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## 1.6 User Manual



### MM 200 Bluetooth Stereo Headset

Important safety information  
Wichtige Sicherheitsanweisungen  
Consignes de sécurité importantes  
Informazioni importanti per la sicurezza  
Información de seguridad importante  
Belangrijke veiligheidsinformatie  
Informações importantes de segurança



## Important safety information

The MM 200 has been manufactured according to the accepted rules of safety and current technology. However, there is still a danger of damage to equipment if the following general safety instructions are not complied with.



- Read these instructions.
  - Follow these instructions.
  - Keep these instructions in a location where they are accessible to all users at all times.
  - Always include the operating instructions when you pass the MM 200 on to third parties.
- ▶ Please also read the detailed instruction manual included on the CD.

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### Intended use

The MM 200 is an accessory for mobile phones or any Bluetooth compliant device with a hands free profile (HFP), a headset profile (HSP), an advanced audio distribution profile (A2DP) or an audio/video remote control profile (AVRCP). It is intended for wireless communication via Bluetooth in dry environments.

It is considered improper use when the MM 200 is used

- for any application not named in these instructions,
- under operating conditions that deviate from those described in these instructions.

### General instructions

Never disassemble or modify components of the MM 200.

- The built-in rechargeable battery may present a fire or chemical burn hazard if mistreated. Therefore, do not disassemble,

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heat above 40 °C (104 °F) or incinerate the rechargeable battery.

- Sennheiser Communications is not liable for damages resulting from the loss of connection due to a run flat battery, an old battery or exceeding the transmission range.
- Use the MM 200 in dry places only and keep liquids and small electrically conductive parts away from the MM 200 and its connecting sockets. **Before operation**
- Do not expose the MM 200 to extreme temperatures. Normal operating temperatures are 10 °C (50 °F) to 40 °C (104 °F).
- Store the headset in a clean, dust-free environment.
- Do not wear the headset when charging. **During charging**
- Sennheiser Communications is not liable for damages to USB devices that are not consistent with the USB specifications.

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**During operation**

- The headset must be charged either with a compatible Sennheiser Communications power supply (EU: 502310, UK: 502311, US: 502312), the compatible Sennheiser Communications car charger unit (502313), a USB socket of a computer or other compatible Sennheiser Communications' charging units.
- Never try to charge batteries other than the one in the MM 200 headset with the MM 200 power supply or car charger unit.
- Avoid listening at high volume levels for long periods since this leads to permanent hearing damage.
- Observe your country's regulations for the use of mobile phones, headsets and hands-free equipment in traffic. Always focus your attention on driving safely!
- This equipment generates, uses and can radiate radio frequency energy and, if not used in accordance with the instructions,

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may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.



- Dispose of the built-in batteries according to local regulations. Do not dispose as household waste. After the usage period

**Safety instructions for Lithium-Polymer rechargeable batteries**

The MM 200 has a built-in Lithium-Polymer rechargeable battery. If abused or misused, rechargeable batteries may leak.






In extreme cases, rechargeable batteries may even present






**WARNING!**

- a heat hazard
- a fire hazard
- an explosion hazard
- a smoke and gas hazard



Please understand that Sennheiser Communications does not accept liability for damage arising from abuse or misuse.

	Do not heat above 40 °C/104 °F, e.g. do not expose to sunlight or throw into a fire.
	Do not expose to moisture.
	Do not short-circuit.
	Do not mutilate or dismantle.
	Store the units/rechargeable batteries in a cool and dry place at room temperature (approx. 20 °).

	Only charge rechargeable batteries with the appropriate Sennheiser Communications chargers.
	When not using rechargeable batteries for extended periods of time, charge them regularly (every six months for about 1 hour).
	Only charge rechargeable batteries at ambient temperatures between 10 °C and 40 °C.
	Do not charge the rechargeable battery if the unit is obviously defective.
	Return defective units or units with defective rechargeable batteries to your specialist dealer.

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## Manufacturer declarations

### Warranty regulations

The guarantee period for this Sennheiser Communications product is 24 months – for the battery 6 months – from the date of purchase. Excluded are accessory items, rechargeable or disposable batteries that are delivered with the product; due to their characteristics these products have a shorter service life that is principally dependent on the individual frequency of use.


The guarantee period starts from the date of original purchase. For this reason, we recommend that the sales receipt be retained as proof of purchase. Without this proof (which is checked by the responsible Sennheiser Communications service partner) you will not be reimbursed for any repairs that are carried out.

Depending on our choice, guarantee service comprises, free of charge, the removal of material and manufacturing defects through repair or replacement of either individual parts or the entire device. Inappropriate usage (e.g. operating faults, mechanical damages, incorrect operating voltage), wear and tear, force majeure and defects which were known at the time of purchase are excluded from guarantee claims. The guarantee is void if the product is manipulated by non-authorised persons or repair stations.

In the case of a claim under the terms of this guarantee, send the device, including accessories and sales receipt, to the responsible service partner. To minimise the risk of transport damage, we recommend that the original packaging is used. Your legal rights against the seller, resulting from the contract of sale, are not affected by this guarantee. The guarantee can be claimed in all countries outside the U.S. provided that no national law limits our terms of guarantee.


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#### CE Declaration of Conformity

 This equipment is in compliance with the essential requirements and other relevant provisions of Directives 1999/5/EC, 89/336/EC or 73/23/EC.

Before putting the device into operation, please observe the respective country-specific regulations!

#### FCC statements

 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.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

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1. this device may not cause harmful interference, and
2. this device must accept any interference received, including interference that may cause undesired operation.

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

This Class B digital apparatus complies with Canadian ICES-003.

#### Batteries or rechargeable batteries



The supplied batteries or rechargeable batteries can be recycled. Please dispose of them as special waste or return them to your specialist dealer. In order to protect the environment, only dispose of exhausted batteries.

#### WEEE Declaration



Your Sennheiser Communications product was developed and manufactured with high quality materials and components which can be recycled and/or reused. This symbol indicates that electrical and electronic equipment must be disposed of separately from normal waste at the end of its operational lifetime.

Please dispose of this product by bringing it to your local collection point or recycling centre for such equipment. This will help to protect the environment in which we all live.

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## Delivery includes

- 1 MM 200 Bluetooth stereo headset with built-in rechargeable Li-polymer battery
- 2 ear pads, size S
- 2 ear pads, size M (already mounted)
- 2 ear pads, size L
- 1 M200 power supply
- 1 USB charging cable
- 1 detailed Instruction manual



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## Features

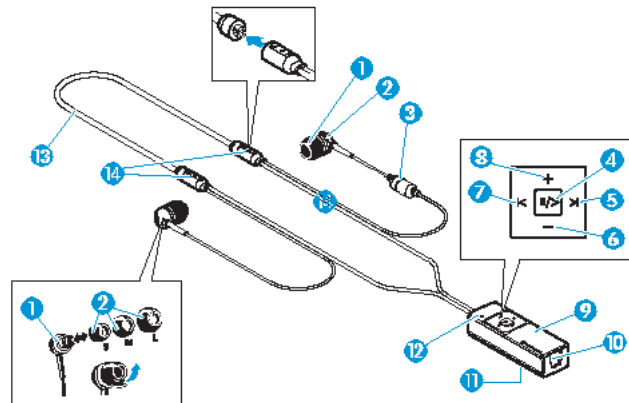


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### Operating elements



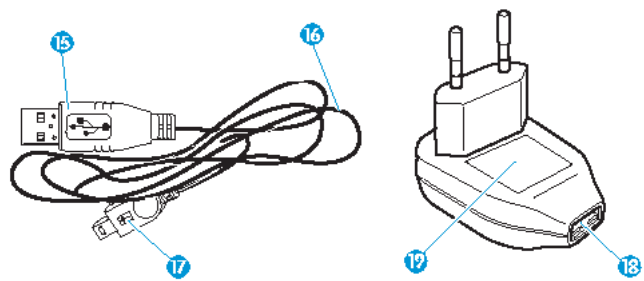
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- ① ear pads (removable)
- ② ear canal phones
- ③ microphone
- ④ play/pause button
- ⑤ skip forward button
- ⑥ volume down button
- ⑦ skip backward button
- ⑧ volume up button
- ⑨ operating unit
- ⑩ socket for power supply (under strap)
- ⑪ detachable clothing clip (on the back side)
- ⑫ LED
- ⑬ lanyard (removable)
- ⑭ safety clip



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- ⑮ USB plug
- ⑯ USB cable
- ⑰ power supply plug
- ⑱ USB socket
- ⑲ power supply unit

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## Button overview

Button	to be pressed	Function	Page
play/pause button 4	short	• start audio playback	40
		• pause audio playback	40
		• accept call	41
• end call		43	
• start searching mode		24	
	for 2 sec	• switch on	24
		• switch off	30
		• reject call	42
	for 5 sec	• mute/un-mute microphone	46
		• enter pairing mode	31

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Button	to be pressed	Function	Page
volume up button 8	short	• increase audio volume by 1 step	47
		• increase ring tone volume by 1 step	47
	for 2 sec	• increase audio volume continuously	47
		• increase ring tone volume continuously	47
volume down button 6	short	• reduce audio volume by 1 step	47
		• reduce ring tone volume by 1 step	47
	for 2 sec	• reduce audio volume continuously	47
		• reduce ring tone volume continuously	47


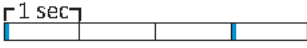
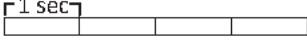

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Button	to be pressed	Function	Page
skip forward button 	short	<ul style="list-style-type: none"> <li>• skip forward</li> <li>• accept call</li> </ul>	40 42
	for 2 sec	<ul style="list-style-type: none"> <li>• reject call</li> <li>• transfer calls between headset and mobile phone *</li> <li>• redial *</li> </ul>	42 45 43
	for 5 sec	<ul style="list-style-type: none"> <li>• enter pairing mode</li> </ul>	31
skip back-ward button 	short	<ul style="list-style-type: none"> <li>• skip backward</li> <li>• accept call</li> </ul>	40 42
	for 2 sec	<ul style="list-style-type: none"> <li>• reject call</li> <li>• transfer calls* between headset and mobile phone</li> <li>• voice dial *</li> </ul>	42 45 44
	for 5 sec	<ul style="list-style-type: none"> <li>• enter pairing mode</li> </ul>	31

\*this function needs to be supported by the mobile phone

## LED indications

### Meaning when operating

LED flashing	Meaning when operating
	
Blue ( b ) and red ( r )	pairing mode
	
1 flash each 3 sec	Stand-by mode
	
Slow glow every 4 sec	audio streaming mode
	
1 flash each sec	active call mode



LED flashing	Meaning when operating
	
quick flashing	searching mode
	
slow flashing	idle mode

For a more detailed depiction of the LED indications, please see „Switching on/off“ on page 24.

LED colour	Meaning when operating
Blue	battery charge state OK
Red	low battery

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#### Meaning when charging

LED colour	Meaning when charging
	
Red	charging mode
	
Blue*	charging complete

\*The LED is turned off after one hour to save battery power.

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## Setting up

### Charging the headset battery

If you charge the battery for the first time, allow charging for at least four hours without interruption. Later, three hours suffice to fully charge the battery.



If you charge the MM 200, it will stop any operation and go to charging mode.

A fully charged battery provides a playback time of up to 9 hours or a stand-by time of up to 300 hours.

When the battery is about to run flat:

- All indications of the LED 12 turn red.
- A low battery alert is heard in the headset.

#### Two ways of charging

There are two ways to charge the battery in the headset:

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1. With the MM 200 power supply unit 17.
2. With any USB socket of a computer.

- ▶ Take off the headset and switch it off (see page 24).
- ▶ Connect the power supply plug 17 to the socket for power supply 10.
- ▶ Connect the USB plug 15 to:
  - either to a USB socket of a computer
  - or the USB socket 18 of the power supply unit 17. Connect the power supply to the mains

During charging, the LED 12 lights up red continuously. When charging is complete, the LED 12 turns blue continuously for one hour. As long as the headset is connected to a power source, all buttons are blocked.

### Switching on/off

**Switching on** To switch on the headset:

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- ▶ Press and hold the play/pause button 4 for two seconds.  
A confirmation beep is heard in the headset and the LED 12 indicates the current operating mode:



Flashing in blue colour indicates that the battery charge state is OK; flashing in red colour indicates a low battery (see page 20).

- The LED 12 flashes three times a second (searching mode):



The headset is paired to one or several Bluetooth devices and tries to connect to one of these devices.

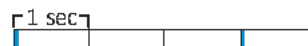
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- The LED 12 flashes slowly once a second (idle mode):



The headset is paired to one or several Bluetooth devices. However, there is no current connection because the Bluetooth device is switched off or out of transmission range.

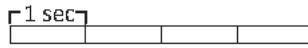
- The LED 12 flashes quickly once every three seconds (standby mode):



The headset is paired to one or several Bluetooth devices. However, currently there is neither an audio transmission nor an active call.

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- The LED 12 is glowing slowly (audio streaming mode):



The headset is paired to one or several Bluetooth devices, a sound file is received via A2DP and played back.

- The LED 12 flashes quickly once a second (active call mode):



The headset is paired to one or several Bluetooth devices, and there is currently a call ongoing.

If you switch on the headset and keep the play/pause button 4 pressed for 5 seconds, the headset will go into pairing mode (refer to section "Pairing the headset" on page 31).

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- The LED 12 flashes alternatingly in red and blue for up to 60 seconds:



The headset is not yet paired to any Bluetooth device. Pair it as described under „Pairing the headset“ on page 31.

### Establishing Bluetooth connections

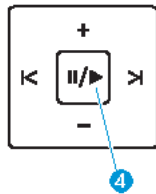
If the MM 200 is not yet paired to any device yet, please refer to section „Pairing the headset“ on page 31.



After being switched on, the headset tries to connect to the Bluetooth device that it was last connected to. If that device cannot be found, the headset will go to idle mode.

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If a certain Bluetooth connection was not established, because the corresponding Bluetooth device was switched off or out of transmission range, you can re-establish the connection manually as follows:



- ▶ Switch off Bluetooth visibility of all Bluetooth devices in the vicinity except the Bluetooth device you want to connect to.
- ▶ Press the play/pause button 4.
  - The LED 12 flashes three times a second to indicate the searching mode.
  - When the headset and the Bluetooth device detect each other, the connection is established.

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The headset saves up to eight Bluetooth connection profiles of Bluetooth devices that it has been paired with. If you want to re-establish a connection with a device the headset was paired to earlier, the connection needs to be established from that device. (For details, please see the manual of that Bluetooth device.) Please make sure before that the last paired device is disconnected.

#### Switching off

The headset switches off automatically five minutes after the last Bluetooth connection is ended (idle mode).

To manually switch off the headset:

- ▶ Press and hold the play/pause button 4 for two seconds.
  - A confirmation beep is heard in the headset and the LED 12 flashes red twice to indicate that the headset is switched off.
  - Pairing and volume settings are saved automatically when the headset is switched off.

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## Pairing the headset

You can pair the headset to up to eight devices.

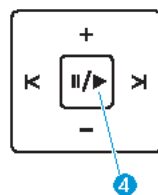
- Bluetooth devices supporting the Advanced Audio Distribution Profile "A2DP", e.g. a music mobile phone, a portable music player or laptop computer (Windows Vista with update as of April 2007 or Mac OS X Leopard)
- and Bluetooth devices supporting the "Handsfree" or "Headset" profile, e.g. mobile phones

Once you have paired the headset to a Bluetooth device, the headset is connected automatically to the last paired Bluetooth device each time this device and the headset detect each other.

### Pairing to a mobile phone

Make sure the headset's battery is charged as described on page 23.

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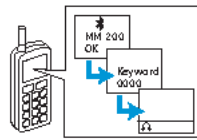



- ▶ Make sure your mobile phone is switched on and Bluetooth visibility is enabled.
- ▶ Make sure the headset is switched off and placed close to the mobile phone (approx. 20 cm {7"}).
- ▶ You have to enter the pairing mode by pressing the play/pause button ① for five seconds.  
If the headset has been switched on already and it is in suspend, waiting or idle mode, you can enter the pairing mode by pressing the skip forward or skip backward button for 5 seconds.  
The LED ② flashes alternately in red and blue to indicate that the headset is in the pairing mode.

If pairing is not successful within 60 seconds, the headset returns to idle mode.

- ▶ On the mobile phone, start a search for Bluetooth devices (see the manual of your

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- mobile phone) and follow any instructions displayed on the mobile phone display.
- ▶ Once the headset is detected by the mobile phone, select "MM 200" and connect. When the Bluetooth connection is successfully established, the headset is identified as "MM 200" in the mobile phone display.
  - ▶ When the mobile phone prompts a keyword, enter four zeros (0000). If pairing was successful, the LED  flashes slowly in blue.

Some mobile phones require an additional step to connect to the headset. For details, please refer to the manual of the mobile phone.

Once paired, most mobile phones are able to transfer the audio to the headset automatically, and show a headset symbol in their display, if successfully paired.




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#### Pairing to other Bluetooth audio devices

If you wish to pair the headset to other Bluetooth devices such as portable music players or laptop computers, please see the Bluetooth audio device manual.

#### Multi-pairing

The MM200 can be paired simultaneously up to two devices, one supporting HFP/HS profile and one supporting A2DP, e.g. a mobile phone and MP3 player.

- ▶ Pair to one of the devices (refer to section "Pairing the headset" on page 31). If MM 200 is only paired either as HFP/HS or A2DP device, you can pair it to secondary Bluetooth device.
- ▶ When the headset is in standby mode (i.e. no active call and no music streaming), press the skip forward button  or skip backward button  for 5 seconds. The LED  flashes alternatively in red and blue to indicate that the headset is in pairing mode and ready to pair the secondary device.

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- ▶ Follow the steps described on page 31, or the steps described in the manual of any other device.



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## Operating

### Replacing the earpads

For reasons of hygiene, the ear pads should be replaced from time to time. Spare ear pads are available from your Sennheiser Communications dealer.

- ▶ Carefully remove the ear pads from the ear canal phones.
- ▶ Mount the new ear pads to the ear canal phones.



The headset comes with ear pads in three different sizes: S, M and L. M size ear pads are already mounted to the ear canal phones.

## Wearing the headset

**CAUTION!**



**Danger of accidents!**

**The headset can draw off your attention.**

- ▶ Do not wear the headset in an environment that requires your special attention (e.g. in traffic or when performing skilled jobs)!
- ▶ Put the lanyard M around your neck so that the microphone ③ is on your left hand side.
- ▶ To ensure that the operation buttons always face outward, you can twist the safety clips on the lanyard accordingly.
- ▶ If required, fasten the operating unit I to your clothing with the detachable clothing clip ⑫.

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**Note on the sound quality:**

The perceived sound quality and bass performance of the ear canal phones depend largely on the correct fit of the ear canal phones in the ear. For best sound enjoyment, please use the supplied ear pads of the appropriate size (refer to Replacing the ear pads on page 36).

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**CAUTION!** **Danger of injury!**



If inserted too far or without ear pads, the ear canal phones can injure your ear canals and ear drums.

- ▶ Mount the suitable ear pads (S, M or L) to the ear canal phones (see page 36).
- ▶ Never insert the ear canal phones without ear pads!
- ▶ Always insert and extract the ear canal phones very carefully and slowly!
- ▶ Do not insert the ear canal phones too deep into your ears!
- ▶ Always keep the ear canal phones dry.

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- ▶ Carefully and slowly insert the ear canal phones ② into your ears.

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### Listening to music

If your Bluetooth device supports the Audio/Video Remote Control Profile (AVRCP), you can operate the audio player by remote control.

To start playback:	▶ Press the play/pause button ④.
To pause playback:	▶ Press the play/pause button ④.
To stop playback:	▶ Stop playback on the Bluetooth device.
To skip to the next track in the playlist or folder:	▶ Press the skip forward button ⑤.
To skip to the previous track in the playlist or folder:	▶ Press the skip backward button ⑦.

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If your Bluetooth device does not support the Audio/Video Remote Control Profile (AVRCP):

- ▶ You have to operate play, pause, stop and skip via the audio player software of your Bluetooth device.



### Calling

Provided the headset is switched on, paired to and in transmission range of a mobile phone (see page 31), you can accept and make calls with the MM 200. When you receive a call while listening to music, the music automatically pauses and starts playing again after the call has ended.

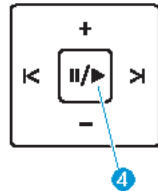
#### Accepting a mobile phone call

When you receive a call via your mobile phone you hear a ring tone in the headset.

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To accept this call	<ul style="list-style-type: none"> <li>▶ Press the play/pause button .</li> <li>A confirmation beep is heard in the headset. Audio streaming is automatically paused.</li> <li>▶ Start to talk.</li> </ul>
To reject this call	<ul style="list-style-type: none"> <li>▶ Press and hold the play/pause button  for two seconds.</li> <li>A confirmation beep is heard in the headset. The ringing stops. Depending on the mobile phone or Bluetooth device settings, the call is either rejected or transferred to a voice mailbox.</li> </ul>

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**Ending a mobile phone call**

**Making a call with the mobile phone**
**Redial last number \***

▶ During the call, press the play/pause button 4. A confirmation beep is heard in the headset. If any audio streaming was suspended when the call was accepted, it will automatically resume.

▶ See your mobile phone manual whether your mobile phone hangs up automatically or you have to hang up manually.

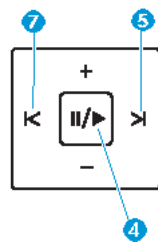
If you initiate a call from your mobile phone, any music playback is paused. A confirmation beep is heard in the headset.

▶ Dial the number on your mobile phone.

Automatic redialling the last number is only possible with certain mobile phone or Bluetooth devices. Please refer to your Mobile phone or Bluetooth device's manual.

▶ If there is an ongoing audio streaming, press the play/pause button 4 to pause the music.

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**Voice dialling \***


▶ Press the skip forward button 5 for 2 seconds. A confirmation beep is heard in the headset, then release the button. The last dialled number is redialled.

The voice dialling function must be supported by your mobile phone or Bluetooth device, supporting HFP respectively, and be activated.

▶ If there is an ongoing audio stream, press the play/pause button 4 to pause the music.

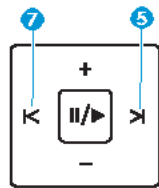
▶ Press the skip backward button 7 for 2 seconds. A confirmation beep is heard in headset.

▶ Say the name of the other party that you recorded in the phone. The mobile phone or Bluetooth device dials the corresponding number automatically.

If redialling or voice dialling is successful, a confirmation beep is heard in the headset.

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Stop redial or voice dialling \*



Transferring an ongoing call from the mobile phone to the headset \*

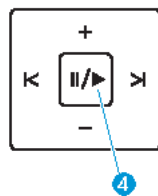
- ▶ Start to talk.  
If the redialling or voice dialling has failed, because there is no last dialled number stored in the phone, the call is rejected by the other user or the other party cannot be reached, a confirmation beep is heard in the headset.
- ▶ To stop dialling during a redialling or voice dialling attempt, press the skip backward button 7.  
A confirmation beep is heard in headset. Then either redialling or Voice dialling is ended.
- ▶ See your mobile phone manual on how to transfer the call audio from your mobile phone to the headset.

Transferring an ongoing call from the headset to the mobile phone \*

- ▶ Press and hold either the skip forward button 5 or the skip backward button 7 for two seconds.  
A confirmation beep is heard in the headset. The call audio is transferred to the mobile phone.
- \*these functions need to be supported by the mobile phone

**Muting/un-muting the headset's microphone**

muting



- To mute the headset's microphone during a call:
- ▶ Press the play/pause button 4 for 2 seconds.  
A mute indication beep is heard in the headset every 4 seconds while the microphone is muted.



- unmuting** To unmute the headset's microphone:
- ▶ Press the play/pause button **4** for 2 seconds
- A confirmation beep is heard in the headset.  
The microphone works as usual.

## Changing the volume

The headset manages three different volume settings independently of each other:

1. The audio volume can be changed as long as the headset plays audio.
2. The volume of the other party can be changed as long as a telephone call lasts.
3. The volume of the headset ring tone can be changed:
  - when the mobile phone rings
  - or when audio playback is paused.

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After you change the headset ring tone volume, the ring tone is played once in the set volume.

The volumes can be adjusted in 12 steps. When the minimum or maximum volume is reached, an indication tone is heard in the headset.

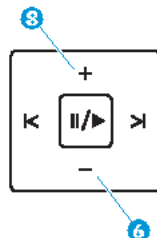
- ▶ To increase the volume step-by-step, press the volume up button **8**.

- ▶ To reduce the volume step-by-step, press the volume down button **6**.

To change the volume continuously, press and hold the respective volume button.

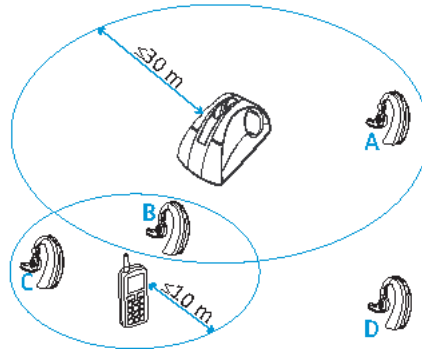
## If you are out of the transmission range

Phoning and audio streaming is only possible in the Bluetooth transmission range of the mobile phone or Bluetooth device, respectively. The transmission range depends largely on envi-



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ronmental conditions like wall thickness, wall composition etc. With a free line of sight, the transmission range of most mobile phone or Bluetooth devices is up to 10 metres.




If the headset leaves the transmission range of the mobile phone or Bluetooth device:

- The sound quality deteriorates before the connection finally breaks down.

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- Your mobile phone or Bluetooth device displays the loss of connection.
- Please refer to your mobile phone or Bluetooth device manual to find out whether the call is transferred to the mobile phone or Bluetooth device automatically or requires an acknowledgement to do so



- The LED  flashes three times a second to indicate the loss of connection and alert tone is heard.

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## Maintenance and care

- To clean the headset** ▶ Only clean with a dry cloth. Do not use any liquids, solvents or cleaning agents.
- To store the headset** If you do not want to use the headset for extended periods of time:
  - ▶ Charge the built-in rechargeable battery every six months for about one hour.
  - ▶ Store the headset in a clean and dry environment.



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## Accessories

Art. no.	Accessories
502309	USB charging cable
502310	Power supply EU version
502311	Power supply UK version
502312	Power supply US version
502313	car charging power supply
000000	Spare ear pads



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## Specifications

Specifications	
Dimensions	? mm x ?? mm x ?? mm (width x height x depth)
Weight	28 g without cloth clip / 30 g with cloth clip
Power supply	Input 100–240 V AC, output 5 V DC, 150 mA
Listen time	9 h
Talk time	1 h
Charge time	on first use: 4 h following: 3 h
Range	10 m
Speaker type	dynamic, neodymium magnet
Microphone type	Omnidirectional electret microphone Sensitivity –44 dBV at 94 dB SPL, 1 kHz

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