

SYSTIME CORPORATION LIMITED



HELLO II Bluetooth Headset



User's Guide

Hello2.com.tw

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Safety Approvals and Certification

Users are advised not to make changes or modify the device in any way. Changes or modifications not expressly approved by Systime will void the warranty.

FCC Notices

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.

FCC RF Exposure requirements:

This device and its antenna(s) must not be co-located or operation in conjunction with any other antenna or transmitter.

NOTE: THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

CE Statement

Important Notice: This device is a 2.4GHz FHSS Bluetooth headset, intended for office and home uses in all EU and EFTA member states.

The Bluetooth trademarks are owned by Bluetooth SIG, Inc., U.S.A. and licensed to Systime.

Introduction

Congratulations on your purchase of a Systime Hello II Bluetooth Headset. The Systime Hello II Bluetooth Headset is quite light, weighing just about 10g. Before you begin, you should ensure that the device you would like to use in conjunction with the Systime Hello II Bluetooth Headset is compatible with Bluetooth specification v1.1 or higher and supports the Bluetooth headset profile.

Read this user's guide carefully before you start using the Systime Hello II Bluetooth Headset.

Package Contents

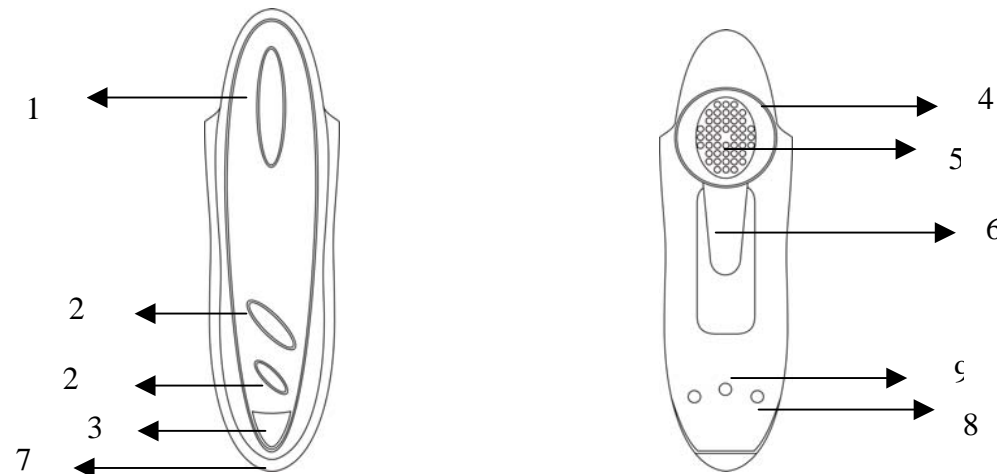
In this package, you will find:

- One Systime Hello II Bluetooth Headset
- One Neck strap
- One Desktop charger
- One AC adapter
- Four Ear Cushions
- One User's guide

Bluetooth Wireless Technology

The *Bluetooth* wireless technology is set to revolutionize the personal connectivity market by providing freedom from wired connections. It is a specification for a small form-factor, low-cost radio solution providing links between mobile computers, mobile phones and other portable and handheld devices, and connectivity to the Internet. The Bluetooth Special Interest Group (SIG), comprised of leaders in the telecommunications, computing, and network industries, is driving development of the technology and bringing it to market. The Bluetooth SIG includes promoter companies 3Com, Ericsson, IBM, Intel, Lucent, Microsoft, Motorola, Nokia and Toshiba, and more than 2000 adopter companies.

Headset Features



1. Talk Button: Switches the headset on/off, answers/ends a call, pairs the headset with a device, and is used for voice dialing.
2. Volume Up/Down Button: Adjusts the speaker volume.
3. LED Indicator: Displays the status of the headset.
4. Earpiece: Holds the headset in the ear.
5. Speaker: Plays incoming audio.
6. Earpiece Arm: Provides superior stability and durability.
7. Microphone: Picks up external audio.
8. Charging Port: Charges the battery.
9. Reset Button: Re-initializes the headset.

Charging the Headset

The headset has a rechargeable battery. Before using the headset for the first time, you have to charge the headset battery for approximate 150 minutes to get a full charge. A fully charged battery provides over 4 hours of talk time and over 1 week of standby time.

If the battery is low, you will hear an audio warning tone through the headset speaker at 16-second intervals, and the LED indicator flashes red. The low battery warning tone will begin three to five minutes of talk time before the headset runs out of power.

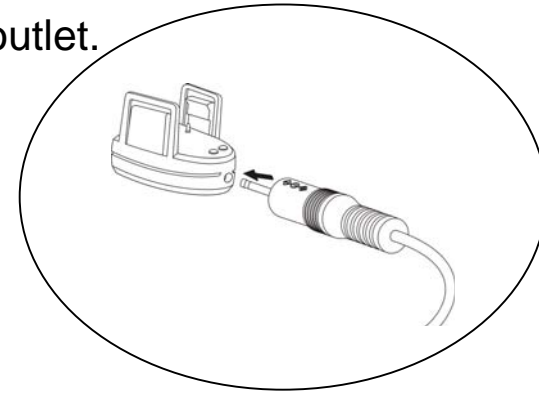
You can recharge the headset at any time without waiting for the battery to be completely discharged. To keep the battery in good condition, please always recharge the headset within a month once the headset is fully discharged.

Before charging, make sure that headset (with internal battery) is at room temperature. The battery will not charge in very cold and very hot conditions.

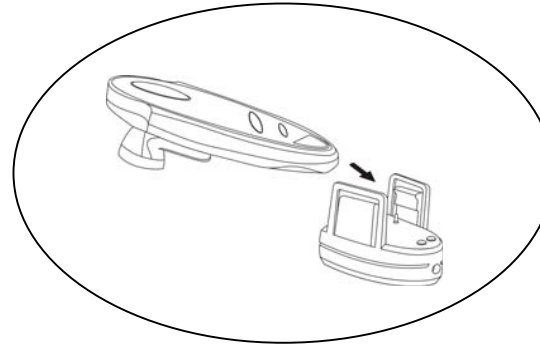
Please note that the headset battery is not replaceable.

To charge the headset:

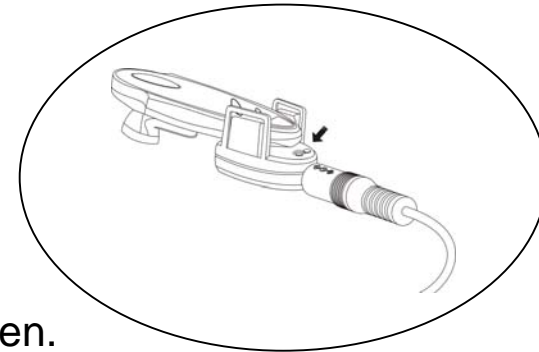
1. Connect the AC adapter to the desktop charger, then plug into an electrical outlet.



2. Place the headset in the desktop charger.



3. During charging, the red indicator light on the desktop charger illuminates.



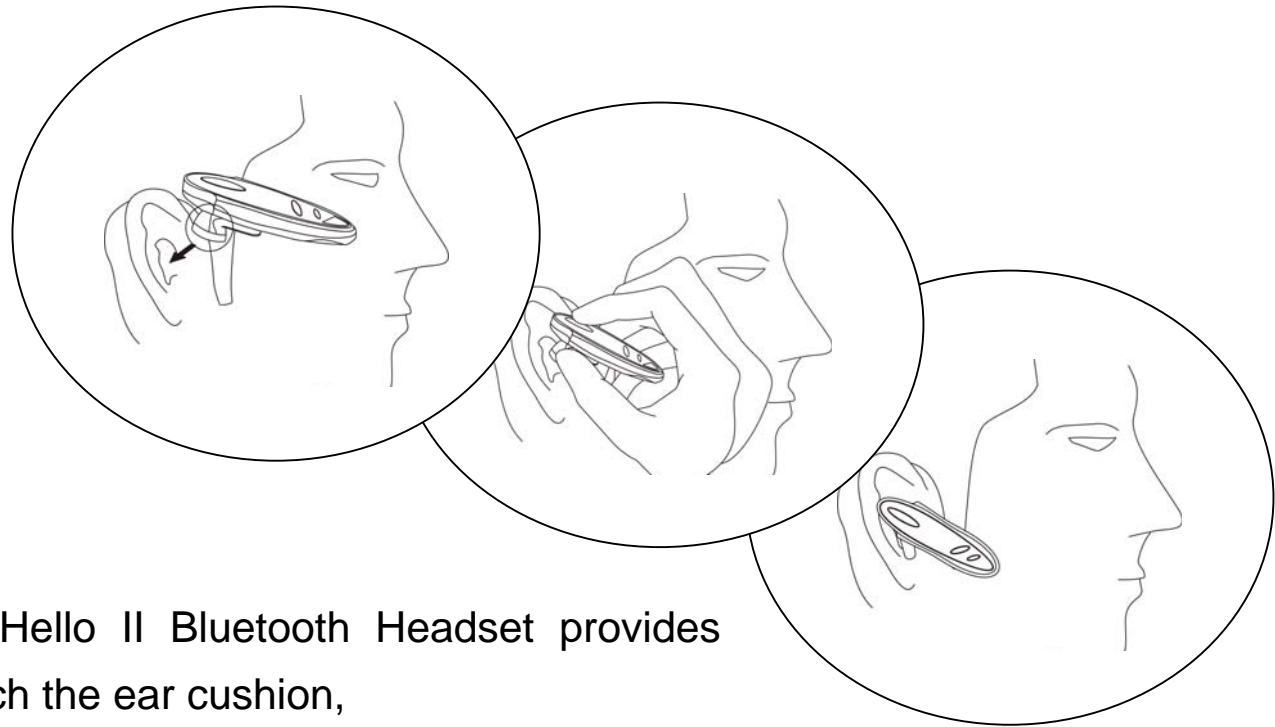
4. When the battery is fully charged, the indicator light on the charger turns green.
5. You can now remove the headset from the desktop charger, and disconnect the desktop charger from the AC adapter.

During charging, if an incoming call arrives while the headset is switched on, you can answer the call simply by removing the headset from the desktop charger.

Wearing the Headset

The Systime Hello II Bluetooth Headset can be worn either on the right or left ear. The earpiece is adjustable, and the 90-degree, rotatable design ensures a snug yet comfortable fit in your ear. To put on the headset, please follow the instructions as below:

1. Directly put the earpiece into your outer ear canal.
2. Adjust the headset to fit your ear.
3. The microphone should be positioned towards to your mouth.



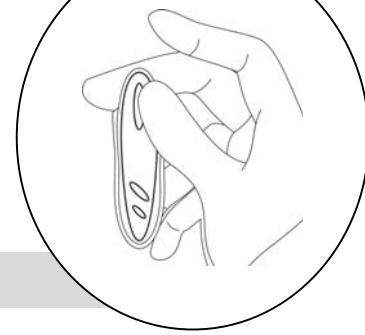
The ear cushion supplied with Systime Hello II Bluetooth Headset provides additional comfort and better fitting. To attach the ear cushion,

1. Hold the headset firmly.
2. Cover the earpiece with the ear cushion.
3. The ear cushion is attached to the ready-to-wear headset.

Switching the Headset On/Off

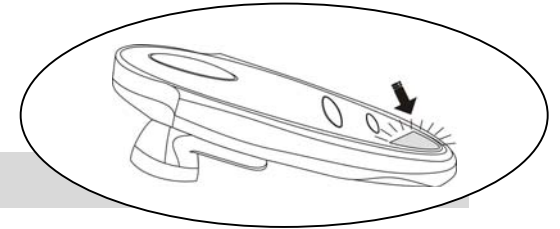
To switch the headset on

1. Press the Talk button for about 5 seconds until you hear two high tones. The LED indicator flashes blue four times.
2. The headset switches on and enters standby mode. The LED indicator continuously flashes blue every 3 seconds.



To switch the headset off

1. Press the Talk button for about 3 seconds until you hear two low tones. The LED indicator flashes red four times.
2. The headset switches off and the LED indicator no longer blinks.



Pairing the Headset

Before using the headset, you must first pair it with a Bluetooth enabled device, such as a Bluetooth mobile phone. Pairing is the necessary for two Bluetooth devices to connect each other wirelessly. After creating a paired link, you do not need to repeat the pairing process and the headset automatically links to the mobile phone when both devices are turned on. Pairing must be performed every time you want to use the headset with a different Bluetooth mobile phone or other Bluetooth enabled devices.

To initiate pairing between the headset and a Bluetooth mobile phone in close proximity:

1. Please turn off the headset.
2. Make certain the mobile phone is switched on.
3. Press the Talk button to switch on the headset, and keep the Talk button pressed for 3 seconds until the LED indicator alternates between blue and red. The headset is now ready for pairing with the mobile phone.
4. Perform a device discovery from the mobile phone. (For details on device discovery, please consult your phone's user's guide.)
5. Once the mobile phone discovers the headset, the text ***Hello !!*** appears on the phone's screen.
6. Follow the phone instructions to accept pairing. When prompted to enter the passkey, enter the number: ***0000***.
7. If time runs out after 60 seconds and the pairing fails, you will have to repeat the steps above. You can view the status from the phone's screen.
8. On completing pairing, the phone's screen will notify you that the pairing was successful. The LED indicator continuously flashes blue, and the headset goes into standby mode.
9. You can now make and answer calls through the headset.

Using the Headset

Before using the headset, make sure that (1) the headset is switched on and connected to a paired Bluetooth mobile phone; (2) the headset is within 10 meters of the phone; and (3) the phone's Bluetooth feature is on (see your phone's user's guide).

Accepting a Call

When an incoming call comes, the headset rings and the LED indicator flashes blue three times at three-second intervals. To receive the call from the headset, press the Talk button once. You can also answer the call by using your phone in the normal way. Please note that if the mobile phone rings first, wait until you hear a ring tone from the headset, and then press the Talk button to answer the call.

Ending a Call

To end a call, press the Talk button once on the headset or press the phone's END key. The headset returns to standby mode.

Making a Call

You can make a call through:

Voice activation

To use voice activation, the mobile phone must support voice dialing. For details on voice dialing, please see your phone's user's guide.

1. Press the Talk button once on your headset.
2. After a short tone sounds, speak the name of the person you wish to connect (if he or she has a voice tag in your phone).
3. The phone automatically dials the number. You can see the details of the call from the phone's screen.

** For Nokia mobile phones, you have to press and hold the "Names" key first, and then speak the person's name after the short tone.

Dialing a phone number from your mobile phone

1. Dial the phone number from the mobile phone's keypad.
2. Press the key to send the call from your phone.
3. The call automatically transfers to the headset.

Volume Control

During a call, you can adjust the headset speaker volume. An audio tone is played for each volume up and volume down step.

To increase the volume, press the volume up button repeatedly until you reach the desired level. To decrease the volume, press the volume down button repeatedly until you reach the desired level.

Transferring a Call between Headset and Mobile Phone

To transfer a call from the headset to the mobile phone, initiate it from the mobile phone. (Refer to your phone's user's guide)

To transfer a call from the mobile phone to the headset, simply press the Talk button once even if the headset is then switched on after a call has been initiated.

Mute/Un-mute

To mute the headset sound, press the volume up button or the volume down button for 2 seconds until you hear two low beeps repeated every 2 seconds. To un-mute, press the volume up button or the volume down button.

Resetting the Headset

If the headset cannot function normally, you can try to reset it. To reset the headset, press the reset button at the bottom of the headset once, and then switch on the headset.

Headset LED Indicator

Status	Blue LED	Red LED	Interval	Remarks
Turning on	4 times			
Turning off		4 times		
Pairing mode	Flashes blue and red alternatively until the pairing is complete or time out.			
Standby mode	Once	Once	3 seconds	<ul style="list-style-type: none"> ■ Flashes red when low battery ■ For Nokia handsets, flashes blue three times every three seconds.
Incoming call	3 times		3 seconds	<ul style="list-style-type: none"> ■ For Nokia handsets, flashes four times every three seconds.
Talk mode	4 times	4 times	3 seconds	<ul style="list-style-type: none"> ■ Flashes red when low battery

Desktop Charger Indicator

Status	Red LED	Green LED
Charging in process	On	
Charging complete		On

Audio Tones

Switching on	Two high tones	Switching off	Two low tones
Pairing mode	Two high tones	Incoming call	A ring tone at a 2-second interval
Mute	Two low beeps repeated every 2 seconds	Un-mute	Two high tones
Low battery	An audio tone every 16 seconds.		

Particularly, for Nokia mobile phones

- All sounds generated from the mobile phone automatically transfer to the headset.
- When an incoming call comes, the headset uses the same ring tone as the mobile phone. If the mobile phone is set in vibration mode, you won't hear any ring tone from the headset.
- To transfer a call from the mobile phone to the headset when the headset is switched on after a call has been initiated, first answer the call from the phone, and then press the Talk button on the headset. The phone's screen shows "Connect with Hello II?". Press "Accept" to transfer the call.

Specifications

Standard	Compliant with Bluetooth specification v1.1
Chipset	BlueCore2-Audio single chipset
Profile Supported	Bluetooth Headset profile
Radio Frequency	2402 MHz ~2480 MHz
Transmitter Power	Class 2 (max 4dBm)
Transmission Range	Up to 10 meters
Receiver Sensitivity	-77 dBm
Charger Power Supply	5VDC / 500 mA
Temperature	Operating: -20°C to 60°C; Storage: -20°C to 60°C; Charging: 0°C to 45°C
Operation Voltage	3.7V
Battery	Rechargeable 110mAh Lithium Polymer battery
Charging Time	150 minutes
Talk Time	HV1: over 4 hours; HV3: over 7 hours
Standby Time	More than 1 week
Dimension	60(L)x18(W)x11(H) mm
Weight	10.8g (not including desktop charger)

HV1 mobile phones: Nokia 6310/6310i/8910/8910i

HV3 mobile phones: Ericsson T39/T68; Sony Ericsson T68i/P800/T610/Z600

Limited Warranty

Systime Corporation Limited Limited One-Year Product Warranty

Systime Corporation Limited warrants this product against defects in materials and workmanship for its warranty period. If a defect is discovered, Systime will, at its option, repair or replace the product at no charge provided it is returned during the warranty period with transportation charges prepaid to the authorized Systime dealer from whom you purchased the product. Repaired or replaced product will be returned to you at the same revision level as received or higher at Systime's option. Systime reserves the right to replace discounted product with an equivalent generation product. Proof of purchase may be required.

This warranty does not apply if the product has been damaged by accident, abuse, misuse or misapplication; if the product has been modified or dismantled without the written permission of Systime; or if any Systime serial number has been removed or defaced.

The warranty and remedies set forth above are exclusive and in lieu of all others, whether oral or written, expressed or implied. Systime specifically disclaims any and all other warranties, including implied warranties of merchantability, fitness for a particular purpose, and non-infringement of third party rights are expressly excluded.

Systime is not responsible for special, incidental or consequential damages resulting from any breach of warranty or under any other legal theory, including, without limitation, damages resulting from use of or reliance on this information presented, loss of profits or revenues or costs of replacement goods, even if informed in advance of the possibility of such damages.

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