MAXWELL 2
User Guide

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Getting Started

For **updating to the latest firmware** and getting the most out of Maxwell 2, please visit the Firmware Updates section on the following page.

Maxwell 2 has an expected **battery lifespan** of 80+ hours (at 80dB listening level). It is recommended to fully charging Maxwell 2 before first use via any 5V USB source. Maxwell 2 supports 1.8 Amp fast chargers and is capable an estimated 20 to 30 hours of play time after approximately 20 minutes of charge time.

Power on Maxwell 2 by holding down the **power button** on the bottom of the right cup for **3 seconds.**

Maxwell 2 will **automatically connect to the included dongle** when it is both plugged into a compatible device and the switch on the dongle is set to the appropriate selection for that device.

To **mute the microphone,** use the toggle switch on the bottom of the of the right ear cup (up is Mute On, down is Mute Off).

To **adjust the headband strap position**, pull the strap off from the posts on either side of the headband. To reattach, align the holes at the appropriate adjustment level and push the headband strap back over the pins.

Firmware Updates

It is recommended to update to the latest available Maxwell 2 firmware when an update is available. ❖

The firmware on Maxwell 2 can be updated using the **Audeze app** on **PC and macOS.** The latest version of the Audeze app can be found on our software page at this URL: https://www.audeze.com/pages/audeze-software

From the **Audeze app**, navigate to the **Product Settings menu (gear icon)**. From there, while either the headset or dongle is plugged in and a new update is available, an update button will appear. Follow the on-screen steps to update **both the dongle and headset**.

Version parity **must match** between both **dongle and the headset** to maintain proper functionality.

Firmware updates are **not available** via mobile applications (iOS/Android).
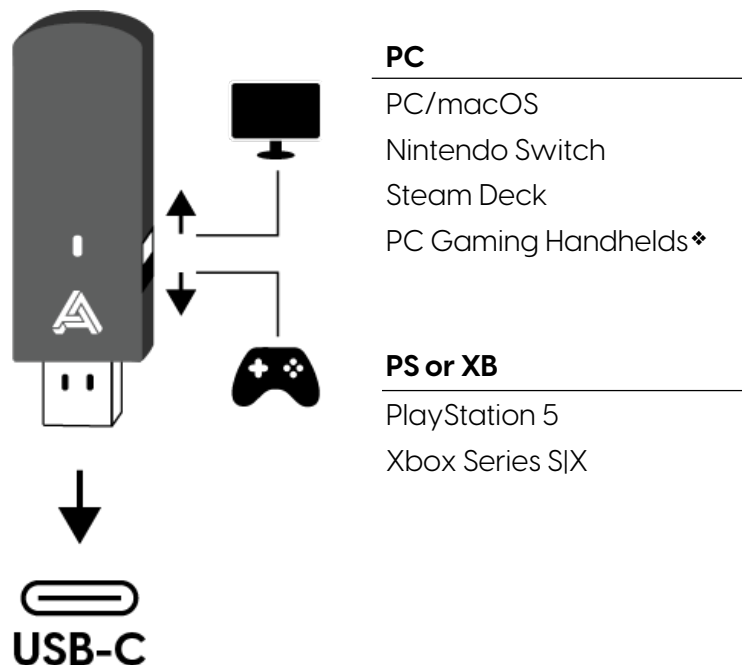
Reinstalling Firmware

If the firmware on either the Maxwell 2 headset or dongle needs to be **reinstalled**, right clicking the firmware version label of either device on the Product Settings menu will reveal the reinstall selection.

Wireless Dongle

The **Wireless Dongle** that comes with Maxwell 2 offers ultra-low latency playback with robust wireless transmission strength and hi-resolution audio.

Before use, ensure that the dongle's side switch is set to the appropriate device. To change the setting, first physically remove the dongle from the USB port, then adjust the device switch to the desired position. Reconnect the dongle via USB. Maxwell 2 will automatically reconnect to the dongle when it is detected..

PC

PC/macOS
Nintendo Switch
Steam Deck
PC Gaming Handhelds❖

PS or XB

PlayStation 5
Xbox Series S|X

USB-C

To pair a **new dongle** or **re-pair** an existing one to the headset
1. Insert the dongle into a source device
2. Insert a paperclip or similar tool into the small hole on the side of the dongle and press the button in until the LED on the dongle begins to flash.
3. Once the LED begins to flash, press the power button three times. The headphones will power cycle and pair to the dongle on the next boot.

Bluetooth Connection

Pairing via Bluetooth is similar on most platforms. Maxwell 2 can be set to Bluetooth pairing mode by **double tapping the power button.**

When pairing to any device, do not select "Audeze Maxwell 2 BLE". This refers to the low energy mode and is not the correct device for initial pairing.

Windows

From Windows settings, navigate to Bluetooth & Devices. Click the Add Device button to enter the Windows Bluetooth configuration wizard. While in Bluetooth paring mode, Maxwell 2 will show on the available devices list.

Maxwell 2 supports swift pair on Windows. When Maxwell 2 is in Bluetooth pairing mode near a compatible Windows machine, the pairing prompt should automatically appear on-screen.

Mac

From the System Settings menu, navigate to Bluetooth. When Maxwell 2 is in Bluetooth paring mode, it will appear in the "Nearby Devices" list. Click the "Connect" button adjacent to the Audeze Maxwell 2 device listed.

Android + iOS

In the device's settings, navigate to Bluetooth. While in Bluetooth pairing mode, Maxwell 2 will show on the available devices list.

Wired Connections

USB Connection

Maxwell 2 will automatically switch to **USB mode** when a USB cable with an active data connection is plugged in. USB mode supports up to **24bit/96 kHz** lossless hi-res audio on compatible systems.

AUX Connection

Maxwell 2 will automatically switch to AUX mode when an AUX cable is plugged into the correct port on the headphones.

There are two 3.5mm audio ports on Maxwell 2. The AUX port is the one at the bottom of the headphones nearer to the volume wheels. The recessed port at the front of the headphones is for the **Boom Mic** only.

Connection Priority

While Maxwell 2 supports multiple connection types, the device will choose its connection automatically based on a priority system. When paired to both a Bluetooth device and the Wireless Dongle, active audio will **switch between the two signals,** generally **preferring Bluetooth**. The headphones support simultaneous audio via a mix of **Bluetooth and either wired connection**, but simultaneous audio between either two wireless or two wired sources is not supported.

Connection 1	Connection 2	Active Connection
Bluetooth	USB Wired	Both
Bluetooth	AUX	Both
Bluetooth	Wireless Dongle	Automatic Switching ❖
Wireless Dongle	USB Wired	Wireless Dongle
Wireless Dongle	AUX	AUX
USB Wired	AUX	AUX

❖ If Bluetooth is connected but idle, Wireless Dongle audio will play until Bluetooth audio is received (e.g., calls or notifications).

Maxwell 2 (PlayStation)

Maxwell 2 is compatible with **PlayStation 5** using the **Wireless Dongle, wired USB** connection, or via **3.5mm AUX** connection (via compatible gamepads). On PlayStation 5, both the dongle or cable can be connected via USB-C port or any USB-A port **using the included USB adapter cable.**

Console Settings

Most **PlayStation 5** audio settings can be accessed through the quick menu accessible by pressing the PS button on the gamepad and navigating to the speaker icon. From this menu, the audio output device can be changed and volume levels + game/chat audio balance can be adjusted.

NOTE: Game/Chat Mix via the headphones is not available on PlayStation consoles. Balance between these two outputs must be adjusted from console's menu settings, where appropriate.

3D Audio

Maxwell 2 is fully compatible with the Tempest 3D audio engine. These settings can be customized in PlayStation 5's audio settings menu. The "Enable 3D Audio for Headphones" function on PlayStation 5 will enable this feature on the console and no extra setting or configuration is required.

Maxwell 2 (Xbox)

Maxwell 2 is compatible with Xbox Series S|X using the **Wireless Dongle** or via **3.5mm AUX connection** (via compatible gamepads)

Dolby Atmos for Headphones

Maxwell 2 (Xbox) contains an embedded license that will automatically activate while the headset is in use and when the **Dolby Access app** is enabled. Dolby Atmos virtual surround settings and preferences can be adjusted in the Dolby Access app and no extra setting or configuration is required.

Game/Chat Mix

The Game/Chat Mix Function is available only when a party chat is active. The lower control wheel on Maxwell 2 (indicated by the headset/gamepad icon) can be used to adjust the balance between the two audio sources.

Game/Chat Mix

Maxwell 2 features an on-board **Game/Chat Mix** control function for use on compatible platforms. ❖

On **Xbox**, the Game/Chat Mix control is integrated into the console's party chat feature and will work out of the box.

On **PC and macOS,** the Game/Chat Mix control uses two audio devices to separate the game and chat channels for individual control. These audio devices can be selected as the primary or secondary audio devices using the machine's audio settings. While using Maxwell 2 for gaming and voice chat, the Maxwell 2 Chat endpoint must be selected for both microphone input and voice output in the appropriate application.

Adjusting the **Game/Chat Mix** wheel on the headphones or in the app changes the relative volume levels of these two endpoints, enabling the user to make either endpoint louder or quieter compared to the other by scrolling the Game/Chat Mix wheel up or down

❖ Maxwell 2 Game/Chat mix is supported only on PC, macOS, and Xbox consoles.

Microphones

Maxwell 2 features two separate microphones to offer users additional flexibility.

Boom Mic

The detachable Shure boom microphone is designed to offer maximum voice quality and clarity on Maxwel 2. It features a max SPL of more than 140dB and built-in noise filters that reduce up to an additional 20dB of background sound.

For optimal results, position the boom mic capsule 2 inches from the speaker's face.

The boom mic comes with a foam pop filter preinstalled on the end of the mic capsule which can be easily removed or replaced.

Internal Mic

When the boom mic is unplugged, Maxwell 2 will automatically switch to the internal microphone for communications. This can be used for on-the-go conversations or for users who prefer a lower-profile look to their headset.

Beamforming Array

Maxwell 2 features a multi-mic beamforming array built into the ear cups. These mics help triangulate and narrow down the area of mic pickup to a narrow cone in front of the speaker's face. This helps eliminate unwanted pickup from external sources.

Disabling the Microphone

Both Maxwell 2 microphones can be disabled by switching the mute switch on the right ear cup to the UP (Mute) position at any time.

AI Noise Removal

Maxwell 2 uses Audeze's innovative **FILTER** AI Noise Removal technology (**AINR**) to intelligently filter out and eliminate background noise from the surrounding environment. Processing is done via an integrated chip without any external software, resulting in an extremely efficient and low-cost performance overhead. **FILTER AINR** is trained on over 500,000 different types of sounds. AINR function works with both the **internal microphone** and **external boom microphone**..

To enable **AINR**, single tap the front-facing **AINR** button on the left-side ear cup to cycle through three modes: Low, High, and Off.

Sidetone

Maxwell 2's features a **Sidetone** functionality (also known as **mic monitoring**) that allows the user to monitor the microphone **in real time** by playing back the **microphone input** from Maxwell 2.

To enable or adjust the sidetone volume, press the **Game/Chat Wheel** until it cycles through to the **Sidetone** option. When in this mode, the wheel will control the sidetone gain level. Reducing the Sidetone volume to zero will turn the function off. The wheel will revert to its normal function after a few seconds if the wheel is not adjusted.

Alternatively, **Sidetone** can enabled or disabled by holding the front-facing **AINR button** on left-side ear cup.

Equalization Presets and Programming

Maxwell 2 has several on-board **audio equalization (EQ) settings**, as well as four programmable **EQ presets** for custom audio equalizations. The **Audeze app** can be used to select and program presets.

To change EQ presets **on-the-fly, press in** the headset volume wheel once to enter EQ mode. While in this mode, scrolling the wheel up or down will cycle through the available EQ presets. The wheel will revert to volume control after a few seconds of inactivity.

On-Board EQ Presets

Audeze	This is our default EQ curve. Our engineers tuned Maxwell 2 with this "house sound" in mind, and it brings out the most rounded and well-tuned experience for Maxwell 2.
Treble Boost	This EQ curve is based on one of the most popular audiophile curves, and is going to give a well balanced sound with a slightly boosted treble response.
Bass Boost	This EQ curve applies a bass shelf, and relaxes the upper midrange, for a warm, punchy sound inspired by vintage Audeze headphones.
Immersive	This EQ curve enhances environmental effects, combining increased bass energy for real-world weight with heightened treble detail to highlight spatial and ambient sounds.
Competition	This EQ curve brings forward details in the midrange and lower treble, and lessens bass from explosions and effects that can otherwise overwhlem critical game actions.
Footsteps	This EQ curve is designed to enhance footstep sounds in first-person shooter games, with specific bass and midrange boosts and cuts to highlight them and lessen masking sounds.

Miscellaneous Controls + LED Indicators

Control	Function
Power Button - Single Press	Play or Pause Current Media
Power Button - Single Press (during a call)	Answer or End Call
Volume Wheel (One Click) + Wheel Up/Down	Cycle EQ Presets
Volume Wheel (Two Clicks) + Wheel Up/Down	Cycle Media Tracks

LED Color	Indicator Function
Dongle	
Dongle - White (Solid)	Dongle Connected
Dongle - White (blinking)	Dongle Pairing Mode
Headset	
Blue (blinking)	Bluetooth (no connection)
Blue/White (blinking alternately)	Bluetooth Pairing
Blue (solid)	Bluetooth connected
Red (solid)	Low Battery
Red (slow blinking)	Charging
Green (solid)	Battery charged

The LED on the Wireless Dongle will not be lit if there is no active connection to the headset or if the Wireless Dongle is not in a pairing state.

Customization

Removing the Ear Pads

Maxwell 2 comes with detachable magnetic ear pads for quick swapping between new sets. To detach the ear pads, simply pull up from the ear cups. When re-attaching ear pads, note the orientation of the ear pad magnets as well as the L and R labeling for Left and Right ear cups for proper fitting.

Removing the Ear Cup Covers

Maxwell 2 features detachable magnetic ear cup shells for further customization. To remove a shell, press the top at the alignment indicator (a small dot) and gently rotate it counterclockwise to offset the magnets. When reattaching, align the indicator on the headphones and cover to ensure proper orientation.