

TIGER
ELECTRONICS

ITEM NO. 59440
Ages 7 and up

*tunes.32*TM

digital music player

User manual



TIGER
ELECTRONICS
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*Where Technology Comes to Play!*TM



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TUNES.32™ Digital Audio Player

TUNES.32 is a compact and stylish solid-state audio player designed for crystal clear digital audio playback of high quality music from CD's, MP3, or WAV digital audio data files. TUNES.32 can be used while running, cycling, roller-blading and other vigorous activities. But unlike CD's, TUNES.32 will neither skip nor have interruptions of music due to vibrations or sudden impact. TUNES.32 has built-in decoders for powerful audio compression algorithm. This means that up to 4 times more music can be stored in TUNES.32 while retaining the same audio quality as MP3 encoded music.

TUNES.32 delivers higher compression ratios than MP3 with comparable or better quality. MUZIP compressed files will have a '.MZIP' file extension. Currently, the only way to create 'MZIP' files is to download an audio file to TUNES.32 using its download utility.

Your new TUNES.32 Player comes with the Tunes.32 download utility that will allow you to copy songs from your PC to the TUNES.32 Player through your PC's USB port.

Also bundled with the TUNES.32 Player is the popular MusicMatch Jukebox application, which lets you download songs from the Internet as well as collect and organize music on your PC. It also:

- Rips CD-Quality MP3s
- Creates custom CDs
- Creates radio stations based on music from your favorite artist
- Connects to more than 100,000 free music tracks and videos

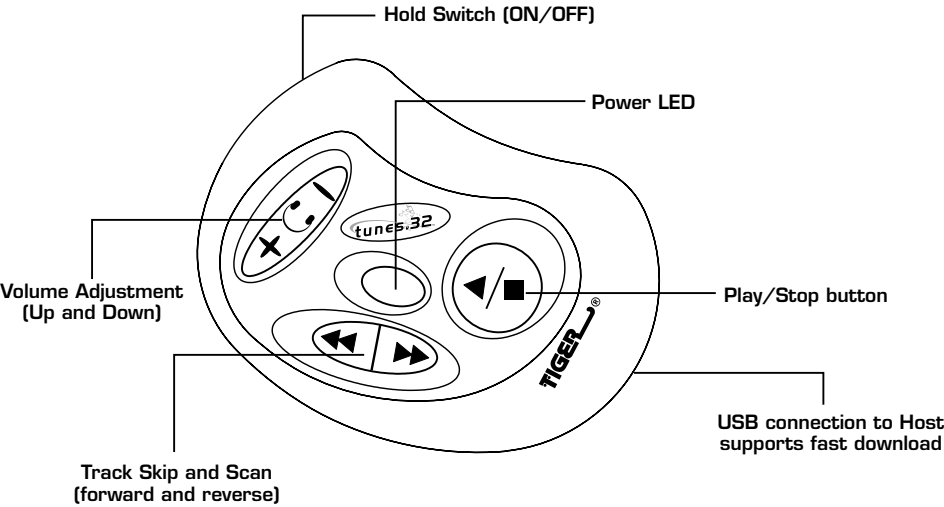
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PACKAGE CONTENTS

- **TUNES.32 Player**
- **USB Cable**
- **Headphone**
- **Quick Start Guide**
- **CD-ROM containing TUNES.32 drivers, Tunes.32 utility and MusicMatch Jukebox software**

PRODUCT FEATURES



- **Solid State audio playback, shock and vibration-resistant**
- **8 MB built-in DRAM memory**
- **Simple 6-button user interface**

INSTALLING AND CHANGING BATTERIES

- Open the battery cover on the back of the player by unscrewing the screw fixing and sliding the cover away from the belt clip.
- Insert two AAA size batteries into the player and close the cover.
- ① When the player is not running (LED is off), you can change the batteries without losing the songs stored, within 1 minute. After that, all memory will be cleared and any songs on the memory will be wiped.
- ② To conserve battery power when the product is not in use, you should make sure TUNES.32 is not playing and the Hold Switch is set to on.

- ③ TUNES.32 will communicate with your PC even if no batteries are installed, as it will use power from the USB port while connected. To play music on TUNES.32 the product must have batteries included and must be released from the USB port.

System Requirements

- PC with Windows 98/ME/2000
- Pentium II/III/4 Processor
- USB port
- CD-ROM drive for loading application software and drivers
- 32 MB or more of system RAM
- Hard Disk storage for applications (approximately 20 MB)

CD-ROM/SOFTWARE INSTALLATION (WINDOWS)

(WARNING) DO NOT CONNECT YOUR TUNES.32 TO THE USB CABLE UNTIL SOFTWARE INSTALLATION (BELOW) IS FULLY COMPLETE.

- Insert the TUNES.32 CD-ROM into your CD-ROM drive.
1. Your system should support 'Auto-Play' in which case the installation screen will appear automatically in a matter of seconds. Follow the step-by-step instructions until the installation is complete.

(During the installation you will be asked if you want to upgrade your MusicMatch JUKEBOX™ software to JUKEBOX™ Plus. This is a free upgrade to all TUNES.32 owners and to register you will need your individual serial number printed on a sticker on page 7.)

2. If 'Auto-Play' is not recognized, click on START in the Windows taskbar and then RUN.
- In the dialogue box, type D:\setup.exe (D refers to your CD-ROM drive and maybe a different drive letter)
 - Follow the systematic instructions until the installation is complete.
(During the installation you will be asked if you want to upgrade your MusicMatch JUKEBOX™ software to JUKEBOX™ Plus. This is a free upgrade to all TUNES.32 owners and to register you will need your individual serial number printed on a sticker on page 7.)
 - Connect the TUNES.32 player to the computer via the USB cable. Windows will register the unit as new hardware and will locate the software to drive it from the TUNES.32 CD
 - Follow the simple guide through the installation of the USB mass storage driver for TUNES.32

MUSIC MATCH SOFTWARE GUIDE

Using your new TUNES.32 with MusicMatch JUKEBOX™ is simple and straightforward. Most of its functions are self-explanatory. To obtain a quick overview of the essential functions go to WELCOME TIPS. If you find you need more information or want to try some of the advanced features of the software, MusicMatch has provided you with a comprehensive help file that can be accessed from within the MusicMatch JUKEBOX™. For further information or help visit MusicMatch's web-site at (<http://www.musicmatch.com>) or send email to (tech-support@musicmatch.com)

PREPARING A PLAY-LIST

- A play-list of the tracks you want to download should be prepared in MusicMatch before using the Tunes.32 download utility.
- To do this select the MP3, MPZ, WAV and CD files from their folders by using the **OPTIONS/MUSIC LIBRARY/SEARCH and ADD SONGS FROM ALL DRIVES** commands to collect tracks from your hard drive to add to the **PLAY-LIST**.
- You should now have all the tracks you want to download in the **PLAY-LIST** section in the top right hand corner of the JUKEBOX™ screen.
- These play lists can then be saved as separate files on your PC.

DOWNLOADING TRACKS TO TUNES.32

- Decide on which tracks you want to download to your TUNES.32 player.
- Connect the TUNES.32 player to the computer via the USB cable.
- Open the TUNES.32 Download program.

- On the left-hand side you will see the **DOWNLOAD LIST** containing the Play list you decided on previously, while in the JUKEBOX™ program.
- If you want to add songs that you have previously saved to this list, click on **ADD SONGS**. This will give you access to your PC files so you can select specific songs. Simply click in the box next to each track to select.
- **ADD SONGS** will also give you access to your CD drive so you can select songs directly from there. Use the **SEARCH** function in the **ADD SONGS** section to find these files.








(Please check that the quality of the music on your file is at an acceptable level before downloading. Please also bear in mind tracks that have been stored as MP3 files may not sound as good as tracks that are taken directly from CD as MP3 must be decoded before being compressed into an MZP file)

- As all files will be converted into MZP files automatically when they are downloaded to the TUNES.32, you need to set the compression rate or **DESTINATION QUALITY**. This defines how much space will be taken up on the TUNES.32 memory. This is because MUZIP (MZIP) quality levels yield different bit rates and file sizes. See below for a guide.

Destination quality	Length of downloadable music	Bit rate
Speech	68 minutes app.	16 KBPS
Normal (Default)	34 minutes app.	32 KBPS
Better	22 minutes app.	48 KBPS
Best	17 minutes app.	64 KBPS

- Final preparation to download is to select all the files you want to download. For multiple selections press **SHIFT** and the down cursor button. To select more than one hold CTRL and click on the files you require. To select all simply press **SELECT ALL**.
- Finally press the **DOWNLOAD** button and your music will be converted and downloaded.
- Watch the percentage rate next to each track to see the progress.
- The time it takes to download tracks on to the Tunes.32 depends on how powerful your PC is. As a guide, please see below.
- * On a 400MHz Celeron - 32 min of music will take 22 min to download.
- * On an 800Mhz Pentium III - 32 min of music will take 13 min to download.
- Once the download process is complete, click the 'Close' button in the bottom left of the screen to exit the program.
- Finally disconnect the Tunes.32 player from the USB cable and away you go (Tunes.32 will not play music when connected to the PC via the USB cable).

PLAYING & LISTENING TO MUSIC

- To listen to the music you have downloaded press the **PLAY/STOP** button . This will start playing the first track you chose on the play-list.
- To skip from track to track press **FORWARD/BACK** button  down and release quickly depending on how many tracks you want to skip. Whichever side you press on the button will determine which direction you move through the play-list.
- To move forwards or backwards through a track, press the **FORWARD/BACK** button  and hold. You will hear the track skipping depending on which direction you have pressed.
- In addition to skipping through tracks or to the next or previous track, you can use the **FORWARD/BACK** button  in conjunction with the **PLAY/STOP** button  to jump back to the first track. Just hold down the **BACK** button  and press **PLAY** to skip back to the first track.
- To turn the volume up or down simply press the button marked with the head-phone symbol  on either + (UP) or - (DOWN).
- To deactivate all buttons when the unit is either playing or in stop mode, slide the **HOLD** switch located on the side of the unit to **ON**. This will allow you to put your Tunes.32 in your pocket or bag without the track jumping, forwarding or changing volume when buttons are accidentally pressed. To activate the controls again turn the **HOLD** switch to **OFF**.
- To play downloaded music on your home stereo, you will need a 'Phono-jack to RCA' cable. Connect the Phono-jack into the Tunes.32 headphone socket and the RCA jack into your stereos AUX. or TAPE input.

Home-stereo

MUSICMATCH JUKEBOX™ PLUS UPGRADE

MusicMatch Jukebox – Upgrade Key for PC Users

The upgrade key listed below must be entered at the appropriate time during installation of MusicMatch Jukebox software. This will unlock additional software features and upgrade the software to MusicMatch Jukebox Plus. These program features include faster CD ripping, faster CD burning, and a print function for creation of custom CD and jewel case labels.

If you have already installed MusicMatch Jukebox software without inputting the upgrade key, follow the instructions below:

From the Register menu in the MusicMatch Jukebox software choose “Enter Key” and input the 23 character alphanumeric code exactly as printed on the label below (including hyphens). Press the “OK” key. MusicMatch Jukebox software will be immediately upgraded and the additional features will be unlocked.

For questions or information about MusicMatch Jukebox software, visit their web-site at **www.musicmatch.com**

FCC STATEMENT

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

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

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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

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

TO ENSURE PROPER FUNCTION :

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery installation should be done by an adult
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (If removable)

- Rechargeable batteries are only to be charged under adult supervision (If removable)
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short circuited
- Do not dispose of batteries in fire, batteries may explode or leak.

CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Clean only with a piece of soft dry cloth.

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid.

90-DAY LIMITED WARRANTY

Tiger Electronics (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship. During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$40.00. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, USA.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our web site at: www.tigertoys.com

Important

- The battery life of Tunes.32 is approximately 7 to 8 hours of constant use. This is based upon using a new alkaline battery.
- As Tunes.32 does not turn itself off automatically. Please remember to turn it off when you have finished using it. If you leave it playing the batteries may run out completely and all memory will be erased.
- Warning: Please do not drop your Tunes.32 at all. If you do you may lose the music you have stored on to its memory. If this does happen simply reload the files on to the unit.