Story Teller LP

Audio Player

User Guide

You can easily load your audio files from a PC to the Story Teller LP Player using the SLS file utility software and the special USB cable provided by MegaVoice.

The SLS file utility program will automatically format the player memory and load your MP3 audio files with a single click of the mouse.

Hardware Requirements:

- A Windows PC/Mac (Intel only) with at least 1 available USB port
- The SLS USB-to-mini-USB cable

Software Requirements:

- Operating System: Windows XP or higher / Mac OS X 10.5 or higher (Intel only)
- Microsoft .NET Framework version 2 or higher
- Microsoft .NET Framework is included by default in Windows Vista and Windows 7. However if your XP system does not yet have the .NET Framework installed, you can download it here from Microsoft: www.microsoft.com/net

Connecting your player to a PC

When connecting your Story Teller player to your PC using the SLS USB cable, the PC will recognize the player as a removable disk or mass storage device. The Windows operating system will assign a Disk Drive letter to each connected player. Each player with its Disk Drive letter will appear in the SLS window.

Why do I need to use the SLS USB cable?

In order to protect the audio content loaded on to the player, a PC will not recognize the player when the player is connected using a standard USB cable. The player's memory containing the audio files can only be accessed using the SLS USB cable.

> *Tip!* You can charge your player battery using a standard USB cable or the SLS USB cable.

Can I program multiple players using a USB expansion hub?

Yes, you can program multiple players simultaneously using a USB expansion HUB. We recommend 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.

Important: When connecting players using a USB HUB, each player must have its <u>own</u> SLS USB cable.

Refer to the illustration in Figure 1.
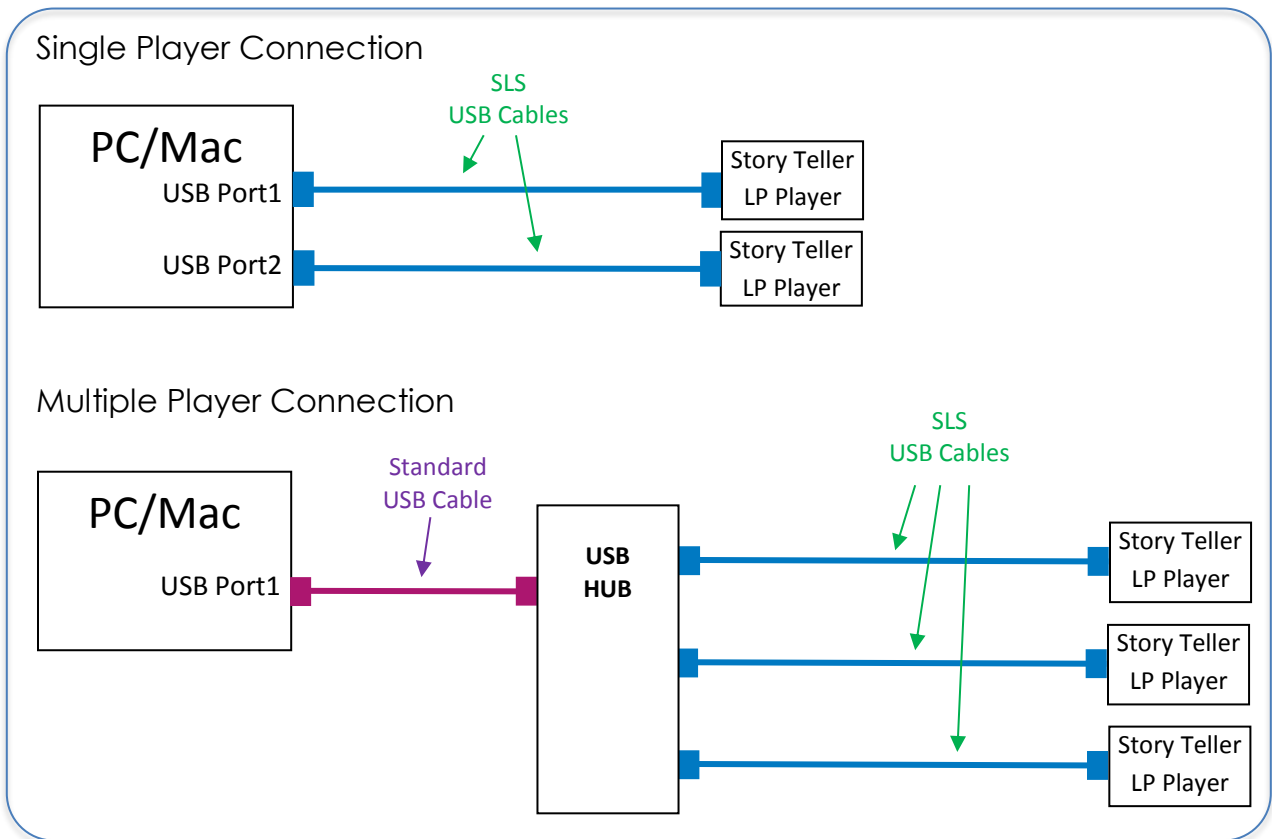
Figure 1: Connecting the players using the SLS USB cables

What types of audio files can be played on the player?

Your Story Teller LP player can <u>only</u> play MP3 audio files.

Can I copy audio files from a player to the PC?

Yes, you can access the player's memory from your PC's "My Computer" window and copy previously loaded audio files. However, if you manually delete (or change) any of the files from the player, the player will not operate properly and will need to be reprogrammed using the SLS software.

> <u>***Warning!***</u> Even though it is possible to access the player's memory (folders and files) from your PC/MAC, MegaVoice strongly recommends using <u>only</u> the SLS software to program the player.

Do the names of my audio files and folders matter?

Yes they do!

Story Teller LP expects the files and folders to be named in a specific way in order for the player to recognize them and play the audio files in the desired order.

Your audio project folder should contain MP3 files. You will need to organize these files into subfolders, that we call Books.

Each Book folder will contain MP3 files, which we can call "Chapters" of the relevant Book.

For Story Teller LP to work properly, both the Book folders and audio files must be named with a 3-digit numeric sequence beginning with 001 and increasing by 1 for each additional folder/file. The audio file names in each folder must always begin with 001.

VERY IMPORTANT! This sequencing ensures that the Books and files will be copied and played in the proper order.

The only exception to the naming structure described above is that the first Book folder (i.e. 001) must also contain a special folder named "OFF". The OFF folder contains a special MP3 file named 001.MP3. The OFF folder is provided by MegaVoice and must be copied to your first "Book" folder.

> **Tip**: You can download various utilities to assist in preparing your audio message and programming the Story Teller LP, including the "OFF" folder and file, from the link below:
>
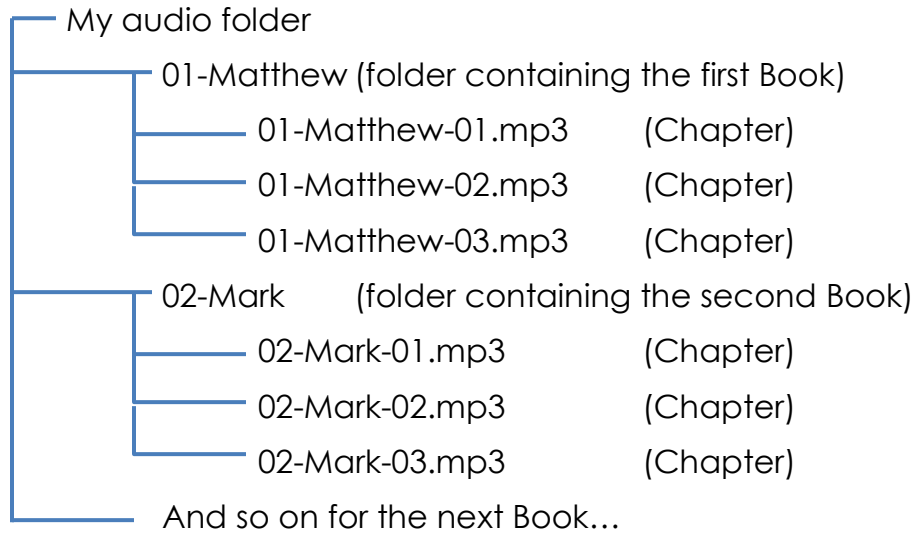> http://www.megavoice.com/audio-resources/audio-bible-preparation-utilities.shtml

It is unlikely that the sub-folders and files in your collection are named in the required manner, so they will need to be renamed appropriately _before_ loading them onto the player.
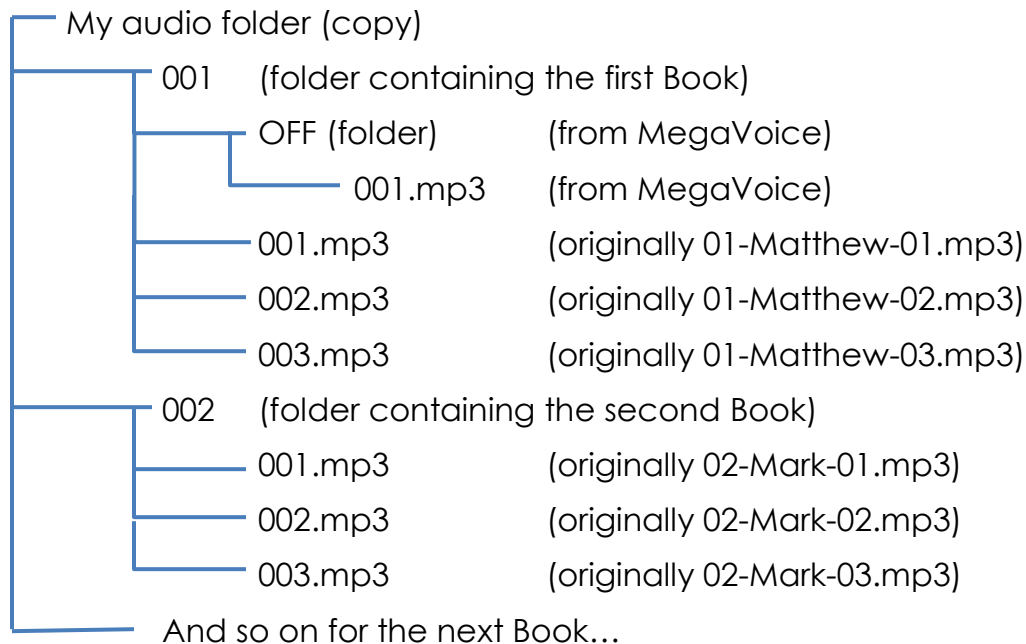
MegaVoice recommends that you make a copy of your audio collection to preserve the original file and folder names, rename the folders and files in the "copy" and use that collection to load to the player.

Consider the following before and after example. Your folders and files should be named in such a way that they sort according to the order in which they should be played, which is also the order they will be loaded onto the player. Notice the corresponding changes once the necessary folders and files have been renamed.

Before renaming:

- My audio folder
  - 01-Matthew (folder containing the first Book)
    - 01-Matthew-01.mp3   (Chapter)
    - 01-Matthew-02.mp3   (Chapter)
    - 01-Matthew-03.mp3   (Chapter)
  - 02-Mark   (folder containing the second Book)
    - 02-Mark-01.mp3   (Chapter)
    - 02-Mark-02.mp3   (Chapter)
    - 02-Mark-03.mp3   (Chapter)
  - And so on for the next Book…

After renaming:

- My audio folder (copy)
  - 001   (folder containing the first Book)
    - OFF (folder)   (from MegaVoice)
      - 001.mp3   (from MegaVoice)
    - 001.mp3   (originally 01-Matthew-01.mp3)
    - 002.mp3   (originally 01-Matthew-02.mp3)
    - 003.mp3   (originally 01-Matthew-03.mp3)
  - 002   (folder containing the second Book)
    - 001.mp3   (originally 02-Mark-01.mp3)
    - 002.mp3   (originally 02-Mark-02.mp3)
    - 003.mp3   (originally 02-Mark-03.mp3)
  - And so on for the next Book…

Programming your Story Teller LP Player

Start the SLS software program and connect each player to the computer via the SLS USB cable. Turn on each player after it is connected. Follow these steps to program the player(s):

① Select the player(s) to be programmed

② Select the audio project folder containing your MP3 files; do NOT select individual Book folders

③ Click the Start button

*Figure 2: SLS programming screen (Windows)*
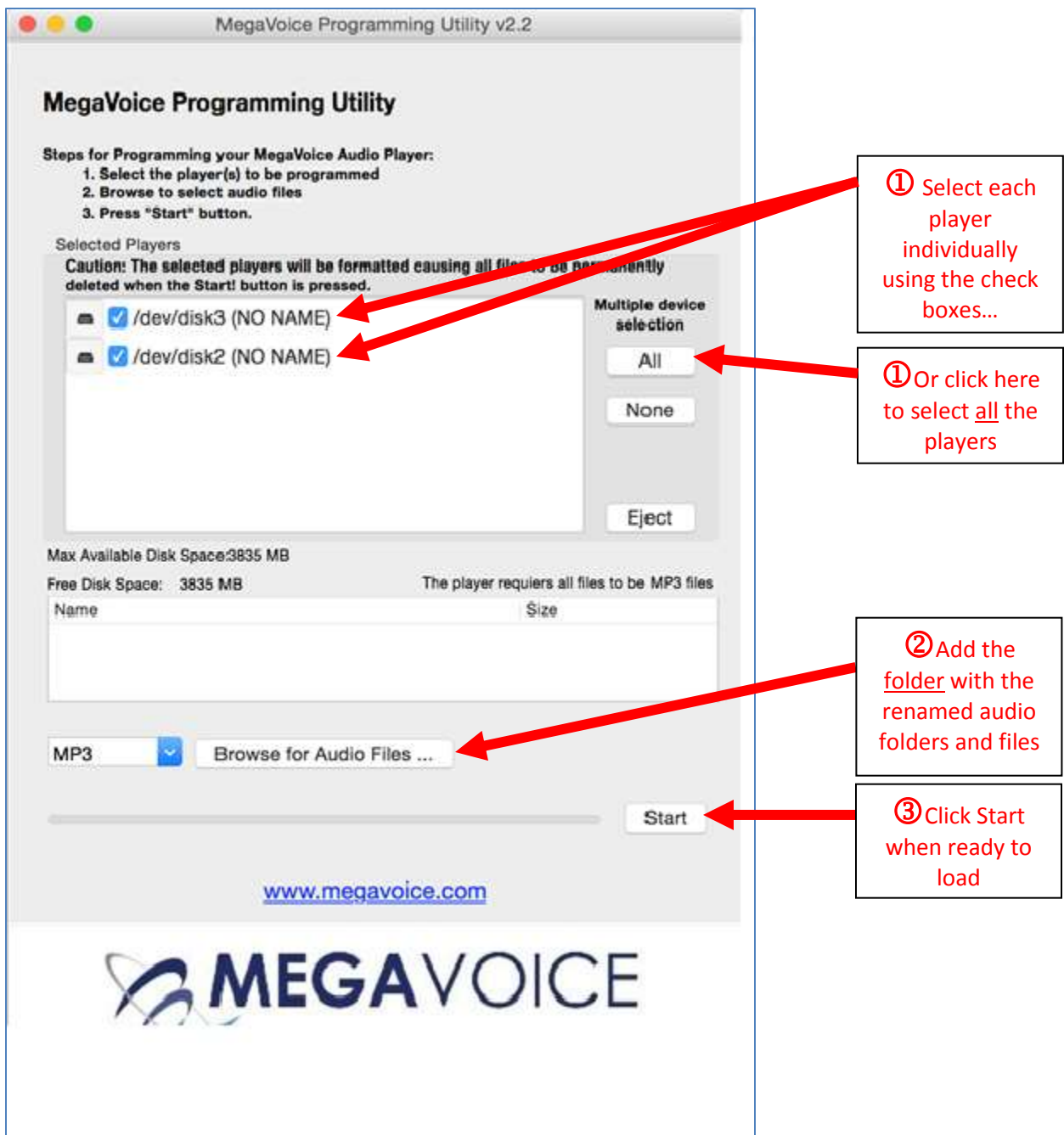
Figure 3: MegaVoice programming screen (Mac)

Important notes regarding the Mac version:

1. The "Browse for Audio Files" button should be used to choose to select your audio project folder – *not* individual files.

2. Clicking on the "Start" button may require username/password. If so, use the Mac username/password.

3. Players must be ejected before they are disconnected from the Mac.

SLS Programming Notes

1. **Caution!** During the programming process, the software will format the player memory *before* loading your new audio files. Therefore, any existing audio files stored on the attached players will be permanently deleted once the Start button is clicked.

2. When you choose your audio folder, the SLS software will verify that your files will fit in the available Story Teller LP memory. If your folder is too large you will receive a pop-up message like that below. You cannot continue until you reduce the number or sizes of your files.
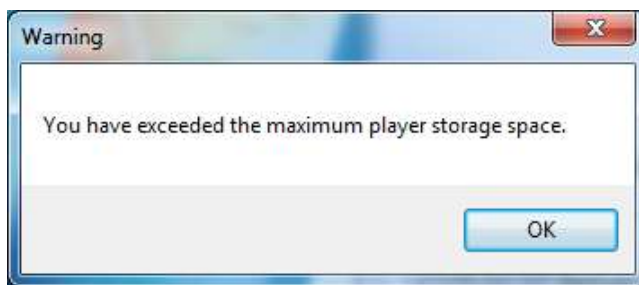
Figure 4: SLS Space limitation warning

3. Once the programming process begins, the progress will be displayed in the Status Bar like that below.
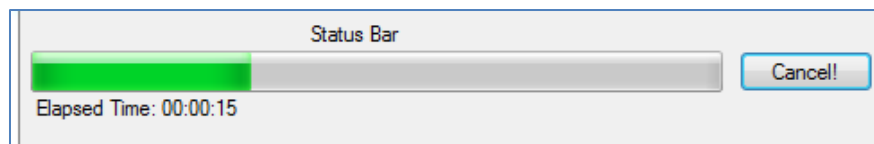
Figure 5: SLS status bar

4. When programming process succeeds, you will receive a pop-up message like that below.

Figure 6: SLS successful audio file load

Important: A successful load does NOT mean that the project structure is correct or that no corrupt files exist!

Setting or resetting the bookmark

Story Teller LP allows you to set a Bookmark so that the next time you turn the player on it will begin playing from the Bookmarked position.

A player retains the Bookmarked position from the last message played; therefore, it is recommended to reset the Bookmark.

To reset the Bookmark, follow these steps:

1. Press the pause button, which puts the player in "Pause" mode.
2. Press and hold the volume button (for about 10 seconds) until you hear a (soft) beep.
3. Turn the player off and then turn it back on.
4. The Bookmark should be reset to the beginning of the first message.

Basics Troubleshooting	
Symptom	**Cause/Solution**
Player LED does not light up when connected to the computer	*USB port has not been initialized.* • Switch to a different USB port *USB HUB is not working* • Make sure the HUB has power • Make sure all USB cables are properly connected *SLS cable might be faulty* • Replace with a working SLS 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. *Player is turned off* • Turn the player on *Player is faulty* • Replace the player
Player does not respond or register when connected to the computer with the SLS cable	*Player may be frozen* • Turn the on/off switch off and wait for 10 seconds until the player resets *USB port has not been initialized* • Switch to a different USB port *SLS cable might be faulty* • Replace with a working SLS cable

Basic Troubleshooting (continued)

Symptom	Cause/Solution
Player locks up during navigation	*Improper folder layout* Check that • The first "001" Book Folder exists • The "001" folder contains the OFF folder and its file • No folders are empty • Each "Book" folder contains at least one MP3 file • All folders and MP3 files are numbered sequentially beginning with 001 Reset the player: • Turn the player off • Connect the player to the USB port using the SLS USB cable • Turn the player on and wait until it appears in the SLS window • Reload the player with a good (working) message
Slow "write" speed when programming with the SLS software	• Mac version for SLS is considerably slower than the Windows version • Too many units connected through a single USB HUB We recommend using *powered* HUB s, with each HUB directly connected to the computer (not daisy-chained together), with up to 7 players connected per HUB. • Poor CPU power on your computer
Player begins playing a few seconds after being "paused"	Make sure the "OFF" folder (and its content) is present in the first "Book" (001) folder. If the folder is missing from your audio project, add it and reprogram the player.