# User Manual

# Bluetooth Speaker





- 1: Power
- 2: Pause/Plav
- 3: Vol-/ Previous Track
- 4: Vol+/Next Track
- 5: Charging Indicator
- 6: USB Charging Port
- 7: Aux in Port

Package Components 1pc Speaker 1pc User Manual 1pc Micro USB Cable 0.6m 1pc Aux-in Cable 0.6m

#### Functions:

Accepting a call - Press the "pause/play" button Rejecting a call - Press and hold the "pause/play" button Ending a call - Press the "pause/play" button Changing Volume - Press the "+ or -" button Changing the track - Press and hold "+ or -"button

#### How to power on or off the device:

Press and hold the power button to turn the speaker on or off. The indicator will flash quickly with a voice "Powering on" indicating the device is powered on. The speaker will automatically go into Bluetooth mode upon powering on.

## How to pair device using Bluetooth:

- 1. Power on speaker and ensure that the indicator light flashes slowly (this means that the device is in Bluetooth pairing mode).
- 2. Turn on the Bluetooth function of the device (smartphone, tablet. computer, etc.) which you would like to pair with the speaker. Ensure that the device is in pair mode.
- 3. Select "20WMS007" on your selected device to pair with speaker until it says "Paired" indicates that a successful pairing has occurred.
- 4. You should now be successfully paired to the speaker

## How to pair device using Bluetooth:

- 1. Power on both speakers and ensure that the indicator light flashes slowly (this means that the device is in Bluetooth pairing mode).
- 2. After playing the "ready to pair" sound, double-click one of the Bluetooth audio power keys to enter the search pairing mode. After about 15s, the connection is successful. The LED light of the main unit flashes slowly, and the copilot lights up.
- Select "20WMS007" on your selected device to pair with speaker until it says "Paired" indicates that a successful pairing has occurred.
- 4. You should now be successfully paired to the speaker (In TWS pairing mode, only the host has call function, and the connection back time is 15s)

#### Using the 3.5mm audio jack(Aux-in):

Plug in a 3.5mm audio jack into the Aux in port. Once a 3.5mm audio jack is inserted into the Aux in port, the device will automatically be switched to Aux-in function. Plug the other end of the 3.5mm audio jack into the compatible device you are wishing to play music from.

For iPhone users, if you fail to accept a call by use this Bluetooth speaker, try below steps:



Step1: Accept a Call



Step2: Click audio



Step3: Click 20WMS007

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:

- -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 needed.
- -Consult the dealer or an experienced radio/TV technician for

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.