

Using SaberCopy to Program MegaVoice Players A MEGAVOICE * # # # - 00 -UA 1

Using SaberCopy to program MegaVoice players 20241224-10.docx || © MegaVoice Ltd. || Page 1 of 110



Introduction

SaberCopy is a free software program provided through the generosity of <u>Global Recordings Network</u> (GRN).

SaberCopy makes it easy for you to load audio messages to any of the currently available line of MegaVoice players (and practically any USB mass storage device). Since many MegaVoice players include a microSD card reader, SaberCopy is also a simple way to prepare microSD cards with audio for distribution with those players.

With SaberCopy, you can...

- 4 Copy the contents of an audio message on disk to multiple players concurrently
- 4 Copy the contents of an audio player to multiple microSD cards or USB thumb drives concurrently
- Duplicate the contents of one player to others
- 4 Load a player by aggregating a new audio message "on the fly" from existing folders
- Compare player(s) contents to an audio folder on disk
- 4 Compare a project or specific player's contents against other players or devices.
- 🖊 Compare two audio folders on disk
- 4 Quickly load batches of players using *Fast Copy Mode* with minimal user intervention
- Append audio to player(s) without overwriting their current contents
- Aggregate files from multiple folders (sources) on disk into a new folder (disk-to-disk)
- Replicate microSD cards faster, cheaper and more accurately than a hardware device
- And much more...

SaberCopy is supported in the following environments: Windows (8.x, 10 and 11). SaberCopy should work on XP and 7 but it is not recommended, as Microsoft no longer supports either platform.

For details on how SaberCopy can be implemented on Mac OSX, please see here.

This guide focuses on the specifics of using SaberCopy with MegaVoice players and typical needs of MegaVoice customers. It is intended as a supplement <u>GRN's own user guide</u> – *not as a replacement*.

Download the installation package

The currently supported version of SaberCopy is 6.1.0.3.

Click here to download that version of SaberCopy.

Save the file to your PC. It is recommended to use the default "Downloads" folder.



Install SaberCopy

Beginning with versions 6.0.x, SaberCopy was converted to a 64-bit application. This will lay the framework for more robust enhancements in the future.

To facilitate the conversion, the installation must recreate the <u>C:\ProgramData\SaberCopy</u> folder. If your currently installed version is pre-6.0.x, and you have any custom templates or player images in that folder, you should back them up <u>before</u> executing the installation and restore them afterwards!

When the download completes, navigate to the location where the installation program was saved and doubleclick on it.

Versions 4.8.x and later include a language option. This also applies to the installation process. Choose the language you wish to use and click "OK". If this is a first-time installation this will also set that language as the default for normal SaberCopy operation but can be changed at any time. See <u>Language</u> option for more details.

Select S	Setup Language	<
	Select the language to use during the installation.	
	English	/
	OK Cancel	

Next, you will get the initial screen below. This is the license agreement. Click on "I accept the agreement" and then click on "Next". If you don't agree to the license, you cannot install SaberCopy. If you agreed to the license click on "Next"...





Select the options you want and click "Next" (it is recommended to take the defaults)...

Setup - SaberCopy version 6.1.0.3	_		×
Select Additional Tasks Which additional tasks should be performed?			
Select the additional tasks you would like Setup to perform while install then dick Next.	ing Sal	berCopy,	
Configuration and icons:			
Create a desktop icon			
Back Next		Can	cel

Click on "Install"...

Setup - SaberCopy version 6.1.0.3 -		×
Ready to Install Setup is now ready to begin installing SaberCopy on your computer.		(IO)
Click Install to continue with the installation, or click Back if you want to revi change any settings.	ew or	
Additional tasks: Configuration and icons: Create a desktop icon		•
4	•	_
<u>B</u> ack Install	G	ancel



The installation is now complete. Click on "Finish".

🚽 Setup - SaberCopy versio	n 6.1.0.3	_		\times
	Completing the Sal Wizard			I D
$\Box \diamond$	application may be launched by set shortcuts.	lecting the ins	talled	
(110m)	Click Pinish to exit Setup.			
		Einish		

If you took the installation defaults, there should be an <u>updated</u> icon (versions 6.0.x and later) on your desktop like the one below. Double-click on it to start the application.





Quick Start!

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

This section will briefly describe the steps necessary to perform a typical audio load using SaberCopy.

1. Open SaberCopy and connect your player(s) with the proper <u>SLS (if required) USB cable</u>. For this example, we are using an Envoy 2.3 S player.

🛞 SaberCopy Utility	- D X
Standard Mode 📃 Fast (Copy Mode 📑 Fast Verify Mode 🎲 🔞
Projects List	Removable Drives (1) and Destination Folders (0) List
New Project	1 Online 🔂 Add Folder 🥏 Refresh 💌
	D:\ [] 0 files (none of 7.86GB) Vot connected V Online

🛞 SaberCopy Utility						-	- 🗆 X
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Template Projects:		s (m	one of 7.80GB)				
Companion							
Envoy 2.1-2.2-2.3 S and	S DUAL						
Envoy 2.2 Encore							
Envoy 2.2, 2.3 E Series							
Envoy 3 Equip Plus							
Envoy Connect							





3. The project dialog will open, positioned to the "Files in Project" tab. Navigate to the folder *containing* your audio and drag it to the right - OR - highlight it and click "Add". As noted earlier, all the other settings should be correct, but feel free to review them to be sure. For example, you may want to specify a special drive volume name on the "Copy and Check" tab.

SaberCopy Project Details - C:\ProgramData\SaberCopy\Template Projects\Envoy 2.1-2.2-2.3 S and S DUAL.saber						_		×	
Project Title: MegaVoice Envoy 2.1/2.2/2.3 S and S DUAL (4) Project contains: 1189 files in 70 folders (1.68GB)							-	•	
Files in project Target Device Audio Identifiers	Text To Speech	Output Options	Detail f	file list	Copy and Ched	k Notes			
> B2250 fbl tokoisin > B2274 fbl french > B2695 swapped language folders > B2695_eng_spn_with_fbl_B2250_for testing > B2695_itm_ntpp_english_spanish_v1_m5 > B2740_itm_ntpp_english_stam_itm_t_chinese mail > B2769_itm_ntpp_portuguese_spanish_v1 > B2859_fbl_niv_english > B2859_fbl_niv_english_ALPHANAMES > B3190_itm_ntpp_eng_itm_nt_vietnamese_v: > B3196_sss_ntp_luganda_gss_soj_mbc_fbl_rit > B3198_gdn_ll_nt_dinka bor_fbl_esv_english > B3198_gdn_ll_nt_dinka bor_fbl_esv_english > B3198_gdn_ll_nt_dinka bor_fbl_esv_english > B3198_gdn_ll_nt_dinka bor_fbl_esv_english	Source File Spec C:\Test Messages	\β2274_fbl_french		Destinatio	n Folder		Files 1189	Size 1.68GB	Descrip
Check Project Print Project	Add	Net Net	v (e Re	emove	<u>р</u> Ок		Down	

🔝 SaberCopy Utility

MEGAVOICE

4. Click on the "Target Device" tab. Notice that SaberCopy has checked your audio folder against the rules defined for the Envoy 2.1/2.2/2.3 S and S DUAL player. All rules have passed (colored in green with a green checkmark). Rules that failed would have been colored in red with an "X". These should be addressed before continuing. See <u>19: Device rules validation</u> for more details. Click "OK" to save your changes and exit.

SaberCopy Project Details - C:\ProgramData\SaberCopy\Template Projects\Envoy 2.1-2.2-2.3 S and S DUAL.saber						-		\times
roject Title: MegaVoice Envoy 2.1/2.2/2.3 S and S DUAL (4) Project contains: 1189 files in 70 folders (1.68GB)							÷	0
Files in project Target Device Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
MegaVoice Envoy 2.1/2.2/2.3 5 and	MegaVoice Envoy 2.1/2.2/2.3 S and S DUAL							
Standard Navigation			•	ENVOY 2 5	VOY 2.5 DU	x xx	хххз	
→ For details on how to distinguish between Envoy 2.1, 2.2 or How to identify your player version.	r 2.3 S/S Dual players, j	please click the link belo)W.	542 O -	× •			
→ The first Channel folder is always assigned to the GREEN but The second Channel folder (if present) is assigned to the BRO	utton. WN button.					X XXX	I XXXXX XXOG	
✓ There must be exactly 3 folder levels								
✓ There may be up to 2 top level (Channel) folders.						-		
 There may be up to 20 second level (Section) folders 				M0E23 M0F23	3 M0I23 M1A23	8 M1B2	23 M1C2	23
✓ There may be up to 999 third level (Book) folders				Archived player				
 Independent Section level folders are not allowed 								
 Independent Book level folders are not allowed 								
\checkmark Channel and Section Folders cannot contain both folders an	d files							
✓ Audio files may be: APE, FLAC, MP3, WAV or WMA								
→ For more information on Envoy S/S Dual 2.1 or 2.2 please s	ee <u>Envoy 2.2 S and S D</u>	ual User Manual						
→ For more information on Envoy S/S Dual 2.3 please see Env	oy 2.3 S and S Dual Use	er Manual						
Check Project				(<u>o</u> ĸ		Cancel	

5. Take a moment and make sure *your audio* will fit on the target player. Then click "Attach All" in the project window. But don't worry, if the message is too large for your player, SaberCopy will not allow you to perform the copy. "Attach All" will fail when clicked, and the player line will turn purple with <u>the "Oversize" warning</u>.

😸 SaberCopy Utility		– o x
Standard Mode	st Copy Mode 🛛 🐺 Fast Verify Mode	* 0
Projects (1) List	Removable Drives (1) and Destination Folders (0) List	
New Project 🗸 🔓 Open Project	1 Online 🔂 Add Folder	🤣 Refresh 🛛 🔻
MegaVoice Envoy 2.1/2.2/2.3 5 and 1189 files in 70 folders (1.68GB) Target MegaVoice Envoy 2.1/2.2/2.3 S and S DUAL; Test drive; Quick format; Never replace files; Only exts ape flac mp3 wav wma except in root *	D:\ [] 0 files (none of 7.86GB) Not connected Online	
Edit Save Print		





6. The "Unverified" message received simply means that there is content on the player and the "Don't verify when project first attached" option on the "Copy and Check" tab was checked. There is no need to perform pre-verification since the intent is to format and load new contents. Now click "Copy All" in the project window.

🛞 SaberCopy Utility		-		X
Standard Mode	t Copy Mode 📑 Fast Verify Mode		*	
Projects (1) List	Removable Drives (1) and Destination Folders (0) Lis	t		
New Project 👻 🔓 Open Project	1 Empty 🔁 Add Folder	2	Refresh	
MegaVoice Envoy 2.1/2.2/2.3 5 and 1189 files in 70 folders (1.68GB)	D:\ [] 0 files (none of 7.86GB)	pty	(
Target MegaVoice Envoy 2.1/2.2/2.3 S and S DUAL; Test drive; Quick format; Never replace files; Only exts ape flac mp3 wav wma except in root *				
Edit Save Print				
Copy All Copy All Cancel All				

7. All of the template projects are set to perform a "Quick Format" on the target player and remove any current contents. Reply "Yes" to the *delete all files and folders* warning.



8. SaberCopy will begin the loading process...

🛞 SaberCopy Utility				_		\times
Standard Mode	t Copy Mode	📑 Fast Verify Mode]		*	0
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New Project	1 Copying	,	🔁 Add Folder	🥏 R	efresh] 🔻
MegaVoice Envoy 2.1/2.2/2.3 5 and 1189 files in 70 folders (1.68GB)	D:\ 	1.2/2.3	S and S DUAL (4) 🔻 🔳 Cance Co	pying	9:14	a 🗸
Target MegaVoice Envoy 2.1/2.2/2.3 S and S DUAL; Test drive; Quick format; Never replace files; Only exts ape flac mp3 wav wma except in root *						
📄 Edit 📑 Save 🖨 Print						
🕼 Detach All 膨 Copy All 🔳 Cancel All						





9. Success! (the device line turns green and the "Complete" message is displayed)

🛞 SaberCopy Utility	-	- D X
Standard Mode	st Copy Mode 🔤 Fast Verify Mode	* 0
Projects (1) List	Removable Drives (1) and Destination Folders (0) List	
💽 🔤 Project 👻 🔚 Open Project	1 Complete 🔂 Add Folder	🕏 Refresh 🛛 💌
MeraVoice nvoy 2.1/2.2/2.3 5 and 1189 files in 70 folders (1.68GB) Target MegaVoice Envoy 2.1/2.2/2.3 S and	D:\ [ENVOY 2-2 S] 1189 files in 70 folder (1.750 or 7.0000) Complete Comple	te 22:37 📄 🔻
S DUAL; Test drive; Quick format; Never replace files; Only exts ape flac mp3 wav wma except in root *		
Edit Save Print		

*Note: If you notice a slight difference in overall message size as reported for the folder on the hard drive vs. on the player, it is due to the difference in the way file storage is calculated between the two devices – hard drive (NTFS) vs player (FAT32).

- 10. In the vast majority of cases, the process described above is always successful. If for some reason the load was not successful (the player line turns red) try the following:
 - a. Review all the settings on the different screens. If something looks amiss, please make the change and try again.
 - b. If the completion message was "Unmatched", review section <u>10: File verification</u>.
 - c. If you are still not sure what the problem is, click here to contact MegaVoice for assistance.
- 11. If the load was successful, but the player beeps and turns off, or enters Pause Mode instead of playing, or does not work or navigate correctly, please <u>review the rules</u> on the "Target Device" tab as well as the "Detail File List" tab for any folders or files tagged in red.

You could also <u>open the user guide</u> (using the link in the rules) and review the folder structure and file rules and/or troubleshooting sections.

12. Before you close SaberCopy!!! If you need to repeat the above steps at a later date to load other players, using the same configuration, you can save the project for easy re-use. SaberCopy will "remember" all the settings in the project file.

Simply click on the "Save" button in the project window. Give the file a recognizable name (but leave the file type as ".saber") and click "Save" again. Because the template projects are stored in a system folder, you must save your copy to a different folder on your computer ("My Documents" is typically used for this). To open the project later, click on the "Open Project" button, navigate to the folder and select it.





The Main screen

This is the main screen for SaberCopy as it appears each time you start the application.

If there are players or USB drives connected to the computer when SaberCopy starts, they will be recognized and shown in the area on the right under "Removable Drives and Destination Folders List".

New to versions 4.6.x and later! SaberCopy will summarize all devices currently connected by their status	Α	pplication Setti	ngs	Help/About
Fast Verify Mode				* 0
ying, 3 Online, 1 Oversize, 1 Removed) and Destina	ation Folders (0) Lis Co Add Fo	t der 🥰	Refresh 💌
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UAL XREF] 2378 files in 140 folders (2.84GB	Not connected	•	Online	
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NNECT] 1191 files in 67 folders (950.8MB of	Not connected	•	Online	
		SaberCopy wi	ll not allo	w a project
		to be attached	d to a dev	vice that does
	New to versions 4.6.x and ater! SaberCopy will summarize all devices currently connected by their status Fast Verify Mode movable Drives (6 ing, 3 Online, 1 Oversize, 1 Removed BLES] 5950 files in 351 folders (6.08GB of 7 ALL XREF] 2378 files in 140 folders (2.84GB DY] 42 files in 8 folders (131.9MB of 442.8M NECT] 1191 files in 67 folders (950.8MB of	New to versions 4.6.x and ater! SaberCopy will summarize all devices currently connected by their status Fast Verify Mode movable Drives (6) and Destinating, 3 Online, 1 Oversize, 1 Removed BLES] 5950 files in 351 folders (6.08GB of 7. Not connected BLES] 5950 files in 351 folders (6.08GB of 7. Not connected Disabled MAL XREF] 2378 files in 140 folders (2.84GB Not connected Version 2 Connected Ver	New to versions 4.6.x and ater! SaberCopy will summarize all devices currently connected by their status Fast Verify Mode novable Drives (6) and Destination Folders (0) List ing, 3 Online, 1 Oversize, 1 Removed BLES] 5950 files in 351 folders (6.08GB of 7. Not connected BLES] 5950 files in 351 folders (6.08GB of 7. Not connected ALL XREF] 2378 files in 140 folders (2.84GB Not connected VI 42 files in 8 folders (131.9MB of 442.8 Not connected NECT] 1191 files in 67 folders (950.8MB of Not connected NECT] 1191 files in 67 folders (950.8MB of Not connected NECT] 1191 files in 67 folders (950.8MB of Not connected Net connected Net connected Net connected Net connected Net connected Net connected Not connected Net con	New to versions 4.6.x and ater! SaberCopy will summarize all devices currently connected by their status Fast Verify Mode novable Drives (6) and Destination Folders (0) List ing, 3 Online, 1 Oversize, 1 Removed BLES] 5950 files in 351 folders (6.08GB of 7. Your BLES] 5950 files in 351 folders (6.08GB of 7. Your Disabled Remove ALL XREF] 2378 files 140 folders (2.84GB Not connected Online Disabled Remove MAL XREF] 2378 files 140 folders (2.84GB Not connected Online B0402 Corrector Net connected Online B0402 Copying NECT] 1191 files in 67 folders (950.8MB of Not connected SaberCopy will not allo to be attached to a dev not have enough availa

SaberCopy allows you to work in the framework of "projects". Projects provide you a way to define details regarding the loading of specific audio message(s) to specific player(s), save them and use them again without having to remember and reconfigure specific settings.

One of the nice features provided by SaberCopy is that it can compare a project against connected players. This feature is optional and is configurable within the project. If so configured, the compare can occur when a player is first attached to a project, but more importantly as the final step *after* the copy process.

You can save projects for future use (if this is helpful to you) or you can simply discard them when you close the application. You may also copy one project from another, using them as templates for new ones.

This guide will touch on *most, but not all,* of the features available in SaberCopy. For details on items not covered here, please see GRN's <u>SaberCopy User Guide</u>.



The Main program log

New to versions 4.8.x and later! There is now an easy way to access the main program log for SaberCopy.

The drop list menu button (\checkmark) to the right of the "Refresh" button will open a menu. A new item will appear that will display the main program log. It opens a window at the bottom of the Main Screen in the same way that an individual <u>player log</u> will display. See sample of <u>Main log here</u>.

MegaVoice technical support may request you use this option in special situations, copy and save the content to a file (Notepad recommended), then send to us for diagnosis.





Individual device log

It is possible to view an individual device log while it is being processed. Click on the arrow at the end of the device line and chose one of the two drop-down menu items (full log or errors only):

1 Copying	🕞 Add Folder 🛛 😤 Re	fresh 💌
D:\	2/2.3 S and S DUAL (1) 👻 🔳 Cancel Copying	0:31 🚔 💌
		🕢 Show Full Log
		Show Errors Only

New to versions 6.0.x and later! If the device is actively being processed, the log messages will scroll. If you want to "freeze" the automatic scrolling, simply click in the log window. The background will turn beige and you can scroll at will throughout the full log.

To resume scrolling with the most recent message always showing at the bottom, click somewhere outside of the log window. The background will turn white again and the message scrolling will resume.

🚱 SaberCopy Utility						_		×
Standard Mode	📑 Fas	t Copy Mode	📑 Fast Verify Mode				-	•
Projects (2) List			Removable D	rives (1) and Destination Fold	ers (0) List			
New Project V	en Project	1 Copying			Add Folder	🤣 R	efresh	
MegaVoice Envoy 2.1/2.2/2. 2378 files in 140 folders (2.57GB	.3 5 a 🔀)	D:\ 		1.2/2.3 S and S DUAL (1) - Cancel Cor	oying	5:51 💣	
			Message Log for	D:\				
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👸 SaberCopy Utility						-		×
Standard Mode	📑 Fas	t Copy Mode	Fast Verify Mode				÷	2
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MegaVoice Envoy 2.1/2.2/2. 2378 files in 140 folders (2.57GB	.3 5 🔀	D:\ 		1.2/2.3 S and S DUAL (1	l) 🔻 📕 <u>C</u> ancel Cop	oying	7:42	
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Sort by Drive State

New to versions 6.0.x and later! There is now an easy way to sort the connected devices by their current state. This is quite helpful when a large number of devices is being processed together and you are interested in seeing all those in a specific state.

The default order is alphabetical. When sorted by drive state, similar "states" are grouped together, i.e. Copying, Removed, Failed, Complete, Cancelled, etc.





Application Settings screen

From the Main screen, if you click on the 🔅 icon at top right, the Application Settings screen will be presented.

Application Settings	×
Language English Process Settings	Drive Settings Show USB Device Details for removable drives Hide disabled and absent drives Hide drives Set as Master
8 Aximum concurrent drive formatting (0 is unlimited) 64-bit Hash Hash Method for Verification Sound Notifications when checking and copying	Log Settings Debug / Verbose Logging Mode Write individual log to device
	<u>O</u> K Cancel

New to versions 5.1.x and later! Access to Application Settings is also now available from the Project Details screen. The icon to access the <u>Help/About dialog</u> has also been added. (circled in red below)

🔂 SaberCopy Project Details - C:\ProgramData\SaberCopy\Template Projects\Envoy 2 Encore.saber 🦳 🗌						×				
Project Title: En	ivoy 2 Encore (1)		Project cor	ntains: 0 files; Project	empty				-j.j.	2
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			



Language

New to versions 4.8.x and later! Besides the default language of English, SaberCopy can display operational text throughout the application in French, Spanish or Simplified Chinese. Typically, the text affected appears on button captions, tab captions, checkbox or radio button captions, tool tips, dialog boxes and the like.

New to versions 6.0.x and later! Language support has been added for the rules text on the Target Device tab. All the included devices now have this translation available and the rules text automatically changes to the language chosen on the Application Settings screen.

The Language setting will persist until changed by the user.

🛞 SaberCopy Detalles del proyecto - C:\ProgramData\SaberCopy\Template Projects\Envoy 2.1-2.2-2.3 S and S DUAL.saber					
Título del proyecto: MegaVoice Envoy 2.1/2.2/2.3 S and S DUAL (1) Proyecto contiene: 2378 archivos en 140 carpetas (2.5	57GB)			\$	•
Archivos en el pro Dispositivo de dest Identificadores de Texto a voz Opciones de salida Lista de archivos d	. Copiar verificar	Notas			
HegaVoice Envoy 2.1/2.2/2.3 5 and 5 DUAL ✓	Mostrar 14 tipos	de reproductores ard	nivados y	obsoletos	
Navegación estándar 🔹	ENVOY 2 5	VOY 2 S DU	х хх	ХХЗ	
 → Para obtener detalles sobre cómo distinguir entre reproductores duales Envoy 2.1, 2.2 o 2.3 S/S, haga clic en el enlace siguiente. Cómo identificar la versión de su reproductor. → La primera carpeta del canal siempre se asigna al botón VERDE. La segunda carpeta del canal (si está presente) se asigna al botón MARRÓN → Debe haber exactamente 3 niveles de carpeta → Puede haber hasta 2 carpetas de nivel superior (Canales) → Puede haber hasta 20 carpetas de segundo nivel (Sección) → Puede haber hasta 999 carpetas de tercer nivel (Libro) → No se permiten carpetas a nivel de Sección Independiente → No se permiten carpetas independientes a nivel de libro → Las carpetas de canales y secciones no pueden contener carpetas y archivos al mismo tiempo → Los archivos de audio pueden ser: APE, FLAC, MP3, WAV o WMA 	MOE23 MOF23	MØI23 M1A23	ж жаж м1В2	44444 XXXXX 3 M1C2:	3
→ Para obtener más información sobre Envoy S/S Dual 2.1 o 2.2, consulte <u>Manual de usuario dual de Envoy 2.2 S y S</u>					
→ Para obtener más información sobre Envoy S/S Dual 2.3, consulte <u>Manual de usuario dual de Envoy 2.3 S y S</u>					
Verificar Proyecto		Ōĸ		Cancelar	

Maximum concurrent drive formatting

This setting determines the number of concurrent format operations SaberCopy will execute on batches of many players when Quick or Full Format is requested for initialization. Depending on the size of your batch and your computer configuration, some systems may bog down with too many concurrent format operations. It is recommended to leave this set to ten or less, but you are free to experiment with your system to see what works best.

New to versions 6.0.x and later! When using <u>mapped folders</u>, SaberCopy can now perform format on the mapped device.

A value of zero is <u>unlimited</u>. This means that SaberCopy will allow your system how many concurrent format operations can occur simultaneously. MegaVoice uses this setting in our production lab.



Hash method for verification

New to versions 4.6.x and later! This setting determines the method used whenever "Check file contents" is requested on the "Copy and Check" tab. The four choices are:

- 32-bit Hash
- 64-bit Hash
- 128-bit Hash
- 128-bit MD5

Check file contents	
○ None	◯ First 512KB
● First 4KB	○ Whole file

Screen snippet from the Copy and Check tab

Once changed, it takes effect immediately. In testing, 64-bit Hash seems to be the fastest, but your mileage may vary!

Sound Notifications when checking and copying

New to versions 5.0.x and later! Sound bites were added when device rules fail or pass. These too are controlled by this option.

New to versions 4.8.x and later! If <u>checked</u>, a sound bite is played when each player completes. A different sound bite is played when the <u>last</u> player in the batch completes to signal that all copying for a project has completed.

If this option is unchecked, SaberCopy is muted and will work silently.

Show USB Device Details for removable drives

New to versions 5.1.x and later! When checked, SaberCopy will also retrieve the USB Device Model and display it in the device tool tip when hovering over the device on the Main Screen. See here.

New to versions 4.8.x and later! When checked, SaberCopy will retrieve the USB Serial Number assigned to the device and display it in the device tool tip when hovering over the device on the Main Screen. See here.

Link If you are using SaberCopy with <u>mapped folders</u>, make sure to set this option **off (unchecked)**. When used with mapped folders the time to add and attach the folders is significantly increased.

Hide disabled and absent drives

If you check this box, any drives connected to the computer that are flagged disabled by SaberCopy (see <u>13:</u> <u>Teaching SaberCopy to ignore devices</u>) or absent (devices that have a microSD card reader and no media is loaded) will be hidden from view (but not physically removed).

Hide drives Set as Master

If you check this box, any time you select a folder via the "Add Folder" button, and then choose "Set as Master" to create a project, the original folder line will automatically be hidden once the project is generated. Typically, the folder lines in this case are no longer needed once the project is created.



Debug / Verbose Logging Mode

When checked, SaberCopy will open a window beneath the Drives List with additional debugging information (that is written to the main program log). This option should only be used under the direction of MegaVoice technical support for special cases.

Write individual log to device

When checked, SaberCopy will write a log file (plain text file - TXT) to the root of each device that is processed. The file will be named "SaberCopy – " + name-of-your-project + ".log". The file will contain all messages pertaining to the initialization, copying and verification of all the files copied to your device along with any errors that may have occurred. See <u>Sample player log file here</u>.

MegaVoice recommends using this feature as it will assist us in problem diagnosis when support is requested. It only takes mere seconds to write this log file to the target device.

All players that MegaVoice prepares for shipment are loaded with this option set on because it can help when a support request is opened for a shipped device.

If any changes were made to the Application Settings screen, click "OK" to save them.



Template Projects

New in v4.6.x and later! The SaberCopy setup will also install a full set of template projects – one for each MegaVoice player. These projects are installed in folder <u>C:\ProgramData\SaberCopy\Template Projects</u>.

→ ★ ↑ C:\ProgramData\Sal	berCopy\Tem	plate Projects	ٽ ~		e Projects
ganize 🔻 New folder				:== •	•
1 Ouishaaraa	^	Name	Date modified	Туре	Size
Quick access		🔝 Companion.saber	8/12/2022 16:00	SaberCopy Project	21
Desktop	×	🞲 Envoy 2.1 Ember.saber	8/12/2022 16:00	SaberCopy Project	2
- Downloads	*	🞲 Envoy 2.1-2.2 S and S DUAL.saber	8/12/2022 16:00	SaberCopy Project	2
Documents	*	🞲 Envoy 2.2 E Series.saber	10/18/2022 18:28	SaberCopy Project	2
Pictures	*	🞲 Envoy 3 16GB+.saber	8/12/2022 16:00	SaberCopy Project	2
		🞲 Envoy 3.saber	8/12/2022 16:00	SaberCopy Project	2
SaberCopy		🗊 Envoy Connect.saber	8/12/2022 16:00	SaberCopy Project	2
SQL Scripts		🞲 Envoy E 2E Series.saber	10/18/2022 18:24	SaberCopy Project	2
Template Projects		🞲 Envoy S DUAL or 2S DUAL.saber	8/12/2022 15:59	SaberCopy Project	2
		🞲 Envoy S, 2S, ST or 2ST.saber	8/12/2022 15:59	SaberCopy Project	2
💈 Dropbox		🔂 Herald.saber	8/12/2022 15:59	SaberCopy Project	2
		🔂 LifeLight.saber	10/18/2022 17:55	SaberCopy Project	2
Solution - Megavoice (Israel) LTD		🔝 MV Envision.saber	8/12/2022 15:59	SaberCopy Project	2
This PC	~	🔂 Pathway.saber	8/12/2022 16:00	SaberCopy Project	2
File <u>n</u> ame:				 SaberCopy Projects 	(*.saber)

To have access to the templates folder (since it is "hidden" by default), your computer must have the "Show hidden files, folders, and drives" option set in the folder options for Windows File Explorer. <u>Click here</u> for more details.

Advanced settings:	
Files and Folders	~
Always show icons, never thumbnails	
Always show menus	
Display file icon on thumbnails	
Display file size information in folder tips	
Display the full path in the title bar	
Hidden files and folders	
O Don't show hidden files, folders, or drives	
Show hidden files, folders, and drives	
✓ Hide empty drives	
Hide extensions for known file types	
Hide folder merge conflicts	\mathbf{v}

Each project is pre-configured with the recommended settings for the device defined. All you really need to do is to provide the data content that will be loaded to the player on the "Files in Project" tab. However, feel free to change other settings as desired.

A double-click on any of them will launch SaberCopy (if it is not already open) and load that project.

Since these are templates, typically you would discard the project when finished and not save it. However, if you do want to save the project with your modifications, you may do so but **not** to the installed folder as it is a system read-only folder. It is recommended to save your own custom projects to the "My Documents" folder but practically any folder is acceptable.



New in v4.9.x and later! Whenever you open a Template Project (or New Project), SaberCopy will automatically append a sequence number to the project name to make it unique (SaberCopy will not allow the same project [name] to be opened more than once). This way, you can open the same Template project twice to load two players of the same type (concurrently) but with different content for both from the individual projects.

😥 SaberCopy Utility				<u>200</u> 4		×
📰 Standard Mode 🛛 🙀 Fast Copy M	Node				- Cor	0
Projects (2) List	Removable Drives (4) and Destination Folders (0) List				
New Project Open Project	2 Unverified, 2 Removed	E	o Add Folde	er 🥵 F	Refresh	
Envoy 2.2 E Series (1) 1190 files in 70 folders (1.74GB)	D:\ 25.6 BIBLEC] 7137 Ries in 120 folders (7.17GB of 7.7GB) Envoy 2.2 E Series	s (1) 🗸 🗸	▶ Сор⊻	Unverified		4
Target MegaVoice Envoy 2.2 E Series; Test drive; Quick format; Never replace files; Only exts ape flac ogg mp3 wav wma	E:\ Disabled	~	l)	Removed	E	7
except in root *	F:\ [ELITE] 2381 files in 140 folders (3.48GB of 7.7GB) Envoy 2.2E Series	s (2) 🗸	▶ Сору	Unverified		4
Edit Save Print	G:\ Disabled		l)	Removed	C	-
Envoy 2.2 E Series (2) 5947 files in 350 folders (6.06GB) Target MegaVoice Envoy 2.2 E Series; Test drive; Quick format; Never replace files; Only exts ape flac ogg mp3 wav wma except in root *						
Edit Save Print						

New in v6.0.x and later! It is now easier than ever to find and open a Template Project. You no longer have to *remember* where the Templates folder is on your computer.

The available Templates show in the drop-list under the "New Project" button.

From here, you may

- Choose a blank project
- Choose any of the available Templates
- Open the "Archived" Templates* folder

*Archived Templates are older generation MV players that are no longer manufactured, but may still in use so still accessible from SaberCopy.

🕞 New Project 🖵 🔓 Open Project	10
Blank project	
Template Projects:	_
Companion	
Envoy 2.1-2.2-2.3 S and S DUAL	
Envoy 2.2, 2.3, 3 E Series	
Envoy 2.2, 2.4 Encore	
Envoy 2.4 S and S DUAL	
Envoy 3 Equip Plus	
Envoy Connect	
Herald	
ITM Messenger 6, 7 and 8 (India)	
ITM Messenger 6, 7 and 8	
Kulumi Mini and X	
LifeLight	
MV Envision	
Pathway	
PocketVoice	
Treasure 2.1, 2.2, 2.3	
Archived Templates	-



Examples and Features

1: Loading Envoy S/2 S Players

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

Let's get started!

In this example, we will program MegaVoice Envoy 2 S and Envoy 2 ST players with a small audio message.

- Connect the players to the computer using the <u>proper SLS cable</u>. In most cases, SaberCopy detects players automatically when they are connected and disconnected. In some instances, it does not but all you have to do is to click the "Refresh" button (circled in green) for them to be recognized.
- 2. There are 2 MegaVoice players already connected and SaberCopy has identified them as volumes **D**: and **E**: providing a summary of current content for each (circled in orange).

SaberCopy will also provide you with a lot of technical information about each connected device that you cannot get from most applications. Any time you move the mouse over a player in the list, you will see a tool tip like that to the right:

 One of the nice features SaberCopy provides is that you can always review the contents of a connected player by clicking on the "Open Explorer" icon at the very end of each player line (circled in black). Drive D:\ is online and ready but not attached to any project Drive Path: D:\ Drive Type: REMOVABLE

File System: FAT32 Serial Number: 3403-397E Volume Label: ENVOY 2S Drive Size: 3.71GB (3,986,423,808 bytes) Allocation Size: 8KB (8,192 bytes) USB Device Serial:

File Count: 42 Folder Count: 8 File Size: 132.1MB (138,502,144 bytes) Size on Disk: 132MB (138,395,648 bytes)

4. To provide the information for the load process we will need to create a new project. Click on the "New Project" button (circled in red).

🔝 SaberCopy Utility				- 🗆 X
📰 Standard Mode 📑 Fast Copy	Mode			
Projects List	Removable Drives (2)) and Destination Fol	ders (0) List	
New Project	2 Online		🔁 Add Folder	🤹 Refresh 🛛 🔻
	D:\ [ENVOY 2S] 42 files in 8 folders (132MB of 3.71GB	Not connected	✓ Online	
	E:\ [ENVOY 2ST] 0 files (none of 442.8MB)	Not connected	✓ Online	



- 5. The screen image below shows the Project dialog. It consists of seven tabs, each containing various settings for the project. The first tab, "Files in Project", is mandatory and is always the first to bedisplayed.
- 6. In this example, we want to use the message folder "B1100_cm_samburu" in our "Test Messages" folder.
- 7. If you intend to save this project so that you can easily re-use it later, add a project title (circled in red). If not, leave the suggested name by SaberCopy ("New Project 1").

SaberCopy will use the Project Title as the default name for the project <u>file</u> when saving it. It is highly recommended to use the <u>same name</u> for both the external project file name and project title, just make sure the title is meaningful.

- 8. On the "Files in Project" tab, we must specify the source for the copy operation. The easiest way to do this is to <u>drag</u> the desired folder onto the list on the right and <u>drop</u> it. SaberCopy populates the Source File Spec column for us (circled in purple).
 - Alternatively, you can highlight your audio message folder on the left and then click on the "Add" button (circled in purple) at the very bottom of the screen.







- 9. For our two players, make sure that "Target Device" is set to "MegaVoice Envoy S, 2S, ST or 2ST" on the "Target Device" tab.
- 10. Next, click on the "Output Options" tab (circled in red). You will get a screen like thatbelow.

When "New Project" is used, most of the project tabs, SaberCopy will suggest values from the *last* project opened as defaults. It is always a good idea to verify the settings on each of the tabs to make sure they are what you want any time you begin a new project.

11. The "Folder Options" and "File Options" sections of the screen are addressed in more detail in <u>2: Loading a</u> <u>Companion Player</u>.

ect Title:	B1100		Project contai	ins: 41 files in 8 folders (1	31.8MB)				
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Folder Option	5		File	e Options					
3 folder leve	ls		~ 0	only allow these file extens	sions:				
	ance number to folder an	d fla names	n	np3;wma;wav					
	folder plus file	Sequence before file r	ame	except in the root dir	rectory				
 3 digit 	folder, 3 digit file	Sequence number only	/ E	Strip MP3 Title tags					
Copy all f	olders into the first one		0	MB free space th	at must be left on dri	ive			
Use proje	ct name for top level fold	der							
Include hi	dden folders and files		0	MB free space re	commended to be lef	ft on drive			
Include er	mpty folders		ō	GB maximum size	of drive				
Rewrite Rules Source Path I	Rewrite Rules								
Target Path F	Rewrite Rules							 •	• •





- 12. Now click on the "Copy and Check" tab. See screen imagebelow.
- 13. Notice the project name was changed to something meaningful "B1100".
- 14. In the top left, there are initialization options. For this example, we want "Quick Format" which will clear all current contents.

When either of the format options is chosen, you may also specify the "File System" and "Allocation Unit Size" in the bottom left. In most cases, these settings should be left set to "No change" because the player should already be configured properly. You can, however, change it to one of the available choices, but we strongly recommend consulting MegaVoice technical support <u>first</u>.

- 15. Under "Test Options", we want to execute the "Perform read/write test before copying" and we want the Volume name set to "ENVOY".
- 16. Under "Verification Options" we want to perform some basic verification once the copy completes so we have checked "Verify everything, don't stop on error", "Check file timestamps" and to compare the first 4KB of each file on each player against the same in the source.

Note that there are various sampling sizes available under "Check file contents" (None, First 4KB, First 512KB and Whole file). Keep in mind that the larger the sampling size, the longer the verification process takes. A minimum of 4K is recommended. See <u>Hash method for verification</u> for details on the file comparison methods available.

17. When finished, click the OK button to close the Project Details dialog.

ect Title: B1	100		Project contains	ains: 41 files in 8 folders (131.8MB)						
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Che	ck	Notes		
Initialise Device				Test Options						
○ No change - lea	ave all existing files			✓ Perform re	ad/write test before	copying				
O Delete subdired	ctories - leave files in	root directory								
O Delete all files a	and subdirectories		Overwrite Files							
Quick format drive - deletes everything quickly				Never repla	ce existing files		Always r	eplace existing file	s	
○ Full format driv	e - deletes everythin	ng and checks drive		O Replace if f	iles are new or chang	ed 🔿	Only rep	lace existing files		
Write Drive Volume		NUOY		Verification Op	tions					
write brive volume	=	NUT		Verify eve	rything, don't stop on	error				
Filesystem		Allocation Unit Size		Check file	timestamps					
No change		No change	◯ 16K	Don't Verif	y when project first a	ittached				
OFAT		0 512	🔾 32К	Check file cont	ents					
◯FAT32		0 1024	○ 64K	○ None		0	First 512	2KB		
OexFAT		0 2048	256K	● First 4KB		0	Whole fil	e		
		0 8192	0.000	Einal Options						
				Final Options						



- 18. At this point, the main screen should look like the example below.
- 19. Now we need to set the "source" of the copy for each player. When all the players connected are being loaded from the same source, the easiest way is to click on the "Attach All" button in the project (circled in blue). SaberCopy will assign all of them (no matter how many) to the project.
- 20. Alternatively, within the line for <u>each</u> player, we could click on the drop-down list and change the setting for each individually to the project "B1100" (circled in red).

🔝 SaberCopy Utility		– 🗆 X
📰 Standard Mode 🕞 Fast Copy I	lode	
Projects (1) List	Removable Drives (2) and Destination Folders	s (0) List
New Project Open Project	2 Online	🔁 Add Folder 🛛 🦈 Refresh 🛛 💌
81100 🛛 🔀 41 files in 8 folders (131.8MB)	D:\ [ENVOY 25] 42 files in 8 folders (132MB of 3.716) Disabled	Online 🖳 💌
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *	E:\ Not connected [ENVOY 2ST] 0 files (none of 442.8MB) Set as Master B1100	Online 🕅 💌
Edit Save Brint		

- 21. Notice that the rows containing the players turned pink. This is because SaberCopy will perform a compare *before and after* loading a player from a project (*unless* you check the option "Don't verify when project first attached" in the project definition). These particular players are blank.
- 22. To begin the copy process, all we need to do now is click on the "Copy All" button (circled in red).

The "Copy All" button in the project will not be enabled until *at least one* of the players in the list is attached to it as the source for the copy process.

23. Note that you could also click on the "Copy" button appearing in each player line (circled in green) but using "Copy All" is much more convenient especially when loading multiple players.

🔝 SaberCopy Utility				- o >	×
E Standard Mode	Mode				0
Projects (1) List	Removable Drive	es (2) and Destination F	Folders (0) List		
New Project Open Project	2 Empty		Co Add Folder	🤣 Refresh	Ψ.
81100 🔀 41 files in 8 folders (131.8MB)	D:\ [ENVOY 2S] 0 files (none of 3.71GB)	B1100	Copy Empty	, 🖻	•
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *	E:\ [ENVOY 2ST] 0 files (none of 442.8MB)	B1100	Copy Empty	, 🖻	•
Edit Save Print					



24. When you use "Copy All", and you specified an initialization option that will erase *any* of the current contents, you will get a <u>single</u> pop-up confirmation dialog listing all the assigned players warning that the content specified on the Copy and Check tab will be deleted. If this is acceptable, click "Yes" to continue; otherwise, you can click "No" (don't delete anything but continue the copy – <u>this not</u> <u>recommended</u>), or "Cancel" (halt the process). When using the individual "Copy" button per player, a pop-up dialog is displayed for <u>each</u> player separately (another reason to use "Copy All"!).



25. Once the actual copy completes, if requested in the project, SaberCopy performs a compare of the project against the selected players. If they match, the line for that player will turn **green** and the final message will be "Complete". If they do *not* match (for some reason), the line for the player will be red and the final message will probably be "Unmatched". For details on researching the cause of "Unmatched", see <u>10: File verification</u>.

移 SaberCopy Utility		_	
E Standard Mode	lode		، ا
Projects (1) List	Removable Drives (2) and Destination Folders (0) List		
New Project Open Project	2 Complete	🧠 💋 Re	fresh 🔻
81100 X 41 files in 8 folders (131.8MB)	D:\ ENVEY 41 files in 8 folders (132MB of 3.71GB) B1100 V Copy Com	iplete	0:52 💽 💌
Target Megavoice Envoy S, 2-S, ST or 2-S1, Test drive; Quick format; Never replace files *	[ENVOY 41 files in 8 folders (131.9MP of 442.8MB, B1100 ∨ Copy Com	iplete	1:02 💽 💌
Edit Edit			
Copy All Copy All Cancel All			

***Note:** the slight difference in overall message size as reported for the folder on the hard drive vs. the players is due to the difference in file storage between the two devices – hard drive (NTFS) vs player (FAT32). The difference between the 2 players is likely due to differences in the memory chips of each player.

26. Disconnect the players and test each to see that the audio plays as expected.



2: Loading a Companion Player

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

In this example, we will program a single MegaVoice Companion player. We will use the features provided by SaberCopy to construct a temporary audio message comprised of folders from two other audio messages.

- 1. We have one Companion connected. SaberCopy has identified the player as F:.
- 2. In this example, we will use a project that we defined earlier and saved for future use.
- 3. To load the project, we click on the "Open Project" button (circled in red).

移 SaberCopy Utility			_		×
📰 Standard Mode 🕞 Fast Copy I	Mode			ිදුම	0
Project <u>s List</u>	Removable Drives (1) and Destination Fo	olders (0) List			
New Project	1 Online	🔁 Add Folde	r 👶	Refresh	
	F:\ [COMPANION] 110 files in 16 folders (34.6MB of 3. Not connected	~	Online	C	7

4. An "Open" dialog like that below will appear. SaberCopy "remembers" the folder where you previously opened or saved projects. For this example, we will choose the project "Companion merge". It has all the settings used last time. Projects are saved with a file extension of ".saber" for easy identification. Double-click on the project or highlight it and click "Open".

🞲 Open			×
\leftarrow \rightarrow \checkmark \bigstar \blacksquare \Rightarrow This PC \Rightarrow Docum	ents	✓ ¹	h Documents
Organize 🔻 New folder			::: • 🔟 ?
E. Desktop	^ Name	Date modified	Туре 🔨
🖆 Documents	🞲 Companion merge.saber	2020-02-25 16:37	SaberCopy Project
🖶 Downloads	🔝 Pathway.saber	2020-02-16 10:13	SaberCopy Project
Music	🞲 ITM Messenger 5.2, 6 and 6 Freedom.saber	2020-02-16 10:11	SaberCopy Project
Pictures	🔂 Companion.saber	2020-02-16 10:04	SaberCopy Project
Midaaa	Envoy Connect.saber	2020-02-16 10:03	SaberCopy Project
Videos	🔂 Envoy S, 2S, ST or 2ST.saber	2020-02-16 09:30	SaberCopy Project
Local Disk (C:)	🔂 Envoy E 2E Series.saber	2020-02-16 09:23	SaberCopy Project
COMPANION (D:)	🔂 Herald.saber	Type: SaberCopy Project File 020-02-16 09:21	SaberCopy Project 🗸
素 Approved Combos for TIB Prod (\\M	VNA 🗸 <	Date modified: 2020-02-16 09:23	>
File <u>n</u> ame: Companie	on merge.saber	✓ SaberCopy	/ Projects (*.saber) 🛛 🗸
		<u>O</u> pen	Cancel



5. When the project loads, it shows in the "Projects List" (circled in red). Let's look at the project settings by clicking on the "Edit" button for the project.

😥 SaberCopy Utility		73 <u>–</u> 63		×
📰 Standard Mode 🛛 🙀 Fast Copy	Mode		-02	1
Projects (1) List	Removable Drives (1) and Destination Folders (0) List			
New Project	1 Online G Add Folder	3	Refresh	
Companion merge 2378 files in 140 folders (2.86GB)	F:\ [COMPANION] 110 files in 16 folders (34.6MB of 3.0000) VOI	line		•
Target MegaVoice Companion; Test drive; Quick format; Never replace files; 3 level folders; Only exts aa aac acelp ape ogg mp3 m4a wav wma except in root				
Edit Dave Drint				
Attach All Copy All Cancel All				

- 6. In the screen image below, we have the Project Details dialog open to the "Files in Project" tab. Here we are specifying two different Channel folders we want to merge to the Companion. Note that the first (001) comes from one audio message, and the second (002) comes from a different audio message. SaberCopy is allowing us to *aggregate* them into a new message that frees us from having to save a separate message to disk. We are also able to determine the names of the destination folders (circled in red). Effectively, we are renaming folder 001 in the second source message to 002 in our target message.
- 7. Note that you can always view contents included in any potential source folder from the list shown in the bottom left of the window (circled in green) when you highlight that folder in the top left (circled in purple).
- 8. On the "Target Device" tab, "MegaVoice Companion" is already selected.
- 9. Now let's review the other options by clicking on the "Output Options" tab (circled in blue).

🗊 SaberCopy Pro	ject Details - C:\Use	ers\Michael\OneDrive -	MegaVoice (Israel) LTD\Do	cuments\Companion m	erge.saber			-		×
Project Title:	Companion merge		Project contains: 2378	files in 140 folders (2.86G	GB)					
Files in project	Target Device	Audio Identifiers	Text To Speech Ou	tput Options Deta	il file list	Copy and Check	Notes			
¥	B0402 fbl_kjv_engl	ish_rev02	Source File Spec			Destination Folder		Files	Size	Descr
2	- 001		C:\Test Messages\B0402_fbl	kjv_english_rev02\001*	.*	001\		1189	1.74GB	
> -	B0502_soj_korean_	mp3	C:\Test Messages\B3372_fb	l_niv_english_fbl_hebrew_	_rev02\001*.*	◎ 002		1189	1.12GB	
<u> </u>	B1100_cm_samburu	l slich anthursu								
	B1275_IDI_NKJV_ENG B2250_fbl_tokoisin	giisri_pauriway								
5.	B2274 fbl french									
	B2695 swapped land	guage folders								
> -	B2695_eng_spn_wit	th_fbl_B2250_for te:								
> -	B2695_itm_ntpp_en	iglish_spanish_v1_m								
> -	B2739_itm_ntpp_en	iglish_itm_nt_chines								
> -	B2740_itm_ntpp_en	iglish_arabic_v2_m5								
· · · · · · · ·	B2769_itm_ntpp_po	ortuguese_spanish_v								
	B2859_TDI_NV_engl B2190_itm_ntop_engl	isn itm nt vietnamer								
	B3196 ass nto lug	anda oss soi mbc								
<u>,</u>	B3197 nt nyankore	e ass soi mbc fbl r								
>-	B3198_gdn_lll_nt_d	inka bor_fbl_esv_en								
> -	B3270_ttb_fbl_esv_	english 🗸								
<		>								
Name	Size It	em type Date m								
001		la faldar 11/20/								
001		le folder 11/29/								
002		le folder 11/29/								
005		ie loider 11/23								
<		>	Add	New		Remove	Î Up	↓ □	own	
	: Print Proj	iect					<u>O</u> K		Cance	

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- 10. Let's review the special settings offered from the Output Options tab inour example below.
 - When Companion is selected, it automatically sets appropriate values in the Custom Output Options section on the bottom of the screen, displays and checks specific rules for the device.
 - <u>Folder Options</u>: Automatically set to 3 folder levels. This means it will allow up to and including 3 folder levels from the source folder. If there are more than 3, SaberCopy will compress them down to only 3 folder levels.

Note: The maximum number of "levels" that Companion players will support is 4, where 3 of those are the <u>folder</u> levels.

- Include empty folders: Automatically checked. The Companion firmware knows to skip empty folders during playback.
- <u>Only allow file extensions</u>: Automatically set to all the file types currently supported for the defined device and prevents others by applying this filter.
- <u>Except in the root directory</u>: Automatically checked. Some projects may include configuration files in the root folder that should be also included when copied to a device.
- If you wish to modify any of these settings, first select the desired Target Device and then change the setting to "Custom Output Options". The bottom portion of the screen is enabled, and changes may be made.

Be advised! When you change the target device, the rules also change; therefore, the rules for Companion can no longer be checked since each device has its own rules (or none).

ct Title:	Companion merge		Project contains	: 2378 files in 140 folde	ers (2.86GB)			
iles in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes	
Folder Options	5		File	Options				
3 folder leve	ls_		✓ Onl	y allow these file exten	sions:			
Add seque	ence number to folder ar	nd file names	aaj	;aac;acelp;ape;ogg;mp	3;m4a;wav;wma			
0 6 digit	folder plus file	Sequence before file n	name	except in the root d	rectory			
3 digit	folder, 3 digit file 🤇	Sequence number only		Strip MP3 Title tags				
Copy all fo	olders into the first one		0	MB free space t	nat must be left on dr	ive		
Use projec	ct name for top level fol	der	0	MB free space re	commended to be lef	ft on drive		
Include hid	dden folders and files		0	GB maximum size	of drive			
Include en	npty folders				oranic			
Rewrite Rules								
Source Path F	Rewrite Rules							
								 •
Target Path R	Rewrite Rules							
								 •





- 11. Now let's review the special settings offered from the Copy and Check tab below.
 - > Under Initialize Device...
 - <u>Quick format drive</u>: SaberCopy will perform a "quick format" of the device.
 - There are additional options besides formatting.
 - When either quick or full format is selected, the option to specify the File System and Allocation Unit Size become available. These two should always be left as "No change" unless MegaVoice technical support has requested otherwise.
 - Write Drive Volume: This is optional. We will name our player "COMPANION".
 - Under Test Options...
 - <u>Perform read/write test before copying</u>: SaberCopy will check the read/write capability of each player before attempting to load the audio and warn of a problem.
 - > Under Verification Options...
 - <u>Verify everything, don't stop on error</u>: SaberCopy will check the entire contents and not stop on the first error if there happens to be any.
 - <u>Check file timestamps</u>: SaberCopy will compare the timestamps on each file against thesource. If the comparison shows that they are not within 2 seconds of each other, errors will be flagged in the log.
 - <u>Don't verify when project first attached</u>: SaberCopy will compare the files in each player against those defined in the project as soon as a player is attached to a project. When loading a new message, there is no point to pre-verification. In most cases, this option should be checked. For an example of when you would want pre-verification, see <u>14</u>: Comparing the contents of 2 players.
 - > Under Check file contents...
 - SaberCopy can perform a checksum comparison against a portion or all of each file. But note that the larger the file sampling requested to compare, the longer the process takes.
 - Under Final Options...
 - New to versions 5.0.x and later! If checked, SaberCopy can now automatically close/eject connected folders/USB devices after a *successful* copy operation!

ct litle:	Companion merge		Project contains	Itains: 2378 files in 140 folders (2.86GB)							
iles in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes				
Initialise Device				Test Options							
○ No change -	eave all existing files			Perform re	ad/write test before co	pying					
O Delete subdir	ectories - leave files in	n root directory									
O Delete all file	s and subdirectories			Overwrite Files	1						
Quick format drive - deletes everything guickly				Never repla	ace existing files	🔾 Alwa	ys replace existing fil	es			
O Full format drive - deletes everything and checks drive			Replace if f	iles are new or changed	d Only	replace existing files					
				Verification Op	tions						
write Drive volu	me:	OMPANION		Verify eve	rything, don't stop on e	error					
Filosystem		Allocation Unit Size		Check file	timestamps						
No change		No change	◯ 16K	🗹 Don't Verif	y when project first att	ached					
OFAT		0 512	🔾 32К	Check file cont	ents						
OFAT32		0 1024	0 64К	O None		• First	512KB				
OexFAT		0 2048	 ◯ 128K ◯ 255K 	⊖ First 4KB		◯ Who	le file				
		8192	2306								





- 12. After closing the Project Details dialog, we need to attach the player to our project by clicking "Attach All" in the project window.
- 13. Then we'll click on the "Copy All" button to begin the load process.
- 14. Because we set the option to perform a Quick Format, we get the file deletion warning dialog, and we'll click "Yes" to continue.
- 15. The copy of 2.8GB and 512K file verify took just over 16 minutes. We see that the copy succeeded (status message is "Complete" and player line is **green**). Now let's review what we ended up with:
 - The player was tested for read/write before the copy process and passed.
 - The volume drive name was set to "COMPANION".
 - The folders from the two different audio messages were aggregated together and the Channel folders on the player were named 001 and 002 as we specified.
 - SaberCopy verified that the folder and file counts on the player match that specified in the project.
 - A checksum comparison of the first 512K of each file was executed and the target matches the source.
 - > After disconnecting and testing the player, navigation and file playback is in the order we wanted.

SaberCopy Utility					77 <u>–</u> 77		×
📰 Standard Mode 🛛 🕞 Fast Copy	Mode					-03 ³	0
Projects (1) List		Removable Drives (1) and	Destination Fold	ders (0) List			
New Project	1 Complete			Add Folder	3F	Refresh	4
Companion merge 2378 files in 140 folders (2.86GB) Target MegaVoice Companion: Test drive:	F:\ [COMPANION] 2378 files	in 140 folders (2.87GB of Com	panion merge	✓ ▶ Сору Со	mplete	16:21	Z V
Quick format; Never replace files; 3 level folders; Only exts aa aac acelp ape ogg mp3 m4a wav wma except in root *							
Edit Save Print							
Gopy All Copy All Cancel All							
						_	
 COMPANION (P:) 001 		Notice that once play project, the "Attach A	/ers are all a All" button b	ttached to the ecomes "Det	e :ach All	".	
> 001		"Detach All" only app	olies to playe	ers currently a	attache	d	
> 002		to <u>this</u> project.					
> 003		when "Detach All" is	Clicked, it w	/III set all curre	ently		
v 📙 002							
> 🔜 001							
> 📙 002							
> 003							



3: Loading microSD cards

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

In this example, we will format and load 2 microSD cards with some MP3 music files.

 The 2 microSD cards are connected to the computer using microSD card adapters (pictured below). SaberCopy recognizes them as volumes D: and E:.



- We have already opened a project saved earlier named "Load music to SD" by clicking on the "Open Project" button.
- 3. The two microSD cards have been assigned to the project by clicking the "Attach All" button in the project area.
- 4. Since no pre-compare was specified in the project, SaberCopy shows them as "Unverified".







- 5. Let's open the project details by clicking on the "Edit" button and review the settings below.
- 6. <u>Files in Project tab</u>: The project currently contains MP3 music files from the "Hymns" folder. These were added by just dragging the source folder to the panel on the right side of the screen. This causes SaberCopy to duplicate the files exactly to the cards.

移 SaberCopy Projec	t Details - C:\	Users\Michael\C	OneDrive - Mega	/oice (Israel)	LTD\Documents\Load	music to SD.saber					- 0	×
Project Title: Lo	Project Title: Load music to SD			Project conta	ins: 13 files (47. 1MB)							
Files in project	Target Dev	ice Audio Id	dentifiers Tex	Fext To Speech Output Options Detail file list Copy an				nd Check Notes				
> - <mark>-</mark> H	elios Test Mess	age	^	Source F	ile Spec			Destinati	ion Folder		Files	Size
	erald Small Size	e Testing		C:\Test M	essages\Hymns*.*						13	47. 1ME
> <u>1</u>	M Messenger i	Blank Message (Sa	amantha)									
>- <mark>_</mark> п	M Messenger I	Blank Message (Te	xt2Speech US F									
	M Messenger I M Test	Blank Message (Te	ext2Speech US M									
<pre>//iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii</pre>	m_rest		>									
			-	-								
Name	Size	Item type	Date modified									
🔔 01 - This Is My F	. 3.64 MB	MP3 Audio Fil	9/7/2015 14:51									
🚔 02 - There Is A B.	2.01 MB	MP3 Audio Fil	9/7/2015 14:51									
🚔 03 - Holy, Holy,	. 3.72 MB	MP3 Audio Fil	9/7/2015 14:51									
📥 04 - Come, Thou	. 3.34 MB	MP3 Audio Fil	9/7/2015 14:51									
ac Thou My .	3.43 MB	MP3 Audio Fil	9/7/2015 14:51									
06 - 10 Rather H	5.85 MB	MP3 Audio Fil	9/7/2015 14:52									
07 - The Love Of.	4.64 MB	MP3 Audio Fil	9/7/2015 14:52									
A 09 - When I Surv	3 70 MB	MP3 Audio Fil	9/7/2015 14:52									
A 10 - O Mighty Cr	4 52 MB	MP3 Audio Fil	9/7/2015 14:52									
A 11 - A Hymn For .		MP3 Audio Fil	9/7/2015 14:53									
A 12 - Untitled.mp3	4.06 MB	MP3 Audio Fil	9/7/2015 14:53									
Hymns.md5	785 by	MD5 File	3/11/2020 09:2	.4								

7. <u>Target Device tab</u>: Target Device: is set to "Standard MP3 Player, Smartphone, Tablet, USB, SD". Note that there are no device rules defined so SaberCopy won't check for anything specific.

SaberCopy Pro	ject Details - C:\Users\	Michael\OneDrive -	MegaVoice (Israel) LT	D\Documents\Load	music to SD.saber			82 <u>1</u> 87		×
oject Title:	Load music to SD		Project contains: 13 files (47.1MB)							
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
There are no spe	andard MP3 Player, Sma	rtphone, Tablet, USB o iis device	r 50							
Check Project	Print Project	t						<u>o</u> ĸ	Cancel	



If the intent is to create microSD content for use on a player that *does have* specific content rules for microSD input as well as onboard, it would be best to set "Target Device" to that player so that those rules are enforced. As seen in the screen image above, the "Standard MP3 Player, Smartphone, Tablet, USB or SD" setting has no content rules.

- 8. <u>Copy and Check tab</u>:
 - <u>Initialize Device</u>: Set to Quick format drive. It is always advisable to format a microSD card before use.
 - <u>Note</u>: If we wanted to use this project to append songs to a card that already had music files on it, we would change this setting to "No change – leave all existing files".
 - Write Drive Volume: We want to name the cards "Music"
 - <u>Filesystem:</u> We want the cards to be formatted as FAT32 for use in any MegaVoice player that has a microSD card reader.
 - <u>Allocation Unit Size:</u> We want it set to 8K (8192).
 - <u>Perform read/write test before copying</u>: Always good to do. This option is checked.
 - <u>Verify everything, don't stop on error</u>: This option is checked. SaberCopy will only check the folders and files that were copied. Existing items on the source will not be checked.
 - <u>Check file timestamps</u>: SaberCopy will compare the timestamps on each file against thesource. If the comparison shows that they are not within 2 seconds of each other, errors will be flagged in the log.
 - <u>Don't Verify when project first attached</u>: The option is checked because there is no need to compare against the current contents (before copy) of the cards since they will be formatted.
 - <u>Check file contents</u>: We want SaberCopy to compare the first 4K of each file copied against the source.
 - <u>Final Options</u>: If we want SaberCopy to eject each card after a successful copy, check this option.

ject Title: Load music to SD		Project contains	Project contains: 13 files (47.1MB)							
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
Initialise Device				Test Options						
○ No change -	leave all existing files			Perform re	ad/write test before co	pying				
O Delete subd	irectories - leave files i	n root directory								
O Delete all file	es and subdirectories			Overwrite File	5					
Quick forma	t drive - deletes every	thing quickly		Never replay	ace existing files		ays replace existing file	es		
○ Full format o	drive - deletes everyth	ing and checks drive		O Replace if f	îles are new or change	d Only	y replace existing files			
Write Drive Volume:			Verification Op	tions						
				Verify eve	rything, don't stop on e	error				
Filesystem		Allocation Unit Size		Check file	timestamps					
O No change		○ No change	◯ 16K	🔽 Don't Verif	fy when project first at	tached				
OFAT		○ 512	○ 32K	Check file cont	ents					
● FAT32		0 1024	<u></u> 64К			◯ Firs	t 512KB			
OexFAT		0 2048	() 128K	First 4KB		⊖ Who	ole file			
ONTES		0 4096	0 256K			0				
0		0002		Final Options						
				Eject after	successful Copy					

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9. Now we just need to click on the "Copy All" button. The process is very fast, since there are only 12 files.

Write speed to microSD cards depends on the quality and type of card and this can vary from manufacturer to manufacturer. Another factor affecting write speed is the "allocation unit size" set when the card is formatted. The larger the allocation unit size, the faster data can be written but at the sacrifice of some space.

10. Now let's review what we ended up with:

- The label for each microSD card was changed to "Music" (from "ENVISION").
- All the MP3 music files in the source folder were duplicated to the root of the microSD card.
- The content of each microSD card matches the content specified in the project (because the status message is "Complete", and the drive lines are green).
- The files were copied in alphabetic order according to the name.
- Testing shows the cards successfully play the audio in the order they were copied!

🐻 SaberCopy Utility			70 <u>—</u> 77		<		
📰 Standard Mode 🔤 Fast Copy	Mode			<u>_</u>	8		
Projects (1) List	Removable Drives (2) and Destination Folders (0) List 2 Complete						
Load music to SD 13 files (47. 1MB)	D:\ [MUSIC] 13 files (47.3MB of 7.41GB)	Load music to SD V Copy	Complete	0:09	-		
Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Quick format; Never replace files; Incl hidden files; Incl empty dirs *	E:\ [MUSIC] 13 files (47.3MB of 7.43GB)	Load music to SD V Copy	omplete	0:08	•		
Edit Edit							
Copy All Cancel All							

> 📃 Desktop	Name	Date modified	Туре	Size			
> 🔮 Documents	System Volume Information	3/16/2022 12:41	File folder				
> 🖶 Downloads	🛕 01 - This Is My Fathers World.mp3	9/7/2015 14:51	MP3 Audio File (V	3,733 KB			
> 🁌 Music	🛕 02 - There Is A Balm In Gilead.mp3	9/7/2015 14:51	MP3 Audio File (V	2,068 KB			
> E Pictures	🛕 03 - Holy, Holy, Holy.mp3	9/7/2015 14:51	MP3 Audio File (V	3,820 KB			
> Videos	🛓 04 - Come, Thou Long-Expected Jesus.mp3	9/7/2015 14:51	MP3 Audio File (V	3,429 KB			
> in Local Disk (C)	📥 05 - Be Thou My Vision.mp3	9/7/2015 14:51	MP3 Audio File (V	3,516 KB			
	📥 06 - I'd Rather Have Jesus.mp3	9/7/2015 14:52	MP3 Audio File (V	5,992 KB			
> 👝 MUSIC (D:)	🛕 07 - The Love Of God.mp3	9/7/2015 14:52	MP3 Audio File (V	4,762 KB			
> 📥 MUSIC (E:)	🛓 08 - For The Beauty Of The Earth.mp3	9/7/2015 14:52	MP3 Audio File (V	4,662 KB			
MUSIC (D:)	🛕 09 - When I Survey The Wondrous Cross.mp3	9/7/2015 14:52	MP3 Audio File (V	3,799 KB			
	🛓 10 - O Mighty Cross.mp3	9/7/2015 14:52	MP3 Audio File (V	4,635 KB			
MUSIC (E:)	🛓 11 - A Hymn For Peace.mp3	9/7/2015 14:53	MP3 Audio File (V	3,644 KB			
System Volume Information	🛓 12 - Untitled.mp3		<u>61</u>				
A 11	Hymns.md5	This is the lo	g file generated b	Y			
V V Network	SaberCopy Load music to SD.log	SaberCopy. S	See <u>Write individu</u>	<u>al log to</u>			
		device for m	ore details on how	v to do this.			
		To see actual log contents click here					



4: Loading an Envoy E/2E and microSD card together

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

In this example, we will load the Envoy E or 2 E (Elite), and a microSD card, loaded in its card reader, at the very same time. To this end, we will use 2 different projects during the load – one for the player's onboard memory and the other for the microSD card. This will illustrate SaberCopy's ability to load multiple devices concurrently with different audio.

 When the Envoy 2 E is connected, SaberCopy recognizes the player as volume D: and the microSD card reader as E:. In the example below, we see the current status of the player's onboard memory (status is "Online") and that there is no card present in the card reader (status is "Removed" and therefore the device is set to "Disabled").

🞲 SaberCopy Utility				_		<
📰 Standard Mode 🕞 Fast Copy I	Mode				÷	0
Projects List	Removable Drives	(2) and Destination Fol	lders (0) List			
New Project Open Project	1 Online, 1 Removed	🔁 Add Folder 🛛 🤣 Refresh			₹	
	D:\ [] 14 files in 10 folders (3.3MB of 7.7GB)	Not connected	~ 0	nline		7
	E:\	Disabled	~ R	emoved		V

SaberCopy will not *automatically* recognize the microSD card if it was inserted into the player's card reader *after* the player was connected. For SaberCopy to recognize the card at this point, simply click the "Refresh" button. The status changes to "Online" but you still must change the setting for that device line to "Not connected" for access.

In this instance, it is simpler to insert the card in the card reader <u>before</u> connecting the player to the computer.

The microSD card readers in most of our players do not have a high write capacity. Testing comparing concurrent loads of the same content to a card in the microSD reader of a player vs. a card in a card adaptor connected to a hub show a much better throughput for the card connected to the hub. While you can use a player's card reader for loading, it is recommended to use a <u>card adaptor</u> connected to a computer or a hub.




- 2. In the example below, after refreshing the drives list, we have our Envoy 2 Elite with a microSD card loaded in the card reader. SaberCopy shows us the current content summary for each (circled in red).
- 3. We have also opened two projects prepared earlier (circled in blue) one to load the onboard memory of the Elite and the other to load the microSD card.
- 4. Using the drop list control for each (circled in green), we need to assign the Elite (**D**:) to the "Elite Onboard" project and the microSD card (**E**:) to the project "Elite microSD".







5. To begin the copy process, we must initiate each project *separately* since there are actually two copy operations that will take place. We could either click on the "Copy All" button for *each* project or click on the "Copy" button found in *each* device line.



Performing two different project loads concurrently may not necessarily be quicker than doing them separately, but it is certainly more convenient. This means we could conceivably load 2 (or more) groups of players at the same time, where each group is being loaded with different content (project), leave it running and come back later to find that they are all done! This is a nice option to have available.





- 6. The copy is successful for both, and each matches their assigned projects (per the settings specified on the "Copy and Check" tab for each project)!
- This illustrates that SaberCopy can load multiple devices from different sources all at the same time.
 You don't have to do them one at a time.



MegaVoice has successfully tested loading eight different players each with different audio – all at the same time. In this case, it was <u>much</u> faster than loading them serially.

The challenge was identifying which player was loaded with which audio message. We did this by placing a sticker with the name of the project to each player as the project was attached to it.



5: Fast Copy Mode for quickest loading

In this example, we will load players using **Fast Copy Mode**. Fast Copy Mode is a feature offered by SaberCopy that allows for semi-automated loading of players with minimal user intervention.

Be careful! Once you activate Fast Copy Mode, no additional warnings are issued before a player is cleared and loaded with the specified audio. Any player, or USB device for that matter, you connect while SaberCopy is open and Fast Copy Mode is active will automatically be loaded – no questions asked!

- 1. When SaberCopy starts, it defaults to "Standard Mode", which is the setting used in most examples.
- 2. After starting SaberCopy, open the project you want to use for your fast copy session. Fast Copy Mode requires that <u>one and only one</u> project may be open. SaberCopy warns if this is not the case.



3. Once the project is open (and re-configured if necessary), you can turn Fast Copy Mode on by clicking on the "Fast Copy Mode" button (circled in red).

SaberCopy Utility Standard Mode Projects (1) List Projects (1) List Removable Drives and Destination Folders List B1100 41 files in 8 folders (131.8MB) Target Custom Output Options; Test drive; Quick format; Never replace files; 3 level folders; Ind empty dirs; Only exts mp3 wma wav except in root Edit Save Print Attach All Copy All Copy All Cance All	×						
Standard Mode 🛛 📃 Fast Copy Mode	Fast Verify Mode]				-	
SaberCopy Utility							
New Project				Co Add Folder	6	Refresh	~
B1100 41 files in 8 folders (131.8MB) Target Custom Output Options; Test drive; Quick format; Never replace files; 3 level folders; Ind empty dirs; Only exts mp3 wma wav except in root							
Edit Eave Print							
🖉 Attach All 🗼 Copy All 🔳 Cancel All							



4. You will receive a pop-up warning like that below:



- 5. Click on "OK" to transition to Fast Copy Mode.
- 6. Notice that the button ribbon at the top of the screen and the screen background changes to a reddishorange background color to alert you that the application is currently in Fast Copy Mode.

🔝 SaberCopy Utility		 	_		×
SaberCopy Utility Standard Mode Fast Copy Mode Standard Mode Fast Copy Mode Projects (1) List New Project Open Project Projects (131.3MB) Target Custom Output Options; Test drive; Quick format; Never replace files; 3 level Projects (131.3MB) Target Custom Output Options; Test drive; Quick format; Never replace files; 3 level					
Projects (1) List	SaberCopy Utility - Copy All Cancel All				
New Project Open Project		🔄 Add Folder	¢,	Refresh	~
41 files in 8 folders (131.8MB) Target Custom Output Options; Test drive; Quick format; Never replace files; 3 level folders; Ind empty dirs; Only exts mp3 wma wav except in root					
🔀 Edit 📄 Save 🕞 Print					
🖉 Aṯtach All 👂 Copỵ All 🔳 Cancel All					

- 7. From this point on, once you connect players or USB devices, the moment SaberCopy recognizes each device it will begin to load it with no further intervention.
- 8. Once players have completed, you can disconnect them and connect others in their place. SaberCopy will automatically begin to load the new players as soon as they are recognized by the computer.



- 9. SaberCopy will remain in Fast Copy Mode until...
 - The SaberCopy window loses focus, i.e. you switch to a different application or screen.
 - You click on the "Standard Mode" button to turn it off.
 - You connect a device that is significantly different from the first (see explanation #2 below).
 - You close SaberCopy. When SaberCopy restarts, it always defaults to "Standard Mode".

1) Fast Copy Mode is an ideal solution when you don't have many USB ports available (or no hub) and need to quickly load a group of players with the same audio. It requires minimal intervention from you to achieve the quickest copies.

2) SaberCopy offers a safeguard to prevent unintended access to a device that is connected to the computer while Fast Copy Mode is active which could result in loss of data. The **first** device connected determines the <u>point of reference</u> for *all* devices connected during the session. If a subsequent device is connected that is less than half the capacity of the first, **or** more than twice the capacity of the first, **or** in any case, greater than 128GB, SaberCopy will ignore that device and automatically turn Fast Copy Mode off.

You may also want to configure SaberCopy to always ignore certain devices you keep connected to your computer. See <u>13: Teaching SaberCopy to ignore devices</u> for details.



6: Fast Verify Mode

In this example, we will compare players to a project using **Fast Verify Mode**. Fast Verify Mode is a feature offered by SaberCopy that allows for semi-automated verification of players loaded using a specific project with minimal user intervention. For each player connected, it only executes the post-copy verification process as defined in the project, stops, and waits for more players to be connected. This is a great way to confirm that all players are loaded with a specific message without guessing.

- 1. When SaberCopy starts, it defaults to "Standard Mode", which is the setting used in most examples in this document.
- 2. After starting SaberCopy, open the project you want to use for your fast verify session. Fast Verify Mode requires that <u>one and only one</u> project may be open. SaberCopy warns if this is not the case.



3. Once the project is open (and re-configured if necessary to have the verification steps desired), you can turn Fast Verify Mode on by clicking on the "Fast Verify Mode" button (circled in red).

🐻 SaberCopy Utility					(2.12)		×
Standard Mode	ode 🛛 📑 Fast Verify Mode					-33	0
Projects (1) List		Removable Driv	es and Destination F	olders List			
New Project				G Add Folder	°∰ F	Refresh	-
B1100 41 files in 8 folders (131.8MB) Target Custom Output Options; Test drive; Quick format; Never replace files; 3 level folders; Ind empty dirs; Only exts mp3 wma wav except in root							
Edit Eave Erint							
🖉 Attach All 🗼 Copy All 🔳 Cancel All							



4. Notice that the button ribbon at the top of the screen and the screen background changes to a greenish background color to alert you that the application is currently in Fast Verify Mode.

移 SaberCopy Utility					_		×
Standard Mode	Rast Copy Mode	Fast Copy Mode Fast Verify Mode Removable Drives and Destination Folders List pen Project Add Folder Add Folder Refresh					
Projects (1	.) List		t Verify Mode Removable Drives and Destination Folders List Co Add Folder Refresh				
New Project	Open Project			Co Add Folder	1	Refresh	~
B1100 41 files in 8 folders (131. Target Custom Output O Quick format; Never repl folders; Ind empty dirs; wav except in root	8MB) ptions; Test drive; ace files; 3 level Only exts mp3 wma						
Edit Edit Sav Attach All Copy	e Print All Cancel All						

5. From this point on, once you connect players or USB devices, the moment SaberCopy recognizes each device it will begin to compare the device contents against that defined in the project with no further intervention.

💱 SaberCopy Utility	- 🗆 X
SaberCopy Utility —	
Projects (1) List	Copy Utility — — — X Addr Mode Image: Addr Solder <t< th=""></t<>
New Project Open Project	1 Complete 🔂 Add Folder 🥏 Refresh 🔻
B1100 41 files in 8 folders (131.8MB) Target Custom Output Options; Test drive;	D:\ [ENVOY] 41 files in 8 folders (131.9MB of 442.8N
Quick format; Never replace files; 3 level folders; Ind empty dirs; Only exts mp3 wma wav except in root *	
📄 Edit 📄 Save 🖨 Print	
Copy All Copy All Cancel All	

6. Once players have completed, you can disconnect them and connect others in their place. SaberCopy will automatically begin to verify the new players as soon as they are recognized by the computer.



- 7. SaberCopy will remain in Fast Verify Mode until...
 - The SaberCopy window loses focus, i.e. you switch to a different application or screen.
 - You click on the "Standard Mode" button to turn it off.
 - You close SaberCopy. When SaberCopy restarts, it always defaults to "Standard Mode".

Fast Verify Mode is an ideal solution when you don't have many USB ports available (or no hub) and need to quickly check that a group of players contains the same audio. It requires minimal intervention from you to achieve the quickest method of verification.

You may also want to configure SaberCopy to always ignore certain devices you keep connected to your computer. See <u>13: Teaching SaberCopy to ignore devices</u> for details.



7: Duplicating players, microSD cards, etc.

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

In this example, we will duplicate the contents of one Envoy S player to two other players. In the same way, we could leverage SaberCopy to duplicate the contents of a player to microSD cards, a microSD card to players or even one microSD (master) to others.

This is a great solution when you want to load players but don't have the audio source needed available on your computer but do have a player that can be duplicated. This is easy to accomplish, and it does not require you to copy the audio first from the player to the computer and then from the computer to other players!

- 1. Connect the player that will serve as the <u>source first</u> so it will appear first in the list to make it easier to keep trackof.
- In the drop-down list for the <u>source</u> player, change it to "Set as Master". Once you do that, SaberCopy will turn the line white and create a project definition for you using the volume label of that player as the name (under "Projects List"). See <u>Hide drives Set as Master</u> for details on how to hide this folder once it is "Set as Master".
- 3. Edit the project definition and make appropriate changes (things like target device, initialization, verification options, etc.). You may save it if you wish for re-use later, or you can simply discard it when you are done.
- 4. Connect the other player(s) that you wish to make duplicates from the source.
- 5. Click on the "Attach All" button to attach the players to the project.
- 6. Then click on "Copy All" to begin the load.

😥 SaberCopy Utility		(<u>2)(3</u>)		×
SaberCopy Utility × Standard Mode Fast Copy Mode Projects (1) List Removable Drives (3) and Destination Folders (0) List New Project Online Not connected Online ENVOY 25 1190 files in 70 folders (852.6MB of 3 ENVOY 25 1190 files in 70 folders (852.6MB of 3 ENVOY 25 1191 files in 70 folders (852.6MB of 3 Exit ENVOY 25 Edit Save Print Attach All Copy All <	0			
Projects (1) List	Removable Drives (3) and Destination Folders (0) List			
New Project	3 Online Gdd Folder	👶 Ref	resh	¥
ENVOY 25 1190 files in 70 folders (847.8MB)	D:\ [ENVOY 25] 1190 files in 70 folders (852.4MB of 3 Set as Master V Online	1e		•
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *	E:\ [ENVOY S] 1191 files in 70 folders (852.6MB of 3. Not connected V Online	ie		
	F:\ [ENVOY S] 1191 files in 70 folders (852.6MB of 3. Not connected V	ie		
Edit Save Print				
Attach All Copy All Cancel All				



7. Reply "Yes" to the file deletion warning if initialization was requested. The load process begins...

🔝 SaberCopy Utility					_		×
📰 Standard Mode 📑 Fast Copy	Mode					÷	0
Projects (1) List		Removable Drives (3) and D	estination Folders	(0) List			
New Project Open Project	2 Copying, 1 Online		E	Add Folder	🥏 Re	efresh	•
ENVOY 25 X 1190 files in 70 folders (847.8MB)	- - × py Mode Image: Set as Master Image: Set as Master Online 2 Copying, 1 Online Image: Set as Master Online Image: Set as Master 21 D: \ [ENVOY 2S] 1190 files in 70 folders (852.4MB of Set as Master Online Image: Set as Master Online 21: E: \ E: \ E: NVOY 2S Image: Copying 1:43 Image: Image						
 SaberCopy Utility Standard Mode Fast Copy Projects (1) List New Project Qpen Project NVOY 25 Ition files in 70 folders (847.8MB) Farget MegaVoice Envoy S, 2-S, ST or 2-ST; Fest drive; Quick format; Never replace files Edit Save Print Detach All Copy All Cancel All 	E:\ 	ENVOY	2S 🗸	Cancel Cor	oying	1:43	2, -
	F:\ 	ENVOY	25 ~	Cancel Cor	oying	1:43	2, 🗸
Delit Save Drint							
💪 Detach All 👂 Copy All 🔳 Cancel All							

8. Once completed, you have two additional players that are identical in content to the original!

🔝 SaberCopy Utility			(<u>1.1</u> 2)	
SaberCopy Utility Standard Mode Fast Copy Mode Projects (1) List Removable Drives New Project Open Project New Project Open Project 1 Online, 2 Complete D:\ ENVOY 25 I190 files in 70 folders (847.8MB) Farget MegaVoice Envoy S, 2-S, ST of State drive; Quick format; Never replace free D:\ [ENVOY 25] 1190 files in 70 folders (852.4MB F:\ [ENVOY 25] 1190 files in 70 folders (852.4MB F:\ [ENVOY 25] 1190 files in 70 folders (852.4MB F:\ [ENVOY 25] 1190 files in 70 folders (852.4MB F:\ [ENVOY 25] 1190 files in 70 folders (852.4MB F:\ [ENVOY 25] 1190 files in 70 folders (852.4MB F:\ [ENVOY 25] 1190 files in 70 folders (852.4MB F:\ [ENVOY 25] 1190 files in 70 folders (852.4MB	Mode			*
Projects (1) List	Removable Drives (3) and Destination	Folders (0) List		
New Project Open Project	1 Online, 2 Complete	Add Fold	ler 😤 R	efresh 💌
ENVOY 25 1190 files in 70 folders (847.8MB)	D:\ [ENVOY 25] 1190 files in 70 folders (852.4MB of 3	~	Online	•
Target MegaVoice Envoy S, 2-S, ST of ST Test drive; Quick format; Never replace me *	E:\ [ENVOY 25] 1190 files in 70 folders (852.4MB of 3	~ ▶ Сору	Complete	6:33 🔄 💌
>	F:\ [ENVOY 25] 1190 files in 70 folders (852.4MB of 3	∽ 🕨 Сору	Complete	6:33 🔄 💌
☐ Edit Save Print				
Copy All Cancel All				17

SaberCopy is the "poor man's" card duplicator! Hardware duplicators can be very expensive (<u>see here</u>). All you need to leverage SaberCopy for card duplication is the following:

- 1. SaberCopy (free)
- 2. A (powered) USB hub with as many ports as the number of cards you wish to duplicate in a batch
- 3. Enough* microSD card adaptors for the number of cards you wish to duplicate at a time
- 4. The microSD cards

*Card adaptors vary greatly in quality and price which directly impacts the efficiency of the copy

SaberCopy can either duplicate from a master card, as shown in this example in the form of a master player (or microSD card) or a folder on disk (as demonstrated <u>here</u>). SaberCopy can also verify the copy afterwards. The procedure is very fast as most microSD cards have high read/write rates.



8: Appending audio to a player

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

In this example, we will append audio to the *existing* contents of an Envoy E/2E player. The Envoy E/2E supports up to eight Channel folders in the onboard memory. This player already has one Channel folder and we want to add a second.

<u>Appending</u> data to an existing structure is not a problem. For an explanation regarding <u>inserting</u> data, <u>see</u> the comment at the end of this example.

1. First, we connect our Envoy Elite player that contains the following folder structure:

~ _	ELITE (D:)
~	001
>	001
>	002
>	003

- Next, we click on the "Add Folder" button below (circled in red) and <u>navigate to the Channel folder</u> we want to add (not the parent folder – circled in orange) in a different audio message that we want to add to the player as Channel folder 002.
- Then we change the setting of the folder to "Set as Master" (circled in blue). When we do that, SaberCopy automatically creates a project for us naming it with the path of the folder.
 See <u>Hide drives Set as Master</u> for details on how to hide this folder once it is "Set as Master". We need to make some changes in the project definition to end up with the desired results. Click on the "Edit" button (circled ingreen).

🔝 SaberCopy Utility	– 🗆 X
📰 Standard Mode 🔤 Fast Cop	y Mode
Projects (1) List	Removable Drives (2) and Destination Folders (1) List
New Project Open Project	2 Online, 1 Removed
C:\Test Messages\B5009_fbl_nasb	C:\Test Messages\B5009_fbl_nasb_jubilee_nl 1189 files in 69 folders (1.73GB of 930.9GB) Set as Master
Target MegaVoice Envoy 2.2 E Series Players; Test drive; Quick format; Never replace files; Only exts ape flac ogg mp3 wav wma except in root; Checks failed *	D:\ Not connected Online VITE1 1191 files in Z0 folders (1.75GB of Z.7GB) Not connected Online Image: Drive C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_anglisized_english\001\ is online and ready but not attached to any projection Image: Drive C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_anglisized_english\001\ is online
Edit Save Copy All Cancel A	Drive Path: C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_anglisized_english\001\ סוועד ואדט File System: NTFS Serial Number: D6F2-E6AD Volume Label:





- 4. In the "Files in Project" tab below, we see that the value for "Source File Spec" (circled in blue) is correct (the 001 Channel folder), but we need to change the destination folder to be "002" (circled in red) so that it will not overlay the 001 folder already present on the player.
- 5. Next, we click on the "Copy and Check" tab (circled in green) to make some important changes there as well.

移 SaberCopy Proje	ct Details									×
Project Title:	fbl_nasb_jubilee_nlt_r	niv_anglisized_english\0	01\ Project contains	s: 1189 files in 70 folde	ers (1.72GB)					
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
×	35009 fbl_nasb_jubile	e_nlt_niv_ A Source	File Spec			Destination Folde	r	Files	Size	Descrip
	001	C:\Tes	Messages\B5009_fbl	_nasb_jubilee_nlt_niv_	_anglisized_english\00	01*.* 002\		1189	1.72GB	3
	003									
>-	004									

- 6. Here we need to set "Initialize Device" to "No change leave all existing files" and "Overwrite Files" to "Never replace existing files" so that the current audio on the player will not be overwritten.
- 7. We'll also set the following: read/write test, verification, checking the file timestamps and contents once the copy completes and "Don't verify when project first attached" since there is no point to compare before the addition of the second Channel folder.
- 8. Click on "OK" to save the changes and close the project dialog.

Note that **Checks failed** is flagged. This is because the target device was set to Envoy E and the requirement for Channel folder 001 was not satisfied. In this case, we can ignore that violation since we know there already exists a 001 Channel folder on the device. <u>Player rules</u> are only checked against files specified in "Files in project".

Ι

SaberCopy Project De	tails								-	
ect Title: _fbl_na	asb_jubilee_nlt_ni	v_anglisized_english\(001\ Project contains	: 1189 files in 70 folder	rs (1.72GB); Checks	failed				
Files in project Ta	arget Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
Initialise Device				Test Options						
No change - leave a	all existing files			Perform re	ead/write test before	copying				
O Delete subdirectorie	es - leave files in r	oot directory								
O Delete all files and s	subdirectories			Overwrite File	s		0.0			
Quick format drive	 deletes everythi 	ing quickly		Never repl	ace existing files		Always repla	ce existing files		
O Full format drive - d	leletes everything	and checks drive		() Replace if	files are new or chang	ed	Only replace	existing files		
Write Drive Volume:	Drive vo	ume		Verification Op	otions					
				Verify eve	rything, don't stop on	error				
Filesystem	Α	location Unit Size		Check file	timestamps					
No change		No change	0 8192	Don't Verify when project first attached						
FAT) 1024	◯ 16K	Check file con	tents					
◯ FAT32		2048	🔾 32К	○ None			First 512KB			
		4096	○ 64K	First 4KB			○ Whole file			





- 9. Now we assign the project as the source for the player in the drop-down list for the player (circled in red). In this case, we could just as easily use the "Attach All" button. Either way works the same.
- 10. Click on the "Copy" button (also circled in red) and the process begins.

😥 SaberCopy Utility			- 0	×
📰 Standard Mode 🛛 🕞 Fast Copy M	lode		3	() ()
Projects (1) List	Removable Drives (2) and Destination	on Folders (1) List		
New Project	1 Online, 1 Unverified, 1 Removed	Co Add Folder	🧐 Refresh	-
C:\Test Messages\B5009_fbl_nasb	C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_anglic [] 1189 files in 69 folders (1.73GB of 930.9GB)	v Onlish	line	•
Target MegaVoice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root;	D:\ [ELITE] 1191 files in 70 folders (1.75GB of 7.7GB)	jes\₿500! ∨ 🕨 Сору Un	verified	
Checks failed *	E:\ Disabled	 ✓ Re 	moved	•
Edit Edit				
🔏 Detach All 🕨 Copy All 📓 Cancel All				

- 11. Since "No change leave all existing files" was specified, SaberCopy performs the read/write test and immediately begins the copy phase.
- 12. Once complete, SaberCopy compares and reports "Complete" because it is smart enough to compare *only* the second Channel folder just added against the folder defined in the project.

🔝 SaberCopy Utility				3 <u>4225</u>		×
📃 Standard Mode 🛛 🕞 Fast Copy M	lode				3	0
Projects (1) List	Removable Drives (2)	and Destination Folder	s (1) List			
New Project	1 Online, 1 Complete, 1 Removed		Co Add Folder	r R	efresh	-
C:\Test Messages\B5009_fbl_nasb	C:\Test Messages\B5009_fbl_nasb_jubilee_n [] 1189 files in 69 folders (1.73GB of 930.9GB)	Set as Master	o¶sh\001\ ⊻	ine	E	4
Target MegaVoice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root;	D:\ [ELITE] 2380 files in 140 folders (3.48GB of 7.7GB)	C:\Test Messages\B500!	Copy Cor	nplete	10:30	ą 🗸
Checks failed *	E:\	Disabled	Rer	noved	E	4
Edit Edit						
Copy All Conce! All						

SaberCopy's compare feature verifies that all the files in the project that were copied match the files on the target. If "No change" is specified under "Initialize Device", it ignores any other files that were previously on the target player.

LIN theory, SaberCopy is able to merge (<u>insert</u>) files or folders into existing folders on the target. The problem is that MegaVoice players will not play them in the desired order. The added files will play **after** pre-existing content, which is not the expected playback order on MV players.

For example, if folder A currently contains files 010, 020 and 030, and you wish to add (insert) files 015 and 025, the MV player will play them in this order: 010, 020, 030, 015, and 025!

As is demonstrated in the above example, SaberCopy can successfully <u>append</u> new files or folders to the end of an existing structure. If the need is to add specific files and/or folders to existing audio on a player requiring insertion within the existing structure, the individual sources for the new structure can be merged by SaberCopy but it still requires deleting the current content on the player first.

For MegaVoice players, this is the <u>only</u> way to guarantee correct navigation and playback order.

For details on aggregating multiple sources into one, see <u>9: Disk-to-disk copy</u>.

hybrid message by adding a second Channel folder to the player, without having to erase what was already there, and without having to create a temporary folder with the required the 2 Channel folders and load from it.

14. After disconnecting the player and testing it, we see that the player navigates correctly between the two Channel folders and all the other levels as well.

13. Looking more closely, we did indeed end up with the desired results! We created a







9: Disk-to-disk copy

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

In this example, we will create a new audio message <u>on disk</u> by merging folders from existing audio messages and multiple sources. This new audio message could be used as a source to populate microSD cards for the new Envoy Elite player. The Elite will support from one to eight Channel folders (4-level message) onmicroSD.

SaberCopy has the ability to perform disk-to-disk copies. While it is true that we could do this manually, SaberCopy can...

- Do it faster!
- Guarantee that the folders and files are copied in the correct order (very important for navigation and playback)
- Compare the source and target when done to verify they match
- Repeat the process exactly (as long we save the project)
- 1. First, we create the new folder on the hard disk in our messages folder. We'll call it "SaberCopy MergeTest".



- 2. Next, we open the new folder in SaberCopy by clicking the "Add Folder" button (circled in red).
- 3. Then, we create a new project to define the source folders and the project properties. Click on the "New Project" button (circled in green).

🞲 SaberCopy Utility				_		х
📰 Standard Mode 📑 Fast Copy I	lode				<u></u>	
Projects List	Removable Drives (0) and Destination Fe	olders (1) List			
New Project Open Project	1 Online		Add Folde	er 🧖	Refresh	-
	C:\Test Messages\SaberCopy Merge Test\ [] 0 files (none of 930.9GB)	Not connected	~	Online		₹.



- 4. Because we want to save this project for re-use, we'll give it a meaningful name (circled in red). When we save the project, the file name will default to the project name, which is best practice.
- 5. The new audio message we want to create will be comprised of a Channel-level folder from four different existing audio message folders.
- 6. In the file explorer pane (circled in green), simply navigate to the desired folder, drag it to the right and drop it. By default, SaberCopy duplicates the source folder names in the "Destination Folder" field but we will need to change those since three of them are the same ("002").
- 7. If, after adding the 4 source folders, they are not in the desired *playback* order (from top to bottom); we can rearrange the order by highlighting a line and clicking on the "Up" or "Down" buttons at the bottom of the screen (circled in purple).

SaberCopy copies folders and files in the order they appear in the Source File Spec, <u>from</u> top to bottom – not necessarily the alphabetical order of the Destination Folder names.

- 8. Once the folders are in the proper order, we change the Destination Folder field for each, from top to bottom, to 001, 002, 003 and 004 respectively (circled in dark red).
- 9. Now we need to verify the remaining options. Click on the "Copy and Check" tab (circled in orange).

🞲 SaberCopy Proj	ect Details - C:\Users\I	Michael\OneDrive -	MegaVoice (Israel) LTD	\Documents\Saber	Copy Merge Test 2	.saber			_		×
Project Title:	SaberCopy Merge Test		Project contains:	1499 files in 251 folde	ers <mark>(</mark> 3.47GB)						
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and C	Check	Notes			
× •	B2695_itm_ntpp_english	h_spanish_v1_r	Source File Spec			- (Destination Fo	lder	File:	Size	Desc
> >	001		C:\Test Messages\B339	_nt_hebrew_nt_nkj	/_english\001*.*		001\		260	475M	E
	P2720 itm step opdia	, itm at chines	C:\Test Messages\B269	5_itm_tpp_english_s	panish_v1_m5\002\	*.*	002\		807	1.749	3
	B2739_itm_ntpp_english B2740_itm_ntpp_english	h_run_nt_chines	C:\Test Messages\B319	_itm_ntpp_eng_itm_	nt_vietnamese_v1_i	m5\002*.*	003\		431	1.266	1
Š.,	B2769 itm ntpp portuo	juese spanish	C:\Test Messages\B319	7_nt_iyankore_gss_:	soj_mbc_fbl_nkjv_en	nglish\002*.*	004\		1	151KE	3
>	B2859_fbl_niv_english					L L					
	002 B3196_gss_ntp_lugan B3197_nt_nyantine_gs 001 B3198_gdn_ll_nt_dinka B3270_ttb_fbl_esv_eng B3372_fbl_niv_english_ B3390_nt_hebrew_nt_r 002 B3390_nt_hebrew_nt_r B3456 changed order B3456 itm ntoo english	s_gss_soj_mbc_ is_soj_mbc_fbl_ bor_fbl_esv_er glish fbl_hebrew_rev kjv_english nkjv_english - Lc h_swahili_v2_m!									
Name	Size Item t	type Da									
<		>	Add 🔊		New	Bemov	ve	î Up	↓ Do	own	
	Print Project							G	<u>x</u>	Cancel	





10. SaberCopy may not default to what we need, so let's review the "Copy and Check" tab.

- <u>Initialize Device</u>: should be set to "Delete all files and subdirectories" to ensure the target folder is empty. We know it is empty now, but if we want to reuse this project in the future, it would be wise to clear the contents.
- Perform read/write test before copying: is probably not necessary but it won't hurt and it is fast.
- <u>Verification Options:</u> all three should be checked.
- Check file contents: can be set also to verify the copy (always a good idea to do this).

11. Nothing else should be necessary. Click "OK" to close the project details dialog.

12. Go ahead and "Save" the project so that it won't be lost.

ect Title: Sabe	rCopy Merge Test		Project contains	s: 1499 files in 251 folde	ers (3.47GB)				
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Ched	Notes		
Initialise Device				Test Options					
O No change - leave	e all existing files			Perform re	ead/write test before o	copying			
O Delete subdirecto	ries - leave files in	root directory							
Delete all files and	Delete all files and subdirectories			Overwrite Files					
O Quick format drive	e - deletes everyth	ing quickly		Never replace existing files Always replace existing files					
○ Full format drive -	deletes everythin	g and checks drive		○ Replace if files are new or changed ○ Only replace existing files					
Write Drive Volume:	Drive vo	lume		Verification Op	otions				
				Verify eve	rything, don't stop on	error			
Filesystem		location Unit Size		Check file	timestamps				
No change	(No change	0 8192	🗹 Don't Veri	fy when project first a	ttached .			
◯ FAT		1024	◯ 16K	Check file con	tents				
◯ FAT32		2048	○ 32K	○ None		OFi	rst 512KB		
		4096	○ 64K	O First 4KB		() W	hole file		

- 13. Now, we assign the folder we opened to the project in the drop-down list (circled in red) or click "Attach All". Note that SaberCopy reports that the folder's status is "Empty".
- 14. Click on the "Copy" button (circled in green) to begin the copy process.
- 15. Because this is a disk-to-disk copy, it will be faster than typically loading aplayer.

B SaberCopy Utility	- 🗆 X
E Standard Mode	lode
Projects (1) List	Removable Drives (0) and Destination Folders (1) List
New Project Open Project	1 Empty G Add Folder
SaberCopy Merge Test 1499 files in 251 folders (3.47GB) Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Empty all files; Never replace files; Ind hidden files; Ind empty dirs *	C:\Test Messages\SaberCopy Merge Test\ [] 0 files (none of 930.9GB) SaberCopy Merge Test Copy Empty
Edit Eave Print	
Copy All Copy All Cancel All	



- 16. When finished, SaberCopy performs the compare, and the line turns **green** to verify the target matches the source.
- 17. We can review the contents of our new message by clicking on the File Explorer button (circled in red).
- 18. This new message can now be used as a source for loading other players, like the Companion or E Series, that can support multiple Channel folders.

SaberCopy Utility		9 <u>465</u>		×
E Standard Mode	Mode		1	0
Projects (1) List	Removable Drives (0) and Destination Folders (1) List			
New Project	1 Complete	🔧 Re	fresh	~
SaberCopy Merge Test 1499 files in 251 folders (3.47GB) Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Empty all files; Never replace files; Ind hidden files; Ind empty dirs *	C:\Test Messages\SaberCopy Merge Test\ [] 1499 files in 251 folders (3.47GB of 930.9GB) SaberCopy Merge Test V Copy Comp	olete	1:10	3
Edit 📄 Save 🖨 Print				
Copy All Cancel All				



10: File verification

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

As noted in previous examples, SaberCopy provides several file verification options. While not very likely, it is indeed possible that files can be successfully copied but some of the contents of one or more of the files could be corrupted.

This is usually due to a very brief electrical "blip" between the computer and the player during the copy process. The interruption may not be significant enough to cause the file copy itself to fail but some of the data being transferred at that moment could become "scrambled".

Some of the causes could possibly be:

- If using a hub...
 - A problem with the USB cable that connects the computer to the hub
 - A problem with the hub itself or one of the ports on the hub
 - A problem with the power source the hub is plugged into
 - A problem with the power supply to the hub or
 - Erratic power supply to the hub
- A problem with an individual USB cable connecting to the player
- > A problem with certain sectors on the memory in the player
- > A problem with the USB port on the computer
- A problem with the player's micro-USB connector

Therefore, it is always a good idea to verify the condition of the files *after* being copied, and SaberCopy can help with that. Otherwise, you would never know if there were a corruption until much later.

MegaVoice has encountered this phenomenon when programming batches of players concurrently. The types of problems we discovered were:

- File truncation
 - Playback did not begin from the very beginning
 - Playback worked but suddenly terminated before the actual end
- File would not play at all on the player
- File played but was distorted or garbled

To be clear, this problem is *not* isolated to using SaberCopy. MegaVoice has encountered the same problem when using other software and it could just as easily happen using copy/paste or drag/drop from Windows File Explorer.



Here three Envoy S players were loaded in a batch together. The project was set to check the first 512K of each file copied to all players when the copy completed.

We see that one player of the three failed the verification. The line is highlighted in red, and the status message is set to "Unmatched".

🔝 SaberCopy	Utility					-		×
📰 Standard M	ode 🕞 Fast C	opy Mode					÷	0
F	Projects (1) Lis	t	Removable Drives (3) and	Costination Folders (0)	List			
New Project					🔄 Add Fol	der 🛛 🥏 Re	efresh	
B0402		×	D:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB)	B0402	✓ ▶ Copy	Unmatched	1 14:01	6 -
Test drive; Quick (Envoy S, 2S, E,	format; Target N 2E) *	legaVoice Type 1	E:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	80402	✓ ▶ Copy	Complete	14:01	BQ -
			F:\					
🥜 Edit	📒 Save	📄 Print	[B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402	✓ ▷ Copy	Complete	14:01	- ,5
🖉 Detach All	Copy All	Cancel All						

SaberCopy logs all activity regarding every player connected. The log persists *as long as* the player remains connected to the computer. To view the log, click on the drop list menu button (\checkmark) at the very end of the player's line. It is also possible to write a permanent log file to each player. <u>See here for details</u> on how to do that or <u>here to see a sample player log</u>.

You will be presented with a small menu like that below. You can choose to view the entire log or just the errors. Because there are many messages logged, we just want to see the condensed version with the errors. Select "Show Errors Only".







At that point, a window will be opened at the very bottom of the main screen titled "Log Messages for x" where x is the target device (drive letter of the player in question, full path of folder, etc.).

If we scroll to the bottom, we see there are four error messages logged during verification. The checksum for four different files do not match their source counterparts so they are flagged "UNMATCHED". The message identifies each file specifically identifying it by full path.

<u>This is an actual occurrence</u>! The players used are quite old and some of them have memory and/or USB connectors that may be going bad. Occasionally this can happen.

Log Messages for D:\		
Lis9 intecesses for Brit Exec 'format.com' D: /x /y /y: /q' WaitForInputIdle=-1 Exec 'format.com' D: /x /y /y: /q' WaitForIngleObject=0 11:41:52.622 Drive D: \is Enptying All folders and files are being deleted from the drive Empty drive D: \ 11:41:52.686 Drive D: \is Copying Files in the project are being copied to the drive Copying project 'B0402' Totals: 1190 files in 70 folders 11:53:57.550 Drive D: \is Verifying Files that have been copied to the drive are being verified Verify: D:\001\0001\001001001001.mp3 - has different file content in first 64KB Source=E7927BA5B906778915820DF8781FEC47 Target=983A795E66ADAB7F8137173793232ADD Verify: D:\001\0021017001.mp3 - has different file content in first 64KB Source=2B2C529AC8387227E53C7BABABA68E39 Target=A85B44535D002C31D4005686DD45E400	UNMATCHEL UNMATCHED [UNMATCHE	^ ۱
Perfy: D: 00100201700201700201700201700201700201700000000	UNMATCHED	
Drive D:\information: Drive Path: D:\		~

When this particular type of error occurs, reloading the player a second time most always resolves the problem. In this case it did!

🞲 SaberCopy Utility				_	
📰 Standard Mode 🕞 Fast Copy Mode					۰
Projects (1) List	Removable Drives (3) and	Destination Folders (0)) List		
New Project			Add Fold	ler 🏻 🌝 R	efresh 🔍
80402 1190 files in 70 folders (1.75GB)	D:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB)	B0402	∨ ▶ Сору	Complete	13:01 🔄 🗸
Test drive; Quick format; Target MegaVoice Type (Envoy S, 2S, E, 2E) *	E:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402	∨ ▶ Сору	Complete	14:01 🔄 🗸
Zedit Save	F:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402	∨ ▶ Сору	Complete	14:01 🔄 🗸
Optach All Copy All Cancel All					
	-				

If a second load does not resolve the problem, we may want to inspect the flagged files in the <u>source</u> audio. It could be the corruption is "slight" and the file will still play properly with no audible problem. The fact remains, however, that the copied file does not perfectly match its source and the problem should be investigated.

To hide the log window when finished reviewing the messages, you can either open the drop-down menu used to display the log and choose "Hide Log" or click the "X" at the top right of the Log Messages window.

The window will also close automatically when you disconnect that player from the computer.



Let's review the verification options that SaberCopy offers. They are on the "Copy and Check" tab of the project:

Verification Options						
Verify everything, don't stop on error						
Check file timestamps						
Don't Verify when project first attached						
Check file contents						
○ None	• First 512KB					
⊖ First 4KB	○ Whole file					

Screen snippet from the Copy and Check tab

Please note that regardless of the options above, SaberCopy will always perform a rudimentary verification by comparing the file sizes and number of folders and files.

<u>Verify everything, don't stop on error</u>: If not checked, SaberCopy will halt the verification once an error is encountered.

<u>Check file timestamps</u>: If checked, SaberCopy will make sure that the file timestamps on the target match those of the source files within 2 seconds.

<u>Don't verify when project first attached</u>: By default, SaberCopy will perform the verification defined in the project when a player is attached to a project (*before* copy) and *after* the copy process occurs. If you don't want the pre-verification to take place, check this option.

<u>Check file contents</u>: You may choose None, First 4KB, First 512KB or Whole file. The larger the sampling size the longer the verification will take. For peace of mind, it is worth it to take a little extra time to know for sure that the files copied match the source. See <u>Hash method for verification</u> for details on the various checksum methods available for file comparison.



11: USB Device information display

Wew to versions 4.8.x and later! For players like the Envoy Connect that have USB serial numbers defined,

SaberCopy will now display that for you. Also, if known, the USB Device Model will also be displayed.

This option is controlled by a setting on the **Application Settings screen.**

When you mouse-over a connected player on the Main Screen, the device details are displayed in a pop-up balloon. The USB device information, if defined, appears along with other information.

Drive D:\ is online and ready but not attached to any project

Drive Path: D:\ Drive Type: REMOVABLE File System: FAT32 Serial Number: EC95-4FBB Volume Label: USB DISK AA Drive Size: 7.83GB (8,411,414,528 bytes) Allocation Size: 16KB (16,384 bytes)

USB Device Model: ACTIONS USB DISK FOB 2.0 USB Device USB Device Serial: 111-000821

File Count: 1,191 Folder Count: 67 File Size: 1.1GB (1,177,632,768 bytes) Size on Disk: 1.1GB (1,176,453,120 bytes)

NEW

Since the beginning of 2024, for every new or updated firmware, Drive D:\ is online and ready but not attached to any project MegaVoice is adding the current firmware release number to the USB Drive Path: D:\ Device Model ("Friendly Name") string. Drive Type: REMOVABLE In addition to the feature of voicing the File System: exFAT firmware revision that most newer Serial Number: BA51-53C3 players have, this makes for greater Volume Label: NVSN C T04 Drive Size: 109GB (117,045,067,776 bytes) visibility to our customers and Allocation Size: 128KB (131,072 bytes) partners. USB Device Model: MV ENV C01 T04 USB Device USB Device Serial: 2C23AE4017FCAA2B File Count: 450 Folder Count: 43 File Size: 65.87GB (70,730,907,648 bytes) Size on Disk: 65.87GB (70,724,485,120 bytes)



12: Drag and Drop/Multi-Select

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact f<u>un</u>ctionality or operation of SaberCopy, or the topics discussed.

New in v4.9.x and later! Two new drag and drop features have been added.

Dragging a folder (or several) from a Windows Explorer Window onto the Main Screen will automatically create a New Project with the folder name as the project name and with the selected folder(s) as the file specification.







Dragging an audio folder from Windows File Explorer onto the "Files in Project" tab of an open project will populate the Source File Spec the same as if you navigate to the source from within SaberCopy. When you have your audio folder already available in File Explorer this method is faster than navigating from within SaberCopy.



On the "Files in project" tab, SaberCopy provides two features to make it easy for you to select Folders and Files for your project.

- Drag-and-drop
- Multi-select

In the File Explorer pane on both the top left and bottom left, you can highlight multiple folders (or files), "drag" the entire group to the Source File Spec pane on the right and "drop" them. SaberCopy will order them correctly, regardless of the order they were selected.

With multi-select you can select folders (or files) using Shift+click (for a continuous group) or Ctrl+click (for a non-continuous group).

These are established selection options available in Windows for many years. See tutorial on this topic here.

See examples on the following pages...



In the two examples below, a "group" of Channel folders was selected and then the group was "dragged" to the rightmost pane and "dropped". This is much easier than dragging them one at a time.

🔊 SaberCopy Pro	ject Details							_		×
Project Title:	New Project 2		Project contains	s: 10 files in 30 folders (2	MB)					
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
	200 Languages Test 001Language 002Language 003Language 004Language 005Language 005Language 005Language 005Language 009Language 010Language 011Language 011Language 011Language 014Language 014Language	Drag me	e File Spec xt2Speech Save Area xt2Speech Save Area xt2Speech Save Area xt2Speech Save Area speech Save Area xt2Speech Save Area xt2Speech Save Area xt2Speech Save Area xt2Speech Save Area	\200 Languages Test\00 \200 Languages Test\01	ILanguage 2Language 3Language 5Language 5Language 7Language 8Language 9Language 9Language	Destina 001Lan 002Lan 003Lan 004Lan 005Lan 007Lan 008Lan 009Lan 010Lan	tion Folder guage guage guage guage guage guage guage guage guage	Files 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Size 208KB 207KB 209KB 208KB 209KB 209KB 209KB 209KB 209KB	Desc
< Name 001Section 	016Language 017Language 018Language 010Language 010Language Size Item File 1	> I type [folder :	Add	New	Remo	ove) لکه	1	, <u>D</u> own	
🦐 Chec <u>k</u> Project	Print Projec	t					<u>O</u> K		Cancel	

🐻 SaberCopy Project Details X Project Title: New Project 2 Project contains: 7 files in 21 folders (1.4MB) Files in project Target Device Audio Identifiers Text To Speech Output Options Detail file list Copy and Check Notes 200 Languages Test Source File Spec Destination Folder Files Size Descrip ^ 001Language C:\Text2Speech Save Area\200 Languages Test\001Language 001Language 1 208KB 002Language C:\Text2Speech Save Area\200 Languages Test\003Language 003Language 1 209KB 003Language CText2Speech Save Area\200 Languages Test\005Language 005Language 1 209KB 004Language Speech Save Area\200 Languages Test\007Language 209KB 007Language 1 005Language Drag me... 006Language eech Save Area\200 Languages Test\009Language 009Language 1 209KB 007Language t2Speech Save Area\200 Languages Test\011Language 011Language 1 210KB 008Language C:\Text2Speech Save Area\200 Languages Test\013Language 013Language 1 211KB 009Language 010Language 011Language 012Language 013Language 014Language 015Language 016Language 017Language 018Language 010 annuana > < Name Size Item type 001Section File folder Add 🛃 Remove New New Î Up L Down < > Print Project 🗲 Check Project <u>O</u>K Cancel



You also have the same option from the File Explorer window in the bottom left pane. This applies to both folders and files. In the examples below, the "group" was selected and then "dragged" to the right and "dropped".

oject Title:	New Project 2			Project contains	s: 9 files in 1 folder (1.4	MB)					
Files in project	Target Devi	ce Au	udio Identifi	iers Text To Speech	Output Options	Detail file list	Copy and Check	Notes	;		
v	999 Chapters Te	st	~	Source File Spec			Destination F	older	Files	Size	Descri
	Book1		-	C:\Text2Speech Save Area	\999 Chapters Test\Boo	k1\001Chapter.mp3	Book1\001Ch	apter.mp3	1	154KB	
>	Numeric Sections	+ Alpha Tex	xt - N	C:\Text2Speech Save Area	\999 Chapters Test\Boo	k1\002Chapter.mp3	Book1\002Ch	apter.mp3	1	152KB	
	One Book with file	e 003 encry	pted	C:\Text2Speech Save Area	\999 Chapters Test\Boo	k1\004Chapter.mp3	Book1\004Ch	apter.mp3	1	154KB	
> • <mark> </mark>	RECORD Folder S	ampies	, * I	C:\Text2Speech Save Area	\999 Chapters Test\Boo	k1\005Chapter.mp3	Book1\005Ch	apter.mp3	1	155KB	
			-	C:\Text2Speech Save Area	\999 Chapters Test\Boo	k1\007Chapter.mp3	Book1\007Ch	anter.mn3	1	156KB	
ame	Size	Item type	~	Text2Speech Save Area	\999 Chapters Test\Boo	k1\009Chapter.mp3	Book 1\009Ch	anter.mp3	1	154KB	
001Chapter.mp	3 153 KB	MP3 Audio	Fil >	Speech Save Area	1999 Chapters Test/Boo	k1\010Chapter.mp3	Book1\010Ch	anter mn3	1	154KB	
002Chapter.mp	3 152 KB	MP3 Audio	Fil	2Speech Save Area	1999 Chapters Test/Boo	k1\011Chapter.mp3	Book1\011Ch	anter mo3	1	156KB	
003Chapter.mp	3 154 KB	MP3 Aud		12Speech Save Area	1999 Chapters Test/Pool	k1\012Chapter.mp3	Book1\012Ch	apter mp2	1	15000	
004Chapter.mp	3 154 KB	MP	a	The rispeet in Save Area	(999 Chapters Test/poo	kiluischapter.mps	BOOKT (015Ch	apterimps	1	13000	
oorchaster and											
005Chapter.mp	3 154 KB 3 151	Dragmudio	Fil								
005Chapter.mp 007Chapter.mp 007Chapter.mp 007Chapter.mp 007Chapter.mp 010Chapter.mp 011Chapter.mp 012Chapter.mp 012Chapter.mp 013Chapter.mp 013Chapter.mp 015Chapter.mp 015Chapter.mp 015Chapter.mp	3 154 KB 3 157 3 157 3 157 3 156 KB 3 157 KB 3 158 KB 3 159 KB	PraB MD3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio	Fi Fi Fi Fi Fi Fi Fi Fi Fi Fi Fi	Add	New	Remov	/e	€ Up		↓ <u>D</u> ow	n
Obschapter.mp O06Chapter.mp O07Chapter.mp O07Chapter.mp O07Chapter.mp O10Chapter.mp O10Chapter.mp O11Chapter.mp O12Chapter.mp O13Chapter.mp O14Chapter.mp O14Chap	3 154 KB 3 15 3 15 3 154 KB 3 156 KB 3 156 KB 3 156 KB 3 156 KB 3 156 KB 3 156 KB 3 157 KB 3 159 KB 2 159 KB	PraB Mda MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio MP3 Audio	Fi Fi Fi Fi Fi Fi Fi Fi Fi Fi Fi Fi Fi Fi	Add	New	Remov	/e	î Цр QK		↓ <u>D</u> ow Car	n

Files in project	Target Device	Audio Id	entifiers	Text To Speech	Output Options	Detail file list	Сору а	and Check	Notes			
> - 2	200 Languages Test		 Source 	ce File Spec			D	estination Fol	der	Files	Size	Descript
> - 2	200 Sections 3 digit Tes	st	C:\Te	ext2Speech Save Area	\200 Languages Test\00	1Language	0	01Language		1	208KB	
> - 2	200 Sections Alpha Tex	d Test	C:\Te	ext2Speech Save Area	\200 Languages Test\00	2Language	0	02Language		1	207KB	
, , , , , , , , , , , , , , , , , , ,	999 BOOKS TEST (1000) 999 chapter test-pumb	ers only	C:\Te	ext2Speech Save Area	\200 Languages Test\00	4Language	0	04Language		1	208KB	
<pre></pre>	os chapter test numb	≥ Cr3 Uniy	C:\Te	ext2Speech Save Area	\200 Languages Test\00	5Language	0	05Language		1	209KB	
			C:\Te	ext2Speech Save Area	\200 Languages Test\00	7Language	0	07Language		1	209KB	
Name	Size Item	type		peech Save Area	\200 Languages Test\00	8Language	0	08Language		1	207KB	
001Language	File f	older		Speech Save Area	200 Languages Test\01	.0Language	0	10Language		1	209KB	
002Language	File f	older		2Speech Save Area	200 Languages Test\01	1Language	0	11Language		1	210KB	
003Language	File f	old	Te	2Speech Save Area	200 Languages Test\01	3Language	0	13Language		1	211KB	
004Language	File	me.	C:\Te	ext2Speech Save Area	200 Languages Test\01	5Language	0	15Language		1	211KB	
006Language	013	B										
000Language	0.	older										
008Language	File f	older										
009Language	File f	older										
010Language	File fi	older										
011Language	File f	older										
012Language	File f	older										
013Language	File f	older										
014Language	File f	older										
015Language	File f	older										
016Language	File fi	older										
01/Language	File T	older	*	Add	New	Remo	ove	Î	Up		L Dowr	1
•									_ .		v =	
🦐 Chec <u>k</u> Project	Print Project	:							<u>O</u> K		Can	cel



Multi-select also works from the "Add Folder" selection dialog!

→ ✓ ↑ → This PC → Local Disk (C	:) > _SC_Redirect_M6_CP >	v ⊙	Search _SC_Redi	rect_M6_CP	م
ganize 🔻 New folder					
OneDrive - MegaVoice (Israel) LTD	Name	Date modified	Туре	Size	
	SaberCopy_M6_CP_Redirect_01	2017-12-10 11:41	File folder		
	SaberCopy_M6_CP_Redirect_02	2017-12-10 11:41	File folder		
3D Objects	SaberCopy_M6_CP_Redirect_03	2017-12-10 11:41	File folder		
Desktop	SaberCopy_M6_CP_Redirect_04	2017-12-10 11:41	File folder		
Documents	SaberCopy_M6_CP_Redirect_05	2017-12-10 11:41	File folder		
- Downloads	SaberCopy_M6_CP_Redirect_06	2017-12-10 11:42	File folder		
Music	SaberCopy_M6_CP_Redirect_07	2017-12-10 11:42	File folder		
Pictures	SaberCopy_M6_CP_Redirect_08	2017-12-10 11:42	File folder		
Videos	SaberCopy_M6_CP_Redirect_09	2017-12-10 11:42	File folder		
 Local Disk (C) 	SaberCopy_M6_CP_Redirect_10	2017-12-10 11:42	File folder		
Michael () an annaha) (Seen) (Vi)	SaberCopy_M6_CP_Redirect_11	2017-12-10 11:42	File folder		
Michael (\(mvservernp\scan) (A:)	SaberCopy_M6_CP_Redirect_12	2017-12-10 11:42	File folder		
MV Share Files - World (\\mvnas) (Y:)	SaberCopy_M6_CP_Redirect_13	2017-12-10 11:42	File folder		
Product Development (\\mvnas) (Z:) ¥	SaberCopy_M6_CP_Redirect_14	2017-12-10 11:42	File folder		
Folder: SaberCopy_M6_CF	P_Redirect_12" "SaberCopy_M6_CP_Redirect_01	" "SaberCopy_M6_CP_Redi	rect_02" "SaberCopy_	M6_CP_Redire	ect_
			Colored Fielder	C	



13: Teaching SaberCopy to ignore devices

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

If you have external hard drives, USB thumb drives or other data devices that are usually connected to your computer, you can "teach" SaberCopy to always ignore those devices when the program is active and thus prevent accidental access when loading players.

Here is how:

- 1. Start SaberCopy with *only* those devices connected to your computer (i.e., no other players or devices).
- 2. In the drop-list for each of those devices, change the setting to "Disabled".

💕 SaberCopy Utility	- 🗆 X
📰 Standard Mode 🕞 Fast Copy Mode	
Projects List	Removable Drives (1) and Destination Folders (0) List
🔒 New Project 📄 Open Project	Ca Add Folder
	I:\ [THUMB-NTFS] 15 files in 15 folders (936KB of 7.63GB) Disabled Not connected Set as Master Online Online Online

- Close SaberCopy and restart it. The drives still show in the device list, but they are grayed out and set to "Disabled". If these devices remain connected to the <u>same</u> USB ports, SaberCopy will remember them as "Disabled" and not touch them whenever players/devices are attached to a project.
- 4. If you also use the option to <u>hide disabled and absent drives</u>, the drive will be "hidden" the next time SaberCopy is started.
- 5. If you detach the device and later reconnect it, you will need to teach SaberCopy again to ignore it.



14: Comparing the contents of 2 players

What if we have two players that we *think* have identical contents but are not sure? The folder and file counts match, as well as the data size, but that is not always enough to prove it. SaberCopy can help with this!

- 1. Connect both players to the computer.
- 2. Change one of them to be the Master (Set as Master) in the drop list of the player line. If you are more confident about one of them, choose that one as your "Master"; otherwise, it really doesn't matter which.
- 3. Edit the project that is created.
- 4. On the "Copy and Check" tab, make sure **Verification Options** are set <u>exactly</u> as below. Select a "Check File Contents" value of at least 4K. Close the dialog with OK.

Varification Options	
vernication Options	
Verify everything, don't stop on error	
Check file timestamps	
Don't Verify when project first attached	
Check file contents	
	C First 512KB
Onone	UT IISC 512Kb
First 4KB	○ Whole file

Screen snippet from the Copy and Check tab

- 5. Click the "Attach All" button. SaberCopy will immediately begin to compare.
- 6. Once the pre-verification finishes it will either show as "Complete" (green) if they match or "Unmatched" (red) if not.

🔝 SaberCopy	Utility					_		×
:= Standard Mo	ode 📑 Fast C	opy Mode					- Qi	
F	Projects (1) Lis	t	Removable Drives (2) and	d Destination Folders (0) List			
o New Proj	New Project				Add Fol	der 🛛 🥏 F	Refresh	~
B0402 1190 files in 70 fo			E:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB)	Set as Master] ~	Online		E , -
Test drive; Quick Player, Smartpho	format; Target S one, Tablet, USB ^a	tandard MP3 ⊧	F:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402	✓ ▶ Copy	Complete		E
🥖 Edit	📙 Save	📄 Print						
🖉 Detach All	Copy All	Cancel All						

7. If the verification showed "Unmatched" and you want them to be identical, you can execute the copy; otherwise, the task is finished.

See also <u>6: Fast Verify Mode</u> for a method of checking an unlimited number players in one session!

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15: Flattening a folder structure

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

Over the years, almost all MegaVoice players required a 4-level audio folder structure. This means there are three folder levels along with the file level. Most of the audio MegaVoice has produced is in this structure.

But now MegaVoice has several players, like the Envoy Connect and Pathway, which require a 2-level structure. That is one folder level (Book) with one file level (Chapters).

So, what do you do when you have existing 4-level audio structures and would like to use them on a player like the Connect that requires a 2-level structure?

Typically, you would have to restructure the audio *manually* and make a second copy of it somewhere on your hard drive. However, SaberCopy can do that for you *automatically* and you won't have to change anything in your original audio structure! Here is how:

1. Open a new project. On the "Files in project" tab, navigate to audio folder you want to compress. For our example, we will use the full KJV Bible. It is a typical 4-level structure with a single Channel folder containing three Section folders. Each Section folder contains the Books for that Section. Within each Book folder are the relevant audio files (chapters). In summary, 3 folder levels with 1 level of files.

🗊 SaberCopy Pro	ject Details - C:\l	Jsers\Michael\One	eDrive - M	legaVoice (Israel) L'	ID\Documents\Com	oress KJ\	/ to Books only	y.saber		-		×
Project Title:	Compress KJV to	Books only		Project contains	: 1190 files in 66 folder	rs (1.74G	B); Files chan	ged				
Files in project	Target Devi	ce Audio Ider	ntifiers	Text To Speech	Output Options	Chan	ges Made	Detail file list	Copy and Che	eck	Notes	;
Y -	B0402_fbl_kjv_e	nglish_rev02 🔺	Source	File Spec		1	Destination Fold	ler		Files	Size	Descrip
×	001		C:\Test	Messages\B0402_fb	_kjv_english_rev02*.*	*				1190	1.74GB	
	V . 001											
	001											
	003											
	006											
		. · ·										
·		,	-									
Name	Size	Item type										
🔔 001.mp3	2.02 MB	MP3 Audio Fil										
🔔 002.mp3	1.54 MB	MP3 Audio Fil										
📥 003.mp3	1.73 MB	MP3 Audio Fil										
📥 004.mp3	1.66 MB	MP3 Audio Fil										
🚔 005.mp3	1.50 MB	MP3 Audio Fil										
📥 006.mp3	1.46 MB	MP3 Audio Fil										
📥 007.mp3	1.46 MB	MP3 Audio Fil										
📥 008.mp3	1.40 MB	MP3 Audio Fil										
📥 009.mp3	1.66 MB	MP3 Audio Fil										
a 010.mp3	1.52 MB	MP3 Audio Fil										
011.mp3	1.67 MB	MP3 Audio Fil										
012.mp3	1.33 MB	MP3 Audio Fil										
< 113 mp3	T DA MB	NP3 ALIGIO EII		Add	🔜 <u>N</u> ew		Remove	•	î <u>U</u> ⊳		Down	
🖐 Check Project	: 📄 🖻 Print P	roject							<u>O</u> K		Cano	el





2. Now go to the Output Options tab. The current target output device is Envoy S/2S/ST/2ST, which of course supports the 4-level structure. Open the drop list and change that setting to "MegaVoice Envoy Connect".

😼 SaberCopy Pro	ject Details - C:\Users\	\Michael\OneDrive - N	MegaVoice (Israel) L1	TD\Documents\Comp	ress KJV to Books	only.saber		-		Х
Project Title:	Compress KJV to Books	s only	Project contains	s: 1190 files in 70 folder	s (1.74GB)					
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
	MegaVoice Envo	y 5, 2-5, ST or 2-ST				Hide deprecat	ted and obsolete player	types		
	Galcom Compas	5							()) 	
	Kulumi Mini and	x						000,		
	Kulumi Sheep									
	MegaVoice Com	panion								
	MegaVoice Envis	sion or Envision Bible								
4	MegaVoice Envo	oy Connect					Ōĸ		Cancel	
	MegaVoice Envo	y E/2-E Series								
	MegaVoice Envo	y 2.1 Ember								
	MegaVoice Envo	y 2.2 E Series								
	MegaVoice Envo	y 3 Plus Series								



3. Note that the Folder Options automatically changed to "1 folder level". Note also that the notification Files changed appears at the top of the screen along with the Changes Made tab. This is because SaberCopy automatically compressed the 3 folder levels down to 1 folder level. As a result, all the relevant rules for the Connect have been satisfied.

	Nov to books only	Project contain	is: 1190 files in 66 fold	ers (1.74GB); <mark>Files cha</mark>	nged			
iles in project Targ	et Device Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes	
Folder Options I folder level G digit folder plus f G digit folder, 3 dig Copy all folders into th Use project name for Include hidden folders Include empty folders Rewrite Rules Source Path Rewrite Rule Target Path Rewrite Rule	r to folder and file names ile Sequence before fil jit file Sequence number of top level folder and files s s	e name nly v	Options ly allow file extensions a;aac;acelp;ape;ogg;m ✓ except in the root Strip MP3 Title tags MB free space MB free space GB maximum si	directory that must be left on driv recommended to be left ze of drive	re on drive			



4. To see what SaberCopy will do, go to the <u>"Detail file list" tab</u>. Here you can <u>preview</u> the output to the player <u>before</u> the actual copy occurs. In this dialog, each file in the selected source with its full path is displayed and how it will appear on the target player. You can see how SaberCopy will compress the folders.

SaberCopy generates the new folder name from the original names so you can still identify it. The new name $(001\001\01)(1\ensuremath{|}001\001\001\))$ folder (3 levels).

:t Title:	Compress KVV to Books	only	Project contains	: 1190 files in 66 folder	s (1.74GB); Files chan	iged		
iles in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes
estination File		Source File				File Date	e/Time	Size
\ (66 folders) (1 file) *							
• 001001001	(50 Tiles) *	Cultort Massag	as/R0402 fbl kin and	inh	11001 mm2	7/25/20	19.09.22.04	DMD
✓ 0010010	01/001.mp3 [changed]	C:\Test Messag	esyburiuz ibi kiv engi	ish rev02\001\001\00	1\002.mm2	7/25/20	10 00:33:04	
✓ 0010010	01/002.mp3 [changed]	C:\Test Messag	esyburiuz ibi kjv engi es/P0402 fbi kiv engi	ish_rev02\001\001\00	1\002.mp3	7/25/20	10 00:33:04	1.3MD
✓ 0010010	01\004 mp3 [changed]	C:\Test Messag	es/B0402 fbl kiv engl	ish_rev02\001\001\00	1\004 mp3	7/25/20	18 08:33:04	1.7MB
✓ 0010010	01\005 mp3 [changed]	C:\Test Messag	es/80402 fbl kiv endi	ish_rev02\001\001\00	1\005 mp3	7/25/20	18 08:33:04	1.7MB
✓ 0010010	01\006.mp3 [changed]	C:\Test Messag	es\80402 fbl kiv engl	ish_rev02\001\001\00	1\006.mp3	7/25/20	18 08:33:04	1.5MB
✓ 0010010	01\007.mp3 [changed]	C:\Test Messag	es\B0402 fbl kiv engl	ish_rev02\001\001\00	1\007.mp3	7/25/20	18 08:33:04	1.5MB
✓ 001 001 0	01\008.mp3 [changed]	C:\Test Messag	es\B0402 fbl kiv engl	ish_rev02\001\001\00	1\008.mp3	7/25/20	18 08:33:04	1.4MB
✓ 001 001 0	01\009.mp3 [changed]	C:\Test Messag	es\B0402 fbl kiv engl	ish rev02\001\001\00	1\009.mp3	7/25/20	18 08:33:04	1.7MB
✓ 001 001 0	01\010.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish rev02\001\001\00	1\010.mp3	7/25/20	18 08:33:04	1.5MB
✓ 001 001 0	01\011.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish rev02\001\001\00	1\011.mp3	7/25/20	18 08:33:04	1.7MB
✓ 001 001 0	01\012.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish rev02\001\001\00	1\012.mp3	7/25/20	18 08:33:04	1.3MB
001 001 0	01\013.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	1\013.mp3	7/25/20	18 08:33:04	1.1MB
✓ 001 001 0	01\014.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	1\014.mp3	7/25/20	18 08:33:04	1.7MB
✓ 001 001 0	01\015.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	1\015.mp3	7/25/20	18 08:33:04	1.2MB
✓ 001 001 0	01\016.mp3 [changed]	C: \Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	1\016.mp3	7/25/20	18 08:33:04	1.1MB
✓ 001 001 0	01\017.mp3 [changed]	C: \Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	1\017.mp3	7/25/20	18 08:33:04	1.8MB
✓ 001 001 0	01\018.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	1\018.mp3	7/25/20	18 08:33:04	2.2MB
✓ 001 001 0	01\019.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	1\019.mp3	7/25/20	18 08:33:04	2.7MB
✓ 001 001 0	01\020.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	1\020.mp3	7/25/20	18 08:33:04	1.3MB
→ 001 001 0	01\021 mn3 [channed]	C+\Test Messan	es\80402 fbl kiv end	ish_rev02\001\001\00	1\021 mn3	7/25/20	18.08-33-04	2MR
<u> </u>	Collapse All		🔡 Show Folders		Show Errors		🗄 Expand	All

5. After making appropriate settings on the "Copy and Check" tab, we can attach the player and execute the copy process. A quick view of the target player contents shows SaberCopy delivered what it promised! There is a single level of folders with each containing the relevant audio files. It plays on the Connect!

🖌 🚘 CONNECT (D:)	^ Name ^	Date modified	Туре	Size
001 001 001	📥 001.mp3	2014-04-02 12:03	VLC media file (.m	2,079 KB
001 001 002	📥 002.mp3	2014-04-02 12:03	VLC media file (.m	1,584 KB
001 001 003	<u> </u> 003.mp3	2014-04-02 12:03	VLC media file (.m	1,773 KB
001 001 004	🔔 004.mp3	2014-04-02 12:03	VLC media file (.m	1,709 KB
001001004	✓ <u>▲</u> 005.mp3	2014-04-02 12:03	VLC media file (.m	1,542 KB
50 items ← → → ↑ → CONNE	CT (D:) > 001 003 027			
50 items ← → ~ ↑ □ → CONNE	:CT (D:) > 001 003 027			
50 items ← → ~ ↑ □ → CONNE 001 003 022	CT (D:) > 001 003 027	Date modified	Туре	Size
50 items ← → ~ ↑ □ → CONNE 001 003 022 001 003 023	CT (D:) > 001 003 027	Date modified 2014-04-02 12:41	Type VLC media file (.m	Size 1,583 KE
50 items ← → ~ ↑ → CONNE 001 003 022 001 003 023 001 003 024	CT (D:) > 001 003 027	Date modified 2014-04-02 12:41 2014-04-02 12:41	Type VLC media tile (.m VLC media file (.m	Size 1,583 KE 2,185 KE
50 items ← → ~ ↑ → CONNE 001 003 022 001 003 023 001 003 024 001 003 024	CT (D:) > 001 003 027 Name A 017.mp3 A 018.mp3 A 019.mp3	Date modified 2014-04-02 12:41 2014-04-02 12:41 2014-04-02 12:41	Type VLC media file (.m VLC media file (.m VLC media file (.m	Size 1,583 KE 2,185 KE 1,826 KE
50 items ← → ~ ↑ → CONNE 001 003 022 001 003 023 001 003 024 001 003 025	CT (D:) > 001 003 027 Name A 017.mp3 A 018.mp3 A 019.mp3 A 020.mp3	Date modified 2014-04-02 12:41 2014-04-02 12:41 2014-04-02 12:41 2014-04-02 12:41	Type VLC media file (.m VLC media file (.m VLC media file (.m VLC media file (.m	Size 1,583 KE 2,185 KE 1,826 KE 1,367 KE
50 items ← → ~ ↑ → CONNE 001 003 022 001 003 023 001 003 024 001 003 025 001 003 025 001 003 026	CT (D:) > 001 003 027 Name 017.mp3 018.mp3 019.mp3 020.mp3 020.mp3 021.mp3	Date modified 2014-04-02 12:41 2014-04-02 12:41 2014-04-02 12:41 2014-04-02 12:41 2014-04-02 12:41	Type VLC media file (.m VLC media file (.m VLC media file (.m VLC media file (.m VLC media file (.m	Size 1,583 KE 2,185 KE 1,826 KE 1,367 KE 2,158 KE



16: The wildcard feature for file selection

New to versions 4.3.x and later! A new feature has been added to the "Files in project" tab when selecting files.

When you select files that have common text at the beginning of each file, SaberCopy will attempt to reduce multiple file entries to a single entry using the "*" wildcard.

In the example below, 35 files from one folder have been selected. When highlighted and dragged to the right side of the dialog, SaberCopy condenses them to a single entry of "*.mp3" (instead of 35 separate entries).

🔝 SaberCopy Project Details	5					$\overline{}$			_		×
Project Title: New Proje	ct 4			Project contains	: 35 files in 1 folder (17	.5MB)					
Files in project Targe	et Device	Audio Identi	fiers	Text To Speech	Output Options	Detail file list	Copy and Ch	eck Notes			
🗸 🖓 🖓 Are you re	eady		^	Source File Spec			Destination	Folder	Files	Size	Descr
010			~	C:\Test Message	s for Envoy Connect\A	e you ready\010*	.mp3 010\		35	17.5	
<			>								
Name	Size Ite	em type	Date i ^								
A speechgen0001.mp3	31.9 KB ME	P3 Audio Fil	4/26/								
speechgen0002.mp3	210 KB MF	P3 Audio Fil	4/26/								
speechgen0003.mp3	278 KB MP	P3 Audio Fil	4/26/								
speechgen0004.mp3	223 KB MP	P3 Audio Fil	4/26/								
🛓 speechgen0005.mp3	1.77 MB MP	P3 Audio Fil	4/26/:								
🚖 speechgen0006.mp3	718 KB MP	P3 Audio Fil	4/26/								
🛓 speechgen0007.mp3											
🛓 speechgen0008.mp3	D	Irag me									
🚔 speechgen0009.mp3		nug me									
speechgen0010.mp3	252 KB MP	P3 Audio Fil	4/26/:								
speechgen0011.mp3	243 KB MP	P3 Audio Fil	4/26/								
speechgen0012.mp3	219 KB MP	P3 Audio Fil	4/26/:								
speechgen0013.mp3	1.59 MB MH	P3 Audio Fil	4/26/								
speechgen0014.mp3	JOHIKB MH	P3 AUGIO FIL	4/20/.								
speechgen0015.mp3	110 VD MD	P3 AUGIO FIL	4/20/.								
speechgen0017 mp3	2 18 MB ME	P3 Audio Fil	4/26/								
A speechgen0018 mp3	1 16 MB MP	P3 Audio Fil	4/26/								
A speechgen0019.mp3	176 KB MP	P3 Audio Fil	4/26/								
A sneechgen0020 mp3	1.06 MR MP	P3 Audio Fil	4/26/ ¥				N -	A			
<			>	Add 🔬		w	<u>Bemove</u>	∥ <u>U</u> p	↓ <u>⊑</u>	own	
	Print Project	t						<u>O</u> K	(Cancel	
								· · · · · ·			


17: Overcoming drive letter limitation with mapped folders

Using "mapped folders" (mount points) with SaberCopy is *briefly* outlined below to make our users aware.

When you connect players to a computer in the conventional way, Windows automatically assigns the device a "drive letter". On most computers, A, B, C and D are typically already reserved. There could also be other drive letters reserved per the installed hardware on the computer as well as mapped network drives.

In the *best case*, there are 22 (26 - 4) letters available for connected USB devices. Once all the letters in the alphabet are assigned, no additional devices can be recognized by SaberCopy (i.e. the computer). If you are connecting players that have a microSD card reader (i.e. Envoy E/2E) then the card reader too <u>requires a drive</u> letter! This further reduces the number of concurrent player connections to a maximum of 11!

When there is a need to load large batches of players (assuming the computer has sufficient CPU power), this drive letter limitation poses a real problem. MegaVoice encountered this limitation in our production lab and overcame it by using a Windows convention for mapping USB ports to folders on the hard drive.

Since SaberCopy can copy to either USB devices or folders on disk, this is an ideal solution. MegaVoice has one computer set up for 160 devices (10 hubs x 16) and another for 96 devices (6 hubs x 16)! To achieve this, hardware changes were required to the computer along with significant setup.

- 1. All available drive letters must be "blocked" by making dummy assignments so that Windows cannot assign a device to a drive letter when connected. This is easily accomplished using a start-up script.
- Depending on the configuration of the computer, the USB host controller imposes a limitation for how many USB connections it can support. To overcome this limitation, a <u>PCI Express USB expansion card</u> must be added to the computer. If a multi-port card is chosen, it must be of the type where <u>each</u> USB port has its own <u>separate</u> USB controller (<u>what MegaVoice uses</u>). Alternatively, multiple single-port cards may be used.
- 3. If any hardware changes are made, make sure the drivers for those devices are up-to-date.
- 4. Multi-port powered USB hubs must be used. MegaVoice uses 16-port hubs.
- 5. The ports on all the hubs must be numbered consecutively from one to the maximum number being used.
- 6. A collection of folders, each with a number from one to the maximum must be defined on the hard drive.
- 7. One at a time, a target device must be connected to the hub's USB port beginning with the first. While connected, the <u>Windows Disk Management tool</u> must be used to do the following:
 - a. <u>Remove the assigned drive letter</u> (if any)
 - b. Assign the matching numbered folder to the port/device and save the definition
 - c. i.e., port #1 is assigned to folder #1, port #2 is assigned to folder #2, and so on
- 8. Windows stores special system files in each folder so that it remembers these mappings.
- 9. Once the mapping is completed, from SaberCopy the target devices will be the mapped folders.
- 10. Connect all devices/players to the hubs beginning from port #1 and verify connectivity by the folder icons.
- Depending on how many devices/players are connected, use the "Add folder" button to select (<u>using multi-select</u>) all the required folders, i.e., if you have 30 players connected select only folders 1 30.
- 12. Configure your project and attach it to the list of folders. Perform the typical copy process.
- 13. What happens during the copy is that the data "passes through" the mapped folder to the associated player. Nothing is written to the folder on disk, so available disk space is not a consideration.





14. We to versions 6.0.x and later! SaberCopy is now able to perform a "format" on the devices mapped to the folders. Just make sure that "Quick Format" is specified in your project. Prior to this, because these folders resided on an NTFS hard drive or network-attached device, SaberCopy would change the format command to "delete all files" to prevent accidental format of the drive.

Close-up view of the StarTech PCI card (<u>what MegaVoice uses</u>) from the back of the computer, with 4 different hubs attached to each of the USB connections. Each USB port is managed by a separate USB controller (see details in <u>Windows Device</u> <u>Manager</u>) providing maximum USB throughput.



One of the MegaVoice computers configured to use 96 mapped folders (6 hubs with 16 ports each). Each hub is connected to a USB port managed by a separate USB controller internally. The 6 USB ports in use are (2) from the motherboard and (4) from the PCI Express card shown above. Notice the plastic "hives" in the foreground that hold the players upright for easy connection while



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18: Using automated sequence numbers

*Images in this User Guide may differ slightly from the screens of your application version. These minor differences do not impact functionality or operation of SaberCopy, or the topics discussed.

New to versions 4.3.x and later! SaberCopy offers a feature where it can append or replace sequence numbers to both folder and file names. This can be quite a handy tool if you have audio where the folders and/or file names are primarily free text, or when there are existing sequence numbers, but they do not begin with 001 or where they exist but are not consecutive.

SaberCopy can do this for you automatically and without modification of the original audio message!

Consider the following audio collection that contains 3 Book folders where both the folder and file names are alphabetic.

t Title: Envoy Cor	nect	Project	contains 18 files in 3 folders	; (67.4MB)			
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes	
estination File		Source File				File Date/Time	Size
\ (3 folders) *						,	
A\ (6 files) *							
✓ A\A.mp3		C:\Test Messages\GSS A	lpha Folders Test\A\A.mp3			2015-05-18 16:37:00	922
✓ A\B.mp3		C:\Test Messages\GSS A	lpha Folders Test\A\B.mp3			2015-05-18 16:37:00	3.1
✓ A\C.mp3		C:\Test Messages\GSS A	Ipha Folders Test\A\C.mp3			2015-05-18 16:37:00	1.5
✓ A\D.mp3		C:\Test Messages\GSS A	lpha Folders Test\A\D.mp3			2015-05-18 16:37:10	4.8
✓ A\E.mp3		C:\Test Messages\GSS A	lpha Folders Test\A\E.mp3			2015-05-18 16:37:10	1.2
✓ A\F.mp3		C:\Test Messages\GSS A	lpha Folders Test\A\F.mp3			2015-05-18 16:37:10	2.1
▼ B\ (6 files) *							
✓ B\G.mp3		C:\Test Messages\GSS A	lpha Folders Test\B\G.mp3			2015-05-18 16:37:10	3.5
✓ B\H.mp3		C:\Test Messages\GSS A	lpha Folders Test\B\H.mp3			2015-05-18 16:37:10	1.2
✓ B\I.mp3		C:\Test Messages\GSS A	lpha Folders Test\B\I.mp3			2015-05-18 16:37:22	3.1
✓ B\J.mp3		C:\Test Messages\GSS A	lpha Folders Test\B\J.mp3			2015-05-18 16:37:22	3.3
✓ B\K.mp3		C:\Test Messages\GSS A	lpha Folders Test\B\K.mp3			2015-05-18 16:37:34	8.6
✓ B\L.mp3		C:\Test Messages\GSS A	lpha Folders Test\B\L.mp3			2015-05-18 16:37:34	5.8
🔻 C\ (6 files) \star							
✓ C\M.mp3		C:\Test Messages\GSS A	lpha Folders Test\C\M.mp3			2015-05-18 16:37:46	1.9
✓ C\N.mp3		C:\Test Messages\GSS A	lpha Folders Test\C\N.mp3			2015-05-18 16:37:46	3.4
C\O.mp3		C:\Test Messages\GSS A	lpha Folders Test\C\O.mp3			2015-05-18 16:37:48	3.6
✓ C\P.mp3		C:\Test Messages\GSS A	lpha Folders Test\C\P.mp3			2015-05-18 16:38:04	6.8
✓ C\Q.mp3		C:\Test Messages\GSS A	lpha Folders Test\C\Q.mp3			2015-05-18 16:38:16	7.3
✓ C\R.mp3		C:\Test Messages\GSS A	lpha Folders Test\C\R.mp3			2015-05-18 16:38:16	5.3
OTAL: 18 files in 3 fo	olders						67.4
📫 Col	lapse All	Show	w Folders	⊕ Sho	w Errors	E Expan	d All

Let's see how SaberCopy can modify these folder and file names with sequence numbers...





SaberCopy offers several sequence number options in the **Folder Options** section of the "Output Options" tab. After choosing your specific target device, *some* of the options on the bottom of the screen become enabled according to the device.

If you wish to change any of those options, choose the device "Custom Output Options", where there are no restrictions, and all settings may be modified.

In this example, we are using an Envoy Connect as our target device. To set the sequence number options, check the box "Add sequence number to folder and file names".

The options available are:

- 4 3- or 6-digit sequence numbers
- Prefix the sequence number to the existing name
- Replace existing names with sequence numbers only

ct Title:	Envoy Connect		Project contains	s: 18 files in 3 folders (57.4MB); Files change	d				
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	N	lotes	
Folder Options			File	Options						
1 folder level	l		~ Onl	y allow file extensions:						
Add soons	and number to folder on	d flo pamor	aa	;aac;acelp;ape;ogg;mp	3;m4a;wav;wma					
	folder plus file) Sequence before file n	ame	except in the root of	lirectory					
3 digit	folder, 3 digit file	Sequence number only		Strip MP3 Title tags						
Copy all fo	olders into the first one		0	MB free space t	hat must be left on drive	e				
Use projec	ct name for top level fold	ler								
Include hid	dden folders and files		0	MB free space r	ecommended to be left	on drive				
Include en	npty folders		0	GB maximum siz	e of drive					
Rewrite Rules Source Path F Target Path F	Rewrite Rules Rewrite Rules		~							
Check Project	t 📄 <u>P</u> rint Projec	t				ſ	Ōĸ		Cancel	

Let's look at examples of how SaberCopy implements the possible option combinations on the next page.

You can always preview setting changes on the <u>"Detail file list" tab</u> before the actual copy process takes place.



Files in project	◯ 6 digit folder plus file	e 🛛 Sequence before fi	le name Made	Detail file list	Copy and Check	Notes
Destination File ▼ \ (3 folders) ★	③ 3 digit folder, 3 digit	t file	only		File Date/Time	Size
▼ 001\ (6 files)	Screen snippet from Out	put Options tab				
✓ 001\001.r	hipo (changeu)	The schiessages (000 miphan olders in estimate	<u>Nanpo</u>		2015-05-18 16:37:00	922KB
✓ 001\002.r	mp3 [changed]	C: \Test Messages \GSS Alpha Folders Test \A \	<u>3.mp3</u>		2015-05-18 16:37:00	3.1MB
✓ 001\003.r	mp3 [changed]	<u>C: \Test Messages \GSS Alpha Folders Test \A \</u>	<u>C.mp3</u>		2015-05-18 16:37:00	1.5MB
✓ 001\004.r	mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A\	<u>D.mp3</u>		2015-05-18 16:37:10	4.8MB
✓ 001\005.r	mp3 [changed]	C: \Test Messages \GSS Alpha Folders Test \A \	E.mp3		2015-05-18 16:37:10	1.2MB
✓ 001\006.r	mp3 [changed]	C: \Test Messages \GSS Alpha Folders Test \A \/	F.mp3		2015-05-18 16:37:10	2.1MB
002\ (6 files))*					
✓ 002\001.r	mp3 [changed]	C: \Test Messages \GSS Alpha Folders Test \B \@	<u>G.mp3</u>		2015-05-18 16:37:10	3.5MB
✓ 002\002.r	mp3 [changed]	C: \Test Messages \GSS Alpha Folders Test \B \r	<u>H.mp3</u>		2015-05-18 16:37:10	1.2MB
✓ 002\003.r	mp3 [changed]	C: \Test Messages \GSS Alpha Folders Test \B \I	.mp3		2015-05-18 16:37:22	3.1MB
✓ 002\004.r	mp3 [changed]	: \Test Messages \GSS Alpha Folders Test \B \;	1.mp3		2015-05-18 16:37:22	3.3MB
✓ 002\005.r	mp3 [changed]	C: \Test Messages \GSS Alpha Folders Test \B \/	C.mp3		2015-05-18 16:37:34	8.6MB
✓ 002\006.r	mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B\	mp3		2015-05-18 16:37:34	5.8MB
▼ 003\ (6 files))*					
✓ 003\001.r	mp3 [changed]	: \Test Messages \GSS Alpha Folders Test \C\	<u>M.mp3</u>		2015-05-18 16:37:46	1.9MB
✓ 003\002.r	mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C\	N.mp3		2015-05-18 16:37:46	3.4MB
✓ 003\003.r	mp3 [changed] g	C:\Test Messages\GSS Alpha Folders Test\C\	0.mp3		2015-05-18 16:37:48	3.6MB
✓ 003\004.r	mp3 [changed] g	: \Test Messages \GSS Alpha Folders Test \C\	P.mp3		2015-05-18 16:38:04	6.8MB
✓ 003\005.r	mp3 [changed]	:\Test Messages\GSS Alpha Folders Test\C\	Q.mp3		2015-05-18 16:38:16	7.3MB
✓ 003\006.r	mp3 [changed]	: \Test Messages \GSS Alpha Folders Test \C\	R.mp3		2015-05-18 16:38:16	5.3MB
TOTAL: 18 files in	1 3 folders					67.4MB
	Collapse All	Show Folders	9 Sh	now Errors	Expa	and All

Files in project	s file	Sequence before fi	e name	es Made	Detail file list	Copy and Check	Notes
Destination File 3 digit folder, 3 (V (3 folders) *	digit file	Sequence number of the sequence number of	only			File Date/Time	Size
• 001000\ (6 fiScreen snippet from	Output Optic	ons tab					
✓ 001000\0C	<u></u>	increasing to the state of the				2015-05-18 16:37:0	0 922KB
✓ 001000\001002.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\A\B.mp3			2015-05-18 16:37:0	0 3.1MB
✓ 001000\001003.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\A\C.mp3			2015-05-18 16:37:0	0 1.5MB
✓ 001000\001004.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\A\D.mp3			2015-05-18 16:37:1	0 4.8MB
✓ 001000\001005.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\A\E.mp3			2015-05-18 16:37:1	0 1.2MB
✓ 001000\001006.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\A\F.mp3			2015-05-18 16:37:1	0 2.1MB
▼ 002000\ (6 files) *							
002000\002001.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\B\G.mp3			2015-05-18 16:37:1	0 3.5MB
002000\002002.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\B\H.mp3			2015-05-18 16:37:1	0 1.2MB
002000\002003.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\B\I.mp3			2015-05-18 16:37:2	2 3.1MB
002000\002004.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\B\J.mp3			2015-05-18 16:37:2	2 3.3MB
002000\002005.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\B\K.mp3			2015-05-18 16:37:3	4 8.6MB
002000\002006.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\B\L.mp3			2015-05-18 16:37:3	4 5.8MB
▼ 003000\ (6 files) *							
003000\003001.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\C\M.mp3			2015-05-18 16:37:4	6 1.9MB
003000\003002.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\C\N.mp3			2015-05-18 16:37:4	6 3.4MB
003000\003003.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\C\O.mp3			2015-05-18 16:37:4	8 3.6MB
003000\003004.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\C\P.mp3			2015-05-18 16:38:0	4 6.8MB
003000\003005.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\C\Q.mp3			2015-05-18 16:38:1	6 7.3MB
003000\003006.mp3 [changed]	C:\Test I	Messages\GSS Alpha Folders Te	st\C\R.mp3			2015-05-18 16:38:1	6 5.3MB
TOTAL: 18 files in 3 folders							67.4MB
🖴 Collapse All] 	Show Folders		9 Shov	w Errors	E Exp	and All

Note: When using the 6-digit sequence number option, notice that the file names reflect their folder name. This means that the file names are <u>unique</u> within the entire collection. When using the 3-digit option, every folder will contain a 001 file, etc. The 6-digit naming convention will prevent confusing similarly named files.



Files in project	6 digit folder plus file	Sequence before fil	e name ^{s Made}	Detail file list	Copy and Check	Notes
Destination File ▼ \ (3 folders) ≯	\bigcirc 3 digit folder, 3 digit file	○ Sequence number o	only		File Date/Time	Size
▼ 001000_A\	Screen sninnet from Output (Intions tab				
✓ 001000_/	Avuuuuu1_A.mp3 [cnangeo]	C: (Test Messages (GSS Alpha Holder	s restvava.mp3		2015-05-18 16:37:	00 922KB
✓ 001000_/	A\001002_B.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\B.mp3		2015-05-18 16:37:	00 3.1MB
✓ 001000_/	A\001003_C.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\C.mp3		2015-05-18 16:37:	00 1.5MB
✓ 001000_/	A\001004_D.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\D.mp3		2015-05-18 16:37:	10 4.8MB
✓ 001000_/	A\001005_E.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\E.mp3		2015-05-18 16:37:	10 1.2MB
✓ 001000_/	A\001006_F.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\F.mp3		2015-05-18 16:37:	10 2. 1MB
▼ 002000_B\	(6 files) \star					
✓ 002000_E	3\002001_G.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\B\G.mp3		2015-05-18 16:37:	10 3.5MB
✓ 002000_E	3\002002_H.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	<u>s Test\B\H.mp3</u>		2015-05-18 16:37:	10 1.2MB
✓ 002000_E	3\002003_I.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\B\I.mp3		2015-05-18 16:37:	22 3.1MB
✓ 002000_E	3\002004_J.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\B\J.mp3		2015-05-18 16:37:	22 3.3MB
✓ 002000_E	3\002005_K.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	<u>s Test\B\K.mp3</u>		2015-05-18 16:37:	34 8.6MB
✓ 002000_E	3\002006_L.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\B\L.mp3		2015-05-18 16:37:	34 5.8MB
▼ 003000_C\	(6 files) *					
✓ 003000_0	C\003001_M.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	<u>s Test\C\M.mp3</u>		2015-05-18 16:37:	46 1.9MB
✓ 003000_0	C\003002_N.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\C\N.mp3		2015-05-18 16:37:	46 3.4MB
✓ 003000_0	C\003003_O.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\C\O.mp3		2015-05-18 16:37:	48 3.6MB
✓ 003000_0	C\003004_P.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	<u>s Test\C\P.mp3</u>		2015-05-18 16:38:	04 6.8MB
✓ 003000_0	C\003005_Q.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	<u>s Test\C\Q.mp3</u>		2015-05-18 16:38:	16 7.3MB
✓ 003000_0	C\003006_R.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\C\R.mp3		2015-05-18 16:38:	16 5.3MB
TOTAL: 18 files in	n 3 folders					67.4MB
1	Collapse All	Bhow Folders	Shov	w Errors	E Expa	and All

Note that SaberCopy flags each file or folder name that it modifies. All changes that SaberCopy makes to the original folders and files are also listed on the "Changes Made" tab.

. Γ

Files ir 🔿 6 digit folder plus file	Sequence before file name	Changes Made	Detail file list	Copy and Check	Notes
Destina 💿 3 digit folder, 3 digit file	O Sequence number only			File Date/Time	Size
▼ \(3 f					
Screen snippet from Output	Options tab	14		2015 05 10 10 27:00	ODDKB
	C. (Catheaded (abb Alpha Folders Teath	AVR.mp3		2015-05-16 16:57:00	922KD
 001_A(002_B.mp3 [changed] 	C: (Test Messages (GSS Alpha Folders Test)	AVB.mp3		2015-05-18 16:37:00	3. IMB
001_A\003_C.mp3[changed]	C:\Test Messages\GSS Alpha Folders Test\	A (C.mp3		2015-05-18 16:37:00	1.5MB
001_A\004_D.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\	A\D.mp3		2015-05-18 16:37:10	4.8MB
✓ 001_A\005_E.mp3 [changed]	<u>C:\Test Messages\GSS Alpha Folders Test\</u>	A\E.mp3		2015-05-18 16:37:10	1.2MB
001_A\006_F.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\	A\F.mp3		2015-05-18 16:37:10	2.1MB
▼ 002_B\ (6 files) *					
002_B\001_G.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test	B\G.mp3		2015-05-18 16:37:10	3.5MB
002_B\002_H.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test	<u>B\H.mp3</u>		2015-05-18 16:37:10	1.2MB
002_B\003_I.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test	<u>B\I.mp3</u>		2015-05-18 16:37:22	3.1MB
002_B\004_J.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test	<u>B\J.mp3</u>		2015-05-18 16:37:22	3.3MB
002_B\005_K.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test	<u>B\K.mp3</u>		2015-05-18 16:37:34	8.6MB
002_B\006_L.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\	B\L.mp3		2015-05-18 16:37:34	5.8MB
▼ 003_C\ (6 files) *					
003_C\001_M.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test	CVM.mp3		2015-05-18 16:37:46	1.9MB
 003_C\002_N.mp3 [changed] 	C:\Test Messages\GSS Alpha Folders Test\	CW.mp3		2015-05-18 16:37:46	3.4MB
 003_C\003_O.mp3 [changed] 	C:\Test Messages\GSS Alpha Folders Test\	C\O.mp3		2015-05-18 16:37:48	3.6MB
003_C\004_P.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\	C\P.mp3		2015-05-18 16:38:04	6.8MB
003_C\005_Q.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\	C\Q.mp3		2015-05-18 16:38:16	7.3MB
 003_C\006_R.mp3 [changed] 	C:\Test Messages\GSS Alpha Folders Test\	C\R.mp3		2015-05-18 16:38:16	5.3MB
TOTAL: 18 files in 3 folders					67.4MB
🖴 Collapse All	Show Folders	⊖ Sho	w Errors	B Expan	nd All



19: Device rules validation

New to versions 4.3.x and later are individual device/player definitions, each with its specific content rules. Once files are selected on the "Files in Project" tab, SaberCopy will immediately check the folder structure and files against the defined rules for the current device.

Refer to the example below illustrating how SaberCopy checks a message for the Envoy S/2-S/ST/2-ST group. A 4-level (3 folder levels) message is mandatory, but a 3-level (2 folder levels) message was chosen by mistake.

Files in project	Target Device	Audio Identifiers		Text To Speech	Output Options	De <mark>tail file l</mark> is	ist Copy and Check
×	NKJV in English		^	Source File Spec		D	Destination Folder
>-	001			C: \Test Message	sWKJV <mark>in Englis</mark> h		
2.	003			-			

On the "Output Options" tab, the rules are color coded with associated icons:

- X Failed
 - Rule violations are warnings since they will not prevent copying files to a player.
 - A If violations are ignored, the target player may not navigate or play correctly.
- Passed
 - → Informational (2 types):
 - A player rule that cannot currently be checked by SaberCopy (but may be in future versions).
 - An informational note, with an optional link to a file or web page.



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While on any tab of the project dialog, you can also get a quick list of rules that failed validation by clicking on the Check Project button at the bottom left of the screen.



New to versions 4.8.x and later! Any unresolved rule violations will be recorded in the <u>player log</u> to allow for later review.

As mentioned on the previous page, a 3-level message was selected for a player that requires a 4-level structure. This is the root cause of **all** the rules violations.

Adding a fourth level (Channel folder) to the message structure fixes the problem and causes all rules to pass!

Files in pro	oject	Target Device	Audio Identifiers		Text To Speech	Output Options	Detail fil	e list	Copy and Check
	¥ - 📊	NKJV in English		~	Source File Spec			Destina	tion Folder
	>	001			C:\Test Message	s/NKJV in English		001\	
	> -	002							
	>	003							



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20: Detail File List tab

New to versions 4.3.x and later, a completely redesigned interface has been added to the Detail File List tab of the Project dialog.

The display is now HTML-style where you can collapse and expand folder levels as needed.

Each (source) file can be listed as a hyperlink. You can click on it and SaberCopy will open that file in the associated application if it has been defined to Windows.

at Table 1			Design to a state	A LOD Plan in CO C L	- (1.0007)					
ct Title:	Envoy E/2E Series		Project contains	s: 1189 files in 69 folder	s (1.09GB)					
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
estination File		Source File				File Dat	te/Time		Size	
(3 folders) *		Asummary	of the conter	ats for						
▼ 001\ (18 fol	ders)	A summary								
• 001\001\	(50 files) *	each folder i	is displayed t	o its right.		c (10 lb)	14 00.00.40		1 2142	
✓ 001\00	1\001.mp3	Cultare Ma	NIKAN in Fradial	1001100110022		6/19/20	014 23:08:42		1.2MB	
✓ 001\00	1\002.mp3	C:\Test Me	ssages WKJV in English	1001001002.mp3		6/19/20	014 23:09:04		907KB	
✓ 001\00	1\003.mp3	C:\Test Me	ssages (NKJV in English	001\001\004 mp3		6/19/20	014 23:09:20		1 002KB	
✓ 001\00	1\005 mp2	C:\Test Me	ssages (NKJV in English	001001001004.mp3		6/19/20	014 23:09:32		1,002KB	
✓ 001(00	1\005.mp3	C:\Test Me	ssages (NK1V in English	1001001005.mp3		6/19/20	014 23:10:14		895KB	
↓ 001\00	1\007 mp3	C:\Test Me	ssages/NK1V in English	\001\001\007 mp3		6/19/20	014 23:10:58		865KB	
✓ 001\00	1\008.mp3	C:\Test Me	ssages/NK1V in English	\001\001\008.mp3		6/19/20	014 23:11:20		859KB	
✓ 001\00	1\009.mp3	C:\Test Me	ssages/WKJV in English	\001\001\009.mp3		6/19/2	014 23:11:44		992KB	
✓ 001\00	1\010.mp3	C:\Test Me	ssages WKJV in English	\001\001\010.mp3		6/19/20	014 23:12:10		964KB	
✓ 001\00	1\011.mp3	C:\Test Me	ssages/NKJV in English	\001\001\011.mp3		6/19/20	014 23:12:36		1,003KB	
✓ 001\00	1\012.mp3	C:\Test Me	ssages (NKJV in English	1\001\001\012.mp3		6/19/20	014 23:12:56		828KB	
✓ 001\00	1\013.mp3	C:\Test Me	ssages (NKJV in English	n\001\001\013.mp3		6/19/20	014 23:13:12		716KB	
✓ 001\00	1\014.mp3	C:\Test Me	ssages\NKJV in English	n\001\001\014.mp3		6/19/20	014 23:13:38		970KB	
✓ 001\00	1\015.mp3	C:\Test Me	ssages\NKJV in English	n\001\001\015.mp3		6/19/20	014 23:13:58		772KB	
✓ 001\00	1\016.mp3	C:\Test Me	ssages\NKJV in English	1\001\001\016.mp3		6/19/20	014 23:14:16		725KB	
✓ 001\00	1\017.mp3	C:\Test Me	ssages (NKJV in English	n\001\001\017.mp3		6/19/20	014 23:14:46		1.1MB	
✓ 001\00	1\018.mp3	C:\Test Me	ssages\NKJV in English	n\001\001\018.mp3		6/19/20	014 23:15:20		1.2MB	
✓ 001\00	1\019.mp3	C:\Test Me	ssages\NKJV in English	n/001/001/019.mp3		6/19/20	014 23:15:58		1.4MB	
✓ 001\00	1\020.mp3	C:\Test Me	ssages (NKJV in English	1\001\001\020.mp3		6/19/20	014 23:16:18		796KB	
✓ 001\00	1\021.mp3	C:\Test Me	ssages (NKJV in English	1\001\001\021.mp3		6/19/20	014 23:16:48		1.1MB	
✓ 001\00	1\022.mp3	C:\Test Me	ssages (NKJV in English	n/001/001/022.mp3		6/19/20	014 23:17:14		985KB	
✓ 001\00	1\023.mp3	C:\Test Me	ssages WKJV in English	n/001/001/023.mp3		6/19/20	014 23:17:36		784KB	
✓ 001\00	1\024.mp3	C: \Test Me	ssages (NKJV in English	1\001\001\024.mp3		6/19/20	014 23:18:30		2.2MB	
✓ 001\00	1\025.mp3	C:\Test Me	ssages (NKJV in English	1\001\001\025.mp3		6/19/20	014 23:18:56		1.1MB	
✓ 001\00	1\026.mp3	C:\Test Me	ssages (NKJV in English	1001001026.mp3		6/19/20	014 23: 19: 24		1.2MB	
✓ 001\00	1(027.mp3	<u>C:\rest Me</u>	ssages wkjv in English	1001001027.mp3		6/19/20	014 23:20:10		1. /MB	
Ē	Collapse All		Bhow Folders		Show Errors		E Ex	pand All		
										ĺ

There are 4 buttons at the bottom which control the overall display:

•

•

- Collapse All Collapses all folders to the highest level(s)
 - Show Folders Expands all levels of folders revealing the complete folder structure
 - Show Errors Expands only folders where rules violations occur for quick identification
 - Expand All Expands all levels of folders showing all files in each folder

By clicking on the gold triangle icons rest = 1, it is also possible to collapse and expand individual folders as needed.





Whenever a rule check fails, each folder and/or file is marked along with how many rules it violated. In the example below, the rule violated happens to be the one regarding "Independent Section level folders...". We know this based on the first file listed following the specific rule on the Output Options tab, or from displaying the tool tip.

The root problem here is that the audio selected is 3-level and, according to the target device specified, SaberCopy was told to expect 4-levels!

Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Destination File			Source File			Fi	le Date/Time	Size	^
▼ \ (3 folders) ★		The as	terisk to the	right of each	folder is gree	en or red,			
▼ 001\(18 folde	ers) *	to sign	hify if its cont	ents contain	any rule viola	ations			
▼ 001\001\ (50 files) *	iled]	C:\Test Messag	es/NK1V in English/001	001/001 mp3		/10/2014 23:08:42	1 2MB	
× 001\001	\002.mp3 [1 check fa	nieu) siled]	C:\Test Messag	es/NK1V in English/00.	1\001\002.mp3	6,	/19/2014 23:09:04	907KB	
× 001\001	\003.mp3 [1 check fa	niled]	C:\Test Messad	es/WKJV in English/00:	1\001\003.mp3	6,	/19/2014 23:09:28	983KB	
× 001\001	004.mp3 [1 check fa	niled]	C:\Test Messag	es/NKJV in English/00:	L\001\004.mp3	6	/19/2014 23:09:52	1,002KB	
× 001\001	005.mp3 [1 check fa	niled]	C:\Test Messag	es\NKJV in English\00:	\001\005.mp3	6/	/19/2014 23:10:14	873KB	
× 001\001	006.mp3 [1 check fa	iled]	C: \Test Messag	es\NKJV in English\001	L\001\006.mp3	6,	/19/2014 23:10:36	895KB	
× 001\001	007.mp3 [1 check fa	iled]	C: \Test Messag	es\NKJV in English\00:	l\001\007.mp3	6,	/19/2014 23:10:58	865KB	
× 001\001	\008.mp3 [1 check fa	niled]	C:\Test Messag	es/NKJV in English/00:	1\001\008.mp3	6/	/19/2014 23:11:20	859KB	
× 001\001	\009.mp3 [1 check fa	iled]	C: \Test Messag	es/NKJV in English/00:	L\001\009.mp3	6,	/19/2014 23:11:44	992KB	
× 001\001	\010.mp3 [1 check fa	nied]	C:\Test Messag	es/NKJV in English (00)	1001\010.mp3	6,	/19/2014 23:12:10	964KB	
× 001/001	1011.mp3 [1 check fa	nied] vied]	C:\Test Messag	es (NKJV in English (00)	1001\011.mp3	6,	/19/2014 23:12:36	1,003KB	
× 001(001	012.mp3 [1 check fa	nieuj viled]	C:\Test Messag	es/NK1V in English (00)	1001/012.mp3	6	/19/2014 23:12:30	020ND 716KB	
× 001/001	014.mp3 [1 ch		C. HESI MESSOL	ESTAK TO ITT HUBSHOUT	01\014 mp3	0,	/19/2014 23:13:12	970KB	
× 001\001	015.mp3 [1 ch	019.mp3			01\015.mp3	6,	/19/2014 23:13:58	772KB	
× 001\001	016.mp3 [1 ch	 Independent Section 	on level folders are no	ot allowed when	01\016.mp3	6	/19/2014 23:14:16	725KB	
× 001\001	017.mp3 [1 ch	4-levels are specified			01\017.mp3	6	/19/2014 23:14:46	1.1MB	
× 001\001	018.mp3 [1 check fa	iled]	C: \Test Messag	es\NKJV in English\00:	\001\018.mp3	6,	/19/2014 23:15:20	1.2MB	
× 001\001	\019.mp3 [1 check fa	niled]	C:\Test Messag	es\NKJV in English		مانمار مم علمما	[# also als faile	1.4MB	
× 001\001	\020.mp3 [1 check fa	niled]	Company and Company		You may also	click on the	[# спеск тапе	796KB	
× 001001	021.mp3 [1 check fa	niled]	C:\Test Messag	eswikuva	indication nex	xt to the file	path to displ	ay ^{1.1MB}	\sim
	Collapse All		Show Folders		a tool tin sho	wing the full	text for any		
					rulo(c) this fil	o or poth ho	wielstad		
					rule(s) this me	e or path has	s violateu.		
	2	_							
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
						-			
Meg	gaVoice Envoy E/2-E Se	eries			~			===	
4 levels: Channel	s, Sections, Books, Cha	apters			~	5			
× Additional Seco	ond level (Section) folde	ers may be from "002" t	to "020"				-		
V Independent S	action level folders are	pot allowed when 4 los	vols are specified					the opposed	
(Destination file "001	1\001\001.mp3" (and 1188	others) have failed this che	ick)			i i i i i i i i i i i i i i i i i i i	•		
✓ There must be	no more than 3 folder	levels				⊡ ⊙	<u>به</u>	<u>e</u> 🖉	
✓ Top level (Charles)	nnel) folder numbers m	ust begin at "001"					୍ରା ା ୍		
✓ Additional top	level (Channel) folders	may be from "002" to "	008"			1 and 1			
✓ Top level (Char	nnel) fo <mark>lder numbers m</mark>	ust be consecutive							
✓ Second level (S	Section) folder numbers	s must begin at "001"							
✓ Second level (S	Section) folder numbers	s must be consecutive							
✓ Folder names r	must have unique three	e digit numeric prefixes							
✓ Independent B	look level folders are no	ot allowed when 4-level	ls are specified						
✓ Channel and S	ection Folders cannot c	contain both folders and	files						
✓ There should n	ot be any empty folder	rs							
✓ Audio files mus	t be MP3, WAV or WM	A							

- Audio files are not allowed in the root when 4-levels are specified
- → For Elite and Equip models there may be an FMSET.TXT file in the root for the FM radio
- → Individual models may have more specific requirements than those above see Envoy 2 E Series User Guide



21: Adding notes to a project

New to versions 4.4.x and later! You can store notes in any project. On the "Files in project" tab, you can now add a "Description" to each line under "Source File Spec".

Project Title: Copy all folders into the first one Project contains: 567 files in 1 folder (1,009.6MB); Files changes Files in project Target Device Audio Identifiers Text To Speech Output Options Changes Made Detail file list Copy and Check Notes Image: Place wide Image: Place wide Destination Folder Files Size Description Image: Place wide Image: Place wide Destination Folder Files Size Description Image: Place wide Image: Place wide Image: Place wide Destination Folder Files Size Description Image: Place wide Image: Place wide Image: Place wide Image: Place wide Destination Folder Files Size Description Image: Place wide Image: Place wide Image: Place wide Image: Place wide C:(Test Message: Place wide C:(Test Message: Place wide Emotype: Place wide	🞲 SaberCopy Pro	ject Details - C:\Users\	Michael\On	eDrive - MegaVoice (Israe	el) LTD\Documents\Copy	all folders into the fi	irst one.saber		- 🗆 ×
Files in project Target Device Audo Identifiers Text To Speech Output Options Changes Nade Detail file list Copy and Check Notes Image: Plane Mrabic Van Dyke FBL 001 001 001 001 001 001 002 003 002 003 001 002 003 003 001 001 567 1,009.6MB Select all Books in Section 001 Image: Plane Mrassage Image: Plane Mrassage	Project Title:	Copy all folders into the	first one	Project con	tains: 567 files in 1 folder (1,009.6MB); Files cha	inged		
Image: Size Description	Files in project	Target Device	Audio Ider	ntifiers Text To Speed	ch Output Options	Changes Made	Detail file list	: Copy a	nd Check Notes
V 001 V 001 V 002 002 003 V Helios message from Tim Kroll Helios Quick Test Helios Test Message V Herid Small Size Testing Hymms File filest Message V TIM Messenger Blank Messag V M6 Full Message V M6 Message <	¥	Hebrew Arabic Van Dyk	e FBL 🔺 🛛 S	Source File Spec		Destina	tion Folder Files	Size	Description
File folder c >	Name 001 001	OOI OOI OO1 OO1 OO1 OO2 OO2 Helios message from Tir Helios Test Message Herald Small Size Testin Hymns ITM Messenger Blank M ITM Messenger Blank M ITM_Test ITM_Test ITM_Test Sanish_swal LifeLight NR8 Combo Long Audio Files M5 3 Language Test M6 Full Message Size Item File fit	n Kroll g essag essag hili bype Jder	::(Test Messages Hebrew A	Arabic Van Dyke FBL \001\00	1(*.*	567	1,009.6MB	Select all Books in Section 001
	<			Add	New	Remove		îυρ	L Down
OK Capcal	Chark Project	Print Project						- OK	Cancel





You may also add a narrative describing the details of a project on the new "Notes" tab. This is especially helpful when a project is only used occasionally and the details behind it may be difficult to remember.

New to versions 6.0.x and later! The "Notes" tab was enhanced to support foreign language characters (UTF-8), so text in any other language will be supported. The notes for all the Template Projects have had the English notes translated to the other three supported languages.

🛞 SaberCopy Pi	oject Details - C:\Progra	amData\SaberCopy\Te	emplate Projects\M\	/ Envision.saber				_		×
Project Title:	MV Envision (4)		Project con	ntains: 0 files; Project (empty				*	0
Files in projec	t Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
This is a project to All recommended The only setting r	emplate for loading MV Env settings have been made. ecessary in most cases is	vision tablets. to populate the Files in I	Project tab.							
Il s'agit d'un modè Tous les paramètr Le seul paramètre	le de projet pour charger es recommandés ont été nécessaire dans la plupar	les tablettes MV Envisio définis. t des cas est de remplir	n. l'onglet Fichiers dans	le projet.						
Esta es una planti Se han realizado i La única configura	lla de proyecto para carga odas las configuraciones r ición necesaria en la mayo	ar tabletas MV Envision. ecomendadas. ría de los casos es comp	oletar la pestaña Archi	ivos en el proyecto.						
这是用于加载 M 所有推荐的设置 在大多数情况下	/ Envision 平板电脑的项 均已完成。 ,唯一需要的设置是填充	目模板。 ["项目"选项卡中的"文:	件"。							
🦐 Check Projec	t Print Project						<u>O</u> K		Cancel	



22: Folder and filename rewrite rules

New to versions 4.7.x and later! A new system of rewrite rules has been added to transform a source folder structure into something different for the target device. Initial use of this feature is to rename numeric folder and file names (i.e., '001/001/001/001.mp3') into book of the Bible names (i.e., 'Old Testament/Genesis/Chapter 001.mp3') especially for the MegaVoice **Envision** tablet, or potentially any other player providing visual navigation.

This is facilitated by use of an INI type script that uses <u>RegEx (regular expressions)</u> to manipulate folder and file names. SaberCopy provides a default script in the installation folder named "SaberCopy_rewrites.ctl". Click <u>here</u> to open this file on your computer (assuming you have SaberCopy installed).

In the example below, a group of rewrite rules are defined with the name [Bible Books (Source Rules)]. The square brackets denote a "section" which includes every line following it until the end of the file or another section. Next, to the left of the "=" there is line defined for matching each book folder expected to be found in a typical 4-level full Bible structure. To the right of the "=" is the instruction of how to transform the matched item.

SaberCopy_rewrites.ctl - Notepad	-		×
<u>File E</u> dit F <u>o</u> rmat <u>V</u> iew <u>H</u> elp			
[Pible Reaks (Source Pules)]			^
Turn numbered folders into named hooks of the Bible			
$[[0, -1]]$ (A) for $[-1, 1] \times [0, 0] \times [0, 0] \times [0, 1]$ (A) for $[-1, 1] \times [0, 1] \times [0, 1]$ (A) for $[-1, 1] \times [0, 1] \times [0, 1] \times [0, 1]$			
$\mathbb{E}[0-9](4) + \mathbb{E}[-(1)] \times (001)(001)(002)((*) = 01d \text{ Testament}(2 - \text{Exodus}(\text{Exodus}(\text{Fraduer}(1)))))$			
<pre>B[0-9]{4} fbl [^\\]*\\001\\001\\003\\(.*) = Old Testament\03 - Leviticus\Leviticus Chapter {{1}}</pre>			
$B[0-9]{4} - fb1_()) > 001(001(004)(.*) = 01d Testament(04 - Numbers(Numbers Chapter {{1}})) = 01d Testament(04 - Numbers(Numbers(Numbers Chapter {{1}})) = 01d Testament(04 - Numbers(Num$			
<pre>B[0-9]{4}_fb1_[^\\]*\\001\\001\\005\\(.*) = 01d Testament\05 - Deuteronomy\Deuteronomy Chapter {{1}}</pre>			
<pre>B[0-9]{4}_fb1_[^\]*\\001\\001\\006\\(.*) = Old Testament\06 - Joshua\Joshua Chapter {{1}}</pre>			
<pre>B[0-9]{4}_fb1_[^\\]*\\001\\001\\007\\(.*) = Old Testament\07 - Judges\Judges Chapter {{1}}</pre>			
<pre>B[0-9]{4}_fb1_(^\)*\\001\\001\\008\\(.*) = Old Testament\08 - Ruth\Ruth Chapter {{1}}</pre>			
B[0-9]{4}_fb1_(^\)*\\001\\001\\009\\(.*) = Old Testament\09 - 1 Samuel\1 Samuel Chapter {{1}}			
B[0-9]{4}_fb1_(^\)*\\001\\001\\01\\(.*) = Old Testament\10 - 2 Samuel\2 Samuel Chapter {{1}}			
B[0-9]{4}_fb1_(^\]*\\001\\001\\011\(.*) = Old Testament\11 - 1 Kings\1 Kings Chapter {{1}}			
<pre>[8[0-9]{4}-fb1_(^\]*\\001\\001\\012\\(.*) = Old lestament\12 - 2 Kings\2 Kings Chapter {{1}}</pre>			
$ B[0-3][4] + b_{-1}^{-1} 001 001 003 () = Old lestament[3] - 1 Chronicles[1 Chronicles Chapter {[1]}$			
$B[0-3]\{4_j+t0_1[^{1}]^{0}(001)(001)(014)((.^) = 010 \text{ lestament}[14 - 2 Chronicles \2 Chronicles Chapter {{1}}$			
<pre>[6][4]_to1_['\\]*\\001\\001\\015\\() = 01d lestament\L5 - EZra\Ezra Chapter {{1}}</pre>			
$b[c-3]\{4_r01_[\] \] (vol(vol(vol(() - Our restament) to - weinemian (weinemian chapter {[1]]}) B[c-0][d, bh] (vol(vol(vol(vol(() - Our restament) to - weinemian (weinemian chapter {[1]})]$			
$B[0-9]\{4\} \text{ for } [-1] [-1] [-1] [-1] [-1] [-1] [-1] [-1]$			
$B[0-9](4) + b1 [^{(1)}(001(001(001(001(01))))) = 0]d Testament [0] = Psalms Psalms Chapter {[1]}$			
$B[0-9](4+fb][^{+})$ (001)(002)(002)((*) = Old Testament)20 - Proverbs/Proverbs Chapter {1}			
<pre>B[0-9]{4} fbl [^\\]*\\001\\002\\003\\(.*) = Old Testament\21 - Ecclesiastes\Ecclesiastes Chapter {{1}}</pre>			
B[0-9]{4} fb1 [^\\]*\\001\\002\\004\\(.*) = Old Testament\22 - Song of Solomon\Song of Solomon Chapter {{1}}			
<pre>B[0-9]{4}_fb1_[^\\]*\\001\\002\\005\\(.*) = Old Testament\23 - Isaiah\Isaiah Chapter {{1}}</pre>			
B[0-9]{4}_fb1_[^\\]*\\001\\002\\006\\(.*) = Old Testament\24 - Jeremiah\Jeremiah Chapter {{1}}			
$B[0-9]{4}_{fbl_[^\]*(001(002(07(.*) = 01d Testament)25 - Lamentations(Lamentations Chapter {{1}})$			
<pre>B[0-9]{4}_fbl_[^\]*\\001\\002\\008\\(.*) = Old Testament\26 - Ezekiel\Ezekiel Chapter {{1}}</pre>			
B[0-9]{4}_fb1_[^\\]*\\001\\002\\009\\(.*) = Old Testament\27 - Daniel\Daniel Chapter {{1}}			
<pre>B[0-9]{4}_fbl_(^\)*\\001\\002\\010\\(.*) = Old Testament\28 - Hosea\Hosea Chapter {{1}}</pre>			
B[0-9]{4}_fb1_(^\]*\\001\\002\\011\(.*) = Old Testament\29 - Joel\Joel Chapter {{1}}			
<pre>[8[0-9]{4}_tbl_[^\]*\\001\\002\\012\\(.*) = Old lestament\30 - Amos\Amos Chapter {{1}}</pre>			
$B[0-3]\{4_j+t0_1[^{1}]^{0}(b01)(b02)(b13)((.*) = Old lestament/31 - Obadian(Vobadian Chapter {{1}})$			
<pre>b[0-3]{4toi_[`\\]*\\001\\002\\014\\() = 01d lestament\22 - Jonan\Jonan Chapter {{1}}</pre>			
$D[0-3]\{4_T0L[^{(1)}]\times 001(002(01)() = 010 estament(3) - mican(mican Chapter {1})$			
$B[0-0](4+f_1)(-1) + (1001)(002)(010)(() = 010 + estament()4 = nanom(nanom chapter [1])$			
B[0-9](4] - b1 - [(1)] + (b01)(b02)(b1)((1)) - b10 - (b1)(b1)(b1)(b1)(b1)(b1)(b1)(b1)(b1)(b1)			
[[0, -]] $[-1, -]$ $[-1$			
B[0-9](4) fbl [^\\]*\\001\\002\\020\\(*) = Old Testament\8 - Zechariah\Zechariah Chapter {{1}}			
B[0-9][4] fb1 [^\\]*\\001\\002\\021\\(.*) = Old Testament\39 - Malachi\Malachi Chapter {{1}}			
<pre>B[0-9]{4}_fb1_[^\\]*\\001\\003\\001\\(.*) = New Testament\01 - Matthew\Matthew Chapter {{1}}</pre>			
$B[0-9]{4}_{fb1_(^)}(001)(003)(002)((.*) = New Testament)02 - Mark\Mark Chapter {{1}}$			
<pre>B[0-9]{4}_fb1_[^\\]*\\001\\003\\003\\(.*) = New Testament\03 - Luke\Luke Chapter {{1}}</pre>			~
Ln 35, Col 1 100% Windows (CRLF)	UTF	-8	





So, for any parent folder containing a typical 4-level structure that begins with "B", followed by a 4-digit number, followed by "_fbl_" (this is common notation for MegaVoice full Bible audio messages), it will convert the top-level folder to "Old Testament" or "New Testament", followed by the number and name of the Book, followed by the Chapter file including the Book name, "Chapter" and the chapter number.

The transformation results from the rewrites script shown on the previous page can be seen in the Detail File List tab below. You can see the transformed folder and file names under "Destination File" and the original folder and file names under "Source File". SaberCopy also notifies of each change made on the Changes Made tab.

🔝 SaberCopy Pr	oject Details							-		\times
Project Title:			Project contains	s: 1189 files in 68 folde	ers (847.5MB); Files ch	anged				
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes		
Destination File ▼ \ (2 folders) ♥ Old Testar > Old Test > Old	* nent\(39 folders) * tament\01 - Genesis\(50 tament\02 - Exodus\(40 tament\03 - Leviticus\(27 tament\04 - Numbers\(38 tament\05 - Deuteronomy tament\06 - Joshua\(24 tament\06 - Joshua\(24 tament\07 - Judges\(21 tament\07 - Judge	files) * files) * ? files) * 5 files) * √ (34 files) * files) * files) *	So	ource File			File Date/Ti	me	Size	^
 ✓ Uid Test ✓ Old T ✓ Old T ✓ Old T ✓ Old Test > Old Test 	ament/US - RUth/(4 mes estament/US - Ruth/Ruth estament/US - Ruth/Ruth estament/US - Ruth/Ruth estament/US - Ruth/Ruth iament/US - I Samuel/(3 iament/10 - 2 Samuel/(2 iament/11 - 1 Kings/(22) iament/11 - 1 Kings/(22) iament/12 - 2 Kings/(25) iament/13 - 1 Chronides/ iament/14 - 2 Chronides/ iament/15 - Ezra/(10 file iament/15 - Esther/(10 file iament/16 - Nehemiah/(1)) * Chapter 001.mp3 Chapter 002.mp3 Chapter 003.mp3 Chapter 004.mp3 I files) * files) * files) * files) * files) * (29 files) * (29 files) * (36 files) * (36 files) * (36 files) * (36 files) * (36 files) *	2 2 2	<u>Urest Messages 19285</u> Urest Messages 19285 <u>Urest Messages 19285</u> Urest Messages 19285	9 fb) niv english\001\(9 fb) niv english\001\(9 fb) niv english\001\(9 fb) niv english\001\(9 fb) niv english\001\(<u>5am.100/800/100</u> <u>5am.200/800/100</u> <u>5am.500/800/100</u> <u>5am.400/800/100</u>	7/25/2018 7/25/2018 7/25/2018 7/25/2018	07:37:14 07:37:14 07:37:14 07:37:14 07:37:14	689KB 758KB 541KB 716KB	~
	Collapse All		Bhow Folder	rs	9 Sł	now Errors		Expand All		
4 Check Project	t 📄 Print Projec	t						<u>O</u> K	Cancel	
🐻 SaberCopy Pi	oject Details							_		×
Project Title:	Project title		Project contains	s: 1189 files in 68 fold	ers (847.5MB); Files d	hanged				
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes		
Path 'C:\Test M Path 'C:\Test M	essages 22559_fbl_niv_t essages 22559_fbl_niv_t	english 100 1100 1100 1100 100 english 100 1100 1100 1100 100 english 100 1100 1100 100 100 english 100 1100 1100 100 100 english 100 1100 1100 1100 100 english 100 1100 1100 1100 100 100 english 100 1100 1100 1100 100 100 english 100 1100 1100 1100 100 english 100 1100 1100 1100 english 100 1100 1100 1100 english 100 1100 1100 1100 100 english 100 1100 1100 1100 english 100 1100 1100 1100 1100 1100 1100 110	1.mp3" rewritten to "C 2.mp3" rewritten to "C 3.mp3" rewritten to "C 4.mp3" rewritten to "C 5.mp3" rewritten to "C 5.mp3" rewritten to "C 9.mp3" rewritten to "C 9.mp3" rewritten to "C 3.mp3" rewritten to "C 3.mp3" rewritten to "C 3.mp3" rewritten to "C 5.mp3" rewritten to "C 5.mp3" rewritten to "C 3.mp3" rewritten to "C 3.mp3" rewritten to "C 3.mp3" rewritten to "C 1.mp3" rewritten to "C 3.mp3" rewritten to "C 3.mp3" rewritten to "C 3.mp3" rewritten to "C 3.mp3" rewritten to "C 1.mp3" rewritten to "C 3.mp3" rewritten to "C 1.mp3"	Did Testament/01 - Ge Did Testament/01 - Ge	nesis (Genesis Chapter nesis (Genesis Chapter	001.mp3" based on sou 002.mp3" based on sou 003.mp3" based on sou 003.mp3" based on sou 005.mp3" based on sou 005.mp3" based on sou 007.mp3" based on sou 007.mp3" based on sou 009.mp3" based on sou 011.mp3" based on sou 011.mp3" based on sou 011.mp3" based on sou 013.mp3" based on sou 015.mp3" based on sou 015.mp3" based on sou 015.mp3" based on sou 015.mp3" based on sou 017.mp3" based on sou 017.mp3" based on sou 019.mp3" based on sou 019.mp3" based on sou 019.mp3" based on sou 021.mp3" based on sou	rce rewrite rules rce rewrite rules			
Path "C:\Test M	essages B2859_fbl_niv_	english\001\001\001\001\02	5.mp3" rewritten to "C	Old Testament\01 - Ge	nesis\Genesis Chapter	025.mp3" based on sou	rce rewrite rules			~
Check Proje	t 🕒 Print Projec	t						<u>O</u> K	Cancel	

Using SaberCopy to program MegaVoice players 20241224-10.docx || © MegaVoice Ltd. || Page 86 of 110





SaberCopy provides for users to edit and maintain their own custom rewrite rules by creating and placing a similar file in the <u>C:\ProgramData\SaberCopy</u> folder. The name of the file must begin with "SaberCopy_rewrites-", followed by additional text, with a file type of "ctl". For example, "SaberCopy_rewrites-1.ctl".

If your file contains a rule with the same name as appears in the default file, your rule will supersede the one in the default file.

SaberCopy allows for rewrite rules to be processed against the Source Path and/or against the Target Path of the files selected on the "Files in Project" tab.

A Source rewrite rule takes the raw input folder and file name, and manipulates that, before any other folder flattening or renumbering.

A Target rewrite rule takes the output of all the folder flattening and renumbering, and then manipulates that.

These rules (circled in red below) are applied on the "Output Options" tab. There are 2 drop lists, one for each type. All the rules specified in the combined rewrite rules files show in both lists, along with an empty option (which means none and is the default).

It is possible to compose rules so that they could be used for either, but typically they would be for one or the other. For that reason, it is recommended to include "source" or "target" in the name of the rule to help with the choice.

ct Title:	MV Envision (3)		Project cont	ct contains: 0 files; Project empty							
les in project	Target Device	Audio Identifiers	Text To Speed	h Output Options	Detail file list	Copy and Check	Notes				
Folder Options				File Options							
Any folder lev	els		~	Only allow these file exten	sions:						
	ace number to folder an	d file names		mkv;avi;mp4;m4v;mov;mp	g;mvi;flv;mp3;aac;m	14a;ogg;ape;flac;wav;br	np;gif;jpg;png				
Auu seque	ice number to rolder an	iu nie names		🗹 except in the root d	rectory						
				Strip MP3 Title tags							
Copy all fo	ders into the first one			5 🖹 MB free space th	nat must be left on dr	rive					
Use project	t name for top level fold	ler									
Include hid	den folders and files			50 MB free space re	commended to be le	ft on drive					
Include em	ntv folders			0 📑 GB maximum size	e of drive						
Rewrite Rules-											
Source Path R	ewrite Rules									_	
Bible Books (S	ource Rules)								~	•	
Bible Books (S	ource Rules)										
Most Bibles B/ Most Bibles B/	C9999, FBL, 1 Channel C9999, NT only, 1 Char	folder, changes to OT/ nnel, changes to Books	NT (Source Rules) only (Source Rules	;)							
Hebrew only E Most Bibles B	3/C9999, FBL, 1 Channe C9999, FBL, 1-2 Channe	el, changes to Tanakh/E els, Envoy3, changes (Brit Chadasha (Sou Chapter names only	rce Rules) v (Source Rules)							
##### TEST	(Source Rules)									_	



23: Automatic device model check

New to versions 5.1.x and later! For most of the devices listed in the Target Device dropdown list, the corresponding USB device model has been defined.

When devices are attached to a project, if the selected device has its model name defined, it is compared to the devices that are attached to the project.

If any of the connected devices do not match, a warning message is displayed.

For devices where the model's name is unknown no comparison will be made.

In the screen example below, two players are connected to the computer: an Envoy Connect (D:) and an Envoy 2S (E:).

Both players are attached to a project where the Target Device is defined for the Envoy S, 2S, ST or 2ST player. SaberCopy posts a warning icon on the Connect device line because it does not match the device type defined for Envoy S/2S. When you mouse-over that icon, a tool tip is displayed with a full message.

This is only a warning and will not prevent copying to the device.

🞲 SaberCopy Utility	>	×
Standard Mode Projects (1) List Wew Project Mew Project Mew Project WARI	D:\ files have not been checked against the files in the project NING: SaberCopy is unable to verify that this device matches the Target Device type in project "Envoy S, 2S, ST or 2ST (2)"	•
Envoy S, 2S, ST or 2ST (2) 0 files Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files; Project empty	D:\ Voy S, 2S, ST or 2ST (2) ▼ Copy Unverified [USB DISK AA] 1191 files in 67 folders (1.1GB of 7.83GB) Voy S, 2S, ST or 2ST (2) ▼ Copy Unverified E:\ [ENVOY 2S] 1190 files in 70 folders (852.4MB of 3.71GB)	•
Edit Save Print		



24: Archiving devices in the Target Device list

New to versions 5.1.x and later! Over the years, the Target Device dropdown list has grown quite a bit (26 at last count) from new devices being added. Now each user can choose which devices are displayed in their list.

A new "archive" feature has been added. For each device, there is a checkbox beneath the device image named "Archived player". If that box is checked the device will be hidden from the list.

To see **all** the defined devices, another checkbox above the device image, "Show **nn*** archived and obsolete player types", may be selected to show/hide the archived devices in the list. The "nn" is a constant reminder that some devices are hidden.

* "nn" is the current number of archived devices (if any)

For example, if you want *only* MegaVoice devices to show in your list, you would archive all the devices that are not from MegaVoice. They will be hidden from view while "Show nn archived and obsolete player types" remains <u>unselected</u>. SaberCopy will remember these settings for you.





25: Text-to-speech options

SaberCopy offers a number of text-to-speech (TTS) options. They are available on the "Text to Speech" tab of every project. For additional information, click here to see the GRN SaberCopy guide.

 SaberCo Project Title: Files in p Select the TTS options you want. Once a selection is made, SaberCopy <i>immediately</i> generates those file(s) adding them to the file list. 	mplate Projects\Envoy 2.2 Encore.saber – Project contains: 2379 files in 140 folders (2.57GB); Files changed – Text To Speech Output Options Changes Made Detail file list Copy and Check	□ X ③ ② Notes
Speech Options Speak project title Speak folders by name For all folders Speak folders from \$.speak files Speak tracks by name Speak tracks from *.speak files Speak tracks from *.speak files Choice of generated file type: MP3 or WAV.	Select Voice Microsoft David Desktop - English (United States) Microsoft Zira Desktop - English (United States) Enter text to speak Enter text to speak Once you choose the voice, you can enter text and click "Test Voice" to hear it spoken.	S voices. r, start as oject ch tab.
Check Project	<u>O</u> K O	Cancel

Once any of the "Speech Options" are selected, SaberCopy begins to generate them. A message in **blue** is displayed at the top of the window showing percent complete. How long the process takes depends on the option selected and how many files are present in the audio message at the time.

NOTE: There is currently no way to interrupt this process once selected, so you must wait until it finishes to make changes on this or any other tab.

roject Title:	Envoy 2.2 Encore	: (1)	Generat	Generating and loading files 12%				
Files in project	Target Dev	vice Audio Identifiers	Text To Speech	Output Options	Changes Made			
Speech Option	is ject title p level folder ders by name	◯ In first track-level fold	Seli Mic Mic Mic Mic Mic	ect Voice rosoft David Desktop - rosoft Mark - English (U rosoft Zira - English (U rosoft Asaf - Hebrew (I rosoft David - English (I	English (United States) nited States) ited States) srael) Jnited States)			
O For a	ll folders	Only for track-level fo	Iders Mic	rosoft Zira Desktop - En	glish (United States)			
Speak fold	lers from \$.speak	files						
Speak trac	cks by name							

5	SaberCopy	Utility
	sectory,	



breaking the silence

SaberCopy Project Details - C:\ProgramData\SaberCopy\Template Projects\Envoy 2.2 Encore.sabe

Files in project Target Device Audio Identifiers Text To Speech Output Options Changes Made Detail file list Copy and Check Notes File '001/001/001n.mg3' added to project File '001/001/001n.mg3' added	ject Title:	Envoy 2.2 Encore (1)		Project cor	tains: 4757 files in 140	folders (2.58GB); Files	s changed		*	U
File "001/001/001/001-n.mp3" added to project File "001/001/001/001-n.mp3" added to project File "001/001/001/003-n.mp3" added to project File "001/001/001/004-n.mp3" added to project File "001/001/001/005-n.mp3" added to project File "001/001/001/005-n.mp3" added to project File "001/001/001/005-n.mp3" added to project File "001/001/001/005-n.mp3" added to project File "001/001/001/001-n.mp3" added to project File "001/001/001/015-n.mp3" added to project File "001/001/001/015-n.m	Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes	•
File "001\001\001\021~n.mp3" added to project File "001\001\022~n.mp3" added to project File "001\001\023~n.mp3" added to project File "001\001\024~n.mp3" added to project	File '001/001/0 File '001/001/0	01\000~n.mp3" added to pr 01\001~n.mp3" added to pr 01\002~n.mp3" added to pr 01\003~n.mp3" added to pr 01\005~n.mp3" added to pr 01\005~n.mp3" added to pr 01\005~n.mp3" added to pr 01\005~n.mp3" added to pr 01\000~n.mp3" added to pr 01\000~n.mp3" added to pr 01\010~n.mp3" added to pr 01\012~n.mp3" added to pr 01\022~n.mp3" added to pr 01\024~n.mp3" added t	roject roject							

Once the TTS files have been generated, they are mentioned in the "Changes Made" tab and highlighted in an olive color on the Detail File List tab. You can listen to the generated files by clicking the hyperlink.

🖁 SaberCopy Proj	ect Details - C	\Prog	ramData\SaberCopy\T	emplate Projects\Env	oy 2.2 Encore.saber			-		×	
oject Title: E	nvoy 2.2 Encore	e (1)		Project cont	tains: 4757 files in 140	folders (2.58GB); File	s changed		*		
Files in project	Target De	vice	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes	•	
Destination File			Source File				File	Date/Time	Size		
🔻 \ [Encore] (2 fo	olders) \star										
🗸 xnav.txt			C:\ProgramData\Saber	Copy\empty.txt			18	/10/2022 18:46:52	none		
🔻 001\ (3 fold e	ers) \star										
▼ 001\001\	(18 folders) \star										
▼ 001\001	1\001\ (100 files	*									
✓ 001\0	001\001\000~n.	mp3	C:\ProgramData\Saber	Copy\temp\Envoy 2.2	Encore (1)\001\001\0	01\000~n.mp3	16	/07/2024 16:12:22	3KB		
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✓ 001\0	001\001\001~n.	mp3	C:\ProgramData\Saber	Copy\temp\Envoy 2.2	Encore (1)\001\001\0	01\001~n.mp3	16	/07/2024 16:12:23	3KB		
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✓ 001\0	001\001\003~n.	mp3	C:\ProgramData\Saber	Copy\temp\Envoy 2.2	Encore (1)\001\001\0	01\003~n.mp3	16,	/07/2024 16:12:23	4KB		
✓ 001\0	001\001\004.mp	3	C:\Test Messages\C99	<u>99 fbl kjv niv\001\00:</u>	1\001\004.mp3		25,	/07/2018 9:33:04	1.7MB		
✓ 001\0	001\001\004~n.	mp3	C:\ProgramData\Saber	Copy\temp\Envoy 2.2	Encore (1)\001\001\0	01\004~n.mp3	16,	/07/2024 16:12:23	4KB		
✓ 001\0	001\001\005.mp	3	C:\Test Messages\C99	<u>99 fbl kjv niv\001\00:</u>	1\001\005.mp3		25	/07/2018 9:33:04	1.5MB		
✓ 001\0	001\001\005~n.	mp3	C:\ProgramData\Saber	Copy\temp\Envoy 2.2	Encore (1)\001\001\0	01\005~n.mp3	16,	/07/2024 16:12:23	5KB		
✓ 001\0	001\001\006.mp	3	C:\Test Messages\C99	99 fbl kjv niv\001\00;	1\001\006.mp3		25	/07/2018 9:33:04	1.5MB		
✓ 001\0	001\001\006~n.	mp3	C: ProgramData Saber	Copy\temp\Envoy 2.2	Encore (1)\001\001\0	01\006~n.mp3	16,	/07/2024 16:12:23	4KB		
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	Collapse All			Show Folders		Show Errors		Expand	All		
Check Project	Print	Projec	t					ОК	Cancel		



Tips for using SaberCopy

- Always save your projects for reuse later. The project files are very small and can save you lots of time.
- Use the same name for the title and physical file name of the saved project. SaberCopy only uses the physical file name when opening projects while the project title is displayed throughout the application.
- For optimum copy/load time, try to have the source files for a project stored on the local hard drive of the computer. Using network folders, while possible, takes considerably longer to load. If you have a few players to load with the same audio, it is worth it to copy the audio folders temporarily to the local drive and delete them later.
- If you have a group of players and you need to verify that they are all loaded with a specific message, SaberCopy can help you with that. See <u>6: Fast Verify Mode</u> or <u>14: Comparing the contents of 2 players</u>.
- If you wish to load a player with folders that exist in different audio messages stored on your computer, let SaberCopy aggregate them for you within a project. This saves you from building a completely new message and duplicating the data on your computer. See <u>2: Loading a Companion Player</u>.
- If you have a limited number of USB connections and need to quickly load a group of players, use SaberCopy's Fast Copy Mode feature. See <u>5: Fast Copy Mode for quickest loading</u>.
- If you need to load some players with content, and do not have the desired content currently available on your computer, but *do* have a player with that content, you can use SaberCopy to duplicate that player to others. See <u>7: Duplicating players, microSD cards, etc.</u>.
- If you wish to add audio content to a player that already has existing audio without overwriting it, SaberCopy can help you with that. See <u>8: Appending audio to a player</u>.
- When defining a project, you can always preview the resulting folder structure and files in the "Detail File List" tab. You can do this <u>before</u> executing the copy, if you have defined the source(s) on the "Files in Project" tab. See <u>20: Detail File List tab.</u>
- Whenever creating a new project (even temporarily when using "Add Folder" See <u>Quick Start!</u>), always make sure to verify the settings on the "Output Options" and "Copy and Check" tabs to make sure they are what you intend.





- If you keep data devices (external hard drives, USB thumb drives, etc.) regularly connected to your computer, and you always want SaberCopy to ignore them so that they are not accidentally affected, you can "teach" that to SaberCopy. See <u>13: Teaching SaberCopy to ignore devices</u>.
- When choosing the folders and/or files for your project from the "Files in project" tab, SaberCopy makes this easy for you by providing both drag and drop and multi-select from the File Explorer panes. See <u>12</u>: <u>Drag and Drop/Multi-Select</u>.
- If you need to "tweak" the default settings for your target device choice on the "Output Options" tab, first select your preferred target device, and *then* select "Custom Output Options" near the bottom of the list. This will enable all the fields on the bottom portion of the screen, leaving the pre-set values in place but allowing you to change any of them as necessary. See <u>2: Loading a Companion Player</u>.
- If you need to rename the folders and files in your audio message to sequence numbers SaberCopy can help you with that. See <u>18: Using automated sequence numbers</u>.
- If you need to quickly and economically duplicate microSD cards for distribution, SaberCopy is an excellent solution for that. <u>See here</u>.
- If you are overwhelmed by the long list of devices to choose from, you can hide the devices that do not interest you. See <u>24</u>: <u>Archiving devices in the Target Device list</u>.



Using SaberCopy on Mac OSX

General

SaberCopy is a Windows application. Due to the amount of effort required, the author of SaberCopy, GRN, has no plans to create a version of SaberCopy that is a true Mac application; however, using any of a number of virtualization software packages, SaberCopy can be implemented on most Mac systems.

The following recommendations are based on our testing and were all performed by MegaVoice on a MacBook Pro (Retina, mid 2012) running macOS High Sierra with a 2.3 GHz Intel Core i7 processor and 8GB of DDR3 RAM.

Any type of virtualization or emulation software requires sufficient memory and CPU power to work well. If your Mac is a bare-bones system, the performance you experience with any of these solutions may be disappointing.

While some of the virtualization packages yielded better results than others, we are listing them in order of our preference based on our testing experience. Most of the available options require the purchase of the software, but in our estimation, it is a worthwhile investment to allow for implementation of a true Windows environment on Mac where *any* Windows app may be run – not just SaberCopy.

MegaVoice did not attempt to explore all the features offered by each tested item. In each case, this was the basic process:

- 1. Download and install the software (and any related packages) on the Mac
- 2. Using an installation CD/DVD, or ISO image copied to the Mac, install Windows as a VM (Virtual Machine) within the tested software*
- 3. Get Windows set up, i.e., install all necessary updates + basic configuration*
- 4. Install SaberCopy in the Windows VM*
- 5. Test SaberCopy in numerous ways loading multiple MV players

* Not applicable to <u>WINE</u>

MegaVoice assumes <u>no</u> responsibility for any damage that may be caused by the installation of and/or use of any of the 3rd party software products discussed in this section.

The following details are published solely as examples of what MegaVoice succeeded in doing to provide a platform for successful execution of SaberCopy on a Mac computer.

Details noted such as pricing, web site links, system requirements, potential bugs, and caveats, etc. are correct and verified as of the date of this publication and are subject to change.

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VMware Fusion

- ↓ VMware Fusion 10 was the most trouble-free of all the software tested. It is our top pick.
- Must be purchased around 120 USD for a new license, less for an upgrade. A 30 day trial version may be downloaded and tested.
- https://blogs.vmware.com/teamfusion/2024/05/fusion-pro-now-available-free-for-personal-use.html
- 4 Any Mac launched in 2011 or later. OS X version 10.11 El Capitán minimum is required. See details on the website.
- An installation CD/DVD or ISO image for a Windows environment is required (<u>license not included</u>) Windows 10 is preferred.
- 4 Installation and creation of a VM was simple. Multiple VMs may be installed under Fusion.
- Provides seamless integration and sharing of files and folders between Mac and Windows.
- Both Windows and SaberCopy performed excellently within the VM. Performance is great and no problems were encountered at all during testing. A batch of 7 players was loaded numerous times with different messages from a 7-port powered hub.
- When connecting MV players to the Mac, Fusion automatically asks whether to connect the device to Mac or an active VM (this feature is customizable). No special configuration was required to recognize MV players.



Parallels Desktop for Mac

- Parallels Desktop 13 for Mac is our next choice.
 - Version 10 of Parallels Desktop for Mac was also tested, and works, but only supports up to Windows 7. Setting up Windows 7 is quite time-consuming due to the hundreds of Windows updates that must be downloaded and installed, requiring several reboots. Since Windows 7 is no longer supported by Microsoft, it is not recommended.
- Must be purchased around 100 USD for a new license, less for an upgrade. A 14-day trial version may be downloaded and tested.
- <u>https://www.parallels.com/products/desktop/</u>
- 4 OS X 10.10.5 Yosemite minimum required. See details on web site.
- An installation CD/DVD, or ISO image, for a Windows environment is required (<u>license not included</u>) Windows 10 is preferred.
- 4 Installation and creation of a VM was simple. Multiple VMs may be installed under Parallels Desktop.
- The (optional but recommended) Parallels Tools module provides seamless integration and sharing between Mac files and folders and Windows files and folders.
 - BUG!* When Parallels Tools was installed, any attempt to FORMAT a USB device, especially a MV player, from a Windows VM caused Windows to crash with the <u>"Blue Screen of Death"</u>. The problem was reported to Parallels support. After weeks of investigation, experimentation, and testing under the direction of technical support, a work-around was eventually provided that solved our specific problem.

*Since this test was originally performed Parallels has released newer versions, which surely correct the above problem.

- As of the date of this publication, technical support had not been able to identify the true cause of the problem and would not predict when a fix would be incorporated into the next official version.
- As stated earlier, we did not explore all available features in Parallels Desktop, so we don't know for sure there wasn't another problem lurking in the background.
- If Parallels Tools was uninstalled, SaberCopy performed excellently (including format) within the VM; however, the removal of Parallels Tools eliminates the ability to share folders and files between Windows and Mac (along with some other features).
- SaberCopy performance is great, and no problems were encountered at all during testing. A batch of 7 players was loaded numerous times with different messages from a 7-port powered hub.
- When connecting MV players to the Mac, Parallels automatically asks whether to connect the device to Mac or an active VM (this feature is customizable). No special configuration was required to recognize MV players.



- Here is the work-around provided by Parallels Technical Support:
- *Since this test was originally performed Parallels has released newer versions, which surely correct the above problem.
 - The work-around was successful in solving the FORMAT problem in both versions 10 and 13 of Parallels Desktop. It will *probably* work in versions 11 or 12 but MegaVoice has no way to confirm that.
 - MegaVoice assumes no responsibility for any damage to the user's system(s) and/or devices caused by executing this script.
 - The script is a series of commands contained within a Windows command (BAT) file.
 - Before executing the script, it is strongly recommended to take a snapshot of the Parallels VM first. If something goes wrong, you can roll back to the snapshot.
 - Start the VM.
 - Click on the Parallels icon on the menu bar (||).
 - Select Actions | Take a Snapshot.
 - Download a ZIP file containing the command script <u>here</u>.
 - > The ZIP file contains a command file named "prl_strg_un.bat".
 - Extract the file to the Windows desktop.
 - Make sure Parallels Tools is currently installed. If you are not sure, the easiest way to determine that is to check installed programs in Windows from the "Programs and Features" dialog in Control Center (Windows 7 and 8.x) or the "Apps" dialog in Settings (Windows 10). If it is not installed, install it before proceeding (a Windows reboot will be required afterwards).
 - If you apply this fix with Parallels Tools *not* installed and then install Parallels Tools later, this will undo the fix! The command script will have to be re-run after Parallels Tools is installed.
 - ▶ Right-click on the file and choose "Run as Administrator".
 - > Once the script finishes, you will need to restart the Windows VM.
 - > After Windows reboots, try to format a USB device to test the fix.



Oracle VM VirtualBox

- ↓ Oracle VM VirtualBox is also recommended -- but with a caution.
- This is free, open-source software from Oracle and is offered "as is". It is, however, being actively maintained by a group of developers so there is support.
- <u>https://www.virtualbox.org/</u>
- Also required is the VirtualBox extension pack: <u>https://download.virtualbox.org/virtualbox/5.2.10/Oracle_VM_VirtualBox_Extension_Pack-5.2.10.vbox-extpack</u>
 - Once the extension pack is installed, the USB 3.0 stack should be used in the VM settings. If the installed Windows does not have the driver available, then the Intel 3.0 USB eXtensible Host Controller should be downloaded and installed.
- 🖊 Requires 10.10 (Yosemite), 10.11 (El Capitán), 10.12 (Sierra) or 10.13 (High Sierra) 64-bit.
- 4 An installation CD/DVD or ISO image for a Windows environment is required (<u>license not included</u>).
- 4 Installation and creation of VMs was simple. Multiple VMs may be installed under VirtualBox.
- Integration between Mac and Windows was not as seamless as other options.
 - PROBLEM! Sometimes when using one of the VMs under VirtualBox, a simple operation, like resizing or moving the VM window, would cause the VM to simply disappear and abnormally terminate. Windows had to be restarted and any work in progress was lost.
 - Because of the issues noted above we deem it undependable. Since the problems were sporadic and difficult to replicate, we did not pursue a fix with the developers. They may be able to fix this issue if someone is willing to spend time with them on it.
 - VirtualBox also required some additional configuration for it to recognize MV players and connect them to the VM.
 - ▶ USB filters had to be specified: Vendor ID=10D6 and Product ID=1101.
- SaberCopy performed well within the VM. Performance is not quite as good as Fusion and Parallels and no problems were encountered at all during testing. A batch of 7 players was loaded numerous times with different messages from a 7-port powered hub.
- When connecting MV players to the Mac, VirtualBox automatically asks whether to connect the device to Mac or an active VM (this feature is customizable).



WINE

- WINE is last in our list. We do not recommend it but wanted to make our users aware that it is an inexpensive, albeit time-consuming option to implement.
- Even though the claim is that <u>WINE</u> is not an emulator (<u>W</u>ine <u>Is</u> <u>N</u>ot an <u>E</u>mulator), it does provide a type of emulation and is described as "a free and open-source compatibility layer that aims to allow computer programs (application software and computer games) developed for Microsoft Windows to run on Unix-like operating systems." It will simulate a Windows environment for execution of a single Windows application running on Mac OSX. It requires several other package installations to function correctly. It does not create a VM running Windows as all the other options do.
- All the software required is free to download and use.
- Here is a complete, easy to follow tutorial that will walk you through all the steps necessary for the installation and setup of all the software: <u>https://www.davidbaumgold.com/tutorials/wine-mac/</u>
- **4** Requires macOS 10.10 (Yosemite) or above.
- 4 There is no special integration between Mac files and folders and the Windows application.
- SaberCopy performance was sluggish at best. Not all features of the SaberCopy program work the way they normally do in a true Windows environment. Regardless, we were able to successfully load several players, but it certainly wasn't seamless or efficient.
- When connecting MV players to the Mac, it was cumbersome to get SaberCopy to recognize them. There was a process necessary for this, and it was one-player-at-a-time. Sometimes it would remember the USB connection and sometimes it wouldn't, and the process had to be repeated.
- Running SaberCopy from WINE will work, and the price is certainly right (free!), but it is unlikely that one would settle for it after experiencing the performance and features of the better virtualization choices.

A macOS versions from Catalina forward cannot run SaberCopy with WINE. But see <u>Crossover</u> instead.

Crossover

- Crossover is a more advanced, easier-to-use version of WINE that we recently learned about. Their claim is that "CrossOver is the easiest way to run many Microsoft applications on your Mac without a clunky Windows emulator."
- Take note that they state "many" Microsoft applications and not "any". Some Windows applications may not work with Crossover but SaberCopy will.
- We have not tested Crossover ourselves but have received positive feedback from partners that are using it successfully with SaberCopy on their Mac devices.
- ✤ You can download a free 14-day trial version or purchase it for 74 USD.
- https://www.codeweavers.com/crossover



User experience with WINE on Wasta Linux

The following user experience was submitted to us several months ago. It is reposted as it was received.

Using SaberCopy on Wasta Linux

by John Gieske, john_gieske@sil.org

INSTALLING SABERCOPY ON YOUR LINUX MACHINE

1. Install Wine (Wine Is Not an Emulator). Use the default configuration.

2. Download the latest version of <u>SaberCopy</u>.

3. Right-click on the SaberCopy .exe file and select "open with WINE."

4. WINE will lead you through the install process. Make sure you create a desktop shortcut so you can easily access it.

OPENING SABERCOPY

1. Click the desktop shortcut. Your machine will automatically run SaberCopy through WINE.

2. Each time you open SaberCopy it will tell you, "Text to speech functions are not supported on this computer." Click "OK."

TO CREATE A NEW PROJECT

NOTE: Have handy the document "Using SaberCopy to program MegaVoice players," Hereafter shortened to USPMVP.

1. Click on "New Project."

2. In the "Files in project" window, navigate to your desired folder.

Note: If your desired folder is not on the same drive as your root folder, this could require some knowledge of the Linux filestructure... or a lot of guessing. The files ARE there, you just need to find them. On my dual-boot system, I go through media/[my user name]/[my hard drive name] to access the files on my other partition.

3. Click on your desired folder to select it. This may cause a bug. My Wasta Linux machine tries to rename the folder rather than simply selecting it, which for some reason provokes an error. I click on "Continue Application" rather than one of the other options, and when I have done so it returns to the SaberCopy screen with my folder now selected.

On my Ubuntu Studio machine, the first time I tried to select a folder SaberCopy crashed completely and I had to restart it. It has worked for me without errors ever since then. Whatever your experience, just keep at it and it should work eventually.

4. Once you have the folder selected you can either drag & drop it into the "Source File Spec" field or click the "Add" button. Either method should work.





5. However, SaberCopy will NOT correctly read your folder. Instead, it will say that your project contains 0 files with a size of "none." In order to make SaberCopy see it correctly, you will need to add * to the end of the filepath as in this screenshot:

Ψ.					
Project Title Kassa N	and Music Project co	intains 0 file			
Files in project	Audio Announcement Text To Speech	Output Options Detail file list	Copy and Check		
< Fichie ☐ 001	Fulakund. Source File Spec Gusiliaa: Z.ymeda/vms/T11061 Kasa Kasas NT Kkasa NT Kkasa NT Kriol Xriol Taili Type	69WDD\Users\VMS\Project folders\Kasa\Kaasa	NT and ausic for MV	Destination Folder Kaasa NT and music for MV\	Files Size 0 none
Project Title Kassa NT Files in project	and Music Project cor Audio Announcemen Text To Speech	ntains 273 files in 30 folders (959,4) Output Options Detail file list	SaberCopy Project Detail	3	**
	Fulakund. Source File Spec Guillaa; Guillaa; Kasa Kasa NT Kaasa NT Kaasa NT Kaasa NT	99W0D(Users/VMS)Project folders/Kasa)Kaasa	NT and music for MV*	Destination Folder Kaasa NT and music for MV\	Files Size 273 959,4MB

6. You can see in the screenshot that SaberCopy has identified the destination folder as "Kaasa NT and music for MV\". In order to program a megavoice, the "Destination Folder" field must be blank. So if something is in there, delete it:

•				SaberCopy F	Project Details C:\Kas	sa NT and Mi	usic.saber		+ ×
Project Title: Kassa N	IT and Music	Projec	t contains 273 files in 3	1 folders (959,4MB)					
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check				
	🗄 🛅 Fulakunda	Source File Spec			•		Destination Folder	Files	Size
	⊞ 💼 Gusiilaay ⊞ 💼 Karon	Z:\media\vms\T	106169W0D\Users\VMS\	Project folders\Kasa\K	aasa NT and music for	MV*		273	959,4MB
	🖃 🧰 Kasa	_							

7. Follow instructions in USPMVP to finish setting up your project.

TO COPY YOUR NEW PROJECT TO A MEGAVOICE

1. Connect the megavoice player to be programmed. It will mount, show up in SaberCopy, and then disappear from the list before you have a chance to click on it. Alternatively it may remain on the list but greyed out with, with status "Not Connected."

2. In order to actually get access to it, click on "Add Folder" and navigate to the root level of your megavoice. You can do this either by expanding "Workstation" and then selecting the appropriate drive letter, or by navigating to media\user\NO NAME (a virgin Envoy 2S will be called "NO NAME" or an Envoy S will be called "4GB Volume"). Either method should work, though I've occasionally had hiccups clicking on the drive letter so I would recommend the other path instead. For some reason the "Add Folder" button only works once, so if you accidentally choose the wrong thing the first time you'll have to restart SaberCopy to try again.

3. Program the megavoice as per the USPMVP instructions

4. Almost immediately SaberCopy will display the following error:

ERROR LOG:

Exec 'format.com' 'F: /x /y /v: /q' [FAILED] - Error 2 - Fichier introuvable



I assume this means that the Quick Format has failed. Also the "write drive volume" name doesn't change as specified; it remains as "NO NAME." Another consequence is that the "emptying" stage can take quite a long time (up to a couple of minutes) if you are overwriting a megavoice that was previously programmed with a large amount of content.

5. Once the copy has completed, use the down arrow on the right to "Close folder."

6. Eject the megavoice just as you would eject any other usb storage device from your computer.

PROGRAMMING MULTIPLE MEGAVOICES

1. As noted above, for some reason the "Add Folder" button only works once. This means that you have to close SaberCopy each time you finish programming a megavoice and re-open it again to program the next one.

2. Fast Copy Mode doesn't work at all because of the problem that SaberCopy has seeing mounted devices. The "Add Folder" button is greyed out in Fast Copy Mode so there is no workaround in that mode.

ERRORS THAT YOU MAY ENCOUNTER FROM TIME TO TIME

ISSUE WITH EJECTING ENVOY 2S / ENVOY S

On ejecting a megavoice, the system gives no feedback. Then when you go ahead and unplug the megavoice anyway, Wasta Linux throws up this error:

Impossible to eject NO NAME unable to find block device for drive

or for an Envoy S, it's the same message except the volume name is « 4.0 GB Volume »

This error occurs regardless of whether or not you « close » the folder in Sabercopy, and regardless of whether or not you exit Sabercopy before ejecting the megavoice. However, if you plug in and then eject a megavoice without ever opening SaberCopy, you do not get this error.

This error did not seem to interfere with the proper functioning of the copied megavoices. Restarting the computer seemed to resolve the issue, at least temporarily.

ISSUE WITH EJECTING ENVOY S

On ejecting an Envoy S megavoice, the system gives no feedback. Then when you go ahead and unplug the megavoice anyway, Wasta Linux throws up this error:

Impossible to eject 4.0 GB Volume

Error ejecting /dev/sdb: Command-line `eject "/dev/sdb" exited with non-zero exit status 1: eject: unable to find or open device for: `/dev/sdb'

This has happened to me twice. The first time this error did not seem to interfere with the proper functioning of the copied megavoice. In the second instance I was attempting to reprogram a faulty megavoice so I have no idea whether this error had an impact on the failure of the megavoice to operate properly.





SABERCOPY FREEZE

SaberCopy completely froze up once it had completed copying to my megavoice. I had to stop SaberCopy through the System Monitor before I could eject my megavoice.

This has only happened once out of dozens of tests.

MOUNTING TROUBLES

MegaVoice players do not always mount the first time I plug them in. This happens with both the Envoy 2 S models (using micro-USB cable) and the older Envoy S models (using mini-USB cable). Make sure that your player pops up on your desktop before you attempt to navigate to it in SaberCopy. If it doesn't appear after a couple of seconds, unplug the device, and plug it back in again.

This happens about a third of the time with Envoy 2S models and almost every time with Envoy S models.

TEST MACHINE SPECS

-Computer-	
Processor	: 2x Intel(R) Celeron(R) CPU N3050 @ 1.60GHz
Memory	: 3893MB (1253MB used)
Operating System	: Ubuntu 16.04.6 LTS
-Display-	
Resolution	: 1366x768 pixels
OpenGL Renderer	: Mesa DRI Intel(R) HD Graphics 400 (Braswell)
X11 Vendor	: The X.Org Foundation
-Version-	
Kernel	: Linux 4.4.0-67-generic (x86_64)
Compiled	: #88-Ubuntu SMP Wed Mar 8 16:34:45 UTC 2017
C Library	: Unknown
Default C Compiler	: GNU C Compiler version 5.4.0 20160609 (Ubuntu 5.4.0-6ubuntu1~16.04.11)
Distribution	: Ubuntu 16.04.6 LTS
-Current Session-	
Computer Name	: L60-wasta16
User Name	: user (user)
Home Directory	: /home/user
Desktop Environment	: X-Cinnamon (cinnamon)



Apple Boot Camp

Another utility that deserves mention is Apple's own Boot Camp software. Boot Camp is *free* from Apple and includes a *free* license for Windows 10.

MegaVoice did not test this option since it is a known solution that has been available from Apple for some time.

Unlike some of the other software we have reviewed, Boot Camp does not provide a virtual engine but rather is dual-boot software for your Mac computer. It partitions your hard drive into two parts – the current Mac O/S and a Windows O/S. When you turn your computer on, you choose which operating system from which to boot.



While this is a free utility, and is fully supported by Apple, there are disadvantages compared to virtual software:

- 4 You must boot your computer from either Mac or Windows.
- You cannot easily switch from Windows to Mac or vice-versa. One O/S cannot communicate with the other.
 To change to the other, you must reboot your computer.
- Data is also not "shared" between Windows and Mac, so if you need the same data accessible by both on the hard drive it will likely need to be duplicated or moved to a removable device.
- Since data cannot be shared across operating systems, this potentially reduces the amount of hard disk space available to the Mac O/S even more.

If Boot Camp will work for you, go here to get started: <u>https://support.apple.com/en-us/HT201468</u>



Technical Support

General

SaberCopy is offered "as is" from GRN with no implied warranty.

Support is available, so if you need any assistance with SaberCopy, MegaVoice customers should <u>first</u> contact us <u>by</u> clicking here.



User Guide and Support

New to versions 5.1.x and later! You may open this document on the MegaVoice website directly from the link in the About dialog! (highlighted in yellow above)

GRN provides its own User Guide, and you may find the answer to your question there. Click on the "User Guide" button on the bottom right. A PDF will be opened for you.

You may also download the guide here.



Appendix

Sample player log file

*Coloring is for emphasis here and does not appear in the actual log since it is plain text file.

```
2023-06-09 09:17:53.033 SaberCopy 5.0.0.6 device log
Drive Path: D:\
Drive Type: REMOVABLE
File System: FAT32
Serial Number: 6830-C44D
Volume Label: FAT32-64K
Drive Size: 7.5GB (8,048,869,376 bytes)
Allocation Size: 64KB (65,536 bytes)
USB Device Serial: XBJEFA90703ADFDE
2023-06-09 09:17:53.272 Drive D:\ is Online - Drive D:\ is online and ready but not attached to
any project
2023-06-09 09:17:53.498
Drive D: \ information:
Drive Path: D:\
Drive Type: REMOVABLE
File System: FAT32
Serial Number: 6830-C44D
Volume Label: FAT32-64K
Drive Size: 7.5GB (8,048,869,376 bytes)
Allocation Size: 64KB (65,536 bytes)
USB Device Serial: XBJEFA90703ADFDE
File Count: 3
Folder Count:
File Size: 12.4MB (13,041,664 bytes)
Size on Disk: 12.2MB (12,779,520 bytes)
2023-06-09 09:18:13.854 Drive D:\ assigned to Load music to SD
2023-06-09 09:18:13.979 Drive D:\ is Unverified - Drive D:\ files have not been checked against
the files in the project
2023-06-09 09:18:14.101
Drive D:\ information:
Drive Path: D:\
Drive Type: REMOVABLE
File System: FAT32
Serial Number: 6830-C44D
Volume Label: FAT32-64K
Drive Size: 7.5GB (8,048,869,376 bytes)
Allocation Size: 64KB (65,536 bytes)
USB Device Serial: XBJEFA90703ADFDE
File Count: 3
Folder Count: 0
File Size: 12.4MB (13,041,664 bytes)
Size on Disk: 12.2MB (12,779,520 bytes)
Net Required by Project: 35MB (36,651,008 bytes)
------
2023-06-09 09:18:17.631 Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive;
Quick format; Never replace files; Incl hidden files; Incl empty dirs
2023-06-09 09:18:17.682 Drive D:\ is Formatting... - Drive D:\ is being quick formatted
2023-06-09 09:18:17.750 Exec 'format.com' 'D: /x /y /v: /q /FS:FAT32 /A:8192'
WaitForInputIdle=-1
2023-06-09 09:18:19.615 Exec 'format.com' 'D: /x /y /v: /q /FS:FAT32 /A:8192'
WaitForSingleObject=0
2023-06-09 09:18:19.927 Drive D:\ is Testing... - Drive D:\ is being tested with a sample read
and write
```

Using SaberCopy to program MegaVoice players 20241224-10.docx || © MegaVoice Ltd. || Page 106 of 110



MEGAVOI

breaking the silence

Drive Type: REMOVABLE File System: FAT32 Serial Number: BC2E-7CF0 Volume Label: MUSIC Drive Size: 7.49GB (8,044,675,072 bytes) Allocation Size: 8KB (8,192 bytes) USB Device Serial: XBJEFA90703ADFDE File Count: 13 Folder Count: 0 File Size: 47.2MB (49,463,296 bytes) Size on Disk: 47.5MB (49,807,360 bytes)



Sample Main log file

*Highlighting is for emphasis here and does not appear in the actual log since it is plain text file.

2024-12-19 06:28:21.513 SaberCopy 6.1.0.3 started Wew in v6.1.x and later! Current Application Settings are logged. 2024-12-19 06:28:21.704 Application Settings - Language: English; Max Concurrent Formats: 0; Hash Method: 128-bit MD5; Sound Notifications: On; Show USB Details: On; Hide Absent Drives: Off; Hide Master Drives: On; Debug Mode: 0; Log To Device: On 2024-12-19 06:28:25.559 New Template Project "&PocketVoice" selected 2024-12-19 06:28:25.590 Checking destination folder and file structure for project MegaVoice PocketVoice (1) 2024-12-19 06:28:25.610 Edit MegaVoice PocketVoice (1) selected 2024-12-19 06:28:26.331 Checking destination folder and file structure for project MegaVoice PocketVoice (1) 2024-12-19 06:28:31.982 Checking destination folder and file structure for project MegaVoice PocketVoice (1) 2024-12-19 06:29:06.779 C: DBT DEVTYP VOLUME [flags=0] inserted 2024-12-19 06:29:07.348 Drive D:\ is Starting... - Drive D:\ processing is getting started 2024-12-19 06:29:07.459 Drive D:\ is Online - Drive D:\ is online and ready but not attached to any project 2024-12-19 06:29:07.459 -----Drive D: \ information: Drive Path: D:\ Drive Type: REMOVABLE File System: FAT Serial Number: 6A37-27C6 Volume Label: POCKETVOICE Drive Size: 15.9MB (16,629,760 bytes) Allocation Size: 512 bytes (512 bytes) USB Device Model: MV USB PV T01 O FOB 2.0 USB Device USB Device Serial: 433130383632322E File Count: 5 Folder Count: 0 File Size: 2.6MB (2,777,600 bytes) Size on Disk: 2.6MB (2,776,064 bytes) _____ 2024-12-19 06:29:10.086 Attach MegaVoice PocketVoice (1) selected 2024-12-19 06:29:10.102 Drive D:\ assigned to MegaVoice PocketVoice (1) 2024-12-19 06:29:10.117 Drive D:\ is Unverified - Drive D:\ files have not been checked against the files in the project 2024-12-19 06:29:10.117 ------Drive D: \ information: Drive Path: D:\ Drive Type: REMOVABLE File System: FAT Serial Number: 6A37-27C6 Volume Label: POCKETVOICE Drive Size: 15.9MB (16,629,760 bytes)






Images of SLS cables

MegaVoice SLS cables are required to access the internal memory of practically every device we produce. This way we protect <u>your</u> content from being copied and stolen! See your customer representative to acquire.



Close-up of the tips of a micro-USB SLS cable. (most MV devices have been converted to Type-C SLS).



Close-up of the tips of a **Type-C** SLS cable.