

# YURAKU



## Yur.Beat Fusion Stream

*Portable Wireless Internet Radio - Handheld Media player with Internet Radio using Wireless LAN connection*



## Yur.Beat Fusion Stream

User Guide YUR-SM325

©Yuraku

## About the Manuals

The Portable internet player comes along with the Quick Start Guide and this User Guide.

- The Quick Start Guide explains set up and the basic operations, enabling you to use and play the Internet Radio and the Media stream mode.
- This User Guide explains standard and advanced features, enabling you to make full use of the Portable Internet Player and troubleshoot problems.

# CERTIFICATE



## Declaration of Conformity



EC-Declaration of Conformity to the essential requirements of the applicable Council of Directive of R&TTE Directive 1995/5/EC, 2004/108/EC amended by 93/68/EEC and 2006/95/EC.

We, Yuraku GmbH of Germany, declare under our sole responsibility as authorized representative that the following product

<b>Brand Name:</b>	<b>Yuraku</b>
<b>Model Name:</b>	<b>YUR.BEAT FUSION STREAM</b>
<b>Model No.:</b>	<b>YUR-SM325</b>

Is fully in conformity with the essential requirement of the European Directive 2004/108/EC.

This declaration is based on the full compliance of the product with the following European standards:

**ETSI EN 300 328 V1.6.1 : 2004**  
**ETSI EN 301 489-1 V1.5.1 : 2004**  
**ETSI EN 301 489-17 V1.2.1 : 2002**  
**EN 50360 / 50361 : 2001**  
**EN 55022 : 1998 + A1 : 2001**  
**EN 61000-3-2 : 2000**  
**EN 61000-3-3 : 1995+A1 : 2001**  
**EN 55024: 1998 + A1: 2001 + A2 : 2003**  
**EN60950-1: 2006**

Lorsch, 07.03.07



Yuraku GmbH, Industriestraße 2, 64653 Lorsch, Germany

## Table of Contents

Preface	1
Notice of Copyright	1
Safety Information	1
Disposal Instructions	1
Functional Modes and Features	2
Description of the controls	3
Getting Started	4
Package contents	4
Powering ON your Yur.Beat Fusion Stream	4
Charging your Yur.Beat Fusion Stream	4
Setting up the Wi-Fi	5
Internet Radio	7
Listening to the Internet Radio	7
Radio Search	7
My Radio	7
Media Stream	8
Listening to Media Stream	8
Streaming the Music	8
Playlists	9
Setting the Windows Media Player version 11	9
Music Player	11
Listen to the Music Player	11
Listening to Music from a micro-SD card	11
Video Player	12
To view the Videos	12
Viewing Videos from the micro-SD Card	12
Photo Album	13
My Photo	13
Viewing Photo Album from the micro-SD Card	13
FM Radio	14
Scan the FM Channels	14
Record	14
System	15
Using the SD Card	16
Glossary	17
Appendix – Setup of Media Coder Sigma Tel (STMP3600)	18
Disclaimer Note:	18
Troubleshooting and FAQ	21
Technical Support	24
Warranty	25
End User License Agreement	26
GNU GENERAL PUBLIC LICENSE	26
Preamble	26

## Preface

Thank You for purchasing the YURAKU, **Yur.Beat Fusion Stream**. Please read this manual before using the product. For any technical assistance contact the technical support center online at [www.digitest.de/support](http://www.digitest.de/support) or contact our Call Center at the following e-mail address: [rma@digitest.de](mailto:rma@digitest.de).

## Notice of Copyright

- The information contained here belongs to and is copyrighted by YURAKU. The whole or part of the manual must not be copied or translated for distribution, and must not be used for commercial purposes without written approval of the company as this constitutes an infringement of copyright. The information contained here has been carefully put together but may be changed due to product function and performance improvements without prior notice. Therefore, the company shall not be liable for any difference resulting from an unnoticed change between the **Yur.Beat Fusion Stream** and the manual.
- We reserve the right to change the product specification without prior notice.

## Safety Information

**Read the safety instructions carefully before using your Yur.Beat Fusion Stream.**

- Do not use Headphone/Earphones while driving, cycling or operating any motorized vehicle. This may create traffic hazard and may be illegal in some areas. It can also be dangerous to play your Headphones/Earphones at high volume while walking or engaged in other activities. You should exercise extreme caution and discontinue use in potentially hazardous situations.
- Avoid using Headphones/Earphones at high volume. Hearing expert's advice against continuous loud and extended music play. Keep the volume at a moderate level, so that you are able to hear outside sound, and to be considerate of the people around you.
- Keep your player away from sinks, drinks, bathtub, showers, rain and other sources of moisture. Moisture can cause electric shocks with any electronic device.
- Follow these tips to keep your player working well for a long time:

Clean your player with a soft lint free cloth used on glass lenses.

Do not allow young children to use your player or your computer. Make sure your connectors are the identical shape and size before you connect.

Do not disassemble, crush, short-circuit or incinerate your battery as it may cause fire, injury, burns or other hazards.

## Disposal Instructions

Do not dispose of this device with unsorted waste. Improper disposal may be harmful to the environment and human health. Please refer to your local waste authority for information on return and collection systems in your area.

## Functional Modes and Features

The **Yur.Beat Fusion Stream** is a small, lightweight and stylish Portable Internet Player. Incorporating an Internet radio and Media stream over a Wi-Fi network is the smallest; most feature-packed Portable Internet player. Other features include a Music Player, Video Player, Photo Album and a FM Player. Powered by a lightweight, rechargeable battery, the **Yur.Beat Fusion Stream** provides hours of audio and video on the move.

A brief description of the features is listed below:



**Internet Radio** gets you connected to various radio stations around the world through the Wi-Fi



**Media Stream** play music streams from your Windows media player version11 application in your PC or Notebook running Windows XP or Vista OS over the Wi-Fi connection.



**Music Player**, is a MP3 player and plays back the music files stored in **Yur.Beat Fusion Stream**



**Video Player**, Playback the video files (MPEG 4) stored in the **Yur.Beat Fusion Stream**



**Photo Album**, Stores and displays the photos (JPEG) from **Yur.Beat Fusion Stream**

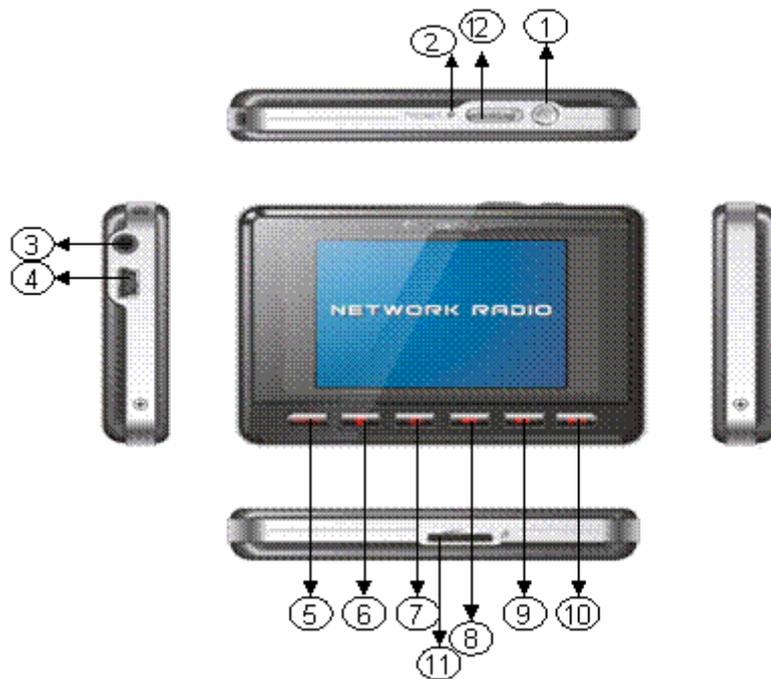


**FM Radio**, connects to the local FM Radio Stations



**System**, used for performing all the settings in your **Yur.Beat Fusion Stream**

## Description of the controls



1	Power On/Off	Turn <b>Yur.Beat Fusion Stream</b> ON or OFF
2	Reset	Resets the player when you press the reset button with a small pin.
3	Earphone Jack	For connecting the Earphones. Insert the Jack pin until it clicks it the place. You cannot listen to the music if it is not connected properly.
4	USB/Power terminal	To connect the USB terminal to transfer music and video files or to connect the power adopter for charging.
5	Menu	Press to go up one list screen level or to return to previous menu.
6	Volume- / down ▼	Adjust the Volume to lower level
7	Volume+ / up ▲	Adjust the volume to a higher level
8	Backward ◀◀	To scroll the menu in backward direction
9	Forward ▶▶	To scroll the menu in Forward direction
10	Enter ▶	To select an item
11	Micro-SD/MMC card slot	To slot in the Micro-SD/MMC card to transfer data to the player
12	Hold	To lock all the buttons when switched to lock position.

---

## Getting Started

### Package contents

Your **Yur.Beat Fusion Stream** package includes:

- **Yur.Beat Fusion Stream**
- Earphones
- USB Cable
- Quick Start Guide
- CD

### Powering ON your **Yur.Beat Fusion Stream**

To Power on your **Yur.Beat Fusion Stream**, press Power.

After the startup is complete, you will see a welcome screen and then show you the Internet Radio mode.

### Charging your **Yur.Beat Fusion Stream**

Your **Yur.Beat Fusion Stream** comes with a rechargeable battery. To charge the battery, connect the small connector or the USB cable into the PC or Notebook USB port, the first charge should takes at least 8 hrs or you can purchase the optional AC-USB charger, and plug in the mini USB port to **Yur.Beat Fusion Stream** and plug AC-USB charger to the power source.

## Setting up the Wi-Fi

Your **Yur.Beat Fusion Stream** can be easily connected to the Wi-Fi networks. When a Wi-Fi connection is required (for instance, to play Internet Radio or Media stream) the **Yur.Beat Fusion Stream** will automatically look for a network and try to connect.

When starting the Wi-Fi connection, your **Yur.Beat Fusion Stream** will find all the Wi-Fi networks SSID in the range. Network SSID will be listed in order of the signal strength (with highest first) and protected networks, which requires a password is indicated by a lock icon, as seen



When you are connecting the **Yur.Beat Fusion Stream** for the first time, you will have to setup the Wi-Fi network. To do this, please follow the steps below:

- From the main menu select the **system** mode using the using ►► and ◀◀ buttons to navigate.



- Next select the Wi-Fi from the menu.



- goto the 'Wi-Fi setup Wizard' as shown:

- Make sure the Wi-Fi ON is selected, search the network; you will get the list of nearby Wi-Fi networks. Once the network is selected it prompts for the Default Network key which is the WEP/WPA default transmit key of the Wi-Fi Access point



- Use ▼▲►► and ◀◀ buttons and the delete ◀ button to type in the network key, and then press the **menu** button to exit from the keypad.
- Next press ►► to confirm.

- It will now tick an arrow to the network you have selected. Press the ►► button and save the profile.



- Once you select to save the profile, it will prompt where to save as shown. You can choose to save in the relevant folder.



Now your Wi-Fi is setup.

## NOTE

For the details of the Access Point please refer to Access point's manufacturer manual.

Once the Wi-Fi is setup your **Yur. Beat Fusion Stream** will automatically save the Access Point SSID for you. So the next time you switch on the player it will connect to the last connected network.

Once you are connected to the Wi-Fi, the Wi-Fi signal strength meter will appear on top of the status bar on the player LCD screen. The more number of bars indicate a stronger signal.

## Internet Radio

Internet radio gives you the access to all the Radio stations available worldwide. Once your **Yur.Beat Fusion Stream** is connected to the Wi-Fi, you can listen to either all the pre-set channels or to **My Radio**, which has all your favorite Radio channels.

### Listening to the Internet Radio

To listen to the Internet Radio, select **Internet Radio**, from the **Main Menu**. Upon selecting the Internet Radio, the radio gets connected to the previously connected channel automatically. Press the **menu** button and hold for 2-3 seconds to get the menu screen of the Internet Radio as seen below:

**My Radio** consists of all your favorite radio stations.

**Radio Search** is an advance search which is organized into different categories. Please read on for details.

**Add to my Radio**, will save that particular station in you're **My Radio**

**To Main Menu**, takes you back to main menu



### Radio Search

The Radio Search is organized to search the stations in the following groups:

**Location** is a search based on the different geographical locations of the world.

**Genre** includes stations organized by the type of music played (e.g. Band, Country, Classic, Rock)

**New Stations** Contains list of new Radio Stations.

**Most Popular stations** include stations based on the popularity.



### My Radio

You can customize the radio stations in you're My Radio. To view the Popup menu you have to press and hold the menu button for 2-3 seconds. The details of the popup menu are explained below:

**My Radio** consists of all your favorite radio stations.

**Radio Search** is an advance search which is organized into different categories. Please read on for details.

**Custom Radio**, you can customize your Radio stations, see below for more details.

**Remove**, will delete the station selected

**Remove all**, will delete the complete contents of the folder

**To Main Menu**, takes you back to main menu



**Custom Radio**, you can customize the Internal Radio URL by typing the URL addresses.



## Media Stream

Now that your Wi-Fi is setup, you can access any songs from your Windows Media Player Version 11 in Windows XP or Vista OS.

### Listening to Media Stream

Select the **Media Stream** from the Main Menu. It will first access the Wi-Fi and scans the server. It will prompt you the menu screen as below:

It is organized into four folders and you can select the Music or Playlists to hear your favorite music

Select the folder using ►► or ◀◀ button and confirm by pressing ►|| button.

**Music**, has the list of the Music

**Video**, contains the list of videos, not supported via streaming

**Pictures**, Includes all the pictures, not supported via streaming

**Playlists**, consists a list of playlists



### NOTE

Make sure that you have your PC or Notebook turned-on and it is running the Windows Media Player (Version 11) in Windows XP or the Vista OS. You should also share the Music streaming of the entire new device in your PC or Notebook Media Player. [See Setting up PC Media Player 11]

### Streaming the Music

Once you select the Music folder, you can steam and listen to all the music from your PC's Media Player over the Wi-Fi. The player will display the following category

**All Music**

**Genre**

**All Artists**

**Contributing Artists**

**Album Artists**

**Composers**

**Album**

**Rating**

**Music Playlists**

**Folders**



You can access the pop-up menu at any time by pressing the menu button holding it for 2-3 seconds. The menu contains:

**Download**, helps you to transfer a selected music file to the **Music Player**.

**To Main menu**, takes you to the main menu



Now you can stream your favorite music from your PC, acting as your Juke Box for the [Yur.Beat Fusion Stream](#).

**Streaming of Video and images not supported**

[Yur.Beat Fusion Stream](#) does not support video streaming, as it is design as a network audio centric device to support Internet Radio and Music streaming via Wi-Fi access.

However you can still see all the folders from your PC directory when you have selected Media sharing mode in your Windows Media Player version11 application. Please read information in the coming pages on “Setting up Windows Media Player version 11”.

It does playback video and images synchronised via Windows Media Player version 11, locally on the [Yur.Beat Fusion Stream](#).

**Playlists**

To View the Playlists, select the [Playlists](#) folder from the menu, once in the playlist folder you will see the following:

- [All Playlists](#)
- [Folders](#)



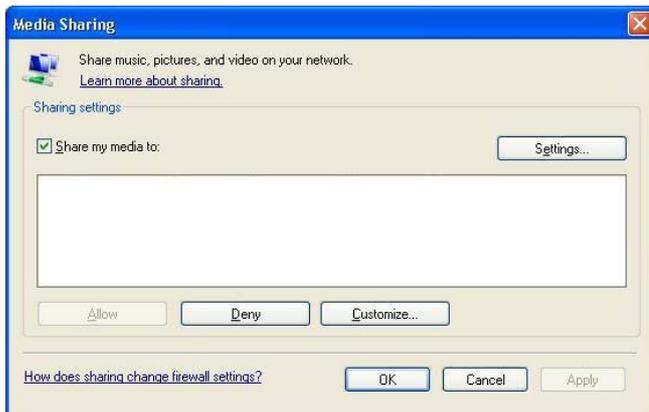
**NOTE**

Setting up Windows Media Player version 11

You should be running Windows XP OS on your PC/Laptop, and Windows Media Player version 11. Now open the Windows Media Player, and choose [Library](#). From the drop down list of the menu select the [Media sharing](#).



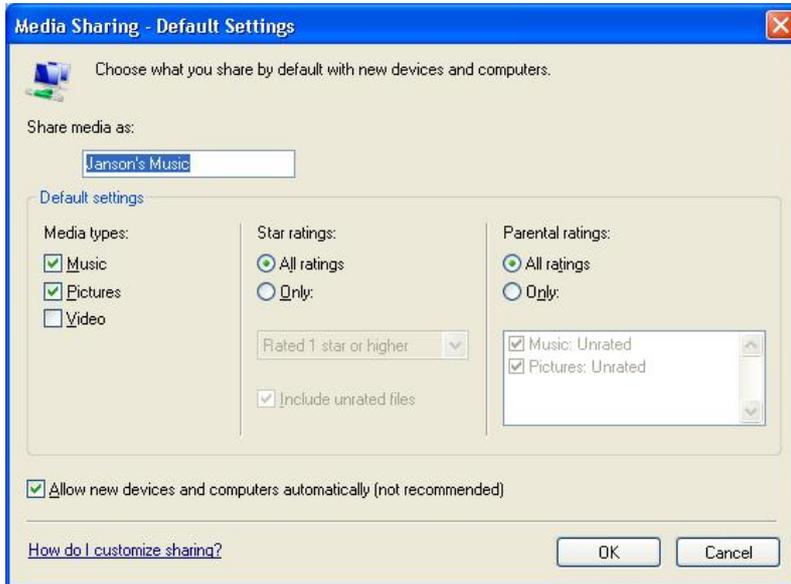
Now tick the 'Share my media to' and select settings



All Information and specification are subject to change without further notice

Please un-tick Pictures and video under Media type.

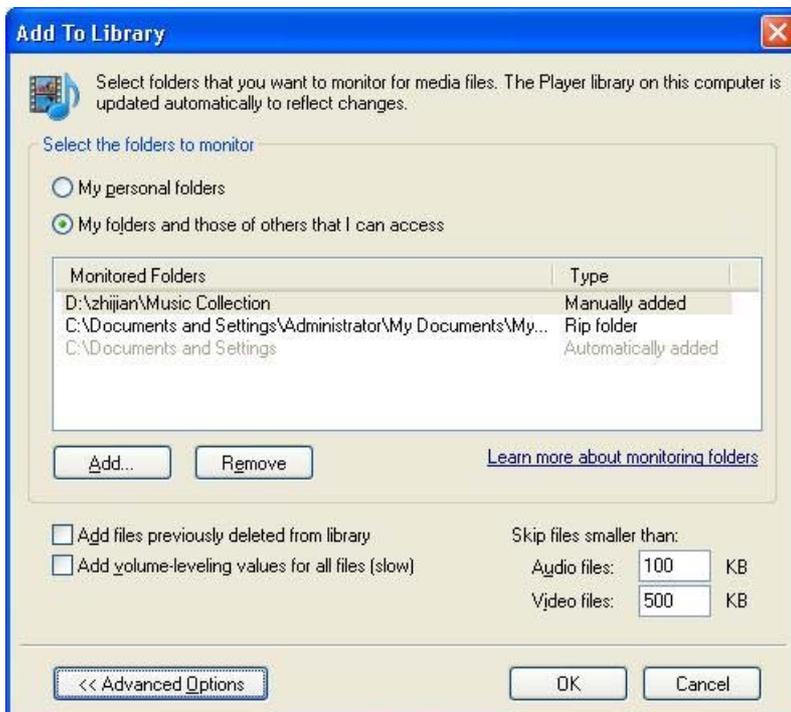
Next tick the 'Allow new devices and computers automatically and press OK



To select the folders for monitor and for sharing, choose **Library**.

From the drop down list of the menu select the **Add to Library**.

Select the folders to monitor as below



After selected the folders to monitor and share in the Player Library, click OK

## Music Player

Music Player is a MP3 player that plays back the music files stored in **Yur.Beat Fusion Stream** internal storage, from the external micro-SD card or download from the Media stream. [Support for the micro-SD card up to 2GB]

### Listen to the Music Player

Select the Music Player from the main menu. Once you are in the Music Player mode you will be connected to the last played song. To view the pop-up menu press and hold the **menu** button for 2-3 seconds.

The pop-up menu contains:

**My Music** – contains the list of your favorite music

**Browse Music** – lets you browse through the songs according to the pre-set category

**Equalizer** – choose from the list of preset equalizer modes

**Repeat Mode** – Helps you play the selected songs repeatedly

**To main menu** – Takes you back to the main menu.



### Listening to Music from a micro-SD card

You can listen to music from the micro-SD card by slotting in the micro-SD card into the slot provided. Next go to the Pop up menu and select **Browse Music**. Now select the **MICRO-SD Card** option and play the music you like.

You can store the music in different categories like:

**Internal storage**, play the music stored in the player

**MICRO-SD** card, play the music from the MICRO-SD card

**Artist**, grouped according to the various artists

**Album**, grouped according to the album

**Genre**, grouped according to the type of music played

**Year**, grouped according to the year

**Recorded list**, has a list of music which has been recorded.

**All audio**, consists of all the music

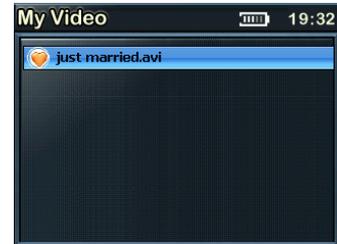


## Video Player

Video Player plays back the video files stored in **Yur.Beat Fusion Stream** internal storage or from the external micro-SD card

### To view the Videos

Select the Video Player from the main menu. Once you are in the Video Player mode you will see the list of video files stored in **My Videos** stored as shown.



To view the pop-up menu press and hold the **menu** button for 2-3 seconds. The menu consists of the following categories:

**My Video**, consists of all your favorite videos

**Browse Video**, you can browse all the videos from your Internal storage or the MICRO-SD card

**Remove**, will remove the particular video selected

**Remove all**, will remove all the videos

**To main menu**, takes you to the main menu



### Viewing Videos from the micro-SD Card

From the main menu select **Video Player**. Insert the micro-SD card, press and hold the **menu** button for 2-3 seconds to get the pop-up menu. Now select the **Browse Photo** and you will see the following folders:

**Internal Storage**, includes the videos stored in the Player

**MICRO-SD** card, includes video stored in the MICRO-SD card

**All video** displays all the videos stored in the internal and MICRO-SD card.



## Photo Album

Photo Album lets you view photos, either from micro-SD Card you have inserted into your **Yur.Beat Fusion Stream** or from the internal storage. To access the pop-up menu, press and hold the **menu** button, it includes:

**My photo**, contains all your favorite photos

**Browse photo**, helps you view the photos stored in your player or from MICRO-SD card.

**Slide show**, helps you view pictures in the slideshow

**Thumbnail**, displays a miniature of the pictures

**Zoom & Pan**, Helps you zoom the pictures

**To main menu**, takes you back to the main menu



## My Photo

This folder contains all your favorite photographs. To view the popup screen, go to the **My Photo** and press the menu button and hold for about 2-3 seconds. You can see the **menu** similar to the one below:

**My photo**, contains all you favorite pictures

**Browse photo**, helps you to browse all through all the photos.

**Remove**, lets you delete the photo you select

**Remove all**, deletes all the photos in that folder

**The Main Menu**, takes you to the main menu



## Viewing Photo Album from the micro-SD Card

From the main menu select **Photo Album**. Insert the micro-SD card, press and hold the **menu** button for 2-3 seconds to get the pop-up menu. Now select the **Browse Photo** and you will see the following folders:

- **Internal Storage**, includes the pictures stored in the Player
- **MICRO-SD card**, includes pictures stored in the MICRO-SD card
- **All photo** displays all the pictures stored in the internal and MICRO-SD card.



Select the micro-SD card folder to view and transfer the photos stored in the micro-SD card.

## NOTE

Note that all the photos should be in the JPEG format.

You can also transfer the photos to the Player using the USB cable. You can do this by connecting the player to the USB cable provided to your PC or Notebook.

Supports micro-SD card memory size up to 2GB

## FM Radio

FM Radio connects you to the local radio channels available in your city. To listen to the FM Radio, select the **FM Radio**, from the main menu and it will start playing the last played channel. To change the channels use **▶▶** and **◀◀** buttons. Press and hold the menu button for 2-3 seconds to get the pop-up menu. The pop-up menu includes:

**Preset Channels**, consists of the preset channels

**Auto scan**, Scans the FM band and stores the Stations automatically

**FM Band**, includes support for FM Bands of USA and Japan

**Add preset**, Helps to save your favorite channel

**Recording**, you can record the music from the channel you are listening.

**Fine tuning**, allows you to do fine tuning on a channel

**Turn off FM**, Let you to turn off the FM

**To Main Menu**, Take you back to the main menu.



## Scan the FM Channels

To **Auto Scan** the channels, press and hold the **menu** button for 2-3 seconds to get the pop-up menu. Select the Auto scan option and it will scan the channels automatically for you. To browse the scanned channels press the **▶||** button



## Record

To Record the music you are listening on the radio, go to the popup menu and select the Record Option. This will start to record the selected music and stores as a WAV file format.



## System

System lets customize the settings of your **Yur.Beat Fusion Stream**. Select the **System** from the main menu and you will see the settings menu. It includes the following categories:

**Wi-Fi**, helps you set up the Wi-Fi, for more details please refer 'Setting up the Wi-Fi' on page 5



**Time & Date**, to set the Time and Date



**Alarm**, to set the alarm



**Display**, to do the display settings like brightness etc



**File Manager**, has the memory information and file management.



**Default**, sets to the default factory settings



**About**, details of the player and lets you personalize the player name.



### Using the SD Card

When you would like to use the SD card, please follow the below proper steps:

After turning off the product, insert and slightly press the Micro SD card to the card slot in the correct direction

The SD card will blink every 2 seconds until it is enabled or invalid as shown below:

SD card in Idle state (standby mode)



SD card in enabled state (User can access now)



SD card is invalid and cannot be accessed by this device the card may not be compatible with the device try to re-insert again.



**Removing Micro SD card:**  
After turning off the product, press the Micro SD card again to remove it.

## Glossary

### Wi-Fi

Wi-Fi, popularly known as an acronym for wireless fidelity, was originally a brand licensed by the Wi-Fi Alliance to describe the embedded technology of wireless local area networks (WLAN) based on the IEEE 802.11 specifications. Use of the term has now broadened to generically describe the wireless interface of mobile computing devices, such as laptops in LANs. Wi-Fi is now increasingly used for more services, including Internet and VoIP phone access, gaming, and basic connectivity of consumer electronics such as televisions, DVD players, and digital cameras.

Source - <http://en.wikipedia.org/wiki/Wi-Fi>

### WEP

Wired Equivalent Privacy (WEP) is a scheme to secure IEEE 802.11 wireless networks. It is part of the IEEE 802.11 wireless networking standard. Because wireless networks broadcast messages using radio, they are susceptible to eavesdropping.

Source - [http://en.wikipedia.org/wiki/Wired\\_Equivalent\\_Privacy](http://en.wikipedia.org/wiki/Wired_Equivalent_Privacy)

### WPA – Enterprise Version

**Wi-Fi Protected Access (WPA and WPA2)** is a class of systems to secure wireless (Wi-Fi) computer networks. It was created in response to several serious weaknesses researchers had found in the previous system, Wired Equivalent Privacy (WEP). WPA implements the majority of the IEEE 802.11i standard, and was intended as an intermediate measure to take the place of WEP while 802.11i was prepared. WPA is designed to work with all wireless network interface cards, but not necessarily with first generation wireless access points. WPA2 implements the full standard, but will not work with some older network cards. Both provide good security, with two significant issues:

Source - [http://en.wikipedia.org/wiki/Wi-Fi\\_Protected\\_Access](http://en.wikipedia.org/wiki/Wi-Fi_Protected_Access)

### DHCP

**DHCP** is a set of rules used by communications devices such as a computer, router or network adapter to allow the device to request and obtain an IP address from a server which has a list of addresses available for assignment.

DHCP is a protocol used by networked computers (*clients*) to obtain IP addresses and other parameters such as the default gateway, subnet mask, and IP addresses of DNS servers from a DHCP server. It facilitates access to a network because these settings would otherwise have to be made manually for the client to participate in the network.

Source - [http://en.wikipedia.org/wiki/Dynamic\\_Host\\_Configuration\\_Protocol](http://en.wikipedia.org/wiki/Dynamic_Host_Configuration_Protocol)

### SSID

In Wi-Fi Wireless LAN computer networking, a **service set identifier (SSID)** is a code attached to all packets on a wireless network to identify each packet as part of that network. The code is a case sensitive text string which consists of a maximum of 32 alphanumeric characters. All wireless devices attempting to communicate with each other must share the same SSID. Apart from identifying each packet, SSID also serves to uniquely identify a group of wireless network devices used in a given "Service Set".

Source - <http://en.wikipedia.org/wiki/SSID>

## Appendix – Setup of Media Coder Sigma Tel (STMP3600)

### Disclaimer Note:

This is a freeware and user should use at their own risk and there is no support and software upgrade.

To setup the Media Coder Sigma Tel (STMP3600), please follow the below instructions:

- Double click the 'MediaCoderSE-SigmaTel-20061117.exe'
- Select 'English' from the drop-down list and press 'OK'



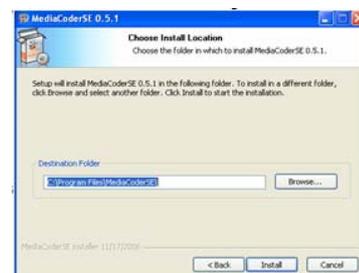
- You will now get a window of the Setup Wizard of the MediocoderSE
- Press 'Next'



- You will now be prompted with the License Agreement, Please read
- Press 'I Agree'



- Please select the install location for the MediaCoderSE
- Press 'Install' to complete the installation



### How to use:

Start your newly installed MediaCoder tool.



- Select 'Add File' as shown.



- Next select the 'Device' to launch device configuration window



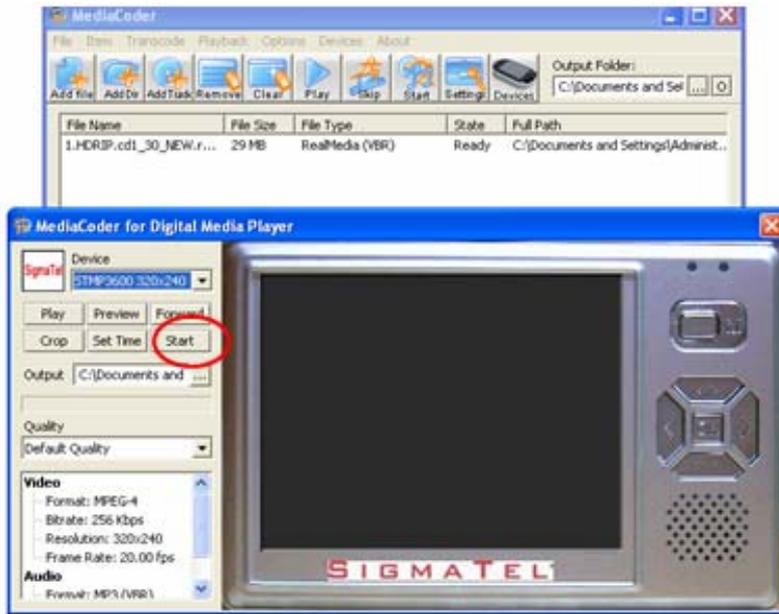
- Next select the Device 'STMP3600 320x240' for Fusion Stream Player.



- Select the 'Output' where you can select the target directory to save output video file.



- After you complete select 'Start' to run the conversion process.



- After it has been done, transfer or sync the video file into your Fusion Stream Player.

## Troubleshooting and FAQ

**Question:** When browsing the Internet Radio I got the message 'Unformatted Channel'. What does that mean?

**Answer:** That's because the station is closed.

**Question:** Why can't I play the Music even when I have selected my Media Stream?

**Answer:** Please check whether you have shared the Music streaming of the entire new device in the Media Player 11 in Windows XP or Vista. Please read setting the Windows media player 11 on page 9.

**Question:** Why is my player not streaming even I have done the setup of the Windows media player 11?

**Answer:** Please check if your PC or Notebook has gone to Hibernate mode. The Media streaming does not work in the hibernate mode.

**Question:** Can I download the music folder to my [Music Player](#)?

**Answer:** No the device supports only one file by file transfers at a time.

**Question:** Why doesn't my Yur.Beat Fusion Stream appear to be charging when connected with the USB cable?

**Answer:** The Yur.Beat Fusion Stream requires a normal 1.1 or 2.0 USB port to provide enough power to charge. Some USB ports like the one on your keyboard may not have enough power to support Yur.Beat Fusion Stream. Try the other USB ports on your computer to see if they can charge the device. Otherwise you will need to use the optional USB AC power adapter.

**Question:** What is Radio search? And am I required to subscribe to Radio search service for my Yur.Beat Fusion Stream in order to listen to Internet Radio?

**Answer:** Radio search service provides online internet radio directory which aggregates tens of thousands of radio stations and podcasts. The directories maintained by Radio search are updated time to time in order to make sure the maximum level of accessibility of individual Internet Radio channel. Your Yur.Beat Fusion Stream product is shipped with bundling Radio search service to make sure customer have seamless user experience. So, customer needs not have individual subscription for Radio search service.

**Question:** How do I connect my Yur.Beat Fusion Stream to a Wi-Fi network?

**Answer:** When you use a feature that requires an internet connection, like Internet Radio and Media Stream, the Yur.Beat Fusion Stream will automatically connect to available network. This process is called "Wi-Fi zero-configuration". Once the network is connected, you can automatically enter into the function modes.

**Question:** What is Yur.Beat Fusion Stream Wi-Fi zero-configuration? How does it work?

**Answer:** Yur.Beat Fusion Stream Wi-Fi zero-configuration is an intelligent service used to provide end customer like you a harass-free user experience on Wi-Fi setup. It will automatically connect to open Wi-Fi access point or load profiles when.

**Question:** What is Yur.Beat Fusion Stream Wi-Fi profile?

**Answer:** Yur.Beat Fusion Stream Wi-Fi profile is a configuration set for your Wi-Fi connection. It contains all the information you need to access a Wi-Fi access point. The profile helps you to ease the trouble to remember all the details regarding access point.

**Question:** What is Wi-Fi setup wizard?

**Answer:** Wi-Fi setup wizard will help you setup up Wi-Fi network in step by step manner in certain special case, like when you access a fresh access point with security protection for the very first time.

**Question:** How do I bring up Wi-Fi setup wizard?

**Answer:** When Wi-Fi zero-configuration is in progress, you can switch it to choose Wi-Fi setup wizard instead. Also, you may like to go into menu "system setting -> Wi-Fi" to choose "Setup Wizard".

**Question:** How do I input password for Wi-Fi security?

**Answer:** An input screen will automatically come up when necessary. Simple soft keypad interface gives a quick way to key in letters, numeric and symbols. You can also do simple editing like cursor locating, delete, etc.

**Question:** What wireless standards are compatible with my Yur.Beat Fusion Stream?

**Answer:** Yur.Beat Fusion Stream is an 802.11 wireless b/g compatible device. It includes support for WEP and WPA/WPA2 Personal authentication security standards. WPA/WPA2 Enterprise authentication security is not supported.

**Question:** Why does my Yur.Beat Fusion Stream only have Wi-Fi antenna icon but no signal bar?

**Answer:** Please check your Wi-Fi access point and network server configuration on DHCP portion. This indicates there is no DHCP server is presented in the network environment.

**Question:** Can I connect to public access Wi-Fi networks (hot-spot)?

**Answer:** You can not connect through hot-spot access point because it usually needs an application level web-based authentication.

**Question:** How do I copy my music files from my PC to my Yur.Beat Fusion Stream?

**Answer:** You can copy music files directly, and sync playlists on the Yur.Beat Fusion Stream using program like Windows Media Player.

**Question:** What audio file formats does my Yur.Beat Fusion Stream support?

**Answer:** The Yur.Beat Fusion Stream will support local playback of MP3, WMA, secure WMA, AAC, OGG, WAV, and AIFF. For Internet Radio and Media Stream, Yur.Beat Fusion Stream will support MP3 and WMA.

**Question:** Which bit rate will my Yur.Beat Fusion Stream player support?

**Answer:** The Yur.Beat Fusion Stream player will support 64-320Kbps for MP3 and 32-320 Kbps for WMA.

**Question:** Is the player compatible with podcasts?

**Answer:** As long as the podcasts are in a supported MP3 or WMA format, then the player is capable of playing the files or directly streaming down as Internet Radio or from media server.

**Question:** What photo file formats does my Yur.Beat Fusion Stream support?

**Answer:** Yur.Beat Fusion Stream will support JPEG, BMP and GIF image formats.

**Question:** When attempting to play some songs on the player, I get a license error. What is wrong?

**Answer:** For music obtained from a subscription service, the license may have expired. To refresh your music licenses, connect to the same software you used to download the music and if your subscription is current, your licenses will renew automatically.

**Question:** How do I copy a CD to my Yur.Beat Fusion Stream player?

**Answer:** First, you must rip the CD to MP3 or WMA format using a program such as Windows Media Player. Once the songs are in your Windows Media Player library, simply copy and sync the songs to your Yur.Beat Fusion Stream player.

**Question:** Why doesn't my player display song or album information correctly?

**Answer:** Typically, this is because the ID3 tags have missing information.

**Question:** Why sometimes I try to synchronize video content in Microsoft Windows Media Player to my Fusion Stream Player, the video content is not copied to it and received Error message like "Windows Media Player cannot convert the file to the format required by the device"?

**Answer:** For some reason Windows Media Player is trying to convert the file format. This step is not required as the file is already in the correct format for Fusion Stream Player. Suggestion is to start Microsoft Windows Explorer and copy the video content direct to Fusion Stream Player.

**Question:** Why sometimes I can't access media files in microSD card properly?

**Answer:** This could be the files or the microSD card already corrupted due to improper handling, you may need to format the microSD card to recover it.

**Question:** Why my Fusion Stream need buffering before playing for Internet Radio & Media Stream?

**Answer:** Due to network traffic that may vary from time to time, the buffering helps to pre-fetch certain audio data from server. This is to smooth up the streaming and improve the user listening experience. In some case, the streaming could be paused for re-buffering because of slow network throughput, or server is busy to handle too many clients. The connection to server may be dropped in poor network environment.

## **Technical Support**

Before you contact the Technical support, please read the Troubleshooting and FAQ section.

If you have questions about the use or features of the player please contact our Call Center at the following e-mail address: [rma@digitest.de](mailto:rma@digitest.de).

When you call or contact us for support, please include as much information possible from the packaging material. This will help us in speeding the process.

## Warranty

### WARRANTY CARD

Thank you for purchasing a YURAKU product. We hope that you will be pleased with this device. The device has been manufactured and built to YURAKU's highest standards. Should you nevertheless have problems with the drive during the warranty period, please don't hesitate to contact us. Please visit our website at [www.yuraku.com.sg](http://www.yuraku.com.sg) first, for technical support, before you contact the Service Center.

### Warranty period:

1. All major components, like **MP3-Player or Digital Photo frame** are guaranteed for 24 months from the date of purchase.
2. All other accessory, eg. **Battery, earphones etc.** Are guaranteed for 6 month from the date of purchase
3. When the warranty period has expired the end user must meet any repair costs himself.
4. Customers who provide the Service Center with incorrect or false information will have to pay costs incurred by the Service Center.

N.B.: If you lose your receipt, the Service Center reserves the right not to provide a warranty service. The customer must pay any repair and administration costs himself.

### Instructions for repair under warranty:

1. In the event of your device being defective, please contact the Hotline. Contact numbers are listed on this warranty card. Our hotline will give you a claim number (RMA number) for devices that are still under warranty, and information on what to do next. The claim number is essential for us to deal with your claim. Defective devices should be packed carefully for shipping, preferably in the original packaging. We will not accept liability for damage in transit caused by inappropriate or inadequate packaging. The Service Center is entitled to invoice you for any costs incurred as a result. Please do not send any accessories, such as network cables, power adaptors, manuals, etc. Please mark the claim number on the packaging clearly and legibly. Please note that we will not accept parcels with no postage, or without a claim number. If the parcel is not correctly packaged you are liable for any damage or loss incurred. The device will be repaired or replaced at our service workshop and returned to you as quickly as possible.
2. Please have to hand all the information required for speedy handling of your claim, especially contact person with telephone number, model name and serial number or EAN code (this information can be found on the device's rating plate), and a clear description of the fault or problem. We also need proof of purchase in the form of a receipt to verify your warranty claim.
3. If it is not possible to repair your defective device the Service Center can send you a replacement device of the same value.
4. The customer must bear the inspection and shipping costs for defects that are not covered by the warranty (see warranty exclusions), or in the event of unjustified claims (no fault detectable).
5. **The defect device has to be sends to the Service Center on your own cost, during RMA Request you will be informed about the Send-In address.**

### Warranty exclusions:

- Loss, direct or indirect damage.
- Damage caused by improper use of the product, fire, lightning strike, explosion, external force, storm or theft.
- Any defect caused by misuse, moisture/damp, dust, power surge, incorrect installation and improper use or unauthorized modification/repair by a Service Center not authorized by YURAKU
- Operational wear and tear.

YURAKU Pte. Ltd. reserves the right to change the terms of the warranty at any time without prior notice.

Hotline Service: Open Mon.-Fri. 9:00-17:00

Austria	0820-500785
Belgium	00800-34448378
Cz. Republic	800-142281
Denmark	00800-34448378
France	0825-700190
France	00800-34448378
Germany	0700-46745832
Great Britain	0870-2485492
Italy	848-694692
Luxembourg	00800-34448378
Netherlands	0900-5050800
Polen	00800-4911417
Spain	902-888413

If you are unable to contact our Hotline for any reason, you can also arrange your RMA request of your device via our Online Support Center. Please visit the website at [www.digitest.de/support](http://www.digitest.de/support), where you will find a claim form (RMA), which should be completed in full. You can also contact our Call Center at the following e-mail address: [rma@digitest.de](mailto:rma@digitest.de).

## End User License Agreement

### GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

#### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too. When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights. We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow. TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been

made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the

Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded.

In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

#### NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### END OF TERMS AND CONDITIONS

##### How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does. Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51

Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

For Online Support Center, Please visit the website at [www.digitest.de/support](http://www.digitest.de/support), you can also contact our Call Center at the following e-mail address: [rma@digitest.de](mailto:rma@digitest.de).

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.

Signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License