*Tell*Mate

<u>User Manual</u>

<u>Content</u>

Basic Descriptions :

1.   **The Set**

  1.1)   **Part one - General description**

  1.1.1)   The name of this device is called ***Tell*Mate** This handheld device is about the size and shape of your mobile phone.

  1.1.2)   On the front surface, there is no screen display. There are 5 large buttons on the lower half of the front surface, while the speaker is at the top half. On the right side of speaker, there are 3 LEDs positioned among the speaker grill holes.

  1.1.3)   At the bottom, you will find a USB port and the earphone jack. On the right hand corner, there is also a hinge for the lanyard.

  1.1.4)   On top part of the device, you can find external microphone jack (towards the right corner), the internal microphone (built-in at centre, not visible) and a line-in recording jack towards the left corner).

  1.1.5)   On the right side, there are 3 push buttons, namely the Play, Stop and Record buttons in that order and below these 3 buttons is where the mini SD card slot is. On the left side, there are 2 slide switches, namely the Reset switch on top and the keypad lock switch below it.

  1.1.4)   At the back surface, there is nothing except the battery compartment

  1.1.5)   The logo for ***Tell*Mate** is printed just below the 5 buttons on the front surface.
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  1.2)   *Part 2 - Locations and the names of the buttons.*

  1.2.1)   Hold the device with the 5 buttons on the front surface facing you. In this position, the scanner is located at the top half of the back panel, while the bottom half is where the battery compartment is.

  1.2.2)   Now among the group of 5 buttons, the centre one is the menu button. On the right side of this menu button is the RIGHT or FORWARD button. On the left side is the LEFT or REWIND button.

  1.2.3)   Similarly, above the centre menu button is the UP button, and below the menu button is the DOWN button.

1.2.4) The 3 press buttons on the right side of the device. The top most button is the PLAY button, the middle one is the STOP button and the last and lowest one is the RECORD button. Below the Record button is the mini SD card slot.

1.2.5) Finally, on the left hand side of the device are 2 slide switches. The top one is the RESET switch. This is a spring loaded slide switch. The lower one is called the KEYPAD LOCK, these 2 are on / off switches and can only slide up or down.

2. Accessories

2.1. Charger.
2.1.1. Standard power point plug is provided, with universal input voltages from 110 to 250 V AC, 50/60 Hertz, and output of 5 V DC 500 milli Amp maximum.
2.1.2. When only charger is plugged into the A C power source, a small green L E D on the charger will light up (to indicate power is on).
2.1.3. When the charger is connected to the set, the green L E D will turn red (indicating charging in progress).
2.1.4. When battery is full, this red L E D will remain on until it is disconnected.
2.1.5. Depending on the type supplied, most chargers come with a USB type connector.

2.2. USB cable - connect to P C / laptop for file transfer, same type as the charger USB.

2.3. Line-in cable – for direct recording or transferring of files from another audio equipment.

2.4. Earphone.
Standard earphone with 3.5 mm audio pin.

2.5. Battery.
2.5.1. Lithium Ion rechargeable battery (similar to hand phone type) is used.
2.5.2. The battery is enclosed inside the battery compartment. It is removable.
2.5.3. From battery low, it takes about 3 hours to charge to full.
2.5.4. A fully charge battery has a playback time of minimum 20 hours. Actual period depends on how often the scanner is used and how often the speaker is on. As a guide only, the battery will last about 8 hours of continuously playback with the speaker on all the time at maximum volume.
2.5.5. When you receive your new *Tell*Mate , the battery may not be inside the battery compartment. Insert the battery first before any attempt to start.

Remember to remove the battery when the device will not be used over a long period.

3. The labels

Actual labels are very thin (0.55 to 1.0 m m). Label comes in many different physical shapes and sizes.

3.1. The types enclosed in your package may be a combinations of the following:

3.1.1 45 x 45 m m square type.

3.1.2 15 x 30 m m small rectangular type.

3.1.3 15 x 30 m m small rectangular type, paper base and with adhesive on one side and is usually use for permanent labeling.

3.1.4 Round type, either 20mm or 25mm or 30mm.

3.1. There are many more labels of different shapes and sizes, depending on where user needs to attach the label to. For simplicity now, DO NOT attach these electronic labels DIRECTLY onto a metallic surface, or DO NOT read more than one label at a time. It will not work and the device will give AFB "scan failure". (Note: labels to be placed directly on metal surface are available but are of different types and cost double the normal ones mentioned above).

3.2. Labels can be embedded or placed on objects for the purpose of unique identification and differentiation (I & D). Examples of some usage now are: Label placed on medication package to correctly identify and differentiate types. Label placed on books or documents for easy access.

3.3. Labels can be re-cycled. If today I use it to identify a book, tomorrow I can re-use the same label to record a new message over the previous one. See section 15.5

Charging the battery.

Battery status is important to visually impaired users. In order not to confuse user when the device is "out of battery" or "out of order " , battery status, given in the form of AFB (audio feedback or prompts), is announced every time the device is started-up.

4.   Battery status.

There are 4 levels of battery status used in the device. They are:

4.1)   Battery Full.
This is when battery is from fully charged down to about 80% of the max level. The AFB is "Battery Full" and represented by only the green L E D lighting up.

4.2)   Battery Medium.
When battery level drops to below 80% of max, it is in the medium level region. AFB is "Battery Medium" and represented by lighting up of blue L E D (middle L E D). Most of the time user will be in this region.

4.3)   Battery Low.
This is when battery level drops to about 15%. At this point, user has about 40 minutes of usage time. It is recommended to re-charge the battery whenever user hears this AFB "Battery Low". This level is represented by the lighting up of single red L E D.

4.4)   Battery Empty.
A further drop in battery voltage to 5% will cause the device to output AFB "Battery Empty" and then auto shut down the device by going into standby mode with AFB "standby". Please take note when battery is at empty level, it may not be sufficient to re-start the device. Therefore, do not let the battery go to this level. Otherwise, charge the battery first before re-starting.

5.   To charge the battery.
Make sure the battery is seated properly inside the battery compartment first.

5.1)   Connect the charger's USB connector to the device's USB port. Then connect the battery charger to the power source on the wall.

5.2)   Turn on the switch at the power source and within a few seconds, you should hear AFB "Battery Charging". This is your confirmation that all connections are proper and power is turned on.

At this point and during the duration of charging the battery, the 3 LED will light up as slow running lights

5.3) Charging from low level to full takes about 3 hours. When the battery is fully charged, the device will output the AFB "Battery Full" 5 times in a row. This AFB comes from the speaker and may be loud in the quiet night time (no need for a earphone).

5.4) Disconnect the charger by switching off the power source. Then disconnect the charger from the device.

5.5) Should you fail to turn off the power source within few minutes of the first "Battery Full" AFB, the device will repeat the AFB 5 more times. If power is still on, the device gets cranky and throws into tantrum by repeating the AFB continuously. You are very welcome to suggest a better way to inform the user to turn off and disconnect the charger.

5.6) Please take note that when the device is connected to your computer via the USB cable, the battery is also being charged by the power from your computer. But you will not hear any of the AFB.

6) When to charge
Please note that the device can still function when it is connected to the charger. The only difference is that it is no longer portable as it must be connected to the power for charging.

6.1) When you hear the audio prompt "Battery Low", it is strongly advisable that you start to re-charge the battery.
6.2) You can also re-charge the battery any time you feel needed. No need to wait for the battery low level.
6.3) It is also possible to stop the charging any time when you wish to and no need to wait for it to be fully charge.

The Functions :

7.   Modes of Operations.

There are 6 functional modes of operations in this device. They are :

7.1.   Scanner – this is the main objective of the device where it enables the user to scan for information relevant to an item or object. The scanner here functions as a label scanner, not a scanner that will scan any printed materials and expect a audio output later. There is no text to speech engine in this device.

7.2.   Music – this is the M P 3 player mode. It works like the normal MP3 player.

7.3.   Audio book – this is where you can listen to audio books, documents, recorded lectures and seminars. (Not Daisy compatible)

7.4.   Recorder – this is the mode that works like the digital voice recorder, allowing recording with either external, internal microphone or line-in.

7.5.   Radio - tune in to local F M radio stations. There are 10 pre-set stations that you can choose to pre-set.

7.6.   Talking clock giving you a m or p m, hour and minute prompts.

8.   Terminology.

8.1.   P R. followed by the name of a button, for example P R Play – means press the PLAY button once and let go. In instruction manual, this will simply be referred to as press Play button.

8.2   P H. followed by the name of a button, for example P H Stop – means press and hold the Stop button for about 2 seconds (or the time to count to 3). In instruction manual, this will be referred to as " P H Stop".

8.3   D C. followed by the name of a button, for example D C Menu – means you double click the Menu button.

8.4   A F B – audio feedback or audio prompt– this is the audio instruction or feedback the device announces to the user.

9. To start-up and shut down the device.

For the purpose of shipment, all devices are shipped with the battery outside their compartment. Please insert the battery into the compartment before attempting to start the device.

9.1. Press the Play button once to start the device. All 3 L E D will light up for a short time. Then only L E D indicating the current battery level will continue to light up.

9.2. At the same time, you should hear the AFB announcing the battery status, that is, if battery is full, you hear " Battery Full".

9.3 After the battery status AFB, the device automatically defaults to the position where you last shut the device down. Example, your last shut-down was done from file 5 of music folder 3, then this is where the device will start-up next time.

9.4. If the shut down was from a position from external memory:
   9.4.1 but device is re started without the presence of SD card, then it will default to internal memory, file 1 of music 1 folder (reference position).
   9.4.2 a new SD card with no "last used position" memorized yet, device will default to reference position also.

9.5. If after a shut down, the file position that was remembered is missing, either due to user deleted the file, corrupted or whatever reason, then device will restart from reference position.

9.6. Important note at this stage– the built-in speaker is defaulted to be ON every time you start up the device. You should decide at this stage if you want to listen in privacy from earphone only or from speaker. (to turn OFF the speaker, press Left and Right arrow keys together for about 2 seconds).

9.7. To shut down the device properly – press STOP button and hold on to it until you hear AFB "standby". That is all you need to do. The device will also auto shuts down if there is no activity for more than 30 minutes.

10. Menu Selection.

10.1 At any time after the device is on, you can go to menu selection – by P H Menu button (press and hold the menu button for about 2 seconds) .

10.2 You will then hear the AFB of the current mode that you are in.

10.3   Press Left or Right arrow key to scroll the menu list up or downwards.

10.4   Each time you press Left or Right button, the AFB will tell you the next Operation mode in the menu list.

10.5.   When you have come to the mode of your choice, you need to do a selection. This time you just press Menu button once to select the mode.

10.6   Once a functional mode has been selected, you will hear the current folder name of that mode. Use DC_Left or Right key to change or choose your choice of folder.

10.7   Select the folder by PR_Menu. The device will start playback from this folder.

11.   Music mode.

While in music mode :

11.1   You can pause and resume your listening by toggling the Play button, meaning while music is playing, press Play once will pause the playing. Another press of Play button will resume the playing from where you left off.

11.2   Press Stop button to stop playing the current track.

11.3   Press the Up or Down button to adjust volume.

11.4   Press Left or Right button to go forward or reverse one track.

11.5   P H Left or Right to fast forward or fast rewind the current track.

11.6   AB repeat. This is when you wish to repeat a section of the music that you have been listening. While playing the music, press Record button once to register the start point (point A). Press Record again to register the end point (point B). Then the device will repeat the section marked by the AB (start and end points), until you press Record button the third time. Then it will get out of the repeat loop..

11.7   If you wish to delete a music file, do the following:

        11.7.1 While playing the track that you wish to delete, press DC_Menu button. You will hear AFB "confirm delete?".

11.7.2 Press Menu button again to answer yes. One second later, you should hear the confirmation AFB "track deleted".

11.7.3 Press Stop button to answer no, this will be followed by AFB "cancel".

11.7.4 Only the selected file will be deleted and you can delete one at a time.

12   Recorder mode.

For recording, you have the option to record from internal microphone, external microphone (not included in the package) or Line-in.

12.1.   Device will auto detect and select one of the 3 recording input source according to the following order:

12.1.1 if Line-in cable is inserted, recording input will be from Line-in, regardless if external microphone is connected or not.
12.1.2 if there is no line-in cable, connecting an external microphone will force the device to record from external microphone.
12.1.3 if both the line-in and external microphone are not present, then the device will auto select the internal microphone to be the input source.

Internal microphone, the external microphone jack and the line-in jack are all situated on the top of the device.

12.2.   To record from microphone, plug in the external microphone into the 3.5mm jack if you wish to record from external microphone, otherwise, recording will be from internal microphone.

12.2.1 Select the folder which you wish to save the file first.
12.2.2 To start recording – simply press Record button once.
12.2.3 You will hear " Record after tone" follow by a beep tone.
12.2.4 You can start the recording after hearing the beep tone.
12.2.5 To end the recording, simply press Stop button.
12.2.6 The AFB " Track recorded " that you will hear will give you the confirmation that the file has been recorded and saved.
12.2.7 The device will auto playback the track that you have just recorded.

12.3.   To record from Line-in:

12.3.1 First, connect one end of the line-in cable into the 2.5mm jack and the other end to your line-in source (such as cassette or CD player).
12.3.2 Select the folder which you wish to save the recorded file.

12.3.3 To start recording, press Record button.

12.3.4 After hearing the recording tone, start the playback of the source immediately. You will not be able to hear any audio during the line-in recording process.

12.3.5 To end the recording, stop the playback of the source first. Then press Stop button on the device.

12.3.6 The AFB " Track recorded " that you will hear will give you the confirmation that the file has been recorded and saved.

12.3.7 The device will auto playback the track that you have just recorded.

12.4. If you wish to delete a recorded file, do the following :

12.4.1 While playing the track that you wish to delete, press DC_Menu button.

12.4.2 You will hear AFB " confirm delete ?".

12.4.3 Press Menu button again to answer yes. One second later, you should hear the confirmation AFB " track deleted".

12.4.4 Press Stop button to answer no, this will be followed by AFB " cancel ".

12.5 Pause and Resume During Recording

12.5.1 While making a recording, whether in recorder mode or in scanner mode recording a label, if you wish to pause your recording for a while, it is very easy. While in recording, just press the Record button once more and you pause the recording.

12.5.2 To resume after you have paused, simply press Record button once more. In this time when you resume, there will be no AFB telling you "Record After Tone". You just continue once you resume.

12.5.3 Take note that pause and resume during Playback of audio is using the Play button. But pause and resume during recording is using the Record button. The logic behind this is that the user's finger is already positioned at Record button.

12.5.4 Take note also that you can pause for a maximum 30minutes. After this time, if you do not resume the recording, the device will automatically save what has been recorded so far and stop.

12.5.5 The possible drawback for pause and resume during recording , especially if the pause is disturbed by other distraction, is that the user might forget that he/she has already placed the device in pause recording

situation. So, when resuming, the device is expecting only a resume command, but user might be pressing other buttons which is rejected by the device at this stage, causing possible confusion to user.

PLEASE TAKE NOT THAT WHEN STARTING TO RECORD, IF THE BATTERY LEVEL HAS REACHED "BATTERY LOW", THE RECORDING FUNCTION WILL NOT WORK. You will hear AFB "Battery low" and then device will return to recorder mode.

13   AudioBook mode.

Audio books are available in different formats , from cassette, CD to internet download. To listen to audio book, you will need to upload an audio book from the P C or laptop first. A maximum of 3 audio books are allowed to be stored in the device at any one time. Another maximum of 3 books can be stored in your SD cards. Each time an audio book is uploaded to *Tell*Mate, you are to upload the book to one of these book folders.

This audio book reader is a simple book reader that satisfy most leisure reading purposes. It has marker so that it will resume from where you left off from last reading. It is not compatible to Daisy format.

13.1.   The default operation mode in Audiobook is "Auto" meaning the device will read to you each file in the audiobook sequentially one after another.

13.2.   While in Audiobook mode, pressing the Menu button will toggle it to a "manual" mode. This means the device will stop at the end of each file and will wait for your instruction to start the next file. Simply press Play to go to next file in manual mode.

13.3.   In some situation, after uploading a new book, it does not start from first file or first chapter of the book. To make sure that the book is read to you from first file, press Stop button 2 times and then press Play. You can do this only after you have started listening to a book and not sure if this is the beginning (or you want to re-start from beginning). The first press of Stop button is to stop the player. The second Stop consecutively is to force file tracking indicator to return to first file. The third step of pressing Play is to resume the Audio book.

13.4.   If you wish to delete an Audio Book, do the following :

13.4.1 While playing any track of the selected audio book, press DC_Menu button.

13.4.2 You will hear AFB " confirm delete ?". Please note that answering yes to this question here means you wish to delete the WHOLE audio book, not just one of the files.

13.4.3 Press Menu button again to answer yes. Time taken to delete all the files in a book depends on number of files. As a reference, it takes about 40 seconds to delete a book with 50 files. When all the files have been deleted, you should hear the confirmation AFB " track deleted".

13.4.4 Press Stop button to answer no, this will be followed by AFB " cancel ".

14   Radio mode.

The earphone MUST be connected to the phone jack before the radio can work. This is so because the earphone in this case, acts like the radio antenna. If antenna is not connected, the device cannot receive radio signal.

14.1   Press play button once to go to next radio station.

14.2   Press stop button once to go to previous radio station.

14.3   If you wish to record a radio program that you are listening or about to be on, press Record button once to start the recording, and press Stop button to end the recording. You must be tuned to same station throughout the recording period.

14.4   FM recording is limited to a maximum of 120 minutes of recording only. If this time is exceeded, device will auto save what has been recorded and then stop. This allows you to, say for example, start a radio recording before going to bed and don't have to worry about waking up to stop the recording.

14.5   All recordings from FM radio stations are saved at a special folder called " FM recordings". To playback the recorded FM program, you will need to change functional mode from FM to Recorder, and select the folder called "FM Recordings". To delete FM recorded files is the same as the standard delete procedure. (DC_Menu while playing that particular file) >>

14.6   Clarity of the FM radio station is often dependent on weather and surrounding environment.

14.7   To Preset a station

There are a total of 10 preset stations available. The standard FM frequency band is from 88 mega hertz to 107 mega Hertz. To preset a station, the steps are :

14.7.1 While in radio mode, press Menu once to check which preset station you are in now. You can either start with current station or go to preset station 1 to start. Assuming you start from preset 1.

14.7.2 Press and hold the Right or Left arrow key. You will find that the radio starts to move from one tuned station to next tuned station. Right key is moving in incremental frequency while Left key is in decremental frequency.

14.7.3 Keep on holding the arrow key until the radio comes to a station that you want to preset. Release the arrow key immediately on hearing the required station.

14.7.4 At this point, you can either press Menu button once to get confirmation of the radio frequency of the selected station, or press Play button directly to save the station onto preset 1 AND move on to preset 2.

14.7.5 Repeat the above 3 steps to preset for all other 9 available preset stations.

14.7.6 In situation where you know the preset station frequency is slightly off the station frequency, you can press any of the 2 arrow keys to do fine tuning. To do fine tuning, just press the arrow key once each time. Each press is represented by a frequency change of 0.1 Mega Hertz.

15 Scanner mode.

15.1 The scanner is located on the top half of the device. All scanning of the label must be done within the scanning area. The scanning range – the maximum distance that the label can be away from the scanner is 20 millimeters.

15.2 When scanner fails to locate a label within this 20 m m range, the AFB will be "scan failure ". This happens when :

15.2.1 no label is within range,

15.2.2 label is damaged,

15.2.3 scanner detecting more than one label at a time.

15.2.4 incompatible label type. Or

15.2.5   label reading is interfered by nearby metallic or liquid surface on top or under label.

15.3   To record or "attach" a file or audio information to a label :

15.3.1   Place the device within range of the selected label.

15.3.2   Press Record button once.

15.3.3   You will hear AFB " record after tone " follow by beep tone.

15.3.4   You can start recording the required message after the tone. From this point onwards, there is no need for the label and the device to be in close proximity.

15.3.5   Should you wish to pause your recording, just press the Record button once. The device will pause the recording. To resume, just press the Record button once again. When recording is resumed, there will be no AFB "Record After Tone" to guide you to re-start.

15.3.6   To end the recording, press Stop button.

15.3.7   Confirmation of recording is from AFB "track recorded".

15.4   To playback or access information from a label :

15.4.1   Place the device close to within range of the label.

15.4.2   Press the play once.

15.4.3   Within half a second, you should hear the message.

15.4.4   If it is a long message, you can pause and resume (with the Play button during play-back) or stop all together by pressing Stop button.

15.4.5   To repeat the message, you will need to scan and press Play again.

15.5 To re-cycle a label.

Each label can be re-cycled or re-recorded with new message many times over (100 thousand times) . To re-use a label the procedures are :

15.5.1 Place the device within range of the selected label.

15.5.2 Press Record button once.

15.5.3 The device will check if a label is a new label (no message) or the label has been previous recorded a message in the current set.

15.5.4 If the device detects that it is a used label, then it will prompt A F B "re-cycle label?" . This A F B is meant to ask user if you really want to delete the current message and replace with a new recording.

15.5.5 Answer yes by pressing Record button once, after which you will hear A F B " record after tone " follow by beep tone, and start the new message.

15.5.6 Answer no by pressing Stop button. A F B is "cancel".

15.6 Recorded files in this Scanner mode cannot be deleted from the device directly. But old files can be " removed " by overiding it with a new file (see re-cycling label 12.5). If there is really a need to delete, you will need to connect to P C to open up the folder to delete.

The Other Controls :

16. To Change Folder within the same function

In ***Tell*Mate**, there are 3 folders each for music, recorder and audio book. The 3 folders in music allow you to store music in 3 different music albums according to your preference. The 3 folders in Audio Book allow you to store 3 different books and read them separately. The 3 voice folders allow you to store your voice recording according to your own category also. While using the player, to change from one folder to another,

16.1)   DC_Left or Right Arrow key to go to next or previous folder till the folder
    of your choice.
16.2)   Each DC_Left or Right press will let you scroll to a new folder, the name of
    the folder will be read out to you.
16.3)   Press PR_Menu to select the folder and device will auto start this folder.

The above folder selection procedure works the same way for all folder selection in music, voice and Audio Book. Once a folder is started, player will playback and loop within that folder, until there is a change of folder.

Folder names are user definable in audio. The default audio names are :
16.4)   For music – music 1, 2 and 3 (int memory) , 4, 5 and 6 (ext memory)
16.5)   For recorder – recorder 1, 2, 3 and 4, 5, 6
16.6)   For Audio Book – audio book 1, 2, 3 and 4, 5, 6.

17. Switching between Internal and External Memory

***Tell*Mate** is equipped with a mini SD card slot for memory expansion with mini SD cards. The external memory is limited to max 2G. As far as users are concerned, there is no need to switch between internal or external memory. The device will auto detect the present or absent of an external memory.

17.1   During start up, if there is no SD card inserted, device will default to internal memory. If SD card is present during start up, the start time is slightly longer.
17.2   External memory card will have the same folder structure as the internal. However, folder names on external memory are different from that of internal memory. When mini SD is present during your operation, all folders from the mini SD will be available for your selection. If not present, then only folders from internal memory will be available.
17.3   While playing back from internal memory, if SD card is inserted, you will hear "external memory, please wait". The device will auto resume when the wait time for the preparation of external memory is over. If SD card is removed during playback,

you will hear "external memory not found" and device resumes play from internal memory. In situations when device does not auto resume, press play button to resume.

17.4 While playing back from SD card, if the SD card is removed, the device will detect this and output AFB " external memory not found" follow by auto switching to internal memory, folder one.

18. Selecting the language options for the AFB

The default language of the AFB for the *Tell***Mate** is in English or in the language of the intended country. But, the device comes with 2 other languages for you to select if you prefer another language. This selection of AFB in different language can only be performed from start-up of the device. To change language of the AFB, follow the following steps :

18.1) Press the Play button to start the device.

18.2) As per the normal start-up procedure, you will hear the AFB for the battery status.

18.3) As soon as you hear the battery status, press the Right or Left arrow key once. You must press the Right or Left arrow key before the end of the AFB.

18.4) You will hear the name of the current language being announced after the battery status, and the device will stop there (instead of continuing to music mode).

18.5) It is at this point that you select the AFB language of your choice. Again use the Right or Left arrow key to scroll to the language of your choice.

18.6) Once you hear the language of your choice, press menu button once to select.

18.7) Once selected, the device will proceed normally, that is, to music mode and start music playing.

The Talking Clock.

21.   This function will inform the user the time of the day, just like a simple talking clock that all users carried now. At any time when the device is on, and in any mode, just do a P H Stop and your ***Tell*Mate** will be interrupted by the time announcement. The time comes in hour and minutes and a m or p m only. After the time has been read to user, the device will auto return to whatever user was listening to.

       User can set or re-set the time as and when necessary. There are only 3 settings to be done. They are, selecting A M or P M, setting the hour and setting the minute. To do this, follow the steps below :

       21.1)   Go into menu selection and press menu to select Clock function. This is followed immediately by AFB "time-setting".

       21.2)   Press menu button to start setting the time. First you will hear "am" or "pm". Use the Up or Down key to select the required A M or P M.

       21.3)   Next, press the Right button to set the hour. User will hear the currently set hour. To change the hour, simply use the Up or Down button to scroll until you reach the hour required. Each up or down button press will change by one hour.

       21.4)   Next, press the Right button again to set the minute. User will hear the currently set minute. To change or set the minute, simply use the Up or Down button again to scroll until you reach the minute required. Each up or down button press will change by one minute.

       21.5)   If the device's time is being set for the first time, or if the device reset switch has been activated for any reason, continue to step 7) to set year, month and date. Otherwise go to step 6 and end there.

       21.6)   Once user has completed the 3 settings, to save the new time which has just been set, just press the Menu button once. The device will announce the newly set time and returns to "Clock" at the menu level. That is the end of setting a new time. Please remember that at this stage, you are in menu selection. It is waiting for your instruction where you want to go next.

21.7) There are 3 more settings to be done, for year, month and date in this order. Press the Right button again. This is for setting the year. You will hear the current year, 8 for the year 2008, 9 for year 2009 and so on. As usual, use up or down keys to scroll to the required year.

21.8) Repeat step 9 by pressing the Right button, this time for setting the month. You will hear 1 for January, 2 for February and so on. Scroll the up or down key to set the date.

21.9) Finally, press the Right button again to set the date. You will hear the day of the month from 1 to 31. Scroll by using Up or Down key to set the required date.

21.10) Please note that setting the day, month and year is for system use only. There will be no AFB for day, month and year.

21.11) To end and save all the new settings, press the Menu button once. The device will announce the newly set time and returns to "Clock" at the menu level. That is the end of setting a new time. Please remember that at this stage, you are in menu selection. It is waiting for your instruction where you want to go next.

Frequently Asked Questions

1. Q : From device start-up to selecting ***Tell*Mate** scanner, it is quite a few steps. Isn't it troublesome if I just wish to access information from one label and I have to go through all these steps and put on the earphone ?

    A : The main objective of this device is for user to access information. Hence, there is a " short-cut" if user needs to listen to a message from a label quickly. This is what you need to do to "hot switch" to ***Tell*Mate** scanner mode from start-up :

    1.1.   Instead of pressing Play button once to start the device, do a P H Play button until you hear "Scanner ready" or the message from the label.

    1.2.   The device is forced to scanner function and within half a second from here, you should hear the message FROM the SPEAKER. No need for you to look for the earphone (if not connected).

    1.3.   From here on, the device IS in scanner mode and the speaker is ON. You can then go to menu and switch to other modes if needed.

    1.4.   Similarly, while you are at other modes of operations, such as radio or audio book, all you need to do to "hot switch" to scanner is to press the play button to scan the label until you hear the message.

    1.5.   The same goes for record. You can hot switch from start-up or any operating mode to scanner recording by the same action on record button.

2   Q :   How long and how much information can I record in each label ?

    A :   Every ***Tell*Mate** will come with at least 1G built-in memory. Hence, the limit to how long you can record is limited by this physical size. 1G memory roughly translates to about 10 hours of recording (at 128kbs).
    Theoretically, if you have a strange urge to record something for 10 hours in one go, whether using one label or in voice mode, it is possible. But nobody would want to playback and listen such long recording. Since ***Tell*Mate** is designed for V I user to access information, the amount of information accessed in one scan should be reasonable, like anything from one or 2 words to some 30 seconds of recording.

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3 Q : Are the labels waterproof ?

   A: Labels comes in many different physical forms. Paper based ones are not waterproof. Laminated ones are water resistant to a certain extend and period, but still cannot be said to be waterproof. The only waterproof labels are the ones specially designed for laundry conditions – where it has to withstand the wear and tear due to presence of chemicals, high temperature, water and the washing.

4. Q : How do I switch the speaker on or off ?

   A : Speaker is located on the bottom left hand side of the device. Switching ON and OFF is by pressing Left and Right arrow buttons at the same time for about 2 seconds. Do that once will turn speaker on, do it again will turn speaker off.

5. Q : Can I check battery status anytime while using the device ?

   A : Battery status is given whenever you start-up the device. But if you wish to check battery status anytime, just P H menu button and volume down button together. You can also do the same to check battery level while charging the battery.

6. Q : What happens if the keypad lock is accidentally turned on ?

   A : If keypad lock is on and detected by device during device start-up, instead of giving you the usual battery status, you will hear the A F B " keypad locked" from the speaker. At all other times after the device has been started, switching on the keypad lock, intentionally or accidentally, will disable ALL button functions. Therefore when you are in a situation when pressing any buttons resulted in no respond at all, please check if keypad lock is off (down position).

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Trouble Shooting

There are a number of situations which will likely let the users think that the device is having problem but could not get out of it. Here are some known ones:

1.   Situation 1:   You do not get any respond when pressing any button
        Please check: 1.1)   if you have switched off the speaker (by listening to the earphone).
                       1.2)   if the key-lock switch is off (down position).
                       1.3)   press and hold menu button for 2 second to check if device is active.

2.   Situation 2:   You have been using the device but left it unattended for a period. When you
                       return to the device, you have forgotten which operating mode the device is in.
        Recommended action : 2.1)   Do not simply press any button. This will lead you to more
                                    confusion on where the device is operating currently.
                             2.2)   Press and hold the menu key (the centre key on the front surface)
                                    to go into menu selection. You should hear the audio prompt
                                    telling you where the device is currently.

3.   Situation 3: Device will not start up
        Action to take: 3.1)   Check if battery is in battery compartment or properly seated.
                               3.2)   Recharge the battery for a while before attempting to re start up.

4.

FCC Statement

1. FCC Statement 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.

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

3. NOTE: 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.