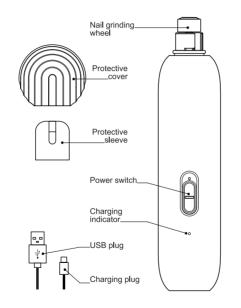


# — Product Diagram —

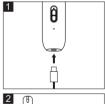


#### - Product Specification-

Product name	Pet Nail Grinder
Charger	Input: DC5V 1000mA
Battery type	Lithlum-ion battery 3.7 v 2000mAh
Charging time	3h
Using time	6h
Dual Speed	6000~8000/RP

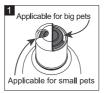
### — Charging Method

- 1. Insert the charging plug into the slot of the nail grinding machine.
- 2. Insert the USB plug into the USB charger (mobile phone charger).
- Confirm to insert the charger into the outlet when the nail grinding machine is in the OFF state.
- 4. The charging status red light flashes, and when the light turns on, the charging is complete.
- 5. The working status green light turns on, when the green light flashes, pls charg.
- If the pet nail grinding machine is used while charging, the indicator will flash red and green alternately.





## - Method of Application





- 1. Please select an appropriate port according to the pet's nail characteristics.
- 2. when grinding the nail, please gently put the pet's nail into the nail grinding hole. The grinding time shall not be longer than 5 seconds each time.
- 3. If a nail grinding machine is used for the pet for the first time, it is suggested to grind the sharp or long nail of the pet first Please note not to grind too much and make the pet adapt to the nail grinding machine.



• Please clean the impurities on the nail grinding wheel surface when the nail grinding effects are reduced.

## — Cleaning









3. Don't submerge under running water when cleaning, use a slightly damp cloth to clean.

#### - Cautions -

1 Rotate the

the nail grinding

- 1. Do not tear down the product at random.
- 2. Do not clean product by water flush, and keep the unit away from damp situation.
- 3. Do not use any corrosives such as alcohol, gasoline, etc. to clean the surface
- 4. Avoid being charged above 40°C or below 0°C.









- If the product is not used for a long time, please charge it once at least every three months.
- Product becoming hot during use or charging is normal.

