

BS246GB

TWS Bluetooth Headset

User Manual

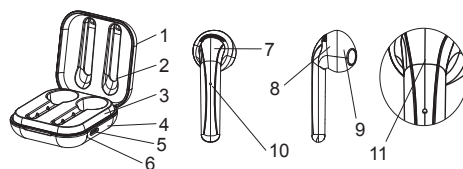
Bluetooth headset should be used with the compatible devices which support Bluetooth wireless technology. This allows you to make two calls and enjoy the music streaming at any time freely. Please read this user manual carefully before using the headset, and also read your device's user manual regarding the Bluetooth function, and pay attention to those important safety and maintenance information. Please keep the headset away from children.

Specifications

Bluetooth Version :	V5.0
Bluetooth Profiles Supported :	HFP, HSP, A2DP, AVRCP
Audio Decoding Protocol :	SBC, AAC
Transmission Power :	Class 2
Operation Range :	Up to 10 meters
Frequency Range :	2.4GHz-2.48GHz
Battery of Headset :	30mAH Li-polymer Battery
Charging Voltage of Headset :	DC 5V±0.2V
Charging Time of Headset :	About 1.5 hours
Battery of Base :	300mAH Li-polymer Battery
Charging Voltage of Base :	DC 4.75V-6V
Charging Time of Base :	About 1.5 hours
Charging Headset Times from	
Charging Base :	About 2-3 times
Music Playing Time :	(1KHz 88dB) ≥ 3.5 hours
Talk Time :	(1KHz 88dB) ≥ 4 hours
Standby Time :	≥ 100 hours
Driver :	φ10mm
Driver sensitivity :	103±3dB (1KHz)
Driver impedance :	16Ω±15%
Driver frequency ring range :	20Hz-20KHz
Dimensions of Charging	
Base(mm) :	L51.5×W51.5×H21.1
Dimensions of Headset(mm) :	L43.1×W16.6×H17.2
Weight(one headset) :	About 3.4 g
Total Weight :	About 35.2 g

*The time mentioned above may vary due to user's operation mode and device settings.

Structure Sketch

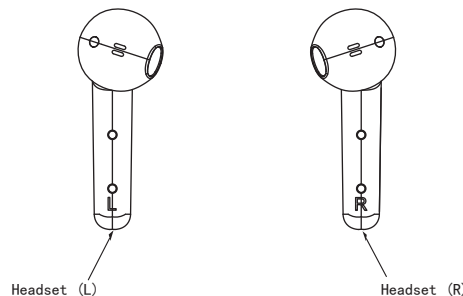


- | | |
|-------------------------------|----------------------------------|
| 1) Charging Base-Flip Cover | 6) Charging Base-Indicator |
| 2) Charging Base-Inner Cavity | 7) Headset-Up Shell |
| 3) Charging Base-Up Shell | 8) Headset-Bottom Shell |
| 4) Charging Base-Bottom Shell | 9) Driver Shell |
| 5) Charging Base-Micro-USB | 10) Headset-Indicator & Mic Hole |
| Charging Port | 11) Touch Bar |

Headset Mode

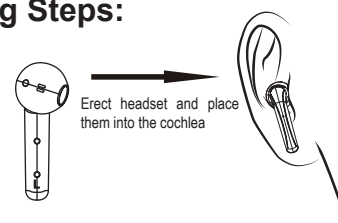
Status No.	Status	Charging Base Performance
1	DUT Pairing Mode	The indicator light keeps on white.
2	TWS Pairing Mode	After TWS pairing successfully, L headset prompts "connected". 1st TWS pairing or pairing after deleted pairing records, indicator light flashes white quickly, when pairing successfully, the indicator light flashes white slowly(The indicator light also will flash white slowly if TWS didn't pair successfully after 15 seconds).
3	Standby Mode	/
4	Call Mode	/
5	Headset Charging Mode	The indicator light of the headset is white when being charged, and will turn off automatically after being fully charged
6	Power On State	The headset prompts "Power on", and the indicator light flashes white for three times.
7	Power Off State	The headset prompts "Power off", and the indicator light flashes white for three times(The indicator light will turn white directly if putting headsets back to charging base to power off).
8	Low Voltage Alarm State	The headset prompts "Didu" once every 120 seconds.

Identify according to L&R and wear the headset (R) and headset (L) respectively



Wearing Steps:

Step①

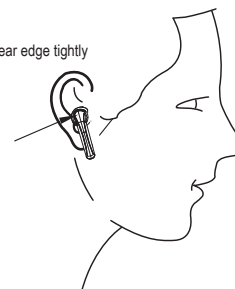


Step②

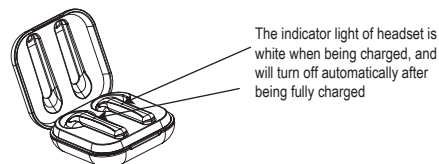
Slightly rotate headset until it firm

Step③

Make the headset to cochlear edge tightly



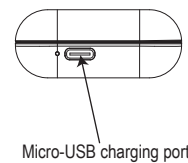
Charging Ways of Headset



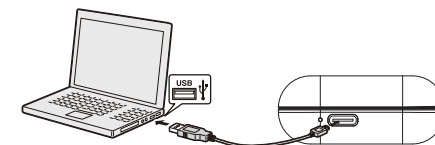
Put the headset (L) (R) to the corresponding position in the bottom of the charging base.

Charging Ways of Charging Base

- When charging base being charged by Micro-USB, the indicator light flashes red once every 2 seconds means 1%-25% battery, twice means 25%-50%, 3 times means 50%-75% and 4 times means 75%-100%. When full charged, the indicator light keeps on red.
- When charging base to charge headset, the indicator light flashes red once every 2 seconds means 1%-25% battery, twice means 25%-50%, 3 times means 50%-75% and 4 times means 75%-100%.
- When charging base without charging, the indicator light is off.



Use the Micro-USB cable to connect with computer



- Note 1: Check the charging device is suitable for the headset or not.
- Note 2: Use only the supplied charger to charge the headset, if use other device may violate the validation or the maintenance article of this product and may cause danger.
- Note 3: Do not attempt to force open the built-in battery as this could damage the headset.
- Note 4: A fully charged headset will lose its power automatically if left unused. It is recommended to charge the headset every three months.
- Note 5: Do not leave the headset in a too hot or too cold condition (best between -10°C and 50°C) which may affect the headset's operations although it is fully charged.
- Note 6: Do not dispose of the headset into fire or water.

Turning ON/OFF

1 Method

Pick up the headsets from the charging base to turn on automatically. Put them back to power off and charge the headset.



2 Method

In OFF MODE, press and hold touch bar of headset(R) or headset(L) for 2 seconds to turn on.
In ON MODE, press and hold touch bar of headset(R) or headset(L) for 5 seconds to turn off.



TWS Pairing

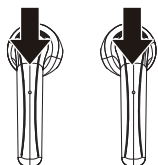
1



Pick up two headsets (without pairing records) from the charging base to power on and the two headsets will enter auto-pairing mode. (1. If L or R headset didn't TWS pair successful after 15 seconds, the headsets will enter pairing with phone automatically, the indicator light of L headset will flash white slowly. 2. Touch the touch bar of L or R headset twice to enter TWS pairing mode again.)

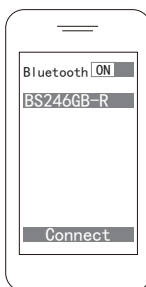
Note: 1st TWS pairing or pairing after deleted pairing records, indicator light flashes white quickly, when pairing successfully, the indicator light flashes white slowly (The indicator light also will flash white slowly if TWS didn't pair successfully after 15 seconds).

2



On OFF state, touch the touch bar of headset (R) or headset (L) for 2 seconds to power on, the two headsets will enter auto-pairing mode. The two headsets will connect with each other after few seconds, the headset (R) will flash white slowly, and then open the phone's bluetooth device to search "BS246GB-R".

Operate as the above ways: 1 or 2, and headset (L) prompts "Connected" after TWS paired successfully.



Cell phone begins to search for Bluetooth devices (see the user guide of your phone instructions), and select "BS246GB-R" from bluetooth device list.

After connected with phone, the headset R will prompt "connected".

Note: When the headsets TWS pairing failures, short touch the touch bar of headset (R) and headset (L) to enter TWS pairing, then pair with phone.

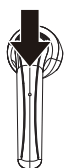
TWS Reconnected

Method1: Touch the touch bar of headset(R) or headset(L) for 2 seconds to power on→wait for few seconds, the two headsets will connect automatically→the headset will pair with the mobile phone that has ever paired after few seconds →reconnected successfully.

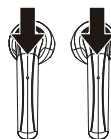
Method2: Pick up the headsets from charging base to power on→wait for few seconds, the two headsets will connect automatically→the headset will pair with the mobile phone that has ever paired after few seconds →reconnected successfully.

Answer /End a Call

When call incoming, double touch the touch bar of headset (R) or headset (L) to answer the call, the headset (R) prompts "Du". In call mode, double touch the touch bar of headset (R) or headset (L) to end the call, the headset (R) prompts "Du".



Reject a call



Touch the touch bar of headset(R) or headset(L) for 2 seconds to reject the call, the speaker prompts "DiDu".

Voice Assistant



On standby mode or music playing state, double touch the touch bar of headset(R). Touch the touch bar of headset(R) or headset(L) to exit.

Two-call Handling

(Only support the mobile phone which has the function of handling two phones.)

When you are answering a call, there is another call coming:

1. Touch the touch bar of headset R/L for 2 seconds to end the current call and answer the incoming call;
2. Double touch the touch bar of headset R/L to hold the current call and answer the incoming call;
3. After the second implementation, double touch the touch bar of headset R/L to switch between two calls;
4. After the second implementation, touch the touch bar of headset R/L for 2 seconds to end the current call, and double touch the touch bar of headset R/L to end the other call.

Note:

All the above operations have to respect the precondition supported Bluetooth hands free profile V1.5 and Phones are holding function (Network services) from telecom.

Music Pause/Playing



In standby mode, double touch the touch bar of headset(L) to play music.
On music playing state, double touch the touch bar of headset(L) to PAUSE music.

Volume +/-

In call mode or music playing mode, touch the touch bar of headset(R) to volume up; touch the touch bar of headset(L) to volume down. Once "DiDu" can be heard from headset R/L when volume is up to maximum or minimum.

Forward/Backward

In music playing mode, long touch the touch bar of headset(R) for 2 seconds till hearing speaker prompts "Du+Du di" to next song; Long touch the touch bar of headset(L) for 2 seconds till hearing "Du+Du di" to last song.

Delete Pairing Records on the Headset

In OFF mode, touch the touch bar of headset(R) or headset(L) for 10 seconds and indicator light flashes white for four times quickly.

Maintenance

- Do not use abrasive cleaning solvents to clean the headset.
- Do not allow the headset to touch with any sharp objects as this will cause scratching and damages.
- Please keep headset away from high-temperature, humidity and dust.

Common Faults and Exclusion

Faults	Reasons	Solutions
Can not turn on	low battery protection	Charging headsets for 1-2 hours
Can not turn on by picking up the headset (No indicator light when headset being charged)	Charging base low battery protection	Charging both the headsets and charging base for 1-2 hours
No sounds after pairing	Wrong pairing	Pairing again
The two headsets TWS pairing failure/TWS paired successful but can not find the headset(R)	Too many pairing records	Delete pairing records according to user manual
Charging base without indicator light when being charged	DC power supply doesn't output power	Check whether the Micro-USB charging cable is plugged
Headsets without indicator light when being charged	The headsets couldn't being charged in charging base	1)Checking headset charging interface whether has touched to POGO PIN of charging base and the location is correct or not. 2)Charging for charging base
Turning off automatically	Low battery	Charging headset for 1-2 hours
Headset echo	Volume is too loud or environment is noisy	Adjust the volume at phone or change a place
Noise in call	Environmental interference caused or distance between headset and mobile is too far	Change a place or move to close the headset and mobile
Low voice of the calling party	Wearing headset is wrong	Adjusting wearing position of headset

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

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