
Setting Up The **Cortex Player**

Now that you **Own it...**

Read it!

Setup Guide



Important Notice

Before operating this unit, please verify that you have the latest firmware version available from our website - <http://www.cortex-pro.com>. New versions of the CORTEX PLAYER firmware will include additional features, bug fixes, and enhanced compatibility to guarantee optimum performance of your unit. There are even Spanish, French and German language versions, to make operating the CORTEX PLAYER easier than ever!

Additionally, please also download our **FREE** Cortex Database Creation Software, which allows you to create searchable databases of your entire music collection within minutes, as well as create playlists for use on your unit! This indispensable utility is designed to save you time when preparing large storage devices to use with the CORTEX PLAYER.

To find out what version of CORTEX PLAYER firmware you are running:

1. Power on the CORTEX PLAYER with **NO DEVICES CONNECTED**.
2. At the prompt that says 'Insert Devices,' press the INFO button.
3. The screen will display the version number of the currently installed CORTEX PLAYER firmware.

To upgrade your firmware to the newest version:

1. Using your PC, download the firmware update to the root directory of your USB storage device (X:\ where X is the letter of the drive). We recommend Internet Explorer.
2. Connect the USB storage device to the CORTEX PLAYER.
3. Power on the CORTEX PLAYER, and select the aforementioned device.
4. The unit will display the date/version of the new update, and will ask if you want to update. Select 'YES,' and press enter.
5. The unit will go through a 8-step update procedure, after which the power will automatically shut down. When the unit is powered on again, you will be running the latest firmware. *Warning: If the power is interrupted or the USB device is removed during this process, it can damage the operating system of the unit. As well, it is advisable that the unit is not moved during the update process to make sure that the process is uninterrupted.*



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Using iTunes® to optimize your sound files

IN ORDER FOR YOUR CORTEX PLAYER TO FUNCTION PROPERLY YOU MUST FIRST MAKE SURE THAT ALL THE MUSIC IN YOUR HARD DRIVE/ IPOD®/ FLASH DRIVE IS OF THE PROPER FILE TYPE. AND IF YOU ARE USING AN IPOD® THERE ARE ALSO A COUPLE OF STEPS THAT NEED TO BE TAKEN SO IT CAN WORK WITH YOUR CORTEX PLAYER. THE NEXT FEW PAGES GO OVER THE ESSENTIAL THINGS YOU NEED TO KNOW BEFORE YOU CAN ENJOY HOURS OF MUSIC WITH YOUR CORTEX PLAYER. YOU DO NOT NEED TO HAVE AN IPOD TO BENEFIT FROM ITUNES. WE CHOSE ITUNES TO EXPLAIN THESE SETTING EVEN THOUGH YOU CAN APPLY THESE SETTINGS TO ANY MUSIC RIPPING OR CONVERSION PROGRAM.

WE RECOMMEND THAT YOU CAREFULLY READ THE FOLLOWING INSTRUCTIONS AS THEY ARE CRUCIAL TO THE OPERATION OF YOUR CORTEX PLAYER!

ENABLE YOUR IPOD® FOR DISK USE

First and most important is setting up your iPod® so your Cortex player can read it. Plug in your iPod® to your computer and wait for iTunes® to identify it. When you see a representation of your iPod® on your main screen, scroll down to options and un-click the “manually manage music” box and make sure that the “Enable for disk use” box is checked. Then you can re-check “the manually manage music box depending on whether you do or do not want iTunes® to manage your music.

iTunes® SETUP FOR MAC OR PC (PC SHOWN)

The following are the preferred settings you will want, to optimize iTunes® and ensure all your music files are supported and will play on your CORTEX PLAYER.

On your Mac or PC open iTunes®, then under the “EDIT” pull down menu (iTunes® menu for MAC) go to preferences, when the preferences box opens choose the “ADVANCED” pane, and in the “ADVANCED” pane choose the Importing button First where it says “On CD insert” choose “Ask to import CD” option, which will set iTunes® to prompt you when a disc is inserted, so iTunes® will not automatically start ripping a cd when inserted. Then, next to the “Import Using” you can choose one of two formats.

NO COMPRESSION(WAV)

If you wish to keep your music files Full quality (No compression) you may set the Import Using button to WAV encoder, and set the “Setting” menu to automatic, The rest of the setting should stay as they were.

But remember files that were downloaded or ripped to MP3 will not sound any better by converting them to this format all you will be doing will be increasing their size 300%!

COMPRESSION (Mp3)

Cortex chose to use the Mp3 format because it is the most widely used format for digital music compression. So when Mp3 Encoder is chosen set the SETTINGS menu to CUSTOM because although the default setting is Higher Quality (192 kbps) we recommend (320 Kbps) because its a generous increase in sound quality without sacrificing file size.

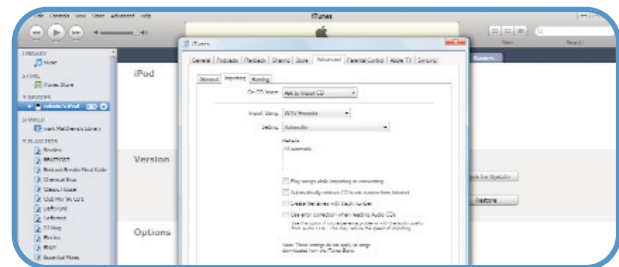
Next to Stereo Bit Rate: Choose (320 kbps) and under it make sure that the “Use Variable Bit Rate Encoding (VBR)” box **IS NOT CHECKED!** VBR files are not as reliable as Constant Bit Rate (CBR) files which is the default.



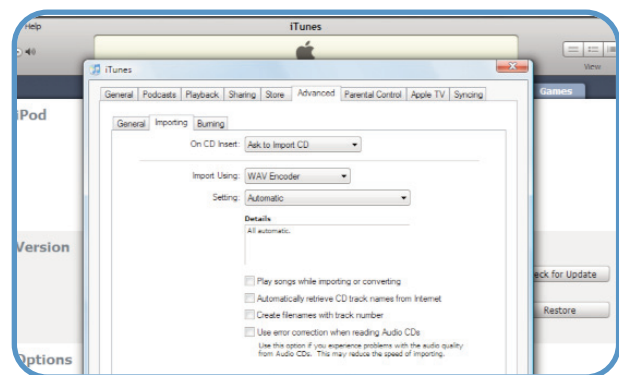
Enabling your iPod® by manually managing your music.



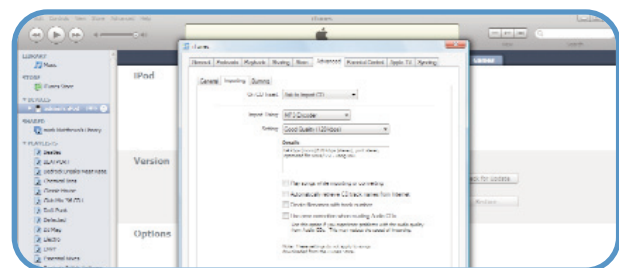
Choosing the preferences menu



Choosing “Ask to Import cd”



Settings for importing as WAV.



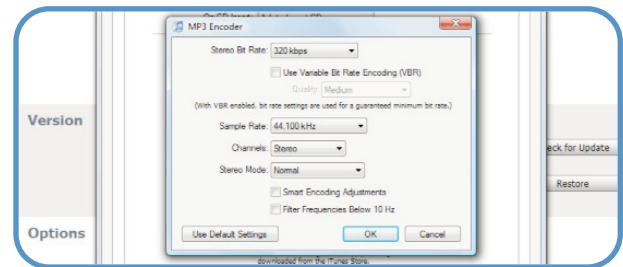
Settings for importing as MP3.

Using iTunes™ to optimize your sound files (continued)

COMPRESSION (Mp3) (Continued)

The rest of the settings can stay as the default with the exception of the last box (Filter Frequencies Below 10Hz) should be **unchecked** because although it may be fine to filter those frequencies for your laptop that barely audible low end can go a long way in a big club system.

Once that is done hit OK twice and iTunes® will be ready to rip/convert all your files to the proper form of WAV and or MP3 used by your CORTEX PLAYER.

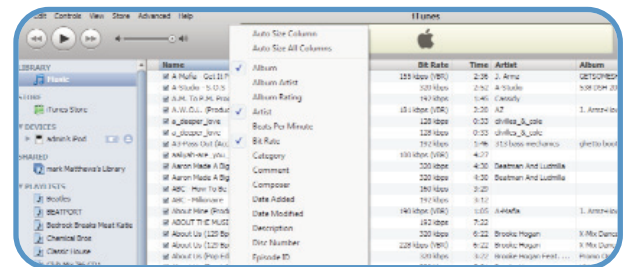


MP3 Settings menu.

CONVERTING AAC and DRM FILES

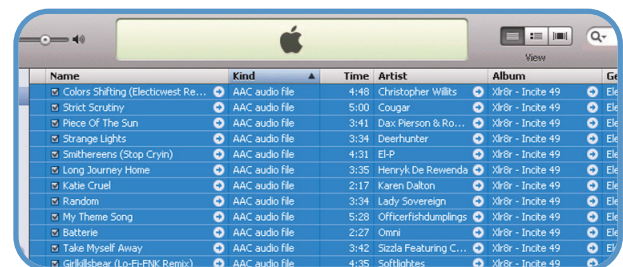
Most downloaded or ripped music is in the appropriate Mp3 format, however you may have ripped CD's on to your drive with the default settings in iTunes® or another ripping program which would have created files that may not be currently supported. Or you may have purchased songs from iTunes® and those files may be copy protected and are also known as DRM files, which must be sorted out of your iTunes® because they cannot be converted.

Here are a few easy steps to quickly identify, sort and/or convert all other files including AAC and DRM files which are not currently supported with your CORTEX PLAYER.



Adding "KIND" Column

First you must identify the different types of files and to do that you must sort them by file type also known as "KIND", if you do not have a "KIND" column displayed in iTunes® you can set iTunes® to display that column by right clicking on the top of the "NAME" column and adding "Kind" as one of the sort column's, once that column is added click on the word "Kind" and the music will sort by its format, you can then highlight the ones that are not mpeg (MP3), but before you convert anything you must highlight the files that say protected and or DRM and copy them to a separate folder as they are not currently compatible and **WILL NOT BE ABLE TO BE CONVERTED!** after you have highlighted and copied those files to a separate folder you can delete them from iTunes®.



Choosing songs to be converted

Then you can highlight all other files that are not WAV or MP3 and from the "ADVANCED" pull down menu select the "Convert Selection to MP3" and iTunes® will go to work, this process may take a while depending on how many songs you are converting.



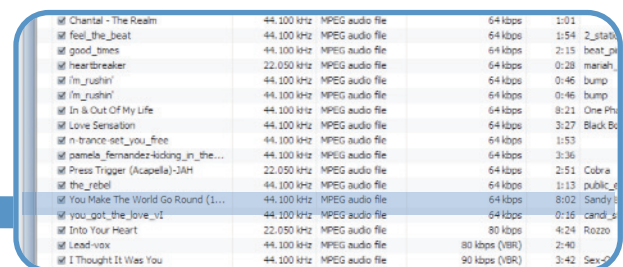
Converting selection

Once the conversion is done you will see both files in the iTunes™ window, the old files should still be highlighted, now you may either hit DELETE if the old files are still highlighted, or just sort by kind again and delete the old non-MP3 files.

Once completed and your files are ready you may either use them off your harddrive or SYNC them back to your iPod® or simply add them to your iPod®.

**Remember to use the DBSE software to verify your database
The resulting files will work perfect with your CORTEX PLAYER!**

NOTE: MAKE SURE THAT ALL YOUR SONG FILES ARE AT OR ABOVE 128 KBPS. ALSO MAKE SURE THAT THERE ARE NO SONG FILES THAT ARE ABOVE OR BELOW 44.1KHZ SAMPLE RATE AS THEY WILL CAUSE THE CORTEX PLAYER TO RESET.



Convert or erase bad file types!



PLEASE MAKE SURE YOUR PLAYER HAS BEEN UPDATED, AND THAT YOU HAVE DOWN LOADED THE LATEST VERSION OF THE CORTEX DATABASE MANAGER BEFORE PROCEEDING!
GO TO WWW.CORTEX-PRO.COM



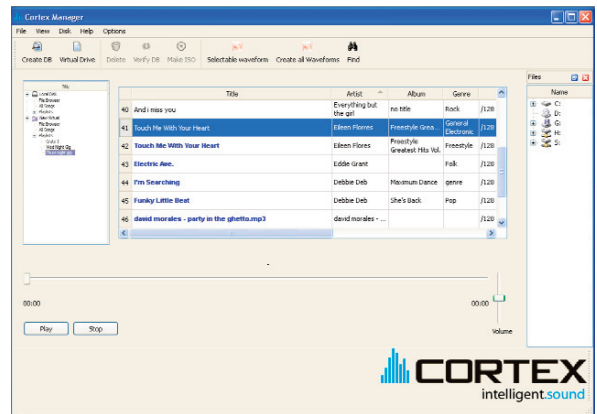
INSTALLING THE DB MANAGER / MAC OS® USER WARNING

Before you can use your CORTEX you need to properly set up your MASS STORAGE DEVICE (HARD DRIVE, FLASH DRIVE, iPOD®). This should be done using the CORTEX DATABASE MANAGER which can be downloaded from our website at: WWW.CORTEX-PRO.COM.

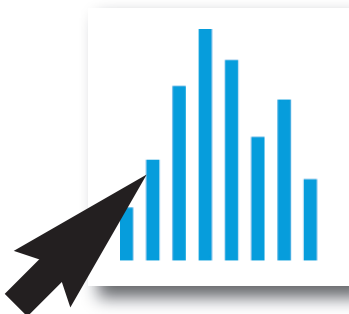
If you do not have access to a computer and need to index your MSD you can do so using the CORTEX player itself, skip down to SETTING UP THE MSD USING THE CORTEX PLAYER, but we STRONGLY recommend that you use the DATABASE MANAGER software exclusively for this function as it is quicker and more reliable.

Once you have downloaded and installed the DATABASE MANAGER there will be an icon on your desktop of a white box with blue bars, double click on it to open the manager. If this is the first time you are using the cortex manager there should NOT be anything present in the title box (1). If there is a MSD present in the box you must close the DATABASE MANAGER and locate the drive on your computer by "clicking" START then MY COMPUTER. Locate the drive and click on it to open it. You will see a folder that says (.db), you must delete this folder FIRST (making sure you empty the recycle bin). MAC users can download a program called Wizard, which will allow you to see hidden files. Once you have erased the old (.db) folder you can re-open the DATABASE MANAGER and with a clear title box showing you can create a new database (See Indexing Below)

The screen shots shown are from a PC but MAC users have the same functions. (eg... In PC its options on a MAC its preferences)



DATABASE MANAGER MAIN WINDOW



Click on the white box with the BLUE BARS to open the CORTEX DATABASE MANAGER.

MAC OS® USERS WARNING!

DS_Store/Resource fork (.) files

Macs using the OSX platform by default create hidden files that are metadata files. Basically these files are used for backwards compatibility and also are created when you copy files from one volume to another. This feature must be turned off or the Cortex will see these files as actual music files! causing the unit to reset when you try to play these files (because they are not actual music files). CORTEX user need not fear! There is an application called BLUE HARVEST which quickly and easily gets rid of these files

BlueHarvest

BlueHarvest allows you to keep your disks and servers free of Mac "trails" by:

Automatically removing DS_Store files. Automatically removing resource forks ("dot underscore" files). Automatically removing hidden folders such as ".Trashes" from removable disks. Providing simple Control-Click Finder based cleaning of disks, folders and Zip archives.

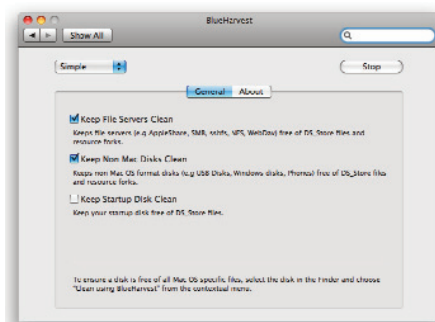
What is a DS_Store/Resource fork (.) file?

DS_Store files are created by the Finder to store information about directories and files including viewing options and icon positions. Resource fork (._XXXXX) files, (correctly called AppleDouble files) are created by the MacOS when an application adds a resource fork to a file on a volume whose format doesn't natively support resource forks. Such as SMB, UFS and NTFS. A file's resource fork may contain information which is important, redundant or both.

BlueHarvest



BLUE HARVEST helps MAC users keep their drives free of useless files



DB MANAGER FEATURES

THE DATABASE MANAGER

The DATABASE MANAGER PROGRAM is the single most important tool you can use with your CORTEX PLAYER, it will assist you in properly setting up your MSD so you can use it with your player. Here is a quick look at all its functions.

1. TITLE BOX

This box shows which MASS STORAGE DEVICES have been indexed as well as VIRTUAL DRIVES and PLAYLISTS you can choose and edit all available from this box.

2. CREATE DB

Choose this function to CREATE A DATABASE (INDEX) your MSD. You will use this the first time you use the DB MANAGER but it is always recommended to CREATE a fresh new DB every now and then as .db folders can become corrupt and cause you CORTEX player to fail.

3. MENU CHOICES

Click FILE to EXIT the DB manager, Click VIEW to choose which of the DB manager windows you wish to be displayed in the MAIN WINDOW, Click DISK to choose any of the (5) DISK options, Click "ABOUT" to display the current version of the DBM.

4. OPTIONS MENU

By clicking "OPTIONS" you open the "OPTIONS MENU" which allows you to change the different features available in the DB MANAGER, these features are:

A. ENCODE ENGINE QUALITY:

Which sets the quality at which the built in AAC converter will convert AAC files default is "standard", setting it on "low" will convert files faster but will give you less sound quality in the converted files. Setting it on "high" will take longer to convert but the sound quality will be better.

B. BITRATE:

The second setting is bitrate, bitrate is also a quality setting and determines the size of the file produced by the converter so in turn the higher the bitrate the larger the file but also the better the quality, and of course the lower the bitrate the lower the quality and subsequently the smaller the file size.

C. DON'T CONVERT M4A TO MP3

Don't convert m4a to MP3 allows you to choose whether or not the DB MANAGER will automatically convert your AAC files to MP3, its set to off by default and you would have to uncheck this box in order to convert your AAC files to MP3. Please make sure you set your convert settings first before disengaging this box.

D. CONVERT DUPLICATES

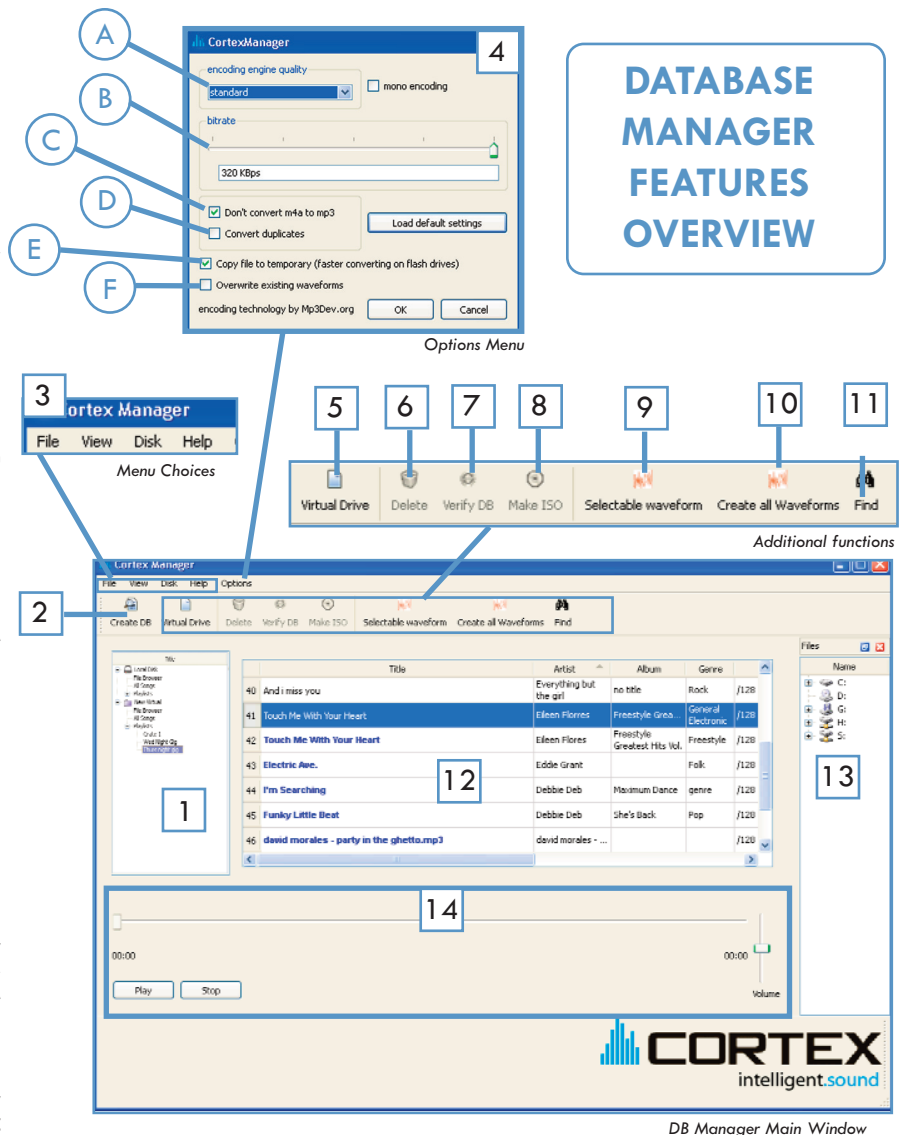
The convert duplicates box when not checked allows you to add songs with the same name to your database and it will not automatically convert them or if there are existing duplicate files it will also not convert them. Checking this box will turn the auto converter on and may inadvertently convert files that you do not wish to be converted!

E. COPY FILES TO TEMPORARY

Copy file to temporary will use the computers RAM to create a temporary files greatly improving the speed at which the DB MANAGER creates waveforms and other functions. The default is ON.

F. OVERWRITE EXISTING WAVEFORMS

When overwrite existing waveforms is in the off or UNCHECKED position the DB MANAGER will only create waveforms for those files that have not been created, if the box is checked every time you press the create all waveforms button the DBM will create waveforms for all the files even if you had done so before keeping this button unchecked (its default position) will greatly improve the speed at which the DBM creates waveforms.

DATABASE
MANAGER
FEATURES
OVERVIEW

5. VIRTUAL DRIVE

Use VIRTUAL DRIVE to create CD-Rs and DVD's with DATABASES already embedded in them to be used by the CORTEX PLAYERS in an external CD or DVD ROM drives.

6. DELETE (DB)

Use DELETE to erase an existing .db file on your MSD. to create a fresh one this will erase any PLAYLISTS you have made, so make sure you save and back up your playlist files before using this function. Another way to DELETE a DATABASE FILE is to manually opening your MSD and right click DELETING the .db folder on the ROOT level of your MSD. this method is preferred as it assures that you have properly erased the .db folder and does not erase the .pl folder which contains your playlists.

7. VERIFY DB

Will rescan the chosen MSD and adjust the DATABASE FILE according to any changes that were made since the last DATABASE CREATION and or VERIFICATION. Use this function if you have made ANY changes to the MSD for example ADDED or REMOVED music changed ID3 tags or even created a new PLAYLIST.

DB MANAGER FEATURES (continued)

8. MAKE ISO

Use this function to create a HARD DRIVE image file that can be used by the CORTEX player for temporary or back up purposes.

9. SELECTABLE WAVEFORM

The selectable waveform button give you the option to choose which waveforms you which to convert. For instance, if you just added 20 songs to your music database and only wish to create a waveform for those song, just highlight those songs in the main window and press the selectable waveform button and the DBSE will only create waveform for those selected files. The files that have waveforms will be displayed in blue allowing you to easily see which files have already been created.

10. CREATE ALL WAVEFORMS

The "create all waveforms" button, when pressed, will automatically create a waveform for each song in your entire database at once, letting you create all the wave forms in one shot, this feature is best used the first time you create your waveforms as (depending on the size of your drive) will take a long time.

NOTE: ANYTIME YOU CREATE WAVEFORM OR EDIT AN ID3 TAG OR MANAGE YOUR DATABASE YOU MUST RE-VERIFY YOUR DB OR THE CHANGES WILL NOT TAKE EFFECT

11. FIND

Clicking the FIND icon will pop up a SEARCH window, so you can enter a keyword SEARCH the DB MANAGER will then instantly display the results in the SONG WINDOW.

12. SONG SELECTION WINDOW

The Find function allows you to search your database for songs by typing keywords quickly allowing you to find any track you wish to convert or add to a playlist. Clicking the FIND icon will pop up a SEARCH window, so you can enter a keyword SEARCH the DB MANAGER will then instantly display the results in the SONG WINDOW.

13. MSD CONTROL WINDOW

Once a MSD is INDEXED you can use this window to drag and drop songs from one music collection to another.

14. MUSIC PLAYER

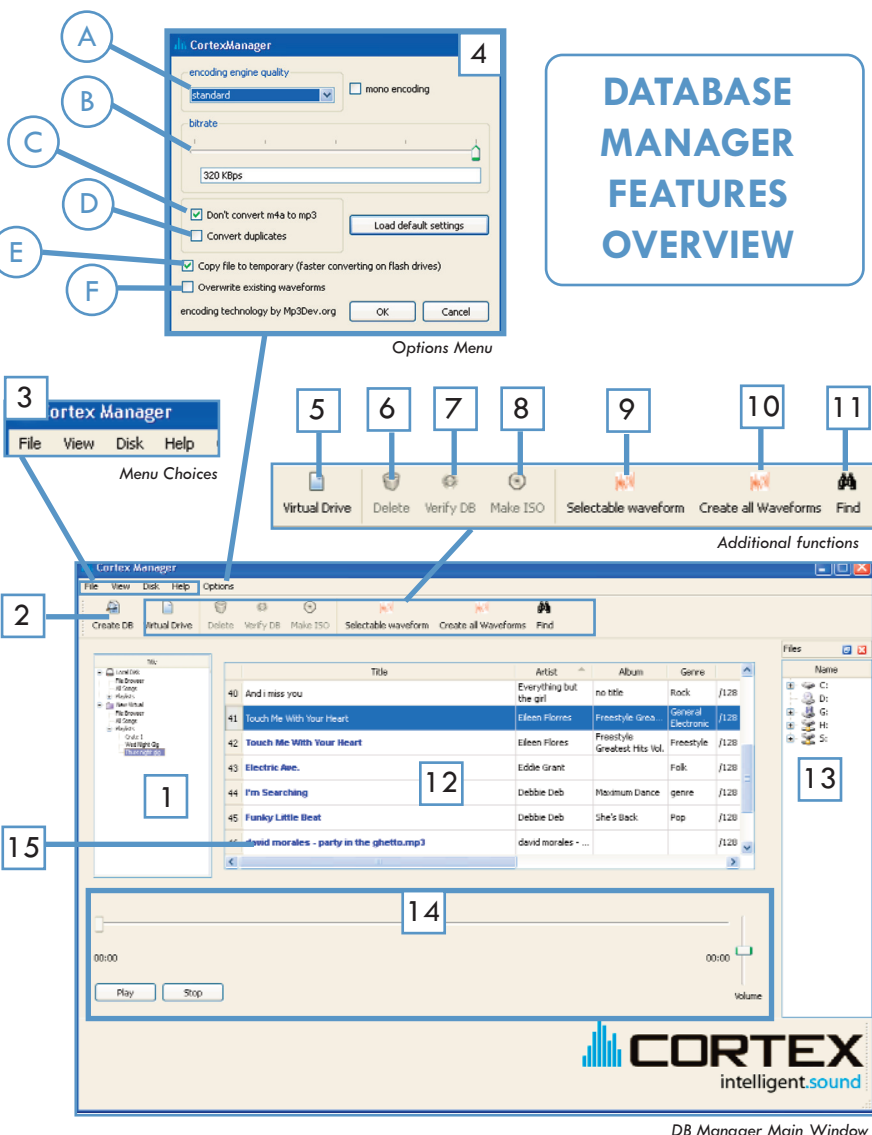
To listen to a song, simply double click on its title in the SONG SELECTION WINDOW. It will then be loaded into the built in music player and start playing automatically.

15. ID3 TAG EDIT

By right clicking on a song's information you will be given a choice to edit its ID3 tag. By choosing that option a box will pop up with the specified tracks information allowing you to change it. After you have made the necessary adjustments press ok and the information will be changed.

NOTE: YOU MUST RE-VERIFY THE DB IN ORDER FOR THE CHANGES TO TAKE EFFECT.

NOTE: ON THE PC VERSION THERE IS AN ADDED FEATURE, WHEN YOU RIGHT CLICK YOUR DRIVE IN THE TITLE BOX YOU CAN CHOOSE TO "CORRECT FILE NAMES" THIS WILL FIX ANY FILE NAMES THAT MAY STILL NOT BE VISIBLE AFTER VERIFICATION. THIS FEATURE IS NOT NECESSARY IN THE MAC VERSION, BECAUSE OF THE NATURE OF THE MAC OPERATING SYSTEM.



ADDITIONAL FEATURES

ENHANCED VBR SUPPORT:

Although all CORTEX players can play VBR (Variable Bit Rate) MP3 type files, because of the nature of the VBR encoding process, some VBR's can not always be accurately played by the CORTEX player. We have enhanced VBR compatibility by adding a VBR indexing feature to the Database Manager. Indexing a VBR means the DB manager will pre-scan the audio files that are VBR MP3's and create indexing files, which are saved to your MSD next to the song files. This process will happen only once when you create your DATABASE or RE-CREATE your DATABASE. If you had already created one previously, depending on the number of VBR files you have and the size of your MSD, this process may take a while, so please be patient. Once indexed these files will not have to be re-indexed unless you remove their index file.

WE RECOMMEND THAT YOU TRY TO MINIMIZE THE AMOUNT OF VBR FILES THAT YOU USE AND TRY TO EVENTUALLY CONVERT THE ONES YOU HAVE TO CBR (CONSTANT BIT RATE) MP3 FILES

FOREIGN CHARACTER AND ENHANCED GENRE SUPPORT:

The compatibility with foreign characters has been fully resolved, The DATABASE MANAGER along with any of the CORTEX PLAYERS will now be able to search and display foreign characters like Ö, Ë, Ñ and Ö. Also the display of Genre types as well as greatly improved id3tag file type compatibility, which in turn gives the CORTEX players greatly improved search capabilities.

Setting up your Mass Storage Device

SETTING UP YOUR M.S.D.(HARD DRIVE, FLASH DRIVE, IPOD®)

INDEXING: Prior to using each USB device with the Cortex unit, it will be necessary to use the DB Manager to create the database information on each USB device. Creating a database (or indexing, as it will be referred to in this document), is required in order to allow your Cortex unit to execute searches based on a chosen criteria. Remember that your Cortex unit is optimized specifically for streaming audio manipulation and varies greatly from the capabilities of a personal computer.

The first step, is to create a database for each of your storage devices. This allows you to easily see the tracks stored on all drives, so that they can quickly be dragged-and-dropped to the devices that you plan to use with your Cortex unit. It is only necessary to index the drives that have media files (MP3, WAV) on them. Before starting the procedure, it will be necessary to connect the external USB storage devices that you plan on using with the Cortex unit to your PC. Note that read-only devices (such as CD and DVD-ROM drives) cannot be written to in this manner.

Step 1: Click on the icon labeled 'Create DB' (2) Note-If you are connecting a drive that you have added music to, click on 'Verify DB' (7) to update your unit. This is further explained on the next page.

Step 2: Select the drive letter that you wish to index. If your media files are stored only in a certain directory (for instance, 'My Music,') then open the directory tree by clicking on the + symbol, and select only the desired directory.

Step 3: Click 'OK' to begin the process. It may take a few minutes depending on the size of your music collection*.

Step 4: Repeat this procedure for each storage device that either has media files on it or will be used with your Cortex unit. From this point on, if you want to add more songs to a device, simply select your target device you wish to drag from on the right hand side of the screen (13), and simply drag and drop songs from the device to your Cortex database storage device.

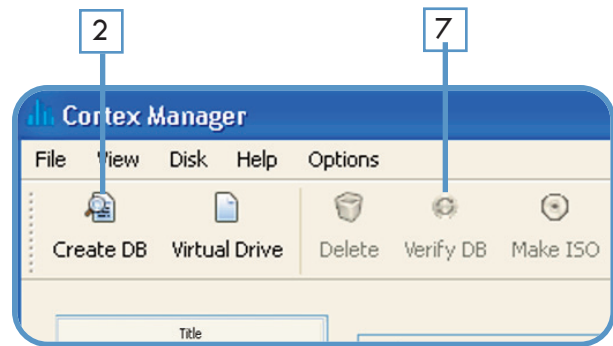
* Be aware that if you have a lot of VBR mp3's or AAC files this process can take hours!
(SEE SETTING UP ITUNES BELOW WITH YOUR CORTEX TO IDENTIFY THESE FILES)

VERIFICATION:

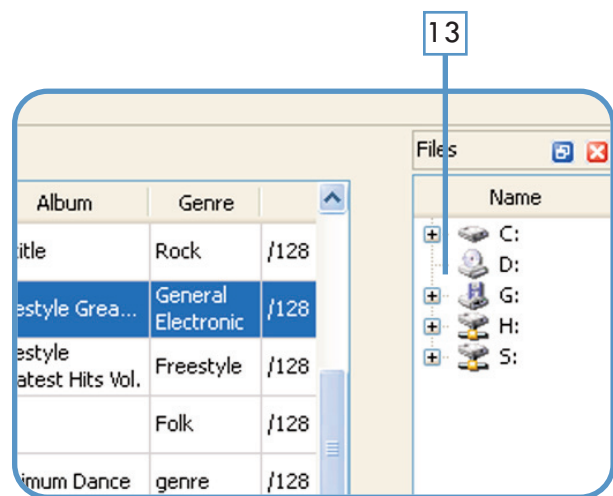
Sometimes, there may be instances where you don't have access to the Cortex DB Manager, but yet you still need to copy files to your storage device. For instance, say you are visiting with a friend. and he gives you a collection of music he has written, which you want to play the next time you have a gig. Since the database hasn't been updated, your Cortex unit will not be able to search to find the new titles you have loaded onto your storage device. This is a prime example of when to use the Verification Function of the DB Manager. once you again have access to the DB Manager. Using the Verification Function in this manner can also allow users to manage their music collection using whatever software applications they wish. Users choosing to manage their collections using other software must remember to load the DB Manager and click 'Verify' when there have been any changes made to their external USB storage device(s), this includes changing playlists or editing iD3 tags.

Step 1: Single click on the name of the device you wish to verify in the TITLE BOX (1) making sure that the check box next to it has a (+) in it. It will then become highlighted.

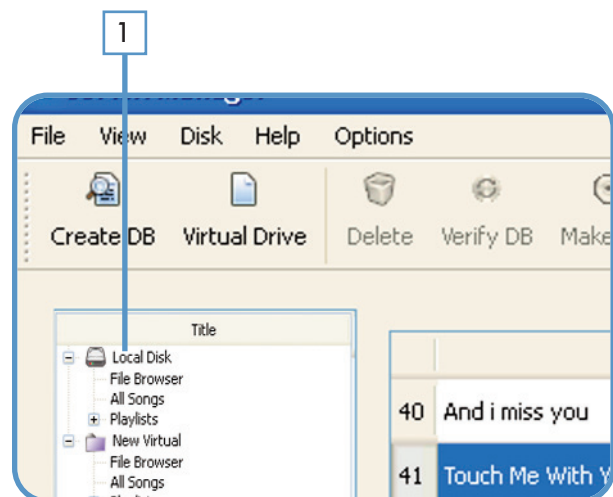
Step 2: Click on 'Verify DB.' The software will examine the databases and automatically update anything that needs to be indexed.



Create or Verify the database



Using the file browser to import music



Choose a drive to verified in the "Title Box"

Setting up your Mass Storage Device (Continued)

CREATING A PLAYLIST & MUSIC PLAYBACK:

Now that you have created a database, you are ready to sort your music into playlists. This will allow you to be able to browse through your music more quickly, as well as prepare “sets” for the night. Think of the playlists as virtual record crates, containing the music that you wish to have at hand for a gig. To create a Playlist and add songs, please perform the following steps:

Step 1: Select the “Playlist” (1) option on your target device by pressing the (+) symbol next to the drive and clicking on “Playlist”.

Step 2: Right Click on the “Playlist” option and select the option “Create Playlist”. This will create an unnamed playlist. To rename this playlist, select it and right click to select the option “Rename Playlist”.

Step 3: Select the songs you wish to copy (12) by clicking and dragging them over to the Playlist you have created. You may hold the Shift key while clicking on the left mouse key to select any number of contiguous files; you may alternatively hold down the Ctrl key to select multiple files that are not contiguous. You can also use the “FIND” feature (11) to type in an artist’s name or song title and the song information window (12) will display your results.

-Note- You may click on any one of the ID3 tag fields above the field you wish to sort by (Artist, Title, etc) to sort your songs out in a way that makes finding song titles easier.

Step 4: If you wish to audition files before you load them into a playlist, select the song with the left mouse key and click on the play button (14), located on the bottom left hand of the screen.

Step 5: Repeat the procedure until you have copied all desired file(s) and folder(s).

Step 6: Make sure to VERIFY (7) once you are done to make sure the changes have taken affect.

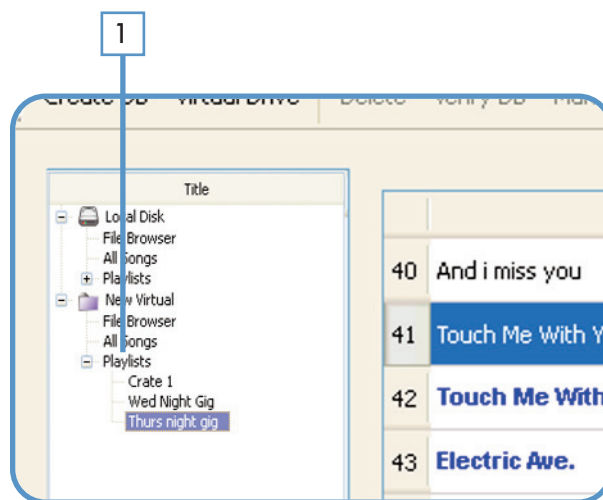
CREATING A DATABASE FOR CD/DVD DRIVES:

A useful feature of the Cortex DB Manager software is the ability to create CD/DVD compilations that can be used by your Cortex unit (in conjunction with a compatible USB CD/DVD-ROM drive). The purpose of using the DB Manager to accomplish this task is simply to create the databases required to search through these compilations via your Cortex unit. If a compilation is not assembled in this fashion illustrated below, the user will have the option to use the Cortex unit to create a temporary database (will not be saved when the power is shut down), but due to the extremely slow access time of optical drives, it might take an excessively long period of time. Using the DB Manager allows the database information to be written to the target CD or DVD, where it can be loaded into the Cortex unit within seconds.

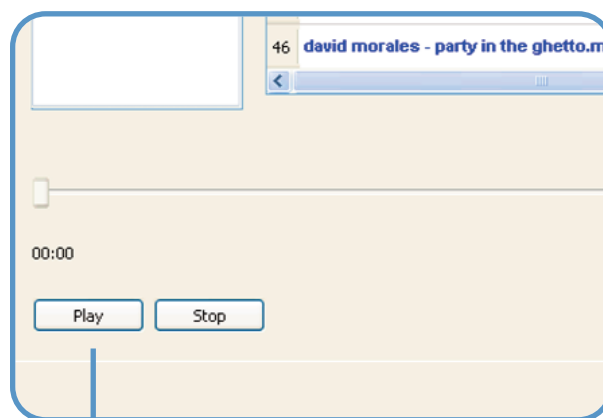
Step 1: Click the “Virtual Drive” (5) icon on the top of the window. Notice that this will create a folder called “New Virtual” in the TITLE BOX (1).

Step 2: Click on the ‘+’ box next to “New Virtual”.

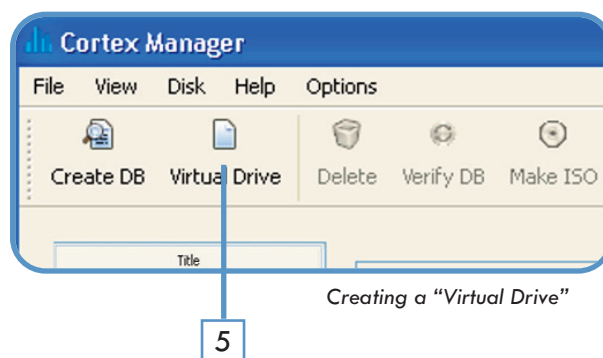
Step 3: Find the songs or files on your other storage devices that you wish to add to the compilation. You may drag the files from either the All Songs option, or from the Files box (found on the lower portion of the screen).



Making a “Playlist”



Using the internal music player



Creating a “Virtual Drive”



ONCE YOUR PLAYER IS UPDATED AND YOUR MSD HAS BEEN PROPERLY SET UP, YOU CAN CONNECT THE MSD TO ANY AVAILABLE USB PORT ON THE CORTEX PLAYER,



Error Messages

If you experience an error message while navigating the unit, here are a few explanations of those errors and how they can be corrected. For a more complete troubleshooting guide, consult our website at <http://www.cortex-pro.com>.

“**Can’t access device**” will be displayed because of one of the following problems with the storage device:

- Device is write protected

In the case of a USB flash drive, some units have a switch to enable write-access.

- Device has already been ejected using the eject procedure.
Remove the USB device and plug it back in.

- Device is using an unsupported file system

The file systems supported are FAT32, NTFS, HFS+, CDFS, and UDFS.

- Device is not able to run without a proprietary hardware driver

Some devices require proprietary hardware device drivers. Although with the introduction of USB, this is less common, it still sometimes presents an issue. These devices are not compatible with the CORTEX PLAYER.

- Device has been removed while before using the eject procedure

If the device is removed from the USB port without using the proper ejection procedure, it is possible that the unit will not detect the absence of a USB storage device, and will try to access the port anyway.

- If the device is powered by an external power supply, make sure that the unit is receiving power.

- If the device has just been plugged in, and it was immediately selected, the drive might not be ready to be accessed. Wait 10 seconds and try again.

“**Error creating DB**” may be displayed if there is not a sufficient amount of space left on your storage device to create the necessary database files required to search through your music library.

- If you are out of space, try to delete some files and try the database process again.

- Check the USB cable that is being used to connect the storage device to the CORTEX PLAYER.

- If the device is powered by an external power supply, make sure that the unit is receiving power.

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