

CLASSMATE 1.2 USER GUIDE by HumanWare

revision 8- 20081216

User Guide

About ClassMate Reader

HumanWare is proud to introduce a revolutionary device for people with reading difficulties. The ClassMate Reader is a tool designed to help students and adults in and out of the classroom and workplace improve reading comprehension, increase reading speed and develop strong vocabulary. This tool is indispensable for students and adults who need to refer back to previously recorded notes, tests or chapter summaries, as well as for anytime, anywhere learning.

The ClassMate Reader is a unique, portable and lightweight system about the size of a portable gaming system with a large LCD screen. You can listen to audio versions of your textbooks and reading materials, while following the highlighted text on screen. The system promotes phonetic recognition and fluency.

The ClassMate Reader has several features only found on more expensive PC-based software solutions such as text-to-speech, highlighting, dictionary, text and vocal notes and audio book navigation.

The ClassMate's study features are designed to assist you in retrieving information through the use of text notes, highlighting, bookmarks and voice notes. The ClassMate Reader can play various electronic book formats such as the new NIMAS (National Instructional Material Accessible Standard) format, and including DAISY, Bookshare.org, text, wav, and MP3 books. The player also provides integrated text-to-speech for reading books in text format, such as those from Bookshare.org. It uses removable SD flash memory cards or USB memory sticks to store books and electronic texts. It can easily transfer files from a PC with its standard USB connection.

We wish you many pleasant hours discovering all the facets of your new ClassMate Reader!

Note: The ClassMate Reader will be referred to as the ClassMate throughout the text.

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1. Overview of ClassMate Player

1.1 Unpacking the Player

The package contains the following items:

- ClassMate player with Stylus and rechargeable battery
- Power cord
- Ear buds headphones
- Warranty card,
- Carrying case/pouch
- USB cable for computer transfers
- USB cable for book cartridges and USB memory sticks
- ClassMate Package CD including User Guide with pictures
- Tutorial CD

Please ensure that you have received all the items and that none have been damaged in shipping.

Please note that before using your ClassMate player for the first time, you need to connect the player to a power outlet for at least 4 and a half hours to ensure a full charge. Please note that you can use your ClassMate player while charging the battery. With the power cord, the player will still be operational without the battery.

Note: To avoid damaging the touchscreen, do not pack the power supply in the carrying case.

In some countries the package may also contain a card to fill out if you wish to purchase an optional extension to your basic warranty. If you find this card and are interested in the extended warranty please note that the card must be returned within 30 days of your purchase. If you have difficulty filling out the card or wish more information please contact HumanWare:

Toll Free: 1 888 723-7273 (Canada & U.S.A.)

Telephone: 1 (819) 471-4818

E-mail: ca.sales@humanware.com

Please take the time to register your units at www.humanware.com. An extended warranty and a newswire service are also available. We will notify you when free updates are made available.

2. Physical Description of the ClassMate

2.1 Description


This section describes the various physical components of the ClassMate.

2.1.1 Face of the Player





The face of the player can be divided into three sections. A **touchscreen** occupies the center region, and there are buttons on either side of it.

On the left of the touchscreen are the following buttons from top to bottom:

-  : **Escape**
-  : **Study Tools**
-  : **Home**
-  : **Dictionary**
-  : **Record**

Note that the **microphone** is located **above** the **Study tools** button.

On the right of the touchscreen are the following buttons from top to bottom:

-  : **Four-way arrow navigation** buttons with the **Enter** button in the middle.
-  : **Go to Page/Heading** button




-  : **Play** button

Note that **the speaker** is located **above** the **Up** arrow.

2.1.2 Left Edge of the Player



On the left edge of the player, starting at the back, you will find:

-  : **Headphones jack**
-  : **Volume/Speed Up and Down**
-  : **Volume and Speed toggle** button

2.1.3 Right Edge of the Player




On the right edge of the player, starting at the back of the player, you will find:

-  : the **Power** button
- the **SD card slot**
- the **built-in stylus**.


2.1.4 Top Edge of the Player



When facing the top edge, you will find on the left:

-  : **Mini USB connector**. This is used to copy books from USB storage devices or to play material saved on USB memory sticks.

On the right side:

-  : **Power input jack**. It is used to connect the player to an electrical outlet.

2.1.5 Back Side of the Player



Two features are found on the back side of the player: The **Battery door** and the **retractable stand**. The Battery door covers most of the back of the player, and the retractable stand is built around it. To open the stand, locate the finger opening under the front edge of the player and extend it towards the back.

2.1.6 Battery removal and installation procedure

The ClassMate is shipped with the battery installed.

If you need to change the battery, follow these steps.

To remove battery:

Note: The following instructions assume that the ClassMate is oriented in the correct up position.

1. The battery compartment is located in the back of the player. To remove the battery door, you will need to loosen the screw using a standard Philips screwdriver.
2. Lift the battery door and remove from the player. On the right edge of the battery is a bump near the center, and two tabs on either side. The left edge of the battery has a finger tab in the middle.

3. To remove the battery, push and lift the finger tab located on the left-hand side of the battery and remove battery from the casing.

To install battery:

1. To install the battery, insert the right edge first, making certain the bump fits in the appropriate opening, and push the left edge in place. **The battery's label should be facing up. Do not force the battery in place; you only have to apply a slight push. The right side is inserted first; it should not be pushed down.**
2. Replace the battery door by putting the right-hand side in first and reinsert the screw to secure the battery door.

Note: To obtain replacement batteries, please contact HumanWare.

2.2 Powering On/Off ClassMate

To turn the player ON, **press and hold** the **Power** key, which is located on the right side of the player, near the top corner. You will hear a beep and a welcome message.

To turn the player OFF, **press and hold** the **Power** key again. You will hear two beeps indicating the player is powering OFF.

2.2.1 Player Reset using Power Button

If the player does not respond to any key presses including power off, **hold down** the **Power** button for **10 seconds** to force a hard reset. The player will shut down without saving anything and will revert to settings during last shutdown. A hard reset can also be performed when the Keyboard is locked. Note that if you perform a hard reset on a player that is operating normally, the settings will be saved as they would be during a normal shutdown.

2.3 Inserting and Removing the SD card

To insert and remove the SD card follow these steps:

1. Hold the player facing you. The SD card slot is on the right edge of the player in the centre.
2. One corner of the SD card is cut at a 45 degree angle. Insert the SD card with the label facing up. The cut corner needs to be the top left corner. If the wrong side of the card is inserted, it will not enter completely.
3. Gently, push the card into the slot until it clicks into place. Do not use excessive force. Only slight pressure is required to lock the SD card into place.
4. To remove the card, push down on the top edge to release it. Then pull it out.



Note: For documents over 4 gigabytes in size, you will need to use SDHC cards.

2.3.1 Protecting information/writing to SD card

- The card has a small colored lock tab on its left edge. Make sure the tab **is not in the lock position** if you plan **to write information** on the card such as recording or deleting voice notes.
- If you only listen to books, the tab can be put **in the down position to write protect the SD card**.

2.4 Memory Card Detection

When playing the contents of an SD card and it is removed from the player, the player will close the book. The Bookmarks will be saved, but not the Voice Notes. If the memory card was removed and reinserted, you will need to reopen the book to continue reading.

If the player is powered on with both an SD card and USB source present, the system will present both options. The SD card will appear as the first folder within the folder tree.

2.5 Bookshelf Structure

The ClassMate recognizes various book types which are saved in separate folder structures called Bookshelves. You select the Bookshelf using the four-way arrow navigation buttons to move within the tree folder. You may also use the touchscreen to select the Bookshelf of your choice. On the SD or USB source each Bookshelf is stored within a reserved folder name beginning with \$VR. Within each of these reserved folders (Bookshelves) there may be user defined subfolders containing separate books or categories of files. Books are listed in alphabetical order. **You may put other folders and files on the SD card but it is only the contents of the \$VR reserved folders that can be located within the ClassMate bookshelves.** The Bookshelf structure and usage are defined as follows:

Bookshelf: Talking Books (\$VRDTB folder)

Book types: DAISY 2.x, NISO Z39.86, NIMAS

Usage: The files comprising each of your DAISY or NISO books should be saved in separate subfolders under this folder. Use the **Up** and **Down navigation** buttons to move from folder to folder and from file to file. Use the **Right arrow** to open the contents of a folder and **Left arrow** to close a folder. Click **Open** or press **Enter** to select the book. In this bookshelf the current reading position is saved separately for each book.

Bookshelf: Music (\$VRMusic folder)

Book types: Recorded music (mp3, ogg Vorbis, wav, wma)

Usage: The entire music structure is defined as a single book meaning there is only one current reading position and set of bookmarks for the entire music structure. Set up folders within other folders containing music files. For example, the structure could be genre, artist, album, and tracks. Navigate using the **Up** and **Down navigation** buttons to select folder and then move within that subfolder using the **Right** arrow. Press **Enter** or **Play** to start playback. Use the **Left** arrow to exit a subfolder. Playback continues from the last file of one folder to the first file of the next folder. A shuffle mode allows you to randomize playback of your music files. During playback, use the **left** and **right arrows** to move to previous or next song (in normal or shuffle mode).

Note: To prevent accidental deletion of all music files, the contents of the Music Bookshelf can only be deleted using your computer.

Bookshelf: Audible books (\$VRAudible folder)

Book types: audible.com books

Usage: Each Audible book is comprised of a single file. Audible books should be saved in this reserved folder. Subfolders are optional. Use the **Up** and **Down navigation** buttons to select the

book of your choice. Click **Open** or press **Enter** to select the book. Do so again to start the book. In this bookshelf the current reading position and bookmarks are saved separately for each book. During playback, use the **left** and **right arrows** to move from section to section. Playback stops at the end of the book. The Audible bookshelf will only be created when you activate your ClassMate for Audible books.

Bookshelf: Other Books (\$VROtherBooks folder)
Book types: Non-DAISY or non-NISO recorded books (MP3, Wav)
Usage: The files comprising each book should be saved in separate subfolders under this folder. Example folder name: A Bug's Life. Use the **UP** and **Down navigation** buttons to move from folder to folder and from file to file. Use the **Right arrow** to open the contents of a folder and Left arrow to close a folder. Click **Open** or press **Enter** to select the book. In this bookshelf the current reading position is saved separately for each book. Playback stops at the end of the last file of each book.

Bookshelf: Podcasts (\$VRPodcasts)
Book types: Any of the ClassMate's supported audio file types.
Usage: Each podcast file is defined as a separate book meaning you must move from file to file using the **navigation arrows** while in the Bookshelf. Files may be in subfolders. Reading position and bookmarks are saved separately for each book (file). Playback stops at the end of each book (file).

Bookshelf: Text (\$VRText folder)
Book types: Text files (txt, html, rtf, xml)
Usage: The files comprising each book should be saved in separate subfolders under this folder. Example folder name: A Bug's Life. Use the **UP** and **Down navigation** buttons to move from folder to folder and from file to file. Use the **Right arrow** to open the contents of a folder and Left arrow to close a folder. Click **Open** or press **Enter** to select the book. In this bookshelf the current reading position is saved separately for each book. Playback stops at the end of the last file of each book.

NOTE: The folders will be created automatically when a non-write-protected SD card is inserted in the ClassMate. This does not apply to the \$VRAudible folder. It is only created if the SD card is activated for Audible books.

If the entire content of a bookshelf is deleted, this bookshelf will no longer appear in the list.

2.5.1 Other Reserved File Names

The ClassMate may create other file names beginning with \$VR on the SD or USB data source. **Removing or altering these files could result in unpredictable behavior.**

2.6 Audible books

ClassMate can play Audible.com format 4 books. You must first activate the ClassMate SD card for Audible books. To do this, connect ClassMate to your computer using the long USB cable and then activate the ClassMate using the Audible Manager software. When Audible Manager activates the ClassMate it will create a new reserved ClassMate folder named \$VRAudible in the root of the ClassMate SD card. It will place a hidden system (.SYS) activation file in that \$VRAudible folder which you must not delete. If you want to save Audible books on multiple SD cards you will need to activate each SD card separately. All Audible books must also be saved in this \$VRAudible folder. To transfer Audible books you may either use the Audible Manager with the ClassMate connected or use Windows Explorer to transfer the .aa Audible book file from the Audible downloads folder on your computer directly to the \$VRAudible folder on the SD card. If

you use Windows Explorer for the file transfer you can take advantage of the faster transfer speed of your computer card reader. If you choose to transfer books with Audible Manager you must always connect the ClassMate to the computer.

2.6.1 Audible Structure

Simply place your Audible books in the \$VRAudible folder. It is not necessary to place them in subfolders.

2.7 Podcasts Bookshelf

The Podcasts bookshelf contains a folder structure of audio files where each folder represents a podcast feed and each file an episode of that feed. Each file (episode) is defined as a separate podcast book.

2.8 Transferring Files between your PC and ClassMate

To connect ClassMate to your PC, power off on the player, connect one end of the long USB cable to the mini USB on the right side of the top edge of the ClassMate and the other end to your PC's USB port. Then turn the ClassMate back on. Windows will recognize the ClassMate SD card as a USB drive and you can then use Windows Explorer to transfer files back and forth. **If you have an SD card reader on your PC, it will be faster to transfer files using the PC card reader than using the USB cable with ClassMate.** If you are not familiar with file transfers using Windows Explorer you may want to install the optional ClassMate companion software. It is now available on the HumanWare website.

The ClassMate must remain powered on while connected to the PC. While connected, its controls will not function.

You will be able to upgrade the player with an updated SD card.

2.8.1 Upgrading your ClassMate

From time to time, HumanWare will offer upgrade files meant to improve your Classmate by fixing problems and adding features. The upgrade process is quick and simple. To perform an upgrade, you will need the following:

What you will need:

- Your ClassMate
- Power cord.
- SD card
- SD card reader **or** the ClassMate USB cable
- Computer with Internet connection

Downloading the Upgrade File:

1. Open up the HumanWare up website found at www.humanware.com
2. Advance to the **Products tab** and select **Learning Disabilities**.
3. Click on the ClassMate Reader image.
4. On the right-hand side scroll down to the **Support** section and click **Software**. You will find there the latest software version.

5. From the ClassMate upgrade page, select the download link. Find a location on your computer where to save this file.
6. The download will be a ZIP file containing a single upgrade (UPG) file.
7. Unzip the UPG file from the download zip file. Note that you do not need any special unzip software. Windows XP and Vista can unzip the UPG file from the download ZIP file.

Copying Upgrade file

8. You need to place the UPG file in the root of your ClassMate's SD card. There are two ways to accomplish this. You can either copy the file to the SD card using your computer's SD card reader, **or** you can copy the file to your ClassMate's SD card directly by using the USB cable.

Using the SD card reader

- Using Windows Explorer, copy the UPG file to the root of the SD card.
- Insert the SD card into your ClassMate.
- If the ClassMate is on, turn it off.

OR

Using the ClassMate USB cable

- Connect the USB cable to your ClassMate.
- Connect the other end of the USB cable to your computer.
- Turn on the ClassMate- A picture will say that you are connected.
- While the ClassMate is connected to the computer by way of the USB cable, copy the UPG file to the root of your ClassMate's SD card.
- Once the copy is done, use the Windows "safely remove device" feature to end communications between the ClassMate and your computer.
- Shut the ClassMate off and unplug the USB cable.

Installing the upgrade

9. Connect the ClassMate to AC power and turn it on.
10. The ClassMate will recognize the UPG file and initiate the upgrade process. You will be asked to confirm the upgrade. To confirm the upgrade, press the **Play** button. Press any other button to cancel the upgrade. Audio messages will inform you of the start and end of the update process which takes about 2 minutes. Note that once upgrade procedure has started, it cannot be interrupted.

Note that you may use the same UPG file to perform multiple upgrades.

11. Delete the UPG file from the card after updating. To do so, insert the SD card in your computer's SD card reader and locate the file using Windows Explorer. To remove, select it using the left mouse button and press the **Delete** button on the keyboard. You can also delete the file from the SD card using Windows Explorer by way of the ClassMate USB cable.

2.8.2 Using Windows Explorer for File Transfer

1. Locate on your computer the content (on CD or Hard Drive) you wish to transfer to your ClassMate.

2. Connect long USB cable to the ClassMate and the other end to your computer's USB port.
3. Turn the ClassMate On if connected by USB cable.
4. Copy the contents you wish to transfer and drag over to "**removable disk**". Windows will recognize the SD card as a removable disk, whether it is in the ClassMate or an SD card reader. Make sure to copy files in the appropriate folders.
5. Once information has been transferred to the ClassMate SD card, right-click on "**removable disk**" and select "**Eject**" to complete the process.

2.8.3 Folders and their respective contents

\$VRDTB

Playing DAISY books with the ability to navigate, for example moving within pages and chapters.

\$VRMusic

Music files played by the ClassMate include mp3, Ogg Vorbis, wav and wma.

\$VRAudible

Single file books. Each book may have sections.

\$VROtherBooks

Other books are files such as MP3 books created with Optical Character Recognition (OCR), Mass market MP3 audio books or podcasts from the internet.

\$VRPodcasts

Single file audio broadcasts. Podcast files do not contain sections.

\$VRText

Material that has been saved in html, rtf, txt and xml formats.

2.8.4 Disconnecting the player from the computer

When you disconnect from the PC, you will need to power off the ClassMate.

You can switch SD cards in the ClassMate while connected but before removing the SD or disconnecting the ClassMate be sure to use the **Safely Remove Hardware** function on the Windows System Tray. This will ensure that the data contained on the SD card is not corrupted.

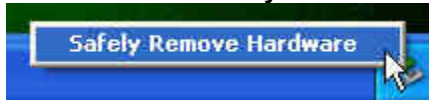
The windows system tray is located in the bottom right corner of the screen. It is where the clock and various icons are located.



To safely disconnect or remove the SD card from the player while connected to the PC, you will need to right-click the **Safely Remove Hardware** icon.



Left-click on the **Safely Remove Hardware** option.



Windows will inform you that you may now disconnect the player from the computer.



2.9 Access Password protected books (RFB&D)

Some DAISY books may be protected. In order to access them, you will need to authorize your player to read these books.

To obtain the RFB&D User Authorization Key (UAK), please contact **Recording for the Blind & Dyslexic at 800-221-4792: www.rfbd.org**. This is a special firmware upgrade for your Classmate that will allow you to access your RFB&D books. The cost of the UAK is \$20.00 plus shipping.

RFB&D was established in 1948. It provides materials for all people who cannot effectively read standard print because of a visual, perceptual, or other physical disability.

For additional information on **RFB&D membership**, please visit:
<http://www.rfbd.org/membership.htm>

2.10 Key Describer mode

To access the **Key Describer** mode, **press and hold** the **Home** button for two seconds. When in this mode, the player will announce the name of each button when they are pressed. To exit the **Key describer** mode, press and hold **Home** again for two seconds. When key describer mode has been established, a yellow box will appear in the bottom right corner.

2.11 Keyboard Locking

This player was designed so it could be carried without accidentally activating buttons or to help some students stay focused on the reading task. To activate this option, **press and hold** the **Escape** button for two seconds. A message will inform you that the keyboard has been locked.

When the player is in Locked mode, all key presses will be ignored and Playback will begin. To exit locking mode, press and hold **Escape** for two seconds again.

Note that performing a Hard reset will shut the player even if it is in Keyboard lock mode.

2.12 Battery

The fully charged battery will provide up to **7 hours playtime**. However, battery playtime may be reduced in the following cases:

- If the battery is charged for less than 4 and a half hours.
- If navigation commands are used frequently.
- High volume level or High Speed playback.
- Level of contrast.

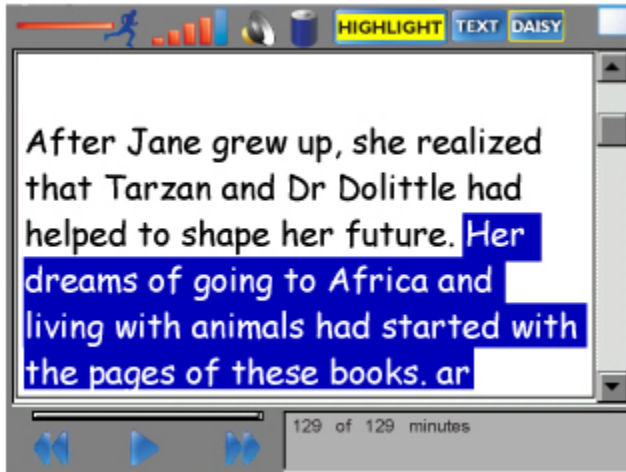
- After many recharge cycles (more than 250) the battery capacity will start to reduce.

The battery will automatically recharge whenever the player is plugged to AC power. The player can be used while recharging. If the player is powered Off, you will see an indication on the screen that the battery is charging. A full recharge takes up to **4 and a half hours**.

NOTE: When the player is not connected to a power outlet, and left in pause mode for more than 15 minutes, it will shut Off automatically to save the battery.

3. Basic Functions

3.1 Text Window



The **Text window** can be divided into three sections. The main section is the text area. The appearance of the text and background can be modified. See **Settings/Visual settings** for additional information.



Above the text is the toolbar in which you will find various icons and buttons.

The first icon represents the player's **Speed setting**. The length of the horizontal bar next to it represents the current speed setting. Pressing this icon will bring you directly to the speed menu, where you can adjust the settings to your needs.



The second icon represents the player's **Volume setting**. The vertical bars next to it represent the current volume setting. Pressing this icon will bring you directly to the volume menu, where you can adjust the settings to your needs.

To adjust the Speed or Volume Settings, please see **Speed and Volume Settings** in the **Settings** menu.

Next to Speed and Volume is the **Battery** icon. This is a visual representation of the battery status and charge level. If the battery charge becomes too low, the battery icon will begin to flash.



Battery charging



Fully charged battery



Battery charge high



Battery charge medium



Battery charge low



Battery charge very low



Next to the battery icon, is the **Highlight** button. The **Highlight** button is used to highlight the selected text using the current highlight settings.

The appearance of the **Highlight** button reflects these settings. The button's background color as well as the characteristics of the button's name will serve as a reminder of the current Highlight settings. For additional information on Highlighting, please see **Highlight settings** in the **Study tools** section.



Next to the **Highlight** button are the **Navigation mode** buttons. These buttons display the current navigation mode (shown with a yellow outline) and allow you alternate from one mode to the other.



Finally, in the upper right corner, you will find the **Maximize window** button. This option will maximize the size of the text area by hiding all buttons and icons. To return to normal view, tap the blue bar at the top of the screen.

Below the text area are **Navigation** buttons and an **Information window**.

The navigation buttons are:



Play and Stop buttons. These two buttons will alternate to display the option not currently in use. They can be found between the **Rewind** and **Fast Forward** buttons.



Rewind and **Fast Forward** buttons. They are used to move backwards and forwards in the text. To activate the **Rewind** or **Fast Forward** button, press once. The player will announce the rate of progression as it moves through the text. To end, press the **Rewind** or **Fast Forward** button again or **Play** to begin reading at the new location.

Finally, in the lower left corner, you will find the **Progress bar**, which allows you to estimate your position within the text. By tapping it twice, you will be able to jump to another position in the book. This feature can be disabled in the **Font and Style** submenu in the **Visual Settings** menu. Also, in the lower right corner is the **Information window**. This area is used to display information including: the current book's title, location path and type, the number of pages, headings and total time. Tap this area to maximize and minimize the size of this region.

3.2 Open a Book



Open

To open a book:

1. Press the **Home** button to access the main menu.
2. From the **Main menu** select the **Open Book** icon. The **Open Book** dialog will appear.
3. From this dialog box, the user can select the book to open.
4. To open the selected book, press the **Open** button. The player will close the menu and load the selected book. You may also select **Cancel** or press **Escape** to return to the menu.

Example: Select SD Card by Arrowing down with the navigation keys and press

1. **Right arrow** to open SD file
2. **Down arrow** to select Digital Talking Books
3. **Right arrow** to open book lists
4. **Down arrow** to highlight selection
5. **Enter Key** to open the book (**Enter key** - center of four-way navigation)

You may only open one book at a time. If you open another book, the first one will be closed.

Note: Some RFB&D books are protected by a PIN number. If such is the case, a dialog box will appear in which you can enter your PIN number. For additional information, please consult the [Access Password protected books](#) section.

You may also use *Open Book* to open .txt documents or the Music book.

3.2.1 Open Last Active Book

At the bottom of the **Open Book** dialog you will find a checkbox called **Open Last Active Book**. Enable this option if you want to have the last book read automatically opened when you start up ClassMate. This option is not selected by default.

If the player is unable to open the last book, the **Open book** dialog will ask you to select the right book.

Note: Make sure the book is active (open) when you shut the player.

3.3 Listening to Music



To listen to music:

1. Press the **Home** button to access the main menu.
2. From the **Main menu** select the **Open Book** icon. The **Open Book** dialog will appear.
3. From this dialog box, open the **Music Files** and select the **Music** book.
4. To open the **Music** book, press the **Open** button. The player will close the menu and load the **Music** book. You may also select **Cancel** or press **Escape** to return to the menu.
5. Using the Arrows or Stylus, select the song you wish to listen. Press **Play** or **Enter** to start song.
6. While in playback, use the **Left** and **Right arrows** to move to the previous or next song in the list.

Note: When in Shuffle mode, all your music files will play in continuous loop.

3.3.1 Shuffle mode (Music only)



Press the **Shuffle** button to toggle between Shuffle mode ON and Shuffle mode OFF. The Shuffle mode option is only available from the toolbar when listening to music. When the Shuffle mode is enabled, the ClassMate will play random songs from your music folder after your

first selection. When Shuffle mode is off, playback will follow the order in which the songs are presented. Whether in Shuffle mode or not, use the **left** and **right arrows** to move to the previous or next song. The default setting is Shuffle mode OFF.

3.4 Delete a Book



To delete a book:

1. Press the **Home** button to access the main menu.
2. From the main menu, select the **Delete a Book** icon. A tree view of all books found in the player will appear.
3. Select the book you want to delete and press the **Delete** button. The player will ask for confirmation before deleting the book.
4. You may also select **Cancel** or press **Escape** to return to the menu.

You can also delete a book by deleting it from the SD card using an SD card reader.

Note: Bookmarks, voice notes, and text notes associated to this book will all be removed with the book deletion.

You may also use Delete a Book to delete a document.

3.5 Read a Book

To read an open book:

1. Press the **Play** button. The player will read the book while highlighting the text. As it progresses, the screen will scroll down to follow the progression of the text as it is being spoken.
2. To stop reading, press the **Play** button again.

Note that you may also use the Play/Stop icon  located at the bottom of the screen.

You may also use Play to read a document.

3.6 Using the Stylus

The stylus is used to make selections on the touchscreen. It can be used to press icons and to select text.

There are two ways to select text using the Stylus: you can tap, or tap and drag.

3.6.1 Tap

- If you tap once on the touchscreen, the cursor will appear at this location.
- If you tap twice at the same place, you will select that given word.
- If you tap three times, you will select that entire line.

- If you tap four times, you will select the entire paragraph.

3.6.2 Tap and Drag



Another way to select text is to tap and drag. This is used to select a specific element or passage of text. To make the selection, tap at the beginning of the text you want to select and drag the stylus over the text right to the end of the passage of interest.

3.7 Using the Keyboard

The player's internal keyboard is used with the **Dictionary**, when using **Find Text**, when entering **Text notes** and when entering your user name in the **About** window.


The top portion of the keyboard feature is the text edit box. It is here that you enter the word you are looking for (in the dictionary or to find text). It is also the place where you write a **Text note**.

The rest of the page is used for the keyboard itself. The top row is comprised of **ABC**, **PC**, **Accents**, **Backspace** and **Clear** buttons.

If you select **ABC** , all the letters will appear in alphabetical order. If you select **PC** , the letters will be arranged the same way they are on a computer keyboard.



Press the **Accents** button to access the Accents keyboard layout. From there, you can make your selection from the accented letters available.


Press the **OK** key to accept the word or text entered to finish up the text note - you will then be taken back into the book.

To the right of the **Accents** button is the **Backspace** key . It is shaped like an arrow pointing left. It is used to erase a letter placed to the left of the cursor.

The last button found on the top row is the **Clear** key . It is used to erase the text entered in the text edit box.

The next row is used for **numbers** and a variety of useful **symbols**. You will find all **letters of the alphabet** in the next three lines.

The first button of the bottom row is the **Shift** key . It is shaped like an arrow pointing up. It is used to change all letters to upper or lower case. The **Shift** key also changes the first line from numbers to symbols. Next to the **Shift** key is the **Space bar**, used to insert spaces in the text. Use the **CAPS** key  if you wish to write more than one letter in capital letters.

Finally, above the **OK** key in the bottom right corner is the **Play** key . It is used to hear the text entered in the edit box.

3.8 Add Voice Note

When using files of any format, it is possible to record **Voice notes**.

To record a **Voice note**, move cursor to the place in book where you want to add a **Voice note**. Stop playback using the **Play** button.



Press and hold the **Record** button. You may now speak into the microphone located in the upper left corner of the player. To end recording, release the **Record** button. Alternatively, you may also **press and release** the **Record** button to start recording and **press again to stop**. **This is useful when recording for a longer period of time**. In both cases, the **Information window** will become red to indicate that recording is in progress. A message informs you that a note has been inserted. This message also announces a note number. A **microphone icon** appears in the text at the location where the voice note was recorded.

To pause recording, press the **Play** button. To cancel recording, press the **Escape** button.

To play a **Voice note**, place the cursor in front of the microphone icon using the **Navigation buttons** or **Stylus** and press **Enter**.

To search for existing **Voice notes** you can use the **Search Markings** option found in the **Study Tools**. From there you can **Search All Markings** or **Search Voice Notes**.

To delete **Voice notes**, use the **Delete** key in either the **Search All Markings** or **Search Voice Notes** menu items.

Note: You can only record Voice notes if the SD card is NOT write-protected. If you reach the maximum capacity of the SD card, recording will stop automatically, the voice note will be saved and the message "Recording stopped, out of memory" will appear.

3.9 Navigating Menus

You can navigate menus two different ways. You can use the **four-way navigation** buttons to select the menu item of your choice, or you can use the touchscreen.

When using the **Four-way navigation** buttons, you can move from one icon to the next. When you are ready to make your selection, press the **Enter** button which is in the center of the **Four-way navigation arrows**.

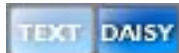
If you use the touchscreen, simply locate the menu item of your choice and tap on it to activate it.

3.10 Navigating a Book

You can navigate to any location within a selected book. To do so, you need to select a navigation mode.

There are two navigation modes: **DAISY** and **Text**. Each mode is represented by a button at the top of the screen. Selecting one mode will deactivate the other. The selected mode will have a yellow outline.

3.10.1 DAISY Mode




To select the DAISY mode, make sure the DAISY button on top of the screen is selected (yellow outline). When in DAISY mode, use the **UP** and **DOWN** navigation buttons to select a navigation level and the **LEFT** and **RIGHT** navigation buttons to navigate within this level. The player will move to the desired location.

The DAISY levels are as follows: **Page**, **Phrase**, **Time jump one minute**, and **Level**.

If the book is in Text format (using TTS), the following levels are available: **Character**, **Word**, **Sentence** and **Paragraph**.

Note that the DAISY navigation mode only applies to DTB and Text books.

For example, to jump ahead three minutes in the text:

1. Make sure you are in **DAISY** navigation mode  (**DAISY** appears in a yellow outline at the top of the screen).
2. Press **UP** (or **DOWN**) until you hear "Time jump: 1 minute".
3. Press the **RIGHT** arrow three times. The player will jump three minutes further into the text.


Note: To jump backwards, you would have pressed the **LEFT** button instead of the **RIGHT**.

3.10.2 Text Mode



To select the **Text** mode, make sure the **Text** button on top of the screen is selected (yellow outline).

When in **Text** mode, you will use the navigation buttons to move to different places in the book:

1. Make sure you are in **Text** navigation mode  (**Text** appears in a yellow outline at the top of the screen).
2. If the book is playing, press **Pause** to stop playback.
3. Use the **Four-way navigation arrows** to move to the desired location in the book.
4. Press **Play** to start reading at this place.

3.11 Scrolling through a book while playing book

While reading a DTB or Text book in **Text navigation mode**, it is possible to view the text that precedes or follows the passage currently being read. You may scroll back or ahead of the selected passage by pressing and holding the **Up** or **Down arrow**. To stop scrolling, simply release the arrow. When the player starts reading from the next selected passage, the text will automatically scroll back to this location.

To navigate through files found in the Music or Other Books folders, use the **Up** and **Down navigation** arrows to move from one file to the next and press **Play** to start.

3.12 Go to Page / Heading

If the book structure allows it, you can Go To any specific page or heading within a loaded book.

To Go to a page, from the text, press the **Go to Page/Heading** key once. The **Go to Page** dialog appears.

To Go to a heading, from the text, press the **Go to Page/Heading** key twice. The **Go to Heading** dialog appears.

At this point, there are two ways to enter page numbers and headings:

1. Using the stylus, enter the desired page number by touching the numbers on the touchscreen, then press **OK** on the number key pad.
2. Using the navigation buttons to go to the desired number and pressing the **Enter** key at the center of the navigation keys to select it. The player will go to the selected page. You

may also press the **Cancel** key (the red "x" in the upper right corner) or the **Escape** button to return to the book.

Note that the Go to Page/Heading function only applies to DTB and Text books.

3.13 Find Text

You may use the player to find specific text passages within the current book.

To search for text:

1. Press the **Go to Page/Heading** button and select the **Find Text** option located at the bottom of the screen. The **Find Text** dialog will appear.
2. Enter the text you wish to find in the Edit box and press the **OK** button. The **Occurrences** window will appear. The search word will appear in the **Edit** box. The first occurrence of the search word appears in the box below. The number of occurrences of the word is listed at the bottom of the screen.
3. Use the arrows on the top of the screen to move to the previous or next occurrence of the word or press **JUMP** to jump to this word in the Text.
4. If instead you wish to change or modify the search, press the **Keyboard** button to the right of the edit box in the **Occurrences** window.

Note that the Find Text function only applies to DTB and Text books.

4. Settings

4.1 Visual Settings

To change **Visual Settings**, from the main dialog window, press **Home** and select **Visual Settings**. From there, you will be able to modify the following settings.

4.1.1 Font Size/Style



Font settings

This option allows you to choose the size and style of the fonts used to display the text. To change the size of the letters, use the **navigation arrows** or stylus to select a number in the left column. To change the style of the letters, use the **navigation arrows** or stylus to select the font type in the right column. A display box at the bottom will show how text will appear with the new font size and style. A check box at the bottom allows you to enable/disable the **Progress bar**. It is located in the lower left corner of the main window. It allows you to estimate your position within the text. It also allows you to jump to another position in the text.

4.1.2 Color Text/Background



Color settings

This menu option allows you to select the color of the text and the background. Use the **navigation arrows** or stylus to select the best combination of colors for you.

Note: If you select White on White or Black on Black, only the currently selected section being read will be visible.

4.1.3 Contrast

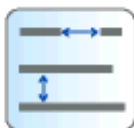


Contrast

Use this menu option to adjust the contrast of the player. A higher contrast value means that the difference between white and black will be greater than that found in a lower contrast value.

Use the stylus or the **up** and **down navigation arrows** to make changes.

4.1.4 Spacing Word/Line



Spacing
Word/Line

You can use the sliders to increase or decrease the spacing between words and lines.

Move from one slider to the next using the **Up** and **Down** arrows and adjust spacing using the **Left** and **Right navigation arrows**. You can also use the stylus to change the spacing.

4.1.5 Vertical Cursor Placement



Vertical cursor placement

Use this option to adjust the position of the cursor on the screen during the reading of the text. You can choose to have the cursor on Top, in the Middle or the Bottom of the screen. This setting allows you to position the highlighted text being displayed on the screen when listening to a book.

4.1.6 Default



This option allows you to return to the original visual settings.

4.2 Audio Settings

To change **Audio Settings**, from the main dialog window, press **Home** and select **Audio Settings**. From there, you will be able to modify the following settings.

4.2.1 Playback type selection



Depending on books, there are two types of playback available. If the book has full audio included, you will be able to listen to a **recorded reading** of the text. If the book has the full text included, you will have the option to listen to the contents by using the **Text to Speech** feature. To apply a playback type to a player, press **Home** and select **Audio Settings**. The first icon will allow you to alternate between a **Recorded voice** or the **Computer voice (Text-to-Speech)**.

When a book is selected, if both types are provided, the playback will resume in the saved type. If the book only has one mode, the playback will select this type over the saved type. During the playback, the user will be able to change the playback type if both are supported in the book.

The Voice type will be saved in flash memory for the next session. One playback type is saved for the whole player not for each book.

There are three types of books that can be downloaded

1. **Audio only:** These books have a recorded human voice reading the text. On occasion, a book will be in Text to Speech. The written text is not available.

2. **Text only** or **Text files**: The written text will appear onscreen but there is no recorded voice. To hear the text, you will need to use the computer voice (Text to Speech).
3. **Text plus Audio**: The written text appears onscreen and you have the option of hearing the recorded human voice reading the text, or the computer voice (Text to Speech).

4.2.2 Audio Interface



This option allows you to decide if you want to hear the menus on the player or to have them silenced. Options include: **Audio Interface ON** and **Audio Interface OFF**.

Note: Audio Interface OFF will also mute the commands found in the Dictionary application.

4.2.3 Speed and Volume Settings



Use this option to adjust the **Speed** and **Volume** settings of your player. The first item is **Speed**. This adjusts the speed at which the text is read. The second item allows you to adjust the volume of the player's external speaker. The final item allows you to set the volume heard when using headphones to listen to the player. At the bottom of the screen is the option to turn off the beeping sound heard when pressing a button. They are called keyclicks. **To turn off keyclicks, uncheck the box.**

4.2.4 Text to Speech Selection

In some countries different TTS engines will be made available. To alternate between the default English TTS engine and another one, press **TTS selection** button to toggle between them. The name of the TTS engine selected will be announced when the button is pressed.

4.2.5 Default



This option allows you to return to the original audio settings of the player.

4.3 Timer Mode

It is possible to setup a timer that will automatically stop playback of a book after a certain amount of time.

To setup the **Timer** function:

1. Press the **Home** button and select the **Timer Mode** option. At this point, several Timer options will be made available.
2. Select the length of time you want playback to continue before stopping. Once the selection is made, all menus are closed.
3. Playback resumes automatically. The player will automatically stop reading when the set time is elapsed.

Once activated, you can always cancel the Timer Mode by selecting **Timer Off** from menu.

4.4 Calibration

Calibration is a way to keep the touchscreen accurate.

You will be asked to calibrate the player when it is used for the first time. You may also want to recalibrate the player manually.

To calibrate the touchscreen, press and hold the **Study tools** button for two seconds. A window will appear. You will be asked to touch different regions of the screen using the stylus.

If you find that the touchscreen does not respond accurately to presses, you may need to calibrate the screen.

5. Study Tools Menu

5.1 Study tools menu items

The **Study tools** menu contains the options listed below. You will make your selection by moving the green box around the option of your choice.



5.1.1 Highlight Text



For books found in the DTB and Text files folders, it is possible to highlight text passages. There are many types of highlighting options. Please see **Highlight Settings** to learn how to select different types of highlighting options.

To highlight a text passage:

1. Press the **Play** button to stop the reading of the book.
2. Use the **Navigation arrows** (in Text navigation mode only) to move to the beginning of the text you want to highlight.
3. Press the **Study tools** menu and select **Highlighting**. You will return to the text.
4. Using the **Navigation arrows** to move to the end of the text you want to highlight.
5. Press the **Enter** button. The selected text will be highlighted according to your settings.

Alternate method 1:

You may also use the Stylus to highlight sections of text.

1. To do so, press the **Play** button to stop the reading of the book.
2. Drag the **Stylus** over the portion of the text you wish to highlight.
3. Press the **Highlight** button located at the top of the screen.
4. Press **Play** to resume playback.

Alternate method 2:

To highlight the section of text currently read, or selected text with stylus

1. Press the **Play** button to interrupt the reading. The player will have selected the entire selection.
2. Press the **Study tools** button and select **Highlighting**.
3. Press the **Play** button to resume reading. The selected text will appear highlighted.

Note that you may not highlight a passage with two different highlight types at the same time. Highlighting a text a second time will remove the first highlight and replace it with the second.

See [Using the Stylus](#) section for information on how to use the stylus to select text.

You will notice that the **Highlight** button at the top of the screen will represent the choice of highlight you have selected.

Highlighting possibilities include the following: highlighting in yellow, green, pink or blue, or in the advanced mode highlighting with underlining, with bolding, highlighting with star, circle or square symbols.

To search for existing **Highlighting marks** you can use the **Search Markings** option found in the **Study tools**. From there you can **Search All Markings** or **Find Highlighting**.

To delete **Highlighting marks**, use the **Delete** key in either the **Search All Markings** window or when searching for a specific type of marking in the **Navigate Markings** submenu.

5.1.2 Highlight Settings



To adjust highlight settings:

1. Press the **Play** button to interrupt the reading.
2. Press the **Study tools** button and select **Highlight Settings**. A dialog box will appear in which you can select the highlight color of your choice. If you wish to use advanced settings beyond the color choices, select **Advanced mode** and you will be provided with other options to choose from.

3. Press **Enter** to confirm your selection.

The **Highlight** button at the top of the screen will change its appearances to reflect the changes you've made in the **Highlight Settings**. This way, when you decide to highlight a passage using the **Highlight** button, you will know what its effect will be. Whenever you change the settings, the appearance of the button will change accordingly.

5.1.3 Add Text Note



You may enter Text notes for all types of formats. You can write up to 128 characters for each text note.

To enter a Text note:

1. Press **Play** to interrupt reading.
2. Use the **Navigation arrows** (in Text navigation mode only) or your Stylus to find the location where you want to insert your text note. Place the cursor at the location where you would like to insert the text note.
3. Press the **Study tools** button and select **Text Note** from the available icons.
4. A dialog window will appear.
5. Use the graphical **keyboard** to enter a text note in the Edit box.
6. Press **OK** when you are finished with the text.

The player returns to the text. You will notice that an icon has appeared at the location of the **Text note**. Press **Play** to resume reading book.

To listen to a Text note, place the cursor in front of the Text note icon and press the **Enter** button.

To read the contents of the Text note, place the cursor in front of the icon and press the **Tools** button followed by the **Text note** button.

To search for existing **Text notes** you can use the **Search Markings** option found in the **Study tools**. From there you can **Search All Markings** or **Find Text Notes**.

To delete **Text notes**, use the **Delete** key in either the **Search All Markings** or **Search Text Notes** menu items.

Note: You can only Add Text Notes if the SD card is NOT write-protected.

5.1.4 Add Bookmark



If you wish to return to a place in a book at a later moment, you can use the **Add Bookmark** function. You may insert Bookmarks in all types of file formats.

To enter a bookmark:

1. Press **Play** to interrupt reading.
2. Use the **Navigation arrows** (in Text navigation mode only) or the stylus to find the place in the book where you want to insert a bookmark.
3. Press the **Study tools** button
4. Select the **Bookmark** option. The player will return to the text. A bookmark icon will appear at the cursor's position in the text.

To search for existing **Bookmarks** you can use the **Search Markings** option found in the **Study tools**. From there you can **Search All Markings** or **Find Bookmarks**.

To delete **Bookmarks**, use the **Delete** key in either the **Search All Markings** or **Search Bookmarks** menu items.

5.1.5 Navigate Markings



Use this option to locate **highlighting, bookmarks, text notes, voice notes** and **all markings**. You can also access the Export Text Note feature.

1. After selecting the type of marking you want to look for, you will be taken to the **Search markings** dialog. You will be able to move to the previous or next marking of this type in the text using the **Previous** and **Next arrows** on top of the screen.
2. To move to a given marking's location in the text, press **JUMP**. This will allow you to access the marking, or start playing the book from that location.
3. To delete any marking, press the **Delete** button at the bottom of the screen. You will be asked to confirm if you really want to delete the marking.

Note that if you want to navigate **Highlighting** markings, you will be asked to select a type of highlight or all of them.

5.1.6 Deleting Markings

To delete **Markings** use the **Navigate Markings** option found in the **Study tools**. From there you can **Search All Markings** or search for the specific type of Marking. Once found, use the **Delete** button to remove the marking from the Text. You will be asked to confirm if you really want to delete the marking.

5.1.7 Exporting Text Notes

To export the Text notes of an active book:

1. The book should be open and have Text notes.
2. Press the **Study Tools** button.
3. Select **Navigate Markings**.
4. Select the Export feature. This brings up the **Export** dialog.
5. Press **Export** button.

The book's text notes will be exported to an xml file located on the SD card in the \$VRExport folder. The file will have the same name as the book.

Note: To export text notes, make sure the SD card is not full or is not write-protected.

Use the Backup feature found on the Text notes tab of the ClassMate companion to create a copy of your text notes on your computer. Please consult the Creating a Backup of Text Notes section from the ClassMate Companion user guide for additional information.

5.1.8 Consult Dictionary



The Player comes equipped with a built-in dictionary. You may use this dictionary to lookup definitions of words that appear in a text or to check the spelling of any word that comes to mind.

The dictionary used in the ClassMate player is based on the Oxford American Minidictionary copyright 2004 Oxford University Press Inc.

For additional information, please consult the **Dictionary section**.

6. Dictionary



The dictionary used in the ClassMate player is based on the Oxford American Minidictionary copyright 2004 Oxford University Press Inc.

There are 2 ways to access the dictionary:

- In the **Study tools** menu, selecting the **Dictionary** option
- By pressing the **Dictionary** button

6.1 Looking up words


6.1.1 Looking up words from the text

If you are reading a text and wish to lookup a word, select it with the stylus and press the **Dictionary** button. You may also use the **Study tools** button to access the menu. At this point, you can select the **Dictionary** option.

The Player opens the **Dictionary** dialog with the selected word in a combo box. The definition will appear below.

The combo box also allows you to browse for similar words. Using the stylus, press the arrow to the right of the box to access this list of words. This can be useful if the original word does not exist or is misspelled. Select the right word from the list and its definition will appear in the box below.

6.1.2 Looking up other words




If you want to lookup the definition of another word, you can do so by entering this word in the top edit box. To type in the new word, press the keyboard icon  to the right of the edit box. Use the **keyboard** to enter a word. When done, press **OK**. You will return to the **Dictionary** dialog.

6.1.3 Looking up words in a Definition








To find the definition of a word within the definition itself, select the word and press the **Dictionary** button.

6.2 Dictionary Features

6.2.1 Syllable, Spell and Word

To the left of the Edit box are three buttons, the **Syllable** button , the **Spell** button  and the **Word** button . The **Syllable** button will separate the selected word into syllables. This option will only work if the word is found in the dictionary. The **Spell** button will spell out the word. The **Word** button is used to announce the word using the Vocalizer TTS.

6.2.2 Other Features

On top of the dictionary dialog, you will find the **JUMP**, **Context**, and **Definition** buttons. The **JUMP**  button will locate all occurrences of the selected word. Using the **Previous**  and **Next**  buttons, you will be able to move from one occurrence to the next. The **Context** button  allows you to see the word as it appears in the text. If you press the **Definition** button  while in context mode, you will return to the definition dialog. At the bottom of the screen you will find the **Play** and **Stop** buttons. Use the  **Play** button to hear the definition of the selected word. Press  **Stop** to end playback of definition.

7. Appendix

7.1 Dictionary Abbreviations

a b b r. : abbreviation
a d j.: adjective
a d v.: adverb
a e r o n.: aeronautics
a n a t.: anatomy
a r c h i t.: architecture
a s s i m.: assimilated
a s t r o n.: astronomy
a t t r i b.: attributive
A u s t r a l.: Australian
b i o c h e m.: biochemistry
b o t.: botany
B r i t.: British
c.: century, circa
c h e m.: chemistry
c o m b.: combining form
c o n j.: conjunction
c o n t r.: contraction
d e r o g.: derogatory
e. g.: for example
e l e c t r.: electricity, electronics
e s p.: especially
e t c.: et cetera (and so on)
f e m.: feminine
g e o l.: geology
g r a m.: grammar
h i s t.: historical
i n f.: informal
i n t.: interjection
i n t e r r o g.: interrogative
l i t.: literary
m e d.: medical
m u s.: music
n.: noun
n. p l: noun plural
n a u t.: nautical
o b j.: objective
o r i g.: originally
p a r t.: participle
p h r.: phrase
p l.: plural
p o e t.: poetics
p o l i t.: politics
p o s s.: possessive
p r e p.: preposition
p r e s.: present
p r o n.: pronoun
r e f l.: reflexive
r e l.: relative
s i n g.: singular

s l.: slang
s u b j.: subjunctive
s y m b.: symbol
u s u.: usually
v.: verb
v. a u x.: auxiliary verb
v a r.: variant

7.2 Dictionary License

The dictionary used in the ClassMate player is based on the Oxford American Minidictionary copyright 2004 Oxford University Press Inc.

7.3 Minimum End User Terms

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This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>)

8. Technical Specifications

ClassMate Reader Specifications:

- Size: 157 x 91 x 30mm (6.2 x 3.6 x 1.2 inches)
- Weight with battery: 250g (8.8 ounces)
- 3.5mm stereo Headphone jack
- Built-in mono omnidirectional microphone
- Built-in 16mm 325mW speaker
- Battery: Lithium-Ion, 3.7V nominal, 2 A H
- Battery recharge time: 4-5 hours
- Battery Playtime: 7 hours continuous play of DAISY or NISO book using headphones
- Power Supply: Switching type AC/DC. Input 100V – 240V, 50 – 60Hz suitable for multiple countries with plug adapter

- Operating temperature range: +5 to + 40 degrees Celsius
- Battery charging temperature range : +5 to + 35 degrees Celsius
- Storage and transportation temperature: -20 to + 45 degrees Celsius
- Operating humidity: 5% to 90% (non-condensing)
- Storage and transportation humidity: 5% to 95% (non-condensing)

- USB OTG compliant interface with PC and Flash drive
- Secure Digital High Capacity (SDHC) card slot version 1.10 supports up to 2gb SD cards and 4gb/8gb SDHC cards
- Talking Book formats: DAISY 2, 2.02 , NISO Z39.86 2002,/2005, NIMAS 1.1
- Audio Codecs: AMR-WB+, Audible.com Format 4, OGG Vorbis, MP3, MPEG2, Wav ADPCM, Wav P.C.M, WMA 9.
- File types: 3gp, aa, html, mp2, mp3, mpg, ogg, rtf, txt, wav, wma, xml
- Text-to-Speech: Nuance Vocalizer
- Voice Recording: Mono encoded in AMR-WB+ (.3GP files)
- Encoding: 16 bit samples at a sampling rate of 25,600Hz with a bit rate of 20.8kbps
- DRM: 2002 PDTB1 (so-called I.P.P.) and 2006 PDTB2

Approved power adapters

For ClassMate units sold as medically approved units only use the following power adapters:
Brand: Fuhua, model: UE24WCP-050250SPA

Care and maintenance

To keep your ClassMate clean, we recommend that you wipe the surface of the unit periodically using a soft damp cloth. Squeeze cloth to remove excess moisture. Only use warm water. Do not use any cleaning agents.

Susceptibility to Interference

There may be temporary degradation of the sound when the ClassMate is subjected to a strong radio-frequency field, electro-static discharge or transient electrical noise.

FCC Warning

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, there is no 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 to correct the interference by one or more of the following measures:

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

9. Battery Safety Precautions

- Do not use or leave the battery near heat source and fire. Do not store in high temperatures
- Only use the ClassMate power adapter to charge the battery
- Do not disassemble or modify the battery
- Do not short circuit the terminals
- Do not immerse the battery in water, do not allow it to get wet
- Do not strike or throw the battery
- Do not pierce or strike the battery with sharp objects or a hammer
- Do not solder the battery
- Do not reverse the positive and negative terminals
- Do not use the battery for purposes other than those intended by manufacturer
- Do not use the battery with primary battery or batteries of different capacities or brands
- If the battery leaks and liquid gets into the eyes, do not rub eyes. Instead, rinse the eyes with clean running water and seek immediate medical attention to prevent injury
- If the battery leaks and comes into contact with skin, immediately rinse area with clean running water to prevent injury

10. Contact Information

For additional information, please contact HumanWare:

Service
1030, Rene-Levesque Blvd.
Drummondville, Quebec
Canada J2C 5W4
Telephone: 1 (819) 471-4818
Toll-free (Canada & USA): 1 (888) 723-7273
Fax: 1 (819) 471-4828
E-mail: ca.support@humanware.com
Website: www.humanware.com

Please visit our website regularly. You will find a variety of learning tools and can find out about upcoming features.

You will also find information on upgrades, bug fixes and how to apply them.

10.1 Related Links

Recording for the Blind & Dyslexic: <http://www.rfbd.org/>

You will find thousands of human-recorded textbooks.

National Headquarters
20 Roszel Road
Princeton, NJ 08540
866-RFBD-585 (866-732-3585)

Bookshare (online library): <http://www.bookshare.org/web/Welcome.html>

Due to special funding received from the Office of Special Education Programs (OSEP), memberships for U.S. schools and qualifying U.S. students of all ages (K-12, post-secondary, continuing and adult education) are now free.

Don Johnston (learning resources): <http://www.donjohnston.com/>

This is a publisher with great core content for students who are struggling with reading.

There is a new wonderful legislation that aims to provide a standard for publishers and a location that houses published materials for students with print disabilities. To find out more about this initiative, please consult the following links:

NIMAS/NIMAC resource material: <http://nimas.cast.org/>

For questions and answers regarding the NIMAC: <http://www.nimac.us/faq.html>