CREATIVE BT-W3

Bluetooth 5.0 Audio Transmitter with 3.5 mm **Analog Microphone**

Creative BT-W3 is a portable Bluetooth audio transmitter equipped with the latest Bluetooth version 5.0 and advanced audio codecs like aptX[™] LL and aptX[™] HD. With a simple plugand-play functionality, you can easily enjoy high-quality *Bluetooth* audio with your PS4[™], Nintendo Switch™. PC. or Mac. It also features a selectable codec switch and voice chat function.

Wide Range of Receivers' Codec Support

- SBC | Basic Bluetooth audio streaming codec
- aptX | A bit-rate efficient technology that enables you to enjoy an overall better listening experience than SBC
- aptX[™] Low Latency | Eliminates lip-sync problem in video and games with negligible delay of 40ms, resulting in high quality, synchronized sound and a pleasant entertainment experience
- aptX[™] HD | Enhanced codec that is optimized for high definition audio with lower Total Harmonic Distortion (THD) and audio artifacts for best music listening experience

Codec Selection ^

Each of the codec supported by Creative BT-W3 has its own strengths and is suitable for different use cases—aptX LL is essential for a lag-free gaming experience, while aptX HD is ideal for music enjoyment. With the indicator light and codec selection button, you can easily tell which codec you're using and switch the suitable codec for your usage effortlessly. Creative BT-W3 works with most Bluetooth headphones, but the codecs available to you are dependent on what your headphones support—i.e. you need a pair of headphones that support aptX LL to use it with Creative BT-W3!

Voice Chat Support

Enjoy high quality and fuss-free in-game voice chat with the bundled analog microphone and high quality stereo audio on your aptX-enabled Bluetooth headphone. Or utilize the built-in Hands-free Profile (HFP) for convenient home / office tele-communication with your Bluetooth-enabled headset.*

Bluetooth 5.0 and Plug-and-Play

The Creative BT-W3 comes with the latest Bluetooth 5.0 standard with optimized performance that support an operating range of up to 30m[#] giving you wireless freedom all around your home. It is also driverless, truly plug-and-play with auto-connect function! Simply plug Creative BT-W3 into your PC, Mac, PS4[™] or Nintendo Switch[™] to enjoy wireless streaming with your favorite *Bluetooth* speakers or headphones!

USB-C Powered

Creative BT-W3 is powered by a USB-C connection and draws minimal power from the connected device. As long as it's plugged in, it'll always be powered on. It is completely battery-free so you don't have to worry about charging yet another device!











CODEC SELECTION



SUPPORT

Creative BT-W3





Technical Specifications	
Operating Frequency	2402–2480 MHz
Wireless Technology	Bluetooth 5.0
Bluetooth Profiles	A2DP (Wireless stereo Bluetooth) AVRCP (Bluetooth remote control) HFP (Hands-free Profile)
Supported Receiver Audio Codec [†]	SBC, aptX, aptX Low Latency, aptX HD
Maximum Playback Resolution	16-bit 48.0 kHz
Operating Range	Up to 30m / 100 ft (unobstructed line-of-sight)
Minimum System Requirement	
Windows	 Intel[®] Core™i3 or AMD® equivalent processor Intel, AMD, or compatible motherboard Microsoft[®] Windows 10 32 / 64-bit Available USB 2.0 / 3.0 port
Macintosh	Macintosh running MacOS 10.12 or higher 1 GB RAM Available USB 2.0 / 3.0 port
PS4	 Firmware Ver 5.0 or later Available USB port (as game audio) Available 3.5mm headset port on controller (as Mic input)
Nintendo Switch	Switch OS 5.0 or later Available 3.5 mm Headphone Port Available USB port (in docking mode) Voice communications is title-dependent
Package Content	

- 1 x Creative BT-W3
- 1 x USB A to C adaptor
- 1 x Analog Microphone
- Quick Start Leaflet
- · WW Warranty Leaflets

Warranty

- 2-year limited hardware warranty in Europe
- 1-year limited hardware warranty in rest of the world

[^] Receiver must support real time selection of respective codecs. * HFP mode is mono channel audio. # Operation range may be influenced by physical obstructions and wireless interference from other devices. † Receivers must support the mentioned codecs