Seeker USB Microphone

User Manual

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1.2. Function Introduction

Seeker USB audio card microphone is a desktop microphone designed for Internet conferencing, voice chatting, portable recording, gaming and Internet live broadcast, etc. It has a long pickup distance, accurate positioning, and a clear and natural sound.Dual connectors for Type-C and XLR, user control interface with buttons plus a scroll wheel, which can control the microphone gain, microphone in manual or automatic mode and mute. Suitable for Android, Windows system, and provide free Android, Windows control software, easy to operate, to meet the needs of mobile recording.

1.3. Product Features

- ✧ Specially designed for broadcasters, podcasters, singers, voice actors, and gamers;
- ✧ Super large diaphragm professional-grade cardioid dynamic microphone, studio-grade sound quality;
- ✧ Speech separation technology improves real-time live broadcasting and recording quality;
- ✧ Automatic level technology improves real-time live broadcasting and recording quality;
- ✧ Connect the device via USB, use the software for free, compatible with Android and Windows systems, adjustable microphone gain, mute, balance, background sound mixing, clipping and other functions;

- ✧ The body comes with gain adjustment, mute, mode switching, and clear sound control;
- ✧ Equipped with a 3.5mm headphone monitoring output interface, easy to operate, zero latency monitoring;
- ✧ Multi interface output, supporting analog XLR output and Type-C audio card output.

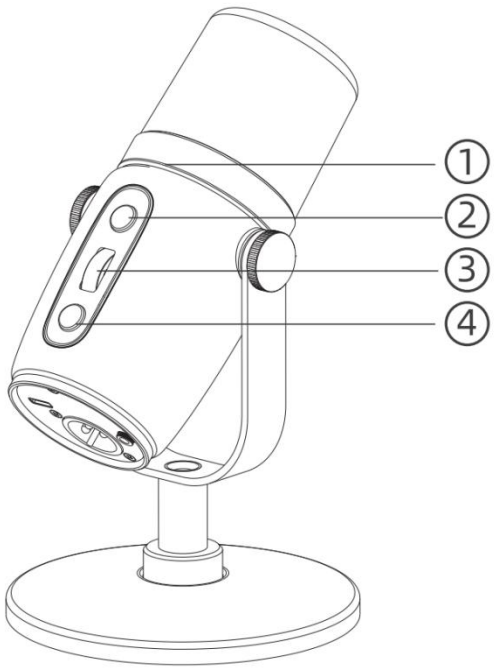
1.4. Product parameters

Sample Rate	48KHz
Bit Depth	24bit
Frequency Response	20Hz～20KHz
Noise Floor	-87dBu
Noise Floor (Mute)	-89dBu
Distortion (Input -30)	0.05%
Distortion (Input -40)	0.11%
Maximum undistorted input	-15dBu
Maximum undistorted output	2dBu
High pass	200Hz
Treble heighten	3000Hz(+3dBu)
Limiter (Limiting output)	0dBu
Compressor (Light)	2dBu
Compressor (Heavy)	-2dBu
Automatic level output	-3.5dBu
Automatic level gain range (Near)	30dBu
Automatic level gain range (Far)	36dBu

Input output relationship (-95~15dBu)	Linear increasing slope K=1
Microphone Dimensions	Φ55mm×141.5mm
Base Dimensions	Φ116mm
Weight	Microphone: 0.58 kg; Base: 0.83 kg
Package Dimensions (L×W×H)	210mm×160mm×110mm
Package Weight	1.45kg

2. Hardware Function Description

2.1. Hardware control operation instructions



① Gain display

Divided into three gears, when the gain is 0~12dB, the gain indicator shows green breathing effect; when the gain is 13~24dB, the gain indicator shows cyan breathing effect; when the gain is 25~36dB, the gain indicator shows blue breathing effect; when the gain wheel scrolls to 0dB and 36dB, the gain indicator blinks twice, prompting the user that the gain is at the minimum or maximum value and cannot be further adjusted. prompting the user that the gain is at the minimum or maximum value and cannot be further adjusted;

② Mode switching

Press the button to switch the level mode, support switching between manual level and auto level, the indicator of mode key is on, then manual mode is on, gain can be adjusted; the indicator of mode key is off, then auto mode is on, gain can not be adjusted, such as adjusting the gain through the wheel or the software, the gain does not change, the gain indicator blinks 5 times, indicating that the gain adjustment does not take effect;

③ Gain adjustment roller

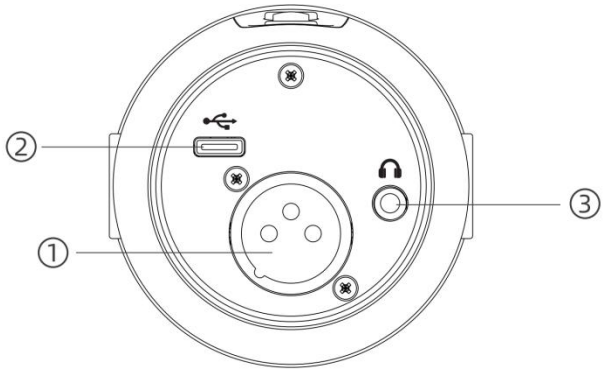
Scroll up: increase microphone gain;

Scroll down: decrease microphone gain;

④ Mute Button

Press the Mute Button and the indicator light will be on to indicate that the mute function is in effect.

2.2. Input and output interfaces



① XLR Output

Connects to the XLR mixer jack and outputs only the microphone signal (XLR audio is not affected by software settings);

② Type-C Interface

Connects to computer via USB to Type-C cable for microphone power and audio card input and output;

③ 3.5mm Headphone Monitor Output Jack

Connects to headphones and in-ear headphones.

3. Software Features

3.1. Manual mode

(1) Microphone volume control

① Supports hardware wheel adjustment and PC software slide to adjust the microphone gain. On the software, you can place the mouse pointer in the circle and adjust the gain through the mouse wheel; you can also use the mouse to press and hold the volume bar to adjust the gain up and down or left and right;

② Click the mute button to realize the microphone mute function.

(2) System volume control

To control the signal from the USB audio card input

① Slide the bar to adjust the size of the signal input from the USB audio card;

② Click the Mute button to mute the signal from the audio card input.

(3) Monitor volume control

To control the signal output from the 3.5mm headphone monitor connector

① Slide the bar to adjust the size of the input signal from the USB audio card;

② Click the Mute button to mute the signal input from the audio card.

(4) Audio control

① Ducker

The USB audio card input signal is blocked or attenuated out when the signal level magnitude is higher than the threshold value;

② Limiter

The output signal amplitude is limited to a certain range, i.e., when the input voltage is higher or lower than a certain reference value, the output voltage will be limited to a certain level (limit level) and will not change with the input voltage.

③ Equalizer

Adjusts the amount of amplification of electrical signals of various frequency components, compensating and modifying the amount of output at each frequency by adjusting the electrical signals of various different frequencies.

Flat: A fully unprocessed signal (no equalization settings are used);

High pass: A high pass filter reduces the neighbor effect. Attenuates signals with frequencies below a certain frequency point (200Hz) (e.g., signals below 200Hz will be smaller than normal, above 200Hz normal);

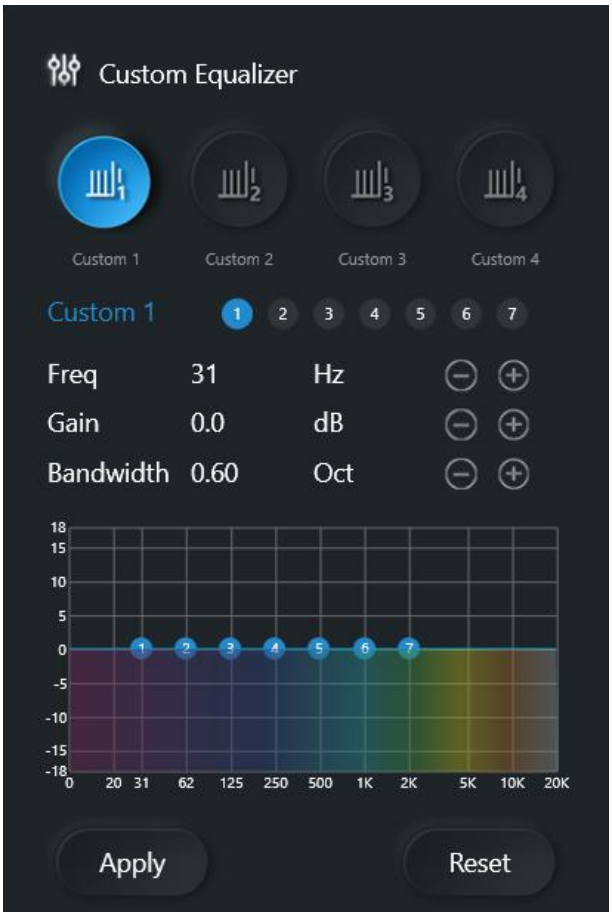
Heighten: Heighten emphasizes clear and full equalization. Heighten signals near 3k.

High Pass & Heighten: combines a high pass filter and proximity effect enhancement to improve and emphasize clarity.

④ Custom equalizer

There are four custom slots that replace the default presets of the homepage equalizer, which can be set in detail by clicking on 

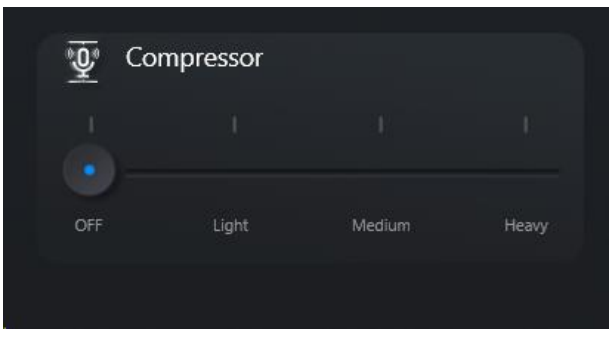
the seven frequency points, or adjusted by dragging the points on the graph.



1) **Frequency**: The center frequency to be equalized.
2) **Gain**: The gain or attenuation value of the center point of the frequency;
3) **Bandwidth**: The influence range of the band around the center frequency, the larger the value, the larger the bandwidth and the larger the influence range;
4) **Apply**: Click Apply when the adjustment is finished to replace to the homepage preset and take effect;
5) **Reset**: Click Restore Preset to restore the parameters to the initial state and restore the homepage preset to the default.

⑤ Compressor

Choose Off, Light, Medium, or Heavy compression to control the volume when the sound source is dynamic. Heighten quiet signals and reduce loud signals, resulting in denser, louder sounds.



1) Off: No adjustment is made .
2) Light: Set a threshold value, after the signal size exceeds the threshold value, reduce the

signal size by a certain value

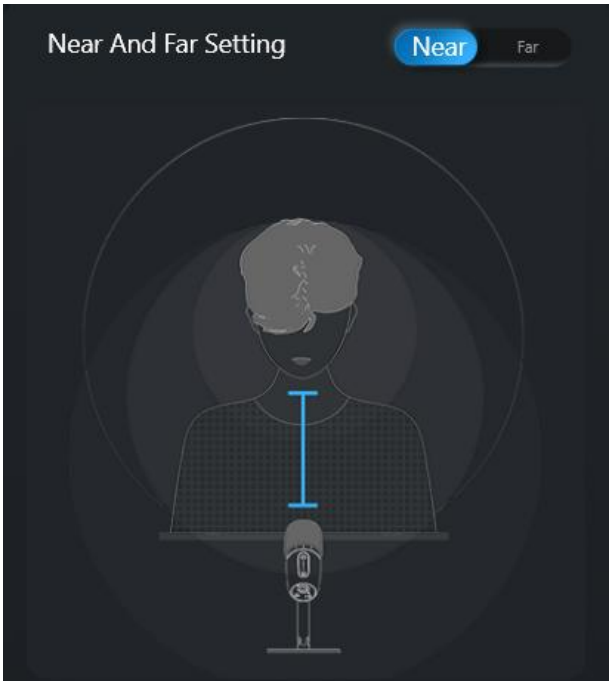
3) Medium: The threshold value decreases, and the reduction amplitude increases.

4) Heavy: The threshold value decreases and the reduction amplitude increases again.

3.2. Auto mode

Auto Level: In Auto Level mode, the microphone gain is automatically adjusted by the device according to the external sound level. That is, when the external sound is loud, the device will adjust the microphone gain down; when the external sound is small, the device will adjust the microphone gain up(the microphone gain adjustment control is disabled in this mode).

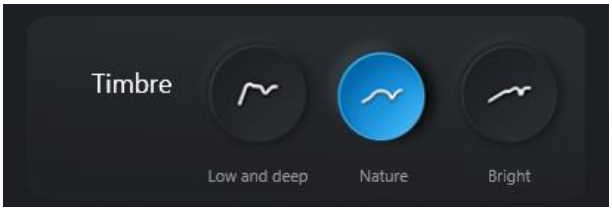
(1) Microphone far and near setting



① **Near**: limits auto level adjustable gain to 0-18dB . For podcasting and voice recording scenarios, get 1-6 inches (2.54-15cm) from the microphone for a more intimate sound and to maximize off-axis sound suppression. Speaking closer to the microphone produces a lower frequency response.

② **Far**: Limits automatic level adjustable gain to 18-36 dB. Ideal for directing the microphone to a sound source when the source is far away from the microphone (e.g., in a game where the person needs to be closer to the screen or game console). Place the microphone at a distance of 6 to 18 inches (15 to 45 cm) from the sound source.

(2) Timbre



Three tones of Low and deep, Natural and Bright are provided to adjust the tone quality of the audio. Users can choose according to their needs.

3.3. Recording and Playback

(1) Recording

Supports recording signals from the microphone and USB audio card input (system sound).

① **MIC**: Records signals from the microphone only;

② **MIC & System**: Record signals from the microphone and USB audio card input;

③ **Sample Rate**: Supports 44.1KHz and 48KHz sampling. User selects the sampling rate according to the requirement;

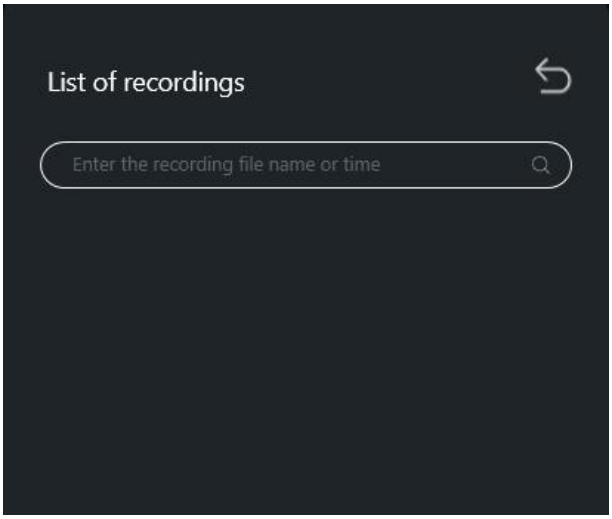
④ **Bit Deep**: WAV format supports 16-bit and 24-bit, MP3 format supports 32bit;

⑤ **File Format**: Recordable WAV and MP3 format File name: Customizable file name;

⑥ **Output Path**: Save path of the recording file, can customize the save path (default path is Records folder in the installation directory);

*Note:Every 10 minutes of recording will be saved automatically with a serial number after the file name.

(2) List of recordings and playback

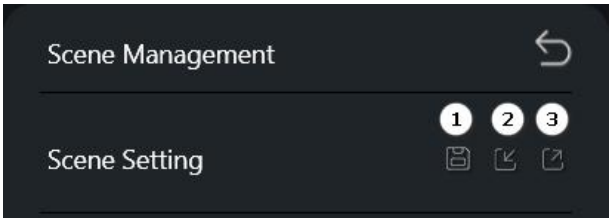


① **Search**: Support to search the recording file according to the file name or the recording time, the file path of the recording list is the saving path of the recording file;

② **Play**: Click the play button to play the recording file, and click it again to pause the playback.

3.4. Scene Management

(1) Scene Setting

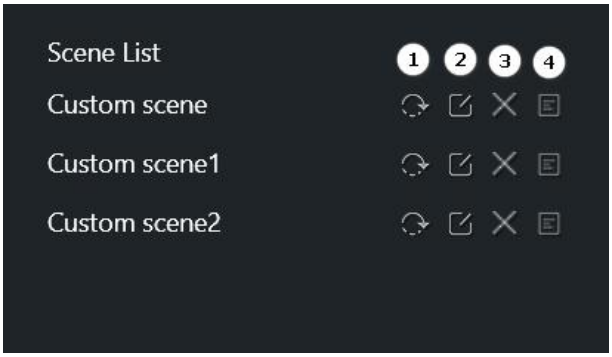


① **Save**: saves the scene parameters used by the device (e.g. microphone gain, equalizer mode, compressor mode, and other information);

② **Import Scene**: Reads the parameters used by the current device as a file;

③ **Export Scene**: export the parameters used by the current device as a file.

(2) Scene List



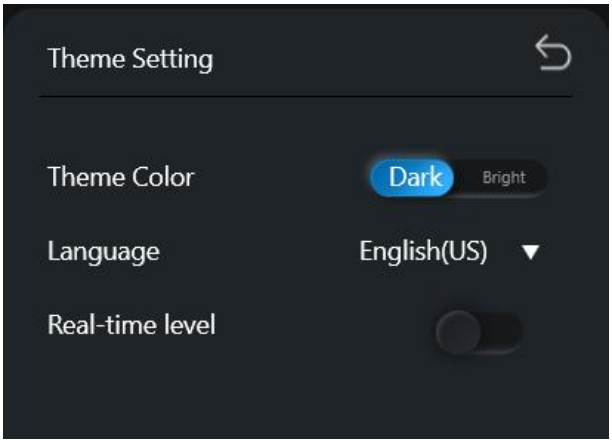
① **Upload Scene**: read the new scene parameters and replace the current scene;

② **Rename Scene**: you can change the name of the scene;

③ **Delete Scene**: Delete the current scene;

④ **Detail**: display the current parameters of the scene.

3.5. Theme Setting



① **Theme Color:** Support bright and dark colors. Users choose according to preference;

② **Language**: Supports three language modes: Chinese (Simplified), Chinese (Traditional) and English (US);

③ **Real-time level**: Gain indicator shows the level at which the microphone's live input signal is being acquired(Green, Cyan or Blue).

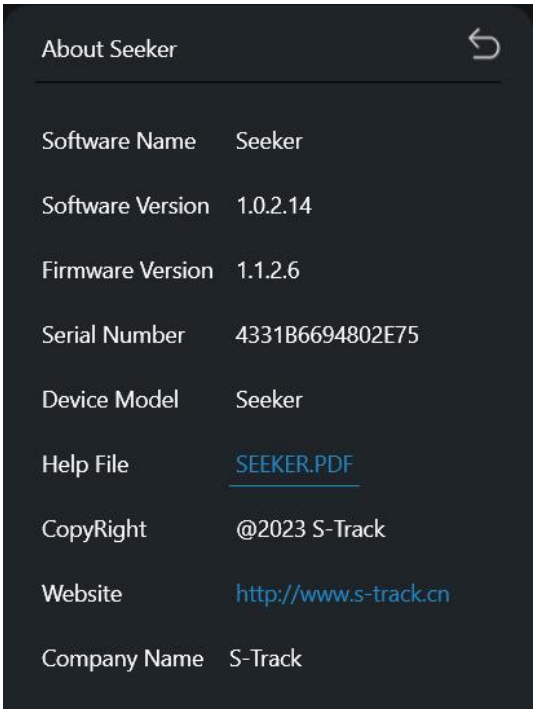
3.6. Upgrading

Select the latest firmware upgrade package, click next to upgrade.

3.7. Factory Rest

All scene parameters are restored to default parameters.

3.8. About Seeker



We can view the Software Name, Software Version, Firmware Version, Serial Number, Device Model Help File, Copyright, Website, and Company Name.

3.9. FAQ

Trouble	Solutions
Microphone plugged in but not detected	Unplug and reconnect the cable so that the application recognizes the microphone; A connection is established when the desktop software displays the correct microphone settings.
Audio is not heard even though the desktop application shows the correct microphone	Check the monitor mix synthesis; Move the monitor mix slider to the center to hear both the audio coming into the microphone and the audio being played.
Audio Distortion (Auto Mode)	Select auto mode to let the software control the audio settings; Near for close range use (1-6 inches/2.54-15 cm) and Far for long range use (6-18 inches/15-45 cm).
Audio distortion (manual mode)	Audio distortion is usually caused by clipping due to microphone overload. Reduce the microphone gain for optimal recording.
Other Problems	It may be useful to reset the software to restore functionality. Unplug and re-plug the microphone.
General Troubleshooting	Exit and restart the software; Restart the computer.