

ESCIENT®

FireBall™

SE-160i USER'S MANUAL



P/N: M32003-02A2



THANK YOU

The team at Escent would like to take this opportunity to thank you for purchasing an Escent FireBall product. Escent is committed to providing our customers the most technologically advanced, yet easier-than-ever to use products that converge the power of the Internet with home entertainment.

To maximize your enjoyment, please take a few minutes to review this User's Manual. It will guide you through all the features and benefits of your new FireBall.

If you should need assistance please contact your dealer.

The Escent Team

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FireBall™ SE-160i User's Manual

PRODUCT INTRODUCTION

Thank you for purchasing a FireBall Media Management system from Escient (a division of D&M Holdings).

ABOUT THIS MANUAL

This FireBall User's Manual is intended to provide the reader with an overview of the main features and benefits of the Escient FireBall Media Management Systems. For more information, please refer to the Escient web site (www.escient.com) or contact your Escient dealer.

RECORD YOUR SERIAL NUMBER

The serial number for this unit is located at the rear of the device. Please record the serial number in the space provided below. You may be required to provide the serial number when calling for support.

FireBall Serial Number:

MANUAL DISCLAIMERS

At the time of printing, the screen shot images in this manual matched the interface screens. However, since FireBall has the capability of downloading software updates and enhancements on a regular basis, the resulting screen updates may no longer match the images in this manual. Please check the Escient website for more information about software updates.

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CAUTION
Risk of Electric Shock
Do Not Open



AVIS: Risque De Choc Electrique - Ne Pas Ouvrir

WARNING: To reduce the risk of fire or electric shock do not expose this equipment to rain or moisture

WARNINGS AND PRECAUTIONS

- Do not use this apparatus near water.
- Clean only with a dry cloth.
- Do not block any ventilation openings.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- To reduce the risk of electric shock, do not remove the cover. No user serviceable parts are inside. Refer servicing to qualified service personnel.
- To prevent electric shock, do not use a 3 wire to 2 wire adapter plug.
- A three prong grounded outlet is required.
- You are cautioned that any change or modification not expressly approved in this manual or approved in writing by an authorized representative of Escient could void your warranty and/or your authority to operate this equipment.
- Prolonged use of any video device which produces a static (non-moving, non-changing) or repetitive image on your projector, television or plasma display device can cause "screen burn-in". You are encouraged to leave the FireBall screen-saver turned on and set to the lowest possible "time-out" duration. Warning: This device uses the mains plug as the means to disconnect the unit, this unit remains powered unless disconnected from the mains source.

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The logo for Escient, featuring the word "ESCIENT" in a bold, sans-serif font with a registered trademark symbol. A large, stylized swoosh underline is positioned below the text.The logo for FireBall, featuring the word "FireBall" in a stylized, italicized font with a registered trademark symbol. A graphic of a ball with motion lines is positioned to the right of the text.

TRADEMARKS & SERVICE MARKS

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FireBall and Physital are trademarks of Escient®.

Other product names mentioned herein are used for identification purposes only and may be trademarks of their respective companies.

Music recognition technology and related data are provided by Gracenote®. Gracenote is the industry standard in music recognition technology and related content delivery. For more information visit www.gracenote.com.

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A large, vertical logo for Escient, with the word "ESCIENT" written in a tall, thin, sans-serif font. A registered trademark symbol is located at the top right of the word.

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WARRANTY INFORMATION

Terms of Coverage - Each Escient branded media management system sold comes with a standard one (2) year warranty. This warranty provides no-charge coverage under normal product usage, for a period of one year from the date of registration and/or purchase (whichever is earlier). This warranty program provides the following key features and benefits:

- Twenty four (24) months service, parts and labor.
- No charges to the customer other than in-bound shipping charges which are determined by the shipping method. All return shipments will be via Standard Ground Transportation (approximately 5 business days).
- Twenty four (24) months of regular hour telephone support (8AM to 6PM EDST), Monday through Friday.
- 24-hour email response from the Escient Support Website.
- Software maintenance updates provided via a broadband or dial-up Internet connections.
- Access to 24-hour music database and entertainment services providing access to thousands of CD and DVD titles and associated information.

What is Covered - The goal of this warranty is to cover operational problems that might arise with your product during normal use. This includes failure to start, improper operation, or intermittent failures. As part of the warranty, Escient will pay for all labor and materials used in the repair of the system. Escient reserves the right to use new or factory refurbished parts in the repair of these in-warranty systems. Escient will also pay for the return shipment of the repaired system via standard ground transportation. At Escient's discretion, the Company will repair or replace any system sent in for repair. Upon repair, the product will be new or like-new in condition and will meet all necessary regulatory requirements.

What is Not Covered - Escient products are sold through Escient approved dealers. A number of items must remain intact in order for Escient to verify and validate this warranty. Additionally, there are several conditions which violate Escient's warranty program. These include:

- The product was not purchased through an approved Escient Dealer.
- Any product, on which the serial numbers has been defaced, modified or removed physically or electronically will not be covered by an Escient warranty.
- Escient will not cover under warranty damage to the product as a result of accident, misuse, abuse, neglect, fire, water, lightning, or other acts of God or nature, improper storage, unauthorized modification, or failure to follow instructions.
- Any type of unauthorized repair or modifications made to the system resulting in damage to the product will not be covered under this warranty.
- Damage caused to the product as a result of improper shipping or installation.
- Any problems related to the use of the product which is not a direct problem with the product.
- Damage caused to the product as a result of improper installation to third party peripherals or products, or incorrect connection to peripheral or products.

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- Additionally, Escient does not cover the following items under the terms of its warranty programs:
- Installation or removal charges.
- Cost of initial technical adjustments (setup costs).
- Battery replacement.

Escient's sole liability for any defective product is limited to the repair or replacement of the product at our discretion. Escient shall not be liable for damages to other property caused by defects in this product, damages based upon inconvenience, loss of use of the product, loss of time or data, commercial loss or any other damages, whether real, incidental or consequential.

Escient shall not be liable for damage or loss of data including but not limited to music recorded to storage devices. It is the customer's responsibility to maintain the original media and/or appropriate backup copies within the specific rights of the media's copyright holder.

How to Return a Product - Contact your dealer.

Please have the following information ready for your dealer:

- Product Serial Number
- Model Number
- Date of Registration or Purchase
- Place of Purchase

Upon reviewing the request for repair under warranty provisions, Escient's Technical Support group will issue a Return Material Authorization (RMA) number. This number is to be attached to the outside of the shipping carton. Additional instructions will be provided by technical support. Please be sure to use original packing carton and internal packing materials to assure proper shipment of the system. Insurance costs are the responsibility of the customer.

Out of Warranty Repair - Escient provides out of warranty repair service on a cost plus labor basis. Minimum charges will apply. Technical support will provide information on this service at the time of the call.

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ESCIENT PRIVACY POLICY

Escient is committed to providing you with a product that you enjoy and are confident in using, and are committed to providing services in a private and secure environment.

We recognize and respect each individual user's privacy and have created this Privacy Policy to demonstrate our commitment to your privacy.

We want you to be fully informed about the information that we collect, why we collect it, and with whom we share it.

It is our hope that, after reading this notice, you will understand our commitment to privacy and be confident that we will use your information responsibly. By using the Escient FireBall, you are accepting the practices described in this Privacy Policy.

The option to read the Escient Privacy Policy appears on the zip code screen of the Quick Start automatic setup procedure. In addition, you can access the statement at any time by pressing the **SETUP** key and choosing the **GENERAL** menu, and then selecting the **PRIVACY POLICY** option..

E-MAIL CONTACT INFORMATION

Escient may be contacted by using the following information. Once you have worked with your local Escient dealer, we encourage you to contact us if you are in need of any further assistance: **Email: support@escient.com**

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TERMS AND DEFINITIONS

Following are terms used throughout this manual:

- **Button** - refers to a graphic item on the display screen.
- **Group** - a collection of similar music titles. Standard genre groups are provided and custom groups can be created by the user.
- **Highlight** - highlighting is used to indicate the user's selection on screen. When the selection moves up, down, left, or right, the highlight moves to the next nearest item. No action is taken (except that more information may be displayed on the screen) until the Select key is pressed.
- **Info Text Area** - the portion of the guide screen used to display information about the highlighted title.
- **Playlist** - a collection of one or more music tracks or songs.
- **Title** - a collection of music tracks commonly referred to as a CD, Album or Playlist.
- **Key** - refers to one of the buttons on your remote or keyboard.
- **MP3** - a compressed digital audio format. MP3 files are smaller than the original CD tracks and sound almost identical.
- **FLAC** - a lossless compressed digital audio format. FLAC files are smaller than the original CD tracks and are bit for bit duplicates of the original.
- **WMA** - a digital audio format from Microsoft which stands for Windows Media Audio.
- **WAV** - an uncompressed digital audio format used on commercially produced CDs.
- **Guide** - a grid or list of information, used to browse your media library.
- **Player** - the screen used to display the currently playing media.

SETUP

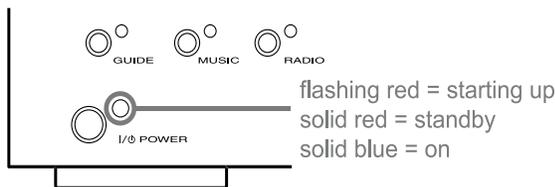
This manual assumes that you followed the printed “Quick Setup Guide” that came with your FireBall. If you have not properly connected your FireBall to your audio/video system, please go back and follow the “Quick Setup Guide” guide before continuing with this User Manual.

POWER STATES

After the FireBall unit is plugged in, the Standby LED located next to the power button will flash red until the startup process is complete.

Please wait. This may take several minutes.

When the Standby LED is solid RED, the FireBall is now in a standby or “sleep” mode. There is no video output when FireBall is in standby mode. Press the Power button (on the front panel or on the remote) once and the video output is displayed on your Telly. The unit is now ON and the LED will be solid blue.



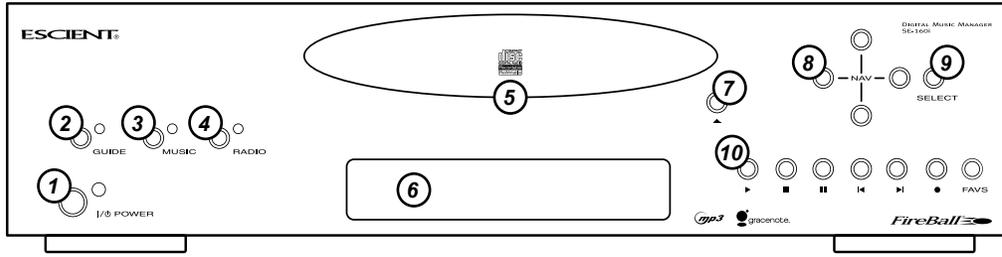
To change from the ON mode back to the standby or “sleep” mode, press the Power button on the front panel or on the remote once. The video output will go blank and the LED will be solid red.

If power is removed from FireBall for any reason, including a power outage or if the unit is unplugged, FireBall will automatically return to the Standby state as soon as power is restored. When FireBall is turned on again, FireBall will return to the same source mode that it was in when power was lost.

To force the FireBall to restart, PRESS and HOLD the Power button on the front of the unit for 4 seconds, and release it when the standby LED starts blinking.

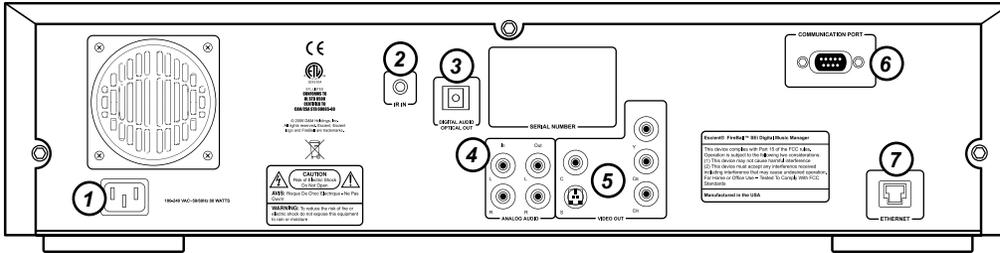
When the Standby LED is RED and FireBall has completed its startup process, press the Power button once to turn on the FireBall.

FRONT PANEL OVERVIEW



- 1 - POWER
- 2 - GUIDE SCREEN
- 3 - MUSIC SOURCE
- 4 - RADIO SOURCE
- 5 - CD-RW DRIVE
- 6 - TEXT DISPLAY & IR RECEIVER
- 7 - OPEN/CLOSE DRIVE
- 8 - NAVIGATION
- 9 - SELECT
- 10 - TRANSPORT CONTROLS & FAVS

REAR PANEL OVERVIEW



- 1 - POWER
- 2 - IR IN
- 3 - DIGITAL AUDIO OPTICAL OUT
- 4 - ANALOG AUDIO: AUDIO IN, AUDIO OUT
- 5 - VIDEO OUT: COMPOSITE, S-VIDEO, COMPONENT
- 6 - COMMUNICATION PORT
- 7 - ETHERNET

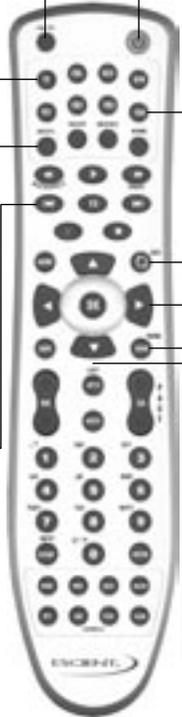
REMOTE OVERVIEW

CODE SET
Code Set - used to set the universal IR source buttons. See manual for details.

UNIVERSAL SOURCE SELECT
Telly / Cable / Receiver / DVD - used to configure the remote to control other devices. See manual for details on the universal remote functions.

MODE GUIDE SELECT
Music / iRadio - used to select FireBall modes.

TRANSPORT CONTROLS
Rewind / Play / Forward / Record / Stop / Pause - used to control playback music. Also used for text entry and for canceling certain operations.



POWER
Power - used to toggle the current source device on and off.

FIREBALL SELECT
FireBall 1 / FireBall 2 / FireBall 3 / FireBall 4 - use FB1 to control the FireBall. Use other FB buttons if additional FireBall products are installed.

ALL / NONE
Toggle ALL or NONE on Select Guides.

NAVIGATION & SELECT
Up / Down / Left / Right / Select - used to navigate and select on-screen menus and buttons.

VIEW / MENU
View / Menu - toggles through various Guide Views (artist, title, cover).

CONTROL
Options - displays Options menu.

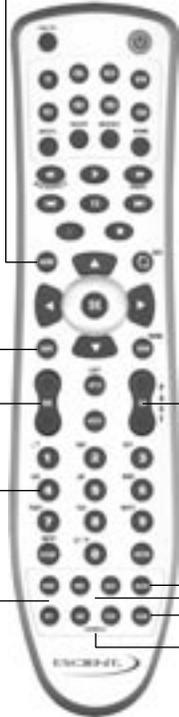
GUIDE
Guide / Player - toggles between Guide and Player screens.

INFO
Info - displays additional music info

VOLUME CONTROL
Volume Up / Volume Down / Mute - Universal remote can be configured to operate volume on Tellys and receivers. See manual for detailed setup steps.

KEY PAD
Alpha / Numeric / Enter - used for entering numbers and text. Also used for searching in the music and radio guides.

CONTROL
Mode - changes music play modes: normal, random, repeat etc.
Setup - displays Setup menu.



CHANNEL / PAGE CONTROL
Channel/Page Up/Down - used to page up and down in Guide and Player screens.

MACRO FUNCTION
Macro Function - used to directly access various music and radio items and controls.

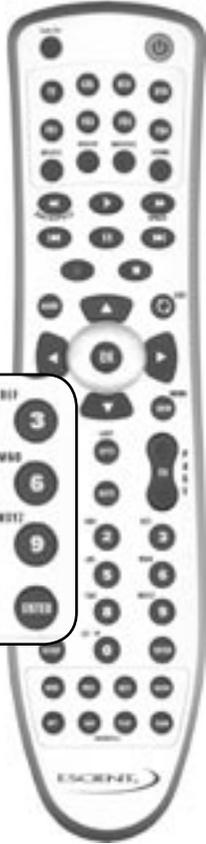
DISC PLAY FUNCTIONS
Previous / Next - skip disc functions.

MUSIC PLAY FUNCTIONS
Repeat / Random - used to cause the system to play the current group/genre in repeat or random playback mode.

MUSIC FAVORITES
Add-Favorites / Play-Favorites - used to add the currently highlighted music track to the Favorites playlist and to play the favorites playlist.

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ENTERING TEXT WITH THE REMOTE CONTROL

The remote control can be used to enter text in all text fields. This text entry capability is provided to allow you to fill out short text fields – such as those that occur in the setup and edit screens. FireBall's wireless keyboard should be used when extended typing is required.

Typing Characters with the Remote

The remote control based text entry capability is similar to that provided on standard telephones and cell phones. Each numeric key has characters associated with it that can be accessed by pressing the key one or more times. You have .5 seconds after a key is pressed to enter a second character from the same key. If you press the same key within .5 seconds, the second character associated with that key replaces the initial character. If you do not press the same key within .5 seconds, the text cursor moves to the next location so that the same key can be pressed again to enter a second character.

The “2”, “3”, “4”, “5”, “6”, and “8” keys each support three letters and one number and can be pressed from one to seven times to display upper case, lower case, and numeric characters. The “7” and “9” keys both support four letters and one number and can be pressed from one to nine times. The “1” and “0” keys support all of the special characters and will cycle through each character for every key press.

The text characters follow the same convention used by a standard telephone – except in the case of the “1” and “0” keys which contain additional characters.

When entering characters at the beginning of a field or characters that follow a space, FireBall assumes that upper case characters are preferred. Therefore, characters are entered in the following cycle – uppercase, lowercase, and numeric. For example, the first key press enters an uppercase letter corresponding to the first letter associated with the key. Pressing the “2” key once displays an “A” in the text field, pressing the “2” key twice displays a “B”, pressing it again will

display a “C”. The fourth key press displays a lower case “a”, the fifth key press displays a lower case “b”, and the sixth key press displays a lower case “c”. Lastly, pressing the “2” key a seventh time displays the number “2”.

When entering the second character in a text field or the second character following a space, FireBall assumes that lower case is preferred and the character entry cycles in the following pattern – lowercase, uppercase, and numeric.

The following text entry table describes the sequence of characters that appear when specific keys are pressed on the remote:

Key	Alpha Mode 1 st character or 1 st character after a space	Alpha Mode 2 nd character or 2 nd character after a space
1	1. / , ? ' ; & ~ !	1. / , ? ' ; & ~ !
2	ABCabc2	abcABC2
3	DEFdef3	defDEF3
4	GHIghi4	ghiGHI4
5	JKLjkl5	jklJKL5
6	MNOmno6	mnoMNO6
7	PQRSpqrs7	pqrsPQRS7
8	TUVtuv8	tuvTUV8
9	WXYZwxyz9	wxyzWXYZ9
0	0@_ - * # [] () +=	0@_ - * # [] () +=

ADDITIONAL CONNECTION AND HOOKUP INFORMATION

AUDIO OUTPUTS

The optical digital and analog audio outputs are both active when playing media from the internal hard drive or Internet Radio.

VIDEO OUTPUTS

FireBall has several video output formats and connectors including:

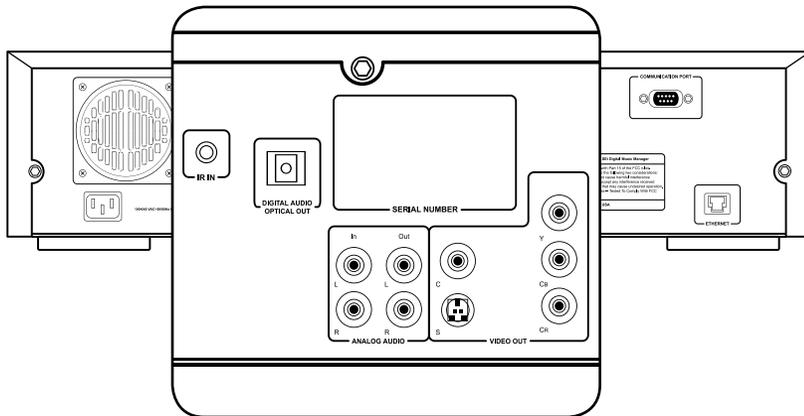
- **Component Video**
- **S-Video**
- **Composite Video**

All video outputs are active at the same time, so you can use as many as you like without causing signal degradation.

The Component Video output will provide the best possible video quality for the FireBall User Interface, but will require that your video system has an available component input.

The S-Video output is typically used for the optional Escient ETP-1500 touch panel to provide the user interface directly on the touch panel.

The composite output is typically used for an a/v distribution system, such as the Opus MCU500, Xantech AV-61 or the Niles ZR-4630/8630 distribution systems.



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VIDEO FORMAT (NTSC AND PAL)

FireBall SE-160i supports NTSC and PAL video format standards. Follow these steps to set the video format to match that of your video display:

If you have not setup and registered your FireBall...

- 1) Plug in and Power on your FireBall.**
- 2) When the Red Light on the front panel is solid red, press the POWER button once to make it blue.**
- 3) Using the remote control, Enter the corresponding sequence for your desired video format.**
 - 64706 = PAL-M, (o,g,p,0,m)
 - 64766 = PAL-N (o,g,p,m,n)
 - 64724 = PAL-BGHI (o,g,p,b,g)
 - 64687 = NTSC (o,g,n,t,s)
- 4) The FireBall will reboot and the Red Light will start to flash once the 5 digit code is accepted. If the FireBall does not reboot, wait 5 seconds and try the code again.**

...or if you have already setup and registered your FireBall:

- 1) Using your remote control, press the MUSIC button**
- 2) Press the SETUP button**
- 3) enter 8020**
- 4) Press the DOWN arrow**
- 5) Press the OK button**

The FireBall should reboot. When the red light is solid red, follow these steps:

- 6) Press the POWER button once to make it blue.**
- 7) Using the remote control, enter the corresponding sequence for your desired video format.**
 - 64706 = PAL-M, (o,g,p,0,m)
 - 64766 = PAL-N (o,g,p,m,n)
 - 64724 = PAL-BGHI (o,g,p,b,g)
 - 64687 = NTSC (o,g,n,t,s)
- 8) The FireBall will reboot and the Red Light will start to flash once the 5 digit code is accepted. If the FireBall does not reboot, wait 5 seconds and try the code again.**

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RS-232 CONNECTIONS

COM port is to be used for connecting an Escient ETP-1500 wired touch panel or to interface with a third party control system such as Opus, AMX or Crestron.

Note: You should use the Ethernet control system for controlling FireBall from a third party control system whenever possible. Using the Ethernet control system frees up the COM port for other purposes, allows much longer distances between FireBall and the control system, and provides a much faster path for data transfer.

IR CONNECTIONS

The direct IR input jack on the back panel of the FireBall is for controlling FireBall from a wired IR distribution system such as a Xantech system. This connection must be an IR signal with a 36kHz carrier using an 1/8" mono or stereo connector.

The IR input jack provides 12V power. This means that you can directly connect a 12V IR receiver (like the Xantech series 291 units) to the FireBall using a 1/8" stereo connector.

Pin outs for the Wired IR input

- Sleeve = +12v
- Ring = Ground
- Tip = Signal

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ETHERNET CONNECTIONS

The Ethernet jack on the back panel of the FireBall accepts any standard twisted pair CAT5 Ethernet cable. If you are connecting FireBall to a home network, you typically connect a standard Ethernet cable from your Ethernet router or hub to the FireBall.

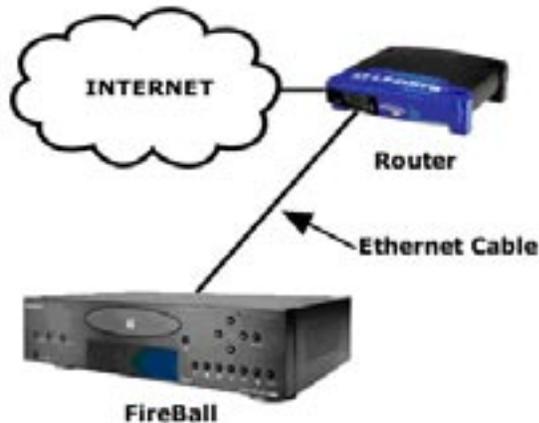
There are different grades, or categories, of twisted-pair cabling. Category 5 is the most reliable and widely compatible, and is highly recommended. It runs easily with 10Mbps networks, and is required for 100Mbps networks. You can buy Category 5 cabling that is pre-made, or you can cut & crimp your own.

Category 5 cables can be purchased or crimped as either straight-through or crossed. A Category 5 cable has 8 thin, color-coded wires inside that run from one end of the cable to the other. Only wires 1, 2, 3, and 6 are used by Ethernet networks for communication. Although only four wires are used, if the cable has 8 wires, all the wires have to be connected in both jacks.

Straight-through cables are used for connecting computers to a hub. Crossed cables are used for connecting a hub to another hub (there is an exception: some hubs have a built-in uplink port that is crossed internally, which allows you to uplink hubs together with a straight cable instead).

In a straight-through cable, wires 1, 2, 3, and 6 at one end of the cable are also wires 1, 2, 3, and 6 at the other end. In a crossed cable, the order of the wires change from one end to the other: wire 1 becomes 3, and 2 becomes 6.

To figure out which wire is wire number 1, hold the cable so that the end of the plastic RJ-45 tip (the part that goes into a wall jack first) is facing away from you. Flip the clip so that the copper side faces up (the springy clip will now be parallel to the floor). When looking down on the coppers, wire 1 will be on the far left.

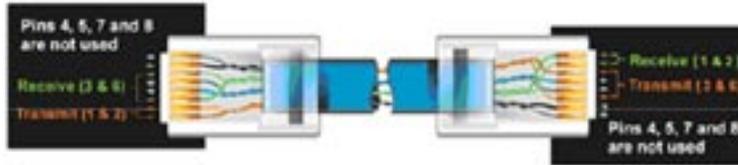


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CAT5 cabling should not exceed 100 meters. The following drawing depicts the typical wiring scheme for CAT5.

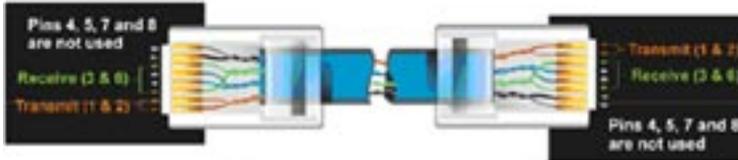
For more information about wiring an Ethernet network, please refer to the Linksys web site (www.linksys.com).



Pin number	Wire Color
Pin 1	Orange/White
Pin 2	Orange
Pin 3	Green/White
Pin 4	Blue
Pin 5	Blue/White
Pin 6	Green
Pin 7	Brown/White
Pin 8	Brown

Crossed-Over	
Wire	Becomes
1	3
2	6
3	1
6	2

Pin number	Wire Color
Pin 1	Green/White
Pin 2	Green
Pin 3	Orange/White
Pin 4	Blue
Pin 5	Blue/White
Pin 6	Orange
Pin 7	Brown/White
Pin 8	Brown



Pin number	Wire Color
Pin 1	Orange/White
Pin 2	Orange
Pin 3	Green/White
Pin 4	Blue
Pin 5	Blue/White
Pin 6	Green
Pin 7	Brown/White
Pin 8	Brown

Straight-Through	
Wire	Becomes
1	1
2	2
3	3
6	6

Pin number	Wire Color
Pin 1	Orange/White
Pin 2	Orange
Pin 3	Green/White
Pin 4	Blue
Pin 5	Blue/White
Pin 6	Green
Pin 7	Brown/White
Pin 8	Brown

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REGISTRATION

Registering your FireBall is accomplished automatically when you go through the Quick Start process described in the User's Manual. Registration includes properly configuring your FireBall for Internet access and then connecting to the Escient servers to register your serial number and download the latest Internet Radio stations.

If you experience difficulty completing the registration process in Quick Start, follow these guidelines to make sure you have all of the required information and that you can make the proper connection to your Internet Service Provider and the Escient Servers.

TESTING A BROADBAND CONNECTION

1. Check the Ethernet Network Link - The green LED next to the FireBall's back panel Ethernet jack should be on when properly connected to an Ethernet network.
2. From the Ethernet Connection Quick Start screen, select the "perform test" button. This will start the Ethernet Connection test which will test the following network settings:
 - a. The ethernet link to your router or hub.
 - b. The DHCP addressing if you selected Dynamic IP Addressing.
 - c. The connection to your default Gateway (your route to the Internet).
 - d. The connection between your router and the Escient server.

If any of these tests fail, check your ethernet wiring with the proper test equipment, make sure your router is properly configured as a DHCP router, and that you can access the internet using the same network connection using a PC.

Check with your ISP or network administrator if you need assistance determining whether or not you should use DHCP IP addressing. If you are going to use a static IP address, it must be in the proper range assigned to your subnet. Again, check with your ISP or network administrator before using a static IP address.

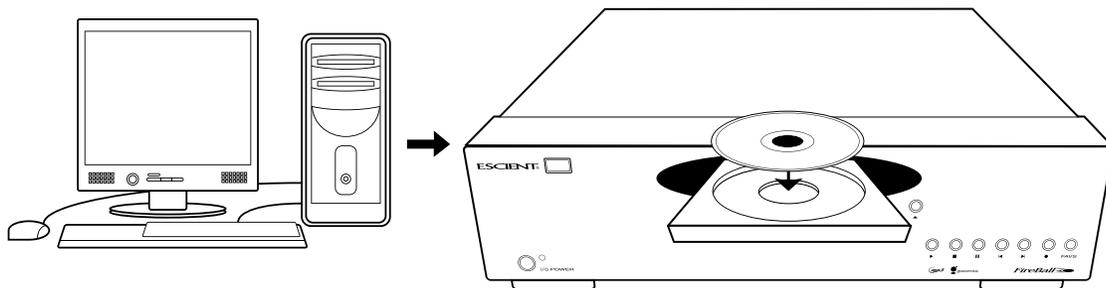
GETTING MUSIC INTO FIREBALL

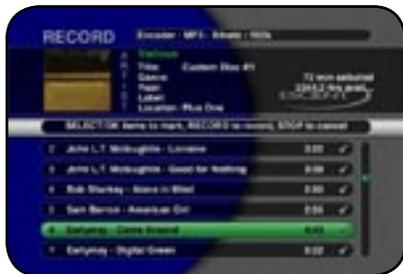
Before you can enjoy the Music features of your FireBall Media Management system, you will want to get your music collection into the FireBall. The process of getting music into FireBall is called “**Recording**” or sometimes “**Ripping**”.

There are several ways to get your music into FireBall:

- Record CDs using the internal CD Drive
- Transfer Music files from your PC using a network
- Record from an external source (such as a tape, LP, or other real-time source)

You may choose to use any or all of these methods at any time. Each is described on the following pages.





RECORDING FROM THE INTERNAL CD

The easiest way to get music into your FireBall is to record CDs using the built-in internal CD-RW drive. This method requires no additional equipment and is very fast, as the internal CD drive can rip audio at several times the speed of normal playback. This is known as “fast-ripping”.

Follow these steps to record using the internal CD-RW drive:

1. Press the EJECT key on the front panel.
 2. Insert an audio CD (label side up) into the CD-RW tray.
 3. Press the EJECT key again to close the CD-RW tray.
 4. The CD's artist, album, and track names are automatically retrieved from the Gracenote® Music Recognition Service and are displayed on your Telly.
 5. Press the RECORD key on the remote control to display the Recording Options Menu.
 6. Press the RECORD key a second time to choose the default recording option “Record to Internal Hard Drive”.
 7. The Record Select Guide will be displayed showing the current CD with checkmarks to the right of each track name.
 8. Press the RECORD key a third time to begin recording the entire CD to the internal hard drive.
- When recording is complete, FireBall will return to the Music Guide.
 - Repeat steps 1-8 for each disc in your music collection.
 - Highlight and Unselect tracks you do not wish to record before pressing RECORD for the third time.

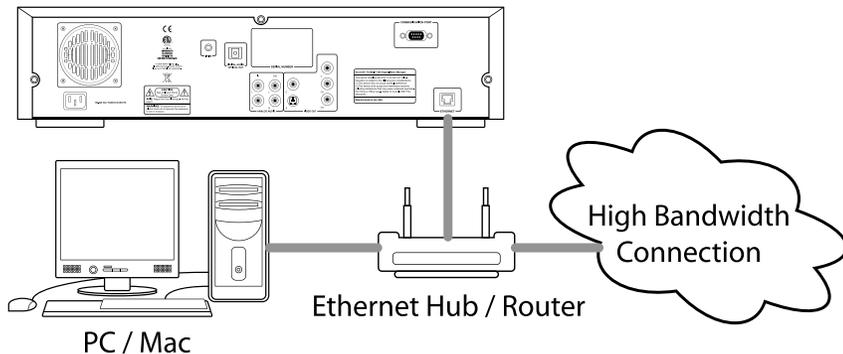
Note: It is also possible to set the FireBall to automatically record the CD when insert. Refer to the section “Setting User Preferences” for setting Recording Preferences and Disc Insert Preferences.

IMPORTING MUSIC FILES

If you have digital audio files already recorded on your PC or Mac, you can transfer the files directly to your FireBall using an Ethernet network. This is a fast and convenient way to load up your FireBall with your favorite Music without having to re-record everything.

FireBall will import each audio file, extract the song information, and add it to your Music Library.

There are some rules to follow to make sure your files are transferred correctly. Please make sure your audio files follow these guidelines before importing them into your FireBall.



System Requirements

- 10/100 Ethernet network
- PC or Mac connected to the same local ethernet network as the FireBall
- Windows XP or Mac OS X

Audio File Requirements

- MP3 audio files recorded at 96k, 120k, 160k, 192k, 320k, or VBR encoding.
- FLAC audio files
- WMA files (48-192k CBR and up to 215k VBR)
- WAV files (automatically converted to FLAC or MP3 based on the Recording Preferences)
- ID3 tags are supported for both MP3 audio files. Ogg Vorbis style tags are supported for FLAC files.

Cover Art Image Requirements

- JPEG image format
- No larger than 200 pixels wide by 200 pixels high

IMPORTING FROM A PC

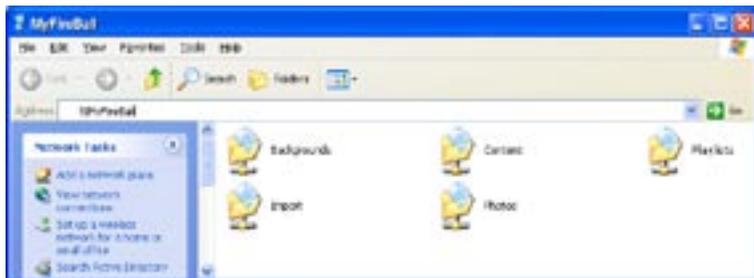
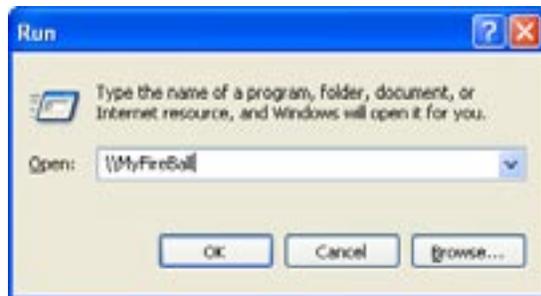
Make sure your PC is connected to the same network as your FireBall and follow these steps to mount, transfer, and import music files from your PC to your FireBall.

On the FireBall (Note: This step only needs to be done once.)

1. Press the **SETUP** key on the remote control to display the Setup menu.
2. Select the **NETWORK** menu item.
3. Select the **SERVER SETTINGS** menu item.
4. Enter a name for your FireBall.

On the PC

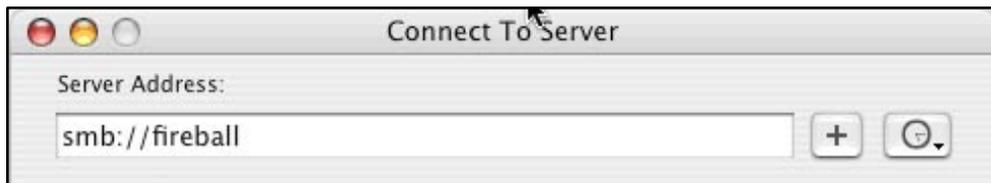
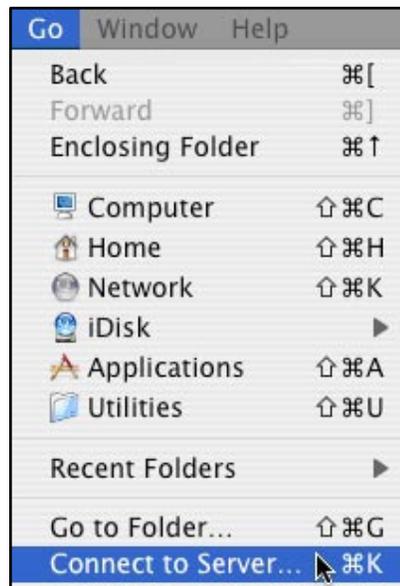
1. Go to the **START** menu and select **RUN**.
2. Enter two backslashes “\” and the name of your FireBall (the name you entered into the Server Settings) and click the **OK** button.
3. You should see the following in a new window on your computer:
4. Drag and drop your audio files onto the **Import** folder. FireBall will automatically import, add, and catalog each file into your Music Guide.



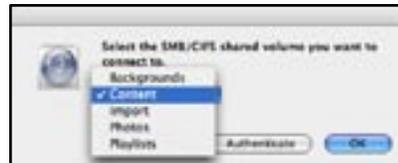
IMPORTING FROM A MAC

FireBall's File Server acts like a Windows File Server on your network, therefore you will need to connect using the MacOS X's built-in Windows networking client. Make sure your Mac is connected to the same network as your FireBall and follow these steps to mount, transfer, and import music files from your PC to your FireBall.

1. Go to the Finder and select "Connect to Server..." from the Go Menu.
2. Type "smb://" and the name of your FireBall (the name you entered into the Server Settings) and click the Connect button
3. You should see the SMB Mount dialog appear on your computer:



4. Click on the Content pop-up menu and select the Import directory.
5. Next, an authentication dialog will appear. You can ignore this dialog and just click the OK button.
6. You will then have a new drive mounted on your desktop called "Import".
7. Drag and drop your audio files onto the Import folder. FireBall will automatically import, add, and catalog each file into your Music Guide.





RECORDING FROM OTHER EXTERNAL SOURCES

FireBall allows you to record directly from it's analog inputs to the internal hard drive.

Follow these steps to record from an external source:

1. Press the RECORD key on the remote control to display the Recording Options Menu.
 2. Highlight and select the recording option "Record from Ext Inputs to the Internal Hard Drive".
 3. External Record Options screen will be displayed showing the default information for the recording you are about to make. You can use these default settings or edit them. The default recording length is 30 minutes. Enter a different number to increase or decrease the recording time.
 4. When you are finished editing the default settings, press the RECORD key again to start recording from the external analog inputs to the hard drive.
- When recording is complete, FireBall will return to the Music Guide.
 - Recording from the External Inputs creates one Title with one Track and adds the Title to the Music Guide.
 - You can edit the data later, just like any other Title. Please refer to the "Managing Your Media" section for more details.



ERASING A CD-RW DISC

You can use FireBall's built-in CD burner to erase the contents of a re-writable CD.

Follow these steps to erase a re-writeable CD:

1. Press the **RECORD** key on the remote to display the Record menu.
 2. Select the **ERASE CD-RW DISC** menu.
 3. Confirm that you want to proceed with completely erasing the disc by selecting the **ERASE** button on screen.
- You will not be able to interrupt the erase function.
 - When FireBall completes erase disc function, it will be ejected. Remove the now blank CD-RW disc and close the CD tray.



LISTENING TO MUSIC

BROWSING YOUR MUSIC LIBRARY

Now that you have gotten your music into your FireBall, it's time to enjoy it! The **Music Guide** allows you to browse, locate, and play all of your music in one easy to use on-screen guide.

The **Music Guide** displays a scrolling list of all your Music Titles. Using the remote control, you can navigate up and down the list. As each Title is highlighted, you will notice that the Information Area and Cover Art changes to reflect the currently highlighted Title.

SHOW AND HIDE TRACKS

If you press the **SELECT** key on the remote control, you will expand the current Title to reveal a list of the Title's **TRACKS**.

Press the **SELECT** key again (when a Title is highlighted) to collapse the current Title and hide the track names.



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PLAYING THE CURRENT TITLE

Playing the currently highlighted Title is the same as playing a CD in a conventional CD player. Simply press the **PLAY** key on the remote control and it begins to play from track 1.

*Note: If you press **SELECT** with a Track highlighted, you will start playback from the selected Track.*

You'll notice that a new screen appears with a list of the songs (or tracks) on the current Title, this is the **Music Player** screen. The Music Player displays the artist name, album name, album cover art, and track list for the current Title.

SELECTING A DIFFERENT SONG

In the **Music Player** you can navigate up and down the track list using the remote control. Highlight a different song and press **SELECT** to play the song.



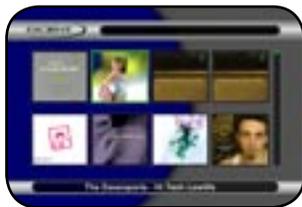


CHANGING THE GUIDE VIEW

The **GUIDE** button on the remote control is used to switch between the Music Guide and Music Player screens. When you are viewing the **Music Player** screen, press the **GUIDE** button to return to the **Music Guide**.

The **Music Guide** provides you with several ways to view the contents of your Music Library. One of the easiest ways to browse and sort your Music Library is by using the Music “**Views**”. There are four Views that you can switch between using the “**MENU/VIEW**” key on the remote control:

- View By Artist
- View By Title
- View By Song
- View By Cover



View By Artist

View By Artist is the default View and displays your Music Library alphabetically from A to Z using according to the Artist Name then the Album Name.

View By Title

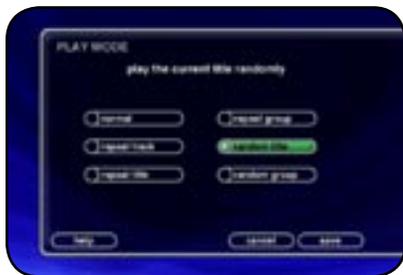
View By Title will order the list of Titles alphabetically from A to Z, according to the Album Name then the Artist Name.

View By Song

View By Song will order the list of Titles alphabetically from A to Z, according to the Song Name.

View By Cover

View By Cover displays a graphical 4x2 grid of album cover art, sorted alphabetically from A to Z, according to the Artist Name then Album Name.



CHANGING THE CURRENT PLAY MODE

The default Play Mode will play the current Title from Track 1 to the last track in order, then stop. If you want to change the order of how tracks are played, there are six different Play Modes to choose from:

- **Normal** - play each track in order in the current Title, then stop.
- **Repeat Track** - repeat the same track over and over until you press stop.
- **Repeat Title** - play each track in the current Title in order then repeat the entire disc until you press stop.
- **Repeat Group** - play each track in each title in the current group and then repeat them until you press stop.
- **Random Title** - randomly select and play a track from within the current title. Continue until you press stop or every track in the current title is played.
- **Random Group** - randomly select and play a track from any title in the current group. Continue until you press stop or every track in the current group is played

To change the current Play Mode, press the **MODE** key on the remote control. Each press of the **MODE** key will switch to the next Play Mode. Stop pressing the **MODE** key when you see the desired Play Mode appear on the screen. You can also directly select a Play Mode using the **OPTIONS** key and the Play Mode menu item.

VIEWING BY GENRE

In addition to the current Guide View, the Music Guide automatically organizes your Music into default “Genres” also called “Groups”. The Group Bar displays a horizontal scrolling list of Genres corresponding to the music in your library. Five Genres or Groups are visible at one time. The “All” genre is the default, which displays all Titles in your Music Library.

Using the **LEFT** and **RIGHT** arrow keys on the remote, you can select a different Genre. Notice that the list of Titles updates to show only Titles in the selected Genre.

- Scroll all the way to the left to return to the All Genre.
- Genre list will scroll to the right to reveal more Genres.
- Refer to the section “Managing Your Media” for instructions on creating your own groups from favorite music titles



LISTENING TO INTERNET RADIO

BROWSING INTERNET RADIO STATIONS

The **Radio Guide** displays a scrolling list of Internet Radio Stations. Using the remote control, you can navigate up and down the list. As each Station is highlighted, you will notice that the Information Area and Cover Art changes to reflect the currently highlighted Station.

- Press the **iRADIO** key on the remote control to display the Radio Guide.
- Press the **MUSIC** key to return to the Music Guide



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PLAYING THE CURRENT STATION

Playing the currently highlighted Radio Station is the same as selecting and playing an off air radio station on a typical audio receiver. Simply **press the SELECT** key on the remote control and the currently highlighted station will be located, buffered, and then played.

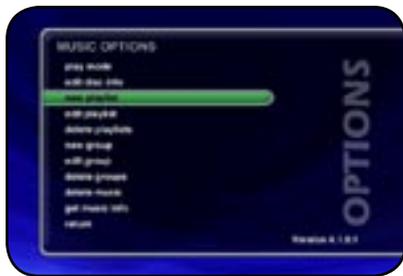
You'll notice that a new screen appears displaying information about the selected station. This is the **Radio Player** screen. The Radio Player displays the station name, location, genre, genre cover art, and status about the current Internet Radio station stream.

- Playing Internet Radio requires a valid Internet connection.
- Although some stations will work over a Dialup Internet Connection, a broadband Internet connection is recommended.
- Due to the dynamic nature of the Internet, you may experience periodic audio drop-outs which could be due to many factors such as Internet access problems, busy networks, etc...
- Internet Radio Stations are not hosted by Escent and may not be available at all times. You can update your Internet Radio Stations list by running Tune Stations. Please refer to the "Managing Your Media" section for more information.
- Cover art, song name, and artist name are displayed only if the information is sent by the Internet Radio Station broadcaster.



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MANAGING YOUR MEDIA

CREATING PLAYLISTS

FireBall allows you to organize your favorite songs into custom “Playlists”. A Playlist is simply a group of songs that you choose from your Music Library. Common uses for Playlists are:

- Collections of your favorite songs
- Songs that have a similar tempo or feel (mellow mix)
- Custom albums from one or more of your favorite artists
- Party mixes
- Workout mixes

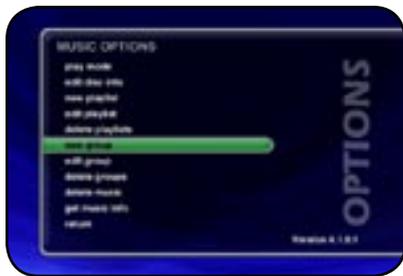


Follow these steps to create your own custom Playlist:

1. Press the **MUSIC** key to make sure you are in the Music source mode.
2. Press the **OPTIONS** key to display the Music Options Menu
3. Select the **NEW PLAYLIST** menu item.
4. Using the remote control or keyboard, enter a name for your Playlist.
5. Select the **CONTINUE** button on screen to advance to the Edit Playlist Select Guide. The Edit Playlist Select Guide works just like the Music Guide. Navigate up and down to highlight, expand, or collapse music titles.
6. For each song you want to add to the Playlist, highlight the song name and press the **SELECT** key on the remote. A checkmark appears to the right of each selected song indicating that it will be added to the Playlist. Press **SELECT** again to remove the checkmark.
7. When you have selected all of the songs you want to include in the playlist, press the **RECORD** button on the remote control to save the Playlist.



- When you are finished creating your Playlist, the Music Guide is displayed highlighting the newly created Playlist.
- You can play any Playlist the same way you play a music title or CD. Just press the **PLAY** key on the remote control.
- Notice that a Playlist genre is added to the Group Bar. The Playlist genre will always be available as long as you have at least one playlist in your Music Library.



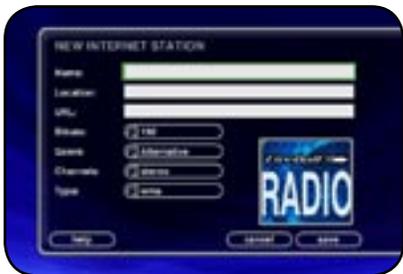
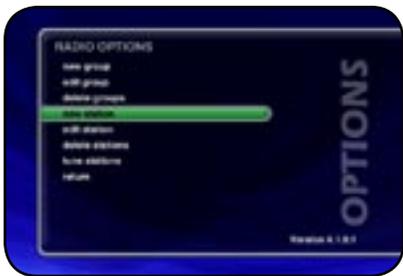
CREATING GROUPS

In addition to Playlists, FireBall allows you to create custom “Groups” of Music Titles or Radio Stations. User created Groups appear in the Group Bar along with the automatically created Genre Groups and System Groups (All, CDs, Internal, and Playlists). Some uses for custom Group are:

- Organize music titles or radio stations into custom genres, like “Funk”, 80’s, “Hits”, etc...
- Group all of the albums for a favorite artists together for quick access.
- Create an easily accessible collection of your favorite albums.

To create a custom Group, follow these steps:

1. Press the **MUSIC** key to make sure you are in the Music source mode or press the **RADIO** key if you want to create a custom Radio Group.
 2. Press the **OPTIONS** key to display the Options Menu
 3. Select the **NEW GROUP** menu item.
 4. Using the remote control or keyboard, enter a name for your Group.
 5. Select the **CONTINUE** button on screen to advance to the Edit Group Select Guide. The Edit Group Select Guide works just like the Music or Radio Guide.
 6. For each Music Title or Radio Station you want to add to the Group, highlight the Title or Station name and press the **SELECT** key on the remote. A checkmark appears to the right of each selected Title or Station indicating that it will be added to the Group. Press **SELECT** again to remove the checkmark.
 7. When you have selected all of the Titles or Stations you want to include in the group, press the **RECORD** button on the remote control to save the Group.
- When you are finished creating your Group, the Guide is displayed highlighting the newly created Group.
 - Notice that a custom Group is added to the Group Bar along with the System Groups.
 - The custom Group will always be sorted alphabetically within the Group Bar and appear to the right of the All and Playlist Groups.



ADDING INTERNET RADIO STATIONS

FireBall comes preloaded with several high quality streaming Internet Radio Stations from around the world, but that may not be enough for you, so FireBall also let's you add your own Internet Radio Stations.

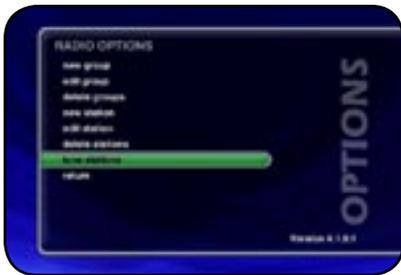
Internet Radio stations must conform to these specifications:

- Windows Media WMA or MPEG II layer 3 streams.
- Windows Media 9 or earlier.

To add your own Internet Radio Stations, you will need to obtain the URL or Internet Link to the stream using your PC.

Assuming you have a valid URL for a station, follow these steps to add your own Internet Radio Station to the Radio Guide:

1. Make sure you are in the Radio source mode by pressing the RADIO key on the remote.
 2. Press the OPTIONS key to display the Options Menu
 3. Select the NEW STATION menu item.
 4. Using the remote or keyboard, enter information for the new station including: station name, location, URL, the bit rate of the stream, the genre, the stream type (MP3 or WMA), and the number of channels (mono or stereo). The default cover art will be set according to which genre you select.
 5. Select the SAVE button to save the new station.
- When you are finished creating your new station, the Radio Guide is displayed highlighting the newly created Station.
 - You can play the station just like any other Internet Radio station.



UPDATING THE INTERNET RADIO STATIONS LIST

Escient makes every attempt to insure that the preloaded Internet Radio Stations are alive and well, but due to the dynamic nature of the Internet and the third parties who actually serve up these radio streams, sometimes you will not be able to play a station. The “Tune Stations” feature allows you to download a list of the most recent Internet Radio stations from Escient.

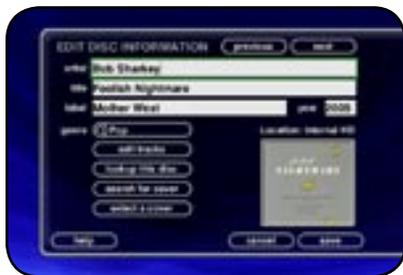
Note: Tune Stations WILL NOT erase any custom stations you may have added, from your Radio Guide. It WILL replace the Escient supplied stations with a fresh new list.

If you want to replace the current Internet Radio Stations with a new list of stations, follow these steps:

1. Make sure you are in the Radio source mode by pressing the RADIO key on the remote.
2. Press the OPTIONS key to display the Options Menu
3. Select the TUNE STATIONS menu item.
4. Read the WARNING screen and select OK to proceed.
5. FireBall will Connect to the Escient server and download the latest Internet Radio Stations.

When you are finished Tuning the Stations, the Radio Guide is displayed showing the new Escient provided Internet Radio Stations and any user added stations.





EDITING MUSIC INFORMATION

FireBall has access to over 4 million CD titles, but you may still encounter a CD that does not return a custom cover or the correct disc information. You can edit the disc information for any Music Title using the Edit Disc and Edit Tracks screens.

Editing Disc Info

Follow these steps to edit the disc information for the current Music Title:

1. Highlight the Music Title you want to edit in the Music Guide.
2. Press the **OPTIONS** key on the remote control.
3. Select the **EDIT DISC INFO** menu item to display the Edit Disc Information screen.
4. Using the remote control or wireless keyboard, change the artist name, album title, label, year of release, or genre.
5. Select the **SAVE** button to save your changes and return to the previous screen.

Selecting the **PREVIOUS** or **NEXT** buttons will save any edits you have made to the current disc and display the information for the previous or next disc.

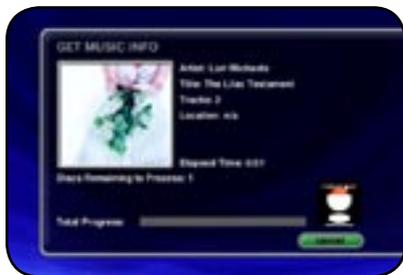
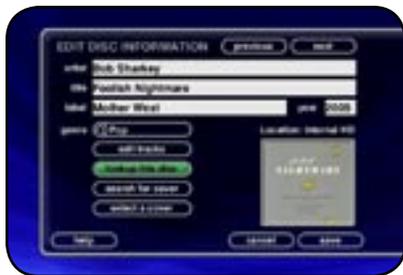


Editing Track Names

You can also manually edit the Track/Song names of the currently highlighted Title in the Music Guide.

Follow these steps to edit the track information for the current Music Title:

1. Highlight the Music Title you want to edit in the Music Guide.
2. Press the **OPTIONS** key on the remote control.
3. Select the **EDIT DISC INFO** Info menu item to display the Edit Disc Information screen.
4. Select the **EDIT TRACKS** button to display the Edit Tracks screen.
5. Using the remote control or wireless keyboard, change the name of each track.
6. Press the **SELECT** button to advance to the next track.
7. Select the **SAVE** button to save your changes and return to the previous screen.

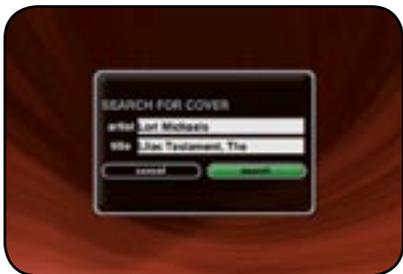
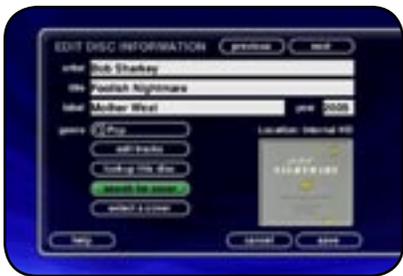


Automatically Lookup Information for This Disc

The “Lookup This Disc” button will initiate a disc lookup for only this disc. FireBall will connect to the Gracenote® Music Recognition Service to locate and download the disc information.

Follow these steps to lookup information for the current disc:

1. Highlight the Music Title you want to edit in the Music Guide.
2. Press the OPTIONS key on the remote control.
3. Select the EDIT DISC INFO menu item to display the Edit Disc Information screen.
4. Select the LOOKUP THIS DISC BUTTON. The Get Music Info screen will be displayed as FireBall attempts to lookup the disc information from the Gracenote® Music Recognition Service for you.
5. When the lookup is complete, you will return to the Edit Disc Information screen where you can verify or edit the results.
6. Select the SAVE button to save your changes and return to the previous screen.



Searching for the Original Cover

Occasionally the wrong cover or the default cover will be displayed for a Music Title. You can manually search for the original cover art by using the “Search for Cover” feature. This is a powerful tool that allows you to search the Escient servers for an exact or partial match using the artist name and/or album name.

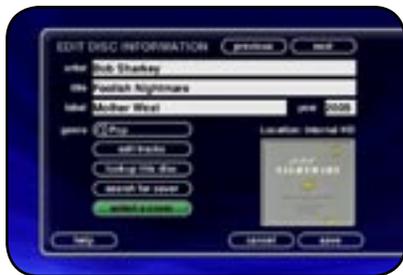
Follow these steps to search for a cover:

1. Highlight the Music Title you want to edit in the Music Guide.
2. Press the **OPTIONS** key on the remote control.
3. Select the **EDIT DISC INFO** menu item to display the Edit Disc Information screen.
4. Select the **SEARCH FOR COVER** button to display the Search for Cover screen.
5. The current Artist Name and Album Title are entered as the default search strings. You can change either one of these to modify the search. Note that editing the Artist Name or Title **WILL NOT** change them in the Music Library. These edits are **ONLY** used to search for a new cover.
6. Select the **SEARCH** button to start the search.
7. The Get Music Info screen will be displayed as FireBall attempts to search for the cover using the Artist Name and Title you entered.
8. When the search is complete, you will return to the Edit Disc Information screen where you can verify or edit the results.
9. Select the **SAVE** button to save your changes and return to the previous screen.

Tips for Searching for Covers

The Escient server uses a fuzzy-match algorithm to locate a matching cover using the Artist Name and Title you enter. There are a few tips to try when searching for covers:

- Remove any punctuation marks from the Artist Name and Title.
- Remove Disc Numbers from the Titles.
- Try different spellings in the Title.
- Try removing part of the Artist Name (if it is more than 2 words).

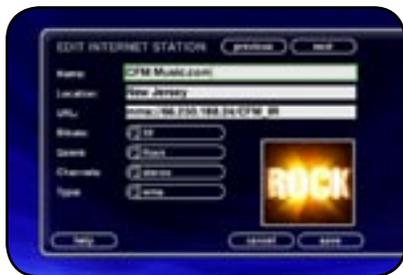


Selecting an Existing Cover

If for some reason you can not download the original cover, you can choose one of the existing covers for the current Title.

Follow these steps to select an existing cover to assign to the current Title:

1. Highlight the Music Title you want to edit in the Music Guide.
2. Press the **OPTIONS** key on the remote control.
3. Select the **EDIT DISC INFO** menu item to display the Edit Disc Information screen.
4. Select the **SELECT A COVER** button to display the Select Cover Art screen.
5. Using the arrow and page keys on the remote control, locate the name of the Title corresponding to the cover you wish to use for the current Title. Notice that a preview of the selected cover appears on the right of the list as you highlight each name.
6. Press the **SELECT** key on the remote control when you have located the cover of your choice.
7. Select the **SAVE** button to save your selection and return to the previous screen.



EDITING RADIO INFORMATION

Similar to editing Music Information, you can also Edit the Radio Information.

Follow these steps to edit the station information for the currently highlighted Internet Radio Station:

1. Make sure you are in the Radio source mode by pressing the RADIO key on the remote.
2. Press the OPTIONS key to display the Options Menu
3. Select the EDIT STATION menu item to display the Edit Station screen.
4. Using the remote or keyboard, edit the information for the new station including: station name, location, URL, the bit rate of the stream, the genre, type of stream (MP3 or WMA), and the number of channels (mono or stereo). The cover art will be set according to which genre you select.
5. Select the SAVE button to save the changes.



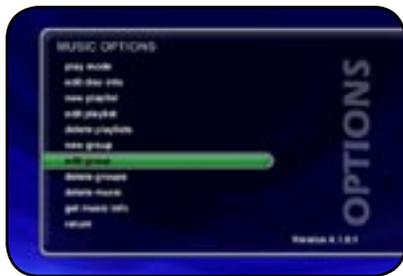
EDITING PLAYLISTS

You can change the name and add or remove tracks from any Playlist you created.

Follow these steps to edit a Playlist:

1. Press the **MUSIC** key to make sure you are in the Music source mode.
2. Highlight the Playlist Name you want to edit. Note: The Playlist group will list all of your Playlists.
3. Press the **OPTIONS** key to display the Music Options Menu
4. Select the Edit Playlist menu item.
5. Using the remote control or keyboard, change the name of your Playlist or select the **CONTINUE** button on screen to keep the current name and advance to the Edit Playlist Select Guide.
6. For each song you want to add to the Playlist, highlight the song name and press the **SELECT** key on the remote. A checkmark appears to the right of each selected song indicating that it will be added to the Playlist.
7. For each song you want to remove from the Playlist, highlight the song name and press the **SELECT** key on the remote. The checkmark to the right of the song will be removed, indicating that the song should be removed from the Playlist.
8. When you have added or removed all of the songs you want to include in the playlist, press the **RECORD** button on the remote control to save the Playlist.

- If you remove all songs from a Playlist, the Playlist is automatically deleted.
- You can not reorder songs within a current Playlist.



EDITING GROUPS

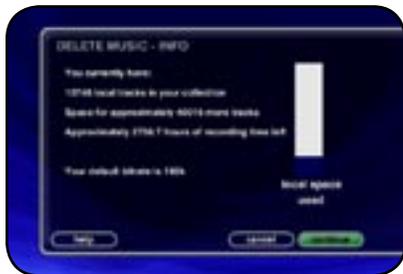
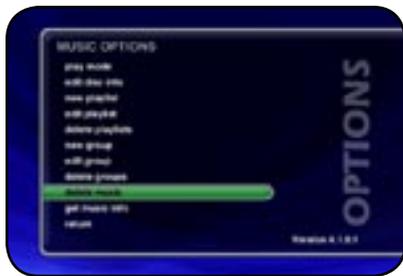
As with Playlists, you can also edit the name of a Group, add Music Titles or Radio Stations to the Group, or remove Music Titles or Radio Stations from the Group.

Follow these steps to edit a Group:

1. Press the **MUSIC** key if you want to edit the Music Groups or press the **RADIO** key if you want to edit the Radio Groups.
2. Highlight the Group you want to edit within the Group Bar.
3. Press the **OPTIONS** key to display the Music Options Menu
4. Select the **Edit Group** menu item.
5. Using the remote control or keyboard, change the name of your Group or select the **CONTINUE** button on screen to keep the current name and advance to the Edit Group Select Guide.
6. For each Music Title or Radio Station you want to add to the Group, highlight the Music Title or Radio Station and press the **SELECT** key on the remote. A checkmark appears to the right of each selected Music Title or Radio Station indicating that it will be added to the Group.
7. For each Music Title or Radio Station you want to remove from the Group, highlight the Music Title or Radio Station and press the **SELECT** key on the remote. The checkmark to the right of the Music Title or Radio Station will be removed, indicating that the Music Title or Radio Station should be removed from the Group.
8. When you have added or removed all of the Music Titles or Radio Stations you want to include in the playlist, press the **RECORD** button on the remote control to save the Group.

You can not edit the System Groups (All, CDs, Internal, or Playlists).

- If you remove all Titles or Stations from a Group, the Group is automatically deleted.
- You can not reorder Titles and Stations within a Group. They are always sorted alphabetically.

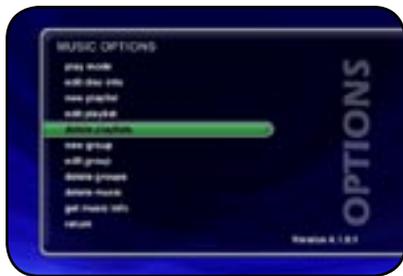


DELETING MUSIC

You can remove any music you have recorded to the FireBall by using the Delete Music feature. You may want to do this if you have filled up your FireBall and you can not record any more music or if you want to remove songs that you just don't listen to.

Follow these steps to delete music from your FireBall:

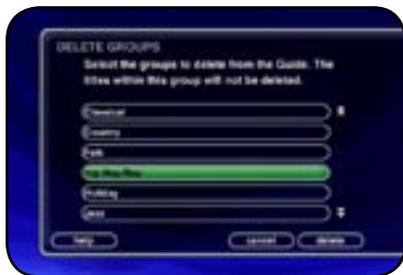
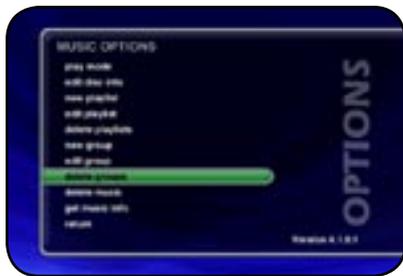
1. Press the **MUSIC** key to make sure you are in the Music source mode.
2. Press the **OPTIONS** key to display the Options Menu
3. Select the **DELETE MUSIC** menu item to display the Delete Music Info screen.
4. Press the **CONTINUE** button to proceed to the Delete Music Guide.
5. For each Track you want to delete, highlight the Track and press the **SELECT** key on the remote. A checkmark appears to the right of each selected Track indicating that it will be deleted. Press the **SELECT** key again to remove the checkmark. Pressing the **TOGGLE** key on the remote when a Title is highlighted will toggle all or none of the Title's tracks for deletion.
6. When you have selected all of the Titles you want to delete in the group, press the **RECORD** button on the remote control to permanently remove and delete the checked tracks.



DELETING PLAYLISTS

You may delete entire Playlists from the Music Guide. Follow these steps to permanently delete one or more Playlists from the Music Guide:

1. Press the MUSIC key to make sure you are in the Music source mode.
2. Press the OPTIONS key to display the Options Menu
3. Select the DELETE PLAYLISTS menu item to display the Delete Playlists screen.
4. For each Playlist you want to delete, highlight the Playlist and press the SELECT key on the remote. A checkmark appears to the right of each selected Playlist indicating that it will be deleted. Press the SELECT key again to remove the checkmark.
5. When you have selected all of the Playlists you want to delete, select the DELETE button to permanently remove and delete the checked Playlists.



DELETING GROUPS

Deleting Groups from the Group Bar is very similar to deleting Playlists. The contents of the Group (the Music Titles or Radio Stations) are not deleted. They are still available in any other Groups they may be assigned to and in the All Group.

Follow these steps to delete Groups.

1. Press the **MUSIC** key if you want to edit the Music Groups or press the **RADIO** key if you want to edit the Radio Groups.
2. Press the **OPTIONS** key to display the Options Menu
3. Select the **DELETE GROUPS** menu item to display the Delete Playlists screen.
4. For each Playlist you want to delete, highlight the Playlist and press the **SELECT** key on the remote. A checkmark appears to the right of each selected Playlist indicating that it will be deleted. Press the **SELECT** key again to remove the checkmark.
5. When you have selected all of the Playlists you want to delete, select the delete button to permanently remove and delete the checked Playlists.
6. You can not delete the System Groups (All, CDs, Internal, or Playlists).

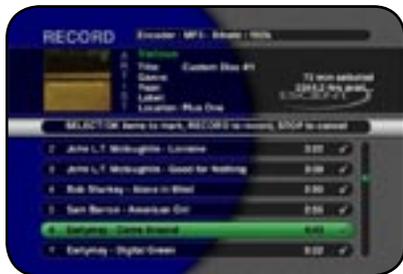


CREATING CDS

FireBall is a complete media solution for storing, managing, and listening to your music, but what if you want to get your music out of your FireBall and take it with you? FireBall has that covered as well. You can easily create custom mix CDs, backups copies of any physical CD, and record from the external analog inputs to a CD.

CREATING A CUSTOM MIX CD

A Custom Mix CD is a collection of songs that you record or “burn” to a blank CD. The new CD can then be played in your car stereo, computer, or any CD player which supports CD-R or CD-RW discs.



Follow these steps to create a custom Mix CD:

1. Press the **MUSIC** key to make sure you are in the Music source mode.
2. Press the **RECORD** key to display the Music Record Options menu.
3. Select the **CREATE AN AUDIO MIX CD** button if you want to create a standard audio CD which can be played in almost any CD player or select the **CREATE A DATA MIX CD** button if you want to create a data CD that can be played in any computer or CD player which supports MP3 CDs.
4. When the Music Record Select Guide appears, you can select one or more songs to include on your Mix CD. Navigation of the Record Select Guide is the same as the other Guide screens. Note: You can select up to 80 minutes or 700 MB of songs because these are the maximum limits of recordable CDs.
5. Press the **RECORD** key again to continue the recording process and display the Music Record Progress – CD Read screen.
6. FireBall will read each song you have selected and assemble an “image” of all songs on it’s internal hard drive. Note: If you selected any songs which are from changer based CDs, this process may take a while to complete as these songs must be read in real-time.
7. After all of the songs have been read, FireBall will ask if you want to add any more tracks to the CD. Select **ADD MORE** if you do want to add more tracks or select **DONE** to continue creating the CD.



8. When FireBall has added all of your songs and finished creating the new CD image, it will eject the CD tray and ask you to insert a blank CD.
9. Insert a blank CD-R or CD-RW disc and close the CD tray by pressing the Eject button on the front panel. Note: You must use royalty paid blank CDs which are typically marked as “audio” or “music” CDs when creating and Audio CD. Data CDs typically used for computers can be used for data mix CDs.
10. The Music Record Progress – CD Write screen now appears as the CD image is written to the blank CD.
11. When the CD is complete, the new disc you created will be ejected. Remove the disc and close the CD tray.

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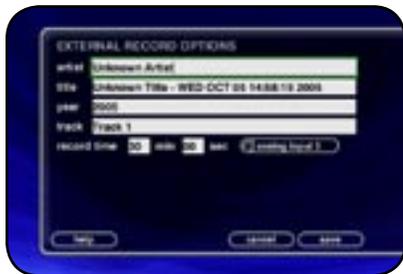


DUPLICATING A CD

You can duplicate any physical disc located in the internal drive. These discs are for backup purposes only.

Follow these steps to duplicate a CD:

1. Press the **MUSIC** key to make sure you are in the Music source mode.
2. Press the **RECORD** key to display the Music Record Options menu.
3. Select the **DUPLICATE A DISC** button to display the Music Record Select Guide.
4. Select a CD from the built-in CD player. A check mark will be placed next to the selected disc.
5. Press the **RECORD** key again to continue the recording process and display the Music Record Progress - CD Read screen.
6. FireBall will read the selected CD and create an “image” of the CD on its internal hard drive.
7. After the entire CD has been read, FireBall will eject the CD tray and ask you to insert a blank CD.
8. Insert a blank CD-R or CD-RW disc and close the CD tray by pressing the Eject button on the front panel. Note: If you are duplicating an audio CD, you must use royalty paid blank CDs which are typically marked as “audio” or “music” CDs. Data CDs typically used in computers can be used for duplicating MP3 CDs.
9. The Music Record Progress - CD Write screen now appears as the CD image is written to the blank CD.
10. When the CD is complete, the new disc you created will be ejected. Remove the disc and close the CD tray.



RECORDING FROM AN EXTERNAL SOURCE

FireBall also allows you to record from the external inputs to a blank CD. This allows you to record live performances or any other analog source to a blank CD which can then be played on almost any standard CD Player..

Follow these steps to record direct to CD from an external source:

1. Press the MUSIC key to make sure you are in the Music source mode.
2. Press the RECORD key to display the Music Record Options menu.
3. Select the RECORD EXT INPUTS DIRECT TO CD menu item.
4. The External Record Options screen will be displayed showing the default information for the recording you are about to make. You can use these default settings or edit them. The default recording length is 30 minutes. Enter a different number to increase or decrease the recording time.
5. When you are finished editing the default settings, press the RECORD key again to start recording from the external analog inputs to the internal hard drive.
6. FireBall will record from the external analog inputs to a temporary “image” recorded on it’s internal hard drive.
7. When the recording time elapses and the recording is complete, FireBall will ask you to insert a blank CD.
8. Insert a blank CD-R or CD-RW disc and close the CD tray by pressing the Eject button on the front panel.
9. The Music Record Progress – CD Write screen now appears as the CD image is written to the blank CD.
10. When the CD is complete, the new disc you created will be ejected. Remove the disc and close the CD tray.

If FireBall detects that no audio was actually recorded, it will return to the Music Guide without asking you to insert a blank CD. Check your cables and make sure you have audio connected to the analog inputs on the back of your FireBall.



SETTING USER PREFERENCES

User preferences are available to specify global configuration options and preferred system settings. Press the **SETUP** key on the remote control to display the Setup Menu. Use the navigation keys on the remote control (up, down, left, and right) to highlight and select any menu item.

SETTING THE SCREEN SAVER PREFERENCES

Screen Savers are provided for each source mode. Screen Savers provide two important functions, to prevent a static image from being displayed on the video output device for extended periods of time and to provide useful information to the user when activated.

Follow these steps to set your screen saver preferences:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **GENERAL** Menu
3. Select the **SCREEN SAVER** Menu
4. Select your Screen Saver Preferences

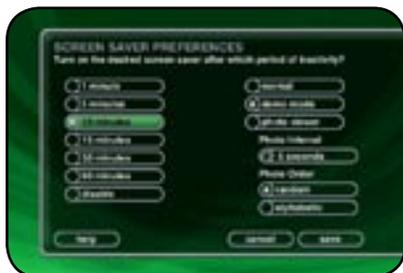
Activation Idle Time

You can specify the amount of idle time that FireBall will wait before activating the screen saver from 1 to 60 minutes.

Warning: Some televisions and plasma monitors are more susceptible to screen burn-in than others, therefore, we recommend using a low activation time (like 1 minute) to reduce the risk of burn-in.

Other Modes

Select either the Normal, Product Demo, or Photo Viewer mode. The Normal mode displays the current title or station information while the Product Demonstration mode is intended for retail product demos during idle time. Photo Viewer displays photos located in the /Photos shared volume.



Retail Demo Mode

FireBall has a Retail Demo Mode for use in retail display environments. The Retail Demo Mode (RDM) is a special screen saver that is activated during idle time. The RDM continuously displays key features and benefits of the FireBall product on the attached Telly. Pressing any button on the remote will temporarily disable the RDM and allow the user to demo the product. After the specified idle time, the RDM will reactivate as the screensaver.

Follow these steps to enable the Retail Demo Mode in your FireBall display model:

- 1. Follow the Quick Start instructions to connect and register your demo FireBall.**
- 2. When your FireBall is configured and you see the Music Guide, press the SETUP key on the remote.**
- 3. Select the General menu.**
- 4. Select the Screen Saver menu.**
- 5. Select the Demo Mode option and the number of minutes to wait before displaying the Demo Mode screen saver.**
- 6. Select the Save button.**

- The RDM will be activated whenever the FireBall is idle for the specified period of time.
- Do not set the idle time too high as the possibility of screen burn is increased with certain types of displays, particularly “Plasma” type displays.

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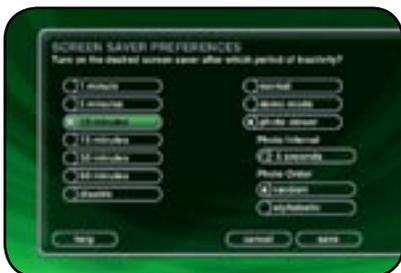


Photo Screen Saver Mode

FireBall has a Photo Screen Saver Mode for displaying your own photos whenever FireBall is idle for a specified period of time. You can import your own photos into the Photos shared directory using Windows Networking. Photos should be 720x480 for 4:3 NTSC Tellys and 640x360 for 16:9 widescreen Tellys.

Follow these steps to enable the Photo Screen Saver Mode in your FireBall:

1. Press the **SETUP** key on the remote.
2. Select the **General** menu.
3. Select the **Screen Saver** menu.
4. Select the **Photo Viewer** option and the number of minutes to wait before displaying the next photo.
5. Select **Random** or **Alphabetical** ordering.
6. Select the **Save** button.

Note: You can set the Photo Interval or how long each photo is displayed as well as the Photo Order or how you want to display your photos, in random or alphabetical order.

- The Photos Screen Saver will be activated whenever the FireBall is idle for the specified period of time.
- Do not set the idle time too high as the possibility of screen burn is increased with certain types of displays, particularly “Plasma” type displays.

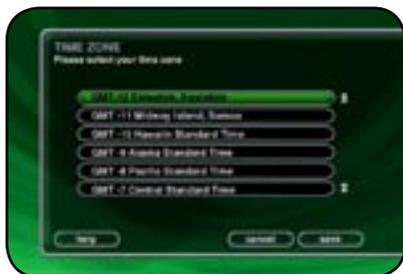


SETTING YOUR TIME ZONE

Specify which US time zone your FireBall is located in.

Follow these steps to set your Time Zone:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **GENERAL** Menu
3. Select the **TIME ZONE** Menu
4. Select your select your Time Zone.





CUSTOMIZABLE USER INTERFACE

In addition to the Escient Classic user interface theme, the FireBall allows you to select a custom theme and select your own background images for each Guide, Player, Options, Setup, and Message screens. You can import your own background images into the Backgrounds shared directory using Windows Networking. Images should be 720x480 and saved in either jpg, gif, or png formats.

Follow these steps to select a custom background on your FireBall:

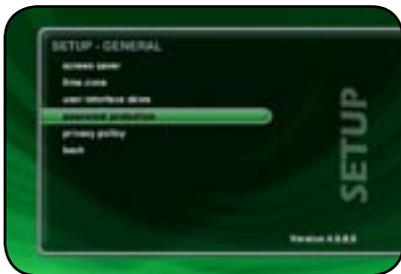
1. Press the **SETUP** key on the remote.
2. Select the **General** menu.
3. Select the **User Interface Skins** menu.
4. Select the **Custom Theme** and Select the **Save** button.
5. After the **Custom Theme** is installed, you will see the **Custom Backgrounds Select** screen.
6. Select the screen you want to set the background for (**Music Guide, Music Player, Music Option, etc....**
7. Scroll down the list and highlight an image. A preview will be displayed to the right of the list.
8. Press the **Select** key on the remote to select the desired image.
9. Repeat steps 6 – 8 for each screen you want to customize.
10. Select the **Save** button when you are done to return to the Setup menu.



Note: Some backgrounds look better than others. In general, backgrounds with darker colors and few small details are better.

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ENABLING PASSWORD PROTECTION

Optional Password Protection enables you to limit user access to the Setup Menus. This is useful to lockout the ability to change the global user settings and preferences.

Setting a System Password – Follow these steps to setup a new system password:

1. Using the remote control, enter a 4 to 8 digit code into the password field.
2. Press the SELECT key to highlight the VERIFY field.
3. Re-enter the same password for verification.
4. Press the SELECT key to highlight the SAVE button.
5. Press SELECT again to save your password and enable Password Protection on the Setup Menus.

- You must exit Setup and re-enter setup to activate the password protection.
- If a user password is specified, you will be prompted for your password whenever you press the Setup key on the remote.
- If the password entered matches the stored password, full access is granted to the user until the next power off cycle.
- If the password does not match, the user will be asked 2 more times to enter the correct password. If after the third try the password still does not match, the system will not allow the user access to the Setup menus.
- If the user does not specify a System Password, access to the Setup menus will be allowed whenever you press the Setup key.

Removing a System Password – Follow these steps to remove the system password:

1. Press the SETUP key and enter your existing system password.
2. Highlight the CLEAR button on screen and press the SELECT key on your remote.
3. The password and verify fields will be cleared.
4. Highlight the SAVE button and press SELECT.

You will now be able to enter Setup without entering a password.



ETHERNET SETTINGS

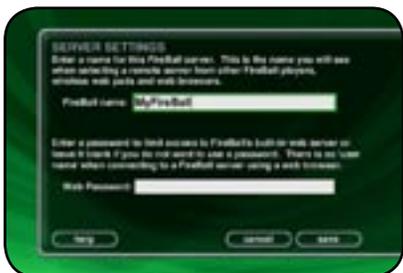
Ethernet is the preferred networking choice which provides you with the best network performance and allows your FireBall to act as a “server” to deliver your music collection throughout your home network using the optional FireBall Music Players.

Ethernet networks require that you configure each device on the network with a valid “address”. These addresses are usually configured automatically by your network hardware. If your PC is setup using Dynamic or “DHCP” addressing, you should most likely use the same for your FireBall.

Connect your FireBall to your Ethernet network using the included Ethernet cable and then follow these steps to specify your Ethernet settings:

- 1. Press the SETUP key on the remote to display the Setup menu.**
- 2. Select the NETWORK Menu**
- 3. Select the ETHERNET SETTINGS Menu**
- 4. Select Dynamic for automatic address configuration or Static if you want to manually enter your TCP/IP address information.**

If you select Static TCP/IP addressing, you will need to obtain a valid IP address, subnet mask, DNS server, and gateway addresses from your network administrator.



SERVER SETTINGS

Your FireBall can act as a “server” delivering audio to optional FireBall “clients” over the network. FireBall’s server also allows you to control it remotely using a web browser on your PC and allows Network File Sharing for backup and import features. The FireBall Name allows you to easily locate and connect to your FireBall by name.

Follow these steps to enter a name for your FireBall:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **NETWORK** menu.
3. Select the **FIREBALL SERVER SETTINGS** menu.
4. Enter a name for your FireBall using the remote control or wireless keyboard. For example: “Living Room” or “Home Theater” might be a name which helps identify which FireBall you want to connect to.

Follow these steps to enter a password to be used when connecting to your FireBall from a web browser:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. select the **NETWORK** menu.
3. Select the **FIREBALL SERVER SETTINGS** menu.
4. Enter a password to be used from your PC when connecting from your web browser.

Note: There is no User Name when connecting from a web browser.

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FIREBALL MUSIC SHARING

FireBall contains a special music sharing feature that allows two FireBall Music Servers located on the same network to share their music library into two independent zones. The Music Guide from the second FireBall is merged into the Music Guide of the first FireBall to create one seamless Music Guide for browsing and playing all of your music. This effectively can double the capacity of your FireBall using one FireBall as the master and one as a second zone or “slave” server.

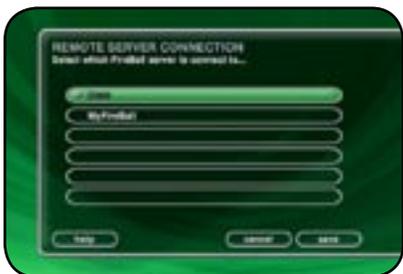
You can connect any combination of two FireBall SE, E2, or DVDM Music Servers that have been upgraded to Version 4.0 or later FireBall Features Package.

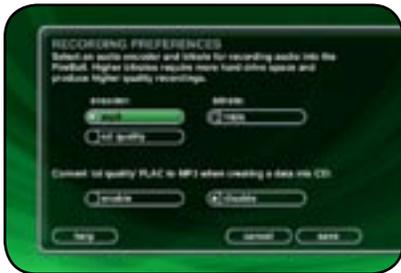
Follow these steps to connect your FireBall to another FireBall Music Server:

1. Press the **SETUP** key on the remote.
2. Select the **Network** menu.
3. Select the **Remote Server Connection** menu.
4. Select one of the available **FireBall servers from the server list**.
5. Select the **Save** button to save your selection.

When you return to the Music Guide you will have access to all your music from both FireBalls merged into one Music Guide. The “Location” field in the Music Guide will show you where each music title is located.

Repeat the above steps using the other FireBall to access the first FireBall’s music from the second FireBall. You can also select a FireBall-PC “virtual” FireBall if your PC is running the “FireBall-PC” software to integrate and stream more music from your PC/Mac for unlimited storage capacity!





SELECTING THE AUDIO ENCODER TYPE

You can specify which audio encoder (MP3 or FLAC) you want to use for recording audio in to your FireBall. The MP3 format allows the most flexibility and compatibility for efficiently storing many audio files while the FLAC format uses considerably more space than MP3 files, but preserves an exact bit-for-bit recording of the original, using half the space of the original CD.

Follow these steps to select an audio encoder:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **AUDIO** menu.
3. Select the **RECORDING PREFERENCES** menu.
4. Select **MP3, WAV, or CD Quality (FLAC)** as your preferred encoder
5. If you selected **MP3** as your preferred encoder, select a bitrate.

The MP3 bitrate is used to determine the relative quality and compression level. The higher the bitrate, the better quality and more space each song will occupy on the hard drive. Selecting a lower bitrate will provide lesser quality audio and will use less space for each song, allowing you to store more songs on your FireBall.

FLAC audio will always take up approximately 50% of the original WAV/AIFF file size. The FLAC compression level has been optimized to FireBall's processor speed and is not user adjustable. Creating a mix CD from FLAC audio files creates a CD which is identical to the original, thus it is referred to as "CD Quality".



SETTING THE DISC INSERT PREFERENCES

You can specify what to do with new discs inserted into FireBall's front panel CD drive. "Display and Play" will display the information for the disc and then play the disc. Record and Eject assists in bulk recording, allowing you to insert disc after disc, automatically recording then ejecting each one.

Follow these steps to set the Disc Insert Preferences:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **AUDIO** menu
3. Select the **DISC INSERT PREFERENCES** menu
4. Select **Display and Play** or **Record and Eject**.

Record and Eject will use the current Recording Preferences to record each disc to your internal hard drive. The Record Select Guide will not be displayed as all tracks are automatically selected and recorded to the internal hard drive. Use the Delete Music feature to delete any unwanted tracks.

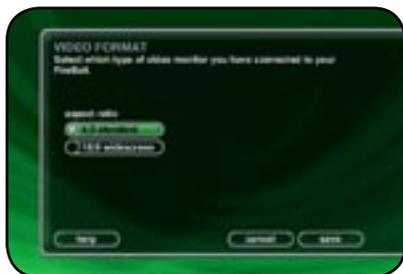


VIDEO FORMAT

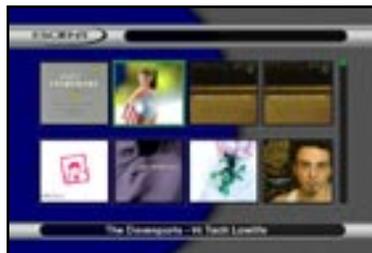
Allows you to select 4:3 or 16:9 aspect ratios on your Telly screen.

Follow these steps to center the FireBall screen:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **VIDEO** menu.
3. Select the **VIDEO FORMAT** menu.
4. Using the **Up** and **Down** keys on the remote, select your desired aspect ratio.
5. Press the **SELECT** key on the remote to highlight the **SAVE** button.
6. Press **SELECT** again to save the current desired format.

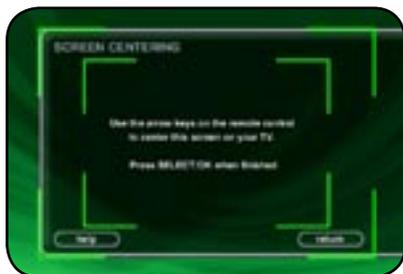


▼ 4:3 User Interface



▼ 16:9 User Interface





CENTERING THE FIREBALL SCREEN

Allows you to center the FireBall user interface horizontally on your Telly screen.

Follow these steps to center the FireBall screen:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **VIDEO** menu.
3. Select the **SCREEN CENTERING** menu.
4. Using the **Left** and **Right** keys on the remote, adjust the screen so that it appears horizontally centered on your Telly.
5. Press the **SELECT** key on the remote to highlight the **SAVE** button.
6. Press **SELECT** again to save the current position.

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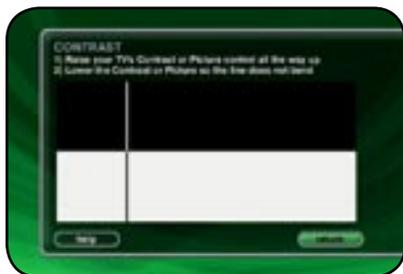


ADJUSTING YOUR TELLY'S BRIGHTNESS

Follow these steps to adjust the brightness on your Telly:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **VIDEO** menu.
3. Select the **BRIGHTNESS** menu.
4. Turn your Telly's brightness control all the way up then lower it to the point where the vertical black bar on the left just disappears. This will get your brightness control as close to the proper setting as possible without the use of special software and hardware.
5. Press **SELECT** to return to the previous menu.





ADJUSTING YOUR TELLY'S CONTRAST

The Contrast or Picture Adjustment control allows you to optimize the contrast (which is sometimes called Picture) of their Telly, using the Telly's Contrast or Picture controls. This setting helps reduce video "blooming" and create a clearer, more readable user interface.

Follow these steps to adjust the contrast on your Telly:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **VIDEO** menu.
3. Select the **CONTRAST** menu.
4. Turn your Telly's Contrast or Picture control all the way up, then lower it to the point where the vertical line appears straight and does not bend. It may not be possible to make it completely straight on some Telly sets. This will get your Contrast control as close to the proper setting as possible without the use of special software and hardware.
5. Press **SELECT** to return to the previous menu

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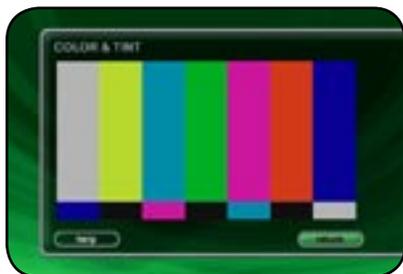


ADJUSTING YOUR TELLY'S SHARPNESS

The Sharpness adjustment allows you to set the Sharpness or Detail control of your Telly so that onscreen text is as readable as possible. Proper adjustment of the Sharpness control (sometimes called the Detail control) on your Telly, allows you to see video and on screen menus more accurately.

Follow these steps to adjust the sharpness on your Telly:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **VIDEO** menu.
3. Select the **SHARPNESS** menu.
4. Turn your Telly's Sharpness or Detail control up and down until the text on the screen is as readable as possible. Be sure to adjust your Brightness and Contrast before adjusting the Sharpness control. This will get your Sharpness control as close to the proper setting as possible without the use of special software and hardware.
5. Press **SELECT** to return to the previous menu



ADJUSTING YOUR TELLY'S COLOR AND TINT

Color Bars are used to test the Telly monitor's ability to reproduce the proper color values.

Follow these steps to adjust the Color and Tint on your Telly:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **VIDEO** menu.
3. Select the **COLOR BARS** menu.
4. Turn your Telly's Color and Tint controls up and down until the color bars are at the point where they are not appearing to bleed together and the colors do not appear to be too bright. This will get your Color and Tint controls as close as possible without the use of special software and hardware.
5. Press **SELECT** to return to the previous menu

ESSENTIAL

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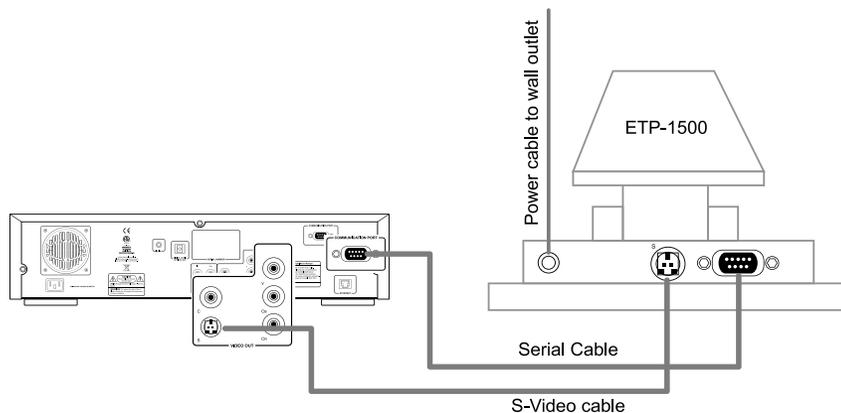
INSTALLING THE ETP TOUCH PANEL

The optional Escent Touch Panel is an external 15" flat LCD color display that offers full control of a FireBall via it's integrated touch sensitive surface.

Follow these steps to connect the ETP-1500 to a FireBall:

1. Place the FireBall into Standby.
2. Connect the RS-232 serial cable to the COM PORT on the rear panel of your FireBall.
3. Connect the other end of the RS-232 serial cable to the bottom of the ETP-1500.
4. Connect one end of an S-Video cable to FireBall's S-Video output.
5. Connect the other end of the S-Video cable to the S-Video input on bottom the ETP-1500.
6. Connect the ETP-1500 to an AC power source.
7. Press the power button on the front panel of the ETP-1500. The LED will turn amber.
8. Power on the FireBall, the LED on the touch panel will turn green.

The ETP-1500 will automatically be detected on the COM PORT and the user interface will display the touch panel buttons around the perimeter of the screen.





Calibrating the Touch Panel

To obtain the maximum performance from the ETP-1500 Touch Panel, the main user should calibrate the display using the Calibration tool.

Follow these steps to calibrate the ETP-1500 Touch Panel:

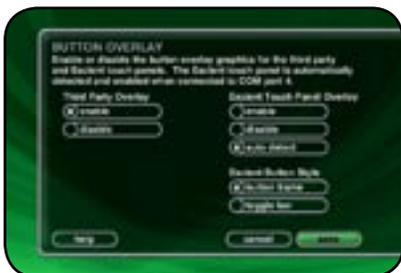
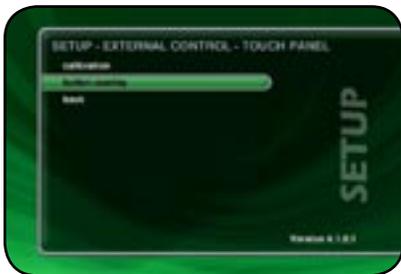
- 1. Press the SETUP key on the remote control.**
- 2. Select the External Control Menu.**
- 3. Select the Touch Panel Menu.**
- 4. Select the Calibration Menu.**
- 5. The calibration screen is displayed.**
- 6. Follow the on screen instructions, by touching the moving target with your finger.**

When the calibration procedure is complete, you can operate the FireBall by touching the buttons around the perimeter of the screen. Although these buttons duplicate the functionality of the FireBall remote, you can still use the wireless IR remote and Escient keyboard even when the ETP-1500 is in use.



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Changing the Touch Panel Button Overlay

The Button Overlay feature places button controls onto the FireBall user interface for use with the Escient ETP-1500 touch screen and third-party touch panels. The ETP-1500 is automatically detected on the FireBall serial ports and the select overlay is enabled.

You may choose to manually enable or disable the Third Party Overlay or Escient Touch Panel overlays. There are two types of overlays, the Button Frame and the Toggle Bar. The Button Frame is useful for panels that are capable of displaying video in the overscan area, such as the ETP-1500. The Toggle Bar is useful for panels that can not display video in the overscan area. The Toggle Bar should be used for most Third Party touch panel systems.

Using Your Touch Panel

The Touch Panel Overlay should now be displayed around the edges of your screen. These buttons duplicate the functions found on the remote control and allow you to interact and control FireBall by touching each button on the ETP-1500.



▲ Button Frame Interface



▲ Toggle Bar Interface

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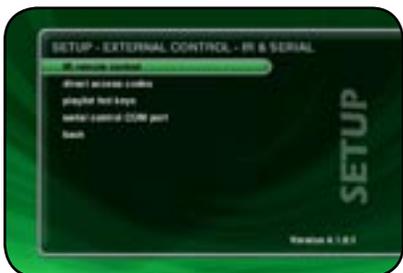
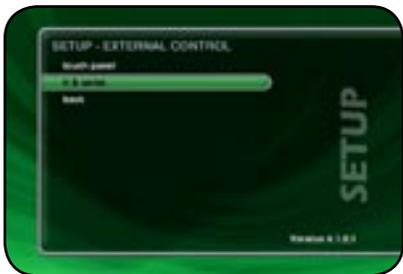
IR REMOTE CONTROL

FireBall is preset from the factory to operate from the FB1 source button, however, the FireBall can be configured to use any one of the four source buttons using the on screen Setup menus. This is useful when there are multiple FireBalls installed at the same location, so all FireBalls don't respond to the same IR commands. Use the following steps to change which source button (**FB1, FB2, FB3, or FB4**) each FireBall will listen for commands from:

Follow these steps to configure your FireBall to be controlled by any of the four IR code banks:

1. Press the Setup key on the remote to display the FireBall setup menu.
2. Select the External Control menu item.
3. Select the IR Remote Control menu item.
4. Select which source button to use to control this FireBall.
5. Press the new source button on your remote to reconfigure the remote and confirm the change by selecting the OK button on screen.

Repeat these steps for each FireBall in your system, selecting a different **FB** button for each.





DIRECT ACCESS CODES

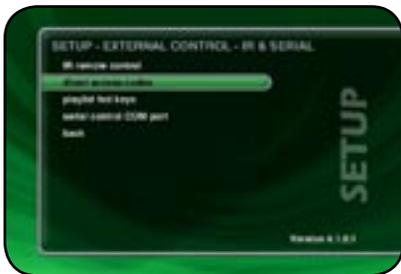
Direct Access Codes are used in conjunction with the MACRO key on the remote control to provide an IR code sequence to access just about any media in your FireBall server. This is useful for programming third-party external control systems and programmable IR remote controls such as the Marantz RC9500.

The Direct Access Codes are available for all music, playlists, groups, and radio stations.

Follow these steps to view the direct IR codes for your FireBall content:

1. Press the Setup key on the remote to display the FireBall setup menu.
2. Select the External Control menu item.
3. Select the Direct Access Codes menu item.
4. Select which codes you want to view:
 - a. Music Titles
 - b. Music Discs
 - c. Music Playlists
 - d. Music Groups
 - e. Radio Stations

Note: You can make a print out of this information by using the FireBall Web Server Interface. Connect to your FireBall's IP address and look under Setup/ Direct Access Codes.



The following table is used to determine the button sequence for direct access code sequences from the Escient IR remote and IR keyboard.

Direct Media Access IR Remote Definitions

Function	Multi-Key Combinations
Direct Play Mode	Macro, 1, [play mode number], Enter
Direct Disc	Macro, 2, [changer number], Macro, [disc number], Enter
Direct Artist-Title	Macro, 3, [artist-title access number], Enter
Direct Group	Macro, 4, [group access number], Enter
Direct Playlist	Macro, 7, [playlist access number], Enter
Direct Track	Macro, 8, [track number], Enter
Direct iRadio Station	Macro, 9, [iRadio access number], Enter

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The following table is used to determine the button sequence for direct access code sequences from the Escient IR remote and IR keyboard.

Direct Media Access IR Remote Definitions

Function	Multi-Key Combinations
Direct Play Mode	Macro, M, [play mode number], Enterr
Direct Artist-Title	Macro, A, [artist-title access number], Enter
Direct iRadio Station	Macro, R, [iRadio access number], Enter
Direct Disc	Macro, C, [changer number], D, [disc number], Enter
Direct Track	Macro, T, [track number], Enter
Direct Playlist	Macro, P, [playlist access number], Enter
Direct Group	Macro, G, [group access number], Enter

Example 1: Use the keyboard to play disc 14 in changer 1.
Press: MACRO, C, 1, D, 1, 4, ENTER

Example 2: Use the keyboard to play playlist number 5
Press: MACRO, P, 5, ENTER

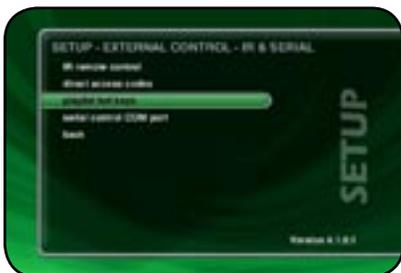
Example 3: Use the remote to play disc 14 in changer 1.
Press: MACRO, 2, 1, MACRO, 1, 4, ENTER

Example 4: Use the remote to play playlist number 5.
Press: MACRO, 7, 5, ENTER

Note: If you do a lot of editing to your music collection, these numbers may change. If you experience trouble with the Macro key feature, please check that the direct IR numbers are still correct under SETUP.

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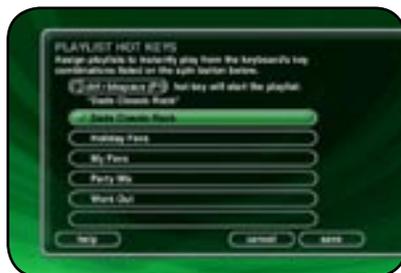
PLAYLIST HOT KEYS

Playlist Hot Keys provides a Keyboard Macro sequence to directly access any five Playlists in your Music collection from any of these five keyboard combinations:

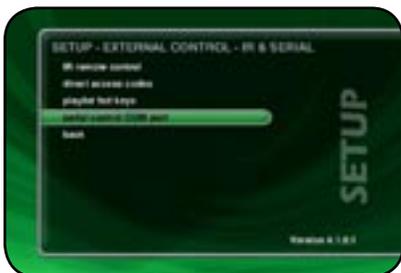
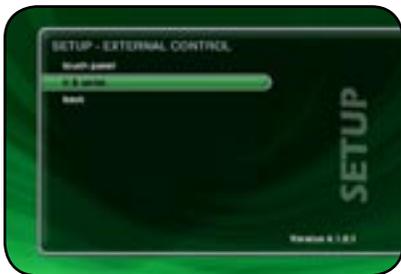
- Control + Backspace
- Control + Insert
- Control + Delete
- Control + Top
- Control + Bottom

Follow these steps to assign a Playlist to one of the five available keyboard combinations:

1. Press the Setup key on the remote to display the FireBall setup menu.
2. Select the External Control menu item.
3. Select the IR & Serial menu item
4. Select the Playlist Hot Keys menu item.
5. Select one of the five keyboard combinations from the spin control using the SELECT button on the remote.
6. Navigate down to the list and select which Playlist to assign to the current keyboard combination.
7. Repeat steps 4 and 5 for each keyboard combination.



Note: If there is nothing in the Playlist Hot Keys list, you must first create Playlists on your FireBall.



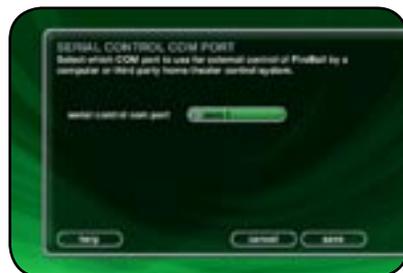
SERIAL COM PORTS

The Serial Control COM Port setting is used to enable RS-232 serial control for two-way external control communications with a third party control systems.

If there are no available COM ports, you must use the Ethernet based external control for two-way external control communications.

Follow these steps to enable or disable the Serial Control Port:

1. Press the Setup key on the remote to display the FireBall setup menu.
2. Select the External Control menu item.
3. Select the IR & Serial menu
4. Select the Serial Control COM Port menu item.
5. Select DISABLE or COM1 for external control.



CONTROLLING FIREBALL FROM OTHER DEVICES

In addition to the Escient ETP-1500 wired touch panel, FireBall provides the user and custom A/V installer with many options for control and integration into any home theater or home automation system using direct IR codes, two-way RS-232 serial control, two-way Ethernet control, and wireless web pad control.

FireBall has built-in support for the following companies' control products:

- **AMX**
- **Crestron**
- **Elan Via**
- **Home Theater Master**
- **Lexicon**
- **Marantz**
- **Net Streams**
- **Opus**
- **Phillips Pronto**
- **RTI**
- **Sonance**
- **Xantech**

Please check the Escient web site or contact your Escient dealer for more information about integrating FireBall into your existing or new home theater or home automation system.

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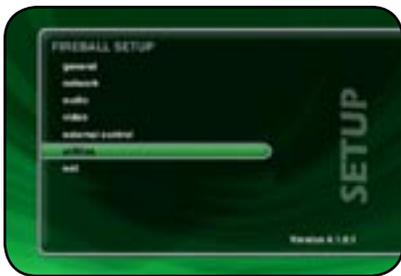
FIREBALL UTILITIES

GETTING INFORMATION ABOUT YOUR FIREBALL

Information about your FireBall hardware and software is available under the Utilities menu. This information is useful for troubleshooting any problems you may encounter with your network connection or verifying the current software versions.

Follow these steps to view the FireBall system information:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **UTILITIES** menu.
3. Select the **SYSTEM INFORMATION** menu.



RESTARTING THE SYSTEM

There are two ways of manually performing a full restart or reboot of the FireBall system, one using the front panel power button and the other using the Restart System menu.

Follow these steps to restart the system using the front panel Power Button:

1. Press and hold the power button for 4 seconds.
2. When the LED on the front panel begins to flash, release the power button.
3. When the LED on the front panel glows solid RED (standby mode), FireBall is ready to use.
4. Press and release the Power button to turn on FireBall.

Follow these steps to restart the system using Utilities menu:

1. Press the SETUP key on the remote to display the Setup menu.
2. Select the UTILITIES menu.
3. Select the RESTART SYSTEM menu.
4. Confirm that you want to restart the system and select the RESTART button.
5. When the LED on the front panel glows solid RED (standby mode), FireBall is ready to use.
6. Press and release the Power button to turn on FireBall.



UPDATING THE SOFTWARE

FireBall will automatically check the Escient server once a week for any FireBall software updates, and automatically install them. You can also manually check for a software update.

Follow these steps to manually update the software:

1. Press the **SETUP** key on the remote to display the Setup menu.
2. Select the **UTILITIES** menu.
3. Select the **UPDATE SOFTWARE** menu.
4. Select the **Check for Update** button.
5. Confirm that you want to update the current software.
6. FireBall will connect to Escient and compare the current software version with the latest release. If a newer version of the FireBall software is available, it will be downloaded and installed.

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CONTROLLING FIREBALL FROM A WEB BROWSER

FireBall contains a built-in web server which means you can connect to your FireBall and remotely control it using a standard web browser from a PC, Mac, or PDA over your home network.

SETTING UP THE FIREBALL WEB SERVER

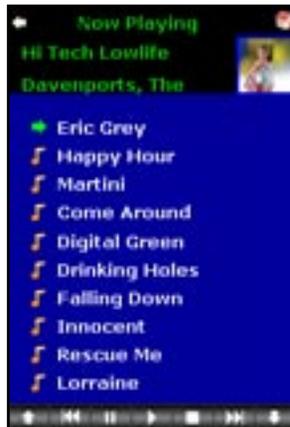
Your FireBall acts as a web server on your network allowing you to connect and control the FireBall using your PC or Mac computer. This web server is automatically configured and started each time the FireBall is plugged in. You connect to the server from your PC or Mac using Internet Explorer or Safari (Mac OSX) using TCP/IP addressing over your home network. You can use a wireless or wired Ethernet network, as long as you have a DHCP router or if you have assigned static IP addresses. Please contact your Escient dealer if you need assistance with setup a home network.

The FireBall Server Name entered on the Server Settings Menu in the SETUP/NETWORK menus is used for the web address to access the FireBall web interface. To access the FireBall web server simply open the web browser on your PC or Mac and enter the FireBall name in the address bar. To access the PDA web interface enter the FireBall name followed by /pda in the address bar. For example, MyFireBall/pda.

USING THE WEB USER INTERFACE

Using the Web User Interface displayed in your Web Browser, you can control almost every aspect of your FireBall. The Web User Interface is setup very similarly to FireBall's own Telly user interface allowing access to each source (Music and Radio) as well as all major features such as Setup, Guide/Player, Options and Edit Screens.

Use your keyboard and mouse to navigate the web interface instead of the IR remote control. Access to all of the major functions is provided by the buttons along the left and right side of the web interface. These buttons duplicate those found on the remote control.



← Fixed 800x600 Web Interface

← Resizable PDA Web Interface

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BACKUP AND RESTORE

FIREBALL MUSIC BACKUP

It is possible to backup and restore the music contents of a FireBall using the CIFS or “Windows” Networking feature. Backup is accomplished by mounting the FireBall onto your PC or Mac desktop and using your computer’s backup software.

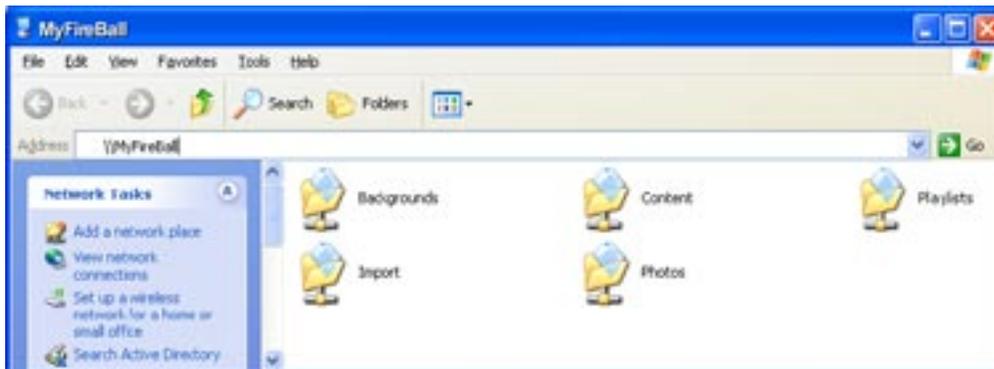
You can also backup the music files to any standard media which your PC supports, such as: DVD+/-R/W, CD-R/RW, or external hard drive.

There are several methods and tools for backup your FireBall’s music content. You will have to determine which method is best for you and your customers. One such method involves attaching an external FireWire or USB hard drive to your PC and backing up your Content directory by using a simple drag and drop from the Content directory to the external drive or using more elaborate features provided by a third party backup software product such as Dantz Retrospect. A free trial of this software is provided by Dantz for both Mac and Windows users. Please visit the Dantz web site for more details: <http://www.dantz.com/en/products/personal.shtml>

Only the music files are available in the Content folder. Playlists are available in the Playlists folder. Setup information, and Internet Radio stations are NOT available for backup at this time.

A full 500 GB backup could take 2.5 days to complete using a standard 10/100 baseT Ethernet network. It is not recommended that you use your FireBall to play music while a backup is in progress as this will cause the backup to take longer to complete.

Note: A good place to start is the PC and MAC Integration documents that can be found on the Escent Web Site at www.escent.com/support/manualsdocs.



FIREBALL MUSIC RESTORE

You can restore music to a FireBall using the same method used for importing audio files into a FireBall. Restore and Import both use the CIFS Networking feature to add audio files to a FireBall. Simply drag your music files to the Import directory and let FireBall import the audio files.

Note: This may take several days for a large music collection!

Upon Import, FireBall will rebuild the internal database based on the music file's ID3 tag information.

ID3 Tag Support

All MP3 and FLAC files should have the proper ID3 tags in each file in order for FireBall to properly add each music file to its internal Library.

The following ID3 tag formats are supported by FireBall:

- ID3v1.0
- ID3v1.1
- ID3v2.2.0
- ID3v2.3.0

Use an MP3 Tag Editor (such as iTunes) to change the ID3 tags to a supported format before importing into FireBall. If your MP3 files originated from your FireBall, they already have the proper ID tags.

Cover art will be imported into FireBall as long as the cover image is properly embedded into the ID3 tag. Again, use an MP3 Tag Editor on your computer to add cover art images to each MP3 file prior to importing. Playlists should also be imported directly to the "Import" directory.

NETWORKED AUDIO USING FIREBALL MUSIC CLIENTS

SERVERS

A FireBall Server is a Fireball media management system that is capable of “serving” media to other FireBalls over a network. The FireBall is a considered a “server” product.

CLIENTS

A FireBall Client is a FireBall that can play media from a FireBall Server over a network. Currently there are three different FireBall products that can play media from FireBall servers:

- Another FireBall SE-160i
- Home PC or Mac
- Client-Server networking is limited to the same local subnet. You can not stream over the Internet unless you have a VPN setup between the two FireBalls.
- Only MP3 and FLAC audio files can be streamed to clients.
- You may have an unlimited number of clients on the network, but you can only stream to 4 clients simultaneously.
- Internet Radio can not be streamed (but it is available on most standalone products).

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LOCATING THE FIREBALL CLIENTS AND SERVERS

Central

If you locate your FireBall clients and servers in a central location such as an equipment or utility room, you will need to use a third party audio/video distribution system to deliver sound and picture to each room. This type of installation allows great flexibility for delivering music and Internet radio to every room of the home or office and provides the professional installer with tools for almost any installation.

FireBall is built from the ground up with many features that allow you to centrally locate and remotely control your FireBall clients and servers, such as:

- Direct IR input
- Two way serial control over RS-232
- Two way serial control over ethernet
- Wireless IR remote and Keyboard options
- Support for 4 different IR banks (4 IR zones)
- Templates for integration into many third party wired and wireless IR distribution systems
- Philips and Marantz Pronto remote control templates

CENTRAL RACK-MOUNTED FIREBALL INSTALLATION



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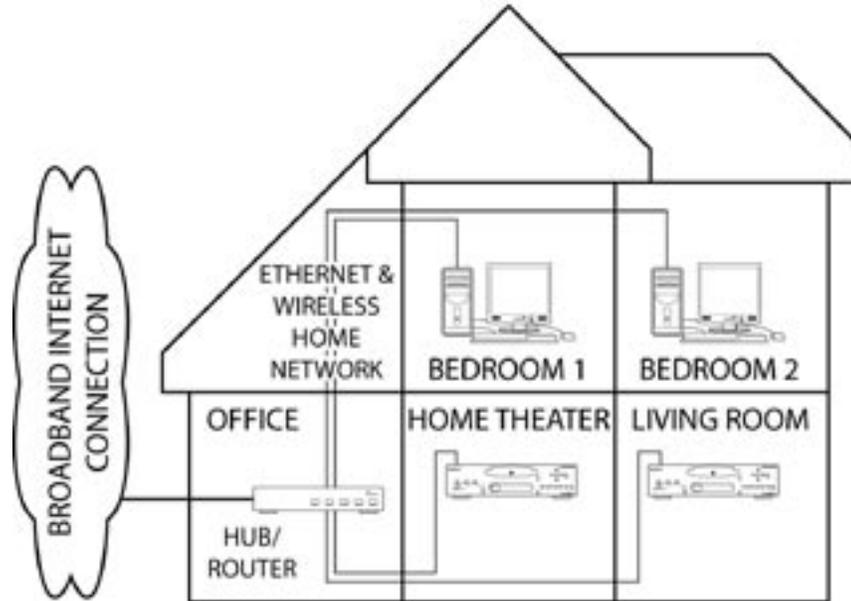
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Distributed

A distributed FireBall installation means that your FireBall Servers and Clients are physically distributed or located in different rooms. Distributed FireBalls communicate over a wired or wireless network to share access to your media.

The biggest advantage of a distributed client-server system over a central system is that everything you need is built into FireBall. Networking, zoned IR, independent high-quality audio and video feeds, as well as support for an unlimited number of rooms or zones using standard ethernet wiring. (Note: only 4 clients can stream from the same server at one time).

DISTRIBUTED FIREBALL INSTALLATION



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CONFIGURING A FIREBALL SERVER

Every FireBall capable of server functions is automatically enabled to serve MP3 and FLAC audio whenever it is plugged in and properly configured for your network.

It is recommended that you give each of your FireBall servers a unique name that describes it's location using the **SERVER SETTINGS** screen which can be accessed from **Setup/Network /Server Settings**. Names like "LivingRoom", "HomeTheater", "MyMusicServer" are all good examples.

Note: Do not use spaces in the FireBall Server Name.

Optionally, you can assign a password for web access to the FireBall. This password is independent from the Parental Controls password and is used to limit access to FireBall's web server from any standard web browser on your network. If a password is entered here, the user will be asked to enter it when connecting to the FireBall from their PC. This password is provided to protect access to your FireBall through the standard HTTP port 80 on your subnet.

CONFIGURING A FIREBALL CLIENT

Networking

Each FireBall client must be on the same network as the server. This document will assume that you have properly connected your FireBall client to the same network as your FireBall server. Please refer to the HomeNetworkingPrimer support document on the Escient web site for more information about home networking.

Server Selection

FireBall clients will automatically select the first server it sees on the network and connect to it upon startup.

If you have more than one server on your network, you can manually select a different server using the **Server Connection** screen which can be accessed from **Setup/Internet Configuration/Server Connection**.

The Server Connection screen displays a list of FireBall Servers found on your network by their default or user defined "FireBall Name".

Once you select a server and save your selection, press MUSIC to view the Music Guide on the client. In a few moments, the Music Guide will display the contents of the FireBall server. You can then select and play anything from the Music Guide just as you would from a single FireBall.

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TROUBLESHOOTING

NETWORK PROBLEMS

If you experience problems registering a FireBall or connecting to the Internet to lookup disc information, try these possible fixes before calling Escient Tech Support:

- Make sure that your FireBall is properly connected to your home network and that all cables are in working order.
- FireBall communicates using TCP/IP and UDP over Ethernet networks using ports 80, 443, and 1755. If you have a router installed on your network, make sure that these ports are open for TCP and UDP.
- If Dynamic TCP/IP addressing fails, check your router to make sure that it is configured to assign dynamic IP addresses via DHCP and try rebooting your router.
- If DHCP addressing still isn't working, try using static IP addresses. The Internet Assigned Numbers Authority (IANA) has reserved the following three blocks of the IP address space for private networks: 10.0.0.0 - 10.255.255.255, 172.16.0.0 - 172.31.255.255, and 192.168.0.0 - 192.168.255.255. Note that the first block is nothing but a single class A network number, while the second block is a set of 16 contiguous class B network numbers, and the third block is a set of 255 contiguous class C network numbers. The complete RFC 1918 can be found via FTP on <http://nic.ddn.mil>
- Crestron, AMX, or other third party controllers capable of controlling the FireBall over Ethernet use port 251. Make sure your router has port 251 open if you plan on using two-way control over Ethernet.

SOFTWARE UPDATE PROBLEMS

Manual Software Update Checks

Software Updates are automatically checked once a week starting on the day of the week your FireBall was first registered. You can manually check for a software update by accessing the Software Update menu found under the Setup/Utilities Menu.

RECORDING PROBLEMS

Audio vs. Data CDs

FireBall requires Royalty paid blank media when recording audio CDs. Blank CDs marked with "Data" can not be used when creating Red Book audio CDs. You must purchase and use blank media marked as "Audio" or Music" CDs.

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ADDITIONAL INFORMATION

SPECIFICATIONS

Specifications are subject to change without notice. Please check the Escient web site for any changes to the specifications.

Video Specifications

- NTSC/PAL
- 10 bit Video DACs
- Frequency Response:
- Composite: -2 dB @ 5MHz
- S-Video: -2 dB @ 5MHz
- SNR: 50 dB
- Crosstalk: 50 dB
- Input Impedance: 75Ohm
- Output Impedance: 75Ohm

Audio Specifications

- Frequency Response: 2 – 20,000 Hz, ± 1 dB
- THD+N (playback) < -80 dB FS A (< 0.01%)
- A_D-DSP-D-A Dynamic Range: > 96 dB FS A @ 1kHz
- Channel Separation: >95 dB
- Full Scale Line Output: >2 Vrms, 50 k ohms
- S/PDIF Output: 0.4Vpp to 0.6Vpp, <0.05Vdc (75ohm terminated)
- Power Requirements: AC 90-132 VAC, 50-60 Hz
- Power Consumption: < 60 watts

Physical Specifications

Width: ~ 17 3/8"

Height: ~ 4 5/8" w/ feet; ~ 4" w/o feet

Depth: ~ 11 7/8"; Installed 14 3/8"

3rd Party Certifications

- FCC: US Part 15, Class B
- NTSC Video Output: NTSC RS-170A
- cETL Listing
- Conforms to: UL STD 6500-2000
- Certified to: CAN/CSA STD E60065-00
- CE

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