rondoMOTION

Connect Button

Micro-USB Charging Port

LED Indicator

Connecting:

1. Install RondoPlayer via rondoplayer.com
2. Attach RondoMotion to your headphones (see **Figure 1**)
3. Press the connect button (the LED will blink RED to show that it is ready to connect)
4. In RondoPlayer, go to Motion Sensors and tap "Scan For Sensors." The discovered sensors will appear in the sensor list. Tap a sensor in the list to connect.
5. Give your RondoMotion sensor a name.

Disconnecting:

Once you have connected RondoMotion to RondoPlayer, you can connect and disconnect simply by tapping RondoMotion's connect button.

After disconnecting, RondoMotion will enter a sleep state until connecting again. RondoMotion can sleep for over a month without needing to be charged (depending on its charge level prior to sleeping).

Charging

Use the provided micro-USB cable to charge RondoMotion. You can plug the USB cable into any USB port, including wall adapters. **Note: RondoMotion may need charged before its first use**.

LED States

⬛	Off (Disconnected)	LED off
🟥	Advertising/Connecting	Blinking red
🟩	Connected	Slow green blink
🟥	Charging	Solid red (plugged into USB)
🟩	Charged	Solid green (plugged into USB)

RondoMotion works with Bluetooth Smart Ready devices and requires the RondoPlayer app.
To see if your device is supported, or for additional information or support, visit **rondomotion.com**.

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Specifications:

Dimensions: 1in x 1in x 0.25in
Weight: 20 grams
Wireless: Bluetooth v4.0
Maximum range: Approx. 30 ft
Battery type: Rechargeable lithium Ion
Charge time: Approx. 1 hour
Operating time: Approx. 20 hours
Standby time: Months

Bluetooth SMART

Compliance

Dysonics has not approved any changes or modifications to this device by the user. Any changes or modifications could void the user's authority to operate the equipment.

FCC Regulatory Information

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.

Note: 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 detrimental 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:

1. Reorient or relocate the radio or television antenna.
2. Increase the separation between this equipment and the radio/TV receiver.
3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4. Consult the dealer or an experienced radio/TV technician for help.

This product emits radio frequency energy, but the radiated output power of this device is far below the FCC radio frequency exposure limits. This equipment complies with FCC RF radiation exposure limits forth for an uncontrolled environment. Nevertheless, the device should be used in such a manner that the potential for human contact with the antenna during normal operation is minimized.

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Welcome to the world of immersive audio.

Introducing the world's first Bluetooth Smart motion sensor designed for headphones. RondoMotion works seamlessly with RondoPlayer to bring a new level of quality and realism to headphones.

Hearing is believing… get ready!

DYSONICS