



Bottle light with integrated battery - rechargeable, with touch sensor, Fits into wine bottles and other design bottles



1) **We thank you for purchasing our quality product.** When you receive the lamp, the electronic is in a power-saving deep sleep mode in which the lamp cannot be controlled.

2) **First step – short loading!**


Connect the charging adapter to a USB power source and then to the lamp to wake it up from the deep sleep mode. Also, it is advantageous to charge the lamp for one or two hours. After the lamp woke up from the deep sleep mode, it can be controlled by touching a touch sensor on the upper end.



3) **Turning the light ON/OFF**

Briefly touch the TOUCH sensor on the upper end of the lamp for approx. 0.5 seconds to switch it on or off. You can also use the TOUCH sensor during charging with the charging adapter attached.

A **charging status** of the lamp is indicated for 3 s by a color light next to the TOUCH sensor, as follows:

blue-green	95% fully charged	
green	80 – 95% fully charged	
yellow	25 – 80% fully charged	
yellow-red alternating	20 – 25% fully charged	
red	5 – 20% fully charged – the LED current is limited to 160 mA	
flashing red	< 5% fully charged – the LED current is limited to 30 mA	

4) **Brightness adjustment of the lamp**

If you touch the TOUCH sensor on the upper end of the lamp for more than 0.5 seconds, the light intensity will gradually increase or decrease. A repeated, prolonged touch reverses an increase or decrease in light intensity so that for example after an increase in the light intensity, a decrease in the light intensity will follow.

If the current battery capacity falls below certain values, the light output is automatically reduced in order to avoid a too fast further discharging and perhaps a deep discharge.

5) **Charging of the lamp**

To charge the lamp, please connect the charging adapter to a USB power source that delivers at least 5V and 0.6A. Then place the charging adapter on the upper end of the lamp above the TOUCH sensor. The charging adapter holds itself magnetically on the lamp and can be removed again (**please do not pull on the cable**).

While the lamp is charging, the lamp can still be in operation condition and can become controlled via the TOUCH sensor.

When the charging adapter gets connected and USB voltage is applied, the lamp turns on with a predetermined brightness and the last set light color, wherein the lamp is set into a **color changing mode** for a short time – see below.

The **charging status of the lamp** is indicated by a colored light next to the TOUCH sensor, signaling whether and how the lamp is currently being charged and in which charging state the lamp is.

blue	the lamp is not being charged because a battery voltage is above a first threshold,
red	the lamp is being charged within a first charging cycle up to a second threshold,
yellow	Charging pause for 60 minutes and another charging cycle,
Blue-green	lamp is charged and will not be charged furthermore for the time being,
Flashing red	Lamp temperature is out of range, or lamp was in a low charge state.





If the lamp was switched on before the USB voltage is applied, the lamp switches for a short time with the predetermined light intensity to the color changing mode and afterwards exits the color changing mode again, as explained below.

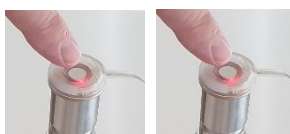
All **common USB power supplies** and charging sockets that deliver 5 V and at least 600 mA can be considered as USB power sources. A voltage higher than 6 V DC is not permitted and would destroy the electronics.



USB: 5 VDC
≥ 600 mA

6) Charging current

The charging current for the lamp is intelligently controlled and can take on different values depending on the charging status of the lamp. An initial charging current can be 50 mA, 100 mA, a normal charging current of 500 mA or a maximum charging current of 550 mA. A final charging current when the battery is fully charged is the current LED consumption current + 10 mA.



7) Color changing mode

In color changing mode, the light color of the lamp can be set to warm white light (3000 K) or white light (5000 K). By connecting the charging adapter to the USB power source and to the lamp, the lamp is put into color changing mode for a short time (2 s). The lamp is switched on with a predetermined light intensity and the last light color. At the same time, a timer is started for 2 seconds that keeps the lamp in color changing mode for the timer time. During the timer time, every short touch on the touch sensor changes the light color and at the same time restarts the timer. With each brief touch, the lamp changes its light color alternately between warm white and white light. When the timer expires, the lamp exits the color changing mode. A new color changing mode can be initiated again by disconnecting and reconnecting the USB-voltage or the charger on the lamp.



Warm-white light

white light

If the light color is changed more than 20 times the lamp goes back into deep sleep mode again, where it remains until the USB-source or the charging adapter is disconnected and reconnected again. The deep sleep mode is, for example, well suited for trips during which touching the TOUCH sensor shouldn't cause the lamp to switch on the light.

8) TOUCH-Sensor

The TOUCH sensor is centrally located under the upper end of the lamp and detects capacitive touch changes caused by a finger. Even when the charging adapter is put on, a finger placement is detected. The touch sensor detects capacitively changes.

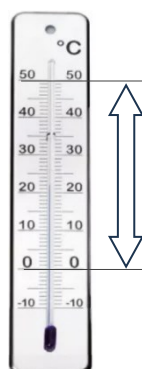


9) Environmental and temperature conditions

The operating temperature range is 0°C to +50°C (32°F – 122°F)

The charging temperature range is 0°C to +45°C (32°F – 113°F)

Outside the temperature ranges, an internal temperature sensor stops a respective function.



10) ATTENTION

For safety reasons, do not place the lamp into a drink!
Keep the lamp away from children under three years of age!

11) Datasheet

Furthermore, reference is made to the data sheet of the lamp.

12) For disposal the lamp must be disposed of with old electrical equipment scrap.