



## Video 9: Synchronising the StoryPhones

### Synchronising

Synchronising allows you to copy the same tracks onto all or several of the players in the Base Unit in one go. When you synchronise the players, they may contain different tracks. Synchronising will remove all existing tracks from the Headsets and Remote Console.

1. Select which players you'd like to add the same content to, and plug these into the Base Unit.
2. In the players panel, select 'All StoryPhones' from the drop-down list.
3. A pop-up window will appear checking that you want to delete all content from the players. Click the 'Yes' button to synchronise the players. Remember, this will not delete any content from your bookshelf.
4. You can now select the files that you want to copy to the players in the usual way, highlight the file then either drag and drop it onto the players panel or use the yellow 'Transfer' button.
5. When the list of content you want to copy is complete, click the blue 'Copy' button below the players panel.

It may take some time to transfer all of the files, particularly if you have a large number of tracks or players. A progress bar shows you what is happening and when the transfer is complete. ***You must not remove any players from the Base Unit whilst the tracks are being copied to the players as this may corrupt the players.***

You can choose any number of players to synchronise including the Remote Console. It will only affect the players in the Base Unit.

*If you would like more advice, please phone our free customer support line on **0845 652 0907***