



SABER FORCE



SABERCORE 3.0

(VΚΕΝΤΡΙΚΟΝ ΕΠΙ.)

Quick Reference Guide

SABERCORE 3.0

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Introduction

After two years, Saber Forge introduced their new internally developed soundboard in August of 2017. Compared to the previous sound option, this new board is a major update in features, and functionality. In fact, we believe that SaberCore 3.0 is the most advanced single-color sound board ever produced!

It features three customizable sound fonts played with a high definition 16 bit audio driver, three auxiliary sound effects, flash on clash, flash on blaster deflect, five programmable blade effects, a next gen accelerometer for motion detection, an onboard battery PCB, a combined micro-USB recharging and data port, and a Windows-based user interface program for changing fonts, settings, and even firmware.

This Quick Reference Guide is intended to give you an overview of the features of SaberCore 3.0, as well as a walk-through of the configuration application. Any issues not addressed in this guide should be addressed to Saber Forge Customer Service in the form of an e-mail (sales@saberforge.com).

A video introduction is available at the following URL:

<https://www.youtube.com/watch?v=UmrJZiP6MIU>

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Features

Sound Effects

SaberCore 3.0 stores three separate sound font banks. Each one can hold up to 99 different sound effects. Every font on SaberCore 3.0 (SC3) has a boot sound, boot confirm sound, ignition, hum, swings, clashes, spins, blaster deflects, lock-ups, force powers, and deactivation. The sound effects on SC3 are reproduced in high definition 16 bit audio that has twice the fidelity, and much better range than the 2.0.

Flash on Clash/Flash on Blaster Deflect

By leveraging Pulse Width Modulation (PWM) overdrive, we have achieved flash-on-clash (FoC) WITHOUT sacrificing one of our dies, or any blade brightness. SaberCore 3.0 is the first and only soundboard to utilize PWM overdrive to provide a full brightness, 12w blade with FOC, and FOBD.

Blade Effects

Harnessing the power of its next generation LED driver SaberCore 3.0 provides five blade presets.

- Slow shimmer
- Fast Shimmer
- Slow Pulse
- Fast Pulse
- Solid

You can set each font to have a different blade effect, allowing you to tie your font to your blade effect for the most realistic saber experience possible (until advances in physics allow for the real thing).

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Motion Detection

SaberCore 3.0 uses a brand new accelerometer that is five times more responsive than the previous generation board. In addition, the sensitivity of swing, clash, and spin now have 100 different levels to select from, vs 10 levels on the 2.0.

Charging and Data

SaberCore 3.0 has an on board battery PCB, which means the brand new 3500mah IMR high drain 30a batteries, can be used safely with this board. It also features a Micro-USB port that doubles as a charging port, and a data port. There are no Micro SD cards to remove, or battery sled to pull out, so that you can charge or adjust your settings. Now you just plug your Micro USB cable into your sabers body. Never again will you have to disassemble your saber to change fonts. It doesn't get any better than this!

Editor Program

The SaberCore 3.0 uses a Windows 10 64-bit based GUI (Graphic User Interface) program so you can adjust your volume, blade effects, sound files, clash/swing/spin sensitivity, inactivity timeout, volume, check battery charge, and update firmware when new versions are released. It is a dynamic and intuitive program that takes seconds to master.

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Editor Program

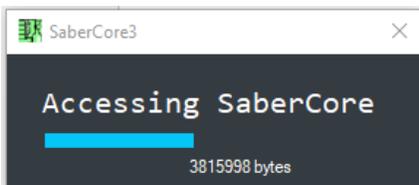
After downloading the Configuration Application from the Saber Forge website, simply unzip the file into the location of your choice. There is no installation required. At this time, the application has only been tested, and certified for use on Windows 10 64-bit computers. Apple systems running their native OS, Linux systems, and virtual machines are not currently supported. A Boot Camped system with all the updates has been reported to work, but is still not officially supported. Support for legacy versions of Windows, and non-windows operating systems is being developed, but no current timeline on completion.

1. Connecting to Your Saber

Using the included Micro-USB cable, find the connection port on the saber and plug it on. Once connected, your computer should recognize that there is a new device connected. Typically, there is an alert noise, and a pop-up message in the system tray.

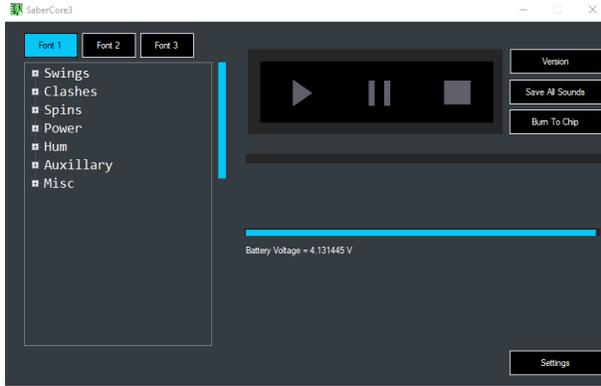
2. Starting the Application

Double-click on the Sabercore3.exe file, with this icon  next to it. You should see the loading screen pictured below. The progress bar displays while the application reads the memory on the SaberCore 3.0 board.



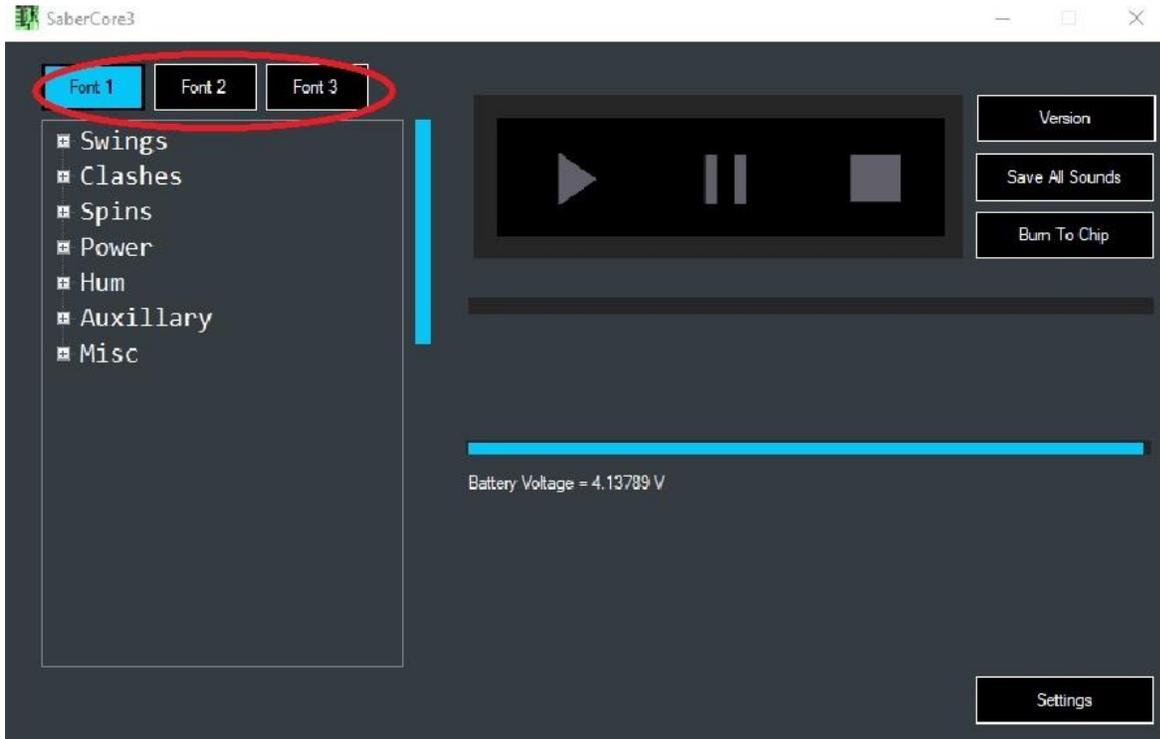
When the progress bar shows complete, the next screen should come up automatically. This is the main configuration screen.

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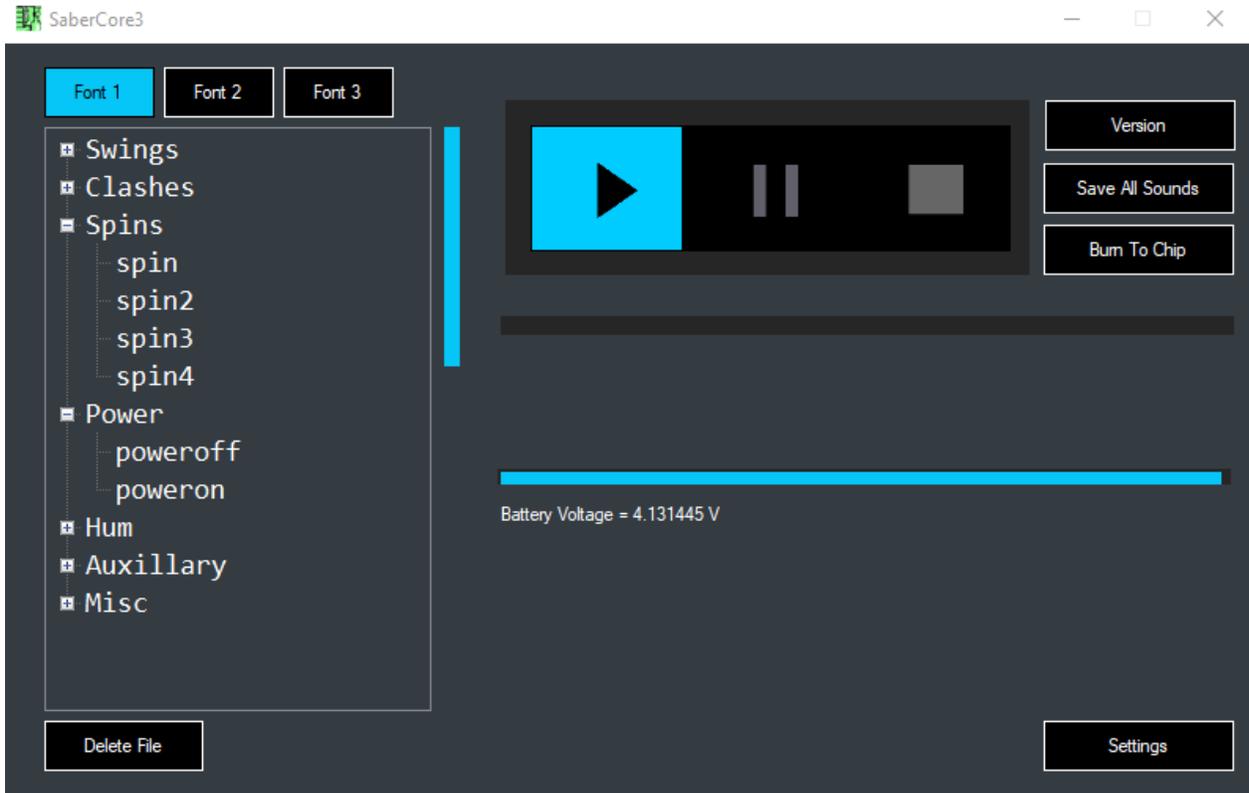
3. Main Configuration Screen

On the main configuration screen, you will see buttons on the top, labeled “Font 1”, “Font 2”, and “Font 3”. These reference the three font banks available on SC3.



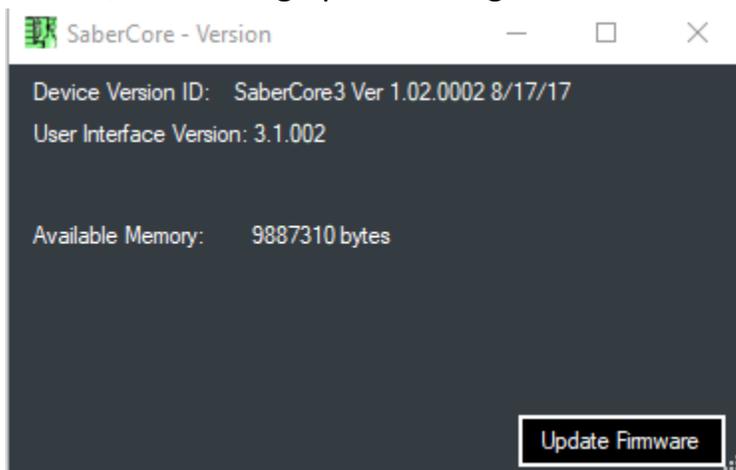
Clicking on the “+” symbol next to any of the font categories will expand to show the contents of each. Clicking on any of the individual font effects, then clicking on the “Play” key (highlighted mid-screen below) will play that effect over your computer’s speakers.

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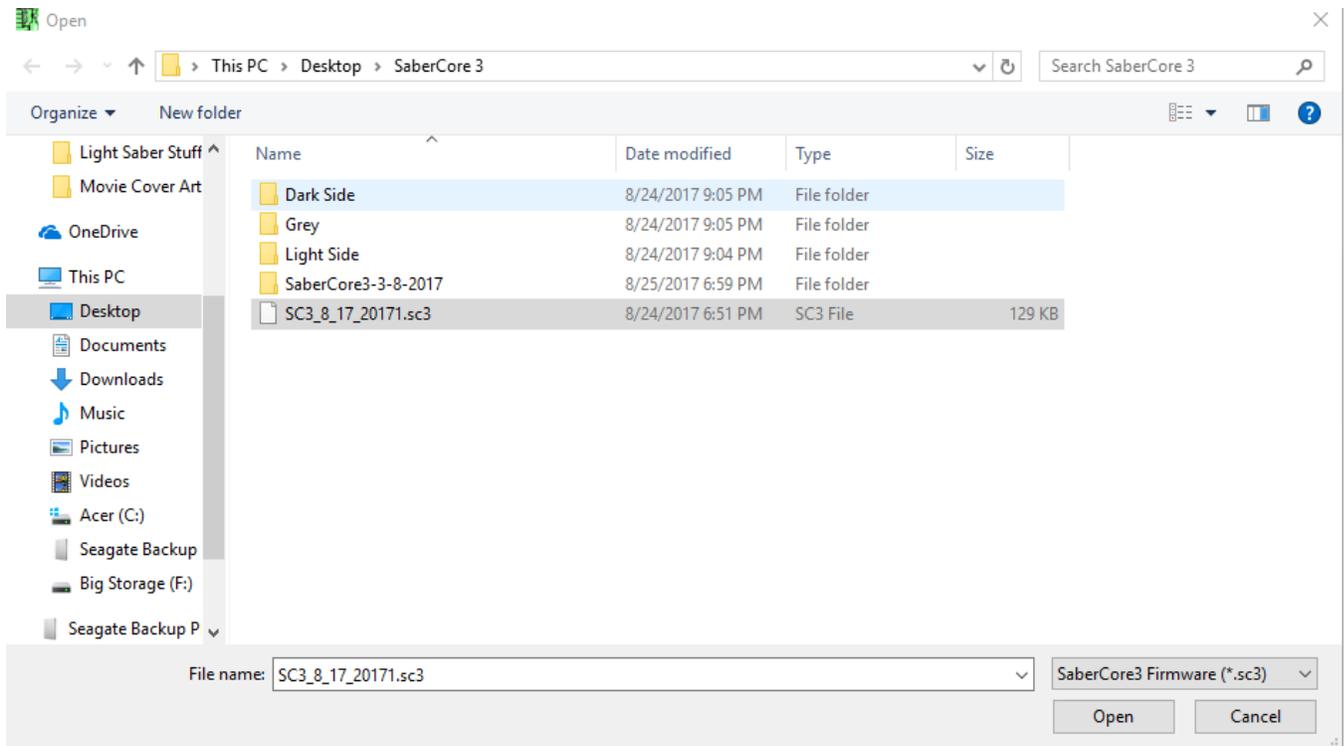
The “Delete File” button is used when you wish to replace an existing font, with another font of your choice. Details on that procedure can be seen in the Intro video.

The “Version” button is used to update the firmware on the soundboard. When clicked, it will bring up this dialog box:



The “Update Firmware” button, in-turn, brings up an Explorer window where you can choose navigate to an updated firmware file.

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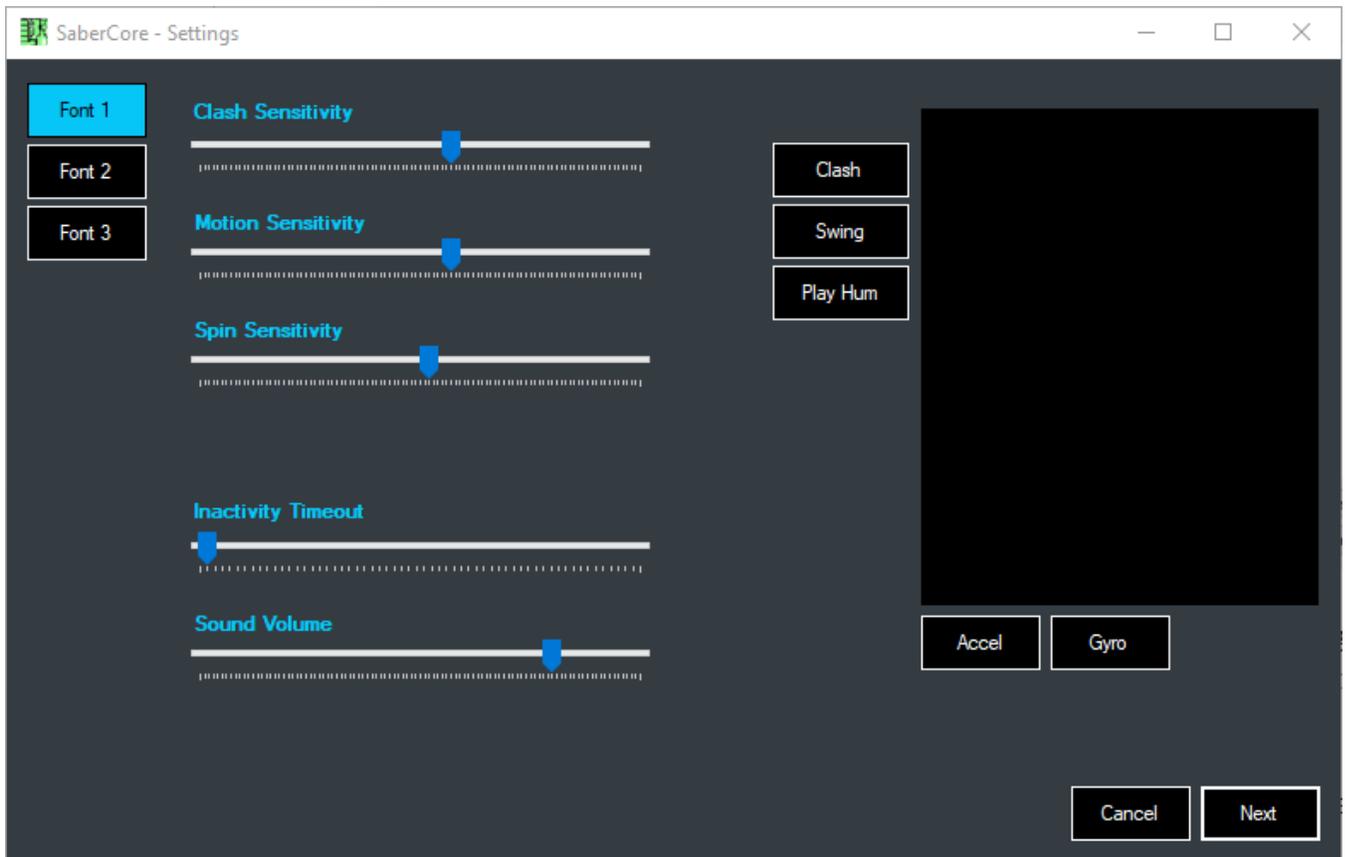
The “Save All Sounds” button is used to save the existing sounds to a designated location, essentially backing them up. If this is not done prior to replacing them, they would be overwritten on the soundboard, and unavailable for future use.

The “Burn to Chip” is used when new fonts have been loaded in order to save the changes.

The “Battery Voltage” bar lets you know the charging status of your battery. Once the display shows a voltage reading between 4.17-4.2, it is fully charged.

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The “Settings” button will bring up the next dialog box where more advanced options can be adjusted.

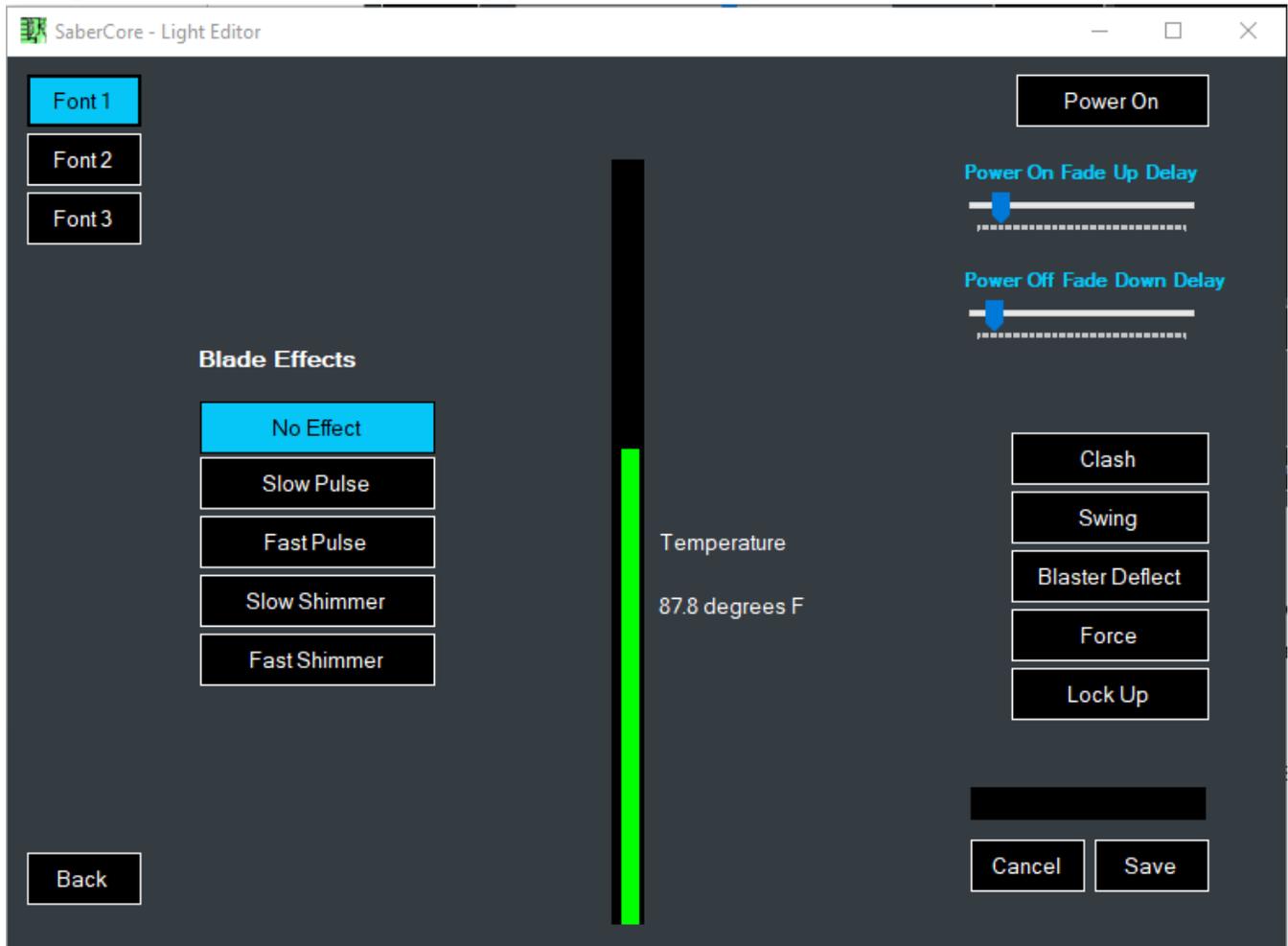


The three “Font” buttons allow you to choose which font bank you wish to change. The changes on this screen are all “Font” specific, so that each one can have its own unique characteristics. All of the slider bars make changes to the font currently selected.

The “Clash”, “Swing”, and “Play Hum” buttons will play those sound effects for the selected font bank.

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Using the “Next” button will bring you to the final options menu.



Like the previous screen, all options here are applicable to the currently selected font bank. Here you can choose a blade effect, adjust the “Power On Fade Up Delay”, and “Power Off Fade Down Delay”. There are also buttons that allow you to play more of the individual sound effects of the currently selected font bank.

The “Power On” button actually turns on the LED, and if installed, the Energy Vibration motor as well.

The “Temperature” bar shows the temperature of the board itself. Typically, it will run a few degrees above room temp, but when the “Power On” button is used, you will see the temp rise, indicating the board is working harder, and producing heat.

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You can use the “Back” button to return to the previous screen. The “Cancel” button will also return you to the previous screen, but any changes made will revert back to previous values.

If you are satisfied with the changes made on the previous screens, use the “Save” button to complete the process. If you don’t all changes will be lost.

Basic Troubleshooting

When issues arise where some basic troubleshooting might be required, the one procedure that has been shown to have the best results, is re-flashing the firmware. The firmware file is contained in the folder where the Configuration app is stored. It is the file with the .SC3 extension.

Also, be sure you save your fonts to a local drive location, in case you have to reload individual parts of the font, or in its entirety. When font reloading is necessary, deleting, and reloading the entire font will likely yield the best results. The official SaberCore3 intro video (previously referenced in this document, can provide a quick visual aid to performing this step.

Hopefully, the combination of these two basic procedures will address the majority of issues that would normally be cause for an RMA, and prevent that from becoming necessary.

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Conclusion

Saber Forge does not officially support, or endorse the use of any fonts outside of the ones sold from the Saber Forge website. However, other fonts can be used with the board, but would require additional formatting to be compatible.

Fonts created for use on an NEC board will work after changing the individual effect names to match the format of the native SC3 fonts. Fonts created for Plector Labs boards have the hum mixed into each of the individual sound effects, which makes them incompatible with SC3, without sound editing of each effect.
