### 1.Introduction

- 1.3Bluetooth 5.0
  - 1.3.1 Pairing:
  - 1.3.1.1 Press and hold for 3 seconds to turn headset on. [The red and blue indicator lights flash alternately, accompanied by a long beep]; if there are no other Bluetooth devices connected in 10 minutes, the headset will enter standby mode and the current is 11±2mA; if the product has already found another Bluetooth device in 10 minutes, click the device to pair. When the product get into connecting mode, you will hear a short beep and see the blue indicator lights flash continuously for 6 times; the product will be successfully connect after 3 seconds with a long beep.
  - 1.3.2.2. The product will reconnect with the latest paired Bluetooth device automatically in 3 seconds at distances within 10m. (Please connect the Bluetooth device manually when it is not available to connect automatically, but there is no need to enter searching interface again).

#### FCC ID: 2AVBU-T50

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable condition without restriction.

- —Reorient or relocate the receiving antenna.
- —Increase the separation between the equipment and receiver.
- —Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- —Consult the dealer or an experienced radio/TV technician for help.

### 1.3.3Play music:

- 1.3.3.1When the mobile player is paused, short press to revoke the Bluetooth device and enjoy music in high quality stereo.
- 1.3.3.2 Short press again to pause the music player.
- 1.3.3.3If a phone calling in when you are playing music (Bluetooth phone is needed), the product will turn to dial interface. Short press to answer phone call and short press again to hang up (same operation during a call) and the product will turn back to music player automatically in 2 seconds after hanging up.
- 1.3.4 Phone call
- 1.3.4.1 When connected, short press the button twice continuously to enter dial interface.(Call back the last number);
- 1.3.4.2 Short press the button for 3 times to enter voice dialing interface( mobile support required);
- 1.3.4.3When a phone calling in, short press the button to answer and short press again to hang up (same operation during a call).
- 1.3.5Button functions:
- 1.3.5.1 Previous song: press "-" and hold for 2 seconds, the player turns to last song.
- 1.3.5.2 Next song:press"+" and hold for 2 seconds, the player skips to next song.
- 1.3.5.3 Volume up:press"+" to increase volume (long press to continuously increase the volume). When the volume is increased to the maximum, the product will pause the music with two beep until release.
- 1.3.5.4 Volume down: press"-" to decrease volume (long press to continuously decrease the volume). When the volume isdecreased to the minimum, the product will pause the music with two beeps until release.
- 1.3.6Charging and low power prompt function:
- 1.3.6.1When the battery power is lower than 3.2V, there are three beeps in the product. The beeps will ring once for every 3 minutes if the product was not yet charging after the prompt tone appears.
- 1.3.6.2When the battery voltage is lower than 3.0V, the product will shutdown.
- 1.3.6.3Please charge the battery in time when the battery is low;
- 1.3.6.3.1Use micor5pinusb data cable to connect DC5V power supply, and charge Bluetooth headset with 230  $\pm$  10mA current;
  - 1.3.6.3.2During charging, the red indicator light is always on;
  - 1.3.6.3.3The battery is fully charged for about two hours, and the red indicator light goes out.
  - 1.4 Attentions:
  - 1.4.1 It is essential to wear correctly: this will influence the listening experiences which including effect of noises suppression.

- 1.4.2Maintenance and cleaning:
- 1.4.2.1 Do not disassemble any parts of the product. If you find the headset problematic, please stop using it.
- 1.4.2.2Wipe the surface of the headset regularly with neutral soapy water, and dry it with a cotton cloth to keep clean.
  - 1.4.2.3 Do not soak the product in water.
  - 1.4.2.4 Do not wipe the product with chemicals such as banana oil etc..

## 2. Product appearance view

# Overall outside view

### 3. Technical parameter (testing conditions: Ta=20°CR.H=65%)

Speakerphones testing curve

Parameter	Testing conditions	Typical value	Unit
Sensitivity	$f = 1kHz (P_{in} = 1Pa 0dB = 1V/Pa)$	103±3	dB
Impedance	f =1kHz (Pin =1Pa)	8±3	
Frequency response		20~20000 Hz	Hz
Audio rated power		5	mW
Effect distance	Open and barrier free	>10	M
working voltage	Standard operating voltage	3.7	V
Working current	Playing music	13±3	mA
Standby current	Bluetooth connected device without music playing	13±3	mA
Charging voltage	External input voltage	5.1±0.15	V
Charging current	DC5V input	100±30	mA
Charging time	DC5V input	2±0.3	Н
Continuous working hours	Playing music	10	Н
Standby time	Bluetooth shutdown	6	month