

Digital Image Player User's Manual

Special Reminder:

Some parts of the LCD display may seem lighter or darker. This is common and not a fault of the product. Do not try to dismantle or repair this product yourself, as this will void the warranty.

Safety and Maintenance

To ensure that your digital image player continues to function properly, please consider the following information:

1. Before using this product for the first time, carefully read the user's manual included with the digital image player.
2. Be sure to use the correct cable to charge this product. Using another power source may destroy your digital image player.
3. Do not use the player near water as it may be damaged.
4. Do not press extremely hard on the player's buttons. It is a delicate product and could easily be damaged.
5. Handle the LCD display with care. Clean the screen with a soft, damp cloth. Press lightly and wipe in a circular motion from the center outwards.
6. Do not touch the LCD screen with your fingers, as the oils can damage the screen.
7. Do not place heavies on top of the player, as this may cause the LCD display break.
8. This player is designed to be compatible with Microsoft Windows

2000, XP, Vista, MAC OS, It supports JPG and BMP formats only.

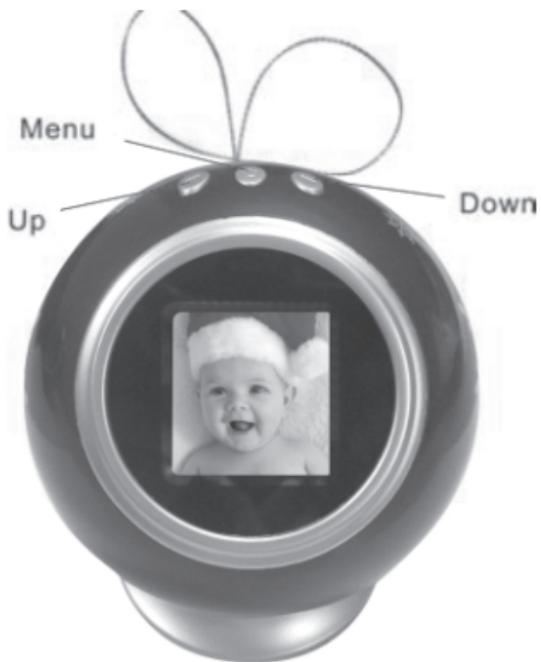
Note: Player will not be recognized by your computer when you just connect the player to your computer by USB cable, but the player will turn on automatically, please press Menu Key and select “USB Connected” , and then select “Yes” to enable the connection. Your computer will detect the player and will create a new disk in your computer “Nextar”, Once double Click this disk, it will open the window for updating the pictures in the player.

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A. About your Player

Appearance and Buttons (See picture)



B. Button Functions

USB jack: Charge player, Download pictures

Up: Previous,

Menu: Function Control Key.

Down: Forward

Battery

Use the included USB cable to connect to the PC. And also can use 2 AAA 1.5 V dry cells. Do not use any other power supply, as this may damage the player. It is designed to last for the lifetime of the player.

Function Description

- This electronic digital image player supports only the file formats bmp and jpg.
- The player also has a clock, it can be set to display.
- The player comes with six default images, but more can be added.

Please see Connecting to your Computer below for more information

Displaying Pictures

- After power on, it will display pictures automatically.
- Press UP or DOWN to navigate manually between pictures.
- You can view the pictures as a slide show, and by using the on screen menu, you can also set the interval between the slides.

C. Panel Menu Function Introduction:

Enter Menu:

1. Press Menu, and the menu screen will appear.



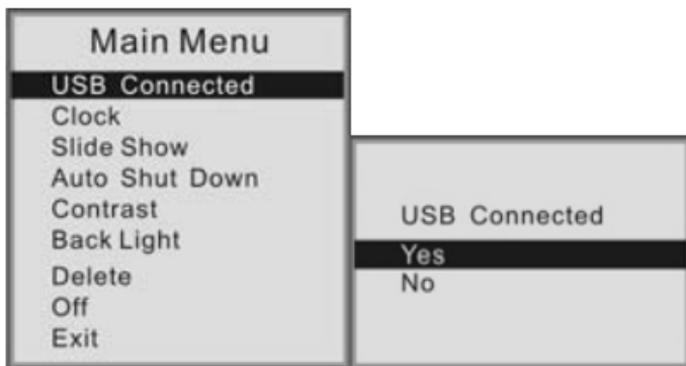
Press the up or down buttons on your player to navigate through the menu options and press the Menu button to select the desired option.

Mode Functions and Basic Operation:

1. Connect to PC

A. After connecting the player to the computer with the supplied USB cable, press menu key and select "USB Connected"

B. Press menu to select Yes, to enable the connection.



C. The player will enter PC Mode, become visible to the computer, and the pre-loaded software will open..



The software will launch itself after the two units communicate. This will take a little longer the first time you connect it as the player installs itself on your computer.

All Models:

1. Transferring pictures from PC

- A. When the Nextar Software opens, you will see this screen. Below it, the functions of the various buttons are described.



There are three main parts to the screen.

The left side is where you locate the images you wish to load onto the player. You do this by using the upper “Explorer” window to find where they are stored on the computer. Hint: Try creating a folder on your desktop and store photos you want to edit/transfer there. An explore example: My computer/c:/documents and settings/"userID"/my documents/my pictures....

Once you have located the folder, click on one image to start the process. It will be displayed in the bottom preview window. Select

“add” from the buttons to add it, Ensure that the part you wish is put into the centre of the pane (use your mouse to move the dark outline frame to that area), then press “Save” to save it.

Repeat until the images have reached the player capacity or you have finished selecting and adding.

Press “download” and the images will transfer onto the player.

The right side is the command console and displays the images already on the player as well as those you’ve added. Using the buttons, you can rotate, select, remove, and add images. Pressing the “all” button selects all of the images you have added as well as those on the player already. You can use this to remove all the pictures by pressing all and then “clear”. Only one image at a time can be added since screen capacity requires that you select the area of each image you want transferred.

Once you are finished, press download and watch the bar on the bottom right to see the progress. You will see messages on the info bar at the bottom letting you know status of your entries.

Button Glossary: (Order: Left upper, lower, centre, right upper, lower, bottom.)

1. Preview: Displays photo images found using the explorer pane below and allows area selection.
2. Explorer: Allows navigation to the images you want to select for transfer to the player.

Centre:

1. "+" : Increase the size of the image view in left preview pane (zoom in)
2. "-" : Decrease the image size (zoom out)
3. Clear : Zoom in the shrunken picture in preview area
4. RotateL : Rotate image to the left by 90 degrees
5. RotateR : Rotate image to the right by 90 degrees
6. Add : Moves image from left preview to player list (but does not transfer).
7. Setting : Allows some modification of font and back ground colours on the player menu display

Right:

1. Save : Acts as an "individual save as" so you can store images selected to a separate folder in your PC.
2. Save all : Same but for all images in right player preview pane
3. All : Select all images in right player preview pane
4. Delete : Removes selected images from right player preview pane.
5. Download : Transfers images from the preview to the player

6. Exit : Exits the program.

Right Bottom : Shows status of loading/downloading of images

IMPORTANT NOTE:

Disconnecting the USB cable during reading of images on or downloading images to the player may result in irreparable damage to the player's flash memory and voiding the warranty.

2. Slide Show



○ Select Auto Slide to have the player display images in an automatic slide show. Adjust the time between images by pressing UP or DOWN buttons. Press Menu again to confirm and again to exit.

3. Auto Shut Down



- Select Auto Off and press MENU to enter it. To set up the auto off time by pressing UP and DOWN to adjust the time.

4. Contrast



- Select LCD Contrast and press MENU to enter it. Press UP and DOWN to adjust the LCD contrast from 01 to 06.

5. Backlight



- Select Backlight and press MENU to enter it. Press UP and DOWN to adjust the brightness of the backlight from level 01 to level 21.

6. Display Clock



○ To display the time, select Clock Disp. and press Menu.

7. Set Clock



- To set the time on your player, select Set Clock and press Menu.
- Select the year, month, week and day using menu, and adjust them

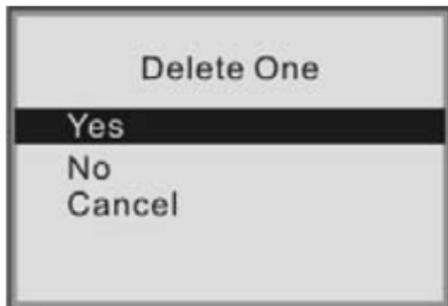
using the UP and DOWN buttons.

- Press MENU to confirm and exit.

Note: If you need to reset the player at some point, you may need to readjust the time.

8. Delete One

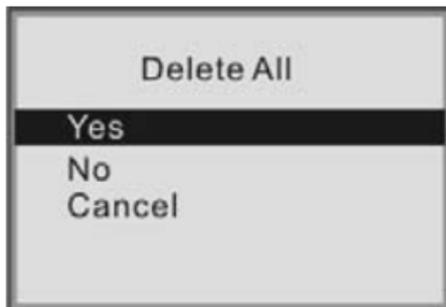
- When the player is in play mode, press MENU, then press UP or DOWN to enter Delete Image screens. Press MENU again, to see the delete one screen below. Press MENU to delete the image on the screen when you entered menu.



9. Delete All

- When the player is in play mode, press MENU, then press UP or DOWN to enter Delete Image mode. Press MENU again to see the

screen below. Press MENU to delete all images.



10. Exit

- Select Exit, to return to the picture display state.

D. Accessories

- USB Cable
- Tray
- User's Manual
- 2 AAA 1.5 V Dry Cells

FCC Compliance

This device complies with Part 15 of the FCC Rules. Operation is subjected to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
3. Consult the dealer or an experienced radio/TV technician for help.

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Nextar may find it necessary to modify, amend or otherwise change or update this manual. We reserve the right to do this at any time, without any prior notice. All specifications and features are subject to change without notice. All screen shots shown are simulated and may not represent the actual screen on production units sold to consumers.

For instruction manuals, updated drivers or other information, be sure to visit our website at:

www.Nextar.com

Or write us at:

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