






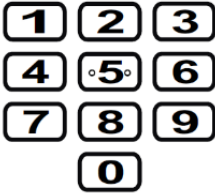


	Fast backward		Fast forward
	Play/Pause		Volume down
	Volume up		Player info/custom fair info
	Entrance of languages/advanced tour		Stop
		Numeric keypad	

Note:

All players are totally powered off for power saving. To turn players on, press  and  keys together till bi sound and pop screen come out.

AT-200 Instruction Manual (internal use)

- Default pop screen shows up once the player is turned on.





- Then, the player will enter default language folder which should be preset in our Audio Master G2.





- When you see this screen, you are ready to enter track numbers.





- After track number is entered, press  key to play the track.

Note: while a track is playing, numeric keypad and  key will not work.





- If track number is not entered but  key is pressed, the player will show symbol  and start to play next track.



- If track number is not entered but  key is pressed, the player will show symbol  and start to play last track.



- If track number is not entered but  key is pressed, the player will show symbol  and start to re-play the track which is just played.



- While a track is playing,  key will pause the track.





- While  key is pressed, volume symbol will come out (Fig. 1). However, it won't appear while a track is playing (Fig. 2).




Fig. 1




Fig. 2

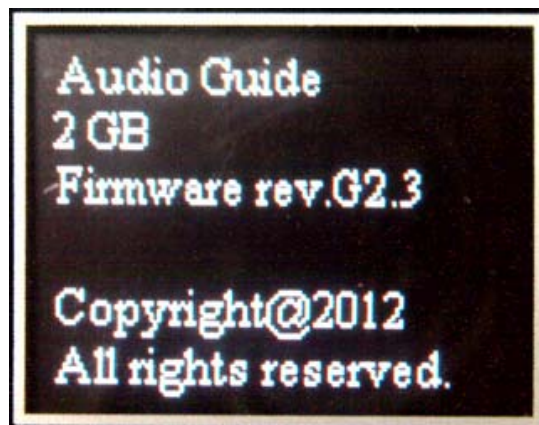
- If the volume is muted, symbol  will show on the screen.



- While headphones are connected, symbol  will show on the screen.



-  key is designed to show info of the player, such as firmware version and capacity of inbuilt SD card.



AT-200 Instruction Manual (internal use)

- If the track number is incorrect or does not exist, texts “Unknown track” and “NONE” will show on the screen. Also, prompt audio, if being set, will play.



- Default language numbers are from number 951 to number 982. To change the language, # needs to be entered followed by any language number (951# ~ 982#).



- Default number 994# can be entered for trigger and function checking.

Dev.	Fun.	OFF	ON
IR			<input type="checkbox"/>
RF			<input type="checkbox"/>
GPS		<input type="checkbox"/>	
RFID			<input type="checkbox"/>
LOOP			<input type="checkbox"/>
SLEEP	255		Pic ✓

- Optional triggering symbols:

- AT-200: IR, Loop



- AT-200iD: RFID, IR, Loop



- AT-200RF: RF, IR, Loop





- AT-200GPS: GPS, IR, Loop



- Linear/advanced tour

- Linear tour:

If “Next Track Number” (Number 22) is preset in Audio Master G2 (Fig. 3), next track number 22 will play while  key is pressed in the end of the track (Fig. 4) after track 11 finishes.

Note: If  key is pressed during a track, the screen will clear out, including setup of next track (Fig. 5).

Track Number	Track Name	Next Track Number
0011	11.Maokong Gondol...	0022

Fig. 3



Fig. 4



Fig. 5

- Advanced tour (# level):

- #-level function can be preset in Audio Master G2 (Fig. 6).

Track Number	Track Name	Next Track Number	#Key
5001	1.台北探索館 .mp3		<input checked="" type="checkbox"/>
5002	2.臺北101大樓 .mp3		<input checked="" type="checkbox"/>
5003	3.國立國父紀念...		<input checked="" type="checkbox"/>

Fig. 6

- During any track, # level can be entered at any time. Take the image (Fig. 7) below as an example,

Fig. 7-1 # level is entered at timing “01:10” in track 11.

Fig. 7-2 Symbol # shows up on the screen.

Fig. 7-3 # level is successfully entered and waits for # track number.

Note: Symbol # will show underneath if we are at # level.



Fig. 7-1



Fig. 7-2



Fig. 7-3



- If a # track number (Fig. 8-1) is correctly entered, track image (if it is preset in *Audio Master*) and text “# + track number” (underneath) (Fig. 8-2) will show up while it is playing. If it is stopped in the middle (Fig. 8-2) or in the end (Fig. 8-3), text “press stop  then # to return to the tour.” (Fig. 8-4) comes out. At this time, press  key or # key to return to the stand-by screen of # level with text “PRESS #” underneath (Fig. 8-5). Then, press # key again to return to the timing (01:10) of the tour you just left (Fig. 8-6).



Fig. 8-1



Fig. 8-2



Fig. 8-3

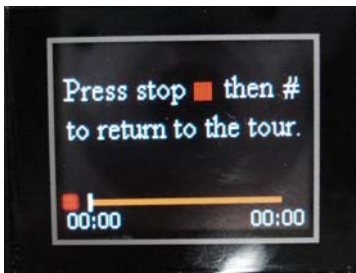


Fig. 8-4



Fig. 8-5



Fig. 8-6

8-6



- If a # track number is incorrectly entered (Fig. 9-1), text “Number is incorrect. Press stop  then # to return to the tour.” (Fig. 9-2) will show up. At this time, press  key or # key to return to the stand-by screen of # level with text “PRESS #” underneath (Fig. 9-3). Then, press # key again to return to the timing (01:10) of the tour you just left (Fig. 9-4).



Fig. 9-1

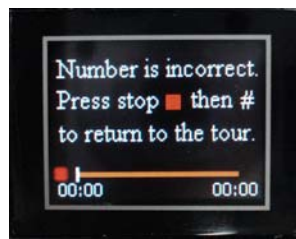


Fig. 9-2



Fig. 9-3



Fig. 9-4