

Connecting wireless motorized furniture

1-Lift up the outside back to have access to the pocket.



2-Locate the 2 plugs.



3-Take the dual output wire (B) and make the connection with the plugs.



4-Connect the battery (A) within the plug of the dual output (B).



5- Insert the battery in the pocket and close the outside back. Recharge the battery with the electrical device (C).



(A) Rechargeable battery



(B) Dual output wire



(C) Electrical charging device



ATTENTION

The chair has only one plug and does not include the dual output wire.

Connecting wireless motorized furniture-next page

It is recommended to charge the battery 12 hours before the first use, even if the green LED lights up, to maximize the life of the battery (about 3 years of normal use).



Steps for charging the battery.

- *Plug the adapter (charger) to the wall. The light of the adapter will turn green, then connect the battery to the adapter (charger), the light on the adapter (charger) will turn red.
- *When the battery is charging, a red light will blink on and off on the battery. There's an 8 second delay.
- *When the battery is fully charged, the light on the battery and/or charger will become green.
- *When the battery is fully charged, the light on the battery and/or charger will become green.
- *The battery, once fully charged, can perform approximately 100 opening and closing operations before having to be charged again.
- *It is also recommended to charge the battery after 2 months of non-use.

 **Li-ion Battery Pack**

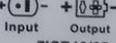
Model No.: ZB-B1800
Nominal Voltage/Capacity: 25.2V 1800mAh, 45Wh
Input Charge Voltage: 24V-32V
Max Discharge Current: 5A
Duty Cycle: Max T_{on}: 2min
Date Code: 01-31-2021

  MH49149

CAUTION

Charge the battery pack every 3 months, otherwise the battery may be damaged. Do not disassemble nor alter battery pack. Charge the battery pack with right input voltage. Dry location use only. Do not expose the battery near fire.


Input Output
7ICR19/65
Made in China
www.mlmotor.cn

