

HYPE® QUICK START GUIDE

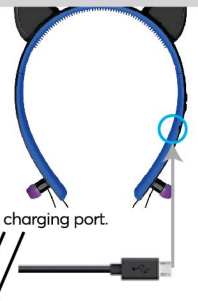
WIRELESS HEADPHONES

CHARGING THE HEADPHONE

⚡ Charge the headphone before using it for the first time.

🕒 Plug in the cable to the micro USB port and charge for at least 1.5 hours.

Connect the charging cable to charging port.



PAIRING YOUR HEADPHONE

Your headphone will work best if it is within 30 ft. of your smart device. You may experience sound briefly cutting off if you are out of range or if your wireless connection is weak. Make sure Bluetooth is enabled on your smart phone or tablet before starting the pairing process.

HYPE® QUICK START GUIDE

WIRELESS HEADPHONES

PAIRING YOUR HEADPHONE (continued)

Make sure the headphone is turned off before attempting to pair it with a smart phone or tablet.



1 Press and hold the "Multifunction" button for 3 seconds to turn on the headphone and you see the light flash red and blue. This indicates that your headphone is ready to pair.



2 From your smart phone or tablet, find a list of nearby devices and choose "HY-SLC". Enter "0000" if asked. The headphone will flash a blue light when pairing is complete!

HYPE® QUICK START GUIDE

WIRELESS HEADPHONES

CONNECTION LOST?

- If pairing the headphone does not work, turn off the headphone and repeat the steps again in "Pairing your Headphone."
- Make sure your headphone is within range of your smart device.
- If you hear a long beep, you need to recharge your headphone. Connection may be lost due to low battery.
- When charging your headphones, only use the enclosed USB cable.

MULTIFUNCTION BUTTON / LED CONTROLS



- Multifunction**: Turn On/Off: Press and hold Multifunction button for 3 seconds.
Play/Pause: Press Multifunction button once while music is playing to play/pause.
- LED Light**: Answer/End Call: Press Multifunction button once to answer and incoming call or end a call.
- Charging Port**: Reject Call: Press and hold Multifunction button to reject a call.
LED Lights: Press the LED Light button to switch between solid lights, flashing lights, and no LED lights.

HYPE® QUICK START GUIDE

WIRELESS HEADPHONES

SPECIFICATIONS

- Bluetooth Version: 4.2
- Wireless Distance: Up to 33ft (10m)
- Play Time: Up to 2.5 hours
- Talk Time: Up to 1 hour
- Standby Time: Up to 100 hours
- Battery Capacity: 55 mAh
- Charging Time: Up to 1.5 hours
- BT ID: D035934
- FCC ID: 2AANZFUNISLC

WARRANTY

This product is covered by a 3 month limited manufacturer's warranty. Contact us if you have any problems at support@dglusa.com.

WARNING

- Keep away from water and moisture.
- Keep away from heat sources.
- Do not disassemble.

HYPE® QUICK START GUIDE

WIRELESS HEADPHONES

FCC STATEMENT

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.

HYPE® QUICK START GUIDE

WIRELESS HEADPHONES

- 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.

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