

# The Recorder

Data Acquisition  
and  
Recording Software

## Operation manual

Covers software version 4.2

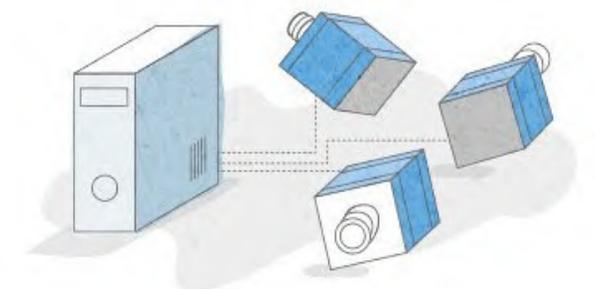
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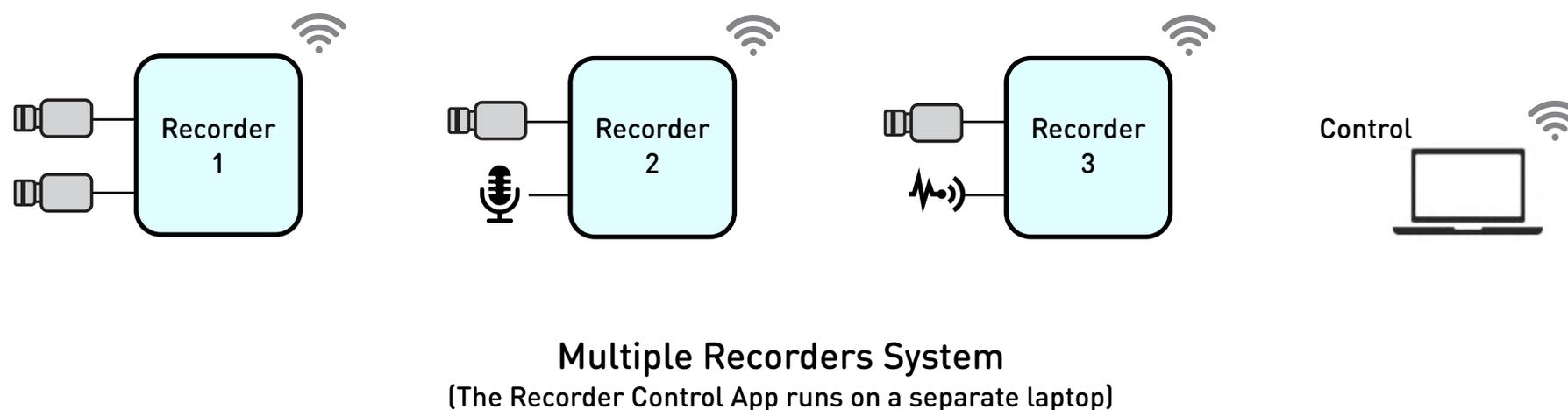
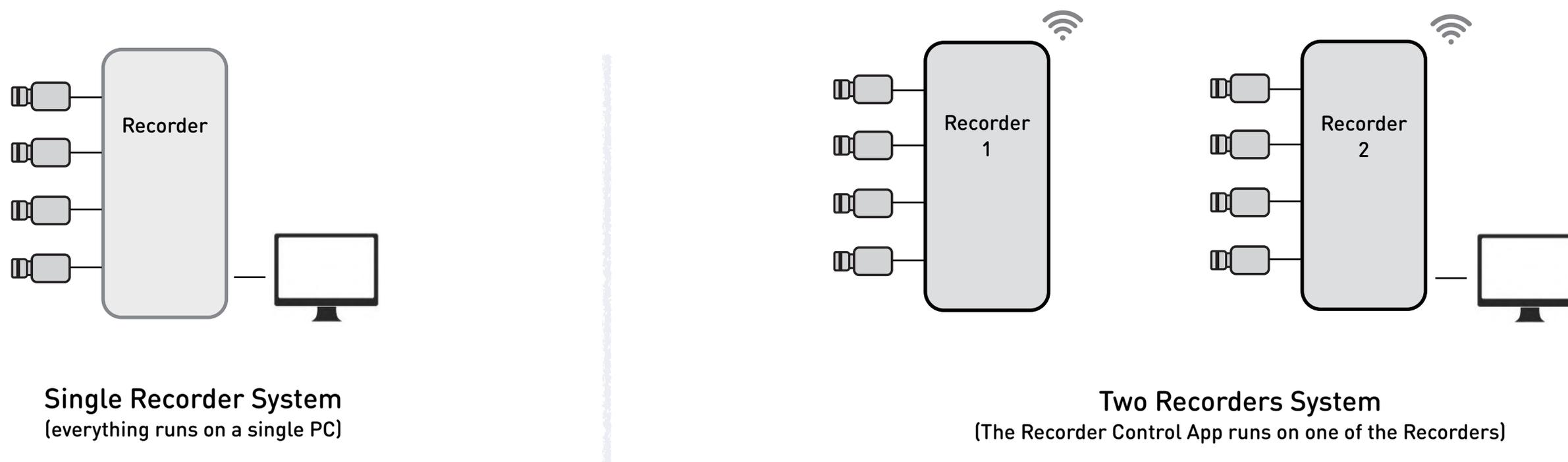
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# Supported configurations



The Multicamera.Systems software supports large variety of configurations enabling a user to build a system with almost any configuration. The building block of a System is the Recorder – a PC connected to single or multiple capture devices, like cameras, lidars, audio, sensors, etc. Although a PC can be used only for data acquisition and processing without the storage, we call it “Recorder” anyway. The Recording System may contain single or multiple Recorders all interconnected over the wired or wireless network and optional synchronization cables allowing whole system to run perfectly in sync.

The Recording System is controlled by a user from the Recorder Control App which may be run either on the same Recorder or on a separate PC or tablet connected to the same network. Several common configuration examples are shown below.



# Software architecture



The cross platform (Windows and Linux) software package contains several components:

**Recording Server App:** unattended (no UI) application running on each (or single) Recorder in the Recording System.

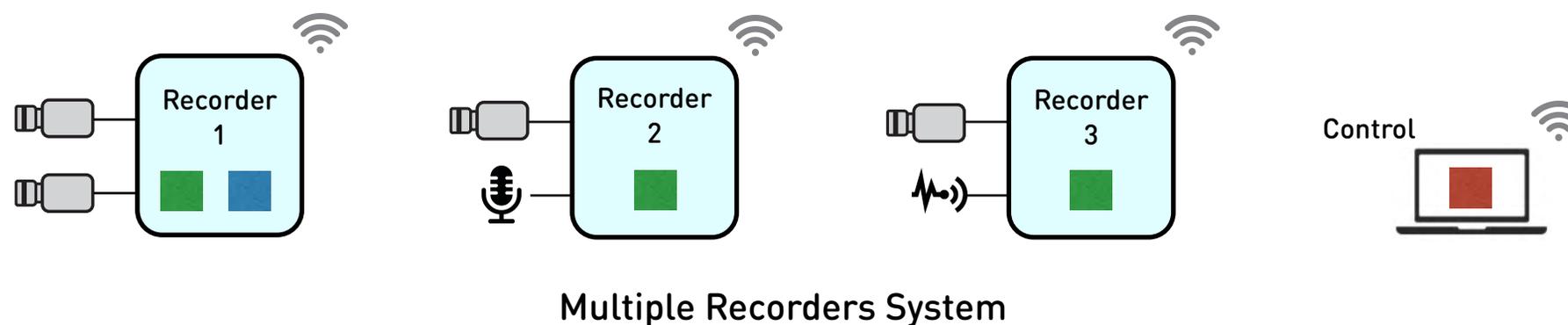
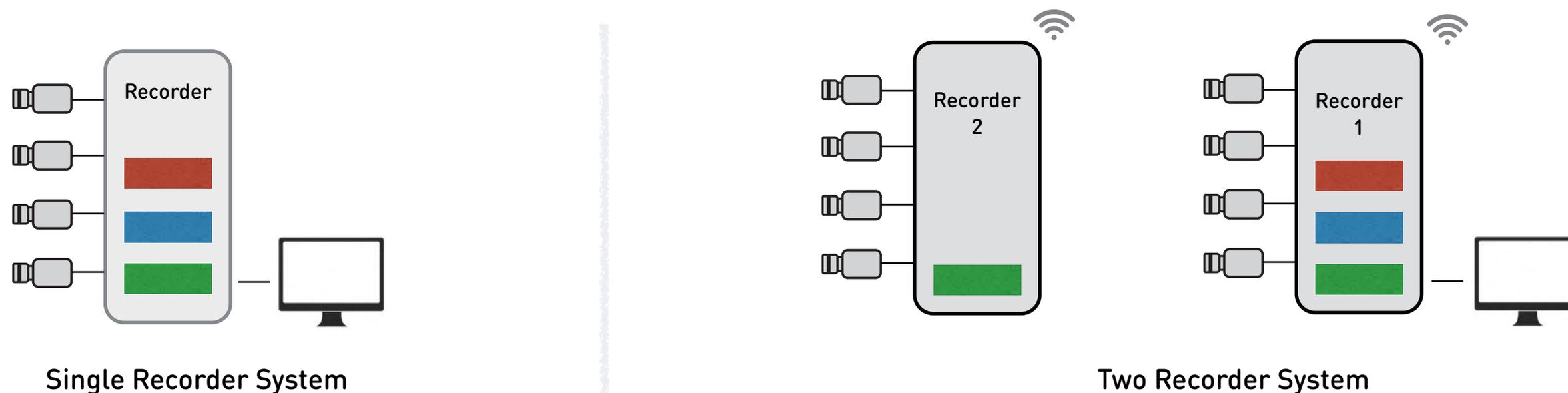
It manages a capture hardware, acquisition and recording and provides access to it for playback, upload and post processing.

**Recording System Manager App:** unattended application running on the first (or single) Recorder in the Recording System.

It manages all Recorders and its connections to the Recorder Control App.

**Recorder Control App:** the application running either on a Recorder itself or on a separate PC.

It provides the User Interface to control the entire Recording System.

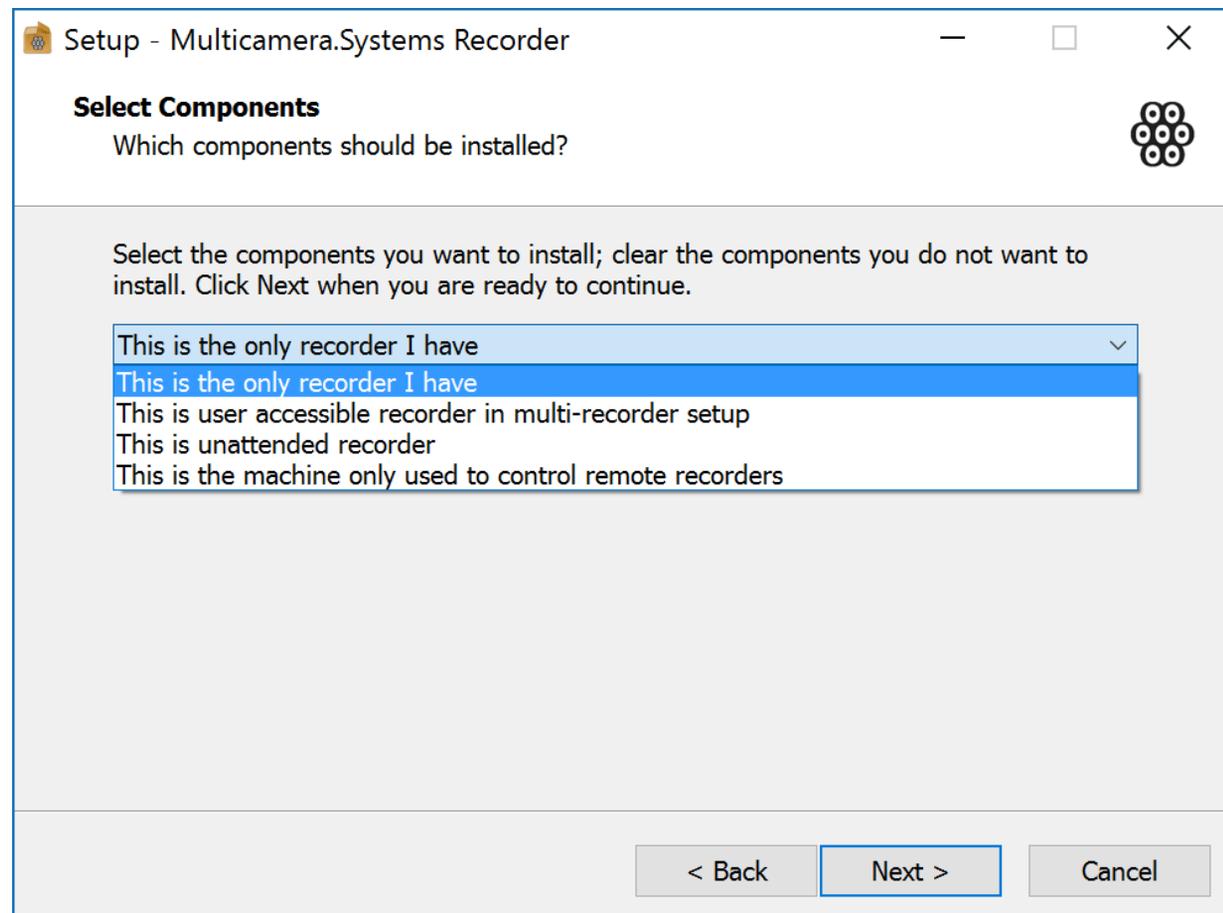


# Installation



At the beginning of installation the installer offers four choices on how the software will be installed:

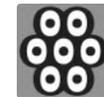
1. For **single machine installations** select the first option "This is the only recorder have". All components including UI will be installed. If you later add another recorder to the system or decide to control this recorder remotely from another PC there is no need to reinstall anything.
2. If you have **several machines** in your setup and the machine you are installing on is the one from which you can also **control** the whole recording system, select the second option "This is user accessible recorder in multi-recorder setup". All components including UI will be installed.
3. If you have **several machines** in your setup and the machine you are installing on is just on of recorders, select the third option "This is unattended recorder". No UI component will be installed.
4. For the machine that is used only to **control** recording system, select the fourth option "This is the machine only used to control remote recorders". Only UI component will be installed.



## Recording Server App

(starts automatically on unattended recorders)

Tray icon



App icon



## Recording System Manager App

(starts automatically on unattended recorders)

Tray and App icon



## Recorder Control App

App icon



# Configuring the Software and Recording System



The configuration process is divided into two stages.

The **first** stage requires physical access to the recorder(s) and is intended to set things which rarely if ever changes:

- recording system name;
- number of recorders in the system;
- each recorder ID;
- set of local drives to be used for the recording.;
- other optional setting discussed later.

Please use "RecordingSystemConfigurator" utility (shown on the right) on each recorder to set those parameters.

The **second** stage is done through the Recording Control App (thus can be done remotely) and it sets the following:

- capture hardware interface (e.g. Frame grabber, USB, Ethernet, etc) and its specific settings;
- number and type of cameras or other devices connected and its specific settings.

Please go to the <System Tab> and click on <Configuration> to bring up configuration editor in the Recording Control App. (shown on the next page)

The screenshot shows the "Recording System Configurator" utility. It is divided into four main sections: "Recording System topology", "Storage", "Network", and "User modules".

- Recording System topology:** Contains a text field for "The Recording System name:" with the value "The Recorder". Below it is a dropdown for "The number of the Recorders in the system:" set to "2". Further down is a dropdown for "This Recorder ID:" set to "1", and a button labeled "S/N".
- Storage:** Contains a label "Recording drives: W:" followed by a "Select..." button. Below that is a text field for "Path to General Storage:" with the value "L:/", followed by an ellipsis button "...".
- Network:** Contains a dropdown for "Adapter to use:" with the value "Auto".
- User modules:** Contains two text fields: "Capture processing:" with the value "MyCaptureProcessor" and "Post processing:" with the value "MyPostProcessor".

At the bottom of the window are two buttons: "Apply" and "Cancel".

# Recording System configuration



The Configuration Editor has two panes: the left one presents a list of recorders and devices connected and the right one shows settings available for selected component.

The screenshot displays the 'Edit system configuration' window. At the top, there are tabs for 'Recorder', 'Media Manager', and 'System'. The main area is divided into two panes. The left pane, titled 'System', shows a tree view of components: Recorder 1 (with a green status icon), Software Emulator (with four sub-items, each 'Software Camera Emulator'), Euresys Coaxlink Frame Grabber (with a 'CIS' sub-item), Recorder 2 (with a green status icon), USB (with a 'Toshiba' sub-item), and a 'Toshiba' sub-item under Recorder 2. The right pane, titled 'Global settings', contains the following configuration options: 'Manager machine IP : 192.168.254.1', 'Show device specific OEM parameters in UI : ', 'Allow failed devices : ', 'Allow failed recorders : ', and 'Load last used devices configuration : '. At the bottom right, there are 'Apply' and 'Cancel' buttons.

# Recording System configuration (continued)



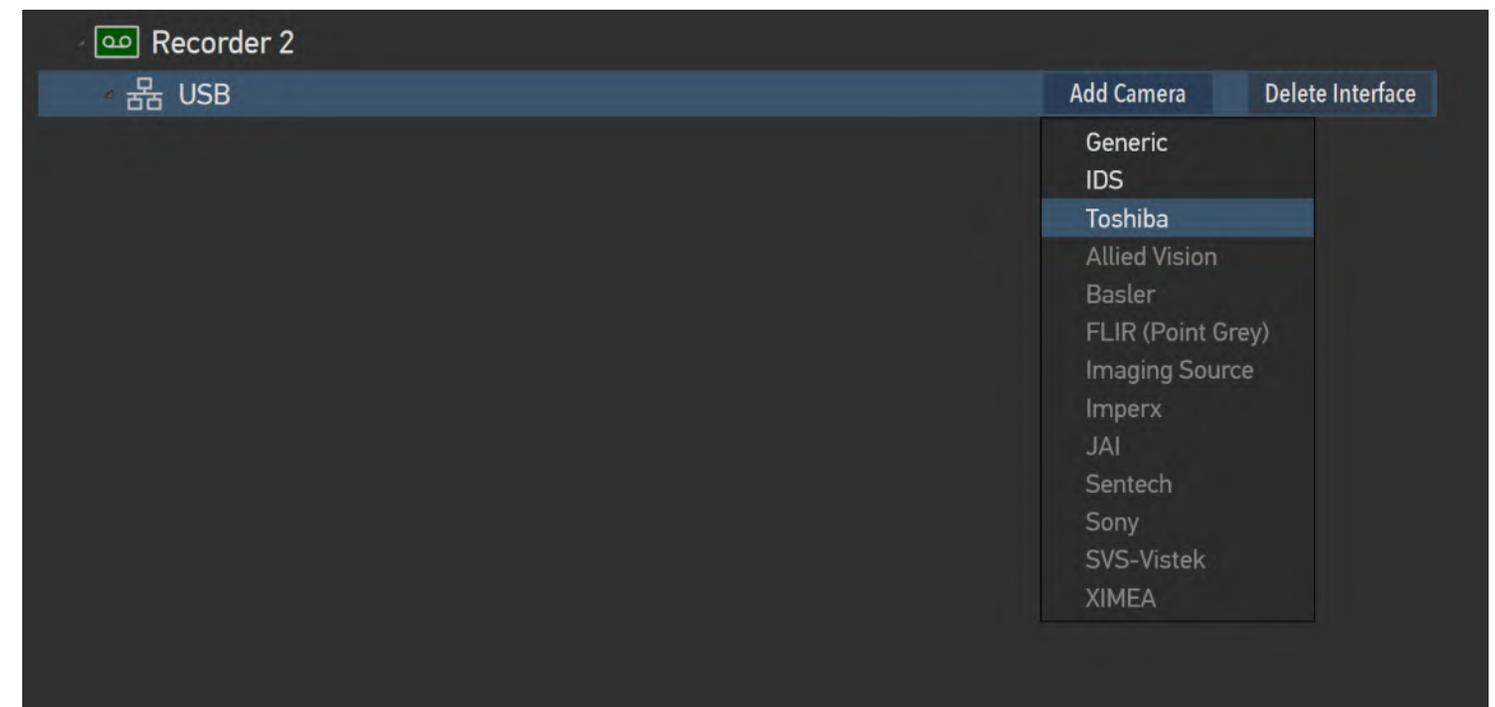
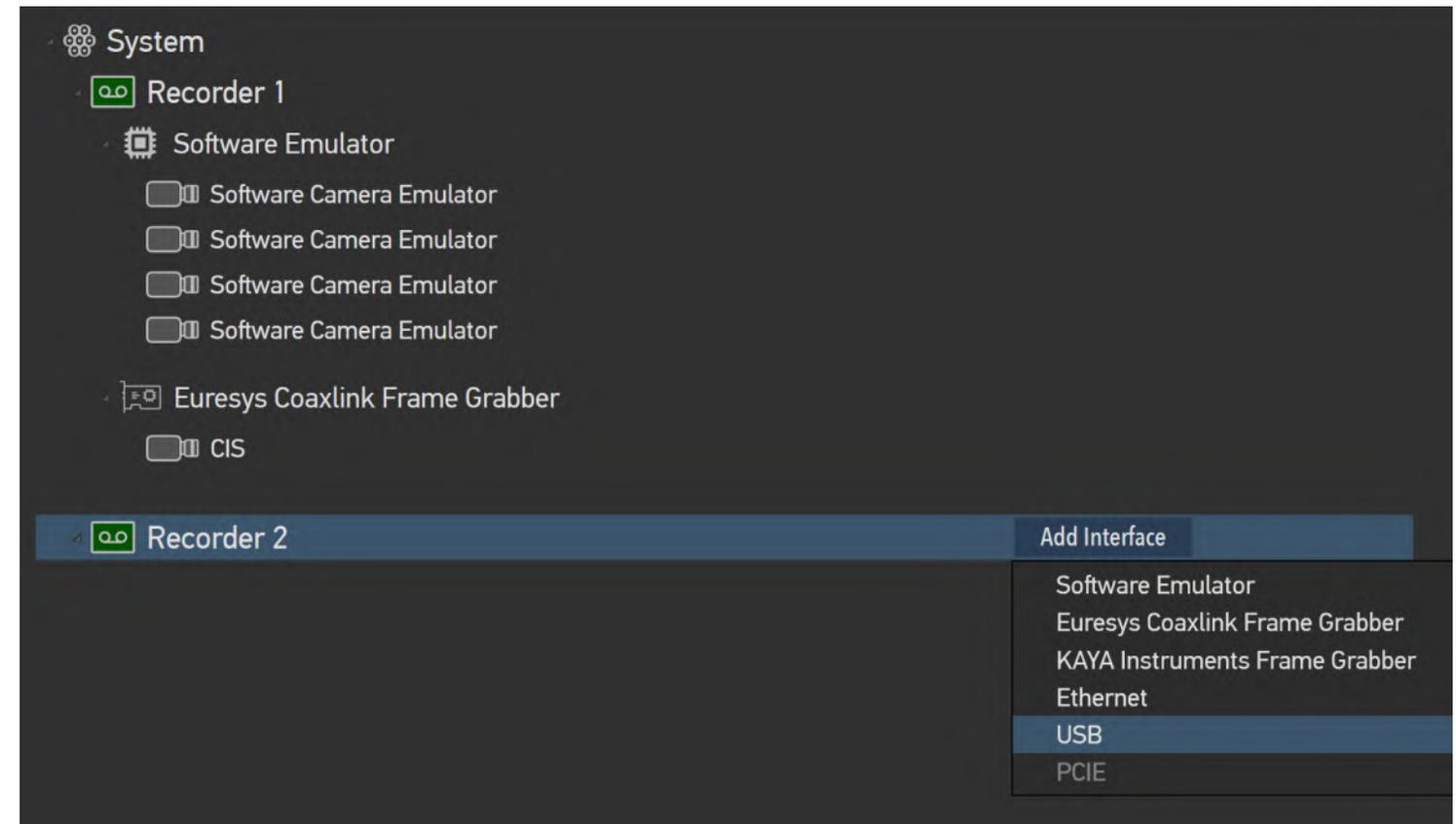
The configuration of the system is presented hierarchically starting with the list of Recorders.

Each Recorder has one or more channels or Interfaces it receives capturing data from, e.g. frame grabbers, USB or Ethernet. devices (e.g. cameras) connected to it. To add a new interface select a Recorder and click <Add Interface>, the list of available Interfaces will be presented. Note, if you have several identical frame grabbers installed, only one interface needs to be created.

Once Interface is added you have to add camera(s) or other devices to it. To add a new device, select an Interface and click <Add Camera>, the list of available camera models will be shown in drop down menu. You have to add exact number of the cameras connected (even if they are of the same type).

Make sure, you install all necessary drivers and software coming with your frame grabber or camera (for USB/Ethernet).

Note for USB or Ethernet cameras: if your camera is not in the list of supported devices or you don't have access to the camera driver package or OEM software known to be problematic, you can always use "Generic" device assuming that the camera is USB-Vision / GigE-Vision compliant. The support for those devices is provided through 'eBus' driver from Pleora Technologies, please download and install it from their website.



# Recording System configuration – Synchronization of cameras



In a recording system with multiple cameras it is possible to choose how cameras are synchronized. The number of synchronization modes depend on the type of Interface used.

For USB, Ethernet and PCIE cameras there are only one synchronization method - external sync signal to cameras.

If a Frame Grabber is used then cameras can be synchronized by internal frame grabber signal. Select "Within frame grabber" synchronization option. For recorders with multiple frame grabbers or multi recorder systems you have an option to synchronize all cameras in the system by using add-on synchronization hardware from, in this case select "Across frame grabbers" synchronization option.

Note, that those synchronization options are not available if camera model is set to "Generic".

In addition you can use external synchronization signal supplied to either frame grabber(s) or cameras directly – select appropriate option accordingly.

The screenshot displays a configuration window titled "System" with a "Recorder 1" section. Under "Recorder 1", there is a "Software Emulator" section with four "Software Camera Emulator" entries, each with an unchecked checkbox. Below this is a "Euresys Coaxlink Frame Grabber" section with an unchecked checkbox and "CIS" below it. To the right, the "Capture device settings" panel is open, showing a dropdown menu for "Camera synchronization" currently set to "Not synchronized". The dropdown menu lists the following options: "Not synchronized", "Within frame grabber", "Across frame grabbers", "External signal to frame grabber", and "External signal to each camera". Below the dropdown, there are input fields for "Max detection time, s" (set to 0) and "Max connection speed" (set to 0). At the bottom of the configuration window, there are "Add Camera" and "Delete Interface" buttons.

# Recording System configuration – Multiple Ethernet cameras



In a recording system with multiple ethernet cameras it is often necessary (for example to balance available network bandwidth) to select which camera(s) is used with the particular recorder. The selection is done by specifying camera's MAC address in the <Camera Settings> section. Specifying all zeros will disable selection of cameras by MAC address and first enumerated camera on the network will be picked up.

The screenshot displays the 'Edit system configuration' window. On the left, a tree view shows the system hierarchy: 'System' (expanded) contains 'Recorder 1' and 'Recorder 2'. 'Recorder 1' includes 'Software Emulator' (with four sub-items, each with an unchecked checkbox) and 'Euresys Coaxlink Frame Grabber' (with a 'CIS' sub-item, also unchecked). 'Recorder 2' includes 'Ethernet' (with two 'IDS (GV series)' sub-items, each with an unchecked checkbox). The bottom-most 'IDS (GV series)' item is highlighted in blue, and a 'Delete Camera' button is visible to its right. On the right side of the window, the 'Camera settings' section shows a MAC address field with the value '12 : 34 : 56 : 78 : 9A : BC'.

# Recording System configuration – Frame grabber options and setup



Certain frame grabber models may require additional configuration steps:

“Euresys” and “SiliconSoftware” frame grabbers require that correct firmware be uploaded according to the number of cameras connected and connection topology used. Please refer to the frame grabber manufacturer’s manual for more information.

Certain cameras with long boot up time may require increasing default detection time. Set or increase “Max detection time” if the application cannot detect configured number of cameras. The default is 45 seconds.

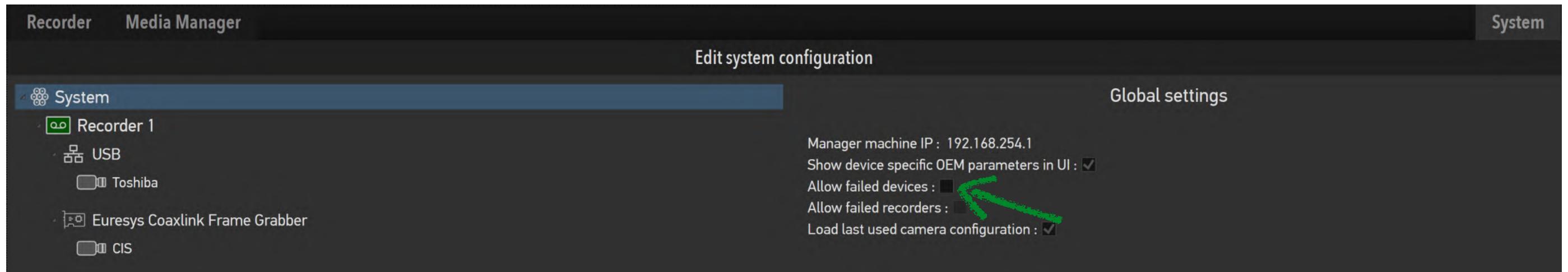
Certain combination of frame grabber and camera may have detection or stability issues if connection speed on CXP interface is not set to a specific speed. Please adjust “Max connection speed” parameter if you observe detection problems or camera freezes.

The screenshot displays the 'Edit system configuration' window. On the left, a tree view shows the system hierarchy: 'System' (expanded) contains 'Recorder 1' (expanded), which includes a 'Software Emulator' section with four 'Software Camera Emulator' entries (all disabled) and an 'Euresys Coaxlink Frame Grabber' entry (selected and enabled). Below the selected entry are 'Add Camera' and 'Delete Interface' buttons. At the bottom of the tree is a 'CIS' entry (disabled). On the right, the 'Capture device settings' panel is visible, showing: 'Camera synchronization : Within frame grabber' (dropdown), 'Max detection time, s : 30' (input field), and 'Max connection speed : Detected' (dropdown).

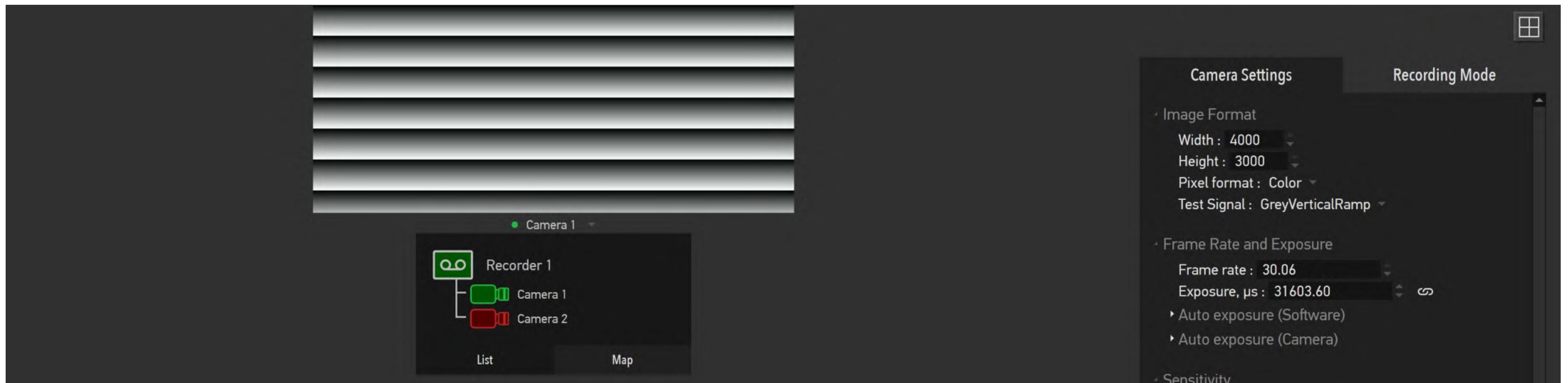
# Recording System configuration – Fault tolerance options



There are two ways the system can behave in case of faulty device – ignore errors from a faulty device and continue to operate normally allowing a user to do recordings or doesn't allow to do recording unless all devices are functioning properly. This behaviors is switched on the <Global settings> pane in the configuration editor.



In case failed devices are allowed they will be marked in red in the device list.



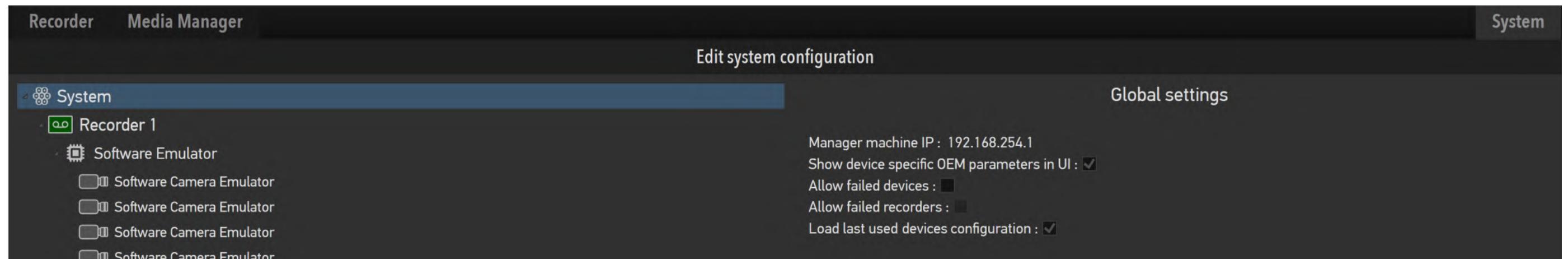
# Recording System configuration – Other options



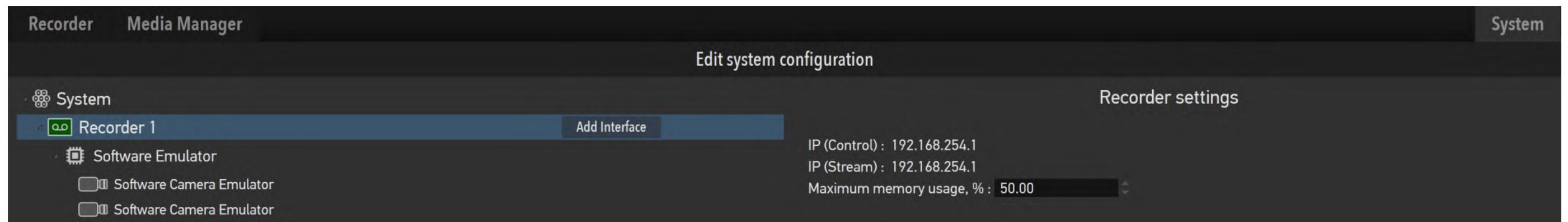
There are several system wide and recorder wide option available to a user:

“**Show device specific OEM parameters**” – enables custom device settings to be shown on <Camera Setting> tab (described later). The list of those setting depend on specific camera model and usually includes a lot of diagnostic and rarely used setting, but also can contain useful ones like camera specific image enhancement features like flat field correction, noise and defect pixel suppression;

“**Load last used devices configuration**” – when enabled last used camera parameters will be set when cameras are turned on.



“**Maximum memory used**” – sets the maximum available percentage of the system memory available to the Recording Server App. Most of the memory is used for the capture buffers. More capture buffers application has, less the possibility of dropped frames during the recording in case performance of storage is close to an incoming data rate or recording to compressed format is used.

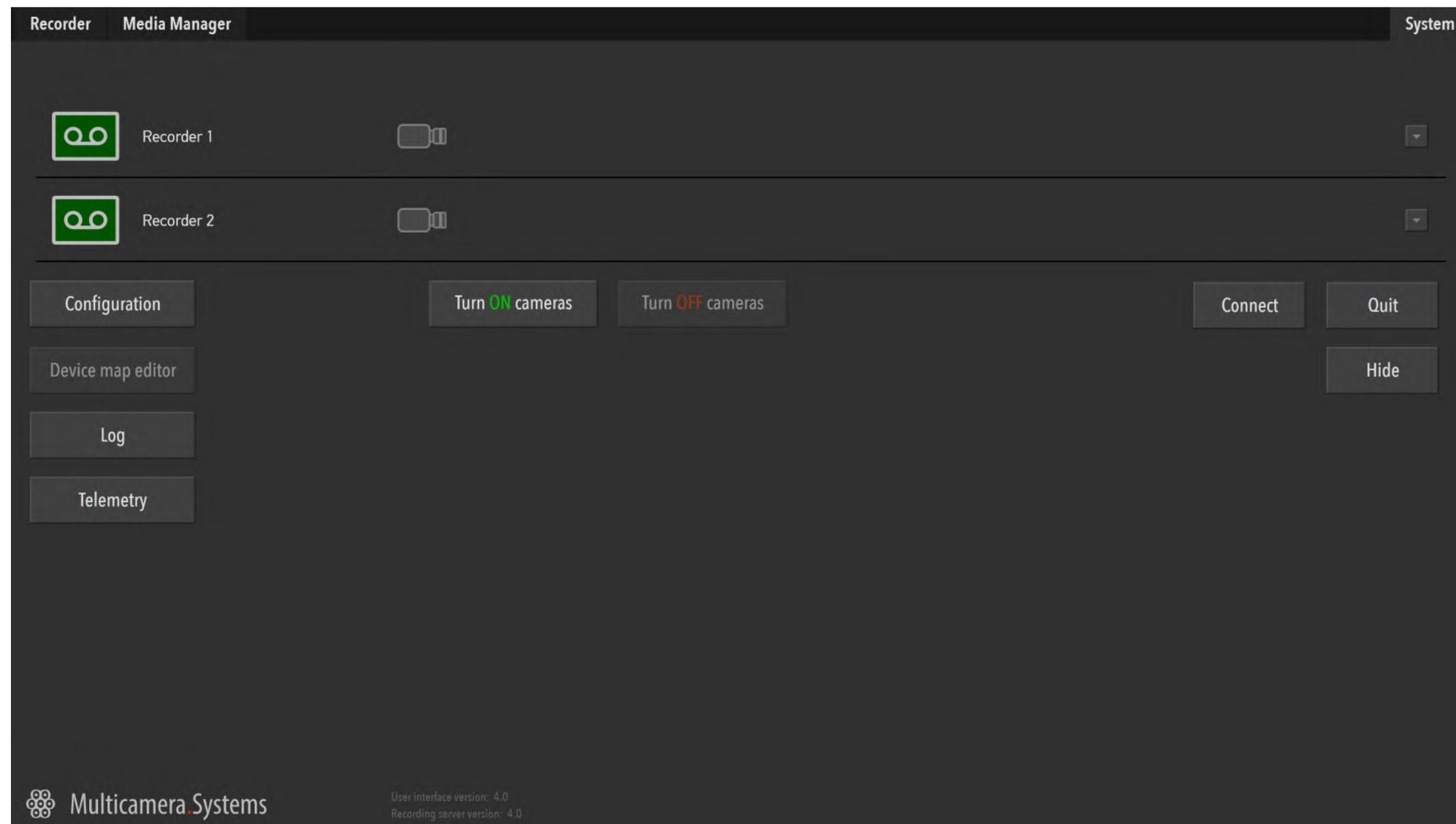


# Recorder list and capture device control



The System tab is shown when application starts and it shows all the recorders in the system, capture devices and other controls allowing a user to operate the system. Each recorder is represented by single row and shows its state, connected camera (or other capture devices) state. The color of the icons denotes **connected / on**, **not connected / off** and **error** states of the recorders and capture devices respectively.

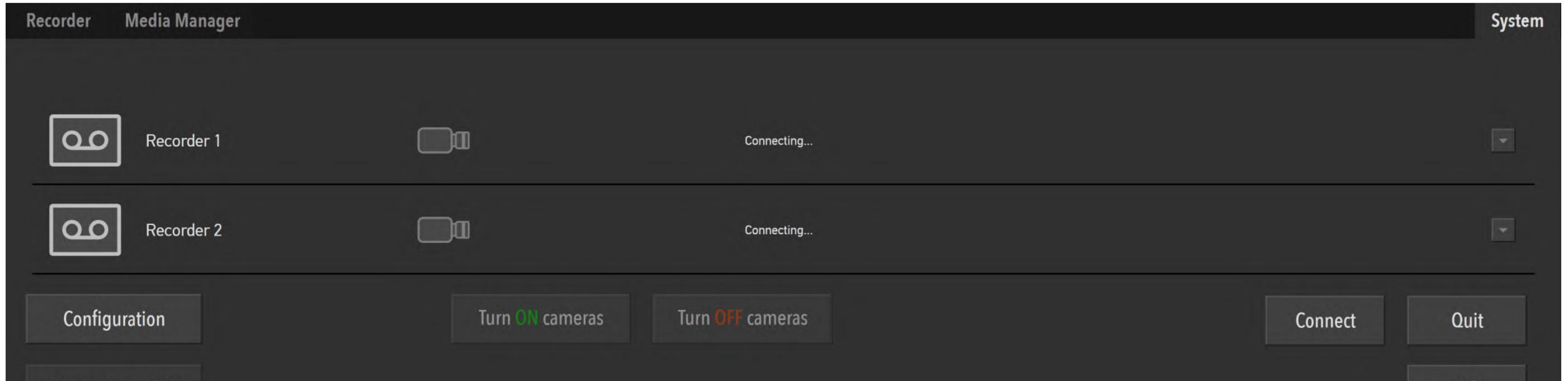
The on-off state of the camera or other capture devices is controlled by two buttons positioned below camera icons. When system starts all devices are off and a user has to press "Turn ON cameras" button to detect and initialize cameras and/or other devices. Once detection and initialization process successfully finishes the camera icon will turns green. If for some reason devices are not detected or failed to initialize the dialog box with an error will be shown.



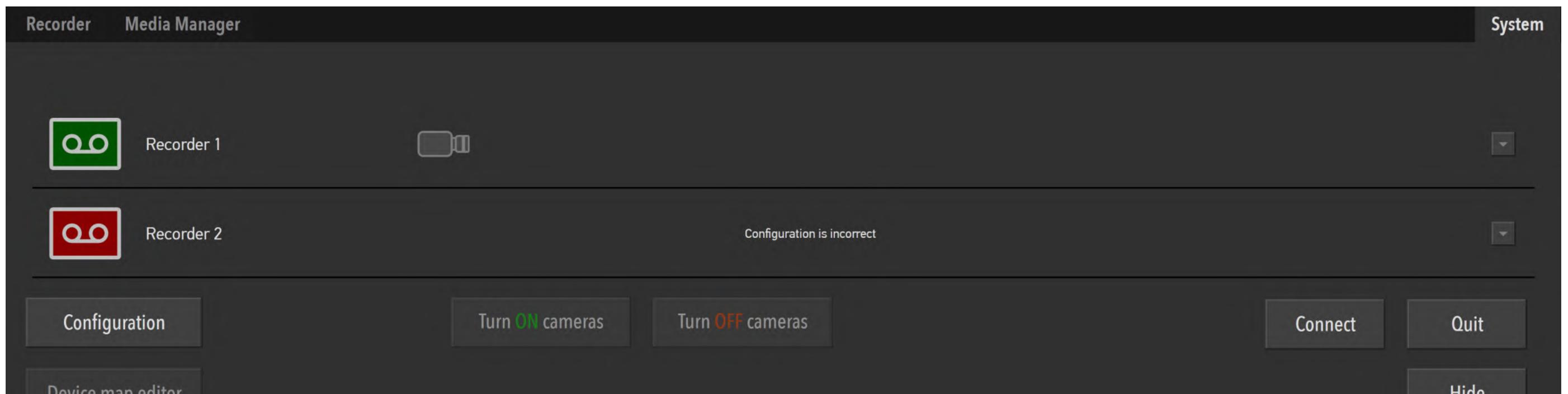
# Recorder list and capture device control (continued)



The Recording Control App is not connected to any recorders.



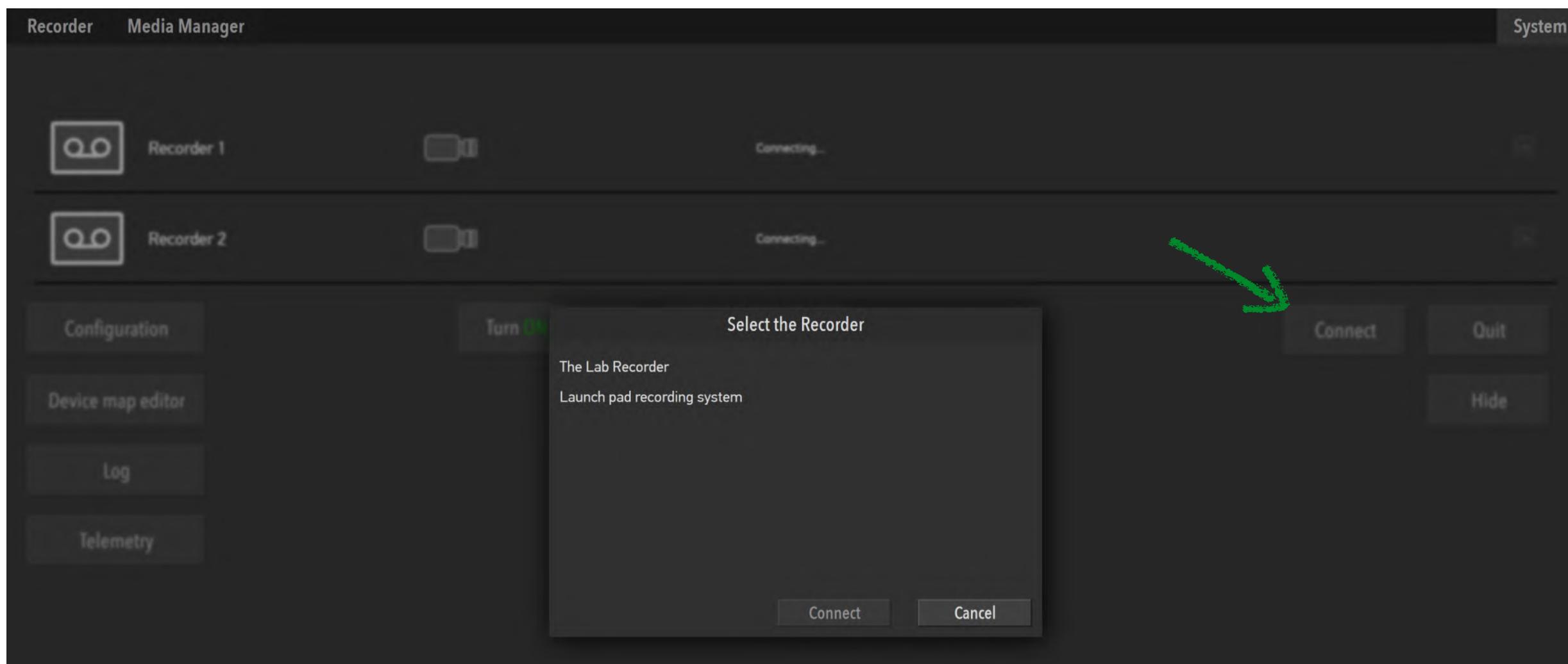
The Recorder 2 is in error state.



# Connection and Exit



The Recorder Control App connects to the recorders automatically if there is only one recorder or recording system detected. If you want to connect to another recorder on your network, click the "Connect" button on the System tab, and a list of available recorders will be shown. Note, if the selected recorder has some other user already connected to it, your connection request will be denied.



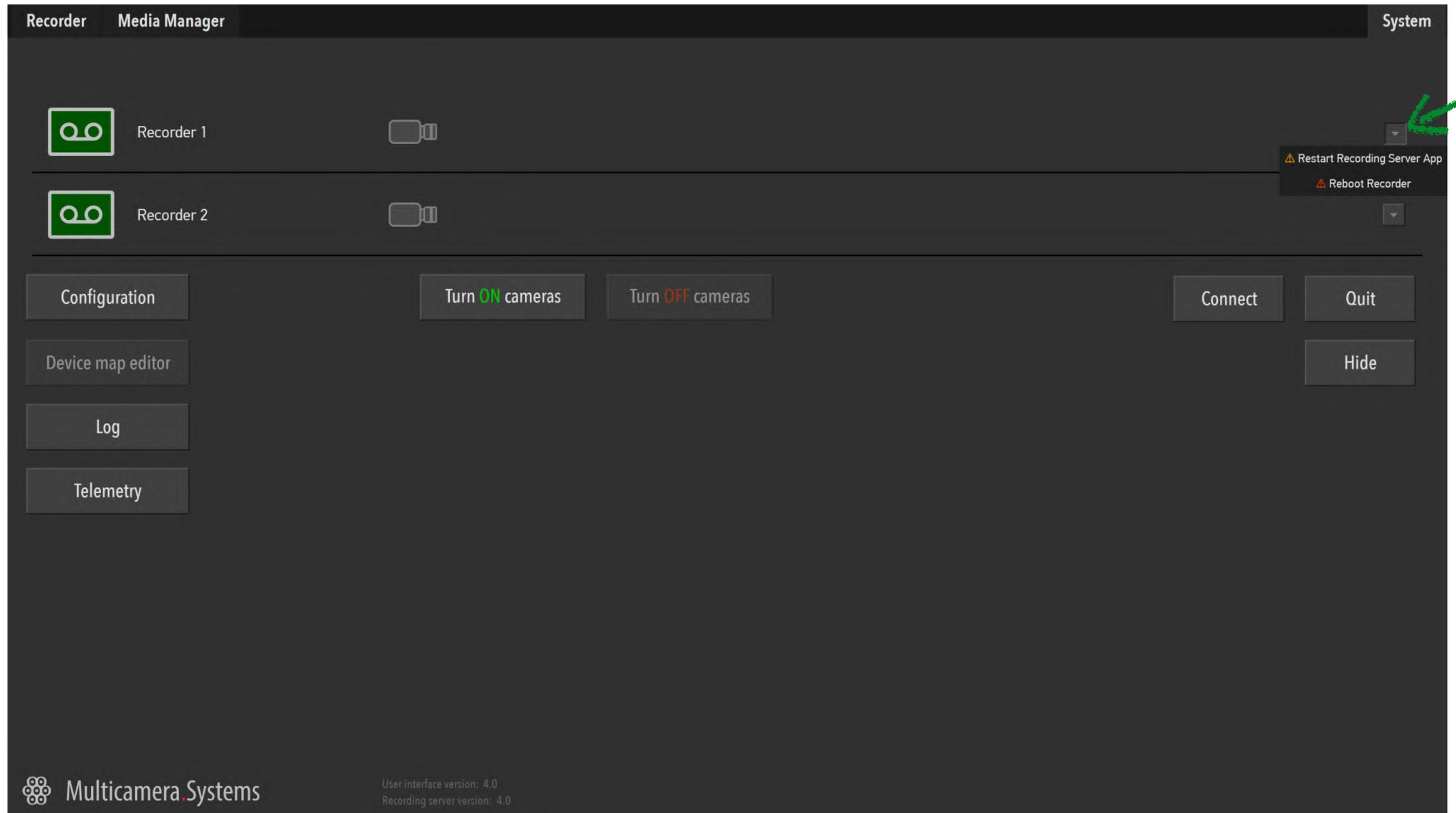
When a user quits the Recorder Control App, the recorders are not affected and continue to run. In case of single system installation, where all software components run on the same machine, quitting the Recorder Control App also stops the Recording Server App, in other words, single system installation behaves as if all components are just a single application.

Since the Recorder Control App is a full-screen application, there is a "Hide" button available to minimize it.

# Recovery control



There is built-in recovery control for systems with unattended or remote recorders allowing to restart the Recording Server App or reboot a particular recorder remotely. Note, that this does require remote system to be in a reasonably alive state.



# Telemetry



In addition to general status of the recorders and capture devices the software can show more detailed information helping to check that the entire recording system operates correctly on each level. The recorders are again represented by rows as on the System tab and each camera connected to a particular recorder is shown in separate column. If some of the data are out of the normal operation range it will be shown in red.

To bring up telemetry information a user has to press "Telemetry" button located on the System tab. The data is available only when capture devices are active.

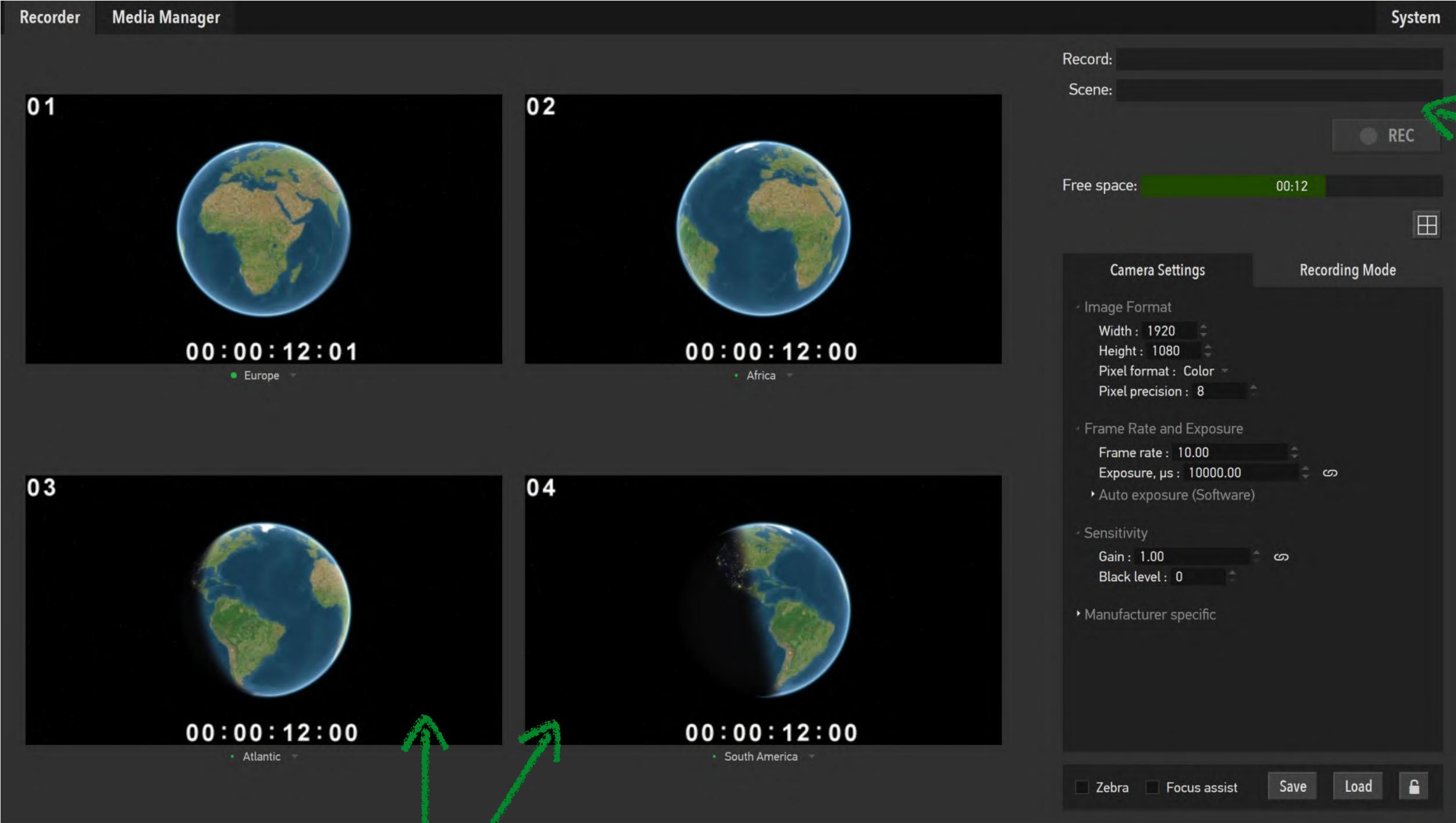
Recorder	Media Manager	Telemetry	
<b>Recorder 1</b>			
CPU usage: 9%	Camera:	Camera 1	Camera 2
Memory usage: 35%	Callback period per frame(s):	100 ms	100 ms
Network usage (↑): 0%	Storage time per frame(s):	6 ms	6 ms
Network usage (↓): 93%	Free capture buffer entries:	256	256
	Frames received by hardware:	160	160
	Frames dropped by hardware:	0	0
	Line transmission errors:	0	0
<b>Recorder 2</b>			
CPU usage: 8%	Camera:	Camera 3	Camera 4
Memory usage: 35%	Callback period per frame(s):	100 ms	100 ms
Network usage (↑): 6%	Storage time per frame(s):	6 ms	5 ms
Network usage (↓): 93%	Free capture buffer entries:	256	256
	Frames received by hardware:	150	150
	Frames dropped by hardware:	0	0
	Line transmission errors:	0	0
<b>Recorder 3</b>			
CPU usage: 6%	Camera:	Camera 5	Camera 6
Memory usage: 35%	Callback period per frame(s):	100 ms	100 ms
Network usage (↑): 0%	Storage time per frame(s):	6 ms	6 ms
Network usage (↓): 93%	Free capture buffer entries:	256	256
	Frames received by hardware:	160	160
	Frames dropped by hardware:	0	0
	Line transmission errors:	0	0
<b>Recorder 4</b>			
CPU usage: 8%	Camera:	Camera 7	Camera 8
Memory usage: 35%	Callback period per frame(s):	100 ms	100 ms
Network usage (↑): 0%	Storage time per frame(s):	6 ms	6 ms
Network usage (↓): 95%	Free capture buffer entries:	256	256
	Frames received by hardware:	160	160
	Frames dropped by hardware:	0	0
	Line transmission errors:	0	0

Part of the System tab is shown

# Recording tab



Once cameras are powered up the <Recorder Tab> becomes available. The tab contains preview windows showing live video streams from selected cameras, recording controls, tabs with camera settings and recording mode options.

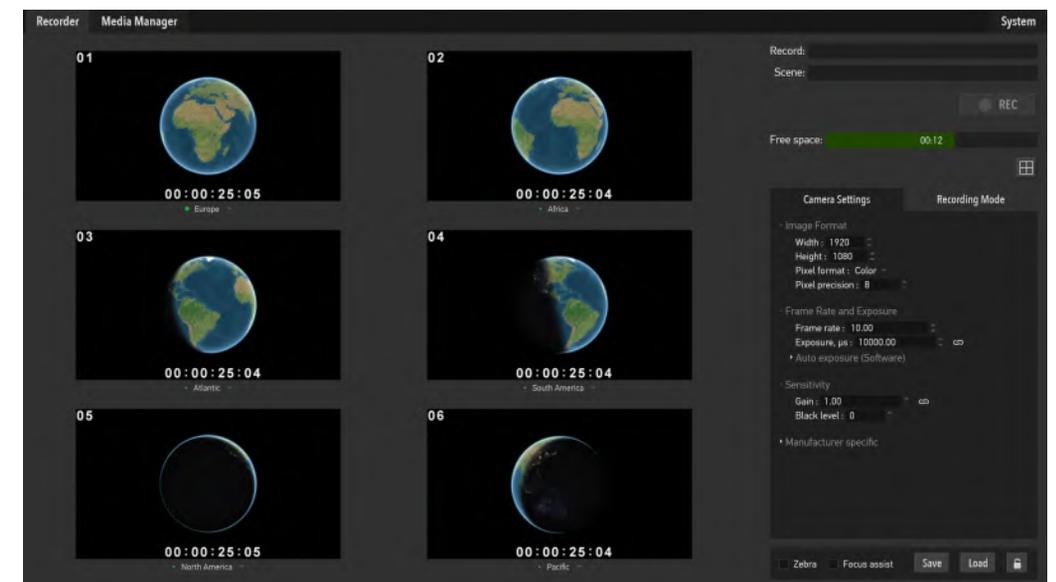
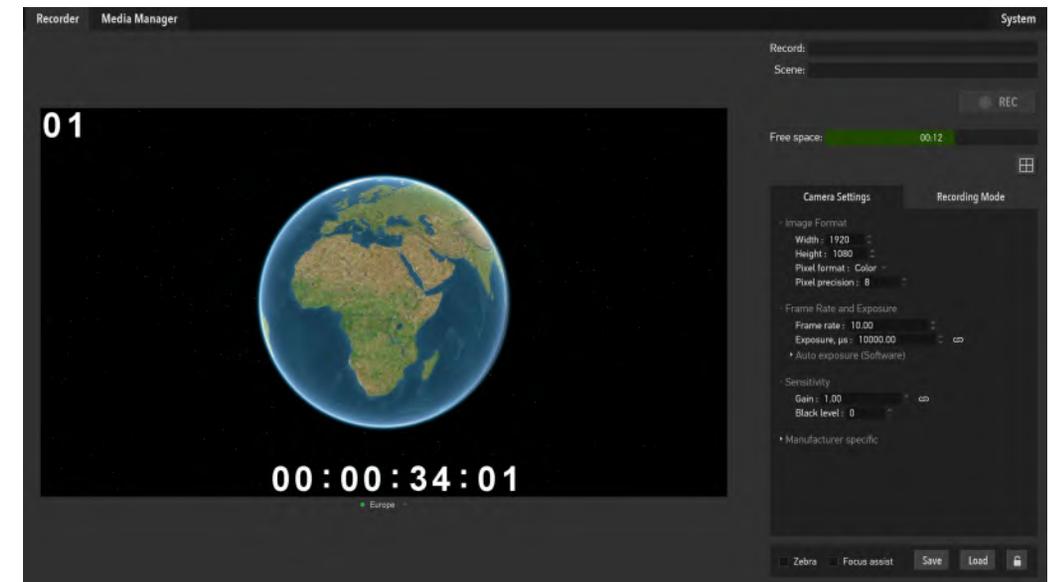
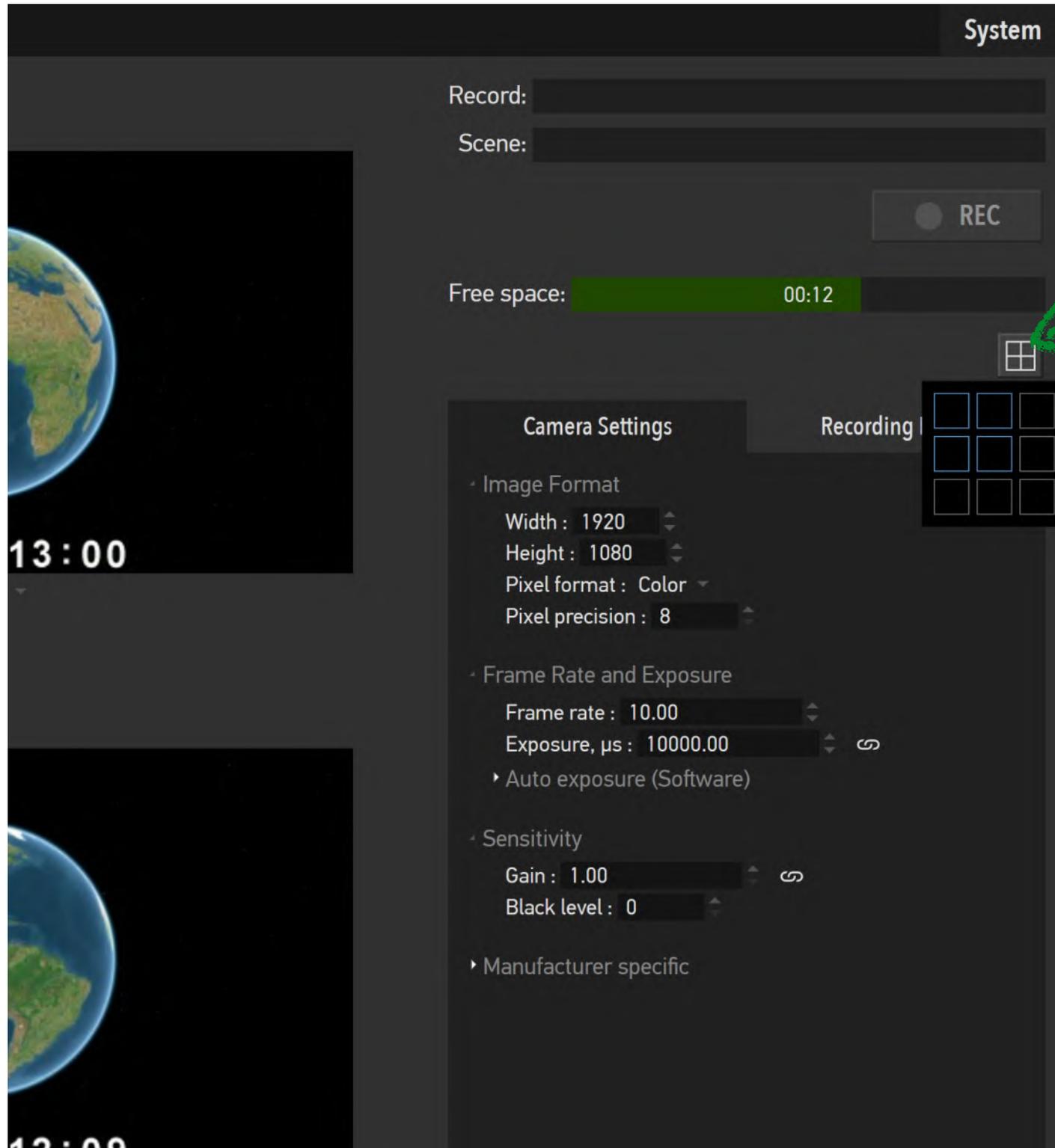


Preview windows. See next page on how to control them.

# Selecting a number of live previews



A user can select the number of preview windows by clicking the button under free space indicator on the right.



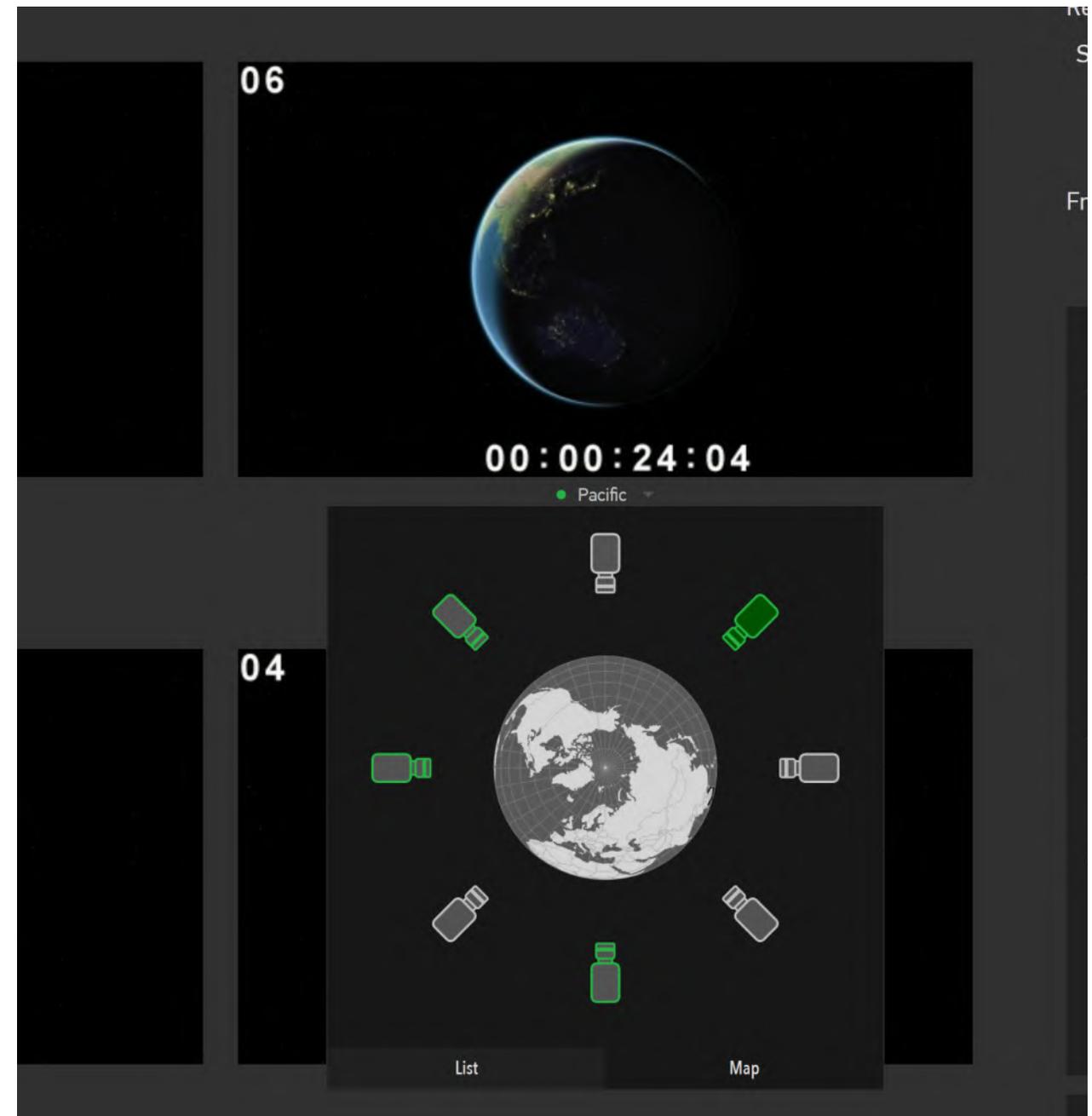
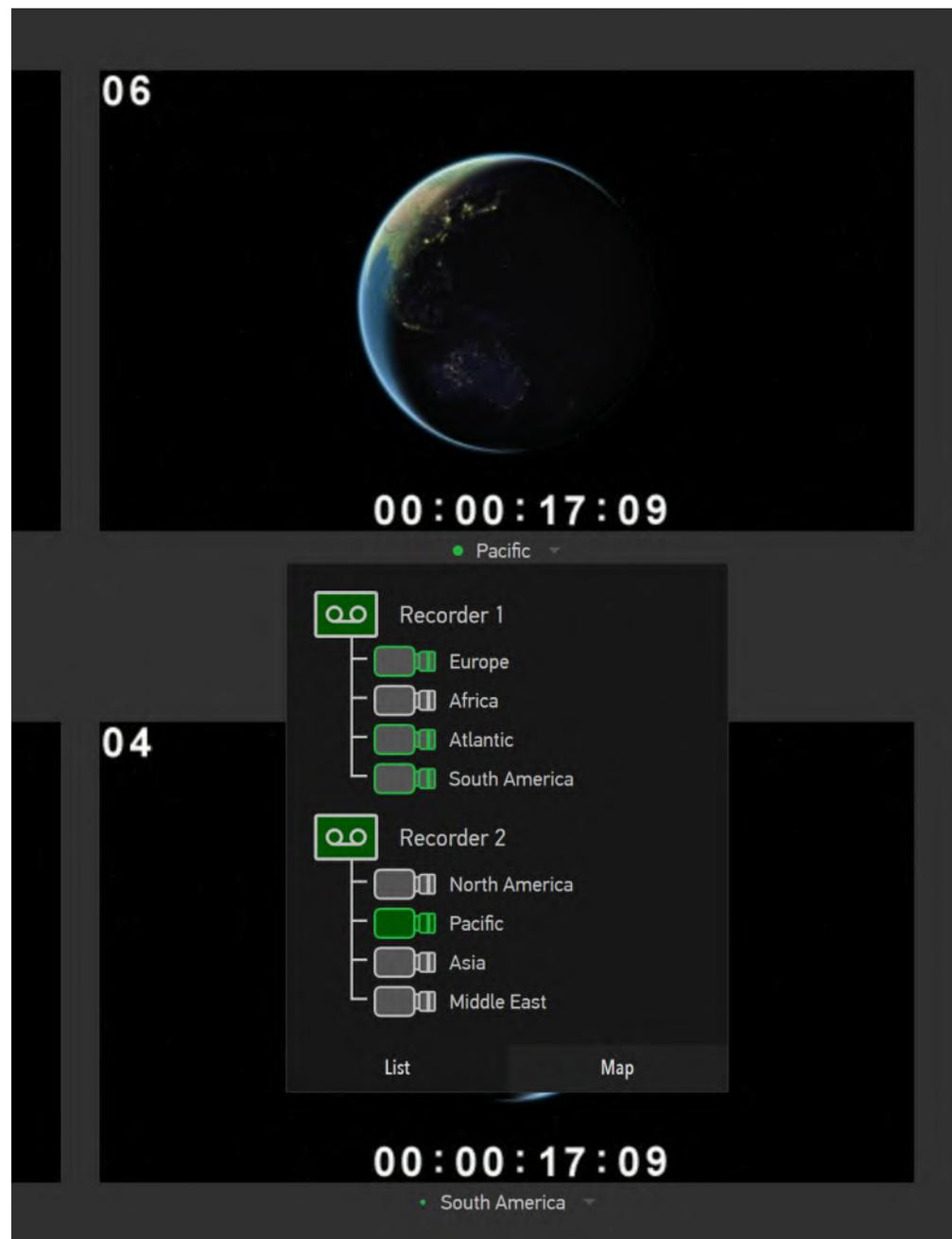
# Selecting camera for live preview



To assign particular camera's live stream to a preview windows click on a camera name shown under preview window. There are two modes of the camera selection dialog: the List and the Map.

In the List mode the list of all recorders and connected cameras with its names will be shown. Already streaming cameras (to other preview windows) will be outlined in green and the camera currently assigned to selected preview window will be shown fully in green.

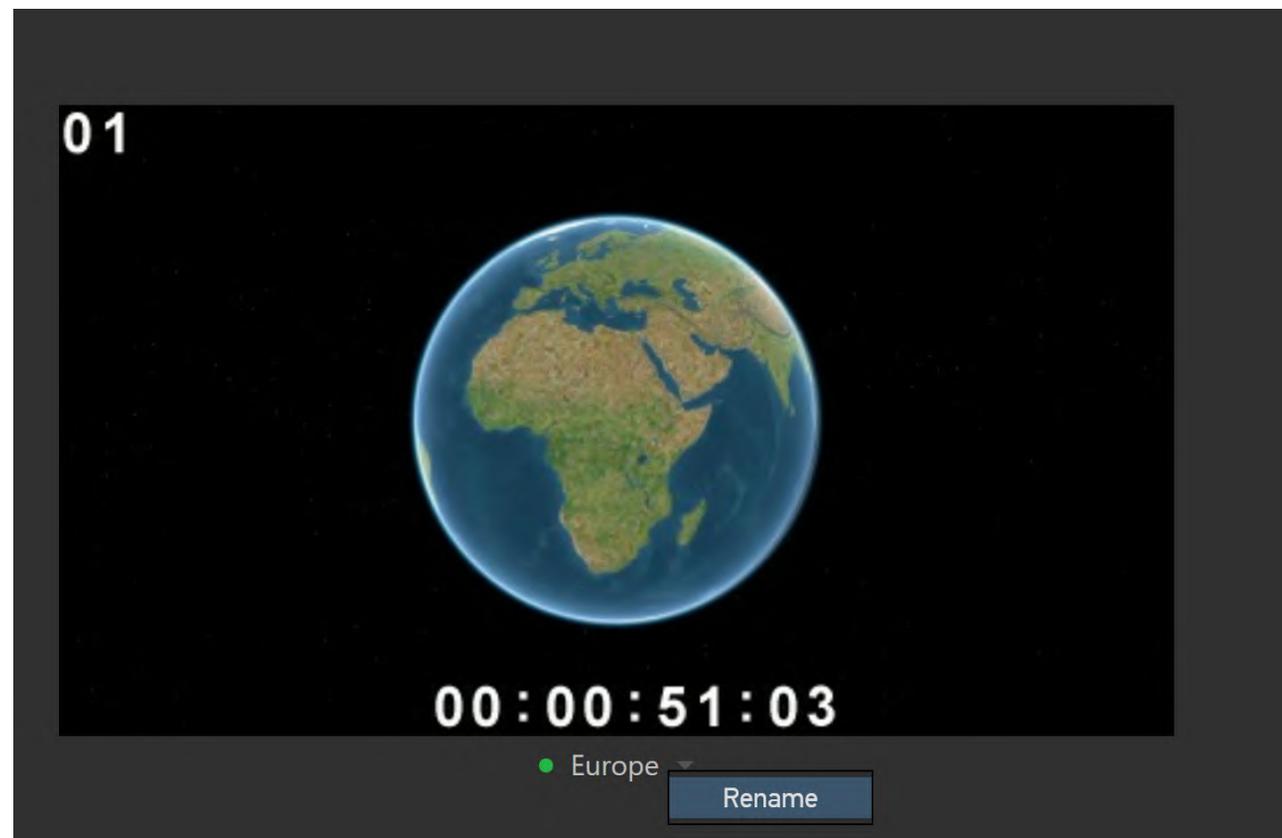
The Map mode shows the map resembling physical layout of the recording system. A user can create its own map by using build in Device Map Editor accessible from the <System Tab> (subject to availability in your version).



# Camera names



By default all cameras are named sequentially – “Camera 1”, “Camera 2”, etc. (Expect cameras on software emulator device where names are hardcoded). A user can rename camera by right-clicking on a camera name string under preview window. The name is saved in the configuration file automatically and the software tries to match a given name to a particular physical camera regardless of the connection order in case of system configuration changes.



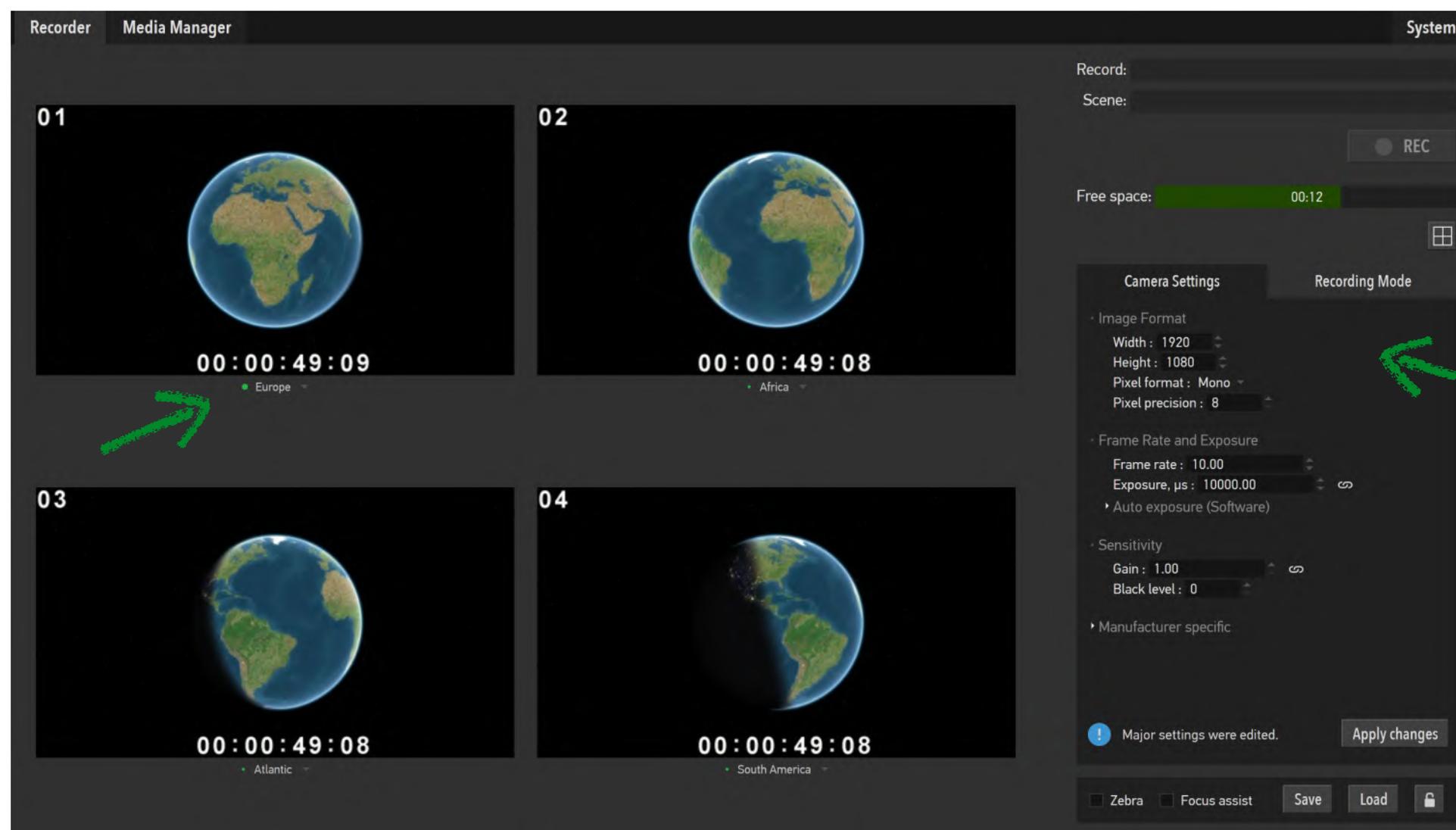
# Camera settings



The camera parameters are controlled in Camera Settings tab. If your version supports other types of capture devices, extra tabs for those devices will be shown.

Settings are organized in groups. For camera devices, there are six major groups: "Image Format", "Frame rate and Exposure", "Sensitivity", "Color balance", "Lens" and "Manufacturer specific".

Logically, settings are divided into two categories: "soft" settings which can be changed on the fly while the camera is running and "hard" settings which require a camera to be stopped (e.g. image format). The former are applied immediately as soon as a user changes them. The latter will not be pushed to a camera until the <Apply> button is pressed. The bottom will be shown only if one of "hard" settings changed. You can change several "hard" settings before applying them.



The <Camera Setting Tab> shows the setting of the camera from the selected preview window. The selected window is marked by a large green dot (left-top window on the example screenshot).

# Camera settings (continued)



By default camera settings are applied synchronously to all cameras, but certain settings be controlled individually per camera (e.g., exposure or gain). To switch how changes are applied (to the selected camera only or to all cameras) use the link button next to the setting value.

If a recording system comprise cameras of different models (e.g. Color + IR) then cameras will be divided into groups according to their model. This is done because different models have different set of parameters and has to be controlled separately. Parameters are controlled per camera group. Each group is denoted by single letter: 'A', 'B', etc. The group ID will be shown by the camera name and inside the camera icon in the device list. All parameter changes will be applied only within the group. To change parameters in all cameras in the system, first select a preview window with any camera from group 'A', set desired parameters, then select a preview window with any camera from group 'B' and set its parameters.

The screenshot displays the Recorder Media Manager interface. It features four camera preview windows: Camera 1 (B), Camera 2 (B), Camera 3 (A), and Camera 4 (A). A central device list shows Recorder 1 with Camera 1 and Camera 2, and Recorder 2 with Camera 3 and Camera 4. The right-hand panel is titled 'System' and contains recording controls (Record, Scene, REC button, Free space: 00:01) and 'Camera Settings'. The 'Camera Settings' panel is expanded to show 'Image Format' (Width: 4000, Height: 3000, Pixel format: Color, Test Signal: ColorBar), 'Frame Rate and Exposure' (Frame rate: 30.06, Exposure,  $\mu$ s: 31603.60), 'Sensitivity' (Gain: 0.00, Black level: 0, Gamma: 1), and 'Manufacturer specific' options. A green arrow points to the exposure value '31603.60', which has a small 'S' icon next to it, indicating it can be controlled individually per camera.

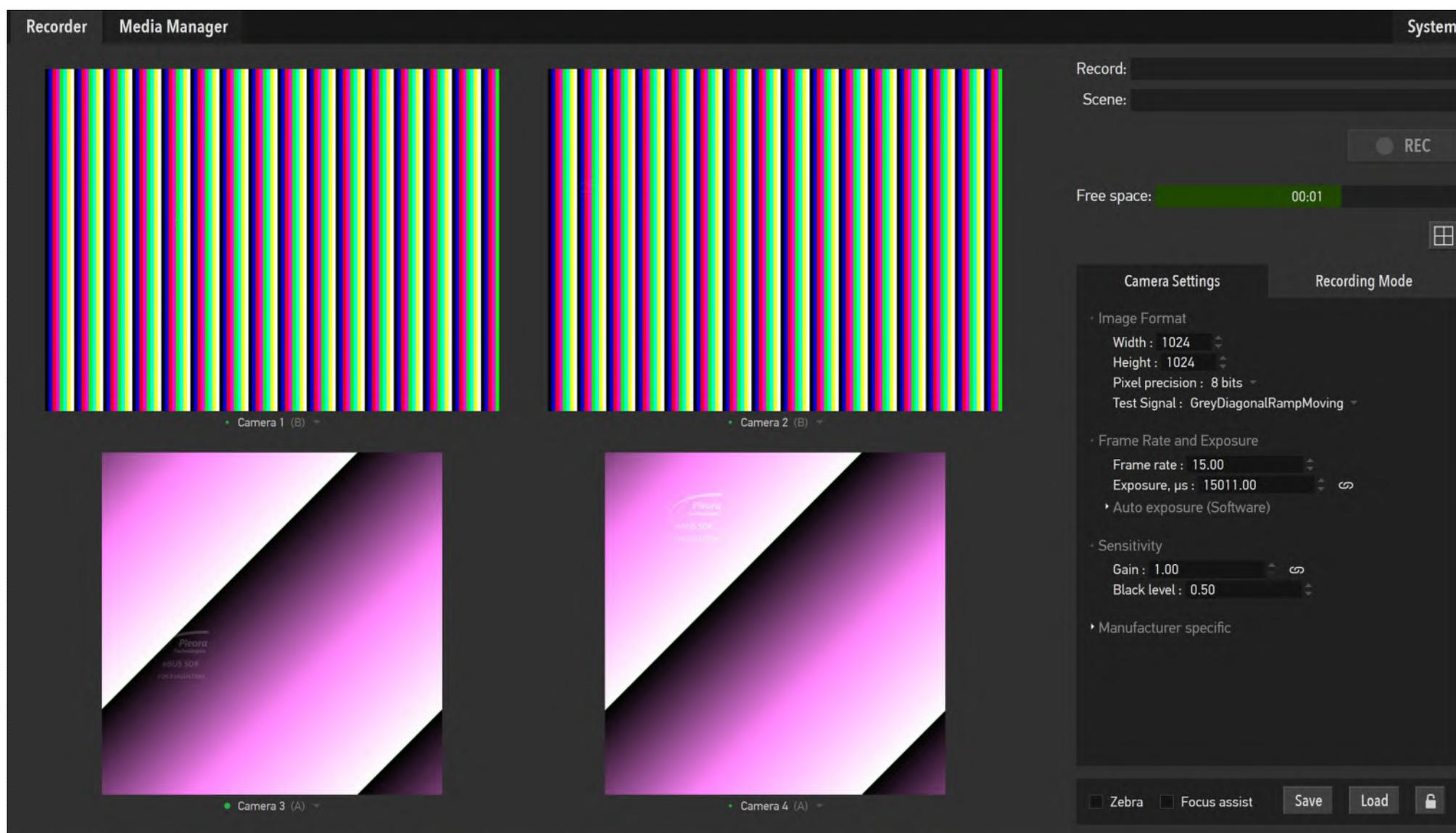
This setting can be controlled individually per camera.

# Camera settings - Saving, Loading and Locking



A current set of camera settings can be saved and later reloaded. Use Save and Load buttons located at the bottom of the tab. The settings are saved for all cameras in the system.

To facilitate setup engineer / operator usage scenario or to protect current settings from accidental change the software provides ability to lock cameras setting pane with a password. Use the padlock button to lock/unlock the settings.



Save, Load and Lock buttons

# Image tuning



The software provides couple standard features helping to do image setup: zebra and focus peaking. Those feature can be switched at the bottom of Camera Setting tab. Use right click in a preview windows to probe image brightness at particular spot.

The screenshot displays the software interface with the following elements:

- Recorder** and **Media Manager** tabs at the top left.
- System** tab at the top right.
- Record:** and **Scene:** input fields.
- REC** button.
- Free space:** 00:12 (indicated by a green progress bar).
- Camera Settings** and **Recording Mode** tabs.
- Image Format** section: Width: 1920, Height: 1080, Pixel format: Color, Pixel precision: 8.
- Frame Rate and Exposure** section: Frame rate: 10.00, Exposure,  $\mu$ s: 10000.00.
- Sensitivity** section: Gain: 1.00, Black level: 0.
- Manufacturer specific** section.
- Preview window:** Shows a globe of Earth with a dashed white outline. A tooltip shows "28%" and "Close". A green arrow points to the tooltip.
- Timecode:** 00:00:58:09.
- Location:** Europe.
- Bottom controls:**  Zebra,  Focus assist, Save, Load, and Lock buttons. A green arrow points to the Zebra checkbox.

# Recording



The recordings are organized as two-level hierarchy: Records and Scenes. Name for each one is entered in the corresponding field in the top right corner of the <Recorder Tab>. If user doesn't update Scene name before next recording is started the software adds a number to the name and will keep increasing it automatically for each new recording.

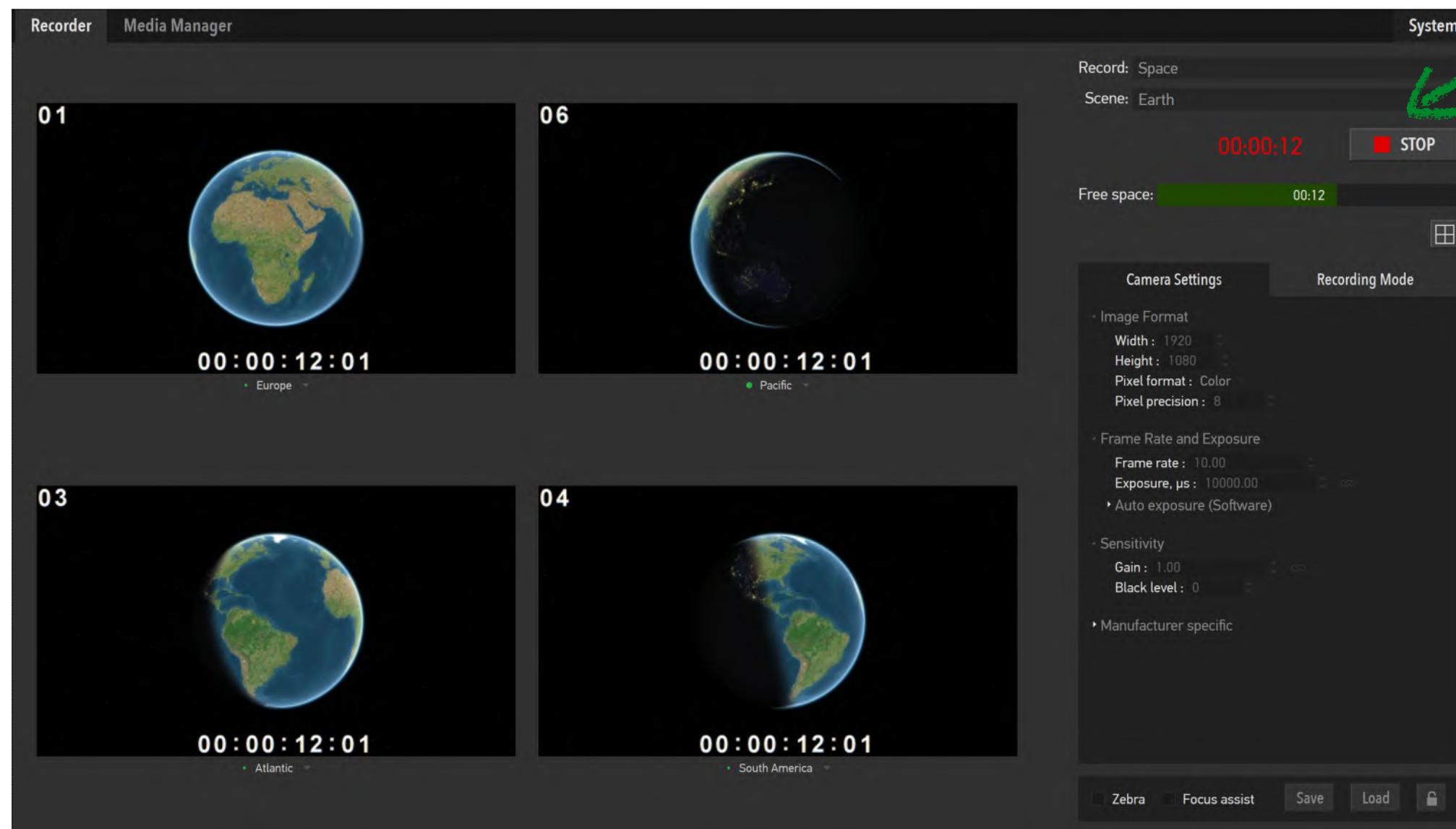
The recording is controlled just by one button which operates as "Rec" and "Stop" depending on the current system state respectively. The elapsed recorded time is shown to the left of that button. The free space bar shows remaining storage space and time. Note, that remaining time depends on the camera parameters such as resolution and frame rate and will be recalculated dynamically.

The recording will stop automatically if storage becomes full. For a setup with multiple recorders if one recorder stops for any reason the rest will keep recording until stopped by a user. This behavior allows to build setup with redundancy or capture at least some data on failed non-redundant setups.

The preview windows continue functioning as normal during the recording. Note, that the quality of the preview stream may be reduced during recording to free up more CPU cycles to avoid dropped frames. This doesn't affect recorded data.

Camera parameters are locked during the recording.

Telemetry data is available and accessible through the <System tab>.



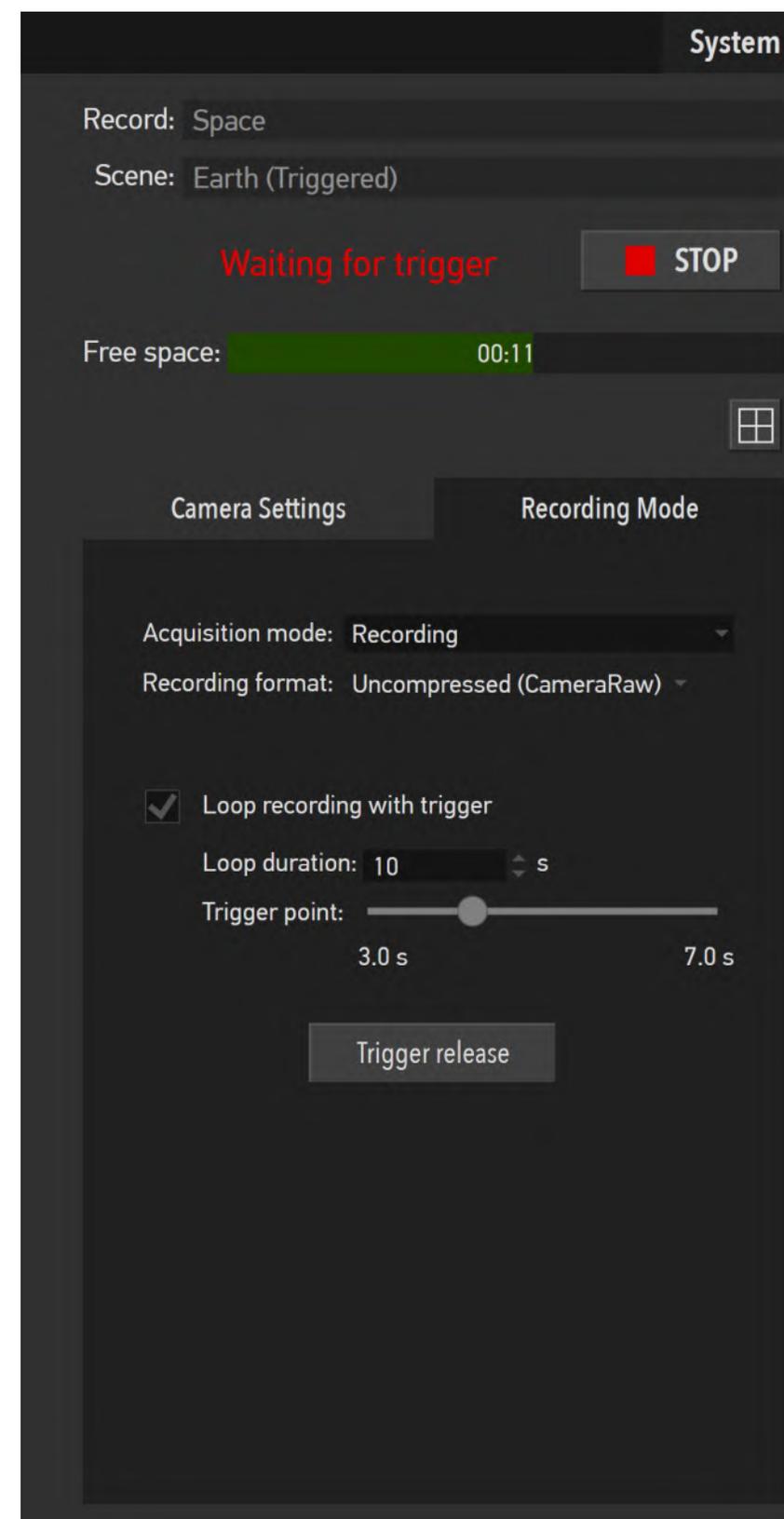
# Recording - Loop mode

The loop recording is the mode when recording is done in a cyclical manner – new recorded data overwrites existing (oldest) data. The length of this loop is set by a user. There are two ways for the recording can be stopped: manually by using <Stop> button or by the trigger signal.

The trigger signal can come from different sources:

- <Trigger release> button;
- external signal to frame grabber GPIO;
- other hardware solution. Please contact us if you are interested in this option.

After trigger is released the recording continues to roll for preset time and then stops automatically. User can configure the total time of the recording and the split around the trigger point. For example, as shown on the picture, the total recording time will be 10 seconds and the recording will contain 3 seconds of data before the trigger was released and 7 seconds after.



# Acquisition mode

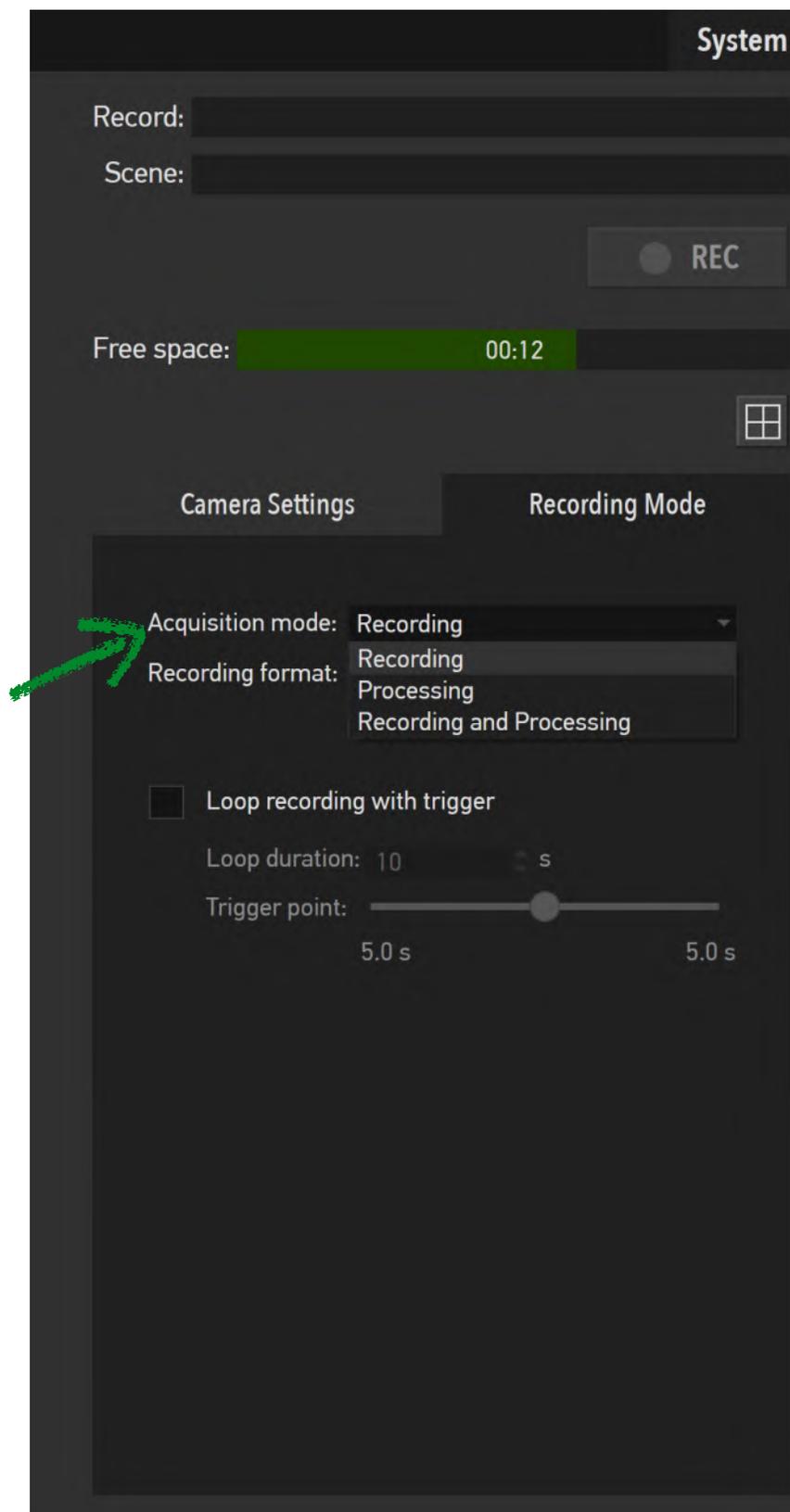
The Software allows processing of captured data in addition or instead of recording. The processing is performed by a user supplied plugin module. The name of the module is set in the "RecordingSystemConfigurator" utility.

The acquisition mode is selected on <Recording Mode Tab>:

- "Recording": captured data will be recorded to a recorder storage;
- "Processing": captured data will be send to a processing module and no data will be stored;
- "Recording and Processing": first data will be send to a processing module and later stored based on the return code from processing plugin.

The flow of data to a processing plugin starts when recording session is started by pressing <REC> bottom and stops when <STOP> is pressed accordingly..

Please download the user plugin SDK from our website if you desire to develop processing plugins.



# Recording format (for camera devices)



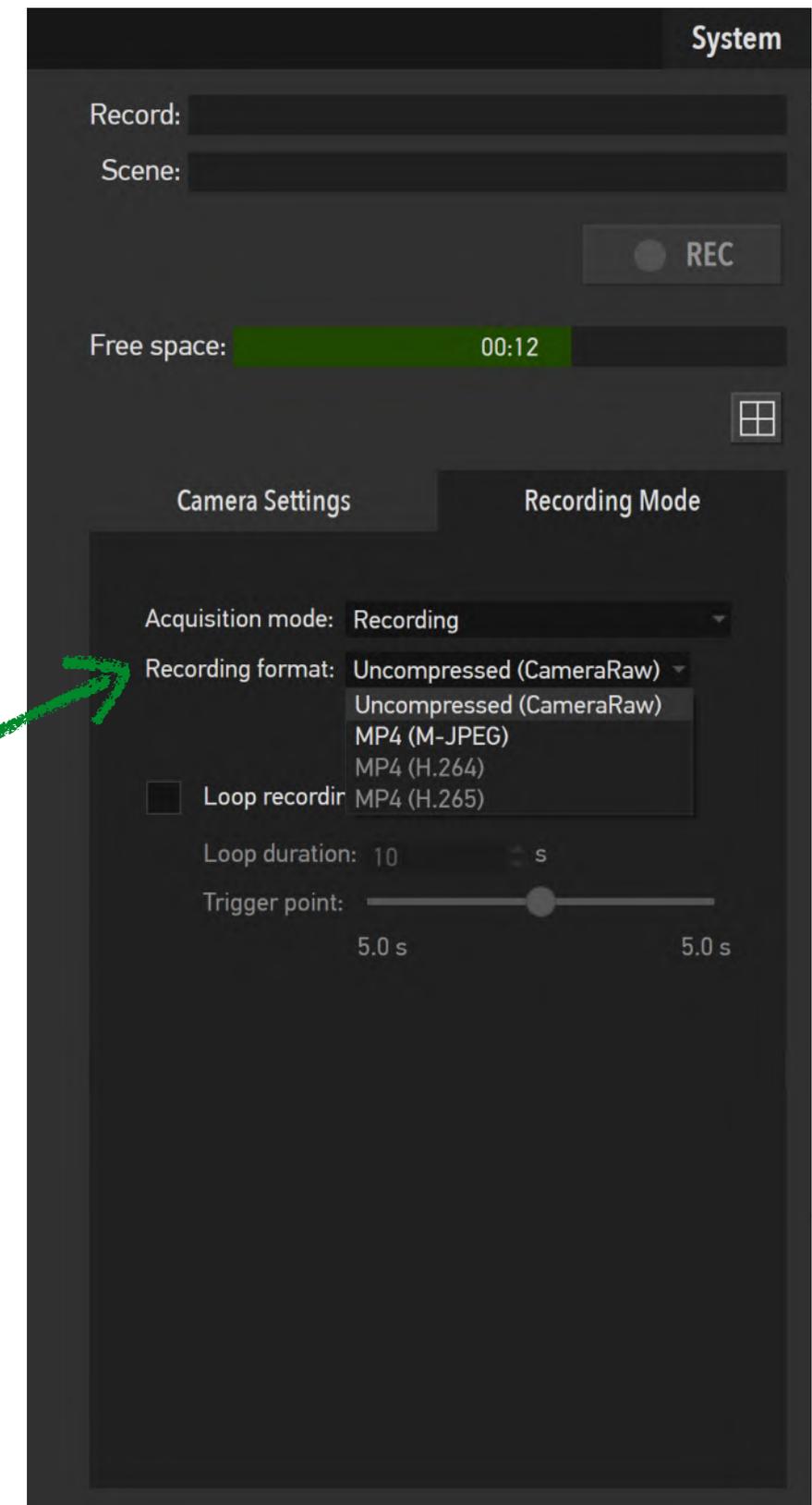
The Software allows to record image data into different file formats:

- **Uncompressed:** Data will be stored as it is received from camera sensor without any processing performed. The file format doesn't have any headers and metadata structures, all frames stored sequentially. This is the only mode available for image formats with more than 8-bits of precision. This recording format requires that storage performance matches data rate of the camera.

- **MP4 (M-JPEG):** Data will be stored in commonly used MP4 file format with M-JPEG compression. Compression will be performed on CPU. Storage system requirements is much more relaxed in this mode due to much lower data rates – 1/4 - 1/8 of uncompressed data rates (depending on the selected quality). At the same time due to compression performed on CPU this mode is suitable only for low frame rate cameras and/or small number of cameras. Typical modern CPU can handle single color HD stream at 30 fps per physical core at high quality and 100fps on low quality settings. Performance available for mono cameras are typically couple times higher. Note that performance is not scaled linearly with addition of cores. The Software estimates CPU performance needed for currently selected camera parameters and/or number of cameras and shows warning sign in case of inadequate CPU power. This is always speculative measurement, always do test recording to see if there are any frame drops. It is also advised to use single live preview window to leave more resources for compression engine.

Quality settings for this mode are:

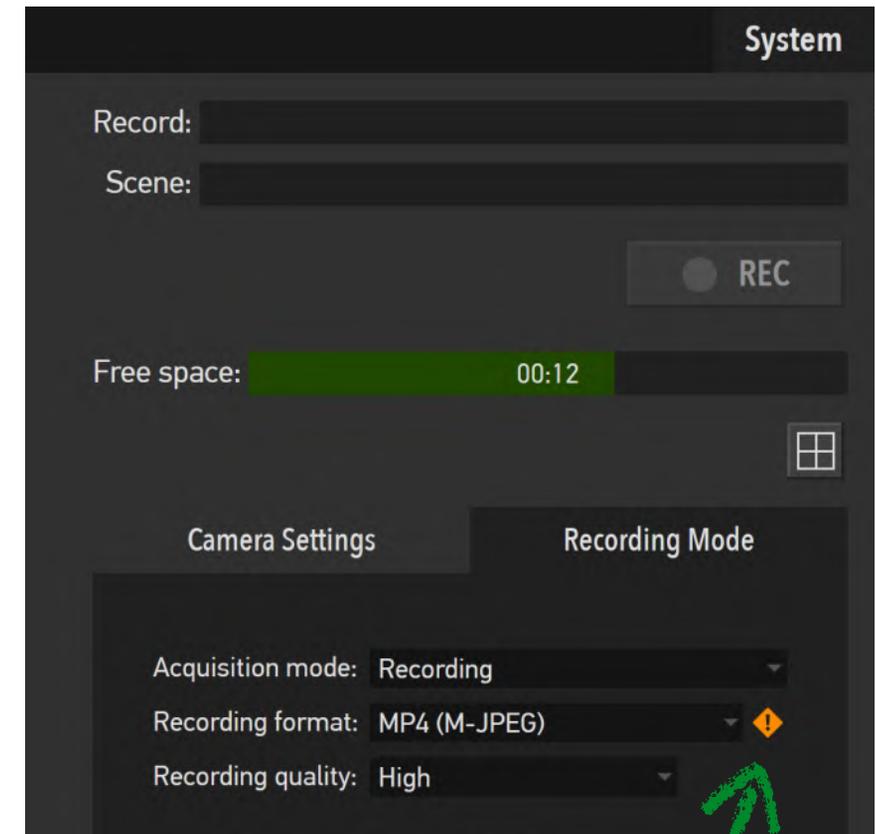
- **High:** High quality demosaicing + 4:4:4 JPEG quality 90
- **Medium:** High quality demosaicing + 4:2:2 JPEG quality 70
- **Low:** Low quality demosaicing + 4:2:2 JPEG quality 60



# Recording format (for camera devices)

- **MP4 (H.264 / H.265)**: Data will be stored in commonly used MP4 file format with H-264 or H.265 compression. Compression will be performed on GPU and this mode is available only if compatible GPU is present. Storage system requirements is even more relaxed in this mode due to very lower data rates (1/50 - 1/100 of uncompressed data rates, depending on the selected quality). Typical max performance on 20th generation GeForce GPU is 800 fps at 2 megapixels. There are several limitation for this recording format:

- Resolution is limited to either 4K or 8K depending on GPU model;
- Pixel bit precision is limited to 8-bit only in the current software version;
- Based on the GPU model the number of different cameras maybe be limited;



Performance warning sign.

# Storage organization



The system defines two types of storage: the internal fast recording storage where data from cameras and other capture devices are saved during the recording and slower general storage (internal or external) where recorded data can be uploaded after the recording session.

The <Media Manager Tab> provides two panes on the left and on the right showing content of each storage type.

The location of the permanent storage is configured through "RecordingSystemConfigurator" utility for each recorder in the system. The location of the general storage can be changed on the fly in the UI.

The screenshot displays the Media Manager interface with three main sections: Recorder, Media Manager, and System.

- Recorder:** A tabbed interface with 'Media Manager' selected.
- Media Manager:**
  - Recorded media:** A table listing recordings with columns for Name, Date & Time, and Length.
  - Video Player:** A central area showing a video of Earth with playback controls (play, stop, next, previous, seek bar, volume, full screen) and a camera selection dropdown set to 'Europe'.
  - Buttons:** 'Move', 'Copy', 'Export ...', 'Process ...', and 'Open folder' are located at the bottom.
- System:**
  - General media storage:** A table listing storage locations with columns for Name, Date & Time, and Length.
  - Storage Selection:** A dropdown menu at the bottom shows 'L:/' with a green arrow pointing to the selection button.
  - Free space:** A progress bar at the bottom indicates available storage.

**Note,** that in multi recorder setup the general recording should be mapped to the same driver letter (windows) or mount point (linux) on all recorders in the recording system.

Also note, that the general storage is what is connected to a recorder, not to a control machine where UI is running (in case it's not the same PC).

General storage selection

# Managing recorded data



Standard file management functions are available to a user in regards to recording management: move, copy, rename and delete.

To **move** or **copy** single or multiple (using Ctrl key) scenes from the recording to the general storage use buttons below left panel. The copy progress and estimated copy time will be shown on the right panel across the scene being copied.

To **delete** a scene or entire record right-click on it to bring up <Delete> menu.

To **rename** a scene or a record use click-hold-release.

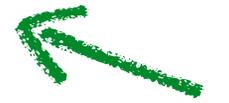
Damaged or incompletely uploaded recordings are marked with orange exclamation mark as shown on the screenshot below.

The screenshot displays the Media Manager interface with two main panels: 'Recorded media' on the left and 'General media storage' on the right. The 'Recorded media' panel contains a table with columns for Name, Date & Time, and Length. A record named 'Test recording' is marked with an orange exclamation mark, indicating it is damaged. The 'General media storage' panel also contains a table with columns for Name, Date & Time, and Length. A record named 'Pour1' is highlighted in blue, and a green arrow points to it with the label 'Move progress'. The interface also features a central video player, a timeline, and various control buttons like 'Move', 'Cancel', 'Export ...', 'Process ...', and 'Open folder'.

Name	Date & Time	Length
Crystals	03-Apr-18	
Pour1	15:11:22	00:00:09
Pour2	15:20:51	00:00:10
Test recording	03-Apr-18	
Loop	23:59:23	00:00:09
CXP Camera test	29-Jan-19	
Test	00:26:34	00:00:05
USB Camera test	07-Feb-19	
Test	14:37:05	00:00:07
CLHS Camera test	12-Feb-19	
IDS	23:52:10	00:00:07
IDS E	23:55:17	00:00:04
Mixed cameras test	11-Mar-19	
USB	21:38:41	00:00:05
GigE camera test	13-Mar-19	
Test	22:50:33	00:00:00
Record Mode test	23-Mar-19	
Record only	16:23:28	00:00:18
Record + Processing	20:16:04	00:00:16
Triggered	20:17:07	00:00:09

Name	Date & Time	Length
Crystals	03-Apr-18	
Pour1	15:11:22	00:01:20
Space	03-Apr-18	
High Precision Recording	12-Feb-19	
Record Mode test	23-Mar-19	

Damaged record



Move progress

# Playback



The center part of the <Media Manager Tab> is occupied by the player window with standard playback controls. The playback bar has additional In and Out markers used to select part of a recording for the export. Playback speed is adjustable by small slider located below timecode.

The screenshot shows the Media Manager interface with three main sections: Recorded media, a central player window, and General media storage. The Recorded media table lists various recordings, with 'Record only' selected. The player window shows a video of Earth with playback controls including a progress bar with In-Out markers, a speed control slider, and a camera selector dropdown set to 'Europe'. The General media storage table shows folders like 'Space' and 'High Precision Recording'. At the bottom, there are buttons for 'Move', 'Copy', 'Export ...', 'Process ...', and 'Open folder', along with free space indicators.

Name	Date & Time	Length
Crystals	03-Apr-18	
Pour1	15:11:22	00:00:09
Pour2	15:20:51	00:00:10
Test recording	03-Apr-18	
CXP Camera test	29-Jan-19	
USB Camera test	07-Feb-19	
CLHS Camera test	12-Feb-19	
Mixed cameras test	11-Mar-19	
GigE camera test	13-Mar-19	
Record Mode test	23-Mar-19	
Record only	16:23:28	00:00:18
Record + Processing	20:16:04	00:00:16
Triggered	20:17:07	00:00:09

Name	Date & Time	Length
Space	03-Apr-18	
High Precision Recording	12-Feb-19	

Playback speed control

In-Out marker

Camera selector

Make notes here

Editable user notes

Use <Ctrl> to change button function

# Export



A user can export recorded video data to commonly used video and image formats. There are handful of settings allowing a user to control various parameters of the exported media: resolution, frame rate and image quality.

Note, that destination path is what is accessible to a recorder, not to a control machine where UI is running (in case it's not the same PC).

The screenshot displays the Recorder Media Manager interface. The 'Recorded media' table lists various recordings, with 'Triggered' selected. An 'Export' dialog box is open, showing the following settings:

- Record: Record Mode test
- Scene: Triggered
- Camera: Europe
- Range: From 00:00:00:00 to 00:00:09:09
- Format: Video (H.264)
- Quality: Medium
- Resolution: As recorded
- Pixel precision: 8-bit
- Frame rate: As recorded
- Destination: C:\

The dialog box has 'Export' and 'Close' buttons at the bottom. The background interface shows a list of recordings and a 'General media storage' section.

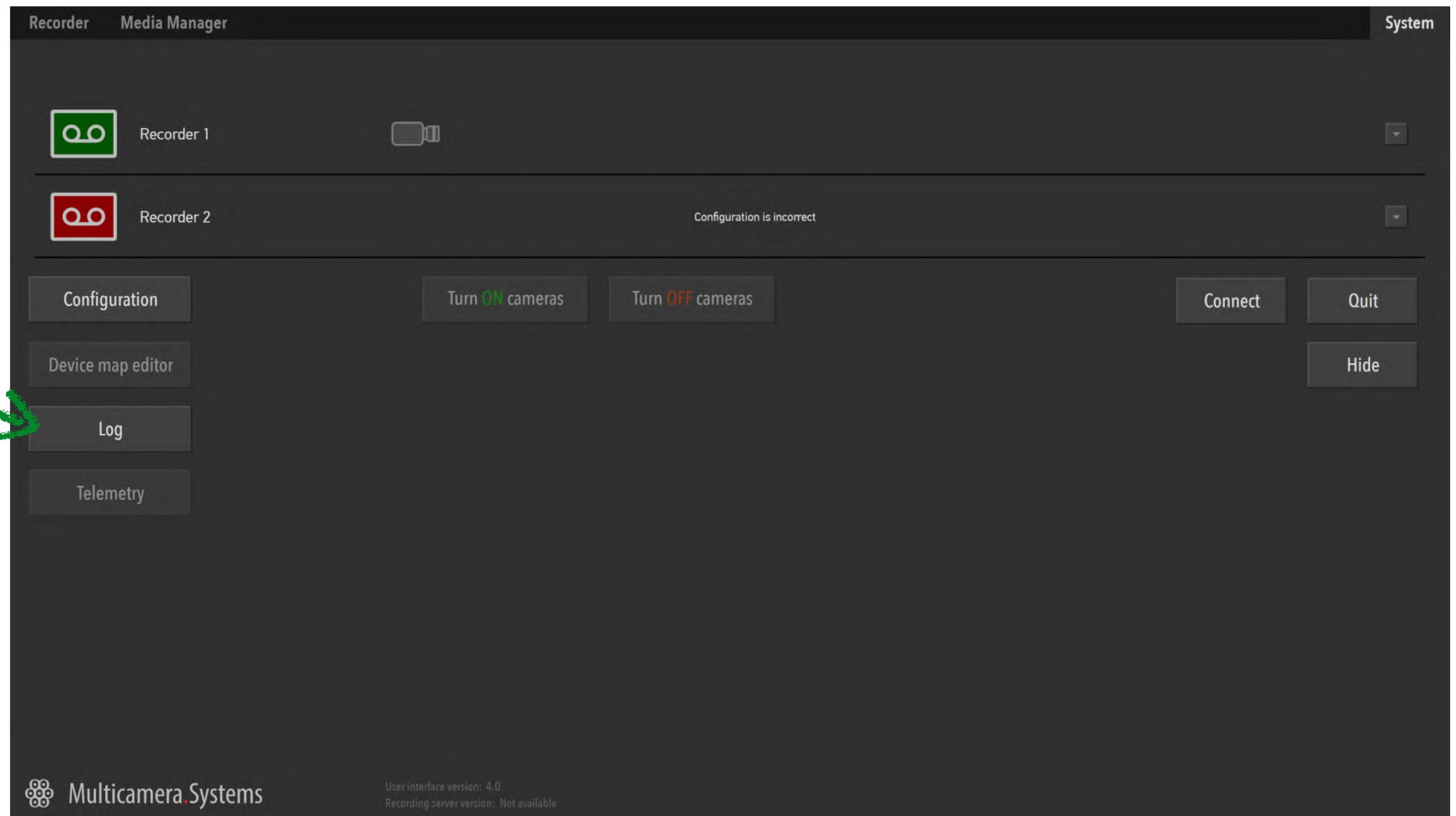
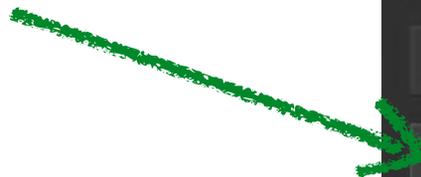
Name	Date & Time	Length
Crystals	03-Apr-18	
Pour1	15:11:22	00:00:09
Pour2	15:20:51	00:00:10
Test recording	03-Apr-18	
DXP Camera test	29-Jan-19	
USB Camera test	07-Feb-19	
CLHS Camera test	12-Feb-19	
Mixed cameras test	11-Mar-19	
GigE camera test	13-Mar-19	
Record Mode test	23-Mar-19	
Record only	14:23:28	00:00:18
Record + Processing	20:14:04	00:00:14
Triggered	20:17:07	00:00:09
Emulator-mono	10-Jun-19	
Emulator-bayer	11-Jun-19	

# Troubleshooting



Here at the Multicamera.Systems we know that image and data acquisition systems depend on many complex hardware and software pieces working together seamlessly. To quickly resolve a situation when something doesn't work as expected we ask our customers to provide log files generated by our software. Please go to the System tab and press "Log" button: all necessary log files will be packaged and placed on your desktop, so you can easily forward it to our support team at support@multicamera.system.

Press to collect log files



# Licensing

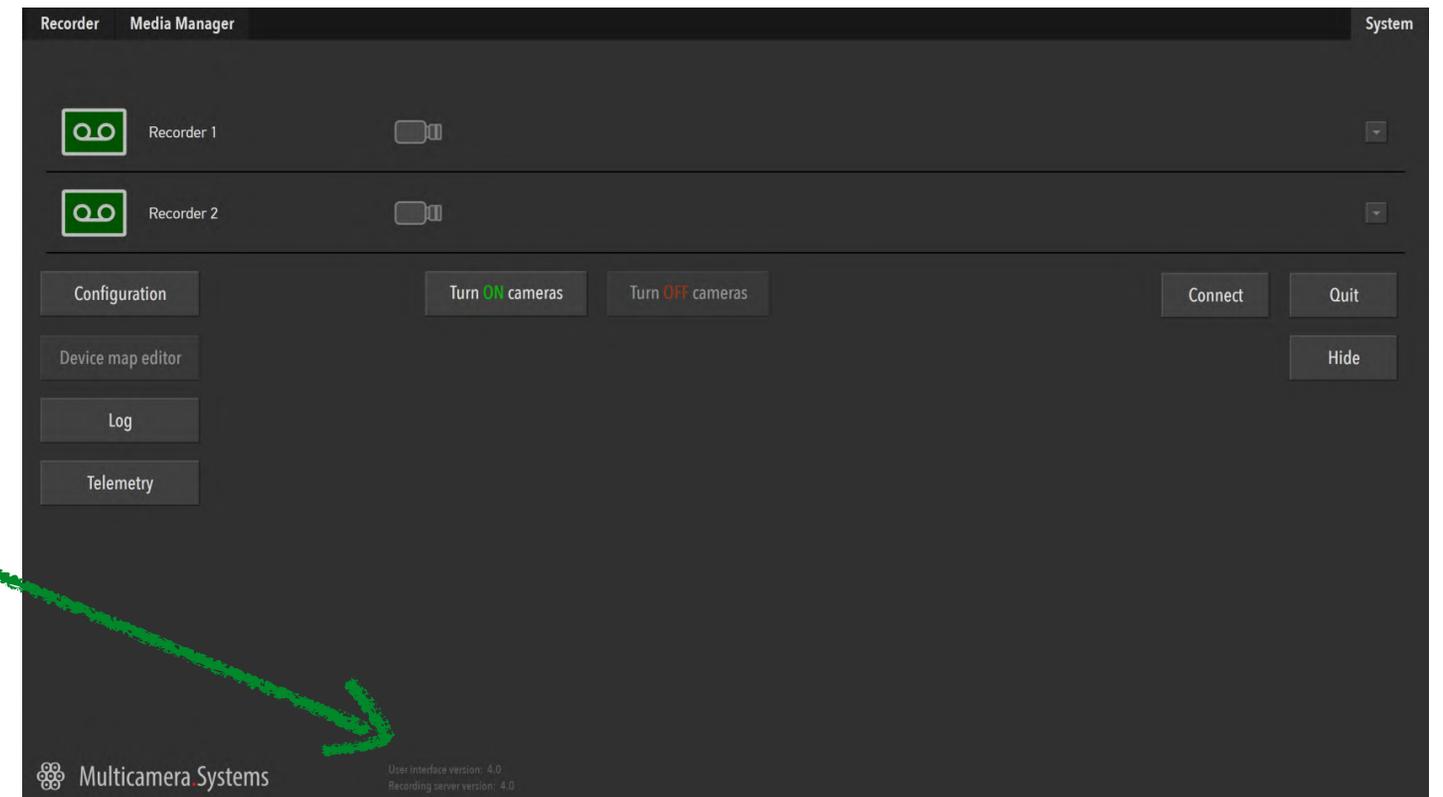


The software requires the license file(s) to be installed to function properly. Without the license the software functions, but in limited fashion: recording will be limited to several seconds, no GPU-supported compression, export disabled and playback will be limited to several seconds only. The license is bound to either frame grabber(s) serial number(s) and/or machine ID in case of USB/Ethernet/PCIE cameras or other capture devices. The machine ID can be obtained in "RecordingSystemConfigurator" app, by pressing <S/N> button.

The current license status can be checked by looking at the bottom of the <System Tab>.

User interface version: 4.0  
Recording server version: 4.0

User interface version: 4.0  
Recording server version: 4.0 [Recorder 1 is not licensed]



# Additional support and requests



We are happy to customize our software to fit your needs, in particular we can:

- add support for your specific capture hardware, including non-camera type;
- add extra image processing of captured data with or without GPU;
- customize user interface to reflect your operating environment and use scenario;
- help to integrate user's own software for post processing of captured data;

Please contact us at [info@multicamera.system](mailto:info@multicamera.system) to discuss possibilities.

## International Distributors

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# Technical Insights



The following diagram shows general software architecture. The software is very modular and new functionality and device support can be added quickly.

