

LifePod User Manual

1. Playing Audio

1.1 To play audio, open the app, then after the episodes list finishes loading automatically, press the play button and the audio should stream from the Internet.

1.2 After you start playing a file, the button changes to a pause button, press it pauses the audio. There is no "stop" button.

1.3 After a file plays for few seconds, a timer bar will show up to let you know where you are on the file, you can drag it to forward/reverse if needed.

2. Auto loading next batch (Infinite Scroll)

When a show has many episodes, the app will load only 10 at a time to increase performance. To load more episodes, simply scroll up so that the last episode is listed, the app will detect this and automatically load the next 10 episodes.

3. Download

You can download audio for later listening. Press the download arrow for a file and you will see a wait circle while file downloads. When download finishes successfully, the circle will change to a trash can icon.

From now on, when you play the file via the play button, it will be playing from the local file, no more internet traffic will occur.

4. Offline Mode

When you start the app and it detects you are offline and you have previously downloaded episodes, the app goes into "offline mode" where it will only display those episodes that already have been downloaded.

If you have no internet connection and no downloaded episodes, the only thing really working is the "share" function and that only via none Internet dependent functions like SMS. More on the "share" function below.

5. About

This is a page that can be anything you want. Please let me know if you want to add text, links, photos, QR codes, phone numbers, etc. It is designed to tell your users more about the app and give them ways to further interact with you.

6. Share

This uses standard Android "share" function that you might have seen in other Apps. Tapping the button will pop up a list of applications that you can share the link to others for them to download the app too. The message is simply "Download Here: a link to the APK file of your app on my server". I would recommend SMS or a chat app as the app to share this link with your friends. Since it is phone dependent, I don't know what will pop up and the user might need to be trained on generally how this works. This is a potentially a security risk as it gives a "digital paper trail" of who shared the app with whom so this might need to be thought through.

Alternatively, the same URL can be made into a QR code and put into the About page, then the receiver need to know how to scan a QR code. This doesn't work with wechat, fyi, as wechat blocks external URLs from a QR code so at this time sharing via wechat is not supported. Also wechat is heavily monitored so you might not want to do that anyway.

7. Update

One of the most important function of the app is the ability to check for updates. When an update is found, the user will be prompted with a pop up that says "update found" and two buttons "download" or "cancel".

If the user chooses "download", an APK file (Android App) will be downloaded then the user need to go install it manually for it to update.

8. Blocking

I am also working on the possibility to push small updates to users in real time, without them having to do anything manually. This could be very useful in the event the audio files are blocked. Then we can push the new server's address to the end users can they will be switched over seamlessly. This is very much a concept at this point.