

Guide to Using The Memory Player™

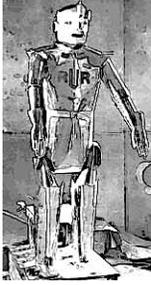


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Guide to Using The Memory Player

Congratulations on your purchase of **The Memory Player**,
the most advanced CD playback system ever designed - brought to you by
Nova Physics Group ©.

The Memory Player plays a CD with no moving parts. An inserted CD is read, and the information is stored on banks of pure memory - not a disc or hard drive - all electronic.

The Memory Player's proprietary re-reading feature, "**Read Until Right**" (**RUR**), returns to re-read missed original music bits until what you hear is a near perfect image of the original master recording. When nearly 100% of the CD information is captured, it is stored on electronic memory and played back from there, with nothing mechanical involved.

CD Players use Error Correction bits to replace bits it was unable to read, but Error Correction bits are inserted AFTER the music bits are read, so Error Correction bits virtually never play in the correct moment, or phase. These out-of-time bits create congestion and harsh, odd harmonics. There is now powerful mathematical evidence that the difference between digital sound and analog sound was entirely due to error correction, and had almost nothing to do with bit depth or sampling rate.

The same technology is applied to create the highest fidelity CD burner ever designed - a truly High End CD burner. The "**Read Until Write**" (**RUW**) sister technology in **The Memory Player's** CD burner creates copies from electronic memory that are unprecedented in quality. See page 9 for details.

The CD Recorder is extremely precise, and is finding favor with audiophiles desirous of digitizing their precious vinyl collections, or recording live FM or Satellite Radio concerts. The HighBit Player-Recorder enables the user to record to upsampled rates from 16/44 to an incredible 32/215, and play back CDs at the same rates.

ALL analog is pure vacuum tube - no feedback - all Class A, and pure triode. Our 32 bit DAC is among the most powerful ever designed. It has no solid-state gain; the pins of the DAC connect directly to the tube board - the purest configuration possible.

This guide will help illustrate the features and usage of **The Memory Player**.

A Description of Visual Aids

The Memory Player includes the following visual aids:



Extractor Player Recorder: Use this graphic to access RUR CD extraction to Memory, The Memory Player itself, to play extracted files, and access the CD Recorder (16/44). There are many other tools and options once this function is opened.

Memory: RUR extracted tracks from a CD are deposited here, pure electronic non-mechanical memory. **ALWAYS play CD extractions from Memory.** NEVER play an archived track off a Music Library, as they are hard drives and suffer from mechanically induced jitter.

Music Library: Store extracted CDs here by dragging from Memory or by using the copy and paste function of the 'remote' computer. The Memory Player with full vacuum tubed analog can store up to 1.5 TB. The Memory Player transport can store 4.5 TB!

Burn CD from Memory: To burn an extremely high-fidelity CD copy or your own compilation. ALWAYS place tracks to be burned to CD on Memory.

DVD Extractor: Like the Extractor above, use this process to extract music from DVD Video, DAD, DVD-A and BluRay (optional). PAL or NTSC DVDs are automatically detected and extracted at the original resolution.

DVDA (DAD) Burner: The Memory Player uses world renowned DiscWelder Bronze to burn extremely high-precision DVD Audio discs; 24/48 and 24/96.

NPG Reset: If after some period of time you've customized your Memory Player, you may create a profile of it with NPG Reset. NPG Reset has the profile of your Memory Player recorded when it left the factory, so should there be a failure or unrecoverable change, NPG Reset can repair it in almost all instances.

Removable Storage: This standard USB-2 link allows you to back up all of your extractions to an external hard drive, or archive extractions once the Music Libraries are full.

On-Screen Keyboard: Enables you to have a fully functioning keyboard directly on your touch-screen or remote computer.

Receive: Click or touch this graphic several times should you lose your wireless remote control connection. It refreshes your IP address and corrects almost all wireless errors.

BitSam: Contains real-time VU meters for digitizing vinyl or other digital recording. **Bit rates and sampling rates can be changed here, but this is not recommended without experience in digital recording.** The on-board sample rate converter (SRC) detects the media you are using, and changes it automatically. **NEVER adjust volume controls here!** All digital volume controls drop bits. Volume control in The Memory Player is done entirely in the analog domain.

Upsampler: The Memory Player's upsampler can convert extracted files to virtually any bit rate or sampling rate combination. Its primary use is to match your extractions to a third-party DAC, but with far lower jitter and far greater precision than the *hardware* conversion done automatically in most DACs. For example, 16/44 tracks may be upsampled to 24/96 or 24/192. Downsampling to CD is also possible.

HighBit Player Recorder: Use this recorder to digitize vinyl or record from an analog source to extremely high-resolution files. This powerful digital recorder can record live 24/96, 24/192, all the way to a staggering 32/215!

Streaming Audio: The Memory Player supports a CAT-5 or CAT-6 connection with a customized browser designed for maximum throughput. This results in the highest fidelity streaming audio possible.

CDDB Update: The Memory Player can have the entire CDDB database installed into a Library. All fields of almost all CDs pressed in the last 25 years will populate automatically. We will update it annually, and this graphic will access the local CDDB Library to start the update.



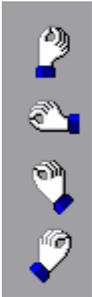
A **yellow graphic** means that the item has been Selected. Once the item is activated, it will return to its normal colors by double-clicking.



A **drumroll** means a successful process has been Started.



A **metronome** means the process is still Loading.



Four **hand positions** indicate that you are Re-sizing a panel.



A **piano keyboard** indicates that you are Dragging an item.



A **pointing hand** is the tool that starts every function.

How to Extract a Full CD or Individual CD Tracks to Memory

- Load your CD in the drawer.
- From your notebook 'remote' computer, double click the 'Extract' graphic. *All tracks on your CD will appear on the Extract to Memory panel by default. If they do not, go to Edit, and Select All.*
- To extract the entire CD to Memory, click Extract under the title bar, and then select Extract Full CD to Memory.

A CD can extract at a rate of about one track per minute.

- If you want only a select track, click on an empty area to deselect the entire CD, highlight the track you want, and click on Extract.

How to Play Back From Memory

- Click 'Player' under the title bar, and then click 'The Memory Player' in the pop-up menu.

The 'Play Tracks on Memory' panel will open. A Progress Bar will appear, as well as Start, Stop, Pause, Forward, Backward and Select File buttons.

When the track is playing, below you will see displayed the Progress bar, the elapsed time, length of track, and bit rate.

- Click 'Select Files' (upward facing triangle over a bar) to select the tracks extracted to Memory that you wish to play. *The 'Load Tracks Into The Memory Player' panel should appear. If they do not, click on the question mark to the right of Directory, and choose Memory. All the tracks extracted to Memory are selected by default.*

To play the entire CD on Memory:

- Click on 'Select All', and then click 'Open'.

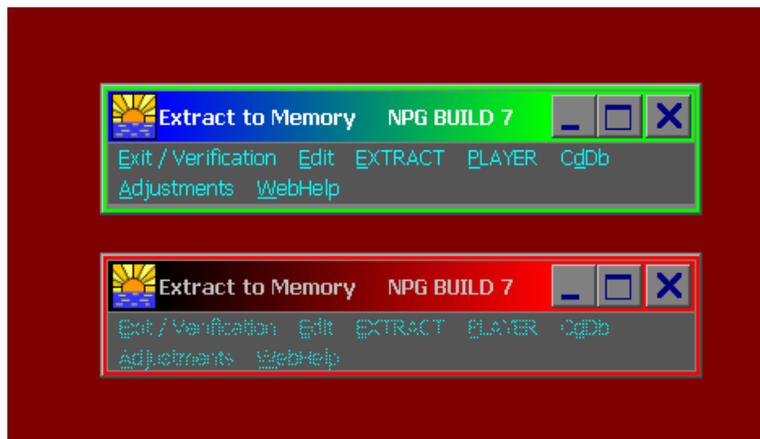
To play only one track at a time:

- Click the track of your choice.
- Click 'Open'.

The selected tracks will appear on the 'Play Tracks On Memory' panel.

To continue both options:

- To play your tracks, click 'Play' (right-facing triangle).
You may also select Pause (two vertical lines), Stop (square), Forward and Reverse (double right-facing and left-facing triangles).



A **blue-green title bar** indicates an Active panel and a **black-red title bar** indicates an Inactive panel.

About Unlock and Spare Graphics

Digital file corruption is commonplace, and is corrected through digital redundancy. For example, Microsoft Windows XP and Vista, through a program known as SFC (System File Checker), check every critical system file for corruption each time you turn on your computer.

The Memory Player uses a Windows-based computer for remote control and graphics (GUI) only. For the audio portion of The Memory Player, a custom-designed extremely miniaturized operating system (written in Flash Memory) and our own RUR software are used. Despite the fact that The Memory Player does not suffer the exposure to corruption upon turn-on as computers do, stray signals and noise can “fool” RUR into thinking it has opened, preventing it from opening. Line power surges, power outages or thunderstorms can cause problems. The result is called “lockup”.

The remedy is simple and quick.

On the screen of The Memory Player is a folder called ‘Spare Graphics’. It contains extra graphics should you accidentally delete a graphic you need. Stored along with other graphics is ‘Unlock’.

How to Use Unlock and Other Spare Graphics



- Click on ‘Spare Graphics’.
- To unlock, drag or copy and paste ‘Unlock’ to anyplace on the screen. ALWAYS drag to the screen first!
- Open the Memory panel and position it so you can see both Unlock and most of the empty Memory panel.
- Drag Unlock into ‘Memory’. A progress bar will appear and you may receive several “overwrite warnings”. Accept ALL overwrite warnings.
- When complete, drag Unlock back into Spare Graphics for future use.
- Close Memory, and click on ‘Extractor’.

To replace an accidentally deleted graphic, drag the graphic from the Spare Graphics folder to anywhere on the screen. Then drag the graphic on the screen onto the Control Bar on the left to replace it. ALWAYS drag to the screen first!

About Nova Physics Group's "Build 7" Extractor

Build 7 now enables the User to:

- *Let The Memory Player automatically fill in all CD and track information through its local CDDB Library, if that feature has been purchased.*
- *Access CDDB remotely through an internet connection. This will auto-update with the latest CD information.*
- *View technical information about the previous extraction under 'Adjustments', and 'Extraction Details'.*
- *Compare an old extraction to a new extraction, under 'Verification'. Choose 'Verify Archived Bit Counts' and browse for the old extraction in field #1, and the newer extraction in field #2. Click 'Initiate' and it will display any bits dropped from either extraction. Click 'Terminate' to exit the process.*

About Closing the Extractor and Player

Since the Extractor and Player can both be operating at the same time, to exit either one, close the Extractor or the Player by touching the X in its upper right corner, or Exit in its upper left corner. Closing unused panels will speed up the extraction.

About the "Extract to Memory" Process

Once the extraction process has begun, the percentage of extraction meter and the jitter meter will be displayed.

The elapsed and remaining time, as well as the percentage of extraction for each track, will be displayed. Below the percentage of extraction meter you will see the jitter meter. The jitter meter graphically displays jitter errors. The meter bar indicates if jitter errors have occurred, been corrected, or if it was not able to correct the jitter through re-reading.

(Jitter errors are often caused by dirt, dust or vibration. Most jitter that is detected can be eliminated, and the improvement will be indicated on the meter.)

About the "Extract to Memory" Panel

When the Extract to Memory process is opened, the panel displays:

- *Track name and number, CD Title and Artist; (The Memory Player comes loaded with a local CDDB Library)*
- *Starting and ending times for the track on the CD;*
- *The size of the track in megabytes;*
- *A summary of the extraction Status.*

If OK appears in the Summary, all jitter errors were correctable through re-reading. If jitter was not correctable, the number of jitter errors would be displayed (example: X15 would be 15 uncorrectable jitter errors). An "A" displayed next to the track indicates that the track was aborted before extraction was finished.

How To Store Extractions in the Music Library

Once a CD is extracted, there is no need to ever extract it again. It can be stored in the Music Library.

IMPORTANT NOTE #1: NEVER play a track or a CD off the Music Library! The Music Library is designed for STORAGE ONLY, as it is a hard drive. Playing off the Library will result in a high jitter playback. All music should be played from Memory.

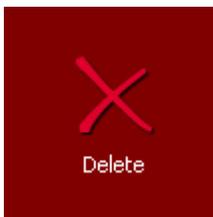
IMPORTANT NOTE #2: Accidentally clicking on a music file in Music Library more than once will cause HighBit Player-Recorder to open. You may receive two error messages: 'ERROR Failed to Open File' and 'FILE OPEN Error 1'. Just click 'OK' on both error messages, and close the HighBit Player-Recorder. Then move the track to Memory, where it should be played. For more information on HighBit Player-Recorder, please refer to pages 13-14.

- Open 'Memory', and open 'Music Library' (or Music Library followed by its number, if your unit is equipped with more than one Library).
- Position the two panels side by side.
- Copy and paste the CD folder (or track{s}) to Music Library, or drag it into Music Library.
- Once the track or CD is in the Music Library, delete the copy that is in Memory.
- You're ready for the next CD extraction.

How to Manually Delete Tracks from Memory

To delete everything on Memory:

- Open 'Memory', which contains all the tracks you have extracted.
- Drag the folder over any red "X" marked Delete, and the Memory will be cleared.



To delete individual tracks on Memory:

- Open 'Memory'.
- Drag each track you want to remove over the red "X" marked Delete, to delete that track only.

You may permanently delete content on the Music Library the same way. Alternatively, clicking a track or entire folder will cause it to highlight in yellow (see page 3) and pressing the Delete key on your keyboard will also delete the content.

How to Burn a CD from Memory

Extremely high-quality CDs can be made when burned from re-read tracks on the Memory.

To select tracks to be burned to CD:

- Double click ‘Burn CD from Memory’ (flaming CD graphic). *The CD burner panel will appear.*
- Click ‘Add’ on the right side of the panel, and the tracks will appear.
- Click each track once, followed by ‘Add’ once, and the track will be added to your burn list.

Each track and its length will be displayed on the panel. Below the panel is a “duration on CD” graphic, which indicates how much time will be occupied and how much time will remain on the CD, if and when the tracks are burned.

As these tracks are stored on Memory, you may remove the CD and extract tracks from a new CD to create your own compilation.

To enable ‘Normalize’:

- Check the ‘Normalize’ box.

Normalizing can be very useful if the tracks are from disparate sources with large volume level variations. In most cases, it is unnecessary. While it is program-dependent, too much Normalizing can compress, so some trial and error may be needed to prevent any compression of dynamics.

- When finished selecting, click ‘Finish’.
- Click ‘Next’ to reveal the “Write Options” panel. *The optimal parameters are selected automatically.*
- Click ‘Write CD’ to burn your CD from Memory.

As an option, you may manually select the recording speed. Just choose from 25 speeds displayed in the pull-down menu under “Recording Speed”. Choosing a recording speed will optimize it for a given blank – all blanks will have the lowest jitter at a specific speed. This speed can only be determined through trial and error.

- Always close the CD burner by touching the “X” in the upper right corner.

How to Use the DVD Extractor

- Insert a DVD video, DVD Audio Disc (DAD) or a mixed media DVD.

The Memory Player will detect automatically if your DVD is PAL (most of the world) or NTSC (North America) and play its original resolution. It does not compress musical content DVDs to conform to NTSC.

- On 'Select the Chapters You Want to Extract' panel, check whichever you wish to extract to The Memory Player, and uncheck those you wish to discard.
- Click on any track in order to name or rename the chapter you wish to extract.
- Check the box 'Save Each Chapter in Its Original Separate File', except on DVD video.
- If it is a DVD video, check 'Video On'.

If Video On is checked, uncheck it and recheck it if your video is not immediately visible on its screen, to watch the progress. If the disc has no video content, proceed to 'Next'.

- On 'Select Which Format You Want to Use for Encoding', select Bitrate, Sampling Rate and the format for the file that will be extracted to Memory.

IMPORTANT NOTE: For maximum fidelity, always make certain the format is set to 'PCM Uncompressed WAVE'.

Other formats may be selected to create compressed content for portable media, e-mail, etc. You may also convert old mono recordings to stereo and change the bit depth here.

Some DVD audio discs will have only 24/48, whereas full fidelity DVD audio will show 24/96. Both are far greater resolution than CD. If the DVD you are using has lower bitrates or sampling rates than what is nominal (24/96), it will show you only the rates that are possible. ALWAYS choose the highest bit depth and sampling rates it allows. The process will also calculate the approximate size of the extracted files when complete. Remember that DVD audio files can be as large as 4.7 GB, as opposed to only 700 MB in CD audio.

- Click 'Next'.

The 'Set Output File Locations and Other Settings' panel will open. It indicates where the extracted DVD audio files will be placed. It should default to Memory. If

it does not, redirect it by clicking the standard 'browsing' button to the immediate right of the 'Output Location' pull-down menu field.

To enable 'Normalize' and invoke 'Chapter Creation':

- Check the 'Enable Normalization, Change Max Level To' box, and adjust the slider as needed.

Normalizing can be very useful if the tracks are from disparate sources with large volume level variations. In most cases, it is unnecessary. While it is program-dependent, too much Normalizing can compress, so some trial and error may be needed to prevent any compression of dynamics.

- Check 'Save Each Chapter Into a Separate File'.

If left unchecked, you will end up with one large file. Checking it will create the chapters as they were on the original disc.

IMPORTANT NOTE: 'Overwrite Files With the Same Name' is not recommended, as these files will be dragged to Memory for listening, and back to Music Library for storage. The possibility of erasing extractions is high.

'Create M3U Playlist' is also not recommended, because it has little value, since extracted tracks must be moved to Memory for playback. This option can only create playlists on the hard drives, so is for casual listening only.

- Click 'Next'. The 'Start Encoding and Watch the Process' panel will open.

This is the final step to extracting DVD audio quality files, from virtually any DVD source. 'Thread Priority' is set to 'Normal' by default. If you are playing music while extracting DVDs, set it to 'Idle' to allow enough system resources to both processes. If you do nothing else during extraction, setting it to 'Highest' can speed up extraction times.

If the 'After Encoding Do This' feature is enabled, it can turn off The Memory Player, or simply close the DVD Extractor.

- Click 'Start' and the 'Encoding Status' progress bars will guide you through the completion of the DVD extraction.

As with CD, ALWAYS play DVD extractions from Memory.

How to Use the Digital Recorder (Digitize Analog)

- Double click 'Extract'.
- Click 'Player' under the title bar, and choose 'Digitize Analog' to open CD recorder. *All fields are pre-set for CD quality.*
- Click 'Record' to begin the digital recording process.
- To record a live broadcast (FM Tuner or Satellite Radio), select 'Record for a Time' and type in the number of seconds you want it to record for. It will shut off after that time has elapsed. (One hour = 3600 seconds.)
- You may click Pause, Stop or Cancel at any time during the recording.
The digital recordings from analog sources recorded here will be 2 channel, 16 bit, 44.1 kHz by default.

Digitized analog recordings made with the Digital Recorder will appear in the Music Library under the subtitle "Record". After use, they can be deleted or overwritten exactly as the tracks in "Tracks on Memory".

About the Upsampler

Upsampling will convert a CD track to directly drive a third party DAC that operates at higher rates than CD (24/96 or 24/192).

How to Upsample

- Double click the 'Upsampler' graphic.
The "Select Music File to Convert" panel will open and display all the tracks you have extracted to the Memory.
- Click each track you wish to upsample (*it will turn yellow*).
- Click 'Open'. *The Music Converter panel will open. Three pull-down menu options will appear.*

- Select from 24 bit depth, 96 to 192 kHz sampling rate, at either ‘2-Channel Stereo’ or ‘5.1 or 6.1 Channels’ (for Home Theater).
- Click ‘Convert’ to begin the upsampling. *If that track number already exists on the Memory, it will prompt you before it overwrites it.*
- Click ‘OK’, and upsampling will begin.
- When upsampling reaches 100%, click ‘Finished’.

How to Use HighBit Player-Recorder

High Bitrate Playback

- Drag or copy and paste DVD, DAD, DVDA, HD-DVD or Blu-Ray audio files you have extracted and wish to play, to Memory.
- Click the ‘HighBit Recorder-Player’ graphic to open the process.

To play:

- Select ‘Select Track’ to access the ‘Open’ panel.
- Browse to Memory.
- Select the track you wish to play from Memory.
- Double click the track to begin playing it. A progress bar with a digital numeric readout will keep you informed as to how much of the track has played, as well as the time elapsed.

High Bitrate Recording

Settings for Recording:

- Set the ‘Number of Channels’, the ‘Bit Depth’ and the ‘Sampling’ (rate).

You may record at any bit depth or sampling rate from 16 bits to 32 bits, or 44.1khz to 215khz.

Live recordings or digitizing vinyl may benefit from the highest resolution possible, so recording to DVDA at 24 bits and 96khz (or even 192 khz) can enable you to create recordings of startling quality.

If you plan to play your recordings only off The Memory Player, you may record as high as 32 bits at 215khz! At the present time (2007) 32/215 is too great a resolution for ANY other disc or media. Therefore, if you record at 32/215, you may only play it back on your Memory Player or another Memory Player.

To record:

- Select 'Select Track'. The 'Open' panel will open with a blank field called 'File Name'.
- Type the name of the recording you are making in that field.
- Click 'Open' to register the name you wrote. The Open panel will close automatically.
- Click 'Record'. You may receive an 'Overwrite Current File' warning. If so, disregard this.
- Click 'Yes', and the recording will begin. A progress bar with a digital numeric readout will keep you informed as to how much of the track has recorded, as well as the time elapsed.

About Streaming Audio

Streaming audio is rapidly replacing the FM tuner as the high-fidelity free music source. The key to fidelity in streaming audio is a good internet connection and the bit rate of the streaming audio source.

The Memory Player fully supports all streaming audio internet sources and can resolve the maximum fidelity of which they are capable. It utilizes the fastest internet browser in the world (Opera) and comes pre-loaded with some of the finest and most popular streaming audio internet sources available. Those include Music Giants, Rhapsody and Magnatune.

Many of these streaming audio sites play actual masters, and can provide extremely high fidelity. Please respect all copyright infringement laws when using the Digital Recorder with Streaming Audio sources.

How to Use Streaming Audio

- Double click the 'Streaming Audio' graphic.
- Click 'Bookmarks'.
- Click the desired source, and follow instructions.

About CDDB Update and The CDDB Library

The CDDB (Compact Disc DataBase) is an open-source, free service that will, over the Internet, locate an inserted CD online and populate all of the empty fields in the Extractor. The CD title, artist and every track name and number will fill out for you automatically, if that CD is registered at the CDDB.

The Memory Player has a CAT5 or CAT6 connection for Streaming Audio and/or CDDB. If an Internet cable is physically difficult for you to run to your Memory Player, The Memory Player can have the ENTIRE CDDB DATABASE to date loaded onto it.

Almost every CD in the past two decades is in the CDDB database, and more are added daily. Billions of titles are on The Memory Player, and more can be added annually by subscribing to Nova Physics Group's CDDB Support Program.

CDDB Update and The CDDB Library

To use CDDB:

- Insert the CD.
- Click on Extractor. All fields will populate. If they do not, the CD may have been issued after you bought The Memory Player and you'll need to enter the information manually.

To fully enjoy CDDB convenience, the Extractor offers several options:

- Locate the CD's information from other sources in The Memory Player.

If an inserted CD yields no information, a CD's data is sometimes stored locally on the disc itself. This mainly applies to older CDs, but you may try to get the Extractor to locate the CD's information. To use this feature:

- Click on Extractor.
- Click 'CdDb' to reveal a drop-down menu. Choose from:
 - Search Static CDDb
 - Search Internet CDDb (for Internet connected Memory Players only)
 - Search CD.INI
 - Search for 'ON-CD' Text.

If a CD retrieves no data, refreshing it can sometimes retrieve the data. To do this:

- Click on 'CdDb'
- Click on 'Global CDDb Batch Query'.

Or -

When information is not retrieved, The Memory Player will enable you to type the information and install it into its CDDb Library for future automatic use of that CD. To use this feature:

- Type in all desired data.
- Click on 'CdDb'.
- Click on 'Save Results to CD Player.ini', and
- Click 'Save Results to Static CDDb'.

You will not be able to evaluate the format of that CD's information, so always save it to both CDDb and .INI.

- You may submit CD information to the official CDDb database to help the CDDb grow in scope (for Internet users only). To submit:
 - Click 'CdDb'.
 - Click 'Submit Findings via Internet to CDDb'.

IMPORTANT NOTE ON PERSONAL COMPILATIONS: Remember to save personal compilations ONLY to your CDDb Library on The Memory Player by choosing 'Save Results to Static CDDb'. NEVER send personal compilations to

the CDDB via the Internet. Errant submissions only erode the quality of the CDDB database, and are a detriment to this wonderful resource.

About Nova Physics Group's CDDB Support Program

Annually, Nova Physics Group will prepare e-mailable updates to your CDDB Library, which is housed inside The Memory Player. To update the CDDB on your Memory Player is simple.

Download the update and place it on a USB memory stick (unless it was delivered to you pre-written to a USB stick). Plug the USB stick into the Removable Storage USB port on The Memory Player. Click on 'Removable Disk' on the screen. Position the Removable Disk panel on one side of your screen. Click 'CDDB Updates'. That panel will open. Place the panels side by side so you can drag from one to the other.

Drag the CDDB Update into the CDDB panel and accept ALL 'overwrite warnings'. In under a minute, The Memory Player's CDDB Library will have another year of CD titles installed. Then remove the USB stick from 'Removable Storage' and close both panels.

DVDA Burner: Burning a DVD Audio Disc Using the Optional Discwelder

Extremely high fidelity DVD audio discs may be burned using Discwelder. 24/96 or even 24/192 discs are possible.

Please see the DiscWelder User's Guide in DiscWelder's Help file (not included as part of this guide).

How to Use NPG Reset

*As mentioned in **A Description of Visual Aids** at the beginning of this guide, you have the option to create a reset point when The Memory Player was functioning better, or to a previously customized setting.*

If you're experiencing a problem:

- Select 'Reset The Memory Player to an Earlier Time'.

- Click 'Next'. A calendar will appear with a variety of dates from which you may choose. Choose a date.

ONLY dates in BOLD are valid reset points. If you cannot recall when the problem occurred, use the oldest date, or the factory tested date.

- Click 'Next'. A confirmation page will open with advisories on it.

IMPORTANT NOTE: Please read and proceed by clicking 'Next' once more, if you are certain you desire such a change, or other methods have failed to address the problem.

Once resetting is in operation, do not touch any controls.

- The Memory Player will display a progress bar and restart itself. In two or three minutes, it will display a confirmation page.

This page also gives you the option to 'Undo the Last Reset Point' in case the problem was not fixed by the first date chosen.

All resets can be reversed, so don't worry if you've used the wrong date. Try again as many times as you wish, until you've fixed the issue.

If you're trying to preserve a customization:

After using The Memory Player for some time, you'll no doubt have customized many settings, including the placement of graphics. It is advised that you create a reset point that can be used to always return it to the point where your favorite settings were in place. Creating reset points periodically (twice a year is recommended) can help prevent losing your customization as the months and years pass. To preserve a customization or a particular point in time:

- Select 'Create a Reset Point'.
- Click 'Next'. A blank field in which you may name your reset point will appear, called 'Reset Point Description'.
- Type in as much information as you can to describe why you're creating this reset point.
- Click 'Create'. The confirmation should appear in under one minute.

How to Use Removable Storage

To use Removable Storage, you must have an external hard drive designed for USB ports (a USB-2 connection).

- Plug in your external hard drive.
- Click the 'Removable Storage' graphic. A blank floating panel will open with 'Removable Disk' in the titlebar.
- Drag the panel to one side.
- Open Music Library (or one of the Music Libraries if you have more than one) from which you want to copy tracks or folders.
- Drag copies, or cut and paste to the external hard drive ('Removable Disk').

Dragging copies is the best approach for backup. To simply remove tracks or folders from The Memory Player to the external hard drive:

- Cut and paste the folders or tracks.

IMPORTANT NOTE: No electronic system is 100% safe, regardless of attention to detail. Nova Physics Group advises The Memory Player owners to back up copies of content on their Music Library(ies).

While hard drives are extremely reliable these days, and as of this writing, NO Memory Players have seen any hard drive failures, Nova Physics Group strongly recommends that you back up your extractions often. A hard drive failure could erase months of extractions, and your effort.

Nova Physics Group assumes no liability for loss of music due to ANY form of software, firmware or hardware failures, regardless of cause.

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