



 **allways™** | **Headset Manual**

Version 2.1

CARDO
CARDO SYSTEMS INC.

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allways™ Headset Manual Guide

1. Introduction

Congratulations and thank you for purchasing **allways™**, the latest technology in mobile phone accessories and the most complete state-of-the-art technology in Bluetooth™ wireless hands-free cellular Headsets. You can now talk hands-free on your Bluetooth™ enabled mobile phone, made possible by the short-range wireless connection between your cell phone or smart PDA and your allways™ Headset. In case you prefer to use a standard mobile phone which has no built-

in Bluetooth™ technology, you can still enjoy the Headset's advantages by connecting our BT Adapter to your mobile phone (*enables non-Bluetooth™ cell phones to become interoperable with the Bluetooth™ technology of our allways™ Headset*),

Whenever this manual refers to both Headset and Adapter, the term "product(s)" is used. Otherwise, the manual refers specifically to each device.

You will become accustomed to operating and wearing your **allways™** Headset by reading this manual. For our customers who have also purchased the BT Adapter, this manual will also describe the necessary operating instructions in section 8.

Features

The following is a list of the features offered by your allways™ hands free cellular Headset:

- No wires needed to connect your Headset to your mobile phone.
- Lightweight and comfortable to use and wear. The allways™ Headset weighs less than 3/4 of an ounce (18 grams).
- Clear reception and good quality sound.
- Extended talk time of up to 6 hours and up to 120 hours standby time.
- While using your Headset you may be up to 30 feet or 10 meters apart from



your phone.

- Adjustable Eye/Sun glass clip or flexible ear loop allow you to wear your Headset on the right or left side.
- Rechargeable high-capacity Li-Polymer batteries.
- If you have purchased our universal BT Adapter you will find that its 2.5mm Headset jack works with most mobile phones.

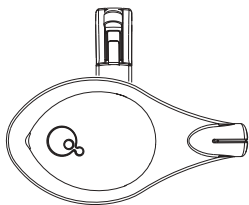
Additional Headset Features:

- Calls can be answered and terminated from either the Headset or from your mobile phone.
- Calls can be initiated from your mobile phone; audio will be heard on the Headset.
- The Headset supports voice dialing with phones equipped with this feature.
- The always' Headset allows transfer of audio from the Headset to the phone and vice versa.
- 1-year Limited Warranty.

Comfort and Style

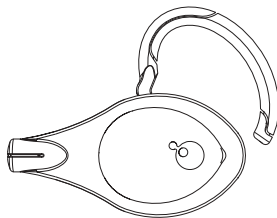
Your **allways™** Headset has several unique features, some of which are patent protected and cannot be found in other Bluetooth™ Headsets, e.g. our proprietary mechanism to attach the Headset either to your Eye/Sun-glasses or loop it around your ear.

In a matter of seconds you can replace the eyeglass-clip with the ear-loop and vice versa.



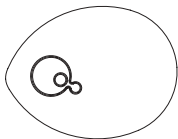
• Background noise cancellation and Mute button

To add convenience and privacy when handling calls, your **allways™** Headset is equipped with a **mute button**. Quality sound and background noise cancellation are provided by advanced circuit design and a high-quality unidirectional microphone, embedded in a very short boom. In addition, all audio passing through the microphone is being filtered to allow transfer only of signals in the desired frequency band.



• Exchangeable designer panels.

You can change the appearance of your Headset by replacing its color panels with a design of your choice. The box contains three alternative default panels (one of which is already attached to the Headset). Additional designer panels can be purchased separately.



2. Important Safety Information

Please maintain basic safety precautions when using your hands free cellular Headset. This will reduce the risks of fire, electric shock and injury to users. Among others you should comply with the following recommendations:

1. Carefully read and understand the instructions in this manual.
2. Follow all instructions and warnings labeled and marked in this manual.
3. Use a damp cloth to clean your Headset or the BT Adapter. DO NOT use liquid or aerosol cleaners.
4. Use caution when using your Headset near water such as bathtubs, kitchen sinks or swimming pools.
5. Do not expose you Headset or Adapter to extreme temperature, moisture or high voltage.
6. Your Headset and Adapter are rugged, but can be damaged or broken if not handled with care.
7. Do not spill liquids in or place heavy objects on the **allways™** Headset or Adapter.
8. Use your personal carry box to protect your Headset.
9. Do not disassemble the product or any of its components for any reason. Do not open the product's casing, as this will void the warranty and may damage the electronic circuits. If assistance is needed, contact the store from which you have purchased the product or contact us via e-mail at:
techsupport@allwayscardo.com

To reach us via phone, please call:

In the USA and Canada toll-free 1-800 488-0363 or 412 788-4533

In Europe: +49 89 4445-1513

For additional Service Centers near you, please visit our website at
<http://www.allwayscardo.com/>
techsupport

Note: Prior to contacting us, make sure you have a valid warranty card available.

9. Discontinue the use of your Headset if:
 - a. Your Headset is damaged.
 - b. Liquid has been spilled on or into the Headset.
 - c. Your Headset has been dropped and the case has been damaged.
 - d. Your Headset exhibits a distinct change in performance.
 - e. Your Headset does not operate normally and adjusting the controls does not resolve the issue.
10. Unplug your Bluetooth' Adapter unit from your mobile phone if:
 - a. The Adapter unit is damaged.
 - b. Liquid has been spilled into the Adapter or your mobile phone.
 - c. The Adapter is not operating normally after following the instructions to pair it with your mobile phone or the on/off, volume controls or other functions do not operate properly.
 - d. You have dropped and damaged the Adapter's casing
 - e. The Adapter exhibits a change in

performance.

11. Unplug your Wall Charger from the Headset or Adapter if:

- a.** Either the cord or the Audio Connector have been damaged.
- b.** Liquid has been spilled into the charger, Adapter, Headset or mobile phone.
- c.** The Wall Charger does not operate normally after following the operating instructions.
- d.** Your Wall Charger has been dropped and the case has been damaged.
- e.** The Wall Charger exhibits a change in performance.

Automobile Travel

Please be mindful that certain activities such as automobile travel require your complete attention and concentration. Check the rules and regulations regarding the use of wireless Headsets in the area where you drive and obey the laws at all times. Pull to the side of the road and park before making or answering a call if driving conditions require it. Do not initiate calls, perform pairing, linking or similar operations while driving.

Most electronic equipment is shielded from RF signals. However, certain electronic equipment may not be shielded against the RF signals emanating from your wireless equipment.

Pacemakers

The Health Industry Manufacturers Association recommends that a minimum separation of about 16 cm or 6.0 inches to be maintained between a mobile phone or a Headset and a pacemaker to avoid potential interference with the pacemaker. Be sure not to interfere with the functionality of personal medical devices.

Hearing Aids

Some digital Headsets may interfere with some hearing aids. In the event of such interference, you should consult your hearing aid manufacturer to discuss alternatives.

Other Medical Devices

If you use any other personal medical device, consult the manufacturer of your device and/or your doctor to determine if it is adequately shielded from interference from external RF energy. Your physician may be able to assist you in obtaining this information.

CAUTION

RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE
DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS.

ALERTE

Risque d'explosion si la batterie est remplacée par un model qui ne convient pas. Il faut traiter les
batteries usées selon les instructions

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.

3. Package Contents

Your Headset is offered in two alternative sets:

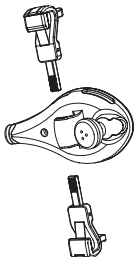
Set 1 for users who intend to connect the Headset to a Bluetooth equipped phone

Set 2 for users with a non-Bluetooth mobile phone who have also purchased our universal BT Adapter. Components h) and i) are included only in Set 2.

a. always™ Headset



b. Eye/Sun-glass clip



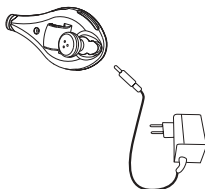
c. Ear loop



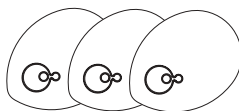
d. Personal carrying case



e. Wall charging unit

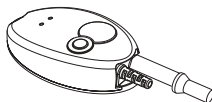


f. 3 exchangeable designer panels (including the one on the Headset)

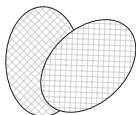


g) Manual and Warranty Card;

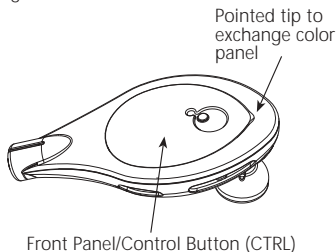
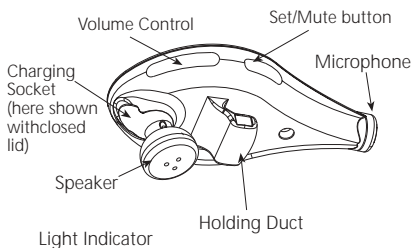
h) Optional BT Adapter* (separately purchased);



i) 2 Velcro pads to attach the Adapter to your mobile phone



* *The Adapter's 2.5 mm jack works with most mobile phones, but if your mobile phone uses a different socket, you will have to purchase the suitable mechanical Audio Connector. Such Audio Connectors can either be ordered directly from Cardo Systems, Inc. or from appropriate retail stores.*



4. Before Using

Read and familiarize yourself with all instructions and components of your **allways™** Headset prior to use and in particular before driving. Safety first!!!

4.1 Charging Batteries

Make sure the equipment (Headset and/or Adapter) is fully charged prior to initial use. Allow 4 hours for a full charge before using for the first time. Thereafter, it will require approximately 2-3 hours to complete a full charge.

Charge the Headset (and if applicable the Adapter unit) using the included charger by plugging into a standard 110/220V-wall socket. You must fully charge your equipment prior to initial use (approximately 2.5 hours for a full charge). The light indicator will remain red until your **allways™** Headset or Adapter is fully charged; when fully charged, the light indicator will turn to steady blue. You may also leave the unit connected after completion as there is no risk of damage to the battery as a result of overcharging.

Note: For customers who have purchased the Headset *and* the BT Adapter, the wall charger will have a bifurcated cord to supply simultaneous charge for both devices.

5. Getting Started with the allways™ Headset

Turn On/Off

Press and hold the CONTROL button (CTRL) for at least 3 seconds until the blue light indicator flashes and an alert tone is heard. Release the button. If you have not completed pairing, and this is the first time you have turned ON the Headset, the blue light indicator will start flashing rapidly (2 times per second), indicating that the device is in pairing mode. Please read the pairing mode instructions below for more details.

If the Headset is already paired, the blue light indicator will start flashing slowly (one flash every 5 seconds), indicating that the device is in standby mode. To turn off, press and hold the CTRL button for at least 3 seconds until the red light indicator flashes and an alert tone is heard. Quickly release the button.

Pairing

Pairing is a required process in which the allways™ Headset and your Bluetooth™ enabled mobile phone become acquainted with each other for the first time. At the end of this process both devices retain information about each other, so that every time you turn one of them on, it will look for the other device and will be able to operate automatically with it. Pairing is required only the first time for

a specific allways™ Headset and a specific mobile phone. Please refer to the Pairing section of your mobile phone's manual prior to initiating the process.

Perform Pairing

1. Turn on the Headset and mobile phone.
2. Press and hold the CTRL button of the Headset for at least 8 seconds until the blue light indicator light starts flashing rapidly (3 flashes per second). Release the button.

NOTE: While pressing the CTRL button, the red light indicator will flash after 3 seconds. Do not release the button yet; wait for the blue light indicator to flash.

- Activate the Bluetooth® function on your phone and initiate the search mode for other Bluetooth® devices or Headsets. Your phone should now find the allways™ Headset and the name "All Ways" should appear on your screen.

- When prompted, select the allways' Headset and enter 0000 as the PIN code (4 zeros) on your phone's keypad.
- If successful, your allways™ Headset should start blinking in blue every 5 seconds (slow blinking).

Congratulations! You have now successfully completed your Bluetooth® pairing process and are able to use your allways™ Headset in conjunction with your mobile phone.

5.3 Linking the allways™ Headset to a paired phone

Although you may have previously paired your Headset to your phone, each time you turn one of them off, you may need to reestablish the link. Linking may also be necessary when your Headset and phone have lost the radio signal because the distance between them is greater than 30 feet or 10 meters. After you have turned on your Headset and mobile phone, there are three methods to reestablish the link:

- With some mobile phones you need to re-establish the link to your Headset by using your phone's menu. Please refer to your mobile phone manual for operating instructions.
- Assuming your mobile phone enables voice activation, press briefly the CTRL button on your **allways™** Headset. This will activate your voice dial function on the phone, indicating that the link is established.
- Do nothing. Once a call is received, answer by pressing the CTRL button.

Note: Most available Bluetooth™ phones still do not support this method.

5.4 Wearing the Headset Using the ear-loop

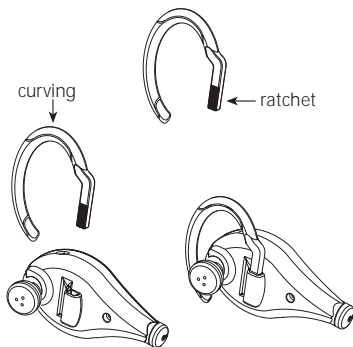
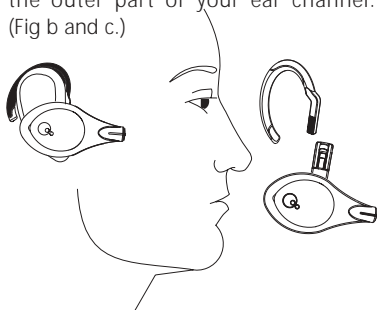


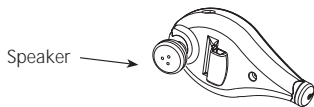
FIG. a

Because every user has a differently shaped ear, it is important to initially adjust the ear loop's curvature to comfortably fit your particular ergonomic preference. The ear loop is flexible but retains a rigid and stable posture after adjustment. Thus, you may choose to adjust the loop as a close fit around the ear, or you may prefer a more loose application. You may even need to adjust the ear-loop's exact curvature several times until you find the most comfortable shape, so that the speaker hovers exactly above the ear channel. Some users find it convenient to straighten the loop entirely and bend it around the ear every time they put on the device.

- Insert the ear loop ratchet into the holding duct on the back of the Headset (Fig a.)
- Determine the height of the loop by adjusting the depth to which you insert the ratchet into the holding duct (FIG. a). with the objective to insert speaker into the outer part of your ear channel. (Fig b and c.)



- Hold the headset as shown in FIG.b and push with your pointing finger against the flexible curvature to create an opening between ear-loop and speaker as shown in FIG c. While continuing to push against the curvature



- place the ear-loop around your ear as shown in FIG d. and fasten it to achieve a steady and comfortable grip.

- Insert the speaker into the ear, just as deep as you feel comfortable with. Alternatively, you may also choose to bend open the loop and then strap it around your ear until you accomplish a comfortable fit as shown in FIG. e and f.

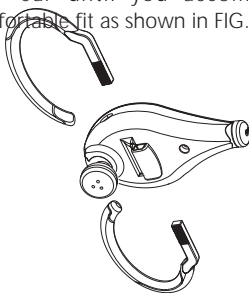


FIG. g

- You can wear the Headset on the left or the right side of your head by inserting the ratchet accordingly (FIG g).

Note: *The location of the control buttons changes relative to the side of the head you have chosen to wear the Headset. If you use your left ear, the volume and Mute/Set buttons will be on the bottom part of the Headset. If you use your right ear, the volume and Mute/Set buttons will be on the upper part of the Headset.*

5.4.1 The Eye/Sun-glass attachment

The Eye/Sun-glass attachment (the "Clip") fits a wide range of arms. The optimal location to attach the Clip on the arm of your Eye/Sun-glasses is where it positions

the Headset's speaker so it protrudes exactly into your the ear-channel.

5.4.2 The Eye/Sun-glass attachment

The position of the Eye/Sun-glass attachment, or "Clip" should be fixed on the arm of the glasses, so it allows the Headset's speaker to protrude slightly into the ear-channel (FIG d).

- Insert the Clip's ratchet into the holding duct on the back of the Headset (FIG a)

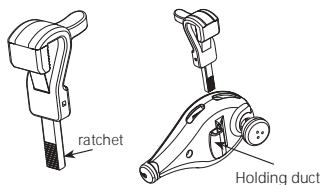


FIG a

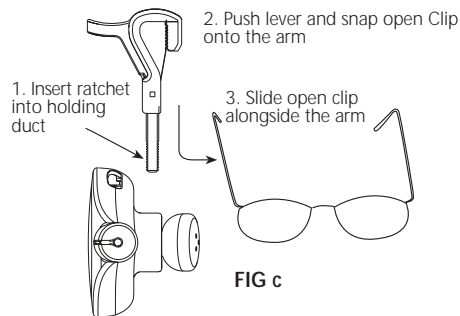


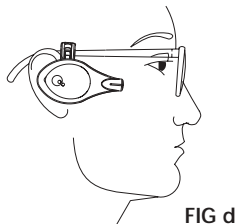
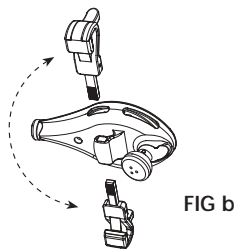
FIG c

- Determine the height of the Headset relative to the glasses by adjusting the depth to which you insert the ratchet into the holding duct (FIG a).

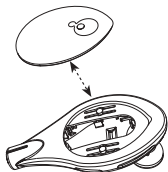
- Once you have inserted the Clip into the holding duct, attach the entire Headset by sliding the Clip from front to back along the arm of the Eye/Sun-glasses until the speaker hovers above the inner cavity of your ear (FIG c). Then insert the speaker slightly into the ear-channel to achieve a comfortable fit.

Placing the Headset on the left or on the right side

You can wear the Headset on the left or the right side of your head by inserting the ratchet accordingly (FIG b)



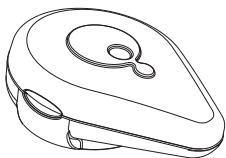
Exchanging the color panels



It is easy to replace the color panel. Just insert your fingernail or a pencil into the small tri-angular opening at the pointed tip of panel and pull it out gently. Then press the chosen panel firmly over opening.

Protecting the headset while not in use

Your allways Headset is sturdy and reliable. To protect it from scratches and similar impacts while tossed among other objects in your briefcase or pocket, you may want to use our fashionable personal carry case. The case is designed to allow storing the Headset with ear-loop or Eye/Sun-glass clip attached.



6. Handling Calls with the allways™ Headset

6.1 Answering Calls

When your mobile phone is ringing you will hear the ring tone either directly on the Headset or from the phone. To answer the call from the Headset, press briefly the CTRL button.

Note: Wait several seconds after pressing the CTRL button until you hear a sound on the Headset. Pressing the CTRL button again too soon might disconnect the call.

Alternatively you may answer the call by using your mobile phone keys. Audio connection between Headset and phone will automatically be established. In some mobile phone models the connection might be slightly delayed.

6.2 Placing Calls

You can dial by using the mobile phone's keys. If your mobile phone supports voice activation, you may also place your call accordingly as described in the Voice Dialing section below. If you are initiating a call by using the phone's keypad, your call will most likely be automatically transferred to the Headset.

NOTE: Some mobile phones need prior configuration. Yet other phones may require that you press the CTRL button on the Headset after making the call, to

transfer audio to the Headset. Besides trial and error attempts, you may wish to visit our website to find out how best to configure your particular mobile phone.

6.3 Terminating Calls

To terminate a call, press briefly the CTRL button. A sound will be heard, confirming the disconnection. Wait at least three seconds before you can press the CTRL button again to place a new call.

Alternatively, you can terminate a call by using the END key of your mobile phone. Doing so, will automatically terminate the audio connection between the Headset and mobile phone. If the other party terminates the call, no further action on your part is required.

6.4 Voice Dialing

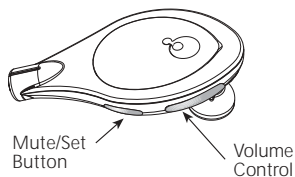
This feature is only available with mobile phones equipped with voice activation technology. To use voice activation you must first assign voice tags to the desired parties listed as your contacts in your mobile phone (if you are not familiar with this procedure, please refer to the manual of your mobile phone).

While your phone is ON but no call is in progress and the phone is not ringing, press the CTRL button briefly and a short beep will be heard. After the beep, pronounce the name of the party you wish to call and wait for feedback from

the phone. The type of feedback depends on your phone (voice confirmation or no confirmation).

6.5 Volume Control

You can adjust the volume on the **allways™** Headset by pressing the left or right volume buttons to increase/decrease volume. Every press - followed by a short beep - changes the audio level. When volume is at the maximum/minimum, beeps are not heard. Continuous pressing on the volume button will continuously increase/decrease the volume.



6.7 Mute Function

While a call is in progress, press briefly the MUTE/SET button. You will hear a tone indicating that you are in Mute mode, during which you continue to hear the other party, but your voice will not be heard on the other end. Press the MUTE/SET button again to cancel Mute mode.

6.8 Transfer audio from Headset to phone or from phone to Headset

The allways' Headset allows transfer of calls from the Headset to the phone and vice versa. While a call is in progress use your phone's key pad (refer to your mobile phone manual) to transfer audio and voice from the phone to the Headset). Alternatively, some phones transfer calls to the Headset by pressing once the CTRL button on the Headset.

7. Understanding the Indicators of the allways™ Headset

Visual Indicators

Light indicator blinks red and blue (every 3-5 seconds)	Low Battery
Light indicator flashes rapidly in blue	allways™ is in pairing mode
Light indicator flashes slowly in blue	allways™ is paired to a mobile phone. Same indication is shown even if the other device is turned off.
Light indicator shows steady red	allways™ is being charged and battery is not yet fully charged.
Light indicator shows steady blue	allways™ is connected to charger and battery is fully charged.
Audio Signals from the Headset	Every depression of the Control button will generate a brief sound to be heard on the Headset. Every increase/decrease on the volume button is followed by a short beep. If volume can not be further increased/ decreased, no beeps will be heard.
Increasing tones	Indicates that Headset is being turned on
Decreasing tones	Indicates that Headset is being turned off
Two short beeps	Two beeps are sounded when activating Mute/Set option, i.e. the other party will not hear you until you cancel Mute/Set.
Ringing tones	The mobile phone releases ringing tones which are transferred to the Headset. Different ringing tones will be heard subject to the model and setting of the mobile phone.
Other audio tones	While performing voice dialing, the phone prompts you by means of a sound, indicating that you ought to pronounce the name of party you wish to call. Please refer to your mobile phone manual for more information.

This section is only applicable for users who have purchased the universal BT Adapter

8. Getting started with the allways™ BT Adapter and Headset

Turning On/Off

Press and hold the CONTROL (CTRL) button for at least 3 seconds until the blue light indicator flashes and an alert tone is heard. Release the button. If you have not completed pairing and this is the first time you have turned ON the device, the blue light indicator will start flashing rapidly (3 times per second), indicating that the device is in pairing mode. Please read the pairing mode section 5.2 for further details.

If the device is already paired, the blue light indicator will start flashing slowly (one flash every 5 seconds), indicating that the device is in standby mode.

To turn off, press and hold the CTRL button for at least 3 seconds until the red light indicator flashes and an alert tone is heard. Release the button.

Pairing the Adapter and Headset

Pairing is a required process in which the allways™ Headset and BT Adapter become acquainted with each other for the first time. At the end of this process both devices retain information about

each other, so the next time you turn one of them on, it will look for the other device and will be able to operate automatically with it. Pairing is required only the first time for a specific allways™ Headset and BT Adapter.

Pairing Headset and BT Adapter

- Turn on the Headset and BT Adapter.
- Press and hold the CTRL button of the Headset for at least 8 seconds until the Blue light indicator starts flashing rapidly (3 flashes per second). Release the button.

Note: As you press the CTRL button while performing the above procedure you will notice that the light indicator turns red after 3 seconds. Do not release button yet, and wait until the blue light indicator flashes rapidly.

- Upon successful completion of the procedure, your allways™ Headset & BT Adapter should start blinking in blue every 5 seconds (slow blinking). Now, as your pairing process is complete, you are able to use your allways™ Headset in conjunction with your BT Adapter.

Linking Headset to a Paired BT Adapter

If you have already paired your Headset to a BT Adapter before and you have subsequently lost radio link between the units (due to distance in excess of 30 ft. or 10m, or because either the Headset or

the BT Adapter was turned off), then you should perform the following procedure in the exact sequence as described: Initially both devices should be turned off

- First: Turn on your **allways™** Headset.
- Second: Turn on your **allways™** BT Adapter.
- Wait up to 20 seconds.
- Once the units have re-established connection, your **allways™** BT Adapter will start blinking in blue every 5 seconds (slow blinking). If the procedure has failed, the BT Adapter will start blinking in red. In such case, please turn off both devices and perform the procedure again.

Connecting and setting the BT Adapter to work with your Mobile Phone

Connect the **allways™** BT Adapter to your mobile phone by inserting the jack of the Adapter's cord into the appropriate audio socket of your mobile phone. The cord's 2.5 mm jack fits the sockets of most mobile phones. However, if your mobile phone uses a different socket, you will have to purchase a suitable mechanical Audio Connector. Such Audio Connectors can either be ordered directly from Cardo Systems, Inc. or be purchased at appropriate retail stores (FIG b).

To obtain a reference list of vendors or to order online, please visit:
<http://www.allwayscardo.com/purchase>

Note: Your BT Adapter can be configured

to work with almost every mobile phone in the market. Its default configuration is set to make it work with virtually all types of mobile phones except for certain NOKIA™ phones.

Important: It is imperative that you first turn on the Adapter, then connect the audio cable to the audio connector and only thereafter insert the connector into the mobile phone. If you do not follow this sequence of steps, your setup is likely to fail. If you have a Nokia model from among the 51xx/61xx/62xx/63xx line, you will require a 2.5 mm Audio Connector. The male part of the Audio Connector should be inserted into the socket of the mobile phone, while the jack of the Adapter is inserted into the Audio Connector's socket.

Note: For all Nokia models above you need to press and hold the Mute/Set button on the BT Adapter for 5 seconds until red light Indicator starts flashing in once. To toggle between Nokia mode and all other modes, press and hold the Mute/Set button on the BT Adapter for 5 seconds. Thereafter the red light indicator will flash once indicating that your device is now in Nokia mode; two red flashes indicate that you are set in the mode suitable for other mobile phones.

9. Handling calls with the allways™ BT Adapter & Headset

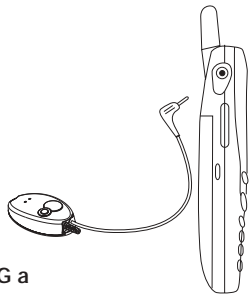


FIG a

Receiving and placing calls

Two options for answering and placing calls are supported by the allways™ BT Adapter and Headset: Normal mode and

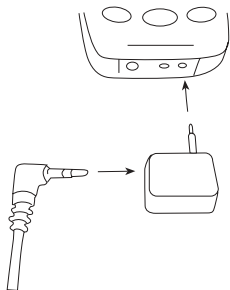


FIG b

Advanced mode. The default mode of your Headset and BT Adapter is the Normal mode, and handling of all calls

will be conducted as described below in Section 9.1. For selected mobile phone models, the Advanced mode can be set (see more details in the Advance mode section). If you are using the 2.5mm audio Audio Connector for Nokia phones and you have already set your BT Adapter as described in chapter 8, your BT Adapter is set to Advanced mode, and handling of all calls will be conducted as described below in Section 9.2.

9.1 Normal Mode

Each time you wish to use the Headset you need to “connect” it to the mobile phone by pressing briefly the CTRL button on the Headset. To terminate the connection you need to disconnect the link by pressing again the CTRL button. To answer calls, end calls, or perform voice dialing, use the keypad of your phone.

Answering a Call

While the mobile phone is ringing, press once the Headset’s CTRL button to create a link between the Headset and the mobile BT Adapter. You should now hear the ringing tone on the Headset. To answer the call, press the appropriate *SEND* or *Talk* button of your mobile phone.

Placing a Call

While the phone is not ringing and no call is in progress, press once the Headset’s CTRL button to create a link between Headset and BT Adapter. Dial the desired

number using the mobile phone's keypad, and press the *SEND* or *Talk* button of your mobile phone.

Ending a Call

While a call is in progress, press the END button of your mobile phone. To end the link between the **always™** Headset and BT Adapter, press the Headset's CTRL button, followed by a brief sound.

IMPORTANT: Terminating the link is very important, because otherwise the batteries of the Headset and the Adapter will be drained. Even if the other party terminates the call you still need to terminate the link between Headset and BT Adapter by pressing the Headset's CTRL button followed by a brief decreasing tone.

Voice Dialing

While no call is in progress and the phone is not ringing, press once the Headset's CTRL button to create a link between Headset and BT Adapter. To perform voice dialing, press the appropriate button on your mobile phone. Voice dialing is a feature supported by selected mobile phone models. Please refer to your mobile phone manual for more information. Some mobile phones allow you to initiate voice dialing by pressing the Headset's MUTE/SET button.

TIP: *Some mobile phones allow you to answer calls from the Headset by pressing the MUTE/SET button of your Headset.*

Mute

The Mute feature is not supported in NORMAL mode.

Adjusting the Volume

Press the left or right volume buttons to increase/decrease volume. Every distinct press adjusts the audio level further and is followed by a short beep. When the volume has reached the maximum/minimum level, no further beeps are heard. Continuous pressing on the volume button will continuously increase/decrease the volume.

Transferring Audio from Headset to the mobile phone and vice versa

Connect or disconnect your Adapter from your mobile phone (via audio jack). Do not forget to terminate the link between the **always™** Headset and BT Adapter by pressing the Headset's CTRL button. Terminating the link is very important, because otherwise the battery charge of your device will be significantly shortened.

9.1 ADVANCED MODE

This method is supported by certain phone brands, such as Ericsson and Nokia and others, but not by many other available models. The Advanced mode is very intuitive to operate and easy to use. Please refer to our web site at:

www.alwayscardo.com/techsupport to find out if you can set your BT Adapter to the Advanced mode.

Main Features

- Call can be answered and terminated either from Headset or from phone. Audio is heard from the Headset. The link between the Adapter and the Headset is closed automatically.
- Call can be initiated from the phone; audio is heard from the Headset.
- Supports voice dialing with phones that equipped accordingly.

Setting the Advanced mode

To set your Headset to the Advanced mode, press and hold the Mute/Set button on the Headset for 5 seconds until the red light indicator starts flashing once. To toggle between Normal and Advanced mode, press & hold the Mute/Set button on the Headset for 5 seconds again. When the red light indicator flashes once, you are in Advanced mode, two red flashes indicate Normal mode. Each additional pressure of the Mute/Set button toggles between the two modes.

Answering a Call

When your mobile phone is ringing you will hear the ring tone either directly on the Headset or from the phone. To answer the call from the Headset, press the CTRL button briefly. IMPORTANT: After pressing the CTRL button, wait a few seconds until you hear a sound on the Headset. Pressing the CTRL button briefly again will disconnect the call. Alternatively you can answer the call by using the keypad of

your mobile phone. Audio connection between Headset and phone will automatically be established.

Terminating a Call

To terminate a call, press briefly the CTRL button. A sound will be heard, confirming the disconnection. Wait at least three seconds before you press the CTRL button again. Alternatively, you can terminate a call by using the keys of your mobile phone. Audio connection between the Headset and phone will automatically be disconnected. No further action on your part is required if the other party terminates the call.

Voice Dialing / Initiating a Call

This feature is only available with mobile phones equipped with voice activation technology. To use voice activation you must first assign voice tags to the desired parties among your contacts (if you are not familiar with this procedure, please refer to the manual of your mobile phone).

While your phone is ON but idle and not ringing, press briefly the CTRL button followed by a short beep. After the beep, pronounce the name of the party you wish to call and wait for feedback from the phone. The type of feedback depends on your phone (voice confirmation or no confirmation). Alternatively you can initiate a call by using the keypad of your mobile phone. Audio connection between

Headset and phone will automatically be established.

Mute Mode

While a call is in progress, press briefly the MUTE/SET button. You will hear a tone indicating that you are in Mute mode, during which you continue to hear the other party, but your voice will not be heard on the other end. Press the MUTE/SET button again to cancel Mute mode.

Volume Increase and Decrease

Press the volume buttons to increase/decrease volume. Every distinct press changes the audio level. Every increase/decrease is followed by a short beep. When the volume has reached the maximum/minimum level, no further beeps are heard. Continuous pressing on the volume button will continuously increase/decrease the volume.

Transferring audio from Headset to phone and vice versa

If you disconnect your Adapter from your mobile phone (by pulling the audio jack), the link between the **allways™** Headset and BT Adapter will be automatically disconnected.

10. Reading indicators with the allways™ BT Adapter & Headset

Visual Indicators

Light Indicator flashes red and blue (every 3-5 seconds)

Low Battery indicator

Blue Light Indicator flashes rapidly
allways™ device is in pairing mode

Light Indicator flashes slowly red and blue

allways™ device is paired to another device. Same indication is shown even if the other device is turned off

Light Indicator is steady red
allways™ charging is in progress and not yet completed

Blue steady Light Indicator
allways™ is connected to charger and battery is fully charged

Red Light Indicator of BT Adapter flashes
BT Adapter failed to perform pairing

Audio Indicators (at Headset side only)
Short beeps

Every increase/decrease in volume is followed by a short beep. If volume can not be further increased/decreased, no beeps will be heard.

Increasing tones

Indicates that Headset is being turned on

Decreasing tones

*Indicates that Headset is being turned off
Two short beeps Two beeps are sounded when activating Mute option, i.e. the other party will not hear you until you press Mute again.*

Ringling tones

The mobile phone releases ringing tones which are transferred to the Headset. Different ringing tones will be heard subject to the model and setting of the mobile phone.

11. FAQs

What is the Cardo allways™ Headset?
The allways™ wireless Headset is a comfortable, stylish and easy to use accessory to a Bluetooth™ mobile phone or smart-PDA that enables you to hear and speak without holding your mobile phone near to your ear.

Do I need an Adapter if I already have a Bluetooth™ enabled cell phone?
No. Your allways™ device communicates with most Bluetooth™ phones.

How does the allways™ Headset work?
Once, the allways™ Headset is “paired” to your Bluetooth™ enabled mobile phone, the two devices communicate

wirelessly using Bluetooth™ technology.

If I want to keep my non-Bluetooth™ mobile phone, can I still use the allways™ wireless Headset with my mobile phone?
You can hold on to your non-Bluetooth™ mobile phone and still enjoy the benefits of the allways™ Headset, if you also purchase our Bluetooth Adapter. The allways™ BT Adapter plugs directly into the Headset jack of most non-Bluetooth™ phones, thereby enabling that phone to communicate wirelessly with your Headset. Some mobile phones require a Audio Connector to provide the suitable bridge between the Adapter and the audio jack of your mobile phone (see section 8)

What is the difference between the allways™ Headset and the allways™ Headset with the Adapter?
Bluetooth™ enabled phones do not require an Adapter to communicate with the allways™ Headset, while non-Bluetooth™ phones need the Adapter attached to the non-Bluetooth phone.

Is it possible to pair my Bluetooth™ phone with more than one allways™ Headset?
Yes, but not simultaneously. Once your allways™ Headset is paired to one phone or BT Adapter, these two devices are specifically connected. If you wish your Headset to be paired to another phone, you need to perform pairing between the allways™ Headset and that phone. Only

then will your Headset communicate with that particular mobile phone.

Is the battery removable?

The battery is not removable and you should never try to open the Headset. Let only authorized Service Centers maintain or service your device. Please refer to our website for instructions at the end of your battery life.

What if I am having trouble hearing?

The allways™ Headset comes with volume control adjustable to suit your preferred volume level.

i. What if I need more help?

Please access our website at :
www.allwayscardo.com/

Do I need to turn my Headset off when it is recharging?

No. Your Headset will stay on during the charging process. When the unit is removed from the charger, it is automatically turned off.

When I turn on my cell phone, do I need to pair or link my cell phone and Headset again?

Once your cell phone and allways™ Headset are paired, you will not have to pair it again. You will only need to implement the simple steps of linking your cell phone and Headset each time either or both are turned off or are moved more

than approximately 30 feet (10 meters) from each other. Please to section 5.3 for further details.

Will other Bluetooth™ phones interfere with my allways™ Headset ? Can they eavesdrop?

NO. Once you are paired, your identity is known only to the mobile phone you use and no other Bluetooth™ phone can hear your audio signals.

Can allways™ cause interference with my car radio?

No, the Bluetooth™ standard does not interfere with car radios.

Can I wear allways™ in the rain?

Keep in mind that allways™ is not waterproof.

Will allways™ work with more than one Bluetooth™ phone?

Yes, your allways™ Headset can be paired with other Bluetooth™ phones, one at a time.

Does the Headset terminate calls without my involvement?

Yes, in one instance only: To avoid draining of the battery in case you forgot to terminate the call, the Headset will terminate a call if the party you are talking to does not speak or emit a sound during twenty minutes.

12. Limited warranty

Your **allways™** Headset is covered with a **One-Year** Limited product warranty from the date of original purchase. Please retain the retail sales receipt for proof of purchase date.

What this limited warranty covers and for how long?

Cardo Systems, Inc. (the “Company”) warrants the **allways™** Headset, charger and Adapter units against defects in material and workmanship under normal use and service for a period of one (1) year from date of purchase (proof of purchase and registration required). The Company at its sole discretion, will at no charge either repair, replace or refund the purchase price of the product to the original purchaser during the warranty period, provided the product has not been damaged or tampered with and has been returned in accordance with the terms of this warranty to an authorized Company Repair Center. Repair, at the Company’s option, may include the replacement of parts, boards or batteries with functionally equivalent reconditioned or new parts.

Warranty Conditions

This express limited warranty is extended by Cardo Systems, Inc. solely to the original purchaser and is not assignable or transferable to others. This is the complete warranty for your **allways™** Headset,

Adapter and charger. The Company assumes no obligation or liability for additions or modifications to this warranty unless made in writing and signed by an officer of Cardo Systems. Batteries are warranted only if the battery capacity falls below 70% of rated capacity or if the battery develops leakage.

This warranty becomes void if:

- a. any of the seals on the case or battery are broken or device or battery show signs of tampering.
- b. The battery is used in equipment other than the equipment for which it was intended.

The Company disclaims all responsibility for any equipment not furnished by Cardo Systems Inc., which is attached to or used in connection with the **allways™** Headset or Adapter. Furthermore, the Company is not responsible for any damage to any part of the **allways™** Headset or Adapter resulting from the use of ancillary equipment not furnished by Cardo Systems, Inc. for use with the Product.

What this warranty does not cover?

1. Defects or damage resulting from the use of this product in other than its normal and customary manner.
2. Defects or damage from misuse, accident or neglect.
3. Defects caused by improper operation,

WARRANTY

maintenance, installation, adjustment or modification of any kind.

4. Products opened, disassembled or repaired by non-authorized parties.

5. Defects or damage due to exposure to excessive temperatures, adverse weather conditions, external impacts or spills of food or liquid.

6. All plastic surfaces and all other externally exposed parts that are scratched or damaged by customer.

WARRANTY SERVICE

To receive warranty service, your product must be registered. Use either the attached registration card or register online at www.allwayscardo.com/registration. Please present the product, along with your registration number, bill of sale (receipt) at any authorized Service Center or at the store from which you have purchased the product. Returns to the Company pursuant to the limited warranty can only be accepted with a Return Authorizations number obtained from Cardo's customer service department.

GENERAL PROVISIONS

This warranty is given in lieu of all other express or implied warranties, including without limitation, implied warranties of merchantability and fitness for a particular purpose. Cardo System's obligations under this section are limited to the duration of this limited warranty.

a. Certain limited-life components that

are subject to normal wear and tear, such as eyeglass clips, ear clips, decorative finishes, batteries or other accessories, are exempt from any warranty.

b. Cardo Systems, Inc. is not liable for any incidental or consequential damages arising from the use or misuse of any of the Company's products.

c. The user should never attempt to perform service, adjustments or repairs of the Product by him/herself. Doing so will void all warranties. During the term of the warranty, all products must be returned to the point of purchase or the authorized service center for all necessary work.

d. The Company is not responsible for any loss or damage incurred during shipping. All repair work on allways' products by parties not explicitly authorized by the Company will void any and all warranties.

e. The information in this Manual is furnished strictly for informational purposes and is subject to change without notice. Cardo Systems, Inc. assumes no liability or responsibility for any errors or inaccuracies that may appear in this Manual or Quick Guide.

Note: Look for appropriate displays as shown below to verify that you are being serviced by an Authorized Cardo Dealer or Service Center

Cardo Systems, Inc. retains the right to amend and change its products, manuals and specifications at any time without notice.

STATE LAW RIGHTS

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts. Therefore depending on where you use the Headset, certain of the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may be entitled to other rights, which vary from state to state.

13. Troubleshooting

Problem	Action
Pairing fails	<ol style="list-style-type: none">1. Turn off both devices IMPORTANT!2. Turn on Headset3. Activate pairing mode at Headset4. Turn on mobile phone (and BT Adapter if used)5. Activate pairing mode at mobile phone (and BT Adapter if used)6. When asked by mobile phone to replace existing Headset, select YES.
Can't answer phone calls or perform voice dialing (assuming your mobile phone supports this feature)	<ol style="list-style-type: none">1. Make sure your always™ Headset is turned ON and in standby mode while the blue light indicator flashes slowly.2. Verify that the Bluetooth™ function on your phone is set to ON.3. Verify that the always™ Headset is the correctly paired Headset to your mobile phone (refer to phone manual)4. Link the Headset to the phone as described above5. Check Definitions or Settings on your mobile phone.6. Perform pairing process and check again.
Battery does not provide 5-6 hours talk time.	<ol style="list-style-type: none">1. Make sure your always™ Headset is fully charged. Charging time is up to 3 hours for an empty battery. When fully charged and charger is connected to Headset, the light indicator emits steady blue light.2. When not wearing the always™ Headset, make sure the CTRL button is not pressed.3. When used with the BT Adapter in Normal Mode, make sure you close the connection by pressing the CTRL button after every call.

Problem	Action
Light indicator does not light steady (red or blue) when charger is connected.	<ol style="list-style-type: none">1. Make sure DC jack is firmly plugged in2. Disconnect DC jack, wait a few seconds and plug it back in.
Call in progress terminates after 20 Minutes	<ol style="list-style-type: none">1. There is a nearby interference signal2. If you have a GSM phone and your Headset is too close to phone (0-30 cm), noises may be heard3. Headset and mobile phone are more than 30ft (10m) apart or there are obstacles between Headset and mobile phone (e.g. concrete walls or similar)4. If you have a GSM phone and you are using BT Adapter attached it to your mobile phone, place the Adapter on the back of the phone in a position that the Light Indicators are at the bottom side (see figure 16).

To avoid draining of the battery because you forgot to terminate the call by pressing the CTRL button, the Headset is set to terminate a call after 20 minutes if the party you are talking to does not speak or emit a sound during twenty minutes.

14. Technical Specifications

allways™ headset

Description

Technology
Maximum power
Maximum link distance
Typical talk time
Typical standby time
Typical charging time
Power Source
Weight
Approvals

Parameters

Compliant with Bluetooth™ ver 1.1
2.5 dbm
30 feet or 10 meters
up to 6 hours
up to 130 hours
2 hours
Li Polymer battery
0.6oz or 18gr
FCC Part 15, CE, cETLus, Bluetooth

allways' Adapter

Description

Phone Interface
Adapters)
Technology
Maximum power
Maximum link distance
Typical talk time
Typical standby time
Typical charging time
Power Source
Weight
Approvals

Parameters

2.5mm Audio Connector, (list other
Compliance with Bluetooth™ ver 1.1
2.5 dbm
30 feet or 10 meters
5-6 hours
90-110 hours
2 hours
Li Polymer battery
0.5oz or 15gr
FCC Part 15, CE, cETLus, Bluetooth™

Wall Charger
Input Voltage
Output Voltage
Approvals

110/220 VOLT
110 ~220 Volts AC Input
9 Volts DC Output
cULus & CB

Note: Design and specifications are subject to change without notice

15. FCC Regulations

This equipment 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.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the User's authority to operate the equipment. Use only approved batteries and chargers. This equipment has been tested and found to comply with Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates 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.

Your allways' Headset is designed to operate at the maximum strength allowed by the FCC. This means that your Headset and or base unit can communicate only over a certain distance subject on the location of the cell phone, base unit and Headset, your vehicle, the construction and layout of your home or office.

Weather conditions can also affect performance.

16. European CE Notice

17. Industry Canada Notice

18. Contact Information

Cardo Systems, Inc.,
100 High Tower Blvd., Pittsburgh, PA
15205 (USA)

www.allwayscardo.com

In the USA and Canada, call toll-free:

1 800 488-0363 or 412 788-4533,

Fax: 412 788-0270

In Europe, call: +49 (89) 4445-1513,

Fax: +49 (89) 404-817

19. Service

In the USA and Canada, call toll-free:

1 800 488-0363 or 412 788-4533

In Europe, call: +49 (89) 4445-1513

between Monday and Friday 08:30 –

17:00, Saturdays 10:00 – 13:00

Service is provided under limited warranty.

Cardo Systems, Inc. will only accept devices

returned in compliance with our Warranty

Provisions and submitted with a Return

Authorization Number issued by a Cardo

authorized service department. The

Company retains the right to return all

shipments not in compliance with our

Warranty Provisions.

20. Patent, Copyright, Trademark Information

U.S. and Worldwide Patent Pending; © 2002 Cardo Systems Inc.; Made in China Bluetooth' is a trademark owned by Bluetooth SIG, Inc., Ericsson is a trademark of Ericsson, Inc. Motorola is a trademark of Motorola, Inc. Nokia is a trademark of the Nokia Corporation. Samsung is a trademark of the Samsung Corporation. All other trademarks are the property of their owners. allways' is a trademark owned by Cardo Systems, Inc.

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