

**vtech**<sup>®</sup>

User's Manual

# Master Pad™ FM



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**Dear Parent:**

**At VTech® we know that a child has the ability to do great things.**

**That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.**

**When it comes to providing interactive products that enlighten, entertain and develop minds, at VTech® we see the potential in every child.**

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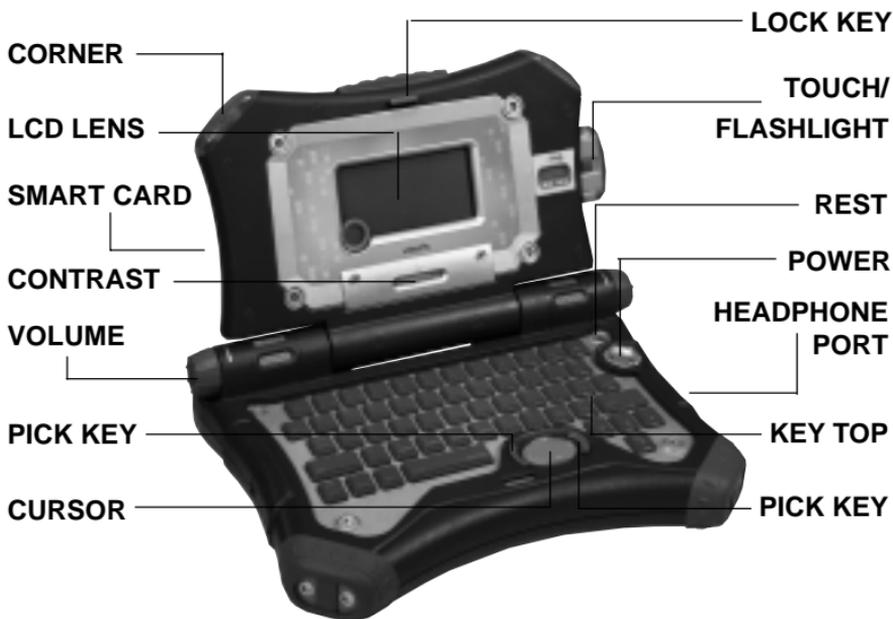
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# INTRODUCTION

Thank you for purchasing the **VTech® MASTER PAD™ FM** learning toy!

We at **VTech®** are committed to providing the highest quality products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada.

**MASTER PAD™ FM** features a large, clear LCD screen that displays hundreds of friendly animated pictures and vivid sound that actively encourages children. There are not only instructive activities that can teach children a lot, but also useful tools that child can use when they go for outdoor expedition.



# POWER SOURCE

**MASTER PAD™ FM** operates on 4 “AA” size batteries (UM-3/LR6) or a 9V  $\overline{\text{---}}$  300mA AC center-positive +  - adaptor (not included).

## BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the back of the unit and open it.
3. Insert 4 “AA” batteries (UM-3/LR6) as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover.
5. Change the two “AA” backup batteries the same way as illustrated above. Make sure the normal batteries are well installed before installing backup batteries. Otherwise you will lose all record during the play.



**Notice :** If you have been using the computer for a year, it's better to change the backup batteries. Because when the backup batteries run out, the computer can't power on and off normally. Only batteries of the same and equivalent type as recommended are to be used.

## BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
  - Do not mix old and new batteries.
  - Do not use rechargeable batteries.
  - Do not use batteries of different types.
  - Remove the batteries from the learning toy when it will not be used for an extended period of time.
  - Do not dispose of batteries in fire.
  - Do not short-circuit the supply terminals.
  - Do not attempt to recharge ordinary batteries.
- NOTE :** Usually if the unit hangs up, firstly you should turn off the unit by pressing [On/Off] key. If it still doesn't work, you should press **RESET** button. If you still can't turn on the unit, you can follow the steps below.

1. Interrupt the power supply by removing the batteries.
2. Let the unit stand for a few minutes, then replace the batteries.
3. Turn the unit on. The unit will now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada.

## AC ADAPTOR CONNECTION

Use a standard 9V  300mA AC center-positive +  - adaptor.

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the backside of the unit.
3. Insert the adaptor plug into the unit's adaptor jack.
4. Plug the adaptor into a wall outlet.
5. Turn the unit **ON**.

**In the U.S.A.:** Many retailers carry this type of adaptor. However, if you are unable to find one locally, the **VTech®** AC Adaptor is perfectly suited to operate your **MASTER PAD™ FM** learning laptop. For information on how to purchase a **VTech®** AC Adaptor, call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada.

**IN CANADA:** Please see the enclosed **VTech®** adaptor offer coupon.

**NOTE :** If for some reason the program/activity stops working, it may be the result of the adaptor connection. Please follow these steps:

1. Please turn the unit **OFF** and unplug the adaptor for 15 seconds.
2. Reinsert the adaptor plug into the adaptor jack.
3. Turn the unit **ON**.

If the problem persists, it may be the result of the adaptor's wiring or the unit. Please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada.

## HEADPHONE CONNECTION

**MASTER PAD™ FM** has a specially designed headphone. Please follow the steps below to connect your headphone.

1. Make sure the volume low down.
2. Locate the headphone jack at the right side of the learning toy.
3. Plug the headphone into the learning toy's headphone jack.
4. Adjust the volume so that you can listen to the unit comfortably.

## PRINTER CONNECTION

**MASTER PAD™ FM** designed a printer connection. To connect the printer:

1. Power off the printer.
2. Locate the printer jack at the back of the unit.
3. Plug the printer's connector into the printer jack.
4. Power on the printer and you are ready to print.

**NOTE:** Only the **VTech®** VT-41 printer is compatible with **MASTER PAD™ FM**.

## MOUSE CONNECTION

You can use a **VTech®** Mouse (buy separately) for the **MASTER PAD™ FM** learning toy. Please follow the steps below to connect your mouse.

1. Make sure the unit is **OFF**.
2. Locate the mouse jack at the back of the learning toy.
3. Plug the mouse into the learning toy's mouse jack.
4. Turn the unit **ON**.

## MOUSE OVERVIEW

Once the mouse is installed you may move the mouse cursor around the screen freely.



## MOUSE MAINTENANCE

To clean the mouse, you need to open the cover on the bottom of the mouse by using a screwdriver. Twisting in the direction of the arrows will release the cover. Once the cover is removed, the mouse ball should be taken out and the contents inside the mouse should be cleaned with a dry cloth. The mouse ball should also be cleaned with a dry cloth. Once you have finished cleaning the mouse, place the mouse ball back into the mouse and screw the cover back onto the mouse.

## MOUSE BUTTON

Mouse Buttons lie below the keyboard. They have the full mouse function, which enables you to play the games at more ease. Press four mouse buttons in the middle to move the mouse around. Press left mouse button to activate the selection and right button to cancel.

**N.B.:** Printer and mouse sold separately.



## CONTRAST SWITCH

Adjust the image on the screen by sliding the **Contrast Switch** to the right for higher contrast and to the left for lower contrast.



## VOLUME SWITCH

Adjust the volume by turning the **Volume Switch** to the front to raise the volume and to the back to lower the volume.



## POWER ON/OFF BUTTON

Turn on your **MASTER PAD™ FM** learning toy by pressing the Power **ON/OFF** Button located on the right of the keyboard. Press the button again will turn the unit **OFF**.



## RADIO ON/OFF SWITCH

Turn the radio **ON/OFF** by using Radio **ON/OFF** Switch. You can turn the radio on or off at any time without interrupting playing game. And you can listen to the radio without switching **OFF** the unit.



## 3-IN-1 FLASHLIGHT

The 3-in-1 Flashlight can be used in the following three ways. Please see the illustration below.

### Flashlight with handle

1. Cover the top cabinet.
2. Insert the 3-in-1 Flashlight with the battery door of the Flashlight near the Flashlight slot.

### Backlight

1. Open the top cabinet.
2. Insert the Flashlight with the bulbs near to the slot.

### Hand held Flashlight

1. Slide the switch of the Flashlight towards the bulbs.



## AUTOMATIC SHUT-OFF

If there is no input into the **VTech® MASTER PAD™ FM** learning toy for about 8 minutes, the learning toy will automatically shut itself **OFF** to save power. To turn the unit back on after an automatic shut off, you will need to press the Power **ON/OFF** button again to restart the learning toy. If the **VTech® MASTER PAD™ FM** learning toy is not going to be used for a long period of time, we recommend that you remove the batteries and unplug the adaptor.

## KEYBOARD DESCRIPTION AND FUNCTIONS

The **MASTER PAD™ FM** learning toy has a full alphanumeric hard-key typing keyboard.



## LETTER KEYS

Use the Letter keys to input letters or words in activities like Typing Challenge and Card Maker. The QWERTY layout will familiarize your child with the standard computer keyboard and typewriter.



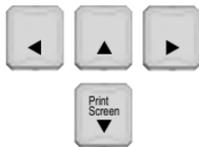
## NUMBER KEYS

Use the Number keys when inputting the answers in mathematical activities. The number keys may also be used to select a level when the Level key is pressed or to select a choice when there are numbered choices for selection.



## CURSOR BUTTONS

Use the four cursor buttons, to move the cursor to the right, to the left, up or down on the screen.



## FUNCTION KEYS

**DEMO KEY:**



Would you like to know how the activities are played? The **DEMO** button is available at any time to show you how. Pressing the **DEMO** button in the main menu will demonstrate all of the activities in every category before returning to the category selection screen. Pressing the **DEMO** button during activity selection will cause the **MASTER PAD™ FM** to demonstrate all the activities within the selected category before returning to the activity selection screen. If the **DEMO** button is pressed when a player is in an activity, it will only demonstrate that particular activity. Once the demonstration is done, it will return to that activity.

**SMART CARD:**

Press the **SMART CARD** button when you want to play with the SMART CARD (sold separately).

**DELETE KEY:**

Press the **DELETE** key to erase letters or numbers before you press the ENTER key.

**BACKSPACE KEY :**

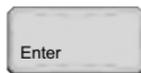
Press the **BACKSPACE** key to erase a character before the cursor.

**HINT KEY:**

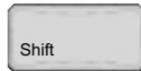
Press the **HINT** key if you need help within an activity. The HINT feature will aid you in answering a question.

**HELP KEY:**

Press **HELP** key if you need instruction on how to play the games or use tools.

**ENTER KEY:**

Press the **ENTER** key after you have typed or selected the answer to a question.

**SHIFT KEY:**

Press the **SHIFT** key together with the LETTER keys to change to uppercase letters or with the number keys to access symbols.

**ANSWER KEY:**

Press the **ANSWER** key to learn the correct answer to any question.

**LEVEL KEY:**

Press the **LEVEL** key to change the difficulty level within an activity. There are four levels of play within most of the activities. The first level is the easiest and the fourth level is the most challenging. Levels can be changed at any time during an activity.

**REPEAT KEY:**

Press the **REPEAT** key to repeat the question.

**INSERT KEY:**

Press **INSERT** key to toggle between Insert and overwrite modes in the Card Maker activity.

**ALBUM KEY:**

Press **ALBUM** key to go into Photo Album to see the pictures you have collected.

**MAP KEY:**

Press **MAP** key at any time to access the main menu - GPS map.

**STATUS KEY:**

Press **STATUS** key to view the score, level, chance and time status at the moment.

**SYMBOL KEY:**

Press **SYMBOL** key to insert symbols when you edit your card in Card Maker.

### STATION KEY:



Press **STATION** key to change the station of radio you want to listen to.

### START/STOP KEY:



Press **START/STOP** key to activate or halt the stopwatch.

### UP/DOWN KEY:



Press **UP/DOWN** key to set the count up and count down mode for Stopwatch.

### CLEAR KEY:



Press **CLEAR** key to reset the Stopwatch.

### SPLIT KEY:



Press the **SPLIT** key to memorize the lap records in background. The unit can keep up to 10 records.

### VIEW KEY:



Press **VIEW** key to check the records of time recorded by pressing **SPLIT** key.

### PRINTSCREEN KEY



Press **PRINTSCREEN** key to print what is displayed on the screen.

## TO BEGIN PLAY

- Turn on your **MASTER PAD™ FM** learning toy by pressing the **ON** key.

- **MASTER PAD™ FM** is an adventure-related machine. The main menu is a GPS world map. On location of Africa, Pacific Islands, Himalayan Mountains and South American Rain Forest, you can get the hint of how many pictures you can get respectively. After playing games and collecting pictures, you can press **Album** key or choose the activity Photo Album from Tool box to view the pictures you got.
- You can use the mouse, cursor buttons or **TAB** key to select the category on the screen and press the **ENTER** key to confirm. Once in your chosen category, you can select an activity within the category and press the **ENTER** key to get ready to play.
- Set the level of play by pressing the **LEVEL** key. The default is Level 1.

Category	Activity List	Level	Scoring	Hint	Help
Africa	1. Earth Trivia	√	√	-	√
	2. Extinct or Rare Trivia	√	√	-	√
	3. Walking Through Life	√	√	-	√
	4. Tracks Facts	-	√	-	√
	5. Treasure Hunt	√	√	-	√
	6. Hidden Pathways	√	√	-	√
	7. Point the Way	-	√	-	√
Pacific Islands	8. Ocean Trivia	√	√	-	√
	9. Swimming Through Life	√	√	-	√
	10. Who Am I?	-	√	-	√
	11. Number Fishing	-	√	-	√
	12. Addition & Subtraction	√	√	-	√
	13. Co-ordinates	-	√	√	√
Himalayan Mountains	14. Sky & Space Trivia	√	√	-	√
	15. Flying Through Life	√	√	-	√
	16. Number Path	√	√	√	√

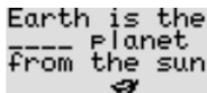
Category	Activity List	Level	Scoring	Hint	Help
South American Rain Forest	17. Ecology Trivia	√	√	-	√
	18. Typing Challenge	√	√	-	√
	19. Monkey Rescue	√	√	-	√
	20. Pattern Puzzles	-	√	-	√
	21. Hide & Seek	√	√	-	√
	22. Recycle It!	√	√	√	√
Tool box	23. Clock & Alarm	-	-	-	√
	24. Stopwatch	-	-	-	√
	25. Lunar Calendar	-	-	-	√
	26. Conversion Pad	-	-	-	-
	27. System Setup	-	-	-	√
	28. Traveler's Checklist	-	-	-	√
	29. Mapped Out	-	-	-	√
	30. Photo Album	-	-	-	-
	31. Card Maker	-	-	-	-
Radio	32. Radio Tuner	-	-	-	√
	33. Radio Setup	-	-	-	√
	34. Radio Animation	-	-	-	√
	35. Radio Alarm	-	-	-	√
Reference Guides	36. Land Reference	-	-	-	-
	37. Ocean Reference	-	-	-	-
	38. Sky & Space Reference	-	-	-	-
	39. Ecology Reference	-	-	-	-
	40. Extinct or Rare Reference	-	-	-	-

# DESCRIPTION OF ACTIVITIES

## AFRICA

### 1. Earth Trivia

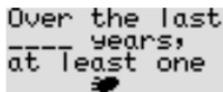
Do you have any knowledge of Earth? Try this game! You can learn about the place where we live. On the screen, you can see a question will scroll at the upper part of the screen. Multiple choices will display at the bottom line of the screen. Press right and left cursor keys to select the correct answer, and Press **ENTER** to confirm.



Earth is the  
\_\_\_ planet  
from the sun

### 2. Extinct or Rare Trivia

The game lets you learn the Extinct or Rare animals on the earth. The way to play this game is the same as to play Earth Trivia.



Over the last  
\_\_\_ years,  
at least one

### 3. Walking Through Life

Are you interested in the walking animals on the earth? In this game you can learn much about them. A picture of an animal will display on the screen then change to a question. You must use right and left cursor keys to select a correct answer at the bottom line and press **ENTER** to confirm.



### 4. Tracks Facts

Have you ever noticed the animal's footprint? It can be much fun if you know different animals' tracks. Here you will be challenged to identify the animals' footprints. An animal displays on the left part of the screen. You must press up and down cursor keys to choose a corresponding footprint on the right portion of the screen and press **ENTER** to confirm your selection.



## 5. Treasure Hunt

Give the photographer a hand! He is to find a treasure box. You can press four direction cursor keys to guide him. Hints are given at the bottom. Trees, big rocks, fences and other obstacles may block his way.



## 6. Hidden Pathways

The photographer is in big trouble. He lost his way in the maze. Please guide him out. Get through doors by pressing left and right cursor keys and climb up and down the stairs by pressing up and down cursor keys.



## 7. Point the Way

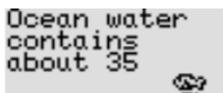
Do you know how to use a compass? Try this game to learn! Sun moves around the compass and stops. You must find out the direction of Sun. Choices are displayed at the bottom of the screen. Press right and left cursor keys to choose a direction and press **ENTER** to confirm your choice. You can press REPEAT to view Sun's track again.



# PACIFIC ISLANDS

## 8. Ocean Trivia

This game gives you knowledge of the Ocean. The way to play this game is the same as Earth Trivia.



## 9. Swimming through Life

How much do you know about the marine life? You can see pictures of sea animals and you must answer the question that follows the picture. The way to play this game the same as Walking Through Life.



## 10. Who Am I

Can you recognize the animal? Please choose correct name of the animal on the screen. You can press left and right cursor keys to make selection. And press **ENTER** to confirm.



## 11. Number Fishing

Fishing must be a very interesting sport. In this game, you are required to fish exactly the weight of fish the boat can hold. The capacity is marked on the boat. And the fishes marked with weight will swim from right to left. Press **ENTER** to catch a fish.



## 12. Addition & Subtraction

This game is to test your mathematics ability. Addition or subtraction problems will appear on the screen. Think over carefully and input your answer by pressing Number keys.



## 13. Co-ordinates

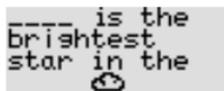
Here you will be taught to read coordinates. You must tell the position of an object on the coordinate map. You can press letters or numbers to input the answer or press left or right cursor keys to change the co-ordinate's value. Press **ENTER** to confirm your answer.



# HIMALAYAN MOUNTAINS

## 14. Sky & Space Trivia

This activity is to teach you some knowledge of Sky and Space. The way to play this game is the same as to Earth Trivia.





## 21. Hide & Seek

A turtle lays her eggs on the beach. But waves make the whole beach look the same and turtle can't find her eggs again. Could you do the turtle a favor? Press four direction cursor keys to guide the turtle to find her eggs.



## 22. Recycle It!

Different objects moves from left to right on two tracks. At the end of the two tracks are two dustbins. One is recyclable dustbin; the other one is unrecyclable dustbin. You must press **Up** and **Down** cursor keys to change the two dustbins' position so that the two dustbins will take recyclable and unrecyclable objects respectively. Press **HINT** key, you can see the enlarged object.



## TOOL BOX

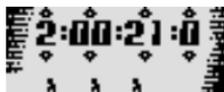
### 23. Clock & Alarm

Here you can set up the system time and date, set alarm and alarm tone by pressing four icons at the bottom. Press **TAB** or left and right cursor keys to select the editing item and press **ENTER** to enter the editing screen. In the editing screen, press **TAB** to toggle between editing areas. Press **Up** and **Down** cursor keys to edit.



### 24. Stopwatch

Stop Watch is a very useful tool to count time. It has counting up and down functions. There are five function keys on the keyboard:



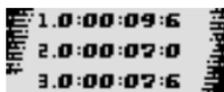
**Start / Stop** - Toggle between Start and Stop

**Clear** - Reset the clock

**Split** - Keep the records

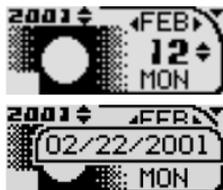
**View** - To review the previous records

**Up / Down** - Toggle counting up or down



## 25. Lunar Calendar

This is a calendar check tool. It can check a certain year, month, date's week day and moon's shape. You can make the check by inputting a day.



## 26. Conversion Pad

Here you can check the exchange rate between units and make calculation between units. Pressing on the icons on the screen can go into different conversion pad to view or calculate different unit conversion of speed, volume, length, weight, time and temperature.



## 27. System Setup

In System Setup, you can set up Screen Saver, Bubble Help, and Background Music. Press Up and Down cursor keys to select the setup items. And press **Space Bar** to change the status (**ON/OFF**).



## 28. Traveler's Checklist

Are you going for a trip? Traveler's Checklist helps you to make sure that you bring everything you want to bring with you on the trip and check everything at home is fine before departing. Press **Space Bar** to mark the items you want to check. And you can print the checklist to check easily.

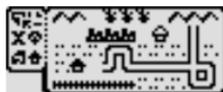


## 29. Mapped Out

By using this tool, you can create a map of your locality. Please follow the instruction below to create your map right away!

Press the **New** icon to create a new map.

Press the **Road**, **Forest** and **Building** icons to choose a corresponding symbol. Then move the symbol on the screen using cursor keys or mouse pointer. Press **Enter** or left click mouse to lay down the symbol. And press right mouse button to change the symbol back to mouse pointer.



Press the **Delete** icon to delete the symbol you have selected by mouse on the screen.

Press the **Print** icon to print the created map.

### 30. Photo Album

It is a place for you to collect the rewarding photos.

You can view no pictures until you gather photos. On the GPS main menu, number of pictures (total 5) will be marked on the different places (Africa, Pacific Islands, Himalayan Mountains, South American Rain Forest). If you get the score of 80 or more on a marked activity, you will get half a picture and the picture will be stored on the Photo Album. And here you can check what pictures you have got.



### 31. Card Maker

Make a greeting card yourself! Here you can write your warm and sweet regards and choose a beautiful picture and print out to sent to your beloved.



## RADIO

### 32. Radio Tuner

Here you can preset 10 FM channels' digital frequency. There are two ways to set the tune. One is automatic. The other one is manual. The stereo or mono output of radio can also be set here.



### 33. Radio Setup

Here is to setup radio automatically Power Off. You can set how long the radio will turn off by itself.



### 34. Radio Animation

You want an animation for each different station? Set up here. You can choose different animations for different stations.



### 35. Radio Alarm

Don't want to miss your favorite program on air? Use Radio Alarm to set the station and time you want the radio to automatically power on.



## REFERENCE GUIDES

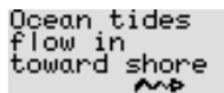
### 36. Land Reference

This game provides much information about the Earth. Choose a key word and you can find the corresponding information.



### 37. Ocean Reference

It provides the reference knowledge of Ocean. Choose a key word and you can find the corresponding information.



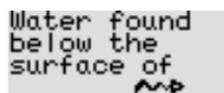
### 38. Sky & Space Reference

It provides knowledge of Sky and Space. Choose a key word and you can find the corresponding information.



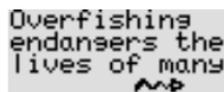
### 39. Ecology Reference

You can learn a lot here about the Ecology. Choose a key word and you can find the corresponding information.



### 40. Extinct or Rare Reference

You can find a lot of Extinct or Rare animals here. Choose a key word and you can find the corresponding information.



## SMART CARD

Smart Card is a additional activity with great knowledge in it. To play Smart Card, please refer to HOW TO PLAY WITH THE SMART CARD.

## SCORING

	First Try	Second Try
Earth Trivia		
Extinct or Rare Trivia	20	10
Walking Through Life		
Tracks Facts		
Point the Way		
Ocean Trivia		
Swimming Through Life		
Who Am I		
Number Fishing		
Addition and Subtraction		
Co-ordinates		
Sky and Space Trivia		
Flying Through Life		
Ecology Trivia		
Pattern Puzzles		
Number Path	20*remaining chances	
Typing Challenge	correct typing (X)	score
	X $\geq$ 80	100
	80>X $\geq$ 70	80
	70>X $\geq$ 50	60
	50>X $\geq$ 30	40
	30>X $\geq$ 10	20
	10>X	0
Rescue Monkey	20*saved monkeys	
Hide and Seek	20*found eggs	

Hidden Pathways	Time used (seconds)	score
	≤ 20	100
	≤ 30	90
	≤ 40	80
	≤ 50	70
	≤ 60	60
	Fail	0
Recycle It	5*correctly collected objects	
Treasure Hunt	Time used (seconds)	score
	≤ 60	20
	≤ 70	15
	≤ 80	10
	≤ 90	5
	Fail	0

## SCORING SYSTEM IN SMART CARD

Scoring appears after 5 consecutive questions. The scoring is as follows:

Correct answer on the 1st try	: 20 points
Correct answer on the 2nd try	: 10 points
Maximum score per section	: 100 points

## HOW TO PLAY WITH THE SMART CARD

In addition to the 40 activities in the **MASTER PAD™ FM** learning aid, you can also use the Smart Card to expand your learning fun.

Smart Card contains a set of multiple-choice questions.

To play:

1. Press the Smart Card key on the keyboard.
2. Then the question will scroll from right to left on the screen.  
Press any key will stop scrolling, and press Left and Right cursor keys to view the question again.
3. Press Up and Down cursor keys to select the correct answer, and press ENTER to confirm.

Please read the user manual of Smart Card for details.

# CARE AND MAINTENANCE

1. Keep your learning computer clean by wiping it with a slightly damp cloth.
2. Keep your learning computer out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when your learning computer will not be in use for an extended period of time.
4. Do not drop your learning toy on hard surfaces or try to dismantle it.
5. Do not immerse your learning toy in water or get it wet.

## **IMPORTANT NOTE:**

Creating and developing electronic learning computers is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information that forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

## **NOTE:**

This equipment generates and uses radio frequency energy and if not installed and used properly—that is, in strict accordance with the manufacturer's instructions—it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception (which can be determined by turning the equipment off and on) the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver