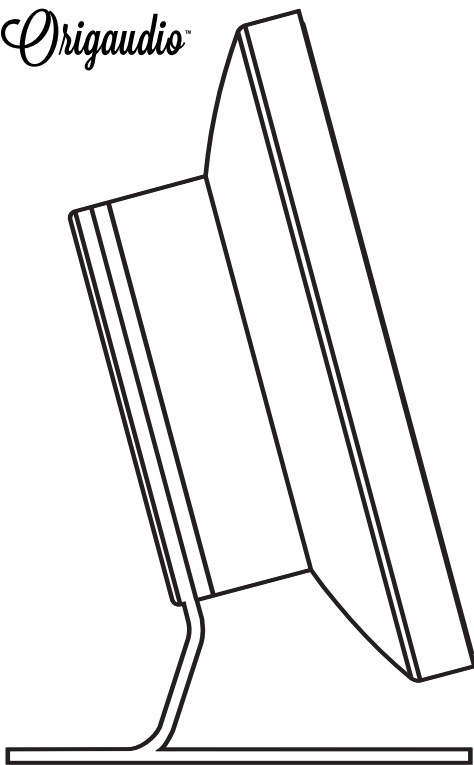


Origaudio™



OWNER'S GUIDE

Engineered to deliver bold, vibrant sound, the Sonosphear's classic design, powerful dual 8 Watt driver performance, and state-of-the-art wireless technology will enhance your musical experience into something unforgettable.

GET READY TO EXPERIENCE
THE ART OF SOUND.

CONTROL BUTTONS

POWER BUTTON

- Press 3 seconds: Power on
- Press 3 seconds when unit is on: Power off
- Controlling the rear LED ring light modes when unit is on:
 - 1st short press: brightest
 - 2nd short press: less bright
 - 3rd short press: least bright
 - 4th short press: LED ring turns off

PLAY/PAUSE BUTTON:

- While playing music, short press to pause/play music
- To accept a call: Short press
- To reject a call: Long press
- In wireless mode: Press twice to dial the last phone number
- In aux mode: Short press to mute

M (MODE) BUTTON

Short press to switch between wireless and Aux mode

VOLUME -

- Volume down:
 - Long press for 3 seconds
- Track back:
 - Short press for 1 second

VOLUME +

- Volume up: Long press for 3 seconds
- Track forward: Short press for 1 second

AUX MODE: Track forward/track back and play/pause functions only available from audio device when in AUX mode

POWER INDICATOR LIGHTS

INDICATOR LIGHTS

(Top front center of grill)

Power on: Solid Blue

Pairing: Fast blue flashing light

Paired: Slow blue flashing light

CHARGING LED

(On the bottom of rear)

Charging mode: Red LED

Charging complete: LED is off

LED RING

Controlling the rear LED ring light modes with the Power Button:

1st short press: brightest

2nd short press: less bright

3rd short press: least bright

4th short press: LED ring turns off

SONOSPHEAR SPECIFICATIONS:

- Wireless V4.0
- Transducer: 2x52mm
- Speaker Driver:
2x8W / Size: 2.16in
- Frequency response:
100-20KHz
- Battery Type:
Lithium 7.4V 2600mAh
- Battery Charge time:
Approximately 3 hours at
5V/1A input
- Music Playtime:
Up to 8 hours

INCLUDED IN THIS AWESOME BOX:

- Sonosphear Wireless Speaker
- 1 Micro USB Charging Cable
- 3.5 mm Auxiliary Cable

GENERAL SAFETY POINTERS:

- Be sure to fully charge your Sonosphear before its first use—you can't expect it to perform flawlessly without letting it get its beauty sleep! Use the charging micro USB included in the package to bring your Sonosphear to life.
- Although we all may feel as though we can fix anything we put our mind to, please be practical. We care about your safety and experience, so don't attempt to modify, dismantle or repair your Sonosphear. Let's avoid unnecessary fires and/or electric shocks!
- Your Sonosphear cannot swim (or at least it will not survive after doing so) and in general hates water and moisture. As with any electronic products, use care not to spill liquids into any part of the product. Liquids can cause a failure and/or a fire hazard.
- Place your Sonosphear on a level surface away from direct sunlight or excessive heat—we don't want it to cook and we can guarantee it won't taste good (even with BBQ sauce.)

CHARGING THE SONOSPHEAR:

1. Connect the micro USB plug to the micro USB charging port on the bottom of the Sonosphear.
2. Connect the standard USB plug end of the cable to a power USB port on a computer or other USB charging device.
3. A red light near the charging port on the Sonosphear will glow to indicate that the Sonosphear is charging, and the red light will disappear when it is fully charged.

TURNING ON/OFF:

- To turn the Sonosphear on, press and hold the power button for about 3 seconds and you will hear a 4-beep jingle indicating it is on. The LED light on the front top of the Sonosphear will show blue.
- Note: The blue LED light will appear differently depending on whether you are manually connecting a device to your Sonosphear with the 3.5mm headphone jack, or if you choose to connect wirelessly. If you have no devices plugged into the 3.5mm headphone jack when you turn it on, the Sonosphear LED light will flash blue until you have paired your wireless device. If you have a 3.5 mm auxiliary cord plugged into your Sonosphear when you turn it on, the LED light will appear a solid blue and you're all set to go.
- To turn the Sonosphear off, press and hold the power button for about 3 seconds. You will hear another 4-beep jingle indicating it has successfully powered off.

PAIRING YOUR DEVICE

1. Press and hold the power button until you hear a 4-beep jingle. The blue LED light on the front of the Sonosphear will flash blue indicating the Sonosphear is in pairing mode.
2. Check the wireless devices list on your smart phone/laptop/other wireless-enabled device and select "Sonosphear" from the list to connect.
3. The LED light will then show a solid blue light to indicate a successful pair.
4. Select a favorite jam of yours from your wireless device to test out your paired connection!

PLAYING AUDIO VIA AUXILIARY

1. Connect one end of the 3.5 mm audio plug to the headphone jack on your audio device and connect the other to the jack on the bottom of your Sonosphear.
2. Turn on your audio device/smart phone and put it in play mode.
3. Turn on the Sonosphear by pressing and holding the power button until the LED light is solid blue.
4. Use the volume button on the top of the Sonosphear to adjust the volume. You can also adjust the volume on your audio device, too.

PLAY/PAUSE/VOLUME

- Whether you're connected to the Sonosphear wirelessly or via the auxiliary, you can manage the play/pause/volume functions on both the Sonosphear and your audio device.
- When connected and playing audio, simply press the Play/Pause button that's located on the top of the Sonosphear to pause. Press it once more to play.
- Next to the Play/Pause button are the Volume controls that allow you to adjust the volume directly on the Sonosphear. You can also manage this and the Play/Pause functions directly from your smart phone or other connected device.

FCC Warning Statement

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. 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, and (2) this device must accept any interference received, including interference that may cause undesired operation.