



# 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





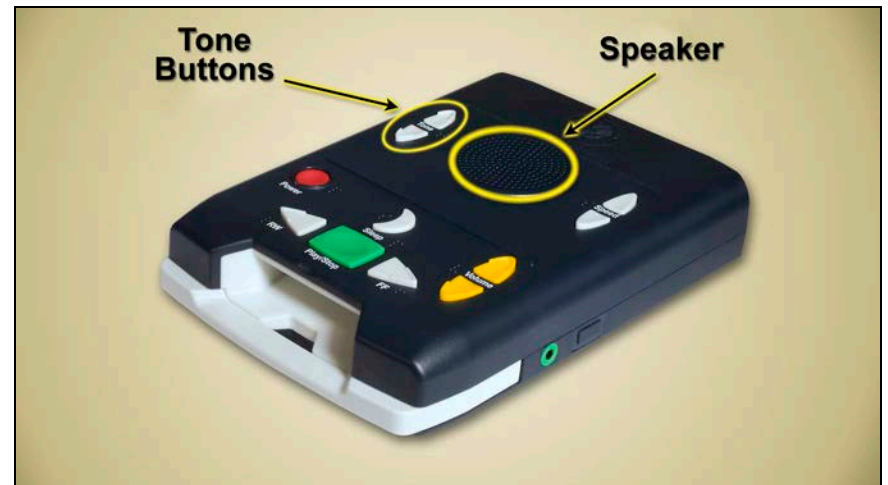
## Buttons Above the Raised Line

- **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



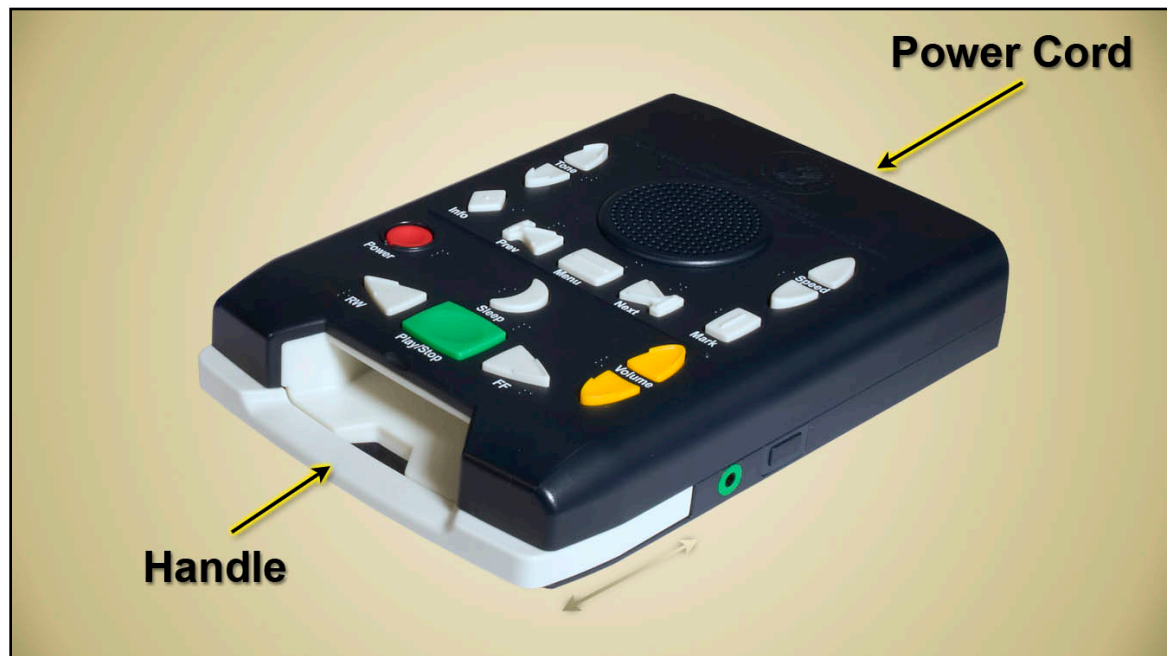
# Speed Up/Speed Down Buttons

- 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









# 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:

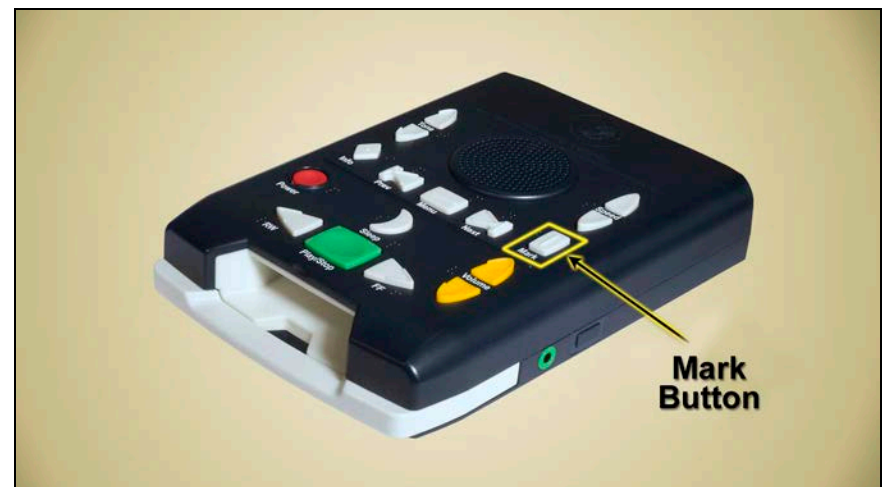
- Book (title, author, etc.)
- Current reading position
- Battery status, plug-in status





# 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

