



PROPRIETARY
INFORMATION

Orbit Player™ User Guide

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Version 0.11

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1 Introduction and Orientation:

Congratulations on purchasing your new Orbit Player!

First, let us describe the device.

- Position the Orbit Player in front of you with the numeric keypad closest to you and the rectangular key structure, which has keys at all four corners, positioned away from you.
- Above the number pad, you will find a rectangular shaped navigation pad. The navigation pad consists of five separate buttons. These buttons have tactile markings on them for easy identification. These are **Up**, **Down**, **Left** and **Right** arrow keys.
- These arrow keys enable navigation through menus within applications and facilitate various other functions.
- At the center of the arrow keys, you will find the **Select** button, which is used to confirm selections.
- At each corner of the navigation pad, there are four function keys, each performing unique functions when pressed individually or in combination with other keys:
- To the left and slightly up from the navigation pad, you will find menu key. This key will help you in accessing menus and other system options.
- To the right and slightly upwards from the navigation pad, you will find the record key. It will allow you to initiate a recording instantly without navigating to the recording application.
- To the left and slightly downwards, you will find the home key. This key will bring your focus to the home screen from any application or system option.
- to the right and slightly downwards, you will find the back key. This key will help you in coming back from the menu, files, and folder etc.
- Below that section, you will feel a horizontal partition like line and below that line, you will find a number pad which you might already be familiar with as it used to

be used in the old keypad phones. If not, no issues here. Let me explain it for you.

- The numeric keypad consists of four rows, each containing three keys.
- The first row (left to right): 1, 2, 3.
- The second row: 4, 5, 6i
- The third row: 7, 8, 9
- The fourth and final row: *, 0, #

These keys serve multiple purposes:

- They can be used in combination with Home or function keys for various shortcuts.
- They function as a typing keypad.
- They serve as shortcut keys to access applications directly. For example, if the media player is listed as the third application, pressing **3** will launch it immediately.

Below the numeric keypad, there is a speaker grille that provides voice feedback for all user actions.

Device Side Orientation

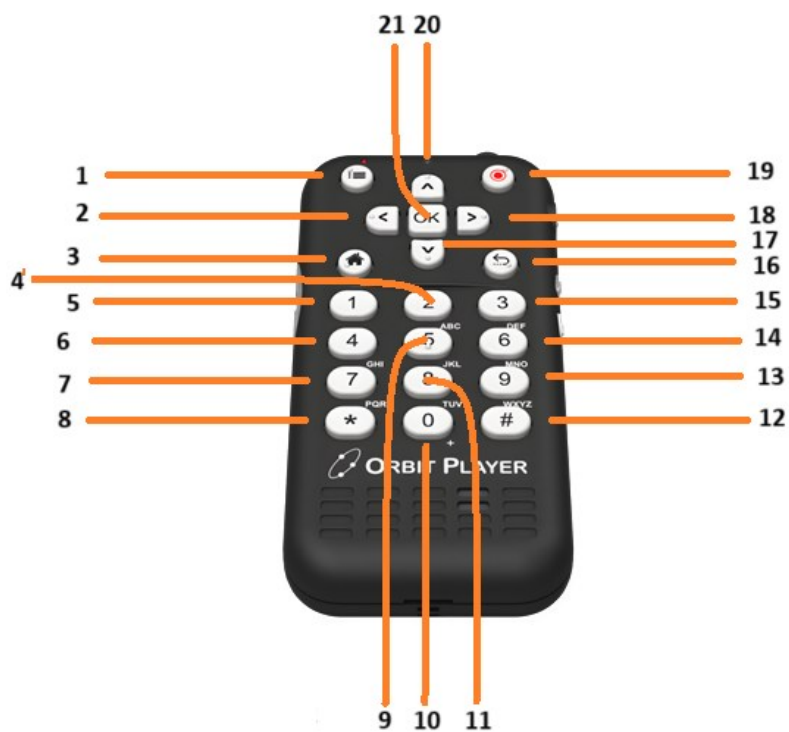
Now, let us examine the ports and buttons on the sides of the device.

- **Bottom:** The bottom section of the device does not contain any ports and buttons.
- **Right Side:**
 - At the top, you will find the **Power Button**, which is marked with a tactile dot.
 - Below the Power Button, there are two triangular **Volume Control Buttons** facing opposite directions. These buttons allow you to adjust different types of volumes on the device.

- If you press volume up and down by default, it will change the system volume, which includes system voice volume which is the speech, the tone you hear now and then and media volume if you are in a media app like book reader, media player, podcast or internet radio.
- **Top Side:**
 - On the right, there is a **3.5mm Audio Jack** for connecting wired earphones.
- **Left Side:**
 - The **USB-C Port** is used for charging the device and connecting it to a PC.
 - Below the USB-C Port is the **SD Card Slot**, which supports SD cards ranging from 8GB to 1TB.
 - To remove the SD card, gently press it until you hear a click, indicating that it is unlocked and can be slid out.
 - To insert an SD card, ensure the contacts are facing up and towards the device, then gently push it into the slot until you hear a click.

Rear of the Device

- On the back of the device, near the top, you will find the **Orbit logo**, positioned just behind the navigation pad.
- Below this, towards the bottom, is the **battery compartment**, which is removable. To remove the battery cover, use two or three fingers to pull it towards you.
- The battery compartment cover features a clearly visible label containing a barcode and certification details for the device.





1. Menu
2. Left Arrow key
3. Home
4. Key 2
5. Key 1
6. Key 4
7. Key 7
8. Key *
9. Key 5
10. Key 0
11. Key 9
12. Key #
13. Key 9
14. Key 6

15. Key 3
16. Back Key
17. Down arrow key
18. Right arrow key
19. Record key
20. Up arrow key
21. Select key.
22. USB-C port
23. Sd card slot
24. Power Key
25. Volume Up key
26. Volume Down key

2 Quick Start:

2.1 Conventions in This User Guide:

For consistency and clarity, the following conventions are used in this user guide:

- The keys on the number pad are designated with keys 1, 2, 3, etc. For example, if it is said to press **key 1**, it means the first key on the first row.
- When modifier keys are used, they are separated from other keys by a plus sign (+), for example: **Menu key + key 1**. Modifier keys are keys that you hold down while pressing other keys at the same time. This changes the effect of the keys you press. The **Select**, **Home key**, and menu key keys function as modifier keys on Orbit Player.

2.2 Orbit Player Features:

- Built-in applications: media player, calculator, alarm clock.
- Various settings allow flexibly configuring the device according to your needs.
- Ultra-compact design — easily fits in a pocket or a handbag.
- Traditional number pad.
- High-quality keys for smooth and quiet operation with positive tactile feedback.
- 5-key navigation pad to easily operate the device, as well as four additional functional keys.
- Lightweight but rugged design.
- Dimensions: 4.84 L × 2.38 W × 0.87 H inches, 12.3 × 6.05 × 2.2 centimeters.
- Weight: 4.23288 oz, 120 grams.
- Supports SD, SDHC, SDXC cards up to 2 TB.
- The battery can last up to 15 hours when playing music through the built-in speaker at full volume. Please note that actual battery life may vary based on your usage conditions.

2.3 Editing with the numeric keypad

The numeric keypad allows efficient text entry using keys 1 to 9 for character input, key 0 for space, and the * key to switch between different keypad modes. The available modes are:

1. **Lower Case Keypad (Default)** – Contains lowercase letters a to z.
2. **Upper Case Keypad** – Contains uppercase letters A to Z.
3. **Digit Keypad** – Contains numbers 0 to 9.
4. **Symbols Keypad** – Contains a variety of special symbols.

2.3.1 Lower Case Keypad

In this mode, pressing a key multiple times cycles through the available characters: for example, pressing key 2 once type letter A, pressing twice type letter B and so on.

- **Key 1:** . , ?
- **Key 2:** a b c
- **Key 3:** d e f
- **Key 4:** g h i
- **Key 5:** j k l
- **Key 6:** m n o
- **Key 7:** p q r s
- **Key 8:** t u v
- **Key 9:** w x y z
- **Key 0:** Space

2.3.2 Upper Case Keypad

Functions the same as the Lower-Case Keypad but inputs uppercase characters instead.

2.3.3 Digit Keypad

This mode allows quick numeric entry using keys 0-9.

2.3.4 Symbols Keypad

In this mode, each key corresponds to a set of symbols:

- **Key 1:** @ ?
- **Key 2:** – % \$
- **Key 3:** * # +
- **Key 4:** < > =
- **Key 5:** [{ }
- **Key 6:** ^ ~ |
- **Key 7:** / \ `
- **Key 8:** :, ; "
- **Key 9:** - _ '
- **Key 0:** + = 0

2.3.5 Switching Between Keypad Modes

Switch between keypad modes, press the * key. The system will cycle through the available modes in the following order: Lower Case, Upper Case, Digit, Symbols and returns on Lower Case.

This method ensures quick and efficient text entry while using the numeric keypad.

2.4 Turning On and Off, Restarting and Putting Orbit Player into Sleep Mode:

- **Turning on Orbit Player:** Press and hold the **Power** button for about **2 seconds**. You will feel several vibrations while the device boots up. Then you will hear:
Orbit Player, book reader.
Now the device is on, and you are on the home screen.
- **Turning off the device:** Press and hold the **Power** button for approximately 2 seconds. You will be presented with a Select Action dialog where you can turn the device off completely, restart it or just exit this dialog. The dialog has three buttons:
 - Shut Down
 - Restart
 - Cancel

Move between the buttons by using Up and Down arrow keys. If you want to close the dialog, press the back key.

- You will feel vibrations while the device is shutting down. When the vibration stops, the device is turned off.
- You can put the device into sleep mode instead of turning it off completely. To do this, press the **Power** button briefly. You will feel a vibration and hear a descending tone. To wake up the device, press and hold the **Power** button until you feel a vibration. You will hear a raising tone, and you will be back where you left off before.

The device is protected against accidental pressing of the Power button. A short press of this button will not accidentally turn on or wake up the device.

If you try to turn the device on when its battery is 0%, you will feel a vibration and hear 3 high-pitched beeps, but Orbit Player will not turn on. In this case, please charge your device first.

2.5 Speech Rate:

When you have just turned on the device for the first time, the speech you hear may be too fast or too slow for you. When you turn on the device for the first time, the speech rate is set to 5 out of 10.

Adjust the speech rate to your liking.

- To decrease the speech rate, i.e., make the device speak slower, press **menu key + key 5** simultaneously. *You can also do that with volume keys, follow the steps mentioned above in the orientation.*
- You will hear, for example: *Speech rate: 4.*
- If you reach rate 1 and try to go slower, you will hear: *Speech rate at minimum level.*
- To increase the speech rate, i.e., make the device speak faster, press **menu key + Key 6**. *You can also do that with volume keys, follow the steps mentioned above in the orientation.*
- You will hear, for example: *Speech rate: 6.*
If you reach rate 10 and try to go faster, you will hear: *Speech rate at maximum level.*

2.6 Speech Volume:

The speech volume of your Orbit Player can be set from level 0 up to level 15. Even if the volume is set to 0, you will still hear speech. It will be very quiet, but you will never be in a situation when your device is turned on and works correctly but it is silent.

If speech sounds too quiet or too loud for you, adjust the speech volume.

- To increase the speech volume, press **menu + key 3** simultaneously. You will hear, for example: *Speech volume: 10. You can also do that with volume keys, follow the steps mentioned above in the orientation.*
If you have already reached volume level 15 and you try to go louder, you will hear: *Volume is at max level.*

- To lower the speech volume, press **menu + key 2** simultaneously. You will hear, for example: *Speech volume: 9. You can also do that with volume keys, follow the steps mentioned above in the orientation.*

If you have already reached volume level 0 and you try to go quieter, you will still hear: *Speech volume: 0.*

2.7 Knowing Your Battery Status:

You can check the battery status of your Orbit Player at any time by pressing **Menu + Record key**. The device will announce the current battery level. For example, you might hear:

- “Battery level 87%. Not plugged in.”

If your device is charging, the announcement will state “Charging” instead of “Not plugged in.” When the battery is low, you will receive an audible alert. Specifically, if the battery level drops to 15% or lower, the device will announce that the battery is low. Additionally, a beep sound will serve as a supplementary notification when the battery falls below the designated threshold.

2.8 Exploring the Home Screen:

The **Home Screen** is the starting point for accessing all of Orbit Player’s features.

To return to the Home Screen from anywhere, press the **Home** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the Home Screen items.

After each key press, Orbit Player speaks the item that is currently focused.

Press the **Select** key to open the focused item.

When you reach the end of the Home Screen list, the list wraps. This means that pressing **Down Arrow** after the last item moves back to the first item.

Orbit Player can also speak the position of each item in the list. For example, “1 of 11” means the first item out of eleven available items.

The Home Screen contains the following items:

1. **File Manager**
2. **Book Reader**

3. **Braille Reader**
4. **Media Player**
5. **Internet Radio**
6. **Podcasts**
7. **Voice Recorder**
8. **Clock and Time Management**
9. **Tools**
10. **Settings**
11. **Help**

Some Home Screen items open applications directly. Other items are groups.

A group contains related applications, tools, or settings.

The groups on the Home Screen are:

- **Clock and Time Management**
- **Tools**
- **Settings**
- **Help**

To open a group, move to it and press the **Select** key.

Inside a group, use the **Up Arrow** and **Down Arrow** keys to move through the items. Press **Select** to open the focused item. Press **Back** to return to the Home Screen.

Indexing on the Home Screen

The Home Screen supports indexing.

Indexing allows you to open an item by pressing the number that matches its position in the Home Screen list.

For example:

- Press **key 1** to open **File Manager**.
- Press **key 2** to open **Book Reader**.
- Press **key 3** to open **Braille Reader**.
- Press **key 4** to open **Media Player**.
- Press **key 5** to open **Internet Radio**.

- Press **key 6** to open **Podcasts**.
- Press **key 7** to open **Voice Recorder**.
- Press **key 8** to open **Clock and Time Management**.
- Press **key 9** to open **Tools**.
- Press **key 10** to open **Settings**.
- Press **key 11** to open **Help**.

Note: For two-digit numbers, enter the digits in order.

Clock and Time Management Group

The **Clock and Time Management** group contains tools related to time, alarms, and timers.

It contains the following items:

1. **Check Current Time**
2. **Check Current Date**
3. **Alarm Clock**
4. **World Clock**
5. **Stopwatch**
6. **Countdown Timer**

Use this group when you want to check the time or date, set alarms, use a world clock, measure elapsed time, or start a countdown timer.

Tools Group

The **Tools** group contains general tools and maintenance options.

It contains the following items:

1. **Check Battery Status**
2. **Calculator**
3. **Calendar**
4. **Contacts**
5. **Weather**
6. **Check for Updates**
7. **Format SD Card**

Use this group when you want to check the battery, use productivity tools, check

weather, update the device, or format an SD card.

Warning: **Format SD Card** deletes all files on the SD card.

Settings Group

The **Settings** group contains device, screen reader, and voice management options.

It contains the following items:

1. **Device Settings**
2. **Screen Reader Settings**
3. **Voice Manager: Google**
4. **Voice Manager: Vocalizer**

Use this group when you want to change device behavior, configure speech and screen reader feedback, or install and remove text-to-speech voices.

Help Group

The **Help** group contains help and device information.

It contains the following items:

1. **User Guide**
2. **About Orbit Player**

Use **User Guide** to open the built-in user guide.

Use **About Orbit Player** to hear device and software information.

2.9 Internet Connection over Wi-Fi:

To connect to the Internet over Wi-Fi, you need to know the name of your Wi-Fi network and the password to access it if it is secured.

Follow the steps below to connect to a Wi-Fi network:

- Switch to the home screen. To do this, press **the home key**.
- Open the Settings application. To do this, navigate with Up and Down arrow keys until you hear *Settings folder*.
- Then press the **Select key**.
- Alternatively, press the index number of the settings from the keypad to open it directly.

- Press the select key again to select settings under settings folder.
- Press **Down Arrow** until you hear: *Wi-Fi Options*.
- Then press the **Select** key. Or press the index key to open it directly.
- As soon as you press select key on the WIFI or press the index key, you will be presented with a message saying that the WIFI is currently off, would you like to turn it on? And you will have 2 buttons which are yes, and no. Select yes to turn on the WIFI.
- When the WIFI turns on it automatically starts searching for the available networks list. When it is searching, you will hear a sound which indicates that the device is searching for networks.
- After the process of detecting networks is complete, press up/down arrow keys to navigate to the available networks list.
- Press up and down arrow keys to navigate between available networks.
- Once you find the network you want to connect, press the enter key on it and you will find the following options:
 - Disable WIFI.
 - Refresh network list.
 - Connect.
 - Close.
- Press the select key on the connect button. You will be presented with a dialog box asking for the password/security key.
- Enter the password and press the select key and the device will get connected.

Note: If you go back after turning on the WIFI and come again your focus will be in the networks list by default.

2.10 Disconnecting from a Wi-Fi Network:

If your device is connected to a Wi-Fi network but you want to disconnect or forget the network, follow these steps:

- Switch to the home screen by pressing **the home key**.
- Open the Settings folder. To do this, navigate with Up and Down arrow keys until you hear *Settings*.

- Then press the **Select key**.
- Alternatively, Use the index number of settings application from the keypad to open it directly.
- Press the select key again to select settings under settings folder.
- Press the **Down Arrow** key until you hear *Wi-Fi Options*.
- Then press the **Select key**.
- In the Available Networks List, use the up and down arrow keys to navigate to your Wi-Fi network. You will hear its name followed by the word *Connected*.
- Press the **Select key**. The menu opens with 5 items: Disable WIFI, Refresh network list, Disconnect, Forget and close. Select the desired action using Up and Down arrow keys. Then press the **Select key**.

3 General Navigation and Operation

This section explains the basic navigation and control methods used throughout Orbit Player.

Most applications on Orbit Player use the same navigation model. After you learn these general controls, you can use them in the Home Screen, lists, dialogs, context menus, settings, file pickers, and applications.

3.1 Main Navigation Keys

Orbit Player uses the arrow keys, Select key, Back key, Home key, and Menu key for most navigation.

The main navigation keys are:

- **Up Arrow**: Move to the previous item, previous control, or previous option.
- **Down Arrow**: Move to the next item, next control, or next option.
- **Left Arrow**: Move left, move backward, decrease a value, or move to the previous item inside some lists and controls.

- **Right Arrow:** Move right, move forward, increase a value, or move to the next item inside some lists and controls.
- **Select:** Open, activate, choose, confirm, start, pause, or toggle the focused item, depending on the context.
- **Back:** Move one level higher, close a dialog, cancel an action, or return to the previous screen.
- **Home:** Return to the Home Screen.
- **Menu:** Open the context menu for the current screen or focused item.

3.2 Home Screen Navigation

The Home Screen is the starting point for accessing all Orbit Player features.

To return to the Home Screen from anywhere, press the **Home** key.

Use the **Up Arrow** and **Down Arrow** keys to move through Home Screen items.

Press **Select** to open the focused application or group.

Press **Back** from inside a group or application to move one level higher.

Some Home Screen items are applications. Other Home Screen items are groups that contain related applications, tools, or settings.

3.3 Moving Through Lists

Many Orbit Player screens are lists.

Lists are used for applications, files, folders, settings, media items, podcasts, contacts, alarms, and many other items.

Use the **Up Arrow** and **Down Arrow** keys to move through a list.

Orbit Player speaks the focused item as you move.

If position information is enabled, Orbit Player also speaks the item position, such as **1 of 11**.

Press **Select** to open or activate the focused item.

Press **Back** to leave the list or move one level higher.

Some lists wrap when you reach the beginning or end. If a list wraps, pressing

Down Arrow on the last item moves to the first item, and pressing **Up Arrow** on the first item moves to the last item.

3.4 Indexing

Indexing allows you to activate an item by pressing the number that matches its position in a list or menu.

Indexing is available on the Home Screen and in context menus. It may also be available in other lists where number-based activation is supported.

For example, on the Home Screen:

- Press **key 1** to open the first item.
- Press **key 2** to open the second item.
- Press **key 3** to open the third item.

For two-digit numbers, enter the digits in order.

For example, if an item is number 10, press **key 1** and then **key 0**.

When a context menu is open, you can press the number that matches the menu item position to activate that item.

3.5 Context Menus

A context menu contains actions for the current screen or focused item.

To open a context menu, press the **Menu** key.

The available menu items change depending on where you are.

For example:

- In File Manager, the context menu can include actions such as open, rename, delete, copy, paste, and properties.
- In Media Player, the context menu can include actions such as play, add to queue, create playlist, delete, and settings.
- In a dialog or list, the context menu can include actions related to the focused item.

Use the **Up Arrow** and **Down Arrow** keys to move through the context menu.

Press **Select** to activate the focused menu item.

Press **Back** to close the context menu without choosing an item.

Context menus support indexing. When a context menu is open, you can activate an item by pressing the number that matches its position in the menu.

3.6 Dialogs

Dialogs are used when Orbit Player needs information from you or needs you to confirm an action.

Dialogs can contain controls such as buttons, edit boxes, combo boxes, checkboxes, lists, and text.

Use the **Up Arrow** and **Down Arrow** keys to move through the controls in a dialog.

Press **Select** to activate the focused button, check or uncheck a checkbox, choose a list item, or confirm a control.

Use **Back** to close a dialog or cancel the current action when cancellation is available.

Some dialogs contain lists. When focus is inside a list, the **Left Arrow** and **Right Arrow** keys may move between items in that list, while the **Up Arrow** and **Down Arrow** keys continue to move through the dialog controls.

3.7 Buttons

Buttons perform actions.

Examples of buttons include:

- **OK**
- **Cancel**
- **Close**
- **Start**
- **Pause**
- **Install**
- **Delete**

To activate a button, move to it and press **Select**.

3.8 Edit Boxes

Edit boxes allow you to type text or numbers.

Examples of edit boxes include:

- Search text
- File name
- Wi-Fi password
- Contact name
- Timer hours, minutes, and seconds

When focus is in an edit box, use the numeric keypad or a connected keyboard to enter text.

Press **Back** to delete characters or leave the edit box, depending on the current context.

Some edit boxes accept only specific input. For example, timer edit boxes accept only numbers.

If the entered value is not valid, Orbit Player speaks an error message and keeps focus in the dialog.

3.9 Combo Boxes

Combo boxes allow you to choose one value from a list of available values.

Examples of combo boxes include:

- Language
- Voice
- Speech rate
- Update channel
- Time format
- Alarm tone

When focus is on a combo box, use the **Left Arrow** and **Right Arrow** keys to change the selected value.

Orbit Player speaks the new value when it changes.

3.10 Checkboxes

Checkboxes turn an option on or off.

Examples of checkboxes include:

- Auto check for updates
- Automatic date and time
- Movement units
- Screen reader feedback options

Press **Select** to check or uncheck a checkbox.

Orbit Player speaks whether the checkbox is checked or unchecked.

3.11 File Picker Dialog

File picker dialogs are used when Orbit Player asks you to choose a file, choose a folder, or choose where to save a file.

File picker dialogs can appear when you:

- Open a file
- Save a file
- Import contacts
- Export contacts
- Import or export podcast lists
- Install an update from an SD card
- Add media files or folders

Use the **Up Arrow** and **Down Arrow** keys to move through the dialog controls.

Use the file or folder list to choose the location or file.

Press **Select** to open a folder or choose the focused file.

Move to **OK** and press **Select** to confirm.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without choosing a file.

3.12 Confirmation Dialogs

Confirmation dialogs appear when an action may change or remove information.

For example, Orbit Player may ask for confirmation before deleting a file, deleting a contact, deleting an alarm, formatting an SD card, or installing an update.

Use the **Up Arrow** and **Down Arrow** keys to move through the available buttons.

Choose **Yes** or **OK** to confirm the action.

Choose **No**, **Cancel**, or press **Back** to cancel the action.

Read confirmation messages carefully before continuing, especially when deleting files or formatting an SD card.

3.13 Message and Status Updates

Orbit Player speaks messages to confirm actions, report errors, and provide status updates.

Messages can include information such as:

- Action completed
- Action failed
- File deleted
- Contact imported
- Update available
- Downloading
- Installing
- Battery level
- Wi-Fi connected

Some messages are spoken automatically.

Some messages are shown in dialogs or status areas.

When a process takes time, Orbit Player may speak progress messages as the process continues.

3.14 Selecting Items

Some lists allow you to select one or more items before performing an action.

For example, selection can be used in File Manager and Contacts.

To select an item on Orbit Player, move to the item and press **key 0**.

When using a QWERTY keyboard, press **Space** to select the focused item, where supported.

When an item is selected, Orbit Player adds the word **selected** to the item name.

To unselect the item, press **key 0** again, or press **Space** again when using a QWERTY keyboard.

Some lists also include **Select All** in the context menu.

When using a QWERTY keyboard, **Ctrl+A** selects all items where this shortcut is supported.

3.15 Shortcuts

Orbit Player includes shortcuts for common actions.

Some shortcuts work globally. Other shortcuts work only inside a specific application.

Examples of common shortcuts include:

- **Home**: Return to the Home Screen.
- **Menu**: Open the context menu.
- **Back**: Move back, close, or cancel.
- **Menu + key 5**: Decrease speech rate.
- **Menu + key 6**: Increase speech rate.
- **Menu + key 2**: Decrease speech volume.
- **Menu + key 3**: Increase speech volume.
- **Menu + Record**: Speak battery status.

Application-specific shortcuts are explained in the sections for each application.

3.16 Long-Press Commands

Some commands are performed by holding a key instead of pressing it briefly.

For example:

- Long-pressing **Star** can open a bookmarks list in supported playback applications.
- Long-pressing **key 6** can add a bookmark in Book Reader.
- Long-pressing **Select** can stop reading immediately in some reading applications.

- Long-pressing **Record** can start or stop recording from anywhere, when supported.

When a long-press command is available, it is explained in the section for that application.

3.17 Using Back and Home

The **Back** key and **Home** key are different.

Use **Back** when you want to move one level higher, close a dialog, or return to the previous screen.

Use **Home** when you want to leave the current application and return directly to the Home Screen.

In most applications, pressing **Back** repeatedly closes the current screen step by step.

Pressing **Home** returns to the Home Screen immediately.

3.18 Sleep and Wakeup

To put Orbit Player to sleep, press the **Power** button briefly.

Orbit Player vibrates and plays a descending tone when it enters sleep mode.

To wake Orbit Player, hold the **Power** button until the device responds.

Orbit Player plays a rising tone and returns to where you left off, when possible.

Sleep is different from shutting down. When the device is asleep, it can wake more quickly and continue from the previous state.

3.19 Turning Orbit Player Off or Restarting

To shut down or restart Orbit Player, hold the **Power** button for about two seconds.

A dialog opens with options such as:

- **Shut Down**
- **Restart**
- **Cancel**

Move to the option you want and press **Select**.

Choose **Cancel**, or press **Back**, to close the dialog without shutting down or restarting.

3.20 General Navigation Tips

Use the following tips when learning Orbit Player:

- Press **Home** if you are not sure where you are and want to return to the Home Screen.
- Press **Back** to move one level higher or close the current screen.
- Press **Menu** to find actions for the current screen or focused item.
- Listen to item names and position information to understand where focus is.
- Use indexing when you already know the number of the item you want.
- Use context menus to find actions that are not shown directly on the screen.

4 File Manager

If you would like to use your PC for managing the files on your Orbit Player, you can connect your Orbit Player using the provided USB-C cable, or any compatible cable. You will see the device on your computer as external storage, and you can copy or delete files as you normally would.

However, you can also manage files directly on your Orbit Player using the built-in **File Manager** application.

4.1 Opening the File Manager

1. Switch to the **Home screen** by pressing the **Home key**.
2. Navigate with **Up** and **Down Arrow** keys to the **Utilities** folder and press the **select key** to open the folder.

3. Press the **Down Arrow** until you hear “File Manager,” or press the index number of the application from the number pad. You will hear “File Manager, Internal Storage.”

When opened, the File Manager now displays a list of available drives — **Internal Storage**, **SD Card**, and, if connected, **USB Mass Storage**.

If the File Manager was previously opened and closed, your focus will return to the last location you visited.

4.2 Navigating Through Files and Folders

Follow these steps to explore your files and folders:

- Use **Up** and **Down Arrow** keys to navigate through files and folders within an open folder.
- To open a folder, move the focus to it and press the **Select key**.
- To go back one level, press the **Left Arrow key**.
- The top level includes **Internal Storage**, **SD Card**, and **USB Drives**.
- You can use the **first letter** of a file or folder name to quickly jump to it.
- Long-press the **Up Arrow** to jump to the top of the list, or **Down Arrow** to reach the bottom.

When you reach the root level, a short beep or vibration indicates that you cannot go further up.

4.3 File Manager Menu

The File Manager allows you to copy, move, delete, and protect files and folders, as well as create new folders or compress them into archives.

To open the File Manager menu, press the **Menu key** located on the left and slightly upward from the navigation pad.

Use the **Up** and **Down Arrow** keys to move through menu items. Press the **Right Arrow** to expand a submenu, and **Left Arrow** to go back.

When you are at the top level of the menu, pressing **Left Arrow** again will close it.

4.3.1 Menu Structure

Below is the menu structure you will observe in the menu.

File:

- Open
- Rename
- Delete
- New Folder
- Search
- **Zip / Unzip** (*new in version 2.0*)
- Properties
- Exit

Edit:

- Mark / Unmark
- Cut
- Copy
- Paste
- Select All
- **Protect / Unprotect** (*new in version 2.0*)

View:

- Sort by: Name, Date, Size, Last Read
- Order by: Ascending, Descending

4.4 Searching for a File

To locate a file, follow these steps:

1. Open the File Manager menu by pressing the **Menu key**.
2. Expand the file sub-menu, Use the **Arrow keys** to navigate to **Search** and press the **Select key**.

A **Search dialog box** opens. Enter the name or part of the file name and press **Select** to start the search.

You can now also specify additional options:

- **Case sensitive** search (on/off).
- **Search in subfolders** (current folder only or include all subfolders).

A list of matching results appears. Use **Up** and **Down Arrow** keys to browse through them.

Press the **Select** key to open a file, or the **Back** key to close the results.

If you type quickly while browsing files, an **incremental search** will automatically jump to items matching your typed letters.

4.5 Renaming Files or Folders

To rename a file or folder:

1. Locate the item and open the **File Manager menu** by pressing the **Menu key**.
2. Expand the file sub-menu, Navigate to **Rename** and press **Select**.

3. The **Rename dialog box** opens with an edit field and OK / Cancel buttons.
4. Type the new name, use **Up** or **Down Arrow** to move to OK, and press **Select** to confirm.

If you press **Back**, the dialog closes without changes.

4.6 Creating a New Folder

To create a new folder:

1. Navigate to the location where you want to create it.
2. Open the **File Manager menu**, **expand the file sub-menu** and select **New Folder**.
3. The **Create Folder dialog** opens with a name field and OK / Cancel buttons.
4. Enter the folder name and press **Select** on OK to create it.

The new folder appears in the current directory according to your sorting preferences.

4.7 Copying, Moving, and Deleting Files

To copy or move a file:

1. Navigate to the file.
2. To mark it, open the menu, expand the edit sub-menu, and select **Mark/Unmark**, or simply press **Key 0**.
3. Open the **File Manager menu** again, expand edit sub-menu and select **Copy** to copy and **cut** to move the file.
The device will announce “Copied” or “Cut.”
4. Move to the target folder, open the menu, and select **Paste**.

If the operation takes longer than five seconds, progress will be announced at 10% intervals until completion.

4.7.1 Copy and Move Dialogs

When copying or moving files, a dialog appears showing:

- A **title**, “Copying” or “Moving.”
- A **progress bar** indicating progress.
- A **Cancel** button.
- A **static message** “Copying...” or “Moving...” followed by the file name.

Use **Arrow keys** to move and **Select** on Cancel to stop the operation.

To delete a file or folder:

1. Navigate to it and open the **File Manager menu**.
2. Choose **Delete**.
3. The **Delete Confirmation** dialog opens with **Yes** and **No** options.
4. Press the **Select** key on Yes to confirm or the **Back** key to cancel.

4.8 Marking Multiple Files

You can mark multiple files for operations like Copy, Cut, or Delete.

Press **Key 0** to mark or unmark a file or folder. You can only mark files within the same directory.

Each selection is announced, and pressing 0 again unmarks it.

4.9 Protecting Files (New)

To prevent accidental modification or deletion of important files:

- Open the File Manager menu, expand the edit sub-menu and select **Protect/Unprotect**.
- When a file is protected, the device will announce “Protected.”
- When protection is removed, it will say “Protection removed.”

4.10 Sorting and Ordering Files

You can sort or reorder files as before:

1. Open the File Manager menu and navigate to **Sort By**.
2. Press **Right Arrow** and choose one of the options — by Name, Date, Size, or Last Read.
3. Press **Left Arrow** to go back.
4. Navigate to **Order By**, press **Right Arrow**, and choose **Ascending** or **Descending**.
5. Press **Select** to apply and **Left Arrow** repeatedly to exit the menu.

4.11 Compressing and Extracting Files (New Feature)

You can now create and open ZIP archives directly from the File Manager.

To **compress files into an archive**:

1. Mark one or more files or folders.
2. Open the File Manager menu, expand the file sub-menu and choose **Zip**.
3. The “Compress to Archive” dialog appears, containing:
 - Title: *Compress to Archive*
 - Progress bar showing compression progress.

- Cancel button
 - Static text: “Compressing to...” followed by the file name.
4. Press **OK** to begin.

To **extract from an archive**:

1. Select a ZIP file.
2. Open the File Manager menu, expand the file sub- menu and choose **Unzip**.
3. The “Extract from Archive” dialog appears, containing:
 - Title: *Extract from Archive*
 - Progress bar showing extraction progress.
 - Cancel button.
 - Static text: “Extracting from...” followed by the file name.
4. Press **OK** to begin extraction.

During both actions, progress is announced in percentage intervals.

4.12 Exiting the File Manager

To close the File Manager, press the **Back key** repeatedly or press the **Home key** to return to the main screen.

Your last location is remembered and will reopen automatically next time.

5 Book Reader

The Book Reader application allows you to read books and documents on Orbit Player.

Book Reader supports DAISY books, audiobooks, Microsoft Word files, TXT files, textual PDF files, HTML files, and EPUB files.

DAISY books and audiobooks must be provided as zipped files.

You can keep books in My Bookshelf, continue recently read books, open downloaded books, search inside books, move by different reading units, use bookmarks, and adjust reading and speech settings.

5.1 Opening the Book Reader Application

To open **Book Reader**, do the following:

1. Press the Home key to go to the Home Screen.
2. Navigate to Book Reader.
3. Press the Select key.

To close Book Reader, press the Back key until the application closes, or press the Home key.

5.2 Choosing What to Read

The first list in Book Reader helps you choose where you want to find or manage books.

The list contains the following items:

1. My Bookshelf
2. Online Services
3. Downloaded Books
4. Recently Read

Use the Up Arrow and Down Arrow keys to move through the list.

Press the Select key on an item to continue.

After you select an item, the application shows the relevant content. For example, selecting My Bookshelf shows books stored in your bookshelf, selecting Downloaded Books shows books downloaded from online services, and selecting Recently Read shows books you opened recently.

Press the Select key on an item to open it, read it, or move one level deeper.

Press the Back key to move one level higher. If you are already in the first list, pressing Back closes Book Reader.

5.3 My Bookshelf

My Bookshelf contains books and supported reading content found on your Orbit Player.

By default, Book Reader scans the following folders on internal storage and on the SD card:

- **Audiobooks**
- **Books**
- **Documents**

Supported files found in these folders are added to My Bookshelf automatically.

For DAISY books and audiobooks, add the zipped file to one of these folders. DAISY books and audiobooks must remain zipped to be detected and opened correctly.

You can also add books manually from internal storage or from an SD card.

Use My Bookshelf for books and documents you want to keep available in Book Reader.

To open My Bookshelf, open **Book Reader**, navigate to **My Bookshelf**, and press **Select**.

Use the **Up Arrow** and **Down Arrow** keys to move through the book list.

Press **Select** on a book to open it.

When a book opens, Book Reader starts at the saved reading position if one is available.

5.4 Adding Books

Book Reader adds supported content to My Bookshelf automatically when it scans the **Audiobooks**, **Books**, and **Documents** folders on internal storage and on the SD card.

Use **Scan Files** from the Book Reader context menu after copying new books or documents to these folders.

You can also add a book manually from internal storage or from an SD card.

For DAISY books and audiobooks, make sure the book is a zipped file before adding it.

To add a book manually, do the following:

1. Open **Book Reader**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Add Book**.

4. Press the **Select** key.

A file picker dialog opens.

1. Choose **Internal Storage** or **SD Card**, if an SD card is inserted.
2. Navigate to the folder that contains the book.
3. Press **Select** on the book you want to add.

The book is added to My Bookshelf and opens for reading.

To close the file picker without adding a book, press **Back**.

5.5 Downloaded Books

Downloaded Books contains books downloaded or borrowed from online services.

Use Downloaded Books when you want to open a book that was downloaded from an online library.

To open Downloaded Books, open **Book Reader**, navigate to **Downloaded Books**, and press **Select**.

Use the **Up Arrow** and **Down Arrow** keys to move through downloaded books.

Press **Select** on a book to open it.

5.6 Recently Read

Recently Read contains the last ten books you opened.

Use Recently Read when you want to quickly continue a book without searching for it again.

To open Recently Read, open **Book Reader**, navigate to **Recently Read**, and press **Select**.

Use the **Up Arrow** and **Down Arrow** keys to move through recently read books.

Press **Select** on a book to reopen it from the last saved reading position.

5.7 Context Menus in Book Reader

Book Reader includes context menus that provide actions for the item or screen you are currently using.

The available context menu items change depending on where you are. For example, the context menu in the first list contains application-level actions, the context menu in My Bookshelf contains book actions, and the context menu in the

reading view contains reading, search, and bookmark actions.

To open a context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press the **Back** key to close the context menu without selecting an item.

Context menus also support indexing. When a context menu is open, you can activate an item by pressing the number that matches its position in the menu.

5.8 Book Reader Context Menu

The Book Reader context menu is available when focus is in the first Book Reader list.

The context menu includes the following items:

Add Book

Opens a file picker dialog so you can add a book from internal storage or an SD card.

Scan Files

Scans the **Audiobooks**, **Books**, and **Documents** folders on internal storage and the SD card, and adds supported books and documents to My Bookshelf.

Use this option after copying new books or documents to the device.

Clear Recent

Clears all books from the Recently Read list.

This does not delete the books from My Bookshelf or from storage.

Book Reader Settings

Opens the Book Reader Settings dialog.

Book Reader Speech Options

Opens speech options for the reading view.

Use Book Reader Speech Options when you want Book Reader to use a different voice for reading books than the main system text-to-speech voice.

Exit

Closes Book Reader and returns to the Home Screen.

5.9 Bookshelf Context Menu

The Bookshelf context menu is available when focus is on a book in My Bookshelf.

To open the context menu, move to a book and press the **Menu** key.

The context menu includes the following items:

Add Book

Opens a file picker dialog so you can add another book to My Bookshelf.

Open Book

Opens the selected book for reading.

Delete Book

Deletes or removes the selected book.

When you choose **Delete Book**, a confirmation dialog opens with the following options:

- **Delete from Bookshelf:** Removes the book from My Bookshelf but keeps the file on the device.
- **Delete from Device:** Deletes the book file from storage.
- **Cancel:** Closes the dialog without deleting anything.

Warning: **Delete from Device** removes the file from storage. Make sure you no longer need the book before choosing this option.

Exit

Closes Book Reader and returns to the Home Screen.

5.10 Recently Read Context Menu

The Recently Read context menu is available when focus is in the Recently Read list.

The context menu includes the following items:

Open Book

Opens the selected book from the Recently Read list.

Clear Recent

Clears all books from the Recently Read list.

This does not delete the books from My Bookshelf or from storage.

Exit

Closes Book Reader and returns to the Home Screen.

5.11 Reading a Book

When a book is open, Book Reader enters the reading view.

The reading view allows you to start and stop reading, move through the book, search for text, go to a specific location, use bookmarks, and adjust reading options.

Depending on the **Automatically Read** setting, Book Reader can start reading automatically when a book opens. If automatic reading is off, press **Select** to start reading.

Press **Select** again to pause or resume reading.

5.12 Reading Commands

The following commands are available in the reading view:

- **Select**: Start, pause, or resume reading.
- **Up Arrow** and **Down Arrow**: Choose the movement unit.
- **Left Arrow** and **Right Arrow**: Move by the selected movement unit.
- **Key 4**: Decrease Book Reader volume.
- **Key 5**: Open the Go To dialog.
- **Key 6**: Increase Book Reader volume.
- **Long-press key 6**: Add a bookmark at the current reading position.
- **Key 7**: Decrease reading speed.
- **Key 8**: Open the Find dialog.
- **Key 9**: Increase reading speed.
- **Key 0**: Where Am I. Speaks the current reading position and other available position information.
- **Menu**: Open the reading view context menu.
- **Back**: Close the book and return to the previous Book Reader list.

Book Reader volume is relative to the system volume. For example, if the system volume is set to 50 percent, the maximum Book Reader volume is limited by that system volume level.

5.13 Movement Units While Reading

Movement units control what the **Left Arrow** and **Right Arrow** keys do while you are reading.

They let you choose how you want to move through the current book. For example, you can move by time, word, sentence, page, heading, or bookmark.

During reading:

- Use the **Up Arrow** and **Down Arrow** keys to choose the movement unit.
- Use the **Left Arrow** and **Right Arrow** keys to move by the selected movement unit.

For example:

- If the selected movement unit is **1 minute**, press **Right Arrow** to move forward one minute, or press **Left Arrow** to move backward one minute.
- If the selected movement unit is **Word**, press **Right Arrow** to move to the next word, or press **Left Arrow** to move to the previous word.
- If the selected movement unit is **Sentence**, press **Right Arrow** to move to the next sentence, or press **Left Arrow** to move to the previous sentence.
- If the selected movement unit is **Page**, press **Right Arrow** to move to the next page, or press **Left Arrow** to move to the previous page.
- If the selected movement unit is **Heading**, press **Right Arrow** to move to the next heading, or press **Left Arrow** to move to the previous heading.
- If the selected movement unit is **Bookmark**, press **Right Arrow** to move to the next bookmark, or press **Left Arrow** to move to the previous bookmark.

Orbit Player announces the selected movement unit when you change it.

Available movement units include:

- **1 minute**
- **2 minutes**
- **5 minutes**
- **10 minutes**
- **Word**
- **Sentence**
- **Page**

- **Bookmark**
- **Heading Level 1**
- **Heading Level 2**
- **Heading Level 3**

The movement units available in a book depend on the book format and structure. For example, page navigation requires page information, heading navigation requires headings in the book, and bookmark navigation requires bookmarks in the book.

5.14 Find and Go To Dialogs

The reading view includes dialogs for finding text and moving to a specific location.

Find Dialog

The Find dialog allows you to search for text in the current book.

To search in a book, do the following:

1. While reading a book, press **key 8**, or press the **Menu** key and choose **Find** from the reading view context menu.

The Find dialog opens.

1. Enter the text you want to find.
2. Move to **OK** and press **Select**.

If a match is found, Book Reader moves to the matching text.

If no matching text is found, Orbit Player speaks a message and your reading position does not change.

To close the dialog without searching, press **Back**, or move to **Cancel** and press **Select**.

Find Next and Find Previous

After you search for text, use **Find Next** to move to the next occurrence of the same search text.

Use **Find Previous** to move to the previous occurrence.

These options are available from the reading view context menu.

Go To Dialog

The Go To dialog allows you to move directly to a specific place in the book.

To go to a location, do the following:

1. While reading a book, press **key 5**, or press the **Menu** key and choose **Go To** from the reading view context menu.

The Go To dialog opens.

1. Choose the type of location, such as **Page** or **Percentage**.
2. Enter the value.
3. Move to **OK** and press **Select**.

If the location is valid, Book Reader moves to that location.

If the location is not valid, Orbit Player speaks an error message and keeps the dialog open so you can correct the value.

To close the dialog without moving, press **Back**, or move to **Cancel** and press **Select**.

5.15 Reading View Context Menu

The Reading View context menu is available while a book is open.

To open the context menu, press the **Menu** key from the reading view.

The context menu includes the following groups of actions:

5.15.1 File Actions

File actions allow you to open or close books.

They include:

- **Open Book**: Opens a file picker so you can choose another book.
- **Close Book**: Closes the current book and returns to My Bookshelf.
- **Close Book and Clear Position**: Closes the current book and clears the saved reading position for that book.
- **Exit**: Closes Book Reader and returns to the Home Screen.

5.15.2 Go To Actions

Go To actions allow you to search or move to a specific location.

They include:

- **Find**: Opens the Find dialog.
- **Find Next**: Moves to the next occurrence of the last search text.
- **Find Previous**: Moves to the previous occurrence of the last search text.
- **Go To**: Opens the Go To dialog.

5.15.3 Reading Actions

Reading actions read specific parts of the current book.

They include:

- **Toggle Continuous Reading**: Starts or stops continuous reading.
- **Read Current Paragraph**: Reads the current paragraph.
- **Read Current Sentence**: Reads the current sentence.
- **Read Current Page**: Reads the current page.

5.15.4 Bookmark Actions

Bookmark actions allow you to save and return to reading positions.

They include:

- **Set Bookmark**
- **Jump to Bookmark**
- **Delete Bookmark**
- **Bookmarks List**

Press **Back** to close the context menu.

5.16 Bookmarks

Bookmarks allow you to save important positions in a book and return to them later.

You can move between bookmarks from the reading view context menu or by using the **Bookmark** movement unit while reading.

5.16.1 Setting a Bookmark

To set a bookmark, do one of the following:

- Long-press **key 6** while reading.
- Open the reading view context menu and choose **Set Bookmark**.

To set a bookmark from the context menu, do the following:

1. Open the book.
2. Move to the position where you want to place the bookmark.
3. Press the **Menu** key to open the reading view context menu.
4. Navigate to **Set Bookmark**.
5. Press the **Select** key.

The bookmark is saved.

5.16.2 Jumping to a Bookmark

To jump to a bookmark from the context menu, do the following:

1. Open the reading view context menu.
2. Navigate to **Jump to Bookmark**.
3. Press the **Select** key.
4. Choose the bookmark you want.
5. Press **Select**.

Book Reader moves to the selected bookmark.

To move between bookmarks while reading, choose **Bookmark** as the movement unit. Then press **Right Arrow** to move to the next bookmark, or **Left Arrow** to move to the previous bookmark.

5.16.3 Deleting a Bookmark

To delete a bookmark, do the following:

1. Open the reading view context menu.
2. Navigate to **Delete Bookmark**.
3. Press the **Select** key.
4. Choose the bookmark you want to delete.
5. Press **Select**.

The bookmark is removed.

5.16.4 Bookmarks List

The **Bookmarks List** option shows all bookmarks for the current book.

Use the **Up Arrow** and **Down Arrow** keys to move through the list.

Press **Select** on a bookmark to move to it.

5.17 Book Reader Settings

The Book Reader Settings dialog allows you to customize how Book Reader behaves when opening and navigating books.

To open Book Reader Settings, do the following:

1. Open **Book Reader**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Book Reader Settings**.
4. Press the **Select** key.

The settings dialog includes the following settings:

5.17.1 Automatically Read

This setting controls whether Book Reader starts reading automatically when a book opens.

The available options are:

- **On:** Book Reader starts reading automatically when a book opens.
- **Off:** Book Reader waits for you to press **Select** before reading.

Use the **Left Arrow** and **Right Arrow** keys to choose the option you prefer.

5.17.2 Preferred Reading Mode for DAISY Books

DAISY books can contain text, recorded audio, or both.

This setting controls which reading mode Book Reader uses for DAISY books.

The available options are:

- **Text Mode:** Book Reader reads the book text using text-to-speech.
- **Audio Mode:** Book Reader plays the recorded audio included in the DAISY book.

Use the **Left Arrow** and **Right Arrow** keys to choose the option you prefer.

5.17.3 Heading Level Navigation

This setting controls how heading navigation works.

The available options are:

- **Current Level:** Moves only through headings at the selected heading level.

- **Current Level Plus Higher Levels:** Moves through headings at the selected level and higher levels.

For example, if you are reading at Heading Level 2, **Current Level** moves only through Heading Level 2 headings. **Current Level Plus Higher Levels** moves through Heading Level 2 and Heading Level 1 headings.

Use the **Left Arrow** and **Right Arrow** keys to choose the option you prefer.

5.17.4 Saving or Cancelling Book Reader Settings

Move to **OK** and press **Select** to save your changes.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving changes.

5.18 Book Reader Speech Options

The Book Reader Speech Options dialog allows you to choose the voice used for reading books.

Use this dialog when you want Book Reader to use a different voice from the main system text-to-speech voice. For example, you can keep one voice for menus and system messages and use another voice for reading books.

These settings affect Book Reader reading speech. They do not change the general system speech settings used outside the reading view.

To open Book Reader Speech Options, do the following:

1. Open **Book Reader**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Book Reader Speech Options**.
4. Press the **Select** key.

The dialog includes the following settings:

5.18.1 Engine

This setting allows you to choose the speech engine used for reading.

5.18.2 Language

This setting allows you to choose the reading language.

5.18.3 Voice

This setting allows you to choose the voice.

5.18.4 Speech Rate

This setting allows you to choose how fast Book Reader reads.

5.18.5 Pitch

This setting allows you to adjust the voice pitch.

5.18.6 Volume

This setting allows you to adjust the reading volume.

Use the **Up Arrow** and **Down Arrow** keys to move through the settings.

Use the **Left Arrow** and **Right Arrow** keys to change values.

Move to **OK** and press **Select** to save your changes.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving changes.

5.19 Closing Book Reader

To move one level higher in Book Reader, press **Back**.

To close the current book and return to the previous Book Reader list, press **Back** from the reading view, or use **Close Book** from the reading view context menu.

To completely close Book Reader, press **Home**, or open the context menu and choose **Exit**.

6 Online Libraries

6.1 About Online Libraries

The **Online Libraries** feature allows you to access supported online library services from Book Reader.

You can add online services, log in to library accounts, browse library categories, search for books, view book information, download books, stream books when supported, and borrow or return books when supported by the service.

Online Libraries requires an active internet connection.

Books downloaded from online libraries appear in **Downloaded Books** in Book Reader.

6.2 Opening Online Services

Online library services are available from the **Online Services** item in Book Reader.

To open Online Services, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Book Reader**.
3. Press the **Select** key.
4. Navigate to **Online Services**.
5. Press the **Select** key.

The Online Services list opens.

If you have already added online services, they appear in this list.

If no services have been added yet, Orbit Player speaks a message telling you that no online services are available and that you can use the context menu to add one.

Use the **Up Arrow** and **Down Arrow** keys to move through the list.

Press **Select** on a service to open it.

Press **Back** to return to the first list in Book Reader.

6.3 Adding an Online Service

To use an online library, you must add the service and log in with your account.

To add an online service, do the following:

1. Open **Online Services**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Add Online Service**.
4. Press the **Select** key.

A list of supported online library services opens.

1. Navigate to the service you want to add.

2. Press the **Select** key.

A login dialog opens.

1. Enter your username.
2. Enter your password.
3. Move to **OK** and press **Select**.

If the login is successful, the service is added to the Online Services list.

If the login information is not correct, or if the service cannot be reached, Orbit Player speaks an error message.

To close the login dialog without adding the service, press **Back**, or move to **Cancel** and press **Select**.

6.4 Logging Out and Removing Online Service

You can remove an online service from the Online Services list.

To remove a service, do the following:

1. Open **Online Services**.
2. Navigate to the service you want to remove.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Delete and Log Out**.
5. Press the **Select** key.

A confirmation dialog opens.

1. Choose **Yes** to remove the service and log out.
2. Choose **No** or press **Back** to cancel.

Warning: Removing an online service also removes books downloaded from that service.

6.5 Browsing an Online Library

After you add and log in to an online service, you can browse its available content.

To browse an online library, do the following:

1. Open **Online Services**.
2. Navigate to the service you want.

3. Press the **Select** key.

The library opens and shows its available categories.

Use the **Up Arrow** and **Down Arrow** keys to move through categories, subcategories, and book lists.

Press **Select** to open a category, show a book list, or open book information.

Press **Back** to move one level higher.

The categories and available content depend on the selected online library.

6.6 Searching for Books

You can search for books in an online library.

To search for a book, do the following:

1. Open **Online Services**.
2. Open the online library service you want to search.
3. Press **key 8**, or press the **Menu** key and choose **Search** from the context menu.

The Search dialog opens.

1. Enter the search text.
2. Move to **OK** and press **Select**.

A list of matching books opens.

Use the **Up Arrow** and **Down Arrow** keys to move through the search results.

Press **Select** on a book to open its Book Information dialog.

If no matching books are found, Orbit Player speaks a message.

Press **Back** to return to the previous screen.

6.7 Book Information

The Book Information dialog shows details about a selected book.

To open Book Information, move to a book in an online library list or search results and press **Select**.

The Book Information dialog shows details such as:

- Title
- Author
- Format
- Availability

The dialog contains the following actions:

- **Download Book**
- **Close**

Select **Download Book** to download the book.

Select **Close**, or press **Back**, to close the dialog without downloading.

6.8 Downloading Books

You can download a book from an online library and read it later from **Downloaded Books**.

To download a book, do one of the following:

- Open the Book Information dialog and choose **Download Book**.
- Move to a book, open the context menu, and choose **Download Book**.

A download screen opens and shows the download progress.

To cancel the download, press **Back**.

When the download finishes, the book opens automatically in Book Reader.

Downloaded books are also added to **Downloaded Books**.

6.9 Streaming Books

Some online libraries support streaming.

Streaming allows you to read or listen to a book without downloading it first.

When streaming is available for the selected book, the context menu includes **Stream Book**.

To stream a book, do the following:

1. Move to the book.
2. Press the **Menu** key to open the context menu.

3. Navigate to **Stream Book**.
4. Press the **Select** key.

The book starts playing or reading without being downloaded.

If streaming is not supported by the selected library or book, the Stream Book option is not shown.

6.10 Borrowing or Returning Books

Some online libraries require books to be borrowed before they can be read.

When borrowing is supported, the context menu includes **Issue Book** or a similar borrowing option.

To borrow a book, move to the book, open the context menu, and choose **Issue Book**.

After the book is issued, you can download or read it according to the library rules.

When a borrowed book can be returned, the context menu includes **Return Book**.

To return a book, move to the book, open the context menu, and choose **Return Book**.

Returning a book removes its borrowed status. Depending on the service, the downloaded copy can also be removed or become unavailable.

6.11 Context Menus in Online Libraries

Online Libraries includes context menus that provide actions for the current service, category, book, or screen.

The available context menu items change depending on where you are and what the selected online library supports.

To open a context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press the **Back** key to close the context menu without selecting an item.

Context menus also support indexing. When a context menu is open, you can activate an item by pressing the number that matches its position in the menu.

Common context menu items include:

Add Online Service

Opens a list of supported online library services so you can add and log in to a service.

Delete and Log Out

Removes the selected online service and logs out of the account.

Warning: This also removes books downloaded from that service.

Search

Opens the Search dialog.

You can also press **key 8** to open the Search dialog from inside an online library.

Book Information

Opens the Book Information dialog for the selected book.

Download Book

Downloads the selected book.

Stream Book

Streams the selected book when streaming is supported.

Issue Book

Borrows or checks out the selected book when required by the online library.

Return Book

Returns a borrowed book when supported by the online library.

Exit

Closes Online Libraries or Book Reader, depending on where you are.

6.12 Reading Downloaded Books

Books downloaded from online libraries appear in **Downloaded Books** in Book Reader.

To open a downloaded book, do the following:

1. Open **Book Reader**.
2. Navigate to **Downloaded Books**.
3. Press the **Select** key.

4. Navigate to the book you want to read.
5. Press the **Select** key.

The book opens in Book Reader.

Reading commands, movement units, bookmarks, Find, Go To, and speech options work the same as described in the Book Reader section.

6.13 Closing Online Libraries

To move one level higher while browsing an online library, press **Back**.

To return from Online Services to the first list in Book Reader, press **Back** until the first list appears.

To close Book Reader completely, press **Home**, or open the context menu and choose **Exit**.

7 Newspapers (Magazines)

7.1 Introduction

The Newspapers category lets you subscribe to newspapers and magazines from supported online libraries and read their issues in Book Reader. The operation, dialogs, and keys are the same as other Online Libraries and Downloaded Books sections; only the content is different.

If no newspapers are added yet, the Newspapers list says:

“No newspapers. Use the context menu to add a newspaper.”

Note: First-letter navigation is supported in all long lists for this feature. To know more about this feature, Read the topic number 3 First letter navigation.

7.1.1 Opening the Newspapers category

1. Switch to the home screen by pressing the **Home** key.

2. Using **Up** and **Down** arrow keys, navigate to **Book Reader**, and press the **Select** key.
3. In the Book Reader categories list, navigate to **Newspapers** and press the **Select** key.
 - If newspapers are already added, the list shows each **subscribed newspaper** and the **number of unread issues**.
 - If a newspaper has no new unread issues, the device announces when you focus on it.

To exit Newspapers and return to the Book Reader categories list, press the **Back** key.

7.2 Adding a newspaper (subscribe)

Use the Newspapers context menu to add newspapers from a supported library.

1. With **Newspapers** open, press the **Menu** key to open the context menu.
2. Choose **Add newspaper** and press the **Select** key.

The **Select newspaper library** dialog opens with the list of supported libraries.
3. Focus your preferred library using arrow keys and press the **Select** key.
 - If you are not logged in to that library, the standard **Login** dialog opens with **Username**, **Password**, **OK**, and **Cancel Options**.
 - If the login information you entered is incorrect, the device announces that credentials are invalid.
 - If there is no internet connection, the device announces that online services are unavailable.

4. After a successful login, the library shows its **newspaper categories** (for example, by region, language, or topic). Navigate to a category and press the **Select** key.
5. The list of **newspapers** in that category appears. Focus a newspaper by navigating there using arrow keys and press the **Select** key to **subscribe**.
 - After subscribing, the **issues** for that newspaper are shown immediately.
 - From this point forward, this newspaper appears in the main **Newspapers** list.

To return to Newspapers without subscribing, press the **Back** key.

7.3 Opening and reading an issue

1. From **Book Reader in the newspaper section**, focus a subscribed newspaper and press the **Select** key to open its **issues** list.
2. Focus the issue you want and press the **Select** key.

The issue is **downloaded** and then **opens for reading** automatically.

Reading and navigation work exactly as described in the Book Reader chapter:

- **Select**: start or stop reading.
- **Up / Down** arrow keys: Change between the navigational units supported by the book reader.
- **Left / Right** arrow keys: Move next or previous by the navigational unit selected using up and down arrow keys.
- **4 / 6**: Increase or decrease the book reader specific volume. This volume is relative to the system volume. So, if your system volume is at 50%, The 100% book reader volume will sound like 50%.

- **Keys 7/9:** This will increase and decrease the reading speed. Pressing 7 will increase the speed and 9 will decrease the speed.

7.4 Managing newspapers and issues

Open the context menu at the level you are on (Newspapers list or a newspaper's issues list) to manage items.

In the Newspapers list (focus on a newspaper):

- **Delete newspaper (unsubscribe)** — unsubscribes from the focused newspaper.
A confirmation dialog is shown. Choose **Yes** to unsubscribe or **cancel** to keep it.
After unsubscribing, the newspaper is removed from the Newspapers list.

In an issues list (focus on an issue):

- **Open** — downloads (if needed) and opens the issue for reading.
- **Delete** — removes the downloaded copy of the focused issue (confirmation required).
- **Exit** — closes the issues list and returns to the Newspapers list.

To leave Newspapers and return to the Book Reader categories, press the **Back** key.

7.5 Notes

- **First-letter navigation** is supported in all long lists and combo boxes used by this feature. To learn more about this feature, please read topic 3: First letter navigation.

- The flow and controls are the same as other Online Libraries and Downloaded Books screens.
- Availability of libraries and newspapers depends on your region and account.

8 Braille Reader Application

8.1 Introduction

Braille Reader lets you open and read braille-formatted books and documents on Orbit Player. It supports common braille file types such as **BRF**, **BRL**, and **BRA**. For accurate words, select the matching **Braille table** in **Settings and Braille tables** before opening a file.

8.2 Locating and Opening the Application

To open Braille Reader, do the following:

1. If you are in another application, press the **Home** key to return to the home screen.
2. Press **Up Arrow** or **Down Arrow** until you hear “**Braille Reader.**”
3. Press the **Select** key to open the application.
4. On first open without a file loaded, the device announces that Braille Reader is open (for example, “**Braille Reader, no files**”). This simply means no book is open yet.

To close Braille Reader, press the **Back** key or the **Home** key.

8.3 Opening and Reading the Book

You can open a book in two ways.

8.3.1 Open from the Braille Reader menu

1. With Braille Reader open, press the **Menu** key to open the context menu.
2. Press **Down Arrow** to **File**, then press **Select** to open it.
3. Focus **Open** and press **Select**.
4. The Open dialog announces the current storage location (for example, **Internal storage** or **SD card**).
 - choose a storage using **Up Arrow** or **Down Arrow**, then press **Select**.
5. You are now in a list of folders and files.
 - Move with **Up Arrow** and **Down Arrow**.
 - Press **Select** on a folder to enter it.
 - Press **Back** to go up one level.
6. Focus a braille file (**brf**, **brl**, **bra**) and press **Select**. The book opens and is ready for reading.

8.3.2 Open from File Manager

1. From the home screen, navigate to **Utilities**, then press **Select**.
2. Navigate to **File Manager** and press **Select** to open it.
3. Move through folders with **Up Arrow** and **Down Arrow**.
 - Press **Select** to enter a folder.
 - Press **Back** to go up one level.
4. Focus a braille file (**brf**, **brl**, **bra**) and press **Select**. The file opens directly in **Braille Reader**.

Note: Only one book can be open at a time.

9 Media Player

The **Media Player** application allows you to play audio files on Orbit Player. It is mainly designed for music, but it can also play supported video files as audio only.

Media Player can organize your media in a library, play files from folders, show recently played items, search for media, manage playlists, create a temporary playback queue, and stream media from a URL.

Supported audio formats include:

- MP3
- WAV
- WMA
- FLAC
- AAC
- RA
- M4A
- OGG
- APE

9.1 Opening the Media Player

To open **Media Player**, do the following:

1. Press the **Home** key to go to the home screen.
2. Navigate to **Media Player**.
3. Press the **Select** key.

To close Media Player, press the **Back** key until the application closes, or press the **Home** key.

9.2 Choosing What To Play

The first list in Media Player helps you choose how you want to find or play media.

The list contains the following items:

1. **Library**

2. **Folders**
3. **Recently Played**
4. **Search**
5. **Playlists**

Use the **Up Arrow** and **Down Arrow** keys to move through the list.

Press the **Select** key on an item to continue.

After you select an item, the application shows the relevant content. For example, selecting **Library** shows the library sections, selecting **Folders** shows available storage locations, and selecting **Playlists** shows your saved playlists.

Press the **Select** key on an item to open it, play it, or move one level deeper.

Press the **Back** key to move one level higher. If you are already in the first list, pressing **Back** closes Media Player.

9.3 Library

The **Library** item organizes media files found on your Orbit Player.

To open the Library, do the following:

1. Open **Media Player**.
2. Navigate to **Library**.
3. Press the **Select** key.

When Media Player opens, Orbit Player automatically scans for supported media files and adds them to the library. By default, it scans the **Music** folder on internal storage and the SD card, including supported files in subfolders.

The library uses information from the media files, such as track title, artist, and album, to organize your music.

The Library contains the following sections:

1. **Recently Added**
2. **Artists**
3. **Albums**
4. **Songs**

Use the **Up Arrow** and **Down Arrow** keys to move through the library sections. Press **Select** to open the focused section. Press **Back** to return to the first list.

9.3.1 Recently Added

The **Recently Added** section shows tracks that were recently added to the media library.

Use this section when you have copied new music to the device and want to find it quickly.

9.3.2 Artists

The **Artists** section shows artists found in the media library.

When you select an artist, Media Player shows albums by that artist first. If no album information is available, it shows the songs by that artist directly.

9.3.3 Albums

The **Albums** section shows albums found in the media library.

When you select an album, Media Player shows the songs in that album.

9.3.4 Songs

The **Songs** section shows all songs found in the media library.

Use the **Up Arrow** and **Down Arrow** keys to move through the songs. Press the **Select** key to play the focused song.

Let us explore what is inside your Library. It automatically organizes your music into easy-to-browse sections:

- **Recently Added:** shows the newest tracks.
- **Artists** lists: all artists. Selecting one displays their albums or songs.
- **Albums** lists all albums. Selecting an album shows its tracks.
- **Songs:** shows every track found during scanning.
- **Genre:** This option will list the songs by its genre like pop, rock etc.

Note: The artists, albums and genre lists will only list songs which has singer, album name genre, or artist's name in its properties.

To Revisit the tracks you have heard recently, open **Recently Played**.

To find something specific, press **8** to open **Search**.

9.4 Folders

The **Folders** item allows you to play media files from a folder-based view, similar to File Manager.

Use this item when you want to browse storage directly instead of using the organized media library.

To open Folders, do the following:

1. Open **Media Player**.
2. Navigate to **Folders**.
3. Press the **Select** key.

A list of available storage locations opens.

The list includes:

- **Internal Storage**
- **SD Card**, if an SD card is inserted

Choose the storage location you want and press the **Select** key.

Media Player shows only folders that contain supported media files. Subfolders are included. This makes it easier to find playable media without browsing through unrelated folders.

Use the **Up Arrow** and **Down Arrow** keys to move through folders and files.

Press the **Select** key on a folder to open it.

Press the **Back** key to return to the previous folder level.

Press the **Select** key on a media file to start playback.

When playback is started from a folder, the **Next Track** and **Previous Track** commands move only between supported media files in the selected folder.

The context menu in Folders provides the same actions available for media items, such as **Play**, **Play Next**, **Add to Queue**, **Create Playlist**, **Add to Playlist**, **Delete**, and **Properties**.

If the context menu is opened on a folder, playlist actions apply to the supported songs in that folder. For example, **Create Playlist** creates a playlist and adds the supported songs from the folder.

Note: Folders does not require files to be added to the media library before they can be played.

9.5 Recently Played

The **Recently Played** item shows media items that you played recently.

To open Recently Played, do the following:

1. Open **Media Player**.
2. Navigate to **Recently Played**.
3. Press the **Select** key.

Use the **Up Arrow** and **Down Arrow** keys to move through recently played items. Press **Select** to play the focused item.

Press **Back** to return to the first list.

9.6 Search

The **Search** item allows you to search for a song, artist, album, or other media item in the library.

To search for media, do the following:

1. Open **Media Player**.
2. Navigate to **Search**.
3. Press the **Select** key.
4. Enter the search text.
5. Move to **OK** and press **Select**.

A list of search results opens.

Use the **Up Arrow** and **Down Arrow** keys to move through the results. Press **Select** to play or open the focused result.

Press **Back** to close the search results and return to the previous screen.

9.7 Playlists

The **Playlists** item allows you to create, open, play, rename, delete, and manage playlists.

A playlist is a saved group of media items. Use playlists when you want to keep a permanent group of tracks, such as favorite songs, lessons, recordings, or albums from different folders.

Playlists are different from the queue. The queue is temporary and is mainly used for the current playback session. A playlist is saved and can be used again later.

9.7.1 Opening Playlists

To open Playlists, do the following:

1. Open **Media Player**.
2. Navigate to **Playlists**.
3. Press the **Select** key.

The Playlists list opens.

Use the **Up Arrow** and **Down Arrow** keys to move through your playlists.

Press **Select** on a playlist to open it.

Press **Back** to return to the first list.

9.7.2 Creating a Playlist

You can create a playlist from a song, folder, album, artist, search result, or other supported media item.

To create a playlist, do the following:

1. Navigate to the item you want to add to a new playlist.

This can be a song, folder, album, artist, or another supported item.

2. Press the **Menu** key to open the context menu.
3. Navigate to **Create Playlist**.
4. Press the **Select** key.
5. Enter a name for the playlist.
6. Move to **OK** and press **Select**.

The playlist is created.

If you created the playlist from a song, that song is added to the playlist.

If you created the playlist from a folder, Media Player adds the supported songs from that folder to the playlist.

If you created the playlist from an album or artist, Media Player adds the supported songs from that album or artist to the playlist.

9.7.3 Adding Items to an Existing Playlist

To add an item to an existing playlist, do the following:

1. Navigate to the song, folder, album, artist, or other supported item that you want to add.
2. Press the **Menu** key to open the context menu.

3. Navigate to **Add to Playlist**.
4. Press the **Select** key.
5. Choose the playlist you want.
6. Press the **Select** key.

The selected item is added to the playlist.

If the selected item is a folder, album, or artist, Media Player adds the supported songs from that item to the playlist.

9.7.4 Playing a Playlist

To play a playlist, do the following:

1. Open **Media Player**.
2. Navigate to **Playlists**.
3. Press the **Select** key.
4. Navigate to the playlist you want.
5. Press the **Select** key.

The playlist opens.

To start playback, press **Select** on the first item you want to play, or open the context menu and choose **Play**.

9.7.5 Playlist Context Menu

When focus is on a playlist or on an item inside a playlist, press the **Menu** key to open the context menu.

The available items change depending on whether focus is on a playlist or on a track inside the playlist.

The context menu includes the following items:

- **Play**: Plays the selected playlist or playlist item.
- **Play Next**: Plays the selected playlist or item after the current track finishes.
- **Add to Queue**: Adds the selected playlist or item to the end of the queue.
- **Rename Playlist**: Changes the name of the playlist.
- **Delete Playlist**: Deletes the playlist.
- **Remove from Playlist**: Removes the selected item from the playlist.
- **Properties**: Shows information about the selected playlist or playlist item.

Deleting a playlist does not delete the media files from the device. It only deletes the playlist.

Removing an item from a playlist does not delete the media file from the device. It only removes the item from that playlist.

9.8 Playing files Opened from File Manager

Media Player can also play supported media files that you open directly from **File Manager**.

To play a file from File Manager, do the following:

1. Press the **Home** key to go to the home screen.
2. Navigate to **File Manager** and press the **Select** key.
3. Open the storage location and folder that contains the media file.
4. Move to the file you want to play.
5. Press the **Select** key.

The file opens in Media Player and starts playing.

If you activate only one file from File Manager, Media Player plays only that file.

If you want to play several files from the same folder, you must select the files first. You can select all files in the folder or select specific files.

To play several files from File Manager, do the following:

1. Open **File Manager**.
2. Open the folder that contains the media files.
3. Select the files you want to play.

To select one file, move to it and press **key 0**, or use **Mark/Unmark** from the File Manager menu.

To select all files in the folder, open the File Manager menu, navigate to **Select All**, and press **Select**.

4. After selecting the files, press **Select** on one of the selected files, or choose the appropriate open or play command from the File Manager menu, if available.

Media Player opens and plays the selected files.

Note: When you play several files from File Manager, the **Next Track** and **Previous Track** commands move between the selected files.

9.9 Context Menus in Media Player

Media Player includes context menus that provide actions for the item or screen you are currently using.

The available context menu items change depending on where you are. For example, the context menu for a song contains playback and library actions, while the context menu on the playback screen contains playback controls such as stop, next track, previous track, shuffle, repeat, and settings.

To open a context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press the **Back** key to close the context menu without selecting an item.

9.10 Library & First List Context Menu:

The Library and first list context menu allows you to add media to the library, open a stream URL, rescan the library, or close Media Player.

To open this context menu, press the **Menu** key while focus is in the first list or the main Library list.

The context menu includes the following items:

9.10.1 Add File to Library

This option opens a file picker so you can add one specific media file to the library.

Use the **Up Arrow** and **Down Arrow** keys to move through files and folders. Press **Select** to open a folder or choose a file.

9.10.2 Add Folder to Library

This option opens a folder picker so you can add a whole folder to the library.

When you add a folder, supported media files in that folder are added to the media library.

9.10.3 Open URL

This option allows you to stream media from a URL.

To open a URL, do the following:

1. Open the context menu.
2. Navigate to **Open URL**.
3. Press the **Select** key.

4. Enter the URL in the edit box.

5. Move to **OK** and press **Select**.

If the URL is valid and supported, playback starts.

To close the dialog without opening the URL, press **Back**, or move to **Cancel** and press **Select**.

9.10.4 Rescan

This option scans the library folders again and updates the media library.

Use this option after copying new files to the **Music** folder or to another folder that has already been added to the library.

9.10.5 Exit

This option closes Media Player and returns to the home screen.

9.11 Media Item Context Menu

The Media Item context menu is available when focus is on a song, album, artist, folder, playlist, or other playable item.

To open the context menu, move to an item and press the **Menu** key.

The context menu includes the following items:

9.11.1 Play

Plays the selected item immediately.

If another item is already playing, playback changes to the selected item.

9.11.2 Play Next

Adds the selected item after the currently playing item.

Use this option when you want the selected item to play next without stopping the current track.

9.11.3 Add to Queue

Adds the selected item to the end of the playback queue.

The queue is the temporary list of items that Media Player will play.

9.11.4 Create Playlist

Creates a new playlist.

If this option is used on a song, the song can be added to the new playlist.

If this option is used on a folder, Media Player can create a playlist and add the

supported songs from that folder.

9.11.5 Add to Playlist

Adds the selected item to an existing playlist.

If this option is used on a folder, Media Player can add the supported songs from that folder to the selected playlist.

9.11.6 Delete

Deletes or removes the selected item.

When you choose **Delete**, a confirmation dialog opens with the following options:

- **Delete from Library:** Removes the item from the Media Player library but keeps the file on the device.
- **Delete from Device:** Deletes the file from storage.
- **Cancel:** Closes the dialog without deleting anything.

Warning: **Delete from Device** removes the file from storage. Make sure you no longer need the file before choosing this option.

9.11.7 Properties

Opens a dialog showing information about the selected item.

The Properties dialog shows information such as:

- Title
- Artist
- Album
- Track number
- Duration
- File name
- File path
- Format
- Size

The information is read-only.

To close the Properties dialog, press **Back**, press **Select**, or move to **Close** and press **Select**.

9.12 Playback Screen

The playback screen opens when media starts playing.

The playback screen allows you to control playback, move within the current track, move between tracks, change playback speed, adjust player volume, add bookmarks, open bookmarks, and open playback options.

When the playback screen opens, Media Player announces the application name, the current track, and the playback state.

Whether the track title is spoken automatically depends on the **Automatically Speak Track Title** setting.

9.13 Playback Commands

The following commands are available from the playback screen:

- **Select**: Play or pause.
- **Key 1**: Move to the previous track.
- **Key 2**: Turn shuffle on or off.
- **Key 3**: Move to the next track.
- **Key 4**: Decrease player volume by 5 percent.
- **Key 5**: Change repeat mode.
- **Key 6**: Increase player volume by 5 percent.
- **Key 7**: Decrease playback speed.
- **Key 9**: Increase playback speed.
- **Key 0**: Speak the current time position, time remaining, and total track duration.
- **Pound**: Speak information about the current track.
- **Star**: Add a bookmark at the current playback position.
- **Long-press Star**: Open the bookmarks list.
- **Long-press key 0**: Open a file or folder selection view to choose media for playback.
- **Menu**: Open the playback screen context menu.
- **Back**: Close the playback screen and return to the previous Media Player list.

9.14 Bookmarks

Media Player allows you to add bookmarks in the current file and return to them later.

Bookmarks are useful when you want to save important positions in long recordings, lessons, lectures, or other audio files.

9.14.1 Adding a Bookmark

To add a bookmark, press the **Star** key from the playback screen.

Media Player adds a bookmark at the current playback position.

9.14.2 Opening the Bookmarks List

To open the bookmarks list, long-press the **Star** key from the playback screen.

The bookmarks list opens as a dialog.

Use standard dialog navigation in the bookmarks list. Press the **Up Arrow** and **Down Arrow** keys to move through the dialog controls and bookmark items.

9.14.3 Moving to a Bookmark

To move to a bookmark, do the following:

1. Open the bookmarks list by long-pressing the **Star** key.
2. Navigate to the bookmark you want.
3. Press the **Select** key.

Media Player moves playback to the selected bookmark position in the file.

9.14.4 Deleting a Bookmark

Each bookmark in the bookmarks list has a context menu.

To delete a bookmark, do the following:

1. Open the bookmarks list by long-pressing the **Star** key.
2. Navigate to the bookmark you want to delete.
3. Press the **Menu** key to open its context menu.
4. Navigate to **Delete**.
5. Press the **Select** key.

The bookmark is deleted.

Press **Back** to close the bookmarks list and return to the playback screen.

9.15 Movement Units During Playback

Movement units control what the **Left Arrow** and **Right Arrow** keys do while media is playing.

They let you choose how you want to move through the current playback. For example, you can move forward or backward by 10 seconds, jump by one minute, move to the next or previous track, or change playback speed.

This gives you one set of navigation keys that can perform different actions depending on the selected movement unit.

During playback:

- Use the **Up Arrow** and **Down Arrow** keys to choose the movement unit.
- Use the **Left Arrow** and **Right Arrow** keys to move by the selected movement unit.

For example:

- If the selected movement unit is **10 seconds**, press **Right Arrow** to move forward 10 seconds, or press **Left Arrow** to move backward 10 seconds.
- If the selected movement unit is **1 minute**, press **Right Arrow** to move forward one minute, or press **Left Arrow** to move backward one minute.
- If the selected movement unit is **Track**, press **Right Arrow** to move to the next track, or press **Left Arrow** to move to the previous track.
- If the selected movement unit is **Playback Speed**, press **Right Arrow** to increase playback speed, or press **Left Arrow** to decrease playback speed.

Orbit Player announces the selected movement unit when you change it.

Available movement units include:

- **5 seconds**
- **10 seconds**
- **15 seconds**
- **30 seconds**
- **45 seconds**
- **1 minute**
- **5 minutes**
- **10 minutes**

- 15 minutes
- 30 minutes
- 1 hour
- Track
- Playback Speed

You can choose which movement units are available in the Media Player settings. Movement units that are turned off in settings do not appear when you cycle through movement units during playback.

9.16 Playback Modes

Media Player supports several playback modes.

9.16.1 Normal Playback

In normal playback, tracks play in order. When the current track finishes, Media Player moves to the next track.

When the last track finishes, playback stops unless repeat is enabled.

9.16.2 Single Play

In Single Play mode, Media Player plays the selected track and then stops.

Use this mode when you want to play one item only and do not want Media Player to continue automatically to the next track.

9.16.3 Repeat Once

In Repeat Once mode, Media Player repeats the current track one time.

After the track has been repeated once, playback continues according to the current playback list and playback mode.

9.16.4 Repeat All

In Repeat All mode, Media Player plays all tracks in the current playback list. When the last track finishes, playback continues again from the first track.

Use this mode when you want continuous playback of an album, folder, playlist, or queue.

9.16.5 Repeat Off

When repeat is off, Media Player plays according to the current playback list and then stops when the list ends.

9.16.6 Shuffle

Shuffle changes the order of playback.

When shuffle is on, tracks play in a random order.

When shuffle is off, tracks play in their normal order, such as the order in an album, folder, playlist, or queue.

You can turn shuffle on or off by pressing **key 2** during playback, or by using the playback screen context menu.

Note: Shuffle and repeat can be used together. For example, if shuffle is on and Repeat All is selected, Media Player plays all items in a random order and then continues playing them again.

9.17 Queue

The queue is a temporary list of items that Media Player will play.

Use **Play Next** to place an item immediately after the current track.

Use **Add to Queue** to place an item at the end of the queue.

Items can be added to the queue from library lists, search results, playlists, and folders.

The queue is useful when you want to choose several tracks or folders to play without creating a permanent playlist.

9.18 Playback Screen Context Menu

To open the playback screen context menu, press the **Menu** key while the playback screen is open.

Playback pauses automatically while the context menu is open.

The context menu includes the following items:

9.18.1 Play or Pause

Starts or pauses playback, depending on the current playback state.

9.18.2 Stop

Stops playback completely.

Stop is different from pause. When playback is paused, you can resume from the same position. When playback is stopped, Media Player returns to the beginning of the track or clears the current playback state, depending on the selected item.

9.18.3 Next Track

Moves to the next track.

9.18.4 Previous Track

Moves to the previous track.

9.18.5 Playback Speed

Opens a submenu containing available playback speed values.

The normal playback speed is **100 percent**.

Choose a lower value to play more slowly. Choose a higher value to play more quickly.

9.18.6 Shuffle

Turns shuffle on or off.

When shuffle is on, tracks play in random order. When shuffle is off, tracks play in normal order.

9.18.7 Repeat

Changes the repeat mode.

Available repeat modes include:

- **Repeat Off**
- **Single Play**
- **Repeat Once**
- **Repeat All**

9.18.8 Bookmarks

Opens the bookmarks list for the current file.

9.18.9 Track Information

Opens a dialog with information about the current track.

The dialog shows information such as the track title, artist, album, duration, file path, and format.

To close the dialog, press **Back**, press **Select**, or move to **Close** and press **Select**.

9.18.10 Settings

Opens the Media Player settings dialog.

9.18.11 Close

Closes the playback screen and returns to the Media Player list.

Playback continues in the background, depending on the current playback state.

9.18.12 Exit

Completely closes Media Player.

9.19 Media Player Settings

The Media Player settings dialog allows you to customize playback behavior.

To open Media Player settings, do one of the following:

- From the playback screen, open the playback screen context menu and choose **Settings**.
- From a Media Player list context menu, choose **Settings**, if available.

The settings dialog includes the following settings:

9.19.1 Automatically Speak Track Title

This setting controls whether Media Player automatically announces the track title when playback starts or when the track changes.

The available options are:

- **On**: Media Player speaks the track title automatically.
- **Off**: Media Player does not speak the track title automatically.

Use the **Left Arrow** and **Right Arrow** keys to choose the option you prefer.

9.19.2 Movement Units List

This list controls which movement units are available during playback.

Press **Select** on a movement unit to check or uncheck it.

Checked movement units are available when cycling through movement units with the **Up Arrow** and **Down Arrow** keys.

Unchecked movement units are hidden from the playback movement unit cycle.

9.19.3 Equalizer

This setting allows you to choose an equalizer preset.

Available presets include:

- **Default**

- **Bass**
- **Classical**
- **Jazz**
- **Rock**

Use the **Left Arrow** and **Right Arrow** keys to choose the preset you prefer.

9.19.4 On Startup

This setting controls what Media Player does when it opens.

The available options are:

- **Music Library:** Media Player opens to the first list of choices. This is the default behavior.
- **Last Opened File:** Media Player opens the last file that was played.

Use the **Left Arrow** and **Right Arrow** keys to choose the option you prefer.

If **Last Opened File** is selected, Media Player attempts to open the last played file the next time the application starts.

If the last played file is no longer available, for example because it was deleted or the SD card was removed, Media Player opens to the first list of choices instead.

9.19.5 Saving or Cancelling Media Player Settings

Move to **OK** and press **Select** to save your changes.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving changes.

9.20 Closing Media Player

To close the playback screen and return to the Media Player list, press **Back**, or open the playback screen context menu and choose **Close**.

To completely close Media Player, press **Home**, or open the context menu and choose **Exit**.

10 Internet Radio

The **Internet Radio** application allows you to listen to online radio stations on Orbit Player.

You can browse stations by location or genre, search for stations, save stations to My Stations or Favourites, play recently used stations, add stations from a URL, and import or export station lists.

Internet Radio requires an active internet connection.

10.1 Opening Internet Radio

To open **Internet Radio**, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Internet Radio**.
3. Press the **Select** key.

To close Internet Radio, press the **Back** key until the application closes, or press the **Home** key.

10.2 Choosing How to Find or Manage Stations

The first list in Internet Radio helps you choose how you want to find or manage stations.

The list contains the following items:

1. **Browse Stations**
2. **Search**
3. **My Stations**
4. **Favourites**
5. **Recently Played**

Use the **Up Arrow** and **Down Arrow** keys to move through the list.

Press the **Select** key on an item to continue.

After you select an item, the application shows the relevant content. For example, selecting **Browse Stations** shows browsing options, selecting **Search** opens station search, and selecting **Favourites** shows your favourite stations.

Press the **Select** key on an item to open it, play it, or move one level deeper.

Press the **Back** key to move one level higher. If you are already in the first list, pressing **Back** closes Internet Radio.

10.3 Browsing Stations

The first list in Internet Radio helps you choose how you want to find or manage stations.

The list contains the following items:

1. **Browse Stations**
2. **Search**
3. **My Stations**
4. **Favourites**
5. **Recently Played**

Use the **Up Arrow** and **Down Arrow** keys to move through the list.

Press the **Select** key on an item to continue.

After you select an item, the application shows the relevant content. For example, selecting **Browse Stations** shows browsing options, selecting **Search** opens station search, and selecting **Favourites** shows your favourite stations.

Press the **Select** key on an item to open it, play it, or move one level deeper.

Press the **Back** key to move one level higher. If you are already in the first list, pressing **Back** closes Internet Radio.

10.4 Searching for Stations

The **Search** item allows you to search for an Internet radio station by name or keyword.

To search for a station, do the following:

1. Open **Internet Radio**.
2. Navigate to **Search**.
3. Press the **Select** key.
4. Enter the search text.
5. Move to **OK** and press **Select**.

A list of matching stations opens.

Move through the results with the **Up Arrow** and **Down Arrow** keys.

Press **Select** on a station to start playback.

Stations in search results use the same Station context menu as other station lists.

If no matching stations are found, Orbit Player speaks a message.

Press **Back** to return to the previous screen.

10.5 My Stations

The **My Stations** item contains stations you have added manually or imported from a station list file.

Use My Stations for stations that are not found through browsing or search, or for stations you want to keep in a personal list.

Press **Select** on a station to start playback.

10.6 Favourites

The **Favourites** item contains stations you have marked as favourites.

Use Favourites for stations you listen to often.

Press **Select** on a station to start playback.

10.7 Recently Played

The **Recently Played** item shows stations you played recently.

Use Recently Played when you want to quickly return to a station you used before.

Press **Select** on a station to start playback.

10.8 Playing a Station

To play a station, move to the station and press the **Select** key.

When playback starts, the playback screen opens.

The playback screen shows the current station and allows you to control playback.

If the station cannot be played, Orbit Player speaks an error message. This can happen if the station is offline, the stream address is no longer valid, or the internet connection is not available.

10.9 Context Menus in Internet Radio

Internet Radio includes context menus that provide actions for the item or screen you are currently using.

The available context menu items change depending on where you are. For example, the context menu for a station contains station actions, while the context menu for a list contains list actions such as importing or exporting stations.

To open a context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press the **Back** key to close the context menu without selecting an item.

Context menus also support indexing. When a context menu is open, you can activate an item by pressing the number that matches its position in the menu.

10.10 Station Context Menu

The Station context menu is available when focus is on a station.

To open the Station context menu, move to a station and press the **Menu** key.

The Station context menu includes the following items:

10.10.1 Play

Plays the selected station.

10.10.2 Add to Favourites

Adds the selected station to Favourites.

Use this option for stations you listen to often.

10.10.3 Remove from Favourites

Removes the selected station from Favourites.

This option is available when the selected station is already in Favourites.

10.10.4 Add to My Stations

Adds the selected station to My Stations.

Use this option when you want to keep a station in your personal station list.

10.10.5 Remove from My Stations

Removes the selected station from My Stations.

This option is available when the selected station is in My Stations.

10.10.6 Properties

Opens a dialog showing information about the selected station.

The Properties dialog shows information such as:

- Station name
- Stream URL
- Country
- Language
- Genre

The information is read-only.

To close the Properties dialog, press **Back**, press **Select**, or move to **Close** and press **Select**.

10.11 List Context Menu

The List context menu is available when focus is in a station list or in the first list.

To open the List context menu, press the **Menu** key.

The List context menu includes the following items:

10.11.1 Search for Station

Opens the station search screen.

10.11.2 Add Station from URL

Opens a dialog where you can add a station manually by entering its stream URL.

The station is added to **My Stations**.

10.11.3 Import Stations List

Opens a file picker so you can import stations from a playlist file.

Imported stations are added to **My Stations**.

10.11.4 Export Stations List

Opens a save file dialog so you can export all stations from the current list.

The exported file is saved as an **M3U** playlist file.

10.11.5 Refresh

Refreshes the current list.

Use this option if a list does not show the expected stations or if the internet connection was unavailable when the list first opened.

10.11.6 Exit

Closes Internet Radio and returns to the Home Screen.

10.12 Adding Station From a URL

You can add a station manually if you know its stream URL.

Stations added from a URL are saved in **My Stations**.

To add a station from a URL, do the following:

1. Open **Internet Radio**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Add Station from URL**.
4. Press the **Select** key.

A dialog opens.

1. Enter the station name, if requested.
2. Enter the station stream URL.
3. Move to **OK** and press **Select**.

The station is added to **My Stations**.

To close the dialog without adding the station, press **Back**, or move to **Cancel** and press **Select**.

If the station cannot be added, Orbit Player speaks an error message.

10.13 Importing and Exporting Station Lists

Internet Radio allows you to import and export station lists.

Use **Export Stations List** when you want to back up a list of stations or copy it to another device.

Use **Import Stations List** when you want to add stations from a playlist file, backup file, or another device.

1. Exporting a Station List

The **Export Stations List** option exports all stations from the current list to one playlist file.

For example:

- If you are in **Favourites**, exporting the station list exports all stations in

Favourites.

- If you are in **My Stations**, exporting the station list exports all stations in My Stations.
- If you are in **Recently Played**, exporting the station list exports all stations in Recently Played.

To export a station list, do the following:

1. Open **Internet Radio**.
2. Open the station list you want to export.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Export Stations List**.
5. Press the **Select** key.

A save file dialog opens.

1. Choose the location where you want to save the file.
2. Enter a file name.
3. Move to **OK** and press **Select**.

The station list is saved as an **M3U** playlist file.

After the export finishes, Orbit Player speaks a success message or an error message.

2. Importing a Station List

The **Import Stations List** option imports stations from a playlist file.

Supported playlist file types include:

- PLS
- M3U
- M3U8

Imported stations are added to **My Stations**.

To import a station list, do the following:

1. Open **Internet Radio**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Import Stations List**.
4. Press the **Select** key.

An open file dialog appears.

1. Navigate to the playlist file you want to import.
2. Press **Select**, or move to **OK** and press **Select**.

Orbit Player imports the stations from the selected file and adds them to **My Stations**.

After the import finishes, Orbit Player speaks a success message or an error message.

If the file is not supported, cannot be opened, or does not contain valid station information, Orbit Player speaks an error message.

10.14 Playback Screen

The playback screen opens when a station starts playing.

The playback screen allows you to control station playback, adjust player volume, manage the current station as a favourite, hear station information, and open playback options.

1. Playback Screen Commands

The following commands are available from the playback screen:

- **Select**: Play or pause.
- **Key 4**: Decrease player volume by 5 percent.
- **Key 6**: Increase player volume by 5 percent.
- **Star**: Add the currently playing station to Favourites, or remove it from Favourites if it is already there.
- **Pound**: Open the Station Information dialog.
- **Menu**: Open the playback screen context menu.
- **Back**: Close the playback screen and return to the previous Internet Radio list.

2. Station Information Dialog

The Station Information dialog shows information about the currently playing station.

It contains:

- Station name
- Station URL
- Close button

To close the dialog, press **Back**, press **Select**, or move to **Close** and press **Select**.

3. Playback Screen Context Menu

To open the playback screen context menu, press the **Menu** key while the playback screen is open.

Playback pauses automatically while the context menu is open.

The playback screen context menu includes the following items:

- **Play or Pause:** Starts or pauses playback, depending on the current playback state.
- **Stop:** Stops playback completely.
- **Station Information:** Opens the Station Information dialog.
- **Add to Favourites:** Adds the current station to Favourites.
- **Remove from Favourites:** Removes the current station from Favourites.
- **Settings:** Opens Internet Radio settings, if available.
- **Close:** Closes the playback screen and returns to the previous Internet Radio list.
- **Exit:** Completely closes Internet Radio.

10.15 Closing Internet Radio

To close the playback screen and return to the previous Internet Radio list, press **Back**, or open the playback screen context menu and choose **Close**.

To completely close Internet Radio, press **Home**, or open the context menu and choose **Exit**.

11 Podcast Application

The **Podcasts** application allows you to find, add, manage, download, and play podcast episodes on Orbit Player.

You can add podcasts from a feed URL, search for podcasts by name or topic, import and export podcast lists, download episodes for offline listening, and stream episodes over the internet.

Podcasts require an active internet connection when searching for podcasts,

updating podcast feeds, streaming episodes, or downloading episodes.

11.1 Opening Podcasts

To open **Podcasts**, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Podcasts**.
3. Press the **Select** key.

To close Podcasts, press the **Back** key until the application closes, or press the **Home** key.

11.2 Choosing a Podcast and Episode

The first list in Podcasts contains the podcasts you have added.

Use the **Up Arrow** and **Down Arrow** keys to move through the podcast list.

Press the **Select** key on a podcast to show its episodes.

After you select a podcast, the application shows the episodes for that podcast.

Use the **Up Arrow** and **Down Arrow** keys to move through the episode list.

Press the **Select** key on an episode to perform the default action for episodes.

Depending on your Podcasts Application Settings, the episode can stream, download, or download and then play.

Press the **Back** key to move one level higher. If you are already in the podcast list, pressing **Back** closes Podcasts.

If no podcasts have been added yet, use the context menu to search for podcasts, add a podcast from a URL, or import podcasts from an OPML file.

11.3 Adding Podcasts

You can add podcasts in three ways:

- Search for podcasts.
- Add a podcast from a feed URL.
- Import podcasts from an OPML file.

11.3.1 Adding a Podcast from a URL

Use this option when you know the direct feed URL for a podcast.

To add a podcast from a URL, do the following:

1. Open **Podcasts**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Add Podcast from URL**.
4. Press the **Select** key.

A dialog opens.

1. Enter the podcast feed URL.
2. Move to **OK** and press **Select**.

The podcast is added to your podcast list.

To close the dialog without adding a podcast, press **Back**, or move to **Cancel** and press **Select**.

If the podcast cannot be added, Orbit Player speaks an error message.

11.4 Searching for Podcasts

The **Search for Podcasts** option allows you to search for podcasts by name, topic, or keyword.

To search for a podcast, do the following:

1. Open **Podcasts**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Search for Podcasts**.
4. Press the **Select** key.

The Search for Podcasts screen opens.

1. Enter the podcast name, topic, or keyword.
2. Move to the search button and press **Select**.

A list of matching podcasts opens.

Use the **Up Arrow** and **Down Arrow** keys to move through the search results.

Press **Select** on a podcast to add it to your podcast list.

If no matching podcasts are found, Orbit Player speaks a message.

Press **Back** to return to the previous screen.

11.5 Importing and Exporting Podcasts

Podcasts supports importing and exporting podcast lists using OPML files.

Use **Import OPML File** when you want to add multiple podcasts from a backup file or from another device.

Use **Export to OPML File** when you want to back up your podcast list or copy it to another device.

11.5.1 Importing an OPML File

To import podcasts from an OPML file, do the following:

1. Open **Podcasts**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Import OPML File**.
4. Press the **Select** key.

An open file dialog appears.

1. Navigate to the OPML file you want to import.
2. Press **Select**, or move to **OK** and press **Select**.

The podcasts from the OPML file are added to your podcast list.

After the import finishes, Orbit Player speaks a success message or an error message.

11.5.2 Exporting to an OPML File

To export your podcast list, do the following:

1. Open **Podcasts**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Export to OPML File**.
4. Press the **Select** key.

A save file dialog opens.

1. Choose the location where you want to save the file.
2. Enter a file name.
3. Move to **OK** and press **Select**.

Your podcast list is saved as an OPML file.

After the export finishes, Orbit Player speaks a success message or an error

message.

11.6 Podcast List Context Menu

The Podcast List context menu is available when focus is in the main podcast list or on a podcast.

To open the context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press the **Back** key to close the context menu without selecting an item.

Context menus also support indexing. When a context menu is open, you can activate an item by pressing the number that matches its position in the menu.

The Podcast List context menu includes the following items:

11.6.1 Add Podcast from URL

Opens a dialog where you can add a podcast by entering its feed URL.

11.6.2 Search for Podcasts

Opens the Search for Podcasts screen.

11.6.3 Delete Podcast

Removes the selected podcast from your podcast list.

Deleting a podcast removes it from the Podcasts application. Downloaded episode files remain on the device unless the application asks you to remove them and you choose that option.

11.6.4 Select All Podcasts

Selects all podcasts in the podcast list.

Use this option when you want to perform an action on multiple podcasts.

11.6.5 Podcast Details

Opens a dialog showing information about the selected podcast.

The Podcast Details dialog shows information such as:

- Podcast title
- Description
- Number of available episodes

You can also open Podcast Details by pressing the **Star** key when focus is on a podcast.

11.6.6 Import OPML File

Opens a file picker so you can import podcasts from an OPML file.

11.6.7 Export to OPML File

Opens a save file dialog so you can export your podcast list to an OPML file.

11.6.8 Sort By

Opens a submenu for sorting the podcast list.

The Sort By submenu includes the following options:

- **Sort by Name Ascending**
- **Sort by Name Descending**
- **Sort by Date**
- **Sort by Last Updated**

11.6.9 Podcasts Application Settings

Opens the Podcasts Application Settings dialog.

11.6.10 Exit

Closes Podcasts and returns to the Home Screen.

11.7 Episode List and Episode Context Menu

The Episode context menu is available when focus is inside a podcast, in the list of episodes.

To open the Episode context menu, move to an episode and press the **Menu** key.

The Episode context menu includes the following items:

11.7.1 Play Episode

Plays the selected episode.

What happens when you play an episode depends on the **Episode Default Action** setting in Podcasts Application Settings. The episode can stream, download, or download and then play.

11.7.2 Download Episode

Downloads the selected episode for offline listening.

Downloaded episodes are saved to the location selected in Podcasts Application Settings.

11.7.3 Episode Information

Opens a dialog showing information about the selected episode.

The Episode Information dialog shows information such as:

- Episode title
- Duration
- Release date
- Description

The information is read-only.

To close the dialog, press **Back**, press **Select**, or move to **Close** and press **Select**.

11.7.4 Check for New Episodes

Checks the current podcast for new episodes.

If new episodes are found, the episode list is updated.

If no new episodes are found, Orbit Player speaks a message.

11.7.5 Delete Episode

Deletes the downloaded copy of the selected episode.

This option is shown only for downloaded episodes.

If a confirmation dialog appears, choose the option you want and press **Select**.

11.8 Playing an Episode

To play an episode, move to the episode and press the **Select** key.

The action performed by the **Select** key depends on the **Episode Default Action** setting in Podcasts Application Settings. This setting controls whether episodes are streamed, downloaded, or downloaded and then played when you activate them.

The available options are:

- **Stream**: Plays the episode online without downloading it.
- **Download**: Downloads the episode for offline listening.
- **Download and Play**: Downloads the episode and starts playback after the

download completes.

When playback starts, the playback screen opens.

If an episode cannot be streamed or downloaded, Orbit Player speaks an error message. This can happen if the internet connection is not available, the podcast feed cannot be reached, or the episode file is no longer available.

11.9 Playback Screen Commands

The playback screen opens when an episode starts playing.

The playback screen allows you to control episode playback, move through the episode, adjust player volume, hear your current position, add bookmarks, open bookmarks, and change playback speed.

The following commands are available from the playback screen:

- **Select:** Play or pause.
- **Key 1:** Move to the previous chapter.
- **Key 2:** Open the chapter list for the current episode.
- **Key 3:** Move to the next chapter.
- **Key 4:** Decrease player volume by 5 percent.
- **Key 6:** Increase player volume by 5 percent.
- **Key 7:** Decrease playback speed.
- **Key 9:** Increase playback speed.
- **Key 0:** Where Am I. Speaks the current position, time remaining, and total episode duration.
- **Star:** Add a bookmark at the current playback position.
- **Long-press Star:** Open the bookmarks list.
- **Up Arrow** and **Down Arrow:** Choose the movement unit.
- **Left Arrow** and **Right Arrow:** Move by the selected movement unit.
- **Back:** Close the playback screen and stop playback.

11.9.1 Chapter List

Some podcast episodes contain chapters.

Press **key 2** during playback to open the chapter list.

Use the **Up Arrow** and **Down Arrow** keys to move through the chapters.

Press **Select** on a chapter to start playback from that chapter.

Press **Back** to close the chapter list.

11.10 Bookmarks

Podcasts allows you to add bookmarks in the current episode and return to them later.

Bookmarks are useful when you want to save important positions in long episodes, lectures, interviews, or lessons.

11.10.1 Adding a Bookmark

To add a bookmark, press the **Star** key from the playback screen.

Podcasts adds a bookmark at the current playback position.

11.10.2 Opening the Bookmarks List

To open the bookmarks list, long-press the **Star** key from the playback screen.

The bookmarks list opens as a dialog.

Use standard dialog navigation in the bookmarks list. Press the **Up Arrow** and **Down Arrow** keys to move through the dialog controls and bookmark items.

11.10.3 Moving to a Bookmark

To move to a bookmark, do the following:

1. Open the bookmarks list by long-pressing the **Star** key.
2. Navigate to the bookmark you want.
3. Press the **Select** key.

Podcasts moves playback to the selected bookmark position in the episode.

11.10.4 Deleting a Bookmark

Each bookmark in the bookmarks list has a context menu.

To delete a bookmark, do the following:

1. Open the bookmarks list by long-pressing the **Star** key.
2. Navigate to the bookmark you want to delete.
3. Press the **Menu** key to open its context menu.
4. Navigate to **Delete**.

5. Press the **Select** key.

The bookmark is deleted.

Press **Back** to close the bookmarks list and return to the playback screen.

11.11 Movement Unit During Playback

Movement units control what the **Left Arrow** and **Right Arrow** keys do while an episode is playing.

They let you choose how you want to move through the current episode. For example, you can move forward or backward by 10 seconds, jump by one minute, move to the next or previous episode, or change playback speed.

During playback:

- Use the **Up Arrow** and **Down Arrow** keys to choose the movement unit.
- Use the **Left Arrow** and **Right Arrow** keys to move by the selected movement unit.

For example:

- If the selected movement unit is **10 seconds**, press **Right Arrow** to move forward 10 seconds, or press **Left Arrow** to move backward 10 seconds.
- If the selected movement unit is **1 minute**, press **Right Arrow** to move forward one minute, or press **Left Arrow** to move backward one minute.
- If the selected movement unit is **Episode**, press **Right Arrow** to move to the next episode, or press **Left Arrow** to move to the previous episode.
- If the selected movement unit is **Playback Speed**, press **Right Arrow** to increase playback speed, or press **Left Arrow** to decrease playback speed.

Orbit Player announces the selected movement unit when you change it.

Available movement units include:

- **5 seconds**
- **10 seconds**
- **15 seconds**
- **30 seconds**
- **45 seconds**
- **1 minute**

- 5 minutes
- 10 minutes
- 15 minutes
- 30 minutes
- 1 hour
- Episode
- Playback Speed

You can choose which movement units are available in Podcasts Application Settings. Movement units that are turned off in settings do not appear when you cycle through movement units during playback.

11.12 Podcast Application Settings

The Podcasts Application Settings dialog allows you to customize podcast download and playback behavior.

To open Podcasts Application Settings, do the following:

1. Open **Podcasts**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Podcasts Application Settings**.
4. Press the **Select** key.

The settings dialog includes the following settings:

11.12.1 Default Location for Downloaded Episodes

This setting controls where downloaded episodes are saved.

The available options are:

- **Internal Storage**: Saves downloaded episodes to the internal storage.
- **SD Card**: Saves downloaded episodes to the SD card.

Use the **Left Arrow** and **Right Arrow** keys to choose the option you prefer.

11.12.2 Episode Default Action

This setting controls what happens when you press **Select** on an episode.

The available options are:

- **Stream**: Plays the episode online without downloading it.

- **Download:** Downloads the episode for offline listening.
- **Download and Play:** Downloads the episode and starts playback after the download completes.

Use the **Left Arrow** and **Right Arrow** keys to choose the option you prefer.

11.12.3 Episode Date Format

This setting controls how episode dates are shown.

The available options are:

- **Absolute Time:** Shows the full date or time.
- **Relative Time:** Shows dates as relative times, such as **2 days ago**.

Use the **Left Arrow** and **Right Arrow** keys to choose the option you prefer.

11.12.4 Movement Units List

This list controls which movement units are available during podcast playback.

Press **Select** on a movement unit to check or uncheck it.

Checked movement units are available during playback.

Unchecked movement units are hidden from the playback movement unit cycle.

11.12.5 Saving or Cancelling Podcasts Application Settings

Move to **OK** and press **Select** to save your changes.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving changes.

11.13 Closing Podcasts

To move one level higher in Podcasts, press **Back**.

To close the playback screen and stop playback, press **Back** from the playback screen. To completely close Podcasts, press **Home**, or open the context menu and choose **Exit**.

12 Voice Recorder

The Voice Recorder application allows you to make high-quality recordings in **WAV** or **MP3** format.

You can record lectures, meetings, notes, or any sound around you.

With version 2.0, the Voice Recorder adds new features such as **pausing and resuming recording**, **adding bookmarks**, and **adjusting gain** for better recording sensitivity.

12.1 Opening the Voice Recorder Application

1. Press the **Home key** to return to the home screen.
2. Navigate using the **Arrow keys** to **Voice recorder application**.
3. Press **Select** to open. You will hear “Voice Recorder.”

Alternatively, you can use the index number keys for Voice recorder. as this is the shortcut key to launch the application.

12.2 Main Screen Overview

When the Voice Recorder opens, you will be placed in the **Main Window**, which includes:

- A **status bar** showing the current state: “Not recording,” “Recording,” or “Paused.”
When recording, it also announces the **elapsed time**.
- A **Record button**, which changes to **Stop** while recording.
- A **Pause/Resume button** that appears only during recording.
- A **View Recordings** button that opens your list of saved recordings.
- A **Settings** button for adjusting recording preferences.

You can navigate between these buttons using the **Up** and **Down Arrow keys**, and press **Select** to activate.

When using a **QWERTY keyboard**, press **Tab** and **Shift + Tab** to move between buttons.

12.3 Starting and Stopping a Recording

To start recording, press the **Record key** on your Orbit Player.

The Voice Recorder will announce “Recording started,” and the status bar will display elapsed time.

To stop recording, press the **Record key** again.

The application will announce “Recording stopped,” and the new file will be saved automatically in the selected storage location.

When using a **QWERTY keyboard**, press **Control + R** to start or stop recording.

12.4 Pausing and Resuming a Recording

While recording, press **Select** on the **Pause button** to pause.

You’ll hear “Recording paused.”

Press **Select** again on the **Resume button** to continue recording from the same point.

All time and bookmarks remain saved while paused.

12.5 Adding Bookmarks While Recording

You can add bookmarks at any time during recording to mark important moments. Each bookmark stores the **timestamp** of the moment it was added.

- On the Orbit Player, press the **Star key** to add a bookmark.
- When using a **QWERTY keyboard**, press **Control + B**.

You will hear “Bookmark added,” along with the time position.

12.6 Recordings Manager Screen

To view your saved recordings:

1. From the **Main Screen**, move to **View Recordings** and press **Select**.
2. The **Recordings Manager** screen opens, showing all saved recordings in a list.
3. Use the **Up** and **Down Arrows** to move through recordings.
4. Press **Select** on a recording to play it. Playback opens in the **Media Player** automatically.

12.6.1 Recording Context Menu

To manage recordings, open the **Context Menu** by pressing the **Menu key**.

You can:

- **Play Recording:** Opens and plays the selected recording in the Media Player.
- **Rename Recording:** Allows you to give the recording a new name.
- **Show bookmark:** Lists the bookmarks added to that particular audio.
- **Delete Recording:** Removes the file after confirmation.

When using a **QWERTY keyboard**, press **Delete** to delete a recording or **F2** to rename it.

On the Orbit Player (Lotus keypad), these actions are available through the **Menu key** only.

12.7 Using Bookmarks During Playback

When a recording is playing in the Media Player, you can access and navigate bookmarks.

12.7.1 Opening the Bookmarks List

While playback is active:

- Press **Key 2** on the Orbit Player to open the **Bookmarks List**.
- When using a **QWERTY keyboard**, press **Control + B** to open bookmarks.

Note: The bookmarks will only be accessible through view recordings player.

12.7.2 Moving Between Bookmarks

- Press **Key 1** to move to the **previous bookmark**.
- Press **Key 3** to move to the **next bookmark**.
- The player announces the bookmark name and jumps to that point in the recording.

When using a **QWERTY keyboard**, use:

- **Control + Shift + B** for previous bookmark.
- **Control + B** for next bookmark.

12.7.3 Bookmarks List Context Menu

The Bookmarks List includes a context menu with:

- **Rename Bookmark** – edit the name of the bookmark.
- **Edit Bookmark Position** – adjust its exact time in the format HH:MM: SS.
- **Delete Bookmark** – remove the bookmark permanently.

Use **Up/Down Arrows** to move and press the **select** key to activate any option.

12.8 Settings Screen

To customize your recording preferences:

1. From the **Main Screen**, move to **Settings** and press **Select**.
(On a **QWERTY** keyboard, press **Control + Shift + S**.)
2. Use the **Up/Down Arrows** to move between settings.
3. Use the **Left/Right Arrows** to change values.
4. Press **Select** on **OK** to save and return.

12.8.1 Available Settings

The table below describes the use of each setting option.

For better navigation experience on the tables, use the browse mode in NVDA and virtual cursor in JAWS.

Setting	Options / Description
Default Storage	This option allows you to choose where you want to save your recordings, internal storage, or SD card.
File extension	Choose between MP3 or WAV .
File Name Format	This option allows to Select between Date & Time or Sequential Numbers for naming recordings.
Gain Factor	Allows in adjusting recording sensitivity. Options: No Gain , 1× , 2× , 4× , 8× , 16× .
Sampling Rate	Allows to Choose recording quality. Options: 8kHz, 16kHz, 22kHz, 44.1kHz, 48kHz, 96kHz, 192kHz.
Bitrate	Allows to Choose audio bitrate: 96, 128, 160, 192, 256, 320 kbps. Use arrow keys to change and move down to ok or save button to apply.
Preferred recording source	Allows you to choose different recording sources like default microphone, main microphone, cam coder microphone, voice recognition, voice communication, and unprocessed audio.
Notification when recording	Allows you to choose what notification should occur when you start the recording like: beep, announcement, vibration or off.

Time jump	Allows you to choose how much you want to jump when you press right or left arrow in view recordings player like 5 seconds, 10 seconds, 15 seconds, 30 seconds, 45 seconds, 1 minute, playback speed (does not jump but increases or decreases the speed of audio), play recording (does not jump but plays next or previous recordings) and play bookmark (does not jump but finds and plays bookmarks saved).
Monitor recording when headphones are plugged in	This is a check box, if this check box is checked and you are recording with a headphone connected, you will be able to hear whatever is being recorded right now.

When using a **QWERTY keyboard**, you can navigate with **Tab / Shift + Tab** and confirm with **Enter**.

12.9 Playback Integration with Media Player

All recorded files are played through the **Orbit Media Player**, providing advanced playback control.

You can use all standard Media Player commands for Play/Pause, speed adjustment, and navigation through bookmarks.

12.10 Shortcut Summary Table

Below is the table which lists the shortcut commands you can use while using the voice recorder application.

For better navigation experience on the tables, use the browse mode in NVDA and virtual cursor in JAWS.

Action	Orbit Player (Lotus Keypad)	When Using a QWERTY Keyboard
Start / Stop Recording	Record key	Control + R

Open Settings	Key 0	Control + Shift + S
Add Bookmark	Star key (*)	Control + B
Delete Recording	(Use Menu)	Delete key
Rename Recording	(Use Menu)	F2
Play / Pause Playback	Select key	Spacebar
Next Movement Unit	Down Arrow	Down Arrow
Previous Movement Unit	Up Arrow	Up Arrow
Next Position (according to movement unit)	Right Arrow	Right Arrow
Previous Position (according to movement unit)	Left Arrow	Left Arrow
Previous Bookmark	Key 1	Control + Shift + B
Next Bookmark	Key 3	Control + B
Increase Volume	Key 6	Control + Up Arrow
Decrease Volume	Key 4	Control + Down Arrow
Increase Playback Speed	Key 9	Control + Shift + Up Arrow
Decrease Playback Speed	Key 7	Control + Shift + Down Arrow

13 Clock and Time Management Group

13.1 Check the Current Time:

Press Enter to check the time. or press the index of clock and time management to confirm if you are on the home screen.

13.2 Check Current date:

To check the current date, press enter on the option itself in the utilities menu or press the index for clock and date to check if you are on the home screen.

13.3 Alarm Clock:

Alarm Clock allows you to create and manage alarms on Orbit Player.

Use Alarm Clock when you want Orbit Player to alert you at a specific time.

13.3.1 Opening Alarm Clock:

To open Alarm Clock, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Clock and Time Management**.
3. Press the **Select** key.
4. Navigate to **Alarm Clock**.
5. Press the **Select** key.

The Alarm Clock list opens.

If alarms have already been created, the list shows your saved alarms.

If no alarms have been created yet, Orbit Player speaks a message telling you that the list is empty and that you can use the context menu to create an alarm.

Use the **Up Arrow** and **Down Arrow** keys to move through the Alarm Clock list.

Press **Back** to return to the Clock and Time Management group.

13.3.2 Creating an Alarm:

To create an alarm, do the following:

1. Open **Alarm Clock**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **New Alarm**.
4. Press the **Select** key.

The Create New Alarm dialog is opening.

The dialog contains settings for the alarm time, tone, duration, repeat interval, and frequency.

Use the **Up Arrow** and **Down Arrow** keys to move through the dialog controls.

Use the **Left Arrow** and **Right Arrow** keys to change combo box values.

Move to **OK** and press **Select** to save the alarm.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving.

13.3.3 Alarm Time:

The alarm time controls when the alarm will ring.

Set the alarm hour and minute in the Create New Alarm dialog.

Make sure the device date, time, and time format are correct before relying on alarms.

13.3.4 Alarm Tone:

Alarm Tone controls the sound or vibration used when the alarm rings.

Available alarm tones include:

- **Tone 1**
- **Tone 2**
- **Tone 3**
- **Vibration Only**

Choose **Vibration Only** if you want the alarm to vibrate without playing a tone.

13.3.5 Alarm Duration:

Alarm Duration controls how long the alarm rings before it stops automatically.

Available duration options include:

- **1 minute**
- **2 minutes**
- **3 minutes**
- **5 minutes**
- **10 minutes**

13.3.6 Repeat Interval:

Repeat Interval controls how long Orbit Player waits before alerting again if the alarm is not dismissed.

Available repeat interval options include:

- **Off**
- **1 minute**
- **2 minutes**
- **3 minutes**
- **5 minutes**
- **10 minutes**
- **15 minutes**
- **20 minutes**

Choose **Off** if you do not want the alarm to repeat after the first alert.

13.3.7 Frequency:

Frequency controls when the alarm repeats.

Available frequency options include:

- **Just Once**
- **Every Day**
- **Individual days of the week**

Use **Just Once** for a one-time alarm.

Use **Every Day** for an alarm that rings every day.

Choose individual days of the week when you want the alarm to ring only on selected days.

13.3.8 Editing an Alarm:

To edit an alarm, do the following:

1. Open **Alarm Clock**.
2. Move to the alarm you want to edit.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Edit Alarm**.
5. Press the **Select** key.

The Edit Alarm dialog opens. Change the settings you want to update.

Move to **OK** and press **Select** to save your changes.

Move to **Cancel** and press **Select**, or press **Back** to close the dialog without saving changes.

13.3.9 Turning an Alarm ON or OFF:

You can turn an alarm on or off without deleting it.

To turn an alarm on or off, do the following:

1. Open **Alarm Clock**.
2. Move to the alarm you want to change.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Turn On** or **Turn Off**.
5. Press the **Select** key.

Orbit Player updates the alarm state and speaks a confirmation message.

13.3.10 Deleting an Alarm:

To delete an alarm, do the following:

1. Open **Alarm Clock**.
2. Move to the alarm you want to delete.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Delete Alarm**.
5. Press the **Select** key.

A confirmation dialog opens.

Choose **Yes** to delete the alarm.

Choose **No**, or press **Back**, to cancel.

Warning: Deleting an alarm removes it from Alarm Clock.

13.3.11 When an Alarm Rings:

When an alarm rings, Orbit Player opens an alarm dialog.

The dialog contains the current alarm information and controls for responding to the alarm.

The available controls can include:

- **Snooze**
- **Dismiss**

Use the **Up Arrow** and **Down Arrow** keys to move through the controls.

Press **Select** to activate the focused control.

Choose **Snooze** if you want Orbit Player to alert you again after the selected repeat interval.

Choose **Dismiss** to stop the alarm.

13.3.12 Alarm Clock Context Menu:

The Alarm Clock context menu provides actions for creating and managing alarms.

To open the context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press **Back** to close the context menu without selecting an item.

The context menu can include the following items:

New Alarm

Opens the Create New Alarm dialog.

Edit Alarm

Opens the Edit Alarm dialog for the focused alarm.

Delete Alarm

Delete the focused alarm after confirmation.

Turn On or Turn Off

Turns the focused alarm on or off. The item name depends on the current state of the alarm.

Exit

Closes Alarm Clock and returns to the Clock and Time Management group.

Closing Alarm Clock

To close Alarm Clock and return to the Clock and Time Management group, press **Back**.

To return to the Home Screen, press the **Home** key.

13.4World-Clock

World Clock allows you to check the current time in different cities around the world.

Use World Clock when you want to know the time in another country, region, or time zone.

Opening World Clock

To open World Clock, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Clock and Time Management**.
3. Press the **Select** key.
4. Navigate to **World Clock**.
5. Press the **Select** key.

The World Clock list opens.

If you have already added cities, the list shows the cities and their current times.

If no cities have been added yet, Orbit Player speaks a message telling you that the list is empty and that you can use the context menu to add a city.

Use the **Up Arrow** and **Down Arrow** keys to move through the World Clock list.

Press **Back** to return to the Clock and Time Management group.

Adding a City

To add a city to World Clock, do the following:

1. Open **World Clock**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Add City**.
4. Press the **Select** key.

A city selection dialog opens.

1. Use the **Up Arrow** and **Down Arrow** keys to move through the available cities.
2. Press **Select** on the city you want to add.

The city is added to the World Clock list.

To close the dialog without adding a city, press **Back**, or move to **Cancel** and press **Select**.

Checking the Time in a City

To check the time in a city, do the following:

1. Open **World Clock**.
2. Use the **Up Arrow** and **Down Arrow** keys to move through the city list.

Orbit Player speaks each city name and its current local time.

If the city also includes date information, Orbit Player speaks that information as well.

World Clock Context Menu

The World Clock context menu provides actions for the current city list or focused city.

To open the context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press **Back** to close the context menu without selecting an item.

The available context menu items depend on whether a city is focused.

Common context menu items include:

Add City

Opens the city selection dialog so you can add another city to the World Clock list.

Delete City

Removes the focused city from the World Clock list.

When you choose **Delete City**, a confirmation dialog opens.

Choose **Yes** to remove the city.

Choose **No**, or press **Back**, to cancel.

Refresh

Updates the times shown in the World Clock list.

Exit

Closes World Clock and returns to the Clock and Time Management group.

Closing World Clock

To close World Clock and return to the Clock and Time Management group, press **Back**.

To return to the Home Screen, press the **Home** key.

13.5 Stopwatch

Stopwatch allows you to measure elapsed time.

Use Stopwatch when you want to time an activity, track duration, or measure how long something takes.

13.5.1 Opening Stopwatch

To open Stopwatch, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Clock and Time Management**.
3. Press the **Select** key.
4. Navigate to **Stopwatch**.
5. Press the **Select** key.

The Stopwatch screen opens.

13.5.2 Stopwatch Screen

The Stopwatch screen contains the current elapsed time and controls for starting, stopping, and resetting the stopwatch.

The available controls can include:

- **Start**
- **Stop**
- **Reset**
- **Close**

Use the **Up Arrow** and **Down Arrow** keys to move through the controls.

Press the **Select** key to activate the focused control.

13.5.3 Starting the Stopwatch

To start the stopwatch, do the following:

1. Open **Stopwatch**.
2. Navigate to **Start**.
3. Press the **Select** key.

The stopwatch starts counting.

Orbit Player speaks or shows the elapsed time.

13.5.4 Stopping the Stopwatch

To stop the stopwatch, do the following:

1. While the stopwatch is running, navigate to **Stop**.
2. Press the **Select** key.

The stopwatch stops counting.

The elapsed time remains available on the Stopwatch screen.

13.5.5 Resuming the Stopwatch

To resume timing after stopping the stopwatch, navigate to **Start** and press the **Select** key again.

The stopwatch continues counting from the stopped time.

13.5.6 Resetting the Stopwatch

To reset the stopwatch, do the following:

1. Stop the stopwatch, if it is running.
2. Navigate to **Reset**.
3. Press the **Select** key.

The elapsed time is reset to zero.

13.5.7 Checking the Elapsed Time

While Stopwatch is open, move to the elapsed time item to hear the current elapsed time.

If the stopwatch is running, the time continues to update.

13.6 Stopwatch Context Menu

The Stopwatch context menu provides actions for the current stopwatch screen.

To open the context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press **Back** to close the context menu without selecting an item.

The context menu can include the following items:

13.6.1 Start

Starts or resumes the stopwatch.

13.6.2 Stop

Stops the stopwatch.

13.6.3 Reset

Resets the elapsed time to zero.

13.6.4 Exit

Closes Stopwatch and returns to the Clock and Time Management group.

13.6.5 Closing Stopwatch

To close Stopwatch and return to the Clock and Time Management group, press **Back**.

To return to the Home Screen, press the **Home** key.

13.7 Countdown Timer

Countdown Timer allows you to set a timer that counts down from a selected amount of time.

Use Countdown Timer when you want Orbit Player to alert you after a specific duration, such as 5 minutes, 30 minutes, or 1 hour.

13.7.1 Opening Countdown Timer

To open Countdown Timer, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Clock and Time Management**.
3. Press the **Select** key.
4. Navigate to **Countdown Timer**.
5. Press the **Select** key.

The Countdown Timer screen opens.

13.7.2 Countdown Timer Screen

The Countdown Timer screen contains edit boxes for setting the countdown duration and buttons for controlling the timer.

The screen contains the following controls:

- **Hours** edit box
- **Minutes** edit box
- **Seconds** edit box

- **Start** button
- **Pause** button, when the timer is running
- **Resume** button, when the timer is paused
- **Reset** button
- **Close** button

Use the **Up Arrow** and **Down Arrow** keys to move through the controls.

Use the numeric keypad to enter values in the **Hours**, **Minutes**, and **Seconds** edit boxes.

Only numeric values are accepted.

Orbit Player checks the values before starting the timer. If a value is not valid, Orbit Player speaks a clear error message and the timer does not start.

13.7.3 Setting a Timer

To set a timer, do the following:

1. Open **Countdown Timer**.
2. Move to the **Hours** edit box and enter the number of hours.
3. Move to the **Minutes** edit box and enter the number of minutes.
4. Move to the **Seconds** edit box and enter the number of seconds.
5. Move to **Start**.
6. Press the **Select** key.

The countdown starts.

Orbit Player speaks a clear message indicating that the timer has started.

You do not need to enter values in all three edit boxes. For example, to set a timer for 5 minutes, enter **5** in the **Minutes** edit box and leave the other edit boxes empty or set to zero.

13.7.4 Starting, Pausing, Resuming, and Resetting

Countdown Timer uses the same control behavior as Stopwatch.

To start the countdown, move to **Start** and press **Select**.

To pause the countdown, move to **Pause** and press **Select**.

To resume a paused countdown, move to **Resume** and press **Select**.

To reset the countdown, move to **Reset** and press **Select**.

Orbit Player speaks clear messages for each action, such as when the timer starts, pauses, resumes, resets, or finishes.

13.7.5 Using Select from the Time Edit Boxes

When focus is in the **Hours**, **Minutes**, or **Seconds** edit box, pressing **Select** performs the same action as the current main timer button.

For example:

- If the timer has not started, pressing **Select** in an edit box starts the timer.
- If the timer is running, pressing **Select** in an edit box pauses the timer.
- If the timer is paused, pressing **Select** in an edit box resumes the timer.

This allows you to control the timer without moving away from the time edit boxes.

13.7.6 Checking the Remaining Time

While the timer is running, move to the remaining time item to hear how much time is left.

The remaining time continues to update while the timer is active.

13.7.7 Timer Feedback

Countdown Timer provides feedback using the same feedback options as Stopwatch.

Depending on your settings, feedback can include:

- Sounds
- Speech
- Vibration
- Vibration and speech

The same settings used for Stopwatch feedback also apply to Countdown Timer.

13.7.8 When the Timer Finishes

When the countdown reaches zero, Orbit Player alerts you.

The alert uses the same feedback behavior as Stopwatch, according to your selected settings.

Orbit Player also speaks a clear message indicating that the countdown has finished.

Move to **Dismiss** and press the **Select** key to stop the alert, if a dismiss control is shown.

13.7.9 Countdown Timer Context Menu

The Countdown Timer context menu provides actions for the current timer screen.

To open the context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press **Back** to close the context menu without selecting an item.

The context menu can include the following items:

1. **Start**

Starts the countdown timer using the entered duration.

2. **Pause**

Pauses the countdown timer when it is running.

3. **Resume**

Continues the countdown timer after it has been paused.

4. **Reset**

Resets the countdown timer.

5. **Exit**

Closes Countdown Timer and returns to the Clock and Time Management group.

Closing Countdown Timer

To close Countdown Timer and return to the Clock and Time Management group, press **Back**.

To return to the Home Screen, press the **Home** key.

14 Tools Group:

14.1 Check the battery status:

In the utilities folder , the first option is to check battery status, you can press enter on it to check battery status. You can also **press the index of utilities and battery** to check the status.

14.2 Calculator:

Your Orbit Player has a simple calculator app allowing you to calculate mathematical expressions.

To open the Calculator application, do the following:

- Switch to the home screen by pressing **the home key**.
- Navigate with Up and Down arrows to Utilities folder, press the select key to open the folder. Navigate with Up and Down arrows to the Calculator application and press the select key. If you are on the home screen, you can also press **the index for utilities and calculator**.
- The application is now open and ready to use. Use the number pad to type numbers and basic arithmetic operators. To enter an arithmetic operator, press * key after entering the value. As * key changes the keypad from digit mode to symbols mode and vice versa.
- If you are using your device with a qwerty keypad, use plus symbol for edition, hyphen or dash for minus, star symbol for multiplication and forward slash for division.

If you type a wrong number, you can erase it. To do this, press **the back key**.

- To calculate an expression, press **the select key**. The device will speak the result of the calculation. Press **The select key** once more if you want to hear the result again.
- To clear the display completely, go to the menu by pressing the menu key, press down arrow until you hear the clear all option and press the select key on the option.
- On qwerty keypad, use the delete key to clear the expression.
- To close the Calculator application, press **the home or the back key**.
- Alternatively, you can close the application from the menu too. To do that, Open the menu using menu key, press down arrow until you hear exit and press the select key to exit and close the application.

14.2.1 Calculator Menu:

The menu of the Calculator application contains arithmetic operator signs: Plus, Minus, Multiply and Divide By. You can use it instead of manually typing the operator symbols using the symbol keypad.

- To open the menu, press **the menu key**.
- To close the menu, press **the back key**.
- Navigate through the menu using Up and Down arrow keys.
- To select a menu item, press the **Select** key.

14.3 Calendar:

Calendar allows you to check dates, move through days, and manage calendar events on Orbit Player.

Use Calendar when you want to review upcoming events, add new events, edit existing events, or delete events.

To open Calendar, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Tools**.
3. Press the **Select** key.
4. Navigate to **Calendar**.
5. Press the **Select** key.

The Calendar screen opens.

When Calendar opens, focus is on the current date.

Orbit Player speaks about the current date and the available events for that date, if any.

14.3.1 Calendar Navigation

Use the arrow keys to move through the calendar.

The following commands are available:

- **Left Arrow:** Move to the previous day.
- **Right Arrow:** Move to the next day.
- **Up Arrow:** Move to the previous week.

- **Down Arrow:** Move to the next week.

When you move to a different date, Orbit Player speaks the focused date.

If the date contains events, Orbit Player also indicates that events are available.

1. **Checking Events for a Date**

To check events for a date, do the following:

1. Open **Calendar**.
2. Use the arrow keys to move to the date you want.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Event List**.
5. Press the **Select** key.

The Event List opens for the selected date.

Use the **Up Arrow** and **Down Arrow** keys to move through the events.

Press **Select** on an event to open its details.

Press **Back** to return to Calendar.

14.3.2 Adding an Event

To add a new event, do the following:

1. Open **Calendar**.
2. Move to the date where you want to add the event.
3. Press the **Menu** key to open the context menu.
4. Navigate to **New Event**.
5. Press the **Select** key.

The New Event dialog opens.

The dialog can include fields such as:

- **Title**
- **Date**
- **Start Time**
- **End Time**
- **Location**

- **Notes**
- **Reminder**

Use the **Up Arrow** and **Down Arrow** keys to move through the dialog controls.

Enter or choose the event information.

Move to **OK** and press **Select** to save the event.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving.

If required information is missing or a value is not valid, Orbit Player speaks an error message and keeps the dialog open.

14.3.3 Viewing Event Details

To view event details, do the following:

1. Open **Calendar**.
2. Move to the date that contains the event
3. Open the context menu and choose **Event List**.
4. Move to the event you want.
5. Press the **Select** key.

The event details open.

Use the **Up Arrow** and **Down Arrow** keys to move through the event information.

Press **Back** to return to the Event List.

2. Editing an Event

To edit an event, do the following:

1. Open **Calendar**.
2. Move to the date that contains the event.
3. Open the context menu and choose **Event List**.
4. Move to the event you want to edit.
5. Press the **Menu** key to open the context menu.
6. Navigate to **Edit Event**.
7. Press the **Select** key.

The Edit Event dialog opens.

Use the **Up Arrow** and **Down Arrow** keys to move through the fields.

Change the information you want to update.

Move to **OK** and press **Select** to save your changes.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving changes.

14.3.4 Deleting an Event

To delete an event, do the following:

Open **Calendar**.

1. Move to the date that contains the event.
2. Open the context menu and choose **Event List**.
3. Move to the event you want to delete.
4. Press the **Menu** key to open the context menu.
5. Navigate to **Delete Event**.
6. Press the **Select** key.

A confirmation dialog opens.

Choose **Yes** to delete the event.

Choose **No**, or press **Back**, to cancel.

Warning: Deleting an event removes it from Calendar

14.3.5 Calendar Context Menu

The Calendar context menu provides actions for the focused date.

To open the context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press **Back** to close the context menu without selecting an item.

The context menu can include the following items:

New Event

Opens the New Event dialog for the focused date

Event List

Opens the list of events for the focused date.

Go to Today

Moves focus back to the current date.

Go to Date

Opens a dialog where you can enter or choose a date.

After you choose the date, Calendar moves focus to that date.

Exit

Closes Calendar and returns to the Tools group.

Event List Context Menu

The Event List context menu provides actions for the focused event.

To open the context menu, move to an event in the Event List and press the **Menu** key.

The context menu can include the following items:

Event Details

Opens the details for the focused event

Edit Event

Opens the Edit Event dialog for the focused event.

Delete Event

Deletes the focused event after confirmation

New Event

Opens the New Event dialog.

Close

Closes the Event List and returns to Calendar.

Closing Calendar

To close Calendar and return to the Tools group, press **Back**.

To return to the Home Screen, press the **Home** key.

14.4 Contacts:

Contacts allows you to store and manage contact information on Orbit Player.

Use Contacts when you want to keep names, phone numbers, email addresses, and other contact details.

Contacts also allows you to import contacts from a vCard file and export contacts to a vCard file.

14.4.1 Opening Contacts

To open Contacts, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Tools**.
3. Press the **Select** key.
4. Navigate to **Contacts**.
5. Press the **Select** key.

The Contacts list opens.

If contacts have already been added, the list shows your saved contacts.

If no contacts have been added yet, Orbit Player speaks a message telling you that the list is empty and that you can use the context menu to add or import contacts.

Use the **Up Arrow** and **Down Arrow** keys to move through the Contacts list.

Press **Select** on a contact to open its details.

Press **Back** to return to the Tools group.

14.4.2 Adding a Contact

To add a contact, do the following:

1. Open **Contacts**
2. Press the **Menu** key to open the context menu.
3. Navigate to **New Contact**.
4. Press the **Select** key.

The New Contact dialog opens.

The dialog can include fields such as:

- **First Name**
- **Last Name**
- **Phone Number**
- **Email Address**
- **Address**

- **Notes**

Use the **Up Arrow** and **Down Arrow** keys to move through the dialog controls.

Enter the information you want to save.

Move to **OK** and press **Select** to save the contact.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving.

If required information is missing or a field contains invalid information, Orbit Player speaks an error message and keeps the dialog open.

14.4.3 Viewing Contact Details

To view a contact, do the following:

1. Open **Contacts**.
2. Use the **Up Arrow** and **Down Arrow** keys to move through the contact list.
3. Press **Select** on the contact you want.

The contact details open.

Use the **Up Arrow** and **Down Arrow** keys to move through the available details.

Press **Back** to return to the Contacts list.

14.4.4 Editing a Contact

To edit a contact, do the following:

1. Open **Contacts**.
2. Move to the contact you want to edit.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Edit Contact**.
5. Press the **Select** key.

The Edit Contact dialog opens.

Use the **Up Arrow** and **Down Arrow** keys to move through the fields.

Change the information you want to update.

Move to **OK** and press **Select** to save your changes.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving changes.

14.4.5 Deleting a Contact

To delete a contact, do the following:

1. Open **Contacts**.
2. Move to the contact you want to delete.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Delete Contact**.
5. Press the **Select** key.

A confirmation dialog opens.

Choose **Yes** to delete the contact.

Choose **No**, or press **Back**, to cancel.

Warning: Deleting a contact removes it from Contacts

14.4.6 Selecting Contacts

The Contacts list allows you to select one or more contacts.

Use selection when you want to export only specific contacts.

To select a contact on Orbit Player, move to the contact and press **key 0**.

When using a QWERTY keyboard, press **Space** to select the focused contact.

When a contact is selected, the word **selected** is added to the contact name in the list.

To unselect a selected contact, move to it and press **key 0** again, or press **Space** when using a QWERTY keyboard.

14.4.7 Selecting All Contacts

To select all contacts, open the context menu and choose **Select All**.

When using a QWERTY keyboard, you can also press **Ctrl+A**.

After all contacts are selected, the word **selected** is added to each contact name in the list.

14.4.8 Exporting Selected Contacts

Contacts can export selected contacts to a vCard file.

To export selected contacts, do the following:

1. Open **Contacts**.
2. Select the contacts you want to export.
3. Press the **Menu** key to open the context menu.
4. Navigate to **Export Selected Contacts**.
5. Press the **Select** key.

When using a QWERTY keyboard, you can also press **Ctrl+Shift+X**.

A save file dialog opens.

1. Choose the location where you want to save the vCard file
2. Enter the file name
3. Move to **OK** and press **Select**.

The selected contacts are saved to a vCard file according to the save file dialog parameters.

When export finishes, Orbit Player speaks a success message or a failure message.

14.4.9 Exporting All Contacts

To export all contacts, you can select all contacts first and then use **Export Selected Contacts**.

To export all contacts, do the following:

1. Open **Contacts**.
2. Open the context menu and choose **Select All**, or press **Ctrl+A** when using a QWERTY keyboard.
3. Open the context menu.
4. Navigate to **Export Selected Contacts**.
5. Press the **Select** key.

6. Choose the save location and file name in the save file dialog.
7. Move to **OK** and press **Select**.

All selected contacts are saved to a vCard file.

When export finishes, Orbit Player speaks a success message or a failure message.

14.4.10 Importing Contacts from a File

Contacts can import contacts from a vCard file.

To import contacts, do the following:

1. Open **Contacts**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Import Contacts from File**.
4. Press the **Select** key.

When using a QWERTY keyboard, you can also press **Ctrl+Shift+I**.

An open file dialog opens.

1. Navigate to the vCard file you want to import.
2. Press **Select**, or move to **OK** and press **Select**.

Orbit Player imports the contacts from the selected vCard file.

When import finishes, Orbit Player speaks a success message or a failure message.

14.4.11 Contacts Context Menu

The Contacts context menu provides actions for the contact list or the focused contact.

To open the context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press **Back** to close the context menu without selecting an item.

The context menu can include the following items:

- **New Contact**
Opens the New Contact dialog
- **Edit Contact**
Opens the Edit Contact dialog for the focused contact.
- **Delete Contact**
Deletes the focused contact after confirmation.
- **Select All**
Selects all contacts in the Contacts list. When using a QWERTY keyboard, you can also press **Ctrl+A**.
- **Export Selected Contacts**
Exports the selected contacts to a vCard file. When using a QWERTY keyboard, you can also press **Ctrl+Shift+X**.
- **Import Contacts from File**
Opens an open file dialog so you can import contacts from a vCard file. When using a QWERTY keyboard, you can also press **Ctrl+Shift+I**.
- **Contact Details**
Opens the details for the focused contact.
- **Exit**
Closes Contacts and returns to the Tools group.

Closing Contacts

To close Contacts and return to the Tools group, press **Back**.

To return to the Home Screen, press the **Home** key.

14.5 Weather

Weather allows you to check current weather information and forecast information for a selected location.

This feature requires an active internet connection.

Use Weather when you want to know the current temperature, weather conditions, and forecast details.

14.5.1 Opening Weather

To open Weather, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Tools**.
3. Press the **Select** key.
4. Navigate to **Weather**.
5. Press the **Select** key.

The Weather application opens.

If a location has already been selected, Orbit Player shows the weather information for that location.

If no location has been selected yet, Orbit Player asks you to add or choose a location.

14.5.2 Adding a Location

To add a location, do the following:

1. Open **Weather**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Add Location**.
4. Press the **Select** key.

A location search dialog opens.

1. Enter the city or location name.
2. Move to **OK** and press **Select**.

A list of matching locations opens.

1. Use the **Up Arrow** and **Down Arrow** keys to move through the results.
2. Press **Select** on the location you want.

The location is added to Weather and its weather information is shown.

To close the dialog without adding a location, press **Back**, or move to **Cancel** and press **Select**.

If the location cannot be found, Orbit Player speaks an error message.

14.5.3 Checking Weather Information

When Weather opens, use the **Up Arrow** and **Down Arrow** keys to move through the available weather information.

The information can include:

- Current temperature
- Feels-like temperature
- Weather condition

- High and low temperature
- Humidity
- Wind speed
- Chance of rain
- Forecast information

The exact information depends on the weather service and the selected location.

14.5.4 Changing Locations

If you have added more than one location, you can choose which location to view.

To change location, do the following:

1. Open **Weather**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Locations**.
4. Press the **Select** key.

The locations list opens.

1. Use the **Up Arrow** and **Down Arrow** keys to move through the locations.
2. Press **Select** on the location you want.

Weather information for the selected location is shown.

14.5.5 Refreshing Weather Information

Weather information is updated from the internet.

To refresh weather information, do the following:

1. Open **Weather**.
2. Press the **Menu** key to open the context menu.
3. Navigate to **Refresh**.
4. Press the **Select** key.

Orbit Player retrieves the latest weather information for the selected location.

If the update succeeds, the new weather information is shown.

If the update fails, Orbit Player speaks an error message.

14.5.6 Weather Context Menu

The Weather context menu provides actions for managing locations and updating weather information.

To open the context menu, press the **Menu** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the menu items.

Press the **Select** key to activate the focused item.

Press **Back** to close the context menu without selecting an item.

The context menu can include the following items:

- **Add Location**

Opens the location search dialog so you can add a new city or location.

- **Locations**

Opens the list of saved weather locations.

Use this option to switch between locations.

- **Delete Location**

Removes the focused or selected location from Weather.

When you choose **Delete Location**, a confirmation dialog opens.

Choose **Yes** to remove the location.

Choose **No**, or press **Back**, to cancel.

- **Refresh**

Updates the weather information for the current location.

- **Exit**

Closes Weather and returns to the Tools group.

Closing Weather

To close Weather and return to the Tools group, press **Back**.

To return to the Home Screen, press the **Home** key.

14.6 Check for Updates

Check for Updates allows you to check for software updates, install available updates, install firmware updates from an SD card, and configure update settings.

This feature requires an active internet connection when checking for updates online.

14.6.1 Opening Check for Updates

To open Check for Updates, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Tools**.
3. Press the **Select** key.
4. Navigate to **Check for Updates**.
5. Press the **Select** key.

The updater main screen opens.

14.6.2 Updater Main Screen

The updater main screen contains product information and update actions.

The screen contains the following elements:

- **Product information** text box
- **Check for Updates** button
- **Install from SD Card** button
- **Settings** button
- **Close** button

Use the **Up Arrow** and **Down Arrow** keys to move through the controls.

Press the **Select** key to activate the focused button.

Press **Back** to close the updater and return to the Tools group.

14.6.3 Product Information

The **Product information** text box contains information about the device and update configuration.

It can include:

- Product name
- Market
- Currently installed version
- Update channel

Move to the product information text box to hear this information.

14.6.4 Checking for Updates

To check for updates, do the following:

1. Open **Check for Updates**.
2. Move to **Check for Updates**.
3. Press the **Select** key.

Orbit Player checks the selected update channel for available updates.

If no update is available, Orbit Player speaks a message telling you that the device is up to date.

If an update is available, the Update Available dialog opens.

If the check fails, Orbit Player speaks an error message. This can happen if the internet connection is not available or the update server cannot be reached.

14.6.5 Update Available Dialog

When an update is available, Orbit Player opens a dialog containing information about the new update.

The dialog can include information such as:

- New version
- Update channel
- Update details or release information

The dialog contains options to download and install the update or cancel.

To install the update, move to **Download and Install** and press **Select**.

To close the dialog without installing the update, move to **Cancel** and press **Select**, or press **Back**.

14.6.6 Installing Updates

When update installation starts, a dialog titled **Installing Updates** opens.

The Installing Updates dialog contains:

- A progress bar
- Status messages
- **Cancel** button

During installation, the progress bar and status messages update according to the current action.

Orbit Player speaks status messages during the update process.

Status messages can include:

- Downloading
- Decrypting
- Extracting
- Installing application
- Installing application name

When each action begins or changes, Orbit Player speaks the updated status

14.6.7 Cancelling Update Installation

To cancel the update process, move to **Cancel** and press **Select**.

If cancellation is allowed at the current stage, Orbit Player cancels the update process and speaks a message.

If cancellation is not possible at the current stage, Orbit Player continues the update process and speaks the appropriate status message.

Do not turn off Orbit Player while updates are being installed.

14.6.8 Installing from SD Card

The **Install from SD Card** button allows you to install an update file from an SD card.

Use this option when you have received an update file and copied it to the SD card.

To install from an SD card, do the following:

1. Copy the update file to the SD card according to the update instructions you received.
2. Insert the SD card into Orbit Player.
3. Open **Check for Updates**.
4. Move to **Install from SD Card**.
5. Press the **Select** key.

Orbit Player checks the SD card for a valid update file.

If a valid update file is found, Orbit Player starts the update flow.

If no valid update file is found, Orbit Player speaks an error message.

14.6.9 Firmware Update Flow

Firmware updates use the same flow, prompts, and dialogs as in earlier versions of Orbit Player.

Follow the prompts spoken by Orbit Player.

Make sure the device has enough battery power before starting a firmware update.

Do not remove the SD card, disconnect power, or turn off the device while a firmware update is being installed.

14.6.10 Updater Settings

The **Settings** button opens the updater settings dialog.

Use this dialog to choose the update channel and configure automatic update checking.

To open updater settings, do the following:

1. Open **Check for Updates**.
2. Move to **Settings**.
3. Press the **Select** key.

The settings dialog opens.

Updater Settings Dialog

The updater settings dialog contains four controls:

- **Auto Check** checkbox
- **Update Channel** selector combo box
- **OK** button
- **Cancel** button

Use the **Up Arrow** and **Down Arrow** keys to move through the dialog controls.

Use the **Left Arrow** and **Right Arrow** keys to change the selected update channel in the combo box.

Press **Select** on **Auto Check** to check or uncheck automatic update checking.

Move to **OK** and press **Select** to save your changes.

Move to **Cancel** and press **Select**, or press **Back**, to close the dialog without saving changes.

14.6.11 Auto Check

The **Auto Check** checkbox controls whether Orbit Player checks for updates automatically.

When Auto Check is selected, Orbit Player can check for updates automatically according to the device update behavior.

When Auto Check is not selected, you can still check for updates manually using the **Check for Updates** button.

14.6.12 Update Channel

The **Update Channel** selector controls which update channel Orbit Player uses when checking for updates.

The selected update channel is shown in the product information text box on the updater main screen

Choose the update channel you want, then move to **OK** and press **Select** to save the setting.

14.6.13 Closing Check for Updates

To close the updater, move to **Close** and press **Select**, or press **Back**.

To return to the Home Screen, press the **Home** key.

14.7 App Catalog

The App Catalog is found in the Tools group. It lists the third-party applications that Orbit Research has approved for your Orbit Player, and it is where you install and remove them. For more about approved applications, see the Third-Party Applications chapter.

To open the App Catalog, move to it in the Tools group and press the **Select** key. The App Catalog opens as a dialog that lists the applications available for your Orbit Player. At present the list contains one application, BARD Mobile.

To install applications:

- Use the **Left Arrow** and **Right Arrow** keys to move through the list of applications.
- Press the **Select** key on an application to check it and mark it for installation. Press **Select** again to uncheck it.
- When you have checked the applications you want, press the **Down Arrow** key to move to the Install button and press **Select**. The App Catalog downloads and installs the checked applications.
- To leave the App Catalog without installing anything, move to the Close button and press **Select**.

To remove an application:

- Move to the application in the list.
- Press the **Menu** key to open the context menu, choose Remove, and confirm.

The application is removed from your Orbit Player.

15 Third-Party Applications

The earlier chapters of this guide describe the applications developed by Orbit Research. In addition to these, the Orbit Player can run selected third-party applications — programs developed by other companies and organizations, not by Orbit Research.

To protect your experience, the Orbit Player does not allow arbitrary applications to be installed. Only third-party applications that Orbit Research has specifically tested and approved can be added. Each approved application has been checked to confirm that it runs reliably on the Orbit Player and that it can be operated with the keypad through the built-in screen reader, in the same way as the Orbit Player's own applications. Applications that have not been approved cannot be installed.

Approved applications are installed from the App Catalog in the Tools group. The App Catalog lists the third-party applications currently available for your Orbit Player; you select one from the list and confirm to install it.

Because these applications are not developed by Orbit Research, the behavior of each one is defined by its original developer. This guide explains how to operate each approved application using the Orbit Player keypad, and notes where the instructions are adapted from the developer's own documentation. The following chapter describes the first approved application, BARD Mobile.

16 Reading NLS BARD Books with BARD Mobile

16.1 About This Section

BARD Mobile is a free Android application from the National Library Service for the Blind and Print Disabled (NLS). It lets eligible patrons download and read talking books and magazines from the BARD collection. On Orbit Player, you operate

BARD Mobile with the keypad and the built-in screen reader instead of touching the screen, so the pages, buttons, and lists you would normally reach with finger gestures are reached with the arrow keys and the **Select** key.

This section is based on the official BARD Mobile for Android user guide published by the National Library Service, and it explains the same features in terms of the Orbit Player keypad. For account questions, eligibility, and the full feature set, the NLS guide remains the authoritative source.

16.2 Before You Start

Make sure you have these items ready before signing in:

- An active NLS BARD account and password.
- A working internet connection. Wi-Fi is the simplest option for downloading books.

The guide uses the phrase move focus to mean pressing the arrow keys until the screen reader speaks the control you want.

16.3 How Orbit Player Keys Work Inside BARD Mobile

When BARD Mobile is running on Orbit Player, each item on the screen is presented one at a time and spoken aloud. The keys behave as follows:

- **Down Arrow:** Move to the next item on the screen, the same as swiping right with a touch screen reader.
- **Up Arrow:** Move to the previous item on the screen, the same as swiping left.
- **Right Arrow** and **Left Arrow:** Move between the four main tabs at the top of the app, and change the value of a slider or an adjustable control such as the reading position, speed, or tone.
- **Select:** Activate the item currently in focus. This opens a book, presses a button, follows a link, ticks a checkbox, or starts and stops playback, depending on what is in focus. It replaces the double-tap you would use on a touch screen.
- **Back:** Leave the current screen and return to the one before it. Use this in place of the app's Navigate up control.

Some BARD Mobile controls offer an extra action on a long press, such as jumping backward several chapters at once or opening a title's details. On Orbit Player, perform a long press by holding the **Select** key on the focused control until the second action occurs.

16.4 Signing In

You need an active NLS BARD account before you can use the app. New members set their password on the BARD website first; the app itself cannot create an account. Once your account exists, sign in on Orbit Player like this:

1. Open BARD Mobile. The first screen asks for your account details.
2. Use **Down Arrow** to reach the username field, press **Select**, and type your BARD username (usually your email address).
3. Press **Down Arrow** to reach the password field, press **Select**, and type your password.
4. Continue with **Down Arrow** to the agreement for the terms of service, and press **Select** to accept it.
5. Move to the **Log in** button and press **Select**.

The first time you sign in, the app asks where downloaded books should be kept. Choose a location and confirm it. Keep in mind that changing this location later removes everything you have already downloaded, so pick a place you intend to keep.

16.5 The Four Main Tabs

Every screen in BARD Mobile has a row of tabs. Move between them with **Left Arrow** and **Right Arrow**. The four tabs are:

- **Bookshelf**: The books and magazines already downloaded to your device.
- **Get Books**: The BARD collection, where you browse and download new titles.
- **Settings**: Controls for playback and your account.
- **Now Reading**: The playback screen for the title you currently have open.

Above the tabs, each screen shows its title on the left and a **More options** button on the right. Reach the **More options** button with the arrow keys and press **Select** to open a short menu of extra actions and help for that screen.

16.6 Finding and Downloading Books (Get Books)

Move to the **Get Books** tab with **Left Arrow** or **Right Arrow**. This tab has its own row of categories, which you also move through with **Left Arrow** and **Right Arrow**:

- **Wish List:** Titles you have saved on the BARD website to read later.
- **Recently Added:** Titles newly added to the collection.
- **Most Popular:** The titles other members download most often.
- **Browse Magazines:** Magazines available for download.
- **Previous Downloads:** Titles you have downloaded in the last thirty days, in case you want them again.
- **BARD Website:** A link that opens the full BARD site for anything not covered by the categories above.

Within a category, use **Down Arrow** and **Up Arrow** to move through the list of titles. You can sort the list by title or by author using the sorting controls before the list. To download a title, move focus to it and press **Select**.

While a title downloads, the app reports its progress as a percentage. When it finishes, the title moves to your Bookshelf. If you choose a title you already own, the app tells you it is already on your Bookshelf. If you start a download by mistake, let it finish and then remove it from the Bookshelf, since a download in progress cannot be stopped from the Get Books tab.

16.7 Your Downloaded Titles (Bookshelf)

Move to the **Bookshelf** tab to see what you have downloaded. Your titles are grouped into folders by type: audio books, audio magazines, and the user guide. Move through the folders and titles with **Down Arrow** and **Up Arrow**, and open a folder by pressing **Select** on it.

To sort the shelf, use the sorting controls before the shelf to arrange titles by title, by author, or by how recently you added them. To hear the full details of a title, such as its author, narrator, length, and description, move focus to it and either open its information item or perform a long press by holding **Select**, then press **Select** on the **Read** control to begin.

If you like to keep your shelf organized, the **More options** button lets you create your own folders, rename them, move titles into them, and delete titles or folders you no longer want. When you delete, the app shows checkboxes next to your titles; move through them with the arrow keys, press **Select** to tick the ones you want to remove, and confirm.

16.8 Reading a Book (Now Reading)

When you open a title, BARD Mobile switches to the **Now Reading** tab, which is the playback screen. You can also return to it at any time by moving to the **Now Reading** tab. Move through its controls with **Down Arrow** and **Up Arrow**. The main controls are:

- **Play and Stop:** Press **Select** to start reading; press **Select** again to pause. You can also move focus to the play control and press **Select**.
- **Reading position:** A slider that shows how far through the title you are. Move to it and use **Right Arrow** to move forward or **Left Arrow** to move back.
- **Rewind and Fast forward:** Press **Select** on the rewind control to jump back a few seconds, or on the fast-forward control to jump ahead. Hold **Select** for a long press to move by larger amounts, up to an hour.
- **Previous and Next:** These move backward and forward by one navigation point, such as one chapter. Press **Select** to move a single point; hold **Select** for a long press to move several at once.
- **Navigation level:** This control sets what “Previous” and “Next” jump by, such as by chapter, by section, by phrase, or by bookmark, depending on how the title is structured. Land on it and press **Select** to change the level. The control announces the current choice.

16.8.1 Jumping to a Specific Place

For a more precise move, move focus to the **Navigation** control and press **Select**. Playback pauses and a navigation screen opens with tabs you move between using **Left Arrow** and **Right Arrow**:

- **Contents**: The list of chapters and sections. The section you are currently in is marked. Where a heading contains sub-sections, an expand control lets you open it with **Select**.
- **Page**: Available for magazines, for jumping to a page.
- **Bookmark**: Your saved bookmarks.

Move through the entries with **Down Arrow** and **Up Arrow**, and press **Select** on the one you want. The navigation screen closes and reading begins from that spot. Press **Back** to leave the navigation screen without choosing anything.

16.8.2 Bookmarks

Bookmarks let you mark a spot and return to it later. On the Now Reading screen, move focus to the **Bookmark** control and press **Select** to place a bookmark at your current position, or to remove a bookmark you are sitting on. Your bookmarks stay with the title between sessions and appear on the **Bookmark** tab of the navigation screen. Every title also comes with fixed bookmarks at the start, the first line, and the final chapter, which are there for convenience and cannot be removed.

16.8.3 The Sleep Timer

If you like to read yourself to sleep, use the sleep timer on the Now Reading screen. Move focus to the sleep-timer control and press **Select** to step through the choices: fifteen minutes, thirty minutes, forty-five minutes, sixty minutes, the end of the current chapter, and off. Each press moves to the next choice and the timer announces it. When the time runs out, the narration fades and stops.

16.8.4 Adjusting Speed and Tone While Reading

The Now Reading screen also has a control that switches between speed and tone. Land on it and press **Select** to choose which one you are adjusting, then use **Right Arrow** to increase the value and **Left Arrow** to decrease it. A long press with **Select**

returns the value to its default. Speed ranges from half speed up to triple speed, and tone ranges from more bass to more treble. Adjustments made here apply to the current title only; to change the default for every title, use the Settings tab described below.

16.9 Settings

Move to the **Settings** tab and use **Down Arrow** and **Up Arrow** to move through the groups of settings. Press **Select** to open a setting, and for on/off settings press **Select** to toggle them. The settings are organized into audio settings, account settings, and a shortcut to the device's own accessibility settings.

16.9.1 Audio Settings

These control how titles sound and behave during playback. The ones most worth knowing are:

- **Speed and Tone:** Set the default narration speed (from half to triple, in steps) and the default tone (from more bass to more treble). Unlike the on-screen adjustments, these become the defaults for titles you open later.
- **Background playback:** Whether a title keeps playing when you move away from the app.
- **Automatic start of playback:** Whether a title begins playing on its own as soon as you open it.
- **Automatic five-second rewind:** Whether the app steps back a few seconds when you return to a paused title, so you can pick up the thread.
- **Skippable content:** Whether extras such as page numbers, footnotes, and sidebars are read aloud or skipped.
- **Verbosity and Silence button beeps:** How much spoken feedback and how many tones the controls produce. Turn these down for a quieter experience.

A **Restore defaults** choice returns all audio settings to how they started.

16.9.2 Account Settings

These cover your BARD account and storage. From here you can see where your downloads are stored. There is also an application reset, which erases all BARD Mobile books, magazines, and settings from the device and signs you out; use it only if you really mean to start over.

16.10 A Few Tips

- Downloads need a working internet connection. Wi-Fi is simplest.
- If you plan to reorganize your shelf into your own folders, do it once your titles are downloaded, since new downloads land in the standard folders by type.
- Speed and tone changes made while reading affect only the open title. Change the defaults in Settings if you want every title to sound the same way.

For anything this section does not cover, or for the most current details about the BARD collection and your account, refer to the official BARD Mobile for Android user guide from the National Library Service, on which this adaptation is based.

17. Settings Group:

The **Settings** group contains options for changing device behavior, screen reader feedback, speech settings, wireless connections, date and time, and voice management.

Use Settings when you want to configure how Orbit Player works.

17.1 Opening settings

To open Settings, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Settings**.
3. Press the **Select** key.

The Settings group opens.

The Settings group contains the following items:

1. **Device Settings**
2. **Screen Reader Settings**
3. **Voice Manager: Google**
4. **Voice Manager: Vocalizer**

Use the **Up Arrow** and **Down Arrow** keys to move through the list.

Press **Select** to open the focused item.

Press **Back** to return to the Home Screen.

17.2 Device settings

Device Settings contains general options for Orbit Player.

Use Device Settings when you want to change device behavior, wireless settings, date and time, language, and startup behavior.

To open Device Settings, do the following:

1. Open **Settings**.
2. Navigate to **Device Settings**.
3. Press the **Select** key.

Device Settings contains the following sections:

- **General Settings**
- **Wi-Fi Settings**
- **Bluetooth Settings**
- **Date and Time Settings**

Use the **Up Arrow** and **Down Arrow** keys to move through the sections.

Press **Select** to open the focused section.

Press **Back** to return to the Settings group.

17.3 General settings

General Settings contains general device behavior options.

To open General Settings, do the following:

1. Open **Settings**.
2. Open **Device Settings**.
3. Navigate to **General Settings**.
4. Press the **Select** key.

General Settings can include the following options:

- **Airplane Mode**
- **Wi-Fi**
- **Bluetooth**
- **Sleep Timeout When Not in Use**
- **Media Sleep Timeout**
- **Startup Application**
- **Language**

Use the **Up Arrow** and **Down Arrow** keys to move through the settings.

Use the **Left Arrow** and **Right Arrow** keys to change the value of a setting when it is a combo box or adjustable setting.

Press **Select** to check or uncheck a checkbox, open a setting, or activate a focused button.

Press **Back** to return to Device Settings.

Airplane Mode

Airplane Mode turns wireless communication off.

When Airplane Mode is on, Wi-Fi and Bluetooth are disabled.

Use this setting when you want to turn off wireless features quickly.

Wi-Fi

This setting turns Wi-Fi on or off.

Wi-Fi must be on when using features that require the internet, such as online libraries, podcasts, internet radio, weather, software updates, and voice managers.

Bluetooth

This setting turns Bluetooth on or off.

Use Bluetooth when connecting supported wireless devices or accessories.

Sleep Timeout When Not in Use

Sleep Timeout When Not in Use controls how long Orbit Player waits before going to sleep when the device is not being used.

Choose a shorter timeout to save battery power.

Choose a longer timeout if you do not want the device to sleep quickly while you are not pressing keys.

Media Sleep Timeout

Media Sleep Timeout controls sleep behavior while media is playing.

Use this setting when you want Orbit Player to stop or sleep after a selected amount of time while playing media.

Startup Application

Startup Application controls what opens after Orbit Player starts.

The default startup application is **Home Screen**.

You can choose the Home Screen or one of the available Orbit Player applications.

When a different application is selected, Orbit Player opens that application after the device starts.

This setting applies after device startup. It does not change the behavior when waking the device from sleep.

Language

Language controls the device language.

Changing the language affects the language used by Orbit Player menus, messages, dialogs, and settings.

17.4 Wi-Fi settings

Wi-Fi Settings allows you to connect Orbit Player to a wireless network.

Wi-Fi Settings open as a dialog.

To open Wi-Fi Settings, do the following:

1. Open **Settings**.
2. Open **Device Settings**.
3. Navigate to **Wi-Fi Settings**.
4. Press the **Select** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the dialog elements.

When focus is inside a list, use the **Left Arrow** and **Right Arrow** keys to move between items in that list.

Press **Select** to activate the focused button or selected item.

Press **Back** to close the dialog.

If Wi-Fi is disabled, focus lands on the **Enable Wi-Fi** button.

Press **Select** on **Enable Wi-Fi** to turn Wi-Fi on.

When Wi-Fi is enabled, Orbit Player searches for available networks.

A tone or message indicates that Orbit Player is searching.

After the search finishes, the available networks are shown in the dialog.

Connecting to a Wi-Fi Network

To connect to a Wi-Fi network, do the following:

1. Open **Wi-Fi Settings**.
2. If Wi-Fi is disabled, press **Select** on **Enable Wi-Fi**.
3. Move to the networks list.
4. Use the **Up Arrow** and **Down Arrow** keys to move through the available networks.
5. Press **Select** on the network you want.

A list of actions opens.

1. Navigate to **Connect**.
2. Press **Select**.

If the network requires a password, a password edit box opens.

1. Enter the Wi-Fi password.
2. Move to **OK**.
3. Press **Select**.

Orbit Player attempts to connect to the network.

If the connection succeeds, Orbit Player speaks a confirmation message.

If the connection fails, Orbit Player speaks an error message.

Wi-Fi Network Actions

When focus is on a Wi-Fi network, press **Select** to open the available actions.

The actions can include:

- **Disable Wi-Fi**
- **Refresh Network List**
- **Connect**
- **Disconnect**, when connected
- **Forget**, when the network is saved
- **Close**

Disconnecting from Wi-Fi

To disconnect from a connected Wi-Fi network, do the following:

1. Open **Wi-Fi Settings**.
2. Move to the connected network.
3. Press **Select**.
4. Navigate to **Disconnect**.
5. Press **Select**.

Orbit Player disconnects from the network.

Forgetting a Wi-Fi Network

To forget a saved Wi-Fi network, do the following:

1. Open **Wi-Fi Settings**.
2. Move to the saved network.
3. Press **Select**.
4. Navigate to **Forget**.
5. Press **Select**.

The network information saved is removed.

If you want to connect to the network again later, you must enter the password again.

Refreshing the Network List

To search for available networks again, choose **Refresh Network List**.

Use this option if the network you want does not appear, or if you moved to a different location.

Disabling Wi-Fi

To turn Wi-Fi off, choose **Disable Wi-Fi** from the Wi-Fi Settings dialog.

When Wi-Fi is disabled, internet features are not available.

17.5 Bluetooth settings

Bluetooth Settings allows you to turn Bluetooth on or off and manage supported Bluetooth connections.

Bluetooth Settings opens as a dialog.

To open Bluetooth Settings, do the following:

1. Open **Settings**.
2. Open **Device Settings**.

3. Navigate to **Bluetooth Settings**.
4. Press the **Select** key.

Use the **Up Arrow** and **Down Arrow** keys to move through the dialog elements.

When focus is inside a list, use the **Left Arrow** and **Right Arrow** keys to move between items in that list.

Press **Select** to activate the focused button or selected item.

Press **Back** to close the dialog.

If Bluetooth is disabled, focus lands on the **Enable Bluetooth** button.

Press **Select** on **Enable Bluetooth** to turn Bluetooth on.

When Bluetooth is enabled, Orbit Player can search for supported Bluetooth devices.

Managing Bluetooth Devices

To manage a Bluetooth device, do the following:

1. Open **Bluetooth Settings**.
2. If Bluetooth is disabled, press **Select** on **Enable Bluetooth**.
3. Move to the devices list.
4. Use the **Left Arrow** and **Right Arrow** keys to move through the available or saved devices.
5. Press **Select** on the device you want.

A list of available actions opens.

The actions can include:

- **Disable Bluetooth**
- **Refresh Device List**
- **Connect**
- **Disconnect**, when connected
- **Forget** or **Remove**, when the device is saved
- **Close**

The exact actions depend on the selected device and connection state.

Disabling Bluetooth

To turn Bluetooth off, choose **Disable Bluetooth** from the Bluetooth Settings dialog.

When Bluetooth is disabled, Bluetooth connections are not available.

17.6 Date and Time settings

Date and Time Settings allows you to configure the device date, time, time zone, and related options.

To open Date and Time Settings, do the following:

1. Open **Settings**.
2. Open **Device Settings**.
3. Navigate to **Date and Time Settings**.
4. Press the **Select** key.

Date and Time Settings can include options such as:

- **Set Time**
- **Set Date**
- **Time Zone**
- **Time Format**
- **Automatic Date and Time**, if available

Use the **Up Arrow** and **Down Arrow** keys to move through the settings.

Use the **Left Arrow** and **Right Arrow** keys to change combo box values.

Press **Select** to open a setting, check or uncheck a checkbox, or activate a focused button.

Correct date and time settings are important for alarms, calendar events, file dates, downloaded content, weather, and online services.

17.7 Screen Reader Settings

Screen Reader Settings contains speech, text-to-speech, and screen reader feedback options.

To open Screen Reader Settings, do the following:

1. Open **Settings**.
2. Navigate to **Screen Reader Settings**.
3. Press the **Select** key.

Screen Reader Settings contains the following options:

1. **General Settings**
2. **Select TTS Engine**

Use the **Up Arrow** and **Down Arrow** keys to move through the list.

Press **Select** to open the focused option.

Press **Back** to return to the Settings group.

17.8 Screen Reader General Settings

Screen Reader General Settings contains general screen reader feedback options.

To open Screen Reader General Settings, do the following:

1. Open **Settings**.
2. Open **Screen Reader Settings**.
3. Navigate to **General Settings**.
4. Press the **Select** key.

General Settings can include options such as:

- **Read Widget Roles**
- **Read Position Information**
- **Typing Echo**
- **Capitalization Alert**
- **Control Type Announcement**
- **Speak Hints**

Use the **Up Arrow** and **Down Arrow** keys to move through the settings.

Use the **Left Arrow** and **Right Arrow** keys to change adjustable settings or combo box values.

Press **Select** to check or uncheck a checkbox, open a setting, or activate a focused button.

Press **Back** to return to Screen Reader Settings.

Read Widget Roles

Read Widget Roles controls whether Orbit Player speaks the type of focused control.

For example, Orbit Player can announce whether the focused item is a button, edit box, checkbox, combo box, or list item.

Read Position Information

Read Position Information controls whether Orbit Player speaks the position of items in lists.

For example, Orbit Player can speak “1 of 11” when focus is on the first item in a list of eleven items.

Typing Echo

Typing Echo controls what Orbit Player speaks while you type.

Depending on the available options, Orbit Player can speak characters, words, both characters and words, or no typing echo.

Capitalization Alert

Capitalization Alert controls how Orbit Player indicates capital letters.

Use this setting if you want capital letters to be announced or indicated while typing or reading.

Control Type Announcement

Control Type Announcement controls whether Orbit Player announces control types.

If **Read Widget Roles** is also available, use the setting name shown on your device.

Speak Hints

Speak Hints controls whether Orbit Player speaks extra help information for controls.

Hints can be useful when learning the device.

Turning hints off can make speech shorter after you are familiar with the interface.

17.9 Select TTS Engine

Select TTS Engine contains text-to-speech engine and voice settings.

Use Select TTS Engine when you want to choose the speech engine, language, voice, rate, pitch, and speech volume.

To open Select TTS Engine, do the following:

1. Open **Settings**.
2. Open **Screen Reader Settings**.
3. Navigate to **Select TTS Engine**.
4. Press the **Select** key.

Select TTS Engine can include the following options:

- **Speech Engine**
- **Language**
- **Voice**
- **Speech Rate**
- **Pitch**

- **Speech Volume**
- **Main Volume**

Use the **Up Arrow** and **Down Arrow** keys to move through the settings.

Use the **Left Arrow** and **Right Arrow** keys to change adjustable settings or combo box values.

Press **Select** to check or uncheck a checkbox, open a setting, or activate a focused button.

Press **Back** to return to Screen Reader Settings.

Speech Engine

Speech Engine controls which text-to-speech engine Orbit Player uses.

Available engines depend on the voices and engines installed on your device.

Language

Language controls the speech language used by the selected speech engine.

Choose the language that matches the voice you want to use.

Voice

Voice controls which voice is used for speech.

The available voices depend on the selected speech engine and language.

If you install additional voices using Voice Manager, restart Orbit Player before selecting the new voices.

Speech Rate

Speech Rate controls how fast Orbit Player speaks.

Choose a slower rate if speech is difficult to understand.

Choose a faster rate if you want information spoken more quickly.

You can also change speech rate from anywhere using the speech rate shortcut commands.

Pitch

Pitch controls the tone of the selected voice, if supported by the speech engine.

Some voices or speech engines may not support pitch changes.

Speech Volume

Speech Volume controls the volume of speech feedback.

This setting affects the voice used by Orbit Player for screen reader feedback.

Main Volume

Main Volume controls the overall device volume.

This can affect speech, tones, and media, depending on the current application and audio output.

17.10 Voice Manager: Google

Voice Manager: Google allows you to install and remove Google text-to-speech voices on Orbit Player.

Use this application when you want to add more Google voices or remove Google voices you no longer need.

Voice Manager requires an active internet connection to retrieve and install voices.

Opening Voice Manager: Google

To open **Voice Manager: Google**, do the following:

1. Press the **Home** key to go to the Home Screen.
2. Navigate to **Settings**.
3. Press the **Select** key.
4. Navigate to **Voice Manager: Google**.
5. Press the **Select** key.

When Voice Manager opens, Orbit Player retrieves the list of available voices from the internet. A tone or message indicates that the voice list is being fetched.

Wait until the voice list is loaded.

Voice Manager Layout

Voice Manager contains the following controls:

- **Language** combo box
- **Voices** list
- **Install** button
- **Remove Voice** button, when an installed voice is selected
- **Close** button

The **Language** combo box lets you filter the voices list by language.

The default value is **All Languages**. When **All Languages** is selected, voices for all available languages are shown.

The **Voices** list shows available and installed voices. Installed voices are shown at the top of the list.

Filtering Voices by Language

To filter voices by language, do the following:

1. Move to the **Language** combo box.
2. Press the **Left Arrow** or **Right Arrow** key to choose a language.

The voices list updates based on the selected language.

Choose **All Languages** to show voices for all available languages.

Installing Voices

You can install one voice or select several voices and install them together.

To select voices for installation, do the following:

1. Move to the **Voices** list.
2. Use the **Up Arrow** and **Down Arrow** keys to move through the voices.
3. Move to the voice you want to install.
4. Press the **Select** key to select the voice.

To select more than one voice, repeat these steps for each voice you want to install.

1. Move to **Install**.
2. Press the **Select** key.

Orbit Player downloads and installs the selected voices.

During installation, Orbit Player speaks progress messages.

When installation finishes, Orbit Player speaks a success message or an error message.

After voices are installed, Orbit Player must be restarted before the new voices can be used. A dialog appears and asks whether you want to restart now.

- Choose **Yes** to restart Orbit Player immediately.
- Choose **No** to continue using the device and restart later.

If you choose **No**, the installed voices become available after you restart the device.

Using an Installed Voice

After installing a voice and restarting the device, choose the voice from the appropriate speech settings.

To use a Google voice as the main system voice, open **Select TTS Engine**, choose Google as the speech engine if needed, then select the language and voice you want.

To use a Google voice for Book Reader only, open **Book Reader Speech Options**, choose Google as the speech engine if needed, then select the language and voice you want.

Removing Voices

To remove an installed voice, do the following:

1. Open **Voice Manager: Google**.
2. Move to the **Voices** list.
3. Navigate to the installed voice you want to remove.
4. Press the **Select** key to select the voice.
5. Move to **Remove Voice**.
6. Press the **Select** key.

Orbit Player removes the selected voice.

When removal finishes, Orbit Player speaks a success message or an error message.

Closing Voice Manager: Google

To close Voice Manager, move to **Close** and press **Select**, or press the **Back** key.

17.11 Voice Manager: Vocalizer

Voice Manager: Vocalizer allows you to install and remove Vocalizer text-to-speech voices on Orbit Player.

Use this application when you want to add more Vocalizer voices or remove Vocalizer voices you no longer need.

Voice Manager requires an active internet connection to retrieve and install voices.

Opening Voice Manager: Vocalizer

To open Voice Manager: Vocalizer, do the following:

1. Press the Home key to go to the Home Screen.
2. Navigate to Settings.
3. Press the Select key.
4. Navigate to Voice Manager: Vocalizer.
5. Press the Select key.

When Voice Manager opens, Orbit Player retrieves the list of available voices from the internet. A tone or message indicates that the voice list is being fetched.

Wait until the voice list is loaded.

Voice Manager Layout

Voice Manager contains the following controls:

- Language combo box
- Voices list
- Install button
- Remove Voice button, when an installed voice is selected
- Close button

The Language combo box lets you filter the voices list by language.

The default value is All Languages. When All Languages is selected, voices for all available languages are shown.

The Voices list shows available and installed voices. Installed voices are shown at the top of the list.

Filtering Voices by Language

To filter voices by language, do the following:

1. Move to the Language combo box.
2. Press the Left Arrow or Right Arrow key to choose a language.

The voices list updates based on the selected language.

Choose All Languages to show voices for all available languages.

Installing Voices

You can install one voice or select several voices and install them together.

To select voices for installation, do the following:

1. Move to the Voices list.
2. Use the Up Arrow and Down Arrow keys to move through the voices.
3. Move to the voice you want to install.
4. Press the Select key to select the voice.

To select more than one voice, repeat these steps for each voice you want to install.

1. Move to Install.
2. Press the Select key.

Orbit Player downloads and installs the selected voices.

During installation, Orbit Player speaks progress messages.

When installation finishes, Orbit Player speaks a success message or an error message.

After voices are installed, Orbit Player must be restarted before the new voices can be used. A dialog appears and asks whether you want to restart now.

- Choose Yes to restart Orbit Player immediately.
- Choose No to continue using the device and restart later.

If you choose No, the installed voices become available after you restart the device.

Using an Installed Voice

After installing a voice and restarting the device, choose the voice from the appropriate speech settings.

To use a Vocalizer voice as the main system voice, open Select TTS Engine, choose Vocalizer as the speech engine if needed, then select the language and voice you want.

To use a Vocalizer voice for Book Reader only, open Book Reader Speech Options, choose Vocalizer as the speech engine if needed, then select the language and voice you want.

Removing Voices

To remove an installed voice, do the following:

1. Open Voice Manager: Vocalizer.
2. Move to the Voices list.
3. Navigate to the installed voice you want to remove.
4. Press the Select key to select the voice.
5. Move to Remove Voice.
6. Press the Select key.

Orbit Player removes the selected voice.

When removal finishes, Orbit Player speaks a success message or an error message.

Closing Voice Manager: Vocalizer

To close Voice Manager, move to Close and press Select, or press the Back key.

17.12 Closing Settings

To move one level higher in Settings, press **Back**.

To return to the Home Screen, press the **Home** key.

18 Help folder:

The help folder is the last option located in the home screen after settings. As the name suggests, it contains some useful information when you get confused with the device or you just want to know more about your device.

To go to help folder, press the home key to come back to the home screen. Press down arrow until you hear help folder. Press the select key to open the folder.

Here are the options you will find inside help folder

1. **User guide:** This option will open the pre-installed user guide in the book reader application, and you can play it anytime you want by coming here and pressing on the option.
2. **About:** This option contains all the technical knowledge of the device, like serial number, application version, firmware etc.

19 Firmware Upgrade:

19.1 Device Firmware Upgrade:

New versions of the firmware for Orbit Player are released from time to time, containing improvements, bug fixes, and new features. This section describes the procedure for updating the Orbit Player firmware.

The firmware of Orbit Player can be updated using a Windows PC and a USB cable. The USB upgrade method requires a Windows PC, but the upgrade process is simple and quicker.

There are two parts to the upgrade procedure:

1. Download the firmware package.
2. Upgrade the Orbit Player

The process for downloading the firmware package is common for either upgrade method.

19.2 Download firmware package:

1. Download the zip file “Orbit Player - Firmware Upgrade Package vB0.00.00.XXrYY” to your PC from the link provided by Orbit Research.

When the download is complete, follow these steps:

2. Open the folder on your computer where the firmware zip file was downloaded. This is usually your Downloads folder.
3. Right-click on the file and choose "Extract all" OR select the file by arrowing it, pressing the application key and choosing "Extract All" from the Context menu.
4. Follow the dialog steps to extract the zip file to a folder of your choice.

When finished, your chosen folder should contain a folder named after the release version, for example, Orbit Player - Firmware Upgrade Package vB0.00.00.XXrYY. Make a note of the location of this folder for use in the next section of this document.

For information about bugs, fixes, and additions to the software, see the latest version's Release Notes available in the folder.

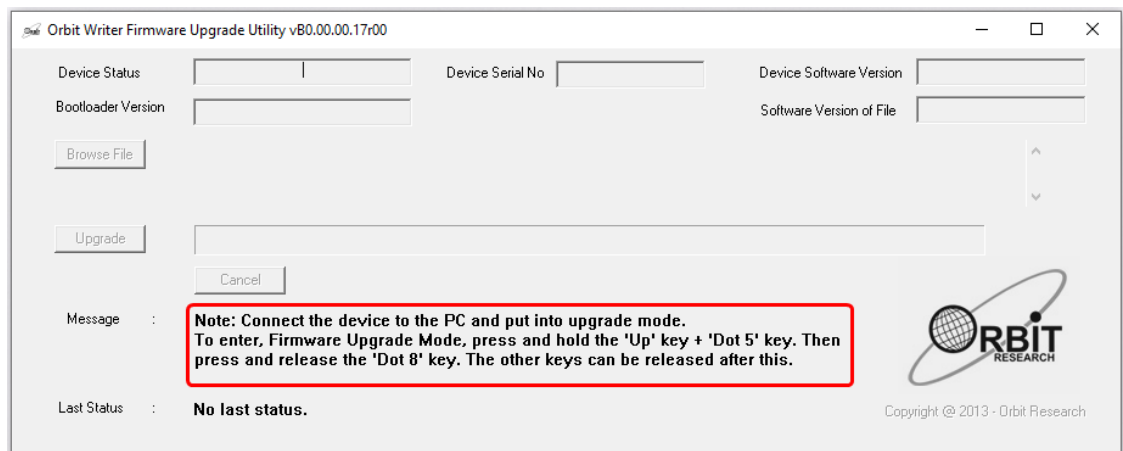
19.3 Using the Windows PC Upgrade Utility:

The following is required to perform the upgrade to the Orbit Player with a PC:

1. The Orbit Player unit
2. Standard USB-A to Type-C USB cable
3. A PC running Windows XP or later.
4. The Orbit Writer - Firmware Upgrade Utility file found in the Orbit Player folder (see Download firmware package).

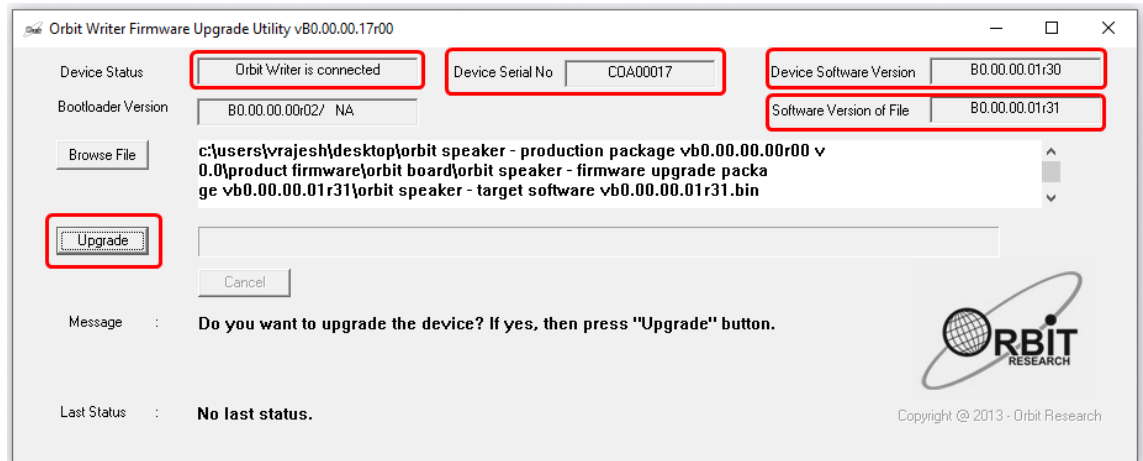
To upgrade the firmware, connect the Orbit Player to the PC using the USB cable.

In the Release folder on your PC, run the Orbit Writer - Firmware Upgrade Utility. If you receive an error message, see the Troubleshooting section. Assuming no errors, the program displays the message, “Note: Connect the device to the PC and put it into upgrade mode. Now enter Firmware Upgrade Mode. Before entering to the upgrade mode, Check the hardware version from the about section in the help menu. If the hardware version is 2.0 or below, press and hold the 'Home' key + 'Num 5' key. Then press and release the 'Num 8' key. If it is above 2.0, press the Volume down key on the right side + num 5 key and num 8 key. The other keys can be released after this” in the message field.

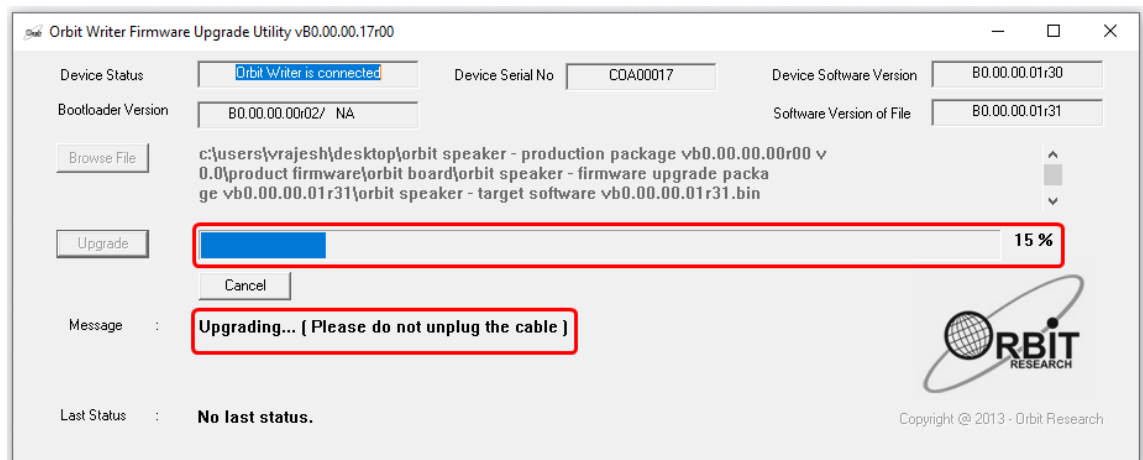


1. Press and hold down the 'Home' or vol down key based on the hardware version you have + 'Num 5', then press and release 'Num 8'. The utility shows the message "Orbit Writer is connected" in the Device status field. It shows the message "Do you want to upgrade the device?" in the message field at the bottom of the dialog.
2. Release the 'Home' or vol down key and 'Num 5'. This switches the Orbit Player to Upgrade mode.
3. The utility shows the device serial number and the software version of the device at the top right corner of the window. If the serial number is blank, repeat steps 4 and 5.
4. Activate the 'Browse File' button found in the dialog.

5. Browse and select the firmware bin file from your PC. The file is in the folder you unzipped previously.
6. Once the file is selected, the dialog shows the software version of the selected file. A dialog box will also display the information that the current file selected is **firmware** **binary**.



7. Activate the Upgrade button. The utility starts upgrading the device.



8. Do not unplug the cable. Wait for the message “Device upgrade has been completed” on the upgrade utility.
9. The Orbit Player is upgraded. Restart the Orbit Player to start using the device.

To check for a successful upgrade of the Orbit Player, open the Orbit Player Menu to check the version. The version number of the firmware release should match the number shown in the upgrade utility.

20 Troubleshooting:

Like all hardware devices, sometimes your Orbit Player can exhibit strange or unexpected behavior. If it is the case, before calling our technical support, please perform the steps outlined in this section.

General suggestion: If your device has just finished booting, give it a few seconds to stabilize.

20.1 Orbit Player Does Not Turn On:

- Hard reset the system by pressing **the home key or the vol down key if you have the hardware version 2.1, + key 8** and then trying to turn the device on again.

Note: This does not erase your settings nor any of your data, so this procedure is safe.

- Charge the device for at least 10 minutes, then try to turn it on.
- If the device does not speak, try raising the speech volume.

20.2 Orbit Player Does Not Respond to Key Presses:

- Make sure the Orbit Player is not in sleep mode. Press the Power button briefly to wake the device up. If it was in sleep mode, you would hear a usual raising tone and a speech message.
- Press the **Select** key. It might be that your device is stuck in some dialog, so thus you will make it leave this state.
- Try to go a step back or close the current application. In most cases **the back key** will do the job. If not, try returning straight to the home screen by pressing **the home key**.
- Press **The home key + key 8** to hard reset your system, turn the device off if needed, then turn it on again.

Note: This does not erase your settings nor any of your data, so this procedure is safe.

20.3 Orbit Player Is in an Unknown State and the Battery Is Charged:

- Unplug the USB cable, if plugged in.
- Press **the home or the vol down key if you have hardware version 2.1, key + key 8** to hard reset the system.
Note: This does not erase your settings nor any of your data, so this procedure is safe.
- Press and hold the power button for two seconds. The device should start booting, and you should feel vibrations. Once the vibrations stop, try navigating by pressing the up and down arrow keys.
- When the vibrations finish, do not press any keys until you hear Orbit Player announcing that you are on the home screen.

20.4 Orbit Player is in an unknown state, the battery is charged, and the troubleshooting steps in 11.3 do not resolve the issue:

- Unplug the USB cable, if plugged in.
- Press **the home key + * key, if you have hardware version 2.1 then press vol down and * key** and hold them for about 15 seconds to hard reset the Android board.
Note: This does not erase your settings nor any of your data, so this procedure is safe.
- Press and hold the Power button for two seconds. The device should start booting and you should feel vibrations.
- When the vibrations finish, do not press any keys until you hear Orbit Player announce that you are on the home screen.

20.5 Orbit Player is beeping continuously:

- Unplug the USB cable, if plugged in.
- Press **the home key or the vol down key if you have hardware version 2.1 + * key** and hold them for about 15 seconds to hard reset the Android

board.

Note: This does not erase your settings nor any of your data, so this procedure is safe.

- Press the **home key** or the **vol down key + key 8** to hard reset the system.

Note: This does not erase your settings nor any of your data, so this procedure is safe.

Do not press any keys until you hear Orbit Player announce that you are on the

21 Buzzer, Vibration and LED Indication:

21.1 Buzzer and Vibration Indication:

#	State	Indications
1	Power ON cycle start.	Two very short and then immediate single short vibrations.
2	Bootting up.	
	First stage	One short pulse every 3 seconds.
	Second stage	One short pulse every 2 seconds.
	Third stage	One short pulse every 1 seconds.
	Final stage	One short pulse every 0.5 seconds.

3	Power OFF cycle start	One short and then immediately two very short vibrations. This pattern will loop for 7 seconds.
4	Booting down.	One short and then immediately two very short vibrations.
5	The charger plugs in during the OFF state of the unit.	One short vibration.
6	The charger plugs out during the OFF state of the unit.	One short vibration.
7	Mass storage mode enters.	Two short vibrations.
8	Mass storage mode exit.	Three short vibrations.
9	Sleep mode enters.	One short and then immediately single very short vibrations.
10	Sleep mode exit.	One very short and then immediately single short vibrations.
11	Error: Unit turns OFF between 5 -20 seconds after powering ON.	Single long buzzer indication.
12	Error: Unit turns OFF between 20 - 50 seconds after powering ON.	Two long buzzer indications.

13	Error: Unit turns OFF during the active/running condition.	Three short buzzer indications.
14	Error: Mass storage mode command applied during the wall charger is connected.	Two short buzzer indications.
15	Error: Mass storage mode command applied during the charger is not connected.	Single short buzzer indication.

21.2 LED Indication:

The Orbit Player has an LED light that provides visual feedback for different device states:

- When turning on the device from a powered-off state, the LED will briefly light up for one second before turning on. Shortly after, the device will vibrate, indicating the start of the boot process.
- When waking the device from sleep mode, the LED will turn on for one second before switching off, signalling that the device is now active.
- If the device is powered off and the charger is connected, the LED will turn on for one second and then turn off, indicating that charging has started.

22 Hardware Limited Warranty:

Warranty obligations for the Orbit Player are limited to the terms set forth below:

Orbit Research warrants this hardware product against defects in materials and workmanship under normal use for a period of ONE (1) YEAR from the purchase by the original purchaser ("Warranty Period"). If a hardware defect arises and a valid claim is received by Orbit Research LLC within the Warranty Period, at its option and to the extent permitted by law, Orbit Research will either:

Repair the product free of charge (or) replace it with a product that is manufactured from new or serviceable used parts and is at least functionally equivalent to the original product.

A replacement product or part assumes the remaining warranty of the original product or thirty (30) days from the date of replacement or repair, whichever provides longer coverage. Parts provided in fulfillment of its warranty obligation must be used in products for which the warranty service is claimed.

22.1 EXCLUSIONS AND LIMITATIONS:

This Limited Warranty applies only to the hardware product manufactured by Orbit Research LLC that can be identified by the "Orbit Research" trademark, trade name, or logo affixed to it. Orbit Research is not responsible for damage arising from failure to follow instructions relating to the product's use.

This warranty does not apply in the following cases:

1. Damage caused by accident, abuse, misuse, flood, fire, earthquake, or other external causes.
2. Damage caused by operating the product outside the permitted or intended uses described by Orbit Research LLC
3. Damage caused by service (including upgrades and expansions) performed by anyone who is not a representative of Orbit Research
4. A product or part that has been modified to alter functionality or capability without the written permission of Orbit Research
5. The serial number has been removed or defaced.

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23 CONSUMER PROTECTION LAWS:

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warranty gives you specific legal rights, and you may also have other rights that vary by country, state, or province. This Limited Warranty is governed by and construed under the laws of the country in which the product purchase took place. ORBIT RESEARCH LLC., the warrantor under this Limited Warranty, is identified at the end of this document according to the country or region in which the product purchase took place.

24 OBTAINING WARRANTY SERVICE:

Please access and review the online help resources referred to in the documentation accompanying this hardware product before seeking warranty service. If the product is still not functioning properly after making use of these resources, please send an e-mail to: techsupport@orbitresearch.com, for instructions on how to obtain warranty service. You must follow ORBIT RESEARCH warranty procedures.

ORBIT RESEARCH will maintain and use customer information in accordance with its Customer Privacy Policy.

If your product can store software programs, data, and other information, you should make periodic backup copies of the information contained on the product's hard drive or other storage media to protect the contents and as a precaution against possible operational failures. Before you deliver your product for warranty service, it is your responsibility to keep a separate backup copy of the contents and disable any security passwords. IT IS POSSIBLE THAT THE CONTENTS ON THE DEVICE BEING SERVICED WILL BE LOST OR REFORMATTED IN THE COURSE OF WARRANTY SERVICE, AND ORBIT RESEARCH IS NOT RESPONSIBLE FOR ANY DAMAGE TO OR LOSS OF PROGRAMS, DATA, OR OTHER INFORMATION CONTAINED ON THE MEDIA OR ANY PART OF THE PRODUCT SERVICED.

Your product will be returned to you configured as originally purchased, subject to applicable updates. You will be responsible for reinstalling all other software

programs, data, and passwords. Recovery and reinstallation of software programs and user data are not covered under this Limited Warranty.

25 FCC Information:

25.1 FCC Notice:

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 the 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.

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.

25.2 FCC Caution:

To ensure continued compliance follow the installation instructions and this device must be installed with a computer or peripheral device certified to comply with Part 15 of the FCC rules for Class B limits. Use shielded interface cables only. Use the

power adapter that is supplied with the device to charge its internal battery pack.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

26 Further Information:

For the latest information, specifications, troubleshooting tips, software upgrade instructions, care and use information, warranty information, and more detailed instructions, visit the Orbit Player website at <https://www.orbitresearch.com/support/orbit-player-support/>.

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26.1 Appendix A: Revision History:

Rev.	Date	Description of Changes	Author
0.1	17 th February	Initial draft	Mohammad & Sandip
0.2	18 th February	- Change contents - Change heading	Mohammad & Sandip
0.3	10 th March	Change the Contents	Mohammad
0.4	3 rd April 2025	Added podcast, made changes to media player, internet radio, reader and spell check and grammar	Mohammad
0.5	11 th April 2025	Changes to low battery indication section.	Mohammad

0.6	23 rd April 2025	• Changes to the reader app, podcast, internet radio, voice recorder and spell/grammar check	Mohammad
0.9	1 st July 2026	• Updated the Document with the latest data and format	Nikhil