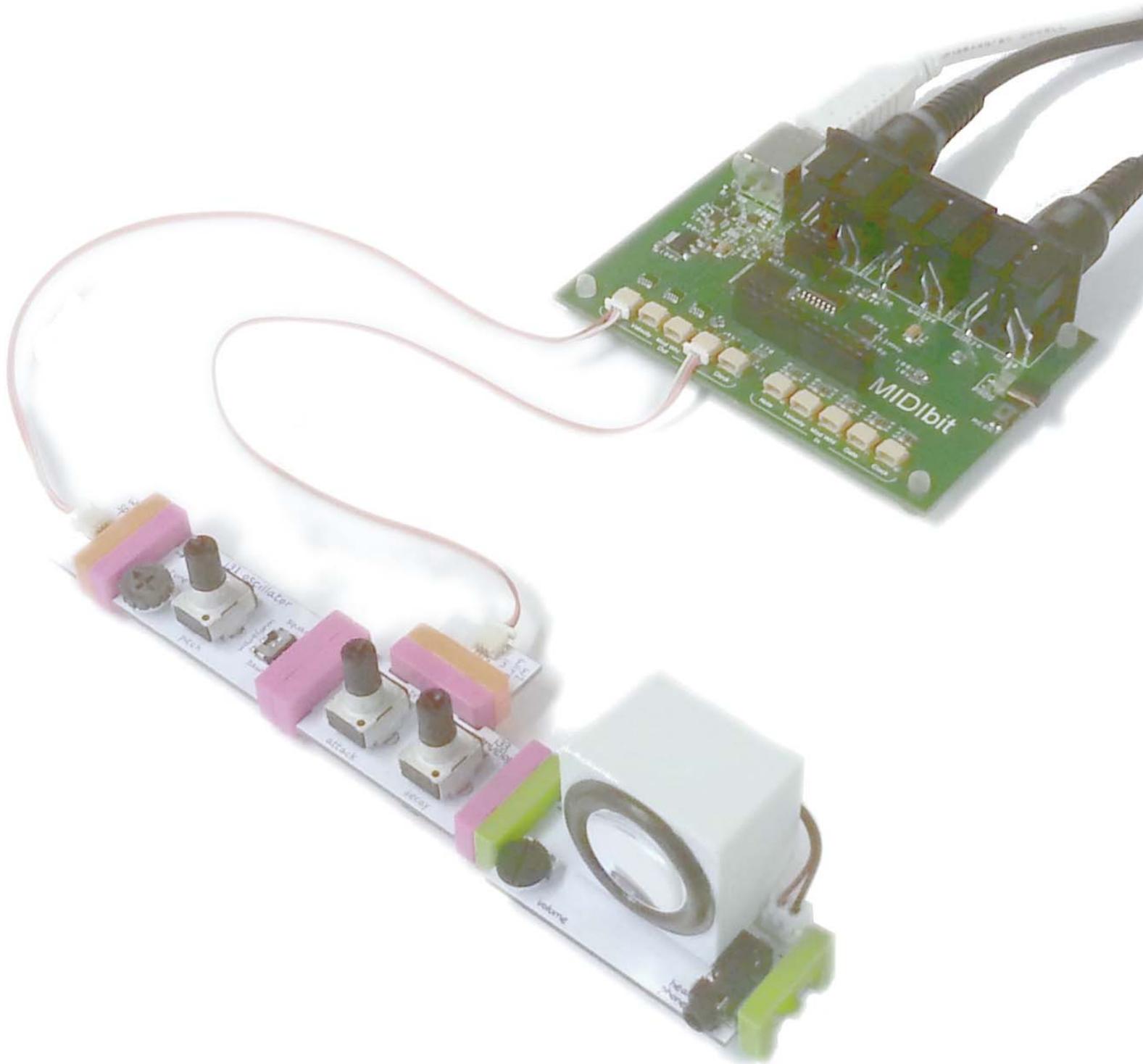


MIDIbit USER MANUAL



Introduction

Thank you for purchasing the MIDIbit.

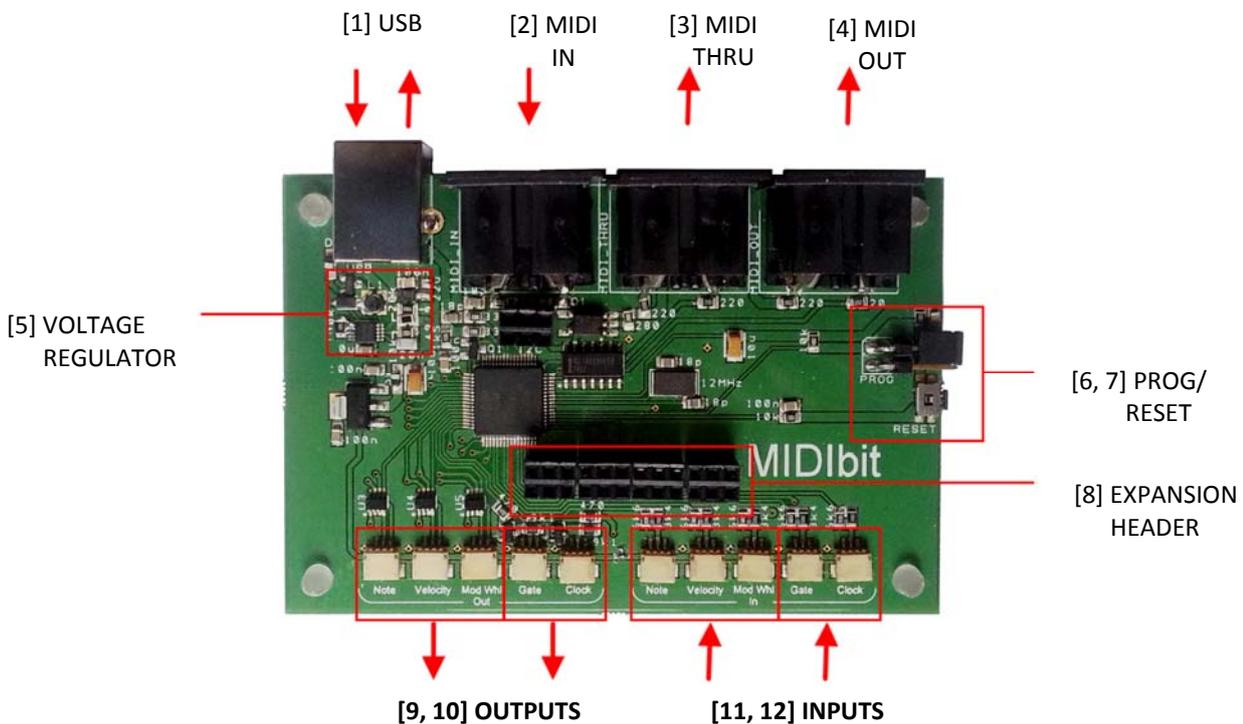
The MIDIbit is an advanced MIDI interface for the LittleBits ecosystem. You can enjoy wide-ranging MIDI control and synchronisation options and even polyphonic operation with a single MIDIbit interface. In addition, the synchronisation clock features variable resolution and swing functions, allowing you to create grooves.

LittleBits modules can be “MIDI-fied” and be controlled by or used to control MIDI hardware or software. Start your sequencer with a Motion Trigger, use a Pressure Sensor to tweak your filter cutoff or move a Servo using MIDI notes. With a MIDIbit and a few LittleBits modules, anything is possible.

Overview

Let’s take a look at the MIDIbit and talk about its major features; what they are, why we’ve included them and why you’re going to need them.

Figure 1:



[1] USB socket

This is both the USB MIDI port and power jack.

Connect to a computer, to transfer MIDI data in and out via USB, or use a USB power adapter to power your MIDIbit without being tied to a computer.

MIDI messages received here will be translated into control voltages at the **[9, 10] OUTPUTS**. They are also output on the **[4] MIDI OUT** connector.

[2] MIDI IN, [3] MIDI THRU and [4] MIDI OUT sockets

The MIDIbit features MIDI in, MIDI out and MIDI thru connections on standard 5-pin DIN sockets. This is where you'll connect your MIDI keyboards, sequencers and other hardware.

MIDI messages received at the **[2] MIDI IN** socket are translated into control voltages at the **[9, 10] OUTPUTS**. They are also output via the **[3] MIDI THRU** and **[1] USB** connectors.

[5] 5V buck/boost regulator

This regulator ensures that your LittleBits modules always receive a steady 5V supply voltage by cutting or boosting the input voltage as required.

Since all of our synthesiser modules are voltage controlled, this really is essential and will maintain things like Oscillator tuning and control voltage range.

[6, 7] Programming jumper and Reset button

This is how we update the MIDIbit's firmware.

For normal operation, the jumper is left open, as shown in the photograph above. Closing the jumper and operating the reset will put the MIDIbit in programming mode.

In programming mode, the MIDIbit shows up as a USB flash drive, allowing you to delete the existing firmware and then drag and drop a new firmware on to the device.

NOTE: You must delete the existing firmware. Overwriting will NOT work.

You can then remove the jumper and press the reset button, in order to run the new firmware.

[8] Expansion sockets

The MIDIbit is equipped with several expansion sockets, for future input/output expansion boards, ensuring that you'll never outgrow the capabilities of your MIDIbit.

[9] Analogue Outputs

This is where the fun really starts. We turn MIDI messages into analogue control voltages.

The MIDIbit is equipped with three analogue outputs. As standard, they are pre-defined as Note, Velocity and Mod Wheel and will respond to MIDI messages on MIDI channel 1. Simply put, this means that any MIDI note messages received by the MIDIbit, on MIDI channel 1, will be output on the Note connector and the associated velocity value will be output at the Velocity connector. Similarly, any mod wheel messages will be output on the Mod Wheel connector.

It is possible to independently customise both the MIDI channel and the MIDI message that each analogue output responds to. This enables us to play polyphonic parts, for example. For more information, see the '*MIDI Implementation Chart*' and the '*Output Settings*' sections of this user manual.

[10] Digital Outputs

The MIDIbit has two digital outputs.

The first digital output is the Gate. Whenever a MIDI note on message is received on MIDI channel 1, the Gate output switches on. It stays on until a note off is received, whereupon it switches off. You can use this to trigger LittleBits modules, like the Envelope for example, whenever a note is played. It is possible to customise the MIDI channel which the Gate output responds to. For more information, see the '*MIDI Implementation Chart*' and the '*Output Settings*' sections of this user manual.

The second digital output is the Clock. This output responds to MIDI synchronisation messages. By default, the Clock output will give a pulse every $1/16^{\text{th}}$ of a bar. The $1/16^{\text{th}}$ resolution is customisable, featuring 18 different settings, from one pulse every $1/64^{\text{th}}$ of a bar through to one pulse every 2 bars. The Clock also features customisable shuffle settings. For more information, see the '*MIDI Implementation Chart*' and the '*Output Settings*' sections of this user manual.

[11] Analogue Inputs

Here's where we turn analogue voltages into MIDI messages.

Similar to the **[10] ANALOGUE OUTPUTS**, the three analogue inputs are also labelled as Note, Velocity and Mod Wheel. Note and Velocity both work in conjunction with the Gate **[12] DIGITAL INPUT** to build a MIDI note on message. When the Gate input is triggered, the analogue voltages at the Note and Velocity inputs are sampled, converted to MIDI values and output as a MIDI note on message via **[1] USB**, and **[4] MIDI OUT**.

The Mod Wheel input is used to create a MIDI CC (continuous controller) message. Unlike the Note and Velocity inputs, this input works independently and is continually sampled, generating a MIDI CC message, via **[1] USB**, and **[4] MIDI OUT**, whenever the analogue voltage at the input is changed.

[12] Digital Inputs

The two digital inputs are labelled as Gate and Clock.

As described in **[11] Analogue Inputs**, above, the Gate input works in conjunction with the Note and Velocity inputs. When the Gate input is triggered, the analogue voltages at the Note and Velocity inputs are sampled, converted to MIDI values and output as a MIDI note on message via **[1] USB**, and **[4] MIDI OUT**.

The Clock input can be used to translate a regular pulse train into a MIDI tempo. The frequency of the pulse train will determine tempo, with each analogue pulse generating a 1/16th bar MIDI clock pulse.

User Guide

So your MIDIbit just arrived. Let's get it set up for use and walk through some common usage scenarios.

Whatever we want to do with the MIDIbit, we're going to need some cables to hook up our LittleBits modules to the MIDIbit's I/O. The easiest thing to do is buy a pack of 'W1 WIRE' modules, from <http://littlebits.cc/bits/wire-bit>. To get started, however, we'll use a couple of the modules that come in the Synth kit.

Pull the 'W19 SPLIT' module out of your LittleBits Synth Kit. It looks like this:

Figure 2:



Unplug the end where both wires connect, circled in red on the left of **Figure 2**, by pulling on the white connector.

NOTE: NEVER pull on the wires as you could damage them.

You will now have two separate output connectors. These LittleBits magnet connectors are the correct orientation for output; they connect to the input of a LittleBits module.

NOTE: NEVER connect these output wires to the input side of the MIDIbit as this could damage your MIDIbit and/or LittleBits modules.

For input connectors, you can disconnect the wires from your mixer bit in a similar way to the split wires above. These LittleBits magnet connectors are the correct orientation for input; they connect to the output of a LittleBits module.

NOTE: NEVER connect these input wires to the output side of the MIDIbit as this could damage your MIDIbit and/or LittleBits modules.

Updating the firmware

Next, let's make sure we have the very latest firmware installed.

Go to www.usbtri.be/firmware/MIDIbit_firmware.html and download the latest firmware file to a directory on your computer. Take note of where you save it.

Take the black plastic link, from its storage position and slide it onto both pins of the PROG connector

Plug a USB cable into the MIDIbit's USB connector and then into the computer. The MIDIbit will show up as a USB flash drive. Delete the firmware that is on there and then drag-and-drop the new firmware on to it.

NOTE: You **MUST** delete the old one first and not just try to overwrite it.

Next, if you intend to use the MIDIbit with a computer, press the Reset button and follow the next section **Playing some notes via USB**. Alternatively, if you wish to use your MIDIbit without a computer, disconnect the USB lead from the computer, connect it to a USB power adapter and skip ahead to the **Playing some notes via DIN**.

Demonstrating the Outputs

In this section we'll walk through some very simple examples in order to demonstrate the various output functions.

Playing some notes (*via USB*)

With the latest firmware installed, as described above, and your MIDiBit connect to the computer, we're ready to start making some noise.

Start your DAW. Open the MIDI preferences window and, in the Output section, locate the MIDiBit (it will be called either MIDiBit or USB Audio Device, depending on the operating system you use) and enable the interface for MIDI output. Consult the manual for your DAW if you are not sure how to do this.

Take one of your output connectors, the ones from the Split module, and plug it into the MIDiBit's Note output. Now snap an Oscillator module to the magnet connector, on the end of the wire, and the Speaker module to the output of the oscillator.

Playing notes from your DAW will now sound the Oscillator. You'll need to adjust the Pitch and the Tune controls, on the Oscillator module, to tune it to the correct frequency.

Playing some notes (*via DIN*)

With the latest firmware installed, as described above, and your MIDiBit connect to a USB power supply, we're ready to start making some noise.

Plug your MIDI source (keyboard, sequencer, etc.) into **[2] MIDI IN**, referenced in **Figure 1**.

Take one of your output connectors, the ones from the Split module, and plug it into the MIDiBit's Note output. Now snap an Oscillator module to the magnet connector on the end of the wire and the Speaker module to the output of the oscillator.

Playing notes from your MIDI source will now sound the oscillator. You'll need to adjust the Pitch and the Tune controls, on the Oscillator module, to tune it to the correct frequency.

The Velocity output

Let's add the Filter module, and modulate the cutoff using MIDI velocity values.

Break the chain of modules by disconnecting the Speaker from the output of the Oscillator. Snap the Filter module to the output of the Oscillator and the Speaker to the output of the filter. Now snap the magnet connector of your other output wire, the second one from the Split module, to the 'Freq In' input of the Filter and plug the other end into the MIDIbit's Velocity output.

Playing notes will still sound the Oscillator but now the Oscillator sound passes through the Filter module. Try playing notes of varying velocity to hear how it modulates the Filter cutoff. You'll need to adjust the Cutoff and the Peak controls, on the filter module, to get your preferred sound.

The Mod Whl output

Now we're going to modulate the filter cutoff using the Mod Wheel. If you're using a MIDI controller keyboard, chances are you have a mod wheel next to the keyboard, usually alongside the pitch bend control. If not, you can send MIDI continuous controller (CC) number 1. CC#1 is what the mod wheel sends.

First off we need to adjust our connections. On the MIDIbit, unplug the connector from the Velocity output and connect it to the Mod Whl output.

Playing notes will still sound the Oscillator and the sound still passes through the Filter module. Now, however, the Filter is modulated by adjusting the mod wheel on our MIDI source. Again, you might need to adjust the Cutoff and the Peak controls, on the Filter module, to get your preferred sound.

The Gate Output

For this example we need to swap the Filter module for the Envelope module. The Envelope module should connect to the output of the Oscillator module and the Speaker module should connect to the output of the Envelope module.

On the MIDIbit end, we also need to move the wire from the Mod Whl output to the Gate output.

Now, turn the Attack control fully anti-clockwise and the Decay control fully clockwise and start playing notes. The Envelope is being triggered every time a note is played. Adjust the Attack and Decay controls to find a sound you like.

The Clock Output

This time we'll move the wire from the Gate output to the Clock output.

The Clock output only triggers when the MIDIbit receives MIDI sync messages so we need to set up the MIDI source to send sync. Consult the manual for your DAW or MIDI hardware if you're unsure how to do this. Some hard/software requires you to start playback in order to send sync.

The Envelope is being triggered every 1/16th step, in sync with the MIDI clock. Start playing notes and adjust the Attack and Decay controls to find a sound you like.

Demonstrating the Inputs

In this section we'll walk through some very simple examples in order to demonstrate the various input functions.

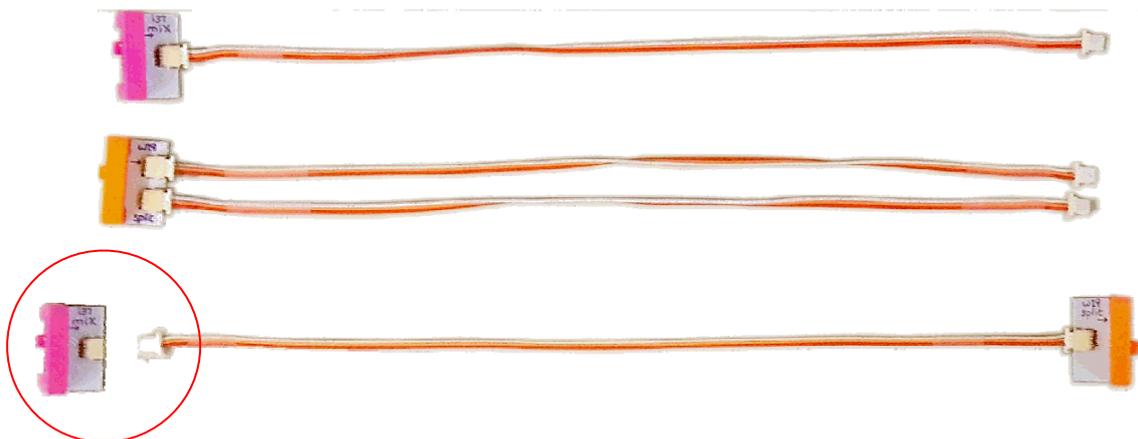
For these examples, we want to separate the Mixer module as well as the Split. Unplug the two wires from the mixer end, the end with the two knobs on. You'll end up with two wires with pink magnet connectors on one end and nothing on the other end.

The Note, Velocity and Gate Inputs

These three inputs are best demonstrated all together. This is because a MIDI note message is made up of two components, a note number and a velocity. The note number determines the frequency of the note to be played and the velocity determines its amplitude. We need to use the Gate input to tell the MIDibit when to start and stop the note.

The Synth kit doesn't quite contain enough wires so we need to do a bit of swapping around. Make up three wires, as shown in the photograph below. For the last wire, you need to disconnect the Mixer magnet connector, circled in red, and connect one of the Split magnet connectors, so you end up with the wires exactly as shown below.

Figure 3:



Take your '**P1 Power**' module and snap it to the input of an Oscillator module.

Now, take the double Split wire, the second from the top in '**Figure 3**', and snap it to the output of the Oscillator. Connect the two wire ends to the Note and Velocity inputs on the MIDibit. Set this Oscillator to Saw wave and set its knob to 3 o'clock.

Continued on the next page...

Next, snap the Mixer wire, at the top in **'Figure 3'**, to the output of another Oscillator module and connect the free end to the MIDIbit's Gate input. The remaining Split wire, at the bottom in **'Figure 3'**, can now be snapped to the input of the second Oscillator module and its free end connected to the MIDIbit's Gate output. Switch this second Oscillator to Square wave and set its knob to 3 o'clock.

Switch on your Power module and hold down a note. The first oscillator is providing the Note and Velocity inputs with analogue voltages. The second Oscillator is triggering the Gate input, causing the MIDIbit to sample the Note and Velocity inputs. The MIDIbit will output, over MIDI, a stream of varying notes with varying velocities. Route these notes to an external soft/hardware synth to hear the results.

The Mod Whl Input

The Mod Whl input is sampled periodically and, when the analogue voltage at the input changes, sends a MIDI CC#1 message containing the sampled value. This could be used, for example, to add physical control to software. Try connecting up a LittleBits Dimmer or Slide Dimmer module and using the MIDI messages to adjust channel volume in your DAW.

For this example, we're going to use an Oscillator module to provide an analogue value.

Connect the Power module to the input of an Oscillator module and one of the Mixer wires to the output. Connect the other end of the Mixer wire to the Mod Whl input on the MIDIbit. Set the Oscillator to Saw wave, turn the knob fully anticlockwise and switch on your Power module.

The MIDIbit will output a stream of MIDI CC#1 messages via MIDI.

The Clock Input

For this example, we're going to use an Oscillator module to provide pulse train.

Connect the Power module to the input of an Oscillator module and one of the Mixer wires to the output. Connect the other end of the Mixer wire to the Clock input on the MIDIbit. Set the Oscillator to Square wave, turn the knob fully anticlockwise and switch on your Power module.

The MIDIbit will output sync messages via MIDI. Try varying the knob on the Oscillator to raise or lower the tempo.

User Defined Settings

Although the MIDIbit's outputs come predefined as Note, Velocity and Mod Whl and all respond to MIDI channel 1, they can in fact be independently set to respond on any MIDI channel and as any of those three output types. This means we could have three note outputs each on a different channel, for example, or two note outputs and a velocity output all on MIDI channel 16. Any combination is possible.

Due to the fact that the MIDIbit board has no physical input controls, we modify these settings via MIDI CC messages. The MIDI implementation chart is shown on the following page. For clarity, we'll call the Note output 'Output 1', Velocity 'Output 2' and Mod Whl 'Output 3'.

Let's say that we want to change the MIDI channel that 'Output 2' responds to. By default it is set to 1. Lets change it to 7, just as an example.

Using the chart below, we can see that Output 2 MIDI Channel is modified by CC#22 and the range of useable values is 0...15, representing MIDI channels 1 through 16.

To change 'Output 2' from channel 1 to channel 7, we send a value of 6 on MIDI CC#22. To change it to channel 16, we'd send a value of 15 on MIDI CC#22.

To change 'Output 3' function from 'Mod Whl' to Note, we send a value of 0 on MIDI CC#25. To change it to 'Velocity', we'd send a value of 3 on MIDI CC#25.

For a full list of channel functions and their corresponding numbers, please see '**Table 2 - Channel Function Chart**', which you'll find after '**Table 1 – MIDI Implementation Chart**', on the next page.

Table 1 - MIDI Implementation Chart

CC #	MIDIbit Setting	Values*	Comments
20	Output 1 MIDI Channel	0...15	Set MIDI channel 1-16
21	Output 1 function	0...119	Set function: (Table 2 for full list) 0 = Note; 1 = Mod Whl; 3 = Velocity.
22	Output 2 MIDI Channel	0...15	Set MIDI channel 1-16
23	Output 2 function	0...119	Set function: (Table 2 for full list) 0 = Note; 1 = Mod Whl; 3 = Velocity.
24	Output 3 MIDI Channel	0...15	Set MIDI channel 1-16
25	Output 3 function	0...119	Set function: (Table 2 for full list) 0 = Note; 1 = Mod Whl; 3 = Velocity.
26	Gate output MIDI Channel	0...15	Set Gate out channel 1-16
27	Output Clock Resolution	0...17	0 = 1/64, 1 = 1/48, 2 = 1/32, 3 = 1/24, 4 = 1/16, 5 = 1/12, 6 = 1/8, 7 = 1/6, 8 = 3/16, 9 = ¼, 10 = 5/16, 11 = 1/3, 12 = 3/8, 13 = ½, 14 = ¾, 15 = 1, 16 = 1.5, 17 = 2
28	Output Clock Shuffle (work in progress)	0...15	Set amount of shuffle, from 1 - 16

***Note: Out of range values will be ignored**

Table 2 - Channel Functions

Value	Channel Output Function
0	Note (Only for setting parameters, can not be used as CC)
1	Modulation Wheel or Lever
2	Breath Controller
3	Velocity (Only for setting parameters, can not be used as CC)
4	Foot Controller
5	Portamento Time
6	Data Entry MSB
7	Channel Volume (formerly Main Volume)
8	Balance
9	Undefined
10	Pan
11	Expression Controller
12	Effect Control 1
13	Effect Control 2
14	Undefined
15	Undefined
16	General Purpose Controller 1
17	General Purpose Controller 2
18	General Purpose Controller 3
19	General Purpose Controller 4
20	Output 1 – MIDI Channel (Only for setting parameters, can not be used as CC)
21	Output 1 – Function (Only for setting parameters, can not be used as CC)
22	Output 2 – MIDI Channel (Only for setting parameters, can not be used as CC)
23	Output 2 – Function (Only for setting parameters, can not be used as CC)
24	Output 3 – MIDI Channel (Only for setting parameters, can not be used as CC)
25	Output 3 – Function (Only for setting parameters, can not be used as CC)
26	Gate Out – MIDI Channel (Only for setting parameters, can not be used as CC)
27	Clock Out – Resolution (Only for setting parameters, can not be used as CC)
28	Clock Out – Shuffle Amount (Only for setting parameters, can not be used as CC)
29	Undefined
30	Undefined
31	Undefined
32	LSB for Control 0 (Bank Select)
33	LSB for Control 1 (Modulation Wheel or Lever)

34	LSB for Control 2 (Breath Controller)
35	LSB for Control 3 (Undefined)
36	LSB for Control 4 (Foot Controller)
37	LSB for Control 5 (Portamento Time)
38	LSB for Control 6 (Data Entry)
39	LSB for Control 7 (Channel Volume, formerly Main Volume)
40	LSB for Control 8 (Balance)
41	LSB for Control 9 (Undefined)
42	LSB for Control 10 (Pan)
43	LSB for Control 11 (Expression Controller)
44	LSB for Control 12 (Effect control 1)
45	LSB for Control 13 (Effect control 2)
46	LSB for Control 14 (Undefined)
47	LSB for Control 15 (Undefined)
48	LSB for Control 16 (General Purpose Controller 1)
49	LSB for Control 17 (General Purpose Controller 2)
50	LSB for Control 18 (General Purpose Controller 3)
51	LSB for Control 19 (General Purpose Controller 4)
52	LSB for Control 20 (Undefined)
53	LSB for Control 21 (Undefined)
54	LSB for Control 22 (Undefined)
55	LSB for Control 23 (Undefined)
56	LSB for Control 24 (Undefined)
57	LSB for Control 25 (Undefined)
58	LSB for Control 26 (Undefined)
59	LSB for Control 27 (Undefined)
60	LSB for Control 28 (Undefined)
61	LSB for Control 29 (Undefined)
62	LSB for Control 30 (Undefined)
63	LSB for Control 31 (Undefined)
64	Damper Pedal on/off (Sustain)
65	Portamento On/Off
66	Sostenuto On/Off
67	Soft Pedal On/Off
68	Legato Footswitch
69	Hold 2
70	Sound Controller 1 (default: Sound Variation)

71	Sound Controller 2 (default: Timbre/Harmonic Intens.)
72	Sound Controller 3 (default: Release Time)
73	Sound Controller 4 (default: Attack Time)
74	Sound Controller 5 (default: Brightness)
75	Sound Controller 6 (default: Decay Time - see MMA RP-021)
76	Sound Controller 7 (default: Vibrato Rate - see MMA RP-021)
77	Sound Controller 8 (default: Vibrato Depth - see MMA RP-021)
78	Sound Controller 9 (default: Vibrato Delay - see MMA RP-021)
79	Sound Controller 10 (default undefined - see MMA RP-021)
80	General Purpose Controller 5
81	General Purpose Controller 6
82	General Purpose Controller 7
83	General Purpose Controller 8
84	Portamento Control
85	Undefined
86	Undefined
87	Undefined
88	High Resolution Velocity Prefix
89	Undefined
90	Undefined
91	Effects 1 Depth
92	Effects 2 Depth (formerly Tremolo Depth)
93	Effects 3 Depth
94	Effects 4 Depth (formerly Celeste [Detune] Depth)
95	Effects 5 Depth (formerly Phaser Depth)
96	Data Increment (Data Entry +1) (see MMA RP-018)
97	Data Decrement (Data Entry -1) (see MMA RP-018)
98	Non-Registered Parameter Number (NRPN) - LSB
99	Non-Registered Parameter Number (NRPN) - MSB
100	Registered Parameter Number (RPN) - LSB*
101	Registered Parameter Number (RPN) - MSB*
102	Undefined
103	Undefined
104	Undefined
105	Undefined
106	Undefined
107	Undefined

108	Undefined
109	Undefined
110	Undefined
111	Undefined
112	Undefined
113	Undefined
114	Undefined
115	Undefined
116	Undefined
117	Undefined
118	Undefined
119	Undefined

Main Specifications

- Connectors: USB socket (USB B), MIDI IN socket (5-pin circular DIN), MIDI THRU socket (5-pin circular DIN), MIDI OUT (5-pin circular DIN), Note out (SM03B), Velocity out (SM03B), Mod Whl out (SM03B), Gate out (SM03B), Clock out (SM03B), Note in (SM03B), Velocity in (SM03B), Mod Whl in (SM03B), Gate in (SM03B), Clock in (SM03B);
- Power supply: DC 5V USB adapter;
- Dimensions (W×D×H): 95×62×27 mm / 3.74"x 2.44"x1.06";
- Weight: 50g / 1.76oz;

*specifications and appearance are subject to change without notice for improvement.

Precautions

Location

Using the unit in the following locations can result in a malfunction.

- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration
- Close to magnetic fields

Power supply

Please connect the designated USB port to a USB power adapter. Do not connect it to an outlet of voltage other than that for which your unit is intended.

Interference with other electrical devices

Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Handling

To avoid breakage, do not apply excessive force to the unit.

Care

If the unit becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual

After reading this manual, please keep it for later reference.

Keeping foreign matter off your equipment

Never set any container with liquid in it near this equipment. If liquid gets on to the equipment, it could cause a breakdown, fire, or electrical shock.

Be careful not to let metal objects get on to the equipment. If something does slip on to the equipment, unplug the USB cable from the unit. Then contact us at MIDiBit.

THE FCC REGULATION WARNING (for USA)

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.

If items such as cables are included with this equipment, you must use those included items. Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

Notice regarding disposal (EU only)

Contact your local administrative body for details on the correct disposal method.

IMPORTANT NOTICE TO CONSUMERS

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.

WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty. Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty. Company names, product names, and names of formats etc. are the trademarks or registered trademarks of their respective owners.

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