



X18-91724-02



XBOX ONE AND KINECT SENSOR PRODUCT MANUAL

IMPORTANT PRODUCT SAFETY AND WARRANTY INFORMATION

⚠️ This symbol identifies safety and health messages in this and other product manuals.

Read this guide for important safety and health information for the product that you have purchased.

⚠️ WARNING: Failure to properly set up, use, and care for this product can increase the risk of serious injury, death, property damage, or damage to the product or related accessories. Read this manual and keep all printed guides for future reference. For replacement guides, go to xbox.com/xboxone/support/manual.

AGREEMENT TO XBOX ONE WARRANTY AND SOFTWARE LICENCE TERMS

You must accept the Xbox Terms of Use (including Xbox software terms and game licence terms) at xbox.com/live/terms/sofuse, the software licence terms at xbox.com/xboxone/slt, and the express warranty in this document to use your Xbox One console, Xbox accessories and/or Kinect for Xbox One sensor. By using the Xbox One console, Xbox accessories and/or Kinect for Xbox One sensor, you agree to be bound by these terms. Please read them. If you do not accept them, do not set up or use your Xbox One console, Xbox accessories and/or Kinect for Xbox One sensor. Return the Xbox product to Microsoft or your retailer for a refund.

INITIAL CONSOLE SETUP AND UPDATES

You must connect to the Internet for initial console setup and updates before you can play offline (broadband Internet recommended (1.5 mbps down/768 kbps up). Microsoft account and account on Xbox Live in an Xbox One-supported Xbox Live country/region required for initial set-up and updates and for some features; ISP fees apply). For answers to questions about console setup, troubleshooting steps, and Xbox Customer Support contact information, visit xbox.com/xboxone/support.

USE WITH INFRARED DEVICES

The Kinect sensor may interfere with or degrade operation of infrared devices, including remote controls and 3D glasses. If you notice interference or reduced range, please try repositioning the Kinect sensor or infrared device.

ELECTRICAL SAFETY

⚠️ WARNING

As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock, fire, or damage to the Xbox One console or Kinect sensor.

AC-Powered Devices

Select an appropriate power source for your Xbox One console:

- Use only the power supply unit and AC power cord that came with your console or that you received from an authorised repair centre. If you are not sure if you have the correct power supply unit, compare the model number on the power supply unit with the model number specified on your console. If you need a replacement power supply unit or AC power cord, you can find Xbox Customer Support contact information at xbox.com/xboxone/support.

- Confirm that your electrical outlet provides the type of power indicated on the power supply unit (in terms of voltage [V] and frequency [Hz]). If you are not sure of the type of power supplied to your home, consult a qualified electrician.
- Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Use only AC power provided by a standard wall outlet.
- Do not overload your wall outlet, extension cord, power strip, or other electrical receptacle. Confirm that they are rated to handle the total current (in amps [A]) drawn by the Xbox One console (indicated on the power supply unit) and any other devices that are on the same circuit.

⚠️ CAUTION: Cables and Cords

To reduce potential trip hazards or entanglement hazards, arrange any cables and cords so that people and pets are not likely to trip over or accidentally pull on them as they move around or walk through the area and do not allow children to play with cables and cords.

To avoid damaging the power cords and power supply:

- Protect power cords from being walked on or crushed.
- Protect cords from being pinched or sharply bent, particularly where they connect to the power outlet, the power supply unit, and the console.
- Do not jerk, knot, sharply bend, or otherwise abuse power cords.
- Do not expose power cords to sources of heat.
- Keep children and pets away from power cords. Do not allow them to bite or chew on them.
- When disconnecting power cords, pull on the plug, do not pull on the cord.

If a power cord or power supply unit becomes damaged in any way, stop using it immediately. Visit xbox.com/xboxone/support for Xbox Customer Support contact information.

Unplug your Xbox One console during lightning storms or when unused for long periods.

BATTERY POWERED DEVICES

⚠️ WARNING: Battery Safety

The following precautions apply to all products that use disposable or rechargeable batteries including lithium polymer. Improper battery use may result in serious injury, death, property damage, or damage to the product or related accessories as a result of battery fluid leakage, fire, overheating, or explosion. Released battery fluid is corrosive and may be toxic. It can cause skin and eye burns, and is harmful if swallowed. To reduce the risk of injury:

Keep batteries out of reach of children.

Remove the batteries if they are worn out or before storing your device for an extended period. Always remove old, weak, or worn-out batteries immediately and recycle or dispose of them in accordance with local and national/regional disposal regulations. If a battery leaks, remove all batteries by reversing the installation steps provided for this product, being careful to keep the leaked fluid from touching your skin or clothes. If fluid from the battery contacts skin or clothes, flush skin with water immediately. Before inserting new batteries, thoroughly clean the battery compartment with a dry cloth, or follow the battery manufacturer's recommendations for cleanup.

- Do not crush, open, puncture, mutilate, heat above 35°C (95°F), apply direct heat to, or dispose of batteries in fire.

- Do not mix new and old batteries or batteries of different types (for example, carbon-zinc and alkaline batteries).
- Do not allow metal objects to touch the battery terminals on the device; they can become hot and cause burns.
- Do not carry or place batteries together with necklaces, hairpins or other metal objects.
- Do not leave a battery-powered device in direct sunlight for an extended period, such as on the dash of a car during the summer.
- Do not immerse batteries in water or allow them to become wet.
- Do not connect batteries directly to wall outlets or car cigarette-lighter sockets.
- Do not attempt to connect to the battery terminals unless using a Microsoft approved host device.
- Do not strike, throw, step on, or subject batteries to severe physical shock.
- Do not pierce battery casings in any manner.
- Do not attempt to disassemble or modify batteries in any way.
- Do not recharge batteries near a fire or in extremely hot conditions.

USE AND CARE OF YOUR XBOX ONE CONSOLE

WARNING: Do Not Attempt Repairs

Do not attempt to take apart, open, service, or modify the product, accessories, or power supply. Doing so could present the risk of electric shock, fire or other hazard, or damage to your Xbox One system. Any evidence of any attempt to open and/or modify this device, including any peeling, puncturing, or removal of any of the labels, will void the Express Warranty and render the Xbox One ineligible for authorised repair. Modifying your console can result in a permanent ban from Xbox Live, which is required for game play and some other console uses.

USAGE AND CLEANING

 **WARNING: Do not allow the console or sensor to become wet.** To reduce the risk of fire or shock, do not expose the console or sensor to rain or other types of moisture.

Use in accordance with these instructions:

- Do not use near any heat sources.
- Do not position the console vertically.
- Only use attachments/accessories specified by Microsoft.
- Disconnect the console power supply from electrical power to prevent the console from being turned on and off or the disc from being ejected during cleaning.
- Clean the outside of the Xbox One only. Make sure that no objects are inserted into ventilation openings.
- Use a dry cloth—do not use abrasive pads, detergents, scouring powders, solvents (for example, alcohol, gasoline, paint thinner, or benzene), or other liquid or aerosol cleaners.
- Do not use compressed air.
- Do not use DVD head cleaner devices.
- Do not attempt to clean connectors.
- Clean the console feet and the surface on which the Xbox One rests with a dry cloth.
- Clean the surface on which the sensor rests with a dry cloth.

Avoid smoke and dust

Do not use the console in smoky or dusty locations. Smoke and dust can damage the console, particularly the optical disc drive.

Disc use

To avoid jamming the disc drive and damaging discs or the console:

- Remove discs before moving the console.
- Never use cracked discs. They can shatter inside the console and jam or break internal parts.

- Always return discs to their storage containers when they are not in the disc drive. Do not store discs in direct sunlight, near a heat source, or on your Xbox One. Always handle discs by their edges. To clean game and other discs:
 - o Hold discs by the edges; do not touch the disc surface with your fingers.
 - o Clean discs using a soft cloth, lightly wiping from the centre outward.
 - o Do not use solvents; they can damage the disc. Do not use disc-cleaning devices.

Metallic objects and stickers

Do not place metallic items or stickers near or on the Xbox One, as they can interfere with controller, networking, and eject and power buttons.

 **CAUTION:** Stationary images in video games can “burn” into some TV screens, creating a permanent shadow. Consult your TV owner’s manual of manufacturer before playing games.

PLAY SPACE

 **WARNING: Gameplay with your Kinect sensor may require varying amounts of movement. To reduce the risk of injury or property damage, take the following precautions before playing:**

- Make sure you have enough space to move freely.
- Look in all directions (right, left, forward, backward, down, and up). Make sure there is nothing you might trip on—toss, furniture, or loose rugs, for example.
- Make sure your play space is far enough away from windows, walls, stairs, etc.
- Be aware of children and pets in the area. If necessary, move objects or people out of the play space.

While playing:

- Stay far enough away from your TV to avoid contact.
- Keep enough distance from other players, bystanders, and pets. This distance may vary between games, so take account of how you are playing when determining how far away you need to be.
- Stay alert for objects or people you might hit or trip over. People and objects can move into the area during play, so always be alert to your surroundings.
- Make sure you always have good footing while playing.
- Play on a level floor with enough traction for game activities.
- Make sure to use proper footwear for gaming or are barefoot, if appropriate. Do not wear high-heels, flip-flops, etc.

Don’t overexert yourself

Gameplay with the Kinect sensor may require varying amounts of physical activity.

Consult a doctor before using the sensor if you have any medical condition or issue that affects your ability to safely perform physical activities, or if you:

- are or may be pregnant,
- have heart, respiratory, back, joint, or other orthopedic conditions,
- have high blood pressure,
- have difficulty with physical exercise, or
- have been instructed to restrict physical activity.

Consult your doctor before beginning any exercise routine or fitness regimen that includes using the Kinect sensor.

Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Take breaks periodically

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY and consult a doctor.

PLAY HEALTHY

WARNING: Important Health Warnings about Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye, or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit or stand farther from the TV screen.
- Use a smaller TV screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.
- If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Musculoskeletal Disorders

Use of game controllers, keyboards, mice, or other electronic input devices may be linked to serious injuries or disorders.

When playing video games, as with many activities, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. However, if you experience symptoms such as persistent or recurring discomfort, pain, throbbing, aching, tingling, numbness, burning sensation, or stiffness, DO NOT IGNORE THESE WARNING SIGNS. PROMPTLY SEE A QUALIFIED HEALTH PROFESSIONAL, even if symptoms occur when you are not playing a video game. Symptoms such as these can be associated with painful and sometimes permanently disabling injuries or disorders of the nerves, muscles, tendons, blood vessels, and other parts of the body. These musculoskeletal disorders (MSDs) include carpal tunnel syndrome, tendinitis, tenosynovitis, vibration syndromes, and other conditions.

While researchers are not yet able to answer many questions about MSDs, there is general agreement that many factors may be linked to their occurrence, including medical and physical conditions, stress and how one copes with it, overall health, and how a person positions and uses their body during work and other activities (including playing a video game). Some studies suggest the amount of time a person performs an activity may be a factor.

Some guidelines that may help you work and play more comfortably and possibly reduce your risk of experiencing an MSD can be found in the Healthy Gaming Guide at xbox.com/xboxone/playhealthy. These guidelines address topics such as:

- Positioning yourself to use comfortable, not awkward, postures.
- Keeping your hands, fingers, and other body parts relaxed.
- Taking breaks.
- Developing a healthy lifestyle.

If you have questions about how your own lifestyle, activities, or medical or physical condition may be related to MSDs, see a qualified health professional.

WARNING: Choking Hazard

This device may contain small parts that may be a choking hazard to children under 3. Keep small parts away from children.

Make sure children play safely

Make sure children using any Xbox One accessory together with the Xbox One console and Kinect sensor play safely and within their limits, and make sure that they understand proper use of the system.

Do not use unlicensed accessories or unauthorised props or other objects with the Kinect sensor.

Use of these accessories or objects may result in injury to yourself or others and/or in damage to the sensor or other property. Using unauthorised accessories violates the Software Licence and may void your Express Warranty.

Avoid glare

To minimise eyestrain from glare, try the following:

- Position yourself at a comfortable distance from your television or monitor and the Kinect sensor.
- Place your television or monitor and Kinect sensor away from light sources that produce glare, or use window blinds to control light levels.
- Choose soothing natural light that minimises glare and eyestrain and increases contrast and clarity.
- Adjust your television or monitor brightness and contrast.

Prevent the console from falling

If the Xbox One falls and hits someone, especially a small child, it could cause serious injury. To reduce the risk of such injuries and damage to the Xbox One console, set up the Xbox One according to these instructions. Place the console on a surface that:

- Is flat and level.
- Is stable and not likely to tip over.
- Allows all four feet of the console to be in contact with the surface.
- Is not likely to allow the console to slip or slide off.
- Is clean and free of dust and debris.

Position your Xbox One

Your console should only be used in the horizontal position to function properly. If you need to change the location of your console, remove discs, power down the system and remove all cables before moving the console.

Prevent the console from overheating

Do not block any ventilation openings on the console or power supply. Do not place the console or power supply on a bed, sofa, or other soft surface that may block openings. Do not place the console or power supply in a confined space, such as a bookcase, rack, or stereo cabinet, unless the space is well ventilated.

Do not place the console or power supply near any heat sources, such as radiators, heat registers, stoves, or amplifiers.

Using the Xbox One in an environment where the external temperature varies widely and quickly might damage the console. When moved to a location with a temperature difference of 20 degrees or more from the previous location, allow the console to come to room temperature before turning it on. The console's operating temperature is +5°C (41°F) to +35°C (+95°F).

WARNING: Hearing Safety

Extended exposure to high sound volumes when using a headset may result in temporary or permanent hearing loss. To reduce the risk of hearing loss, set the volume loud enough to hear clearly in quiet surroundings, and no louder.

- Do not increase the volume after you start listening. Your ears can adapt over time so that high volume sounds normal, but the high volume may still damage your hearing.
- Do not increase the volume to block out outside noise. The combination of outside noise and sound from your headphones can damage your hearing. Sealed or noise-canceling headphones can reduce outside noise so that you don't have to turn up the volume.
- If you can't understand someone nearby speaking normally, turn down the volume. Sound that drowns out normal speech can damage your hearing. Even with sealed or noise canceling headphones, you should be able to hear nearby people speak.

Minimise your time listening to loud sound

- The more time that you spend exposed to high sound volumes, the more likely you are to damage your hearing. The louder the sound, the less time that is required to damage hearing.
- At maximum volume, listening to music on the device with headphones can permanently damage your hearing in 15 minutes. Even lower volumes can damage hearing if you are exposed to it for many hours.
- All of the sound that you are exposed to during a day adds up. If you are exposed to other loud sound, it takes less time listening at high volumes to cause hearing damage.
- To safely use the device without a time limit, keep the volume low enough that you can carry on a conversation with people nearby.

CAUTION: Personal Medical Devices

Radio-frequency emissions from electronic equipment can negatively affect the operation of other electronic equipment, causing them to malfunction. Although the device is designed, tested, and manufactured to comply with regulations governing radio frequency emission in countries such as the United States, Canada, the European Union, and Japan, the wireless transmitters and electrical circuits in the device may cause interference in other electronic equipment. Always take the following precautions:

Persons with pacemakers

- The Health Industry Manufacturers Association recommends that a minimum separation of 6 inches (15 cm) be maintained between a wireless device and a pacemaker to avoid potential interference with the pacemaker.
- Wireless devices should not be carried in a breast pocket.
- If you have any reason to suspect that interference is occurring, turn the device off immediately.

Other medical devices

If you use any other personal medical device, contact the medical device manufacturer or your physician to determine whether it is appropriate for you to use other electronic devices near your medical device.

WARRANTY

BY USING YOUR XBOX ONE OR ACCESSORY, YOU AGREE TO THIS WARRANTY. BEFORE SETTING IT UP, PLEASE READ THIS WARRANTY CAREFULLY. IF YOU DO NOT ACCEPT THIS WARRANTY, DO NOT USE YOUR XBOX ONE OR ACCESSORY. RETURN IT UNUSED TO YOUR RETAILER OR MICROSOFT FOR A REFUND.

Contact Microsoft at xbox.com/xboxone/support. This warranty gives You specific legal rights. You may also have other rights, which vary from country to country. This warranty applies to the extent permitted by law and unless restricted or prohibited by law.

1. Definitions

- "Xbox One" means a new Xbox One console and Kinect sensor purchased from an authorised retailer.
- "Accessory" means a new Microsoft branded Xbox 360 or Xbox One hardware accessory purchased from an authorised retailer.

- "Express Warranty Period" means one (1) year from the date You purchased the Xbox One console and/or Accessory.
- "You" means the original end-user and "Your" will be construed accordingly.
- "Normal Use Conditions" means ordinary consumer use under normal home conditions according to the instruction manual for the Xbox One or Accessory.
- "Microsoft" means Microsoft Corporation.

2. Warranty

- During the Express Warranty Period, Microsoft warrants, only to You, that the Xbox One or Accessory will not malfunction under Normal Use Conditions (Express Warranty).
- This is the only express warranty or condition Microsoft gives for Your Xbox One or Accessory. No one else may give any warranty or condition on Microsoft's behalf.
- IF YOUR COUNTRY'S LAW GIVES YOU ANY IMPLIED WARRANTY, INCLUDING AN IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ITS DURATION IS LIMITED TO THE WARRANTY PERIOD. Some countries do not allow limitations on how long an implied warranty lasts, including Australia under the Australian Consumer Law, so this limitation may not apply to You.
- In Australia, our goods comes with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

3. How to Get Warranty Service

- Before starting the warranty process, please use the troubleshooting tips in the Support section at support.xbox.com.
- If the troubleshooting tips don't resolve Your problem, then follow the online repair process in the Support section at support.xbox.com. If you do not have access to the Internet, you can call 1800 555 741 for Australia or 0508 555 592 for New Zealand.
- Repair of Your Xbox One or Accessory may result in loss of data. Before sending Your Xbox One or Accessory to Microsoft for service, be sure to keep a copy of any data You want to save, and delete anything You consider confidential. Microsoft is not responsible for Your data and may erase it.
- Reasonable costs associated with transport (including packaging) for warranty service will be borne by Microsoft if the Xbox One or Accessory is covered by the Express Warranty or any statutory warranty.

4. Microsoft's Responsibility

- After You return Your Xbox One or Accessory to Microsoft for service, Microsoft will inspect it.
- If Microsoft determines that the Xbox One or Accessory malfunctioned during the Express Warranty Period or any statutory warranty period under Normal Use Conditions, Microsoft will (at its option) repair or replace it, or refund the purchase price to You. Your Xbox One or Accessory (the "goods") presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.
- After repair or replacement, Your Xbox One or Accessory will be covered by this warranty for the longer of either the remainder of Your original Express Warranty Period or statutory warranty period, or 95 days after Microsoft ships it to You. In Australia, in addition to this Express Warranty, Your repaired or replacement Xbox One or Accessory will come with statutory consumer guarantees under the Australian Consumer Law which may give You a longer statutory warranty.

- (d) MICROSOFT'S RESPONSIBILITY TO REPAIR OR REPLACE YOUR XBOX ONE OR ACCESSORY, OR TO REFUND THE PURCHASE PRICE, IS YOUR EXCLUSIVE REMEDY.
- (e) If Your Xbox One or Accessory malfunctions after the Express Warranty Period, and all statutory warranty periods have expired, there is no warranty of any kind. After the Express Warranty Period, and all relevant statutory warranty periods have expired, Microsoft may charge You a fee for its efforts to diagnose and service any problems with Your Xbox One or Accessory.

5. Warranty Exclusions

Microsoft is not responsible and this Express Warranty does not apply if Your Xbox One or Accessory is:

- damaged by use with products not sold or licenced by Microsoft (including, for example, games and accessories not manufactured or licenced by Microsoft, and "pirated" games, etc.);
 - used for commercial purposes (including, for example, rental, pay-per-play, etc.);
 - opened, modified, or tampered with (including, for example, any attempt to defeat any Xbox One or Accessory technical limitation, security, or anti-piracy mechanism, etc.), or its serial number is altered or removed;
 - damaged by any external cause, whether by You or someone else using Your Xbox One or Accessory, including, for example:
 - by being dropped;
 - misuse (including use outdoors), abuse, negligence, or accident;
 - mishandling;
 - damage during shipment, except from Microsoft or an authorised retailer to You;
 - exposed to liquid;
 - used with inadequate ventilation;
 - scratched, dented, etc. or shows other cosmetic damage;
 - failure to follow instructions in the instruction manual for the Xbox One or Accessory; or
- (e) repaired by anyone other than Microsoft.

6. EXCLUSION OF CERTAIN DAMAGES

MICROSOFT IS NOT RESPONSIBLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES; ANY LOSS OF DATA, PRIVACY, CONFIDENTIALITY, OR PROFITS; OR ANY INABILITY TO USE YOUR XBOX ONE OR ACCESSORY TO THE MAXIMUM EXTENT PERMITTED BY LAW. THESE EXCLUSIONS APPLY EVEN IF MICROSOFT HAS BEEN ADVISED OF THE POSSIBILITY OF THESE DAMAGES. Some countries do not allow the exclusion or limitation of incidental or consequential damages, so this limitation or exclusion may not apply to You.

7. Additional Terms

If You attempt to defeat or circumvent any Xbox One or Accessory technical limitation, security, or anti-piracy system, You may cause Your Xbox One, Kinect sensor, or Accessory to stop working permanently. You will also to the maximum extent permitted by law:

- Void Your Express Warranty;
- Void Your statutory warranty; and/or
- Make Your Xbox One or Accessory ineligible for authorised repair.

8. Choice of Law

This warranty is valid only in Australia and in New Zealand. In Australia, this warranty is governed by and is to be construed in accordance with the laws applicable in New South Wales. In New Zealand, this warranty is governed by and is to be construed in accordance with the laws applicable in New Zealand.

Microsoft's address in Australia: Microsoft Pty. Limited
1 Epping Road, North Ryde NSW 2113, AUSTRALIA

Microsoft's address in New Zealand: Level 5, 22 Viaduct Harbour Avenue, Auckland, NEW ZEALAND

SOFTWARE LICENCE

The software licence terms for your Xbox One and Accessory are available at xbox.com/xboxone/slt. By using your Xbox One or Accessory, you agree to these software licence terms. Before setting it up, please read these terms carefully. If you do not accept the software licence terms, do not use your Xbox One or Accessory. Return it unused to the retailer where you purchased your Xbox One or Accessory or to Microsoft for a refund.

REGULATORY INFORMATION

- Not intended for use in machinery, medical or industrial applications.
- Any changes or modifications not expressly approved by Microsoft could void the user's authority to operate this device.
- This product is for use with NRTL Listed (UL, CSA, ETL, etc.), and/or IEC/EN 60950-1 compliant (CE marked) Information Technology equipment.
- No serviceable parts included.
- This device is rated as a commercial product for operation at +5°C (41°F) to +35°C (+95°F).

To comply with RF exposure requirements, the following operating configurations must be satisfied: the antenna has been installed by the manufacturer and no changes can be made. The wireless devices must not be co-located or operating in conjunction with any other antenna or transmitter. Except for headset and handheld devices, wireless devices must be at least 20 cm (8 inches) between the antenna of the wireless device and all persons.

For 802.11a and 802.11n 5GHz devices only

This product is restricted to indoor use only to reduce any potential for harmful interference with licenced operation in the 5.15 to 5.25 GHz frequency range.

Microsoft Corporation; One Microsoft Way; Redmond, WA 98052-6399; U.S.A. United States: (800) 426-9400.

Radio and TV interference regulations

The Microsoft hardware device(s) can radiate radio frequency (RF) energy. If not installed and used in strict accordance with the instructions given in the printed documentation and/or onscreen Help files, the device may cause harmful interference with other radio-communications devices (for example AM/FM radios, televisions, baby monitors, cordless phones, etc.). However, there is no guarantee that RF interference will not occur in a particular installation.

To determine whether your hardware device is causing interference to other radio-communications devices, disconnect the device from your computer or remove the device's batteries (for a battery-operated device). If the interference stops, it was probably caused by the device. If the interference continues after you disconnect the hardware device or remove the batteries, turn the computer off and then on again. If the interference stopped when the computer was off, check whether one of the input/output (I/O) devices or one of the computer's internal accessory boards is causing the problem. Disconnect the I/O devices one at a time and see whether the interference stops.

If this hardware device does cause interference, try the following measures to correct it:

- Relocate the antenna of the other radio-communications device (for example AM/FM radios, televisions, baby monitors, cordless phones, etc.) until the interference stops.
- Move the hardware device farther away from the radio or TV, or move it to one side or the other of the radio or TV.

- Plug the computer into a different power outlet so that the hardware device and radio or TV are on different circuits controlled by different circuit breakers or fuses.

If necessary, ask your computer dealer or an experienced radio-TV technician for more suggestions.

⚠ WARNING: Wireless Devices Aboard Aircraft
 Before boarding any aircraft or packing a wireless device in luggage that will be checked, remove the batteries from the wireless device or turn the wireless device off (if it has an on/off switch). Wireless devices can transmit radio frequency (RF) energy, much like a cellular telephone, when batteries are installed and the wireless device is turned on (if it has an on/off switch).

Laser Specifications

⚠ CAUTION
 Use of controls or adjustments, or performance of procedures other than those specified herein may result in hazardous radiation exposure.

This device complies with International Standard IEC 60825-1:2007 for a Class 1 laser product. This device also complies with 21 CFR 1040.10 and 1040.11 except for deviations pursuant to Laser Notice No. 50, dated June 24, 2007.

The following Class 1 laser label is located on the bottom of the sensor:



Disposal of waste batteries and electrical and electronic equipment



This symbol on the product or its batteries or its packaging means that this product and any batteries it contains must not be disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of batteries and electrical and electronic equipment. This separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment due to the possible presence of hazardous substances in batteries and electrical and electronic equipment, which could be caused by inappropriate disposal. For more information about where you should drop off your batteries and electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product. Contact weee@microsoft.com for more information about waste from electrical and electronic equipment and waste batteries.

This product may use Lithium, NiMH, or alkaline batteries. This product is for use with NRTL-listed (UL, CSA, ETL, etc.) and/or IEC/EN 60950 compliant (CE marked) Information Technology equipment.

Visit xbox.com/xboxone/regulatory for more information.

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The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

United States and/or international patents pending.

CUSTOMER SUPPORT

For answers to common questions, troubleshooting steps, and Xbox Customer Support contact information, visit xbox.com/xboxone/support.





XBOX ONE