

**Model Nubmer: PG467**

**Brand Name: Gear4**

## **User Manual**

### **Getting Started:**

1. Remove the battery cap compartment from the bottom of the UnityRemote device by turning it counter clockwise

[Battery cap removal gfx]

2. Insert the 3x AA batteries provided and close the battery compartment cap by rotating it clockwise.

### **Powering Unity for the first time**

1. Press the button located on the side of UnityRemote for half a second to switch it on. The red steady light will stay on for 3 seconds to indicate UnityRemote is powered up.

[Show Power button]

2. UnityRemote's status LED will slowly blink to indicate it is in pairing mode. If the LED does not blink, press the button for half a second to switch UnityRemote off. Then press and hold the button until the solid light turns into a blinking light.

[Show LEDs]

3. On your iPhone, iPod touch or iPad, open the Settings panel. Tap on General > Bluetooth.
4. Ensure that Bluetooth is turned on and after a few seconds UnityRemote will appear in the list of devices (on some versions of iOS, UnityRemote may appear as 'Misc'). Tap on it to start the pairing process
5. Your iPhone will display a warning message asking if you wish to allow UnityRemote to pair to your device. Tap yes.

6. Your iPhone will display a message indicating that the accessory requires an application. Click Yes to go to the App Store to download the UnityRemote App.

### **UnityRemote Multifunction Button**

7. Follow the onscreen instructions in UnityRemote App to setup your devices.

UnityRemote features a multifunction button to perform the following actions:

- Power on Unity: Press the button for half a second. The red light will stay on for 3 seconds to indicate UnityRemote powered up normally
- Power off Unity: Press the button for half a second when UnityRemote is powered on and release the button. The 3 quick flashes mean the unit is powering off
- Put Unity into Pairing: Press and hold the button for about 5 seconds until the red light starts flashing slowly. This will put UnityRemote into pairing mode, letting you add more iPhones to the list of devices UnityRemote can work with
- Clear all settings: Press and hold the button for about 15 seconds until UnityRemote's red light flashes quickly.

### **How UnityRemote and iPhone interact**

The last phone paired is considered the 'master phone'

When the master phone is connected to Unity, no other phone can be connected at the same time

When the master phone walks out of range or is shut down, Unity will attempt to reconnect to it. If another phone wants to connect to Unity, the connection must be made via Settings >General > Bluetooth. This phone will then become the master iPhone.

When you walk out of range of UnityRemote, UnityRemote will attempt to reconnect to your iPhone. The longer you stay out of range, the longer the delay between reconnection attempts will be (up to 30 seconds after 1 hour). After 2 hours of non-use (phone is out of range), UnityRemote will automatically switch off to preserve battery life.

**The USB port is only used for Firmware upgrades not for re-charge of battery and link to PC.**

## FCC Compliance Statement

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

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.

This device and its antenna(s) must not be co-located or operating in conjunction with any other antenna or transmitter.

Country Code selection feature to be disabled for products marketed to the US/ CANADA

### FCC Radiation Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20 cm between the radiator & your body.