



Okayo EarME FIT instruction manual



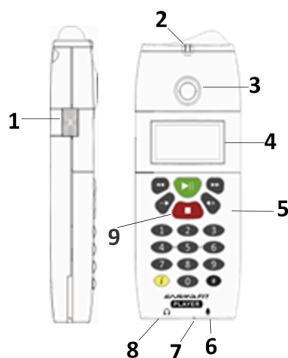
- The **Okayo EarME Player** is a transmitter with pre-recorded sound that has to be uploaded to the unit beforehand using the Audio Master 3 (VS) software.
- Using the **Okayo EarMe Player**, the guide can either speak or quickly and easily provide pre-recorded audio to tour participants on their **Okayo EarME FIT receivers**.

0. Battery warning







- Charge the unit regularly if the battery level drops below 50%.
- Make sure the units are fully charged before putting them away for long-term storage.
- In case of the unit overheating or atypical service life or battery behaviour, stop usage immediately. Contact the service department.

1. The Okayo EarME Player interface (transmitter with audio-guide function)








1. Microphone on/ off (mute) button.
2. Signal/ power indicator.
3. Built-in loudspeaker.
4. Display
5. Keyboard
6. Microphone jack 3.5 mm
7. Built-in microphone
8. Headphone jack 3.5 mm
9. Power/ multi-functional button









2. Okayo EarMe Player battery indicator

	Battery level	Indicator colour
	> 50%	Green
	30~50%	Green
	10~30%	Green
	< 10%	Red


3. Language selection

- Press and hold the red button  on the keypad to turn the unit on.
- Press on the keypad first **#** and then **1**. Confirm using  to move to the language selection settings.
- Select the language using  or  , and then press  to confirm/ abandon the settings.

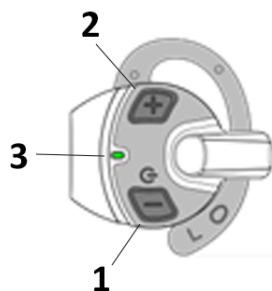
4. Pairing equipment before starting the tour

- On the keypad, press  to turn the Okayo EarME Player on.
- On the keypad, press **#** and then the green button  to go to pairing – the channel number in the upper right corner of the display will start to blink.
- On the keypad, press  or  to select the channel, then press the green button  to confirm. The selected channel number will blink fast.
- On the **Okayo EarME FIT R receiver** press  () to turn the receiver on – the blinking LEDs will shine continuously when pairing will be complete.
- On the keyboard, press the red  button to end pairing and start the tour.

5. Conversation/ mute mode during a tour

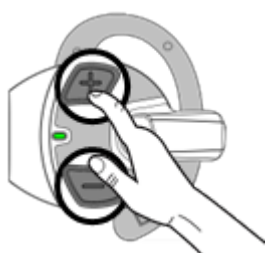
- By default, the microphone is switched on if the Okayo EarME unit is on.
- Press the button 'Mic' on the left side of the unit to switch off () the microphone or turn it on again.

6. Okayo EarME FIT receiver interface



1. Main switch/ volume reduction button.
2. Volume increase button.
3. Signal/ battery level indicator.



7. Battery level indicator on the Okayo EarME FIT



Press the buttons + and – simultaneously when the unit is off to check the battery level.






Battery level	Indicator colour
> 75%	Steady green
50~75%	Blinking green
25~50%	Blinking green and red
< 25%	Steady red (only about 30 minutes of battery operation left)

8. Replaying pre-recorded audio


- In order to allow the tour participants to listen to pre-recorded audio, press the audio recording number on the Okayo EarME Player transmitter, followed by the green  button, to start playback.
- During playback the microphone is muted (.

9. Remote channel change on all receivers

It is recommended to change the channel if interference arises.

- Press and hold the buttons  and  on the keypad to unlock the transmitter.
- Select any channel using the  and  buttons, then confirm by pressing the green  button.
- All Okayo EarME FIT receivers will be moved to the selected channel.

10. Remote termination of the tour

The receivers of all group members will be remotely shut off when the Okayo EarME Player is shut off by pressing the red  button on the keypad.

11. LED indicators on the units

	Okayo EarME Player (transmitter with audio guide function)	Okayo EarME FIT R (receiver)
Green LED	High battery level	
Red LED	Low battery level	
Fixed light	Unit on/ microphone on	Receiver connected with group
Blinking light	Microphone muted	Receiver outside of group

12. Service and distribution



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