

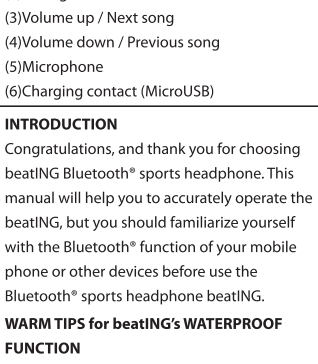
beatING

Quick Reference Guide

www.jabees.com

Jabees beatING is a V4.1 Bluetooth® sports headphone with Voice prompt and Multipoint.

Overview of beatING:



INTRODUCTION

Congratulations, and thank you for choosing beatING Bluetooth® sports headphone. This manual will help you to accurately operate the beatING, but you should familiarize yourself with the Bluetooth® function of your mobile phone or other devices before use the Bluetooth® sports headphone beatING.

WARM TIPS for beatING's WATERPROOF FUNCTION

beatING is the Bluetooth Sports headphone with mechanical waterproofing design. It is splashproof and sweatproof IPX4.

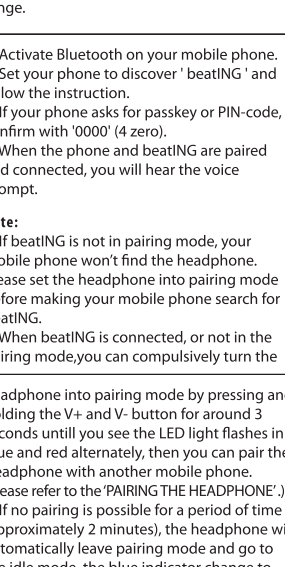
CHARGING THE BATTERY

1. Plug the USB charging cable into the headphone.
2. Plug the other end of the USB charging cable into the charger with USB port or PC.
3. The red indicator on the headphone will be on.
4. When the battery is fully charged, the red indicator will turn off and the blue indicator will turn on. The charging takes approximately 2 hours.

WHEN THE BATTERY IS LOW

The red indicator light will flash when the battery is low. At the same time, you can hear the voice prompt 'Battery low'. At this time, please charge your headphone.

Battery meter on iPhone and other iOS devices.



IMPORTANT

- For first time use, please charge the headphone fully before using.
- You must recharge the headphone if it has been not used for more than 12 months.

MULTIFUNCTION BUTTON

Pairing, Answer / End / Reject / Transfer calls, Voice dialing, Redial, Play/Pause music.

TURNING HEADPHONE ON / OFF

To turn the headphone on:
Press and hold the MF button for 5 seconds, the blue LED light flashes with voice prompt. The headphone is now turned on.

To turn the headphone off:
Press and hold the MF button for 5 seconds,

the red LED light flashes with voice prompt. The headphone is now turned off.

PAIRING THE HEADPHONE

You are required to pair the headphone with your mobile phone once before using it.

1. Set the headphone into pairing mode. (There are 2 ways to set beatING into pairing mode):
a. Press and hold the MF button for 8 seconds until you see the LED light flashes in blue and red alternately.
b. Turn on the headset, the LED light will flash in blue and red alternately to go into pairing mode in around 8 seconds if there is no other previously paired/connected devices in the range.

2. Activate Bluetooth on your mobile phone.
3. Set your phone to discover 'beatING' and follow the instruction.
4. If your phone asks for passkey or PIN-code, confirm with '0000' (4 zero).
5. When the phone and beatING are paired and connected, you will hear the voice prompt.

Note:

1. If beatING is not in pairing mode, your mobile phone won't find the headphone. Please set the headphone into pairing mode before making your mobile phone search for beatING.
2. When beatING is connected, or not in the pairing mode, you can compulsively turn the

headphone into pairing mode by pressing and holding the V+ and V- button for around 3 seconds until you see the LED light flashes in blue and red alternately, then you can pair the Headphone with another mobile phone. (Please refer to the 'PAIRING THE HEADPHONE'.)

3. If no pairing is possible for a period of time (approximately 2 minutes), the headphone will automatically leave pairing mode and go to the idle mode, the blue indicator change to red and flashes.

PAIRING THE HEADPHONE WITH THE SECOND MOBILE PHONE

beatING supports Multipoint Technology, which means that beatING can be paired and

connected with two Bluetooth-enabled mobile phones and use at the same time.

1. Pair and connect beatING with the first mobile phone. (Please refer to the 'PAIRING THE HEADPHONE'.)
2. Turn off beatING.
3. Turn off the Bluetooth function of the first mobile phone.
4. Turn on beatING and it will go into pairing mode automatically when there is not paired/connected devices in the range.
5. Pairing beatING with the second mobile phone. Turn off beatING once the connection completed.
6. Re-turn on beatING, it will be connected automatically with two mobile phones.

Note:

When beatING is connected with 2 mobile phones by Bluetooth, you can make phone call and enjoy music with these 2 mobile phones by turns as you like.

MAKING CALLS

Once the headphone is successfully paired and connected with your mobile phone, you can use it to make and receive calls. The headphone can be used with voice dialing if your mobile phone supports this feature. Please consult your mobile phone's manual for more information.

1. Using voice dialing:
Double press the MF Button, wait for a voice

prompt and say the name of the person you want to call.

2. Using the phone keys to make a call:
Enter and dial the number on the mobile phone as you normally do. Once the call has been set up, the sound will be transmitted to your headphone automatically.
3. Redial:
Press and hold the MF Button for 2 seconds to redial the last number you called.

ANSWERING / ENDING / REJECTING CALLS

When the headphone is turned on and there is an incoming call, you will hear a musical tone.
-Press the MF Button once to answer the call.
-Press the MF Button once to end the call.

-Long press the MF Button for 2 seconds to reject the call.

CALLER ID READING

beatING supports reading the caller's phone number when incoming call.

PUT THE CALL ON HOLD

In call wait state:
Press and hold the MF Button for 2 seconds to put the current call on hold and accept the call waiting.
Press and hold the MF Button for 2 seconds to resume to the first call.
Short press the MF Button to end the current call and then transfer to the other call automatically.

TRANSFERRING CALLS

To transfer a call to the mobile phone and back:
During both incoming call and outgoing call state, you can short press the MF Button twice to transfer the call to the mobile phone. If you want to transfer the call back to the headphone, short press the MF Button twice again. Some mobile phones may require more confirmation.

ADJUST THE VOLUME

Volume up: Short press V+. You will hear the voice prompt when reaches the highest volume.
Volume down: Short press V-. You will hear the voice prompt when reaches the lowest volume.

MUTE AND UNMUTE

During the call state, long press V+ for around 2 seconds to mute (with a 'beep') and long press V- for around 2 seconds to unmute (with a 'beep').

PLAY AND PAUSE MUSIC

Short press the MF Button to play or pause the music.

NEXT AND PREVIOUS SONG

Long press the V+ to go to next song.
Long press the V- to go to previous song.

LANGUAGE SELECTION

beatING supports voice prompt in English, Spanish, French and Chinese. When the headphone is on, short press the V+ and V- button at the same time

to select the language you need.

CONNECTING WITH A PC OR PDA

You are allowed to connect the headphone with a Bluetooth-enabled PC or PDA. Please refer to the user manual of your Bluetooth-enabled PC or PDA for setup information.

FACTORY RESET

To factory reset the headphone, you will have to make sure the headphone is on and not in call state. Then press and hold the V+ and MF Button for around 3 seconds until hearing a 'beep', which means that the factory reset is successful.

GUARANTEE

Jabees is a registered trademark of FreeTek International Co., Ltd. Other brands and product names are trademarks of their respective owners. Jabees warrants this product against all defects in material and workmanship for a period of twelve (12) months from the date of original purchase of the product. The conditions of this guarantee and the extent of responsibility of Jabees under this guarantee can be read in the Warranty Card.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.