Kobo Wireless eReader & Desktop Application User Guide

October 2010



Get Started with this Guide
Use your eReader
Find your way around your eReader
What's in the box
What goes where
Start using your eReader
Charge your eReader10
Turn it on and off1
Put it to sleep and wake it up12
Navigate using the Navigation Pad12
Enter text using the virtual keyboard14
Set the date1
Set the time
Find out how much power your eReader has left18
Find books on your eReader
A word about books18
Find your 100 free classics
Find books you've added
Find books you've started reading20
Change the way your eReader shows books22
Read a book on your eReader23
Open a book23
Use the Table of Contents24
Turn pages and move around a book24
Make text bigger or smaller25
Change the way text looks

7
7
8
8
8
0
0
1
2
4
5
6
7
8
8
8
0
1
2
3
4
5
5
5
6
8
9
0
1
1

Use the Table of Contents	52
Turn pages	53
Zoom in and out	54
Read in 'Landscape' mode	55
Close a document	56
Add newspapers or magazines to your eReader	57
A word about subscriptions	57
Subscribe to a newspaper or magazine	57
Get your latest issues	58
Find a newspaper or magazine	59
Read magazines and newspapers	60
Make text bigger of smaller	61
Remove a book or document	62
Delete a book from your eReader	62
Remove a book from your I'm Reading page	62
Work wirelessly with your Kobo eReader	63
A word about wireless connections	63
Set up a wireless Internet connection	65
Use a secure wireless network	66
Update your eReader	67
Synchronize your books and bookmarks	68
Turn off wireless	70
Troubleshoot problems with your eReader	71
Quick fixes	71
Deal with common situations	72
Perform a factory reset	74

Use the Kobo	Desktop	Application	•••••	•••••	•••••	76

Use the Kobo Desktop Application	76
Check your system requirements	76
Install the software	77
Update your software or eReader	78
Start the Kobo Desktop Application	81
Sign in or create a new account	82
Use your library	83
Read a book	84
Shop for new books, newspapers, and magazines	85
Save newspapers and magazines	87
Remove books, newspapers, and magazines	88
Sync your Kobo eReader	89
Sign out	89
Troubleshoot problems	90

Use the Kobo S	Service		92
----------------	---------	--	----

Share books with other Kobo apps		
How the Kobo service works	93	
Share books and bookmarks between devices		

Legal	• • • • • • • • • • • • • • • • • • • •	•••••	• • • • • • • • • • • • • • • • • •	•••••	•••••	•••••	96

About the Kobo eReader	96
Design	96
Engineering	96
Attributions and Legal	
Licenses - LGPL	98
Licenses - GPL	

Licenses - ASF	123
Licenses - MIT	129
Licenses - BSD	131
Federal Communication Commission Interference Statement	132
Industry Canada Statement	134
Europe - EU Statement	135
Specifications	140

Get Started with this Guide

This guide contains three sections. You can read about:

- How to use your eReader
- How to use the Kobo Desktop Application
- How to use the Kobo service

The Kobo Desktop Application is included with your eReader. You can use it to read on your computer, shop for new books, and manage your eReader library.

The Kobo service lets you read your books from the Kobo Store on any Kobosupported device, including your eReader, computer, and select smartphones and tablets.

For more information:

- To get started with your eReader, read the section called 'Use your eReader'.
- To use the Kobo Desktop Application, read the section called 'Use the Kobo Desktop Application'.
- To find out more about the Kobo service, read the section called 'Use the Kobo Service'.

Use your eReader

1. Find your way around your eReader

What's in the box

Thank you for purchasing a Kobo eReader. This guide introduces you to the basic features of your eReader.

Inside your box you should find:

- Your new Kobo eReader
- A USB cable
- The Quick Start Guide

You'll find the Quick Start Guide and USB cable tucked into the left panel of your box – simply lift the top flap and pull out the contents. The Quick Start Guide walks you through the basics of setting up and using your eReader, while this guide provides even more detail.

What goes where



Item	Use it to
Power Button	Turn your eReader on or off, or put it to sleep.
Navigation Pad	Navigate menus and select items.
	When reading a book you can press left to page back and right to page forward, or up and down to increase and decrease the size of the text.
Home Button	Go to your I'M READING page, which lists books you're currently reading.

Menu Button	Access the BOOKS, SETTINGS, and HELP pages.
Chan Dutton	Start a wireless Internet connection and browse the
Shop Button	Kobo Store, or update your library and bookmarks.
Back Button	Go back one screen.
	Increase the number of books your eReader can hold
SD Slot	by inserting an SD card (up to 32 GB).
	Check the status of your eReader when it is connected
Ctatus Indicator Light	to your computer and charging. The light is red/violet
Status indicator Light	when your eReader is charging. When the light turns
	blue your eReader is fully charged.
	Connect your eReader to your computer using the
USB Port	supplied USB cable, to synchronize or charge your
	eReader.
Reset Button	Reset your eReader if necessary.

2. Start using your eReader

Charge your eReader

To charge your eReader, connect it to your computer using the USB cable provided.



Your eReader will start charging (as long as your computer is running). It can take up to three hours to charge. The status light turns blue when your eReader is fully charged.

You will also see a prompt asking you what you would like to do while your eReader charges. You can read, or manage your library. If you choose to manage your library, your computer will treat your eReader as an external hard drive. You can then add books to your eReader using your computer or the Kobo Desktop Application.

- To read while your eReader charges, use the Navigation Pad to select KEEP READING.
- To add books or manage your library, select MANAGE LIBRARY.

Turn it on and off

To turn your eReader on or off, press and hold the Power button for three seconds.

You can also change what your eReader shows on its screen when it is off. It can display a standard 'Powered Off' screen, or it can display the cover of the book you are currently reading. To switch between these settings:

- 1. Press the MENU button.
- 2. Using the Navigation Pad, select **Settings** from the menu.
- Press the MENU button again and select GENERAL from the SETTINGS submenu.
- 4. Use the Navigation Pad to highlight and select **SET SLEEP & POWER**.
- To change the display settings used when your eReader is off, highlight
 POWERED OFF and then press right or left on the Navigation Pad.

This switches the current setting between **DO NOT SHOW COVER** and **SHOW COVER**.

6. Use the Navigation Pad to highlight and select APPLY.

Put it to sleep and wake it up

To put your eReader to sleep or wake it up, press the Power button until the Indicator light flashes on.

You can also change what your eReader shows on its screen when it is asleep. It can display a standard 'Sleep Mode' screen, or it can display the cover of the book you are currently reading. To switch between these settings:

- 1. Press the MENU button.
- 2. Using the Navigation Pad, select **SETTINGS** from the menu.
- Press the MENU button again and select GENERAL from the SETTINGS submenu.
- 4. Use the Navigation Pad to highlight and select **SET SLEEP & POWER**.
- To change the display settings used when your eReader is asleep, highlight
 ON SLEEP and then press right or left on the Navigation Pad.

This switches the current setting between **DO NOT SHOW COVER** and **SHOW COVER**.

6. Use the Navigation Pad to highlight and select APPLY.

Navigate using the Navigation Pad

The Navigation Pad lets you:

- Move around in menus
- Move around on screen
- Select items
- Move around in PDFs

- Turn pages in books
- Change the size of text in books

To move around in menus, press up or down on the Navigation Pad. Your eReader will highlight items so that you know where you are in the menu. To close a menu, press left on the Navigation Pad.

To move around on screen, press up, down, left or right on the Navigation Pad. Your eReader will highlight items so that you know where you are on the screen. Some pages have a series of links at the top of the page. To reach these, press up on the Navigation Pad until you highlight the first link, then press right (or left) to move between links.

To select a book or other item, use the Navigation Pad to move to highlight it, and then press the center of the Navigation Pad to select it.

To move around in PDFs, you have two options:

- If you are zoomed in (if you have magnified your document to see better), press up, down, left or right on the Navigation Pad to shift your display in that direction. When you reach the edge of the page, pressing up or left will take you back, while pressing down or right will page forward.
- If you are not zoomed in, pressing up or left will page back, and pressing down or right will page forward.

To turn pages while reading a regular book, just press left or right on the Navigation Pad. Pressing left takes you back a page, while right pages forward.

To change the size of text in a book, press up or down on the Navigation Pad. Pressing up increases the size of the text, while pressing down makes the text smaller. Your eReader offers five different sizes of text. You can also change the style of the text — see 'Change the way text looks' for more information.



Enter text using the virtual keyboard

Your eReader provides a virtual keyboard so that you can enter text. This keyboard appears automatically whenever you select an area that lets you to enter text. For example, your eReader opens the keyboard whenever you try to search the Kobo Store, and when you need to enter a password for a wireless network.

To use the keyboard

- Use the Navigation Pad to select letters, numbers, and symbols from the virtual keyboard. Highlight the letter, number, or symbol you want, then press the middle of the pad to select it.
- To enter a capital letter, select the shift key ([△]), then select the characters you want to enter. Select the shift key again to turn off capitalization.
- To enter numbers or symbols that are not on the basic keyboard, select the ? 123 key. This opens the numeric and symbol keyboard.

- To move between different text fields on the screen, select << PREV or NEXT >>.
- Select **CLOSE** when you are finished entering text.

Set the date

You will be prompted to set the date and time when you first set up your eReader, but you can change these settings at any time.

To set the date on your eReader:

- 1. Turn it on and press the **MENU** button.
- 2. Select **SETTINGS** from the menu.

The **SETTINGS OVERVIEW** screen appears.

3. Press the MENU button again and select GENERAL from the menu.

Your eReader displays your current date and time settings.

4. Select **SET DATE & TIME**.

The SET DATE & TIME screen appears. The YEAR field is automatically selected.

Note: You can also change the time settings for your eReader on this page.

See 'Set the time' for more information.

- 5. To change the year:
 - a. With the Year line selected, press right or left on the Navigation Pad.
 - b. Your eReader will increase or decrease the year.

- 6. To change the month:
 - a. Press down on the Navigation Pad until you select the **MONTH** row.
 - b. Press right or left on the Navigation Pad to change the month.
- 7. To change the date:
 - a. Press down on the Navigation Pad until you select the DAY row.
 - b. Press right or left on the Navigation Pad to change the date.
- 8. Press down on the Navigation Pad until you highlight APPLY.
- 9. Press the center of the Navigation Pad to apply your date changes.

Set the time

To set the time on your eReader:

- 1. Turn it on and press the MENU button.
- 2. Select **SETTINGS** from the menu.

The **SETTINGS OVERVIEW** screen appears.

3. Press the MENU button again and select GENERAL from the menu.

Your eReader displays your current date and time settings.

4. Select **SET DATE & TIME** from the bottom of the screen.

The SET DATE & TIME screen appears. The YEAR field is automatically selected.

Note: You can also change the date settings for your eReader on this page. See 'Set the date' for more information.

- 5. To change the hour:
 - a. Press down on the Navigation Pad until you select the Hour row.
 - b. Press right or left on the Navigation Pad to change the hour.

Note: Your eReader uses a 12-hour clock.

- 6. To change the minute:
 - a. Press down on the Navigation Pad until you select the MINUTE row.
 - b. Press right or left on the Navigation Pad to change the minute.
- 7. To set the time to morning or afternoon/evening:
 - a. Press down on the Navigation Pad until you select the AM/PM row.
 - b. Press right or left on the Navigation Pad to select either AM (morning) or PM (afternoon/night).
- 8. To set your time zone:
 - a. Press down on the Navigation Pad until you select the row beneath the TIME ZONE heading.
 - b. Press right or left on the Navigation Pad to change time zone settings.
- 9. To change your daylight savings time settings:
 - Press down on the Navigation Pad until you select the row that reads
 Do You Observe DayLight Savings?.
 - b. Press right or left on the Navigation Pad to select YES or No.
- 10. Press down on the Navigation Pad until you highlight APPLY.
- 11. Press the center of the Navigation Pad to apply your time changes.

Find out how much power your eReader has left

To find out how much memory your eReader has left, turn it on and press the MENU button. Check the battery icon at the bottom of the menu.

Battery icon	Meaning
E	Your eReader is out of power.
- •)	Your eReader is charging.
	Your eReader has partial charge.
	Your eReader is fully charged.

When your battery gets very low on power, your eReader displays a warning message on screen. To recharge your eReader, connect it to your computer using the USB cable provided.

If your battery level drops to 20%, your eReader will warn you that you need to charge it. To clear the warning, connect your eReader to your computer using the USB cable provided. This will also start recharging your eReader.

3. Find books on your eReader

A word about books

You can read different kinds of reading material on your eReader:

- Books
- Documents
- Newspapers and magazines

Each of these has its own area in your eReader library so that you can find them easily.

Your eReader figures out where to put items based on their file type. Your eReader can read EPUB files and PDF files. There are two types of PDF files – regular PDFs, and PDFs that are protected by Adobe Reader[®] Mobile technology (also called Adobe DRM). These protected PDFs are often used by libraries and similar organizations to prevent unauthorized distribution of their books.

Press the **MENU** button to see a list of areas you can browse:

- To find books in EPUB format, look in your **BOOKS** area.
- To find books in DRM-protected PDF format, look in your **BOOKS** area.
- To find books and documents in regular PDF format, look in your **Documents** area.
- To find newspapers and magazines, look in the NEWS & MAGS area.

Note: Always check the **DOCUMENTS** area if you can't find a book in the **BOOKS** area, and vice versa.



Find your 100 free classics

The 100 free classic books included with your eReader are available in your library.

To reach them:

1. Press the MENU button and select **BOOKS** from the menu.

Your eReader will display a list of your free classics, as well as any other books you've purchased or added to your eReader. Press left and right on the Navigation Pad to page forward and back in the list.

Find books you've added

Have you added books to your eReader? To find them, press the **MENU** button and then select:

- BOOKS if they were EPUB files or Adobe DRM-protected PDF files.
- **DOCUMENTS** if they were regular PDF files.

Note: If you can't find your book in the areas listed above, see what file format it used. If it was an unsupported file format you may not be able to read it on your eReader.

Learn More: For information on how to add books to your eReader, see 'Add a book to your eReader'.

Find books you've started reading

When you open a book and started reading, your eReader automatically adds it to an area of your library called I'M READING. This area gives you a quick way to find the books, documents, newspapers and magazines you're currently reading. It lists the name and author of each book, and indicates which chapter you are currently in each book.

Your eReader automatically removes items from your I'M READING area when you reach the last page.

To reach your I'M READING area, press the HOME button.

Change the way your eReader shows books

When you visit your **BOOKS** area to see what's in your library, you can change:

- How books are shown
- How books are sorted

Changing how books are shown

Your eReader can show books in several different ways. It can display your library as a series of book covers, or a list of book titles, or show both.



To change how your eReader shows books:

1. Go to your **BOOKS** area.

To reach this area, press the MENU button and select BOOKS.

2. Press the **MENU** button and select **DISPLAY** from the menu.

The **DISPLAY** menu appears.

- 3. Choose how you want books shown:
 - COVERS AND TEXT
 - COVERS ONLY
 - TEXT ONLY

Note: Your I'M READING and DOCUMENTS pages are always displayed as a list.

Changing how books are sorted

You can change how books are sorted in your **BOOKS** area. You can sort books by:

- Their titles, in alphabetical order.
- By author, in alphabetical order by last name.
- By the date you last read them.

To change how your eReader sorts books:

1. Go to your **Books** area.

To reach this area, press the **MENU** button and select **BOOKS**.

- 2. Press the **MENU** button and select how you want books sorted:
 - BY TITLE
 - BY AUTHOR
 - BY LAST READ

4. Read a book on your eReader

Open a book

In most cases you will find your books in the **BOOKS** area of your eReader. If you've already started reading a book, you will also find it listed in your **I'M READING** area.

To open a book:

- 1. Go to either your **BOOKS** area or your **I'M READING** area.
 - To reach your **BOOKS** area, press the **MENU** button and select **BOOKS**.
 - To reach your I'M READING area, press the HOME button.
- Press up or down on the Navigation Pad to move around the list of available books.

If your list spans multiple pages, press left and right to move between pages.

3. When you find a book you want to read, highlight its cover or title using the Navigation Pad, then press the middle of the Navigation Pad to open the book.

Use the Table of Contents

While you can turn pages using the Navigation Pad, sometimes you may want to jump to a specific part of a book. You can use the Table of Contents to do this, as well as to get an overview of the contents of your book.

To use the Table of Contents:

- 1. Open the book you want to read.
- Press the MENU button and select TABLE OF CONTENTS from the menu.
 Your eReader displays the book's contents. Use the Navigation Pad to navigate the contents:
 - Press up and down to move through the list of chapters.
 - Press the middle of the Navigation Pad to select a chapter and jump directly to the start of it.
 - If the Table of Contents spans multiple pages, press left and right to move between pages.
 - Select **RETURN TO CURRENT PAGE** from the first page when you want to leave the Table of Contents.

Turn pages and move around a book

Moving around while reading is easy. To turn pages in a book, just use the Navigation Pad:

- Press left to go back one page.
- Press right to go forward one page.

If you want to jump forward by more than a page or two, you can also use the **NEXT CHAPTER** or **PREVIOUS CHAPTER** options to move around.

- To move to the start of the next section, press the MENU button and select NEXT CHAPTER from the menu.
- To go back to the start of the previous section, press the MENU button and select PREVIOUS CHAPTER from the menu.

You can also use the Table of Contents to skip directly to a specific chapter. See 'Use the Table of Contents' for more information.

Make text bigger or smaller

When you are reading a book you can easily adjust the size of text to make reading easier on your eyes. Your eReader offers five different sizes of text. Use the Navigation Pad to change the text size:

- Press up to make text bigger.
- Press down to make text smaller.

Note: When you change the size of text in one book, your eReader remembers your preferred text size and applies it to other books you're reading.

Change the way text looks

You can change the type of font that your eReader uses in your books, to personalize your reading experience. You can choose between a serif font and a sans-serif font.



To change the font your eReader uses in a book:

1. Press the MENU button and select **DISPLAY** from the menu.

The **DISPLAY** menu appears.

- 2. From the Font section of the menu, choose the type of text you want to read:
 - SERIF
 - SANS SERIF

Note: When you change the type of text you prefer in one book, your eReader remembers your preference and automatically applies it to other books you're reading.

Look up a word in the dictionary

Note: The dictionary is only available when you read books from the Kobo Store. Books from other sources (and books you have added to your eReader using Adobe Digital Editions) will not offer the dictionary.

To look up the meaning of a word:

- 1. While reading, press the **MENU** button.
- 2. Select **DICTIONARY** from the menu.

Your eReader now lets you use the Navigation Pad to move around within the text on the page, and select words. Selected words are underlined.

- 3. Use the Navigation Pad to move up, down, left, or right until you select the word you want to look up.
- 4. Press the middle of the Navigation Pad to select the word.

Your eReader looks up the word you highlighted and displays the meaning at the bottom of the screen.

Press the **BACK** button to go back to reading.

Close a book

When you're done reading, you can stop reading by:

- Turning your eReader off or putting it to sleep
- Going to your one of your library pages (I'M READING, BOOKS, DOCUMENTS, etcetera)

Your eReader automatically closes your book when you do this, and bookmarks the page you were on. The next time you open the book, it will remember where you

stopped reading and open your book to that page. It also updates your book's information in the **BOOKS** and **I'M READING** areas, to show which chapter you reached and how much of your book remains.

Finish a book

When you reach the last page of your book, press right on the Navigation Pad to turn the last page. This lets your eReader know that you have finished the book. It will stop listing your book on your I'M READING page, and change the book's status to FINISHED in the BOOKS area.

5. Add a book to your eReader

A word about adding books

eBooks come in a range of formats. When you look for books to read on your Kobo eReader, look for books that come in EPUB or PDF formats, like those in the Kobo Store.

What's more, sometimes books are encrypted or protected using *Digital Rights Management* (DRM). DRM prevents unauthorized copying and redistribution of books, and is often used to protect the books you get from libraries and booksellers. There are several varieties of DRM protection. Your eReader can read books that are protected using Adobe DRM. Once you've found books that you want to read on your Kobo eReader, you can choose from a variety of ways of adding them. You can transfer books to your eReader using:

- the Kobo Desktop Application included with your eReader
- a wireless Internet connection
- an SD card
- drag and drop
- software from another manufacturer

Which method you use will depend on the type of books you want to add to your

eReader, and where they came from.

Where did your books come from?	Try using	For details, see
The Kobo Store	The Kobo Desktop	Add books using the Kobo
	Application	Desktop Application
	Your eReader, over a	Add books bought at the Kobo
	wireless Internet	Store website
	connection	
	An SD card	Add books using an SD card
	Drag and drop	Add books by dragging and
		dropping them onto your
		eReader
	Adobe Digital Editions,	Add books using another
	Calibre, or software from	application
	another manufacturer	
A library	Adobe Digital Editions	Add library books to your
		eReader
Other booksellers	An SD card	Add books using an SD card
	Drag and drop	Add books by dragging and
		dropping them onto your
		eReader

	Add books using another	Adobe Digital Editions,	
	application	Calibre, or software from	
		another manufacturer	
rd	Add books using an SD card	An SD card	Other sources
d	Add books by dragging and	Drag and drop	
	dropping them onto your		
	eReader		
	Add books using another	Adobe Digital Editions,	
	application	Calibre, or software from	
		another manufacturer	
	Add books using an SD card Add books by dragging and dropping them onto your eReader Add books using another application	An SD card Drag and drop Adobe Digital Editions, Calibre, or software from another manufacturer	Other sources

Note: To add books to your eReader using your computer, you need to connect your eReader to it using the USB cable provided. Your eReader will ask what you want to do. Select **MANAGE LIBRARY**. Your computer will then treat your eReader as an external hard drive, so that you can add books and manage your library using Windows Explorer, Finder, the Desktop Application, or other applications like Adobe Digital Editions and Calibre.

Add books using the Kobo Desktop Application

An easy way to buy and add books is using the free Kobo Desktop Application included with your Kobo eReader. You can use this application to shop for new books, transfer your purchases to your eReader, and manage your library. For more information, see the section 'Use the Kobo Desktop Application'.

Add books wirelessly

You can add books by shopping the Kobo Store directly from your eReader. You'll need a wireless Internet connection and a Kobo account to do this. Just set up a wireless connection from your Kobo eReader, shop for something you like, then download your new book to your eReader — it's that easy, and no computer required.

For more information, see 'Shop for books on the go'.

Add books bought at the Kobo Store website

You can shop the Kobo Store from any Web browser by visiting <u>http://</u>

www.kobobooks.com.

Once you've found the perfect book, you can add it to your eReader in a variety of ways. You can:

• Use the Kobo Desktop Application to update your library, then connect and synchronize your eReader.

See 'Use the Kobo Desktop Application'.

• Set up a wireless Internet connection on your eReader and update your library.

See 'Work wirelessly with your Kobo eReader'.

• Download the book (in EPUB format) to your computer, then copy the book to your eReader.

To download the book, log into your Kobo account on the Kobo website, then go to your Library. Your Library lists any books that you've purchased. Click the **DownLoad EPUB** button next to the book you want. After your computer downloads a copy, you can:

Use drag-and-drop to transfer your books to your eReader.
 See 'Add books by dragging and dropping them onto your eReader'.

- Use an SD card to transfer your books to your eReader.
 See 'Add books using an SD card'.
- Use another application to transfer your books to your eReader. See 'Add books using another application'.
- Use Adobe Digital Editions to transfer your books to your eReader. See 'Add books using another application'.

Add books by dragging and dropping them onto your eReader

You can add new books to your eReader by accessing it like a portable hard drive. To do this you will need:

- a PC or Mac computer
- the USB cable provided with your eReader
- the books you want to add to your eReader, in EPUB or PDF format

To add books to your eReader using a Windows computer

1. Connect your eReader to your computer using the USB cable.

Your eReader will prompt you to either keep reading or manage your library. You can use your computer or the Desktop Application to add books and manage your eReader.

2. Using the Navigation Pad, select MANAGE LIBRARY.

Windows should automatically detect that you connected a new device.

3. When prompted for an action, select 'Open folder to view files.'

A window should open, showing the contents of your eReader.

4. In another Explorer window, navigate to where you stored the eBooks you want to move to your eReader.

5. Drag and drop your eBooks into the eReader window.

That's it! You can now disconnect your eReader and read your new books.

To disconnect your eReader:

- a. Open My Computer.
- b. Right-click KOBOeReader.
- c. Select Eject.
- d. Unplug the USB cable from your eReader and computer.

You can turn on your eReader and find your new books. They will be in the **BOOKS** area if the files were EPUBs, or in the **DOCUMENTS** area if they were PDFs.

To add books to your eReader using a Mac computer

1. Connect your eReader to your computer using the USB cable.

Your eReader will prompt you to either keep reading or manage your library. You can use your computer or the Desktop Application to add books and manage your eReader.

- 2. Using the Navigation Pad, select MANAGE LIBRARY.
- 3. On your computer, open your Finder application.
- 4. Select **KOBOeReader** from your list of devices.

Finder should display the contents of your eReader.

5. In another Finder window, navigate to where you stored the eBooks you want to transfer to your eReader.

6. Drag and drop your eBooks into the eReader window.

That's it! You can now disconnect your eReader and read your new books.

To disconnect your eReader:

- a. In Finder, select **KOBOeReader** from your list of devices.
- b. From the File menu, select "Eject KOBOeReader".

Note: If you have an SD card inserted into your eReader, you must eject this too.

c. Unplug the USB cable from your eReader and computer.

You can turn on your eReader and find your new books. They will be in the **BOOKS** area if the files were EPUBs, or in the **DOCUMENTS** area if they were PDFs.

Add books using an SD card

You can increase the number of books your eReader can hold by adding an SD card (up to 32 GB) with books already stored on it. Books must be in EPUB or PDF format. It does not matter how they are organized on the SD card — your eReader will scan the entire card for books and list any that it finds in your library. EPUB files will be added to your **BOOKS** area, and PDF files will be added to your **DOCUMENTS** area. The eReader will ignore any files that it cannot read.

To add books on an SD card:

- 1. Put your EPUB or PDF files on an SD card.
- 2. Turn off your eReader.

- 3. Insert the SD card into the SD card slot at the top of the eReader and push gently until it slides in.
- 4. Turn on your eReader.

Your eReader will scan the SD card for books and documents, and update your library. This may take a few moments.

Note: Your eReader does not copy files from the SD card, it merely reads the files that are stored on it. This means that you must leave your SD card inserted while you read any books stored on the card. If you remove the card you will lose access to any books on it. To remove an SD card, simply press it gently and then release it. It should pop partially out of the SD slot for easy removal.

Add library books to your eReader

Many libraries let members borrow eBooks from their collections. If your library allows this, you may be able to read your borrowed books on your eReader if they:

- are provided in EPUB or PDF format
- AND protected by Adobe DRM

Adobe DRM is a way of protecting borrowed books so that they can't be copied, and so that they can only be checked-out for a specific period of time.

To add these books to your eReader, you will need to install and use Adobe Digital Editions. This application lets you download your library books and transfer them to your eReader.

For more information on using Adobe Digital Editions, see: <u>http://</u> www.adobe.com/products/digitaleditions/

For information on how to use Adobe Digital Editions to check out library books, please contact your local library.

Add books from other sellers to your eReader

If you have eBooks that you purchased from another bookseller, you may be able to read them on your Kobo eReader if the books are in either EPUB or PDF format.

In addition, any books you want to read must either be protected by Adobe DRM, or not be encrypted or protected at all. DRM is a way of protecting purchased books so that they can't be copied and redistributed. Your Kobo eReader can read books protected by Adobe DRM, which is a very common and popular form or DRM.

To read books that meet these criteria on your eReader, add them using one of the methods outlined below.

Books without DRM protection:

- Use drag-and-drop to transfer your books to your eReader.
 See 'Add books by dragging and dropping them onto your eReader'.
- Use an SD card to transfer your books to your eReader. See 'Add books using an SD card'.
- Use another application to transfer your books to your eReader. See 'Add books using another application'.
Adobe DRM-protected books:

• Use Adobe Digital Editions to transfer your books to your eReader. See 'Add books using another application'.

Add books using another application

In some cases you can use applications created by other manufacturers to add books to your eReader. Two popular applications are Adobe Digital Editions (ADE) and Calibre.

Adobe Digital Editions

Use Adobe Digital Editions if you want to transfer eBooks protected by Adobe DRM to your Kobo eReader. Adobe DRM is a way of encrypting and securing eBooks.

You can also use ADE to transfer non-protected books to your eReader. Any books that you transfer must be in either EPUB or PDF format.

For more information on using Adobe Digital Editions, see: <u>http://</u> www.adobe.com/products/digitaleditions/

Calibre

Calibre is a popular open-source application for managing libraries of eBooks. You can use Calibre to organize eBooks on your computer, convert eBooks to EPUB or PDF formats (or a range of others), and transfer books to your eReader.

For more information on using Calibre, see:

http://calibre-ebook.com/

6. Shop for books on the go

A word about shopping

Your Kobo eReader supports wireless networking through a wireless access point. By connecting to a wireless network you can shop the Kobo Store and download books on the go, without a computer.

In order to shop from your eReader, you need to set up a wireless Internet connection to the Kobo Store. To do this all you need is access to a wireless network in your area.

For more information on using wireless networking with your eReader, see 'Work wirelessly with your Kobo eReader'.

Note: You can also shop the Kobo Store from your computer, using the Kobo Desktop Application. See 'Use the Kobo Desktop Application' for more information.

Visit the Kobo Store

Before you start shopping, you need to set up a wireless Internet connection to the Kobo Store. To do this:

- 1. Press the **SHOP** button.
- 2. Select **SHOP Now** from the menu.

The WIRELESS STATUS screen appears. If you are not connected to a wireless network, the status will be **OFF**. Press the middle of the Navigation Pad to turn on the wireless antenna.

Your Kobo eReader scans your area for any available wireless networks. When it finishes doing this it will list all the networks it found.

- 3. Use the Navigation Pad to move through the list of available networks until you reach the one you want to join.
- 4. Press the middle of the Navigation Pad to select the network.

A **NETWORK DETAILS** screen appears. This screen tells you what kind of security the network uses (if any), how strong a wireless signal you have, and whether you are connected to it.

5. Select JOIN NETWORK.

If you selected a secure network, your eReader will prompt you for a network password.

a. Use the virtual keyboard to enter the network password.

See "Use a secure wireless network" for more information.

b. Select JOIN NETWORK.

That's it! Once connected, your eReader will take you directly to the main page of the Kobo Store so that you can start shopping. You can:

- Browse many categories of books
- Look through recommended reading lists
- Find free books
- See the week's featured titles
- Search for a specific title or author

Browse by category

The Kobo Store organizes books into categories, just like a regular bookstore. This makes it easier to browse and find a specific type of book.

To browse by category:

 Go to the main page of the Kobo Store and use the Navigation Pad to select BROWSE.

You can also press the **SHOP** button and select **CATEGORIES** from the menu.

The **BROWSE CATEGORIES** page should appear.

- Press up and down on the Navigation Pad to move around the list of categories. When you find a category you're interested in, use the Navigation Pad to select it.
- 3. Browse the category to find a book you're interested in.

To get more information on a book, use the Navigation Pad to highlight and select its title. Your eReader will display a synopsis of the book, and the book's rating.

If you want to go back at any time, just press the **BACK** button until you return to the page you want.

Find recommended books

The Kobo Store offers lists of books with a common theme, or that were recommended by other readers. This makes it easy to see what other people are reading and enjoying.

To browse recommended books:

1. Go to the main page of the Kobo Store.

If you are already in the store, you can return to the main page by selecting the **HOME** link at the top of each page: Press up on the Navigation Pad until the link is highlighted, then press the middle of the pad to select it.

- On the main page, press down on the Navigation Pad until you highlight RECOMMENDED.
- 3. Press the middle of the pad to select it.

The **Recommended Reading** page should appear.

4. Use the Navigation Pad to move around the page. When you find a list that you're interested in, use the pad to select it.

The store will display the books in that recommended reading list.

5. Browse the list for books that you're interested in.

To get more information on a book, use the Navigation Pad to highlight and select its title. Your eReader will display a synopsis of the book, and its rating.

If you want to go back at any time, just press the **BACK** button until you return to the page you want.

Search by author or title

Sometimes you want a specific book, or to find books by a specific author. The fastest way to find particular items is to search for them.

To search the Kobo Store:

- 1. Press the MENU button.
- 2. Select **SEARCH** from the menu (under **STORE**).
- 3. Use the virtual keyboard to enter the title, keywords, or author name that you want to search for.
- 4. Use the Navigation Pad to select SEARCH.

Your eReader searches the Kobo Store for any books that match your criteria, and displays a list of any books it finds.

5. To get more information on a book, use the Navigation Pad to highlight and select its title in the list of search results.

Your eReader displays detailed information about the book.

Buy your first book

You can purchase a book at any time from its information page. This is the page that shows the book's synopsis and rating.

Note: You must set up your billing information and a credit card for your Kobo account before you can purchase books on your eReader. Visit Kobo on the Web to manage your account online. See 'Set up or update your credit card and billing information' for more information.

To buy a book:

 Use the Navigation Pad to select the Buy Now link on your book's information page.

This starts the store checkout process. Your eReader will prompt you to sign in to your Kobo account.

 Use the virtual keyboard to enter the email address and password associated with your Kobo account (select NEXT to move between fields), then select SIGN IN to continue.

Your eReader verifies that you have credit card information on file. (If not, you will see an error message and will not be able to proceed.) The CHECKOUT – VERIFY screen appears, showing the book you chose and a summary of your payment details.

- 3. Verify that everything looks okay.
- 4. Select **Buy Now** to complete your purchase.

Your eReader downloads your new book.

5. Select **OK** when your download completes.

You'll find it in the **BOOKS** and **I'M READING** areas on your eReader.

In the future, all you will need to do to buy books is select an item's **Buy Now** link in the Kobo Store. Since Kobo stores your payment and billing information for you, your eReader will take you directly to the **CHECKOUT** – **VERIFY** screen to complete your purchase.

Set up or update your credit card and billing information

You need to add billing information and credit card information to your account before you can shop the Kobo Store from your eReader. The easiest way is to visit the Kobo Store on the Web at <u>http://www.kobobooks.com</u>. Just sign in to change your billing information online.

- 1. Visit the store on the Web and click **SIGN IN** on the main page.
- In the GOT AN ACCOUNT area, enter your e-mail address and the password for your Kobo account.
- 3. Click SIGN IN.
- 4. Once you're signed in, click the **Account** link to modify your account settings.
- 5. Scroll down on the ModiFy Your Account Settings page until you find the BILLING Address & Credit Card area.
- 6. Enter your credit card information and the billing address associated with that credit card.

7. Click SAVE.

Your new information will be added to your eReader the next time you update your library wirelessly, or synchronize it using the Kobo Desktop Application.

7. Add documents to your eReader

A word about documents

Your eReader reads more than books — you can add and read other documents too. You can add these to your eReader in much the same way you add books. The eReader supports documents in PDF format. These must be protected by Adobe DRM, or unencrypted/unprotected.

Because documents are a different type of file than regular books, you read them in a slightly different way on your eReader. They are also stored in a different part of your library.

Add documents to your eReader

You can add documents to your eReader in several ways.

- Using an SD card
- Using drag and drop
- Using Adobe Digital Editions, Calibre, or software from another manufacturer

Note: To add documents to your eReader using your computer, you need to connect your eReader to it using the USB cable provided. Your eReader will ask what you want to do. Select MANAGE LIBRARY. Your computer will then treat your

eReader as an external hard drive, so that you can add books and manage your library using Windows Explorer, Finder, the Desktop Application, or other applications like Adobe Digital Editions and Calibre.

Add documents by dragging and dropping them onto your eReader

You can add new documents to your eReader by accessing it like a portable hard drive. To do this you will need:

- a PC or Mac computer
- the USB cable provided with your eReader
- the documents you want to add to your eReader, in PDF format

To add books to your eReader using a Windows computer

1. Connect your eReader to your computer using the USB cable.

Your eReader will prompt you to either keep reading or manage your library. You can use your computer or the Desktop Application to add books and manage your eReader.

2. Using the Navigation Pad, select MANAGE LIBRARY.

Windows should automatically detect that you connected a new device.

3. When prompted for an action, select 'Open folder to view files.'

A window should open, showing the contents of your eReader.

4. In another Explorer window, navigate to where you stored the documents you want to move to your eReader.

5. Drag and drop your documents into the eReader window.

That's it! You can now disconnect your eReader and read your new documents.

To disconnect your eReader:

- a. Open My Computer.
- b. Right-click KOBOeReader.
- c. Select **Eject**.
- d. Unplug the USB cable from your eReader and computer.

You can turn on your eReader and find your new documents. They will be in the **DOCUMENTS** area of your library.

To add documents to your eReader using a Mac computer

1. Connect your eReader to your computer using the USB cable.

Your eReader will prompt you to either keep reading or manage your library. You can use your computer or the Desktop Application to add books and manage your eReader.

- 2. Using the Navigation Pad, select MANAGE LIBRARY.
- 3. On your computer, open your Finder application.
- 4. Select **KOBOeReader** from your list of devices.

Finder should display the contents of your eReader.

5. In another Finder window, navigate to where you stored the documents you want to transfer to your eReader.

6. Drag and drop your documents into the eReader window.

That's it! You can now disconnect your eReader and read your new documents.

To disconnect your eReader:

- a. In Finder, select **KOBOeReader** from your list of devices.
- b. From the File menu, select "Eject KOBOeReader".

Note: You must also eject the SD card that is inserted into the eReader.

c. Unplug the USB cable from your eReader and computer.

You can turn on your eReader and find your new documents. They will be in the **DOCUMENTS** area.

Add documents using an SD card

You can increase the number of documents your eReader can hold by adding an SD card (up to 32 GB) with documents already stored on it. Documents must be in PDF format. It does not matter how they are organized on the SD card — your eReader will scan the entire card and add any documents that it finds to the **DOCUMENTS** area of your library. The eReader will ignore any files that it cannot read.

To add documents on an SD card:

- 1. Put your PDF files on an SD card.
- 2. Turn off your eReader.
- 3. Insert the SD card into the SD card slot at the top of the eReader and push gently until it slides in.

4. Turn on your eReader.

Your eReader will scan the SD card for documents and update your library. This may take a few moments.

Note: Your eReader does not copy files from the SD card, it merely reads the files that are stored on it. This means that you must leave your SD card inserted while you read any documents stored on the card. If you remove the card you will lose access to any documents on it. To remove an SD card, simply press it gently and then release it. It should pop partially out of the SD slot for easy removal.

Add documents using another application

In some cases you can use applications created by other manufacturers to add documents to your eReader. Two popular applications are Adobe Digital Editions (ADE) and Calibre.

Adobe Digital Editions

Use Adobe Digital Editions if you want to transfer documents protected by Adobe DRM to your Kobo eReader. Adobe DRM is a way of encrypting and securing documents.

You can also use ADE to tranfer non-protected documents to your eReader. Any documents that you transfer must be in PDF format.

For more information on using Adobe Digital Editions, see: <u>http://</u> www.adobe.com/products/digitaleditions/

Calibre

Calibre is a popular open-source application for managing libraries of books and documents. You can use Calibre to organize documents on your computer, convert eBooks to PDF (or a range of other formats), and transfer documents to your eReader.

For more information on using Calibre, see:

http://calibre-ebook.com/

Find your documents

Documents are stored in a special **Documents** area of your library.

To access this area:

- 1. Press the MENU button.
- 2. Select **DOCUMENTS** from the menu.

Your eReader will display a list of all the documents currently added to your library. Details include:

- The name of each document
- The date it was added to your eReader
- Its current status UNREAD, OPEN, or FINISHED.

Change the way your eReader sorts documents

You can change how documents are sorted in your **Documents** area. You can sort them by:

- Their file name, in alphabetical order.
- By the date you added them.
- By the date you last read them.

To change how your eReader sorts documents:

1. Go to your **DOCUMENTS** area.

To reach this area, press the **MENU** button and select **DOCUMENTS**.

- 2. Press the **MENU** button again and select how you want books sorted:
 - By FILE NAME
 - By DATE ADDED
 - BY LAST READ

Open a document

To open a document:

1. Go to either your **DOCUMENTS** area.

To reach your **DOCUMENTS** area, press the **MENU** button and select **DOCUMENTS**.

2. Press up or down on the Navigation Pad to move around the list of available documents.

If your list spans multiple pages, press left and right to move between pages.

3. When you find a document you want to read, highlight its cover or title using the Navigation Pad, then press the middle of the Navigation Pad to open the document.

Use the Table of Contents

Note: Not all documents have a Table of Contents.

While you can turn pages using the Navigation Pad, sometimes you may want to jump to a specific part of a document. You can use the Table of Contents to do this, as well as to get an overview of the contents of your document.

To use the Table of Contents:

- 1. Open the document you want to read.
- 2. Press the MENU button and select TABLE OF CONTENTS from the menu.

Your eReader displays the document's contents. Use the Navigation Pad to navigate the contents:

- Press up and down to move through the list of sections.
- Press the middle of the Navigation Pad to select a section and jump directly to the start of it.
- If the Table of Contents spans multiple pages, press left and right to move between pages.
- Select **RETURN TO CURRENT PAGE** from the first page when you want to leave the Table of Contents.

Turn pages

Turning pages in documents can be a little different from turning pages in books.

When reading a book, you press right on the Navigation Pad to turn the page forward, or press left to go back a page. You do this when reading a document too, except when you are zoomed in.

When you zoom in on a document, you magnify it to see a portion of the page at a larger size. This means there are parts of the page that will not fit on your eReader screen. When you magnify a document like this, pressing left and right (or up and down) on the Navigation Pad moves the page you're reading so that you can see a different part of the page.

To turn the page when zoomed in, you need to shift your view until you reach an edge of the page.

To go back one page:

- Use the Navigation Pad to shift your view to the left or top edge of the page.
- Press left or up on the Navigation Pad (depending on which edge you have reached).

To go forward one page:

- Use the Navigation Pad to shift your view to the right or bottom edge of the page.
- Press right or down on the Navigation Pad (depending on which edge you have reached).

Note: You can also zoom out (that is, go back to 100% magnification) and turn pages normally.

Zoom in and out

When reading a PDF document, you have the option of zooming in (or magnifying) the page you are reading. Your eReader lets you magnify a PDF page by up to 200%. This lets you see a portion of the page at a larger size.

To zoom in on a PDF document:

 Press the MENU button and use the Navigation Pad to select DISPLAY from the menu.

The **DISPLAY** menu appears.

2. Select how much you want to magnify your PDF page.

You can zoom in by 100% to 200%.

When you zoom in, parts of the page will not fit on your eReader screen. Arrows will appear at the edges of your screen to show that you are zoomed in. Use the Navigation Pad to move around on the page. When you reach the edge of a page, the arrow at the edge of the page will turn to a solid black arrow. If you use the Navigation Pad to move in this direction again, you will turn the page.



To zoom out of a PDF document:

 Press the MENU button and use the Navigation Pad to select DISPLAY from the menu.

The **DISPLAY** menu appears.

2. Select WHOLE PAGE to go back to the normal view.

Read in 'Landscape' mode

When reading a PDF document, you can change the way you hold your eReader. You can hold it in the normal way, which is the *portrait* orientation, or you can turn it 90° to the left to read in the *landscape* orientation.

Reading in landscape mode means that you can take advantage of the longer side of your eReader's screen to see more text. This is particularly useful when you are zoomed in on a PDF document. To change the orientation of your PDF document:

 Press the MENU button and use the Navigation Pad to select DISPLAY from the menu.

The **DISPLAY** menu appears.

 Select LANDSCAPE to read your document across the long edge of your eReader.

To change back to the normal view, select **PORTRAIT**.

Close a document

When you're done reading, you can stop reading by:

- Turning your eReader off or putting it to sleep
- Going to your one of your library pages (I'M READING, BOOKS, DOCUMENTS, etcetera)

Your eReader automatically closes your document when you do this, and bookmarks the page you were on. The next time you open the book, it will remember where you stopped reading and open your document to that page.

8. Add newspapers or magazines to your eReader

A word about subscriptions

If you have already subscribed to some of the great newspapers and magazines available in the Kobo Store, you can read your publications on your Kobo eReader.

Note: To subscribe to newspapers and magazines, use the Kobo Desktop Application or shop online at the Kobo Store at <u>www.kobobooks.com</u>.

Newspaper and magazines are divided into sections, just like their printed versions. When you open one, you'll find a front section with links to top stories and articles. Depending on what you're reading, other sections will contain the kind of content you'd find in print – things like Sports, Finance, and so on.

To save or delete issues and manage your subscriptions you can use the Kobo Desktop Application or access your account online at the Kobo Store.

If you want to keep an issue use the Kobo Desktop Application to save it. Your eReader keeps only fourteen issues of each of your newspapers and magazines at any time.

Subscribe to a newspaper or magazine

All newspaper and magazine subscriptions start with a free 14-day trial.

To subscribe, just find an interesting newspaper or magazine in the Kobo Store and click the **Free Trial** button next to its name.

You can always find the subscription price listed near the **Free Trial** button, as well as information about how often the publication delivers new issues (for example, monthly, weekly, or daily).

Get your latest issues

Your eReader can checks for new issues each day automatically. As long as a known wireless network is available, the eReader connects and updates your library. Your latest issues are delivered directly to your News & MAGS area. You can turn off this feature if you want.

If your eReader can't connect to a wireless network or if you turn off the automatic download feature, you can use the eReader to start a wireless connection and update your library yourself.

If there are no wireless networks in your area you can use the Kobo Desktop Application to get new issues. Simply connect your Kobo eReader to your computer, launch the application, and click **Sync**.

You will find your new issues in the News & MAGS area of your eReader.

Turn off automatic downloads

If you don't want your eReader to automatically connect to the Store each day to download new issues of your newspapers and magazines, you can turn off this feature.

- 1. Press Menu.
- 2. Select SETTINGS.
- 3. Press MENU again and select GENERAL from the menu.

- Using the Navigation Pad, select SET NEWS AND MAGS on the screen (under NEWSPAPERS & MAGAZINES).
- 5. Press left or right on the Navigation Pad to change the **DOWNLOAD DAILY** setting to **No**.
- 6. Select APPLY.

Find a newspaper or magazine

Your eReader stores newspapers and magazines in their own News & MAGS area of your library.

To reach your News & MAGS area:

- 1. Press the MENU button.
- 2. Select NEWS & MAGS from the menu.

Here you'll find any newspapers and magazines you are subscribed to. The word **NEW** will appear beside any unread issues. Your eReader also displays the date each newspaper or magazine was updated.

You can change how newspapers and magazines are sorted in this area. You can sort by:

- The name of the newspaper or magazine.
- The publication date.
- The date you last read them.

To change how your eReader sorts your publications:

- 1. Go to your News & MAGS area.
- 2. Press the **MENU** button and select how you want publications sorted:
 - BY PUBLICATION
 - BY DATE
 - BY LAST READ

You can also change how your eReader sorts issues:

- Select a publication from your News & MAGS area to see a list of available issues.
- 2. Press the **MENU** button and select how you want issues sorted:
 - LAST READ
 - BY DATE

Read magazines and newspapers

Reading newspapers and magazines is a bit different from reading books. With books you typically read from start to finish, while with newspapers and magazines you will probably read individual articles.

To find an issue:

Select the publication you're interested in from your News & Mags area.
Your eReader will show a list of available issues.

2. Select an issue to open the **FRONT PAGE**.

You can now move around your newspaper or magazine in several ways. You can:

- Press left and right on the Navigation Pad to turn pages.
- Press the MENU button and choose NEXT SECTION or PREVIOUS SECTION to jump forward or back.
- If you're viewing a page that has links, press up and down on the Navigation Pad to move between links

Make text bigger of smaller

When you're reading an article, you can easily change the size of the text. To do this:

- 1. Press the **MENU** button and select **DISPLAY**.
- 2. Select the text size you want from the **DISPLAY** menu.

9. Remove a book or document

Delete a book from your eReader

Note: Deleting a book from your eReader also deletes it from your Kobo account. This means that if you use Kobo apps on your computer, smartphone, or tablet, you will lose access to any books you delete.

To delete a book from your eReader:

- 1. Go to your **Books** area.
- 2. Use the Navigation Pad to find and highlight the book you want to delete.
- 3. Press the MENU button and select DELETE THIS BOOK.
- When your eReader asks you to confirm that you want to delete this book, select CONTINUE.

Remove a book from your I'M READING page

Sometimes you may want to take a book off your I'M READING page without deleting it from your eReader. To do this:

- 1. Open the book.
- 2. Navigate to the last page.

The easiest way to do this is to use the Table of Contents to jump to the last chapter, and then page forward to the last page.

3. Press right to turn the last page.

This tells your eReader that you are finished reading this book.

10. Work wirelessly with your Kobo eReader

A word about wireless connections

Your Kobo eReader supports wireless Internet by accessing it through a wireless access point,. By connecting to a wireless network you can shop at the Kobo Store and download books on the go, without a computer. You can also synchronize your eReader with your Kobo account, so that your books and bookmarks are kept upto-date.

Understanding wireless networks

A wireless network lets you connect to the Internet using radio signals. Because it uses radio signals, a wireless network has a *range*. This is the area in which you can connect to the network. If you are within a wireless network's range, your eReader will find a strong signal and you should be able to connect to it without problems. If you are on the edge of the network's range (or if there is interference), the network's signal may be weak and you may have trouble connecting. If you leave a network's range while connected to it, you will lose your connection to the Internet.

Wireless networks are so common that depending on where you are, there may be several wireless networks in the area.

Using your eReader with a wireless network

Your Kobo eReader automatically prompts you to set up a wireless Internet connection when you try to visit the Kobo Store. As part of this process it scans your area for available wireless networks. When it finishes its scan, your eReader lists any networks it found in two sections – KNOWN NETWORKS and UNKNOWN NETWORKS. Known Networks are networks in your area that you've connected to before. Unknown Networks are networks that are available, but that you have never used.

If you have set up a wireless connection on your eReader before, it will automatically reconnect you to a Known Network when you try to visit the Kobo Store. For example, if you have a wireless network at home that you normally access from your eReader, it will reconnect to this network when you come home from work and start shopping for a new book.

If there are several Known Networks in your area, your eReader will automatically connect to the one with the strongest signal in order to give you the best connection.

When you are connected to a wireless network, a checkmark appears beside that network on the **WIRELESS SETTINGS** screen. You can also check whether you are connected by pressing the Menu button at any time. A wireless signal icon appears at the bottom of the menu, next to the battery icon. If the wireless signal icon is grey, you are not connected to a wireless network. If it is black, you are connected, and the icon shows how strong a signal you currently have for the network.

Wireless icon	Meaning
	Wireless is not turned on.
	Wireless is on and the device is scanning for networks.
	Wireless is on, but your eReader cannot find a signal.

	Your eReader has a wireless signal, but it is not very
WIFI – WEAK	strong.
■ ∎ WIFI – FAIR	Your eReader has a fair wireless signal.
WIFI - GOOD	Your eReader has a good wireless signal.
 WIFI – STRONG	Your eReader has a strong wireless signal.

Set up a wireless Internet connection

In order to shop from your Kobo eReader or update your library on the go, you need to set up a wireless Internet connection. To do this all you need is your eReader and access to a wireless network in your area.

To connect to the Kobo Store from your eReader:

- 1. Press the SHOP button.
- 2. Use the Navigation Pad to select **TURN ON WIRELESS.**

Your Kobo eReader scans your area for any available wireless networks. When it finishes doing this it will list all the networks it found.

3. Use the Navigation Pad to move through the list of available networks until you reach the one you want to join.

4. Press the middle of the Navigation Pad to select the network.

Some networks are secured (these have a lock icon next to them). If you selected a secure network, your eReader will prompt you for a network password.

a. Use the virtual keyboard to enter the network password.

See "Use a secure wireless network" for more information.

- b. Select JOIN NETWORK.
- 5. That's it! Your eReader joins the network you selected. When you return to the WIRELESS SETTINGS screen you will see a checkmark next to the name of the network you joined. This icon shows that you are currently connected to the network.

Use a secure wireless network

Some wireless networks use security to control who can use the network, and to encrypt information sent over the network. If you see a lock icon next to a network name on your eReader, this means that the network is secured. You will need a password to use the network.

There are different types of security used by wireless networks. The Kobo eReader supports WEP, WPA, and WPA2 Personal.

If you choose a secure network from your eReader's list of UNKNOWN NETWORKS, you will see a password prompt.

To use the secure network:

1. Enter the network password using the virtual keyboard.

The password is automatically hidden to make it more secure. If you think you may have entered the password incorrectly, use the Navigation Pad to select SHOW PASSWORD. This displays what you've entered in the PASSWORD field as regular text. You can hide the password again by selecting HIDE PASSWORD.

2. Click JOIN NETWORK.

If you enter the password correctly and your eReader successfully connects to the network, it will display the **NETWORK DETAILS** screen and add the network to your **KNOWN NETWORKS** list.

If your eReader cannot connect to the network for some reason, it will return you to the password prompt. Check that you entered your password correctly and try re-joining the network.

Update your eReader

Kobo occasionally releases updates for your eReader, so you may need to update it to ensure that it has the latest software. There are three types of update – mandatory, recommended, and optional. When mandatory updates are released, you must install them. When recommended or optional updates are released you can choose whether or not to update your eReader. Your eReader automatically checks for updates when you connect to a wireless network.

To update your eReader:

1. Using your eReader, connect to a wireless network.

Your eReader will check to see whether an update is available. If you do not see a prompt, your eReader is already running the most current software. If an update is available, your eReader will notify you and prompt you to update.

2. Select **OK** to update your eReader.

Your eReader downloads the update.

3. When your eReader prompts you to finish the update, restart your eReader.

Synchronize your books and bookmarks

Synchronizing involves updating your Kobo account with information about the books you have bought and the books you're reading. It keeps your library up to date and ensures that your bookmarks and purchased books are available to you from your Kobo eReader or any Kobo application.

At its simplest, when you synchronize your eReader it connects to your Kobo account (over a wireless Internet connection) to verify that you have downloaded all the books you purchased from the Kobo Store. It downloads any books you haven't downloaded. It also checks where you are in each of your Kobo Store books, and updates your account with this information. When you use other Kobo applications to read or shop the Kobo Store, synchronizing becomes a very useful tool. For example, let's say you have the Kobo Desktop Application on your computer, as well as a Kobo app on your iPhone. You could use either of those applications to shop the Kobo Store and buy books. Then, the next time you synchronized your eReader it would see that you bought books using other devices and automatically download them.

Bookmarks get updated too. In our example, let's say that you started reading a book on your eReader, but then forgot it at home and continued reading at work using the Kobo Desktop Application. If you updated your eReader when you came home, it would synchronize your bookmarks and know exactly where you stopped reading your book, so you could pick up reading where you left off.

Synchronizing is easy. All you need to synchronize is a Kobo account and access to a wireless network.

Note: Your eReader can only synchronize books that you've purchased through the Kobo Store.

To synchronize your library and bookmarks:

- 1. Press the **SHOP** button.
- 2. Use the Navigation Pad to select **UPDATE LIBRARY** from the menu.
 - If you're not already connected to a nearby wireless network, your eReader will prompt you to either join an existing network or add a new network.
 - If you're not already signed in to your Kobo account, the SIGN IN screen will appear. Create an account or sign in.

You will see a **SYNCHRONIZING** screen while your eReader connects to the Kobo Store and updates your account with library and bookmark information.

3. Select **OK** when the update finishes.

Turn off wireless

Turn off the wireless feature when you're not using it to maximize your eReader's battery life.

To turn off wireless:

- 1. Press the **SHOP** button.
- 2. Use the Navigation Pad to select **TURN OFF WIRELESS** from the menu.

11. Troubleshoot problems with your eReader

Quick fixes

If you're having trouble with your eReader, try these quick fixes to see if they help:

• Charge your eReader.

It's possible your eReader is low on power, which can cause issues.. Also, sometimes if your eReader is very low on power it will display the last screen you used, but stop responding.

You can check your eReader's battery level by pressing the MENU button. A battery indicator appears at the bottom of the menu and gives you an idea of how much power you have left.

Check your eReader's settings

If your eReader is using the wrong date and time you may experience issues when synchronizing your library or downloading books. If your Wireless settings are incorrect you may not be able to connect to the wireless network you want to join. If your account settings are wrong, you may not be able to connect to your account at the Kobo Store to buy new books. If you're experiencing problems check these settings to make sure they're correct. You can reach them by pressing the MENU button and then selecting SETTINGS.

• Restart your eReader.

If your eReader is still behaving strangely, try restarting it.

Press and hold down the Power button for eight seconds. This forces your eReader to try and restart. If the eReader is frozen you may not see any screen change. After eight seconds, release the button and press it again once firmly to turn your eReader back on.

If this method doesn't work, you can also reset your eReader by unfolding a paperclip and sliding it into the hole on the back of your eReader. Press until you feel a firm click. Your eReader will restart, which may take a few seconds. If you were connected to a wireless network when you restarted, you will need to reconnect.

Deal with common situations

Situation: The wireless network I want to use isn't showing up in my list of networks.

If you try to set up a wireless Internet connection using your eReader but can't find a wireless network that you normally use, here are some things you can check:

• Have you checked both lists of available networks on your eReader?

Your eReader lists available networks in two sections – the KNOWN NETWORKS list and the UNKNOWN NETWORKS list. Check both for the network you want to join. Networks appear in the KNOWN NETWORKS list if you have connected to them at least once. If you have never connected to the network, it will appear in your UNKNOWN NETWORKS list.

If there are many available networks in your area, your network lists may span more than one page. Use the Navigation Pad to page forward to see more available networks.
• Are you within range of the network?

Every wireless network has a range. A range is the area in which you can connect to the network. When you are outside of a network's range, your eReader is too far away to receive the network's radio signals, so you cannot use the network. For example, in most cases you will not be able to connect to your home wireless network from work, or vice versa, because you will be outside of their range. (The average range of a wireless home network, for example, is between one hundred and three hundred feet.)

Is the network available?

Sometimes wireless networks aren't available. If they're provided by a business (like an Internet café), they may be available only during certain hours. If there is a power failure or other technical issue, the hardware running the network may stop working. There are a range of reasons why a network may not be available. If your network is down or unavailable, you will not see or be able to connect to it until it becomes available again. You can use another Wireless device (for example a smartphone or wirelessenabled laptop) to verify whether your network is available. You can also force your eReader to rescan your area for wireless networks. Press the SHOP button and select WIRELESS SETTINGS, then use the Navigation Pad to select RESCAN NETWORKS.

If your network is available and you are within range, but your eReader still does not list it as an available network, then try manually adding the network to your KNOWN NETWORKS list. See 'Add a wireless network' for more information.

Situation: I can't find my book or document on my eReader.

If you can't find a book or document that you've added to your eReader, here are some things you can check:

- Is it in a format that your eReader can use?
- Your eReader can read EPUB and PDF file formats. If your book or document used a different file format, your eReader will not be able to read it.
- Are you looking in the right area?
- If your book was an EPUB, your eReader will list it in the **BOOKS** area. If it was a PDF file, your eReader will list it in the **DOCUMENTS** area.
- Was your book or document on an SD card that you removed?
- If you added your book or document using an SD card, you will only be able to access it while the SD card remains inserted in your eReader. Re-insert your SD card to read your book or document.

Note: It will take a few moments for your eReader to recognize and index the files on your SD card.

Perform a factory reset

Warning: Performing a factory reset deletes any reading material you've added to your eReader. Synchronizing your eReader afterwards will restore any books from you purchased from the Kobo Store, but will not restore any books or documents you obtained from other sources. Back up copies of these documents before you proceed.

If nothing you've tried has fixed your eReader issue, you may need to restore your eReader to its original settings. You will need to enter your Kobo account

credentials again and update your library to get new copies of all your Kobo books and bookmarks.

To perform a factory reset:

- 1. Press the MENU button.
- 2. Select **SETTINGS** from the menu.
- 3. On the Advanced Settings screen, press up on the Navigation Pad to move to the links at the top of the screen.
- 4. Select the **ADVANCED** link.

Your eReader offers a factory reset option.

- 5. Use the Navigation Pad to select **RESET DEVICE NOW.**
- 6. When asked whether you want to proceed, select **CONTINUE**.

Use the Kobo Desktop Application

The Kobo Desktop Application is a free application you can use to

- Read and buy books from the Kobo Store
- Manage your Kobo library
- Update your Kobo eReader

12. Use the Kobo Desktop Application

Before you get started, verify that your computer meets the system requirements for running the Kobo Desktop Application, then install and launch the application.

Check your system requirements

To use the free Kobo Desktop Application, your computer must meet the following system requirements:

- Processor:
 - Windows Intel Pentium 4 or higher
 - Mac Intel Core Duo
- Operating System:
 - Windows Windows 7 / Vista / XP (SP3)
 - Mac Mac OS X v10.5 (Intel)
- RAM: 512 MB
- Hard Drive Space: 100 MB (plus extra for books)
- Display: 1024 x 768

Note: You will also need extra space for books. Book sizes vary, but you can use a metric of 1 MB per book to estimate the amount of extra disk space you'll need.

Install the software

You can install the Kobo Desktop Application on either a Windows or Mac computer.

Install the software on your Mac

Important! Make sure you're connected to the Internet before you get started.

To install the software:

1. Connect your Kobo eReader to your computer.

Look for the USB cable inside your box.

This is also how you charge your eReader. It may take up to 3 hours to fully charge, but you don't have to wait to start your installation.

- 2. Find and double-click the **KOBOeReader** icon on your desktop to see the contents of your Kobo eReader.
- 3. Open the **Desktop Installers** folder.
- 4. Open the Mac OS X folder
- 5. Double-click the **DesktopInstaller** file.

A new Kobo disk image will appear on your desktop.

6. In the window that appears, drag the Kobo icon to your **Applications** folder.

Install the software on your PC

Important!

- Make sure you're connected to the Internet before you get started.
- If you use anti-virus software you may see prompts asking whether you want to proceed with your installation. This is normal, and you should allow the installation.

To install the software:

1. Connect your Kobo eReader to your computer.

Look for the USB cable inside your box.

This is also how you charge your eReader. It may take up to 3 hours to fully charge, but you don't have to wait to start your installation.

- 2. When Windows detects your eReader, select **Open folder to view files**.
- 3. Open the Desktop Installers folder, and then the Windows folder
- 4. Double-click the **DesktopInstaller.exe** file and then follow the prompts to complete your installation.

Update your software or eReader

Kobo occasionally releases software updates that you can install using the Kobo Desktop Application. These updates may be for the Kobo Desktop Application, or for your Kobo eReader.

Install updates for the Kobo Desktop Application

When you use the Kobo Desktop Application to update your library, it automatically checks whether there are any software updates available. If it detects that you need to update your software, it will prompt you for an action. Updates can be critical (which you must install immediately), or either recommended or optional.

To update the Kobo Desktop Application:

1. Click Update Library.

The application checks for software updates. What happens next depends on the type of update it discovers.

• If it detects an optional update, you can choose whether or not to install the latest software. Click YES to proceed.

Note: If you click **No**, you can continue using your existing version of the Kobo Desktop Application, but it will prompt you to update each time you refresh your library.

• If the application detects a recommended or critical update, it displays a notice that you need to install the latest version. Click **OK** to start the installation.

Note: The application downloads the latest files.

- 2. Do one of the following:
- Mac users: When prompted, drag the Kobo icon to your **Applications** folder to install the update.
- Windows users: When prompted, click OK to install the update.

The new version of the Kobo Desktop Application installs. When this processes finishes, the installer prompts you to restart the application.

3. Click **OK** to restart the Kobo Desktop Application.

You're now ready to use the updated version of the application.

Install updates for your eReader

When you use the Kobo Desktop Application to synchronize your eReader's library, it automatically checks whether there are any updates available for your eReader's software. If it detects that you need to update your eReader, it will prompt you for an action.

Note: You can also install eReader updates over a wireless Internet connection. See the section 'Update your eReader' for more information.

To update your Kobo eReader via the Kobo Desktop Application:

1. Connect your eReader to your computer using the USB cable provided.

Your eReader will prompt you to either keep reading or manage your library. You can use your computer or the Desktop Application to add books and manage your eReader.

- 2. Using the Navigation Pad, select MANAGE LIBRARY.
- 3. On your computer, start the Kobo Desktop Application.

4. Click Sync.

The application checks for software updates. If it discovers an available update for your eReader, it starts the eReader upgrade wizard to help you through the updating process.

5. Follow the wizard instructions to download and update your eReader software.

When this process finishes you must disconnect and restart your eReader.

Start the Kobo Desktop Application

To launch the Kobo Desktop Application, double-click the **Kobo** icon. On Windows computers this will be on your desktop. On Mac computers this should be in your **Applications** folder.

The first time you launch the application, it will prompt you to

- Sign in or create a new account
- Shop for new books
- Visit your library

If you choose to sign in or create a new account, the Kobo Desktop Application will display the SIGN IN page and guide you through the process. See 'Sign in or create a new account' for more information.

If you choose to shop or visit your library, the Kobo Desktop Application will take you to its main screen. The application has two main areas – the LIBRARY and the STORE. Use the LIBRARY to access books you've already downloaded from the Kobo Store. Go to the STORE to shop for new books.

Sign in or create a new account

Signing in to the Kobo Desktop Application gives you access to your Kobo account. This account lists all the books you've purchased from the Kobo Store, as well as information about which ones you've started reading, and where you are in each book.

If you don't have a Kobo account, creating one is easy:

- 1. On the SIGN IN page, click GET STARTED.
- 2. Enter your e-mail address in the **EMAIL ADDRESS** field.
- 3. In the **CREATE PASSWORD** field, enter a password for your new account.
- 4. Your password must be between 6 and 20 characters.
- 5. Type this password again in the **CONFIRM PASSWORD** field.
- 6. Click CREATE ACCOUNT.

If you already have a Kobo account, use it to sign in. You will need to know the email address you used when you signed up for your account, and the account password.

To sign in:

- 1. On the **SIGN IN** page, enter your e-mail address in the **EMAIL ADDRESS** field.
- 2. Enter your Kobo account password in the **PASSWORD** field.
- 3. Click SIGN IN.

Use your library

Your library shows all the books you have downloaded from the Kobo Store.

You can choose between two different views. To see your library as a list of book titles and covers, choose LIST VIEW. To see your library as a series of book covers, choose SHELF VIEW.

You can also choose how you want books sorted in your library. Select one of the following options from the **SORT By** list:

- TITLE
- AUTHOR
- DATE ADDED
- DATE LAST OPENED

If you have a large library, you may find it helpful to filter your library so that you can find books more easily. Use the **SHOW** list to filter your library. You can filter by:

- All
- OPENED IN THE LAST 30 DAYS
- New in the last 30 days
- UNREAD

Tip: You can also view a list of those books you have opened and started reading by selecting **CURRENTLY READING** from the list of library pages.

Read a book

To open a book, simply click on its cover or title in your library. The Kobo Desktop Application will display the book's cover. Click once anywhere on the screen to start reading.

To turn pages, click the forward and back icons (\bigcirc and \bigcirc) at the side of each page.

You can also jump directly to other parts of the book using the Menu. To open the Menu, click the menu icon (Menu) at the top-left of the page.

- To jump forward or back in the book, select **NEXT CHAPTER** or **PREVIOUS CHAPTER**.
- To jump to a specific part of the book, select TABLE OF CONTENTS.

This opens a list of all the chapters in your book. Click any chapter name to jump directly to that part of your book. Click **RETURN TO CURRENT PAGE** (at the top of the list) to go back to your book.

Adjust the text size

You can make text bigger or smaller while reading a book. The Kobo Desktop Application lets you choose from five font sizes to make reading easier on your eyes.

To change the text size while reading:

- 1. Click the menu icon (MENU) at the top-left of the page.
- 2. Increase or decrease the font size:
- Select INCREASE FONT SIZE to make text bigger.
- Select **DECREASE FONT SIZE** to make text smaller.
- 3. Click BACK TO LIBRARY to resume reading.

Stop reading

You can stop reading at any time by either closing the Kobo Desktop Application, or closing your book. To close your book, click the menu icon (MENU) at the top-left of the page and select BACK TO LIBRARY.

When you stop reading, Kobo automatically bookmarks the last page you were on so that you can come back to this page the next time you open your book.

Tip: If you are finished with a book, you can remove the bookmark by going to the last page in the book and then turning the last page.

Shop for new books, newspapers, and magazines

You can shop for new books, newspapers, and magazines directly from the Kobo Desktop Application. All you need is an Internet connection. When you launch the application you'll find several links to the Kobo Store in the navigation area on the left side of your screen.

The Store links include:

- HOME takes you to the main **STORE** page. You'll find the day's hottest books, links to the most popular categories and recommended reading lists, and a selection of featured books.
- TOP 50 lists the day's 50 top selling books.
- BROWSE CATEGORIES lets you browse for a specific type of book.
- **RECOMMENDED READING** shows you lists of books that share a common theme, or that come recommended by other readers.
- NEWS & MAGS takes you to the store's newsstand.

You can even search for a specific item – just use the search field at the top right of each page in the Store.

See something interesting? Just click on a title or cover to see more information.

To buy a book

Once you've found a book you're interested in, you're ready to buy.

To buy a book:

1. Click the book's **Buy Now** button (this is a green price button in some areas of the Store).

This checkout process starts.

2. If you are not already signed in to your Kobo account, either sign in or create a new account.

For instructions see 'Sign in or create a new account'.

- 3. If this is the first time you have bought from the Kobo Store, enter your name, credit card details, phone number, and billing address.
- 4. Verify that the book listed is the one you want to buy.
- 5. If you have a promo code (an online coupon), enter it now to change the price of your book:
 - a. Click ENTER CODE.
 - b. Type the promo code into the **PROMO CODE** field, then click **APPLY**.

The store recalculates the price of your book.

6. Click **Buy Now** to complete your purchase.

The Store verifies your information and processes your purchase.

7. Click UPDATE LIBRARY to download your new book.

To add your book to a Kobo eReader, you can either:

- Connect via Wireless and update your library wirelessly.
- Connect your eReader to your computer and click Sync in the Kobo Desktop Application.

To subscribe to a newspaper or magazine

All newspaper and magazine subscriptions start with a free 14 day trial.

To subscribe, just find an interesting newspaper or magazine in the Kobo Store and click the **FREE TRIAI** button next to its name.

You can always find the subscription price listed near the **FREE TRIAL** button, as well as information about how often the publication delivers new issues (for example, monthly, weekly, or daily).

Your issues will be delivered to you each time your Kobo Desktop Application updates your library.

Save newspapers and magazines

Your reader keeps up to 14 issues of each newspaper or magazine you subscribe to, and removes older issues automatically when new ones are delivered. If you have issues that you want to keep, you can save them.

To save an issue

- 1. Go to the News & MAGS area.
- 2. Select the name or cover of the publication you want to keep.

Selecting a newspaper or magazine displays a list of all the issues you own.

- 3. Right-click the issue you want to keep.
- 4. Select **SAVE THIS ISSUE.**

If you decide later that you don't want this issue, you can come back and select UNDO SAVE.

To save all issues of a newspaper or magazine

- 1. Go to the News & MAGS area.
- 2. Right-click the name or cover of the publication you want to keep.
- 3. Select SAVE ALL ISSUES.

Remove books, newspapers, and magazines

To delete a book

To delete a book from the Kobo Desktop Application:

- 1. In your Library, find the item you want to delete.
- 2. Right-click the item and select **REMOVE THIS BOOK**.

To delete an issue of a newspaper or magazine

- 1. Go to the News & MAGS area.
- 2. Select the name or cover of the publication you want to delete.

Selecting a newspaper or magazine displays a list of all the issues you own.

- 3. Right-click the issue you want to delete.
- 4. Select **DELETE THIS ISSUE.**

To delete all issues of a newspaper or magazine

Note: This does not unsubscribe you. Even if you delete all issues of a newspaper or magazine, you will still be billed for your subscription and you will still receive future issues.

- 1. Go to the News & MAGS area.
- 2. Right-click the name or cover of the publication you want to delete.
- 3. Select DELETE ALL ISSUES.

Sync your Kobo eReader

To synchronize your Kobo eReader using the Kobo Desktop Application:

- 1. Launch the Kobo Desktop Application.
- 2. Connect your Kobo eReader to your computer using the provided USB cable.
- 3. Click **Sync** in the Kobo Desktop Application.

Sign out

To sign out of your Kobo account:

- 1. Click the **Sign Out** button in the Kobo Desktop Application.
- 2. Click **Yes** when asked if you want to sign out.

You will need to sign back in before you can access your library via the Kobo Desktop Application, buy new books, or synchronize your eReader with the application.

Troubleshoot problems

Uninstalling and reinstalling the application

If you cannot resolve a problem with the Kobo Desktop Application you may find it helpful to reinstall the program.

Windows

- 1. From the Windows Start menu, select Control Panel.
- Select Add/Remove Programs or Uninstall a program (depending on your version of Windows).

Windows displays a list of installed applications.

- 3. Select Kobo from the list. If you use Windows 7, right-click it.
- 4. Click Uninstall/Change.
- 5. Click **Uninstall** to remove the Kobo Desktop Application.
- 6. Click **Close** when the process finishes.
- Finally, navigate to your Program Files (e.g., C:\Program Files) folder and delete the Kobo directory.

You can now reinstall the Kobo Desktop Application. For the latest version of the software, visit:

http://www.kobobooks.com/desktop

Mac OS X

- 1. Open your **Applications** folder in Finder.
- 2. Right-click Kobo and select Move to Trash.
- 3. Finally, navigate to your home directory and then to /Library/Application Support.
- 4. Right-click the **Kobo** directory and select **Move to Trash**.

You can now reinstall the Kobo Desktop Application. For the latest version of the software, visit:

http://www.kobobooks.com/desktop

Use the Kobo Service

13. Share books with other Kobo apps

Kobo offers free apps for a variety of computers, tablets, and smartphones so that you can read when and where you want. Maybe you love your Kobo eReader for reading on the go, but there are times when you want to read on your computer at home or work. Or maybe you love reading on your iPad but sometimes wish you could read on your phone. Kobo lets you choose, and even switch between all of these whenever you want.

To make this possible, Kobo keeps track of which books you've bought so that your books are waiting for you whenever you switch Kobo apps. Kobo also keeps track of your bookmarks so that you can pick up where you left off in each of your books. It's all part of the Kobo service.

How the Kobo service works

Your free Kobo account is the key to being able to switch between Kobo apps on the go.

When you buy your first book from the Kobo Store or install a free Kobo app, you set up an account on Kobo's servers. Kobo stores your library information in this account, including a list of the books you've bought and the pages you've bookmarked. Kobo updates your account information whenever you:

- synchronize your Kobo eReader
- use the Kobo Desktop Application to update your library
- log in to one of the free Kobo apps for smartphones and tablets

Since Kobo knows which books you've bought from the Kobo Store, and where you are in each book, you can read on any Kobo-supported device and switch between them without losing your place.

For example, let's say you purchased *Alice in Wonderland* from the Kobo Store. Here's how your reading experience might work:

 You buy the book and download it to a device – your Kobo eReader, for example.

Kobo updates your account to add *Alice in Wonderland* to the list of books you own.

 You read the first couple chapters on your eReader, then close the book and update your library.

Kobo updates your account to show that you're now on page 57 of *Alice in Wonderland*.

 Later that week you forget your eReader at home and switch to another Kobo app for the day – maybe the free Kobo app for iPhone.

When you log in, the app checks your Kobo account and discovers that you own *Alice in Wonderland* and stopped reading on page 57. The app downloads a copy of the book to your iPhone.

4. You open *Alice in Wonderland* on your iPhone, and Kobo takes you directly to page 57 to continue reading.

It's that easy!

Notes:

- You need an Internet connection to be able to update your Kobo account.
 If you are offline, your Kobo app or eReader will keep track of your bookmarks but will not update your account until the next time you can connect to the Internet and the Kobo servers.
- The Kobo service can only track books that you've purchased through the Kobo Store.

If you add books from another source (like a library or other bookseller), these will not automatically move with you to between Kobo apps or eReader.

Share books and bookmarks between devices

Keeping your Kobo account up to date is easy – all you need to do is update your library. Your app or eReader downloads any new books you've purchased, and uploads any new bookmarks you've added.

How you do this depends on which Kobo app or device you use.

- If you use the Kobo Desktop Application, click UPDATE LIBRARY.
- If you use a Kobo eReader, you have two choices:
 - Connect via Wireless and update your library.
 - Connect your eReader to your computer via USB cable, choose MANAGE LIBRARY, launch the Kobo Desktop Application, then select SYNC to update your library and synchronize it with your eReader.
- If you use one of the free Kobo apps for tablets and smartphones, these will automatically update your library when you launch and close them.

Legal

14. About the Kobo eReader

Design

- Kim Avery
- Ian Barlow
- Corbet Fawcett
- Pamela Hilborn
- Jeff Howard
- Damian Lewis
- Sam Mcloughlin
- Tony O'Donoghue
- Ralph Sobanski
- Tai Toh
- Eric Wang

Engineering

- Fred Atangan
- Robert Beghian
- Lee Chew

- Jordan Christensen
- Alexander Dolgansky
- Dan Galperin
- Louis-Philippe Gagnon
- Sameer Hasan
- Jacky Ip
- Andreas Katsiapis
- Calvin Kwan
- Dan Leibu
- Jean-Philippe Lemieux
- David Lifshitz
- Stuart MacMartin
- Michael Melanson
- Yashpal Patel
- Sergey Perunov
- Salah Shahin
- Alex Sparling
- Rollin Su
- George Talusan

- Dave Tung
- Reilly Watson
- Corby Ziesman

15. Attributions and Legal

The Kobo eReader contains Reader[®] Mobile software under license from Adobe Systems Incorporated, Copyright © 1995-2010 Adobe Systems Incorporated. All rights reserved. Adobe and Reader are trademarks of Adobe Systems Incorporated.

Licenses - LGPL

This software was built using the following tools in accordance to the licenses below:

- libiconv-1.13.1 LGPL indirect linking dependency
- gettext-0.17 LGPL indirect linking dependency
- glib-2.22 LGPL dependency for obex-data-server, dbus-glib
- libusb-0.1.12 LGPL dependency for obex-data-server
- openobex-1.3 LGPL dependecy for obex-data-server
- qt-embedded-4.5.2 LGPL hard linked dependency
- qtiocompressor-2.3 LGPL hard linked dependency
- qca-2.0.2 LGPL hard linked dependency
- qca-ossl LGPL hard linked dependecy

GNU Lesser General Public License

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc. 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things. To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license. Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing nonfree programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/ Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or

translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machinereadable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.
It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/ donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not

specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

Licenses - GPL

This software was built using the following tools in accordance to the licenses below:

- dbus-1.2.4.6 GPL communication through IPC/named pipes via Qt
 Embedded
- dbus-glib-0.80 GPL communication through IPC/named pipes via obex-data server
- bluez-4.5.3 GPL communication through IPC/named pipes via dbus-1.2.4.6
- obex-data-server GPL communication through IPC/named pipes via dbus-1.2.4.6

The GNU General Public License (GPL)

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Everyone is permitted to copy and distribute verbatim copies

of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights. We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you". Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License. c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License. 3. You may copy and distribute the Program (or a work based on it, under Section2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable. If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/ donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

Licenses - ASF

This software was built using the following tools in accordance to the licenses below:

dbus-1.2.4.6 - ASF - communication through IPC/named pipes via Qt
 Embedded

The Apache Software Foundation License (ASF)

Apache License

Version 2.0, January 2004

http://www.apache.org/licenses/

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity. "You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, nocharge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, nocharge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to You under this License for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:

You must give any other recipients of the Work or Derivative Works a copy of this License; and

You must cause any modified files to carry prominent notices stating that You changed the files; and

You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and

If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such thirdparty notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated in this License.

5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions. Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.

6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability.

END OF TERMS AND CONDITIONS

Licenses - MIT

This software was built using the following tools in accordance to the licenses below:

- expat-2.0.1 MIT indirect linking dependency
- libxml2 MIT

Expat XML Parser

Copyright (c) 1998, 1999, 2000 Thai Open Source Software Center Ltd and Clark Cooper.

3 Copyright (c) 2001, 2002, 2003, 2004, 2005, 2006 Expat maintainers.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

END OF TERMS AND CONDITIONS

libxml2

Except where otherwise noted in the source code (e.g. the files hash.c, list.c and the trio files, which are covered by a similar licence but with different Copyright notices) all the files are:

Copyright (C) 1998-2003 Daniel Veillard. All Rights Reserved.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

END OF TERMS AND CONDITIONS

Licenses - BSD

This software was built using the following tools in accordance to the licenses below:

libzip

libzip

Copyright (C) 1999-2008;, Dieter Baron and Thomas Klausner

The authors can be contacted at library.com at library.com"/library.com at <a href="https://library.com"/library.com"/library.com at library.com at library.com at library.com at library.com at <a href="https://librar

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Neither the name of the <ORGANIZATION> nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission. THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

16. Federal Communication Commission Interference Statement

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 of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

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.

This equipment complies with FCC RF radiation exposure limits set forth for an uncontrolled environment. To maintain compliance with FCC RF exposure compliance requirements, please avoid direct contact to the transmitting antenna during transmitting.

17. Industry Canada Statement

This device complies with RSS-210 of the Industry Canada Rules. Operation is subject to the following two conditions:

- this device may not cause interference and
- this device must accept any interference, including interference that may cause undesired operation of the device

IMPORTANT NOTE: IC Radiation Exposure Statement:

This equipment complies with IC radiation exposure limits set forth for an uncontrolled environment. End users must follow the specific operating instructions for satisfying RF exposure compliance. To maintain compliance with IC RF exposure compliance requirements, please follow operation instruction as documented in this manual.

IC Notice (Canada Only):

Kobo e-Reader N416 is classified by the Industry Canada (IC) Interference-Causing Equipment Standard #3 (ICES-003) as Class B digital devices.

This Class B digital apparatus meets the requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la Classe B (ou Classe A, si ainsi indiqué surl'étiquette d'enregistration) respecte toutes les exigences du Reglement sur le Materiel Brouilleur du Canada.

This device has been designed to operate with an antenna having a maximum gain of 2.02 dBi.

Antenna having a higher gain is strictly prohibited per regulations of Industry Canada. The required antenna impedance is 50 ohms.

To reduce potential radio interference to other users, the antenna type and its gain should be so chosen that the EIRP is not more than required for successful communication.

Europe - EU Statement

This device complies with the essential requirements of the R&TTE Directive 1999/5/EC. The following test methods have been applied in order to prove presumption of conformity with the essential requirements of the R&TTE Directive 1999/5/EC:

- EN 60950-1
- EN 50371
- EN 300 328
- EN 301 489-1/-17

This device intended for use in all EU member states and EFTA countries, except in France and Italy where restrictive use applies.

In Italy the end-user should apply for a license at the national spectrum authorities in order to obtain authorization to use the device for setting up outdoor radio links and/or for supplying public access to telecommunications and/or network services.

This device may not be used for setting up outdoor radio links in France and in some areas the RF output power may be limited to 10 mW EIRP in the frequency

range of 2454 – 2483.5 MHz. For detailed information the end-user should contact the national spectrum authority in France.

Česky [Czech]

Kobo E-reader, N416 tímto prohlašuje, že tento Netronixinc je ve shodě se základními požadavky a dalšími příslušnými ustanoveními směrnice 1999/5/ES.

Dansk [Danish]

Undertegnede Netronixinc erklærer herved, at følgende udstyr Kobo E-reader, N416 overholder de væsentlige krav og øvrige relevante krav i direktiv 1999/5/EF.

Deutsch [German]

Hiermit erklärt Netronixinc, dass sich das Gerät Kobo E-reader, N416in Übereinstimmung mit den grundlegenden Anforderungen und den übrigen einschlägigen Bestimmungen der Richtlinie 1999/5/EG befindet.

Eesti [Estonian]

Käesolevaga kinnitab Netronixinc seadme Kobo E-reader, N416 vastavust direktiivi 1999/5/EÜ põhinõuetele ja nimetatud direktiivist tulenevatele teistele asjakohastele sätetele.

English

Hereby, Netronixinc, declares that this Kobo E-reader, N416 is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

Español [Spanish]

Por medio de la presente Netronixinc declara que el Kobo E-reader, N416 cumple con los requisitos esenciales y cualesquiera otras disposiciones aplicables o exigibles de la Directiva 1999/5/CE.

Ελληνική [Greek]

ΜΕ ΤΗΝ ΠΑΡΟΥΣΑΝetronixinc ΔΗΛΩΝΕΙ ΟΤΙ Kobo E-reader, N416 ΣΥΜΜΟΡΦΩΝΕΤΑΙ ΠΡΟΣ ΤΙΣ ΟΥΣΙΩΔΕΙΣ ΑΠΑΙΤΗΣΕΙΣ ΚΑΙ ΤΙΣ ΛΟΙΠΕΣ ΣΧΕΤΙΚΕΣ ΔΙΑΤΑΞΕΙΣ ΤΗΣ ΟΔΗΓΙΑΣ 1999/5/ΕΚ.

Français [French]

Par la présente Netronixinc déclare que l'appareil Kobo E-reader, N416 est conforme aux exigences essentielles et aux autres dispositions pertinentes de la directive 1999/5/CE.

Italiano [Italian]

Con la presente Netronixinc dichiara che questo Kobo E-reader, N416 è conforme ai requisiti essenziali ed alle altre disposizioni pertinenti stabilite dalla direttiva 1999/5/CE.

Latviski [Latvian]

Ar šo Netronixinc izgatavotāja nosaukums] deklarē, ka Kobo E-reader, N416 atbilst Direktīvas 1999/5/EK būtiskajām prasībām un citiem ar to saistītajiem noteikumiem.

Lietuvių [Lithuanian]

Šiuo Netronixinc deklaruoja, kad šis Kobo E-reader, N416 atitinka esminius reikalavimus ir kitas 1999/5/EB Direktyvos nuostatas.

Nederlands [Dutch]

Hierbij verklaart Netronixinc dat het toestel Kobo E-reader, N416 in overeenstemming is met de essentiële eisen en de andere relevante bepalingen van richtlijn 1999/5/EG.

Malti [Maltese]

Hawnhekk, Netronixinc, jiddikjara li dan Kobo E-reader, N416 jikkonforma malħtiġijiet essenzjali u ma provvedimenti oħrajn relevanti li hemm fid-Dirrettiva 1999/5/EC.

Magyar [Hungarian]

Alulírott, Netronixinc nyilatkozom, hogy a Kobo E-reader, N416megfelel a vonatkozó alapvető követelményeknek és az 1999/5/EC irányelv egyéb előírásainak.

Polski [Polish]

Niniejszym Netronixinc oświadcza, że Kobo E-reader, N416 jest zgodny z zasadniczymi wymogami oraz pozostałymi stosownymi postanowieniami Dyrektywy 1999/5/EC.

Português [Portuguese]

Netronixinc declara que este Kobo E-reader, N416 está conforme com os requisitos essenciais e outras disposições da Directiva 1999/5/CE.

Slovensko [Slovenian]

Netronixinc izjavlja, da je ta Kobo E-reader, N416 v skladu z bistvenimi zahtevami in ostalimi relevantnimi določili direktive 1999/5/ES.

Slovensky [Slovak]

Netronixinc týmto vyhlasuje, že Kobo E-reader, N416 spĺňa základné požiadavky a všetky príslušné ustanovenia Smernice 1999/5/ES.

Suomi [Finnish]

Netronixinc vakuuttaa täten että Kobo E-reader, N416 tyyppinen laite on direktiivin 1999/5/EY oleellisten vaatimusten ja sitä koskevien direktiivin muiden ehtojen mukainen.

Svenska [Swedish]

Härmed intygar Netronixinc att denna Kobo E-reader, N416 står I överensstämmelse med de väsentliga egenskapskrav och övriga relevanta bestämmelser som framgår av direktiv 1999/5/EG.



18. Specifications

Model Name: Kobo E-Reader N647

Maximum Operating Temperature: 45°C

Power: 700 mA