



**NOW
BOOKS
BECOME
DIGITAL.**

Table of Contents...

Chapter 01 Getting Started

- 3 Components
- 4 Name of each part
- 7 Screen configurations

Chapter 02 Learning the basic features

- 13 Power on/off
- 14 Using the hold and reset functions
- 15 Selecting a menu
- 16 Charging
- 17 Connecting

Chapter 03 Viewing books

- 24 Books

Chapter 04 Other functions

- 30 Music
- 32 Recordings
- 34 Memo
- 36 Diary

Chapter 05 Set up

- 39 Settings

Chapter 06 Other information

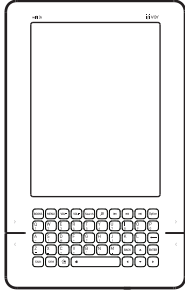
- 42 iriver plus 4
- 43 Adobe Digital Editions
- 44 Copyrights
- 56 Certification/Registered trademark
- 57 Exemption
- 58 Important safety information
- 61 Troubleshooting

Chapter 01 Getting started

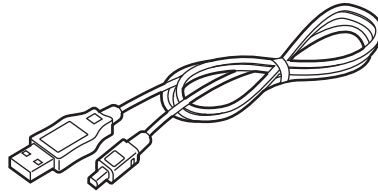
- 3 Components
- 4 Names of parts
 - Inside and outside
 - Character input keys
- 7 Screen configurations
 - Books
 - Music
 - Recordings
 - Memo
 - Diary

Components

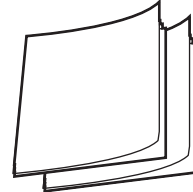
Components may be changed without prior notice for improvement of product performance or quality.



Player



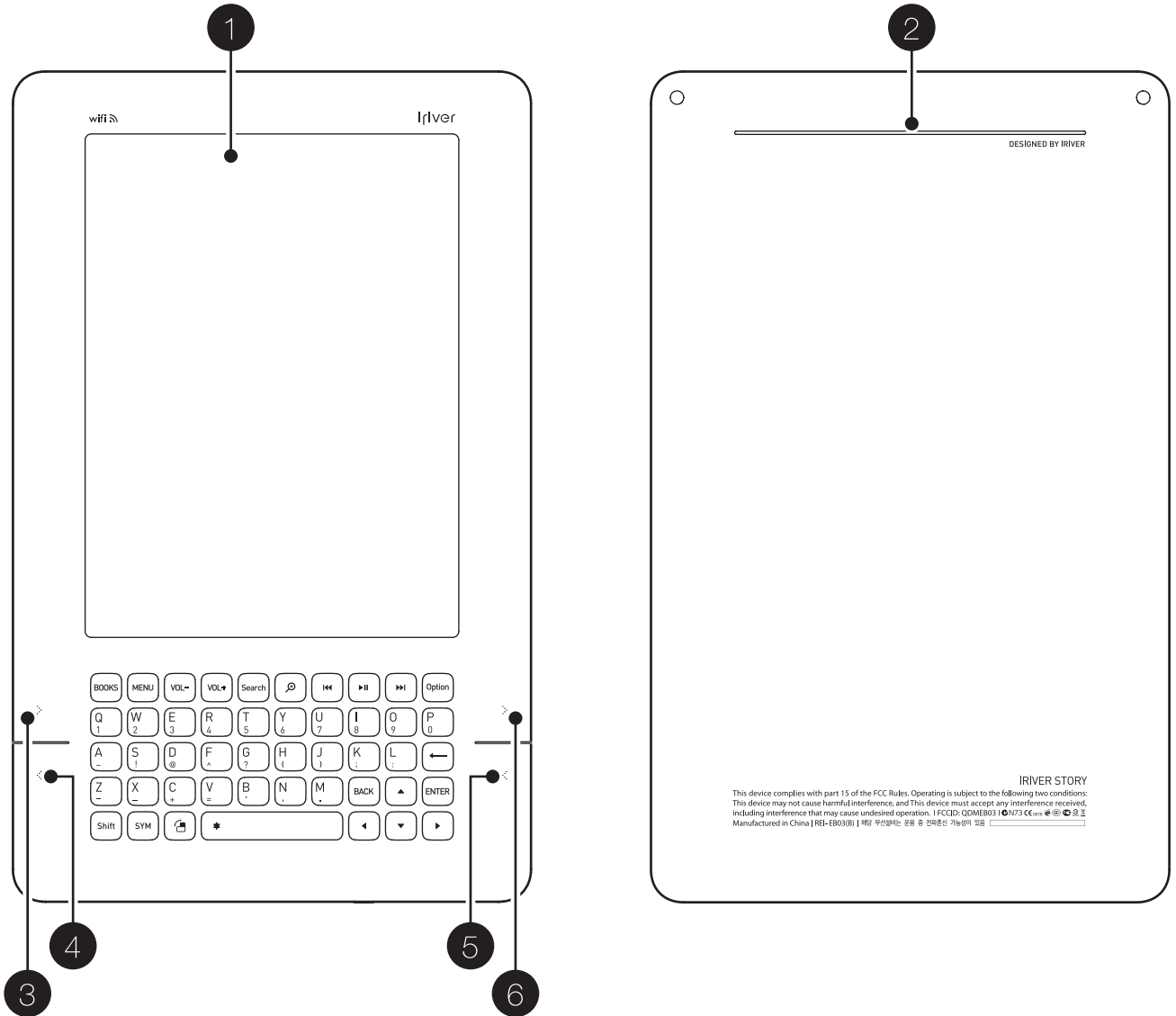
USB cable



Quick guide &
Product warranty

Name of each part The exterior and the contents printed or engraved may differ by model or according to the names of each part.

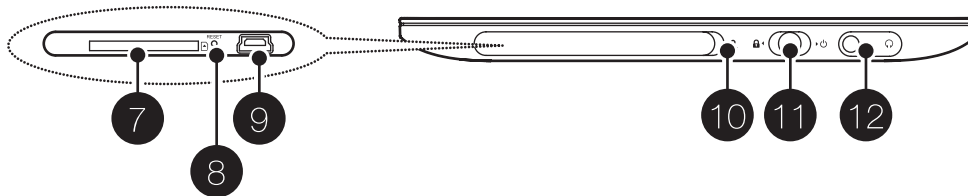
Exterior/interior of product



1	EPD (Electronic Paper Display)	4	Previous page
2	Speaker	5	Previous page
3	Next page	6	Next page

Name of each part

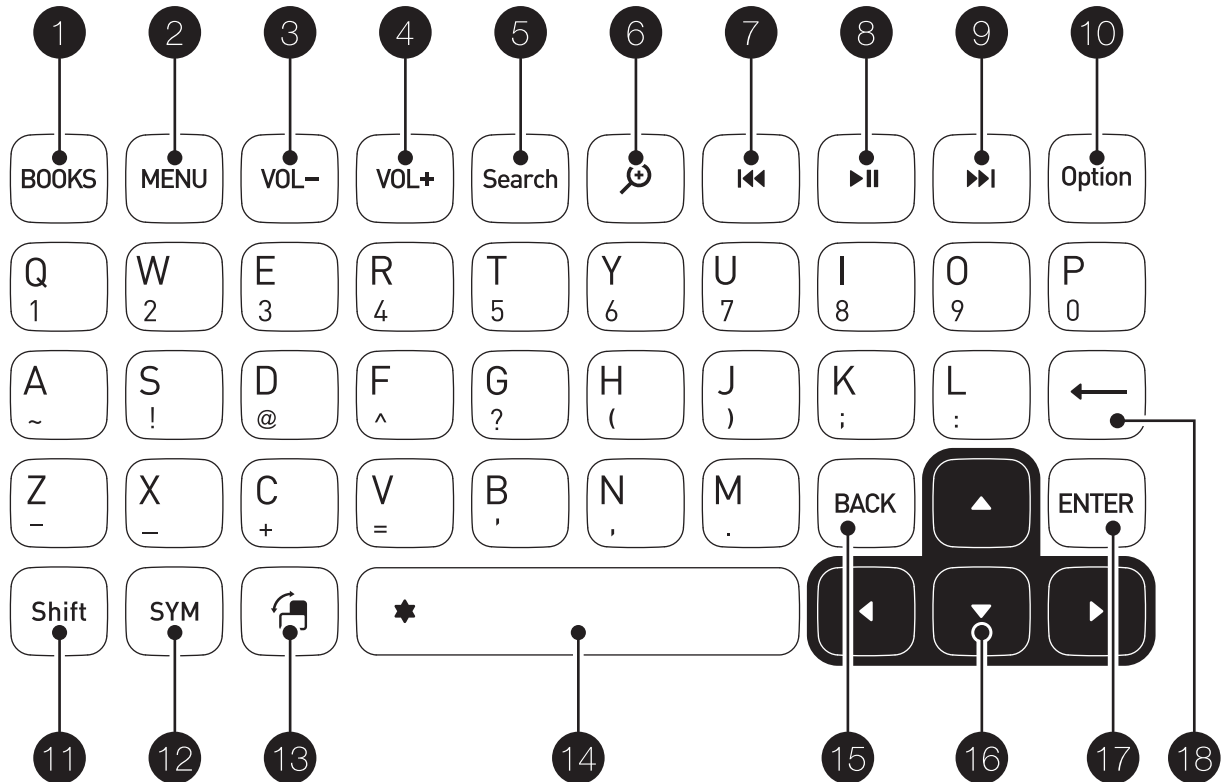
Exterior/interior of product



7	SD card slot	10	MIC
8	RESET	11	Hold/power switch
9	USB terminal	12	Earphone terminal

Name of each part

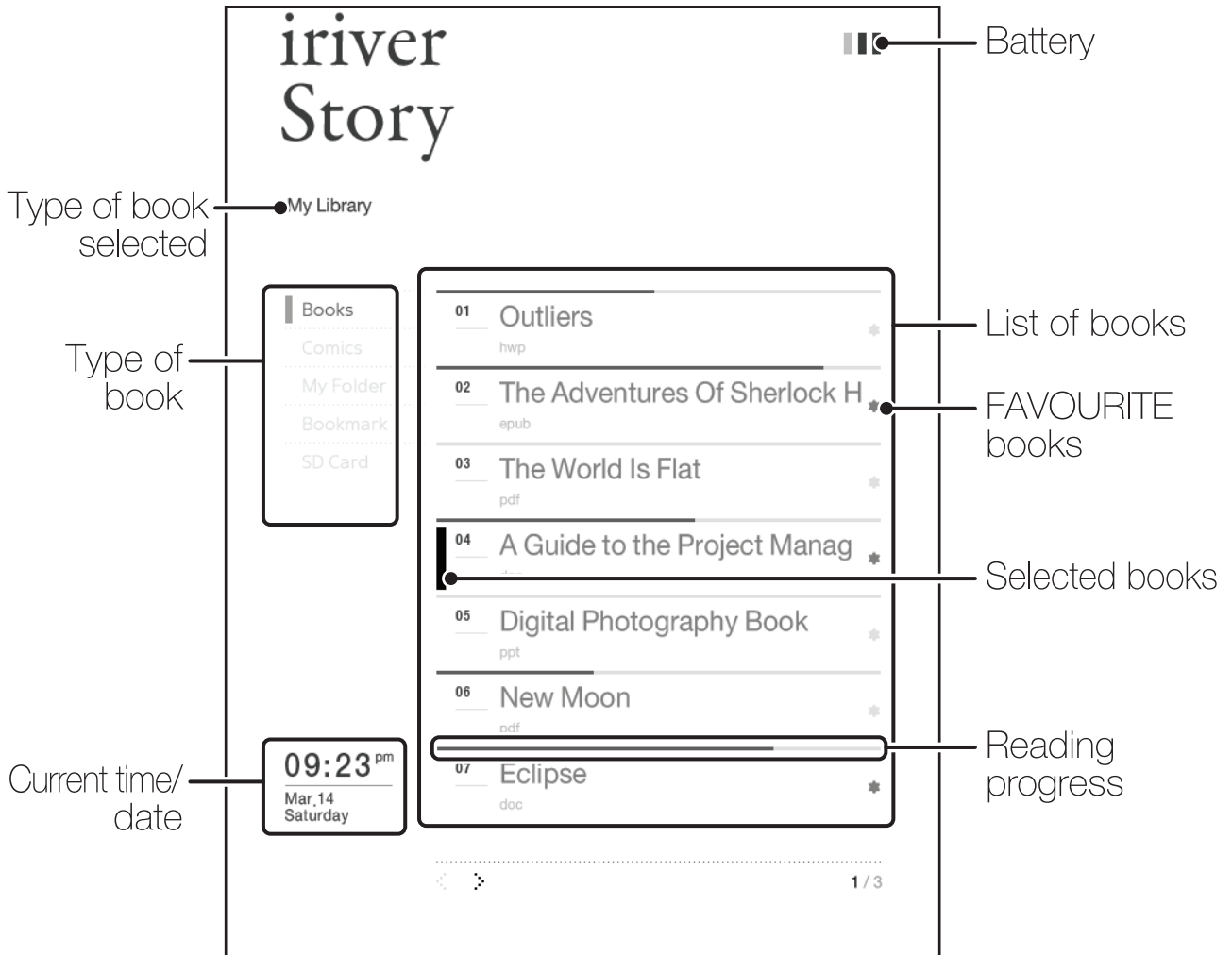
Character input keys



1	My library key	7	Previous music key	13	Rotation key
2	Menu key	8	Play/pause key	14	Space/Favourite Key
3	Volume - key	9	Next music key	15	Back (Exit) key
4	Volume + key	10	Option key	16	Move key
5	Search key	11	Shift key	17	Enter key
6	Zoom key	12	SYM key (symbol key)	18	Clear key

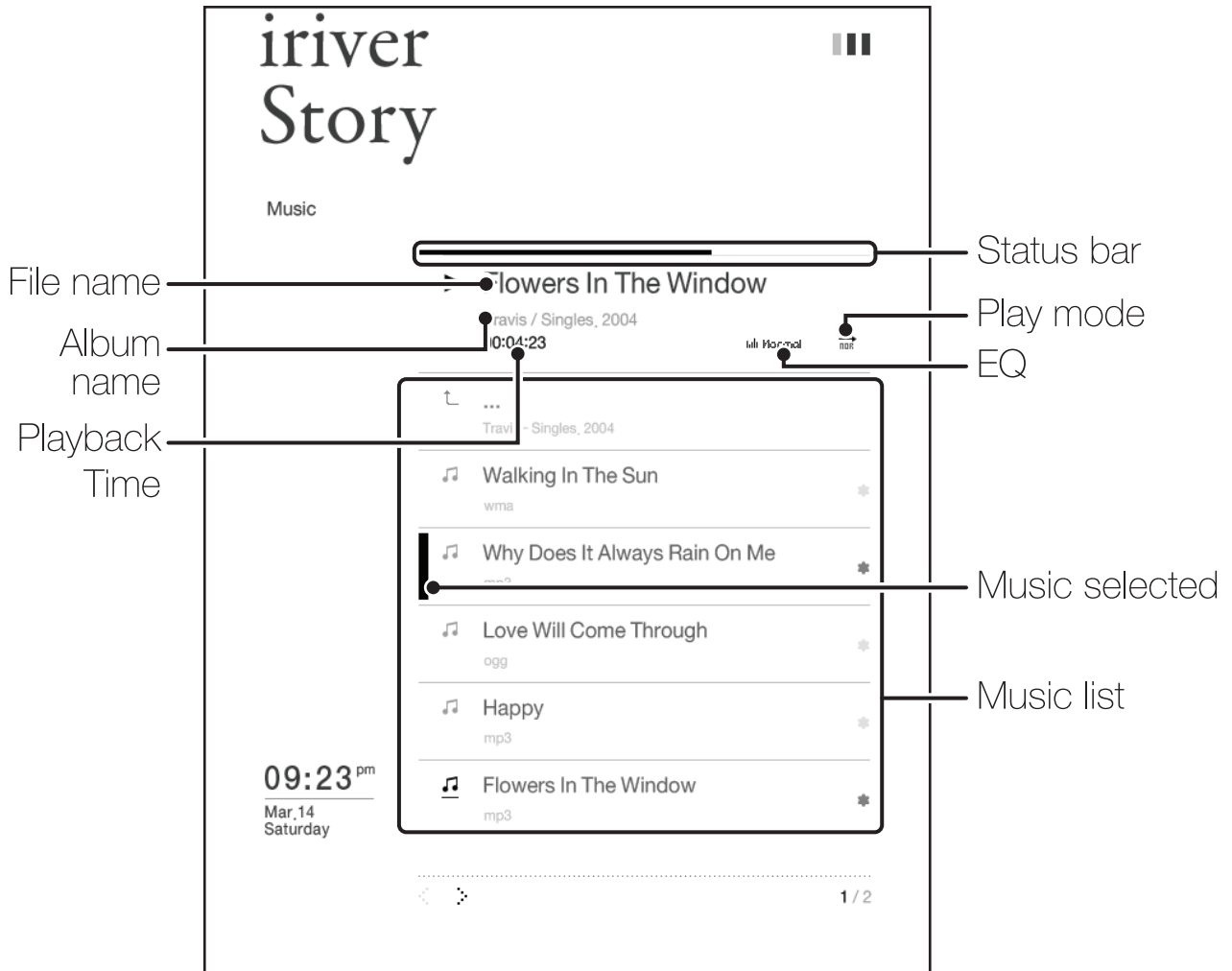
Screen configurations

Books



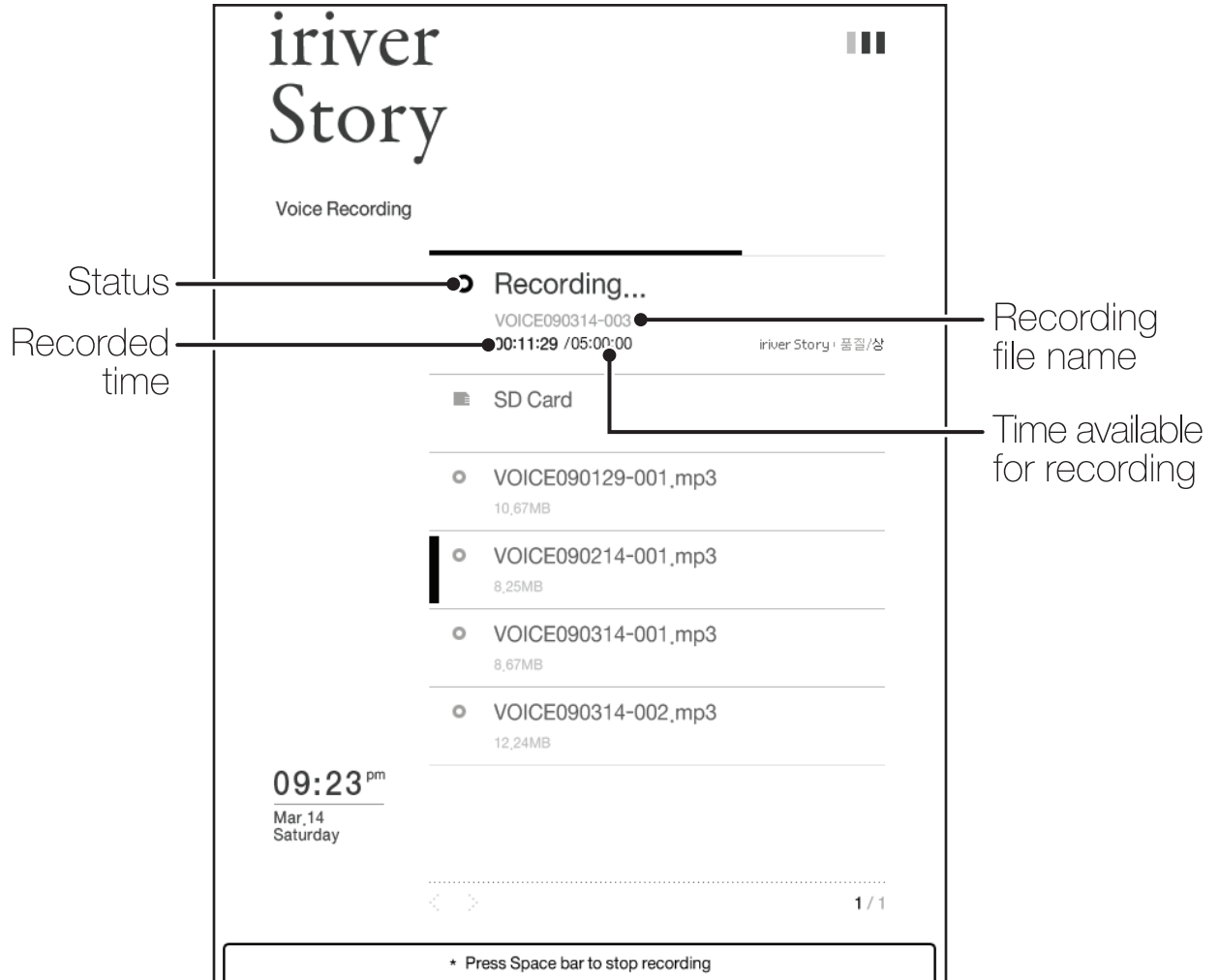
Screen configurations

Music



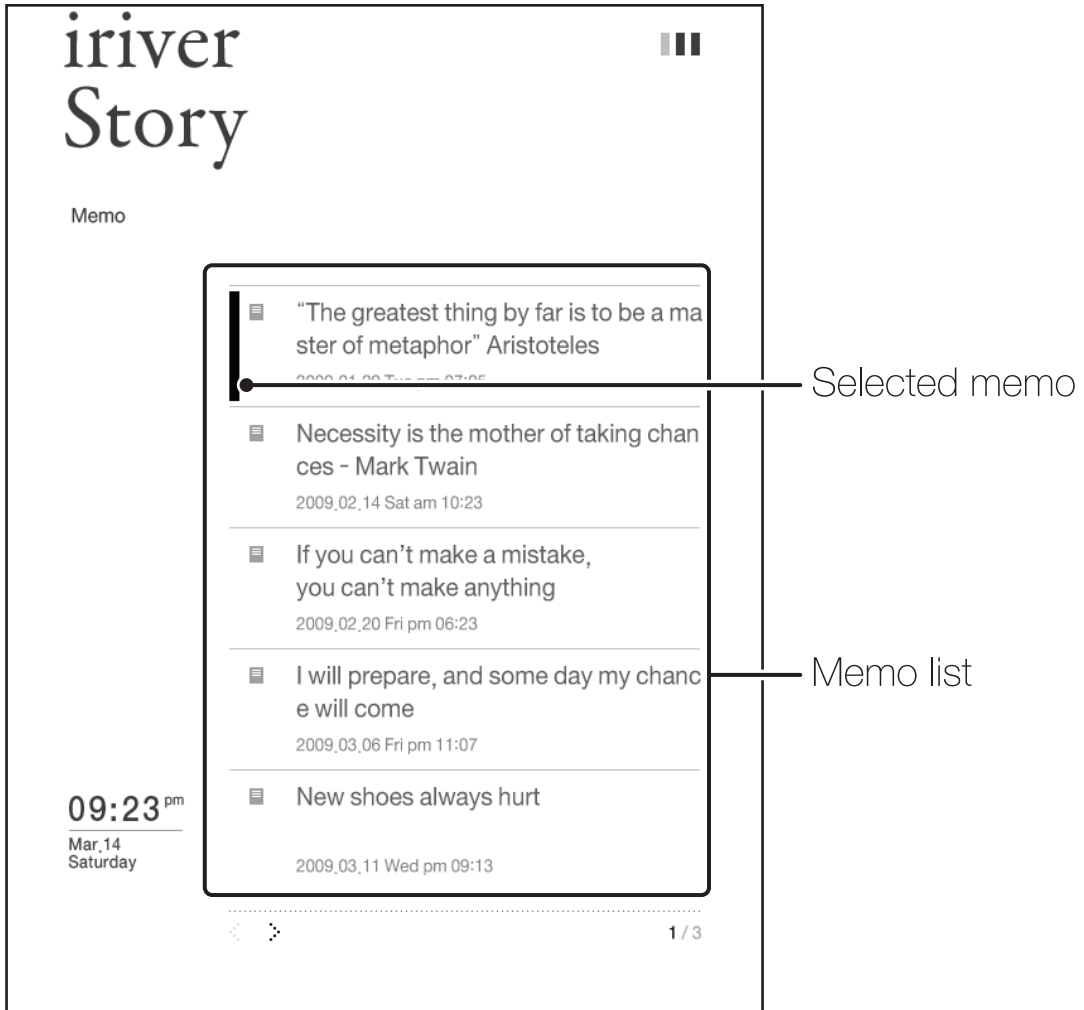
Screen configurations

Recordings



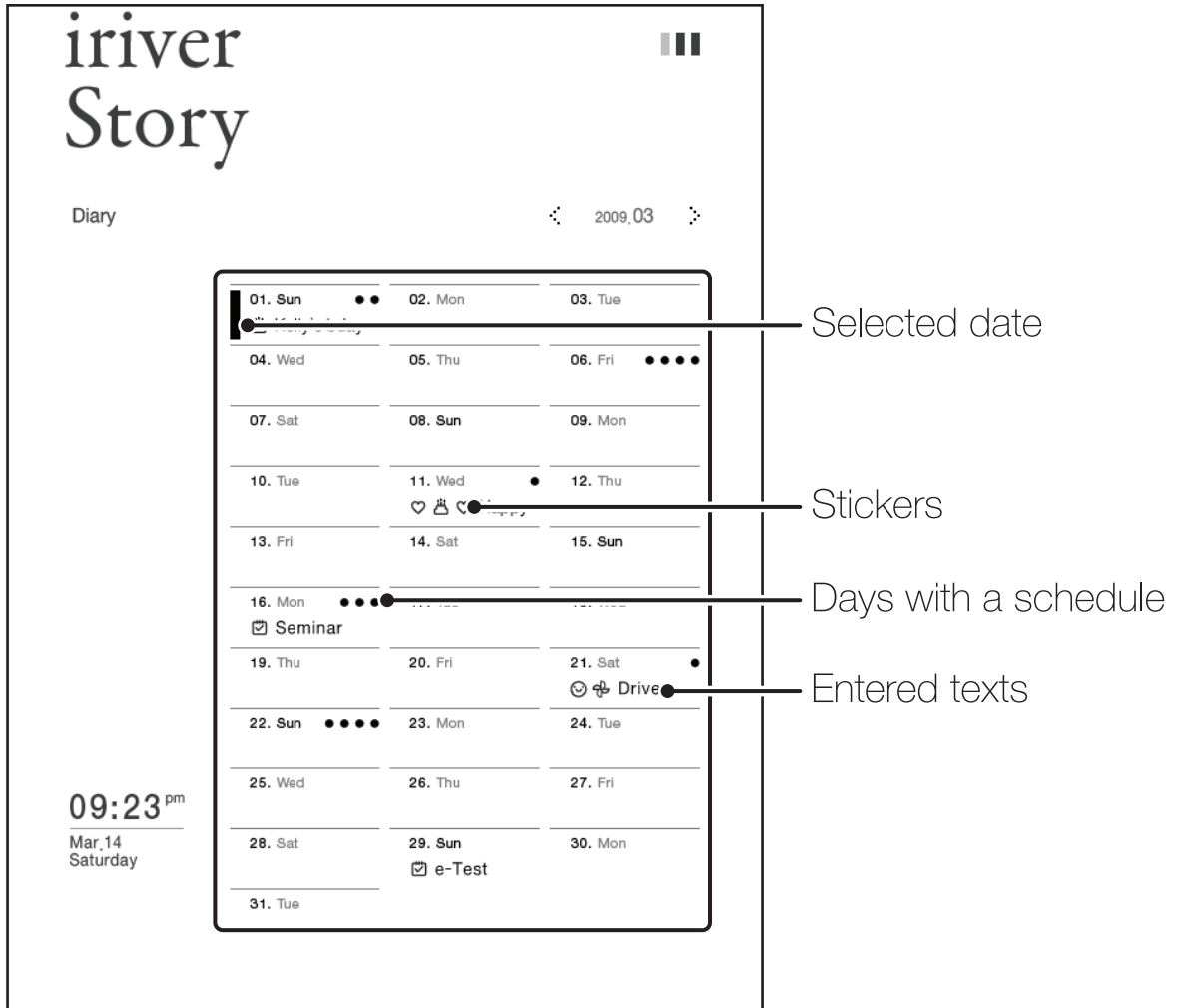
Screen configurations

Memo



Screen configurations

Diary



Chapter 02 Learning the basic features

- 13 Power on/off
 - Power on
 - Power off
- 14 Using the hold and reset functions
 - Using the hold function
 - Using the reset function
- 15 Selecting a menu
 - Selecting the menu you want
- 16 Charging
 - Charging by connecting with the computer
- 17 Connecting
 - Connecting earphones
 - Inserting/removing SD card
 - Recommended SD cards
 - Connecting with the computer
 - Copying files (folders) to the product
 - Deleting files/folders
 - Disconnecting from the computer

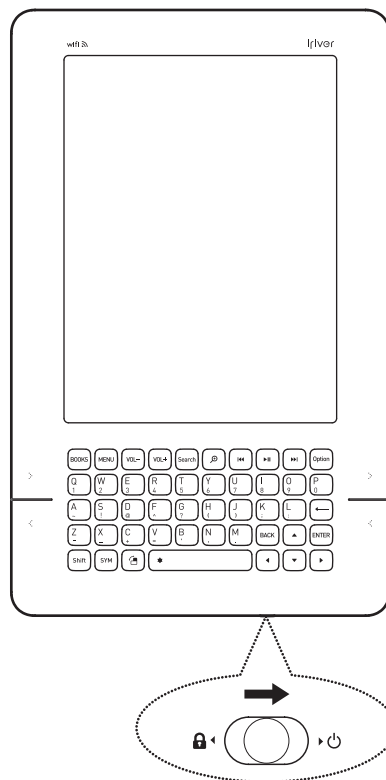
Power on/off

Power on

1. Slide the [Hold/power switch] to the right and the power comes on.

Power off

1. When the product is on, slide the [Hold/power switch] to the right and the power goes off.



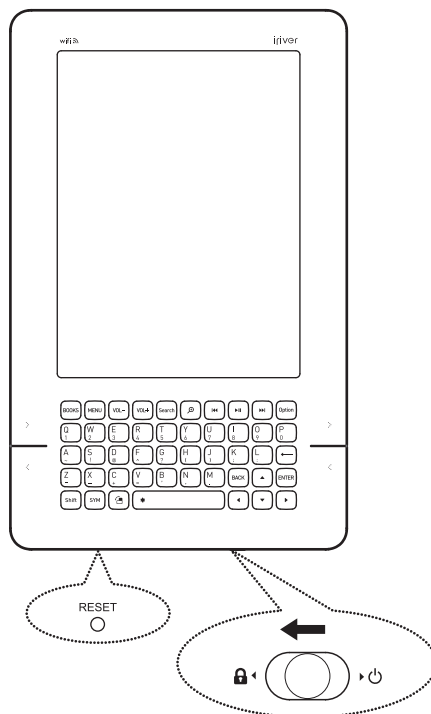
Using the hold and reset functions

Using the hold function

1. Slide the [Hold/power switch] to the left and the product will be locked.
2. Slide the [Hold/power switch] to the right and the product will be unlocked.

Using the reset function






1. If the program pauses and the keys do not operate, open the cover at the bottom of the product and press the [RESET HOLE] with a pointed tool.
2. Slide the [Hold/power switch] to the right and the power will turn on.



-
- When using the reset function, the current time, and data that is in the memory, will not be deleted.
 - Do not use the reset function while the product is in action. It may cause serious harm to the memory.

Selecting a menu

Selecting the menu you want

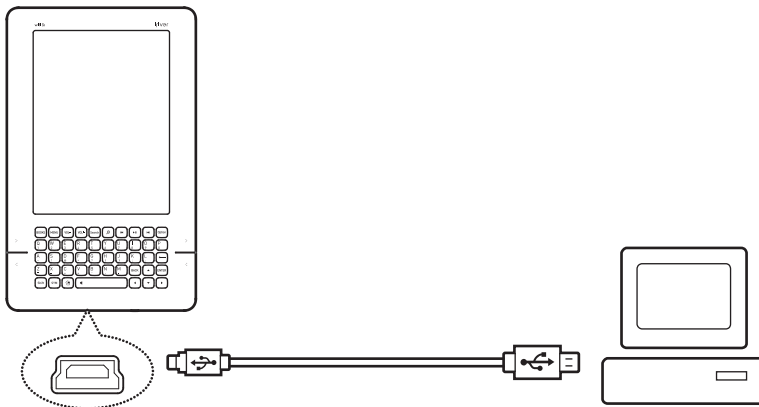
1. Turn the power on, and press the [] key to display menu window.
2. Press the [ / ] button and select the menu you want and press [] to run the menu.
3. When running the menu, if you press the [] key the menu will disappear.

-
- The following situations may occur as a result of the characteristics of an EPD, but the product is operating normally.
 - The screen may appear to blink and respond slowly when moving through menus.
 - Burn-ins may appear on the screen.
 - When using in very cold or very hot conditions, burn-ins may appear more severely, and screen transitions may be slow. (Operating temperature: 0 °C~ 40 °C)
 - Horizontal lines may appear on the screen if used under bright sunlight.

Charging

Charging by connecting with a computer

1. Open the cover at the bottom of the product.
2. Turn the computer on and connect with the product using a USB cable.
3. The internal battery is automatically charged.

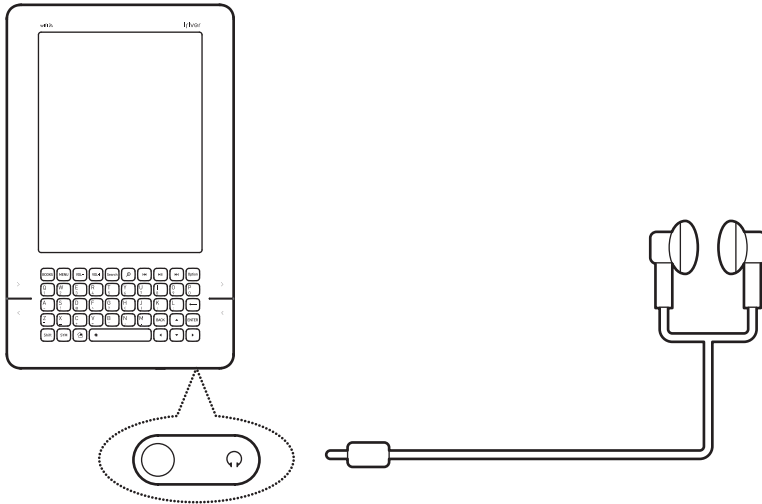


-
- While recharging, the Recharging LED will flicker on and off. Once recharging is completed, the Recharging LED will remain on. (If power is turned on while recharging is in progress, the Booting LED will come on, but once booting is completed, the Recharging LED will flicker on and off again.)
 - Do not use cables other than the USB cable provided. It may cause malfunction.
 - Ensure that the device is connected to a high-power USB 2.0 port. If connected to a low-power USB port (e.g. some keyboards or USB hubs without a power supply of their own) the device may not fully recharge.
 - If the computer is in sleep mode, the product may not be charged.
 - If the device is being charged whilst on, charging may take longer.
 - Room temperature enables best operating conditions.
 - The rechargeable battery is a consumable, so the amount of time it can be used gradually decreases.
 - It takes approximately 5 hours to charge when completely discharged and when the power is off. If you use the product while charging, it may take more time to charge.
 - If the battery is completely discharged and has not been used for a long time, power will not come on again until it has been charged for at least ten minutes.
 - In case where you recharge the batteries using the adapter, we do not provide warranties for adaptors other than those sold by iriver.

Connecting

Connecting earphones

1. Connect the earphones to the earphone terminal.

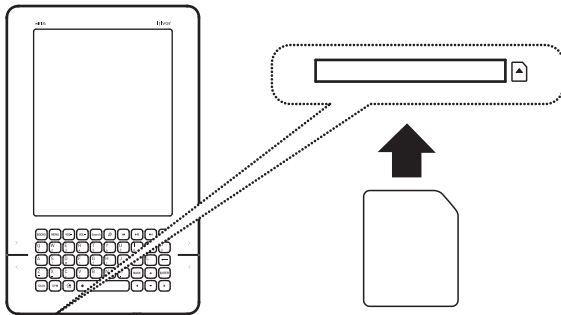


-
- Earphones must be purchased separately.

Connecting

Inserting/removing the SD card

1. Turn the power off, place the SD card (see the figure below) in the SD card slot, and press it in gently.
2. Press it in once more and the card can be removed.



Recommended SD cards

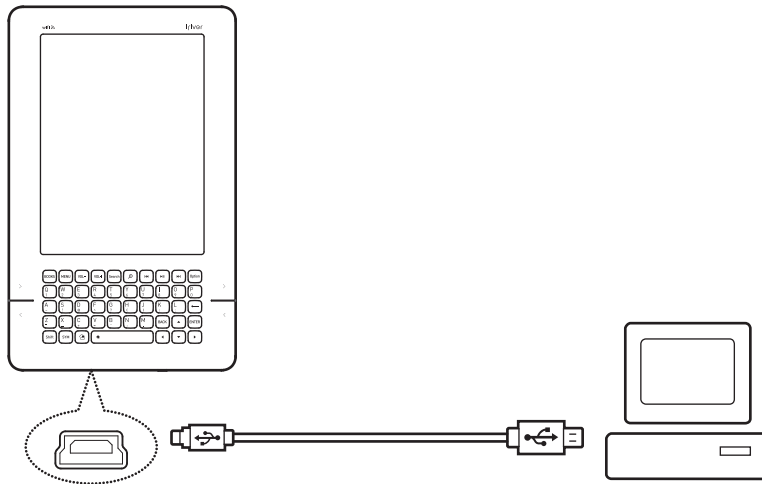
Brand: SanDisk, Transcend

-
- Insert/remove the SD card while the power is off.
 - Do not force the SD card. It may cause malfunction and damage to the SD card.
 - Do not detach the SD card when in use. It may delete data, cause malfunction, or damage the SD card.
 - If the SD card is not positioned properly, the product may malfunction or the card may get stuck.
 - If SD cards other than the recommended ones are used, it may cause malfunction.
 - The transfer rate of the SD card may differ according to the PC status.
 - SD cards cannot be formatted using the product. Use a card reader to format.
 - When formatting an SD card, all the data are deleted, so back up the data before formatting.
 - When formatting an SD card, we recommend that you use the FAT 32 system.
 - If an SD card is not recognized or malfunctions, try to use it again after formatting.
 - SD cards must be purchased separately.
 - This product recommends that you use an SD card up to 32GB.

Connecting

Connecting with the computer

1. Open the cover at the bottom of the product.
2. Turn the product and the computer on, and connect the product to the computer using a USB cable.
3. A connection mode selection window appears on the screen.
 - Connect with removable disk: The product and computer have been connected for data transmission.
 - Battery charging: The product will now be charged.

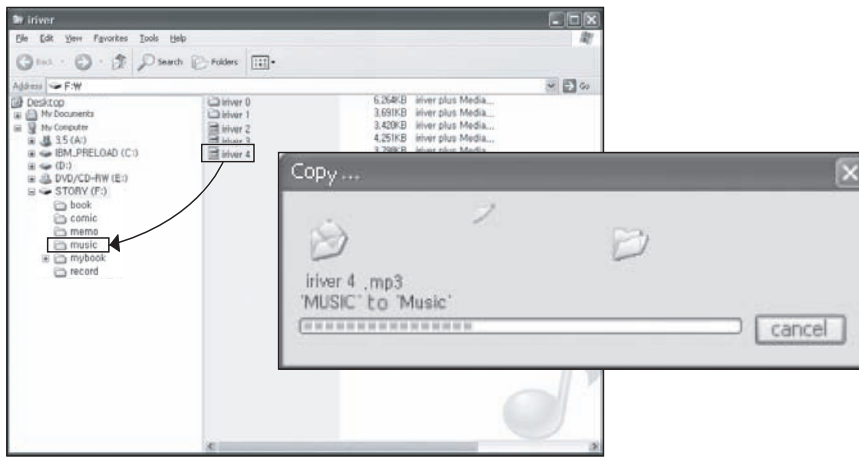


-
- Do not use cables other than the USB cable provided. It may cause malfunction.
 - For troublefree connection with the computer, connect when all the functions are stopped.
 - Connect to a high-power USB 2.0 port. If connected to a keyboard or a USB hub without a power supply of its own, connection with the computer may not be troublefree.
 - The product will be automatically powered on when connecting with the computer.

Connecting

Copying files (folders) to the product

1. After selecting the file/folder to copy from the computer, the selected file/folder will be copied if you drag and drop it to the added drive.

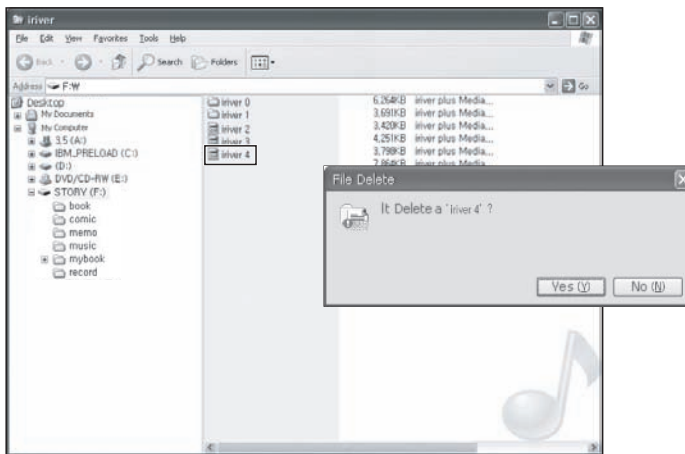


-
- Properly connect the USB cable. If the power of the computer or product is turned off or the USB cable is disconnected while copying or moving a file/folder, it may cause serious damage to the memory.
 - Transfer rate may differ depending on the computer or OS environment available for your region.
 - Contents are copied to the following folders according to the type.
 - Documents: book
 - Comics : comic
 - Music : music

Connecting

Deleting files/folders

1. Select the file/folder to delete, right-click on it and select [Delete].
2. Press [Yes] in the [File/ Confirm Folder Deletion] window and the selected file/folder will be deleted.



Connecting

Disconnecting from the computer

1. Click the icon on the task bar to safely remove from the computer.



2. Click [OK] and confirm the devices to be stopped.



-
- The icon may be hidden from the task bar in operating systems such as Windows XP. If you click 'show hidden icons,' hidden icons will appear.
 - If applications such as Windows Explorer or Windows Media Player are in action, the device may not be safely removed.
 - Shut down all applications before removing the device. If safe removal of hardware does not run properly, wait and try later. If safe removal is not performed, information may be lost from the memory.

Chapter 03 Viewing books

24 Books

- Selecting books

- Add-ons for book list

- Viewing books

- Add-ons for viewing books

- Viewing comics

- Add-ons for viewing comics

Books

Selecting books

1. The book list appears in one of the following ways.
 - The book list appears when the power is turned on.
 - While using another function, press the [BOOKS] key and the book list appears.
 - If you select [My library] on the menu, the book list appears.
2. Press the [▲/▼] key, select the book you want, and press the [ENTER] key to open the book selected.
 - In the book list, press the [◀] or [BACK] key to change the type of book
 - In the book list, press the [Search] key, enter a word, and a list of books containing the word will appear.
 - Select a book, and press the [*] key to register the book in the Favorites list.

-
- In the book list, press the [⏪ / ⏩] key to move to the previous/next page.
 - Press the [↩] key while entering a word to search to erase a letter.
 - The progress bar above the title of the book shows your reading progress.
 - Supported file formats: PDF, EPUB, TXT, DOC, PPT, XLS, HWP
 - Continuous playing: Approx. 9000 page views
 - The settings of the book you viewed (e.g., degree of zoom, portrait, or blank space cutout) will be saved for your viewing next time.

Books

Add-ons for book list

1. In the book list, press the [Option] key and the list of add-ons will appear.
 2. Press the [▲/▼] key to select the extra feature you want, and press the [ENTER] key for detail settings.
 3. Use the [▲/▼/ENTER] keys for setting.
 4. Press the [BACK] key to move to parent items.
 5. While the list of add-ons is displayed on the screen, press the [Option] key to make the list disappear.
- Search eBook: Searches books you want by entering a search term.
 - Change Sort Order: Sets the sorting type for the book list.
 - Activate Favourites: Displays only books registered on the Favourites list.
 - Add to / Delete from Favourites: Registers/deletes selected books.
(★: Books registered on the Favourite book list / ☆: taken off the Favourite book list)
 - Delete file : Deletes selected books.












Books

Viewing books

- While reading, press the [⏪ / ⏩] key to see the previous/next page.
- While reading, press and hold the [⏪ / ⏩] key to continuously move to the previous/next page.
- While reading, press the [MENU] key to display the menu window.
- While reading a PDF file, press the [A] key to zoom in the text when the reflow function is on. You can cut out the blank space by pressing the [🔍] key when the reflow function is off.
 - To zoom in: You can adjust the text size by pressing the [◀ / ▶] key and press the [ENTER] key to confirm the size you choose.
 - To cut the blank space: You can adjust the size of blank space by pressing the [▲ / ▼ / ◀ / ▶] and press the [ENTER] key to confirm the size you choose.
- If you press and hold the [◀ / ▶] or [⏪ / ⏩] key while reading, you can see a status bar appearing. After you move to the page you want to go by pressing the [◀ / ▶] or [⏪ / ⏩] key, press the [ENTER] key to confirm the page you choose.

Books

Add-ons for viewing books

1. While reading, press the [] key to view the list of add-ons.
 2. Press the [ / ] key, select the add-ons you want, and press the [] key for detail settings.
 3. Use the [ /  / ] keys to set items.
 4. Press the [] key for parent items.
 5. While the list of add-ons are on the screen, press the [] key to make the list disappear.
- Move Page: Move to the page you entered.
 - Table of Contents: It shows the table of contents when there is one in the file. Once you select a section in the contents list, pressing the [] key will take you to the page you choose.
 - This function supports PDF/EPUB files only.
 - Add Bookmark: adds a bookmark to the page you are reading.
 - Landscape/Portrait Mode: Rotates the screen from portrait to landscape or vice versa.
 - Reflow On/Off: If there is too much text on the page and readability is low, the Reflow function will make the page easier to read.
 - Search Link: Text links in documents of PDF and Epub contents make it possible to move to the text.
 - If you select a text link search, an underline will be displayed at linked parts. By selecting the link you want and pressing [], you can move to the linked text.
 - Dithering On/Off: If the colour scheme in the original file cannot be reproduced, this function can create a new colour scheme with closest possible colours.

Books

Viewing comics

- While reading, press the key [⏪ / ⏩] for the previous/next page.
- While reading, press and hold the [⏪ / ⏩] key to continuously move to the previous/next pages.

-
- In the comic list, press the [⏪ / ⏩] key to move to the previous/next page.
 - In the comic list, press and hold the [⏪ / ⏩] key to continuously move to the previous/next pages. For comic books in the progressive JPEG format, the time it takes to load the file first time and page turning may be longer than normal.
 - Supported file formats: JPG, BMP, PNG, and GIF
 - Supports ZIP compressed file format.

Add-ons for viewing comics

1. While reading, press the [Option] key to see the list of add-ons.
 2. Press the [▲ / ▼] key, select the extra feature you want, and press the [ENTER] key for detail settings.
 3. Use the [▲ / ▼ / ENTER] key to set items.
 4. Press the [BACK] key to move to parent items.
 5. While the list of add-ons is displayed on the screen, press the [Option] key to make the list disappear.
- Current Page: Displays information for the current page.
 - Move Page: Move to the page you entered.
 - Fit to Screen On: The image is adjusted to fit the screen size.
 - Auto Page Transition: Turns the page automatically with a time interval you preset. (You can turn this function on/off by pressing the [*] key.)
 - Change Display Order: Change the view type of the comic you're reading from the right to the left and the left to the right.
 - Dithering On/Off: If the colour scheme in the original file cannot be reproduced, this function can create a new colour scheme with closest possible colours.

Chapter 04 Other features

30 Music

- Selecting music

- Listening to music

- Add-ons for Listening to music

32 Recordings

- Recording voices

- Listening to recorded files

- Add-ons for recordings

34 Memo

- Entering memos

- Viewing memo

- Add-ons for memo

36 Diary





- Selecting schedule





- Entering schedule

- Add-ons for diary








Music

Selecting music

1. Select [Music] from the menu.
2. Press the [ / ] key, select the music you want to listen to, press the [] key or the [] key to play the selected music.

-
- Pressing the [ / ] key on music list will move the previous/next page.
 - In the music list, press and hold the [ / ] key to continuously move to the previous/next pages.
 - Supported file formats: MP3, WMA, OGG
 - Continuous playback time: Approx. 24 hours (for MP3, 128Kbps, 44.1KHz, volume 10, EQ Normal)

Listening to music

- While playing, press the [ / ] key to control volume.
- While playing, press the [] key to pause/stop/replay.
- While playing, press the [ / ] key to play the previous/next music.
- While playing, press and hold the [ / ] key, you can rewind/fast-forward it.


Music

Add-ons for listening to music

1. In the music list or while playing, press the [Option] key to see the list of add-ons.
 2. Press the [▲/▼] key, select the add-ons you want, and press the [ENTER] key for detail settings.
 3. Use the [▲/▼/ENTER] keys to set items.
 4. Use the [BACK] key to move to parent items.
 5. While the list of add-ons is displayed, press the [Option] key to make the list disappear.
- Play Mode: sets the play mode for music.
 - Select EQ: sets the EQ when playing music.
 - Change Display Order: sets the sorting type for the music list.
 - Delete file: deletes selected music.
You cannot delete files while music is being played.











Recordings

Recording voices

1. Select [Recordings] from the menu and the recording standby window will appear.
 2. Press the [] key to start recording and press again to stop.
-

- You cannot control volume while recording.
- If there is not enough free recording memory or battery power left, recording will be automatically stopped.
- Recorded files are saved on the recording list in the following format.
VOICEYYMMDD-XXX.mp3 (YY: year, MM: month, DD: day, XXX: saved number)
- The size for recorded files per minute according to recording quality is as below.
low : Approx. 240KB medium : Approx. 480KB high : Approx. 720KB
- Recording can be done for up to 5 hours.

Listening to recorded files

1. From the recording standby window, press the [ / ] key, select the file you want to listen to, and press the [] key or the [] key to play the file.
- While playing, press the [ / ] key to control the volume.
 - While playing, press the [] key to pause/stop/replay.
 - While playing, press the [ / ] key to play the previous/next file.
 - While playing a recorded file press the [] key to see the recording standby window.

Recordings

Add-ons for recording

1. When waiting to record press the [Option] key for the list of add-ons.
 2. Press the [▲/▼] key, select the add-ons you want, and press the [ENTER] key to see detail settings.
 3. Use the [▲/▼/ENTER] keys to set items.
 4. Press the [BACK] key for parent items.
 5. While the list of add-ons is displayed, press the [Option] key to make the list disappear.
- Recording Quality: sets the quality of recordings.
 - Save Recording to: sets the location for recording files.
 - Change Display Order: sets the sorting type for the recording file list.
 - Delete file: deletes a selected file.
You cannot delete files while playing.

Memo

Entering memo

1. Select [Memo] from the menu and the list of memos will appear.
2. Press the [Option] key, and from the add-ons window that appears, press the [▲/▼] key, select [Add memo], and press the [ENTER] key and the memo entering screen will appear.
3. Use the character input key to enter a memo, and press the [BACK] key to save the memo; then the screen will go back to the list of memos.
 - ▲ ▼ ◀ ▶ : Move within text ENTER : Line break
 - BACK : Save ← : Delete one character

Viewing memo

1. In the memo list, press the [▲/▼] key to select the memo you want to view, and press the [ENTER] key to see the selected memo.
 2. On the memo display screen, press the [ENTER] key to modify the memo.
- Pressing the [⋮/⋮] key or [◀/▶] key on memo viewing will show you previous/next memo.

Memo

Add-ons for memo

1. When in the following situation press the [Option] key to view the list of add-ons.
2. Press the [▲ / ▼] keys to select the extra feature you want, and press the [ENTER] key to view detail settings.
3. Use the [▲ / ▼ / ENTER] keys to set items.
4. Press the [BACK] key to move to parent items.
5. While the list of add-ons is displayed, press the [Option] key to make the list disappear.

Add-ons for the memo list

- Add Memo: creates a memo.
- Oldest First Sorting: sets the sorting type for the memo list.
- Delete Memo: Deletes the selected memo.
- Export Memo: Saves the chosen memo on the user area (root folder).

Add-ons for viewing memos

- Delete Memo: deletes the marked memo.
- Export Memo: Saves the chosen memo on the user area (root folder).

Add-ons for entering memos

- Clear All: Erases all the marked characters.

Diary

Selecting schedule

1. Select [Diary] from the menu to see the calendar.
2. Press the [▲/▼/◀/▶] keys to select the day you want, and press the [ENTER] key to see the schedule for the selected day.
3. Press the [▲/▼] keys to select the schedule you want to modify, and press the [ENTER] key to modify the selected schedule.

-
- On days where there is a schedule, the icon [●] appears depending on how many schedules you have on that day.
 - On the calendar screen, press the [⏪/⏩] keys to move to the previous/next month.
 - On the calendar screen, press and hold the [⏪/⏩] keys to continuously move to the previous/next months.
 - You can save up to 4 schedules per day.

Entering schedule

1. Select the empty schedule column from the schedule list, press the [ENTER] key and the schedule input screen will appear.
2. Use the character input key to enter a schedule, and press the [BACK] key to save the schedule and return to the list of schedules.
 - ▲▼◀▶ : Move within text ENTER : Line break
 - BACK : Save ← : Delete one character

Diary

Add-ons for scheduling

1. In the following situation, press the [Option] key for the list of add-ons.
2. Press the [▲/▼] key to select the add-ons you want, and press the [ENTER] key for detail settings.
3. Use the [▲/▼/ENTER] keys to set the items.
4. Press the [BACK] key to move to parent items.
5. While the list of add-ons is displayed, press the [Option] key to make the list disappear.

Add-ons for viewing monthly schedule

- Attach Sticker: places a sticker on the selected day.
(Displays up to 3)
- Detach Sticker: removes the sticker from the selected day.
- Add/Edit Text: enter brief text on the selected date of the calendar or edit entered texts.
(enter up to 10 characters)
- View Daily: displays the schedule for the selected day.

Add-ons for the schedule list

- Delete Memo: Deletes certain memos chosen.

Add-ons for entering schedules

- Clear All: erases all the marked letters








Chapter 05 Set up

39 Settings
Set up
Connecting Network

Settings









The user can set the environment of the product.
The structure of the settings menu may differ according to the firmware version.

Selecting settings

1. Select [Settings] from the menu for the list of settings.
 2. Press the [ / ] keys to select the setting you want, and press the [] key for detail settings.
 3. Use the [ /  / ] keys to set items.
 4. Press the [] key to move to parent items.
- My Name: set the name of your device.
 - Personal Info.: sets your name and phone number.
 - Set Shortcut Key: Sets shortcut keys such as next/previous page and font change
 - Change Font: Sets fonts applied to Office Viewer, Text Viewer, Memo, and Diary.
 - Power Options: Power switches off automatically once the preset time in suspend mode has elapsed.
 - Date & Time: sets the current time.
 - Language: sets the language to use.
 - Wi-Fi Options
 - Connect to Wireless Network: After checking the connection conditions of the wireless network, search for and connect to a connectible wireless network.
 - Profile: Delete the wireless networks lists you connected to, or access the relevant network.
 - View Information: Information on the connected wireless network is displayed.
 - Adobe Activation: Adobe Activation is implemented by using the ID and password created in <http://www.adobe.com/products/digitaleditions/>.
 - Initialize: resets user settings to the initial state when the product was purchased.
 - View Information: displays product information.

Settings

Connecting Network

1. Select [Settings - Wi-Fi Options - Connect to Wireless Network] using the [ / ] keys. Then press [] to display the available AP(Access Point) list.
2. Select an AP to be connected to by pressing the [ /  /  / ] keys and then select []. Enter an appropriate key index and network key depending on the AP, and connection will be made.
3. If you want to enter "#" into network key, press "~" key two times, then # will be entered.

-
- While a network is being connected, the icon  will be displayed at the top of the screen. Once connected successfully, the icon  will be changed to .
 - The network connection may fail depending on the conditions.

Chapter 06 Other information

- 42 iriver plus 4
 - Installation
 - Firmware Upgrade
- 43 Adobe Digital Editions
 - Installation
 - Authenticating the Computer and the Portable Device
 - Transferring Files to the Device
- 44 Copyrights
- 56 Certifications/registered trademark
- 57 Exemption
- 58 Important safety information
 - Relating to the product
 - Others
- 61 Troubleshooting
 - Check!

iriver plus 4

Installation

1. Please download the iriver plus 4 software program from our iriver website (www.iriver.com). Once you finish downloading it, you will see the installation guide screen appearing.
2. Please follow step-by-step instructions on the screen to complete the installation process.

Firmware Upgrade

1. Please connect the portable device to your computer and execute the iriver plus 4 program.
2. The firmware upgrade pop-up window will appear automatically if there is any firmware to upgrade.
3. Please press the start button and download the firmware files. Once you separate the device from the computer, the firmware upgrade process will begin.

Adobe Digital Editions

You can transfer copyrighted e-book files onto the portable device easily by using Adobe Digital Editions.

Installation

1. Please download Adobe Digital Editions from the Adobe website. Once you finish downloading it, you will see the installation guide screen appearing.
2. Please complete the installation process by following the step-by-step instructions.

Authenticating the Computer and the Portable Device

1. After you execute the Adobe Digital Editions program, please begin the [Library-Computer Authentication] process.
2. Once you type in your ID and password on the computer's authentication window, press the authentication button. You can obtain the Adobe ID from the Adobe website.
3. After authentication is completed, the device installation helper window will appear if you connect the device to your computer.
4. Press the device authentication button.

Transferring Files to the Device

1. Execute the Adobe Digital Editions program.
2. Please select content to be saved on to the device and drag & drop the file on the device's folder.

-
- The content you transferred to the Adobe Digital Editions program can be viewed in the Story device's My Library>My Folder>Digital Editions.

Copyrights

Copyright

iriver Ltd. owns the patent rights, trademark, copyright, and other intellectual property relating to this manual. Thus, none of the contents of this manual can be copied or reproduced in any form or by any method without the consent of iriver Ltd. Using any part or all of the document may result in legal sanctions. Software, sound sources, videos, and other content with copyrights are protected under the related provisions of copyright regulations, etc.

The user will be held legally responsible for any copying or distributing of contents with copyrights without permission, using this product. None of the companies, organizations, products, people, or events cited in the examples are real. Our company has no intention to imply a relationship with any company, organization, product, person or event through this manual, and none should be inferred.

It is the user's responsibility to observe the relevant copyright regulations.

©1999~2010 iriver Limited. All rights reserved.

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 2 of the License, or (at your option) any later version. This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details. You should have received a copy of the GNU General Public License along with this program. If not, see < <http://www.gnu.org/licenses/> > The source codes are available on the web site. Access the following web site to download, www.iriver.com/linux_opensource.html

In addition a request for a copy of the source code on CD ROM /SD card may be requested at webmaster@iriver.com. You will be charged a service fee for this offer.

Copyrights

GNU GENERAL PUBLIC LICENSE Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.,
51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

Copyrights

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE
TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

Copyrights

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

Copyrights

- a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

Copyrights

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

Copyrights

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

Copyrights

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

Copyrights

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

Copyrights

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Copyrights

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>  
Copyright (C) <year> <name of author>
```

```
This program is free software; you can redistribute it and/or modify  
it under the terms of the GNU General Public License as published by  
the Free Software Foundation; either version 2 of the License, or  
(at your option) any later version.
```

```
This program is distributed in the hope that it will be useful,  
but WITHOUT ANY WARRANTY; without even the implied warranty of  
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the  
GNU General Public License for more details.
```

```
You should have received a copy of the GNU General Public License along  
with this program; if not, write to the Free Software Foundation, Inc.,  
51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.
```

Also add information on how to contact you by electronic and paper mail.

Copyrights

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) year name of author  
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type  
'show w'.
```

```
This is free software, and you are welcome to redistribute it  
under certain conditions; type 'show c' for details.
```

The hypothetical commands `'show w'` and `'show c'` should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `'show w'` and `'show c'`; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program  
'Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989  
Ty Coon, President of Vice
```

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

Certification/Registered trademark

Certification

KCC / FCC / PCT / **CE 0678**

Grade B device (home broadcasting and communication device):

This device, mainly for domestic use (grade B), is EMC certified, and can be used in all areas.

Registered trademark

Windows 2000, Windows XP, Windows Vista, and Windows Media Player are registered trademarks of Microsoft Corporation.

iriver E-book contains Adobe® Reader® Mobile software under license from Adobe Systems Incorporated,

Copyright © 1995-2010 Adobe Systems Incorporated. All rights reserved.

Adobe and Reader are trademarks of Adobe Systems Incorporated.

Exemption

Exemption

The manufacturer, importer, and agencies will not be held liable for damage caused by accidents including injuries or inappropriate use or handling of the product. The information in the manual is based on the current specifications of the product.

river Ltd., the manufacturer of this product, continues to add new features and apply new technologies to it.

All standards may be changed without prior notice to individual users.

We cannot be held responsible for data loss caused by the use of the product.

The technical limits in the manufacturing process may cause EPD Panel to have approx. 0.0012% bright or dark pixels. However, it does not affect the capability of the product.

CE warning

! Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

EN Test Regulation Version

ETSI EN 300 328 V1.7.1

ETSI EN 301 489-1 V1.6.1

ETSI EN 301 489-17 V1.2.1

EN 60950-1:2006+A11:2009

EN 50332-2:2003

Important safety information

Relating to the product

- If the same display is maintained for too long, screen burn-ins may result.
- Do not allow metal (coins, hairpins, etc.) or foreign substances that burn easily to get inside the product.
It may cause failure.
- Do not place heavy objects on top of the product.
It may cause damage or failure.
- If the product gets wet from rain, drinks, medicines, cosmetics, sweat, or moisture, do not turn the power on, and after quickly wiping the product with a dry cloth, go to the closest river service center and get it checked. (Failure due to submersion will be charged regardless of the warranty period, and repair may be impossible.)
It may cause damage or failure.
- Do not keep in places where there is moisture, dust, or soot.
It may cause failure.
- Do not disassemble, repair, or modify.
It may cause damage or failure.
- Do not keep in direct sunlight or places where the temperature is too high or too low (0 °C ~ 40 °C).
It may cause failure.
- Do not keep next to magnets, TVs, monitors, speakers, or other objects with strong magnetism.
It may cause failure.
- Do not use chemicals or cleaners on the product; they may degrade the surface and cause damage to the finish.
It may cause failure.
- Do not drop the product, or subject it to strong impact or vibration.
It may cause damage or failure.

Important safety information

Relating to the product

- Do not press multiple keys at the same time.
It may cause damage or failure.
- Do not disconnect from the computer when transmitting data.
It may cause failure.
- When connecting the product with a computer, use a USB port on the back of the PC.
Some generic PCs with sub-standard USB ports can cause damage to the product.
- Do not insert devices other than earphones in the earphone terminals.
It may cause damage or failure.
- Back up important data saved in the product in a safe place.
- Due to electrophoretic display (EPD) properties, the panel is very slim and thus vulnerable to shocks or pressure. Please use caution when handling.

Important safety information

Others

- Do not use or handle headphones/earphones when driving a bicycle, car, or motorcycle.
It is not only dangerous but can also be illegal according to the region.
- Do not use when driving, walking, or climbing.
There is danger of injury.
- Accidents can happen, so use only in safe place.
There is danger of injury.
- When using while on the move, check if there are any dangerous obstacles.
There is danger of injury.
- There is a risk of electric shock during electrical storms, so do not use if possible.
There is danger of injury.
- If you experience tinnitus, reduce the volume or stop use.
There is danger of injury.
- Do not use for long periods at high volume.
There is danger of injury.
- Do not use headphones/earphones at high volume.
There is danger of injury.
- Be careful that headphones/earphones do not get caught or snagged in other objects.
There is danger of injury.
- Do not sleep with earphones on, or use them for a long period of time.
There is danger of injury.

Troubleshooting

Check!

- The power does not come on.
 - Check if there is battery power left. Charge and turn the power on.
 - Please use a needle or pin to press the reset key and turn on the power switch.
- The product does not charge even though connected to power.
 - Check if the product is properly connected to the computer.
- There is an error on the PC when connecting the USB.
 - Check if the product is properly connected to the computer.
- The capacity changes after formatting.
 - There can be slight changes in capacity according to the OS of the PC you are using.
- The screen is not normal.
 - Check if there are foreign substances on the screen.
- The product does not connect with the computer.
 - When connecting with the computer, use the USB port on the back of the computer console.
- Book files are not displayed.
 - Check if the file format is supported.
- There is no sound or there is too much noise.
 - Check if the volume is set to '0'.
 - Check if the earphones are connected properly or if there are foreign substances in the terminal.
 - Check if there are any errors in the file.
- The screen responds too slowly and there are too burn-ins last too long.
 - As a characteristic of an EPD, the screen may appear to blink and respond somewhat slowly when moving through the menu.
 - As a characteristic of an EPD, burn-ins may appear.
 - If the EPD is used in places that are too cold or too hot, more severe burn-ins may appear, and screen transitions may be slower.
(Operating temperature: 0 °C ~ 40 °C)
 - If used under bright sunlight, horizontal lines may appear on the screen.
(Move into shade to make the lines disappear.)

Federal Communications Commission

FCC RF

- CAUTION: Any changes or modifications in construction of this device which are not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- CAUTION : Exposure to Radio Frequency Radiation. Antenna shall be mounted in such a manner to minimize the potential for human contact during normal operation. The antenna should not be contacted during operation to avoid the possibility of exceeding the FCC radio frequency exposure limit.
- 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. for compliance could void the user's authority to operate the equipment.

SAFETY

- CAUTION: RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS.

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 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.