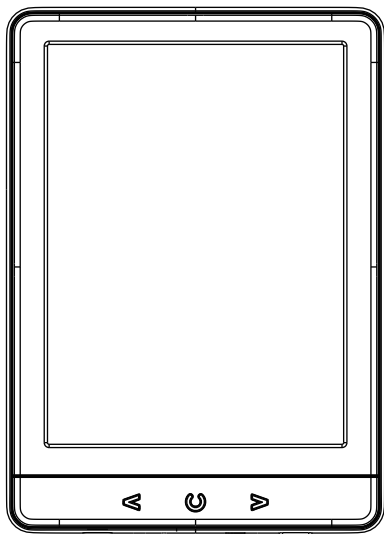


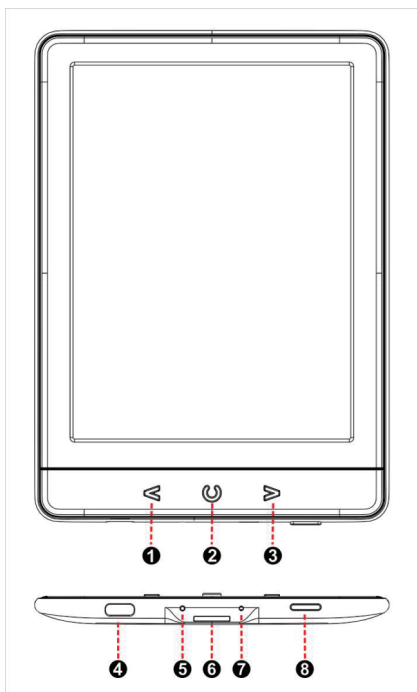


User's Manual



E-READER

Item no: 4470 Batch no: 24103



1. Description and Definition of Buttons, Indicator and Connectors

1.1 [LEFT] Button press to get to Previous Page when reading

1.2 [HOME] Button press to get into Main Interface Page

1.3 [RIGHT] Button press to get to Next Page when reading

1.4 [USB] USB Type C connector for charging and data interface

1.5 [LED LIGHT] Red LED light turns on when charging and turns into Green when battery has been fully charged

1.6 [SD SLOT] Micro SD Card Reader Slot for putting and reading SD card

1.7 [RESET] Button hiding in hole press to restart the machine when it stops working

1.8 [POWER] Power button, fast press to get into Sleep Mode or release from Sleep Mode, long pressing for about 5 seconds for turning on or off the machine

2. Basic Operation

2.1 How to Use Touch Function

2.1.1 Description of Single-Point Touch Function

This machine is equipped with Single-Point Capacitive Touch control. It means this machine will only response to one-point touch but NOT support operation other than one-point touch such as two-finger Zoom in or out. This machine also supports Single-Finger Sliding left and right, or up and down.

2.1.2 Touch User Interfaces to Operate the Machine

This machine has been set with necessary User Interfaces to help users to operate the machine to realize functions. User needs to use one finger to touch or slide User Interfaces and follow menu instruction accordingly.

2.1.3 Page Turning When Reading

Touch right side of display to turn into next page and touch left side of display to turn into previous page. Pressing [RIGHT] or [LEFT] button can also realize the same function as above.

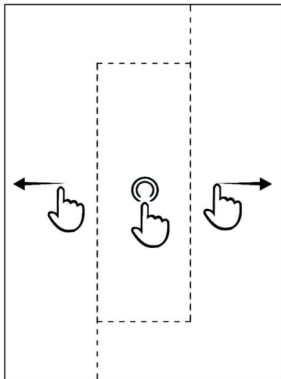
2.1.4 Get into Reading Menu When Reading

Reading Menu is an very important function for helping user to realize more options when reading. Touching middle part of display when reading, User Interfaces at Top and User Interfaces at Lower Part will show on display at the same time. User Interfaces at Lower Part of display is the Reading Menu with sub-menu options as [Add bookmark],[Bookmarks],[Table of contents] and so on. Following these sub-menu and use touch function, user can realize the desired functions or operations.

2.1.5 Get into User Interfaces of Main Control When Reading

Touching middle part of display when reading, User Interfaces as [HOME], [BACK], [REFRESH], [LIGHT] and name of book which is reading now are showed at the top of display. User can touch these User Interfaces to realize the desired functions or operations.

2.1.6 Sketch Drawing of Touch Functions



2.1.6.1 One Finger Touch at Left Part of Display as above drawing shows, is to get to Previous Page .

2.1.6.2 One Finger Touch at Right Part of Display as above drawing shows, is to get to Next Page.

2.1.6.3 One Finger Touch at Middle Part of Display as above drawing shows, is to get into Reading Menu when reading a book.

2.1.6.4 One Finger Sliding from Left to Right at any part of display, is to get to Previous Page.

2.1.6.5 One Finger Sliding from Right to Left at any part of display, is to get to Next Page.

2.2 Main Interfaces

2.2.1 Get into Main Interfaces

Press [HOME] button at bottom of machine or touch [HOME] icon at top of display, this machine can get into Main Interfaces Page.

2.2.1 User Interfaces at Top of Display in Main Interface Page

[HOME] Press the icon alike “home” looking located at left-top corner of display, the machine will get into Main Interface Page from any mode.

[BACK] Press the icon alike “back” looking, the machine will get into last menu

[REFRESH] Press the icon alike “refresh” looking, the whole display will be refreshed to keep displaying clean and sharp.

[LIGHT] Press the icon alike “light” looking, Reading Light can be turned on or off

[BATTERY] The icon alike “battery” looking, shows status of battery

2.2.2 User Interfaces in 9 Squares of Main Interface Page

[Browser history] Managing files being read recently, with Sub-Menu as Delete, Delete All

[Library] List all eBook files kept in the machine, with Sub-Menu as Brief Name List or Book Cover List to choose favorite way of listing all the eBook files

[Search eBooks] To find favorite reading resources by inputting some clue

[Explorer] List eBook files being kept in file folders which had been edited in favorite way of user

[Pictures] List pictures resources being kept in the machine

[Game] To manage all the game resources

[Electronic Dictionary] To use pre-loaded electronic dictionary

[Calender] To operate Calender management

[Settings] With Sub-Menu as Refresh Mode, Power Settings, Date & Time, Language, Format Device, Default Setting, Device Information, Brightness and Size of The Fonts

2.3 Reading Menu When Reading

Reading Menu is an very important function for helping user to realize more options when reading a book. Touching middle part of display when reading a book, User Interfaces such as [Add bookmark], [Bookmarks], [Table of contents] and so on, will be showed at Lower Part of display.

[Add bookmark] Add bookmark at certain page of one eBook

[Bookmarks] List all the bookmarks which had been added into eBooks

[Table of contents] List table of contents of the eBook being read

[Add to favorites] Add the eBook being read to favorite folder

[Go to page] Jump to the selected page of the eBook being read

[Search] Search relating contents based on certain clue

[Brightness] Adjust brightness of built-in reading light

[Font size] Adjust font size of eBook being read

[Margin] Adjust margin level on display when reading a book

[Rotate screen] Adjust Display Ratio between 3:4 or 4:3

[Black/White text] Choose favorite color of background between black or white

[Auto flip] Choose and set speed of page turning automatically when reading a book

[Refresh mode] Choose favorite mode of refreshing display

[About book] Introduce basic information of the book being read

Exiting from Reading Menu, can be realized in two ways. One is to touch [Exit] sub-menu, the other is touch any part between Top Bar of Basic Functions and Reading Menu.

3. Basic Data of Machine

CPU: ROCKCHIP RK2818, ARM+DSP, 600MHz

Operation System: UC OS

Display: 6 inch E Ink Carta 758*1024, 212 ppi

Memory: DDR II 128MB & NAND 4GB

Reading Light: Two-Color built-in reading light with adjustable brightness

Touch Panel: Single-Point Capacitive touch control

Battery: 3.8V/1700mAh, Lithium Polymer

Endurance: More than 10000 times with page changing speed at 2 seconds/page

Charging and Data: Through USB Type C

Card Reader: Built-in SD card Reader up-to 32GB

Unit Size: 161mm * 116mm * 8.9mm

Unit Net Weight: about 160 grams

Gift Box: 193mm*145mm*30mm

Master Carton: 330mm*303mm*220mm, with 20 Gift Boxes packed in 1 Carton

Gross Weight: About 7.8KG per carton

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