

Device Manager:

Device Manager is PC software that allows you to:

- Update the firmware to enhance your player;
- Perform repair and



To obtain the optimal playback and latest features, you are highly recommended to update the firmware of your player. The firmware can only be update via Device Manager.

Preparation for firmware update:

- Get your PC connected to internet
- A PC with an archive utility that supports the ZIP-format (e.g. WinZip for Windows).

Firmware update procedure:



Step 1: Install Device Manager

1. Click the “Download” button above this document to download the latest Device Manager to your computer.



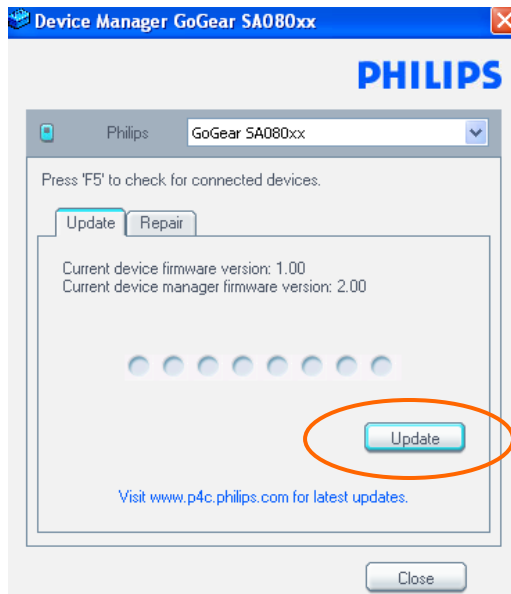
2. Extract the zip file, and double click on the setup.exe file  and follow the on-screen instructions to complete the installation.

Step 2: Update firmware via Device Manager

Note: Files in your GoGear will not be affected by a firmware update.

1. Make sure you have connected your PC to the Internet.
2. On the PC, start Device Manager
3. Connect your GoGear to the PC by using a USB cable.

4. Click the **<Update>** button on the interface of the Device Manager software. The update process will continue to download firmware (**Remark: The model number and language selection information in the attached image is only an example**) :



Notes: If this does not work, please right click the Device Manager Software icon in the task tray to select Check for Updates, The software **will auto search to download the firmware to finish the updating.**

5. Follow the information on the PC screen to complete the update.

Note: Please do not disconnect your GoGear during update to avoid update failure.

Step 3: Check successfulness of the update

1. After the auto restart of your GoGear, press [Settings]> [Information] or [Settings]> [Information]> [Player information].
2. The firmware version will be displayed.
3. If the latest firmware has not been installed, repeat '**Step 2 Update the firmware via Device Manager**' and '**Step 3 Check successfulness of the update**'.