Forward TP Software

FDPostPlayCapture



Input of Audio and Video Data Into Storages, Dealing with Storages Using the FD322, FD422, FD842 Boards

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User's Guide

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Introduction

The FDPostPlayCapture program is used to customize and control input of audio and video data into storages when dealing with the FD322, FD422, FD842 boards.



The FDPostPlay VideoIn program is used when dealing with the FD300 board to input data into storage. For more information on PostPlay system see

«PostPlay. Retransmitted Signal Delay Server. User's Guide».

The FDPostPlayCapture program is included into delivery set of the following products: Forward TP, Forward TP2, Forward Goalkeeper, Forward Referee.

The present document provides with instruction on dealing with the FDPostPlayCapture program.



Launch of Program

1. Ways of Program Launch

The FDPostPlayCapture program can be launched at opening of the ~\PostPlay\FDPostPlayCapture.exe file, where ~ denotes a full path to the folder where ForwardT Software set is installed.

Also, the program can be launched via:

- the Start menu command: Programs > ForwardT Software > PostPlay > PostPlayCapture;
- command line;
- the Start FDPostPlayCapture command of the FDPostPlay Indicator icon context menu:
 - right-click FDPostPlay Indicator (1) located in taskbar notification area;_



• select Start FDPostPlayCapture (2) in the appeared context menu.



When the program is launched its main window appears. The program has settings specified during the last program session. Also, the icon (3) appears in taskbar notification area.





2. Format of Command Line

You can launch the program from command line that has the following format:

ProgramFile [#N] [-key]

where:

- ProgramFile denotes a full path to the FDPostPlayCapture.exe file;
- ✓ Important: If names of files and folders have spaces then path to file in command line must be put in double quotes − " ... ".
 - #N denotes logical index of program instance. This parameter is not obligatory. If index is not specified then instance #1 is launched;
 - -key denotes a key for implementing of a certain action when the program is launched. This parameter is not obligatory. The following actions are possible:
 - -start denotes immediate start of data input into storage after program launch;
 - -minimize denotes immediate minimizing of program window after program launch;
 - -output enables capturing of data from boards outputs (inputs and outputs of boards are displayed at customizing of capture lines);
 - -exit denotes closing already launched program instance.

It is possible to use several keys in one command line. In this case keys must be spaced.

Example: "C:\Program Files\ForwardT Software\PostPlay\
FDPostPlayCapture.exe" -start -minimize
Result of command execution: FDPostPlayCapture is launched, input of data into storage is started, program window is minimized.



3. Modes of User Interface

The program has 2 modes of interaction with user:

- window mode (when the main program window is maximized);
- minimized mode (when the main program window is minimized and there is program icon in taskbar notification area (1)).



Click the content of the main program window. In this case the program continues working.

Click the **t**icon to maximize the main program window. The button is located in taskbar notification area.



4. Modes of Program

The program has 2 modes of working:

- customizing (in this mode user only customizes capture lines and storages; data is not transmitted into storage);
- input of data into storage (in this mode data is transmitted into storages; user can not modify settings of capture lines and storages).

The program is in customizing mode when it is launched. User switches the program from one mode into another one.



Program Interface

1. Main Window

FDPostPlayCapture main program window is shown on picture below.



Title bar of the main program window displays name of the program and instance logical index. The Close () button is used to minimize the window. The Exit button (1) is used to exit the program.

The main program window has the following elements:

- table that displays customized capture lines (2).
- the Capture Lines group (3) has buttons to customize capture lines and control over data input:
 - Add... is used to add new capture line;
 - Modify... is used to change settings of selected capture line;
 - Remove is used to delete selected capture lines;
 - Start is used to start data input into storages;
 - Stop is used to stop data input into storages.
- the Storages group (4) has buttons for dealing with storages:
 - Configure... is used to customize selected storages;
 - Delete... is used to delete storages (user selects what storages should be deleted in window appeared after clicking the button).
 - Clear... is used to clear storages (user selects what storages should be cleared in window appeared after clicking the button).
- Settings... (5) is used to customize application settings.



2. Table with Input Lines List

Table with a list of capture lines displays information on capture lines settings and a procedure of data input into storages.

One line in the table corresponds to one capture line.

	2	3	(4) (5)	6
🛱 FD PostPlayCapt	ture #1			
Storage (New storage> Storage_0	Device FD322 Board 1 Input 1 FD322 Board 1 Input 2	State Stopped Stopped	Quality Min quality frames	Dropped frames
Capture Lines	lodify Remove	Start Sto	Storages Configure) Delete	Clear Exit

The following information is displayed in table columns:

- Storage (1) is name of a storage where data is captured;
- Device (2) is a device that captures data;
- State (3) is a state of capture line:
 - Stopped denotes that capture and input of data into storage are not implemented;
 - Running denotes that capture and input of data into storage are implemented;
- Quality (4), Min quality frames (5), Dropped frames (6) columns display information on compression quality of data being captured input into storage, for more information on this issue see the «Data Input Into Storage» section, the «Control over Procedure of Data Input» item.

If you customized displaying of sound volume indicator and preview area then two more columns (Audio (7) and Preview (8)) appear in the table (see picture below). For more information on customizing of these issues see the «Preliminary Steps to Data Input» section, the «Customizing of Work Parameters» item. The picture below displays main program window with customized sound volume indicator and previewing area. Data is being captured into storages.



At pointing table cell by mouse cursor a tooltip appears. The tooltip provides with information on cell contents. Tooltips of the **Storage** column displays information on storage and tooltips of the **Device** column displays information on audio and video format of selected device used for data input.

Preliminary Steps to Data Input

1. General Workflow to Data Input Into Storage

- 1. Customize work of the program.
- 2. Customize capture lines.
- 3. Customize storages (if necessary).

2. Customizing of Work Parameters

Workflow of customizing:

1. Click Settings... (1) in the main program window.

Storage	Device	State	Quality Min quality frames	Dropped frames
				~
				(1)
				()
anture Lines -			Storages	
apeare erres				Settings

The Settings window appears.

	Settings 🔀
2-	Capture Lines Show Audio Meters Show Video Preview
	Priority Above Normal
	Use only selected CPUs
	CPU1 CPU2 CPU3 CPU4
	CPU5CPU6CPU7CPU8
	CPU9 CPU10 CPU11 CPU12
	CPU13 CPU14 CPU15 CPU16
	OK Cancel



2. Put the Show Audio Meters check mark (2) if it is necessary to display indicators of sound volume in table (3).



When you put this check mark the Settings... button (5) becomes available. The Settings... button is used to open a dialog window where you can customize indicator appearance. More information on this issue see in the «Appearance of Sound Volume Indicator» item.



- 3. Put the Show Video Preview check mark (6) if it is needed to display preview images (4) during data input into storage.
- 4. Select program execution priority in the Priority drop-down list (7):
 - Normal;
 - Above Normal;
 - High;
 - Realtime.

	Settings 🔀
	Capture Lines Capture Lines Show Audio Meters Settings Show Video Preview
(7)— (8)—	Priority Above Normal Use only selected CPUs CPU1 CPU2 CPU3 CPU4 CPU5 CPU6 CPU7 CPU8 CPU9 CPU10 CPU11 CPU12 CPU3 CPU10 CPU11 CPU12
	OK Cancel

Recommended value here is - Above Normal.

- 5. Specify processors that can be used by the program by putting necessary check marks in the Use only selected CPUs group (8).
- Important: Be attentive when specifying priorities. Note that specifying of one prioritized task (if the High value is selected) may lead to a full capture of resources by this prioritized task. In this case it is impossible to implement some other processes.
 Incorrect distribution of CPU resources among programs can lead to abrupt decreasing of system performance.

Appearance of Sound Volume Indicator

Workflow of customizing:

1. Click the Settings... button (1) in the main program window.



The Settings window appears.



- 2. Put the Show Audio Meters check mark (2) if it is absent.
- 3. Click Settings... (3). The Audio Meter Settings window appears.







- 4. Specify bounds of sound volume in the fields (4) of the Colors group (5).
- 5. Specify volume that corresponds to 0 dB in the Set '0' label field.
- 6. Specify low volume bound in the Set low bound at field (7).
- 7. Click the Set default values button (8) if needed to restore default values.
- 8. Close the Audio Meter Settings window by clicking:
 - OK (9). In this case the window is closed with saving of made configuration;
 - Cancel (10). In this case the window is closed without saving of made configuration.

3. Capture Lines

3.1. Adding of Lines

Complete the following to add capture line:

1. Click Add... (1) in the main program window of the Capture Lines group.

Device	State	Quality Min quality frame	s Dropped frame

The Add Capture Line window appears.

- 2. Select in the Storage drop-down list (2):
 - name of a storage (in case of using a storage created earlier);
 - <New storage> (in case if storage is not created yet).



6. Add necessary number of lines by repeating steps 1–5.

Star

Configure... Delete... Clear...

dure Lir

Add.

Settings...

Exit



3.2. Changing of Capture Line Settings

1. Select line in the table with the list of capture lines which settings you wish to change (1) and click Modify... (2). You can also change line settings by double-clicking line field in the table. The Modify Capture Line window appears.

	FDPostPlayCapt	ure #1					
	Storage	Device	State	Audio	Preview	Quality	Min quality
	<new storage=""></new>	FD322 Board 1 Input 1	Stopped	·96 -84 ' -72 ' -60 ' -48 ' -36 ' -24 ' -12 ' 0			
1-	Storage_0	FD322 Board 1 Input 2	Stopped	:96-84'-72'-60'-48'-36'-24'-12'0			
	<						>
	Add M	odify Remove	Start Stop	Storages Configure Delete Clear		(Settings Exit
	(2					

2. Change settings in the Modify Capture Line window.

Modify Ca	pture Line	×
Storage:	Storage_0	~
Device:	FD322 Board 1 Input 2	~
Audio line: (stereo)	2 OK Cance	-
	3	

3. Then click OK (3) to apply changes and close the window.

3.3. Deleting of Capture Lines

1. Select line(s) in the table with a list of capture lines by clicking line(s) that you wish to delete (1).

	# FDPostPlayCapti	ıre #1				
	Storage	Device	State	Audio	Preview	Quality Min quality
	<new storage=""></new>	FD322 Board 1 Input 1	Stopped	`96`-84`-72`-60`-48`-36`-24`-12`C		
1-	Storage_0	FD322 Board 1 Input 2	Stopped	:96'-84'-72'-60'-48'-36'-24'-12'C		
	<					>
	Add Mo	dfy Remove	Start Stop	Storages Configure) Delete Clear.		Settings
		(2)				

- 2. Click Remove (2) in the Capture Lines group.
- 3. The following window appears.



4. Click Yes. Selected line(s) will be deleted and the window will be closed.



4. Storages

4.1. Creation of Storage(s)

You can create new storage(s) after customizing of capture lines. Workflow of creating is the following:

- 1. Select capture lines for which it is needed to customize storages. If no lines are selected then all of them will be selected automatically.
- 2. Click Configure... (1) in the Storages group of the main program window.

FDPostPlayCapt	ure #1				
Storage	Device	State	Audio	Preview	Quality
<new storage=""></new>	FD322 Board 1 Input 1	Stopped	-36 -84 -72 -60 -48 -36 -24 -12 0		
itorage_0	FD322 Board 1 Input 2	Stopped	-96 -84 '-72 '-60' -48 '-36 '-24' -12' 0		
Add M	odify Remove	Start Stop	Storages Configure Delete Clear		Settings Exit

3. The Storages Configuration window, the Storages Number step (1).

1—	Storages Configuration — Storages Number Time Stift Storage Names Video Preview Codex Settings Audo Settings Disk Space Allocation	Number of Storages : 2 2 Copochy Hours : 1 Minutes : 0 3
	Storagos Burnmary	4 5 Choose capacity (inaximum value is 999 hours 59 minutes) of storages.
		(6)

- 4. Number of storages to be created is displayed in the Number of Storages field (2).
- 5. Specify storage capacity via the Capacity group of elements (3). Capacity is specified in hours and minutes in the Hours (4) and Minutes fields (5). All created storages will have equal capacity.

- 6. Then click Next (6) to pass to the next step Time Shift (7).
- If needed, specify time shift in the hh:mm:ss:fr format. Time shift changes time marks values corresponding to storage data.

Time shift simplifies time difference between cities located in different time zones when retransmitting of data is implemented.

Time shift can be positive and negative.

Store	ages Configuration
7 - Tin St Vic Co Au Dis St	orages Number me Shift orage Names deo Preview videc Settings sk Space Allocation orages Summary Choose value and sign of time shift (maximum value is 23 hours 59 minutes 59 seconds 24 frames).
	< Back Next > Cancel

- 8. Specify offset in the Hours:, Minutes:, Seconds:, Frames: fields (8).
- 9. Put one of the marks in the Offset group (9):
 - Positive at recording of time data into storage offset is added to system time;
 - Negative at recording of time data into storage offset is removed from system time.
- 10. Click Next (10) to continue configuration. The Storage Names window appears.

If you want to return to configuration of the previous step click Back (11).

11. Specify names of storages at the Storage Names step (1).

Storages Number Time: Shift	# Storage
Storage Names	1 Cam1 2 Storage_0
Codec Settings Audio Settings	
Disk Space Allocation	
ourages ourmary	
	Enter the name of each storage. Double-click storage name to edit it.
	<pre></pre>

There is a table with a list of storages being created:

- the # column (2) displays indices of storages;
- the Storage column displays names of storages.

Default name of storage is CamX, X denotes index of corresponding storage.

12. If you want to change name of storage click line in table with a list of storages and (6) specify new name.

Storages Configuration		×
Storages Number Time Shift	# Storage	
Storage Names Video Preview	2 Storage 0	
	$\begin{pmatrix} 1\\ 6 \end{pmatrix}$	

13. Click Next (4) to continue configuration. The Video Preview window appears.

If you want to return to configuration of the previous step click Back (5).

- 14. On this step you configure parameters for creation of data to be previewed in the FDPostPlay Preview program.

Note:

FDPostPlay Preview program is used to preview storages data, create, edit and remove clips. Also, the program is used to export storage data to video files. More information on this program you can find in the «PostPlay. Retransmitted Signal Delay Server. User's Guide».

1)—	Storages Configuration Storages Number Time Shift Storage Names Video Preview Codec Settings Audo Settings Disk Space Allocation Storages Summary
	Choose preview frame size and preview frame rate. If "Keep aspect ratio" is checked then preview video frame width/height ratio is the same as for input video frame.
	9 8

- 15. Specify width and height of preview image frames in the Width (2) and Height (3) fields in pixels.
- 16. If it is needed to keep aspect ratio put corresponding check mark (4).
- 17. Specify time shift between adjacent images in the Sec/frames field (5).
- 18. Specify compression ratio in the Compression ratio field (6).
- 19. Data size (in MB) necessary for storing preview data is displayed in the Min required preview size field (7) automatically.
- 20. Click Next (8) to continue configuration. The # 1 Codec Settings window appears. If you want to return to configuration of the previous step click Back (9).

21. On the **# 1 Codec Settings** step (1) you configure parameters of codec and data compression in storages.

	Storages Configuration
1)—	Storages Number Storage name : Cam1, Storage_0 Time Shift Codec: Storage Name 3 Code Settings Codec: Storage Number Codec: Storage Number Codec: Storage Name 3 Code Settings Codec: Storage Number Codec: Storage Number Codec: Storage Number Codec: Code Settings 0 Disk Space Allo 2 Frame Properties: 720 (Width) × 576 (Height) × 25.00 (Frame Rate) Storages Summ Choose codec (if needed, click the 'Configure' button to call codec configuration dialog), data rate (maximum value is 30 000 KB/sec), minimum and maximum compression quality.
	< Back Next > Cancel

22. Put the Use the same settings for all storages mark (2) if you want to have the same parameters for all storages.

Remove the Use the same settings for all storages mark if you want to work with different codec parameters in storages.

Tip: We recommend having the same settings for all storages.

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- 23. Select video compression codec in the Codec drop-down list (3).
- 24. Click Configure... (4) if it is needed to configure specified codec.
- 25. Specify average data rate for codecs that support usage of compression quality in the Data rate field (5). If you are dealing with codec that does npt support setting of quality then the field is not available for changing.
- 26. Specify minimal and maximal compression quality for selected codec in percent in the Min (6) and Max fields (7).

When data is input into storage the program will dynamically change quality value within specified range between minimal and maximal values trying to get specified average data rate.

- 27. The Frame Properties field (8) displays a format of video data received from the FD422, FD322, FD842 boards: width, height and frame rate.
- 28. Click Next (9) if you configure codecs for different storages separately (in this case the Use the same settings for all storages mark is put).

- 29. If all storages have the same settings click Next (9) to pass to the next step Audio Settings.

If you want to return to configuration of the previous step click Back (10).

30. On this step you configure audio preview settings.

Storages Configuration Storages Nume Time Shift 2 Storage Names Video Preview Codec Settings Audio Settings Disk Space Allocation Storages Summary	Audio Preview Settings Audio Preview Settings Ratio: 1:100 Min required preview size: 4 MB 5
	< Back Next > Cancel (7) (6)

31. The Frequency (Hz) field (2) displays sample rate of audio that is recorded into storage.

Tip: We recommend not changing default value of this parameter.

32. Specify number of channels in the Channels list (3):

- 1 Mono is used for mono recording;
- 2 Stereo is used for stereo recording.

Disk capacity that is required for storing of audio data depends on specified way of audio recording. If you have stereo recording then capacity is increased in 2 times in comparison with a mono recording.

- 33. Configure preview audio settings by selecting ratio in the Ratio list (4). Ratio is a number of signal audio units selected for being previewed from all audio data.
- 34. Data size required for storing of audio data for being previewed is displayed in the Min required preview size line (5).

Tip

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Tip: We recommend not changing default value (1:100) of this parameter.

35. Click Next (6) to pass to the next step – Disk Space Allocation. If you want to return to configuration of the previous step click Back (7). 36. On this step you configure disk space allocation.

The **Required** line (2) displays a required disk space for created storages.

The capacity is calculated automatically basing on made configuration. Specified storage duration, codec, data rate, audio settings and preview settings are taken into account.

	Storages Configuration	Disk Allocation Method:	Manually 3)
1)—	Time Shift Storage Names Video Preview Codec Settings Audio Settings Disk Space Allocation	Disk Disk (C;) Disk (D:)	Free (MB) 20895 77504	
	2-	Required : 36500 MB, Avai Choose disks where stora Choose disk space allocat 1. Uniformly - storages w	lable : 0 MB Iges you want to be placed. ion method: ill be distributed uniformly on selected disks.	
			<back next=""></back>	Cancel

Tip: We insistently recommend to take into account the following at distributing disk allocation:

- 1. Do not allocate storages on system disk.
- 2. Leave at least 5–10 GB of disk space for some service purposes.
- 37. Select method of disk allocation in the Disk allocation method drop-down list (3):
 - Auto (uniformly) disk allocation is implemented uniformly. On each of the selected disks space for each storage is allocated (see Example (a) below).
 - Auto (sequentially) disk allocation is implemented automatically beginning from the last disk in the list. If there is not enough space on disk to store all storages then missing space will be allocated on the previous disk, etc. (see Example (b) below).
 - Manually allocation is implemented manually for each storage separately.

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38. Put marks (5) in the table (4) for disks where storages can be allocated.

torages Number ime Shift	Disk Allocation Method:	Auto (uniformly)	
ine onic torage Names	Disk	Free (MB)	
ideo Preview	Disk (C:)	20895	
iodec Settings	Disk (D:)	77504	(
udio Settings			
isk Space Allocation	(5)		
torages Summary	U		
	Required : 36500 MB, Availab	le : 76776 MB	
	Choose disks where storage Choose disk space allocation 1. Uniformly - storages will b	s you want to be placed. method: e distributed uniformly on selected disks.	<
		< Back Next >	Cancel

39. Then click Next (5).

If you selected the Auto (uniformly) or Auto (sequentially) methods you will pass to the next step – Storages Summary.

If you selected the Manually method then window for manual customizing of place on disk appears.

Storages Configuration	1 2	X
Storages Number	Storage name : Cam1	
Time Shift	Video Audio	
Storage Names	Diek Exec (MD) Liced (MD) Diek	Exec (MP) Used (MP)
Video Preview	Disk Pree (Mb) Used (Mb) Disk Dick (Dr) 41004 17640 Dick (Dr)	41004 610
Codec Settings	Disk(0.) 11001 17010 Disk(0.)	41004 010
Audio Settings		
Disk Space Allocation #1		
Storages Summary		
	Total used 17640 MB (Min required 17640 MB) Total used 6	10 MB (Min required 610 MB)
	Allocate disk space manually: click on 'Used' value to edit it and desired size on corresponding disk.	d set required size to allocate
	< Back	Next > Cancel

When you create several storages disk allocation is made separately for each of the storages.

Allocation of space is implemented by means of tables located in the Video (1) and Audio groups (2). Each table has the following columns:

- Disk displays names of disks specified on the previous step;
- Free (MB) displays free space on disk in MB;
- Used (MB) displays used space on disk.

Each group has a line with information on allocated and required space for storing of video (3) and audio data (4) in created storage. Required space is specified automatically basing on made configuration.

Storages Number	Storage na	me : Cam1				
Fime Shift	Video			Audio		
Storage Names	Dick	Free (MR)	Liced (MB)	Dick	Free (MB)	Liced (MB)
/ideo Preview	Disk (D:)	41004	17640	Disk (D:)	41004	610
Codec Settings	Disk (D1)	11001		DISK(DI)		
Audio Settings			Ġ			
Disk Space Allocation #:	L		(5)			
Storages Summary			\bigcirc			
	Total used 17	640 MB (Min requ	ired 17640 MB)	C Total used	610 MB (Min requ	ired 610 MB)
	Allocate d desired siz	isk space manua ze on correspo	3 k.	value to edit it a	nd set required	4 allocate
				< Bad	< Next >	Cancel

Click necessary line to enter corresponding data. Then click the Used (MB) line (5) and enter data.

Allocate disk space for each of the created storages.

Configuration of the next storage is implemented by clicking the Next button (6). The button becomes available only when data in both Audio and Video groups of the current storage is entered.

Click Next (6) to pass to the next step – Storages Summary.

40. Information on disk space allocation is displayed on the Storages Summary step (1).

	Storages Configuration		×
1)-	Storages Number Time Shift Storage Names Video Preview Codec Settings Audio Settings Disk Space Allocation Storages Summary	Storage Name Cam1 (Video) Cam1 (Audio) Storage_0 (Video) Storage_0 (Audio)	Used (MB) D: 17640 MB D: 610 MB D: 17640 MB D: 610 MB
		There you can see total mer want to change something o	nory allocation for all storages. Click the 'Back' button if you r click the 'Finish' button to apply changes.
			Cancel
			$\begin{pmatrix} 1\\2 \end{pmatrix}$

If you want to return to configuration of the previous step click Back (2).

To complete configuration of storages click Finish (3).

41. Configured storages (4) are displayed in the main program window in the table with a list of capture lines.

E	🖡 FDPostPlayCap	pture #1				
	Storage	Device	State	Audio	Preview	Qualit
	Cam1	FD322 Board 1 Input 1	Stopped	:96-841-721-601-481-3	5 '-24 ' -12 ' 0'	
	Storage_8	FD322 Board 1 Input 2	Stopped	'96 -84 ' -72 ' -60 ' -48 ' -31	s' -24 ' -12 ' O	
	<)	
	Capture Lines	Modify Remove	Start S	op Configure Delete	. Clear	Setting Exit



4.2. Deleting of Storage(s)

Complete the following if you want to delete created storage(s):

1. Click Delete... (1) in the main program window in the Storages group.

FDPostPlayCa	pture #1				
Storage	Device	State	Audio	Preview	Quality
Cam1	FD322 Board 1 Input 1	Stopped	·9684 ·72 ·60 ·48 ·36 ·24 ·12 ·0	j	
Storage_0	FD322 Board 1 Input 2	Stopped	`36`-84`-72`-60`-48`-36`-24`-12`(1	
Capture Lines	Modify Remove	Start Sto	Storages Configure Delete Clear.		Settings.

2. The Delete Storages window appears.

Delete Storages	
Storage	
Cam1	
Delete	Cancel



3. Put marks (2) in lines with storage(s) that you want to delete.

	Delete Storages 🛛 🛛 🗙
2—	Storage Cam1 Storage_0
	Delete Cancel
	3

4. Then click Delete (3). Confirmation message appears.

Delete?	
?	Do you really want to delete storage(s)?
	Yes <u>N</u> o

- 5. Click Yes to delete storage(s).
- 6. The <New Storage> (4) appears in line where deleted storage(s) was if this deleted storage(s) was specified in capture line settings.

🗱 FDPostPlayCap	oture #1			
Storage	Device	State	Quality Min quality frames	Dropped frames
New storage>	FD322 Board 1 Input 1	Stopped		

4.3. Clearing of Storage(s)

Complete the following to clear storage(s):

1. Click Clear... (1) in the Storages group.

hernen	Device	Chake	Austin	Descriptor	Overläter
kuraye	Device	State	Addio	Preview	Quality
	FD322 Board 1 Input 1	Stopped			
			-96-84 -72 -60 -48 -36 -24 -12 0		
torage_0	FD322 Board 1 Input 2	Stopped			
			-96 -84 -72 -60 -48 -36 -24 -12 0		
apture Lines			Storages	_	Settings.
Add Mc	dify Remove	Start Stop	Configure Delete Clear		Exit

2. The Clear Storages window appears.



- 3. Put marks (2) in lines with storage(s) that you want to clear.
- 4. Then click Clear (3). Confirmation message appears.

Clear?	
?	Do you really want to clear storage(s)?
(Yes No

5. Click Yes to clear storage(s).



Data Input Into Storage(s)

1. Start/Stop of Data Input Into Storage(s)

Input of data into storage(s) is implemented by means of the buttons located in the Capture Lines group:

- Start (1) is used to start data input;
- Stop (2) is used to stop data input.

Storana	Device	Qate	Audio	Draviaw	Ouales
Cam1	FD322 Board 1 Input 1	Stopped	'36 .84' .72' .60' .48' .36' .24' .12' 0		Quar
Storage_0	FD322 Board 1 Input 2	Stopped	-96-84'-72'-60'-48'-36'-24'-12'-0		
<					
Capture Lines Add Moo	lify Remove	Start Stop	Storages Configure Delete Clear		Setting Exit

Important: Data is input only after customizing of capture lines and storages.

You can start input of data in one of the following ways:

- by clicking Start (1) in the main program window;
- using command line with the -start key. The key is necessary for starting of data input into storage after program launch (example: "C:\Program Files\ForwardT Software\PostPlay\ FDPostPlayCapture.exe" -start).

Each capture line requires a license. Maximal number of lines depends on type of purchased product.

You can configure any number of capture lines. However, number of lines used for data input into storage can not exceed number of licenses. Otherwise when trying to start data input an error message appears.

Information on licenses is stored in a registration key. At key activation the information is put into PC Registry.

You can stop input of data in one of the following ways: • by clicking Stop (2);

🚦 FDPostPlayCa	pture #1						
Storage	Device	State	Audio	Preview	Quality	Min quality frames	Dropped frames
Storage	FD322 Board 1 Input 1	Running		24 0	80%	9	0
Storage1	FD322 Board 1 Input 2	Running		24 0	80%	9	0
Capture Lines Storages Add Modify Remove Start Storages Configure Delete Clear							

• by clicking Exit (3) in the main program window when exiting the program. The following message appears.

FDPostP	YlayCapture
2	Do you really want to stop capturing and close the program?
	Yes No

Click Yes. Data input into storage is stopped and the FDPostPlayCapture program is closed.



2. Control Over Procedure of Data Input

The following information is displayed in columns of table with a list of capture lines when input of data is implemented:

Column	Information	Satisfied value
State	Current state of capture line	Running is displayed
Quality	Current quality of video data compression	Value must exceed minimal value of specified at customizing of a storage (the Codec Settings step).
Min quality frames	Number of frames with a minimal quality	Value must be close to zero. If there is another value then video data rate exceeds average data rate and there can be not enough of space on disk for storage, so it is impossible to store data of a specified duration
Dropped frames	Number of frames dropped at input	Value of this parameter must be 0. In other case probably: – PC performance is low; – hard disk is too fragmented or too slow
Audio	Sound volume indicators	
Preview	Preview images (are updated twice per second)	

Useful Links

ForwardT Software set: description, download, documentation, solutions http://www.softlab-nsk.com/forward/index.html

Support

e-mail: forward@sl.iae.nsk.su forward@softlab-nsk.com forward@softlab.tv

Forum

http://www.softlab-nsk.com/forum (currently available in Russian only)

Documentation for more information:

PostPlay. Retransmitted Signal Delay Server. User's Guide

Translation from 9 July, 2012

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