

70x70mm

TWS-S21 Open hanging ear
sucks each other Bluetooth ear
Headset parameters:



No swelling pain, ultra-long battery life, low-latency game mode:

Headset parameters:

Pairing name: S21 Chinese prompt
Bluetooth version: AB5656A2 V5.4 Dual-call, low power consumption, low latency

Charging case parameters: Input/output: DC5V/200MA
Charging time: about 1.5 hours Battery Capacity: 45MA;

Main functions: Cell overvoltage protection circuit design, display status; Charging time: about 1 hour;
Charging port: TYPE-C
Number of discharges: The earbuds can be discharged about 2-3 times when there is 20% of the remaining power, and when the earbuds have 50-70% of the battery
Discharge 4-5 times; Silicon Microphone 3722 HD-42+-1DB
Gross weight of bin box: 31.5 grams
Fuselage size: 67.2*64.5*28.5MM
Operating temperature: -10~+45°C
Operating temperature: -10~+45°C
Headset size: special-shaped68.3*10.6*7.0MM
Gross weight of the earphones: 7.6 grams*2
Selling points of earphones: open hanging ears suck TWS,
No swelling pain, ultra-long battery life, low-latency game mode;

Charging case
parameters:

Input/output:DC5V/200MA
BATTERY CAPACITY: POLYMER
LITHIUM BATTERY 350MA
TWS-S21 open ear hanging ear mutual sucking Bluetooth headset
Main functions: Cell overvoltage protection circuit design, step-up 5v normally open, LED light display power index

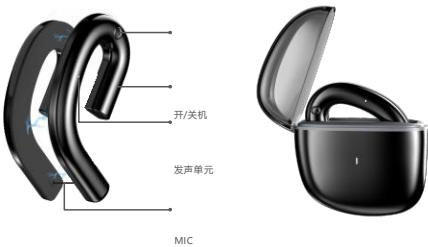
status;
Charging port:TYPE-C
Power on/off
Discharge 4-5 times;

Vocal unit
Fuselage size: 67.2*64.5*28.5MM
SMALL



左耳 (L) 右耳 (R)
2

TWS-S21 Open hanging ear sucks each
other Bluetooth ear



互吸
3

Instructions: Headset prompt tone switching: The red and white light flashes when a single earphone is turned on, and there is no Bluetooth connection with the mobile phonejoin Touch twice to switch the voice prompt of the earphone in Chinese or English. Steps for using both earphones: The red and white lights of both earphones are turned on at the same time and flashes alternately for about 6 seconds automatic The team continues to flash the lights for the main channel by default, and the red and white lights of the other pair of earphones are offThe headset will be raised at the same time Show "Left Channel" and "Right Channel", and the TWS team is successful. At this time, turn on the Bluetooth of the mobile phone to pair and search After successful pairing, the earbuds will not flash in light mode during use. Steps for using one earbud: Take out any earbud from the charging compartment and turn it onThe red and white lights flash alternately for about 6 seconds, at this time, turn on the Bluetooth of the mobile phone to pair and search for connection, and the earphones will not flash during use after successful pairing. Earbuds powered on: Press and hold the touch button for about 5 seconds, the red and white lights of the earbuds will flash alternately, and there will be a "power on" prompt tone; Earbuds power off: Press and hold the touch button for about 3 seconds, the red light of the earbuds flashes three times, and there is a "power off" prompt sound; Headphone mode: After the earbuds are connected to the phone, touch four times in a row to switch to "Music Mode" or "Game Mode", music mode is the normal mode of TWS earphones to listen to songs/make calls normally; Game The mode is that the TWS earbuds enter a low latency state, and people who love to play games can switch this state Ears Low latency may affect the communication signal, but this is normal).TWS ear under normal conditions It is recommended to switch to music mode. No connection disconnection: The earbuds will be disconnected after powering on pairing or the mobile phone is connected, and it will be automatic within 5 minutes Shutdown;	Play/pause operation: The earphones are connected to standby, click touch to play the song, and then touch one Instructions: Headset prompt tone switching: The red and white light flashes when a single earphone is turned on, and it is connected before it is connected to the mobile phone Bluetooth Touch twice to switch the voice prompt of the earphone in Chinese or English. Operation steps for using both earphones: The red and white lights of both earphones are turned on at the same time and flash By default, the team will continue to flash the lights for the main channel, and the red and white lights of the other pair of earphones will be turned off, and the earphones will be raised at the same time Volume increase or decrease operation: During the headset connection playback or call, press the left ear touch button 3 times in a row to decrease Volume: Press the right ear touch button 3 times in a row to increase the volume. Reject an incoming call: If you don't want to answer the call after a call, press the touch button twice in a row to reject the call; SUMMON VOICE ASSISTANT: PRESS AND HOLD THE TOUCH BUTTON FOR 1.5 SECONDS TO WAKE UP THE VOICE ASSISTANT (SIRI) FUNCTION DURING STANDBY PROCESS AFTER THE EARBUDS ARE CONNECTED; Master-slave switching: After the TWS connection, it can be used separately regardless of the primary and secondary connections (If one earbud is powered off or charged when it is out of power, it will not affect the normal use of the other earbud); Show "Left Channel" and "Right Channel", and the TWS team is successful. At this time, turn on the Bluetooth of the mobile phone to pair "Game Mode", music mode is the normal mode of TWS earphones to listen to songs/make calls normally; Game The mode is that the TWS earbuds enter a low latency state, and people who love to play games can switch this state (ear Low latency may affect the communication signal, but this is normal). TWS ear under normal conditions	Charge the charging case Play/pause operation: pause the song; Song switching operation: Touch the button to switch the previous song on the left ear; Call Answer/Hang Up: After the earbuds are connected, touch the touch once to answer the call when the call comes to end the callSafety guidance: Please use a standard DC charger (DC5v /500MA-2A) to charge the charging case; Do not disassemble the charging case and Bluetooth headset, or insert other items into the product to avoid damage to the product or even harm you. Product List: Touch and click again to hang up the phone;	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. 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 connected. -- Consult the dealer or an experienced radio/TV technician for help. This device and its antenna(s) must not be co-located or operation in conjunction with any other antenna or transmitter. Radiation Exposure Statement The device has been evaluated to meet general RF exposure requirement in portable exposure condition without restriction.
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