



G635

7.1 Surround Sound
LIGHTSYNC Gaming
Headset



ADVANCED AUDIO TECHNOLOGY FOR GAMING

Logitech G635 is a premium gaming headset, enhanced with the most advanced Logitech audio technology. Hear more detail with large 50-mm Pro-G drivers, made of woven hybrid mesh designed to reduce distortion. LIGHTSYNC RGB lighting is fully customisable and reacts to in-game action on supported games. For maximum immersion, DTS Headphone:X 2.0 surround sound creates precise in-game positional awareness. Hear enemies sneaking up behind you, sense air attacks or special-ability cues, and enjoy the full cinematic experience of your favourite games. Additional gaming features include a large 6-mm flip-to-mute mic and programmable G-Keys on the headset.

WHAT'S IN THE BOX

- Surround-sound gaming headset
- Micro-USB cable
- 3.5 mm audio cable
- User documentation
- 2-year manufacturer's guarantee

FEATURES

- Large 50-mm Pro-G drivers for great sonic depth and clarity
- Full-spectrum LIGHTSYNC RGB lighting
- Immersive DTS Headphone:X 2.0 surround sound
- 6-mm flip-to-mute boom mic
- Programmable G-Keys



PACKAGE SPECIFICATIONS

	Primary pack	Master shipper carton
Part #	981-000750	n/a
Bar code	5099206081925 (EAN-13)	50992060819218 (SCC-14)
Weight	720 gr	3300 gr
Length	19.8 cm	44 cm
Width	10.7 cm	23.7 cm
Height/depth	23 cm	21.1 cm
Volume	4.872 dm ³	0.022 m ³
1 primary pack	1	n/a
1 intermediate pack	0	n/a
1 master shipper carton	4	1
1 pallet EURO	196	49
1 container 20 ft	5544	1386
1 container 40 ft	11528	2882
1 container 40 ft HQ	12576	3144

SYSTEM REQUIREMENTS

- PC with Windows® 7 or later
- Mac OS X 10.10 or later
- USB 2.0 port

ANALOGUE:

- PC, console or mobile device with a 3.5 audio jack
- (Optional) Internet access for Logitech G HUB Software

TECHNICAL SPECS

HEADPHONE:

- Driver: 50 mm
- Frequency response: 20 Hz-20 kHz
- Impedance: 39 ohms (passive), 5k ohms (active)
- Sensitivity: 93 dB SPL/mW

MICROPHONE (BOOM):

- Microphone pickup pattern: cardioid (unidirectional)
- Size: 6 mm
- Frequency response: 100 Hz-10 kHz

