



# MAGMA GLOVES

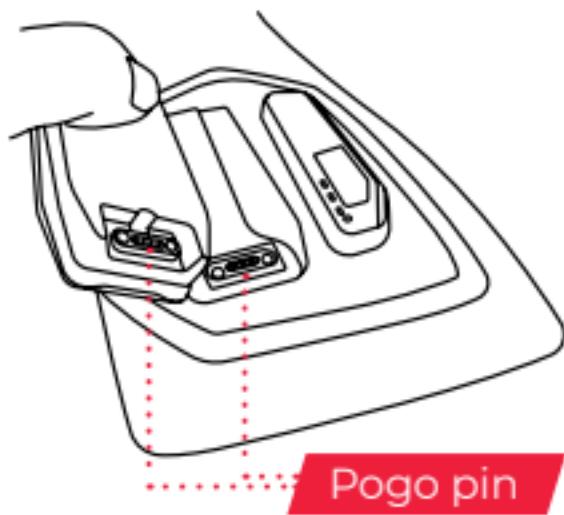
**User Manual**

# WHAT IT DOES

The magma glove is a gaming performance-enhancing heating glove. It has three heating modes at different temperatures and an integrated RGB panel to identify different operating modes and mood expressions.

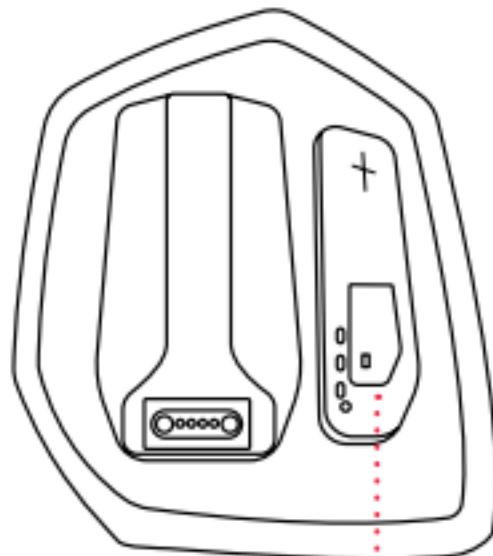
# HOW TO OPERATE

- First, wear gloves on hand **BEFORE** docking the battery module
- Secondly, dock the battery module onto the baseplate of the glove
- To remove the glove, pull it from the puller tab located near the fingers



# Heating Operations

- Click **TWICE** to turn it on.  
The green indicator light turns on
- Click **ONCE** each time to cycle modes
- Click **TWICE** to turn off the heating. The green indicator light will turn off



The heating modes will automatically turn off after a certain amount of time, depending on the mode selected.

Mode	Duration (minutes)	Temperature	Indicator Green LEDs
Warm-up	8	High	1
In-game	60	Medium	2
Extended in-game	180	Mild	3

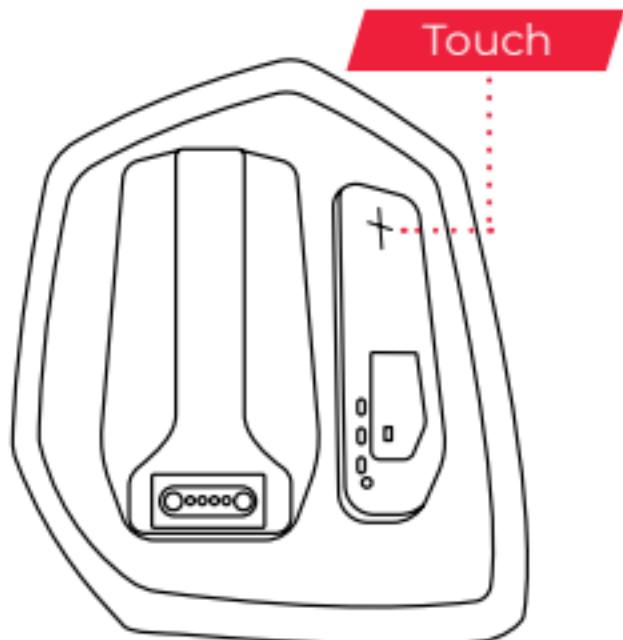
# Lighting Operations

To turn on the RGB, **DOUBLE TAP**

RGB lighting the touch control pad.

Do the same to turn off the RGB.

**SWIPE** your finger across the pad gently to switch between lighting modes according to your preference.

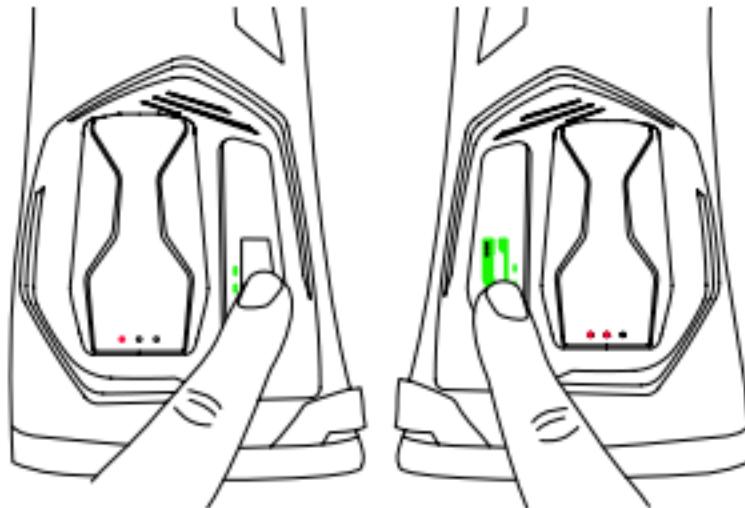


## **The RGB lighting is also used for identification purposes.**

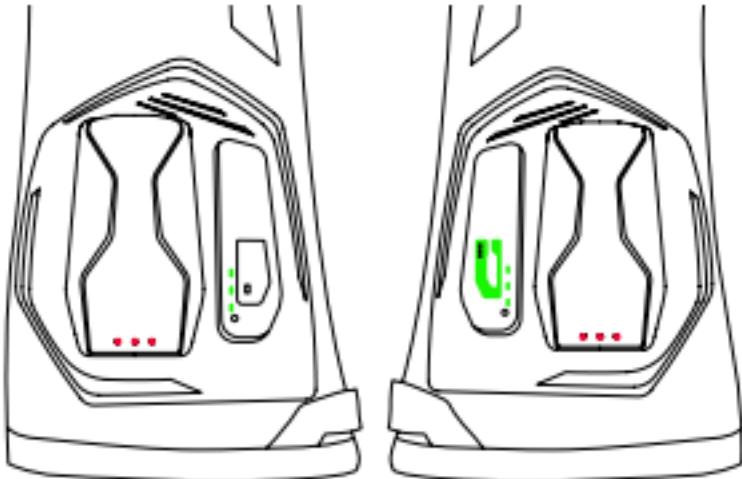
- 1.** When the module is docked, the RGB will show an effect to denote that the connection has been made
- 2.** Warm-up heating mode – orange lighting effect  
In-game heating mode – yellow lighting effect  
Extended in-game – green lighting effect  
Heating turned off – Flash red four times

# Bluetooth

- Hold physical buttons on both gloves at the same time for 4-5 seconds



- When the green lights blink and turn off, the gloves are paired
- The heating and lighting modes can be controlled from either glove



If the battery module is disconnected from the glove the Bluetooth connection will turn off and the gloves will need to be paired again.

# Charging

- To charge the module, dock it on either the docking station or using the standalone cables provided
- A red lighting effect should show on the battery module while it is charging
- The three battery indicator LEDs will start blinking to denote charging levels.

Charging the gloves should take 3 hours



3  
hours

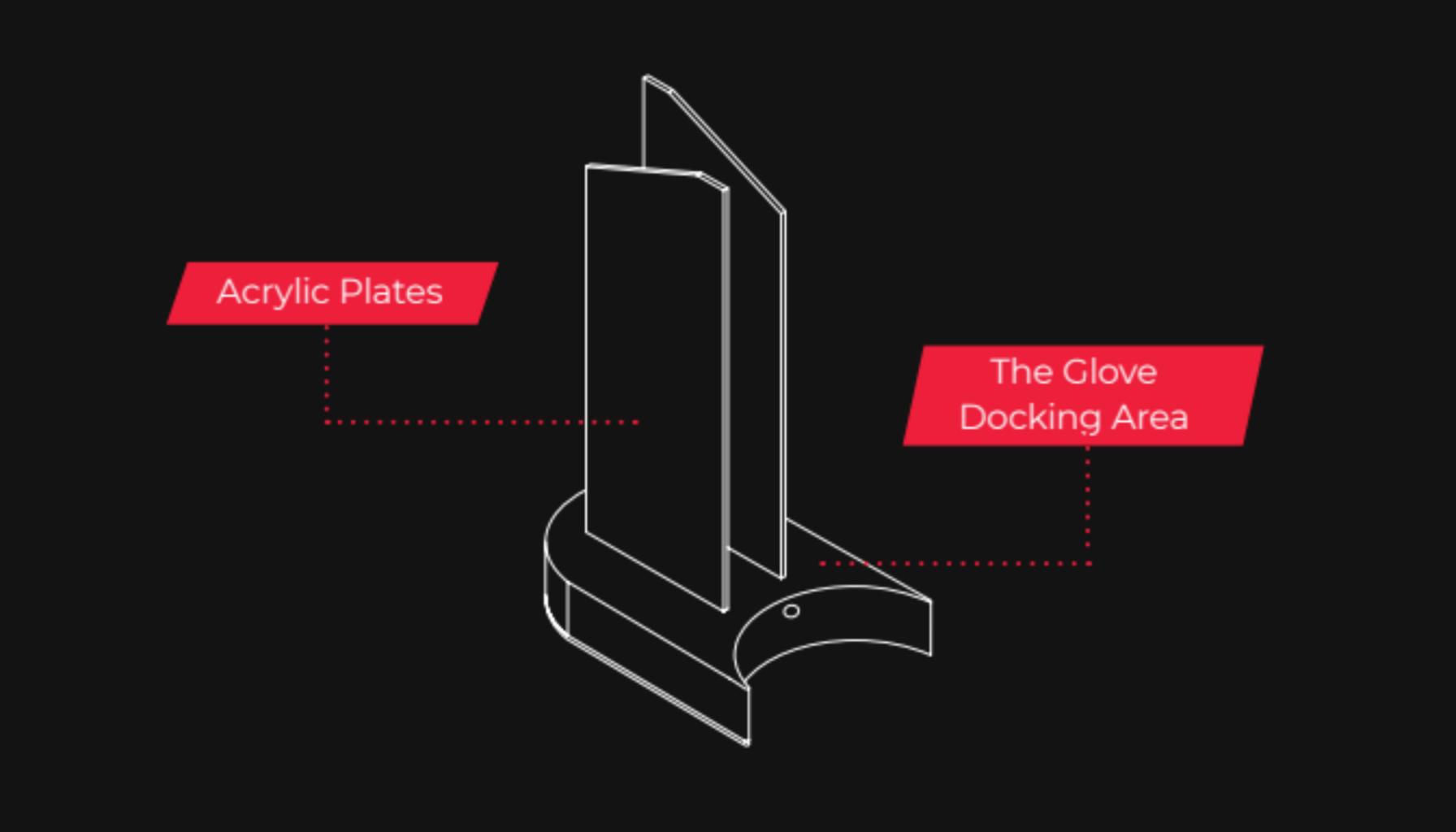
Docking Station

Cables



# How To Use Docking Station

- The docking station comes in two parts: One part comes with two stands to store the gloves when not in use. The other part comes with two docking areas for the battery modules.
- The glove docking area and the battery module docking area can be attached and detached.
- The glove docking area is **NOT NEEDED** to charge the modules. It is only to hold the gloves in place.



Acrylic Plates

The Glove  
Docking Area

# **POSSIBLE ISSUES AND TROUBLESHOOTING**

## **1. Heating not turning on when the button is clicked?**

Please try pressing the button fully in and firmly twice in quick succession. Press it firmly once to cycle heating modes

## **2. Touchpad not responding?**

Make sure to touch the pad firmly and tap it in quick succession when trying to turn it on. Swipe it firmly to switch between modes

### **3. The lighting sequence doesn't show when the module is docked?**

Remove the module and place it back again firmly. Make sure the pogo pins on the module have slotted in correctly and firmly. The magnets should guide the module

### **4. Power module not charging?**

Remove and reattach the module firmly to the charger

# General Safety

- Only use chargers and batteries provided with the product.
- **DO NOT** leave the product unattended while charging.
- Do **NOT CHARGE OVERNIGHT**
- Keep charging cables and battery modules out of the reach of children.
- Wash only with cold water, and do not tumble dry. Do not bleach. Do not iron the product.
- Do not crush and crumple the glove or turn it inside out unnecessarily.
- Do not swing your hand or glove vigorously, as the battery module may detach.

- Only dock (attach) the battery module once the glove has been worn.
- Do not overuse the glove by exceeding the pre-programmed cycle times.
- Do not use on over-sensitive skin as heating may cause irritation. It is advised to use level 3 in such cases.
- If the glove, is damaged (torn, broken parts, etc.), refrain from using it.
- The glove was tested and is meant to be used to improve gaming performance. Refrain from using this as a medical device.
- The glove is optimised to be used to warm-up or during gaming sessions.
- Do not wash the glove with the battery attached. Do not expose battery to water. Dry glove completely before using it again.
- Do not try to disassemble or open the product, as this will cause functional issues that will make the product unusable.

- Gloves are meant to be used by people between the ages of 18 to 65.
- Do not use on open wounds. Check skin frequently during use to ensure rashes or burns are not developing. If you experience any discomfort while using this product, remove it immediately and consult your physician before resuming use.
- **Battery Disposal:**  
This device must be disposed of properly in accordance with local regulations for battery disposal

Product name : **Magma Glove Mark 1**

Model number: **GT MG002**

FCC ID: **2AYT6-GTMG002**

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:

- 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

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

The device has been evaluated to meet general RF exposure requirement.

The device can be used in portable exposure condition without restriction.

**DOCK. PLAY.  
ENJOY.**