Thanks for your choosing the Reddot R222-SModel as your source for entertainment !Please read all information carefully prior to using R222-s in order to prevent damages to the product and to enjoy the best performance.

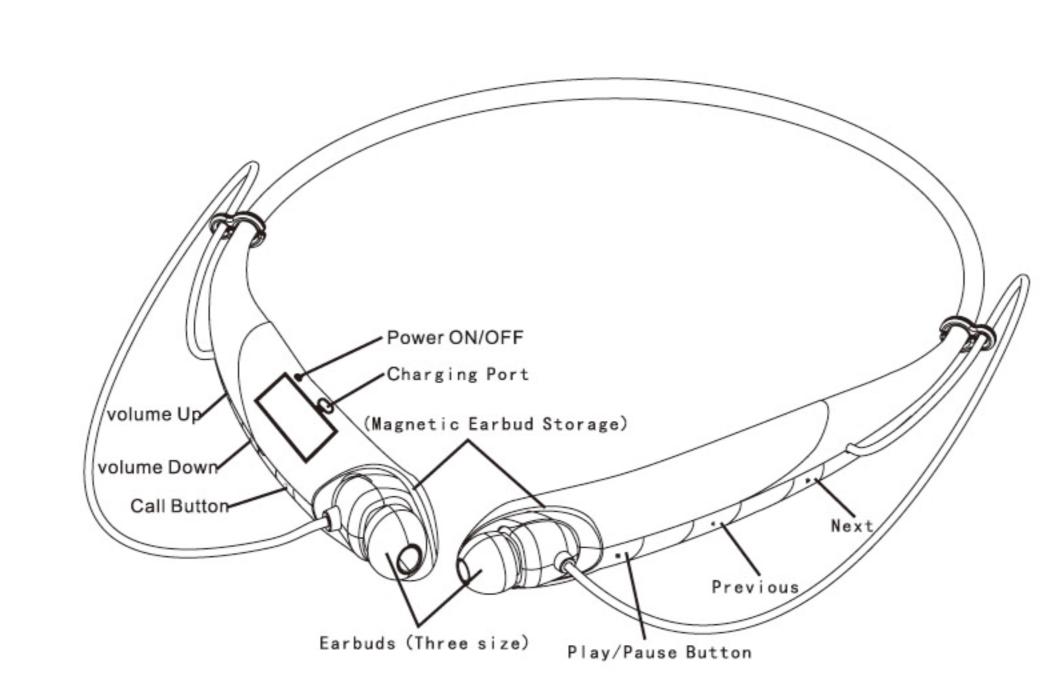
### To Charge Battery

You must charge your R222-s completely before the first use. 1. Connect the charge wire to the charging port on your headset. 2. A red light will illuminate while charging.

3. The red light will turn off indicating the headset is fully charged.



# WIRELESS STEREO HEADSET Quick Start Guide



#### **Pairing Your Headset**

Before using the headset for the first time you must pair it with a wireless-enabled handset.

1. To pair your headset with an additional handset, the headset must be placed in pairing mode.

2. There are two pairing mode methods with the R222-S.

#### Easy Pairing Method (First Time Pairing)

1. Move the power switch to the "ON" side to turn on the R222-S. When the headset enters pairing mode, the LED indicator will show a solid blue light.

2. Using your handset, find the wireless menu and "search for" or "add" new devices.

Select "R222-S" from the list of devices and pair it with you handset. 3. If asked for the Pass/PIN code please enter "0000" Note: if R222-s handset supports Secure Simple Pairing (SSP), you

will not need to enter Pass/PIN code. 4. Some handsets might ask for permission to access the phone's contact list. If you receive a message from your handset, please select "OK" or "allow access".

The R222-s will automatically turn off if not paired within 3 minutes. Manual Pairing (Pairing with another phone or re-pairing) With the Power off, press the CALL button and move the power switch to the 'ON' side at the same time 1 second. When the headset enters Pairing Mode, the LED indicator will show a solid blue.

After the procedure repeat Easy Pairing steps 2 through 4.



Not all features are available in all areas Worldlinks Communications, L.L.C. © 2015 All Rights Reserved

### Advanced Multipoint

The R222-S is capable of having two devices connected to the headset at the same time. This will give you the freedom of using call waiting between calls on both of your connected phones. Connection

Pair the headset with one of your wireless-enable handsets (per the pairing instructions on page 2).

Turn off the headset.

With the Power off, press the CALL button and move the power switch to the "ON" side at the same time for 1 second to enter Manual Pairing mode.

Now, pair and connect the headset with your other Wireless-enabled handset this will be your primary handset.

Once this handset is paired and connected, go back and connect the originally paired handset to the headset, this will now be your secondary handset.

**Auto Reconnect** 

If the R222-s is turned off (either accidentally or intentionally) while connected to a handset, the headset and handset will disconnect. The headset and handset will automatically reconnect when the R222-S is turned back on while in range.

Out of range If the paired devices are separated by a range of 33 feet (10 meters) or more, the headset and handset will disconnect and R222-S will

vibrate an alert. If the headset and handset do not automatically reconnect when they are back within the required range, briefly press the CALL button on the R222-s to reconnect manually.

It is possible to use these functions only when your handset supports them. For further information about using these features,

please consult your handset's user manual. While in multi-connection and steaming, non-streaming paired device which is out of range will be disconnected and R222-S will

Controls

Power on/Power off

-Move the power switch to the 'ON' or 'OFF' side. Volume Control

-Briefly press the VOLUME button. Charging

alert once and not try to reconnect.

-While charging the LED indicator will show a solid red light.

Low battery -An announcement will be made once every 2 minutes.

-If the battery is not the headset will turn off.

Answering a call/Ending a call -When there is an incoming call the headset will ring and vibrate

-Briefly press the VOLUME DOWN button stop vibration. -Briefly press the CALL button.

Last number redial

-If you make a call from the handset, the call will (subject to phone settings) automatically transfer to the headset. If the call is not automatically transferred, you can manually transfer the call if you press and hold the VOLUME UP button.

## Voice dialing

Briefly press the CALL button to activate "Voice Command". Note: If the handset does not support Voice Dialing, it is possible

that performing this action will activate last Number Redial.

Transferring a call

While on a call on your handset, press and hold VOLUME UP button for 3 seconds to transfer the audio either from headset to handset or from handset to headset.

Call Waiting

Answer a second call without hanging up the first call by pressing the CALL button for 1 second (you will hear a beep). Press the Call button for 1 second to return to the original call. Briefly press the CALL button to terminate the active call or both calls at once.

Audio streaming PLAY: Briefly press the PLAY/PAUSE button.

PAUSE: Briefly press the PLAY/PAUSE button. STOP: Press and hold the PLAY/PAUSE button. NEXT SONG: Briefly press the NEXT button.

PREVIOUS SONG: Briefly press the UP button.

### IMPORTANT SAFETY INFORMATION

### Avoiding hearing damage

Permanent hearing loss may occur if you use your headset at a high volume. Set the volume to a safe level. Over time you can become accustomed to a higher volume that may sound normal but can be damaging to your hearing. If you experience ringing in checked. The louder the volume, the less time is required before your hearing could be affected.

Using Headsets safely

## FCC Caution.

## § 15.19 Labelling requirements.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device must accept any interference received, including interference that may cause undesired operation.

## § 15.21 Information to user.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

# § 15.105 Information to the user.

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 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.

your ears or muffled speech, stop listening and have your hearing

Hearing experts suggest that to protect your hearing: • Limit the amount of time you use the headset at high volume.

 Avoid turning up the volume to block out noisy surroundings. Turn the volume down if you can't hear people speaking near you.

Use of headsets to listen to music while operating a vehicle is not recommended and is illegal in some areas. Be careful and attentive while driving. Stop using this device if you find it disruptive or distracting while operating any type of vehicle or performing any other activity that requires your full attention.