Story Teller Audio File Utility

Software User Manual

Story Teller
Audio Player

Introducing the Story Teller Audio File Utility v2.1

You can easily load your audio files from your PC to the Story Teller Player using the Story Teller Audio File Utility software and the special USB cable.

The utility program will automatically format the player memory and load your MP3, WAV or WMF files with just one click of the mouse.

1

Software System Requirements:

- Operating System: Microsoft Windows XP, Vista or Windows 7
- 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

Hardware Requirements:

- Story Teller USB cable

Connecting your player to a PC

When connecting your Story Teller player to your PC using the Story Teller 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 Story Teller Audio File Utility window.

Important: You must turn the player on and wait for about 5 seconds *before* connecting it to the PC. Otherwise the PC will not recognize the player.

Why do I need to use the Story Teller 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 Story Teller USB cable.

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

## Can I program multiple players using a USB expansion hub?

Yes, you can program up to 9 players simultaneously using a USB expansion hub.

Important: When connecting players using a USB hub, each player must have its own Story Teller USB cable.
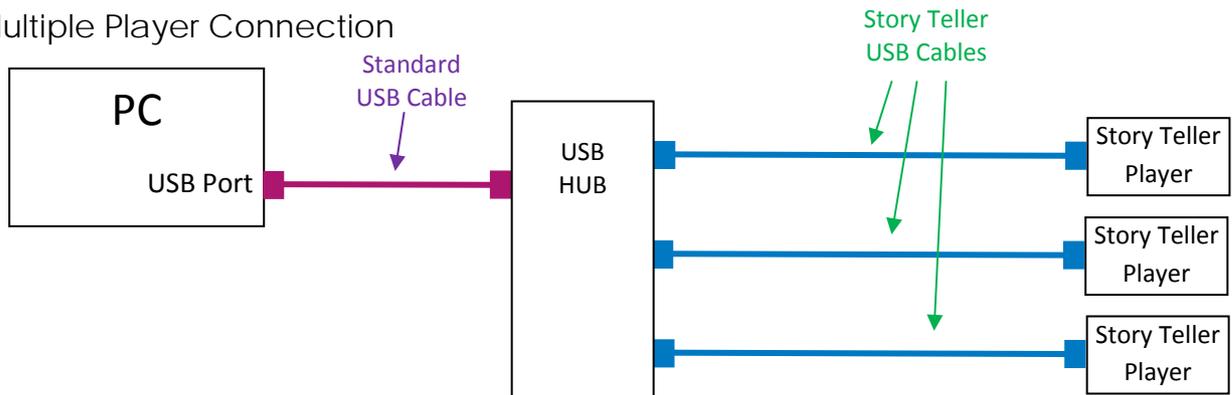
For example, if you are connecting 3 players via a USB hub, each player must be directly connected to the hub using a Story Teller cable.

See illustration on next page…

Single Player Connection
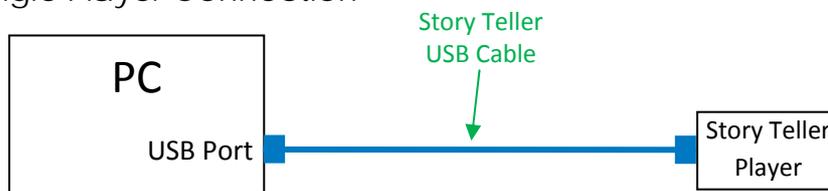
Multiple Player Connection

Important: You must turn the player on and wait for about 5 seconds *before* connecting it to the PC in order for the PC to recognize the player.

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

Your Story Teller player can play MP3, WAV or WMF file types.

However, the Story Teller player will only play one audio file type at a time. You cannot mix file types to be loaded on to the player.

> **Caution!** During the programming process, the software will format the player memory before loading your new audio files. Therefore, all audio files stored on the selected players will be permanently deleted when the Start button is pressed.

## 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 any of the files from the player, the player will not operate properly and will need to be reprogrammed using the Story Teller Audio File Utility software.

> *Warning!* Although the player's memory can be accessed in your PC's "My Computer" window, do NOT attempt to manually load or delete any files on the player. *Use ONLY the Story Teller Audio File Utility software to program the player!*

3

Programming your Story Teller Player

Turn on your player and wait for about 5 seconds _before_ connecting it to the PC. Then follow these steps for programming your Story Teller Player:

① Select the player(s) to be programmed
② Select the audio file type to be loaded: MP3, WAV or WMA
③ Browse to select audio files
④ Press Start button.
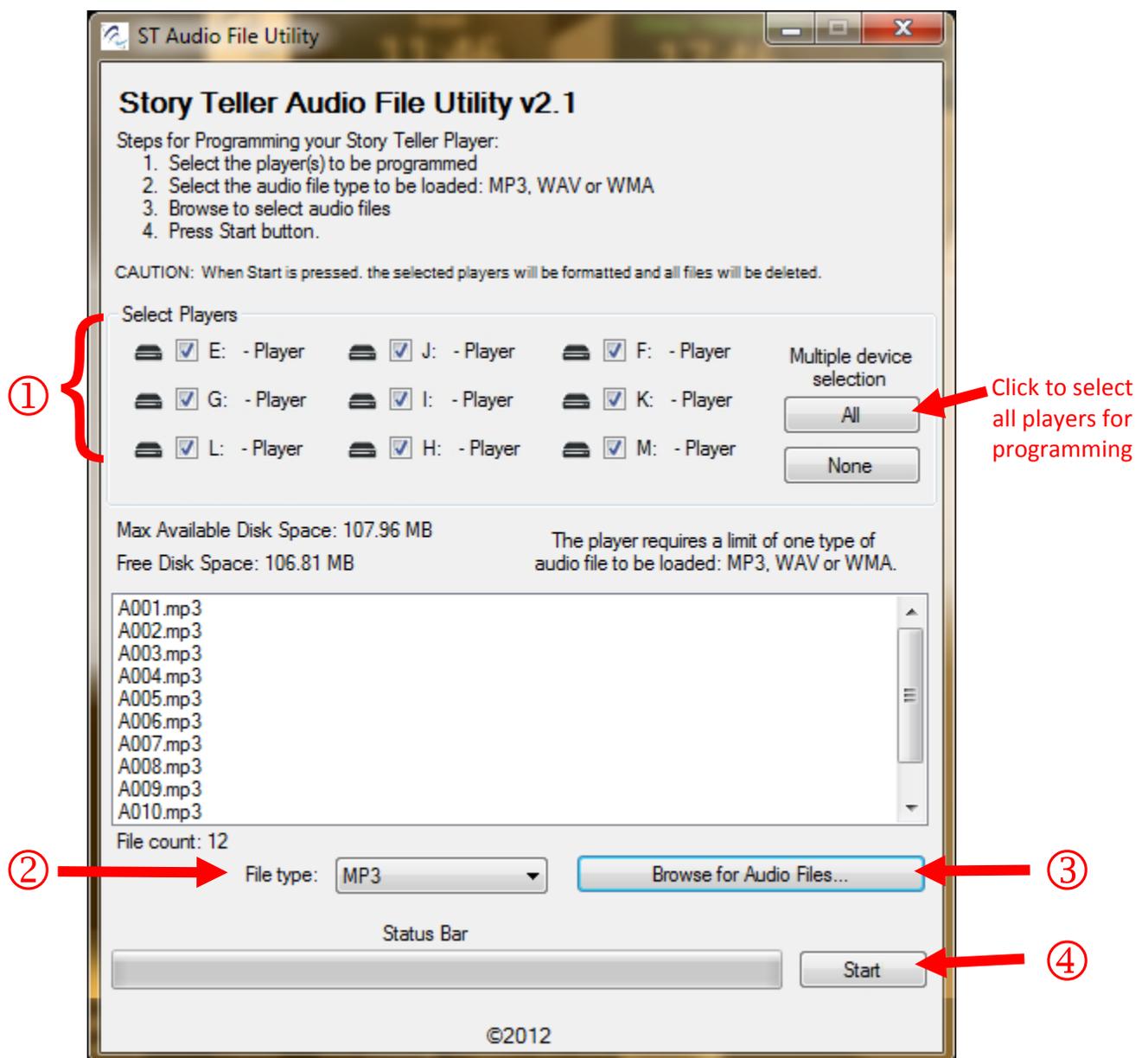
How should I name my audio files?

The Story Teller player will play the audio files in the order the files are loaded and the Audio File Utility software will load the files using alpha-numeric sequencing.

Therefore, it is critical to name your audio files using an alpha-numeric sequence corresponding to the play sequence!

It is recommended to name the files using a simple alpha-numeric sequence such as:

> A0001.mp3
> A0002.mp3
> A0003.mp3
> Etc…

Or

> Story-B0001.wma
> Story-B0002.wma
> Story-B0003.wma
> Etc…

VERY IMPORTANT! In order for the audio files play in the proper sequence, you must name the files in an alpha-numeric sequence.

Important information about programming previously used players…

When programming previously used players, if a user changed the bookmark from the very first audio file to a different file, you will need to reset the bookmark to the first audio file. In other words, if the bookmark is not set to the very first audio file when you load the new audio files, the player will not begin playing the first audio file when it is first powered on after reprogramming.

You can reset the bookmark to the very first audio file before or after reprogramming a player.

To reset a bookmark to the very first audio file, you must first navigate to that first audio file by pressing and holding for 2 seconds the reverse button ⏮ on the player. Then while you hear the first audio file playing, press and hold for 2 seconds the play button ⏭ until you hear the beep sound. The beep sound confirms you have changed the bookmark. The player can be turned off after you hear the beep AND the green LED light goes out.

Troubleshooting Basics

If the PC will not recognize the player...

- You must turn the player on _before_ connecting it to the PC. Try to reset the connection by disconnecting the player from the PC and turning off the player. Then begin again by turning on the player, waiting about 5 seconds, then connect again to the PC.

- Is the player connected to the PC using the Story Teller USB cable? Each player must be directly connected to the USB port only using a Story Teller USB cable.

- Is the player properly charged? If the player battery power has been fully consumed, recharge the player battery for a minimum of 30 minutes before attempting to reprogram.