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# Important Safety and Installation Instructions

## *INSTRUCTIONS PERTAINING TO THE RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS*

**WARNING** - When using electric products, basic precautions should always be followed, including the following:

- 1) Read these instructions.
- 2) Keep these instructions.
- 3) Heed all warnings.
- 4) Follow all instructions.
- 5) Do not use this apparatus near water.
- 6) Clean only with a dry cloth.
- 7) Do not block any of the ventilation openings. Install in accordance with the manufacturer's instructions.
- 8) Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. When the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

- 10) Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.
- 12) Use only with a cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- 13) Unplug this apparatus during lightning storms or when unused for long periods of time.
- 14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- 15) Do not expose this apparatus to dripping or splashing and ensure that no objects filled with liquids, such as vases, are placed on the apparatus.
- 16) **WARNING:** To reduce the risk of fire or electric shock do not expose this apparatus to rain or moisture.

### **FCC Compliance and Advisory Statement**

Note1: Changes or modifications not expressly approved by CHS could void your authority to operate the equipment.

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.

Note 2: 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.

# Setting Up

- [Unpack and Get Going, page 4](#)
- [Antennas and Radio Reception, page 5](#)
- [Installing the Remote Control Battery, page 6](#)
- [Turning On, Turning Off, and Adjusting the Backlight, page 7](#)
  - [George's Home Screen, page 8](#)
  - [What's on the Home Screen, page 9](#)

# Unpack and Get Going

### What's in the Box

Unpack George™ carefully and save all the packing materials just in case you ever have to ship him somewhere.

In addition to George, you'll find the following in the box:

- power adapter
- battery
- quick start card
- USB cable
- Phillips screwdriver
- AM antenna
- FM antenna
- Universal Dock Inserts
- Warranty Card

### Where to put George

George will sound good no matter where in your room you put him, although he will sound best near a room or cabinet wall. Just make sure that the speakers (including the subwoofer that points down from the bottom of George) are not obstructed in any way.

Before you can use George's remote, you'll have to install and charge the battery as described in [Installing the Remote Control Battery, page 6](#). Once the battery is fully charged, the remote will last for up to 4 to 6 hours away from the base unit under normal use.

The remote will work up to 25 feet away from the base unit, and it's best if there are no obstructions between the remote and the base.

Unlike other remote controls you may have used, you do not need to point George's remote at the base when you use it. For more on using the remote, see [Using the Remote, page 11](#).

### Power On

Insert the power cable into its connector on the back panel of George. Take a good look at the connector, since there's only one way you can plug it in. After you've connected the power cable to George, plug the unit into your power source.

George will start up as soon as you plug him in. When you're ready to get going, one of the first things you will want to do is set the time. This is a painless process, and is described on [page 10](#).

### Check for Software Updates

One of George's many strengths is his ability to change with the changing times. Just attach the provided USB cable between George and your computer, and you can download software updates and new features as they become available.

In fact, before you use George for the first time, you may want to check for updated software at:

<http://www.chillsound.com>

Downloading software updates is simple and straightforward. You'll find instructions on [page 30](#).

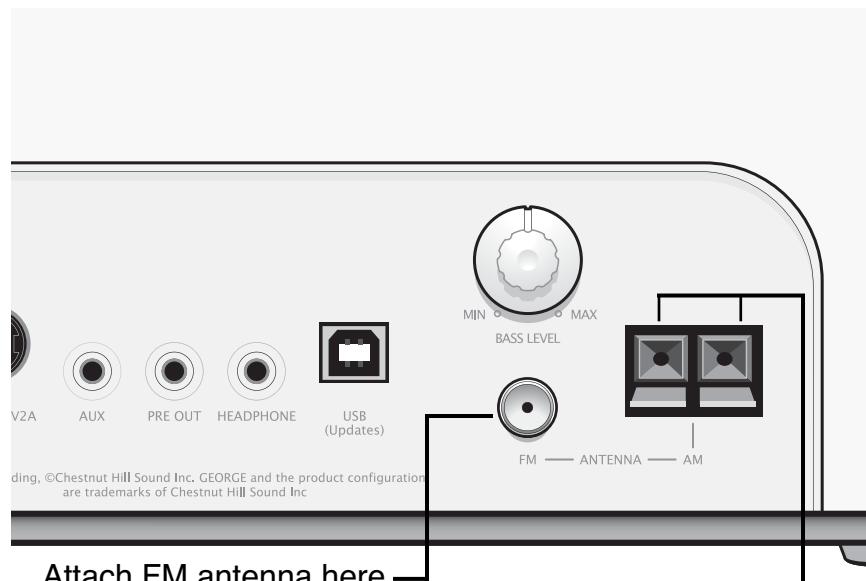
### Register Your George

While you're at the Chestnut Hill Sound website, take a moment to register your George. This will help us to keep you informed of all the news from the world of George.

# Antennas and Radio Reception

Two antennas are provided with George. You'll need to take a moment to attach these before you can get proper AM or FM reception.

You'll also want to experiment with the placement of each antenna until you find the position that provides optimal signal strength.



## FM antenna

The **FM antenna** simply snaps onto the corresponding connector on the back panel of George.

## AM antenna

To connect the **AM antenna**, first pull down the two plastic hinges at the bottom of the AM connectors on the back panel of George. Insert one of the wire leads of the AM antenna into each of these connectors, then snap the plastic hinges shut to lock the antenna leads into place.

## Gauging Your Reception

George displays these signal strength bars when you're listening to the radio:



The following section tells you what the signal strength bars are trying to tell you.

## Reading the Signal Strength Bars

- **No bars:** No reception.

George is tuned to a very weak or nonexistent station. Mostly noise, although words and music may be audible but may not be intelligible and not easy to listen to. Environmental noises and artifacts from strong adjacent radio stations may be heard.

- **1 bar:** Poor reception.

Words may be intelligible, but still noisy; not easy to enjoy.

- **2 bars:** Fair reception.

Programs are listenable, but may be accompanied by some noise, possibly distracting.

- **3 bars:** Good reception.

Perfectly listenable, noise may be present but not distracting.

- **4 bars:** Best reception.

Strong radio station, minimal noise, easy to listen to without fatigue.

# Installing the Remote Control Battery

A Phillips screwdriver is provided for installing and removing George's remote control battery.

To install the battery:

1. Gently pull the remote control panel away from the unit to access the battery compartment.
2. Using the Phillips screwdriver, remove the battery compartment cover from the back of the remote control.
3. Remove the battery from its cardboard shipping box, then insert into the battery compartment on the back of the remote so that the copper terminals on the battery come in contact with the copper terminals in the battery compartment. Press the battery into place.
4. Re-attach the battery cover, then reinsert the remote control into George.

## Getting Charged Up

After you install a new battery, you should let it charge by keeping the remote inserted in George or docked in a charging stand for at least two hours.

## Battery Safety Warnings

Remove the battery if George is not to be used for an extended period of time.

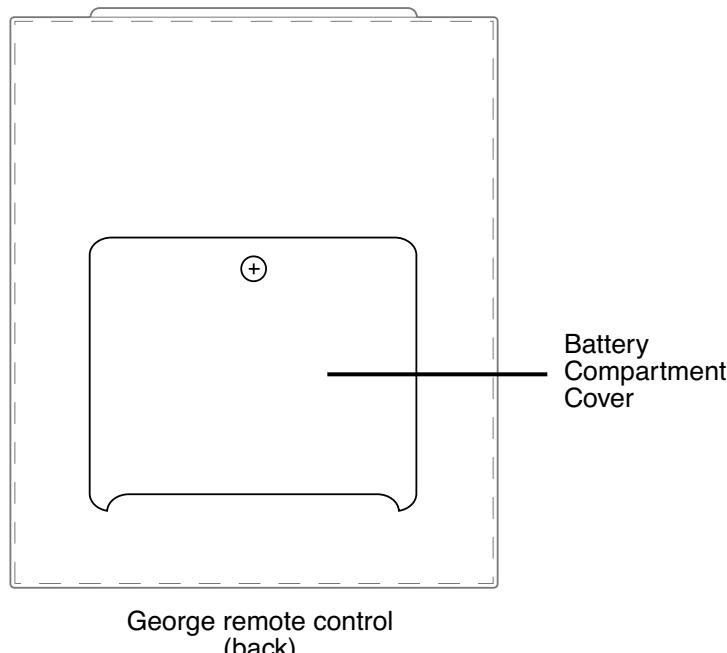
**Do not incinerate, disassemble, short terminals, or expose to high temperature (212°F/ 100°C). Risk of fire or explosion.**

**Replace only with the same or equivalent type battery.**

Keep the remote control battery away from children.

Rechargeable batteries that are brand new, or have not been used in a long time, require conditioning (5-6 full charge / discharge cycles) before lengthy playback time is realized.

Dispose of spent batteries according to your state / country's regulations.



# Turning On, Turning Off, and Adjusting the Backlight

## Turning George On

Like the iPod, George doesn't have an On or Off switch. Any time George is plugged in, he's ready to go.

When you first apply power to George, a display such as this will appear on George's screen:



This is called the **Home Screen**. It may look slightly different on your George, but you should be able to understand all of its elements after you review this page and the diagram on the following page.

## Turning George Off

As on the iPod, you press and hold the Play/Pause (>/ ||) button for a couple of seconds to turn George off.

This will turn off any sound coming from George and return you to the time display on the Home Screen. Turning off the sound does not disable any of George's alarm functions.

## Adjusting the Backlight

Click the knob to bring up the Backlight Level Screen. After you have turned the knob to adjust the backlight to the level you desire, press the ① jump button (just below the **Exit** tab) to return to the previous page.

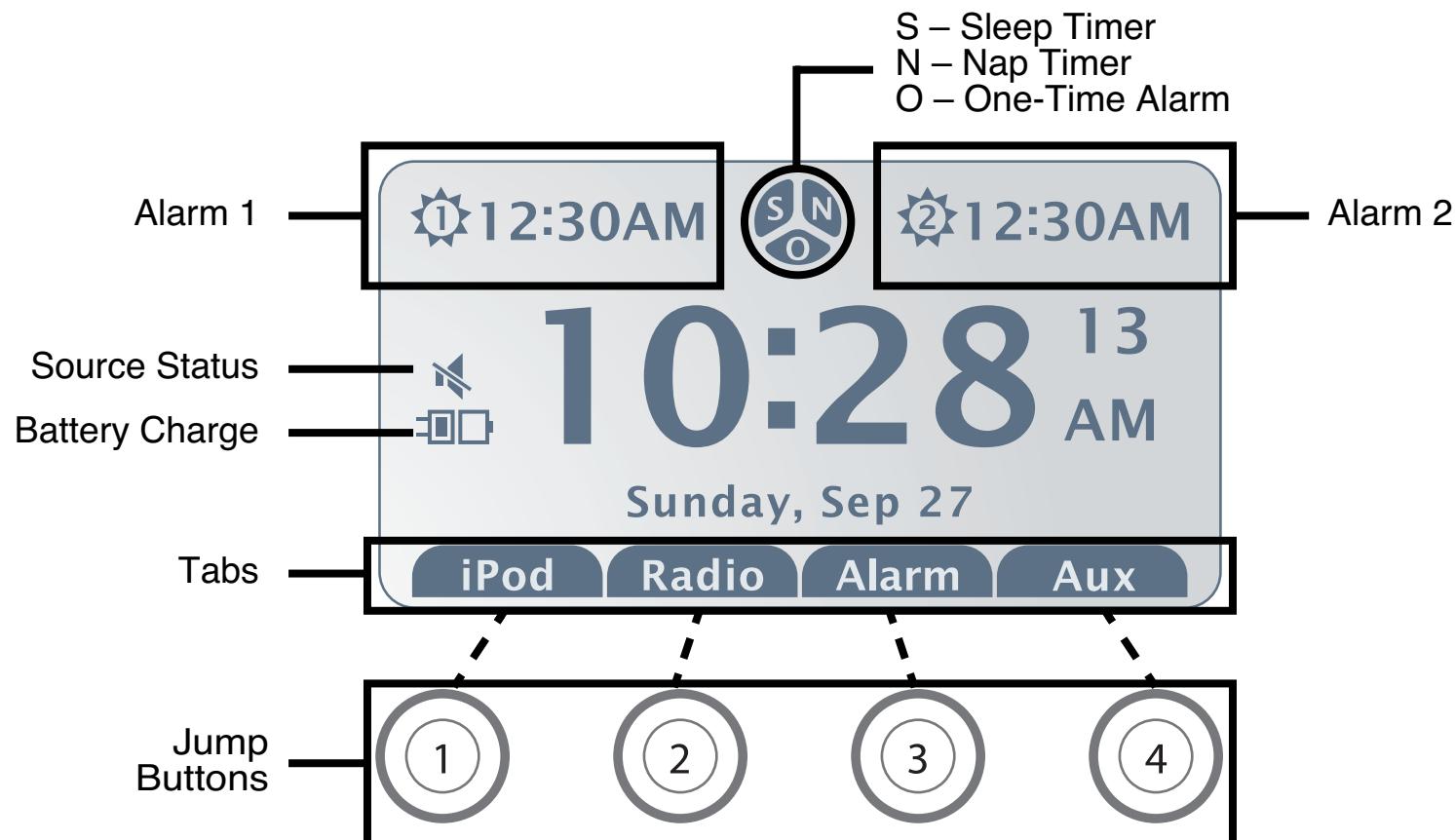


## Auto Backlight Level

George's remote has an ambient light detector that will automatically reduce the screen's brightness in dark environments. George doesn't want to be keeping you awake at night!

To set the backlight level to Auto, click the knob to bring up the Backlight Level Screen, then turn the knob counter-clockwise until "Auto" is selected. Press the ① jump button to return to the previous page.

## George's Home Screen



Press the jump button beneath a tab to access that tab's functions.  
For example, press ② to turn on the radio.

# What's on the Home Screen

## Tabs

The four labels at the bottom of the Home Screen are called tabs. Other George screens also have tabs, although their labels will be different.

No matter what the label says, press the button under a tab to choose that item. The illustration on [page 8](#) shows how this works.

Sometimes there will be two rows of tabs; the two rows of jump buttons will correspond to these. Buttons are generally not lighted if they have no current function.

The jump buttons are described in further detail on [page 12](#).

## Other Inhabitants of the Home Screen

In addition to the time, date, and tabs for iPod, Radio, Alarm, and Aux, the Home Screen also displays the following indicators:

- Alarms
- Source Status
- Battery Charge

## Alarms

The items on the top row of the Home Screen show whether or not George's various alarms are set. For Alarms 1 and 2, the times that have been set will also be displayed.

See [page 22](#) for more information on George's alarms.

## Source Status

A Source Status Indicator will appear on the left side of George's screen whenever he plays your iPod. Additionally, the Mute indicator will be displayed if you press the a mute button (either the snooze button on the top of the remote or the Play/Pause (>||) button) while you are listening to the radio.

- ▶ - Play
- ⏸ - Pause
- 🔇 - Mute
- 🔀 - Album Shuffle
- 🔀 - Song Shuffle

## Battery Charge

An indicator on the Home Screen will show the level of charge in the remote's battery:

- 充满 - Charging
- 充满 - Fully Charged
- !
  - 低 - Low Battery

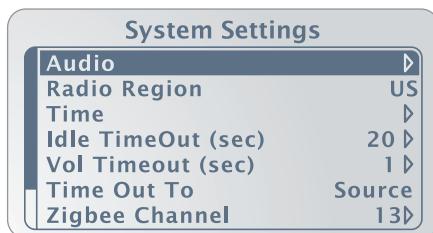
# Setting the Time and Date

When you first use George, you'll need to bring him up-to-date. Follow the instructions on this page to accurately set George's time and date.

If you ever lose power or unplug George for an extended period of time, his clock will continue to run for about 12 hours. If you lose power for longer than that, you'll have to set the time and date again.

To set the time and date:

- While the Home Screen is displayed, press the **MENU** button on the front of the remote. The **System Settings** menu appears:



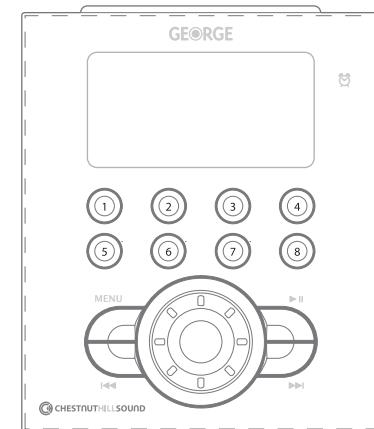
- Turn the knob until **Time** is highlighted on the menu.
- Click the button in the center of the knob.

- The **Set Time** menu appears and the hour is flashing. Turn the knob either direction until the correct hour is shown. George uses a 24-hour clock, so at 12:00 it toggles between AM and PM; make sure AM or PM is displayed correctly.
- Press the fast forward button (**>>1**). The minutes will now be flashing. Turn the knob to set these, then press **>>1** again to set the month.

Set the day and year in the same way. The day of the week (Monday, Tuesday, etc.) will be set for you automatically. If you need to make more changes to the time, you can use the **>>1** and **1<<** keys to continue moving through the fields.

# Using the Remote

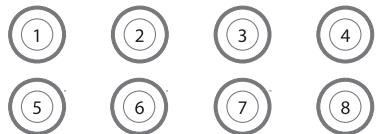
- [What's on the Remote, page 12](#)
- [More About the Remote, page 13](#)
- [Detaching the Remote, page 14](#)



# What's on the Remote

## Jump buttons

The two rows of buttons beneath George's display are called **jump buttons**:



What happens when you press a jump button will depend on what you are doing with George at the time. Usually you will simply press the button beneath a **tab** on the display to perform the function indicated by the tab.

For example, the four tabs on George's Home Screen read:



Each of these tabs corresponds to the jump button directly beneath it. So to choose iPod, press jump button ①; for Radio, press ②, etc.

When two rows of tabs are displayed – such as the presets that are shown when you are on the Radio screen – you can select the top row of tabs using the ①, ②, ③, and ④ buttons, and the bottom row of tabs using the ⑤, ⑥, ⑦, and ⑧ buttons.

There are also times when a jump button will perform a function that is not labeled by a tab. For example, on the Home Screen they also have special functions with George's alarm clock, as discussed on [page 24](#).

## Knob

The big round knob in the center of the remote also performs a variety of functions:

- volume
- radio tuning
- scrolling through lists

Also, when you click the knob (that is push and release it quickly), it will:

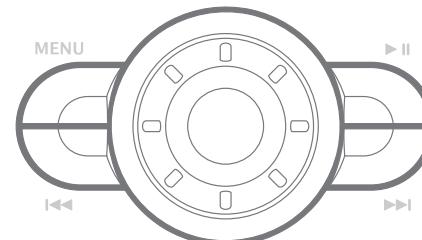
- select an item
- switch between radio tuning and volume
- bring up the Backlight Level Screen from the Home Screen.

## The Versatile MENU Button

As on the iPod, when you press the **MENU** button you will move up a level from the screen you are currently viewing. If you are viewing the list of artists, for example, pressing MENU moves you back to the iPod Music Screen.

Here's something that differs a bit from the iPod: when you hold down the **MENU** button from any place in George's menu structure, you'll return to the Home Screen. This is useful to remember if you ever need to get to the volume control quickly, since the knob always works as a volume control from the Home Screen.

Press the **MENU** button while the Home Screen is displayed to bring up the System Settings Menu. The System Settings Menu is discussed on [page 26](#).



# More About the Remote

## Fast Forward and Reverse Buttons

When you're listening to music from your iPod, use the Fast Forward (">>>|) and Reverse (|<<) buttons to back up or skip forward through the songs being played.

When you are playing the radio and you are on the Home Screen, these buttons will page through your radio presets.

## Play / Pause Button

The Play / Pause button, with its familiar >|| icon is versatile as well. Press this button to begin playing a selection from your iPod's music library. Press the button again to pause; when you repress the button, play will resume from the point you were at when you paused.

With the Radio or Aux, the Play / Pause button serves as a mute. It will stop sound coming from George's speakers or headphones; when you press it again, sound will resume.

The Play / Pause button also functions as George's off switch. Hold the button down for a few seconds to turn George off.

## Red, Green, or Amber LED

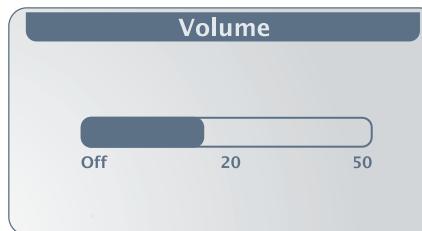
To the right of the the screen on George's remote, just below the alarm clock icon, is an LED that may emit a red, green, or amber glow. Here's what it's trying to tell you:

- **Red** means that the battery power is low. No other LED will light – whether the remote is awake or asleep.
- **Green** shows that an alarm is set (whether or not the remote is awake). The LED is green unless the battery is low (in which case the LED will be red).
- **Amber** indicates that the remote has gone to sleep, no alarm is set, and the battery is not in low power mode.
- No LED means (1) the remote is awake, (2) no alarm is active, and (3) battery power is not low.

## Changing the Volume

Any time you're listening to music you can use George's knob to control volume. The screen display will change to the volume screen as soon as you start to turn the knob.

After you've changed the volume, the screen will return to its previous display. You can change the amount of time George waits before returning to the previous screen, as well as other timeout functions, using some of the advanced features described on [page 29](#).



If you find that you are at a place where turning the knob does not change the volume, hold down the **MENU** button to return to the Home Screen for access to volume.

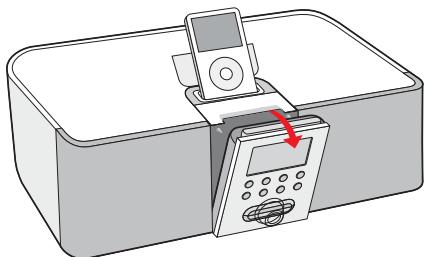
## Pausing / Muting

In addition to the Play/Pause button (described on [page 13](#)), there are two other ways to pause or mute the sound coming from George:

- **Mute/Snooze button** - the long grey button on top of the remote is most famous for its turn-off-the-alarm function, but it will also pause (iPod) or mute (Radio or Aux) the sound coming from George at any time. This can be convenient if the phone rings while you're blasting a favorite tune.
- **Quiet button** - the green light that George reveals when you remove the remote also serves as a pause (iPod) or mute (Radio or Aux) switch.

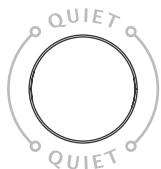
# Detaching the Remote

To remove the remote from George, simply reach behind the top of the remote and pull it away from the front panel of George. You'll be reaching behind the long grey mute/snooze button, but don't push the button when you pull out the remote (unless, of course, you also want to silence George).



## Quiet Button

When the remote is removed, you will see an illuminated green Quiet button:



This button allows you to quickly mute George's sound when the remote is nowhere to be found.

## Covering the Remote Dock

If you want to cover the remote dock, optional covers are available from Chestnut Hill Sound that match George's speaker grill cloth. The remote will still work fine when you've covered the remote dock, but you won't be able to access the Quiet button.

See [page 32](#) for more information.

## When the Remote Sleeps

When George's remote is away from the base unit, it will go to sleep after 5 minutes of inactivity. The screen will go blank, and the green LED will appear. (The red, green, and amber LEDs are described on [page 13](#).)

Click the knob or any button to wake George.

If the remote goes to sleep and an alarm has been set, the remote will wake up five minutes before the alarm goes off.

## Keeping the Remote charged

With a fully charged battery George's remote will last for up to 4 to 6 hours away from the base unit.

The best way to keep your George remote handy and fully charged is by docking it in the optional Charging Stand (available from your George dealer). See [page 32](#) for more information.

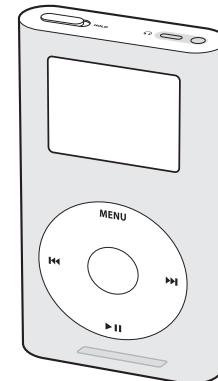
## Battery Charge Indicator

As shown on [page 8](#), there is a battery charge indicator on the left side of George's screen. One of the following icons will show the current state of the remote battery:

- Charging
- Fully Charged
- Low Battery

# Listening to Your iPod

- [Making the George / iPod Connection, page 16](#)
- [How George is different from the iPod, page 17](#)
- [Shuffle, Repeat, and Now Playing, page 18](#)



# Making the George / iPod Connection

## iPod Compatibility

George works with fourth generation (4G) and newer iPods. These are the iPods with click wheels, including the Nano.

## George Charges Your iPod

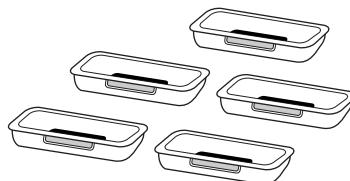
George wants to keep your iPod happy and healthy. So as long as you keep George plugged in, and your iPod plugged into George, he'll make sure that your iPod's battery stays charged.

## What George Can Play

While George is happy to play all of your music, he does not recognize non-audio items in your iPod library such as videos or photos.

## Universal Dock Inserts

Universal Dock Inserts allow the different models of iPod's to sit comfortably on top of George. Five Universal Dock Inserts are included in the accessory box that comes with George, although if your iPod is a First Generation Nano or newer you should use the insert that came with your iPod.



Choose the Universal Dock Insert that fits your iPod by referring to the chart on the accessory box.

Flip up the docking cover, then insert your Universal Dock Insert as shown:

## Inserting iPod

Insert your iPod into the connector on top of George as shown:

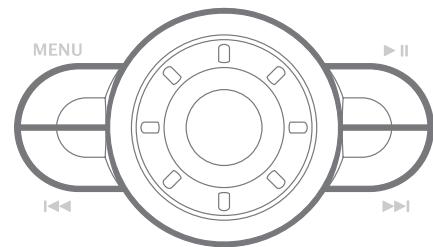
(illustration: inserting iPod)

After you insert your iPod, a check mark will appear on the iPod's screen and George will gather all the song information for the songs on your iPod (in techno-speak this is known as metadata - information about the songs, but not the songs themselves); George will also load all the playlist, genre, album, and artist information from your iPod. The amount of time this takes will depend on the number of songs in your iPod.

Any time the check mark is on the iPod screen, it is safe to remove your iPod (although you will no longer be able to listen to its songs through George).

## Knob and Navigation

For the most part, you use George's knob and navigation buttons the same way that you use your iPod. The knob behaves the same as your iPod click wheel. The buttons to the left and right of the knob correspond with your iPod navigation.



To choose an item, click the button in the center of the knob. To go back to the previous menu, press the MENU button. When you find the item that you want, press Play (> / ||) to listen.

# How George is different from the iPod

Using George is very similar to using your iPod. There are a few differences, however, as we'll explain here. We think you'll appreciate the added power and flexibility that George gives you, especially when it comes to finding all the music in your library.

## Scrolling with George

Scrolling through lists of items (songs, artists, etc.) is a bit different on George than on the iPod.

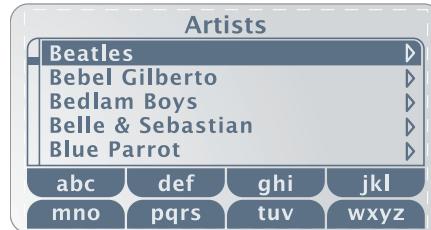
While the iPod makes you stop at the top or bottom of a list, George lets you keep scrolling through any list and wrap through to the beginning (or end). When you get to Z, for example, you don't need to backtrack through the alphabet to get back to A; just keep scrolling.

Similarly, George's radio lets you go right from AM to FM and back again without switching bands. We call this "Bandless Tuning," and it's discussed on [page 20](#).

## Search with Jump Buttons

Although some iPods have search functions, George's eight jump buttons provide a much faster way of searching for an artist, album, song, or genre.

When George is displaying an artist, album, song or genre list, the jump buttons (labeled ① – ⑧) let you move quickly through alphabetical lists.



For example, press the jump button beneath the tab labeled "def" to move to the beginning of the "d" items in the displayed list. If you press this button 3 times, you'll move to the beginning of the "f" items.

Menu items that begin with non-alphabetic characters (like numbers, punctuation, and symbols) cannot be reached using the jump buttons. Since these items are generally found at the beginning of the menu, however, you can find them easily by pressing the "abc" jump button once and then scrolling backwards.

## Timeout Options

George gives you a great deal of flexibility over timeout options. These are things such as:

- What screen should George display after periods of inactivity.
- How long should George wait after displaying the Volume Screen before returning to the Now Playing screen. This is particularly important since – as on the iPod – the knob controls both volume and navigation.

See [page 29](#) for all there is to know about George's timeout options.

# Shuffle, Repeat, and Now Playing

## iPod Music Menu

Press the ① jump button (beneath the iPod tab on the Home Screen) to bring up the iPod Music Menu.

## iPod Settings Menu

Choose **Settings** from the **iPod Music Menu** to bring up the **iPod Settings Menu**. From here you can turn Shuffle and/or Repeat on or off. Turn the knob to highlight the option you want, then click the knob to move through its settings.

- **Shuffle** works just as it does on the iPod, allowing you to play songs from your iPod in any order. The **Albums** option will play all the songs from an album (in order) before moving on to the next randomly chosen album.

As with the iPod, you can use the fast forward and rewind buttons (">>| and |<<) to move through songs while you're listening in shuffle mode.

You can shuffle within a playlist. If Shuffle is set to songs, and you choose a playlist, then the songs on the playlist will play in random order.

- **Repeat** plays all the songs on your iPod, then starts over again at the beginning. You can also repeat only a single song, over and over.

When you repeat multiple songs, George will play all the songs on the list you chose and then start over again, playing them in the same order in which they were played before.

## The Now Playing Screen

If keeping track of the music George plays is more important than having a large time display, you should go to the **iPod Music Menu** and select **Now Playing**

You'll still be able to see what the time is, but song, artist, and album information will now be displayed in large type:



For long names, the words will scroll across the screen.

In addition to the song, artist, and album, a number of other pieces of information are displayed on the Now Playing Screen. These include several things that are also on the Home Screen. The Now Playing screen shows you:

- battery charge information (see [page 9](#))
- number of items in group (e.g., current album) and number of current item.
- current time.
- elapsed time of song being played.
- source status (see [page 9](#))
- tabs for Playlists, Artists, Albums, and Songs.

## Playlists

George gathers all the playlists from your iPod, so you're free to play these at any time.

You will also see a playlist with the same name as your iPod. This is a list of all the songs on your iPod.

# Listening to the Radio

- [Turn On, Tune In, page 20](#)
- [Presets, page 21](#)



# Turn On, Tune In

Press the button beneath the Radio tab to turn on George's radio.

The first time George is turned on, there will be random stations in the preset slots; follow the instructions on [page 21](#) to make your own presets.



## One Knob: Two Functions

George's knob has two functions when you're listening to the radio:

- Turn the knob while listening to change the volume of the radio.
- Click the button in the center of the knob when you want to change the radio frequency. Now when you turn the knob it changes the frequency of the current radio station (the frequency will blink when you are in this mode).

You can also use the Fast Forward (">>>|) and Rewind (|<<) buttons to move through stations.

## Bandless™ Tuning

George's radio uses Bandless Tuning, which means that you can move seamlessly between AM and FM and organize your presets however you like. As you turn the knob while tuning, you'll notice that you can move right from AM to FM (and vice versa).

## Radio Region

Radio Region on the System Settings menu is a setting you should never need. It's set to "U.S." and that's where you should keep it.

## Presets

George lets you organize your radio stations into 4 banks of presets. Thanks to Bandless Tuning, any combination of 6 AM and FM stations can be included in a preset bank.



### Selecting Your Presets

To preset a radio station:

- Press the jump buttons beneath the **Prev** and **Next** tabs to move between banks of presets until you find the bank you want (P1, P2, P3, or P4).
- Tune in the radio station you want to preset (either click and turn the knob or press the **>>|** and **|<<** buttons).
- Press and hold the button under the tab for the preset you want to assign. For example, to set the bottom left tab for the current station, press the **⑤** button. Hold the button until you hear a quick beep; this tells you that the preset has been assigned. The tab will now be labeled with the frequency of the radio station you've selected.

### Banks of Presets

Since Bandless Tuning lets AM and FM stations live together in peace, you can set up your preset banks in the way that suits you best.

For example, you could organize your presets according to your interests, and have talk radio stations (AM or FM) in the Preset 1 Bank, classic rock (AM or FM) in the Preset 2 Bank, news (AM or FM) in the Preset 3 Bank and so forth.

- **P1** - Preset 1
- **P2** - Preset 2
- **P3** - Preset 3
- **P4** - Preset 4

The Previous (Prev) and Next tabs are there so you can move between the four banks of presets. Press the **④** jump button for **Prev**, and the **⑧** button for **Next**.

# Sounding the Alarm(s)

- [Select Your Alarm, page 23](#)
- [Waking to Music, Custom Sound, or the Dreaded Beep, page 24](#)



# Select Your Alarm

George is a versatile and easy-to-use alarm clock. To set an alarm, press the ③ jump button, just below the **Alarm** tab, to go to the Alarm Setup Menu:



If you do not see an Alarm tab on George's screen, press and hold the MENU button to return to the Home Screen; this is a handy shortcut that will always work.

Turn the knob to highlight the alarm you want, then click the knob button to choose from:

- Alarm 1
- Alarm 2
- Nap Timer
- Sleep Timer
- One Time

## Alarm1 and Alarm 2

**Alarm1** and **Alarm2** are George's persistent alarms that you can schedule to go off at the same time every day. Since there are two alarms, you can set two different wake-up calls to go off at two different times daily.

## Nap Timer

**Nap Timer** is a one-time alarm that will wake you after a snooze of an hour or less. Set this to the amount of time you want to nap (e.g., 15 minutes) instead of to the time that you want to be woken.

## Sleep Timer

**Sleep Timer** is for people who want to fall asleep to music. Set the timer to the length of time you want music to play before George shuts off.

## One Time

**One Time** lets you set an alarm that you don't need daily. After this alarm goes off it will not sound again unless you reset it.

## Enabling the Alarm

When you select an alarm by clicking on its name on the Alarm Setup Menu, the Alarm Time Menu appears.



The word "Off" will be flashing (unless you've already enabled this alarm). Turn the knob to toggle this setting between "Off" and "On".

## Setting the Alarm Time

Click the knob or use the `>>|` button to highlight the hour (it will flash). Turn the knob to set this, then do the same with the minutes. Make sure AM or PM is set properly (scroll through the hours to move between AM and PM). As with other George menus, you can use the knob and the `>>|` and `|<<` buttons to move between fields as much as you like.

Note: Alarms are set to the nearest minute. You should be aware of this when you set an alarm for a short period of time. If, for example, the current time is 1:42:59 and you set the alarm to go off at 1:43, the alarm will go off after one second instead of after one minute.

# Waking to Music, Custom Sound, or the Dreaded Beep

## Choosing Alarm Source

While the Alarm Time Menu is displayed, press the ② jump button below the **Source** tab to display the Alarm Source Menu.

Your choices are:

- **Now Playing** – will wake you to the song you are playing when you select “Now Playing.” You have to have George playing when you set the alarm for this to work.
- **Tone** – wakes you to a beep.
- **Radio** – wakes you to the station that you choose in the Alarm Set Menu.
- **iPod** – wakes you to a song from your iPod. Obviously you will need to keep your iPod docked in George for this alarm to work. If you remove the iPod, then replace it, you may have to reset this alarm.
- **Alarm Volume** – lets you set an alarm volume (for music or tone) that is separate from George’s regular volume.

## Turning Off the Alarm

- Press the ① jump button under the **Dismiss** tab to turn off the alarm. Or, press the ④ jump button under the **Snooze** tab to sleep for another 5 minutes.
- The green **Quiet** button on the base unit also turns off the alarm.
- The **Mute/Snooze** button (the big grey bar on top of the remote turns off the alarm for 5 minutes. (This button is also affectionately known as the schmooze button, since it’s the quickest way to silence George if your phone rings or someone walks into your office.)

## Shortcuts

The bottom row of jump buttons provide some alarm shortcuts while the Home Screen is displayed. Hold down the indicated button for a second or two to enable or disable the alarm indicated.

- ⑤ - Alarm 1 on / off
- ⑥ - Sleep Timer on / off
- ⑦ - Nap Alarm on / off
- ⑧ - Alarm 2 on / off

Note that these jump buttons do not dismiss the alarms. When an alarm goes off, you will have to press the ① jump button below the **Dismiss** tab or the ④ jump button below the **Snooze** tab.

## Setting Alarm Volume(s)

George lets you set the volume for each alarm, whether you’ve chosen iPod, Radio, or Tone. The volume you choose for the alarm won’t be affected by any other volume changes. This means that you don’t have to worry about somebody turning down George’s volume and causing you to miss your wake up music. The volume level you’ve selected for the alarm will stay where you’ve set it, no matter how loud or soft George’s regular volume is.

Choose **Alarm Volume** from **Alarm Source Menu**, then set the volume for your wake up call.

# Advanced Features

- [System Settings Menu, page 26](#)
- [Adjusting George's Tone, page 27](#)
- [Back Panel Audio Connections, page 28](#)
  - [Time Out Options, page 29](#)
- [Adding New Features, page 30](#)
- [Zigbee™ Channel, page 30](#)

# System Settings Menu

Many of George's advanced features are available to you from the System Settings menu. To bring up the System Settings Menu, press the **MENU** button from George's Home Screen.



## What's on the Menu

Here's where you'll find information about the items on the System Settings menu:

- Audio – [page 27](#)
- Radio Region – [page 20](#)
- Time – [page 10](#)
- Idle Timeout (sec) – [page 29](#)
- Vol Idle Timeout (sec) – [page 29](#)
- Timeout To – [page 29](#)
- Zigbee Channel – [page 30](#)
- About George – [page 26](#)
- Restore Factory Defaults – [page 35](#)

## About George

Choose this option to see the current level of George's firmware, and also the firmware level for George's remote.

From time-to-time, we will post firmware updates on the Chestnut Hill Sound website ([www.chillsound.com](http://www.chillsound.com)). You'll find the instructions for updating George on [page 30](#).

# Adjusting George's Tone

There's a good chance that you won't need to spend much time with George's audio options, since George's 3-way speaker system delivers remarkable clarity from bass to treble. This allows you to experience maximum enjoyment of your music with minimum fuss.

Still, if you want to fine tune George's tone a bit, this page tells you what to do.

## Modifying George's Bass

Let's face it, some folks like an awful lot of bottom end in their music. If this sounds like you (and you know who you are), take a moment to experiment with the **Bass Adjust** and **Bass Frequency** options, as well as the back panel's Bass Level knob. These options let you cut bass frequencies, too, so they're also for people who want a little less rumble from the deep notes.

**Bass Adjust** and **Bass Frequency** sit side-by-side on the System Settings menu, and they work together:

- **Bass Adjust** allows you to boost or cut George's bass output by up to 7 dB.
- **Bass Frequency** is where you set the point below which George will boost or cut bass frequencies.

## Modifying George's Treble

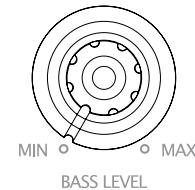
Maybe you want a little more sizzle from George's high end, or maybe the high notes on some of your favorite MP3s cause your dog to howl uncontrollably. In either case, this is where **Treble Adjust** and **Treble Frequency** on the System Settings menu can come to the rescue.

- **Treble Adjust** works together with **Treble Frequency**, and allows you to boost or cut George's treble output by up to 7 dB.
- **Treble Frequency** sets the point above which George will boost or cut treble frequencies.

## Bass Level Knob

Although you may not have noticed it, George has a special speaker on his bottom panel. This speaker, known as a sub woofer, specializes in low notes – notes that move easily around a room no matter where the speaker is pointing.

The **Bass Level** knob on George's back panel lets you tell him how much subwoofer you want in the mix.



# Back Panel Audio Connections

## Connecting to Aux for Other Sound Sources

You can connect devices such as CD players, cassette players, or Minidisc players to George through the back panel Aux input. To do this, connect an audio cable from the line out or headphone out jack of the device to the Aux jack on George's back panel. The cable will need a stereo mini phone plug (1/8") for inserting into George's Aux jack. (The type of plug at the other end of the cable will depend on the connector on the other device.)

Press the ④ jump button beneath the Aux tab to listen to the audio source you've attached to George's Aux input. You will usually achieve best results if the volume on the sound source is set somewhere between halfway and full up. If the sound is distorted, turn down the volume on the sound source and compensate with George's volume control.

If you press the MENU button, the Home Screen will return to George's display, although the Aux source will continue playing through George.

Press and hold the play/pause button (>||) to stop hearing whatever is connected to George's Aux input.

## PRE OUT

Use a stereo mini phone plug (1/8") to connect George to another sound system. This disables George's audio, but allows you to use his remote.

## Headphone

If you've got a pair of headphones with a stereo mini phone plug (1/8"), you can plug them into the Headphone jack on George's rear panel. The knob will now control the volume you hear through the headphones, and no sound will come out of George's speakers.

**CAUTION:** Long-term exposure to loud music may cause hearing damage. It is best to avoid extreme volume when using headphones, especially for extended periods.



# Time Out Options

The Time Out options offer you sophisticated control over the way you use George. You may prefer to keep George functioning very much like an iPod, or you might prefer to customize his Time Out features to be more like those of a clock radio.

Don't forget that you can always hold down the MENU button to return to the Home Screen (where you can always control volume with the knob).

### Vol Idle Timeout (sec)

Just as on the iPod, any time you turn the knob while listening to music, the screen display will change to show you the volume level. Use the **Vol Idle Timeout** option to set the number of seconds that the volume display will stay visible before the screen you had been viewing reappears.

### Idle Timeout (sec)

You can also set the amount of time, in seconds, that George will wait before timing out to the Home Screen (Time) or Source Screen (e.g., iPod's Now Playing Screen) after idle periods during other operations.

For example, if you are scrolling through lists of artists, just to see what's available, you might not actually end up choosing anything. If you stop scrolling, and don't do anything else, then after a certain number of seconds (as specified with **Idle Timeout**), George will switch from the artist list back to the Home Screen or Source Screen. The screen George displays depends on how you've set the **Timeout To** option (described in the following section).

### Timeout To Time

When you set the **Time Out To** option to **Time**, George functions similarly to a clock radio.

This means that whenever you haven't turned the knob or pressed any buttons for the amount of time selected with **Idle Timeout**, the Home Screen will reappear with its handy time display.

When you set **Idle Timeout** to **Off**, neither **Timeout To Time** nor **Timeout To Source** will have any affect.

### Timeout To Source

**Time Out To Source** is the option to choose if you want George to behave more like an iPod. With this setting, if you don't turn the knob or press any buttons for the amount of time specified by **Idle Timeout**, the Source Screen will redisplay. Set **Idle Timeout** to 5 seconds to approximate the iPod's timeout time.

The Source Screen is either the iPod Now Playing Screen, the Radio Screen, or the Aux Screen, depending on what you've been listening to.

With **Time Out To Source**, George remembers where you were before you timed out. So after timing out (i.e., being returned to the Source Screen), you can press **MENU** to go back to the place where you were browsing when you timed out. If you find that this is happening a lot, you may want to increase the number of seconds for **Idle Timeout**.

## Adding New Features

One of the unique qualities of George is his ability to grow. By using the provided USB cable to attach George to your computer, you can download software updates and new features.

Chestnut Hill Sound is committed to keep our products updated with new features, refinements, and user requests. This is what we mean by "products with a future."

Before you use George for the first time, you may want to check for updated software at:

<http://www.chillsound.com>

Follow the links and instructions on the website to download and update George's software.

## Zigbee™ Channel

Zigbee is the name of the wireless method that George's remote uses to communicate with the base unit.

In most environments wireless operation will work fine, allowing you to control George remotely from up to 25 feet away. You do not need a direct line-of-sight path to use the remote control, but the remote will generally work best if the base unit and remote are in the same room.

If the remote response seems sluggish, this could be because of other wireless devices in the area. In this case, you may want to experiment with other Zigbee channels.

The default channel is 26.

Since this setting affects the way the remote interacts with the base unit, the remote must be docked to change the Zigbee channel.

# Options

- [Making George Gorgeous, page 32](#)
- [Remote Charging Stand, page 32](#)

# Making George Gorgeous

## Customizing George to match your color scheme

Although white goes with everything, you may want to customize George to better match your mood or decorating scheme. Optional Wood Panels and Cloth

Speaker Covers let you do just that. Check the Chestnut Hill Sound website:

<http://www.chillsound.com>

for information on all of George's options.

## Wood Panels

Wood cosmetic panels are available for George in a variety of finishes. The panels are easy to install. All you need is a Phillips screwdriver and the instructions that come with the panels.

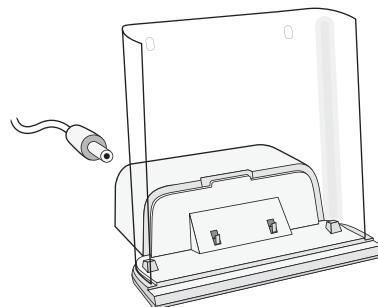
## Cloth Speaker Covers

In less than a minute you can change George's look by changing speaker covers. A matching cloth cover for George's center front panel is also included with each kit.

# Remote Charging Stand

The optional Remote Charging Stand lets you keep George's remote charged and handy at all times. For example, you might want to keep the remote by your bed or favorite chair, while keeping the base unit on the other side of the room.

A grey cloth cover for George's center front panel is included with the charging stand.



# In Case of Problems

• [Replace Battery, page 34](#)

• [Restoring, Rebooting, Resyncing, and Changing the Channel, page 35](#)

## Replace Battery

Remember the little Phillips screwdriver that came in George's accessory box? Hold on to this, because someday you may need to replace the battery in George's remote with a fresh one.

Be sure to dispose of the old battery properly.



# Restoring, Rebooting, Resyncing, and Changing the Channel

## Restore Factory Defaults

Press MENU from the Home Screen to bring up the System Settings Menu, then choose Restore Factory Defaults to reset George to the way he was when he first came home with you. The remote must be docked in the George base unit (not in the remote charging stand) before you can restore the factory defaults.

Restoring Factory Defaults can be a useful troubleshooting tool, but you will lose your radio presets and timeout settings, so be prepared before you choose this option.

## Reboot George

Rebooting George is as simple as unplugging him then plugging him back in.

## Reboot Remote

You might never notice it, but there's a small hole on the back of George's remote; it's near the top, in the center. To reboot the remote, straighten a paper clip and stick it in this hole.

## Change Zigbee Channel

If the remote response seems sluggish, this could be because of other wireless devices in the area. In this case, you may want to experiment with other Zigbee channels. See [page 30](#).

## Resync iPod

Any time you attach an iPod into the connector on top of George, the iPod and George exchange information with each other. This is how George knows the name of every song on your iPod, as well as other information.

From time-to-time, especially with large capacity iPods, there may be a mix-up between what George thinks is on the iPod and what is actually on the iPod. For example, if you've changed the contents of your iPod since the last time you had it connected to George, George might expect to find songs that are no longer on the iPod.

**Resync iPod** on the iPod Music Menu is a quick way to get George and your iPod back on the same page. When you choose this option, George and your iPod will take a moment to get in touch with each other and make sure that George has the most current information. If you ever find that George takes a long time between songs, or seems a tad befuddled, try resyncing.

## Error Messages

Check the FAQ at <http://www.chillsound.com> for explanations of any error messages that George may display.

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