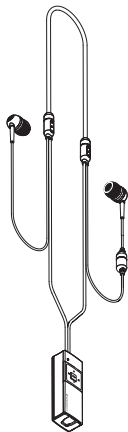


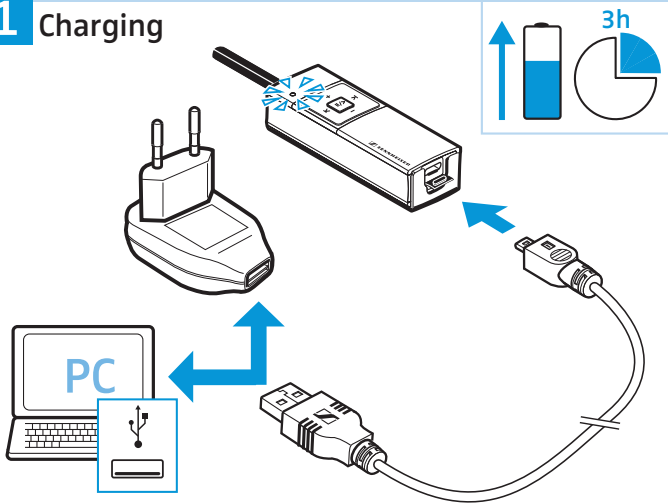
MM 200 Bluetooth Stereo Headset

Instruction Manual

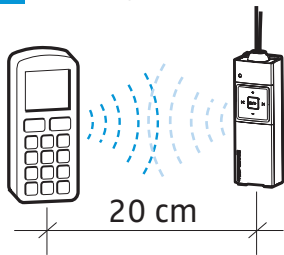


Quick Setup Guide

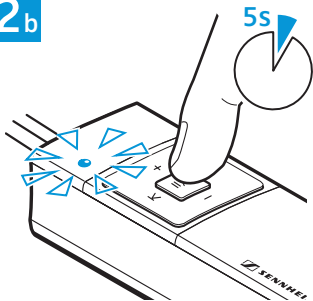
1 Charging



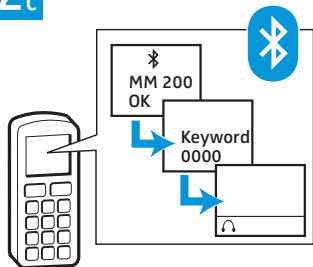
2a Pairing



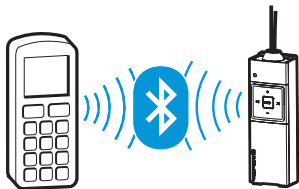
2b



2c




2d



English

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Thank you for choosing Sennheiser!

We have designed this product to give you reliable operation over many years. Over 60 years of accumulated expertise in the design and manufacture of high-quality electro-acoustic equipment have made Sennheiser a world-leading company in this field.

Please take a few moments to read these instructions carefully, as we want you to enjoy your new Sennheiser products quickly and to the fullest.



Important safety information




The MM 200 has been manufactured according to the accepted rules of safety and current technology. However, there is still a danger of damage to equipment if the following general safety instructions are not complied with.

- Read these instructions.
- Follow these instructions.
- Keep the CD enclosing these instructions in a location where it is accessible to all users at all times.
- Always include the warranty booklet and the CD with this instruction manual when you pass the MM 200 on to third parties.

Intended use

The MM 200 is an accessory for mobile phones or any Bluetooth compliant device with a hands



free profile (HFP), a headset profile (HSP), an advanced audio distribution profile (A2DP) or an audio/video remote control profile (AVRCP). It is intended for wireless communication via Bluetooth in dry environments.

It is considered improper use when the MM 200 is used

- for any application not named in these instructions,
- under operating conditions that deviate from those described in these instructions.

General instructions

Never disassemble or modify components of the MM 200.

- The built-in rechargeable battery may present a fire or chemical burn hazard if mistreated. Therefore, do not disassemble, heat above 40 °C (104 °F) or incinerate the rechargeable battery.




- Sennheiser Communications is not liable for damages resulting from the loss of connection due to a run flat battery, an old battery or exceeding the transmission range.

Before operation

- Use the MM 200 in dry places only and keep liquids and small electrically conductive parts away from the MM 200 and its connecting sockets.
- Do not expose the MM 200 to extreme temperatures. Normal operating temperatures are 10 °C (50 °F) to 40 °C (104 °F).
- Store the headset in a clean, dust-free environment.

During charging

- Do not wear the headset when charging.
- Sennheiser Communications is not liable for damages to USB devices that are not consistent with the USB specifications.
- The headset must be charged either with a compatible Sennheiser Communications power supply (EU: 502310, UK: 502311, US: 502312), the compatible Sennheiser



Communications car charger unit (502313), a USB socket of a computer or other compatible Sennheiser Communications' charging units.

- Never try to charge batteries other than the one in the MM 200 headset with the MM 200 power supply or car charger unit.
- Avoid listening at high volume levels for long periods since this leads to permanent hearing damage.
- Observe your country's regulations for the use of mobile phones, headsets and hands free equipment in traffic. Always focus your attention on driving safely!
- This equipment generates, uses and can radiate radio frequency energy and, if not 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.

During operation

**After the usage
period**

- Dispose of the built-in batteries according to local regulations. Do not dispose as household waste.

**Safety instructions for Lithium-Polymer
rechargeable batteries**

The MM 200 has a built-in Lithium-Polymer rechargeable battery. If abused or misused, rechargeable batteries may leak.








WARNING!



In extreme cases, rechargeable batteries may even present

- a heat hazard
- a fire hazard
- an explosion hazard
- a smoke and gas hazard

Please understand that Sennheiser Communications does not accept liability for damage arising from abuse or misuse.

	Do not heat above 40 °C/104 °F, e.g. do not expose to sunlight or throw into a fire.
	Do not expose to moisture.
	Do not short-circuit.
	Do not mutilate or dismantle.
	Store the units/rechargeable batteries in a cool and dry place at room temperature (approx. 20 °).
	Only charge rechargeable batteries with the appropriate Sennheiser Communications chargers.
	When not using rechargeable batteries for extended periods of time, charge them regularly (every six months for about one hour).



Only charge rechargeable batteries at ambient temperatures between 10 °C and 40 °C.



Do not charge the rechargeable battery if the unit is obviously defective.



Return defective units or units with defective rechargeable batteries to your specialist dealer.


Delivery includes

- 1 MM 200 Bluetooth stereo headset with built-in rechargeable Li-polymer battery
- 2 ear pads, size S
- 2 ear pads, size M (already mounted)
- 2 ear pads, size L
- 1 clothing clip (not mounted)
- 1 MM 200 power supply
- 1 USB charging cable
- 1 quick setup guide
- 1 warranty booklet
- 1 CD with instruction manual

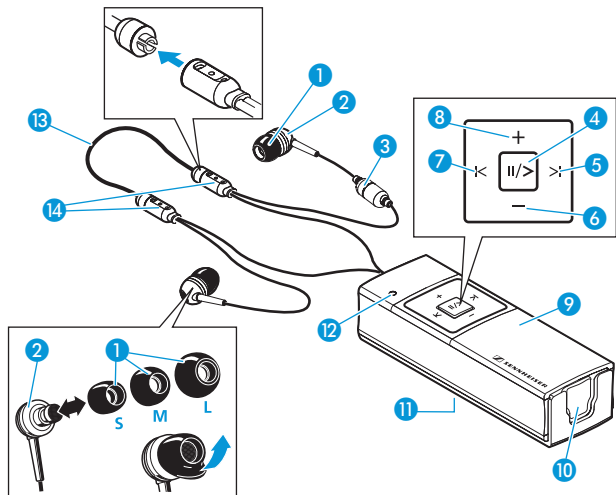



Features

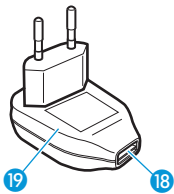
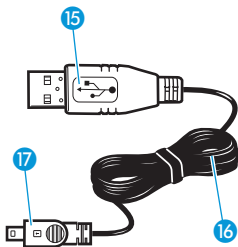
- A2DP stereo Bluetooth® headset with excellent sound quality
- Superb stereo sound, with high dynamics and excellent bass response
- Unobtrusive ear canal phones which effectively block out surrounding noise
- 3 ear pad sizes allow for superior individual fit and optimal acoustics
- Bluetooth 2.0
 - compatible with all Bluetooth 1.1, 1.2 and 2.0 devices that support the hands free (HFP), headset (HSP), or advanced audio distribution profile (A2DP)
- Multiple wearing options (lanyard and/or clothing clip)
- Multiple charging system (charging directly from USB)

- 
- 2 simultaneous sources - e.g. MP3 player and mobile phone
 - Mobile phone control
 - answer/end/reject
 - mic muting
 - transfer call*, redial*, voice dial*(*functions need to be supported by the mobile phone)
 - Long battery life time
 - up to 9 hours of music listening
 - up to 11 hours of talk time
 - up to 300 hours of standby time

Operating elements



- 
- 1 ear pads
(removable)
 - 2 ear canal phones
 - 3 microphone
 - 4 Play/Pause button
 - 5 Next button
 - 6 volume down button
 - 7 Prev. button
 - 8 volume up button
 - 9 operating unit
 - 10 socket for power supply
(under strap)
 - 11 clothing clip
(detachable, on the back side)
 - 12 LED
 - 13 lanyard
(removable)
 - 14 safety clip



- 15 USB plug
- 16 USB cable
- 17 charging plug

- 18 USB socket
- 19 power supply unit

Button overview

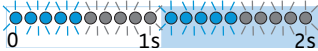

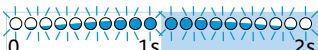

Button	to be pressed	To ...	Page
/▶	short	start or pause audio playback, accept or end a call, start searching mode	37 37 24
	for 2 sec	switch on/off, reject a call, mute/unmute the microphone	24, 38 42
	for 5 sec	enter pairing mode	29
+	short	increase the ring volume or audio volume by 1 step	42
	for 2 sec	increase the ring volume or audio volume continuously	42
-	short	reduce the ring volume or audio volume by 1 step	42
	for 2 sec	reduce the ring volume or audio volume continuously	42

Button	to be pressed	To ...	Page
>	short	skip forward/accept call	37/38
	for 2 sec	reject a call	38
		redial*, transfer calls between headset and mobile phone *	39, 41
for 5 sec	enter pairing mode	30	
K	short	skip backward/accept call	37/38
	for 2 sec	reject a call	38
		transfer calls between headset and mobile phone*	41
		voice dial*	40
for 5 sec	enter pairing mode	30	

* this function needs to be supported by the mobile phone

LED indications

Meaning during operation

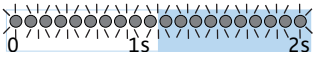
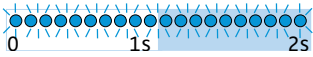
LED flashing	Meaning during operation
	
blue ● and red ●	pairing mode
	
once every 3 seconds	standby mode
	
glowing slowly every 4 seconds	audio streaming mode
	
rapidly (once every second)	active call mode

LED flashing	Meaning during operation
several times every second	searching mode
slowly (once every second)	idle mode

For a more detailed description of the LED indications, please see “Switching the headset on” on page 24.

LED colour	Meaning during operation
blue ●	battery charge status OK
red ●	low battery

Meaning during charging

LED colour	Meaning during charging
	
red ●	charging mode
	
blue* ●	charging complete

* The LED switches off after 1 hour to save battery power.

Set up

Charging the headset battery


If you charge the battery for the first time, allow charging for at least 4 hours without interruption. Later, 3 hours will suffice to fully charge the battery.



If you charge the MM 200, it will stop any operation and go into charging mode.

A fully charged battery provides a playback time of up to 9 hours or a standby time of up to 300 hours.

When the battery is about to run flat:

- All indications of the LED  turn red.
- A low battery alert is heard in the headset.

There are two ways to charge the headset's built-in battery:

1. Via the MM 200 power supply unit 19
 2. Via the USB socket of a computer
- ▶ Take off the headset and switch it off (see page 24).
 - ▶ Connect the charging plug 17 to the socket for power supply 10.
 - ▶ Connect the USB plug 15 to:
 - either a USB socket of a computer
 - or the USB socket 18 of the power supply unit 19. Connect the power supply to the mains

During charging, the LED 12 lights up red continuously. When charging is complete, the LED 12 turns blue continuously for max. 1 hour. As long as the headset is connected to a power source, all operating buttons are blocked.

Switching the headset on

To switch the headset on:

- ▶ Press and hold the Play/Pause button ④ for 2 seconds.

A confirmation beep is heard in the headset and the LED ⑫ indicates the current operating mode.



Flashing in blue indicates that the battery charge status is OK; flashing in red indicates a low battery (see page 19).

Searching mode

The LED ⑫ flashes several times every second:



The headset is paired to one or several Bluetooth devices and tries to connect to one of these devices.

The LED 12 flashes slowly (once every second): **Idle mode**



The headset is paired to one or several Bluetooth devices. However, there is no current connection because the Bluetooth device is switched off or out of range.

The LED 12 flashes once every 3 seconds:

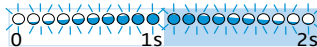
Standby mode



The headset is paired to one or several Bluetooth devices. However, there is neither an audio transmission nor an active call.

The LED 12 is glowing slowly every 4 seconds:

Audio streaming mode



The headset is paired to one or several Bluetooth devices, a sound file is received via A2DP and played back or paused.

Active call mode

The LED 12 flashes once every second:

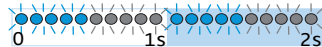


The headset is paired to one or several Bluetooth devices and there is currently an active call.

Pairing mode

If you switch on the headset and keep the Play/Pause button 4 pressed for 5 seconds, the headset will go into pairing mode (see “Pairing the headset” on page 29).

The LED 12 flashes alternately in red and blue for up to 60 seconds:



The headset is not yet paired to any Bluetooth device. Pair it as described under “Pairing the headset” on page 29.

Establishing Bluetooth connections

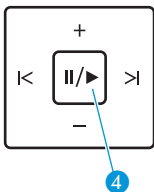
If the MM 200 is not yet paired to any device, see “Pairing the headset” on page 29.

After switch-on, the headset tries to connect to the Bluetooth device to which it was last connected. If this device cannot be detected, the headset will go into idle mode.



If a certain Bluetooth connection cannot be established, because the corresponding Bluetooth device is switched off or out of range, you can manually re-establish the connection as follows:

- ▶ Switch off the Bluetooth visibility of all Bluetooth devices in the vicinity, except for the Bluetooth device you want to connect to.



- ▶ Press the Play/Pause button 4.

The LED 12 flashes 3 times per second, indicating that the headset is in searching mode.

When the headset and the Bluetooth device detect each other, the connection is established.



The headset saves up to 8 Bluetooth connection profiles of Bluetooth devices with which it has been paired. If you want to re-establish a connection with a device with which the headset has been paired, the connection needs to be established from this device (for details, please see the manual of the Bluetooth device). Before doing so, please make sure that the last paired device is disconnected.

Switching the headset off

The headset switches off automatically 5 minutes after the last Bluetooth connection is ended (idle mode).

To manually switch the headset off:

▶ Press and hold the Play/Pause button **4** for 2 seconds.

A confirmation beep is heard in the headset and the LED **12** flashes red twice, indicating that the headset is switched off.


Pairing and volume settings are saved automatically when the headset is switched off.

Pairing the headset

You can pair the headset to up to 8 devices.

Bluetooth devices supporting:

- the advanced audio distribution profile (A2DP), e.g. a music mobile phone, a



portable music player or laptop (Windows Vista with update as of April 2007 or Mac OS X Leopard)

- hands free (HFP) or headset (HSP) profile, e.g. mobile phones

Once you have paired the headset to a Bluetooth device, the headset automatically connects to the last paired Bluetooth device each time this device and the headset detect each other.

Before pairing to a mobile phone, make sure:

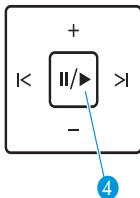
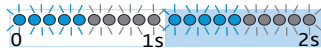
Pairing to a mobile phone

- that the headset's battery has been charged as described under "Charging the headset battery" on page 22,
- that your mobile phone is switched on and Bluetooth visibility is enabled,
- that the headset is switched off and placed close to the mobile phone (approx. 20 cm (7")).

To enter pairing mode:

- ▶ Press the Play/Pause button ④ for 5 seconds.

The LED ⑫ flashes alternately in red and blue, indicating that the headset is in pairing mode.

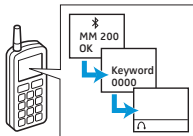



If the headset is already switched on and is in standby or idle mode, you can enter pairing mode by pressing the Next or Prev. button for 5 seconds.



- ▶ Once the headset is detected by the mobile phone, select "MM 200" and connect.

When the Bluetooth connection is successfully established, the headset is identified as "MM 200" on the mobile phone display.



- 
- ▶ When the mobile phone prompts a keyword, enter 4 zeros (0000).

If pairing was successful, the LED 12 flashes slowly in blue.

Some mobile phones require an additional step to connect to the headset. For details, please refer to the manual of the mobile phone.

Once paired, most mobile phones are able automatically transfer the audio to the headset and, in addition, show a headset symbol in their display.

Pairing is not successful

If pairing is not successful within 60 seconds, the headset returns into idle mode.

- ▶ On the mobile phone, start a search for Bluetooth devices (see the manual of your mobile phone) and follow any instructions displayed on the mobile phone display.

Pairing to other Bluetooth audio devices

If you wish to pair the headset to other Bluetooth devices such as portable music players or laptops, please refer to the manual of the Bluetooth audio device.

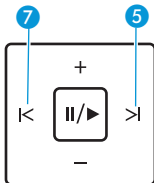
The MM 200 can simultaneously be paired to up to 2 devices, one supporting the HF/HS profile and one supporting the A2DP, e.g. a mobile phone and a MP3 player.

Multi-pairing

- ▶ Pair the MM 200 to one of the devices (see “Pairing the headset” on page 29). If the MM 200 is only paired as either a HFP/HSP or an A2DP device, you can pair it to a secondary Bluetooth device.
- ▶ When the headset is in standby mode (i.e. no active call and no music streaming), press the Next button **5** or Prev. button **7** for 5 seconds.

The LED **12** flashes alternatingly in red and blue, indicating that the headset is in pairing mode and ready to pair the secondary device.

- ▶ Follow the steps described under “Pairing to a mobile phone” on page 30, or the steps described in the manual of any other device.



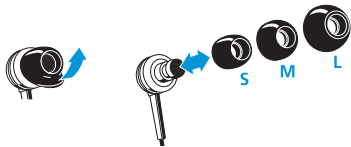
Operating

Replacing the earpads

For reasons of hygiene, the ear pads should be replaced from time to time. Spare ear pads are available from your Sennheiser Communications dealer.

- ▶ Carefully remove the ear pads from the ear canal phones.
- ▶ Mount the new ear pads to the ear canal phones.

The headset comes with ear pads in 3 different sizes: S, M and L. M size ear pads are already mounted to the ear canal phones.



Wearing the headset

Danger of accidents!

The headset can draw off your attention.

- ▶ Do not wear the headset in an environment that requires your special attention (e.g. in traffic or when performing skilled jobs)!

CAUTION!



-
- ▶ Put the lanyard 13 around your neck so that the microphone 3 is on your left hand side.
 - ▶ To ensure that the operation buttons always face outward, you can twist the safety clip on the lanyard accordingly.
 - ▶ If required, fasten the operating unit 9 to your clothing with the detachable clothing clip 11.

Note on the sound quality:

The perceived sound quality and bass performance of the ear canal phones depend largely on the correct fit of the ear canal phones in the ear.



For best sound enjoyment, please use the supplied ear pads of the appropriate size (see “Replacing the earpads” on page 34).

CAUTION!



Danger of injury!

If inserted too far or without ear pads, the ear canal phones can injure your ear canals and ear drums.

- ▶ Mount the suitable ear pads (S, M or L) to the ear canal phones (see page 34).
 - ▶ Never insert the ear canal phones without ear pads!
 - ▶ Always insert and extract the ear canal phones very carefully and slowly!
 - ▶ Do not insert the ear canal phones too deep into your ears!
 - ▶ Always keep the ear canal phones dry.
-
- ▶ Carefully and slowly insert the ear canal phones ② into your ears.

Listening to music

If your Bluetooth device supports the audio/video remote control profile (AVRCP), you can operate the audio player via a remote control.

To ...	Press
start playback	/▶
pause playback	/▶
skip to the next track in the playlist/ folder	>
skip to the previous track in the playlist/folder	<

If your Bluetooth device does not support the audio/video remote control profile (AVRCP):

- ▶ You have to operate play, pause, stop and skip via the audio player software of your Bluetooth device.

Calling

Provided the headset is switched on, paired and within the transmission range of a mobile phone (see page 29), you can accept and make calls with the MM 200. When you receive a call while listening to music, the music automatically pauses and starts playing again after the call has ended.

Accepting a mobile phone call

When you receive a call via your mobile phone you hear a ring tone in the headset.

- ▶ Press the Play/Pause button **4** or the Next button **5** or the Prev. button **7**.

A confirmation beep is heard in the headset. Audio streaming is automatically paused.

- ▶ Start to talk.

Reject call

- ▶ Press and hold the Play/Pause button **4** or the Next button **5** or the Prev. button **7** for 2 seconds.

A confirmation beep is heard in the headset. The ringing stops. Depending on the settings

of the mobile phone or Bluetooth device, the call is either rejected or transferred to a voice mailbox.

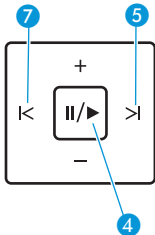
- ▶ During the call, press the Play/Pause button 4. A confirmation beep is heard in the headset. If any audio streaming was paused when the call was accepted, it will automatically resume.
- ▶ Refer to the manual of your mobile phone for information on whether your mobile phone hangs up automatically or you have to hang up manually.

If you make a call from your mobile phone, any music playback is paused. A confirmation beep is heard in the headset.

- ▶ Dial the number on your mobile phone.

Redialling the last number dialled is only possible with certain mobile phones or

Ending a call



Making a call

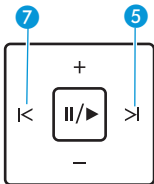
Redialling the last number dialled

Bluetooth devices. Please refer to the manual of your mobile phone or Bluetooth device.

- ▶ Press the Next button **5** for 2 seconds. A confirmation beep is heard in the headset. The last dialed number is redialed.

Voice dialling

The voice dialling function must be supported by your mobile phone or Bluetooth device, supporting HFP respectively, and be activated.



- ▶ Press the Prev. button **7** for 2 seconds. A confirmation beep is heard in headset.
- ▶ Say the name of the other party that you recorded in the phone. The mobile phone or Bluetooth device automatically dials the corresponding number. If redialling or voice dialling is successful, a confirmation beep is heard in the headset.
- ▶ Start to talk.

If redialling or voice dialling has failed (e.g. because there is no last dialed number stored

in the phone, the call is rejected by the other party or the other party cannot be reached), a confirmation beep is heard in the headset.

- ▶ To stop dialling during a redialling or voice dialling attempt, press the Play/Pause button **4**.

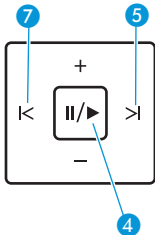
A confirmation beep is heard in the headset. Then either redialling or voice dialling is ended.

Transferring an active call from the mobile phone to the headset*

- ▶ Refer to the manual of your mobile phone for information on how to transfer the call audio from your mobile phone to the headset.
- ▶ Press and hold either the Next button **5** or the Prev. button **7** for 2 seconds. A confirmation beep is heard in the headset. The call audio is transferred to the mobile phone.

*these functions must be supported by the mobile phone

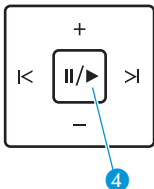
Stopping redialling or voice dialling



Transferring an active call from the headset to the mobile phone

Muting/unmuting the headset's microphone

To mute the headset's microphone during a call:



- ▶ Press the Play/Pause button 4 for 2 seconds.

A mute indication beep is heard in the headset every 4 seconds while the microphone is muted.

To unmute the headset's microphone:

- ▶ Press the Play/Pause button 4 for 2 seconds

A confirmation beep is heard in the headset. The microphone works as usual.

Changing the volume

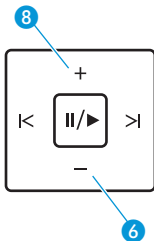
The headset manages 3 different volume settings independently of each other:


1. The audio volume can be changed as long as the headset plays audio.
2. The volume of the other party can be changed as long as a telephone call lasts.
3. The volume of the headset ring tone can be changed:
 - when the mobile phone rings
 - or when audio playback is paused.

After you have changed the headset ring tone volume, the ring tone is played once in the set volume.

The volumes can be adjusted in 12 steps. When the minimum or maximum volume is reached, an indication tone is heard in the headset.

- ▶ To increase the volume step-by-step, press the volume up button **8**.
- ▶ To reduce the volume step-by-step, press the volume down button **6**.
- ▶ To change the volume continuously, press and hold the respective volume button.





If you are out of the transmission range

Phoning and audio streaming is only possible in the Bluetooth transmission range of the mobile phone or Bluetooth device, respectively. The transmission range largely depends on environmental conditions such as wall thickness, wall composition etc. With a free line of sight, the transmission range of most mobile phones or Bluetooth devices is up to 10 metres.

If the headset leaves the transmission range of the mobile phone or Bluetooth device:

- The sound quality deteriorates before the connection finally breaks down.
- Your mobile phone or Bluetooth device displays the loss of connection.
- Please refer to your mobile phone or Bluetooth device manual for information on whether the call is automatically transferred

to the mobile phone or Bluetooth device or requires an acknowledgement to do so.

- When there is a loss of connection, an alert tone is heard in the headset.
- Depending on the connection maintained, the headset will then go into idle mode (no connection maintained) or standby mode (HFP/HSP connection maintained) or streaming mode (A2DP connection maintained).



Maintenance and care

Cleaning the headset

- ▶ Only clean with a dry cloth. Do not use any liquids, solvents or cleaning agents.

Storing the headset

If you do not use the headset for extended periods of time:

- ▶ Charge the built-in rechargeable battery every 6 months for about 1 hour.
- ▶ Store the headset in a clean and dry environment.

Accessories

Art. no.	Accessories
502309	USB charging cable
502310	Power supply, EU version
502311	Power supply, UK version
502312	Power supply, US version
502313	Car charging power supply
512816	Spare ear pads L (5 pairs)
512815	Spare ear pads M (5 pairs)
512814	Spare ear pads S (5 pairs)

Specifications

Specifications	
Dimensions	20.5 mm x 64 mm x 18.5 mm (W x H x D)
Weight	28 g without clothing clip 30 g with clothing clip
Power supply	input 100–240 V AC, output 5 V DC, 150 mA
Listen time	9 h
Talk time	11 h
Charging time	before first use: 4 hrs following: 3 hrs
Range	10 m
Speaker type	dynamic, neodymium magnet
Microphone type	omni-directional electret microphone

Manufacturer declarations

Warranty regulations

The guarantee period for this Sennheiser Communications product is 24 months – for the battery 6 months – from the date of purchase. Excluded are accessory items, rechargeable or disposable batteries that are delivered with the product; due to their characteristics these products have a shorter service life that is principally dependent on the individual frequency of use.

The guarantee period starts from the date of original purchase. For this reason, we recommend that the sales receipt be retained as proof of purchase. Without this proof (which is checked by the responsible Sennheiser Communications service partner) you will not be reimbursed for any repairs that are carried out.

Depending on our choice, guarantee service comprises, free of charge, the removal of material and manufacturing defects through repair or replacement of either individual parts or the entire device. Inappropriate usage (e.g. operating faults, mechanical damages, incorrect operating voltage), wear and tear, force majeure and defects which were known at the time of purchase are excluded from guarantee claims. The guarantee is void if the product is manipulated by non-authorised persons or repair stations.

In the case of a claim under the terms of this guarantee, send the device, including accessories and sales receipt, to the responsible service partner. To minimise the risk of transport damage, we recommend that the original packaging is used. Your legal rights against the seller, resulting from the contract of sale, are not affected by this guarantee. The guarantee can be claimed in all countries outside the U.S. provided that no national law limits our terms of guarantee.

CE Declaration of Conformity

CE This equipment is in compliance with the essential requirements and other relevant provisions of Directives 1999/5/EC, 89/336/EC or 73/23/EC.

Before putting the device into operation, please observe the respective country-specific regulations!

FCC statements

FC 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.

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.

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

This Class B digital apparatus complies with Canadian ICES-003.

Batteries or rechargeable batteries



The supplied batteries or rechargeable batteries can be recycled. Please dispose of them as special waste or return them to your specialist dealer. In order to protect the environment, only dispose of exhausted batteries.

WEEE Declaration



Your Sennheiser Communications product was developed and manufactured with high quality materials and components which can be recycled and/or reused. This symbol indicates that electrical and electronic equipment must be disposed of separately from normal waste at the end of its operational lifetime.

Please dispose of this product by bringing it to your local collection point or recycling centre for such equipment. This will help to protect the environment in which we all live.