

# MP3 CYBERMAN

User's manual

Version 1.0

## Thank you

Thank you very much for purchasing this product from the Trust range. We wish you hours of fun with it. Please read this manual carefully before using the product.

## Registration

Register your purchase now at the Trust Internet site ([www.trust.com](http://www.trust.com)) en you could win one of the fabulous prizes. The web site is also the place to look for dealer addresses, comprehensive product information, drivers, en FAQs (Frequently Asked Questions).

## Copyright Statement

No part of this manual may be reproduced or transmitted, in any form or by any means, electronic or mechanical, including photocopying, recording, or information storage en retrieval systems, for any purpose other than the purchaser's personal use, without the prior written permission of the manufacturer.

## Disclaimer Statement

The manufacturer specifically disclaims all warranties, either express or implied, including but not limited to implied warranties of merchantability en fitness for a particular purpose, with respect to the software, the product manual(s) en written materials, en any other accompanying hardware. The manufacturer reserves the right to revise or make improvements to its product at any time en without obligation to notify any person of such revisions or improvements.

In no event shall the manufacturer be liable for any consequential or incidental damages, including any loss of business profits or any other commercial damages, arising out of the use of its product.

All company or product names are trademarks or registered trademarks or service marks of their respective owners.

## Contents

<b>1. Introduction</b> .....	<b>2</b>
1.1 Manual Conventions.....	2
1.2 Package contents.....	3
1.3 Minimum System Requirements .....	3
<b>2. Safety</b> .....	<b>4</b>
2.1 General.....	4
2.2 Batteries .....	4
<b>3. Installing software</b> .....	<b>5</b>
3.1 CyberManager.....	5
3.2 MusicMatch Jukebox.....	8
<b>4. Inserting the batteries</b> .....	<b>9</b>
<b>5. Inserting the memory card</b> .....	<b>10</b>
5.1 Inserting the memory card.....	10
5.2 Removing the memory card .....	11
<b>6. Connecting to the computer</b> .....	<b>12</b>
6.1 Connecting up .....	12
6.2 Disconnecting.....	13
<b>7. Using software</b> .....	<b>14</b>
7.1 CyberManager.....	14
7.1.1 Adding MP3s to the memory.....	16
7.1.2 Erasing MP3s from the memory .....	16
7.1.3 Copying the MP3s from the memory to the hard disk.....	17
7.1.4 Erasing the memory.....	18
7.2 MusicMatch Jukebox.....	19
<b>8. MP3 CyberMan functions</b> .....	<b>21</b>
8.1 General.....	21
8.2 LCD screen .....	24
8.3 A-B function.....	25
8.4 Equalizer function.....	25
8.5 Random play .....	25
8.6 Voice mode .....	26
8.7 Menu settings.....	27
8.7.1 Deleting.....	27
8.7.2 Memory status .....	28
<b>9. Troubleshooting</b> .....	<b>29</b>
<b>10. Specifications</b> .....	<b>31</b>
<b>11. Trust Service Centers</b> .....	<b>32</b>

## 1. Introduction

This manual is intended for users of the Trust MP3 CyberMan. No specific prior knowledge is needed to install and use this product.

**If you have any questions after reading this manual, please contact one of the Trust service centres. You will find information on the service centre nearest to you at the back of this manual. You can also visit the Trust website ([www.trust.com](http://www.trust.com)) for support, comprehensive product information, drivers, and FAQs (Frequently Asked Questions).**

### 1.1 Manual Conventions

The following conventions have been used in this manual to indicate instructions:

- |                    |  |
|--------------------|--|
| <b>&lt;key&gt;</b> | Here you should press a key. The name of the key is given between brackets.                                |
| <b>'System'</b>    | This is a specific term used in a program. These are the terms used by, for example, Microsoft Windows 95. |
| <b>[DIR]</b>       | Key in the text shown in square brackets [...].  |
| <b>(term)</b>      | The text between the parentheses (...) is the English term, e.g. (File) used in the figure referred to.    |

Additional information will be shown as follows:

**Note:** *Remove batteries from the MP3 Cyberman if you do not intend using it for some time.*

The example assumes that the letter "D" has been assigned to your CD-ROM station. If your system uses a different drive letter for your CD-ROM player, for example "E", you should replace "D" by "E".

## 1.2 Package contents

Check the package contents before reading the manual. You should find the following items in it:

- MP3 CyberMan
- Parallel connecting cable
- CD-ROM with drivers, software en manuals
- Stereo headphones
- 2 x AAA 1,5V batteries
- Easy install manual

Please contact your dealer if anything is missing or damaged.

## 1.3 Minimum System Requirements

- Pentium 100 CPU
- Windows 95 or 98
- 16 MB RAM
- Hard disk with a minimum of 50 MB free space
- 4 Speed CD-ROM
- A free ECP printer port
- Soundcard

## **2. Safety**

Read the following instructions carefully before use:

### **2.1 General**

1. Do not use this equipment in damp environments.
2. Never insert objects into the openings on the outside of the device.
3. Do not try to repair this equipment yourself.
4. You should have the equipment repaired by qualified personnel if:
  - a) the cable or the plug is damaged or worn.
  - b) the equipment has come into contact with fluids.
  - c) the equipment has been dropped and/or the casing has been damaged.
  - d) Position the device so that its cables cannot be damaged.

### **2.2 Batteries**

1. The batteries cannot be charged. Attempts to charge them are dangerous because they can result in explosion.
2. Do not throw the batteries into an open fire as the batteries can explode.
3. Never pierce the batteries.
4. Keep the batteries away from small children.
5. Once the batteries are empty, inquire with your local authorities as to where you can best dispose of them.

### 3. Installing software

In order to be able to use the MP3 CyberMan, the software supplied in the package must be installed. This is a once-only operation.

#### 3.1 CyberManager

1. Start Windows 95/98.
2. Insert the provided application CD-ROM into your CD-ROM player.
3. Click on 'Start' en select 'Run'.
4. Type [D:\SETUP.EXE] on the command line. Click on 'Ok' (figure 1).



Figure 1: Installing in Windows 95 and 98

5. Click on 'Next' (figure 2);



Figure 2: Welcome screen

6. Click on 'Yes' to accept the Licence Agreement (figure 3);

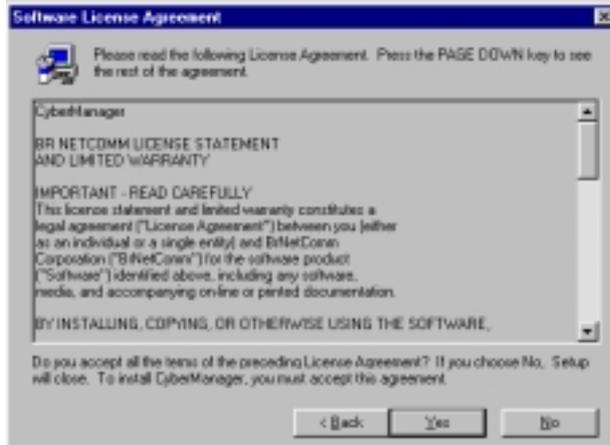


Figure 3: Licence Agreement

7. Click on 'Next' to install in the destination folder indicated (figure 4);



Figure 4: Accepting destination folder

- Click on 'Next' to select the location indicated to add to the Start menu (figure 5); A number of files will be copied and then the window shown in figure 6 will pop up.



**Figure 5: Accept location in Start menu**

- Click on 'Finish' to finish installing (figure 6);



**Figure 6: Installation completed**

You have now finished installing the 'CyberManager' software.

### **3.2 MusicMatch Jukebox**

The programme 'MusicMatch Jukebox' is used to convert music CDs to MP3.

1. Click on 'Start' and select 'Run'.
2. Type [D:\MM4\SETUP.EXE] on the command line. Next, click on 'Ok'.
3. Follow the instructions on the screen.

## 4. Inserting the batteries

Insert the batteries into your MP3 CyberMan as follows:



**Figure 7: Inserting the batteries**

1. Open the battery cover on the side of the MP3 CyberMan by pushing it down carefully and opening it.
2. Insert the batteries into the compartment as shown in figure 7. You can also follow the instructions for how to insert the batteries on the back of the MP3 CyberMan.
3. Now close the battery cover and push it up until it clicks shut.

**Note:** *Inserting the batteries the wrong way round can cause damage to the MP3 CyberMan.*

**Note:** *Always replace the batteries with an equivalent type (2x AAA / LR03).*

**Note:** *If you do not intend using the device for a long time, it is recommended that you remove the batteries from the MP3 CyberMan. Even if the MP3 CyberMan is not being used the batteries will slowly deplete.*

## 5. Inserting the memory card

The MP3 CyberMan's memory capacity can be extended using a memory card. Follow the instructions below to insert this card.

The memory card can also be inserted while the MP3 CyberMan is switched on.

**Note:** *The memory card is optional.*

**Note:** *The card is sensitive to static load. When holding it make sure you only touch the black part.*

### 5.1 Inserting the memory card

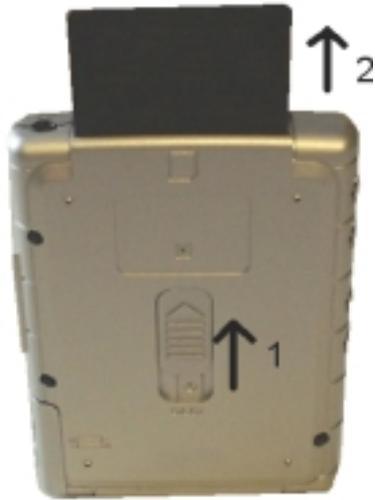


**Figure 8: Inserting the memory card**

1. Remove the card from the packaging by taking hold of the top of the card.
2. Insert the card into the slot at the top of the MP3 Cyberman (see figure 8) and press it inside. If the MP3 CyberMan is switched on the message 'Memory Card Checking...' will appear on the LCD screen.

A card that has never been used should be formatted first. The memory card is now ready for use. See chapter 7 for further information.

## 5.2 Removing the memory card



**Figure 9: Removing the memory card**

1. Push the sliding button at the back of the MP3 CyberMan forwards (step 1, figure 9). Part of the memory card will pop. If the MP3 CyberMan is switched on the message 'Memory Card Checking...' will appear on the LCD screen.
2. Take the memory card between finger and thumb and remove it (step 2, figure 9).

The memory card has now been removed. All the music and voice recordings will be saved on the card.

## 6. Connecting to the computer

In order to copy the MP3 files to the MP3 CyberMan it must be connected up to the printer port on your computer. Follow the steps below to connect the MP3 player to your computer.

### 6.1 Connecting up

1. Switch off the computer and all connected peripheral devices.
2. Remove the parallel cable from the packaging and connect this to the printer port on your computer (see your computer manual for more information).



**Figure 10: Connecting data cable**

3. Connect the other end of the parallel cable to the MP3 CyberMan (figure 10). As soon as the plug is plugged into the MP3 CyberMan you will hear a click and it will be firmly in place.
4. Remove the headphones provided from the packaging and connect them to the MP3 CyberMan (see figure 14).

## 6.2 Disconnecting

Follow the steps below to disconnect the MP3 CyberMan from your system and start using the CyberMan:

1. Remove the interface cable from the MP3 CyberMan by carefully pushing the two clips on either side of the plug inwards using finger and thumb (1, figure 11) and pulling it from the device (2, figure 11).

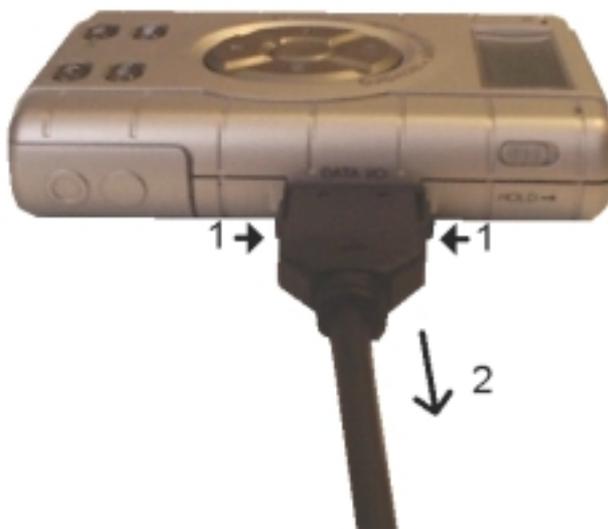


Figure 11: Disconnecting the data cable

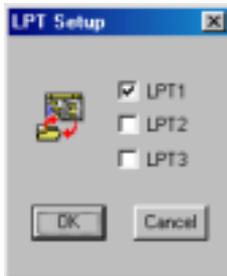
## 7. Using software

### 7.1 CyberManager

The provided software is 'CyberManager'. This software is used to add and remove MP3s from the memory of the MP3 CyberMan.

'CyberManager' includes an option to format the entire memory (to erase the memory store in one operation).

1. If you have not yet done so, connect the MP3 CyberMan to your computer (see chapter 5).
2. Switch on the MP3 CyberMan by pressing button E (Play/Pause).  
The message 'MP3 PLAYER' will appear on the screen.
3. Start Windows 95/98.
4. Click on 'Start - Programs - Trust MP3 CyberMan' and select 'CyberManager'.
5. If you are using the programme for the first time, figure 12 appears on the screen.  
This happens only once.



**Figure 12: Choose printer port**

6. Choose the printer port the MP3 CyberMan is connected to (if you have one printer port select LPT1).
7. Click on 'Ok'. This takes you into the 'CyberManager' programme (figure 13).  
The message 'CONNECTED WITH HOST!' appears on the LCD screen of the MP3 CyberMan. The MP3 CyberMan buttons have temporarily been switched off.

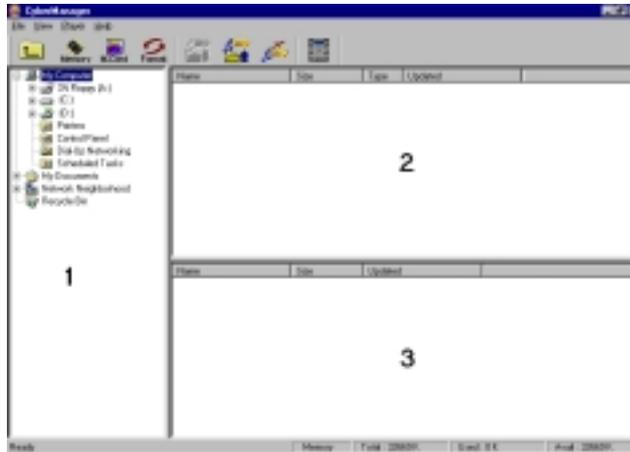


Figure 13: CyberManager

A		Use this to enter the left field (1, figure 13), one folder up
B		Use to display the internal memory capacity of the MP3 CyberMan
C		Use to display the contents of the external memory card of the MP3 CyberMan (optional)
D		Use to format (erase) the internal and external memory store of the MP3 CyberMan
E		To download the selected MP3 from your hard disk to the memory of the MP3 CyberMan
F		To upload the selected MP3 from the internal memory of the MP3 CyberMan to your hard disk
G		To erase the selected MP3 file from the memory of the MP3 CyberMan

Table 1: The various buttons in 'CyberManager'

**Tip:** *If you wish to download several files at once to the CyberMan, hold down the 'Control' key on your keyboard while you select the MP3 files to be copied by clicking on them.*

### 7.1.1 Adding MP3s to the memory

1. Switch on the MP3 CyberMan by pressing button E (Play/Pause).  
The message 'MP3 PLAYER' will appear on the screen.
2. Click on 'Start - Programs - Trust MP3 CyberMan' and select 'CyberManager'.
3. Choose between copying the MP3s to the internal memory or the external memory card (optional):
  - Now click on button B (table 1) to place the MP3s in the internal memory.
  - Now click on button C to place the MP3s in the memory card.
1. Browse in the left field (1, figure 13) of 'CyberManager' to find the location of the MP3 files. Once they have been found they will appear in the top field (2, figure 13). Some information about the MP3s will also appear.
2. Click on the MP3 to be copied to the CyberMan.
3. Click on the download button E. A progress indicator appears. Once the copying has been finished the selected files will appear in the bottom field (3, figure 13).
4. Switch the MP3 CyberMan off by holding button H down until the LCD screen is empty.
5. Remove the interface cable from the MP3 CyberMan

### 7.1.2 Erasing MP3s from the memory

1. Switch on the MP3 CyberMan by pressing button E (Play/Pause).  
The message 'MP3 PLAYER' will appear on the screen.
2. Click on 'Start - Programs- Trust MP3 CyberMan' and select 'CyberManager'.
3. Choose between erasing the MP3s from the internal memory or from the external memory card (optional):
  - Click on button B to erase the MP3s from the internal memory.
  - Click on button C to erase the MP3s from the memory card.

The MP3s in the memory are displayed in the bottom field (3, figure 13).

4. Click on the MP3 you wish to delete.
5. Next, click on button G to erase the selected MP3s from the memory.
6. Switch off the MP3 CyberMan by holding button H down until the LCD screen is empty.
7. Remove the interface cable from the MP3 CyberMan.

### 7.1.3 Copying the MP3s from the memory to the hard disk

1. Switch on the MP3 CyberMan by pressing button E (Play/Pause).  
The message 'MP3 PLAYER' will appear on the screen.
2. Click on 'Start - Programs - Trust MP3 CyberMan' and select 'CyberManager'.
3. Choose between copying the MP3s to your hard disk from the internal memory or the external memory card (optional):

- Click on button B to copy the MP3s from the internal memory.
- Click on button C to copy the MP3s from the memory card.

The MP3s in the memory are displayed in the bottom field (3, figure 13).

4. Browse in the left field (1, figure 13) of 'CyberManager' to find the location to which the MP3 files are to be copied.
5. Click on the MP3 to be copied to your hard disk.
6. Click on button F to copy the selected MP3s to your hard disk.  
A progress indicator will appear.  
Once the copying has been completed, the selected files will appear in the top field (2, figure 13).
7. Switch off the MP3 CyberMan by holding button H down until the LCD screen is empty.
8. Remove the interface cable from the MP3 CyberMan.

#### 7.1.4 Erasing the memory

1. Switch on the MP3 CyberMan by pressing button E (Play/Pause). The message 'MP3 PLAYER' will appear on the screen.
2. Click on 'Start - Programs - Trust MP3 CyberMan' and select 'CyberManager'. The message 'CONNECTED WITH HOST!' appears on the LCD screen of the MP3 CyberMan.
3. Choose between erasing the internal memory and the external memory card (optional):
  - Click on button B to erase the internal memory store.
  - Click on button C to erase the memory card store (optional).
4. Click on button D in 'CyberManager' to format the memory. You will get confirmation before formatting proceeds.

**Note:** *Once the memory has been formatted, the device is completely empty and you have lost all the MP3s and voice messages.*

5. Switch off the MP3 CyberMan by holding button H down until the LCD screen is empty.
6. Remove the interface cable from the MP3 CyberMan.

## 7.2 MusicMatch Jukebox

This programme is used to convert music CDs to MP3 files.  
This programme is also used to play MP3s and music CDs on your PC.

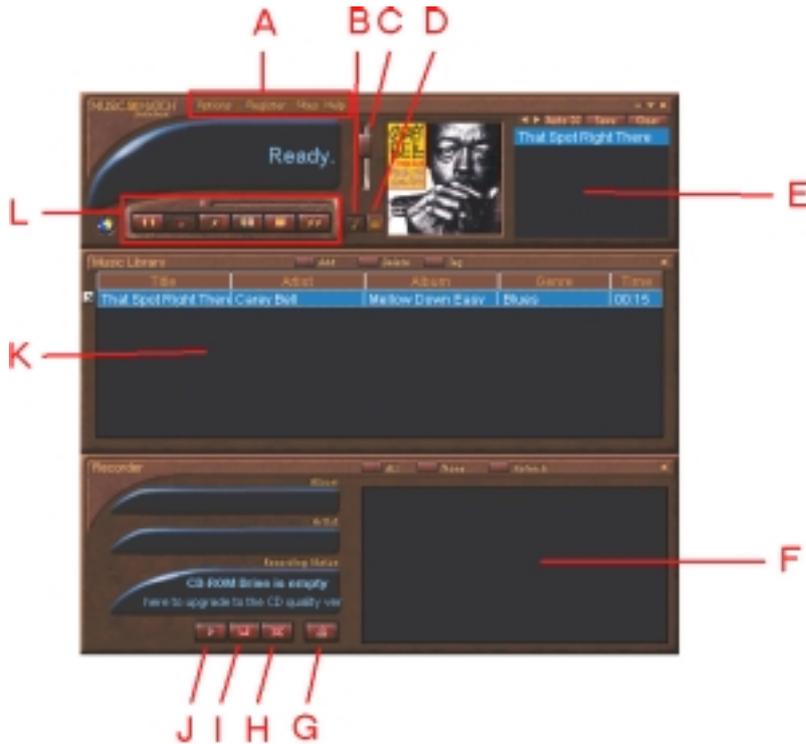


Figure 14: MusicMatch Jukebox

A	Display MusicMatch settings
B	Switch music library field (K) on/off
C	Volume control
D	Switch song text on/off
E	Track-list
F	Recorder field. Music tracks are displayed here when there is a CD in your CD-ROM player
G	CD-ROM "eject"
H	Abort recording

## MP3 CyberMan

---

I	Stop recording
J	Once you have selected the music tracks, use this button to start converting to MP3s
K	This is where the MP3s are to be found once they have been converted using button J
L	Use this to play and stop the newly created MP3s

The detailed help function in the programme provides further information on the use of the MusicMatch Jukebox.

## 8. MP3 CyberMan functions

The MP3 CyberMan has many functions. You will find out more about these functions in this chapter.

### 8.1 General

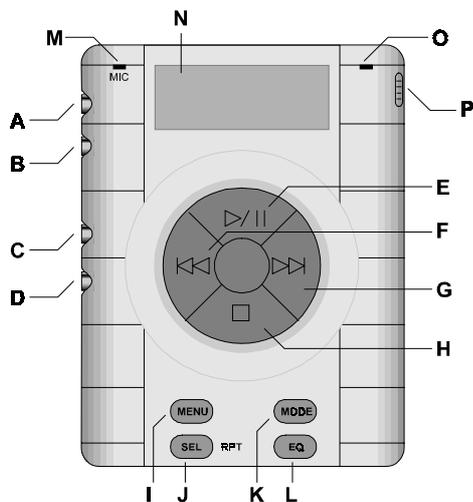


Figure 15: Front of the MP3 CyberMan

Function	Description
A ▲	Raise the volume
B ▼	Lower the volume
C A-B	Repeat the music fragment or the voice message
D REC	Start Dictaphone recording
E ►/	<ul style="list-style-type: none"> <li>- Switch on the MP3 CyberMan</li> <li>- Start playing the MP3s / speaking</li> <li>- Pause</li> </ul>
F ◀◀	<ul style="list-style-type: none"> <li>- Reverse winding</li> <li>- Cued reverse winding</li> </ul>

MP3 CyberMan

---

<b>G</b>		<ul style="list-style-type: none"> <li>- Fast forward winding</li> <li>- Cued fast forward winding</li> </ul>
<b>H</b>		<ul style="list-style-type: none"> <li>- Stop playing MP3s / speaking</li> <li>- Switch off the MP3 CyberMan</li> </ul>
<b>I</b>	MENU	Menu (see chapter 8.7)
<b>J</b>	SEL/RPT	<ul style="list-style-type: none"> <li>- Confirm selection</li> <li>- Repeat</li> <li>- Random play</li> </ul>
<b>K</b>	MODE	Switch between playing MP3s and voice mode
<b>L</b>	EQ	Switch equalizer
<b>M</b>	MIC	Internal microphone
<b>N</b>	LCD	LCD screen
<b>O</b>	LIGHT	Red light which flashes when you record in the voice mode
<b>P</b>	HOLD	When active all keys are blocked.

**Table 2: Instructions to accompany figure 15**

ENGLISH

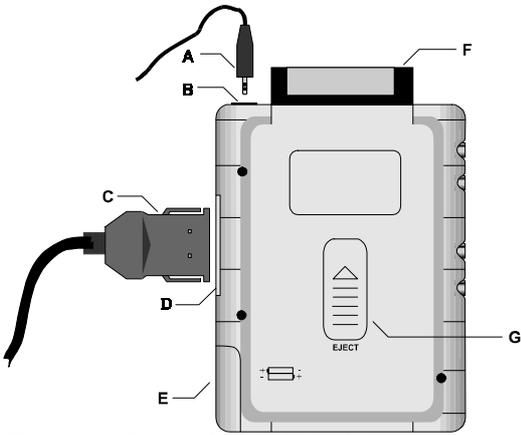


Figure 16: Back of MP3 CyberMan

	Function	Description
A	Jack plug	Connection plug for connecting the provided headphones
B	Jack input	Connection plug for connecting headphones
C	Interface plug	Connection plug for connecting up to the computer
D	Interface connection	To connect interface plug
E	Battery	Battery compartment
F	Memory card	To connect the memory card
G	Eject	Drawer to remove the memory card from the MP3 CyberMan

Table 3: Instructions to illustrate figure 16

## 8.2 LCD screen

Information regarding the MP3 CyberMan is displayed on the LCD (Liquid Crystal Display) screen. The following is a short description of the symbols on the LCD screen:

	Display volume level.
	Repeat (in combination with the icon '1' or the icon 'ALL').
1	Repeat the MP3 currently being played.
ALL	Repeat ALL the MP3s in the memory.
A-B	Plays a fragment from an MP3 file selected by the user or a voice message recorded by the user.
RND	Plays random MP3 from the memory store.
EQ	Lights up when the equalizer function is activated.
	Lights up when the optional memory card is in place.
	Lights up when the keys of the MP3 CyberMan are blocked by the 'HOLD' button (figure 15, P)
	<p>Battery life:</p> <ul style="list-style-type: none"> <li>- 3 stripes: Batteries full</li> <li>- 2 stripes: Batteries half empty</li> <li>- 1 stripe: Batteries almost empty. Replace. The MP3 CyberMan will switch itself off after a few minutes</li> </ul>

**Table 4: LCD icons**

### 8.3 A-B function

The A-B function enables you to repeat part of an MP3 or a voice message you recorded yourself. It works as follows:

1. Keep the A-B key pressed in while playing (see figure 15, C).  
On the LCD screen, light 'A' is switched on and light 'B' starts to flash.
2. Press the A-B key to repeat playing the selected fragment repeatedly.

### 8.4 Equalizer function

The MP3 CyberMan has an equalizer function for adapting the sound. There are five pre-programmed sounds:

<b>POP</b>	Recommended for pop music
<b>CLASSIC</b>	Recommended for classical music
<b>JAZZ</b>	Recommended for jazz and blues
<b>EX-BASS</b>	Added bass
<b>FLAT</b>	For every music type (Equalizer switched off)

**Table 5: Equalizer types**

Choose a sound by pressing the EQ key. Every time you press the EQ key, the above equalizer functions appear one by one on the LCD screen.

The MP3 CyberMan automatically chooses the sound that appeared on the LCD screen most recently. The EQ icon appears on the screen with all the sounds excepting 'FLAT'.

### 8.5 Random play

The MP3 CyberMan has a Random play function. This means that the MP3 CyberMan plays MP3s or voice messages stored in the memory at random.

Random play is activated as follows:

1. Press the 'SEL' button until 'RND' appears on the LCD screen.
2. Press the 'Play/Pause' button to start playing at random.

## 8.6 Voice mode

The MP3 CyberMan includes a voice mode. With an empty memory store, this enables you to record speech for up to two hours and 15 minutes.

**Note:** *The maximum record time is shorter if you also have MP3s in the memory.*

Follow these instructions:

1. Switch on the MP3 CyberMan.
2. Press the 'MODE' button until 'VOICE MODE' appears on the LCD screen. If the memory store is empty, 'NO FILE' appears on the screen.
3. Press the 'REC' button on the side of the device; 'Preprocess..' appears on the LCD screen. After a few seconds 'Voice Recording...' appears on the LCD screen indicating that recording is now taking place.  
A clock is also displayed to show the minutes and seconds of current recordings. In the top right hand corner of the MP3 CyberMan, a red light is flashing.
4. Press the Stop button to stop recording.

If you make more than one voice recording, every session is automatically given the next number to follow, starting with 01.

You can retrieve and listen to every session separately by browsing using the buttons G and F until you find the session you wish to listen to and subsequently pressing button E to play.

Press the Stop button to stop listening.

In addition the length of the relevant session is displayed.

## 8.7 Menu settings

The MP3 CyberMan has a menu that enables you, among other things, to erase MP3s and voice messages and to retrieve information on the status of the device.

The menu includes five buttons.

MENU	Start menu
SEL	Confirm selected choice
▶▶	Browse forwards through the menu
◀◀	Browse backwards through the menu
■	Leave menu

**Table 6: Menu buttons**

### 8.7.1 Deleting

The saved MP3s and voice messages can be erased from the memory one by one. This works as follows:

1. Browse using the buttons F and G to find the MP3 or voice message you wish to delete.
2. Press on the 'MENU' button.
3. Browse using button G to find 'DELETE'.  
If the memory store is empty, 'DELETE' will not be displayed in the menu.
4. Press the 'SEL' button. The question 'Delete?' appears on the screen.
5. Press the 'SEL' button again to delete the MP3 or voice message.

### 8.7.2 Memory status

The MP3 CyberMan includes an option for checking the amount of memory left and the number of files available.

This information is retrieved as follows:

1. Press the 'MENU' button.
2. Using button G, browse to find 'MEMORY STATUS'.
3. Press the 'SEL' key.  
Now you can browse through various information windows using the buttons G and F.  
Leave the menu by pressing button H.

<b>TOTAL</b>	Display total memory contents (internal and external)
<b>INTERNAL</b>	Display total internal memory contents
<b>EXTERNAL</b>	Display total external memory contents
<b>REMAIN: T</b>	Display total free space in memory (internal and external)
<b>REMAIN: I</b>	Display free space in internal memory
<b>REMAIN: E</b>	Display free space in external memory
<b>FILE: T</b>	Display total number of files in the internal and external memory
<b>FILE: I</b>	Display number of files in the internal memory
<b>FILE: E</b>	Display number of files in the external memory

**Table 7: Status windows in the menu**

## 9. Troubleshooting

Problem	Cause	Possible solution
<b>MP3 player not working or not working properly</b>	Batteries are empty.	Replace the batteries.
	The player needs to be reset	Remove batteries from the device and reinsert
	The player is switched off	Switch player on and try again
	LOCK switch activated	Switch off LOCK on the side of the device
	Memory card contains incorrect information	Format card (see chapter 7.1.4)
<b>No sound</b>	Volume level too low	Raise the volume using the buttons on the side
	Headphones not connected	Connect to the top of the MP3 player
<b>Poor sound</b>	Volume level too low	Raise the volume using the buttons on the side
	Volume level too high	Lower the volume using the buttons on the side
	Volume level of external speakers too low	Raise the volume
	Equalizer settings incorrect	Set equalizer for the correct music type
	Poor quality of original MP3	Search on the internet for a better quality MP3
	Microphone too far removed from mouth	Hold the microphone closer to your mouth while you speak

<b>Problem</b>	<b>Cause</b>	<b>Possible solution</b>
	User is speaking too loudly into the microphone	Hold the microphone further away from your mouth or speak more softly
	Noisy environment	Find a quieter environment
<b>Download not working</b>	Printer port not set to ECP	Go to the printer port settings and switch ECP on
	The player needs to be reset	Remove batteries from the device and reinsert
	Poor cable connection	Check the printer port and the MP3 player to make sure cable is connected properly
	The file is too big	Download a smaller file or remove files from the memory of the MP3 player
	Memory full	Erase a number MP3s until the necessary space is available
<b>Download is working but there is no sound</b>	Incorrect format	Use a different format. Only MP3s can be downloaded
	MP3 bit rate is incorrect	See chapter 9 for which bit rates to use
<b>If it is not being used device switches itself off after a minute</b>	Power-saving mode has been switched on	Restart the device.
<b>Play time numbers incorrect.</b>	D3V2 tag in MP3 file.	Deactivate option in software. See software manual.

Check the internet ([www.trust.com](http://www.trust.com)) for the FAQs and the latest version of the driver.

Please contact your dealer if you still have problems with your MP3 player after you have tried these solutions.

## 10. Specifications

Internal memory	32MB
External memory (optional)	16, 32 MB
Maximum time for MP3	60 minutes (for 32MB version)
Maximum time for voice recording	2 hours and 15 minutes
Equalizer functions	Pop, Classic, Jazz, Ex-bass and Flat
Internal CPU	10MHz, 8 bit
MP3 Bit rate	24Kps - 256Kps
Interface	Parallel port ECP
Power supply	2 x AAA batteries
Dimensions (B x H x D)	64 x 88 x 18
Weight (without packaging)	90 grams

## 11. Trust Service Centers

**If you have any questions after reading this manual, please contact one of the Trust service centres.**

**Please consider the following:**

- **If you have any questions about the use of this product or if you are looking for the latest drivers you can visit the Trust website ([www.trust.com](http://www.trust.com)) for support. Most FAQ's (Frequently Asked Questions) are shown here, and you can also download the latest drivers.**
- **If you cannot visit the Trust website or the visit has not helped, please contact the Trust Service Center nearest to you.**
- **Please do not return products to the Trust Support Center addresses below. You can, however, return products via your Trust dealer.**

Country:	Contact:
UK Ireland	<b>UK Office</b> Internet      www.trust.com E-mail        trustuk@globalnet.co.uk Mail            Aashima Distribution U.K. Ltd. Trust Support PO Box 5277 Witham CM8 3XU United Kingdom Fax             +44-(0)1376-514633
Italy	<b>Italian Office</b> Internet      www.trust.com E-mail        trusttdp@tin.it Mail            Aashima Italia s.r.l. Trust Support Via dei Pignattari, 174 Blocco 37 40050 Centergross Funo di Argelato (BO) Italia Fax             051-6635843
France North Africa	<b>French Office</b> Internet      www.trust.com E-mail        support.trust@aashima.fr Mail            Aashima France sarl Trust Support BP 50002 95945 Roissy C.D.G. France Fax             +33-(0)1-48174918
All other Countries	<b>European Head Office</b> Internet      www.trust.com E-mail        support@aashima.nl Mail            Aashima Technology B.V. Trust Support P.O. Box 8043 3301 CA Dordrecht The Netherlands Fax             +31-(0)78-6543299 For Germany only: Fax             +49-(0)2821-58873