

Getting Started with Montana Library2Go—Audiobooks

Downloading Overdrive Media Console

- Open your web browser (Firefox, IE, Safari or Chrome)
- Go to the Library's home page: bitterrootpubliclibrary.org
- Select Montana Library2Go from the main menu at the top of the page
- You will be taken to the Montana Library2Go home page
- Find the section labeled "Software Downloads" in the left sidebar (you may need to scroll down)
- Click on the link "Overdrive Media Console"
- You will be taken to the download page for the Overdrive Media Console
- Select the operating system or device that you are downloading to
- Your computer will download the installation files and an install wizard will start
- Use the install wizard to choose your desired installation settings
- When the installation has finished, you should have an Overdrive Media Console icon on your desktop

Downloading an Audio book into the Overdrive Media Console

- Navigate back to the Montana Library2Go home page
- Log in to Montana Library2Go using your library barcode number
- Find an audio book that is available in a format that is compatible with the device you are using
- Click on "Add to Cart"
- Once in the cart, click on "Proceed to Checkout"
- Choose your lending period (7 or 14 days) and click "Confirm Checkout"
- Click "Download"
- The Overdrive Media Console should open and a window will pop up asking which folder you would like to save the audio book to (the default should be fine in most cases)
- The computer will display a window with the different parts of the book with boxes checked for the parts you wish to download (if you have a slow internet connection, you should download the audio book one part at a time; Overdrive only allows you to attempt a download 3 times, if you reach your download limit, please contact the library)
- Click "download"
- The audio book will now download into the Overdrive Media Console; there is a progress bar at the bottom of the window
- Once the audio book is downloaded it can be played within the Media Console or transferred to a different program