



## Zulu 3 User Guide

# Welcome

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Congratulations on purchasing a Lightspeed Aviation Zulu 3 headset. Your headset is a premium product engineered to provide the highest levels of performance, comfort, and durability and is backed by the longest warranty in the industry.

If this is your first Lightspeed Aviation headset, welcome to the Lightspeed family. Together with our customers, we are building a lasting community founded on products and service that are best in class.

For more information about our company and products, visit [LightspeedAviation.com](https://LightspeedAviation.com).

Thank you for choosing a Lightspeed Aviation headset.



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# Introduction

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Your Zulu 3 headset package includes (clockwise, from top left on the following page):

- Carrying case
- User Guide and Quick Start Guide with warranty information
- Zulu 3 ANR headset
- Two AA batteries (not included with panel-powered headsets)
- Cord clip
- Audio device/iPhone cable with standard 3.5mm connector

# Introduction



# Getting Started

## Fitting Your Headset

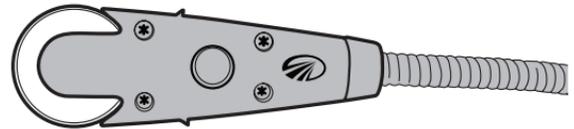
Fitting your headset properly is the key to comfortable use and superior Active Noise Reduction (ANR) capabilities. To gain peak performance from the ANR feature it is necessary to have a solid seal around your entire ear combined with a symmetrical fit on your head.

The following tips will assist you in achieving the proper fit.

- A. Fit your ears entirely within the ear cups providing a solid seal.
- B. Rest the headband on top of your head with the sliders extended fully. With your thumbs on the ear cups, place your remaining fingers on the headband and squeeze until you have a snug,

but not overly tight, fit. Your ears should be centered inside the ear cups.

- C. Position the microphone  $\frac{1}{8}$  inch from your mouth, with the gain adjustment cap facing away from you (visible when you remove the mic muff).



This side of the microphone should face **away** from you.

# Getting Started

## Tall head pad

If you feel that your ears are not centered within the ear cups, even after collapsing the sliders completely, a taller head pad might be the solution. This will move the ear cups further up the side of your head and should allow you to center your ears within the cups.

To order a complimentary tall head pad (part number A484), please call Customer Service at 800-332-2421 or email [sales@lightspeedaviation.com](mailto:sales@lightspeedaviation.com) and mention promo code **FTHP**. You will be asked to provide your headset serial number. See page 17 to locate the serial number.

## Battery Installation

The standard Zulu 3 battery-powered headsets require two AA batteries (included). Use alkaline batteries for best performance.

- 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.

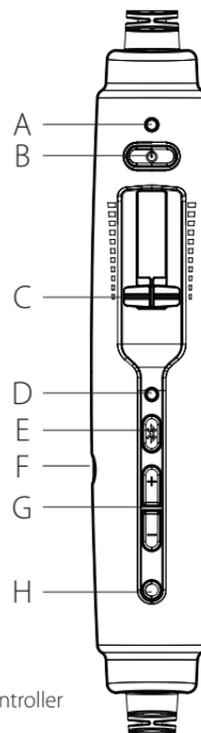
# Getting Started

## Battery Types

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

## Battery Life

A set of batteries can provide up to 40 hours of power. However, heavy *Bluetooth*® wireless technology usage can significantly reduce battery life. Under quiet conditions Zulu 3 will auto shut off approximately five minutes after the headset is removed from your head.



The Zulu 3 controller

# Using Your Zulu 3 Headset

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## Controller

A. Power indicator LED: Flashes GREEN when power is supplied to Zulu 3 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 Zulu 3 on; press and hold to turn Zulu 3 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.

D. Bluetooth mode indicator LED: Flashes BLUE when Bluetooth mode is on and RED when Bluetooth mode is being turned off. In pairing mode, flashes alternating RED and BLUE.

E. Bluetooth power button: Turns on and off the Bluetooth signal and controls devices connected via Bluetooth technology.

F. Auxiliary input jack: Provides a wired input for audio and cell phone devices.

G. Bluetooth volume buttons: Controls the volume of devices connected via Bluetooth technology.

H. ComPriority button: When enabled, automatically quiets music and audio from auxiliary devices during radio communications.

# Using Your Zulu 3 Headset

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## **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.

Zulu 3 will auto shut off approximately five 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. OFF (the setting for stereo) should be used for a stereo panel and MONO for 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.

## **Front Row Center™**

Front Row Center is a built-in feature that gives you a theater-like experience, enhancing stereo sound reproduction so that audio seems to come from all around you, not just from your right and left.

# Using Your Zulu 3 Headset

## **ComPriority™**

ComPriority is turned on or off by the bottom-most controller button. With ComPriority on and when radio communications are detected, the volume of auxiliary devices will be significantly reduced. To enable ComPriority, turn on the feature, plug into your intercom and talk into the headset microphone while playing music over a wired device. If enabled, your auxiliary music volume will decrease when you start to talk. During cell phone calls, the other party will be muted, so disable ComPriority before making calls.

## **Mic Gain Adjustment**

You can think of microphone gain as a volume control for your microphone, helping balance loud and soft voices in a multi-headset environment. To access the gain adjustment dial, remove the foam

windscreen on your microphone and then remove the small cap next to the Lightspeed logo. Turn the dial clockwise to increase gain and counterclockwise to decrease gain. Move the dial in small increments (think one-hour increments on a clock face) and test it in your aircraft. Replace the cap and foam windscreen when you are satisfied with the adjustment.

## **Wired Auxiliary Devices**

Zulu 3's wired auxiliary input allows you to connect to cell phones and to most audio devices. To connect a music player to Zulu 3's auxiliary input jack, use the cord provided. To adjust the volume on a device connected to Zulu 3's auxiliary input jack, use the controls on the device itself.

# Using Your Zulu 3 Headset

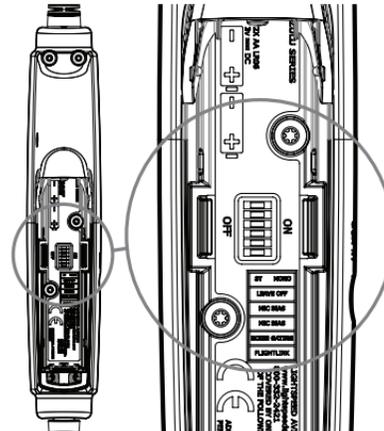
## Connecting to iPhone or iPad with the Auxiliary Input Cord

If you connect to an iPhone or iPad using the wired auxiliary input cord, you can use the silver button on the cord to perform the following functions:

- Play/Pause: Press the button **once** to Pause music; press the button again to Play music.
- Track Forward: Press the button **twice** rapidly to track forward.
- Answering calls: Music automatically mutes and pauses for an incoming call. Press the button to answer the call.
- Disconnecting a call: Press the button to disconnect the call; music automatically resumes.

## Setting DIP Switches

DIP switches are factory set to match most aircraft audio panels. To change a DIP switch setting open the controller battery/DIP switch door. Use a small pointed object such as a wood toothpick to slide the DIP switch to ON or OFF depending on your preference.



# Using Your Zulu 3 Headset

## Zulu 3 DIP Switch and Their Recommended Use

DIP switch	OFF position	ON position	Recommendations
Stereo/Mono	Stereo	Mono—Factory setting	Affects audio from the panel only and should be set to Mono in most cases. Set to Stereo only if you are using a stereo panel. If your audio panel produces a mono signal but the switch is set to Stereo, you will hear audio communications in only one ear.
Leave off	Leave set to OFF		Test mode; for factory use only.
Cell mic bias—two switches that must both be in the same position	Cell mic bias off—Factory setting for helicopter and panel-powered headsets	Cell mic bias on—Factory setting for battery-powered airplane headset	Lets you make phone calls with the headset when it is not plugged into a cockpit audio panel. Available for battery-powered headsets only. Note to helicopter pilots: The ON setting for these switches is incompatible with some helicopter audio panels. If you plan to use this feature and keep the switches set to ON, test the headset in the cockpit before takeoff.
Noise gating	Factory setting		When enabled, Noise Gating eliminates a low level threshold of sound (example: noisy intercoms). Test before using to avoid missed communications from softer radio signals.
FlightLink	Factory setting	Enables FlightLink	For FlightLink to work properly, it must be in the ON position. This will also affect cell phone usage — when in the ON position, the recipient of a cell phone call will hear all sounds on the intercom. To avoid this, unplug your headset from the panel during phone calls.

# Using Devices Enabled by Bluetooth Technology

## Connecting to Mobile Devices for the First Time

The Bluetooth interface allows cell phone and stereo music streaming capability (A2DP). Before using a mobile phone for the first time with Zulu 3, it must be “paired” or electronically connected via Bluetooth wireless technology.

### To pair a mobile phone or device with Zulu 3:

1. Turn on the headset and verify the GREEN LED is flashing. Make sure the Bluetooth mode is turned OFF. **BLUE or RED** flashes from the Bluetooth LED **should not be present** (see “Bluetooth Mode—ON and OFF”, page 13).
2. **Press and hold** the Zulu 3 Bluetooth button for about five to ten seconds or until the Bluetooth LED **continually flashes RED and BLUE**. This indicates the Zulu 3 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 Zulu 3 in pairing mode, follow the menu prompts on your Bluetooth wireless technology enabled device directing it to look for other Bluetooth wireless technology enabled devices.
4. Select Lightspeed-V### (numbers may vary) on your mobile device from the list of found devices.
5. If asked to enter a password or PIN, enter 0000.

Your mobile device should now be paired and ready for continued use with Zulu 3.

When you turn on Bluetooth mode again, it will connect to the most recently paired device. Most mobile devices connect to Zulu 3 automatically. If

# Bluetooth Devices

that doesn't happen it may be necessary to use the settings menu of your device to choose and re-pair Lightspeed-V### (numbers may vary).

## Using Bluetooth Wireless Technology Features

Depending on the Bluetooth profile of the phone, you can use the Zulu 3 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 (+ and – buttons) to adjust the volume.

## Bluetooth Mode—ON and OFF

**ON:** With Zulu 3 turned ON, press and hold the Bluetooth button (see page 6), until you hear a high tone and the Bluetooth indicator LED flashes three BLUE pulses. For first-time pairing see instructions on page 12.

**OFF:** Press and hold the Zulu 3 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 devices connected via Bluetooth to correctly function.

# FlightLink

FlightLink is the first in-flight cockpit recording application for the iPad® and iPhone.® The free app works seamlessly with Zulu 3 headsets to capture and retrieve all incoming and outgoing communications.



## Features

- Record all activity over the intercom, as well as in-cabin conversation.
- Playback the prior two seconds or two minutes.
- Store your recording library.
- Draw notes, codes, or diagrams on the convenient iPad scratchpad for reference.

## How to Activate

- Download the FlightLink app from the App Store.

- Move the far right DIP switch (#6) to the ON position. When in the FlightLink DIP switch is in the ON position, the recipient of a cell phone call will hear all sounds on the intercom. To avoid this, unplug your headset from the panel during phone calls.
- Connect your Apple® device to the controller using the supplied auxiliary device/iPhone cable.
- Tap the icon on your iPad or iPhone to begin using the app.

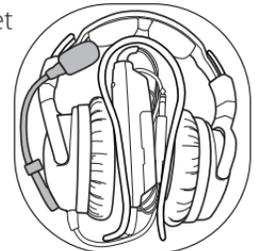


## Toggleing Between Apps

Press your device's Home button and select another app. Your recording will continue uninterrupted as you switch between different applications.

# Peak Performance Tips

- Start with an excellent fit—see “Fitting your headset,” on page 4.
- Set the Zulu 3 Stereo/Mono DIP switch to match the signal from your audio panel (see “Matching Stereo/Mono Setting to an Audio Panel” on page 8).
- Keep cell phones at least 12 inches from the Zulu 3 controller and headset when making calls 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 the Zulu 3 auxiliary input jack and a cell phone by connecting via Bluetooth wireless technology, or through the 3.5mm audio device/iPhone cable provided.
- To ensure peak ANR performance and comfort, replace the ear seals, head pads, and mic muffs every 18 months. These are wear items that are not covered by the Lightspeed warranty and are available for purchase on our website at [LightspeedAviation.com/Accessories](https://www.lightspeedaviation.com/Accessories).
- We encourage you to register your headset at our website, [LightspeedAviation.com](https://www.lightspeedaviation.com). In the event your headset may require service, registration helps assure quick and efficient processing (see “Where is my product serial number” on page 17).
- When packing your headset into its case, close the sliders and place the mic over the headband to avoid chafing the boom.



# FAQs

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## **Why do I hear radio communications in only one ear?**

The Zulu 3 Stereo/Mono DIP switch is probably set to Stereo while your audio panel is transmitting a mono signal. To fix this, change the Zulu 3 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 Zulu 3 with my phone via Bluetooth wireless technology, 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 to Mobile Devices for the First Time,” on page 12).

## **Why doesn't my phone accept the 0000 passcode when I try to connect via Bluetooth wireless technology?**

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 to Mobile Devices for the First Time,” on page 12).

## **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 Zulu 3 controller and headset when making calls.

### **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.

### **Where is my product serial number?**

The Zulu 3 serial number (a small, white, bar-code sticker with numbers) can be found on the headset underneath the head pad. The head pad, located on the inner radius of the headband, must be removed to reveal the serial number. Simply pinch the cushioned part of the head pad, pull down and it will snap out.



# Specifications

## Zulu 3 Configurations

<b>Model</b>	<b>Power Source</b>	<b>Cord</b>	<b>Connector</b>
Zulu 3 (PN4064)	Two AA batteries	Straight	Dual general aviation connectors with .250-inch commercial stereo headphone plug and .206-inch MIL-SPEC microphone plug
Zulu 3:P (PN4065)	Audio Panel	Straight	LEMO
Zulu 3:H (PN4069)	Two AA batteries	Straight	U-174

# Specifications

## General

Battery power supply: 3V, two AA batteries  
Weight: 14.6 oz. (including ear seals and mic boom)  
Panel aircraft 8-40 VDC

## Headphone

Transducer: 40mm moving coil  
Frequency response: 20 Hz-20 kHz  
Nominal impedance @ 1 kHz:  
OFF—Mono: 200 ohms, ON—Mono: 280 ohms  
OFF—Stereo: 400 ohms, ON—Stereo: 560 ohms

## ANR

Maximum SPL: Greater than 125 dB at 100 Hz

## 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

# Warranty Information

## 7-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 7-year period, beginning on the purchase date shown on the New Headset's sales receipt ("Warranty Period"). This 7-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 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 EFFECTIVE UPON PUBLICATION ON LSA'S WEBSITE OR OTHERWISE.

# Registration

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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.

## Product Registration

Please register at [LightspeedAviation.com](https://LightspeedAviation.com) to optimize your customer experience.

Cert: 0046503

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