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Razer brings military sound tech to gamers

Razer Maelstrom Audio Engine promises 7.1 surround sound

by Stuart Miles published on 19 August 2008

Razer, the makers of dedicated gaming mice, has unveiled a new model at Leipzig in Germany on Tuesday - however, it's not a mouse.

Called the Razer Maelstrom Audio Engine, the company has turned away from the input peripheral and this time created a 7.1 surround sound gaming headset.

Using military grade audio technology (who doesn't), the technology was originally developed for fighter pilots who needed precise audio warnings for incoming missiles.

The Razer Megalodon, say the makers, is powered by the Razer Maelstrom Audio Engine, which has the ability to process audio algorithms up to 800% faster than traditional HRTF virtual surround sound technologies for gamers who need that kind of detail.

According to the Razer, "gamers looking for an in-game advantage will be able to listen to the positional cues emitted by the Razer Megalodon and hear incoming threats before the threat can actually be seen onscreen".

The Razer Megalodon encompasses a circum-aural headset with replaceable ear-pad cushions, a cushioned headband and an adjustable boom mic.

The control pod is connected to the headset via a braided cable and comes in a glossy piano black finish with a rotating dial adjustment for volume, mic, bass and positional sound. Meant as desk controller, the control pod allows gamers to switch effortlessly between 2.0 stereo and 7.1 surround sound, even controlling which speakers gamers prefer to use in the 7.1 environment.



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The new headset will cost around 139.99 euros when it launches later this month.

Razer has also announced the Razer Moray In-Ear Noise Isolating Gaming Earphones today at Games Convention designed for mobile gaming and any MP3 player. It will cost 29.99 euros.