

Herald

User Guide

Your Audio Project



Everything you need to prepare an audio project and load it to the MegaVoice Herald audio player.

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Glossary of terms

Term	Description
2-second press	Synonymous with “long press”. Press, hold for 2 seconds and release.
Bookmark	The storing of a setting or audio file playback position for use later.
Charge-only USB cable	A USB cable that can only be used for charging while connected to a computer or other charging source.
Continuous press	Press and hold until a certain location is reached or the end/beginning.
Data-only USB cable	A USB cable that will allow both transfer of data while connected to a computer as well as charging of the player.
Firmware	Permanent software programmed into the player’s read-only memory.
HUB or USB HUB	A device that expands a single Universal Serial Bus (USB) port into several so that there are more ports available to connect devices to a host system. USB hubs are often built into equipment such as computers, keyboards, monitors, or printers.
LED	“Light-emitting diode” A semiconductor device that emits visible light when an electric current passes through it. The light is not particularly bright, but in most LEDs it is monochromatic, occurring at a single wavelength.
Lithium Ion battery	(sometimes Li-ion battery or LIB) A battery that is a member of a family of rechargeable battery types in which lithium ions move from the negative electrode to the positive electrode during discharge and back when charging.
Long press	Press, hold for 2 seconds and release.
microSD card	A type of removable flash memory card used for storing information. SD is an abbreviation of Secure Digital, and microSD cards are the smaller version of SD cards.
MP3	“MPEG (Moving Pictures Experts Group) Layer 3” Audio file format.
N/A	Not applicable.
Onboard memory	Internal memory in the player.
Player	A MegaVoice Herald player.
Powered HUB	A USB HUB that receives its power from direct current rather than the computer via a USB connection.
Short press	A quick press and release, a “click”.
SLS cable	A special USB data cable (available only from MegaVoice) used for programming MegaVoice players. The player memory can only be accessed using these cables.
Unit	A MegaVoice Herald player.
USB	“Universal Serial Bus” The most popular connection used to connect a computer to devices such as digital cameras, printers, scanners, and external hard drives. USB is a cross-platform technology that is supported by most of the major operating systems.
USB port	A standard cable connection interface for personal computers and consumer electronic devices.
USB to micro-USB cable	A USB cable with a standard USB connector on one end and a micro-USB connector on the other.
Volume	In the context of computer operating systems, a volume or logical drive is a single accessible storage area with a single file system, typically (though not necessarily) resident on a single partition of a hard disk or other device.
WAV	Standard audio file format created by Microsoft.
WMA	“Windows Media Audio” An audio and audio codec file format.

Overview

MegaVoice introduces a small digital audio player, the Herald. The Herald is simple and cost effective - ideal for teaching and training. Its intuitive, raised-button keypad makes navigating hundreds of hours of audio and Scripture content quick and easy - even for the elderly or blind.

The Herald comes with fixed internal flash memory and a microSD™ card slot, making it simple for your ministry team to update content and switch between different microSD™ cards. Load over 800 hours of tamperproof audio content including: the Bible, New Testament, sermons, discipleship training, music, educational or humanitarian messages, and load your ministry's audio content onto the microSD™ card as needed.

The MegaVoice Herald is designed to be less conspicuous and is powered by 2 AA batteries, making it ideal for creative access applications. The Herald may be ordered with or without an onboard speaker (located in the back of the unit). Both versions of the Herald provide a standard 3.5mm stereo earbud jack for personal listening or can be plugged into the MegaVoice Solar Case Speaker so an entire congregation can hear the Message.

Hardware Requirements

- ✚ A Windows PC or Mac (Intel only)
- ✚ At least 1 USB port (2.0 or higher)
- ✚ Enough disk space for...
 - ✚ The SaberCopy software program (around 10 MB)
 - ✚ Each of your audio messages
 - ✚ Additional work area for restructuring message folders
- ✚ At least 1 SLS USB cable with micro-USB connector (available from MegaVoice)
- ✚ A powered USB 2.0 hub (optional – for programming multiple players concurrently)

Software Requirements

- ✚ [SaberCopy software \(provided by MegaVoice\)](#)
- ✚ PC Operating System: Windows 7, 8.x or 10 (SaberCopy will work on XP but is not recommended since XP is no longer supported)
 - ✚ SaberCopy can work on Mac with certain restrictions ([see here for details](#))
- ✚ File Renaming Utility (free file renaming utility recommended by MegaVoice)

Folder Structure

Structure Flexibility

Herald is very flexible in its file structure and supports any of 3 levels of folders and files for organizing your audio messages:

- **3 levels:** Section folders that contain Book folders that contain Chapters (audio files)
- **2 levels:** Book folders that contain Chapters (audio files)
- **1 level:** Chapters only (audio files)

The structure above you choose depends on how many audio files you have, how the messages were divided into files and how you wish to group them for easiest navigation and playback.

For example, if your messages each span multiple audio files, you may want to treat a message like a Book where the portions of one message (the individual audio files) are “chapters”.

If you have many messages dealing with the same topic, then the topic could be considered a “section” with each of the “books” in that section of related messages.

But if your recorded messages are each contained in a single audio file, you could just as easily put them all together as “chapters only” (a flat structure with all the files in a single folder).

The Herald supports free text for the naming of folders and files. The only restriction is that the names must sort in the order in which the audio should be played for navigation by the player to work correctly.

To guarantee correct ordering, the names could all be prefixed with a 3-digit number followed by descriptive text like “001 Healing Part 1.MP3”, “002 Healing Part 2.MP3”, “003 Admonishing.MP3”, “004 Fasting.MP3”, etc.

Structure Limitations

The limitations for the Herald are as follows:

- All audio files must be in **MP3**, **WAV** or **WMA** format. Files in any other audio format will be ignored.
- All folder and file names may be in free text; however it is important that the folders and files sort in the order the Herald should play them.
 - For guaranteed correct play order, MegaVoice recommends using a combination of a 3-digit prefix followed by free text.
 - For example:

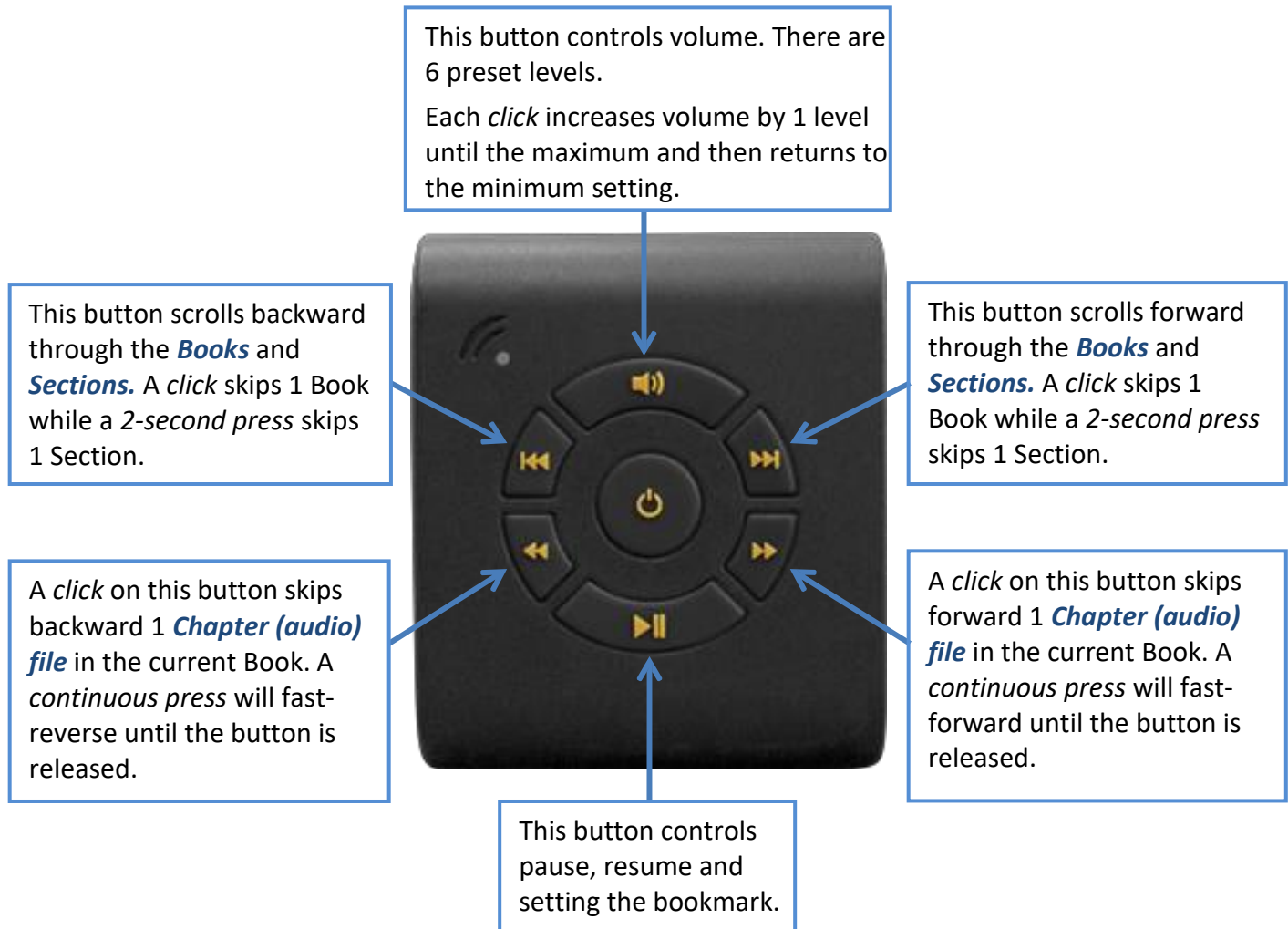
▪ 001 New Testament	(Section)
▪ 001 Book of Matthew	(Book)
▪ 001 Matthew Chapter 1	(Chapter)
▪ 002 Matthew Chapter 2	(Chapter)
- Both the onboard memory and microSD card must adhere to one of the following folder structure options:
 - **3 levels** (Sections, Books, Chapters):
 - There must be at least 1 (but not more than 199) Section folders in the audio project (root) folder
 - There must be at least 1 (but not more than 999) Book folders in each Section folder
 - There must be at least 1 (but not more than 999) audio (chapter) files in each Book folder
 - The Book folder may *not* contain sub-folders or files of a type other than MP3, WAV or WMA.
 - There must not be any empty folders.
 - **2 levels** (Books, Chapters):
 - There must be at least 1 (but not more than 999) Book folders in the audio project (root) folder
 - There must be at least 1 (but not more than 999) audio (chapter) files in each Book folder
 - The Book folder may *not* contain sub-folders or files of a type other than MP3, WAV or WMA
 - There must not be any empty folders.
 - **1 level** (Chapters only):
 - There must be at least 1 (but not more than 999) Chapter (audio) files in the audio project (root) folder
 - The Root folder may *not* contain sub-folders or files of a type other than MP3, WAV or WMA.

Relationship between the Keypad and Folder Structure

The Herald offers convenient navigation through hundreds of audio files. In order for this navigation to work, you need to decide how you want your files to be partitioned.

Let's get to know the Herald keypad and how the navigation buttons correlate to the required folder structure.

Figure 1: Relationship between the keypad and folder layout



Building the Folder Structure

The Audio Project Folder

Let's use the following example and create a full (3 level) file structure for distribution on the Herald.

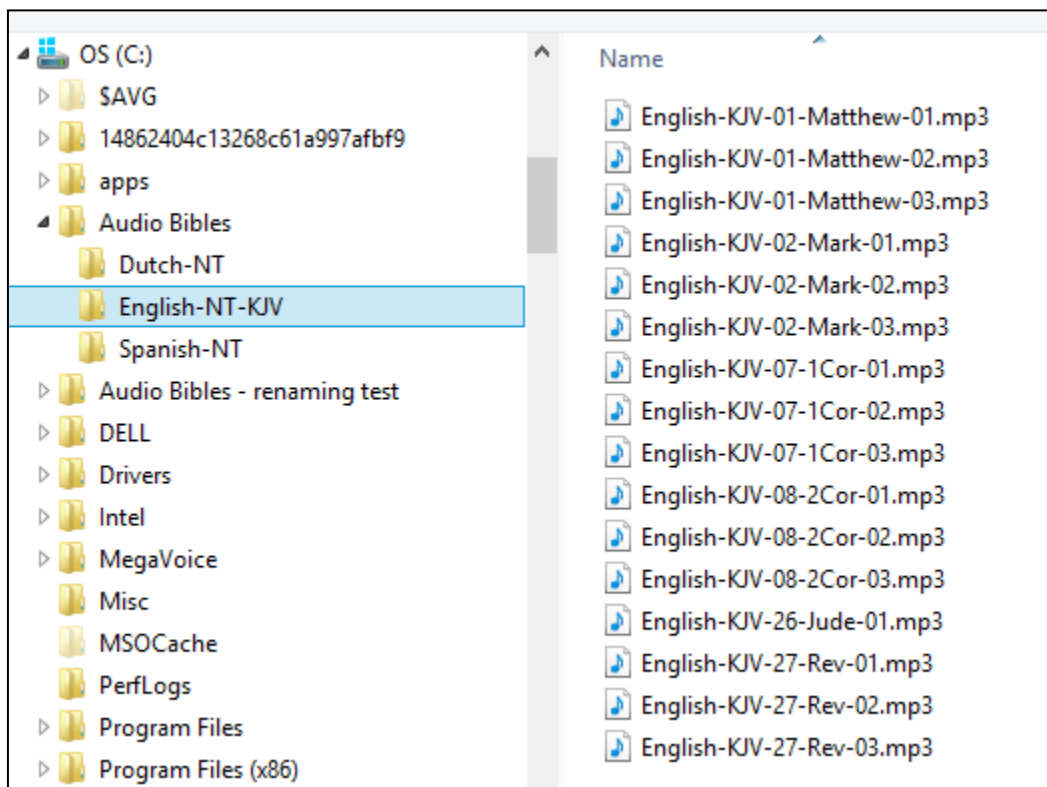
We have sets of Audio Bibles in different languages, but the structure is such that all the audio files for each Bible are together in a single folder. The individual audio files are named so that they are easily recognizable and sort in the order in which they should be played but that is the extent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

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

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

BibleName-BookNumber-BookName-ChapterNumber

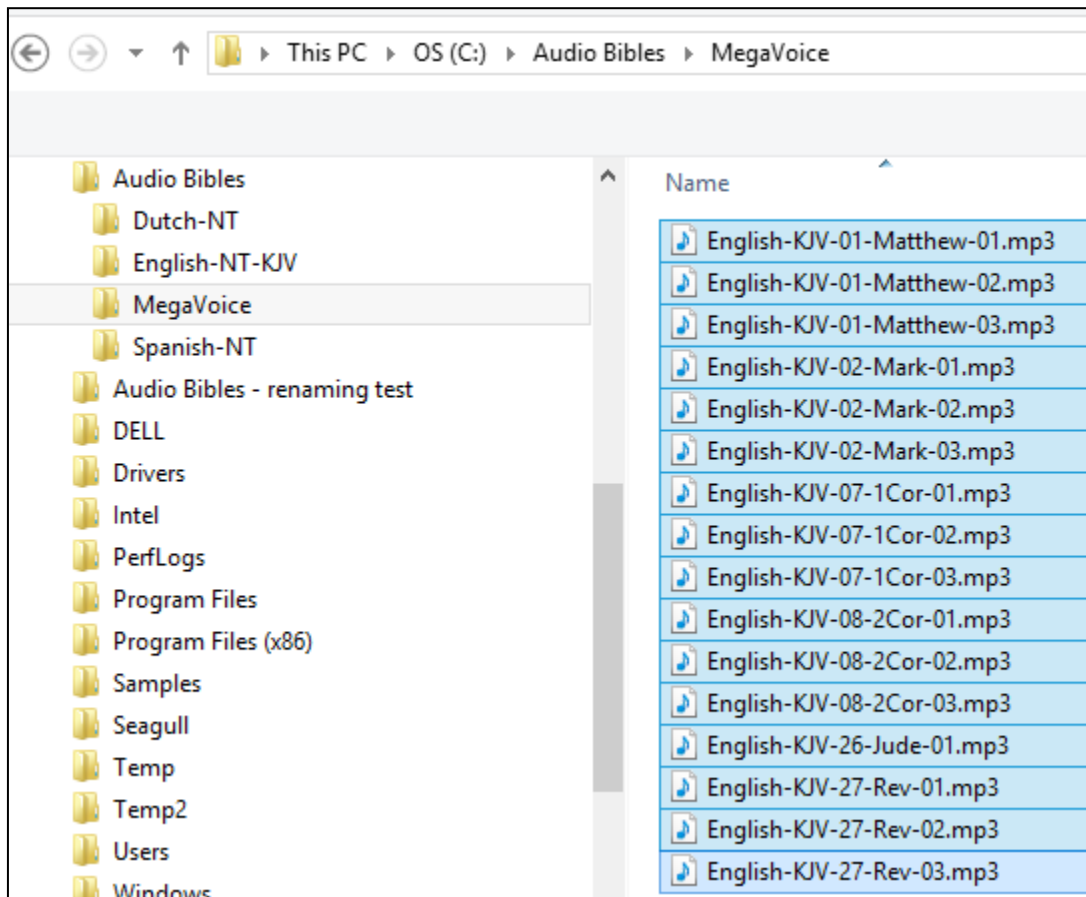
Let's take the English-NT-KJV audio message and prepare it for the Herald. In order to keep the example simple, please note that only select Book and Chapter files appear. We have the first 3 Chapters of the Books Matthew, Mark, 1 Corinthians, 2 Corinthians, Jude and Revelation.





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

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

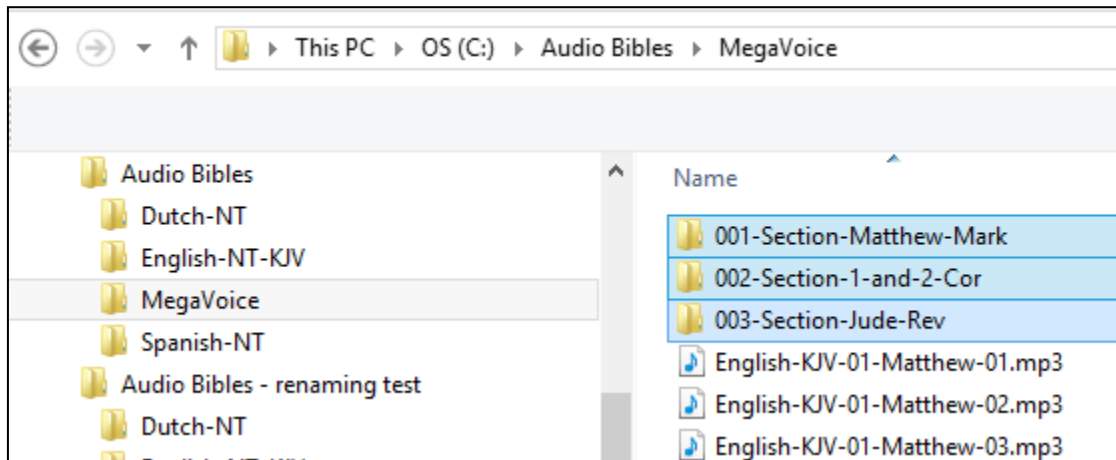


Building a Full (3 level) Structure

The Section Folders

Open the “MegaVoice” folder. Now we decide how we want to group our “Books” into Sections. In this example, we have only 6 Books: Matthew, Mark, 1 Corinthians, 2 Corinthians, Jude and Revelation. We want 3 Sections where the first contains Matthew and Mark, the second contains 1 and 2 Corinthians and the third contains Jude and Revelation.

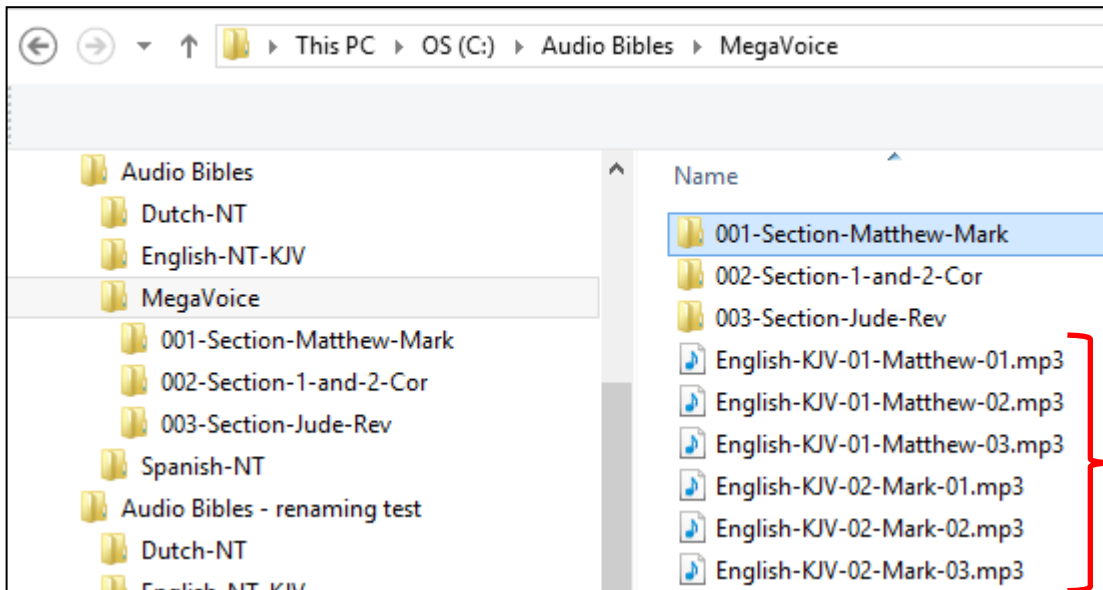
In the “MegaVoice” folder, let’s create the following Section folders: “001-Section-Matthew-Mark”, “002-Section-1-and-2-Cor” and “003-Section-Jude-Rev”.



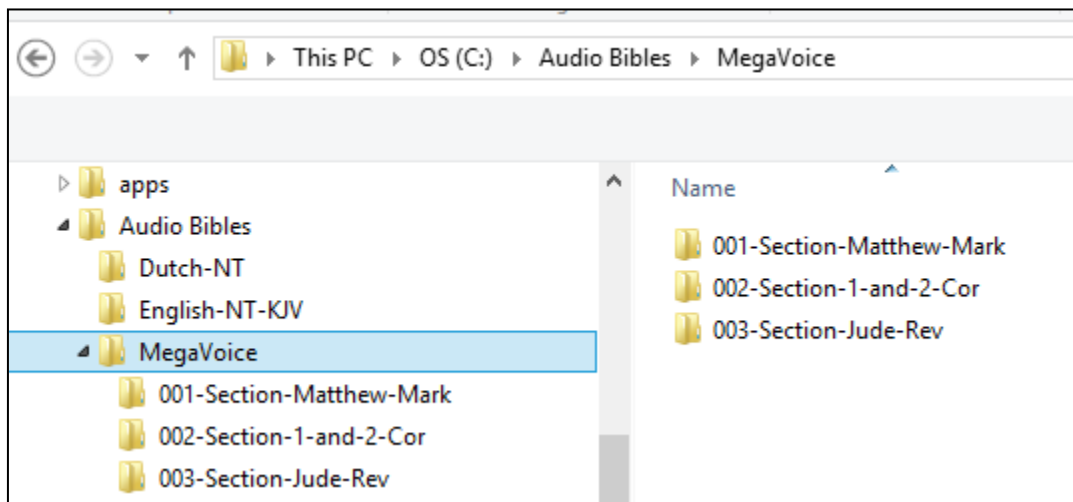
Once our Section folders are created, let's move corresponding audio files to their respective Section folder. There are several ways to do this. Use the method you are most comfortable with.

- Highlight all the audio files, right-click and choose "Cut", open the "001-Section-Matthew-Mark" folder, right-click and choose "Paste".
- Highlight all the audio files and then "drag" them to the "001-Section-Matthew-Mark" folder and "drop" them.

Move all the Chapter (audio) files for Matthew and Mark to the "001-Section-Matthew-Mark" folder. Move all the Chapter files for 1 and 2 Corinthians to "002-Section-1-and-2-Cor". Move all the Chapter files for Jude and Revelation to "003-Section-Jude-Rev".

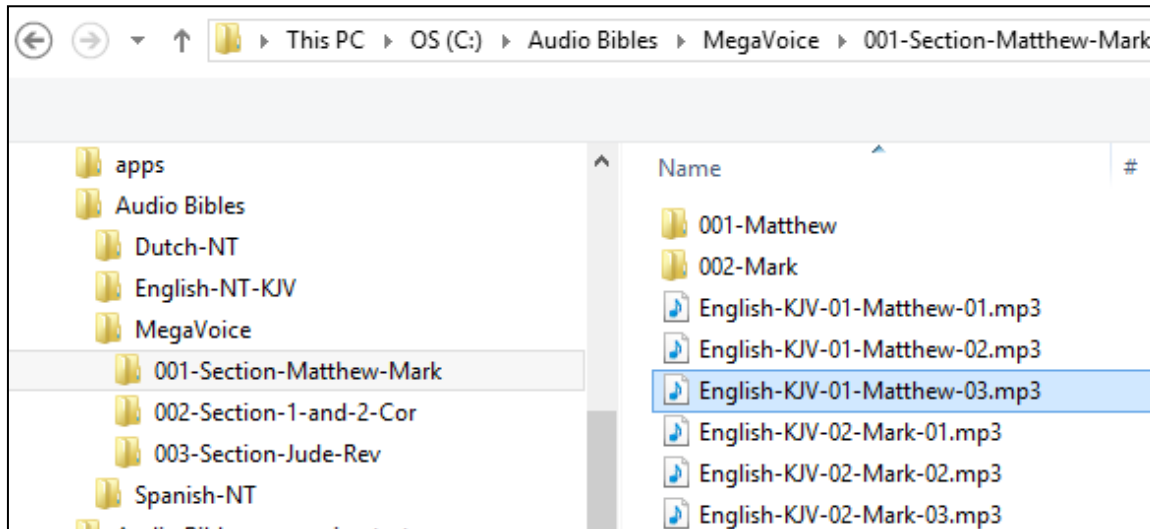


Once you do this, all that the "MegaVoice" folder should contain are the three Section folders.

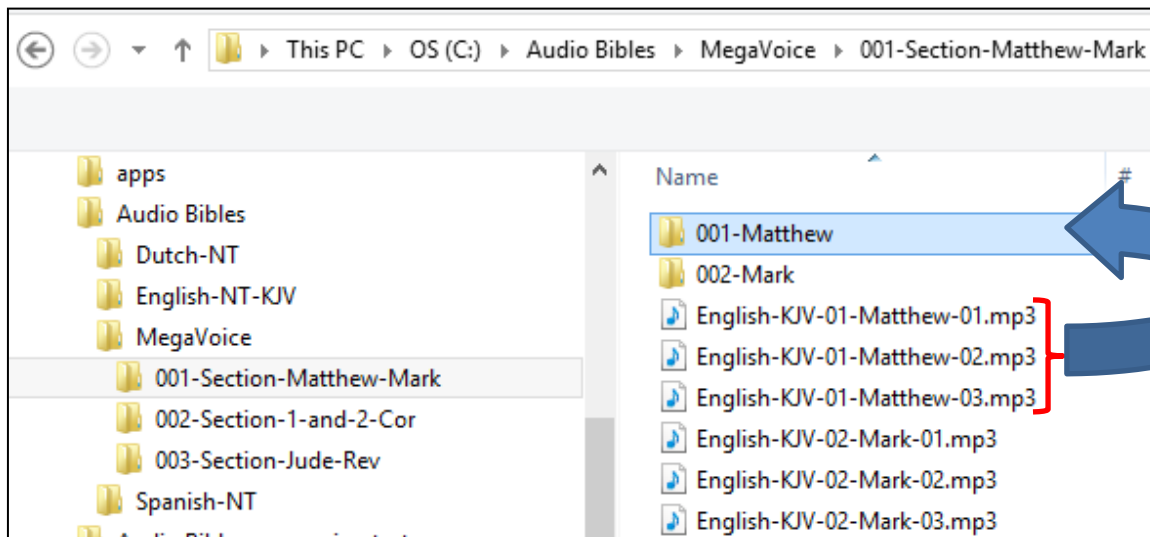


The Book Folders and Chapter Files

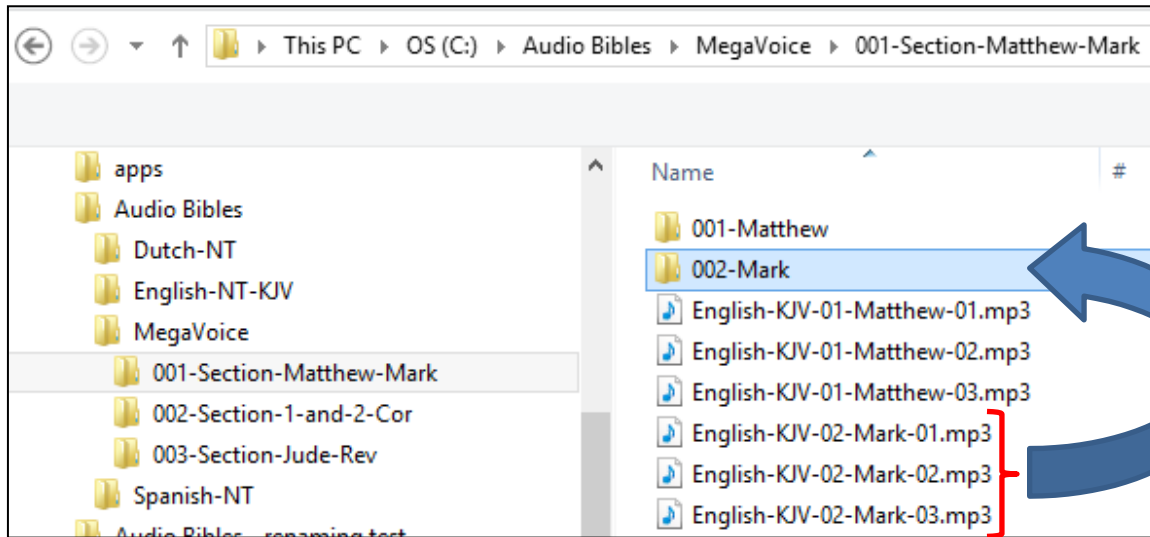
Now we will create “Book” folders in each of the three Section folders. Open the first Section folder, “001-Section-Matthew-Mark”. Since Matthew is the first Book, create a folder named “001-Matthew”. Mark, being the second Book, will need a folder named “002-Mark”.



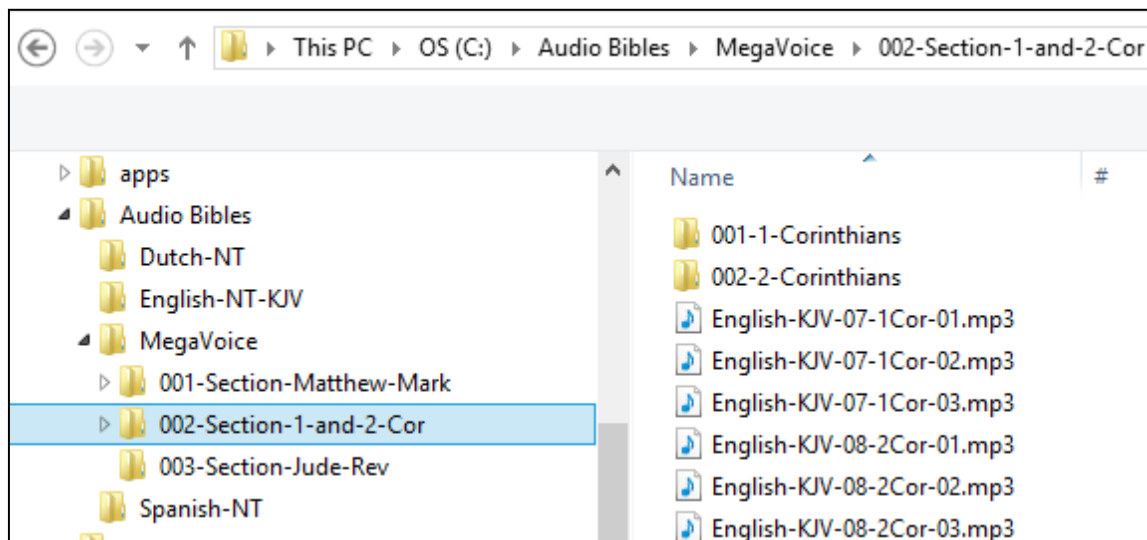
Now we will move the Chapter files to their respective “Book” folders. Highlight the Chapter files for Matthew (3 of them in our example) and move them to the “001-Matthew” folder.



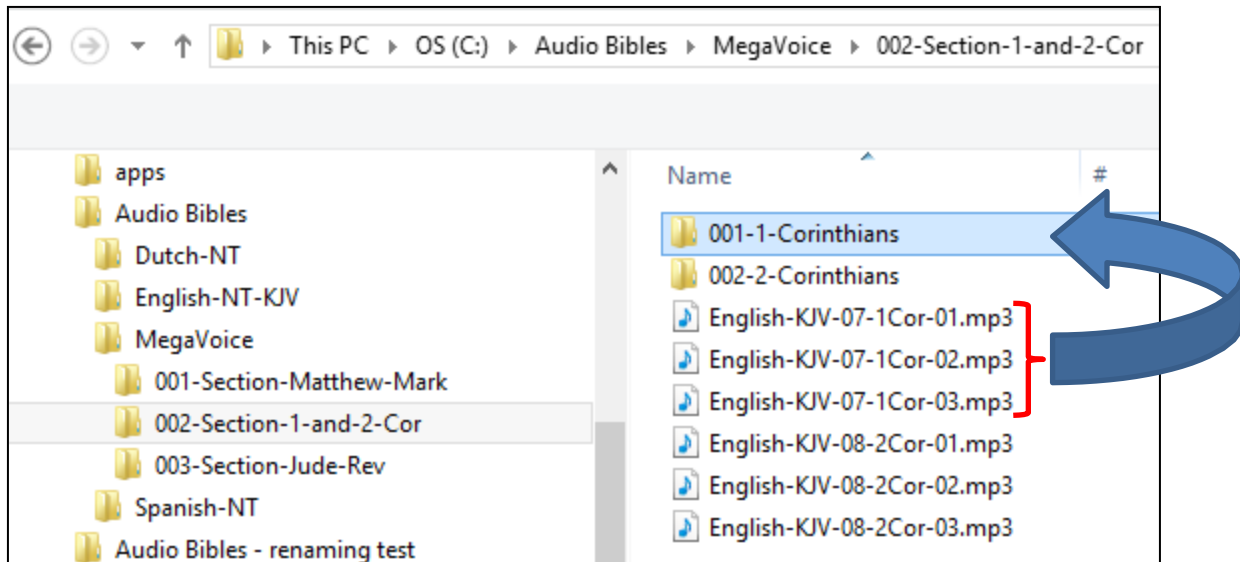
Highlight the Chapter files for Mark (3 of them) and move them to the “002-Mark” folder.



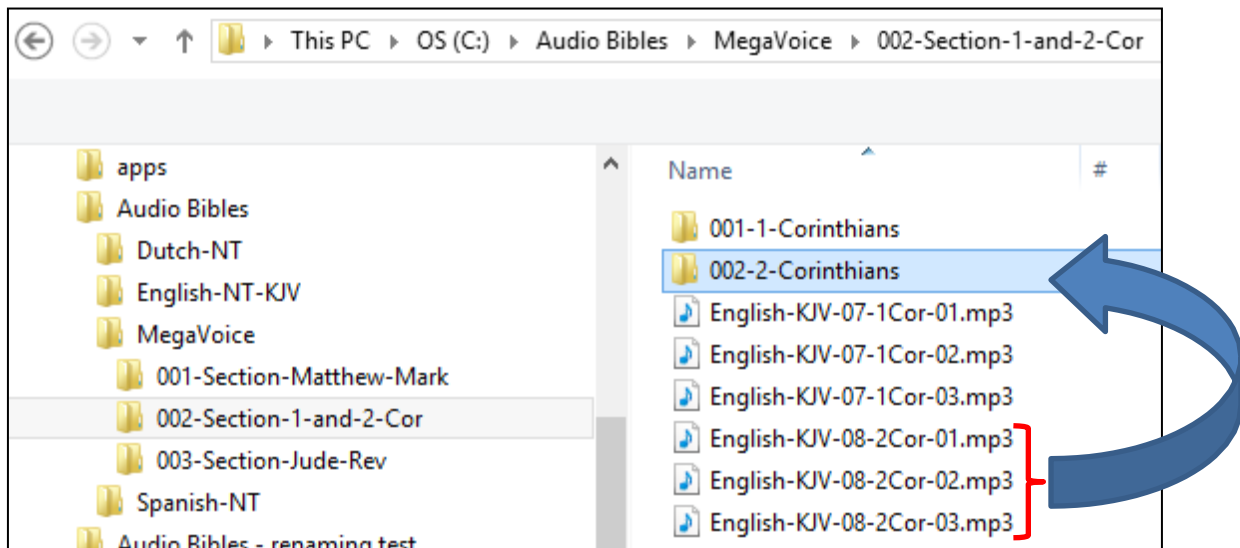
Let’s repeat the above process for the next Section, “002-Section-1-and-2-Cor”. Because 1 Corinthians is the first Book in this Section, create folder “001-1-Corinthians”. And create “002-2-Corinthians” for the second Book.



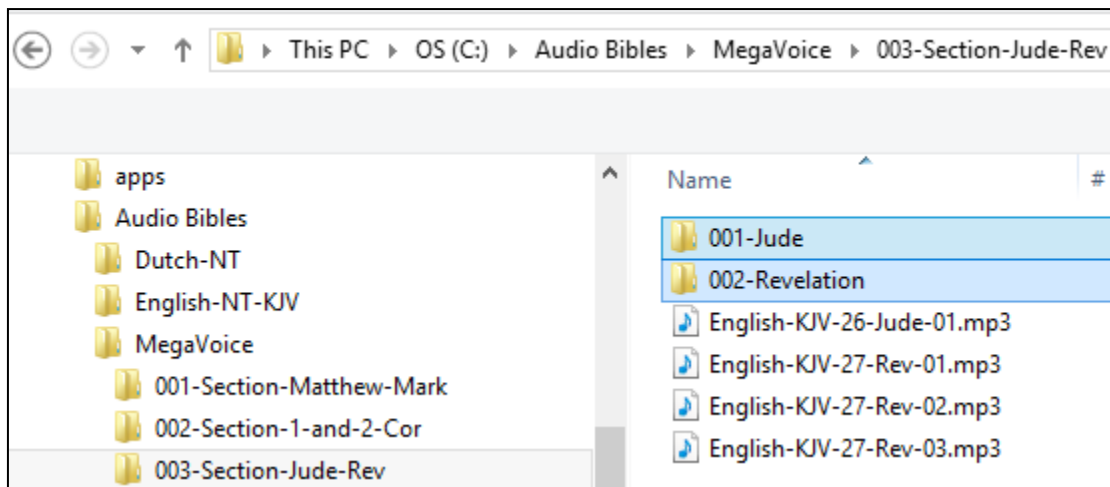
Again we will move the Chapter files to their respective “Book” folders. Highlight the Chapter files for 1 Corinthians (3 of them in our example) and move them to the “001-1-Corinthians” folder.



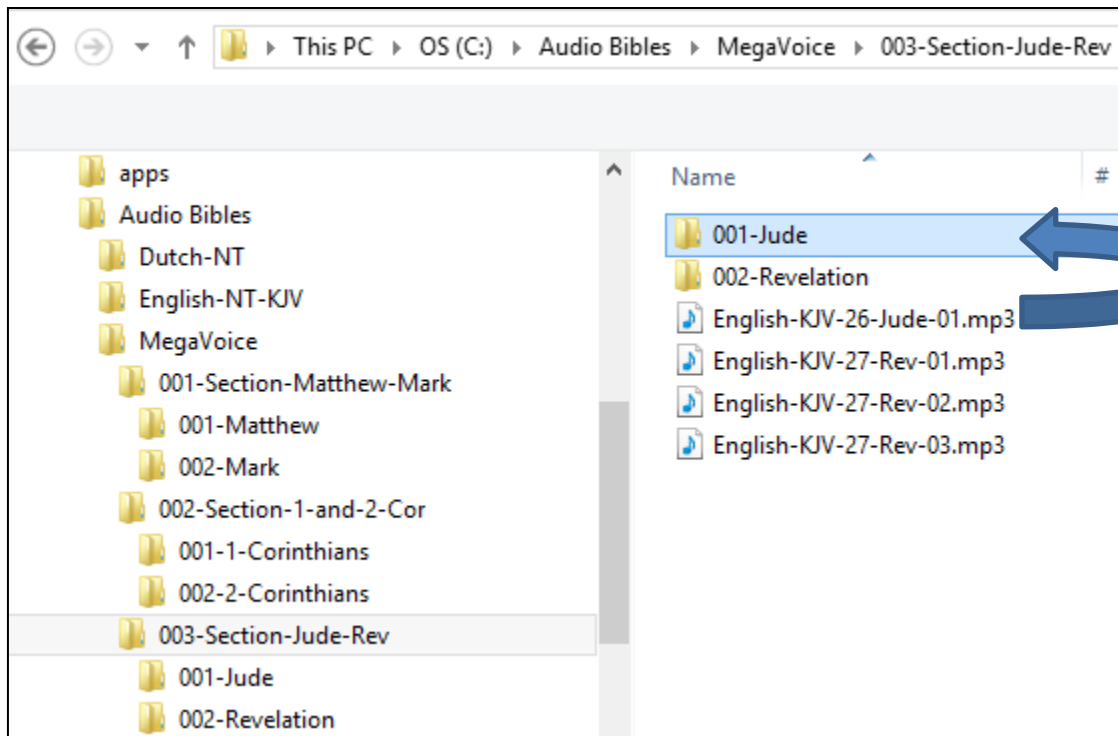
Highlight the Chapter files for 2 Corinthians (3 of them) and move them to the “002-2-Corinthians” folder.



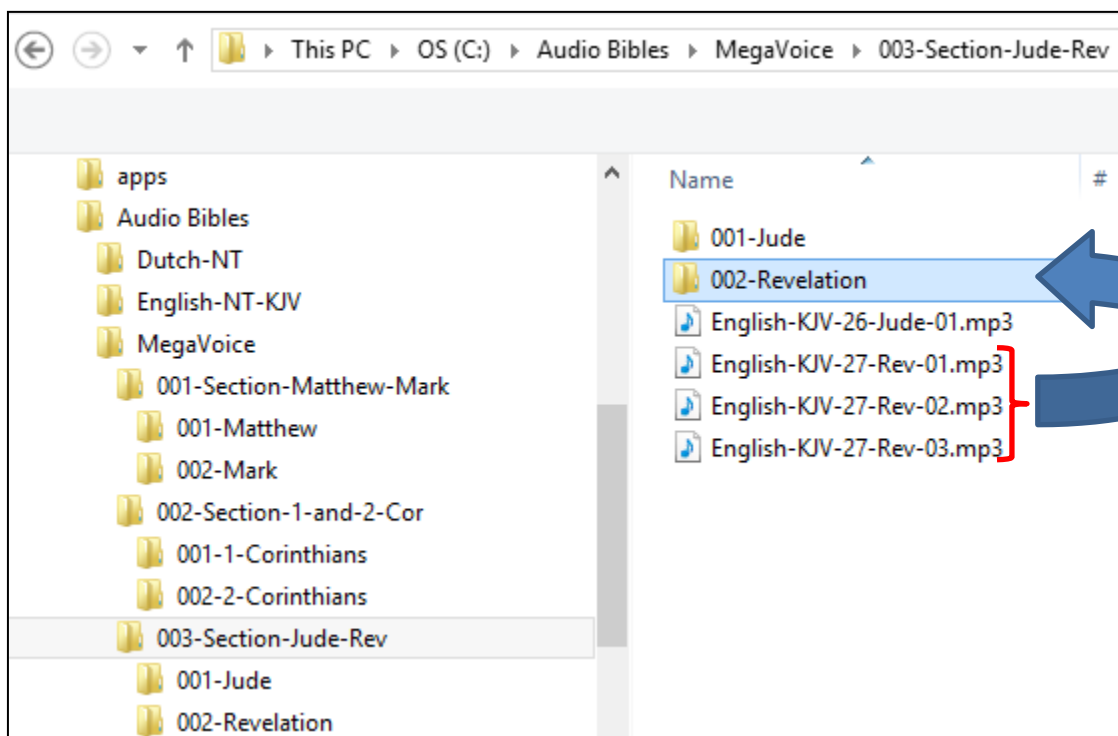
And finally, repeat the process for the third Section, “003-Section-Jude-Rev”. Open the folder and create a Book folder for Jude, “001-Jude” and create a folder for Revelation, “002-Revelation”.



Let's move the Chapter files to their respective "Book" folders for Section 3. Highlight the (only) Chapter file for Jude and move it to the "001-Jude" folder.



Highlight the Chapter files for Revelation (3 of them) and move them to the "002-Revelation" folder.



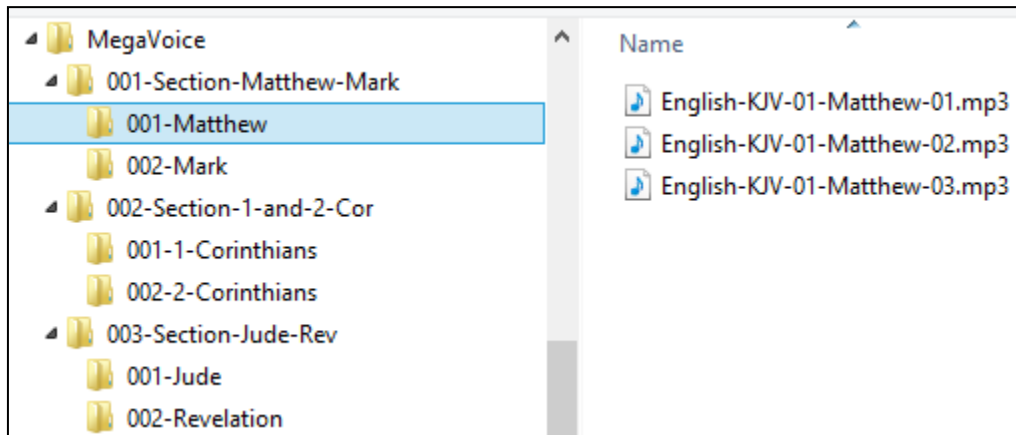
Verifying the Intermediate Folder Structure

Let's verify what we have so far. Using names that were a combination of the required 3-digit sequence number and a meaningful name should make this easy.

Within our Audio Project Folder "MegaVoice" we should have our three Section folders.

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

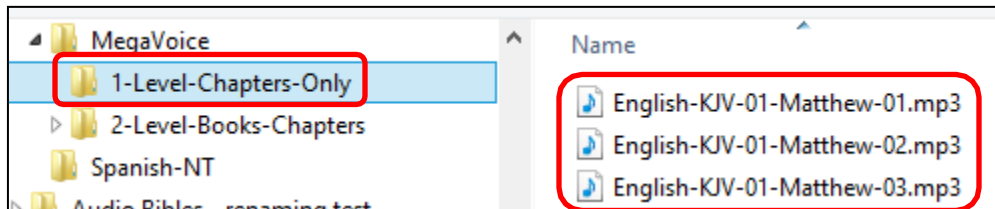
Within each Book folder we should have the relevant Chapter (audio) files for that Book. Remember that for the 3 level structure, the Book folders are the only place in the Audio Project Folder where audio files are present.



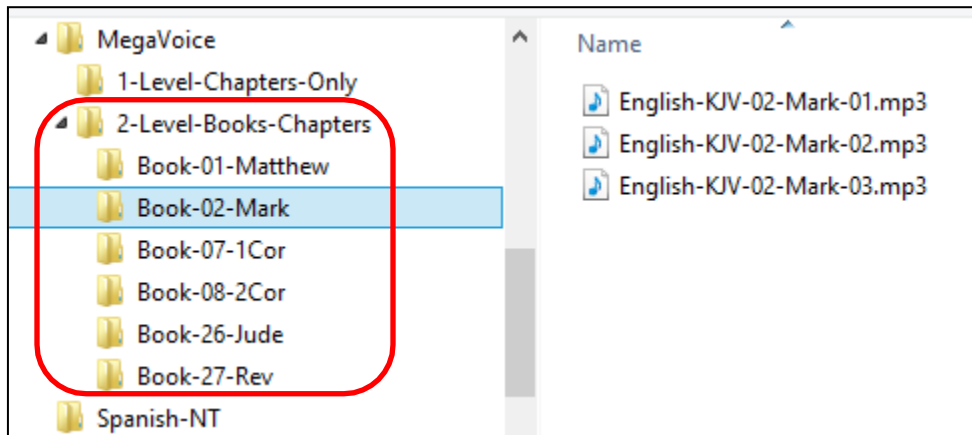
Building the 1 or 2 Level Folder Structure

Using the [structuring rules](#) (described earlier) together with the relevant steps from [building a 3-level structure](#), you can easily assemble a 1 or 2 level folder structure for your audio project if it better suits your needs.

In the following example below, we have a single level structure within the folder “1-Level-Chapters-Only” that contains *only* audio files (chapters).



In the next example, we have a 2-level structure within the folder “2-Level-Books-Chapters”. It contains *only* Book sub-folders and each Book sub-folder contains *only* the audio files relevant to that book but no sub-folders.



Using the File Renaming Utility (optional)

Since the Herald supports free-text for the folders and files in the audio project folder, this section is *optional*. As long as the folders and files in your audio message sort exactly in the order you wish them to play, there is no need to rename any of them.

After validating our folder structure along with the contents of each, we may decide to rename our folders.

In this example, we will rename all our folders to 3-digit names (conforming to previous requirements by the Envoy S/2 S players).

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

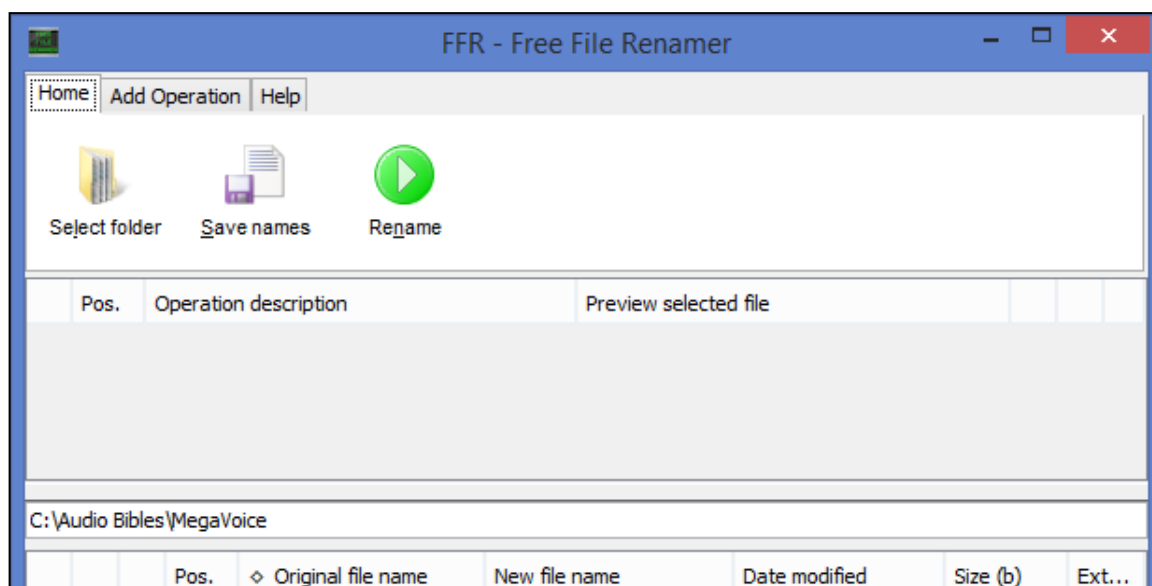
MegaVoice recommends a free file renaming utility that you can install on your PC or Mac. It can be used to rename either files or folders. If you need it, download and install the software.

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

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

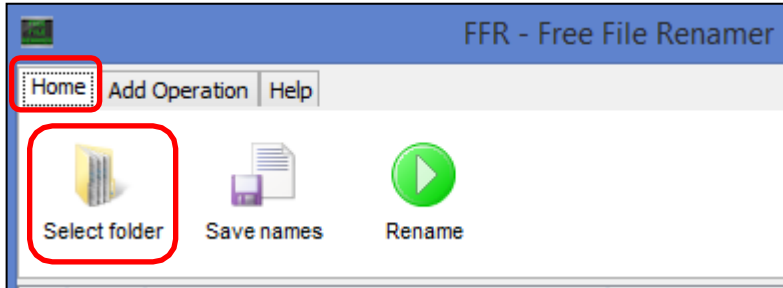


Before renaming the folders, MegaVoice recommends that you make *another* backup your audio folder. Preserving the longer meaningful names can help later when trying to troubleshoot problems caused by audio files getting accidentally misplaced in the wrong folders or if there is a need to change the structure.

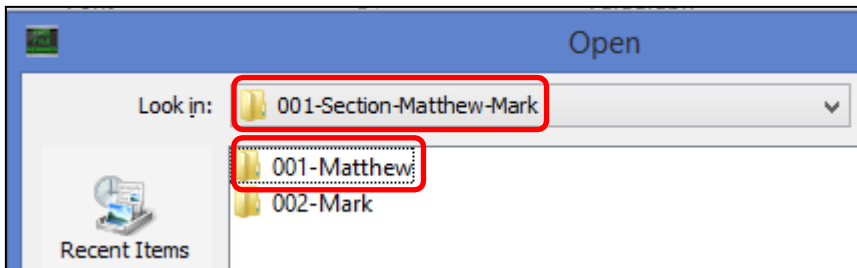


Let's get started. The first thing we need to do is to identify the folder(s) we wish to rename. Free File Renamer can only rename files or folders in a single folder at a time.

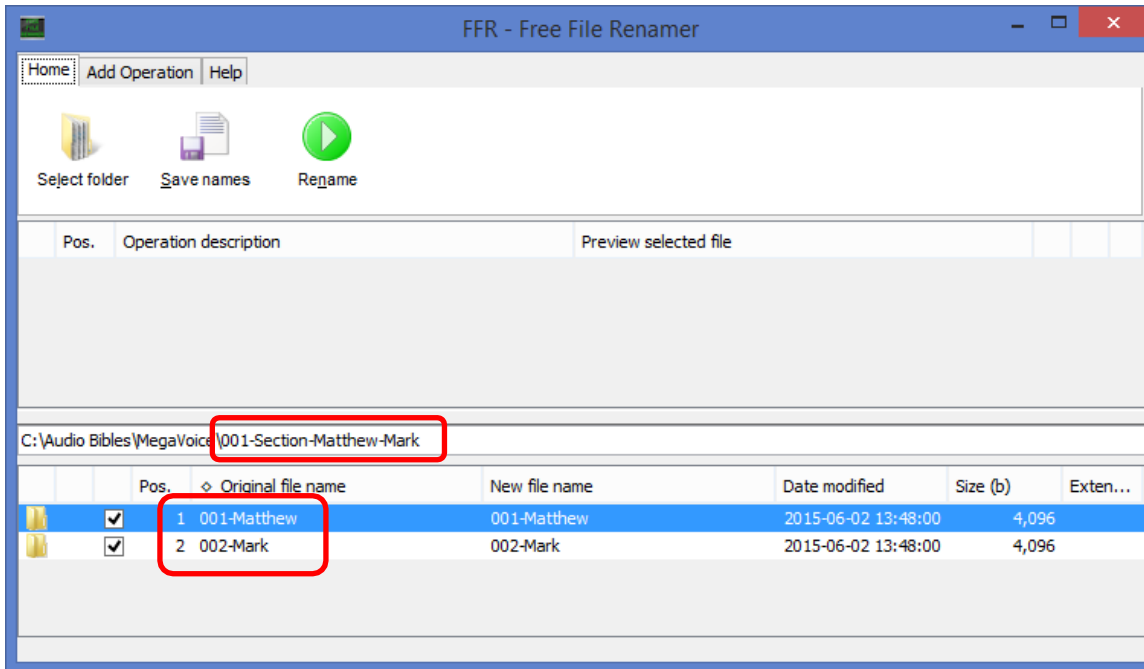
On the main screen, make sure you are on the "Home" tab. Click the "Select folder" icon.



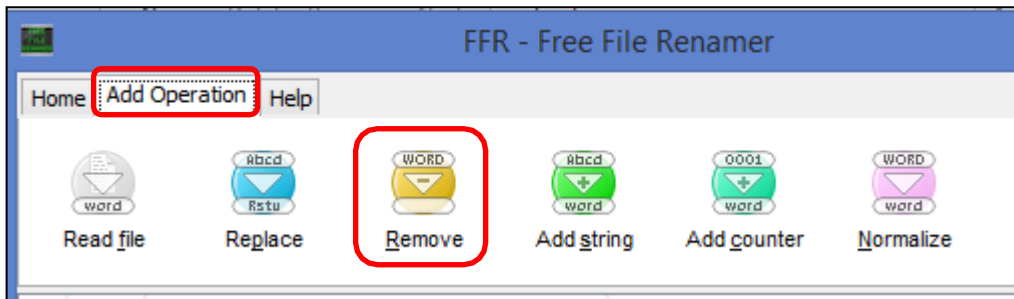
The "Open" dialog appears. We can rename our folders in any order desired. Let's start with the Book folders in each Section folder followed by the Section folders. Navigate to the \Audio Bibles\MegaVoice\ folder. Highlight the first Section folder "001-Section-Matthew-Mark" and click "Open".



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



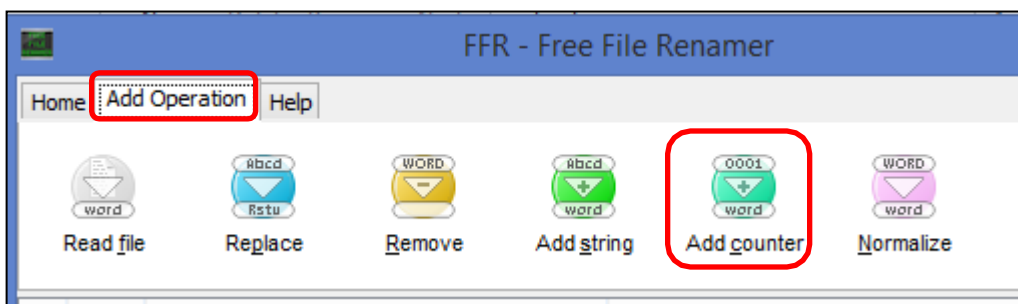
Now let’s define the rules for how we want to rename all the relevant folders. Go to the “Add Operation” tab and click the “Remove” icon.



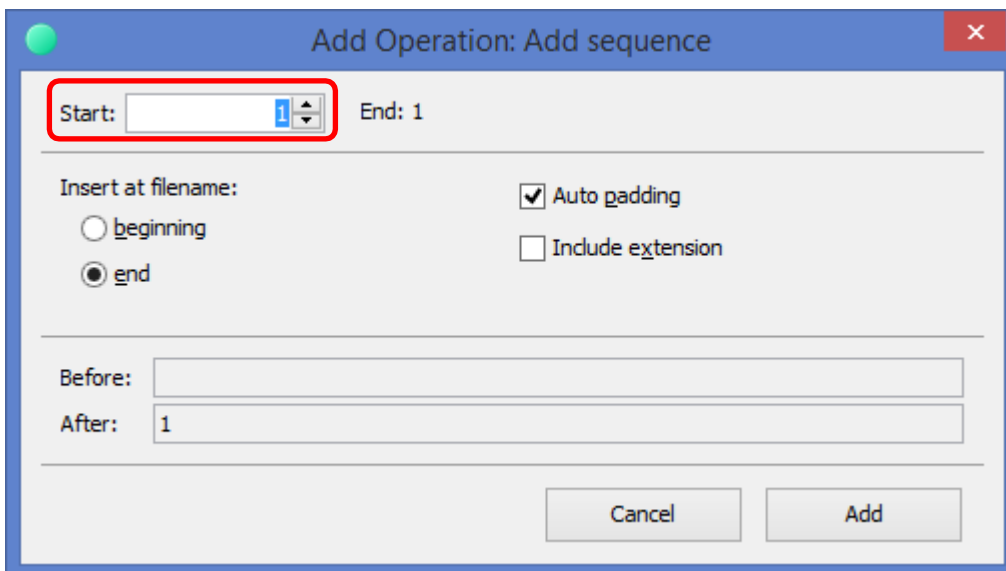
The “Add Operation: Remove” dialog appears. Make sure “Remove all” is checked and click the “Add” button.



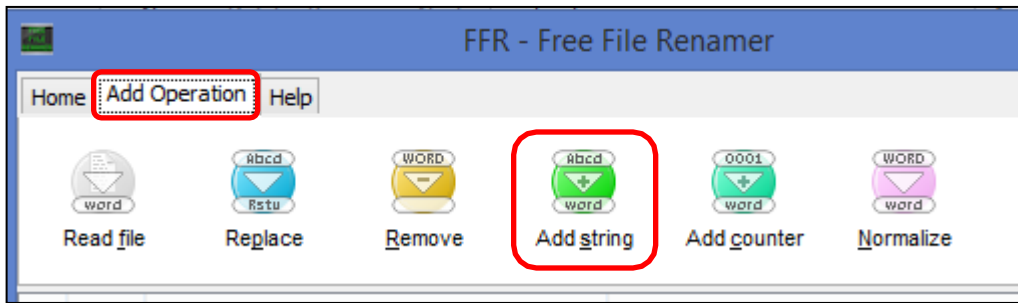
Making sure we are still on the “Add Operation” tab, click the “Add counter” icon.



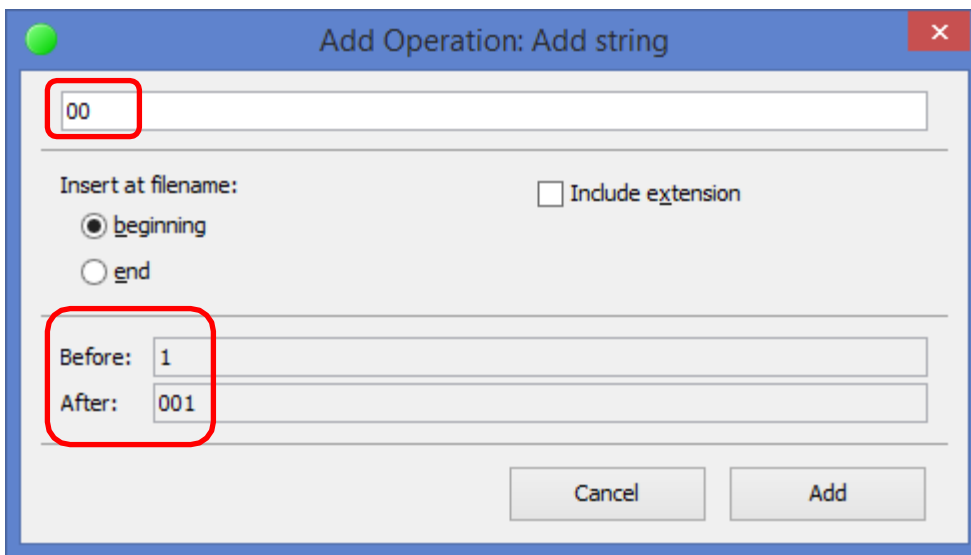
The “Add Operation: Add sequence” dialog appears. Change the “Start” field to “1”. Leave the rest of the fields to default and click the “Add” button.



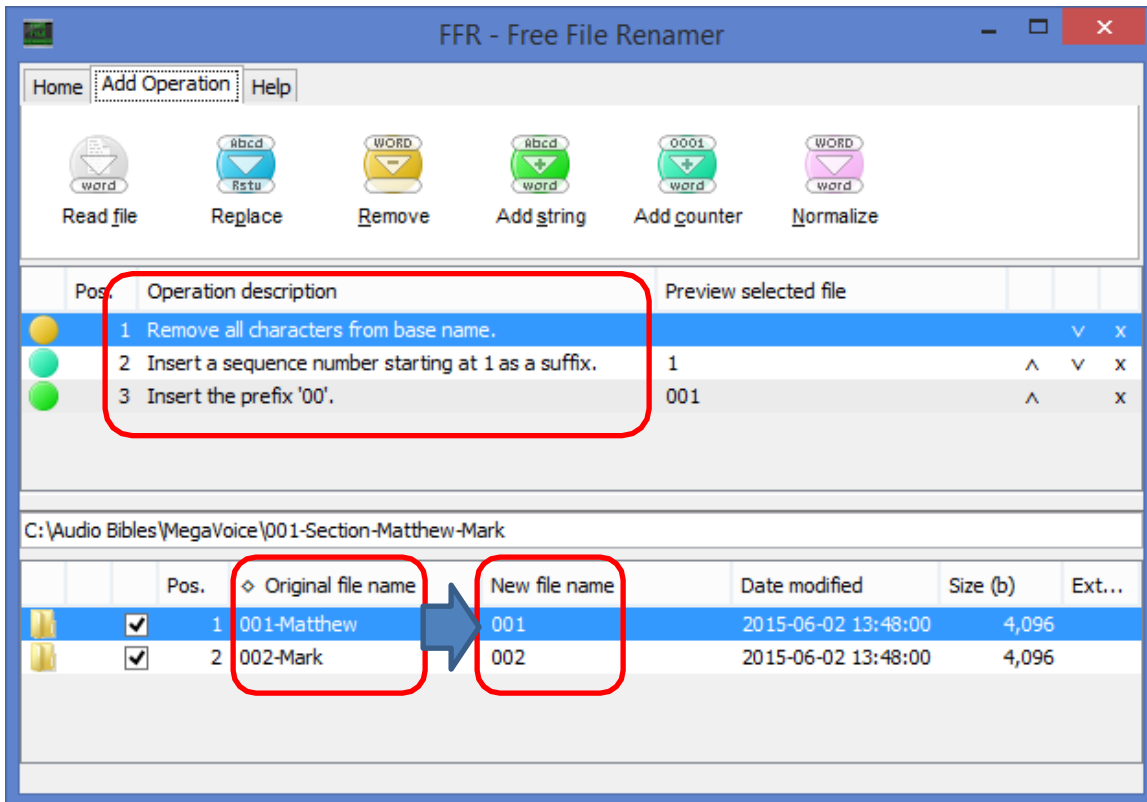
Still on the “Add Operation” tab, click the “Add string” icon.



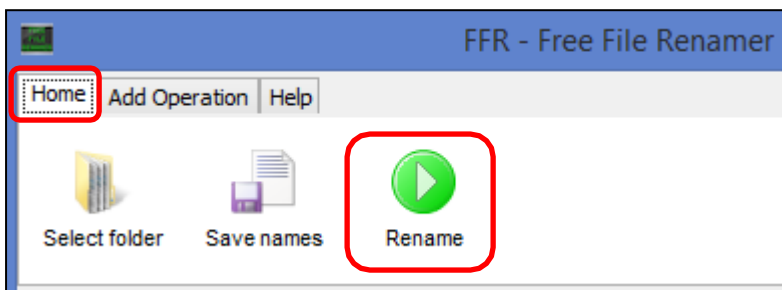
The “Add Operation: Add string” dialog appears. Here we are going to determine how many leading zeroes to add. Note that this must be a “per folder” determination. If there are fewer than 10 folders to rename (in the currently selected folder), type “00” (2 zeroes) in the first field. But if there are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



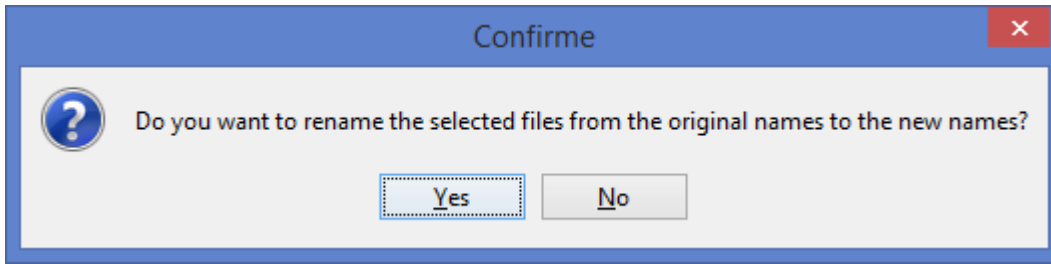
We have now added the “operations” necessary to rename the 2 Book folders. Returning to the main screen, we see the 3 operations we added listed in order. We can also verify that our operations are correct by comparing the “Original file name” column against the “New file name” column in the list at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



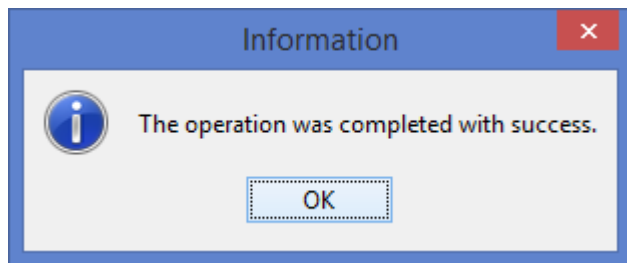
Click on the “Home” tab, and then click the “Rename” icon.



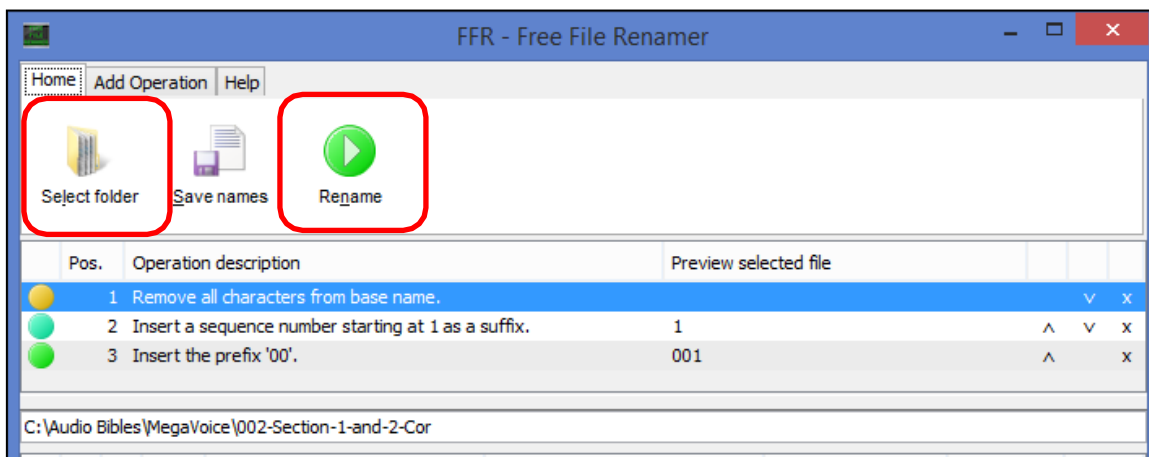
The “Confirm” dialog appears. Click the “Yes” button to execute the rename.



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



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

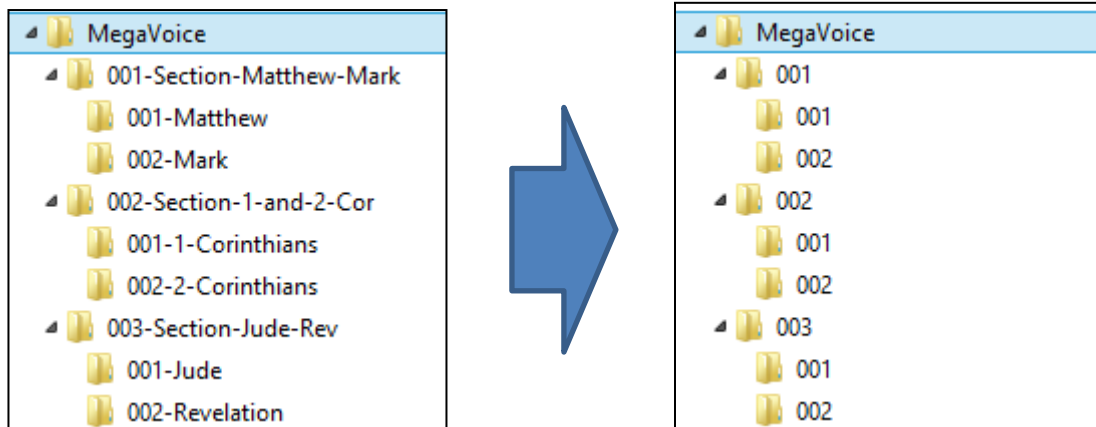


Once we have renamed all the folders in the MegaVoice audio project folder...

This...

Should look like this.

Figure 4: Folder layout before/after renaming



We are now ready to load our audio project folder to the Herald.

Loading Audio Files to the Herald

Connecting the Players

To load your audio files to the Herald, it is recommended to use the [Saber Copy](#) software program provided by MegaVoice.

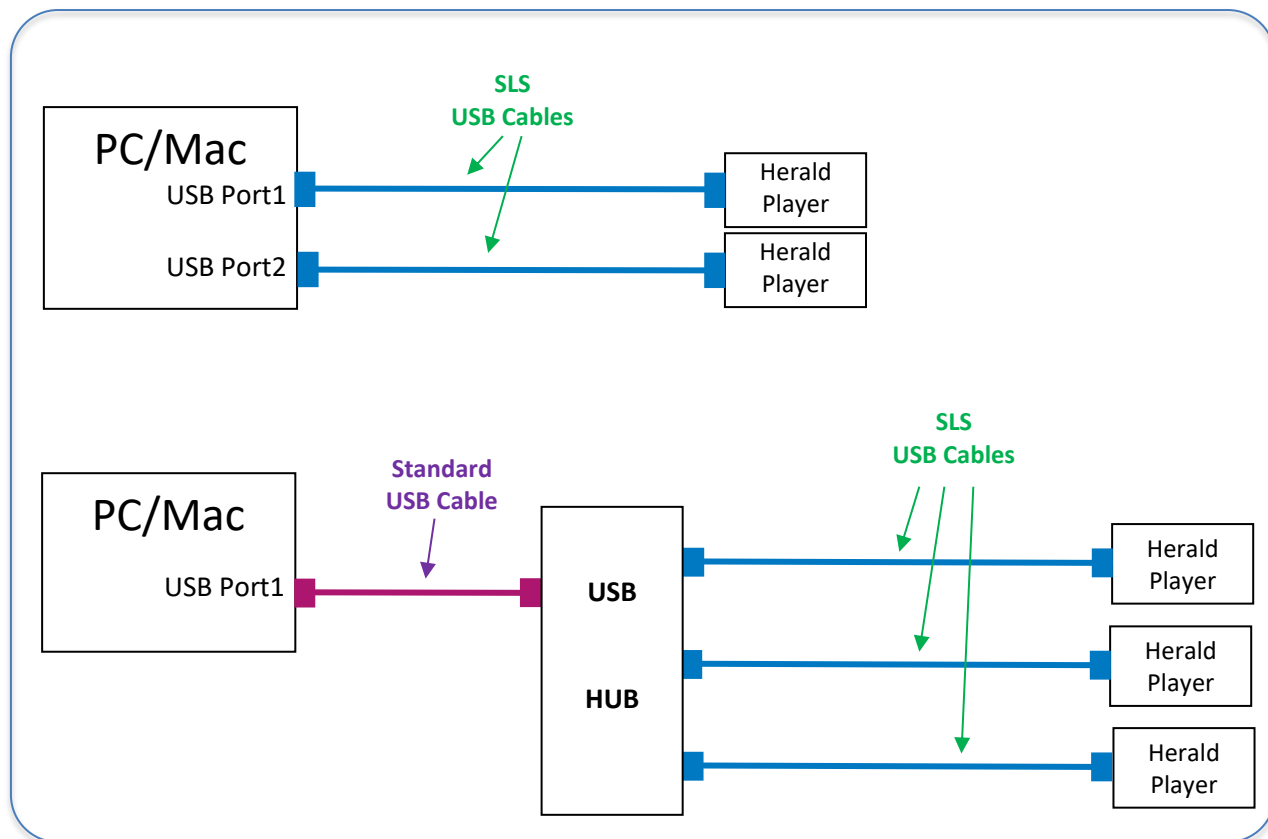
You may program multiple players at a time, using either multiple USB ports on your PC/Mac or by using a USB expansion HUB. MegaVoice recommends using USB 2.0 (or higher) powered HUBs, directly connected to the computer (not daisy-chained), and with up to 7 players connected per HUB.



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

See illustration below:

Figure 5: USB connection diagram



Loading the Audio using SaberCopy

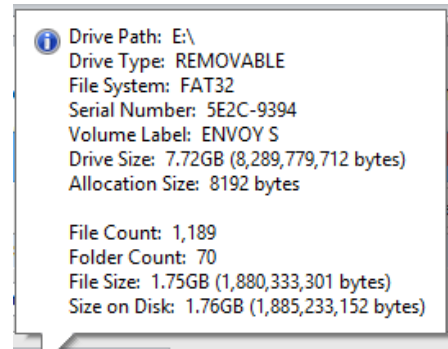
The following example is an excerpt from the user guide [Using SaberCopy to Program MegaVoice Players](#). This example refers to the Envoy S player but the procedure is exactly the same for the Herald. The only difference would be that the microSD card reader also shows as a removable drive.

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

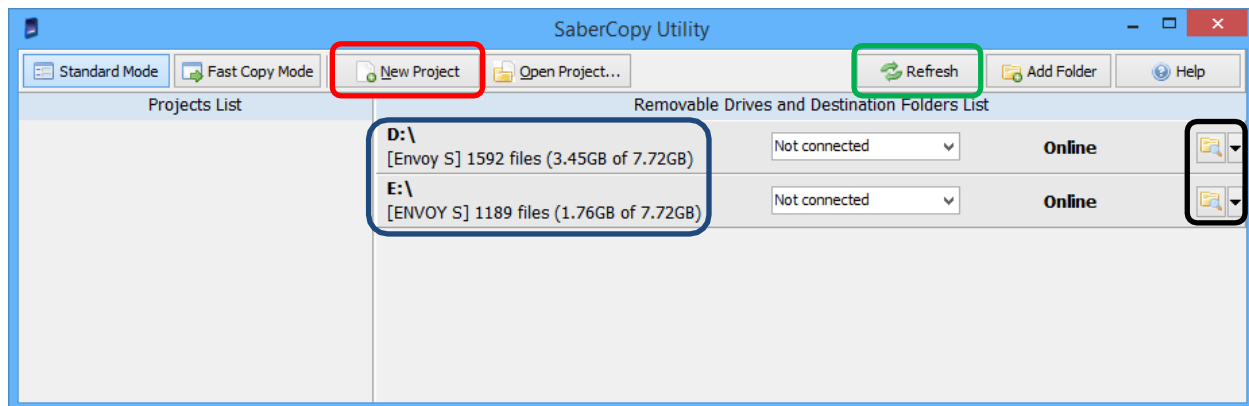
1. Connect the players to the computer using the proper SLS cable. SaberCopy usually detects players automatically when they are connected and disconnected. In some cases it does not but all you have to do is to click the “Refresh” button (circled in green) for them to be recognized.
2. There are 2 Envoy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



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



3. One of the nice features SaberCopy provides is that you can always review the contents of a connected player by clicking on the “Open Explorer” icon at the very end of each player line (circled in black).
4. In order to provide the information for the load process we will need to create a new project. Click on the “New Project” button (circled in red).

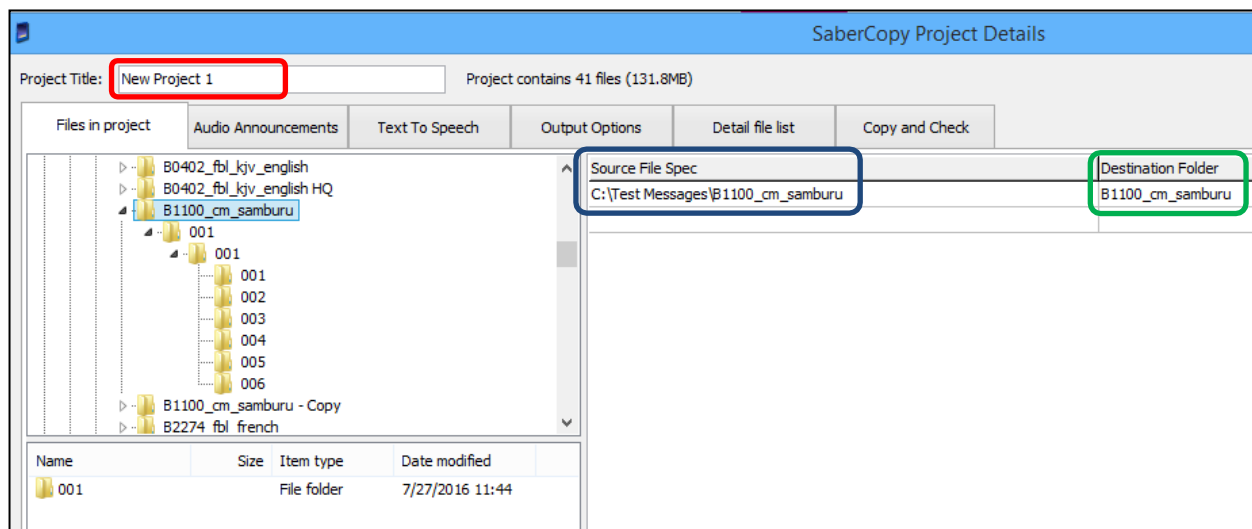


5. The screen image below shows the Project dialog. It consists of 6 tabs, each containing various settings for the project. The first tab, “Files in Project”, is mandatory and is always the first to be displayed.
6. In this example, we want to use the message folder “B1100_cm_samburu” in our “Test Messages” folder.
7. If you intend to save this project so that you can easily re-use it later, add a project title (circled in red). If not, leave the suggested name by SaberCopy (“New Project 1”).



SaberCopy will use the Project Title as the default name for the project file when saving it. It is highly recommended to use the same name for both the external project file name and project title. Make the title meaningful, but not too long. It appears in the drop-down list of options for each player and longer names tend to truncate when displayed in that list.

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



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

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

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

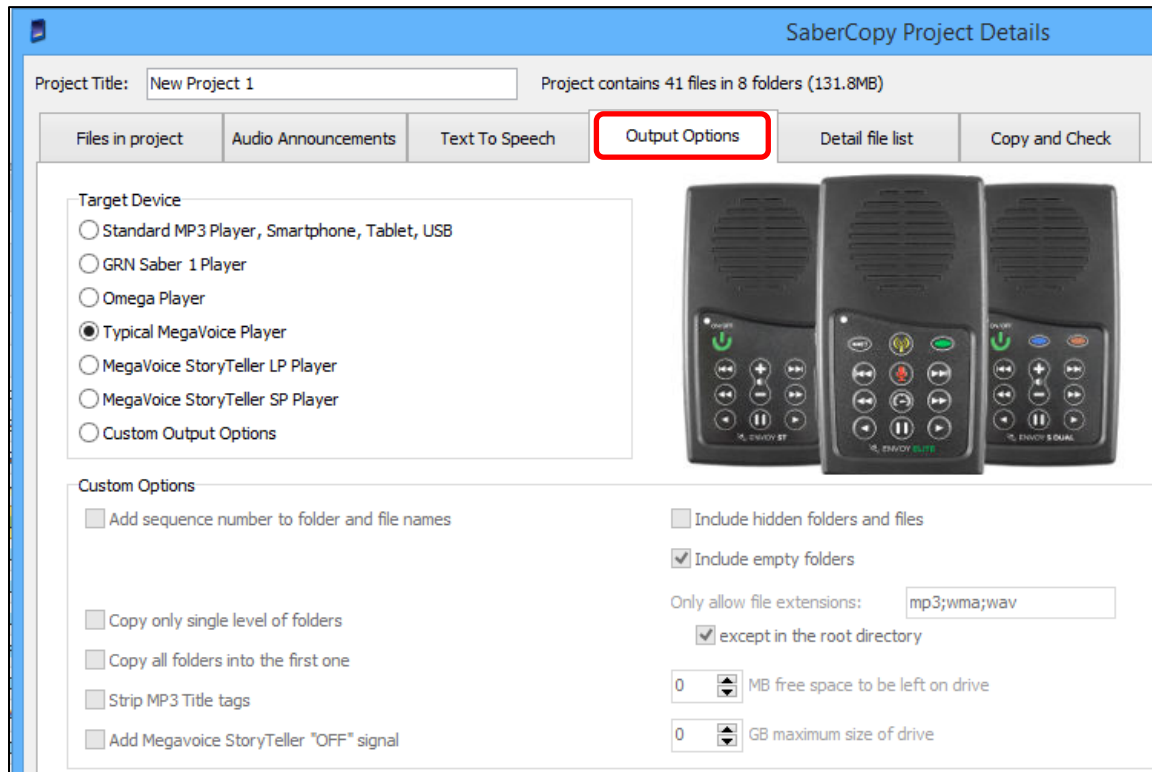
11. The first time this screen is displayed after starting the application, these are settings initially shown as suggested default values.



On most of the project tabs, SaberCopy will suggest values from the last project opened as defaults. It is always a good idea to verify the settings on each of the tabs to make sure they are what you want any time you begin a new project.

12. For the Envoy S players, we just need to make sure that “Target Device” is set to “Typical MegaVoice Player”.

13. The “Custom Output Options” section in the bottom of the screen is addressed in more detail in [Example 2 of the full User Guide](#).



14. Now click on the “Copy and Check” tab. You will be presented with a screen like that below.
15. Notice the project name was changed to something meaningful - “B1100”.
16. In the top right, there are initialization options. For this example, we want Quick Format which will clear all current contents.



When either of the format options is chosen, you may also specify the “File System” and “Allocation Unit Size”. In the majority of cases, this should be left set to “No change” for both because the player should already be configured properly. You can, however, change it to one of the available choices, but we strongly recommend first consulting MegaVoice technical support for optimum settings.

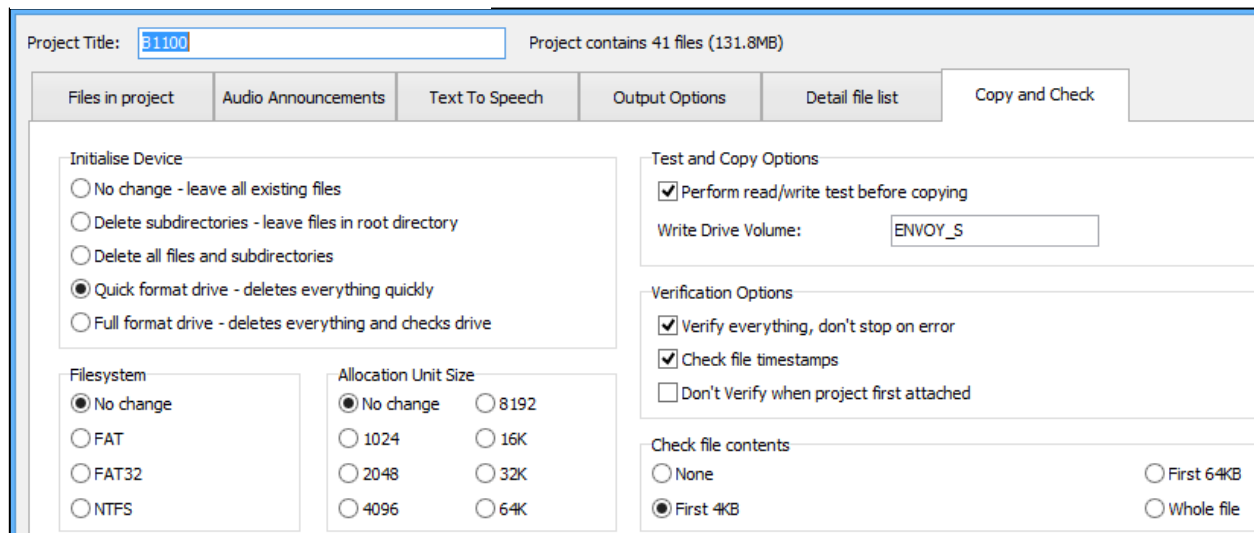
17. Under “Test and Copy Options”, we want to execute the “read/write test before copying”.
18. Under “Verification Options” we want to perform some basic verification once the copy completes so we have checked “Verify everything, don’t stop on error”, “Check file timestamps” and to compare the first 4K of each file on each player against the same in the source.



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

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

Figure 6: SaberCopy Copy and Check options



Project Title: Project contains 41 files (131.8MB)

Files in project | Audio Announcements | Text To Speech | Output Options | Detail file list | **Copy and Check**

Initialise Device

- ☐ No change - leave all existing files
- ☐ Delete subdirectories - leave files in root directory
- ☐ Delete all files and subdirectories
- ☒ Quick format drive - deletes everything quickly
- ☐ Full format drive - deletes everything and checks drive

Filesystem

- ☒ No change
- ☐ FAT
- ☐ FAT32
- ☐ NTFS

Allocation Unit Size

- ☒ No change
- ☐ 8192
- ☐ 1024
- ☐ 16K
- ☐ 2048
- ☐ 32K
- ☐ 4096
- ☐ 64K

Test and Copy Options

- ☒ Perform read/write test before copying

Write Drive Volume:

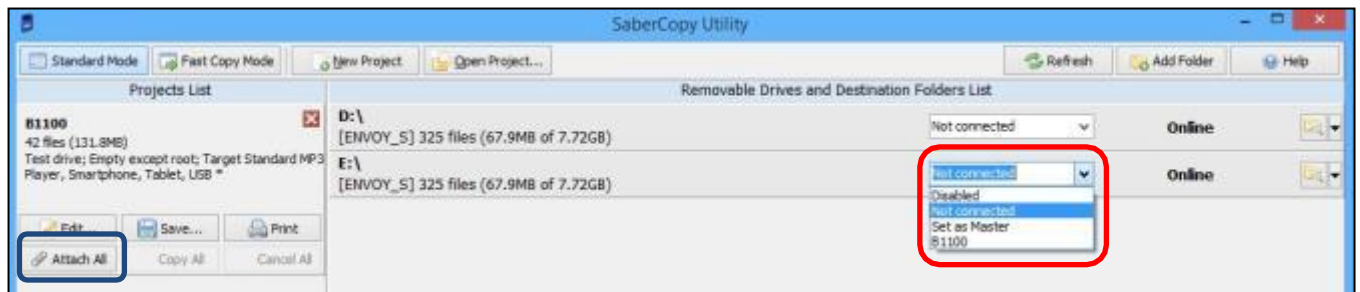
Verification Options

- ☒ Verify everything, don't stop on error
- ☒ Check file timestamps
- ☐ Don't Verify when project first attached

Check file contents

- ☐ None
- ☒ First 4KB
- ☐ First 64KB
- ☐ Whole file

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

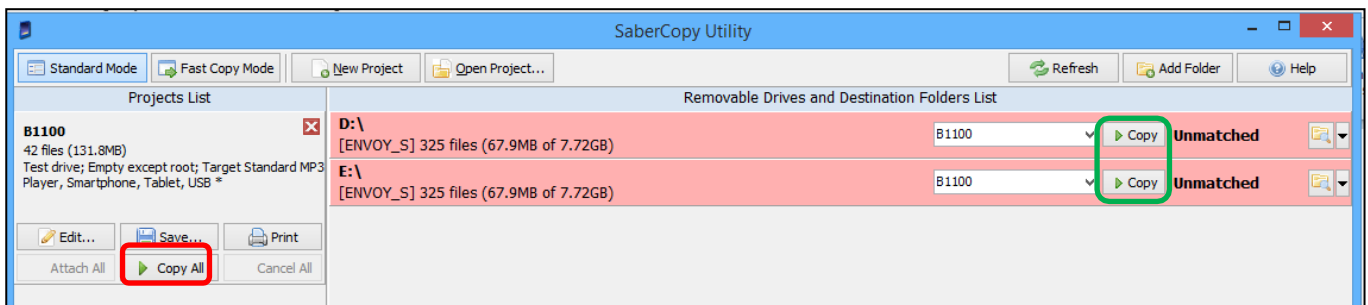


23. Notice that the rows containing the players turned red. This is because SaberCopy will perform a compare *before and after* loading a player from a project (*unless* you check the option “Don’t verify when project first attached” in the project definition). These particular players were loaded with audio different from the B1100 project so they display as “Unmatched”.
24. To begin the copy process, all we need to do now is click on the “Copy All” button (circled in red).

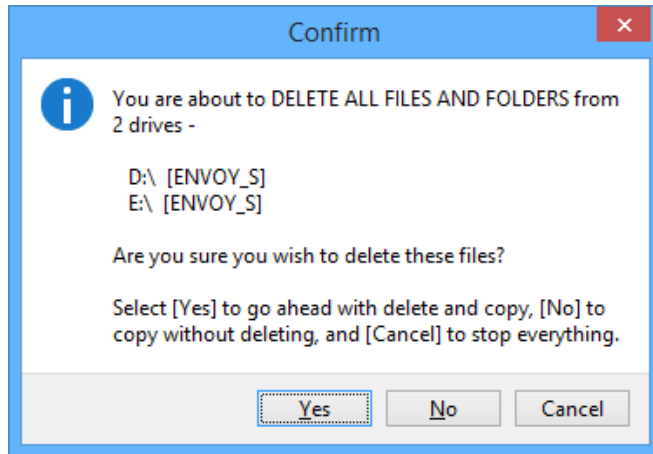


The “Copy All” button in the project will not be enabled until *at least one* of the players in the list is attached to it as the source for the copy process.

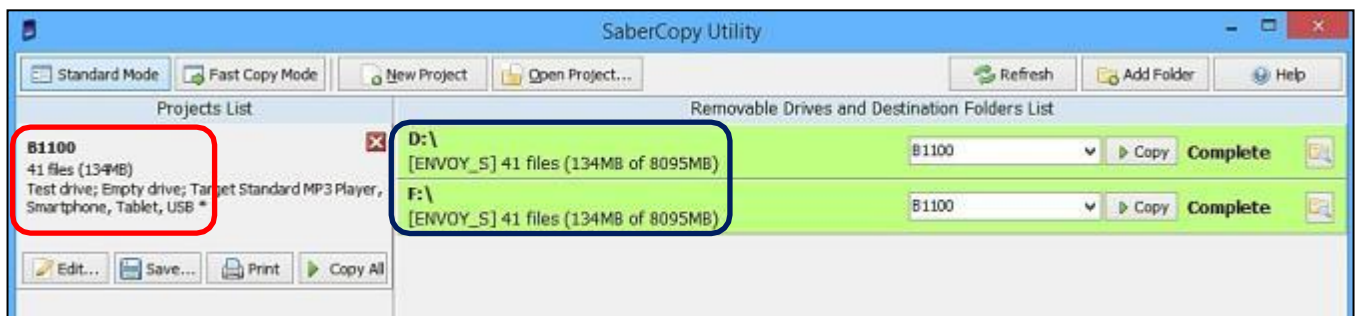
25. Note that you could also click on the “Copy” button appearing in each player line (circled in green), but using “Copy All” is a bit more convenient when you want to load all of the connected/selected players and not just some of them.



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



27. Once the actual copy completes, SaberCopy performs another compare of the project against the selected players. If they match, the line for that player will turn **green** and the final message will be “Complete”. If they do *not* match (for some reason), the line for the player will be **red** and the final message will be “Unmatched”. For details on researching “Unmatched” see Example 9 in the full SaberCopy User Guide.



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

Listen to the Message

Once SaberCopy has successfully loaded your audio to each Herald, disconnect each player from the computer.

You can listen to the message by holding down the ON/OFF button for about 2 seconds and releasing. The player will turn on, beep and your message should begin to play automatically after about a second.

If it does not, see the Section on [Troubleshooting](#) at the end of this document.

Figure 7: On/Off button



Loading Audio Files to an SD card

The Herald can play content from either the on-board memory or a microSD™ card. The player will always default to the SD card. If a properly formatted microSD™ card is loaded in the SD reader, the player will default playback from the SD card when turned on. If the SD card is removed during playback, the player will resume playback from the on-board memory.

Figure 8: Inserting a microSD card



You may load your audio files to a microSD™ card in one of the following ways:

1. Using the SaberCopy program while the card is loaded in either the Herald's card reader or a microSD card adapter
2. Using the File Explorer utility on your PC/Mac while the card is loaded in either the Herald's card reader or a microSD card adapter
3. Using a [microSD™ card duplicator](#)

Using any of the methods, you may load multiple cards simultaneously using the technique described in [Loading audio files to the Herald](#).



You can only access the Herald's onboard memory when connecting the Herald to the computer using a MegaVoice micro-USB [SLS](#) cable. If you use a standard micro-USB data cable, you can still access Herald's card reader but the onboard memory will not appear.

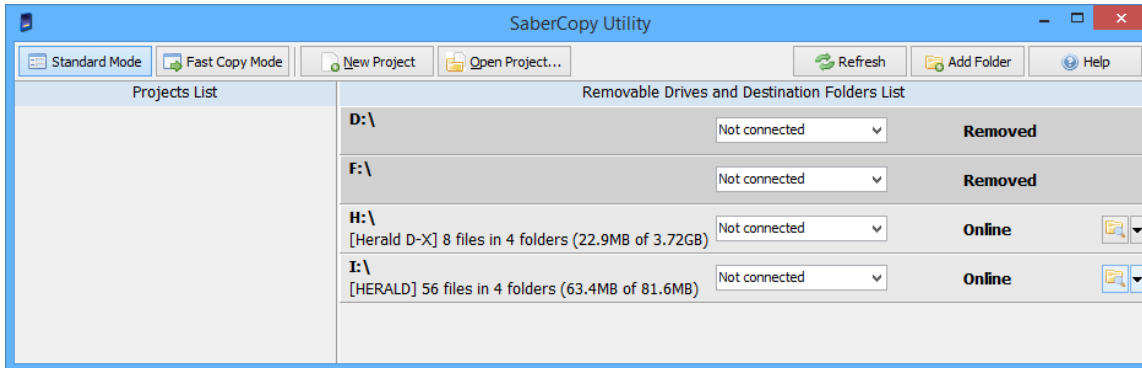
Limitations

Please be aware that when using methods 1 or 2 noted above from a Windows PC, you will be limited to the *number* of players/microSD cards you can simultaneously load by the number of available "Drive" or "Volume" letters on the PC. Volumes use the letters A through Z and several are already taken by existing definitions on the PC from the hard drive(s), DVD/CD drives, etc.

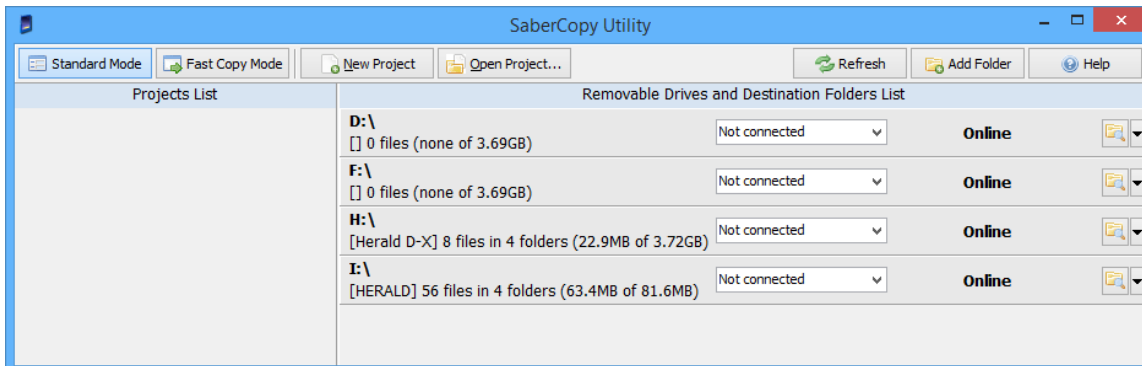
Loading the SD card using SaberCopy

When using an SLS USB cable, the challenge when using the Herald to load a microSD card is that *both* the onboard memory *and* microSD card reader show as “volumes”. The best way to distinguish the player from the microSD card reader is to connect the player first *without* a microSD card loaded.

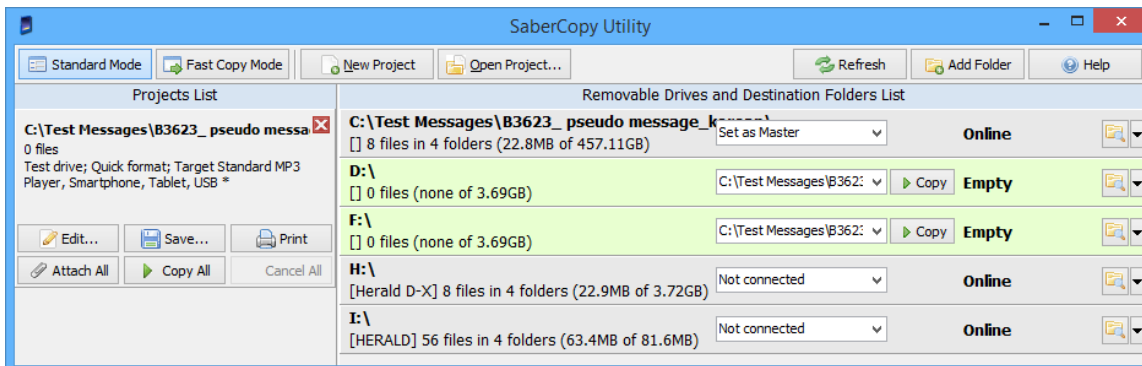
In the example below, 2 Herald players are connected with SLS cables- without cards loaded. The onboard memory of each are volumes **H:** and **I:** and show with a status of **Online**. The microSD card readers appear as volumes **D:** and **F:** and show with a status of **Removed**.



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

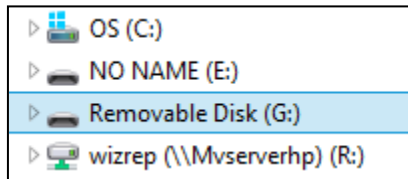


Once you identify the correct “drives” you would choose the audio project folder desired, set it as “master”, edit the project settings, assign it to the correct drives and begin the copy procedure as outlined in [Loading the Audio using SaberCopy](#).



Loading the SD card using File Explorer

If you connect a Herald player using the SLS micro-USB cable with an SD card loaded, both the on-board memory and SD card appear and show as Volumes. In the Windows example below, the player is identified as “NO NAME” and the SD card with the Volume name (if set when it was last formatted) or as “Removable Disk” if no Volume name was specified. Please note that the way the volumes are shown depends on the computer’s OS.



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

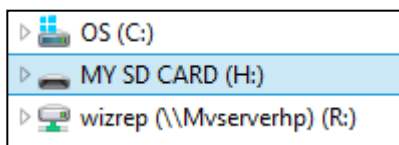


Figure 9: microSD USB adapter

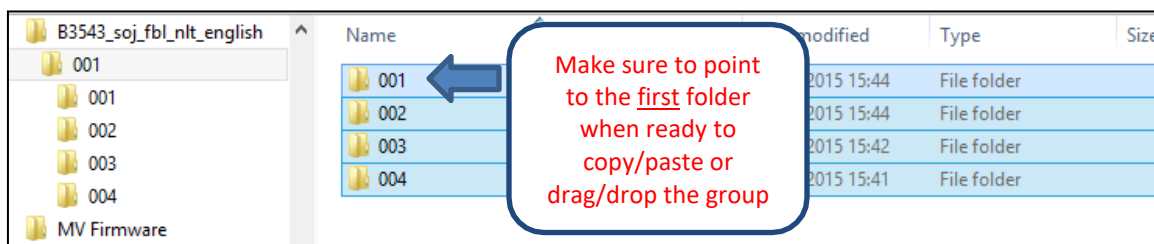


Once the SD card(s) are connected to the PC/Mac using USB cables, you simply copy the contents of your audio folder to the SD card volume(s). This can be done using “copy and paste” or “drag and drop”.



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

In the Windows example below, there are 4 Section folders, each containing multiple Book folders with each of those containing individual audio Chapter files. The folders need to be copied in order beginning with 001, then 002 and so on. If the folders (and their content) are not copied in that order, the Herald will not function correctly during playback.



The best way to ensure your data is copied in the correct sequence is to first highlight the folders in question. In Windows this can be done a number of ways such as using the “Ctrl+A” shortcut key, choosing “Select All” from the menu presented from a right-click or using the “Select All” icon in the ribbon area of File Explorer. Once the folders are highlighted, you must point to the **first** folder of the group with your mouse (in the example - “001”) and then drag the group to the SD card volume and drop them. Or you can right-click, choose “Copy”, go to the SD card volume, right-click and choose “Paste”.

Listen to the message on the SD card


Once the SD card is programmed, you can listen to the message on it by turning on the Herald player and then loading the SD card into the reader on the side of the player ([see image in Loading audio files to an SD card above](#)). The Herald should beep twice and your message should begin to play automatically from the SD card.

If, after inserting the card, the player beeps twice but playback reverts back to onboard memory, more than likely the folder structure and/or contents copied to the SD card is incorrect.

See the Section on [Troubleshooting](#) at the end of this document.

The Bookmark



Setting the Bookmark

To set the Herald bookmark, while in playback mode, press and hold the pause button  for 2 seconds until the player beeps 3 times. The bookmark is now set to the current position and the player is in pause mode.

You may press the pause button briefly to resume playback or turn the player off by pressing the power button.

The next time the Herald is turned on, playback will resume from the bookmarked position.

Resetting the Bookmark to the beginning

To reset the bookmark to the beginning of the message, while in playback mode, briefly press the pause  button to place the player in pause mode (the LED will blink intermittently). Then, while paused, press and hold the volume  button for 2 seconds until the player beeps once. The bookmark is now reset to the beginning of the message.

You may briefly press the pause button to resume playback or turn the player off.

The next time the Herald is turned on, playback will start from the *beginning* of the message.



Warnings and advisories



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



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



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



When removing batteries from the player handle them with care. Keep the exposed battery out of reach of children. DO NOT burn, puncture, disassemble, or modify the batteries.



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

MegaVoice limited warranty

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

1. This limited warranty ("WARRANTY") extends only to the original end-user purchaser and holder of this WARRANTY ("YOU" or "YOUR") and is not transferable or assignable to any subsequent purchaser.
2. The PRODUCT must have been purchased from an authorized MEGAVOICE agent, or distributor, as new, and YOU must provide proof of purchase of said PRODUCT by making available a dated itemized receipt, or invoice, ("PROOF OF PURCHASE") to be eligible for this WARRANTY.
3. It is YOUR responsibility to return the defective MEGAVOICE PRODUCT to the organization that provided it to YOU ("PROVIDER") together with a clear description of any alleged defect(s).
4. During the WARRANTY period (as defined below), MEGAVOICE will, at its sole discretion, repair or replace any defective parts or any parts that will not properly operate for their intended purpose, with new or refurbished parts if such repair or replacement is needed.
 - a) The WARRANTY for the PRODUCT extends for **one (1) year** from the date as determined by PROOF OF PURCHASE ("WARRANTY PERIOD"). The WARRANTY PERIOD will be extended by each whole day that the PRODUCT is out of YOUR possession for repair under this WARRANTY.
 - b) MEGAVOICE will pay for the labor charges incurred by MEGAVOICE in repairing or replacing the defective parts during the WARRANTY PERIOD.
 - c) YOU will not have to pay for any such replacement parts.
 - d) MEGAVOICE also warrants that the repaired or replaced parts will be free from defects in material and workmanship for a period of ninety (90) days from the date of repair or replacement, or for the remainder of the WARRANTY PERIOD, whichever is greater.
5. MEGAVOICE does not warrant uninterrupted or error-free operation of the PRODUCT. MEGAVOICE is not under any obligation to support the PRODUCT for all operating environments, including but not limited to, interoperability with all existing and/or future versions of software or hardware.
6. If a problem develops during the WARRANTY PERIOD, please contact YOUR PROVIDER for instructions on where to send YOUR PRODUCT.
 - a) The PROVIDER must provide to MEGAVOICE PROOF OF PURCHASE of the PRODUCT.
 - b) YOU will bear the cost of shipping the PRODUCT to your PROVIDER (or to MEGAVOICE, per the instructions of the PROVIDER). MEGAVOICE will bear the cost of shipping the PRODUCT back to YOU after completing the WARRANTY service.
 - c) YOU should only return the defective item(s). MEGAVOICE will not be responsible for other products or accessories returned together with the defective item.

7. The WARRANTY does not apply to the following:

- a)** Damage caused by normal wear and tear, abnormal use or conditions, misuse, neglect, abuse, accident, improper handling or storage, exposure to moisture, unauthorized modifications, alterations, or repairs, improper use of any electrical source, undue physical or electrical stress, operator error, non-compliance with PRODUCT instructions or other acts which are not the fault of MegaVoice, including damage or loss during shipment.
- b)** Damage from external causes such as floods, storms, fires, sand, dirt, earthquakes, an Act of God, weather, moisture, heat, corrosive environments, electrical surges, battery leakage or theft.
- c)** Damage to either the MEGAVOICE PRODUCT or to any foreign device or media caused by connecting the MEGAVOICE PRODUCT to any foreign device or media not specifically approved and recommended by MEGAVOICE technical support.
- d)** Any PRODUCT that has had its serial number altered, defaced or removed.
- e)** Any defect occurring after the expiration of the WARRANTY PERIOD or where MEGAVOICE was not advised in writing of an alleged defect or malfunction within seven (7) days after the expiration of the WARRANTY PERIOD.

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

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

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

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

Technical Support

Request support from the MegaVoice web site:

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

Recommended (free) utilities by MegaVoice:

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

Troubleshooting

Symptom	Cause/Solution
Unit LED does not light up when connected to the computer	<p><i>USB port has not been initialized.</i></p> <ul style="list-style-type: none"> • Switch to a different USB port • Reboot the computer <p><i>USB HUB is not working</i></p> <ul style="list-style-type: none"> • Make sure the HUB has power • Make sure all USB cables are properly connected <p><i>SLS USB cable might be faulty</i></p> <ul style="list-style-type: none"> • Replace with a working SLS USB cable • Try connecting a different player • Replace the SLS cable with a regular USB charging cable. If the player lights-up, the SLS cable is faulty. <p><i>Player is locked up</i></p> <ul style="list-style-type: none"> • Remove the batteries and try to connect <p><i>Player is faulty</i></p> <ul style="list-style-type: none"> • Replace the player
Unit LED flashes quickly, Unit will not turn on	<p><i>Weak Battery, Dead Battery</i></p> <ul style="list-style-type: none"> • Replace the 2 AA batteries. • Make sure the batteries are installed per the diagram on the inside of the battery compartment.
Unit does not respond or register when connected to the computer with the SLS cable	<p><i>Player may be locked up</i></p> <ul style="list-style-type: none"> • Press the Power button for 10 seconds, until the player resets • Remove and replace the batteries <p><i>USB port has not been initialized</i></p> <ul style="list-style-type: none"> • Switch to a different USB port <p><i>SLS cable may be faulty</i></p> <ul style="list-style-type: none"> • Replace with a working SLS USB cable

Troubleshooting continued...

Symptom	Cause/Solution
Unit “locks up” during navigation or turns off immediately	<p><i>Improper folder layout</i> <i>Onboard memory is blank</i> <i>Unsupported files encountered during playback</i> See structure limitations. Check that...</p> <ul style="list-style-type: none"> • Section and Book folders are <u>within</u> the audioproject folder • No folders are empty • If your structure has Sections, each “Section” folder contains at least one Bookfolder • If your structure has Books, each “Book” folder must contain at least one audio file <p>Reset the player (see Resetting the player) if needed. If the folder layout was found to be faulty, reload the player with the corrected folder layout.</p>
Slow “write” speed when programming with SaberCopy software	<p><i>Weak CPU capacity on your computer</i> <i>Too many units connected through a single USB Hub</i> <i>The source audio is somewhere other than the local PC’s hard drive (i.e. on a network computer or portable device)</i></p> <ul style="list-style-type: none"> • Unless you have a high-speed external device where your audio files are stored, we recommend always having your source audio on the local computer’s hard drive when loading players. • We also recommend using <u>powered</u> Hubs, with each Hub directly connected to the computer (not daisy-chained together) with up to 7 players connected per Hub. <p><i>Allocation unit size is too small</i></p> <ul style="list-style-type: none"> • SaberCopy allows you to specify the allocation unit size when formatting a device. The larger the size, the faster data can be copied. The recommended setting is 8192 KB. <p>See Loading the audio using SaberCopy for details.</p>
Resetting the player	<ul style="list-style-type: none"> • Hold down the power button for 10 seconds. • If unsuccessful, reconnect to the computer with a USB cable and hold down the power button for another 10 seconds. • If unsuccessful, open the battery door and remove the batteries. Try to reload the player before replacing the batteries.