

8. Touch to select the **General settings** menu screen. **Audio** or **Bluetooth** settings can then be selected.
9. Continuous play: Touch to play the current track continuously.
10. Skip/scan forwards: Touch to skip forwards to the start of the next track, or, touch and hold to scan forwards through the current track being played. Playback resumes when the soft key is released.
11. Pause/play: Touch to pause playback; touch again to resume playback.
12. Skip/scan backwards: Touch to skip back to the beginning of the current track being played, or, touch and hold to scan backwards through the current track being played. Playback resumes when the soft key is released.
13. Shuffle: Touch to play random tracks from the current MP3 folder, USB folder or iPod playlist.

## PLAYING A PORTABLE DEVICE

If you are using a USB mass storage device or an approved iPod, you can control playback using the Touch screen controls.

If you are using a **Bluetooth®** wireless technology device, you can control playback using the Touch screen, but some controls are unavailable.

If you are using any portable media device via the AUX socket, then you must control playback from the device itself.



Land Rover does not recommend the use of a Hard Disc Drive via the USB link while the vehicle is in motion. These devices are not designed for in-car use and may be damaged.

## CONNECTING MULTIPLE DEVICES



Do not plug non-audio devices into the USB port.

You can connect multiple devices simultaneously to the portable media interface and switch between them via the **Source** selector. Select **iPod**, **USB**, **Bluetooth** or **AUX**, to switch between modes.

The device docked first will remain the active device until you choose to change.

If, after changing to the newly-docked device, you change back to the first device, play will resume at the point you left it (USB and iPod only).

**Note:** *You cannot use a USB hub to connect more than one USB device to the audio unit.*

**Note:** *Devices connected to the iPod and USB ports will be charged, but devices that are fully discharged will not play.*

## PAIRING AND CONNECTING A BLUETOOTH DEVICE

For information on pairing and connecting a **Bluetooth** device, see **161, PAIRING AND CONNECTING A BLUETOOTH® PHONE OR DEVICE**.

For further information on **Bluetooth®** wireless technology, see **161, BLUETOOTH® INFORMATION**.