

on the Headset after making the call, to transfer audio to the Headset. Besides trial and error attempts, you may wish to visit our website to find out how best to configure your particular mobile phone.

Terminating a Call

To terminate a call, press briefly the CTRL button. A sound will be heard, confirming the disconnection. Wait at least three seconds before you can press the CTRL button again to place a new call.

Alternatively, you can terminate a call by using the END key of your mobile phone. Doing so, will automatically terminate the audio connection between the Headset and mobile phone. If the other party terminates the call, no further action on your part is required.

Voice Dialing

NOTE: This feature is only available with mobile phones equipped with voice activation technology. The following procedure assumes that you have already assigned voice tags to your contacts: While your phone is ON but no call is in progress and the phone is not ringing, press CTRL briefly. This will be followed by a short beep. After the beep, pronounce the name of the party you wish to call and wait for feedback from the phone. The type of feedback depends on your phone (voice confirmation or no confirmation).

Volume Control

You can adjust volume of the Headset by pressing on the left or right volume buttons to increase/decrease volume. Every press changes the audio level and is followed by a short beep. Continuous pressing on the volume button will continuously increase/decrease the volume. When volume is at the maximum/minimum, no further beeps are heard.

Mute Function

While a call is in progress, press the MUTE button briefly. This will be followed by a tone to indicate that you are in Mute. To cancel the mute mode, press the button again.

Transferring calls between Headset and mobile phone

You can transfer calls between Headset and phone and vice versa. While a call is in progress, use your phone's key pad to transfer audio and voice from the phone to the Headset. To transfer the call from the phone to the Headset while a call is in progress, press the CTRL button once on the Headset or use your phone's key pad (refer to your mobile phone manual).

allways™ Quick Start Guide

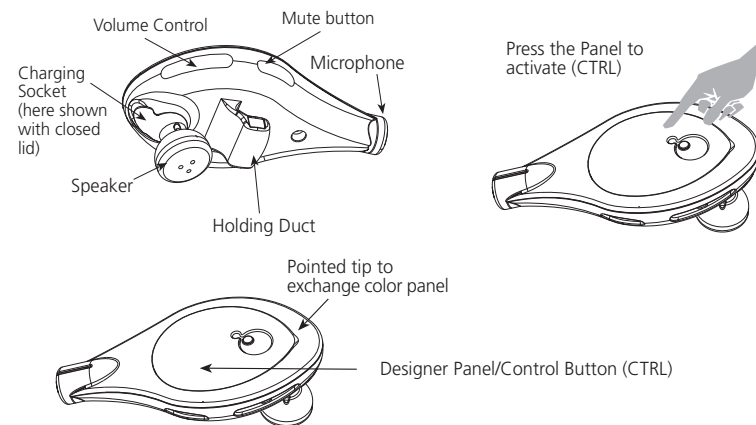
FR Pour la version française, visitez s.v.p notre site Web.

GR Die Deutsche Version der Kurzanleitung kann von unserer Website heruntergeladen werden.

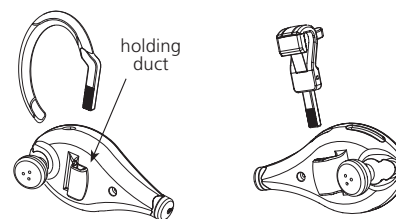
ES La versión española de la guía rápida, puede encontrarse en nuestro sitio web.

www.allways1.com/techsupport

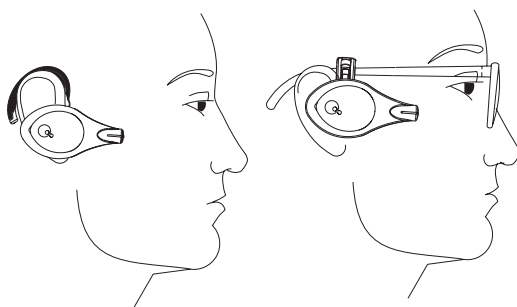
Your allways™ Headset has the following controls:



1. Ear-Loop and Eye/Sun-glass clip



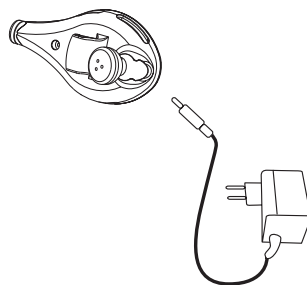
- Insert either the Ear-Loop or the Glass-Clip into the holding duct and adjust the height to assure that the speaker protrudes into the ear-canal.



- Insert Loop or Clip from the opposite side of the holding duct if you prefer to wear the headset on the right or left side of your head respectively.

2. Charging Batteries

Charge the Headset using the included charger. You must fully charge the Headset prior to first use (approximately 4 hours; thereafter 2.5 hours should suffice for a full charge). Initially your allways™ Headset shows a red LED, indicating that the battery is not charged. When fully charged, the light indicator will turn to steady blue.



3. Getting Started

Turning On/Off

Press and hold the **Control (CTRL)** button for at least 3 seconds until the blue LED flashes and an alert tone is heard. Press the CTRL button for at least 3 seconds until the LED flashes in red and an alert tone is heard. Quickly release the button.

First time use

After turning on the Headset, proceed to Pairing (Pairing is the mutual registration

and acknowledgement procedure between your mobile phone and Headset).

The blue LED starts flashing rapidly (2 times per second), indicating that the device is in pairing mode. (Please read the pairing mode section for more details).

Using the Headset after successful Pairing

If the Headset is already paired, the blue LED will start flashing in slowly (one flash every 5 seconds), indicating that the device is in standby mode.

Perform Pairing

Pairing is required only the first time for a specific allways™ Headset and a specific mobile phone. Thereafter no further pairing will be required.

- Turn on the Headset and your mobile phone.
- Press and hold the CTRL button of the Headset for at least 6 seconds until the LED starts rapidly flashing in blue (3 flashes per second). Release the button.

NOTE: While pressing CTRL the red LED will flash after 3 seconds; do not release button yet. Wait for the blue LED to start flashing.

- Activate the Bluetooth™ function on your phone and initiate the search mode for other Bluetooth™ devices or Headsets.

Your phone should now find the Headset and the name "All Ways" should appear on your screen.

- When prompted, select the allways™ Headset and enter 0000 as the PIN code (4 zeros).
- If successful, the blue LED of your Headset should start blinking every 5 seconds (slow blinking).

You have now successfully completed your Bluetooth™ pairing process and are able to use your allways™ Headset in conjunction with your mobile phone.

4. Handling Calls

NOTE: The Headset functions will only work after successful completion of pairing

Answering a Call

When your mobile phone is ringing you will hear the ring tone either directly on the Headset or from the phone. To answer the call from the Headset, press CTRL briefly.

NOTE: Wait several seconds after pressing CTRL until you hear a sound on the Headset. Pressing the CTRL button again too quickly might disconnect the call. Alternatively you may answer the call by using your mobile phone keys.

Placing a Call

You can dial by using the mobile phone's keys. If your mobile phone supports voice-activation, you may also place your call accordingly as described in the Voice Dialing section below.

If you are initiating a call by using the phone's keypad, your call will most likely be automatically transferred to the Headset. However, some mobile phones require prior configuration. With other phones you must press the CTRL button