



— AI Learning and Development Station



User Manual

*Pictures are for display only

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Product info

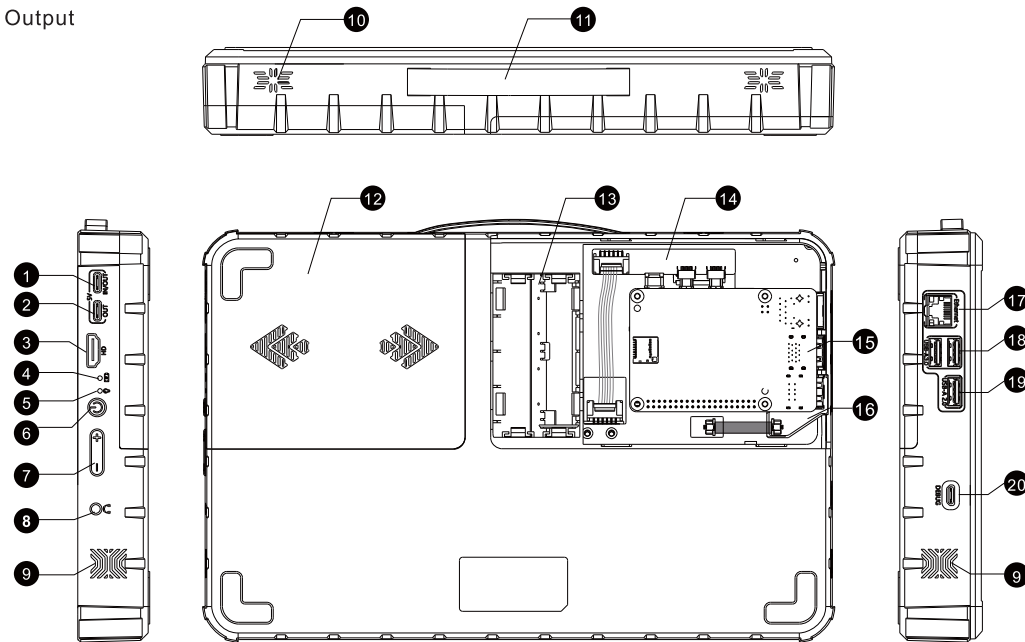
CrowPi 3 is constructed around the newly released Raspberry Pi 5 development board by the Raspberry Pi Foundation. It serves as a powerful tool that integrates learning, design, and programming, offering a new learning platform for coding enthusiasts and developers. CrowPi 3 is compatible with various development boards including Pi 5, Arduino Nano, micro:bit, and Pico series. It integrates a variety of sensors and is equipped with a display, camera, and microphone, facilitating the construction of an AI smart hardware platform. Additionally, it offers abundant course resources, making CrowPi 3 an ideal choice for learning programming.

Main features

- Multi-platform compatibility
- Integration of AI technology
- Rich learning resources
- Portable design solutions
- Dynamic Programmable Ambient Lighting

Structure

- 1.Type-C port: PD5V/5A Input / 5V/2A Output
- 2.Type-C port: 5V/2A Output
- 3.HDMI port
- 4.Battery Status LED
- 5.Power-On Status LED
- 6.Power Button
- 7.Volume and brightness +/-
- 8.3.5mm headphone jack
- 9.Speakers
- 10.Cooling hole
- 11.Handle
- 12.Storage groove
- 13.18650 battery holder
- 14.Function adapter board
- 15.Raspberry Pi fixed position
- 16.Camera signal adapter board
- 17.Raspberry Pi network port
- 18.Raspberry Pi USB3.0 port
- 19.Raspberry Pi USB2.0 port
- 20.Debug port



Battery Status LED: Red flashing at low voltage, solid red while charging, solid green after fully charged.

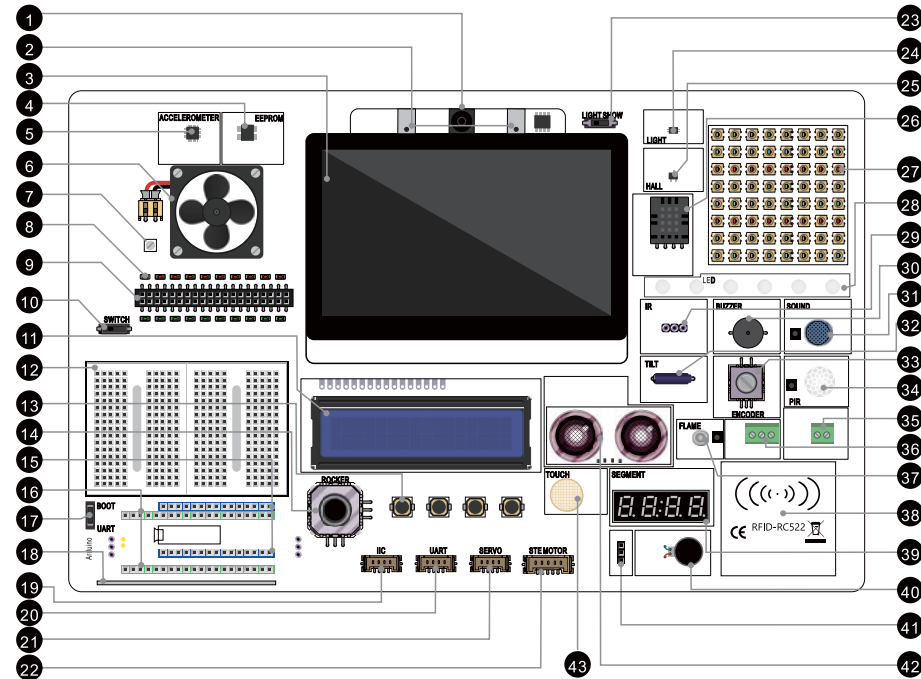
Power-On Status LED: The device remains red after powering on.

Power Button: Short press 1s to power on, long press 5s to power off(release upon completion).

Debug port: Used for debugging microcontroller modules such as Arduino Nano and Pico series.

Development board

- 1.Camera
- 2.2*Microphone
- 3.4.3-inch LCD Screen
- 4.EEPROM Chip
- 5.Gyroscope/Accelerometer Sensor
- 6.Cooling fan
- 7.Fan Control
8. LED Ambient Light
- 9.GPIO Interface
- 10.Controller Board Selection Switch
- 11.LCD1602
- 12.Breadboard
- 13.4* Buttons
- 14.Joystick
- 15.Arduino Nano Interface
- 16.Pico Interface
- 17.Debug/UART Selection Switch for Arduino
- 18.Micro:bit Interface
- 19.I2C Interface
- 20.UART Interface
- 21.Servo Interface
- 22.Stepper Motor Interface
- 23.LED Ambient Light Switch
- 24.Light Sensor
- 25.Hall Sensor
- 26.Temperature and Humidity Sensor
- 27.8*8 RGB Matrix LED
- 28.6*LEDs
- 29.IR Sensor Interface
- 30.Buzzer

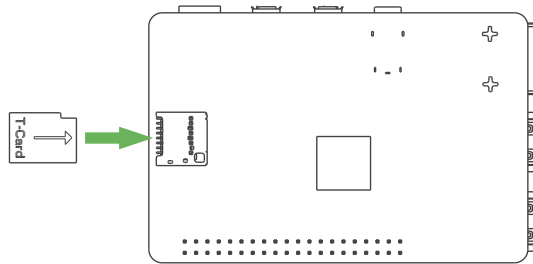


- 31.Sound Sensor
- 32.Tilt Sensor
- 33.Encoder
- 34.PIR Sensor
- 35.Analog Voltage Sampling Terminal
- 36.Relay Terminal
- 37.Flame Sensor
- 38.RC522 RFID Module
- 39.7-Segment Digital Display Module
- 40.Vibration Motor
- 41.Motor Interface
- 42.Ultrasonic Sensor
- 43.Touch Sensor

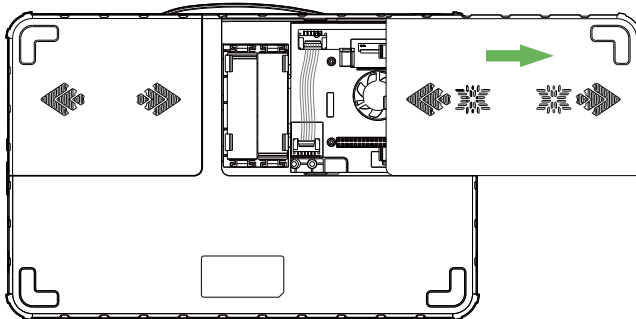
How to install

Install Raspberry Pi

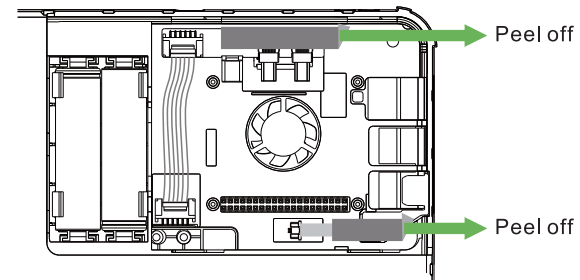
1. Insert the SD card (with built-in system) into the Raspberry Pi's SD card slot.



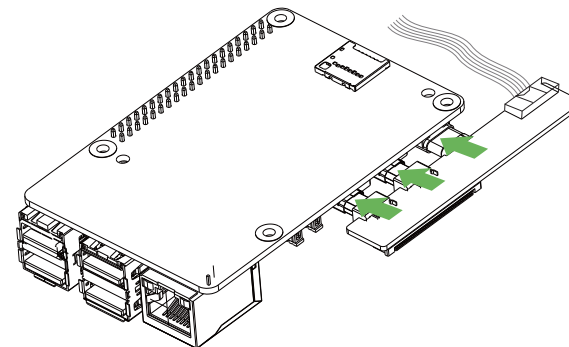
2. Slide to the right to open the back cover of the CrowPi 3 Raspberry Pi enclosure.



3. Peel off the masking tape on the function adapter board and the camera signal adapter board.

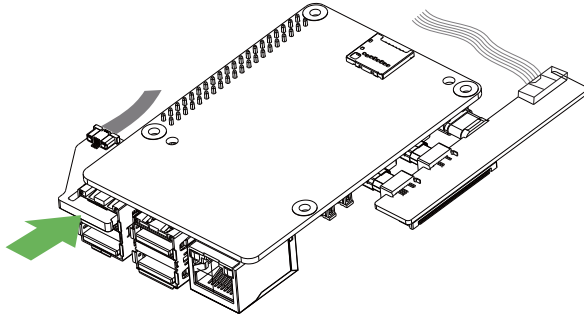


4. Insert the function adapter board into the Raspberry Pi's Micro HDMI port and Type-C port.

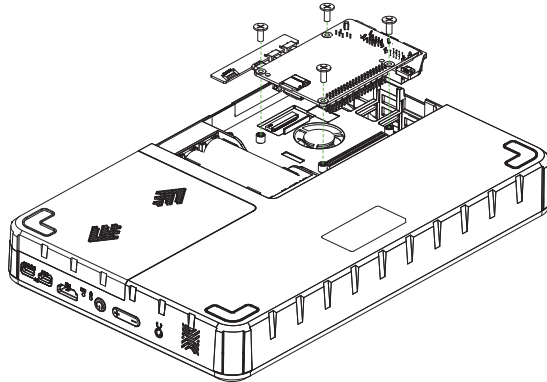


How to install

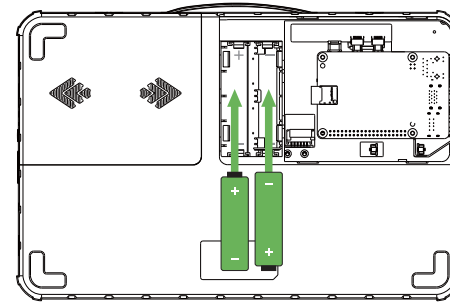
5. Insert the camera signal adapter board into the outermost USB 2.0 port of the Raspberry Pi 5.



6. Vertically install the Raspberry Pi 5 with the inserted TF card into the Raspberry Pi enclosure.

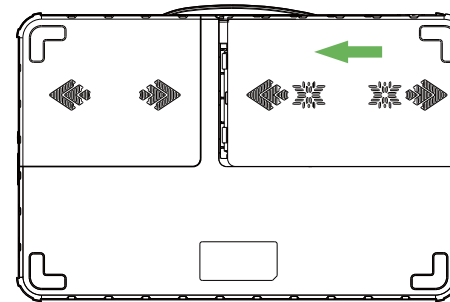


7. Place two 18650 batteries in the correct positive and negative direction.



Note: 1. The battery is not included in the Basic Kit. If you need it, please purchase it separately or opt for the Advanced Kit.
2. Users who do not need built-in batteries can skip this step.

8. Close the cover.



Education

This is a software specifically designed for CrowPi 3 users, featuring over 150 meticulously planned learning courses that offer a convenient, ready-to-use experience. The provided electronic components, circuits, and courses cover a wide range of knowledge points, ensuring that users can quickly grasp the basic principles of electronics and programming through practical operations. For the most popular artificial intelligence applications, such as facial and speech recognition, as well as AI interaction, we have also provided some AI courses and built-in model libraries.

Home page and User settings

1. User Account:

Manage your account and check your learning progress.

2. Points:

Display remaining points of AI Agent.

3. Network status:

Display the network status of the device.

4. Binding Statu:

Display the binding status of the AI Agent.

5. README:

A brief overview of the main interface and the functions of each section.

6. Ai Chat:

AI Voice Agent, It can help you access a wide range of information, control various hardware devices, and even chat with you for companionship.

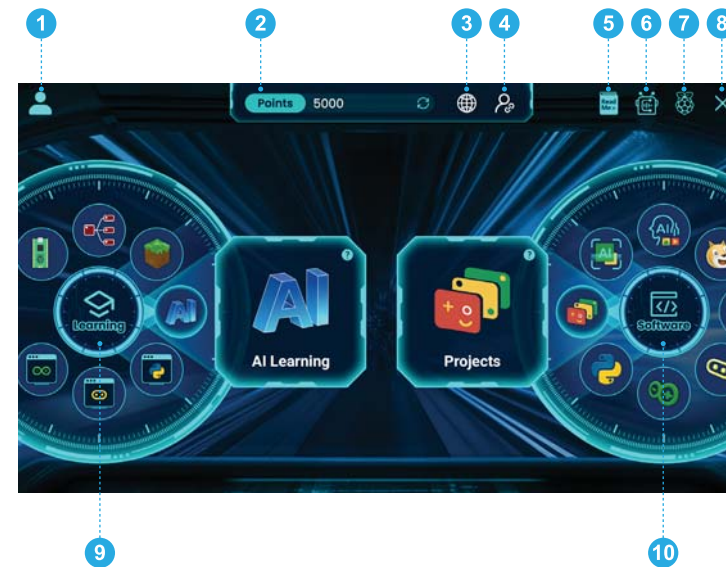
7. Raspberry Pi Desktop:

Return to the Raspberry Pi Desktop.

Click  to return to the learning interface.

8. Close:

Close the learning interface.



9. Learning Courses:

All the courses on the CrowPi 3 include AI, Python, Node-RED, Micro:bit, Pico, Arduino and Minecraft.

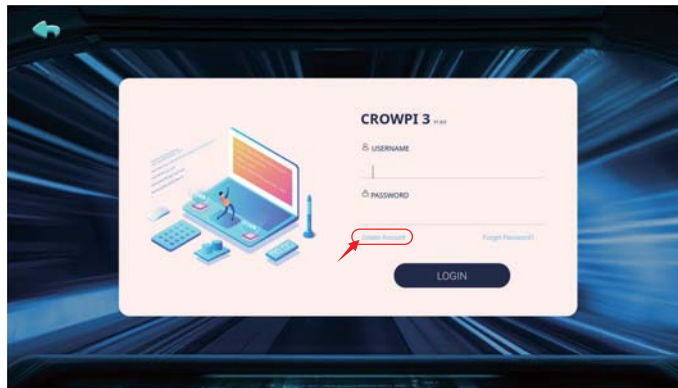
10. Applications:

All the applications on the CrowPi 3 include Projects, AI Computer Vision, AI Generated Content, Python IDE, Arduino IDE, Micro:bit, Game and Scratch.

Create & Login Accounts

The first time you use the software you need to register a new account.

1. Click , then click Create Account



2. After finish create account, enter your USERNAME and PASSWORD, then click 

3. Once you've successfully logged in, click , pop up a personal user window, where you can view the progress of your course and your private folder. Click to  log out of your account.



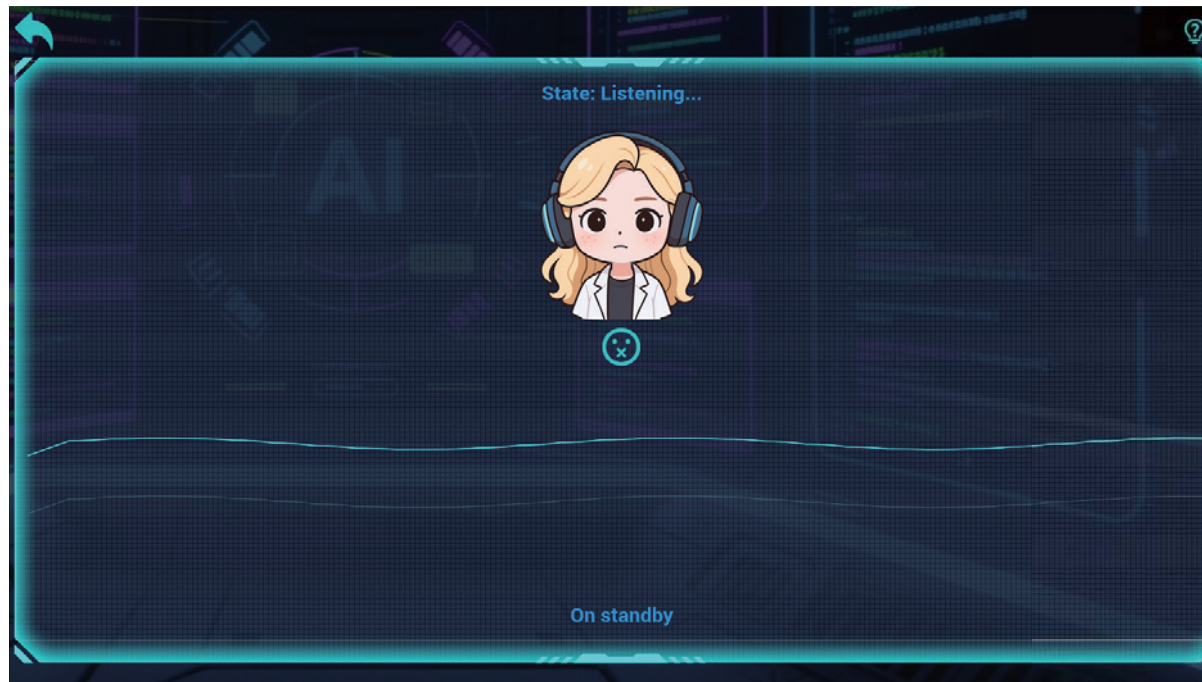
4. After completing the above steps, start configuring the AI service. For specific operations, refer to the 'AI Service Complete Configuration Guide' card or scan the QR code to view the electronic document.



AI Chat

After configuring the AI service, open AI Chat to begin your conversation.

Click  to return to the home page and click  to view example conversations.

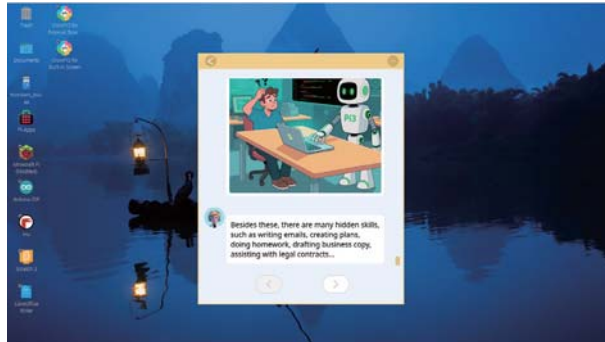


Learning



AI Learning

This AI course includes 29 lessons designed for beginners. It covers AI voice interaction, voice-controlled hardware, voice-driven image and video generation, object recognition, and voice cloning projects. Each module features hands-on examples to help learners deeply understand AI applications. The course follows a step-by-step approach to steadily build AI development and practical skills, making it an ideal choice for beginners aiming to master AI comprehensively.



Click  , return to the learning interface.

Click  , Release all hardware pins.

Click  , open the operation guide.

Click  , Minimize the course page.

Click  , close the course page.

Learning(AI)

Lesson Number	Part Name	Lesson Number	Part Name
Lesson 1	What is Ai	Lesson 19	Turn on the digital tube
Lesson 2	What is LLM	Lesson 20	Check the temperature
Lesson 3	What is Agent	Lesson 21	Turn on the RGB light
Lesson 4	Hello AI	Lesson 22	Set brightness
Lesson 5	AI usage skills	Lesson 23	Offline ASR
Lesson 6	What is API	Lesson 24	Offline TTS
Lesson 7	AI Via API	Lesson 25	Offline AI
Lesson 8	AI Character Control	Lesson 26	AI generated images
Lesson 9	AI asr	Lesson 27	AI Vision Basics
Lesson 10	AI tts	Lesson 28	Gesture music player
Lesson 11	Model Deployment	Lesson 29	Offline AI Recognition
Lesson 12	Ollama VS vLLM		
Lesson 13	Offline LLM		
Lesson 14	Ollama Deployment		
Lesson 15	Vllm Deployment		
Lesson 16	AI Tool Call		
Lesson 17	Turn on the buzzer		
Lesson 18	Turn on the vibration module		

Learning



Python Learning

This Python course features 38 lessons based on the CrowPi 3 platform, covering 26 common sensors and external modules like temperature and humidity detection, light sensing, sound control, and display output. The curriculum progresses from basic to advanced concepts, using engaging hands-on projects to help students grasp programming logic and hardware interaction. Through project-based learning, students not only master Python fundamentals but also enhance their development skills. This course is ideal for beginners looking to start and practice programming with real-world applications.



Zone A is the teaching steps area.

Zone B is the code writing area.

Zone C is the output results area.

Click  , return to the last page.

Click  , open the operation guide.

Click  , return to learning interface.

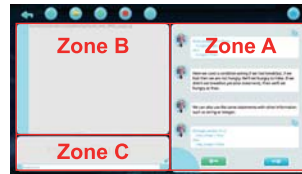
Click  , create a new python project.

Click  , open your code folder.

Click  , run your code.

Click  , stop compiling the code.

Click  , download to the development board.



Learning(Python)

Lesson Number	Part Name	Lesson Number	Part Name
Lesson 1	Python3 and GPIO usage	Lesson 21	ADC reads analogue values
Lesson 2	Making a buzzer alarm	Lesson 22	Using the sound sensor
Lesson 3	Use the vibration module	Lesson 23	Detect light using the light sensor
Lesson 4	Use and control the relay	Lesson 24	Using the DHT20 sensor
Lesson 5	Using the tilt sensor	Lesson 25	Using the ultrasonic sensor
Lesson 6	LED flashing	Lesson 26	RGB LED distance rainbow
Lesson 7	Traffic light experiment	Lesson 27	Using the IR receiver
Lesson 8	Magnetic field detection	Lesson 28	Play songs using the IR remote
Lesson 9	Encoder adjustment buzzer	Lesson 29	Using the button matrix
Lesson 10	Controlling 4 digit Segment	Lesson 30	Morse code translator
Lesson 11	Using the joystick module	Lesson 31	Using RC522 RFID module
Lesson 12	Making circuit using the bread board	Lesson 32	RFID numbers part 1
Lesson 13	Control and move servo	Lesson 33	RFID numbers part 2
Lesson 14	Control the step motor	Lesson 34	Recording using the microphone
Lesson 15	Powering 8x8 RGB LED	Lesson 35	Taking footage using the camera
Lesson 16	Detect motion using the PIR sensor	Lesson 36	PIR activated video
Lesson 17	Using the touch sensor	Lesson 37	Accelerometer and Gyro
Lesson 18	Controlling LCD display	Lesson 38	Expand I2C device
Lesson 19	EEPROM read and write		
Lesson 20	Using The Flame Sensor		

Learning



Node-RED Learning

This Node-RED course includes 33 lessons built around the CrowPi 3 hardware platform, using visual programming to read sensor data, connect devices, and enable remote monitoring. Through practical projects, students learn the IoT development process and visualization control techniques. The course enhances skills in project design and debugging making it perfect for beginners to systematically start and easily create smart hardware interactions.



Click  , return to the learning interface.

Click  , Release all hardware pins.

Click  , open the operation guide.

Click  , Minimize the course page.

Click  , close the course page.

Learning(Node Red)

Lesson Number	Part Name	Lesson Number	Part Name
Lesson 1	Node RED	Lesson 19	NFC Web Music Player
Lesson 2	Bomb Defusal Basics	Lesson 20	Distance Sensor Test
Lesson 3	Bomb Timer Upgrade	Lesson 21	Start Distance Challenge
Lesson 4	Guess the Number Console	Lesson 22	Tilt Sensor Test
Lesson 5	Guess the Number Online	Lesson 23	Balance Game Challenge
Lesson 6	Number Match Logic	Lesson 24	PIR Sensor Basics
Lesson 7	Web Based Quick Math	Lesson 25	Smart PIR Light
Lesson 8	View Score File	Lesson 26	Basic Light Control
Lesson 9	Filter Student Scores	Lesson 27	Interactive Light Control
Lesson 10	Weather API Basics	Lesson 28	Window Sensor Init
Lesson 11	Interactive Weather Webpage	Lesson 29	Window Interactive Control
Lesson 12	GPT Chat Basics	Lesson 30	Motion Sensor Test
Lesson 13	MQTT Chat Integration	Lesson 31	Smart Box Monitor
Lesson 14	Environmental Data Collection	Lesson 32	Smart Clock Basics
Lesson 15	Web Based Crop Monitoring	Lesson 33	Interactive Wake Clock
Lesson 16	Flame Buzzer Hardware Test		
Lesson 17	Standalone Flame Alarm		
Lesson 18	NFC Music Card System		

Learning



Micro:bit Learning

This micro:bit course features 27 lessons showing how to run 26 sensor projects on the CrowPi 3 platform. The micro:bit module can be programmed through CrowPi 3 or directly control its hardware, making operation simple. Each lesson includes engaging projects to help students easily master hardware control and sensor applications. it's an ideal, structured course for beginners.



Click  , retuen to the learning interface.

Click  , Release all hardware pins.

Click  , open the operation guide.

Click  , Minimize the course page.

Click  , close the course page.

Learning(Micro:bit)

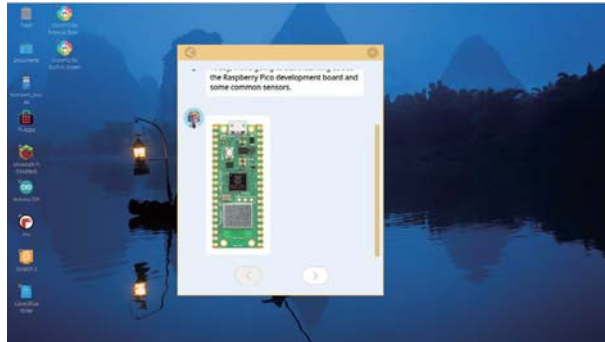
Lesson Number	Part Name	Lesson Number	Part Name
Lesson 1	CrowPi 3 Microbit Pico	Lesson 19	Light Sensor
Lesson 2	LED	Lesson 20	Vibration Feedback
Lesson 3	Traffic Light	Lesson 21	Hall Sensor
Lesson 4	The Buzzer	Lesson 22	Stepper Motor Control
Lesson 5	PWM Controlled Buzzer Volume	Lesson 23	Rocker Joystick Control
Lesson 6	Capacitive Touch	Lesson 24	EEPROM Read And Write
Lesson 7	Tilt Sensor	Lesson 25	Temp Humidity Sensor
Lesson 8	Relay Function	Lesson 26	Encoder
Lesson 9	Ultrasonic Sensor	Lesson 27	Infrared Remote Control
Lesson 10	LCD Display		
Lesson 11	Seven Segment Display		
Lesson 12	Voltage Detection		
Lesson 13	Servo Motor		
Lesson 14	RGB LED Dot Matrix Display		
Lesson 15	Button Control		
Lesson 16	Button Controlled LED		
Lesson 17	RFID		
Lesson 18	Flame Sensor		

Learning



Pico Learning

This Pico course offers 28 lessons focused on hardware sensors, using the CrowPi 3 platform and Arduino code for programming. It requires no extra PC-side setup and supports plug-and-play operation for easy use. Packed with practical examples, the course helps students quickly master Pico development and sensor applications, making it perfect for beginners to get started efficiently.



Click  , return to the learning interface.

Click  , Release all hardware pins.

Click  , open the operation guide.

Click  , Minimize the course page.

Click  , close the course page.

Learning(Pico)

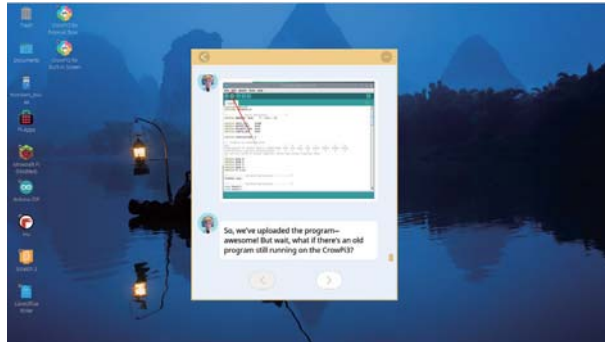
Lesson Number	Part Name	Lesson Number	Part Name
Lesson 1	CrowPi 3 Raspberry Pico	Lesson 19	Stepper Motor
Lesson 2	LED Light Control	Lesson 20	LED Control Via Light Sensor
Lesson 3	Traffic Light	Lesson 21	Encoder
Lesson 4	The Buzzer	Lesson 22	Temp Humidity Sensor
Lesson 5	PWM Regulated Buzzer	Lesson 23	Rocker Joystick Control
Lesson 6	Sound Sensor	Lesson 24	RFID Function
Lesson 7	Vibration Feedback	Lesson 25	EEPROM Read Write
Lesson 8	Relay Function	Lesson 26	Infrared Remote Control
Lesson 9	Capacitive Touch Sensor	Lesson 27	Button Control
Lesson 10	Tilt Sensor	Lesson 28	Button Controlled LED
Lesson 11	Hall Sensor		
Lesson 12	Human Body Induction		
Lesson 13	Flame Sensor Controlled LEDs		
Lesson 14	Servo Motor		
Lesson 15	Ultrasonic Sensor		
Lesson 16	Voltage Detection		
Lesson 17	RGB LED Matrix		
Lesson 18	Seven Segment Display		

Learning



Arduino Learning

This Arduino course consists of 28 lessons using the Arduino Nano board combined with the CrowPi 3 hardware platform for programming instruction. Each project is completed using the Arduino IDE and covers hardware control and sensor applications. With rich, practical content, the course helps students master the Arduino development process and CrowPi3 hardware operation. It's an ideal, structured introduction for beginners.



Click  , return to the learning interface.

Click  , Release all hardware pins.

Click  , open the operation guide.

Click  , Minimize the course page.

Click  , close the course page.

Learning(Arduino)

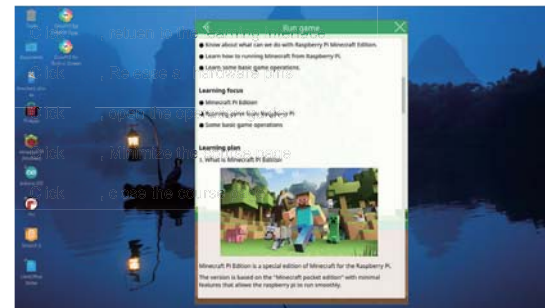
Lesson Number	Part Name	Lesson Number	Part Name
Lesson 1	CrowPi 3 Arduino Nano	Lesson 19	RGB LED Matrix
Lesson 2	LED	Lesson 20	IR Control
Lesson 3	Traffic Light	Lesson 21	Temp Humidity Sensor
Lesson 4	The Buzzer	Lesson 22	Remote Rod Control
Lesson 5	Buzzer PWM Volume	Lesson 23	Encoder
Lesson 6	Touch Sensor	Lesson 24	Stepper Motor
Lesson 7	Sound Sensor	Lesson 25	Button Control
Lesson 8	Tilt Test	Lesson 26	Button controlled LED
Lesson 9	Human Sensing	Lesson 27	EEPROM Read Write
Lesson 10	Relay Function Test	Lesson 28	RFID Experiment
Lesson 11	Vibration Feedback		
Lesson 12	Flame Sensor		
Lesson 13	Hall Sensor		
Lesson 14	Voltage Detection		
Lesson 15	Ultrasonic Sensor		
Lesson 16	Servo Motor		
Lesson 17	Nixie Tube		
Lesson 18	Light Sensor		

Learning



Minecraft Learning

This Minecraft course includes 16 lessons that use the game to teach coding by creating fun features like bomb generation. It also guides students to enhance gameplay with CrowPi 3 hardware, boosting both programming and hardware control skills. Combining play with learning, this engaging course is perfect for gaming fans to quickly get started with coding.



Learning(Minecraft)

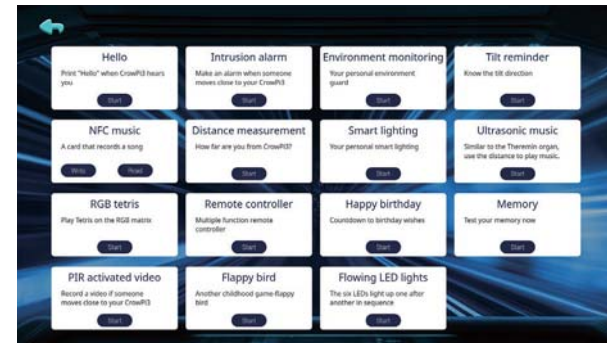
Lesson Number	Part Name
Lesson 1	Run game
Lesson 2	Minecraft API
Lesson 3	First greeting
Lesson 4	Find location
Lesson 5	Teleport player
Lesson 6	Generate block
Lesson 7	Generate house
Lesson 8	Plant flowers
Lesson 9	Find block
Lesson 10	Generate TNT
Lesson 11	Block battle
Lesson 12	Show position
Lesson 13	TNT detector
Lesson 14	Joystick control
Lesson 15	Write data
Lesson 16	NFC block

Application



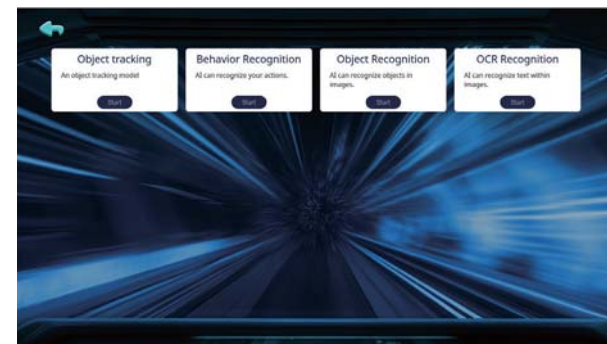
Projects

This course features 15 project demos designed to give you a quick overview of all hardware modules on the CrowPi 3. Each project includes a demo video and detailed instructions, with one-click execution to clearly showcase the functions and interactions of sensors and devices. Through project-based learning, students gain a comprehensive understanding of how to apply various hardware components.



Ai Computer Vision

This AI computer vision course covers key applications such as object recognition, action detection, and object tracking. Through hands-on examples, it explains the core principles and technical details behind AI vision. Each program can be run with one click, combining image processing with hardware interaction to help students deeply understand the visual recognition workflow and build strong practical AI skills.

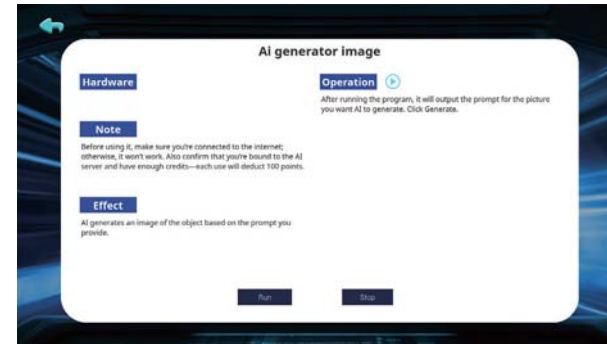


Application



Ai Generate Content

This AI image and video generation course features two core projects: voice-to-image and voice-to-video. With a simple API key setup, users can run each project with one click to generate multimedia content from voice input. The resulting images and videos are automatically saved locally on the CrowPi 3 and opened for instant preview, making the process fast and user-friendly.



Games

Includes 18 easy Python mini-games that you can play with just a click. With a variety of game rules, they offer a fun way to unwind while learning. These engaging games boost your interest and help develop hands-on skills and logical thinking.

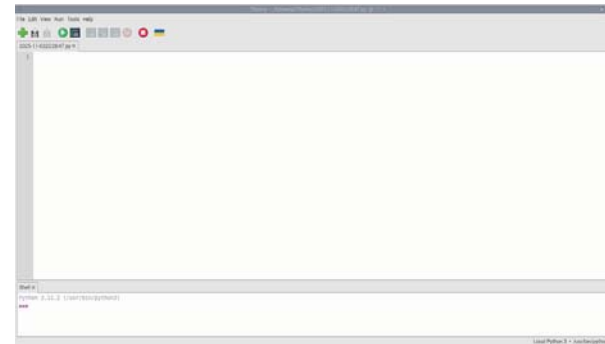


Application



Python IDE

On the CrowPi 3, we use Thonny as the Python editor. Thonny IDE is a lightweight development environment designed for Python beginners, featuring a clean and intuitive interface. It supports code editing, debugging, and running programs. With built-in debugging tools, it makes understanding program flow easier-ideal for teaching and beginner coding practice.



Arduino IDE

Arduino IDE is an integrated development environment tailored for Arduino boards, supporting code writing, editing, compiling, and uploading. Its clean and intuitive interface suits both beginners and professionals. With built-in examples and libraries, it enables quick hardware project development. The serial monitor lets users debug and monitor device status in real time.

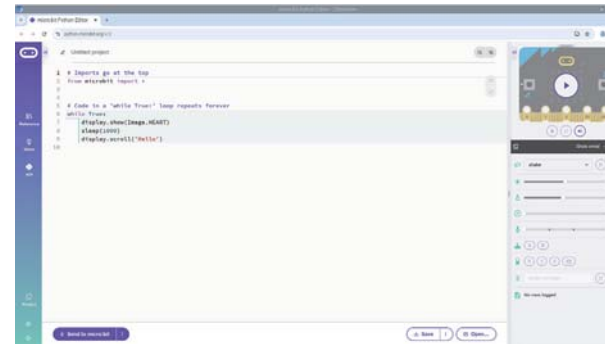


Application



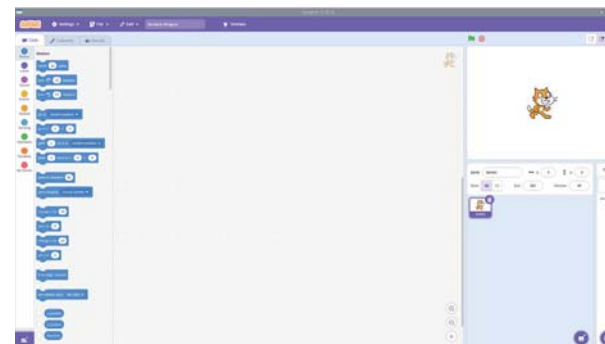
Micro:bit IDE

The micro:bit IDE is a programming environment designed specifically for the BBC micro:bit. It supports both block-based and text coding, making it easy to use and perfect for beginners. With online editing, compiling, and downloading features, it helps users quickly create and debug interactive electronic projects, fostering hands-on programming learning and practice.



Scratch

Scratch is a visual programming tool perfect for kids and beginners. By dragging and dropping code blocks, users can easily create animations games, and interactive stories. It fosters logical thinking and creativity without the need for complex syntax, offering an intuitive and easy-to-use experience. Although there's no dedicated Scratch course on the Pi3 platform, students interested can freely open the software to explore and enjoy programming on their own.



The main parameters

Dimensions	285(L)*185(W)*38(H)mm
Weight	1.1kg
Screen	4.3-inch 800*480 IPS screen
Camera	2.0MP camera with microphone
Power supply	PD5V/5A
Type-C port	5V/2A
Audio output	Stereo speaker
Volume adjustment	Support
Screen brightness adjustment	Support
Audio port	3.5mm headphone jack
Compatibility	Compatible with Raspberry Pi5, Arduino Nano, micro:bit, Pico Series
Other function	Storage box
Supporting operation system	Raspbian, Ubuntu, CentOS, Windows IOT, KALI, Pidora, ArchLinux, FreeBSD, Kodi, OpenWrt, RISC OS, RetroPie, LAKKA, Recalbox, LibreELEC, OSMC

Conventional accessories

Basic Kit

Power Supply x1
Screwdriver x1
Stepper Motor x1
Infrared Receiver Head x1
User Manual x1
RFID Card + Tag x1
IR Remote Control x1
Motor + Fan Blade x1
USB A to Micro B Cable x1
Type-C to Type-C Cable x1
Magnet x1
TF Card Reader x1
Crowtail- 9G Servo x1
Components Pack x1
128G TF Card with Customized System x1

Advanced Kit

Power Supply x1
Screwdriver x1
Stepper Motor x1
Infrared Receiver Head x1
User Manual x1
RFID Card + Tag x1
IR Remote Control x1
Motor + Fan Blade x1
USB A to Micro B Cable x1
Type-C to Type-C Cable x1
Magnet x1
TF Card Reader x1
Crowtail- 9G Servo x1
Components Pack x1
128G TF Card with Customized System x1

NFC Tag x10
Raspberry Pi 5 16GB x1
32G TF Card with Customized System x1
Minecraft Paper x5
Crowtail-I2C HUB x1
18650 Lithium Battery x2
Game Controller x2
Laptop Tote x1
2.4G Wireless Keyboard+ Mouse x1

FAQ

1. Unable to boot

Make sure you are using the correct charger and that the SD card is inserted into the Raspberry Pi.

2. The module or sensor on the PCBA board cannot be used

Please set the controller board selection switch to the correct position. If connecting to Raspberry Pi 5, set it to position 1. If connecting to Arduino Nano and Pico, set it to position 2.

3. After setting up the circuit on the breadboard and not getting the expected output

Please confirm whether the controller board selection switch has been switched to position 2.

4. The screen goes black and crashes

Please check whether the high-current peripheral is mounted to cause the insufficient power supply.

5. Camera and microphone do not work

Please confirm if the camera signal adapter board is fully connected.

FAQ

6. Unable to connect to the network

Please turn on the wireless network or connect to the Raspberry Pi Ethernet network port.

7. The wireless keyboard do not work

Check if the keyboard switch is turned on or try charging the keyboard.

8. Why can't I adjust the volume/brightness

If you first press the "+" key, you are adjusting the volume; if you first press the "-" key, you are adjusting the brightness.

9. Why can't I use applications like AI Chat, AI Computer Vision, AI Generated Content, etc

You need to complete the AI service configuration first. Please refer to the "AI Service Complete Configuration Guide" card for specific steps.

FCC WARNING

FCC WARNING

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.

Any changes or modifications 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.

To maintain compliance with FCC's RF Exposure guidelines, This equipment should be installed and operated with minimum 20cm distance between the radiator and your body: Use only the supplied antenna.



More content is being updated continuously.
If you have any questions, customer support is always stand by.

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