

The AirHead and Total AirHead Manual

HeadRoom Corporation 2002



Pictured above is the HeadRoom Total AirHead

Welcome to the world of excellent portable listening. You have purchased the smallest and lightest portable headphone amplifier and processor available. You will hear a wonderful improvement in a high-quality headphone's ability to resolve musical detail, deliver deep, tight bass and present a more natural audio image. All of our amps are hand-built in Bozeman, Montana with high-quality components and plenty of TLC.



HeadRoom

Getting to Know Your New HeadRoom Amp

1.

On the far right of the front of your AirHead is the **headphone jack**. It is a mini headphone jack so an adapter is needed if your headphones are terminated to a 1/4".

We recommend turning the amp OFF or ALL THE WAY DOWN before plugging in and unplugging your headphones to avoid causing a short circuit in the amp.

2.

Just to the left of the headphone jack is the **volume control**. We should point out that, if you're switching between two or three pairs of headphones with different input impedance ratings, the volume setting will most likely need to be adjusted to achieve similar sound levels.

3.

The first switch on the left is the **power switch**. The power switch must be 'on' for the amp to be powered from either the battery pack or the AC adapter. **This switch must be turned OFF when not using the amp to avoid battery drain.**

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4.

To the right of the power switch is the **processor switch**. In the ON position, the Audio Image Processor is engaged for normal stereo headphone listening. In the OFF position, the Processor is bypassed for listening to mono or binaural recordings.

5.

The **LED** simply indicates whether the unit is ON or OFF.

6.

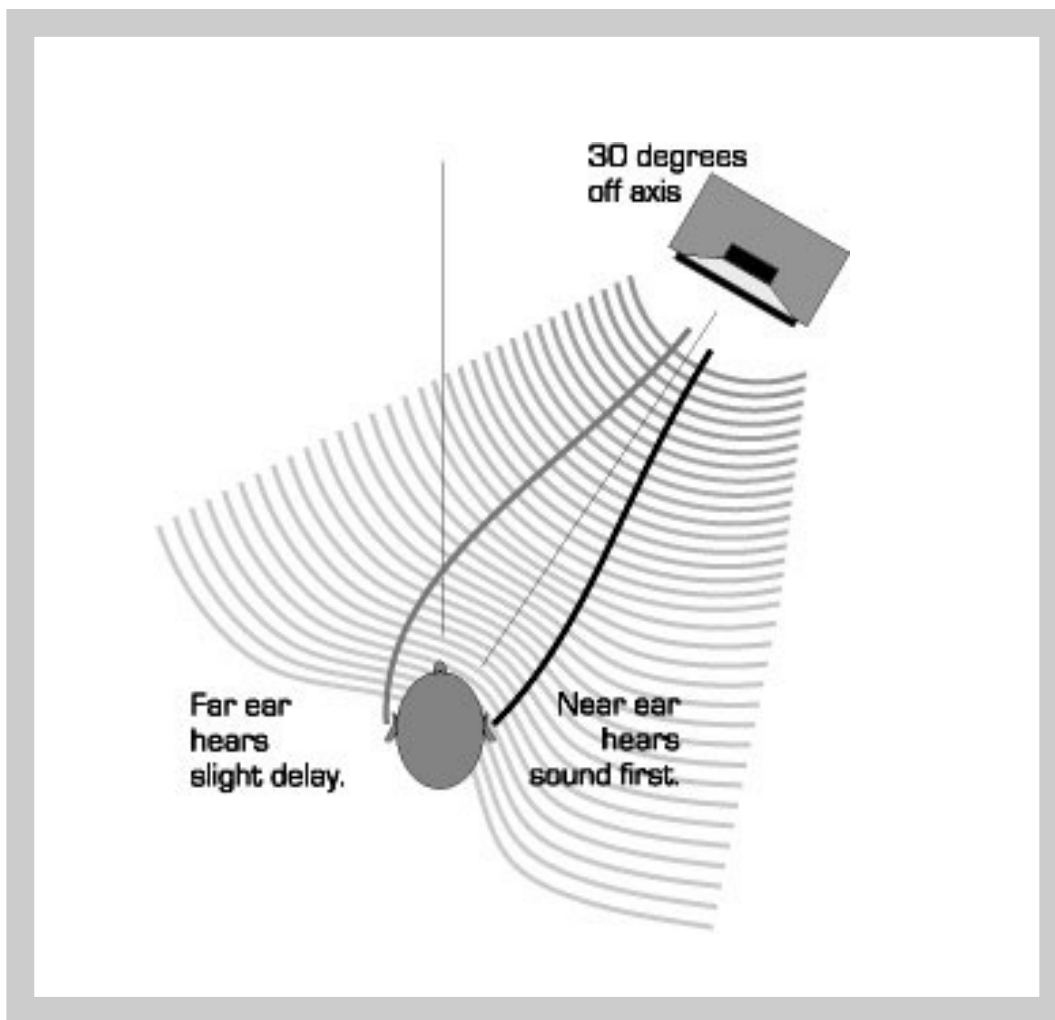
The **audio input** is on the right side of the AirHead. The mini to mini cable connects the AirHead to the portable player from this input.

The AirHead and Total AirHead can be powered for approximately 40 hours on 3 AAA batteries and 20 hours on one 9 volt battery.



Why Does Your HeadRoom Amp Have a Processor?

The AirHead and Total AirHead have a processor because it makes headphone listening much more natural. When listening to speakers, you hear both the left *and* the right signals in *both* ears. Not so with headphones—when you stick a pair of speakers directly to your ears (i.e., headphones), you lose the spatial/acoustic cues your mind needs to locate sounds in space.



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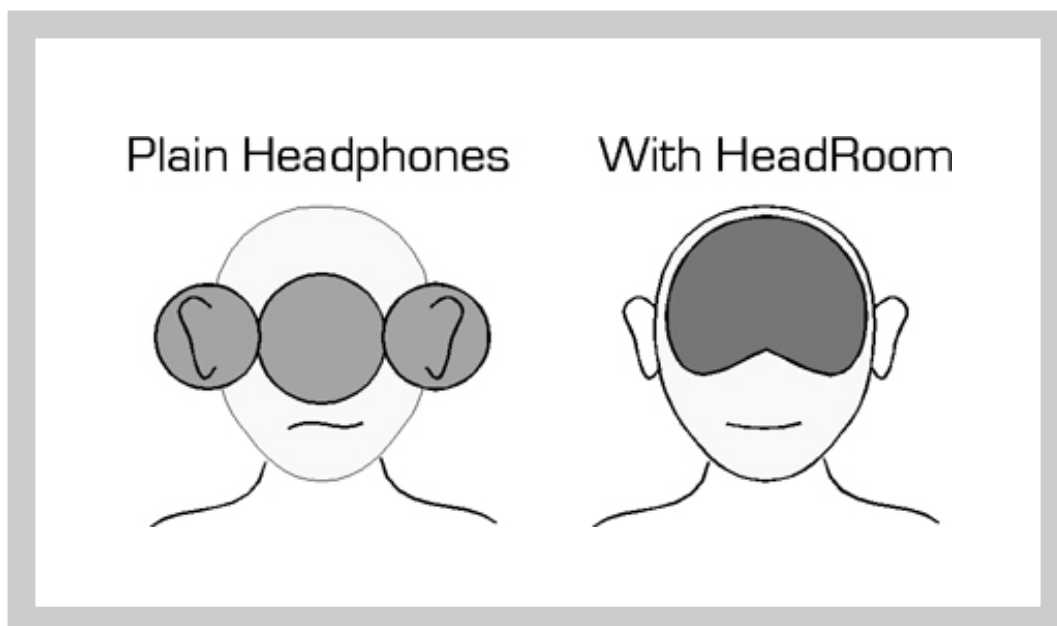
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Despite this lack of acoustic data, your mind attempts to laterally locate sounds. The result is a troubling blobs-in-the-head sonic image. Your brain ends up frustrated and fatigued.

The audio image processor solves this problem. Analog filters are used to take an attenuated signal from each ear, slightly delay it (about 300 ms), and feed it to the opposite ear. This is the acoustic information your mind needs create a believable audio image in your head. This added information eases the burden on your brain by spreading out the clumped image in your head. Ahh, sweet relief.



And Now A Word About Your Hearing

People have a natural tendency to listen to music at much louder levels with headphones than they would with speakers. To avoid permanent hearing damage, it's important to be careful not to listen at extremely loud levels or to listen for too long at moderately loud levels. Because HeadRoom amps must be capable of driving even the most inefficient dynamic headphones to satisfactory listening levels, the amps are able to drive headphones of average and high efficiencies to *very* high levels. As a result, you may not be listening at a safe level even though the volume control on the amp is less than half way up. Generally speaking, when listening to headphones, you should only turn up the volume to the point at which the sound isn't too quiet.

The most common hearing damage caused by prolonged or excessively loud sound is called tinnitus. It manifests itself as a sustained ringing in the ears and can become a permanent condition. If you find that your ears are ringing or that there is a sensation of pressure or fatigue, give them a rest for a couple of days (or until they feel fresh). These symptoms are your body telling you that your ears need a break. If you ignore these symptoms you are risking permanent hearing damage. As a general rule, sound pressure levels under 80 decibels will not damage hearing, even if listened to continually. On the other hand, anything over 100 decibels may cause permanent damage fast. Sound pressure levels anywhere in between can also be damaging. The louder the sound, the shorter the exposure time required to cause permanent damage.

Now, don't fool yourself into thinking that you either have full-blown tinnitus or you don't have it at all—you can have a slight case. For example, you might only notice your ears ringing in bed at night. Once you have a slight case of tinnitus, your ears are much more susceptible to further damage. So, if you get tinnitus, it's important to be much more careful about exposure to loud sounds. Now that we've told you to be careful, don't blame us if you blow it. If you have any more questions about hearing damage, call a doctor. Sorry to sound so sobering, but a lifetime of musical enjoyment requires ears in tiptop shape.

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30 Day Satisfaction Guarantee

We back everything we sell with a 30-day Satisfaction Guarantee. If, at any time during the first 30 days from the time you receive your HeadRoom product, you decide it is not providing enough bang for your hard-earned buck, you may return it (in a "good-as-new" condition) for a refund. Damaged returns will be repaired and the repair costs deducted from your refund. Shipping costs are not covered under this guarantee. If you purchased a package system at a discount and are keeping some of the items in the package, your refund will be adjusted based on the retail price of the equipment you are keeping. In other words, we don't give full-price refunds on products purchased at a discount.

Two-Year Product Warranty

There is a two-year product warranty for the AirHead and Total AirHead. If anytime within the first two years of your purchase you have a problem with your AirHead or Total AirHead, you can return it for repairs under the following terms of our warranty policy.

If you have any problems with your headphone listening system, please **call us first at 1-800-828-8184**. We will try to diagnose the problem over the phone, which can save both of us considerable time, effort and money. If the equipment must be returned for repair, we will authorize a return for you. HeadRoom is the only authorized service center for HeadRoom products, either in or out of warranty. If a unit is under warranty, there is no cost for the repair labor, parts, or shipping from HeadRoom back to you (i.e., You're responsible for paying the shipping charges to get the product to us). For units out of warranty, repairs are billed on a time and parts, plus shipping basis. When we receive the equipment, we will initiate repairs quickly (usually within three working days) and return the unit to you, or call you with an assessment of the problem.

Contacting HeadRoom

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Happy Listening!



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