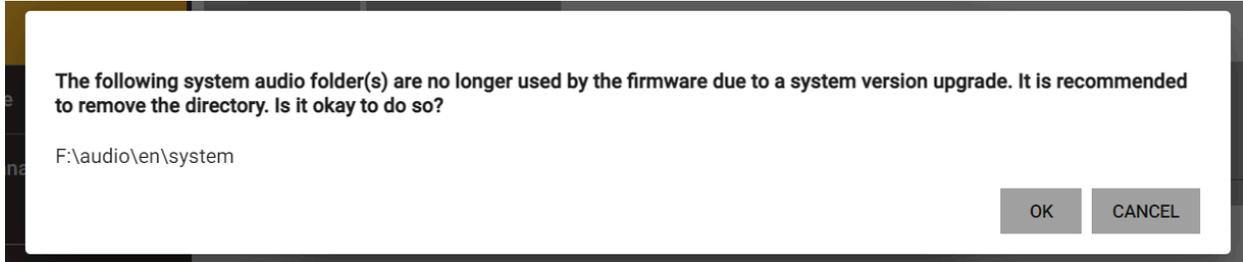


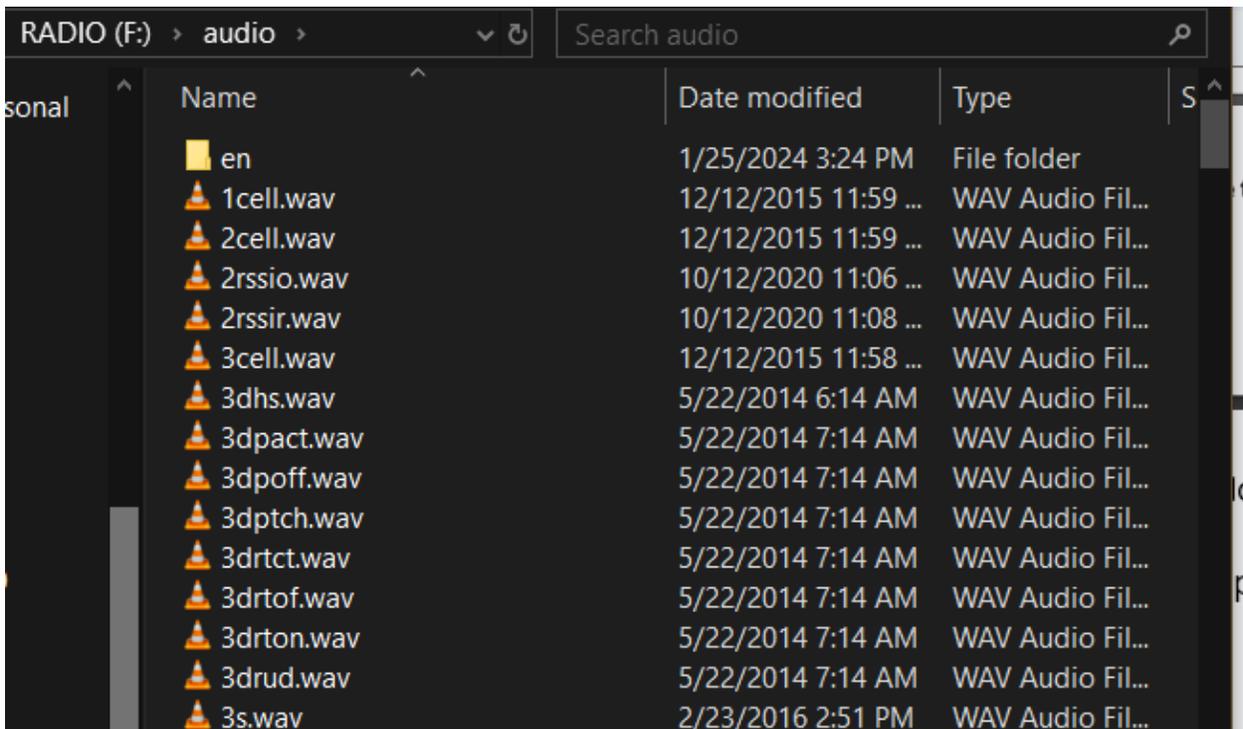
When you update to 1.5.0 the audio file structure is setup differently, so if you have audio callouts for your model they will need to be reconfigured.

During the update, ETHOS Suite will prompt you to remove “sdcard:\audio\en\SYSTEM”



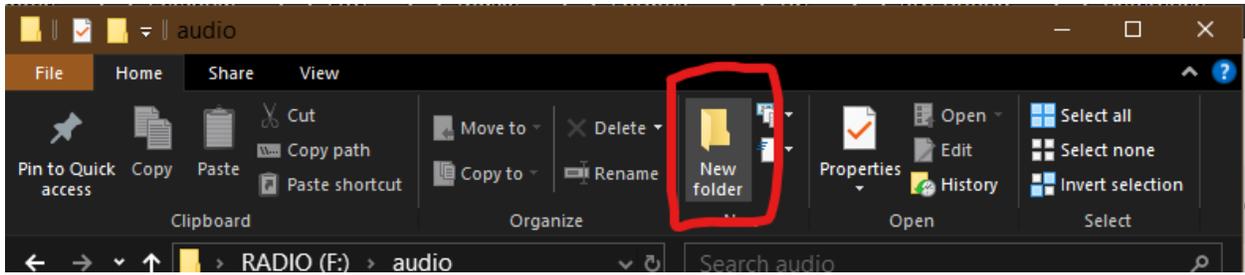
It's OK to remove that folder because now these files are located in “sdcard:\audio\en\us” (or whichever region you chose)

If you previously installed custom audio tracks, they were placed directly into the “sdcard:\audio\” folder.

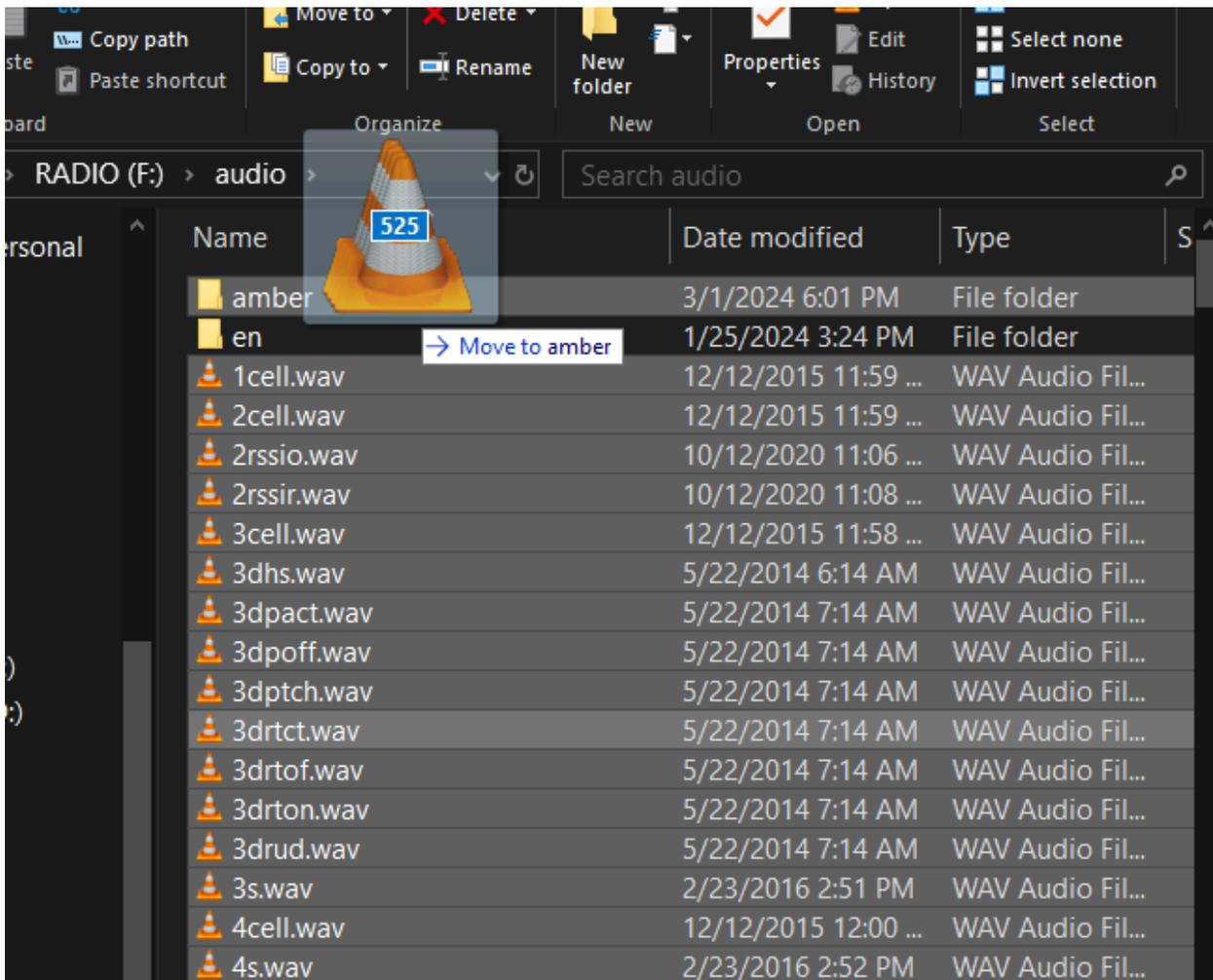


These files now need to be placed into their own folder, inside of the folder “sdcard:\audio\en” just like the “us” and “gb” folders.

In this case, the Amber sound pack was installed, so the folder will be named “amber”



Then Select all your custom .wav files (but not the “amber” folder or “en” folder) and move the .wav files into the “amber” folder

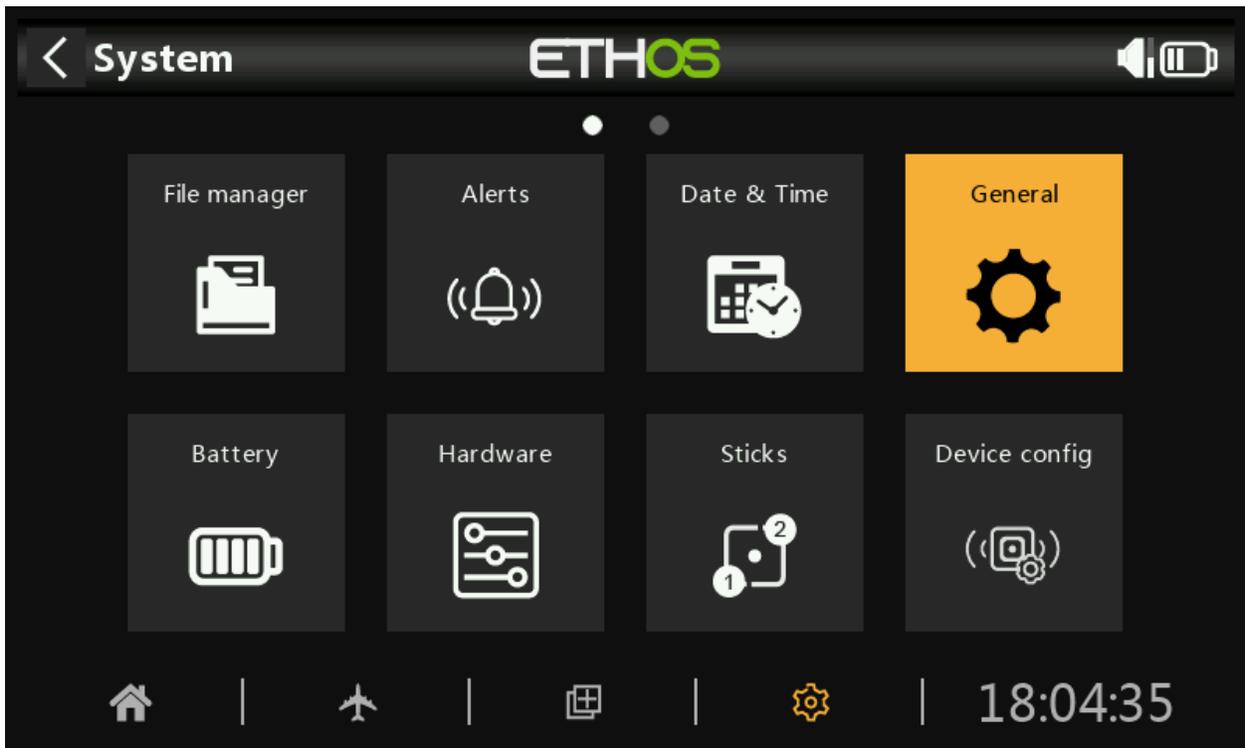


RADIO (F:) > audio > en >

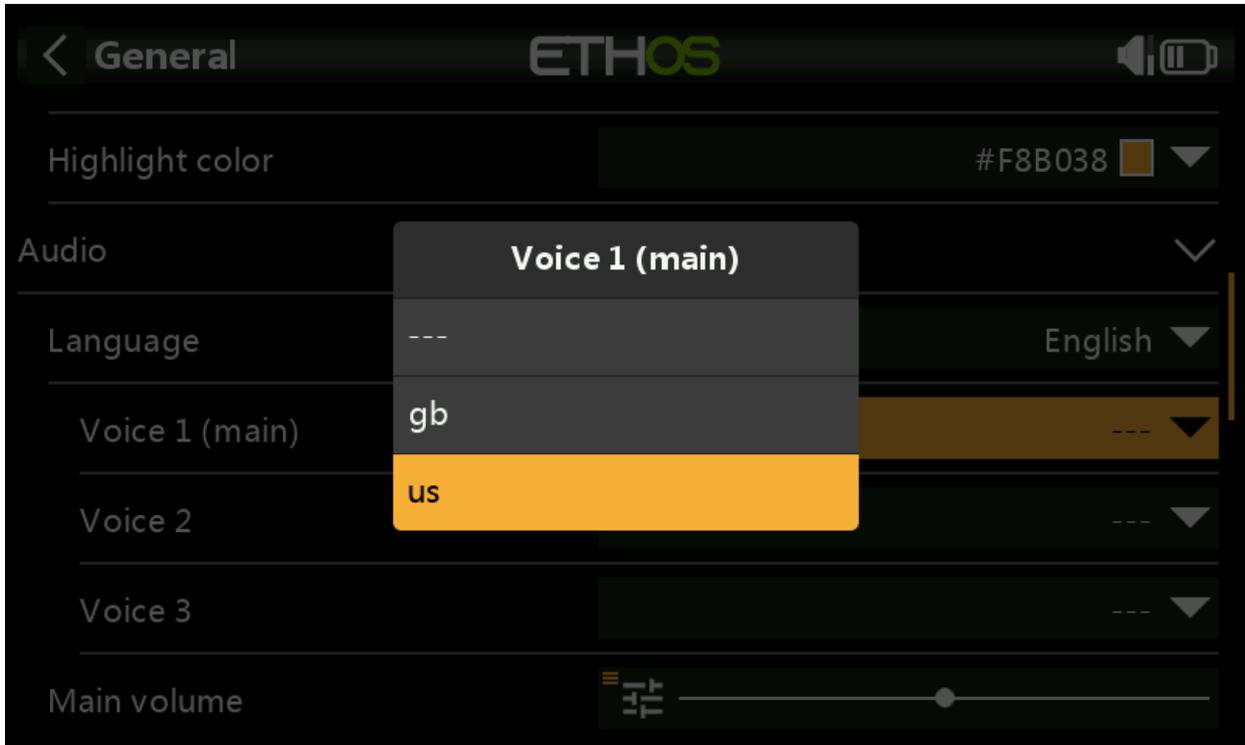
Name	Date modified	Type	Size
amber	3/1/2024 6:01 PM	File folder	
gb	3/1/2024 5:52 PM	File folder	
us	3/1/2024 5:53 PM	File folder	
audio.version	3/1/2024 5:58 PM	VERSION File	1 KB
en.csv	3/1/2024 5:58 PM	OpenOffice.or...	10 KB

Next you will need to fix the radio settings and model special functions

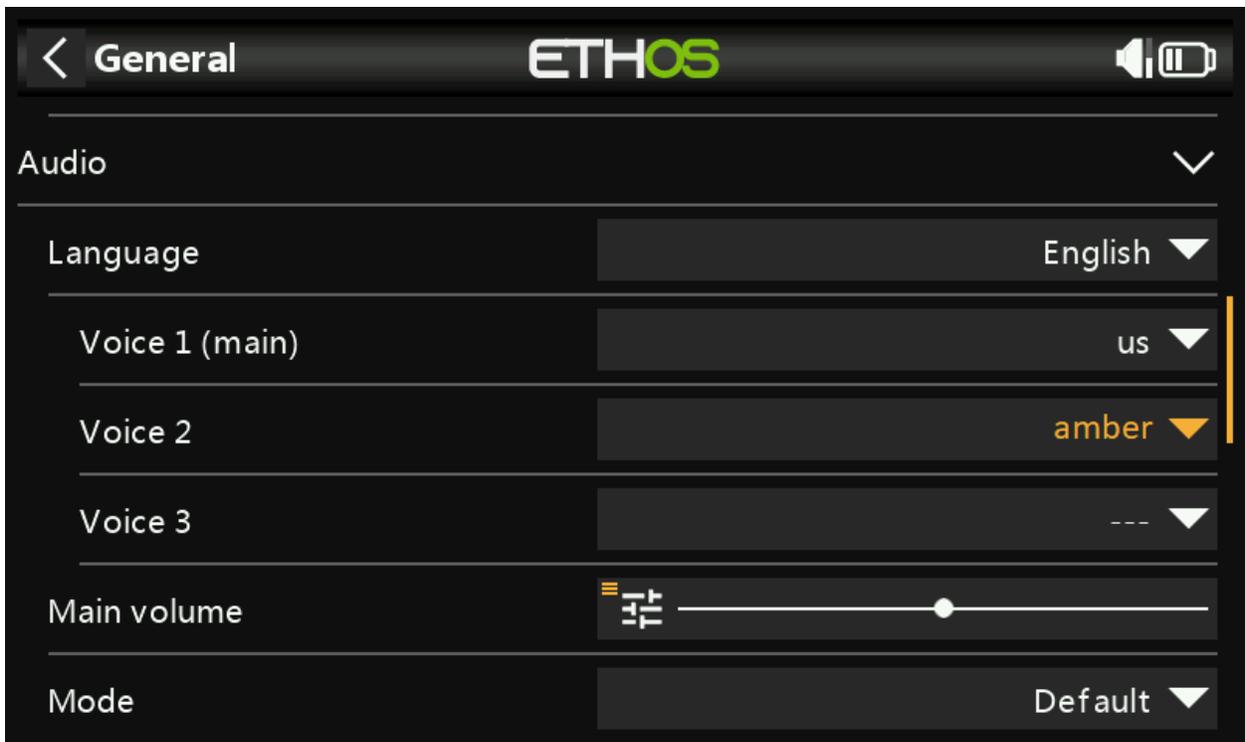
From the System - General settings :



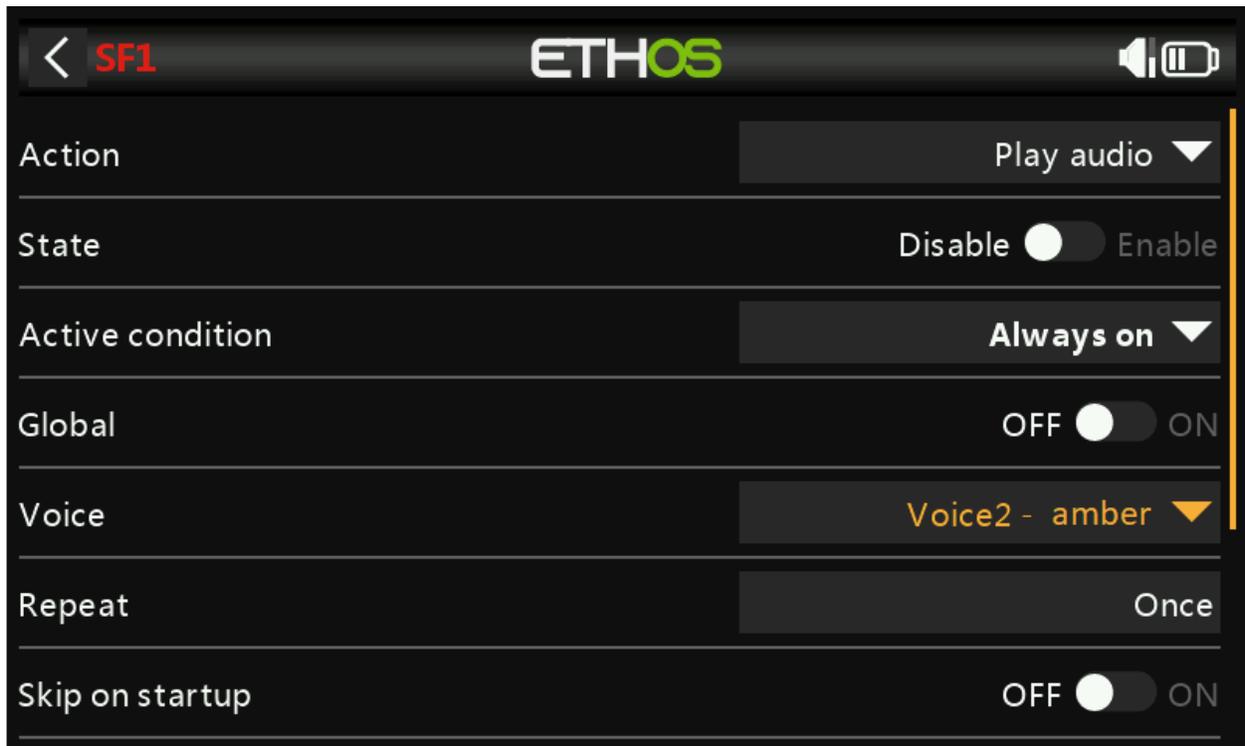
For the Voice 1 (main) select the “us” or whichever folder you have installed for your region



For Voice 2 select the “amber” folder or whichever is your custom sound files folder



Next on the Model Setup - Special Functions, you will need to update each Play Track function to point to the correct Voice 2 (amber), because they will default to Voice1



You cannot just set the Voice 1 (main) on General settings to "amber" or your custom pack, or you lose the system audio callouts.