

## SURFLINK MOBILE 2

**PRODUCT AVAILABILITY:** Muse iQ, SoundLens Synergy iQ, Muse, and Z Series Wireless Devices

Launch **Inspire X**, then connect and detect hearing devices. Refer to the *Initial Fitting Protocol QuickTIPS* for additional information.

### SETUP IN INSPIRE

1. In **Inspire X**, select the **Accessories** tab from the left navigation bar.
2. Select the **check box** next to Mobile.
3. Select the desired **Favorite Button Configuration** from the drop-down menu. Options include:
  - » None
  - » Stop/Start Audio Stream (default)
  - » Noise Control Boost
  - » Tinnitus On/Off
4. Select **Hearing Aid Microphone Setting While Streaming**.
5. After programming is complete, close out of the Inspire software.

The SurfLink Mobile 2 is designed to interface with your wireless hearing aids in multiple ways:

1. As a remote control to make hearing device setting adjustments
2. As a cell phone streaming device
3. As an audio streaming device from Bluetooth devices, line-in input via the micro-USB jack, and built-in omni and directional microphones

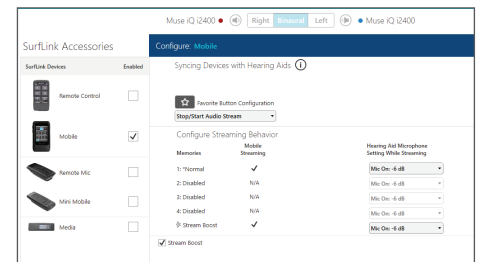
### SYNCING HEARING AIDS TO SURFLINK MOBILE 2

1. After closing out of the Inspire software, power on SurfLink Mobile 2 by holding the button at the top right of the device.
2. Select the **Settings** icon on the bottom right of the SurfLink Mobile 2, then **Advanced Setup**, then **Hearing Devices**.
3. Select **Sync New**. A message will appear "If Inspire fitting session is open, please close it now."
4. Open and close the battery doors of the hearing devices when prompted. The serial numbers will highlight in blue.
5. Select **Sync**, then **OK** to complete the syncing process. Synced devices are now synced for Streaming and Remote Control functionality.

NOTE: Up to two hearing devices (one right and one left) may be synced to the SurfLink Mobile 2 at one time.

### PAIRING BLUETOOTH DEVICES TO SURFLINK MOBILE 2

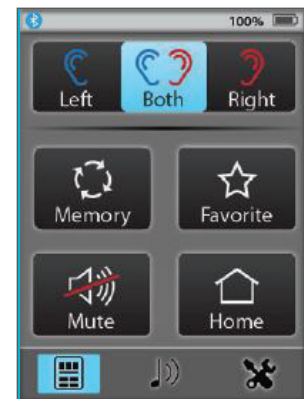
1. Select the **Settings** icon on the bottom right of the SurfLink Mobile 2.
2. Select the **Bluetooth** icon. Ensure it is illuminated blue for Bluetooth connectivity.
3. Select **Pairing Mode**.  
NOTE: Bluetooth pairing process will vary by device. If prompted for a PIN code, enter 0000 on the Bluetooth device.
4. Select **choose icon**, then select the appropriate label to represent the Bluetooth device.



Setup in Inspire

## REMOTE CONTROL

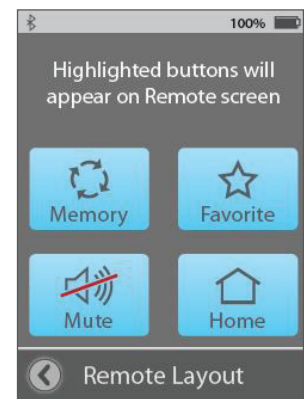
1. Select the **remote control icon** at the bottom of SurfLink Mobile 2 to get to the **Remote Control** screen.
2. Select the **volume up** or **volume down** buttons on the side of the device to increase or decrease the volume of the hearing devices.
3. Select the **Memory** button to cycle through all programmed memories.
4. Select the **Mute** button to mute the hearing devices.
5. Select the **Favorite** button to enable the functionality that has been pre-programmed by the professional in Inspire (see "Setup in Inspire" above).
6. Select the **Home** button to return to use gain settings and Memory 1.



Remote Control

## SETTINGS

1. Select the **settings icon** at the bottom of SurfLink Mobile 2 to get to the **Settings** screen.
2. Select **Bluetooth** to access the Bluetooth pairing screen. See above ("Pairing Bluetooth Devices to SurfLink Mobile 2") for more information.
3. Select **Brightness** to adjust the display brightness.
4. Select **Advanced Setup**, then **Hearing Devices** to sync hearing devices to SurfLink Mobile 2. See above ("Syncing Hearing Aids to SurfLink Mobile 2") for more information.
5. Select **Advanced Setup**, then **Features** to add or remove specific features that will display on the SurfLink Mobile 2. Features that can be added or removed include the Remote Control screen, the Omni Microphone button, the Directional Microphone button, the Line-In Audio Button, and the Bluetooth Media and Phone Calls button.
6. Select **Advanced Setup**, then **Remote Layout** to add or remove icons from the Remote Control screen.
7. Select **Advanced Setup**, then **Language** to change the display language.
8. Select **Advanced Setup**, then **Settings Lock** to lock all changes to the layout of the screens and prevent users from making inadvertent changes.
9. Select **Phone** to enable or disable the Phone Ringtone, the Just Talk mode, and No-Look Answering.



Remote Layout

## STREAMING AUDIO VIA BLUETOOTH OR LINE-IN

1. Select the **music note icon** at the bottom of SurfLink Mobile 2 to get to the **Streaming** screen.
2. If using Line-In audio, attach line-in wire to input source and to the SurfLink Mobile 2 by connecting the wired adapter via the micro-USB port.
3. Select the icon for the desired audio source to begin streaming. It will highlight blue once active.
4. Use the **volume controls** on the side of the SurfLink Mobile 2 to increase or decrease the volume of the streamed input. The SurfLink Mobile 2 will remember the last volume setting for each audio source.
5. De-select audio source icon to stop the streaming.

Stream Boost defaults ON when the SurfLink Mobile 2 is enabled in Inspire X. If desired, the frequency response of Stream Boost may be adjusted from the QuickFit and FineTuning screens. Stream Boost may be disabled by de-selecting the box on the Accessories screen in Inspire X.

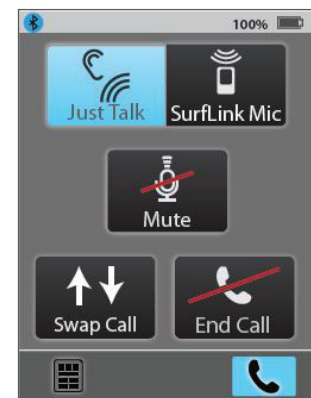
## PHONE CALLS WITH NO-LOOK ANSWERING

1. To enable No-Look Answering, select **Settings**, then **Phone**, then **No-Look Answering ON**.
2. When an incoming call arrives, the **Phone Call** screen will interrupt the current screen. To answer the incoming call, select **anywhere** on the screen. To reject the call, select the **Volume Control Buttons** or the **Power** mechanical button.  
NOTE: A call may also be accepted/rejected on the cell phone.
3. All calls will be streamed through the Stream Boost memory by default.
4. Select **End Call** or hang up on the cell phone to end the incoming call.
5. To place an outgoing call, initiate the call from the cell phone. The Phone Call screen will interrupt the current SurfLink Mobile 2 screen.

No-Look Answering allows the user to answer a phone call without looking at the display screen on their SurfLink Mobile 2.  
NOTE: No-Look Answering is disabled by default.

## MANAGING VOICE PICK-UP OPTIONS

1. While on an active call, select **Just Talk** or **SurfLink Mic** to select voice pick-up option.
  - » **Just Talk**: Hearing devices act as both a microphone and a receiver to provide a binaural, hands-free phone call experience.
  - » **SurfLink Mic**: Uses the microphones on the SurfLink Mobile 2 to transmit the users voice; this is recommended when the user is talking on the phone in noisy environments.
2. Select **End Call** or hang up on the cell phone to end the call.



Just Talk

## REMOTE MICROPHONE FUNCTIONALITY

1. Select the **music note icon** at the bottom of SurfLink Mobile 2 to get to the **Streaming** screen.
2. Select the desired microphone option:
  - » **Surround**: Omnidirectional
  - » **Focus**: Directional. When selected, a screen will appear to explain the recommended orientation of the device.
3. Use the **volume controls** on the left side of the SurfLink Mobile 2 to increase or decrease the volume of the streamed input.
4. Select **Surround** or **Focus** to stop streaming via the remote microphone.



Remote Microphone