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## **3** Introduction / foreword

#### Congratulations on your new EGO!

Whether you're browsing through your contacts list, reading SMS messages or selecting music for playback – EGO FLASH is a practical all-rounder with a razor-sharp OLED display and intuitive controls. Its handy size and sleek design make it a must-have accessory for your car.

The installation of your EGO FLASH in your car requires specialized knowledge and skills. We therefore recommend that the installation be performed by a qualified professional.

Before installation in your car, please make sure that your mobile phone is fully compatible with EGO FLASH. If you are uncertain, please consult your dealer or a qualified workshop. Our service team will also be happy to help you with any information you may require. Further information on compatibility between EGO FLASH and various mobile phones can be found on our website.

## 4 Safety notes

- 1. **Incorrect installation** Incorrect installation may lead to damage to the units and/or your car! Specialized knowledge and skills are required for installing the system. We strongly recommend that the system be installed by a qualified professional.
- 2. **Risk of injury** Unsuitable installation locations may become a source of injury in an accident situation, or may inhibit the correct functioning of essential safety equipment. Please carefully read the notes in the "Installation" chapter carefully!
- 3. **Risk of injury/material damage** the removal of vehicle lining with sharp or pointed objects may lead to injuries or material damage.
- 4. **Road safety risk** Diverted attention can lead to dangerous situations in traffic. Even when using hands-free phone systems, your complete attention must be paid to the current traffic conditions. It is always advisable to avoid phone calls while driving in difficult traffic situations!
- 5. **Damage to airbags** An incorrect installation location may cause damage to, or inhibit the correct function of, your airbags. Do not install the components within the deployment area of the airbags!
- 6. **Insulation damage** Damaged insulation can lead to equipment and wiring damage. The cables and leads may not be under tension when installed. Install the cables and leads in such a way as to avoid pinching or abrasion.
- 7. **Polarity and shorting damage** Cables connected with reversed polarity, or in such a way as to produce a short circuit, can lead to serious damage to your equipment. Before commencing installation, make sure that the car battery is disconnected.
- 8. **Damage to essential vehicle components** Essential vehicle components or wiring can be damaged when drilling mounting holes or screwing in self-threading screws. Please make sure there is always sufficient space behind the screw holes and drilled holes!
- 9. **Interference with on-board electronics** Despite the extreme protection against interference, incorrect installation can lead to interference with the vehicle electronic systems. Please read the vehicle manufacturer's notes to this effect!
- 10. Appropriate use The EGO FLASH is intended exclusively for use in vehicles with Bluetooth<sup>®</sup> mobile phones and A2DP devices.
- 11. **Damage caused by inappropriate replacement parts** Inappropriate spare or replacement parts may lead to malfunctions. Please use only the approved parts listed in the section "Spares parts and accessories"!
- 12. Road safety risk For your own safety, never initiate the coupling procedure while your vehicle is in motion!

## **5** Scope of delivery / package content

- [1] Electronics box
- [2] Control unit with integrated OLED display
- [3] Microphone
- [4] ISO-cable for connection to the car electrical system
- [5] Self-adhesive pad
- [6] Quick Guide
- [7]



PLEASE MAKE SURE THE CONTENT OF THE PACKAGE is complete. If any parts are missing, please don't hesitate to contact our service hotline team: (+1) 858.566.2170, Mon – Fri, 8 AM to 5 PM (PST)

## 6 Installation guide

## 6.1 Determination of required configuration

Before installation of your EGO FLASH, please note which features and connection options are provided by your car audio system. It is advantageous when your audio has the following: a muting function, phone input and line-in. You can find out which of these input options your audio system has in the documentation provided.

### 6.1.1 Vehicle

The EGO FLASH may only be installed in vehicles with 12 V, with the negative terminal connected to the chassis. If no car audio is installed, an add-on speaker will be required. For the installation of the optional charging cradle, you will require a model-specific mounting that may be purchased from a specialist dealer.

### 6.1.2 Mobile Telephone

Operation of the EGO FLASH requires a Bluetooth<sup>®</sup>-compatible mobile phone. You can find a list of supported Bluetooth<sup>®</sup> telephones online at *www.egohandsfree.com*.

### 6.1.3 Muting (radio muting)

The muting function (Radio Muting) ensures that the audio sound is turned off during telephone calls. The system supports the muting function. Your car's audio documentation will show whether your car audio has a mute option. If your car audio is not equipped with a muting option, you can install the optionally available Stereo Mute Box to facilitate speaker muting.

## 6.1.4 Converting the EGO FLASH into an already-installed Funkwerk hands-free car kit

An adapter cable is available for customers who already own a Funkwerk hands-free car kit (including the Audio 2000, 3000, Audio blue, Audio com, and Audio compact) and who would like to easily convert the EGO FLASH. The adapter cable connects the ISO cable, already installed in the vehicle, of your previous Funkwerk handsfree system with the EGO FLASH and is available as an accessory.

**NOTE!** This simple converting option is only possible when installing the EGO FLASH without a stereo mute box. To install the EGO FLASH with the stereo mute box, the stereo mute box's ISO connecting cable should be used to connect to the vehicle.

### 6.1.5 Add-on speakers / Car audio telephone connection

The car's loudspeakers are transferred to the system is by means of switch contacts. These are designed for a peak power handling of 35 W (Sinus). Loudspeaker power handling exceeding 35 W leads to premature wear on the switching contacts. For higher outputs, use the telephone connection of the car audio or a 5 W / 4-Ohm satellite speaker. This port is only designed for voice reproduction.

#### 6.1.6 Car audio line-in input

A car audio with a line-in input option is required for music reproduction in stereo. As an alternative to line-in, the car audio may have a mini-ISO port (block connector C), a 0.14 in jack socket or a RCA input socket. An appropriate adapter lead is required for the connection between the EGO FLASH line-out and the line-in version of your audio system. If your car audio system has no line-in option, you can employ the optionally available Stereo Mute Box for stereo reproduction in combination with your car's front speakers.

## 6.2 Verbauorte

**INSTALLATION LOCATIONS!** Unsuitable installation locations may become a source of injury in an accident (or emergency braking) situation, or may inhibit the correct functioning of essential safety equipment!

#### 6.2.1 Checking cable lengths

Before you've securely installed the components, check that the installation locations have been selected in such a way that the cable length is sufficient to connect the individual components.

**6.2.2** Selection of the installation location for the electronics box The Bluetooth<sup>®</sup> antenna for the connection to the mobile phone is installed in the electronics box. The antenna transmits directionally towards the front. For this reason, during installation, ensure that the antenna faces into the passenger cell (see Fig. 02). Vertical mounting is



ideal. Metallic screening between the front panel and the passenger cell, such as metal or metallised plastic panels, are unsuitable and may interfere with the Bluetooth<sup>®</sup> connection. Locations behind the dashboard or in a metal-lined glove compartment are also unsuitable.

A covering in plastic, fabric or wood presents no problems whatsoever.

#### Suitable locations for the electronics box:

Passenger side, next to the middle console under the paneling, model-specific installation console (dealer).

Our suggested installation locations are shown in the illustration on the right.

#### Further unsuitable locations are:

Leg and knee height, potential head impact zone, airbag inflation space, engine compartment



Fig. 03: Installation locations for the electronics box

#### 6.2.3 Selection of the point of installation for the microphone

Suitable for the microphone:

Where voice can reach the microphone unhindered (distance between the speaker and the microphone should be approx. 13.78 in), on the A-column (between windshield and driver's side window), next to the driver's sun visor, on the dashboard

#### Unsuitable for the microphone:

Close to the speakers (less than 31 in), under the dashboard, in the air stream from open windows or air vents



Fig. 04: Installation location for microphone

The illustration shows one of the potential microphone mounting locations. Alternatively, the microphone may be attached to the sun visor with the clip provided.

#### 6.2.4 Selection of site for installing the control unit with integrated display

Suitable for the control console:

In the space above the DIN installation shaft, close to the steering wheel (in an easily accessible and visible position)

#### Unsuitable for the control console:

Airbag inflation space, potential head impact zones, out of reach of driver's reach

## 6.3 Installation



**DAMAGE TO ESSENTIAL VEHICLE COMPONENTS!** Essential vehicle components or wiring can be damaged when drilling mounting holes or screwing in self-threading screws. Please make sure there is always sufficient space behind the screw holes and drilled holes!

### 6.3.1 Mounting the electronics box

Installation consoles for a number of car models are available from your dealer. These are designed to contain all the system components, including the electronics box. When it is not possible to use an installation console, please proceed as follows:

#### Define the mounting points

Making sure that there is at least 2.8 in space for the plug and socket connectors. Mark the positions for the fixing screws.



#### Mounting the electronics box

For mounting the electronics box, use four self-threading screws and appropriate washers. We recommend size "ST 2,9x25 DIN 7981" self-threading screws. These are ideal for the fixing of the electronics box. Pre-drill the holes with a 0.08 in drill.

## 6.3.2 Mounting the microphone

#### Define the mounting location

The microphone holder has a self-adhesive strip on the back. The mounting location should have the same form and area as the self-adhesive strip on the microphone holder. The location selected must allow the microphone cable to reach the electronics box! Position the microphone with the head facing towards the direction of speech.

### Cleaning and degreasing the mounting location

The mounting location must be clean and free from grease and dirt/dust. Prior to installation, clean the area with a cleansing product containing ethyl alcohol. Only use products that do not damage plastics or varnished wood finishes and are themselves free of oils or grease. Unsuitable cleansers are, for example, lighter fluid, acetone, turpentine, trichloroethylene and similar products.

#### Attaching the microphone holder

Peel off the protective backing from the self-adhesive strip. Hold the microphone holder at a distance of several millimetres (about a quarter of an inch) above the desired mounting location. Re-check the positioning. Re-positioning after mounting is no longer possible. Place the microphone holder on the mounting location and fix by applying short and light pressure.

#### Attaching the microphone

Attach the microphone by sliding it into the holder and position the microphone head towards the direction of speech.

#### 6.3.3 Mounting the control unit with integrated display

#### Define the mounting location

The control console is mounted on a smooth service by means of the self-adhesive pad provided. Make sure that the location is within easy reach of the intended user.

#### Cleaning and degreasing the mounting location

The mounting location must be clean and free from grease and dirt/dust. Prior to installation, clean the area with a cleansing product containing ethyl alcohol. Only use cleansing products that do not damage plastics or varnished wood finishes and are themselves free of oils or grease. Unsuitable cleansers are, for example, lighter fluid, acetone, turpentine, trichloroethylene and similar products.

#### Attaching the control unit with integrated display

After defining the appropriate cable direction on the back of the console, fix it by covering it with the self-adhesive pad. Hold the control console at a distance of several millimetres (about a quarter of an inch) above the desired mounting location. Re-check the positioning. Re-positioning the console after mounting is no longer possible. Apply the control console to the proposed mounting location and fix by applying short and light pressure.

## 6.4 Connection scheme

#### Installation for call reception for a car audio system with a mute input but without a phone input

With this connection option, voice playback is is emitted from the front right car speaker. During calls, the mute input blocks the car audio signal.

**NOTE:** Please observe the information in section "6.5.1 Checking the mute inputs" on connecting the mute lead of the ISO connecting cable.

**Installation for voice playback with a car audio system with phone and mute input options** With this connection option, voice playback comes through the car audio system speakers. During calls, the car radio output is switched to the phone input by the mute input In order to access the phone input of your car audio system, the speaker output of your EGO FLASH must be connected to the phone input of your car audio system. The purple and green leads of the ISO cable must be connected to the car audio phone input for this option. The purple and green leads must be disconnected from the ISO connector. The green lead (pin 14 of



Fig. 06: Connection for the mini ISO connection cable the 14-pin plug) should be connected to "Phone Out", and the purple lead (pin 7 of the 14-pin plug) to "Phone In +" of the Mini-ISO socket.

For information on the phone connection options of your car audio system, please consult the manufacturer's user manual.

**NOTE:** If your car audio system has different phone connection options from those mentioned here, please consult a qualified professional for installation of the system. Furthermore, please read the section with information on connecting the mute lead of the ISO connection cable, "6.5.1 Checking the mute input".

## 6.5 Installation of the ISO connecting cable

The battery must be disconnected before starting cable installation. Disconnect the grounding cable from the negative pole of the battery. The cable installation procedure is shown in the illustrations.



### 6.5.1 Checking the mute inputs

Picture 5 of Fig. 07 shows mute inputs 1–3. The yellow mute lead of the hands-free system should be connected to one of these inputs. Which mute input should be selected is shown in the tables:

Fig 08.			Socket contact housing		
Type-dependent	Radio model	Pin	Wire colour	Function	
pin allocation	Audi,	1			
		2		Mute	
		3			
	voikswagen,	4	blue	Ignition (15)	
	Grundig	7	red	Permanent positive (30)	
		8	brown	Ground (31)	

		Socket contact housing			
Radio model Pin		Wire colour	Function		
	1				
Ford,	2				
Mercedes,	3		Mute		
Porsche,	4	red	Permanent positive (30)		
Recker	7	blue	Ignition (15)		
Deeker	8	brown	Ground (31)		

Wiring of power supply connectors							
Soc the	ket w rear	riring (see t	from able)	Pl	ug wi the	ring fi rear	rom
1			1	r		Π	1
	2	1			1	2	
	4	3			3	4	
	6	5			5	6	
	8	7			7	8	
			•	L			

Fig. 09: Plug wiring scheme

		Socket contact housing		
Radio model Pin		Wire colour	Function	
	1			
	2		Mute	
Disusualit	3			
втапринкт	4	red	Permanent positive (30)	
	7	blue	Ignition (15)	
	8	brown	Ground (31)	

		Socket contact housing			
Radio model Pin		Wire colour	Function		
	1		Mute		
	2				
Dhiling	3				
Philips	4	red	Permanent positive (30)		
	7	blue	Ignition (15)		
	8	brown	Ground (31)		



Fig. 10: Connection system

#### 6.5.2 Checking the installation

When the ISO connection cable is correctly installed, a call remains active until the call is ended, even if the ignition has already been turned off beforehand. The system switches off automatically when the call has been ended. If the system switches to off immediately switches off, then exchange the ignition lead (blue) with the power supply lead (red) as shown in Fig. 11b

Fig. 11a: View of original connection



Fig. 11b: View after changing cables

**PLEASE NOTE,** the fuses should remain in place when opening the fuse compartment, make sure that they are not inadvertently exchanged!

#### 6.5.3 Additional external speakers

In the following cases, additional speakers (4  $\Omega$ , min. 5 W) must be used:

- ightarrow when the car audio system speakers should not be used
- $\rightarrow$  when the output rating of the speaker channel is greater than 35 W (Sinus) and the car audio system has no phone connection option
- ightarrow when the car audio system is used with active speakers and has no phone connection option

Feedback interferes with the clarity of calls. Mount additional speakers at a distance of at least 31 in from the microphone. When mounting additional speakers, please observe the manufacturer's installation instructions. Speakers can be connected to the green (pin 14) and the purple (pin 7) leads of the connection cable. First of all, the purple and green leads must be disconnected from the ISO connector (see Fig. 12).

Pin	Colour	Function	View of the plug side
1	Brown	Ground (31)	view of the plug side, Connection option for additional speakers on pin 7
2	Yellow	Radio mute	from which the wiring is [ (purple lead) and pin 14 (green lead) of the 14-pin plug
3			fed in the plug housing
4			(with pin allocation)
5			
6	White	Car audio speaker output + (front right)	8 1
7	Purple	Speaker lead + (front right)	
8	Red	Permanent positive (30)	
9	Blue	Ignition (15)	
10			
11			
12			
13	Black	Car audio speaker output - (front right)	
14	Green	Speaker lead - (front right)	

Fig. 12: Additional external loudspeakers

## 6.6 Connecting the components to the electronics box

The individual components are connected to the electronics box as follows :

- [1] Plug the microphone jack into the jack socket with the microphone symbol
- [2] The electronic box line-in can be used to connect an optional MP3 player with line-out. To do so, a connection cable 0.14 in stereo jack plug to 0.14 in stereo jack plug (l = 4.92 ft) is required.



**IMPORTANT:** Only connect the device (MP3 player, iPod<sup>™</sup>, etc.) to the electronics box line-in with a jack cable when it is being powered by battery alone (without the recharger), as interfering impulses may otherwise cause damage to the electronic box line-in.

- [3] The electronics box line-out must be connected to the car audio line-in. Depending on the car audio line-in configuration, one of the following cables is required:
  - $\rightarrow$  Connection cable 0.14 in stereo jack to 0.14 in stereo jack (l = 4.92 ft)
  - $\rightarrow$  Connection cable 0.14 in stereo jack to RCA plug (l = 4.92 ft)
  - $\rightarrow$  Connection cable 0.14 in stereo jack to Mini-ISO (l = 4.92 ft)
- [4] The control unit with display must be connected to the port.
- [5] The 14-pin plug of the ISO connecting cable must be connected with the electronics box.
- [6] The base plate for the charging cradle may also be connected to the "charger" output socket.



## 6.7. Connection of the EGO iDapter to the electronics box



Before the EGO iDapter is connected to the Ego Look/Flash, a Bluetooth update to software version 7.0 or higher must be performed. Following this, the EGO iDapter can be attached to the Ego Look/Flash as described in the connection diagram.



Abb. 13a: Connection EGO iDapter

## 7 Operating instructions

**ROAD SAFETY RISK!** Failure to pay attention can lead to dangerous situations in traffic. You must always direct your complete attention to current traffic conditions, even when speaking with a hands-free device. It is advisable to avoid phone calls while driving in difficult traffic situations!



**NOTE:** Depending on the software, individual functions may not be available! For more information, visit www.egohandsfree.com.

## 7.1 Features

#### 7.1.1 Overview of features

The hands-free EGO FLASH system supports the Bluetooth<sup>®</sup> hands-free profile. The EGO FLASH is the practical all-rounder for phoning in the car and offers the following range of functions:

- $\rightarrow$  Call functions, such as incoming/outgoing calls and redial
- $\rightarrow$  Integrated voice control
- → Intuitive voice dialing directly from your mobile phone's contacts list (without training)
- $\rightarrow$  Activate and use the voice dialing of the mobile phone
- ightarrow Allows users to read and reply to SMS messages
- → iPod<sup>™</sup> player
- $\rightarrow$  Contacts list and call lists
- → Music player replay of music files on mobile phones, iPods<sup>™</sup> or MP3 players via Bluetooth<sup>®</sup> Audio Streaming (A2DP)
- $\rightarrow$  Automatic radio muting
- $\rightarrow$  Can be buddied with up to 10 mobile phones

## 7.2 Symbols

The control unit of the EGO FLASH features an OLED display and a total of 6 keys. The illustration below gives a quick overview of the keys. The functions of the individual keys are explained in this section.



#### 7.2.1 Key functions

The key (green) is for accepting calls. Prolonged pressing of the key will also launch voice control. Possible voice commands can be found in the "Voice control" chapter of these operating instructions. Another function is the selection of menu items. When listening to music, this key controls both the play and pause functions.

*Functions in brief:* Accept call, select menu items, launch voice control, play, pause, end screensaver

→ The key (red) is used to reject incoming calls and to end completed calls (hang up). During music playback, the song may be stopped with the key. Furthermore, the voice dialing of the mobile phone can be activated and used by holding down the button in the main screen. The availability and functionality of the voice dialing depend on the mobile phone used. See the operating instructions for your phone for more details.

*Functions in brief:* Hang up, reject, stop, end screensaver, Activate the voice dialing of the mobile phone



During music playback, the **>>** key can be used to skip forward to the next title. This key can also be used to navigate the menu and speller.

Functions in brief: Skip forward to next title, navigate menu and speller, end screensaver



The 
 Key controls the reverse-skip function during playback. This key can also be used to navigate the menu and speller.

*Functions in brief:* Reverse skip, navigate menu and speller, end screensaver



The 🔼 key is used to increase volume during a phone call and during music playback. This key can also be used to navigate the menu and speller.

*Functions in brief:* increase volume, navigate menu and speller, end screensaver



The key is used to decrease volume during a phone call and during music playback. This key can also be used to navigate the menu and speller.

Functions in brief: Reduce volume, navigate menu and speller, end screensaver

**NOTE:** The EGO FLASH features a screen saver. After 60 seconds of inactivity, the display automatically switches off. Pressing any key will switch the display back on. Pressing a key in this case does not perform any function, but merely switches the display back on.

#### 7.2.2 Symbols in the status bar





Fig. 14: Status bar The status bar is located in the upper area of the display and shows the symbols described in this section.

#### 7.2.3 Speller symbols



Symbol for confirming input

←

Symbol to delete the last character

22 23



#### 7.2.4 Symbols for menu options



Activated option. This symbol appears in front of an activated menu item.



Deactivated option. This symbol appears in front of a menu item when it may be activated as an option.

## 7.3 Speller

The EGO FLASH is controlled with the  $\blacktriangleleft$ ,  $\triangleright \triangleright$  keys. The  $\triangleright \blacksquare$  key is used to confirm a selection, and the  $\blacksquare$  key quits the speller. The speller allows phone numbers or names to be composed from individual letters or numbers. It is available for various functions of the EGO FLASH, such as for dialing a phone number or to create a contacts list entry. Operation of the speller is explained below:

 $\rightarrow$  Entering numbers

 $\rightarrow$  Entering names or text

As with entering numbers, you can use the speller to enter names or text. Navigate by pressing the  $\checkmark$ ,  $\triangleright$  keys to reach a specific letter and accept it by pressing the  $\triangleright$  key. You may delete the last letter entered by pressing the  $\leftarrow$  symbol. Once the name has been completely entered, it can be saved by pressing the  $\leftarrow$  symbol. To quit the speller, press and hold the  $\bullet$  key. Switching between uppercase, lowercase and special characters is possible with the symbols described in Chapter 7.2.3, which can be selected with the  $\triangleleft$ ,  $\triangleright \triangleright$  keys.

## 7.4 Getting started

Take enough time to familiarize yourself with the use of the EGO FLASH in combination with your mobile phone. First of all, make a few calls to determine the ideal volume and the best voice pickup direction before using the EGO FLASH in traffic. When getting started, your car should be parked in a quiet place. It is also helpful if the person you will be calling can take time to let you make some test calls.

#### 7.4.1 About Bluetooth® technology

Bluetooth<sup>®</sup> technology is a wireless technology and, as such, it allows communication between individual devices without the need for cables. Data and voice information can be transmitted simultaneously. It is unnecessary to have line-of-sight routing between the devices. The transmission/reception range in the open is typically 33 feet. Interference from other electrical or electronic equipment or obstacles may, however, reduce this range. The frequency band, in which Bluetooth<sup>®</sup> operates, is reserved virtually worldwide. This, coupled with the fact that each Bluetooth<sup>®</sup> product is tested and approved for compatibility with other Bluetooth<sup>®</sup> devices, ensures the highest possible levels of compatibility with devices from a wide range of manufacturers. The EGO FLASH system supports the Bluetooth<sup>®</sup> hands-free profile. This means that it is fully compatible with all phones supporting the Bluetooth<sup>®</sup> hands-free profile. If you are uncertain, read the operating instructions for your mobile phone to see which profiles are supported. **A2DP (Advanced Audio Distribution Profile)** is a technology that enables the wireless transmission of stereo audio signals via Bluetooth<sup>®</sup> to a compatible receiving device. Please take a look at our homepage for information about compatible mobile phones.

#### 7.4.2 On / Off function

The first time you use your EGO FLASH, you must start the EGO FLASH by turning the ignition key. You will see the starting logo and the main display screen. If no connection to a mobile phone exists or no user is found, the functionality of the main menu is restricted.

In order to connect to the EGO FLASH, you must select the "User management" menu item with **D**. "New user" is then selected. The EGO FLASH will then search for mobile phones within its range of reception. If it fails to find your mobile phone, you may repeat the search, or read the section on "Troubleshooting". When the name of your mobile phone is shown, select it with the **D** key. After a connection is established with the EGO FLASH, the main menu is fully functional. Functionalities that are not supported by the mobile phone are not selectable. If the ignition is switched off, the EGO FLASH shuts itself off. If the ignition is switched off during a phone call, the call continues without interruption. The EGO FLASH will shut itself off only after the phone call is ended.

#### 7.4.3 Enter Bluetooth® PIN

After a few seconds you will be prompted to enter your Bluetooth<sup>®</sup> PIN. Enter the PIN shown on the EGO FLASH display onto your mobile phone.

#### 7.4.4 Hands-free mode

In some cases, coupling with your mobile phone in the hands-free mode does not work when using the method described above. If you are sure that your mobile phone supports the Bluetooth® hands-free profile, proceed as follows: In the list of detected devices, select "couple from phone". Now you need to search for Bluetooth® devices using your mobile phone. The procedure for this can be found in the operating instructions for your mobile phone. The mobile phone will then start searching for devices. Select the EGO FLASH from the list of devices found by your mobile phone. During the coupling process, your mobile phone will prompt you to enter a PIN or password. At this point, please enter the series of numbers shown on the display of the EGO FLASH. After a short time, the mobile phone should inform you that coupling was successful. You may also cancel the coupling at any time by pressing the **Lor** key. If coupling fails, please read the section on "Troubleshooting".

#### 7.4.5 Automatic coupling

If the phone is already connected with the EGO FLASH, the EGO FLASH will try to couple to this phone. If the search is successful, a connection is automatically established. A search is always performed for the most recently connected mobile phone. If the search process was unsuccessful, it's possible that Bluetooth<sup>®</sup> or the mobile phone is not turned on, or that you were not the last user. If you would like to select another user, activate user management and log this user in.

#### 7.4.6 Call

If there is an existing Bluetooth<sup>®</sup> connection between the EGO FLASH and a mobile phone, you can use the hands-free function of the EGO FLASH. If there is no connection, you cannot use the hands-free function. You must first establish a Bluetooth<sup>®</sup> connection. You may dial a number with voice-activated dialing, through the menu or directly on the mobile phone.

#### Incoming call

If the mobile phone is available over the Bluetooth<sup>®</sup> connection, the call is signaled with the ringtone on your mobile phone. Otherwise a signaling tone is generated by the EGO FLASH.

If the caller has not blocked display of his phone number, and if the mobile phone supports this function, the display of the control unit will show the caller's number or, if a corresponding entry is found in the contacts list, the caller's name. You can decide whether to take the call (green key or key) or reject it (red key or key). If you accept the call, you can adjust the volume with the settings are saved. You can end the call by pressing the key.

#### Call setup

Call setup from the EGO FLASH is only possible if there is an existing Bluetooth<sup>®</sup> connection between the EGO FLASH and the mobile phone. You may set up a call with voice-activated dialing or through the menu.

To activate voice-activated dialing, press the key for longer than half a second. With the "Dial number" command, you may announce the number to be dialed, and with the "Dial <name>" command, a name from the contacts list can be dialed directly. For more details, please see the section "Voice control".

The following methods may be used to initiate a call from the menu:

- $\rightarrow$  by selecting from the contacts list and the mobile phone
- $\rightarrow$  by direct outward dialing of a number with the number speller
- $\rightarrow$  dialing from the call list on your mobile phone
- $\rightarrow$  through the call-back feature for received SMS messages.

And lastly, you may also dial a number directly on your mobile phone.

#### Starting the voice dialing of the telephone

The telephone's own voice dialing, if present, can be started by holding down the red button This can be ended again by pressing the red button again.



**IMPORTANT NOTE:** Please observe your country's regulations on in-car telephone use!

#### Call ended

Once a call is ended, the menu jumps back to the main menu. If an incoming call is rejected with the key, the menu jumps to the previous menu.

#### Setting the volume

The replay volume may be adjusted during a call and during active voice recognition with the 🏊 , 🔀 keys.



**TIP!** If the person you're speaking with cannot hear you well, consider increasing the sensitivity of the microphone in the "Audio" menu under "Settings". There is a risk, however, that this may produce annoying echoes.

#### Options during phone calls

The following options may be activated during a phone call by pressing the **bu** key:

- $\rightarrow$  DTMF tones
- $\rightarrow$  Mute mic.
- $\rightarrow$  Private mode

#### $\rightarrow$ DTMF tones

Here, touch key tones are selected and then sent by means of the speller.

#### $\rightarrow$ Mute mic.

With this option, the microphone can be switched to mute. The person you have been speaking with can then no longer hear you. Pressing again deactivates the muting of the microphone.

 $\rightarrow$  Private mode

During a phone call, you may switch to private mode by selecting the "Private mode" menu item and pressing the key. Conversation is now possible only via the mobile phone. At this moment, communication via the EGO FLASH is prevented, and the other occupants in the car cannot hear the conversation. Pressing the key again quits private mode.



**IMPORTANT NOTE:** In most countries, phoning while driving is only allowed when using a hands-free system!

## 7.5 The menus

Use the  $\blacksquare$ ,  $\blacktriangleright$  keys to navigate menu items. Select a menu item with the  $\blacktriangleright$  key or quit the menu with the key. Select the submenu of the current menu by once again pressing the  $\blacktriangleright$  key. The following menu items may be selected and are listed in the following menu overview:



## ightarrow User management

User-specified settings such as "change initials", "log in", "log out", etc., can be set out under this menu item. New users can also be logged on. For details, please see the "User management" chapter.



## ightarrow Settings

General settings for the EGO FLASH can be entered under this menu item. These range from "Ringtone" to "Software update" to "Voicemail". The exact breakdown can be found in the following overview, which depicts the menu structure. You can find more information in the "Settings" chapter.



## → iPod<sup>™</sup> player

The "iPod<sup>™</sup> player" menu offers the option of controlling the iPod<sup>™</sup> via the Ego system. Under Options, you can search in various track lists as usual with iPod<sup>™</sup>. See the "iPod<sup>™</sup> player" chapter for more information.



### $\rightarrow$ Music player

The "Music player" menu allows you to playback songs and to control them as usual with Play, Pause, Stop, Forward, and Reverse. The playback device can be coupled to the EGO FLASH under "Options". For details, see the "Music player" chapter.



## $\rightarrow$ Contacts list

The contacts list contains the entries downloaded from the mobile phone. Each number in an entry can be accessed. In addition, direct outward dialing is possible here (without voice control). You can find more information in the "Contacts list" chapter.



## ightarrow Call lists

Contains lists of the last number dialed, calls received, and missed calls. You can highlight an entry with the **I** keys and call the number with the **I** key. For more information, please see the "Call list" chapter.



## ightarrow Messages

Contains the list of text messages (SMS). Unread messages are marked accordingly. The messages menu is divided into "Read messages" and "New message". More information can be found in the "Messages" chapter.

#### Main menu structure for the EGO FLASH

User management	Settings	iPod™ Player	Music player	Contacts list	Call lists	Messages
$\rightarrow \text{New user}$	→ Ringtone	→ Playing	$\rightarrow$ Playback	ightarrow Search	ightarrow Missed	ightarrow Read message
ightarrow User 1	- Melody	- Pause	- Play	ightarrow Options	ightarrow Accepted	- Read aloud
- Change initials	- Volume	- Stop	- Pause	- Direct dialing	ightarrow Dialed	- Call back
- Log in	ightarrow Brightness	ightarrow Options	- Stopp	- Synchronization		- Answer
- Log out	- Brightness	- Playback list	- Forwards	- SIM		$\rightarrow \text{New message}$
- Delete	ightarrow Call settings	- Artists	- Reverse	- Telephone		- Template 1
→ User 2	- Autom. call acceptance	- Albums	$\rightarrow$ Options	- SIM & telephone		- Template 2
- Change initials	$\rightarrow$ Power-off delay	- Tracks	- New device	→ Entry 1		
- Log in	→ Reset	- Genres	- Device 1	→ Entry 2		
- Log out	ightarrow Software update	- Composers	- Connect	→		
- Delete	ightarrow Information	- Settings	- Disconnect	→ Entry		
→	→ Language		- Delete			
$\rightarrow$ User 10	$\rightarrow$ Voice control		- Device 2			
	- Activate		- Connect			
	- Language		- Disconnect			
	→ Audio		- Delete			
	- Microphone sens.		- Device			
	- Line in					
	- Telephone					
	announcements Muto dolay					
	- Mule delay					
	- Nesel					
	7 SWILLI UII					

#### 7.5.1 User management

Symbol:



The EGO FLASH allows you to manage up to 10 user profiles; you can quickly and easily switch between these profiles while using the EGO FLASH. Individual information saved for each user includes the following:

- $\rightarrow$  Contacts list
- $\rightarrow$  Display brightness
- $\rightarrow$  Ringtone
- $\rightarrow$  Display language
- $\rightarrow$  Volume settings
- $\rightarrow$  Call lists

#### Opening user management

To enter user management, go to the symbol in the main screen display and press **ID**. You will then see the user with which the EGO FLASH established coupling, and the "New user" menu item. If no user is coupled, only the "New user" item appears.

#### Add new user

To register a new user, you must select the "New user" item with the  $\blacktriangleleft$ ,  $\triangleright \triangleright$  keys and press  $\triangleright \blacksquare$ . The remaining steps are the same as those shown in the "Getting started" chapter.

#### Change user's initials

Open user management. Then select a user and press  $\blacktriangleright$ . You then reach a submenu. There, select the "Change initials" item. Using the speller, you can now edit the name of the user.

#### Reset user

To delete all user information, open user management. Select the user you want to reset. Confirm your selection by pressing the key. A menu then opens. Select "Delete" in this menu. All data for this user is now deleted from the EGO FLASH.

#### Switch user

To switch users, go to "User management" and select the desired user. Confirm your selection by pressing the key. A submenu then opens. Select "Log in" in this menu. If the selected user can be found, the users are switched immediately. If the user cannot be found, the menu jumps back to "User management".

#### Log out user

You can disconnect the current Bluetooth<sup>®</sup> connection within "User management" under the current user with the "Log out" menu item.

#### 7.5.2 Settings

Symbol:



The "Settings" menu is highly complex, since many settings for the EGO FLASH can be carried out under this menu item. The following settings can be carried out:

- $\rightarrow$  Ringtone
- $\rightarrow$  Brightness
- $\rightarrow$  Call settings
- $\rightarrow$  Delay time
- ightarrow Reset
- $\rightarrow$  Software update
- $\rightarrow$  Info
- $\rightarrow$  Language
- $\rightarrow$  Voice control
- $\rightarrow$  Audio
- $\rightarrow$  Switch off

#### Ringtone

The "Ringtone" menu is subdivided into "Melody" and "Volume". Under "Melody", multiple ringtones are available, which can be set according to personal preference. The "Volume" of the ringtones can be set with the 🖍 , 🖍 keys.

#### Brightness

The brightness of the display can be adjusted here to the needs of the user.

#### Call settings

 $\rightarrow$  Automatic call answer

If this option is activated, incoming calls are automatically answered after three rings.

#### Delay time

You may determine how long the EGO FLASH should remain active after switching off the ignition. The delay time may be set in steps between 0 and 30 minutes.

#### Reset

This resets all settings back to the standard factory settings. In doing so, all user settings including the contacts list are lost.

#### Software update

The software for your EGO FLASH can be updated via Bluetooth<sup>®</sup>. For more details, please see the section "Software update".

#### Info

Provides information about the various software and hardware versions of your EGO FLASH. Use this information when you contact our service department with questions and problems.

#### Language

The EGO FLASH supports multiple display languages. You can change the display language within this menu item.

Voice control

 $\rightarrow$  Activate

Carrying out this item launches voice control. Control is performed with specific commands. For more information see the "Voice control" chapter.

 $\rightarrow$  Language

If your EGO FLASH features multiple languages, you may select the language here.

Audio

 $\rightarrow$  Microphone sensitivity

In some circumstances, such as when the microphone is located very far from or very near to the driver, it may be necessary to adjust microphone sensitivity. There are 10 possible levels of sensitivity that may be selected for the EGO FLASH. The sensitivity ty is shown to the right of the display as a bar. A total of 5 bars can be seen, whereby each bar has two levels. Sensitivity can be adjusted with the  $\frown$ ,  $\frown$  keys. Do not set the microphone at too high a level of sensitivity, as this can lead to over-amplification and poor audio quality for the person you are speaking with.

 $\rightarrow$  Line-In

In this menu item, you may activate the line in and vary the input volume of the audio device connected to the line in of the electronics box.



**Note**: Please note that only the connection of an audio device with line level is allowed. If the electronics box's line in is overamplified through an excessively high signal from the line out of the audio device, the volume must be reduced on the audio device.

 $\rightarrow$  Telephone announcements

If the connected telephone has navigation functions, here you can set whether the navigation announcements are to be output over the EGO system. The radio is muted during this output. Key tones are also output from the telephone if the telephone generates these. The status is saved for every user and returned to the previously set status when the system is restarted.

Possible statuses: ON/OFF

#### $\rightarrow$ Mutedelay

Here, you can set the waiting time between the activation of the mute line and the voice recognition. This is logical, as car radios require various amounts of time to recognize a mute signal and the switchover of the audio channels in the radio. The time should be set so that the first announcement of the EGO "Main menu" can be completely heard.

Possible statuses: 0.5 sec. / 1.0 sec. / 1.5 sec. / 2.0 sec. / 2.5 sec. / 3.0 sec.

 $\rightarrow$  Reset

Resets all audio settings to the default values.

#### Switch off

The current Bluetooth<sup>®</sup> connection is severed under this item and the EGO FLASH is switched off. The EGO FLASH may be switched back on by pressing a single key.

#### 7.5.3 iPod<sup>™</sup> Player

Symbol:

The iPod<sup>™</sup> player is activated via the main menu. The activation can only be performed if the accessory device "EGO iDapter" was also purchased. The iPod<sup>™</sup> player can also be activated if a mobile phone is not paired with the EGO Flash. To be able to play back music from the iPod<sup>™</sup> an iPod<sup>™</sup> must be connected to the EGO iDapter cable.

### Connection/pairing

The connection with the iPod<sup>TM</sup> is automatically performed after the connection to the EGO iDapter cable. If the iPod<sup>TM</sup> icon in the main menu remains grayed out, the connection has failed and then you must reconnect the connector of the EGO iDapter cable to the iPod<sup>TM</sup>. After establishing a connection, music can immediately be played back from the iPod<sup>TM</sup>. If the music is stopped, you can search in the track lists under Options.

## Charging the iPod™

The iPod<sup>™</sup> is charged via the EGO iDapter. The iPod<sup>™</sup> charging can be manually switched off under Options in the "Settings" menu item in the iPod<sup>™</sup> player.

## Playing

The following functions are available for playing and are shown in the display:

- $\rightarrow$  Play
- ightarrow Pause
- ightarrow Stop

- $\rightarrow$  Forward (track-by-track in the current playlist)
- $\rightarrow$  Backward (track-by-track in the current playlist)
- $\rightarrow$  Volume control

The iPod<sup>™</sup> is charged via the EGO iDapter. The iPod<sup>™</sup> charging can be manually switched off under Options in the "Settings" menu item in the iPod<sup>™</sup> player

## 7.5.4 Music player

Symbol:



The music player is activated through the main menu. The music player may also be activated without a mobile phone being couple to the EGO FLASH. In order to play back music, the EGO FLASH must be coupled to an A2DP-capable device (such as a mobile phone with A2DP, an iPod<sup>™</sup> or an MP3-Player with A2DP adapter).

## Connection / coupling

Under the "Option" menu item, a "New device" may be coupled, or an already coupled device may be connected. A total of 10 devices may be coupled, whereas only one device may be active. If a "New device" is selected, a Bluetooth<sup>®</sup> device search is performed. The desired device can be selected from there.

If the music device does not support coupling from other devices, it is also possible to couple the EGO FLASH from the music device via the "Couple from device" menu item. In both cases, a four-digit PIN code is displayed by the EGO FLASH, which must be entered into the music device. Is the PIN is incorrect, the menu jumps back to device selection, and you must repeat the process. If an iPod<sup>™</sup> or MP3 player with an A2DP adapter is used, these devices couple automatically with the EGO FLASH. For this, the "Couple from device" menu item must be selected during the search for devices. After coupling, all playback functions are available to the user.

## Playback

The following functions are available for playback and are shown in the display:

- $\rightarrow$  Play
- $\rightarrow$  Pause
- $\rightarrow$  Stop
- $\rightarrow$  Forwards (by title)
- $\rightarrow$  Reverse (by title)
- $\rightarrow$  Volume setting (playback volume adjustable in 10 steps)

These functions are controlled with the keys of the control unit. For a description of these keys, please see the "Symbols" chapter.

#### 7.5.5 Contacts list

Symbol:



The mobile phone's contacts list can be read via the "Contacts list" menu item. In addition to dialing numbers from the contact information with the **bu** key, entries can be found more quickly with the search function. You may also download the contacts list from the mobile phone under the "Option" menu item, or enter the number via direct outward dialing.

#### Read

To read numbers from the contacts list, please select the select the select the select the numbers from the contacts list, all entries contained in the list are displayed. Select the number or name you want to call and press the select the numbers stored under this name are then displayed. By pressing the select the number again, the number is dialed.

#### Search

If searching for a particular name becomes difficult due to a large number of entries, the search function may be used. With this function, entries may be searched for a specific name or specific first letters. The desired name or first letters can be entered by using the speller. By pressing the **busiles** key, the contacts list will be searched for this name or letter.

#### Direct dial

Direct dialing is possible in addition to voice-activated dialing. As described under the "Speller" and "Call setup" items, a number can be entered here by hand using the speller. The call is set up after confirming the number with the  $\leftarrow$  key.

#### Synchronize

The contacts list from the mobile phone or SIM card can be downloaded to the EGO FLASH unit under the "Synchronize" menu item. Both contact lists may also be synchronized. Once a contacts list has been selected, it is confirmed with the result key. Now a loading progress bar is displayed. This signals the current progress of the synchronization process. If downloading is successful, the entries can be found in the contacts list for the EGO FLASH. It remains possible to cancel the download manually with the result key. If you decide to cancel the process, this must then be confirmed once again at the Yes/No query. With "Yes", the synchronized entries are deleted and the menu jumps back to "Contacts list". At "No", synchronization is continued.

#### 7.5.6 Call lists



In the "Call list" menu item, you may view "Numbers dialed", "Missed calls", and "Calls received". After selecting the "Call list" menu item, a list of numbers dialed is downloaded from the mobile phone. "Missed calls" and "Calls received" may also be viewed

by selecting the corresponding upper list entries. Some mobile phones do not support access to the call list; in this case, a call list is maintained within the EGO FLASH.

### 7.5.7 Messages



The EGO FLASH supports the sending and receiving of text messages. The menu is structured in same form users are familiar with from their mobile phones. Messages received can be viewed under the "Incoming SMS" item. The sender of the message can be called back by phone using the "Call-back" function. You may also reply to the sender with a text message (SMS). In addition, new messages may be recorded.

Various templates are available to you for answering a text message. Select one of these and confirm with the "Send" button. The message is sent.

If you do not wish to answer an SMS but rather to send a new SMS, select the "New message" button. Here you can once again select a template and then send this. In addition, you can enter the telephone number by hand or select a contact from the phonebook.

You will find the "Read aloud" item under the SMS text. You have the option here of having the SMS read aloud. You can also activate this function by selecting one of the SMSs shown in the list and holding down the button.

If the SMS function via Bluetooth is not supported by the mobile phone, then the Messages menu item cannot be selected in the EGO FLASH.

## 7.6 Voice control

The dialogue-guided voice control of the EGO FLASH allows you to select a name or number via voice input. While numerical selection allows you to directly announce a number, you also have the option to select the name directly from the contacts list.

## Language

Depending on the national version of your EGO FLASH, voice recognition supports up to 3 languages, one of which is activated. To switch the active recognition language, within the menu, select "Setting  $\rightarrow$  Voice control  $\rightarrow$  Language". A list of available languages is now displayed. Select the desired language and confirm it by pressing the **D** button. The EGO FLASH will now save your settings and will begin updating the recognition language. The status of this process will be displayed with a progress bar.

## Activation and sequence

Voice control is only possible when there is no phone call in progress. If under these circumstances the key is pressed for longer than a half-second, the "Main menu" standby text sounds, and the display shows the announcement, "Please begin speaking ...".

You may cancel each voice dialogue at almost any time with another prolonged pressing of the key. If the EGO FLASH is waiting for a voice command, you may end the dialogue by saying "abort".

If there is no Bluetooth® phone connected to the EGO FLASH, voice-activated dialing cannot be activated.

The following voice commands are possible:

- $\rightarrow$  "Call / dial <name>"
- $\rightarrow$  "Call / dial <name>

at home ... at work / in the office / on business ... on the cell phone"

- $\rightarrow$  "Dial number"
- → "Help"
- $\rightarrow$  "Redial / call again"
- $\rightarrow$  "Abort / Cancel"



"Call / Dial <name>"

This command may be used to select a name from the contacts list. The name must be contained in the contacts list for this command to function. If the name is not recognized or found, the EGO FLASH responds with "Please repeat" and offers you the chance to repeat the command. If the name is recognized, you will be asked if the name should really be dialed. The following commands are available to you:

- $\rightarrow$  "Yes / Call / Dial" Dials the number stored under that name
- $\rightarrow$  "No / Back" The number for the recognized name is not dialed
- $\rightarrow$  "Abort / Cancel" Ends the dialogue without carrying out a function
- $\rightarrow$  "Help" Calls up Help and an explanation of possible commands



"Call / Dial <name> at home ... on the cell phone"

With this command, you may dial a specific type of number from a contacts list entry. If the name is recognized, you will be asked if the name should really be dialed. The following commands are available to you:

- ightarrow "Yes / Call / Dial" Dials the number stored under that name
- ightarrow "No / Back" The number for the recognized name is not dialed
- ightarrow "Abort / Cancel" Ends the dialogue without carrying out a function
- $\rightarrow$  "Help" Calls up Help and an explanation of possible commands



"Dial number"

You will be prompted to enter the number to be dialed. This may be done with individual numerals as well as groups of numbers. If you insert a pause, the last number/group of numbers entered is repeated for checking. In addition, you will be notified if you exceed the maximum telephone number length. In addition to continuing with the entry of numerals, the following additional commands are available:

$\rightarrow$	"+, *, #, 0, 1,, 9"	For entering the number
$\rightarrow$	"Delete all"	To delete the entire phone number entered
$\rightarrow$	"Delete / Correct / Change"	To delete the last number/group of numbers entered
$\rightarrow$	"Repeat"	To announce the entire phone number entered up to this point
$\rightarrow$	"Yes / Call / Dial"	To dial the phone number entered
$\rightarrow$	"No / Back"	To not dial the number entered
$\rightarrow$	"Abort / Cancel"	Ends the dialogue without carrying out a function
$\rightarrow$	"Help"	Calls up Help and an explanation of possible commands



As with "Cancel", this command may be used at any time. If the "Help" command is selected, the EGO FLASH explains which commands are possible for specific functions at the time they are called up.



## "Redial / call again"

This command you provides you with the simplest way to redial the most recently dialed phone number. No further dialogue follows. Dialing is only possible when the mobile phone is logged in. An announcement will then inform you when dialing begins.



## "Abort / Cancel"

With his command, the current dialogue is ended immediately without any function being carried out.

## 8 Software update

The software for your EGO FLASH can be updated to the latest version via Bluetooth<sup>®</sup>. In order to receive the most current software, please visit our website at www.egohandsfree.com. A detailed description of the update procedure is included with the software.

## **9** Service

#### (FAQ) – A list of frequently asked questions:

- 1. Is it possible to dial directly (without voice control) with the EGO unit? Yes, with all EGO units except EGO TALK, under the menu item "Contacts list / Options / Direct outward dialing".
- 2. What are the exact dimensions of the EGO FLASH components? You can find the dimensions in the operating instructions under the "Technical data" section.
- **3.** Are EGO units suitable for all types of vehicles? Yes, EGO units are suitable for all types of vehicles. See installation instructions!

### 4. Is there a list of optional charging cradles? Yes. A list of optional cradles is available on our website.

5. Are software updates for the units free? Yes.

#### 6. Where can EGO be purchased?

From authorized specialty dealers. You can find a specialty dealer in your area through our website under the link Dealers  $\rightarrow$  Dealer search.

#### 7. What is the procedure for transferring data in order to playback music?

With the EGO FLASH, music can be transferred via Bluetooth<sup>®</sup> (A2DP), via the EGO iDapter and also via the line in. It is possible to make an MP3 player and iPod<sup>™</sup> Bluetooth<sup>®</sup>-capable with a dongle/adapter. If an MP3 player without A2DP is used, a jack cable can be used to connect it to the EGO FLASH.

### 8. Do EGO units have an external antenna port?

In combination with the optional charging cradle and the associated base plate, the mobile phone can be connected to the external antenna port.

## Troubleshooting:

Problem Cause		Remedy
	No supply voltage	Replace fuse if needed and check cable and connections
EGO FLASH won't switch on	Ignition not switched on	Switch on ignition
	Ignition line interrupted	Check line and 1A fuse
The person you are having a phone conversation with cannot hear you	The microphone is not plugged in	Connect the microphone to the electronics box. If the cable is defective, replacement is necessary
The person you are	Air is flowing across the microphone	Mount the microphone in another place or reduce air flow if needed
having a phone conversation with complains of interference	The mobile phone is very close to parts of the EGO FLASH or the car radio	Increase the distance between your mobile phone and the EGO FLASH or radio
The person you are	Too little space between the microphone and speaker	Increase distance or decrease volume
naving a phone conversation with complains of echoes	Volume too high	Reduce volume
The mobile phone cannot         EGO FLASH is already coupled with a		Cancel existing connection
Sound is fuzzy or scratchy	Poor Bluetooth <sup>®</sup> connection	Reduce the distance between the mobile phone and EGO FLASH or remove (metallic) obstructions if needed
	The mobile phone is not within range.	Place the mobile phone within the range of the EGO FLASH
After switching on the ignition, the connection	The Bluetooth® interface is deactivated in the mobile phone.	Switch your mobile phone's Bluetooth® to "On" ("Automatic" option is not sufficient)
to the coupled mobile phone is not produced.	The mobile phone requires confirmation of the connection setup.	Confirm the connection on the mobile phone. Deactivate the security prompt (see operating instructions for the mobile phone)
	One of the devices no longer has a valid link key.	Delete the other device from both devices' list of coupled devices and perform a new coupling.

Problem	Cause	Remedy
	Incorrect connection of the components	Disconnect system from the mains power supply and check connection, remedy any connection faults
iPod™ cannot be connected to the EGO system	EGO iDapter was not completely initialized	Shut down and restart system
	EGO iDapter cable not completely connected	Reconnect cable to iPod™
System no longer reacts to operation		Simultaneously press the green button and the "up" button for longer than 2 seconds. After a short wait time, the EGO FLASH initializes itself again

## **10** Spares parts and accessories

You can find out more about supported mobile phones on our website at www.egohandsfree.com. Your dealer will also be happy to advise you if you have any questions.

#### Accessories:

#### Stereo Mute Box

Relax and listen to music or phone from your car. The Stereo Mute Box provides smart sound management. This compact box plays your calls or music over the car's speakers – of course in superb stereo sound. The car radio is muted during calls or when listening to music.

#### Features:

- Radio muting during calls or music playback (Audio Streaming)
- Stereo music reproduction in combination with the car's front speakers
- Phone audio over the front speakers



#### Base plate with charging cradle

The charging cradle is a practical accessory for Bluetooth<sup>®</sup> hands-free systems by Funkwerk Dabendorf. The charging cradle holds your mobile phone firmly and allows you to recharge its batteries in your car and is an ideal accessory for drivers who are constantly on the road and often need their phones. In addition, the external antenna connection ensures outstanding reception and transmission.

#### Features:

- Intelligent charging circuit for mobile phones
- Mobile phone safely and securely held in the charging cradle
- External antenna connection for excellent call quality



### EGO iDapter

The EGO iDapter allows convenient integration of your iPod<sup>™</sup> into the vehicle. You thus always have your favorite music with you and can charge the battery of the iPod<sup>™</sup> at the same time.

Features:

- Remote control of the iPod™ via EGO system
- Volume control via EGO system
- Navigation through the track lists in the iPod<sup>™</sup>
- Automatic charging of the iPod<sup>™</sup>



iPod<sup>™</sup> is a registered trademark of Apple Inc.



Adapter cable

## Replacement parts:

- [1] Electronics box
- [2] Control unit with display
- [3] Microphone
- [4] Set of connecting cables



## 11 Technical data

Outer dimensions of the electronics box	5.138 in x 2.126 in x 0.886 in
Outer dimensions of control unit with display	3.039 in x 3.039 in x 0.906 in
Control unit cable lengths	6,56 ft
Operating voltage	11 V to 15 V
Quiescent current consumption (ignition off)	max. 0.1 mA
Steady plus fuse protection	2 A
Ignition fuse protection	1 A
Temperature range	-10°C to +55°C
Interfaces	Microphone connection, line in, line out, accessory port, power supply
	terminal and charging connection
Supports Bluetooth <sup>®</sup> profiles	Hands-free, A2DP, AVRCP

## 12 Certification

# € 0681

Fully compliant with the EU R&TTE Directive 1999/5/EC



## 03 5073

Model certification according to EU Directive 72/245/EWG (2006/28/EC) "Electromagnetic compatibility in motor vehicles"



Bluetooth<sup>®</sup> is a registered brand name of Bluetooth SIG, Inc.

## **13 Conformity statement**

This equipment employs Bluetooth<sup>®</sup> wireless technology. In some countries, the use of this equipment may be restricted or forbidden. Please make sure you are familiar with such restrictions and do not use your equipment if you are unsure whether its use is permitted in particular countries you may be visiting.

Bluetooth<sup>®</sup> is a registered brand name of Bluetooth SIG, Inc.

Funkwerk Dabendorf GmbH Märkische Straße D-15806 Dabendorf

Confirms that the **hands-free system "EGO FLASH**" complies with the fundamental requirements and other relevant regulations of the EU Directive 1999/5/EC.

# € 0681

## **FCC** statements

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.



**NOTE**: 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:

- $\rightarrow$  Reorient or relocate the receiving antenna.
- $\rightarrow$  Increase the separation between the equipment and receiver.
- $\rightarrow$  Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- $\rightarrow$  Consult the dealer or an experienced radio/TV technician for help.



WARNING: Changes or modifications made to this equipment not expressly approved by FWD may void the FCC authorization to operate this equipment.

### FCC Radiation Exposure statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. End users must follow the specific operating instructions for satisfying RF exposure compliance.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

## 14 Hotline

Any questions, comments, or suggestions? Would you like some more detailed information? Do you need an adviser or service in your area? Just give us a call!

Our service hotline is there to help you during the following times.

Monday–Friday from 7.15 a.m. to 6.00 p.m. (PST)

Before you call us with your problem, please check first with the following steps:

- $\rightarrow$  Check whether you can solve your problem with the "Troubleshooting" checklist in Chapter 8.
- $\rightarrow$  Make sure you have your hands-free system and holder set type available.
- $\rightarrow$  Try to explain your problem as precisely as possible.

You can contact our service hotline by dialing:

Phone:	(+1) 858.566.2170
Fax:	(+1) 858.566.2179
eMail	support@egohandsfree.com

#### Funkwerk Americas Inc.

8820 Kenamar Drive, Ste 506 San Diego, CA 92121

Telephone	+1 (858) 566 - 2159
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Fax +1 (858) 566 - 2179

eMail support@egohandsfree.com

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