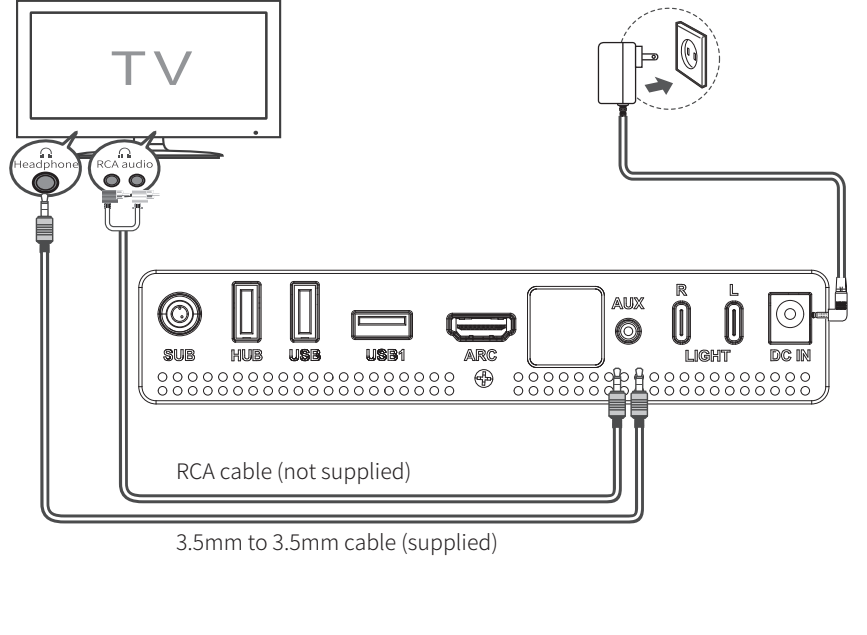
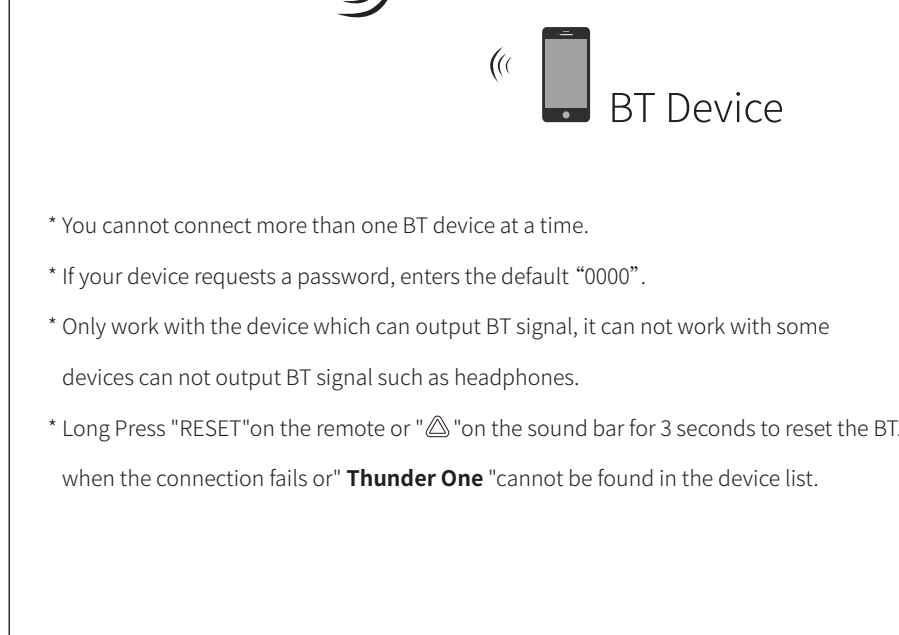
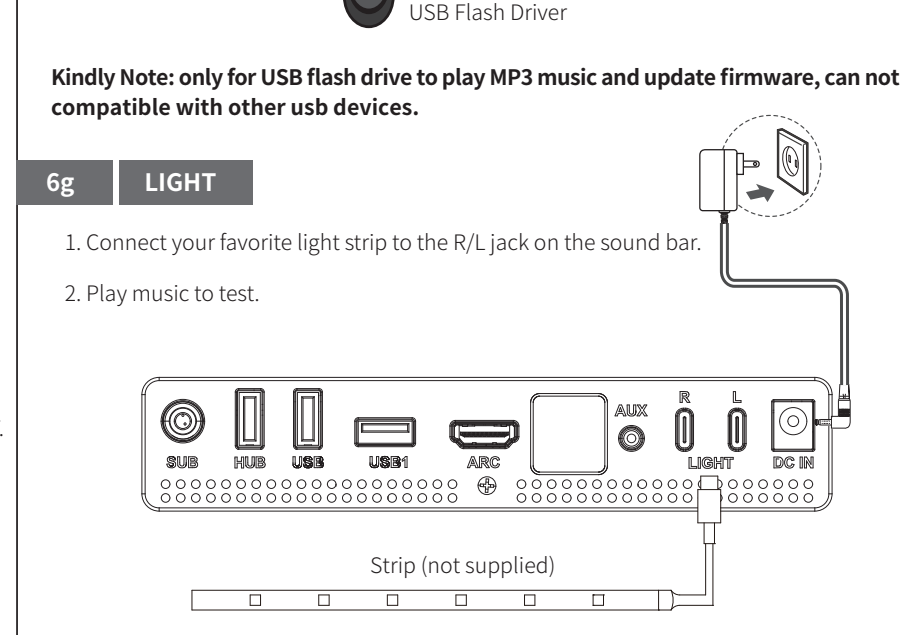
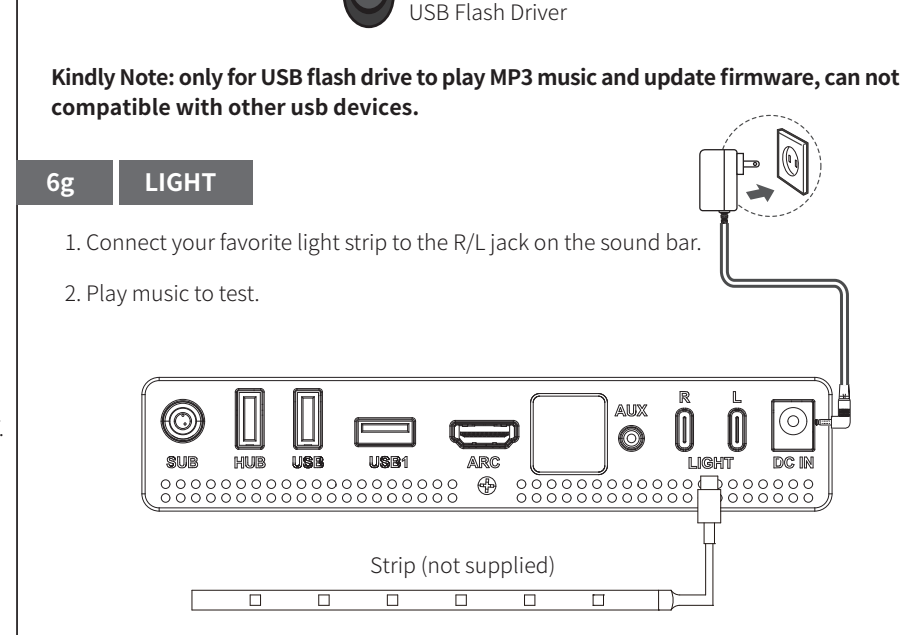
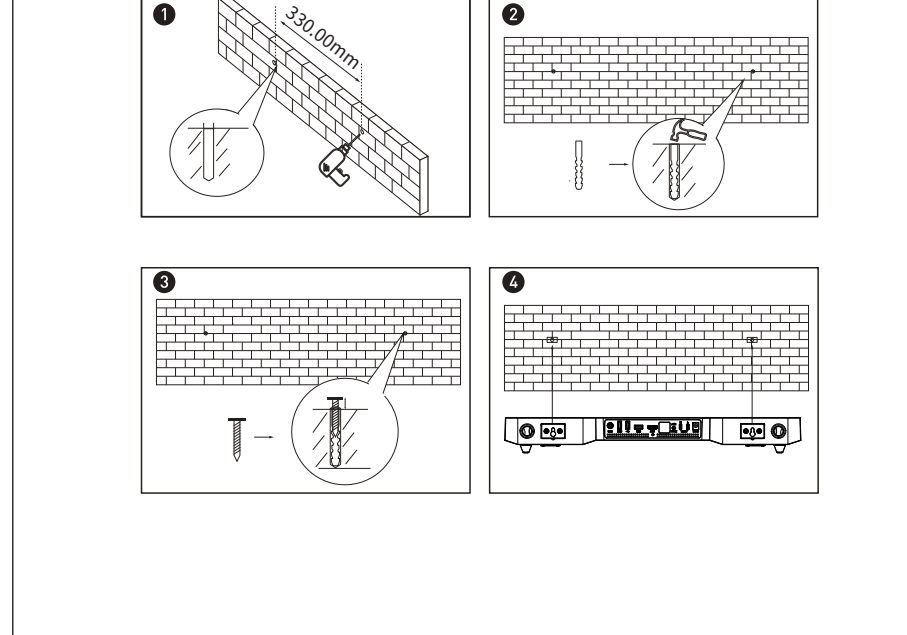
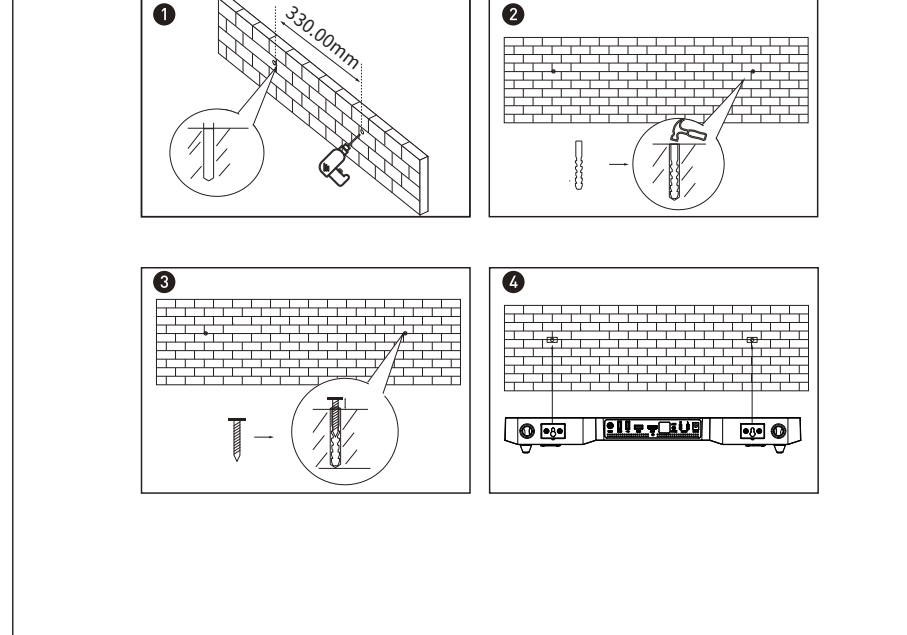


尺寸: 120mm x 170mm
80g书写纸, 黑白印刷, 折页, 双面印
料号: 416-00G60091-JE00R

6d AUX	6e BT	6f USB	6h SUB	8 Specifications	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 distance between 20cm the radiator your body. Use only the supplied antenna.																																																				
Step 1, Choose line in cable (3.5mm to 3.5mm) or RCA cable connect the soundbar to your TV. Step 2, Turn on the sound bar, press the "INPUT" on the sound bar remote, then select the input mode "AUX" which is shows on the LED display. Step 3, Turn on the TV, press the home (or menu) on the TV remote, go to TV setting→audio(sound)→TV speaker—select external speaker(turn off TV speaker), save the setting. (For some TVs, please back to audio(sound)→select analog output→select the "Variable", save the setting). Step 4, Play TV show to test the sound bar. 	The BT connection - Press the "INPUT" on the sound bar remote, then select the input mode "BT" which is shows on the LED display, the "BT" will be flash. - Turn on BT on the BT device. (see the device's manual for more information) - Select "Thunder One" from the device BT list, connect it. When your BT device is connected, the LED display will stop flash. - Play music from the BT device to test the sound bar.  * You cannot connect more than one BT device at a time. * If your device requests a password, enters the default "0000". * Only work with the device which can output BT signal, it can not work with some devices can not output BT signal such as headphones. * Long Press "RESET" on the remote or "⏏" on the sound bar for 3 seconds to reset the BT, when the connection fails or "Thunder One" cannot be found in the device list.	- Connect your USB drive to the USB jack on the soundbar. - Press the "INPUT" on the sound bar remote, then select the input mode "USB" which is shows on the LED display. - Play music to test.  Kindly Note: only for USB flash drive to play MP3 music and update firmware, can not compatible with other usb devices. 6g LIGHT - Connect your favorite light strip to the R/L jack on the sound bar. - Play music to test. 	Install the subwoofer  Lastly, connect the subwoofer cable to the subport on the bar. 7 Wall Mounted 	<table border="1"> <thead> <tr> <th></th><th>F1</th><th>F2</th><th>F3</th><th>F4</th></tr> </thead> <tbody> <tr> <td>C1</td><td>White (From bottom to top)</td><td>White (Center to side)</td><td>White (flicker)</td><td>White (immobility)</td></tr> <tr> <td>C2</td><td>Rose red (From bottom to top)</td><td>Rose red (Center to side)</td><td>Rose red (flicker)</td><td>Rose red (immobility)</td></tr> <tr> <td>C3</td><td>Blue (From bottom to top)</td><td>Blue (Center to side)</td><td>Blue (flicker)</td><td>Blue (immobility)</td></tr> <tr> <td>C4</td><td>Orange (From bottom to top)</td><td>Orange (Center to side)</td><td>Orange (flicker)</td><td>Orange (immobility)</td></tr> <tr> <td>C5</td><td>Pink (From bottom to top)</td><td>Pink (Center to side)</td><td>Pink (flicker)</td><td>Pink (immobility)</td></tr> <tr> <td>C6</td><td>Change color (From bottom to top)</td><td>Change color (Center to side)</td><td>Change color (flicker)</td><td>Change color (immobility)</td></tr> <tr> <td>C7</td><td>Colorful (from bottom to top, flow rate varies with music)</td><td>Colorful (the flow rate from the middle to both sides changes with the music)</td><td>Colorful (flow rate from both sides to the middle changes with music)</td><td>Colorful (top to bottom)</td></tr> </tbody> </table> 9 Dynamic Lights <table border="1"> <thead> <tr> <th colspan="3">Game rhythm</th></tr> </thead> <tbody> <tr> <td>Low volume</td><td>Blue light flash</td><td>The enemy is far away and safe</td></tr> <tr> <td>Medium volume</td><td>Orange light flashing</td><td>The enemy is close. Pay attention</td></tr> <tr> <td>High volume</td><td>The red light flashes</td><td>The enemy is close and dangerous</td></tr> </tbody> </table>		F1	F2	F3	F4	C1	White (From bottom to top)	White (Center to side)	White (flicker)	White (immobility)	C2	Rose red (From bottom to top)	Rose red (Center to side)	Rose red (flicker)	Rose red (immobility)	C3	Blue (From bottom to top)	Blue (Center to side)	Blue (flicker)	Blue (immobility)	C4	Orange (From bottom to top)	Orange (Center to side)	Orange (flicker)	Orange (immobility)	C5	Pink (From bottom to top)	Pink (Center to side)	Pink (flicker)	Pink (immobility)	C6	Change color (From bottom to top)	Change color (Center to side)	Change color (flicker)	Change color (immobility)	C7	Colorful (from bottom to top, flow rate varies with music)	Colorful (the flow rate from the middle to both sides changes with the music)	Colorful (flow rate from both sides to the middle changes with music)	Colorful (top to bottom)	Game rhythm			Low volume	Blue light flash	The enemy is far away and safe	Medium volume	Orange light flashing	The enemy is close. Pay attention	High volume	The red light flashes	The enemy is close and dangerous	
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