





U-DRIVE 2.0 USER MANUAL

Our updated hard drive solution is now here! We are pleased to release U-Drive 2.0. The app is designed to be easy for you to use, but we have created this quick guide to help you install the app and get searching for music.

HOW TO INSTALL

On the hard drive, we have provided these folders:

- 1. A folder of audio, called MEDIA
- 2. A folder of data, called __UniversalDataDr
- 3. A folder for the PC version of our app
- 4. A folder for the MAC version of our app

Simply launch the version of the app that is right for you.

If we have provided a drive with both versions of the app, you will find the MAC version is a DMG file which you will need to launch and follow the short installation instructions.

When you open the app for the first time, you will be asked to point the app to "UniversalDataDr". Simply point this to that folder on the drive. You'll only have to do this once, this will load our music into the app, and you'll be good to go.

ABOUT NETWORKING

U-Drive 2.0 is now built to work over a network. This means you only need to install our app in your central location, and any machine on that network can launch the app and start performing searches.

HOW TO UPDATE THE U-DRIVE 2.0

Getting our latest music is now simpler than ever. We'll send you a drive with our new releases, and all you have to do is 1) save the audio files in the location of your choice – we recommend alongside the catalogue – and then 2) open the app and drag-n-drop the files in. The app will scan them. Once complete, the main view will only show the scanned files – just click Reset Search to get back to your default view, with all catalogue including the updates in front of you ready to go –.

GETTING HELP AND ASSISTANCE

We trust you will find U-Drive 2.0 easy to install and use. But if you have any issues, please do not hesitate to contact your Account Manager or email UPPMDigital@umusic.com.

GETTING AROUND THE NEW USER INTERFACE

You will find that the new design is more similar to our website than ever.

