



motorola  
**RAZR**  
V3i



**RAZR.**  
Fully loaded.  
now with  
**iTunes®**



**MOTORAZR**

## ➔ iTunes® on your V3i

### INSTALL iTunes

- Install the iTunes software by going to [www.iTunes.com](http://www.iTunes.com)

### ACCESS iTunes

- Press iTunes to show iTunes display
- Press down to select

### ADD SONGS

- On the computer, add music to the iTunes library by importing songs from audio CD's or purchased from iTunes store where available.
- To import songs from a CD, insert the CD and click Import

### PURCHASE MUSIC

*Must have an Apple or an AOL account to purchase music.*

On computer:

- Open iTunes > Music Store in the Source list

Create an Account:

- Click on Sign In > Follow onscreen instruction to create new account

*Once logged into account, browse and purchase songs.*

**TIP:** Once a song is purchased, it will appear in Purchase Music playlist. Connect the phone to the computer and it will appear in the source list. Then, drag and drop the songs or a playlist to the phone.

### TRANSFER SONGS TO THE PHONE

- Connect the phone to computer using the cable that came with phone
- Follow the onscreen instructions to transfer music to the phone
- Disconnect the phone when the display says OK to Disconnect

**NOTE:** Memory Card must be installed to transfer music

**NOTE:** Each song will take approximately 30 seconds to transfer to the phone.

### PLAY A SONG

- Press iTunes > scroll and Select Songs > Song Name > PLAY or Albums > Album Name > PLAY

### PLAY AN ENTIRE ALBUM

- Press iTunes > scroll and select Albums, or Artists, or Playlist
- Use the to scroll right > All > PLAY

**TIP:** Phone must be disconnected from computer to play songs

### HIDE MODE

- While Playing a song in iTunes Press > Hide
- Music controls and Album art will be shown on Idle screen

### ADD ALBUM COVER OR ARTWORK TO SONGS

- From computer: Drag and drop a picture file to the artwork window in iTunes.

**NOTE:** For more information on iTunes please go to [www.hellomoto.com](http://www.hellomoto.com)