LOG|JAY

**LogjayVX v.3.1
User's manual**

Index

About LogjayVX

Originally conceived as an advanced non-stop audio logger, LogjayVX has been improved into a comprehensive application which now includes three products in a unique software package:

- No-stop long-time logger to provide your local Radio Authority with copies of sections of your broadcast on request.
- Customizable recorder with scheduler and support for external triggering, for automatic recording of incoming feeds.
- Silence detector to tirelessly monitor your audio inputs and generate a warning or switch an auxiliary audio source in case of loss of audio.

Key features:

- Multichannel structure: up to 8 indipendent recording channels on the same workstation.
- Multiformat capture engine supports realtime encoding of in the most popular audio formats such as wav, mp3, ogg, aac, etc.
- Recording settings are freely user-defined depending on available Hard Disk space and required quality.
- Supports any standard consumer grade or professional multichannel sound cards.
- Automatically indexes recorded video by date and time
- Dedicated player module allows to play logged audio from LAN, while recorder module simultaneously carries on recording.
- Scheduling features allow to manage recording according to your schedule or by means of external triggering.
- Internet Time synchronizer: keeps your system clock always updated via your internet connection.
- Built-in file purge feature removes older recordings to make space for the new ones.
- Protects access to software settings with supervisor password.
- Multilanguage software.

LogjayVX has been carefully engineered on building blocks, so you may purchase just the needed channels and features and save money on your initial purchase; for example, you may initially purchase just 1 channel, and later upgrade to 2, 4 or 8 channels if needed. Likewise, you may add later various optional plug-ins, such as the "Pro Pack" which includes a bunch of handy features like recording scheduling, Internet Time Synchronizer, password protected setup, and more.

Thanks to its powerful scheduling features, LogjayVX allows to automatically start and stop recording according to a preset schedule for each day of the week or by means of external triggering from a satellite receiver: this way, tasks like capturing satellite news feeds or activating recording just when needed are easily performed, saving valuable hard disk space.

It is possible to play the recorded audio instantly on any workstation in your LAN: more than one copy of the player module can access to the same recordings across a local network, while recorder module simultaneously carries on recording. You don't need to stop recording if you wish to watch any previously recorded passage!

When used as a compliance logging system, LogjayVX fully takes advantage from today's PCs digital technology to store massive amounts of audio with fast access and retrieving features. LogjayVX automatically stores and indexes recorded audio by date and time, and can be set to automatically rotate logged files to keep track of a desired number of days (according to your local regulations) and if you wish, can automatically erase older days to make room for the new ones.

Quickstart

Here is a short summary of basic operations for speeding up LogjayVX initial setup. For further details we strongly suggest you to carefully read the user's manual!

Installing your customized USB dongle: Insert the USB dongle in one of the available USB ports. If Windows is running, the dongle is recognized and installed automatically following a search on Windows Update.

Installing LogjayVX
1. Insert the installation CD in your CD-ROM drive.
2. Double click on the setup.exe file in the "logjayVX" folder to start setup.
3. Follow the on-screen guided instructions which will guide you for the rest of the setup procedure.
4. Copy the wjlogo.bmp file from the main folder of your installation CD to LogjayVX installation folder (usually c:\program files (x86)\logjayVX if you choose the default one). This file is your station logo which is needed for software customization.
5. Click "Start", "LogjayVX", "LogjayVX" to start the application, then click on "Setup" button and proceed to perform initial system setup and configuring your capture cards and encoding settings, etc.
6. Confirm changes and restart the application to validate the new settings.

Once you're done with setup and initial testing, we strongly suggest you to fine tune your system setup for best performance:

- Disable screen savers and power saving modes: from the Windows desktop, click the mouse right button, select "properties", click on "screen saver" tab, and from the drop-down menu select "none". In the "Screen power saving setup" section, click on "setting" and from the drop down menus "turn down monitor" and "disable hard disks" select "Never".

Chapter 1: The user interface

Graphic layout of LogjayVX is based on "**skins"**: these are packages of graphics components which are used to customize software appearance, from dialog windows to buttons, menus, labels, etc. Thanks to skins, the user interface can be made good looking according to your own taste. LogjayVX includes a folder with several "skins": click on this button and browse your skin folder to select your favourite one. Some examples of skins:

The main window

This is the main window, which appears when the LogjayVX application is started. The window is structured as one or more "rows", each one showing 2 recording channels, and a bottom panel with common indicators and buttons.

- Buttons to activate the main features
- The preview windows displays the input signal with the associated audio VU-meters and capture timer.
- Input volume sliders and details The 2nd preview on the right displays the output signal.

it is made of 5 sections: the first 4 correspond to each recording and audio monitoring channels, the last one includes misc features and indications. Of course, details may slightly differ depending on your setup and/or enabled channel and features.

Detailed description

- **Rec button**

  Starts audio capturing. If the recording mode is set to "ask filename", a dialog box will appear to type the desired file name.

- **Skip button**

  As soon as recording is started, the Rec button icon will change to "Skip" mode: if the button is pressed while recording, capturing continues to a new file without any frame loss.

- **Stop button**

  Stops audio capturing and turns back to preview mode.

- **Pause button**

  Pauses capturing to file. Click the Rec button again to continue capturing.

- **Audio monitoring**

  Switches on/ off the captured audio monitoring for the related channel:

  Disables audio monitor for that channel

 Enables audio monitor for that channel

- **File elapsed time**

  Shows in minutes:seconds.tenths the length of the audio segment being logged. The counter is updated in real-time.

- **Audio input VU-meters**

  The VU-meter shows in real-time the input and output audio levels. Signal is represented as peak level in dBs, where the 0 dB is the absolute maximum before a clipping occurs. The VU-meter also includes a peak-hold feature: the peak level segments are temporarily left visible before resetting themselves.

- **Status display**
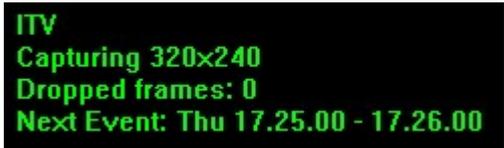
This panel indicates the following informations: user-set channel denomination, current software status (Stop, recording, preview, etc.), next scheduled event.

- **Audio codec**

The caption on the right of the status display show the currently set audio/video format and codecs, and realtime indication of disk space left.

- **Setup button**

Opens the setup window to set all the application operating parameters.

- **Exit button**
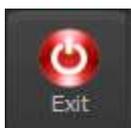
Opens the setup window to set all the application operating parameters.

The setup window
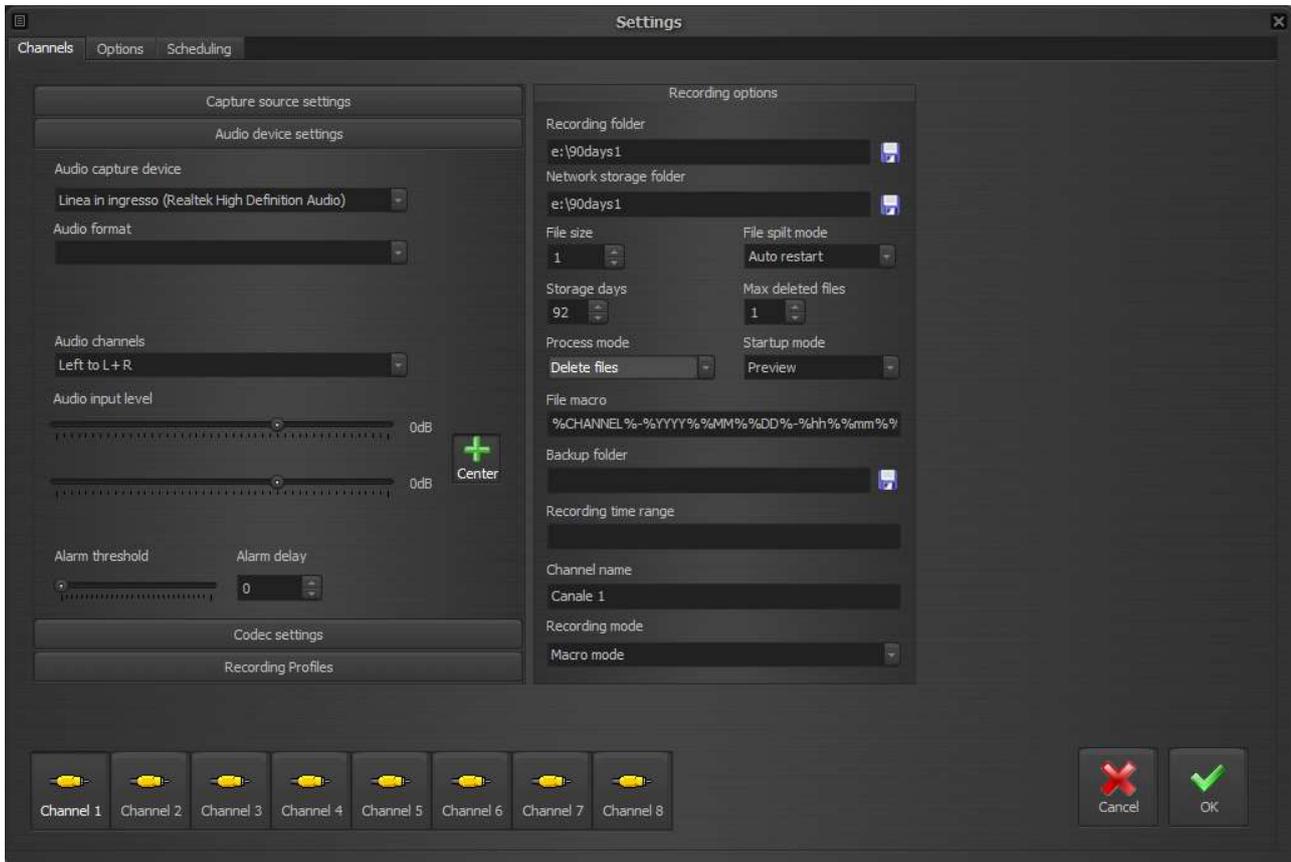
The setup window allows to set various hardware and software settings such as the recording sound cards, audio codec, recording folder, etc.).

For each of the available channels, various parameters can be set according to your specific requirements.

Though full setup of configuration is allowed, settings related to features not included in your purchased package will not be working.

Most of the changes are applied immediately but for initial configuration a restart will be required.

Detailed description

Capture source settings

- **Capture source**

Sets the capture source between capture device (that you can select from the box below), network playback or virtual object. The button on the right allows to update the list of available Virtual Objects.

- **Source URL**

Sets the source URL if the capture source capture source is set on network playback.

Audio device settings

- **Audio capture device**

Sets the sound card to use for audio input.

- **Audio channels**
- Stereo: this is the default setting, recording is performed in stereo.
- Left: should you wish to use a stereo sound card to capture two distinct mono channels, this setting allows to capture the audio input from the Left channel only, but record as mono on both channels.
- Right: as above, for the Right channel.

- **Audio input level (Left / Right)**

Sets the audio input level.

- **Center button**

This is a 2-state button. If down, the Right slider will be locked to the Left slider, otherwise it is possible to operate the Left and Right slider independently to balance the input audio.

- **Alarm threshold and delay**

If you wish to enable the blank detector, here you'll have to set the time in minutes before an incoming audio under the threshold is considered as blank. The associated cursor sets the threshold value under which the input signal is considered as "blank", while above the same threshold is considered valid. Setting the slider at about 1/10 of its run has proved appropriate.

Codec settings

- **File format**

Sets the output file format (mp3, aac, etc.).
The associated buttons on the right open a dedicated window to customize muxer and codec settings:

You can change any of the settings shown by typing a new value in the related column, or reset a single setting to its default value by deleting the corresponding value in the grid.

- **Cancel button**

Cancels changes and closes the codec params window.

- **Reset button**

Resets to defaults all settings related to the selected codec, and closes the window.

- **OK button**

Confirms changes and closes the codec params window.

- **Enable WebRTC output**

Enables/disables simultaneous playout output to WebRTC.

WebRTC is a new technology that provides browsers and mobile applications with Real-Time Communications (RTC) and allows audio/video data to be transferred between desktop applications and browsers like Google Chrome and Mozilla Firefox without any plugins. WebRTC has a number of awesome features like adaptive bit rate, direct peer-to-peer data transfer and low latency. Clearly, the WebRTC protocol allows as well to send video to and from any Winjay application, for example a LogjayVX can capture the WebRTC stream generated from a moviejaySX in any other location in the world via the internet.

- **WebRTC signaling server**

Sets the WebRTC signaling server in the form address:port

- **Enable NDI renderer**

Enables/disables simultaneous playout output to Newtek NDI (Network Device Interface) protocol that allows transmitting video streams via LAN instead of SDI. The NDI protocol allows to send video to Newtek compatible devices and other Winjay applications, for example a LogjayVX can capture the NDI stream generated from a LogjayVX on any other workstation in the LAN.

Recording profiles

When using LogjayVX as recording workstation, should you wish to often change recording settings (codecs, bitrate, etc.), once you perform the required audio codec and multiplexer settings, this feature allows to assign a name and store these settings under a profile, that can be easily recalled later

Quickstart

- Storing a profile: Set recording format, audio codec as required, type a profile name in the box underneath the grid, then click the Save button.

- Recalling a profile: Double click the desired profile on the grid: the codecs and settings will automatically update according to previously stored profile.

- Deleting a profile: Highlight the desired profile on the grid, the click on the Delete button.

Recording options

- **Recording folder**

Sets the default folder where recordings will be stored to.

- **Network storage folder**

As above, but sets the corresponding folder that will be filed in the database to retrieve recordings from the LogjayVX Player installed in the LAN. For example, supposing that the recording workstation is named INGEST, and the recording folder is set to "d:\90days1", this box will be set to "\\INGEST\D\90days1" or similar.

- **File size box**

Sets the file size in minutes for each logged segment. Taking into account that you may not play a file until recording ends (or you stop recording manually), and that there's a small time gap between closing a file and starting the next one, this is clearly a compromise between file size and time you'll have to wait before it is possible to play the logged segment. Except for specific circumstances, we usually suggest a value of 60 minutes (1 hour) for each file. Set to 0 to disable this feature.

- **Segmentation by hour**

Should you don't wish to split logged segments according to a set size in minutes but instead at the exact hour jump, this box sets a series of comma separated hour clocks when the recording will be segmented to a new file. For example, the string

0,6,8,9,10,12,17,18,20

will produce a 6 hours file starting from midnight to 6 o'clock, a 2 hours file from 6 to 8, a 1 hour file from 8 to 9, and so on.

Should you wish to use this mode, we suggest to set the file size box to 0 in order to disable file segmentation by length in minutes.

- **File split mode**

Sets the action to undertake when the recording time limit set is reached:

- Stop: stops recording and waits in Stop mode.

- Auto restart: switches recording to a new file, without losing any frame. The new file name is automatically assigned based on the macro setting. This is the mode to set when using LogjayVX as compliance logging system.

- **Storage days**

LogjayVX can be set to automatically rotate logged files to keep track of a desired number of days and if you wish, can automatically erase older days to make room for the new ones. Type here how many days you wish to store before the oldest day of recording is erased to make room for the new ones (usually 90, 30, 42, depending on your local regulations or your requirements).

- **Max deleted files**

Here you may set the maximum number of video segments to delete each time the purge routine is fired. Taking into account that LogjayVX runs purge of obsolete recordings each hour, and supposing segments of 1 hour each, you should set this value to 1 (i.e. each hour, LogjayVX deletes not more than 1 segment). Thus, if the system clock is accidentally moved forward, deletion of huge quantities of video segments which should be kept into the archive is avoided. To disable this feature, set the value to 0.

- **Process mode**

For obsolete clips whose date is older than maximum days to store, sets action to execute:
- Delete files: clips are deleted to create space for the new ones
- Move files: clips are moved to a backup folder

- **Startup mode**
- Preview: LogjayVX automatically starts in preview mode, so the incoming audio is shown on vu-meters.
- Capture: recording is started automatically at startup. This is the suggested setting when LogjayVX is used for logging purposes, so recording will be restart automatically at each startup (for example, after a power failure has occurred).

- **File macro**

Sets the macro used to generate filenames. You can mix static text with macros, these latter are delimited from the symbol %, and are automatically replaced at runtime:
- %WINUSERNAME% - Sets the current Windows username
- %CHANNEL% - sets the channel name
- %YYYY% - sets the year
- %MM% - sets the month
- %DD% - sets the day
- %hh% - sets the hour
- %mm% - sets the minutes
- %ss% - sets the seconds

You can use the '\' symbol to instruct the application to generate the filename under one or more nested directories using the same macros listed above, for example the string:

%CHANNEL%\%YYYY%\%MM%%DD% - %hh%%mm%%ss%

will create the filename month-day-hours-minutes-seconds under a directory structure with the current channel name and year.

- **Backup folder**

If the storage management mode is set to "move files", browse your hard disk to specify here the folder where obsolete clips will be archived, once maximum on-line days to are expired.

- **Recording time range**

If you don't need to run video jogging 24 hours a day, here you may specify a time range where recording will be automatically started. Outside this interval, recording is automatically stopped. For example, the string 09.30.00-10.15.00 enables recording from 9,30 to 10,15. To disable this feature, just clear this box.

- **Channel name**

Sets the input channel name, which is shown on the main recording window to identify the channel.

- **Recording mode**
- Logging mode: use this setting for 90 days logging; file names assigned to video segments will be generated automatically.
- Ask filename: use this setting when LogjayVX is used as manual ingest system; when you click the Record button, a dialog box will ask you to type the desired file name. The default recording folder is the 1st one set in the "recording folders" box.

Time Synchronizer section

LogjayVX features a built-in time synchronizer which allows to keep your system clock always updated thanks to time servers on the Internet.

- **Time Server**

Here, you'll have to specify the time server to use. Just select your server from the drop-down box.

- **UTC difference**

Time servers on the Internet always work on the UTC time, so here you'll have to specify the time shift between UTC and your local time.

- **Get Time Now**

Press the button to attempt a connection to the specified time server: if this is successful, in a matter of seconds the system time will be automatically updated according to the server time.

Various section

- **Language**

LogjayVX is multilinguage and any caption used in the software is read from a text file you can easily tailor to your needs, or copy-and-paste to create new languages. The software comes with English and Italian LNG language files, found in the software setup folder. To edit your default language, just select your favourite one from the available languages in the drop-down box.

- **Database path**

Sets the path to the centralized database which is going to retain all the informations about logged segments, scheduling, etc. Except for specific requirements, we suggest to leave the default settings.

- **Log File**

Sets a filename with full path where LogjayVX will write its operation log (for example timestamp of recording start and end, software startup and shutdown, etc.). This is a plain text file, which you can open with Windows Notepad.

- **Skin select**

Click on the button to the right of the edit box and browse your skin folder to select your favourite skin.

- **Lock windows**

If checked, locks windows' position and size previously set without the lock activated and prevents accidental closing.

- **Reset codec settings**

If checked, at the application startup resets the codecs' user settings such as bitrate, etc. This feature turns useful in case recording can't be started anymore after any vital settings have been accidentally changed, in such case after the reset at startup it will be possible to manually set desired values again. If you make use of presets, you can enable this feature since presets will automatically reload also the user settings eventually set.

Keyboard shortcuts section

You can optionally associate the main application functionalities to a keystroke. For this purpose, for each required feature you wish to enable:

1) Select the desired keystroke in the drop down box (for example F10)
2) If you wish to create a a keystroke combination with Alt, Ctrl, Shift, check the related box on the right.

Password section

Optionally, you may set a password to limit access to the setup window only to authorized personnel. You will be requested to type this same password whenever you press the "Rec" and "Stop" buttons on the main recording window.

- **Old password**

To edit the current password, type the old password in this box. If the password is the right one, the icon ❌ changes into ✅ and you will be allowed to type the new password into the other. Otherwise, you will not be allowed to make changes. The default password set on the system is "winjay", without quotes. With this default settings, access is granted to everybody and no password request is performed.

- **New password**

Once you typed the old password in the first box, just type here the new password to set.

Video switcher section

When using LogjayVX for scheduling recordings according to date/time or incoming triggers, the software is optionally able to drive a video switcher (for example with 4 satellite receivers on its inputs) so that the required source is automatically selected for the specific recording schedule.

- Switcher type

Sets the kind of video switcher in use:
- Disabled: No video switcher in use
- ELCA: drives the Elca SR8P - SR16 - MC2424 - MC 3225 video switchers via RS232
- Elca MX3232 - MX3224 - MX2424 - MX1616 - MX88, for the Elca MX series
- CEM Ibrida: drives the CEM Elettronica Ibrida controller via RS232
- BTS MS16: drives the BTS MS16 via RS232
- Elpro SAVIS204: drives the Elpro SAVIS204 via RS232
- Kramer Protocol2000: as above, for any Protocol2000 compatible Kramer switcher.
- Knox Video RS16x16HB - ProSwitch Series: for the indicated Knox switchers
- Pesa Bobcat – drives the Pesa Bobcat via RS232
- Extron Matrix Series – drives the Extron Matrix Series (Series 50 / 3200 / 6400 / 12800) and MAV 44 / 48 / 84 / 88 via RS232
- Extron Switcher Series – drives the Extron Switcher Series
- Inday: drives all the range of Inday switchers

- **Switcher COM Port**

If you wish to drive your video switcher via RS232, you have to specify the COM Port to use for this purpose.

- **Switcher COM speed**

Here you need to set the COM port speed depending on your video switcher requirements (usually 9600 bps).

- **Cancel button**

Cancels updates and closes the setup window. You'll see a dialog box asking for confirmation.

- **OK button**
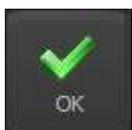
Confirms updates and closes the setup window.

Press the "schedule" tab to enter the scheduling page, which allows to schedule recordings according to time and day of the week, or via external triggering.

Quickstart (scheduling a clock driven recording):

In the following example we're going to schedule a recording each Monday, Wednesday and Friday, starting at 10.00.00 AM up to 10.30.00 AM. Each time, the existing file (if any) will be overwritten by the new recording.

1. Press the "New" button to switch the database to insert mode.
2. Insert a name for your new scheduling, set 10.00.00 as start time and 10.30.00 as ending time, then check the Mon, Wed and Fry boxes.
3. In the "trigger" box, select the "clock driven" item to schedule your recording according to your start and ending time.
4. In the "channel" box, select the channel where you want to schedule your recording, for example channel number 1.
5. The "action" box will have no effect, since it is only used to associte an action to a trigger. In the "recording mode" box, select the "file name" item, browse your Hard Disk to set your storage folder, then type the file name which will be used for your recording.
6. Finally, press the OK button to confirm when done.

Quickstart (scheduling a triggered recording):

In the following example we're going to schedule a recording each Tuesday and Thursday, starting will be triggered by the closure of Trigger 1 but only between 10.00.00 AM up to 10.05.00 AM. This time, files will be named each with its own timestamp according to the recording start time, and put in the specified folder. To stop recording according to another trigger, you'll just have to add a similar scheduling.

1. Press the "New" button to switch the database to insert mode.
2. Insert a name for your new scheduling, set 10.00.00 as start time and 10.05.00 as ending time, then check the Tue and Thu boxes.
3. In the "trigger" box, select the "Trigger 1 close" item.
4. In the "channel" box, select the channel where you want to schedule your recording, for example channel number 1.
5. In the "action" box, select the "start" item. In the "recording mode" box, select the "folder name" item, then browse your Hard Disk to set your storage folder.
6. Finally, press the OK button to confirm when done.

Please note:

In case a recording is still running on the same channel where a schedule is about to start, a file switching will be performed, i.e. the previous segment will be closed and recording will continue under the new filename set in the scheduled item.

Detailed description

- **Schedules grid**

Contains the list of schedules in the database. You can navigate the list with the arrows on the right. Left-clicking on each item on the grid, related details are shown in the corresponding controls below in the window.

- **Schedule name box**

Contains a name for the current schedule, for faster recalling. For example, "morning news".

- **Trigger box**

Sets the trigger which will activate the current schedule. For example: "Trigger 1 Close" will activate the schedule when trigger 1 closes, "Trigger 2 Open" will do the same when trigger 2 opens, and so on. Setting the "clock driven" item, recording will start and stop according to scheduled start and stop time, triggers will be ignored.

- **Channel box**

Sets the channel (from channel 1 to channel 8, depending on your purchase) where you want to schedule your recording.

- **Action box**

Sets the action which a trigger will undertake:
1. Start: recording will start with the previously loaded profile.
2. Stop: recording will stop.
3. Load Profile: LogjayVX will load the specified recording profile and start recording.

If the current schedule is clock driven, this setting is ignored.

- **Profile**

If the "Load profile" option is enabled, selects the recording profile.

- **Recording mode**

Two recording modes are available:

1. Date/time: files with the logged audio will be named according to recording start date and time: this mode should be used for long-time logging purposes, since each recording will be assigned a different file.
2. Specify file name: the audio file will be always named the same way, according to your settings. Each new recording will overwrite the previous ones, which will be lost, of course.

- **Storage folder / filename**

If recording mode has been set on date/time, just click on the icon and browse your hard disk to select the folder (local or LAN) where the logged audio will be stored.

Otherwise, if recording mode has been set on a specific file name, this box will allow browsing for your desired path and file name which will be overwritten for each new recording.

Optionally and for the File name mode only, you can edit the box to set the macro used to generate filenames. You can mix static text with macros, these latter are delimited from the symbol %, and are automatically replaced at runtime:
- %SCHEDULE% - Sets the current schedule name
- %WINUSERNAME% - Sets the current Windows username
- %CHANNEL% - sets the channel name
- %YYYY% - sets the year
- %MM% - sets the month
- %DD% - sets the day
- %hh% - sets the hour
- %mm% - sets the minutes
- %ss% - sets the seconds

- **Start time**

If the current schedule is "clock driven" type, you'll have to type here the start time of your recording. Otherwise, when external triggering is used, the start time is considered as trigger enable start time, meaning that the trigger event is taken into account only if between the start and end time specified. This way, you may restrict your recording just to your desired schedule, ignoring unwanted triggering.

- **End time**

As above, this is the end time for your recording in the case of "clock driver" events, or trigger enable end time when external triggering is used.

- **Days enabled**

This group of checkboxes from Sunday to Saturday allow to enable the current schedule for each day of the week. This way, you may also add totally different schedules for each day of the week or ignore unwanted triggering.

- **Switcher Input/Output**

Set the input/output switching to perform for the current schedule in order to select the required video source, for example input 5, output 1.

- **New button**

Switches the database to insert mode to add a new schedule.

- **Edit button**

Switches the database to edit mode, to edit settings for the current schedule.

- **Cancel button**
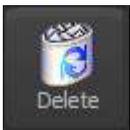
Deletes the current scheduling. You'll see a dialog box asking for confirmation.

- **Cancel button**

Cancels updates and switches to browse mode. You'll see a dialog box asking for confirmation.

- **OK button**
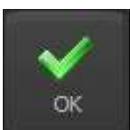
Confirms updates and switches to browse mode. If the database is already in browse mode, closes the setup window.
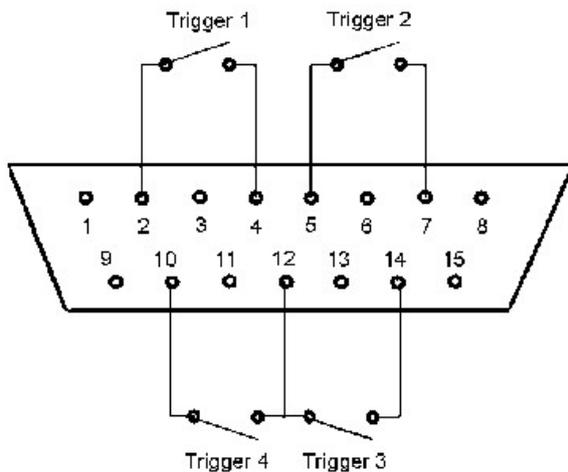
For the trigger feature to work correctly, first of all you should connect to the joystick port using the diagram on the left (for the preliminary checks you may also wish to use an ordinary joystick). You also have to add some 100 K-Ohm resistors between pins 1-3, 1-6, 9-11, 9-13: otherwise Window will report the joystick as "not connected" and triggers won't work. You should also jump together pin 12 with pin 4 (or 5).

The most recent motherboards don't offer any joystick port anymore, so you should use an USB-joystick converter, or alternatively buy any USB joystick and then wire your triggers in place of the original buttons. When you plug the device, Windows automatically installs the driver and the joystick is listed in the "devices and printers" section. Right-click to select the "game device setting" menu item: you will see the installed device inside the window. Click on "properties" to test the buttons which will be used as triggers.

Chapter 2: The player module

Segments with the logged audio will be found on your storage folders timestamped with recording start time based on your macro settings, for example as yyyymmdd-hhmmss.mp3 – that way it will be easy to trace your desired segment. However, whenever you need to play the logged video, running the LogjayVX player will easy the task of locating the desired passage. LogjayVX includes a free licence of LogjayVX, which runs on the same workstation as LogjayVX recording module as well as any workstation in your LAN, without any added cost.

LogjayVX Player main window:

Quickstart (playing the logged audio):

1. Using the drop-down boxes, select the channel, date and time from which you wish to start playing the logged audio.

| 27/09/2007 | 16.31.53 | Channel 1 |

2. Press the Play button to start playing.
3. In play mode, the time display shows in real time the timestamp of the logged audio, and the slider the relative position in the audio file containing the desired segment. Click and drag the slider to move back and forward.

11:17:50.2 08/10/2007

4. Click and drag the Rate cursor to change the playback speed in forward or reverse mode. Release the cursor to revert to normal playback.

- **Play button**

    Starts playing the desidered logged segment according to selected channel and date/time.

- **Pause button**

    In play mode, switches to pause mode.

- **Stop button**

    Stops playing the logged audio.

- **Sync players button**

Sometimes you may wish to play simultaneously recordings from 2 different channels (for example, in order to compare your schedule and your competitors). Once the first player is started and running, select the channel, date and time on the 2nd player and then click on this button: the 2nd player will start playing the selected channel and keep in synch with the first one.

- **Audio monitoring**

When using both players at once on the same soundcard, you may wish to separately enable or disable audio output for each player:

Disables audio output for the corresponding player.

Enables audio output for the corresponding player.

Click on the "Export" tab to enter the related page, which allows to join and convert your recorded segments to another video format:
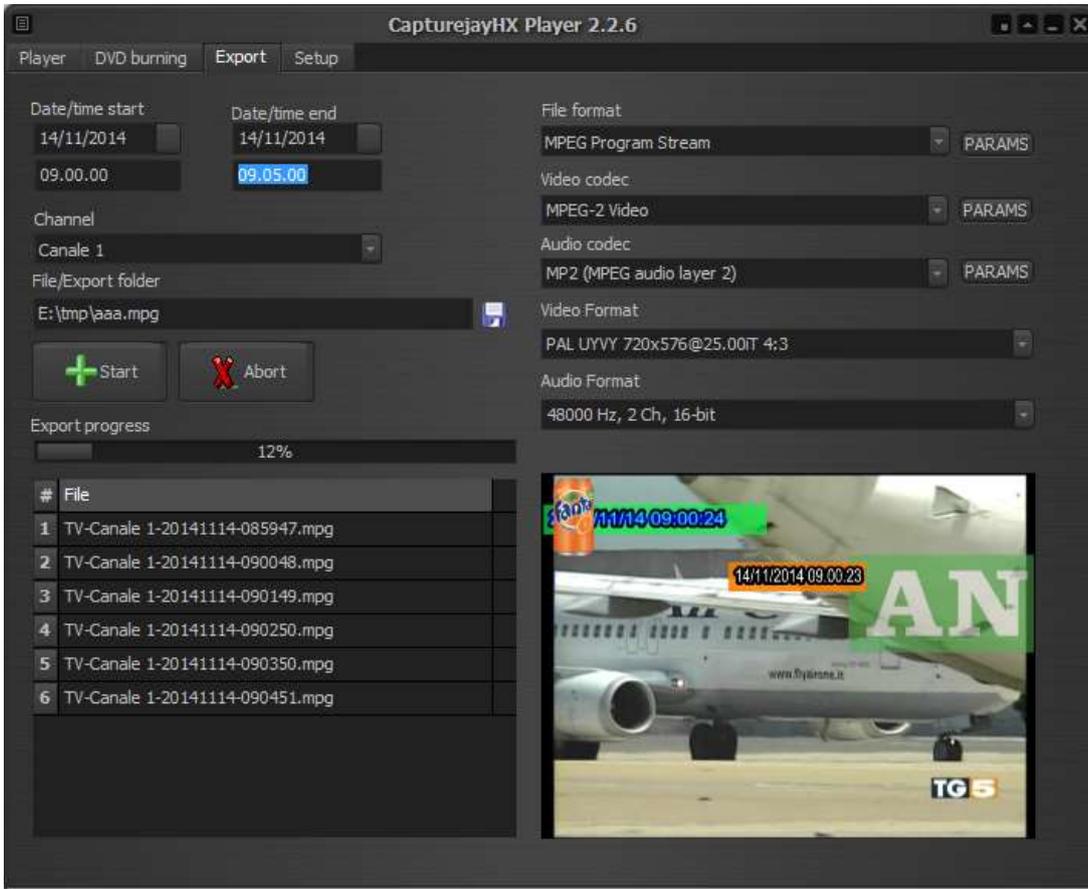
- **Start - end date/time**
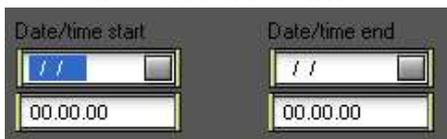
These controls allow to filter your recordings database according to start and end date/time interval, for example you may wish to select only recordings from 02/10/2014 10.00.00 to 05/10/2014 12.00.00

- **Channel**

Selects the channel to export.

- **Export File/folder**

Sets the filename or folder where re-encoded clips will be stored.

- **Start button**

   Click this button to add the selected clips between the start/end date and time set above and start the exporting.

- **Abort button**

   Click on this button should you wish to abort a running exporting process.

- **File or streaming format**

Sets the output file format (mp3, aac, etc.).

The associated buttons on the right open a dedicated window to customize muxer params:


- **Audio codec**

Sets the desired audio codec for the audio file or streaming output. As above, the associated buttons on the right open a dedicated window to customize codec params

You can change any of the settings shown by typing a new value in the related column, or reset a single setting to its default value by deleting the corresponding value in the grid.

- **Audio format**

Sets the export audio format.

Click on the "Setup" tab to enter the setup page, which allows to set the various player's options.
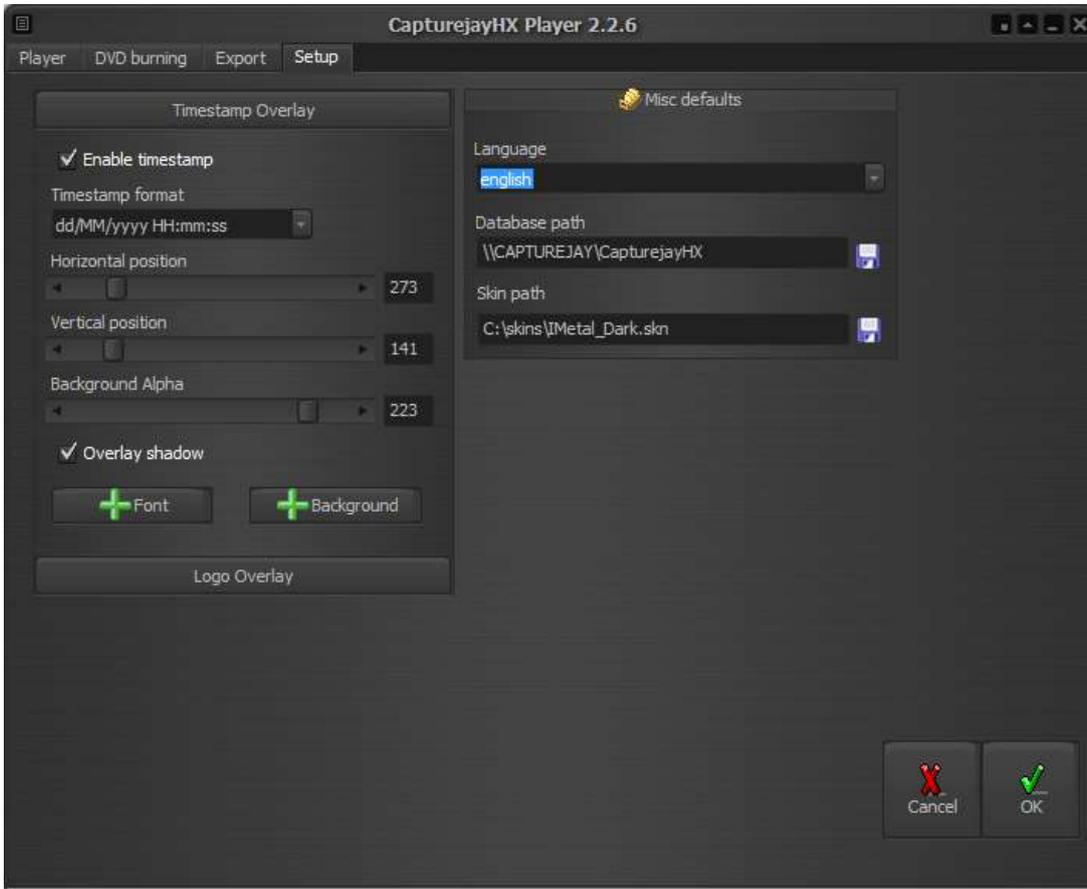
- **Timestamp and logo overlay**

If you wish to perform clean recordings without adding any timestamp and logo overlays, then you can superimpose the timestamp while playing or exporting the logged video with the LogjayVX Player module. For more details, please refer to the same section on the LogjayVX recording module.

- **Language**

LogjayVX is multilinguage and any caption used in the software is read from a text file you can easily tailor to your needs, or copy-and-paste to create new languages. The software comes with English and Italian LNG language files, found in the software setup folder. To edit your default language, just select your favourite one from the available languages in the drop-down box.

- **Database path**

Sets the database path where each player module should read search for informations concerning the logged video. If the player module runs on the same workstation as the recording module, just leave the default setting, otherwise please specify the path to the database on the recording workstation (for example \\logger\c\program files\ LogjayVX).

- **Skin select**

Click on the button to the right of the edit box and browse your skin folder to select your favourite skin.

- **Cancel button**

Cancels changes and closes the setup window.

- **OK button**

Confirms changes and closes the setup window.

Appendix: Additional settings

The logjay.ini offers some additional settings which are not available from the user interface, in order to handle specific usage scenarios.

In case when attempting to play a segment on LogjayVX Player a different one is played back, or when starting the export procedure the requested segments between the selected date/time are not included, probably it will be required to force date/time settings to match your system settings, by correctly setting the following rows inside the [Player] section:

DateSeparator = "/"
TimeSeparator = "."
ShortDateFormat = "dd/MM/yyyy"
LongTimeFormat =

End user licence agreement

NOTICE TO USER: THIS IS A CONTRACT. PLEASE READ THIS DOCUMENT CAREFULLY BEFORE INSTALLING THIS SOFTWARE. THE INDIVIDUAL OR ENTITY INSTALLING THIS SOFTWARE (THE "END USER") AGREES TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, YOU WILL NOT BE ABLE TO USE THE SOFTWARE.

LOGJAY SOFTWARE END USER LICENCE AGREEMENT
FOR 1 (ONE) COMPUTER

WINJAY S.R.L.
End user licence agreement

The enclosed computer program(s) and the accompanying documentation are provided to the End-User by Winjay S.R.L. ("Licensor") for use only under the following terms. Licensor reserves any right not expressly granted to the End-user. The End-User owns the disk on which the Software is recorded, but Licensor retains ownership of all copies of the Software itself. The End-User assumes sole responsibility for the installation, use and results obtained from use of the Software.

This Winjay S.R.L. End User License Agreement (the "Agreement") accompanies software ("Software") and related explanatory written materials ("Documentation"). The term "Software" shall also include any upgrades, modified versions, updates, additions, and copies of the Software licensed to you by Winjay S.R.L. - Winjay S.R.L. grants to you a nonexclusive license to use the Software and Documentation, provided that you agree to the following:

1.   Use of the Software. You may:
- Install the Software in a single location on a hard disk or other storage device of up to the number of computers indicated in the the header at the beginning of this Agreement.
- Provided the Software is configured for network use, install and use the Software on a single file server for use on a single local area network for either (but not both) of the following purposes:
 (a) permanent installation onto a hard disk or other storage device of up to the Permitted Number of Computers; or
 (b) use of the Software over such network, provided the number of different computers on which the Software is used does not exceed the Permitted Number of Computers. For example, if there are 100 computers connected to the server, with no more than 15 computers ever using the Software concurrently, but the Software will be used on 25 different computers at various times, the Permitted Number of Computers for which you need a license is 25.
- Display, modify, reproduce and distribute any photographs, clip art or other artistic works, in whole or in part, that are included with the Software (unless a specific notice to the contrary is indicated), provided such photographs, clip art or artistic works are not distributed on a stand-alone basis. Such photographs, clip art and artistic works may not be used in the production of lewd, obscene or pornographic material.

- Make one backup copy of the Software, provided your backup copy is not installed or used on any computer.

HOME USE. The primary user of each computer on which the Software is installed or used may also install the Software on one home or portable computer. However, the Software may not be used on the secondary computer by another person at the same time the Software on the primary computer is being used.

2. Copyright. The Software is owned by Winjay S.R.L. and its structure, organization and code are the valuable trade secrets of Winjay S.R.L.. The Software is also protected by United States Copyright Law and International Treaty provisions. You must treat the Software just as you would any other copyrighted material, such as a book. You may not copy the Software or the Documentation, except as set forth in the "Use of the Software" section. Any copies that you are permitted to make pursuant to this Agreement must contain the same copyright and other proprietary notices that appear on or in the Software. Except for font software converted to other formats as permitted in the "Use of the Software" section, you agree not to modify, adapt or translate the Software. You also agree not to reverse engineer, decompile, disassemble or otherwise attempt to discover the source code of the Software. Trademarks shall be used in accordance with accepted trademark practice, including identification of trademark owner's name. Trademarks can only be used to identify printed output produced by the Software. Such use of any trademark does not give you any rights of ownership in that trademark. Except as stated above, this Agreement does not grant you any intellectual property rights in the Software.

3.   Transfer. You may not rent, lease, sublicense or lend the Software or Documentation. You may, however, transfer all your rights to use the Software to another person or legal entity provided (1) that you transfer this Agreement, the Software, including all copies, updates and prior versions and all copies of font software converted into other formats, and all Documentation to such person or entity, (2) that you retain no copies, including copies stored on a computer, and (3) that the receiving party accept the terms and conditions of this Agreement.

4.   Multiple Environment Software/Multiple Language Software/Dual Media Software/Multiple Copies/Upgrades. If the Software includes, or, in connection with the acquisition of the Software you receive, two or more operating environment versions of the Software (e.g., Macintosh and Windows®), two or more language translation versions of the Software, the same Software on two or more media (e.g., diskettes and a CD-ROM), and/or you otherwise receive two or more copies of the Software, the total aggregate number of computers on which all versions of the Software are used may not exceed the Permitted Number of Computers. You may make one back-up copy, in accordance with the terms of this Agreement, for each version of the Software you use. You may not rent, lease, sublicense, lend or transfer versions or copies of the Software you do not use, or Software contained on any unused media, except as part of the permanent transfer of all Software and Documentation as described above. If you acquire an upgrade or update for Software, you may use the previous version for ninety (90) days after you receive the new version in order to assist you in the transition to the new version, after which time you no longer have a license to use the previous version.

5.   Limited Warranty. Winjay S.R.L. warrants to you that the Software will perform substantially in accordance with the Documentation for the ninety (90) day period following your receipt of the Software. To make a warranty claim, you must return the Software to the location where you obtained it along with a copy of your sales receipt within such ninety (90) day period. If the Software does not perform substantially in accordance with the Documentation, the entire and exclusive liability and remedy shall be limited to either, at Winjay S.R.L.'s option, the replacement of the Software or the refund of the license fee you paid for the Software. Winjay S.R.L. AND ITS SUPPLIERS DO NOT AND CANNOT WARRANT THE PERFORMANCE OR RESULTS YOU MAY OBTAIN BY USING THE SOFTWARE OR DOCUMENTATION. THE FOREGOING STATES THE SOLE AND EXCLUSIVE REMEDIES FOR Winjay S.R.L.'S OR ITS SUPPLIERS' BREACH OF WARRANTY. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, Winjay S.R.L. AND ITS SUPPLIERS MAKE NO WARRANTIES, EXPRESS OR IMPLIED, AS TO NONINFRINGEMENT OF THIRD PARTY RIGHTS, MERCHANTABILITY, OR FITNESS FOR ANY PARTICULAR PURPOSE. Some states or jurisdictions do not allow the exclusion of implied warranties or limitations on how long an implied warranty may last, so the above limitations may not apply to you. To the extent permissible, any implied warranties are limited to ninety (90) days. This warranty gives you specific legal rights. You may have other rights which vary from state to state or jurisdiction to jurisdiction.

Should the end user experiences failure of his customized hardware key, Winjay S.R.L. sole responsibility will be the repair or replacement of the "hardware key" which should be returned to Winjay S.R.L. together with a copy of the receipt invoice received when you purchased the software. This warranty is not valid if the malfunction has raised from accident or improper use. In no event the end user may pretend a second "hardware key".

6.   Limitation of Liability. IN NO EVENT WILL Winjay S.R.L. OR ITS SUPPLIERS BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR SPECIAL DAMAGES, INCLUDING ANY LOST PROFITS OR LOST SAVINGS, EVEN IF A Winjay S.R.L. REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR FOR ANY CLAIM BY ANY THIRD PARTY. SOME STATES OR JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL, CONSEQUENTIAL OR SPECIAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

7.   Governing Law and General Provisions. This Agreement will be governed by the laws in force in Italy excluding the application of its conflicts of law rules. This Agreement will not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. If any part of this Agreement is found void and unenforceable, it will not affect the validity of the balance of the Agreement, which shall remain valid and enforceable according to its terms. You agree that the Software will not be shipped, transferred or exported into any country or used in any manner prohibited by the United States Export Administration Act or any other export laws, restrictions or regulations. This Agreement shall automatically terminate upon failure by you to comply with its terms. This Agreement may only be modified in writing signed by an authorized officer of Winjay S.R.L.

Macintosh is a trademark of Apple Computer, Inc. registered in the U.S. and other countries. Windows is either a registered trademark or a trademark of Microsoft Corporation. Any other trademark belongs to the respective owner.