

# *ReplayMachine*

## *Software*

*multichannel video recording and  
instant replay SportReplay system  
software*

## *Setup Guide*

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ReplayMachineSoftware 4.0.0

SoftLab-NSK, Ltd

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- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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# 1 Introduction

The *ReplayMachineSoftware* complex of programs is the *SportReplay*\* system software and intended for audio/video data recording, processing and transmission on the basis of FD300\*\* input/output board. The main program components of the complex are the *FDReplayVideoIn* and *ReplayMachineConsole*\*\*\* applications.

The document describes the *ReplayMachineSoftware* setup procedure. The information is applicable to the standard *Microsoft Windows 2000/XP*-operated computers. The operating system must be installed separately and licensed for consumers' rights.

The *ReplayMachineSoftware* applications are designed on the basis of the *Microsoft .Net* platform. The *Microsoft.NET Framework* package must be installed on the computer for their execution.



**IMPORTANT:** *Failing the Microsoft.NET Framework package on the computer the ReplayMachineSoftware setup is impossible.*

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\* The full-length description of the system see in the «*SportReplay. Multichannel Video Recording...*» user's guide.

\*\* The *FD300 board* description – technical specifications, installation, connections etc – see in the «*FD300 Board. Hardware setup*».

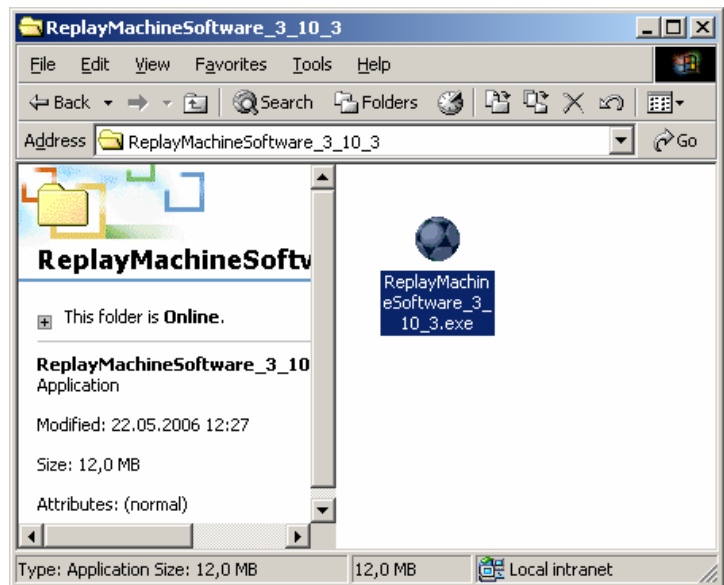
\*\*\* The application description see in the «*FDReplayVideoIn. Multichannel AV capture to storages*» and «*ReplayMachineConsole. Instant Rreplay Control*».

## 2 The software setup

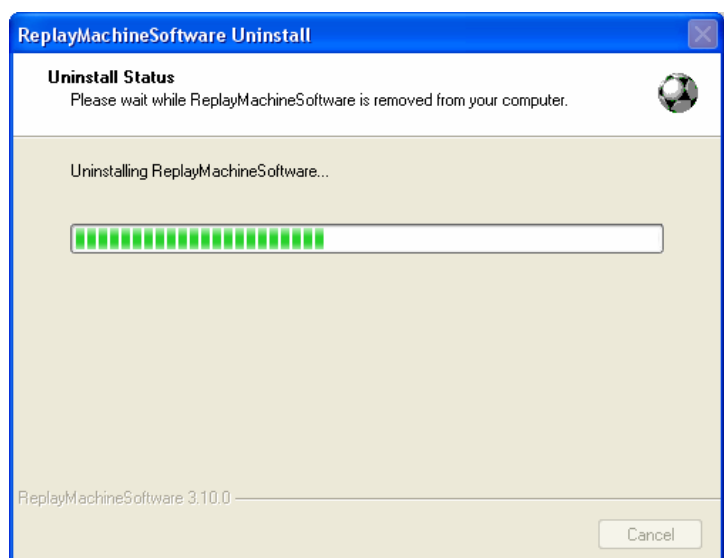
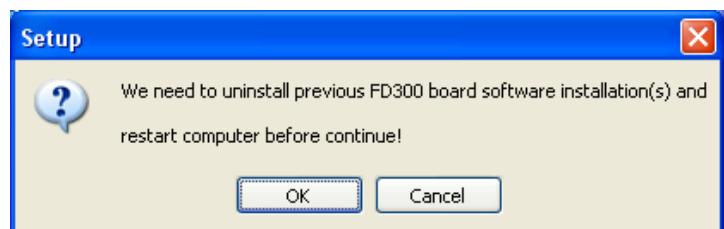
The *ReplayMachineSoftware* installation is performed in the conventional way. A user answers the questions given by the setup program sequentially. Press the **Next** (a switch to the next page) or **Back** (a switch to the previous page) button to pass on from one dialog window to another one. Press the **Cancel** button to stop the software installation.

 **IMPORTANT:** For the *ReplayMachineSoftware* successful installation read carefully the information given in each dialog window in order to specify the required data.

1. Launch the *ReplayMachineSoftware\_xx\_xx.exe* file located on the installation disk.

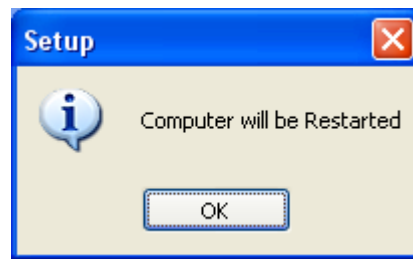


2. The setup program will check the computer for the presence of previous versions of the software working with the *FD300* board. In case of detection, it will be propositioned to uninstall the previous programs. Click the **OK** button to launch the uninstalling procedure.
3. During uninstalling all the program components working with the *FD300* board are being removed automatically.

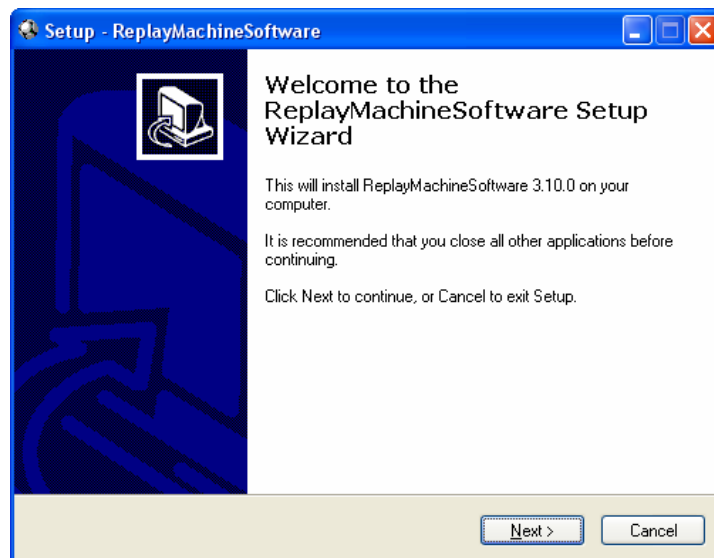


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4. When the previous version of software is removed, it's necessary to restart the computer.



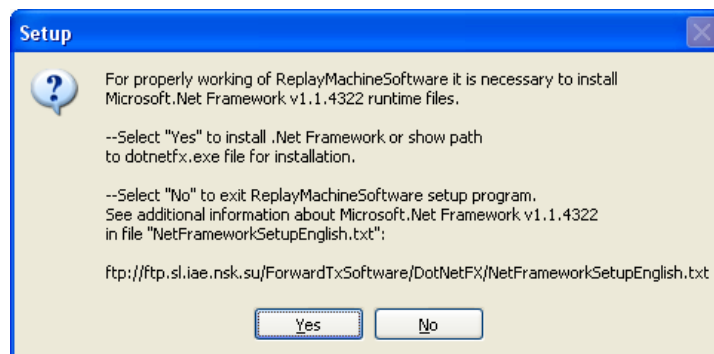
5. After the restart the program will proceed to installing the selected software version.



6. The setup program will check the computer for the presence of the installed *Microsoft.NET Framework* package.

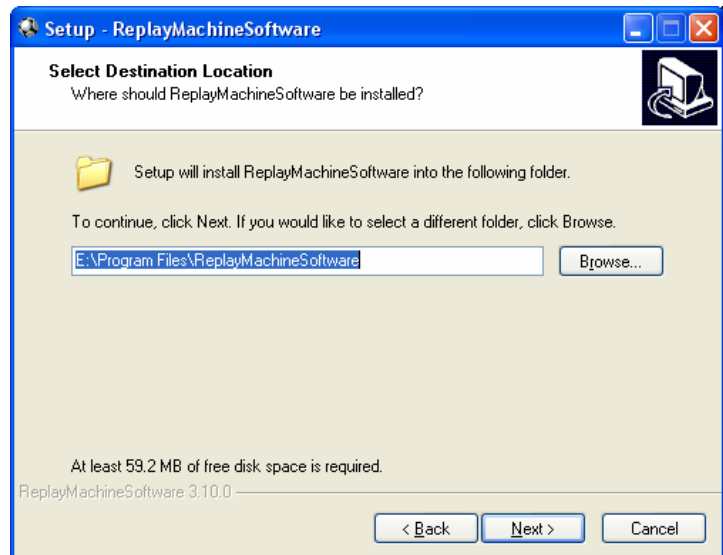
Failing the package there will be given the corresponding warning and a proposition to install the required set of components.

When the *Microsoft.NET Framework* package is installed, the setup program will continue its work.

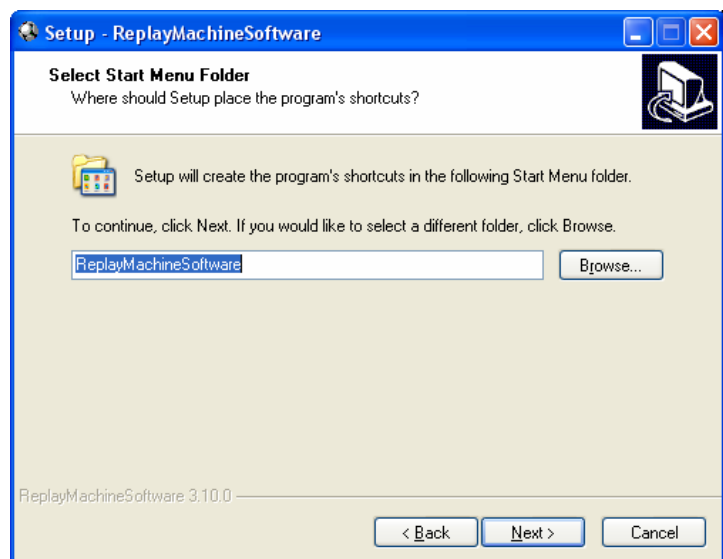


**IMPORTANT:** *The Microsoft.NET Framework .package must be installed on the computer for the work of the ReplayMachineSoftware application. Failing the package the ReplayMachineSoftware installation is impossible.*

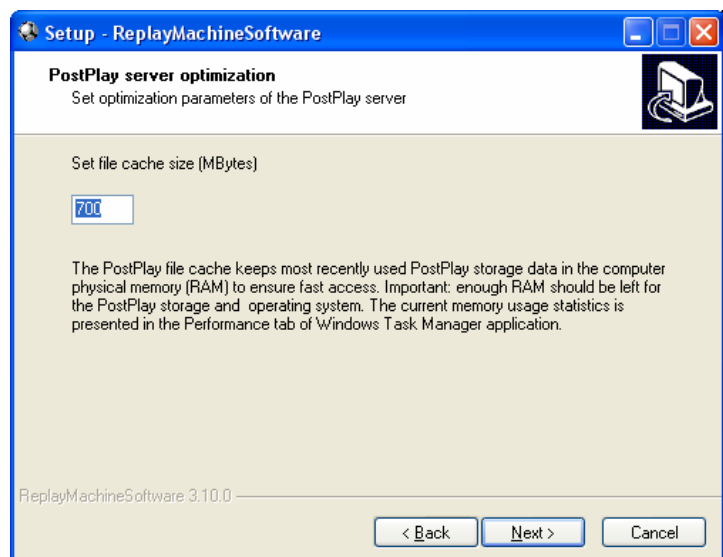
7. Select a folder to install the *ReplayMachineSoftware* into.



8. Select a **Start Menu Folder** for the *ReplayMachineSoftware* programs shortcuts.



9. Set the cache size in the RAM. The cache is used to ensure fast access to the video data.\*

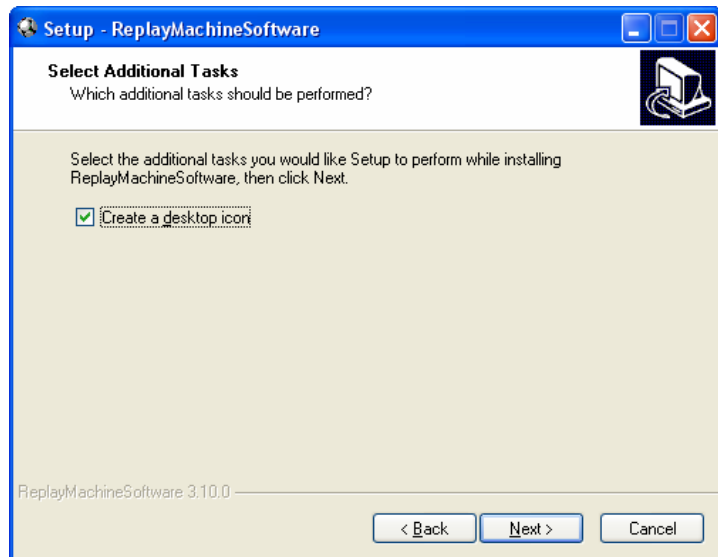


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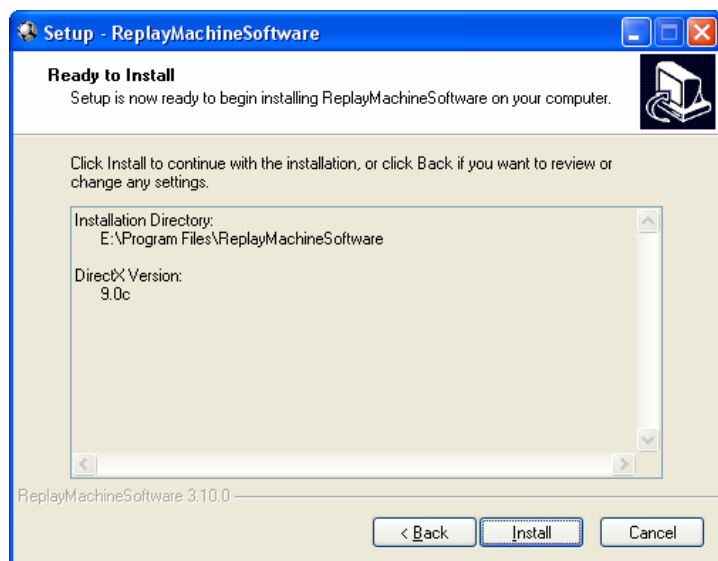
\* For more details about cache for video data fast access see its description in the «SportReplay Multichannel Video Recording...» user's guide, section 4.

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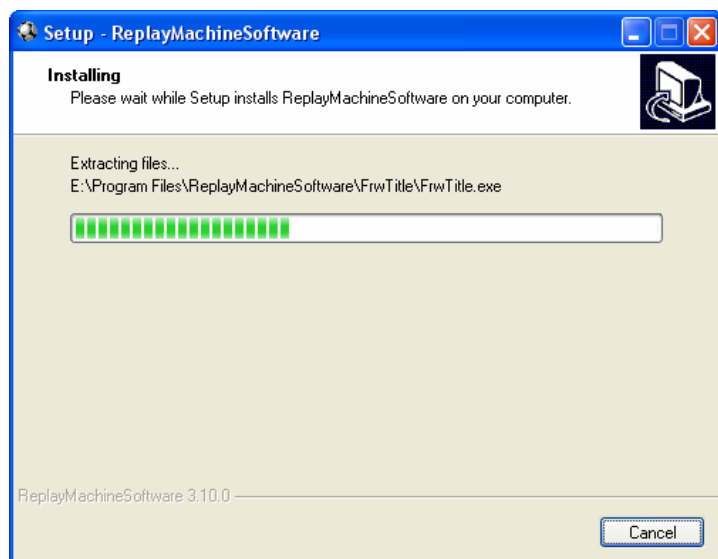
10. If necessary to place the icons of the *ReplayMachineSoftware* main applications on the desktop, turn on the **Create a desktop icon** option.



11. When the data capture is up, the setup program is ready to install the *ReplayMachineSoftware* on the computer. Click the **Install** button to launch installing.

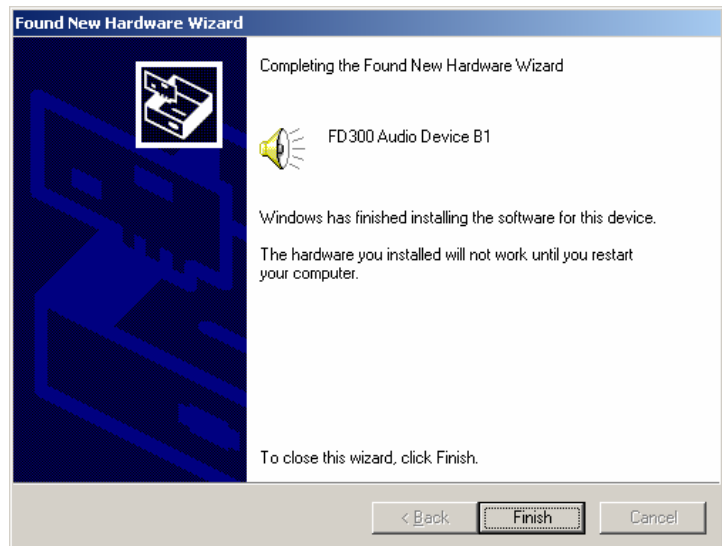


12. The program will copy and install all the required files automatically. In case of need to cancel installing click the **Cancel** button.

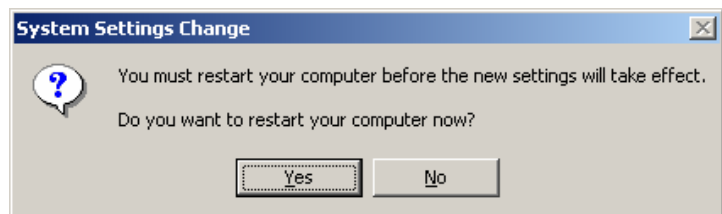



13. The *FD300* board drivers will be installed automatically in the course of the software setup.

To continue installing click the **Finish** button.

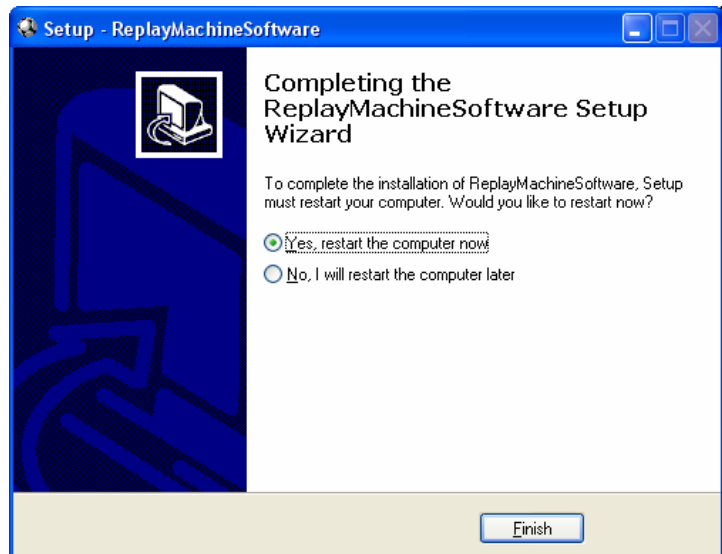



14. When the drivers are installed, the system will proposition to restart the computer.



 **Note:** We advise you in this instance against restarting the computer—press the **No** button.

15. To correctly complete the installation and apply all the settings restart the computer.



 **IMPORTANT:** We recommend strongly that you restart the computer after the *ReplayMachineSoftware* installation is complete. Otherwise, we cannot guarantee the *ReplayMachineSoftware* programs stable work!

### 3 The specificity of the software setup under *Windows XP*

This section describes the specificity of the *ReplayMachineSoftware* setup on a *Windows XP*-operated computer. In this case there may be given some extra queries in the course of installation.

16. A query to continue the setup files installation (the *Software Installation* system message) will be given during the process of copying the setup files on the computer (see item 12). Click the **Continue Anyway** button.

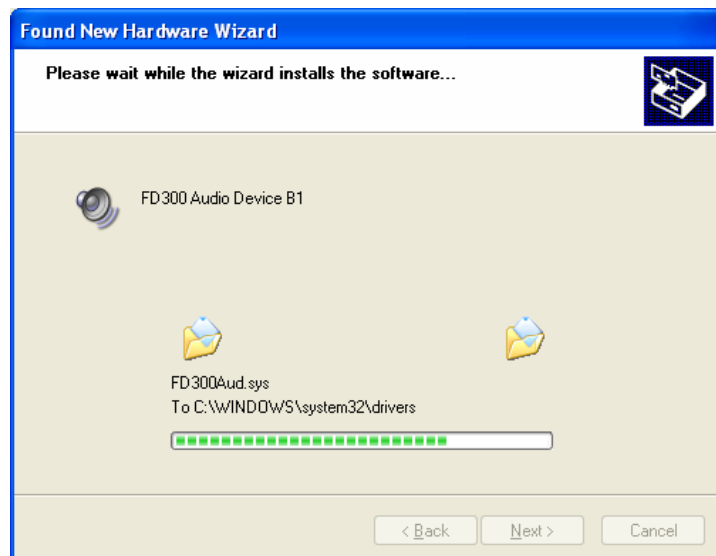


A few extra dialog windows are displayed when installing the *FD300 boards drivers* (see item 13).

17. At the start of installation it's propositioned to select the boards drivers installation mode: automatic or manual.  
Select the automatic mode - the **Install the software automatically (Recommended)** option and click the **Next** button.



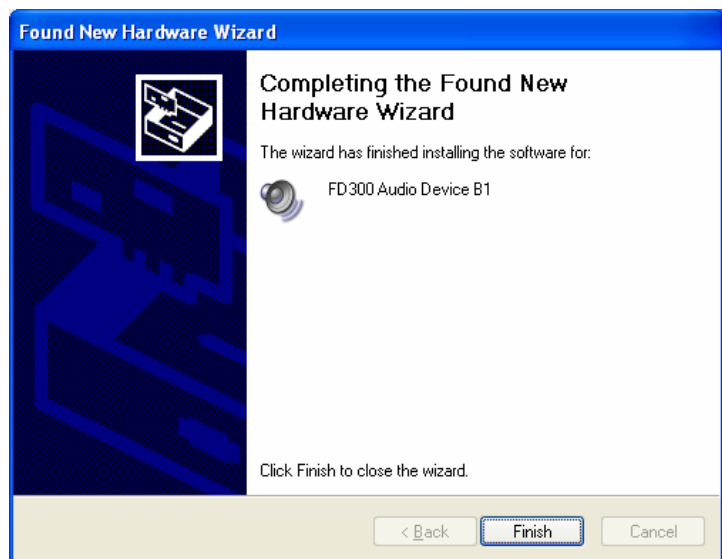
18. The system automatically copies the files required for the *FD300* board.



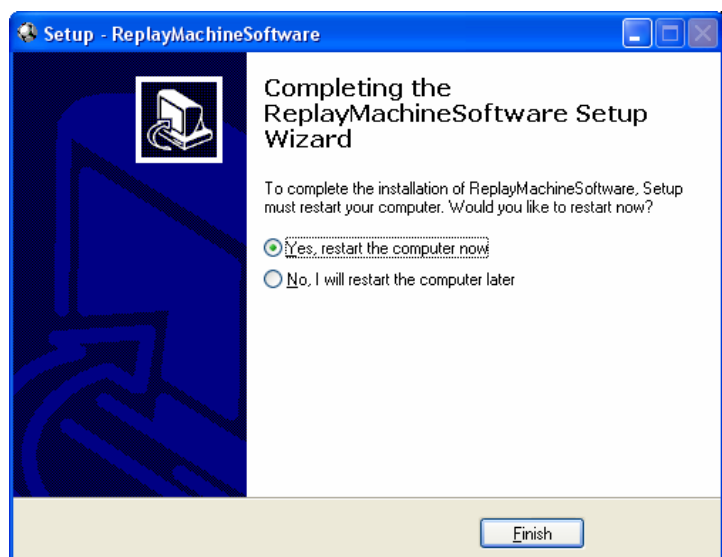
19. After copying confirm the necessity of installing the *FD300* board files. For that click the **Continue Anyway** button in the *Hardware Installation* window.




20. To complete installing the drivers click the **Finish** button.



21. To correctly complete the installation and apply all the settings restart the computer.



 **IMPORTANT:** We recommend strongly that you restart the computer after the *ReplayMachineSoftware* installation is complete. Otherwise, we cannot guarantee the *ReplayMachineSoftware* programs stable work!