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User Guide

Use this manual if you encounter any problems, or have any questions about the player.

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Before first use

Thank you for purchasing this “WALKMAN.”

This User Guide explains how to transfer music to your “WALKMAN” and how to use its various functions. Browse this User Guide for necessary information.
Before you start using your “WALKMAN,” be sure to read the section “Important Information” that contains important information on the use of your “WALKMAN.” To read that section, click “Important Information” in the side bar on the left of the browser window.
The “Quick Start Guide” supplied with your “WALKMAN” also contains important information.
For information about customer support web sites, see [Details].

About model names mentioned in this User Guide

Depending on the country/region in which you have purchased your “WALKMAN,” some models may not be available.

About Windows operating system and Windows Media Player

For details about the operating system, see [Details].
For details about how to use Windows Media Player or for product support, refer to Windows Media Player information from the following web site:
http://support.microsoft.com/

About battery charging

The battery might not be charged at time of purchase. See [Details] for how to charge the battery.

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How to use this User Guide

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Searching this User Guide
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Printing out a page

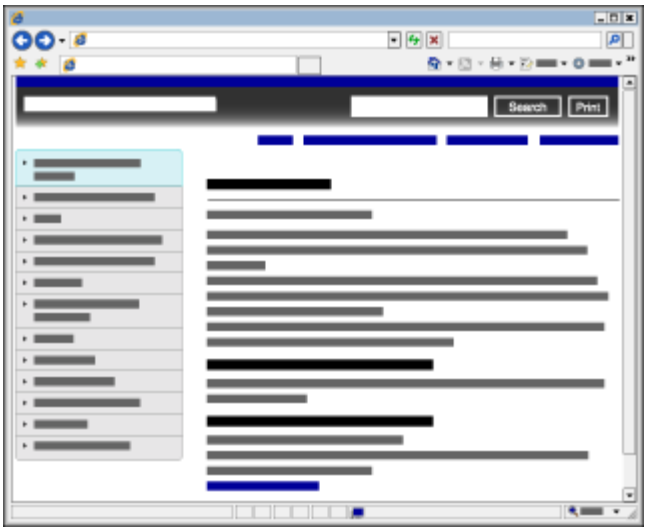
This User Guide explains how to use each function of your “WALKMAN,” how to change settings, and how to troubleshoot problems.

Selecting a topic to display

Internet Explorer 7 is used for illustration purposes.

1. Click a title (1) in the side bar on the left side of the browser window.
   The title’s topic list appears in the right pane.
2. Click a topic title (2) in the list.

Descriptions appear in the right pane.

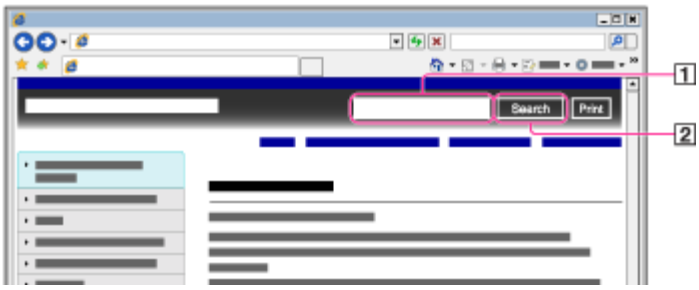


Changing the font size

You can change the font size by changing the setting of your web browser. Refer to the Help of your web browser for instruction on changing the font size.

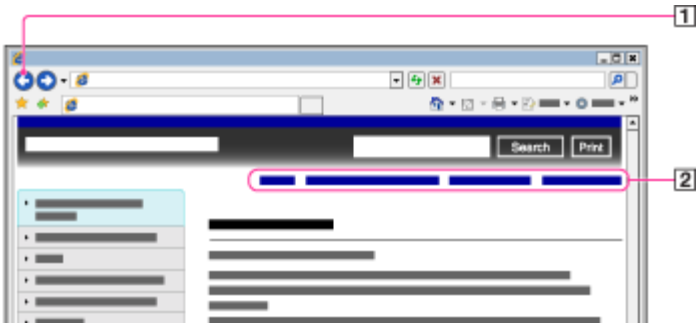
Searching this User Guide

You can search by keyword in the context of a desired topic. Enter the keyword in the window(1), and click the search button (2).



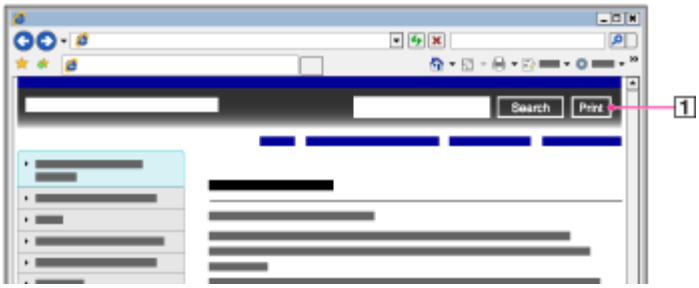
Returning to a previous page

Use the back button of your web browser (1) or breadcrumb trail navigation (2) to return to a page you have previously viewed.



Printing out a page

Click the print button (1) to print out a page you are viewing.



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Water Resistant Specifications

Scenarios (*1)
Water resistant performance of this “WALKMAN”
Notes on charging the battery
Notes on using your “WALKMAN”
Cleaning after use

Scenarios (*1)

- You can use your “WALKMAN” while jogging or walking in the rain.
- You can continue to use your “WALKMAN” after perspiring.
- After using your “WALKMAN,” you can wash it with fresh water at room temperature or gently running tap water. (*2)

(*1) Do not use your “WALKMAN” in places where inability to hear surrounding sound would be dangerous.
In all of the situations above, use your “WALKMAN” with the USB jack cover closed securely.

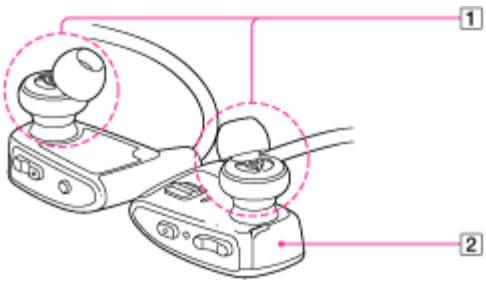
(*2) Follow the instructions described in “Cleaning after use.”

Water resistant performance of this “WALKMAN”

The water resistant specifications (*1) of this “WALKMAN” are equivalent to IEC60529 “Degrees of protection against ingress of water (IP Code)” IPX5 (*2) that specifies as “Degrees of protection against ingress of water.” Please note, however, that your “WALKMAN” is not completely water-tight.

(*1) The water resistant specifications are met only when the USB jack cover of your “WALKMAN” is closed securely. Also note that the headphone sections are not water-tight.

(*2) IPX5 (Degrees of protection against jets of water): Your “WALKMAN” will maintain its operability even when exposed to direct streams of water from any direction in a situation where approximately 12.5 l/min of water is supplied for more than 3 minutes from a distance of about 3 m using a nozzle with an inner diameter of 6.3 mm. However, this does not apply with the headphone sections.



1 Headphone section (not water-tight)

2 USB jack cover

Liquids that the water resistant performance specifications apply to

Applicable	fresh water, tap water, perspiration

Not applicable	liquids other than those above (examples: soapy water, detergent water, water with bath agents, shampoo, hot spring water, pool water, seawater, etc.)

The water resistant performance of your “WALKMAN” is based on our measurements under the conditions described above. Note that malfunctions as a result of water immersion caused by misuse by the customer are not covered by the warranty.

Notes on charging the battery

The USB cable supplied with your “WALKMAN” is not water resistant. Before charging the battery, make sure your “WALKMAN” is not wet.
Be careful not to splash water or allow moisture to form on the USB cable.
Never use the USB cable with wet hands or with your “WALKMAN” wet. Doing so may cause electric shock.
When you charge the battery, be careful of the following.

- Make sure that the location where you are using the USB cable is not wet.
- Before charging the battery, make sure your “WALKMAN” is not wet. If there is moisture on your “WALKMAN,” wipe it off completely, and leave your “WALKMAN” at room temperature to dry it until no moisture remains on your “WALKMAN” before you start charging.
- Charge the battery in an ambient temperature of 5 °C (41 ºF) to 35 °C (95 ºF). If you charge the battery in an ambient temperature out of this range, charging may stop to protect the internal circuitry of your “WALKMAN.”

Notes on using your “WALKMAN”

The water resistant performance of your “WALKMAN” is exhibited only when the USB jack cover is closed securely. When you use your “WALKMAN” in a location where perspiration or water may come in contact with your “WALKMAN,” make sure the USB jack cover is closed securely.

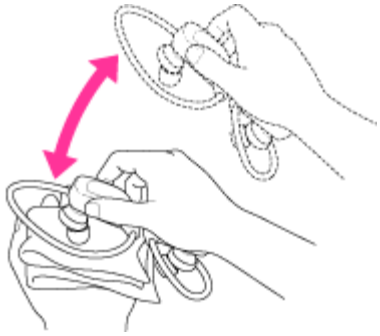
- When you close the USB jack cover, be careful not to allow sand, hair, dust or other minute foreign material to pevent the cover from closing properly. Even a minute foreign object can cause a water leak.
- Never open or close the USB jack cover when using your “WALKMAN” outdoors, or when water, perspiration, or sand is on your hands. Water or sand entering your “WALKMAN” may cause a malfunction. See “Cleaning after use” before opening the cover.
- Be sure that your “WALKMAN” is completely dry when you open the USB jack cover.
- Do not immerse your “WALKMAN” in soapy water, shampoo, chemicals, water with detergent or bath agents, hot spring water, or seawater, etc., and do not pour these liquids on your “WALKMAN.” Do not allow foreign objects such as sand or dirt to get on your “WALKMAN.” If foreign objects get on your “WALKMAN,” rinse them off with fresh water at room temperature or gently running tap water immediately, and dry your “WALKMAN” using a soft dry cloth. When you wash your “WALKMAN,” make sure that the USB jack cover is closed securely, and wash it by hand without using a brush, etc. Do not wash your “WALKMAN” in a washing machine, etc.
- Do not expose your “WALKMAN” to strong running water from a tap, etc.
- Do not pour hot water directly on your “WALKMAN” and do not blow hot air from a hair dryer, etc., directly on your “WALKMAN.” Never use your “WALKMAN” in high temperature locations such as in saunas or near a stove.
- Do not bring your “WALKMAN” from a cold location to a warm location suddenly. Rapid temperature change causes condensation, and moisture may condense inside of your “WALKMAN.”

Cleaning after use

- If perspiration, sand, or dirt gets on your “WALKMAN,” rinse it off with fresh water at room temperature or gently running tap water immediately. When you wash your “WALKMAN,” make sure that the USB jack cover is closed securely, and wash it by hand without using a brush, etc. However, do not expose the headphone sections to direct strong streams of water

when doing so. Do not wash your “WALKMAN” in a washing machine or ultrasound bath, etc. Do not use detergent, chemicals, or wet wipes.

- After washing your “WALKMAN,” wipe away the water on your “WALKMAN” using a soft cloth, and then leave your “WALKMAN” in a well-ventilated shady place to dry. Do not dry your “WALKMAN” using hot air from a hair dryer. Doing so may cause deformation and deterioration of the water resistant performance.
- Because the headphone sections (see the figure above) are not water-tight, sound quality of your “WALKMAN” may deteriorate if water gets inside the headphones. If water gets in the headphones, follow the procedures below to remove water. Do not use your “WALKMAN” until it dries completely.
  - Wipe the moisture off your “WALKMAN” using a dry cloth.
  - Put a dry cloth over the aperture of the headphone, and shake the headphone about 20 times.
  - Put a dry cloth under the headphones, and leave your “WALKMAN” at room temperature for about 2 or 3 hours.

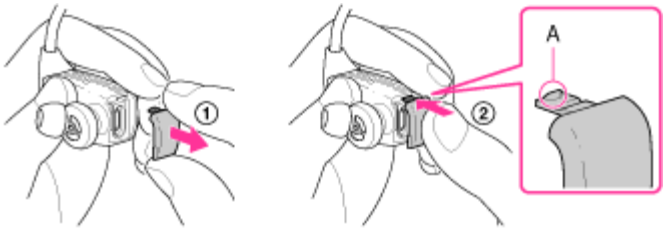


The rubber gasket used in the USB jack cover may become cracked or deformed by prolonged use or due to use in certain environments. We recommend that you check the condition of the USB jack cover periodically to maintain the water resistant performance.
USB jack covers matching each individual “WALKMAN” color are available as repair parts for a fee.
For more details, consult your nearest Sony dealer or Sony Service Center.

To change the USB jack cover

① Pull the USB jack cover off to remove it.

② Push the tab (A) of the new USB jack cover back into the same position.



If the USB jack cover comes off, you can put it back on by pushing it back into the same position as that shown in the right figure (② .)

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Operation flow to transfer music

You can use your “WALKMAN” to enjoy music stored on your computer. Transfer music to your “WALKMAN” in the following ways.

Transferring music using Windows Media Player

You can transfer music to your “WALKMAN” using Windows Media Player.

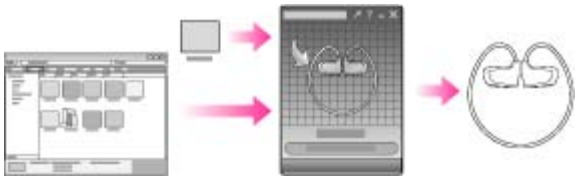
For information on how to use Windows Media Player, see the following topics.

- Windows Media Player [Details]
- Importing music from CDs using Windows Media Player [Details]
- Transferring music using Windows Media Player [Details]

For details about how to use Windows Media Player or for product support, refer to the Help of the software, or visit the following web site:
http://support.microsoft.com/

Transferring music using Content Transfer

You can transfer music stored on your computer to your “WALKMAN” using Content Transfer. If you transfer music to your “WALKMAN” using Content Transfer, you can enjoy ZAPPIN playback, playback of song clips for a preset duration [Details].



For information on how to use Content Transfer, see the following topics.

- Content Transfer [Details]
- Transferring music using Content Transfer [Details]

Transferring music by drag-and-drop using Windows Explorer

You can directly transfer music stored on your computer by drag-and-drop using Windows Explorer.

For information on how to use Windows Explorer, see [Details].

Hint

- For detailed information on how to import music, refer to the Help of the individual software.

- For details about supported file formats, see [Details].

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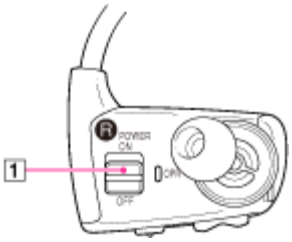
Turning your “WALKMAN” on and off

Turning on your “WALKMAN”
Turning off your “WALKMAN”



1 POWER switch

Turning on your “WALKMAN”

Slide the POWER switch to the ON position to turn your “WALKMAN” on.

Turning off your “WALKMAN”

Slide the POWER switch to the OFF position to turn your “WALKMAN” off.

Hint

- When paused, if there is no operation for about 30 minutes, your “WALKMAN” automatically enters standby mode. In standby mode, press the ▶II button to resume playback of music or slide the POWER switch to the OFF position and then back to ON to turn your “WALKMAN” on again.

Note

- You cannot operate your “WALKMAN” when it is connected to a computer.

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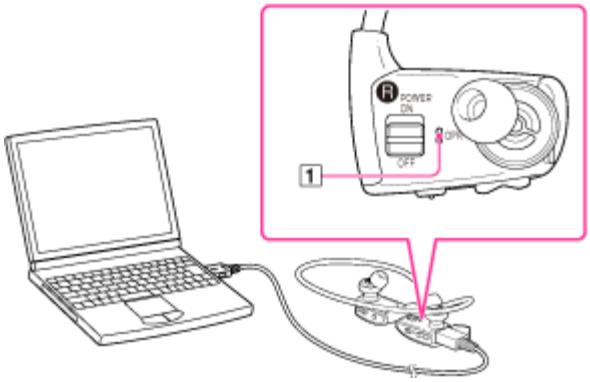
Charging the battery

Checking the remaining battery power
Notes on charging the battery

The battery of your “WALKMAN” is recharged while your “WALKMAN” is connected to an operating computer using the USB cable (supplied).

Charging time is approx. 1.5 hours.
When your “WALKMAN” has been fully charged, disconnect it from the computer.



1 OPR lamp [Details]

While charging, the OPR lamp indicates the battery charging status of your “WALKMAN.”

Lights up in red: Being charged

Turns off: Charged fully or not being charged. Your “WALKMAN” may consume battery power in this state. (*1)

(*1) If the computer enters a power saving mode such as the Sleep or Hibernation mode while your “WALKMAN” is connected via the USB cable, the battery of your “WALKMAN” will not be charged. Instead, your “WALKMAN” continues to draw power from the battery, discharging it.

Hint

- The procedure to cancel Sleep mode or Hibernation mode may vary depending on the computer. Please contact the manufacturer of your computer for details.
- An AC adaptor sold separately (AC-NWUM60) can charge your “WALKMAN” without a computer.

Checking the remaining battery power

Remaining battery power is indicated by the OPR lamp. When the OPR lamp color changes to red, recharge the battery.

(*1) Blinks at about 5-second intervals during playback and pause.
(*2) Blinks quickly with a long beep.
When the battery is depleted, the OPR lamp blinks red quickly and a long beep is heard. After that, you cannot operate your “WALKMAN.” See [Details] on battery duration.

Hint

- When you turn off your “WALKMAN,” the OPR lamp turns off slowly by indicating the charging status.

Notes on charging the battery

- The supplied USB cable is not water resistant. Before charging the battery, make sure your “WALKMAN” is not wet [Details].
- Charge the battery in an ambient temperature of between 5 ºC (41 ºF) to 35 ºC (95 ºF). If you try to charge the battery in an ambient temperature outside this range, it will not properly charge. In such a case, the OPR lamp blinks red.
- The number of times the battery can be recharged before it is used up is approximately 500 times. This number may vary depending on the conditions under which you use your “WALKMAN.”
- The control buttons on your “WALKMAN” become inoperatable while connected to a computer.
- To prevent battery deterioration, charge the battery at an interval of at least every six months to a year.
- If the computer enters a power saving mode such as the Sleep or Hibernation mode while your “WALKMAN” is connected via the USB cable, the battery of your “WALKMAN” will not be charged. Instead, your “WALKMAN” continues to draw power from the battery, discharging it.
- Do not leave your “WALKMAN” connected for extended periods of time to a laptop computer that is not connected to AC power. Leaving your “WALKMAN” connected may discharge the computer’s battery.
- Disconnect your “WALKMAN” from the computer before you turn on, restart, wake up from the sleep mode, or shut down the computer.
- Heat may build up in your “WALKMAN” while charging. This is not a malfunction.
- When you use your “WALKMAN” for the first time, or if you have not used your “WALKMAN” for a long time, recharge it fully (until the OPR lamp turns off).
- When you use your “WALKMAN” for the first time, or if you have not used your “WALKMAN” for a long time, it may take a few minutes to be recognized by the computer, even if charging has already started (the OPR lamp lights up in red). Check that the computer recognizes your “WALKMAN” after you have connected it to the computer for about 5 minutes.

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Extending the battery life

Turning off your “WALKMAN” manually
Adjusting data format and bit rate
Turning the volume down

By managing the power supply properly, you can save battery power for longer usage time between charges.

Turning off your “WALKMAN” manually

Even while paused, your “WALKMAN” consumes battery power. To prevent the battery power from being depleted, turn off your “WALKMAN” manually.

Adjusting data format and bit rate

Playing time varies as battery life can be affected by the format and bit rate of songs that are played.
For details on charging time and battery life, see [Details].

Turning the volume down

You can save battery power by turning down the volume on your “WALKMAN.”

Related Topics

Charging time

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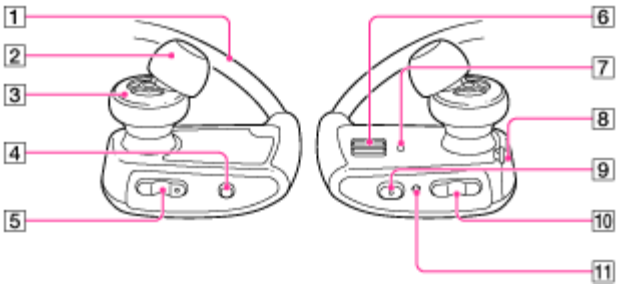

1 Neckband

2 Earbud [Details]

3 Headphone section

4 SHUF (Shuffle)/PLAYLISTS button

Press to start shuffle playback [Details].

Press and hold for longer than 1 second to play a playlist [Details].

5 VOL + (*1)/– button [Details]

Press to adjust the volume.

(*1) There is a tactile dot. Use it to help with button operations.

6 POWER switch [Details]

7 OPR (Operation) lamp [Details]

8 USB jack cover

Connect the USB cable (supplied).

9 ▶II button (*1)

Press to start/pause playback [Details].

Press and hold for longer than 1 second to start ZAPPIN playback [Details].

(*1) There is a tactile dot. Use it to help with button operations.

10 I◀◀/▶▶I button [Details]

Press to skip to the previous/next song.

Press and hold for longer than 1 second to skip to the beginning of the previous or next folder.

11 RESET button [Details]

Press the RESET button with a small pin, etc., to reset your “WALKMAN.”

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About the status of the OPR lamp

The OPR lamp indicates the following conditions in addition to charging status and remaining battery power.

1 OPR lamp

When you turn on your “WALKMAN”

Condition indicated	Status of OPR lamp		Sound
Starting up and initializing.	→	Lights up and then blinks	Repeated startup sound
An error has occurred.		Lights up	Error sound

When you turn off your “WALKMAN”

Condition indicated	Status of OPR lamp		Sound
Current remaining battery power. (*1)	or or	Lights up and then turns off slowly	—

(*1) When you turn off your “WALKMAN,” the OPR lamp turns off slowly by indicating the charging status.

During playback or pause

Condition indicated	Status of OPR lamp		Sound
	or	Blinks at about 5-	

Current remaining battery power.	or	second intervals	—
There is no file that can be played on your “WALKMAN.”		Blinks twice repetitively	Message “NO DATA”
You are trying to play an unsupported format or DRM file.			Double short beep
You are trying to play an expired file.			Message “EXPIRED”
The battery power is nearly depleted.		Blinks three times repetitively	Long double beep

While connected to a computer or AC adaptor

Condition indicated	Status of OPR lamp		Sound
Battery is being charged.		Lights up	—
Battery has been fully charged.		Turns off	—
Accessing to your “WALKMAN” via the USB cable, such as when data is being transferred.		Blinks quickly	—
You are trying to charge the battery in an ambient temperature out of the range of 5 ºC (41 ºF) to 35 ºC (95 ºF).		Blinks twice repetitively	—

AVLS setting

Condition indicated	Status of OPR lamp		Sound
You have entered AVLS setting mode.		Lights up	—
AVLS is set to on.		Blinks twice repetitively	—
AVLS is set to off.		Blinks twice repetitively	—

Formatting setting

Condition indicated	Status of OPR lamp		Sound
You have entered formatting setting mode.		Blinks	—
Waiting for setting whether formatting is executed or not.		Lights up	—
Waiting for execution of formatting.		Lights up	—
Formatting is being executed.		Blinks quickly	—

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How to install the earbuds

At the time of purchase, M size earbuds are installed (S and L sizes are also supplied). To enjoy better sound quality, change the size of the earbuds or adjust the earbud position to fit in your ears comfortably and snugly.
When you replace the earbuds, twist them so they attach firmly on your “WALKMAN” to prevent the earbuds from detaching and remaining in your ear.
If an earbud becomes damaged, optional earbuds (EP-EX1) are available for purchase.

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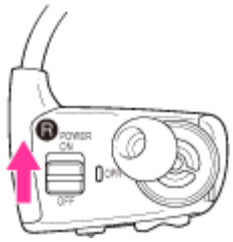
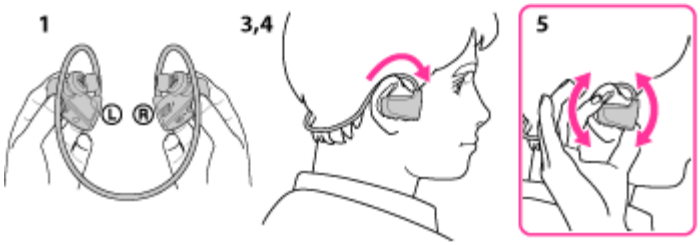
How to place your “WALKMAN” on your ears

1. Check the left (L) and right (R) parts of your “WALKMAN.”
2. Slide the POWER switch located on the right (R) part to the ON position to turn on your “WALKMAN.”



3. Hang the neckband over the back of your ears.
4. Place the headphone sections into your ears.
5. Adjust your “WALKMAN” so it feels comfortable.



Note

- If your “WALKMAN” does not feel comfortable, replace the earbuds. For details about how to install the earbuds, see [Details].
- Do not use strong force to deform or bend the neckband. If you bend the neckband at the same part repeatedly, it may break. If it breaks, a wire-like metal may project from the covering and you could injure yourself. If the neckband breaks, stop using your “WALKMAN.”

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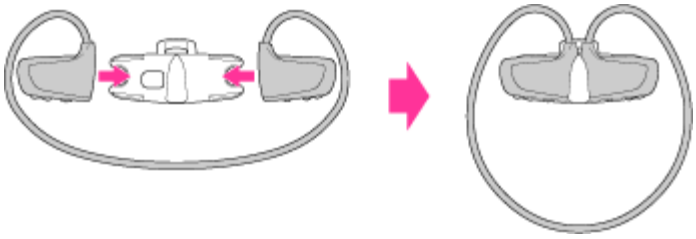
How to store your “WALKMAN” in the holder

Whenever carrying or when not using your “WALKMAN,” store your “WALKMAN” in the supplied holder.

1. Turn off your “WALKMAN.”
2. Attach your “WALKMAN” to the holder firmly.



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About the software

Bundled software
Compatible software

You can use the software shown below to manage music on your computer or transfer music to your “WALKMAN.”

Bundled software

Content Transfer

Content Transfer can transfer music from a computer to your “WALKMAN” by a simple drag-and-drop operation. You can use Windows Explorer or iTunes, etc., to drag-and-drop data to Content Transfer. For details on operation, refer to the Help of the software.
Transferable files: MP3, WMA, AAC, WAV

Walkman Guide

The User Guide (this manual) and a useful list of links are available to you.

Compatible software

Windows Media Player

Windows Media Player can import music from CDs and transfer data to your “WALKMAN.”
Transferable files: MP3, WMA
For details on operation, refer to the Help of the software, or visit the following web site.
http://support.microsoft.com/

Related Topics

Importing music from CDs using Windows Media Player
Transferring music using Windows Media Player
Transferring music using Content Transfer

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Importing music from CDs using Windows Media Player

You can use Windows Media Player to copy (rip) music from your CDs. Follow these instructions to rip songs from a CD to your computer.

Hint

- For details about usage or support on Windows Media Player, refer to Windows Media Player information from the following web site:
  http://support.microsoft.com/

1. Insert an audio CD.
2. Start up Windows Media Player, and then click the [Rip] tab at the top of the window.
   When connected to the Internet, Windows Media Player obtains CD information (CD title, song name, artist name, etc.), and displays it in the window.
3. Click [Start Rip].
   Windows Media Player begins to import the CD.
   The imported songs are indicated as [Ripped to library]. Wait until all songs have been imported.

Hint

- Imported songs are stored in the [My Music] folder (Windows XP/ Windows 7) or [Music] folder (Windows Vista) of the computer. Click the [Library] tab of the Windows Media Player window to find them.
- Windows Media Player obtains CD information from a database on the Internet. However, depending on the CD, information may not be available in the database. If your CDs' information is missing, you can add it after importing. For information about adding and editing CD information, refer to the Help of Windows Media Player.
  If you want a song to not be imported, uncheck the checkbox to the left of the song title.

Note

- Imported songs are for private use only. Use of the songs beyond this limitation requires permission of the copyright holders.

Related Topics

About the software

Transferring music using Windows Media Player

Transferring music using Content Transfer
Transferring content using Windows Explorer
Playing music

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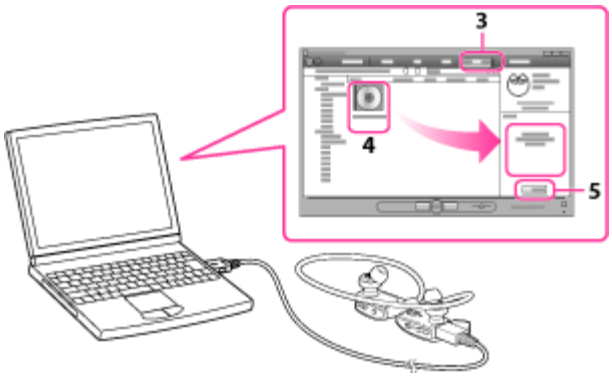
Transferring music using Windows Media Player

You can use Windows Media Player to transfer music from your computer to your “WALKMAN.”



Note

- If Content Transfer starts automatically after connecting your “WALKMAN” to your computer using the USB cable (supplied), close or ignore Content Transfer as that software doesn’t need to be used. For details on setting automatic start of Content Transfer, refer to the Help of Content Transfer.
- Do not disconnect the USB cable (supplied) while the OPR lamp is blinking. Otherwise, the data being transferred or the data stored in your “WALKMAN” may be damaged.
- The control buttons on your “WALKMAN” become inoperatable while connected to a computer.

Hint

- For details about how to use Windows Media Player or for product support, refer to Windows Media Player information from the following web site:
  http://support.microsoft.com/

1. Start up Windows Media Player, and then connect your “WALKMAN” to your computer using the USB cable (supplied).
   The [Device Setup] window appears.
2. Click [Cancel].
   Close the auto play window, if it appears, by clicking [Cancel] or the Close icon.
   - If you click [Finish] instead of [Cancel], the entire library data of Windows Media Player is automatically copied to your “WALKMAN.” If the library data size is larger than the available storage space on your “WALKMAN,” the copy process will not start.
   - You can open the [Device Setup] window at any time. To open it, right-click [WALKMAN] on the left side of the Windows Media Player window and then click [Set Up Sync].
3. Click the [Sync] tab on the Windows Media Player window.
4. Drag-and-drop the desired songs to the Sync List on the right side of the window.
   The songs are added to the Sync List.
5. Click [Start Sync] to start synchronization.
   When synchronization is completed, a message confirming you can disconnect your “WALKMAN” appears on the Sync List. After completion, close Windows Media Player and disconnect your “WALKMAN” from the computer.

Related Topics

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Transferring content using Windows Explorer

Playing music

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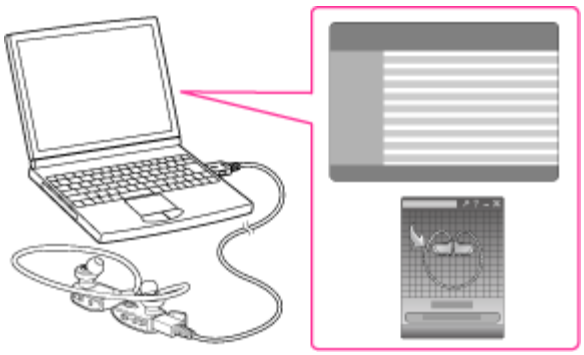
Transferring music using Content Transfer

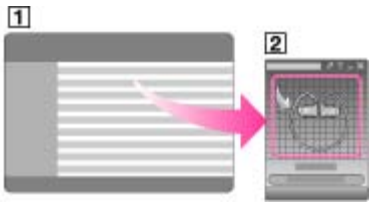
You can transfer music stored on your computer to your “WALKMAN” using Content Transfer. If you have already managed music with iTunes, etc., you can use that software to drag-and-drop music to Content Transfer. You can also use Windows Explorer to drag-and-drop music to Content Transfer.



Note

- You cannot transfer data to Content Transfer using drag-and-drop from the Windows Media Player window.
- Music with copyright protection cannot be transferred.
- Content Transfer supports data transfer from iTunes 9.0 to your “WALKMAN.” For details on restrictions on transferring songs from iTunes, visit the customer support web sites [Details].
- Do not disconnect the USB cable (supplied) while the OPR lamp is blinking. Otherwise, the data being transferred or the data stored in your “WALKMAN” may be damaged.
- The control buttons on your “WALKMAN” become inoperatable while connected to a computer.

1. Connect your “WALKMAN” and your computer using the USB cable (supplied).
   Content Transfer starts automatically.
   - For details on setting automatic start and on general operation of Content Transfer, refer to the Help of Content Transfer.
   - You can also click [All programs] in the [start] menu, and then [Content Transfer] - [Content Transfer] to start the software.
   - To transfer the desired songs from iTunes, etc., start up that software.
2. Select the desired songs (1), and drag-and-drop them to Content Transfer (2).
   Content Transfer recognizes the type of data by filename extension and sends the data to the appropriate folder of your “WALKMAN.”



Related Topics

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Transferring music using Content Transfer
Transferring content using Windows Explorer
Playing music

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Top page > How to Use the Software > Windows Explorer (Drag-and-Drop) > Transferring content using Windows Explorer

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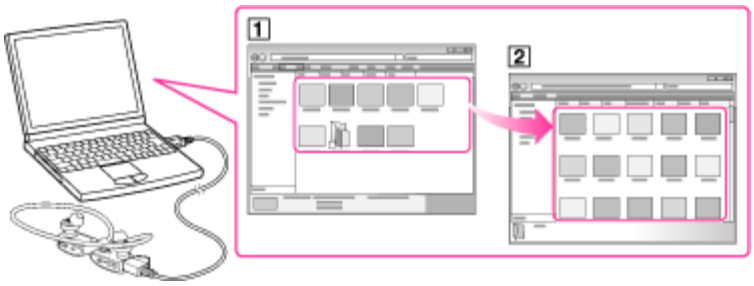
Transferring content using Windows Explorer

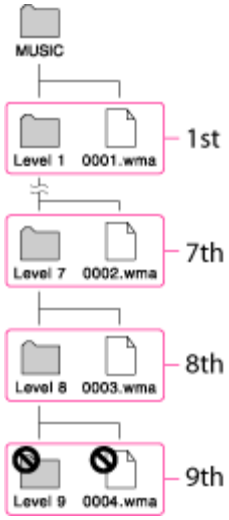
You can directly transfer music by drag-and-drop using Windows Explorer on your computer.



1. Connect your “WALKMAN” and your computer using the USB cable (supplied).
2. Click [start] – [My Computer] or [Computer] – [WALKMAN] – [Storage Media], and then select the MUSIC folder.
   Data hierarchy may differ depending on your computer environment.
3. Drag-and-drop songs or folders (1) into the MUSIC folder (2) or one of their subfolders.

About the data hierarchy

Drag and drop songs or folders into the correct folder as shown in the following illustrations.
Your “WALKMAN” can play back songs on the 1st to 8th level of each folder.



Note

- Do not disconnect the USB cable (supplied) while the OPR lamp is blinking. Otherwise, the data being transferred or the data stored in your “WALKMAN” may be damaged.
- The control buttons on your “WALKMAN” become inoperatable while connected to a computer.
- Do not change folder name or delete the MUSIC folder.
- Some songs may not be played back on your “WALKMAN” due to copyright protection.
-

- If Content Transfer starts automatically after connecting your “WALKMAN” to your computer using the USB cable (supplied), close or ignore Content Transfer as Content Transfer doesn’t need to be used. For details on setting automatic start of Content Transfer, refer to the Help of Content Transfer.

Related Topics

Transferring music using Windows Media Player

Transferring music using Content Transfer

Playing music

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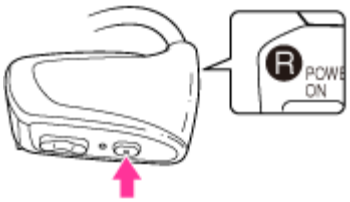
Playing music



1. Turn on your “WALKMAN.”
2. Press the ▶II button.
   To pause music, press the ▶II button again.

Note

- When paused, if there is no operation for 30 minutes, your “WALKMAN” automatically enters standby mode.
- When paused, your “WALKMAN” consumes battery power.
- To stop playback completely, turn off your “WALKMAN” manually.

Hint

- Press and hold the ▶II button for longer than 1 second while playing back music, to start ZAPPIN playback [Details].
- Songs stored on the player are played back in the order of the file or folder names (in numerical or alphabetical order). Also, in the overall hierarchy of all files and folders, songs belonging to each folder are played back in their hierarchical order.
  If you rename the files or folders on your “WALKMAN,” the playback order of the songs can be changed.
  However, the renamed files or folders on your “WALKMAN” are recognized as being different from those with the original name, so the files or folders of the original name are transferred to your “WALKMAN” again.
- When playback of the last song is finished, your “WALKMAN” automatically restarts playback from the first song and continues in sequential order.

Related Topics

Importing music from CDs using Windows Media Player
Transferring music using Windows Media Player
Transferring music using Content Transfer
Transferring content using Windows Explorer
Skipping to the previous/next song
Skipping to the previous/next folder
Playing songs in a playlist
Shuffle playback
ZAPPIN playback
Adjusting the volume
Deleting songs

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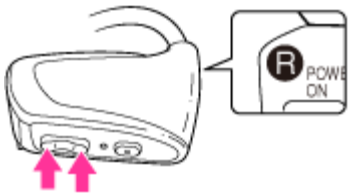
Skipping to the previous/next song



1. Press the ⏮ (backward) or ⏭ (forward) button to skip to the previous/next song.

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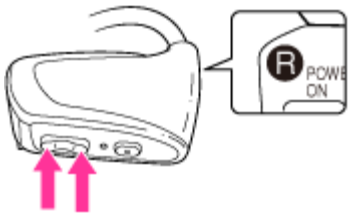
Skipping to the previous/next folder



1. Press and hold the ⏮ (backward) or ⏭ (forward) button for longer than 1 second to skip to the beginning of the previous/next folder.

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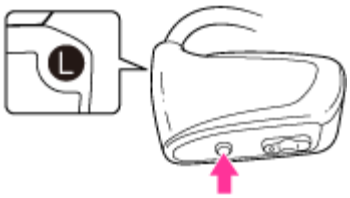
Shuffle playback



1. Press the SHUF (Shuffle)/PLAYLISTS button to play songs in random order.
   To return to normal playback, press the SHUF (Shuffle)/PLAYLISTS button again.

Note

- During shuffle playback, you cannot skip to the previous or next folder, even if you press and hold the ⏮/⏭ button for longer than 1 second.

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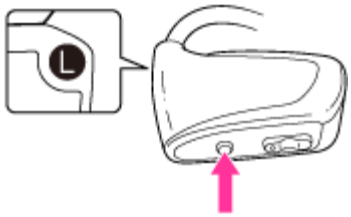
Playing songs in a playlist

Playlists are created using Windows Media Player. For information on how to create a playlist, refer to the Help of Windows Media Player.



1. Press and hold the SHUF (Shuffle)/PLAYLISTS button for longer than 1 second to play songs in a playlist.
   Press and hold the ⏮/⏭ button for longer than 1 second to skip to the beginning of the previous/next playlist.
   To return to playback of all the songs transferred to your “WALKMAN,” press and hold the SHUF (Shuffle)/PLAYLISTS button for longer than 1 second during playback of songs in a playlist.

Note

- When you play songs in a playlist, only the songs registered in that playlist are played back repeatedly.

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ZAPPIN playback

- What is ZAPPIN Playback?
- Starting ZAPPIN playback
- Skipping to the previous/next song, shuffle playback, or playlist playback during ZAPPIN playback
- Changing the playback time of song clips in ZAPPIN playback
- Returning to normal playback
- Pausing playback during ZAPPIN playback

What is ZAPPIN Playback?

ZAPPIN enables sequential playback of song clips for a preset duration.

Normal playback

Press and hold the ▶II button for longer than 1 second during normal playback.

ZAPPIN playback

The ZAPPIN playback can be set to either “Zappin short” for 4 seconds or “Zappin long” for 15 seconds.

Press and hold the ▶II button for longer than 1 second to change to “short” or “long.”

ZAPPIN Short

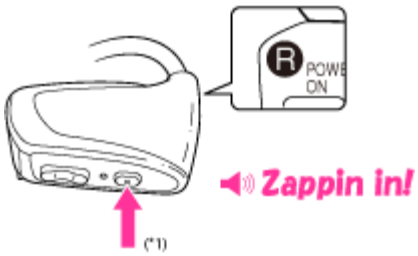
ZAPPIN Long

Press the ▶II button shortly during ZAPPIN playback.

Normal playback

Starting ZAPPIN playback

1. Press and hold the ▶II button for longer than 1 second during normal playback.
   The voice guidance “Zappin in” is heard and ZAPPIN playback starts.



(*1) Press and hold the ▶II button for longer than 1 second.

Note

- If the most recognizable part of a song cannot be found, the song is played back a point about 45 seconds from the beginning. If the length of the song is less than 45 seconds, the song is played back from a point somewhere before the end of the song.
- To find the most recognizable part of a song, the song must first be analyzed through 12 TONE ANALYSIS. Transfer songs using Content Transfer which will analyze songs by 12 TONE ANALYSIS. Check that 12 TONE ANALYSIS is set to [Automatic] or [Always ON.]

Skipping to the previous/next song, shuffle playback, or playlist playback during ZAPPIN playback

During ZAPPIN playback, you can skip to the previous/next song, play shuffle playback, or play a playlist.
The operating procedure is same as that for normal playback.

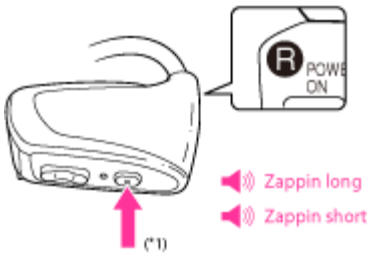
Changing the playback time of song clips in ZAPPIN playback

The playback time for song clips can be set to either “Long” or “Short.”

ZAPPIN short (4 seconds)

ZAPPIN long (15 seconds)

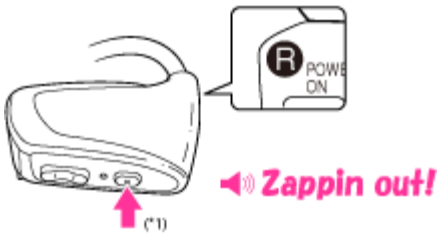
1. Press and hold the ▶II button for longer than 1 second during ZAPPIN playback.
   The voice guidance “Zappin long” or “Zappin short” is heard and the playback time of song clips changes.



(*1) Press and hold the ▶II button for longer than 1 second.

Returning to normal playback

1. Press the ▶II button.
   The voice guidance “Zappin out” is heard and your “WALKMAN” returns to normal playback.



(*1) Press the ▶II button shortly.

Your “WALKMAN” restarts normal playback from the beginning of the song being played when you pressed the ▶II button.

Pausing playback during ZAPPIN playback

1. Press the ▶II button.
   The voice guidance “Zappin out” is heard and your “WALKMAN” returns to normal playback.
2. Press the ▶II button again.
   Playback is paused.

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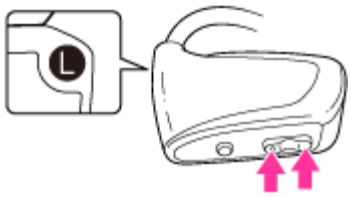
Adjusting the volume



Adjust the volume with the VOL+/- button. The volume can be adjusted in 31 steps: from 0 to 30. “10” is set by default.
If you turn off your “WALKMAN” with the volume set to “0,” the volume will be automatically set to “1” when you start playback next time.

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Deleting songs

When you delete songs from your “WALKMAN,” use the software you used to transfer the songs or use Windows Explorer.
For details about using the software, refer to the Help of the software.

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Limiting the volume (AVLS (Volume Limit))

You can set AVLS (Automatic Volume Limiter System) to limit the maximum volume to prevent auditory issues or distractions such as leaking noise at high volume, oppressive feeling in the ear, and danger from blocking outside sounds.
AVLS is set to off by default.

Note
The AVLS setting is available only while playback is paused.

1. Turn on your “WALKMAN.”
2. Press and hold the ▶II button for about 5 seconds while pressing the VOL+ button until the OPR lamp lights in orange.
   The OPR lamp turns off when you release the ▶II button and the VOL+ button. The OPR lamp blinks green twice and AVLS is set to on.
   The volume is kept to a moderate level.

To return the AVLS setting to off, repeat steps 1 to 2. When AVLS is set to off, the OPR lamp blinks red twice in step 2.

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Setting the play mode

Your “WALKMAN” offers a variety of playback modes as follows.

Mode	Description
Normal	The songs in your “WALKMAN” are played back in the song list order [Details].
Shuffle	The songs in your “WALKMAN” are played back in random order [Details].
Playlist	The songs in your “WALKMAN” are played back in the playlist order [Details].
ZAPPIN Short	The songs in your “WALKMAN” are sequentially played back in clips of 4 seconds each [Details].
ZAPPIN Long	The songs in your “WALKMAN” are sequentially played back in clips of 15 seconds each [Details].

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What can I do to solve a problem?

If your “WALKMAN” does not function as expected, try the following steps to resolve the issue.

1. Find the symptoms of the issue in this manual, and try any corrective actions listed.
2. Connect your “WALKMAN” to your computer to charge the battery.
   You may be able to resolve some issues by charging the battery [Details].
3. Press the RESET button with a small pin, etc.
   When you reset your “WALKMAN,” please make sure of the following.
   - The POWER switch is on the ON position.
   - Your “WALKMAN” is not connected to your computer.
   - Your “WALKMAN” is not playing back music.

4. Check information on the issue in the Help of the individual software.
5. Look up information on the issue on one of the customer support web sites [Details].
6. If the approaches listed above fail to resolve the issue, consult your nearest Sony dealer.

Hint

- No data will be deleted by resetting your “WALKMAN.”

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Customer support web sites

If you have any questions or issues with this product, or would like information on items compatible with this product, visit the following web sites.

For customers in the USA:
http://www.sony.com/walkmansupport

For customers in Canada:
http://www.sony.ca/ElectronicsSupport/

For customers in Europe:
http://support.sony-europe.com/DNA

For customers in Latin America:
http://www.sony-latin.com/index.crp

For customers in other countries/regions:
http://www.sony-asia.com/support

For customers who purchased the overseas models:
http://www.sony.co.jp/overseas/support/

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List of symptoms and possible causes

The following topics show possible causes of and remedies for symptoms. See the appropriate topic according to your problem.

- Operation
- Power
- Connection to a computer
- ZAPPIN

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Operation

There is no sound.

- The volume level is set to zero.
  → Turn the volume up.

Your “WALKMAN” does not work. (It does not respond to any button operations.)

- The POWER switch is set to the OFF position.
  → Slide the POWER switch to turn on [Details].
- The remaining battery power is low or insufficient.
  → Charge the battery by connecting your “WALKMAN” to your computer [Details].
- Your “WALKMAN” is connected to your computer via USB connection.
  → Disconnect the USB connection, then operate your “WALKMAN.”

There is insufficient volume.

- [AVLS (Volume Limit)] is set to on.
  → Set [AVLS (Volume Limit)] to off [Details].

Operation of skip folder does not work.

- Your “WALKMAN” performs shuffle playback.
  → Return to normal playback by pressing the SHUF (Shuffle)/PLAYLISTS button [Details].

Playback in not in the order that you expected.

- Your “WALKMAN” performs shuffle playback.
  → Return to normal playback by pressing the SHUF (Shuffle)/PLAYLISTS button [Details].

During playback of a song, the next song is suddenly started.

- Your “WALKMAN” performs ZAPPIN playback.
  → Return to normal playback by pressing the ▶II button shortly [Details].

The OPR lamp blinks red, an error-beep is heard, and no data is played/your “WALKMAN” cannot be turned on [Details].

- The remaining battery power is low or insufficient.
  → Recharge the battery, see [Details].
- You are trying to play an unsupported format or DRM file.
  → Transfer files in a playable format, see [Details]. If you don’t need the files that cannot be

played, delete them from your “WALKMAN.”

- Formatting your “WALKMAN” failed to complete, or you formatted your “WALKMAN” on the computer.
  - → Retry formatting your “WALKMAN” [Details].
- There is no song that can be played on your “WALKMAN.”
  - → Transfer data to your “WALKMAN.”
- There is not sufficient free space.
  - → Delete any unnecessary data to increase free space.
  - → For details on the maximum recordable number of files or folders, see [Details] and capacity (user available capacity), see [Details].

The OPR lamp blinks red while playing back and the voice guidance “EXPIRED” is heard [Details].

- The playback limitation period of the song has expired or the playback limitation count has been reached based on subscription conditions, etc.
  - → Visit the distributor’s web site from which you purchased the song, and update it.
  - → If you don’t need the song, delete it from your “WALKMAN.”

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Power

Battery life is short.

- The operating temperature is below 5 °C (41 ºF).
  - → Battery life becomes shorter as a result of the battery characteristics. This is not a malfunction.
- Battery charging time is not sufficient.
  - → Charge the battery until the OPR lamp goes off. The OPR lamp lights up during charging.
- The volume level is high.
  - → If you turn up the volume, battery life will become shorter, because this increases the consumption of battery power.
- You have not used your “WALKMAN” for a prolonged period.
  - → The efficiency of the battery will improve by repeatedly charging and discharging it.
- When usable battery life becomes half the usual time, even after charging the battery fully, the battery should be replaced.
  - → Consult your nearest Sony dealer.
- When your computer enters a power saving mode such as the Sleep or Hibernation mode while your “WALKMAN” is connected via the USB cable, the battery of your “WALKMAN” will not be charged. Instead, your “WALKMAN” continues to draw power from the battery, discharging it.
  - → Disconnect the USB cable after fully charging.
  - → Prevent your computer from entering Sleep or Hibernation mode.

Your “WALKMAN” cannot charge the battery.

- The USB cable is not connected to a USB connector on your computer properly.
  - → Disconnect the USB cable, and then reconnect it.
  - → Use the supplied USB cable.
- The battery is charged in an ambient temperature out of the range of 5 °C (41 ºF) to 35 °C (95 ºF).
  - → Charge the battery in an ambient temperature of 5 °C (41 ºF) to 35 °C (95 ºF) [Details].
- Your computer is not on.
  - → Turn on the computer.
- Your computer has entered Sleep or Hibernation mode.
  - → Cancel the computer’s Sleep or Hibernation mode.
- If the symptom that you encountered does not apply to those listed above, press the RESET button of your “WALKMAN” [Details] and reconnect it to the computer by using the USB cable (supplied).
- You have not used your “WALKMAN” for more than a year.
  - → Depending on the conditions under which your “WALKMAN” is used, the battery may have been deteriorated. Consult your nearest Sony dealer.

Your “WALKMAN” takes a long time to start.

- It may take time to start if many files or folders are stored. While starting, your “WALKMAN” emits a startup sound.

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Connection to a computer

The computer does not recognize your “WALKMAN.”

- Your “WALKMAN” is not connected to the computer by using the supplied USB cable.
  - → Connect your “WALKMAN” to the computer by using the supplied USB cable. If you use a USB cable other than the one supplied, it may not connect to the computer properly and the computer may not recognize your “WALKMAN.”
- Your “WALKMAN” is not connected to the supplied USB cable properly.
  - → Connect your “WALKMAN” to the supplied USB cable properly and firmly. Charging will start (the OPR lamp lights up in red) even if the connection was not made properly, but there is a possibility that the computer has not recognized your “WALKMAN.” In such a case, disconnect your “WALKMAN” from the supplied USB cable and then connect to the supplied USB cable again.
- The remaining battery power is low or insufficient.
  - → Recharge the battery. When you use your “WALKMAN” for the first time, or if you have not used your “WALKMAN” for a long time, it may take a few minutes to be recognized by the computer, even if charging has already started (the OPR lamp lights up in red). Check that the computer recognizes your “WALKMAN” after you have connected it to the computer for about 5 minutes.

Data cannot be transferred to your “WALKMAN” from your computer.

- Your “WALKMAN” is not connected to the USB cable properly.
  - → Disconnect the USB cable, and then reconnect it.
- There is not enough free space in the built-in flash memory.
  - → Transfer any unnecessary data back to the computer to increase free space.
  - → For details on the maximum recordable number of files or folders, see [Details].
- Songs with a limited playing period or play count may not be transferred due to restrictions set by copyright holders. For details on the settings of individual audio file, contact the distributor.
- You may be attempting to transfer files that are not in a playable format.
  - → Transfer files in a playable format, see [Details].

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ZAPPIN

The most melodic and rhythmical part of a song is not played back in ZAPPIN playback.

- The song was not analyzed by 12 TONE ANALYSIS.
  - → Transfer songs using Content Transfer which will analyze songs by 12 TONE ANALYSIS. Check that 12 TONE ANALYSIS is set to [Automatic] or [Always ON.]
- If the length of the song is under about 30 seconds, the information on the most melodic or rhythmical section cannot be added.
- Information on the most melodic or rhythmical section cannot be added to linear PCM (.wav) files.

You cannot return to normal playback from ZAPPIN playback.

- To return to normal playback, press the ▶II button for less than about 1 second [Details].

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Important product information

“FOR UNITED STATES CUSTOMERS. NOT APPLICABLE IN CANADA, INCLUDING IN THE PROVINCE OF QUEBEC.
POUR LES CONSOMMATEURS AUX ÉTATS-UNIS. NON APPLICABLE AU CANADA, Y COMPRIS LA PROVINCE DE QUÉBEC.”
The following FCC statement applies only to the version of this model manufactured for sale in the USA. Other versions may not comply with FCC technical regulations.
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:

- Reorient or relocate the receiving antenna.
- 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.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.
If you have any questions about this product:
Visit: www.sony.com/walkmansupport
Contact: Sony Customer Information Service Center at 1-(866)-456-7669
Write: Sony Customer Information Service Center 12451 Gateway Blvd., Fort Myers, FL 33913

Declaration of Conformity
Trade Name:
SONY
Model No.:
NWZ-W262/W263
Responsible Party:
Sony Electronics Inc.
Address:.
16530 Via Esprillo, San Diego, CA 92127 U.S.A
Telephone Number:
858-942-2230
This device complies with Part 15 of the FCC Rules. Operation is subject 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.

Notice for customers: the following information is only applicable to equipment sold in countries applying EU directives

The manufacturer of this product is Sony Corporation, 1-7-1 Konan Minato-ku Tokyo, 108-0075

Japan. The Authorized Representative for EMC and product safety is Sony Deutschland GmbH, Hedelfinger Strasse 61, 70327 Stuttgart, Germany. For any service or guarantee matters please refer to the addresses given in separate service or guarantee documents.

For users in France

At high volume, prolonged listening to the personal audio player can damage the user's hearing.	

Disposal of Old Electrical & Electronic Equipment (Applicable in the European Union and other European countries with separate collection systems)

This symbol on the product or on its packaging indicates that this product shall not be treated as household waste. Instead it shall be handed over to the applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product. The recycling of materials will help to conserve natural resources. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

Disposal of waste batteries (applicable in the European Union and other European countries with separate collection systems)

This symbol on the battery or on the packaging indicates that the battery provided with this product shall not be treated as household waste.
On certain batteries this symbol might be used in combination with a chemical symbol. The chemical symbols for mercury (Hg) or lead (Pb) are added if the battery contains more than 0.0005% mercury or 0.004% lead.
By ensuring these batteries are disposed of correctly, you will help prevent potentially negative consequences for the environment and human health which could otherwise be caused by inappropriate waste handling of the battery. The recycling of the materials will help to conserve natural resources.
In case of products that for safety, performance or data integrity reasons require a permanent connection with an incorporated battery, this battery should be replaced by qualified service staff only.
To ensure that the battery will be treated properly, hand over the product at end-of-life to the applicable collection point for the recycling of electrical and electronic equipment.
For all other batteries, please view the section on how to remove the battery from the product safely. Hand the battery over to the applicable collection point for the recycling of waste batteries.
For more detailed information about recycling of this product or battery, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.
This Class B digital apparatus complies with Canadian ICES-003.

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Warning

The following instructions are important for using your “WALKMAN.” Be sure to follow the instructions below.

- Be sure not to short-circuit the terminals of your “WALKMAN” with metallic objects.
- Do not put any foreign object in your “WALKMAN.” Doing so may cause fire or electric shock. If fire or electric shock occurs, turn off your “WALKMAN” immediately, disconnect the USB cable from your “WALKMAN” and consult your nearest Sony dealer or Sony Service Center.
- Do not place your “WALKMAN” in fire.
- Do not take apart or remodel your “WALKMAN.” Doing so can result in electric shock. Consult your nearest Sony dealer or Sony Service Center for exchange of rechargeable batteries, internal checks or repair.
- Do not put any heavy object on top of your “WALKMAN” or apply a strong shock to your “WALKMAN.” Doing so may cause a malfunction or damage.

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Caution

Notes on use
Notes on usage environment

Notes on use

The following instructions are important for using your “WALKMAN.” Be sure to follow the instructions below.

- Do not touch the rechargeable battery with bare hands if it is leaking. Since battery liquid may remain in your “WALKMAN,” consult your nearest Sony dealer if the battery has leaked. If the liquid gets into your eyes, do not rub your eyes as doing so may lead to blindness. Wash out your eyes with clean water, and consult a doctor.
  Also, if the liquid gets on to your body or clothes, wash it off immediately. If you do not, it may cause burns or injury. If you are burned or injured by the liquid from the battery, consult a doctor.
- If your “WALKMAN” causes interference to radio or television reception, turn your “WALKMAN” off and move it away from the radio or television.
- In particularly dry air conditions, mild tingling may be felt on your ears. This is a result of static electricity accumulated in the body, and it is not a malfunction of your “WALKMAN.” The effect can be minimized by wearing clothes made from natural materials.
- Refrain from using your “WALKMAN” according to the in-flight announcements during take off or landing in an aircraft.
- If you see lightning or hear thunder, take off your “WALKMAN” immediately.
- If you experience an allergic reaction to your “WALKMAN,” stop using it at once and contact a doctor.

Notes on usage environment

- Never use your “WALKMAN” in a place subject to extremes of light, temperature, moisture or vibration. Also, never leave your “WALKMAN” exposed to high temperature such as in a car parked in the sun or under direct sunlight. Your “WALKMAN” may become discolored, distorted or damaged.
- Do not leave your “WALKMAN” in a place subject to excessive dust.
- Do not leave your “WALKMAN” on an unstable surface or in an inclined position.

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Notice for users

- Recorded songs are limited to private use only. Use of the songs beyond this limit requires permission of the copyright holders.
- Sony is not responsible for incomplete recording/downloading or damage to data due to problems with your “WALKMAN” or computer.
- Heat may build up in your “WALKMAN” while charging if it is used for an extended period of time.
- Note that condensation may form temporarily in cases such as when your “WALKMAN” is moved quickly from a low-temperature environment to a high-temperature environment or used in a room where a heater has been just turned on. Condensation is a phenomenon where moisture in the air adheres to surfaces such as metal panels, etc. and then changes to liquid.
  If condensation forms in your “WALKMAN,” leave it turned off until the condensation disappears. If you use your “WALKMAN” with condensation present, a malfunction may result.

About sample data (*1)

Your “WALKMAN” is pre-installed with sample data.
If you delete the sample data, you cannot restore it, and we will not supply any replacement data.
(*1) In some countries/regions some sample data may not be installed.

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Notes on safe listening

Road safety

Do not use your “WALKMAN” while operating a motorized vehicle. Doing so may create a traffic hazard and is illegal in many areas.
Avoid using your “WALKMAN” during sporting competition to avoid injury.
Avoid listening to your “WALKMAN” in situations where hearing must not be impaired.

Preventing hearing damage

Avoid using your “WALKMAN” at a 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.
Do not turn the volume up high all at once, especially when using your “WALKMAN.” Turn up the volume gradually to avoid excessive levels hurting your ears.

Consideration for others

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

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Notes on the 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 your “WALKMAN.”
- The software provided with your “WALKMAN” cannot be used with equipment other than that for which it is designated.
- Please note that, due to continued efforts to improve quality, the software specifications may be changed without notice.
- Operation of your “WALKMAN” with software other than that provided is not covered by the warranty.
- The ability to display the languages on supplied software will depend on the installed OS on your computer. For better results, please ensure that the installed OS is compatible with the desired language you want to display.
  - We do not guarantee all the languages will be able to be displayed properly on the supplied software.
  - User-created characters and some special characters may not be displayed.
- The explanations in this manual assume that you are familiar with the basic operations of Windows.
  For details on the use of your computer and operating system, please refer to their respective manuals.

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Notes on cleaning

- Clean your “WALKMAN” with a soft cloth, such as a cleaning cloth for eyeglasses.
- Should your “WALKMAN” become excessively dirty, clean it with a soft cloth slightly moistened with water or mild detergent solution.
- Do not use any type of abrasive pad, scouring powder, or solvent such as alcohol or benzene, as doing so may damage the surface of your “WALKMAN.”
- Be careful not to let water get into your “WALKMAN” from the USB jack when its cover is opened.

Cleaning the earbuds

Remove the earbuds from your “WALKMAN,” and wash them by hand with a mild detergent solution. After washing the earbuds, wipe them well.

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Storing data

You can store computer data on the built-in flash memory of your “WALKMAN” by transferring the data from your computer using Windows Explorer, or other transfer-capable software. If your “WALKMAN” is connected to the computer, the built-in flash memory appears in Windows Explorer as [WALKMAN].

Note

- Do not use the bundled software while using Windows Explorer to interact with the built-in flash memory of your “WALKMAN.”
- Do not disconnect the USB cable (supplied) while the OPR lamp is blinking. Otherwise, the data being transferred or the data stored in your “WALKMAN” may be damaged.
- Do not rename the MUSIC folder.

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Upgrading the firmware of your “WALKMAN”

You can update the firmware of your “WALKMAN.” Installing the latest firmware allows you to add new features to your “WALKMAN.” For details on the latest firmware and how to install it, visit the customer support web sites [Details].

1. Download the update program to your computer from the web site.
2. Connect your “WALKMAN” to your computer, and then start the update program.
3. Follow the on-screen instructions to update the firmware of your “WALKMAN.”
   Firmware update is completed.

Displaying the information of your “WALKMAN”

Before updating the firmware, check the information of your “WALKMAN” such as the model name, etc. To check the information, connect your “WALKMAN” to your computer and open “information.txt” in “My Computer” or “Computer” – “WALKMAN.”
The Information.txt contains the following information.
01:Model name
02:Memory capacity
03:Firmware version

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Formatting your “WALKMAN”

You can format the built-in flash memory of your “WALKMAN.”

Note

- If the memory is formatted, all data (songs, etc., including sample data installed at the factory, bundled software installer and the User Guide) will be erased. Be sure to verify the data stored in memory prior to formatting and export any important data to the hard disk of your computer.
- Be sure not to initialize (format) the built-in flash memory of your “WALKMAN” using Windows Explorer. If you have formatted with Windows Explorer, format again using your “WALKMAN.”
- Formatting is available only while playback is paused.
- If the OPR lamp lights up in red due to low remaining battery power, charge the battery before formatting your “WALKMAN.”
- The Content Transfer software included with your “WALKMAN” will also be deleted if the memory is formatted. If you need to reinstall it, download Content Transfer from the customer support web sites [Details].
- The settings of shuffle playback, playlist playback, ZAPPIN playback, AVLS (Volume Limit) and volume setting also return to their defaults if the memory is formatted.

1. Turn on your “WALKMAN.”
2. Press and hold the ▶II button for about 15 seconds until the OPR lamp blinks orange quickly.
   Release the ▶II button. The OPR lamp lights up in red.
3. Press the I◀◀ or ▶▶I button within 30 seconds after the OPR lamp lights up in red.
   The OPR lamp lights up in green and red alternately each time you press the I◀◀ or ▶▶I button.
4. Press the ▶II button while the OPR lamp lights up in green.
   The OPR lamp blinks green quickly and formatting is executed. When the OPR lamp turns off, formatting is completed.
   If you press the ▶II button while the OPR lamp lights up in red, or if 30 seconds have passed, formatting will be canceled.

Note

- When formatting is finished, your “WALKMAN” will reconstruct its database. While that is being done, you may not be able to transfer music or otherwise operate your “WALKMAN.”

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Deleting the bundled software

You can delete the bundled software from built-in memory by the following procedure or format your “WALKMAN.” If necessary, copy the data to your computer as a backup before deleting the bundled software.

1. Connect your “WALKMAN” to your computer using the USB cable (supplied).
2. Select [start] – [My Computer] or [Computer] – [WALKMAN] – [Storage Media].
3. Delete the [Setup.exe] file.

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License and trademark notice

- “WALKMAN” and “WALKMAN” logo are registered trademarks of Sony Corporation.
- 12 TONE ANALYSIS and its logo are trademarks of Sony Corporation.
- ZAPPIN and its logo are trademarks of Sony Corporation.
- Microsoft, Windows, Windows Vista and Windows Media are either trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries.
- MPEG Layer-3 audio coding technology and patents licensed from Fraunhofer IIS and Thomson.
- IBM and PC/AT are registered trademarks of International Business Machines Corporation.
- Apple, Macintosh and iTunes are trademarks of Apple Inc., registered in the U.S. and other countries.
- Pentium is a trademark or a registered trademark of Intel Corporation.
- All other trademarks and registered trademarks are trademarks or registered trademarks of their respective holders. In this manual, TM and ® marks are not specified.

This product contains technology subject to certain intellectual property rights of Microsoft. Use or distribution of this technology outside of this product is prohibited without the appropriate license(s) from Microsoft.

Content owners use Windows Media digital rights management technology (WMDRM) to protect their intellectual property, including copyrights. This device uses WMDRM software to access WMDRM-protected content. If the WMDRM software fails to protect the content, content owners may ask Microsoft to revoke the software’s ability to use WMDRM to play or copy protected content. Revocation does not affect unprotected content. When you download licenses for protected content, you agree that Microsoft may include a revocation list with the licenses. Content owners may require you to upgrade WMDRM to access their content. If you decline an upgrade, you will not be able to access content that requires the upgrade.

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Supported file format

Audio Formats (Codec)	
MP3	Media File format: MP3 (MPEG-1 Layer3) file format File extension: .mp3 Bit rate: 32 to 320 kbps (Supports variable bit rate (VBR)) Sampling frequency (*1): 32, 44.1, 48 kHz
WMA	Media File format: ASF file format File extension: .wma Bit rate: 32 to 192 kbps (Supports variable bit rate (VBR)) Sampling frequency (*1): 44.1 kHz ● Compatible with WM-DRM 10
AAC-LC (*2)	Media File format: MP4 file format File extension: .mp4, .m4a, .3gp Bit rate: 16 to 320 kbps (Supports variable bit rate (VBR)) (*3) Sampling frequency (*1): 8, 11.025, 12, 16, 22.05, 24, 32, 44.1, 48 kHz
Linear PCM	Media File format: Wave-Riff file format File extension: .wav Bit rate: 1,411 kbps Sampling frequency (*1): 44.1 kHz

(*1) Sampling frequency may not correspond to all encoders.

(*2) Copyright protected AAC-LC files cannot be played back.

(*3) Non-standard bit rates or non-guaranteed bit rates are included depending on the sampling frequency.

Maximum recordable number of songs and time (Approx.)

The approximate times are based on the case in which you transfer only 4 minutes songs in the MP3 format. Other playable audio file format song numbers and times may differ from MP3 format.

	NWZ-W262 (2 GB)		NWZ-W263 (4 GB)	
Bit rate	Number	Time	Number	Time
48 kbps	1,200	80 hr. 00 min.	2,600	173 hr. 20 min.
64 kbps	950	63 hr. 20 min.	1,950	130 hr. 00 min.
128 kbps	470	31 hr. 20 min.	990	66 hr. 00 min.
256 kbps	230	15 hr. 20 min.	490	32 hr. 40 min.
320 kbps	190	12 hr. 40 min.	390	26 hr. 00 min.
1,411 kbps (Linear PCM)	40	2 hr. 40 min.	90	6 hr. 00 min.

Maximum recordable number of files or folders (Approx.)

Files: 2,640, Folders: 500

Maximum recordable number of playlists

Maximum transferrable number of playlists: 500
Maximum containable number of songs in each playlist: 999

Capacity (User available capacity) (*1)

NWZ-W262: 2 GB (Approx. 1.7 GB = 1,825,361,101 bytes)
NWZ-W263: 4 GB (Approx. 3.55 GB = 3,811,783,475 bytes)
(*1) Available storage capacity of your “WALKMAN” may vary.
A portion of the memory is used for data management functions.

Interface

USB MicroB connector
Hi-Speed USB (USB 2.0 compliant)

Operating temperature

5 °C (41 ºF) to 35 °C (95 ºF)

Power source

- Built-in rechargeable lithium-ion battery
- USB power (from a computer via the supplied USB cable)

Charging time

USB-based charging
Approx. 1.5 hours
Quick charge
Approx. 3 minutes charge enables up to approx. 60 minutes playback.

Battery life (continuous playback)

The time below may differ depending on ambient temperature or the status of use.

Playback at MP3 128 kbps	Approx. 8 hours
Playback at WMA 128 kbps	Approx. 8 hours
Playback at AAC-LC 128 kbps	Approx. 7 hours
Playback at Linear PCM 1,411 kbps	Approx. 7 hours

Mass

Approx. 32 g (1.2 oz)

Water resistant

IPX5 (IEC60529)

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Contents

- “WALKMAN” (1)
- Earbuds (Size S, L) (Supplied in pairs)
  At purchase, M size earbuds are installed.
- USB cable (1)
- Holder (1)
- Quick Start Guide (1)
- Notes on Water Resistant Specifications (1)
- Software
  The software is stored in the built-in flash memory of your “WALKMAN,” and includes the following items:
  − Content Transfer
  − WALKMAN Guide
  − User Guide, etc.

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System requirements

- Computer
  IBM PC/AT compatible computer preinstalled with the following Windows operating systems (*1):
  - Windows XP Home Edition (*2) (Service Pack 3 or later)
  - Windows XP Professional (*2) (Service Pack 3 or later)
  - Windows Vista Home Basic (Service Pack 1 or later)
  - Windows Vista Home Premium (Service Pack 1 or later)
  - Windows Vista Business (Service Pack 1 or later)
  - Windows Vista Ultimate (Service Pack 1 or later)
  - Windows 7 Home Basic
  - Windows 7 Home Premium
  - Windows 7 Professional
  - Windows 7 Ultimate

Not supported by OSs other than above.
[Compatibility mode] for Windows XP (included with Windows Vista and Windows 7) is not supported.
(*1) Excluding OS Versions not supported by Microsoft.
(*2) Excluding 64-bit OS versions.

- CPU: Pentium III 450 MHz or higher for Windows XP, Pentium III 800 MHz or higher for Windows Vista, Pentium III 1 GHz or higher for Windows 7
- RAM: 256 MB or more for Windows XP, 512 MB or more for Windows Vista, 1 GB or more for Windows 7 32-bit versions, 2 GB or more for Windows 7 64-bit versions
- Hard Disk Drive: 600 MB or more of available space
- Display:
  - Screen Resolution: 800 × 600 pixels (or higher) (recommended 1,024 × 768 or higher)
  - Colors: 8 bit or higher (16 bit recommended)
- Sound card
- USB port (Hi-Speed USB is recommended)
- Internet Explorer 7 or later
- Windows Media Player 11 for Windows XP and Windows Vista, Windows Media Player 12 for Windows 7
- Broadband Internet connection is required to use Electronic Music Distribution (EMD) or to visit the web site.

We do not guarantee operation for all computers even if they meet the above System Requirements.

Not supported by the following environments:
- Personally constructed computers or operating systems
- An environment that is an upgrade of the original manufacturer-installed operating system
- Multi-boot environment
- Multi-monitor environment
- Macintosh

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