

Using SaberCopy to Program MegaVoice Players MEGAVOICE + Ē

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Introduction

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

SaberCopy makes it easy for you to load audio messages to any of the currently available line of MegaVoice players. Since the newest MegaVoice players include a microSD card reader, SaberCopy is also a simple way to prepare microSD cards with audio for distribution with those players.

With SaberCopy, you can...

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

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

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

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

*All of the examples and screen images shown in this document were taken from a Windows 10 system.

Download the installation package

The current supported version of SaberCopy is 4.6.0.7.

Click here to download that version of SaberCopy.

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



Install SaberCopy

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

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

If you agreed to the license click on "Next"...

😼 Setup - SaberCopy Utility version 4.6.0.7 —		\times
License Agreement Please read the following important information before continuing.		
Please read the following License Agreement. You must accept the terms of th agreement before continuing with the installation.	s	
This software is licensed under a Creative Commons Attribution-NonCommerci NoDerivatives 4.0 International License.	al-	^
It is free for personal, educational and not-for-profit uses. It may be freely copied and distributed, provided it is copied intact with this file.		
This software is provided as-is, with no warranty either express or implied as its accuracy, usefulness, security, fitness for purpose or any other matter.	to	
No responsibility is taken by Global Recordings Network or MegaVoice or their partners for any loss of data or damage to the user's computer as a result of		~
I accept the agreement		
○ I <u>d</u> o not accept the agreement		
<u>N</u> ext >	Ca	ancel



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

🕞 Setup - SaberCopy Utility version 4.6.0.7	_		×
Select Additional Tasks Which additional tasks should be performed?		Q	
Select the additional tasks you would like Setup to perform while inst Utility, then click Next.	alling Sa	berCopy	
Configuration and icons:			
Create a desktop icon			
< <u>B</u> ack <u>N</u> ex	t >	Car	icel

Click on "Install" ...

Setup - SaberCopy Utility version 4.6.0.7		_		×
Ready to Install Setup is now ready to begin installing SaberCopy	Utility on yo	ur computer.	0	
Click Install to continue with the installation, or clic change any settings.	ck Back if yo	u want to revie	w or	
Additional tasks: Configuration and icons: Create a desktop icon			~	
	< <u>B</u> ack	Install	Can	cel



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

🔂 Setup - SaberCopy Utility v	ersion 4.6.0.7	_		\times
	Completing the Sabe Setup Wizard Setup has finished installing SaberCop computer. The application may be lau installed shortcuts. Click Finish to exit Setup.	oy Utility or	1 your	-
	Ē	inish		

If you took the installation defaults, there should be an icon on your desktop similar to the one below. Doubleclick on it to start the application.





Quick Start!

- 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 shown with no explanation and no functional details are discussed here. They are all described in detail later under <u>Examples and Features</u>.
- Quick Start! also assumes your audio message is properly structured (<u>and sized</u>) for the player model you are loading. If you are not sure, <u>please click here first and review the appropriate user guide!</u>
- 1. Open SaberCopy and connect your player(s) with an <u>SLS USB cable (if required)</u>.

🗊 SaberCopy Utility			_		×
📰 Standard Mode 🕞 Fast Copy Mode				35	1
Projects List	Removable Drives (1) and Destination Folders (0) List				
New Project Depen Project	1 Online	Co Add Fold	ler	🤣 Refresh	v
	F:\ [ENVOY S] 42 files in 8 folders (132MB of 3.71GB) Not connected	~ 0	nline		•

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

🔝 SaberC	opy Utility							-		×
🖃 Standar	rd Mode 🕞 Fast Copy Mode								100	•
	Projects List			Removable [Drives (1) and Destinat	tion Folders (1) List				
<u>N</u> ew F	Project Gpen Project	2 Online					6	Add Folder	🤣 Refresh	~
		C:\My Audio Folder [] 41 files in 8 folders		of 456.24GB)		Not connected	\sim	Online		₽
		F:\ [ENVOY S] 42 files in	8 folders (1	32MB of 3.71GB)		Not connected	~	Online		2
	V My Audio Fold	ler	A	001.mp3						
	V 🔥 001			002.mp3						
	V 001		A	003.mp3						
	001			004.mp3						
	002		A A	005.mp3						
	003		-	006.mp3						
	004			007.mp3 008.mp3						
	005									
	006		<u> </u>	010.mp3						



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

🔝 SaberCopy Utility			_		×
🖃 Standard Mode 🕞 Fast Copy Mode				<u></u>	0
Projects List	Removable Drives (1) and Destinat	tion Folders (1) List			
New Project Open Project	2 Online	[🔁 Add Folder 🛛 🦿	🍰 Refresh	-
	C:\My Audio Folder\ [] 41 files in 8 folders (131.9MB of 456.24GB)	Not connected ~	Online	E	2
	F:\ [ENVOY S] 42 files in 8 folders (132MB of 3.71GB)	Not connected Set as Master	Online	E	7

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

🔝 SaberCopy Utility		-	
📰 Standard Mode 🕞 Fast Copy Mode			
Projects (1) List	Removable Drives (1) and Destination Folders	; (0) List	
New Project	1 Online	Add Folder	🤣 Refresh 🛛 🔻
C:\My Audio Folder\ 41 files in 8 folders (131.8MB)	F:\ [ENVOY S] 42 files in 8 folders (132MB of 3.71GB) Not connected	ted V Online	■
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *			
Edit Save Copy All Cancel All			

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.

Cites in anniant and a second							
	Announcements Text To Spee	ch Output Options	Detail file list Copy an	d Check Notes			
> · 🔤 ESD		 Source File Spec 		Destination Folder	Files	Size	Description
> iaccessKiosk		C:\My Audio Folder*.*			41	131.8MB	
> - Intel							
JUNK							
> 🚽 My Audio Folde	r						
My Backups							
PerfLogs							
> - Program Files							
> - Program Files ()							
> SaberCopy stru							
	uctures for rules testing						
Temp	ictures for rules testing						
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Temp	-						
Temp > temp2 > Test Messages	-						
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Temp Temp2 Test Messages Test M	for Connect Delete Problem for Envoy Connect ave Area ave Area2						
Temp Temp2 Test Messages Test Messages Test Messages Test Messages Test Messages Test X2Speech Si Text2Speech Si Text2Speech Si UnixUtilities Users	for Connect Delete Problem for Envoy Connect ave Area ave Area2						
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Temp Temp temp2 test Messages Test Messages Test Messages Test Messages Test Adversages Test Adversages UnixUtilities UnixUtilities Uders Video Player To Windows	for Connect Delete Problem for Envoy Connect ave Area ave Area2 rols	•					
Temp Temp2 Test Messages Test M	for Connect Delete Problem for Envoy Connect ave Area ave Area2 rols						

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6. Click on the "Output Options" tab. Open the Target Device list and select the MegaVoice player that <u>you</u> have. For our example we have an Envoy 2 S, so we select *MegaVoice Envoy S/2-S/ST/2-ST* from the Target Device list. Once selected, the fields at the bottom of the screen should be left with their default settings.

🔝 SaberCo	py Project Deta	ails - C:\Users\Micha	el Rosinger\[ocuments\(My Audio Folder	.saber				-	- [×
Project Title:	C: Wy Audio Fo	older\		Project cont	ains 41 files in 8 fold	lers (131.8MB)							
Files in p	roject Aud	dio Announcements	Text To Sp	eech 🛛	Output Options	Detail file list		Copy and Check	Notes				
-Target D	Device												
	MegaVoic	e Envoy S, 2-S, ST or	2-ST				~						L
	Standard	MP3 Player, Smartph	one, Tablet, U	SB or SD					× 0	·	(x	ò	
	MegaVoic	e Companion											
	MegaVoid	e Envision											,
	MegaVoid	e Envoy Connect											
183	MegaVoid	te Envoy E/2-E Series											
	MegaVoid	te Envoy S, 2-S, ST or	2-ST										
	MegaVoid	e Envoy S DUAL or 2-	S DUAL										
	MegaVoid	te Envoy S DUAL or 2-	S DUAL with O	ross Navigatio	n								
F .	MegaVoid	e Pathway											
	Omega Pl	layer											
	Saber Ha	nd-wind Player											
	Custom C	Output Options					1	on drive					
	ude hidden folde ude empty folde					3 free space recommen 9 maximum size of drive		be left on drive					
Gheck P	Project	Print Project							<u>O</u> K		Ca	ancel	



7. Notice that SaberCopy has checked your audio folder against the rules defined for the Envoy S/2-S/ST/2-ST player. All rules have passed (colored in green with a green checkmark). Rules that failed would be colored in red with an "X". These should be addressed before continuing. See <u>18: Device rules validation</u> for details.

SaberCopy Projec	t Details - C:\Users\Mich	ael Rosinger\Docume	nts\C My Audio Folder	saber			_		×
oject Title: C:\My A	udio Folder\	Project	contains 41 files in 8 fold	ers (131.8MB)					
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
 There must be All folder name The top level (The second level (Second level (Second level (The third level (Boo Third level (Boo Audio files mu There must be 	gaVoice Envoy S, 2-S, ST o e exactly 3 folder levels es must be 3-digit sequence (Channel) folder must be "O vel (Section) folder must be (Section) folder numbers mu (Section) folder numbers mu l (Book) folder numbers must be took) folder numbers must be took) folder numbers must be took) folder numbers must be stok) folders may contain up st be MP3, WAV or WMA e at least one MP3, WAV or dels may have more specific	e numbers 01" : three digits up to "008" ist begin at "001" ist be consecutive e digits up to "999" egin at "001" e consecutive to 999 audio files WMA file in the first fold	ler	Series User Guide					
Folder Options			File Options						
3 folder levels			✓ Only allow file						
6 digit fold 3 digit fold Copy all folde Use project na	ler, 3 digit file Seque rs into the first one ame for top level folder n folders and files	names ence before file name ence number only	Strip MP3	in the root directory					
🦐 Chec <u>k</u> Project	Print Project					<u>O</u> K		<u>C</u> ancel	



8. Click on the "Copy and Check" tab and make sure it is set <u>exactly</u> as in the image below. Then click "OK".

t Title: C: Wy A	udio Folder\	Project	contains 41 files in 8 fo	olders (131.8MB)				
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check]	Notes	
○ Delete subdire ○ Delete all files ● Quick format d	ave all existing files ectories - leave files in root of and subdirectories drive - deletes everything qu ve - deletes everything and	ickly		Test Options Perform read/write te Overwrite Files Never replace existing Replace if files are new	files		s replace existing	
Write Drive Volum	e: ENVOY S			Verification Options	n't stop on error			
Filesystem No change FAT		ion Unit Size change 081 14 016		Check file timestamps				
⊖FAT32 ⊖NTFS	○ 204			○ None ● First 4KB		○ First 5 ○ Whole		





9. Take a moment and make sure *your audio* will fit on the target player. Then click "Attach All" in the project window. But don't worry, if the message is too large for your player, SaberCopy will not allow you to perform the copy. The player line will turn purple and the "Oversize" message will be displayed.

靜 SaberCopy Utility		_	. 🗆	×
📰 Standard Mode 🕞 Fast Copy Mode			1	¢
Projects (1) List	Removable Drives (1) and Destination Folders (0) List			
New Project	10.1.v	dd Folder	🤣 Refrest	ר ד
C:\My Audio Folder\ 41 files in 8 folders (131.8MB) Target MegaVoice Envoy S, 2-S, ST or 2-ST;	F:\ [ENVOY S] 42 files in 8 folders (132MB d 3.71GB) Not connected V	Online		•
Test drive; Quick format; Never replace files *				
Edit Save Epint				

10. Now click "Copy All" in the project window.

🞲 SaberCopy Utility				_	. [ı ×	(
📰 Standard Mode 📑 Fast Copy Mode						÷	0
Projects (1) List	Removable Drives (1) and Destination Folders (0) List						
New Project	1 Unverified	[🔁 Add F	older	🤣 Refi	esh	•
C:\My Audio Folder\ 41 files in 8 folders (131.8MB)	F:\ [ENVOY S] 42 files in 8 folders (132MB of 3.71GB) C:\/My Audio Folder\	~	▶ Сор⊻	Unverif	ied		-
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *							
Edit Save Print							

11. Reply "Yes" to the delete files warning.





12. SaberCopy will begin the loading process...

🔝 SaberCopy Utility				- 🗆	×
📰 Standard Mode 🕞 Fast Copy Mode				ą	<u>نې</u>
Projects (1) List	1 Copying	Removable Drives (1) and Destination Folders (0) List	Add Folder	🤹 Refres	sh 💌
C:\My Audio Folder\ 41 files in 8 folders (131.8MB)	F:\	C:\Wy Audio Folder\	V Cance Copy	ying 0:10	6 🚉 💌
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *					
Edit 📄 Save 🖨 Print					
💪 Detach All 🗼 Сору All 🔳 Cancel All					

13. Success!

🞲 SaberCopy Utility		- 🗆 X
📰 Standard Mode 🛛 🕞 Fast Copy Mode		
Projects (1) List	Removable Drives (1) and Destination Folders (0)) List
🕞 Dew Project 📄 Open Project	1 Complete	🔁 Add Folder 🛛 😤 Refresh 💌
C:\My udio Folder\ 41 files in 8 folders (131.8MB)	F:\ [ENVOY S] 41 files in 8 folders (132MB of 3.71GB)	lder\ 🗸 🕨 Copy Complete 0:51 🖳 💌
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *		
Edit 📑 Save 🖻 Print		
Copy All Copy All Cancel All		

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

- 14. 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 <u>9: File verification</u>.
 - c. If you are still not sure what the problem is, <u>click here to contact MegaVoice for assistance.</u>
- 15. If the load was successful, but the player beeps and turns off or does not work or navigate correctly, please <u>review the rules</u> on the "Output Options" tab or <u>open the user guide</u> (using the link in the rules) and review the folder structure rules and/or troubleshooting sections.





16. 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" again. To open the project later, click on the "Open Project" button and choose it.

New Pro	ject)pen Project
C:\My Audio 41 files in 8 fold Target MegaVo Test drive; Qui	ders (13: bice Envo	1.8MB) y S, 2S	, ST or 2ST;
	E Sa	ive	📄 <u>P</u> rint
	🕨 Co	p <u>y</u> All	Cance <u>l</u> All



The Main screen

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

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

	SaberCo	versions 4.6.x! oy will summarize		Application	Settings	Help/About
		es currently		Application	Settings	neip/About
💕 SaberCopy Utility	connecte	ed by status				< " V
📰 Standard Mode	ast Copy Mode					٠
Projects (1)	List		Removable Drives (6) and	Destination Folders (0)	List	
New Project	Open Project	1 Copying, 1 Verifying, 3 Onlin	e, 1 Removed		Contraction Add Folder	🤣 Refresh 🛛 🔻
B0402 1190 files in 70 folders (1.74	GB)	D:\ [S DUAL XREF] 2378 files	s in 140 folders (2.84GB of 3.71GB)	Not connected	∽ Onlin	ne 📴 💌
Target Custom Output Option Quick format; Never replace folders; Incl empty dirs; Only	files; 3 level	E:\ 		B0402	Copy	ying 10:00 🖳 💌
mp3;wma;wav except in rool	t	F:\ [5 BIBLES] 5949 files in 3	51 folders (6.08GB of 7.7GB)	Not connected	∨ Onlin	ne 📴 🔻
Attach All	Print	G:\		Disabled	Rem	oved 💽 💌
	Cancel All	H:\ 		B0402	Veri	<mark>fying</mark> . 10:00 🖳 💌
		I:\ [CONNECT] 1192 files in	67 folders (1.26GB of 7.83GB)	Not connected	∨ Onlin	ne 🔯 💌

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

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

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

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



Application Settings

From the main screen, if you click on the 🔅 icon at top right, the applications settings screen will be presented.

Application Settings	×
Drive Settings Hide disabled and absent drives Hide drives Set as Master Process Settings	Project Settings Default destination folder to source folder name Hide deprecated and obsolete player types Maximum links to source files
Maximum concurrent drive formatting (0 is unlimited) Use undocumented FormatEx API for formatting Hash Method for Verification 32-bit Hash	Log Settings Debug / Verbose Logging Mode Write individual log to device
64-bit Hash 128-bit Hash 128-bit MD5	<u>O</u> K <u>C</u> ancel

Hide disabled and absent drives

If you check this box, any drives connected to the computer that are flagged disabled by SaberCopy (see <u>12:</u> <u>Teaching SaberCopy to ignore devices</u>) or absent (devices that have a microSD card reader and no media is loaded) will be hidden from view (but not physically removed).

Hide drives Set as Master

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

Maximum concurrent drive formatting

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

Use undocumented FormatEx API

When checked, a non-standard, undocumented method of formatting a device will be performed. This comes into play when either "Quick Format" or "Full Format" is the initialization option on the "Copy and Check" tab. Please *do not* use this option unless specifically directed to do so by MegaVoice technical support. The standard Windows Format is best in most cases.



Hash method for verification

New to versions 4.6.x! This setting determines the method used whenever file verification is requested. The four choices are:

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

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

Default destination folder to Source folder name

When checked, SaberCopy will automatically populate the "Destination Folder" field on the "Files in project" tab with the same name as the parent folder selected. For MegaVoice players, this is usually not advisable, as it would add a folder level to the resulting structure, which would cause a problem.

When loading MegaVoice players, it is recommended to <u>uncheck</u> this option - which is the default setting.

Hide deprecated and obsolete player types

SaberCopy still has older players in its device list (such as the blue MegaVoice StoryTeller), but they are tagged as "deprecated". Typically, you would want to hide these players as it may make the target device list unnecessarily long. If you wish to show <u>all</u> possible players in the device list, <u>uncheck</u> this option.

Maximum links to source files

This option controls how many "links" are generated for the files of the project on the "Detail File List" tab. The link allows you to "open" the file in question directly from the screen. The more links that are specified, the more time it takes to render the "Detail File List" display. If you do not typically need to open files in the project from this screen, it is recommended to set this to a minimum of 1.

Zero means unlimited and the maximum number configurable is 9999.

Debug / Verbose Logging Mode

When checked, SaberCopy will open a window beneath the Drives List with debugging information (that will also be logged to a special file). This option should only be used under the direction of MegaVoice technical support for special cases.



Write individual log to device

When checked, SaberCopy will write a log file (plain text file) to the root of the device. The file will be named "SaberCopy – " + name-of-your-project + ".log". The file will contain all messages pertaining to the initialization, copying and verification of all the files copied to your device along with any errors that may have occurred.

Typically, this option should be unchecked, but it will do no harm if chosen. It only takes mere seconds to write the file to the target device.

For special support requests, MegaVoice may ask you to turn this option on, repeat your copy and then send the log file for examination.

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

In order to set this option, you must:

- 1. Check "Debug / Verbose Logging Mode"
- 2. Check "Write individual log to device"
- 3. Uncheck "Debug / Verbose Logging Mode"

If any changes were made to the Configuration Screen, click "OK" to save them.



Template Projects

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

→ × ↑ 📙 > This PC → Local Disk (C:)	> Progra	mData > SaberCopy > Template Projects	~	Q 5	Search Templa	ate Projects
✓ 📙 SaberCopy	^	Name ^	Date modified	Туре		Size
Players		🔝 Companion.saber	2020-08-04 07:00	Saber	Copy Project	2 KE
> 🔄 temp		Provide the second seco	2020-08-04 07:00	Saber	Copy Project	2 KE
Template Projects		🔂 Envoy E 2E Series.saber	2020-08-04 07:00	Saber	Copy Project	2 KE
> Samsung		🔝 Envoy S DUAL or 2S DUAL with Cross Navig	gation.saber 2020-08-04 07:00	Saber	Copy Project	2 KE
> SGSCopy		🞲 Envoy S DUAL or 2S DUAL.saber	2020-08-04 07:00	Saber	Copy Project	2 KE
> Skype		🔝 Envoy S, 2S, ST or 2ST.saber	2020-08-04 07:00	Saber	Copy Project	2 KE
		🔝 Herald.saber	2020-08-04 07:00	Saber	Copy Project	2 KE
> softthinks		🞲 ITM Messenger 5.2, 6 and 6 Freedom.saber	2020-08-04 07:00	Saber	Copy Project	2 KE
SoftwareDistribution		🔝 MV Envision.saber	2020-08-04 07:00	Saber	Copy Project	2 KE
SolidDocuments		🔝 Pathway.saber	2020-08-04 07:00	Saber	Copy Project	2 KE
ssh						

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

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



Examples and Features

1: Loading Envoy S/2 S Players

Let's get started!

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

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

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

 One of the nice features SaberCopy provides is that you can always review the contents of a connected player by clicking on the "Open Explorer" icon at the very end of each player line (circled in black). Drive F:\ is online and ready but not attached to any project
 Drive Path: F:\
 Drive Type: REMOVABLE
 File System: FAT32
 Serial Number: 586B-06E5
 Volume Label: ENVOY S
 Drive Size: 3.71GB (3,986,423,808 bytes)
 Allocation Size: 8KB (8,192 bytes)
 File Count: 41
 Folder Count: 8
 File Size: 132.1MB (138,485,760 bytes)
 Size on Disk: 132MB (138,371,072 bytes)

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).

🞲 SaberCopy Utility	y			-	- 🗆 X
📰 Standard Mode	📑 Fast Copy Mode				<u>نې</u>
Projec	cts List	Removable Drives	(2) and Destination Folders (0) List		
New Project	🔓 Open Project	2 Online		🕞 Add Folder	🤣 Refresh 🔍 🔻
		D:\ [ENVOY 2ST] 0 files (none of 442.8MB)	Not connected	 ✓ Online 	
		F:\ [ENVOY 2S] 0 files (none of 3.71GB)	Not connected	✓ Online	



- 5. The screen image below shows the Project dialog. It consists of seven tabs, each containing various settings for the project. The first tab, "Files in Project", is mandatory and is always the first to 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 <u>same name</u> for both the external project file name and project title, just make sure the title is meaningful.

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

🔝 SaberCopy Project Details	-		×
Project Title: New Project 1 Project contains 41 files in 8 folders (131.8MB)			
Files in project Audio Announcements Text To Speech Output Options Detail file list Copy and Check Notes			
B1100_cm_samburu Source File Spec Destination Folder	Files	Size	Des
	41	131.8M	1
→ 006 > - B1275_fbl_nkjv_english_pathway			
> - B2250_fbl_tokpisin			
> - B2274_fbl_french > - B2695 swapped language folders			
> - B2695_eng_spn_with_fbl_B2250_for taging			
> B2695_itm_ntpp_english_spanish_v1_m > B2739_itm_ntpp_english_itm_nt_chinese man			
> B2739_UII_TQP_english_anabic_v2_m5			
> B2769_itm_ntpp_portuguese_spanish_v1			
> - B2859_fbl_niv_english > - B3190_itm_ntpp_eng_itm_nt_vietnamese_v1			
> - B3196_gss_ntp_luganda_gss_soj_mbc_fbl_nl			
> ·			
Name Size Item type Date modified			
001 File folder 2016-07-27 11:44			
Add Remove I Up	ţ	<u>D</u> own	
Check Project		<u>C</u> ancel	



9. Because we want to duplicate the folders and files in the source folder to the players, we need to make sure the "Destination Folder" field is blank (exactly as in the image below). This tells SaberCopyto duplicate the contents of the chosen folder in "Source File spec" to each target player. See <u>Default destination folder to</u> <u>Source folder name</u> on how to let SaberCopy do that for you automatically.

1	Source File Spec	Destination Folder
	C:\Test Messages\B1100_cm_samburu	

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

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.

- 11. For our two players, make sure that "Target Device" is set to "MegaVoice Envoy S, 2S, ST or 2ST".
- 12. The "Folder Options" and "File Options" sections on the bottom of the screen are addressed in more detail in 2: Loading a Companion Player.

	oject 1	Project o	contains 41 files in 8 folde	rs (131.8MB)					
iles in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy an	nd Check	Notes		
There must b All folder nam The top level The second level Second level The third level The third level The third level Third level Third level Third level Third level (B Third Third	egaVoice Envoy S, 2-S, ST or e exactly 3 folder levels nes must be 3-digit sequence (Channel) folder must be "O evel (Section) folder must be (Section) folder numbers mu (Section) folder numbers mu el (Book) folder numbers must be ook) folder numbers must be ook) folder numbers must be ook) folder smay contain up	numbers 01" three digits up to "008" ist begin at "001" ist be consecutive e digits up to "999" egin at "001" e consecutive			ř				
✓ There must b	ust be MP3, WAV or WMA e at least one MP3, WAV or dels may have more specific			eries User Guide					
✓ There must b	e at least one MP3, WAV or			eries User Guide					
✓ There must b → Individual model	e at least one MP3, WAV or	requirements than those	above - see <u>Envoy 2 S S</u>	extensions:					

Using SaberCopy to program MegaVoice players 20201102-10.docx || © 2017 MegaVoice Ltd. || Page 21 of 92



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

When either of the format options is chosen, you may also specify the "File System" and "Allocation Unit Size" in the bottom left. In the majority of cases, these settings 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 consulting MegaVoice technical support <u>first</u>.

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

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

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

SaberCopy Proje	ct Details						-	Ш	
ect Title: B1100		Project	contains 41 files in 8 fo	lders (131.8MB)					
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
Initialise Device				Test Options					
🔿 No change - le	eave all existing files			Perform read/write te	st before copying				
O Delete subdire	ectories - leave files in root d	lirectory							
O Delete all files	and subdirectories			Overwrite Files					
Quick format of the second	drive - deletes everything qu	uickly		Never replace existing	files	 Always replace existing 	g files		
⊖ Full format dri	ve - deletes everything and	checks drive		O Replace if files are nev	v or changed	Only replace existing fi	les		
Write Drive Volum	ne: ENVOY			Verification Options					
				Verify everything, do	n't stop on error				
Filesystem	Allocat	ion Unit Size		Check file timestamps					
No change		change 🔘 81	92	Don't Verify when pro	ject first attached				
○FAT	○ 102	24 0 16	к	Check file contents					
⊖FAT32	0 204	18 🔾 32	к	None		◯ First 512KB			
ONTES	0 409	6 064	ĸ	First 4KB		○ Whole file			



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

🗊 SaberCopy Utility	··· ·· ·· ·· ·· ·· ··		-	
📰 Standard Mode 🕞 Fast Copy Mode				وَ الله الله الله الله الله الله الله الل
Projects (1) List	Removable Drives (2) and Destination	Folders (0) List		
New Project Den Project	2 Online		🔁 Add Folder	🤣 Refresh 🛛 🔻
81100 X 41 files in 8 folders (131.8MB)	D:\ [ENVOY 2ST] 0 files (none of 442.8MB)	ot connected \lor	Online	E
Target MegaVoice Envoy S, 2-S, ST or 2-ST;	E\		On France	
Test drive; Quick format; Never replace files *	LENVOY 2S J 0 files (none of 3.71GB)	ot connected sabled ot connected et as Master 1100	Online	

- 22. Notice that the rows containing the players turned pink. This is because SaberCopy will perform a compare *before and after* loading a player from a project (*unless* you check the option "Don't verify when project first attached" in the project definition). These particular players are currently empty so they display as "Empty".
- 23. 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.

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

🞲 SaberCopy Utility				- 🗆 X
📰 Standard Mode 🕞 Fast Copy Mode				ن ال
Projects (1) List		Removable Drives (2) and Destination Folders (0) List		
New Project	2 Empty		Add Folder	🤣 Refresh 🛛 🔻
81100 🔀 41 files in 8 folders (131.8MB)	D:\ [ENVOY 2ST] 0 files (none of 442.8MB)	B1100	Copy Empty	E
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *	F:\ [ENVOY 2S] 0 files (none of 3.71GB)	B1100	Copy Empty	
Edit Save Arint				
Copy All Copy All Cancel All				



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



26. Once the actual copy completes, if requested in the project, SaberCopy performs a compare of the project against the selected players. If they match, the line for that player will turn **green** and the final message will be "Complete". If they do *not* match (for some reason), the line for the player will be red and the final message will probably be "Unmatched". For details on researching the cause of "Unmatched", see <u>9: File</u> verification.

🞲 SaberCopy Utility			_		×
📰 Standard Mode 🕞 Fast Copy Mode				ිලිම	0
Projects (1) List	Removable Drives (2) and Destination Folders (0) List	st			
New Project Open Project	2 Complete	Add Fold	der 🥏	Refresh	
41 files in 8 folders (131.8MB)	D:\ LENVER 41 files in 8 folders (131.9M) of 442.8MB) B1100	∨ ▶ Сору С	omplete	1:03 🛯	3, 💌
Target MegaVisite Envoy S, 2-S, ST or 2-S1, Test drive; Quick format; Never replace files *	E: [ENV 141 files in 8 folders (132MB) f 3.71GB) B1100	∨ ▶ Сору С	omplete	0:48 🖸	2, 💌
🔁 Edit 📄 Save 📄 Print					
Copy All Copy All Cancel All					

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



2: Loading a Companion Player

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

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

🗊 SaberCopy Utility			- 🗆 X
📰 Standard Mode 🕞 Fast Copy Mode			
Projects List	Removable Drives (1) and Destination Folders (0) List		
New Project	1 Online	Add Folder	🤣 Refresh 🔍
	D:\ [COMPANION] 26 files in 18 folders (67.5MB of 3.83GB) Not connected	~ Onlin	e 🔄 🔻

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

🖗 Open							>
→ · · ↑ 🖹 > This PC > Documer	nts		~	ē	,○ Search	Documents	
Organize 🔻 New folder							?
🛄 Desktop	^	Name		Dat	e modified	Туре	
Documents		🞲 Companion merge.saber		202	0-02-25 16:37	SaberCopy Pro	oject.
🖶 Downloads		🞲 Pathway.saber		202	0-02-16 10:13	SaberCopy Pr	oject.
Music		🞲 ITM Messenger 5.2, 6 and 6 Freedom.saber		202	0-02-16 10:11	SaberCopy Pro	oject
Pictures		🞲 Companion.saber		202	0-02-16 10:04	SaberCopy Pro	oject.
	- 11	🞲 Envoy Connect.saber		202	0-02-16 10:03	SaberCopy Pro	oject
Videos		🞲 Envoy S, 2S, ST or 2ST.saber		202	0-02-16 09:30	SaberCopy Pro	oject
🏪 Local Disk (C:)		🞲 Envoy E 2E Series.saber		202	0-02-16 09:23	SaberCopy Pro	oject
COMPANION (D:)		🔝 Herald.saber	Type: SaberCopy Project File	02	0-02-16 09:21	SaberCopy Pro	oject
素 Approved Combos for TIB Prod (\\MVI	VA V	<	Size: 1.13 KB Date modified: 2020-02-16 09:	23			>
File name: Companion	merg	e.saber		~	SaberCopy P	rojects (*.saber)	~
					<u>O</u> pen	Cance	



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

🞲 SaberCopy Utility		-	- 🗆	×
📰 Standard Mode 🕞 Fast Copy Mode				•
Projects (1) List	Removable Drives (1) and Destination Folders (0) List			
New Project Open Project	1 Online	Contraction Add Folder	🤣 Refresh	~
Companion merge X 2378 files in 140 folders (2.86GB)	D:\ [COMPANION] 26 files in 18 folders (67.5MB of 3.83GB) Not connected ~	Online	[•
Target MegaVoice Companion; Test drive; Quick format; Never replace files; 3 level folders; Only exts aa;aac;acelp;ape;ogg;mp3;m4a;wav;wma except in root				
Edit Save Drint				

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

B0502 soi korean mo3	ect Title:	Compani	ion merge		Project contains 237	78 files in 140 fo	lders (2.86GB)					
ame Size Item type Date modified 001 File folder 2019-03-28 08:26	Files in p	roject	Audio Announcemen	nts Text To Spe	ech Output	Options	Detail file list	Copy and Check	Notes			
<pre>bit test Messages bit 2_00_git_english_get evolution 1, 103</pre>		Y - B		ev02	Source File Spec				Destination Folder	Files	Size	
<pre>> B1100_cm_samburu > B1275_fbl_nky_english_pathway > B2250_fbl_tokpisin > B2254_fbl_fench > B2695_swapped language folders > B2695_jm_ntpp_english_jtm_nt_chinese i > B2695_jm_ntpp_english_jtm_nt_chinese i > B2740_jim_ntpp_english_jtm_nt_chinese i > B279_jim_ntpp_english_arabic_v2_m5 > B279_jim_ntpp_english_arabic_v2_m5 > B279_jim_ntpp_english_arabic_v2_m5 > B279_jim_ntpp_english_fbl_hebrew_rev02 > B3190_itm_ntpp_english_fbl_hebrew_rev02 > B3192_nt_nv_english_fbl_hebrew_rev02 > B3192_tfb_fbl_esv_english > B3372_fbl_niv_english_fbl_hebrew_rev02 > 002</pre>		>			C:\Test Messages	s\B0402_fbl_kjv	_english_rev02\001\	*,*	001\	1189	1.74GB	
<pre>b B1275_6h_kdy_english_pathway b B1275_6h_kdy_english_pathway b B2250_fbl_tokpisin b B2259_fbl_tokpisin b B2695_eng_son_with_fbl_B2250_for test b B2695_im_ntpp_english_spanish_v1_m5 b B2740_im_ntpp_english_arabic_v2_m5 b B2740_im_ntpp_portuguese_spanish_v1 b B2859_fbl_niv_english b B3196_gss_ntp_luganda_gss_soj_mbc_ft b B3196_gss_ntp_luganda_gss_soj_mbc_ft b B3197_nt_nyankore_gss_soj_mbc_ft b B3198_gsn_ll_nt_dinka bor_fbl_esv_engl b B3197_nt_nyankore_gss_soj_mbc_ft b B3197_nt_nyankore_gss_soj_mbc_ft b B3198_gsn_ll_nt_dinka bor_fbl_esv_engl b B3197_nt_nyankore_gss_soj_mbc_ft b B3198_gsn_ll_nt_dinka bor_fbl_esv_engl b B3198_gsn_ll_nt_dinka bor_fbl_es</pre>					C:\Test Messages	s\B3372_fbl_niv	english_fbl_hebrew	rev02\001*.*	002\	1189	1.12GB	
<pre>> - B2250_fbl_tokpisin > - B2274_fbl_french B2695_swapped language folders B2695_sm_ntpp_english_spanish_v1_m5 B2695_itm_ntpp_english_spanish_v1_m5 B2739_itm_ntpp_english_itm_ntchinese B2740_itm_ntpp_english_rabic_v2_m5 B2760_itm_ntpp_english_rabic_v2_m5 B3190_itm_ntpp_english_rtvietnamese B3190_itm_ntpp_english_fbl_reterms_reto B3196_gas_ntp_luganda_gss_soj_mbc_fbl_nk B3198_gdn_lll_nt_dinka bor_fbl_esv_english B3198_gdn_lll_nt_dinka bor_fbl_esv_english B3197_tt_nyankore_gss_soj_mbc_fbl_nk B31972_fbl_niv_english_fbl_hebrew_reto B3270_ttb_fbl_esv_english C B3270_ttb_fbl_esv_english B3372_fbl_niv_english_fbl_hebrew_reto D1 File folder 2019-03-28 08:26 D02 File folder 2019-03-28 08:26 D03 File folder 2019-03-28 08:26</pre>												
> - B2274_fbl_french B2695_eng_spn_with_fbl_B2250_for test > - B2695_im_ntpp_english_ganish_v1 m5 B2739_itm_ntpp_english_ganish_v1 m5 B2769_itm_ntpp_english_arabic_v2_m5 B2769_itm_ntpp_ontuguese_spanish_v1 B3196_gas_ntp_luganda_gss_soj_mbc_fb B3196_gas_ntp_luganda_gss_soj_mbc_fb_nk > - B3197_nt_nyankore_gss_soj_mbc_fb_nk B3197_nt_nyankore_gss_soj_mbc_fb_nk > - B3197_nt_inv_english > - B3196_gas_ntp_luganda_gss_soj_mbc_fb_nk > - B3197_nt_nyankore_gss_soj_mbc_fb_nk > - B3197_nt_organish_fbl_hebrew_rev0z > - 001 > - 001 > - 001 > - 011 File folder 2019-03-280 08:26 002 File folder 2019-03-280 08:26				pathway								
> - B2695 swapped language folders B2695 gsn_with_fbl_B2250_for test B2695 jtm_ntpp_english_spanish_v1_m5 > - B2739_ltm_ntpp_english_arabic_v2_m5 B2769_ltm_ntpp_ortuguese_spanish_v1 > - B2259_fbl_niv_english > - B2370_ltm_ntpp_english_arabic_v2_m5 B3190_itm_ntpp_english_arabic_v2_m5 B3190_itm_ntpp_eng_itm_nt_vietnamese > - B3196_gss_ntp_luganda_gss_soi_mbc_fbl_nk B3197_nt_nyankore_gss_soi_mbc_fbl_nk > - B3198_gdn_ll_nt_dinka bor_fbl_esv_engl > - 001 > - 002 > - 001 File folder 2019-03-280 08:26 002 File folder 2019-03-280 08:26												
<pre>> - B2695_eng_spn_with_fbl_B2250_for test B2695_tm_ntpp_english_spanish_v1_m5 B2739_tm_ntpp_english_arabic_v2_m5 B2769_tm_ntpp_english_arabic_v2_m5 B2659_fbl_niv_english B2659_fbl_niv_english B3190_tm_ntpp_eng_itm_nt_vietnamese B3196_gss_ntp_luganda_gss_soj_mbc_fbl B3197_nt_nyankore_gss_soj_mbc_fbl_nk B3198_gdn_ll_nt_dinka bor_fbl_esv_engl B3270_ttb_fbl_esv_english B3270_ttb</pre>				- 611								
<pre>> - B2695_itm_ntpp_english_spanish_v1_m5 B2739_itm_ntpp_english_itm_nt_chinese i B2740_itm_ntpp_english_arabic_v2_m5 D2769_itm_ntpp_english_arabic_v2_m5 B259_fbl_niv_english - B3190_itm_ntpp_eng_itm_nt_vietnamese B3196_gss_ntp_luganda_gss_soj_mbc_ft B3197_nt_nyankore_gss_soj_mbc_ftbl_nk B3198_gdn_lll_nt_dinka bor_fbl_esv_engl B3272_ftb_niv_english_fbl_hebrew_rev02 - 001 - 001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:27</pre>												
> - B2739_itm_ntpp_english_itm_nt_chineser > - B2740_itm_ntpp_portuguese_spanish_v1 > - B2569_itm_ntpp_portuguese_spanish_v1 > - B3190_itm_ntpp_eng_itm_nt_vietnamese > - B3196_gss_ntp_luganda_gss_soj_mbc_ft B319_itm_itm_ftp_english B319_itm_itm_ftp_english > - B3196_gds_ntp_luganda_gss_soj_mbc_ft B3270_tb_niv_english File_folder > - 001 > - 001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:26												
> - B2740_itm_ntpp_english_arabic_v2_m5 > - B2769_itm_ntpp_portuguese_spanish_v1 > - B3895_fbl_niv_english > - B3190_itm_ntpp_eng_itm_nt_vietnamese > - B3196_gss_ntp_luganda_gss_soj_mbc_fbl > - B3196_gss_ntp_luganda_gss_soj_mbc_fbl_nk; > - B3196_gss_ntp_luganda_gss_soj_mbc_fbl_nk; > - B3197_nt_nyankore_gss_soj_mbc_fbl_nk; > - B3197_nt_niv_english_fbl_ebrew_rev0z > - B010_itiv_english_fbl_hebrew_rev0z > - 001 > - 002 > - 001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:26												
> - B2769_itm_ntpp_portuguese_spanish_v1 > - B2859_fbl_niv_english > - B3190_itm_ntpp_eng_itm_nt_vietnamese > - B3196_gss_ntp_luganda_gss_soj_mbc_fbl_nk > - B3196_gss_ntp_lugands_gss_soj_mbc_fbl_nk > - B3270_ttb_fbl_esv_english > - B3270_ttb_fbl_esv_english > - B3270_ttb_fbl_esv_english > - 001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:26 003 File folder 2019-03-28 08:26												
> B2859_fbl_niv_english > B3190_itm_ntpp.eng_itm_nt_vietnamese > B3196_gss.ntp_luganda_gss_soj_mbc_fbt > B3197_nt_nyankore_gss_soj_mbc_fbl_nk > B3198_gdn_lll_nt_dinka bor_fbl_esv_engl > B3270_ttb_fbl_esv_english - B3270_ttb_fbl_esv_english - B3272_fbl_niv_english_fbl_hebrew_rev02 > - > 002 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:26												
> - B3190_itm_ntpp_eng_itm_nt_vietnamese B3196_gss_ntp_luganda_gss_soj_mbc_ft > - B3197_nt_nyankore_gss_soj_mbc_ftl_nk, > - B3197_nt_nyankore_gss_soj_mbc_ftl_exy_engl B3270_ftl_ftl_fl_ssy_english > - B3372_ftl_niv_english_ftl_hebrew_rev02 > - 001 > - 001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:26 003 File folder 2019-03-28 08:26												
> - B3197_nt_nyankore_gss_soj_mbc_fbl_nk > - B3198_gdn_ll_nt_dinka bor_fbl_esv_engl B3270_ttb_fbl_esv_english B3272_fbl_niv_english_fbl_hebrew_rev0z > - 002 > - 002 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:26				m_nt_vietnamese								
B3197_nt_nyankore_gss_soj_mbc_fbl_nk B3198_gdn_ll_nt_dinka bor_fbl_esv_engl B3270_ttb_fbl_esv_english S327_tb_fbl_esv_english S327_tb_fbl_esv_english_fbl_hebrew_rev02 002 002 File folder 2019-03-28 08:26 O02 File folder 2019-03-28 08:27												
>		> - 🗾 B:		_gss_soj_mbc_fb								
W - B3372_fbl_niv_english_fbl_hebrew_rev02 > - 001 > - 002 > - 001 > - 002 > - 002 > - 001 > - 002 > - 001 > - 002 > - 002 > - 002 > - 002 > - 002 > - 002 > - 002 > - 002 > - 002 > - 002 > - 002 - 0102 <td></td> <td></td> <td>3196_gss_ntp_luganda</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>			3196_gss_ntp_luganda									
Non- O01 Non- 002 Non- Non- Non-		> - 🗾 B:	3196_gss_ntp_luganda 3197_nt_nyankore_gss	s_soj_mbc_fbl_nk								
Size Item type Date modified 001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:26 003 File folder 2019-03-28 08:27		> - B(> - B(> - B(3196_gss_ntp_luganda 3197_nt_nyankore_gss 3198_gdn_lll_nt_dinka ł 3270_ttb_fbl_esv_engli	s_soj_mbc_fbl_nk; bor_fbl_esv_engl ish								
Size Item type Date modified 001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:27		> - B(> - B(> - B(3196_gss_ntp_luganda 3197_nt_nyankore_gss 3198_gdn_lll_nt_dinka ł 3270_ttb_fbl_esv_engli	s_soj_mbc_fbl_nk; bor_fbl_esv_engl ish								
me Size Item type Date modified 001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:27		> - B: > - B: > - B: > - B:	3196_gss_ntp_luganda 3197_nt_nyankore_gss 3198_gdn_lll_nt_dinka l 3270_ttb_fbl_esv_engli 3372_fbl_niv_english_ff 001	s_soj_mbc_fbl_nk; bor_fbl_esv_engl ish								
001 File folder 2019-03-28 08:26 002 File folder 2019-03-28 08:26 003 File folder 2019-03-28 08:27		> - B: > - B: > - B: > - B:	3196_gss_ntp_luganda 3197_nt_nyankore_gss 3198_gdn_lll_nt_dinka l 3270_ttb_fbl_esv_engli 3372_fbl_niv_english_ff 001	s_soj_mbc_fbl_nk; bor_fbl_esv_engl ish bl_hebrew_rev02								
002 File folder 2019-03-28 08:26		 → · · · · · · · · · · · · · · · · · · ·	3196_gss_ntp_luganda 3197_nt_nyankore_gss 3198_gdn_ll_nt_dinka li 3270_ttb_fbl_esv_engli 3372_fbl_niv_english_ff 001 002	s_soj_mbc_fbl_nk; bor_fbl_esv_engl ish bl_hebrew_rev02 >								
003 Ele folder 2019.02.28 09:27	me	 → · · · · · · · · · · · · · · · · · · ·	3196_gss_ntp_luganda 3197_nt_nyankore_gss 3197_gdn_ll_nt_dinka li 3270_ttb_fbl_esv_engli 3372_fbl_niv_english_ff 001 002 : Item type	s_soj_mbc_fbl_nk bor_fbl_esv_engl ish bl_hebrew_rev02 >								
003 File folder 2019-03-28 08:27	me 001	 → · · · · · · · · · · · · · · · · · · ·	3196_gss_ntp_luganda 3197_nt_nyankore_gss 3197_nt_nyankore_gss 3198_gdn_ll_nt_dinka li 3270_ttb_fbl_esv_engli 3372_fbl_niv_english_ft 001 002 Item type D File folder 21	s_soj_mbc_fbl_nk bor_fbl_esv_engl ish bl_hebrew_rev02 > ate modified 019-03-28 08:26								
	me 001 002	 → · · · · · · · · · · · · · · · · · · ·	3196_gss_ntp_luganda 3197_nt_nyankore_gss 3197_nt_nyankore_gss 3198_gdn_ll_nt_dinka I 3270_ttb_fbl_esv_engli 3372_fbl_niv_english_ff 001 002 Ittem type D File folder 2 File folder 2	s_soj_mbc_fbl_nk bor_fbl_esv_engl ish bl_hebrew_rev02 > ate modified 019-03-28 08:26 019-03-28 08:26								
	ame 001 002	 → · · · · · · · · · · · · · · · · · · ·	3196_gss_ntp_luganda 3197_nt_nyankore_gss 3197_nt_nyankore_gss 3198_gdn_ll_nt_dinka I 3270_ttb_fbl_esv_engli 3372_fbl_niv_english_ff 001 002 Ittem type D File folder 2 File folder 2	s_soj_mbc_fbl_nk bor_fbl_esv_engl ish bl_hebrew_rev02 > ate modified 019-03-28 08:26 019-03-28 08:26	Add		New	Remove	îυ		Down	

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

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

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

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

ct litte: Com	banion merge	Project	contains 2378 files in 140	folders (2.86GB)				
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Target Device	MegaVoice Companion			~				
✓ There must	nnels, Sections, Books, Chapter t be no more than 3 folder level be up to two top level (Channe	s		~	_	 Н Сонлакой 		
✓ There may	Channel) folders must begin wit be up to 20 second level (Secti be up to 999 third level (Book)	ion) folders	mber					
✓ There may	be up to 20 second level (Secti be up to 999 third level (Book)	ion) folders folders	File Options					
✓ There may ✓ There may	be up to 20 second level (Secti be up to 999 third level (Book)	ion) folders folders	File Options				 	
There may There may There may Tolder Option: Add seque 6 digit	be up to 20 second level (Section be up to 999 third level (Book) s ence number to folder and file no folder plus file Seque	ion) folders folders	 ✓ ✓	ape;ogg;mp3;m4a;wav; n the root directory	wma		 	
There may Add seque 6 digit ③ 3 digit	be up to 20 second level (Section be up to 999 third level (Book) s ence number to folder and file no folder plus file Seque	ion) folders folders ames ence before file name	 ✓ ✓	ape;ogg;mp3;m4a;wav; n the root directory			 	
There may There may There may There may There may There may Add seque	be up to 20 second level (Section be up to 999 third level (Book) s s folder plus file Seque folder, 3 digit file () Seque	ion) folders folders ames ence before file name	✓ File Options Only allow file aa;aac;acelp; ✓ except I Strip MP3 T 0 ♥ MB 1	ape;ogg;mp3;m4a;wav; n the root directory itle tags	left on drive		 	

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- 11. Now let's review the special settings offered from the Copy and Check tab below.
 - Under Initialize Device...
 - <u>Quick format drive</u>: SaberCopy will perform a "quick format" of the device.
 - There are additional options besides formatting.
 - When either quick or full format is selected, the option to specify the File System and Allocation Unit Size become available. These two should always be left as "No change" unless MegaVoice technical support has requested otherwise.
 - <u>Write Drive Volume</u>: This is optional. We will name our player "COMPANION".
 - > Under Test Options...
 - <u>Perform read/write test before copying</u>: SaberCopy will check the read/write capability of each player before attempting to load the audio and warn of a problem.
 - Under Verification Options...
 - <u>Verify everything, don't stop on error</u>: SaberCopy will check the entire contents and not stop on the first error – if there is one.
 - <u>Check file timestamps</u>: SaberCopy will compare the timestamps on each file against the source. If the comparison shows that they are not within 2 seconds of each other, errors will be flagged in the log.
 - <u>Don't verify when project first attached</u>: SaberCopy will compare the files in each player against those defined in the project as soon as a player is attached to a project. When loading a new message, there is no point to pre-verification. In most cases, this option should be checked. For an example of when you would want pre-verification see <u>13</u>: Comparing the contents of 2 players.

> Under Check file contents...

 SaberCopy can perform a checksum comparison of part or all of each file. The larger the file sampling requested to compare, the longer the process takes.

SaberCop	pyrioject	Details - C:\Users\Mich		ents companion merge	21301/21				
ect Title:	Companio	n merge	Projec	t contains 2378 files in 14	0 folders (2.86GB)				
Files in p	roject	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Initialise	Device				Test Options				
⊖ No ch	hange - leav	e all existing files			Perform read/write te	est before copying			
⊖ Delet	te subdirect	ories - leave files in root o	lirectory						
ODelet	te all files ar	nd subdirectories			Overwrite Files				
🖲 Quick	k format dri	ve - deletes everything qu	lickly		Never replace existing) files	 Always replace existing 	ng files	
	ormat drive	- deletes everything and	checks drive		Replace if files are new	w or changed	Only replace existing	files	
Write Dri	ive Volume:	COMPANION			Verification Options				
					Verify everything, do				
Filesyste	em	Allocat	ion Unit Size		Check file timestamps				
No ch	hange	No	<mark>change</mark> 🔿 8	192	Don't Verify when pro	oject first attached			
OFAT		O 102	24 🔿 1	6K	Check file contents				
	32	0 204	на Оз	2К	None		First 512KB		
ONTES	;	0 409	6 06	ак	◯ First 4KB		○ Whole file		





- 12. After closing the Project Details dialog, we need to attach the player to our project by clicking "Attach All" in the project window.
- 13. Then we'll click on the "Copy All" button to begin the load process.
- 14. Because we set the option to perform a Quick Format, we get the file deletion warning dialog and we'll click "Yes" to continue.
- 15. The copy of 2.8GB and 512K file verify took just under 17 minutes. We see that the copy succeeded (status message is "Complete" and player line is green). Now let's review what we ended up with:
 - The player was tested for read/write before the copy process and passed.
 - > The volume drive name was set to "COMPANION".
 - The folders from the two different audio messages were aggregated together and the Channel folders on the player were named 001 and 002 as we specified.
 - SaberCopy verified that the folder and file counts on the player match that specified in the project.
 - A checksum comparison of the first 512K of each file was executed and the target matches the source.
 - > After disconnecting and testing the player, navigation and file playback is in the order we wanted.





3: Loading microSD cards

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

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



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







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

oject Title: Load musi	c to SD		Projec	t contains 13 files (47.1MB))					
Files in project	Audio Anno	uncements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
> - <mark>-</mark> He	ios Test Mess	age	^	Source File Spec		Destination Folder		Files	Size	Desc
	rald Small Size	e Testing		C: \Test Messages \Hymns *	*			13	47.1M	в
	mns	Blank Message	(Commethic) ¥							
E E E ≫ + <mark> ↓</mark> P [1 Messender 1	HIANK MESSAGE	(Samanma)							
lame	Size	Item type	Date modified							
📤 01 - This Is My F	3.64 MB	VLC medi	2015-09-07 14:!							
🛓 02 - There Is A B	2.01 MB	VLC medi	2015-09-07 14:!							
02 - There Is A B		VLC medi VLC medi	2015-09-07 14:! 2015-09-07 14:!							
	3.72 MB									
🛓 03 - Holy, Holy,	3.72 MB 3.34 MB	VLC medi	2015-09-07 14:!							
03 - Holy, Holy, 04 - Come, Thou	3.72 MB 3.34 MB 3.43 MB	VLC medi VLC medi	2015-09-07 14:! 2015-09-07 14:!							
03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My	3.72 MB 3.34 MB 3.43 MB 5.85 MB	VLC medi VLC medi VLC medi	2015-09-07 14:! 2015-09-07 14:! 2015-09-07 14:!							
03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My 06 - I'd Rather H	3.72 MB 3.34 MB 3.43 MB 5.85 MB 4.64 MB	VLC medi VLC medi VLC medi VLC medi	2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14:							
03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My 06 - I'd Rather H 07 - The Love Of	3.72 MB 3.34 MB 3.43 MB 5.85 MB 4.64 MB 4.55 MB	VLC medi VLC medi VLC medi VLC medi VLC medi	2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14:							
03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My 06 - I'd Rather H 07 - The Love Of 08 - For The Bea	3.72 MB 3.34 MB 3.43 MB 5.85 MB 4.64 MB 4.55 MB 3.70 MB	VLC medi VLC medi VLC medi VLC medi VLC medi VLC medi	2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14:							
03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My 06 - I'd Rather H 07 - The Love Of 08 - For The Bea 09 - When I Surv	3.72 MB 3.34 MB 3.43 MB 5.85 MB 4.64 MB 4.55 MB 3.70 MB 4.52 MB	VLC medi VLC medi VLC medi VLC medi VLC medi VLC medi	2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14:							
A 03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My 05 - Be Thou My 06 - I'd Rather H 04 07 - The Love Of 07 - The Love Of 08 - For The Bea 08 - For The Bea 09 - When I Surv 09 - When I Surv 10 - O Mighty Cr 10 - O Mighty Cr	3.72 MB 3.34 MB 3.43 MB 5.85 MB 4.64 MB 4.55 MB 3.70 MB 4.52 MB	VLC medi VLC medi VLC medi VLC medi VLC medi VLC medi VLC medi	2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14: 2015-09-07 14:							

7. <u>Output Options tab</u>: Target Device: is set to "Standard MP3 Player, Smartphone, Tablet, USB, SD". This is the only setting necessary on this tab as all the default values are acceptable.

	6 0								
t Title: Load music t	io SD	Project	contains 13 files (47. 1MB)						
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
Target Device									
						2 12 18			l
Standa	ard MP3 Player, Smartph	none, Tablet, USB or SD		~		🖉 🗢 💽			l
There are no specific	content rules for this de	evice			MUSIC				
mere are no speane									Γ
								HERBER	1
							12	1	
							5		
Folder Options			File Options						
Folder Options Any folder levels			Only allow file e						
Any folder levels	mber to folder and file n								
Any folder levels Any folder levels Add sequence nu 6 digit folder p	lus file 🛛 🔾 Seque	names ence before file name	Only allow file e List of file extent	nsions					
Any folder levels Add sequence nu 6 digit folder p 3 digit folder,	lus file Seque 3 digit file Seque	ames	Only allow file e	nsions					
Any folder levels Any folder levels Add sequence nu 6 digit folder p	lus file Seque 3 digit file Seque	names ence before file name	Only allow file e List of file exter Strip MP3 Tit	nsions	left on drive				
Any folder levels Add sequence nu 6 digit folder p 3 digit folder,	olus file Seque 3 digit file Seque to the first one	names ence before file name	Only allow file e List of file exter Strip MP3 Tit	nsions de tags ree space that must be					
Any folder levels Add sequence nu 6 digit folder p 3 digit folder, Copy all folders in	Ilus file Seque 3 digit file Seque nto the first one for top level folder	names ence before file name	Only allow file e List of file exter Strip MP3 Tit	nsions tle tags ree space that must be ree space recommende					
Any folder levels Add sequence nu 6 digit folder p 3 digit folder, Copy all folders in Use project name	Ius file Seque 3 digit file Seque to the first one for top level folder Iders and files	names ence before file name	Only allow file e List of file exter Strip MP3 Tit O MB fr O MB fr	nsions de tags ree space that must be					
Any folder levels Add sequence nu 6 digit folder p 3 digit folder, Copy all folders in Use project name Indude hidden fo	Ius file Seque 3 digit file Seque to the first one for top level folder Iders and files	names ence before file name	Only allow file e List of file exter Strip MP3 Tit	nsions tle tags ree space that must be ree space recommende					

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

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

ect Title: Load music to SD		Project	Project contains 13 files (47. 1MB)					
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Initialise Device				Test Options				
🔿 No change - leav	ve all existing files			Perform read/write tes	st before copying			
O Delete subdirect	ories - leave files in root di	rectory						
O Delete all files ar	nd subdirectories			Overwrite Files				
Quick format drive - deletes everything quickly				Never replace existing	files	Always replace existing	files	
○ Full format drive	- deletes everything and	checks drive		Replace if files are new	or changed	Only replace existing fil	es	
Write Drive Volume:	Music			Verification Options				
finde brive volume.	, and the second s			Verify everything, dor				
Filesystem	Allocati	on Unit Size		Check file timestamps				
○ No change		hange 🙆 819	92	Don't Verify when proj	ect first attached			
○ FAT	○ 102	4 🔾 16	‹	Check file contents				
● FAT32	0 204	B 🔾 32k	¢ l	○ None	() First 512KB		
	0 409	6 ○6 4	¢ l	● First 4KB	(Whole file		





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

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

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

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

🐻 SaberCopy Utility				_		\times	
📰 Standard Mode 🕞 Fast Copy Mode						9	
Projects (1) List	Removable Drives (2) and Destinatio	on Folders (0) Lis	st				
New Project	2 Complete			ld Folder 🦂	lder 🥏 Refresh 🔻		
Load music to SD 13 files (47. 1MB)	D:\ [MUSIC] 13 files (47.1MB of 7.49GB)	Load music to SD	~ ▶ Co	py Complete	0:27	E , v	
Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Quick format; Never replace files; Ind hidden files; Ind	E:\ [MUSIC] 13 files (47.1MB of 3.66GB)	Load music to SD	✓ ► Co	py Complete	0:30	Z	
empty dirs *							
📄 Edit 📄 Save 📄 Print							
Copy All Copy All Cance! All							

> 📰 Pictures	^	Name	^	Date modified	Туре	Size		
> 🙀 Videos		System Volun	ne Information	2020-08-11 16:57	File folder			
> 🏪 Local Disk (C:)		🛓 01 - This Is M	y Fathers World.mp3	2015-09-07 14:51	VLC media file (.m	3,733 KB		
> 👝 MUSIC (D:)		🛕 02 - There Is A	A Balm In Gilead.mp3	2015-09-07 14:51	VLC media file (.m	2,068 KB		
> 👝 MUSIC (E:)		📥 03 - Holy, Ho	ly, Holy.mp3	2015-09-07 14:51	VLC media file (.m	3,820 KB		
> 🔫 Approved Combos for TIB Prod (\\MVNA	A.	📥 04 - Come, Tl	nou Long-Expected Jesus.mp3	2015-09-07 14:51	VLC media file (.m	3,429 KB		
Michael (\\mvserverhp\Scan) (X:)		🛕 05 - Be Thou	My Vision.mp3	2015-09-07 14:51	VLC media file (.m	3,516 KB		
 Product Development (\\mvnas) (Z:) 		🛓 06 - I'd Rathe	r Have Jesus.mp3	2015-09-07 14:52	VLC media file (.m	5,992 KB		
		🛓 07 - The Love	Of God.mp3	2015-09-07 14:52	VLC media file (.m	4,762 KB		
🖌 🔜 MUSIC (D:)	11	📥 08 - For The E	eauty Of The Earth.mp3	2015-09-07 14:52	VLC media file (.m	4,662 KB		
System Volume Information		📥 09 - When I S	urvey The Wondrous Cross.mp3	2015-09-07 14:52	VLC media file (.m	3,799 KB		
		📥 10 - O Mighty	/ Cross.mp3	2015-09-07 14:52	VLC media file (.m	4,635 KB		
MUSIC (E:)		📥 11 - A Hymn	For Peace.mp3	2015-09-07 14:53	VLC media file (.m	3,644 KB		
System Volume Information		📥 12 - Untitled.	mp3	2015-09-07 14:53	VLC media file (.m	4,167 KB		
> 🧀 Network		Hymns.md5		2020-03-11 09:24	MD5 File	1 KB		
	¥	SaberCopy Lo	ad music to SD.log	2020-08-11 16:57	Text Document	5 KB		
				The log generated by SaberCopy.				

See <u>Write individual log to device</u> for more details.



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

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

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

🔝 SaberCopy Utility					_		×
📰 Standard Mode 🕞 Fast Copy Mode						- jjp	9
Projects List		Removable Drives (2) and De	estination Folders (0) Li	ist			
New Project	1 Online, 1 Removed			Add Folde	r 4	🕏 Refresh	
	E:\		Disabled	✓ Re	emove	d	₹.
	F:\ [] 0 files (none of 7.7GB)		Not connected	~ Or	line		₹.

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

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

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





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







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



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




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



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

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



5: Fast Copy Mode for quickest loading

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

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

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



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





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



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



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



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

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

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

You may also want to configure SaberCopy to always ignore certain devices you keep connected to your computer. See <u>12: Teaching SaberCopy to ignore devices</u> for details.



6: Duplicating players, microSD cards, etc.

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

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

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

🗊 SaberCopy Utility			_	- 🗆 X
📰 Standard Mode 🕞 Fast Copy Mode				۱
Projects (1) List	Removable Drives (3) and	d Destination Folders (0) List		
New Project	3 Online		Contraction Add Folder	🤣 Refresh 🛛 🔻
ENVOY S 1190 files in 70 folders (847.8MB)	D:\ TENVOY S] 1190 files in 70 folders (852.4MB of 3.72GB)	Set as Master 🗸 🗸	Online	E
Target Custom Output Options; Test drive; Quick format; Never replace files; Ind hidden files; Ind empty dirs *	E:\ [ENVOY S] 1190 files in 70 folders (852.4MB of 3.71GB)	Not connected ~	Online	E
	F:\ [ENVOY] 42 files in 8 folders (132MB of 3.71GB)	Not connected ~	Online	•
Edit Edit				
🖉 A <u>t</u> tach All 膨 Copy All 🔳 Cancel All				



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

🞲 SaberCopy Utility			- 🗆 X
📰 Standard Mode 🕞 Fast Copy Mode			
Projects (1) List	Removable Drives (3) and D	estination Folders (0) List	
New Project	2 Copying, 1 Online		🔁 Add Folder 🛛 🧐 Refresh 🔍
ENVOY 5 X 1190 files in 70 folders (847.8MB)	D:\ [ENVOY S] 1190 files in 70 folders (852.4MB of 3.72GB)	Set as Master 🗸 🗸	v Online
Target Custom Output Options; Test drive; Quick format; Never replace files; Ind hidden files; Ind empty dirs *	E:\ 	ENVOY S	Copying 1:41
	F:\ 	ENVOY S	Copying 1:41
Edit 📄 Save 🕞 Print			
C Detach All ▶ Cop⊻ All ■ Cancel All			

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

🗊 SaberCopy Utility			_	
📰 Standard Mode 🕞 Fast Copy Mode				،
Projects (1) List	Removable Drives (3) and De	estination Folders (0) List		
New Project	1 Online, 2 Complete		🔁 Add Folder 🛛 😤 F	Refresh 🔻
ENVOY 5 1190 files in 70 folders (847.8MB)	D:\ [ENVOY S] 1190 files in 70 folders (852.4MB of 3.72GB)	Set as Master V	Online	▶ 🖓
Target Custom Output Options; Test dr A Quick format; Never replace files; Ind hidden files; Ind empty dirs *	E:\ [ENVOY S] 1190 files in 70 folders (852.4MB of 3.71GB)	ENVOY S	Copy Complete	7:30 🖳 💌
	F:\ [ENVOY S] 1190 files in 70 folders (852.4MB of 3.71GB)	ENVOY S	Copy Complete	7:30 💽 💌
🛃 Edit 📑 Save 🖨 Print				
Copy All Copy All Cancel All				

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

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

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



7: Appending audio to a player

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

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

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



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

😵 SaberCopy Utility	-
📰 Standard Mode 🕞 Fast Copy Mode	
Projects (1) List	Removable Drives (2) and Destination Folders (1) List
New Project	2 Online, 1 Removed
C:\Test Messages\B5009_fbl_nasb_j	C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_ang_initial_assignment on line [] 1189 files in 69 folders (1.73GB of 456.24GB) Online
Target MegaVoice Envoy E/2-E Series; Test drive; Quick format; Never replace files; 3 level folders; Only exts mp3;wma;wav except in root; Checks failed *	D: Not connected Online If TEl 1191 files in 70 folders (1 75GR of 7 7GR) Not connected Online ID Drive C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_anglisized_english\001\ is online and ready but not attached to any project
Edit Save Print	Drive Path: C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_anglisized_english\001\ Drive type: FIAED File System: NTFS Serial Number: 2A23-C217 Volume Label: Drive Size: 456.24GB (489,885,175,808 bytes) Allocation Size: 4KB (4,096 bytes)



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

🞲 SaberCopy Project Details					-	×
Project Title: _fbl_nasb_jubilee_nlt_niv_anglisized_engl	ish\001\ Project contains 1189 files in 70	folders (1.72GB); Checks f	ailed			
Files in project Audio Announcements T	ext To Speech Output Options	Detail file list	Copy and Check	Notes		
V B5009_fbl_nasb_jubilee_nlt_niv_ > 001	Source File Spec C:\Test Messages\B5009_fbl_nasb_jub	ilee_nlt_niv_anglisized_engl	lish\001*.*	Destination Folder 002\		Files : 189
> - 002 > - 003 > - 004						
<u>></u> 005						

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

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

7

SaberCopy Project	Details						_	×
ct Title: _fbl_nasb	jubilee_nlt_niv_anglisized	_english\001\ Proje	ect contains 1189 files in 7	0 folders (1.72GB); Check	ts failed			
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Initialise Device No change - lea	ve all existing files tories - leave files in root d	irectory		Test Options	st before copying			
O Delete all files a				Overwrite Files				
O Quick format dr	ive - deletes everything qu	iickly		Never replace existing	files	Always replace existi	ng files	
O Full format drive	e - deletes everything and	checks drive		O Replace if files are new	v or changed	Only replace existing	files	
Write Drive Volume	Drive volume			Verification Options	n't stop on error			
Filesystem	Allocat	ion Unit Size		Check file timestamps				
No change	No	change 🛛	8192	Don't Verify when pro	ject first attached			
FAT	0 102	.4 O	16K	Check file contents				
O FAT32	0 204	8 0	32K	○ None		◯ First 512KB		
	0 409	6	64K	First 4KB		○ Whole file		





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

🞲 SaberCopy Utility			_		×
\Xi Standard Mode 🕞 Fast Copy Mode				- And	9
Projects (1) List	Removable Drives (2) and Destination Folders (1) Lis	st			
New Project	1 Online, 1 Unverified, 1 Removed	🔁 Add Fold	er 🦿	🏂 Refresh	1 🔻
C:\Test Messages\B5009_fbl_nasb_j	C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_ang	0	nline		₹.
Target MegaVoice Envoy E/2-E Series; Test drive; Quick format; Never replace files; 3 level folders; Only exts mp3;wma;wav except in	D:\ [ELITE] 1191 files in 70 folders (1.75GB of 7.7GB)	Copy U	nverifie	d	•
root; Checks failed *	G:\ Disabled	R	emoved	1	•
Edit Eave Print					
Copy All Copy All Cancel All					

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

🞲 SaberCopy Utility			-	
📰 Standard Mode 🕞 Fast Copy Mode				
Projects (1) List	Removable Drives (2) and	Destination Folders (1) Lis	st	
🕞 New Project 🔄 Open Project	1 Online, 1 Complete, 1 Removed		Contraction Add Folder	🕏 Refresh 🛛 🔻
C:\Test Messages\B5009_fbl_nasb_j	C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_an [] 1189 files in 69 folders (1.73GB of 456.24GB)	g <mark>licized_opglich\001\</mark> Set as Master	Online	•
Target MegaVoice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3;wma;wav except in root; Checks	D:\ [ELITE] 2380 files in 140 folders (3.48GB of 7.7GB)	C:\Test Messages\B5009	Copy Complet	e 10:39 🚉 💌
failed *	G: \	Disabled \vee	Remove	d 📴 💌
📄 Edit 👔 Save 📄 Print				
Copy All Copy All Cancel All				

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





13. Looking more closely, we did indeed end up with the desired results! We created a hybrid message by adding a second Channel folder to the player, without having to erase what was already there, and without having to create a temporary folder with the required the 2 Channel folders and load from it.



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

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

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

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

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

For details on aggregating multiple sources into one, see <u>8: Disk-to-disk copy</u>.



8: Disk-to-disk copy

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

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

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



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

🞲 SaberCopy Utility		- 0	Х
📰 Standard Mode 🕞 Fast Copy Mode		- 	0
Projects List	Removable Drives (0) and Destination Folders (1) List		
🕞 New Project 🔓 Open Project	1 Online Carl Add Folder	🤣 Refresh	~
	C:\Test Messages\SaberCopy Merge Test\ [] 432 files in 120 folders (1.26GB of 456.24GB) Online	6	3



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

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

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

💱 SaberCopy Project Details - C:\Users\Michael	Rosinger\Documents\	SaberCopy Merge Te	est 2.saber			_		×
Project Title: SaberCopy Merge Test	Project con	tains 1499 files in 251	folders (3.47GB)					
Files in project Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and C	Check Notes			
B2695_itm_ntpp_english_spanis	Source File Spec				Destination Folder	Files	Size	De
> - 001	C:\Test Messages	B3390_nt_hebrew_n	t_nkjv_english\001*.*	•	001\	260	475MB	
> · · 002	C: \Test Messages	B2695_itm_ntpp_eng	lish_spanish_v1_m5\0	02*.*	002\	807	1.74GB	3
B2740_itm_ntpp_english_arabic		B3190_itm_ntpp_eng	_itm_nt_vietnamese_v	/1_m5\002*.*	003\	431	1.26GB	3
B2769_itm_ntpp_portuguese_a		B3197_nt_nyankore_	gss_soj_mbc_fbl_nkjv	_english\002*.*	004\	1	151KB	
> · B2859_fbl_niv_english ✓ · B3190_itm_ntpp_eng_itm_nt_y								
<pre>> - 001 > - 002 > - B3196_gss_ntp_lupinda_gss_f B3197_nt_nyankore_gss_s9f_m > - 001 > - 002 > - B3198_gdn_ll_nt_inka bor_fbl > - 002 > - B3270_tb_nis_english_fbl_hebr > - B3372_fbl_nis_english_fbl_hebr > - 001 > - 002 > - B3390_nt_hebrew_nt_nkjv_eng > - 001 > - 002 > - B3390_nt_hebrew_nt_nkjv_eng > - 001 > - 002 > - B3456_itm_ntpp_english_swahil > - 83456_itm_ntpp_english_swahil > - 83456_itm_ntpp_english_swahil > - 002 > - 002 ></pre>	re gl							
Name Size Item type								
001 File folder								
002 File folder								
<	> 🛃 🛃		New	Bemove	î Up	↓ !	<u>D</u> own	
Check Project					<u>O</u> K		<u>C</u> ancel	





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

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

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

Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes	
Initialise Device				Test Options			
◯ No change - leave	all existing files			Perform read/write te	st before copying		
O Delete subdirector	ies - leave files in root d	lirectory		<u> </u>			
Delete all files and	subdirectories			Overwrite Files			
🔵 Quick format drive	- deletes everything qu	iickly		Never replace existing	files	 Always replace existing 	files
) Full format drive -	deletes everything and	checks drive		Replace if files are new	v or changed	Only replace existing file	es
Vrite Drive Volume:	Drive volume			/erification Options			
				Verify everything, dor			
ilesystem	Allocat	ion Unit Size		Check file timestamps			
No change	No	change 🗌 81	192	✓ Don't Verify when proj	ject first attached		
FAT	0 102	.4 0 16	бК 🖂	Check file contents			
FAT32	0 204	18 0 32	ж (None		◯ First 512KB	
	0 409	6 064	ж (First 4KB		Whole file	

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

🞲 SaberCopy Utility	_	
🖅 Standard Mode 🕞 Fast Copy Mode		
Projects (1) List	Removable Drives (0) and Destination Folders (1) List	
New Project	1 Empty Grand Add Folder	efresh 🔻
SaberCopy Merge Test I499 files in 251 folders (3.47GB)	C:\Test Messages\SaberCopy Merge Test \ [] 0 files (none of 456.24GB) SaberCopy Merge Test \ Copy Empty	•
Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Empty all files; Never replace files; Ind hidden files; Ind empty dirs *		
Edit Save Print		



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

🞲 SaberCopy Utility	- D X
📰 Standard Mode 🕞 Fast Copy Mode	
Projects (1) List	Removable Drives (0) and Destination Folders (1) List
New Project	1 Complete Sefresh
SaberCopy Merge Test It 499 files in 251 folders (3.47GB)	C:\Test Messages\SaberCopy Merge Test \ [] 1499 files in 251 folders (3.47GB of 456.24GB) SaberCopy Merge Test \ Copy Complete 1:0
Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Empty all files; Never replace files; Ind hidden files; Ind empty dirs *	
Edit Eave Print	
Copy All Cancel All	



9: File verification

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

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

Some of the causes could possibly be:

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

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

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

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

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



Here three Envoy S players were loaded in a batch together. The project was set to check the first 64K of each file copied to all players when the copy completed.

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

💕 SaberCopy Utility					_	□ ×
📰 Standard Mode 🗔 Fa	ast Copy Mode					\$
Projects (1)	List Open Project	Removable Drives (3) and	ostination Folders (0)) List	ler 💈 Re	efresh 🔻
B0402 1190 files in 70 folders (1.750	B)	D:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB)	80402	∨ ▶ Сору	Unmatched	l 14:01 🔄 🗸
Test drive; Quick format; Targ (Envoy S, 2S, E, 2E) *	et MegaVoice Type 1	E:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	80402	∨ ▶ Сору	Complete	14:01 🔄 🗸
🖉 Edit 📙 Save.	📙 Print	F:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402	∨ ▶ Сору	Complete	14:01 🔄 🗸
🖉 Detach All 🛛 🕨 Copy /	All Cancel All					

SaberCopy logs all activity regarding every player connected. The log persists as long as the player remains connected to the computer. To view the log, click on the drop-down arrow (-) at the very end of the player's line. It is also possible to write the log to each player. See here for details.

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

Unmatched	14:01	2	
Complete	14:01		Eject Drive
complete	1		Show Full Log
Complete	14:01		Show Errors Only
			Hide Log
	L	_	



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

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

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

	_	
Log Messages for D:\		
11:41:33.546 Drive D:\ is Formatting The drive is being quick formatted	Γ	^
Exec 'format.com' 'D: /x /y /v: /q' WaitForInputIdle=-1	1	
Exec 'format.com' 'D: /x /y /v: /q' WaitForSingleObject=0	1	
11:41:52.548 Drive D:\is Testing The drive is being tested with a sample read and write	- 1	
11:41:52.622 Drive D:\is Emptying All folders and files are being deleted from the drive		
Empty drive D:\		N
11:41:52.686 Drive D:\is Copying Files in the project are being copied to the drive		N I
Copying project "B0402" Totals: 1190 files in 70 folders		
11:53:57.550 Drive D:\is Verifying Files that have been copied to the drive are being verified	_	
Verify: D:\001\001\007\001\mp3 - has different file content in first 64KB Source=82F7E9894F650A5287412088A8460A86 Target=D8BFA9610A13E79AB7101AF27BD1214		
Verify: D:\001\002\016\003.mp3 - has different file content in first 64KB Source=E7927BA5B908778915820DF8781FEC47 Target=9B3A795E66ADAB7F8137173793232AD		
Verify: D:\001\002\017\001.mp3 - has different file content in first 64KB Source=2BCC529AC8387227E53C7BABABA6BE39 Target=A85B44535D002C31D4005686DD45E4		
Verify: D:\001\002\017\002.mp3 - has different file content in first 64KB Source=450298030584B9B374CFD1FB6F0B4806 Target=9FDF6A0EE5FDCA7CC48B64933F40170	ן נ	UNMATCHED]
11:55:35.639 Drive D:\is Unmatched - The files on the drive do not match the files in the project		
Drive D:\information:		
Drive Path: D:\		~

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

💕 SaberCopy Utility				_	
📰 Standard Mode 🕞 Fast Copy Mode					*
Projects (1) List	Removable Drives (3) and	Destination Folders (0) List		
🔒 New Project 🛛 🔓 Open Project			🔁 Add Folde	er 🛛 🧐 Re	efresh 🔻
80402 I 190 files in 70 folders (1.75GB)	D:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB)	B0402	✓ ▶ Copy	Complete	13:01 🔄 🗸
Test drive; Quick format; Target MegaVoice Type 1 (Envoy S, 2S, E, 2E) *	E:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402	✓ ▷ Copy	Complete	14:01 🔄 🗸
🖉 Edit 📙 Save 📄 Print	F:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0 4 02	✓ ▶ Copy	Complete	14:01 🖳 🗸
Detach All Copy All Cancel All					

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

To hide the log window when finished reviewing the messages, you can either open the drop-down menu used to display the log and choose "Hide Log", or drag the top border of the Log Messages window to the very bottom of the screen.

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



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

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

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

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

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

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

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



Eject Drive

10: Saving a player log

NOTE: This process has been completely automated as of the 4.3.x version of SaberCopy! See <u>Write</u> individual log to device for details.

SaberCopy logs detailed information for each player session separately, from the time a player is connected until it is disconnected. The log persists as long as the player remains connected to the computer.

Sometimes players encounter errors while loading or are not loading the way you intend. If you do not understand the error you are encountering, MegaVoice is always happy to help you when you need it! MegaVoice support may request that you send the player log along with other items to help diagnose your problem. Here is how to do that:

 You can access the log by clicking on the () button at the end of the player line. You can choose to view the entire log or just the errors. In this case, choose "Show Full log".

			Show F	ull Log
2. At the bottom of the ma	ain screen the player log will appear in a	separate	Show E	rrors Only
	to your preference by grabbing the top,		Hide Lo	og
sides and stretching.			-	
🚱 SaberCopy Utility			-	- 🗆 🗡
E Standard Mode				-
Projects (1) List	Removable Drives (2)	and Destination Folders (0)) List	
🔁 New Project 🔄 Open Project			Co Add Folder	🤹 Refresh 🗸 🗸
80402 X 1190 files in 70 folders (1.75GB)	 D:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB) 	Set as Master	∼ Online	e 🖸
Test drive; Quick format; Target Standard MP3 Player, Smartphone, Tablet, USB *	F:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	80402	✓ ▷ Copy Comp	lete 🖂
	Log Messages for F:\			
Volume Label: B0402 Drive Size: 7.72GB (8,289,779,712 bytes) Allocation Size: 8KB (8,192 bytes) File Count: 1,190 Folder Count: 70 File Size: 1.76GB (1,885,913,088 bytes) Size on Disk: 1.76GB (1,885,913,088 bytes) 	on this drive is getting started			,
Driver 1, Jassignet 000-02 07-49:11.708 Drive F:\is Verifying Files that ha Verify drive F:\Totals: 1190 files in 70 folders [OK] Check Dir: F:\001\001\001 [OK] Verify: F:\001\001\001.003.mp3 [OK] Verify: F:\001\001\001\003.mp3 [OK]				





3. Once the log window is open, we can access it. Right-click anywhere in it and then choose "Select All".

Log Messages for F:\	
Volume Label: B0402 Drive Size: 7.72GB (8,289,779,712 bytes) Allocation Size: 8KB (8,192 bytes) File Count: 70 Folder Count: 70 File Size: 1.76GB (1,885,913,088 bytes) Size on Disk: 1.76GB (1,885,936,880 bytes) O7:49:11.680 Drive F:\is Starting Processing on this drive is getting started Drive F:\assigned to B0402 O7:49:11.708 Drive F:\is Verifying Files that have been copied to the drive are being verified Verify drive F:\Totals: 1190 files in 70 folders [OK] Check Dir: F:\001\001\001\001.001.003 [OK] Verify: F:\001\001\001\002.mp3 [OK] Verify: F:\001\001\001\003.mp3 [OK]	eading order e control characters e control character

- 4. After the complete log is highlighted, right-click again and choose "Copy".
- 5. Go to your Desktop, right-click on an open area and choose "New" followed by "Text Document".

View >	Nortçu
Sort by	Microsoft Access Database
Refresh	
Paste	Bitmap image
	Contact
Paste shortcut	🐏 Microsoft Word Document
Undo Delete Ottl+Z	Microsoft PowerPoint Presentation
🕓 TreeSize Free	Microsoft Publisher Pocument
🐏 WinMerge	🕃 WinRAR archive
闥 Graphics Properties	Text Document
Graphics Options	Microsoft Excel Worksheet
New	🗎 WinRAR ZIP archive
Display settings	
🗹 Personalize	

Note: If the Desktop is not a convenient place you can choose any folder on your computer per your preference.

6. Windows will create a text file with the name "New Text Document.txt". The name is already highlighted so you can rename it. Change it to something meaningful that describes the specific scenario.





7. Double-click on the new text file. That should open Notepad. Right-click in the open area and choose "Paste".



8. The player log text will be inserted. Click on the "X" button to close Notepad.



9. Choose "Save" in the pop-up window to save the file with the player log.

Notepad	Х
Do you want to save changes to C:\Temp\Te player log attachment.txt?	est
Save Do <u>n</u> 't Save Can	cel

10. Attach this text file to your email response and send it to MegaVoice.



11: Easy Folder and File Selection

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

- Drag-and-drop
- Multi-select

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

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

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

See examples on the following pages...



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

ect Title: New	Project 1	Pro	oject contains 10 files in 30	folders (2MB)			
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check		
× -	200 Languages Test	∧ Source	e File Spec		Destination Fo	lder File	s Size
>	001Language	C:\Te	xt2Speech Save Area\200 I	anguages Test\001Lang	uage 001Language	1	208KE
>	· 002Language	C:\Te	xt2Speech Save Area\200 I	anguages Test\002Lang	uage 002Language	1	207KE
	003Language	C:\Te	xt2Speech Save Area\200 I	anguages Test\003Lang	uage 003Language	1	209KE
5	005Language	C;\Te	xt2Speech Save Area\200 I	anguages Test\004Lang	uage 004Language	1	208KE
>		ag me	xt2Speech Save Area\200 I	anguages Test\005Lang	uage 005Language	1	209KE
>		ig me	xt2Speech Save Area\200 I	anguages Test\006Lang	uage 006Language	1	210KE
>	008Language	C:\Te	xt2Speech Save Area\200 I	anguages Test\007Lang	uage 007Language	1	209KE
>	009Language	C:\Te	xt2Speech Save Area\200 I	anguages Test\008Lang	uage 008Language	1	207KE
~ ~	· 011Language	C:\Te	xt2Speech Save Area\200 I	anguages Test\009Lang	uage 009Language	1	209KE
	· 012Language	C:\Te	xt2Speech Save Area\200 I	anguages Test\010Lang	uage 010Language	1	209KE
>	013Language						
>	o r icangaage						
>							
	· 016Language	× 1					
		>					
ame	Size Item type	Date					
001Section	File folder	2016					
		>	🛃 🛃 🔜 Ne	w 🔒 <u>R</u> emove	e 🏦 🛄 p	↓ <u>D</u> own	📄 <u>P</u> rint

-	oject 1	Projec	t contains 7 files in 21 fold	lers (1.4MB)				
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Ch	eck		
Y 2	200 Languages Test	▲ Source F	ile Spec			Destination Folder	Files	Size
>-	001Language	C:\Text2	Speech Save Area\200 La	nguages Test\00 1Langu	lage	001Language	1	208K
> -	002Language	C:\Text2	Speech Save Area\200 La	nguages Test\003Langu	lage	003Language	1	209K
>	003Language	C:\Text2	Speech Save Area\200 La	nguages Test\005Langu	lage	005Language	1	209K
	004Language	Text2	Speech Save Area\200 La	nguages Test\007Langu	lage	007Language	1	209K
5	006Language Dra	ag ma	Speech Save Area\200 La		-	009Language	1	209K
	007Language		Speech Save Area\200 La		-	011Language	1	210K
> -	008Language		Speech Save Area\200 La		-	013Language	1	211K
>	009Language	Critexte		ngaages reselp iseange	uge	o zocangooge	-	
>-	010Language							
>+ >-	011Language							
	012Language							
	013Language							
>	013Language							
	013Language 014Language 015Language							
	014Language	~						
	014Language 015Language	>						
> - > - > -	014Language 015Language	>						
> - > - > -	014Language 015Language 016Language	> Date						
ame	014Language 015Language 016Language Size Item type	> Date						
ame	014Language 015Language 016Language Size Item type	> Date						
ame	014Language 015Language 016Language Size Item type	> Date						
ame	014Language 015Language 016Language Size Item type	> Date						
ame 001Section	014Language 015Language 016Language Size Item type	> Date 2016	Add	Remove	ملا ()	↓ <u>D</u> own	- Pri	nt
ame	014Language 015Language 016Language Size Item type	> Date 2016	<u>A</u> dd	Remove		↓ <u>D</u> own	erii	nt

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

	New Proje	ect 1				Project contains 9	9 files in 1 folde	r (1.4MB)					
Files in p	project	Audio Annoi	uncements	Text	To Spee	ech Outpu	ut Options	Detail file list	Copy and	Check			
	✓ · 999	Chapters Te	st		∧ So	ource File Spec				Destina	ation Folder	Files	Size
		Book1			C	Text2Speech Sav	/e Area\999 Ch	apters Test\Book1\00	1Chapter.mp3	Book1	001Chapter.mp3	1	154K
		CORD Folder			C	Text2Speech Sav	ve Area\999 Ch	apters Test\Book1\00	2Chapter.mp3	Book1	002Chapter.mp3	1	152
>	Text2S	peech Save A	krea2		C	Text2Speech Sav	/e Area\999 Ch	apters Test\Book1\00	4Chapter.mp3	Book1	004Chapter.mp3	1	154
		lities						apters Test\Book1\00			005Chapter.mp3	1	155
	- Users			>				apters Test\Book1\00			007Chapter.mp3	1	156
		1	1					apters Test\Book1\00			009Chapter.mp3	1	154
ame		Size	Item type					apters Test\Book1\01			010Chapter.mp3	1	154
001Chap	pter.mp3	153 KB	VLC media					apters Test\Book1\01			011Chapter.mp3	1	156
002Chap	pter.mp3	152 KB	VLC m					apters Test\Book1\01			(013Chapter.mp3	1	156
003Cha	pter.mp3	154 KB	me		C.	(rext2speetri sav	PE Alea (555 Ch	apters restipuokitoi	Schapter imp3	DOOKI	o i schapter imps	1	150
🛓 004Chap	ator ma2	1											
		154	120	/··· 4									
005Cha	pter.mp3	154	Drabina	fil 2									
005Char 006Char	pter.mp3 pter.mp3	1541	Drag media	hl 2									
005Char 006Char 007Char	pter.mp3 pter.mp3 pter.mp3		VLC media	ni 2 fil 2									
005Char 006Char 007Char 008Char	pter.mp3 pter.mp3 pter.mp3 pter.mp3	ZKB	VLC media VLC media	fil 2 fil 2 fil 2									
005Char 006Char 007Char 008Char 009Char	pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3	2 KB 154 KB	VLC media VLC media VLC media	hl 2 Al 2 Al 2 Al 2									
005Char 006Char 007Char 008Char 009Char 010Char	pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3	52 KB 154 KB 154 KB	VLC media VLC media VLC media VLC media	hl 2 Al 2 Al 2 Al 2 Al 2									
005Char 006Char 007Char 008Char 009Char 010Char 011Char	pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3	2 KB 154 KB	VLC media VLC media VLC media	hl 2 Al 2 Al 2 Al 2 Al 2 Al 2									
005Char 006Char 007Char 008Char 009Char 010Char 010Char 011Char 012Char	pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3	2 KB 154 KB 154 KB 156 KB	VLC media VLC media VLC media VLC media VLC media	hl 2 Al 2 Al 2 Al 2 Al 2 Al 2									
005Char 006Char 007Char 008Char 009Char 010Char 011Char 012Char 012Char 013Char	pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3	2 KB 154 KB 154 KB 156 KB 156 KB	VLC media VLC media VLC media VLC media VLC media VLC media	hl 2 Al 2 Al 2 Al 2 Al 2 Al 2 Al 2									
005Char 006Char 007Char 008Char 009Char 010Char 011Char 012Char 013Char 013Char 014Char	pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3	154 KB 154 KB 154 KB 156 KB 156 KB 156 KB	VLC media VLC media VLC media VLC media VLC media VLC media VLC media	hl 2 hl 2									
005Char 006Char 007Char 008Char 009Char 010Char 011Char 012Char 013Char 013Char 014Char 015Char	pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3 pter.mp3	154 KB 154 KB 156 KB 156 KB 156 KB 156 KB 157 KB	VLC media VLC media VLC media VLC media VLC media VLC media VLC media VLC media	hl 2 fil 2 fil 2 fil 2 fil 2 fil 2 fil 2 fil 2	•	Add	New	Remov	e		J. Down	Prir	

ect Title: New Proj	ect 1		Project contains 10 files in 30 f	folders (2MB)				
Files in project	Audio Announcements	Text To Speed	h Output Options	Detail file list	Copy and Check	c		
	0 Languages Test	∧ Sou	irce File Spec		De	stination Folder	Files	Size
	0 Sections 3 digit Test	C:	Text2Speech Save Area\200 L	anguages Test\001Langua	age 00	1Language	1	208K
	0 Sections Alpha Text Test 9 Books Test	C:\	Text2Speech Save Area\200 L	anguages Test\002Langu	age 00	2Language	1	207K
	9 books Test 9 chapter test-numbers or	C:	Text2Speech Save Area\200 L	anguages Test\004Langua	age 00	4Language	1	208K
	9 Chapters Test		Text2Speech Save Area\200 L	anguages Test\005Langua	age 00	5Language	1	209K
		≥ C:\	Text2Speech Save Area\200 L	anguages Test\007Langua	age 00	7Language	1	209K
			ext2Speech Save Area\200 L	anguages Test\008Langua	age 00	8Language	1	207K
ame	Size Item type		rext2Speech Save Area\200 L		-	0Language	1	209K
001Language	File folder		Text2Speech Save Area\200 L		-	1Language	1	210
002Language	File F Drag me		Text2Speech Save Area\200 L		-	3Language	1	211K
003Language	me		Text2Speech Save Area\200 L		-	5Language	1	211K
004Language	0138	2 0.1	rext23peetir Save Area (200 L	anguages rest (015cangua	age 01	JLaliguage	1	2110
005Language	V. er	2						
006Language	e folder	2						
007Language	File folder File folder	4						
008Language	File folder File folder	4						
009Language	File folder	4						
011Language	File folder	-						
012Language	File folder							
013Language	File folder							
014Language	File folder	2						
015Language	File folder	2						
016Language	File folder	2 v						
orocangaage		>	🛃 🗛 🛛 🔜 🔜	w Remove	î Up	👃 Down	📥 Pri	



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

→ ✓ ↑ → This PC → Local Disk (C	:) > _SC_Redirect_M6_CP >	v ⊊	Search _SC_R	edirect_M6_CP	۶
rganize 🔻 New folder					
🟂 OneDrive - MegaVoice (Israel) LTD 🔷	Name	Date modified	Туре	Size	
This PC	SaberCopy_M6_CP_Redirect_01	2017-12-10 11:41	File folder		
_	SaberCopy_M6_CP_Redirect_02	2017-12-10 11:41	File folder		
3D Objects	SaberCopy_M6_CP_Redirect_03	2017-12-10 11:41	File folder		
Cesktop	SaberCopy_M6_CP_Redirect_04	2017-12-10 11:41	File folder		
🔮 Documents	SaberCopy_M6_CP_Redirect_05	2017-12-10 11:41	File folder		
🕹 Downloads	SaberCopy_M6_CP_Redirect_06	2017-12-10 11:42	File folder		
👌 Music	SaberCopy_M6_CP_Redirect_07	2017-12-10 11:42	File folder		
E Pictures	SaberCopy_M6_CP_Redirect_08	2017-12-10 11:42	File folder		
Videos	SaberCopy_M6_CP_Redirect_09	2017-12-10 11:42	File folder		
Local Disk (C:)	SaberCopy_M6_CP_Redirect_10	2017-12-10 11:42	File folder		
	SaberCopy_M6_CP_Redirect_11	2017-12-10 11:42	File folder		
🛫 Michael (\\mvserverhp\Scan) (X:)	SaberCopy_M6_CP_Redirect_12	2017-12-10 11:42	File folder		
🛫 MV Share Files - World (\\mvnas) (Y:)	SaberCopy_M6_CP_Redirect_13	2017-12-10 11:42	File folder		
🖶 Product Development (\\mvnas) (Z:) 🗡	SaberCopy_M6_CP_Redirect_14	2017-12-10 11:42	File folder		
Folder: SaberCopy_M6_CF	P_Redirect_12" "SaberCopy_M6_CP_Redirect_0	1" "SaberCopy_M6_CP_Redi	rect_02" "SaberCo	py M6 CP Redire	act



12: Teaching SaberCopy to ignore devices

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

Here is how:

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

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

- 3. Close SaberCopy and restart it. The drives still show in the device list but they are grayed out and set to "Disabled". As long as these devices remain connected to the <u>same</u> USB ports, SaberCopy will remember them as "Disabled" and not touch them whenever players/devices are attached to a project.
- 4. If you detach the device and later reconnect it, you will need to teach SaberCopy again to ignore it.



13: Comparing the contents of 2 players

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

SaberCopy can help with that and it is very simple to do!

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

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

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

🞲 SaberCopy Utility		- 🗆 X
📰 Standard Mode 🕞 Fast Copy Mode		
Projects (1) List	Removable Drives (2) and	d Destination Folders (0) List
🔒 💁 New Project 🛛 👘 Open Project		Ca Add Folder
80402 X 1190 files in 70 folders (1.75GB)	E:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB)	Set as Master Online
Test drive; Quick format; Target Standard MP3 Player, Smartphone, Tablet, USB *	F:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402 ∨ ▶ Copy Complete
Edit 📙 Save 🔔 Print		
Ø Detach All Copy All Cancel All		

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



14: Collapsing a folder structure

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

Recently MegaVoice has released players, like the Envoy Connect, which requires a 2-level structure. That is one folder level (Book) with one file level (Chapters).

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

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

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

ect Title: Compres	s KJV to Books	only		Project	contains 119	0 files in 70 fo	olders (1.74GB)							
Files in project	Audio Annou	uncements	Tex	t To Speech	Output	Options	Detail file l	ist	Copy and Che	eck	Notes			
	0402_fbl_kjv_e	nglish_rev02	^	Source File Sp	ec			Destinati	ion Folder			Files	Size	Descr
	001			C: \Test Messa	ges\B0402_ft	ol_kjv_english	_rev02*.*					1190	1.74GB	
			~											
001.mp3 002.mp3	Size 2.02 MB 1.54 MB	Item type VLC media fil VLC media fil	> ^											
001.mp3 002.mp3 003.mp3		Item type VLC media fil	> 											
001.mp3 002.mp3 003.mp3 004.mp3	005 Size 2.02 MB 1.54 MB 1.73 MB	Item type VLC media fil VLC media fil VLC media fil	>											
001.mp3 002.mp3 003.mp3 004.mp3 005.mp3	005 Size 2.02 MB 1.54 MB 1.73 MB 1.66 MB	Item type VLC media fil VLC media fil VLC media fil VLC media fil	>											
001.mp3 002.mp3 003.mp3 004.mp3 005.mp3 006.mp3	005 Size 2.02 MB 1.54 MB 1.73 MB 1.66 MB 1.50 MB	Item type VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil	>											
001.mp3 002.mp3 003.mp3 004.mp3 005.mp3 006.mp3 007.mp3	005 Size 2.02 MB 1.54 MB 1.73 MB 1.66 MB 1.50 MB 1.46 MB	Item type VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil	>											
001.mp3 002.mp3 003.mp3 004.mp3 005.mp3 006.mp3 007.mp3 008.mp3	005 Size 2.02 MB 1.54 MB 1.66 MB 1.50 MB 1.46 MB 1.46 MB	Item type VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil	>											
001.mp3 002.mp3 003.mp3 004.mp3 005.mp3 006.mp3 007.mp3 008.mp3 009.mp3	005 Size 2.02 MB 1.54 MB 1.73 MB 1.66 MB 1.50 MB 1.46 MB 1.46 MB 1.40 MB	Item type VLC media fil VLC media fil	>											
001.mp3 002.mp3 003.mp3 004.mp3 005.mp3 006.mp3 008.mp3 008.mp3 009.mp3 010.mp3	005 Size 2.02 MB 1.54 MB 1.73 MB 1.66 MB 1.46 MB 1.46 MB 1.46 MB 1.40 MB 1.66 MB	Item type VLC media fil VLC media fil	>											
me 001.mp3 002.mp3 003.mp3 004.mp3 005.mp3 005.mp3 005.mp3 007.mp3 008.mp3 009.mp3 010.mp3 011.mp3 012.mp3	005 Size 2.02 MB 1.54 MB 1.54 MB 1.66 MB 1.46 MB 1.46 MB 1.46 MB 1.46 MB 1.46 MB 1.66 MB 1.52 MB	Item type VLC media fil VLC media fil												
001.mp3 002.mp3 003.mp3 004.mp3 005.mp3 006.mp3 007.mp3 008.mp3 009.mp3 010.mp3 011.mp3	005 Size 2.02 MB 1.54 MB 1.54 MB 1.66 MB 1.46 MB 1.46 MB 1.46 MB 1.66 MB 1.52 MB 1.67 MB	Item type VLC media fil VLC media fil												
001.mp3 002.mp3 003.mp3 004.mp3 005.mp3 005.mp3 007.mp3 008.mp3 009.mp3 010.mp3 011.mp3 012.mp3	005 Size 2.02 MB 1.54 MB 1.73 MB 1.66 MB 1.46 MB 1.46 MB 1.40 MB 1.40 MB 1.52 MB 1.52 MB 1.57 MB 1.33 MB	Item type VLC media fil VLC media fil												





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





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

compre.	ss KJV to Books only	Project	contains 1190 files in 66	folders (1.74GB); Files ch	anged		
Files in project	Audio Announcements	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes
Target Device	gaVoice Envoy Connect			~			
 ✓ There may be ✓ There may be → Freeform text → Numeric prefix 	e exactly one folder level (B NO empty Book folders up to 999 Book folders OK for folder and file name kes do not have to be conse	s but numeric prefixes a cutive (Eg: 001, 003, 00		^ ~		Image: Construction Image: Construction Image: Construction Image: Construction	
Folder Options			File Options	extensions:			
Add sequence		names ence before file name ence number only	aa;aac;acelp	;ape;ogg;mp3;m4a;wav;w in the root directory	ma		
	rs into the first one			free space that must be le	ft on drive		



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

SaberCopy generates the new folder name from the original names so you can still identify it. The new name $(001\001\001)'$ (1 level) was derived from the original $(001\001\001)'$ folder (3 levels).

ject Title: Compress KJV to Books only	Project	contains 1190 files in 66	folders (1.74GB); Files chang	d		
Files in project Audio Announcements	Text To Speech	Output Options	Changes Made	Detail file list Copy and	Check Notes	
Destination File ▼ \ (66 folders (1 file) * ▼ 001 001 001\ (50 files) *	Source File			File Date/Time	Size	
✓ 001 001 001\001.mp3 [changed]	C:\Test Messages\B040	2 fbl kiv english rev02	\001\001\001\001.mp3	2018-07-25 09:3	3:04 2MB	
✓ 001 001 001\002.mp3 [changed]	C:\Test Messages\B040			2018-07-25 09:3		
✓ 001 001 001\003.mp3 [changed]	C:\Test Messages\B040			2018-07-25 09:3	33:04 1.7MB	
001 001 001\004.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\004.mp3	2018-07-25 09:3	3:04 1.7MB	
001 001 001\005.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\005.mp3	2018-07-25 09:3	3:04 1.5MB	
✓ 001 001 001\006.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\006.mp3	2018-07-25 09:3	3:04 1.5MB	
✓ 001 001 001\007.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\007.mp3	2018-07-25 09:3	3:04 1.5MB	
✓ 001 001 001\008.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\008.mp3	2018-07-25 09:3	33:04 1.4MB	
✓ 001 001 001\009.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\009.mp3	2018-07-25 09:3	33:04 1.7MB	
✓ 001 001 001\010.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\010.mp3	2018-07-25 09:3	33:04 1.5MB	
✓ 001 001 001\011.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\011.mp3	2018-07-25 09:3	33:04 1.7MB	
✓ 001 001 001\012.mp3 [changed]	C: \Test Messages \B040	2 fbl kjv english rev02	\001\001\001\012.mp3	2018-07-25 09:3	33:04 1.3MB	
✓ 001 001 001\013.mp3 [changed]	C: \Test Messages \B040	2 fbl kjv english rev02	\001\001\001\013.mp3	2018-07-25 09:3	33:04 1.1MB	
✓ 001 001 001\014.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\014.mp3	2018-07-25 09:3	33:04 1.7MB	
001 001 001\015.mp3 [changed]	C:\Test Messages\B040	2 fbl kjv english rev02	\001\001\001\015.mp3	2018-07-25 09:3	3:04 1.2MB	
001 001 001\016.mp3 [changed]	C:\Test Messages\B040	<u>2 fbl kjv english rev02</u>	\001\001\001\016.mp3	2018-07-25 09:3	33:04 1.1MB	
001 001 001\017.mp3 [changed]	C:\Test Messages\B040			2018-07-25 09:3	33:04 1.8MB	
001 001 001\018.mp3 [changed]	C:\Test Messages\B040			2018-07-25 09:3	33:04 2.2MB	
001 001 001\019.mp3 [changed]	C:\Test Messages\B040			2018-07-25 09:3	33:04 2.7MB	
001 001 001\020.mp3 [changed]	C:\Test Messages\B040			2018-07-25 09:3	210110	
001 001 001\021 mp3 [changed]	C+\Test Messares\R040			2018-07-25 09+3		
📫 Collapse All	E Shov	v Folders	Show Error	rs	Expand All	

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

← → · ↑ 🔒 > CONNE	CT (D:) > 001 001 001				
🗸 🚘 CONNECT (D:)	↑ Name	^	Date modified	Туре	Size
001 001 001	📥 001.mp3		2014-04-02 12:03	VLC media file (.m	2,079 KB
001 001 002	🛓 002.mp3		2014-04-02 12:03	VLC media file (.m	1,584 KB
001 001 003	📥 003.mp3		2014-04-02 12:03	VLC media file (.m	1,773 KB
001 001 004	📥 004.mp3		2014-04-02 12:03	VLC media file (.m	1,709 KB
001001004	🗸 📥 005.mp3		2014-04-02 12:03	VLC media file (.m	1,542 KB
50 items					
← → ~ ↑ 🔂 → CONNE	CT (D:) > 001 003 027				
001 003 022	 Name 	^	Date modified	Туре	Size
001 003 023	📥 017.mp3		2014-04-02 12:41	VLC media file (.m	1,583 KB
001 003 024	📥 018.mp3		2014-04-02 12:41	VLC media file (.m	2,185 KB
001 003 025	🛓 019.mp3		2014-04-02 12:41	VLC media file (.m	1,826 KB
	🛓 020.mp3		2014-04-02 12:41	VLC media file (.m	1,367 KB
001 003 026	📥 021.mp3		2014-04-02 12:41	VLC media file (.m	2,158 KB
	🧹 🛕 022.mp3		2014-04-02 12:41	VLC media file (.m	1,703 KB



15: The wildcard feature for file selection

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

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

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

ject Title: New Proje	ct 1		Pro	oject contains 35 files ir	n 1 folder (17.5MB)				
Files in project	Audio Annou	uncements Te	ext To Speech	Output Option	ns Detail file list	Copy and C	Check		
	you ready		^	Source File Spec		V	Destination Folder	Files	Si
	010		~	C:\Test Messages fo	r Envoy Connect\Are you r	ready\010*.mp3	010\	35	17
			>						
Name	Size	Item type	Date mc ^						
speechgen0001.mp	3 31.9 KB	VLC media fil	2009-04						
speechgen0002.mp		VLC media fil	2009-04						
speechgen0003.mp	3 278 KB	VLC media fil	2009-04						
speechgen0004.mp.	3 223 KB	VLC media fil	2009-04						
		VLC media fil VLC media fil	2009-04 2009-04						
speechgen0005.mp	3 1.77 MB								
speechgen0005.mp	3 1.77 MB 3 718 KB	VLC media fil	2009-04						
speechgen0005.mp speechgen0006.mp speechgen0007.mp	3 1.77 MB 3 718 KB 3 103 KB	VLC media fil VLC media fil	2009-04 2009-04						
speechgen0005.mp speechgen0006.mp speechgen0007.mp speechgen0008.mp	 1.77 MB 718 KB 103 KB 93.0 KB 	VLC media fil VLC media fil VLC media fil	2009-04 2009-04 2009-04						
speechgen0004.mpi speechgen0005.mpi speechgen0006.mpi speechgen0007.mpi speechgen0008.mpi speechgen0009.mpi speechgen0010.mpi	 1.77 MB 718 KB 103 KB 93.0 KB 3 	VLC media fil VLC media fil VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04						
speechgen0005.mp; speechgen0006.mp; speechgen0007.mp; speechgen0008.mp; speechgen0009.mp; speechgen0010.mp; speechgen0011.mp;	 1.77 MB 718 KB 103 KB 93.0 KB 3 3 4 	VLC media fil VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04						
speechgen0005.mpj speechgen0006.mpj speechgen0008.mpj speechgen0008.mpj speechgen0009.mpj speechgen0010.mpj speechgen0011.mpj speechgen0012.mpj	 1.77 MB 718 KB 103 KB 93.0 KB 219 KD 	VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil	2009-0- 2009-0- 2009-0- 2009-0- 2009-0-						
speechgen0005.mpj speechgen0006.mpj speechgen0007.mpj speechgen0008.mpj speechgen0008.mpj speechgen0010.mpj speechgen0011.mpj speechgen0012.mpj speechgen0013.mpj	3 1.77 MB 3 718 KB 3 103 KB 9 3.0 KB 3 93.0 KB 3 12 2 19 KB 3 1.59 MB	VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04 2009-04 2009-04						
speechgen0005.mpj speechgen0006.mpj speechgen0007.mpj speechgen0009.mpj speechgen009.mpj speechgen0010.mpj speechgen0011.mpj speechgen0013.mpj speechgen0013.mpj	3 1.77 MB 3 718 KB 3 103 KB 9 3.0 KB 3 12 2 19 KB 3 1.59 MB 3 364 KB	VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04						
speechgen0005.mpj speechgen0006.mpj speechgen0007.mpj speechgen0007.mpj speechgen0009.mpj speechgen0019.mpj speechgen0011.mpj speechgen0013.mpj speechgen0014.mpj speechgen0014.mpj	3 1.77 MB 718 KB 103 KB 93.0 KB 3 219 KB 1.59 MB 3 364 KB 429 KB	VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04						
speechgen0005.mpj speechgen0007.mpj speechgen0007.mpj speechgen0009.mpj speechgen0010.mpj speechgen0011.mpj speechgen0011.mpj speechgen0013.mpj speechgen0015.mpj speechgen0015.mpj speechgen0015.mpj	3 1.77 MB 718 KB 103 KB 93.0 KB 3 219 KB 1.59 MB 3 364 KB 429 KB 118 KB	VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04						
speechgen0005.mpj speechgen0006.mpj speechgen0008.mpj speechgen0008.mpj speechgen0019.mpj speechgen0019.mpj speechgen0012.mpj speechgen0012.mpj speechgen0013.mpj speechgen0015.mpj speechgen0016.mpj speechgen0016.mpj	3 1.77 MB 3 718 KB 4 103 KB 9 3.0 KB 3 93.0 KB 3 1.79 MB 3 1.59 MB 3 64 KB 3 429 KB 1 18 KB 2 2.18 MB	VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04						
speechgen0005.mp; speechgen0007.mp; speechgen0007.mp; speechgen0008.mp; speechgen0009.mp; speechgen0010.mp; speechgen0012.mp; speechgen0013.mp; speechgen0015.mp; speechgen0017.mp; speechgen0017.mp;	 1.77 MB 718 KB 103 KB 93.0 KB 93.0 KB 1.59 MB 364 KB 429 KB 118 KB 2.18 MB 1.6 MB 	VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04						
speechgen0005.mp speechgen0006.mp speechgen0007.mp speechgen0008.mp speechgen0009.mp speechgen0009.mp	 1.77 MB 718 KB 103 KB 103 KB 93.0 KB 93.0 KB 219 KB 1.59 MB 3.64 KB 4.19 KB 2.18 KB 2.18 KB 1.16 MB 176 KB 	VLC media fil VLC media fil	2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04 2009-04						



16: Overcoming drive letter limitation with mapped folders

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

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

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

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

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

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



17: Using automated sequence numbers

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

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

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

ject Title: Envoy Cor	nect	Project	contains 18 files in 3 folders	(67.4MB)			
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes	
Destination File	5	Source File				File Date/Time	Size
(3 folders) *							
A\ (6 files) *							
✓ A\A.mp3	(C:\Test Messages\GSS A	Ipha Folders Test\A\A.mp3			2015-05-18 16:37:00	922KE
✓ A\B.mp3	(C: \Test Messages \GSS A	lpha Folders Test\A\B.mp3			2015-05-18 16:37:00	3.1ME
✓ A\C.mp3		C:\Test Messages\GSS A	Ipha Folders Test\A\C.mp3			2015-05-18 16:37:00	1.5ME
✓ A\D.mp3	9	C:\Test Messages\GSS A	Ipha Folders Test\A\D.mp3			2015-05-18 16:37:10	4.8ME
✓ A\E.mp3	9	C:\Test Messages\GSS A	lpha Folders Test\A\E.mp3			2015-05-18 16:37:10	1.2ME
✓ A\F.mp3	9	C:\Test Messages\GSS A	lpha Folders Test\A\F.mp3			2015-05-18 16:37:10	2.1ME
🔻 B\ (6 files) \star							
✓ B\G.mp3	9	C:\Test Messages\GSS A	lpha Folders Test\B\G.mp3			2015-05-18 16:37:10	3.5ME
✓ B\H.mp3	9	C:\Test Messages\GSS A	lpha Folders Test\B\H.mp3			2015-05-18 16:37:10	1.2ME
✓ B\I.mp3	9	C:\Test Messages\GSS A	lpha Folders Test\B\I.mp3			2015-05-18 16:37:22	3.1ME
✓ B\J.mp3	9	C:\Test Messages\GSS A	lpha Folders Test\B\J.mp3			2015-05-18 16:37:22	3.3ME
✓ B\K.mp3	9	C:\Test Messages\GSS A	lpha Folders Test\B\K.mp3			2015-05-18 16:37:34	8.6M
✓ B\L.mp3	9	C:\Test Messages\GSS A	lpha Folders Test\B\L.mp3			2015-05-18 16:37:34	5.8ME
🔻 C\ (6 files) \star							
✓ C\M.mp3			lpha Folders Test\C\M.mp3			2015-05-18 16:37:46	1.9ME
✓ C\N.mp3			lpha Folders Test\C\N.mp3			2015-05-18 16:37:46	3.4ME
C\O.mp3			lpha Folders Test\C\O.mp3			2015-05-18 16:37:48	3.6ME
✓ C\P.mp3			lpha Folders Test\C\P.mp3			2015-05-18 16:38:04	6.8ME
✓ C\Q.mp3			lpha Folders Test\C\Q.mp3			2015-05-18 16:38:16	7.3ME
✓ C\R.mp3		C:\Test Messages\GSS A	lpha Folders Test\C\R.mp3			2015-05-18 16:38:16	5.3ME
TOTAL: 18 files in 3 fo	olders						67.4M
🖴 Col	lapse All	Sho	w Folders	9 Sho	w Errors	Expand	All

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





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

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

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

The options available are:

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

t Title: Envoy Connect Project con	ntains 18 files in 3 fold	ers (67.4MB); Files chan	ged			
Files in project Audio Announcements Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes	
Target Device MegaVoice Envoy Connect There must be exactly one folder level (Book) There may be NO empty Book folders There may be up to 999 Book folders		~				
 → Freeform text OK for folder and file names but numeric prefixes are i → Numeric prefixes do not have to be consecutive (Eg: 001, 003, 007. ✓ Book folder names are limited to 58 characters ✓ Audio file names are limited to 185 characters ✓ Audio files must be AAC-LC, ACELP, APE, FLAC, MP3, M4A, OGG, W)	supported)		CIVOT CONTRECT		
 → Numeric prefixes do not have to be consecutive (Eg: 001, 003, 007. ✓ Book folder names are limited to 58 characters ✓ Audio file names are limited to 185 characters ✓ Audio files must be AAC-LC, ACELP, APE, FLAC, MP3, M4A, OGG, W → For more information see <u>Connect User Guide</u>)	supported)		CUVOT COMMET		
 → Numeric prefixes do not have to be consecutive (Eg: 001, 003, 007. ✓ Book folder names are limited to 58 characters ✓ Audio file names are limited to 185 characters ✓ Audio files must be AAC-LC, ACELP, APE, FLAC, MP3, M4A, OGG, W 	/AV or WMA (DRM not			CUUT CONTECT		
→ Numeric prefixes do not have to be consecutive (Eg: 001, 003, 007. ✓ Book folder names are limited to 58 characters ✓ Audio file names are limited to 185 characters ✓ Audio files must be AAC-LC, ACELP, APE, FLAC, MP3, M4A, OGG, W → For more information see <u>Connect User Guide</u> Folder Options 1 folder level ✓) /AV or WMA (DRM not File Options Only allow file		ma	C DOVOT CONNECT		
→ Numeric prefixes do not have to be consecutive (Eg: 001, 003, 007. ✓ Book folder names are limited to 58 characters ✓ Audio file names are limited to 185 characters ✓ Audio files must be AAC+LC, ACELP, APE, FLAC, MP3, M4A, OGG, W → For more information see <u>Connect User Guide</u> Folder Options	/AV or WMA (DRM not File Options Only allow file aa;aac;acelp	extensions:	ma	E ENUIZ CONNECT		
→ Numeric prefixes do not have to be consecutive (Eg: 001, 003, 007. ✓ Book folder names are limited to 58 characters ✓ Audio file names are limited to 185 characters ✓ Audio files must be AAC-LC, ACELP, APE, FLAC, MP3, M4A, OGG, W → For more information see <u>Connect User Guide</u> Folder Options 1 folder level ✓ Add sequence number to folder and file names	/AV or WMA (DRM not File Options Only allow file aa;aac;acelp	extensions: ;ape;ogg;mp3;m4a;wav;w in the root directory	ma	CUUT CONTECT		
→ Numeric prefixes do not have to be consecutive (Eg: 001, 003, 007. ✓ Book folder names are limited to 58 characters ✓ Audio file names are limited to 185 characters ✓ Audio files must be AAC-LC, ACELP, APE, FLAC, MP3, M4A, OGG, W → For more information see <u>Connect User Guide</u> Folder Options I folder level ✓ Add sequence number to folder and file names O 6 digit folder plus file Sequence before file name) /AV or WMA (DRM not File Options Only allow file aa;aac;acelp except Strip MP3	extensions: ;ape;ogg;mp3;m4a;wav;w in the root directory		CUCY CONNECT		
Aumeric prefixes do not have to be consecutive (Eg: 001, 003, 007. Sook folder names are limited to 58 characters Audio file names are limited to 185 characters Audio files must be AAC-LC, ACELP, APE, FLAC, MP3, M4A, OGG, W For more information see <u>Connect User Guide</u> Folder Options I folder level Add sequence number to folder and file names O 6 digit folder plus file Sequence before file name Sequence number only	AV or WMA (DRM not File Options Only allow file aa;aac;acelp @ except Strip MP3 0 @ MB	extensions: ;ape;ogg;mp3;m4a;wav;w in the root directory Title tags free space that must be le	eft on drive	EUROP COMMET		
Numeric prefixes do not have to be consecutive (Eg: 001, 003, 007. Sook folder names are limited to 58 characters Audio file names are limited to 185 characters Audio files must be AAC-LC, ACELP, APE, FLAC, MP3, M4A, OGG, W For more information see <u>Connect User Guide</u> Folder Options I folder level Add sequence number to folder and file names 6 digit folder plus file Sequence before file name 3 digit folder, 3 digit file Copy all folders into the first one) /AV or WMA (DRM not Pile Options Only allow file aa;aac;acelp ⊘ except Strip MP3 * 0 ♥ MB 0 ♥ MB	extensions: ;ape;ogg;mp3;m4a;wav;w in the root directory Title tags	eft on drive	ELUCY CONNECT		

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

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



Files in project 6 digit folder plus	s file 🔿 Sequence	before file name	Made Detail	file list	Copy and Check	Notes
Destination File	digit file 💿 Sequence	number only			File Date/Time	Size
▼ \ (3 folders) *						
▼ 001\ (6 files) *						
001\001.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\A\A.mp3			2015-05-18 16:37:00	922KB
001\002.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\A\B.mp3			2015-05-18 16:37:00	3.1MB
✓ 001\003.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\A\C.mp3			2015-05-18 16:37:00	1.5MB
✓ 001\004.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\A\D.mp3			2015-05-18 16:37:10	4.8MB
✓ 001\005.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\A\E.mp3			2015-05-18 16:37:10	1.2MB
✓ 001\006.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\A\F.mp3			2015-05-18 16:37:10	2.1MB
▼ 002\ (6 files) *						
✓ 002\001.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\B\G.mp3			2015-05-18 16:37:10	3.5MB
✓ 002\002.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\B\H.mp3			2015-05-18 16:37:10	1.2MB
✓ 002\003.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\B\I.mp3			2015-05-18 16:37:22	3.1MB
✓ 002\004.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\B\J.mp3			2015-05-18 16:37:22	3.3MB
✓ 002\005.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\B\K.mp3			2015-05-18 16:37:34	8.6MB
✓ 002\006.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\B\L.mp3			2015-05-18 16:37:34	5.8MB
▼ 003\ (6 files) *						
✓ 003\001.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\C\M.mp3			2015-05-18 16:37:46	1.9MB
✓ 003\002.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\C\N.mp3			2015-05-18 16:37:46	3.4MB
✓ 003\003.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\C\O.mp3			2015-05-18 16:37:48	3.6MB
✓ 003\004.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\C\P.mp3			2015-05-18 16:38:04	6.8MB
✓ 003\005.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\C\Q.mp3			2015-05-18 16:38:16	7.3MB
✓ 003\006.mp3 [changed]	C:\Test Messages\GSS Alpha Fold	ers Test\C\R.mp3			2015-05-18 16:38:16	5.3MB
TOTAL: 18 files in 3 folders						67.4MB
📫 Collapse All	Show Folders		Show Errors		Expa	and All

Files in project 💿 6 digit folder plus	s file 🛛 Sequence before fil	e name ^{ss Made}	Detail file list	Copy and Check	Notes
Destination File 3 digit folder, 3 d	digit file 🛛 💿 Sequence number o	only		File Date/Time	Size
▼ \ (3 folders) ★					
▼ 001000\ (6 files) ★					
001000\001001.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te			2015-05-18 16:37:00	
✓ 001000\001002.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\A\B.mp3		2015-05-18 16:37:00) 3.1MB
001000\001003.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te			2015-05-18 16:37:00	1.5MB
✓ 001000\001004.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te			2015-05-18 16:37:10	4.8MB
001000\001005.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\A\E.mp3		2015-05-18 16:37:10) 1.2MB
001000\001006.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\A\F.mp3		2015-05-18 16:37:10) 2.1MB
▼ 002000\ (6 files) ★					
002000\002001.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\B\G.mp3		2015-05-18 16:37:10	3.5MB
002000\002002.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\B\H.mp3		2015-05-18 16:37:10	1.2MB
002000\002003.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\B\I.mp3		2015-05-18 16:37:22	2 3.1MB
 002000\002004.mp3 [changed] 	C:\Test Messages\GSS Alpha Folders Te	st\B\J.mp3		2015-05-18 16:37:22	2 3.3MB
002000\002005.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\B\K.mp3		2015-05-18 16:37:34	8.6MB
002000\002006.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\B\L.mp3		2015-05-18 16:37:34	5.8MB
▼ 003000\ (6 files) *					
003000\003001.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\C\M.mp3		2015-05-18 16:37:46	i 1.9MB
 003000\003002.mp3 [changed] 	C:\Test Messages\GSS Alpha Folders Te	st\C\N.mp3		2015-05-18 16:37:46	5 3.4MB
 003000\003003.mp3 [changed] 	C:\Test Messages\GSS Alpha Folders Te	st\C\O.mp3		2015-05-18 16:37:48	3.6MB
 003000\003004.mp3 [changed] 	C:\Test Messages\GSS Alpha Folders Te	st\C\P.mp3		2015-05-18 16:38:04	6.8MB
003000\003005.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\C\Q.mp3		2015-05-18 16:38:16	5 7.3MB
✓ 003000\003006.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Te	st\C\R.mp3		2015-05-18 16:38:16	5.3MB
TOTAL: 18 files in 3 folders					67.4MB
📫 Collapse All	Show Folders	9 Show E	rrors	Expa	nd All

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


Files in project 6 digit folder plus file 	Sequence before fi	le name ^{s Made}	Detail file list	Copy and Check	Notes
Destination File 3 digit folder, 3 digit file	○ Sequence number o	only		File Date/Time	Size
▼ 001000_A\ (6 files) *					
001000_A\001001_A.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\A.mp3		2015-05-18 16:37:00	922KB
001000_A\001002_B.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\B.mp3		2015-05-18 16:37:00	3.1MB
001000_A\001003_C.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\C.mp3		2015-05-18 16:37:00	1.5MB
001000_A\001004_D.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\D.mp3		2015-05-18 16:37:10	4.8MB
001000_A\001005_E.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\E.mp3		2015-05-18 16:37:10	1.2MB
001000_A\001006_F.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\A\F.mp3		2015-05-18 16:37:10	2.1MB
▼ 002000_B\ (6 files) *					
002000_B\002001_G.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\B\G.mp3		2015-05-18 16:37:10	3.5MB
002000_B\002002_H.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	<u>s Test\B\H.mp3</u>		2015-05-18 16:37:10	1.2MB
 002000_B\002003_I.mp3 [changed] 	C:\Test Messages\GSS Alpha Folder	s Test\B\I.mp3		2015-05-18 16:37:22	3. 1MB
002000_B\002004_J.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\B\J.mp3		2015-05-18 16:37:22	3.3MB
002000_B\002005_K.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\B\K.mp3		2015-05-18 16:37:34	8.6MB
002000_B\002006_L.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\B\L.mp3		2015-05-18 16:37:34	5.8MB
▼ 003000_C\ (6 files) *					
003000_C\003001_M.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\C\M.mp3		2015-05-18 16:37:46	1.9MB
 003000_C\003002_N.mp3 [changed] 	C:\Test Messages\GSS Alpha Folder	s Test\C\N.mp3		2015-05-18 16:37:46	3.4MB
 003000_C\003003_O.mp3 [changed] 	C:\Test Messages\GSS Alpha Folder	s Test\C\O.mp3		2015-05-18 16:37:48	3.6MB
003000_C\003004_P.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\C\P.mp3		2015-05-18 16:38:04	6.8MB
003000_C\003005_Q.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\C\Q.mp3		2015-05-18 16:38:16	7.3MB
✓ 003000_C\003006_R.mp3 [changed]	C:\Test Messages\GSS Alpha Folder	s Test\C\R.mp3		2015-05-18 16:38:16	5.3MB
TOTAL: 18 files in 3 folders					67.4MB
🖻 Collapse All	Show Folders	9 Show	Errors	Expan	d All

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

Files if 6 digit folder plus file	Sequence before file name	Changes Made Detail file I	ist Copy and Check	Notes
estina 3 digit folder, 3 digit file	O Sequence number only		File Date/Time	Size
▼ 001 A\(6 files) *		-		
001_A\001_A.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A	\A.mp3	2015-05-18 16:37:00	922KE
001_A\002_B.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A		2015-05-18 16:37:00	3. 1ME
✓ 001_A\003_C.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A	\C.mp3	2015-05-18 16:37:00	1.5ME
001_A\004_D.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A		2015-05-18 16:37:10	4.8ME
✓ 001 A\005 E.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A	VE.mp3	2015-05-18 16:37:10	1,2ME
✓ 001_A\006_F.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A	VF.mp3	2015-05-18 16:37:10	2.1ME
▼ 002 B\(6 files) *	<u></u>	<u></u>		
✓ 002 B\001 G.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	\G.mp3	2015-05-18 16:37:10	3.5ME
✓ 002_B\002_H.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	VH.mp3	2015-05-18 16:37:10	1,2ME
002 B\003 I.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	VI.mp3	2015-05-18 16:37:22	3.1ME
002 B\004 J.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B		2015-05-18 16:37:22	3.3ME
✓ 002 B\005 K.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	W.mp3	2015-05-18 16:37:34	8.6ME
✓ 002 B\006 L.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	V.mp3	2015-05-18 16:37:34	5.8ME
▼ 003 C\(6 files) *				
003_C\001_M.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	W.mp3	2015-05-18 16:37:46	1.9ME
✓ 003 C\002 N.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	W.mp3	2015-05-18 16:37:46	3.4ME
003_C\003_O.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	\0.mp3	2015-05-18 16:37:48	3.6ME
✓ 003 C\004 P.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	\P.mp3	2015-05-18 16:38:04	6.8ME
✓ 003 C\005 Q.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	\Q.mp3	2015-05-18 16:38:16	7.3ME
003_C\006_R.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	VR.mp3	2015-05-18 16:38:16	5.3ME
OTAL: 18 files in 3 folders				67.4ME
🖴 Collapse All	Show Folders	Show Errors	Expand A	All



18: Device rules validation

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

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

Files in project Audio Announcement	ts Text To Spee	ch Output Options	Detail file list	Copy and Check
NKJV in English	∧ So	urce File Spec	D	estination Folder
> - 001	C	\Test Messages\NKJV in English		
> 002				
> . 003				

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

- Failed
 - Rule violations are warnings and will not prevent copying files to a player.

A If violations are ignored, the target player may not navigate or play correctly.

- Passed
- → Informational (2 types):
 - A player rule that cannot currently be checked by SaberCopy (but may be in future versions).
 - An informational note, with an optional link to a file or web page.





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



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

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







19: Detail File List tab

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

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

Each (source) file can be listed as a hyperlink. You can click on it and SaberCopy will open that file in the associated application, as long as it has been defined to Windows. For details on controlling the display and number of hyperlinks see <u>Maximum links to source files</u>

ect Title:	nvoy E/2E Series		Project	contains 1189 files in 69 f	folders (1.09GB)				
Files in pro	ject Audio Annou	ncements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Destination I	ile	Source	e File			File D	ate/Time	s	ize
(3 folder	rs) *	A	was a sure of the	a aantanta far					
▼ 001\ (1	8 folders) 🛖		•	e contents for					
▼ 001\	001\ (50 files) *	each	n folder is dis	played to its ri	ght.				
🗸 00	1\001\001.mp3	<u>en ji e</u>	смезацезукатины	iqiishiyootyootyoothiyo		2014	-06-20 00:08:42		1.2MB
	1\001\002.mp3			nglish\001\001\002.mp3			-06-20 00:09:04		907KB
	1\001\003.mp3			nglish\001\001\003.mp3			-06-20 00:09:28		983KB
	1\001\004.mp3			nglish\001\001\004.mp3			-06-20 00:09:52	1	,002KB
	1\001\005.mp3			nglish\001\001\005.mp3			-06-20 00:10:14		873KB
	1\001\006.mp3			nglish\001\001\006.mp3			-06-20 00:10:36		895KB
	1\001\007.mp3			nglish\001\001\007.mp3			-06-20 00:10:58		865KB
	1\001\008.mp3			nglish\001\001\008.mp3			-06-20 00:11:20		859KB
	1\001\009.mp3			nglish\001\001\009.mp3			-06-20 00:11:44		992KB
	1\001\010.mp3			nglish\001\001\010.mp3			-06-20 00:12:10		964KB
	1\001\011.mp3			nglish\001\001\011.mp3			-06-20 00:12:36	1	,003KB
	1\001\012.mp3			nglish\001\001\012.mp3			-06-20 00:12:56		828KB
	1\001\013.mp3			nglish\001\001\013.mp3			-06-20 00:13:12		716KB
	1\001\014.mp3			nglish\001\001\014.mp3			-06-20 00:13:38		970KB
	1\001\015.mp3			nglish\001\001\015.mp3			-06-20 00:13:58		772KB
	1\001\016.mp3			nglish\001\001\016.mp3			-06-20 00:14:16		725KB
	1\001\017.mp3			nglish\001\001\017.mp3		2014-06-20 00:14:46			1.1ME
	1\001\018.mp3			nglish\001\001\018.mp3			-06-20 00:15:20		1.2MB
	1\001\019.mp3			nglish\001\001\019.mp3			-06-20 00:15:58		1.4MB
	1\001\020.mp3			nglish\001\001\020.mp3			-06-20 00:16:18		796KB
	1\001\021.mp3			nglish\001\001\021.mp3			-06-20 00:16:48		1.1MB
	1\001\022.mp3			nglish\001\001\022.mp3			-06-20 00:17:14		985KB
	1\001\023.mp3			nglish\001\001\023.mp3			-06-20 00:17:36		784KB
	1\001\024.mp3			nglish\001\001\024.mp3			-06-20 00:18:30		2.2MB
	1\001\025.mp3			nglish\001\001\025.mp3			-06-20 00:18:56		1.1MB
	1\001\026.mp3			nglish\001\001\026.mp3			-06-20 00:19:24		1.2MB
	1\001\027.mp3			nglish\001\001\027.mp3			-06-20 00:20:10		1.7MB
	1\001\028.mp3			nglish\001\001\028.mp3			-06-20 00:20:32		878KB
	1\001\029.mp3			nglish\001\001\029.mp3			-06-20 00:21:02		1.1MB
	1\001\030.mp3	C:\Tes	st Messages (NKJV in Er	nglish\001\001\030.mp3			-06-20 00:21:38		1.4MB
• 00	Collapse All	C. IT C.	Sho	w Folders	9 Sho	w Errors	-00-20 00.22.52	pand All	1.500

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

•

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

By clicking on the gold triangle icons \mathbf{r} , it is also possible to collapse and expand individual folders as needed.





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

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

Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
Destination File (3 folders) *			Source File				File Date/Time	Size	^
▼ 001\(18 folders ▼ 001\001\(50			sterisk to the	0	-				
× 001\001\0	01.mp3 [1 check failed]	to sig	nify if its cont	ents contain:	s <i>any</i> rule vio	lations.	2014-06-19 23:08:42	1.2MB	
× 001\001\0	02.mp3 [1 check failed]		Chrestmes	sages (vikuv in english (uu	1/001/002.mp5		2014-06-19 23:09:04	907KB	
× 001\001\0	03.mp3 [1 check failed]		C:\Test Mes	sages\NKJV in English\00	1\001\003.mp3		2014-06-19 23:09:28	983KB	
× 001\001\0	04.mp3 [1 check failed]		C:\Test Mes	sages\NKJV in English\00	1\001\004.mp3		2014-06-19 23:09:52	1,002KB	
× 001\001\0	05.mp3 [1 check failed]		C:\Test Mes	sages\NKJV in English\00	1\001\005.mp3		2014-06-19 23:10:14	873KB	
	06.mp3 [1 check failed]			sages\NKJV in English\00			2014-06-19 23:10:36	895KB	
	07.mp3 [1 check failed]			sages\NKJV in English\00			2014-06-19 23:10:58	865KB	
	08.mp3 [1 check failed]			sages\NKJV in English\00			2014-06-19 23:11:20	859KB	
	9.mp3 [1 check failed]			sages\NKJV in English\00			2014-06-19 23:11:44	992KB	
	10.mp3 [1 check failed]			sages\NKJV in English\00			2014-06-19 23:12:10	964KB	
	1L.mp3 [1 check failed]			sages\NKJV in English\00			2014-06-19 23:12:36	1,003KB	
	12.mp3 [1 check failed]			sages\NKJV in English\00			2014-06-19 23:12:56	828KB	
	13 mp3 [1 check failed]		C:\Test Mes	sages\NKJV in English\00			2014-06-19 23:13:12	716KB	
	14.mp3 [1 check f	019.mp3		~	1\001\014.mp3		2014-06-19 23:13:38	970KB	
	13. IPS [1 CIECK I		n level folders are not al	lowed when	1\001\015.mp3		2014-06-19 23:13:58	772KB	
	Teruba LT cueck i	 Independent Section 4-levels are specified 	niever tolders are not a	<u>n (00</u>	1\001\016.mp3		2014-06-19 23:14:16	725KB	
	17.mp3 [1 check f	- reversive specified			1\001\017.mp3		2014-06-19 23:14:46	1.1MB	
	18.mp3 [1 check faile			sages WKJV in English o	e mn 3		2014-06-19 23:15:20	1.2MB	
	19.mp3 [1 check failed]			sages\NKJV in Epolish\00			2014-06-19 23:15:58	1.4MB	
	20.mp8 [1 check failed]			sages WKJV in E YO	u mav also cl	ick on the 🕻 #	check failed]	796KB	
× 001\001\0	21.mp3 [1 check failed]		<u>C:\Test Mes</u>	sages (NKJV in E	•	-	-	1.1MB	~
1	Collapse All		🔡 Show Folders	inc	lication next	to the file pa	ath to display		
			_	at	ool tip showi	ng the full te	ext for any		
					•	•	any any		
				l ru	e(s) in violati	on.			



20: Adding notes to a project

New to versions 4.4.x and later, you can store notes in any project.

On the "Files in project" tab, you can now add a "description" to each line in under "Source File Spec".

Title:	Copy a	I folders into the first one	Project o	ontains 567 files in 1 fol	der (1,009.6MB); Files ch	anged					
iles in pro	oject	Audio Announcements	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes			
~		Hebrew Arabic Van Dyke FBL	^	Source File Spec		Destin	ation Folder	Files	Size	Description	
	Y	001		C:\Test Messages\Heb	orew Arabic Van Dyke FBL	001\001*.*		567	1,009.6MB	Select all Books in Sec	tion 001
		> - 001									
		> . 002									
		> - 003									
		002									
>		Helios message from Tim Kroll (d	corrected)								
		Helios Quick Test									
		Helios Test Message									
		Herald Small Size Testing									
		lymns									
		TM Messenger Blank Message									
		TM Messenger Blank Message									
		TM Messenger Blank Message	(Text2Speech US I								
		TM_Test									
		TM_test_spanish_swahili 15 3 Language Test									
5		46 Full Message									
		Mo Full Message Matthew chap 07 in phrases									
5		Aulti-level Test Message									
		Music Mix									
		NKJV in English									
Ś		WJV In English WJV non-consecutive Book fold	ders								
5		Oversize Message Test for Acti									
		Pathway voicing of firmware te									
		Penny Lane in segments									
5		Rick Wieneke Latest Files		🛃 Add		New	Remove		î⊔⊳	L Dov	vn
) <u>u</u> un			1 20	\$ <u>5</u> 01	

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

🔊 SaberCopy Project	t Details - C:\Users\Micha	el Rosinger\Docume	nts\Copy all folders int	o the first one saber					-		×
Project Title: Copy all	folders into the first one	Project	contains 567 files in 1 fol	lder (1,009.6MB); Files cl	hanged		N				
Files in project	Audio Announcements	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes				
Since the Connect pau Leverage the "Copy all	ate a very large Book folder sees once a Book folder is fin folders into the first one" op ood example on how to use	shed playing, and then ption to accomplish this	auto-shutoff after 5 min	utes, we need a single Bo	ok folder containing eno	ugh audio that can keep the	Connect playing longer	than the available batt	ery powe	r.	
Check Project	Print Project						[<u>O</u> K	9	<u>C</u> ancel	



Tips for using SaberCopy

- Always save your projects for reuse later. The project files are very small and can save you lots of time.
- Use the same name for the title and physical file name of the saved project. SaberCopy only uses the physical file name when opening projects while the project title is displayed throughout the application.
- For optimum copy/load time, try to have the source files for a project stored on the local hard drive of the computer. Using network folders, while possible, takes considerably longer to load. If you have a number of players to load with the same audio, it is worth it to copy the audio folders temporarily to the local drive and delete them later.
- If you have a group of players and you need to verify they are all loaded with a specific message, SaberCopy can help you with that. See <u>13: Comparing the contents of 2 players</u>.
- If you wish to load a player with folders that exist in different audio messages stored on your computer, let SaberCopy aggregate them for you within a project. This saves you from building a completely new message and duplicating the data on your computer. See <u>2</u>: Loading a Companion Player.
- If you have a limited number of USB connections and need to quickly load a group of players, use SaberCopy's Fast Copy Mode feature. See <u>5: Fast Copy Mode for quickest loading</u>.
- If you need to load some players with content, and do not have the desired content currently available on your computer, but *do* have a player with that content, you can use SaberCopy to duplicate that player to others. See <u>6: Duplicating players, microSD cards, etc.</u>.
- If you wish to add audio content to a player that already has existing audio without overwriting it, SaberCopy can help you with that. See <u>7: Appending audio to a player</u>.
- When defining a project, you can always preview the resulting folder structure and files in the "Detail File List" tab. You can do this <u>before</u> executing the copy, as long as you have defined the source(s) on the "Files in Project" tab. See <u>19: Detail File List tab.</u>
- Whenever creating a new project (even temporarily when using "Add Folder" See <u>Quick Start!</u>), always make sure to verify the settings on the "Output Options" and "Copy and Check" tabs to make sure they are what you intend.





- If you keep data devices (external hard drives, USB thumb drives, etc.) regularly connected to your computer, and you always want SaberCopy to ignore them so that they are not accidentally affected, you can "teach" that to SaberCopy. See <u>12: Teaching SaberCopy to ignore devices</u>.
- When choosing the folders and/or files for your project from the "Files in project" tab, SaberCopy makes this easy for you by providing both drag and drop and multi-select from the File Explorer panes. See <u>11: Easy</u> <u>Folder and File Selection</u>.
- If you need to "tweak" the default settings for your target device choice on the "Output Options" tab, first select your preferred target device, and *then* select "Custom Output Options" near the bottom of the list. This will enable all of the fields on the bottom portion of the screen, leaving the pre-set values in place but allowing you to change any of them as necessary. See <u>2: Loading a Companion Player</u>.
- If you need to rename the folders and files in your audio message to sequence numbers SaberCopy can help you with that. See <u>17: Using automated sequence numbers</u>.
- If you need to duplicate microSD cards for distribution, SaberCopy is an inexpensive solution for that. <u>See here</u>.



Using SaberCopy on Mac OSX

General

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

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

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

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

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

- 1. Download and install the software (and any related packages) on the Mac
- 2. Using an installation CD/DVD, or ISO image copied to the Mac, install Windows as a VM (Virtual Machine) within the tested software*
- 3. Get Windows set up, i.e. install all necessary updates + basic configuration*
- 4. Install SaberCopy in the Windows VM*
- 5. Test SaberCopy in numerous ways loading multiple MV players
 - * Not applicable to WINE

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

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

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



VMware Fusion

- VMware Fusion 10 was the most trouble-free of all the software tested. It is our top pick.
- Must be purchased around 82 USD for a new license, less for an upgrade. A 30 day trial version may be downloaded and tested.
- <u>https://store.vmware.com/sstore?Action=DisplayProductDetailsPage&SiteID=vmwde&Locale=en_IE&Curren</u> cy=EUR&id=ProductDetailsPage&productID=5223184000
- 4 Any Mac launched in 2011 or later. OS X 10.11 El Capitan minimum required. See details on web site.
- An installation CD/DVD or ISO image for a Windows environment is required (<u>license not included</u>) Windows 10 is preferred.
- Linstallation and creation of a VM was simple. Multiple VMs may be installed under Fusion.
- + Provides seamless integration and sharing of files and folders between Mac and Windows.
- Both Windows and SaberCopy performed excellently within the VM. Performance is great and no problems were encountered at all during testing. A batch of 7 players was loaded numerous times with different messages from a 7-port powered hub.
- When connecting MV players to the Mac, Fusion automatically asks whether to connect the device to Mac or an active VM (this feature is customizable). No special configuration was required to recognize MV players.



Parallels Desktop for Mac

- Parallels Desktop 13 for Mac is our next choice.
 - Version 10 of Parallels Desktop for Mac was also tested, and works, but only supports up to Windows 7. Setting up Windows 7 is quite time-consuming due to the hundreds of Windows updates that must be downloaded and installed, requiring several reboots. Since Windows 7 is no longer supported by Microsoft, it is not recommended.
- Must be purchased around 80 USD for a new license, less for an upgrade. A 14 day trial version may be downloaded and tested.
- https://www.parallels.com/products/desktop/
- 4 OS X 10.10.5 Yosemite minimum required. See details on web site.
- An installation CD/DVD, or ISO image, for a Windows environment is required (<u>license not included</u>) Windows 10 is preferred.
- 4 Installation and creation of a VM was simple. Multiple VMs may be installed under Parallels Desktop.
- The (optional but recommended) Parallels Tools module provides seamless integration and sharing between Mac files and folders and Windows files and folders.
 - BUG!* When Parallels Tools was installed, any attempt to FORMAT a USB device, especially a MV player, from a Windows VM caused Windows to crash with the <u>"Blue Screen of Death"</u>. The problem was reported to Parallels support. After weeks of investigation, experimentation and testing under the direction of technical support, a work-around was eventually provided that solved our specific problem.

*Since this test was originally performed Parallels has released version 16, which surely corrects the problem.

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



Here is the work-around provided by Parallels Technical Support:

*Since this test was originally performed Parallels has released version 16, which surely corrects the problem.

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



Oracle VM VirtualBox

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



WINE

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



User experience with WINE on Wasta Linux

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

Using SaberCopy on Wasta Linux

by John Gieske, john_gieske@sil.org

INSTALLING SABERCOPY ON YOUR LINUX MACHINE

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

- 2. Download the latest version of <u>SaberCopy</u>.
- 3. Right-click on the SaberCopy .exe file and select "open with WINE."

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

OPENING SABERCOPY

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

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

TO CREATE A NEW PROJECT

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

1. Click on "New Project."

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

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

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

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

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



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

-		tails * X
Project Title Kassa NT and Music	Project contains 0 file	
Files in project Audio Announcemen Files in project Gasilia : Casilia : Casas NT Casas NT	Z imedia/vms/T1106169W0D/USers/VMS/Project folders/Kasał/Kaasa NT and rusic for MV	Destination Folder Kaasa NT and music for MV\ 0 none
	SaberCopy Project De	rails + X
	Broject contains 273 files in 30 folders (959,41 Text To Speech Output Options Detail file list Copy and Check Source File Spec Z'ynedia/yms/T1106169W0D/Users/VMS/Project folders/Kasa/Kasa NT and main for for MV*	Destination Folder Kaasa NT and music for MV\ 273 959,4MB

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

*				SaberCopy P	roject Details C:\Kas	sa NT and Mi	usic.saber		+ ×
Project Title: Kassa N	T and Music	Projec	t contains 273 files in 3	31 folders (959,4MB)					
Files in project	Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check				
	🕀 💼 Fulakunda	 Source File Spec 					Destination Folder	Files	Size
	😟 💼 Gusiilaay	Z:\media\vms\T	106169W0D\Users\VMS	Project folders\Kasa\K	aasa NT and music for	MV*		273	959,4MB
	🕀 🧰 Karon 🖃 🧰 Kasa								
	🕂 🛅 Kaasa NT								

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

TO COPY YOUR NEW PROJECT TO A MEGAVOICE

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

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

3. Program the megavoice as per the USPMVP instructions

4. Almost immediately SaberCopy will display the following error:

ERROR LOG:

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



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

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

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

PROGRAMMING MULTIPLE MEGAVOICES

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

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

ERRORS THAT YOU MAY ENCOUNTER FROM TIME TO TIME

ISSUE WITH EJECTING ENVOY 2S / ENVOY S

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

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

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

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

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

ISSUE WITH EJECTING ENVOY S

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

Impossible to eject 4.0 GB Volume

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

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





SABERCOPY FREEZE

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

This has only happened once out of dozens of tests.

MOUNTING TROUBLES

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

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

TEST MACHINE SPECS

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



Apple Boot Camp

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

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

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



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

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

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



Technical Support

General

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

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



User Guide and Support

SaberCopy provides a built in User Guide and you may find the answer to your question there. Click on the "User Guide" button on the bottom right. A PDF will be opened for you.

You may also download the guide here.