Wavetooth IPX8 swimming waterproof Wireless Stereo Headset

Don't pair to K-TOUCH and China cell phones, that will make BFU-Z mis-function
(Real case) It is good when pair to iPhone, Nokia, HTC, Sony Ericsson, Blackberry, Samsung,Vodafone, Motorola.

Microphone:
It is made waterproof and don't worry water go inside.
Don't put sharp things into this hole.

3.5mm audio jack:
headphones and recharge.
This hole is waterproof
and don't worry water go
inside.
Please make it dry after
swimming and excising cause
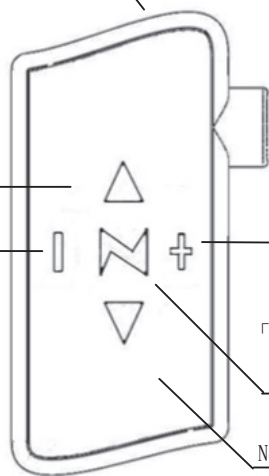sea water and sweat may
rust it

Last song

Reduce volume

Increase volume

「Z」button:
Answer phone call
/ Play and stop mucis

Next song

Waterproof Description

Wavetooth is approved of IPX8 waterproof rating.It can be used in 3 meter water for 24 hours. Wavetooth's core is sealed. Just pour out water and keep using if water go into the 3.5mm audio jack. You should you the waterproof mono headset when swimming.
It is not recommed to be used for water skiing as it may hit your body.

Rubber band
(to prevent sands going inside)

You can use your own headphones (5.7 ~ 6mm diameter)

Headphone maintenance
Please force on here when insert
Please take special care on the headphone-head cause it is very weak
Don't force on here when insert

Attention :

1. <u>Using clear water to clean the headphone jack hole after swimming or doing exercises and make it dry. Cause sea water and sweat can rust it.</u>
2. <u>Please ensure the jack hole is dry when you charge the battery.</u>
3. Don't press the buttons too hard, that may destroy the electronic circuit.
4. If you see any problem during charging, You may cut the electricity and then restart charging again. That will reset the headset.
5. Connect the USB cable to BFU-Z headset completely during charging.
6. Red LED on during charging, all LED off when finish. If BFU-Z does not work correctly, you may try re-connect, re-pairing or re-charging it again.

Headset Charging : Computer USB port is recommed for charging cause the power is more stable.

1. Make sure BFU-Z is in trun-off state.
2. Connect BFU-Z to computer USB port . ***Red LED on during charging, all LED off when finish.***
3. If the electricity inside the BFU-Z is used up completely, red LED may light on few minutes later.

Pairing : You need to pair up the BFU-Z toa mobile phone before you use it.

1. Make sure BFU-Z is turned off.
2. Press the "Z" button for 10 to 20 seconds until the red and blue LED flash alternately. Which means BFU-Z is ready for pairing.
3. Activate the Bluetooth function in your mobile phone. Then search the BFU-Z headset. The "BFU-Z" will show up in your phone screen.
4. Input the pair code "0000". You will skip this step if your mobile phone is Bluetooth-ver-2.0. or above.
5. Some mobile phones need you to set "connect" to BFU-Z before you use it, but some mobile will connect the Bluetooth headset automatically.
6. BFU-Z will turn off if you cannot pair-up the headset in 1 minute. That can prevent the loss of battery.

Turn On : Press the "Z" button for about 5 to 10 seconds until the blue LED flashes and release immediately.
(Don't press too long or it will enter the "Pairing" state)

Turn Off : Press the "Z" button for about 5 second until the red LED flashes

Answer phone call : Just press "Z" button shortly.

Redial the last call number : Double click the "Z" button quickly.

Refuse phone call : Press and hold the "Z" button for 2 seconds.

LED indicator :

Normal stand by:	Blue LED flash every 10 seconds.
BFU-Z dose not connect any device:	Blue LED flashes every seconds.
Incoming call:	Red and blue LED flash at the same time.
Low battery:	Red LED flashes every certain time.
Red and blue LED flash alternately:	BFU-Z is in "Pairing" state.
Red LED light on continuously:	BFU-Z is during charging.

Key words

A2DP : It is music wireless transmit standard between Bluetooth devices. If the Bluetooth headset and the mobile phone support A2DP, which means you can listen music in Bluetooth headset from mobile phones.

AVRCP : It is a wireless control standard which let you play, stop, select previous or next songs, or control others things. Both headset and mobile phone have to support this standard either.

Technical Problems

1.BFU-Z doesn't response correctly:
Ans : Recharge BFU-Z again for few seconds, that let BFU-Z reset itself. Another reason is that your mobile phone does not "MATCH" with BFU-Z.

2.Sound quality not good such as intermittence:
Ans : Maybe the earphones and the wire have some problems. That may caused by tearing or bending the earphone wire.
Another reason is not enough of battery.
The third reason is your mobile phone is running lots of applications such as playing games and surfing on the internet.
The last reason is that your mobile phone does not "MATCH" with BFU-Z. You may try to pair BFU-Z to other mobile phones.

Specification

Support format：A2DP / AVRCP / HS / HF	Version：V2.1 + EDR
Battery：360mAh lithium polymer	Recharge time：5~6 hours
Talk and music play time：13hours	Operate range：10 metres
Standy：200 hours	