Creative NOMAD® Digital Audio Player

User Guide
On-line Version

CREATIVE"

Creative NOMAD® Digital Audio Player NOMAD Manager Software Creative Digital Center by MusicMatch™ Software

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 © 1999 by Creative Technology Ltd. All rights reserved.

Version 1.0 (CLI): June 1999

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. EMusic, EMusic.com, and the EMusic.com logo are trademarks of EMusic.com Inc. MP3.com and the MP3.com logo are trademarks of MP3.com, Inc. MusicMatch, MusicMatch Jukebox, and the MusicMatch logo are trademarks of MusicMatch, Inc. Xing and the Xing logo are trademarks of Xing Technology Corporation. Microsoft and Windows are either registered 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

PLEASE READ THIS DOCUMENT CAREFULLY BEFORE USING THE SOFTWARE. BY 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 OPEN THE SEALED DISK PACKAGE, INSTALL OR USE THE SOFTWARE. PROMPILY RETURN, WITHIN IS 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.

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.

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 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

The following sections contain notices for various countries:

CAUTION: This device is intended to be installed by the user in 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 user-installed application cards.

ATTENTION: Ce carte est destiné à être installé par l'utilisateur, dans un ordinateur compatible certifié CSA/TUV/UL ou listé IBM AT, à l'intérieur de la zone définie par le fabricant. Consulter le mode d'emploi ou le fabricant de l'appareil pour vérifier ou confirmer si l'utilisateur peut y installer lui-même des cartes périphériques.

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.

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 no ray 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

Safety Information

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'interference 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)

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

Declaration of Conformity

According to the FCC96 208 and ET95-19 documents.

Name: Creative Labs Inc.

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 Number: DAP-3201

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

EMI/EMC: ANSI C63.4 1992, FCC Part 15 Subpart 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
- This device must accept any interference received, including interference that may cause undesirable operation.

Ce matériel est conforme à la section 15 des régles 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 reques, Y compris celles pouvant provoquer un fonctionnement indésirable.

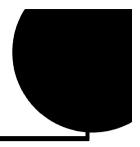
Compliance Manager Creative Labs, Inc. 1999



Contents

	Introduction	vi
	System Requirements	vi
	Handling Instructions	
1	NOMAD Player	1
	Your NOMAD Player	
	Optional accessories	
	Location of Controls	
	Docking Station	
	What is MP3?	
	MP3 Conversion	
	Extracting from an Audio CD	
	Encoding to MP3	
2	Setting Up NOMAD Player	-
_	Before Using Your NOMAD Player	
	Charging Batteries	
	Using Your NOMAD Player	
	Flash Memory Card	
	Connecting NOMAD Player to a PC	
	To Change the BIOS Setting	
	Installing Software in Windows	
	NOMAD Manager	

3	Using Your NOMAD Player	9
	Using the Player	9
	Key Lock	
	Changing Modes	
	Playback MP3 File	10
	Searching MP3 File	
	Equalizer Mode	11
	Erasing MP3 File	12
	Operating in Voice Mode	12
	Operating the FM Radio	13
	MP3 Download Service	14
4	Using Your NOMAD Software	15
	NOMAD Manager	
	Moving MP3 Files in Windows Explorer	
	Creative Digital Audio Center by MusicMatch TM	
	Playback	
	Add Files to the Music Library	
	Automatic Playlists	21
	Manual Playlists	
	Track Info	23
	Record Tracks	23
	CDDB	24
	Add a Title	24
	Add Tracks	24
	Tag	25
	Content CD	27
AP	PPENDIX	
A	Technical Specifications and Troubleshooting	31
	NOMAD Player DAP-3201	
	NOMAD Docking Station	
	DS-3201	32
	Troubleshooting	33



Introduction

The NOMAD is a next-generation digital audio player that does not use a cassette tape or a CD.

You can enjoy music stored in the built-in flash memory or the flash memory card of the player, use NOMAD to record interviews and lectures, or preset up to 10 of your favorite FM stations.

Using the Creative Digital Center by MusicMatch, you can use your computer to copy tracks from your favorite CDs to NOMAD memory, or you can purchase CD-quality MP3 files through worldwide web sites or online services to store and play on your NOMAD.

Even during strenuous activity or after repeated playbacks, the sound does not skip or fade. The NOMAD is light due to its magnesium case and it is resistant to external shocks due to its solid-state construction. The display screen in the center of the NOMAD Player gives information about the current status such as the title of the selection and playing time.

System Requirements

The minimum system requirements for NOMAD are as follows:

- A Pentium[®] 200 MHz or higher PC (Pentium II or better recommended for MP3 encoding)
- 32 MB RAM (64 MB recommended)
- 30 MB free hard disk space (for MP3 content storage)
- SVGA graphics adapter (256 colors, 640x480 minimum)
- · Available parallel port
- CD-ROM or DVD-ROM drive for software installation and CD ripping
- Sound Blaster[®] Live![™] for Environmental Audio[™] effects MP3 encoding
- Microsoft Windows® 95 or Windows® 98
- Microsoft Internet Explorer 3.0 or later Netscape Navigator 3.0 or lager
- Recommended Internet connection for Internet MP3 downloading (any charges incurred are the responsibility of the user)

Handling Instructions

Avoid exert severe impact on the Player

• Vibration during walking or exercising does not affect the NOMAD Player and playback. However, dropping the Player on a solid surface or dropping a heavy object on the Player may result in distorted sound and internal damage.

Prevent water from entering the Player

- Water entering the Player set can damage it.
- When the Player set comes into contact with water, dry it immediately with a dry cloth. If the Player set is not functioning, call Technical Support.

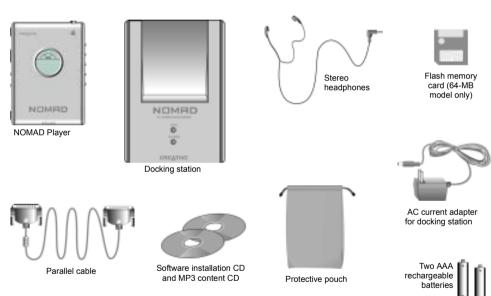
Storing the Player set

• When storing the NOMAD Player, docking station, and memory card, avoid places with high humidity, strong magnetic fields, or high heat.

NOMAD Player

Your NOMAD Player

Your NOMAD Player includes the following items:



Optional accessories

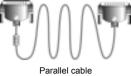
For the latest list of accessories, visit www.nomadworld.com.

Accessories for your NOMAD player that can be purchased separately include:

- · Additional flash memory card
- Car cassette adapter
- Additional AC current adapter
- Additional parallel cable
- Additional docking station
- Carrying case with clasp (not shown)
- Portable headset (not shown)



Additional flash memory card

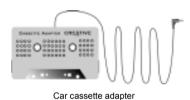




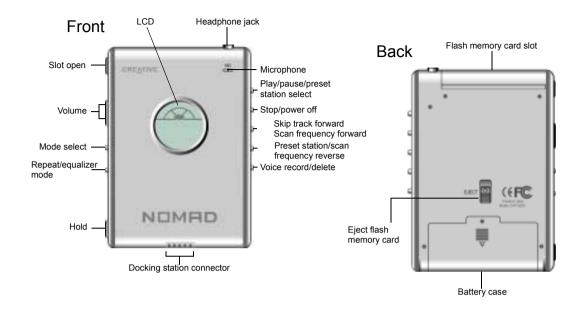
AC current adapter



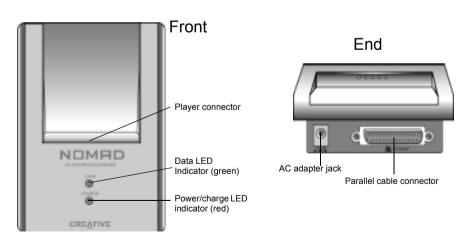
Docking station



Location of Controls



Docking Station



What is MP3?

MP3 is an acronym for Moving Picture Experts Group (MPEG) Layer 3, a type of audio data compression that can reduce digital sound files by a 12:1 ratio with virtually no loss in quality. It is an efficient way to store high-quality music or other audio content on your computer. MP3 files can be 1/4 to 1/20 the size of a commercial CD audio file—yet retain a high sound quality. MP3 files usually have the extension .MP3, and can be downloaded from the Internet, or can be legally made for personal use from the Audio CDs that you purchased.

MP3 Conversion

Extracting from an Audio CD



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

Encoding to MP3



Audio CD extraction is the first phase in the MP3 conversion process. It is the reading of data off an Audio CD and storing it temporarily on your hard drive.

You need an application that can direct the CD-ROM drive to extract this audio data. This program is known as a *ripper*. It reads the data off the Audio CD and in some cases stores it in a file.

The duration of the Audio CD extraction phase depends on many factors. The speed of a CD-ROM drive is one of the most important elements in overall extraction speed. The speed ratings commonly seen on CD-ROM drives—such as 8X,24X, etc.—refers to the speed at which it can read data CDs or CD-ROMs. Your particular drive may be fast for data, but slow for audio.

Other factors are defects or scratches on an Audio CD. 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 this distortion, the Audio CD extraction software may read the data two or three times to make sure it was 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.

The data extracted from an Audio CD are one of the many types of data an MP3 encoder may process. Encoders typically expect data to be in .WAV format. They read .WAV data and output 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 lossy compression and the amount of loss (of quality) is dependent upon the sampling rate of the output and the bitrate of the output. The higher the sampling and bitrates used, the better the quality of the sound.

Setting Up NOMAD Player

Before Using Your NOMAD Player

Charging Batteries



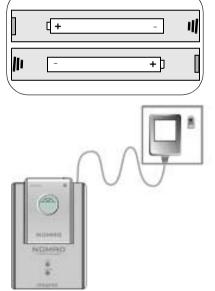
Never use non-rechargeable batteries or other types of rechargeable batteries such as Ni-Cad or rechargeable alkaline. Non-rechargeable batteries in NOMAD Player while it is connected to the station may generate excessive heat or battery leakage that can lead to a risk of fire.

Before you use your NOMAD Player, be sure the batteries are charged and ready. The rechargeable batteries included may take as long as 90 minutes to fully recharge.

Charge the batteries included with NOMAD before using the Player.

To charge the batteries:

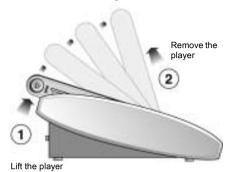
- 1. Load the batteries into the Player. If the batteries are already installed, open the battery compartment and check the placement of the batteries. The drawing on the bottom of the battery compartment shows the correct placement.
- 2. Place the Player in the docking station. The docking station locks the Player in position during recharging.
- 3. Connect the adapter to the docking station as shown to the right. The red LED blinks when the batteries are being charged; it stops blinking when the batteries are fully charged.



Using Your NOMAD Player

To use your NOMAD Player, remove it from the docking station as shown below.





Top View

Flash Memory Card

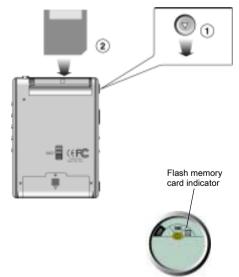
MP3 files can be stored on the flash memory card and played back on the NOMAD Player.

To insert the flash memory card:

- 1. Push the Slot Open button on the side of the player to open the flash memory card slot.
- 2. Insert the card into the slot as shown.
- 3. Check that the flash memory card indicator picture appears on the display.

To remove the flash memory card:

- 1. Push the Eject lever up. The card is pushed outwards.
- 2. Remove the card from the flash memory card slot.





- Formatting deletes all files from memory. After formatting for the NOMAD Player, your camera or other SmartMedia device will have to reformat the card before it can be reused. Depending on your camera, it may not be able to reformat the card for its own use.
- The files stored on the flash memory card continue, in sequence, the track numbers in the Player's internal memory.

Connecting NOMAD Player to a PC



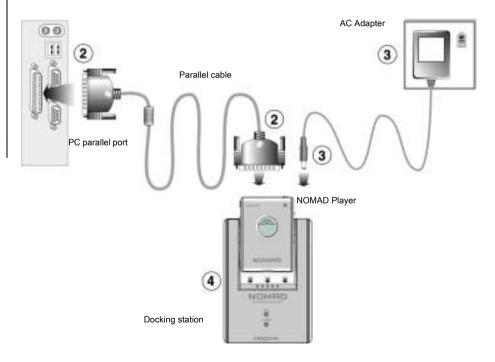
- The batteries must be in the NOMAD Player to download or upload files from or to the player.
- You may need to change a BIOS setting to download MP3 files from the PC to the Player. The BIOS setting to be changed depends on the type of CMOS setup utility in the PC, which may be different from the CMOS described in "To Change the BIOS Setting" on page 8.

To download MP3 files or to upload voice recordings between NOMAD and a PC, the docking station must be connected to the PC.

A parallel port on the PC is also required. If a printer cable is connected to the parallel port, disconnect it temporarily to connect NOMAD.

To connect NOMAD to your computer:

- 1. Turn off the power to the PC.
- 2. Connect the parallel cable to the parallel port on the PC and the docking station.
- 3. Connect the adapter to the docking station and to the wall outlet as shown below.
- 4. Insert the Player into the docking station.
- 5. Restart the PC and refer to the instructions below.



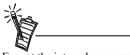
To Change the BIOS Setting

- 1. During the memory check, press the DELETE key.
- 2. On the CMOS Setup Utility menu, select the Integrated Peripherals screen by using the arrow keys and press the ENTER key.
- 3. Browse to the option Parallel Port Mode and select ECP or ECP/EPP.
- 4. Press the ESC (Escape) key to return to the CMOS Setup Utility menu.
- 5. Press the F10 key to save the setting and exit the CMOS Setup Utility. Your computer should continue to start up.

Installing Software in Windows

To install the NOMAD Manager software:

- 1. Insert the Creative NOMAD Manager installation CD into the CD-ROM drive. If the setup program does not run automatically, continue with step. If the setup program does run automatically, go to step 4.
- 2. Click Start, click on Run.
- 3. On the Run dialog, type D:\NOMAD\SETUP.EXE (D:\ represents your CD-ROM drive) and click the OK button.
- 4. On the NOMAD splash screen, select NOMAD Manager and any other available software you want to install and click OK.
- 5. Follow the instructions on-screen to continue with the installation.
- 6. When prompted to restart your system, remove the CD from the CD-ROM drive and click the Finish button.



Format the internal memory of the NOMAD Manager before copying MP3 files into internal memory.

NOMAD Manager allows you to download MP3 and other file types to and from your NOMAD Player.

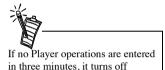
For details on how to download MP3 files to the Player, refer to NOMAD Player's online help.

For details on how to create MP3 files from Audio CDs, refer to MusicMatch's online help.



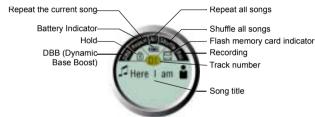
Using Your NOMAD Player

Using the Player



To power the Player ON/OFF: 1. Press the Play button to turn

- on the power. "Welcome to NOMAD"
 - appears on the NOMAD display before beginning MP3 Mode.
- 2. To turn off the power, press and hold the Stop button for more than one second.



Key Lock

automatically.

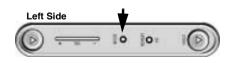
The Hold switch allows you to lock the control keys and keep them from being changed accidentally during strenuous activity.

To lock the keys:

1. Lower the Hold switch to lock the keys.

Changing Modes

When you turn on NOMAD Player by pressing the Play button, the default mode is MP3. Press the Mode button once to open FM Radio mode, press the Mode button again to open Voice mode.

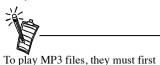






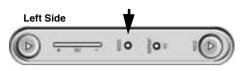


Playback MP3 File



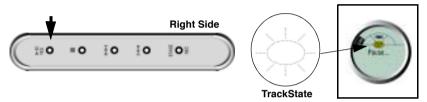
be stored in the NOMAD Player.

1. Press the Mode button and select the MP3 Mode, "MP3 Mode" appears on the LCD for three seconds before the first track begins to play.





2. Press the Play button to play the current track; press it again to pause. While paused, the Track State Indicator flashes. During playback, the title of the recording, artist's name, and playing time scroll and then the elapsed time of the track is displayed on the LCD.



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

Searching MP3 File

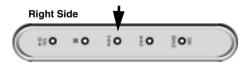
Forward

In Stop mode:

1. Press the Forward button to skip to the next track. Once a track is selected, it begins playing in three seconds unless another operation is chosen.

In Playback mode:

1. Press the Forward button to skip to the next track.







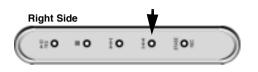
Reverse

In Stop mode:

1. Press the Reverse button to skip to the previous track. Once a track is selected, it starts playing in three seconds unless you select another operation.

In Playback mode:

1. Press the Reverse button to skip to the previous track.

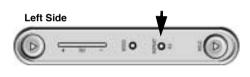






Repeat:

1. Press the Repeat/EQ button and then select either Repeat, Repeat All, or Shuffle which appears in order.









Equalizer Mode

- 1. Press and hold the Repeat/EQ button to select the Equalizer mode.
- 2. Select an option among Normal, Classic, Jazz, Rock that appears in turn.





Erasing MP3 File

- 1. Press the Mode button and select MP3 mode.
- 2. Select a track using the Forward or Reverse button.





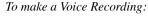
3. Press and hold the

Erase/Rec button. A message to confirm appears on the LCD: Press the Play button to erase; press any other button to cancel or do not press any button for three seconds. When the action is cancelled, the Player returns to its previous state.

Operating in Voice Mode



If you hold down the Rec/Erase button, the Erase mode is selected.



- 1. Press the Mode button and select Voice mode.
- 2. Press the Erase/Rec button to start recording.
- 3. Press the Stop button to stop recording and begin filing.







When the Player's memory is full, an informing message appears and recording stops.

The recording uses internal memory first for recording. When internal memory is full, the recording stops and you must select external memory to continue recording.



- Filing time is proportional to the length of the recording time. For example, a 10-minute recording takes less than 10 seconds.
- · A voice recording is indicated by V001 for the internal memory and V101 for the flash memory card.
- The NOMAD Player supports only MI-SC4 files recorded using the 8Khz, mono format.

Playing back Voice Recording:

1. Press the Play button to play back the current track. Press it again to pause. To resume the playback of the current track, press the Play button.









After a track is erased, each of the track numbers following it decreases by one.

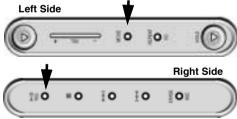
Erasing Voice Recording:

- 1. Select a track using the Forward or Reverse button.
- 2. After selecting a track, press and hold the Rec/Erase button.
- 3. When the message to confirm appears on the LCD: Press the Play button to erase; press any other button to cancel or do not press any button for three seconds. When the action is cancelled, the Player returns to its previous state.

Operating the FM Radio

To listen to the FM radio:

- 1. Press the Mode button and select FM mode.
- 2. Press the Play button to select a preset.
- 3. Press and hold either the Forward or Reverse button to fast-scan forward or reverse for stations.







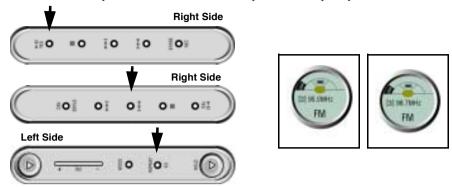


Up to ten frequency presets are available.

Presetting a Frequency:

- 1. Press the Play button to find a preset number that is not being used or one to be replaced.
- 2. Using the Forward or Reverse button, select the frequency you want to preset.
- 3. Press the Repeat button to select the preset number.

4. Hold down the Repeat button for one second to preset the frequency.



MP3 Download Service

On the Internet, you can locate web sites from which you can download MP3 files, with or without charge, and get information, the latest techniques, and software related to MP3.

Some of the current web sites with MP3 content are:

bonne of the edition web sites with ivil 3 content are.		
•	EMusic	www.emusic.com
•	Audible.Inc.	www.audible.com
•	Audio Explosion,Inc.	www.audioexplosion.com
•	audiohighway.com	www.audiohighway.com
•	www.BigHeavyWorld	www.bigheavyworld.com
•	MP3.com	www.mp3.com
•	SINC Recordings	www.sincrecordings.com
•	songs.com	www.songs.com
•	Creative NOMAD™ World	www.nomadworld.com



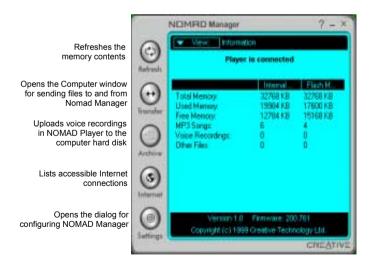
Using Your NOMAD Software

NOMAD Manager

Creative Nomad Manager allows you to manage the contents on your Nomad Player:

- Play MP3 files directly.
- View and manage the memory contents of the Nomad Player.
- Download MP3 and other files to the Nomad Player.
- Upload the memory contents (except MP3 files) to the computer.

You can start Nomad Manager by clicking on its icon on the Windows Desktop or selecting it from the Programs menu—click Start on the Windows Taskbar, select Programs, select Creative, select Creative Nomad, and click on Nomad Manager.





If the internal memory is formatted, you can proceed with adding files to the Player.

To format the internal or external memory:

- 1. Select the icon for the internal or external memory.
- 2. Click the Format icon.

To view status of the Player memory:

- 1. Click the View button to drop down the Explorer.
- 2. Select the internal or external memory to view the files on the Player. The amount of memory used and available are displayed at the bottom of the window.

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

To copy files from your hard disk (or other sources):

1. On the Nomad Manager window, click the Transfer button. The Computer window is displayed next to the Nomad Manger.

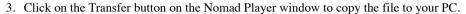


2. Use the View button in the Computer window to locate files on your hard disk (or other sources) to copy to the Player memory.

- 3. Select the first file to be copied to the Player.
- 4. Click the Transfer button on the Computer window. On the Choose Destination dialog, select the memory to which you want to transfer the selected file, and click OK.

To transfer files from the Nomad Player to your hard disk:

- 1. With the Computer window open, open the folder to which you want to copy the file from Nomad Player.
- 2. Select the file in Nomad Player you want to copy to your PC's hard disk (or other destination).



To delete files from Nomad Player:

- 1. In the Nomad Player window, select the file to be deleted.
- 2. Click on the Delete icon to permanently remove the file from Nomad Player (you are asked to confirm the deletion).

To archive Nomad Player voice recordings:

- 1. On the Nomad Player window, click on the Settings button.
- 2. Type the drive and directory in which the voice recording archive is to located.
- 3. Click on the Archive button. All voice recordings are copied to the archive directory.





To convert a voice recording to a WAV file:

- 1. Use NOMAD Player to make a voice recording. See "Operating in Voice Mode" on page 12.
- 2. Turn on the NOMAD Player and, with Stand-By selected, place it in the docking station.
- 3. Open NOMAD Manager on your computer.
- 4. Click on Archive and download the SC4 voice recording to your computer's hard disk.
- 5. Use the View button to select the hard disk and browse to locate the SC4 file.
- 6. Right click on the SC4 file name in the list and choose "Convert to Wave" on the menu.

Moving MP3 Files in Windows Explorer

You can also perform the transfer, copying, and deletion of files in Windows Explorer.

Open Windows Explorer and NOMAD Manager. Drag and drop files (except *.CDA) from your Windows Explorer to the Manager. You can also drag and drop all files (except *.MP3) from the Manager to Windows Explorer.

When you right-click a file in the Computer window of NOMAD Manager, you can download to Internal Memory or External Memory by choosing from the context menu.

Creative Digital Audio Center by MusicMatchTM

Creative Digital Audio Center (CDAC) allows you to record songs from your CDs and to convert .WAV files to digital format. If you have an audio card with Environmental Audio - Sound Blaster Live! or Sound Blaster Live! Value—the titles supporting EA can be played back with the original presets or you can change the settings.

To open MusicMatch:

1. Click Start on the Taskbar, select Creative, select Digital Audio Center, and click on Creative Digital Audio Center by MusicMatch.

Alternatively, on the Windows Desktop, double-click the Creative Digital Audio Center icon



This section is an introduction to Creative Digital Audio Center. For more detailed information, use the Help button to display the online documentation available.



The PlayList is minimized when you open MusicMatch. You can do everything from the minimized PlayList that you can do from the maximized PlayList Control by using the Options menu on the Player.

The left/right micro arrows allow you to minimize/maximize the PlayList for a different view.



If a title supports Environmental Audio (EA), an EA symbol appears before the title in the expanded PlayList Control. To make changes to the EA presets for the title, double-click the symbol to display the EA dialog.



Playback

The Playback buttons all apply to the current PlayList, except Rec which opens the Recorder.



Volume Control is found to the right of the Playback buttons. Click and drag the volume button to adjust playback volume.

Choose Play from the Playback Buttons to listen to the current title or double click the song title in the PlayList. The current title is prominently displayed in the screen under the Playback buttons. Song time elapsed and total time are displayed to the right of the Playback Buttons and the name of the artist is displayed under the song title screen.

Add Files to the Music Library

The Music Library button opens the Music Library. Alternatively, go to the Music Library by clicking on the Options button, select View on the menu, and click on Show Music Library. Click Add to browse for a music directory.



Once you add a song to your Music Library, you cannot rename the original file. To do so, you need to re-add that song to the Music Library.

To add tracks from your hard drive to the Music Library, choose Add in the Music Library, and browse for the song files. You can add previously downloaded files, in MP2, MP3, or Real Audio formats, to your Music Library. Files are not encrypted. Files can be added individually, or as a group by holding down the control button, (CTRL on your keyboard).

Once a song or set of songs is recorded, they appear in your Music Library. Song titles, artist name, and album title are included during the recording process. Choose Tag from the Music Library to assign other sorting characteristics to your tracks for use when creating your PlayLists.

Automatic Playlists

To create an Automatic PlayList, click the Auto DJ on the maximized PlayList Controls, or from the Options menu, select File, and click on Auto-Create New PlayList. The automatic PlayList is based on your sorting preferences.

First, you are asked to define the length of the program. Then, select the First Criteria category from the list. For example, you can have the Jukebox select only tracks from your "Classic Rock" titles. To further define your PlayList, continue with Second and Third Criteria categories. For example, select only "Classic Rock" titles with a preference rating of "Excellent" (Second Criteria) and which are appropriate for "Party" situations (Third Criteria). You may select more than one category in each criteria by CONTROL-clicking on multiple categories.

The And/And Not feature allows you to either include or exclude that category in your PlayList. "And" tells the Jukebox to look only for songs within the category selected; "And Not" tells the Jukebox to exclude songs from this category. In the above example, if you choose "Party" and "And Not" for the Third Criteria, the MusicMatch Jukebox selects all your classic rock titles with an excellent rating which you have listed as appropriate for situations other than parties.

Manual Playlists

You can create a Manual PlayList by either of the following:

- Double click on a song title
- Click and drag the track title to the PlayList screen at the top right hand corner

You may also add songs to the PlayList by using the Windows Explorer drag-and-drop functionality. To facilitate song selection, you can sort your database in alphabetical order in any category by clicking on the category heading.

When selecting a song, the track indicator micro arrow on the left side of the Music Library highlights the track's information in each category. You can double click, or click and drag anywhere on the highlighted area to add the track to your PlayList.

If you are creating a PlayList and do not have enough track information to recognize the song, highlight the track and click on the track indicator micro arrow. This previews the song for you before adding it to the PlayList. You can change the order of the songs in your PlayList by drag and drop.

To add multiple songs at one time to the PlayList, either hold down the SHIFT key and highlight tracks in a group, or hold down the CONTROL key and select various tracks throughout the list. Then, right click and select add, or simply drag the selected tracks to the PlayList screen.

To delete songs from the PlayList, highlight the track and select Delete Track from either Edit menu, or hit the delete key on your keyboard.

Track Info

The Track Info button on the Digital Audio Center opens the Track Info screen.



Record Tracks

To record tracks from your CD library into the MusicMatch Jukebox, put a music CD in your CD-ROM drive and open the Recorder by clicking the Options button, selecting View, and click on Show Recorder. Select the tracks you want to record and click on Start.



CDDB

The CDDB button on the Recorder opens your Web browser and connects you, through the Internet, to a database comprised of thousands of music titles.

The serial number of your CD is matched with CDDB records, and title, artist, and track data is transferred to the Recorder screen. The information is placed in the Music Library when the recording is completed.

Using CDDB removes the necessity of filling in all of the CD disk data manually. There is no fee for using this service.

To use the feature for the first time, choose and enter a user name and select the server nearest you when prompted.

You are prompted to set up CDDB preferences each time you insert a disk. To disable the prompt, or select a different server (for example, if your server location is down), choose Options from your Recorder, and click CDDB Preferences.

If CDDB does not return any CD information and you do not enter it manually, the track (Track 1, Track 2, etc.) and track time are displayed, but the artist display screen remains blank.

Add Tracks

To add tracks from your Music Library to your Player one at a time, drag and drop the track from your Music Library into your PlayList screen or simply double click the track in the Music Library.



You can select several tracks at once to add to the PlayList by holding down the SHIFT key and highlighting several songs in a row, or holding down the CONTROL (CTRL) key, to add several songs that you select in random order. You can add up to 999 tracks to a single PlayList, from your music database.

Tag

The Tag option on the Music Library or Track Info screens, opens the Track Information screen. The Track Information allows you to add information that is displayed in the Track Info screen each time the track is played.

Highlight a song in the Music Library and click Tag to open the Track Information screen. If CD information was input before recording by choosing CDDB or by manually typing the data in, it is displayed in the Track Title, Track #, Track Time, Artist, and Album fields.

Enter song Lyrics, Notes, and Artist Bios in the text box provided. Select the box that corresponds to the type of information you want to enter. Artist URL's and e-mail addresses entered in the Notes and Bios sections are automatically listed in the Artists URL and Artist Email fields as well. Text space is unlimited and information can be displayed in the Track Info screen while the song is playing.

When you record an entire CD, much of the information remains the same for each track. To avoid redundant data entry, select the box to the left of the field to have that information apply to each song on the CD. For example, in the Artist and Album fields. If this information was not entered prior to recording, you can manually enter it one time, then check the boxes next to the Artist and Album fields. From the Track Title field you can scroll to other songs on the CD. The Artist and Album information from the initial entry is applied to all tracks on the CD.

Tag Art adds the album cover for display while that song is playing. Download or scan the CD jacket and save the .BMP or .JPG file into your MusicMatch Jukebox subdirectory. Choose Tag Art and browse for the .BMP or .JPG file you just created, then click Done. The image appears in the Player, next to the volume control, each time the song is played, if Show Art is selected. Standard image size is 100 X 100 pixels. Click the box next to Tag Art to apply CD art to all tracks on the CD

When you add or change track information, you are prompted to save the track information for that song before you can scroll to another track from the Track Title field. When you choose Yes, all tracks in the Music Library are scanned for changes. You can view this process at the top of the screen. If you click the Save button at the bottom of the screen, the same scan process occurs. In this case, the information is saved and Tag screen closed.

If you add songs to your Music Library that have track information associated with them using ID3 tags, MusicMatch recognizes and displays that data in the Track Information screen (version 3.1 and later).

To restore ID3 tags that were associated with files added to MusicMatch Jukebox prior to version 3.1, choose Convert ID3 Tags.

Tracks purchased from **www.musicmatch.com** include both album art and lyrics.

Content CD

NOMAD includes a CD, CONTENT CD, that offers sample MP3 files for downloading, manipulating, and enjoying while you are learning to use the NOMAD Player, NOMAD Manager, and MusicMatch.

To open the Content CD:

1. With Windows 95/98 running, place the Content CD in the CD-ROM drive. The NOMAD software opens your Web browser and displays the NOMAD home page. The NOMAD home page, "Introduction," describes the CD's contents and presents the URL for the NOMAD Web site.



In order to access the NOMAD Web site, you must be connected to the Internet.

Click on the URL, www.nomadworld.com, to access the NOMAD Web site.



2. On the NOMAD CONTENTS CD home screen, click Music Catalog to display the directory of music genres represented on the Content CD.



3. Click on one of the music types displayed to open a listing of the selections available on the Content CD for that genre.



4. Select Intro to return to the home screen and select Partners to display a screen listing the Web sites that have contributed titles to the Content CD.

Click on any of the Partners' names to access their Web site.





Technical Specifications and Troubleshooting

NOMAD Player DAP-3201

I	Memory Capacity
	☐ Internal Memory 32 MB
	☐ Flash memory card 32 MB (available separately for 32 MB model)
1	Power
	□ 3 V
1	Battery
	☐ Two AAA high-capacity rechargeable (Ni-MH) batteries included with the NOMAD Player
	☐ 5-hour or longer playing time (with fully charged Ni-MH and alkaline batteries)
1	LCD
	☐ 16-letter display (95 x 12 dots, 11 x 12 dots)
I	Dimensions (W x H x D) / Weight
	\Box 58 x 85 x 17 mm / 64g (without batteries)
(Case
	☐ Magnesium
1	Data Transmission Speed
	☐ 1 Mbps or better (ECP Mode)
I	Memory Socket
	☐ Flash memory card socket
]	FM Tuner
	\square 88 MHz \sim 108 MHz
1	Voice Recording Format
	☐ ADPCM Type
ľ	Noise Ratio
	D 05 4D

Headphone Power Output

□ 6 mW

Output Frequency Range

□ 20 ~ 20KHz

NOMAD Docking Station DS-3201

Power

☐ DC 9V, 500 mA

Dimension (W x H x D) / Weight

□ 92 x 1332 x 50 mm / 165g

Case

☐ Plastic

LED Indicator

☐ Data, Power/Charge

Troubleshooting

If your NOMAD Player does not work, check the following before calling Technical Support:

The Player does not work or nothing is displayed on the LCD

- ☐ Check the rechargeable batteries and their charge level. Two 1.5V AAA batteries (general or rechargeable) are required.
- Check the polarity (+, -) of the batteries.

The buttons on the Player do not work

The Hold switch may be on. In Hold mode, the buttons do not work.

NOMAD Manager reports that Player is not connected

Check the condition of the batteries supplying power to the Player, the connection between the docking station and the Player, and the connection between the parallel port of the PC and the parallel cable.

The flash memory card cannot be inserted

- Check the orientation of the card, see "Flash Memory Card" on page 6.
- There are two types of flash memory cards, each of which works at 3.3V or 5V. The NOMAD Player does not use the 5V smart card.

Flash memory card is not recognized

- Reformat the memory card using NOMAD Manager.
- NOMAD Player does not support 2MB and 4MB SmartMedia. Use only 8MB, 16MB, and 32MB flash memory cards; Creative Flash Memory Cards, available at www.nomadworld.com, are highly recommended.
- Creative Flash Memory Card uses a proprietary format to optimize audio playback. The format is not compatible with your digital still camera (or other SmartMedia products). You cannot, for example, share the flash memory card between NOMAD and your camera.

Check that the parallel port is set

to ECP or ECP/EPP in the CMOS

setup.

SmartMedia card is not recognized by my digital still camera after using it in NOMAD Player		
	Format the SmartMedia card in the NOMAD Player using NOMAD Manager. Then, insert the SmartMedia card into your digital still camera and format it using the camera. It should now be usable	
	in your camera.	
The files on the flash memory card are not recognized		
	A flash memory card that has been used by any other MP3 player cannot be used.	
	Using NOMAD Manager, format the flash memory card and copy the files again.	
The NOMAD Player seems to hang		
	Try resetting the Player by removing and reinserting a battery. The Player should resume normal operation. If the problem persists, try reformatting the memory by using NOMAD Manager.	