Envoy E Series User Guide

Everything you need to know to get the most from your MegaVoice Envoy E 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.
Continuous press	Press and hold until a certain location is reached or the end/beginning.
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.
Flashlight or Torch	A battery-operated portable light.
FM	“Frequency modulation” A radio broadcast band originating in the U.S. The range varies in different parts of the world. The E Series receives from 87.0 to 108.0 MHz.
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.
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.
MHz	“Megahertz” 1 million hertz, where hertz is a unit for measuring broadcast frequency.
microSD card	A type of removable flash memory card used for storing information. SD is an abbreviation of Secure Digital, and **microSD** cards are the smaller version of SD cards.
MP3	“MPEG (Moving Pictures Experts Group) Layer 3” Audio file format.
N/A	Not applicable.
Onboard memory	Internal memory in the player.
Player	A MegaVoice Envoy E Series player.
Powered HUB	A USB HUB that receives its power from direct current rather than the computer via a USB connection.
Short press	A quick press and release, a “click”.
SLS	“Smart Loading System” Software from MegaVoice 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 E 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	A USB cable with a standard USB connector on one end and a 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 E Series – the newest line from MegaVoice comprised of four models of advanced solar digital audio players: Elite, Equip, Echo and Ember.

Cost effective and smaller than the average smartphone, the Envoy E 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 (for multiple Languages) makes searching hundreds of hours of audio Bible content easy and accessible – especially for the blind, visually impaired, elderly and even oral learners.

The Envoy E Series comes with 8 GB of onboard memory, which is 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.

In addition, the enhanced E Series provides the following features:

- Solar audio recorder with playback (Elite and Echo only)
- Programmable FM radio receiver (Elite and Equip only)
- Audio playback speed control
- 4 mode LED flashlight
- microSD card connector
- Battery level indicator
- Stereo output using the 3.5mm audio jack

Audio Programming Requirements

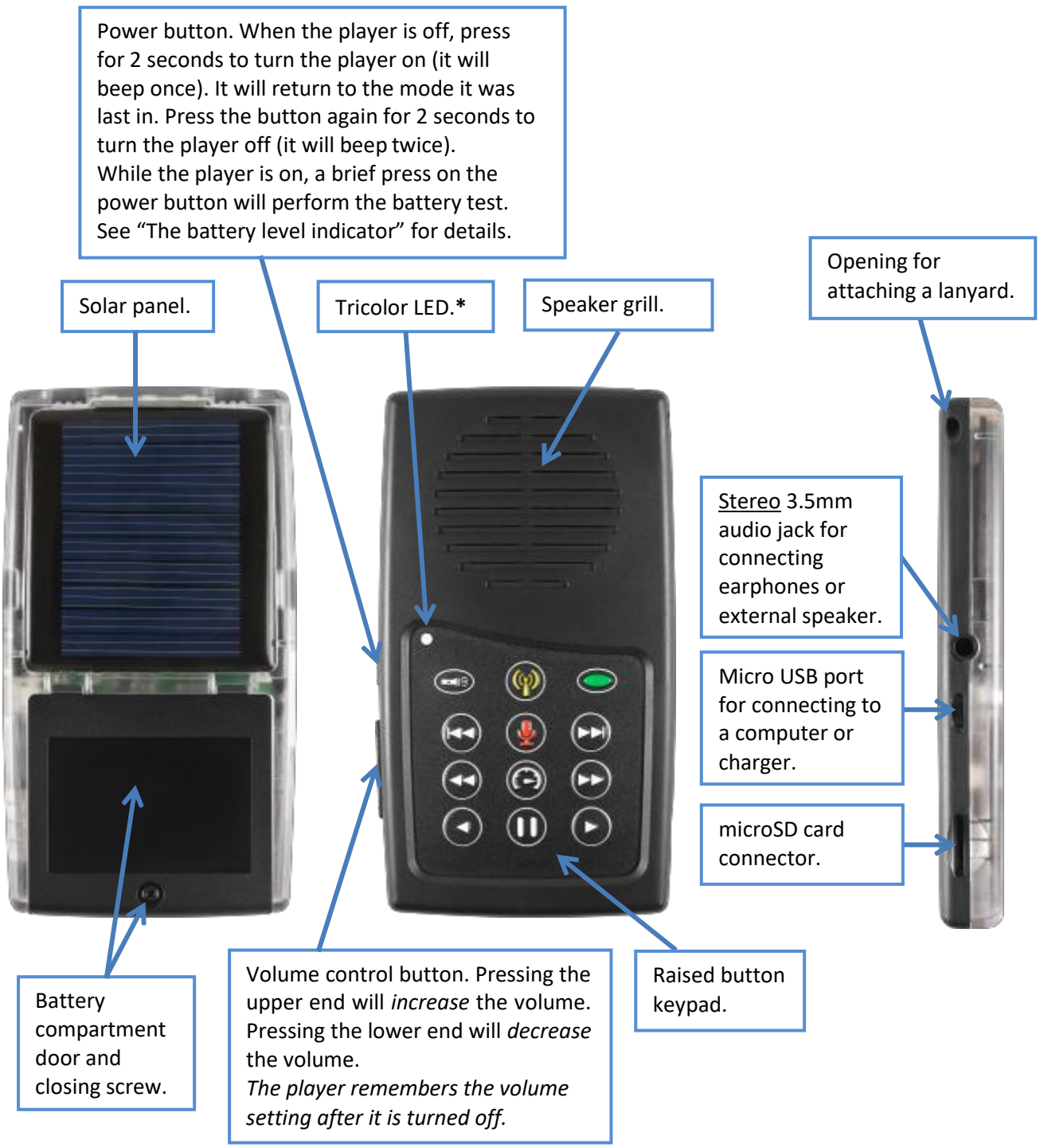
Hardware Requirements

- 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 (at most 7.8GB per message)
  - 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)
  - SaberCopy can work on Mac with certain restrictions (see here for details)

Getting to know the exterior of the E Series



***** During player operation, the color of the LED when executing any of the 3 primary functions matches the color of its corresponding button: **Audio Playback**, **FM Radio** and **Recording**.

Audio Playback

Folder Structure Requirements

The Envoy E Series provides four simple folder structures for you to choose from when loading your own audio. Following is a discussion of the rules governing those structures.

Structuring Rules

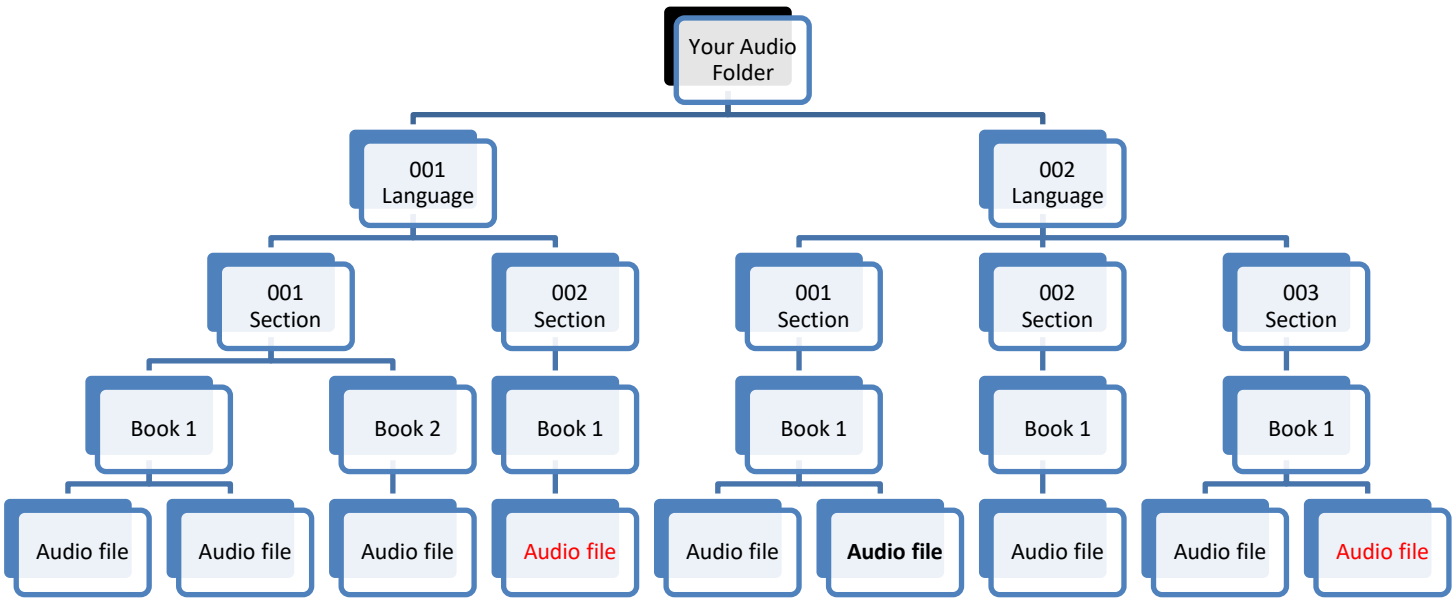
- All audio files must be in MP3, WAV or WMA format. Any other file types will be considered "unsupported".
  - The MegaVoice firmware is "forgiving" of unsupported file types encountered during playback to the extent that it will automatically skip up to 20 consecutive unrecognized files and continue with the next "good" file. The player will also skip any empty folders it encounters.
  - But if there are more than 20, the player will beep 5 times and go into pause mode.
  - You may resume from pause mode by pressing the ⏯ button and the player will continue playing the next "good" file. If there are no more "good" files, the player will continue to be placed in pause mode.
- Your audio project must be structured using one of four supported folder layouts. The acceptable folder structures are valid for both the onboard memory *and* the microSD cards (with a slight difference of the number of Language folders).

> ⚠ Whenever the term *your audio project* is used in this document, the reference is to the *folder* containing your audio project. It is simply the "container" for your audio message. That folder itself is not actually part of the structure that must be present on the player to comply with the structuring rules.
> In the folder structure diagrams on the following pages, only the structure *below* the box labeled "Your Audio Folder" is part of the actual structure stored in the player's memory. Please keep this in mind when reading through this document.

4 levels: Languages, Sections, Books, Chapters

- Within your audio project folder must be at least one, and up to two, Language folders.
  - For microSD, there may be up to 8 Language folders.
- Within each Language folder must be at least one (and up to 20) Section folders.
  - There must not be any audio files.
- Within each Section folder must be at least one (and up to 999) Book folders.
  - There must not be any audio files.
- Within each Book folder must be at least one (and up to 999) audio files (chapters).
  - There must not be any folders.
- The Language and Section folders must be named with a 3-digit numeric prefix (beginning with 001) followed by optional free-form text.
  - The prefixes must be sequential, i.e. 001, 002, 003, etc.
- The Book folders and audio files may be named with free-form text only, but may also include a 3-digit numeric prefix.
  - This is recommended to ensure proper sorting and copying.
  - The prefixes must be sequential, i.e. 001, 002, 003, etc.
- The names of all folders and the audio files contained within Book folders must sort in the order they should be played.
- *There may be no empty folders!*

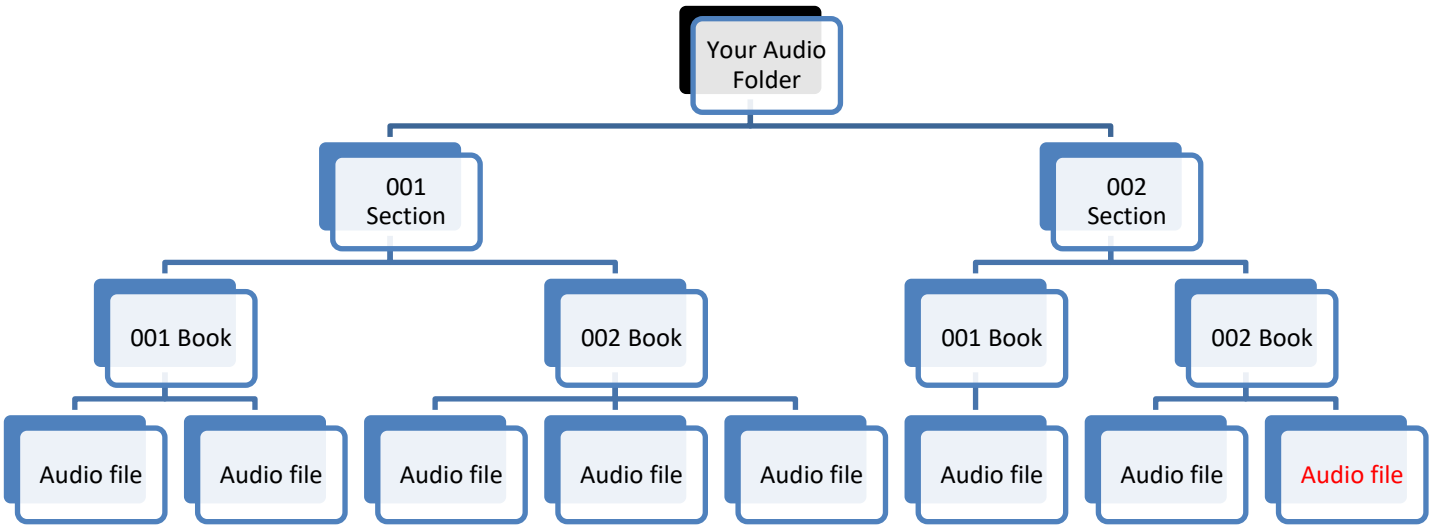
Figure 1: A Four level folder structure



3 levels: Sections, Books, Chapters

- Within your audio project folder must be at least one (and up to 10) Section folders.
- Within each Section folder must be at least one (and up to 999) Book folders.
  - There must not be any audio files.
- Within each Book folder must be at least one (and up to 999) audio files (chapters).
  - There must not be any folders.
- The Book and Section folders must be named with a 3-digit numeric prefix (beginning with 001) followed by optional free-form text.
  - The prefixes must be sequential, i.e. 001, 002, 003, etc.
  - Book folders must contain audio files only.
- The audio files may be named with free-form text only.
  - It is recommended to include a 3-digit prefix in the File names to ensure proper sorting and copying.
  - The prefixes must be sequential, i.e. 001, 002, 003, etc.
- The names of all folders and the audio files contained within Book folders must sort in the order they should be played.
- *There may be no empty folders!*

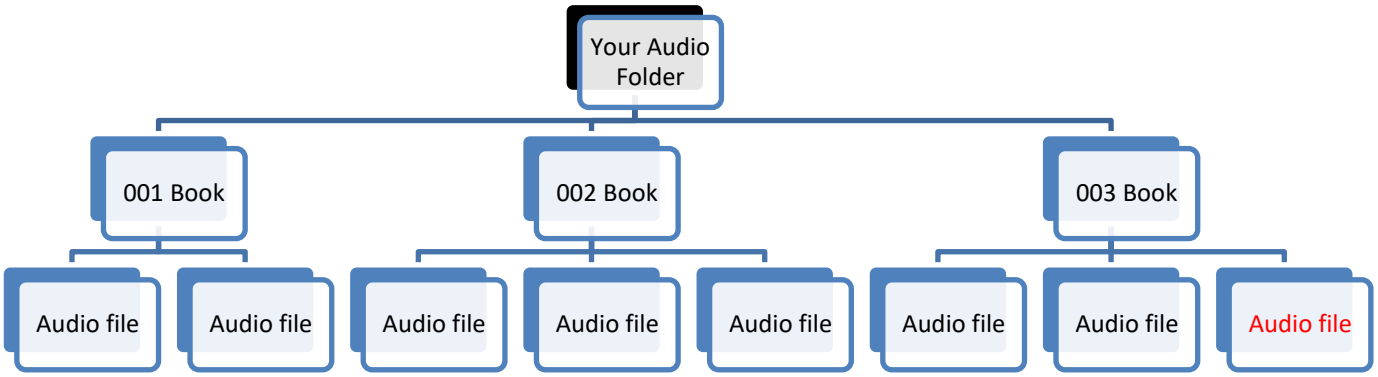
Figure 2: A Three level folder structure



2 levels: Books, Chapters

- Within your audio project folder must be at least one (and up to 999) Book folders.
  - There must not be any audio files.
- Within each Book folder must be at least one (and up to 999) audio files (chapters).
  - There must not be any folders.
- The Book folders must be named with a 3-digit numeric prefix (beginning with 001) followed by optional free-form text.
  - The prefixes must be sequential, i.e. 001, 002, 003, etc.
  - Book folders must contain audio files only.
- The audio files may be named with free-form text only.
  - It is recommended to include a 3-digit prefix (beginning with 001) in the File names to ensure proper sorting and copying.
  - The prefixes must be sequential, i.e. 001, 002, 003, etc.
- The names of all folders and the audio files contained within Book folders must sort in the order they should be played.
- *There may be no empty folders!*

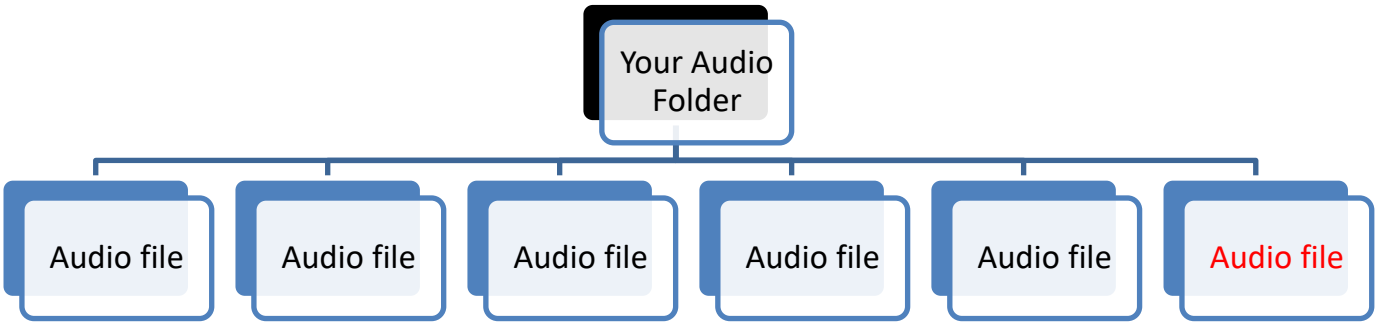
Figure 3: A Two level folder structure



1 level: Chapters only

- Within your audio project folder must be at least one (and up to 999) audio files (chapters).
  - There must not be any other files or folders.
- The audio files may be named with free-form text only.
  - It is recommended to include a 3-digit numeric prefix (beginning with 001) in the File names to ensure proper sorting and copying.
- The names of the audio files must sort in the order they should be played.

Figure 4: A One level folder structure



Exceptions!

There are two exceptions to the folder structure rules as detailed above. These exceptions are handled by the firmware. In the root folder there may be:

- A folder named "RECORD" to support the Recording mode function (Elite and Echo only). You do not need to include a folder like this in your audio message – the player will create it automatically when needed. (relevant for *both* the onboard memory and microSD card)
- A file named "FMSET.txt" to support preset button frequencies, a feature of the FM Radio function (Elite and Equip only). You may include this file in your audio message if you choose to use this feature. (relevant for onboard memory *only; the player does not create this file automatically*)

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.
Within the 4-level structure, looping will occur within the currently playing Language folder. For all other structure levels, looping occurs within the entire audio content.

In the preceding illustrations of the 4 different folder structures, the "last file" in each is highlighted in **red.*

The Keypad

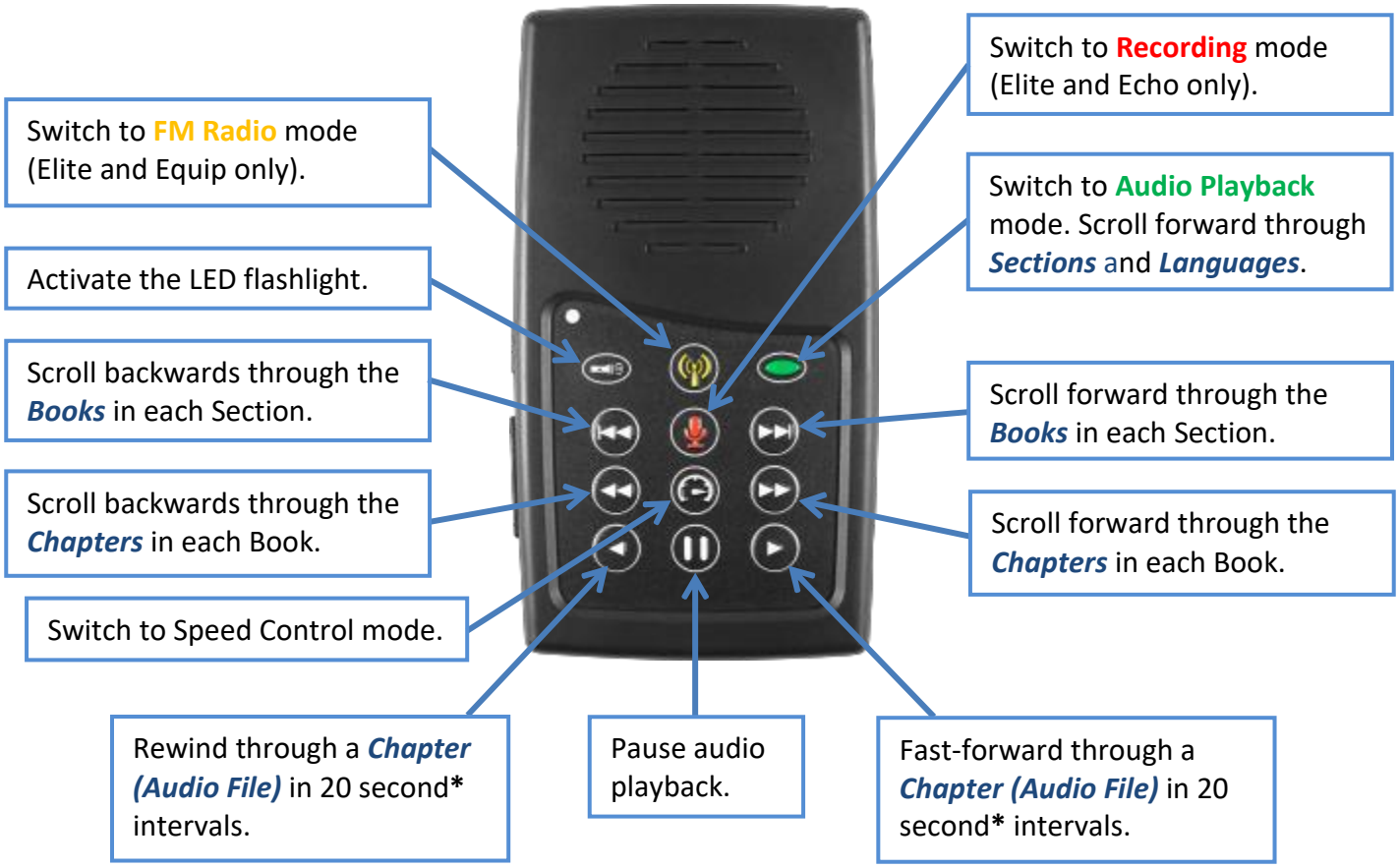
The Envoy E Series comes with an intuitive raised-button keypad, offering four levels of convenient navigation through hundreds of audio files in multiple Languages.

Let's get to know the Envoy *Elite* keypad and how the *navigation* buttons correlate to the supported folder structures. Also noted are the different function buttons. The keypads of the *Equip, Echo* and *Ember* models are the same *except for* the absence of the buttons controlling the functions that are not included in that particular model.

For details on the functionality of each button from within the different player modes, see the keypad button cross reference.

The keypad layout

Figure 5: Basic navigation and function buttons



**The actual time may vary slightly.*

Navigation button specifics

Initially, the player will start in audio playback mode. From any other mode, a long press on the Green Language button will put the player in audio playback mode. The following diagrams address navigation while in audio playback mode, associating folders and files within the valid structures to specific buttons.

There may be one or two Language groups on the player. Each Language may contain one or more "Sections". The button controls forward navigation through the Sections and Languages.

Figure 6: Language and Section control buttons

A *short press* on the **Green** Language button will scroll to the *next* Section within the current Language. From the last Section it will scroll back to the first within the current Language. There may be up to 20 Sections within a Language folder.
A *long press* will scroll to the *next* Language (if there is one). From the *last* Language it will either scroll to the beginning of the microSD card (if present) and beep once, *or* scroll back to the first Language in the onboard memory.

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

Figure 7: Book control buttons

A *short press* on one of these buttons will scroll to the previous/next Book in the current Section within the current Language.
When the first/last Book in the current Section is reached, a *short press* will navigate to the last/first Book in the previous/next Section within the current Language.
A *long press* will skip up to 5 Books at a time until the button is released *or* the first/last Book within the current Section is reached.

Each Book may contain one or more “Chapters”. The and buttons control reverse/forward navigation through the Chapters.

Figure 8: Chapter control buttons

A *short press* on one of these buttons will scroll to the previous/next Chapter in the current Book.
When the first/last Chapter in the current Book is reached, a *short press* will navigate to the last/first Chapter in the previous/next Book.
A *long press* will skip up to 5 Chapters at a time until the button is released *or* the first/last Chapter in the current Book is reached.

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

Figure 9: Buttons for navigating the Current Chapter, the Pause button

A *short press* on one of these buttons will rewind or fast-forward through the current audio file (Chapter), 20 seconds* at a time. A *long press* will continue to rewind/fast-forward until the button is released or the beginning/end of the file is reached.
**The actual time may vary slightly.*

While in audio playback mode, a *short press* on this button will place the player in *pause mode* (the LED will blink intermittently). To resume playback, press any of the navigation buttons:
.
A *long press* will set a bookmark at the current audio position and place the player in *pause mode*.
While in *pause mode*, the following resets may be performed:

- Reset the current playback bookmark to the beginning by pressing and holding volume up (on the side of the player) until the player beeps.
- Reset *all* default settings by pressing and holding volume down until the player beeps 3 times and turns off.

Example: Applying Structure Rules to Your Audio

Overview

For those of you who are familiar with MP3 players or smart phones, it may be helpful to consider how we organize our music: ***Artists, Albums (of an Artist) and Songs (in the Album).***

We group our songs in albums and the albums are grouped per artist. The Envoy E Series supports a very similar structure for files! Audio files (which are usually "Chapters") are grouped into "Books", Books are grouped into "Sections" and Sections can be grouped into "Languages".

A typical Bible in a specific language from the MegaVoice Audio Library is divided into 3 *Sections* in the following way:

- **English Bible**
  - **Section 1** *Genesis through Job*
    - 18 "Books"
      - Each Book with its respective "Chapters"
  - **Section 2** *Psalms through Malachi*
    - 21 "Books"
      - Each Book with its respective "Chapters"
  - **Section 3** *Matthew through Revelation*
    - 27 "Books"
      - Each Book with its respective "Chapters"

Using the 4-level structure takes advantage of the most robust navigation available on the E Series.

The Audio Project Folder

Let's use the following example. 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 like this or differently.

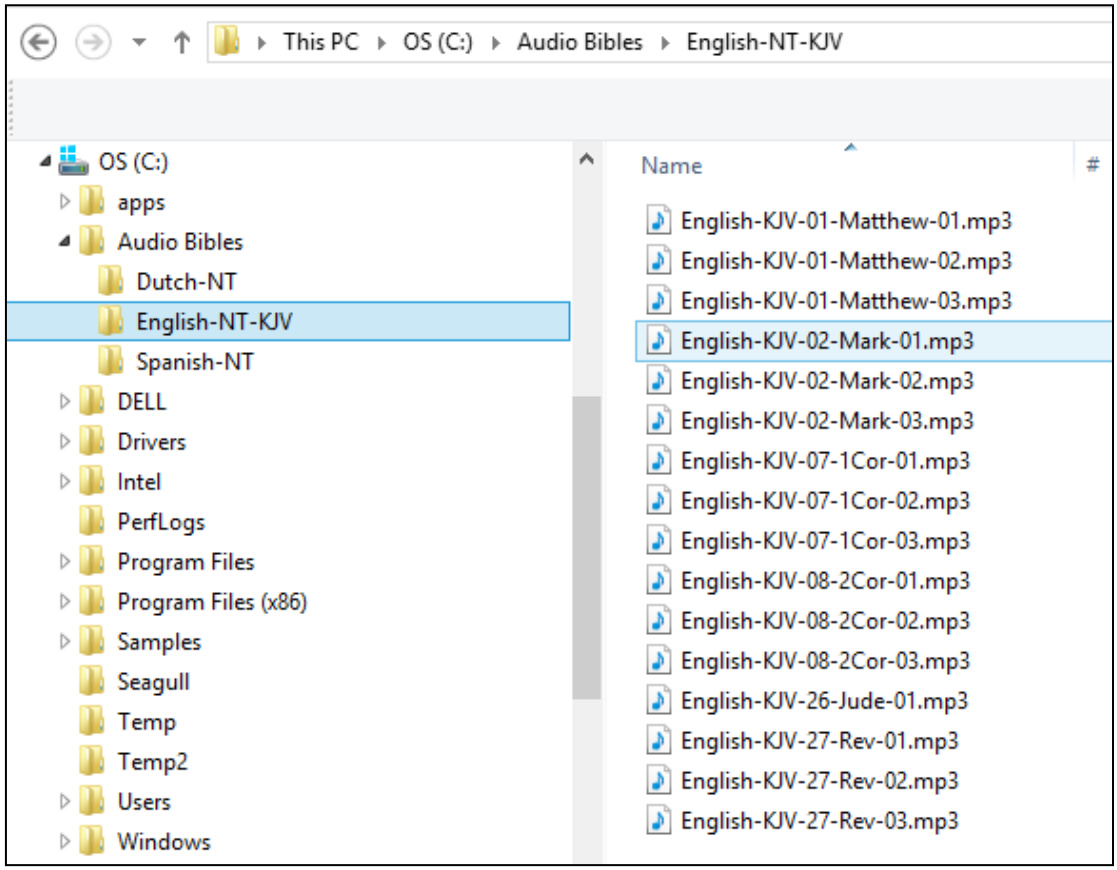
We have a folder named "Audio Bibles". Within that folder we have 3 Bibles each in a folder of its own: a Dutch New Testament (Dutch-NT), an English New Testament of the KJV translation (English-NT-KJV) and a Spanish New Testament (Spanish-NT).

Within each Bible folder are all the relevant audio files (MP3, etc.), 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 E Series. We have the first 3 Chapters of the Books Matthew, Mark, 1 Corinthians, 2 Corinthians, Jude and Revelation.

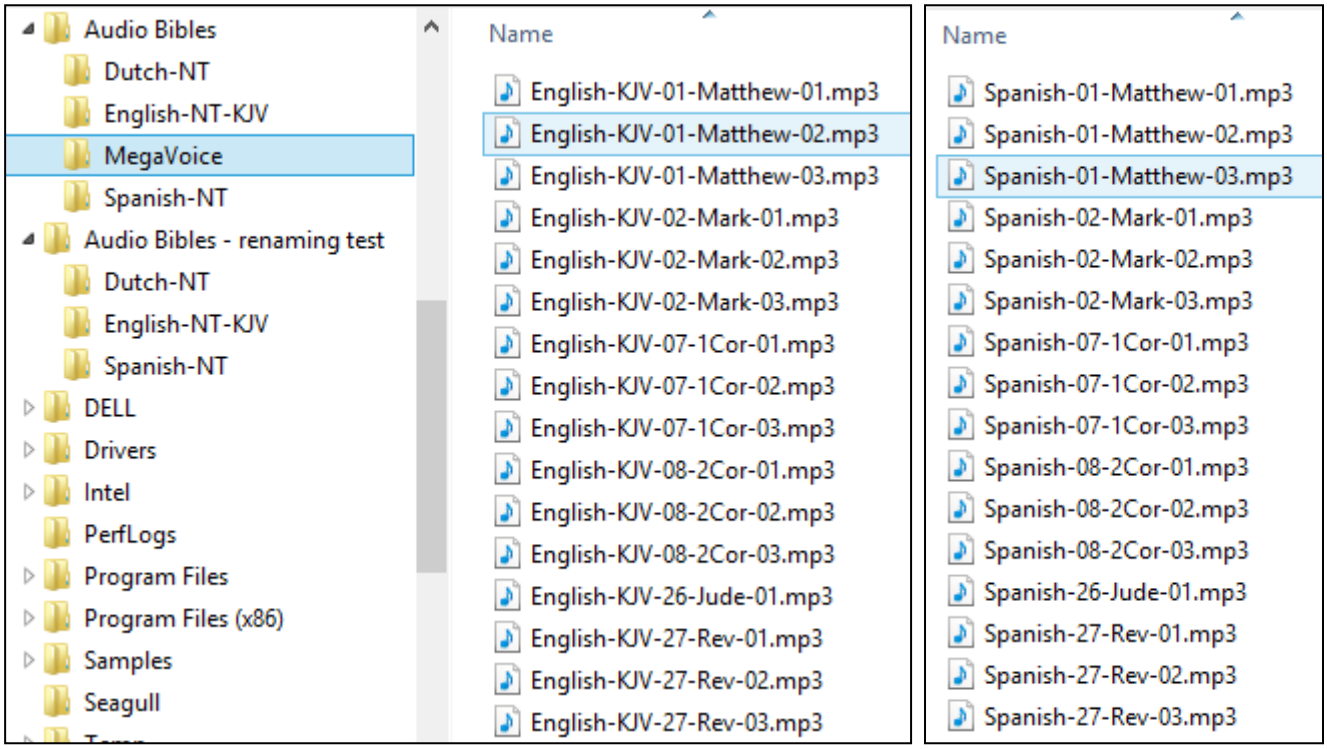
In order to keep the example simple, please note that only select Book folders and Chapter files appear.



In order to load the Envoy E Series with an audio project, depending on your naming convention and message structure, it *may* be necessary to rename and/or reorganize the folders and files. 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 to load to the players.

As noted earlier in the structuring rules, Language and Section folders must include a 3-digit numeric prefix. Depending on your file and folder naming convention, you may be required to do quite a bit of renaming. MegaVoice recommends the following free tool for folder and file renaming. Go to the following link on our web site and click on the File Renaming Utility:
http://megavoice.com/audio-tools/tools-and-utilities-for-loading-audio-content-on-audio-bibles/
This utility includes a tutorial and is easy to use. It requires Java to be installed on your PC. The first time it starts, it will check and if Java is not installed, will redirect you to the web site to download and install Java.

So let's create a "working" 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.***



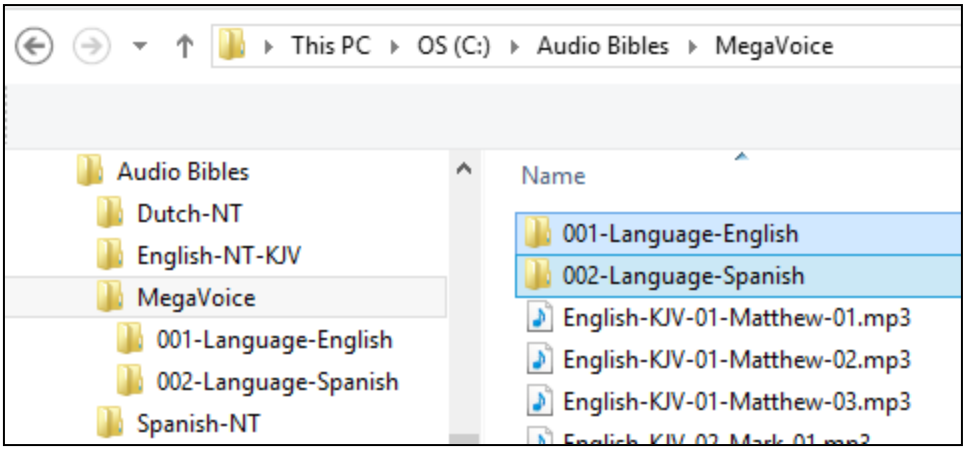
Since we want to load two full language New Testament Bibles to our player, we want to end up with the following 4-level structure:

- Audio Project Folder
  - Language Folder 1 (named “001-Language-English”)
    - Section Folder 1 (named “001-Section-Matthew-Mark”)
      - Book Folder 1 (named “001-Matthew”)
      - Book Folder 2 (named “002-Mark”)
      - And so on…
    - Section Folder 2 (named “002-1-and-2-Corinthians”)
      - Book Folder 1 (named “001-1-Corinthians”)
      - Book Folder 2 (named “002-2-Corinthians”)
      - And so on…
    - And so on…
  - Language Folder 2 (named “002-Language-Spanish”)
    - Section Folder 1 (named “001-Section-Matthew-Mark”)
      - Book Folder 1 (named “001-Matthew”)
      - Book Folder 2 (named “002-Mark”)
      - And so on…
    - Section Folder 2 (named “002-1-and-2-Corinthians”)
      - Book Folder 1 (named “001-1-Corinthians”)
      - Book Folder 2 (named “002-2-Corinthians”)
      - And so on…
    - And so on…

The Language Folders

Let's create the two Language folders in the MegaVoice folder. The first must have a prefix of "001" with optional descriptive text. In previous player versions, the folder names could *only* be 3-digit numbers, creating lots of duplicate names throughout the audio message and making identification difficult.

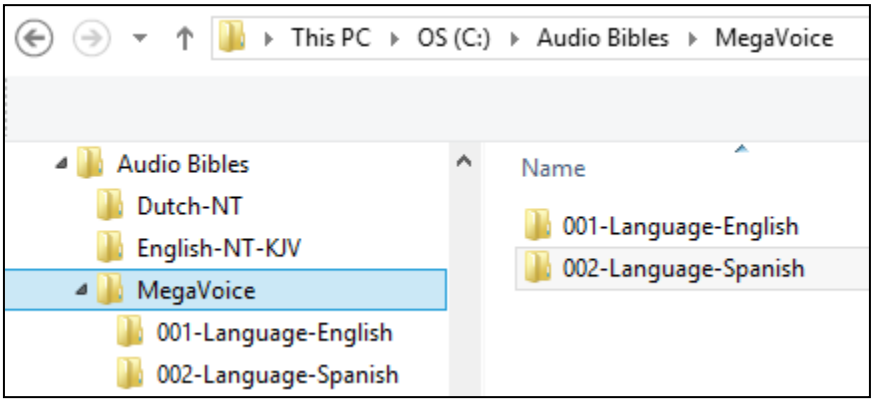
The E Series, however, supports descriptive names which makes organizing much easier. Let's name the first folder "001-Language-English". The second will be "002-Language-Spanish".



Now let's move all the English-KJV and Spanish MP3 files into their respective new folders. There are several ways to accomplish this. Use the method you are most comfortable with.

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

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

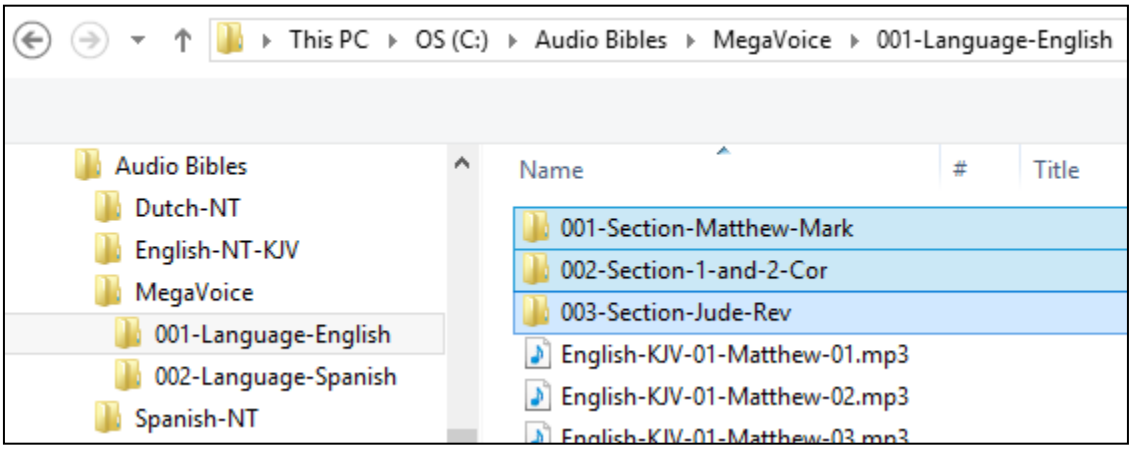


The Section Folders

In this simplified example, we have only 6 Books of the New Testament: Matthew, Mark, 1 Corinthians, 2 Corinthians, Jude and Revelation. We could either group the books into Sections within a Language folder (4 levels), or place all of the Books together within Section folders (3 levels). For the sake of example, we are going with the 4-level structure model.

Within each language, 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.

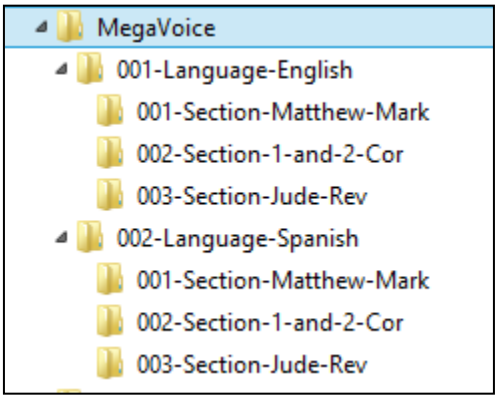
In Language folder “001-Language-English”, let’s create the following Section folders: “001-Section-Matthew-Mark”, ”002-Section-1-and-2-Cor” and “003-Section-Jude-Rev”.



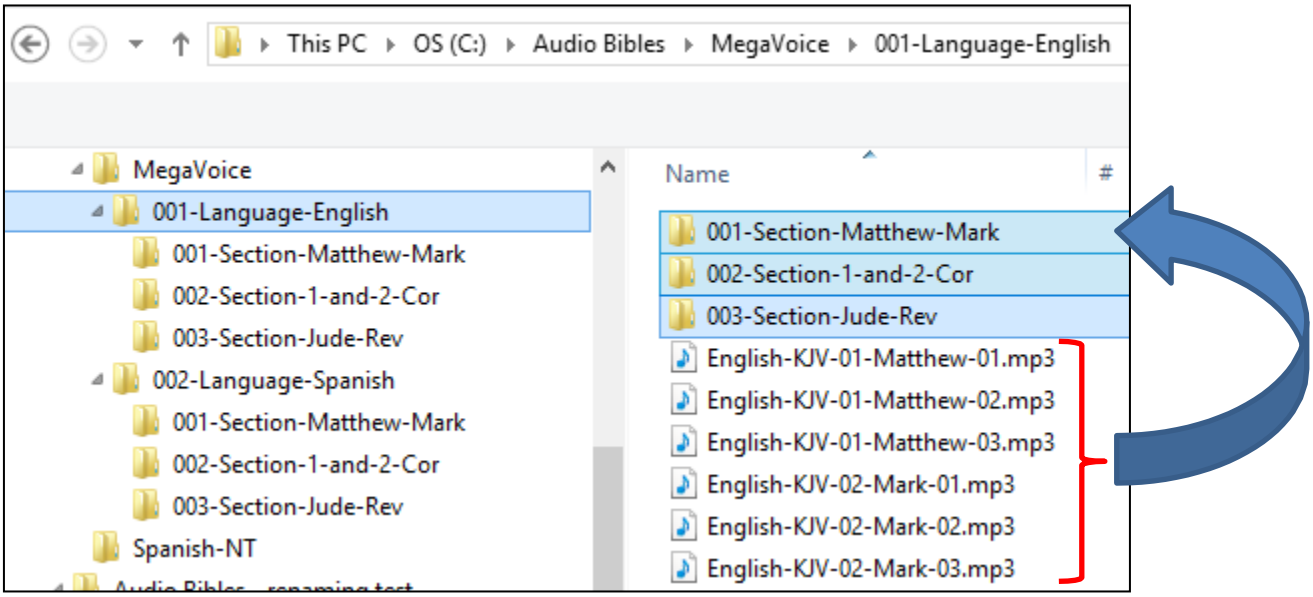
If we are using the same Section groupings for both languages (not required) we could simply copy these empty Section folders and paste them into the “002-Language-Spanish” folder.

Alternatively, we could wait until the first Language folder is complete and manually create them when working on the second Language 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 Language 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”.

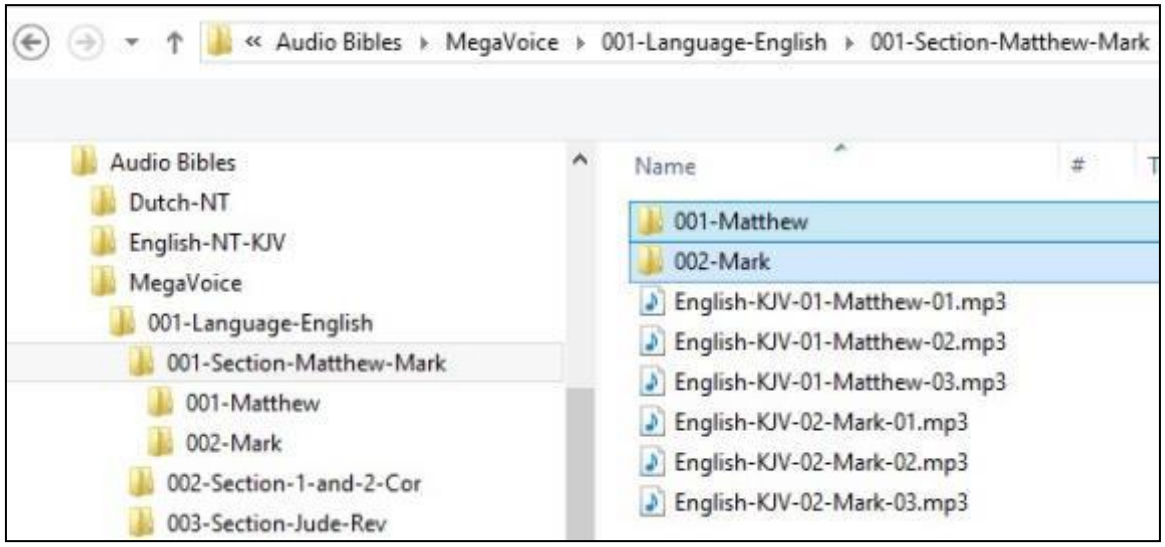


The Book Folders and Chapter Files

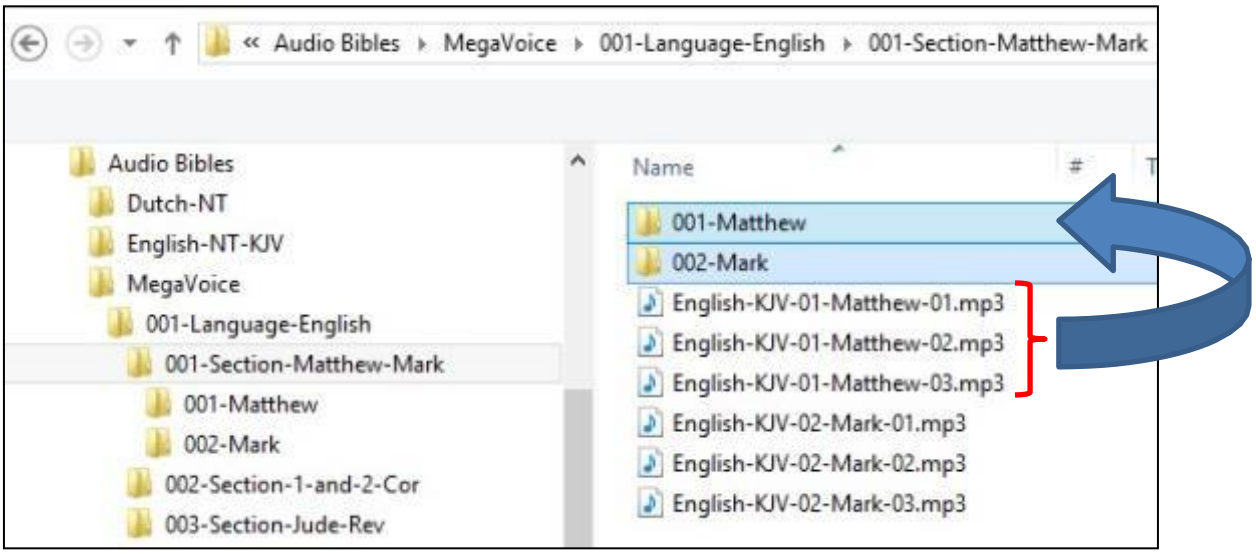
Now we will create “Book” folders in each of the three Section folders. We’ll begin with the first Language folder “001-Language-English”. This entire process will be repeated for the “002-Language-Spanish” folder later.

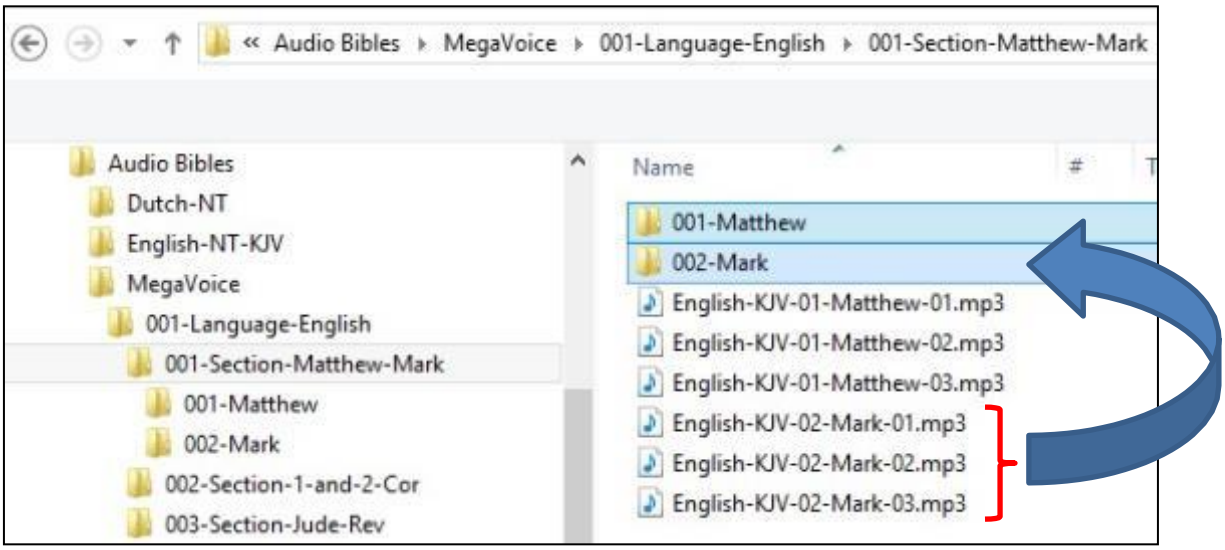
Open the first Section folder, “001-Section-Matthew-Mark”. Since Matthew is the first Book, create a folder named “001-Matthew”. Mark, being the second Book, will need a folder named “002-Mark”.

For Book folders, the numeric prefix is optional but recommended. It will help ensure correct copy and playback operation.

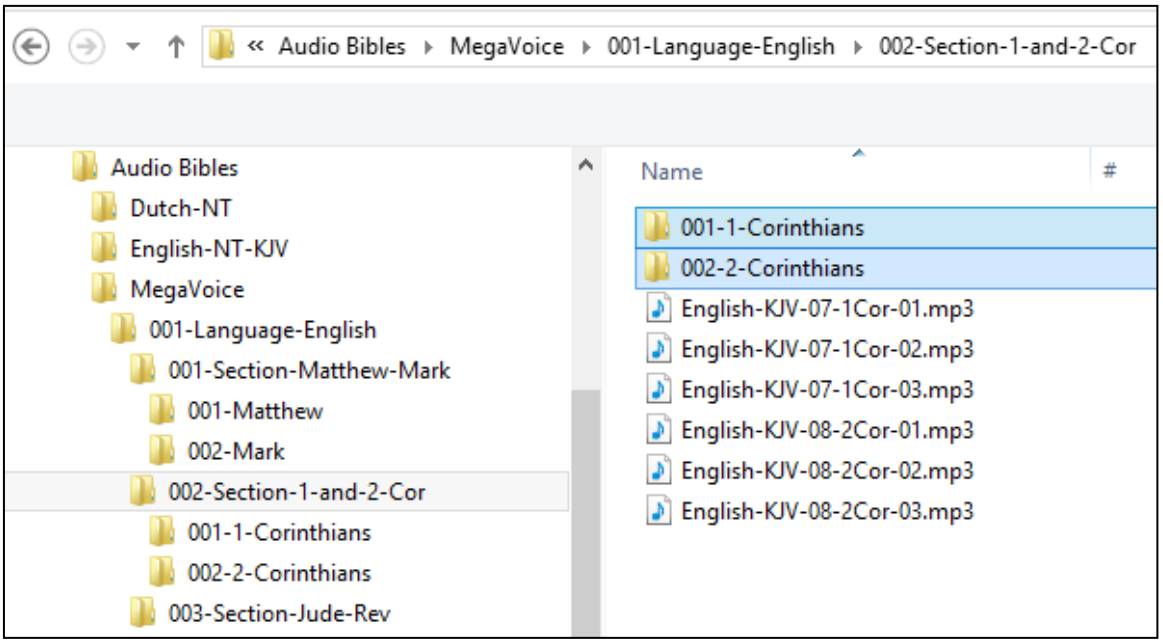


Now we will move the Chapter files to their respective “Book” folders. Highlight the Chapter files for Matthew (3 of them in our example) and move them to the “001-Matthew” folder. Highlight the Chapter files for Mark (3 of them) and move them to the “002-Mark” folder.

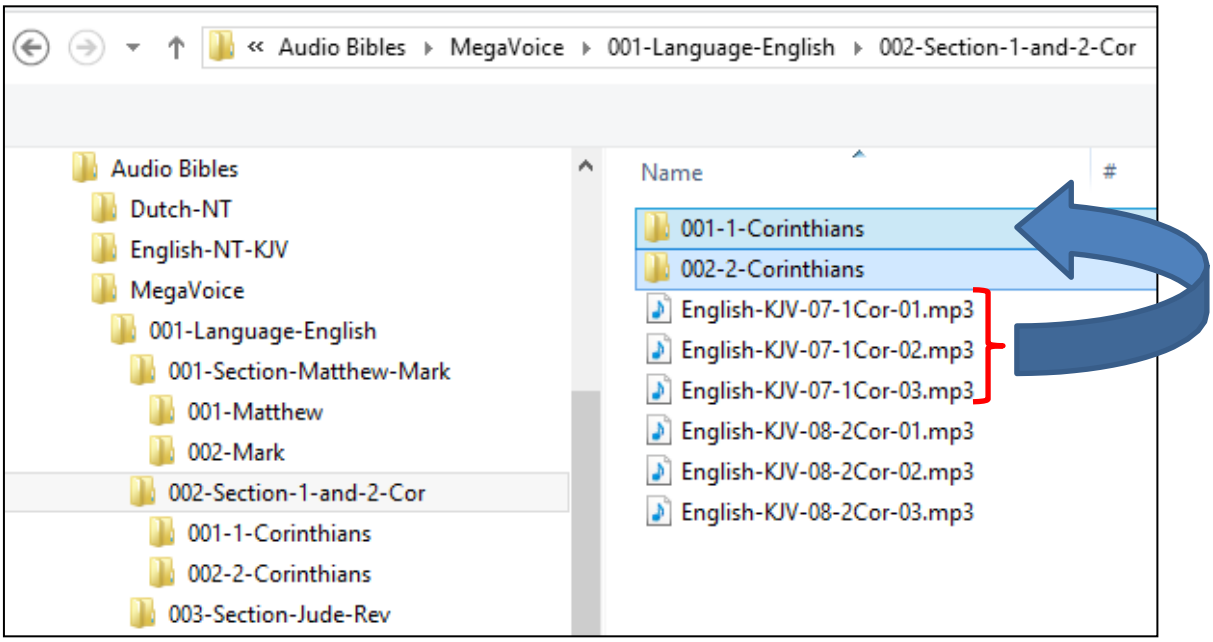


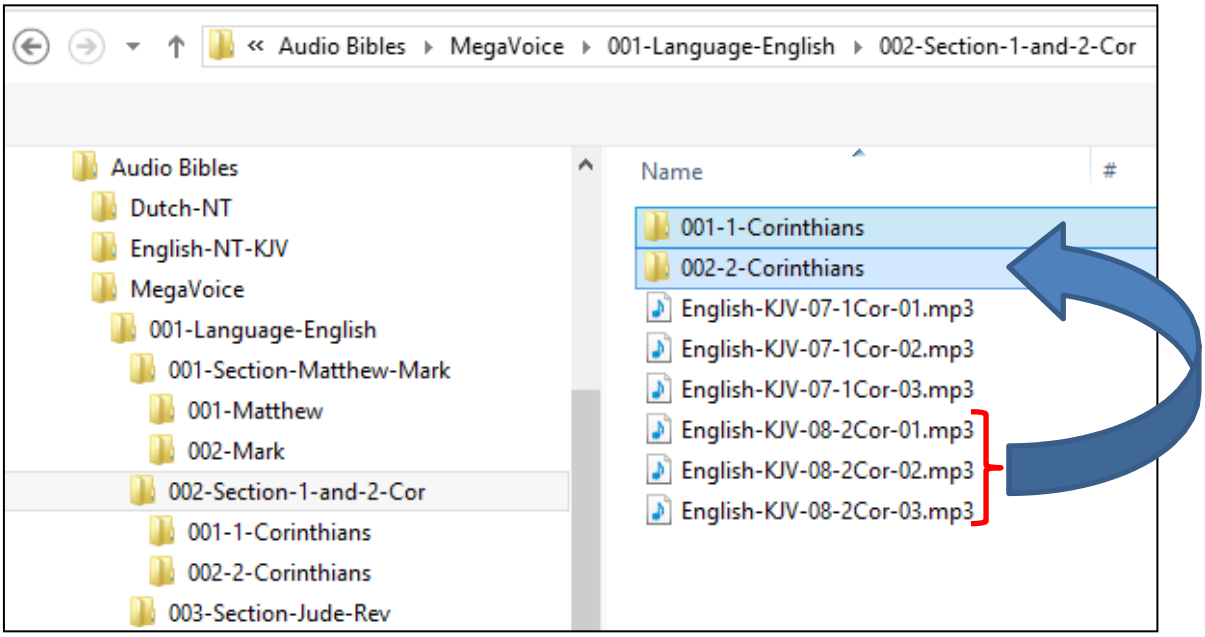


Let's repeat the above process for the next Section, "002-Section-1-and-2-Cor". Because 1 Corinthians is the first Book in this Section, create folder "001-1-Corinthians". And create "002-2-Corinthians" for the second Book.

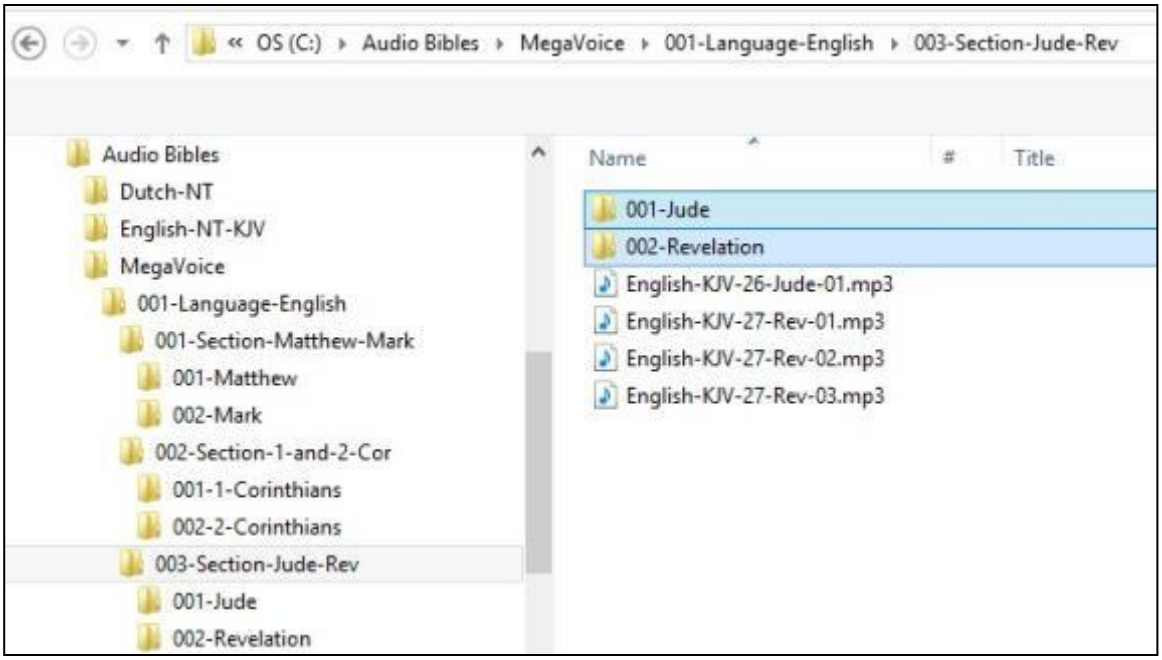


Again we will move the Chapter files to their respective “Book” folders. Highlight the Chapter files for 1 Corinthians (3 of them in our example) and move them to the “001-1-Corinthians” folder. Highlight the Chapter files for 2 Corinthians (3 of them) and move them to the “002-2-Corinthians” folder.

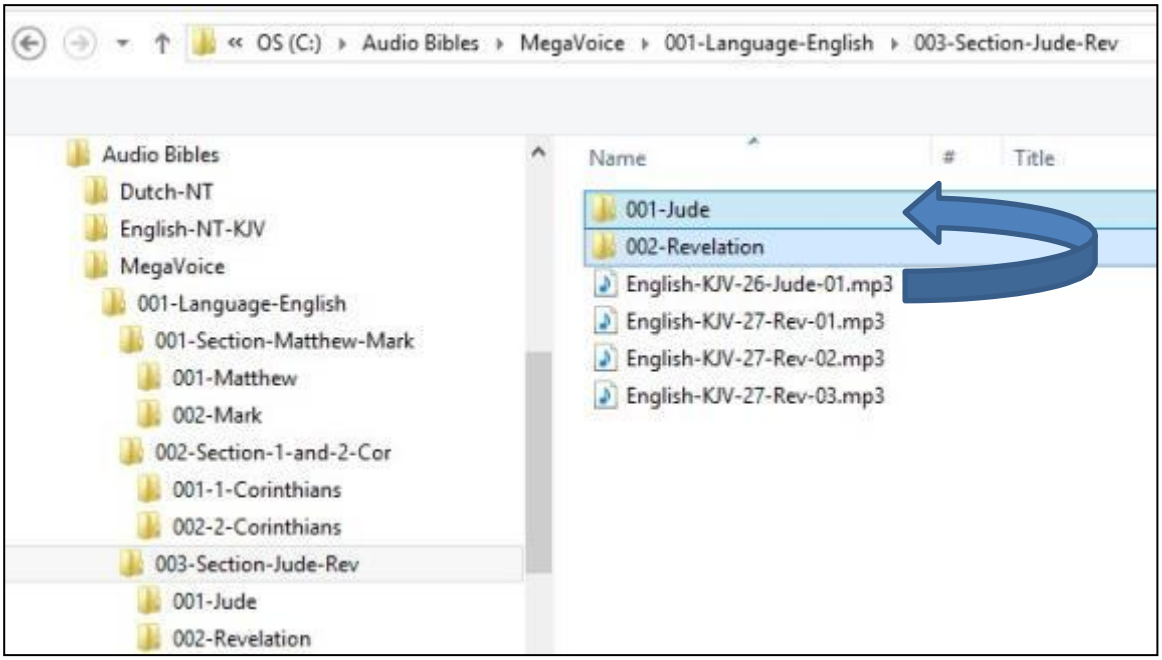


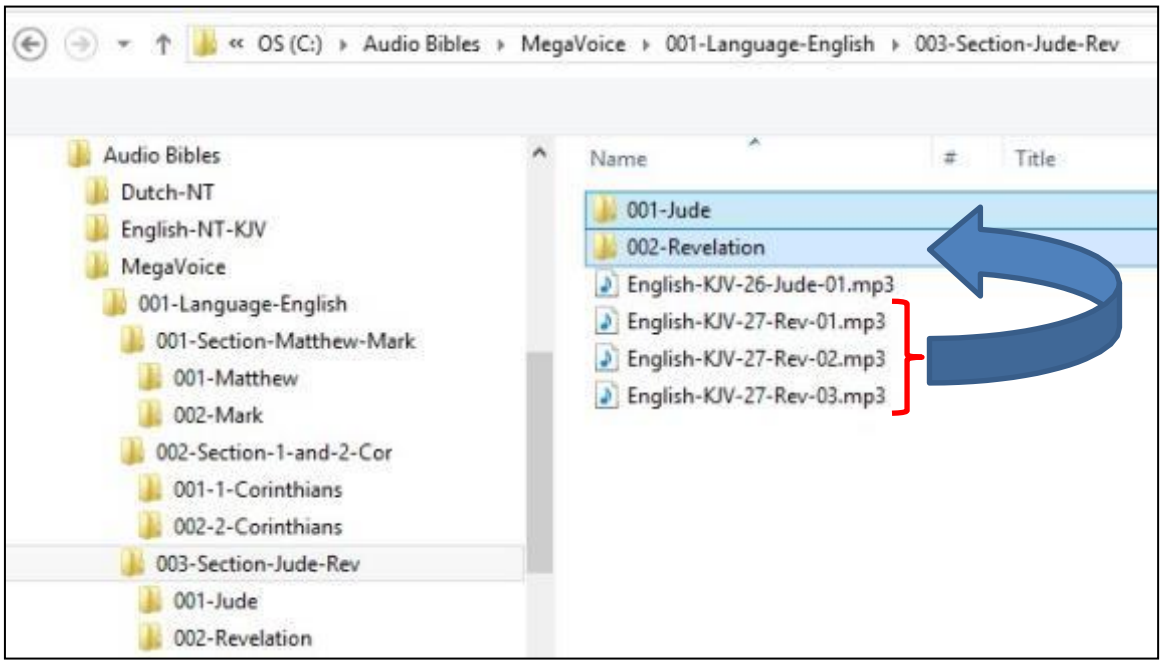


And finally, repeat the process for the third Section, “003-Section-Jude-Rev”. Open the folder and create a Book folder for Jude, “001-Jude” and create a folder for Revelation, “002-Revelation”.



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 Language 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 following the steps outlined earlier.

Verifying the Final Folder Structure

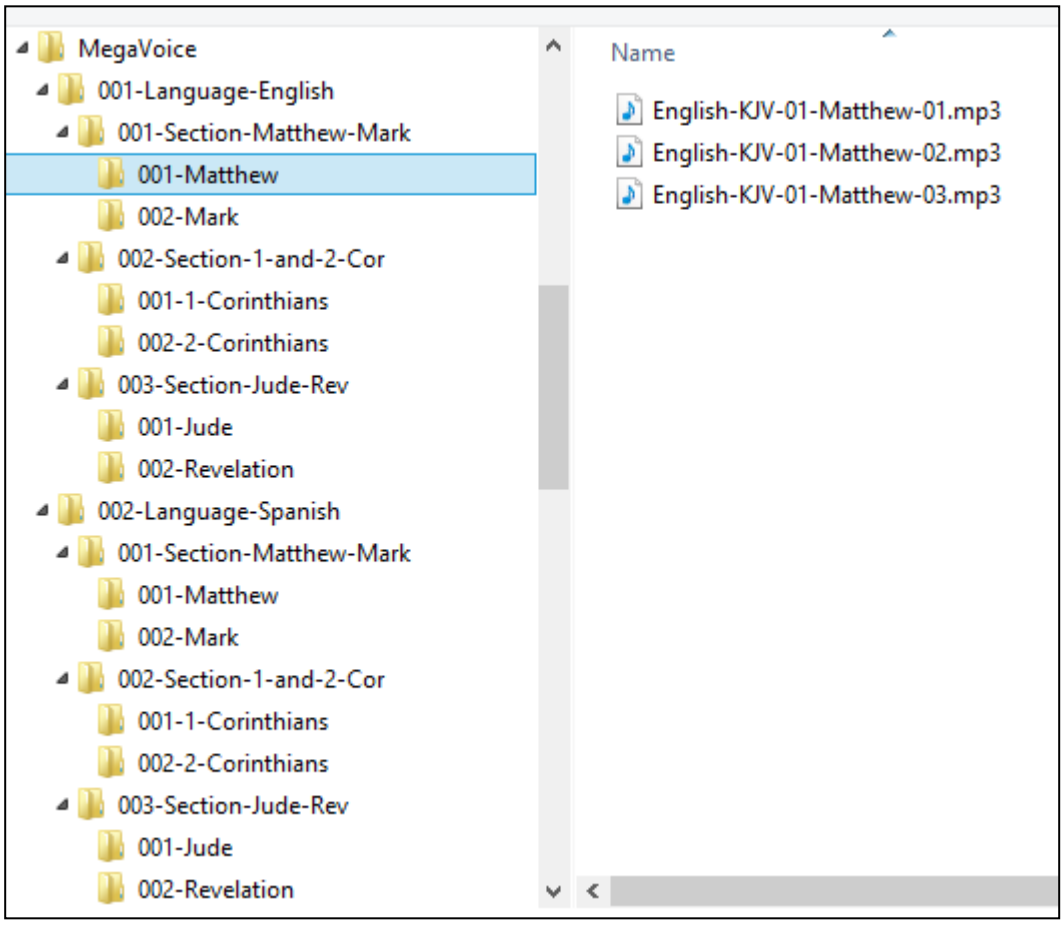
Let's verify what we have so far in our example. Using names that were a combination of a 3-digit sequence number and a meaningful name should make this easy. Start with the MegaVoice audio project folder and click on each folder to verify the contents.

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

Within each Language folder we should only have 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 (audio) files for that Book. For a four-level structure, the Book folders are the only place in the Audio Project Folder where MP3 files may be present.



Loading audio files to the Envoy E Series

Connecting the players for programming

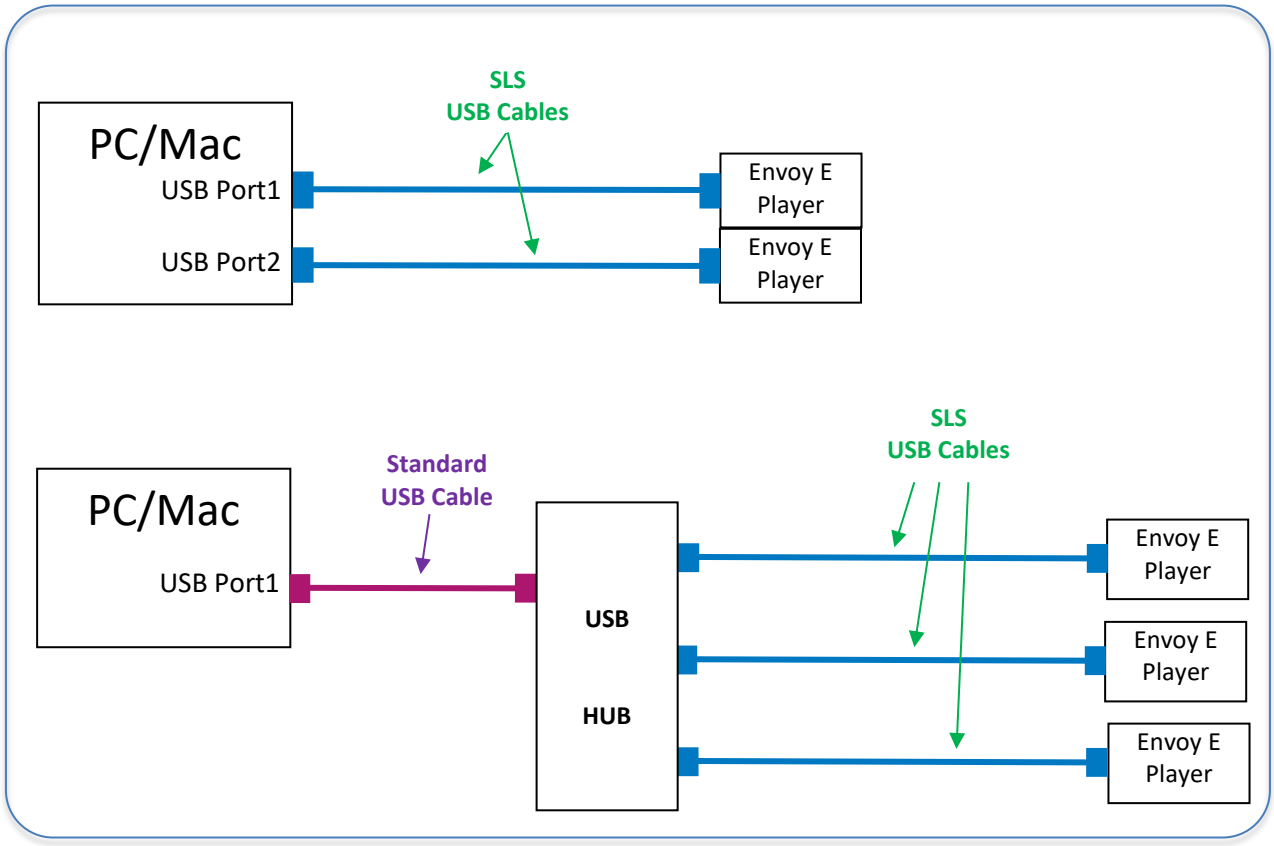
To load your audio files to the Envoy E Series, it is recommended to use the SaberCopy software program (provided by MegaVoice)

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), and with up to 7 players connected per HUB.

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 10: USB connection diagram



Loading the Audio using SaberCopy

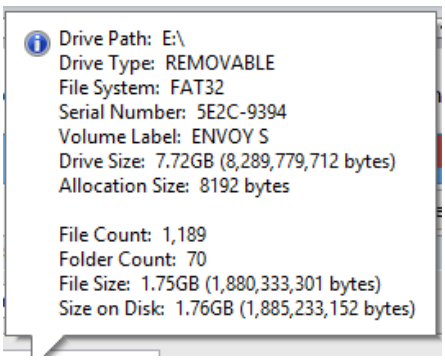
The following example is an excerpt from the user guide Using SaberCopy to Program MegaVoice Players. This example refers to the Envoy S player but the procedure is exactly the same for Envoy E Series. The only difference would be that the microSD card reader also shows as a removable drive.

In this example, we will program 2 MegaVoice Envoy S players with a small message from our audio library.

1. Connect the players to the computer using the proper SLS cable. SaberCopy usually detects players automatically when they are connected and disconnected. In some cases it does not but all you have to do is to click the "Refresh" button (circled in green) for them to be recognized.

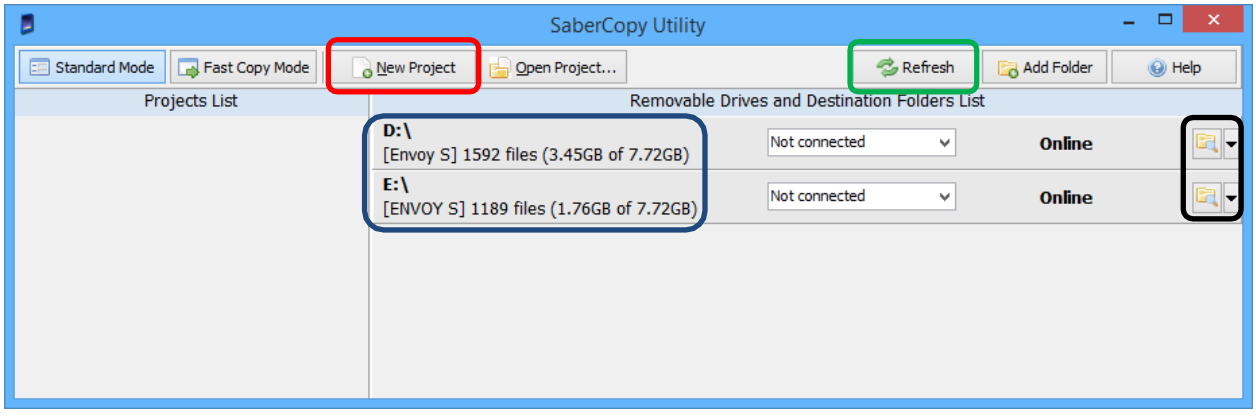
2. There are 2 Envoy S MegaVoice players already connected and SaberCopy has identified them as volumes **D:** and **E:** providing a summary of current content for each (circled in blue).

   SaberCopy will also provide you with a lot of information about each connected device that you can't 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:



3. 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**).

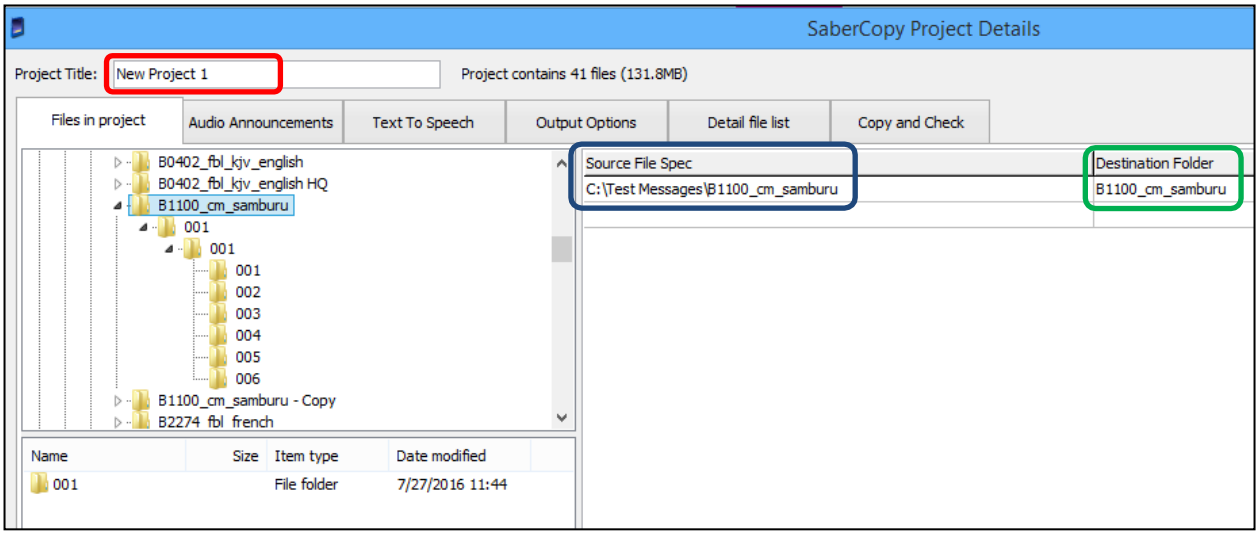
4. In order to provide the information for the load process we will need to create a new project. Click on the "New Project" button (circled in red).



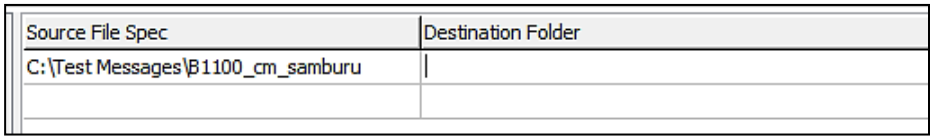
5. The screen image below shows the Project dialog. It consists of 6 tabs, each containing various settings for the project. The first tab, “Files in Project”, is mandatory and is always the first to be displayed.
6. In this example, we want to use the message folder “B1100_cm_samburu” in our “Test Messages” 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 file when saving it. It is highly recommended to use the same name for both the external project file name and project title. Make the title meaningful, but not too long. It appears in the drop-down list of options for each player and longer names tend to truncate when displayed in that list.

8. On the “Files in Project” tab, we must specify the source for the copy operation. The easiest way to do this is to drag the desired folder onto the list on the right and drop it. SaberCopy populates the Source File Spec column for us (circled in blue) and the Destination Folder column (circled in green).
   - Alternatively, you can highlight your audio message folder on the left and then click on the “Add” button at the very bottom of the screen (not shown here but also explained in detail in Example 8 of the full SaberCopy document).



9. Because we want the folders and files in the source folder to be duplicated exactly to the players, we need to clear the “Destination Folder” field so that it is blank (as in the image below). This tells SaberCopy to duplicate the contents of the folder in the “source” to the “root” of each target player. This is the equivalent of specifying “*.*” for “all files”.



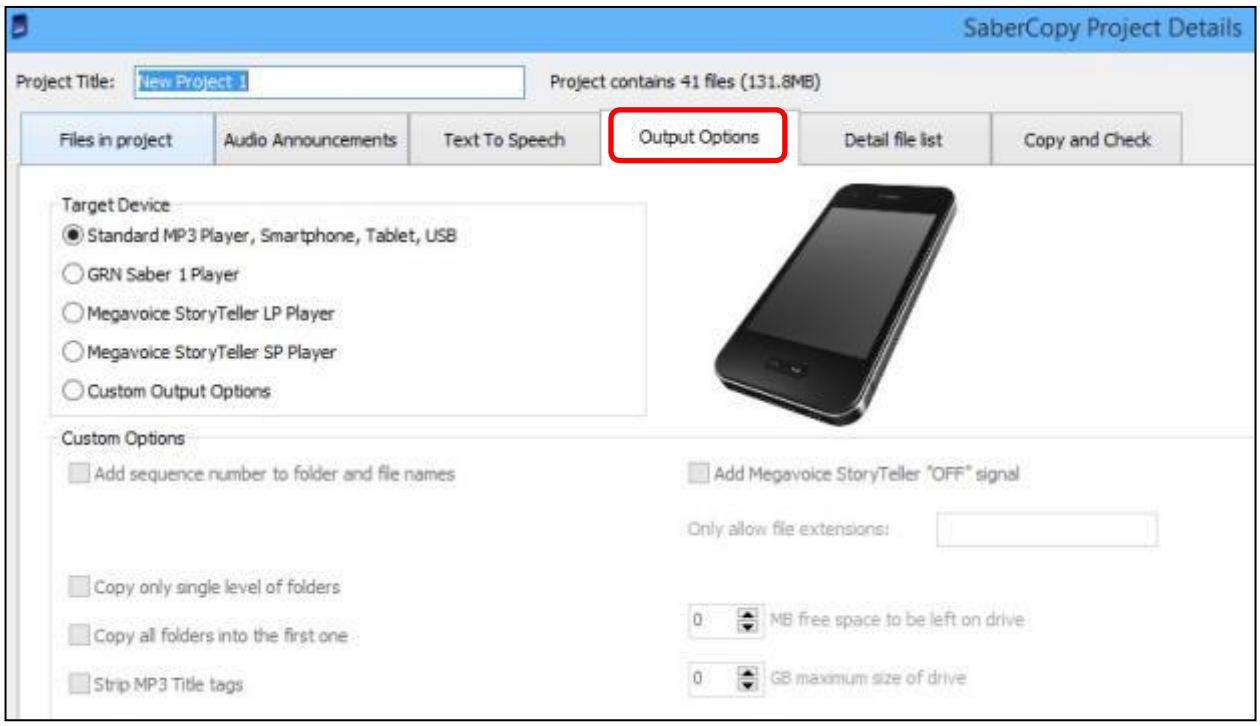
10. Next, click on the “Output Options” tab (circled in red). You will get a screen similar to that below.

11. The first time this screen is displayed after starting the application, these are settings initially shown as suggested default values.

    On 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.

12. For the Envoy S players, we just need to make sure that “Target Device” is set to “Standard MP3 Player, Smartphone, Tablet, USB”.

13. The “Custom Options” section in the bottom of the screen is addressed in more detail in Example 2 of the full SaberCopy document.



14. Now click on the “Copy and Check” tab. You will be presented with a screen like that below.

15. Notice the project name was changed to something meaningful - “B1100”.

16. In the top right, 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 majority of cases, this should be left set to “No change” for both because the player should already be configured properly. You can, however, change it to one of the available choices, but we strongly recommend first consulting MegaVoice technical support for optimum settings.

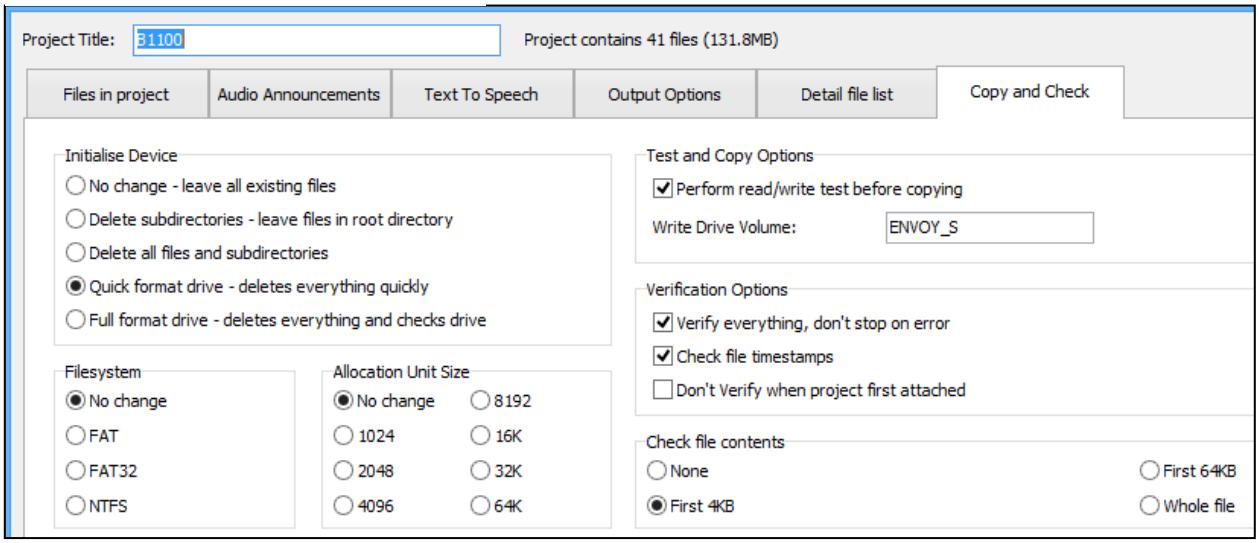
17. Under “Test and Copy Options”, we want to execute the “read/write test before copying”.

18. 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 4K of each file on each player against the same in the source.

    SaberCopy uses an MD5 checksum calculation for the file contents verification. Note that there are more complex options available for file verification (First 64K, Whole file). The more complete the verification the longer the process takes.

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

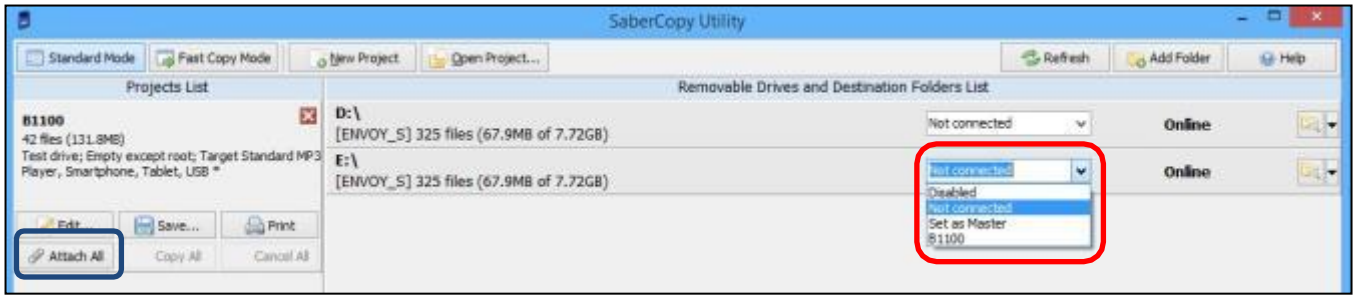
Figure 11: SaberCopy Copy and Check options



20. At this point, the main screen should look like the example below.

21. 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 thing to do 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 for you.

22. Alternatively, within the line for each player, we could click on the drop-down list and change the setting for each individually to the project "B1100" (circled in red).

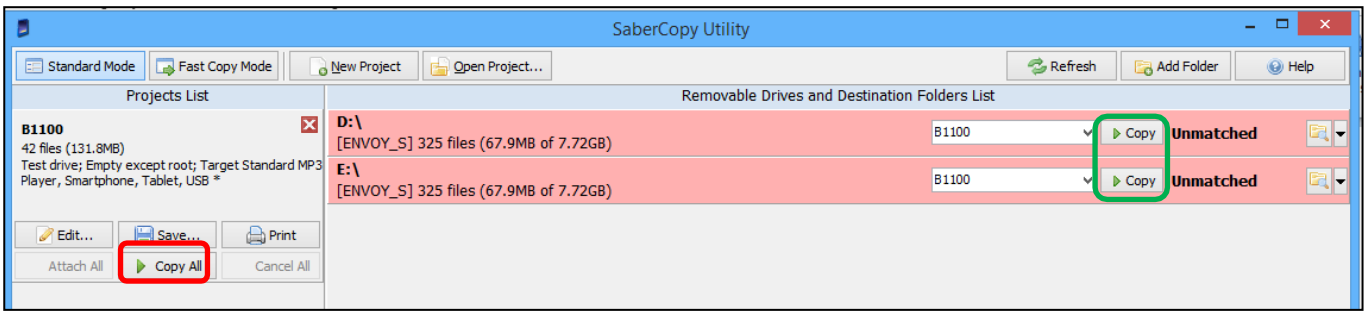


23. Notice that the rows containing the players turned red. This is because SaberCopy will perform a compare *before and after* loading a player from a project (*unless* you check the option "Don't verify when project first attached" in the project definition). These particular players were loaded with audio different from the B1100 project so they display as "Unmatched".

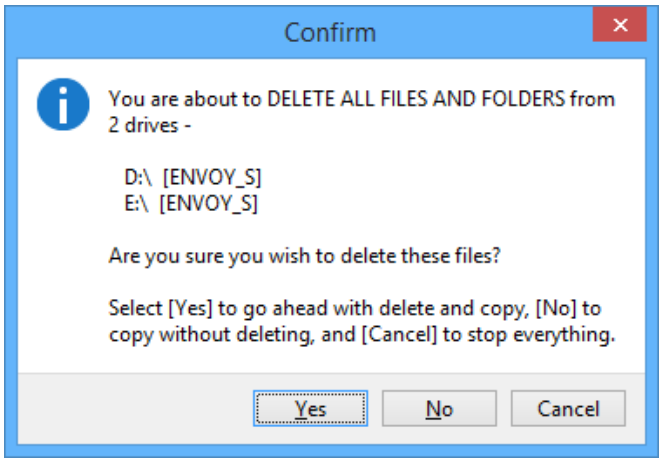
24. To begin the copy process, all we need to do now is click on the "Copy All" button (circled in red).

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.

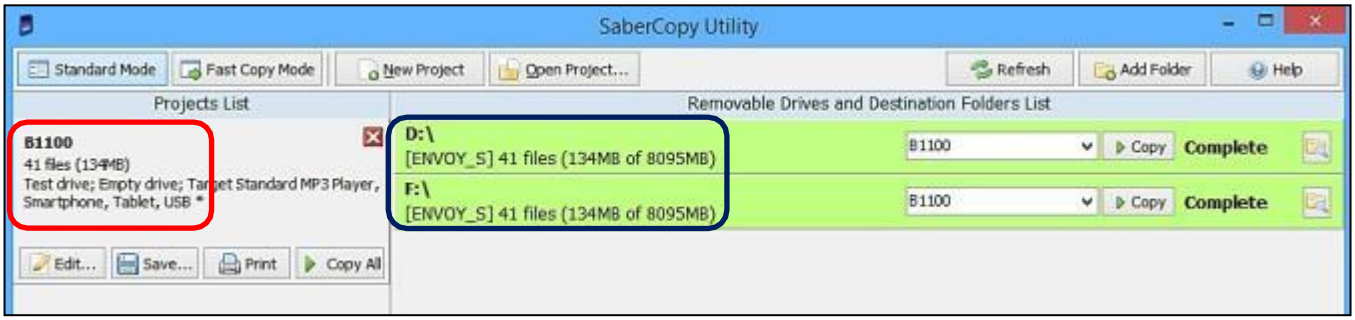
25. Note that you could also click on the "Copy" button appearing in each player line (circled in green), but using "Copy All" is a bit more convenient when you want to load all of the connected/selected players and not just some of them.



26. When you use “Copy All”, you will get a single pop-up confirmation dialog listing all of the assigned players warning that the current content will be deleted. If this is OK, click “Yes” to continue; otherwise, you can click “No” (don’t delete anything but continue the copy), or “Cancel”. When using the individual “Copy” button per player, a pop-up dialog is displayed for each player separately.



27. Once the actual copy completes, SaberCopy performs another 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 be “Unmatched”. For details on researching “Unmatched” see Example 9 in the full SaberCopy User Guide.

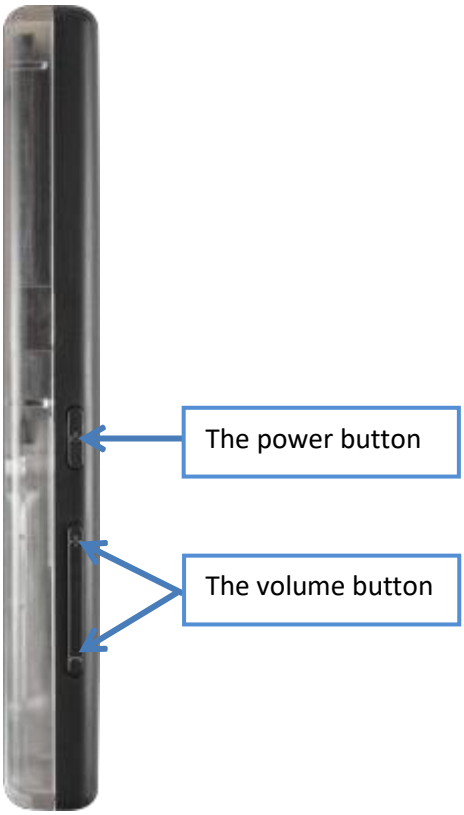


28. Disconnect the players and test each to see that the audio plays as expected.

Listen to the message

After disconnecting each player, you can listen to the message by holding down the power button on the left side of the player for about 2 seconds until the LED lights up (in yellow). The player will beep once, the LED will change to green and your message should begin to play automatically. If it does not, see the Section on Troubleshooting at the end of this document.

Figure 12: Power and Volume buttons



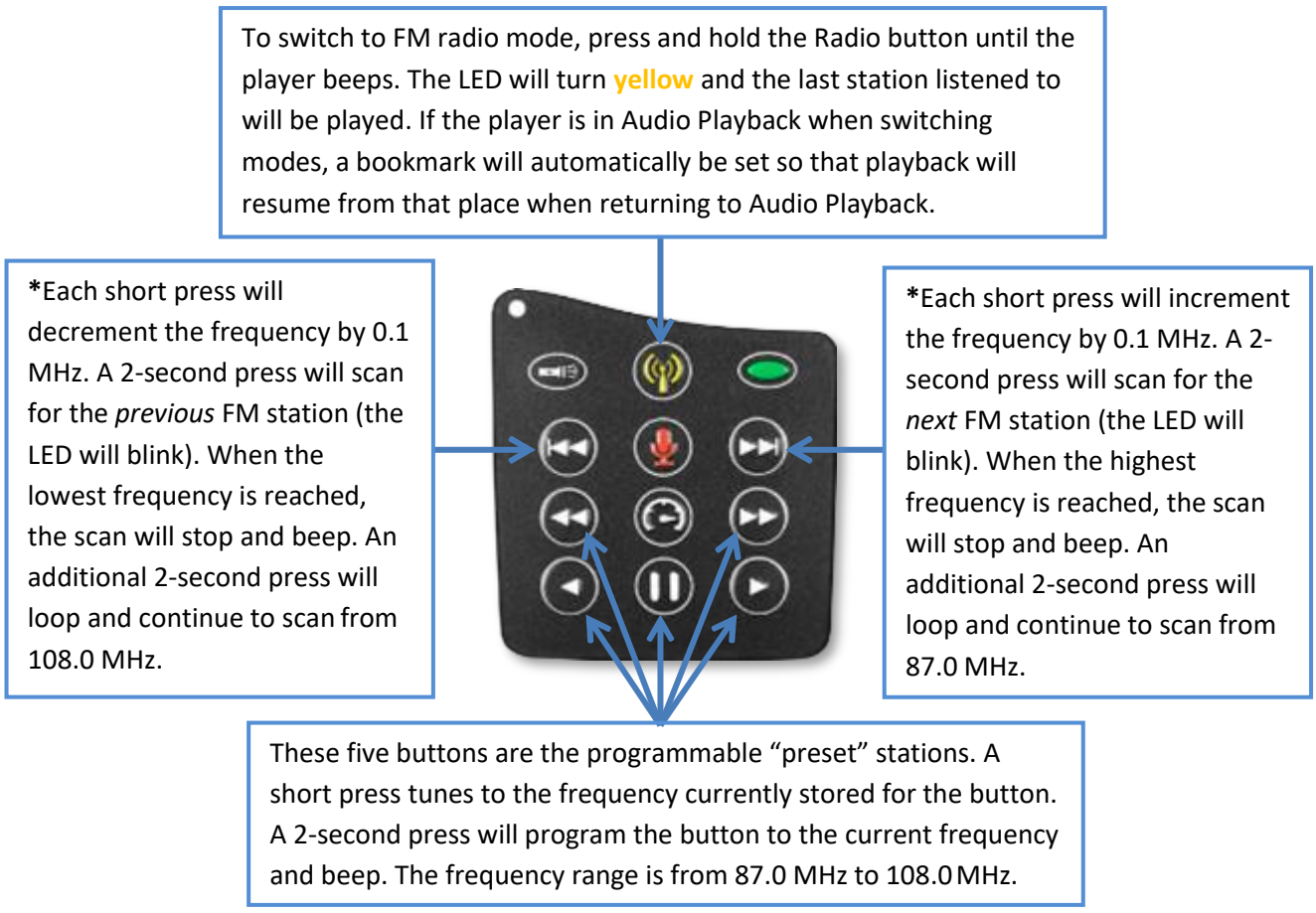
FM Radio (Elite and Equip models only)

Using the FM radio

The Elite and Equip models of the E Series provide an FM radio receiver. Details on how to turn the radio on, navigate station frequency and use the preset station buttons are all described in the diagram below.

To turn the radio off, either change to audio playback mode (a long press on the Language button) or turn the player completely off. The player will *remember* the last station accessed the next time the radio is used.

Figure 13: Controlling the FM Radio



**Unless these buttons have been disabled using the configuration file.*

Programming the presets using the configuration file

MegaVoice provides a way to configure the radio preset buttons. This is done via a simple text configuration file named “FMSET.txt”. The file can be stored in the onboard memory in one of two places: within a hidden volume* on the player or as a single file in the “root” folder. You can create and edit it using Windows Notepad or your favorite editor.

When the E Series boots up, it will check for the presence of this file, looking first for a hidden volume*. If not found there it looks in the root of the player. If found, it will set the preset buttons to the defined frequencies.

The configuration file can also specify whether the buttons can be changed by the user to other frequencies, or lock them so that they cannot be changed. If the buttons are locked, the scan buttons, and , are also disabled.

If no configuration file is found, then all buttons are pre-programmed to 87.0 MHz and may be changed.

The file should contain a single line of text with the following format:

```
S:x freq1,freq2,freq3,freq4,freq5
```

From left to right …

“S” an uppercase “S”

“:” a colon

x where x is 0 (zero) = the buttons are programmable and may be changed by the user

1 (one) = the buttons are fixed and may not be changed by the user

A single space.

A comma-separated list of five button frequencies with no spaces between them. The frequencies are specified as whole numbers *without* the decimal point. For example, 87.5 MHz is specified as “875” and 107.0 MHz is specified as “1070”.

Button frequency assignments may be omitted if desired. If one is omitted, a default value of 87.0 MHz will be substituted by the player.

The position of the frequency numbers in the list correlates to one of the five programmable buttons on the keypad in the following way:

freq1 = , freq2= , freq3 = , freq4 = , freq5 =

**The “hidden volume” option is limited to pre-programmed players directly from MegaVoice.*

Configuration file examples

1. `S:0 915,933,955,985,1047`

- The buttons are programmable and may be changed by the user
- Button is pre-programmed to 91.5 MHz
- Button is pre-programmed to 93.3 MHz
- Button is pre-programmed to 95.5 MHz
- Button is pre-programmed to 98.5 MHz
- Button is pre-programmed to 104.7 MHz

2. `S:1 915,,,,1047`

- The buttons are fixed and may not be changed by the user. The scan buttons, and , are also disabled
- Button is pre-programmed to 91.5 MHz
- Button is omitted and defaults to 87.0 MHz
- Button is omitted and defaults to 87.0 MHz
- Button is omitted and defaults to 87.0 MHz
- Button is pre-programmed to 104.7 MHz

3. `S:0`

- The buttons are programmable and may be changed by the user (this is the equivalent of having no FMSET file)
- Button is omitted and defaults to 87.0 MHz
- Button is omitted and defaults to 87.0 MHz
- Button is omitted and defaults to 87.0 MHz
- Button is omitted and defaults to 87.0 MHz
- Button is omitted and defaults to 87.0 MHz

Recording (Elite and Echo models only)

Overview

The Elite and Echo models of the E Series provide the ability to make your own recordings. Details on how to initiate recording mode and use the various features while in that mode are described in Figure 14: Recording control buttons.

Recording files can be stored on both the onboard memory and *micro*SD.

If a *micro*SD card is present in the card reader when initiating recording mode, the player will default to it.

All recording files are created in WAV (Waveform Audio File) format (48,000 Hz, mono, 192 Kpbs) and stored in a special folder named “RECORD” in the root (onboard memory or *micro*SD). The player will automatically create this folder if it is not present.

The naming convention for the recorded files is “RECnnn.wav” where nnn is a 3-digit counter that the player increments automatically beginning with 000. This allows for up to 1,000 files. The largest file allowed is 2GB. Based on the settings described above, a 2GB file can contain about 23.7 hours of recorded audio.

To exit recording mode, you may change to audio playback mode (a long press on the button), or to FM Radio mode (a long press on the button; Elite and Equip only) or turn the player off completely. If a recording is in progress when leaving Recording mode, the file will be saved “as is” before exiting (some truncation may occur).

When recording to a microSD card, do NOT remove the card while recording is in progress. This will result in a corrupt file and you will lose your work. The player will beep 4 times to alert you and stop recording.

Recording controls and features

Figure 14: Recording control buttons

To switch to Recording mode, press and hold the red microphone button until the player beeps. While in this mode, the LED will be **red**.
Once in Recording mode, a brief press will beep and begin recording a new file. When finished, another brief press will end recording, beep and create the new file. While recording, the LED will blink slowly.

A short press begins playback of recorded files, starting with the most recent. If the RECORD folder is empty, the player will beep 4 times.

A 2-second press will delete the *current* recording file and beep 4 times.

A 2-second press will reset the file counter to 000 and beep 4 times. It is recommended to do this after moving files out of the RECORD folder to other media.

While in recording playback mode, a short press will skip to the beginning of the current file. A subsequent short press skips to the previous file. A long press will skip backwards 5 files. Player will beep when *first* file is reached.

While in recording playback mode, a short press will skip to the next file. A long press will skip forward 5 files. Player will beep when *last* file is reached.

While in recording playback mode, a short press will reverse 20 seconds* in the current file. A long press will rewind through *all the files* until button is released.

A 2-second press will enter Speed Control mode for recording playback.

While in recording playback mode, a short press will advance 20 seconds* in the current file. A long press will fast-forward through *all the files* until button is released.

While recording, a short press will pause the recording. Another press will resume recording to the same file. Only this button can resume recording. A recording session may be paused any number of times and resumed.

**The actual time may vary slightly.*

Managing the recording files

You can access the recording files on the E Series players by connecting your player to a computer using an SLS USB to micro-USB cable and opening the RECORD folder.

If you recorded to a *micro*SD card, you can also access the contents of the card while loaded in the card reader of the player. You can even format *micro*SD cards while they are loaded in the player's card reader.

You can copy, rename or delete recording files while the player is connected to the computer.

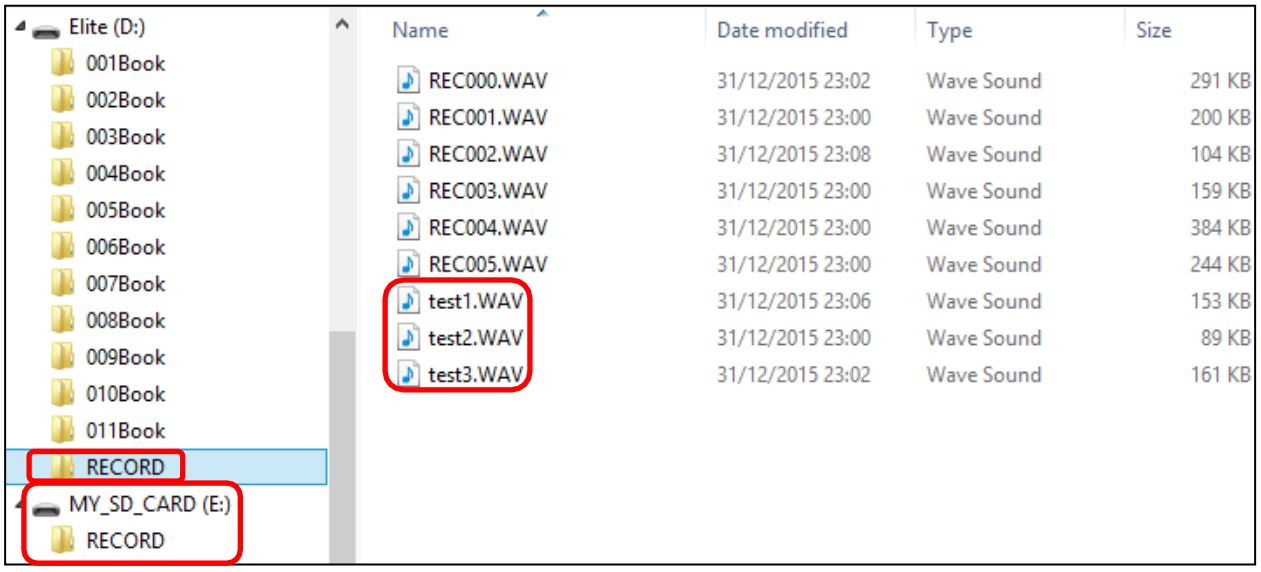
Care must be exercised when accessing the player contents while connected to the computer, making sure not to alter the folders or files comprising the audio message. Correct playback could be impacted if not.

Once you make recordings, it is advisable to rename them to something meaningful as soon as you can for easier identification later. The player will still be able to access and play these files. The order of playback should remain the same.

In the example below, a player is connected with a *micro*SD card loaded in the card reader. There are RECORD folders in both the player's onboard memory (Elite **D:**) and the microSD card (MY_SD_CARD **E:**). Three recording files in the RECORD folder of the onboard memory were manually renamed after they were created.

In this example, the intended use for the *micro*SD card was solely for recordings so the only object in the root is the RECORD folder.

Figure 15: RECORD folder and files, onboard and *micro*SD



Tips for recording on the E Series

General advice

1. Find a good acoustic environment for producing your recordings. If you can't provide a special room at the very least find a place that is reasonably quiet with little to no wind or background noise.
2. Noise may be picked up when the unit is placed near an AC power source, a fluorescent lamp or a mobile phone during recording or playback.
3. Choose someone that has a good voice for narration. MegaVoice has found that the female voice produces higher quality audio recordings than the male voice.
4. Practice with the player until you are very comfortable with its operation. This will enable you to focus completely on the narration of your messages.
5. For personal recordings, hold the top of the player under the bottom lip while recording. The microphone is internal, just above the speaker. Keep in mind that holding the player while recording may pick up background noise from touching it.
    a. For group recordings, set the player on a level surface a fixed distance from the source.
6. Speak slowly enough to clearly enunciate your words but quickly enough so that the message flows.
7. Provide proper silence between the parts of each message.
    a. Take a short breath before the message/chapter
    b. Take a breath (about 1 second) after the title
    c. Take a long breath (about 2 seconds) at the end of the message/chapter
8. Using your favorite audio editing software, review and edit the recording as necessary before saving the final version.
    a. See MegaVoice's web site for some recommended free audio utilities.

E Series specifics

1. After pressing the red microphone button to initiate a new recording, the player will beep once. While recording the LED will blink. Wait until you see the LED blink once (about 1 second) before beginning to speak to prevent truncation.
2. When you are finished recording, wait at least 1 second before pressing the red microphone button to quit recording. Most recorders pick up the internal "click" of the button pressed to end the recording because it is difficult to prevent. MegaVoice has specially engineered its firmware to "trim" the final 1 second of the recording in order to eliminate the "click".

Distributing your recordings on microSD

Unless you have a very large number of files you wish to distribute, the 1-level structure will probably be sufficient for you to organize your files on the card. That is, only the individual WAV files are present on the card. Remember you have 4 choices for organizing your files. Choose the one that makes the most sense for your collection.

If you made all of your recordings directly to a microSD card dedicated for recording only, you can't just duplicate that card and distribute it. The reason is that the structure is not one of the supported types for audio playback. If you try to navigate to the card and play the content, the player will beep 5 times and go into pause mode because it won't recognize the structure.

However, all you would need to do for it to work is to move the WAV files from the RECORD folder to the root and then delete the empty RECORD folder.

You may rename your files with meaningful names, but keep in mind that the file names must sort in the order they should be played. Any renaming of files must be done before you copy them to another source so they will transfer in the correct order.

Please refer to the section Preparing the SD card for important specifics on how to correctly create an SD card with your recording files.

Speed control for audio playback

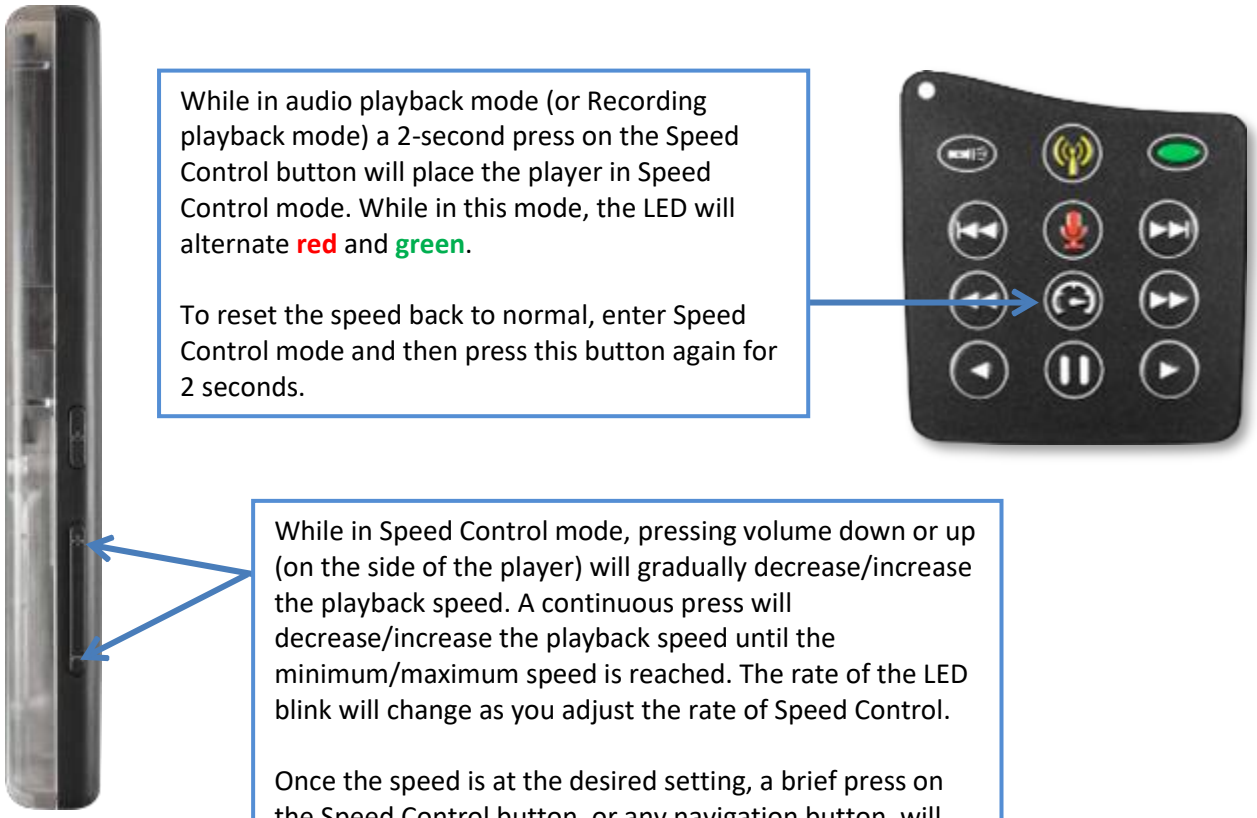
All models of the E Series come with the ability to adjust the speed of audio playback. Speed control allows you to slow down or speed up the playback of audio from the onboard memory or microSD cards.

Speed Control may also be used for listening to recordings you made but it does *not* affect the actual recording speed. (Elite and Echo models only)

While in Speed Control mode, audio playback continues to the end of the current audio file so that you can hear the altered speed.

Once a player is turned off, or any other mode is used like the FM Radio (Elite and Equip only), playback speed automatically returns to normal.

Figure 16: Speed Control



The LED flashlight

All models of the E Series come with a bright, 4-mode LED flashlight. The flashlight operates independently of the other player functions so it may be used at any time, even when the player is turned off.

Figure 17: LED flashlight control

A short press on this button will turn the flashlight on in low beam. While the flashlight is on, subsequent short presses will change to medium beam, then to high beam and finally turn off.
A continuous press on the button will turn the flashlight on with high beam and remain on until the button is released. This even works if the flashlight was first activated using the short press making it possible to easily toggle between low and high beams.
When the flashlight is on, it does not affect other active player functions and may be used at any time.

The *micro*SD card connector

All E Series models can also play content from a properly formatted *micro*SD card. You may load up to 8 language folders to a single *micro*SD card, effectively increasing the capacity from 2 languages (onboard memory) to 10 languages total. MegaVoice has successfully tested cards up to 64GB in size.

With the player facing you, insert a card into the reader with the brass contacts showing until it locks in place.

Figure 18: Inserting a microSD card

Once the *micro*SD card is loaded, press the Language button for 2 seconds repetitively until the player beeps once. Playback will now begin from the card. The LED will show as **green**.

To remove the *micro*SD card, gently push it in. The reader will unlock and push the card out so you can remove it. If the player was in playback mode from the card when removed, it will beep twice and revert to the onboard memory. If any other function was active, the function will continue with no interruption.

You can view, format and prepare a *micro*SD card while loaded in the player's card reader when it is connected to a Computer using a USB to micro-USB cable. You may also do the same with the card loaded in a *micro*SD adaptor (shown below) connected to a Computer.

Figure 19: SanDisk microSD-to-USB adaptor

If the player is turned off while playing from an SD card and turned on later with the card still loaded, the player will default to the card; otherwise, the player always defaults to the onboard memory.

Preparing the SD card

You may load your audio files to a *micro*SD card in one of several ways:

1. Using the SaberCopy program while the card is loaded in either the E Series' card reader or a *micro*SD card adapter
2. Using the File Explorer utility on your PC/Mac while the card is loaded in either the E Series' card reader or a *micro*SD card adapter
3. Using a *micro*SD card duplicator

Using any of the methods, you may load multiple cards simultaneously with properly structured audio messages.

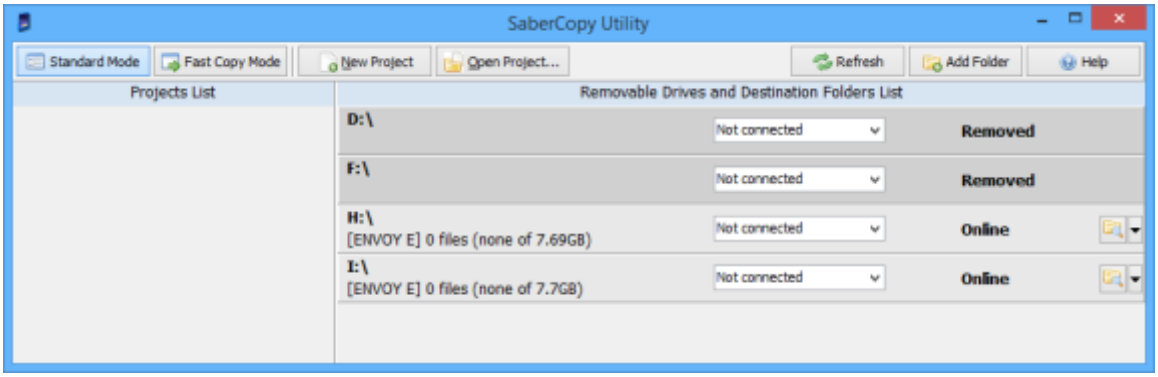
Please be aware that when using methods 1 or 2 noted above from a Windows PC, you will be limited to the *number* of players/*micro*SD cards you can simultaneously load by the number of available "Drive" or "Volume" letters on the PC. Volumes use the letters A through Z and several are already reserved by existing definitions on the PC by devices such as disk drive(s), DVD/CD drives, mapped drives, etc. A *micro*SD card duplicator does not have this limitation but rather is limited only to the number of physical card slots it provides.

You can only access the onboard memory of the Envoy E when connecting it to the computer using a MegaVoice micro-USB SLS cable. If you use a standard micro-USB data cable, you can still access the card reader but the onboard memory will *not* show.

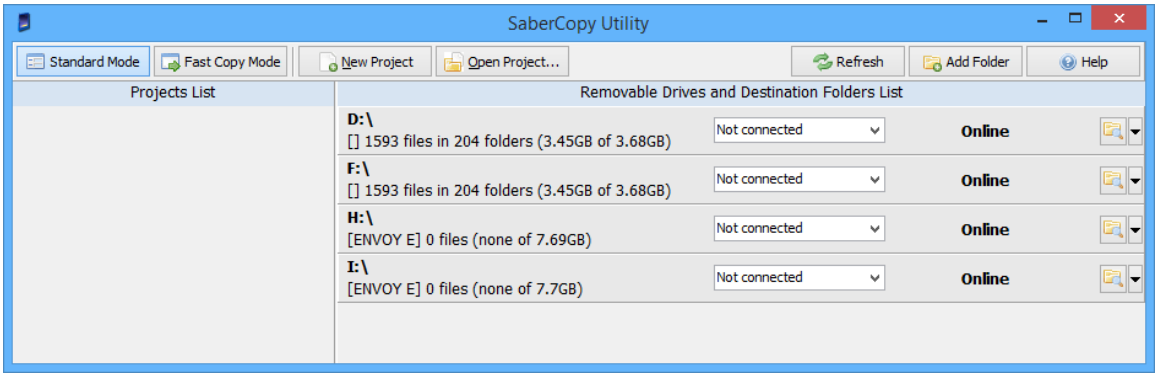
Using SaberCopy

When connecting with an **SLS** USB cable, the challenge when using the Envoy E to load a *micro*SD card is that *both* the onboard memory *and micro*SD card reader show as "volumes". The best way to distinguish the player from the *micro*SD card reader is to connect the player first *without* a *micro*SD card loaded.

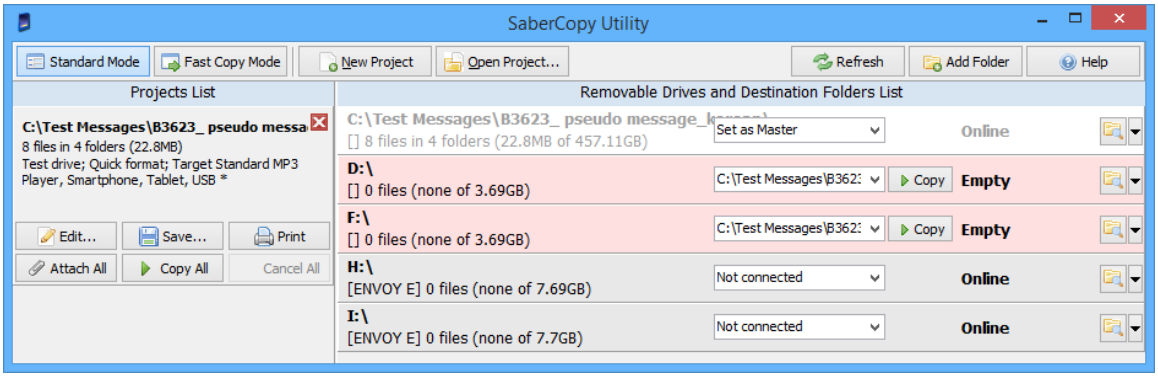
In the example below, 2 Envoy E players are connected with SLS cables- *without* cards loaded. The onboard memory of each are volumes **H:** and **I:** and show with a status of **Online**. The *micro*SD card readers appear as volumes **D:** and **F:** and show with a status of **Removed**.



Once you insert *micro*SD cards in the reader of both players (**D:** and **F:**), they also show as **Online**. See below:



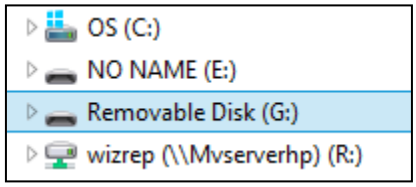
Once you identify the correct "drives" you would choose the audio project folder desired, set it as "master", edit the project settings, assign it to the correct drives and begin the copy procedure as outlined in Loading the Audio using SaberCopy.



Using the File Explorer

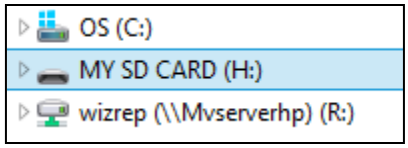
If you connect a player using the SLS USB cable with an SD card loaded, both the on-board memory and SD card appear and show as “Volumes”. In the Windows example below, the player is identified as “NO NAME” and the SD card (with no volume name) is identified as “Removable Disk”.

Please note that the way the volumes are displayed depends on the operating system being used.



If you use a microSD USB adapter (see SanDisk microSD-to-USB adaptor) and connect it to your PC/Mac using a standard USB cable, the SD card will display with the Volume name (if set when it was last formatted) or may show as “Removable Disk” if no Volume name was specified. Again, this can vary depending on the operating system.

In the Windows example below, a microSD card loaded in a microSD USB adaptor and connected to the computer shows as volume “MY SD CARD”.

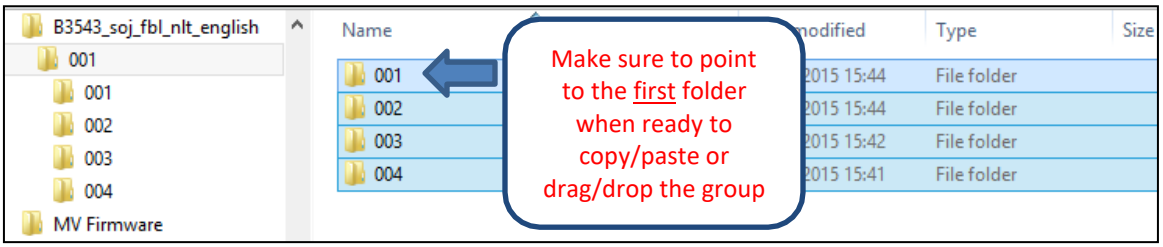


Once the SD card(s) are connected to the PC/Mac using USB cables, you simply copy the contents of your audio folder to the SD card volume(s). This can be done using “copy and paste” or “drag and drop”.

For the player to properly navigate among the audio files on an SD card, it is critical that the folders (and their content) are copied in proper sequence. Windows and Mac don’t necessarily copy in sequence as the order doesn’t usually matter, but in this case it definitely does. Keep reading - you can force the copy order.

In the Windows example below, there are 4 Section folders, each containing multiple Book folders with each of those containing individual MP3 Chapter files. The folders need to be copied in order beginning with 001, then 002 and so on. If the folders (and their content) are not copied in that order, the E Series may not play back the audio in proper order.

Figure 20: Copying files in proper sequence



The best way to ensure your data is copied in the correct sequence is to first highlight the folders in question. In Windows this can be done a number of ways such as using the "Ctrl+A" shortcut key, choosing "Select All" from the menu presented from a right-click or using the "Select All" icon in the ribbon area of File Explorer.

Once the folders are highlighted, you must point to the **first** folder of the group with your mouse (in the example above it is folder "001") and then drag the group to the SD card volume and drop them. Or you can right-click on the first item, choose "Copy", go to the SD card volume, right-click and choose "Paste".

Listen to the message on the SD card

Once the SD card is programmed, you should listen to it to make sure it plays and that navigation among the various audio files is what you intended.

Load the card (see Inserting a microSD card) and then press the Language button for 2 seconds repetitively until the player beeps once. Playback will now begin from the card.

If the player immediately beeps 4 times and goes into *pause mode* (see Buttons for navigating the Current Chapter, the Pause button), more than likely the folder structure copied to the SD card is incorrect. Please review the section on Structuring Rules.

If navigation among the different levels on the card is not in the order you expected, and you used the File Explorer method, please review that section again for details on how to copy/move folders and files.

The Lithium Ion battery

The battery level indicator

The E Series players come with an improved capacity, rechargeable Lithium Ion battery.

All models come with a built-in battery level indicator. The player must be on in order to test the battery. A brief press on the power button on the side of the player executes the test. The LED on the keypad will blink rapidly for 2 seconds indicating the remaining capacity in the battery. The color of the LED displayed during the test shows the remaining charge as presented below:

- Green: 30% - 100%
- Yellow: 10% - 29%
- Red: 0% - 9%

Battery care and 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 player for about 2 hours (or until the LED stops blinking). While charging, the LED will blink according to the charge level described above.

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).

Before storing 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 most* every 6 months in order to prevent the battery from losing its ability to charge. For optimum battery life, try to store the player at room temperature or cooler.

Should the battery become damaged and unable to accept a charge, you can still operate the player using the power cord (charger).

Resetting player default values

Your E Series player stores and remembers as default values a number of settings (listed in the chart below). They are used as defaults the next time the player is turned on. You may reset those to their initial values using the steps below:

1. Press the button for 2 seconds to enter audio playback mode
2. Press the pause button to pause playback
3. Press and hold the volume down button on the side of the player
4. The player will beep 3 times and turn itself off
5. When the player is restarted, the settings will be initialized

Setting	Initial value
Last used mode	Audio playback
Playback bookmark	Beginning of the audio message
Playback speed	Normal
Volume	Medium
Radio station bookmark (Elite and Equip only)	If configuration file is present, the first frequency specified; otherwise, the lowest frequency: 87.0 MHz
Preset button frequencies (Elite and Equip only)	See configuration file settings
Recording file counter (Elite and Echo only)	000 (zero)

Audio playback bookmark

Setting the bookmark

During audio playback, a 2-second press on the pause button will place a bookmark at the current position. The player will beep 3 times to confirm and place the player in *pause mode* (see Figure 9: Buttons for navigating the Current Chapter, the Pause button).

When the player is turned back on later, it will always begin to play from this bookmark. This bookmark will persist until it a) is removed (see below) or b) is reset to a different place in the audio.

The Envoy E Series player supports 2 audio playback bookmarks – a permanent (*explicit)* one (that may be set by the user by using the instructions above) and a temporary (*implicit*) one (which is managed internally by the player). When switching from Audio Playback mode to another mode a temporary bookmark is always set. When returning to Audio Playback mode from another mode, if there is a permanent bookmark set it will be used as the point from which to resume playback. If not, the temporary bookmark will be used for resumption of playback.

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 side of the player 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 the E 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 (for Onboard / microSD programming) or Standard micro-USB Data cable (for microSD programming only). 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 on the side of the player 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 the mode it was last in (Audio playback, FM Radio or Recording).
  - 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 level)
- 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

Specifications

Battery	Lithium Ion, 3.7V, 390 MAh, 1.44Wh
Input	DC 5.0V, 500mA
Weight	2.3 ounces (64 grams)
Dimensions	4" x 2.25" x 0.5" (10.4 x 5.8 x 1.3 cm)

Contact for Support

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/

Keypad button cross reference

The following chart shows all keypad (and side) buttons and what occurs when pressed during different modes of player operation. To save space, the following abbreviations are used for repeated terms:

SP: Short press, **LP:** Long press, **CP:** Continuous press

Button	Audio Playback Mode	FM Radio Mode	Recording Mode	Speed Control Mode
	SP: switch from low beam, to medium, to high, to off CP: activate high beam until button is released	SP: switch from low beam, to medium, to high, to off CP: activate high beam until button is released	SP: switch from low beam, to medium, to high, to off CP: activate high beam until button is released	SP: switch from low beam, to medium, to high, to off CP: activate high beam until button is released
	LP: switch to FM Radio mode (set temporary bookmark)	N/A	LP: switch to FM Radio mode	Exit Speed Control mode
	SP: scroll to next Section LP: scroll to next onboard Language, then to first Language on microSD card (if present)	LP: switch to Audio Playback mode	SP: begin playback of recordings LP: switch to Audio Playback mode	Exit Speed Control mode
	SP: scroll back to previous Book LP: scroll back 5 Books at a time CP: scroll back 5 Books at a time until first Book or button is released	SP: decrement frequency by 0.1MHz LP: scan for previous FM station	*While in playback…* LP: delete the *current* recording	Exit Speed Control mode
Button	**Audio Playback Mode**	**FM Radio Mode**	**Recording Mode**	**Speed Control Mode**
	LP: switch to Recording mode (set temporary bookmark)	LP: switch to Recording mode	*While recording…* SP: end recording *While idle…* SP: begin recording	Exit Speed Control mode
	SP: scroll forward to next Book LP: scroll forward 5 Books at a time CP: scroll forward 5 Books at a time until last Book or button is released	SP: increment frequency by 0.1MHz LP: scan for next FM station	LP: reset the file counter to 000 (zero)	Exit Speed Control mode
	SP: scroll to the previous Chapter LP: scroll back 5 Chapters at a time CP: scroll back 5 Chapters at a time until first Chapter or button is released	SP: switch to the pre-programmed station for this button LP: program the button to the current station	*While in playback…* SP: skip to the beginning of the current recording file LP: skip back 5 recording files at a time CP: skip back 5 files until first file is reached	Exit Speed Control mode

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Button	Audio Playback Mode	FM Radio Mode	Recording Mode	Speed Control Mode
	LP: Switch to Speed Control mode	N/A	*While in playback…* LP: Switch to Speed Control mode	LP: reset the playback speed to normal and exit Speed Control
	SP: scroll to the next Chapter LP: scroll forward 5 Chapters at a time CP: scroll forward 5 Chapters at a time until last Chapter or button is released	SP: switch to the pre-programmed station for this button LP: program the button to the current station	*While in playback…* SP: skip to the next recording file LP: skip forward 5 recording files at a time CP: skip forward 5 files until last file is reached	Exit Speed Control mode
	SP: rewind 20 seconds* in current Chapter CP: rewind until button is released or beginning of file	SP: switch to the pre-programmed station for this button LP: program the button to the current station	*While in playback…* SP: rewind 20 seconds* LP: rewind through all the files until button is released	Exit Speed Control mode
	While in playback… SP: enter pause mode LP: place a bookmark at the current audio position *While paused…* SP: resume playback LP: place a bookmark at the current audio position	SP: switch to the pre-programmed station for this button LP: program the button to the current station	*While recording…* SP: pause current recording *While paused…* SP: resume current recording	Exit Speed Control mode
Button	**Audio Playback Mode**	**FM Radio Mode**	**Recording Mode**	**Speed Control Mode**
	SP: fast-forward 20 seconds* in current Chapter CP: fast-forward until button is released or end of file	SP: switch to the pre-programmed station for this button LP: program the button to the current station	*While in playback…* SP: forward 20 seconds* LP: fast-forward through all the files until button is released	Exit Speed Control mode
	Player is ON: SP: perform battery test LP: turn player off *Player is OFF:* LP: turn player on	SP: perform battery test LP: turn player off	SP: perform battery test LP: turn player off	Exit Speed Control mode
	SP: increase volume a single level CP: increase volume until button is released or maximum reached	SP: increase volume a single level CP: increase volume until button is released or maximum reached	*While in playback…* SP: increase volume a single level CP: increase volume until button is released or maximum reached	SP: increase playback speed a single level CP: increase playback speed until button is released or maximum reached
	SP: decrease volume a single level CP: decrease volume until button is released or minimum reached	SP: decrease volume a single level CP: decrease volume until button is released or minimum reached	*While in playback…* SP: decrease volume a single level CP: decrease volume until button is released or minimum reached	SP: decrease playback speed a single level CP: decrease playback speed until button is released or minimum reached

**The actual time may vary slightly.*

Troubleshooting

Symptom	Cause/Solution
Player will not turn on	*Low Battery* • Make sure the battery is charged per the instructions *Player needs to be reset* • See Resetting the player
Player turns on but there is no sound	*Volume is set to minimum* • Turn the volume up *Speaker is not working* • The speaker may be disconnected. Remove all 3 screws, open the player and check the speaker connector. If not connected, connect it. If the speaker is connected, connect earbuds or external speaker to the audio jack and test. If they work the speaker is defective. Replace the player.
Unit LED does not light up when connected to the computer	*USB port has not been initialized.* • Test with a different "working" USB device • Try a different USB port *USB Hub is not working* • Make sure the Hub has power and is turned on • 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 LED lights up, the SLS cable is faulty. *Player is faulty* • Replace the player
Unit LED blinks quickly when first connected to the computer with a USB cable	*Low Battery* • See Battery care and charging
Unit does not respond or register when connected to the computer with the SLS cable	*Player may be frozen* • Press the Power button for 10 seconds, until the player resets • If the player won't reset, try removing the battery and reconnecting *USB port has not been initialized* • Switch to a different USB port • Reboot the computer *SLS cable might be faulty* • Replace with a working SLS USB cable
Preset frequencies in FMSET.txt file are not working	• Make sure FMSET file is in the "root" of the player's memory • After loading (or changing) the FMSET file in the root of the player's onboard memory, reset the player defaults

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Troubleshooting continued…

Symptom	Cause/Solution
Player switches to microSD card but does not play content and/or turns off	*microSD card is faulty (even if it could be loaded via computer)* • Format the card, reload and try again. *microSD card not properly seated* • Eject the card, re-insert and try again. If none of the above solves the problem, replace the card.
Unit "locks up" during navigation and/or beeps 5 times quickly and goes to "pause" mode	*Invalid folder layout* *Empty folders* *Onboard memory is blank* *More than 20 consecutive 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) with up to 7 players connected per Hub. *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 8192 KB. • See Figure 11: SaberCopy Copy and Check options for details.
In Recording Mode, player continues to beep 3 times when pressing Green Language button for playback	*Corrupt file(s) in the RECORD folder* • Connect the player to a computer. Manually check and delete the file(s) in question.
Resetting the player	• 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, remove the black screw on the back of the unit, open the battery door and remove the battery. Wait a few seconds, reconnect the battery and then try to turn the player on.