

PORTABLE MEDIA CONNECTIONS

Portable media devices can be connected to the media hub located in the cubby box.

Compatible portable devices include:

- USB mass storage devices (e.g. a memory stick). Devices must use FAT or FAT32 file format.
- iPod (iPod Classic, iPod Touch, iPhone and iPod Nano are supported - full functionality for older devices cannot be guaranteed). iPod Shuffle functionality cannot be guaranteed.
- Auxiliary device (personal audio, MP3 players, all iPods).

Note: Auxiliary devices have no touch screen control.

If you are connecting an iPod, mass storage or Bluetooth® device, use the touch screen to operate and search the device. Many of the controls are similar to those available for CD play.



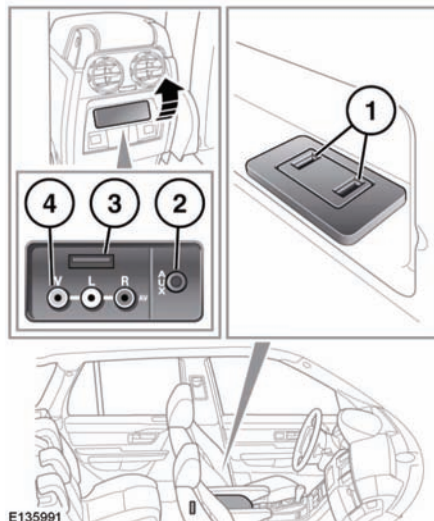
Please disconnect your iPod when leaving the vehicle. Failure to do so may result in the iPod battery discharging.

Note: The audio system will play MP3, WMA and AAC files.

To maximise playback quality, it is recommended that lossless compression is used for any media files on USB or iPod. Failing this, it is recommended that compressed files utilise a minimum bitrate of 192 kb/s (a higher bitrate is strongly recommended).

Note: Some MP3 players have their own file system that is not supported by this system. To use your MP3 player, you must set it to USB Removable Device or Mass Storage Device mode. Only music that has been added to the device in this mode can be played.

CONNECTING A DEVICE



1. USB sockets.
2. 3.5 mm AUX socket.
3. USB/iPod socket.
4. Rear media AV sockets.

Connect the device into the appropriate socket.

Note: Use the cable supplied with your media device to connect to the USB socket.

When an iPod is connected, playback will continue from the point at which it was last playing, provided the iPod battery is in a good state of charge.



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

Note: A USB hub cannot be used to connect more than one USB device to the audio unit.

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