Comparison of Features: MegaVoice SLS vs. GRN SaberCopy

Feature	SLS	SaberCopy
Is supported on all versions of Windows	✔ 1	✔ 2
Works on Mac	✔ 3	✔ 4
Works on Linux		✔ 5
Can load multiple players simultaneously	✔ 6	✔ 6
Can restrict the types of files copied to a player	✔ 7	✔ 8
Prevents the user from attempting to load a message too large for a player	✔	✔
Formats players before copy	✔ 9	✔ 9
Plays an audible sound when load for each player and/or group completes		✔
Is an "installed" application		✔
Can verify audio contents before and/or after copy		✔
Can load some players with one message while loading 2nd group with another		✔
Can duplicate one player's contents to other player(s)		✔
Can merge multiple audio sources into one when loading player(s)		✔
Can compare contents of one player to others (separate from a copy operation)		✔
Can compare contents of a player to an audio message on disk or USB device		✔
Can save copy parameters as a "project" for easy reuse later		✔
Logs output for each player, making it easy to identify file copy or compare errors		✔
Allows you to view the contents of any connected player from the application		✔
Can sort resulting content on the player independent of the order in the source		✔
Can copy disk-to-disk, USB-drive-to-disk, player-to-disk, disk-to-player, etc.		✔
Can _append_ (not insert) audio to players with existing contents		✔ 10
Allows you to "preview" the resulting contents when "assembling" an audio message from multiple sources _before_ the copy		✔
Offers a variety of initialization options		✔ 9
Provides file comparison to help identify corrupt, truncated and/or missing audio files		✔ 11
Displays an independent progress and status bar for each attached player		✔
Provides a stop watch timer for each player being loaded		✔
Can cancel the copy to specific players in a batch without affecting others		✔
Offers a "Fast Copy Mode" for rapid load of players with minimal user intervention		✔
Offers _drag and drop_ for folder and/or file selection together with _multi-select_		✔

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Footnotes

1. SLS has been tested and approved for Windows XP, 7 and 8.x. There have been differing reports regarding its successful use on Windows 10. SLS will <u>not</u> be vetted for Windows 10.
2. SaberCopy has been tested on Windows 7, 8.x and 10. SaberCopy seems to work fine on XP, but its use is not recommended since <u>XP is no longer supported by Microsoft</u>.
3. SLS is supported on Yosemite and earlier versions of Mac.
4. SaberCopy has been tested to some degree on Mac running <u>Wine</u> (a Windows emulation tool) and so far seems to work well. <u>See here for details</u>.
5. SaberCopy has been tested to some degree on Linux Mint running <u>Wine</u>. So far, most functions seem to work well. <u>See here for details</u>.
6. In Windows, the maximum number of concurrently connected players is limited to the number of available drive letters (A – Z) on the computer being used and, of course, enough available USB connections. On Mac and Linux it works a little differently.
7. SLS requires the user to choose one of the file types MP3, WAV or WMA. You cannot specify multiple file types or even <u>all</u> file types.
8. SaberCopy allows the user to specify a list of file types restricting the copy process to only those. If this selection field is left blank, <u>all</u> file types in the source will be copied.
9. SLS always performs a Quick Format, preserving the current file system settings and is *not* optional. SaberCopy offers varying initialization options for the user to choose from:
   - ❖ No Change – leave all existing files
   - ❖ Delete subdirectories but leave files in root
   - ❖ Delete all files and subdirectories
   - ❖ Quick Format
   - ❖ Full Format
   - ❖ If one of the Format options is selected, the user may also specify:
     - ▪ Allocation unit size
     - ▪ File system
10. Although SaberCopy can successfully renumber files with a leading 3-digit sequence number when added to existing folder content, MegaVoice firmware will still "see" the newly added files as the "last" in the group, regardless of the correct sequence numbers. Files added to a folder with existing content will be played last, after the previous content, and not in the order of the sequence numbers in the name. In order to insert new files within existing content, the entire message, including the new files, must be reloaded to the player in order for playback to be in the correct order.
    But things like adding a second Language folder (002) to a player that already has a 001 Language folder is not a problem at all.
11. SaberCopy by default always compares the number and sizes of files to the source. Optionally, the user may choose to compare file timestamps or file contents. Content comparison may be done at the first 4KB, first 64KB or the entirety of each file.