



User's Manual

Bluetooth[™] Headset

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User's Guide
Bluetooth Headset
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1 Introduction

Description

The Philips *Bluetooth* Headset is a complete audio headset supporting the *Bluetooth* headset profile. The headset is a convenient personal device providing two way wireless audio connectivity to other *Bluetooth* devices such as mobile phones, PDAs and PCs.

The use of the Bluetooth short range wireless standard ensures interoperation with a wide range of other *Bluetooth* products

Features

- *Bluetooth* v1.1 compliant with headset profile
- Boomless design for comfortable unobtrusive use
- Optimized acoustic design
- Easy to operate user interface
- Long talk and standby time
- Rechargeable
- Lightweight

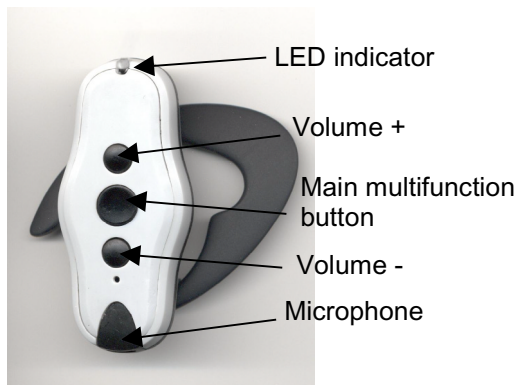
Operation modes

Note – for engineering samples the pairing PIN code is Pre Set to 1234

The headset supports these modes of operation

- Off – the headset is off and cannot receive or make a connection
- Standby – the headset is ready to receive or make a connection from a paired device within range
- Talk – the headset is actively connected to another device and communication can be made
- Pairing – this is a special mode used to 'pair' the headset ready for use with a companion device such as a mobile phone
- Charging – the headset has a built-in charging system for battery.

Controls and Functions



Keypad

- One push button to switch the headset on/off, to select Pairing mode or to initiate or answer a call
- Two switches to control receive-volume

ON/OFF button

This is a multifunction button used for several operations therefore keypress duration and context is used to interpret user wishes

Key Press

Effect in the mode described

	OFF	Special	Test	StandBy	Incoming Call	Talk
Short press (more than 500ms and less than 3s)	Nothing	Exit Special mode (go in StandBy mode)	Ignored	Initiate a call	Answer a call	End call on headset
Medium press (3s and less than 10s)	Switch ON	Reset then switch OFF	Switch OFF headset	Switch OFF headset	Switch OFF headset	Mute/unmute microphone
Long press (more than 10s)	Switch ON and go in Special mode	Ignored	Ignored	Ignored	Ignored	Ignored

Note – editing issues to be corrected in future draft

- *Special Mode is equivalent to pairing mode*
- *Test Mode is not used by the user, this is for factory test only, references to this mode will be removed from final user guide versions*

Volume buttons

These buttons allow the user to select a receive volume from 16 levels. A short press is used to increase or decrease volume 1 step. If the key is kept pressed, the volume is increased or decreased until it is released. A short tone indicates the current volume level.

LED indicator

A red/green LED is used to indicate various functions.

	Steady ON	Alternate blinking	Slow flashing	Fast flashing	Fast flashing 2 blinks	Steady OFF
Red	NA		StandBy mode & battery low	Talk/IncomingCall mode & battery low	Talk muted & battery low	OFF mode
Green	NA		StandBy mode & battery high	Talk/IncomingCall mode & battery high	Talk muted & battery high	
Red & Green	Test mode	Special mode	NA	NA	NA	

Sounds

In order to make operation easier, the headset generates several sounds:

Switch_On tone,
Switch_Off tone,
Special tone,
Reset tone,
Confirmation tone,
Error tone,
Alert tone,
Mute tone,
Ring tone.

Operation

Switching on

- Press the main button until a short tone is heard in the earpiece.
- Release the button, the headset will generate the switch on melody in the earpiece.
- The LED will flash the signal to indicate the headset is now in standby mode, ready to be paired – or if already paired, ready to make or receive a call.

Switching off

- Press the main button until a short tone is heard in the earpiece
- Release the button, the headset will generate the switch off melody
- The LED will stop flashing

Preparing the headset for use - Pairing

Note – default PIN for engineering samples is 1234

Before the headset can communicate it must be paired to the companion device it will be used with, such as a mobile phone. This is to ensure the headset only communicates with the device chosen by the user and not any other *Bluetooth* devices in range.

Pairing information is stored by the headset, and can be changed at any time

The exact process to pair the headset will also depend on the device it is paired with. The user manual for that device will give instructions on how to do this. In all cases the headset will need to be put into pairing mode, which is described here.

- If the headset is on, switch it off
- Press and hold the main button
- When the short tone is heard, keep the button pressed until the pairing melody is generated
- The LED will flash alternate red/green
- Follow instructions for the companion device to pair to the headset
- When prompted on the companion device enter the PIN code for the headset
- When paired the headset will give a short confirmation tone and switch to standby ready for operation

Receiving a and ending a call

- To receive a call the headset must be in standby mode
- When a call is received the headset will generate a ringing signal in the earpiece.
- The call may be answered by a short press of the main button
- The connection will be made to the companion device and in the case of a mobile phone the call will be answered
- During call, when in talk mode the microphone may be muted and un muted by a medium press of the main button
- A short press of the main button will end a call

Initiating a call

- When in standby mode a short press will initiate a connection to the companion device
- For example this could be used to initiate a call with a mobile phone



- During call, when in talk mode the microphone may be muted and un muted by a medium press of the main button
- A short press of the main button will end a call

Operation – in and out of range

The headset is designed for use within a few m of the companion device, typically a range of up to 10m can be expected. When approaching the limit of useable range short breaks may be heard in the audio.

If the headset moves out of range during a call the connection will be terminated and the headset will return to standby mode

Battery status

The LED will flash in talk, muted and standby mode. When the battery has adequate charge this will be with a green color, changing to red when the battery is low.

2 Appendix – A

Regulatory Notices

- To identify this product refer to the part or model number on the product label

2.1.1 Federal Communications Commission Notices

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.

2.1.1.1 Modifications

The FCC requires the user to be notified that any changes or modifications made to this device that are not expressly approved by Philips Electronics may void the user's authority to operate the equipment.

Canadian Notice

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.



Wireless Notice

In some situations or environments, the use of wireless devices may be restricted. Such restrictions may apply aboard airplanes, in hospitals, near explosives, in hazardous locations, etc. If you are uncertain of the policy that applies to the use of this device, please ask for authorization to use it prior to turning it on.