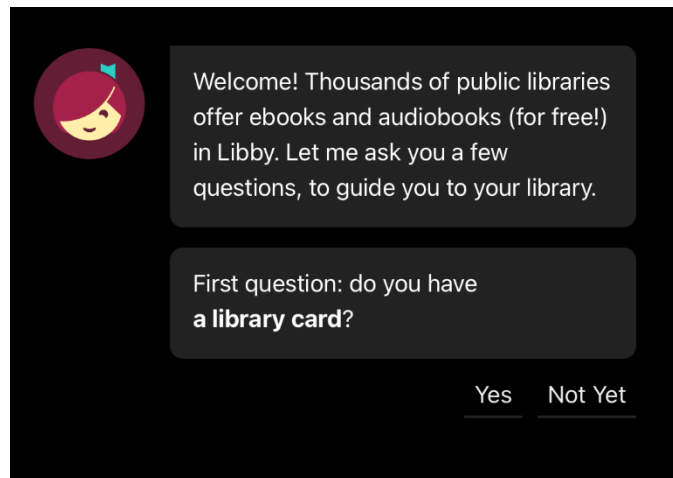
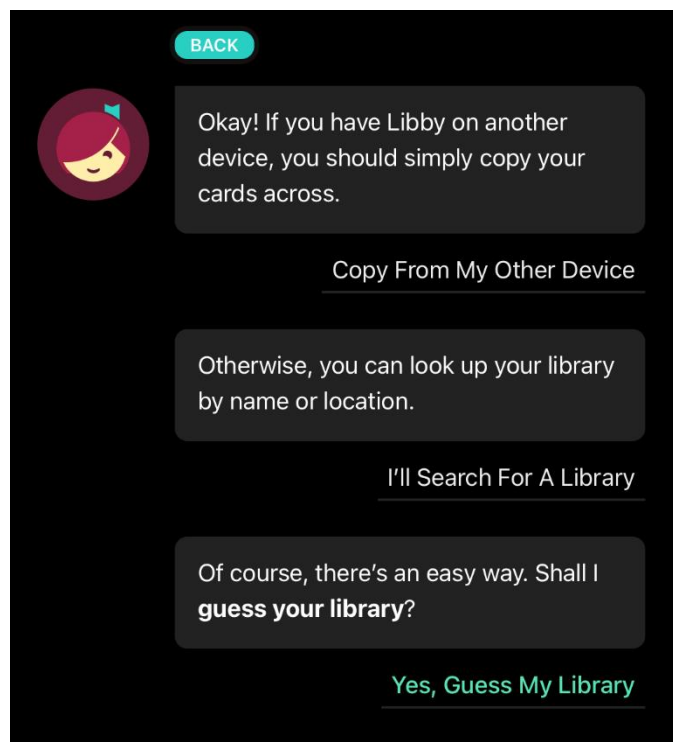


HOW TO USE THE LIBBY APP

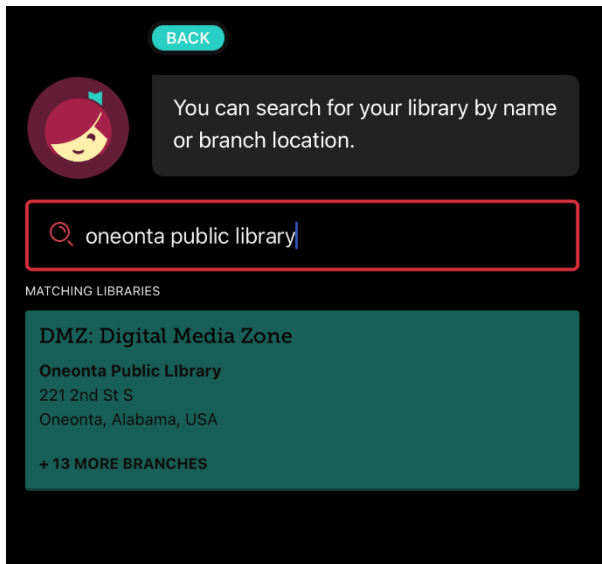
1. Download the app from either the Apple App Store or Google Play Store, depending on your device.
2. At the welcome screen, tap **Yes**.



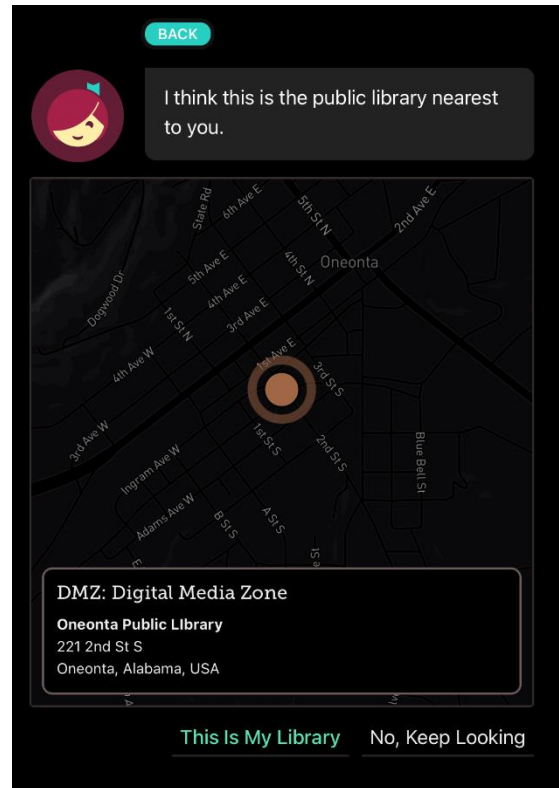
3. On the next screen, you may either search for our library manually or use your device's location to find the one nearest you.



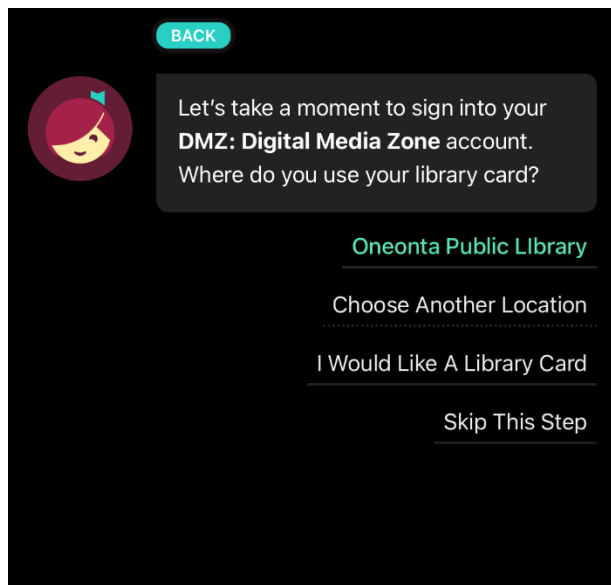
- a. To search, tap [I'll Search For A Library](#). Type "Oneonta Public Library", and select the result that contains DMZ: Digital Media Zone. You may also enter our zip code to get the same result.



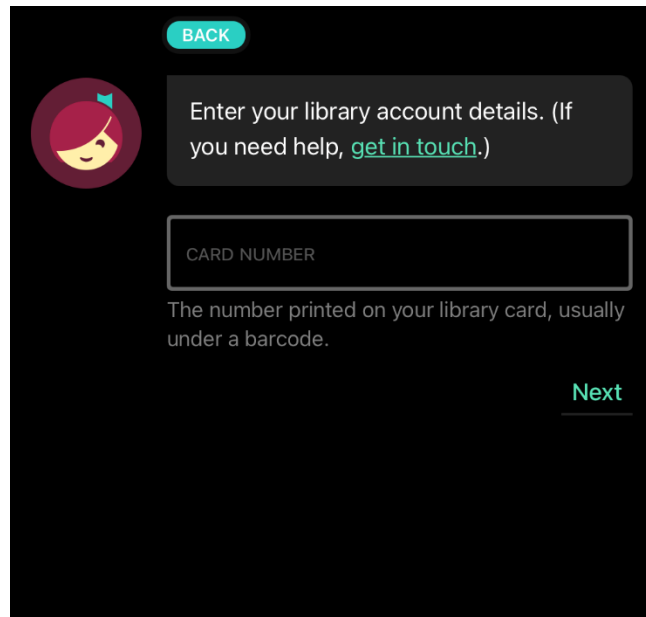
- b. To use your device's location to search, tap [Yes, Guess My Library](#). If you are close enough to our location, our library will be in the results under DMZ: Digital Media Zone.



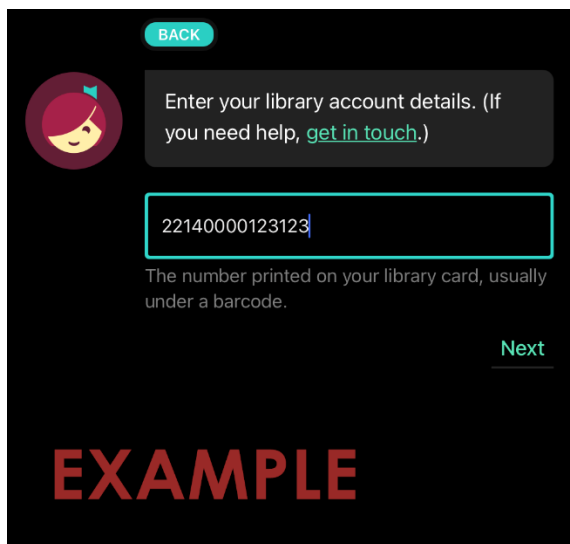
4. On this screen, tap on [Oneonta Public Library](#).



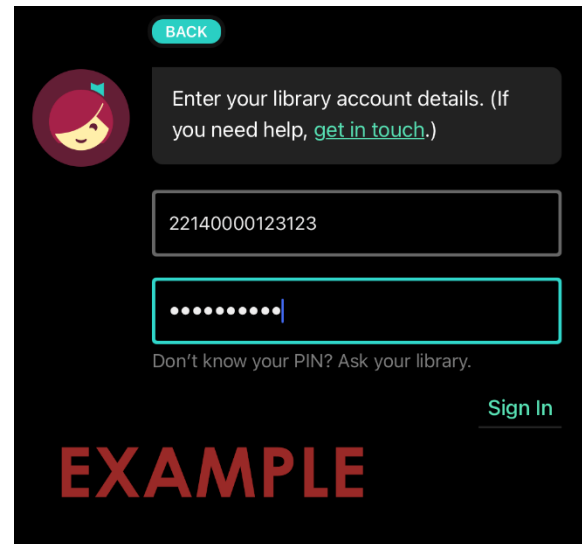
5. Enter your fourteen-digit card number, which is found on the back of your library card below the barcode. Tap [Next](#). Then enter the phone number we have on file for you, area code included, with no spaces or dashes. Please make sure we have the correct phone number on file in order to log in successfully. Tap [Sign In](#).



A screenshot of a mobile application interface for logging into a library account. At the top left is a 'BACK' button. Below it is a circular profile icon of a woman with red hair. To the right of the icon is a text box containing the instruction: 'Enter your library account details. (If you need help, [get in touch](#).)'. Below this is a large text input field labeled 'CARD NUMBER'. Underneath the field is a descriptive note: 'The number printed on your library card, usually under a barcode.' At the bottom right is a 'Next' button.

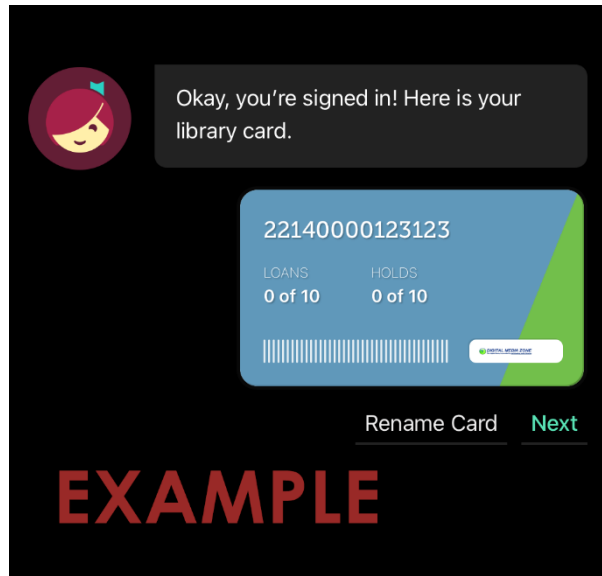


A screenshot of the same mobile application interface. The 'CARD NUMBER' input field now contains the number '22140000123123'. The 'Next' button is highlighted with a red underline. At the bottom of the screen, the word 'EXAMPLE' is written in large, bold, red capital letters.

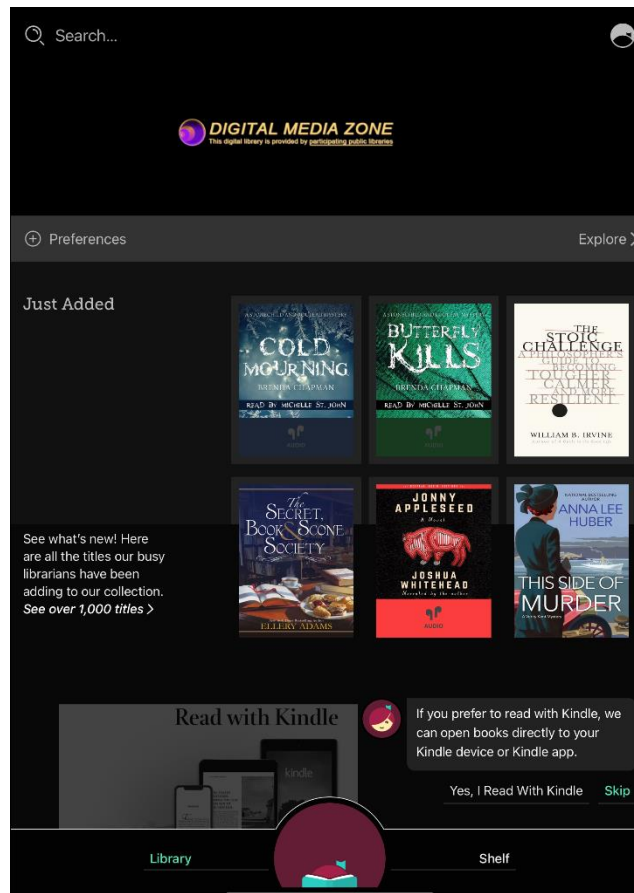


A screenshot of the mobile application interface. The 'CARD NUMBER' field contains '22140000123123'. Below it is a PIN input field with ten dots and a cursor. Below the PIN field is the text: 'Don't know your PIN? Ask your library.' At the bottom right is a 'Sign In' button. At the bottom of the screen, the word 'EXAMPLE' is written in large, bold, red capital letters.

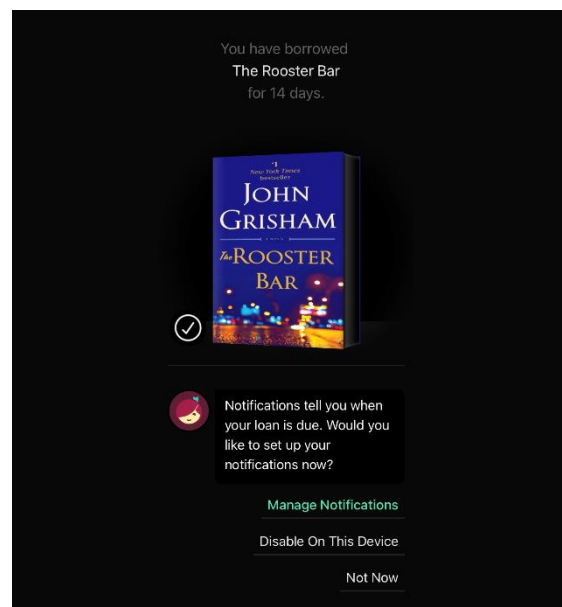
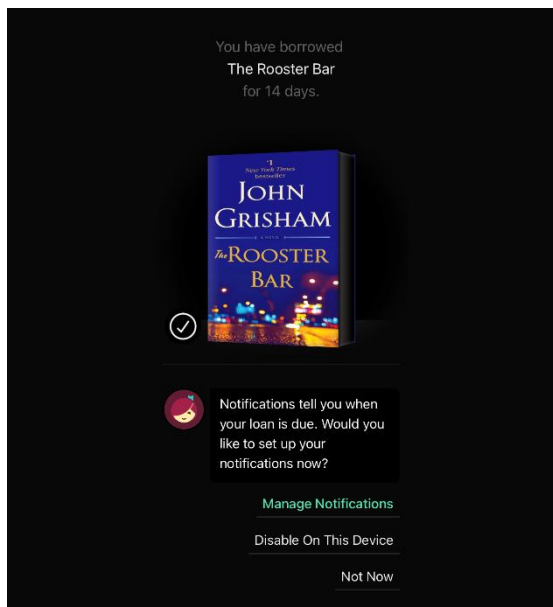
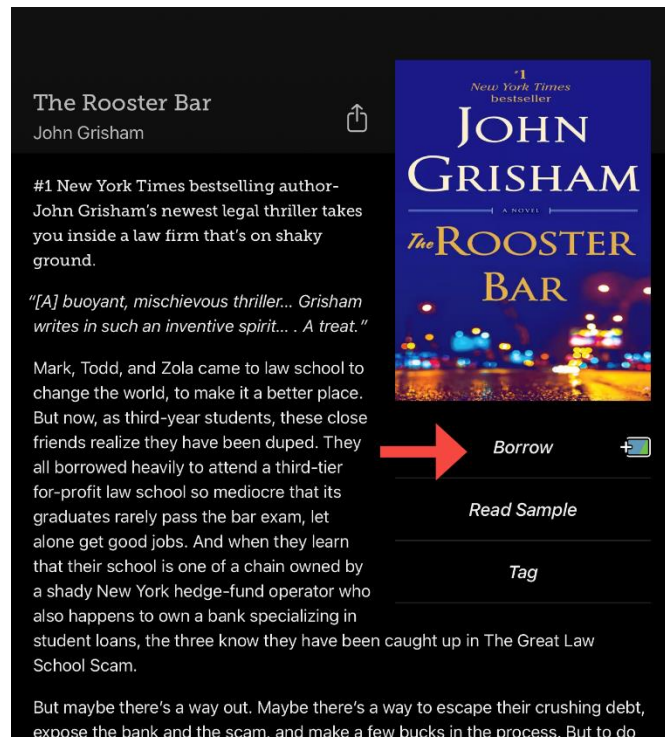
6. Here you will see the number of items you can borrow at one time as well as how many holds you can place at one time. You may also rename your card if you wish. Tap [Next](#).



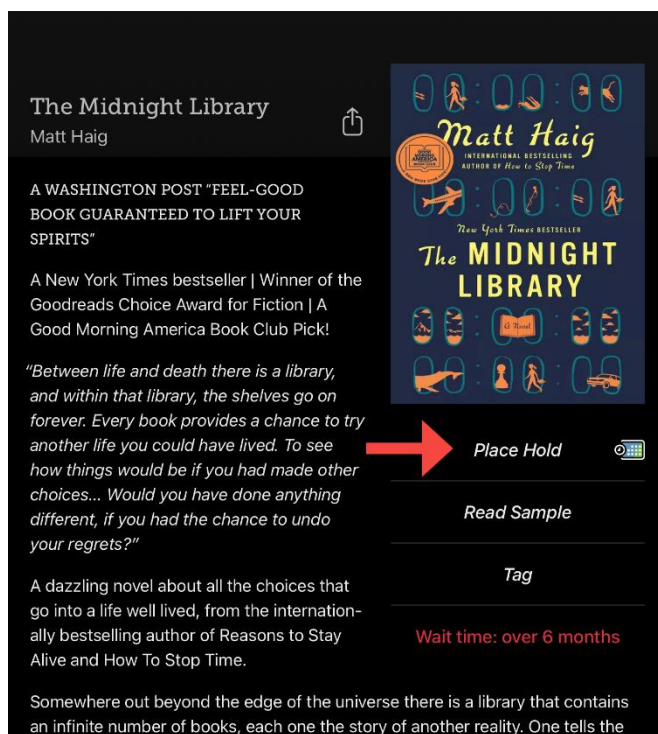
7. On the Library page of DMZ, you may now search for titles or authors in the search bar at the top, or check out recommendations by scrolling down the main page.



8. Once you find an item you want, tap on **Borrow** to begin downloading. You can set up a notification to let you know when the item is due for return on this screen. Once the loan period is over, the item will be removed from your device automatically with no risk of late fees.



If the title is not yet available, it will say [Place Hold](#). You can see the expected wait time there, and your device will notify you when it is your turn to borrow this title.



9. To access your loans and holds, click on [Shelf](#) at the bottom right of the screen.





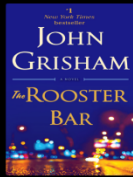
Shelf

ACTIONS

- Loans >
- Holds >
- Tags >

RECENT LOANS

The Rooster Bar
John Grisham



Read With...

Manage Loan



Due In 14 Days

Library



Shelf