

# **ATA BLUETOOTH HEADSET**

**BT20**

**USER GUIDE**

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**© 2001, ATO Technology Ltd.  
Rm. 1314-16, 13/F  
Block B1, Yau Tong Industrial City  
17 Ko Fai Road  
Yau Tong, Kowloon  
Hong Kong**

## **FEDERAL COMMUNICATIONS COMMISSION INTERFERENCE STATEMENT**

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.

### **CAUTION:**

Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the equipment.

### **FCC RF Radiation Exposure Statement**

This equipment complies with FCC RF radiation exposure limits set forth for an uncontrolled environment. This device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

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# Introduction

## **ATA Bluetooth™ Headset BT20**

The ATO Bluetooth Headset BT20 is a portable handsfree audio device based on *Bluetooth* wireless technology.

*Bluetooth* wireless technology is a global specification for personal area wireless connectivity to ensure communication compatibility worldwide. It connects any portable and stationary communication device easily without a single inch of cable.

You can connect your wireless headset to your mobile phone, computer or any *Bluetooth*-enabled products that support the Headset Profile<sup>1</sup> (as an audio gateway<sup>2</sup>), so as to free your hands for other valuable tasks.

This User's Guide shows you how to use the Headset with the other Bluetooth device such as a mobile phone or a PC.

You can handle incoming and outgoing calls, transfer an ongoing call, and adjust the listening volume by using the two buttons on the Headset.

## **Usage Requirement**

You can use the Bluetooth Headset with any device that is compatible with *Bluetooth* wireless technology and supports the Headset Profile (as audio gateway).

To use the Headset together with a mobile phone, you need to have a *Bluetooth*-enabled phone or a phone with a *Bluetooth* adapter connected to it.

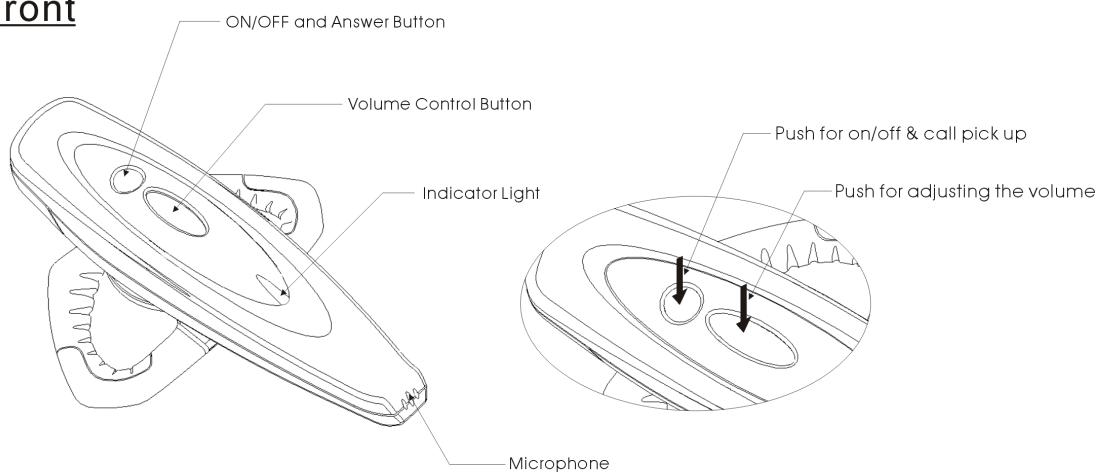
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<sup>1</sup> Headset Profile – Defined by the *Bluetooth* Special Interest Group (SIG), it describes how manufacturers should implement the various features supported by a *Bluetooth* Headset.

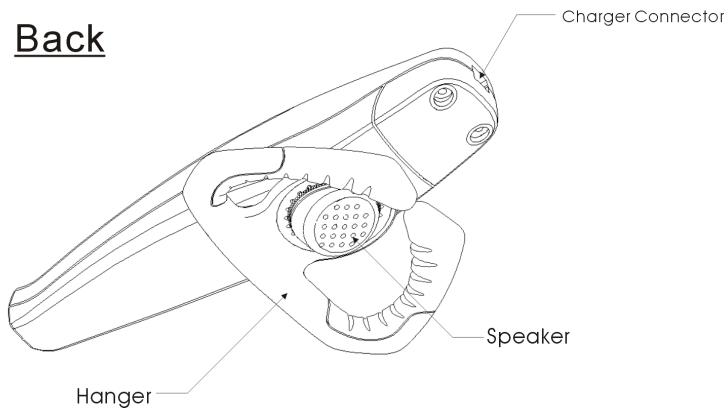
<sup>2</sup> Audio Gateway - The device that is the gateway of the audio, both for input and output. Typical Audio Gateways are mobile phones and personal computers

# Appearance

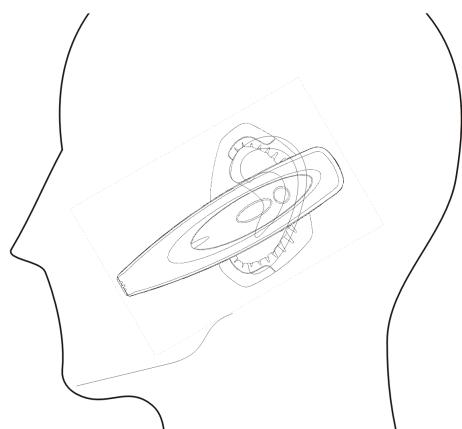
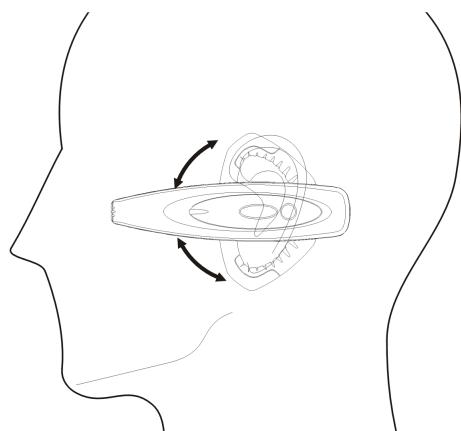
## Front



## Back



# Putting On the Headset

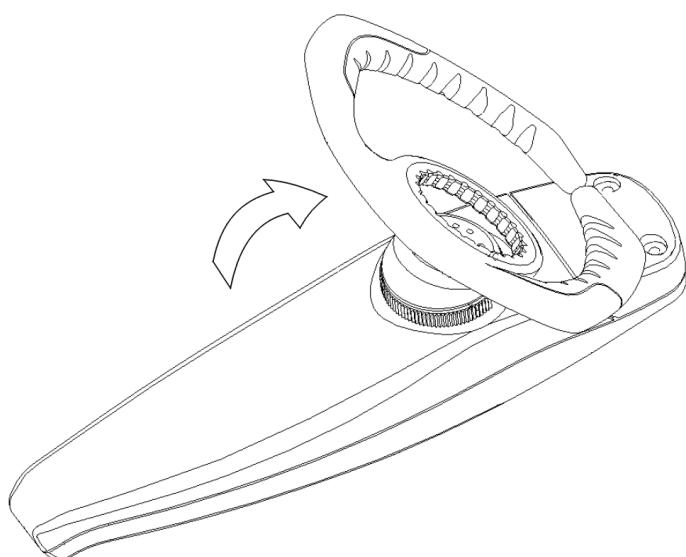


make sure the microphone is point towards your mouth

To put the Headset on your right ear:

1. Put on the Headset and make the hanger behind and holding your ear.
2. Rotate the Headset a bit such that the microphone is pointing towards your mouth.

## Adjust the ear hook for left-ear use



To wear the Headset on your left ear:

1. Gently turn the hanger to the opposite direction as shown.
2. Flip the headset to left ear side to wear it on.
3. Rotate the headset a bit such that the microphone is pointing towards your mouth.

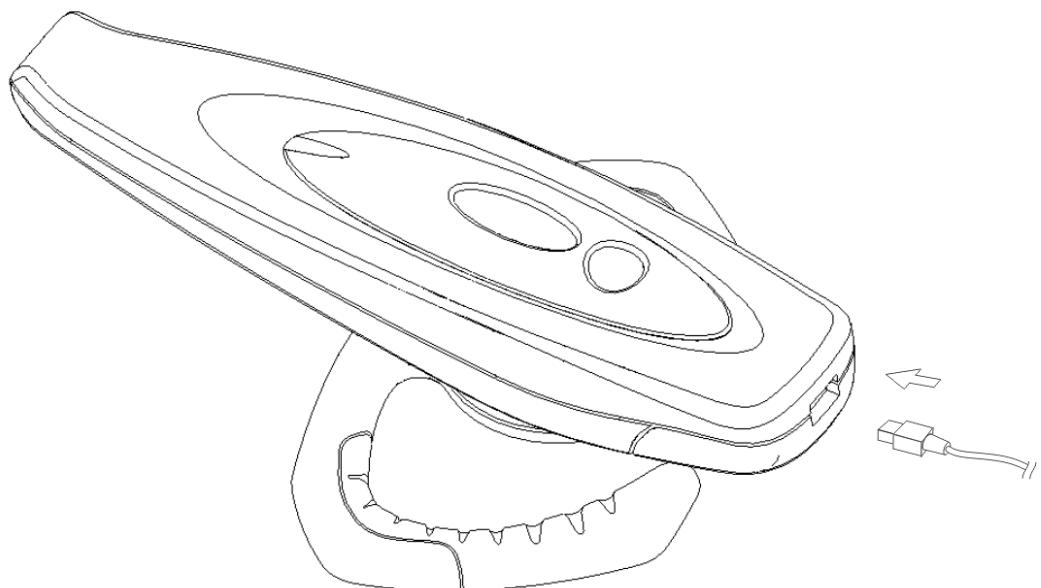
## Charging the battery

The Headset has a built-in rechargeable battery. You need to charge the Headset before using it for the first time.

The indicator on the Headset will flash RED if the battery needed to be recharged.

To charge the battery,

1. Connect the supplied external charger to AC main.
2. Plug the DC plug of the external charger into the DC jack located at the end of the Headset to charge the battery.
3. It takes about 1 hour to fully recharge the battery.
4. During charging, the indicator light of the external charger is turned on. When the battery is fully charged the indicator light is turned off.



## Turn on the Headset

1. Press the ON/OFF button once, and the Headset indicator light flashes green. The Headset is now ready to use.
2. If the battery is low, the Headset indicator light flashes red.

## Turn off the Headset

1. Press and hold the ON/OFF button for about 3 seconds until the Headset indicator light switches off.
2. To save battery power, turning off the headset after use is recommended.

# Pairing

## Bluetooth Passkey

The Bluetooth passkey (or PIN) is used to validate two Bluetooth devices to each other and create a trusted relationship between them. It is used to prevent unauthorized use of a Bluetooth device by people other than the owner of the device. The process of creating a trusted relationship between two Bluetooth devices is called “Pairing” (see next section).

Each ATO Bluetooth headset has a unique passkey, which is stored in its internal memory. You can find the value of the passkey from the supplied user registration card. Whether you need to use the passkey during pairing depends on the kind of Bluetooth device that the headset will be connected to:

1. ATO Mobile Phone Adaptor – If you are using the headset with a mobile phone that has the ATO Mobile Phone Adaptor that comes with the Headset installed, you don’t normally need to use the passkey. Please refer to the ATO Mobile Phone Adaptor user guide for more detailed information.
2. ATO PC Adaptor – If you are using the headset with a PC that has the ATO PC Adaptor connected, depending on the configuration of the PC software, you may be required to enter the passkey on the PC during pairing. Please refer to the user guide of the ATO PC Adaptor for detailed information.
3. Bluetooth Mobile Phone or other devices – If you want to use the headset with a mobile phone or other devices with Bluetooth capability, you are usually required to enter the passkey on that device during pairing. Please refer to the user guide of the mobile phone for the specific operation.

## **Pairing the Headset**

To use the Headset with a Bluetooth-enabled device for the first time, you must pair the Headset with that device, for example, a mobile phone.

Different device may require different pairing procedure. The pairing procedure for the Headset is described here. Please refer to the user manual of the other device for specific pairing method.

Each Headset has a unique passkey. To complete pairing, you need to enter the correct passkey when required by the other device during pairing.

To pair the Headset with the device,

1. Activate the Bluetooth function in the other device if necessary. Please refer to the user manual of the device.
2. Turn the Headset off first. Press and hold the VOLUME button of the Headset and then press the ON/OFF button once. Wait until the indicator light on the Headset flashes green and red. The Headset is now ready for pairing. Make sure the Headset and the other device are not too far apart (within 3 meters is recommended).
3. Initiate Bluetooth pairing in the other device to pair it with the Headset. Please refer to the user manual for that device.
4. When asked by the device, enter the Headset passkey and then confirm if necessary. If pairing is successful, the Headset indicator light flashes green and is ready for voice connection.
5. If no pairing is possible for a period of time (approximately 1 and a half minutes), the headset will turn itself off. Previous pairing (if any) is revoked.
6. You can abort pairing any time by pressing and holding the ON/OFF button for about 3 seconds until the Headset is turned off. Previous pairing (if any) is revoked.

## Adjusting the Listening Volume

During a call, you can adjust the Headset listening volume using the VOLUME control button. The Headset supports three listening levels, LOW, MEDIUM, & HIGH.

To adjust the listening level,

1. Press the VOLUME control button once, the listening level changes according to the following sequence:  
...LOW→MEDIUM→HIGH→MEDIUM→LOW→MEDIUM→HIGH ...
2. If the connected audio gateway (eg. Mobile phone) supports remote audio volume control, the listening level can also be adjusted on the audio gateway side. Please refer to the user manual of the audio gateway for detailed operation.

# Making and Receiving Calls with a Bluetooth Mobile phone

After pairing the Headset with your mobile phone, you can make and receive calls using the Headset within a range of approximate 10 meters. The Headset light indicator flashes more quickly during a call.

To make a call using a Bluetooth enabled mobile phone:

1. Make sure the phone and the Headset are on and within range of each other.
2. If the mobile phone supports voice dialing, press the ON/OFF button of the Headset once. After hearing a beep sound from the Headset, you can voice dial as you normally would.
3. If the mobile phone does not supports voice dialing, enter the number using the phone's keypad or recall it from the phone book the as you normally would.
4. After the call has been set up, the call should be transferred to the Headset automatically.
5. You can end the call by pressing ON/OFF button of the Headset.

To answer a call,

1. When the Headset rings, press the ON/OFF button of the Headset once.
2. If the phone rings first, wait until the Headset rings, then press the ON/OFF button
3. You can end the call by pressing ON/OFF button of the Headset once or pressing the NO key on the phone.

## Making and Receiving Calls with a Mobile phone with ATO Mobile Phone Adaptor installed

To make a call using a mobile phone with ATO Mobile Phone Adaptor installed:

1. Make sure the phone, the Mobile Phone Adaptor, and the Headset are on and within range of each other.
2. Press the ON/OFF button of the Headset once. The Headset light indicator flashes more quickly after linking to the Mobile Phone Adaptor. during a call. Enter the number using the phone's keypad or recall it from the phone book the as you normally would.
3. After the call has been set up, the call will be transferred to the Headset automatically.
4. You can end the call by pressing ON/OFF button of the Headset.

To answer a call,

1. When the phone rings, press the ON/OFF button of the Headset once. The Headset light indicator flashes more quickly after linking to the Mobile Phone Adaptor.
2. You can end the call by pressing ON/OFF button of the Headset once or pressing the NO key on the phone.

## Transferring Sound from a Bluetooth Mobile Phone to Headset

If you have an ongoing call on your phone without using the Headset, you can transfer the sound to a Headset (paired with the phone) within range:

1. During the call, press the ON/OFF button of the Headset to transfer the sound to the Headset

## Transferring Sound from Headset to a Bluetooth Mobile Phone

If you have an ongoing call on your phone using the Headset (paired with the phone), you should be able to transfer the sound back to the phone. Please refer to the user manual of the mobile phone for detail.

## Transferring Sound from a Mobile phone with ATO Mobile Phone Adaptor installed to Headset

This feature is not currently supported.

## Transferring Sound from the Headset to a Mobile phone with ATO Mobile Phone Adaptor installed

This feature is not currently supported.