Users Guide

SMH10

FCC Information to User

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 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.

Caution

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

FCC Compliance Information : 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

Thank you for choosing SMH10, a Bluetooth Stereo Headset for your motorcycles.

.....

The SMH10 features;

- Bluetooth headset for Bluetooth mobile phone
- Bluetooth Stereo headset for Bluetooth audio device
- Bluetooth Stereo headset for Bluetooth GPS Navigation
- Rider-to-Passenger Intercom
- Bike-to-Bike Intercom up to 500m
- Wired Stereo Headset for audio player by standard 3.5mm audio jack

SPEC

1) Freq : 2402 ~ 2480 MHz
2) Channel: 79 CH
3) Channel Spacing: 1MHz
4) Battery: 3.7Vdc 580mAh Lithium Polymer
5) Operation Temperature :   -20 ~ +70 °C
6) Size: 223.8 x 85.5 x 30.6mm
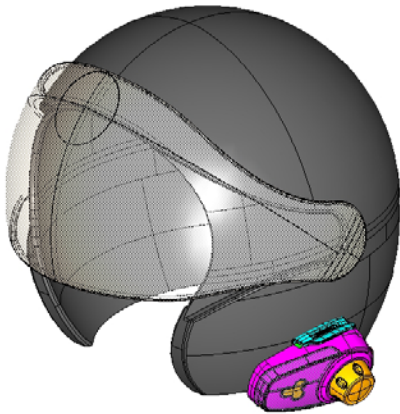
Package Contents

Headset and Clamp for Helmet

Function Button

- Start/End Intercom Conversation
- Select Intercom Friend
- Connect/Disconnect Audio Station

SMH10 Charging

1. Please make sure the SMH10 is fully charged before using the SMH10. To fully charge the SMH10, it takes about 2 hours by the supplied wall charger
2. The Red LED turns on while charging, and will turn off when the SMH10 is fully charged.

SMH10 mounting to the helmet

Configuration

1. Enable/Disable the Voice Activated Phone Answering Mode (Factory default: Enabled)
   If this mode is enabled, users can answer to an incoming call by simply saying a word loudly enough. For example, when users hear a series of beep by an incoming call, users can answer the phone by saying "Hello" or any other words loudly. The factory default of this mode is enabled. Users can disable this mode but if this mode is disabled, users have to tap the Control Button to answer to an incoming call.

   <u>Enable/Disable the Voice activated Phone Answering Mode</u>
   - Press the Control Button and the Function Button for 3 second at the same time until the Blue LED flashes rapidly.
   - To enable, press Control Button for 1 second then the LED shows solid Blue for 3 seconds and you will hear a high-tone double beep.
   - To disable, press Function Button for 1 second then the LED shows solid Red for 3 seconds and you will hear a low-tone double beep.

2. Enable/Disable the Voice Activated Intercom Mode (Factory default: Disabled)
   If this mode is enabled, user can initiate intercom conversation with an intercom friend by speaking any word of choice loudly enough without tapping the Function button. For example, user can starts an intercom conversation with an intercom friend by saying

"Hello" loudly. If user and friend remain silent for 20 seconds, the intercom terminates automatically.

    <u>Enable/Disable the Voice activated Intercom Mode</u>

- Press the Control Button and the Function Button for 3 second at the same time until the Blue LED flashes rapidly.
- To enable, press Control Button for 3 seconds then the LED shows solid

Buttons and LEDs

1. **Control Button (Wheel Button)**

   A. Power On/Off
      i. To power on, press control and function button the same time, and hold for 1 seconds until blue LED starts to flash
      ii. To power off, press control and function button the same time, and hold for 1 seconds until red LED starts to flash

   B. Phone Answer/End (in Stand-by mode)
      i. To answer mobile phone call, tap the control button
      ii. To answer mobile phone call without tapping the control button, speak loudly any word, such as "Hello". However, to do this, the Voice Activated Phone Answering Mode must be enabled. By default this feature is set to be enabled. To disable this feature, please refer to voice activation setting section.
      iii. To end phone conversation, tap the control button.

   C. Select friends Intercom (in Intercom mode)
      i. Tap the Control Button to cycle between friends intercoms while intercom is on
   D. Volume Adjusting
      i. Turn the Control Button to up and down the volume

   E. Mobile Phone and other Bluetooth Device Paring
      i. Turn on the SMH10
      ii. Press and hold the Control Button for six seconds until the red and blue LEDs starts alternating
      iii. Follow the paring process of the mobile phone or other Bluetooth device according to their manual
      iv. The LED shows solid blue for 3 seconds, if the pairing is completed.

2. Function Button

A. Intercom initiate and terminate

    i. Tap the Function button to initiate intercom conversation. If the intercom established successfully, the user hears a series of high-tone beeps matching with the number of connected friend intercom.

    ii. The lasted connected friend intercom will be connected by default.

    iii. Tap the Function button to terminate intercom conversation. If the intercom terminated, the user hears a low-tone single beep

B. Switching between friends Intercoms

    i. While the intercom is ON, tap the Function Button to cycle between friend intercoms, and you will hear a series of beeps matching with the friends SMH10 number.

Friend Intercom #1 -- (single tap)-→ Friend Intercom #2 ---(double tap) -→ Friend Intercom #4 –- (single tap) → Friend Intercom #5 –(double tap)→ Friend Intercom #2

    ii. Friend intercoms could be registered up to 3. The friend numbers are specified according to the order of paring job. The firstly paired friend SMH10 will be number 1, and the last paired friend SMH10, number 5.