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## Turtle beach ear force x41 xbox one

I know at first it was stereo only, but I wondered if this has changed since then? had a quick Google but couldn't see anything.. XBL - chrisharry12345 I know from the beginning it was stereo only, but I wondered if this has changed since then? had a quick Google but couldn't see anything.. yes buddy I got them. For audio game you just need to connect them to the optical port just like 360. You'll need to change your audio settings to bitstream out and digital dolby, though. For chat, you'll also need the headphone adapter too (£19.99), which connects to the pad and connects the chat cable. The adapter allows any standard stereo set with headset link to pad for game and audio chat.... as yours will be connected via optical for game sound, you need to attach it (Run the pad update through the menu as instructed) and then hold down the chat button until it beeps. There is a chat and game button that divides the sound accordingly, but you don't need the sound of the game through this route, so hold the chat button until the beeps (which means 100% chat, 0% game comes though pad). Samsung Q90R, Samsung HW-Q80R, Xbox One X, PS4, Sky Q 2TB, Steelseries Arctis 9X, Chillblast Flash PC. Tags. XBL: Nemesis X2 PSN: NemesisX2ps Steam: NemesisX2 Origin: Nemesis-X2pc Nice thank you. I didn't bother getting one if it was just stereo sound, but if they figured out 5.1 sick give it a lucky ERIT whirl: It doesn't put me off that adapter says stereo though..? [/QUOTE] With the X41 of you wont be using the adapter for the game sound just chat, so wont make a difference. The sound of the game is through the optical connection. The adapter basically has a 3.5mm plug, so any stereo headset can connect to it for ease. With the X41 you will use the included link cable, which has is 3.5mm one end (to go into the socket on the adapter) and 2.5mm the other (for you to connect the X41 chat cable Samsung Q90R, Samsung HW-Q80R, Xbox One X, PS4, Sky Q 2TB, Steelseries Arctis 9X, Chillblast Flash PC. Tags. XBL: Nemesis X2 PSN: NemesisX2ps Steam: NemesisX2 Origin: Nemesis-X2pc Ahh I get it now. I can see what you mean read it back bad for one now! Cheers XBL - chrisharry12345 Yes exactly so it was posted. They've run an Xbox One now too. Amazing sound on destiny, excellent directional sound. You get optical dolby via headphones via optics out, but the adapter let your voice chat be in stereo sound (I think 360 was just mono chat). ll Gaming - Samsung 49KS9000 - Xbox One X - Astro A50 - MA Bronze 50 - MCR611 ll Main - Samsung 55KS7000 - Yamaha RX-V481 - Tannoy TFX 5.1 - Xbox One S - Minix Neo U9 ll Tech - OnePlus 7T - Lenovo S540-13API ll Xbox GT - RUSTYRING ll With X41 you wont be using the sound game adapter only chat, so you wont make a difference. You're the one who's going to be the one who sound is through the optical connection. The adapter basically has a 3.5mm plug, so any stereo headset can connect to it for ease. With the X41 will use the included link cable, which has is 3.5mm one end (to go in the socket on the adapter) and 2.5mm the other (for you to connect the chat cable X41 Sorry if I'm very thick here but does not mean for pure audio game (no chat) on Xbox One, you won't have the headset attached to anything? So they'll be wireless? If you want chat, then do you need to connect them to the Adapter for the Xbox One controller? I don't see a mixamp thing that some have in pictures, so thinking they need to be wired to Xbox One. Thanks and sorry Chris for the easy hijacking of you thread. Sorry if I'm being very thick here, but does that mean that for pure audio playing (no chat) on Xbox One, you won't have the headset attached to anything? So they'll be wireless? If you want chat, then do you need to connect them to the Adapter for the Xbox One controller? I don't see a mixamp thing that some have in pictures, so thinking they need to be wired to Xbox One. Thanks and sorry Chris for the easy hijacking of you thread. If you have a headset that connects via optical, as the X41s do, you connect the base drive to the back of the console it through the optical port and the audio game is fine. You don't need a sound adapter just for the game, but for 5.1 you need to change the settings on the board. The headset is wireless. If you also want chat, then you need the adapter as well. The headset's base is still via optics, but the chat cable connects from headset to pad (just like the 360). Samsung Q90R, Samsung HW-Q80R, Xbox One X, PS4, Sky Q 2TB, Steelseries Arctis 9X, Chillblast Flash PC. Tags. XBL: Nemesis X2 PSN: NemesisX2ps Steam: NemesisX2 Origin: Nemesis-X2pc If hav a headset that connects via optical, as X41s do, you connect the base drive to the back of the console it through the optical port and audio game is fine. Wireless I headset. If you also want chat, then you need the adapter as well. The headset's base is still via optics, but the chat cable connects from headset to pad (just like the 360). Thanks mate, how about saying XP400's? Not sure which are rated higher? X41 or X400? Thanks again thanks mate, how about XP400's? Not sure which are rated higher? X41 or X400? Thanks again If they are Turtle Beach check their website and it will tell you if it is compatible. If the optics will be def good for audio game, they just getting the chat you need to see if ok with the adapter. I'm sure it would be. Samsung Q90R, Samsung HW-Q80R, Xbox X, PS4, Sky Q 2TB, Steelseries Arctis 9X, Chillblast Flash PC. Tags. XBL: Nemesis X2 PSN: NemesisX2ps Steam: NemesisX2 Origin: Nemesis-X2pc wireless headphones have been around for a while, but it was only in recent years that the quality has gotten high enough for discerning listeners to consider their use. Many manufacturers, for have returned to infrared (IR) technology for wireless signal transmission, which powered Turtle Beach X4 we looked at last year. Overall, we felt the IR radius was a little narrow and we disliked the fact that they didn't work well while using a plasma TV. Turtle Beach X41 headphones are essentially the same product, but instead of using an IR signal, this headset takes advantage of an RF (radio frequency) to provide wireless audio. Aside from a few hiccups and a hefty price tag, the X41s are one of the best wireless gaming headsets around. While ear force X41s are designed with Xbox 360 in mind – they include a detachable microphone and chat connections on Xbox Live – headphones will actually provide compelling surround sound from almost any home theater source, thanks to their built-in 7.1-channel Dolby digital processing. The Ear Force X41 headphones include two main components: the wireless headphones themselves and a base station that houses most of the necessary jacks. The base gives you the option to use either a digital audio connection or an analog signal through a set of stereo RCA cables (red/white). That means they will work with pretty much any audio source – anything with a digital optical output (such as a DVD player or Apple TV) or standard analog line escrete (pretty much everything). You could easily use X41 headphones with a PlayStation 3 or Wii, but just don't expect to take advantage of voice chat – which will only work with Xbox 360. The system prides itself on both Dolby Digital and Dolby Pro Logic llx processing; former deals on bit-stream surround soundtracks on DVD and Blu-ray movies and most video games, while the latter does a decent job of creating a faux-surround effect from any stereo source. The base of the X41s transmitters also has a line-in volume control, allowing you to adjust only the input source level. There is also a headphone jack at the front with a volume adjustment device that will play the same broadcast sound. Finally, the base also features a bypass button that will allow you to hear unprocessed audio. Setting up Ear Force X41 headphones is pretty simple. To process Dolby Digital, you'll use the included 7-foot optical cable to connect the Xbox 360 (or another digital source) to the digital port in from the transmitter base. If you're also using an AV receiver and surround speakers, don't worry; There is a digital port to pass the signal on, so you don't have to constantly disconnect and connect wires whenever you want to play using headphones. Turtle Beach includes all the cables you need to start games and chat. For power, the X41s ship with a USB cable that connects directly to the base drive. You can add the USB end of the wire anywhere (including 360 itself). I had a USB port on the set-top box cable, which worked well. You should note that USB power is the only option here. The drive does not come with a USB-to-AC adapter. Page 2 in comfort and design, the Ear Force X41 headphones are a bit heavy on the head, but not to the point where they feel overwhelming during long gaming sessions. On the left ear cup is where you'll find the controls and ports, including a volume adjustment device, a power button, a bass pulse, and the chat adapter port that hooks to the Xbox 360 controller. The left ear cup is also home to the flexible microphone boom. We liked very much that the boom is removable because it can become distracting when not in use. The right ear cup is where you install the two AAA batteries. Turtle Beach includes a pair in the pack and claims it should work for at least 25 hours, but we recommend getting some rechargeable ones. The X41 headphones are slightly more comfortable than the original X4 set. In terms of sound quality, we were impressed by the overall separation of channels. During our trial with Modern Warfare 2 multiplayer, we could easily tell when an enemy was behind us because of the steps and gunfire. During the most intense fight, we were able to visualize all the action and say where it comes from in our virtual space. Our only complaint with headphones is that they don't really allow for complete noise reduction or insulation. If there is another sound playing in the same room, you may notice it more than you want. A few times during our testing we experienced a short pop and breakup of the audio, but could not recreate. It may have been because of Wi-Fi interference because the headset works on the same 2.4GHz frequency that Wi-Fi routers do. We enjoyed having a volume adjustment device on the side of the headphones, but we didn't really notice a big noticeable difference when turning on the bass-boost switch. Add a piece of wealth, but it is not drastic by any means. If you're concerned about maximizing battery life on headphones, we recommend that you leave the feature turned off. Our experience with using X41s to discuss during the game was excellent. Embedding the chat requires connecting the headset to the 360 controller via the included wired adapter. This is almost the same adapter that's at the end of the Microsoft-branded headphones, complete with a microphone switch and a volume wheel. A wireless chat solution would have been ideal, but we would imagine that this would severely compromise the battery life of headphones. Although we haven't necessarily noticed it in action, Turtle Beach claims that X41s contain a chat volume function to compensate for noisy gaming sessions. Regardless, there has never been a problem with hearing anyone during our online game with Modern Warfare 2. In general, ear Force X41 headphones offer a excellent to play games when using external speech is not an option. We would imagine a few players would even prefer X41s, regardless of the situation, as they offer accurate 7.1-channel surround sound effects. Similarly, this is certainly a well-advised for those players who do not have an external surround sound system. The list price of \$200 is a bit steep, but with online prices closer to \$180, you could think of it as an alternative to buying three mediocre games. And when you consider that Ear Force X41 headphones are compatible with almost any source, they may be the only wireless headphones you'll need for a while. And.