3-3. Using the audio system Listening to a USB memory/iPod

Connecting a USB memory or iPod enables you to enjoy music from the vehicle speakers.

Press "AUX•USB" until the "USB" tab appears or touch the "USB" tab on the audio control screen.



The above illustration shows an iPod screen.

The audio control screen may differ slightly depending on the types of audio equipped.

Connecting the USB memory/iPod



Open the cover and connect the player using a cable.

Turn on the power of the USB memory or iPod if it is not turned on.

Playing an iPod

Play/pause



Touch **)** or **III** to play/pause.

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Selecting a play mode

STEP 1 Touch "Menu" on the screen.



Select the desired play mode by touching the "Playlists", "Artists", "Albums", "Songs", "Podcasts", "Audiobooks", "Genres" or "Composers" tabs.



Touch and hold "SCAN" on the screen until "FLD.SCAN" appears. Touch "SCAN" once again when the desired folder is reached.

Selecting a file/track

Selecting one file/track at a time

Turn

) or press " \wedge " or " \vee " on "SEEK•TRACK" to select the

desired file/track.

To fast forward or rewind, press and hold "^" or " \checkmark " on "SEEK•TRACK" until you hear a beep.

Selecting a file/track from the list

STEP 1 Touch "Select" of "File"/"Track".



Touch the desired file/track number.



: changes the list by 5 file/track groups

This function is available only when the vehicle is not moving (USB memory).

Selecting the desired file by cueing the files in the folder (USB memory)

Touch "SCAN" on the screen.

Touch "SCAN" once again when the desired file is reached.

Random playback

- ► USB memory
- Playing files from a particular folder in random order Touch "RAND" on the screen.
- Playing the all files from a USB memory in random order Touch and hold "RAND" on the screen until "FLD.RAND" appears.
- ▶ iPod
- Playing tracks from one playlist or album in random order Touch "RAND" on the screen.
- Playing tracks all the playlists or albums in random order Touch and hold "RAND" on the screen until "A.RAND" appears.

Repeat play

Repeating a file/track

Touch "RPT" on the screen.

Repeating all of the files in a folder (USB memory)

Touch and hold "RPT" on the screen until "FLD.RPT" appears.

Canceling scan, repeat and random playback

Touch "SCAN", "RPT" or "RAND" on the screen once again.

About iPod

- Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards.
- iPod is a trademark of Apple Inc., registered in the U.S. and other countries.

iPod functions

- When an iPod is connected and the audio source is changed to iPod mode, the iPod will resume play from the same point in which it was last used.
- Depending on the iPod that is connected to the system, certain functions may not be available. If a function is unavailable due to a malfunction (as opposed to a system specification), disconnecting the device and reconnecting it once again may resolve the problem.
- While connected to the system, the iPod cannot be operated with its own controls. It is necessary to use the controls of the vehicle's audio system instead.

USB memory functions

- Depending on the USB memory that is connected to the system, the device itself may not be operable and certain functions may not be available. If the device is inoperable or a function is unavailable due to a malfunction (as opposed to a system specification), disconnecting the device and reconnecting it once again may resolve the problem.
- If the USB memory still does not begin operation after being disconnected and reconnected, format the memory.

iPod problems

To resolve most problems encountered when using your iPod, disconnect your iPod from the vehicle iPod connection and reset it. For instructions on how to reset your iPod, refer to your iPod Owner's Manual.

Error messages for iPod

"Connection error.": This indicates a problem in the iPod or its connection.

"There are no files available for playback.": This indicates that there is no music data in the iPod.

"No items available.": This indicates that some available songs are not found in a selected playlist.

Error messages for USB memory

"Connection error.": This indicates a problem in the USB memory or its connection.

"There are no files available for playback.": This indicates that no MP3/WMA files are included in the USB memory.

Model	Generation	Software version
iPod	5th generation	Ver. 1.2.0 or higher
iPod nano	1st generation	Ver. 1.3.0 or higher
	2nd generation	Ver. 1.1.2 or higher
	3rd generation	Ver. 1.0.0 or higher
iPod touch	1st generation	Ver. 1.1.0 or higher
iPod classic	1st generation	Ver. 1.0.0 or higher

Compatible models

Depending on differences between models or software version etc., some models listed above might be incompatible with this system.

iPod 4th generation and earlier models are not compatible with this system.

iPhone, iPod mini, iPod shuffle and iPod photo are not compatible with this system.

Items related to standards and limitations are as follows:

- Maximum number of lists in device: 9999
- Maximum number of songs in device: 65535
- Maximum number of songs per list: 65535

■ USB memory

- Compatible devices
 USB memory that can be used for MP3 and WMA playback
- Compatible device formats The following device formats can be used:
 - USB communication formats: USB2.0 FS (12 Mbps)
 - File formats: FAT16/32 (Windows)
 - Correspondence class: Mass storage class

MP3 and WMA files written in any format other than those listed above may not play correctly, and their file names and folder names may not be displayed correctly.

Items related to standards and limitations are as follows:

- Maximum directory hierarchy: 8 levels
- Maximum number of folders in a device: 999 (including the root)
- Maximum number of files in a device: 65025
- Maximum number of files per folder: 255

MP3 and WMA files

MP3 (MPEG Audio LAYER 3) is a standard audio compression format.

Files can be compressed to approximately 1/10 of their original size using MP3 compression.

WMA (Windows Media Audio) is a Microsoft audio compression format. This format compresses audio data to a size smaller than that of the MP3 format.

There is a limit to the MP3 and WMA file standards that can be used and to the media/formats on which the files are recorded.

- MP3 file compatibility
 - Compatible standards MP3 (MPEG1 AUDIO LAYERII, III, MPEG2 AUDIO LAYERII, III, MPEG2.5)
 - Compatible sampling frequencies MPEG1 AUDIO LAYERII, III: 32, 44.1, 48 (kHz) MPEG2 AUDIO LAYERII, III: 16, 22.05, 24 (kHz) MPEG2.5: 8, 11.025, 12 (kHz)
 - Compatible bit rates (compatible with VBR) MPEG1 AUDIO LAYERII, III: 32-320 (kbps) MPEG2 AUDIO LAYERII, III: 32-160 (kbps) MPEG2.5: 32-160 (kbps)

· Compatible channel modes: stereo, joint stereo, dual channel and monaural

WMA file compatibility

- Compatible standards WMA Ver. 9
- Compatible sampling frequencies HIGH PROFILE 32, 44.1, 48 (kHz)
- Compatible bit rates HIGH PROFILE 32-320 (kbps, VBR)

File names

The only files that can be recognized as MP3/WMA and played are those with the extension .mp3 or .wma.

ID3 and WMA tags

ID3 tags can be added to MP3 files, making it possible to record the track title, artist name, etc.

The system is compatible with ID3 Ver. 1.0, 1.1, and Ver. 2.2, 2.3, 2.4 ID3 tags.

(The number of characters is based on ID3 Ver. 1.0 and 1.1.)

WMA tags can be added to WMA files, making it possible to record the track title and artist name in the same way as with ID3 tags.

MP3 and WMA playback

- When a device containing MP3 or WMA files is connected, all files in the USB memory device are checked. Once the file check is finished, the first MP3 or WMA file is played. To make the file check finish more quickly, we recommend that you do not include any files other than MP3 or WMA files or create any unnecessary folders.
- When the USB device is connected and the audio source is changed to USB memory mode, the USB device will start playing the first file in the first folder. If the same device is removed and reinserted (and the contents have not been changed), the USB device will resume play from the same point in which it was last used.

Extensions

If the file extensions .mp3 and .wma are used for files other than MP3 and WMA files, they will be skipped (not played).

- Playback
 - To play MP3 files with steady sound quality, we recommend a fixed bit rate of at least 128 kbps and a sampling frequency of 44.1 kHz.
 - There is a wide variety of freeware and other encoding software for MP3 and WMA files on the market, and depending on the status of the encoding and the file format, poor sound quality or noise at the start of playback may result. In some cases, playback may not be possible at all.
 - Microsoft, Windows, and Windows Media are registered trademarks of Microsoft Corporation in the U.S.A. and other countries.

CAUTION

While driving

Do not connect or disconnect an iPod or USB memory or operate the controls while driving. Doing so may lead to inattention to driving and cause a serious accident.