

# B = A M Quick Start Guide

Model: BEAM1  
FCC: 2ALRSBZ  
IC: 22632-B1

## Power Button

1. **Turn On:** Press and hold for 5 seconds
2. **Turn Off:** Press and hold for 5 seconds
3. **Check Battery Status:** Single click
4. **Auto-Dim:** Double click
5. If Button will not turn on, charge battery

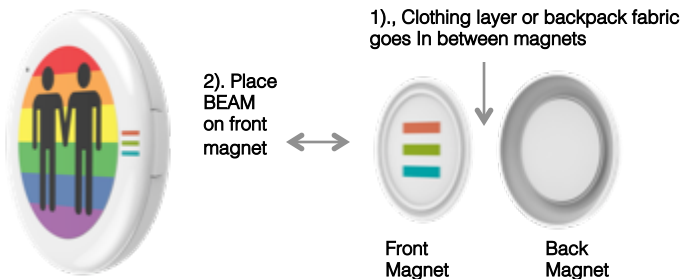
## USB Charging Port

1. A full charge takes 120 minutes
2. You can use the device while charging
3. Use a standard Micro USB charger (included w/ BEAM)

## Function Button

1. **Toggle** between Single Image / Slideshow mode: Press and hold for 10 seconds
2. **Advance** to next image or slideshow: Single click
3. **Go back** to previous image or slideshow: Double click

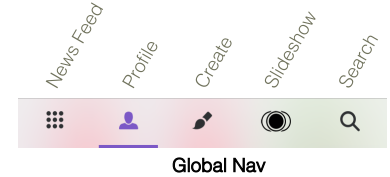
## Attaching BEAM



## App



BEAM Authentic

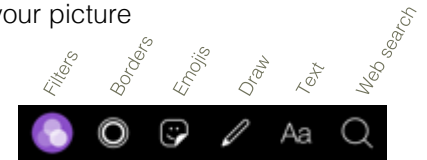


### PAIR Your BEAM to your Phone:

1. Launch the BEAM app
2. Set up your profile upon first launch
3. Click "Profile" icon in the bottom global nav
4. Click the "Settings" (gear) icon in upper right
5. Turn on your BEAM device
6. Press the "Pair BEAM Button" in the app (Your device will appear at the top of the list)
7. Click on your BEAM device ID from the list and hit "OK"

### CREATE Beam content:

1. Click "Create" from the global nav
2. Take a picture or choose one from your phone library, or an animated GIF, or grab an image from the web, or start with a solid color background
3. Size, crop, position your picture
4. Edit tools offer creativity, or hit "Next" to BEAM
5. Add description & URL, set privacy, post to social media (Instagram, Facebook, Twitter), or text directly to friends
6. Click "BEAM" button, it pulses while transmitting. Circular progress bar illuminates on BEAM device. Congrats, you're BEAMING!
7. Click on any Beam from the Newsfeed or from someone else's library and BEAM it



Edit Tools

**Enjoy** making slideshows, donating to Causes (from Search), and BEAM STREAMING any user you are following – receive their content live on your device. Set up BEAM STREAM via the 3 Stripe button on any user profile screen or your own.