

LIBRARY TO GO/LIBBY/OVERDRIVE FAQ

About apps, software, and devices

How can users access Libby?

With Libby, users can browse, borrow, and enjoy titles from your OverDrive collection on almost any device. Users can download the Libby app on iOS and Android devices or go to libbyapp.com to use Libby in a web browser.

Users can send ebooks directly from Libby to their Kindle (U.S. only) or download them on a computer and transfer them to other supported ereaders.

What devices work with Libby?

Users can download Libby on:

- iOS 10+ (get it from the Apple App Store)
- Android 5.0+ (get it on Google Play)

Users with a Windows computer, Mac computer, or a Chromebook can use Libby in a web browser at libbyapp.com. We suggest using the latest version of Chrome, Safari, Firefox, or Edge.

Lending digital titles

How many titles can a user borrow at a time?

Users can checkout up to 6 items at a time. There is no limit on how many uses per month.

Do titles need to be manually returned? Can titles be returned early?

Titles automatically expire at the end of their lending period and are returned to your library, so users never have to worry about late fees.

If users finish titles early, they can return them manually to free up space in their account.

Can a user renew a title that they have checked out?

Yes. Users can renew digital titles if there are no holds on the title.

What about lending periods? Can our library customize them?

For ebooks, audiobooks, and magazines, titles may checkout for 7, 14, or 21 days.

Can users place holds on titles that are checked out? If so, how many?

Yes. If all available copies of a title are checked out, users can place that title on hold.

What happens when a digital hold becomes available?

Users will receive a notification when their hold becomes available. You'll have 3 days to borrow it, or you can choose to have it delivered later. If a user has a hold delivered later, they'll keep their place in the holds list, but the hold will go to the next person in line.