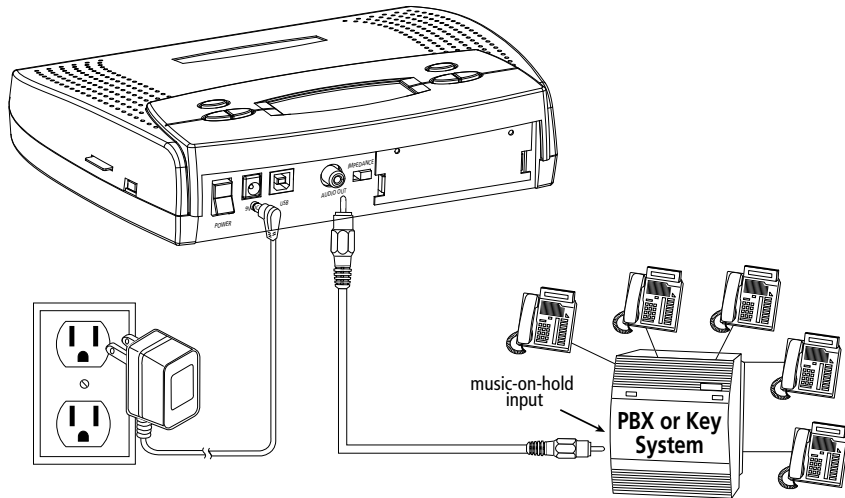


Set-up

► Connection to PBX or KEY phone systems



- 1** Plug AC adapter into wall outlet.
- 2** Plug AC adapter cable into jack marked "DC9V".
- 3** Plug "Connector Cable*" to "AUDIO OUT" jack.
- 4** Plug other end of "Connector Cable" into phone system's music-on-hold (MOH) input jack. NOTE: If the jack cannot be located, contact your phone vendor for assistance.

* Connector Cables -- Both RCA-to-RCA and RCA-to-3.5mm mini connector cables are included. While most all phone systems have an RCA connection on the PBX or Key System Unit, a few have a 3.5mm mini connection. If the jack on the phone system does not look the same as the "AUDIO OUT" jack on the player, use the 3.5mm mini-to-RCA connector cable.

► Connection to Standard Analog or KSU-less Phones

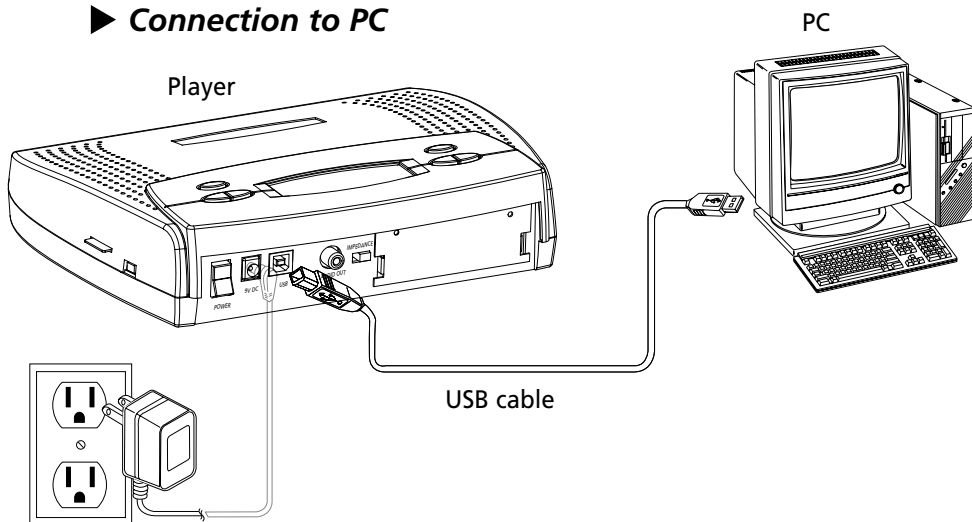
For connection to standard analog or KSU-less phones, an analog adapter module card is required.

The analog adapter module card connects internally to the digital player and provides music-on-hold capability to standard analog and KSU-less phones. The analog adapter interconnection cables are accessed by removing the steel plate on the rear panel.

For specific connection information please see instructions included with the analog adapter module. For more information on the analog adapter, please ask your dealer.

Set-up

► Connection to PC



IMPORTANT: Before connecting the USB cable from the PC to the unit, please make sure the power switch on the player is in the OFF position.

- 1** Plug USB cable (square socket) into the USB jack on the back panel of the player.
- 2** Plug the other end of the USB cable (rectangular) into the USB port on the back of the PC.
- 3** Connect the power supply to the 9VDC jack on the player.
- 4** Switch the power to the ON position.

► Installing Drivers

Computers running Windows 98 and Mac OS 9.0 require drivers in order to connect to the player. If you require a driver please contact your dealer. Computers running Windows XP, windows 2000 and Mac OS X do not require drivers to connect to the unit.