

RocketFM Quick Start Manual

Thank you for purchasing the Griffin RocketFM. RocketFM allows you to transmit audio from any compatible audio application on your Mac or PC to any FM radio. Follow these easy steps and you'll be up and running in no time:

Getting Started

- 1). Plug the RocketFM into a USB port on your Mac or PC
- 2). Tune your radio to 88.1 RocketFM is preset to 88.1 on your FM radio. To select your own station, follow the instructions inside this booklet.
- **3).** Select RocketFM as your sound output device . The Sound preferences on your computer need to be set to use RocketFM for sound output. For more detailed instructions, see Audio Settings below.
- **4).** Turn up the volume RocketFM usually works best when the volume on your computer is all the way up.

Installing the Software

In order to change the radio frequency that the RocketFM uses, you'll have to install the RocketFM software from the included CD-ROM. Here's how:

Mac: Insert the included CD into your Mac, and double-click the RocketFM installer. This will install a RocketFM preference pane into System Preferences. This preference pane is where you adjust the frequency that RocketFM uses to broadcast. (See Tuning the RocketFM for more information.)

PC: Insert the included CD into your PC. The RocketFM installer will launch automatically. Follow the prompts to install the RocketFM Control Panel, which allows you to adjust the frequency RocketFM uses to broadcast. (See Tuning the RocketFM for more information.)

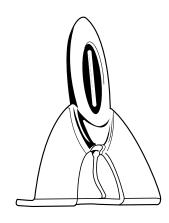
Audio Settings

To listen to your computer's audio on your FM radio, you must select the RocketFM as your audio output device. These steps will show you how:

Open System Preferences. Click on the Sound icon. Selecting Audio Output - Mac then click the Output tab. Under "Choose a device for sound output" click RocketFM.

Selecting Audio Output - PC

From the Start Menu, choose Control Panel. Under "Pick a category" in the Control Panel window, click Sounds, Speech, and Audio Devices. In the next window, click Sounds and Audio Devices under "or pick a Control Panel icon".



In the Sounds and Audio Devices Properties window, click the Audio tab. Under Sound playback, choose RocketFM as your Default device.

Click OK to close this window.

Selecting Audio Output - PC

From the Start Menu, choose Control Panel. Under "Pick a category" in the Control Panel window, click Sounds, Speech, and Audio Devices. In the next window, click Sounds and Audio Devices under "or pick a Control Panel icon".

In the Sounds and Audio Devices Properties window, click the Audio tab. Under Sound playback, choose RocketFM as your Default device. Click OK to close this window.

Setting the Volume

For best results, simply turn your main system volume and the volume in your application (iTunes, Quick-Time, Windows Media Player, etc.) all the way up. If you notice any distortion, you may need to adjust the application's volume down slightly.

Tuning the RocketFM

RocketFM can broadcast to any frequency on your FM radio. Once you have installed the RocketFM software onto your Mac or PC, follow these simple steps to tune your RocketFM to broadcast your computer's audio to a selected frequency.

- 1). Find an unused frequency on your FM radio, preferably one that contains only static, with no audible talking or music.
- 2). Make sure your RocketFM is plugged into your Mac or PC, then open the RocketFM control panel by going to System Preferences (Mac) or Control Panel (Windows).
- 3). Click and drag the Tuner control dial until it matches the emptyfrequency you found on your FM radio.

Options:Mono/Stereo: RocketFM can broadcast either a mono or a stereo signal. Select the appropriate button for the desired format.

Fast Fact: RocketFM will remember the last frequency you selected until you change it. So, if you tuned RocketFM to a frequency on one computer, then move it to another computer, it will still broadcast on the same frequency.

Tips and Troubleshooting

I can't hear my computer's audio on my radio.

Try these quick steps: Check the audio output settings (see Audio Settings). Check the volume (see Setting the Volume). Check the tuning (see Tuning the RocketFM). Unplug and replug the RocketFM. Make sure the RocketFM is plugged directly into your Mac or PC, rather than into a USB hub or keyboard.

I hear some distortion when playing loud audio.

Your audio may simply be too loud and is overdriving the RocketFM. Turn the volume in your application (iTunes, QuickTime, Windows Media Player, etc.) down slightly until the distortion disappears. If your application does not have its own volume control, just turn down the main system volume instead.

I can hear my computer's audio on my radio, but not on my computer's speakers.

Since your computer can send audio to only one output device at a time, you can hear your audio either on your FM radio via the RocketFM, or on your computer's speakers, but not both at the same time.

For more tips and tricks to help you get the most out of your RocketFM, please visit Griffin online support at: http://www.griffintechnology.com/support

Technical Specifications

- Compact Size: 4.2" (107.5mm) x 1.2" (31.6mm)
- · Built-in antenna
- Power Requirement: powered USB port, 100mA (low-power)
- · Modulation: FM Stereo
- Frequencies: 88.1 107.9 MHz
- · High stability crystal oscillator, phase-lock loop control
- · Stereo separation: greater than 45 dB
- · Signal distortion: less than .5%
- Frequency response: 50 Hz to 15 kHz
- Operating range: 10-30 feet, depending on the quality of the FM radio receiver (limited by FCC regulations)
- FCC compliant
- · Cable Length: 3 feet (0.9m)

FCC COMPLIANCE: This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

