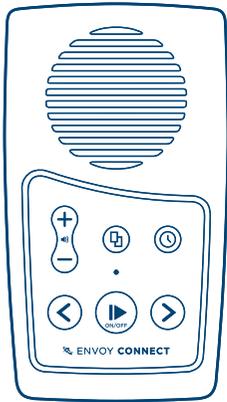
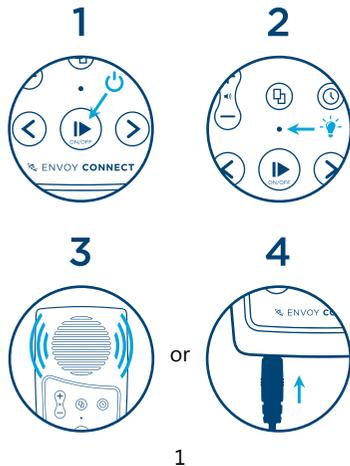


ENVOY CONNECT



EASY START

Press and hold until the LED lights and a chime sounds. The CONNECT will turn on, preview the first Publication (or the last one played) and then pause.



1

2

TURNING CONNECT ON/OFF

Press in the lower middle of the keypad for 2 seconds to turn the CONNECT on. The LED will turn on, a chime will sound, the preview* of the last Publication is played and it then enters Pause Mode.

To turn CONNECT off, click to enter Pause Mode. Then press and hold the button for at least 5 seconds until the chime sounds and the LED turns off.

*A Publication is previewed by playing the first audio file in it, or the first 10 seconds thereof, whichever is shorter. Previews are also played when browsing through the Publications using while in Pause Mode.

SELECTING A PUBLICATION FOR PLAYBACK

While the CONNECT is paused, a click on the Bookshelf button will preview the current Publication. An additional click** will preview the next Publication. Once the last one has been previewed, it will return to preview the first.

Click to select a Publication for listening and begin playback.

*The Bookshelf button is only active during Pause Mode.

**You may click the Bookshelf button before the preview is finished to advance to the next Publication.

3

NAVIGATING DURING PLAYBACK

Each Publication (book, magazine, etc.) is subdivided into one or more Sections (chapters or audio files).

During playback, click or to jump backward or forward one Section within the current Publication. If the last Section is currently playing, a chime will be played to indicate end of Publication. If the first Section is playing, it will restart from the beginning.

A 2-second press will skip approximately 25 seconds* within the current Section.

A continuous press will continue skipping until the button is released or the beginning/end of the Section is reached.

4

During continuous press, the CONNECT will beep each time it skips and the LED will blink.

*Actual time may vary.

PAUSING/ BOOKMARKING

While in playback, click to pause playback. The LED will blink intermittently. To resume, click again.

*If CONNECT is left paused for 2 minutes, it will automatically turn off.

Bookmarking on the CONNECT is completely automatic. Whenever paused, or turned off, CONNECT will bookmark the current Publication and the current position within that Publication (minus approximately 3 seconds).

5

*CONNECT saves a bookmark for each Publication separately.

RESETTING A BOOKMARK TO THE BEGINNING

When the end of a Publication is reached, the bookmark is automatically reset to the beginning of that Publication.

To manually reset to the beginning of a Publication, during playback click the button repetitively until the beginning of the first Section is reached. The bookmark will be saved from that point.

6

SLEEP TIMER

Use to control the Sleep Timer function. Each click will sound a different chime and change the setting as follows:

15 mins, 30 mins, 60 mins, and OFF

A 2-second press on will turn the Sleep Timer off, regardless of the current setting. The chime for OFF will sound.

Once set, when the Sleep Timer expires, a bookmark will be saved and the CONNECT will turn off silently.

*The Sleep Timer may only be set while in Pause Mode.

**When the sleep timer is activated, the LED will blink intermittently during playback.

***If CONNECT is turned off before the

7

timer expires, the sleep timer is automatically reset to off when CONNECT restarts.

DELETING A PUBLICATION

While in Pause Mode, a 5-second continuous press on and buttons together will delete the current Publication. Five distinct beeps will be played to warn the user of the pending deletion.

Once the publication is deleted, five quick beeps will be played as confirmation and the CONNECT will skip to the next available Publication, preview it and pause.

*Deleting a publication may only be done while in Pause Mode.

8

RESETTING THE CONNECT



After pausing the CONNECT, press and hold the and buttons together. The following occurs:

- The serial number is voiced in Mandarin (internal QA feature).
- **All** bookmarks are erased!
- The volume is reset to medium.
- The player is turned off.

*Caution should be exercised when using this function since all bookmarks will be erased!

**Erasing all bookmarks resets playback to the beginning of the first Publication.

9

EARPHONES, SPEAKERS AND VOLUME

Insert earphone or speaker plug into the auxiliary 3.5mm stereo audio jack on the bottom of the unit. The internal speaker will turn off and audio will be output to the connected device. When the plug is removed, the internal speaker will turn back on.

A click on  or  will decrease/increase volume one level. A continuous press will change the loudness until the minimum/maximum is reached. A double-beep is played when minimum/maximum volume is reached.

The CONNECT remembers the current volume and will remain set at this level

10

even after the player is turned off and restarted.

**Volume adjustment works while in Playback Mode and Pause Mode. When in Pause Mode, the player will beep at each level to indicate the current loudness.*

VOICING THE SERIAL NUMBER

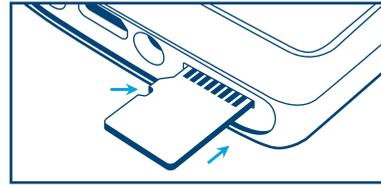
Each CONNECT is identifiable by a unique internal serial number*. For technical support reasons, the CONNECT can “voice” the serial number and firmware revision when needed. While in Pause Mode, press the  and  buttons together to play the information.

**The serial number may also appear on the label on the back of the player.*

11

***To stop the voicing before it completes naturally, simply click .*

USING THE MICROSD CARD



The CONNECT can also play audio from a properly structured microSD card. With the player facing you, insert** the card with the brass contacts showing* until it locks in place.

Continued on the other side.

12

**The jagged edge is on the left, the smooth edge is on the right.*

Once a card is loaded, pause playback then press and hold the  and  buttons together for 2 seconds. Playback will now begin from the card.

While a card is loaded, you may easily toggle between the card and onboard memory by pausing playback and pressing the  and  buttons again.

When you are browsing Publications using  after the *last* Publication from the onboard memory is previewed, CONNECT will automatically switch to microSD playback (if a card is present) and preview the *first* Publication on the card. Once the *last* Publication on the card is previewed, it will automatically switch back to onboard memory.

13

To remove** a card, gently push it in. The reader will unlock and push it out so you can remove it. If the player was in Playback Mode from the card when removed, it will chime and revert to the onboard memory.

You can view, format and prepare a card while loaded in CONNECT's microSD card reader when it is connected to a Computer using a USB to micro-USB cable. You may also do the same with the card loaded in a microSD adaptor connected to a Computer.

***A chime is played any time a microSD card is inserted or removed.*

****If a microSD card is present when CONNECT is turned on, the chime will also sound.*

14

BATTERY CHECK

If the battery capacity drops to 30%, CONNECT will play a special chime every minute to warn of low-battery and the LED will blink intermittently.

If the battery capacity drops to the minimum required for operation, CONNECT will save the current bookmark and turn itself off.

During operation, it is always possible to check the battery capacity. Place the player in Pause Mode, then press and hold the  button. The player will sound the following:

- 1 beep 30% - 50%
- 2 beeps 51% - 75%
- 3 beeps 76% - 100%

15

**When capacity drops below 30% the low battery chime will be played in place of a single beep.*

CHARGING INSTRUCTIONS

With proper care, the CONNECT's Lithium-Ion battery should perform well for several years. When shipped, the battery is only partially charged. Please fully charge it before the first use following one of the charging methods below:

 For fastest charge, connect any standard “USB” charger (regulated +5VDC, minimum 300mA) to the micro-USB port on the bottom of the player for about 2 hours* or until the LED stops blinking.

16

 Plug player into any standard computer USB port using a “USB to micro-USB” cable for about 3 hours* or until the LED stops blinking.

 For solar charging, place the player with the solar panel directly facing bright sunlight for at least 8 hours*. *Note that the LED will not blink while solar charging.*

**Charging times are approximate and vary according to the current battery capacity.*

BATTERY CARE

• Avoid completely depleting the battery as this will shorten its overall lifetime and takes much longer to fully charge afterwards.

17

• If sunlight is the only means available for charging, it is recommended to leave the player in direct light *often* to keep the battery at least partially charged.

• When not in use and whenever possible, keep the player in a cool place, which will also help to preserve battery life.

• Before stowing the player for prolonged periods, make sure the battery is at least partially charged.

• If stored for *extended* periods, it is recommended to recharge the player at least every 6 months, in order to prevent the battery from losing its ability to recharge.

• Should the battery become defective and unable to accept a charge, it is still

18

possible to operate the player using a USB cable connected to a computer or an electric charger. If sunlight is the only source for power/charging, please replace the battery.

CHARGING/ COMMUNICATION MODES

Computer Communication mode is essential to allow programming of the CONNECT:

Simply connect the player to the computer using the “USB – micro USB” cable. The player will enter Computer Communication mode.

**If the player was on, the player will turn off.*

19

The player will connect with the computer and the LED will turn on (communication indication).

While in Computer Communication mode, pressing  will disconnect the player from Computer Communication mode, and turn the player on.

In order to reconnect the player in Computer Communication mode, the player must be physically disconnected and then reconnected.

**While connected to the computer, the player's battery will be charging.*

***Physically disconnecting the player from the computer will stop the battery charging.*

20

PROBLEMS WITH THE CONNECT?

If the unit will not turn on, please try the following:

1. Make sure the battery is charged according to "CHARGING INSTRUCTIONS".
2. If the battery is OK, force a reboot of the player by holding  for about 8 seconds. The player should restart automatically.
3. If #2 fails, reset the player by gently inserting the end of a paper clip into the reset hole on the back of the player in the bottom-left corner and pressing for a few seconds. This is the same as disconnecting and

21

reconnecting the battery. The player should restart automatically.

4. If #3 fails, try opening the player, disconnecting then reconnecting the battery.
5. If none of the above succeeded, please contact your sales representative for support.

WARNINGS



- Care must be taken to set the volume at the lowest level that can be heard comfortably. Prolonged exposure to loud sound can cause gradual hearing loss.
- DO NOT expose player or battery to fire or extreme heat.

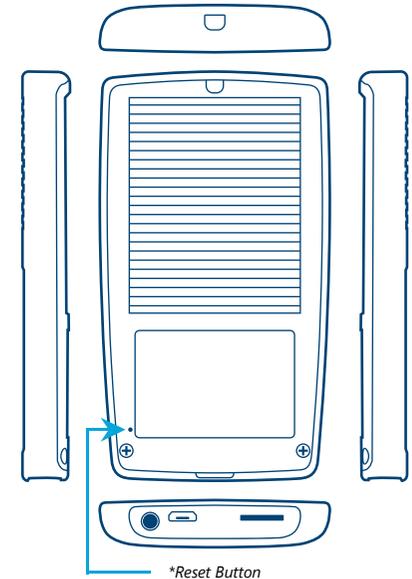
22

- Stop using player if you observe abnormal heat, odor, discoloration, leakage or deformation, especially near the battery compartment*. Refer to a qualified technician for service.
- If the battery is removed from the player, handle it with care. Keep the exposed battery out of reach of children. DO NOT burn, puncture, disassemble, or modify battery.
- If battery leaks, dispose of it carefully in accordance with all local laws. Wash any skin or clothing exposed to battery liquid and avoid swallowing or contact with eyes. In the case of swallowing or contact with eyes, seek medical care immediately.

**The area just below the solar panel on the back of the player, beneath the label.*

23

OTHER SIDES



24

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 (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by MegaVoice could void your authority to operate this device.



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25