



Connect the device into the appropriate socket.

1. USB sockets.
2. 3.5 mm AUX socket.

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

**Note:** Use the cable supplied with your media device to connect to the USB socket.

**Note:** A USB hub cannot be used to connect more than 1 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:** In some cases, if an iPhone is connected via a USB cable for music and also to a **Bluetooth**® wireless technology device for other phone functions, the audio will stream through only the last connected port. For example if a **Bluetooth** wireless technology device is the last connection made to the iPhone and the iPod lead is connected, no audio will be heard through the speakers via the iPod lead. Track title and time information will still be shown on the display. Audio output from the speakers will only be obtained if the user chooses audio mode on the **Bluetooth** wireless technology device. To address this issue, disconnect and reconnect your device's USB cable, or open the iPod application on the iPhone, select the **Bluetooth** icon and select Dock Connector on the pop-up."

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

The 3.5mm AUX socket allows extra equipment (e.g., personal stereos MP3 player, hand-held navigation unit, etc.) to be connected to the Audio system.

**Note:** iPod shuffle may be connected via the AUX socket.

## PLAYING A PORTABLE DEVICE

If you are using a USB mass storage device or approved iPod, you can control playback using the Touch screen controls.

If you are using a **Bluetooth**® wireless technology device, you can control playback using the Touch screen, but some controls are unavailable.