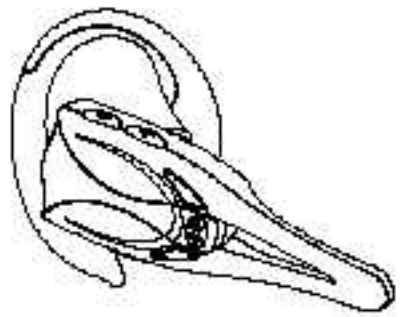


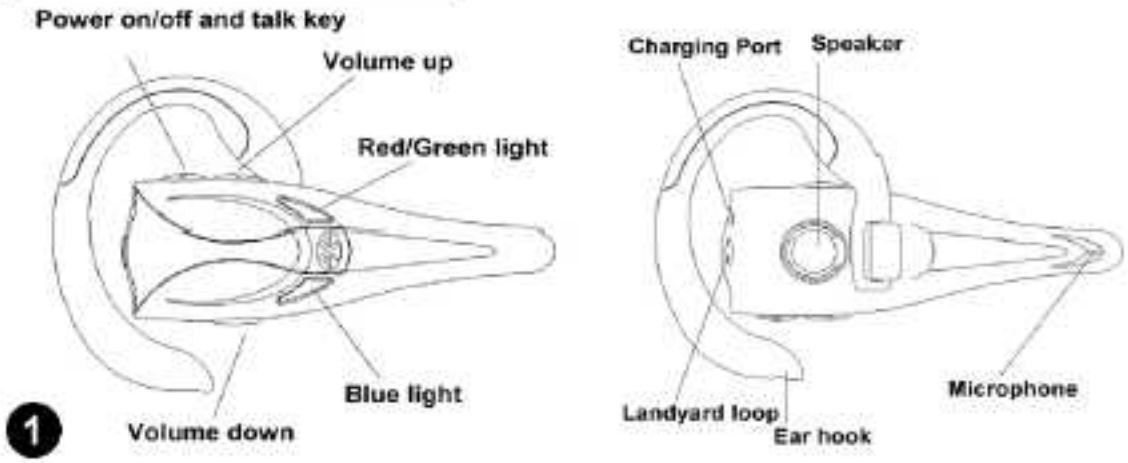
BlueHooter

Bluetooth Wireless Headset User Guide

INTRODUCE

BlueHooter utilizes Bluetooth technology to achieve wireless connection between mobile phone and headset. BlueHooter support Bluetooth Headset and Hand Free profile. The mobile phone must be also support Bluetooth technology in order to make and receive calls using BlueHooter.

HEADSET FEATURES



CHARGING YOUR HEADSET

Charge approximately 2 ~ 3 hours before using the headset. Using adapter and plug the DC Jack to headset charging port. When charging the headset, the indication light(green light) will be turns on and headset will turn the power off automatically. When the charging is completed, the headset indicaton(green light) turns off. You have to turn on the headset after charging process.

When you hear tones through the headset's speaker or the red light flashing, the headset needs to be recharged.

TURN ON/OFF THE HEDSET

TURN ON THE HEADSET

Press power on key for 5 seconds, you will hear tone from the speaker and blue light flashing. Headset in stand-by mode.

TURN OFF THE HEADSET

When headset in stand-by mode, press power off key for 5 seconds, you will hear ton from speaker and red light flashing for 1 second. Headset turn the power off. It will disconnect with paired device.

PAIRING WITH MOBILE PHONE

Pairing with your mobile phone in first use.

1.With the headset and mobile in close proximity.

2.Turn off the headset, lighting indicators shall be all off.

3.Press the power on key sequentially, you will hear a tone and blue light flashing then blue light and red light flashing interval. At this moment, headset enter in pairing mode.

4. Perform a device discovery(or scan) from the mobile phone. For details about device discovery consult your phone's user guide.

5.Enter the pass key "1234" to pair the headset with the phone(pairing is successful when the headset blue light flashing)

6. Link your headset to mobile phone to establish the audio connection.

You can now place and receive call directly on your headset.

USING YOUR HEADSET

Making a call using the phone key pad

You can use the phone as usual to dial a number. The tones and audio signals are automatically transferred to your headset.

Making a call using voice activation

Some phones allow you to use voice-dialing feature. The voice dial function must be activated and voice tags already recorded. Please refer to the phone user guide for instructions on storing voice tags.

1.Press the talk bottom, a tone prompts you to say the name of the person you wish to call as entered in the phonebook.

2.Say the voice tag name, the phone will automatically place the call.

Making a call using the redial function

Press Volume up to redial the number.

Ending a call from the headset

To end a call, press the headset's talk bottom.

Receiving a call

A ring tone will sound in your headset. Just press the headset's talk key to answer the call.

Transferring a call

Transfer a call from headset to your phone. It must be initiated by the phone. Please refer your phone's user guide.

Disconnecting your Bluetooth link

To terminate the Bluetooth connection between the headset and your phone, turn the headset off.

Volume control

Adjust the volume up: during conversation, press volume up.

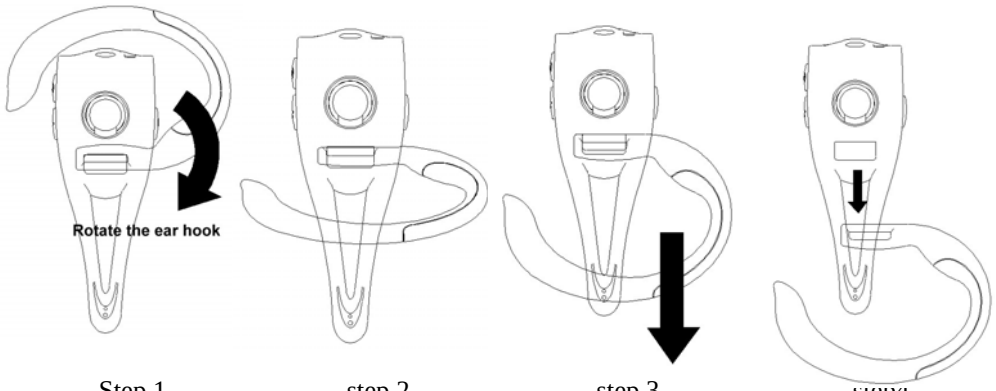
Adjust the volume down: during conversation, press volume down.

When the minimum/maximum volume is reached, a beep sound will be alarmed.

INDICATOR LIGHT CHART

Headset state	Light Indication State
Power off	All lights OFF
Charging In Process	Green light ON (Charger plugged in)
Charging Complete	All lights OFF(Charger plugged in)
Pairing Mode	Blue and Red Light flash interval
Stand by mode	Blue light flashing every 3 second
Audio link mode	Blue light flashing 3 times in a second
Battery low	Red light flashing every 3 second

CHANGING FOR WEAR ON LEFT/RIGHT EAR



Step 1 step 2 step 3 step4

Remark

Do not release ear hook from step 1. This might be damage the ear hook

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.

(2)This device must accept any interference received, including interference that may cause undesired operation.

15.105 Federal Communications Commission (FCC) Requirements, Part 15

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.

Any changes or modifications (including the antennas) made to this device that are not expressly approved by the manufacturer may 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.