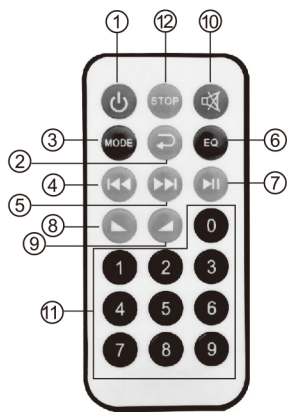


THE REMOTE INSTRUCTIONS



- 1. Stand-by.
- 2. Songs repeating mode.
- 3. Mode shift: you can shift the mode from, bluetooth, aux, FM, USB/SD, etc.
- 4. Previous Song.
- 5. Next Song.
- 6. EQ: select EQ modes: Normal/Bass/Pop/Rock/Jazz. Etc.
- 7. Play Music/ Pause.
- 8. Volume decrease.
- 9. Volume increase.
- 10. Mute.
- 11. Number key 0-9: Press the number combination to quick select the song number or radio channel number to play.
- 12. play stop.

boytone®
USER'S MANUAL
BT-52D



THE PRODUCT FEATURES

- 1》 Portable Shoulder USB/ TF Card,Bluetooth Speakers
- 2》 Play MP3 format music from SD card, U disk.
Connect 3.5mm stereo audio cable to speaker socket"LINE IN", can enjoy the music from mobile phone,MP3,MP4,PC,IPOD and other audio devices
- 3》 With FM Radio
- 4》 With Karaoke Function
- 5》 With high-pitched voice

DIRECTORY

- 1. Product features
- 2. Technical parameters
- 3. Packing list
- 4. The function instructions
- 5. The remote instructions

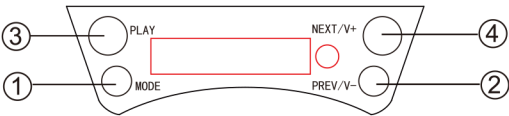
THCHNICAL PARAMETERS

1. Outpower-----	5W+2.5W*2
2. Frequency Response-----	80Hz-20KHz
3. Input Impedance-----	10KΩ
4. Control-----	Volume/Bass/Bluetooth/Remot/USB/SD
5. Driver unit-----	4"+2"*2
6. Input voltage-----	DC 5V

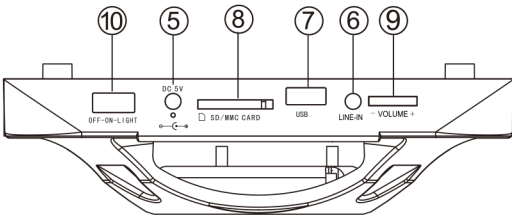
PACKING LIST

1. Host-----	1PC
2. User Manual-----	1PC
3. Adaptor-----	1PC
4. 3.5mm Audio cable-----	1PC
5. Remote Control-----	1PC

THE FUNCTION INSTRUCTIONS



- 1. Mode: Short press to switch BT, USB/TF, FM, AUX input state
- 2/4. Prev/Next: when you play the U disk and SD card, short press to choose Prev/Next music, long press to manuloperation forwarder requence adjustment .
in FM, a short press for existing radio, under a selected, long press for manual step frequency adjustment, the BT status to up/down a song music, When AUX input without this function;
- 3. Play/Pause: when play U disk and SD card, short press to play/pause.



- 5. DC input: input DC5V
- 6. Audio input
- 7. USB interface: insert U disk
- 8. SD card interface: insert SD card
- 9. Volume Knob
- 10. Pwer Switch