

MH-80U

Multimedia USB Stereo Headphone MH-80U

SOUNDSATION MH-80U is a Plug & Play multimedia headphone designed to be used in many applications such as work environments that require its use in combination with a PC, smart working, listening to your favorite music and gaming, also due to its compatibility with PS4® and XBOX®. The microphone has noise canceling in order to get a cleaner sound and with less interference from outside noise. The cable includes some buttons for adjusting the microphone volume and other functions (Mute ON / OFF). The volume adjustment of the headphones is obtained by means of a small wheel positioned on the left ear pad. The stereo sound of this headset is of high quality and offers deep bass and excellent sharpness in the high frequencies. The lightness and the ear pads covered with a soft leatherette padding for a comfortable fit make it possible to use the headphone even for a long time. The headphone is equipped with a 2 meter long cable in order to provide greater mobility and comfort.





KEY FEATURES

Headphone with Plug & Play USB connection

Compatibility with PC, MAC, PS4® and XBOX®

Noise-canceling microphone

High-quality stereo sound with deep bass and excellent high-frequency clarity

Push-button panel for microphone volume adjustment and other functions (Mute ON/OFF) included in the cable

Headphone volume adjustment using a small wheel positioned behind the left ear pad

Ear pads and upper part of the headphones covered with a soft leatherette padding for a comfortable fit.

Lightweight headphone with elegant design

2 meter long cable with USB connection





MORE SPECIFICATIONS

Driver diameter	40mm
Impedance	320hm ±15%
Sensitivity	115dB ±3dB
Frequency range	20Hz-20KHz
Microphone dimension	f6.0*5.0
Microphone sensitivity	-55 dB ± 2 dB
Directivity	Noise Cancelling
Rated power	25 mw
Max input power	40 mw
Headphone interface	USB
Cable Length	$2.0m \pm 10\%$
Dimension (WxDxH)	210 x 100 x 200 mm
Weight	0,4 Kg
Packing Size (WxDxH)	165 x 145 x 85 mm
Packing Weight	0.41kg

