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kapten
USER GUIDE

(Revision 12)

www.kapsys.com

Using the product - Safety instructions

NORMAL CONDITIONS OF USE

kapten® is an urban GPS system whose interface is entirely vocal, designed by the company "Kapsys" (hereafter referred to as "Kapsys"). It is intended for multi-transport navigation (by foot, public transport, bicycle, motorbike / moped, car) in French and European cities. It helps you to get about, locate yourself geographically and is used to create K-tags. It also features an integrated MP3 player and an FM receiver.

The **K-tag** feature allows users to pinpoint their favourite locations whenever they wish. The device geolocates the position of a given location and in particular enables you to create an associated voice memo. You can organise and back-up your personal K-tags by uploading them to your *mykapsys* user account on the Internet. You also have the option of sharing your K-tags with the Kapsys community via the *openshare* community pages.

For the conditions of use relating to *openshare* and *mykapsys*, please see the General Terms and Conditions of Use, available for consultation at the Internet address: www.kapsys.com, under the Legal Notice section.

* registered trademark.

Install Kapmanager software stored on your **kapten** , you will be able to:

- to download free software upgrade

- to synchronise your **kapten** with www.kapsys.com web site

- to download GPS and radar data bases updates

- to import and manage your musics

- to download free podcast

LIMITATIONS OF USE - SAFETY INSTRUCTIONS

- Read the instructions carefully before using the product;

- This product is not waterproof;

- Handle the device with care, do not drop or knock it;

- Do not disassemble the product as it may nullify the guarantee and damage the product, thereby potentially rendering it unusable;

- Do not expose the product to extreme temperatures;

- Only clean the product with a slightly damp, soft cloth. Using chemical or abrasive products or detergents may damage the device.

- Drive responsibly and respect road safety rules;

- Always check traffic conditions before following an oral instruction and obey traffic signs and the highway code;

- Listening to the music player at full volume for prolonged periods could damage your hearing.

Guarantees - Limitations of responsibility

GUARANTOR

The guarantor is the manufacturer of the product "**kapten**", the company Kapsys, whose headquarters are located at 790 avenue du Docteur Maurice Donat in Mougins Sophia Antipolis (06250), France.

SUBJET OF THE LIMITED GUARANTEE

Kapsys guarantees to the purchaser that the product is manufactured in Europe and conforms to its description [on the website www.kapsys.com] in compliance with the provisions of articles L.21 1-1 forward, of the French Consumer Code.

Kapsys guarantees the initial purchaser, from the date that the product was purchased, that the product is free from manufacturing and material defects and / or faults when used under normal conditions and according to its intended purpose.

The **kapten** product has a commercial guarantee of one (1) year. Throughout the duration of this commercial guarantee, the product is, as Kapsys sees fit, either repaired free of charge by Kapsys and / or any Kapsys-approved service provider, or replaced free of charge.

The Kapsys guarantee does not cover:

- normal wear and tear of the product;
- damage occasioned by misuse, dampness or liquid, contact with or exposure to sources of heat;
- broken or cracked devices with visible impacts;
- disregard of safety instructions, accidents, negligence, improper use or use not complying with the instructions accompanying the device, commercial use of the product;
- damaged caused by repairs carried out by persons who are not Kapsys-approved.

The present limited guarantee complies with the applicable legislation, and excludes any other implicit guarantee and / or obligation on the part of the seller, in particular and non-exhaustively, any satisfactory quality obligations, or obligations of reliability, availability, accuracy and completeness of results, responses and / or information supplied by the product, accessibility of data.

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1 Introducing kapten

This chapter introduces **kapten**. It presents the background to its development, the needs it meets and the technology it is based upon.

This chapter also covers the technical characteristics of **kapten** and includes a visual presentation of the product.

The current chapter is divided up into the following sections:

- A brief presentation of kapten
- The technology used
- A technical overview of kapten

1.1 A brief presentation of kapten

Modern society is characterised by the increasing mobility of citizens from all around the world. Everywhere you go, multimedia content is being exchanged or transferred from one environment to another and people are swapping points of view, sharing cultures, resources and even experiences from the four corners of the planet.

Something was needed to bring all this activity together in harmony. Today, thanks to the company Kapsys, a solution has been found.

That solution is right in front of you now. Its name: **kapten**.

kapten is the first of its kind from the **Smart Urban Navigator** generation. It is an innovative mobile navigation system principally based on satellite geolocation (GPS) and vocal interaction (speech synthesis and voice recognition).

However, **kapten** is so much more than a "simple GPS sat nav" system. You can take advantage of its intelligence to enhance all your urban experiences:

- find the best routes whatever your mode of transport (by foot, bicycle, motorbike or car);

- never be without your favourite music by downloading audio files or saving FM radio stations;

- make or receive calls at any time, and speak with your contact using Bluetooth;

- use the community platform (www.kapsys.com) to share experiences and the addresses of great spots, to manage your **kapten** settings and content and to buy on-line items such as new navigation maps or accessories etc.;

- geotag the best restaurants, museums, parks, bars etc. that you come across

"Geotagging" a location means saving its geographical position and attributing certain information to it via a dedicated interface or web site

1.2   The technology used

Despite its small size - barely bigger than a credit card - **kapten** contains an impressive range of advanced technologies:

- a GPS navigation system with a map of France;

- a speech synthesis system;

- a voice-recognition system;

- an MP3 player;

- an FM radio receiver;

- a Bluetooth interface;

- a USB connection.

The paragraphs below provide a brief description of this technology and how it is applied in **kapten**.

GPS

The GPS system (Global Positioning System) is the first satellite geolocation system in the world. The system's 24 satellites orbit the Earth at an altitude of 20 200km. Originally developed by the U.S. Department of Defense, it enables anyone with access to a GPS receiver **to find out their position** on Earth and is accurate to within 10 metres.

In order for the user to be able to effectively "**navigate**" using a navigation system, the satellite data must be associated to map-based data and processed by a navigation engine.

Map-based data provides typological information for a given area of the Earth's surface (a country, city etc.) to which various attributes are associated: name, speed limits, height and weight limits etc. This information also covers various **points of interest**: restaurants, cinemas, museums, garages etc.

The navigation engine is a software system based on GPS satellite data and map-based data which guides the user from point A to point B on the surface of the planet. **kapten**'s navigation engine applies a certain number of navigation rules, depending on the user's navigation mode (See *«Navigating with the GPS function»*, page 38)

VOICE RECOGNITION AND SPEECH SYNTHESIS

Voice recognition allows the user **to give commands orally** to the system being used, rather than manually entering them in via a tactile interface (keyboard, buttons etc.).

Use the voice recognition in **kapten** for:

- selecting a function you wish to activate and navigating in the corresponding voice menus (See *«Navigating in a voice menu»*, page 13);

- entering a destination (See *«Navigating with the GPS function»*, page 38);

- stating the name of a contact you wish to call (See *«Telephoning with the CALL function»*, page 58);

- choosing from between different music-selection criteria: album title, artist, song etc. (See *«Listening to music with the MP3 function»*, page 48).

You can speak instructions directly into the microphone on **kapten**'s headset (See *«The headset»*, page 20).

Speech synthesis is an IT sound synthesis technique **for creating artificial oral articulation of any text**. To do so it uses both linguistic processing techniques, for transforming orthographical text into a phonetic version which can be pronounced unambiguously, and signal processing techniques for transforming this phonetic version into a digitalised sound which can be listened to through a speaker.

kapten combines speech synthesis and voice recognition to form the **vocal interface** between the device and the user.

MP3 PLAYER

MP3 (*MPEG-1/2 Audio Layer 3*) is an audio compression format for storing sound with a compression ratio of 1 to 12, without any loss of sound quality audible to the human ear.

kapten utilizes an MP3 player for reading music files saved in MP3 format in its storage space

FM RECEIVER

kapten utilizes an FM (Frequency Modulation) receiver to pick up radio broadcasts, wherever the user happens to be at the time

BLUETOOTH

The Bluetooth interface allows **kap**ten to communicate with the mobile telephone and provides the following functions:

- hands-free kit: telephone calls are managed directly through **kap**ten;

- voice dialling; the telephone number is automatically dialled by stating the name of the contact out loud;

USB CONNECTION

The *Universal Serial Bus*, commonly known as USB, features a *plug and play* function (a system for automatically detecting and configuring material).

It provides a double function in **kap**ten:

- Connecting locally to a computer: **kap**ten is regarded as a storage device (a bit like a USB flash drive) with a 3 GB capacity. The user can then drag and drop any type of file from the computer to **kap**ten and vice versa via kapmanager (see "The kapmanager Application", page 70).

- Internet connection via a computer: in this configuration, **kap**ten connects to the Kapsys Internet site (www.kapsys.com) via the computer. Users can then synchronise their personal data and make purchases on line (see "Synchronising **kap**ten", page 63).

kapten utilizes a *USB 2.0 Full Speed* connection.

1.3 A technical overview of kapten

1.3.1 Pack contents

Your **kapten** comes with the following:

- a USB cable;
- a headset kit;
- the **kapten** Quick Start Guide
- the installing guide

USB CABLE

The USB cable provided with **kapten** is a USB A Plug- micro USB B Plug.

It is used for:

- recharging the battery of your **kapten**;

> *A USB mains charger for recharging your **kapten**'s battery is also available for purchase. Please visit the on-line shop **easystore** at the following address: www.kapsys.com*

- connecting **kapten** up to the user's personal Kapsys web space to manage settings and content and download extra data (maps, audio guides, K-tags) from the *openshare* and *easystore* sites;
- synchronising the contents of your **kapten** with that of your computer

*Figure 1 - 1 : USB cable provided with **kapten***

To connect your USB cable to your computer:

1 Plug the USB cable micro B-type connector into the **kapten** socket;
2 Plug the USB cable A-type connector into your computer's socket

THEHEADSET

The headset includes a *microphone* and a **button** and enables the vocal interface between the user and **kapten**.

It allows the user to:

- hear the voice menus (See *«Navigating in a voice menu»*, page 13) associated to each function - GPS, MP3, FM and CALL - and to state a choice;

- follow navigation guidelines;

- listen to the radio and music;

- speak with a correspondent on the telephone.
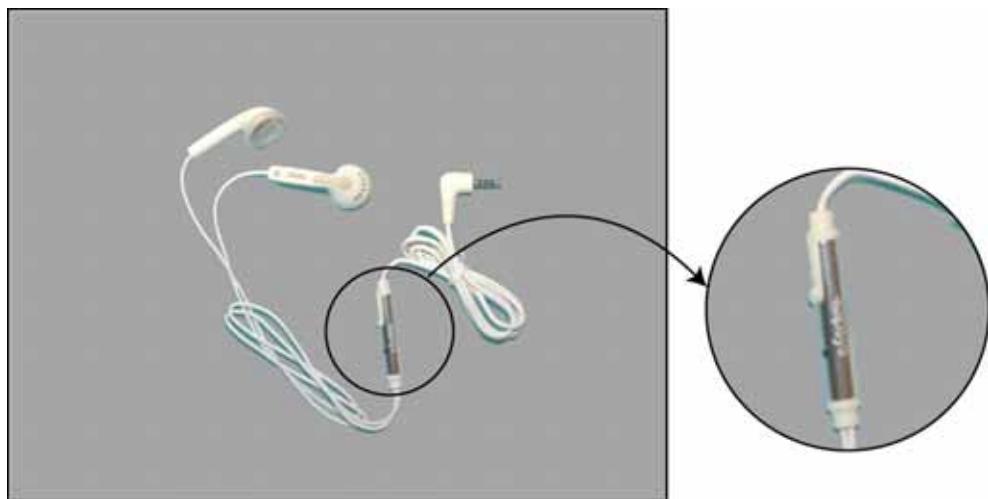
Figure 1 - 2 : View of the microphone and the button featured on the headset provided with **kapten**

To plug in the headset:

1 Plug the 2.5 male jack of your headset into the socket on your **kapten**;

2 Place the headphones in your ears and press one of the functions briefly to check that you can hear the sound correctly

> *Please See «The headset», page 20, for more information about the headphones..*

1.3.2 Technical Characteristics

The table below sets out the main technical characteristics of **kapten**:

Tableau 1 - 1 : Technical characteristics of kapten

Characteristic	Valeur	
Size	74 x 44 x 13 mm (L x l x h)	
Weight	50 g	
kapten Storage Capacity	3 Go	
Autonomy (according to mode)	GPS : 6 h	MP3 : 5 h
	FM : 6 h	
	Sleep : 10 h	Off : 17 jours

kapten DIMENSIONS

Figure 1 - 3 : Your kapten

2 Interacting with kapten

This chapter describes how to interact with **kapten** via its various interfaces: vocal interface (headphones with integrated microphone and button), tactile interface (buttons and connection sockets) and visual interface (LED indicators).

Here we introduce the central notion of the voice menu and explain the possible modes of interaction between the user and **kapten**.

The following sections are dealt with:

* Interacting vocally with **kapten**

* Familiarising yourself with **kapten**'s buttons and sockets

* Understanding the lights on your **kapten**

2.1 Interacting vocally with kapten

User / **kapten** interaction is not only possible through the tactile interface made up of buttons and LED indicators (see *«Familiarising yourself with kapten's buttons and sockets»*, page 21 and also see *«Understanding the lights on your kapten»*, page 29) but also via a vocal interface.

This section:

- introduces the notion of **voice menus** and **vocal commands**, which form the main means of vocal interaction between the user and **kapten**;

- presents the various **modes of interaction** which are possible between the user and **kapten**;

- describes the headset, which makes this interaction possible.

2.1.1 The fundamentals of vocal interaction

The vocal interaction between the user and **kapten** is based on voice menus for the four functions (navigation, music, radio, hands-free telephone).

VOICE MENUS

The voice menus are **lists of choices** given by **kapten** when the user activates a particular function (navigation, music, radio, hands-free telephone).

> *Please see «Using your kapten», page 35 for how to activate a function and for discovering the voice menus associated to each function*

Examples of voice menus

When the user launches the GPS navigation function for instance, the first step is to choose a navigation mode:

Figure 2 - 1 : An example voice menu - Choosing the navigation mode

kapten then proposes a type of destination:

Figure 2 - 2 : Exemple de menu vocal - Choix du type de destination

For each given voice menu, the user must choose from the list of options.

Users can make their selection either by:

- **voice command**, by stating one of the previously suggested options into the headset microphone after the beep;

- **tactile command**, using **kapten**'s buttons.

VOICE COMMAND

A voice command is a command which is spoken into the headset microphone in response to a voice menu. We also say that the user "states their selection".

Depending on the mode of interaction chosen by the user, the command may (see *«Navigating in a voice menu»*, page 13) be stated:

- **at the end of the menu**, after you hear the beep (also called "prompt" or "invitation");

- **during the menu**, after interrupting it by a short press on the headset button;

- **spontaneously**, independent of a voice menu, by pronouncing a key-word for example (see *«Interacting using key-words»*, page 15).

A voice command is stated out loud **into the headset microphone**

For the voice command to be understood correctly by **kapten***, it is recommended to* **speak clearly** *into the microphone in an area with little* **background noise***.*

Examples of voice commands

Following the previous example, the user (a pedestrian in this case) replies to **kapten**'s voice menu by stating their choice of navigation mode **after the beep**:

Figure 2 - 3 : An example voice command - Choosing the navigation mode

kapten then goes to a second menu (see figure 2 - 2) and the user selects the type of destination:

The vocal interaction is based on vocal exchange between **kapten** *and the user:* **kapten** *proposes a list of options or asks a question and the user makes a selection from the list or replies to the question.*

TACTILE COMMAND

A tactile command is one which is sent using **kapten**'s tactile interface, i.e. by pressing one of the buttons described in the section *«Familiarising yourself with kapten's buttons and sockets», page 21*.

The tactile commands are set out further on (see *«Navigating in a voice menu»*, page 13

Tactile commands are used in particular in confined areas as an alternative to vocal commands

2.1.2 Navigating in a voice menu

When navigating in a voice menu, the user may decide:

- to use the vocal interface exclusively, i.e. listen to the voice menus in full, wait for the beep, then state the vocal command and pass on to the next voice menu;

- to use the tactile interface exclusively, i.e. interrupt the voice menu immediately, navigate in the menu and make a selection manually before passing on to the next menu;

- to use both interfaces at the same time.

We call the method chosen by the user for navigating in a voice menu and making selections the "mode of interaction".

The table below shows the different modes of interaction that are possible

Table 2 - 1 : The different modes of interaction

Mode of interaction	Type of interaction	Description
Vocal beginner	Vocal	The user listens to all the options from the voice menu, waits for the beep at the end of the menu and states the selection out loud
Vocal expert	Vocal + Tactile	The user presses the button on the headset to state the chosen option before the end of the voice menu
Non-vocal beginner	Tactile	The user presses the K button as soon as the desired choice is heard.
Non-vocal beginner	Tactile	The user presses the menu buttons ▶▶ and ◀◀ to scroll through the options one by one. Whenthe desired option is reached, the user presses the K button to validate the choice made

The following procedures show how to navigate in the menus according to the user's preferred mode of interaction.

Navigating in a voice menu - Vocal beginner mode:

1 Listen to the voice menu in full;

2 Wait for the beep which marks the end of the menu;

3 State your choice using the microphone on the headset.

> *If **kapten** does not understand a voice command, you will hear the message "Please try again", then say the voice command again in full.*

Navigating in a voice menu - Vocal expert mode:

1 Listen to the start of the voice menu;

2 Whenever you wish, before the end of the voice menu, press the headset button;

3 Wait for the beep which marks the end of the menu;

4 State your choice using the microphone on the headset.

> *If* **kapten** *does not understand a voice command, you will hear the message "Please try again", then say the voice command again in full.*

Navigating in a voice menu - Non-vocal beginner mode:

1 Listen to the voice menu;

2 When you hear the option you require, press the button 🏃 to validate.

Navigating in a voice menu - Non-vocal expert mode:

1 As soon as the voice menu starts, press the button ⏭ or ⏮.
The voice menu stops and switches to manual mode

2 Scroll through the options one by one using the buttons ⏭ and ⏮..

3 When you get to the option you require, press the button 🏃 to validate.

> *Whatever mode of interaction you choose, to return to the previous menus, hold down (3 seconds minimum) the button* ⏮.
> *Holding it down does not have the same effect when listening to an MP3 file*

2.1.3 Interacting using key-words

kapten key-words are phrases or single words that the user can say to **kapten** to:

- to **enquire** about the status of the battery, the time, current position, current destination etc. - we call these "question key-words";

- to **request certain actions**, like change destination, turn up the volume, activate the radio or save a favourite item for example - we call these "action key-words".

You can pronounce certain key-words regardless of the current function or even when no function is activated. Others can only be used when a specific function is activated.

To interact with **kapten** *using a key-word:*

1 Press the headset button at any time;

2 Pronounce the key-word.

QUESTION KEY-WORDS

A "question key-word" is any key-word the user pronounces in order to ask **kapten** a question.

In this case, **kapten** responds with a voice announcement.

The table below sets out all **kapten**'s question key-words:

Table 2 - 2 : The list of question key-words

Active function	Question key-word	Action by kapten / Voice announcement
Géneral	*Key-word?*	Available key-word list
	I need some help?	Launches voice help based on the **kapten** Quick Start Guide.
	Battery	«Battery level : *[X]* %»
	GPS signal level?	«*[X]* satellites are visible» If GPS deactivated: "No GPS data available yet»
	What time is it?	«It's *[*current time*]*»
	Where am I?	«You are in *[city]*, *[number]*, *[street]*»
	Speed limit	«Speed limited to *[Speed limit] Mph*»
	Vitesse actuelle ?	«Last speed recorded: *[Current speed]*»
	Compass calibration	allow to calibrate the compass, for more deteial see www.Kapsys.com «Support» area

Table 2 - 2 : The list of question key-words (...)

Active function	Question key-word	Action by kapten / Voice announcement
	Compass	Indicates the Kapten direction
GPS	*Where do we go?*	Indicates the destination
	Arrival time?	Indicates the time remaining
	Distance?	Indicates the remaining distance to travel
	Next instruction?	indicates the next navigation instruction.
	Previous instruction?	Repeats previous navigation instruction
	Available maps?	Indicates the countries and cities maps available in the **kapten**
MP3	What am I listening to?	«You are listening to *[tcurrent track]*»

ACTION KEY-WORDS

An "action key-word" is any key-word the user pronounces in order to give **kapten** a voice command.

In this case, **kapten** carries out the requested action.

The table below sets out all **kapten**'s action key-words:

Table 2 - 3 : The list of action key-words

Active function	Question key-word	Action by **kapten** / Voice announcement
-	• *Volume Up* • *Volume Down*	Turns the volume up or down
	Parking	Memorises the user's geographical position and saves it in **Car** favourites (on how to navigate to a favourite, see <u>Navigating to a Favourite:</u>)
	Record home	Memorises the user's geographical position and saves it in **Home** favourites (on how to navigate to a favourite, see <u>Navigating to a Favourite:</u>)
	Record office	Memorises the user's geographical position and saves it in **Office** favourites (on how to navigate to a favourite, see <u>Navigating to a Favourite:</u>)
	K-tag	Automatically creates a K-tag
	Plane mode activation	«Plane mode activation»
	Désactiver le mode avion	«Plane mode deactivation»
	Activate speed camera	Activates the Speed camera warning
	Deactivate speed camera	Deactivate the Speed camera warning

Table 2 - 3 : The list of action key-words

Active function	Question key-word	Action by **kapten** / Voice announcement
GPS	*Avoid highways*	Avoids highways on roadbook calculation. **Remark** : Available only in navigation mode.
	Avoid tolls	Avoids tolls on roadbook calculation. **Remark** : Available only in navigation mode.
	Take highways	Allows highways on roadbook calculation. **Remark** : Available only in navigation mode.
	Take tolls	Allows tolls on roadbook calculation. **Remark** : Available only in navigation mode.
	Switch to pedestrian mode *Switch to bicycle mode* *Switch to motorbike mode* *Switch to car mode*	Allowsto change the navigation mode (ie. from car to pedestrian) with the current destination address.
	Stop navigation	Requests confirmation to stop the current navigation (YES or NO)
	GPS	Launches the voice menu for entering an address (see *«Navigating with the GPS function»*, page 38)
GPS+CALL	*Call destination*	Calls the telephone number associated with the current destination. Note : available only when the destination is a contact (see *«Navigating using Contacts:»*, page 45)
MP3	*Same genre music*	Plays tracks of the same style
	More of this artist	Plays tracks from the same artist
	Play whole album	Plays current album right through
	Play all the music	Plays all the music stored on **kapten**
	Random	Activates random play mode

Table 2 - 3 : The list of action key-words

Active function	Question key-word	Action by kapten / Voice announcement
	Deactivate random mode	Deactivates random play mode
	Stop the music	Stops current track
	MP3	Loops back in the MP3 menu or activates the MP3 function
CALL	*Call*	Loops back in the CALL menu
FM	*FM*	Loops back in the FM menu
	Stop the radio	FM function stopped
	New station	«Dictate name of the radio station you want to hear»
	New frequency	«Select a frequency» for example for 103,5 MHz, says «103 dot 5»

2.1.4 The headset

Headset makes the vocal interface with **kapten** possible, allowing the user to:

• hear the instructions from **kapten**;

• end commands to **kapten**.
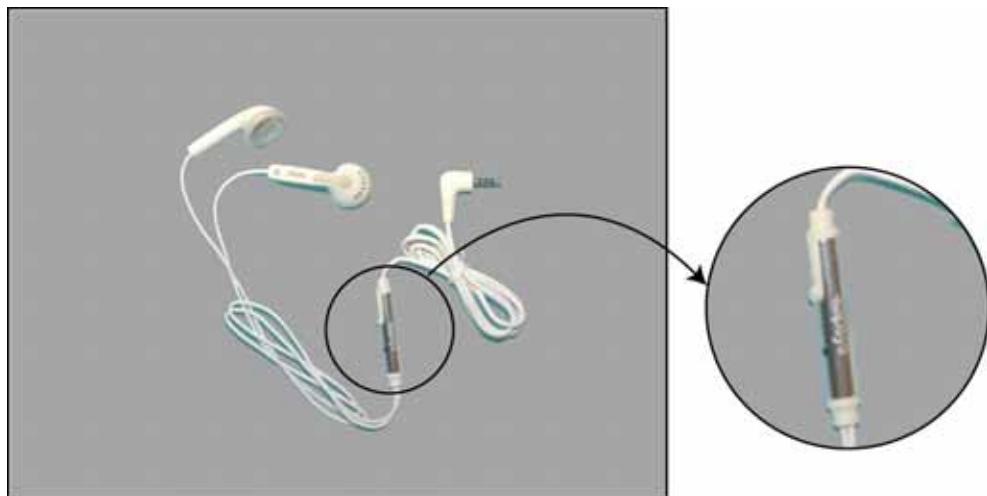
*Figure 2 - 4 : The **kapten** headset*

Table 2 - 4 : Description of the **kapten** headset

Item	Function
Headset button	see Table 2 - 5, page 20
Microphone	Stating a command, a key-word or recording a voice memo when creating a K-tag

The table below sets out the actions by **kapten** following a **short press** of the headset button (less than 3 seconds) or when the button is **held down** (at least 3 seconds) **when no function is activated** and **kapten** **is not in a voice menu**:

Table 2 - 5 : Headset button functions outside voice menu

	With incoming call	Use of key-words
Short press	• Takes an incoming call • Switch to mute mode during a call	Take control and pronounce a key-word (see *«Interacting using key-words»*, page 15)
Long press	Hang up after a call	-

> *These actions are not valid when* kap**ten** *is in a voice menu. For more information on the functions of the headset button when* kap**ten** *is in a voice menu, see «Navigating in a voice menu - Vocal expert mode:»**, page 14.***

2.2 Familiarising yourself with kapten's buttons and sockets

The buttons and points of connection ("sockets") make up what we refer to as the tactile interface of **kapten**.

The following sections present the different views of **kapten** and describe the different items visible each time.

2.2.1 Front view
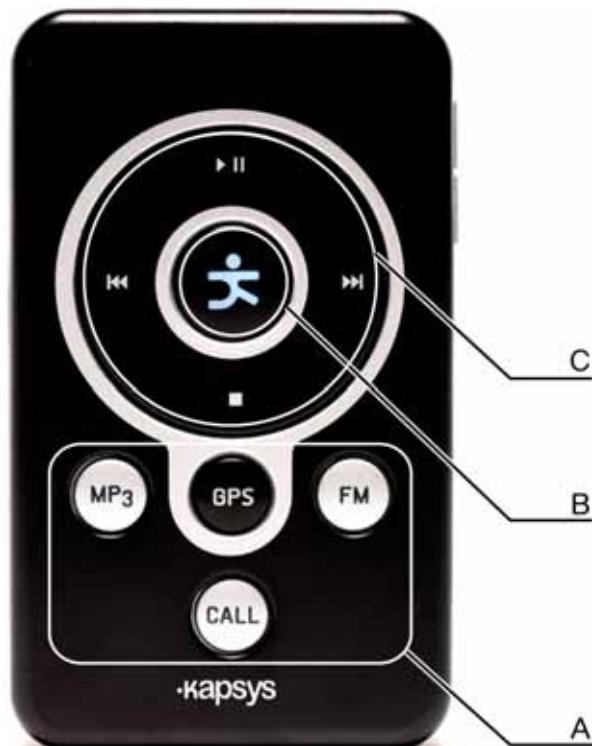
*Figure 2 - 5 : Front view of **kapten** - Buttons and sockets*

Table 2 - 6 : Front view of **kapten** - Buttons and sockets

Repère	Désignation	Fonction
A	Function buttons	Activate or deactivate a function and the associated technology (see *«FUNCTION BUTTONS»*, page 22).
B	"K" button	• Creates a K-tag g (To create a K-tag:) • Validates an action in a voice menu
C	Menu buttons	Instructs **kapten** according to the activated function or navigates in a voice menu (see *«Menu buttons and "K" button»*, page 23).

FUNCTION BUTTONS

Use the function buttons to:

- stop or start one of **kapten**'s functions (navigation, music, radio, hands-free telephone) by pressing the button briefly;

- deactivate the technology associated with a function by holding down the button:

  - the GPS for the navigation function (GPS);

  - the Bluetooth for the telephone function (CALL).

 The table below sets out the names of the function buttons and describes their purpose:

Table 2 - 7 : **kapten**'s function buttons

Ref.	Button	Description	Function	
			Held down (more than 3 secs)	**Press briefly (less than 3 secs)**
A		**GPS** Button	Deactivates the GPS	Starts a navigation
B		**MP3** Button	Activates / deactivates the random play modee	Starts to play an MP3 file
C		**FM** Button	-	Starts to play a radio station
D		**CALL** Button	Deactivates the Bluetooth function	Makes an outgoing call or takes an incoming call

MENU BUTTONS AND "K" BUTTON
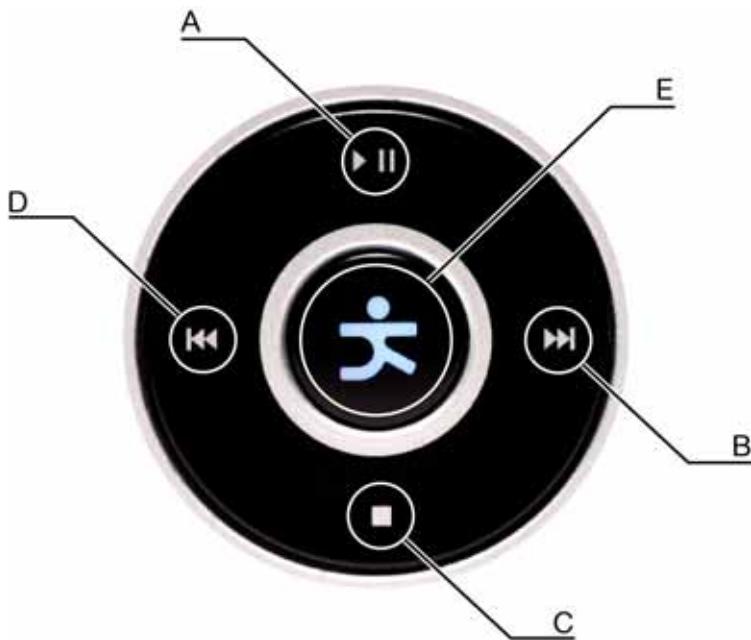
Figure 2 - 6 : Touches de menu et bouton «K»

The menu buttons have a double function, they help to:

- "give instructions to **kapten** according to the active function (navigation, music, radio, hands-free telephone);

- "navigate in a voice menu (see *«Navigating in a voice menu»*, page 13)

The table below sets out the names of the menu buttons and describes their purposes:

Table 2 - 8 : Menu buttons and "K" button

Ref.	Button	Description	Function	
			Activated function	**Voice menu**
A	▶❚❚	**Play / Pause** button	Table 2 - 9, page 24	-
B	▶▶❙	**Fast forward** button	Table 2 - 10, page 24	Next option
C	■	**Stop** button	Table 2 - 11, page 24	-
D	❙◀◀	**Rewind** button	Table 2 - 12, page 25	Previous option
E	大	**"K"** button	Table 2 - 13, page 25	Validates the current option

The tables below set out the actions performed after **briefly pressing** (less than 3 seconds) or **holding down** (at least 3 seconds) one of the menu buttons, **depending on the active function**

> ***These actions are not valid when*** kapten ***is in a voice menu. For more information on the functions of the menu buttons when*** kapten ***is in a voice menu, see*** *«Navigating in a voice menu - Non-vocal expert mode:»*, **page 14.**

Table 2 - 9 : Functions of the **Play / Pause** button ▶❙❙ outside voice menu

	GPS	**MP3**	**FM**	**CALL**
Short press	Mute mode[a]	• Plays track • Pauses track	Mute mode	-
Long press	-	Plays all music stored on **kapten**	-	-

a. In mute mode, navigation instructions and radio are paused until the user presses the button ▶❙❙. againe

Table 2 - 10 : Functions of the **Fast forward** button ▶▶❙ outside voice menu

	GPS	**MP3**	**FM**	**CALL**
Short press	-	Next trackt	Moves up the frequency	-
Long press	-	Fast forward	Next radio station	-

Table 2 - 11 : Function of the **Stop** ◻ outside voice menu

	GPS	**MP3**	**FM**	**CALL**
Short press	Stops the GPS function	Stops the MP3 function	Stops the FM function	Stops the on going Call
Long press	Puts **kapten** to sleep mode[a]	Puts **kapten** to sleep mode[a]	Puts **kapten** to sleep mode[a]	Puts **kapten** to sleep mode[a]

a. To switch ON the **kapten**, short press on the **Stop** button ◻

Table 2 - 12 : Functions of the **Rewind** button outside voice menu

	GPS	MP3	FM	CALL
Short press	-	Previous track	Moves down the frequency	-
Long press	-	Rewind	Previous radio station	-

«K» BUTTON

Figure 2 - 7 : «K» button

The table below sets out the functions of the "K" button:

Table 2 - 13 : Functions of the Kapsys button outside voice menu

	Aucune fonction activée
Short press	Creates a K-tag (see *«To create a K-tag:»*, page 63)
Long press	-

> *To see if a function is activated or not at a glance, see «Function button indication lights», page 29.*

2.2.2 Top view

*Figure 2 - 8 : Top view of **kap**ten*

Table 2 - 14 : Top view of **kap**ten - Buttons and sockets

Ref	Description	Function
A	Lock switch	Locks or unlocks **kap**ten keypad
B	USB socket	Connects **kap**ten to a computer via a USB cable to: • charge the battery; • synchronise **kap**ten; • access the site www.kapsys.com

> ⚠️ ***Before you can start using your*** kap**ten**, ***you must first unlock it.***

To unlock your **kap**ten*:*

1 Locate the lock switch at the top end of the device;

2 Slide it over to the appropriate position, i.e. so you can see the green colour.

2.2.3 Right-hand side

*Figure 2 - 9 : Right handside of the **kap**ten*

Table 2 - 15 : Right hand side of the **kap**ten - Buttons and sockets

Repère	Désignation	Fonction
A	Volume button	Turns the volume up or down

Key-word tip: to turn the volume up or down, you can also use the key-words «volume Up» or «volume down» (see «Interacting using key-words», page 15).

kapten *can also be muted using the menu buttons (voir Table 2 - 9, «Functions of the Play / Pause button outside voice menu», page 24) or, during a telephone conversation, using the headset button.*

2.2.4   Left hand side

*Figure 2 - 10 : Left hand side of the **kapten***

Table 2 - 16 : Left hand side of the **kapten** - Buttons and sockets

Ref.	Description	Function
A	Headset socket	For plugging in the headset

2.3 Understanding the lights on your kapten

The Kapsys button and the function buttons on **kapten** are equipped with blue and / or red LEDs (light-emitting diodes), which indicate the activation status of functions and what actions are in progress.

The present section provides a detailed description of the "K" button light and the navigation mode lights and also mentions two special cases for which **kapten** gives off particular light signals

- "K" button indication lights

- Function button indication lights

- Navigation mode indicator lights

- Other indication lights

2.3.1 "K" button indication lights

The table below sets out the "K" button LED signals: :

Table 2 - 17 : Description of the "K" button lights

LED	Colour and rate of flashes	Description
	• Blue • Flashing rapidly	GPS activated and position earching valid
	• Blue • Flashing slowly	GPS activated and operational, navigation and K-tag creation possible
	• red • Flashing normally	low battery
	• OFF	• Either your **kapten** is in sleep mode, short press on Stop button to switch it ON. • Either your GPS is switch OFF (plane mode activated ofr example), in this case all other function are available.

2.3.2 Function button indication lights

The blue LEDs of the function buttons change display to indicate the activation status of the function in question (GPS, MP3, FM and CALL) and the associated technology (GPS and Bluetooth).

The table below describes the appearance of the function button lights:

Table 2 - 18 : Description of the function button lights

Function button	LED	Colour and rate of flashes	Description
GPS		OFF	No navigation in progress
		• Blue • Flashing normally	• Navigation in progress. • The menu buttons **are not dedicated** to the GPS function
		• Blue • continuous	• Navigation in progress. • The menu buttons **are dedicated to** the GPS function
MP3		OFF	MP3 function deactivated
		• Blue • Flashing normally	• Music currently being played • The menu buttons **are not dedicated to** the MP3 function
		• Blue • continuous	• Music currently being played • The menu buttons **are dedicated to** the MP3 function (in voice menu mode)
FM		OFF	FM function deactivated
		• Blue • Flashing normally	• Radio currently on • The menu buttons **are not dedicated t**o the FM function
		• Blue • continuous	• Radio currently on • The menu buttons **are dedicated to** the FM function
CALL		OFF	Bluetooth deactivated
		• Blue • Flashing rapidly	Bluetooth activated and searching for Bluetooth terminal for pairing
		• Blue • Flashing slowly	Bluetooth activated and paired with a Bluetooth compatible mobile
		• Blue • continuous	• Telephone function activated • The menu buttons **are dedicated to** the CALL function

2.3.3   Navigation mode indicator lights

kapten is a multi-mode navigation system, i.e. it may be used in the following modes:

- pedestrian and public transport;
- bicycle;
- motorbike and moped;
- car.

The unit features a range of blue LED lights indicating which navigation mode is active:

Figure 2 - 11 : **kapten** *transport mode indicators*

Only one indicator is lit up at a time during GPS navigation .

The table below sets out the different navigation modes and associated navigation rules :

Table 2 - 19 : GPS Navigation - Navigation modes

modedenavigation	Symbole	Règles de navigation
Pedestrian		• No motorways or dual-carriageways etc. • Two-way roads without taking direction into account • Stairway access • Pedestrian routes (bridges, squares, parks, pedestrian tunnels etc.) • The possibility of using public transport

Table 2 - 19 : GPS Navigation - Navigation modes (...)

modedenavigation	Symbole	Règles de navigation
Bicycle		• No motorways or dual-carriageways etc. • Bicycle lanes • Navigation engine: same rules apply as for navigation when driving a car
Motorbike		• All roads open to traffic • Navigation engine: same rules apply as for navigation when driving a car
Car		All roads open to traffic

While the Battery is charging, the navigation mode indicator lights also show the battery charge level (voir Table 3 - 1, page 37).

2.3.4   Other indication lights

The indication lights on **kapten** also signal:

• the resetting of the device;

• the start-up of the operating system.

REBOOT

When **kapten** stops responding to voice or tactile commands ((see *«Navigating in a voice menu»*, page 13), resetting the device may help.

To reset **kapten***:*

1 Simultaneously press the buttons , and «**Volume down**»

2 Wait for the reboot indication lights to stop.

When **kapten** is resetting, the navigation mode indicators flash one after the other for approximately 90 seconds
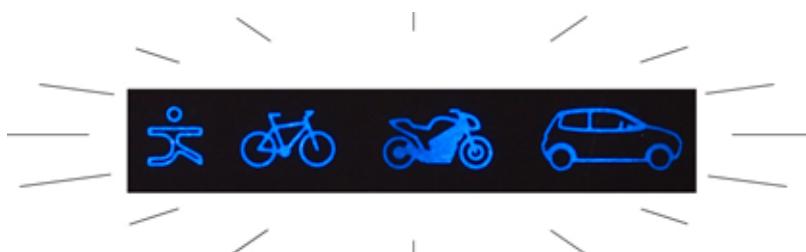
START-UP OF THE OPERATING SYSTEM

kapten utilizes the operating system called Linux to run the software for its speech synthesis, voice-recognition and navigation etc.

Like all operating systems, it must start up before **kapten** can be operational. This start-up may occur, for example, after recharging the battery.

When the operating system is starting up, the navigation mode indicators flash one after the other for approximately 90 seconds.

3 Using your **kapten**

This chapter explains how to use your **kapten**, i.e. how to activate a function (navigation, music, radio, hands-free telephone and K-tag) and how to navigate in the associated voice menus.

The description of each function also includes reminders, warnings (where necessary) and procedures which describe the voice menus in detail.

The current chapter is divided up into the following sections:

- Prior to using your kapten
- Navigating with the GPS function
- Listening to music with the MP3 function
- Listening to the radio with the FM function
- Telephoning with the CALL function
- Creating K-tags

3.1 Prior to using your kapten

Before you can start using your **kapten**, it must be:

- **switched on** (See *«Switching kapten on», page 36*) ;

- **recharged** (See *«Recharging kapten», page 36*) ;

- **Unlock keypad** (See *«The K button and the navigation mode indicators show the battery», page 37*) ;

3.1.1 Switching kapten on

To switch on your **kapten***:*

1 1 Briefly press (less than 3 seconds) the button ▢

2 2 The "K" button should light up. If it does not light up, you need to recharge the battery..

> *To switch your* **kapten** *off, hold down the button ▢.*

3.1.2 Recharging kapten

To recharge the battery to your **kapten***:*

1 Plug your **kapten** into:

- your computer using the USB cable provided (See *«USB CABLE», page 6*);

- a mains socket using a mains USB-type recharger (available for purchase at www.kapsys.com, see *easystore*);

2 Wait until your **kapten** battery is fully charged (about 4 hours for the first .

> *Prior to first use, charge your* **kapten** *battery to the maximum on full charge (charging time : around 4 hours), to ensure it reaches full capacity.*

LEVEL OF THE BATTERY

The K button and the navigation mode indicators show the battery

Table 3 - 1 : Battery charge level

Led	Color	Charge Level
	Red Flashing	Low battery
	Blue continious	25 %
	Blue continious	50 %
	Blue continious	75 %
	Blue continious	100 %

Key-word tip: to find out the level of your battery, you can also use the key-word :

"Battery"

For further information on key-words, See «Interacting using key-words», page 15.

3.1.3 Unlocking your **kap**ten

You can lock the buttons on your **kap**ten. It always has to be unlocked again before you can start using it.

To unlock your **kap**ten*:*

1 Locate the lock switch at the top end of the device;

2 Slide it over to the appropriate position, i.e. so you can see the green colour.