Flash Memory Manager 1.0

Flash Memory Manager is designed to help you manage Flash Memory. This may be any type of memory device that appears as a removable disk drive. This means most media that cameras and mobile phones use. These flash memory devices can be anything from 516 Mbytes up to 32 Bytes in size, so can hold a lot of data. Flash Memory Manager (FMM) can be used in a number of ways. However the main two are described below:

Backing up Digital cameras and mobile Phones

As mensoned above, some of the new memory devices can be quite large but on the other hand easy to lose. So FMM provides the means to backup these devices to a PC hard drive in the form of backup Volumes.

These can be a full backup of a Memory device, then once a full backup is made incremental backups can be made that only record and backup the parts that have changed between now and the last backup. This in most cases save space on the PC’s hard drive.

Any number of devices can be managed by labelling them with a Device ID. This is a tiny file that identifies the device with FMM. Each time a device is connected to a PC with FMM installed will be able read the device ID and try to match it with one it has identified before on a prevous backup session. It will then try to find the last time the identified device was backed up. If no changes where found then it will show to you that the device is up to date, if not will promt you if you wish to back it up.

Using FMM with a Digital Camera

A typical scenario is that you have a number of Devices that are used for a Photo shot. This may be a holiday or some accation where a number of shots are taken. For example say a holiday in Cornwall that lasts four days. You have two 8 G byte SD Flash memory devices each allows you 250 photos each. At the end of the first day you use 102 shots. You may wish to back these up to a PC in your hotel room so thay are save. The next day you shot a further 65 shots so you do an incremental backup of the device. On day three you have used all the shots on the first device and on the second. So that you retain two copies of the photos on the first device you do a second full backup of the first device and start using the second, at the end of the holiday you shot 412 photos at the end of each day you will have had more than one copy of your photos, this being at least one copy on the PC and one on the Device.

If you use FMM to back up photos on a regular bases you will find FMM will save phots like rolls of films where each complete full backup of a device will be like a large roll of film. In case of the cornwall holiday you used two films. FMM will time and date all backups and in addition allow you to add a title, keywords and a description to each backup thus it will be easy to find all the shots taken on the cornwall holidays in the future.

Using FMM with a moble phone.

Most moble phones now use some sort of secondary memory. Most use Transflash which fit on to the side of the phone. If you download music or take photos on the phone thay will only be stored on that flash device. There is a number of Transflash readers that convert the Transflash device into a USB memory device that is easily read by a PC. This will then allow FMM to backup all your Music, photos etc to the PC. Most of the time small amounts of data will be stored so each time new things are added then an incremental backup may be in order. A good strategy may be to do say five or six incremental to one full backups

If the worst happens and you lose the Transflash device or the phone or the Transflash gets corrupted which is not unsual. A new Transflash or the orginal one can be re-formated and FMM can then restore its contents to save the day.

Backing up Favorites folders

Favorites folders are areas on your PC that you use to store work. For example “My Documents” is used to store Documents, “Downloads” Folder for downloads etc. FMM contains most of the standard places that most Windows applications store your work. However FMM also enables you to add, change or delete these standard places to your own way of working. For example an application XYZ may store XYZ type files. These may be stored in Folder c:\XYZ so using FMM you can add a