

# **kurvē Wireless for iPod**

## **User Guide**

Revision 1.2



**WiMe?**  
[www.wimenow.com](http://www.wimenow.com)

## PLEASE NOTE

Kurve Wireless for iPod® comprises two audio devices (the Kurve Receiver and the Kurve Adapter) featuring Bluetooth® wireless technology that will play back stereo music wirelessly from a compatible iPod music device, through a hi-fi system or speaker system.

The Kurve Receiver will receive audio wirelessly not only from the Kurve Adapter but also from any music device that supports *Bluetooth* Stereo features. This Bluetooth capability is also referred to as A2DP (Advanced Audio Distribution Profile). As with Kurve Adapter, your music device should support the A2DP Source role in order to work with Kurve Receiver. Future references to the term "music device" or "audio device" in this document will imply a device that supports *Bluetooth* Stereo features.

To control the playback volume of music being streamed by your music device to the Kurve Receiver, your music device must support the *Bluetooth* Remote Control feature. This feature is also referred to as AVRCP (Audio Video Remote Control Profile). Your music device should support the AVRCP Controller role in order to control the playback volume. The Kurve Adapter supports this AVRCP Controller role.

If your music device does not support the *Bluetooth* Remote Control feature, you will have to adjust the playback volume, using the volume control of your hi-fi or speaker system.

## **Made For iPod**

Kurve Adapter has been designed specifically to work with iPod and has been certified by the developer to meet Apple performance standards.



"Made for iPod" means that an electronic accessory has been designed to connect specifically to iPod and has been certified by the developer to meet Apple performance standards.

## **Supported iPod models**

WiMe's website also provides a list of supported iPod models. For the latest list, please visit our website at [www.wimenow.com](http://www.wimenow.com).

## **Notice**

Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards.

## About Bluetooth® Wireless Technology

*Bluetooth* technology is a wireless technology that can be found in devices such as mobile phones, computers, personal digital assistants (PDAs), allowing them to be wirelessly connected to one another, for transfer of information or music.

If you have a device that uses *Bluetooth* wireless technology, you can:

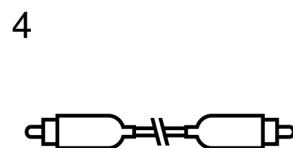
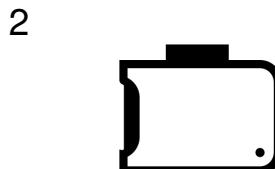
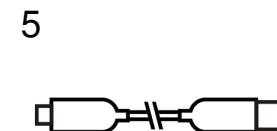
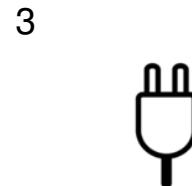
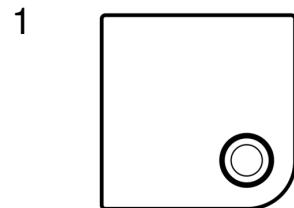
- Connect to handsfree devices
- Connect to stereo hi-fi systems or headphones
- Connect to computers and access the Internet
- Synchronise information with computers
- Use remote control applications
- Use media viewer accessories
- Exchange items and play multiplayer games

## **1 WHAT'S IN THE BOX**

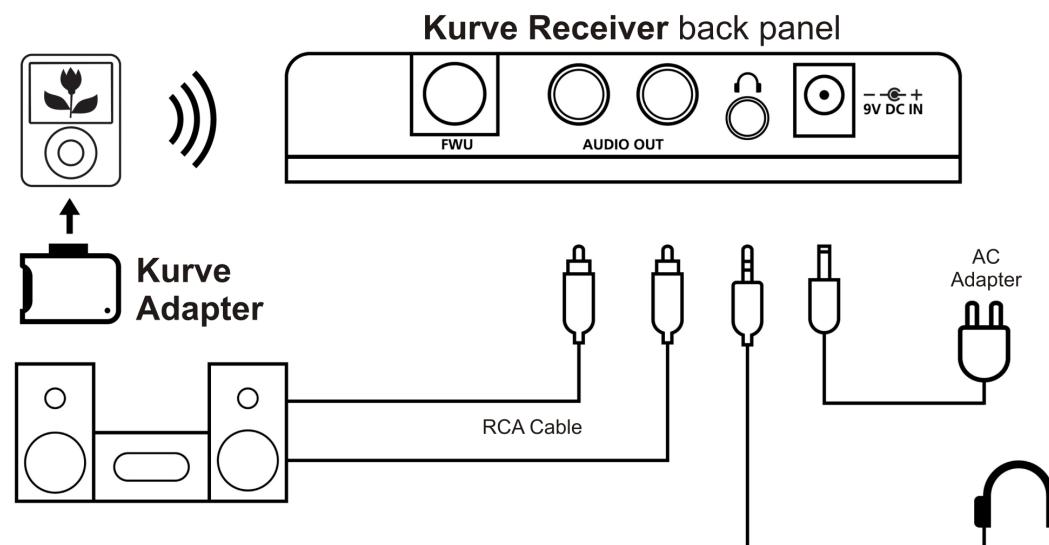
Thank you for purchasing the Kurve Wireless for iPod.

The package should contain the following items:

1. the Kurve Receiver
2. the Kurve Adapter
3. AC Adapter
4. RCA Cable
5. USB Cable
6. User Guide (this document)



## 2 SETTING UP FOR USE



## **2.1 Power**

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- Connect the included 9V AC power adapter to the Kurve Receiver's back panel connector marked .
- The blue light ring on the top of the Kurve Receiver should be on if the power connections are correct and working properly.

## **2.2 Audio**

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- Refer to the user manual of your hi-fi system or amplifier for instructions on how to connect a line input.
- Connect the Kurve Receiver into your hi-fi system or audio amplifier using the included RCA cable.
- If your hi-fi system or audio amplifier only has a single 3.5mm input connector, you can connect it to the Kurve Receiver using the output on the back panel of the Kurve Receiver marked .

- The Kurve Receiver can also be used with stereo headphones. Connect your headphones to the output on the back panel of the Kurve Receiver marked .

**IMPORTANT NOTE**

The stereo headphones used should have volume-control and be adjusted to the lowest volume before connecting it to the Kurve Receiver.

- Connect the Kurve Adapter to your iPod.

## 3 BLUETOOTH PAIRING

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“Pairing” is a process of linking two devices using *Bluetooth* wireless technology so that they are able to communicate with each other within a secure environment. Before the Kurve Receiver can accept streamed audio from the Kurve Adapter or another music device (mobile phone, notebook PC or MP3 player), the Kurve Receiver and the Kurve Adapter/other music device must first be paired. Before proceeding with the Pairing process, please refer to the user guide of your music device and familiarize yourself with your device’s *Bluetooth* Pairing process.

### 3.1 To pair devices

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- Press the button on the top of the Kurve Receiver and hold it down for 2 seconds until the Kurve Receiver’s blue light ring starts flashing rapidly. This indicates that the Kurve unit is in Pairing mode. The Kurve Receiver remains in Pairing mode for 60 seconds,
- If you are using the Kurve Adapter with an iPod, plug the Kurve Adapter into the iPod. Once plugged in, Kurve Adapter will automatically attempt to connect to the last device it was connected to. If it does not find this device, Kurve Adapter will attempt to locate an available device for pairing.

**IMPORTANT NOTE**

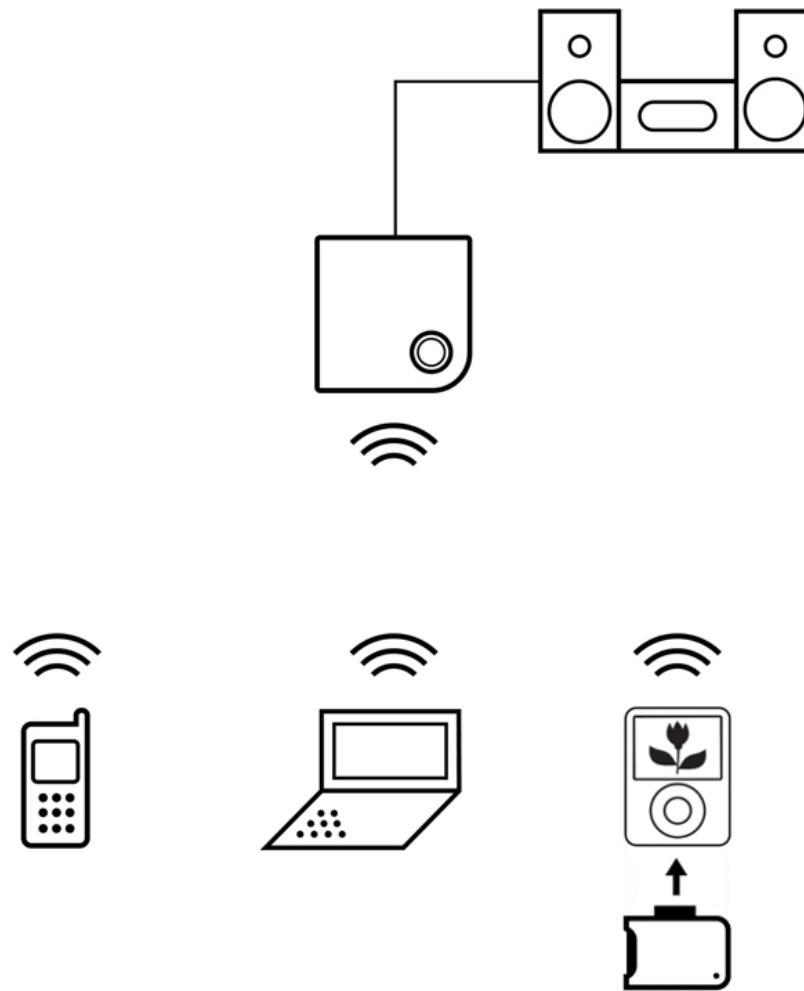
For Kurve Adapter to pair with the intended device, you should ensure that the intended device is the only *device in Pairing mode within range*. If Kurve Adapter locates both a Kurve Receiver and a headphone device in Pairing mode, Kurve Adapter will connect to the Kurve Receiver.

- If you are using another music device, within the 60 second period, you should use your music device to search for and pair with the Kurve Receiver.
  - The Kurve Receiver will be identified on your music device as “WiMe Kurve”
  - When you are prompted to enter a passcode on your music device, please enter the code “0000”,
- Once paired, the blue light ring will stop flashing, indicating that the Pairing process has been completed.
- If for some reason the Pairing process fails, please repeat the steps above. If you are using the Kurve Adapter with an iPod, simply disconnect the Kurve Adapter, wait for a moment and then plug it back into the iPod.

- To pair the Kurve Receiver with a second music device, follow the same procedure as above. You can pair with up to 4 other music devices in addition to the Kurve Adapter.
- You will only need to pair the Kurve Receiver with the Kurve Adapter/other music device once.

**IMPORTANT NOTE**

Once paired, you will not need to repeat the process, unless Kurve Adapter was at some point connected to another device instead of the Kurve Receiver.



For more information on pairing of *Bluetooth* devices, please visit the *Bluetooth* website at [www.bluetooth.com](http://www.bluetooth.com).

## 4 PLAYING MUSIC

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This section shows you how to play music from your iPod/other music device to the WiMe Kurve Receiver. Please ensure that your music device has been paired with the Kurve Receiver before continuing (refer to **Section 3 Bluetooth Pairing** for this). The music playback process is controlled entirely from your iPod/other music device.

### 4.1 Connect & Play

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- If you are using the Kurve Adapter with an iPod, it will automatically connect to the Kurve Receiver when it is plugged into the iPod.
- If you are using another music device, you need to make a connection between the Kurve Receiver and your music device each time you wish to play music. The procedure for connecting your music device varies from device to device. Please check the user guide for your music device for instructions on how to start playing music over a Bluetooth connection.
- Once you have established a connection between the Kurve Receiver and your Kurve Adapter/other music device, the blue light ring on the Kurve Receiver will start a slow flash, indicating that the Kurve Receiver is ready to start playing music.
- To start playing music, press the “play” button on your iPod/other music device.
- Only one paired music device can play music at a time through the Kurve Receiver.

- To play music from a different paired music device, stop the Bluetooth connection between the first music device and the Kurve Receiver, and then establish a connection between the next music device and the Kurve Receiver.

#### **4.2 Pause**

- While playing is in progress, you may pause the music by pressing the “pause” button on your music device.

#### **4.3 Stop**

- While playing is in progress, you may stop the music by pressing the “stop” button on your music device.

#### **4.4 Other Playback Functions**

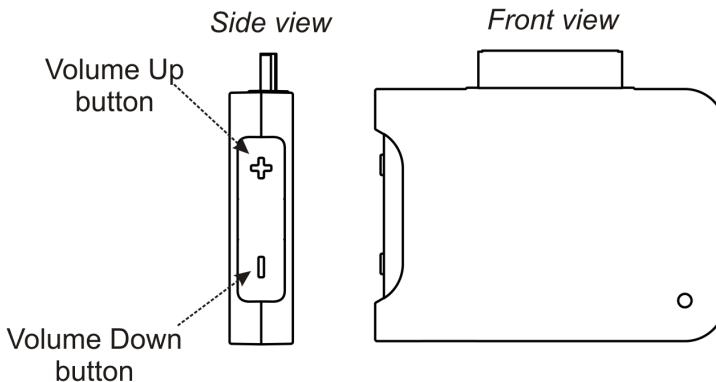
The following playback functions may be available on your music device. If so, they will also work with the Kurve Receiver.

- fast forward, reverse, next track, previous track, track number select.
- equalizer function (this is a feature on your music device that adjusts the frequency response, for example, “Rock”; “Classical”).

## 4.5 Changing the Volume

Playback volume can be adjusted in any one of the following ways:

- If streaming from the Kurve Adapter, you can use the Volume Up/Down buttons on Kurve Adapter to change the playback volume.



- If streaming from any other music device that supports the Bluetooth Remote Control feature, you can adjust the playback volume using the volume controls on the music device. Please check your music device's user guide for more information.
- You can also adjust the playback volume using the control(s) on the hi-fi system or speakers directly.

#### **4.6 Understanding the Kurve Adapter**

Once paired with the Kurve Receiver, every time you plug the Kurve Adapter into your iPod, the Kurve Adapter should work automatically to wirelessly stream music from your iPod to the Kurve Receiver.

If your iPod is left unused both the iPod device and Kurve Adapter will, after some time, fall into a low power state to conserve battery life. In this state, the wireless connection to the Kurve Receiver will be lost. You can easily resume streaming to the Kurve Receiver at any time by pressing the PLAY button on your iPod *twice*.

The Kurve Adapter can also be used to stream music from a connected iPod to a headphone that supports the Bluetooth A2DP profile.

When the Kurve Adapter is plugged into an iPod, it will try to establish a wireless connection to the last device that it was wirelessly connected to. If you are changing from using a headphone to the Kurve Receiver in order to listen to music on your home audio system, you need to turn your headphones off first. If not, the Kurve Adapter will not wirelessly connect to the Kurve Receiver and will continue to stream music to your headphones.

## 5 POSITIONING YOUR KURVE

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The Kurve Receiver is designed to receive streaming audio within a range of 10 metres from the Kurve Adapter/other music device. However, the actual operational range is highly dependent on the environment, such as transmitting range of your music device, and any obstructions in the way, such as walls and metal parts.

If you experience problems when streaming audio from your Kurve Adapter/other music device, you may want to try moving it closer to the Kurve Receiver.

## 6 USING KURVE ADAPTER WITH HEADPHONES

The Kurve Adapter may also be used with headphones that support Bluetooth A2DP. When the Kurve Adapter is plugged into your iPod, it will attempt to re-connect to the device it was last used with. If this is the first time you are using your headphones with Kurve Adapter, or Kurve Adapter was previously used with a different device, you will need to pair the two devices before they can be used. Please refer to the user guide for your headphones for instructions on how to pair with another Bluetooth-enabled device.

Once paired, the Kurve Adapter will automatically attempt to connect wirelessly to your headphones. Please refer to the user guide for your headphones to see whether connection is automatic or requires manual confirmation.

Once connected, playing music and controlling playback functions and volume is the same as for the Kurve Receiver (see **Section 4 Playing Music**)

## 7 RECHARGING YOUR iPod

You can recharge your iPod even with the Kurve Adapter plugged in, using the USB cable that is included in this package.

To charge your iPod while Kurve Adapter is plugged in, follow these steps:

- The small connector on the cable should be plugged into the Kurve Adapter's USB port when the Kurve Adapter is plugged into the iPod.
- The large connector on the cable should be plugged into an unused USB port on your PC/Notebook PC or a USB iPod charger.
- Please note that the PC/Notebook PC or USB iPod Charger must be on in order to re-charge the iPod.

### IMPORTANT NOTE

The USB cable is *not* intended to function as an iTunes® synchronization cable. It is used only for conveniently charging your iPod while the Kurve Adapter is attached to the iPod.

## **8 INFORMATION AND SUPPORT**

Please visit WiMe's website at [www.wimenow.com](http://www.wimenow.com) for the latest information related to your product. Technical support, knowledge base, and a list of compatible devices can also be obtained at this site.

## 9 SPECIFICATIONS

### 9.1 Kurve Receiver

<b>Standard</b>	<i>Bluetooth</i> Specification 2.0	
<b>Support Profiles</b>	A2DP Sink AVRCP Target	
<b>Supported Audio Codecs</b>	SBC	
<b>Interface</b>	3.5mm line-out jack, RCA Stereo Output	
<b>Sampling Frequency</b>	44.1kHz / 48kHz	
<b>RF Specifications</b>	<b>RF Frequency Range</b>	2,402MHz to 2,480MHz
	<b>Spectrum</b>	FHSS (Frequency Hopping Spread Spectrum)
	<b>Modulation</b>	GFSK
	<b>Power Class</b>	<i>Bluetooth</i> Class 2
	<b>Range</b>	10m (Outdoor operating space)
<b>Current Consumption</b>	<b>Active Bluetooth Streaming Connection</b>	150mA (ave.)
	<b>Standby Mode</b>	5mA (ave.)
<b>Button(s)</b>	Pairing	
<b>Pairing capability</b>	Supports up to 5 Pairing records	
<b>Audio Specifications</b>	<b>Frequency</b>	20 Hz to 20 kHz
	<b>SNR (A-weighted)</b>	95 dB or higher
	<b>THD+N</b>	< 0.06% (-65dB)
<b>Temperature</b>	<b>Operating</b>	0° to +70°C
	<b>Storage</b>	-20° to +85°C
<b>Power Supply</b>	DC 9V, 500mA	
<b>Dimensions</b>	131mm (L) x 125mm (W) x 31mm (H)	
<b>Weight</b>	180g	

## 9.2 Kurve Adapter

<b>Standard</b>	<i>Bluetooth Specification 2.0</i>	
<b>Support Profiles</b>	A2DP Source AVRCP Controller and Target	
<b>Supported Audio Codecs</b>	SBC	
<b>Interface</b>	Mini USB connector, iPod connector	
<b>Sampling Frequency</b>	44.1kHz	
<b>RF Specifications</b>	<b>RF Frequency Range</b> 2,402MHz to 2,480MHz	
	<b>Spectrum</b> FHSS (Frequency Hopping Spread Spectrum)	
	<b>Modulation</b> GFSK	
	<b>Power Class</b> <i>Bluetooth Class 2</i>	
	<b>Range</b> 10m (Outdoor operating space)	
<b>Current Consumption</b>	<b>Active Bluetooth Streaming Connection</b> 50mA (ave.)	
	<b>Standby Mode</b> 2mA (ave.)	
<b>Button(s)</b>		Volume Up, Volume Down
<b>Pairing capability</b>		Pairs only with 1 device at a time
<b>Temperature</b>	<b>Operating</b> 0°C to +70°C	
<b>Power Supply</b>		DC 3.3V, 60mA
<b>Dimensions</b>		52mm (L) x 38mm (W) x 9.5mm (H)
<b>Weight</b>		12g

## FCC Statement

This equipment has been tested and found to comply with Part 15 of the FCC rules. Operation is subject to the condition that this device does not cause harmful interference. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with this User Guide, may cause harmful interference to radio communications. 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 of the following measures:

- re-orient 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 equipment complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this equipment may not cause harmful interference, and (2) this equipment must accept any interference received, including interference that may cause undesired operation.

**Caution:** Any changes or modifications made without the approval of the party responsible for compliance could void the user's authority to operate this equipment.

### **RF Exposure Guidelines**

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

### **Declaration of Conformity**

WiMe Pte Ltd declares that Kurve Wireless for iPod is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.



### **Limited Warranty Statement**

WiMe warrants that this product is new or has been re-manufactured to meet new standards using new or serviceable used parts. WiMe makes no other warranty, either expressed or implied, with respect to this product. WiMe specifically disclaims the implied warranties of merchantability and fitness for a particular purpose. Some states or provinces do not allow limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you.

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