

# Skullcandy

## Portable Link User's Guide

First, let us say thank you for purchasing Skullcandy™! Congratulations on now owning the first ever device to link your cellphone with your music player! Skullcandy™ was designed, manufactured and is sold by avid music enthusiasts that finally grew tired of the constant battle between their music and cellphones.

While reading the following instructions, please remember that there are thousands of different model cellphones in the world, but only one Skullcandy™ Link! The Link device will activate any feature your phone is capable of, but you need to discover all the different features as you experiment with your device. **So let's make these babies work!**

### **First, let's review the device.**

The headphone portion is obvious. On the other end are the plugs. One plug is a standard music headphone plug (3.5mm, gold plated). The second plug is for your cellphone. If you have any questions as to whether you purchased the correct Skullcandy™ unit for your phone, look at the hands-free device that came with your cellphone. Compare the Skullcandy™ plug to the plug on your current device. They should look identical.

### **Now let's look at the Link Console Features.**

The Link Console is the plastic housing located on the cord, just below the headphones. There are five main components of the Link Console:

1. **Microphone:** The cellphone microphone is the small hole located on the face of the console.
2. **Music Volume Control:** You are able to control the volume of your music with the inline volume control on the side of the console. When a call is received, find a comfortable music volume level to where you can listen to both music and phone together. If you want to eliminate the music entirely, turn the volume control all the way down to leave only the cellphone voice.
3. **Cellphone Function Button:** This button accesses whatever functions your particular cellphone supports. More on this later...
4. **Clip:** The clip is on the back of the console. Use this to attach the console to a shirt collar near your chin so your voice is picked up clearly through the microphone.
5. **Skull Logo:** The logo doesn't perform any function whatsoever, but it looks so cool we thought we'd point it out to you again.



## **Let's hook this bad-boy up, and make it work!**

1. **Placing a Call**
  - a. Plug the Link unit into your phone, and put on the headphones.
  - b. Place a cellphone call through your device by first dialing a number, and listening to your phone through the Skullcandy headset. Speak into the Link microphone.
    - i. *Troubleshooting tip: if the volume of the **other party's voice** seems low in your headset, adjust the **voice** volume on the **cellphone**. If the other party has a hard time hearing **your voice**, adjust the location of the microphone closer to your mouth.*
2. **Receiving a Call**
  - a. Place a call to your cellphone, and listen for the ring. Now, *depending on the functions of your particular phone*, you answer the call through various different methods:
    - i. The Link Console Function Switch, on many phones, serves as a Connect / Disconnect switch. Try pressing the button while the phone is ringing to see if it picks up.
    - ii. If it does not, program your phone to Auto-Answer. Virtually all cellphones have a mode that will answer the phone automatically after a predetermined number of rings or seconds. Refer to your owner's manual or call your manufacturers tech support to find how to program your individual phone to Auto-Answer mode. Even if your phone connects using the Link Console

Function switch, experiment with the Auto-Answer mode. Athletes love this function so they never have to touch their device when a call comes in!

**3. Phone Alert Type (Ring, Tone or Vibrate)**

- a. Many phones ring or provide an audible tone into the headset, automatically when a call comes in. However, some phones must be programmed. Often, simply programming your phone to 'Headset' or 'Handsfree' mode will activate this feature. Please refer to your owner's manual or manufacturer's tech support to see if your phone supports this ring-in-headset function.
- b. If you are unable to make your phone ring or tone into the headset, don't despair! Set your phone on "Vibration" mode, and keep the phone in a pocket or on your belt. When a call comes in and the phone vibrates connect the call either through the auto-answer mode, or with the connect/disconnect switch on the Link Console.

## ***Musical!***

Now that you are both sending and receiving calls, time to add the fun stuff!

1. Plug the music plug into your player. Skullcandy works with any music player (MP3, CD, DVD, Cassette, 8-Track Tape, etc.) with a standard, 3.5mm audio jack.
2. Turn on the music. The best performance is found when you preset your music player to about 75-80% volume level, and leave it there.
3. Use the in-line volume control on the Skullcandy Link Console to find a comfortable listening level.
  - i. *Troubleshooting Tip: if you don't hear any music, check the volume of your player first, and the volume control on the Link Console next.*
4. Now that you have music playing, experiment with both sending and receiving calls.
5. You will quickly notice that the music volume does not change just because you have a call! How cool is that? Skullcandy would never consider dumping your tunes, just to take a call. Adjust the volume level on your Link Console to find a comfortable level of both music and voice together, or turn the volume all the way down to eliminate the music completely. Of course, if you don't like the person you are talking to, you can turn the volume up real loud, and just ignore them.

## ***Tips & Tricks***

Now that you are up and running, there are other cool things you might be able to do with your Skullcandy Link System and your cellphone, based on the specific functions of your personal phone. Keep in mind that the Link technology will access any set of features your phone is capable of. Play around with the Function button on the Link Console and see what features it activates on your phone.

The button may activate different functions depending on how long you hold the button down. Try pushing and releasing the button quickly, then try holding down approximately 1 second, then try holding it down two or three seconds. Some features may be activated by pressing the button once, and then engaged by pressing the button a second time. On some phones, it is possible the button will not perform any function at all.

A list of possible functions that you may look for would be;

- Mute Switch
  - On most Motorola PCS phones, the function button serves as a mute switch during your call.
- Connect / Disconnect Switch
  - On many phones, such as most Nokia and Samsung phones, the Function button serves to connect an incoming call, or disconnect an existing call.
- Last Number Dialed
  - When the phone is idle, try pressing the function button. If the phone displays the last incoming or dialed number, press the button a second time, and the phone should connect the call.
- Voice Activated Dialing
  - If your phone supports voice dialing (voice tags), try holding the button down for two seconds. You should hear your audible tone in the Skullcandy headphones. Speak into the Link microphone to signal your call. If your phone has a hard time recognizing the voice tag, try programming the tag through the Link microphone.

Again, thanks for your purchase! Remember, whenever you use you Skullcandy, be sure to breathe deep and stay loose!

Any Questions? Contact Skullcandy at 435.940.1545.