












a link **plus** user's guide











Each a link **plus** receiver has a *Favorites List* which remembers your favorite a link **plus** transmitters. A green indicator on your a link **plus** receiver means you're listening to a favorite, or searching for one. Your a link **plus** receiver can also *Explore* to find new a link **plus** transmitters - an amber indicator means you are exploring for transmitters which are not on your *Favorites List*. A *Cluster* is a group of two or more a link **plus** units that behave as one, similar to a left and right speaker pair. The *Bond Button*  allows you to select which a link **plus** you're listening to.

Essentials

| Bond Button | Command | Indicator Meaning |
|--------------------|---|--|
| Hold a few seconds | <u>Add / Delete</u> Manually add or delete the current transmitting <u>a link plus</u> to / from your Favorites List |  to  = Added  (flash) = Deleted |
| - | <u>Auto Add</u> <u>a link plus</u> will automatically add the current Amber transmitter to your Favorites List if you listen to it for 30 minutes |  to  = Added |
| 1 Click | <u>Green Mode</u> Rotate through your list of favorite <u>a link plus</u> receivers (Favorites List). When a favorite is found, the search stops and audio is played from that <u>a link plus</u> . |  (dim) = Hunting  (flash) = Next one  (bright) = Bonded |
| 2 Clicks | <u>Amber Mode</u> Explore for new, unknown <u>a link plus</u> receivers (which are not already on your Favorites List). |  (dim) = Hunting  (bright) = Bonded |

Other Commands

| Bond Button | Command | Indicator Meaning |
|----------------------|--|---|
| 3 Clicks | <u>Mute</u> Repeat command to Unmute; any other Click command will first Unmute and then do its function. |  ,  or  = Muted (slow flash) |
| 4 Clicks | <u>Red Mode</u> If you have 2 or more transmitters on your Favorites List, simply power-on just the one you want to hear and it plays automatically. |  (dim) = Hunting  (bright) = Bonded |
| 6 Clicks | <u>Factory Reset</u> Clear Favorites List. Start Over! |  (flash) = Reset Done |
| Hold during power on | <u>Make a Cluster of Receivers:</u> <ol style="list-style-type: none"> Power off all transmitters and receivers Power on the Master receiver while holding hold down its Bond Button - hold the button down until the SKAA LED begins to flash Red With the remaining receivers within 3 meters of the Master receiver, power on the first one, wait for its SKAA LED to flash Red and then power on the second one; continue until all of them are powered on Once all of the SKAA LEDs stop flashing (turn solid Red), power off all of the receivers. |  (flash) = Receiver has entered "Cluster Up" Mode  (bright) = The Cluster has been successfully created. |

QUESTIONS AND ANSWERS

| Question | Answer |
|---|---|
| How does the Favorites List work? | You can store up to 10 favorite transmitters on your Favorites List. Every time you add a transmitter, it is assigned the first open spot on the Favorites List - so if you already have two favorite transmitters, the next one you add will go into Favorite List spot #3. When you click the Bond Button, the receiver hunts through the Favorites List much like a car radio hunts for radio stations when you press "seek." If the indicator is dim green and flashes every few seconds, you know the receiver is hunting through your Favorites List. Say you have 5 transmitters on your Favorites List; your receiver will hunt through the list one by one: 1, 2, 3, 4, 5 and then back around to 1 and so on (always starting with the last-bonded favorite transmitter). The dim green indicator flashes every time the receiver moves to the next spot. The receiver hunts through your Favorites List for up to 1 minute. If it doesn't find any of your favorite transmitters in 1 minute, it stops hunting through the Favorites List and just waits for the last-bonded favorite transmitter. When your receiver finds one of your favorite transmitters, it bonds with that transmitter and starts playing its audio. The indicator turns bright green when the receiver has successfully bonded with one of your favorite transmitters. A dim green indicator that is NOT flashing means the receiver is just sitting on one spot, waiting for that specific favorite transmitter to show up. |
| How do I bond with a specific Favorite transmitter? | Play audio from your source device and ensure it has an a link plus connected and turned on. Click the Bond Button. The receiver hunts through the Favorites List, flashing the indicator as it goes. Once your receiver finds one of your favorite transmitters, it bonds to it and plays audio from that transmitter. If that isn't the transmitter you want, click the Bond Button once more. Repeat until your receiver bonds with the transmitter you want. |
| How do I select transmitters if I can't reach my Bond Button? | Say you want to put your a link plus on a high shelf where you can't reach the Bond Button easily. First, set up your Favorites List - add all of the transmitters you'll want to use. Use the Bond Button to enter Red Mode (4 Clicks). Put the receiver up on the high shelf. Power on just one of your transmitters. The receiver automatically bonds to that transmitter. |
| How do I delete a transmitter from my Favorites List? | Factory Reset (6 Clicks) clears the Favorites List and lets you start over from scratch. If however, you'd like to delete just one transmitter from your Favorites List, first bond your receiver to that transmitter. See the section above: "How do I bond with a specific Favorite transmitter?" Once you are bonded to it, hold down the Bond Button for a few seconds until you see the SKAA LED flash Red - this Red flash means the transmitter has been deleted. |
| What is the Master receiver? | In any Cluster, there is a single Master receiver, and all of the other receivers in the Cluster follow its behavior. You can control the entire Cluster by operating the Bond Button of the Master (a receiver must have a physical Bond Button in order to become the Master). |
| How do I "uncluster" several receivers? | Perform the "Make a Cluster of Receivers" procedure once for each receiver (omit Step 3). This gives each of the receivers a functioning Bond Button, and each of them will thereafter operate independently. |
| What are some tips for making Clusters? | Each step in the "Make a Cluster of Receivers" procedure has a 10-second time limit. For example, when you see the Master's SKAA LED start to flash Red, you have 10 seconds to power on the next receiver. When that receiver's SKAA LED starts to flash Red, you have 10 more seconds to power on the next one, and so on. |
| Why does only one of my Bond Buttons work? | When you make a Cluster from several receivers, the first one powered on in the "Make a Cluster of Receivers" procedure becomes the Master of the Cluster. Only the Master's Bond Button works because a Cluster uses just one Favorites List (the Master's Favorites List). The Bond Button of the other receivers will work only for the Mute / Unmute function (3 clicks). |
| Can any group of receivers be made into a Cluster? | No. The receivers must be members of the same product family. If they are not, the "Make a Cluster of Receivers" procedure won't work. This is because only receivers that were designed to work together (as a single product) can be made into a Cluster. |