



Sierra User Guide

Welcome

Congratulations on purchasing a Lightspeed Aviation Sierra headset. Your headset is a premium product that will provide many years of comfortable high performance for your flying endeavors.

If this is your first Lightspeed Aviation headset—welcome to the Lightspeed family! We look forward to building a lasting community with our customers founded on products and service that are best in class. To support your passion for flying we invite you to visit LightspeedAviation.com where you'll find useful insights about our other products and aviation.

Thank you for choosing a Lightspeed Aviation headset.



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Introduction

Your Sierra headset package includes (clockwise, from top left on the following page):

- Carrying case
- User guide with warranty information
- Sierra ANR headset with Sierra controller
- Two AA batteries
- Cord clip
- Audio device cable with 3.5mm connector

Introduction



Getting Started

Fitting Your Headset

Fitting your headset properly is the key to comfortable use and superior Active Noise Reduction (ANR) capabilities. To gain peak performance from the ANR feature it's necessary to have a solid seal around your entire ear combined with a symmetrical fit on your head.

The following tips will assist in achieving the proper fit.

- A. Fit your ears entirely within the ear cups providing a solid seal.
- B. Rest the headband lightly on top of your head with the right and left sliders extended to equal lengths.



Getting Started

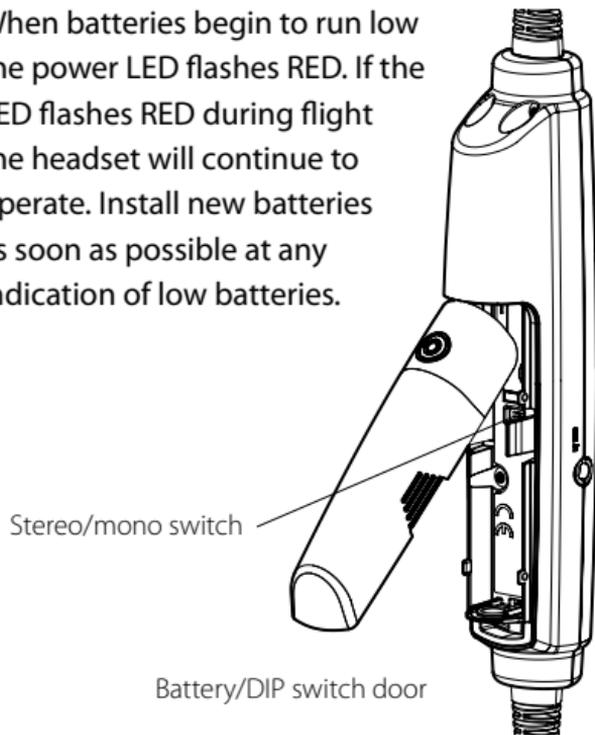
- C. Position the microphone 1/8 inch from your mouth. Speak into the microphone side labeled "talk" which is marked at the microphone base.

Note: The Microphone will not transmit unless plugged into an intercom.

Battery Installation

- A. Open the controller battery/DIP switch door by either pressing down on the circle icon or by pulling open the door along the notched edges. Insert two AA batteries with the correct polarity positioning.
- B. The LED flashes GREEN when charged batteries are in use and the power is on.

- C. When batteries begin to run low the power LED flashes RED. If the LED flashes RED during flight the headset will continue to operate. Install new batteries as soon as possible at any indication of low batteries.



Getting Started

Battery Types

Use two “AA” alkaline or lithium batteries. Lithium batteries may provide improved battery life in colder temperatures. We do not recommend using re-chargeable batteries or mixing battery types and brands.

Battery Life

A set of batteries can provide up to 40 hours of power. However, heavy Bluetooth usage can significantly reduce battery life. Under quiet conditions Sierra will auto shut off approximately two minutes after the headset is removed from your head.

The Controller

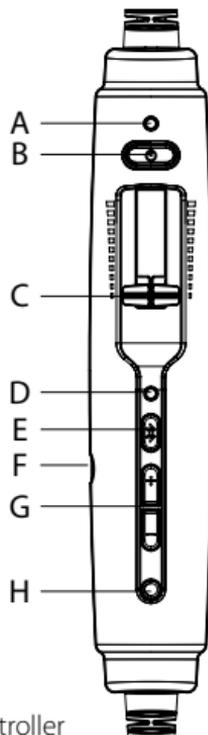
- A. Power indicator LED: Flashes GREEN when power is supplied to Sierra and batteries are strong. Flashes RED when batteries are low.
- B. Power button: Powers on headset, turning on Active Noise Reduction (ANR). Press button once to turn Sierra on; press and hold to turn Sierra off.

To toggle the LED brightness from bright to dim quickly press the power button twice.

- C. Volume control: Controls audio panel volume with individual sliders for each ear. Does not affect the volume of auxiliary devices.

Getting Started

- D. Bluetooth indicator LED: Flashes BLUE when Bluetooth mode is on and RED when Bluetooth is being turned off. In pairing mode, flashes alternating RED and BLUE.
- E. Bluetooth button: Turns on and off the Bluetooth signal and controls Bluetooth-connected devices.
- F. Auxiliary input jack: Provides a wired input for audio devices only (not cell phones).
- G. Bluetooth volume buttons: Controls the volume of Bluetooth devices.
- H. Auto MusicMute button: Quiets music and audio from auxiliary devices during radio communications. Does not affect cell phone calls.



The Sierra controller

Using Your Sierra Headset

Turning On and Off

ON: Press the power button once to turn on the headset. The GREEN power LED flashes when power is supplied. Active Noise Reduction (ANR) is engaged when you turn on the headset.

OFF: Press and hold the power button until the GREEN power LED turns off.

Sierra will auto shut off approximately two minutes after removing the headset and under quiet conditions.

The power LED flashes RED when batteries are low; see Battery Installation, on page 5.

Matching Stereo/Mono Setting to an Audio Panel

The Stereo/Mono DIP switch setting should match the signal from your audio panel. For a stereo panel, best performance is gained by setting the headset for stereo. The same is also relevant to a mono panel. Incorrect settings result in communications being heard in only one ear. The Stereo/Mono DIP switch does not affect auxiliary devices, so you can enjoy auxiliary audio in stereo regardless of how the Stereo/Mono DIP switch is set.

Auto MusicMute

Auto MusicMute is turned on or off by the bottom-most controller button. With Auto MusicMute on and when radio communications

are detected, the volume of auxiliary devices will be reduced by 80 percent.

To enable Auto MusicMute, turn on the feature, plug into your intercom and talk into the headset microphone while playing music over a wired device; see *Wired Auxiliary Devices*, on page 9. If enabled your auxiliary music will decrease when you start to talk.

Note: Auto MusicMute does not affect cell phone calls.

Wired Auxiliary Devices

To connect a music player to Sierra's auxiliary input jack, use the cord provided.

To adjust the volume on a device connected to

Using Your Sierra Headset

Sierra's auxiliary input jack, use the controls on the device itself.

Cell phone capability works only when connected via Bluetooth, not through the auxiliary input jack.

Note: Sierra will not stream music wirelessly.

Setting DIP Switches

DIP switches are factory set to match most aircraft audio panels. To change a DIP switch setting open the controller battery compartment door. Use a small pointed object like a wood toothpick to slide the DIP switch to ON or OFF depending on your preference. Changes to other DIP switches should only be adjusted as directed by Lightspeed Aviation technicians.

Bluetooth and Cell Phones

Bluetooth Mode—ON and OFF

ON: With Sierra turned ON, press and hold the Bluetooth button; see page 7, until you hear a high tone and the Bluetooth indicator LED flashes three BLUE pulses. For first time pairing see instructions on this page.

OFF: Press and hold Sierra's Bluetooth button for about three seconds until a high tone is emitted and the Bluetooth indicator LED flashes three RED pulses.

Note: The Bluetooth feature must be turned ON for Bluetooth connected devices to correctly function.

Connecting Cell Phones

Before using a Bluetooth cell phone for the first time with Sierra it must be "paired" or electronically connected.

To pair a Bluetooth cell phone with Sierra:

1. Turn on the headset and verify the GREEN LED is flashing. Make sure Sierra's Bluetooth mode is turned OFF. BLUE or RED flashes from the Bluetooth LED should not be present (see "to turn off Bluetooth mode", page 12).
2. Press and hold the Sierra Bluetooth button for about five to ten seconds or until the Bluetooth LED continually flashes RED and BLUE. This indicates the Sierra pairing mode

setting and lasts about two minutes. If this step takes longer and the Bluetooth LED is no longer alternating RED and BLUE, start over from step one.

3. With Sierra in pairing mode, follow the menu prompts on your Bluetooth phone directing it to look for Bluetooth devices.
4. Select Lightspeed-V### (numbers may vary) on your Bluetooth phone from the list of found devices
5. If asked to enter a password or PIN, enter 0000

Your cell phone should now be paired and ready for continued use with Sierra.

Bluetooth and Cell Phones

When you turn on the Sierra Bluetooth mode it will connect to the most recently paired device. Most Bluetooth cell phones connect to Sierra automatically. If that doesn't happen it may be necessary to use the cell phone menu of found devices to signify Lightspeed-V### (numbers may vary).

Note: The microphone will not transmit unless plugged into an intercom.

Note: Sierra will not stream music wirelessly.

Bluetooth and Cell Phones

Bluetooth Features

Depending on the Bluetooth profile of the phone, you can use Sierra's Bluetooth buttons to perform several functions. Some typical functions are:

- Press the Bluetooth button once for voice dialing (if supported by your phone).
- Press the Bluetooth button once to answer the phone when it rings.
- Press the Bluetooth button once to disconnect from a call.
- Press and hold the Bluetooth button for two seconds to redial the last number called.

- Use the Bluetooth volume buttons (Sierra's + and – buttons) to adjust the volume.

Note: Cell Phone capability works only when connected via Bluetooth.

Why do I hear radio communications in only one ear?

Sierra's Stereo/Mono DIP switch is probably set to Stereo while your audio panel is transmitting a mono signal. To fix this, change Sierra's Stereo/Mono DIP switch to Mono. This setting does not affect music or audio from auxiliary devices; you can hear stereo sound on auxiliary devices even when the Stereo/Mono DIP switch is set to Mono.

When pairing Sierra with my Bluetooth phone, why does my phone indicate it cannot connect?

The headset may not be in pairing mode. To enter pairing mode, you must start with Bluetooth mode turned fully OFF; (see "Connecting Bluetooth Cell Phones," on page 10).

Why doesn't my Bluetooth phone accept Sierra's 0000 passcode?

Your headset may not be in pairing mode. Some phones prompt for a pass code without checking for pairing mode. When the phone cannot pair with the headset, it rejects the passcode. To enter pairing mode, you must start with Bluetooth mode turned fully OFF (see "Connecting Bluetooth Cell Phones," on page 10).

How can I reduce static noise during cell phone calls?

To reduce RF interference during phone calls, keep cell phones at least 12 inches from the Sierra controller and headset when making calls.

FAQ's

When flying what causes a warbling noise in the ear cup?

If your ear is not entirely inside the cup, with a tight seal, air can seep in and cause the ANR to compensate for uneven internal cup pressure.

Peak Performance Tips

- Start with an excellent fit—see “Fitting your headset,” on page 4.
- Set Sierra’s Stereo/Mono DIP switch to match the signal from your audio panel; see “Matching Sierra’s Stereo/Mono setting to your audio panel signal.”
- Keep cell phones at least 12 inches from the Sierra controller and headset when making call to reduce static noise during phone calls.
- To conserve battery life, turn OFF Bluetooth mode when not in use.
- You can use auxiliary devices such as a music player by connecting to Sierra’s auxiliary input jack and a cell phone by connecting via Bluetooth.

Specifications

Connector

Dual general aviation connectors with .250-inch commercial stereo headphone plug and .206-inch MIL-SPEC microphone plug

General

Battery power supply: 3V, two AA batteries

Weight: 16 oz.

Headphone

Transducer: 40mm moving coil

Frequency response: 20 Hz-20 kHz

Nominal impedance @ 1 kHz:

Off—Mono: 180 ohms, On—Mono: 300 ohms

Off—Stereo: 250 ohms, On—Stereo: 600 ohms

Microphone

Transducer principle: Noise-canceling electret

Frequency response: 200 Hz-6000 Hz

Maximum SPL: 114 dB

Terminating impedance: 220–2200 ohms

Operating voltage: 8V-16V DC

ANR

Maximum SPL: Greater than 120 dB at 100 Hz

Warranty Information

We encourage you to register your headset at our website LightspeedAviation.com. That way, if your headset ever needs servicing, registration helps assure quick and efficient processing.

5-Year Limited Warranty for New Aviation Headsets Sold by Lightspeed Aviation, Inc.

Lightspeed Aviation, Inc. ("LSA") warrants that the new aviation headset sold by LSA ("New Headset") is free from all material defects in workmanship and materials. For the New Headset, all warranties provided by LSA and all implied warranties imposed by law are limited to a 5-year period, beginning on the purchase date shown on the New Headset's sales receipt ("Warranty Period"). This 5-year Limited Warranty ("Limited Warranty") is provided solely for the benefit of the initial purchaser of the New Headset ("Purchaser"), and it excludes all 3rd parties, including distributors, dealers, retailers, subsequent owners, and other users of the New Headset. This Limited Warranty is not assignable and remains in full force and effect during the Warranty Period, but only if the New Headset: (a) has been properly maintained; (b) has not been

abused or misused; and (c) has not been repaired, altered, or modified without LSA's approval. This Limited Warranty specifically excludes all taxes, shipping costs, and problems relating to any: (1) repair, alteration, or modification not approved by LSA; (2) abuse or failure to properly maintain the New Headset; (3) faulty workmanship by any person, except LSA or its approved agent; (4) operation of the New Headset, except as specified in its operating manual; (5) ordinary wear and tear; or (6) finish and appearance item. For each claim made under this Limited Warranty ("Claim"), Purchaser must, within 10 days of discovering a New Headset problem indicating a breach of this Limited Warranty, deliver to LSA a written notice that explains in detail the New Headset's specific defect, that shows proof of Purchaser's purchase of the New Headset before the end of the Warranty Period, and that shows proof that this Limited Warranty applies to the New Headset. LSA or its agent may investigate any Claim. For each Claim, LSA may, in its sole discretion, choose any of the following exclusive remedies: (I) repair or replace the New Headset or any part thereof, without charge to Purchaser, but first Purchaser must return the New Headset to LSA's authorized repair facility, pre-paying all shipping charges, and Purchaser must accept

Warranty Information

the same as repaired or replaced at the facility's location (i.e., FOB the facility) within 10 days of the date of LSA's completion notice sent to Purchaser, or else LSA will deem the New Headset abandoned, in which case LSA may keep, sell, or otherwise discard it; or (II) refund the New Headset's purchase price to Purchaser. Without paying any amount to Purchaser, LSA may keep, sell, or otherwise discard all replaced New Headsets and parts thereof and all New Headsets where LSA has refunded the purchase price to Purchaser. In repairing or replacing any New Headset, LSA may, in its sole discretion, use new, used, or reconditioned parts or provide a refurbished used headset as a replacement. In connection therewith, LSA warrants that all new, used, or reconditioned parts or refurbished used headsets will be free from all material defects in workmanship and materials during the Warranty Period and for a period of up to 90 days thereafter, but only to the extent that such event occurs during the final 90 days of the Warranty Period. LSA may, in its sole discretion, (i) establish separate, additional, non-warranty repair and replacement programs for any new or used headset ("Non-Warranty Service Programs"), (ii) the Non-Warranty Service Programs may cover any time period, before or after any Warranty Period has expired,

and (iii) charge any amount and impose any term with respect to any Non-Warranty Service Program. For Non-Warranty Service Programs, LSA warrants that all new, used, reconditioned, or refurbished parts and headsets used to repair or replace any headset will be free from all material defects in workmanship and materials, but only for a limited period of 90 days thereafter. Purchaser acknowledges that used or reconditioned parts may be used to repair any new or used headset, and that a refurbished used headset may be provided as a replacement for any new or used headset. LSA may hire a 3rd party to repair or replace any new or used headset. "Including" means "including, but not limited to." THE TERMS IN THIS DOCUMENT ARE THE ONLY TERMS THAT GOVERN LSA'S WARRANTY OBLIGATIONS FOR ANY NEW OR USED HEADSET OR PART THEREOF. NO ORAL OR OTHER WRITTEN TERM APPLIES. THIS DOCUMENT PROVIDES THE EXCLUSIVE REMEDY FOR ALL CLAIMS AGAINST LSA WITH RESPECT TO ANY NEW OR USED HEADSET OR PART THEREOF. NOTWITHSTANDING ANY PROVISION TO THE CONTRARY IN THIS LIMITED WARRANTY, LSA RESERVES THE RIGHT TO MODIFY, AT ANY TIME AND FROM TIME TO TIME IN ITS SOLE DISCRETION, ANY AND ALL TERMS IN THIS LIMITED WARRANTY. EACH SUCH MODIFICATION IS DEEMED

Warranty Information

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FOR PURCHASERS IN CALIFORNIA: PURCHASER HAS THE RIGHT TO HAVE THE NEW HEADSET SERVICED AND REPAIRED DURING THE

WARRANTY PERIOD. THE WARRANTY PERIOD WILL BE EXTENDED FOR THE NUMBER OF WHOLE DAYS THAT THE NEW HEADSET HAS BEEN OUT OF PURCHASER'S HANDS FOR WARRANTY REPAIRS. IF A DEFECT EXISTS DURING THE WARRANTY PERIOD, THIS LIMITED WARRANTY WILL NOT EXPIRE UNTIL THE DEFECT HAS BEEN FIXED. IF ANY WARRANTY REPAIR HAS BEEN DELAYED BECAUSE OF CIRCUMSTANCES BEYOND PURCHASER'S CONTROL, OR IF ANY WARRANTY REPAIR DID NOT REMEDY A DEFECT AND PURCHASER NOTIFIES LSA OF SUCH FAILURE WITHIN 10 DAYS AFTER THE REPAIR, THE WARRANTY PERIOD WILL BE EXTENDED FOR A PERIOD EQUAL TO THE DURATION OF THE DELAY. IF, AFTER A REASONABLE NUMBER OF ATTEMPTS, THE DEFECT REMAINS UNFIXED, PURCHASER MAY RETURN THE NEW HEADSET FOR REPLACEMENT OR REFUND, SUBJECT TO A REASONABLE DEDUCTION FOR PURCHASER'S USE OF THE NEW HEADSET. ANY EXTENSION OF THE WARRANTY PERIOD DOES NOT AFFECT ANY PROTECTION OR REMEDY AVAILABLE TO PURCHASER UNDER APPLICABLE LAW.

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