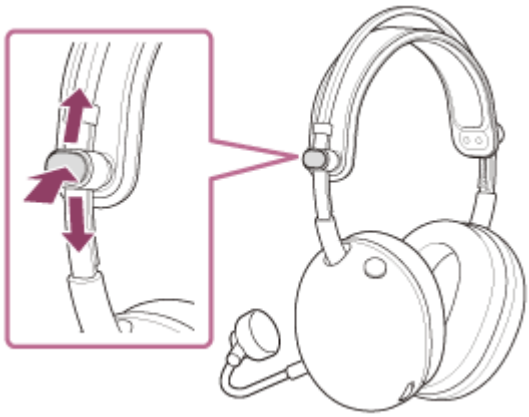
Gaming Headset
INZONE H6 Air

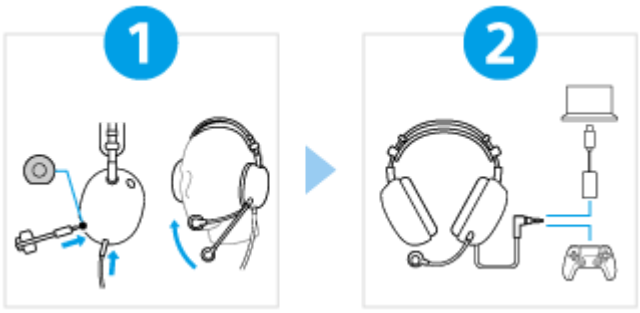
Model: YY2990

Find out how to adjust the height of the headband

Move the slider up and down while pressing the slider knobs on either side of the headband.
Release your finger from the slider knob at the desired height to fix the slider in place.
The height of the headband can be adjusted.



Let’s start to use



Put the headset on your ears and adjust the position of the boom microphone

Remove the boom microphone from the accessory box. Then, insert it into the boom microphone input jack on the headset body. Make sure that you insert the cable until it clicks. If the plug is not connected correctly, you cannot use the microphone.
Also, adjust the position of the microphone so that the microphone part is at the mouth when the headset is worn.

Connect the headset and the supplied USB Type-C audio box properly

Connect the headset and the supplied USB Type-C audio box to each device properly as shown.
Headset - headphone cable - PS5™
Headset - headphone cable - USB Type-C audio box - computer

To use all functions and improved performances

INZONE Hub

Update the computer software “INZONE Hub” to the latest version.
For details on “INZONE Hub”, refer to the following URL.
https://www.sony.net/inzonehub-support

⚠ To prevent burning or malfunction due to getting wet

The headset is not waterproof.
If the headset is charged while it is wet with rain or sweat, etc., this can result in burnout or malfunction.

MDR-G600

Getting started

Supplied accessories

- Included items
- Attaching the boom microphone
- Connecting the headphone cable

Parts and controls

- Location and function of parts

Wearing the headset

- Wearing the headset

Using by connecting to a game console

Connecting the headset to a computer or PlayStation®5

What you can do while connected to a game console

Customizing the headset

Using “INZONE Hub”

- What you can do with “INZONE Hub”
- Installing “INZONE Hub”

Important information

Precautions

To prevent burning or malfunction due to getting wet

Licenses

Trademarks

Troubleshooting

Troubleshooting

Specifications

Specifications

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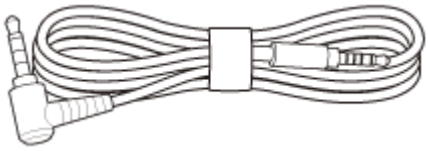
Gaming Headset
INZONE H6 Air

Included items

After opening the package, check that all of the items in the list are included. If any items are missing, consult the Sony support contact or your nearest Sony dealer.
Numbers in parentheses indicate the number of items.

Gaming Headset (1)

Headphone cable (1)



Detachable boom microphone (with windscreen) (1)

USB Type-C® audio box (1)

Documents (1 set)

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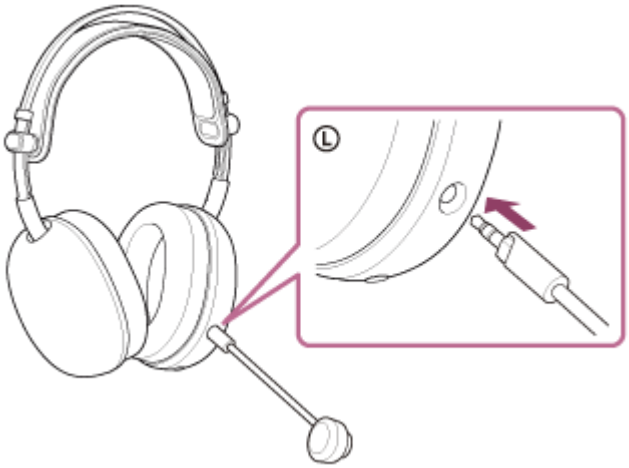
INZONE H6 Air

Attaching the boom microphone

When making calls, be sure to attach the supplied boom microphone.

1. **Attach the supplied boom microphone to the boom microphone input jack.**

   Make sure to match the plug and jack shapes when connecting.



Hint

- The boom microphone can be removed when not in use.

Note

- Make sure that you insert the cable until it clicks. If the plug is not connected correctly, you cannot use the microphone.

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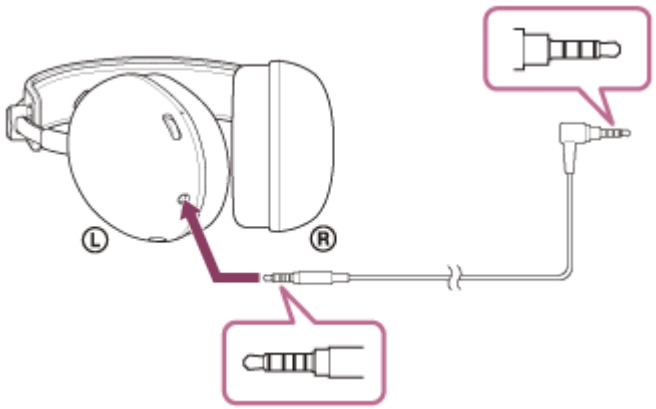
Gaming Headset
INZONE H6 Air

Connecting the headphone cable

1 **Connect the supplied headphone cable to the headphone cable input jack.**

Be sure to connect the 5-pole straight plug to the headset side.



Note

- Use the supplied headphone cable only.
- When plugging or unplugging the cable, hold the plug and plug it straight into the headphone cable input jack. Pulling on the cable or applying excessive force may cause it to break.
- Make sure the plug is fully inserted. If the plug is not fully inserted, sound may not be heard. Also, the microphone may not be usable.

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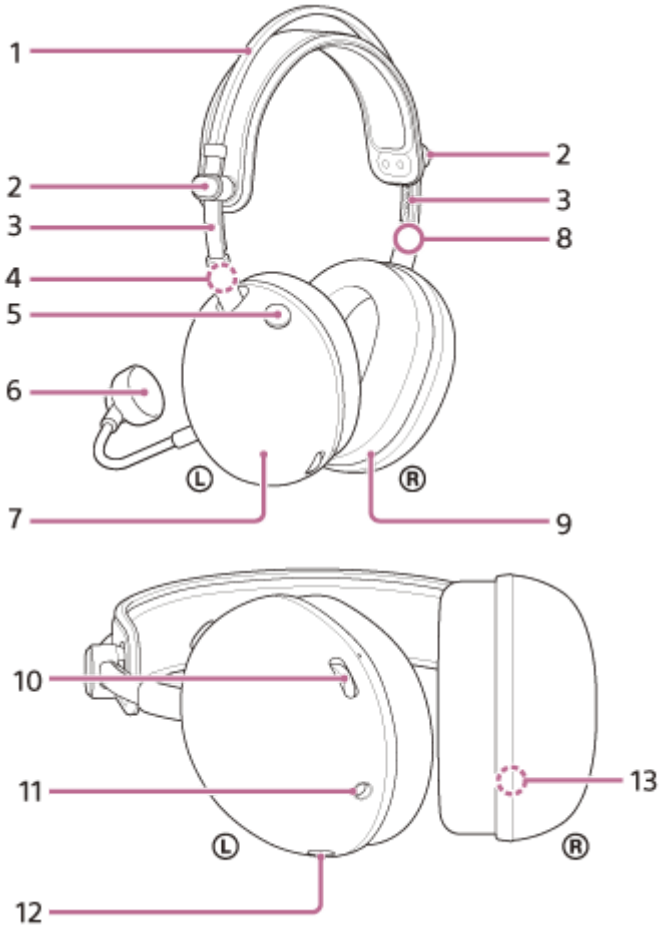
Gaming Headset
INZONE H6 Air

Location and function of parts



1. Headband

2. Slider knobs (left, right)
   Slide to adjust the height of the headband.

3. Headband sliders (left, right)

4. Ⓛ (left) mark

5. Microphone on or off button
   Switches the microphone on or off.

6. Detachable boom microphone (with windscreen)
   Attach to the left unit.

7. Left unit

8. Ⓡ (right) mark

9. Right unit

10. Volume dial –/+
    Adjust the volume of the headset when connected to a game console. There is a tactile dot on the + side.

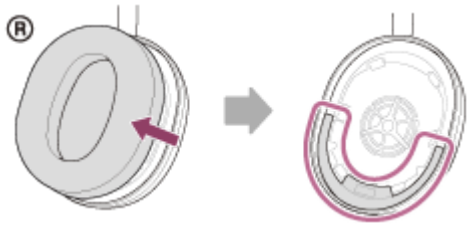
11. Headphone cable input jack
Connect a game console using the supplied headphone cable. Make sure the plug is fully inserted. If the plug is not fully inserted, sound may not be heard. Also, the microphone may not be usable.

12. Boom microphone input jack
Connect the supplied boom microphone. Make sure that you insert the cable until it clicks. If the plug is not connected correctly, you cannot use the microphone.

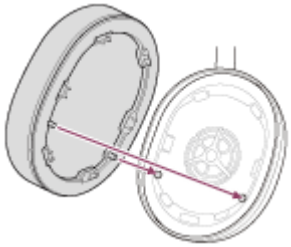
13. Serial number
Located inside the right unit.

To check the serial number

- Make sure the headphone cable is not connected to the headset.
- Remove the earpad from the right unit by pulling it straight off the housing.
The serial number and safety marks are located on the lower center of the right unit.



- Attach the removed earpad to the right unit.
Make sure that the direction of the two protrusions on the unit and the holes in the earpad are aligned.
Firmly insert the six tabs into the unit until you hear a click.



Note

- Do not remove the earpad unless necessary.
- Do not remove earpad in the presence of iron sand or other metal objects. Iron sand or other metal objects may adhere to the magnet inside the headset, causing the headset to malfunction.
- Be sure to attach the earpad in the correct direction. If the earpad is not attached in the correct direction, you may not get the desired acoustic performance.
- Any defects caused by failure to follow the above precautions are not covered by the product warranty.

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Wearing the headset

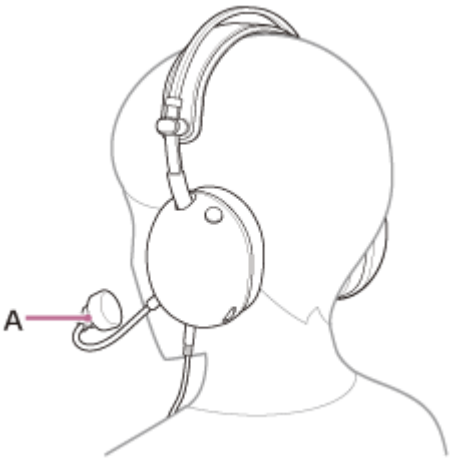
1 Connect the boom microphone and the headphone cable.

2 Adjust the slider position.

Move the slider up and down to adjust the headband height.
The slider part moves when the slider knob is pressed. The slider is locked when your finger is released from the slider knob.

3 Put the headset units into your ears.

Put the headset unit with the L-mark on your left ear and the headset unit with the R-mark on your right ear.
A boom microphone (A) is attached to the left unit.

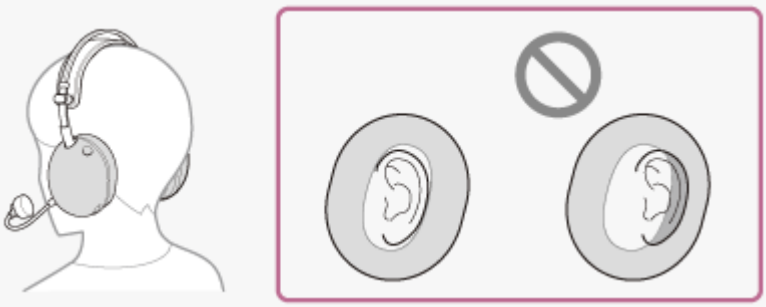


4 Adjust the position of the boom microphone so that it is near your mouth.

The microphone should be adjusted at the same height as the chin and about 1 to 4 fingers away from the mouth (up to 35 mm (1.38 in)).

Hint

- If you are concerned about breathing noise, make sure the windscreen is installed and position the microphone away from your mouth.
  It is recommended to test the microphone once with “INZONE Hub” or your app.
- If the headset is not worn properly on your ears, it may cause ear pain. Be careful not to let the cushion part of the earpads apply pressure on your ears.



Note

- Be careful not to hit your eyes with the boom microphone when putting it on, taking it off or using the headset.

Related Topic

- Attaching the boom microphone
- Connecting the headphone cable
- What you can do with “INZONE Hub”

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Gaming Headset
INZONE H6 Air

Connecting the headset to a computer or PlayStation®5

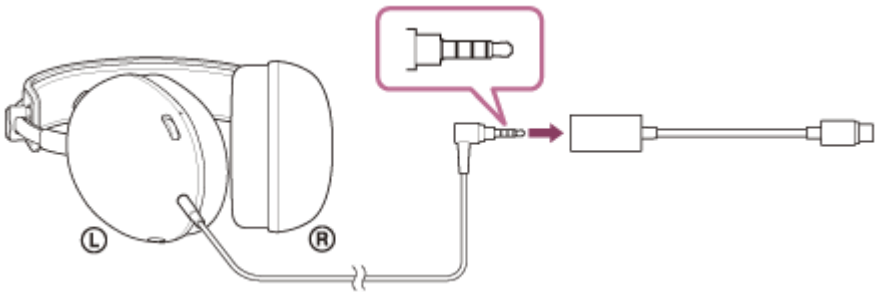
Before starting the operating procedure, check the following.

- The operating instructions of the computer or PS5™ is in hand.

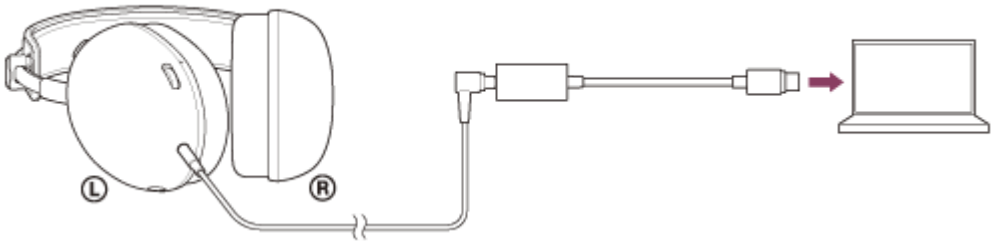
1 Connect the headset to a USB port of a computer or a PS5™ controller.

When you connect the headset to a computer

- Connect the 4-pole L-type plug of the headphone cable to the supplied USB Type-C audio box.
  The connecting device side is a CTIA compliant cable with 4-pole specifications including the microphone.
  - CTIA: Cellular Telephone Industry Association

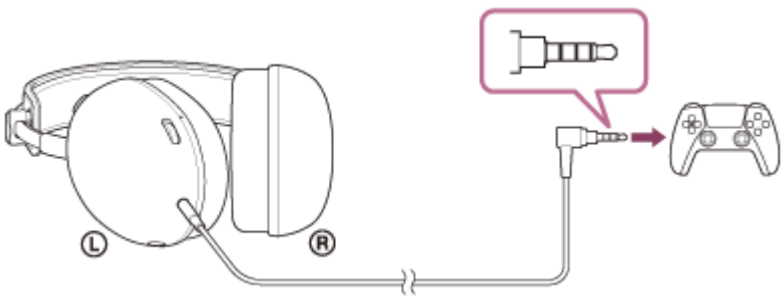


- Connect the USB Type-C audio box to the USB port of a computer.



When you connect the headset to a PS5™

- Connect the 4-pole L-type plug of the headphone cable to the headphone terminal on a PS5™ controller.



2 When you connect the headset to a computer, select the headset as the audio device.

Audio input/output device: [INZONE H6 Air]

To adjust the volume

For information on how to adjust the volume and turn the microphone on and off, see “What you can do while connected to a game console”.

Note

- Connection through the USB Type-C audio box is not guaranteed with a PS5™. Follow the procedures described above to connect to the PS5™.
- Connect the USB Type-C audio box directly to the computer, and not via a USB hub.
- If you connect the headset to a device other than a computer through the USB Type-C audio box, the following may occur.
  - No sound is output.
  - Sound is low although the volume setting is max.

  Connect the headset to a device directly without the USB Type-C audio box to improve the above.
- Use the supplied headphone cable only.
- When plugging or unplugging the cable, hold the plug and plug it straight into the headphone cable input jack. Pulling on the cable or applying excessive force may cause it to break.
- Make sure the plug is fully inserted. If the plug is not fully inserted, sound may not be heard.

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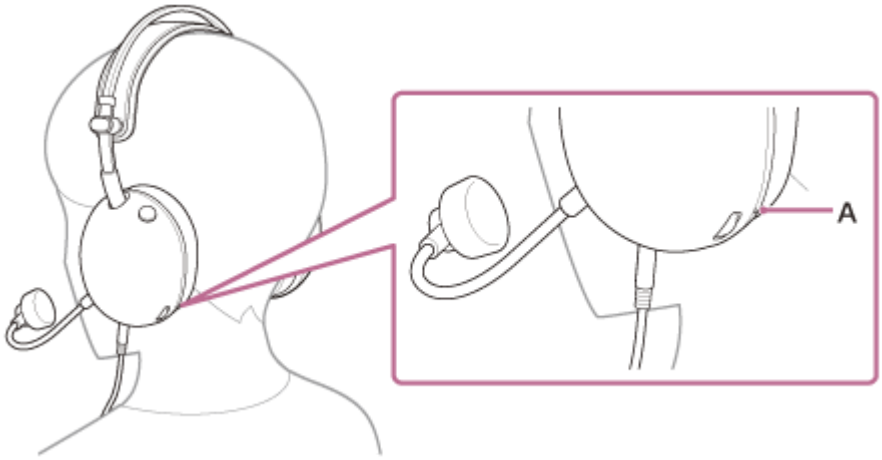
Gaming Headset
INZONE H6 Air

What you can do while connected to a game console

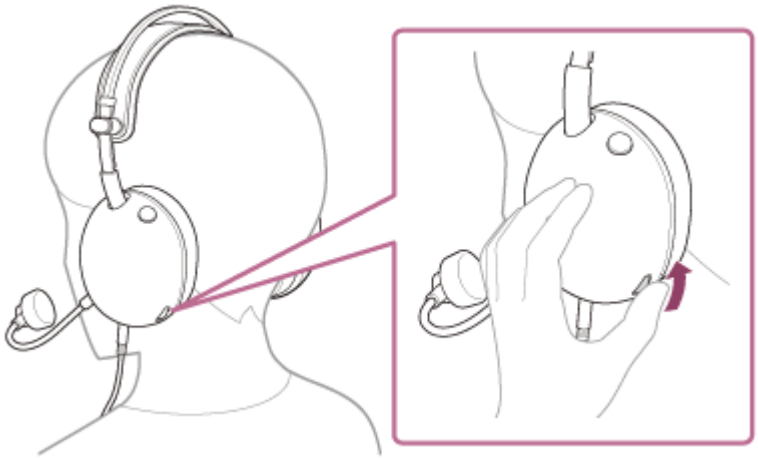
When you connect the headset to a game console such as a computer or PS5™, you can do the following.

Adjusting the volume

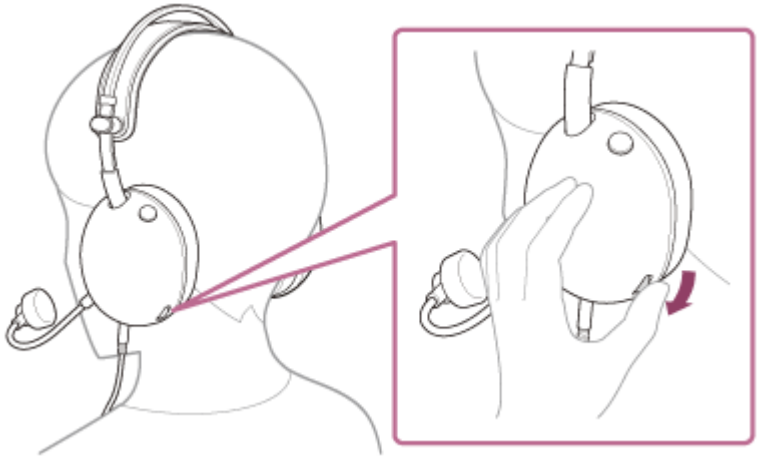
You can adjust the volume to the desired level with the volume dial.
The + side has a tactile dot (A).



- To increase the volume
  Turn the volume dial to the + side.



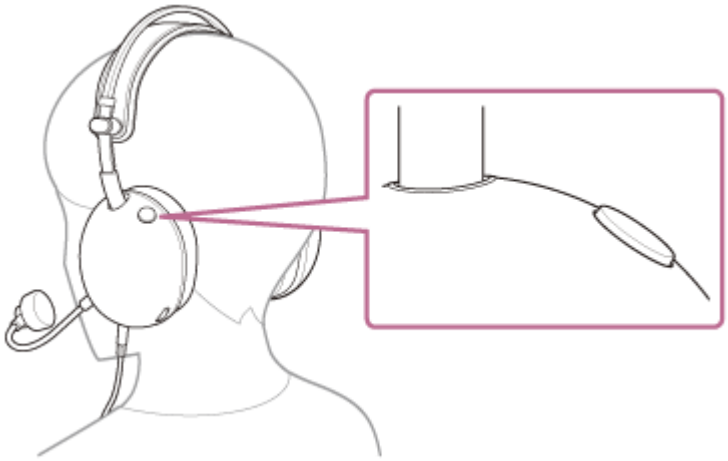
- To lower the volume
  Turn the volume dial to the – side.



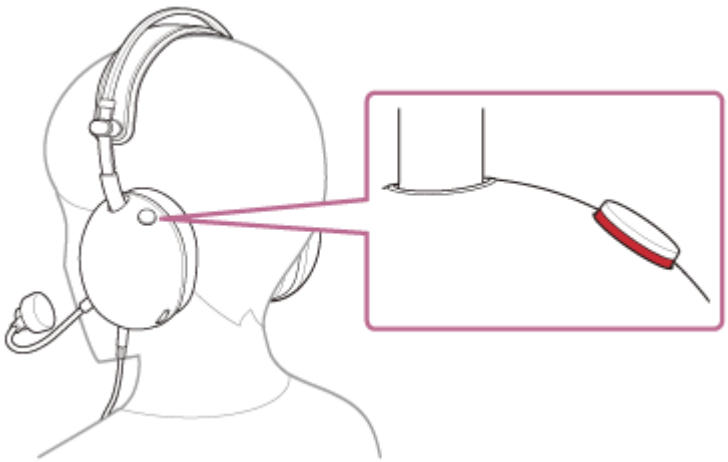
Switching the microphone on or off

When using the microphone, press the microphone on or off button so that the button is pressed in. The microphone off state is released and the microphone can be used. The red line on the side of the button disappears.
When the microphone is not in use, press the microphone on or off button so that the button is pushed out. The microphone is turned off and the microphone cannot be used. A red line appears on the side of the button.

- Turning on the microphone



- Turning off the microphone



Note

- Be careful not to hit your eyes with the boom microphone when putting it on, taking it off or using the headset.

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Gaming Headset
INZONE H6 Air

What you can do with “INZONE Hub”

First, install the “INZONE Hub” software to a computer. Then, by connecting the headset to the computer through the USB Type-C audio box, you can do the following.

- Selecting the Equalizer setting
- Customizing the Equalizer setting
- Adjusting the dynamic range (dynamic range control)
- Creating and saving sound profile
- Exporting and importing sound profile
- Adjusting the microphone volume
- Adjusting the sidetone volume
- Testing microphone
- Setting the microphone input volume to be constant (auto gain control)
- Setting the spatial sound
- Personalizing the sound field settings
- Setting the app linkage

For details on “INZONE Hub”, refer to the following URL.
https://www.sony.net/inzonehub-support

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Gaming Headset
INZONE H6 Air

Installing “INZONE Hub”

1 **Download the “INZONE Hub” software from the support site and install it on your computer.**

For details, refer to the following URL.
https://www.sony.net/inzonehub-support

Compatible OS: Windows® 11 or later

2 **After installing, launch “INZONE Hub”.**

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Precautions

Note on sound leakage

- When the volume is increased, sound may leak due to the structure of the driver unit part of the headset. Be careful not to raise the volume too much.

Note on static electricity

- If you use the headset when the air is dry, you may experience mild tingling in your ears. This is not a malfunction of the headset, but is caused by static electricity accumulated on your body. You can reduce the effect by wearing clothes made of natural materials that do not easily generate static electricity.

Notes on wearing the headset

- Long-term use of the headset may cause symptoms such as itching and irritation in the ears.
  If you experience any of the above symptoms while the headset is in use, stop using the headset immediately. Then, consult a doctor, the Sony support contact, or your nearest Sony dealer.
- For long-term use, it is recommended that you remove the headset from your ears on a regular basis.

Other notes

- The headset is a precision device, so do not drop it or subject it to strong shock. This may cause deformation or damage, resulting in reduced performance.
- Do not blow on the driver unit.
- Do not apply weight or pressure to the headset for long periods, including when it is stored, as it may cause deformation.
- If you experience discomfort while using the headset, stop using it immediately.
- The earpads are consumables. If they deteriorate or become damaged due to long-term use or storage, consult the Sony support contact or your nearest Sony dealer.
- The headset is not waterproof. If water or foreign matter enters the headset, this can result in burnout or malfunction. If water or foreign matter enters the headset, stop use immediately. Then, consult the Sony support contact or your nearest Sony dealer. In particular, be careful in the following cases.
  - When using the headset near a sink or liquid container
  - Be careful that the headset does not fall into a sink or container filled with water.
  - When using the headset in the rain or snow, or in humid locations
  - When you use the headset while you are perspiring.
    If you touch the headset with wet hands or if the headset come into contact with wet clothing, the headset may get wet.

Cleaning the headset

- Occasionally clean the plug with a soft dry cloth.
- Dust and dirt on the exterior of the headset can be wiped off with pure water type wet wipes. Do not use the following items as they may damage the surface finish and lead to malfunction or breakage.
  - Wet wipes containing alcohol
  - Thinner
  - Benzine and other similar substances

Do not use the headset near medical devices

- The headset uses magnets. These magnets may interfere with pacemakers, programmable shunt valves for hydrocephalus treatment or other medical devices. Do not place the headset close to persons who use such medical

devices. Consult your doctor before using the headset if you use any such medical devices.

Keep the headset away from magnetic cards

- The headset uses magnets. If a magnetic card comes near the headset, the card magnet may be affected or become deactivated.

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To prevent burning or malfunction due to getting wet

On the waterproof performance of the headset

The headset is not waterproof. If water or foreign matter enters the headset, this can result in a burnout or malfunction. Avoid situations such as the following and be careful not to expose the headset to moisture or dirt.

- Using the headset in the rain or snow.

- Touching the headset without drying wet hands after doing housework in the kitchen or washing hands in the washroom.

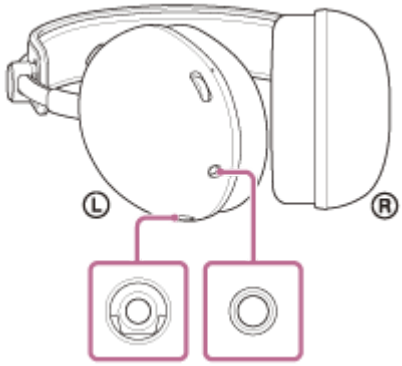
- Touching the headset with sweaty hands, or using the headset in situations where the headset may get soaked in sweat.

- Putting the headset in a bag with a cold PET bottle.

- Spilling a drink while eating or drinking.

If the headset gets wet, or water enters the headset

If you use the headset while it is wet, this can result in a burnout or malfunction. Stand the headset upright. Then, keep applying a dry cloth until no more water comes out from inside to the headphone cable input jack and boom microphone input jack of the headset. Later, leave the headset in a shaded, well-ventilated place until it is completely dry.



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INZONE H6 Air

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  https://rd1.sony.net/help/mdr/sl/26/
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Gaming Headset
INZONE H6 Air

Troubleshooting

If you have any problems, please follow the process below.

1. Check each section in this Help Guide.

2. Reconnect the headphone cable.

3. Reconnect the USB Type-C audio box.

4. Restart the device being connected such as your computer or PS5™.

5. Access the support site below to search for the cause and solution of the issue.
https://www.sony.net/support/MDR-G600/

6. Should any problems persist, consult the Sony support contact below or your nearest Sony dealer.
https://www.sony.net/support-contact

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Gaming Headset
INZONE H6 Air

Specifications

Headset

Power source:
USB bus power compliant (5 V, 100 mA)

Operating temperature:
0 °C to 40 °C (32 °F to 104 °F)

Mass:
Approx. 199 g (7.02 oz) (Headset (without cable and microphone))
Approx. 12 g (0.43 oz) (Detachable boom microphone (with windscreen))

Impedance:
28 Ω at 1 kHz

Sensitivity:
99 dB/mW

Frequency response:
5 Hz - 80 000 Hz (IEC (1))
10 Hz - 20 000 Hz (IEC (1)) (via USB Type-C audio box)

(1) IEC = International Electrotechnical Commission

Design and specifications are subject to change without notice.

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