



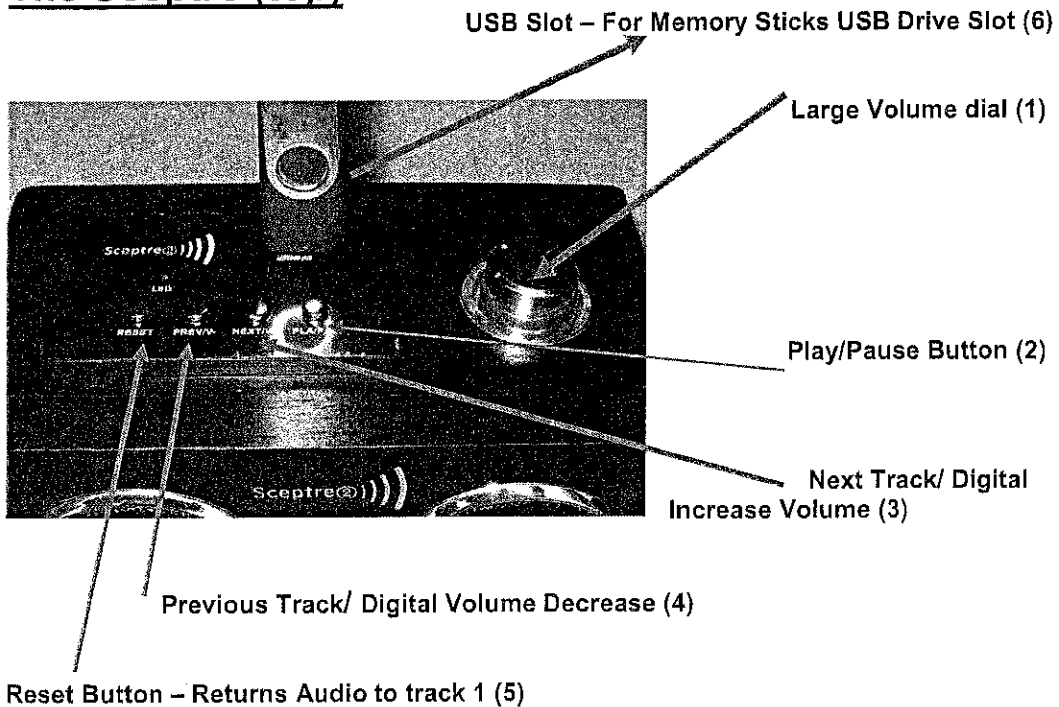
USB Flash Stick Player by **Kings Audio**

# Operating Instructions

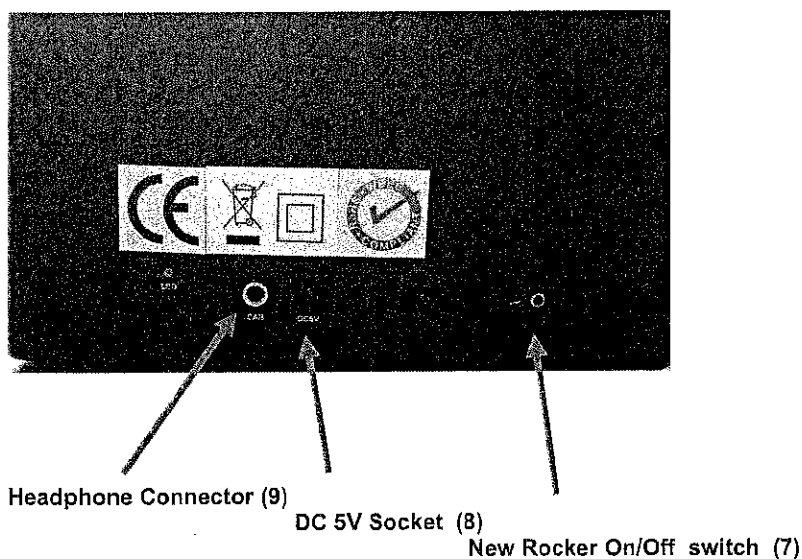
# Introduction

Thank you for purchasing our Sceptre USB flash player, designed for the use of blind and visually impaired people. We hope you find this product useful and enjoyable.

## The Sceptre (top)



## The Sceptre (rear)



## First Use and General Information

We have tested each Sceptre player before shipping. Each player retains some of its testing charge but we recommend that you charge the unit for about 3 hours initially to ensure a fully charged player. After this each charge time should take no more than 1 ½ Hours.

Playback time expected from a fully charged speaker is 4+ Hours on medium volume. The Sceptre is capable of playing whilst charging, although we don't recommend you keep it on charge permanently.

### Charging Procedure :

Plug the AC/DC 5V charger (supplied) into the mains supply, noting the red 'charge' light on the charger. Then, place the opposite end into the Sceptre (on the rear), into the socket marked DC5V, a red LED will illuminate on the left of the rear panel

### Using the Sceptre player :

1. Click the **Large Rocker style switch (7)** to 'On' (if facing speaker RHS is pushed down) – A Blue ring will appear at the base of the **Volume Dial (1)**
2. Place your weekly USB Memory Stick into the **USB slot (6)**

(the **USB slot will only accept the USB stick in one way; if the isn't able to push in initially turn the stick around and retry – bumpons or fuzzy felts are very useful here)**

3. The Sceptre will now automatically start playing the Audio from the USB Stick (from the first track) Use the **large Volume dial (1)** to adjust the volume – clockwise increases the volume

### The Control Panel :

**Reset Button (5)** - Press this once if you wish to return to the first track on the USB stick

**Track Back (4)** – Press this once to play the previous track (**Holding down this button will decrease the volume**)

**Track Forward (3)** – Press this one to advance to the next track (**if this button is held down for more than 3 second will rise the Volume**)

**Play/Pause (2)** – Press the play/pause button to pause the current track. Press it again to resume the audio playback

## Track Memory and Headphone Usage

### Track Memory:

The Sceptre speakers have the ability to retain the last know track position, even it the player is switched off, or the stick is removed and replaced. The audio will resume from the beginning of the played track, when either it is switched back on (stick in place) or the removed stick is replaced.

To ensure the memory stick starts playing from the 1<sup>st</sup> track it is advisable for the user to momentarily press the **Reset (5) button** upon start up

### Using Headphones:

The 3.5 mm Headphone socket is found on the rear of the unit next furthest away from the On/off switch. Adjusting the volume whilst using headphones is achievable by using either the large volume dial (1) or by Holding down the NEXT and PREV track buttons for more than 3 seconds (see previous page)

We highly recommend when using HEADPHONES to turn the volume down first and then increase gradually to an acceptable level; in order to avoid potential damage to your ears. Prolonged use of Headphones with a high volume can lead to permanent damage to hearing

The following guide was written by one Talking Newspaper volunteer to assist other volunteers in the handover process to new listeners.

## MEMORY STICKS & PLAYERS

### PREPARATION

Before handing over a memory stick player to a user, please do the following.

- A). Remove and discard the top piece of foam packaging and the plastic bag in which the player is wrapped.
- B). Remove and return to the studio the short lead which has a USB plug at one end and a small jack plug at the other end. This would be used to power the player from the USB socket on a computer. *It has been agreed by the committee that this lead could cause confusion to some of our listeners if left in the box.*
- C). Remove and discard the thin layer of protective plastic film from the top of the deck where the buttons are located. If this is not removed, it could become tattered and fragments may enter the USB socket causing problems later.

### HAND OVER PROCEDURE

I would suggest passing the player together with a memory stick to the user for them to familiarise themselves with the "feel" of the new items. Mention the keyfob is only for easier handling and that it displays the studio's address.

- Step 1. Demonstrate the location and action of the On/Off switch at the back of the player and the location of the volume control on the top.
- Step 2. Advise that the unit is powered by a built-in rechargeable battery and demonstrate how to use the charger. This plugs into hole **CLOSEST TO** the On/Off switch. The next hole along may be used for headphones.
- Step 3. Advise that the memory stick opens and closes like a penknife and can only be inserted **ONE WAY** into the USB slot in the top. This is with the familiar felt dot facing **TOWARDS YOU**. If it won't go in, don't force it, you may have it the wrong way round.
- Step 4. Let the user switch their player On and then insert their memory stick into the top slot. Playback will begin automatically - please keep the volume low for obvious reasons.
- Step 5. Working **FROM LEFT TO RIGHT**, demonstrate how to use the "Reset", "Previous", "Next" and "Play/Pause" buttons.
- Step 6. Playback should start with our familiar intro music. If for any reason this does not happen, simply press the "Reset" button (or the battery may need charging). Advise that playback resumes from the **START** of the last track listened to if the player is switched off or if the memory stick is removed and then replaced. If the memory stick is left in the slot it will continue to play **REPEATEDLY** until stopped by switching the player off or removing it.
- Step 7. When finished with the memory stick, simply remove it from the player and remind them **TO TURN THE PLAYER OFF.**

**For any Technical assistance Please Contact:**

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Website: [www.kingsaudio.co.uk](http://www.kingsaudio.co.uk)

**WARRANTY DETAILS:**

The Sceptre 2 USB Playback Speaker is covered by 1 years parts and labour warranty (excludes the battery) protecting against electrical and mechanical faults due to faulty workmanship or materials.

The internal lithium Battery in the Sceptre is covered by a 6 month warranty against total failure within this period