled, Sound Normalization evens out the difference between quiet and loud passages, so sudden loud moments are less jarring and quiet detail stays audible. The slider next to the toggle sets how strongly this levelling is applied. This is useful for late-night listening or content with a wide volume range.

BASS BOOST

A one-tap toggle that adds extra low-end weight for a punchier, more powerful bass response. Handy for bass-heavy music and action content.

VOICE CLARITY

A one-tap toggle that emphasises the vocal frequency range, making speech and dialogue easier to follow. Useful for voice chat, streams, and films with quiet dialogue.

EXPERT: PARAMETRIC EQ

The Parametric EQ gives you far finer control than the Standard equalizer. Instead of fixed sliders, you can reshape each band's frequency, level, width, and filter type. This screen is aimed at users who want to dial in a precise sound profile.

Use the **Equalizer** toggle at the top-right to turn parametric processing on or off.



PRESETS AND RESET

The same five presets are available here (Default, Music, Game, Movie, Custom), along with a **Reset** button. Selecting a preset loads a starting curve you can then fine-tune.

THE RESPONSE GRAPH

The large graph shows your combined frequency response, from 20 Hz to 20 kHz across the bottom and +12 dB to -12 dB up the side. Ten numbered points sit on the curve, one per band. You can drag any point directly on the graph to adjust that band by ear while watching the shape change in real time.

BAND CONTROLS

Below the graph, each of the ten bands has its own column of controls. Scroll down or expand the panel to reveal them. For every band you can set:

- **Frequency** - the centre point the band acts on (for example 32 Hz, 250 Hz, 4.0 kHz). Rotate the knob or type a value in the box below it.
- **Gain** - how much that frequency is boosted or cut, in decibels.
- **Q** - the width of the band. A lower Q affects a broad range of frequencies around the centre point, while a higher Q makes a narrow, surgical adjustment.
- **Filter** - the type of filter applied. Peak adjusts a band around the centre frequency and is the standard choice for most tuning.

ENABLING AND DISABLING BANDS

Each band has a checkbox labelled Band 1 through Band 10. Unchecking a band switches it off without erasing its settings, so you can compare the sound with and without a given adjustment.

EXPERT: CAMERA HEAD TRACKING

Head tracking uses a camera to follow the movement of your head, keeping virtual sound sources locked in place around you. When you turn to look at something on screen, the audio stays anchored to the world rather than turning with you, which makes the spatial effect feel far more convincing.

This feature requires THX Spatial Audio mode. If you are in THX Stereo mode, the app will show a notice reminding you that head tracking effects can only be heard once Spatial Audio is enabled. Switch the mode toggle at the top-right to THX Spatial Audio first.

CONTROLS

- **Device** - selects which camera the app uses to track your head. Choose your connected webcam or USB video device from this list.
- **Camera Mode** - sets how the camera operates. Auto lets the app manage tracking for you and is the recommended setting for most users.
- **Enable toggle** - the switch at the top-right turns head tracking on and off.

The preview area below shows a live visualisation of your tracked head position relative to the virtual speakers, so you can confirm tracking is working.



SUPPORT DETAILS

Stuck? Get instant AI-powered support.



Scan the QR code or visit ai.thecosmicbyte.com to chat with our AI assistant — available 24/7 for setup help, troubleshooting, and product questions across all Cosmic Byte gaming products.

Customer Care Number: +91 7351615161 (Mon-Sat 10am to 6pm)

WhatsApp Support: +91 7351615161

Email: cc@thecosmicbyte.com

WARRANTY

- The Proteus X Headset carries 1 year warranty against manufacturing defects only.
- Physical, water damage and tampered products are not covered under warranty.



Scan the QR Code to know the Warranty Claim Procedure.