



BlindShell

1	BlindShell: User Guide for Applications	3
1.1	Aids	3
1.2	Books	7
1.3	Communication	9
1.4	Games	12
1.5	Health	19
1.6	Hobby	20
1.7	Media	21
1.8	Online	31
1.9	Shop	35
1.10	Tools	36

1 BlindShell: User Guide for Applications

1.1 Aids

Beepers

Beepers help to find personal objects such as keys, bags, wallets, apparel, etc. Simply place the beeper on the object and use the BlindShell phone to ring the beeper in case of need.

This function requires the beeper device. The beeper can be purchased separately from your BlindShell distributor. To turn on the beeper for the first time (or after inserting a battery), long press the button on the beeper. The beeper beeps multiple times when turned on. To set up the beeper, open the Beepers application on the BlindShell phone. Use this app to find the beeper or edit its properties.

Add (pair) the beeper

To pair the beeper with the phone, select the Add beeper menu item. Then press the button on the beeper repeatedly. When the beeper connects to the phone, you will be prompted to enter a custom name for the beeper.

Find (ring) the beeper

To ring the beeper from the phone, select the Find beeper menu item and select the beeper from the list. When the phone connects to the beeper, the beeper starts ringing. To stop the ringing, press the confirm button.

Edit the beeper

To delete (unpair) the beeper or edit its name, select the Beepers list menu item and select the beeper from the list.

Color indicator

The Color indicator application allows detecting the colors of objects. It uses the camera of the phone which is located on the rear side of the phone, above the SOS button.

To detect the color, point the camera to the object (approximately 10 centimeters far from it) and press the confirm button to announce the color.

Important notice: The Color indicator application is highly dependent on the ambient lighting and does not perform well in low-light conditions. In these conditions, the result of the color indications may not correspond to reality.

Tip: To increase the accuracy repeat the process several times and pick the color which was announced in the majority of the detection.

GPS points

GPS points is an app that allows you to find out information about your current location, save your favorite points and show directions to them.

Current position

Shows current location information such as an address, altitude, coordinates, and more. The current location can be saved as a favorite point, or the address coordinates can be shared with other apps (messages, email, etc.).

Direction to point

Select one of the saved points from the list to get the directions. Then, the direction and distance to the given point will be displayed using the compass.

Compass

The compass shows the direction the phone is facing. For the most accurate data, the phone should be horizontal. After pressing the right action button, degrees are also read.

Saved points

List of all saved points. In the list, saved points can be renamed, deleted or shared with other applications.

Add custom point

Allows you to add a new point with specific coordinates to the list of saved points. It is necessary to enter the coordinates and the name of a point, and then it will be added to the list of saved points.

Localization

The Localization application aggregates data from GPS, WiFi networks, and mobile networks to estimate the nearest physical address in the current vicinity. The whole process of estimating the location may take up to 30 seconds.

To send the estimated location via SMS message, move through the list of obtained information and select the Send message with position item.

Important notice: The accuracy of the location estimation may vary. You should not rely on the result absolutely, but take the accuracy into account.

Important notice: This function requires an internet connection.

NFC object tagging

The NFC object tagging application helps to identify objects that are otherwise hard to tell apart by touch - like bags or boxes with spices, cosmetic and household cleaning products, bottles, cans, and so on. Simply place the NFC tag sticker on the object and scan it with the phone.

This function requires NFC tag stickers which are included in the phone's package. Stickers can be also purchased separately from your BlindShell distributor.

Tag an object

- To tag an object, place the NFC tag sticker on the desired object.
- Select the Add tag menu item and bring the tag close to the back of the phone. Then type or record object description.

Read object tag

To read a tag, select the Read tags menu item and touch the tag to the back of the phone.

Edit object tag

To edit or remove an object tag, select the tag in the Tags list.

QR object tagging

The object tagging function can help you tag and later identify objects that are otherwise hard to tell apart by touch - like bags or boxes with spices, cosmetic and household cleaning products, bottles, cans and so on. For this function you will need coded tags that can be purchased separately from your BlindShell distributor.

The tags are squares stickers about one and half centimeter by one one and half centimeter. They have to be peeled of the sheet and stuck on the object you want to tag. The tags are to be read by the phone's back camera lense. Each tag is unique and when you tag an object, your phone will associate that tag with your spoken or written description. Later on, when you read the tag again, the description will be played back to you.

Tagging a new object

- Pick an object you want to tag.
- Peel one square tag off the sheet with tags and stick it to the object. If possible, avoid sticking the tag on rough or curved parts of objects.
- Open the tagging application and select the "add tag" option. Periodic tapping starts, informing you that the detection is running.
- Point the camera of your phone towards the tag on your object. The recommended distance is around 20 to 30 centimeters or inches. It may take some practice to get it right.
- After the tag is read, you will be asked if you want to record or write a description. If you choose to record, the recording will start after a beep and will automatically finish after five seconds. If you choose to type, a standard keyboard will appear and you will be able to input the description this way.

Identifying an object

- Select the "read tags" option from the menu, the phone will start tapping periodically once the camera is ready for tag reading.
- Point your phone camera towards the tag like when tagging a new object

- Once the tag is read, the camera mode will be paused and the description will be read back to you
- Pressing the back button will return you to the camera mode for another tag. The description can be repeated with the down button.

Editing and deleting tags

The "list tags" option in the menu brings you to the list of your tagged objects. Here you can edit descriptions or delete a tag that is no longer in use.

Magnifying glass

The Magnifying glass application allows you to zoom objects.

- To zoom in on the object, point the phone's camera toward the object. To zoom in, press the up button. To zoom out, press the down button.
- Press the confirm button to open a menu with the following options: Turn screen pause on/off, Turn inverse color on/off, Turn flashlight on/off.

Light sensor

The Light sensor application provides information about light levels in the room.

A tone will sound and its pitch changes with intensity of the light. Press the Right action button to announce the current state of illumination.

For Blindshell 2 Classic, the sensor is located above the screen, left of the earpiece. For optimal accuracy, it is necessary to hold the phone so that the screen is facing the source of the light.

Blindshell 3 Classic has the sensor located on the top edge of the phone, at the same place as flashlight. For optimal accuracy, it is necessary to hold the phone so that the top edge is facing the source of the light.

Note: The percent value does not accurately correspond with human perception of light intensity. This app should only be used as a relative measure of light intensity: for example, to find out if a light switched off or on.

1.2 Books

Book reader

The Book reader application supports reading audiobooks in mp3, m4a, and m4b audio formats, as well as EPUB, Daisy and books in txt files. To list a book in the Book reader,

download a book in the Library application or copy the book files to a BlindShell/Books directory of the phone's internal storage or SD memory card. The folder or file in this directory is recognized as a single book in the Book reader.

- To read a book, select the book in the Books list and select Read from the beginning or Continue reading, if the book has been already read.
- To pause the playback, press the back button.
- To resume the playback, press the confirm button while paused.
- In an audiobook, to move to the next/previous chapter or part of the book, press the down/up button.
- In a text file book, to move to the next/previous utterance, press the down/up button.

Playback menu

To open the playback menu, press the confirm button while playing. The playback menu has the following options:

- Jump to a percent of the book - select and enter the percent of the book that the book reader should jump to (number 0-99).
- Play next chapter - plays the next chapter/part of the book, if there is any.
- Play previous chapter - plays the previous chapter/part of the book, if there is any.
- Add a bookmark - creates a bookmark of the current position in the book. Enter the name of the bookmark or leave empty input to set the current timestamp as the bookmark's name.
- Move in book (only in audiobook) - sets the down and up button to rewind forward and backward the book by 10 seconds. If the down or up button is not pressed for 10 seconds, these buttons start working as usual.
- Playback speed (only in audio book) - changes the audio playback speed.
- Speech rate (only in text file book) - changes the book reader rate of the speech.
- Speech language (only in text file book) - changes the language of the text to speech in the book reader.

To make the reading experience more comfortable, the buttons of the numeric keypad have the following functions:

- 4 - Plays the previous chapter or part of the book, if there is any.
- 5 - Plays or pauses the reading of the book.
- 6 - Plays the next chapter or part of the book, if there is any.
- 7 - Decreases the playback speed or speech rate.
- 8 - Sets default playback speed or speech rate.

- 9 - Increases the playback speed or speech rate.
- 0 - Adds a bookmark.

Library

The Library contains a list of online library services which allow downloading books readable in the Book reader. Some libraries may require login with an existing account.

- To browse available books, select the library service from the list.
- To search a book, select the Search book menu item. Search can be performed by Title, Author, or Key Word.
- To download the book, select the book and select the Download book menu item. To cancel downloading the book, press the back button. The book is available in the Book reader when downloaded.

1.3 Communication

Telegram

Telegram is a chat application that allows communication with other users of Telegram.

Note: This function requires an internet connection.

Registration

To use Telegram, the phone number has to be registered. Enter a phone number first. If the number already has been registered, a verification code will come in the SMS message, and login will proceed.

If the number has not been registered before, enter first and last name which will be visible to other users on Telegram. Then finish the login process.

Messaging

- To start a new conversation select a contact from the Contacts list.
- To send a message or perform other actions, press the confirm button in conversation.
- To start a group conversation, select Create a new group in the Groups menu item.

Settings

- Stay connected in background - if set to on, a new message notification is active even when the Telegram application is not opened.
- Other members last seen visibility - if set to on, the conversation contains information when was the contact last active in Telegram (for example 2 hours ago).
- Log out - logging out of Telegram.

E-mail

The E-mail app is an e-mail client that allows you to sign in and manage multiple e-mail accounts. You can easily switch between all signed-in accounts.

Signing in to E-mail

To sign in to your e-mail, you must first enter your e-mail address. Based on the entered address, the application will attempt to automatically determine the necessary data for receiving and sending messages (IMAP and SMTP servers, including ports). If this information cannot be retrieved automatically, an additional menu will appear, allowing you to manually enter the SMTP and IMAP details (server, port, and type of security). If the information is successfully retrieved, you only need to enter your password and sign in. If you are missing the SMTP and IMAP configuration details, you can find them on the official website of your e-mail service provider. Some providers (e.g., Gmail, Outlook, etc.) require signing in using OAuth2 (OAuth2 is a security standard for authorization that allows applications to access user accounts on other platforms without storing user passwords). In this case, after entering your e-mail address, you'll be redirected to a web browser where you will complete the login process on the provider's website. After that, the browser will automatically return you to the E-mail app. You can add another e-mail account in the Settings - Account List section.

For some domains, we have prepared a more detailed login guide in the "Tips and Tricks" section on our website.

Working with E-mail

Browsing E-mails

If multiple accounts are set up in BlindShell, you must first choose the account you want to work with after launching the app. Once selected, all folders of that account

will load, and you can browse the e-mails within them. When you open a specific e-mail, you can read its content manually or press the 8 key to start continuous reading of the message. From the menu, you can also reply to the e-mail, reply to all recipients, forward it, open attachments (if any), open the e-mail in a web browser (can be used if the message is loaded incorrectly or appears to be empty), use the information from the text, share it, add the sender to your contacts, or delete the e-mail. If you want to delete all emails listed in the current folder, you can do so by choosing the option Delete all. The maximum number of listed emails is 50.

New E-mail

After opening the e-mail account, the first option is "New E-mail." Here, you must select one or more recipients, enter the subject, and add text or an attachment. Attachments can include an image, an audio recording, or any other file stored on your phone.

Settings

Account List

In this section, you can manage existing accounts or add a new one. For each account, you can:

- Edit its configuration (e.g., SMTP/IMAP servers, ports, security)
- Set the sender name
- Choose whether to save copies of sent e-mails in the "Sent" folder (this option can be turned off if your mail provider automatically saves sent mail, to avoid duplicates)
- Delete the account from the phone

Checking for New E-mails in the Background

In this option, you can set whether, and at what interval, the application should automatically check for new incoming messages. If you set a regular interval, you will be notified by a notification whenever a new e-mail arrives.

1.4 Games

Chess

The classical game of chess against a computer opponent.

Control

- Move your position on the chessboard up, down, left and right using the 2, 8, 4 and 6 keys.
- Move diagonally using the 1, 3, 7 and 9 keys.
- The key 5 allows you to pick a chess piece. When a chess piece is picked, you can navigate to a different square of the chess board and use the 5 key again to move the picked piece there.
- You can also use the up button and down button to jump around your pieces quickly. When a piece is picked, the up and down buttons will jump between all valid moves the current piece can make.

Castling

To perform castling, move the king to the appropriate square (for the white player this is either G1 or C1, for the black player this is C8 or G8). If the conditions are satisfied, the move will be allowed and the rook will be moved automatically.

Promotion

When a pawn advances to the last row of the chessboard, you will be presented with a menu where you can choose how to promote this pawn.

Context menu

To open the context menu, press the confirm button during the game.
The following actions are available:

- Save the game
- Undo move
- History - the history of moves in the Chess notation

Dice Roller

The Dice Roller is not a regular game but the application is useful when playing board games like Ludo. A virtual die can't be lost and the outcome is known instantly.

- Roll a die - the phone will randomly pick a number from 1 to 6 (or your preferred number of sides). Press the confirm button to start a new roll.
- Number of sides - you can change the number of sides the virtual die has. Starting from two (a coin), through six (a normal Ludo die) up to 99 sides.

Hangman

Hangman is a simple word game. The goal of the game is to guess a hidden word, letter by letter. You have a limited number of attempts. To change the amount of attempts, select the Difficulty menu item.

Gameplay

A word to guess is represented by a sequence of letters. In the beginning, each of the letters is hidden and replaced with a beep. On the screen, dashes are displayed instead of missing letters. This way you can tell how many letters there are. Use the keyboard to type a letter you want to guess. The game will inform you whether your guess was successful or not. A guess is successful if the word contains your letter (the order is not important). After each guess, the sequence will be updated, and you will be able to identify correctly guessed letters and their position within the word. If you need to repeat the sequence, press the right action button.

To win the game, you need to correctly guess the word using a limited amount of guesses.

Mastermind

Mastermind is a logic game where you need to deduce a secret code.

Your objective is to guess a numeric code, and you will receive color feedback indicating how close you are to the correct solution:

- **Green color:** You receive one green for each digit that you guessed correctly, in the correct position.
- **Yellow color:** You receive one yellow for each digit that is present in the code but not placed in the correct position.

Movement and Actions

Here are the instructions for navigating and interacting with the game:

- To navigate through the history of guesses, use the up and down keys.
- Enter a digit using the keys 1 to 9 (the range depends on the selected level).
- Press the back key to clear digits that have already been entered.
- To verify the entered code, press the confirmation key.

Difficulty

There are various difficulty levels that differ in the range of digits and the number of rounds allocated for guessing the code.

Mau-mau

The Mau-mau is a simple card game you can play against the phone.

Gameplay

This game uses a deck of 32 cards, either German suit (values seven to ten, Unter, Ober, King, and Ace) or French suit with only values seven to ten, Jack, Queen, King, and Ace. To change the card style and opponent difficulty, select the Settings menu item.

Each player initially gets four cards. The point of this game is to get rid of all your cards.

1. The first card of the game can be arbitrary.
2. Players take turns
3. It is allowed to play a card that has the same suit or the same value as the previous one
4. If you don't have the same suit, you must take a card from the deck. Exception: If you have Ober (or Queen), you can play it anytime and change the suit to whatever you want
5. If you play Ace, the opponent must also play Ace or pass their turn.
6. If you play Seven, the opponent must also play seven or take two cards. The penalty doubles each time seven is played.

Control

The default view is the "table". It shows and reads back the last card, number of cards you and your opponent have. To repeat this information, press the right action button. Press the confirm button to open a menu with cards that you can play. Depending on the state of the game, there may also be other actions available, namely, Take a card, Pass or Take penalty.

Memory game

The Memory Game is a sound version of the classical memory game (also known as Pexeso). When a new game starts, select the sound theme of the sounds.

Gameplay

There is a grid of 12 cards and each of the cards is assigned to one of the keys 1-9, asterisk, zero, and hash. Your goal is to find all matching pairs of cards that have the same sound. To play, first, flip a card by pressing the respective number. Listen to the sound and try to memorize it. Then flip another card that you suspect might contain the same sound. You will hear the sound of the second card. If the sounds match, the pair of cards will be removed, if not, the cards will stay in place. Continue until there are no cards left. The goal is to memorize the sounds and use as few guesses as possible.

Minesweeper

The iconic game of clearing mines.

Some of the board tiles contain mines, and your goal is to flag all those tiles without triggering any mines. When opening a tile, the following can happen:

- There is a mine, and the game is over.
- There is no mine, but at least one of the nearby tiles contains it. You will see a number displaying how many of the adjacent tiles have mines.
- Neither this, nor the adjacent tiles contain any mines. In this case additional area will be revealed, up until it is surrounded by numbered tiles.

Controls

- To move accross the field, use the 2, 8, 4, and 6 keys to move up, down, left, or right respectively.
- You can also move diagonally by using the 1, 3, 7, and 9 keys.
- Use the 5 key to open the tile you are currently on, or the star key to flag this tile instead.
- Use the 0 key to find out how many flags you have left.

Difficulty

Choose between multiple presets of the field size and the amount of mines in it.

Simon

The objective of the Simon game is to memorize and correctly repeat a gradually lengthening melody.

The phone will play one or more tones. The player's task is to repeat the same melody. Press numeric keys 2, 4, 6 or 8 to play a tone. The melody always starts with the 2 key, but from then on you have to rely on your hearing.

Each time you repeat the melody correctly, the phone adds one tone. If you make a mistake, you lose one life and you start a new tune in the level. If you repeat the entire tune of the level correctly, you move on to the next one. The difficulty of levels gradually increases.

Tic-Tac-Toe

A classic game of Tic-Tac-Toe. It includes a customizable board size and lets you play against the computer or another player on the same device.

Players take turns entering their marks into the square grid. The object of the game is to create a row of your marks before your opponent. The row can be horizontal, vertical, or diagonal. The number of marks to win depends on the size of the board.

Game settings

Adjust the game parameters to your liking. Note that if a game is already in progress, changes will apply to new games only.

- Board size defines how big the board is and how many marks the player needs to make a line with to win.
- Gameplay mode allows you to choose playing against another player or against the computer.
- Difficulty setting determines how hard it will be to beat the computer.
- Your mark determines whether you will be playing as Cross or Circle against the computer. Cross always starts first.

Playing the game

- Use keys 2 and 8 to move vertically, 4 and 6 to move horizontally, and keys 1, 3, 7 and 9 for diagonal movement. You can move the cursor freely unless there is a board wall ahead.
- Pressing key 5 will place your mark onto the selected square, provided it is empty, and your turn will end. If you are playing against the computer, wait a few moments for it to make its move.
- It is possible to undo your moves. To do so, press Confirm and select the Undo option. While playing against the computer, using Undo will remove both your and the computer's last marks.
- You can exit the game at any time and come back later unless you start a new game. You will still be able to undo your older moves.

Wumpus

The goal of this game is to navigate through a chessboard-like maze, collect coins and find a dangerous monster called Wumpus which needs to be killed to get to the next level.

Wumpus lives in a cave and caves are completely dark. You will have to use your imagination, short-term memory and a bit of logic to play this game.

You are armed with a bow and arrow. Don't use your weapon too carelessly though, you initially only have three arrows. You will get more arrows in exchange for collected coins.

Move in the maze using the number keys 2, 8, 4 and 6 to move up, down, left and right respectively. The number key 5 will toggle between the shooting mode and the normal mode. In the shooting mode, you can use the 2, 8, 4 and 6 keys to shoot in respective directions.

In the maze, you can find the following objects:

- Coins will increase your score, they jingle when you find them.
- Pits - be careful around them, if you step on a pit, you fall down and the game will be over. Whenever you feel a breeze, a pit is nearby.
- Wumpus - the monster. He smells horribly if you get anywhere close. Figuring out his exact location can be a bit tricky sometimes...
- Wall - some levels may contain a wall. The wall is not dangerous, but you can not pass through. You need to find the door to get to the other side.

As you level up, the number of pits increases and so does the size of the maze. Can you get to the end?

Sudoku

Sudoku is a logic-based, combinatorial number-placement puzzle.

The goal is to fill all empty cells in the grid with digits so that no number repeats in any row, column, or (when applicable) subgrid. Traditional Sudoku uses a 9×9 grid, but this game also supports smaller grids designed to be more accessible for beginners and users with visual impairments.

How to play

When you start a new game, you will be presented with a grid with some cells already filled.

- Navigate the grid using the 2, 4, 6, and 8 keys.
- To edit an empty cell, press 5 or the confirmation key. Then press the number key for the digit you want to insert (1-9). Press 0 to clear the cell. Edit mode exits automatically once you enter a digit.
- When you enter a digit, the game checks it against Sudoku rules. If it is valid, an acknowledgement sound plays. If it is invalid, an error sound plays.

In addition to the basic controls, the following shortcuts are available:

- Asterisk key (*) — announces which digits are valid for the current cell.
- Hash key (#) — jumps to an empty cell that has the fewest possible valid digits.
- Up and down keys — jump between editable cells.

If you use BlindShell Classic 3, you can also use the touchscreen to explore the grid. The game will announce the cell under your finger and move the cursor accordingly.

Settings

You can customize the grid size and difficulty.

All sizes from 3×3 to 9×9 are supported. The 4×4 and 9×9 grids are special because they are divided into subgrids (2×2 and 3×3 respectively). Each number may appear only once within each subgrid.

The difficulty level affects how many cells are pre-filled at the start of the game.

Quiz

Quiz challenges you with 15 multiple-choice questions of increasing difficulty. Each question offers four options, with only one correct answer. Earn coins as you advance and use lifelines to help you reach the final level.

How to Play

- Start the game to receive the first question.
- Select one of the four answer options.
- Each correct answer moves you to the next level and rewards you with coins.
- The game ends if you choose an incorrect answer.
- Completing all questions results in a full victory.

Lifelines

You can use each of the three lifelines once per game.

- 50:50: Removes two incorrect answers, leaving one correct option and one incorrect one.
- Hint: Provides a short clue that helps guide you toward the correct answer.
- Change a question: Replaces the current question with a new one of the same difficulty level.

1.5 Health

Covid Pass

The Covid Pass allows storing personal covid certificates issued in the EU. Simply scan the certificate's QR code to store it the phone, application allows presenting QR codes and details of scanned certificates.

- To add a certificate, select the Add certificate menu item and then point the camera of the phone at the certificate's QR code.
- To browse scanned certificates, select the View certificates menu item.
- To display certificate details such as QR code and holder credentials, select the appropriate certificate from the list and select the Show certificate menu item.
- To delete scanned certificate, select the appropriate certificate from the list and select the Delete certificate menu item.

Stepcounter

Step Counter is an application for tracking your daily activity (steps, distance, moving time and calories). You can also view the history and statistics of your daily activity. When enabled, step counter counts the steps automatically all day, on the background.

History and statistics

In history it is possible to view days, weeks, months and year summary. For each period of time, a summary of the number of steps, distance, time, and calories is displayed. In statistics it is shown periods with maximum steps, daily steps goal series and much more.

Settings

- Profile - data that helps to improve the accuracy of measured values. The data can be changed at any time.
- Daily goal steps - number of steps required to achieve the daily goal
- Notifications - turn on notifications from step counter, such as notifications of a daily step goal
- Unit system - switch between metric and imperial system

1.6 Hobby

Guitar tuner

The Guitar tuner allows you to tune guitar and other instruments. For optimal results, we recommend using headphones for feedback, because the tuner cannot listen to

your instrument while it plays feedback sound or speaks. Tuning should take place in a quiet environment, as ambient sounds may distort the measurement results. The Guitar tuner operates in 2 modes:

- Instrument mode - tune strings of specific instrument (e.g. guitar or bass guitar)
- Free note - tune arbitrary note

Tuning an instrument

Place the phone in front of you as close to the instrument as possible. After opening the Guitar tuner, you will be informed about tuned note and selected instrument. Start playing the string you are tuning repeatedly (e.g. once per second). The tuner will play low pitch tone to signal you should increase the string frequency and high pitch tone to signal you should decrease the string frequency. If the measured frequency hits the tuned note frequency with deviation of 5 cents, tuner will play success sound.

- To change the tuned note, press the Up or Down button.
- To open menu, press the Confirm button.
- To play tuned note, press the Button 5. To stop the tuned note playback, press the Button 5 again.
- To enable Advanced mode, open menu and select the Advanced mode item. Advanced mode allows you to choose between more instruments or theirs special tunings.

Metronome

The Metronome clicks with specified BPM and beat.

- Pressing the Up and down buttons will adjust the BPM.
- Pressing the Confirm button will open a menu, where you can set the BPM or beat.
- Repeatedly press the Button 5 to estimate the BPM of a song.

1.7 Media

Document Reader

The Document Reader allows you to read documents in common formats. Place documents in the Documents or Download folder of the phone or memory card to list them

in the Document Reader. To categorize your documents, you can create folders for them (e.g. Personal documents). Documents can be also opened from other applications (e.g. a document received in WhatsApp).

Document Reader menu

- To list documents, select the List documents menu item.
- To list all documents, select the All documents menu item.
- To list folders with documents, select the Document folders menu item.
- To list documents by format, select the List documents by format menu item.

Document browsing

- To navigate over the page elements, press the down or up button.
- To navigate to the first or last element by current navigation, long-press the down or up button.
- To open the the document menu, press the confirm button.

To make document reading more effective, buttons of numeric keypad have the following functions:

- 1 - Switch to navigation by default elements.
- 2 - Switch to navigation by Headings.
- 3 - Switch to navigation by Images.
- 4 - Switch to navigation by Links.
- 5 - Switch to navigation by Words.
- 6 - Switch to navigation by Paragraphs.
- 7 - Switch to navigation by Lists.
- 8 - Switch on/off automatic moving through elements.
- 9 - Switch to navigation by Tables.
- 0 - Speak the title of the document and navigation mode.

Document menu

The document menu is related to the opened document and selected element. Some types of elements (e.g. links or images) allow you to perform special actions (e.g. open link in the Internet Browser).

- To show document details (e.g. author, subject or keywords), select the Document details menu item.
- To find text in the document, select the Find in document menu item.
- To extract text from current document element, select the Use information from text menu item.
- To delete document, select the Delete menu item.
- To view rendered document (supported only for pdf format), select the View document menu item.

Document viewing

- To navigate over the rendered pages, press the down or up button.
- To zoom-in, press the hash button. To zoom-out, press the asterisk button.
- To move in the zoom-in page, press numeric buttons 2,4,6,8.
- To move to the center of the zoomed-in page, press button 5. To move to the corners of the zoomed-in page press numeric buttons 1,3,7,9.

Find text in document

- To find text in the document, select the Find in document menu item in the Document menu.
- To move through search results in the document, press the down or up button.
- To cancel search and move through default elements, press the number 1 button.

Supported formats

List of supported formats:

- MS Word document (doc, docx)
- MS Power point presentation (pptx)
- Portable Document Format (pdf)
- Rich Text Format (rtf)
- Comma separated values (csv)
- Text file (txt)

Settings

- Earcon settings - sets which events will be announced by earcon (sound) while reading document.

FM Radio

The FM Radio allows playing FM radio stations. Earphones have to be plugged in to use the FM Radio, they serve as an antenna.

- To play a radio station, select the Play radio menu item.
- To automatically tune to the next/previous radio station, press the down/up button.
- To add the radio station to favorites, press the confirm button while playing and select Save to favorites. Take the same steps to remove it from favorites.
- To tune the frequency precisely, press the confirm button while playing and select Manual tuning. The down and up button now move the frequency by 0.1 MHz. Take the same steps to switch back to automatic tuning.
- To enter a specific frequency, press the confirm button while playing and select Enter frequency.

Internet Radio

The Internet Radio allows listening to internet radio stations from around the world.

- To play a radio station, select the station in the station list.
- To add the radio station to favorites, press the confirm button while playing and select Save to favorites. Take the same steps to remove it from favorites.

Note: This function requires an internet connection.

Music player

The Music player allows playing audio files stored in the phone's internal storage or SD memory card. Place audio files in the Music folder of the phone or memory card to list them in the Music player.

- To play an audio file, select the file in the list of songs.
- To play the next/previous audio file, press the down/up button.
- To pause the playback, press the back button.
- To go back to the list of songs, press the back button while paused.
- To rewind forward, hold the down button while playing.
- To rewind backward, hold the up button while playing.

- To add the audio file to favorites, press the confirm button while playing and select Save to favorites. Take the same steps to remove it from favorites.
- To delete the audio file, press the confirm button while playing and select Delete song.

Video Camera

The Video Camera allows to record video files in various qualities.

Recording videos

- Select Launch video camera menu item to start video camera. Periodical clicking is used to signalize that the video camera is active but not recording.
- Press the Confirm button to start recording and press it again to stop recording.
- When you have finished recording a video, select the Play video menu item to play the recording, and then select the Save video menu item to save the video. To leave the video unsaved, press the Back button.

Settings

Video quality - determines the quality of recorded video. Higher quality implies larger file size.

Video Player

The Video player allows playing video files stored in the phone's internal storage or SD memory card. Place video files in the Movies folder of the phone or memory card to list them in the Video player. To categorize your video files you can create folders for them (e.g. Family video or Music video).

Playing videos

- Select All videos menu item to list all videos.
- Select Albums menu item to list all folders with video files and then select specific album to list video files from this album.
- Select Favourites menu item to list favourite videos.

- To play video, select it from a list of videos.
- While playing video, press the Confirm button to open context menu for the currently playing video.

Settings

Video mode - sets the video image orientation. The portrait image is the default orientation of the phone, the video is centered on the screen. The landscape image rotates the video image 90 degrees clockwise and makes it fullscreen. Only the sound option plays only the sound of video files.

YouTube

The YouTube application allows playing freely available audiovisual content posted on the YouTube site.

Important notice:

- All YouTube videos are the work of independent authors. BlindShell is not affiliated with the YouTube platform or the content creators in any way and can not be held responsible for anything published on YouTube.
- We access YouTube in anonymous mode. BlindShell does not require or support user login. YouTube Premium content or age-restricted content is not available.
- The lists of your favorite videos, history, or channels stored in your BlindShell are not synchronized to other devices or your YouTube account.
- Some videos or live streams may use incompatible video formats that can not be played back on your phone.

Playing a video

- To search for a video or channel, select the Search menu item.
- To browse recently viewed videos, select the History menu item.
- To browse favorites videos, select the Favorites menu item.
- To browse the newest videos by different categories, select the Categories menu item.
- To open video options, select the video from the list.
- To play the video, select the Play from the beginning or Resume playback in video options.

Settings

Video mode - sets the video image orientation. The portrait image is the default orientation of the phone, the video is centered on the screen. The landscape image rotates the video image 90 degrees clockwise and makes it fullscreen. Only the sound option disables downloading video image data to reduce the amount of data downloaded.

Camera

The Camera allows capturing images using the integrated camera of the phone.

- A periodic clicking sound indicates that the camera is opened and ready to take a picture.
- To take a picture, point the camera towards the object or scene and press the confirm button.
- The shutter sound indicates that the picture has been taken. Then select save or view the image.
- You are prompted to record a short description when saving the image. This description identifies the image in the gallery.

Observe - image description

Observe is designed to assist you by describing the content of any photo you capture with your phone. Once you take a picture, the AI will analyze it and provide an audible description, detailing what is in the image. Whether it's a person, an object, or a scene, the AI quickly offers a clear and accurate description. To have your photo analyzed, press the confirm button after taking a picture and select Use Observe - image description. To share text descriptions, press the confirm button to share via the selected app.

Note: This function is available on BlindShell Classic 3 only.

Images

The Images application allows browsing images captured by the Camera application or stored in the phone.

- To browse images captured by the camera, select the Camera images menu item.
- To browse copied or downloaded images on the phone, select the Other images menu item.

- The voice description is played while browsing the images.
- To zoom in on the image, press the confirm button while browsing the images and select Zoom in. Take the same steps to zoom out. Zoom in can be done by pressing the hash button, zoom out by the asterisk button.
- To see image information, change the recorded description, rename the image file name or delete the image, press the confirm button while browsing the images and select the respective menu item.

Share image

To share an image, press the confirm button while browsing the images and select the Share image menu option. That opens a menu with the following options:

- Share image by e-mail - opens a new e-mail with an image added as an attachment.
- Share image by text message - The image will be encrypted and uploaded to Blind-Shell servers. The recipient will receive a text message with a link to this image. This function requires an internet connection.

Charges and privacy:

- We do not use MMS to facilitate this function. You will be charged a standard SMS fee by your mobile provider (and for the data transfer if you use mobile data).
- All images sent through this function are end-to-end encrypted using a secure cipher (AES). The decryption key is contained in the text message and only sent to the recipient of your choice and never transferred anywhere else. Although the encrypted image data is stored on our servers, nobody (including the BlindShell company) can view the content of shared images without the key.
- We store encrypted image data for at least 14 days after upload.

Observe - image description

Observe is designed to assist you by describing the content of any photo you have in your gallery. Once you choose this option, the AI will analyze it and provide an audible description, detailing what is in the image. Whether it's a person, an object, or a scene, the AI quickly offers a clear and accurate description. To have your photo analyzed, press the confirm button while browsing the images and select Use Observe - image description. To share the text description, press the confirm button to share via the selected app.

Note: This function is available on BlindShell Classic 3 only.

Podcast player

The Podcast player application allows to search and subscribe to podcasts as well as download and listen to episodes.

Important notice: All podcasts are the work of independent authors. BlindShell is not affiliated with the content creators in any way and cannot be held responsible for any content.

Subscriptions

- To browse available podcasts, select the Add podcasts menu item. You can browse the most popular podcasts in your country, search by title, or browse podcasts from specific country.
- To play a specific episode, select the Play preview menu item.
- To subscribe to a specific podcast, select the Add to Subscriptions menu item.
- To manage subscribed podcasts and listen to episodes, select the Subscribed podcasts menu item.

Episode playback

- To browse recently released episodes of subscribed podcasts, select the Recent episodes menu item.
- To browse recently played episodes, select the History menu item.
- While the episode is playing, press the Confirm button to view the episode details or resume playback, and the Back button to pause playback. Use the Up and Down buttons to rewind. To make the reading experience more comfortable, the buttons of the numeric keypad have the following functions:
 - 7 - Decreases the playback speed.
 - 8 - Sets default playback speed.
 - 9 - Increases the playback speed.

Episodes downloading

- To download new episodes or manage downloaded episodes, select the Downloads menu item.
- To download any number of the most recent episodes, select the Download episodes from new releases menu item.

Settings

- To enable or disable the automatic playing of the next episode, select the Automatically play following episodes.
- To import podcasts to your Podcast player, select the Import from OPML menu item. OPML is a type of file where you can store your podcasts. You can choose from where to import the podcasts. Either Internal storage or an SD card if it's in the phone.
- To export the podcasts from your Podcast player, select the Export to OPML menu item. After exporting, the OPML file will be stored in the Documents folder in either the SD Card or Internal storage if the SD card is not available.

RSS Reader

RSS Reader is an application that allows you to easily access and read content from various news websites or other services that provide RSS. RSS Reader provides updated content, such as articles or news, in real time.

Important notice: BlindShell is not affiliated with the RSS providers in any way and cannot be held responsible for any content.

Recent News

Recent news of the subscribed feeds will be listed here. Press the confirmation button to read the whole article in the Internet browser or to list details about the article.

Subscribed feeds

A list of subscribed feeds will be listed here. From here you can open the feed, read details, or unsubscribe from the feed.

Find feed

To browse available RSS feeds, select the Find feed menu item. You can browse the most popular feeds in your language, choose feeds by language, choose by country, add manually, or import from OPML. To add the feed manually, enter the URL of the RSS feed. The specific URL can be often found on news websites.

Settings

Time range for news in Recent news

This option allows you to choose how far back in time articles will be displayed in the Recent news.

OPML importing and exporting

- OPML is a type of file where your RSS feeds are stored.
- To import feeds to your RSS reader, select the Import from OPML menu item. You can choose from where to import the feed. Either Internal storage or an SD card if it's in the phone.
- To export feeds from your RSS reader, select the Export to OPML menu item. After exporting, the OPML file will be stored in the Documents folder.

1.8 Online

Internet Browser

The Internet Browser allows browsing web pages.

Internet Browser menu

- To start browsing the Internet, select either the Insert URL or search menu item.
- To return to the menu while browsing, press the back button.
- To return to the already opened web page, select the Browse page menu item.
- To reload the page, go back or forward in browsing, select the Navigation menu item.
- To save the page as bookmark, favorite app or homepage, select the Page actions menu item.
- To change current URL, select the Edit URL menu item.

Browsing

- To navigate over the page elements, press the down or up button.

- To click on the focused element, press the confirm button.

To make browsing more effective, buttons of numeric keypad have the following functions:

- 1 - Switch to navigation by default elements.
- 2 - Switch to navigation by Headings.
- 3 - Switch to navigation by Controls.
- 4 - Switch to navigation by Links.
- 5 - Switch to navigation by Words.
- 6 - Switch to navigation by ARIA landmarks.
- 7 - Jump to the top of the page.
- 8 - Switch on/off automatic moving through elements.
- 9 - Jump to the bottom of the page.
- * - Go back in browsing.
- 0 - Speak the title of the current page and navigation mode.
- # - Opens context menu containing quick actions and help. Long-pressing the button toggles the text overlay without affecting the global setting.

ARIA (Accessible Rich Internet Applications) landmarks serve the purpose of faster navigation and semantically denote the purpose of specific areas on a page, such as navigation bars, banners, search bars, forms, or main content sections.

Web accessibility relies on the accessibility features of the web page you are visiting. If a page has poor or incorrect accessibility support, you may encounter problems interacting with it.

Media control

- Media on a page (audio or video players) can be controlled with the buttons. After you press Play on the page, Media control mode is activated automatically. In this mode, the navigation and the numeric keypad control playback instead of navigating the page.
- To switch between Media control and Page navigation, long-press Button 5.
- To exit Media control and return to Page navigation, press the Back button when media is paused.
- To play or pause the playback, press the Confirm button.
- To seek backward or forward, press the up or down button.
- To jump to previous or next track, long-press the up or down button.
- You can also control media from the Context menu: press Button # and select the Media controls menu item.

Beyond that, the buttons of the numeric keypad in Media control mode have the following functions:

- 1 - Previous track
- 2 - Skip ad (if supported and available at the moment)
- 3 - Next track
- 4 - Seek backward
- 5 - Play/Pause. Long-pressing the button toggles between Media control and Page navigation modes.
- 6 - Seek forward
- 8 - Mute/Unmute
- 0 - Speak playback position and track duration

Individual players may not implement all actions. Play/Pause, Mute/Unmute, and Seek forward and backward should always work. Other media control actions depend on the specific player.

Find in page

- To find text on the current page, open context menu by pressing Button #, and then select the Find in page menu item.
- To move through search results on the page, press the down or up button.
- To cancel search and move through default elements, press the number 1 button.

Reading mode

- Reading mode removes content unrelated to the article on the page, making reading simple and comfortable. However, it is not applicable to every page.
- To start Reading mode, open the context menu by pressing the # button and select the "Enable reading mode" menu item, if available.
- To cancel Reading mode, select the "Disable Reading Mode" menu item.

Browser extensions

- Ad blocker and Cookie banner blocker are supported.
- Extensions can be globally enabled/disabled in settings.
- Extensions can be disabled for specific pages via the context menu while browsing.

Saved logins, credit cards, and addresses

- Allows secure autofill of login, address, and credit card forms.
- When filling out a form for the first time, the browser offers to save the data.
- If multiple entries are saved for a site, the browser will prompt you to choose one.
- Some forms may not be detected, and address or credit card autofill may not be supported in all countries.

Vault

- Securely stores sensitive data, protected by a master password.
- The browser will prompt you to open the vault when access to protected data is needed.
- You can manually open or close the vault in settings. It also closes automatically when you leave the browser.
- The master password can be changed anytime in settings.

Bookmarks

- Import: Transfer bookmarks from any standard browser (Chrome, Firefox, Safari, Opera, ...). Uses the standard format and is only available when your bookmarks are empty.
- Export: Saves bookmarks as a file to the Documents folder on your SD card or internal storage.

Settings

- Earcon settings - sets which events will be announced by earcon (sound) while browsing a web page.
- Homepage - sets homepage and whether it should be opened automatically on startup.
- Privacy settings - configure privacy profile, including cookie behavior and anti-tracking protection.
- Browser extensions - configure supported extensions, including exclusions for specific sites.
- Search engine - sets the search engine used when searching on the Internet.
- Show text overlay - shows transparent overlay over the page with the large text of the focused element.

- Private mode - when selected, visited pages will not be saved in the history.
- Use app for watching YouTube videos - when selected, YouTube videos will be opened in the BlindShell application.
- Clean up Browser files - deletes the cache and temporary browser files.

1.9 Shop

Card Wallet

The Card Wallet app allows storing loyalty and discount cards of stores, membership cards, or any other barcode cards. Simply scan the barcode or QR code of the card and then present it to a sighted person.

Adding a card

- To add a card, select the Add card menu item.
- A card can have a name, barcode or QR code, front side photo, back side photo and a category. Only the name is mandatory.
- To scan a barcode or QR code of a card, select the Scan code menu item and then point the camera of the phone at the code. Phone will announce when the code is scanned successfully.
- Front side photo or Back side photo menu item opens camera to take photos of the card. Press the confirm button to take the photo.
- To add card to a category, select Category menu item. Select an existing category or create new category by selecting Add category menu item. To remove a card from a category, select No category menu item.
- Select Save menu item to save all properties of the card.

Presenting a card

Presenting a card to a sighted person may be useful at a shop counter, building entrance, etc.

- To present a card, select the Cards menu item and then select a card from the list.
- To show the code of a card, front or back side photo, select the corresponding menu item.

Editing a card

- To edit or delete a card, select the Cards menu item and then select a card from the list.
- Select the Edit menu item to edit the card.
- Select the Delete menu item to delete the card.

1.10 Tools

Calculator

The Calculator allows performing basic arithmetic operations - addition, subtraction, multiplication, and division.

- To perform the operation, press the confirm button.
- To choose a mathematical operator, press the asterisk button.
- To input the decimal point, press the hash button.

Calendar

The Calendar application allows creating and tracking the agenda.

Adding new event

To add a new event, select Add new event menu item. This opens a menu form with the following items:

- Title - the title of the event (required).
- Location - the location of the event, or more information about the event.
- Start date - the first day of the event (required).
- Start time - the start time of the event. The default value is the whole day event.
- End date - the last day of the event.
- End time - the end time of the event.
- Repetitions - select if the event should be repeated periodically. Set the number of repetitions, the end date of repetitions, or unlimited repetitions.
- Reminder - sets the reminder for the event.
- Save event - saves the event.

Browsing the agenda

To browse the agenda, select the Agenda menu item. To edit or delete the event, press the confirm button.

Browsing the calendar

To browse the calendar by weeks and days, select the Browse calendar menu item. Select a year, month and week to see the number of events that week. Press the confirm button to browse events by day or by the entire week.

Find event

To find an event, select the Find menu item and enter the name of the event.

Name days

The Name Days menu item allows browsing name days of the following seven days, finding the date by name, or finding the name by date.

Public holidays

To show public holidays on agenda, select the Settings menu item and set public holiday visibility to visible. To use this function, an internet connection is required to download the list of public holidays.

Currency Converter

The Currency Converter app allows converting from one currency to another. Exchange rates are updated daily.

Selecting currencies

- To choose a currency to convert from or to convert to, select Converting from or Converting to in the menu respectively. Each of these menu items displays which currency is selected.
- The app maintains a list of recently used currencies (initially set to a list of popular ones).
- All supported currencies can be found in the All currencies sub-menu. This list can be searched using the last item of the menu.

Converting

- Choose the Convert item and enter the amount you wish to convert from and confirm it.
- Conversion results will be displayed on the screen.

File manager

File manager is a tool for browsing and working with files and folders on your phone. Both internal memory and SD card can be accessed.

Browse files

In this mode, internal memory and SD card can be browsed. Each item contains information whether it is a folder or file. Files, if the type is supported, can be opened directly from the File manager in the appropriate application. Files or folders can be copied or moved to another location of your choice. Folders can also be renamed or deleted. All these functions are available in the menu by selecting the corresponding folder or file.

Copying, moving and pasting a file or a folder

Copy or move operations can be performed with each file or folder. To copy or move a file or a folder, open the folder or file menu and select copy or move. Then the file or the folder is saved to the clipboard. Then browse to where you want to copy or move the file or the folder and select copy here or move here from the folder menu. If you choose to copy, the original file will remain unchanged when pasted to the new location. If the move option is selected, the file or the folder will be moved from the old location to the new one.

Creating a new folder or a new text document

A new text document or a new empty folder can be created in the folder by selecting the More options menu item.

Archive manager

The Archive manager is a part of the File manager and allows working with archive files (ZIP files). An archive file can be extracted to a folder. To do so, open the archive

file and choose Open in Archive manager. It is also possible to create a new archive file from a folder or file. Select file or folder and then choose Open in Archive manager or select Archive manager menu item respectively.

Text editor

The File manager contains a simple text editor. You can write and edit simple text documents in the Text editor. To open the file in the Text editor, locate the text document, open it, and choose Open in Text editor.

Settings

The File manager has settings that modify work with files.

- Sort files and folders - sets the order in which the folders and files will be sorted (by name, by last modified, by size). By default, files and folders are sorted by name.
- Show file extension - sets whether file extensions should be displayed.

Note: If Show file extension is enabled, extension of file can be edited afterward. Changing file's extension can cause a problem when opening the file. By default, extensions are not shown.

Flashlight

The Flashlight application turns on the camera's LED light.

Minute timer

The Minute timer is a basic countdown that plays a notification melody after a specified amount of time. When the minute timer is active, other phone functions can be used. To dismiss the alarm press the confirm button or the back button.

Setting the countdown

- To set the timer, press the confirm button.
- Select the Set time menu item to set hours, minutes, and seconds of the countdown.
- Select the Activate menu item to activate the timer.

Pausing and canceling the countdown

- While the timer is running, press the confirm button.
- Select the Pause menu item to pause the timer at its current time or select the Cancel menu item to stop the timer and reset it to its initial time.
- To resume the paused timer, press the confirm button and select the Resume menu item.

NFC and QR Reader

The NFC and QR Reader allows reading various NFC tags and scanning QR codes. These tags or codes may contain data such as web links, contact information, etc. The app enables performing actions with stored data such as opening links in the Internet browser, saving contact information, etc.

Read NFC

- To read an NFC tag, place the back of the phone close to the NFC tag. When reading is successful, data are automatically displayed.
- When stored data are displayed, press the confirm button to access a list of actions available.

Scan QR

- To scan a QR code, point the phone camera towards the QR code. The phone is tapping periodically when the camera is on. When scanning is successful, data are automatically displayed.
- When stored data are displayed, press the confirm button to access a list of actions available.

Notes

The Notes application allows writing notes.

To edit, send or delete an existing note, select the note in the notes list.

Stopwatch

The Stopwatch is a utility to measure elapsed time. When the stopwatch is active, other phone functions can be used.

- To start the stopwatch, press the confirm button to open the menu and select start stopwatch.
- To stop the stopwatch, press the confirm button while the stopwatch is running.
- To resume the stopwatch, press the confirm button to open the menu and select resume stopwatch.
- To restart the stopwatch from zero, press the confirm button to open the menu and select restart stopwatch.
- To reset the counter and set time to zero, press the confirm button to open the menu and select zero stopwatch.

Check List

The Check List app allows creating custom checklists. This is useful for shopping lists, to-do lists, or any other types of checklists.

Creating a checklist

- To create a new checklist, select the Add new list menu item.
- To add a new item to the list or to browse existing ones, select the checklist and then select View items from the menu.
- To modify an item (check, uncheck, rename, delete), select the item in the list.
- To modify a list (rename, duplicate, archive), select the list. The Duplicate list option will create a copy of the list outside the archive. The Move to archive option will move the current list from the main list of visible checklists to the archive.

Archive

The archive can be used to hide a list from the main list of visible checklists instead of deleting it. Lists in the archive can be browsed, modified, and retrieved back from the archive to the main list of checklists.

- To browse lists in the archive, select the Archive menu item.
- To move a list to the archive, select the list in the visible lists and then select Move to archive menu item.
- To move a list to visible lists, select the list in the Archive and then select Retrieve from archive menu item.

Translator

The Translator application allows offline translation between many languages.

The translation is off-line but it's required to download of at least one language pack. English language pack is already included in the application and cannot be removed. To download or remove language packs, select the menu item "Language packs". If the language pack is not downloaded, press the Confirm button to start the download. If the language pack is already downloaded, press the Confirm button to remove it. After downloading at least one language pack, select the Translate text menu item to translate the text. Select source and target languages, enter the text and invoke the translation of the text by selecting the "Translate" menu item. Translated text can be shared by pressing the Confirm button and selecting the Share menu item.

Unit converter

The Unit converter allows converting physical units.

To convert units, set input and output unit, value, and select Convert.

Voice recorder

The Voice recorder application allows taking voice memos or recording sound.

- To save the recording, press the confirm button while recording.
- To pause recording, press the back button while recording. To resume recording, press the confirm button. To save the recording, press the back button while the recording is paused.
- To play, rename, share or delete the recording, select the recording in the records list.

Weather

The Weather application shows the current weather of the current location and a forecast for the upcoming three days.

Note: This function requires an internet connection.

Local weather

Shows weather for a location you are currently in. Forecast is visible for three days ahead.

- Hourly forecast - an hourly forecast for each day is to be found by selecting the relevant day. Information such as temperature, wind speed or humidity for each hour can be seen.

- Details - a more detailed overview of the weather for the given day. Such as sunrise, sunset, UV index or air quality index.

UV index

Ultraviolet index, which shows the intensity of solar radiation. The higher the UV index, the stronger sunscreen you should be using under the sun.

Air quality index

It tells how clean or polluted the air is in your location. The lower the Air quality index is, the healthier air is outside. Air quality index is available only for the current day, because it cannot be predicted and the data is taken "freshly measured".

Find a city

To search for a city, select the Find a city menu item, which opens search bar. Any city of any country can be found. Searched city can be also saved to favorites.

Favorites

List of saved cities can be found here or deleted.

Barometer

Function for measuring current atmospheric pressure using a BlindShell phone sensor. Measured pressure is the pressure that is measured at your current location and real altitude. It is measured by smartphone barometric sensor. Sea level pressure is the average atmospheric pressure at mean sea level. This is the atmospheric pressure usually given in weather reports. It is calculated from the measured pressure and your altitude.

Settings

Adjust temperature, wind speed and pressure to your liking.

- Temperature - can be switched between Celsius and Fahrenheit.
- Wind speed - options such as kilometers per hour, meters per second, miles per hour and knots can be selected.
- Pressure - millibars, hectopascals, millimeters of mercury or inches of mercury can be selected.

Alarm

The alarm application allows creating alarms at specific times and days. To dismiss an active alarm, press the confirm button or the back button.

New alarm

To create a new alarm, select the New alarm menu item, which opens a form with the following options:

- Set time - opens number input which accepts 4 digits as a time. The first pair of digits represents hours and the second pair of digits represents minutes.
- Set repeating - opens 3 options for repeating. You can choose between One-time, Every day and Days of the week. After selecting Days of the week, press the Back button. You will get to choose from the days of the week. If you do not choose any, the Every day option will be selected automatically.
- Set name - opens keyboard where you can name your alarm.
- Sound profile - opens 3 options for sound profile. You can choose between Ringtone and vibrations, Ringtone without vibrations and Vibrations only profile.
- Save alarm - saves the alarm and activates it.

Editing the alarm

Select the existing alarm from the list to open a menu with the following options:

- Activate/deactivate alarm - an inactive alarm is stored in the phone but will not go off because it is no longer an active alarm.
- Change alarm - opens a form menu to change the alarm's time, repeating, name and sound profile.
- Delete alarm - deletes the alarm.

Interval timer

Interval timer is useful when performing periodic duties like exercising, massage, cooking, and so on. The timer can run indefinitely or for a limited amount of time, and its alerts can be customized.

Starting and stopping the timer

To start the timer with the current settings, select Start timer. To pause the timer, select Pause. If you want to resume the timer, select Resume. You can stop it at any time by selecting Stop timer later on.

Setting the timer

You can customize how long the timer will run, how frequent its alerts will be, and what kind of alerts the timer should use.

- Announcement interval allows you to set the alert frequency. You can pick one of the included options or enter a custom interval, which will be in minutes.
- Total time determines how many hours, minutes, and seconds the timer should run for. If this setting is empty, the timer will run until manually stopped.
- Announcement type determines how alerts will sound. Select Sound for simple beeping sounds, or Voice for voice messages about time elapsed.