



Bluetooth Handsfree Car Kit BTHFCK-xxx

compatible with:

- Ericsson 520
- Ericsson T68
- Sony-Ericsson T68i
- Nokia 6310, 6310i
- Nokia 8910
- Siemens S55
- Philips Fisio 820

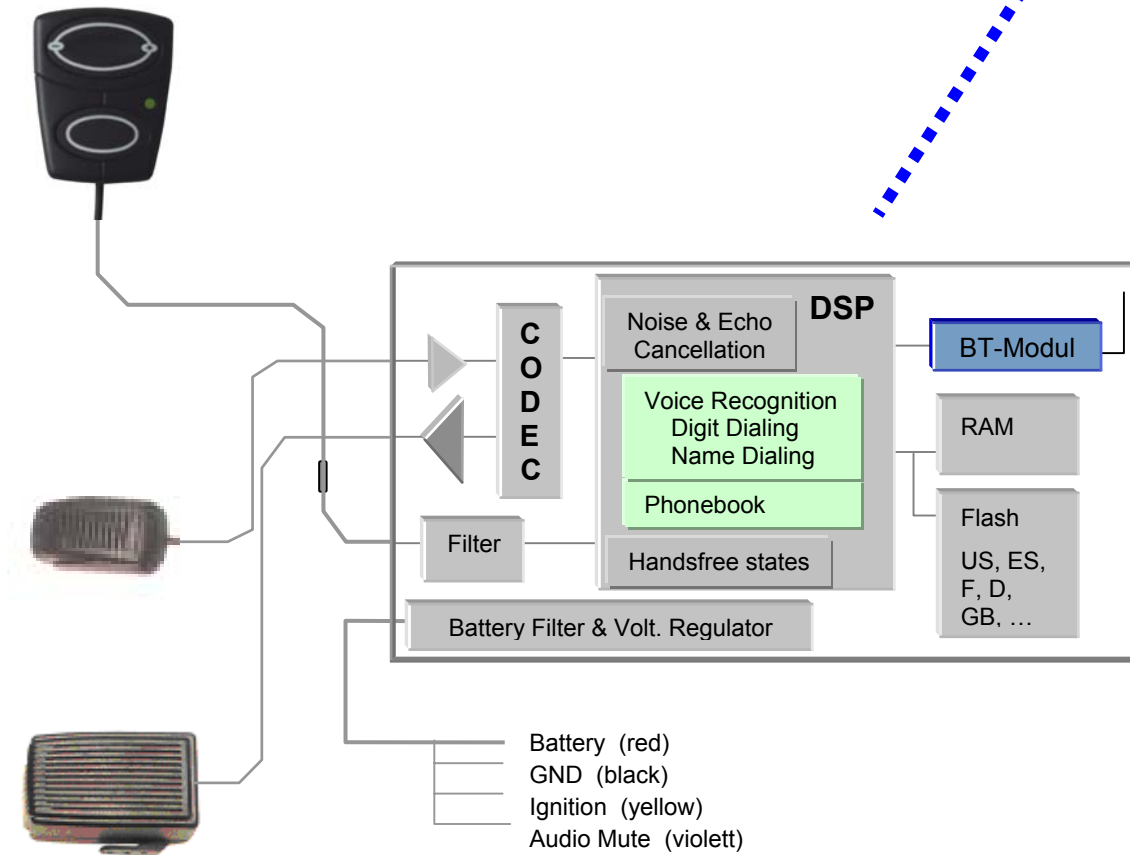


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Introduction

Congratulations on your purchase of the high-performance PEIKER Bluetooth Hands-free Car Kit (BTHFCK). When coupled with a Bluetooth-enabled cellular phone, you will enjoy both greater freedom and greater safety as you use your phone from the comfort of your vehicle.

The PEIKER Bluetooth Handsfree Car Kit provides the following functions/features:

- Automatic Bluetooth connection to your cell phone
→ no need to plug the phone in or dock in a cradle.
- Connect up to 5 phones to switch easily between different users
- Speaker independent voice recognition permitting real hands-free access to the system:
 - digit dialing of phone numbers by speaking the digits
 - voice commands for controlling and setting up the Car Kit and the phone
 - different languages selectable
- Phonebook (speaker dependant) with up to 32 names, each with 4 different numbers/locations
 - digit dialing of phone numbers by speaking the digits
- Sophisticated digital noise reduction for quiet phone calls, even during highway-speed driving
- Transfer audio during a call to your cell phone for privacy calls
(we recommend that the vehicle is stopped for this activity)
- Vehicle stereo automatically mutes during incoming and outgoing calls
- Multiple languages → US-English, NA-Spanish, French-Canadian and other languages (Peiker Hotline)

Your cellular phone must have a Bluetooth communication interface and must have been previously paired to the car kit (detailed in a later section).

Symbols used in this manual

Please note the following symbols/conventions that are intended to enhance the readability of the guide.

	When the 'button' symbol is displayed, please press the appropriate key on the U-Connect control pad (each one is labeled differently).
BEEP	A short tone emitted from the system to signify a certain activity.
DOUBLE BEEP	Two short tones emitted from the system.
<i>'pairing complete'</i>	Italicized words in single quotations represent voice prompts from the system.
<u>"Set-Up"</u>	Bolded and underlined words represent commands that the user must speak to the kit in order to have it respond appropriately
↻	Highlights a particular sentence that contains important information for the user.
VR	short form for Voice Recognition system



HMI control pad (Human Mashine Interface)

The HMI is your 'home base' → it activates initial operation of the system and provides access to all the available features. It's simple to use but activates some powerful capabilities.

The basic functions of the control pad are defined below.

EINBETTENEINBETTENEINBETTENFORMATVERBINDENAAfter system start by a new occurring ignition signal, the Mute and the power LED are turned on for 2 seconds. When a bluetooth connection is activated, the Connection-LED is turned on.



Key functions

- **+ and Hook** together for >3 seconds **Resets** and restarts the system.
- **EINBETTENV** **terminates the actual spoken prompt** and starts directly the following VR. During Phone-Call the VR is activated for “**Transfer-Audio**”, “**Dial**” **DTMF** or “**Call**” name. in Idle and longer than 1,5s : **activates the VR in the cell phone**.
- **– and VR** together > 3s : activates the **language selection** .

EINBETTENEINBETTEN

Hook button:	No active call	Ringing	Active call	2 nd call waiting
Short press (< 1,5 s)	Activate the VR-Menu	Take phone call	Hang up	Hang up current Call and take waiting one
Long press (> 1,5 s)	if BT connect exists: - Audio transfer from handy or take the hold call if no BT connection: - connect Bluetooth	Reject phone call	put the current call on hold	switch calls

- **Mic Mute:** EINBETTENmutes / unmutes the microphone..
- **+ , EINBETTEN-** changes volume level of voice prompts or phone call (depending on what is active)



Feature overview

The PEIKER Bluetooth Car Kit has the following primary capabilities:

- Receiving a call → by pressing the Hook button or say “yes”
- Rejecting a call → by pressing the Hook button longer than 3s
- Digit Dialing → say “dial” and speak a string of digits
- Redial → redials the last number dialled
- Call → dials a number stored in the BTHFCK phonebook
- Phone VR activation → by pressing VR longer than 1,5s the cell phone reacts with a beep and starts its own voice recognition
- Phonebook → add/edit/list/erase phonebook-entries
- Emergency → dials 911
- Towing Assistance → dials pre-stored roadside assistance number
- Setup → phone pairing, chose confirmation prompts, language selection

All of these features are accessed via the Voice Recognition and Dialog system. Simple voice commands will activate the feature and a pleasant voice prompt will assist you.

In addition to these call feature, the kit also has the following features:

- Volume control – the level of the speaker volume can be adjusted up and down
- Microphone Mute – the hands-free microphone can be muted in order to conduct a private conversation in the vehicle while on the phone
- DTMF tones sending by pressing the VR button during a phone call and “digit dialing” or “call” a prestored number/ code of the phonebook (which is stored under the name “code” f.e.
- Conference calling by pressing VR, dialing another person and conferencing her in
- Call Waiting – ability to retrieve a second incoming call and to switch between the two callers
- Privacy Mode – ability to transfer an ongoing call to the cellular phone in order to conduct a private call (the call can also be switched back to the hands-free system)
- Multiple Languages – selection via VR in the setup menu or pressing – and VR longer than 3s.



Selection of the desired language

Three different languages are available in the kit (more will follow):

- English
- NA Spanish
- French Canadian
- more will follow (GB, F; ES, D, NL, I).

In order to change to a different language, please follow one of the following procedures.

1)

- Press simultaneously and hold for 3 seconds the EINBETTEN- and VREINBETTEN buttons [*'Select <language> by pressing the Hook button after the Beep'*] ...
- As the desired language is spoken by the unit, press the Hook button and that language will be selected. The next time you activate the system, it will default to the language you just selected.

or

2)

- Press Hook button to start VR and then say "setup".
- after the beep say "language", then the same language selections is started as above
- push the hook button at a time after the right language is spoken.



Setup and phone registration (Pairing)

The first step in using the kit is to 'register' your Bluetooth-enabled phone with the car kit. This process, usually called 'pairing' or 'registration' allows your phone to communicate with the handsfree system and ensures that other phones cannot inadvertently do so.

Please follow the steps below to complete this process:

- (1) Turn on your cellular telephone and ensure that it is Bluetooth-enabled and supports either Headset Profile[†] or Handsfree Profile[†].
- (2) Turn on your vehicle ignition and ensure the LEDs are turned on for 2 seconds. This will take a few seconds.
- (3) We now need to enter the setup mode to register your phone. Please do the following steps.
- (4) Press EINBETTEN['Hook Ready' or 'Ready'] [Say **"Set-Up"**] [Say **"phone pairing"**] [Say **"pair"**] [*Please register phone as mentioned in phone manual.*]
- (5) The kit will wait for approximately **2 minutes** to have a Bluetooth phone pair with it. At this point, you need to activate the Bluetooth pairing procedure in your phone as outlined in your manual. You need to set the phone to "Add Device" or to have it search for all available devices
- (6) Once the phone has found the kit, it will display this information on the phone. It should display some message that it has located "Peiker HFK". The kit will continue to be silent. Continue to follow the phone's pairing procedure until it asks you to enter a password. Enter "0000" on the phone's keypad and select hit the yes/dial key on the phone. The phone will then complete the pairing process and you should hear a prompt from the kit saying *'pairing completed'*
- (7) If the kit does not find any device (*'Handsfree-Profile pairing failed, would you like to pair with headset-profile?'*), it could be that you do not use a handsfree mobile. You can try to pair a second time with only headset-profile. Use this mode only, if your mobile does not support the handsfree-profile. If your phone does support handsfree-profile, say **"no"** and start with (1) to try again.
- (8) You have now completed the registration process and your phone is ready to be used with the car kit.

Note that you can pair up to 5 phones with the PEIKER Bluetooth kit. Only one phone will be active (i.e. able to use the handsfree system for calls at any one time). The last connected phone will always have the highest priority when the unit tries to connect with a phone. If the last connected phone is not available, then the kit will look for other phones stored in its memory (other phones that have previously been paired), in order of its priority list. If you pair a sixth phone, then the phone which was not used for the longest duration, will be removed from the kit.

After completing the registration process, your Bluetooth Car Kit is ready for everyday use.

Initial Requirements

- Ignition Switched On → Your vehicle ignition must be switched on. It takes approximately 3 seconds after turning on your ignition for the kit to become active. The LEDs are turned on for two seconds.
- Bluetooth in Phone is Active → The Bluetooth communication mode must be activated in your cellular phone.
- Phone Distance → The handsfree kit will operate with the phone up to 20 feet. The quality of the audio signal will deteriorate as the phone is moved further away from the vehicle. The phone does not need to be in the open (i.e. it can be in a purse or pocket) to operate but it should not be blocked by metal (i.e. do not place it in the trunk).



- After the system becomes active (after ignition is turned on), the system tries to establish a bluetooth connection. Maybe your mobile prompts for a confirmation for this connection. If the connection is opened the power-on LED of the HMI is turned on.

Receiving a Call

Once your phone has been registered, then the car kit will automatically connect to your phone each time you enter your vehicle and start the ignition.

When a call is received on your phone, you will hear the ring tone through your handsfree speaker (it may also ring on the phone itself) and your stereo system will automatically mute.

To answer the call, simply give the Hook button EINBETTENa short press (< 1.5 seconds) and the call will automatically be connected through your handsfree.

The volume of the call can be adjusted through the Volume Up EINBETTENand Volume Down EINBETTEN keys.

Ending a Call

When you call is complete, simply press the EINBETTENHook button and the call will terminate. The system will provide a *'Phone Call Completed'* prompt.

If you do nothing at the conclusion of your call, it will eventually terminate after the person at the other end has hung up. The same *'Phone Call Completed'* prompt will be heard.

Placing a Call

To place a call, there are two possibilities:

1. Activating the VR System and saying "DIAL" or "CALL" (see next section)
2. by activation of the VR in the cell phone itself.
Therefore press the VR button longer than 1,5s and wait for the response of the cell phone.
Sometimes it might be good to press the – or + button first to activate the SCO link between cell phone and HFK.
Then follow the instructions of the cell phone manual and speak the name stored in the phones phonebook ...

Activating the VR System – the *'Ready'* prompt

To place a call and access all system features, simply press the EINBETTENHook button. This will activate the unit's Voice Recognition (VR) menu.

The system will respond with *'Ready'* (all other times), followed by a BEEP.

You are now ready to use all the features of the system. The following menu of functions is available:

- DIAL
- REDIAL
- CALL
- PHONEBOOK



- SETUP
- EMERGENCY
- TOWING ASSISTANCE

To access one of these features, simply speak the desired function name and the kit will respond appropriately.

A single BEEP will be heard after most prompts coming from the system. This signifies that the Voice Recognition is now ready to accept input from the user.

➞ YOU MUST WAIT for the BEEP before SPEAKING a COMMAND or NUMBER.

If you do not speak a command within 2 seconds of the BEEP, the kit will prompt you with the above menu of features: *'Dial', 'Redial', 'Call', 'Phonebook', Setup', 'Emergency', ' or Towing Assistance'*

Again you can select one of the features by speaking the function name. It will repeat this process two more times at which time, the kit will time out with a *'DOUBLE-BEEP'*. To start over, just follow the same steps as before.

Dial

The DIAL function is used to dial a phone number by providing the kit with a series of digits. You can enter the number as either a complete string of 7,10 or more digits or you can break up the phone number into segments and the system will piece them all together before dialling.

Press EINBETTENHook [*'Ready'* BEEP [Say **"Dial"** [*'Number Please'* BEEP [❶ Speak the phone number you wish to dial, using individual digits. Either the complete number (e.g. 8 0 0 1 2 3 4 5 6 7) or any segment of the number (e.g. 8 0 0) can be stated [number is repeated back by system (e.g. '8 0 0 1 2 3 4 5 6 7') + *'Complete the number, say dial or say clear'* BEEP

- [<number>: say a further block of numbers
- [**"clear"** [deletes the last entered block of numbers
- [if number is complete, say **"Dial"**
 - [if you only entered one block [*'Dialling'* [Number will be dialled through phone and call will be connected over handsfree system [Exit from VR.
 - [if you entered multiple segments [*'Dialling' + complete number that was entered + 'Is this correct?'* BEEP
 - [**"YES"** [Number will be dialled through phone and call will be connected over handsfree system [Exit from VR.
 - [**"NO"** [BEEP [complete number will be erased and start again at ❶ above.
- [if number is not complete, then continue at ❶ above.
- [**"cancel"** [returns to main-menu

➞ If you make no choice after prompt, the system will repeat all entered blocks of numbers, after each block a short break is added. The system is able to store up to nine blocks. If you enter more blocks, the both oldest are put together to one. In this way you can enter up to 20 digits. After three times without making a choice, the system will leave the menu-tree.



Redial

The RE-DIAL command is used to have the kit place a call to the same number that was previously called with mobile.

- (1) Press EINBETTENHook ['Ready' BEEP [Say **“Re-Dial”** ['Dialling' [the last-dialed number will be called.

Call

The CALL command is used to dial pre-stored phone numbers from your phonebook. The system is capable of saving over 32 names, each with four different phone numbers. Please refer to the PHONEBOOK section to learn how to program numbers and location.

- ➔ Please note that the numbers are stored in the car kit and not the cellular telephone. The numbers stored in your phone are not directly accessible through the kit.

- (1) Press **EINBETTENHook** ['Ready' BEEP [Say **“Call”** [❶ 'Name please?' BEEP [❷ Speak the name of the person stored in your phonebook that you wish to call [system repeats the name and asks 'Is this correct?' BEEP

[**“YES”**: [

1. If only one location is stored: 'Dialling' [the number is dialled on the phone [Exit from VR.
2. If more than one location is stored with this name, the system proceed with (2).

[**“NO”** [start again at ❶ above.

- (2) 'Select a location please': [Say **“Home”**, **“Work”**, **“Cellular”** or **“Pager”** for the location you wish to call ['Dialling'

- ➔ Help messages will help you after a timeout of 2seconds without a recognition. You can terminate each message by pressing the EINBETTENV-Button.



Phonebook

The PHONEBOOK command is used to setup and modify all features relating to your phonebook. Specifically it allows you to store new names with up to 4 locations/numbers per name. You can also edit or delete existing entries.

Within the PHONEBOOK feature are the following commands:

- Edit - command for editing/changing an existing entry
- Delete - command for deleting an existing entry
- Erase All - command for erasing the entire phonebook
- New Entry - command to add new names/locations/numbers to the phonebook
- List - command to list the names/locations/numbers stored in the phonebook

When you first enter the PHONEBOOK menu, the above commands will be listed and then you need to select one of them. If you do not say anything, then 'Edit, Delete, Erase All, Add New, List Name' BEEP will repeat three times. After the four attempts, the system will return to IDLE-Mode.

The PHONEBOOK menu is accessed as follows:

- (1) Press EINBETTENHook ['Ready' BEEP [Say **"Phonebook"** [(a) 'Select one of the following: Edit, Delete, Erase All, New Entry, List Name' BEEP
- (2) Say one of the commands and follow the instructions as outlined below



New Entry

- ➡ If you do not provide any response to the various requests throughout the Add New command sequence, typically the particular system prompt will be repeated 3 times followed by a long BEEP and then the system will exit the menu.

- (1) *'Phonebook New Entry. Name please'* BEEP
- (2) You train a new word in two utterances. Please say the name naturally you wish to train.
- (3) Name or a similar one is already stored in phonebook [**FOUND**]
 No word detected or **'cancel'**: [**CANCEL**]
 Word detected [**TRAIN**]
 FOUND: *'Name found in phonebook, would you like to try again?'* [
 "YES" [continue with (1)
 "NO" [returns to main menu
 CANCEL: returns to main menu
 TRAIN: *'repeat name please'* [starts the training in second utterance [continue with (4)
- (4) Please say the name again. If both trained words are too different [**MISMATCH**], if both entries are expected [**LOCATION**]
 MISMATCH: *'Name failed, would you like to try again?'* [
 "YES" [continue with (1)
 "NO" [returns to main menu
 LOCATION: continue with (5)
- (5) *'Please enter location'* BEEP [enter a location (home, work, cellular, pager) [*'Editing Name, Location. Is this correct?'* BEEP [**Y-2**] or **N-2**]
 Y-2 **"YES"** [*'New number please.'* BEEP [(a) enter desired number [system repeats number + *'Is this correct?'* BEEP [**Y-3**] or **N-3**]
 Y-3 **"YES"** [BEEP [**"ADD"**] [*'Number stored. Would you like to select another location?'* BEEP [**Y-4**] or **N-4**]
 Y-4 **"YES"** [(a) *'Current locations are'* + list of locations with numbers stored BEEP [speak a location [*'Editing Name, Location. Is this correct?'* BEEP [**Y-2**] or **Y-4**] (a)
 N-4 **"NO"** [*'Another Name'* BEEP [**Y-5**] or **N-5**]
 Y-5 **"YES"** [go to NEW ENTRY Main Menu
 N-5 **"NO"** [returning to main menu
 N-3 **"NO"** [*'cancelled'* BEEP [go to **Y-2**] (a)
 N-2 **"NO"** [*'Please enter location'* BEEP [go to **Y-1**] (a)
 N-1 **"NO"** [return to phonebook main menu 1. (a)



List Name

- ➔ If you do not provide any response to the various requests throughout the List Name command sequence, typically the system prompt *'Yes or No, Cancel or Quit'* will be repeated three times, followed by a long BEEP and the system will return to the PHONEBOOK main prompt.

(3) *'Would you like to List Name with Location?'* BEEP [Y-1] or [N-1]

[Y-1] **"YES"** [*'Would you like to List Location with Number?'* BEEP [Y-2] or [N-2]

[Y-2] **"YES"** [system will repeat a list of all names + locations + numbers stored [*'End of List'*] [Exit VR

[N-2] **"NO"** [system will repeat a list of all names + locations stored [*'End of List'*] [Exit VR

[N-1] **"NO"** [system will repeat a list of all names stored [*'End of List'*] [Exit VR

- ➔ Type "+" or "-EINBETTEN to step one name backwards or forwards, type Hook to call the actual prompted name.

Edit

- ➔ If you do not provide any response to the various requests throughout the Edit command sequence, typically the particular system prompt will be repeated 3 times followed by a long BEEP and then the system will return to the next level above it in the menu

(3) *'Phonebook Edit: Enter Name Please'* BEEP [say the name you wish to edit [system repeats name + *'Is this correct?'* BEEP [Y-1] or [N-1]

[Y-1] **"YES"** [(a) *'Current locations are'* + a list of locations that have a number stored in them (home, work, cellular, pager) [select the location you wish to edit by speaking that location (home, work, cellular, pager) [*'Editing Name, Location: Is this correct?'* BEEP [Y-2] or [N-2]

[Y-2] **"YES"** [(a) *'The current number is'* + current number stored' + *'New Number Please'* BEEP [(a) enter desired number [system repeats number + *'Is this correct?'* BEEP [Y-3] or [N-3]

[Y-3] **"YES"** [BEEP [**"ADD"** [*'The number for Name, Location has been changed. Would you like to call this number'* BEEP [Y-4] or [N-4]

[Y-4] **"YES"** [*'Dialling'* [number is dialled [exit VR

[N-4] **"NO"** [*'Would you like to select another location?'* BEEP [Y-5] or [N-5]

[Y-5] **"YES"** [go to [Y-1] (a)

[N-5] **"NO"** [*'Another Name'* BEEP [Y-6] or [N-6]

[Y-6] **"YES"** [got to EDIT Main Menu

[N-6] **"NO"** [exit VR

[N-3] **"NO"** [*'Please repeat complete number'* BEEP [go to [Y-2] (a)

[N-2] **"NO"** [go to [Y-1] (a)

[N-1] **"NO"** [go to EDIT Main Menu



Delete

- ➔ If you do not provide any response to the various requests throughout the Delete command sequence, typically the particular system prompt will be repeated 3 times followed by a long BEEP and then the system will return to the next level above it in the menu

(3) *'Deleting. Name Please?'* BEEP [(a) speak the name you wish to delete [system repeats name + *'Is this correct?'* BEEP [**Y-1** or **N-1**]

Y-1 **"YES"**

[Only one location is stored for that name [system repeats name + location + *'Is this correct?'* BEEP [**Y-2** or **N-2**]

[More than one location is stored for that name [*'Select a location for deleting'* + lists locations that have a number stored in them [select which location to delete by speaking the location (e.g. work) [system repeats name + location + *'Is this correct?'* BEEP [**Y-2** or **N-2**]

Y-2 **"YES"** [*'Deleted.'* [location/number is deleted [exit VR

N-2 **"NO"** [*'Another Name?'* BEEP [**Y-3** or **N-3**]

[**Y-3** **"YES"** [go to DELETE Main Menu

[**N-3** **"NO"** [returns to PHONEBOOK main menu

N-1 **"NO"** [go to DELETE Main Menu

Erase All

- ➔ If you do not provide any response to the various requests throughout the Erase All command sequence, typically the system prompt *'Yes or No, Cancel or Quit'* will be repeated three times, followed by a long BEEP and the system exiting from VR.

(3) *'Are you sure you want to erase your whole phonebook?'* BEEP [**Y-1** or **N-1**]

Y-1 **"YES"** [*'Are you sure you want to erase your whole phonebook?'* BEEP [**Y-2** or **N-2**]

Y-2 **"YES"** [pauses for 3 seconds while phonebook is erased [*'Phonebook Erased'* [exit from VR

N-2 **"NO"** [*'Quit'* [phonebook is NOT erased and exit from VR

N-1 **"NO"** [*'Quit'* [phonebook is NOT erased and exit from VR



SetUp

The SETUP command is used to register/pair Bluetooth-enabled phones with the kit and to set other default operational modes.

Within the SETUP feature are the following functions:

- Phone-Pairing - allows you to register/pair a new or delete a phone to the system
- Language - allows you to change the system language
- Confirmation Prompts - allows you to turn the confirmation prompts on and off

The SETUP menu is accessed as follows:

- (1) Press EINBETTENHook ['Ready' BEEP [Say **"Setup"** ['Select one of the following: Phone-Pairing, confirmation-prompts or language!' BEEP
 - [**"Phone-pairing" or "pair"** [system enters Pairing Menu [
 - ['Select one of the following: pair a phone or delete the current phone'
 - [**"pair"**: system enters pairing mode – refer to: **The next step → setup and phone registration**
 - [**"delete"**: system deletes the connected phone out of its pairing-list.
 - ➡ Further on this phone is unknown to the car kit. Re-pair it to make it usable with the car kit again.
 - [**"Confirmation prompts"** ['Confirmation prompts are on/off – would you like to turn them off/on?' [
 - [**"yes"** or "no"
 - [**"yes"** 'Confirmation prompts are on' : means full confirmation prompts;
 - [**"no"** 'Confirmation prompts are off' : means reduced confirmation prompts
 - [**"Language"** [go to: **Where to start → Activate the desired language**

Emergency

The EMERGENCY command allows you to quickly dial 911.

- (1) Press EINBETTENHook ['Ready' BEEP [Say **"Emergency"** ['Dialling Emergency. Is this correct?'
 - [**"YES"** [Emergency number is dialled [Exit from VR
 - [**"NO"** [Return to Ready prompt



Towing Assistance

The TOWING ASSISTANCE command allows you to quickly connect to the Roadside Service number.

- (1) Press EINBETTENHook ['Ready' BEEP [Say **"Towing Assistance"** ['Dialling Towing Assistance. Is this correct?'
 - [**"YES"** [Towing Assistance number is dialled [Exit from VR
 - [**"NO"** [Return to Ready prompt

Advanced Features

Microphone Mute

During an active phone call, the handsfree microphone can be muted by pressing the  button. The MUTE LED will also be lit. The person on the other end of the call will no longer be able to hear your conversation.

To unmute the microphone, simply press the  button again. The MUTE LED will also go out. The person on the other end will now be able to hear you again.

Privacy Calls – Audio Transfer

During a handsfree call, the audio can be transferred from the kit back to the cellular phone in order to continue the call privately.

To transfer the audio, EINBETTENrefer to **"transfer call"** of barge-In menu. The system will respond with the prompt 'Audio Transferred' and you can now continue the call on your cellular phone.

To transfer the audio back to the handsfree kit, press and hold the EINBETTENHook button for at least 1.5 seconds.

Rejecting a Call

If you do not wish to receive an incoming call, simply press and hold EINBETTENHook button (for at least 1.5 seconds) while the incoming call is ringing. The ringing will stop and the call will not be answered.



Note that depending on your service provider, rejecting a call may be handled in different ways. Some carriers may send the call immediately to your voice mail system while others may just drop the call completely.



Call Waiting and Conference Calling

If you have a second call coming in while you are already carrying on a conversation, you have the following options:

- (1) Switch to the Incoming Call While Placing Existing Call on Hold
 - [press the EINBETTENHook button longer than 1.5 seconds
 - [existing call will be placed on hold and incoming call will be answered
 - [to switch back and forth, press the **EINBETTENHook** button for longer than 1,5seconds again
- (2) Terminate Current Call and Switch to Incoming Call
 - [press and hold the **EINBETTENHook** button (shorter than 1.5 seconds)
 - [existing call will be placed on terminated and incoming call will be answered
- (3) Connect Both Calls for a 3-Party Conference
 - [EINBETTENuse the “barge-In” command: “**conference**”. See section **Barge-In**.

Barge-In – Voice Mail, Initiate Second Call, etc.

During an active call, it is sometimes necessary to have the system send digits over the cellular connection in order to activate a particular feature that you may be trying to access on the landline side. An example of this would be when you dial in to your voice mail and need to send your password. Also, you may wish to dial a second call while continuing to keep the first call on hold.

In order to do this you must activate the ‘Barge-In’ feature of the kit using the following procedure:

- (1) During your current call, press the **EINBETTENVR** button. [BEEP [VR system is now active with these options:
 - a) Transfer Call
 - b) Dial
 - c) Call
 - d) New Call
 - e) Conference
- (2) Select one of the options by speaking the command
 - a) “**TRANSFER CALL**” [‘Audio Transferred’] audio will be transferred between handsfree and phone
 - b) “**DIAL**” [refer to **Dial** command earlier in guide.
 - ➡ The entered number will be sent via DTMF-Tones in the line
 - c) “**CALL**” [refer to **Call** command earlier in guide
 - ➡ The stores number will be sent via DTMF-Tones in the line
 - d) “**NEW CALL**” [‘New Call. Dial or Call?’ BEEP [say either “**DIAL**” or “**CALL**” and then follow the command sequence as defined earlier [a second call will be placed and the original call will be placed on hold
 - e) “**conference**”: A call on hold or a second incoming call will put together in a conference call
 - ➡ a short press to hook-button will terminate the conference call, a long press puts the conference on hold – the two other caller will not hear you anymore.



Warning

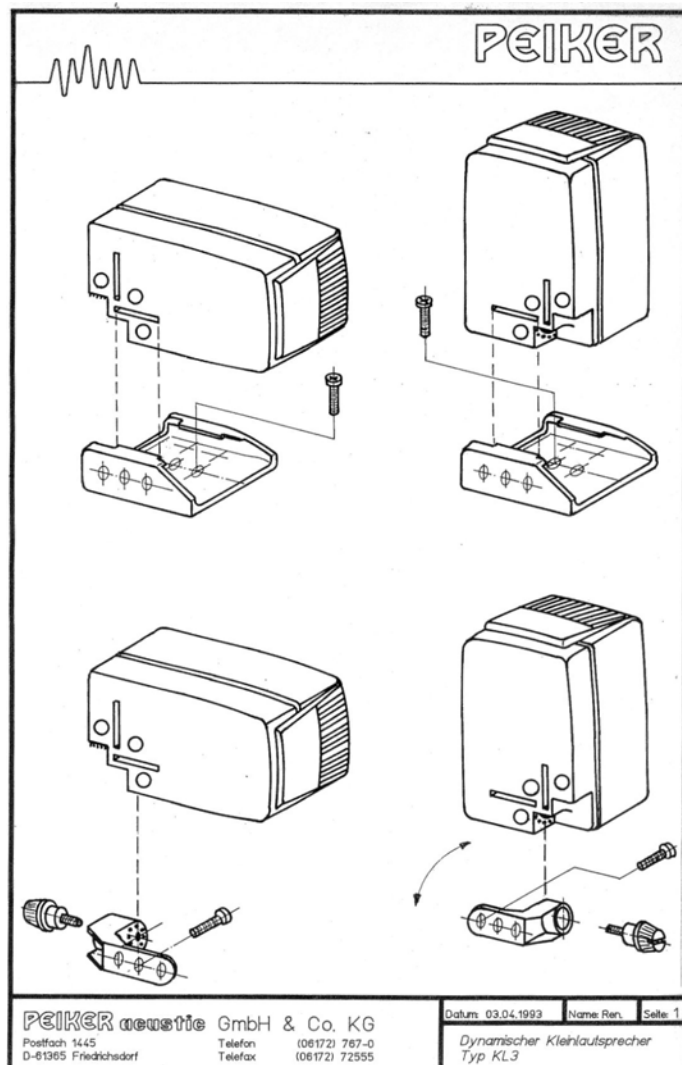
This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

(based on FCC Part 15.21)

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



Speaker and Microphone Mounting



Loudspeaker positioning

- Please install the speaker as shown above and use the delivered screws.
- It is not recommended to mount it directly next to the microphone, as there would be an echo for the phone partner. If you mount the microphone on the right side of the driver, you could mount the speaker for example on the left side of the driver.

Best microphone positions

- mostly a good positions are in the middle of the car on the roof, next to the mirror or on the console in front of the driver.
- it shall have a close position to the drivers mouth
- important is not having a direct wind blow into the microphone
- the direction of the microphone should be longitudinally towards the driver (the loud speaker should be far away from the mic)
- avoid a vibrating surface for the microphone. If so put a foam tape between (under the microphone).
- if there is a lot of wind put a wind shield foam over the microphone

