**Black Eye: End-User Documentation** 

What is the Black Eye?

Black Eye for Android is a podcast app that maintains a light, easy-to-use interface while providing essential features for any podcast listener. These features include the ability to add podcast feeds to a list, refresh their most recent episodes, saving them to your device for later, and playing them.

Questions & How-To's

Where to download the app?

1. Will be available to download through the Play Store... coming soon!

How to add a podcast feed to the list?

- 1. Select 'Add Feed' button
- 2. Enter a podcast feed URL
- 3. Select 'Add' button

How to refresh a podcast feed?

- 1. Select the menu icon dropdown located in the top right corner of the Podcast screen
- 2. Select 'Refresh Feed'

How to refresh all the podcast feeds?

- 1. Select the menu icon dropdown located in the top right corner of the Add Feed screen
- 2. Select 'Refresh Feed'

How to save an episode?

1. After selecting a Podcast with episodes you wish to save tap the 'Recent' tab

2. Locate the episode you wish to save, then select the 'Save' button

## How to remove a saved episode?

- 1. After selecting a Podcast with episodes you wish to remove tap the Saved tab
- 2. Locate the episode you wish to remove, then select the 'Remove' button

## How to play an episode?

- 1. After selecting a Podcast with episodes you wish to listen to, locate an episode you wish to listen to on either the 'Recent' tab or the 'Saved'
- 2. Select the 'Play' button located to the right of the episode

## How to skip forward/backward while playing an episode?

- 1. Select the 'Skip Forward' button to skip forward in the episode 20 seconds
- 2. Select the 'Skip Backward' button to skip backward in the episode 10 seconds

## How to pause/play while playing an episode?

- 1. Select the 'Pause' button to pause the episode. As a result, the button will switch to a 'Play' button.
- 2. Select the 'Play' button to continue playing the episode. As a result, the button will switch to a 'Pause' button.