

FAQ

We've put everything you need to get started with your G935 Wireless 7.1 RGB Gaming Headset right here. If you still have questions browse the topics on the left.

G935 Microphone Quality Confirmation and Adjustment

If you are experiencing poor microphone quality, it may arise if LGS or G HUB are not installed prior to plugging the device into the PC.

Set Headset as Windows Default Audio Device:

1. Right-click the speaker icon in the taskbar typically located at the bottom right of your primary display.
2. Select "Sounds".
3. Navigate to the "Recording" tab.

Configure Windows Microphone properties:

1. Right-click the G935 microphone.
2. Select "Properties".
3. Navigate to the "Advanced" tab.

Set the Microphone Default format to DVD Quality:

1. The G935 mic should be set to "1 channel, 16 bit, 48000 Hz (DVD Quality)".

G935 Supported PC Operating Systems

The G935 gaming headset supported on the following operating systems:

Windows 10
Windows 8.1
Windows 8
Windows 7

*NOTE: Logitech G HUB software **must** be installed on your PC for the G935 gaming headset to have full functionality.*

G935 Multiple Source Audio Mixing

The G935 gaming headset will mix audio from two connected devices using the following available inputs:

USB (using the USB Wireless Adapter)
3.5mm (on headset)

G935 Cycle Equalizer Profiles And Lighting Effects Using The G-Keys

The G1 and G3 buttons (G-keys) on the G935 gaming headset are pre-programmed to cycle through equalizer profiles and lighting effects.

You can use the G1 button to cycle through the lighting effects and G3 to cycle through equalizer profiles.

Cycling behavior is different depending on whether or not the headset is connected to a PC with Logitech G HUB installed.

Connection to a PC with G HUB

When the G935 gaming headset is connected to a PC with Logitech G HUB installed and running, the lighting effects and equalizer profiles that have been programmed into G HUB are used when you press the G1 or G3 buttons.

Connection to all other compatible devices

When the G935 gaming headset is connected to a PC that does not have G HUB installed, or is connected to another compatible device, the equalizer profiles and lighting effects stored in the headset's onboard memory are used when you press the G1 or G3 buttons.

G935 Sleep Timer And Power Off Modes

By default, the G935 gaming headset enters sleep mode after fifteen minutes of inactivity (no audio input or output).

Sleep mode conserves power on the G935 gaming headset, and prolongs usage before you need to recharge the headset's battery.

You can extend the timer start time up to 60 minutes, or disable it entirely.

To configure the G935 sleep timer:

1. Make sure that G HUB is installed on your computer. You can get the update from the product's Download page.
2. Connect the G935 wireless receiver to a USB port on your computer.
3. Set the switch on your G935 gaming headset to Wireless On mode.
4. Launch G HUB, select the G935 and click the G935 Settings icon at the top right.
5. Under the Sleep Timer section choose your desired time before the G935 enters sleep mode:

Note: When in sleep mode the main lighting on the headset will turn off and the G logo will enter breath mode (slowly pulse on and off).

Power Off mode

Once your G935 headset has entered sleep mode it can be woken up by either pressing a button on the headset or if it detects an audio signal from your PC or console.

After 30 minutes of sleep mode being enabled the G935 will enter Power Off mode to further ensure no battery wastage.

When in Power Off mode all lighting will extinguish.

Once in Power Off mode, the only way that you can turn the headset back on again is by sliding the power button off and then on again.

Pair the G935 gaming headset to the USB Wireless Adapter

If your device becomes unpaired or you receive a replacement USB Wireless Adapter, follow these instructions to pair your device with the USB Wireless Adapter:

1. Plug in USB Wireless Adapter

G935 Console Compatibility/Support

The G935 gaming headset is supported on the following gaming consoles:

Playstation® 4

Xbox One™

Nintendo Switch

All consoles allow for connectivity via the 3.5mm audio cable through the controller (or directly into the console in the case of the Nintendo Switch).

Set switch to Wireless Off mode for passive audio mode, or set to Wireless On mode for active audio mode with additional features (see “Wireless On/Off” section).

Connect the headset to the console controller using the 3.5mm cable.

NOTE: Xbox One may require Xbox One headset adapter (sold separately).

PlayStation Setup (Settings)

1. Connect headset
2. Open Settings
3. Select “Sound and Screen”
4. Select “Audio Output Settings”
5. Set “Output to Headphones” to “All Audio”

Notes: Headset will not operate via USB Wireless Mix Adapter on Xbox One.

Boom microphone is only available in Wireless On mode.

PlayStation 4 and Nintendo Switch also allow for wireless connectivity using the USB wireless adapter - just connect to an available USB port on the console or TV dock for the Nintendo Switch.

Wireless Operation

1. Set switch to Wireless On position.
2. Connect the headset to the console using the USB Wireless Adapter.

Notes: Some buttons and functions may not operate when connected to the console.

Programming of lighting and buttons is not possible on console.

7.1 surround sound is not available while connected to PlayStation or Nintendo Switch.

Nintendo Switch Setup

1. Set Switch to Wireless On position
2. Connect the USB Wireless Adapter into the USB port inside the Switch TV Dock
3. Audio output will change to your headset automatically

G935 / G635 Customize Surround Sound With Logitech G HUB

You can use Logitech G HUB to customize surround sound settings on the G635 and G935 gaming headsets.

NOTE: Make sure you're using the latest version of G HUB before you connect your gaming headset to the PC.

You can download the latest version of G HUB from your gaming headset's support [Download](#) page.

Enable and Disable Surround Sound

The G635 and G935 gaming headsets can have surround sound mode enabled or disabled by following one of two methods:

1. G2 G-key — Press the G2 G-key to cycle between stereo and surround sound modes on the gaming headset.

NOTE: The default Surround sound on/off command assignment for the G2 G-key can be assigned to another G-key if desired.

2. G HUB Surround Sound Mixer On/Off — Click the check box for the Enable Surround Sound option in the G HUB Acoustics window to enable or disable surround sound on the gaming headset.

Room Name

You can choose from the following three Room Name options:

- DTS Entertainment
- DTS Gaming
- DTS Sports

DTS Super Stereo Mode

You can choose from the following two Super Stereo Modes:

- Front
- Wide
- Traditional

Audio Channel Volume Settings

Click the up or down arrows to adjust the volume level for each audio channel in the 7.1 surround sound configuration. The incremental adjustments range from 0 to 11.

G935 Operation Modes

The G935 gaming headset has two operation modes, Wireless On, and Wireless Off.

These modes affect the operational capabilities of the G935 when connected to different compatible devices.

WIRELESS ON

In Wireless On mode, most headset features on the G935 gaming headset are available, including custom sound profiles, RGB lighting, wireless operation, and audio mixing.

When the battery charge is low, lighting will dim and a low battery notification tone will play. When the battery charge level on the headset is critical, lighting will turn off.

NOTE: Some features in Wireless On mode require Logitech G HUB Software.

WIRELESS OFF (PASSIVE)

In Wireless Off (passive mode), the G935 gaming headset will operate in passive, unpowered mode.

Your headset will play audio from any device connected through the 3.5mm input on the headset.

Features that require power, including 7.1 surround sound, custom sound profiles, on-headset buttons, volume wheel operation, and button/lighting customization functions are not available in this mode.

NOTE: You can use Wireless Off mode to preserve battery life.