Envoy 2 S Series User Guide

Everything you need to know to get the most from your MegaVoice Envoy 2 S Series audio player.

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Glossary of terms

Term	Description
2-second press	Synonymous with “long press”. Press, hold for 2 seconds and release.
Bookmark	The storing of a setting or audio file playback position for use later.
Charge-only USB cable	A USB cable that can only be used for charging while connected to a computer or other charging source.
Click	A quick press and release.
Cross Navigation feature	With the installation of special firmware on an Envoy 2 S Dual, while listening to a specific Book/Chapter in one Channel, a click on the *other* Channel button will navigate to the beginning of the same Book/Chapter in the other Channel. Available by special request from MegaVoice when ordering players.
Data-only USB cable	A USB cable that will allow both transfer of data while connected to a computer as well as charging of the player.
Firmware	Permanent software programmed into the player’s read-only memory.
HUB or USB HUB	A device that expands a single Universal Serial Bus (**USB**) port into several so that there are more ports available to connect devices to a host system. **USB hubs** are often built into equipment such as computers, keyboards, monitors, or printers.
KBPS	Kilobits per second.
LED	“Light-emitting diode” A semiconductor device that emits visible light when an electric current passes through it. The light is not particularly bright, but in most LEDs it is monochromatic, occurring at a single wavelength.
Lithium Ion battery	(sometimes **Li-ion** battery or LIB) A battery that is a member of a family of rechargeable battery types in which **lithium ions** move from the negative electrode to the positive electrode during discharge and back when charging.
Long press	Press, hold for 2 seconds and release.
MP3	“MPEG (Moving Pictures Experts Group) Layer 3” Audio file format.
N/A	Not applicable.
Onboard memory	Internal memory in the player. Accessible when player is connected with an SLS cable.
Player	A MegaVoice Envoy 2 S Series player.
Powered HUB	A USB HUB that receives its power from direct current rather than the computer via a USB connection.
Press and hold	A continuous press until a certain location or the end/beginning is reached.
SaberCopy	Software available from MegaVoice at no charge used to program players with audio.
SLS cable	A special USB data cable (available only from MegaVoice) used for programming MegaVoice players. The player memory can only be accessed using these cables.
Unit	A MegaVoice Envoy 2 S Series player.
USB	“Universal Serial Bus” The most popular connection used to connect a computer to devices such as digital cameras, printers, scanners, and external hard drives. **USB** is a cross-platform technology that is supported by most of the major operating systems.
USB port	A standard **cable connection** interface for personal computers and consumer electronic devices.
USB to micro-USB cable	USB cable with standard USB connector on one end and micro-USB connector on the other.
Volume	In the context of computer operating systems, a **volume** or logical drive is a single accessible storage area with a single file system, typically (though not necessarily) resident on a single partition of a hard disk or other device.
WAV	Standard audio file format created by Microsoft.
WMA	“Windows Media Audio” An audio and audio codec file format.

Overview

The Envoy 2 S Series – the redesign of the famous Envoy S Series - advanced solar digital audio players. Included are 3 models: the **Envoy 2 S**, the **Envoy 2 S Dual** and the **Envoy 2 ST**.

Cost effective and smaller than the average smartphone, the Envoy 2 S Series is lightweight and perhaps one of the most powerful teaching and training tools available. The intuitive raised-button keypad with four levels of navigation makes searching hundreds of hours of audio Bible content easy and accessible – especially for the blind, visually impaired, elderly and even oral learners.

Both the Envoy 2 S and Envoy 2 S Dual come with 4GB of onboard memory while the more compact Envoy 2 ST offers only 512MB. All are programmable through the USB port with the SaberCopy software, making it simple and secure for you to update content. USB hubs allow for multiple players to be loaded at the same time.

The Envoy 2 S Dual may be ordered from MegaVoice with a special version of firmware that provides easy Cross navigation between Bibles or similar content in 2 different languages!

Audio Programming Requirements

Hardware Requirements

- A Windows PC or Mac (Intel only)
- At least one USB port (2.0 or higher)
- Enough disk space for…
  - The SaberCopy software program (around 10 MB)
  - Each of your audio messages
  - Additional work area for restructuring message folders
- One SLS USB cable per parallel connected player (available from MegaVoice)
- A powered USB 2.0 (or higher) hub (optional – for programming multiple players concurrently)

Software Requirements

- SaberCopy software (available from MegaVoice)
- PC Operating System: Windows 7, 8.x or 10 (SaberCopy will work on XP but is not recommended since XP is no longer supported by Microsoft)
  - SaberCopy will work on Mac but requires additional setup (see here for details)

Getting to know the exterior of the 2 S Series

Figure 1: The Envoy 2 S Dual

Figure 2: The Envoy 2 S and ST

Audio Playback

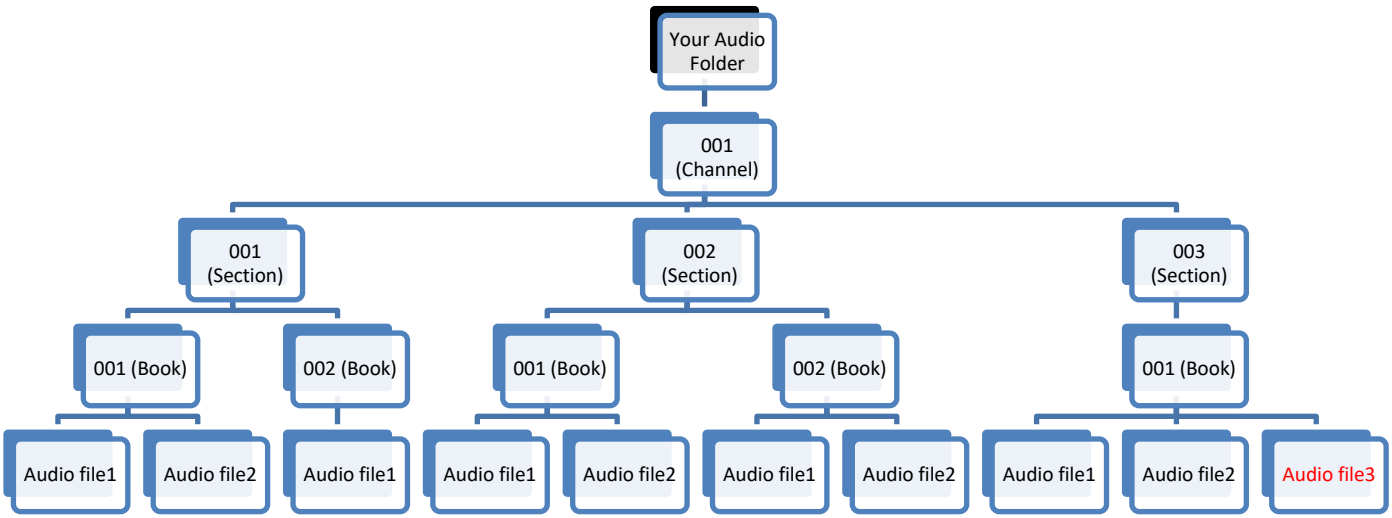
Folder Structure Requirements

Following are the required folder structures for the three Envoy 2 S Series models with a discussion of the rules governing each of those structures.

The Envoy 2 S

- All audio files must be in MP3, WAV or WMA format.
- Your audio project must be set up with a special folder layout.
  - Within your audio project folder must be 1 (and only 1) Channel folder.
  - Within each Channel folder must be at least 1 (and up to 8) Section folder(s).
  - Within each Section folder must be at least 1 (and up to 999) Book folder(s).
  - Within each Book folder must be at least 1 (and up to 999) MP3/WAV/WMA audio file(s).
  - The Channel, Section and Book folders must be named with a 3 digit number.
    - The first folder in each level must be 001.
    - The remaining folders must be sequential, i.e. 002, 003, 004, etc.
  - The MP3/WAV/WMA audio files may be named with free text – *as long as* they sort in the order they should be played.
  - *There may be no empty folders!*

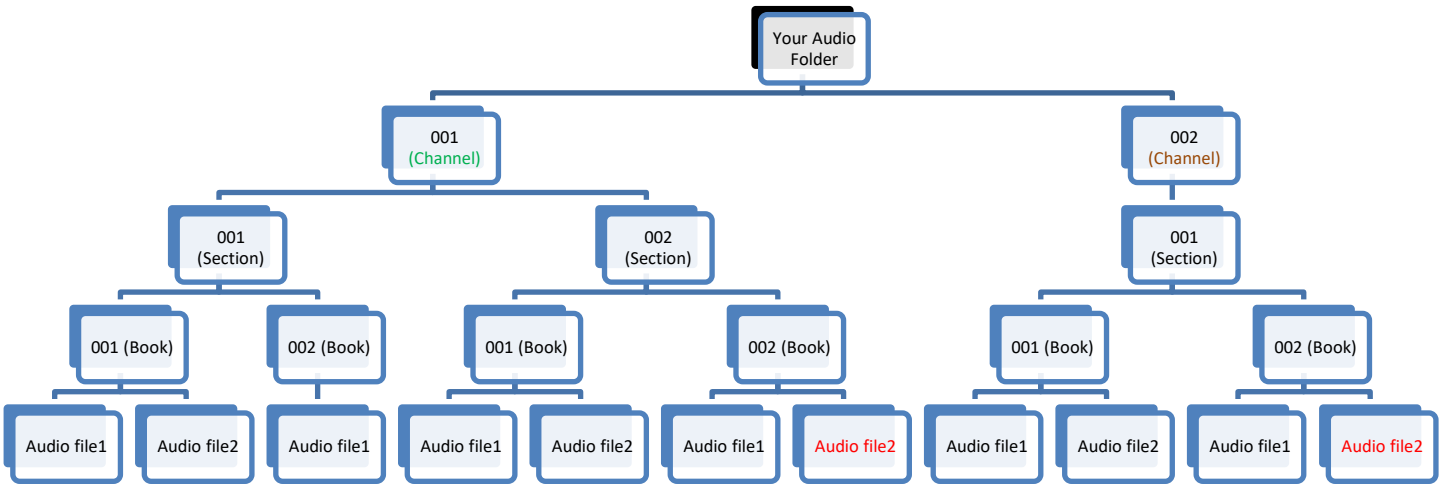
Figure 3: Folder layout for Envoy 2 S



The Envoy 2 S Dual

- All audio files must be in MP3, WAV or WMA format.
- Your audio project must be set up with a special folder layout.
  - Within your audio project folder must be exactly two Channel folders.
  - Within each Channel folder must be at least one (and up to 8) Section folders.
  - Within each Section folder must be at least one (and up to 999) Book folders.
  - Within each Book folder must be at least one (and up to 999) MP3/WAV/WMA audio files.
  - The Channel, Section and Book folders must be named with a 3 digit number.
    - The first folder in each level must be 001.
    - The remaining folders must be sequential, i.e. 002, 003, 004, etc.
  - The MP3/WAV/WMA audio files may be named with free text – *as long as* they sort in the order they should be played.
  - *There may be no empty folders!*
- While the Envoy 2 S Dual is designed to support two Channels, you can program it with only one Channel - but the following restrictions apply:
  - The second Channel folder (002) must exist in the audio project folder.
  - Within the second Channel folder there must be at least one Section folder named 001.
  - Within every Section folder there must be at least one Book folder named 001.
  - Within every Book folder must be at least a single MP3/WAV/WMA file. This file may have any name, may be "silent" and as small as one second of play time.

Figure 4: Folder layout for Envoy 2 S Dual

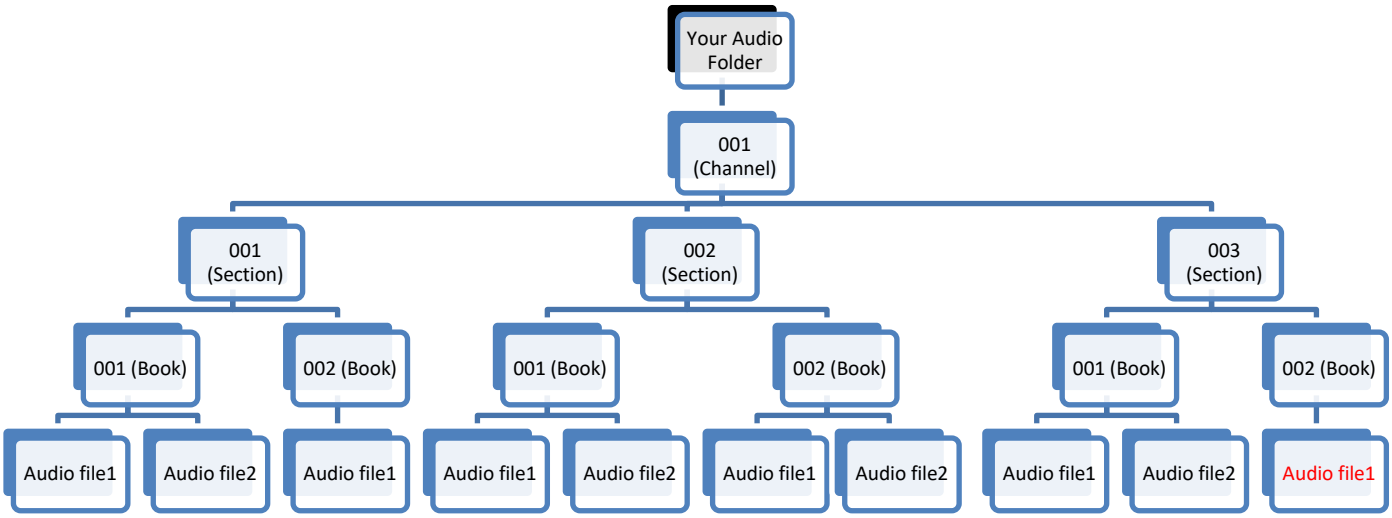


**If your Envoy 2 S Dual came with the cross-navigation feature, then the example above would not work. For cross-navigation to work properly, the 001 and 002 Channel folders must mirror each other in structure, number and names of files per folder. For example, while listening to Chapter 4, Book 3, Section 2 in Channel 1 (Green Channel) and you wish to listen to the same chapter in the other (Brown) Channel, a click on the Brown button would attempt to navigate to the beginning of Chapter 4, Book 3, Section 2 in Channel 2. If the target chapter does not exist in Channel 2, navigation may be erratic.*

The Envoy 2 ST

- All audio files must be in MP3, WAV or WMA format.
- Your audio project must be set up with a specific folder layout.
  - Within your audio project folder must be 1 (and only 1) Channel folder.
  - Within the Channel folder must be at least 1 (and up to 8) Section folders.
  - Within each Section folder must be at least 1 (and up to 999) Book folder(s).
  - Within each Book folder must be at least 1 (and up to 999) MP3/WAV/WMA audio file(s).
  - The Channel, Section and Book folders must be named with a 3 digit number.
    - The first folder in each level must be 001.
    - The remaining folders must be sequential, i.e. 002, 003, 004, etc.
  - The MP3/WAV/WMA audio files may be named with free text – *as long as* they sort in the order they should be played.
  - *There may be no empty folders!*

Figure 5: Folder layout for Envoy 2 ST



Playback looping within the structures

Audio playback automatically loops when left to play uninterrupted. Once the last file* in a structure has been played, playback will continue with the first file.
For the Envoy 2 S Dual structure, looping will occur within the currently playing Channel folder. For the Envoy 2 S and Envoy 2 ST looping occurs within the single Channel folder.

In the preceding illustrations of the different folder structures, the "last file" in each is highlighted in **red.*

The Keypad

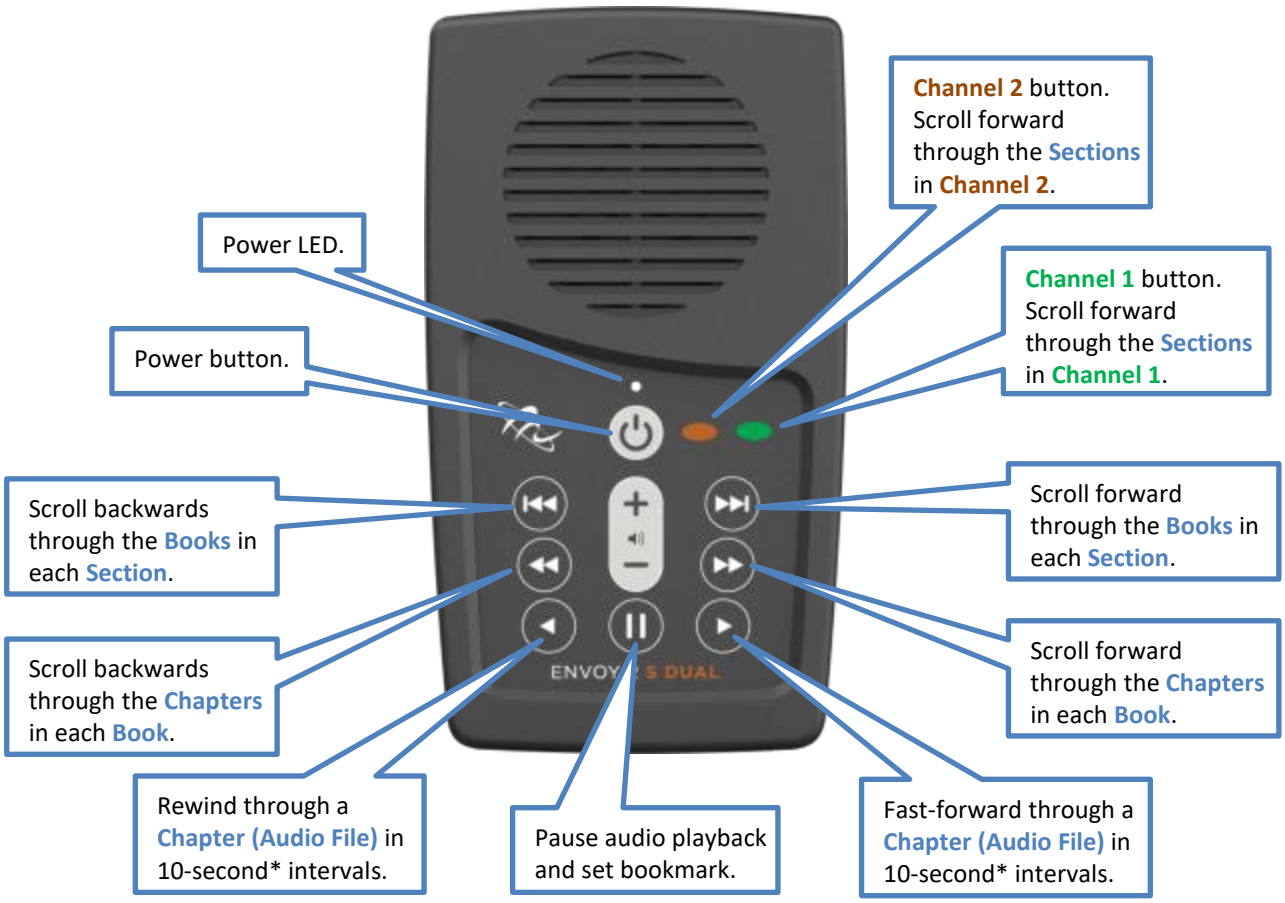
The Envoy 2 S Series comes with an intuitive raised-button keypad, offering four levels of convenient navigation through hundreds of audio files in up to two Languages.

Let's get to know the *Envoy 2 S Dual* keypad and how the *navigation* buttons correlate to the supported folder structures.

The keypads of the *Envoy 2 S and Envoy 2 ST* are the same *except for* the absence of the Channel buttons that are not included in that particular model.

The keypad layout

Figure 6: Envoy 2 S Dual Navigation and Function Buttons



**The actual time may vary slightly.*

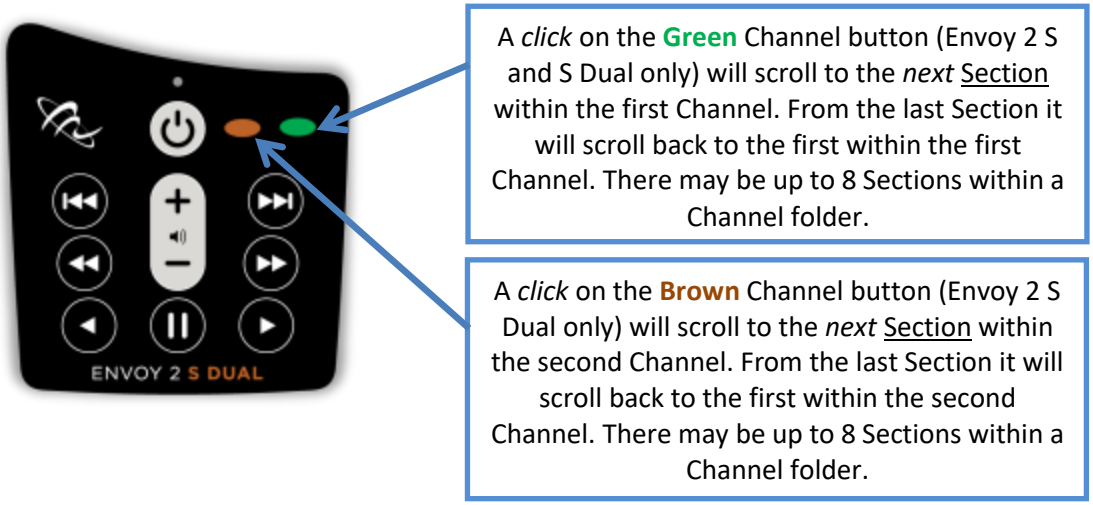
Navigation button specifics

Initially, the player will begin audio playback from the first (**Green**) Channel. The following diagrams address navigation for audio playback mode, associating folders and files within the valid structures to specific buttons.

For the Envoy 2 S Dual there are *exactly* two Channel groups on the player. The **Green** button controls the first Channel while the **Brown** button controls the second Channel. A *2-second press* on either will navigate to the corresponding Channel group.

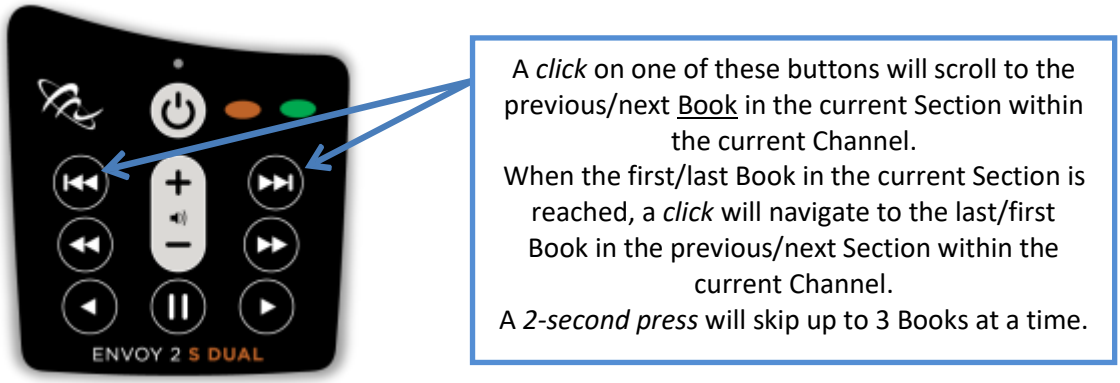
Each Channel group may contain one or more "Sections". The and buttons control forward navigation through the Sections within the corresponding Channel group.

Figure 7: Channel and Section control buttons (Envoy S and S Dual only)



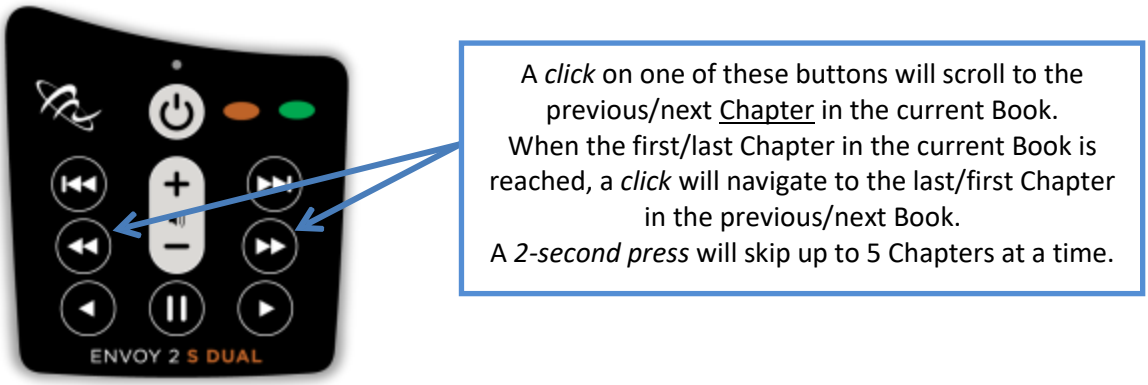
Each Section may contain one or more "Books". The and buttons control reverse/forward navigation through the Books.

Figure 8: Book control buttons



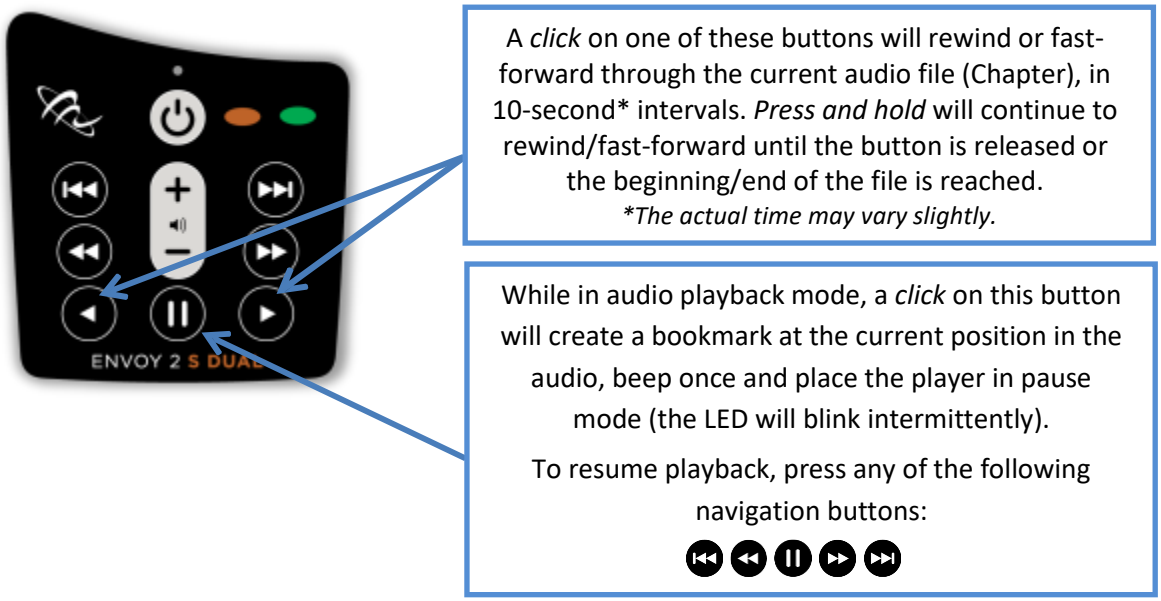
Each Book may contain one or more "Chapters". The ⏪ and ⏩ buttons control reverse/forward navigation through the Chapters.

Figure 9: Chapter control buttons



The ◀ and ▶ buttons control rewind/fast-forward navigation through the current audio file (Chapter). The ⏸ button allows you to pause audio playback and set the bookmark.

Figure 10: Buttons for navigating the Current Chapter, the Pause button



Setting up the folder layout

The Audio Project Folder

Let's use the following example. Please note that this example is specifically for the Envoy 2 S Dual, which is the most complex. It is the same for the Envoy 2 S and ST but with the omission of the *second* Channel folder.

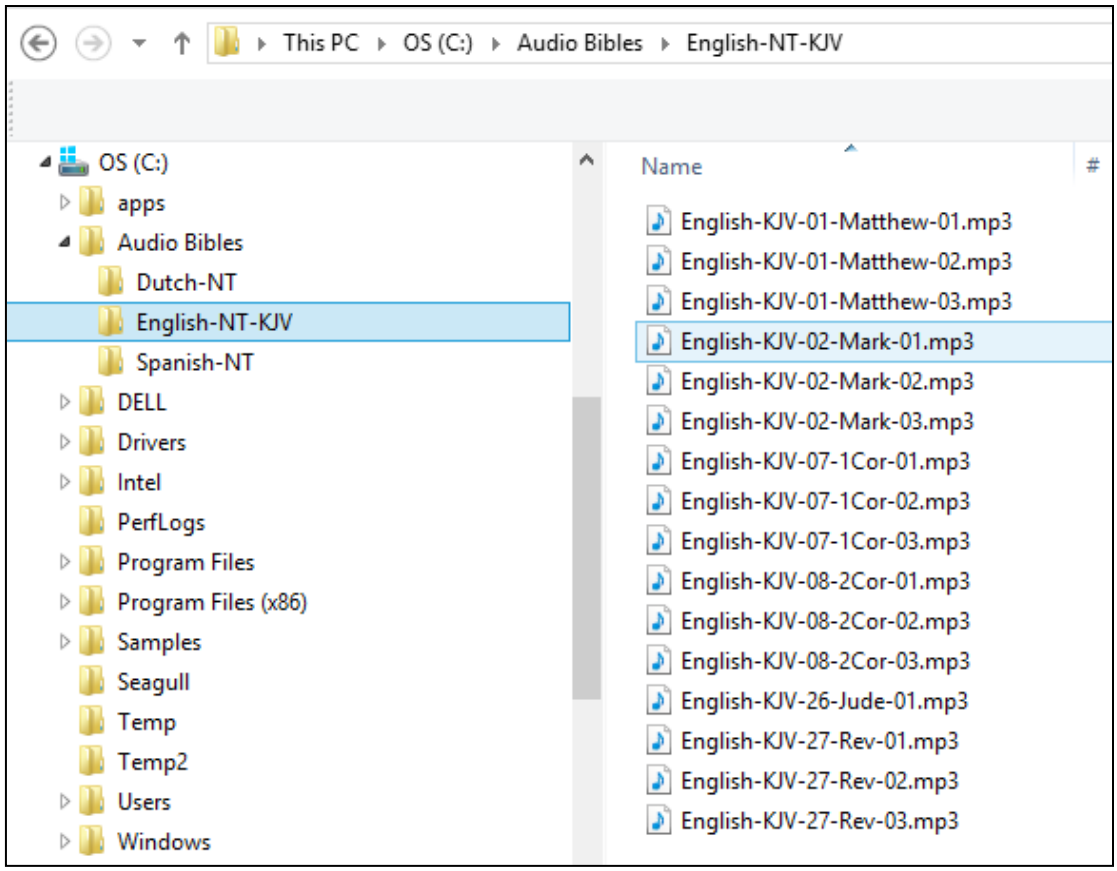
We have sets of Audio Bibles in different Languages, but the structure is such that all the audio files for each Bible are together in a single folder. The individual audio files are named such that they are easily recognizable and they also sort in the order in which they should be played but that is the extent of the organization. Your audio messages may be organized differently.

We have a folder named "Audio Bibles". Within that folder we have 3 Bibles each in a folder of its own: a Dutch New Testament (Dutch-NT), an English New Testament of the KJV translation (English-NT-KJV) and a Spanish New Testament (Spanish-NT).

Within each Bible folder are all the relevant audio files (WAV/MP3/WMA), which are Chapters of the various Books. To keep the files ordered within the single folder, our naming convention is:

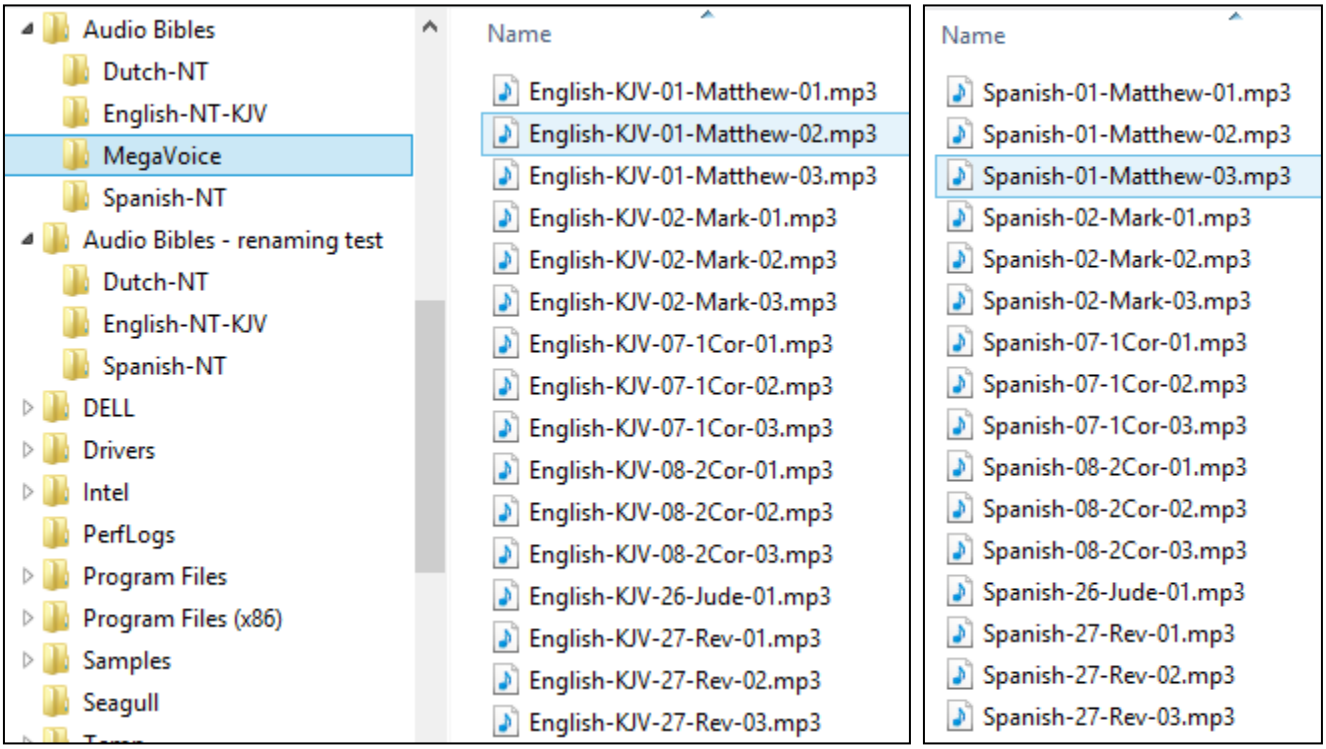
BibleName-BookNumber-BookName-ChapterNumber

Let's take the English-NT-KJV audio message and Spanish-NT and prepare them for the Envoy 2 S Dual. In order to keep the example simple, please note that only select Book and Chapter files appear. We have the first 3 Chapters of the Books Matthew, Mark, 1 Corinthians, 2 Corinthians, Jude and Revelation.



In order to load the Envoy 2 S Dual with an audio project, it *may* be necessary to rename and/or reorganize the folders. Before you begin making changes to *your* Audio Project Folder, MegaVoice recommends that you make a copy of your project folder and make changes *to the copy* to keep your original folder intact. Then use the copy for loading the players.

So let's create a new folder within our Audio Bibles folder and call it MegaVoice. From this point on, we will refer to that folder as the ***Audio Project Folder.*** We'll copy the contents of the English-NT-KJV *and* Spanish-NT folders into it and make our changes here.



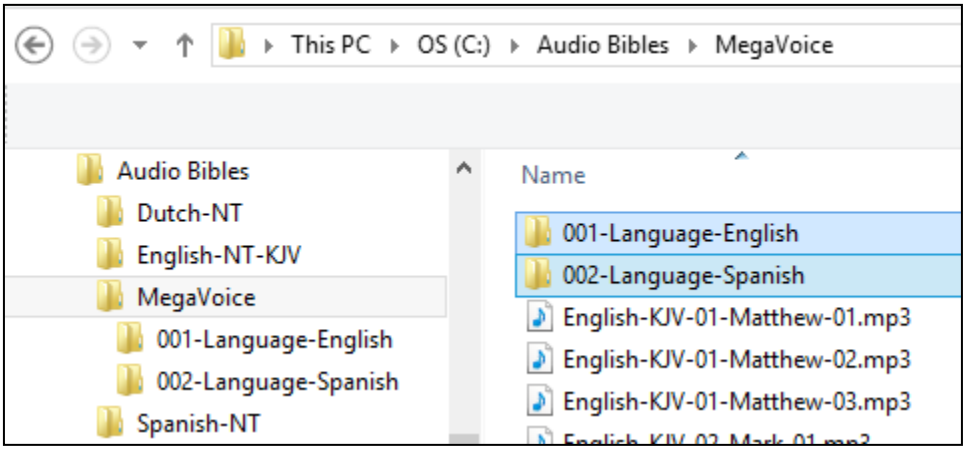
As mentioned earlier, we need to end up with the following required structure:

- Audio Project Folder
  - Channel Folder 1 (named “001”)
    - Section Folder 1 (named “001”)
      - Book Folder 1 (named “001”)
      - Book Folder 2 (named “002”)
      - And so on…
    - Section Folder 2 (named “002”)
      - Book Folder 1 (named “001”)
      - Book Folder 2 (named “002”)
      - And so on…
    - And so on…
  - Channel Folder 2 (named “002”)
    - Section Folder 1 (named “001”)
      - Book Folder 1 (named “001”)
      - Book Folder 2 (named “002”)
      - And so on…
    - Section Folder 2 (named “002”)
      - Book Folder 1 (named “001”)
      - Book Folder 2 (named “002”)
      - And so on…
    - And so on…

The Channel Folders

First let's create the two Channel folders in the MegaVoice folder. The first must be named "001". Since we will end up with lots of folders with some of the same 3-digit sequence numbers, we will append a meaningful name to help us distinguish between them all. Let's name it "001-Language-English". The second will be "002-Language-Spanish".

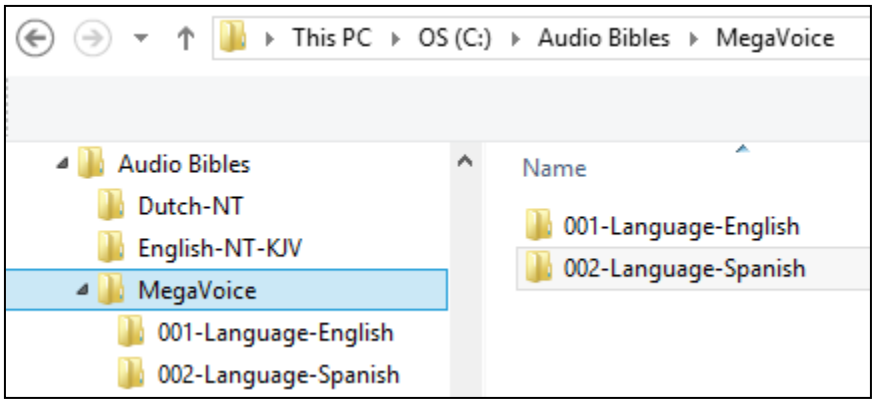
In a later step using a recommended file "renaming" utility we will remove the "meaningful" part of the folder names – but only after the folders are organized properly.



Now let's move all the English-KJV MP3 files into the new folder "001-Language-English". And we'll also move all the Spanish-NT MP3 files to the new folder "002-Language-Spanish". There are several ways to do this. Use the method you are most comfortable with.

- Highlight the relevant MP3 files, right-click and choose "Cut", open the appropriate Channel folder, right-click and choose "Paste".
- Highlight the relevant MP3 files, "drag" them to the appropriate Channel folder and "drop" them.

The MegaVoice folder will now contain *only* the two Channel folders.



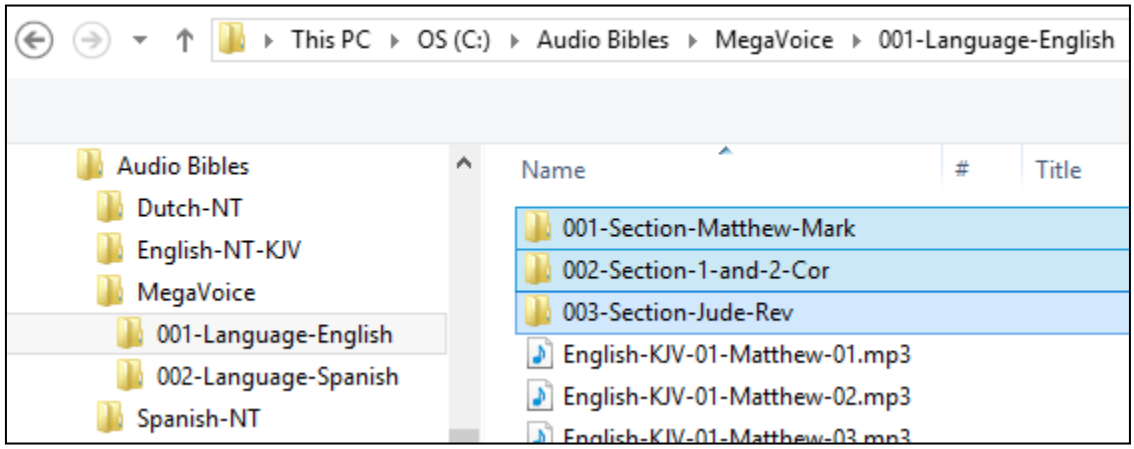
The Section Folders

Now we decide how we want to group our “Books” into Sections.

> If you ordered your Envoy 2 S Dual with the special Cross Navigation feature (requires special firmware to be installed) then you must make sure that the two Channel folders are structured identically for Cross Navigation to work. If you did not order the Cross Navigation firmware, the two Channel folders may be structured completely differently – as long as they follow all the structuring rules.

In this example, we have only 6 Books: Matthew, Mark, 1 Corinthians, 2 Corinthians, Jude and Revelation. We want 3 Sections where the first contains Matthew and Mark, the second contains 1 and 2 Corinthians and the third contains Jude and Revelation.

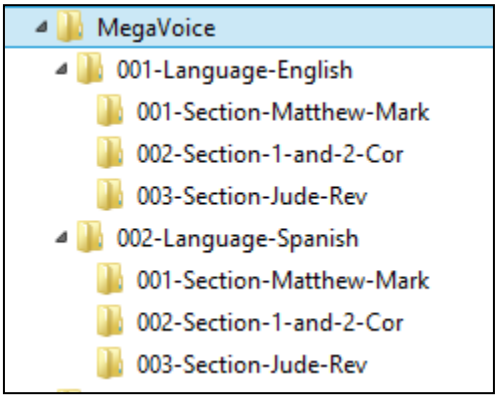
In Channel folder “001-Language-English”, let’s create the following Section folders: “001-Section-Matthew-Mark”, ”002-Section-1-and-2-Cor” and “003-Section-Jude-Rev”.



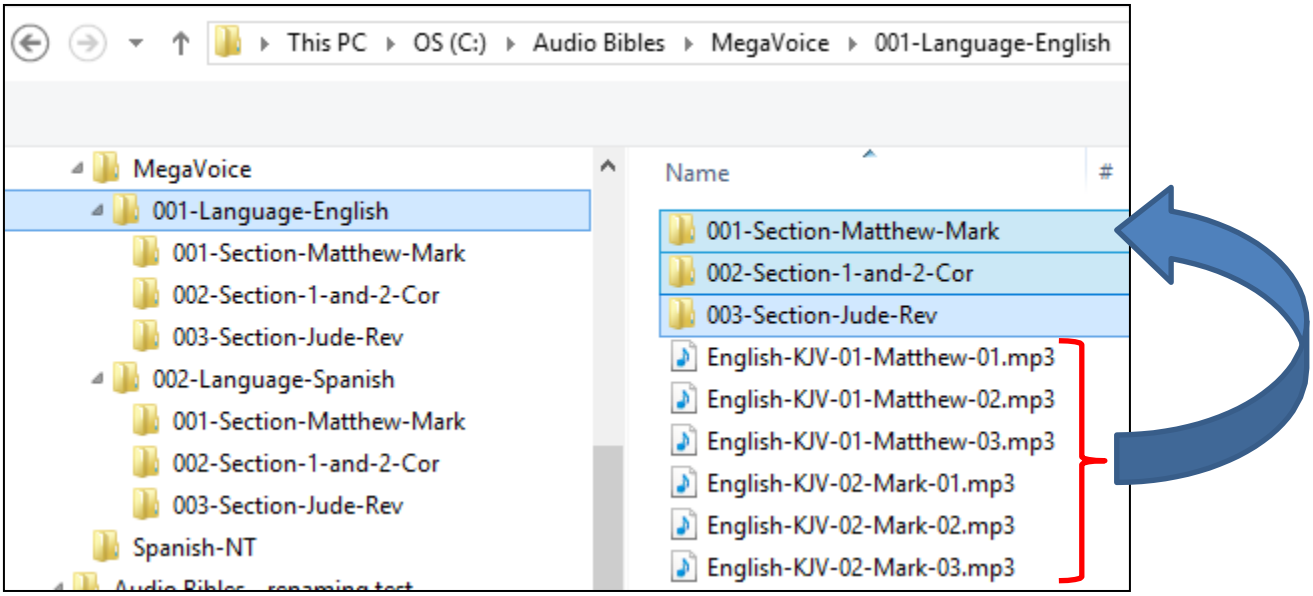
For our example, we are preparing folders for an Envoy S Dual with the Cross Navigation feature. Since the Section folders must be identical in structure for both Channel folders in order for Cross Navigation to work properly, before moving any other files, we could simply copy these empty Section folders and paste them into the “002-Language-Spanish” folder.

Alternatively, we could wait until the first Channel folder is complete and manually create them when working on the second Channel folder. If you are not using Cross Navigation, you may want to complete the first Channel folder *before* building the second Channel folder.

When done with this step, we should have the following folder structure in the MegaVoice audio folder:



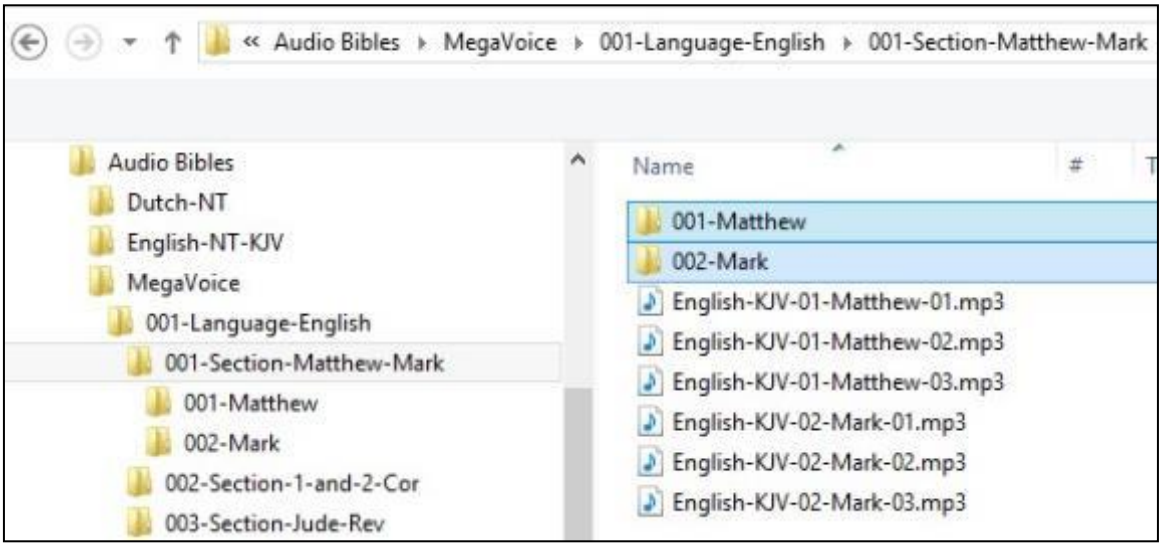
Once our Section folders are created, let’s move corresponding audio files to their respective Section folder. In the first Channel folder, “001-Language-English”, move all the Chapter (MP3) files for Matthew and Mark to the “001-Section-Matthew-Mark” folder. Move all the Chapter files for 1 and 2 Corinthians to ”002-Section-1-and-2-Cor”. Move all the Chapter files for Jude and Revelation to “003-Section-Jude-Rev”.



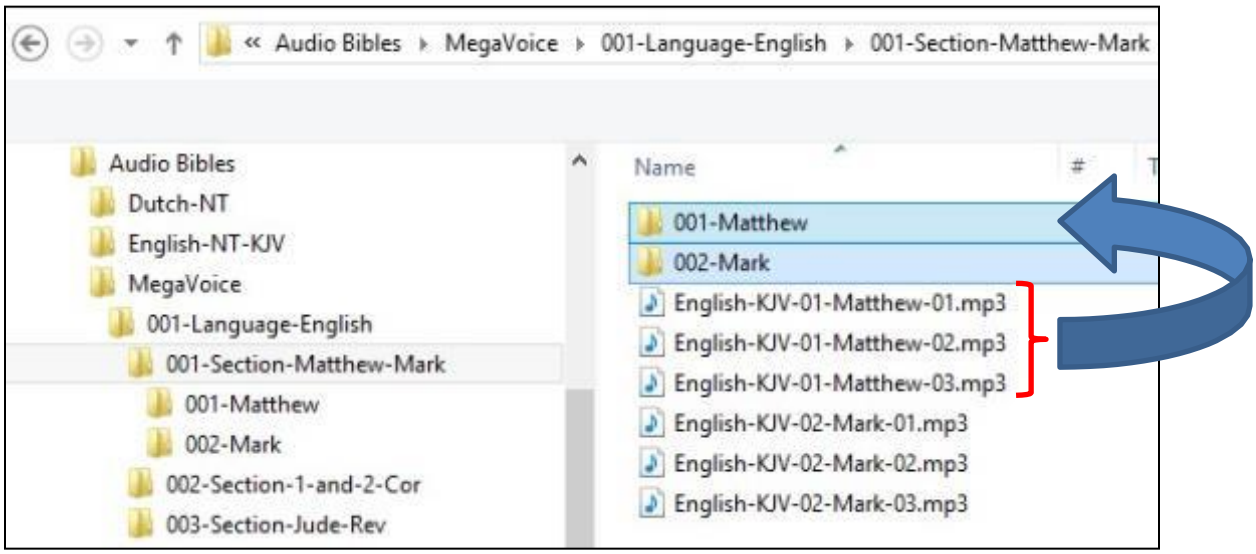
The Book Folders and Chapter Files

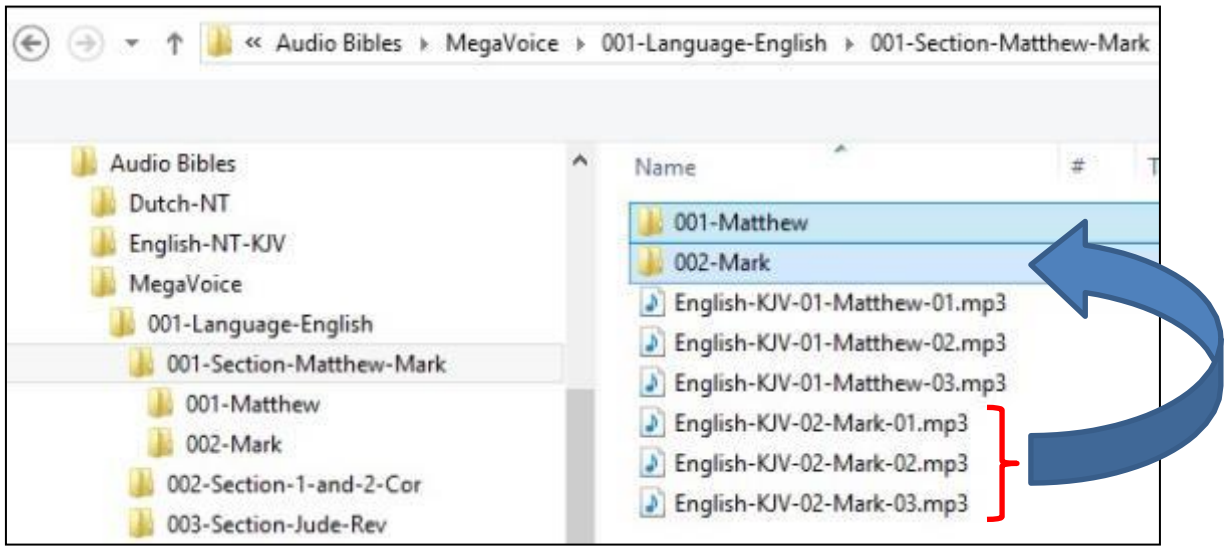
Now we will create “Book” folders in each of the three Section folders. We’ll begin with the first Channel folder “001-Language-English”. This entire process will be repeated for the “002-Language-Spanish” folder later.

Open the first Section folder, “001-Section-Matthew-Mark”. Since Matthew is the first Book, create a folder named “001-Matthew”. Mark, being the second Book, will need a folder named “002-Mark”.

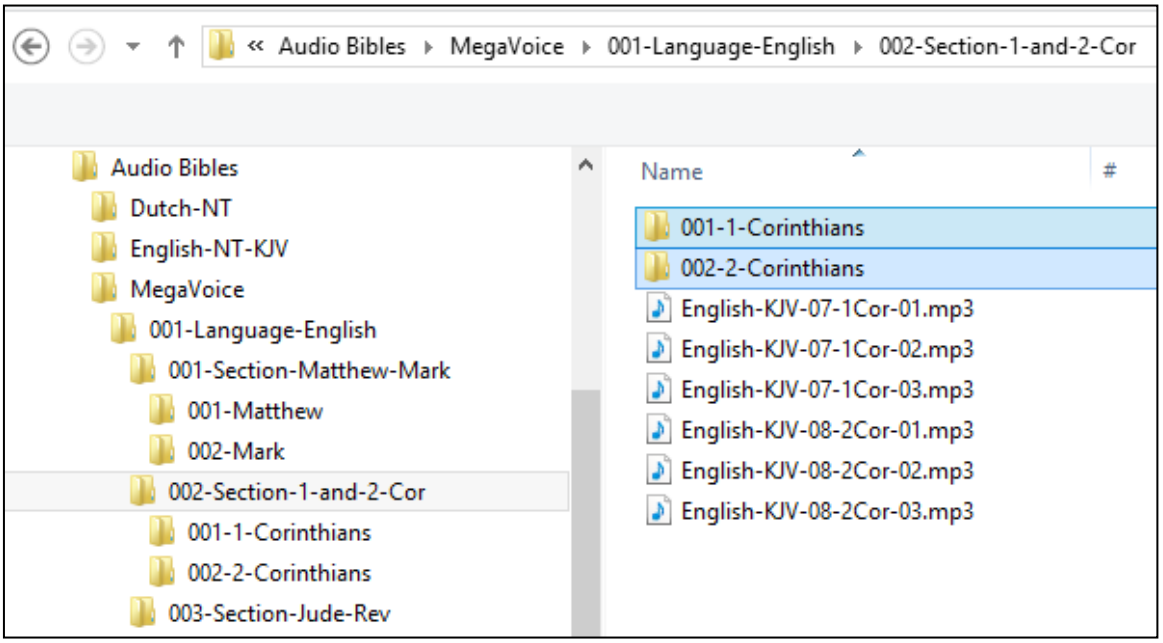


Now we will move the Chapter files to their respective “Book” folders. Highlight the Chapter files for Matthew (3 of them in our example) and move them to the “001-Matthew” folder. Highlight the Chapter files for Mark (3 of them) and move them to the “002-Mark” folder.

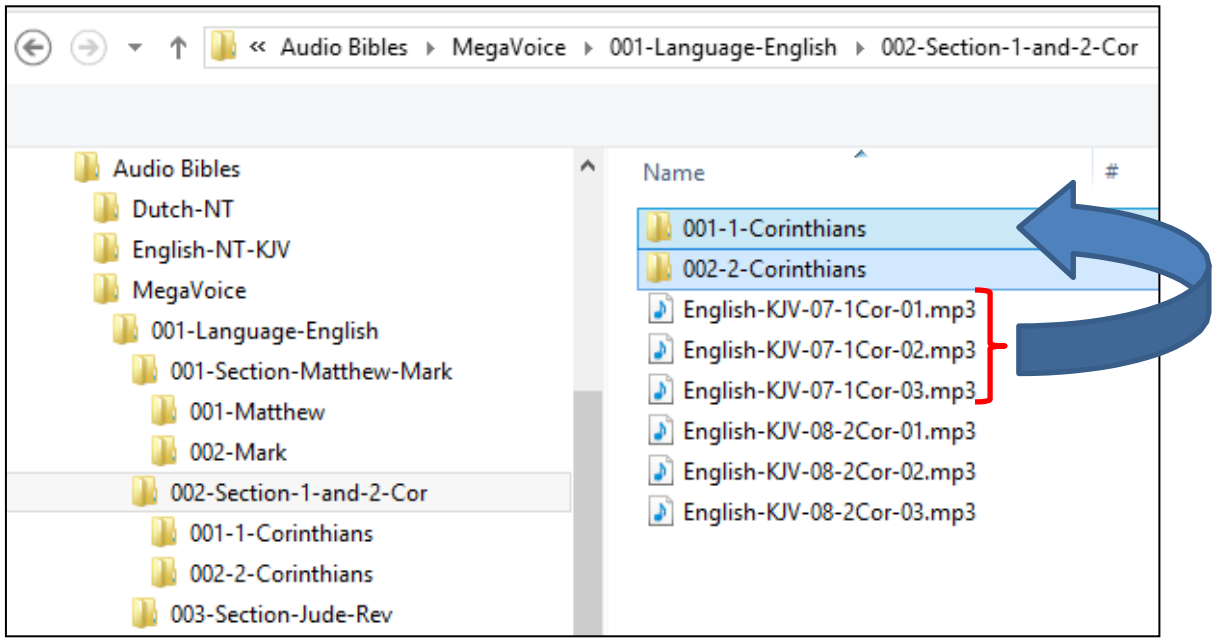


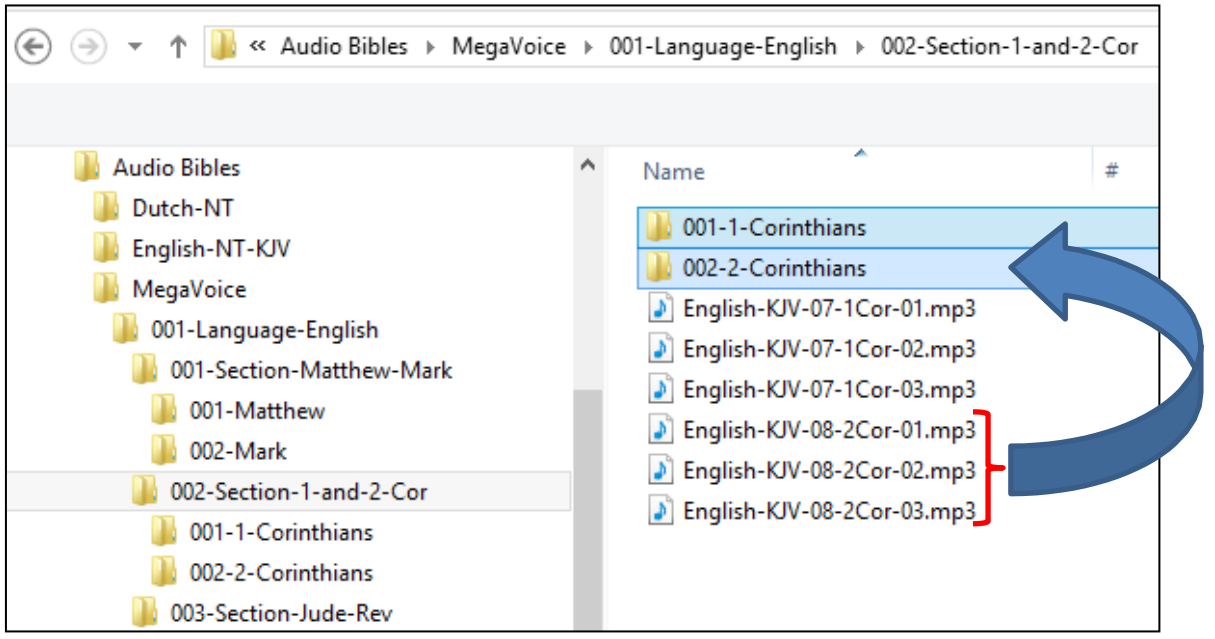


Let's repeat the above process for the next Section, "002-Section-1-and-2-Cor". Because 1 Corinthians is the first Book in this Section, create folder "001-1-Corinthians". And create "002-2-Corinthians" for the second Book.

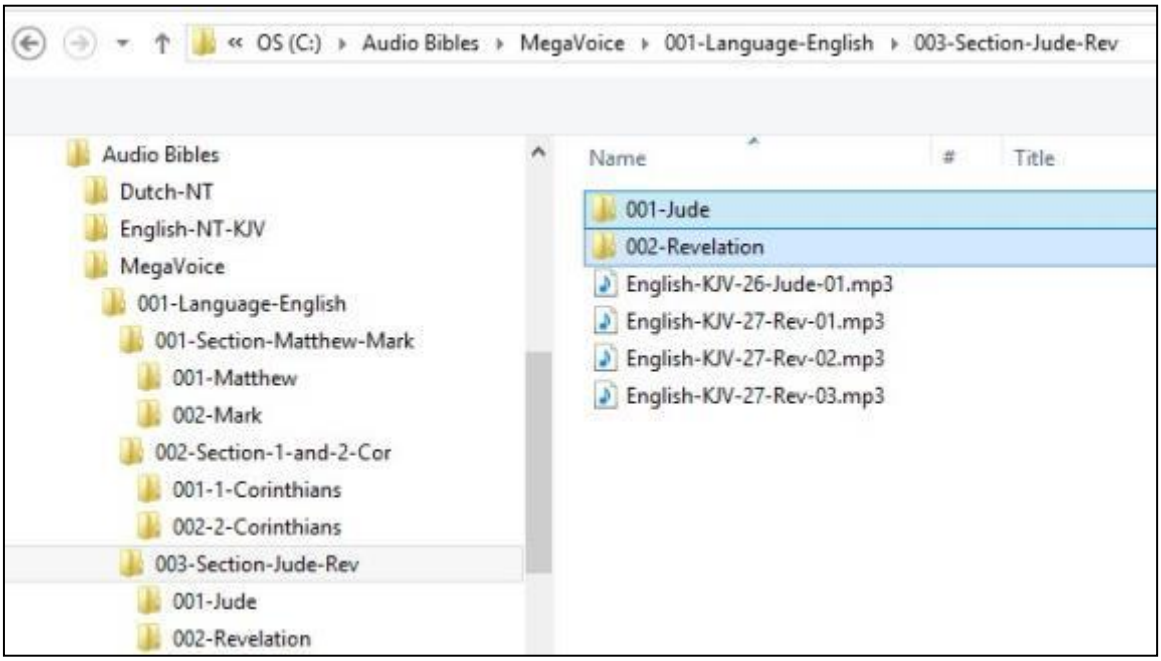


Again we will move the Chapter files to their respective “Book” folders. Highlight the Chapter files for 1 Corinthians (3 of them in our example) and move them to the “001-1-Corinthians” folder. Highlight the Chapter files for 2 Corinthians (3 of them) and move them to the “002-2-Corinthians” folder.

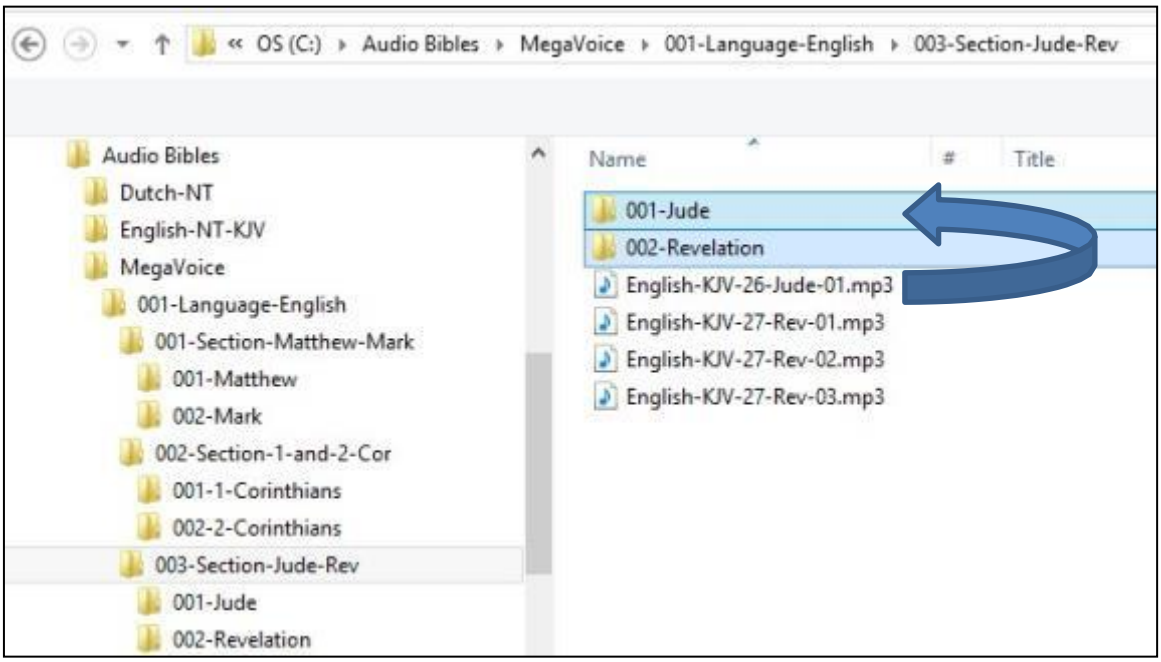


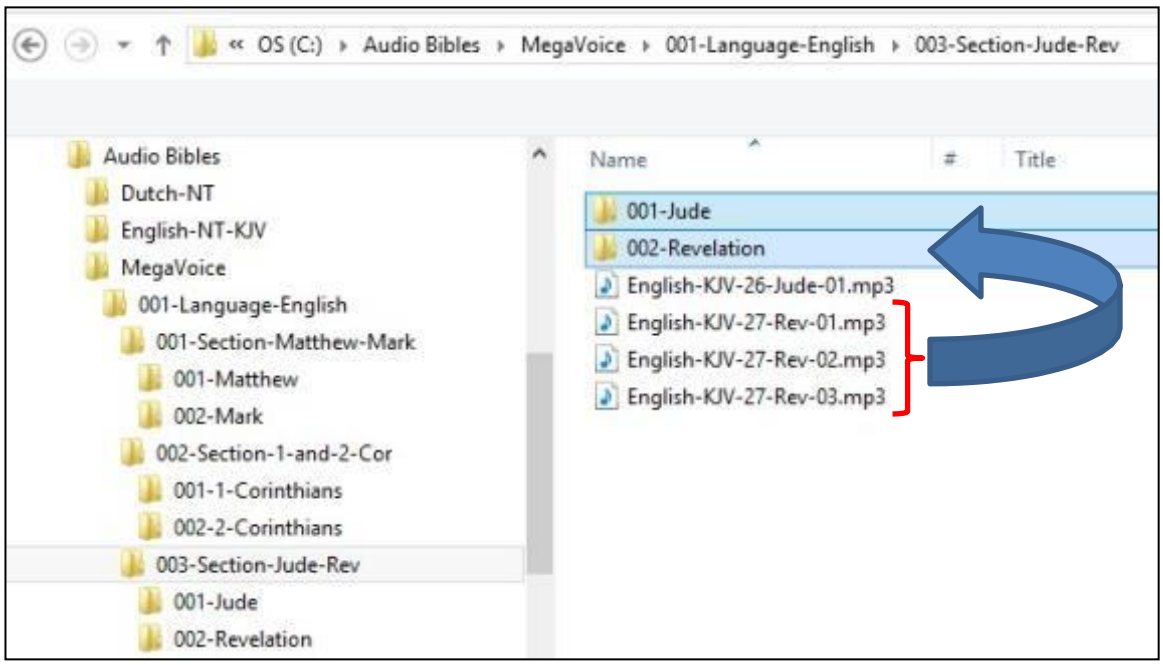


And finally, repeat the process for the third Section, “003-Section-Jude-Rev”. Open the folder and create a Book folder for Jude, “001-Jude” and create a folder for Revelation, “002-Revelation”.



Let’s move the Chapter files to their respective “Book” folders for Section 3. Highlight the (only) Chapter file for Jude and move it to the “001-Jude” folder. Highlight the Chapter files for Revelation (3 of them) and move them to the “002-Revelation” folder.





The Second Channel Folder

Once you have completed all the Section and Book folders in the "001-Language-English" folder, repeat the process for the "002-Language-Spanish" folder.

At this point, it is very important to make the following distinction. *If* you are using the Cross Navigation feature to navigate between your two Channels, remember that the structure for the second Channel folder must be identical to the first Channel folder.

If, however, you are *not* using the Cross Navigation feature, you may arrange your Sections and Books however you like, as long as the layouts in both Channel folders adhere to the defined structuring rules.

Although it is possible to program an Envoy 2 S Dual with Cross Navigation using two differently structured Channel folders, MegaVoice advises **against** it! Though the player may function mostly without a problem, there is a chance that the player will lock up if it can't find a corresponding file when toggling between the two Channels.

Verifying the Intermediate Folder Structure

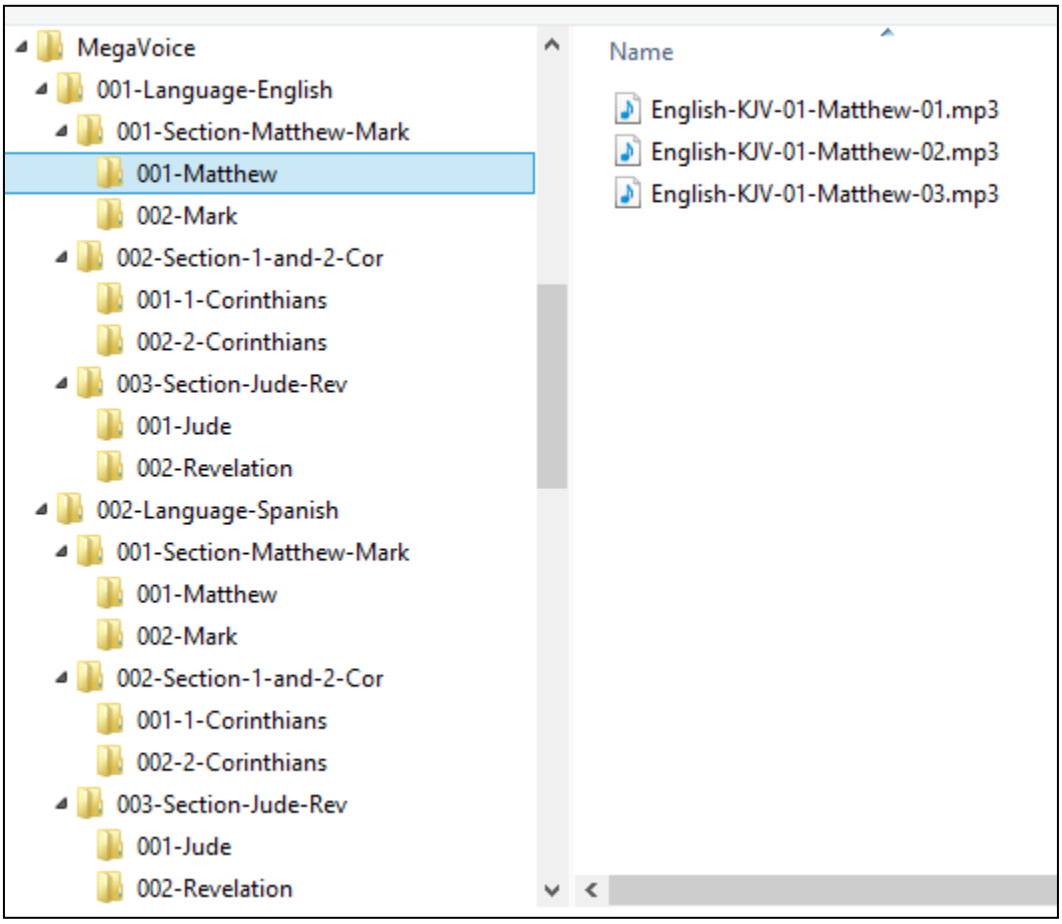
Let's verify what we have so far in our example. Using names that were a combination of the required 3-digit sequence number and a meaningful name should make this easy. Start with the MegaVoice audio project folder and click on each folder to verify the contents.

Within our Audio Project Folder "MegaVoice" we should only have two folders which are our Channel folders.

Within each Channel folder we should only have our three Section folders.

Within each Section folder, we should only have two Book folders and they should be the Books relevant to that particular Section.

Within each Book folder we should have the relevant Chapter (MP3) files for that Book. The Book folders are the only place in the Audio Project Folder where MP3 files are present.



Renaming the Folders

Now that we have validated our folder structure along with the contents of each, we need to rename our folders to the required 3-digit names.

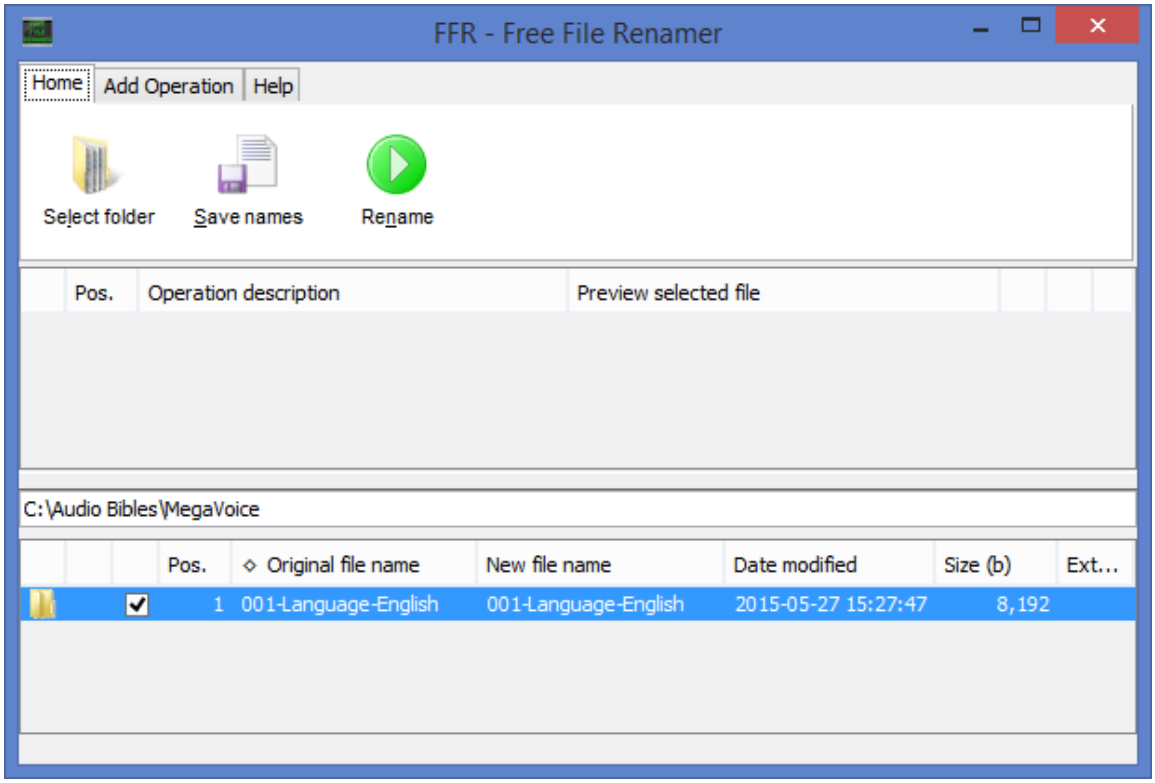
> At this point, MegaVoice recommends that you make another backup of your audio project folder *before* renaming the folders. Having this copy with the "meaningful" names will make it easier to compare the folders and files in the event audio files were accidentally moved to the wrong folders.

Because our example is a very simple one, we could easily do this manually using the File Explorer on our PC or Mac. But since most audio projects will have hundreds of audio files spread throughout very many folders that could be quite a tedious task and prone to error.

MegaVoice recommends a free file renaming utility that you can install on your PC or Mac. It can be used to rename either files or folders. If you need it, download and install the software.

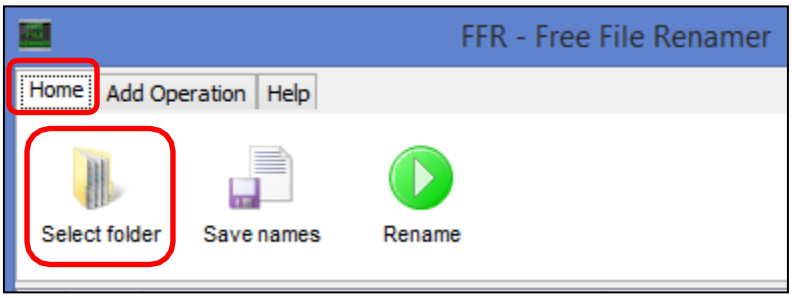
http://sourceforge.net/projects/freefilerenamer/

We'll demonstrate how to use this utility to rename our folders. Because the audio files (MP3) were already named so that they sorted correctly, they can be left as they are.

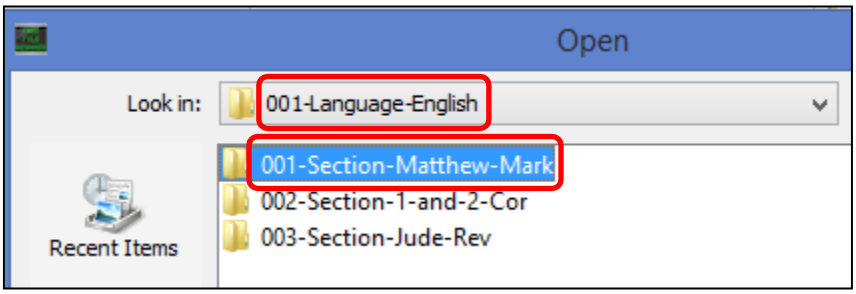


Let's get started. The first thing we need to do is to identify the folder(s) we wish to rename. The *Free File Renamer* utility can only rename the files or folders within a single folder at a time.

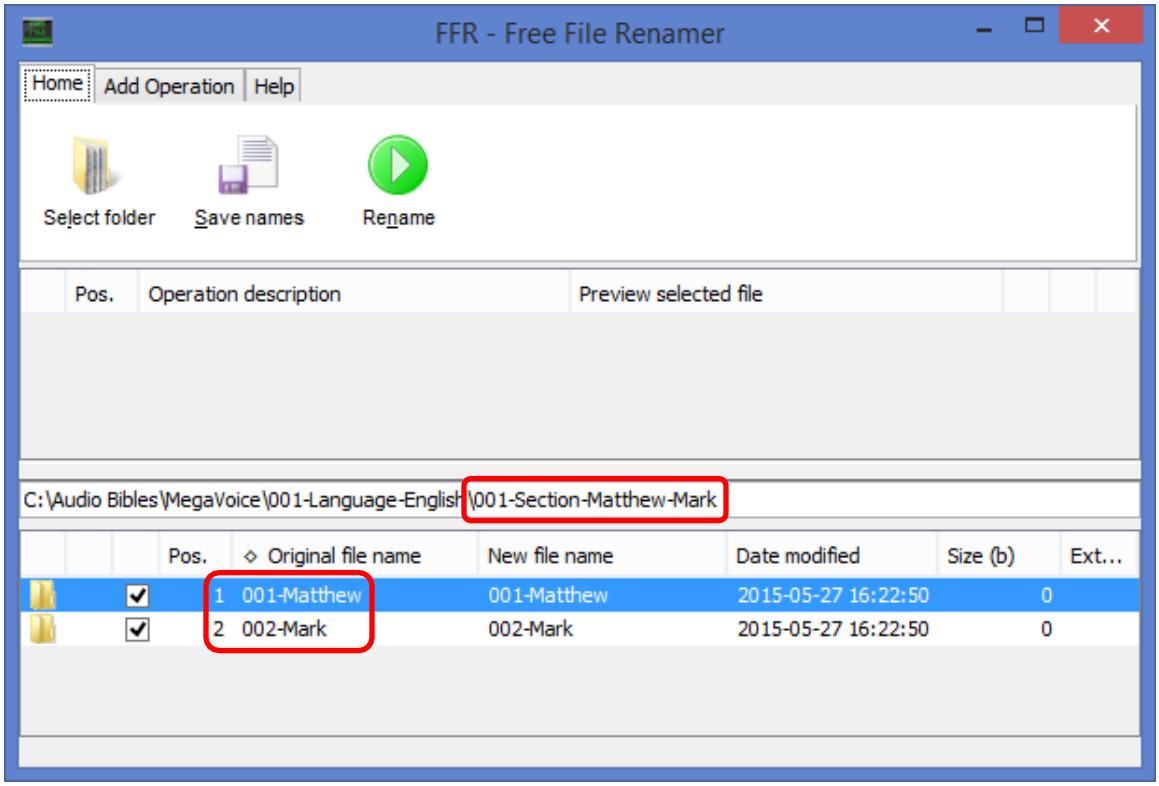
On the main screen, make sure you are on the "Home" tab. Click the "Select folder" icon.



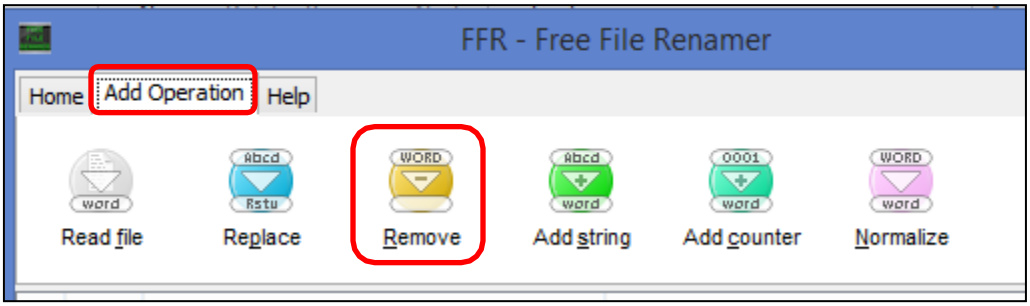
The "Open" dialog appears. We can rename our folders in any order desired. Let's start with the Book folders in each Section folder, followed by the Section folders and finally the Channel folders. Navigate to \Audio Bibles\MegaVoice\001-Language-English folder. Highlight the first Section folder "001-Section-Matthew-Mark" and click "Open".



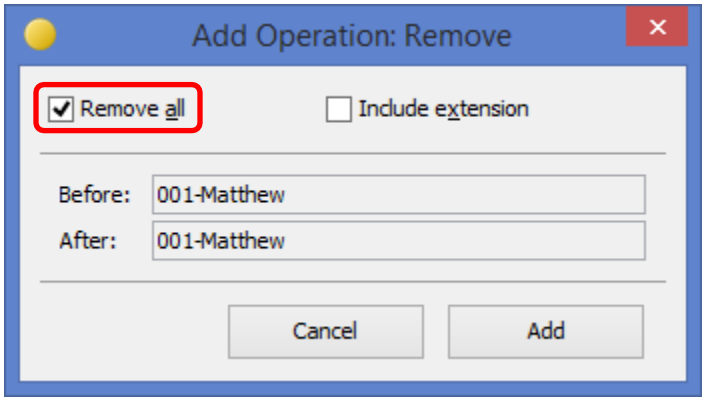
In the selected Section folder, we should see the 2 Book folders, “001-Matthew” and “002-Mark”.



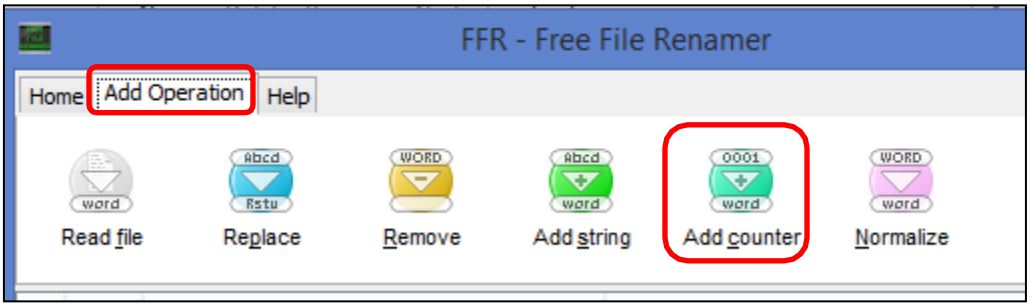
Now let’s define the rules for how we want to rename all the relevant folders. Go to the “Add Operation” tab and click the “Remove” icon.



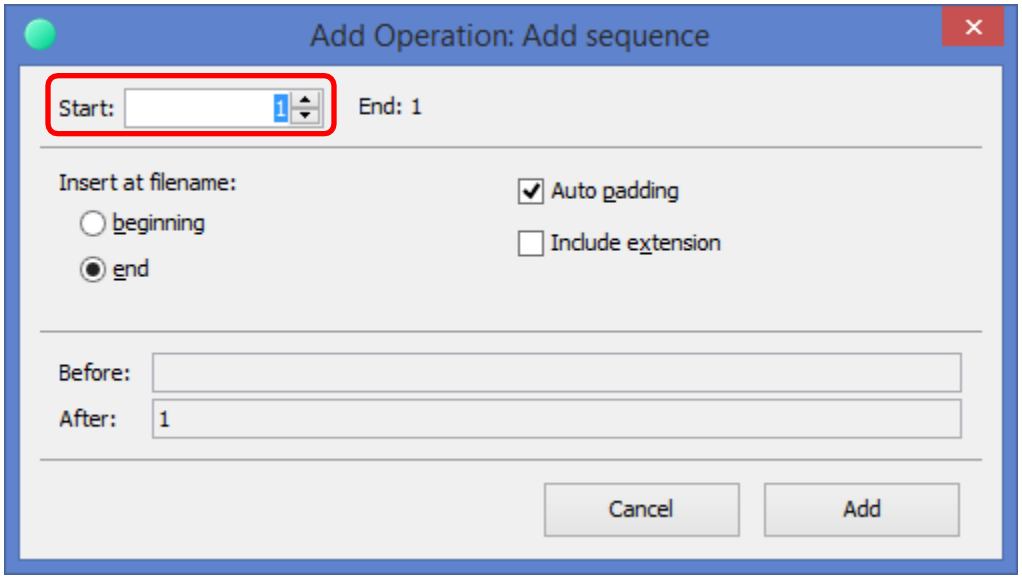
The “Add Operation: Remove” dialog appears. Make sure “Remove all” is checked and click the “Add” button.



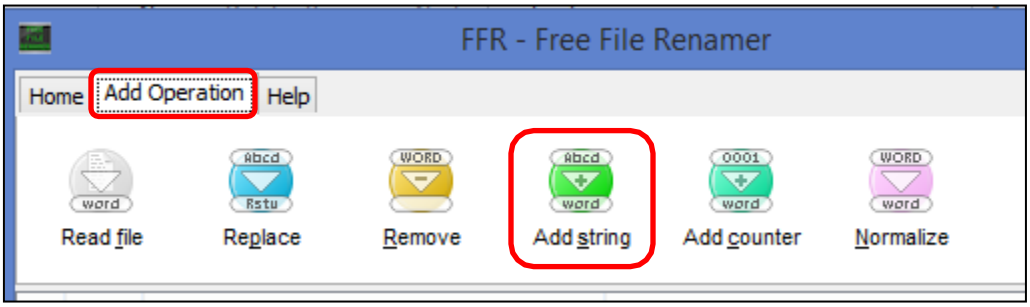
Making sure we are still on the “Add Operation” tab, click the “Add counter” icon.



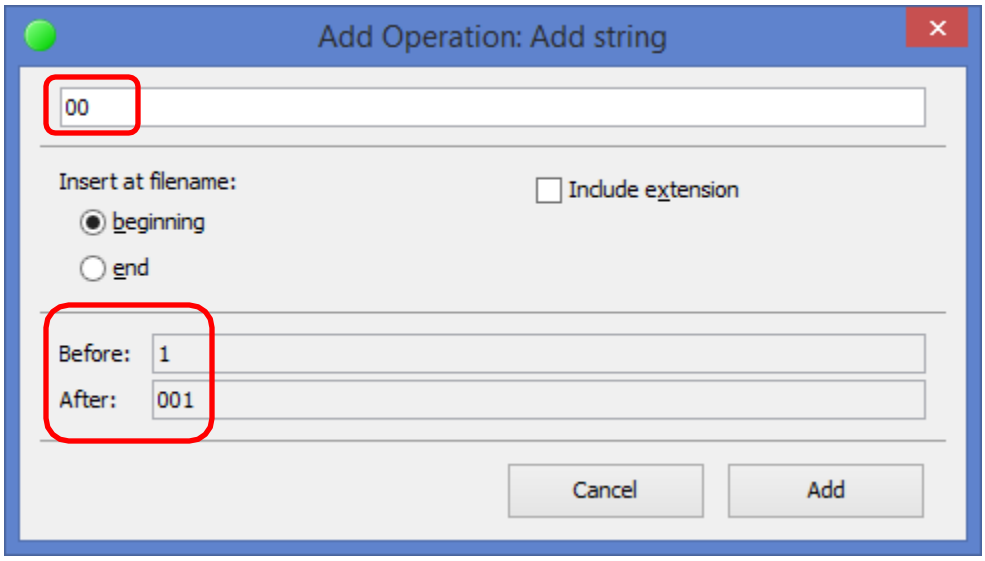
The “Add Operation: Add sequence” dialog appears. Change the “Start” field to “1”. Leave the rest of the fields to default and click the “Add” button.



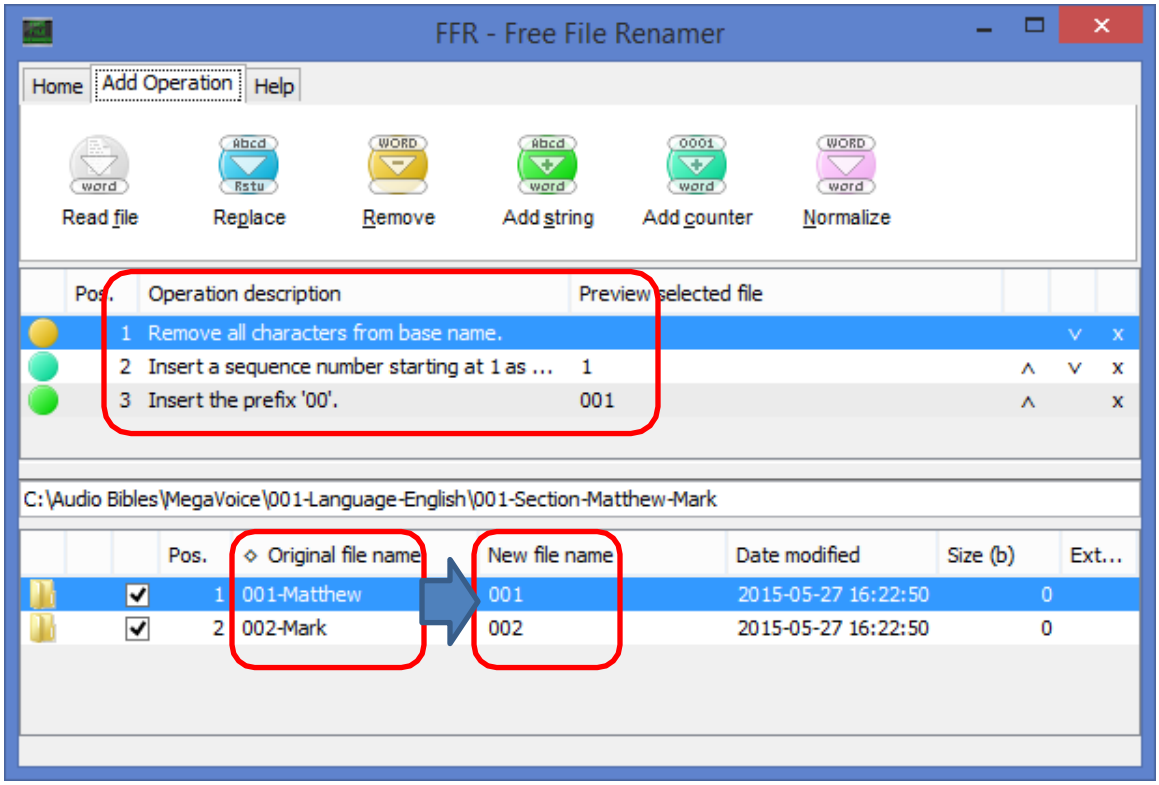
Still on the “Add Operation” tab, click the “Add string” icon.



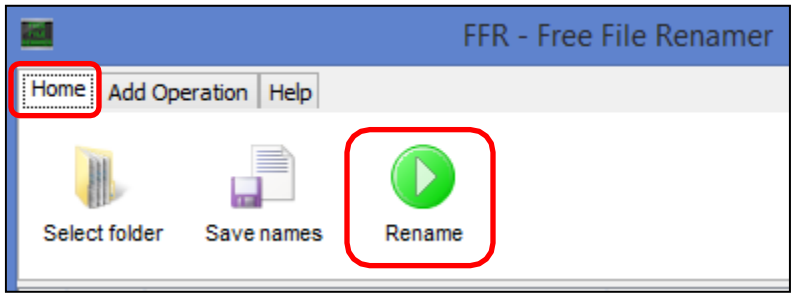
The “Add Operation: Add string” dialog appears. Here we are going to determine how many leading zeroes to add. Note that this must be a “per folder” determination. If there are fewer than 10 folders to rename (in the currently selected folder), type “00” (2 zeroes) in the first field. But if there are 10 or more, type a “0” (single zero) in it. Once you set that value and click anywhere else on the dialog, the “Before/After” display at the bottom of the dialog will show you the results. Click the “Add” button.



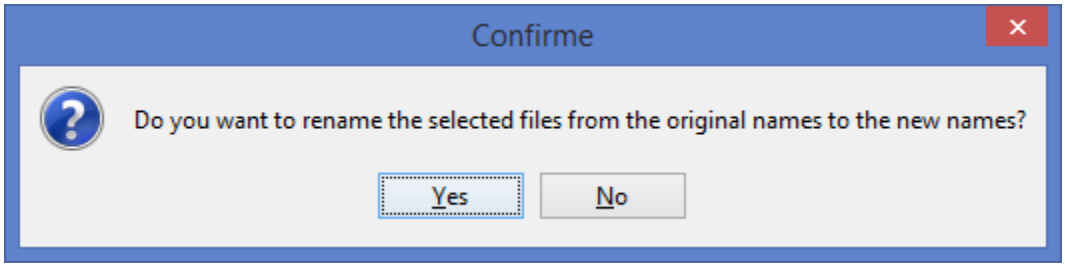
We have now added the “operations” necessary to rename the 2 Book folders. Returning to the main screen, we see the 3 operations we added listed in order. We can also verify that our operations are correct by comparing the “Original file name” column against the “New file name” column in the list at the bottom of the screen. In this case, the “001-Matthew” folder will be renamed to “001” and “002-Mark” will be renamed to “002” – exactly what we want.



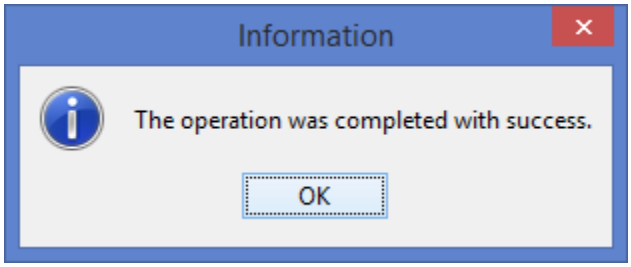
Click on the “Home” tab, and then click the “Rename” icon.



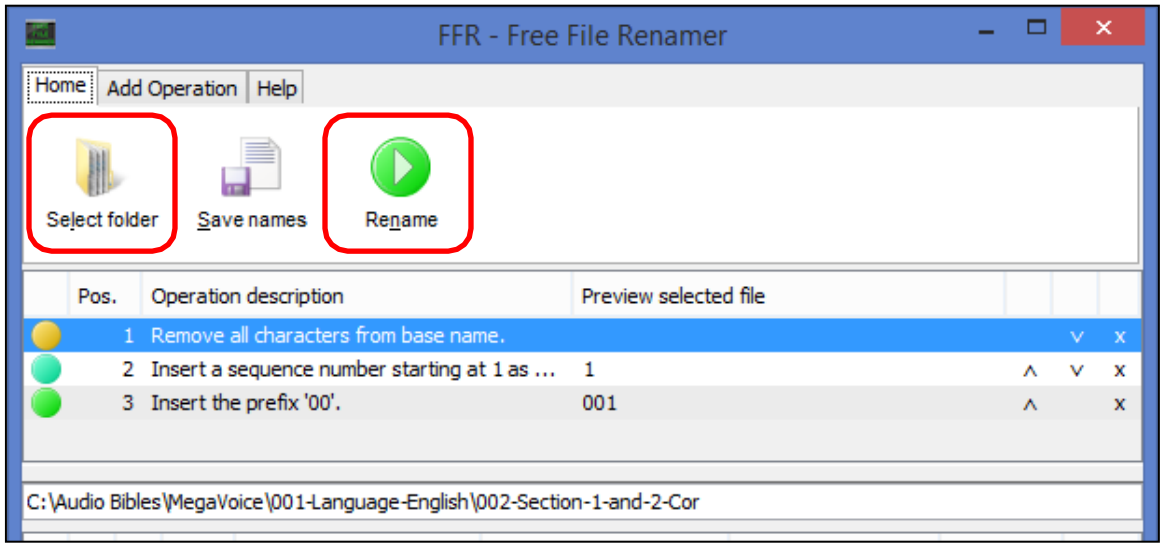
The “Confirm” dialog appears. Click the “Yes” button to execute the rename.



The “success” dialog will appear. Click the “OK” button to continue.



Because the utility *remembers* the renaming operations, all we need to do now is to select the next Section folder (002-Section-1-and-2-Cor) and simply click the “Rename” icon. Repeat this process for the remaining Section 003-Section-Jude-Rev and for the 001-Language-English folder to rename the 3 Section folders. Repeat for all the folders in the 002-Language-Spanish folder. Finally, in the Audio folder “MegaVoice”, rename the two Channel folders.

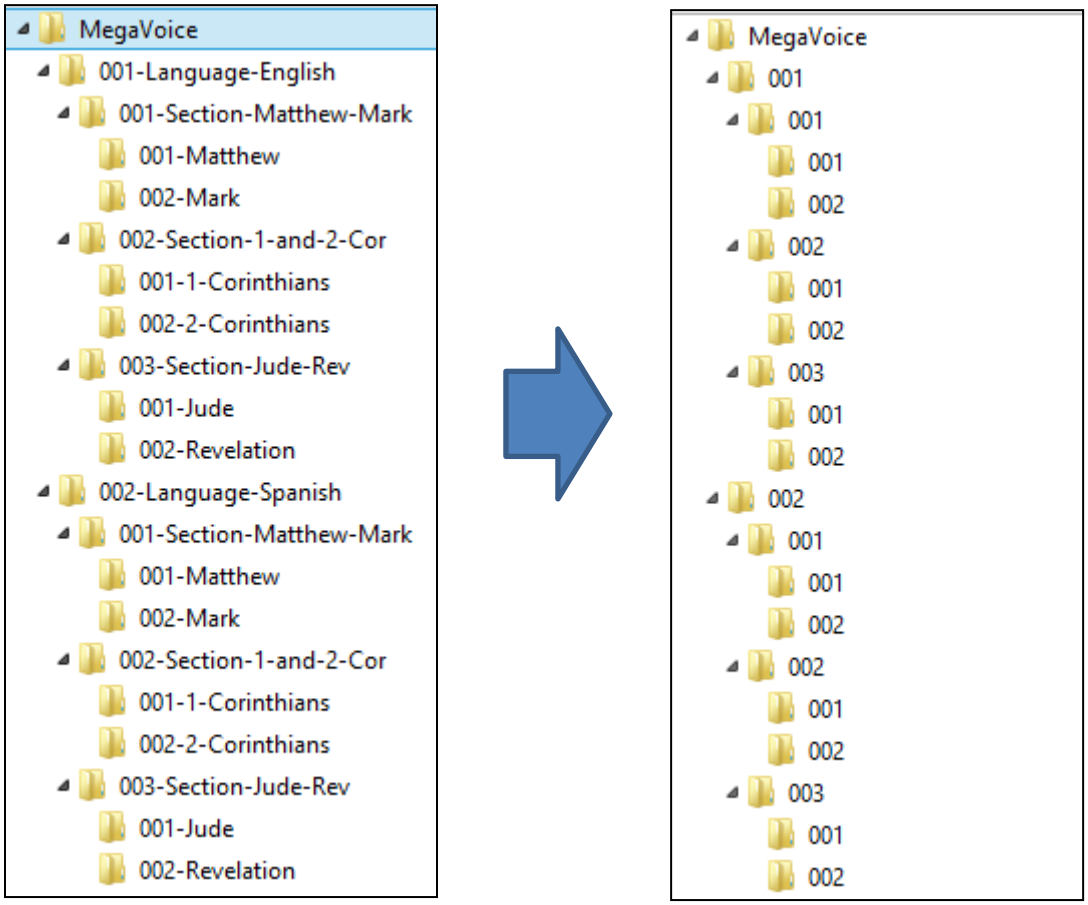


Once we have renamed *all* the folders in the MegaVoice audio project folder…

This…

Should look like this.

Figure 11: Folder layout before/after renaming



We are ready to load our audio project folder to the Envoy 2 S Dual!

Loading audio files to the Envoy 2 S Series

Connecting the players for programming

To load your audio files to the Envoy 2 S Series, it is recommended to use the SaberCopy software program (provided by MegaVoice)

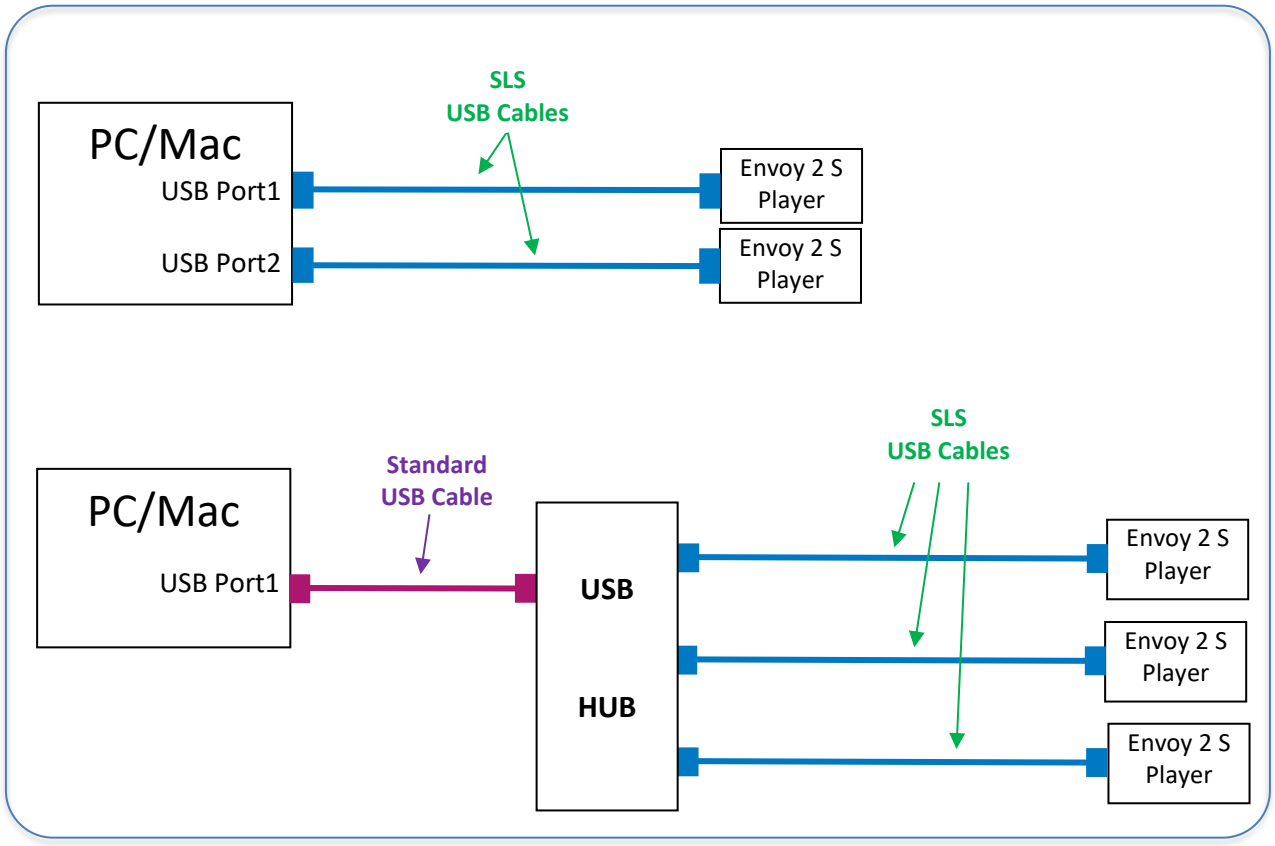
You may program multiple players at a time, using either multiple USB ports on your PC/Mac or by using a USB expansion HUB. MegaVoice recommends using USB 2.0 (or higher) powered HUBs, each directly connected to the computer (not daisy-chained).

The optimal number of hubs and/or players per hub that can be processed simultaneously with maximum throughput will vary per your specific hardware.

SLS USB cables must be used to connect the players to the PC/Mac. Standard USB to micro-USB cables will not work. When connecting players using a USB HUB each player must have its own SLS USB cable.

See illustration below:

Figure 12: USB connection diagram



Loading the Audio using SaberCopy

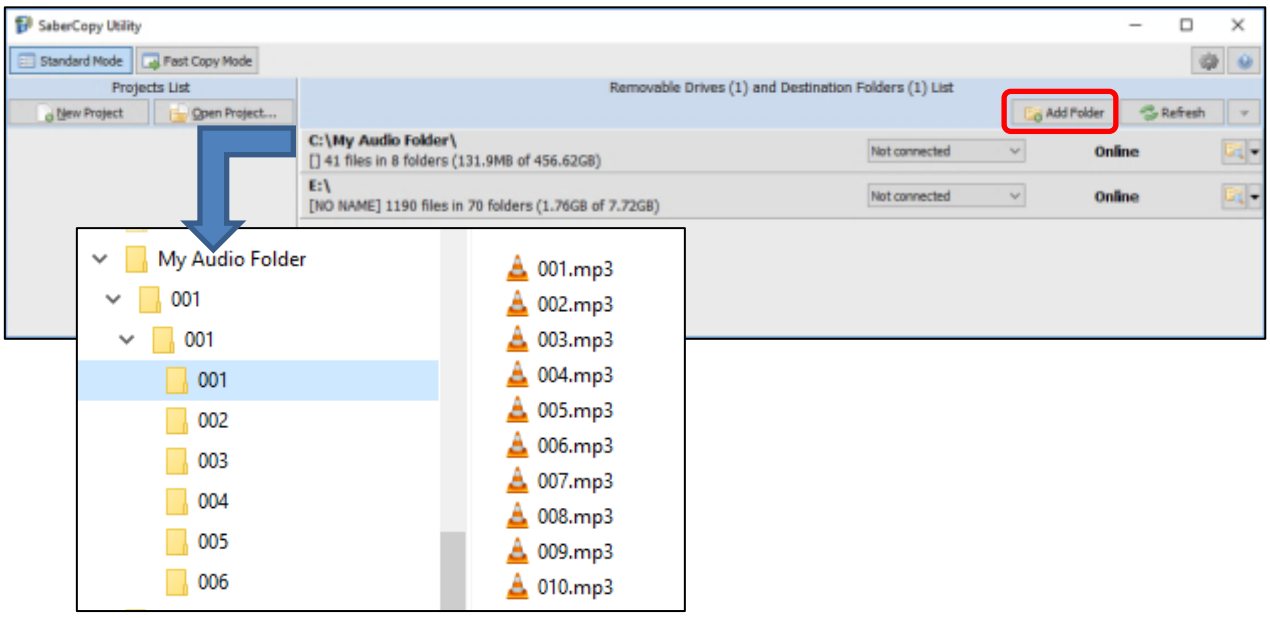
The following is an excerpt from the user guide Using SaberCopy to Program MegaVoice Players.

If you already have SaberCopy installed and your screens look different than those in the following example, please click here to download the latest version and install it.

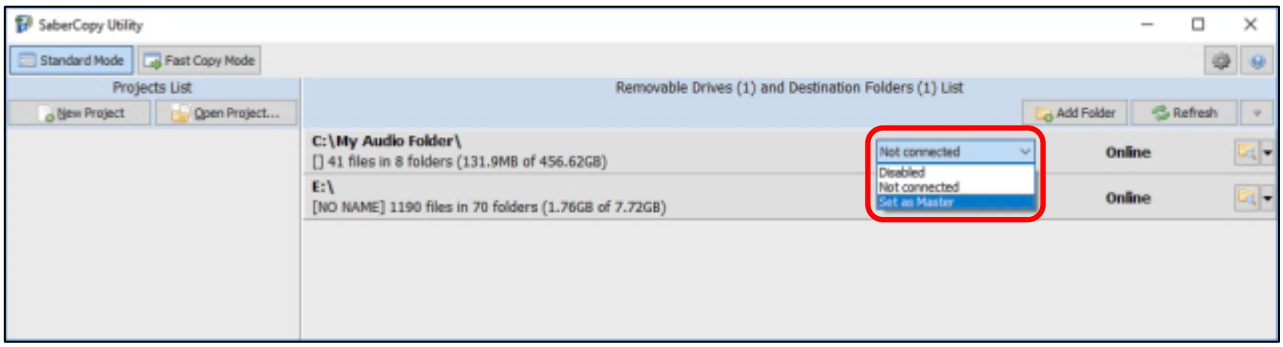
- This section will briefly describe the steps necessary to perform a typical audio load using SaberCopy. It is intentionally non-specific to a player model.
- Recommended settings are displayed with no explanation and no functional details will be discussed here. They are all described in detail in the full SaberCopy user guide.

1. Open SaberCopy and connect your player(s) with an SLS USB cable.

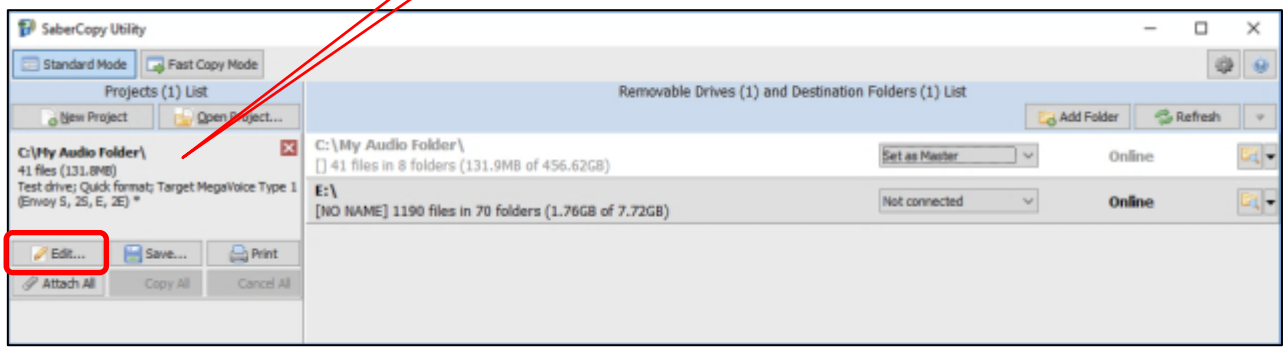
2. Click on the "Add Folder" button. Navigate to *your audio folder* and select it. Note that *your audio folder* is the folder that contains all the (correctly structured) audio you want loaded to the player.



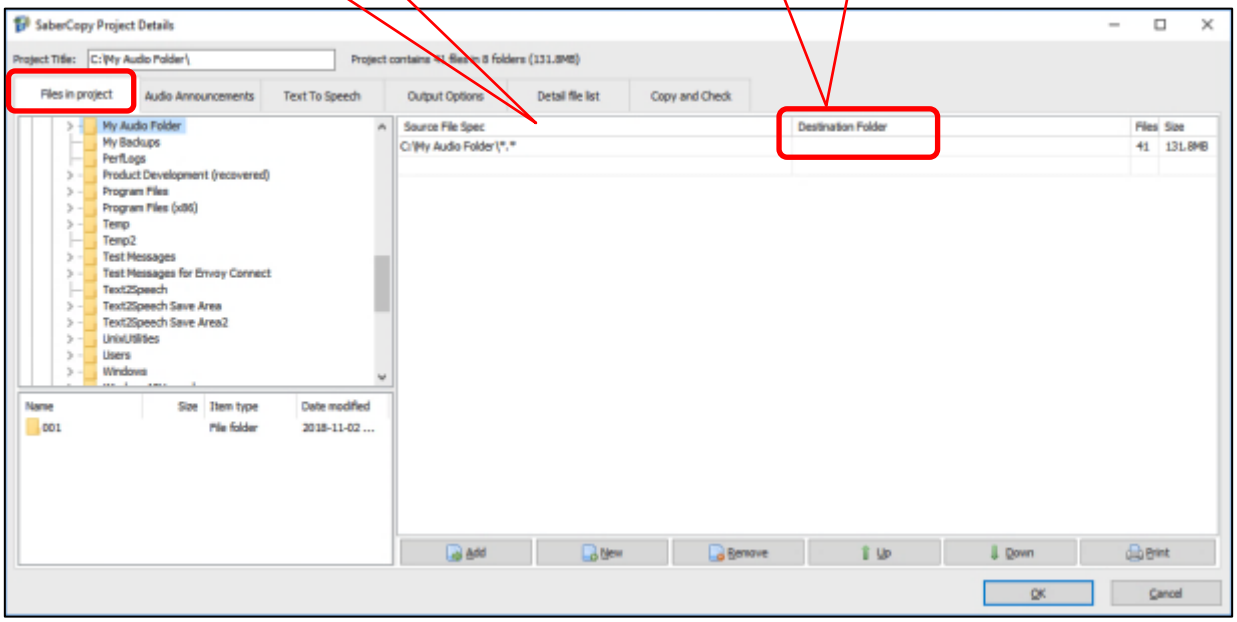
3. In the entry for *your audio folder*, change the drop list setting from “Not connected” to “Set as Master”.



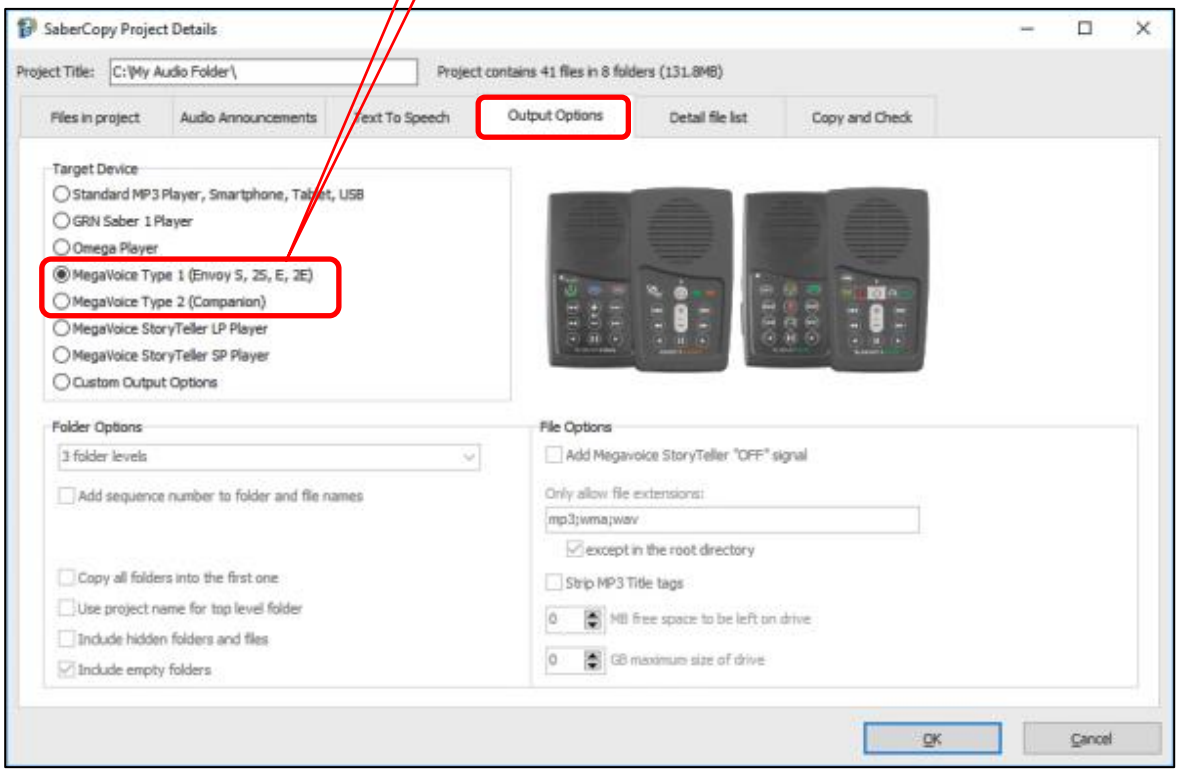
4. SaberCopy will automatically create a “project” for you named after your audio folder. Click on the “Edit” button to adjust the settings.



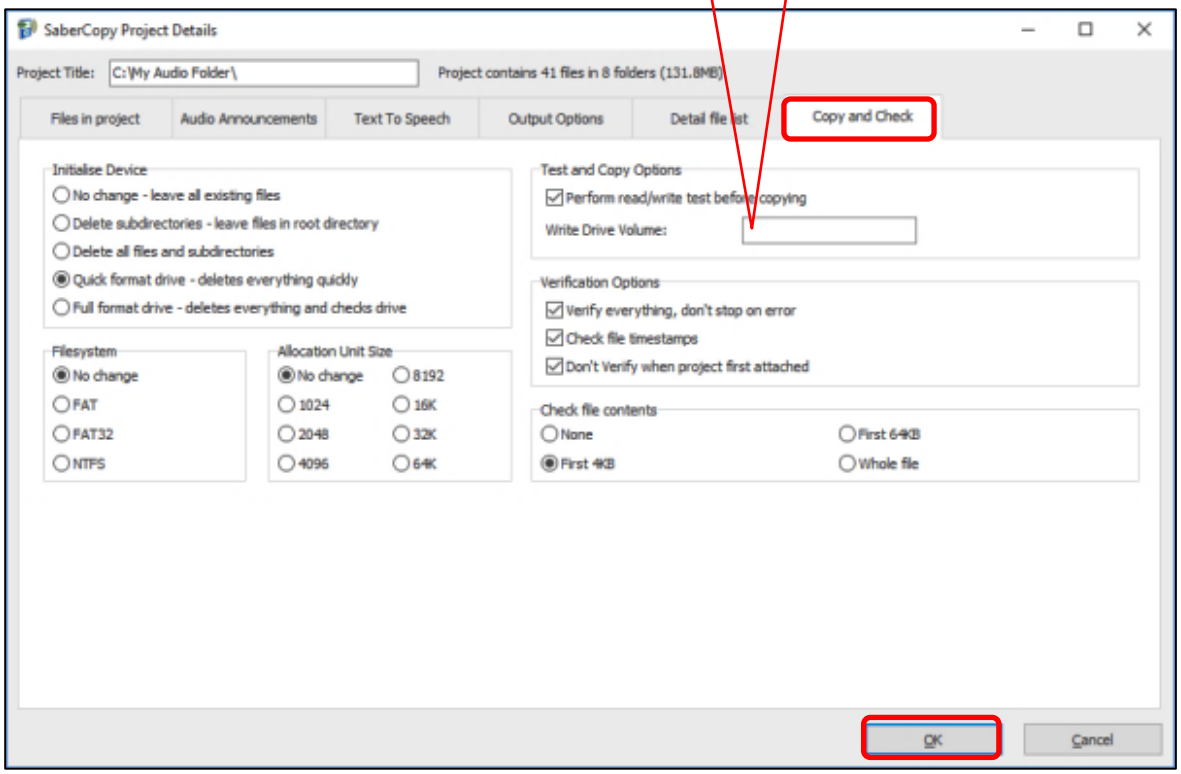
5. The “Project Details” dialog will open. The “Files in Project” tab should already be correctly set with *your audio folder* in the “Source File Spec” field. Just make sure that the “Destination Folder” field is blank.



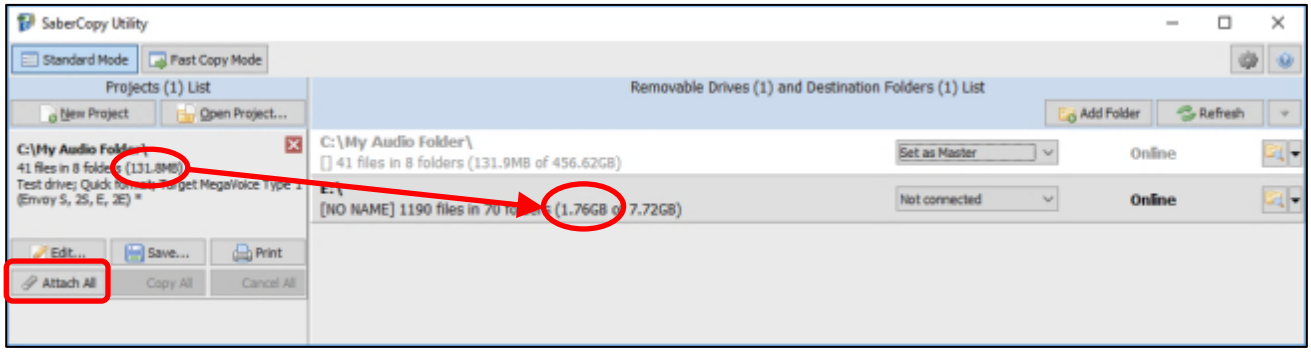
6. Click on the “Output Options” tab. Select the correct family of MegaVoice devices for your player(s). Make sure the remaining fields are set exactly as in the image below.



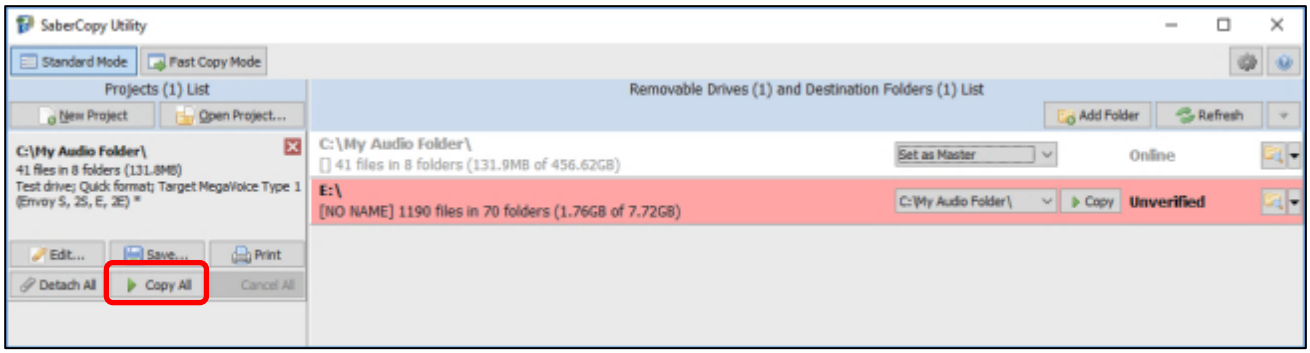
7. Click on the “Copy and Check” tab and make sure it is set exactly as in the image below. Optionally, you can name your player(s) by entering text in the “Write Drive Volume” field. Then click “OK”.



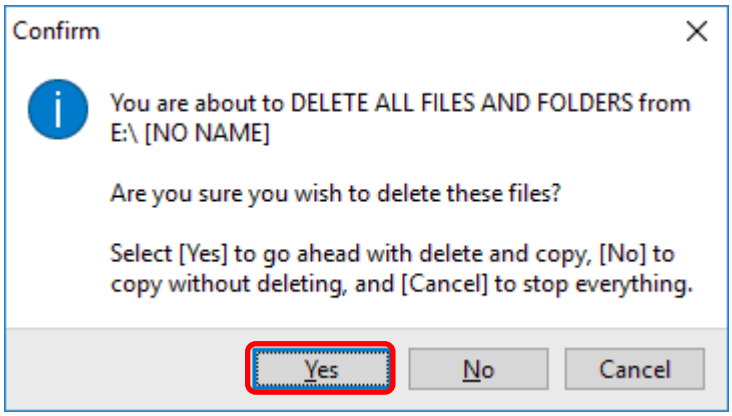
8. Take a moment and make sure *your audio* will fit on the target player. Then click “Attach All” in the project window.



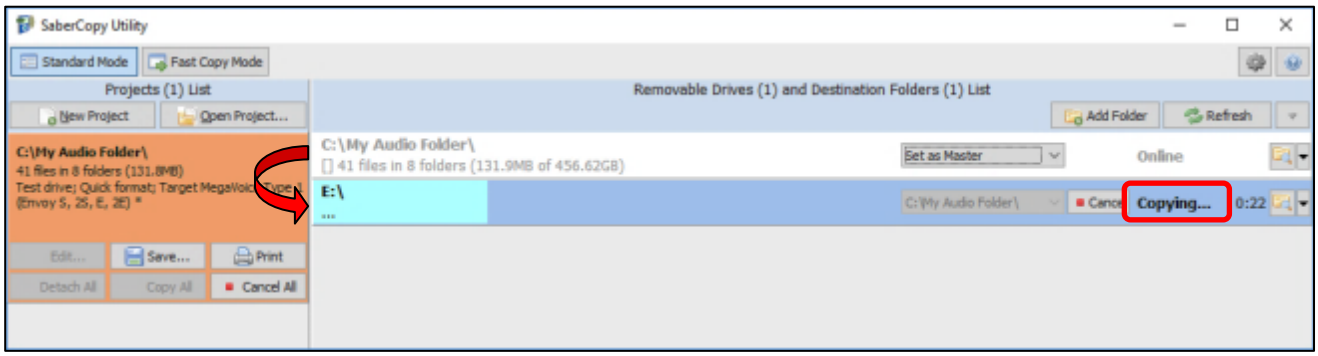
9. Now click “Copy All” in the project window.



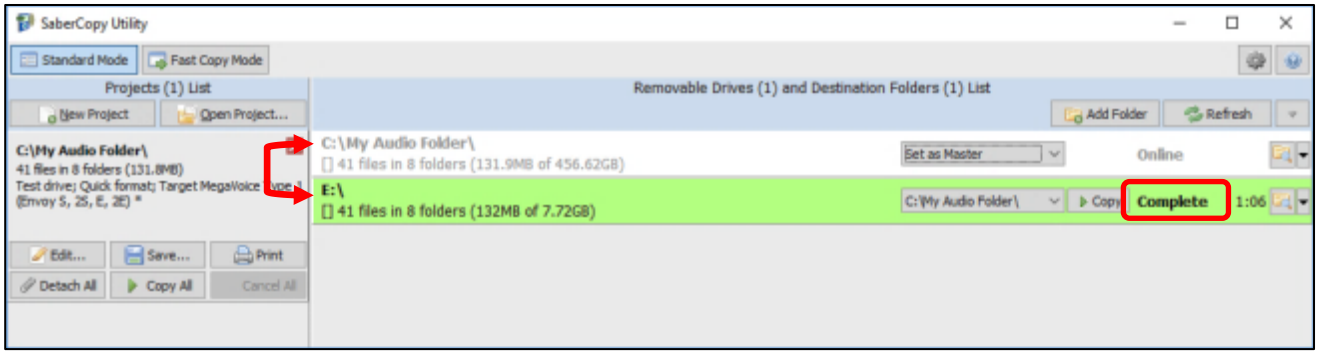
10. Reply “Yes” to the delete warning.



11. SaberCopy will begin the process…



12. And success!



13. 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:

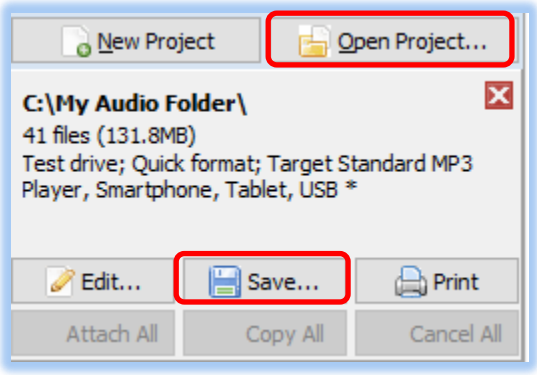
    a. Review all the settings on all the relevant screens and make sure they are correct per the preceding screen images. If something was missed please make the change and try again.

    b. If the completion message was "Unmatched", review section "*9: File verification*" in the SaberCopy User Guide.

    c. If you are still not sure what the problem is, click here to contact MegaVoice for assistance.

14. If the load was successful, but the player beeps and turns off or does not work or navigate correctly, please click here and review the structuring rules for for the Envoy 2 S Series.

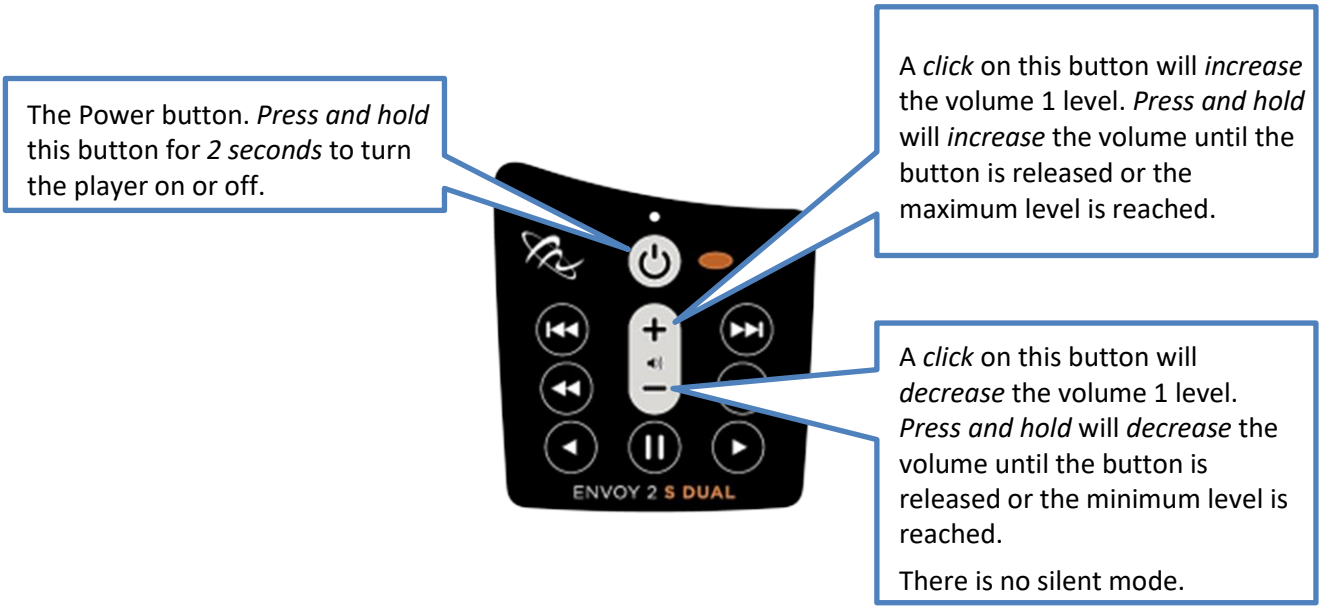
15. **Before you close SaberCopy!!!** If you need to repeat the above steps at a later date to load other players, please save the project for easy re-use. SaberCopy will "remember" all the settings in the project file. Simply click on the "Save" button in the project window. Give the file a recognizable name (but leave the file type as ".saber") and click "Save". To open the project later, click on the "Open Project" button.



Listen to the message

After disconnecting each player, you can listen to the message by holding down the power button ⏻ on the keypad for about 2 seconds until the LED lights up. The player will beep once and your message should begin to play automatically from the beginning. If it does not, see the section on Troubleshooting at the end of this document.

Figure 13: Power and Volume buttons



Audio playback bookmark

Setting the bookmark

During audio playback, a click on the pause button will place a bookmark at the current position. The player will beep once to confirm and place the player in *pause mode*.

When the player is turned back on later, it will always begin to play from this bookmark. This bookmark will persist until:

- It is removed by the user (see below)
- Or it is reset to a different place in the audio

Resetting the bookmark to the beginning

To reset the bookmark to the *beginning* of the audio message, follow these steps:

1. During audio playback, press the pause button .
2. Once the player is paused, press the volume up button on the keypad for 2 seconds. The player will beep once to confirm.
3. The bookmark is now reset to the beginning of the audio message.
4. You may resume playback or turn the player off .

Charging and communication modes

When connecting an Envoy 2 S Series player to a computer, it can be done in one of two modes: charging or communication.

*Changing to *computer communication mode* is essential to allow programming of the player.

Connecting a player to a computer for <u>programming</u> purposes:

Connect the player to a computer using a micro-USB SLS cable or Standard micro-USB Data cable. The player will automatically enter *computer communication mode**.

* While in *computer communications mode*, the player will be charging as well.

Connecting a player to a computer for <u>charging</u> purposes:

Connect the player to a computer using a micro-USB SLS cable, a Standard micro-USB Data cable or a Charge Only micro-USB cable.

- If connected via SLS/Data cable, and you want to disconnect from computer communication mode and continue charging your player, press briefly on the Power button at the top of the keypad or eject the player's volume via the operating system. If the player was on prior to connecting it to the computer, the player will return to audio playback.
  - For the computer to recognize the player again, the player will need to be unplugged from the computer, and reconnected.
- Depending on the connection type, and the player's battery level, the LED will blink (indicating communication activity or charging).
- Physically unplugging the player from the computer will stop the battery charging process.

Warnings and advisories

Make sure to set the volume at the lowest level that can be heard comfortably. Prolonged exposure to loud sound can cause gradual hearing loss.

DO NOT expose the player or battery to fire or extreme heat.

Stop use if you observe abnormal heat, odor, discoloration, leakage or deformation, especially near battery. Refer to a qualified technician for service.

If the battery is removed from the player, handle it with care. Keep the exposed battery out of reach of children. DO NOT burn, puncture, disassemble, or modify the battery.

If the battery leaks, dispose of it carefully in accordance with all local laws. Wash any skin or clothing exposed to battery liquid and avoid swallowing or contact with eyes. In the case of swallowing or contact with eyes, seek medical care immediately.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.
Changes or modifications not expressly approved by MegaVoice could void your authority to operate this device.

MegaVoice limited warranty

MegaVoice Ltd. (“MEGAVOICE”) warrants that the retail hardware product herein (“PRODUCT”) is free of material defects in materials and workmanship that result in PRODUCT failure during normal usage, according to the following terms and conditions:

1. This limited warranty (“WARRANTY”) extends only to the original end-user purchaser and holder of this WARRANTY (“YOU” or “YOUR”) and is not transferable or assignable to any subsequent purchaser.

2. The PRODUCT must have been purchased from an authorized MEGAVOICE agent, or distributor, as new, and YOU must provide proof of purchase of said PRODUCT by making available a dated itemized receipt, or invoice, (“PROOF OF PURCHASE”) to be eligible for this WARRANTY.

3. It is YOUR responsibility to return the defective MEGAVOICE PRODUCT to the organization that provided it to YOU (“PROVIDER”) together with a clear description of any alleged defect(s).

4. During the WARRANTY period (as defined below), MEGAVOICE will, at its sole discretion, repair or replace any defective parts or any parts that will not properly operate for their intended purpose, with new or refurbished parts if such repair or replacement is needed.

a) The WARRANTY for the PRODUCT extends for **one (1) year** from the date as determined by PROOF OF PURCHASE (“WARRANTY PERIOD”). The WARRANTY PERIOD will be extended by each whole day that the PRODUCT is out of YOUR possession for repair under this WARRANTY.

b) MEGAVOICE will pay for the labor charges incurred by MEGAVOICE in repairing or replacing the defective parts during the WARRANTY PERIOD.

c) YOU will not have to pay for any such replacement parts.

d) MEGAVOICE also warrants that the repaired or replaced parts will be free from defects in material and workmanship for a period of ninety (90) days from the date of repair or replacement, or for the remainder of the WARRANTY PERIOD, whichever is greater.

5. MEGAVOICE does not warrant uninterrupted or error-free operation of the PRODUCT. MEGAVOICE is not under any obligation to support the PRODUCT for all operating environments, including but not limited to, interoperability with all existing and/or future versions of software or hardware.

6. If a problem develops during the WARRANTY PERIOD, please contact YOUR PROVIDER for instructions on where to send YOUR PRODUCT.

a) The PROVIDER must provide to MEGAVOICE PROOF OF PURCHASE of the PRODUCT.

b) YOU will bear the cost of shipping the PRODUCT to your PROVIDER (or to MEGAVOICE, per the instructions of the PROVIDER). MEGAVOICE will bear the cost of shipping the PRODUCT back to YOU after completing the WARRANTY service.

c) YOU should only return the defective item(s). MEGAVOICE will not be responsible for other products or accessories returned together with the defective item.

7. The WARRANTY does not apply to the following:

a) Damage caused by normal wear and tear, abnormal use or conditions, misuse, neglect, abuse, accident, improper handling or storage, exposure to moisture, unauthorized modifications, alterations, or repairs, improper use of any electrical source, undue physical or electrical stress, operator error, non-compliance with PRODUCT instructions or other acts which are not the fault of MegaVoice, including damage or loss during shipment.

b) Damage from external causes such as floods, storms, fires, sand, dirt, earthquakes, an Act of God, weather, moisture, heat, corrosive environments, electrical surges, battery leakage or theft.

c) Damage to either the MEGAVOICE PRODUCT or to any foreign device or media caused by connecting the MEGAVOICE PRODUCT to any foreign device or media not specifically approved and recommended by MEGAVOICE technical support.

d) Any PRODUCT that has had its serial number altered, defaced or removed.

e) Any defect occurring after the expiration of the WARRANTY PERIOD or where MEGAVOICE was not advised in writing of an alleged defect or malfunction within seven (7) days after the expiration of the WARRANTY PERIOD.

8. MEGAVOICE's limit of liability under the WARRANTY is the actual cash value of the PRODUCT at the time YOU return the PRODUCT for repair (e.g., the purchase price of the PRODUCT less a reasonable amount for usage). MEGAVOICE will not be liable for any other losses or damages. These remedies are YOUR exclusive remedies for breach of WARRANTY. Any action or lawsuit for breach of WARRANTY must be commenced within eighteen (18) months following the purchase of the PRODUCT.

9. The foregoing WARRANTY is YOUR sole and exclusive remedy and is in lieu of all other warranties, expressed or implied. To the extent permitted by applicable law, MEGAVOICE hereby disclaims the applicability of any implied warranty of merchantability, fitness for a particular purpose or use for the PRODUCT. If such a disclaimer is prohibited by applicable law, the implied warranty is limited to the duration of the foregoing limited written WARRANTY.

10. MEGAVOICE will not be liable for any indirect, incidental, special, punitive or consequential damages, or damages, including but not limited to any lost profits, savings, data, or usability, any third party claims, and any injury to property or bodily injury (including death) to any person, arising from or relating to the use of this PRODUCT, or arising from breach of the WARRANTY, breach of contract, negligence, tort, or strict liability, even if MEGAVOICE has been advised of the possibility of such damages.

11. This WARRANTY gives YOU specific legal rights. YOU may also have other rights, which vary from state to state and country to country. Some states and countries do not allow limitations on how long an implied warranty lasts, or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to YOU. This is the entire WARRANTY between YOU and MEGAVOICE and supersedes all prior and contemporaneous agreements or understandings, oral or written, relating to the PRODUCT, and no representation, promise or condition not contained herein will modify the afore-mentioned stated terms.

Technical

Contact for Support

Request for technical support on the MegaVoice web site:

https://megavoice.com/audio-tools/request-support-for-loading-audio-content-on-audio-bibles/

Recommended (free) utilities by MegaVoice:

http://megavoice.com/audio-tools/tools-and-utilities-for-loading-audio-content-on-audio-bibles/

Specifications

Battery	Lithium Ion, 3.7V, 400 mAh, 1.48Wh
Input	DC 5.0V, 500mA
Weight	2.2 ounces (63 grams)
Dimensions	4.2" x 2.3" x 0.4" (10.6cm x 5.9cm x 1.1cm)
Onboard Memory	Envoy 2 ST: 512MB | Envoy 2 S and S Dual: 4GB

Charging

With proper care, the player's Lithium-Ion battery should perform well for several years. When shipped, the battery is only partially charged. You can easily charge the player using one of the methods below:

For fastest charge, connect any standard "USB" charger (regulated +5VDC, minimum 300mA) to the micro-USB port on the bottom of the player for about 2 hours* (or until the LED stops blinking). While charging, the LED will blink.

Plug the player into any standard computer USB port using a "USB to micro-USB" cable for about 3 hours* or until the LED stops blinking. Any MegaVoice SLS, regular or charge-only cable is sufficient.

For solar charging, place the player with the solar panel facing bright sunlight for at least 8 hours* (the LED will not blink during solar charging).

**Actual charge time will vary according to the current battery capacity and method of charging used.*

Battery Care

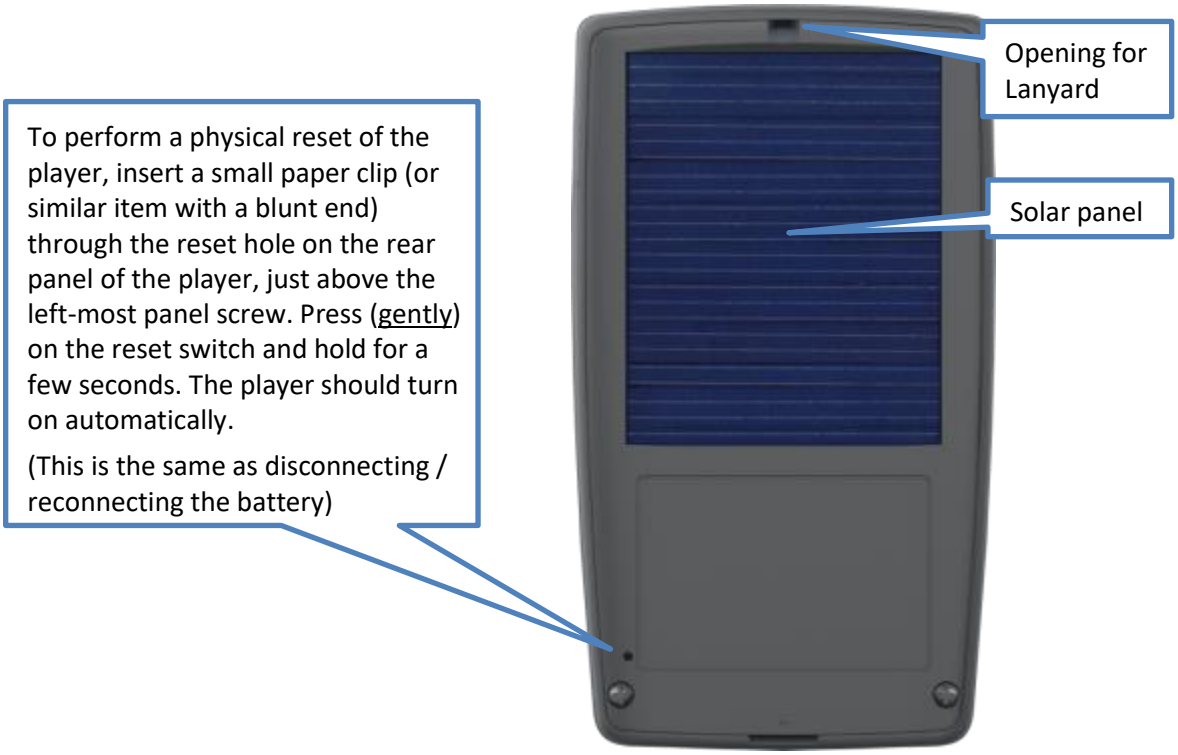
- Avoid completely depleting the battery as this will shorten its overall lifetime and takes much longer to fully charge afterwards.
- If sunlight is the only means available for charging, it is recommended to leave the player in direct light *often* to keep the battery at least partially charged.
- When not in use and whenever possible, keep the player in a cool place, which will also help to preserve battery life.
- Before stowing the player for prolonged periods, make sure the battery is at least partially charged.
- If stored for *extended* periods, it is recommended to recharge the player at least every 6 months, in order to prevent the battery from losing its ability to recharge.
- Should the battery become defective and unable to accept a charge, it is still possible to operate the player using a USB cable connected to a computer or an electric charger. If sunlight is the only source for power/charging, please replace the battery.

Resetting the player

To reset the player, try the following:

- Hold down the power button for 10 seconds until the player restarts.
- If unsuccessful, reconnect to the computer with a USB cable and hold down the power button for another 10 seconds.
- If still unsuccessful, use the reset switch per the instructions below.

Figure 14: The rear panel with reset switch



Troubleshooting

Symptom	Cause/Solution
Unit LED does not light up when connected to the computer	*USB port has not been initialized.* • Switch to a different USB port *USB HUB is not working* • Make sure the HUB has power • Make sure all USB cables are properly connected *SLS USB cable might be faulty* • Replace with a working SLS USB cable • Try connecting a different player • Replace the SLS cable with a regular USB charging cable. If the player lights-up, the SLS cable is faulty. *Player is turned off* • Turn the player on *Player is faulty* • Replace the player
Unit LED flashes quickly when first connected to the computer with a USB cable	*Low Battery* • Make sure the battery is charged per the instructions
Unit does not respond or register when connected to the computer with the SLS cable	*Player may be "locked up"* • Try resetting the player (see Resetting the player). *USB port has not been initialized* • Switch to a different USB port *SLS cable might be faulty* • Replace with a working SLS USB cable
Cross navigation does not work on an Envoy 2 S Dual	*The second Channel folder is missing, incomplete or incorrect* *The two Channel folders do not mirror each other exactly* • See structuring rules, correct the audio and reload to player *The player does not have the proper firmware installed* • Currently there is no way to visually determine which firmware is installed on a player. Contact MegaVoice to verify.

Troubleshooting continued…

Symptom	Cause/Solution
Unit “locks up” during navigation	*Invalid folder layout* *Empty folders* *Onboard memory is blank* *Unsupported files encountered* • See structuring rules to make sure the audio message loaded to the player adheres to those rules. • If the folder layout was faulty, reload the player with the corrected folder layout. • Reset the player if needed (see Resetting the player).
Slow “write” speed when programming with SaberCopy software	*Weak CPU capacity on your computer* *Too many units connected through a single USB Hub* *The source audio is somewhere other than the local PC’s hard drive (i.e. on a network computer or portable device)* • Unless you have a high-speed external device where your audio files are stored, we recommend always having your source audio on the local computer’s hard drive when loading players. • We also recommend using powered Hubs, with each Hub directly connected to the computer (not daisy-chained together). The optimal number of hubs and/or players per hub that can be processed simultaneously with maximum throughput will vary per your specific hardware. *Allocation unit size is too small* • SaberCopy allows you to specify the allocation unit size when formatting a device. The larger the size, the faster data can be copied. The recommended setting is 8K (8192 Bytes). • See here for details.
Player beeps 3 times and pauses	*Invalid folder structure* *Empty folders* *Unsupported audio file types* • See structuring rules to make sure the audio message loaded to the player adheres to the rules for your model. • If the folder layout was faulty, reload the player with the corrected folder layout.
Playback is unusually fast or slow	*Bookmark is corrupt* • See Resetting the Bookmark to the beginning.