vtech®

ClassMaster™ Notebook

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Dear Parent,

*At **VTech®**, we know that kids have a lot to juggle these days - busy school schedules, sports, extracurricular activities, and of course, homework. That's why we created the **XL Series™** — an innovative line of portable learning companions designed to fit the always on-the-go lifestyle of your school-aged child.*

*The **XL Series™** is a powerful system of learning tools that helps give your child the much-needed competitive edge in school through fun, age appropriate activities — and helps them learn essential skills. Created with portability in mind, XL products have a sleek, compact design in both handheld and notebook formats that allow kids to bring the learning fun anywhere, anytime. Plus, all the **XL Series™** products are easily connectable to a PC and the Internet. Using the vPort accessory, kids can wirelessly access reference tools or download new educational activity sets for their **XL Series™** products.*

*At **VTech®**, we are committed to creating fun learning toys that foster a child's intellectual and social development. We thank you for trusting **VTech®** with the important job of helping your child succeed in school!*

Sincerely,

*Your Friends at **VTech®***

To learn more about **XL Series™** and other VTech® toys, visit www.vtechkids.com

ClassMaster™ Notebook

Thank you for purchasing the **VTech®** *ClassMaster™ Notebook learning toy. The* **ClassMaster™ Notebook** *is a sleek, computer-connected learning device in a compact design that provides kids age 9+ with a competitive edge in the class-room. ClassMaster features powerful school tools as well as fun game-style activi-ties where children can practise key skills such as grammar, reading comprehen-sion and advanced math. ClassMaster also allows kids to research information, access the web, and practise important writing and communication skills. Children can express themselves with tools such as a dynamic word processor, dictionary and a thesaurus.*

Get connected to school success. Excel with the **XL Series™***!*

We at **VTech®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Con-sumer Services Department at 1-800-521-2010 in the US, 1-800-267-7377 in Canada, or (01235) 546810 in the UK.

Contents

INTRODUCTION

Thank you for buying the **VTech® ClassMaster™ Notebook** learning aid! We at **VTech®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

ClassMaster™ Notebook is one of the **VTech® XL Series™** products. It is an electronic learning aid that challenges young minds with 47 activities ranging from word, math and logic games, to school tools like Unit Converter.

Front

Device Lock

Caps Lock Indicator

LCD Screen

Insert Indicator

Volume Control

Power Indicator

Contrast Control

Main Menu

Creation Station

Print Screen Button

Power Button

Sync

Adapter Port

IR Button

Keyboard

Reset

Left Button

Right Button

Cursor Pad

1

Back

Mouse Port ——————— Printer Port
                    —— irPort
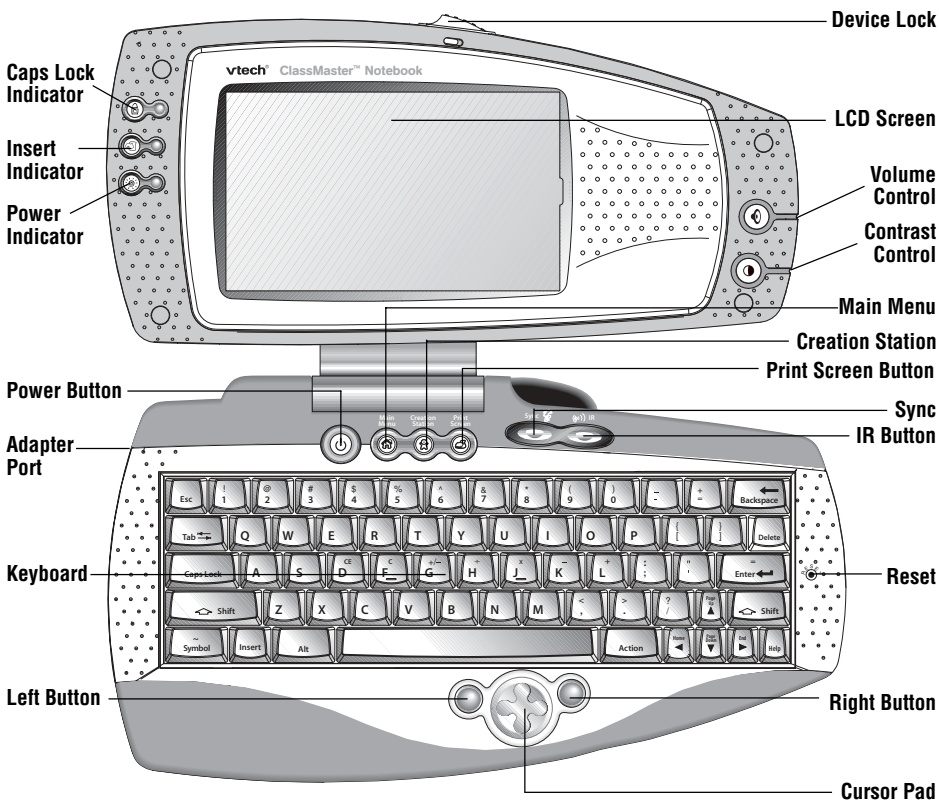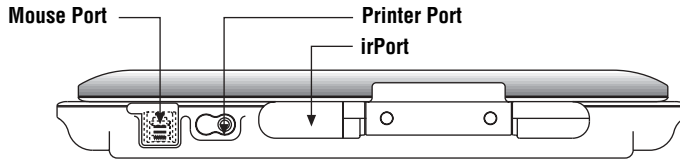
PREPARATION

GETTING STARTED

Please remove tab from the backup battery cover located on the back of ClassMaster™ Notebook before playing, otherwise the saved information might be lost.

CONNECTING THE MOUSE

• Make sure the unit is off.

• Locate the mouse port on the back of the unit and plug the mouse into it.

CONNECTING A PRINTER

• Make sure both your unit and the printer are off.

• Only the **VTech®** VT-41 is compatible with your unit.

• Locate the printer port on the back of the unit and plug the printer cable into it

• Turn the unit on, then turn the printer on

POWER SOURCE

ClassMaster™ Notebook operates on 4 "AA" size batteries (UM-3 / LR6) or **VTech®** 9V adaptor (sold separately).
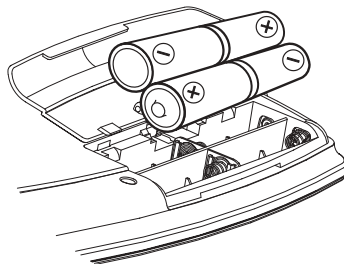
2

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.

2. Open the battery cover on the bottom of the unit.

3. Insert 4 new "AA" batteries (UM-3 / LR6) as illustrated.

    DO NOT USE RECHARGEABLE BATTERIES in this unit.

4. Close the battery cover.

NOTE: Remove all pre-installed batteries and the use of new, alkaline batteries is recommended for maximum performance.

STANDARD FOR BATTERY TOYS

• Non-rechargeable batteries are not to be recharged;

• Rechargeable batteries are to be removed from the toy before being charged;

• Rechargeable batteries are only to be charged under adult supervision;

• Different types of batteries or new and used batteries are not to be mixed;

• Only batteries of the same or equivalent type as recommended are to be used;

• Batteries are to be inserted with the correct polarity;

• Exhausted batteries are to be removed from the toy;

• The supply terminals are not to be short-circuited;

• The toy is not to be connected to more than recommended number of power supplies.

NOTE: If the unit suddenly stops working or the sound becomes weak, turn the unit **OFF** for 15 seconds, then turn it back **ON**. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

AC ADAPTOR

Use **VTech®** or any standard adaptor complying with EN61558 DC 9V ⎓ 300mA +–◉–– AC centre-positive adaptor.

USING THE AC ADAPTOR

1. Make sure the unit is **OFF**.

2. Locate the adaptor jack on the left side of the unit.

3. Insert the adaptor plug into the unit's adaptor jack.

4. Plug the adaptor into a wall outlet.

5. Turn the unit **ON**.

NOTE: If the unit suddenly stops working or the sound seems weak, it may be the result of the adaptor connection. Turn the unit **OFF** and unplug the adaptor for 15 seconds. Next, plug the adaptor back in and turn the unit **ON**. If the problem persists, it may be the result of the adaptor's wiring or the unit.

Do not leave the adaptor plugged in for long periods of time if the unit is not in use.

STANDARD FOR TRANSFORMER TOYS

• The toy is not intended for children under 3 years old;

• The toy must only be used with the recommended transformer;

• The transformer is not a toy;

• Toys liable to be cleaned with liquid are to be disconnected from the transformer before cleaning;

• The toy is not to be connected to more than recommended number of power supplies.

NOTICE TO PARENT

The transformer used with the toy is to be regularly examined for damage to the cord, plug, enclosure and other parts, and that, in the event of such damage, the toy must not be used with this transformer until the damage has been repaired.

4

BACKUP BATTERY INSTALLATION

ClassMaster™ Notebook comes with a backup already installed. Before using the unit, remove the protective strip from the backup battery by pulling on the plastic tab. To avoid damage to the unit from leaky batteries, replace the backup battery at least once a year.

To replace the backup battery:

1. Make sure the unit is **OFF**.

2. Using a a small cross-head screwdriver, loosen the battery cover.

3. Insert 1 CR2032 size battery as illustrated.

4. Close the battery cover and tighten the screws to secure the battery cover.

Important: While replacing the backup battery, the 4 "AA" size batteries must be kept in the unit or the unit must be connected to the 9V adaptor while the adaptor is plugged in. If not, you will lose all saved information.

AUTOMATIC SHUT-OFF

If **ClassMaster™ Notebook** does not receive any input for several minutes, the unit will automatically shut off to save power. After the automatic shut-off is activated, you will need to press the ⏻ button to turn the unit **ON**.

We recommend that you turn the unit **OFF** when not playing with it. If **ClassMaster™ Notebook** is not going to be used for a long period of time, remove the batteries and unplug the adaptor.

IF YOUR ClassMaster™ Notebook STOPS WORKING OR DOESN'T TURN ON

• Check your batteries. Make sure the batteries are fresh and installed properly.

• Insert the tip of a paperclip (or a similar object without a sharp tip) into the small hole labeled "Reset" on unit.

• If you are still having problems, visit our website at www.vport.com for troubleshooting tips.

RESETTING YOUR ClassMaster™ Notebook

If your unit freezes up or stops responding, you can insert the tip of a paperclip (or a similar object without a sharp tip) into the small hole labeled "RESET" and restart your unit.

RECONFIGURING YOUR ClassMaster™ Notebook

If you want to erase all of the information and restore the unit to the factory setting on the **ClassMaster™ Notebook**, press the Power button while at the same time as inserting a paperclip (or a similar object without a sharp tip) into the small hole labeled 'RESET'. Make sure you release the paperclip prior to the Power button.

5

MOUSE

Left mouse button → ← **Right mouse button**
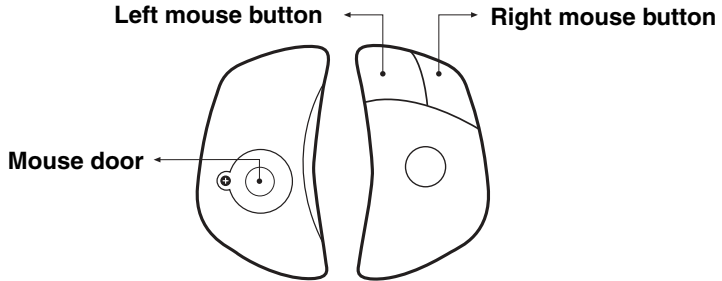
Mouse door →

Once the mouse is installed, you may move the cursor around the screen freely. The mouse has a roller ball in it; therefore, it should be used on a clean, flat surface. The mouse is compatible with **VTech®** products only.

CONNECTING THE MOUSE

• Make sure the unit is off.

• Locate the mouse port on the back of the unit and plug the mouse into it.

USING THE MOUSE

1. Move the mouse in the direction you want the cursor to move.

2. Click the left mouse button to make a selection.

3. Click the right mouse button to open or close the action menu.

CLEANING THE MOUSE

1. Use a screwdriver to open the cover on the bottom of the mouse (twist in the direction of the arrows).

2. Take the ball out of the mouse and use a dry cloth to clean the contents of the mouse and the ball.

3. Place the ball back in the mouse, place the cover back on the mouse, and use the screwdriver to twist the cover closed.
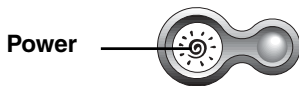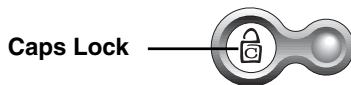
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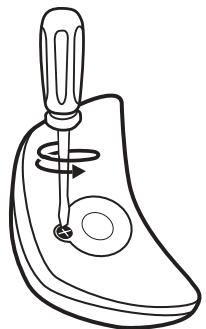
PLAYER GUIDE

Caps Lock

SPECIAL ICONS

Caps Lock: Indicates capital letters locked or unlocked

Insert: Indicates whether you are typing over
existing information or inserting new info

Power: Indicates the unit is on or off

Insert

Power

CONTRAST/VOLUME CONTROL BUTTON

• Slide the Volume control (◖) to adjust the loudness of the sound.

• Slide the Contrast Control (◑) to adjust the darkness/lightness level of the screen.

GENERAL BUTTONS

Power Button

Press this button to turn the unit **ON**. Press it again to turn the unit **OFF**.

Main   Creation   Print
Menu   Station   Screen

Main Menu Button

Press this button to return to **Main Menu** at any time.
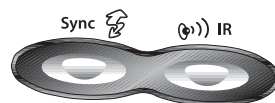
Creation Station Button

Press this button to go to the **Creation Station** activity directly.

Print Screen Button

Press this button to print what is displayed on the screen. **ClassMaster™ Notebook** is compatible with **VTech**'s VT-41 printer only.
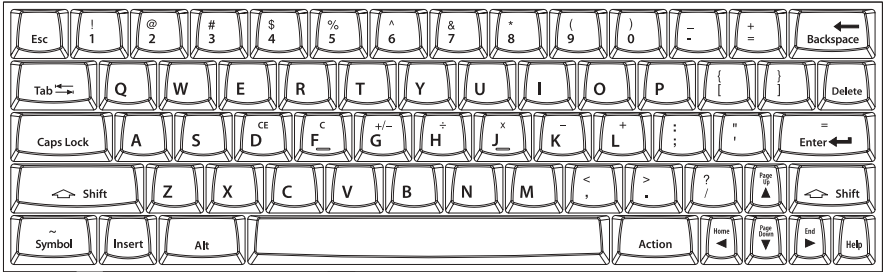
Sync Button

Press this button to Sync with PC.

Sync   (•)) IR

IR Button

Press this button to launch the action menu with IrSend or IrReceive command.

7

KEYBOARD & CURSOR PAD

Here are some special function keys:

Esc	Press to exit the current activity
Tab	Press to move the blinking cursor forward
Caps Lock	Press to type in capital letters, press again to type in lower case letters
Shift	Hold the Shift key down to type letters in upper case
Symbol	Press to display the Symbol screen
Insert	Toggle between Insert mode (add new info) and Overwriting mode (typing over existing info)
Alt	Press together with other keys to access a special function
Space	Press to insert a space between words or letters
Action	Press to open the Action menu
Backspace	Press to delete any character to the left of the cursor
Delete	Press to delete selected files, symbols, words or phrases
Enter	Press to confirm your selection
Help	Press to see the help information available for the current program
Arrow Keys ▲ ▼ ◄ ▶	Use these four keys to move the cursor up, down, left and right
Cursor Pad	Use the Cursor Pad a lot like your mouse. To move the pointer around the screen, put your finger on the pad and move it around. The buttons on the Cursor Pad sides have the same functions as the buttons on the mouse — to view options and make selections.

8

BASIC OPERATION

MOVING THE CURSOR FROM ONE FIELD TO ANOTHER

To move the cursor between fields, categories or folders, you can:

• Use the mouse or Cursor pad to click on the area you want to go

• Press the Tab key.

• Press the Up or Down Direction keys.

OR

• Press the Enter key.

CONFIRMING A SELECTION OR COMMAND

To confirm a highlighted command or selection, you can:

• Press the Enter key.

• Click the left key on Cursor Pad.

• Click the left mouse key.

SELECTING A FOLDER

There are seven folders located on the left of main menu screen, to select a folder you can either:

• Use mouse to click on any folder directly.

• Use the Up/Down arrow keys to select a folder.

• Press Tab to move the cursor down and scroll through the folders.

SELECTING OPTIONS FROM A PULL-DOWN MENU

• Move the cursor to the pull-down menu and press Enter to open it.

• If you are using the Cursor Pad or Mouse, click on the down arrow next to the menu.

• Select and confirm your selection by pressing Enter or clicking on it with the left Cursor Pad button or left mouse button.

LAUNCH THE ACTION MENU

• Press the Action key on keyboard or click on right mouse key to open the action menu.

• Select the command you want to use and confirm your selection by pressing Enter or clicking on it with the left Cursor Pad button or left mouse button.

• Some programs may have up to three Action menu levels. Press Action again to display these additional menus.

9

INTRODUCTION TO COMMON COMMANDS

Here are some of the most common commands used in our unit:

Menu Item	Functions
New	Create a new document
Edit	Change, delete, or add new text to a selected record
Delete	Remove selected record
Delete All	Remove all records, words or phrases in program
Save	Save the document
Save As	Save the document with another filename
Print	Print the current document
Cut	Cut the selection and store it in the clipboard
Paste	Insert the clipboard contents at the insertion point
Copy	Copy the selection and store it in the clipboard
Find/Replace	Find and replace a letter, word or phrase
Sort	Arrange records in an order that you set
IrSend	Send information to other device (See IR for details)
IrReceive	Receive information from other device (See IR for details)

CREATING A NEW DOCUMENT

Press the Action key and then select New from the Action menu. Or you can press the on-screen New button if no document has already been opened.

EDITING A DOCUMENT

Select the record or file you want to edit first, then press the Edit button. Or you can press the Action key and select Edit from the Action menu.

DELETING DOCUMENT(S)

Select the record or file you want to delete. Press the Delete key, or press the Action key and select Delete from the Action menu. To delete all the files in program, select the Delete All command.

10

COPYING/CUTTING AND PASTING TEXT

Press the Shift key + the Direction keys to highlight the text you want to copy. Press the Action key and select the Copy command or select Cut command from the Action menu. After you have copied the text, place the cursor in the field you want the text to appear. Press the Action key and select Paste from the Action menu.

SORTING RECORDS OR FILES

Press the Action key and select Sort from the Action menu. With the next screen, you'll be able to select how and in what order to sort.
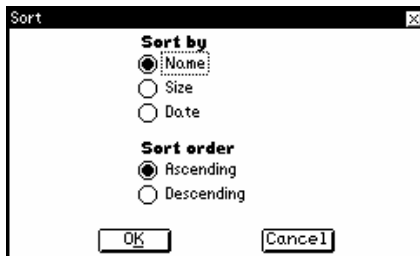
SEARCHING FOR RECORDS OR FILES

Press the Action key and select Search from the Action menu. In the next screen, type the letter, word or phrase you are searching for and press the OK button to begin searching. You can press the Next button to find next match or press the Back button to go to the previous match. To end, press the Close button.

PRINTING A RECORD OR FILE

Select the record or file you want to print, press the Action key and select Print from the Action menu.

Note: **ClassMaster™ Notebook** is compatible with **VTech®**'s VT-41 printer.

SAVING A DOCUMENT

To save a file or save changes you've made to an existing document, press the Action key and select the Save command. You can select the Save As command to save the current document with a new name.

MANAGING YOUR PROGRAMS

OPEN A PROGRAM

The **ClassMaster™ Notebook** helps you organize by saving programs in files. To open program, open the folder first, then you'll see the folder's programs displayed on the screen. Select the program you want to use by moving the cursor with your mouse or the arrow keys and press Enter.

DELETE A PROGRAM

If you want to delete a program you've downloaded, go to the Main Menu Screen and choose the program you want to delete. Select the Delete App command from the action menu and then press Enter. Note: Only download programs can be deleted.

DESCRIPTION OF PROGRAMS

SCHOOL TOOLS

DICTIONARY

Put away the big books: with the **ClassMaster™ Notebook** you can access professional dictionaries from the World Wide Web! First, select the New Search option, then type the word(s) or phrase(s) you want to look up and press the Done button or the Esc key.
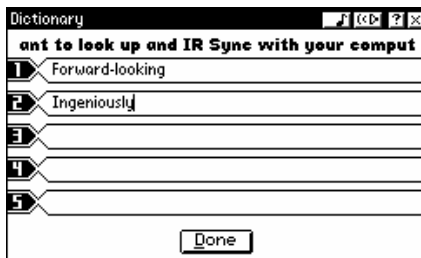
Then perform the IR Sync with your computer and select the View Result option. In the next screen, select the result you want to view and press Enter. To clear the input fast, select the Clear All command from Action menu.

NETLINK ENCYCLOPEDIA

With the NetLink Encyclopedia you can get information at your fingertips! It's as easy as following the "Dictionary" directions above.

PERIODIC CHART

You'll be at the head of the class with the Periodic Chart. The Periodic Chart details the world of chemistry showing element names, symbols, atomic numbers and atomic mass. Select an element with mouse or arrow keys , the corresponding information about the element will be displayed in the message box of the screen. If you want to find a specific element, press Action and select the Search command.

12
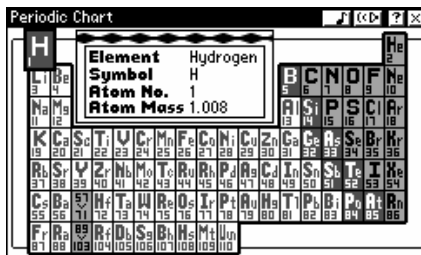
SIMPLE CALCULATOR

The simple calculator lets you solve everyday math problems of addition, subtraction, multiplication and division. Use the mouse to click on the calculator buttons or use the keyboard to enter numbers and math symbols. Then click the "=" button or press Enter to get the correct answer. You can change numbers from positive to negative or vice versa by clicking the "+/-" button. To add the displayed value to value in memory, you need click "M+" button.
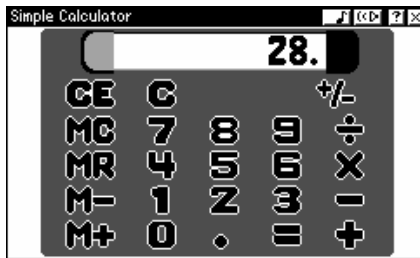
Also you can click "M-" button to subtract the displayed from value in memory. If you want to display the value stored in memory, press "MR" button, or press "MC" button to clear any value stored in memory. For best results, clear the display before each calculation by click CE or C.

You can use these keys on the keyboard for the following functions:

Hard Keys	Buttons on Calculator	Function
Shift + =	+	Add
L	+	
K	-	Subtract
-	-	
Shift + 8	x	Multiply
J	x	
H or /	÷	Divide
Enter	=	Performs the operation
=	=	
G	+/-	Toggles between negative and positive value
D	CE	Clears the displayed number
F	C	Clears the current calculation

SCIENTIFIC CALCULATOR

This is an advanced, fully functional calculator that allows you to calculate square roots, sine, cosine and more. Use the mouse or keyboard to perform calculations just like the simple calculator. Below you'll find a description of the more advanced functions and buttons:
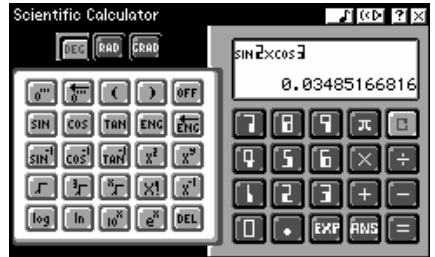
Buttons on Calculator	Function
DEC	Set the unit of angular measurement as degrees
RAD	Set the unit of angular measurement as radians
GRAD	Set the unit of angular measurement as grads
0'''	For input of degree, minutes and seconds as sexagesimal values
	Convert the answer from sexagesimal values to decimal values
OFF	Close the scientific calculator
SIN	Press this key and then enter a number to calculate the sine
COS	Press this key and then enter a number to calculate the cosine
TAN	Press this key and then enter a number to calculate the tangent
ENG	Convert the displayed number to the next higher engineering unit, by shifting the decimal point three places to the right
←ENG	Convert the displayed number to the next lower engineering unit, by shifting the decimal point three places to the left
$\sin^{-1}$	Calculate the arc sine
$\cos^{-1}$	Calculate the arc cosine
$\tan^{-1}$	Calculate the arc tangent
x^2	Enter a number, then press this key to get its square
x^y	Enter a number for x, press this key, then enter a number for y to calculate x to the power of y
√	Press this key, then enter a number to calculate its square root
∛	Press this key, then enter a number to calculate its cube root

Buttons on Calculator	Function
$\sqrt[x]{y}$	Enter a number for x, press this key, then enter a number for y to calculate the xth root of y
X!	Enter a number and press this key to calculate the factorial of value
y^{-1}	Enter a number and press this key to calculate its reciprocal
log	Press this key and then enter a number to calculate its common logarithm
ln	Press this key and then enter a number to calculate its natural logarithm
10^x	Press this key and then enter a number to see it as an exponent of 10
e^x	Press this key then enter a number to see it as an exponent of e
DEL	Delete one digit from the right
π	Enter the value of pi
EXP	Allow entry of scientific notation number
ANS	Press this key to recall the most recent calculation

ADVANCED WORD PROCESSOR

Got a school research project or book report? Want to write a note or letter? Use Advanced Word Processor to create, save and edit all your text-based documents. To save, select the Save command and you'll be able to open it later. Or select the Print command to print it out. For professional-quality documents you can easily access these features:

Copy Text: Highlight the text you want to copy and select the Copy command from the Action menu.

Cut Text: Highlight the text you want to cut and select the Cut command from the Action menu. The selection will be removed from its current position and be saved in the clipboard.

Paste Text: Place the cursor where you want the text to go and select the Paste command from the Action menu to move text from the clipboard.

Set Font Style and Text Format:

Get your point across by using these formatting options:

B : Makes the text bold. Either select the icon before typing text or highlight text and then select Bold.

I : Makes the text italic. (See Bold directions above.)

U : Underlines the text. (See Bold directions above.)

15

Set Alignment for Your Text:

Set alignment for selected text with the following:

B| : Left-aligns the selected content or left justifies new text

☰ : Centers the selected content or center new text.

☲ : Right-aligns the selected content or right justifies new text

☷ : Creates a numbered list

☰ : Creates a bulleted list

Insert Clip Art: Place cursor where you want to insert the clipart. Select Insert Clip Art from the Action menu, then choose the clipart from the next screen.

Insert a Table: Select Insert Table from the Action menu, then enter the number of rows and columns for the table in the next screen.

Insert a Row in the Table: Place cursor in the table where you want to insert a row, then select Insert Row from the Action menu.

Delete a Row in the Table: Highlight the row you want to delete, then select Delete Row from the Action menu.

Delete Table: Highlight the Table you want to delete and select Delete Table from the Action menu. Note: This deletes the table and all of its contents.

SPELL CHECK

Select the Spell Check function from the Action Menu to proof read your spelling. Or choose Word Count from the Action Menu to count the number of words and characters you've used in your document. To check the spelling or count number of words in a specific paragraph, highlight it before choosing the appropriate command in the Action Menu.

LANGUAGE LAB

Translate words from one language to another with Language Lab. Choose the language you want to translate from. Type the word to translate then press Enter. Translation results from two other languages will appear.

UNIT CONVERTER

The Unit Converter converts values from different measurement units. On the right of Converter, select the units you want to convert from. Then all the units you can convert them into will be displayed. Enter the number in any unit field, and the results will appear in the related unit fields automatically.

16
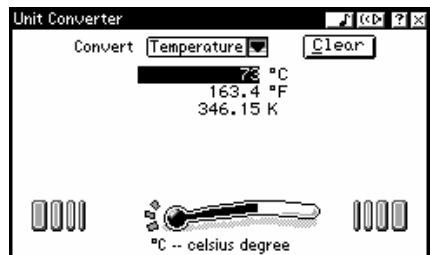
TYPING CHALLENGE

Try this cool game to improve your typing speed and accuracy. Select the appropriate level. Words will cascade down from the top of the screen, try your best to type all the words with the keyboard!

CLASS SCHEDULE

List your daily Class Schedule with the times and room numbers. Select the cell you want to change or edit by using the mouse or arrow keys and then press Enter. You can also use the copy, cut and paste functions to move classes or times around. Select the Day Format command from the Action menu to select the day format you prefer: Day 1 to Day 7 or Monday to Sunday. Select the Time Format Command from the Action menu to choose school day start time and set class time lengths.

GRAMMAR CORRECTION

Grammar Correction challenges you to refine your English-language skills. You'll see a sentence with a grammatical error and be given three multiple choice answers to choose from to correct the sentence. To select an answer, use the mouse or the Up/Down arrow keys and then press Enter. Or you can type the numbers 1, 2 or 3 to select an answer. Press the Answer button to see the correct answer.
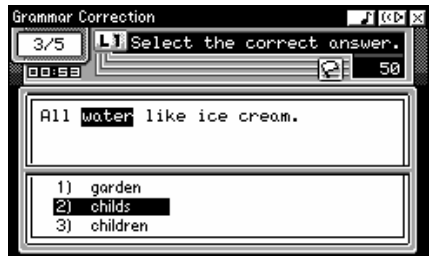
READING COMPREHENSION

Improve your reading ability! First, you'll see a paragraph appear and you will then be asked a multiple-choice question related to the reading. Answer the question related to the paragraph with multiple choices given. To select an answer, use the mouse or the Up/Down arrow keys and then press Enter. Or you can type the numbers 1, 2 or 3 to select an answer. Press the Answer button to see the correct answer.

17
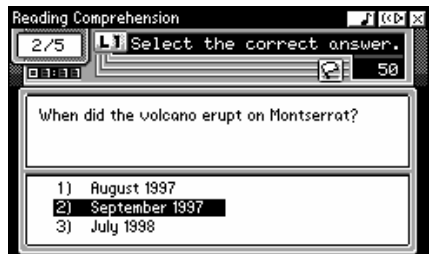
GEOMETRY

Want a geometry refresher? At random, a 2-dimensional or 3-dimensional object will appear and you'll be asked to find its area, perimeter or volume. Input your answer by typing in the number then press the 🗹 button to confirm your answer. For a hint on how to approach the problem, press the 🔍 button to show the relevant formula. Press the 🔁 button to get the correct answer, but you'll forfeit one "life" in the game. When user has lost all lives, game is over. Before starting this activity, you'll be asked to select the appropriate level.
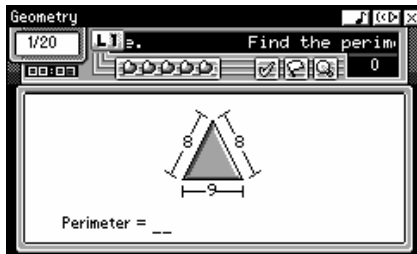
PRE-ALGEBRA

Xs and Ys got you confused? In this game, you'll see an mathematical problem and asked to find the value of the unknown number (X). Input your answer by typing in the number then press the 🗹 button to confirm your answer. For a hint on how to approach the problem, press the 🔍 button to show the relevant formula. Press the 🔁 button to get the correct answer, but you'll forfeit one "life" in the game. When user has lost all lives, game is over. Before starting this activity, you'll be asked to select the appropriate level.
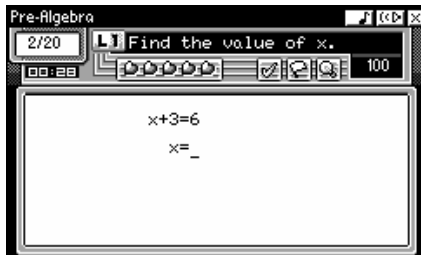
ENTERTAINMENT

SOLITAIRE

Try this classic card game all by yourself. Your goal: to pile up all your cards by suit. To start, you have six card stacks. To play, you must place black cards on gray ones (and vice versa) in descending order from 10 to Ace. Move cards from one stack to another and turn over the top card that's faced down. When you have an empty stack, you can start a new one by moving a ten over to it. To start building on the suit piles, place cards with matching suits in order from Aces to 10s. The game is over when you have successfully sorted cards by each suit or when you can no longer play your cards.

18
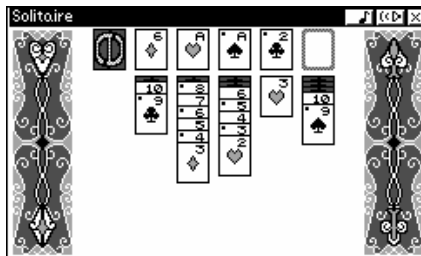
DOMINO CRISIS

A fun game that tests your reactions as it challenges your mathematical skills. The object of Domino Crisis is to eliminate dominos. Use the Up and Down arrow keys to move the flying domino. You can rotate the flying domino by pressing the Enter or Space key. When you match dominos with the same number and that add up to the same total, the dominos will automatically be cleared. For example: to clear a domino with two, you have to place two dominoes with number two together.
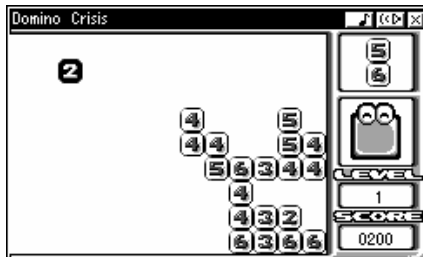
FENCES

Good fences make good neighbors! In this game you can play against the machine or against a pal via the IR communicator. Your objective is to build a fence from one side of the board to the other. The one who builds the fence first wins. To make a move, press the arrow keys and press Enter on the place you want. Or use mouse to move the cursor then click the left mouse button when ready. You've got to act quickly, otherwise if you exceed the time limit, you miss your turn.

Note: Select "2 PLAYERS" to play the game with a friend via IR.

BALLOON BLOW OUT

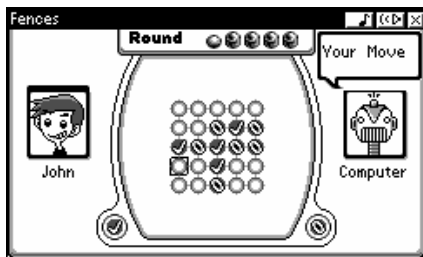Don't be the last to burst the balloon. You can play against the machine or against a friend using the IR communicator. You're racing against the clock but be careful — whoever breaks the last balloon loses. Use the arrow keys to move the cursor to the balloon you want to break and press Enter to pop it. Or use the mouse to move the cursor and use the left mouse button to choose the balloon to burst. During your timed turn, you can break anywhere from 1 to 4 balloons. When you're done with your turn, press the [→] button to pass the turn to opponent. The player who breaks the last balloon looses.

Note: Select "2 PLAYERS" to play the game with a friend via IR.

19
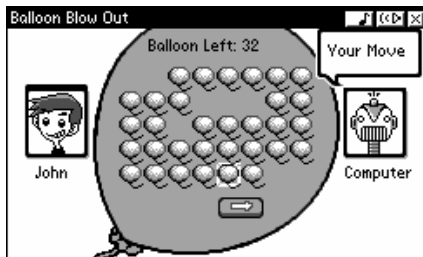
BRIXX

Just like in the arcades, Brixx tests your reaction speed. Use the arrow keys to move the paddle so you can catch the ball. Then "throw" it against the brick wall by pressing any key to launch it. You never know how many times you have to hit a brick before it will disappear. It could be only once, it could be twice. Some bricks will actually make more bricks when hit. Catching the ☺ with your paddle helps you break some bricks. To slow down the ball, catch the ⬭ as it falls. Catching the ✚ makes the paddle larger; catching the ▭ makes the paddle shorter; and catching the ▣ adds an extra paddle. Missing the ball will cost you 1 paddle. Be careful, you only get 3 paddles per game. When you've used them up, your game is over.
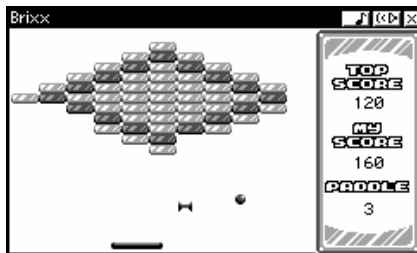
CATCH IT!

Why did the chicken cross the road? To catch the falling egg! Use the arrow keys or the cursor pad to move the chicken to catch the bouncing eggs.

SOCCER

Just shoot the ball into the net. Sounds simple, right? No way! In this game you can play against the machine or against a friend via the IR communicator. While you shoot, your opponent guards the goal. The clock's ticking away — if you fail to kick within the time allotted, your opponent gets his/her turn. Use the arrow keys to shoot the ball into the goal or block the net. The player who scores the most amount of goals wins.
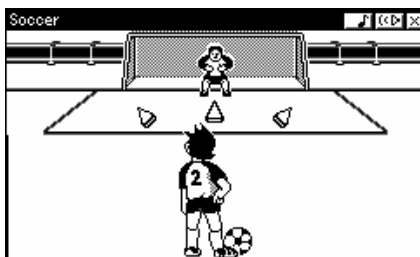
Note: Select "2 PLAYERS" to play the game with a friend via IR.

REVERSI

The ultimate game of skill and strategy: You've got to get more of the board filled with your discs than your opponent's. There are white discs on one side, black discs on the other. You and your opponent alternate placing discs on to the board, placing them so they enclose your rival's pieces. Doing so will convert your rival's discs to your color. You can move vertically, horizontally or diagonally.
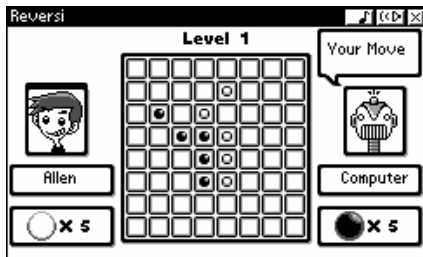
3D TIC TAC TOE

Takes Tic Tac Toe to a new dimension. The first player who gets "3-in-a-row" in any direction wins. Before starting, select the level you want to play. Use the arrow keys, the cursor pad or the mouse to move to the place you want to put your chip. You can use the Tab key to change the perspective of the playing field.
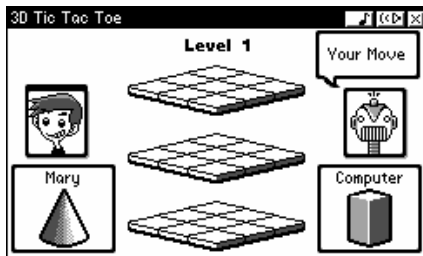
PEGGED

The objective of Pegged is to remove all but 1 peg from the board. First select the level of difficulty you wish to play. Find an open space, then find a Peg (Peg1) next to it that you want to delete. Then find a peg (Peg 2) next to Peg 1 that you want to delete. Press Enter to select the Peg2, then use the arrow keys to select the open space and press Enter. Peg 2 will now move to the open space, deleting Peg1 in the process. Only horizontal and vertical jumps are allowed. At any time, you can select the Undo command to undo your last action(s) or select Restart to restart a new game. The game is over when you have only 1 peg left (YOU WIN!!) or you have no more valid moves available (you lose).

21
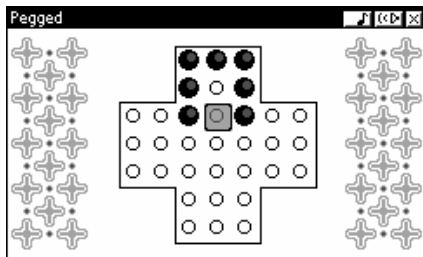
PUZZLER

The object of Puzzler is to move blocks of the same pattern together so that they will be cleared from the screen. To move a block, click the mouse on the block you want to move and drag to the right or left position, and then lift the mouse. When you are playing, you can click on the ![button] button to undo the last move(s) you have made. When all blocks are cleared from the screen, Puzzler will take you to next level. To go to any previously passed level, click the left and right arrow keys on navigator bar.
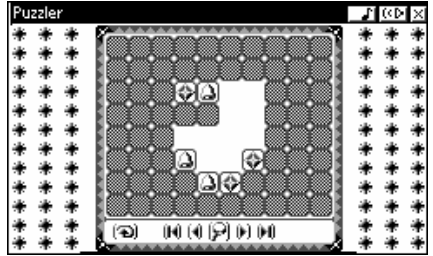
If you are puzzled on how to clear the blocks from any screen, press the Show Solution or Restart command from the action menu. Before starting the game, you can select transition effects and block types for the game by pressing the Option button on the opening screen.

MUSIC PLAYER

Music Player's like having your very own juke box, playing built-in music or music you've downloaded. To play the built-in music, select a song from the list with the mouse or the arrow keys, then press Enter or click the left mouse button to start playing. Or you can click on the screen's Play button to start music. To play downloaded music, go to the Download folder in the Main menu and select the song you want. Here's a list of the most frequently used function buttons:

Control Button	Function
![icon]	Plays the selected song
![icon]	Stops playing
![icon]	Pauses the playback. Click it again to continue playback.
![icon]	Plays the previous song from the list
![icon]	Plays the next song in the list
![icon]	Moves back in the song
![icon]	Skips forward in the song
![icon]	Change the set up of the Music Player
![icon]	Plays songs randomly from the list
![icon]	Continuously plays the selected song
![icon]	Continuously plays all the songs on the list

22

TRIVIA

Ready to prove what you know? This challenging trivia game tests your knowledge of Sports, Entertainment and more. First select the topic you want to be tested on. Then you'll be given a series of multiple-choice questions. Use the mouse, cursor pad or the arrow keys to move between the answers. Press Enter to select your answer. Or you can type 1, 2, or 3. At any time, you can change the level of the questions by selecting the Level common from the Action menu.
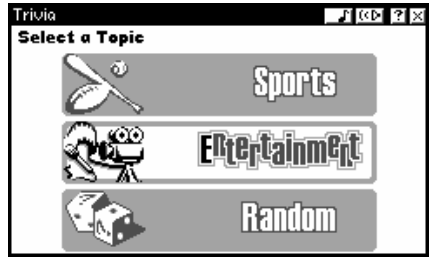
BIO-TRIVIA

No bones about it, this game test your knowledge of biology. First select the level you want to be tested at. Then you'll be given a series of multiple choice questions. Use the mouse, cursor pad or the arrow keys to move between the answers. Press enter to select your answer. Or you can type 1, 2, or 3.
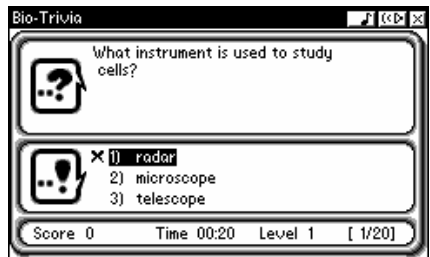
TECH-TRIVIA

Tech-Trivia is all about science. First select the level you want to be tested at. Then you'll be given a series of multiple choice questions. Use the mouse, cursor pad or the arrow keys to move between the answers. Press enter to select your answer. Or you can type 1, 2, or 3.

23
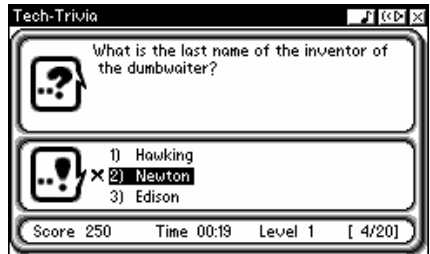
MY WORLD

ADDRESS BOOK

Address Book helps you keep track of your friends and family by storing their names, phone numbers, e-mail address and other information. Use the mouse, cursor pad or arrow keys to move among entries, then press Enter to open a record. At any time you can select the New command from the Action menu to create a new entry. Or you can edit an existing record by selecting the Edit command. To print a record, select the Print command. Delete a record by selecting Delete or clear your entire Address Book by selecting Delete All.
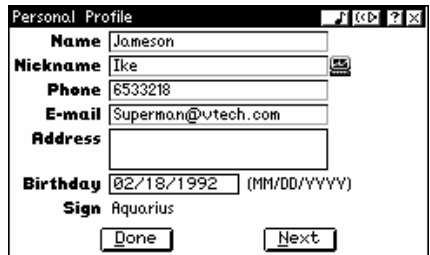
PERSONAL PROFILE

Your Personal Profile stores your personal information. The first time you open the application, you'll be asked to fill out the profile. Press the Done button to save it. If you want to modify or change any information, choose the Edit button or select the Edit command from the Action menu.

24

CALENDAR

Too busy to remember what day it is let alone what you've got to do next? Calendar helps you keep track of any and all events. You select the way you want to view your schedule: Daily, Weekly or Monthly. Select Daily View and you'll see all of the events for a specific day. Move the cursor to an individual event and press Enter to view its contents. Select Weekly or Monthly View and you'll see an overview of your schedule. Move the cursor to an individual day and press Enter to view the specific day. Create a new event by selecting the New command or pressing the New button directly. You can set an alarm on by default to remind you by going to the Action menu and selecting the Preference command. To set a recurring event by default, go to the Action menu and select the Preference command.
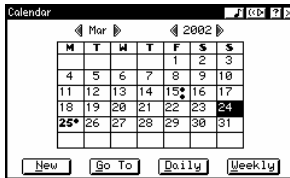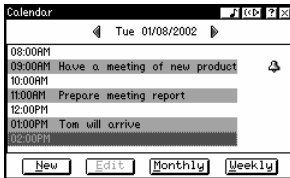
MEMO PAD

Need to type a quick note? Memo Pad lets you write any kind of message. When you open the program, you will see a list of the memos that you've already saved. To open a saved file, move among the files using the mouse, cursor pad or arrow keys and then press Enter. To create a new memo, select the New command from the Action menu. To save it, select Done from the Action menu. Using the Edit command lets you modify an existing memo. Selecting Delete or Delete All lets you delete any unnecessary file(s).

25
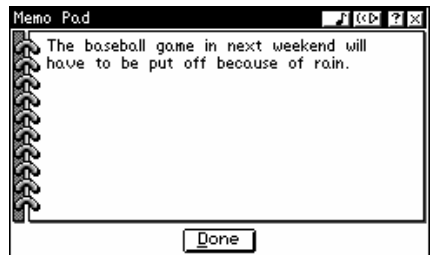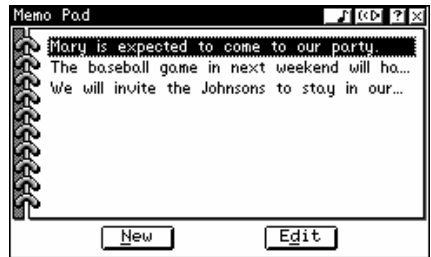
TO DO LIST

Use the To Do List to create reminders and assign due dates to tasks. When you open the To Do List, you'll see a list of your tasks you've previously entered. You can open an existing task by moving the cursor with the mouse, cursor pad or arrow keys and pressing Enter. To create a new task, select the New command from the Action menu. To save it, press Done from the Action menu. Using the Edit command lets you modify an existing task. Selecting Delete or Delete All lets you delete any unnecessary task(s). To mark off a completed task press Completed button. Pressing Completed again cancels the mark.
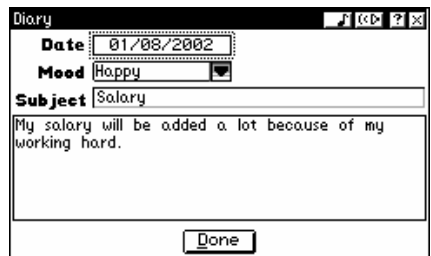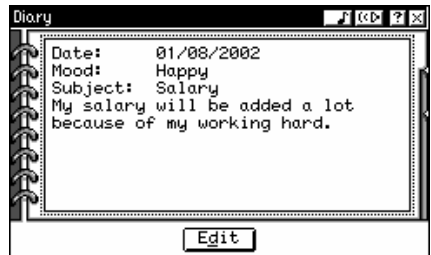
DIARY

Want a safe place to jot down your thoughts? When you open the Diary program, you'll see a list of your previous entries. You can open an existing entry by moving the cursor with the mouse, cursor pad or arrow keys and pressing Enter. To create a new entry, select the New command from the Action menu. To save it, select Done from the Action menu. Using the Edit command lets you modify an existing entry. Selecting Delete or Delete All lets you delete any unnecessary entry(ies). Select the Statistics command to track your mood status by month and date.

CREATIVITY

CREATION STATION

Create your own creature with Creation Station. Then use IR and send it to your friend while you chat. To create a new character, press the New button or select the New command from Action menu, then enter the name of character and select the components. At any point, you can press Random All to generate a character by randomly. You can press Undo to resume making your own selections. By pressing the Restore button you can revert to the latest saved version of your character.
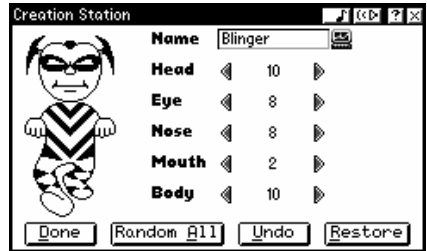
Press the Done button to save the character. Use the Preference Settings to make your character appear in other screens or as your screen saver. To chat and send the image to a friend, press the IR Chat button or select the IR Chat command. Start talking! Enter your words into the blank field and press Send. To store a friend's character, press the Add button. To view a friend's character, press the Guest Book button. To delete a character select the Delete command from the Action menu.

ART WORK STUDIO

Draw your own picture with the Art Work Studio. When you open the Art Work Studio, you'll see a list of the previous art files you've made. You can open an existing file by moving the cursor with the mouse, cursor pad or arrow keys and pressing Enter. To create a new art file, select the New command from the Action menu. To save it, select Save from the Action menu. Selecting Delete or Delete All lets you delete any unnecessary file(s). You'll find the drawing tools on the left side of the screen.
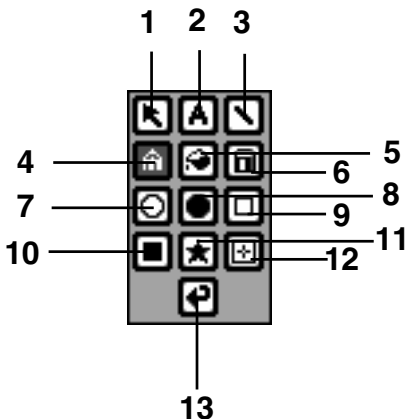
1. Select Icon	8. Filled Circle Icon
2. Text Icon	9. Square Icon
3. Line Icon	10. Filled Square Icon
4. Pen Icon	11. Clipart Icon
5. Fill Icon	12. Clear Icon
6. Eraser Icon	13. Undo Icon
7. Circle Icon	

[Select Icon image]	Select Icon	Click on this to define the area you want to draw in. Then, while holding down the left key of the mouse, drag the mouse to cover the area you want to draw in. When you release the mouse, the area will be covered with a rectangular box. You can now cut or copy into the selected area.
[Text Icon image]	Text Icon	Click on this to add text to your drawing. Then select the icon and select the font and type style you want, place the mouse where you want to insert the text, then type.
[Line Icon image]	Line Icon	Click on this to draw a straight line. Then, while holding the left key of the mouse down, drag the mouse to the place you want to end. When you release the button, a straight line will be drawn on the screen. Before drawing, you can select the line type and color.
[Pen Icon image]	Pen Icon	Click on this to draw a freehand line. Then, while holding the left key of the mouse down, drag the mouse to the place you want to end. When you release the button, a freehand line will appear.
[Fill Icon image]	Fill Icon	Click on this to fill a shape with a color you select. Choose the color you want, then place the mouse pointer inside the shape you want to fill and click on the left mouse button.
[Eraser Icon image]	Eraser Icon	Click on this to erase a portion of your drawing. Then, while holding the left key of the mouse down, drag the mouse to the area you want to erase.
[Circle Icon image]	Circle Icon	Click on this to draw circles/ovals. Select the circle/oval's line type and color. Then, while holding the left key of the mouse down, drag the mouse to where you want the circle/oval. When it's the size you want, release the button and a circle/oval will appear.
[Filled Circle Icon image]	Filled Circle Icon	Click on this to draw circles/ovals that are filled with color. See directions under the Circle Icon and select the fill color before drawing.
[Square Icon image]	Square Icon	Click on this to draw squares and rectangles. See directions under the Circle Icon.
[Filled Square Icon image]	Filled Square Icon	Click on this to draw squares and rectangles with color fill. See directions under the Circle Icon.
[Clipart Icon image]	Clipart Icon	Click on this to insert clipart into your drawing. Then select the clipart you want from the following screen. Place the mouse where you want to insert the clipart, then click the left mouse button.
[Clear Icon image]	Clear Icon	Click on this to clear a selected area or the whole picture. Click Select Icon and drag the mouse to select an area to clear then click on the Clear Icon.
[Undo Icon image]	Undo Icon	Click on this to undo the previous operation.

NOTE: Remember to save your drawing by selecting Save from the Action menu. You can also send your picture to a friend using the IrSend command.

ANIMATION EDITOR

Create your own cartoon with Animation Editor!
When you open the program, you'll see a list
of files that you can open. Select any file with
the mouse or the arrow keys and press Enter
to open the animation. To create your own
animation, press the New button. Select a
frame from the draw area and start drawing
with the drawing tools (See above Art Work
Studio.) Remember to save your drawing by
selecting Save from the Action menu. You can
draw a maximum of four pictures.
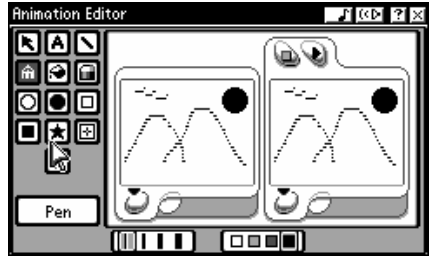
To play your cartoon, display your frame in the Play area, then click 🖲 . Your cartoon will
played in the order that you drew it. Click 🖰 at any time to stop. Select the Speed
command to adjust the speed of play. You can rearrange the play sequence by going into
the Preference. You can copy, cut and paste a frame from one area to another and you can
select the Delete Frame command to erase an added frame at any time.

MUSIC COMPOSER

Compose your own music with Music Composer. When you open the program, you'll see
a list of music files. Select any file with the mouse or arrow keys and press the Play button
to start playing. Press the Stop button to stop playing. Press the New button to compose
your own music. Select the instrument you want to play. On the left side of the screen
you'll see the music tools. Use the mouse to click on them, or use the keyboard to start
composing music on the Staff. You can enter a note by clicking on the LCD music keyboard
or pressing keys on the keyboard. Pressing the Tips button shows which keys relate to the
corresponding notes. To clear notes, select them then press the Delete button. By pressing
the Tempo button you can set the music tempo. Remember to save by selecting the Save
command. At any time you can press 🔳 to play.

Here are the music tools with their functions:

Music Tools	Function
🎵	Inserts dotted crotchet notes
🎵	Inserts quaver notes
🎵	Inserts semi quaver notes
▶	Click on this icon to select notes on the staff
✂	Cuts the selected notes

29

Music Tools	Function
♪	Inserts dotted crotchet rest
♩	Inserts quaver rest
♬	Inserts semi quaver rest
▥	Copies the selected notes
◢	Pastes the notes to the staff from the clipboard
♭	Flattens a note
♯	Sharpens a note
♮	Resets a sharp or flat note to normal

ACCESSORIES

MY SETUP

My Setup in the Accessories folder lets you customize your **ClassMaster™ Notebook**. Set the date and time, adjust the tracking speed of the mouse, change skin, sound and other settings. Open My Setup and use the mouse or arrow keys and press Enter to choose the feature you want to customize. Press the Save button to save your settings.

DATE AND TIME

Select this category to customize the Date and Time. You can also select Daylight Savings Time, and change the settings for the Daily Alarm to on or off.
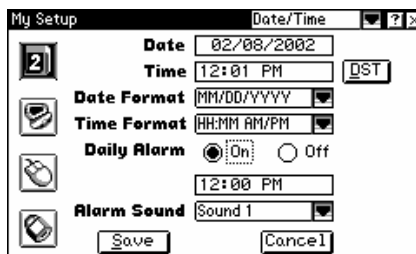
SYSTEM

Select this category to change the screen wallpaper, program icons and select the number format. You can turn the Intro and Main Animations on or off and set the timing for Auto-sleep.
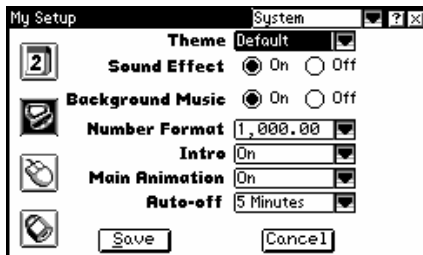
MOUSE/KEY

With the Mouse/Key category, you can set the tracking speed of your mouse. You can also program the mouse buttons so that the left-button or right-button make selections.

SECURITY

You can activate the Security function and create a password. Enter the password in the first field then re-enter the password in the next field to confirm the password. Enter a question and answer to help in case you forget your password.

Note : Remember your password! If you forget it and cannot remember the answer for your question, you will need to reconfigure the unit. Reconfiguring will erase all of your saved data.

ON BOARD HELP

On Board Help assists you in running your **ClassMaster™ Notebook**. Upon opening On Board Help you'll see a list of all the programs. Scroll down the list using the mouse or arrow keys and press Enter to select a program. Scroll through the topics with the mouse or the arrow keys and press Enter to select a topic.

FILE AND UPLOAD MANAGER

File and Upload Manager lets you organize and transfer files. Select the file you want to upload then press the Upload button. Press the Sync key so that the file can be transferred. To open a program, select it and press Launch. You can delete a file by selecting it and pressing Delete. Press the Sort button to rearrange files on the main screen by name, size or type.
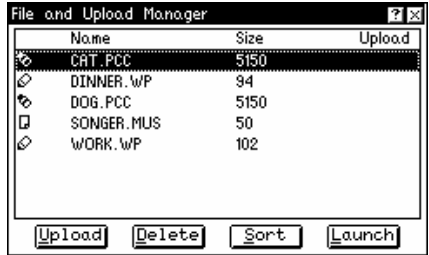
WORLD TIME

Use World Time to set your local time and view times around the world. Open the program and you'll see a list of cities. Click on a city and select the City Info. command from the Action menu to get vital stats about it. To change your local city, select the Set Local City & Time command. You can also add a new city by selecting the Add City command and typing in the city name and location. Select the Edit City command to set Daylight Savings Time. You can delete a city by selecting the Delete City command.
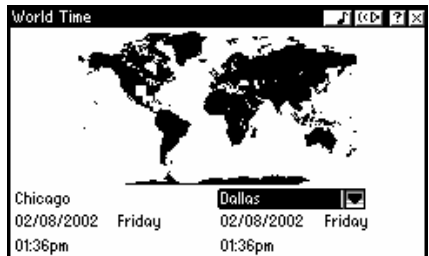
Note : Only user added cities may be deleted using Delete City command.

WELCOME

The Welcome Program provides a basic tutorial of the **ClassMaster™ Notebook**, its functions and basic operations. Press the Next or Back button to view information.

32
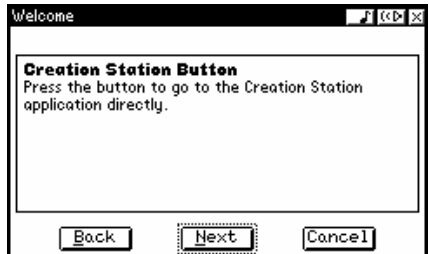
Sync

"Syncing" is the process of connecting your **ClassMaster™ Notebook** to your computer. It exchanges and updates information between your **ClassMaster™ Notebook** and your personal computer. Changes you make on your **ClassMaster™ Notebook** or your PC will appear in both places after the Sync process. For example, if you changed records in your **ClassMaster™ Notebook**, after Sync, the changes will be updated on the related files in your computer. Similarly, if there are files that have been changed in your computer, Sync will update the related files in your **ClassMaster™ Notebook**

To enhance **ClassMaster™ Notebook** with this Sync function, an accessory **VTech vPort** is needed. The **vPort** is an electronic device which offers Infrared wireless communication between your **ClassMaster™ Notebook** (or any selected VTech learning unit) and your PC. In the **vPort** package, there is a CD ROM with the Desktop Software inside. And to perform a Sync, the Desktop Software must be installed.

With everything ready, the following applications can be synchronized during a Sync session.

Class Schedule   **Dictionary**

Address Book   **Calendar**

Memo Pad   **To Do List**

Netlink Encyclopedia

Besides, you can download new activities or data from our VTech website (www.vport.com) to your **ClassMaster™ Notebook** with the Desktop Software (internet access is required).

VTech vPort

To purchase the vPort, please directly contact our Customer Service Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

For details on how to install vPort, please refer to the vPort user manual.

For additional information about using the **XL Series™ Desktop Software**, open the **XL Series™ Desktop Software** and then choose Desktop Help from the Help menu.

To start the **XL Series™ Desktop Software**, click Start, then Applications, then select **ClassMaster™ Notebook** (US).

Add a New User Account in Desktop Software

XL Series™ Desktop Software allows multiple users to share the same Desktop Software. **XL Series™ Desktop Software** does this by managing different User Accounts.

Each User Account must have a unique name. To create a User Name:

1. Make sure you have been logged out from any account by clicking the Logout button on the left.

2. Click the New button on the bottom.

33

3. Complete the User Information form.

4. Enter your User Name.

5. If you want to protect your User Account with a password, click the option box to set Security On.

6. Then, enter your password into the password box.

7. And enter your password again to confirm.

8. Personal folder is where your uploaded files are saved. Click the Set Personal Folder icon to change your folder, if necessary. Click OK to save and back to the User Information form screen.

9. Click OK to save your User Account information or click Cancel to quit without saving.

Syncing Your ClassMaster™ Notebook with Your Computer

1. Make sure your vPort is connected properly to your PC.

2. Make sure the IR Lens of vPort and **ClassMaster™ Notebook** are in an effective position.

3. Make sure the **XL Series™ Desktop Software** is installed on your computer.

4. Make sure the **VTech®** vPort Manager is installed and running on your computer. Press the Sync button on your **ClassMaster™ Notebook**.

Adding New Activities into Your ClassMaster™ Notebook

Visit www.vport.com frequently so you'll be up-to-date with the new learning activities and games created for your **ClassMaster™ Notebook**. While you're in the **XL Series™ Desktop Software**, you can click on the vPort icon to automatically go to the website. Then you can download the new information into your **ClassMaster™ Notebook**.

Before adding new activities, please make sure that:

1. Your vPort is connected properly to your PC.

2. The IR Lens of vPort and **ClassMaster™ Notebook** are in an effective working position. (You may refer to the following section for information).

3. The vPort Manager (or vPort Application Launcher) is running.

4. You have enough memory available on your **ClassMaster™ Notebook**.

Here's what you do to load in the activities:

1. Open the **XL Series™ Desktop Software** and log in to your account.

2. Click the Download button in the **XL Series™ Desktop Software**.

34

3. Now you can select the activities you want to add to your **ClassMaster™ Notebook**. To select an activity or file, click on it, and then click the Add to List button. The number of activities and data you can add to **ClassMaster™ Notebook** is limited by the amount of available memory on your **ClassMaster™ Notebook**.

4. To remove an activity or file from the list, click on the item you want to remove, and then click on the Remove from List button.

5. When you have finished making your list, press the Sync button on your **ClassMaster™ Notebook**. This begins the Sync session.

6. To play the new activities on your **ClassMaster™ Notebook**, go to the Main Menu and select the Download Zone category. Then you'll see a list of the new activities you have downloaded.

Deleting Activities From Your ClassMaster™ Notebook

1. Go to the Main Menu and select Accessories.

2. Select File and Upload Manager from Accessories.

3. You will see a list of the activities and data files that you have stored in your **ClassMaster™ Notebook**.

4. Click on the activity or the data file that you want to delete.

5. Press the Action key to view the commands, then click on Delete or Delete All in the action menu.

IMPORTANT!   Only activities or data that you have added can be deleted from your **ClassMaster™ Notebook**. Built-in activities cannot be deleted.

Uploading Files From Your ClassMaster™ Notebook to Your Computer

You can upload Word Processor files, Animation Editor files and Artwork Studio pictures to your PC if you want. After uploading the files, they are converted into RTF and BMP format respectively. RTF format allows you to open the files in some common PC word editor application. And BMP format is a common graphic format that can be opened in many graphic applications. Therefore you can edit and/or print the files in your PC.

Here's how to upload files into your PC:

1. Go to Accessories category. Select the File and Upload Manager.

2. The File and Upload Manager will show you all the files that you can upload from your **ClassMaster™ Notebook** into your PC.

3. Select the file you want to upload then press the Upload button. Press the Sync button on your **ClassMaster™ Notebook** to begin the Sync session.

All uploaded files will be saved in your personal folder. The default location of your Personal Folder is the " My Documents" folder in Windows. To view the current path of your personal

folder, select Options in the menu bar and click Set Personal Folder. When uploading files, if a file with the same name already exists in your Personal Folder, a new " index number" will be automatically added after your filename to avoid overwriting. You can check the sync log for the filename used.

To open the uploaded file, open the application that can read RTF format or BMP format (for e.g. Microsoft Word for RTF format). Then pick the file open function and select the file from your Personal Folder.

IR

ClassMaster™ Notebook has an Infrared (IR) Lens that enables wireless communication between XL-Series learning unit. Through the IR Lens, an XL-Series learning unit can play IR games with another XL-Series learning unit. Moreover, they can exchange information, such as Address Book records, Class Schedule, Word Processor files, etc. In **ClassMaster™ Notebook**, all games that support IR function will be shown with this icon in main menu.

To play a game with another XL-Series learning unit, select a game that supports IR playing. Then select the "2 PLAYERS" IR playing mode on-screen or you can press the IR button.

Another IR function is to exchange a file to another XL-Series.

To send a record or file:

Open the application you want to use. Select the record or file you want to send. Point the IR Lens of the one device directly at the IR Lens of the other. Press the IR hotkey, then select the IrSend command from the Action menu.

To receive a record or file:

Open the application you want to use. Point the IR Lens of the one device directly at the IR Lens of the other. Press the IR hotkey, select the IrReceive function and wait for the other device to send the data.

When doing IR communication between two learning units, make sure the IR Lens of the units are facing correctly to each other and within the working distance.

Effective Working Position for IR Communication

1. Make sure the IR lenses of the two units are facing to each other and at the same level.

2. It is recommended to have the best working distance between 5 cm and 45 cm (2 inches and 1.5 feet).

3. It is not recommended to work under direct sunlight or other bright or heat.

45cm

45cm
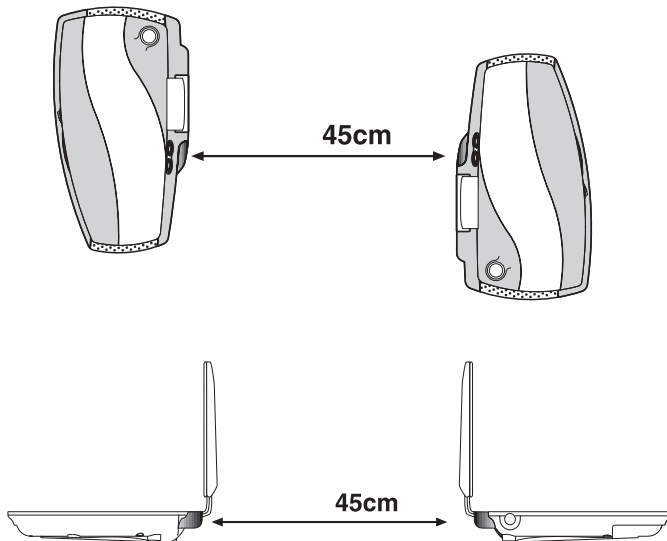
Note: In case you encounter problems in connecting with another unit, please check if the IR lens of the **VTech ClassMaster™ Notebook** is facing to the correct direction. Also, you can check with different working distances.

37

TROUBLE SHOOTING

1. When I press the ON button, nothing happens

• Make sure the power button is turned on and your unit is plugged in.

• If you are using batteries, check to see if they are aligned correctly.

2. The low battery message keeps appearing

• Back up your data to the Computer, then replace your batteries immediately.

3. The power light is on, but I cannot see anything

• Adjust the screen contrast using the contrast control dial.

4. The "Memory Full" message keeps appearing

• Delete unused files to free-up memory.

5. I cannot hear the sounds

• Go to My Setup and turn the sound on.

• Adjust the sound using the volume control dial.

6. My screen froze and it is not responding to any input

• Use the tip of a paperclip (or a similar object without a sharp tip) to gently press the Reset button.

7. My device keeps turning off

• After a period of inactivity, your device was designed to automatically turn off. You can adjust or change the auto turn-off feature by going into My Setup.

8. I forgot my Password

• You can use your special question to get your password. If you cannot remember after five tries, turn off your unit, then press Power button and Reset in the same time to erase all the information stored.

NOTE: This will reset your entire device.

9. My Sync operation failed

• Try Sync again.

• Check to make sure the connection between your unit and PC is correct.

• Make sure your Sync Cable is not frayed or damaged and is connected into the USB port.

• Make sure you have successfully installed the **XL Series™ Desktop Software** on your computer.

10. I cannot send and receive information with IR Communication

• Make sure both devices are on and are directly pointed to each other without any obstacles in the way. They should only be a few inches apart.

• Make sure the receiving device has enough memory.

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TECHNICAL SUPPORT

We make every effort to ensure the accuracy of the information about our products. However, errors may occur. If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you. Before requesting support, please be ready to provide or include the information below:

• The name of your product or model number. (The model number is typically located on the back or bottom of your product.)

• The actual error message or problem you are receiving.

• The actions you took right before the error message or problem.

 Internet : www.vtechkids.com

 Phone: 1-800-521-2010 in the U.S.

FCC NOTICE

This equipment generates and uses radio frequency energy. It must be installed and used properly, in accordance with the manufacturer's instructions. Otherwise, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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 the receiving antenna.

• Relocate this product with respect to the receiver.

• Move this product away from the receiver.

• Consult the dealer or an experienced radio/TV technician for help.

The use of shielded I/O cables is required when connecting this equipment to any and all optional peripherals or host devices. Failure to do so may violate FCC rules.

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