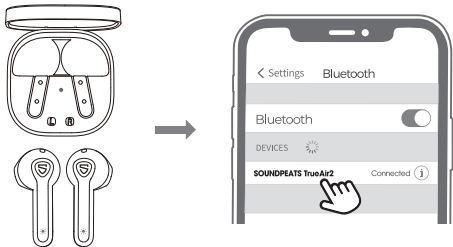


Pairing

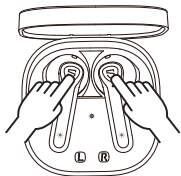


1. The earbuds automatically pair to each other after being taken out from the charging case. Light on main earbud flashes in white and red, the second earbud stays in white.
2. Activate Bluetooth on the device, and choose "SOUNDPEATS TrueAir2" on Bluetooth list to pair.

Reset

(Try the following steps if you fail building connection between two earbuds, or between earbuds and device.)

1. Clear the pairing record between the earbuds and all your devices.
2. Place back both earbuds and make sure they are in charging status. Press and hold both MFBs for 10 seconds until both indicators flash in white twice.



Wearing



Button Control

Power On	Auto: Take out from charging case Manually: Press and hold the MFB for 1.5s
Power Off	Auto: Place back into charging case Manually: Press and hold the MFB for 10s
Play / Pause	Double tap the MFB
Volume -	Single tap the left MFB
Volume +	Single tap the right MFB
Previous Track	Press and hold left MFB for 1.5s
Next Track	Press and hold right MFB for 1.5s
Answer / Hang Up Phone Call	Double tap the MFB
Reject Phone Call	Press and hold the MFB for 1.5s
Switch Between Two Calls	Press and hold the MFB for 2s
Manually Enter Pairing Mode	Press and hold the MFB for 6s
Activate Voice Assistant	Triple tap the right MFB
Game Mode	Triple tap the left MFB

Game Mode

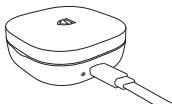
SOUNDPEATS TrueAir2 adopts the latest technology to ensure low latency in game mode and make sure the sound sync with the image.

Triple tap on the left to activate the game mode with a voice prompt "Game Mode" and deactivate the mode with a prompt "Exit Game Mode".

Q&A

Q1: What does the charging LED tell while charging the case?

The LED stays on while charging, and turns off after fully charged.



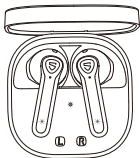
Q2: What does the LED inside the charging case tell?

The LED inside the charging case lights up and stays on for 10s to tell the battery left in the case while taking out and placing back the earbuds.

Green light	50% - 100%
Yellow light	10% - 49%
Red light	Less than 10%

The LED flashes slowly while charging the case.

Red light	Less than 20%
Yellow light	20% - 69%
Green light	70%-99%
Green light stays on	100%



Q3: Why are the earbuds still connected to my phone after placing back?

1. The charging case is out of battery. The case will not turn off the earbuds if the case battery is dead.
2. Please make sure the earbuds sit well in the charging case, and the charging contactors on both the earbuds and charging case are clean. If not, please try something like microfiber cloth to clean the contactors.

Q4: The battery life is not as advertised?

A single charge will not give you 25 hours playtime constantly. The earbuds work around 5 hours per charge with average use. The charging case provides another 4 recharges.

FCC Statement

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.

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.
- (2) this device must accept any interference received, including interference that may cause undesired operation.

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