



USING WITH NOKIA 3650

a. ACTIVATING THE BLUE TOOTH

You must activate your Bluetooth to establish a Bluetooth connection between your mobile phone and other Bluetooth devices.



1. Press *Menu*  key. Scroll to **Connect.** ➤ **Options** then **Open.** Under Connectivity window, choose **Bluetooth** ➤ **Options** then **Open.**

2.  will be displayed. Press **Options** ➤ **Change.** Choose **On** and then press **Ok.**

3. Continue pressing *Exit* or *Back* to get of Menu.

b. PAIRING TO THE CELLULAR PHONE

Pairing will create a link or connection between your two Bluetooth devices, the Headset and your phone.



1. Bring the cellular phone at about 20 cm from the Headset.
2. Detach the Headset from the holster/base.
3. Ensure that the Headset is turned off (see *B.Turning On/Off the Headset*).
4. From the OFF state, press the multi-function button for 10seconds until you hear a distinctive three-tone sound and the Bluetooth indicator LED changes from blinking blue to alternate blinking red and blue. This indicates that the unit is now ready for pairing.
5. Press *Menu*  key. Scroll to **Connect.** ➤ **Options** then **Open.** Under Connectivity window, choose **Bluetooth** ➤ **Options** then **Open.** Press the right side arrow of the 4-way navigation key  **Paired devices** window appears. Press **Options** ➤ **New paired device.** The phone will then start to search for other Bluetooth devices until it displays them in the list. Choose the name of this Headset and press **SELECT.**
6. Enter "0000" as the passcode then press **Ok.** "Waiting for..." and "Pairing with...complete" will be displayed succeedingly.
7. Continue pressing *Exit* or *Back* key to get out of *Menu.*

The Headset is paired and ready to use.

Note: Once paired, press the multi-function button once to establish complete connection between your Headset and phone. "Accept connection request from...?" question appears. Press **YES.** If you turn off your phone, the headset will be disconnected with the phone. When it is turned back on, there's no need to undergo the same pairing procedure. "Passcode for..." will be displayed. Enter passcode 0000 then press **OK.** "Accept connection request from...?" question appears. Just press **YES** to reconnect.

c. AUTO ACCEPT MODE

The auto accept mode allows the Bluetooth function to be turned on automatically whenever the user starts sending information such as answering or making a call via the Bluetooth Headset.

1. Press the *Menu*  button. Scroll to **Connect.** ➤ **Options** then **Open.**
2. Under Connectivity window, choose **Bluetooth** ➤ **Options** then **Open.** Press the right side arrow of the 4-way navigation key . **Paired devices** window appears.
3. Select the name of this Headset and press **Options.** Select **Set as authorised.** "Connections will take place without confirmation. Continue?" question appears. Press **YES.**
4. Continue pressing *Exit* /*Back* key to get out of *Menu.*

d. ANSWERING/RECEIVING A CALL

When the phone is receiving a call, ring tone will be heard on the Headset as well as on the phone.

1. Press the multi-function button down once to answer the call.
2. End the call by pressing the button again.

Note: Cell phone buttons can also be used to answer a call but audio will still be on the Headset.

e. **MAKING A CALL with the Headset on**

➤ **Normal dialing**

1. Enter the contact number and and press **Call key**.
2. Press the multi-function button to hang-up and terminate the call.

➤ **Voice dialing**

Refer to step i for the procedure when recording for voice dialing.

1. Press the multi-function button once to activate the voice dialing.
2. A beep will then be heard on the Headset prompting the user to say the name of the person to call.
3. Say the name. The name will be played back to you. The phone will then place the call automatically. In case the cellular phone does not recognize the name spoken, the steps above may be repeated.
4. Press the button again to terminate the call.

➤ **Redialing**

Press quickly the multi-function button twice to redial the last number.

f. **AUDIO TRANSFER**

Audio Transfer can be done by pressing the multi-function button **2times quickly** (when Headset to phone); pressing the multi-function **once** (when phone to Headset). It can also be done using the cellphone; access the phone's call options during an ongoing call.

g. **REJECTING A CALL**

Press the multi-function button twice quickly to reject the incoming call.




h. **SETTING THE VOLUME**

The headset has a digital volume control which can be accessed through the *multi-function button*. Volume setting can be done during calls only.

1. Switch the multi-function button sideways in a clockwise direction to increase the volume.
2. Switch it counterclockwise to decrease the volume.
Note: As you press the button, the volume level is simultaneously displayed on the cellular phone.
3. Continuous sideward switching of the multi-function button (*clockwise or counterclockwise*) can rapidly increase or decrease the volume. *If the volume set is too high, it can cause feedback (whistling sound), echo or background noise during calls on some cell phones.*
Note: It is also possible to use the volume keys of the cellular phone to set the volume.

i. **RECORDING FOR VOICE DIALING**

Use your phone when recording voice dialing.

1. Press *Menu*  key. Select *Contacts*  **OPTIONS**. *Open, SELECT.*
2. Find a contact name. Press center of . (The contact number is the one being displayed.)
3. Press *Options* button. Scroll to *Add Voice tag*, **SELECT**. Follow the instructions. (Your voice will automatically be saved on the phone after it is played back to you).
4. In case you wish to change your recorded voice, press *Options* button. *Voice tag*, **SELECT**. *Change, SELECT*. Instructions appear.
5. Continue pressing *Exit* to get out of *Menu*.

Note: Noisy environment could affect voice recognition. Record in a quiet environment.