



Introducing

Digital Talking-Book Machines



Standard player

Advanced player



Operating the Standard Player

Each button identifies itself when pressed and states its function when no book is in the player.



Buttons Below the Raised Line

A raised line runs the width of the player to help patrons locate the buttons.



Buttons Below the Raised Line (continued)

- **Power** turns player on and off
- **Play/Start** starts and stops book
- **Rewind/Fast-Forward** moves the text backward and forward
- **Volume Up/Volume Down** controls the volume
- **Sleep** turns player off automatically





Power Button

- Turns player on and off
- Provides information about battery capacity





Play/Stop Button

- Starts and stops book
- Provides access to User Guide (in standard player)





Fast-Forward Button

- Moves the text forward in increments that are determined by how long the button is held down
- Moves to the end of the text if held down long enough





Rewind Button

- Moves the text backward in increments that are determined by how long button is held down
- Moves to the beginning of the text if held down long enough



Volume Up/Volume Down Buttons

- Controls the volume
- Provides 15 volume levels up and down
- Indicates when minimum and maximum volumes have been reached





Sleep Button

- Sets the length of time to play in increments of 15 minutes to 1 hour
- Turns the player off automatically after set time is reached
- Cancelled when Play/Stop button is pressed





Buttons Above the Raised Line

- **Tone Up/Tone Down** adjusts the voice tone
- **Speed Up/Speed Down** adjusts the voice speed



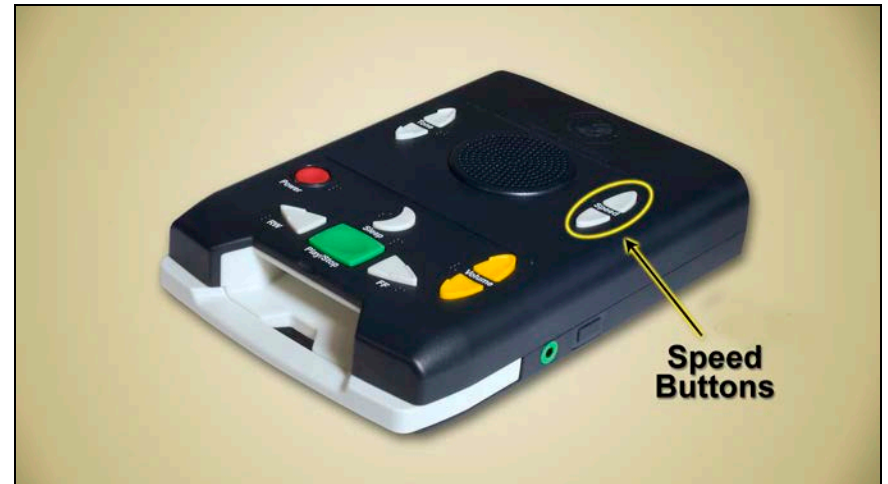
Tone Up/Tone Down Buttons

- Adjusts the voice tone
- Provides 11 levels of tone
- Indicates when minimum and maximum tones have been reached



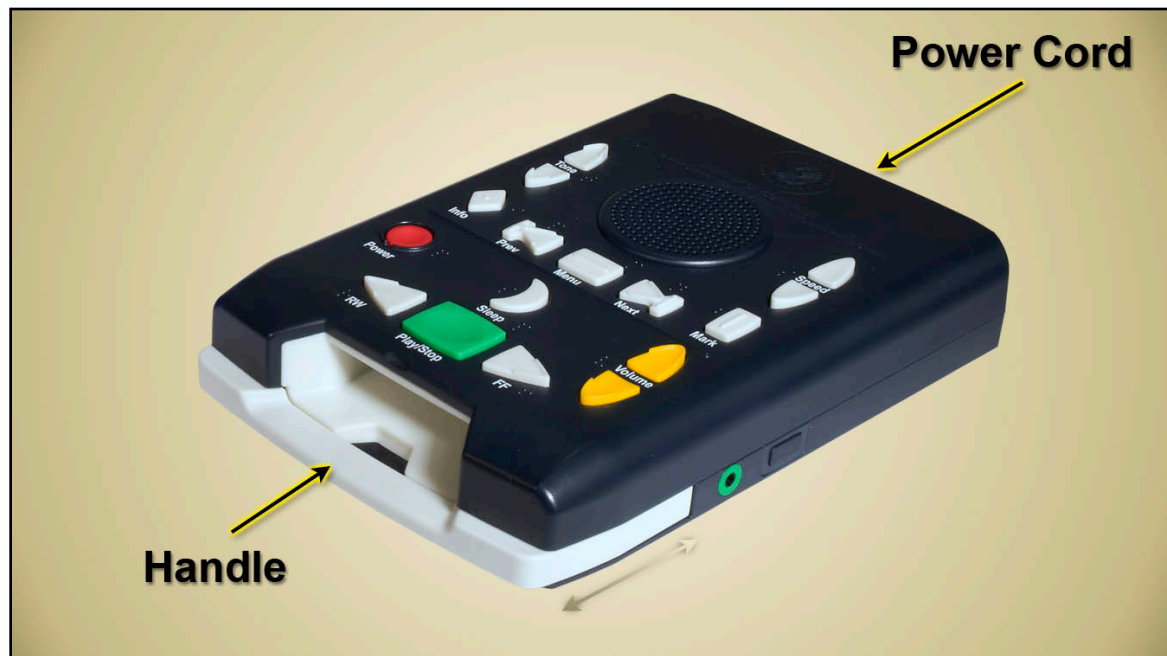
Speed Up/Speed Down Buttons

- Adjusts the voice speed
- Provides 16 levels of speed
- Indicates when minimum and maximum levels have been reached



Advanced Player/Additional Buttons

Each button identifies itself when pressed and states its function when button is released when no cartridge is inserted.





Advanced Player/Additional Buttons (continued)

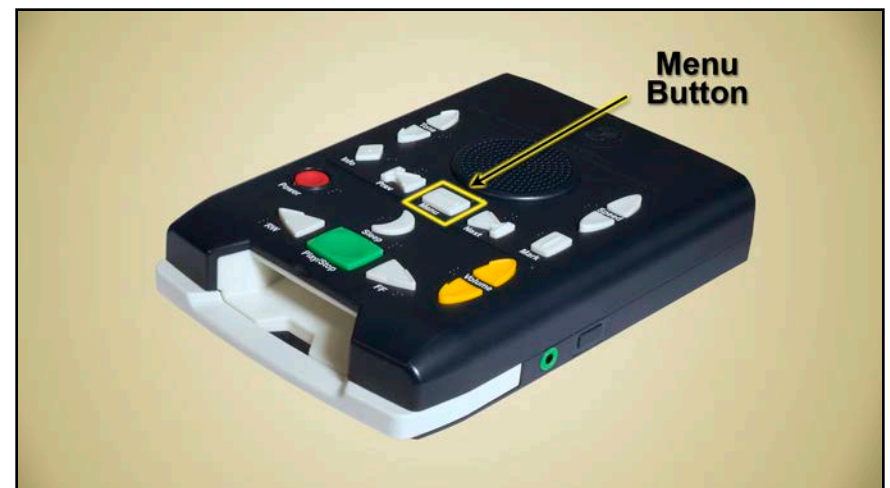
- **Menu** selects the type of navigation
- **Prev** moves book backward one item to the previous item
- **Next** moves book forward one item to the next item
- **Info** provides information about the book in the player
- **Mark** inserts a bookmark at the current reading position





Menu Button

- Selects the type and level of navigation
- Allows navigation through a book
- Works with Prev and Next buttons





Prev Button

- Moves text back to the previous item at the selected navigation level
- Allows navigation backward through a book to reach the beginning of the text
- Works with the Menu button





Next Button

- Moves text forward to the next item at the selected navigation level
- Allows navigation forward through a book to reach the end of the text
- Works with the Menu button

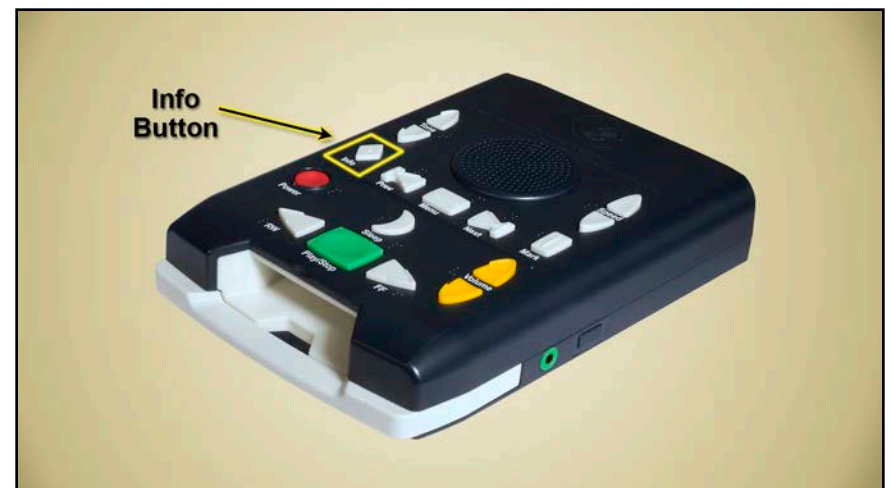




Info Button

Provides information about:

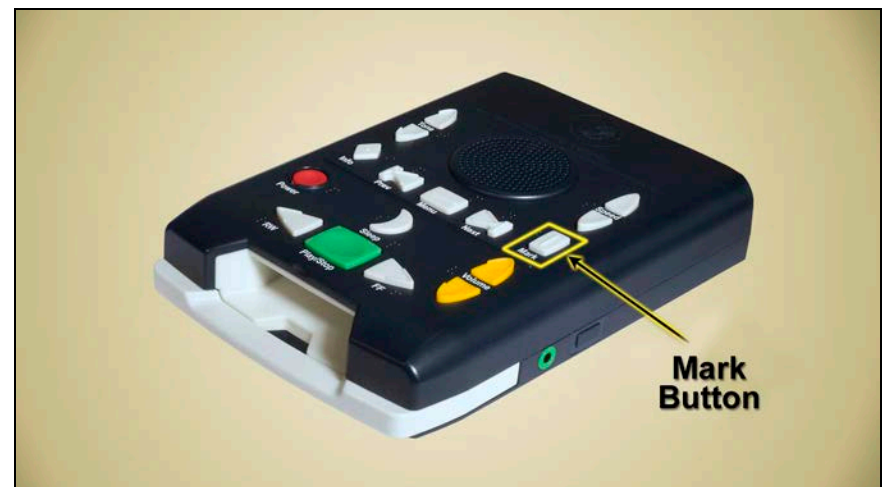
- Book (title, author, etc.)
- Current reading position
- Battery status, plug-in status





Mark Button

Inserts and removes bookmark at the current reading position



Mailing Containers

- Cartridges are shipped in blue plastic mailing containers through the U.S. Postal Service
- Containers are easy to open and close





Cartridges

- Cartridges are designed to be easily inserted in the player
- One cartridge holds an entire book
- Labels contain braille and large print



Inserting and Removing Cartridges

- To insert:
 - Make sure the flat surface with label is facing up
 - Insert the edge that does not have the finger hole into the slot on the player and push firmly
- To remove:
 - Tug on the finger hole
 - Pull out the cartridge



Headphone Jack

- Located on the right side of the player
- When headphones are plugged in, player speaker audio output is disconnected
- Output may be used to drive external speakers



Battery Operation

- Player has a rechargeable battery
- Player does not have to be plugged in to use
- Battery lasts 27 or more hours
- Power button announces remaining battery capacity
- Player powers off after 30 minutes of idle time, saving battery power



Possible Accessories

- A shoulder strap may be attached on two recessed bars located on the bottom of the player near the handle
- A shoulder strap is not included with the player





Completion of Digital Talking-Book Machine Operation

