



.. www.totalrecallvr.com ..

Total Recall VR Audio Player

User Guide

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Related Documents:

- [1] Prolancer Pty Ltd, Total Recall VR web site. Available from:
<http://www.totalrecallvr.com/>.
- [2] Prolancer Pty Ltd, Prolancer web site. Available from:
<http://www.prolancer.com.au/>.
- [3] Prolancer Pty Ltd, Total Recall VR Overview User Guide, 28.0, May 2022

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1. Preface

1.1. Conventions

Our guides use several conventions to highlight certain words and phrases and draw attention to specific pieces of information.

1.1.1. Notes & Warnings

We use the following visual styles to draw attention to information that might otherwise be overlooked:



Notes are tips, shortcuts or alternative approaches to the task at hand. Ignoring a note should have no negative consequences, but you might miss out on a trick that makes your life easier.



Important boxes detail things that are easily missed: configuration changes that only apply to the current session, or services that need restarting before an update will apply. Ignoring the information will not cause data loss, but may cause irritation and frustration.



Warnings should not be ignored. Ignoring warnings will most likely cause data loss.

1.1.2. Typographic Conventions

We use typographic conventions to call attention to specific words and phrases. These conventions, and the circumstances they apply to, are as follows.

Example	Meaning
Select <u>Guide</u> to display ...	Locate the link named "Guide" on the screen, position the cursor over the link and then depress the appropriate mouse button to follow the link.
Select Add to create a new ...	Locate the button or menu item named "Add" on the screen, position the cursor over the button or menu item and then depress the appropriate mouse button to initiate an action.

Enter <i>Commission</i> ...	Locate the field named "Commission" on the screen, position the cursor over the field and then depress the appropriate mouse button to select the field. Once the cursor appears in the field, enter a value.
Choose <i>Country</i> ...	Locate the field named "Country" on the screen, position the cursor over the field and then depress the appropriate mouse button to display the available options. Then position the cursor over the desired option and depress the appropriate mouse button to select it.
Tick <i>Active User</i> ...	Locate the check box named "Active User" on the screen, position the cursor over the check box and depress the appropriate mouse button to place a visual tick in the box.
Un-tick <i>Active User</i> ...	Locate the check box named "Active User" on the screen, position the cursor over the check box and depress the appropriate mouse button to remove the visual tick in the box.
Enter \$30.95 ...	Enter "\$30.95" using the keys on your keyboard.

1.1.3. Procedures

We use numbered sequence of steps to define procedures for performing certain tasks. For example:

Procedure Title

1. This is the first step of the procedure.
2. This is the second step of the procedure.
 - a. This is the first sub-step of step 2.
 - b. This is the second sub-step of step 2.
3. This is step three.

1.2. We Need Feedback

If you find a typographical error in this guide, or if you have thought of a way to make this guide better, we would love to hear from you.

Please submit your feedback using the feedback form on our web site:

<http://www.prolancer.com.au/contact/feedback>.

If you have a suggestion for improving the guide, then try to be as specific as possible when describing your suggestion. Otherwise, if you have found an error, please include the section number and some of the surrounding text so we can find it easily.

2. Introduction

2.1. About This Guide

This guide describes the Total Recall VR Audio Player application.

The guide is intended for Total Recall VR end users. It describes how to use the Total Recall VR Audio Player application. Please keep a copy of this guide handy for quick reference.

2.2. What is Total Recall VR



Audio Logging
and
Call Recording
Systems

Total Recall VR is a professional audio logging and call recording system which is self-contained, fully featured and cost-effective. Enterprises and governments worldwide use it to create electronic records of many forms of audio communication including telephone, 2-way radio, broadcast radio, public address, intercoms, room microphones and much more.

Total Recall VR is the ideal solution for:

- Recording business telephone conversations;
- Recording agent calls in contact centres;
- Logging emergency response communication;
- Logging business operations communication;
- Logging radio broadcasts;
- Logging public announcements;
- Logging Air Traffic Control communication;
- Creating audio records of meetings, legal proceedings, public enquiries and similar events; and
- Creating compliance records to meet duty of care and legal requirements.

Total Recall VR captures all audio in digital format and stores it in a proprietary, secure and tamper proof file format in its on-board hard drive storage. The file format preserves the originality of the audio that it stores and has a number of built-in mechanisms that aid quick and reliable detection of tampering. However, for ease of access, Total Recall VR client applications can generate copies of recordings in a number of popular and everyday formats such as Microsoft's Wave (.wav) and MPEG Layer-3 (.mp3).

Storing audio by itself does not help when looking for one recording in a store that can hold hundreds of thousands of recordings. That is why, in addition to audio, Total Recall VR captures and then stores information related to each recording and audio source in its database such as start time, end time and duration of recordings, calling and called numbers on telephone calls, DTMF digits during calls, radio IDs, user configurable notes and much more. This information is the backbone of a powerful search capability which can pin point a single recording in a set of hundreds of thousands of recordings which reside either on a Total Recall VR recorder or in one of many types of off-system archives of recordings.

In addition to the audio recorder and the on-board storage, each Total Recall VR system comes with a built-in media player with comprehensive player controls (start, stop, fast-forward, rewind ...). The player can play audio stored in files directly on the system or stream audio to a remote client application which then outputs the sound to the PC speakers of the PC that it runs on.

While audio recording, storage and re-play are the main functions of Total Recall VR, every Total Recall VR offers many more advanced, professional-grade features. For example:

- Ability to capture audio from different types of audio sources (analogue, VoIP, RoIP, AoIP and ISDN), at the same time – hybrid recording.
- Live and real-time monitoring (listening) of recordings in progress on the system itself or on a remote PC with the aid of a PC client application.
- Feature-rich archiver which can create searchable archives of recordings on CD, DVD or BD discs, USB keys or drives and network drives, either automatically or on-demand.
- Automated self-cleaning mechanism that removes obsolete recordings automatically and on regular intervals to keep the system operating endlessly.
- SNMP agent capable of generating SNMP alarms (traps).
- SMDR integration for a number of popular PBXes.
- Fully internationalised user interface; all menus and software available in multiple languages.
- Role based access control.
- On-board LCD display and control keypad on selected models.
- A range of PC client applications with value adding functionality.
- APIs and PC applications for integration with other business systems and solutions.

When audio records are critical to your operations, Total Recall VR delivers. It is professional, reliable and fully self-contained solution for audio logging and call recording that comes at an affordable price.



The Total Recall VR Overview [3] guide contains a comprehensive description and overview of Total Recall VR.

2.3. What is Total Recall VR Audio Player

Total Recall VR Audio Player is a powerful audio player application designed to play and convert between all Total Recall VR audio file and encoding formats.

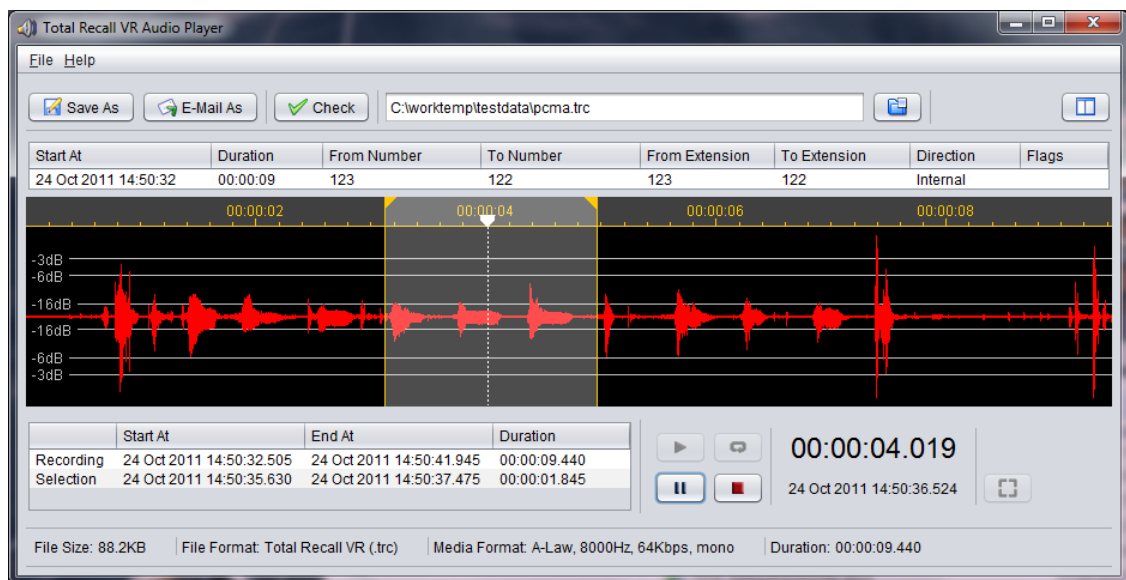


Figure 1: Total Recall VR Audio Player Screen Shot

Total Recall VR Audio Player offers:

- Player for all Total Recall VR file and audio formats.
- File and audio converter that supports all Total Recall VR file and audio formats.
- Export to standard audio file formats (wav, mp3, aifc, au and spx) that are compatible with popular audio player applications such as Windows Media Player.
- Integrated e-mail client for fast sharing of recordings in any supported file and audio format.
- Integrity check for recordings stored in the latest generation TRC file format.
- Visual waveform.
- Recording metadata display for recordings stored in TRC files.

Total Recall VR Audio Player is a Java/Windows based application designed to run on a PC with Windows 7, 8 or 10.



Total Recall VR Audio Player is a licensed application. You must purchase an Activation License in order to use the application.



Total Recall VR Audio Player requires an AMBE decoder license to play recordings that use the AMBE audio format.

You can purchase a USB based AMBE decoder from us, order code TRVR-AMBE and TRVR-AMBE-3.

3. Start Here

3.1. System Requirements

Total Recall VR Audio Player is a Java based application designed to run on a PC with Windows 7, 8 or 10.

The application is compatible with Windows XP and Vista, however it has not been tested for correct operation on Windows XP and Vista.

Total Recall VR Audio Player should be installed on a PC with the following minimum specification:

- 10Mb free hard disk space.
- 4Gb memory (RAM).
- Display hardware that supports the HD resolution (1920x1080).
- Sound system with built-in or external speakers or headphones.

To get the best experience from Total Recall VR Audio Player make sure that the PC has a working network connection and access to an E-Mail server.

Total Recall VR Audio Player requires an AMBE decoder license, in addition to the Total Recall VR Audio Player license, in order to play and export recordings in the AMBE audio format.



Total Recall VR Audio Player requires an AMBE decoder license to play recordings that use the AMBE audio format.

You can purchase a USB based AMBE decoder from us, order code TRVR-AMBE and TRVR-AMBE-3.

3.2. Compatibility

Unlike most Total Recall VR applications, Total Recall VR Audio Player does not connect to Total Recall VR systems. As a result, you do not need to match the version of Total Recall VR Audio Player to the version of the application running on your Total Recall VR.

Total Recall VR Audio Player supports recording files created by Total Recall VR systems running application version 4.x (generation 2 systems), 5.x.y to 9.x.y (generation 3 systems) and 10.x.y to 11.x.y (latest generation systems).

3.3. Pre-Installation

Total Recall VR Audio Player requires 3rd party software and drivers which you may need to install before installing it.

3.3.1. Java SE Runtime Environment



This 3rd party software is mandatory. The application will not run at all without it.

Total Recall VR Audio Player is a Java application and as such it requires a Java SE runtime environment to run.



You must install a 32bit, version 8 (tested and recommended), Java SE Runtime Environment on your PC to use Total Recall VR Audio Player.

You can download a Java SE Runtime Environment installer from <http://www.oracle.com/technetwork/java/javase/downloads/index.html>.

You may already have a Java SE runtime environment on your PC. Ask your friendly technical staff to help you determine this if you are not sure how to check.

If your PC is running a 64bit version of Windows, then you may already have a 64bit Java SE runtime environment on your PC. If this is the case you must install the 32bit Java SE runtime environment on your PC as well in order to use Total Recall VR Audio Player. Ask your friendly technical staff to help you if you are not sure what to do.

3.3.2. FTDI D2XX Drivers



This 3rd party software is optional. It is required to decode recordings that use the AMBE audio encoding.

Total Recall VR Audio Player uses a USB based AMBE decoder when playing AMBE encoded audio.



You can purchase the USB based AMBE decoder from us – order code TRVR-AMBE and TRVR-AMBE-3.

The USB device requires FTDI D2XX drivers to work.



You must install FTDI's D2XX version 2.12.06, or better, WHQL certified drivers on your PC to enable Total Recall VR Audio Player to play recordings in the AMBE format.

You can download an installer for the drivers from <http://www.ftdichip.com/Drivers/D2XX.htm>.

3.3.3. Visual C++ 2015 Redistributable



This 3rd party software is mandatory. The application will not run correctly without it.

Total Recall VR Audio Player uses native Windows libraries and as such it requires the Visual C++ 2015 redistributable to run.



You must install the 32bit Visual C++ 2015 redistributable on your PC to use Total Recall VR Audio Player.

You can download an installer for the 32bit Visual C++ 2015 redistributable from <https://www.microsoft.com/en-au/download/details.aspx?id=48145>.

You may already have a Visual C++ 2015 redistributable on your PC or server. Ask your friendly technical staff to help you determine this if you are not sure how to check.

If your PC or server is running a 64bit version of Windows, then you may already have a 64bit Visual C++ 2015 redistributable on your PC or server. If this is the case you must install the 32bit Visual C++ 2015 redistributable on your PC or server as well in order to use Total Recall VR Audio Player. Ask your friendly technical staff to help you if you are not sure what to do.

3.4. Application Installation

A Total Recall VR Audio Player installer is available for download from our web site. We do not ship installation media for Total Recall VR Audio Player.



Please visit <http://www.totalrecallvr.com/applications/total-recall-vr-player> to download the installer for Total Recall VR Audio Player.

The installer is a wizard based installation program which will guide you through the installation steps. To install Total Recall VR Audio Player on your PC:

Install Total Recall VR Audio Player

1. Extract the TRVRAudioPlayer-Setup-x.y.z.yyyymmdd.exe from the TRVRAudioPlayer-Setup-x.y.z.yyyymmdd.zip file that you downloaded from our web site.
2. Double-click on the TRVRAudioPlayer-Setup-x.y.z.yyyymmdd.exe file to launch the installer.
3. Follow the prompts to complete the installation.

3.5. Application Upgrade

To upgrade Total Recall Audio Player:

- If you wish to keep the previous configuration and activation license for the application, then simply follow the installation procedure. Do not uninstall the previous version of the application.
- If you wish to have a clean installation of the application, with new configuration, then first uninstall the previous version of the application and then install the new version. Please make a record of your activation license before you uninstall the old version of the application. You will need the activation license for the new version of the application.

3.6. First Run

Total Recall VR Audio Player requires an activation license key to run. As a result, when you run Total Recall VR Audio Player for the first time, it will prompt you to enter an activation token or license as shown on the following screen capture.

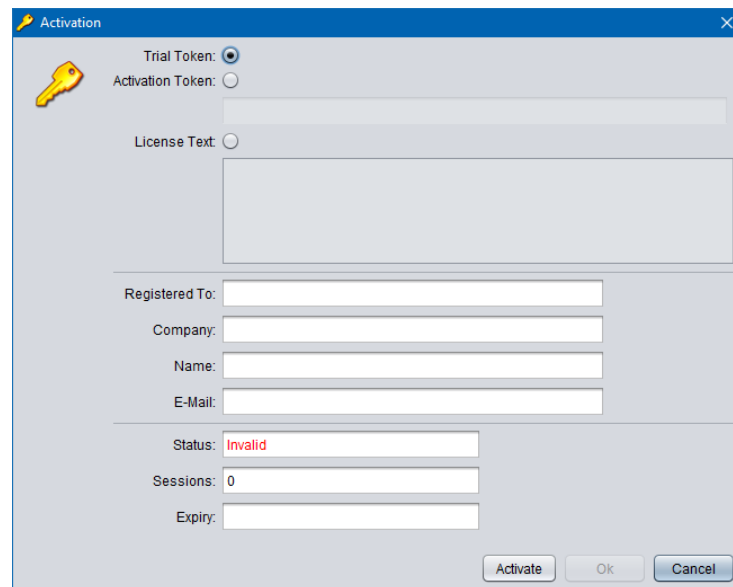


Figure 2: Activation Dialog

You can activate the application in one of the following ways:

1. Activate a 10 day trial of the application by choosing the **Trial Token** option. This mode of activation requires Internet access.

Note that you will be able to activate one, and only one, trial of the application on a given PC. Once the 10 day trial is complete, it will not be possible to activate another trial for the application on the same PC.

2. Activate the application for either a limited time or perpetually by entering an **Activation Token** that we send you when you purchase a license for the application. This mode of activation requires Internet access.

Based on the number of licenses that you purchase, and the type of token that we send you, you may be able to activate the application with the token on a single PC or multiple PCs. Please consult the instructions that come with the token for more details.

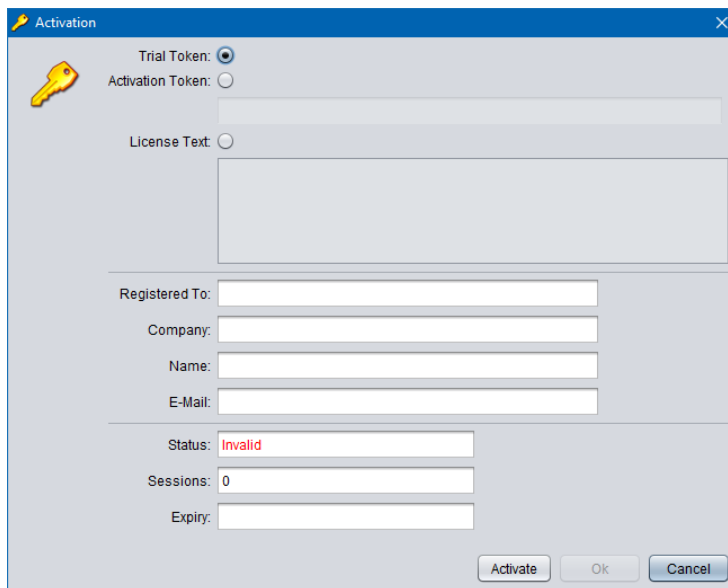
3. Activate the application for a limited time or perpetually by entering a **License Text**. This mode of activation does not requires Internet access.

This mode of activation, in general, will be used only for existing licenses (activated previously) when lost or misplaced. Please contact us for instructions on how to proceed to recover lost activation licenses. However, it can be used to activate the application on PCs that do not have Internet access.

Instructions for each method of activation follows.

Activation with the Trial Token

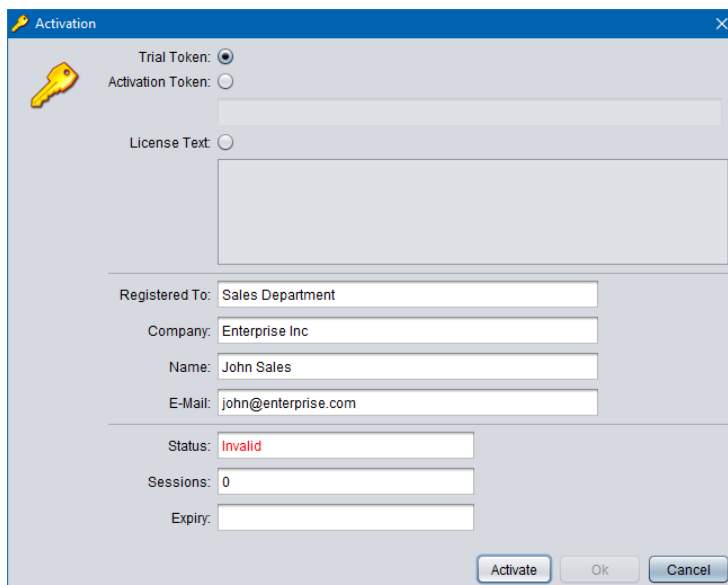
1. To activate a 10 day trial of the application select **Trial Token**.



The screenshot shows the 'Activation' dialog box with the 'Trial Token' radio button selected. The 'Activation Token' and 'License Text' fields are empty. Below these, there are four input fields for 'Registered To:', 'Company:', 'Name:', and 'E-Mail:', all of which are empty. At the bottom, there are three buttons: 'Activate', 'Ok', and 'Cancel'.

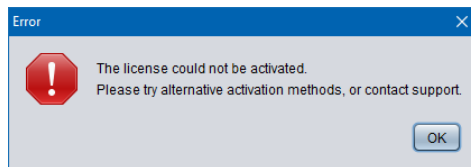
2. Enter **Registered To**, **Company**, **Name** and **E-Mail** as desired. Note that the details that you enter here will be needed to recover the trial activation license in the event that it is lost or misplaced so make a record of them and keep them in a safe place.

For example:



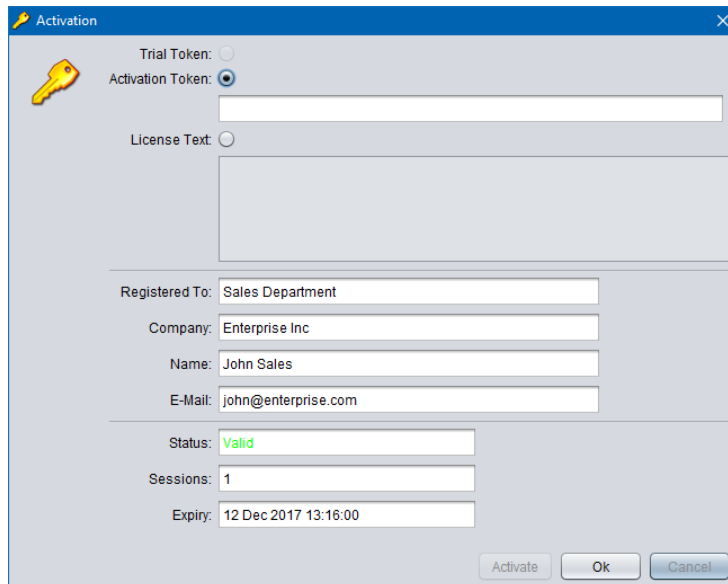
The screenshot shows the 'Activation' dialog box with the same fields as the previous one, but now with example data entered: 'Registered To:' is 'Sales Department', 'Company:' is 'Enterprise Inc', 'Name:' is 'John Sales', and 'E-Mail:' is 'john@enterprise.com'. The 'Status:' field shows 'Invalid' in red text. The 'Sessions:' field shows '0'. The 'Expiry:' field is empty. The 'Activate', 'Ok', and 'Cancel' buttons are at the bottom.

3. Select **Activate** to attempt activation. The application will attempt activation (over the Internet) with the Total Recall VR licensing server. If you receive the following error message, then a trial of the application was previously activated on the PC.



As a result, the Trial Token cannot be used to activate the application (again).

4. In most cases the activation will be successful. For example:

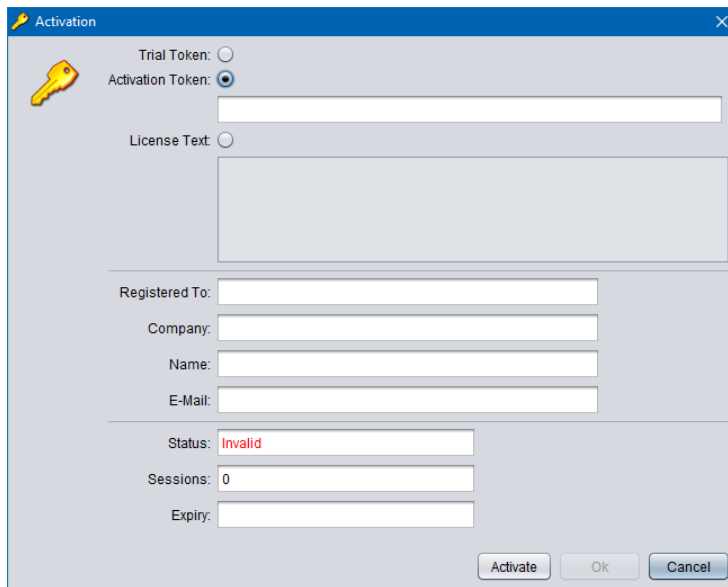


5. Select **Ok** to start the trial of the application. You will not be asked to activate the application again during the trial.

Activation with an Activation Token

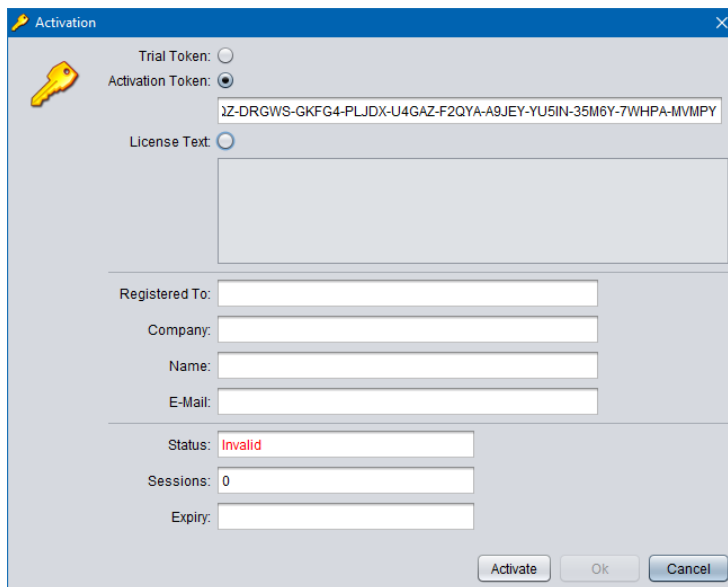
1. If you have received an activation token from us, then you can activate the application with the token. This is an example of an activation token that you will receive:

ZU2QL-DSFGK-GHAHA-3NW9B-24RAH-LJQ9A-A9LEH-GTPH5-3G6L4-XJPTX-H5SEA
2. To activate the application with an activation token select **Activation Token**.



Activation dialog box showing the 'Activation Token' section. The 'Activation Token' radio button is selected. The 'License Text' section is empty. The 'Registered To' section contains empty text boxes for 'Registered To:', 'Company:', 'Name:', and 'E-Mail:'. The 'Status' field displays 'Invalid' in red text. The 'Sessions' field displays '0'. The 'Expiry' field is empty. The 'Activate', 'Ok', and 'Cancel' buttons are at the bottom right.

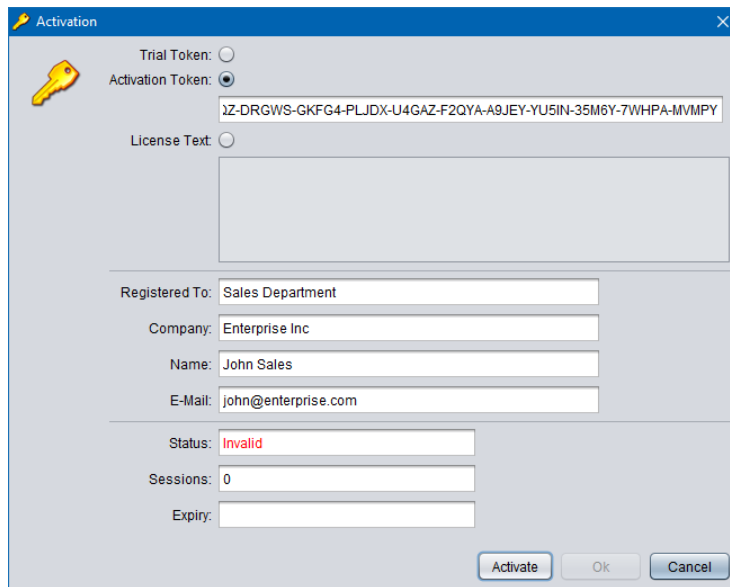
3. Enter the token as you received it from us. For example:



Activation dialog box showing the 'Activation Token' section. The 'Activation Token' radio button is selected. The 'Activation Token' text box contains the example token: 'JZ-DRGWS-GKFG4-PLJDX-U4GAZ-F2QYA-A9JEY-YU5IN-35M6Y-7WHPA-MVMPY'. The 'License Text' section is empty. The 'Registered To' section contains empty text boxes for 'Registered To:', 'Company:', 'Name:', and 'E-Mail:'. The 'Status' field displays 'Invalid' in red text. The 'Sessions' field displays '0'. The 'Expiry' field is empty. The 'Activate', 'Ok', and 'Cancel' buttons are at the bottom right.

4. Enter **Registered To**, **Company**, **Name** and **E-Mail** as desired. Note that the details that you enter here will be needed to recover the activation license in the event that it is lost or misplaced so make a record of them and keep them in a safe place.

For example:

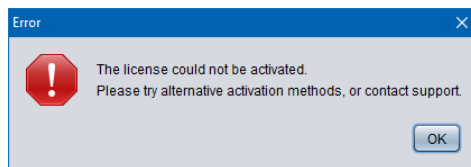


The Activation dialog box is shown with the following fields and values:

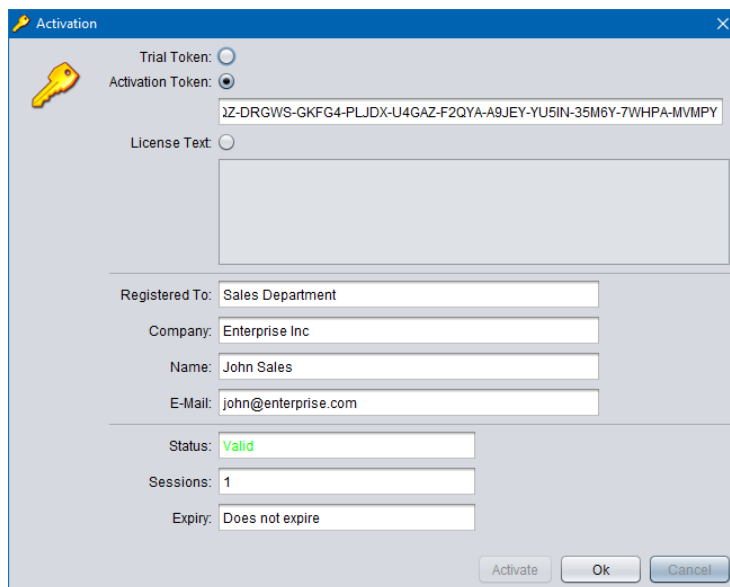
- Trial Token: ☐
- Activation Token: ☒ (Selected)
- License Text:
- Registered To: Sales Department
- Company: Enterprise Inc
- Name: John Sales
- E-Mail: john@enterprise.com
- Status: Invalid
- Sessions: 0
- Expiry:

Buttons at the bottom: Activate, Ok, Cancel.

5. Select **Activate** to attempt activation. The application will attempt activation (over the Internet) with the Total Recall VR licensing server. If you receive the following error message, then the Activation Token is no longer valid, or it was previously used to activate the application.



6. In most cases the activation will be successful. For example:



The Activation dialog box is shown with the following fields and values:

- Trial Token: ☐
- Activation Token: ☒ (Selected)
- License Text:
- Registered To: Sales Department
- Company: Enterprise Inc
- Name: John Sales
- E-Mail: john@enterprise.com
- Status: Valid
- Sessions: 1
- Expiry: Does not expire

Buttons at the bottom: Activate, Ok, Cancel.

7. Select **Ok** to start using the application.

(Re)Activation with License Text

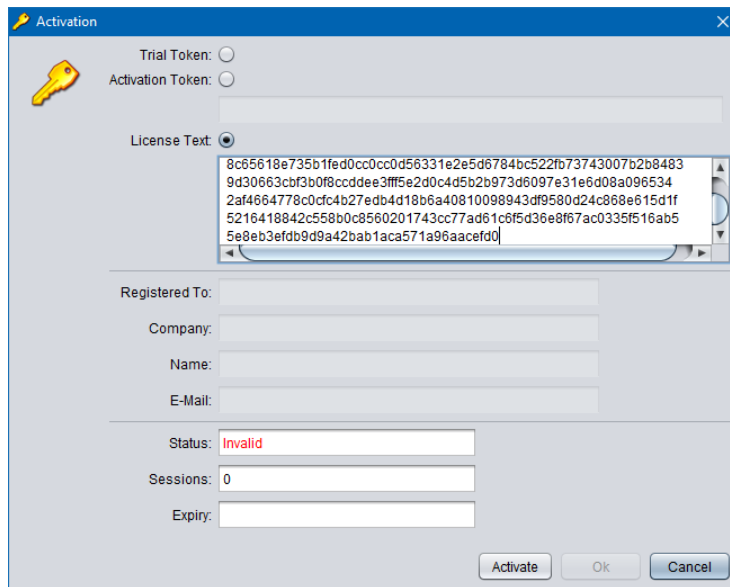
1. We may send you the license text of an activation license if you cannot activate the application over the Internet, or if you have activated the application before and misplaced your activation license for the application on a particular PC. This is an example of license text that you will receive (some lines were removed to save space):

```
# Example Application License (id: 1511837763868)
6729c0c1fc5b9b29b19c4336e2068b75b231474c87cbce079ff39ea741b0
04ec3480fda88ffed82f6dee402293e82e1ece184925ed3510c2189c2b18
4c819332337373235b9e7b8210da6286c2f502de30a0a4140e3a5ddc1102
:
:
4abc5a5efd5f38c804a4ee8b45e92495aac362e67cf5c9721a48400c9ee3
8b699a6d3fc266e0d8efabcede2d58427ac92f510576c4250af30d5ad7a2
5cde6395e2493adb54960307e8083ae8
```

Note:

- a. The PC does not need Internet access to (re)activate the application with license text.
 - b. The license text that we will send you is for an existing license which activates the application on the same PC (without hardware modifications) as it was when activated for the first time.
 - c. If the activation license is lost due to damaged hard disk, or motherboard and you replace the faulty hardware, then the license text of the original activation license (which we will send you) will no longer be valid as the hardware of the PC changed and you will have to purchase a new license.
2. To activate the application with a license text select **License Text**.

3. Enter the license text as you received it from us. For example:

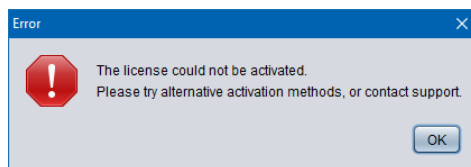


The Activation dialog box is shown with the following fields and values:

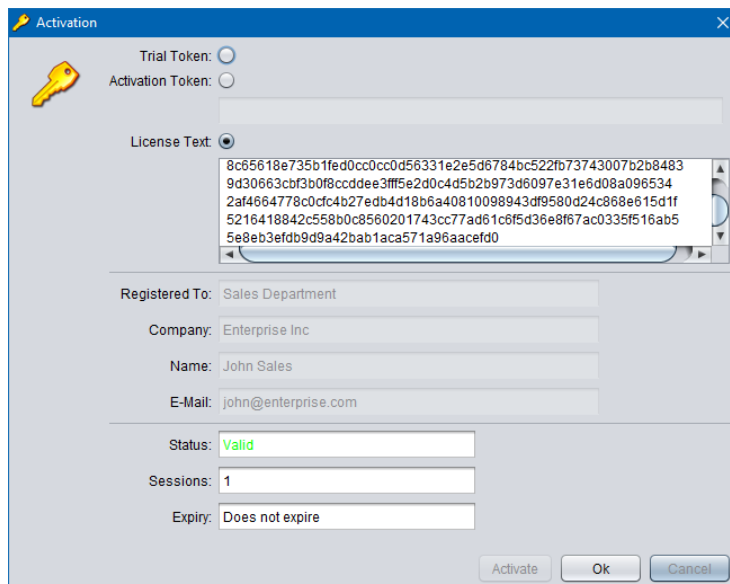
- Trial Token: ☐
- Activation Token: ☐
- License Text:
- Registered To:
- Company:
- Name:
- E-Mail:
- Status:
- Sessions:
- Expiry:

Buttons: , ,

4. Select **Activate** to attempt activation. If you receive the following error message, then the activation license is no longer valid, or it is for a different application, or it is for a PC with different hardware.



5. In most cases the activation will be successful. For example:



The Activation dialog box is shown with the following fields and values:

- Trial Token: ☐
- Activation Token: ☐
- License Text:
- Registered To:
- Company:
- Name:
- E-Mail:
- Status:
- Sessions:
- Expiry:

Buttons: , ,

6. Select **Ok** to start using the application.

4. User Interface

Total Recall VR Audio Player has a simple but intuitive user interface.

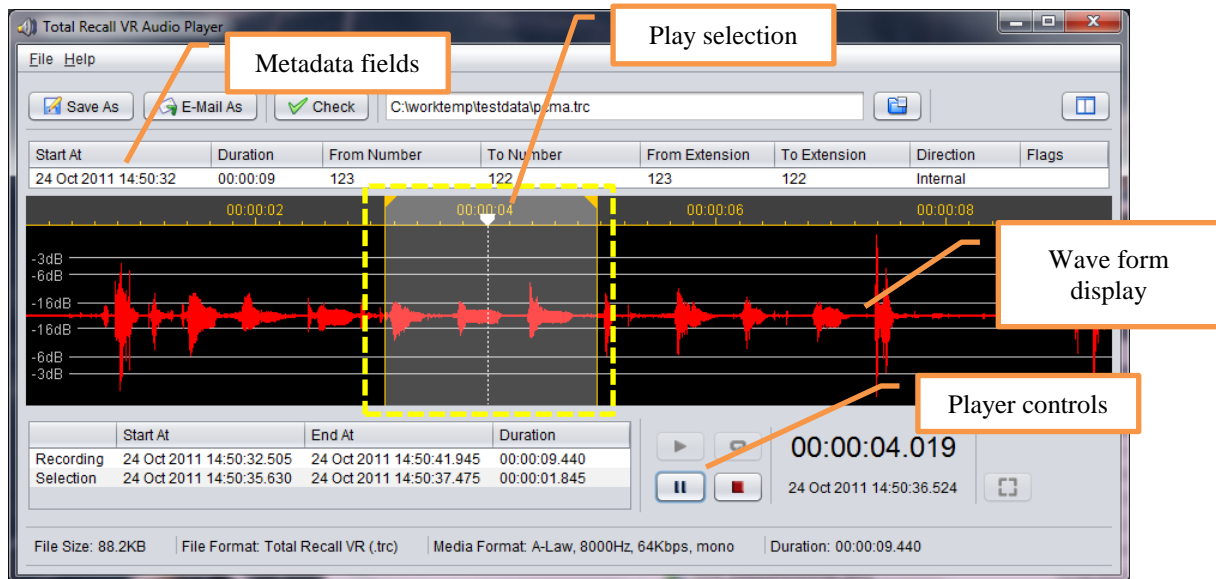


Figure 3: Total Recall VR Audio Player User Interface Components

The simplest way to use Total Recall VR Audio Player is to select an audio file in file explorer and simply drag to the player and drop it while the mouse cursor is in the player area.

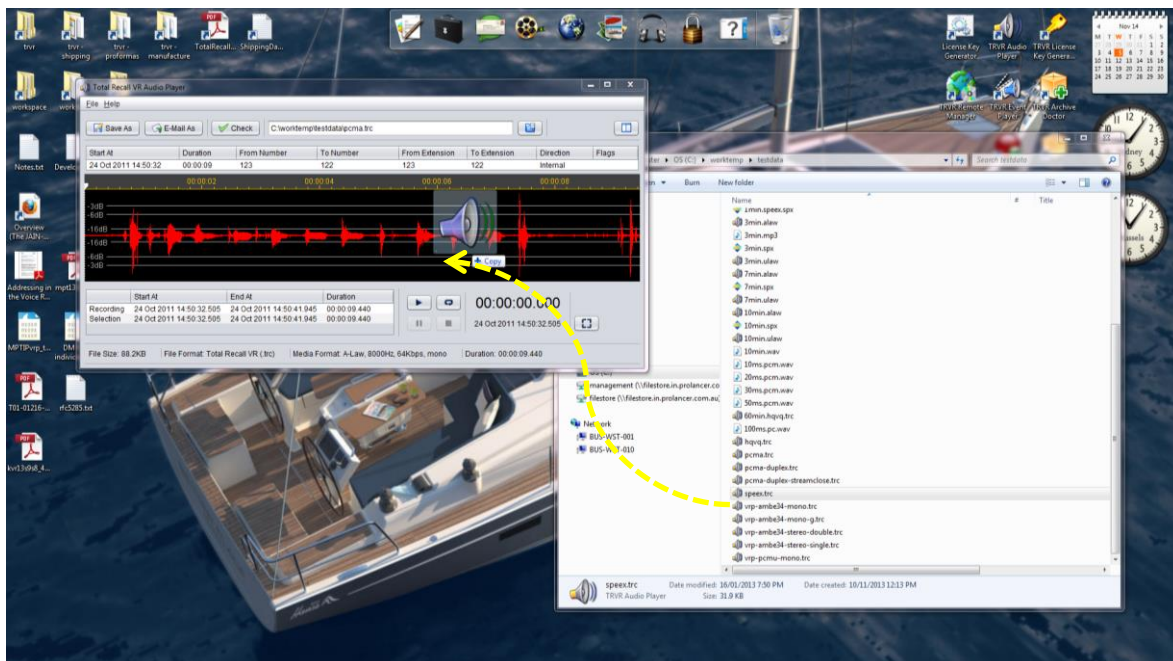


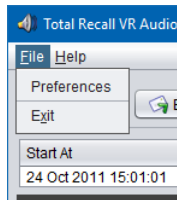
Figure 4: Audio Player Supports Drag-and-Drop from File Explorer

Once Total Recall VR Audio Player loads the file and displays the waveform, you can use it to listen to the audio and export it in a number of different formats.

4.1. Main Menu Bar

The Total Recall VR Audio Player main menu bar includes 2 menus: File and Help.

4.1.1. File Menu



The File menu includes the following options:

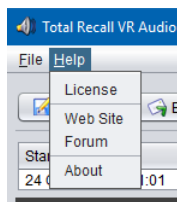
1. **Preferences**

It opens the Preferences dialog which allows you to make changes to the application configuration.

2. **Exit**

It terminates Total Recall VR Audio Player.

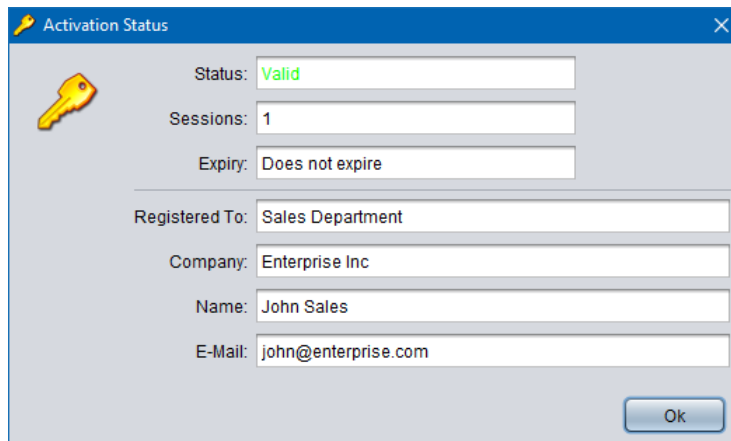
4.1.2. Help Menu



The Help menu includes the following options:

1. **License**

It displays the Activation Status dialog which shows information on the activation license:



2. **Web Site**

It starts the default system web browser and loads the front page of the Total Recall VR web site.

3. **Forum**

It starts the default system web browser and loads the Forums page of the Total Recall VR web site.

4. **About**

It displays 'about' information about the application including the version number of the application.

5. Application Configuration

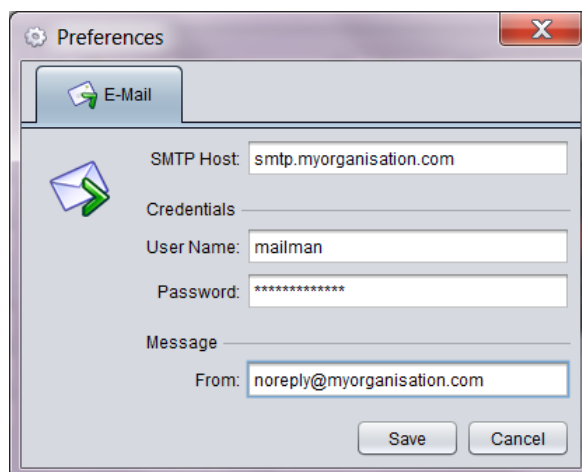
For best results with Total Recall VR Audio Player, we recommended that you configure it as explained in this section before using it.

5.1. E-Mail Server

Total Recall VR Audio Player needs an E-Mail server to send e-mail with audio files as attachments. To configure an e-mail server:

Configure E-Mail server

1. Form the File menu select **Preferences** to display the Preferences dialog:



2. Enter **SMTP Host**. This must be the IP address or the host name of the e-mail server that Total Recall VR Audio Player will use to send e-mail messages.
3. Optionally, if your e-mail server requires authentication to send e-mail, enter **User Name** and **Password**.
4. Enter **From**. This is the e-mail address that Total Recall VR Audio Player will use as the 'from' address in e-mail messages.

Note that Total Recall VR Audio Player will fail to send e-mail messages if this e-mail address is invalid. E-mail servers check the 'from' e-mail address and in general refuse to send e-mail with missing and invalid 'from' address.

5. Select **Save** to store the settings in the application configuration.
6. Re-start the application.

6. Playing

The main purpose of the Total Recall VR Audio Player is to play Total Recall VR recordings that are stored in one of the Total Recall VR file and audio formats.



Total Recall VR Audio Player can play one recording at a time.

Total Recall VR Audio Player supports the file and audio formats shown in the subsequent table:

	<i>.trc</i>	<i>.alaw</i>	<i>.ulaw</i>	<i>.wav</i>	<i>.mp3</i>	<i>.afic</i>	<i>.au</i>	<i>.spx</i>	<i>.skyrec</i>
HQVQ, 8000Hz, 7.9Kbps, mono	✓								
G.711 A-law, 8000Hz, 64Kbps, mono	✓	✓		✓			✓		✓
G.711 A-law, 8000Hz, 128Kbps, stereo	✓			✓			✓		
G.711 μ -law, 8000Hz, 64Kbps, mono	✓		✓	✓		✓	✓		
G.711 μ -law, 8000Hz, 128Kbps, stereo	✓			✓		✓	✓		
MPEG Audio Layer-3, 8000Hz, 24Kbps, mono					✓				
MPEG Audio Layer-3, 8000Hz, 48Kbps, stereo					✓				
Speex Q8, 8000Hz, 15Kbps, mono	✓							✓	
Speex Q8, 8000Hz, 30Kbps, stereo								✓	
AMBE, 8000Hz, 2450bps, mono	✓								
AMBE, 8000Hz, 4900bps, stereo	✓								
PCM, 8000Hz, 128Kbps, mono	✓			✓		✓	✓		
PCM, 8000Hz, 256Kbps, stereo	✓			✓		✓	✓		



Total Recall VR Audio Player will not play files that are in format that is not listed on the previous table. For example, if you attempt to play an mp3 file which uses rate other than 24Kbps, then Total Recall VR Audio Player will not play the file.

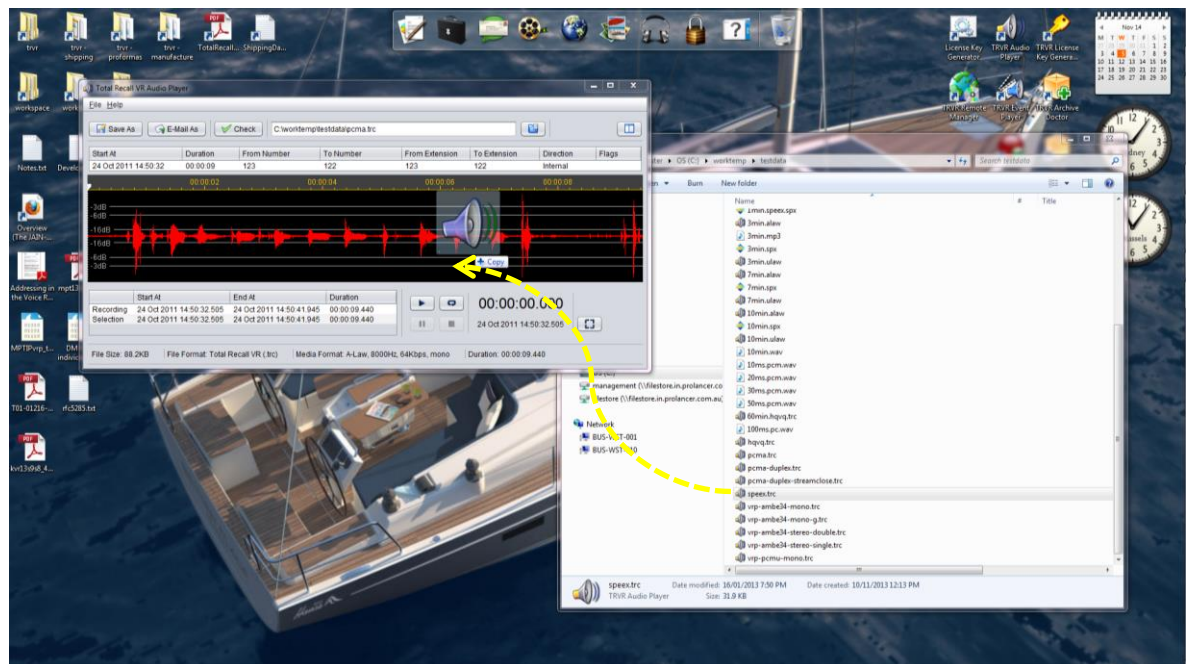
6.1. Player Interface

Total Recall VR Audio Player uses the audio system of the PC that it runs on to play recordings. You must have speakers attached to the audio system (either built-in or external) as Total Recall VR Audio Player does not use the built-in PC (beep) speaker, if present.

6.2. How to ...

To play a Total Recall VR recording you must load its file in Total Recall VR Audio Player. There are two different ways to do this.

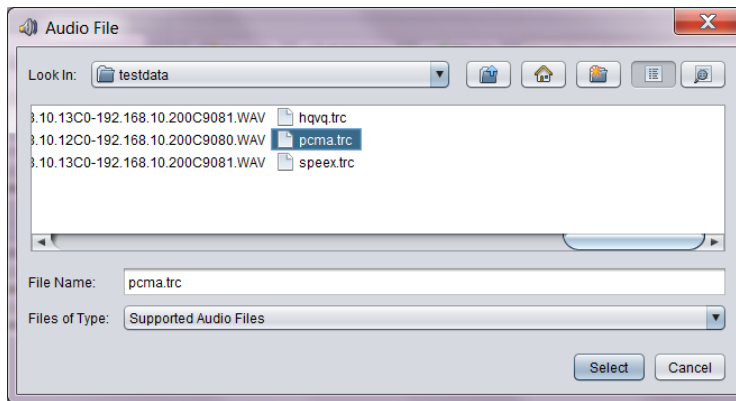
The simplest way is to select a recording file in File Explorer, drag it to the Total Recall VR Audio Player window, and then drop it as shown on the subsequent screen capture.



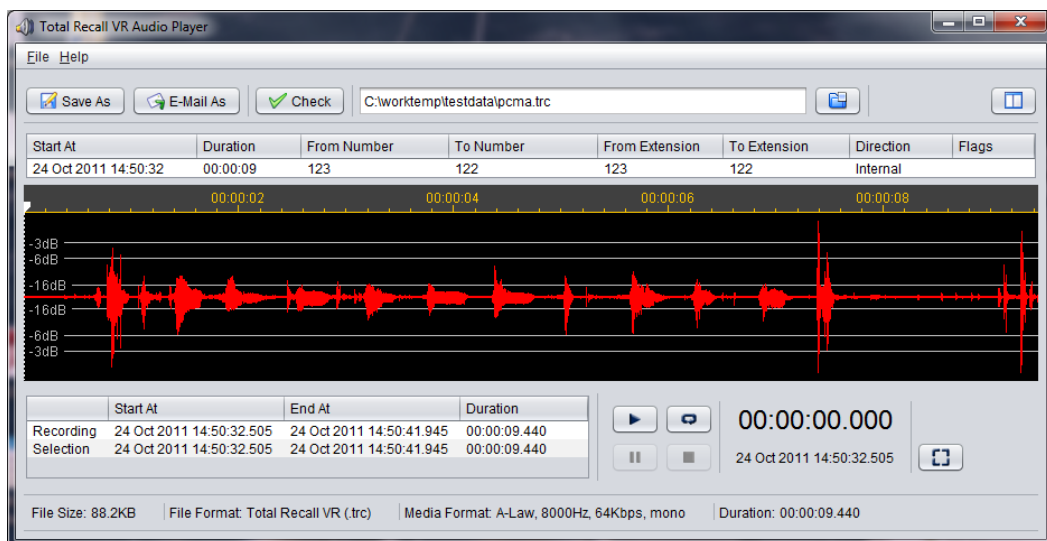
Alternatively, to load a recording file:

Load a recording file

1. Select  to display the Audio File selection dialog:



2. Navigate to the directory where the recording files reside and select the file that you wish to load.
3. Select **Select** to load the file.
4. Total Recall VR Audio Player will load the file and start processing it.







5. Note that the waveform may take some time to display. In general, the longer the recording, the longer it will take to display the waveform.

However, you can use the play controls to start listening to the audio while Total Recall VR Audio Player is trying to plot the waveform.

6. If you selected a TRC file, then Total Recall VR Audio Player will display the recording metadata as **Start At, Duration** ...

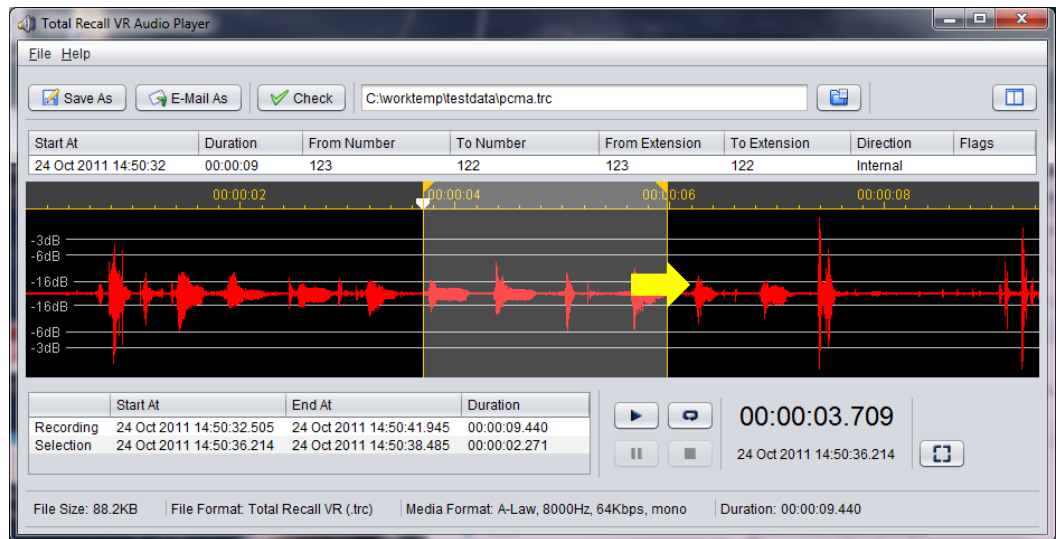
Other audio files do not store this information so the metadata fields will be empty.

Once Total Recall VR Audio Player loads the file, simply use the player controls: , ,  and  to listen to the audio.

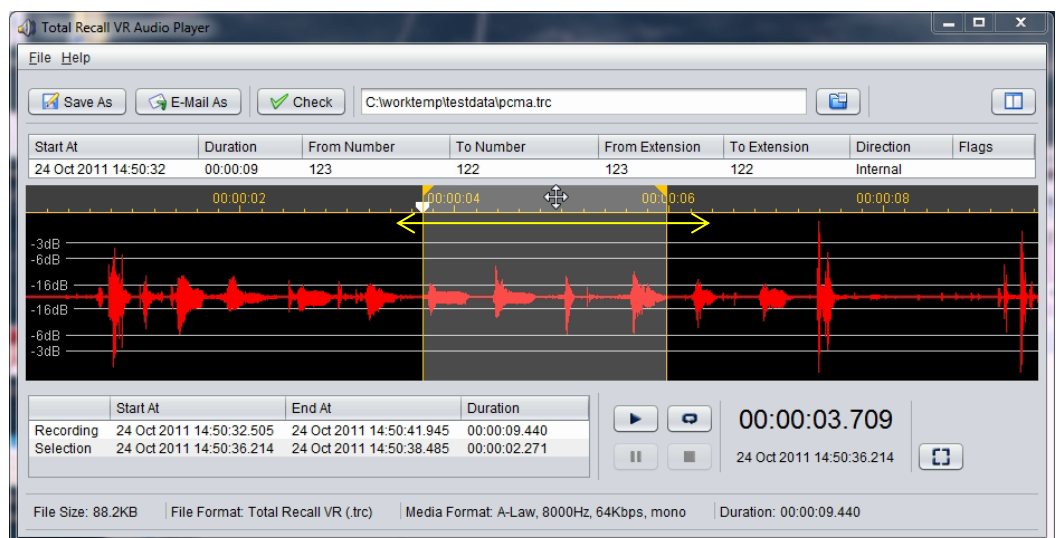
If you wish to listen to only a segment of the audio, then you can select the part of the audio that you wish to listen to.

Create a play selection

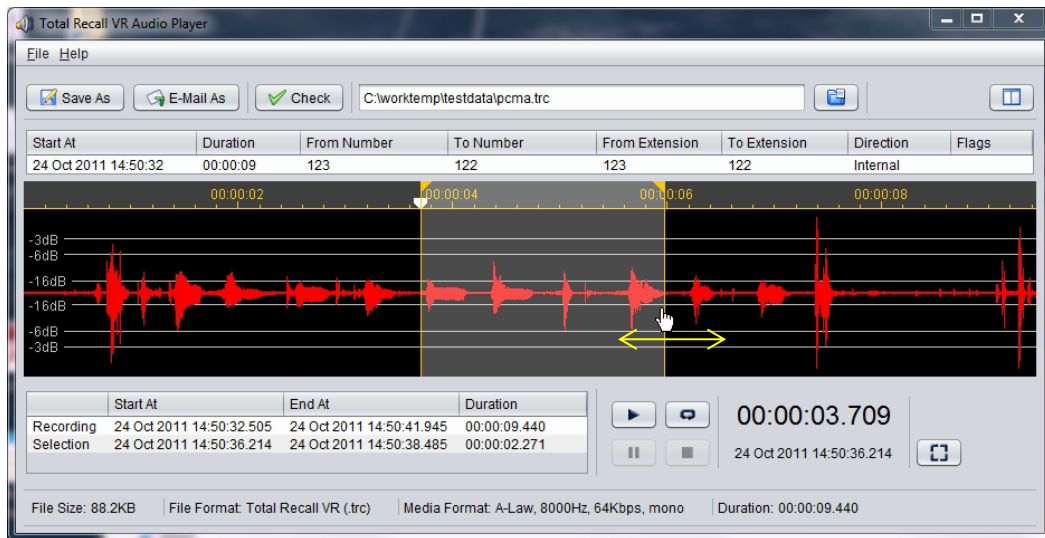
1. To create a play selection simply click and drag the mouse pointer over the area that you wish to listen to:



2. Once you define the selection, you can move it. Move the mouse pointer to the time scale area within the selection. The mouse cursor will change to . Then simply drag the selection area to the desired location.



3. In addition you can adjust the start and end position of the selection area as well. To do this simply move the mouse painter close to the start or end position line of the play range. The cursor will change to . Then simply drag the start or end position to the new location.

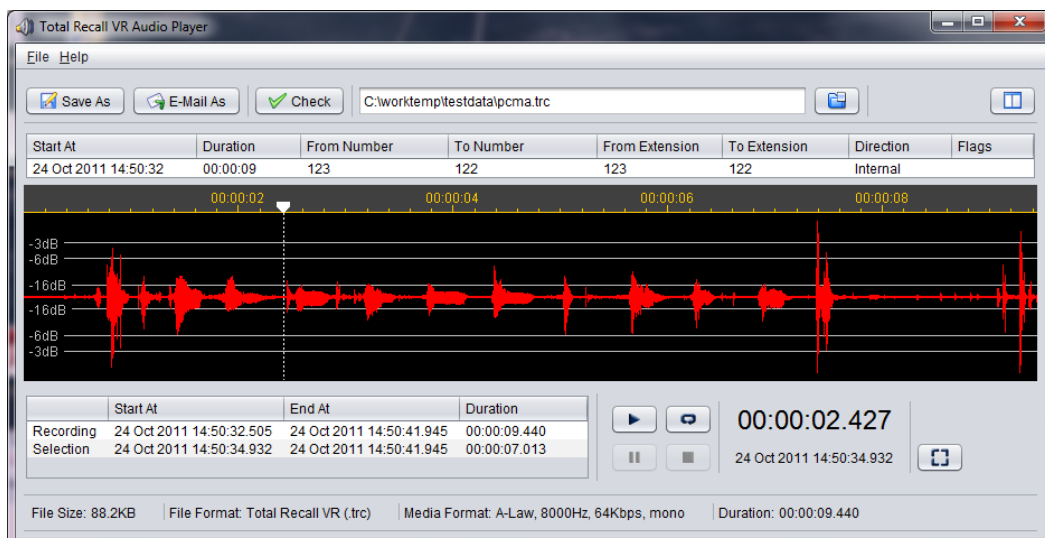


4. Use the player controls: ▶, ↺, || and ■ to listen to the audio segment. You can quickly reset the selection by selecting □.

Finally, you can start listening from a given time of the recording by specifying a start play position.

Define a start play position

1. To define a start play position simply click the mouse pointer over the waveform area:



2. Use the player controls: ▶, ↺, || and ■ to listen to the audio from the specified start position.

6.3. AMBE Cache

Recordings in the AMBE audio format take considerably longer time to decode to a format suitable to play when compared to all other formats. To speed up loading and playing of recordings in the AMBE media format Total Recall VR Audio Player decodes and caches decoded versions of recordings in the AMBE format. As a result, you will notice a processing delay when loading a recording in the AMBE format for the first time, however there will be no delay on every subsequent attempt to load the same recording.

Total Recall VR Audio Player uses the temporary director allocated to the Windows user that runs it as the location for the cache. The following screen capture shows the location of the cache and the cached recordings for the Windows user “emil”.

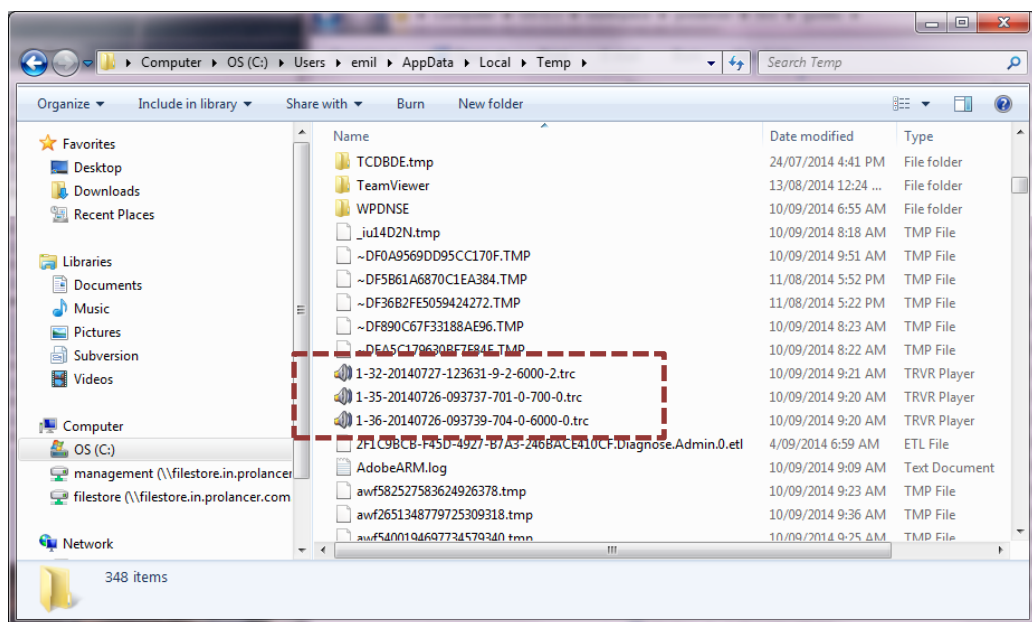


Figure 5: Cache Location for Recordings in the AMBE Format

To clear the cache, either delete all TRC files manually, or use the Windows disk clean-up application and configure it to delete all temporary files.

7. Saving As (Exporting)


Total Recall VR Audio Player can export recording files between all supported file and audio formats with the exception that it cannot create TRC files.

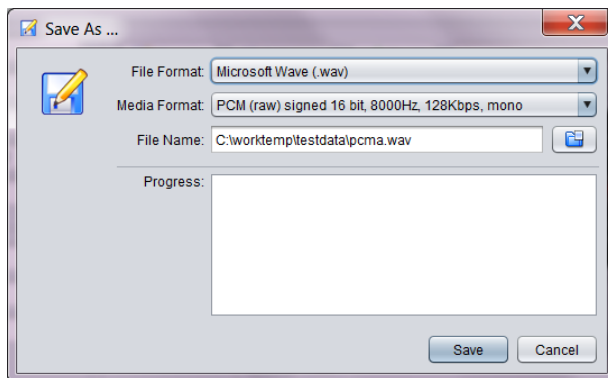
7.1. How to ...

To export a recording in one file and audio format to another, first load it in Total Recall VR Audio Player as explained in section 6 Playing.

Then, to export the recording to a specified file and/or audio format:

Export a recording

1. Select  **Save As** to display the Save As ... dialog:

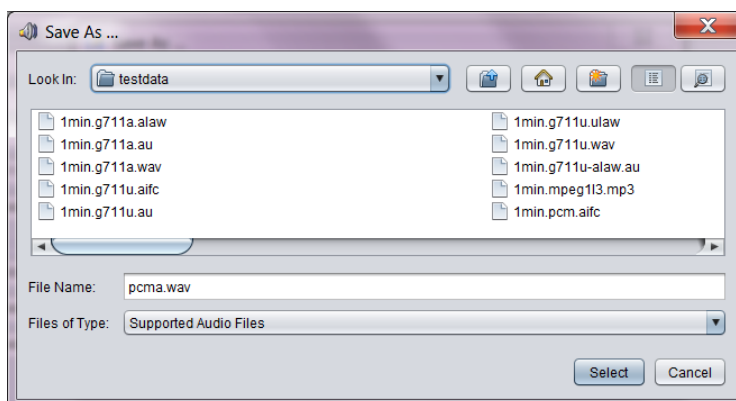


2. Select **File Format**.
3. Select **Media Format**.

Note that not all media formats can exist in all file formats. The set of media formats that are available depends on the chosen **File Format**.

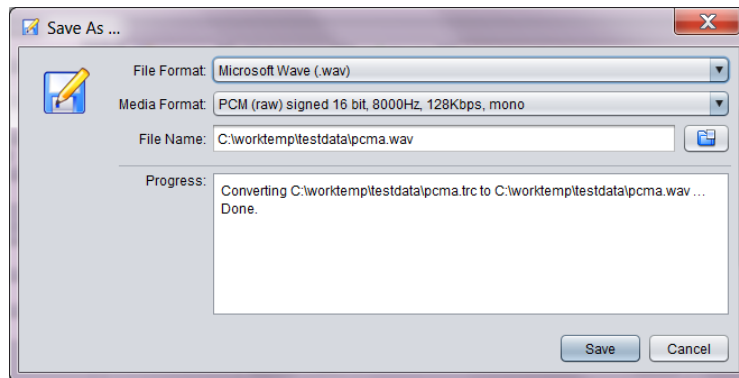
4. Enter **File Name**. This is the location and name of the destination file.

Alternatively select  to display a dialog which lets you choose a location and enter a name for the destination file.



Select **Select** to return to the Save As ... dialog.

5. Select **Save**.
6. Total Recall VR Audio Player will generate the new file as instructed and show progress in the ***Progress*** area.



7. Repeat steps 2 to 6 to save the recording to a different format.
8. Select **Cancel** when done to close the Save As ... dialog.

You can load and listen to the files that you create with Total Recall VR Audio Player as explained in section 6 Playing.

Alternatively, you can listen to the files that you create with Total Recall VR Audio Player with standard players like Windows Media Player.

8. E-Mailing

Total Recall VR Audio Player can e-mail recording files in any of the supported file and audio formats with the exception that it cannot e-mail TRC files.



To use this feature please configure an e-mail server as explained in section 5 Application Configuration.

Alternatively, export recordings to a desirable file and audio format as explained in section 7 Saving As and then use your favourite e-mail client to e-mail the files.

8.1. How to ...

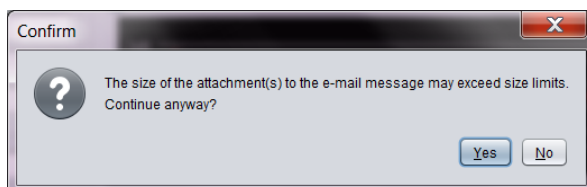
To e-mail a recording in a specified file and audio format first load it in Total Recall VR Audio Player as explained in section 6 Playing.

Then, to e-mail the recording in a specified file and/or audio format:

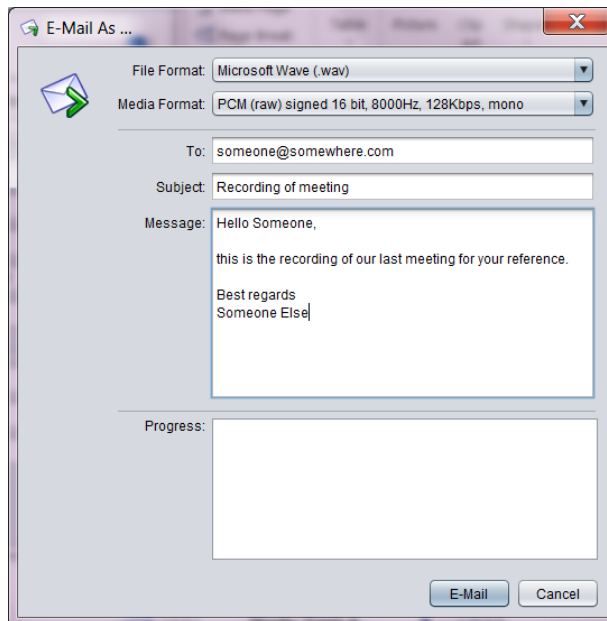
E-mail a recording

1. Select  **Email As** to display the E-Mail As ... dialog.

Total Recall VR Audio Player will first warn you that it may fail to e-mail the recording as its file size may exceed limits imposed by your e-mail server.



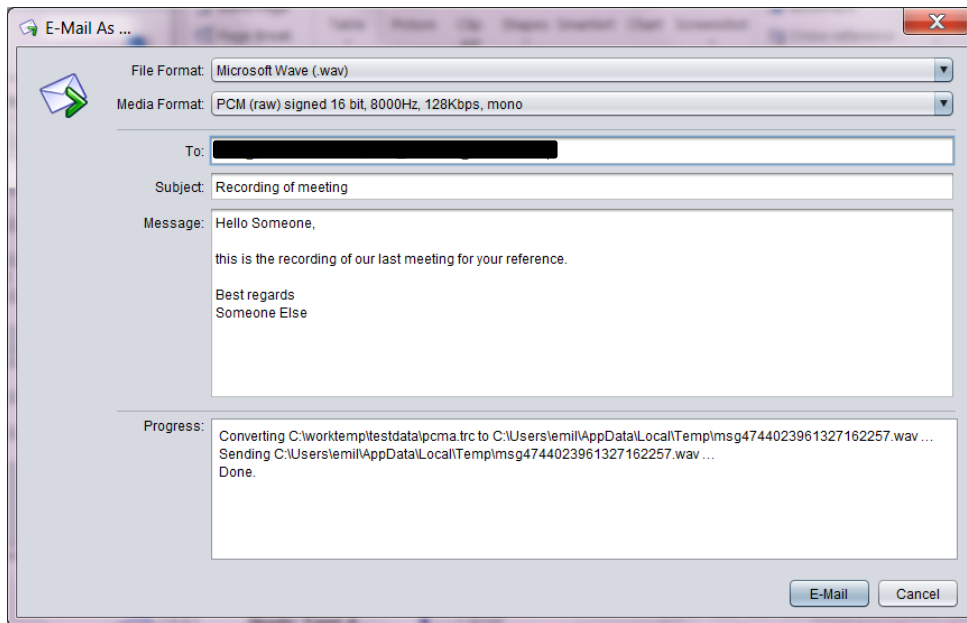
Select **Yes** to display the E-Mail As ... dialog:



2. Select **File Format**. This is the file format that will be sent. It is best to select the wav or mp3 format if the recipient does not have Total Recall VR Audio Player.
3. Select **Media Format**. This is the audio format that will be sent. It is best to select the PCM or MP3 format if the recipient does not have Total Recall VR Audio Player. However, PCM results in an audio file with large size while MP3 results in an audio file with small size that is more likely to be less that limits imposed by e-mail servers.

Note that not all media formats can exist in all file formats. The set of media formats that are available depends on the chosen **File Format**.

4. Enter **To**. This is the e-mail address of the recipient. You can enter multiple e-mail addresses; however you must separate them with semicolon (;).
5. Enter **Subject**. This is a free text field.
6. Enter **Message**. This is a free text field.
7. Select **E-Mail** to send the message and the recording as an attachment to the recipient.
8. Total Recall VR Audio Player will attempt to send the e-mail and display progress in the **Progress** area:



9. Repeat steps 2 to 8 to e-mail the recording to different recipient or to the same recipient but in different file and media format.
10. Select **Cancel** when done to close the E-Mail As ... dialog

Recipients can load and listen to the files that you send them from Total Recall VR Audio Player with their own copy of Total Recall VR Audio Player as explained in section 6 Playing.

Alternatively, they can listen to the files that you send them from Total Recall VR Audio Player with standard players like Windows Media Player.

9. Integrity Check

Total Recall VR systems store recordings in the TRC file format which is a proprietary, secure and tamper-proof file format. Total Recall VR Audio Player can check the integrity of TRC files and detect tampering with the audio samples in the files.



Integrity checks are possible on latest generation TRC files only. Other file formats, and the legacy TRC format from generation 2 systems, do not support the security features of the latest generation TRC files and the integrity of the audio stored in other file formats cannot be checked or guaranteed.



Total Recall VR Audio Player makes all attempts possible to load and play, as much as possible, compromised TRC files.


So loading and playing are in no way reliable methods of checking the integrity of the audio that is stored in TRC file. Use the procedure described in this section to check the integrity of the audio that is stored in TRC files.

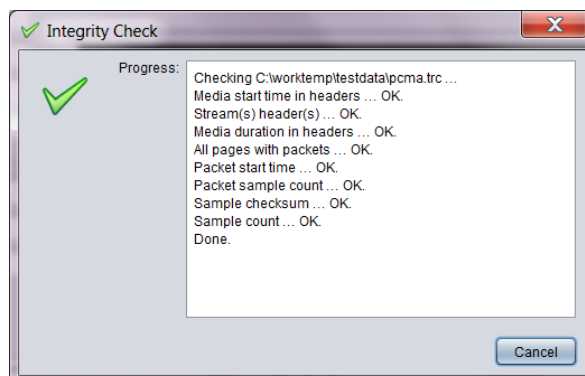
9.1. How to ...

To check the integrity of the audio that is stored in a TRC file first load it in Total Recall VR Audio Player as explained in section 6 Playing.

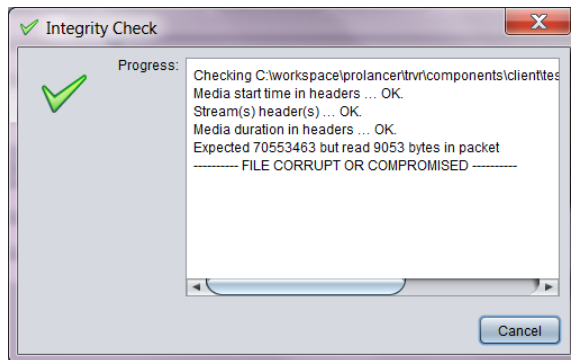
Then, to check the integrity:

Check the integrity of a recording

1. Select  **Check** to run an integrity check and display a report dialog:



2. The previous screen capture shows the report for a file that passes the integrity check. If Total Recall VR Audio Player detects tampering then it will show it in the report:



3. Select **Cancel** to closet the Integrity Check dialog.

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17.1 Your license to use the Software continues until terminated. This license will terminate automatically if you fail to comply with any term hereof. No notice shall be required from Prolancer to effect such termination. You may also terminate this Agreement at any time by notifying Prolancer in writing of termination. On termination, you must destroy all copies of the Software. Your obligation to pay accrued charges and fees shall survive any termination of this Agreement.

18. ASSIGNMENT

18.1 Neither this Agreement nor any rights granted hereunder may be sold, leased, assigned, or otherwise transferred, in whole or in part, by you, whether voluntary or by operation of law. Any such attempted assignment shall be void and of no effect without the prior written consent of Prolancer.

19. ENTIRE AGREEMENT

19.1 This Agreement contains the entire agreement between Prolancer and You related to the software and supersedes all prior agreements and understandings, whether oral or written. It may be amended only by a writing executed by both parties.

[End of Document]