

C3 Headphone Audio Processing Gadget

Preliminary User Guide

Thanks for purchasing the C3 Headphone Audio Processing Gadget. We are grateful! The user guide is in the queue and should be published in a few months. Meantime, here are some operating notes to help you enjoy your new gadget.



For safety and mounting information, please see the Failsafe Gadget user guide:

https://angryaudio.com/wp-content/uploads/2022/08/AA_FailsafeGadgetUserGuide_2208031.pdf



The C3 has an internal power supply, configured at the factory for either 115V or 230V. The captive power cable is fitted with the appropriate plug for the intended region. Do not attempt to modify the plug or the power supply. If your Gadget does not have the proper plug/voltage for your region, contact the factory to arrange a return/replacement.

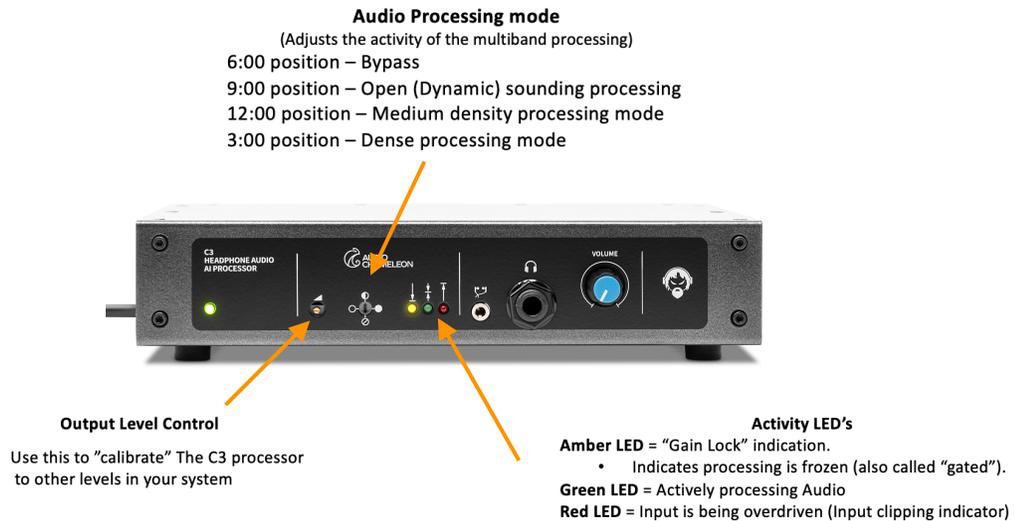
C3 is equipped with both analog and digital audio inputs and outputs. Best performance will be achieved using the digital input and output (AES/EBU) on StudioHub+ RJ45 connectors. To select the DIGITAL IN as the audio source, flip DIPswitch B to the up position.

Analog inputs and outputs are presented on both XLR and StudioHub+ RJ45 connectors. A convenient ANALOG THRU is useful for daisy chaining the same source to multiple devices.

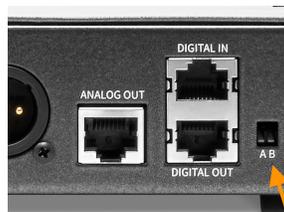
The Analog Output on the StudioHub+ RJ45 connector also provides $\pm 15\text{VDC}$ to certain types of connected devices. It is possible for example, to feed power and processed audio over a single CAT5 cable from this output to an Angry Audio Headphone Gizmo.

The front panel controls are straightforward. The headphone amplifier with volume control has both 6.3mm and 3.5mm jacks. The jacks are mutually exclusive. **Exercise caution with headphone volume! It is possible to cause permanent hearing damage with excessive volume!**

The graphic below explains the processing functions.



The C3 Phase Rotator can be engaged or bypassed via the rear panel DIPswitch. Place DIPswitch A in the up position to engage the Loudness Controller. Disengage by placing DIPswitch A in the down position.



Audio Setup Switches

Why a Phase Rotator? For air talent who were conditioned to listening to themselves off air - back in the days when you could do this. Much of the “processed effect” the talent heard on their voices when listening live off-air likely came from some form of a phase rotator. This could be used to bring back a little bit of those old days.

The phase rotator might also be useful to mitigate a bit of the effect of real-time latency in some facilities. It won’t fix it, but for the talent, it might make the situation easier to work with.

A: Phase Rotator*:

Up = Engaged
Down = “Off”

B: Audio Input:

Up = AES/EBU Input
Down = Analog Input

Part Numbers:

North America	991035
Australia	991035A
Europe	991035E
United Kingdom	991035U

Specifications:

Analog Input	Balanced +4dBu Stereo XLR/F connectors Balanced +4dBu Stereo RJ45F connector (StudioHub+ pinout)
Analog Through	Parallel to Analog Input (StudioHub+)
Analog Output	Balanced +4dBu Stereo XLR/M connectors Balanced +4dBu Stereo RJ45F connector (StudioHub+ includes $\pm 15\text{VDC}$)
Digital Input	Transformer isolated, AES/EBU, RJ45F connector (StudioHub+) ASRC, 44.1kHz to 48kHz sampling rate
Digital Output	Transformer isolated, AES/EBU, 48kHz S/R, RJ45F connector (StudioHub+)
Power Input	115VAC 50/60Hz (North America Version)
Power Input	230VAC 50/60Hz (Australia, Europe, United Kingdom Versions)
Power Consumption	10VA
Operating Temperature	0° to 40° C (32° to 104° F)
Storage Temperature	-20° to 45° C (-4° to 113° F)
Relative Humidity	0% to 90% non-condensing
Cooling	Venting chassis (fanless)
Product Dimensions	8.5 x 6.25 x 1.7 inches (21.6 x 16 x 4.32 cm)
Product Weight	3.5 pounds (1.59 kg)
Shipping Dimensions	12 x 9 x 6 inches (30.5 x 22.9 x 15.3 cm)
Shipping Weight	5 pounds (2.27 kg)
Included in the box	C3q Processing Gadget, pocket trimpot adjustment tool

That's it. If you have any questions, give us a shout at:

answers@angryaudio.com

Use your new gadget in good health!

Your friends @ Angry Audio

