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You can read the recommendations in the user guide, the technical guide or the installation guide for VTECH NITRO NOTEBOOK. You'll find the answers to all your questions on the VTECH NITRO NOTEBOOK in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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User's Manual

NITRO NOTEBOOK™



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Manual abstract:

@@@@@@@You'll even get a whole set of cool utilities, perfect for the kid on the go! LCD screen Bonus cartridges Volume switch Contrast switch Category buttons Reset hole Demo button Cursor pad Built-in speaker Keyboard Cursor pad "enter" button Cursor pad "enter" button Progress Report button On/Off button Real mouse Mouse pad With additional cartridges, cool graphics, fun sounds, groovy melodies, and a hightech keyboard and mouse, you'll be ready to take the learning world by storm! INSTRUCTIONS & ACTIVITIES INCLUDED IN THIS PACKAGE Nitro Notebook™ User's manual Real mouse Mouse pad Bonus cartridges: Story Time and Sing-Along WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety. 1 65000 manual-back up 1 5/24/05, 13:20 INTRODUCTION GETTING STARTED POWER SOURCE The Nitro Notebook™ operates on 3 "AA" size batteries (UM-3/LR6) or a VTech® 9V adaptor (sold separately). BATTERY INSTALLATION 1. Make sure the unit is turned OFF. 2. Locate the battery cover on the bottom of the unit and open it. 3. Insert 3 new "AA" batteries (UM-3/LR6) as illustrated. RECHARGEABLE BATTERIES ARE NOT RECOMMENDED. 4. Close the battery cover. alkaline batteries. Important: When replacing the 3 "AA" size batteries, make sure the backup batteries are in the unit. Otherwise you will lose any information stored in the unit. BACKUP BATTERY INSTALLATION Your Nitro Notebook™ comes with a backup battery already installed. To avoid damage to the unit from leaky batteries, replace the backup battery at least once a year. TO REPLACE THE BACKUP BATTERY 1. Make sure the unit is OFF. 2. Using a small cross-head screwdriver, loosen the battery cover. 3. Insert 1 CR2032 size battery as illustrated. 4. Close the battery cover and tighten the screws to secure it. STANDARD FOR BATTERY TOYS Do not try to recharge non-rechargeable batteries; Rechargeable batteries are to be removed from the toy before being charged; Rechargeable batteries are only to be charged under adult supervision; Do not mix different types of batteries; Do not mix new and used batteries; Only use batteries of the recommended or equivalent type; Always insert batteries properly matching the plus (+) and minus (-) signs; Batteries that have run out of energy must be removed from the toy; Do not short-circuit the supply terminals; Do not use more batteries than recommended; Do not mix alkaline, standard(carbon-zinc) or rechargeable (nickel-cadmium) batteries; 65000 manual-back up 2 5/24/05, 13:20 GETTING STARTED 2 NOTE: For best performance, remove all factory-installed batteries and use new, . Remove batteries from the toy if it will not be used for an extended period of time. IMPORTANT: While replacing the backup battery, the 3 "AA" size batteries must be kept in the unit. Otherwise, you will lose any saved information. DC ADAPTOR Use a VTech® adaptor or any other standard adaptor that complies with EN61558 AC-DC 9V 300mA center-positive adaptor. CONNECTING THE ADAPTOR 1. Make sure the unit is OFF. 2. Locate the adaptor jack on the back 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. NOTE: When the toy is not going to be in use for an extended period of time, unplug the adaptor. STANDARD FOR TOYS WITH ADAPTOR The toy is not intended for use by children under 3 years old; Use only the recommended adaptor with the toy; The adaptor is not a toy; Never clean a plugged-in toy with liquid; Never use more than 1 adaptor; Do not leave the toy plugged in for extended periods of time. NOTICE TO PARENTS Regularly examine the adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it. The demo tag should be removed automatically when the product is taken out of the packaging. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode. REAL MOUSE Use the mouse only on a clean, flat surface, so that the roller ball is not damaged and the cursor moves freely across the screen. Use only a mouse that is compatible with VTech® products. Mouse button Mouse door 65000 manual-back up 3 5/24/05, 13:20 GETTING STARTED 3 CONNECTING THE MOUSE 1. Make sure the unit is OFF. 2. Locate the mouse jack on the back of the unit. 3. Plug the mouse into the mouse jack. USING THE MOUSE 1. Move the mouse in the direction you want the cursor to move. 2. Click on the mouse button to make a selection. CLEANING THE MOUSE 1. Following the arrows, use a screwdriver to open the cover on the bottom of the mouse. 2. Take the ball out of the mouse and use a dry cloth to clean the mouse and the ball. 3. Place the ball back into the mouse, place the cover back onto the mouse and screw the cover closed. CARTRIDGE Insert the cartridge into the cartridge slot on the right side of the unit to play after the unit is turned ON. PRODUCT FEATURES PLAY MODES In the Nitro Notebook™, you can choose from 8 different categories of play and learning: Language Lab (Spanish) Word Zone Math Mania Science World Social Studies Game Time Creative Studio My Tools ONE/TWO PLAYER MODE Press on the keyboard to switch between One Player and Two Player modes. The activities that can be played with two players are: Carrot Patch Crazy Sponge Hoop Spree Bug Squash Double the Fun 4 65000 manual-back up 4 5/24/05, 13:20 GETTING STARTED Ball Tumble Hide and Seek Mirror Image Memory Challenge Maze Magic PROGRESSIVE LEARNING FEATURE In most activities, if a question is answered incorrectly in the first round of a game, it will be repeated up to three times in later rounds. This feature is designed to help children learn by developing memory skills. TURNING THE UNIT ON AND OFF Pressing will turn the unit ON. Pressing again will turn the unit OFF. When the unit is turned on, you will see a short opening scene and enter the Main Menu. Here, activities will cycle onto and off the screen automatically. You can choose an activity in one of these ways: 1) press when you see an activity you like. to 2) use the cursor pad to cycle through the activities manually, and press choose one. 3) click the mouse button when you see an activity you like. 4) type the activity number and press . If you press a category key (such as Word Zone'), the menu will jump to the first activity of that category.



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An activity can then be chosen in the above ways. **LEVEL SELECTION** Pressing will change the level of the current activity from level one to level again to go back to level one. Level one two and then level three. Press is the default setting when starting a new activity. **ANSWER** In most activities, the answer will be provided after a certain number of tries.

SHORT BREAK MODE After you play five rounds in a row in any activity, you will enjoy a fun musical break! **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. 5 65000 manual-back up 5 5/24/05, 13:20 **PRODUCT FEATURES ACTIVITY SELECTION: VOLUME SWITCH** Adjust the volume by sliding the Volume Switch to the right for higher volume and to the left for lower volume. **KEYBOARD LAYOUT** Your Nitro Notebook™ has a full typing keyboard that doubles as a music keyboard. You will also find the following function keys. **FUNCTION KEYS:** 1. 2. 3. Press this button to see a short preview of your Nitro Notebook™. Press this button to see how you're doing in most activities. Press one of these buttons to jump to the first activity of the selected category.

4. 5. 6. 7. 8. 9. 10. Press this key to go back to the previous screen. Press this key to change the level in most activities. Press this key to repeat the current question or instruction.

Press this key for help in most activities. Press this key to see the correct answer in most activities. Press this key to delete what you have typed. Press this key to see a fun cartoon. 65000 manual-back up 6 5/24/05, 13:20 **PRODUCT FEATURES** 6 11.

12. 13. Press this key to turn the background music on and off. Press this key to switch between One Player and Two Player modes. / Press these keys to enter different players' answers in Two Player mode.

Press these keys to cycle through choices in activities or in the Main Menu. Use the cursor pad to move the cursor on the screen. Press the "enter" button on either side of the cursor pad to select. Use these keys to enter letters in letter and word-related activities. 14. 15. 16. 17. Use these keys to enter numbers in number activities. 18.

Use these keys to enter musical notes in music-related activities. Use these keys to change instruments in music-related activities. Press this key to change the melody tempo in music-related activities. Press this key to insert a musical rest in Melody Maker. 19. 20. 21. **AUTO POWER OFF** To preserve battery power, the Nitro Notebook™ will automatically shut off after several minutes without input. The unit can be turned on again by pressing . 65000 manual-back up 7 5/24/05, 13:20 **PRODUCT FEATURES** 7 **ACTIVITIES** Your Nitro Notebook™ includes a total of 80 activities.

Index 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 Activity Names Earful of Numbers Number Votes Picture Fun Word Train First Letter Mouse's Snack Word Cards Word Match Chat Room Talk Show Alphabet Tumble Letter Disks Alphabet Fishing Capital and Small Letter Bubbles Typing Fun Animal Votes Mouse's Lunch Rhyme Time Spelling Rescue Smart Choice Magic Hat Match Me Chat Fun Finish the Story Word Zone Language Lab (Spanish) Category Name 65000 manual-back up 8 5/24/05, 13:20 **ACTIVITIES** 8 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48

49 50 51 52 Number Stars Firefly Count Odd One Out Number Magic Math Votes Number Seesaw Feed Fido Subtract It Shopping Spree Mouse's Dinner Catch a Firefly Mouse's Supper Animal Fair Part and Whole Costume Ball Time to Eat Animal Shadows Weather Maker Ticktock Time Show Time Earful of Sounds Sweep It Up Mouse's Cheese Surprise Gift Things That Go Word Group Sandwich Chef Social Studies Science World Math Mania 65000 manual-back up 9 5/24/05, 13:20 **ACTIVITIES** 9 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 Carrot Patch Crazy Sponge Hoop Spree Bug Squash Double the Fun Ball Tumble Hide and Seek Mirror Image Memory Challenge Maze Magic Picture Puzzle Party Faces Game Time Music Mixer Melody Maker Dancing Fun Stamp Factory Slide Puzzle Little Storyteller About Me My Family My Favorites Phone Book Calculator Cyber Baby Parents' Message Story Time Sing-Along Creative Studio My Tools Cartridges 10 65000 manual-back up 10 5/24/05, 13:20 **ACTIVITIES** Concert Master * **LANGUAGE LAB(SPANISH)** 01. **EARFUL OF NUMBERS** You will see four disks marked with numbers from 1 to 10. Choose a disk to hear the Spanish word for that number. Use the mouse, the arrow keys and Enter, or the cursor pad and "enter" button. 02.

NUMBER VOTES Let's vote in an election! Vote for the number that matches the Spanish word at the top of the screen. Use the mouse, the arrow keys and Enter, or the cursor pad and "enter" button. 03. **PICTURE FUN** Choose a Spanish word to see its picture and hear it spoken aloud. 04.

WORD TRAIN You will see a Spanish word at the top of the screen, and a train will ride by with pictures on it. Choose the picture that matches the Spanish word. 05. **FIRST LETTER** Do you like catching fireflies? Pick the letter that completes the Spanish word, using the cursor pad and "enter" button or mouse, or typing the letter on the keyboard! To add an object to one side, click the icon at the bottom of the screen. To enter your answer, click the arrow icon at the top. You can also use the arrow keys to switch between the icons. 32. **FEED FIDO** Uh-oh, Fido is hungry! Feed him by choosing numbers that add up to the target number on the screen. 33. **SUBTRACT IT** Help the frog jump to the lily pad that answers the math problem.

Use the arrow keys, mouse or keyboard to choose an answer. 34. **SHOPPING SPREE** Let's go shopping! Choose an object to buy, then use the mouse, the arrow keys and Enter, the cursor pad and "enter" button or keyboard to add up coins to the price shown. 13 65000 manual-back up 13 5/24/05, 13:20

ACTIVITIES 35. **MOUSE'S DINNER** Feed the hungry mouse! Listen to the clue, and choose the cheese with the bigger or smaller number. * **SCIENCE WORLD** 36. **CATCH A FIREFLY** It's fun to catch fireflies! Catch the firefly with the letter that completes the word on the screen. Use the mouse, cursor pad and "enter" button or type the letter on the keyboard. 37. **MOUSE'S SUPPER** Feed the hungry mouse! Choose the letter cheese that completes the word.

You can type the letter on the keyboard, or click on it with the mouse or cursor pad and "enter" button. 38. **ANIMAL FAIR** All the animals have come out to play! Choose the animal picture that matches the word. 39. **PART AND WHOLE** Read the word at the top of the screen, and find the word that is a "part" of that word.

Use the mouse, cursor pad and "enter" button or the arrow keys and Enter to match the part and whole.



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40. **COSTUME BALL** All the animals are dressed up for a fancy ball! Can you recognize the masked animal from the four choices? Use the mouse, cursor pad and "enter" button or arrow keys and Enter to choose. 41. **TIME TO EAT** Let's feed the animals! Choose the correct food for the animal from the choices at the side of the screen.

42. **ANIMAL SHADOWS** Can you guess which animal goes with which shadow? @@43. **WEATHER MAKER** Wouldn't it be great to control the weather? @@44. **TICKTOCK TIME** Move the hands on the clock to match the time shown. @@You can also move the arrows with the arrow keys. @@**SHOW TIME** It's show time, so let's dress up! @@46. **EARFUL OF SOUNDS** Listen to the sound and find the matching picture. 47. **SWEEP IT UP** Here's your chance to make housework fun! Sweep away the letter that does NOT belong in the word on the screen. Use the mouse or the arrow keys and Enter.

48. **MOUSE'S CHEESE** Let's feed the hungry mouse! @@49. **SURPRISE GIFT** Surprise! Read the clues on the screen and fill in the word to see your gift. Press Enter to enter your word. 50. @@51. @@52. @@**CARROT PATCH** Rabbits love carrots! @54. **CRAZY SPONGE** What a mess! Use the mouse to clean the dirt off the walls as fast as you can. 55.

HOOP SPREE You can be a sports superstar! Use the arrow keys and Enter or the mouse to shoot the basketball. @@56. @@**DOUBLE THE FUN** Can you spot the differences in the twins? Use the mouse to click on the parts that are different. 58. @@59.

HIDE AND SEEK The cat and mouse are playing hide and seek! Remember where the mouse is hidden and help the cat find it. 60. @@61. **MEMORY CHALLENGE** Pairs of cards will appear and flip over. Can you remember where the pairs were? Match them up! 62.

MAZE MAGIC Would you like to be a maze explorer? Use the arrow keys to make your way through the maze. You will find many treasures and surprises! ***CREATIVE STUDIO** 63. @@Choose the correct shapes to make a picture like the one you see. 64. **PARTY FACES** It's time to make some funny faces for a party. @@65. **CONCERT MASTER** Conduct your own concert! @@Then sit back and watch the performance! Melody List: a. "Bah, Bah, Black Sheep" b. "Clementine" c. "Found a Peanut" d.

"Goosey Goosey Gander" e. "Head and Shoulders" f. "The Mulberry Bush" g. @@ "Polly Wolly Doodle" i. "The Wheels on the Bus" 66. @@67. **MELODY MAKER** Want to make your own music? @@Press the instrument keys to change instruments. 68. **DANCING FUN** Choose different dance steps to make up a new dance! 69. **STAMP FACTORY** Let's make stamp art! @@Click on the eraser icon to start over.

70. **SLIDE PUZZLE** Slide the puzzle pieces to make the picture you saw. Create your own story! @@71. **LITTLE STORYTELLER** * **MY TOOLS** 72. **ABOUT ME** Use this tool to store all your vital info: your name, birthday, address, phone number, email address, your best friend's name and your interests.

73. **MY FAMILY** Type information about your family. 74. **MY FAVORITES** Choose a category, such as food, animals, or clothes, and select your favorite things. 75.

PHONE BOOK Use this tool to store your most important phone numbers. 76. **CALCULATOR** Use this tool to calculate simple sums and differences. 77. **CYBER BABY** Choose a cyber baby and take care of it. Make sure you choose the right food! 78. **PARENTS' MESSAGE** Here is a place for your Mom or Dad to leave a special message for you. 65000 manual-back up 17 5/24/05, 13:20 **ACTIVITIES 17** * **CARTRIDGES** 79. **STORY TIME** It's story time! Enjoy a fun story by reading the text or watching the story come to life! Story text: Once upon a time, there was a little goat named Sammy, who lived on a farm. One day, Sammy saw a big, hungry wolf sneak up to the chicken coop.

"Oh no!" Sammy said, "I have to chase him away!" But how? Sammy knew he was no match for a big, strong wolf. He went to the forest to ask his friends Barry the Bear and Cassie the Crow for help. "Let's go!" they cried, when he told them about the wolf. When the three friends got to the farm, they hid in a bush, so the wolf would not see them. "Excuse me, Mr. Wolf!" called Sammy, "Do you know where I might get something to eat?" "Why, right here," said the old wolf, and licked his lips. "Ah," said Sammy, "but I want something bigger than a chicken." And with that, Sammy and Barry and Cassie stepped out from the bush a little, so that the wolf could see only their shadow. What a strange shadow it was - big as a bear, but with a long bird beak and curly goat's horns! At the same time, the three friends began to squawk, roar, and bleat. "What kind of monster is this?" cried the wolf.

He was so scared he ran away and never came back! The friends had a good laugh about how they had tricked the wolf. When friends get together to help each other, they can do the most amazing things! 80. **SING-ALONG** Do you like to sing? Choose a song ("The Alphabet Song" or "Old MacDonald") and sing along! You can follow along with the lyrics, or watch the song come to life in a cartoon. The Alphabet Song A-B-C-D-E-F-G H-I-J-K-L-M-N-O-P Q-R-S-T-U-V W-X-Y and Z Now I know my ABC's. Next time won't you sing with me? 18 65000 manual-back up 18 5/24/05, 13:20 **ACTIVITIES** Old MacDonald Old MacDonald had a farm E-I-E-I-O And on this farm he had a duck E-I-E-I-O With a quack-quack here and a quack-quack there Here a quack, there a quack Everywhere a quack-quack Old MacDonald had a farm E-I-E-I-O Old MacDonald had a farm E-I-E-I-O And on this farm he had a pig With an oink-oink here and an oink-oink there Here an oink, there an oink Everywhere an oink-oink Old MacDonald had a farm E-I-E-I-O Old MacDonald had a farm E-I-E-I-O And on this farm he had a cow E-I-E-I-O With a moo-moo here and a moo-moo there Here a moo, there a moo Everywhere a moo-moo Old MacDonald had a farm E-I-E-I-O 65000 manual-back up 19 5/24/05, 13:20 **ACTIVITIES 19** E-I-E-I-O **CARE & MAINTENANCE 1**.

Keep your Nitro Notebook™ clean by wiping it with a slightly damp cloth. Never use solvents or abrasives. 2. Keep it out of direct sunlight and away from direct sources of heat. 3.

Remove the batteries when not using it for an extended period of time. 5. Always keep the Nitro Notebook™ away from water. 4. Avoid dropping it. NEVER try to dismantle it. **TROUBLESHOOTING 1**. If your Nitro Notebook™ stops working or does not turn on: · Check your batteries. Make sure the batteries are fresh and properly installed. · Insert the tip of a paper clip (or a similar object without a sharp tip) into the small hole on the top left of the unit labeled "Reset".

· If you are still having problems, visit our website at www.vtechkids.com for troubleshooting tips. 2. If, when pressing the On/Off button, nothing happens: · Make sure your unit is plugged in. · If you are using batteries, check to see that they are aligned correctly.



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3. If you turn the unit on, but cannot see anything on the screen: · Adjust the contrast switch to adjust the darkness of the screen. 4. If you can't hear any sound: · Adjust the volume switch to adjust the sound level of the speaker.

5. If the screen is frozen and not responding to any input: · Use the tip of a paper clip (or a similar object without a sharp tip) to gently press the Reset button.

TECHNICAL SUPPORT If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you. Before requesting support, please be ready to provide or include the information below: · The name of your product or model number (the model number is typically located on the back or bottom of your product).

· The actual error message or problem you are experiencing. · The actions you took right before the error message or problem occurred. Internet: www.vtechkids.com Phone: 1-800-521-2010 in the U.

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C. ADDRESS : 1155 W. Dundee Road, Suite 130, Arlington Heights, IL 60004, USA TEL NO.: (847) 400-3600 NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful 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 or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help. **IMPORTANT NOTE:** Creating and developing Nitro Notebook™ products is accompanied by a responsibility that we at VTech® take very seriously. We make every effort to ensure the accuracy of the information which 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 800-521-2010 in the U.

S. or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you. 21 65000 manual-back up 21 5/24/05, 13:20 OTHER INFO Dear Parent, At VTech®, we know that in order to effectively reach kids, today's learning tools have to be plugged into the fast-paced world around them. That's why we created the Grade School Learning Series - an engaging set of stylized, interactive computers specially designed to get grade-school kids up to speed with their fast-paced, tech-savvy world.

Every product in the Grade School Learning Series covers a wide range of school basics - math, language, social studies, science, and even an intro to basic Spanish. Activities are presented in a fast-paced, arcade-game style that kids will recognize and enjoy. Each learning machine is loaded with hitech features such as word processors, electronic address books, plug-in accessories, and PC uplinks - tools that go hand-in-hand with the way kids learn, play and use information. And of course, each laptop is designed to travel easily along with a busy grade-schooler. With the Grade School Learning Series, kids can access a way to learn that closely matches the way they already live and play. We thank you for trusting VTech® with the important job of helping your child learn and succeed. We hope to help your child discover that "It's Cool to be Smart!" Sincerely, Your Friends at VTech® To learn more about the Grade School Learning Series and other VTech® toys, visit www.vtechkids.com 65000 manual-back up 22 5/24/05, 13:20 .



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