SONY

Portable IC Audio Player
Network Walkman

Operating Instructions

NW-E8P

Notice for users

On the supplied software

- Copyright laws prohibit reproducing the software or the manual accompanying it in whole or in part, or renting the software without the permission of the copyright holder.
- In no event will SONY be liable for any financial damage, or loss of profits, including claims made by third parties, arising out of the use of the software supplied with this player.
- In the event a problem occurs with this software as a result of defective manufacturing, SONY will replace it.
  However, SONY bears no other responsibility.
- The software provided with this player cannot be used with equipment other than that which is so designated.
- Please note that, due to continued efforts to improve quality, the software specifications may be changed without notice.
- Operation of this player with software other than that provided is not covered by the warranty.

Table of Contents

This manual explains how to operate Network Walkman. For details on how to use the supplied software (OpenMG Jukebox), refer to the OpenMG Jukebox Operating Instructions.

Overview

What you can do with your Network Walkman
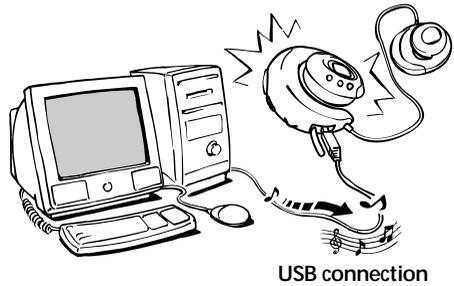
Network Walkman is a portable IC audio player.
You can easily transfer digital audio files from your computer to the product's built-in flash memory and carry it anywhere to enjoy.

1 Store digital audio files on your computer.

EMD Services   Audio CDs   MP3 and WAV Format files
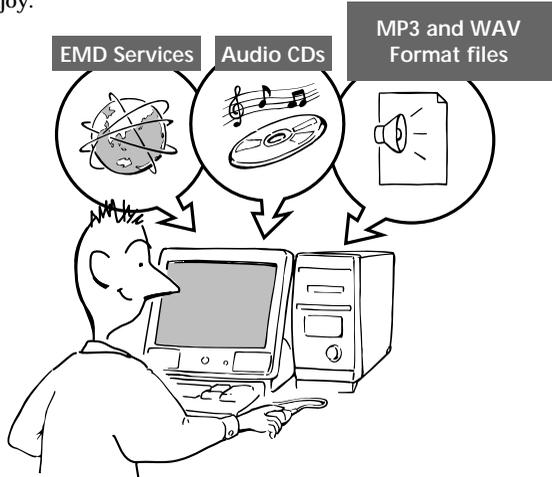
2 Transfer the files to the Network Walkman.

USB connection

3 Listen to your Network Walkman.

Other features

- Headphone shape IC audio player
  – Skip-proof using IC memory
- LR03 (size AAA) alkaline battery enables about 7 hours continuous playback.
- Select record time: up to 60 min., 80 min., 120 min.*
- Back light LCD screen: When you use Jog lever or buttons, the backlight lights up for some seconds to control the player in the dark.
- Jog lever: easy to operate.
- High speed data transfer using the supplied dedicated USB cable.
- OpenMG Jukebox software enables you to record compact discs using the ATRAC3 format (high sound quality, high compression) to the hard drive.**

* Differs according to the bit rate when recording. In this case, the figures for the recordable time are when recording at 132kbps, 105kbps, and 66kbps.

** OpenMG technology conforms to the SDMI (Secure Digital Music Initiative) specifications and allows you to enjoy digital music while maintaining the copyrights of its holders.

NOTES:
- The recorded music is limited to private use only. Use of the music beyond this limit requires permission of the copyright holders.
- Sony is not responsible for music files that are not saved on your computer due to unsuccessful recording from CD or music downloading.
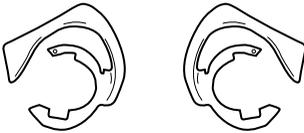
Step 1: Unpacking

Your Network Walkman comes with the following items.

• Network Walkman (1)

• Dedicated USB cable (1)

• Carrying pouch (1)
• CD-ROM
  (OpenMG Jukebox installation disc) (1)
• NW-E8P Operating Instructions (1)
• OpenMG Jukebox
  Operating Instructions (1)

• Attachments (1 for left ear, 1 for right ear)
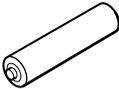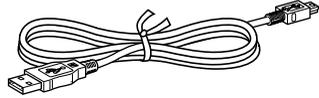
• LR03 (Size AAA) alkaline battery (1)

About the Serial Number

The serial number provided for your player is required for the customer registration. The number is printed inside the battery compartment.
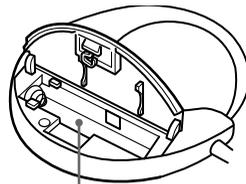
Serial Number

Step 2: Inserting the battery

Insert the LR03 (size AAA) alkaline battery (supplied) with correct polarity. Be sure to insert it from the ⊖ side as illustrated.

Insert the battery

The battery compartment is in the back of the player (left ear side).

Slide the knob of the battery compartment in the direction of the arrow to open the battery cover.

Insert the negative end ⊖ of the battery first.
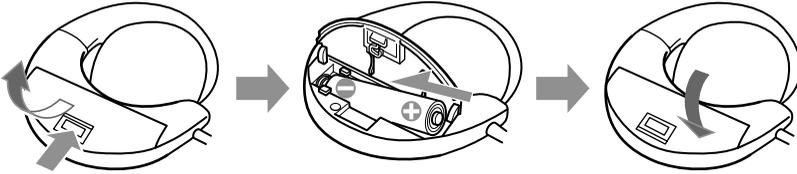
Battery duration

About 7 hours*.

* The battery life may be shorter due to operating conditions and the temperature of the location.

On the remaining battery charge indication

The battery icon in the display changes as shown below during playback.

Low battery   Please insert a new battery

If "LOW BATT" is displayed in the display, you need to change the battery.

Notes

If you do not use the battery correctly, it may become damaged from leakage and corrosion. For best results:
– Use the alkaline battery.
– Make sure the polarity is correct.
– Do not charge a dry cell battery.
– Remove the battery, if you do not intend to use the player for an extended period of time.
– If you have battery leakage, replace with a new battery after cleaning the battery compartment.

If the battery compartment lid is accidentally detached

Insert one edge of the lid first, and then attach the other edge, slightly bending the lid as illustration below.

Insert this side first.

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Transferring songs from the computer to Network Walkman (Check-out)

In order to check out digital audio files from your computer, first you must install the supplied OpenMG Jukebox software and then import digital audio files to OpenMG Jukebox.
For details, refer to the OpenMG Jukebox operating Instructions.

1 Connect Network Walkman to your computer

Connect the narrow connector of the supplied dedicated USB cable into the dedicated USB jack on Network Walkman, then the wide connector to the USB jack of your computer.
"CONNECT" appears in the display.

to the dedicated USB jack

to the USB jack

Dedicated USB cable (supplied)
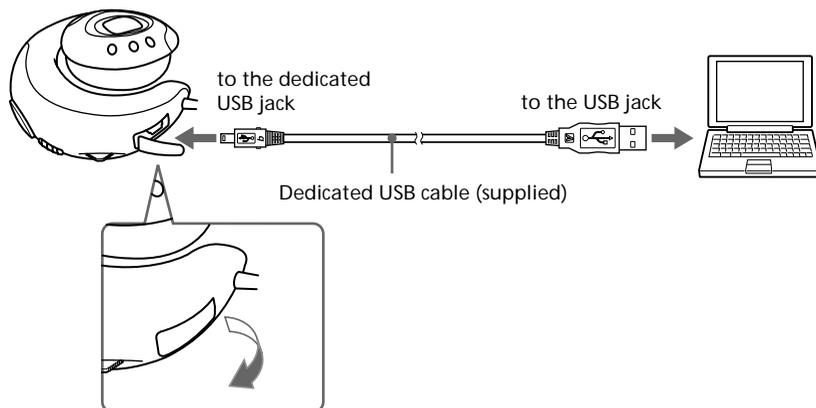
Notes
- Do not connect more than two USB devices (player) to your computer. Normal operation will not be guaranteed.
- If you use this player with a USB hub or a USB extension cable normal operation is not guaranteed.
- A malfunction may occur depending on the USB devices connected at any one time.
- Be sure to insert a fresh Alkaline battery into the unit. If the battery is not inserted, or battery power is exhausted, the unit will not be identified by the computer.
- When connecting Network Walkman to your computer for the first time, the USB driver Installer window appears. Please follow the instructions in the Installer window.
- Connect Network Walkman only as necessary. Disconnect the dedicated USB cable when not needed.

2 Transfer the music file to Network Walkman (Check-out)

For details on how to operate, refer to the OpenMG Jukebox Operating Instructions.

Tip
To transfer the song back to the computer (check-in), refer to the OpenMG Jukebox software instruction manual or the online help.
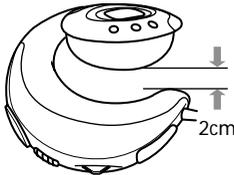
Listening to music with Network Walkman

Please insert the battery before use (see page 7).

Note

When using Network Walkman, be sure to disconnect it from the computer.

1 Putting the player on your ears

The attaching part of this player would be open (be apart) flexibly.

2cm

Notes
- Please remove earrings.
- If you wear the glasses, remove your glasses before putting on this player and put them on again.
- Be sure not to open the attaching part more than 2 cm. Otherwise, this player may deform and might not sit on your ears comfortably. Note that if you press the player to opposite side, it also may deform.
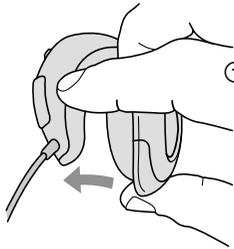
① Pinch the center of the player with your thumb and middle finger, and then open the attaching part with your forefinger.

Hook the edge of the attaching part to the back of your ear and twist it.
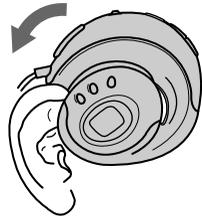
② Hook the cured part around the back of your ear and twist it to the earlobe direction to sit it on your ear. If your hair hangs over your ear, please push back your hair before attaching it.
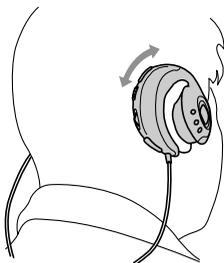
③ Adjust the position of the player to fix it comfortably.
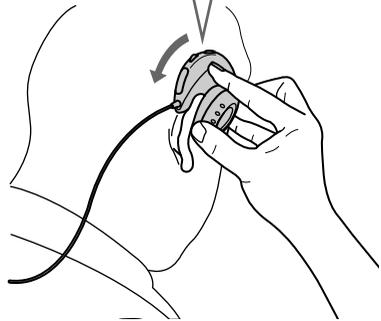
If you cannot attach the player to your ear comfortably

Confirm the position of the player with a mirror. In the correct position, your ears should appear as illustrated. if your ears are small and not visible as shown, use the supplied attachments (see page 15).

To remove the player from your ears

Twist the player to the opposite direction when attaching it, and remove it.

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2 Release the HOLD function

If the HOLD switch is in the arrow direction (the yellow mark is visible), slide it to the opposite direction to release the HOLD function.

3 Start playback

② VOLUME
+/– button to adjust the volume.

HOLD switch

① Press the Jog lever ▶■ Playback starts. When playback ends, the playback automatically stops (in the case the player is set to REPEAT OFF).
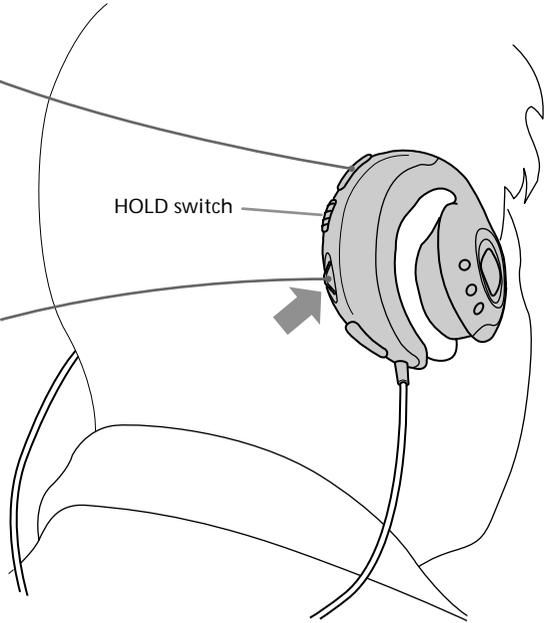
If playback does not start

Make sure the HOLD function is released.

To stop playback

Press the Jog lever ▶■.

Tip

If you do not operate the player for 3 seconds while in stop mode, the display automatically turns off.

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On other operations

Jog lever

FF direction

REW direction

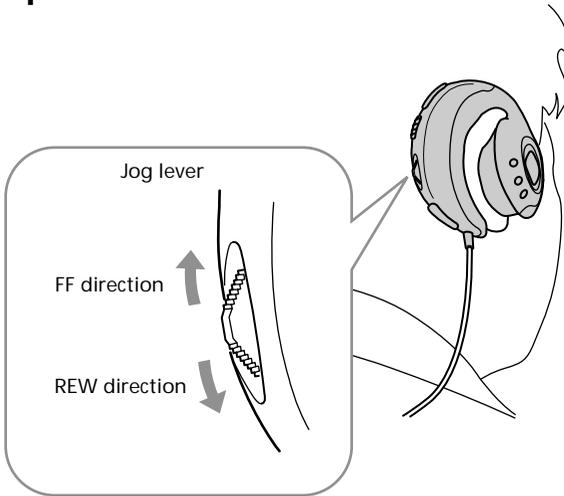| To	Operation of the Jog lever
Go to the beginning of the next track	Press in the FF direction once.
Go to the beginning of succeeding tracks 1)	Press in the FF direction repeatedly.
Go to the beginning of the current track	Press in the REW direction once.
Go to previous tracks 1)	Press in the REW direction repeatedly.
Go forward 2)	During playback, press in the FF direction and hold .
Go backward 2)	During playback, press in the REW direction and hold.

1) While in stop mode, press the Jog lever in the FF direction and hold, you can go to the beginning of the next track and succeeding tracks continuously. While in stop mode press the Jog lever in the REW direction and hold, you can go to the beginning of the current track and previous tracks continuously.

2) If you press and hold in the FF or REW direction for more than 5 seconds, the search speed increases.

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On the display
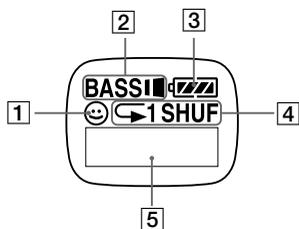
1 AVLS indication (page 13)
   The indication lights up while the AVLS function is activated.

2 MEGA BASS indication (page 13)
   The indication lights up while the MEGA BASS function is activated.

3 Battery remain indication (page 7)
   The remaining battery power is displayed.

4 Play mode indication (page 14)
   The selected play mode is displayed.

5 Play status/Track number display
   The following information is displayed according to the display mode.

Play status ── Track number
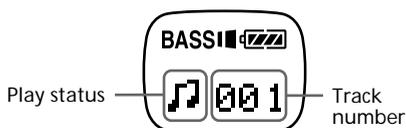
Play status
During playback: ♫ or ♫ is displayed alternately.
In stop mode: ♫ is displayed.
While locating tracks: ►► or I◄◄ is displayed.
While searching a point in a track: ►► or ◄◄ is displayed.
When you play back songs for more than 15 seconds, a wave pattern is displayed.
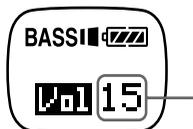
Volume indication
(Displayed numerically. Max. volume is 31)

Changing the display mode
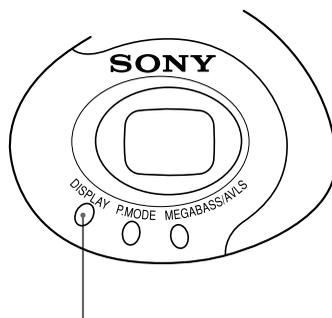
DISPLAY button

Press the DISPLAY button while the wave is displayed during playback and the track number is displayed.

Track number

Play status
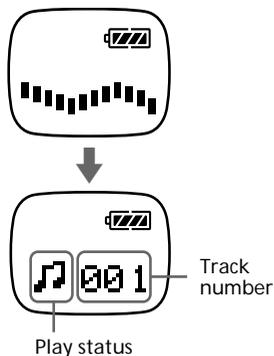
About the backlight

If you perform the following operation, the backlight lights up for a few seconds.

• Press the buttons (VOLUME+/--, DISPLAY, P.MODE, MEGABASS/AVLS)
• Operate the Jog lever

Note
In a bright place, the backlight may not be apparent.

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Adjusting the sound

MEGA BASS/
AVLS button

Emphasizing the bass sound (MEGA BASS)

Mega Bass function intensifies low frequency sound for richer quality audio reproduction.

Press the MEGA BASS/AVLS button.

Each time you press the MEGA BASS/AVLS button, the MEGA BASS indication changes as follows:

BASS $\blacksquare$ ⟶ BASS $\blacksquare\blacksquare$ ⟶ (none)

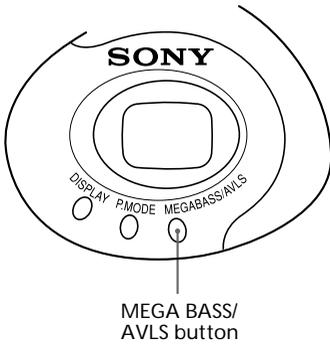| Display indication	Sound quality
BASS $\blacksquare$	Mega Bass (moderate effect)
BASS $\blacksquare\blacksquare$	Mega Bass (strong effect)
none	normal play

Note
If the sound becomes distorted when emphasizing the bass, turn down the volume.

To cancel the MEGA BASS effect
Press the MEGA BASS/AVLS button repeatedly until the MEGA BASS indication goes off.

Protecting your hearing (AVLS)

The AVLS (Automatic Volume Limiter System) function limits the maximum volume to protect your ears.

Press and hold the MEGA BASS/AVLS button.

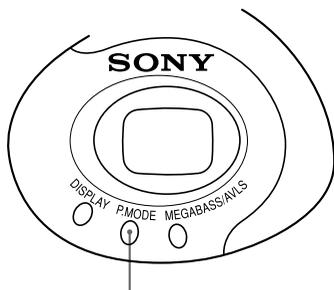The 😊 (AVLS) indication lights up in the display.

The volume is kept to a moderate level.

To cancel AVLS
Press and hold the MEGA BASS/AVLS button until the 😊 indication goes off.

Advanced Operations
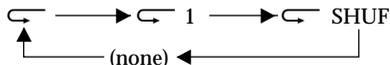
Adjusting the playback mode (REPEAT)

You can play tracks repeatedly in three ways: all repeat, single repeat and shuffle repeat.

P. MODE button

Press the P.MODE button.

Each time you press the P.MODE button, the play mode indication changes as follows:

Display indication	Playback mode
⟲	all tracks repeatedly
⟲ 1	current track repeatedly
⟲ SHUF	all tracks repeatedly in random order
none	normal

To cancel the playback mode
Press the P.MODE button repeatedly until the play mode indication goes off.

Locking the controls (HOLD)

To prevent the controls from being accidentally operated when you carry the player, use this function.
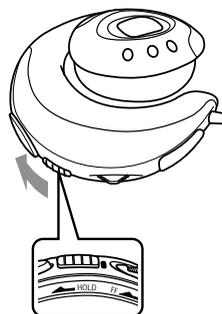
HOLD switch

Slide the HOLD switch in the direction of the arrow.

The yellow mark appears and no controls will function.

If you press the Jog lever or buttons while the HOLD switch is ON, "HOLD" appears in the display.

To release the Hold function
Slide the HOLD switch in the opposite direction of the arrow.

Attaching the attachments

If your ears are small and you cannot attach the player correctly, use the supplied attachments.
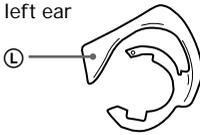
For left ear   For right ear

Ⓛ   Ⓡ
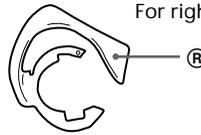
Example for left ear
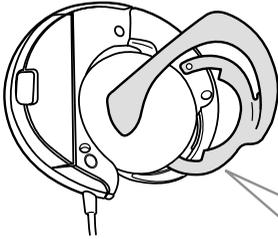
① Engage the pin in the slot as shown, and insert the attachment.

pin

② Turn the attachment to click into place.
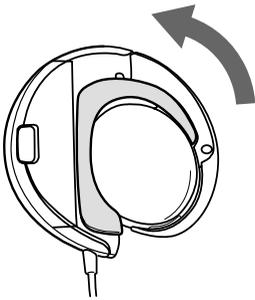
③ Press the point shown by the arrow to secure it.
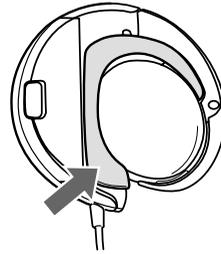
To remove the attachment

① Pull the edge of the attachment in the direction of the arrow.

② Lift its edge and turn it in the direction of the arrow to remove it.

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Precautions

On installation

• Never use the player where it will be subjected to extremes of light, temperature, moisture or vibration.

• The player is not waterproof; do not expose this player to rain or snow. Do not use this unit during jogging or aerobics so that sweat does not come in contact with the player.

• Remove earrings when using this player to avoid injury.

On the headphones

Road Safety

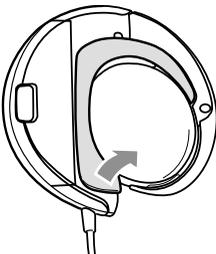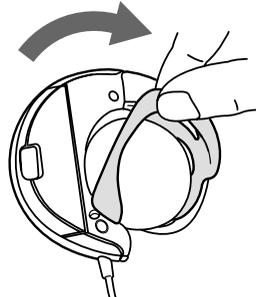Do not use this player while driving, cycling, or operating any motorized vehicle. It may create a traffic hazard and is illegal in many areas. It can also be potentially dangerous to play your player at high volume while walking, especially at pedestrian crossings. You should exercise extreme caution or discontinue use in potentially hazardous situations.

Preventing hearing damage

Avoid using this player at high volume. Hearing experts advise against continuous, loud and extended play. If you experience a ringing in your ears, reduce the volume or discontinue use.

Caring for others

Keep the volume at a moderate level. This will allow you to hear outside sounds and to be considerate of the people around you.

On cleaning

Clean the player casing with a soft cloth slightly moistened with water or a mild detergent solution. Do not use any type of abrasive pad, scouring powder or solvent such as alcohol or benzene as it may mar the finish of the casing.

About earpads

With extended use, the earpads may wear out. In this case replace them with new ones.

Replaceable earpads: EP-Q1

If you have any questions or problems concerning your Network Walkman, please consult your nearest Sony dealer.

Troubleshooting

If you experience any of the following difficulties while using Network Walkman, use this troubleshooting guide to help you remedy the problem. Should any problem persist, consult your nearest Sony dealer. For trouble concerning operations while connecting with your computer, please refer to the supplied software's online help "Troubleshooting" contents, too.

To reset the player

If Network Walkman does not operate normally, or if there is no sound, even after checking the troubleshooting guide below, remove the battery, then re-insert it.
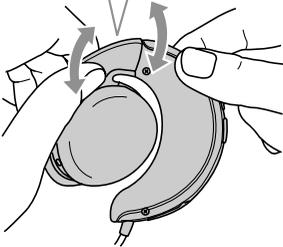
What happened ?

On attachment of this player

Symptom	Cause/Remedy
The player slips off your ears.	→ Your ears are too small for the player to sit properly. Please use the supplied attachments.
The player does not sit comfortably or your ears do not stick out between the housing and holder.	→ The flexible part of the player is deformed. Adjust its form.

Move it in the direction of the arrow to adjust its form to fit on your ears comfortably.

The normal position

About 2.5-3.5cm

On playback

Symptom	Cause/Remedy
There is no sound.	→ Adjust the volume (page 10).
The controls on the player do not work.	→ If the player is connected to the computer, disconnect it.
	→ Make sure that the Hold function is deactivated (page 14).
	→ Condensation may have developed inside the player. Allow it to sit for about 2 or 3 hours.
	→ If the battery is weak, replace it with a new one (page 7).
	→ Check that the battery is inserted correctly.
The volume does not increase.	→ Cancel the AVLS function (page 13).
Sound is distorted.	→ Record with a higher bps value.
Playback has stopped suddenly.	→ The battery is exhausted. You need to change it (page 7).

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On the connection with the computer and the supplied software

Symptom	Cause/Remedy
The software cannot be installed.	→ Software is not compatible with your operating system. For more information about Windows, refer to the OpenMG Jukebox Operating Instructions.
"CONNECT" does not appear in the display window when connecting to the computer with the supplied dedicated USB cable.	→ Please wait for the authentication of the OpenMG Jukebox to complete.
	→ If another software is active on your computer, wait for a while, then reconnect the dedicated USB cable. If the problem persists, disconnect the dedicated USB cable, restart your computer, then connect the dedicated USB cable to your computer again.
	→ Make sure the dedicated USB cable is correctly connected.
	→ If you use the USB hub, normal operation is not guaranteed. Connect the USB cable to the USB jack of your computer.
The computer does not identify the player when it is connected to the computer using the dedicated USB cable.	→ If there is no battery in the player, insert a new battery.
	→ Install the driver. For details about installing the driver, refer to the Operating Instructions manual of the OpenMG Jukebox.
Cannot check-out.	→ The dedicated USB cable is not fully plugged in. Disconnect the dedicated USB cable and re-connect it.
	→ A song cannot be checked-out more than three times. Check the song back in from one of your other portable players so that checking-out is enabled again.
	→ The available memory space in the Network Walkman may be insufficient.
	→ You may be trying to check-out 121 or more songs to the Network Walkman. The maximum number of songs that can be checked-out to the Network Walkman is 120.
	→ If the song has a limited playing period or playing count, you may not be able to check it out to the Network Walkman, depending on the restrictions set by the copyright holders. For details on the settings of each song, contact the service, or see the OpenMG Web site.
There are only a few songs you can check-out. (The recordable time is short.)	→ The free memory space of Network Walkman may be less than the data of the song you want to check-out. Check-in unnecessary songs to make more memory space.
Cannot check-in.	→ The songs can only be checked-in to the computer from which they were checked-out.
	→ If a song is deleted from the computer, it cannot be checked-in.
Check-in starts automatically when the player is connected to the computer.	→ If you delete songs using another computer's OpenMG Jukebox software, when you reconnect to your computer, the OpenMG Jukebox software will register those songs as checked-in, and the remaining available check-out count is restored.
The CD cannot be recorded.	→ Clean the CD.
The computer/player does not operate normally when connected.	→ If you are connecting both devices with a USB hub or a USB extension cable, normal operation is not guaranteed. Please use only the supplied dedicated USB cable.
"Failed to authenticate the portable player" appears on the display when the player is connected to the computer.	→ You cannot use this player anymore. Please contact your nearest Sony dealer.

Symptom	Cause/Remedy
A communication error has occurred.	→ If a communication error occurs, a warning message may be displayed on the computer indicating that authentication of the external device has failed, or access to the current file has been cancelled. Then, the communication process may terminate. If this occurs, disconnect and then connect the cable with the player. If the above message appears while connecting player, try the following: 1 When using an external hub, connect the player directly to the computer. 2 Disconnect and then connect the cable with the player. 3 When your computer is equipped with multiple USB ports, connect the player to another USB port. 4 Restart the OpenMG Jukebox software.

Other

Symptom	Cause/Remedy
The player gets warm.	→ Sometimes, during normal conditions, the player becomes slightly warm.
The backlight of the display does not light up.	→ In a bright place, the backlight may not be apparent.

Other Information

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Messages

Follow the instructions below if a message appears in the display.

Message	Meaning	Remedy
ACCESS	The player is accessing the flash memory.	This is not an error. This message appears during Check-out and during initialization of the flash memory.
AVLS	The volume exceeds the maximum level.	Turn down the volume or cancel the AVLS function (page 10, 13).
CONNECT	The player is connected to the computer.	This is not an error. You can operate using the OpenMG Jukebox software, but you cannot operate the controls on the player.
FLASH ERR	The player cannot read the data in the memory.	There is an error in the data. Initialize the memory (see below).
HI DC IN	The DC IN voltage is too high.	The connected computer may have trouble. Disconnect the dedicated USB cable and examine the computer.
HOLD	The HOLD switch is ON, and no operating buttons are available.	This is not an error. Switch the HOLD switch to OFF before operating the buttons (page 14).
LOW BATTERY	The battery is low, and needs to be changed.	You must change the battery (page 7).
LOW DC IN	The DC IN voltage is too low.	The connected computer may have trouble. Disconnect the dedicated USB cable and examine the computer.
NO MUSIC	There are no tracks inside the player.	Use the OpenMG Jukebox to check-out music items. Refer to the OpenMG Jukebox Operating Instructions.

To initialize the flash memory

If "FLASH ERR" appears in the display, there is an error in the data in the built-in flash memory. In this case, connect the Network Walkman to your computer and initialize the flash memory using the OpenMG Jukebox software. Once you begin initializing the memory of Network Walkman, do not disconnect the USB cable until initialization is completed.
Disconnecting the USB cable during initialization may destroy the data in the flash memory.
For details about initializing, refer to the online help for the OpenMG Jukebox software.

Note
If "FLASH ERR" appears even after initializing the flash memory, please contact an authorized Sony service center.

Glossary

ATRAC3

ATRAC3, which stands for Adaptive Transform Acoustic Coding3, is audio compression technology that satisfies the demand for high sound quality and high compression rates.

The ATRAC3 compression rate is approximately 10 times higher than that of the Audio CD, resulting an increased data capacity for the media.

Bit rate

Indicates the data amount per second. The rate is reflected in bps (bit per second).

In OpenMG Jukebox, the bit rate for recording an audio CD or converting MP3 and WAV format audio files into ATRAC3 format can be chosen from 132 kbps/105kbps/66kbps. 105 kbps means 105000 bits of information per second. If the bit rate is large, that means a large amount of information is used to play music. Comparing music of the same format, a 105 kbps data offers better sound quality than 66 kbps data, and 132 kbps data offers better sound quality than 105 kbps data. However, audio files in formats such as MP3 have different encoding methods, and thus sound quality cannot be determined by simply comparing the bit rate.

"Check-in /Check-out"

Check-out is to transfer music files from a personal computer to an external device/media(such as Network Walkman). Returning checked-out music files to the same computer is to check in. (You cannot move checked-out music files to another computer.)

You can check-out a music file, check it back in, and then check it out again an infinite number of times. The SDMI rules provide that up to four copies of a music file can be checked-out at one time. OpenMG employs a method whereby three copies of a song can be checked-out simultaneously, while the fourth copy is maintained as a "master" on your PC. If three copies of the same song are checked-out at a given time, one copy of the song needs to be checked-in to the computer in order to create an additional check-out.
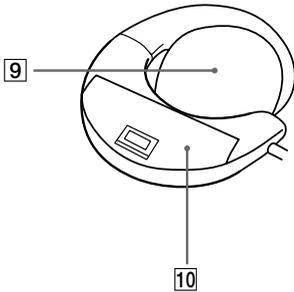
Looking at the controls
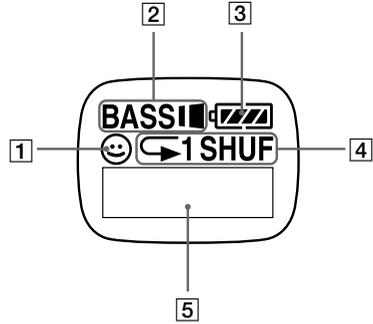
Network Walkman

(front of the right player)
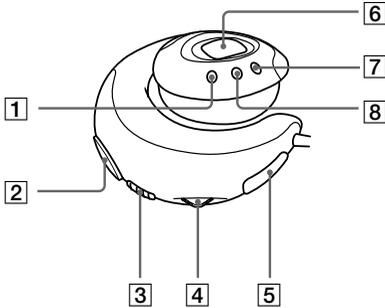
(rear of the left player)

1 DISPLAY button (page 12)
2 VOLUME+/– button (page 10)
3 HOLD switch (page 14)
4 Jog lever (page 11)
5 Dedicated USB jack (page 8)
6 Display (page 12)
7 MEGA BASS/AVLS button (page 13)
8 P.MODE button (page 14)
9 Ear pad
10 Battery compartment (page 7)

Display

1 AVLS indication (page 13)
2 MEGA BASS indication (page 13)
3 Battery remain indication (page 7)
4 Play mode indication (page 14)
5 Text/graphic information display (page 12)

Specifications

Recording time

Approx. 60 min. (132kbps)
Approx. 80 min. (105kbps)
Approx. 120 min. (66kbps)

Sampling frequency response

44.1kHz

Recording format

ATRAC3

Frequency response

20 to 20,000 Hz (single signal measurement)

Signal-to-noise ratio (S/N)

More than 80dB (excluding 66 kbps)

Dynamic range

More than 85dB (excluding 66 kbps)

Operating temperature

5˚C to 35˚C (-41˚F to 95˚F)

Power source

LR03 (Size AAA) alkaline battery

Battery life

Approx. 7 hours

Mass (approx.)

90g (3.2 oz) (battery included)

Memory capacity

64MB (including the system software: 60.6MB available)

Supplied accessories

LR03 (Size AAA) alkaline battery (1)
Attachments (1 for left, 1 for right)
Dedicated USB cable (1)
Carrying pouch (1)
CD-ROM (OpenMG Jukebox installation disc) (1)
NW-E8P Operating Instructions (1)
OpenMG Jukebox Operating Instructions (1)

Optional accessories

Replaceable earpads : EP-Q1

Design and specifications are subject to change without notice.

Other Information

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http://www.world.sony.com/