



3. Using Supplementary Program

3.1 Getting Ready

Storing Files

Music file, Movie file and Picture file can be stored in Built-in Flash Disk or SD/MMC Memory Card. (Refer to “2.6 Connecting System with PC/Copying Files”)

Playing Music File

Normal MP3,WAV or WMA files can be played with “Music Player. However Some of MP3 files encoded in “Variable Bit Rate” mode can only be played with “Movie Player” (Refer to “3.5. Movie Player”.)

Switching Between Applications

If another program gets activated while using the movie program, the movie player is switched to [**Pause**] condition.

You can run music player with navigation program at same time, so that you can listen to music while driving. But in case you play some high-density mp3 files encoded with high compressing ratio, Navigation program can be interrupted because the music player occupy system resources a lot. So it is strongly recommended to use one program at one point.

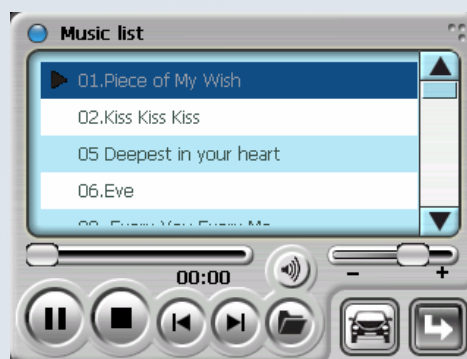
3. Using Supplementary Program

3.2 Menu Program

1. When the system starts, the menu selection screen is displayed as shown right. If you make no selection for five seconds from the menu selection screen, the system is switched to the navigation mode.



2. When you press the desired icon once, the system is switched to the selected program (The figures below are for the music player.)



메뉴 버튼

3. Pressing the menu button on the front of the body returns the system to the menu program from current program.

3. Using Supplementary Program

3.3 Opening Folder

While using “Music Player” or “Movie Player” or “Picture Viewer”, you need to access Built-in Flash Disk and SD/MMC Memory Card to see the data stored in each memory region. If you press “Folder Button” at the bottom of each application’s “Play list” window, below “Folder Explorer Window” pops up. “SMC button” represents SD Memory Card region and “Flash Disk button” represents Built-in flash memory region respectively. By pressing each button on top of this window, you can see each data stored in selected memory region.

Flowing figure shows an example opened in Music Player.

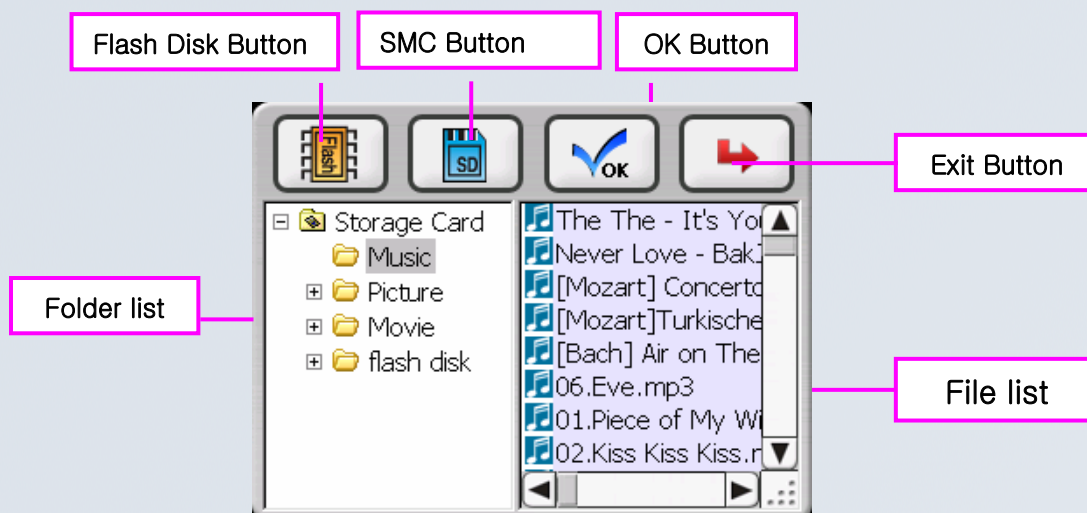


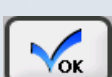



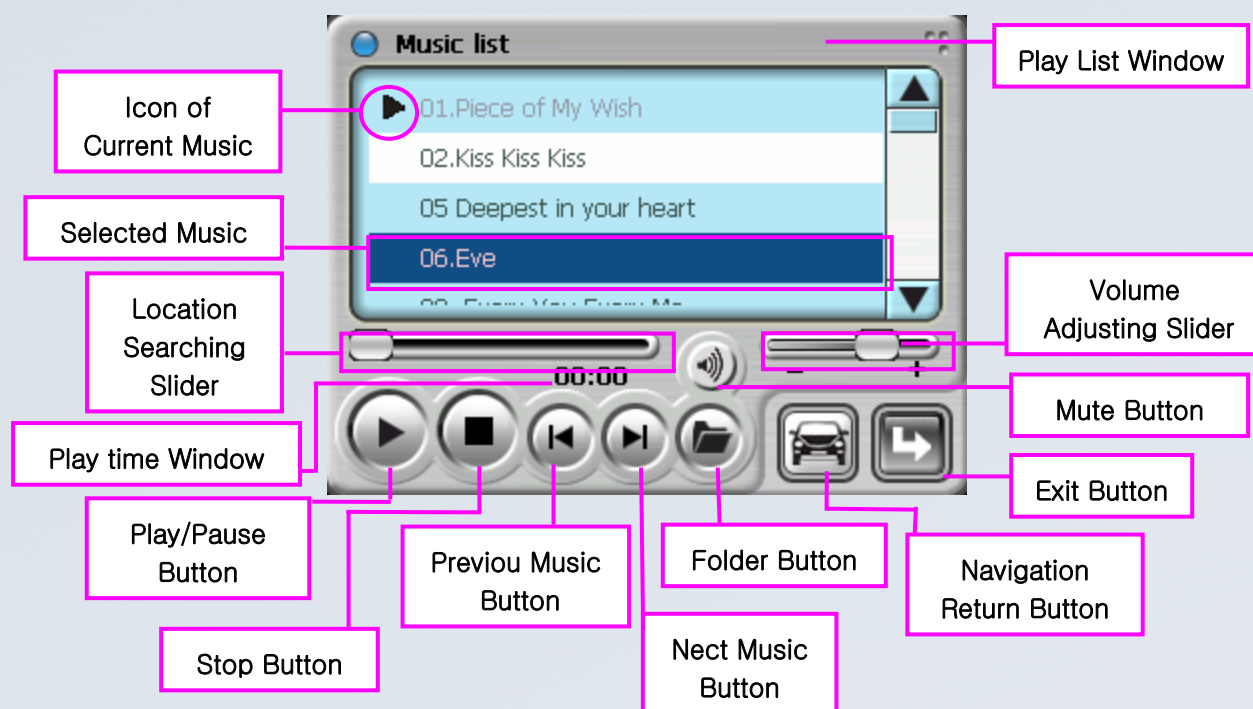
Image	Name	Function
	Flash Disk Button	It shows the data stored in Built-in Flash Disk memory
	SMC Button	It shows the data stored in SD/MMC Memory card.
	OK Button	It returns back to [Play List Window], and All files stored in selected memory region are shown in [Play List Window]
	Exit Button	It returns back to [Play List Window] without changing folder.

3. Using Supplementary Programs

3.4 Music Player

mp3, wma, wav format files are supported. Some MP3 files which is encoded with special type codec may not be supported in Music Player.

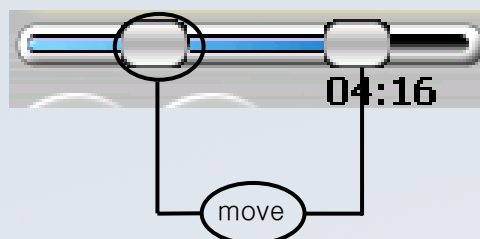
Names and Functions



In-Depth Description of Functions

Search of Playing Position









[Location Searching Slider] indicates the play position of a music file. You can allowed to adjust the play position to desired point. When moving the slider bar, [Play time window] displays the moved position in duration.



3. Using Supplementary Program

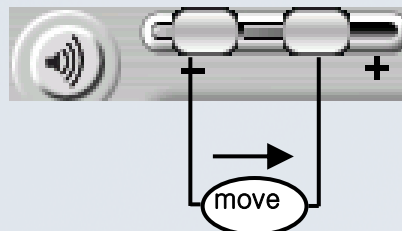
3.4 Music Player

Function of Control Buttons

Image	Name	Function
	Play button	Plays a music file selected from the play list.
	Stop button	Stops playing the file.
	Pause Button	Pause playing the file. Pressing the icon again resumes playing the file.
	Next Music button	Next music file of the current file in play list is played.
	Previous Music Button	Previous music file of the current file in play list is played.
	Folder button	Returns to [Folder Explorer Window] of “Built-in Flash Memory” or “SD/MMC Memory Card”
	Exit button	Exits the Music player.
	Navigation Return button	Switches the system from the music player to the navigation program.

Volume adjusting and Silencing

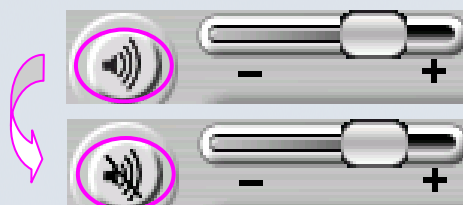
[Volume Adjusting Slider] indicates the current volume. You can adjust the volume to the desired level by moving the slider bar left or right..



3. Using Supplementary Program

3.4 Music Player

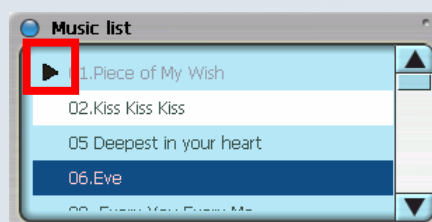
You can turn off sound by pressing [Mute Button]



Storing music file and Playing music

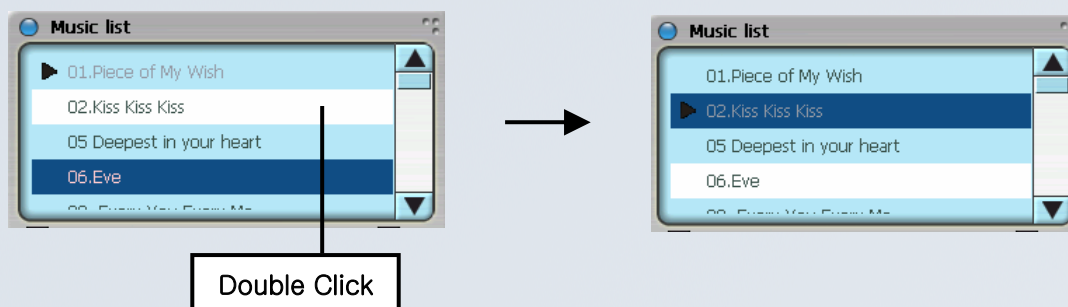
Connect the device to PC and copy the music file to “SD/MMC memory card” or “Built in Flash Memory” (Refer to “2.6 Connecting System with PC/Copying Files”)

Right icon (▶) indicates current music being played.



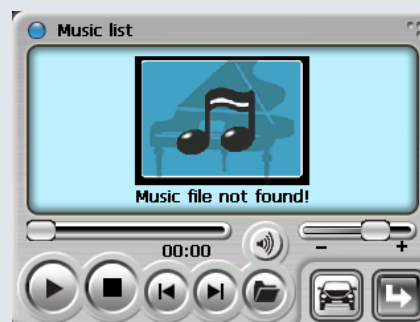
Displaying play list

Double Clicking the desired music file from [Play list window] plays a new music file.



Pressing [Stop button] stops playing the current music. Click the desired music once from [Play list Window], and press [Play button] to play the selected music.

If there is no file in selected memory folder, right figure is shown.

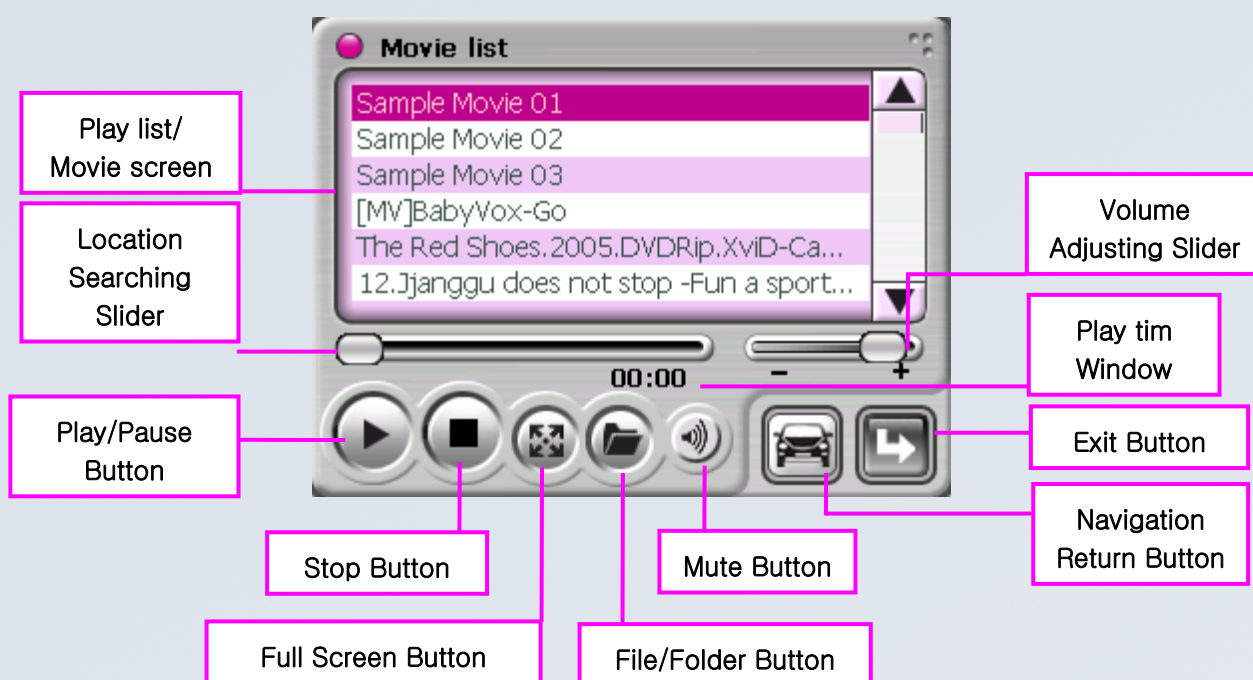


3. Using Supplementary Program

3.5 Movie Player

mp4, wmv, avi, divx format files are supported. Movie player even can play some MP3 files or OGG file that are not playable with Music Player..

Names and Functions



In-Depth Description of Functions

Search Playing Position









[Location Searching Slider] indicates the play position of a movie file. You can allowed to adjust the play position to desired point. When moving the slider bar, [Play time Window] displays the moved position in duration.



3. Using Supplementary Program

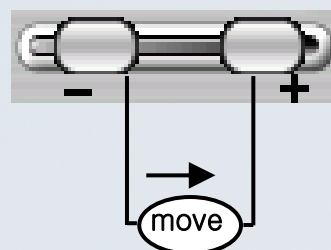
3.4 Movie Player

Functions of Control Buttons

Image	Name	Function
	Play Button	Plays a file selected from the play list
	Stop Button	Stops playing the file.
	Pause Button	Pause playing the file. Pressing the icon again resumes playing the file.
	File Button	Returns back to [Play list Window] from [Movie Screen].
	Folder Button	Returns to [Folder Explorer Window] of "Built-in Flash Memory" or "SD/MMC Memory Card"
	Full Screen Button	Switches the screen to the full screen mode when playing a movie.
	Exit Button	Exit the "Movie Player".
	Navigation Return Button	Returns to "Navigation program" from "Movie Player".

Volume Adjusting and Silencing

[Volume Adjusting Slider] indicates the current volume. You can adjust the volume to the desired level by moving the slider bar left or right..

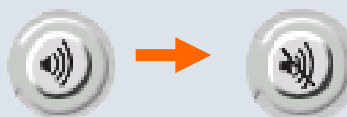


3. Using Supplementary Program

3.4 Movie Player

Don't use the movie player while driving. It may cause a traffic accident.

You can turn off sound by pressing [Mute Button]

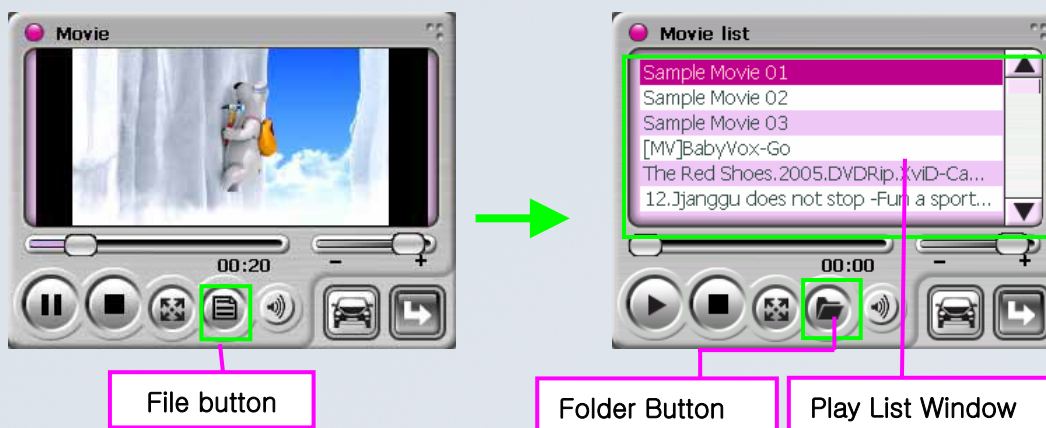


Storing movie file and Playing movie


Connect the device to PC and copy the movie file to “SD/MMC memory card” or “Built in Flash Memory” (Refer to “2.6 Connecting System with PC/Copying Files”)

Displaying playlist

Pressing [File Button] displays the movie file list in the “SD/MMC memory card” or “Built-in flash Memory”. By pressing folder button you can see the files stored in each memory region and you can change the selected memory region in “Folder Explorer Window”



Click the desired item in [Play list Window], and press [Play button] to play the selected movie.

 Pressing [File Button] while playing a movie causes the current movie paused of playing and the play list is displayed. Then, the [File button] turns to [Folder button] and after you select desired item in [Play list] and press [Play button] again, the selected movie is played at the beginning.

3. Using Supplementary Program

3.4 Movie Player

Pressing the Full Screen button or clicking [Movie Screen] once switches the screen to the full screen. Clicking the full screen once returns the screen to the original size.

If there is no file in Selected memory, Right figure is shown.



Close the navigation program when you use the movie player. When you run both of the program, the play of the movie may be interrupted, or an error message may be displayed indicating insufficient memory.

If another program gets activated while using the movie program, the movie player is switched to [Pause] condition.

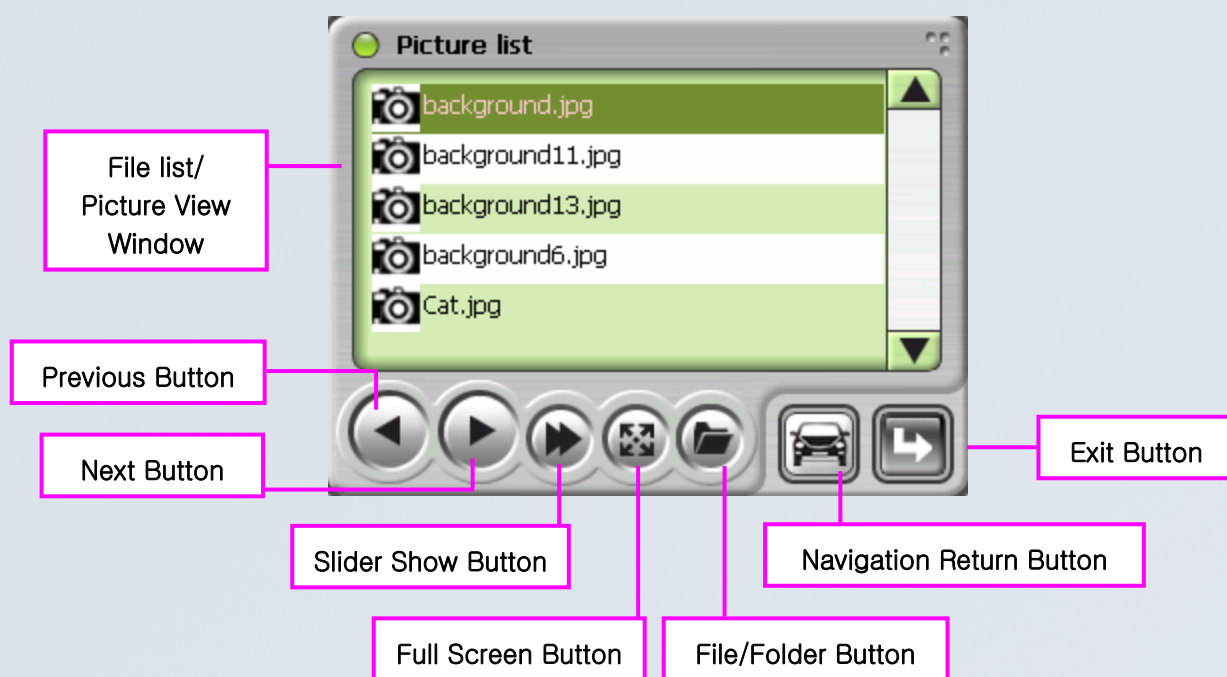
The files stored in same folder is played in order.

3. Using Supplementary Program

3.6 Picture Viewer

jpg, bmp format files are supported. The high resolution and large size picture taken by digital camera may not be displayed on this device. Lower the resolution of your image for faster processing. The system is optimized at 16-bit color with QVGA (320*240: Width * height) resolution.

Names and Functions











3. Using Supplementary Program

3.6 Picture Viewer

In-Depth Description of Functions

Function of Control Buttons

Image	Name	Function
	File button	Switches to [File list Window] from [Picture View Window].
	Folder Button	Returns to [Folder Explorer Window] of “Built-in Flash Memory” or “SD/MMC Memory Card”
	Full Screen Button	Displays the selected picture in the full screen
	Previous File button	Moves to the previous file in the list window.
	Next File Button	Moves to the next file when you are viewing the current picture.
	Slide Show Button	Display the pictures in the selected folder in sequential manner.
	Exit Button	Exit “Picture Viewer”
	Return to Navigation Button	Switches the system from the “Picture Viewer” to “Navigation” Program.

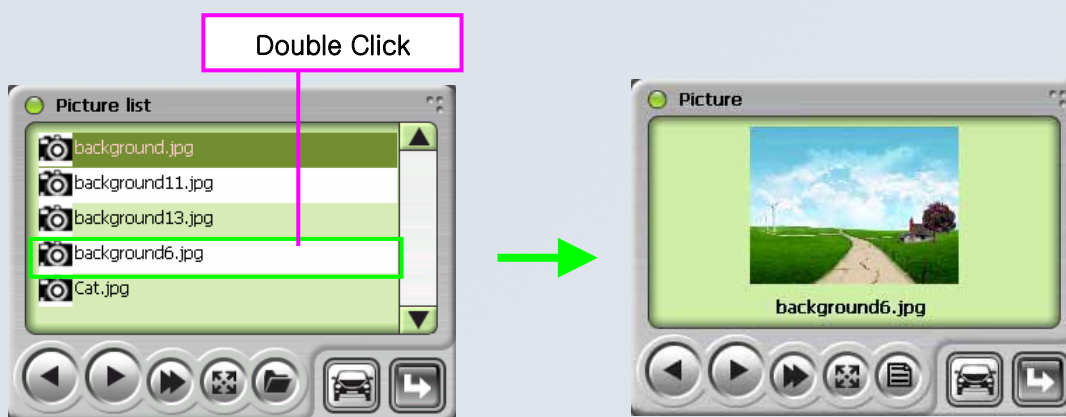
3. Using Supplementary Program

3.6 Picture Viewer

Storing Image file and Viewing Image

Connect the device to PC and copy the movie file to “SD/MMC memory card” or “Built in Flash Memory” (Refer to “2.6 Connecting System with PC/Copying Files”)

Double click desired file in the [File list Window] displays the image as shown below..



Select desired file from [File list Window] and Press [Full Screen Button] to display the selected image in the full screen.

Select the desired file from [File list Window] and Press [Slide Show button] to display the images in the full screen from the selected file in sequential manner.

If there is no file in selected memory, Right figure is shown.



3. Using Supplementary Program

3.7 Bluetooth hands Free








Names and Functions

Blue tooth Main Window



In-Depth Description of Functions

Functions of Control Buttons

Image	Name	Function
	Dial pad button	Switches to [Dial Pad Window].
	Sending/Receiving list	Switches to [Sending/Receiving list Window].
	Connection button	Connect System with Mobile Phone. and Switches to [Pairing&Connection Window].
	Disconnection button	Disconnect the connection between system and Mobile phone.
	Information Button	Pops up information Window.
	Exit button	Exit "Blue Tooth Hands Free Program". And Returns to "Menu Program"
	Navigation Return button	Switches to "Navigation Program" from "Blue Tooth Hand Free" Program.

3. Using Supplementary Program

3.7 Blue Tooth Hands Free

Pairing Mobile phone and Connecting

For blue tooth hands free operation on system, it is necessary to pair the mobile phone in system prior to connect it with device. Click the connection button to pair the mobile phone with system, then, it switches to [Pair & Connection Window] as shown below.

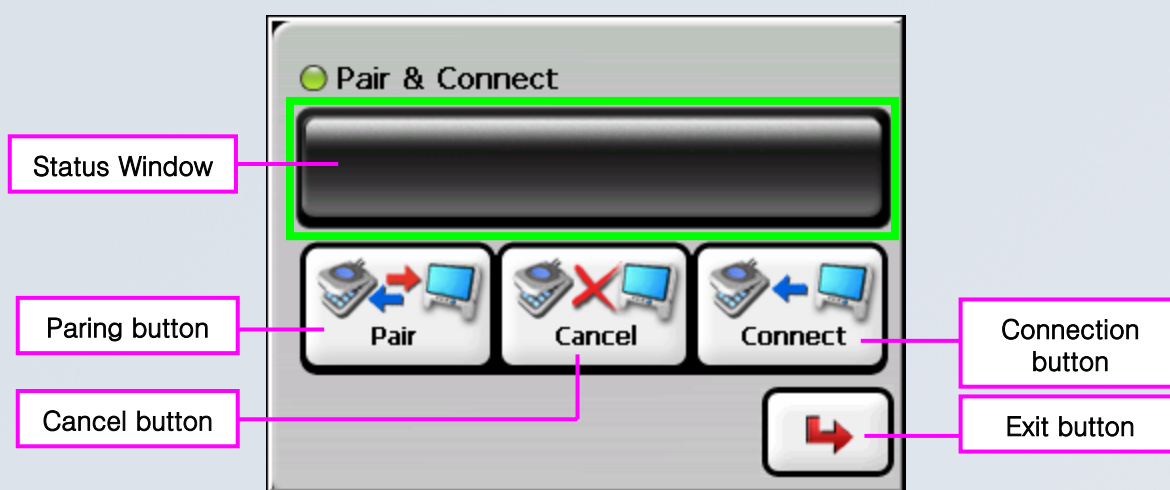







Image	Name	Function
	Pairing Button	Register each other Between mobile phone and system,.
	Cancel Button	Cancel paring or connecting while doing concerned operation.
	Connection Button	Connect System with Mobile phone currently registerd.
	Exit Button	Switches to [Blue tooth main window]

3. Using Supplementary Program


3.7 Blue Tooth Hands Free

For pairing the system with mobile phone, Press [Pairing Button], and Register the mobile phone in system. Also, the system should be registered in mobile phone. (Regarding how to register in mobile phone, Refer to User's manual of mobile phone)

 When you make pairing between two devices, No matter which side is first registered to others.

When the system is recognized at mobile phone side, two devices are going to verify each other using password. Following [Password Window] pops up.

Input the password using dial pad button and Press [Enter] button.

 Same Password should be paired in mobile phone side.

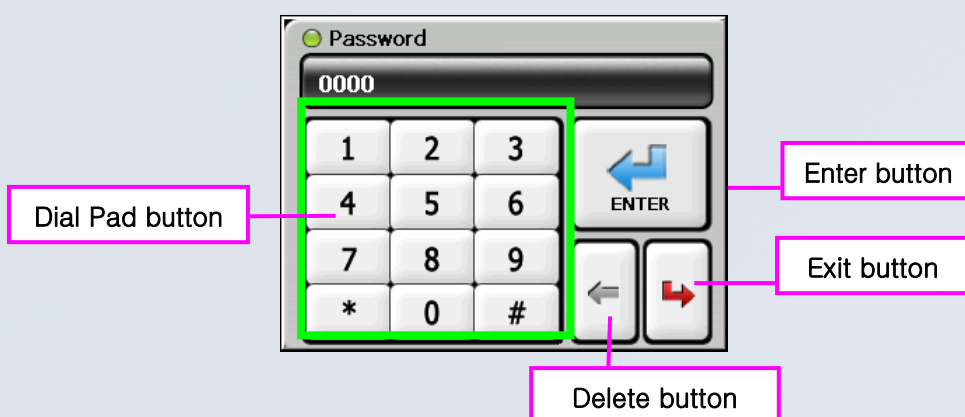






Image	Name	Function
	Enter Button	Register the number typed using dial pad in system. And the system trying to connect with mobile phone.
	Delete Button	Delete the typed number one by one.
	Exit Button	Switches to [Pairing & Connection Window].

 The order of registering password between two devices can be different according to mobile phone type.

3. Using Supplementary Program

3.7 Bluetooth Hands Free

If you fail to pair within one minute or fail to connect within half minute, **“connection has been failed”** message is displayed as shown right.



If the connection is finished successfully, the screen is switched to [Blue tooth main window] and it show connection message in [Connection Status Window] as shown right.



Disconnecting the connection with mobile phone

If you want to disconnect the connection between mobile phone and System, Press [Disconnect Button].

Disconnect button



Automatic connectin to mobile phone

When the system wakes up after it enters to **“Power Saving Mode”** as connected with mobile phone, it try to connect with mobile phone automatically. Then, [Auto matic connection window] appears as shown right.

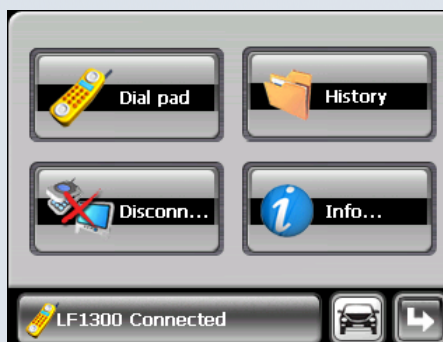
Cancel button



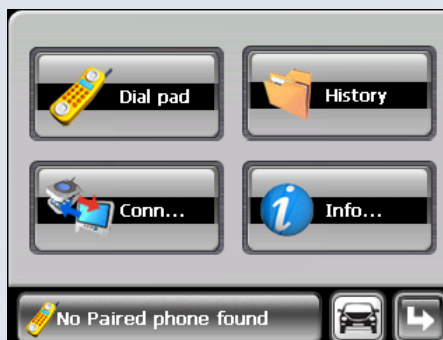
3. Using Supplementary Program

3.7 Bluetooth Hands Free

If it succeeds in re-connection with mobile, it returns to [Blue tooth main Window] as shown right.



If you press [Cancel button] while connecting, it finish trying to connect mobile phone. and it returns to [Blue tooth main Window] as shown right.



Dialing and Hanging Up

If you want to dial in system, press [Dial Pad Button].

On disconnected state with mobile phone, "Blue tooth disconnected" message is displayed as shown right.



3. Using Supplementary Program

3.7 Bluetooth Hands Free

If the system is connected with mobile phone, the screen is switched to [Dial pad Window] as shown below.



Image	Name	Function
	Send button	Calling to the number typed in dial number bar if you press this button after you input the number using [Dial Pad]
	Delete button	Delete the number typed in Dial number bar one by one.
	Delete All button	Delete all the number typed in Dial number bar.
	Sending/Receiving list button	Switches to [Sending/Receiving list Window] from [Dial Pad Window]
	Exit Button	Exit [Dial Pad Window] and Switches to [Blue tooth Main Window]

You may call pressing the number in [Dial Pad] directly or By Selecting the number in [Sending/Receiving list Window]. If you press [Send button], the screen is switched to following Window.

Possible numbers to input in dial number bar are totally 20. and ARS functions is not supported. Dialing is not supported while connecting.

3. Using Supplementary Program

3.7 Blue tooth Hands Free

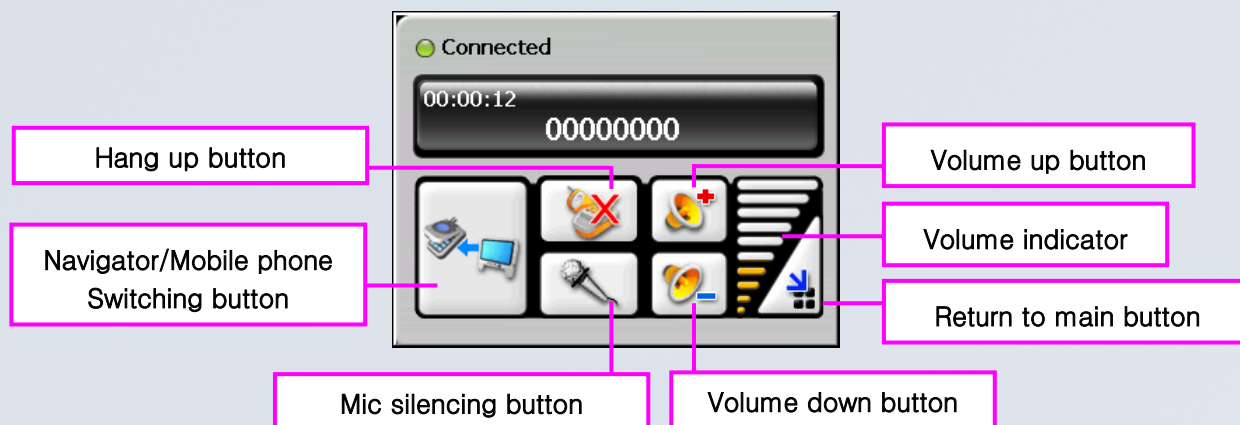


Image	Name	Function
	Switching to mobile phone button	Current state is on Navigator. This button switches the mode to mobile phone from Navigator.
	Switching to Navigator button	Current state is on Mobile phone. This button switches the mode to Navigator from Mobile phone.
	Volume Up button	Increase the volume.
	Volume Down Button	Decrease the volume.
	Mic Silencing button	Mic is usable now. Pressing this button makes the mic disable.
	Mic Silencing button	Mic is unusable now, Pressing this button makes the mic enable.
	Hang up button	Hangs up the phone call.
	Return to main button	Switches to [Blue tooth main menu Window].



You can check the volume level through [Volume indicator]

While the system is on phone call, the navigation program or music player switched to Mute state. and if it finish phone call, the sound returns to original volume level.

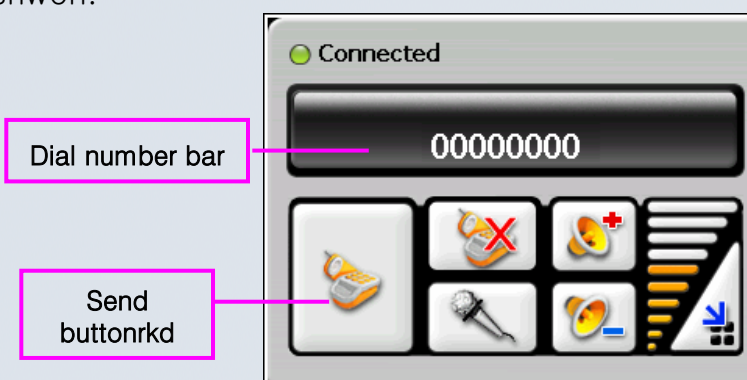
3. Using Supplementary Program

3.7 Blue tooth Hands Free

Answering

When the system gets a phone call on stage connected with mobile phone, following window is shown.

You can take the phone call by pressing [Send Button]. Once you take the phone call, it switches to [Connection Window] as shown right.

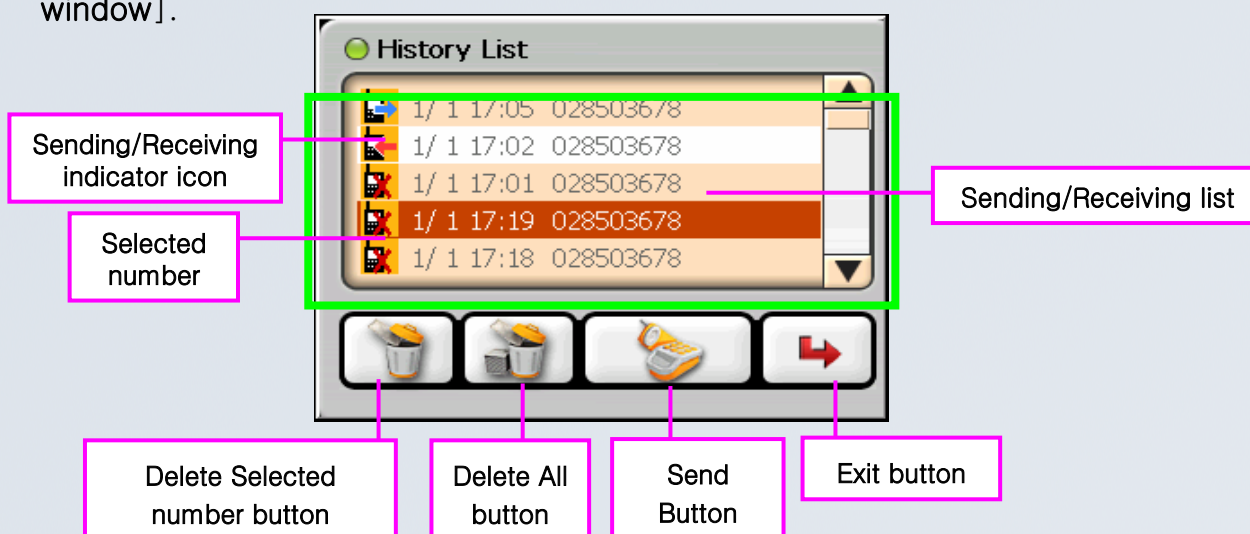


The sending number is shown in Dial number bar in case your phone number is joined in "Sending Number Notice" service. Otherwise, it shows nothing in dial number bar on phone call.

(Inquire to mobile company regarding "Sending Number notice" Service)





Sending/Receiving list

Pressing [Sending/Receiving button] switches to [Sending/Receiving list window].






3. Using Supplementary Program

3.7 Bluetooth Hands Free

Image	Name	Function
	Send button	Call to the selected number and Switched to Connection Window]
	Delete Selected item button	Delete Selected Item.
	Delete all button	Delete all items in [Sending/Receiving list Window].
	Exit button	Switched to [Blue tooth main window]

Each icon in [Sending/Receiving Window] indicates the function as shown right.

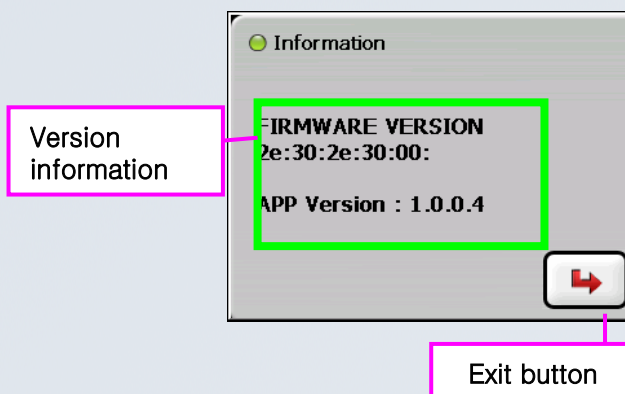
	Phone call in absent
	Receiving call
	Sending call

Program information

Pressing [Information Button] switches to [Information Window].

Blue tooth hand free application and concerned firmware version is shown as shown right.

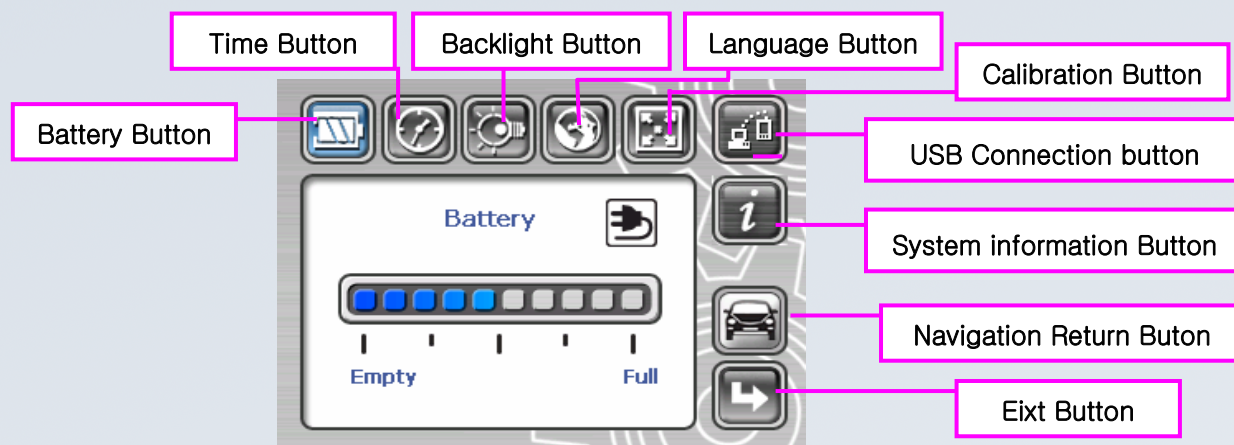
Pressing [Exit button] switches to [Main menu window]



3. Using Supplementary Program

3.8. Setting Environment

Names and Functions



In-Depth Description of Functions

Function of Control Buttons

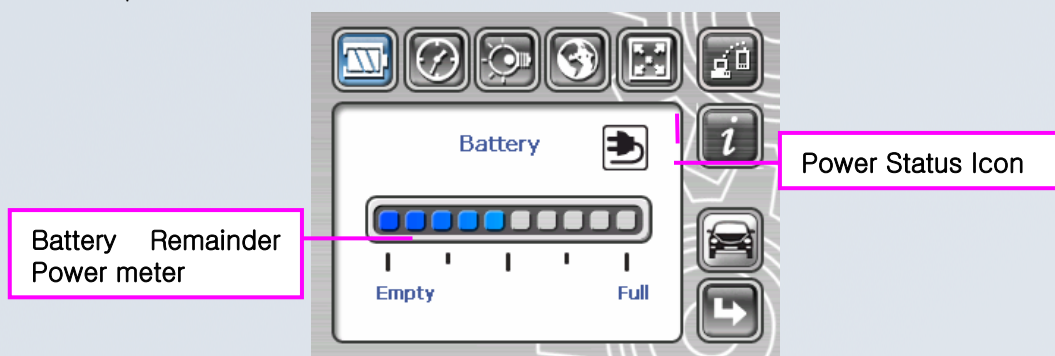
Image	Name	Function
	Battery Button	Moves to [Battery Status Window]
	Time Button	Moves to [Time Setting Window]
	Backlight Button	Moves to [Backlight Adjusting Window]
	Language Button	Moves to [Language Setting Window]
	Calibration Button	Moves to [Calibration Window]
	USB Connection Button	Moves to [USB connection Window]
	System Information Button	Moves to [System Information Window]
	Exit Button	Exit "Setting Environment Window"
	Navigation Return Button	Returns to 'Navigation Program' from the "Setting Environment Window"

3. Using Supplementary program

3.8. Setting Environment

Checking battery conditions

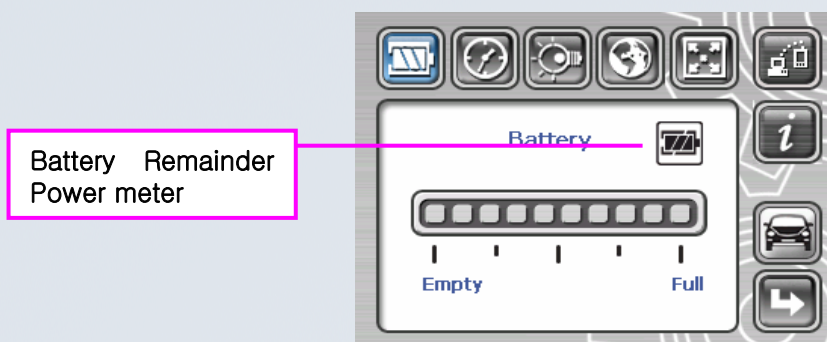
When the AC/DC adapter or the cigar Jack is connected, [Power Status icon] is displayed as “Adapter”.



When the battery is being recharged, [Battery Remainder Power Meter] alternately moves between the four levels. During this process, [Power button] lights red..



In the battery powered mode, [Power Stats icon] is displayed as “Battery” and [Battery Remainder Power Meter] indicates the current remainder power in the battery



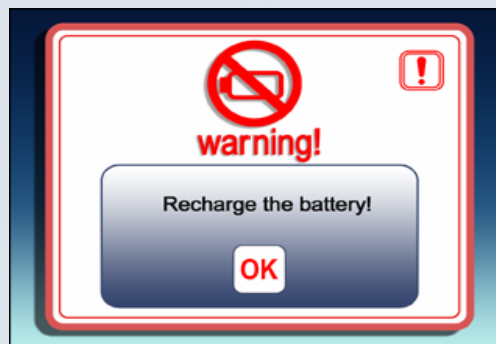
When the battery is fully charged, [Battery Remainder Power Meter] does not move, but is kept at “Full condition”

3. Using Supplementary Program

3.8. Setting Environment

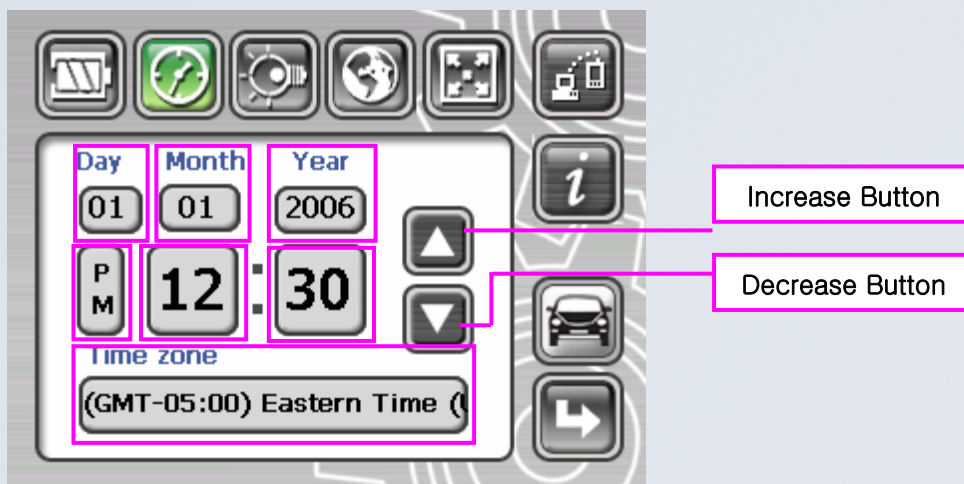
When the remainder power in the battery is less than 10 % of its full capacity, the warning window is displayed as shown right. In such a case, immediately recharge the battery.


If you don't recharge the battery after the warning window is displayed. The system is switched to the power-saving mode.



Time Setting

Change current time setting by clicking the item you want to change and increase or decrease the value with new one using "Increase Button" or "Decrease Button"



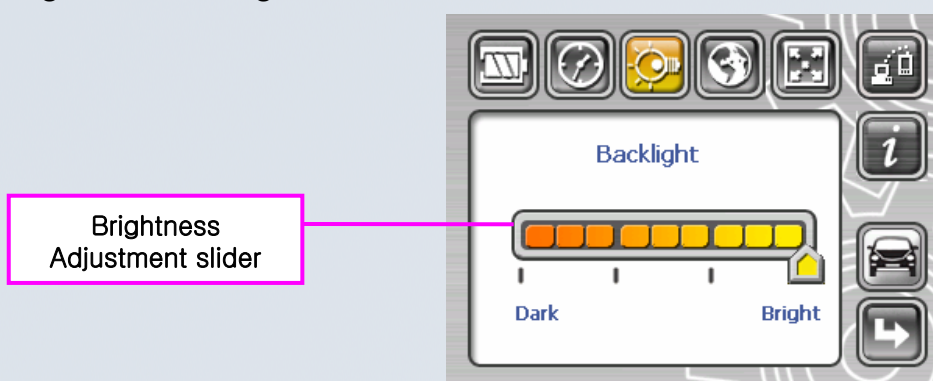
 In case the battery completely discharged or if you make system reset, the time setting is initialized with system default value.

3. Using Supplementary Program

3.8. Setting Environment

Adjusting Brightness of Backlight

Brightness of backlight can be adjusted to four levels ranging from level 1 to 4. You can adjust the brightness by moving [Brightness Adjustment Slider.] The default setting of the backlight is set to level 4.



Press the [Power Button] for about two seconds to set the backlight to level 1. Press and hold the power button for two seconds again to return the backlight to the original brightness.



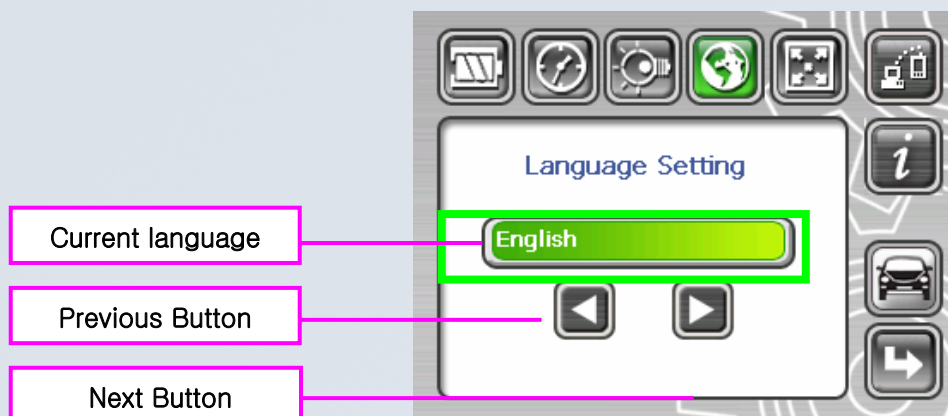
Keep pressing the button for about two seconds.

3. Using Supplementary Program

3.8. Setting Environment

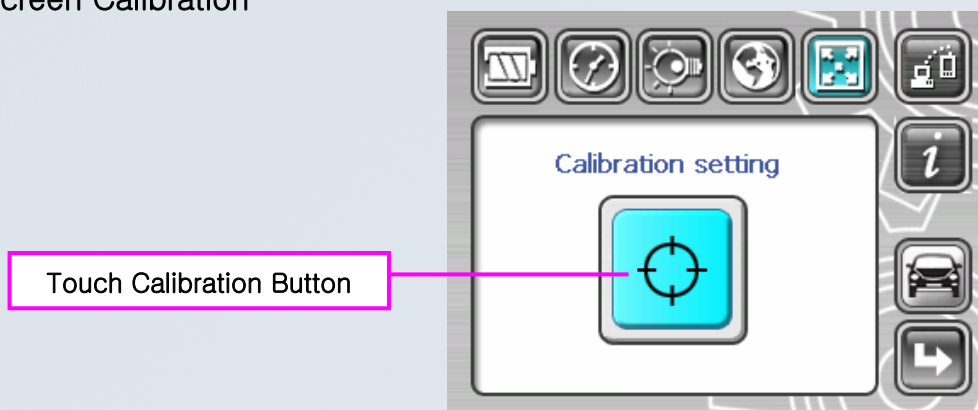
Language Setting

You can change the current language used in menu program by clicking “Previous button” or “Next button”. All text will be changed to selected one.



This setting will be applied on menu program only. It has no effect on system language.

Touch Screen Calibration



If there is deviation between the point touched by you and the point actually indicated on the screen during operation of the system, the system executes the calibration of the touch screen.

3. Using Supplementary Program

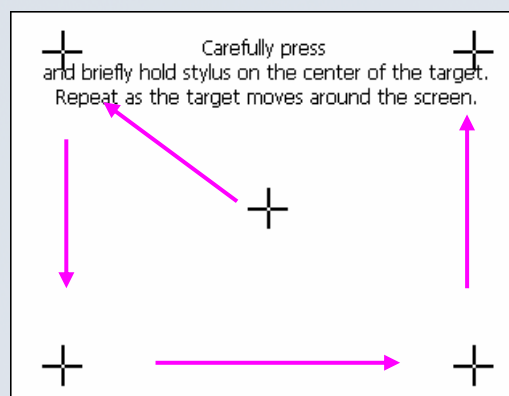
3.8. Setting Environment.

Keeping the cross mark on the figure right pressed moves the cross mark to the arrow direction. Press the cross mark again on the moved position. Repeat these procedure until Exit screen is displayed.

Lightly hold the stylus, and carefully press the center of the cross mark.

When the touch calibration is normally executed, Exit screen is displayed. When touching the screen once, the screen is returned to the touch calibration screen.

New calibration is now complete. Click on the screen.



New calibration settings have been measured.
Press the Screen to accept the new settings.

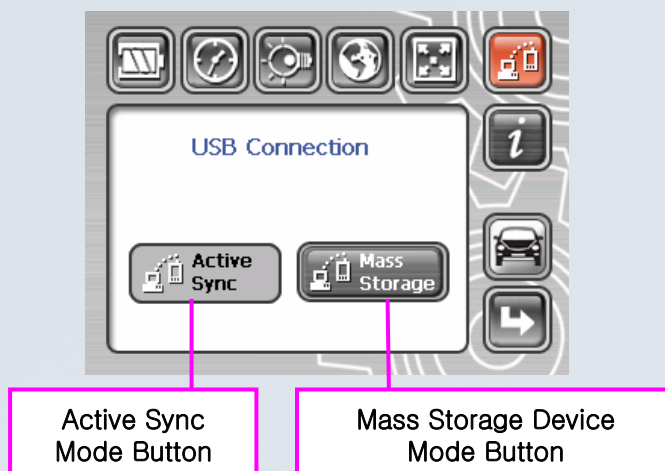
3. Using Supplementary Program

3.8. Setting Environment

USB connection Setting

You can change the USB connection setting between ActiveSync mode and USB Mass Storage Device mode.

Right figure shows the current setting is ActiveSync mode



If you want to change the setting to “Mass Storage Device Mode” from “ActiveSync Mode” in [USB Connection Setting Window], Press [Mass Storage Device Button]

If you click [YES Button], the connection mode is turned to “Mass Storage Device” mode and the system restarts automatically.

If you click [NO Button], it returns back to [USB Connection Setting Window]



3. Using Supplementary Program

3.8. Setting Environment

If you want to change the setting to “ActiveSync” mode from the “Mass Storage Device” mode in [USB Connection Setting Window], Press [ActiveSync Mode Button] again. After pressing the button following message is shown.

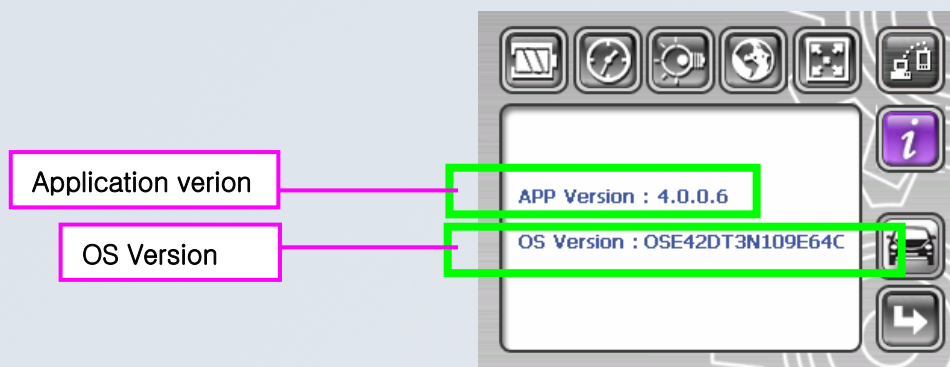
If you click [YES Button], the connection mode is turned to “ActiveSync” mode and the system restarts automatically.

If you click [NO Button], it returns back to [USB Connection Setting Window].



System information

It show the current OS and application version of system.



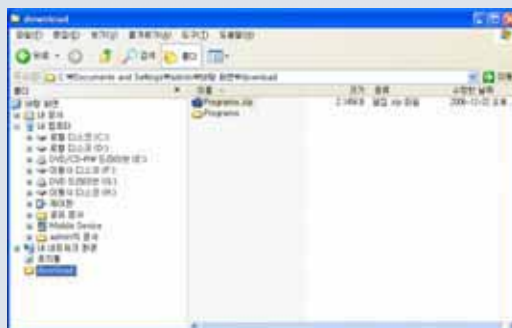
3. Using Supplementary Program

3.9 Upgrading Supplementary Program

It is required to download a file from the product website to install or upgrade supplementary programs such as Menu Program, the Music Player, the Movie Player, the Picture Viewer and the preference.

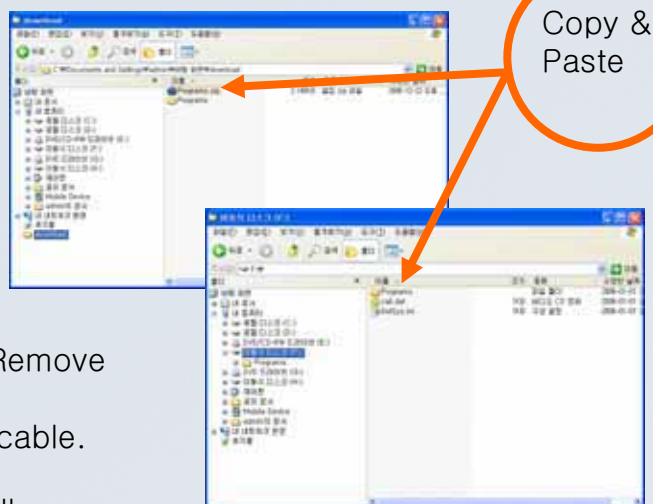
1. From the product web site, Download the file (Programs_0100.zip) and save it on your PC, and Decompress the zip file. it contains all supplementary programs mentioned above.

2. Decompressing the zip file creates "Programs" folder as shown right.



3. Connect the system to PC via the USB cable (Refer to "2.9. Connecting System with PC.)

4. Copy or Overwrite "Programs" folder into or on "Removable Disk" drive corresponding to "Built-in flash memory" as shown



5. Once copying files are complete. Remove the system by doing "Safely Remove Hardware". And disconnect the USB cable.

6. Make Reset the system. Then, it will run new program upgraded.



Disconnecting the USB cable without executing "Safely Remove Hardware" may cause interruption of normal program copying. Or normal execution of the supplementary programs.

Others

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4. Others

4.1 Trouble Shooting

Problem

When the machine doesn't work or you can't see anything on screen.

If you cannot hear any sound when you start playing the music or movie files

When you can't copy files into system

When the system suddenly stops during operation and will not work

When the current location in the navigation screen is wrongly displayed.

When the navigation shows you the wrong way, even though GPS signal reception status is not bad



Trouble Shooting

Make Reset the system. Check the battery life and recharge the battery, if necessary.

Make sure the data files reside in the SD Memory. Make sure the volume is properly set.

Make sure the machine is properly connected to the PC. Make sure you have and enough empty space in the memory

Press the Reset button.

Check if you are in the under ground parking lot, under the high level road, between the tall buildings, and change your location.

Check if there is any object interfering signal reception in the car or in the vicinity of the antenna, and remove it.

Map data may not be identical to the actual road condition. Check your data and update the map data

4. Others

4.2 System Specification

System Specification

Category	Item	Specification	
General	Model	DOTN-400	
	Colors	Silver	
	Dimensions	125 * 87 * 21.2 (mm)	
	Weight	228 g	
H/W	CPU	Samsung S3C2440 300Mhz	
	Memory	RAM 64MB, Flash ROM 32/64/128/256/512/1GB	
	Power	DC 12-24 V	
	Battery	Lithium-ion 1,100mA Recharging time: Approx. 3 hours Discharging time: Approx. 2 hours (in use of default setting + Navigation Only)	
	Input Mode	Touch Screen	
	LCD	320*240, 4 inch, 65K Color, TFT LCD	
	Memory Expansion	SD/MMC Memory Slot	
	Speaker	1.5W, Built-in Speaker	
	Headphone Output	40mW(Left)+40mW(Right):(16Ω, Max Volume)	
	GPS	SIRF III 20 channel	
	USB	USB spec 1.1 full speed(12Mb/s)	
	USB Storage	USB Mass Storage Class Bulk-Only Transport(Flash ROM, SD/MMC) PC OS : Windows 98/Me/2000/XP/Vista Compatible	
S/W	OS	Version	Windows CE 4.2 Core
	Music Player	File format supported	Mp3, wma, wav
		Audio play	Mp3, ogg
	Movie Player	File format supported	Mp4, wmv, avi, divx
		Resolution optimized	320 x 240, 65K Colors
	Pictur Viewer	File Format supported	Jpg, bmp
Resolution optimized		320 x 240, 65K Colors	

4. 기타

4.3 제품 보증서

제품보증서

제품보증기간은 1년입니다

서비스에 대하여


- 저희 디오텔에서는 품목별 소비자피해 보상규정에 따라 아래와 같이 제품에 대한 보증을 실시합니다.
- 제품 고장발생시 구입매장으로 연락하여 신속한 조치를 받으시기 바랍니다.

제 품 명	Car Navigation	소비자 성명	
모 델 명	DOTN-400	소비자 주소	
구 입 일			
구 입 대 리 점			

무요서비스

- 구입후 1년(제품 보증기간)이내에 제품이 고장난 경우에만 무요서비스를 받을수 있습니다.
- 일반 제품을 영업용으로 전환하여 사용할 경우의 보증기간은 반으로 단축 적용됩니다.

1. 본 제품은 엄밀한 품질관리 및 검사과정을 거쳐서 만들어진 제품입니다.
2. 고객에서 정상적인 사용상태에서 고장이 발생 하였을 경우, 구입하신 대리점이나 본사 서비스센터에서 1년(제품보증기간)이내에는 무상수리를 해드립니다.



이 보증서는 무리나라에서만 사용되며 다시 발행하지 않으므로 사용설명서와 함께 잘 보관해 주세요.

유요서비스

- 고장이 아닌 경우
 - 고장이 아닌 경우 서비스를 요청하면 요금을 받게 되므로 반드시 사용설명서를 충분히 읽어주세요.
- 소비자 과실로 고장난 경우
 - 소비자의 취급 무주의 또는 함부로 수리, 개조하여 고장 발생시
 - 전기용량을 틀리게 사용하여 고장 발생시
(예) 당사 제품의 전압용량을 벗어나거나, 부족한 상태에서 사용했을 때
 - 이동시 떨어뜨림 등에 의한 고장, 손상 발생시
 - 매장에서 미지정된 소모품이나 음산품 사용으로 고장 발생시
- 그 밖의 경우
 - 천재지변(화재, 일해, 수해 등)에 의한 고장 발생시
 - 소모성 부품의 수명이 다한 경우(배터리, 전원연결, 어댑터, 기타등)

FCC Information

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This Device may not cause harmful interface, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for CLASS B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try correct the interference by one or more of the following measures:

- 1.1. Reorient or relocate the receiving antenna.
- 1.2. Increase the separation between the equipment and receiver.
- 1.3. Connect the equipment into an outlet on a circuit different from that to which receiver is connected.
- 1.4. Consult the dealer or experienced radio/TV technician for help.

WARNING

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.