

# **X - MICRO**

**Video MP3 400**

User Manual  
V1.1

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## 1 Overview

X-Micro Video MP3 can playing MP3/WMA files, digital voice recording, USB Disk storage and FM radio, the player also has the added ability of playing MTV movie files (A special software is required to perform necessary conversions.), as well as the added function of viewing JPEG pictures.

The common functions of the product:

- Playing of musical files and recorded files stored in up to 99 subdirectories of the same level directory.
- Recognizing of up to 99-recorded files in each directory.
- Delete either single or all musical (or recorded) files in the current directory of the player.
- Off Status Memorization: When turned on, the player can return to the last off-status, including the musical file to be played and the recording position.
- Resuming playing: The player can memorize the position where it stops playing the musical file in a directory. Once the Play button is pressed after turn on the player, the player will start playing the musical file just from the point where it stops last time.

## 1.1 Specifications

- 65,000 OLED full-color Display
- Support MP3, WMA and WAV
- Creative MTV function
- Support JPEG picture browsing
- Play music with 16-Level Speed
- Full band FM stereo radio, with a total of 20 memory stations.
- Double-screen lyrics sync display, facilitating lyrics learning and memorizing.
- Friendly fade playback, more comfortable to your ears.
- Graphical operation interface, removable disk folder management
- Built-in microphone, hi-fi recording, short-cut start, 35 hours continuous recording (128M Flash)
- USB 2.0 (Full-Speed) interface, with a max speed of 1000K Byte/S
- Powerful expandability, online firmware upgrading
- Convenient language learning features, a true digital repeating device, segment A-B repeating, follow speaking by contrasting with original sound, 16-level variable-speed playback.
- For Windows 98/ME/2000/XP  
For Windows 98, you should install its driver.
- AA Battery

## 1.2 Button Function Definitions

There are 9 buttons.



PLAY: Turn On, Turn Off, Play, Pause, and Stop.



MODE: Switching Working Mode, Menu Options, Interface Switching.



NEXT: Move to Right, Forward



LAST: Move to Left, Backward



VOL+: Volume Increasing, Last Item



VOL-: Volume Decreasing, Next Item



A-B/REC: Special A-B/ Recording Hot Button



EQ: When playing MP3 musical files, use this button to directly change their sound effects without entering the option menus.



HOLD: Lock button/Unlock button

### **1.3 Button Pressing Modes**

There are three ways for operating buttons:

#### **1.3.1 Short-Press**

In cases of buttons with both long and short press functions, the buttons will function as a short-press once they are released within 1.2 seconds (Play, Stop, Last, Next).

If a button has only short-press functions, the button will respond only once when it is released without time limits.

**1.3.2 Long-Press:** Press a button for longer than 1.2 seconds, then the button will function as a long-press. (On/Off, Forward/Backward)

**1.3.3 Hold On:** From the time when the button is pressed to the time when it is released, the button is responded at a certain rate for several times. (Volume Adjustment)

### **1.4 Recording Function of the A-B Button**

Except the recorded file playback and musical file playback interface, repeat interface, upgrading interface and U Disk interface, the A-B button functions as a hot recording button in all other interfaces. A short-press of the A-B button will take you to the recording interface and start recording.

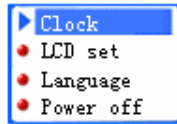
### **1.5 Short-Cut Function of the MODE Button**

In the music playback, recorder, recorded file playback, radio, pictures and settings interfaces, except the special applicable cases, a long-press of the MODE button will stop the current operation and return to the main menu.

## 1.6 Standard Control Interface

### Standard Menu

Note: The standard menu offers a menu selection interface. In each functional module interface, the standard menu will be repeatedly used. Every time when entering the interface, its format is as shown in the Fig below.



The Settings menu

- Up to 4 items can be displayed in one screen. If the number of the items is less than 4, the items will be displayed from top to down.
- The item with the blue background is the one currently selected.
- Press the Mode button to select and enter this option.
- A short-press of the PLAY button will quit the menu.
- Button Functions of the Standard Menu
- A short-press or long-press of “Vol-” will move the blue background downward step by step till the item at the bottom then turn over to the next screen till the last screen, then go back to the first screen.
- A short-press or long-press of “Vol+” is opposite to that of “Vol-”.
- A short-press of MODE will select the enabled icon and execute its corresponding function.

- A short-press of A-B will enter the recording mode and start recording.
- A short-press of PLAY will quit the menu.
- Special Quit Function

Auto quit for i d i n g for 5 seconds.

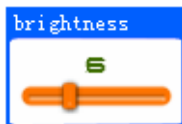
Restore of the enabled position

Each time when you enter the menu, the player will restore to the enabled position where you quit last time.

#### 1.1.1 The Standard Slide Bar

Note: The standard slide bar offers an interface for selecting numbers. In each functional module interface, the standard slide bar will be repeatedly used.

Its format is as shown in the Fig below.



Brightness Adjustment

- The slide block can be moved to left or right.
- The number “6” in the Fig is the figure that corresponds to the position of the slide block.
- Button Function in the Slide Bar Interface
- A short-press or long-press of NEXT will move the slide block a step to right. The corresponding number will be displayed step by step till the max number.



- A short-press or long-press of LAST will move the enabled position a step to left. The corresponding number will be displayed step by step till the min number.
- A short-press of MODE will finish the setting and quit.
- A short-press of A-B will enter the recording interface and start recording.

### 1.7 Battery Level

- There are all together 9 levels for measuring the battery energy.
- stands for low battery.  stands for full battery.

## 2 Main Menu

There are 6 functions available: music, recorder, voice, radio, jpeg and settings.

2.1.1 The interface is as shown in the Fig below.



### The Musical File Playback

Each round icon stands for a mode. You can only enter the mode represented by the one that is located in the center and has colors.

2.1.2 Button Function in the Main Interface

- A short-press or long-press of NEXT will cycle the selection position to right.
- A short-press or long-press of LAST will cycle the selection position to left.
- A short-press of MODE will confirm and enter this mode. A Long-press will return to the main interface.
- A short-press of A-B will enter the recording function and start recording.
- A long-press of PLAY will turn the player off.

### **3 Turn On/Off**

#### **3.1 Turn Off**

A long-press of PLAY will turn off the player.

When the player idles for a time that reaches what the user specifies to turn off the player, the player will be turned off automatically. When the USB port of the player is connected to a PC, however, this function will be overridden.

#### **3.2 Turn On**

A long-press of PLAY will turn on the player.

#### **3.3 Low Battery**

If the battery is low, the player will automatically go into the Stand By mode. In this case, do not turn on the player again.

#### 4 Musical File Playback

The Musical File Playback function realize the playback of musical files in MP3 and WMA formats along with the features of repeating, following and contrasting. It has the interfaces of Stop, Playing, Lyrics Display, Repeating, Deleting, Directory Selecting, as well as function selection and settings.

The Musical File Playback also realize the playback of MTV movies with only such features as playing, stop, LAST and NEXT.



##### 4.1 The Stop Interface


In the Stop interface, the current music stops at the current playback position, waiting for the operations from the user. Even if the user turns off the player, it should restore to this status to realize the function of resuming playback. If you stop in the lyrics mode, please go in interfaces other than lyrics. In the Stop interface, you can choose the current song.

The interface is as shown in the Fig below.





Musical File Playback

-  indicates that the current musical file is in the WMA format with a bit rate of 64Kbit.
-  represents that the current cycle mode is Repeat 1.

-  indicates that the current musical file is the first one and the total number of the musical files is 15. The total number refers to the number of musical files in the current directory.

-  indicates that the current EQ is Rock.

-  shows that the current playback position is at 00:03 and the total length of the song is 05:17.

-  represents that the current song has its lyric.

- “My Heart Will Go On” is the name of the song. If the song does not have a Tag, then its file name will be displayed here.

- “Celine Dion” is the name of the singer.

#### 4.1.1 Button Function in the Stop Interface

- Long-Press of MODE: Enter into the main menu.

- Short-Press of MODE: Enter into the Stop menu interface.

- Short-Press of PLAY: Play musical files.

- Long-Press of PLAY: Turn the player off.

- Hold-On of NEXT: Cycle to the next song in the current directory and the time position of musical files is reset to zero.

- Hold-On of LAST: Function opposite to NEXT.

- Short-Press of “Vol+” or “Vol-”: Adjust the volume.

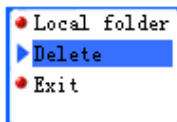
- Short-Press of A-B: Switch to the recording interface and start recording.

- Short-Press of EQ: Switch the sound effects.

#### 4.1.2 The Stop Menu Interface

Note: You can select Local folder, Delete and Exit. When you enter into this interface, the enabled position is the one where you quit last time.

The interface is as shown in the Fig below.



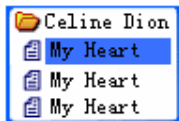
The Stop Menu of the Musical File Playback Interface

- The blue strip indicates the enabled icon.
- “Delete”: This is the name of the current enabled option.

#### 4.1.3 The Deleting Interface

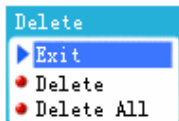
Note: You can delete a single file or all files in here.

The File Selection Interface is as shown in the Fig below.



Musical File Playback Interface – Stop Menu – Deleting Files – File Selection

In this interface, press MODE to enter into the Deleting Ways selection interface. See the Fig below.



## Musical File Playback Interface – Stop Menu – Deleting Files – Deleting Ways

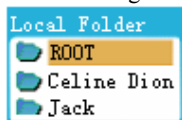
### Button Function in the Deleting Interface

- Long-Press of PLAY: Turn the player off.
- Short-Press of PLAY: Return to the Stop Interface.
- Short-Press of A-B: Switch to the recording interface and start recording.

### 4.1.4 Directory Selection Interface

Note: You can select the valid directory (the directory that contains musical files) here to change the current playback directory. When you enter into this interface, you are located at the current directory of the current disk.

The interface is as shown in the Fig below.



## Musical File Playback Interface – Stop Menu – Local Folder – Directory Selection

- Support the long name of directory
- Except the root directory, only valid directories are displayed.

Button Function in the Directory Selection Interface





- Short-Press of MODE: Enter into the Playing menu interface.
- Long-Press of MODE: If there is the corresponding lyric, then you will enter into the Lyrics interface. If there is no corresponding lyrics, then the song will stop playing and you will enter the main menu.
- Short-Press of PLAY: Enter into the Stop Interface.
- Long-Press of NEXT: Function as fast forward till the end of a song.
- Long-Press of LAST: Function as fast backward till the beginning of a song.
- Short-Press of NEXT: The music fades out in 2 seconds. The player jumps to the next song and start playing. In this case, the next song is selected based on the current playing mode. If the current mode is Cycling One, then the next song is selected based on Cycling All.
- Short-Press of LAST: Function opposite to NEXT.
- Hold-On of “Vol+”: The volume will increase.
- Hold-On of “Vol-”: The volume will decrease.
- Short-Press of A-B: Enter into the Repeat interface and confirm the A point. One more short-press of A-B will confirm the B point and start repeating the segment between A and B. The third short-press of A-B will cancel the repeating.

#### 4.2.2 Invalid Files Processing

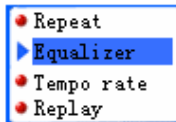
When the player encounters invalid files during auto or manual selection of songs, the message “Format Error” will display. Two seconds later, the player will return to the Stop interface.

### 4.2.3 Playing Menu Interface

Note: This interface provides the user with the following options:

- ① Repeat: To set the ways for playing songs.
- ② Equalizer: To set sound effects for the playing songs.
- ③ Tempo rate: To adjust the speed of song playing, except for the songs in the WMA format.
- ④ Replay: To enter the Repeat interface and start the Repeat function.
- ⑤ Replay Times: To set the times for repeating.
- ⑥ Replay gap: To set the interval between each repeating playing.
- ⑦ Exit: Return to the Playing mode. The music is still playing.

The interface is as shown in the Fig below.



The Playing Menu of the musical playback Interface

- ◆ The enabled position is displayed in blue background.
- ◆ “Equalizer” is the name of the current enabled position.

Button Function in the Playing Menu Interface

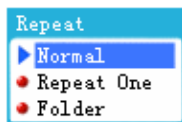
- ◆ Standard Icon Menu Functions
- ◆ Auto quit for idling for 5 seconds.

### 4.2.4 Repeat Setting Interface

Note: You can select Repeat Mode for playing songs in here.

The music is still playing.

The interface is as shown in the Fig below.



The Playing Menu of the Musical File Playback Interface – Repeat Mode

Button Function in the Cycle Setting Interface

- ◆ Standard Icon Menu Functions.
- ◆ Auto quit for idling for 5 seconds.

List of Repeat Mode Options:

- 🔁 Normal: When the player finishes playing the songs in the current directory, it will continue to play the songs in the next directory.
- 🔁 Repeat One: Repeat playing the current song.
- 🔁 Folder: The player will stop if it finishes playing the songs in the current directory.
- 🔁 Repeat folder: Repeat playing the songs in the directory.
- 🔁 Repeat All: Repeat playing the songs in all directories.
- 🔁 Random: Play the songs in the current directory in a random way.
- 🔁 Intro: Play the beginning 10 seconds of all the songs in the current directory in order.

#### 4.2.5 Equalizer Setting Interface

Note: You can select Equalizer for playing songs in here. The music is still playing.

Its display ways is the same as that of "Repeat Setting".

Button Function in the Equalizer Setting Interface

- ◆ Standard Icon Menu Functions
- ◆ Auto quit for idling for 5 seconds.

List of Sound Effects Options:

 Natural (Default)

 Rock

 Pop

 Classic

 Soft

 Jazz

 DBB


#### 4.2.6 Repeat Interface

Note: You can perform manual or auto repeat in here. The repeat type you use is set in the “Settings”. The Replay Times and Replay gap are set in the Playing menu interface.

The interface is as shown in the Fig below.





Musical File Playback Playing –AB Repeat  
Manual Repeat Operation

When you enter Manual Repeat, the “A” in  will flash.



◆ A short-press of NEXT or A-B will set the “A” point, and then “B” will flash.

◆ A short-press of NEXT or A-B will set the “B” point. Then the segment between “A” and “B” will play repeatedly.

◆ After a short-press of LAST or A-B or the set repeating times, the repeat function will be cycled.

◆ A short-press of NEXT will enter the cycle of  Follow-> Repeat. For the follow, ADPCM is adopted to record sound. The recording duration is 10% longer than the repeat. The minimum recording duration is 1 second.

◆ A short-press of LAST will return to the Repeat function.

◆ A short-press of NEXT will enter the cycle of  Repeat-> Compare. The Compare function refers to play the sound recorded in the Follow function.

◆ A short-press of LAST will return to Follow-Repeat.







◆ A short-press of NEXT will begin the settings for the next Repeat. **Note:**

① In the steps above, hold-on of “Vol+” or “Vol-” will change the current playing speed. (Except for the WMA format)

② In all the steps above, a short-press of MODE will quit the Repeat interface and return to the Playing interface.

③ In all the steps above, a short-press of PLAY will quit the Repeat interface and the Playing interface, and return to the Stop interface.

Auto Repeat Operation

- ◆ When you enter Auto Repeat, the “A” in  will flash.
- ◆ A short-press of NEXT/A-B will set the “A” point, and then “B” will flash.
- ◆ If the player finds a blank or after a short-press of NEXT/A-B, the  Repeat will display, and the player will start repeating the segment between A and B.
- ◆ After the set repeat times, the “B” point will be automatically set to the “A” point of the next segment, and then the “B” point is wanted.
- ◆ A short-press of LAST will cycle the Setting->Repeat function.
- ◆ A short-press of NEXT will enter the cycle of  Repeat-> Follow. For the follow, ADPCM is adopted to record sound. The recording duration is 10% longer than the repeat. The minimum recording duration is 1 second.
- ◆ A short-press of LAST will return to the Repeat function.
- ◆ A short-press of NEXT will enter the cycle of  Repeat-> Compare. The Compare function refers to play the sound recorded in the Follow function.
- ◆ A short-press of LAST will return to Follow-Repeat.
- ◆ A short-press of NEXT will begin the settings for the next Repeat.

**Note:**

① In the steps above, hold-on of “Vol+” or “Vol-” will change the current playing speed.

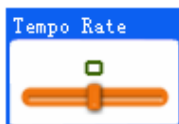
② In all the steps above, a short-press of **MODE** will quit the functions setting interface and return to the **Playing interface**.

③ In all the steps above, a short-press of **PLAY** will quit the **Repeat interface** and the **Playing interface**, and return to the **Stop interface**.

#### 4.2.7 Tempo Rate Setting Interface

Note: You can set the current playing speed in here. This will affect the playing of musical files in the MP3 format. However, this will not affect the files in WMA format.

The interface is as shown in the Fig below.



Musical File Playback – Tempo Rate

But ton Function in the Tempo Rate Setting Interface

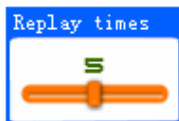
- ◆ The standard slide bar function.
- ◆ Auto quit for idling for 5 seconds.

The range of playing speed [60% 200%],  $\pm 8$  Levels, (100% by default).

#### 4.2.8 Replay Times

Note: The player will quit the Repeat mode after the set replay times. The repeat times can be 1 to 10.

The interface is as shown in the Fig below.



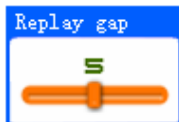
#### Musical File Playback – Replay Times

Button Function in the Repeat Times Interface

- ◆ Short-Press Function of the Standard Menu
- ◆ Auto quit for idling for 5 seconds.

#### 4.2.9 Replay gap

Note: During repeating, the player will pause for this period of time between each repeat. The interval can be 1 to 10 seconds. The interface is as shown in the Fig below.



#### Musical File Playback – Replay gap

Button Function in the Replay gap Interface

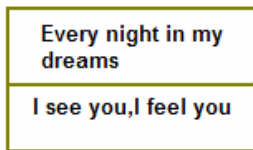
- ◆ The standard slide bar function.
- ◆ Auto quit for idling for 5 seconds.

#### 4.3 Lyrics Show Interface

Note: When you enter into the Lyrics Show interface, the current song continue to play and the corresponding lyrics will display according to the playing progress of the song. When the playing of the song is over, the player will run the subsequent



song playing functions according to the Playing mode set. If the subsequent songs have lyrics, then the player will still work in the Lyrics Show interface. If there is no lyrics, then the player will return to the Playing interface to play the subsequent songs. Interface Display Chinese Songs:



#### Lyrics Synchronization

■ The screen is split into an upper part and a lower part. Generally, a line in the LRC corresponds to a part. If a line in the LRC has more than 14 Chinese characters, the rest characters in the line will be displayed in the other part. For each part, the sync time tag is calculated by averaging.

■ English Songs: Similar with Chinese songs. However, each part has 3 lines. Each line has 14 characters. Note that, if a new line appears in the middle of a word, a “-” is required to connect the two lines, but for a word with only two characters, the whole word will be displayed in the next line.

■ When the song is playing, its lyrics will be highlighted, and the next sentence of the lyrics will wait in the other part. The waiting lyrics will be highlighted when its time comes. The next sentence will be displayed in the part where the

last sentence has finished its presence. **Whereas the time in LRC usually has some delay, the lyrics can be showed 1 second ahead.**

Button Function in the Lyrics Show Interface

- ◆ Short-Press of Mode: To return to the Playing interface.
- ◆ Short-Press of Play: To quit the Lyrics interface and enter the Stop interface.
- ◆ Long-Press of Next: Function as fast forward till the end of a song. ► will be displayed.
- ◆ Long-Press of LAST: Function as fast backward till the beginning of a song. ◀ will be displayed.
- ◆ Short-Press of NEXT: To switch to the next song.  
If the file is not a valid musical file, then the total time will be displayed as “00:00:00”.
- ◆ Short-Press of LAST: To switch to the last song.  
If the file is not a valid musical file, then the total time will be displayed as “00:00:00”.
- ◆ Short-Press of “Vol-”: Cycle to the next screen of the lyrics. This could be overlaid by sync lyrics.
- ◆ Short-Press of “Vol+”: Cycle to the last screen of the lyrics. This could be overlaid by sync lyrics.
- ◆ In this case, the A-B button is disabled.

#### **4.4 Auto Off**

In all the subinterfaces of the Stop interface, if the player idles for a time preset, then the player will be automatically turned off.


## 5 Record

Realize recordings sound files of MS-ADPCM WAV and AG8 ACT format. It has the following interfaces: Stop, Recording, Pause and Directory Selection.

### 5.1 The General Interface of the Recorder



The Recording Interface

- 00:00:03 indicates the progress of the recording. In the Stop interface the length of the current recording will be displayed.
- 05:05:17 indicates the space available for recording sound.
-  indicates the coding format of the current recorded file, including AG8 and AD32.
- 01-15, the "01" will not change. The "15" represents the number of currently existing recorded files.
- REC01 is the filename of the current recording file. 2004/10/29 08:56 is the date of the file.

### 5.2 The Stop Interface

Note: When you enter into the Stop interface, the information about the current recording will be displayed and user's operations are wanted.

The interface is similar with the one above.

### **Button Function in the Stop Interface**

- Long-Press of MODE: To return to the main menu.
- Short-Press of MODE: To enter into the Stop Menu interface.
- Short-Press of A-B/PLAY: To enter the recording interface and start recording.
- Long-Press of PLAY: to turn the player off
- LAST and NEXT: Disabled.
- “Vol+” and “Vol-”: Disabled.

### **The Stop Menu Interface**

Note: You can select Local folder, REC Types and Exit in here. When you enter into this interface, the enabled position is the one where you quit last time.

Interface Display:

The style is the same as that of the Stop interface of Musical File Playback.

Button Function in the Stop Menu Interface is the short-press function of standard icon menu.

### **Directory Selection Interface**

Note: Here, you can select any directory as your current recording directory. When you enter into the recording interface, you will be located at the current directory of the current disk.

Interface Display

Its style is the same as that of the Directory Selection of musical files.

- ◆ Support the long name of directory

Button Function in the Directory Selection Interface

- Short-Press or Long-Press of “Vol -”: The selection strips switches to the next directory one by one. The selection strips scrolls in a way of two lines.
- Short-Press or Long-Press of “Vol +”: The selection strips switches to the last directory one by one. The selection strips scrolls in a way of two lines.
- A short-press of MODE will confirm the selection strip and return to the Stop Interface.
- A short-press of PLAY will cancel Directory Selection and quit to the Recording Stop Interface.
- A long-press of PLAY will turn the player off.
- A short-press of A-B will enter into the recording function.

#### REC Type Selection Interface

Note: Here, you can choose REC types from Fine REC, Long REC, Fine VOR and Long VOR.

#### Interface Display

The style is the same as that of the EQ Selection interface.

Button Function in the Recording Types Selection Interface

Button Functions of the Standard Menu.

### 5.3 The Recording Interface

Note: When you enter into the Recording interface, a new recording file will be generated, and the recording will start in a current coding ways. The scrolling bar indicates that the player is in recording. It also indicates the progress of the current recording.

The interface is similar with the one above.

- MOD01.ACT 2004/10/29
- 05:05:17 represents the time remained for recording sound.

The prompt interface for saving file is as shown in the Fig below:



#### Recording – Saving Prompt

Button Function in the Recording Interface

Short-Press of PLAY/A-B: To enter into the Pause Interface.

Long-Press of PLAY/A-B: To return to the Stop Interface.

LAST, NEXT, Vol+ and Vol-: Disabled.

##### 5.3.1 VOR Function

When the player does not sense any valid voice, the system will stay at Voice Waiting mode. When valid voice is sensed, the player will resume recording.

##### 5.3.2 Stop recording when the electronic signal level is too low.

When the player waits to record sound, the recording time length “00:00:03” will flash.

In the recording, if the electronic signal level is too low, the recording file will be saved, and then the player will return to the Stop interface.

## 5.4 The Pause Interface

Interface Display

When you enter into the Pause interface, the Pause status will be displayed and user's operations are wanted. In this case, 00:00:03 will flash at the rate of once per second.

Button Function in the Pause Interface

- ◆ Short-Press of PLAY/A-B: To return to the Recording interface to resume recording.
- ◆ Long-Press of PLAY/A-B: To return to the Stop interface and save the recording in the file system
- ◆ LAST, NEXT, Vol+ and Vol-: Disabled.

5.4.1 Stop recording when the electronic signal level is too low.

During the pause, if the electronic signal level is too low, the recording file will be saved, and then the player will return to the Stop interface.

## 5.5 Auto Off

In the Stop interface or the Pause interface and its sub-interfaces, if the idle time reaches the setting value in the system management, the player will go into the Standby mode, and the recorded sound in the Pause interface will be saved.

## 6 Voice

Realize the playback of \*.WAV and \*.ACT files. It has the following interfaces: Playing, Local folder Selection, Delete, as well as function selection and settings interfaces.

### 6.1 Functions in the Stop Interface

Note: When you enter into the Stop interface, the information about the current playing of recorded sound will be displayed and user's operations are wanted.

The interface is as shown in the Fig below.



#### Recorded File Playback

- 00:00:03 is the time display for playing the recorded sound.
- 01/15 represents the order of current recorded file and the total number of recorded files in the current directory.
- REC01 is the filename and 2004/3/15 10:23 is the date and time when the file was created. (They will not scroll when the playing of the file stops.)

#### Button Function in the Stop Interface

- Long-Press of MODE: To enter into the main menu.
- Short-Press of MODE: To enter into the Stop Menu interface.



- Short-Press of PLAY: To start playing the recorded sound.

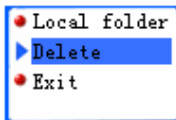
If the current file is an invalid musical file, then the message “Format Error” will pop up. Two seconds later, the player will return to the Stop interface.

- Long-Press of PLAY: To turn the player off.
- Short-Press of LAST: To switch to the last recorded file in the current directory and reset the time point to zero.
- Long-Press of LAST: To cycle to the last recorded files and reset the time point to zero.
- Short-Press of NEXT: To switch to the next recorded file in the current directory and reset the time point to zero.
- Long-Press of NEXT: To cycle to the next recorded files and reset the time point to zero.
- Short-Press of A-B: To switch to the recording mode and start recording.

### 6.1.1 The Stop Menu Interface

Note: Here, you can select Local folder, Delete and Exit. When you enter into this interface, the enabled position is the one where you quit last time.

The interface is as shown in the Fig below.



The Stop Menu of the Recorded File Playback Interface

- ◆ The enabled position is the enabled icon.

- ◆ Local folder: The name of the current enabled position.
- ◆ Button Function in the Stop Menu Interface
- ◆ Button Functions of the Standard Menu
- ◆ “Delete” is the current enabled option.

### 6.1.2 Folder Selection Interface

Note: The user can select a folder as the current folder from the valid directories (the directories that contain recorded files). Each time when you enter into the Recorded File Playing mode, you will be located at the current directory of the current disk.

Interface Display

The same as that of Musical Directory Selection

- ◆ Support the display of long name directories
- ◆ Except the root directory, only valid directories are displayed.

Button Function in the Directory Selection Interface

- Long-Press of “Vol-”: The selection strip switches to the next directory one by one. The selection strip scrolls in a way of two lines.
- Long-Press of “Vol+”: The selection strip switches to the last directory one by one. The selection strip scrolls in a way of two lines.
- Short-Press of MODE: To select the selection strip and return to the Stop interface. When you switch to a new directory, the resume playing memory will be cleared.
- Short-Press of PLAY: To quit to the Stop Interface.
- Long-Press of PLAY: To turn the player off.
- Short-Press of A-B: To enter the recording function and start recording.

### 6.1.3 Delete Interface

Note: This interface is used for deleting files.

Interface Display

Deletion Confirmation Interface: It is the same as the Musical File Deletion except that the files are changed to recorded files.

Button Functions in the Deleting Interface (Refer to the deletion of musical files)

- Short-Press of MODE: To confirm the current selection and return to the Stop interface.
- Short-Press of PLAY: To cancel the current selection and return to the Stop interface.
- Long-Press of PLAY: Turn the player off.
- Short-Press of A-B: To switch to the recording interface and start recording.

### 6.2 Functions in the Playing Interface

Note: When you enter it to the Playing interface, the information about the current song will be displayed. The player automatically resumes playing the song and waits for the user's operations.

Its interface is similar with the Stop interface except that its time column is counting on.



Recorded File Playback

The “REC01 2004/01/01 10:23” is scrolling horizontally when the file is playing,

Button Function in the Playing Interface

- Short-Press of MODE: To enter into the Playing menu interface.
- Short-Press of PLAY: To enter into the Stop Interface.
- Long-Press of PLAY: To turn the player off.
- Short-Press of NEXT: To jump to next file and start playing from its beginning.
- Short-Press of LAST: To jump to last file and start playing from its beginning.
- Long-Press of NEXT: Fast forward till the end of the sound file.
- Hold-On of NEXT: Fast backward till the beginning of the sound file.
- Hold-On of “ Vol + ”: To increase the volume.
- Hold-On of “ Vol - ”: To decrease the volume.
- Short-Press of A-B: To enter the Repeat interface and confirm the “A” point.

Invalid Files Processing

When the player encounters invalid files during auto or manual selection of songs, the message “ Format Error ” will display.

Two seconds later, the player will return to the Stop interface.

### **6.2.1 Playing Menu Interface**

Note: This interface provides the user with various options, including Repeat Mode, Tempo rate, Replay and Exit, while the recorded file is still playing.

Interface Display

It is the same as the submenu of Musical File Playback except that it does not have the EQ options.

Button Function in the Playing Menu Interface

- ◆ Short-Press Function of the Standard Menu
- ◆ Quit for idling for 5 seconds

### 6.2.2 Repeat Setting Interface

Note: You can select Repeat Mode for playing songs in here. The music is still playing.

Interface Display

It is the same as the interface when playing music.

Button Function in the Cycle Setting Interface

- ◆ Short-Press Function of the Standard Menu
- ◆ Quit for idling for 5 seconds

List of Cycle Mode Options:

Normal, Repeat One, Folder Repeat folder, Repeat All, Random, and Intro.


### 6.2.3 Repeat Interface

Note: You can perform the repeat function here.

The interface is as shown in the Fig below.



Recorded File Playback – Repeat Interface  
Repeat Operation

- ◆ When you enter the Repeat function, the “A” in  will flash.
- ◆ A short-press of NEXT will set the “A” point, and then “B” will flash.
- ◆ A short-press of NEXT will set the “B” point. Then the segment between “A” and “B” will play repeatedly.
- ◆ A short-press of NEXT/LAST will cycle the Repeat function.

**Note:** ① In the steps above, hold-on of “Vol+” or “Vol-” will change the current playing speed.

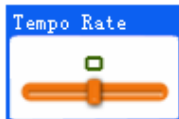
② In all the steps above, a short-press of MODE will quit the Repeat interface and return to the Playing interface.

③ In all the steps above, a short-press of PLAY will quit the Repeat interface and the Playing interface, and return to the Stop interface.

#### 6.2.4 Tempo Rate Setting Interface

Note: Here, you can set the current playing speed, which will affect both WAV and AG8 files.

The interface is as shown in the Fig below.



#### Recorded File Playback – Tempo Rate

Button Function in the Tempo Rate Setting Interface

- ◆ The standard slider bar function.
- ◆ Quit for idling for 5 seconds

The range of playing speed [60% 200%], ±8 Levels, (100% by default).

### **6.3 Abnormity**

When playing recorded files, if a read error occurs, the player will return to the Stop interface and prompt “Disk Error!”

## 7 FM

Each time when you enter into this function, you are in the playing mode. You need to restore the current prestored radio stations to play. The first time you enter this function the frequency of the current radio station is the minimum one.

### 7.1 Interface



FM Radio

- **106.2**: The current frequency position. It changes its position on the frequency scale with the changing of current frequency.
- **Frequency Scale**: Frequency Scale.
- **CH 01**: The channel number of the current radio station. Up to 20 radio stations can be prestored.
- **106.2**: The current frequency.
- **Stereo Icon**: Stereo. If this icon does not appear, then the radio is in mono mode.

### 7.2 Listen to the Radio



The interface is as shown in Fig above. The current band is at 87-108MHz (European and American Band). The initial value of the current frequency for a new player is at 87MHz.

#### Operation Instructions

◆ A long-press of NEXT will search for a radio station backward and then play its program. If its frequency is the same as the one prestored, then its channel number will display. A short-press of NEXT will move the frequency forward at a step of 100KHz for fine tuning.

◆ A long-press of LAST will search for a radio station forward and then play its program. If its frequency is the same as the one prestored, then its channel number will display. A short-press of LAST will move the frequency backward at a step of 100KHz for fine-tuning.

◆ Short-Press of “Vol +” or “Vol -” will adjust the volume.

◆ Long-Press of MODE: To enter into the main menu.

◆ Short-Press of MODE: To enter into the FM submenu.

◆ Long-Press of PLAY: To turn the player off.

◆ A short-press of PLAY will jump to the next prestored radio station. If there is no other prestored channel numbers, the press will not be responded. When the last prestored channel number is reached, the player will cycle back to the first prestored channel number.

◆ A short-press of A-B will enter the recording mode and start recording. While the radio program is still playing.

### 7.3 FM Submenus

● Save: To save the radio station you are now listening to.

- Delete: To delete the radio station you are now listening to.
- Deleting All: To delete all the radio stations stored.
- Normal Band: The American FM Radio Station Band (87-108MHz). (China has the same band as America.)
- Japanese Band: The Japanese FM Radio Station Band (76-90MHz).
- REC: To record the radio program you are now listening to, including Fine REC and Long REC.
- Exit: To quit the menu.

#### **7.4 Saving Radio Station**

Note: Save the frequency to a new preset channel number. If the frequency is just the saved one that is fine tuned, then it will be saved to the current channel number.

#### **7.5 Deleting Radio Station**

Note: If you want to delete the current saved radio station, press MODE to delete the current channel and quit to the FM playing interface. Press of other buttons will cancel the deletion and quit to the FM playing interface.

#### **7.6 Deleting All**

Note: If you want to delete all the saved radio stations, press MODE to delete all the channel and quit to the FM playing interface. Press of other buttons will cancel the deletion and quit to the FM playing interface.

**7.7 American Band**

Select the current band as 87-108MHz.

**7.8 Japanese Band**

Select the current band as 76-90MHz.

## 8 Jpeg Viewer

Realize viewing of JPEG pictures. Common JPEG formats are supported.

### 8.1 File Selection Status

When you enter from the main menu, you are at the file selection status. See the Fig below.



JPEG Interface – File Selection – Selecting Files

A press of Play will enter into the Picture Playing status.

- ◆ Press "Vol-" or "Vol+" to select the next/last file.
- ◆ A press of Mode will enter the Stop submenus. 1. Local Folder 2. Play Set, 3. Delete and 4. Exit.
- ◆ There are two playing modes: 1. Manual and 2. Auto.
- ◆ In the Auto Playing mode, the auto page turning interval can be set to 1 - 8 seconds.
- ◆ Other buttons are disabled.

### 8.2 Picture Playing Status

The Picture Playing status is as shown the Fig below.

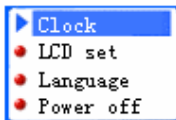


- ◆ A short-press of Next / Last will display the next/last picture.
- ◆ A short-press of Play will return to the File Selection status.
- ◆ A long-press of Mode will return to the main menu.
- ◆ Other buttons are disabled.

## 9 Settings

Note: This is mainly used for the setting of system-related parameter and status display. These settings include: Clock, LCD Set, Language, Power off, Replay mode, Memory info, Firmware Version, Firmware Upgrade and Exit Menu.

### Interface Display



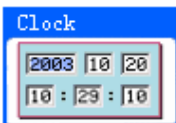
Settings

### Button Function

- ◆ Standard Menu Function.
- ◆ After you finish setting each of these functional interfaces, you will still be returned to this interface.

## 9.1 Clock Setting Interface

### Interface Display



Setting the Clock

### Button Function

- A short-press “Vol+” will enter the procedure of setting the recording time, beginning with the setting of year. Follow

the order of “Year – Month – Date – Hour – Minute”.

- A long-press of PLAY will turn the player off.
- A short-press of MODE will confirm and quit.
- A short-press of A-B will enter the recording interface and start recording.

The Setting Procedure

- ◆ 2003 flashes (2HZ)
- ◆ Hold-on of NEXT will increase the year number step by step.
- ◆ Hold-on of Last will decrease the year number step by step.
- ◆ A short-press of “Vol +” will confirm the year number. Then the setting item will be switched to Month, whose setting method is the same as the that of Year.
- ◆ Keeping on the short-press of “Vol +” will set Date, Hour and Minute in turn. Press “Vol +” once more to finish the setting.
- ◆ Press “Vol -” to set Minute, Hour, Date, Month and Year in turn.
- ◆ After the change of each setting item is confirmed, the system will be updated in time.

The Ranges of Each Item of Clock

Year (2003-2010). It is allowed to exceed this range, however, be sure that the leap years are correct.

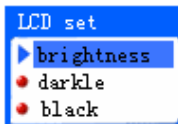
Month (1 -12)

Date (1 -31). Each month has a different number of days.

Hour (0 - 23)

Minute (0 - 59)

## 9.2 LCD Set Interface Display



Screen Settings

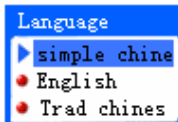
### Button Function

- ◆ A short-press of “Vol-“ or “Vd +” will switch among different options .
- ◆ A short-press of MODE will select and enter one of the options .
- ◆ After you enter the option, a short-press of LAST or NEXT will adjust the position of the slide bar .
- ◆ A short-press of PLAY will cancel the setting and quit .

## 9.3 Language

**Note: Selecting Languages .** (Later more languages will be added.)

### Interface Display



Language Selection

### Button Function

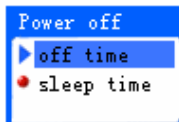


- ◆ Standard Icon Menu Function.

## 9.4 Power off

Energy Saving Mode

Sleeping Mode



Power off

### Button Function

- A short-press of “Vol -“ or “Vol+” will switch between the two modes.
- A short-press of MODE will select and enter the Energy Saving Mode or Sleeping Mode.
- A short-press of PLAY will cancel the setting and quit.

#### 9.4.1 Energy Saving Mode

**Note:** In this mode, you can set the off time, that is, in the Stop status, after how long the player will be turned off if there is no operations. The Range: 00' -60'.

### Interface Display

It is the same as the Tempo Rate Setting interface.

### Button Function

- ◆ Standard Slide Bar Function.

#### 9.4.2 Sleeping Mode

**Note:** In this mode, you can set a time. When there is no operation, the system will count down from this setting time.

When the setting time is over, the player will be turned off. This time will be reset to zero before turning off the player. (This setting is only valid for once.) It is mainly used for enjoying music before sleeping. The Range: 00'-120'.

#### **Interface Display**

It is the same as the Tempo Rate Setting interface.

#### **Button Function**

- ◆ **Standard Slide Bar Function.**

### **9.5 Replay mode**

Note: In here, you can set the working status for the repeat function. One is Manual, the other is Auto.

#### **Interface Display**

It is the same as the Power off Setting interface.

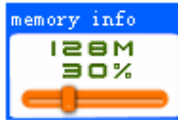
#### **Button Function**

- A short-press of “Vol-“ or “Vol+” will switch between the two modes.
- A short-press of MODE will confirm and quit.
- A short-press of PLAY will cancel the setting and quit.

### **9.6 Memory info**

Note: View the size and use of the memory.

Its interface is as shown in the Fig below.



Memory info

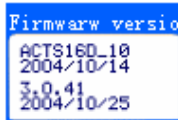
But ton Function

- ◆ A short-press of MODE/PLAY will quit.
- ◆ A short-press of A-B will enter into the recording interface.

## 9.7 Firmware Version

Note: Used to display the current firmware version.

Its interface is as shown in the Fig below.



Firmware Version

But ton Function

- ◆ A short-press of MODE/PLAY will quit.
- ◆ A short-press of A-B will enter into the recording interface.

## 10 UDISK

Realize the standard USB DISK functions. Except the UPGRADE module, in other status, when inserted into the USB Port, the player will enter into the Udisk function.

### 10.1 Interface Display

- There are three status: Ready, Download and Upload.
- Ready means that the UDISK is ready to use.



USB-connection Interface

- Download means that the UDisk is in downloading mode.



USB-download Interface

- Upload means that the UDisk is in uploading mode.



USB-upload Interface

## **10.2 Button Function**

- ◆ In Busy status, the player will not respond to any button operation.
- ◆ In Ready mode, a short-press of MODE will switch to the MUSIC mode.
- ◆ Short-Press of A-B Switch to the recording function and start recording.

## **10.3 Ejection**

When PC is ejected (without pulling out the player from the PC), the player will go into the main menu automatically.

## **10.4 Switch to UPGRADE**

- ◆ When receiving the command of switching to UPGRADE from the PC UPGRADE application, the player needs to respond and execute the corresponding command.

## 11 Upgrade

Realize the functions of upgrading, restoring and backup of the firmware in the system. When you enter this interface, the system is in ready condition.

Its interface is as shown in the Fig below.



The Firmware is in Upgrading.

- V3.0.39: the current firmware version of the system or the firmware version of the system in upgrading.
- PC ⇒ Mu Disk: UPGRADE is upgrading the firmware of the system by downloading. PC ⇐ Mu Disk: Backing up of the firmware of the system by uploading.
- The current executing status can be:
  - Ready: UPGRADE is ready for receiving the requests from PC.
  - Busy: UPGRADE has not begun the material upgrade or backup yet, but is processing the requests from PC.
  - Doing: UPGRADE is upgrading or backing up materially, so users can't cancel the upgrade at this time.
  - Done: UPGRADE has finished the upgrade or backup.

### 11.1 Ready

Its interface is as shown in the Fig below.

Ready: UPGRADE is ready for receiving the requests from PC.



### Firmware Upgrade

Operation Instructions

If the player is not connected to the USB Port, press Modet to return to the System menu.

PC requests processing.

- ◆ When receiving and processing the general requests from PC, the status of the player are switched between Ready and Busy .
- ◆ When receiving the material download upgrade request, the player will switch to the Doing status, and execute the download upgrade.
- ◆ When receiving the material upload backup request, the player will switch to the Doing status, and execute the upload backup.

### 11.2 Download Upgrade

Download Upgrade is to download the system firmware version from the PC side into the player and overwrite the current firmware version in the player.

Moreover, if both the system firmware and its backup are damaged, the Download Upgrade can repair the system firmware.

The Download Upgrade interface is as shown in the Fig below.

- Doing: UPGRADE is upgrading or backing up material, so users can't cancel the upgrade at this time.



Firmware Upgrade- In Upgrading.

- Done: UPGRADE has finished the upgrade or backup.



Firmware Upgrade OK Interface

- Failed: UPGRADE is failed.



Firmware Upgrade Failure Interface

Operation Instructions

Don't respond to button operations.

PC requests processing.

It takes about 15 seconds to finish the Download Upgrade. After finishing the Download Upgrade, the player will switch to the



Done status. 1 second later, the system will restart to complete the upgrade.

#### Abnormality Disposal

- ◆ If the communication fails during the Download Upgrade, set the retry times to restore the communications.
- ◆ When suspend occurs during the Download Upgrade, “Fail” should be displayed. The system will restart in 1 second so as to utilize the backup of the system firmware to restore the system firmware.

## **12. Notice**

To extend the playing time of the player, please set the screen to the Dim mode in playing files of certain MTV movies. The Energy Saving Mode and Sleeping Mode can also prolong the playing time of the player.

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