

Using SaberCopy to Program MegaVoice Players **MEGAVOICE** Ö < 🕞 🔊

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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 (and practically any USB mass storage device). Since many MegaVoice players include a microSD card reader, SaberCopy is also a simple way to prepare microSD cards with audio for distribution with those players.

With SaberCopy, you can...

- 4 Copy the contents of an audio message on disk to multiple players concurrently
- 4 Copy the contents of an audio player to multiple microSD cards or USB thumb drives concurrently
- Duplicate the contents of one player to others
- 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
- 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, 10 and 11). SaberCopy should work on XP and 7 but it is not recommended, as Microsoft no longer supports either platform.

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

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

*All 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 4.8.0.9.

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.

The latest version includes 4 language options. This also applies to the installation process. Choose the language you wish to use and click "OK". If this is a first-time installation this will also set that language as the default for SaberCopy but can be changed at any time. See <u>Language</u> option for more details.

Select Se	Select Setup Language X				
12	Select the language to use during the installation:				
	English				
	OK Cancel				

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

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

🔂 Setup - SaberCopy Utility version 4.8.0.9 —		×
License Agreement Please read the following important information before continuing.		
Please read the following License Agreement. You must accept the terms of this agreement before continuing with the installation.	S	
This software is licensed under a Creative Commons Attribution-NonCommercia 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 t its accuracy, usefulness, security, fitness for purpose or any other matter.	0	
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 do not accept the agreement 		
<u>N</u> ext >	Car	ncel



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

🕞 Setup - SaberCopy Utility version 4.8.0.9	_		×
Select Additional Tasks Which additional tasks should be performed?		(
Select the additional tasks you would like Setup to perform while in Utility, then click Next.	stalling Sa	berCopy	
Configuration and icons:			
Create a desktop icon			
< <u>B</u> ack <u>N</u> e	ext >	Can	cel

Click on "Install" ...

🕞 Setup - SaberCopy Utility version 4.8.0.9 —		×
Ready to Install Setup is now ready to begin installing SaberCopy Utility on your computer.		
Click Install to continue with the installation, or click Back if you want to review change any settings.	v or	
Additional tasks: Configuration and icons: Create a desktop icon		^
<	>	~
< <u>B</u> ack <u>Install</u>	Ca	ancel



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

🛃 Setup - SaberCopy Utility v	😼 Setup - SaberCopy Utility version 4.8.0.9 —				
	Completing the Sabe Setup Wizard Setup has finished installing SaberCop computer. The application may be laur installed shortcuts. Click Finish to exit Setup.	y Utility or	1 your	-	
	Ē	inish			

If you took the installation defaults, there should be an icon on your desktop like the one below. Double-click on it to start the application.





Quick Start!

- 4 This section will briefly describe the steps necessary to perform a typical audio load using SaberCopy.
- We strongly urge using template projects since all the recommended settings are already configured and all you must do is specify the files to be loaded. See <u>Template Projects</u> for more details.
- 1. Open SaberCopy and connect your player(s) with the proper <u>SLS (if required) USB cable</u>. For this example, we are using an older Envoy S player.

🞲 SaberCopy Utility	- 🗆 X	
📰 Standard Mode 🕞 Fast Copy Mo	ode 🔅 🕼	
Projects List	Removable Drives (1) and Destination Folders (0) List	
New Project	1 Online Zakat Refresh	,
	D:\ [ENVOY S] 9 files in 5 folders (none of 3.71GB) Not connected V Online	•

 Click on "Open Project", navigate to the SaberCopy template project folder (C:\ProgramData\SaberCopy\Template Projects), and choose the project that most matches your player(s).

SaberCopy Utility				
📰 Standard Mode 📑 Fast Copy Mode				
Projects List	Removable Drives (1	l) and Destination Fold	lers (0) List	
New Project Open Project 1 Online				🔁 Add Folder
D:\ [ENVOY S] 1191	files in 70 folders (852.7MB of 3.71GB)		Not connected	/ Onli
Open				×
→ ↑ ↑ → This PC → Local Disk (C:) → Progr	ramData > SaberCopy > Template Projects	ٽ ب		e Projects
Organize 👻 New folder			== -	· 🔳 🕐
SaberCopy	Name	Date modified	Туре	Size
Template Projects	🞲 Envoy 2.2 S and S DUAL.saber	5/8/2022 18:42	SaberCopy Project	2 KB
Text2Speech	WV Envision.saber	4/10/2022 20:42	SaberCopy Project	2 KB
• • •	Brvoy 2.1 Ember.saber	3/20/2022 17:12	SaberCopy Project	2 KB
Dropbox	B Envoy 2.2 E Series.saber	3/20/2022 17:12	SaberCopy Project	2 KB
OneDrive - MegaVoice (Israel) LTD	Pathway.saber	7/16/2021 16:44	SaberCopy Project	2 KB
This PC	🔝 ITM Messenger 5.2, 6 and 6 Freedom.saber	7/16/2021 16:44	SaberCopy Project	2 KB
	🔝 Envoy E 2E Series.saber	7/16/2021 16:43	SaberCopy Project	2 KB
3D Objects	🔝 Envoy S DUAL or 2S DUAL.saber	7/16/2021 16:43	SaberCopy Project	2 KB
Desktop	🔂 Companion.saber	7/16/2021 16:43	SaberCopy Project	2 KB
Documents	🔝 Envoy Connect.saber	7/16/2021 16:43	SaberCopy Project	2 KB
🖶 Downloads	🔂 Envoy 3 16GB+.saber	7/16/2021 16:43	SaberCopy Project	2 KB
👌 Music	🔝 Envoy 3.saber	7/16/2021 16:43	SaberCopy Project	2 KB
E Pictures	🔂 Envoy S DUAL or 2S DUAL with Cross Navigatio	7/16/2021 16:43	SaberCopy Project	2 KB
Videos	🔂 Envoy S, 2S, ST or 2ST.saber	7/16/2021 16:42	SaberCopy Project	2 KB
Local Disk (C:)	🔝 Herald.saber	7/16/2021 16:42	SaberCopy Project	2 KB
Local Disk (C:)	< <			>
File name: Envoy S, 2S, ST or 2ST.sabe	r		 SaberCopy Projects (*.saber) 🗸
			Open	Cancel .:



3. Click on "Edit" to open the project dialog and specify the audio files you wish to load.

🔝 SaberCopy Utility		_		×
📰 Standard Mode 📑 Fast Copy M	ode		್ರಿಕಿ	0
Projects (1) List	Removable Drives (1) and Destination Folders (0) List			
New Project	1 Online Contract Add Folder	- 🔁 F	Refresh	•
Envoy S, 2S, ST or 2ST Siles	D:\ [ENVOY S] 1191 files in 70 folders (852.7MB of 3.71GB) Not connected V Onli	ne	6	3
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files; Project empty				
Edit Save Print				

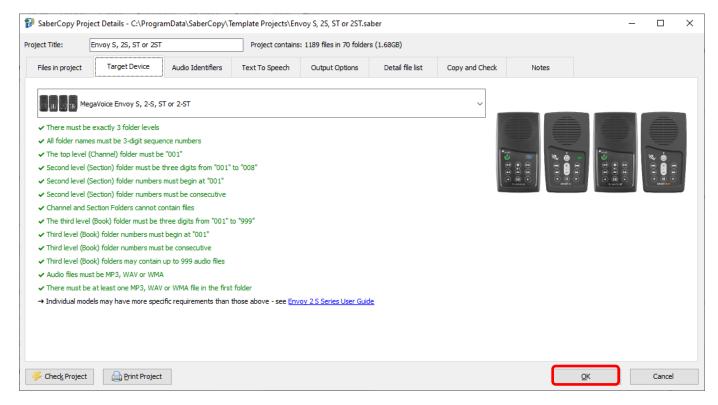
4. The project dialog will open positioned to the "Files in Project" tab. Navigate to the folder *containing* your audio and drag it to the right - OR - highlight it and click "Add". As noted earlier, all the other settings should be correct, but feel free to review them to be sure. For example, you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

🔝 SaberCopy Pro	ject Details - C:\Progra	amData\SaberCopy\`	Template Projects\Env	oy S, 2S, ST or 2ST.sa	ber			_		×
Project Title:	Envoy S, 2S, ST or 2ST	r	Project contains	1189 files in 70 folder	s (1.68GB)					
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
> - > - > - > - > - > - > - > - > - > -	B2274_fbl_frendh B2274_fbl_frendh B2695_eng_spn_with_ B2695_im_ntpp_englis B2749_im_ntpp_englis B2749_im_ntpp_englis B3196_gss_ntp_lugand B3190_im_ntpp_englis B3196_gss_ntp_lugand B3197_nt_nvankore_g B3198_gdn_ll_nt_dinkk B3270_ttb_fbl_esv_en B3372_fbl_niv_english B3390_nt_hebrew_nt_ B3390_nt_hebrew_nt_	age folders fbl_B2250_for t sh_spanish_v1_j sh_itm_nt_chine sh_arabic_v2_m iguese_spanish_ itm_nt_vietname da_gss_soj_mbc_fbl, a bor_fbl_esv_e glighh _fbl_hebrew_rer_ nkjv_english -L v >	Source File Spec C:\Test Messages\B227	4_fbl_french		Destination Folder		Files 1189	Size 1.68GB	Descrip
٢		>	🛃 Add		2W	Remove	î Up	Ļ	Down	
🦐 Chec <u>k</u> Project	Print Project	t					<u>O</u> K		Cance	el



Click on the "Target Device" tab. 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</u>: <u>Device rules validation</u> for details.

Click "OK" to save your changes and exit.



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

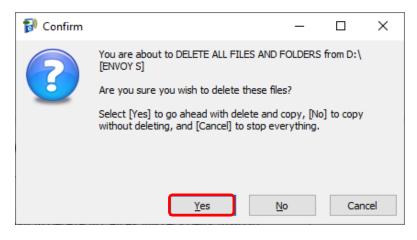
🗊 SaberCopy Utility				– 🗆 X
📰 Standard Mode 📑 Fast Copy M	ode			
Projects (1) List	Removable Drives (1) and D	estination Folders (0) Lis	st	
New Project	1 Online		🔁 Add Folder	🤣 Refresh 🛛 🔻
Envoy S, 25, ST or 25 1189 files in 70 folders (1.68GB)	D:\ [ENVOY S] 1191 files in 70 folders (852.7MB (3.71GB)	Not connected	 ✓ Online 	
Target MegaVoice Envoy 5, 2-5, ST or 2-ST; Test drive; Quick format; Never replace files				
-				
Edit 📄 Save 🕞 Print				
Attach All ▷ Copy All □ Cancel All				



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

🞲 SaberCopy Utility	- D X
📰 Standard Mode 📑 Fast Copy M	lode
Projects (1) List	Removable Drives (1) and Destination Folders (0) List
New Project Open Project	1 Unverified 🔂 Refresh 💌
Envoy S, 2S, ST or 2ST 1189 files in 70 folders (1.68GB)	D:\ Envoy S, 2S, ST or 2ST ∨ ▶ Copy Unverified [ENVOY S] 1191 files in 70 folders (852.7MB of 3.71GB) Envoy S, 2S, ST or 2ST ∨ ▶ Copy Unverified
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *	
Edit Save Print	

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



9. SaberCopy will begin the loading process...

靜 SaberCopy Utility		– 🗆 X
📰 Standard Mode 📑 Fast Copy M	lode	
Projects (1) List	1 Copying	Removable Drives (1) and Destination Folders (0) List
Envoy 5, 25, ST or 25T	D:\	Envoy S, 2S, ST or 2ST V Copying 3:49 🕄 🗸
1189 files in 70 folders (1.68GB) Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files		
*		
Edit Save Print		
COLUMN PROFILM		



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

💕 SaberCopy Utility		_		×
\Xi Standard Mode 📑 Fast Copy N	ode		<u></u>	0
Projects (1) List	Removable Drives (1) and Destination Folders (0) List			
New Project	1 Complete	🤹 🧐 Re	efresh	
1189 files in 70 folders (1.68GB)	D:\ [ENVOY S] 1189 files in 70 folders (1.69GB of 3.71GB) Envoy S, 2S, ST or 2ST V Copy Com	plete	9:57	3
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *				
Edit Save Print				

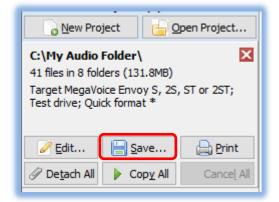
***Note:** the slight difference in overall message size as reported for the folder on the hard drive vs. the player is due to the difference in file storage between the two devices – hard drive (NTFS) vs player (FAT32).

- 11. 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, click here to contact MegaVoice for assistance.
- 12. If the load was successful, but the player beeps and turns off or does not work or navigate correctly, please review the rules on the "Target Device" tab as well as the "Detail File List" tab for any folders or files tagged in red.

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

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

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



open the project later, click on the "Open Project" button, navigate to the folder and select it.



The Main screen

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

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

🔂 SaberCopy Utility	later! Sa summar connecte	to versions 4.6.x and berCopy will ize all devices currently ed by their status		Application	Settings	Help/About
📰 Standard Mode 🕞 F	ast Copy Mode					<u>ېن</u> (۱)
Projects (1)	list		Removable Drives (6) and	Destination Folders (0) L	.ist	
New Project	Open Project	1 Copying, 1 Verifying, 3 Online, 1 Rem	oved		Add Folder	🤣 Refresh 🛛 🔻
B0402 1190 files in 70 folders (1.74	GB)	D:\ [S DUAL XREF] 2378 files in 140 fo	olders (2.84GB of 3.71GB)	Not connected	~ Online	
Target Custom Output Option Quick format; Never replace folders; Incl empty dirs; Only	files; 3 level	E:\ 		B0402	Copyin	ng 10:00 🔁 🔻
mp3;wma;wav except in root		F:\ [5 BIBLES] 5949 files in 351 folder	rs (6.08GB of 7.7GB)	Not connected	~ Online	
Edit Save	Print	G:\		Disabled	Remove	ved 📴 💌
Attach All Copy Al	Cance <u>l</u> All	H:\ 		B0402	Cancel Verify	<mark>ing</mark> 10:00 📴 💌
		I:\ [CONNECT] 1192 files in 67 folder	s (1.26GB of 7.83GB)	Not connected	~ Online	

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

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

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

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



The Main program log

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

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

MegaVoice technical support may request you use this option for special cases of support, copy and save the content to a file, then send for diagnosis.

移 SaberCopy Utility	- 0	×	
📰 Standard Mode 📑 Fast Copy M	ode 🦚	•	
Projects List	Removable Drives (2) and Destination Folders (0) List		
New Project Open Project	2 Online 🔂 Add Folder	-	
	D:\ Not connected V Online	E 4	Detach All Ctrl+E
	dard Mode Fast Copy Mode Projects List Project 2 Online D: \ [COMPANION] 1190 files in 66 folders (1.09GB of 3.83G) Not connected Online D: \ [COMPANION] 1190 files in 66 folders (1.09GB of 3.83G) Not connected Online D: \ [COMPANION] 1190 files in 67 folders (955.4MB of 7.83GB, Not connected Online Eject All Ctrl+ [CONNECT] 1194 files in 67 folders (955.4MB of 7.83GB, Not connected Online Message Log for SaberCopy d: CONNECT 7.83GB (8, 411, 414, 528 bytes) berial: 111-000002 1, 194 t: 67 6, 5WB (1, 002, 962, 944 bytes)	Close All Ctrl+L	
	K:\ Online		Eject All Ctrl+J
	[CONNECT] 1194 files in 67 folders (955.4MB of 7.83GB,	— 🐼	Show Main Log
	Message Log for SaberCopy		California and
Volume Label: CONNECT		^	5 20 10 0.5
Allocation Size: 16KB (16,384 bytes)			
USB Device Serial: 111-000002			
File Count: 1,194			A
Folder Count: 67			AND ARE
Size on Disk: 955.4MB (1,002,962,944 Dytes)			
2022-03-28 12:52:41.809 Event: (7) DBT_DEV	NODES_CHANGED, Data: 00000000		
		~	and the second se



Application Settings screen

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 64-bit Hash	Language English ~
Show USB Device Serial Number for removable drives Sound Notification when copying is complete	Log Settings Debug / Verbose Logging Mode Write individual log to device
	<u>O</u> K Cancel

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. <u>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.</u>

Hash method for verification

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

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

◯ First 512KB
○ Whole file

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

Show USB Device Serial Number for removable drives

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

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

Sound Notification when copying is complete

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

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. If <u>checked</u>, it will add an unnecessary folder level to the resulting structure which will violate most MV player rules.



Hide deprecated and obsolete player types

SaberCopy still has older players in its device list on the Target Device tab (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.

New to versions 4.8.x and later! When deprecated players are displayed in the device list, the text "(deprecated)" is added to the end of each device name that is tagged as such.

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.

Language

New to versions 4.8.x and later! Besides the default language of English, SaberCopy can display operational text throughout the application in French, Spanish or Simplified Chinese. Typically, the text affected appears on button captions, tab captions, checkbox or radio button captions, tool tips, dialog boxes and the like. We hope to address other text, such as player rules, in future release(s). This setting will persist until changed by the user.

Debug / Verbose Logging Mode

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

Write individual log to device

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

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

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

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



Template Projects

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

📙 🔄 📙 🤿 C:\ProgramData\SaberCopy\Ter	nplate Projects			- 0	Х
File Home Share View					~ (
← → · ↑ ProgramData\SaberCopy\Te	mplate Projects V 🗸 Search Template Projects				
SaberCopy	^ Name ^	Date modified	Туре	Size	
Players	🗊 Companion.saber	7/16/2021 16:43	SaberCopy Project File	2 KB	
	🔂 Envoy 2.1 Ember.saber	3/20/2022 17:12	SaberCopy Project File	2 KB	
Template Projects	🔂 Envoy 2.2 E Series.saber	3/20/2022 17:12	SaberCopy Project File	2 KB	
SGSCopy	Envoy 2.2 S and S DUAL.saber	5/8/2022 18:42	SaberCopy Project File	2 KB	
SoftwareDistribution	💕 Envoy 3 16GB+.saber	7/16/2021 16:43	SaberCopy Project File	2 KB	
ssh	🗊 Envoy 3.saber	7/16/2021 16:43	SaberCopy Project File	2 KB	
Start Menu	😥 Envoy Connect.saber	7/16/2021 16:43	SaberCopy Project File	2 KB	
	😥 Envoy E 2E Series.saber	7/16/2021 16:43	SaberCopy Project File	2 KB	
SupportAssist	Envoy S DUAL or 2S DUAL with Cross Navigation.saber	7/16/2021 16:43	SaberCopy Project File	2 KB	
Templates	Envoy S DUAL or 2S DUAL.saber	7/16/2021 16:43	SaberCopy Project File	2 KB	
USOPrivate	Envoy S, 2S, ST or 2ST.saber	7/16/2021 16:42	SaberCopy Project File	2 KB	
USOShared	🔂 Herald.saber	7/16/2021 16:42	SaberCopy Project File	2 KB	
WindowsHolographicDevices	🞲 ITM Messenger 5.2, 6 and 6 Freedom.saber	7/16/2021 16:44	SaberCopy Project File	2 KB	
WindowsPerformanceRecorder	😥 MV Envision.saber	4/10/2022 20:42	SaberCopy Project File	2 KB	
	 Pathway.saber 	7/16/2021 16:44	SaberCopy Project File	2 KB	
15 items]EE
items (Disk free space: 528 GB)			18.0 KB	Computer	

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

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

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

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

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



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 D:\ is online and ready but not attached to any project
 Drive Path: D:\ Drive Type: REMOVABLE
 File System: FAT32
 Serial Number: 3403-397E
 Volume Label: ENVOY 2S
 Drive Size: 3.71GB (3,986,423,808 bytes)
 Allocation Size: 8KB (8,192 bytes)
 USB Device Serial:
 File Count: 42
 Folder Count: 8
 File Size: 132.1MB (138,502,144 bytes)
 Size on Disk: 132MB (138,395,648 bytes)

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

🐻 SaberCopy Utility				- 🗆	×
E Standard Mode Fast Copy	Mode				è 😧
Projects List	Removable Drives (2)	and Destination Fol	ders (0) List		
New Project	2 Online		Contraction Add Folder	🤣 Refresh	~
	D:\ [ENVOY 2S] 42 files in 8 folders (132MB of 3.71GB	Not connected	 ✓ Online 	e	•
	E:\ [ENVOY 2ST] 0 files (none of 442.8MB)	Not connected	 ✓ Online 	e	•



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

- 8. On the "Files in Project" tab, we must specify the source for the copy operation. The easiest way to do this is to <u>drag</u> the desired folder onto the list on the right and <u>drop</u> it. SaberCopy populates the Source File Spec column for us (circled in purple) and the Destination Folder column (circled in green but this depends 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.

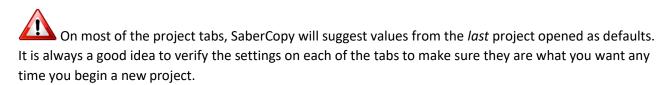
💱 SaberCopy Project Details		_		×
Project Title: New Project 1 Project contains: 41 files in 8 folders (131.8MB)				
Files in project Target Device Audio Identifiers Text To Speech Output Options Detail file list	Copy and Check Notes			
	nation Folder	Files	Size	Descript
		41	131.8M	
001 002 003 004 005 006 2250_fbl_rkjv_english_pathway 82250_fbl_rkokpisin 82251_montpp_english_pathway 82695_smapped language folders 82695_smapped language folders 82695_itm_ntpp_english_spanish_v1_m 82695_itm_ntpp_english_spanish_v1_m 8273_jitm_ntpp_english_arabic_v2_m5 82769_itm_ntpp_portuguese_spanish_v 82859_fbl_niv_english 82859_fbl_niv_english 82859_fbl_niv_english 82100_itm_ender one itm_pt_vice 82100_itm_ender one itm_pt_vice				
< Add Rew Rew	Bemove		↓ <u>D</u> own	
Ched <u>k</u> Project	<u>O</u> K		Canc	el



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



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

SaberCopy Pro	oject Details							-		×
ect Title:	New Project 1		Project contain	t contains: 41 files in 8 folders (131.8MB)						
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
Folder Option	s		File	Options						
3 folder leve	ls		~ Or	nly allow file extensions:						
	ence number to folder ar	d fla namen	m	p3;wav;wma						
		Sequence before file n	ame	\checkmark except in the root d	rectory					
		Sequence number only		Strip MP3 Title tags						
_	olders into the first one		0	MR free space t	nat must be left on dri	ive				
	ct name for top level fold	ler								
	idden folders and files		0	MB free space re	ecommended to be lef	ft on drive				
Include er			0	GB maximum size	e of drive					
Rewrite Rules										
Source Path I	Rewrite Rules									
			~							
Target Path F	Rewrite Rules									
			~							
Check Projec	t 📄 Print Projec	+					<u>O</u> K		Cancel	



- 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 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.

		Wilchael\OneDrive -		TD\Documents\B1100				_	
ject Title:	1100		Project contains	s: 41 files in 8 folders (1	131.8MB)				
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Initialise Device				Test Options					
○ No change - le	eave all existing files			Perform re	ead/write test before	copying			
	ectories - leave files in	root directory							
O Delete all files	and subdirectories			Overwrite File	s				
Quick format	drive - deletes everyth	ning quickly		Never repl	ace existing files		vays replace existing	files	
O Full format dri	ve - deletes everythin	g and checks drive		O Replace if	files are new or chang	jed On	ly replace existing file	2S	
Write Drive Volun	e: ENVOY			Verification Op	otions				
white brive voidin				Verify eve	erything, don't stop or	error			
Filesystem		Allocation Unit Size		Check file	timestamps				
No change		No change	08192	Don't Veri	fy when project first a	attached			
OFAT	0	0 1024	◯ 16K	Check file con	tents				
OFAT32	0	2048	○ 32K	○ None		OFirst	st 512KB		
		0 4096	O 64K	First 4KB		Owt	iole 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	lode		-	- D	×
Projects (1) List	Removable Drives (2) and Destination R 2 Online	· · ·	I) List Add Folder	🤣 Refresh	~
B1100 41 files in 8 folders (131.8MB) Target MegaVoice Envoy S, 2-S, ST or 2-ST;	D:\ [ENVOY 2S] 42 files in 8 folders (132MB of 3.71G Disabled Not connected	~	Online	[7
Test drive; Quick format; Never replace files *	[ENVOY 2ST] 0 files (none of 442.8MB) Billoo		Online	[3
Edit Save Brint					
🖉 Attach All 👂 Copy All 🔳 Cancel All					

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

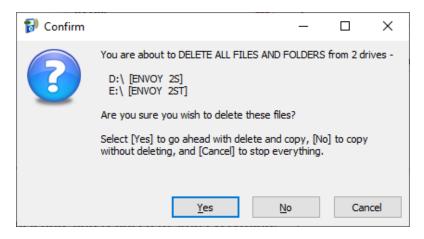
The "Copy All" button in the project will not be enabled until *at least one* of the players in the list is attached to it as the source for the copy process.

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 I	lode	() ()
Projects (1) List	Removable Drives	es (2) and Destination Folders (0) List
New Project Open Project	2 Empty	Add Folder 🖉 Refresh 💌
B1100 🔀 41 files in 8 folders (131.8MB)	D:\ [ENVOY 2S] 0 files (none of 3.71GB)	B1100 V Copy Empty
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *	E:\ [ENVOY 2ST] 0 files (none of 442.8MB)	B1100 V Copy Empty
Edit Save Print		



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 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 verification</u>.

🔝 SaberCopy Utility		_		×
E Standard Mode	lode		÷	2
Projects (1) List	Removable Drives (2) and Destination Folders (0) List			
New Project Open Project	2 Complete 2 Complete	🤣 Re	fresh	-
81100 X 41 files in 8 folders (131.8MB)	D: B1100 Copy Com	plete	0:52	-
Target Megavoice Envoy S, 2-S, ST or 2-S1, Test drive; Quick format; Never replace files *	ENVOY 41 files in 8 folders (131.9MB of 442.8MB, B1100 V Copy Com	plete	1:02	
Edit Edit				
Copy All Copy All Cancel All				

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

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			_		×
📰 Standard Mode 📑 Fast Copy	Mode			<u></u>	0
Projects List	Removable Drives (1) and Destination Folder	rs (0) List			
New Project Open Project	1 Online	🔁 Add Folder	- Si	Refresh	
	F:\ [COMPANION] 110 files in 16 folders (34.6MB of 3.00007)	~ On	line	[7

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

🖗 Open					>
\leftrightarrow \rightarrow \checkmark \bigstar \Rightarrow This PC	> Documents		~	ට 🔎 Search	Documents
Organize 🔻 New folder					EE - 🔟 ?
📃 Desktop	^	Name		Date modified	Туре
🖆 Documents		🔝 Companion merge.saber		2020-02-25 16:37	SaberCopy Project
🕹 Downloads		🔊 Pathway.saber		2020-02-16 10:13	SaberCopy Project
Music		🞲 ITM Messenger 5.2, 6 and 6 Freedom.saber		2020-02-16 10:11	SaberCopy Project
Pictures		🔝 Companion.saber		2020-02-16 10:04	SaberCopy Project
		🔝 Envoy Connect.saber		2020-02-16 10:03	SaberCopy Project
Videos		🔝 Envoy S, 2S, ST or 2ST.saber		2020-02-16 09:30	SaberCopy Project
🏪 Local Disk (C:)		🔝 Envoy E 2E Series.saber		2020-02-16 09:23	SaberCopy Project
COMPANION (D:)		🔝 Herald.saber	Type: SaberCopy Project File	020-02-16 09:21	SaberCopy Project
🗙 Approved Combos for TIB	Prod (\\MVNA 🗸	<	Size: 1.13 KB Date modified: 2020-02-16 09:2	3	>
File <u>n</u> ame:	Companion merg	e.saber		SaberCopy F	Projects (*.saber) 🛛 🗸
				<u>O</u> pen	Cancel



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

💕 SaberCopy Utility		_		×
E Standard Mode	Mode		<u></u>	2
Projects (1) List	Removable Drives (1) and Destination Folders (0) List			
New Project Open Project	1 Online Add Folder	- 🔁 F	Refresh	
Companion merge 2378 files in 140 folders (2.86GB)	F:\ [COMPANION] 110 files in 16 folders (34.6MB of 3. Not connected V Online)	ne	C	3
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 Print Attach All Copy All Cancel All				

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

ject Title:	Companion merge		Project contains:	2378 files in 140 fold	lers (2.86GB)					
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
v -	B0402 fbl_kjv_english_	rev02	Source File Spec			Destination Folder		Files	Size	Des
2	- 001	1	C:\Test Messages\B040	2_fbl_kjv_english_rev	v02\001*.*	001\		1189	1.74GB	
> -	B0502_soj_korean_mp3)	C:\Test Messages\B33	72_fbl_niv_english_fb	hebrew_rev02\001*	*.* 002\		1189	1.12GB	
> -	B1100_cm_samburu									
> - > -	B1275_fbl_nkjv_english B2250_fbl_tokpisin	pathway								
	B2250_fbl_tokpisin B2274 fbl_french									
5	B2695 swapped languar	te folders								
> -	B2695 end son with f	bl B2250 for te:								
>	B2695_eng_spn_with_f B2695_itm_ntpp_englisl									
		n_spanish_v1_m								
× -	B2695_itm_ntpp_englis	n_spanish_v1_m n_itm_nt_chinese								
> > > >	B2695_itm_ntpp_englisl B2739_itm_ntpp_englisl B2740_itm_ntpp_englisl B2769_itm_ntpp_portug	n_spanish_v1_m n_itm_nt_chinese n_arabic_v2_m5								
> - > - > - > - > -	B2695_itm_ntpp_englisl B2739_itm_ntpp_englisl B2740_itm_ntpp_englisl B2769_itm_ntpp_portug B2859_fbl_niv_english	n_spanish_v1_m n_itm_nt_chinese n_arabic_v2_m5 juese_spanish_v								
> - > - > - > - > - > -	B2695_itm_ntpp_englisl B2739_itm_ntpp_englisl B2740_itm_ntpp_englisl B2769_itm_ntpp_portug B2859_fbl_niv_english B3190_itm_ntpp_eng_it	n_spanish_v1_m n_itm_nt_chinese n_arabic_v2_m5 guese_spanish_v m_nt_vietnames								
> - > - > - > - > - > - > -	B2695_itm_ntpp_englisl B2739_itm_ntpp_englisl B2740_itm_ntpp_englisl B2769_itm_ntpp_portug B2859_fbl_niv_english B3190_itm_ntpp_eng_it B3196_gss_ntp_lugand	n_spanish_v1_m n_itm_nt_chinese n_arabic_v2_m5 guese_spanish_v m_nt_vietnames a_gss_soj_mbc_								
> - > - > - > - > - > - > - > -	82695_itm_ntpp_englisi 82739_itm_ntpp_englisi 82740_itm_ntpp_englisi 82769_itm_ntpp_portu; 82859_fbl_niv_english 83190_itm_ntpp_eng_it 83196_gss_ntp_lugand 83197_nt_nyankore_gs	n_spanish_v1_m n_itm_nt_chines; n_arabic_v2_m5 juese_spanish_v m_nt_vietnames a_gss_soj_mbc_ s_soj_mbc_fbl_r								
> - > - > - > - > - > - > -	B2695_itm_ntpp_englisi B2739_itm_ntpp_englisi B2740_itm_ntpp_englisi B2769_itm_ntpp_portu B2859_fbl_niv_english B3190_itm_ntpp_eng_it B3196_gss_ntp_lugand B3197_nt_nyankore_gs B3198_gdn_ll_nt_dinka	n_spanish_v1_m n_itm_nt_chines; n_arabic_v2_m5 juese_spanish_v m_nt_vietnames a_gss_soj_mbc_ s_soj_mbc_fbl_r bor_fbl_esv_en								
> - > - > - > - > - > - > - > - > - > -	82695_itm_ntpp_englisi 82739_itm_ntpp_englisi 82740_itm_ntpp_englisi 82769_itm_ntpp_portu; 82859_fbl_niv_english 83190_itm_ntpp_eng_it 83196_gss_ntp_lugand 83197_nt_nyankore_gs	n_spanish_v1_m n_itm_nt_chines; n_arabic_v2_m5 juese_spanish_v m_nt_vietnames a_gss_soj_mbc_ s_soj_mbc_fbl_r bor_fbl_esv_en								
> - > - > - > - > - > - > - > -	B2695_itm_ntpp_englisi B2739_itm_ntpp_englisi B2740_itm_ntpp_englisi B2769_itm_ntpp_portu B2859_fbl_niv_english B3190_itm_ntpp_eng_it B3196_gss_ntp_lugand B3197_nt_nyankore_gs B3198_gdn_ll_nt_dinka	n_spanish_v1_m tm_ntchines: n_arabic_v2_m5 yuese_spanish_v m_nt_vietnames a_gss_soj_mbc_ s_soj_mbc_ s_soj_mbc_fol_r bor_fbl_esv_en lish v								
	B2695_itm_ntpp_englisi B2739_itm_ntpp_englisi B2740_itm_ntpp_englisi B2769_itm_ntpp_portuu B2859_fbl_niv_english B3190_itm_ntpp_eng_it B3196_gss_ntp_lugand B3197_nt_nyankore_gs B3198_gdn_lll_nt_dinka B3270_ttb_fbl_esv_eng	n_spanish_v1_m tm_ntchines: n_arabic_v2_m5 juues_spanish_v m_nt_vietnames a_gss_soj_mbc_ s_soj_mbc_fbl_r bor_fbl_esv_en lish > ype Date m								
> - > - > - > - > - > - > - > - > -	B2695_itm_ntpp_englisi B2739_itm_ntpp_englisi B2740_itm_ntpp_englisi B2769_itm_ntpp_portu B2859_fbl_niv_english B3190_itm_ntpp_eng_it B3196_gss_ntp_lugand B3197_nt_nyankore_gs B3198_gdn_lll_nt_dinka B3270_ttb_fbl_esv_eng Size_Item	n_spanish_v1_m n_ttchinese _arabic_v2_m5 juese_spanish_v m_nt_vietnames a_gss_soj_mbc_ s_soj_mbc_fbl_r bor_fbl_esv_en lish > type Date m lider 11/29/								
> - > - > - > - > - > - > - > - > - > -	B2695_itm_ntpp_englisi B2799_itm_ntpp_englisi B2740_itm_ntpp_englisi B2769_itm_ntpp_englisi B2769_itm_ntpp_englisi B3190_itm_ntpp_eng_it B3190_itm_ntpp_eng_it B3191_itm_ntpp_eng_it B3192_itm_ntpp_eng_it B3192_itm_ntpp_eng_it B3192_itm_ntpp_eng_it B3192_itm_ntpp_eng_it B3192_itm_ntpp_eng_it B3198_itm_ntm_ntpp_eng_it B3198_itm_ntm_ntpp_eng_it B3198_itm_ntm_ntpp_eng_it B3198_itm_ntm_ntpp_eng_it B3198_itm_ntm_ntpp_eng_it B3198_itm_ntm_ntpp_eng_it B3198_itm_ntm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_eng_itm_ntpp_en	n_spanish_v1_m im_nt_chinest n_arabic_v2_m5 uuese_spanish_v m_nt_vietnames a_gss_soj_mbc_ s_soj_mbc_fbl_r bor_fbl_esv_en lish > vype Date m lider 11/29/ lider 11/29/								

Using SaberCopy to program MegaVoice players 20220501-10.docx || © 2017 MegaVoice Ltd. || Page 24 of 91





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

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

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

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

ect Title:	Companion merge		Project contains	: 2378 files in 140 folde	rs (2.86GB)				
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Folder Options	-		File C	Options					
3 folder level	s			allow file extensions:					
🗌 6 digit		id file names) Sequence before file r) Sequence number onl	name	aac;acelp;ape;ogg;mp: except in the root di Strip MP3 Title tags					
Copy all fo	olders into the first one		0	MB free space th	nat must be left on dr	ve			
Use projec	ct name for top level fold	ler	0	MB free space re	commended to be let	t on drive			
Include hid	dden folders and files								
🗹 Include en	npty folders		0	GB maximum size	e of drive				
Rewrite Rules Source Path F	Rewrite Rules		~						
Target Path R	Rewrite Rules								
			\sim						



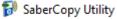


- 11. Now let's review the special settings offered from the Copy and Check tab below.
 - Under Initialize Device...
 - <u>Quick format drive</u>: SaberCopy will perform a "quick format" of the device.
 - There are additional options besides formatting.
 - When either quick or full format is selected, 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 happens to be any.
 - <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 against a portion or all of each file. The larger the file sampling requested to compare, the longer the process takes.

ect Title:	Companion merge		Project contains	: 2378 files in 140 fold	ers (2.86GB)				
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Initialise Device	-			Test Options					
○ No change	leave all existing files	;		✓ Perform r	ead/write test before	copying			
O Delete subd	lirectories - leave files	in root directory							
	es and subdirectories			Overwrite File	-				
Quick forma	<mark>it drive - deletes eve</mark> ry	thing quickly		· ·	ace existing files		 Always repla 	-	
○ Full format (drive - deletes everyth	ning and checks drive		Replace if	files are new or chang	ed	Only replace	existing files	
Write Drive Vol		ANION		Verification O	otions				
write brive voi	ume: Comp	ANION		Verify eve	erything, don't stop or	error			
Filesystem		Allocation Unit Size		Check file	timestamps				
		No change	08192	🗹 Don't Veri	fy when project first a	ttached			
OFAT		0 1024	○ 16K	Check file con	tents				
⊖FAT32		0 2048	○ 32K	○ None			First 512KB		
		0 4096	○ 64K	O First 4KB			◯ Whole file		
No change FAT FAT32		 No change 1024 2048 	○ 16K○ 32K	Check file con		ttached	<u> </u>		





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

💕 SaberCopy Utility					_		×
📰 Standard Mode 📑 Fast Copy N	Node					<u></u>	0
Projects (1) List		Removable Drives (1)) and Destination Fe	olders (0) List			
New Project	1 Complete			🔁 Add Folder	🕹 F	Refresh	~
Companion merge 2378 files in 140 folders (2.86GB)	F:\ [COMPANION] 2378 files	in 140 folders (2.87GB of	Companion merge	✓ ▶ Сору Со	omplete	16:21	Z
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 🖨 Print							
Copy All Copy All Cancel All							
 COMPANION (F:) 001 001 002 003 		Notice that once project, the "Atta "Detach All" only to <u>this</u> project. When "Detach Al attached players	applies to play	becomes "De yers currently will set all cur	tach All attache		
 002 001 002 002 002 003 							



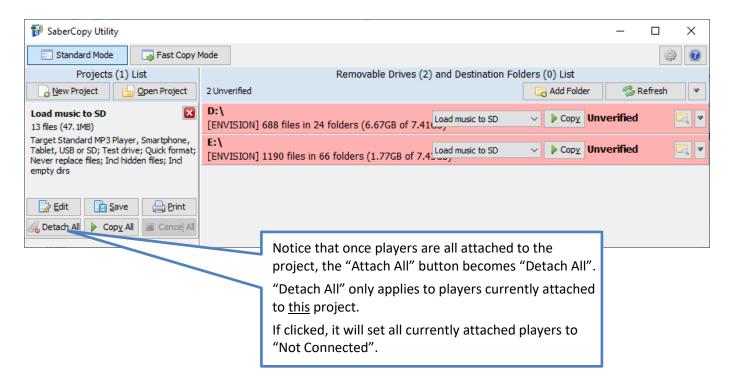
3: Loading microSD cards

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. This causes SaberCopy to duplicate the files exactly to the cards.

ject Title: Loa	d music to SD			Project contains	s: 13 files (47. 1MB)						
Files in project	Target Device	Audio Ide	entifiers Tex	t To Speech	Output Options	Detail file list	Copy and	d Check	Notes		
	ios Test Message		^	Source File	Spec			Destination	Folder	Files	Size
	ald Small Size Te	esting		C:\Test Mes	ssages\Hymns*.*					13	47.1
	nns I Messenger Blan	ak Masanga (Car	mantha)								
	i Messenger blar I Messenger Blar		· · · · · ·								
	1 Messenger Blan										
	1_Test			,							
	-										
			>								
			1								
ame	Size It	tem type	> Date modified								
lame		tem type IP3 Audio Fil	Date modified								
01 - This Is My F 02 - There Is A B	3.64 MB M 2.01 MB M	IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51								
01 - This Is My F 02 - There Is A B	3.64 MB M 2.01 MB M 3.72 MB M	IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51								
01 - This Is My F 02 - There Is A B 03 - Holy, Holy, 04 - Come, Thou	3.64 MB M 2.01 MB M 3.72 MB M 3.34 MB M	IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51								
01 - This Is My F 02 - There Is A B 03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My	3.64 MB M 2.01 MB M 3.72 MB M 3.34 MB M 3.43 MB M	IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51								
01 - This Is My F 02 - There Is A B 03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My 06 - I'd Rather H	3.64 MB M 2.01 MB M 3.72 MB M 3.34 MB M 3.43 MB M 5.85 MB M	IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:52								
ame 01 - This Is My F 02 - There Is A B 03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My 05 - Be Thou My 05 - 1'd Rather H 07 - The Love Of	3.64 MB M 2.01 MB M 3.72 MB M 3.34 MB M 3.43 MB M 5.85 MB M 4.64 MB M	IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:52 9/7/2015 14:52								
01 - This Is My F 02 - There Is A B 03 - Holy, Holy, 04 - Come, Thou 05 - Be Thou My 06 - I'd Rather H 07 - The Love Of 08 - For The Bea	3.64 MB M 2.01 MB M 3.72 MB M 3.34 MB M 3.43 MB M 5.85 MB M 4.64 MB M 4.55 MB M	IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52								
01 - This Is My F 02 - There Is A B 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	3.64 MB M 2.01 MB M 3.72 MB M 3.34 MB M 3.43 MB M 5.85 MB M 4.64 MB M 4.55 MB M 3.70 MB M	IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52								
01 - This Is My F 02 - There Is A B 03 - Holy, Holy, 03 - Come, Thou 05 - Be Thou My 06 - I'd Rather H 07 - The Love Of 08 - For The Bea 09 - When I Surv 10 - O Mighty Cr	3.64 MB M 2.01 MB M 3.72 MB M 3.34 MB M 3.43 MB M 5.85 MB M 4.64 MB M 4.55 MB M 3.70 MB M 4.52 MB M	IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52								
Jame 01 - This IS My F 02 - There Is A B 03 - Holy, Holy, 03 - Holy, Holy, 04 - Come, Thou 04 - Come, Thou My 06 - For The Bea 07 - The Love Of 08 - For The Bea 09 - When I Surv 10 - O Mighty Cr 11 - A Hymn For 12 - Untitled.mp3	3.64 MB M 2.01 MB M 3.72 MB M 3.34 MB M 3.43 MB M 5.85 MB M 4.64 MB M 4.55 MB M 3.57 MB M 3.55 MB M	IP3 Audio Fil IP3 Audio Fil	Date modified 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:51 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:52 9/7/2015 14:53								

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

🔝 SaberCopy Pr	oject Details - C:\Users\	Michael\OneDrive - I	MegaVoice (Israel) L1	ID\Documents\Load	music to SD.saber			-		\times
Project Title:	Load music to SD		Project contains	: 13 files (47. 1MB)						
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
	tandard MP3 Player, Sma		r SD							
🦐 Chec <u>k</u> Projec	t 📄 Print Project	t						<u>O</u> K	Cancel	



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

- 8. <u>Copy and Check tab</u>:
 - <u>Initialize Device</u>: Set to Quick format drive. It is always advisable to format a microSD card before use.
 - <u>Note:</u> If we wanted to use this project to append songs to a card that already had music files on it, we would change this setting to "No change – leave all existing files".
 - Write Drive Volume: We want to name the cards "Music"
 - <u>Filesystem</u>: We want the cards to be formatted as FAT32 for use in any MegaVoice player that has a microSD card reader.
 - 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>: 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>: The option is checked because there is no need to compare against the current contents (before copy) of the cards since they will be formatted.
 - <u>Check file contents</u>: We want SaberCopy to compare the first 4K of each file copied against the source.

ct Title:	Load music to SD		Project contains	: 13 files (47. 1MB)					
iles in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Initialise Device				Test Options					
○ No change -	leave all existing files				ead/write test before	copvina			
O Delete subdir	ectories - leave files i	n root directory							
O Delete all file	s and subdirectories			Overwrite File	s				
Quick format drive - deletes everything quickly			Never repl	ace existing files		Always replace	e existing files		
○ Full format d	rive - deletes everythi	ing and checks drive		O Replace if	Replace if files are new or changed Only replace exist			existing files	
Filesystem O No change		Allocation Unit Size	● 81 <mark>92</mark>	Check file	rything, don't stop or timestamps fy when project first a				
○ FAT		0 1024	○ 16K	Check file con	tents				
● FAT32		2048	○ 32K	○ None			⊖ First 512KB		
		0 4096	○ 64K	First 4KB			○ Whole file		
ONTES		0 4096	O 64K	● First 4KB			○ Whole file		





log to device for more details.

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				_		×	
📰 Standard Mode 🕞 Fast Copy I	Mode				÷	0	
Projects (1) List	Removable Drives (2) and Destination Folders (0) List						
New Project Open Project	2 Complete		Contraction Add Folder	🤣 Re	fresh	~	
Load music to SD I3 files (47.1MB)	D:\ [MUSIC] 13 files (47.3MB of 7.41GB)	Load music to SD	✓ ▶ Copy Com	plete	0:09 🖻	2, 💌	
Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Quick format; Never replace files; Incl hidden files; Incl	E:\ [MUSIC] 13 files (47.3MB of 7.43GB)	Load music to SD	✓ ▶ Copy Com	plete	0:08 🖻	3, 🗸	
empty dirs *							
Edit Save Arint							
Copy All Concel All							

> Desktop	Name	Date modified	Туре	Size
> 🔮 Documents	System Volume Information	3/16/2022 12:41	File folder	
> 🕂 Downloads	🛓 01 - This Is My Fathers World.mp3	9/7/2015 14:51	MP3 Audio File (V	3,733 KB
> 🁌 Music	📥 02 - There Is A Balm In Gilead.mp3	9/7/2015 14:51	MP3 Audio File (V	2,068 KB
> E Pictures	📤 03 - Holy, Holy, Holy.mp3	9/7/2015 14:51	MP3 Audio File (V	3,820 KB
> 🖼 Videos	📥 04 - Come, Thou Long-Expected Jesus.mp3	9/7/2015 14:51	MP3 Audio File (V	3,429 KB
> 🏪 Local Disk (C:)	📤 05 - Be Thou My Vision.mp3	9/7/2015 14:51	MP3 Audio File (V	3,516 KB
	🛕 06 - I'd Rather Have Jesus.mp3	9/7/2015 14:52	MP3 Audio File (V	5,992 KB
> 👝 MUSIC (D:)	📥 07 - The Love Of God.mp3	9/7/2015 14:52	MP3 Audio File (V	4,762 KB
> 🔜 MUSIC (E:)	📤 08 - For The Beauty Of The Earth.mp3	9/7/2015 14:52	MP3 Audio File (V	4,662 KB
MUSIC (D:)	📤 09 - When I Survey The Wondrous Cross.mp3	9/7/2015 14:52	MP3 Audio File (V	3,799 KB
	📥 10 - O Mighty Cross.mp3	9/7/2015 14:52	MP3 Audio File (V	4,635 KB
MUSIC (E:)	📤 11 - A Hymn For Peace.mp3	9/7/2015 14:53	MP3 Audio File (V	3,644 KB
System Volume Information	📥 12 - Untitled.mp3	9/7/2015 14:53	MP3 Audio File (V	4,167 KB
🚽 🔿 Network	Hymns.md5	3/11/2020 09:24	MD5 File	1 KB
	SaberCopy Load music to SD.log	3/16/		В
			ile generated by by. See <u>Write indiv</u>	<u>vidual</u>



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.

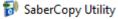
 When the Envoy 2 E is connected, SaberCopy recognizes the player as volume D: and the microSD card reader as E:. In the example below, we see the current status of the player's onboard memory (status is "Online") and that there is no card present in the card reader (status is "Removed" and therefore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

🞲 SaberCopy Utility				_	
📰 Standard Mode 📑 Fast Copy I	Mode				و ا
Projects List	Removable Drives (2	2) and Destination Fold	lers (0) List		
New Project	1 Online, 1 Removed	[🔁 Add Folder	🧠 Ref	resh 🔻
	D:\ [] 14 files in 10 folders (3.3MB of 7.7GB)	Not connected	~ On	line	■
	E:\	Disabled	 ✓ Re 	moved	■

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

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

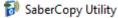
The microSD card readers in most of our players do not have a high write capacity. Testing comparing concurrent loads of the same content to a card in the microSD reader of a player vs. a card in a card adaptor connected to a hub show a much better throughput for the card connected to the hub. While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





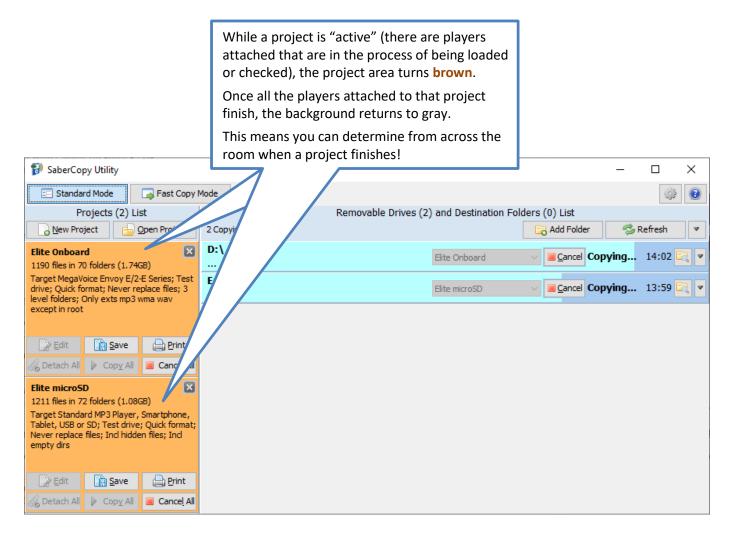
- 2. In the example below, after refreshing the drives list, we have our Envoy 2 Elite with a microSD card loaded in the card reader. SaberCopy shows us the current content summary for each (circled in red).
- 3. We have also opened two projects prepared earlier (circled in blue) one to load the onboard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

🔝 SaberCopy Utility			_	
📰 Standard Mode 📑 Fast Copy I	Mode			٠
Projects (2) List	Removable Drives	s (2) and Destination Folders ((0) List	
New Project Open Project	2 Online	E	Add Folder 🧠 🧟	Refresh 🔻
Elite Onboard I190 files in 70 folders (1.74GB)	D:\ [] 14 files in 10 folders (3.3MB of 7.7GB)	Not connected ~	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	E:\ [] 0 files (none of 1.84GB)	Not connected ~	Online	E
≥ Edit Edit <				
Elite microSD 1211 files in 72 folders (1.08GB) Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Quick format; Never replace files; Incl hidden files; Incl empty dirs				
Edit Save Print				





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

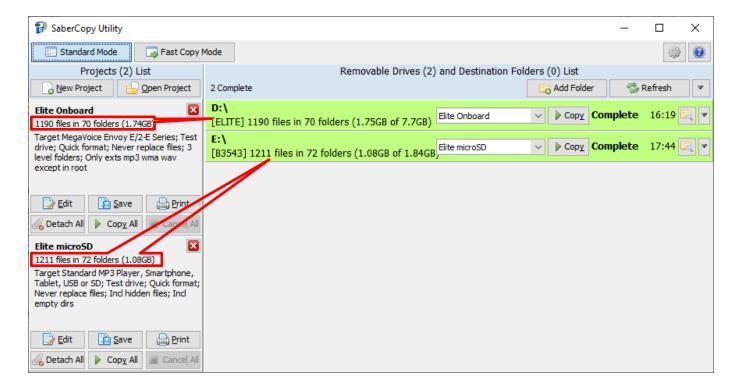


Performing two different project loads concurrently may not necessarily be quicker than doing them separately, but it is certainly more convenient. This means we could conceivably load 2 (or more) groups of players at the same time, where each group is being loaded with different content (project), leave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





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



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

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

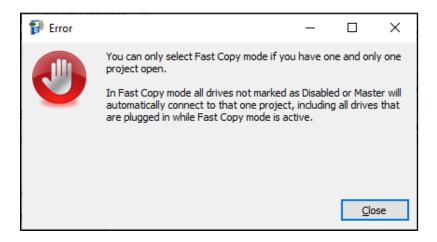


5: Fast Copy Mode for quickest loading

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

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

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

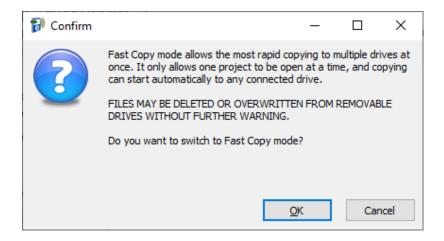


3. Once the project is open (and re-configured if necessary), you can turn Fast Copy Mode on by clicking on the "Fast Copy Mode" button (circled in red).

杉 SaberCopy Utility		_		×
🖅 Standard Mode 🕞 Fast Copy Mode			ිටුව	0
Projects (1) List	Removable Drives and Destination Folders List			
New Project	C Add Folder	2	Refresh	
B1100 EX 41 files in 8 folders (131.8MB) Target Custom Output Options; Test drive; Quick format; Never replace files; 3 level folders; Ind empty dirs; Only exts mp3 wma wav except in root				
Edit Save Print				



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.

🞲 SaberCopy Utility		—		×
📰 Standard Mode 🛛 🕞 Fast Copy N			- (j)	0
Projects (1) List	Removable Drives and Destination Folders List			
New Project	E Add Folder	2	Refresh	
B1100 41 files in 8 folders (131.8MB) Target Custom Output Options; Test drive; Quick format; Never replace files; 3 level folders; Incl empty dirs; Only exts mp3 wma wav except in root				
▶ Edit ▶ Save ▶ Print ▲ Attach All ▶ Copy_All ■ Cancel_All				

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



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

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

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

You may also want to configure SaberCopy to always ignore certain devices you keep connected to your computer. See <u>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		-	
📰 Standard Mode 📑 Fast Copy	lode		
Projects (1) List	Removable Drives (3) and Destination Folders (0) List		
New Project Open Project	3 Online	der 🥞	🕏 Refresh 🛛 🔻
ENVOY 25 1190 files in 70 folders (847.8MB)	D:\ [ENVOY 2S] 1190 files in 70 folders (852.4MB of 3	Online	₽. ▼
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *	E:\ [ENVOY S] 1191 files in 70 folders (852.6MB of 3. Not connected	Online	
	F:\ [ENVOY S] 1191 files in 70 folders (852.6MB of 3. Not connected	Online	
Defit Save Definit			



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

🐻 SaberCopy Utility				- 🗆 X
📰 Standard Mode 🕞 Fast Copy M	Mode			÷
Projects (1) List		Removable Drives (3) and Destination Fo	lders (0) List	
New Project 🔁 Open Project	2 Copying, 1 Online		Contraction Add Folder	🕏 Refresh 🛛 🔻
ENVOY 25 1190 files in 70 folders (847.8MB)	D:\ [ENVOY 2S] 1190 files in 70	folders (852.4MB of 3	∼ Onlin	e 📴
Target MegaVoice Envoy S, 2-S, ST or 2-ST; Test drive; Quick format; Never replace files *	E:\ 	ENVOY 2S	Copy	ing 1:43 🔀 🛛
	F:\ 	ENVOY 2S	Copy	ing 1:43 🔀 🛛
🗋 Edit 📄 Save 🕞 Print				
⊘ Detach All ▷ Cop <u>γ</u> All				

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

🗊 SaberCopy Utility			_	
📰 Standard Mode 🕞 Fast Copy I	lode			<u>ېن</u>
Projects (1) List	Removable Drives (3) and Destination Fo	lders (0) List		
New Project Open Project	1 Online, 2 Complete	🔁 Add Folde	er 🥏 R	efresh 🔻
ENVOY 25 1190 files in 70 folders (847.8MB)	D:\ [ENVOY 2S] 1190 files in 70 folders (852.4MB of 3	~	Online	₹.
Target MegaVoice Envoy S, 2-S, ST of ST Test drive; Quick format; Never replace me *	E:\ [ENVOY 2S] 1190 files in 70 folders (852.4MB of 3	~ ▶ Сор⊻	Complete	6:33 🖳 💌
► ► ► ► ► ► ► ► ► ► ► ► ► ► ► ► ► ► ►	F:\ [ENVOY 2S] 1190 files in 70 folders (852.4MB of 3, FINOY 2S)	∨ ▶ Сор⊻	Complete	6:33 💽 💌
📝 Edit 📄 Save 🖨 Print				
Copy All Cance! 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 (powered) 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.

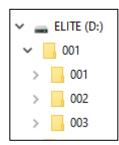


7: Appending audio to a player

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		- 0	×
📰 Standard Mode 📑 Fast Copy M	lode	jjjj	0
Projects (1) List	Removable Drives (2) and Destination Folders (1) List		
New Project Open Project	2 Online, 1 Removed	🧐 Refresh	.
C:\Test Messages\B5009_fbl_nasb	C:\Test Messages\B5009_fbl_nasb_jubilee_nl [] 1189 files in 69 folders (1.73GB of 930.9GB)	nline	2
Target MegaVoice Envoy 2.2 E Series Players; Test drive; Quick format; Never replace files; Only exts ape flac ogg mp3	D:\ VITE1 1191 files in 70 folders (1.75GB of 7.7GB) Not connected V	nline 🛛	3
Charles for the second s	Drive C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_anglisized_english\001\ is online and rea	ady but not attached	to any proje
Edit 📄 Save 🔒 Print	Drive Path: C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_niv_anglisized_english\001\		
Attach All Copy All Cancel A	File System: NTFS		
Cancel M	Serial Number: D6F2-E6AD Volume Label:		



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

🖗 SaberCopy Proje	ect Details								- [×
oject Title:	_fbl_nasb_jubilee_nlt_n	iv_anglisized_english\0	01\ Project contains	s: 1189 files in 70 folde	rs (1.72GB)					
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
Y -	B5009_fbl_nasb_jubilee	e_nlt_niv_ 🔺 Source	File Spec			Destination Folder	r	Fi	es Size	Descript
	001	C:\Tes	t Messages\B5009_fbl	_nasb_jubilee_nlt_niv_	_anglisized_english\00	01*.* 002\		1	89 1.72G	В
5-	003									
>-	004									

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

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

/

SaberCopy Project Det	ails							-	
ect Title: _fbl_na	sb_jubilee_nlt_niv_anglisized_en	glish\001\ Project contain:	s: 1189 files in 70 folde	rs (1.72GB); Checks	failed				
Files in project Ta	rget Device Audio Identif	ers Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
Initialise Device			Test Options						
No change - leave a			Perform r	ead/write test before	copying				
Delete subdirectorie Delete all files and s	s - leave files in root directory		Overwrite File						
0	deletes everything quickly			ace existing files		🔿 Always repla	ce existing files		
○ Full format drive - d	eletes everything and checks dri	/e	O Replace if	files are new or chang	ed	Only replace	existing files		
Write Drive Volume:	Drive volume		Verification O	otions					
				erything, don't stop or	n error				
Filesystem	Allocation Unit Siz	e	Check file	-					
No change	No change	0 8192	✓ Don't Veri	fy when project first a	attached				
⊖ FAT	0 1024	◯ 16K	Check file con	tents					
◯ FAT32	2048	🔾 32К	○ None			◯ First 512KB			
	0 4096	○ 64K	First 4KB			○ Whole file			





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

🞲 SaberCopy Utility	-	
📰 Standard Mode 📑 Fast Copy N	1ode	
Image: Standard Mode Image: Fast Copy Mode Projects (1) List Removable Drives (2) and Destination Folders (1) List Image: New Project Image: Open Project C:\Test Messages\B5009_fbl_nasb_jubilee_nltnasb_jubilee_nltnasb_jubilee_nltnasb_ish \cdotsington (1.72GB) Target MegaVoice Envoy E/2-E Series; Test		
New Project Open Project	1 Online, 1 Unverified, 1 Removed	🏂 Refresh 🛛 🔻
	Set as Master V Online	►
drive; Never replace files; 3 level folders;	CulTest Messages REOOL > Copy University	ed 🔄 💌
Checks failed *	E:\ Disabled ~ Remove	ed 📴 💌
Derint		
Copy All Copy All Cancel All		

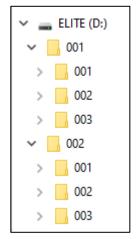
- 11. Since "No change leave all existing files" was specified, SaberCopy performs the read/write test and immediately begins the copy phase.
- 12. Once complete, SaberCopy compares and reports "Complete" because it is smart enough to compare *only* the second Channel folder just added against the folder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

🞲 SaberCopy Utility		_	
📰 Standard Mode 📑 Fast Copy M	lode		٠
Projects (1) List	Removable Drives (2) and Destination Folders (1) List		
New Project Open Project	1 Online, 1 Complete, 1 Removed	er 🤹 🖡	Refresh 🔻
C:\Test Messages\B5009_fbl_nasb	C:\Test Messages\B5009_fbl_nasb_jubilee_nlt_siv_paglisized_opglish\001\ [] 1189 files in 69 folders (1.73GB of 930.9GB)	Online	•
Target MegaVoice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root;	Standard Mode Fast Copy Mode Projects (1) List Removable Drives (2) and Destination Folders (1) List New Project Online, 1 Complete, 1 Removed est Messages\B5009_fbl_nasb files in 70 folders (1.72GB) et MegaVoice Envoy E/2-E Series; Test Never replace files; 3 level folders; exts mp3 wma wav except in root; ks failed * Edit	10:30 🖳 💌	
Image: Standard Mode Image: Fast Copy Mode Projects (1) List Removable Drives (2) and Destination Folders (1) List Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * C:\Test Messages\B5009_fbl_nasb_jubilee_nl Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * D:\ Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * D:\ Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * D:\ Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * D:\ Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * D:\ Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * D:\ Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * D:\ Image: Mega Voice Envoy E/2-E Series; Test drive; Never replace files; 3 level folders; Only exts mp3 wma wav except in root; Checks failed * Mega Voice Envoy E/2 Complete file; Only Even	•		
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 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>.

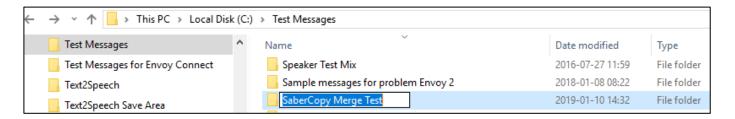


8: Disk-to-disk copy

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	×
📰 Standard Mode 📑 Fast Copy M	ode	<u></u>	0
Projects List	Removable Drives (0) and Destination Folders (1) List		
New Project Open Project	1 Online	🤣 Refresh	~
	C:\Test Messages\SaberCopy Merge Test\ [] 0 files (none of 930.9GB) Online	e	•



- 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 Pr	oject Details - C:\Users\I	Michael\OneDrive -	MegaVoice (Israel) LTI)\Documents\Saber	Copy Merge Test 2.	saber		_		×
Project Title:	SaberCopy Merge Test]	Project contains:	1499 files in 251 folde	ers (3.47GB)					
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
×-	B2695_itm_ntpp_englis	h_spanish_v1_r	Source File Spec			Destinatio	on Folder	Files	Size	Desc
	001		C:\Test Messages\B339	0_nt_hebrew_nt_nkj	_english\001*.*	001\		260	475ME	
	B2739_itm_ntpp_englis	h itm at chines	C:\Test Messages\B269	5_itm_tpp_english_s	panish_v1_m5\002*	.* 002\		807	1.74G	
	B2740_itm_ntpp_englis		C:\Test Messages\B319	0_itm_ntpp_eng_itm_	nt_vietnamese_v1_n	n5\002*.* 003\		431	1.26G	
5.	B2769_itm_ntpp_portug		C:\Test Messages\B319	7_nt_iyankore_gss_	soj_mbc_fbl_nkjv_en	glish\002*.* 004\		1	151KB	
> -	B2859_fbl_niv_english									
>	B3196_gss_ntp_luggen B3197_nt_nyankure_gs 001 B3198_gdn_ll_nt_dinka B3270_ttb_fbl_esv_eng B3372_fbl_niv_english_ B3370_nth_fberew_nt_r 002 B3390_nt_hebrew_nt_r B3390_nt_hebrew_nt_r B3396_changed order	ss_soj_mbc_fbl_ .bor_fbl_esv_er Jlish fbl_hebrew_rev .ktjv_english .ktjv_english - Lc								
<	B3456 itm ntoo enalis	>								
Name	Size Item	type Da 🔶								
<		>	Add 🛃		New	Remove	î Up	↓ <u>D</u> o	wn	
🦐 Chec <u>k</u> Projec	t Print Project						<u>O</u> K		Cancel	





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

- <u>Initialize Device</u>: should be set to "Delete all files and subdirectories" to ensure the target folder is empty. We know it is empty now, but if we want to reuse this project in the future, it would be wise to clear the contents.
- <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.

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

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

🗊 SaberCopy Utility	- 🗆 X
📰 Standard Mode 📑 Fast Copy M	lode
Projects (1) List	Removable Drives (0) and Destination Folders (1) List
New Project	1 Empty Contract Cont
SaberCopy Merge Test (1499 files in 251 folders (3.47GB) Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Empty all files;	C:\Test Messages\SaberCopy Merge Test [] 0 files (none of 930.9GB) SaberCopy Merge Test Copy Empty
Never replace files; Incl hidden files; Incl empty dirs *	
Edit Save Print	
Copy All Copy All Cancel All	



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

Salas Carris UNITA :			×
💕 SaberCopy Utility	-	- ⊔	^
📰 Standard Mode 📑 Fast Copy N	ode	100 H	0
Projects (1) List	Removable Drives (0) and Destination Folders (1) List		
New Project Open Project	1 Complete	🤣 Refresh	~
SaberCopy Merge Test 1499 files in 251 folders (3.47GB) Target Standard MP3 Player, Smartphone, Tablet, USB or SD; Test drive; Empty all files; Never replace files; Ind hidden files; Ind empty drs *	C:\Test Messages\SaberCopy Merge Test\ [] 1499 files in 251 folders (3.47GB of 930.9GB) SaberCopy Merge Test ∨ ▶ Copy Complete Copy Merge Test ∨	ete 1:10	2
Edit Save Print			



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
 - Erratic power supply to the hub
- A problem with an individual USB cable connecting to the player
- A problem with certain sectors on the memory in the player
- > A problem with the USB port on the computer
- A problem with the player's micro-USB connector

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

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

- File truncation
 - Playback did not begin from the very beginning
 - 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 512K of each file copied to all players when the copy completed.

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

🐻 SaberCopy Utili	ity					_	
📰 Standard Mode	📑 Fast C	opy Mode					۰
Proje <u>N</u> ew Project	ects (1) List	pen Project	Removable Drives (3) and a	ectination Folders (0)	List	der 💋 Re	efresh 🔻
B0402 1190 files in 70 folder	rs (1.75GB)	×	D:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB)	B0402	∨ ▶ Сору	Unmatched	l 14:01 🖳 🗸
Test drive; Quick form (Envoy S, 2S, E, 2E)		legaVoice Type 1	E:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402	∨ ▶ Сору	Complete	14:01 🖳 🗸
🧭 Edit	Save	📙 Print	F:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	80402	∨ ▶ Сору	Complete	14:01 🔄 🗸
🖉 Detach All 🛛 🕨	Copy All	Cancel All					

SaberCopy logs all activity regarding every player connected. The log persists if the player remains connected to the computer. To view the log, click on the drop list menu button (-) 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		
Complete	14:01	\mathbf{X}	Eject Drive
			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		^
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	١.	
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
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\001\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	0 [l	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 U	tility					_		х
📰 Standard Mod	le 🕞 Fast C	opy Mode					÷	0
Pro	ojects (1) List ct <u>ြ</u> O	t Ipen Project	Removable Drives (3) and	Destination Folders (0)) List	der 💈 R	efresh	•
B0402 1190 files in 70 fold		×	D:\ [B0402] 1190 files in 70 folders (1.76GB of 7.69GB)	B0402	∨ ▶ Сору	Complete	13:01	R , •
Test drive; Quick fo (Envoy S, 2S, E, 2B		legaVoice Type 1	D:\ B0402 > Copy [B0402] 1190 files in 70 folders (1.76GB of 7.69GB) B0402 > Copy E:\ B0402 > Copy [B0402] 1190 files in 70 folders (1.76GB of 7.72GB) B0402 > Copy F:\ B0402 > Copy	Complete	14:01	64 -		
Z Edit	E Save	📄 Print	F:\ [B0402] 1190 files in 70 folders (1.76GB of 7.72GB)	B0402	✓ ▶ Copy	Complete	14:01	67, -
🖉 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.



10: Device serial number display

New to versions 4.8.x and later! For players like Envoy Connect that have USB serial numbers defined, SaberCopy will now display that for you.

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

Orive E:\ is online and ready but not attached to any project

Drive Path: E:\ Drive Type: REMOVABLE File System: FAT32 Serial Number: 0000-006F Volume Label: NO NAME Drive Size: 7.83GB (8,407,490,560 bytes) Allocation Size: 8KB (8,192 bytes) USB Device Serial: 111-123457

File Count: 27 Folder Count: 6 File Size: 1.8MB (1,892,352 bytes) Size on Disk: 1.7MB (1,802,240 bytes)



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...



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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.

oject Title:	New Project 2		Project contains	s: 10 files in 30 folders (2MB)					
Files in project	Target Device	Audio Identi	fiers Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
¥ -	200 Languages Test	^	Source File Spec			Desti	nation Folder	Files	Size	De
>	- 📙 001Language		C:\Text2Speech Save Area	\200 Languages Test\0()1Language	001L	anguage	1	208KB	
>			C:\Text2Speech Save Area	\200 Languages Test\00)2Language	002L	anguage	1	207KB	
2	003Language		C:\Text2Speech Save Area	\200 Languages Test\00	3Language	003La	anguage	1	209KB	
	004Language		C ext2Speech Save Area				anguage	1	208KB	
5			Speech Save Area	\200 Languages Test\00			anguage	1	209KB	
5		Drag me		\200 Languages Test\00			anguage	1	210KB	
>			C ext2Speech Save Area				anguage	1	209KB	
>	009Language		C:\Text2Speech Save Area				anguage	1	203KB	
>										
>			C:\Text2Speech Save Area				anguage	1	209KB	
>			C:\Text2Speech Save Area	(200 Languages Test(0)	lOLanguage	010L	anguage	1	209KB	
>										
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Ś										
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•										
lame	Size Iter	n type [
001Section	File	folder :								
c		>	🛃 <u>A</u> dd	📄 <u>N</u> ew	Bemo	ove	î <u>U</u> p	1	<u>D</u> own	

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0	7 Sa	beru	ору	Pro	ect	Deta	IIS

		Froject contains	s: 7 files in 21 folders (1						
Files in project Target Device	Audio Identifier	rs Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
200 Languages Test	^ S	Source File Spec			Destinat	ion Folder	Files	Size	Descri
> · 001Language	C	:\Text2Speech Save Area	\200 Languages Test\0	0 1Language	00 1Lang	uage	1	208KB	
> · _ 002Language	C	:\Text2Speech Save Area	\200 Languages Test\0	03Language	003Lang	uage	1	209KB	
> · 003Language	C	Text2Speech Save Area	200 Languages Test\0	05Language	005Lang	uage	1	209KB	
> 005Language		Speech Save Area	200 Languages Test\0	07Language	007Lang	uage	1	209KB	
> 006Language	Drag me	. Deech Save Area	200 Languages Test\0	09Language	009Lang	uage	1	209KB	
> 007Language			\200 Languages Test\0		011Lang	-	1	210KB	
> · 008Language	c	Text2Speech Save Area			013Land	-	1	211KB	
> · 009Language									
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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".

oject Title: N	ew Project 2		Project contains	s: 9 files in 1 folder (1.4)	1B)					
Files in project	Target Device	Audio Ident	ifiers Text To Speech	Output Options	Detail file list	Copy and Check	Notes			
V - 9	99 Chapters Test	^	Source File Spec			Destination F	older	Files	Size	Descrip
	Book1		C:\Text2Speech Save Area	\999 Chapters Test\Bool	(1\001Chapter.mp3	Book1\001Ch	apter.mp3	1	154KB	
	umeric Sections +		C:\Text2Speech Save Area	\999 Chapters Test\Bool	(1\002Chapter.mp3	Book1\002Ch	apter.mp3	1	152KB	
	ne Book with file 0 ECORD Folder San		C:\Text2Speech Save Area	\999 Chapters Test\Bool	(1\004Chapter.mp3	Book1\004Ch	apter.mp3	1	154KB	
(ECORD Folder San	ipies 🔹	C:\Text2Speech Save Area	\999 Chapters Test\Bool	(1\005Chapter.mp3	Book1\005Ch	apter.mp3	1	155KB	
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Name	Size It	em type 🛛 🔨	Text2Speech Save Area			Book1\009Ch		1	154KB	
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🔔 002Chapter.mp3		P3 Audio Fil		\999 Chapters Test\Bool		Book1\011Ch		1	156KB	
003Chapter.mp3	154 KB M	P3 Aud	Te t2Speech Save Area			Book1\013Ch		1	156KB	
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Multi-select also works from the "Add Folder" selection dialog!

→ ✓ ↑ - → This PC → Local Disk (C	:) > _SC_Redirect_M6_CP >	√ Ū	Search_SC_F	Redirect_M6_CP	Q
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		
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E Desktop	SaberCopy_M6_CP_Redirect_04	2017-12-10 11:41	File folder		
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Music	SaberCopy_M6_CP_Redirect_07	2017-12-10 11:42	File folder		
Pictures	SaberCopy_M6_CP_Redirect_08	2017-12-10 11:42	File folder		
Videos	SaberCopy_M6_CP_Redirect_09	2017-12-10 11:42	File folder		
	SaberCopy_M6_CP_Redirect_10	2017-12-10 11:42	File folder		
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🛖 MV Share Files - World (\\mvnas) (Y:)	SaberCopy_M6_CP_Redirect_13	2017-12-10 11:42	File folder		
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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	- D X
📰 Standard Mode 🕞 Fast Copy Mode	
Projects List	Removable Drives (1) and Destination Folders (0) List
New Project	Ca Add Folder 🛛 🗇 Refresh 🗸 🔻
	I:\ Disabled Online [THUMB-NTFS] 15 files in 15 folders (936KB of 7.63GB) Disabled Not connected Set as Master

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



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		— D	×
📰 Standard Mode 🕞 Fast Copy Mode			0
Projects (1) List	Removable Drives (2) and Destination Folders (0) List Image: Constraint of the second secon		
New Project 🔄 Open Project		Add Folder 🛛 🖧 Refresh	~
80402 X 1190 files in 70 folders (1.75GB)		Set as Master V Online	E1 -
Test drive; Quick format; Target Standard MP3 Player, Smartphone, Tablet, USB *	· · ·	80402 ∨ ▶ Copy Complete	B -
Carley Edit			
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.

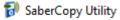
But now MegaVoice has several players, like the Envoy Connect and Pathway, which require a 2-level structure. That is one folder level (Book) with one file level (Chapters).

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

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

 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.

移 SaberCopy Pro	ject Details - C:\U	Jsers\Michael\One	Drive - MegaVoice (Is	srael) LTD\Documents\Com	press KJV to Books or	nly.saber		-		×
Project Title:	Compress KJV to I	Books only	Project	contains: 1190 files in 66 folde	rs (1.74GB); Files cha	nged				
Files in project	Target Devic	ce Audio Iden	tifiers Text To Sp	eech Output Options	Changes Made	Detail file list	Copy and Cheo	:k	Note	s
Y	B0402_fbl_kjv_er	nglish_rev02 🔥	Source File Spec		Destination Fo	lder		Files	Size	Descrip
×	·· 001		C:\Test Messages\B0)402_fbl_kjv_english_rev02*.	*			1190	1.74GB	i
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🔔 001.mp3		MP3 Audio Fil								
002.mp3 003.mp3		MP3 Audio Fil MP3 Audio Fil								
▲ 003.mp3		MP3 Audio Fil								
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Å 013 mn3 ≮	1.08 MB	MP3 Audio Fil	Add 🛃	New	Remov	/e	1 Up		Down	
Check Project	Print P	roject					OK		Cano	el
		-					_			_





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

ct Title:	Compress KJV to Books	only	Project contains	: 1190 files in 70 folders ((1.74GB)				
iles in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Me	egaVoice Envoy S, 2-S, S	For 2-ST			~				
st	andard MP3 Player, Smar	tphone, Tablet, USB o	SD						
Ku	ılumi Mini							* • •	
Me	egaVoice Companion								
M	egaVoice Envision or Envi	sion Bible							
e e e Me	egaVoice Envoy Connect								
Me Me	egaVoice Envoy E/2-E Ser	ies							
E Me	egaVoice Envoy 3 Plus Se	ries							
194 (16 Me	egaVoice Envoy S, 2-S, S	For 2-ST							
E I Me	egaVoice Envoy S DUAL o	r 2-S DUAL							
	egaVoice Envoy S DUAL o	r 2-S DUAL with Cross	Navigation				ОК	Cancel	
🖁 Me	egaVoice Pathway							Curreet	



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.

ect Title:	Compress KJV to Books	only	Project contair	ns: 1190 files in 66 folde	ers (1.74GB); <mark>Files cha</mark>	iged		
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes
○ 6 digit ○ 3 digit	ence number to folder an folder plus file (folder, 3 digit file (d file names) Sequence before file n) Sequence number only	ame	e Options Ily allow file extensions a;aac;acelp;ape;ogg;m except in the root Strip MP3 Title tags	p3;m4a;wav;wma directory			
Use projec	olders into the first one ct name for top level fold dden folders and files npty folders	er	0	MB free space	that must be left on driv recommended to be left ze of drive			
Rewrite Rules Source Path F	Rewrite Rules		~					
Check Project	t 🕒 Print Project					-		Cancel



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

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

ject Title:	Compress K7V to Books	only	Project contains	: 1190 files in 66 folder	s (1.74GB); Files chan	ged			
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes	
Destination File		Source File				File Date	e/Time	Size	
V (66 folder	(1 file) *								
V 001 001 00	1\ (50 files) *								
001 001	001\001.mp3 [changed]	C: \Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	L\001.mp3	7/25/20	18 08:33:04	2MB	
001 001	001\002.mp3 [changed]	C:\Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	L\002.mp3	7/25/20	18 08:33:04	1.5MB	
001 001	001\003.mp3 [changed]	C: \Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	L\003.mp3	7/25/20	18 08:33:04	1.7MB	
001 001	001\004.mp3 [changed]	C: \Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	L\004.mp3	7/25/20	18 08:33:04	1.7MB	
001 001	001\005.mp3 [changed]	C: \Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	L\005.mp3	7/25/20	18 08:33:04	1.5MB	
001 001	001\006.mp3 [changed]	C: \Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00;	L\006.mp3	7/25/20	18 08:33:04	1.5MB	
001 001	001\007.mp3 [changed]	C: \Test Messag	es\B0402 fbl kjv engl	ish_rev02\001\001\00	L\007.mp3	7/25/20	18 08:33:04	1.5MB	
	001\008.mp3 [changed]			ish_rev02\001\001\00		7/25/20	18 08:33:04	1.4MB	
	001\009.mp3 [changed]			ish_rev02\001\001\00		7/25/20	18 08:33:04	1.7MB	
	001\010.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.5MB	
	001\011.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.7MB	
	001\012.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.3MB	
	001\013.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.1MB	
	001\014.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.7MB	
	001\015.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.2MB	
	001\016.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.1MB	
	001\017.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.8MB	
	001\018.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	2.2MB	
	001\019.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	2.7MB	
	001\020.mp3 [changed]			ish_rev02\001\001\00			18 08:33:04	1.3MB	
	001\021 mn3 [changed]	C+\Test Messan		ish_rev02\001\001\00		7/25/20	18 08:33:04	2MR	_
E	Collapse All		🔡 Show Folders		Show Errors		Expand	All	

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

\leftarrow \rightarrow \checkmark \uparrow \square \rightarrow CONNEC	T (D:) > 001 001 001			
🗸 🚘 CONNECT (D:)	^ Name	^ Date modified	Туре	Size
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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	✓ <u>▲</u> 005.mp3	2014-04-02 12:03	VLC media file (.m	1,542 KB
50 items				
_	T (D:) > 001 003 027	^		
001 003 022	Name 017.mp3	Date modified 2014-04-02 12:41	Type VLC media file (.m	Size 1,583 KB
001 003 023	▲ 018.mp3	2014-04-02 12:41	VLC media file (.m	2,185 KB
	🔔 019.mp3	2014-04-02 12:41	VLC media file (.m	1,826 KB
001 003 025	📤 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
001 003 027	🧹 🔔 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).

oject Title: Ne	w Project 4			Project contain	s: 35 files in 1 folder (1	7.5MB)						
Files in project	Target Device	Audio Ident	tifiers	Text To Speech	Output Options	Detail file list	Cop	py and Check	Notes			
Y - Ar	e you ready		^	Source File Spec	c		D	estination Folde	r	Files	Size	Des
	010		~	C:\Test Messag	es for Envoy ConnectV	re you ready\010\	*.mp3 0	10\		35	17.5	
c			>									
Vame	Size	Item type	Date i ^									
speechgen0001.m	3 31.9 KB	MP3 Audio Fil	4/26/									
speechgen0002.mg		MP3 Audio Fil	4/26/									
speechgen0003.mp		MP3 Audio Fil										
		MPS AUGIO FIL	4/26/.									
speechgen0004.m		MP3 Audio Fil	4/26/. 4/26/.									
	3 223 KB											
speechgen0004.mp	03 223 KB 03 1.77 MB	MP3 Audio Fil MP3 Audio Fil	4/26/									
speechgen0004.mp speechgen0005.mp speechgen0006.mp	223 KB 3 1.77 MB 3 718 KB	MP3 Audio Fil MP3 Audio Fil	4/26/. 4/26/.									
speechgen0004.mp speechgen0005.mp speechgen0006.mp	o3 223 KB o3 1.77 MB o3 718 KB	MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/									
speechgen0004.mp speechgen0005.mp speechgen0006.mp speechgen0007.mp	03 223 KB 03 1.77 MB 03 718 KB 03	MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/									
speechgen0004.mm speechgen0005.mm speechgen0006.mm speechgen0007.mm speechgen0008.mm speechgen0009.mm speechgen0009.mm	223 KB 3 1.77 MB 3 718 KB 3 3 3 3 3 252 KB	MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/									
speechgen0004.mm speechgen0005.mm speechgen0006.mm speechgen0007.mm speechgen0008.mm speechgen0009.mm speechgen0010.mm speechgen0011.mm	223 KB 3 1.77 MB 3 718 KB 3 3 3 252 KB 3 252 KB 3 243 KB	MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil Drag me MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/									
speechgen0004.mg speechgen0005.mg speechgen0007.mg speechgen0007.mg speechgen0009.mg speechgen0010.mg speechgen0011.mg speechgen0012.mg	223 KB 3 1.77 MB 3 718 KB 3 3 3 3 3 252 KB 3 243 KB 3 219 KB	MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil Drag me MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/									
speechgen0004.mg speechgen0005.mg speechgen0007.mg speechgen0007.mg speechgen0009.mg speechgen0010.mg speechgen0011.mg speechgen0012.mg	223 KB 3 1.77 MB 3 718 KB 3 3 3 3 3 252 KB 3 243 KB 3 219 KB 3 1.59 MB	MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil Drag me MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/									
speechgen0004.mg speechgen0005.mg speechgen0007.mg speechgen0008.mg speechgen0008.mg speechgen0010.mg speechgen0011.mg speechgen0011.mg speechgen0013.mg speechgen0013.mg	223 KB 3 1.77 MB 3 718 KB 3 252 KB 3 252 KB 3 243 KB 3 219 KB 3 1.59 MB 3 364 KB	MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil Drag me MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/									
speechgen0004.mg speechgen0005.mg speechgen0007.mg speechgen0008.mg speechgen00010.mg speechgen0011.mg speechgen0012.mg speechgen0013.mg speechgen0013.mg speechgen0015.mg	3 223 KB 3 1.77 MB 33 718 KB 33 718 KB 33 252 KB 33 243 KB 33 243 KB 33 219 KB 33 1.59 MB 33 364 KB 33 429 KB	MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/									
speechgen0004.mg speechgen0005.mg speechgen0007.mg speechgen0008.mg speechgen0009.mg speechgen0010.mg speechgen0011.mg speechgen0012.mg speechgen0013.mg speechgen0014.mg speechgen0014.mg	3 223 KB 3 1.77 MB 33 718 KB 33 718 KB 33 215 KB 33 243 KB 33 1.59 MB 33 364 KB 33	MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/									
speechgen0004.mg speechgen0005.mg speechgen0006.mg speechgen0008.mg speechgen0003.mg speechgen0010.mg speechgen0011.mg speechgen0011.mg speechgen0014.mg speechgen0015.mg speechgen0015.mg speechgen0015.mg	3 223 KB 33 1.77 MB 33 718 KB 33 33 33 252 KB 33 243 KB 33 219 KB 33 219 KB 33 243 KB 33 219 KB 33 364 KB 33 429 KB 33 118 KB 33 2.18 MB	MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/									
speechgen0004.mm speechgen0005.mm speechgen0005.mm speechgen0007.mm speechgen0009.mm speechgen0009.mm speechgen0010.mm speechgen0011.mm speechgen0013.mm speechgen0015.mm speechgen0015.mm speechgen0015.mm speechgen0015.mm speechgen0015.mm speechgen0015.mm speechgen0015.mm	3 223 KB 33 1.77 MB 33 718 KB 33 718 KB 33 252 KB 33 243 KB 33 219 KB 33 219 KB 33 219 KB 33 364 KB 33 429 KB 33 128 KB 33 121 KB 33 1.16 MB	MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/									
speechgen0004.mm speechgen0005.mm speechgen0005.mm speechgen0007.mm speechgen0008.mm speechgen0009.mm speechgen0010.mm speechgen0013.mm speechgen0013.mm speechgen0013.mm speechgen0015.mm speechgen0015.mm speechgen0015.mm speechgen0015.mm	3 223 KB 33 1.77 MB 33 718 KB 33 718 KB 33 718 KB 33 252 KB 33 252 KB 33 243 KB 33 219 KB 33 344 KB 33 344 KB 33 344 KB 33 145 KB 33 124 KB 33 118 KB 33 1.16 MB 33 1.16 KB	MP3 Audio Fil MP3 Audio Fil	4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/ 4/26/	Add			Remov		1 Up		Down	



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

- 1. All available drive letters must be "blocked" by making dummy assignments so that Windows cannot assign a device to a drive letter when connected. This is easily accomplished using a start-up script.
- Depending on the configuration of the computer, the USB host controller imposes a limitation for how
 many USB connections it can support. To overcome this limitation, a <u>PCI Express USB expansion card</u> must
 be added to the computer. If a multi-port card is chosen, it must be of the type where <u>each</u> USB port has its
 own <u>separate</u> USB controller (<u>what MegaVoice uses</u>). Alternatively, multiple single-port cards may be used.
- 3. 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 written to the folder on disk, so available disk space is not a consideration.



17: Using automated sequence numbers

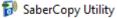
New to versions 4.3.x and later! SaberCopy offers a feature where it can append or replace sequence numbers to both folder and file names. This can be quite a handy tool if you have audio where the folders and/or file names are primarily free text, or when there are existing sequence numbers, but they 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.

oject Title: Env	/oy Connect	Project	contains 18 files in 3 folders	(67.4MB)			
Files in proje	ct Audio Announcements	Text To Speech	Output Options	Detail file list	Copy and Check	Notes	
Destination File	2	Source File				File Date/Time	Size
(3 folders)	*						
V A\ (6 files) *						
✓ A\A.mp	03	C:\Test Messages\GSS A	pha Folders Test\A\A.mp3			2015-05-18 16:37:00	922KE
✓ A\B.mp	3	C:\Test Messages\GSS A	pha Folders Test\A\B.mp3			2015-05-18 16:37:00	3.1M
✓ A\C.mp	53	C:\Test Messages\GSS A	pha Folders Test\A\C.mp3			2015-05-18 16:37:00	1.5M
✓ A\D.mp	53	C:\Test Messages\GSS A	lpha Folders Test\A\D.mp3			2015-05-18 16:37:10	4.8M
🗸 A\E.mp	3	C:\Test Messages\GSS A	lpha Folders Test\A\E.mp3			2015-05-18 16:37:10	1.2M
✓ A\F.mp	3	C:\Test Messages\GSS A	lpha Folders Test\A\F.mp3			2015-05-18 16:37:10	2.1M
🔻 B\ (6 files) *						
🗸 B\G.mp	03	C:\Test Messages\GSS A	lpha Folders Test\B\G.mp3			2015-05-18 16:37:10	3.5M
🗸 B\H.mp	03	C:\Test Messages\GSS A	lpha Folders Test\B\H.mp3			2015-05-18 16:37:10	1.2M
✓ B\I.mp	3	C:\Test Messages\GSS A	lpha Folders Test\B\I.mp3			2015-05-18 16:37:22	3.1M
🗸 B\J.mp	3	C:\Test Messages\GSS A	lpha Folders Test\B\J.mp3			2015-05-18 16:37:22	3.3M
✓ B\K.mp			lpha Folders Test\B\K.mp3			2015-05-18 16:37:34	8.6M
✓ B\L.mp	3	C:\Test Messages\GSS A	lpha Folders Test\B\L.mp3			2015-05-18 16:37:34	5.8M
🔻 C\ (6 files							
🗸 C\M.mt			lpha Folders Test\C\M.mp3			2015-05-18 16:37:46	1.9M
🗸 C/N.mp			lpha Folders Test\C\N.mp3			2015-05-18 16:37:46	3.4M
🗸 C\O.mp			lpha Folders Test\C\O.mp3			2015-05-18 16:37:48	3.6M
✓ C\P.mp			lpha Folders Test\C\P.mp3			2015-05-18 16:38:04	6.8M
🗸 C\Q.mp			lpha Folders Test\C\Q.mp3			2015-05-18 16:38:16	7.3M
✓ C\R.mp		C:\Test Messages\GSS A	lpha Folders Test\C\R.mp3			2015-05-18 16:38:16	5.3M
TOTAL: 18 file:	s in 3 folders						67.4M
	📫 Collapse All	Short	w Folders	e Sha	w Errors	Expand	J All

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





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

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

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

The options available are:

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

ct Title:	Envoy Connect		Project contains	: 18 files in 3 folders (57.4MB); Files change	d			
iles in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes	
Folder Options			File (Options					
1 folder level			 ✓ Online 	y allow file extensions:					
	nce number to folder an		aa;	;aac;acelp;ape;ogg;mp	3;m4a;wav;wma				
) Sequence before file na	me	except in the root of	lirectory				
		Sequence number only		Strip MP3 Title tags					
	lders into the first one		0	MB free space t	hat must be left on driv	5			
Use projec	t name for top level fold	er							
	den folders and files		0	MB free space r	ecommended to be left	on drive			
Include em			0	GB maximum siz	e of drive				
Rewrite Rules Source Path R Target Path R			~						
Check Project	E Print Projec						QK	Cancel	

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

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



Files in project 6 digit folder plus	s file	O Sequence before fi	e name	Made	Detail file list	Copy and Check	Notes
Destination File	digit file	Sequence number of a sequen	only			File Date/Time	Size
▼ \ (3 folders) *	-		-				
▼ 001\ (6 files) *							
001\001.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\A\	4.mp3			2015-05-18 16:37:00	922KB
✓ 001\002.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\A\&	3.mp3			2015-05-18 16:37:00	3.1MB
✓ 001\003.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\A\(C.mp3			2015-05-18 16:37:00	1.5MB
✓ 001\004.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\A\[0.mp3			2015-05-18 16:37:10	4.8MB
✓ 001\005.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\A\	E.mp3			2015-05-18 16:37:10	1.2MB
✓ 001\006.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\A\F	mp3			2015-05-18 16:37:10	2.1MB
▼ 002\ (6 files) *							
✓ 002\001.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\B\@	6.mp3			2015-05-18 16:37:10	3.5MB
✓ 002\002.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\B\+	1.mp3			2015-05-18 16:37:10	1.2MB
✓ 002\003.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\B\I	.mp3			2015-05-18 16:37:22	3.1MB
✓ 002\004.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\B\J	.mp3			2015-05-18 16:37:22	3.3MB
✓ 002\005.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\B\K	(.mp3			2015-05-18 16:37:34	8.6MB
✓ 002\006.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\B\L	.mp3			2015-05-18 16:37:34	5.8MB
▼ 003\ (6 files) *							
✓ 003\001.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\C\/	4.mp3			2015-05-18 16:37:46	1.9MB
✓ 003\002.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\C\/	1.mp3			2015-05-18 16:37:46	3.4MB
✓ 003\003.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\C\(D.mp3			2015-05-18 16:37:48	3.6MB
✓ 003\004.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\C\F	2.mp3			2015-05-18 16:38:04	6.8MB
✓ 003\005.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\C\(<u>).mp3</u>			2015-05-18 16:38:16	7.3MB
✓ 003\006.mp3 [changed]	C:\Test M	essages\GSS Alpha Folders Test\C\F	R.mp3			2015-05-18 16:38:16	5.3MB
TOTAL: 18 files in 3 folders							67.4MB
🖴 Collapse All		Show Folders		Show	v Errors	E Expa	and All

Files in project 💿 6 digit folder plus	s file 🛛 Sequence before fil	e name ^{is 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) \star					
✓ 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	5 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 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 i 🔿 6 digit folder plus file	Sequence before file name	Changes Made Detail file list	Copy and Check	Notes
Destina 🖲 3 digit folder, 3 digit file	O Sequence number only		File Date/Time	Size
▼ \ (3 f		J		
▼ 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	922KB
001_A\002_B.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A	<u>\B.mp3</u>	2015-05-18 16:37:00	3.1MB
001_A\003_C.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A	\ <u>C.mp3</u>	2015-05-18 16:37:00	1.5MB
001_A\004_D.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A	<u>\D.mp3</u>	2015-05-18 16:37:10	4.8MB
001_A\005_E.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\A	<u>\/E.mp3</u>	2015-05-18 16:37:10	1.2MB
001_A\006_F.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\4	<u>\F.mp3</u>	2015-05-18 16:37:10	2.1MB
▼ 002_B\ (6 files) *				
002_B\001_G.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	\G.mp3	2015-05-18 16:37:10	3.5MB
002_B\002_H.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	<u>\H.mp3</u>	2015-05-18 16:37:10	1.2MB
 002_B\003_I.mp3 [changed] 	C:\Test Messages\GSS Alpha Folders Test\B	<u>\[.mp3</u>	2015-05-18 16:37:22	3.1MB
002_B\004_J.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	<u>(J.mp3</u>	2015-05-18 16:37:22	3.3MB
002_B\005_K.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	VK.mp3	2015-05-18 16:37:34	8.6MB
002_B\006_L.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\B	<u>\L.mp3</u>	2015-05-18 16:37:34	5.8MB
▼ 003_C\ (6 files) *				
003_C\001_M.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	<u>[W.mp3</u>	2015-05-18 16:37:46	1.9MB
003_C\002_N.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	<u>W.mp3</u>	2015-05-18 16:37:46	3.4MB
003_C\003_O.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	C <u>\O.mp3</u>	2015-05-18 16:37:48	3.6MB
003_C\004_P.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	<u>.\P.mp3</u>	2015-05-18 16:38:04	6.8MB
003_C\005_Q.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	<u>(Q.mp3</u>	2015-05-18 16:38:16	7.3MB
003_C\006_R.mp3 [changed]	C:\Test Messages\GSS Alpha Folders Test\C	<u>.\R.mp3</u>	2015-05-18 16:38:16	5.3ME
TOTAL: 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	Target Device	Audio Identifiers		Text To Speech	Output Options	Detail file	e list	Copy and Check
* - 1	KJV in English		^	Source File Spec C:\Test Message	s WKJV in English		Destinat	tion Folder
>	002							

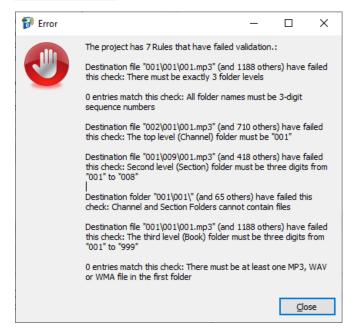
On the "Output Options" tab, the rules are color coded with associated icons:

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

	egaVoice (Israel) LTD\Document Project contains: 1189 files in Text To Speech Output Op	59 folders (1.09GB); Checks		Anytime at leas the checks fails, warning appear top of the scree the project wing the main screer	a s at the n <i>and</i> in dow on
Channel and Section Folders cannot contain files (Destination file "001/001.mp3" (and 1188 others) have failed this check All folder names must be 3-digit sequence numbers (0 entries match this check) The top level (Channel) folder must be "001" (Destination file "002/001/001.mp3" (and 710 others) have failed this check X Second level (Section) folder must be three digits from "001" (Destination file "001/001.mp3" (and 418 others) have failed this check X Channel and Section Folders cannot contain files (Destination folder '001/001.mp3" (and 45 others) have failed this check X The third level (Book) folder must be three digits from "001" to	sort to the	tions (in red) will top of the list. ese rules (green)			
 X The third level (Book) tolder must be three digits from '001' to (Destination file '001'001'001.mp3" (and 1188 others) have failed this check X There must be at least one MP3, WAV or WMA file in the first (0 entries match this check) Second level (Section) folder numbers must begin at "001" Second level (Section) folder numbers must be consecutive Third level (Book) folder numbers must be gin at "001" Third level (Book) folder numbers must be consecutive Third level (Book) folder numbers must be consecutive Third level (Book) folders may contain up to 999 audio files Audio files must be MP3, WAV or WMA Individual models may have more specific requirements than the security of the security	folder pas This is informat hyperlink to the for the Envoy 2	sed validation. ional with a PDF user guide S Series.	1190 files ir Target Meg		
Check Project				<u>o</u> k	Cancel



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

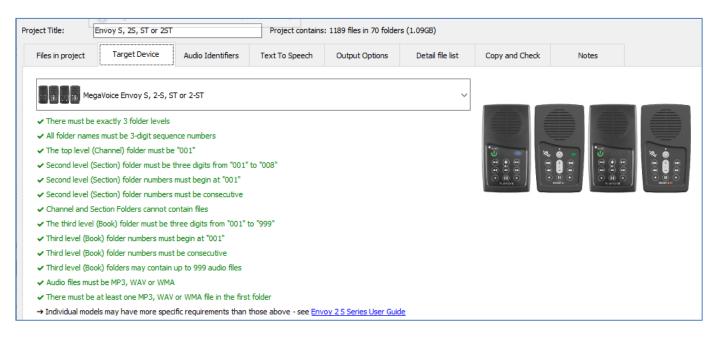


New to versions 4.8.x and later! Any unresolved rule violations will be recorded in the player log to allow for later review.

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

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

Files in project	Target Device	Audio Identifiers		Text To Speech	Output Options	Detail fil	e list	Copy and Check
V- N	NKJV in English		~	Source File Spec			Destina	ation Folder
>-	001			C:\Test Messages	s/NKJV in English		001\	
>-	002						,	
> -	003							





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.

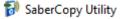
Each (source) file can be listed as a hyperlink. You can click on it and SaberCopy will open that file in the associated application, if it has been defined to Windows. For details on controlling the display and number of hyperlinks see <u>Maximum links to source files</u>

ject Title:	Envoy E/2E Series		Project contains	s: 1189 files in 69 folder:	s (1.09GB)			
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes	
Destination File		Source File				File Dat	te/Time	Size
▼ \(3 folders) ¥		A summary	of the conto	nts for				
🔻 001\ (18 fo l		•						
▼ 001\001\		each folder i	is displayed t	to its right.				
)1\001.mp3						014 23:08:42	1.2ME
)1\002.mp3		ssages (NKJV in English				014 23:09:04	907KE
)1\003.mp3		ssages WKJV in English				014 23:09:28	983KE
)1\004.mp3)1\005.mp3		ssages\NKJV in English ssages\NKJV in English				014 23:09:52	1,002KE 873KE
	1\005.mp3		ssages (NKJV in English ssages (NKJV in English				014 23: 10: 14 014 23: 10: 36	873KE 895KE
)1\007.mp3		ssages (NKJV in English				014 23: 10:58	865KE
)1\008.mp3		ssages WKJV in English				014 23:11:20	859KE
)1\009.mp3		ssages (NKJV in English				014 23:11:44	992KE
)1\010.mp3		ssages (NKJV in English				014 23: 12: 10	964KE
✓ 001\00)1\011.mp3	C:\Test Me	ssages (NKJV in English	n\001\001\011.mp3		6/19/2	014 23:12:36	1,003KE
✓ 001\00)1\012.mp3	C:\Test Me	ssages (NKJV in English	1\001\001\012.mp3		6/19/2	014 23:12:56	828KE
✓ 001\00)1\013.mp3	C:\Test Me	ssages (NKJV in English	1\001\001\013.mp3		6/19/2	014 23:13:12	716KE
✓ 001\00)1\014.mp3	C:\Test Me	ssages (NKJV in English	1\001\001\014.mp3		6/19/2	014 23:13:38	970KE
✓ 001\00)1\015.mp3		ssages (NKJV in English			6/19/2	014 23:13:58	772KE
)1\016.mp3		ssages (NKJV in English				014 23:14:16	725KE
)1\017.mp3		ssages (NKJV in English				014 23:14:46	1.1ME
)1\018.mp3		ssages (NKJV in English				014 23:15:20	1.2ME
)1\019.mp3		ssages (NKJV in English				014 23:15:58	1.4ME
	020.mp3		ssages WKJV in English				014 23:16:18	796KE
)1\021.mp3)1\022.mp3		ssages\NKJV in English ssages\NKJV in English				014 23:16:48 014 23:17:14	1.1ME 985KE
)1\023.mp3		ssages (NKJV in English)14 23:17:14)14 23:17:36	965KE 784KE
)1\024.mp3		ssages (NKJV in English				014 23:18:30	2,2ME
)1\025.mp3		ssages (NKJV in English				014 23:18:56	1. 1ME
)1\026.mp3		ssages (NKJV in English)14 23:19:24	1.2ME
✓ 001\00	01\027.mp3	<u>C:\Test Me</u>	ssages\NKJV in English	001\001\027.mp3		6/19/2	014 23:20:10	1.7ME
É	Collapse All		Show Folders		Show Error	s	Exp	and All

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 $rac{}$, it is also possible to collapse and expand individual folders as needed.





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

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

Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
Destination File			Source File				-ile Date/Time	Size	^
V (3 folders) *		The as		right of each	folder is gre		lie Date/Time	3126	
▼ 001\ (18 fold	ers) \star			0	-				
▼ 001\001\ (50 files) \star	to sign	•		any rule viola				
	\001.mp3 [1 check fa			es/NKJV in English/001			5/19/2014 23:08:42	1.2MB	
I I I	\002.mp3 [1 check fa			es/NKJV in English/001	· · · · · · · · · · · · · · · · · · ·		5/19/2014 23:09:04	907KB	
	003.mp3 [1 check fa 004.mp3 [1 check fa	-		<u>es\NKJV in English\001</u> es\NKJV in English\001			5/19/2014 23:09:28 5/19/2014 23:09:52	983KB 1,002KB	
	005.mp3 [1 check fa	-		es/NKJV in English\001			5/19/2014 23:10:14	873KB	
	006.mp3 [1 check fa	-		es\NKJV in English\001			5/19/2014 23:10:36	895KB	
	007.mp3 [1 check fa	-		es\NKJV in English\001			5/19/2014 23:10:58	865KB	
	\008.mp3 [1 check fa	-		es/NKJV in English\001			5/19/2014 23:11:20	859KB	
	\009.mp3 [1 check fa	-		es/NKJV in English/001			5/19/2014 23:11:44	992KB 964KB	
	\010.mp3 [1 check fa \011.mp3 [1 check fa	-		es\NKJV in English\001 es\NKJV in English\001			5/19/2014 23:12:10 5/19/2014 23:12:36	1,003KB	
	\012.mp3 [1 check fa	-		es/NKJV in English\001			5/19/2014 23:12:56	828KB	
	\013.mp3 [1 check fa			es\NK1V in English\001			5/19/2014 23:13:12	716KB	
× 001\001	\014 mp3 [1 ch 👔	019.mp3		X	01\014.mp3		5/19/2014 23:13:38	970KB	
	015.mp3 [1 ch	 Independent Sectio 	n level folders are no	ot allowed when	01\015.mp3		5/19/2014 23:13:58	772KB	
1		4-levels are specified			01\016.mp3		5/19/2014 23:14:16	725KB	
1	\017.mp3 [1 ch \018.mp3 [1 check fa	iladī	CulTest Messag	es\NKJV in English\001	01\017.mp3		5/19/2014 23:14:46 5/19/2014 23:15:20	1.1MB 1.2MB	
	019.mp3 1 check fa	-		es\NK1V in English				1.4MB	
	\020.mp3 [1 check fa				You may also	click on the	[# check failed	d] _{796KB}	
× 001\001	\021.mp3 [1 check fa		C:\Test Messag		ndication ne	xt to the file	path to displa	V ^{1.1MB}	
	Collapse All	-1 -11	Show Folders	the second s	a tool tip sho		•	00000	
_						-			
					rule(s) this fil	e or patrina	is violateu.		
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Detail file list	Copy and Check	Notes		
								_	
Meg	gaVoice Envoy E/2-E Se	eries			~				
4 levels: Channel	ls, Sections, Books, Cha	apters			~				
			. 10001				-		
(Destination file "002	2\021\001.mp3" (and 41 ot	ers may be from "002" t hers) have failed this check)			1.			
× Independent S	Section level folders are	not allowed when 4-lev	vels are specified			9	Image:	0	
		others) have failed this che	eck)			🛛 😔 🕚		+ 🕶	
	no more than 3 folder							2 💬 🗌	
✓ Top level (Cha	nnel) folder numbers m	ust begin at "001"							
 Additional top 	level (Channel) folders	may be from "002" to "	008"						
✓ Top level (Cha	nnel) folder numbers m	ust be consecutive							
 Second level (\$ 	Section) folder numbers	s must begin at "001"							
 Second level (S 	Section) folder numbers	s must be consecutive							
✓ Folder names r	must have unique three	e digit numeric prefixes							
✓ Independent B	Book level folders are no	ot allowed when 4-level	ls are specified						
Channel and S	ection Folders cannot c	ontain both folders and	d files						
 There should n 	not be any empty folder	s							
 Audio files mus 	st be MP3, WAV or WM	A							
		when 4-levels are spec	cified						
		be an FMSET.TXT file in		idio					
	•••	cific requirements than			de				
	and the provide the spec			2, 22 22.20 000 000					



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 under "Source File Spec".

oject Title:	Copy all folders into the	first one		Project contains	: 567 files in 1 folder (1,009.6MB);	; Files chang	jed				
Files in project	Target Device	Target Device Audio Identifiers		s Text To Speech Output Options Changes Made Detail file list Copy and		rs Text To Speech Output Options Changes Made Detail file list Co		e Detail file list		Copy and C	neck	Notes
¥-	Hebrew Arabic Van Dyk	e FBL 🔺	Source File	Spec			Destination	Folder	Files	Size	Descript	ion
·	 001 001 002 002 002 002 002 002 Helios Quick Test Helios Test Message Herald Small Size Testin Hymns ITM Messenger Blank M ITM Test Itang Lage Test Mé Hund Test Messenger 	g essage essage essage nili	C:\Test Me	ssages (Hebrew Arab	ic Van Dyke FBL \001\0	01*.*			567	1,009.6MB	Select al	l Books in Section 00
Name	Size Item	type										
001	File fo											
C		>		Add	New		Remove			ĵ Up		👃 Down

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.

	<u>, , , , , , , , , , , , , , , , , , , </u>				<u> </u>				
🗊 SaberCopy Pro	oject Details - C:\Users\	Michael\OneDrive - N	/legaVoice (Israel) LT	D\Documents\Copy	all folders into the fir	st one.saber		- 🗆	\times
Project Title:	Copy all folders into the first one		opy all folders into the first one Project contains: 567 files in 1 fo			ıged			
Files in project	Target Device	Audio Identifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes	
Since the Connect the available batte Leverage the "Cop	create a very large Book pauses once a Book folde ry power. y all folders into the first a good example on how	er is finished playing, an one" option to accompli	id then auto-shutoff a sh this.	fter 5 minutes, we nee	ed a single Book folder co	ontaining enough audio	o that can keep the Conr	ect playing longe	r than
Check Project	: 📄 Print Project	:					<u>O</u> K	Cancel	



21: Folder and filename rewrite rules

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

This is facilitated by use of an INI type script that uses <u>RegEx (regular expressions)</u> to manipulate folder and file names. SaberCopy provides a default script in the installation folder **C:\Program Files (x86)\SaberCopy**. The file is named "SaberCopy_rewrites.ctl".

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

SaberCopy_rewrites.ctl - Notepad	_		×
<u>F</u> ile <u>E</u> dit F <u>o</u> rmat <u>V</u> iew <u>H</u> elp			
[Bible Books (Source Rules)]			
; Turn numbered folders into named books of the Bible			
[0-9]{4} fbl [^\\]*\\001\\001\\(001\\(.*) = 0ld Testament\01 - Genesis\Genesis Chapter {{1}}			
B[0-9]{4]fb1[^\\]*\\001\\001\\002\\(.*) = Old Testament\02 - Exodus\Exodus Chapter {{1}}			
<pre>B[0-9]{4]fbl[^\\]*\\001\\001\\003\\(.*) = Old Testament\03 - Leviticus\Leviticus Chapter {{1}}</pre>			
B[0-9]{4 fbl [^\\]*\\001\\001\\004\\(.*) = Old Testament\04 - Numbers\Numbers Chapter {{1}}			
<pre>B[0-9]{4_fbl_[^\]*\\001\\001\\005\\(.*) = Old Testament\05 - Deuteronomy\Deuteronomy Chapter {{1}}</pre>			
B[0-9]{4_fbl [^\\]*\\001\\001\\006\\(.*) = Old Testament\06 - Joshua\Joshua Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\001\\007\\(.*) = Old Testament\07 - Judges\Judges Chapter {{1}}			
B[0-9]{4}_fbl[^\\]*\\001\\001\\008\\(.*) = Old Testament\08 - Ruth\Ruth Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\001\\009\\(.*) = Old Testament\09 - 1 Samuel\1 Samuel Chapter {{1}}			- 1
$B[0-9]{4} + fbl[^\\]*\\001\\001\\010\\(.*) = Old Testament\10 - 2 Samuel\2 Samuel Chapter {{1}}$			
B[0-9]{4} fbl [^\\]*\\001\\001\\011\\(.*) = Old Testament\11 - 1 Kings\1 Kings Chapter {{1}}			
B[0-9]{4} fbl [^\\]*\\001\\012\\(.*) = Old Testament\12 - 2 Kings\2 Kings Chapter {{1}}			
B[0-9]{4} fbl [^\\]*\\001\\001\\013\\(.*) = Old Testament\13 - 1 Chronicles\1 Chronicles Chapter {{1}}			
$B[0-9]{4}-fb1_[^\\]*\\001\\001\\014\\(.*) = Old Testament\14 - 2 Chronicles\2 Chronicles Chapter {{1}}$			
$B[0-9]{4}_{fbl_[^{()}}) = 01d Testament 5 - Ezra Chapter {1}$			
$B[0-9]{4}_{fbl_[^{()}}) \otimes B[0-9]{4}_{fbl_[^{()}} \otimes B[0-9]{4}_{fbl_[^{$			
$B[0-9]{4}_{fbl_[^{()}}) = 01d Testament 7 - Esther Chapter {{1}}$			
$B[0-9]{4}_{fbl_[^{()}} \otimes (01)(01)(.*) = 01d Testament\18 - Job\Job Chapter {{1}}$			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\001\\(.*) = Old Testament\19 - Psalms\Psalms Chapter {{1}}			
$B[0-9]{4}_{fbl_[^\\]*\\001\\002\\002\\(.*) = 0ld Testament\20 - Proverbs\Proverbs Chapter {{1}}$			
$B[0-9]{4}_{fbl_[^{\}} (001\02\003\(.*) = 0 ld Testament\21 - Ecclesiastes\Ecclesiastes Chapter \{\{1\}\}$			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\004\\(.*) = Old Testament\22 - Song of Solomon\Song of Solomon Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\005\\(.*) = Old Testament\23 - Isaiah\Isaiah Chapter {{1}}			
$B[0-9]{4}_{fbl_[^\\]*\\001\\002\\006\\(.*) = Old Testament\24 - Jeremiah\Jeremiah Chapter {{1}}$			
$B[0-9]{4}_{fbl_[^{\]}(001\002\007\(.*) = 01d Testament\25 - Lamentations\Lamentations Chapter \{\{1\}\}$			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\008\\(.*) = Old Testament\26 - Ezekiel\Ezekiel Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\009\\(.*) = Old Testament\27 - Daniel\Daniel Chapter {{1}}			
$B[0-9]{4}_{fbl_[^\\]*\\001\\002\\010\\(.*) = Old Testament\28 - Hosea\Hosea Chapter {{1}}$			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\011\\(.*) = Old Testament\29 - Joel\Joel Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\012\\(.*) = Old Testament\30 - Amos\Amos Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\013\\(.*) = Old Testament\31 - Obadiah\Obadiah Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\014\\(.*) = Old Testament\32 - Jonah\Jonah Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\015\\(.*) = Old Testament\33 - Micah\Micah Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\016\\(.*) = Old Testament\34 - Nahum\Nahum Chapter {{1}}			
B[0-9]{4}_fbl_(^\]*\\001\\002\\017\\(.*) = Old Testament\35 - Habakkuk\Habakkuk Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\002\\018\\(.*) = Old Testament\36 - Zephaniah\Zephaniah Chapter {{1}}			
B[0-9]{4}_fbl[^\]*\001\002\\019\(.*) = Old Testament\37 - Haggai\Haggai Chapter {{1}}			
B[0-9]{4}_fbl[^\]*\\001\\002\\020\\(.*) = Old Testament\38 - Zechariah\Zechariah Chapter {{1}}			
B[0-9]{4}_fbl_(^\)*\\001\\002\\021\\(.*) = Old Testament\39 - Malachi\Malachi Chapter {{1}}			
B[0-9]{4}_fbl_(^\\]*\\001\\003\\001\\(.*) = New Testament\01 - Matthew\Matthew Chapter {{1}}			
B[0-9]{4}_fb1_(^\\]*\\001\\003\\002\\(.*) = New Testament\02 - Mark\Mark Chapter {{1}}			
B[0-9]{4}_fbl_[^\\]*\\001\\003\\003\\(.*) = New Testament\03 - Luke\Luke Chapter {{1}}			
Ln 35, Col 1 100% Windows (CRLF) UT	F-8	



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

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

				Project contains	: 1189 files in 68 folde	ers (847.5MB); Files ch	anged				
Files in project	Target Device	Audio I	dentifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check	Notes		
Destination File (2 folders)	* nent\ (39 folders) *			So	urce File			File Date/	Time	Size	
 Old Testa 	ament\01 - Genesis\ (50 f ament\02 - Exodus\ (40 f ament\03 - Leviticus\ (27 ament\04 - Numbers\ (36 ament\04 - Numbers\ (36 ament\05 - Deuteronomy ament\06 - Joshua\ (24 fi ament\07 - Judges\ (21 fi ament\08 - Ruth\Ruth estament\08 - Ruth\Ruth estament\08 - Ruth\Ruth ament\08 - Ruth\Ruth ament\08 - Ruth\Ruth ament\09 - 1 Samuel\ (24 ament\10 - 2 Samuel\ (24 ament\11 - 1 Kings\ (22 fi ament\11 - 1 Chronicles\ ament\13 - 1 Chronicles\ ament\14 - 2 Chronicles\ ament\14 - 2 Chronicles\	iles) * files) * files) * (34 files) * iles) * iles) *) * Chapter 00 Chapter	01.mp3 02.mp3 03.mp3 04.mp3	<u>C:</u> <u>C:</u>	\Test Messages \B285! \Test Messages \B285!	9 fbl niv english/001/0 9 fbl niv english/001/0 9 fbl niv english/001/0 9 fbl niv english/001/0	001\008\002.mp3 001\008\003.mp3	7/25/201 7/25/201	8 07:37:14 8 07:37:14 8 07:37:14 8 07:37:14 8 07:37:14	689KE 758KE 541KE 716KE	
Old Testa	ament\16 - Nehemiah\ (1: ament\17 - Esther\ (10 fil	3 files) \star		Show Folder	s	e sh	now Errors		Expand A	1	
					5	- 0.					
											-
Check Project	t	t							<u>O</u> K	Cancel	
		t							QK	Cancel	
SaberCopy Pro		t		Project contains	: 1189 files in 68 folde	ers (847.5MB); <mark>Files ch</mark>	hanged		<u>O</u> K		
SaberCopy Pro ect Title: Files in project	oject Details	Audio I	dentifiers	Text To Speech	Output Options	Changes Made	Detail file list	Copy and Check			

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

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

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

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

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

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

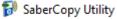
It is possible to compose rules so that they could be used for either, but typically they would be for one or the other. For that reason, it is recommended to include "source" or "target" in the name of the rule to help with the choice.

ct Title:	Project title		Project con	tains: 1189 files in 68 folde	ers (847.5MB); Files ch	angeo			
iles in project	Target Device	Audio Identifiers	Text To Speed	h Output Options	Changes Made	Detail file list	Copy and Check	Notes	
Folder Option	5			File Options					
Any folder le	vels		~	Only allow file extensions:	:				
Add seque	ence number to folder ar	nd file names		List of file extensions					
_		Sequence before file r	name						
3 digit	folder, 3 digit file 🛛 🤅	Sequence number only	/	Strip MP3 Title tags					
Copy all f	olders into the first one			0 🚔 MB free space f	that must be left on driv	/e			
Use proje	ct name for top level fold	der		0 MB free space	recommended to be left	on drive			
🗹 Indude hi	dden folders and files					orranic			
🗹 Indude er	npty folders			0 😫 GB maximum siz	ze of drive				
Rewrite Rules									
Source Path	Rewrite Rules								
Bible Books (Source Rules)		\sim						
Target Path F	Rewrite Rules								
I			~						
Bible Books (Source Rules) (Target Rules)								
INCW LICE alu	hort OT/NT (Source Rule								



Tips for using SaberCopy

- Always save your projects for reuse later. The project files are very small and can save you lots of time.
- Use the same name for the title and physical file name of the saved project. SaberCopy only uses the physical file name when opening projects while the project title is displayed throughout the application.
- For optimum copy/load time, try to have the source files for a project stored on the local hard drive of the computer. Using network folders, while possible, takes considerably longer to load. If you have a few players to load with the same audio, it is worth it to copy the audio folders temporarily to the local drive and delete them later.
- If you have a group of players and you need to verify that they are all loaded with a specific message, SaberCopy can help you with that. See <u>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, if 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 149 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 Capitán 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

- 4 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

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



WINE

- WINE is last in our list. We do not recommend it but wanted to make our users aware that it is an inexpensive, albeit time-consuming, option.
- 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>
- Requires macOS 10.10 (Yosemite) or above.
- + 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:

T		ails 🗄 🛪
Project Title Kassa N	T and Music Project contains 0 file	
Files in project	Audio Announcement Text To Speech Output Options Detail file list Copy and Check Image: Speech State Source File Spec Z.ymedia/yms/T1106169W0DIUSersIVMSVProject foldersiKasalKaasa NT and nusic for MV	Destination Folder Kaasa NT and music for MV\ 0 none
Fichie	Image: Second	
		sils. A X
Project Title Kassa N Files in project	and Music Project contains 273 files in 30 folders (959,41 Audio Announcement Text To Speech Output Options Detail file list Copy and Check	K
	Source File Spec	Destination Folder
	Guillae: Guillae: Guillae: CondalvmsiT106169W00UJsers\VMS\Project folders\KasajKaasa NT and music for MV*	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.

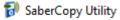
ISSUE WITH EJECTING ENVOY S

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

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

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

TEST MACHINE SPECS

-Computer- Processor Memory Operating System	: 2x Intel(R) Celeron(R) CPU N3050 @ 1.60GHz : 3893MB (1253MB used) : Ubuntu 16.04.6 LTS
-Display- Resolution OpenGL Renderer X11 Vendor	: 1366x768 pixels : Mesa DRI Intel(R) HD Graphics 400 (Braswell) : The X.Org Foundation
-Version- Kernel Compiled C Library Default C Compiler Distribution	: Linux 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>

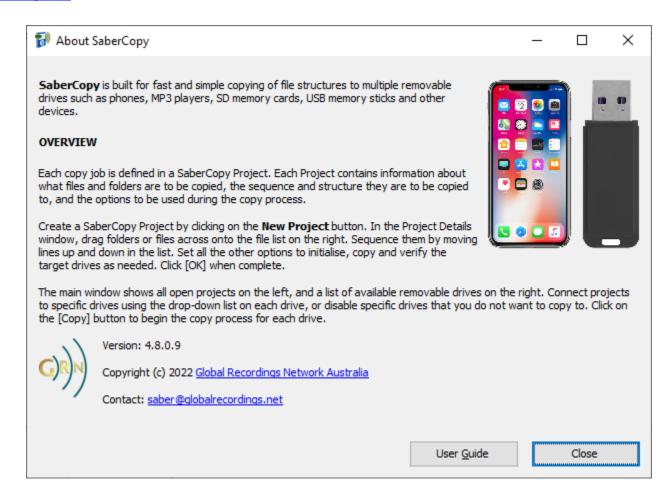


Technical Support

General

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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.