

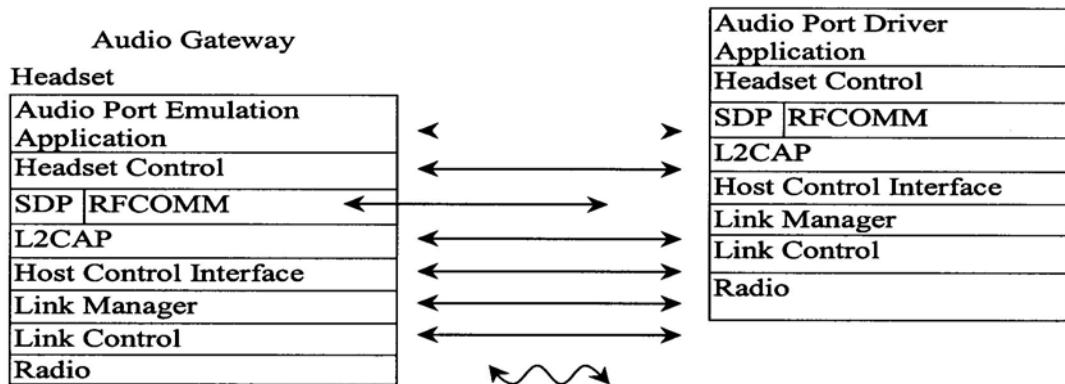
The headset profile defines the facilities required to make and receive hands-free voice call from a headset to cellular phone handset. Of course, it can also be used to transfer voice calls between other Bluetooth devices. Bluetooth headsets can be driven via buttons on the headset, but voice-activated command and control provides a more elegant interface, and should be popular for consumer headset. The specification only assumes that there is some way for the user to initiate an action, and doesn't specify how that will be done.

The Bluetooth headset profile defines two roles:

>>Audio Gateway(AG): This is the device that is the gateway of the audio, both for input and output(e.g., cellular phone, personal computer).

>>Headset(HS): This is the device acting as the remote audio input and output mechanism.

Figure 1. show the protocol stack used by the Bluetooth headset profile. The audio port emulation layer is the entity emulating the audio port. This layer could reside on a cellular phone or PC. The audio driver is the driver software in the headset.



Establishing a Call to a Bluetooth Headset

Figure 2 shows how an Audio Gateway establishes a call to Bluetooth headset.

Usually, the Aduio Gateway will initiate the connection to the headset because it has received and incoming call. For example, the Audio Gateway could be in a cellular phone handset. When the phone receives a phone call, it activates a Bluetooth connection and passes the call the headset. It is possible the some internal event could also cause the gateway to call the headset: for example, an application running on a PDA might send an alarm call with a pre-recorded message, warning the headset's wearer of an appointment.

The first step of the Audio Gateway establishing a call is to set up an ACL connection.