

Creative Nomad II MG

User Guide

On-line Version

Getting Started

Creative® NOMAD® II MG Player Casady & Greene's SoundJam™ MP

Information in this document is subject to change without notice and does not represent a commitment on the part of Creative Technology Ltd. No part of this manual may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying and recording, for any purpose without the written permission of Creative Technology Ltd. The software described in this document is furnished under a license agreement and may be used or copied only in accordance with the terms of the license agreement. It is against the law to copy the software on any other medium except as specifically allowed in the license agreement. The licensee may make one copy of the software for backup purposes.

Copyright © 2000 by Creative Technology Ltd. All rights reserved.

Version 1.0 (CLI)
October 2000

Sound Blaster, the Sound Blaster logo, and the Creative logo are registered trademarks, and Sound Blaster Live! and Environmental Audio are trademarks of Creative Technology Ltd. in the United States and/or other countries.

NOMAD is a registered trademark of Aonix and is used by Creative Technology Ltd. and/or its affiliates under license.

Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Pentium is a registered trademark of Intel Corporation.

All other brand and product names listed are trademarks or registered trademarks of their respective holders.

All specifications subject to change without prior notice. Use of this product is subject to the limited warranty. Actual contents may differ slightly from those pictured.

This product is designed to assist you in reproducing material for which you own the copyright or are authorized to copy by the copyright owner or by exemption in applicable law. Unless you own the copyright or have such authorization, you may be violating copyright law and may be subject to payment of damages and other remedies. If you are uncertain about your rights, you should contact your legal advisor.

Creative End-User Software License Agreement

Version 2.4, June 2000

PLEASE READ THIS DOCUMENT CAREFULLY BEFORE INSTALLING THE SOFTWARE. BY INSTALLING AND USING THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THE AGREEMENT, DO NOT INSTALL OR USE THE SOFTWARE. PROMPTLY RETURN, WITHIN 15 DAYS, THE SOFTWARE, ALL RELATED DOCUMENTATION AND ACCOMPANYING ITEMS TO THE PLACE OF ACQUISITION FOR A FULL REFUND.

This is a legal agreement between you and **Creative Technology Ltd.** and its subsidiaries ("Creative"). This Agreement states the terms and conditions upon which Creative offers to license the software sealed in the disk package together with all related documentation and accompanying items including, but not limited to, the executable programs, drivers, libraries and data files associated with such programs (collectively, the "Software").

LICENSE

1. Grant of License

The Software is licensed, not sold, to you for use only under the terms of this Agreement. You own the disk or other media on which the Software is originally or subsequently recorded or fixed; but, as between you and Creative (and, to the extent applicable, its licensors), Creative retains all title to and ownership of the Software and reserves all rights not expressly granted to you.

2. For Use on a Single Computer

The Software may be used only on a single computer by a single user at any time. You may transfer the machine-readable portion of the Software from one computer to another computer, provided that (a) the Software (including any portion or copy thereof) is erased from the first computer and (b) there is no possibility that the Software will be used on more than one computer at a time.

3. Stand-Alone Basis

You may use the Software only on a stand-alone basis, such that the Software and the functions it provides are accessible only to persons who are physically present at the location of the computer on which the Software is loaded. You may not allow the Software or its functions to be accessed remotely, or transmit all or any portion of the Software through any network or communication line.

4. Copyright

The Software is owned by Creative and/or its licensees and is protected by United States copyright laws and international treaty provisions. You may not remove the copyright notice from any copy of the Software or any copy of the written materials, if any, accompanying the Software.

5. One Archival Copy

You may make one (1) archival copy of the machine-readable portion of the Software for backup purposes only in support of your use of the Software on a single computer, provided that you reproduce on the copy all copyright and other proprietary rights notices included on the originals of the Software.

6. No Merger or Integration

You may not merge any portion of the Software into, or integrate any portion of the Software with, any other program, except to the extent expressly permitted by the laws of the jurisdiction where you are located. Any portion of the Software merged into or integrated with another program, if any, will continue to be subject to the terms and

conditions of this Agreement, and you must reproduce on the merged or integrated portion all copyright and other proprietary rights notices included in the originals of the Software.

7. Network Version

If you have purchased a "network" version of the Software, this Agreement applies to the installation of the Software on a single "file server". It may not be copied onto multiple systems. Each "node" connected to the "file server" must also have its own license of a "node copy" of the Software, which becomes a license only for that specific "node".

8. Transfer of License

You may transfer your license of the Software, provided that (a) you transfer all portions of the Software or copies thereof, (b) you do not retain any portion of the Software or any copy thereof, and (c) the transferee reads and agrees to be bound by the terms and conditions of this Agreement.

9. Limitations on Using, Copying, and Modifying the Software

Except to the extent expressly permitted by this Agreement or by the laws of the jurisdiction where you acquired the Software, you may not use, copy or modify the Software. Nor may you sub-license any of your rights under this Agreement. You may use the Software for your personal use only, and not for public performance or for the creation of publicly displayed videotapes.

10. Decompiling, Disassembling, or Reverse Engineering

You acknowledge that the Software contains trade secrets and other proprietary information of Creative and its licensors. Except to the extent expressly permitted by this Agreement or by the laws of the jurisdiction where you are located, you may not decompile, disassemble or otherwise reverse engineer the Software, or engage in any other activities to obtain underlying information that is not visible to the user in connection with normal use of the Software.

11. For Software with CDDB features

This package contains software from CDDB, Inc. of Berkeley California ("CDDB"). The software from CDDB (the "CDDB Client") enables this application to do online disc identification and obtain music-related information, including name, artist, track and title information ("CDDB Data") from online servers ("CDDB Servers") and to perform other functions.

You agree that you will use CDDB Data, the CDDB Client and CDDB Servers for your own personal non-commercial use only. You agree not to assign, copy, transfer or transmit the CDDB Client or any CDDB Data to any third party. YOU AGREE NOT TO USE OR EXPLOIT CDDB DATA, THE CDDB CLIENT, OR CDDB SERVERS, EXCEPT AS EXPRESSLY PERMITTED HEREIN.

You agree that your non-exclusive license to use the CDDB Data, the CDDB Client and CDDB Servers will terminate if you violate these restrictions. If your license terminates, you agree to cease any and all use of the CDDB Data, the CDDB Client and CDDB Servers. CDDB reserves all rights in CDDB Data, the CDDB Client and the CDDB

Servers, including all ownership rights. You agree that CDDB, Inc. may enforce its rights under this Agreement against you directly in its own name.

The CDDB Client and each item of CDDB Data are licensed to you "AS IS." CDDB makes no representations or warranties, express or implied, regarding the accuracy of any CDDB Data from in the CDDB Servers. CDDB reserves the right to delete data from the CDDB Servers or to change data categories for any cause that CDDB deems sufficient. No warranty is made that the CDDB Client or CDDB Servers are error-free or that functioning of CDDB Client or CDDB Servers will be uninterrupted. CDDB is not obligated to provide you with any new enhanced or additional data types or categories that CDDB may chose to provide in the future.

CDDB DISCLAIMS ALL WARRANTIES EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT. CDDB does not warrant the results that will be obtained by your use of the CDDB Client or any CDDB Server. IN NO CASE WILL CDDB BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES OR FOR ANY LOST PROFITS, OR LOST REVENUES.

In particular, you agree not for any purpose to transmit the Software or display the Software's object code on any computer screen or to make any hardcopy memory dumps of the Software's object code. If you believe you require information related to the interoperability of the Software with other programs, you shall not decompile or disassemble the Software to obtain such information, and you agree to request such information from Creative at the address listed below. Upon receiving such a request, Creative shall

12. determine whether you require such information for a legitimate purpose and, if so, Creative will provide such information to you within a reasonable time and on reasonable conditions.

In any event, you will notify Creative of any information derived from reverse engineering or such other activities, and the results thereof will constitute the confidential information of Creative that may be used only in connection with the Software.

TERMINATION

The license granted to you is effective until terminated. You may terminate it at any time by returning the Software (including any portions or copies thereof) to Creative. The license will also terminate automatically without any notice from Creative if you fail to comply with any term or condition of this Agreement. You agree upon such termination to return the Software (including any portions or copies thereof) to Creative. Upon termination, Creative may also enforce any rights provided by law. The provisions of this Agreement that protect the proprietary rights of Creative will continue in force after termination.

LIMITED WARRANTY

Creative warrants, as the sole warranty, that the disks on which the

Software is furnished will be free of defects, as set forth in the Warranty Card or printed manual included with the Software. No distributor, dealer or any other entity or person is authorized to expand or alter this warranty or any other provisions of this Agreement. Any representation, other than the warranties set forth in this Agreement, will not bind Creative.

Creative does not warrant that the functions contained in the Software will meet your requirements or that the operation of the Software will be uninterrupted, error-free or free from malicious code. For purposes of this paragraph, "malicious code" means any program code designed to contaminate other computer programs or computer data, consume computer resources, modify, destroy, record, or transmit data, or in some other fashion usurp the normal operation of the computer, computer system, or computer network, including viruses, Trojan horses, droppers, worms, logic bombs, and the like. **EXCEPT AS STATED ABOVE IN THIS AGREEMENT, THE SOFTWARE IS PROVIDED AS-IS WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. CREATIVE IS NOT OBLIGATED TO PROVIDE ANY UPDATES, UPGRADES OR TECHNICAL SUPPORT FOR THE SOFTWARE.**

Further, Creative shall not be liable for the accuracy of any information provided by Creative or third party technical support personnel, or any damages caused, either directly or indirectly, by acts taken or omissions made by you as a result of such technical support.

You assume full responsibility for the selection of the Software to achieve your intended results, and for the installation, use and results obtained from the Software. You also assume the entire risk as it applies to the quality and performance of the Software. Should the Software prove defective, you (and not Creative, or its distributors or dealers) assume the entire cost of all necessary servicing, repair or correction.

This warranty gives you specific legal rights, and you may also have other rights which vary from country/state to country/state. Some countries/ states do not allow the exclusion of implied warranties, so the above exclusion may not apply to you. Creative disclaims all warranties of any kind if the Software was customized, repackaged or altered in any way by any third party other than Creative.

LIMITATION OF REMEDIES AND DAMAGES
THE ONLY REMEDY FOR BREACH OF WARRANTY WILL BE THAT SET FORTH IN THE WARRANTY CARD OR PRINTED MANUAL INCLUDED WITH THE SOFTWARE. IN NO EVENT WILL CREATIVE OR ITS LICENSORS BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES OR FOR ANY LOST PROFITS, LOST SAVINGS, LOST REVENUES OR LOST DATA ARISING FROM OR RELATING TO THE SOFTWARE OR THIS AGREEMENT, EVEN IF CREATIVE OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT WILL CREATIVE'S LIABILITY OR DAMAGES TO YOU OR ANY OTHER PERSON EVER EXCEED THE AMOUNT PAID BY YOU TO USE THE SOFTWARE, REGARDLESS OF THE FORM OF THE CLAIM.

Some countries/states do not allow the limitation or exclusion of liability for incidental or consequential damages, so the above limitation or

exclusion may not apply to you.

PRODUCT RETURNS

If you must ship the software to Creative or an authorized Creative distributor or dealer, you must prepay shipping and either insure the software or assume all risk of loss or damage in transit.

U.S. GOVERNMENT RESTRICTED RIGHTS

All Software and related documentation are provided with restricted rights. Use, duplication or disclosure by the U.S. Government is subject to restrictions as set forth in subdivision (b)(3)(ii) of the Rights in Technical Data and Computer Software Clause at 252.227-7013. If you are sub-licensing or using the Software outside of the United States, you will comply with the applicable local laws of your country, U.S. export control law, and the English version of this Agreement.

CONTRACTOR/MANUFACTURER

The Contractor/Manufacturer for the Software is:

Creative Technology Ltd
31, International Business Park
Creative Resource
Singapore 609921

GENERAL

This Agreement is binding on you as well as your employees, employers, contractors and agents, and on any successors and assignees. Neither the Software nor any information derived therefrom may be exported except in accordance with the laws of the U.S. or other applicable provisions. This Agreement is governed by the laws of the State of California (except to the extent federal law governs copyrights and federally registered trademarks). This Agreement is the entire agreement between us and supersedes any other understandings or agreements, including, but not limited to, advertising, with respect to the Software. If any provision of this Agreement is deemed invalid or unenforceable by any country or government agency having jurisdiction, that particular provision will be deemed modified to the extent necessary to make the provision valid and enforceable, and the remaining provisions will remain in full force and effect.

For questions concerning this Agreement, please contact Creative at the address stated above. For questions on product or technical matters, contact the Creative technical support center nearest you.

ADDENDUM TO THE MICROSOFT SOFTWARE LICENSE AGREEMENT (WINDOWS 95)

IMPORTANT: By using the Microsoft software files (the "Microsoft Software") provided with this Addendum, you are agreeing to be bound by the following terms. If you do not agree to be bound by these terms, you may not use the Microsoft Software.

The Microsoft Software is provided for the sole purpose of replacing the corresponding files provided with a previously licensed copy of the Microsoft software product identified above ("ORIGINAL PRODUCT"). Upon installation, the Microsoft Software files become part of the ORIGINAL PRODUCT and are subject to the same warranty and license terms and conditions as the ORIGINAL PRODUCT. If you do not have a valid license to use the ORIGINAL PRODUCT, you may not use the Microsoft Software. Any other use of the Microsoft Software is prohibited.

SPECIAL PROVISIONS APPLICABLE TO THE EUROPEAN UNION

IF YOU ACQUIRED THE SOFTWARE IN THE EUROPEAN UNION (EU), THE FOLLOWING PROVISIONS ALSO APPLY TO YOU. IF THERE IS ANY INCONSISTENCY BETWEEN THE TERMS OF THE SOFTWARE LICENSE AGREEMENT SET OUT EARLIER AND IN THE FOLLOWING PROVISIONS, THE FOLLOWING PROVISIONS SHALL TAKE PRECEDENCE.

DECOMPILATION

You agree not for any purpose to transmit the Software or display the Software's object code on any computer screen or to make any hard copy memory dumps of the Software's object code. If you believe you require information related to the interoperability of the Software with other programs, you shall not decompile or disassemble the Software

to obtain such information, and you agree to request such information from Creative at the address listed earlier. Upon receiving such a request, Creative shall determine whether you require such information for a legitimate purpose and, if so, Creative will provide such information to you within a reasonable time and on reasonable conditions.

LIMITED WARRANTY
EXCEPT AS STATED EARLIER IN THIS AGREEMENT, AND AS PROVIDED UNDER THE HEADING "STATUTORY RIGHTS", THE SOFTWARE IS PROVIDED AS-IS WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, QUALITY AND FITNESS FOR A PARTICULAR PURPOSE.

LIMITATION OF REMEDY AND DAMAGES
THE LIMITATIONS OF REMEDIES AND DAMAGES IN THE SOFTWARE LICENSE AGREEMENT SHALL NOT APPLY TO PERSONAL INJURY (INCLUDING DEATH) TO ANY PERSON CAUSED BY CREATIVE'S NEGLIGENCE AND ARE SUBJECT TO THE PROVISION SET OUT UNDER THE HEADING "STATUTORY RIGHTS".

STATUTORY RIGHTS
Irish law provides that certain conditions and warranties may be implied in contracts for the sale of goods and in contracts for the supply of services. Such conditions and warranties are hereby excluded, to the extent such exclusion, in the context of this transaction, is lawful under Irish law. Conversely, such conditions and warranties, insofar as they may not be lawfully excluded, shall apply.

Accordingly nothing in this Agreement shall prejudice any rights that you may enjoy by virtue of Sections 12, 13, 14 or 15 of the Irish Sale of Goods Act 1893 (as amended).

GENERAL

This Agreement is governed by the laws of the Republic of Ireland. The local language version of this agreement shall apply to Software acquired in the EU. This Agreement is the entire agreement between us, and you agree that Creative will not have any liability for any untrue statement or representation made by it, its agents or anyone else (whether innocently or negligently) upon which you relied upon entering this Agreement, unless such untrue statement or representation was made fraudulently.

Safety & Regulatory Information

The following sections contain notices for various countries:

CAUTION: This device is intended to be connected by the user to a CSA/TUV/UL certified/listed IBM AT or compatible personal computers in the manufacturer’s defined operator access area. Check the equipment operating/installation manual and/or with the equipment manufacturer to verify/confirm if your equipment is suitable for devices to be connected to it.

ATTENTION: Ce périphérique est destiné à être connecté par l'utilisateur à un ordinateur IBM AT certifié ou listé CSA/TUV/UL ou compatible, à l'intérieur de la zone d'accès définie par le fabricant. Consulter le mode d'emploi/guide d'installation et/ou le fabricant de l'appareil pour vérifier ou confirmer qu'il est possible de connecter d'autres périphériques à votre système.

Notice for the USA

FCC Part 15: 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, this notice is not a 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 one or more of the following measures:

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

To comply with the limits for the Class B digital device, pursuant to Part 15 of the FCC Rules, this device must be installed in computer equipment certified to comply with the Class B limits.

All cables used to connect the computer and peripherals must be shielded and grounded. Operation with non-certified computers or non-shielded cables may result in interference to radio or television reception.

Modifications

Any changes or modifications not expressly approved by the grantee of this device could void the user’s authority to operate the device.

Notice for Canada

This apparatus complies with the Class “B” limits for radio interference as specified in the Canadian Department of Communications Radio Interference Regulations.

Cet appareil est conforme aux normes de CLASSE “B” d’interférence radio tel que spécifié par le Ministère Canadien des Communications dans les règlements d’interférence radio.

Compliance

This product conforms to the following Council Directive:
Directive 89/336/EEC, 92/31/EEC (EMC), 73/23/EEC (LVD)



Declaration of Conformity

According to the FCC96 208 and ET95-19,

Manufacturer/Importer’s Name:
Creative Labs, Inc.

Manufacturer/Importer’s Address:
**1901 McCarthy Boulevard
Milpitas, CA. 95035
United States
Tel: (408) 428-6600**

declares under its sole responsibility that the product

Trade Name:**Creative Labs**

Model Numbers:**DAP-6401/DS-6401**

has been tested according to the FCC / CISPR22/85 requirement for Class B devices and found compliant with the following standards:

EMI/EMC:ANSI C63.4 1992, FCC Part 15 Subpart B
Complies with Canadian ICES-003 Class B.

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 undesirable operation.

Ce matériel est conforme à la section 15 des règles FCC.
Son Fonctionnement est soumis aux deux conditions suivantes:

1. Le matériel ne peut être source D’interférences et
2. Doit accepter toutes les interférences reçues, Y compris celles pouvant provoquer un fonctionnement indésirable.

Supplementary Information:

DAP-6402 == Japan Model

Contents

	Introduction	xi
	NOMAD II MG Software.....	xi
	What's New in NOMAD II MG?.....	xii
	System Requirements.....	xii
	Windows	xii
	Macintosh	xiii
	Handling Instructions	xiii
1	Your NOMAD II MG	1
	Optional Accessories.....	2
	NOMAD II MG Player Controls.....	3
	Docking Station	5
	Battery Status.....	5
	Using the Docking Station	6
2	Setting Up Your NOMAD II MG Player	7
	Step 1: Insert Batteries.....	7
	Step 2: Insert the Flash Memory Card.....	7
	Step 3: Connect Headphones to the Player	8
	Step 4: Install Software	8
	Windows	8
	Macintosh	9

Step 5: Connect NOMAD II MG Player to PC	9
Step 6: Verify Installation of NOMAD II MG Driver	10
Step 7: Listen to MP3 Music	10
Step 8: Listen to FM Radio	10
Step 9: Make a Voice Recording	10

3 Using Your NOMAD II MG Player..... 11

Overview	11
Power ON/OFF	11
Lock	12
Music Mode	12
Playing a Music File	12
Searching Forward or Backward	13
Repeating Playback	13
Repeating a Section	14
Using the EAX Equalizer	14
Erasing an MP3 File	15
FM Radio Mode	15
Presetting FM Radio Stations Automatically	16
Presetting FM Radio Stations Manually	16
Searching for a Preset Channel	17
Recording a Radio Broadcast	17
Voice Menu	18
Making a Voice Recording	18
Playing a Voice Recording	18
Searching for a Voice Recording	18
Erasing a Voice Recording	19
Using Time-Scaling Playback	19
Settings Mode	20
Navigating and Accessing Settings	20

	Viewing Information	20
	Setting Time/Day	20
	Setting Contrast	21
	Setting Backlight on Interval	21
	Setting Unit Sleep Time	22
	Setting FM Sleep Time	22
4	Using Your NOMAD II MG Software in Windows	23
	PlayCenter 2.....	23
	Changing Skins.....	25
	Formatting the Flash Memory Card	25
	Downloading MP3 Files	26
	Managing Files	27
	Converting and Transferring Files.....	27
	Deleting Files.....	28
	Creating Play Lists	28
	Connecting to the NOMAD Web Site.....	30
	Environmental Audio	30
5	Using SoundJam™ MP with Macintosh OS.....	31
	SoundJam and NOMAD II MG	32
	NOMAD II MG WINDOW	32
	Opening SoundJam.....	33
	SoundJam Controls	33
	Converting CD Audio to MP3	34

A	Technical Specifications	
	NOMAD II MG (DAP-6400).....	35
B	Troubleshooting	37
C	MP3 Primer	39
	What is MP3?	39
	MP3 Conversion.....	39
	Extracting from an Audio CD	39
	Encoding to MP3.....	40
	MP3 Files on the Internet.....	40

Introduction

Your NOMAD II MG player is a digital audio player for the Internet generation. The NOMAD II MG is designed for the active user, with features that emphasize quick setup and mobility. It is equipped with a Universal Serial Bus (USB) connection for faster transfer rates and hot-plugging connectivity, and SSFDC (Solid State Floppy Disk Card) compliant flash memory card support in all configurations. And, the NOMAD II MG features an FM tuner, MP3 playback, and voice recording capability.

A key feature of the NOMAD II MG is its programmability, designed to support multiple digital audio formats, such as Windows Media Audio (WMA) and other software extensions that will be available on **www.nomadworld.com**. In addition, NOMAD II MG is designed to enable you to download support for future digital technology, including Secure Digital Music Initiative (SDMI) compliant formats, enabling the NOMAD II MG to play in secure formats.

The sound in the light, shock-resistant Player does not skip or fade even during vigorous exercise or after repeated playback. The ID3 Tag information—song title and artist name—are also conveniently displayed on the LCD.

NOMAD II MG Software



Your NOMAD II MG may not include the content CD containing MP3 music, depending on the region in which you purchased it.

NOMAD II MG includes the following software and music:

- ☐ NOMAD II Manager transfers music files such as MP3 (only from the PC to NOMAD II MG) or voice files between NOMAD II MG and the PC
- ☐ Creative Digital Audio Center encodes MP3 files from audio CDs and Wave files
Mac Users: Casady & Greene's SoundJam is the ultimate MP3 music center for the Mac—playing MP3 files, playing CD music, converting audio files, downloading files from the Internet, automatically adding album names of your CDs along with the song titles, artist names, and more.
- ☐ MP3 music from a variety of MP3 providers such as Soundbuzz.com, EMusic.com, MP3.com, and Audio Explosion, Inc.
- ☐ And more—additional titles may be listed when you install the NOMAD II MG software.

What's New in NOMAD II MG?

- ☐ High-tech magnesium case
- ☐ Blue EL-backlit LCD for better viewing
- ☐ Play voice files at speeds up to 1.5 times faster or 0.5 slower than the original recorded speed, an advanced voice processing capability or “Time Scaling”
- ☐ Record FM broadcasts
- ☐ 64 MB built-in memory and a flash memory card slot for adding up to 128 MB, or even 192 MB, of additional memory (flash memory card is not included)

System Requirements

The NOMAD II MG is supported in both Windows and Macintosh environments.

Windows

The minimum system requirements for NOMAD II MG are as follows:

- ☐ Microsoft® Windows® 98/2000
- ☐ 200MHz or higher Pentium (Pentium II recommended for MP3 encoding)
- ☐ SVGA graphics adapter (256 colors, 640x480)
- ☐ Internet connection for internet content downloading or CDDb support (any charges incurred are the responsibility of the end-user)
- ☐ 32 MB RAM (64 MB recommended)
- ☐ USB port
- ☐ 12 MB free hard disk space (or more for audio content storage)
- ☐ Installed mouse
- ☐ Sound Blaster® Live!™ for EAX™ enhanced MP3 encoding
- ☐ CD-ROM drive with digital audio extraction support

Macintosh

The minimum system requirements for NOMAD II MG are as follows:

- ☐ Mac[®] OS version 8.6 or higher
- ☐ iMac[™], G3 or higher
- ☐ Internet connection for Internet content downloading or CDDDB support
(any charges incurred are the responsibility of the end-user)
- ☐ 32 MB RAM (64 MB recommended)
- ☐ USB port
- ☐ USB Manager, version 1.2 or higher
- ☐ 12 MB free hard disk space (more for audio file storage)

Handling Instructions

Avoid severe impact on the Player

- ☐ Do not drop the Player on a solid surface or drop a heavy object on the Player.

Prevent water from entering the Player

- ☐ If the Player comes into contact with water, dry it immediately with a dry cloth.
- ☐ If the Player becomes wet, remove the battery and flash memory card. Allow the Player and components to dry completely before re-assembling.
- ☐ If the Player is not functioning, call Technical Support.

Storing the Player set

- ☐ Avoid storing NOMAD II where there is high humidity, strong magnetic fields, or high heat.

Your NOMAD II MG

Your NOMAD II MG Player includes the following items:



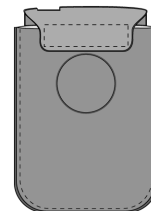
NOMAD II MG Player



Docking station



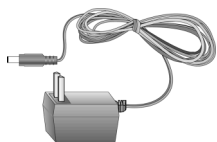
High-quality stereo headphones
Note: Your headphones may be different from those shown above.



Protective pouch for player



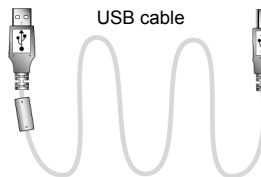
Your NOMAD II MG may not include the content CD containing MP3 music, depending on the region in which you purchased it.



AC adapter



Software installation CD and MP3 content CD



USB cable



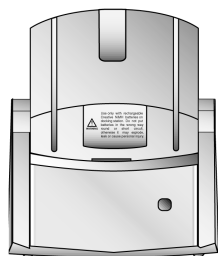
Two rechargeable AAA NiMH batteries

Note: Use Creative's rechargeable NiMH batteries for maximum playback time. Other NiMH batteries may result in shorter playback time.

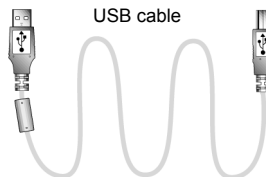
Optional Accessories

For the latest list of accessories, visit www.NOMADWorld.com

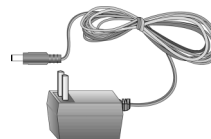
Docking Station Kit (additional)



Docking station



USB cable



AC adapter

Other Accessories



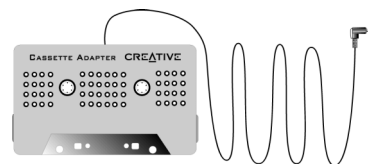
While your NOMAD II MG Player is compatible with SSFDC flash memory cards, use Creative flash memory cards to ensure compatibility with your NOMAD II MG Player.



USB cable allows you to connect the Player directly to your PC without the docking station.



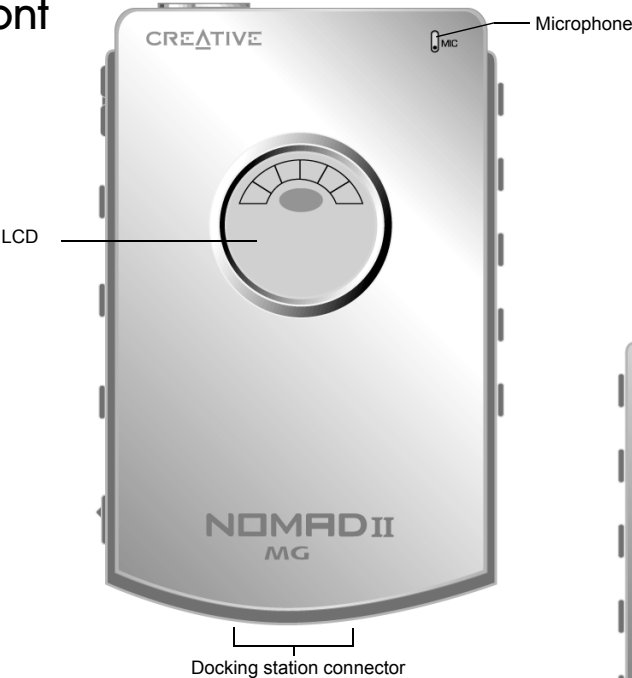
Flash memory card



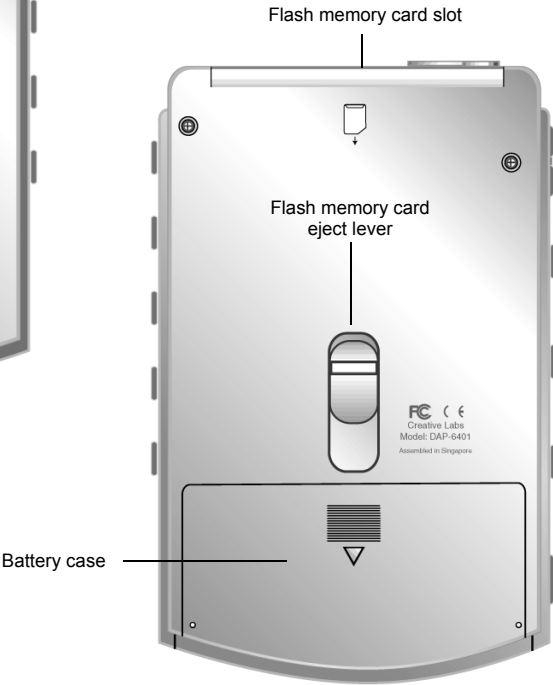
Car cassette adapter

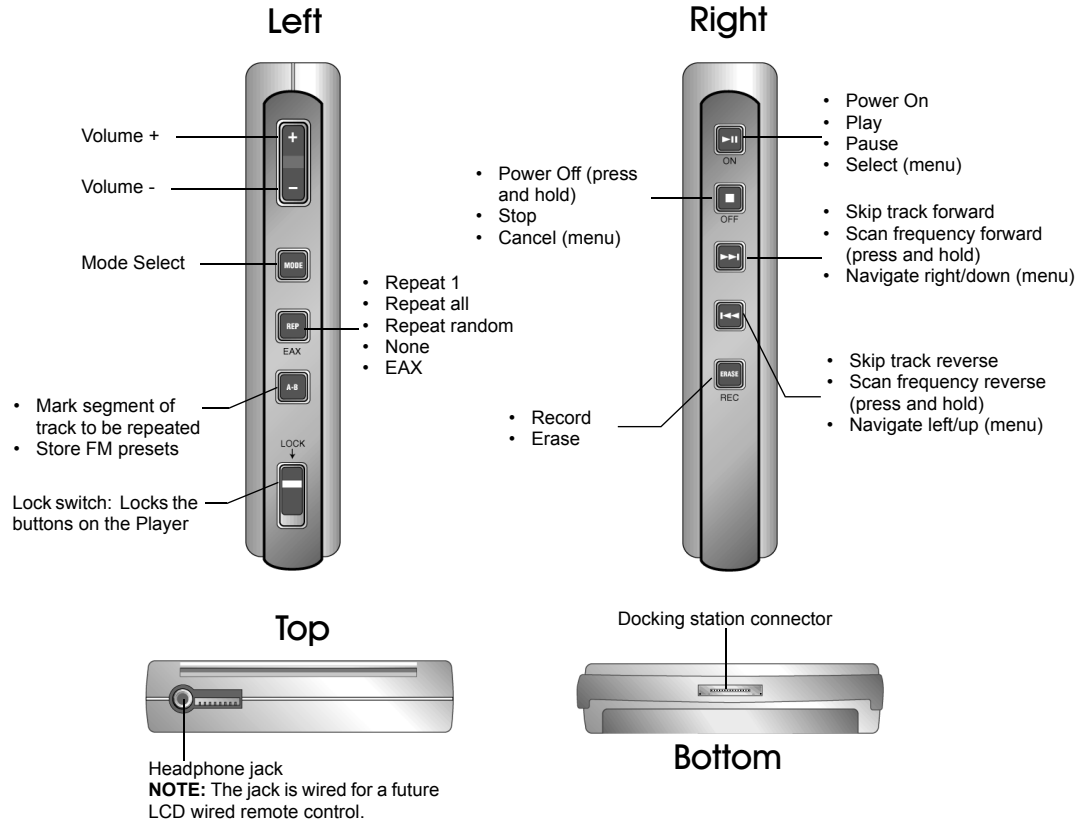
NOMAD II MG
Player Controls

Front

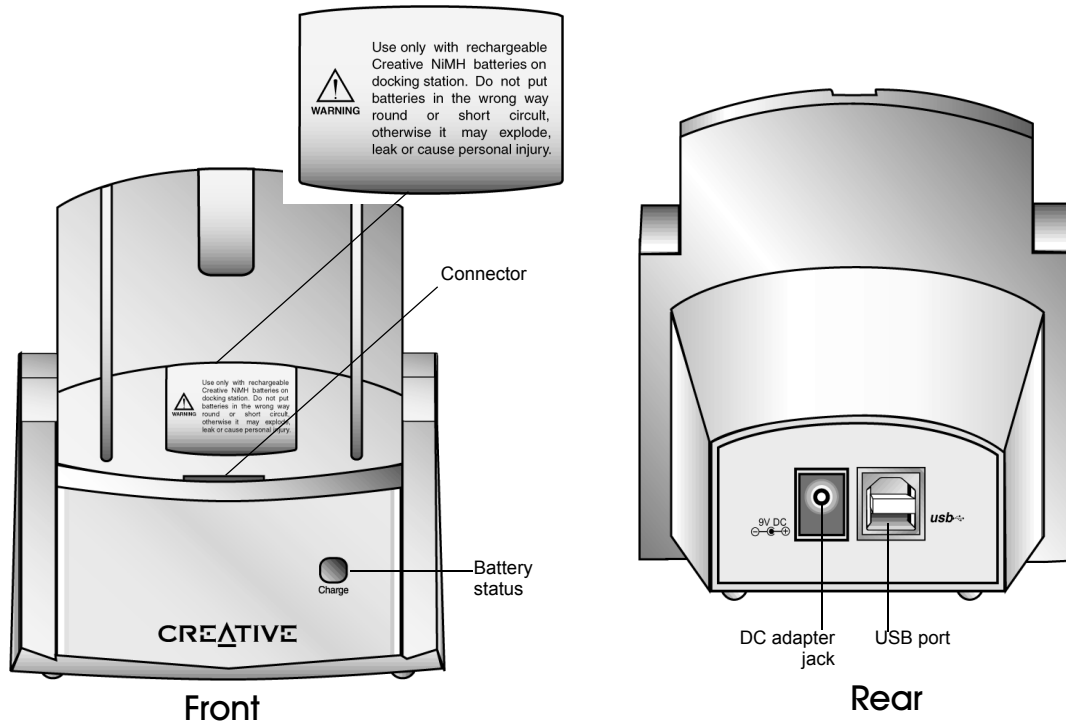


Rear





Docking Station



Battery Status

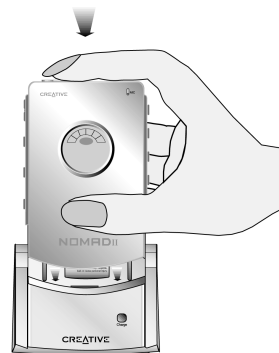
The status of the Player's batteries is indicated by the light on the front panel of the Docking Station:

- Red (constant or blinking): Battery is being charged
Fully recharging the battery can take up to three hours; for example, if half charged, a full charge requires approximately 90 minutes.
- Green: Battery is fully charged

Using the Docking Station

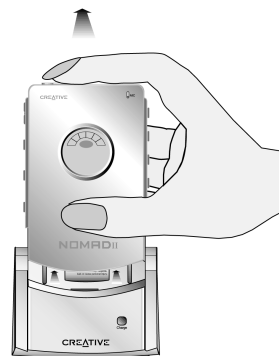
To place the Player in the Docking Station:

1. Press the Player down onto the connector of the Docking Station. You will feel a click when the Player sits snugly in the Docking Station. Do *not* force the Player down.



To remove the Player from the Docking Station:

1. Hold the Player as shown in the figure to the right. Pull the Player up and away from the connector.



Setting Up Your NOMAD II MG Player

Your NOMAD II MG Player's internal memory contains a "Welcome to NOMAD" MP3 song. Follow the steps below to get started with your Creative NOMAD II MG Player and listen to the music.

Step 1: Insert Batteries

To insert the batteries:

1. Use your thumb to slide down the battery compartment cover.
2. Insert the batteries as shown in the diagram on the bottom of the battery compartment.
3. Replace the battery compartment cover.

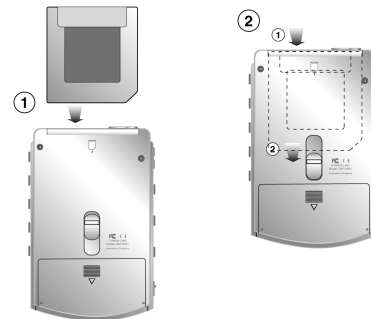


Step 2: Insert the Flash Memory Card

To insert the flash memory card:

1. Align the flash memory card with the Player's card slot and insert.
2. Ensure that the flash memory card is fully inserted and the eject lever is pushed downwards.

To remove the card, push the eject lever upwards and take out the card.



Step 3: Connect Headphones to the Player

Connect your headphones to the player as shown to the right.

You can go to “Step 7: Listen to MP3 Music” on page 10 to listen to the MP3 song on your NOMAD II MG player.



Step 4: Install Software

There are separate software installation procedures for Windows and the Macintosh OS.

Windows

To install the Creative NOMAD II MG software in Windows:

1. Insert the Creative NOMAD II installation CD into the CD-ROM drive. If the Setup program does not run automatically, continue with step 2.
If the Setup program runs automatically, skip to step 4.
2. Click Start on the Windows Taskbar, and click on Run.
3. On the Run dialog, type **D:\CTRUN\CTRUN.EXE** (where **D:** is your CD-ROM drive) and click OK.
4. On the Creative NOMAD II setup screen, the applications to be installed are selected by default. Click the Right Arrow button to start the installation. The Creative Product Registration dialog appears.
5. Click the Next button to register your NOMAD II MG. Otherwise, click the Cancel button.
6. Follow the instructions on the screen to continue with the installation. A message appears after the first application is installed, informing you that the Creative PlayCenter 2 Setup is complete.
7. Click the OK button and continue to install the remaining applications.
8. When prompted to restart your computer, leave the CD in the CD-ROM drive, select the “Yes, I want to restart my computer now” option and then click the Finish button.



Install all the programs on the software CD before accessing it or the MP3 content CD.

Macintosh

To install the Creative NOMAD II MG software in the Macintosh OS:

1. Insert the SoundJam MP CD-ROM into your drive.
2. When the SoundJam window opens automatically, double-click the SoundJam MP Installer program.
3. If you want to install SoundJam on a hard disk other than the startup disk, click the Switch Disk button in the Installer window. Otherwise, click the Install button.
4. When the Installer completes the installation, you are prompted to restart your computer.
5. After your Mac restarts, you may double-click on the SoundJam MP icon to start the program.

Step 5: Connect NOMAD II MG Player to PC

Before you begin, position your computer so that you can easily access a USB port. The USB port(s) may be located on the front, rear, or side panel of the computer case.

To connect the Player to your PC:

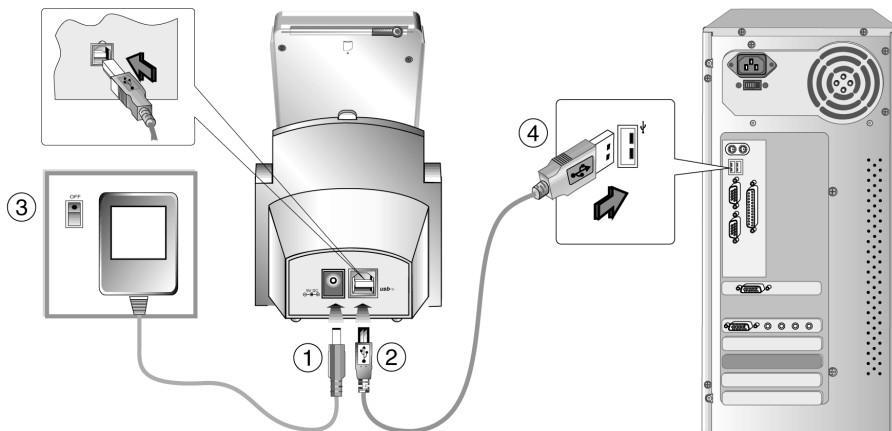
1. Plug the adapter into the connector on the rear plate of the Docking Station.
2. Plug the square end of the USB cable into the USB connector on the rear plate of the Docking Station.
3. Turn on the power to the adapter.
4. Plug the flat end of the USB cable into the USB connector of the PC.



You need not switch off your computer when you connect your NOMAD II MG player to the PC since USB is Plug-and-Play.



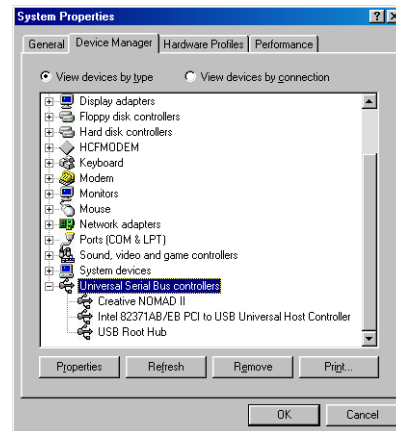
The batteries must be in the NOMAD II MG Player—it is not USB powered.



Step 6: Verify Installation of NOMAD II MG Driver

To check the driver installation in Windows:

1. Click the Start button on the Windows Taskbar, select Settings, and click on Control Panel.
2. In the Control Panel window, double-click the System icon.
3. On the System Properties dialog, click the Device Manager tab.
4. On the Device Manager tab page, double-click Universal Serial Bus controllers, and then check that Creative NOMAD II MG is present as shown in the figure to the right.



Step 7: Listen to MP3 Music


Press the PLAY button on the Player to display the NOMAD II MG Music mode, indicated by  in a blue oval on the LCD. The first MP3 song title appears on the LCD. Press the PLAY button to enjoy clear digital music.

Step 8: Listen to FM Radio

To listen to FM radio, press the MODE button to change to the FM Radio Mode. Press and hold the FORWARD button to scan for an FM radio station.

Step 9: Make a Voice Recording

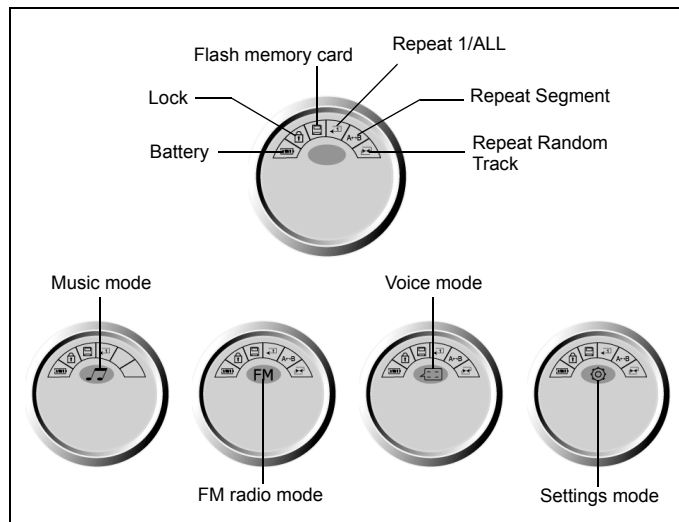
To make a voice recording:

1. Press the MODE button until the  icon displays in the middle of the LCD.
2. To begin recording, press and hold the ERASE/REC button until the assigned file name appears on the display. To stop the recording, press the STOP button.

For more details on how to use your Player, refer to Chapter 3, “Using Your NOMAD II MG Player”

Using Your NOMAD II MG Player

Overview



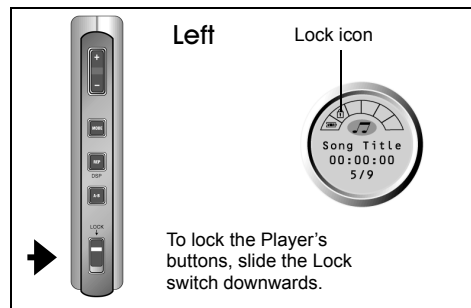
Power ON/OFF

1. Press the PLAY button to turn on the power. A message “Digital Audio in Style” appears. The Player then displays the mode that was being used when it was turned off.
2. To turn off the power, press and hold the STOP button for more than one second.


The message “Shutting down” appears on the LCD. If the Player is idle for 15 minutes, it turns off automatically. The Power Off time can be changed in Settings mode.

Lock

The Lock switch must be Off (Up position) before you can use the Player's controls.



Music Mode

To access Music mode, press the MODE button until the  icon appears in the blue oval in the middle of the LCD. The last track played is displayed.

Playing a Music File



NOMAD II MG is easily upgradable. Whenever new audio formats are available, they can be downloaded to your computer and programmed into the Player. For the latest information, visit www.NOMADWorld.com for any new releases.

To play a music file:

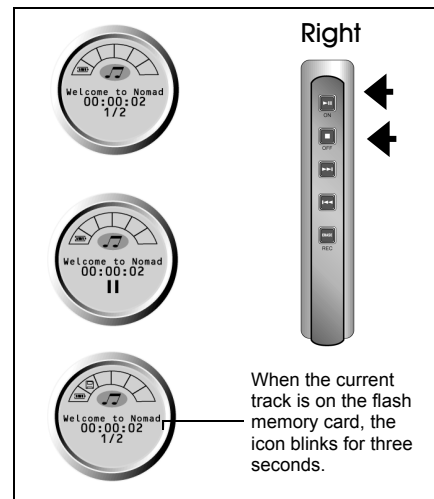
1. Press the PLAY button to play the current track; press it again to pause.

Information about the track scrolls across the LCD once.

While paused, the Pause icon appears and blinks. More track information then scrolls across the LCD.

During the playback, the song title, the artist name, the album name, time elapsed, and song order are displayed on the LCD.

2. Press the STOP button to stop playback. If held down for longer than one second, the Player is turned off.



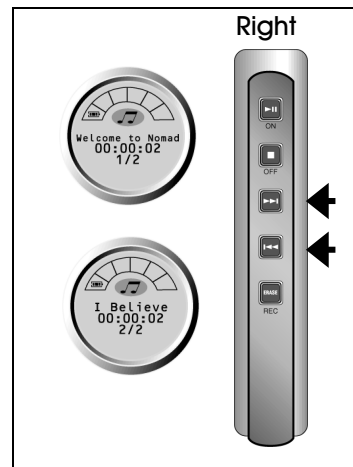
Searching Forward or Backward

To search in Stop mode:

1. Press the FORWARD button or REVERSE button to skip to the next or previous track.

To search in Playback mode:

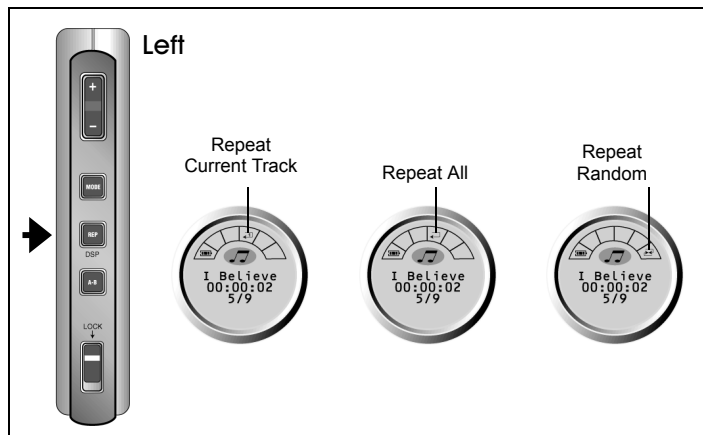
1. Press and hold the FORWARD button or REVERSE button to advance within the same track.



Repeating Playback

To repeat a track:

1. Press the REPEAT button to select Repeat Current Track, Repeat All, or Repeat Random, which appear in order on the display.
- To cancel the Repeat command, press the REPEAT button until the Repeat indicator no longer appears on the display.



Repeating a Section

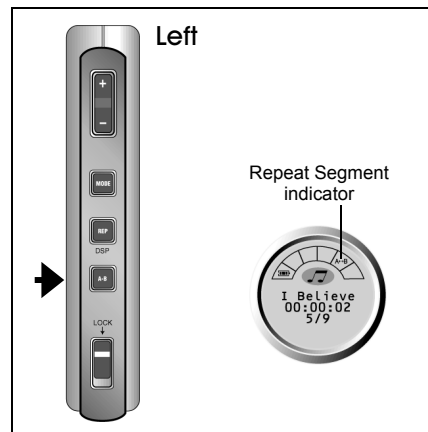
To repeat a selected section of a track:

1. Press the A-B button while a track is playing to mark the start of a section you want to repeat; press the button again at the end of the section.

The section plays continuously until cancelled.

To cancel the operation, press the A-B button again.

The A-B indicator disappears from the LCD and the track continues playing from the point at which the section ended.



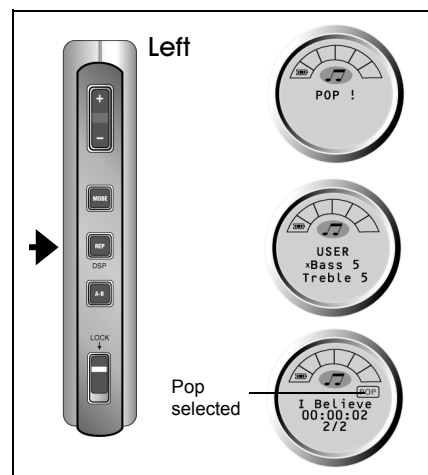
Using the EAX Equalizer

To display the EAX Equalizer:

1. Press and hold the REPEAT/EAX button to select an option among EAX Off, Pop, Rock, Classic, Jazz, or User that appear in turn.

Only the User option allows you to change the Bass and Treble level. Set the levels quickly as the display returns to the song in two seconds.

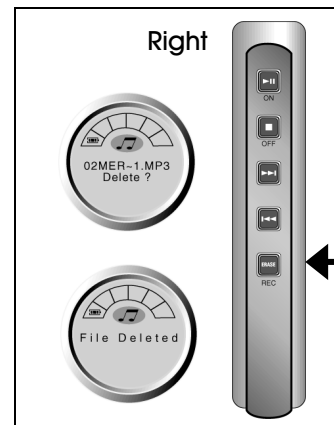
To set either level, press the FORWARD or REVERSE button to select Bass or Treble, and then press the VOL + or VOL - to increase or decrease the level.



Erasing an MP3 File

To erase an MP3 from Player memory:

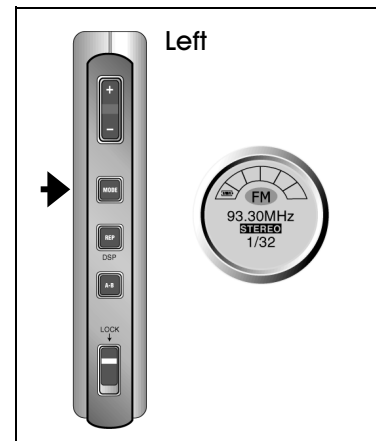
1. Press the MODE button to go to Music mode.
2. Select the desired track using the FORWARD or REVERSE button.
3. Press the ERASE button. A confirmation message appears on the LCD.
Press the PLAY (Select) button to erase.
4. To cancel, press any button other than the PLAY button.
5. When the action is cancelled, the Player returns to Music mode.



FM Radio Mode

To access FM Radio:

1. To access FM Radio mode, press the MODE button until the FM icon (FM) appears in the blue oval. The first preset channel is selected.



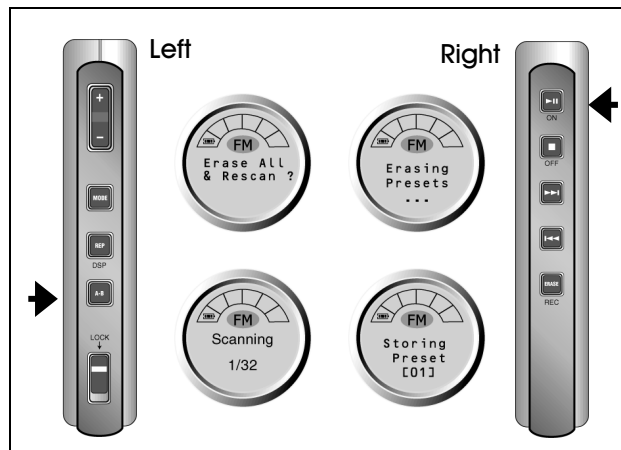
Presetting FM Radio Stations Automatically



You can change the radio sleep time in Settings mode.

To automatically preset FM radio stations:

1. Press and hold the A-B button. A message “Erase all and rescan?” appears on the LCD.
2. Press the PLAY button to rescan for FM radio stations. The player scans for stations and, when a station is found, prompts you to save to a Preset Channel.
3. Press PLAY to accept the Preset Channel or STOP to continue scanning without accepting.
4. Repeat Step 3 to preset other frequencies.
“AutoScan completed” appears on the LCD when the process is finished.



Presetting FM Radio Stations Manually

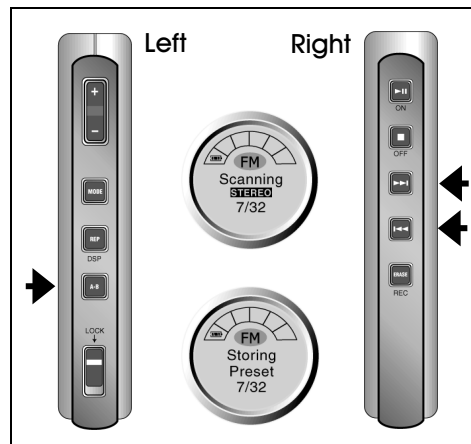


Initially, all Preset Channels are tuned to 87.5 kHz.

Use the PlayCenter 2's Settings option to edit the Preset Channels. For details, refer to Help.

To manually preset FM radio stations:

1. Press the FORWARD or REVERSE button once to advance 0.1 MHz each time to scan for stations manually.
2. Once a station is located, press the A-B button to assign the radio frequency to the Preset Channel.



Searching for a Preset Channel

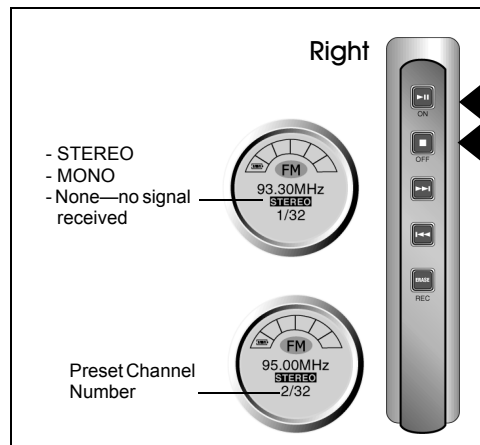


You can set up to 32 Preset Channels.

To select a preset channel:

1. Press the PLAY button or the STOP button to go to the next or previous Preset Channel.

The Preset Channels can be edited by using PlayCenter 2's Settings option. For details, refer to Play Center 2's online Help.




Recording a Radio Broadcast

To record a radio broadcast:

1. Press the FORWARD or REVERSE button to access the desired Preset Channel.
2. To start recording, press and hold the ERASE/RECORD button until the assigned file name appears on the display.
3. Press the STOP button to stop recording.
The Player resumes playing the FM station.



Voice Menu

To access Voice mode, press the MODE button until the Mode icon  appears in the blue oval. The first voice recording appears in the LCD.

Making a Voice Recording

To make a voice recording:

1. To start recording, press and hold the REC/ERASE button until the assigned file name appears on the display.

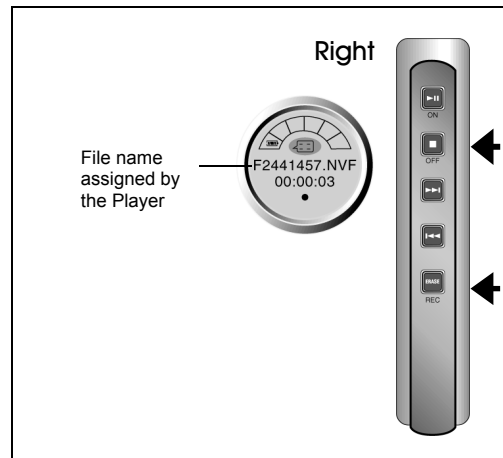
By default, the recording is saved to the Player's internal memory; if the internal memory is full, the recording is saved to the flash memory card.

The file name, time elapsed, and the recording icon appear on the LCD.

2. Press the STOP button to stop recording.

When the memory is full, a message appears and recording stops automatically.

The recording is in ADPCM format—the same format as a voice recording. The recorded quality is not as good as that of the FM radio broadcast.



Playing a Voice Recording

To play a voice recording:

1. Press the PLAY button to play back the current track. The name of the file scrolls across the LCD followed by the playing time remaining.

Press the PLAY button again to pause.

To resume the playback of the current track, press the PLAY button again.

Searching for a Voice Recording

The process for locating a particular voice recording is the same for locating an MP3 track. See "Searching Forward or Backward" on page 13.

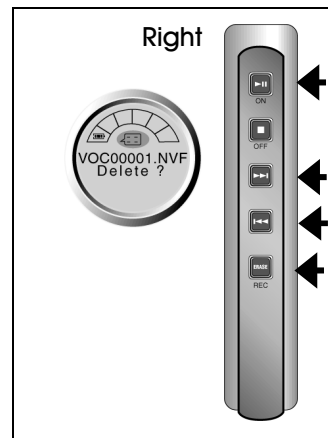
Erasing a Voice Recording



The track numbers are adjusted immediately when a track is added or removed.

To erase a voice recording:

1. Select a track using the FORWARD or REVERSE button.
2. After selecting a track, press the ERASE button. A confirmation message appears on the LCD.
3. Press the PLAY button to erase.
4. To cancel the operation and not erase the track, press either the STOP or MODE button.
5. When the action is cancelled, the Player returns to the last played track remaining.



Using Time-Scaling Playback

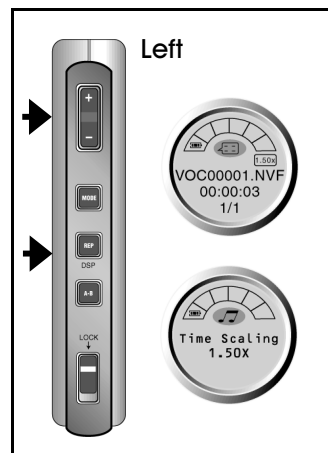


The maximum playback speed is 1.5 times the recorded playback speed and the minimum speed is 0.5 times.



Creative EAX's time-scaling technology allows you to vary the speed of audio playback.

To activate time-scaling playback:

1. Press and hold the REP/EAX button to activate time-scaling playback. The "Time Scaling 1.00x" message appears on the LCD.
2. Press the VOL + or VOL - buttons on the Player to increase or decrease the time-scaling playback speed.



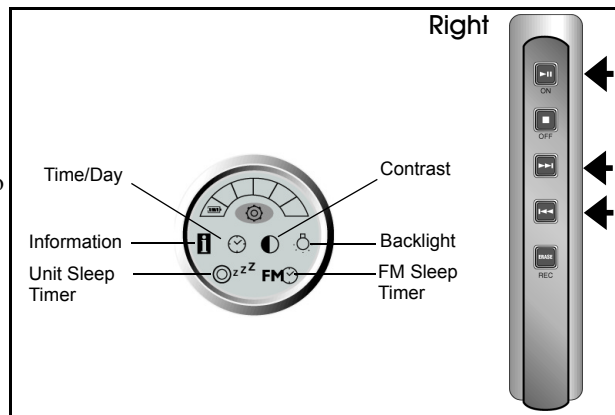
Settings Mode

To access Settings mode, press the MODE button until the Settings icon  appears in the blue oval. Two rows of icons appear in the LCD and  is highlighted.

Navigating and Accessing Settings


To access the Settings icons:

1. Press the FORWARD button to navigate to the next icon on the right or below. Press the REVERSE button to navigate to the previous icon on the left or up.
2. Press the PLAY button to access the settings of the icon currently selected.
3. Press the MODE button to exit Settings mode.




Viewing Information

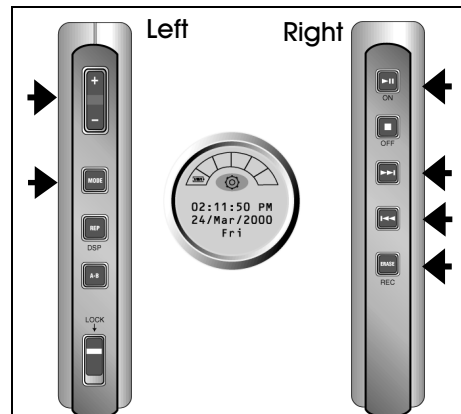
To view Settings Information:

1. Navigate to the Information icon  and then press the PLAY button. The Information text, on available memory, scrolls from left to right on the LCD.

Setting Time/Day

To set the time and day for the Player:

1. Navigate to the Time/Day icon  and then press the PLAY button. The Time/Day settings appear similar to that shown.
2. Press the ERASE/REC button to change the settings. The Hour setting blinks.
3. Press the VOL + or VOL - buttons on the Player to increase or decrease the Hour.
4. Press the FORWARD or REVERSE buttons to select the next or previous setting.
5. Press the PLAY button to save the selected Settings. The word “Saving” is shown on the LCD and the new settings appear.



The setting order is Hour, Minutes, Seconds, AM/PM, Day, Month, Year, and Day of the week.




To increase or decrease any value, press and hold VOL + or VOL -.

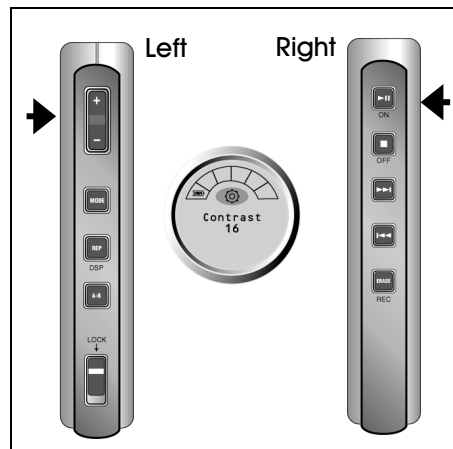
Setting Contrast



The maximum Contrast level is 30 and the minimum level is 0.

To set the Contrast:

1. Navigate to the Contrast icon  and then press the PLAY button. The Contrast setting appears with the level blinking.
2. Press the VOL + or VOL - buttons on the Player to increase or decrease the contrast level.
3. Press the PLAY button to save the selected settings. The word “Saving” is shown on the LCD and the new setting appears.




Setting Backlight on Interval

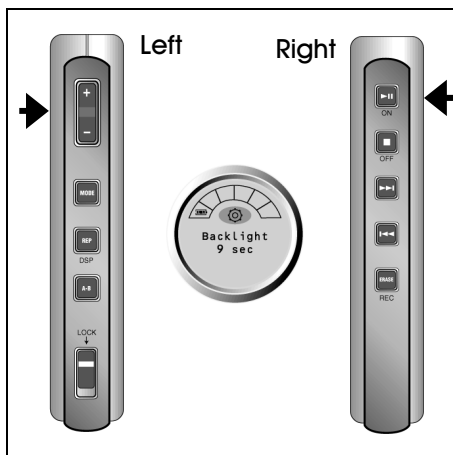


The maximum Backlight period is 10 seconds. The Player does not activate the Backlight if the duration is set to “Off”.

The Player LCD is illuminated by backlighting.

To set the Backlight interval:

1. Navigate to the Backlight icon  and then press the PLAY button. The Backlight setting appears as shown with the duration blinking.
2. Press the VOL + or VOL - buttons on the Player to increase or decrease the period the backlight is activated.
3. Press the PLAY button to save the selected settings. The word “Saving” is shown on the LCD and the new setting appears.



Setting Unit Sleep Time




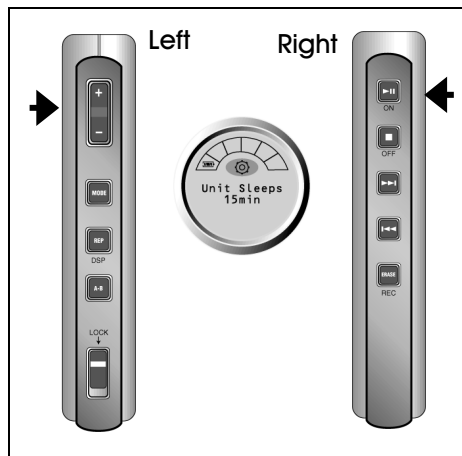
Every press of the VOL + or VOL - increases or decreases the time by 15 minutes. The maximum time is 24 hours. The Player does not shut off if the duration is set to "Off".

Also, when in FM mode, the FM Sleep Timer setting overrides the Unit Sleep Timer setting.

Unit Sleep time is the period of inactivity before the Player turns off automatically.

To set the Unit Sleep time:


1. Navigate to the Unit Sleeps icon  and then press the PLAY button. The Unit Sleeps setting appears as shown, with the time blinking.
2. Press the VOL + or VOL - buttons on the Player to increase or decrease the shut-off time period.
3. Press the PLAY button to save the selected settings. The word "Saving" is shown on the LCD and the new setting appears.

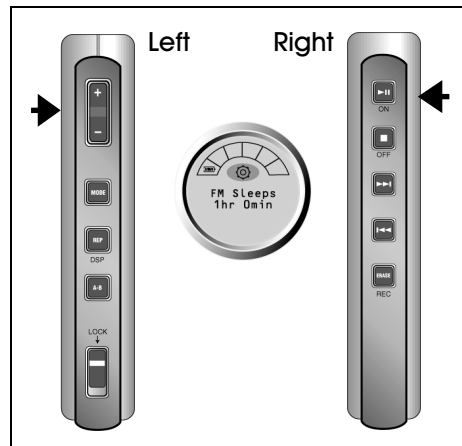


Setting FM Sleep Time

FM Sleep Time is the period of inactivity before the FM Radio automatically shuts off.

To set FM Sleep Time:

1. Navigate to the FM Sleep Time icon  and then press the PLAY button. The FM Sleep Time setting appears as shown, with the time blinking.
2. Press the VOL + or VOL - buttons on the Player to increase or decrease the time after which the radio automatically shuts off.
3. Press the PLAY button to save the selected settings. The word "Saving" is shown on the LCD and the new settings appears.



Using Your NOMAD II MG Software in Windows

This chapter describes only the basic tasks available with PlayCenter 2. For more information, see the PlayCenter 2 Help file by clicking the question mark (?) on the PlayCenter 2; or click Start on the Taskbar, choose Programs, choose Creative, choose PlayCenter 2.0, and click on Creative PlayCenter 2.0 Help.

PlayCenter 2

Creative PlayCenter 2 allows you to manage the contents on your NOMAD II MG:


- ☐ Play MP3 files on the NOMAD II MG.
- ☐ View and manage the contents of the NOMAD II MG.
- ☐ Upload MP3 and other files to the NOMAD II MG.
- ☐ Download the contents (except MP3 files) to the computer.

To open PlayCenter 2:


1. Connect NOMAD II MG to your computer. (See “Connecting the NOMAD Player to a Computer” on page 8.)
2. You can start PlayCenter 2 by either of the following methods:
 - Double-click on the PlayCenter 2 icon on the Windows Desktop.
 - Click Start on the Windows Taskbar, select Programs, select Creative, select PlayCenter 2.0, and click on Creative PlayCenter 2.0.

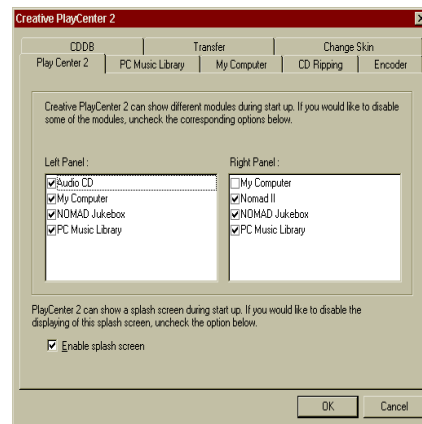


To access help information:


1. On the PlayCenter 2, click the question mark (?) in the upper right corner.
2. On the Help screen, double-click the book  icon to display additional topics.

To change the PlayCenter 2 settings:

1. Click on the Settings  button to display the Setting dialog.
2. Click on one of the tabs to display the dialog on which changes can be made to the PlayCenter 2:
 - PlayCenter 2: Selects modules (Audio CD, My Computer, NOMAD II MG, PC Music Library) to be displayed on either panel.
 - PC Music Library: Assign folder for storing files on your PC's hard disk drive.
 - My Computer: Select the types of media files that you want PlayCenter 2 to display.
 - CD Ripping: Configure a CD-ROM drive for digital audio extraction.
 - Encoder: Select between MP3, WMA and WAV compression methods.
 - CDDB: Select whether or not to automatically retrieve CDDB information for audio CD.
 - Transfer: Select options for file transfer.



To play a track using PlayCenter 2:


1. Click the NOMAD II MG button.
2. Double-click All Tracks to display all of the tracks available.
3. Select a track from the list and press the play  button at the bottom of the window.

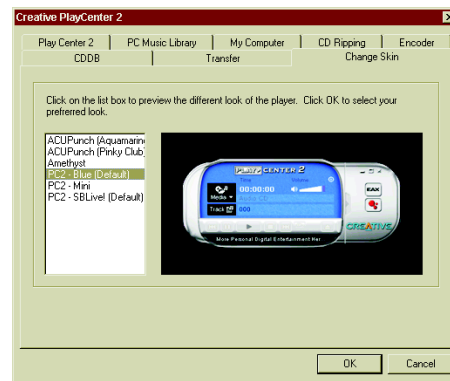
You may listen to the track only through devices attached to the II MG, such as headphones or speakers.

Changing Skins

The PlayCenter 2 display is excellent for managing and transferring files between your NOMAD II MG and your PC. However, the alternate *skins* provide a more user-friendly access to playing and listening to tracks while connected to the computer.

To change the PlayCenter 2 skin:

1. On the PlayCenter 2 display, click the Settings button.
2. Click on the Change Skin tab.
3. On the Change Skin tab page, select the skin that appeals to you. The each skin is previewed as you select it in the list of available skins. When the skin you want is shown in the preview, click OK to return to PlayCenter 2.
4. To switch to the skin you have chosen, click the Skin icon  on the PlayCenter 2 display.



Formatting the Flash Memory Card




Formatting a flash memory card deletes any existing files.

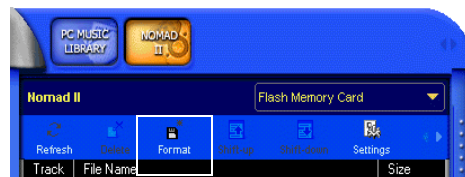
To format the flash memory card:

1. Select the icon for the flash memory card:
 - Open the View menu by clicking on the arrow at the top left of the PlayCenter.
 - Click on Flash Memory Card.
2. With the Flash Memory Card contents displayed, click the Format icon.

If the flash memory card is already formatted, you can add or delete files to the card.

If you change the flash memory card, click the Refresh button  to display the file information for the new card.

To check the status of the flash memory card, click the View box at the top of the Player window and click Information.



Format Icon

Downloading MP3 Files



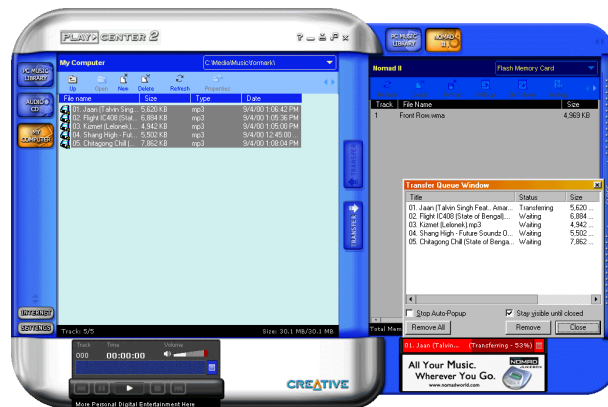
You must have MP3 files on your computer in order to download them to NOMAD II MG Player

You can download MP3 files located on your computer to the NOMAD II MG Player.

To download MP3 files:

1. Connect the Player to your computer.
You may connect the Player to a USB port while the computer is running.
2. Start Creative PlayCenter 2 by clicking on the Start button on the Windows Taskbar, select Programs, select Creative, select Creative PlayCenter 2, and click on Creative PlayCenter 2.
3. On PlayCenter 2's My Computer window (on the right), click View and browse to the folder on your computer that contains MP3 files.
4. Select the files you want to download and then click the Transfer button.

When the download is complete, you can listen to a file on the Player.



Managing Files

Converting and Transferring Files

You can use the PlayCenter 2 to convert and transfer files between the NOMAD II MG and your computer, add or delete files, connect to the NOMAD web site, and upgrade the NOMAD II MG's firmware.

To convert CD audio tracks to MP3 on your hard disk drive:

1. Insert an audio CD into your CD-ROM drive.
2. Click the Audio CD button to the left of the track list window.
3. Select the drive in which the CD was placed. The list of tracks on the CD are displayed in the track list window.



4. Click TRANSFER/RIP on the right side of the PlayCenter 2 and select the destination for the converted tracks, for example, Music Library.
5. Select the track(s) to be converted and transferred to your NOMAD II MG (or to your PC's hard disk drive).
6. The PlayCenter 2 shows the status of the selected tracks in the Transfer Queue window.



To copy files from your hard disk to the NOMAD II MG:

1. On the PC Music Library window, select the tracks to be uploaded to the NOMAD II MG.
2. Click the arrow button pointing to the NOMAD II MG window.

The Transfer Queue scale at the bottom of the PC Music Library window displays the status of the transfer.

To transfer files from the NOMAD II MG to your computer:

1. In the My Computer window, open the folder to which you want to copy the file from the Player.
2. Select the file in the Player that you want to copy to your PC's hard disk (or other destination).
3. Click the Upload button on the NOMAD II MG window to copy the file to your PC.



Deleting Files

To delete files from NOMAD II MG:

1. In the NOMAD II MG window, select the file to be deleted.
2. Click on the Delete icon to permanently remove the file from NOMAD II MG.

To delete files from your computer's hard disk:

1. In the My Computer window, select the file to be deleted.
2. Click on the Delete icon to permanently remove the file from your computer's hard disk. You are asked to confirm the deletion.

Creating Play Lists

After you create a play list on your computer, you can copy it to the NOMAD II MG.

To create a play list on the NOMAD II MG:

1. Click the NOMAD II MG button on PlayCenter 2.
2. Click the NOMAD II MG menu.
3. On the menu, select Play List.
4. Click New on the PlayCenter 2 Toolbar.
5. In the Play List box, enter a title for your play list.



6. In the My Computer window, display a music library containing the track(s) you want to add to the play list.
7. Select the track(s) you want to add to the play list.
8. Click the left arrow button to add the track(s) to the play list. If the track(s) are located on your computer, they are copied to the NOMAD II MG.

To create a play list on your computer:

1. Click the PC Music Library button on the PlayCenter 2 window.
2. Click Play Lists in the PC Music Library window.
3. Click New.
4. In the Play List 1 box, enter a new name for the play list.
5. Follow the instructions, starting with number 6, above.



Connecting to the NOMAD Web Site

To connect to the NOMAD web site:

1. Click on the Internet button on PlayCenter 2.

Or, type the URL address (**www.nomadworld.com**) into your browser's Location box and press the ENTER key.

You must have an Internet service provider in order to make the Internet connection.

Upgrading NOMAD II MG's Firmware

To upgrade the NOMAD II MG:

1. Click on the Internet button on PlayCenter 2.

Or, type the URL address (**www.nomadworld.com**) into your browser's Location box and press the ENTER key.

2. On the NOMADWorld home page, click on Software Downloads.
3. Under Downloads, look for an upgrade to NOMAD II MG (or PlayCenter 2). Follow the instructions on the web site to download the upgrade file.

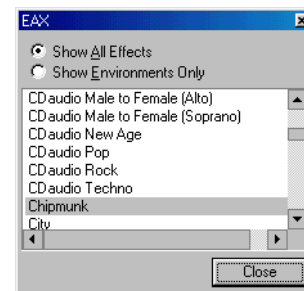
Environmental Audio

You may use Environmental Audio effects when recording a title from an input source, such as a CD-ROM. To include effects, display the Recorder Settings dialog and enable CD Recording Mode, Analog; and choose an effect. When you include the effect with the recording, it remains in the file; you must re-record the title to remove the effect.

In the Playlist, highlight the title to which you want to add Environmental Audio effects and right-click on it. If you add Environmental Audio effects, the title in the Playlist is preceded by "EA."

To enhance an audio file or audio CD track with EAX:

1. Select the track to be enhanced with an EAX environment.
2. Click the EAX button to display the EAX menu.
3. Select the Effects or Environment option.
4. Click on an Effect/Environment.
5. Click on the Rip To arrow to convert the file with the EAX enhancement.



Using SoundJam™ MP with Macintosh OS

SoundJam MP is the ultimate MP3 music center that can play MP3 files in any order. SoundJam can also:

- ☐ Display animated graphics.
- ☐ Change its look, “skin,” at your command.
- ☐ Play music CDs with visuals.
- ☐ Convert almost any kind of sound file, including those on your favorite CDs, into MP3 files that you can transfer to your NOMAD II MG.
- ☐ Download new MP3 files directly from the Internet with the built-in Web menu.
- ☐ Play streaming music from the Internet—live broadcasts as well as commercial recordings that come in the form of real-time transmissions, not downloadable files.
- ☐ Automatically fill in the names of your CDs, songs and artists by linking to CDDb, the Internet’s massive CD-ROM information database.
- ☐ Serve as a database of your own music. Sort by song name, artist name, album, and much more.

With SoundJam installed there are several methods for opening and playing a music file:

- ☐ Files opened or created in SoundJam can be opened by double-clicking the file.
- ☐ Drag the file’s icon over the SoundJam icon.
Or, with SoundJam or a SoundJam window open, drag the file icon—or even the folder—to SoundJam or the SoundJam window.
- ☐ With SoundJam open, open the File menu, choose Open, and navigate to the folder in which the file or files are located. Double-click on the file you want to play.

SoundJam and NOMAD II MG

NOMAD II MG WINDOW

When SoundJam MP is installed on your Mac and the NOMAD II MG is correctly connected to your Mac, the main NOMAD screen appears and an entry for the NOMAD window is added to SoundJam's Window menu.

Voice files created with the NOMAD II MG have a file name extension of .NVF. SoundJam can manipulate and play .NVF files in the same way it works with any other file.

NOMAD II MG Logo: Click this logo to launch your Web browser and access the Creative Labs NOMAD Web site:

www.nomadworld.com. It includes music downloads, information about the NOMAD hardware and accessories, and more.

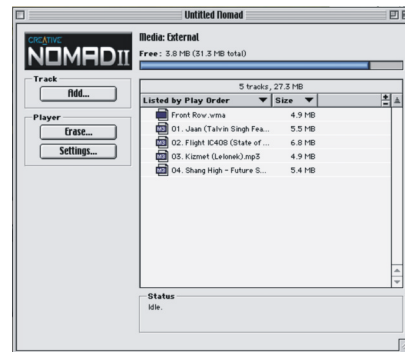
Content Gauge: The content gauge monitors the memory in your NOMAD II MG.

Playlist: In the NOMAD II MG playlist, the first column lets you list tracks by album, artist, genre, name, size or time. The subsequent columns also allow you to list tracks by these categories. The display at the top of the playlist tells you how many items are in the playlist and how much space the files require.

MP3 file names in the NOMAD II MG playlist appear with a maximum of eight characters followed by the .MP3 file name extension. When the NOMAD II MG actually plays the files, the song's full title is displayed.

Add...: Clicking this button brings up the standard Macintosh get file dialog box, where you can select files that you want to add to the playlist. It's much easier, however, to simply drag files from another SoundJam playlist or the Macintosh Finder into the NOMAD II MG playlist. As soon as you drag the files, SoundJam transfers the files to the NOMAD II MG, and keeps you updated on the transfer's progress.

Settings...: Clicking this button brings up a window where you can select the bass, treble, balance and volume of your NOMAD II MG.

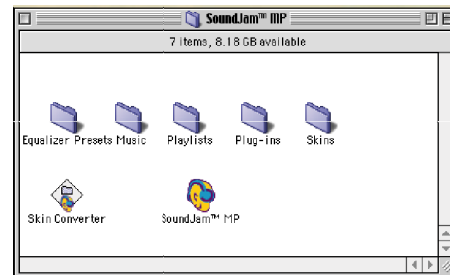


Opening SoundJam

Once SoundJam is properly installed on your hard disk drive, it is ready for you to run and enjoy. See “Installing the Software for Mac” on page 7 for installation instructions.

To open SoundJam:

1. Double-click on the SoundJam MP icon to start the program.



SoundJam Controls

The SoundJam control panel contains a volume slider, play and stop buttons, a counter, and other features. The illustration below identifies the controls most useful to you.

Track Information: Toggles between the track title, album, and artist if available.

Opens the Playlist window.

Play Status: The box (or handle) on the progress bar indicates the current point in the track being played. You can replay or skip sections of the track by dragging the box with the mouse.

Opens the information window

Bass and Treble sliders. Adjusting these controls will deactivate the graphic equalizer



Opens the Equalizer window

- ▶ Play
- ◻ Stop
- ⏸ Pause
- ◀ Previous
- ▶ Next
- ⏏ Eject the CD-ROM

Plays tracks in the playlist randomly.

Plays the current track over and over. Also, pressing again continuously plays the entire playlist.

Converting CD Audio to MP3

There are several ways to convert music from a CD to MP3. The following instructions represent one of the preferred methods.

To convert CD audio tracks to MP3 files:

1. Insert a CD into your CD-ROM drive.
2. On the Window menu, choose Audio CD (or the name of the CD).
3. Click the name of a track that you want to convert to MP3.
4. Click Add to Converter.
5. When you have added all of the files you want to convert into the Converter, select “SoundJam MP3 Encoder” from the “Convert using” menu. Then, click on the “Start converting” button.

This conversion uses the default configuration. You may want to change the configuration later, but for now the default settings will supply excellent quality MP3 files for your NOMAD II MG.

The “Start converting” button changes to “Stop converting” and the progress of the file conversion is shown in a bar on the lower left of the window.

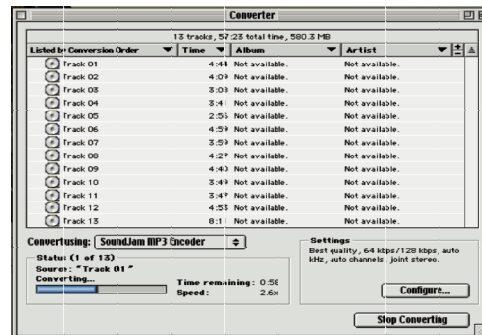
6. When the conversion is complete, the playlist window reopens displaying the newly converted MP3 files.
7. Connect the NOMAD II MG to your Mac; the NOMAD II MG window opens automatically.
8. Select the files in the SoundJam playlist that you want to load into the NOMAD II MG and drag them into the NOMAD II MG playlist.

Or, click Add in the NOMAD II MG window and select the files you want to load into the Player.

9. Once the files are in the NOMAD II MG window, they are automatically transferred to the Player.

Other methods that you can use to convert CD tracks to MP3 files include:

- ☐ On the Windows menu, choose Converter. Insert a CD in your CD-ROM drive. When CD-ROM drive icon is displayed on the desktop, double-click on it. Select the icons representing the tracks you want to convert and drag them into the Converter window.
- ☐ On the Window menu, choose Converter. Open a playlist of the tracks you want to convert. Drag the track names from the playlist into the Converter.



Technical Specifications

NOMAD II MG Player (DAP-6400)

Size (W x H x D)/ Weight

- ❑ 58 x 90 x 18 mm / 77.1g (without battery)

Memory

Internal memory

- ❑ 64MB

Type of removable memory

- ❑ 1 x SmartMedia™ slot

Maximum memory

- ❑ 128MB (64MB Internal, 64MB SmartMedia^{*})
- ❑ 192MB (64MB Internal, 128MB SmartMedia^{*})

Interface

- ❑ USB (using docking station USB cable or via optional USB cable direct)

LCD Display

- ❑ 85 x 51 Electro-Luminescent backlit display

Standard Playback Usage

- ❑ 2 x AAA NiMH Alkaline
- ❑ 8-10 hours for MP3/voice playback

Signal to Noise Ratio

- ❑ >90 dB

Frequency Response

- ❑ 20 Hz - 20 KHz

^{*} SmartMedia flash memory card not included.

Maximum Output

- ☐ 5-7 mW

Harmonic Distortion Output

- ☐ 0.05% at 1 khz with 32 ohm load

EAX™

- ☐ Five presets and one user setting: bass and treble control

Audio Codec support

- ☐ MPEG Audio Layer 3 (MP3) and future formats*

Firmware

- ☐ Flash based. User upgradable*

SDMI Compliance

- ☐ Hardware ready*

FM

- ☐ 87.5 to 108mhz

Voice Recording

- ☐ G721 ADPCM encoding at 32kbps. Up to four hours recording on internal memory and 64MB SmartMedia.

* Future audio codec support, firmware upgrades, and SDMI compliance will be available on www.nomadworld.com

Troubleshooting

My NOMAD II MG Player is not detected automatically when I connect it to my computer (either through the Docking Station or directly through the optional USB cable).

Cause

Your Player may not be connected correctly to the computer.

Solution

Check the connections between the Player and your computer (see “Step 5: Connect NOMAD II MG Player to PC” on page 9).

***I can't successfully make a voice recording with the NOMAD II MG Player
or***

My MP3 files don't play.

Cause

The flash memory card in your Player may have been incompletely or incorrectly formatted.

Solution

Reformat the flash memory card using NOMAD II Manager.

The Player isn't able to read the flash memory card formatted with Media Card reader/writer.

Cause

NOMAD II MG only supports Solid State Floppy Disc Card (SSFDC) format (FAT12).

Windows 98 detects the Media Card reader/writer as an external removable drive in Windows Explorer. You can only format the flash memory card into FAT16 format with the Media Card reader/writer and NOMAD II MG is unable to recognize the FAT16 format.

Solution

To format the flash memory card, you need to obtain a software utility from the Media Card reader/writer vendor that supports SSFDC format (FAT12).

My computer doesn't recognize the NOMAD II MG Player when it's connected.

Cause

The Player may not be correctly connected or the drivers may not be correctly installed on your computer.

Solution

Check the connections (see “Step 5: Connect NOMAD II MG Player to PC” on page 9) between the Player and your computer.

Check the driver installation by clicking Start on the Windows Taskbar, select Settings, and click on Control Panel. On the Control Panel, double-click the System icon. Click the Device Manager tab, scroll toward the bottom of the Device Manager window to locate Universal Serial Bus Controller, and click on the plus (+) sign next to the icon. Creative NOMAD II MG must be listed.

If it is not listed or there is an exclamation point on its icon, re-install the NOMAD II MG drivers (see “Step 4: Install Software” on page 8).

MP3 Primer

What is MP3?

MP3 is an acronym for Moving Picture Experts Group (MPEG) Layer 3—an audio data compression standard that can reduce the size of digital sound files by a 12:1 ratio with virtually no loss in quality. It is an efficient method of storing high-quality music or other audio content on your computer.

MP3 files can be very small—compared to the size of a commercial CD audio file—yet retain high sound quality. MP3 files usually have the file name extension .MP3, and can be downloaded from the Internet, or can be legally made for personal use from audio CDs that you purchase.

MP3 Conversion

Extracting from an Audio CD



It is illegal to encode MP3 files for trade or sale unless you have the expressed and explicit permission of the copyright holder(s).

Audio CD *extraction* is the first phase in the MP3 conversion process. *Extraction* is the reading of data from an audio CD and storing it temporarily on your hard drive. The audio data is extracted from the CD file by means of an application (commonly called a *ripper*) and copied to a file on your computer's hard disk drive.

The time required for extracting data from an audio CD depends on the speed of the CD-ROM drive. The speed ratings commonly seen on CD-ROM drives—such as 8X, 24X, etc.—refers to the speed at which it can read data. Your particular drive may be fast for data, but slow for audio.

Another factor is the condition of the CD, such as defects or scratches on its surface. When playing the audio CD in a CD-ROM drive, the data lost due to error is negligible. But when data is read incorrectly and put through the MP3 encoding phase, the distortion is highly noticeable. To avoid distortion, the audio CD extraction software may read the data two or three times to make sure it is read correctly. This error-checking feature is an option in most audio CD data extraction software—be sure error-checking is enabled in your audio CD extraction software.

Encoding to MP3



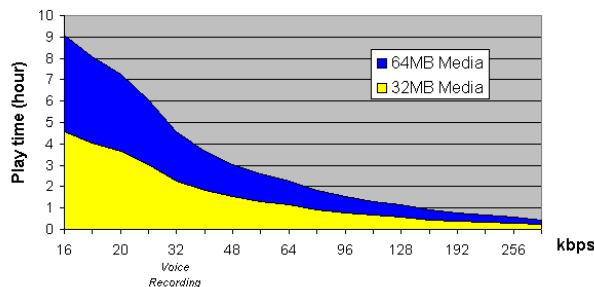
It is illegal to encode MP3 files for trade or sale unless you have the expressed and explicit permission of the copyright holder(s).

The data extracted from an audio CD is usually in .WAV format. The encoder reads .WAV data and outputs MP3 data. These data are put into an MP3 file.

MP3 encoding is the compressing of data by transforming it into the frequency domain. MP3 encoding/compression is quality-loss compression and the amount of loss (of quality) is dependent upon the sampling rate of the output and the bit rate of the output. The higher the sampling and bit rates used, the better the quality of the sound. This leads to more data storage and memory requirements. The amount of memory required for the NOMAD II player is proportional to audio playback time.

For optimal quality, set your encoding bit rate at 128 kbps when you create MP3 files from audio CDs using Creative Digital Audio Center.

Play Time vs Encoded Bit-Rate



MP3 Files on the Internet

Through Internet web sites, you can download MP3 files either with or without charge, and get information about the latest techniques and software related with MP3.

Examples of web sites with MP3 content are:

- | | |
|--|---|
| <input type="checkbox"/> NOMAD World | http://www.nomadworld.com |
| <input type="checkbox"/> Amp3 | http://www.Amp3.com |
| <input type="checkbox"/> ArtistOne, Inc. | http://www.ArtistOne.com |
| <input type="checkbox"/> Big Heavy World | http://www.BigHeavyWorld.com |
| <input type="checkbox"/> Cductive | http://www.Cductive.com |
| <input type="checkbox"/> EMusic | http://www.EMusic.com |
| <input type="checkbox"/> Epitonic | http://www.Epitonic.com |
| <input type="checkbox"/> Sound Click | http://www.SoundClick.com |
| <input type="checkbox"/> The Digital Music Co. | http://www.TDMCINC.com |

