PORTABLE MEDIA CONNECTIONS

Portable media devices can be connected to the media hub located in the cubby box. Compatible portable devices include:

- **USB** mass storage devices (e.g. a memory stick).
- **iPod**.

  The following iPod's are supported:
  iPod (generation 3-5).
  iPod Mini.
  iPod Nano (generation 1-3).
  iPod Photo.
  iPod Classic.

  Note: *iPod is a trademark of Apple Inc., registered in the USA and other countries.*

If you are connecting an iPod, mass storage device, you can use the touch screen to operate and search the device. Many of the controls are similar to those available for CD play.

Note: *The audio system will play MP3, WMA, WAV and AAC files.*

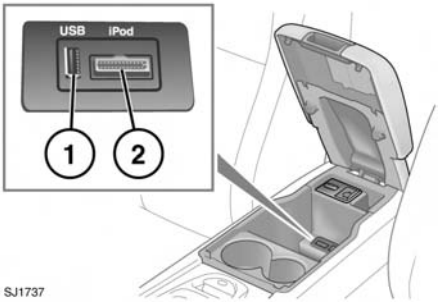
To maximise playback quality, it is recommended that lossless compression is used for any media files on USB or iPod. Failing this, it is recommended that compressed files utilise a minimum bitrate of 192 kb/s (a higher bitrate is strongly recommended).

Note: *Some MP3 players have their own file system that is not supported by this system. To use your MP3 player, you must set it to USB Removable Device or Mass Storage Device mode. Only music that has been added to the device in this mode can be played.*

CONNECTING A DEVICE

Always refit the rubber cover when a portable device is not plugged in. This prevents damage to the sockets. The cover is not waterproof.

Please disconnect your iPod when leaving the vehicle. Failure to do so may result in the iPod battery discharging.



Connect the device into the appropriate socket.

1. **USB** port.

   When a USB device is connected, playback will continue from the point it was last played.

   Do not plug non-audio devices into the USB port.

2. **iPod** input.

   A dedicated iPod lead is supplied for the iPod port. Plug in your iPod with the usual care necessary to protect the connector pins from damage.

   When an iPod is connected, playback will continue from the point at which it was last playing, provided the iPod battery is in a good state of charge.

Note: *You cannot use a USB hub to connect more than one USB device to the audio unit.*

Note: *Devices connected to the USB ports will be charged, but devices that are fully discharged will not play.*

Note: *Options such as* **Repeat** *and* **Mix** *relate to the device currently playing, they will not apply to any subsequent device.*