



## Operation Guide NWZ-W202

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To view the Operation Guide (PDF file)  
This Operation Guide is supplied also by PDF file. The Operation Guide (PDF file) of the following languages is supplied in the player's memory:  
English/French/German/Spanish/Italian/Russian/Chinese (Simplified)/Chinese (Traditional)/ Korean/Ukrainian/ Arabic/Swedish/Finnish/Danish/Norwegian/ Portuguese/Greek/Turkish/Dutch/Hungarian/Czech/Polish/Slovakian

- 1 Connect the player to the computer by using the supplied stand.
- 2 Select "start" - "My Computer" - "WALKMAN NWZ-W202" - "Storage Media" - "Operation Guide" - "XXX\_NWZW202.pdf".

\* Language name is displayed in the place of "XXX". Choose the desired language for your manual.



4-129-781-12(1)

# What is ZAPPIN Playback?



ZAPPIN enables sequential playback of song clips at a preset duration.

### Normal playback



Changes to ZAPPIN.

### ZAPPIN playback



Short recognizable clips of songs (such as the most melodic or rhythmical section) The ZAPPIN playback time for song clips can be set to either "Short" or "Long."

Returns to normal playback and restarts playback of the current song from the beginning.

### Normal playback



See "3 Playing Music" for details on operations.

# About the Compatible Software

### Windows Media Player 11

Windows Media Player can import audio data from CDs and transfer data to the player. When you use copyright protected WMA audio files, use this software. Since Windows Media Player 11 does not analyze the sound patterns of songs while transferring, ZAPPIN effectiveness will not be optimal because the most melodic or rhythmical song passages will not be recognized. Windows Media Player 11 is not included with the player. Transferable files: Music (MP3, WMA) You can download Windows Media Player 11 from "My Computer" - "WALKMAN NWZ-W202" - "Storage Media" - "PC\_Application\_Software" - "WMP11\_Download" after connecting the player to the computer by using the supplied stand. You can also download Windows Media Player 11 from the following website.  
<http://www.microsoft.com/windows/windowsmedia/download/default.asp>  
For details on operation, refer to the Help of the software or visit the following website.  
<http://www.support.microsoft.com/>

### Content Transfer

Content Transfer can transfer music from a computer to the player by a simple drag-and-drop operation. You can use Windows Explorer or iTunes to drag and drop data to Content Transfer. If you transfer songs using Content Transfer, the most melodic and rhythmical song passages will be recognized by the 12 TONE ANALYSIS function for use with ZAPPIN playback. However, the 12 TONE ANALYSIS takes time, so transfer will be slower. You can set the 12 TONE ANALYSIS to "Automatic," "Always ON" or "OFF" before transferring. To transfer songs more quickly, set to "OFF"  
For details on operation, refer to the Help of the software. Transferable files: Music (MP3, WMA, AAC\*)  
\* DRM files are not compatible.

### Supplied software

- Content Transfer (1)  
This software is included with the player.

### To play back the most melodic and rhythmical song clips

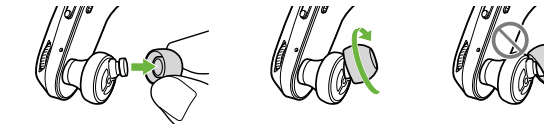
When you transfer songs using Content Transfer software with the 12 TONE ANALYSIS set to "Automatic" or "Always ON," the information of the most recognizable sections based on melody and rhythm will be found and added to each song. Then, the most melodic and rhythmical clips from each song can be played back sequentially during ZAPPIN playback. Content Transfer is included with the player. For details on how to install Content Transfer, see "Installing Content Transfer" on the reverse side.

# Checking Supplied Accessories

- This player (1)
- Stand with USB cable (1)
- Earbuds (Size S, L) (Supplied in pairs)
- Holder (1)
- Operation Guide (this manual) (1)

### How to install the earbuds

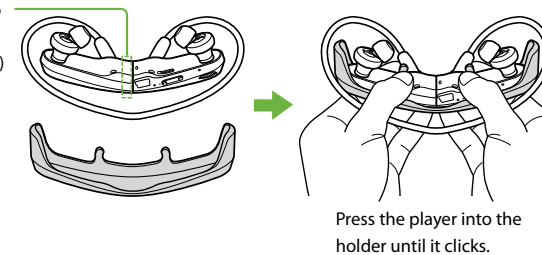
At purchase, M size earbuds are installed (L and S sizes are also supplied). To enjoy better sound quality, change the size of the earbuds or adjust the earbud position to fit in your ears comfortably and snugly. When you change the earbuds, twist while installing them firmly on the player to prevent the earbud from detaching and remaining in your ear. If an earbud becomes damaged, optional earbuds (EP-EX1) are available for purchase.



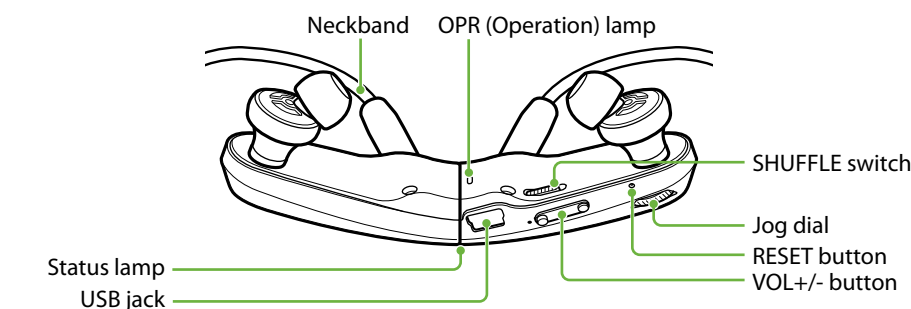
### How to store the player into the holder

To protect the player and prevent magnetic leakage, store the player in the supplied holder whenever carrying or when not using the player.

The magnet is on the left side. Do not place credit cards or ATM cards, etc. (magnetic coded cards) near the player when it is not stored in the holder to prevent damage to the magnetic coding on the cards.

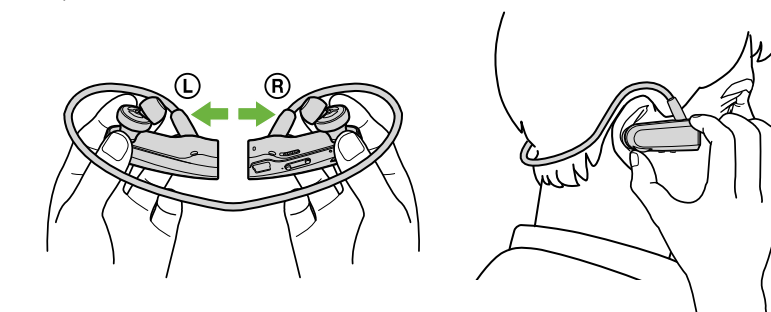


# Parts and Controls



### How to place the player on your ears

- 1 Check the left (L) and right (R) parts of the player.
- 2 Separate the left and right parts. These parts are magnetically coupled.
- 3 Hang the neckband over the back of your neck and ears, and place the earbuds into your ears.



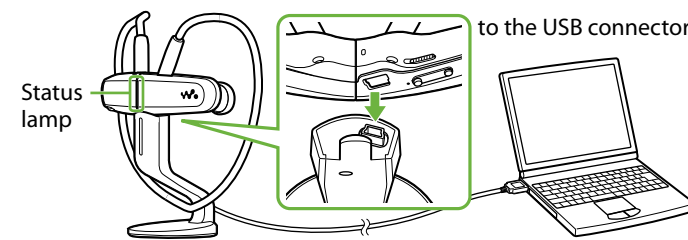
# 1 Preparing the Player

### Charging the player

Upon purchase, first, charge the player.

- 1 Connect the player to the supplied stand.
- 2 Connect the USB cable of the stand to a running computer.

When you use the player for the first time, or if you have not used the player for a long time, the player may take some minutes to start charging or to be recognized by the computer. If a screen appears presenting a choice of actions, click "Cancel."



Charging starts. The status lamp blinks slowly during charging. When charging is completed, the status lamp will stop blinking and light dimly while the player is connected to the computer. For details about charging time and the battery duration, see "Specifications" on the reverse side.

### Checking the remaining battery power

Remaining battery power is indicated in the OPR lamp. When the OPR lamp changes to red, recharge the battery.

Green\* → Red\* → Quick red blinking

When the battery is used up, the OPR lamp blinks red quickly and a long beep is heard. You cannot operate the player.

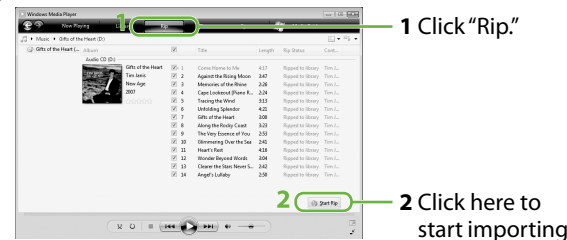
\* Blinks at about 5 second intervals.

# 2 Importing and Transferring Music

You can transfer songs to the player using Windows Media Player 11 on your computer.

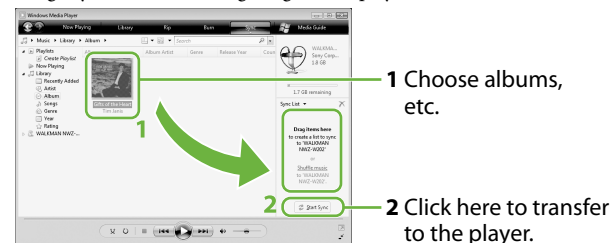
- 1 Import songs from CDs, etc., to Windows Media Player 11 on the computer.

For details on how to import songs from CDs, etc., refer to the Help of Windows Media Player 11. You do not need to re-import songs that have previously been imported to Windows Media Player 11.



- 2 Connect the player to the computer by using the stand.

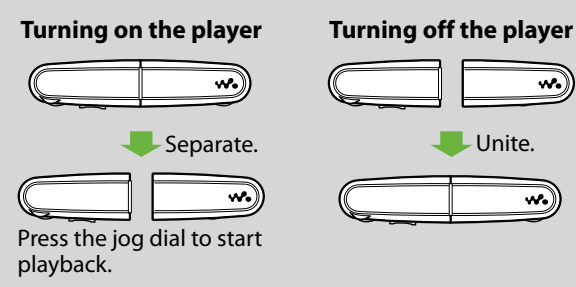
- 3 Transfer songs from Windows Media Player 11 to the player. The status lamp blinks brightly while transferring songs to the player.



### Hints

- See also "Hints about transferring music" and "Notes about transferring music" on the reverse side.
- You can also transfer songs other than by using Windows Media Player 11. For details, see "Using Content Transfer" on the reverse side.

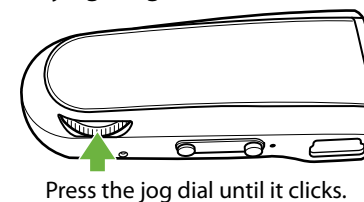
# 3 Playing Music



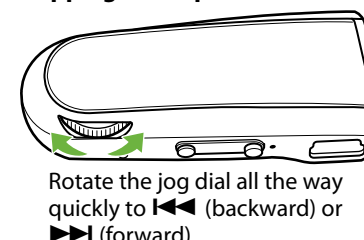
### Normal playback



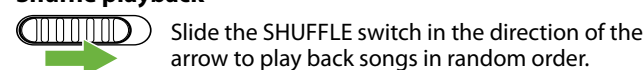
### Playing songs



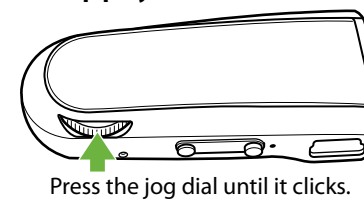
### Skipping to the previous/next song



### Shuffle playback



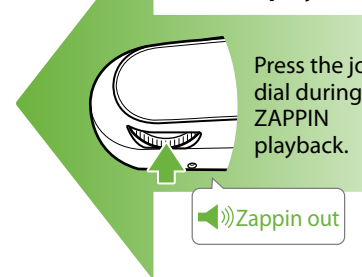
### To stop playback



### Changing to ZAPPIN playback



### Returning to normal playback



### ZAPPIN playback



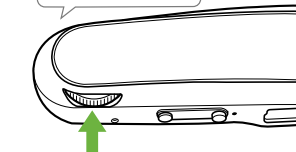
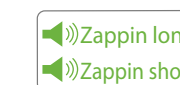
The player plays back song clips for about 4 seconds each. If the most recognizable passage of the song cannot be found, the song is played back from the 45 second point from the beginning. If the length of the song is under 45 seconds, the song is played back from some point before the end of the song.

### Skipping to the previous/next song, or shuffle playback during ZAPPIN playback

You can move to the previous/next song, or play back songs in random order. The method of operation is the same as normal playback.

### Changing the playback time of song clips in ZAPPIN playback

The playback time for song clips can be set to either "Long" or "Short."



Press and hold the jog dial until either voice guidance is heard.

### To stop playback completely during ZAPPIN playback

Press the jog dial to return to normal playback, then press the jog dial again.

### Hints

- After you press the jog dial, the OPR lamp blinks green and red alternately and the beep is heard repeatedly until the playback starts. Please wait until the OPR lamp blinking and the beep stop.
- See also "Hints about playing music" on the reverse side.

