

## DIGITAL MP3 PLAYER (MP130)

## MP130 FIRMWARE UPGRADE

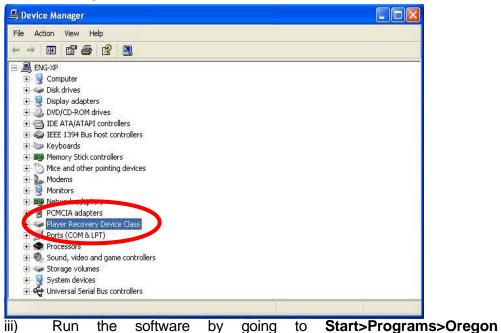
## (Release v0.1)

**NOTE:** Please read these latest operation steps before performing the Firmware upgrade. If your MP3 player's display shows "Reformat as FAT16" when you power on the unit, or you cannot access your removable disk when the device is connected to your PC, please also follow the instructions below to upgrade the firmware.

1. Go to the Oregon Scientific website (<u>www.oregonscientific.com</u>). Click the country site that you purchased the player from and download the latest MP130 firmware update (.zip file).

**NOTE:** If this is not the first time you are performing a firmware upgrade, please uninstall the old version before installing the new firmware update.

- 2. Unzip the file and install the firmware update by double-clicking "setup.exe".
- 3. After the firmware update has been installed, restart your computer.
- 4. Click Start>Settings>Control Panel>System>Hardware.
- 5. In Hardware windows, click to open **Device Manager**.
- 6. <u>Make sure you turn off the player. Press and continuously hold the MENU button of the player while performing steps i) to iii):</u>
  - i) Connect your player to the PC via the USB cable.
  - ií) Wait untíl "PLAYER RECOVERY DEVICE CLASS" appears in the Device Manager.



Scientific

**MP130>Firmware Upgrade**. You will see a progress bar running.

7. Release the **MENU** button until the current and updated firmware version is displayed in a window.

Anoneran	nware Version 000.016.600
Jpgrade Fir	rmware Version
	000.016.600
	Show <u>D</u> etails
10000000	
ownload or ▼ Eormat	
Contraction of the	
10000000	

8. Tick the Format Data Area box and then click the **Start** button.

**NOTE:** All data stored in the player will be erased.

- 9. Click the **Start** button to begin the firmware upgrade process.
- 10. Click the **Close** button to close the window once the process is completed.
- 11. Unplug the player from the computer.
- 12. Turn the power on to begin operation again.