⒓ RadioShack.

Bilingual Laptop

OWNER'S MANUAL —
Please read before using this equipment.   *60-2632*

CONTENTS

Thank you for purchasing the RadioShack Bilingual Laptop. It is a fun tool for learning math and spelling, testing your memory, and challenging word games. Enjoy 40 different activities in all. Use the laptop to help develop your computer skills with the fully-functional mouse and keyboard.

Bilingual Compatibility — select English or Spanish as the language to use during your activities.

Built-In Mouse — move the cursor to the desired location without using the keyboard.

Spoken Instructions and Responses — gives audible instructions, answers, and encouragement.

Electronic Synthesizer — record and play back songs you compose.

! IMPORTANT !

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

! — Important   ⌥ — Note   ⚡ — Caution

BATTERY NOTES

- Dispose of old batteries promptly and properly.
- Do not burn or bury batteries.
- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- If you do not plan to use the laptop for a month or more, remove the batteries. Batteries can leak chemicals that can damage electronic parts.
- Replacing the batteries erases the laptop's memory. To protect memory, plug your optional AC adapter into the laptop and the outlet before replacing the batteries.
- If your laptop locks up, reset it by removing the batteries and reinstalling them.

POWERING YOUR LAPTOP

INSTALLING BATTERIES

Your laptop requires four AA batteries (not supplied, available at RadioShack) for power. ♨

1. Use a Phillips screwdriver to loosen the screw from the battery compartment cover.

2. Install the batteries as indicated by the polarity symbols (+ and −) marked inside.
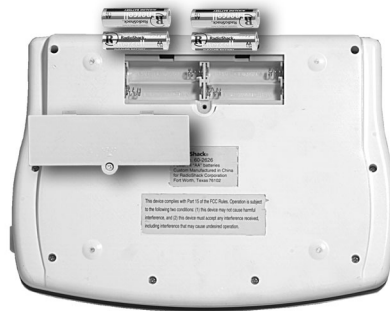
3. Replace the cover and tighten the screw.

If sound weakens or the display dims, replace batteries.

USING AN AC OR DC ADAPTER

To power your laptop from a standard AC outlet or vehicle battery power, you need an AC or DC adapter and size M Adaptaplug™ (not supplied, available at RadioShack).

1. Set the adapter's voltage switch to 6V.

2. Attach the Adaptaplug to the adapter's cord with the switch set to positive (+).

3. Insert the adapter's barrel plug into the laptop's **DC 6V** jack. Plug the other end of the adapter into the power source.

2

OPERATION

OPENING THE COVER

Place the laptop on a flat surface and press the release buttons to unlock and lift the cover.

Release buttons

When you finish using the laptop, fold the cover down until it locks into place.

TURNING THE LAPTOP ON AND OFF

1. Press **ON/MODE** to turn on the laptop. You are prompted to select a language.

2. Press **E** for English or **S** for Spanish. Then press **ENTER**.

3. Press **OFF** to turn off the laptop. ✍

SELECTING AN ACTIVITY

This section provides general instructions for playing games on the laptop. For information about each game, see "Activities" on Page 4.

1. Press **ON/MODE** to select an activity. The Category Selection Menu appears (**Vocabulary/Grammar, Mathematics, Music/Drawing, Game/Amusement**) and you are prompted to select an activity. ✍

2. Type in the activity number or use the arrow keys to scroll and select the desired activity. Press **ENTER**.

3. If you want to go to another activity before finishing the existing activity, press **ON/MODE** to return to the Category Selection Menu.

✍ **NOTE** ✍

Turning the Laptop On and Off

If you do not press any key for five minutes, the laptop says "Bye Bye" and turns off automatically to save power. To turn it back on, press **ON/MODE**.

Selecting an Activity

- If you do not press a key for about 10 seconds, the laptop repeats the instructions every 10 seconds until you select an activity.

- While in any vocabulary, grammar, mathematics or shape puzzles activity, you can get help by pressing **HELP**.

- If you do not select an activity within about 40 seconds, Activity 40 (a demonstration of the available games) begins.

3

SCORING

Every time you answer a question correctly, an animated character appears and congratulates you. If you answer incorrectly, a low tone sounds, and you are prompted to try again. If you get the wrong answer a second time, a low tone soundsand displays the correct answer.

The vertical bars at the top of the screen indicate the number of questions answered correctly. For example, if you answer three questions correctly, three bars appear. At the end of the activity, the laptop gives you feedback on your performance.

ACTIVITIES

This section describes all of the games and activities you can play on your laptop. Each description includes explanations of how the game is played, whether the game or activity is scored, and how you earn points if it is scored. ☑

CATEGORY 1: VOCABULARY & GRAMMAR

ACTIVITY 1 — MISSING LETTER
1. Press **ON/MODE** to go to the *Category Selection Menu*. ☑

2. Press **1**, **ENTER** to start Activity 1. A picture and a word associated with that picture appear. There is one letter missing in the word.

3. Type in the missing letter.

ACTIVITY 2 — SPELLING CORRECTION
1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **2**, then **ENTER** to start Activity 2. A picture, then a word associated with that picture, appears. There is one incorrect letter in the word.

3. Move the cursor to the incorrect letter, then type in the correct one.

ACTIVITY 3 — SCRAMBLED WORD
1. Press **ON/MODE** to go to the *Category Selection Menu*.

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2. Press **3**, **ENTER** to start Activity 3. A picture and a scrambled word associated with that picture appear.

3. Move the cursor to the first letter of the word. Then press **ENTER** or click the mouse. The selected letter moves to the first letter of the second row.

4. Repeat Step 3 until you have used all the letters.

When you rearrange the letters in the correct order, you earn 1 point.

ACTIVITY 4 — EXTRA LETTER

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **4**, **ENTER** to start Activity 4. A picture and a word associated with the picture (with an extra letter added) appear.

3. Move the cursor to the incorrect letter, using the arrow keys or mouse.

4. Press **ENTER** or click the mouse button.

ACTIVITY 5 — ANAGRAM

In Anagram, you make a new word using the letters from the displayed word.

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **5**, **ENTER** to start Activity 5. A word appears.

3. Move the cursor to the desired letter of the word and press **ENTER** or click the mouse button. The selected letter moves to the second row to start your new word.

4. Repeat Step 3 until all the letters of the original word are used.

ACTIVITY 6 — PLURAL

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **6**, **ENTER** to start Activity 6. Pictures of two identical items flash.

3. Type in the plural form of the word associated with the items and press **ENTER**. ✏

ACTIVITY 7 — ANTONYM

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **7**, **ENTER** to start Activity 7. A word appears.

3. Type in the antonym (a word with the opposite meaning) in the second row.

4. Press **ENTER** after typing in the word. ✏

ACTIVITY 8 — FLASH MEMORY

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **8**, **ENTER** to start Activity 8. A word briefly appears twice.

3. Recall the word and type it in. Press **ENTER**. ✏

ACTIVITY 9 — ROOT WORD

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **9**, **ENTER** to start Activity 9. A word appears in the first row and two choices for the root of the word appear in the second row.

3. Highlight your choice for the root using the arrow keys or the mouse and press **ENTER** or click the mouse button to select it. ✏

In Spanish mode, this activity is Tenses, not Root Word. To play Tenses, follow these directions:

1. The laptop gives you a word in the upper part of the screen and asks for a particular tense of the word (for example, the past tense). It then gives you two choices for the correct tense of the word.

2. Use the up and down arrow keys to select one of the words and press **ENTER**. ✏

ACTIVITY 10 — SENTENCE

1. Press **ON/MODE** to go to the Category Selection Menu.

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2. Press **1**, **0**, **ENTER** to start Activity 10. A sentence with a missing word scrolls across the upper half of the screen.

3. Press ▲ , ▼ or use the mouse to scroll through and view possible replacement words.

4. When the desired word appears, press **ENTER** or click the mouse button. ☑

ACTIVITY 11 — JUMBLED SENTENCES

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **1** twice. Press **ENTER** to start Activity 11. A scrambled sentence appears.

3. When you decide which word begins the sentence, press ◄ or ► to select the word.

4. Press **ENTER**. The selected word moves down to the second row.

5. Repeat Step 3 for the rest of the words. ☑

CATEGORY 2: MATHEMATICS

ACTIVITY 12 — ADDITION

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **1**, **2**, **ENTER** to start Activity 12. A question with an addition problem appears.

3. Type the correct answer and press **ENTER**. ☑

ACTIVITY 13 — SUBTRACTION

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **1**, **3**, **ENTER** to start Activity 13. A subtraction question appears.

3. Type the correct answer and press **ENTER**. ☑

ACTIVITY 14 — MULTIPLICATION

1. Press **ON/MODE** to go to the *Category Selection Menu*. ☑

> ☑ **NOTE** ☑
>
> *Activity 10 — Sentence*
>
> You earn 1 point for each correct answer.
>
> *Activity 11 — Jumbled Sentences*
>
> When all the words at the top are used, the laptop tells you if your unscrambled sentence is correct.
>
> *Activity 12 — Addition*
>
> The laptop tells you if your answer is correct. You have two tries for each question.
>
> *Activity 13 — Subtraction and 14 — Multiplication*
>
> The laptop tells you if your answer is correct. You have two tries for each question.

Activity 15 — Division

The laptop tells you if your answer is correct. You get two tries for each question.

Activity 16 — Completing Equations

The laptop tells you if your answer is correct.

Activity 17 — Smaller/Larger

You have only one chance to get the correct answer.

Activity 18 — Numbering Logic

You get two tries for each question.

2. Press **1**, **4**, **ENTER** to start Activity 14. A multiplication question appears.

3. Type the correct answer and press **ENTER**.

ACTIVITY 15 — DIVISION

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **1**, **5**, **ENTER** to start Activity 15. A division question appears.

3. Type the correct answer and press **ENTER**. ☑

ACTIVITY 16 — COMPLETING EQUATIONS

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **1**, **6**, **ENTER** to start Activity 16. An equation that is missing a mathematical symbol (+, −, ×, ÷) appears.

3. Enter the correct symbol for the equation. ☑

ACTIVITY 17 — SMALLER/LARGER

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **1**, **7**, **ENTER** to start Activity 17. Two mathematical problems appear, one on each row.

3. Work the problems and compare their results.

4. Enter > (greater than) or < (less than) to complete the equation. ☑

ACTIVITY 18 — NUMBERING LOGIC

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **1**, **8**, **ENTER** to start Activity 18. Two pairs of numbers appear. A number is missing from one of the pairs.

3. Identify the mathematical relation between the two numbers of the complete pair, then apply the relationship to the incomplete pair to find out the missing number.

4. Type the missing number and press **ENTER**. ☑

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ACTIVITY 19 — FRACTION

1. Press **ON/MODE** to go to the *Category Selection Menu.*

2. Press **1**, **9**, **ENTER** to start Activity 19. An equation consisting of mixed fractions appears. Part of one of the fractions is missing.

3. Figure out the number that makes the equation true; type the number. ☑

ACTIVITY 20 — PERCENTAGES

1. Press **ON/MODE** to go to the *Category Selection Menu.*

2. Press **2**, **0**, **ENTER** to start Activity 20. A percentage or a decimal appears.

3. If a percentage appears, type in the decimal corresponding to that percentage. If a decimal appears, type in the percentage corresponding to that decimal. ☑

ACTIVITY 21 — ALGEBRA

Some prior knowledge of algebra is helpful.

1. Press **ON/MODE** to go to the *Category Selection Menu.*

2. Press **2**, **1**, **ENTER** to start Activity 21. An equation with an unknown value (X) appears.

3. Figure out the value of X to solve the algebraic equation. Type the value and press **ENTER**. ☑

ACTIVITY 22 — FACTOR & MULTIPLES

1. Press **ON/MODE** to go to the *Category Selection Menu.*

2. Press **2** twice. Press **ENTER** to start Activity 22. The laptop asks you either Lowest Common Multiple (LCM) or Highest Common Factor (HCF) questions.

   In an HCF question, you see two or three numbers at the top of the screen and **HCF** below them.

   In an LCM question, you see two or three numbers at the top of the screen and **LCM** below them.

3. Find the LCM or HCF of the numbers and type it. ☑

☑ **NOTE** ☑

Activity 19 — Fraction

You have two tries to answer the question.

Activity 20 — Percentages

The laptop tells you if your answer is correct. You have two tries for each question.

Activity 21 — Algebra

You have two tries for each question.

Activity 22 — Factors & Multiples

You have two tries for each question.

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Activity 23 — Geometry

- Rectangle:
  Area = Length x Height
- Triangle:
  Area = Length x Height ÷ 2
- Square:
  Area = Length x Height

ACTIVITY 23 — GEOMETRY

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **2**, **3**, **ENTER** to start Activity 23. A picture appears and the laptop asks you a question about the picture's area. ☑

3. Figure out the length, height, or area of the picture.

4. Type the answer and press **ENTER** or click the mouse.

ACTIVITY 24- CALCULATOR

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **2**, **4**, **ENTER** to start Activity 24.

3. Use the laptop as a calculator. Enter the calculation and press = to get the result.

   The maximum length of a calculation is 10 digits, including any mathematical symbols.

4. To clear the screen and start a new calculation, press **ALL CLEAR**.

CATEGORY 3: MUSIC & DRAWING

ACTIVITY 25 — KARA-OK

You can sing along with the laptop or just listen to different songs in this activity. There are 26 songs in memory.

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **2**, **5**, **ENTER** to start Activity 25.

3. Select a song by pressing any letter from **A** to **Z**.

ACTIVITY 26 — DANCE TO MUSIC

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **2**, **6**, **ENTER** to start Activity 26. A standing figure appears.

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3. Press any letter from **A** to **Z** to select a melody from memory.

4. Once the melody starts playing, press **T** or **U** to move the figure's arms, press **V** or **N** to move the figure's legs.

ACTIVITY 27 — MUSIC MAKER

1. Press **ON/MODE** to go to the *Category Selection Menu.*

2. Press **2**, **7**, **ENTER** to start Activity 27. Press the keys with the blue music symbols to compose your own melody.

3. To record your melody, press **RECORD** before you begin composing. **ⲅ** appears in the top right hand corner of the screen during recording. ☑

4. When you finish recording, press **PLAY** to hear your recording.

5. To erase the stored melody, press **ALL CLEAR**, change to another activity, or turn the laptop off.

ACTIVITY 28 — DRAW

This activity uses special drawing keys (**T** ↖, **Y** ↑, **U** ↗, **F** ←, **J** →, **V** ↙, **B** ↓, and **N** ↘) to draw, move, and erase a picture. ☑

1. Press **ON/MODE** to go to the *Category Selection Menu.*

2. Press **2**, **8**, **ENTER** to start Activity 28.

3. Select drawing mode by pressing **DRAW** ◂, **MOVE** ▸, or **ERASE** ▾. A drawing point appears at the center of the screen.

4. Press **DRAW**, and use the drawing keys to draw. ☑

   Press **ERASE**, then use the drawing keys to erase points and lines in the drawing.

   Press **MOVE**, then use the drawing keys to move to another location in your picture.

5. Use **ALL CLEAR** to clear the whole screen.

☑ **NOTE** ☑

Activity 27 — Music Maker

You can record up to 34 notes.

Activity 28 — Draw

• You can also use the mouse to draw, move, and erase a picture.

• You can also modify pictures that already exist on the laptop. Repeatedly press **DIGI PHOTO** to view pictures until your desired picture appears. Use the drawing keys to alter it as desired.

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Activity 29 — Drawing Programming

- Drawing Keys: **T** ↖, **Y** ↑, **U** ↗, **F** ←, **J** →, **V** ↙, **B** ↓, and **N** ↘.

- You can add up to 11 command lines to your program. After you enter the eleventh command, End automatically appears and the program is saved. You do not have to press **RECORD** to save the program.

Activities 30, 31 & 32

Press **CAP LOCK** to change to all capital letters. ↑ appears at the top of the screen. Press **CAP LOCK** again to change to all lowercase letters.

ACTIVITY 29 — DRAWING PROGRAMMING

This activity helps you learn how to create a command in computer language. For example, you can program the laptop to draw a diamond.

The program starts with Start and ends with End. Enter drawing commands (**DRAW**, **ERASE** and **MOVE**), drawing keys (**T**, **Y**, **U**, **F**, **J**, **V**, **B**, and **N**), and distance units to create an automated drawing.

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **2**, **9**, **ENTER** to start Activity 29. Start: appears.

3. Press **DRAW**, **ERASE**, or **MOVE** to begin your program.

4. Use the drawing keys to tell your program in which direction to perform the operation. ☑

5. Enter the number of dots for the command (up to 9 dots in each command line).

6. Press **ENTER** to store your command and move to the next command. ☑

7. Press **RECORD** to save the program. End appears.

8. To run the program, press **PLAY**.

9. To edit the program, press **REPEAT**.

10. Press ← (backspace) to erase the commands one by one, or press **ENTER** to scroll through the commands you do not want to edit. Press **RECORD** to finish editing.

11. To erase the program, press **ALL CLEAR**.

CATEGORY 4: GAMES & AMUSEMENT

ACTIVITY 30 — KEYBOARD TYPING

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **3**, **0**, **ENTER** to start Activity 30. The laptop randomly selects a letter from **A** to **Z**. The letter flashes.

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3. Type the letter that appears. When you type the correct letter, the letter disappears and a new letter appears. You have two minutes to erase as many letters as possible. ☑

ACTIVITY 31 — TYPING PRACTICE

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **3**, **1**, **ENTER** to start Activity 31. A letter falls from the top of the screen.

3. Type the same letter before the letter gets to the bottom. When you type the correct letter, the letter disappears and a new letter starts to fall. ☑

ACTIVITY 32 — WORD INVADERS

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **3**, **2**, **ENTER** to start Activity 32. A word falls from the top of the screen.

3. Type the word before it reaches the bottom. The speed of the falling words increases as you play. ☑

At the end of the game, your score appears.

ACTIVITY 33 — PAPER-STONE-SCISSORS

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **3** twice. Then press **ENTER** to start Activity 33. The laptop is your opponent. It counts from one to three.

3. Press **1** (Stone), **2** (Scissors), or **3** (Paper) immediately after the third count or you will lose the game. ☑

ACTIVITY 34 — TOWER OF HANOI

The objective of this game is to move all the bars from the pole at the far left to the pole at the far right. You can move bars to the middle pole while you work with other bars.

1. Press **ON/MODE** to go to the *Category Selection Menu*.

☑ **NOTE** ☑

Activity 30 — Keyboard Typing

The small horizontal bars on top of the screen indicate the elapsed time.

Activity 31 — Typing Practice

There is a three minute time limit. The small horizontal bars at the top of the screen show the time elapsed. The more letters you get, the higher your score. All the bars appear when time is up.

Activity 32 — Word Invaders

The time indicator bars are located at the top of the screen.

Activity 33 — Paper-Stone-Scissors

You win if your choice beats the computer's choice. Stone beats scissors, scissors beat paper, and paper beats stone.

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2. Press **3**, **4**, **ENTER** to start Activity 34. To select the level of difficulty from **1** (easiest) to **5** (most difficult), press the desired number key.

3. Place the bars on any pole. You cannot stack a larger bar on top of a smaller bar.

   Use the arrow keys or the mouse to move the cursor to the desired bar. Press **ENTER** or click the mouse to select the bar.

4. Use the arrow keys or the mouse to move the cursor to the desired pole. Press **ENTER** or click the mouse to deposit the selected bar on a pole. ✍

ACTIVITY 35 — SHAPE PUZZLE.

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **3**, **5**, **ENTER** to start Activity 35. A picture appears, divides into four sections, and reappears with the sections in random order.

3. Assign the parts a number according to their original order.

1	upper left
2	upper right
3	lower left
4	lower right

ACTIVITY 36 — DISCOVERY

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **3**, **6**, **ENTER** to start Activity 36. There are ten pairs of cards facing down. You have three minutes to match all the cards. You can turn up two cards at a time. ✍

3. Use the arrow keys or mouse to highlight the desired card.

4. Press **ENTER** or click the mouse to select the card. ✍

ACTIVITY 37 — TIC-TAC-TOE

1. Press **ON/MODE** to go to the *Category Selection Menu*.

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2. Press **3**, **7**, **ENTER** to start Activity 37.

3. Press **1** to play against the laptop, or **2** to play against a friend.

   The objective is to get three dots (.) or plus signs (**+**) in a row. Whoever gets three in a row first is the winner.

   The laptop shows whose turn it is by a flashing cursor under the player's number.

4. Use the arrow keys or the mouse to move . (or **+** for player 2) to the desired box.

5. Press **ENTER** or click the mouse to confirm your selection.

ACTIVITY 38 — GRAND-PRIX

You have three cars to drive as far as possible within $2^1/_2$ minutes. Try to keep the car on the track. If a car runs off the track, you will lose it.

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **3**, **8**, **ENTER** to start Activity 38. Use ◄ and ► for steering, and ▲ and ▼ to increase or decrease speed. ☞

ACTIVITY 39 — PING-PONG

1. Press **ON/MODE** to go to the *Category Selection Menu*.

2. Press **3**, **9**, **ENTER** to start Activity 39. A ball drops from the top of the screen. Press ◄ or ► to move the ping-pong paddle left or right to keep the ball from falling to the ground.

   When you hit the ball, it bounces back up, rebounds, then comes down again. ☞

ACTIVITY 40 — DEMO

1. Press **ON/MODE to** go to the *Category Selection Menu*.

2. Press **4**, **0**, **ENTER** to start Activity 40. The laptop demonstrates all the activities.

☞ **NOTE** ☞

Activity 38 — Grand Prix

At the end of the game, the laptop displays the total distance you have driven.

Activity 39 — Ping Pong

• You receive one point for each time you hit the ball. Score as many points as you can within the time limit. You have five misses before the game ends.

• To adjust the level of difficulty, you can increase the ball's speed by pressing ▲, or decrease its speed by pressing ▼.

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CARE

Keep the laptop dry; if it gets wet, wipe it dry immediately. Use and store the laptop only in normal temperature environments. Handle the laptop carefully; do not drop it. Keep the laptop away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

SERVICE AND REPAIR

If your laptop is not performing as it should, take it to your local RadioShack store for assistance. Modifying or tampering with the laptop's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it.

THE FCC WANTS YOU TO KNOW

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 your local RadioShack store or an experienced radio/TV technician for help.
- If you cannot eliminate the interference, the FCC requires that you stop using your laptop.

Changes or modifications not expressly approved by RadioShack may cause interference and void the user's authority to operate the equipment.

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