



.. www.totalrecallvr.com ..

Total Recall VR Event 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

Table of Contents

1. Preface	5
1.1. Conventions	5
1.1.1. Notes & Warnings	5
1.1.2. Typographic Conventions.....	5
1.1.3. Procedures	6
1.2. We Need Feedback	6
2. Introduction	7
2.1. About This Guide.....	7
2.2. What is Total Recall VR	7
2.3. What is an Event.....	9
2.4. What is Total Recall VR Event Player.....	9
3. Start Here.....	11
3.1. System Requirements	11
3.2. Compatibility	11
3.3. Pre-Installation.....	11
3.3.1. Java SE Runtime Environment.....	12
3.3.2. FTDI D2XX Drivers.....	12
3.3.3. Visual C++ 2015 Redistributable	13
3.4. Application Installation.....	14
3.5. Application Upgrade	14
3.6. First Run.....	15
4. User Interface	22
4.1. Main Menu Bar.....	23
4.1.1. File Menu	23
4.1.2. Help Menu.....	24
5. Application Configuration.....	25
5.1. E-Mail Server	25
6. Event Management.....	26
6.1. How to	26
7. Playing.....	30
7.1. Player Interface.....	30
7.2. How to	30
8. Saving As (Exporting)	34
8.1. How to	34
9. E-Mailing.....	36
9.1. How to	36
10. Integrity Check	39

10.1.	How to ...	39
11.	Software License	41

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 Event Player application.

The guide is intended for Total Recall VR end users. It describes how to use the Total Recall VR Event 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 an Event

Events are time ordered collection of recordings that are related to each other in some way. For example, recordings related to the communication between an air traffic controller and a pilot during landing.

The recordings that are part of an event are known as event segments (or parts).

It is possible to reconstruct an event by playing (and mixing when necessary) event segments in time order, as they happened.

2.4. What is Total Recall VR Event Player

Total Recall VR Event Player is a powerful audio player application designed to play the mix of the audio from multiple recordings ordered in time. This enable users to recreate events that comprise of one or more recordings and listen to the audio of the events as it happened in time.

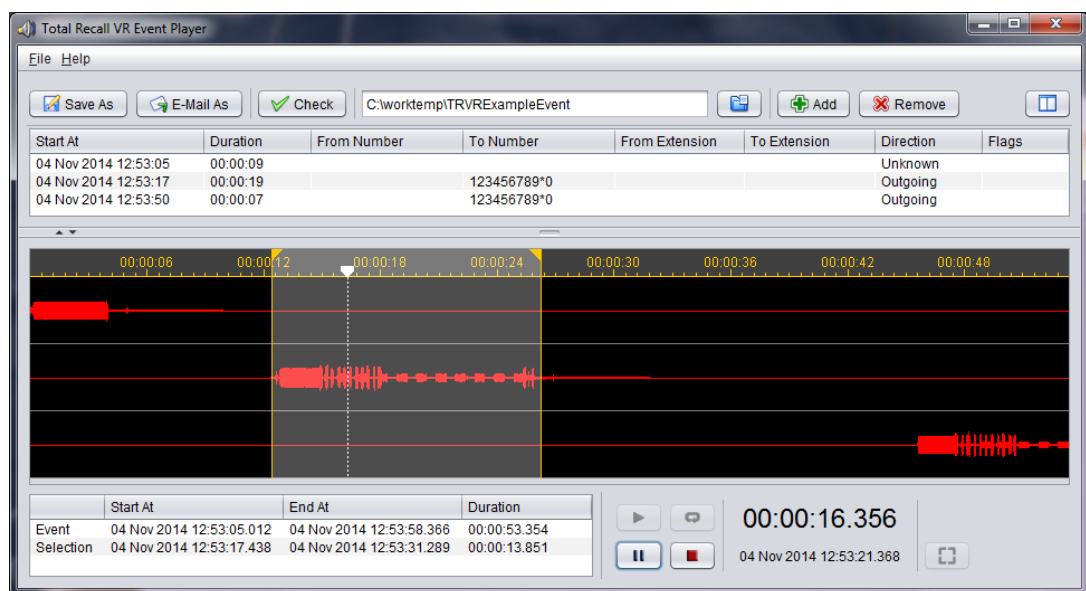


Figure 1: Total Recall VR Event Player Screen Shot

Total Recall VR Event Player offers:

- Player that supports playing of the mix of the audio from multiple recordings ordered in time, as they happened.

- Export of complete event audio 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 event audio in any supported file and audio format.
- Integrity check for recordings (segments) that are part of the event.
- Visual waveform of event segments.
- Metadata display for event segments.

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



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



Total Recall VR Event 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 Event 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 Event 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 Event Player make sure that the PC has a working network connection and access to an E-Mail server.



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

Total Recall VR Event Player supports recording files generated 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 Event 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 Event 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 Event 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 Event 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 Event 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 Event 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 Event 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 Event Player installer is available for download from our web site. We do not ship installation media for Total Recall VR Event Player.



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

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

Install Total Recall VR Event Player

1. Extract the TRVR EventPlayer-Setup-x.y.z.yyyymmdd.exe from the TRVR EventPlayer-Setup-x.y.z.yyyymmdd.zip file that you downloaded from our web site.
2. Double-click on the TRVR EventPlayer-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 Event 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 Event Player requires an activation license key to run. As a result, when you run Total Recall VR Event Player for the first time, it will prompt you to enter an activation token or license as shown on the following screen capture.

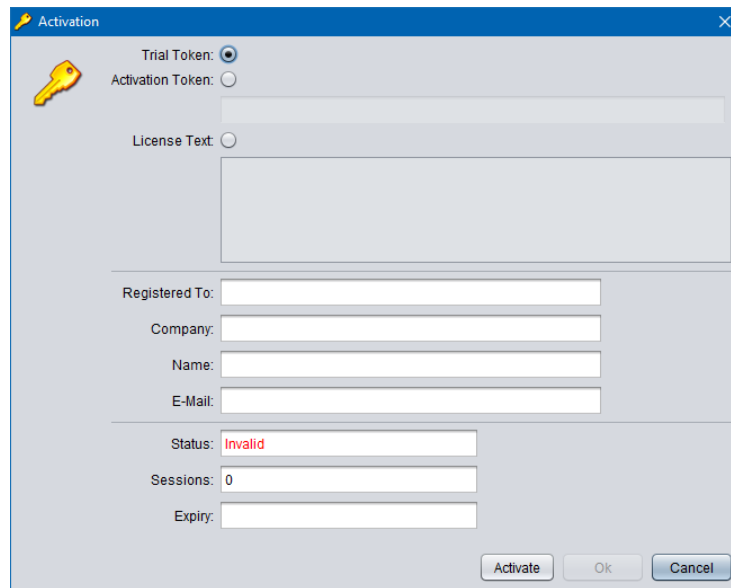


Figure 2: Activation Dialog

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.

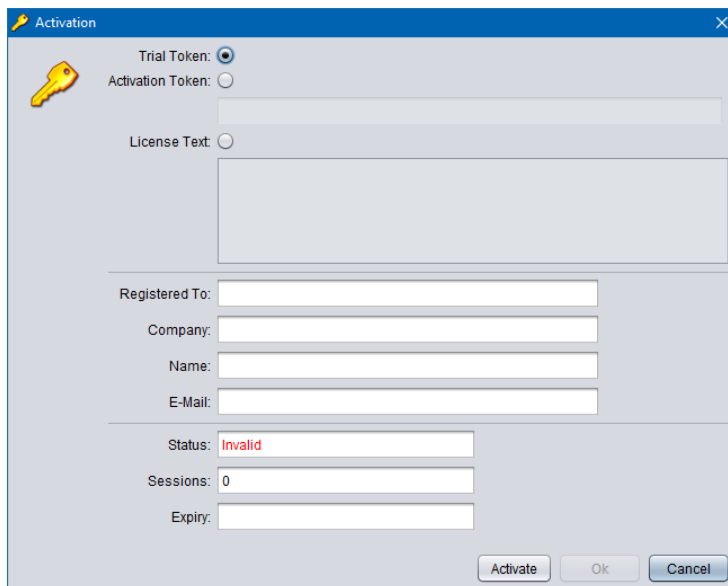
3. Activate the application for a limited time or perpetually by entering a **License Text**. This mode of activation does not requires Internet access.

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

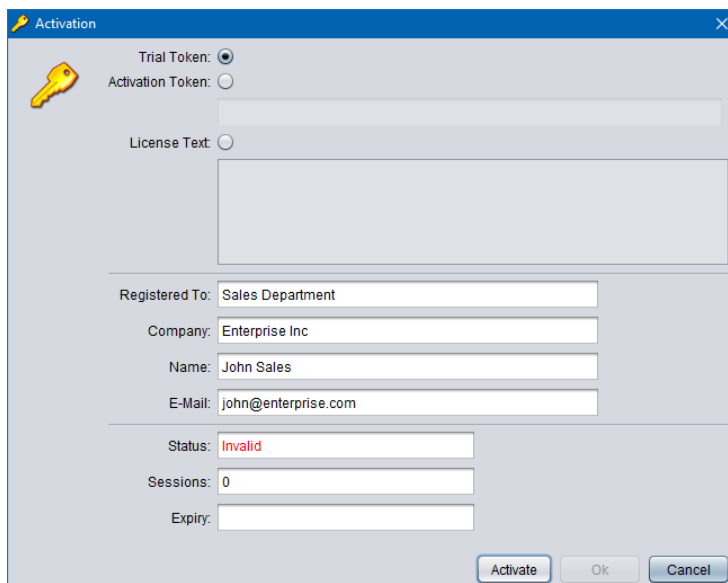
1. To activate a 10 day trial of the application select **Trial Token**.



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:'. At the bottom, there are three fields: 'Status:' (displaying 'Invalid' in red), 'Sessions:' (displaying '0'), and 'Expiry:'. The 'Activate', 'Ok', and 'Cancel' buttons are at the bottom right.

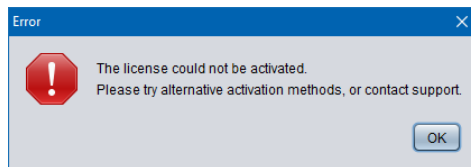
2. Enter **Registered To**, **Company**, **Name** and **E-Mail** as desired. Note that the details that you enter here will be needed to recover the trial activation license in the event that it is lost or misplaced so make a record of them and keep them in a safe place.

For example:



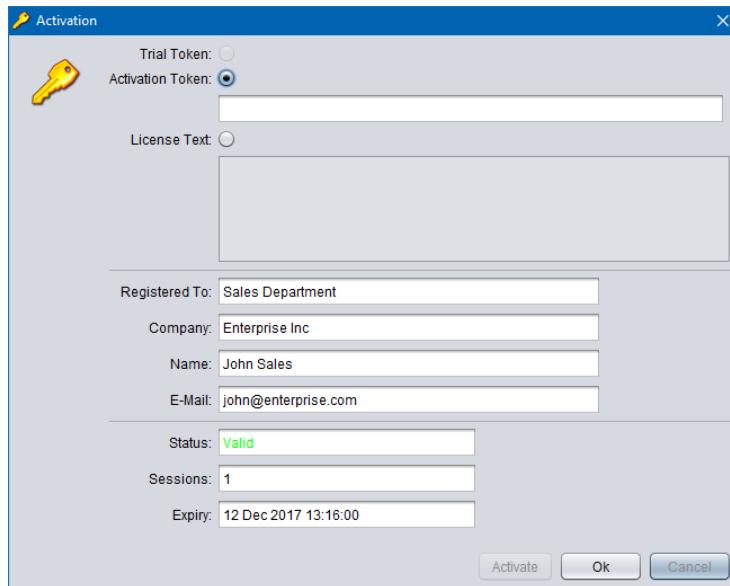
This screenshot shows the same 'Activation' dialog box, but with example data entered in the registration fields. The 'Registered To:' field contains 'Sales Department', 'Company:' contains 'Enterprise Inc', 'Name:' contains 'John Sales', and 'E-Mail:' contains 'john@enterprise.com'. The 'Status:' field still displays 'Invalid' in red, and 'Sessions:' is '0'. The 'Activate', 'Ok', and 'Cancel' buttons remain at the bottom right.

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:



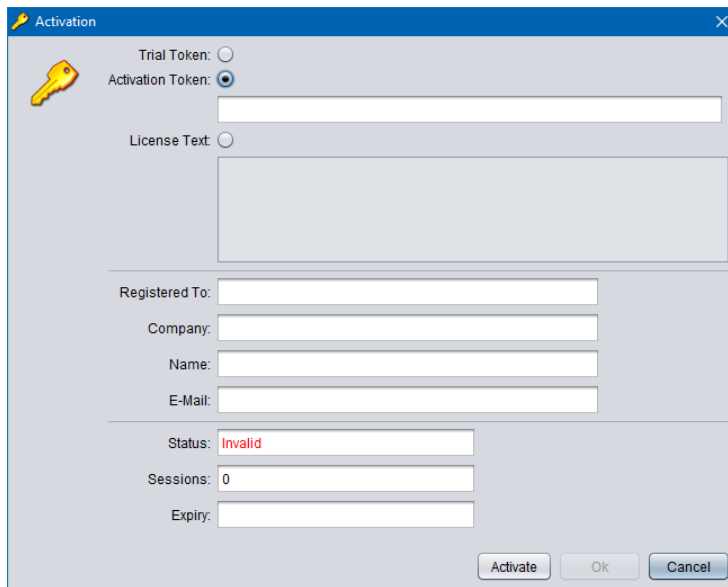
5. Select **Ok** to start the trial of the application. You will not be asked to activate the application again during the trial.

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:

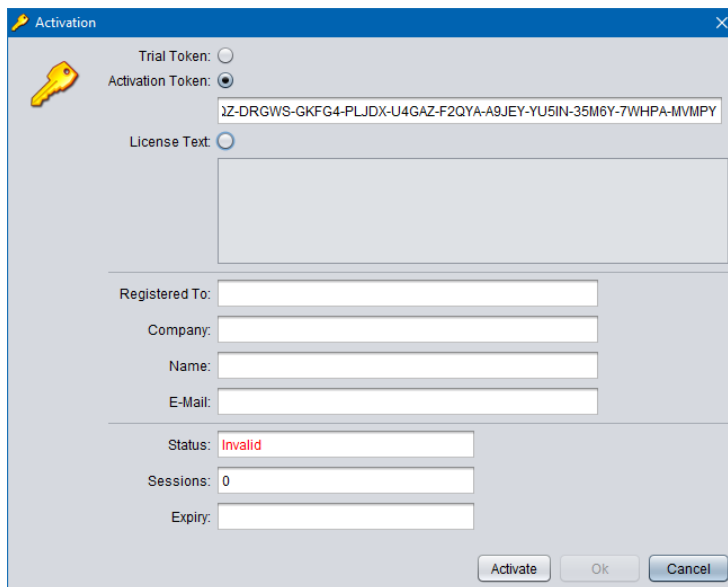
ZU2QL-DSFGK-GHAHA-3NW9B-24RAH-LJQ9A-A9LEH-GTPH5-3G6L4-XJPTX-H5SEA

2. To activate the application with an activation token select **Activation Token**.



The image shows the 'Activation' dialog box. It has a blue title bar with a key icon and a close button. The main area is light gray. At the top left is a yellow key icon. To its right are two radio buttons: 'Trial Token:' (unselected) and 'Activation Token:' (selected). Below 'Activation Token:' is a text input field. Below that is a 'License Text:' radio button (unselected) and a large text area. Further down are four text input fields labeled 'Registered To:', 'Company:', 'Name:', and 'E-Mail:'. Below these are three more input fields: 'Status:' (containing the word 'Invalid' in red), 'Sessions:' (containing '0'), and 'Expiry:'. At the bottom right are three buttons: 'Activate', 'Ok', and 'Cancel'.

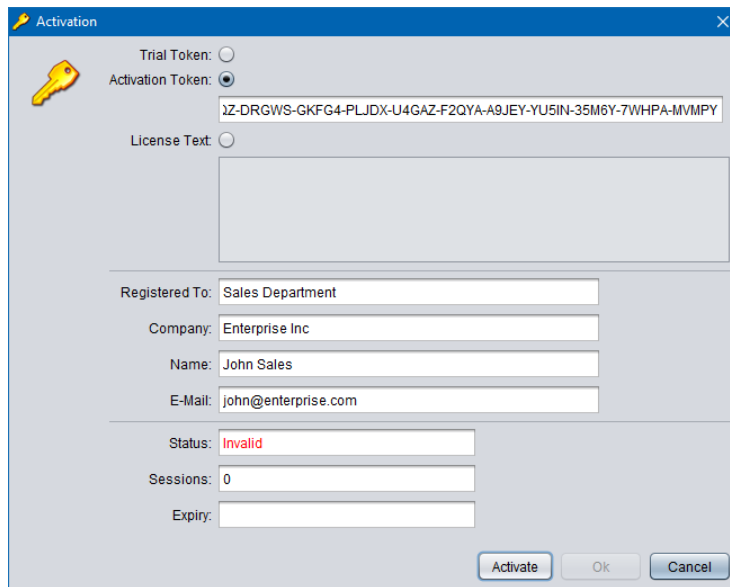
3. Enter the token as you received it from us. For example:



This image shows the same 'Activation' dialog box as above, but with the 'Activation Token' field filled with the example token: 'JZ-DRGWS-GKFG4-PLJDX-U4GAZ-F2QYA-A9JEY-YU5IN-35M6Y-7WHPA-MVMPY'. The 'Status:' field still shows 'Invalid' in red. All other fields and buttons are the same as in the previous image.

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:

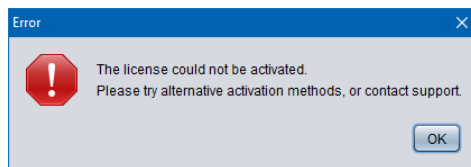


The Activation dialog box is shown with the following fields and values:

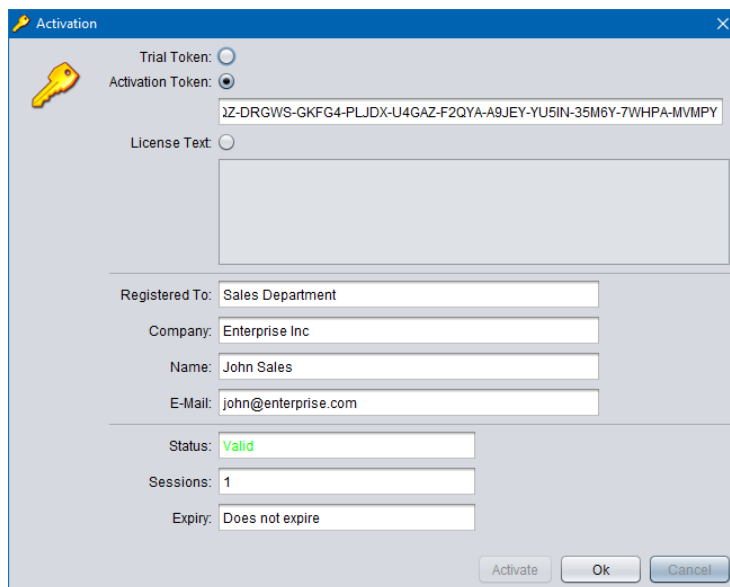
- Trial Token:** ☐
- Activation Token:** ☒ (Selected)
- License Text:** ☐
- Registered To:** Sales Department
- Company:** Enterprise Inc
- Name:** John Sales
- E-Mail:** john@enterprise.com
- Status:** Invalid
- Sessions:** 0
- Expiry:** (empty)

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):

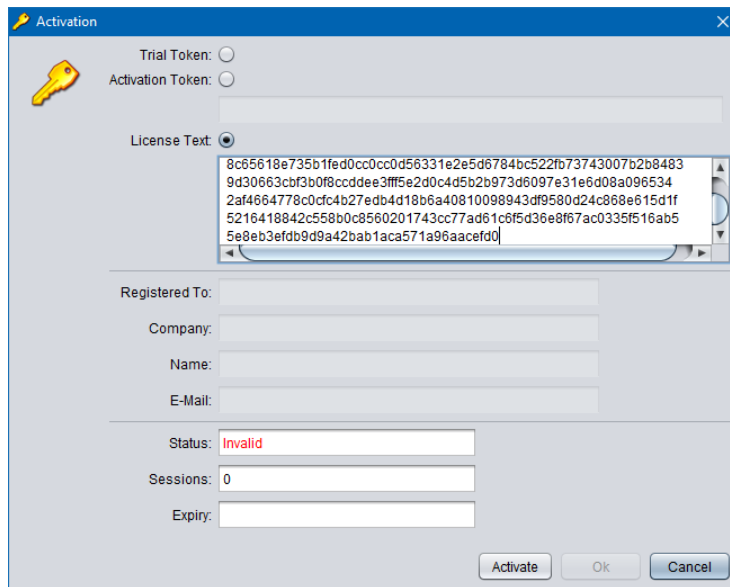
```
# Example Application License (id: 1511837763868)
6729c0c1fc5b9b29b19c4336e2068b75b231474c87cbce079ff39ea741b0
04ec3480fda88ffed82f6dee402293e82e1ece184925ed3510c2189c2b18
4c819332337373235b9e7b8210da6286c2f502de30a0a4140e3a5ddc1102
:
:
4abc5a5efd5f38c804a4ee8b45e92495aac362e67cf5c9721a48400c9ee3
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**.

The screenshot shows a window titled "Activation" with a close button (X) in the top right corner. On the left side, there is a yellow key icon. The window contains three radio buttons: "Trial Token:", "Activation Token:", and "License Text:". The "License Text:" radio button is selected. Below these radio buttons is a large, empty text box for pasting the license text. Underneath the text box are four input fields labeled "Registered To:", "Company:", "Name:", and "E-Mail:". At the bottom of the window, there are three more input fields: "Status:" (which contains the text "Invalid" in red), "Sessions:" (which contains the number "0"), and "Expiry:". At the very bottom of the window are three buttons: "Activate", "Ok", and "Cancel".

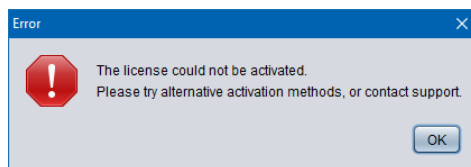
3. Enter the license text as you received it from us. For example:



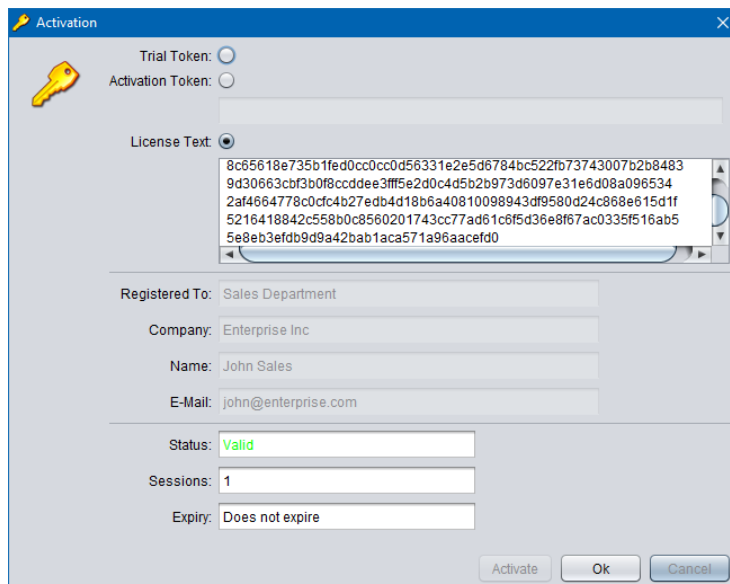
The Activation dialog box contains the following fields and controls:

- Trial Token:** Radio button (unselected)
- Activation Token:** Radio button (unselected)
- License Text:** Radio button (selected), with a text area containing a long alphanumeric string.
- Registered To:** Text field
- Company:** Text field
- Name:** Text field
- E-Mail:** Text field
- Status:** Text field displaying "Invalid" in red.
- Sessions:** Text field displaying "0".
- Expiry:** Text field.
- Buttons:** "Activate", "Ok", and "Cancel".

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 contains the following fields and controls:

- Trial Token:** Radio button (unselected)
- Activation Token:** Radio button (unselected)
- License Text:** Radio button (selected), with a text area containing a long alphanumeric string.
- Registered To:** Text field containing "Sales Department".
- Company:** Text field containing "Enterprise Inc".
- Name:** Text field containing "John Sales".
- E-Mail:** Text field containing "john@enterprise.com".
- Status:** Text field displaying "Valid" in green.
- Sessions:** Text field displaying "1".
- Expiry:** Text field displaying "Does not expire".
- Buttons:** "Activate", "Ok", and "Cancel".

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

4. User Interface

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

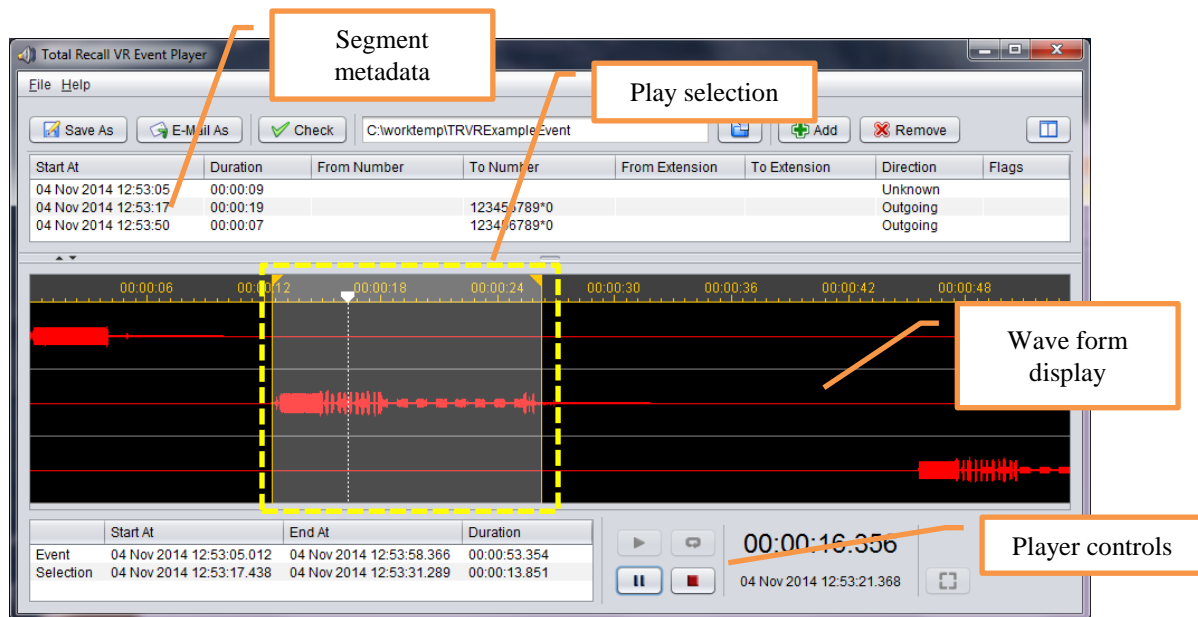


Figure 3: Total Recall VR Event Player User Interface Components

The simplest way to use Total Recall VR Event Player is to first create a directory and place in it all recordings (event segments) which are part of an event. Then simply open the directory with Total Recall VR Event Player.

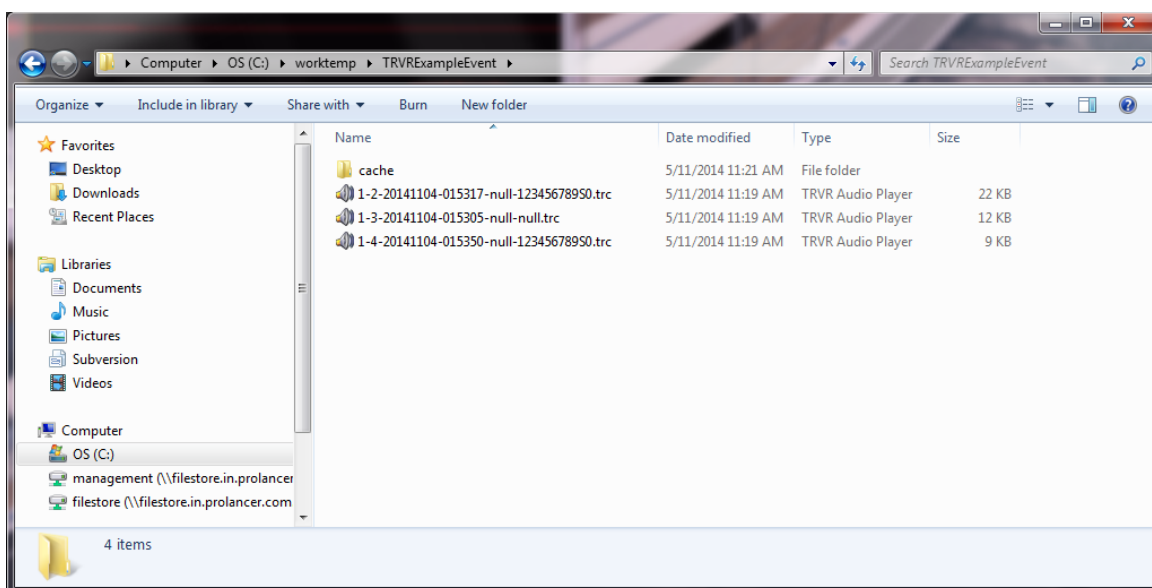


Figure 4: Example Directory with Recordings (Event Segments)



Event segments must be TRC files.

Once Total Recall VR Event Player loads the segments from the directory and displays the waveforms, you can use it to listen to the audio and export it in a number of different formats.

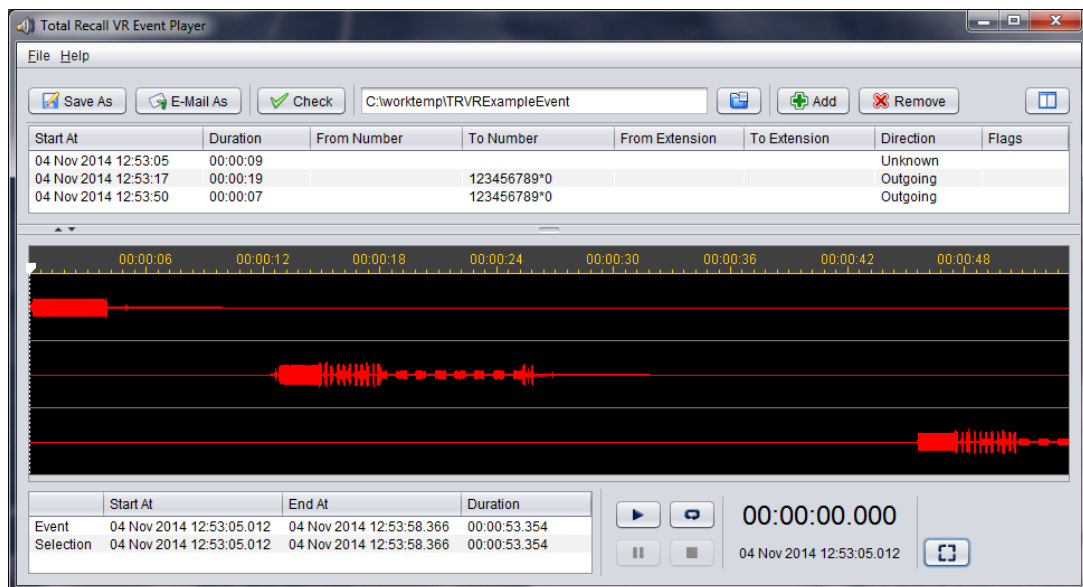
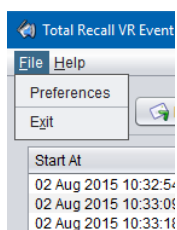


Figure 5: Example Event

4.1. Main Menu Bar

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

4.1.1. File Menu



The File menu includes the following options:

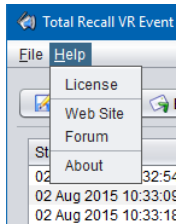
1. Preferences

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

2. Exit

It terminates Total Recall VR Event Player.

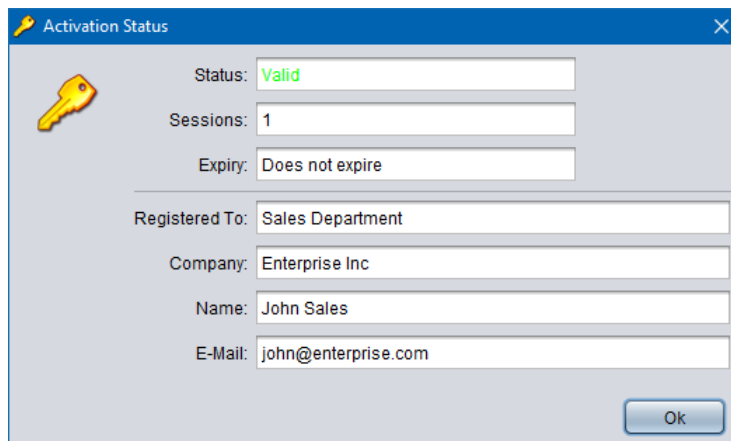
4.1.2. Help Menu



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

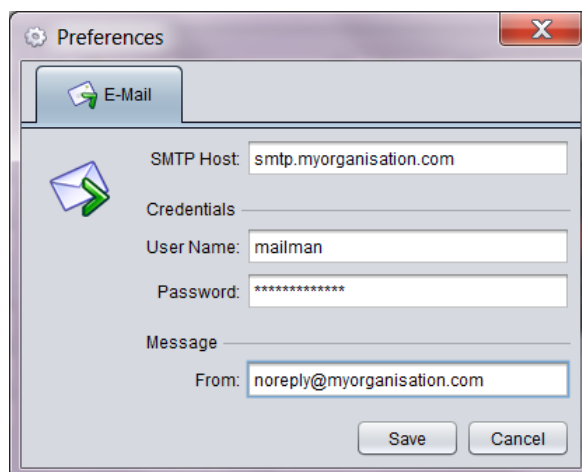
For best results with Total Recall VR Event Player, we recommended that you configure it as explained in this section before using it.

5.1. E-Mail Server

Total Recall VR Event 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 Event 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 Event Player will use as the 'from' address in e-mail messages.

Note that Total Recall VR Event 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. Event Management

The main purpose of the Total Recall VR Event Player is to play the mix of multiple recordings (event segments) ordered in time.



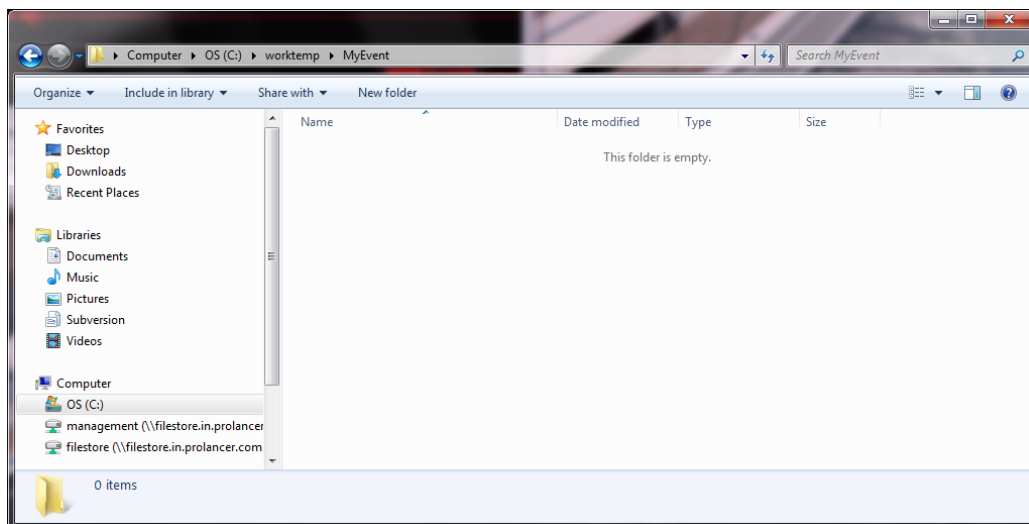
Event segments must be TRC files.

6.1. How to ...

You must create an event before you can play it.

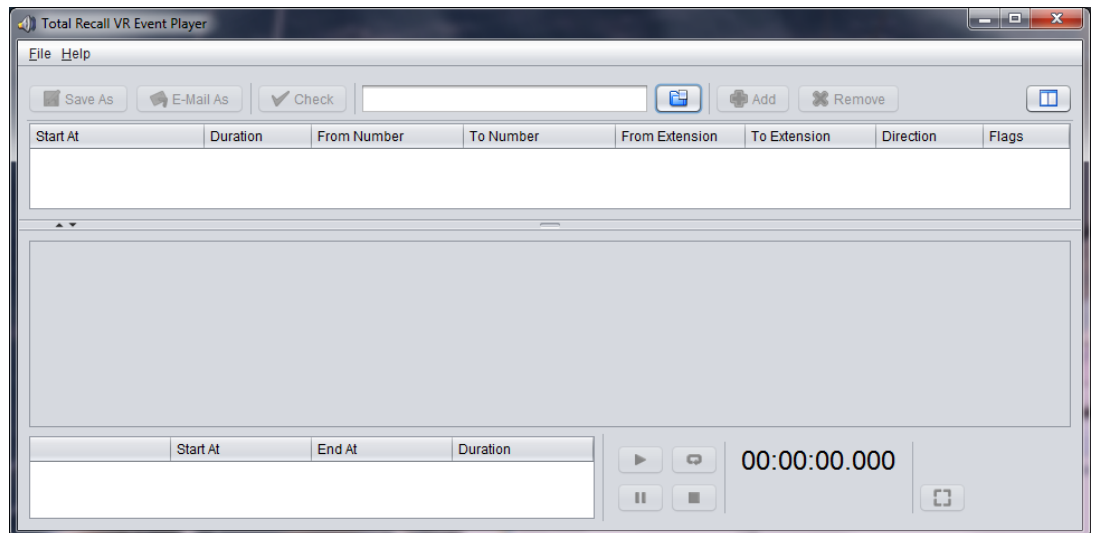
Create an event


1. Start by creating an empty folder. The folder can be located on your local disk, or a network drive. For example:

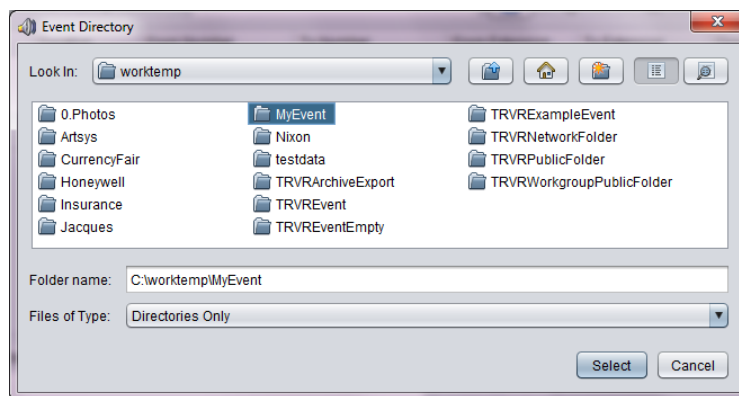



Note: you can skip this step and create a folder during step 3.


2. Start Total Recall VR Event Player.

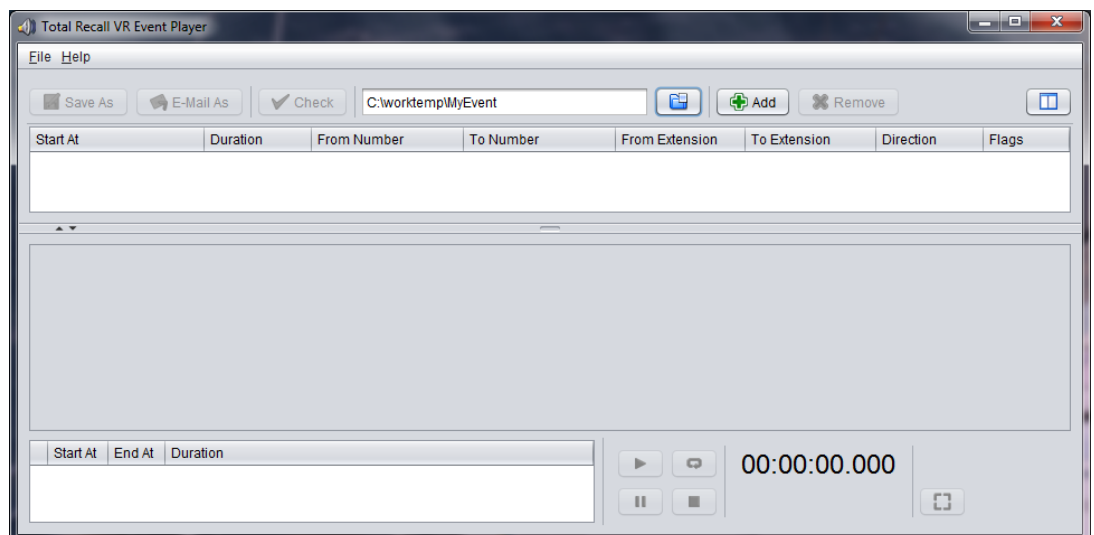


3. Load the empty event in Total Recall VR Event Player. Select  to display the Event Directory dialog and select the directory that you created in step 1:

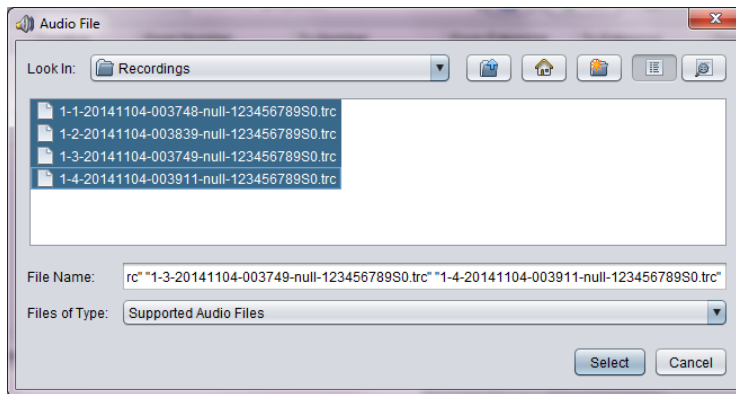


Note: if you did not create a folder during step 1, then you can create a new folder at this step as well by selecting .

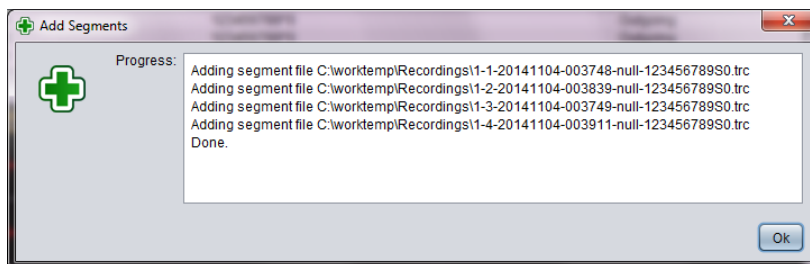
4. Select **Select** to load the empty event. Total Recall VR Event Player will load the empty event and enable the  **Add** button.



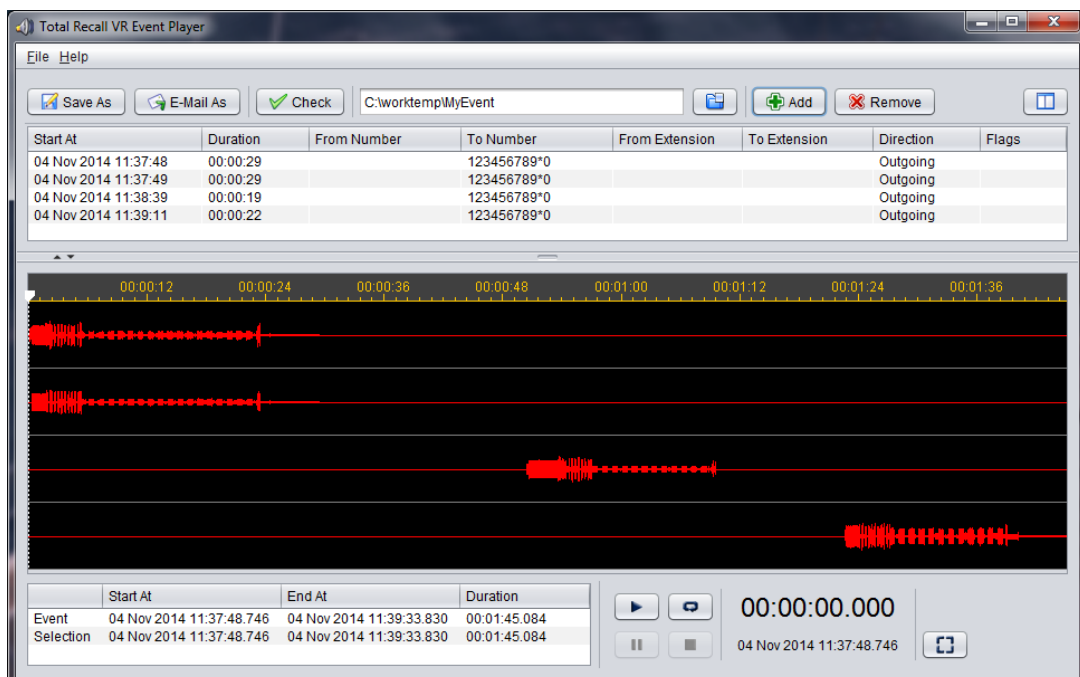
5. Select **Add** to open the Audio File dialog and then navigate to the directory which contains the recordings that you wish to add to the event:





6. Select one or more recordings and then select **Select** to add the recordings to the event. Total Recall VR Event Player will start loading the segments and show progress:



7. Select **Ok** to return to Total Recall VR Event Player which now should show the metadata and waveform for each of the segments.



8. To add more segments to the event repeat steps 5 to 7.

9. Alternately select  **Remove** to remove segments from the event. First select the row that shows the metadata for the segment in the table above the waveforms and then select  **Remove** to remove the segment from the event.

Note how Total Recall VR Event Player orders segments in start time order, oldest at top.



It is not possible to change the order of segments. Segments are shown in start time order, oldest on top, always.

7. Playing

7.1. Player Interface

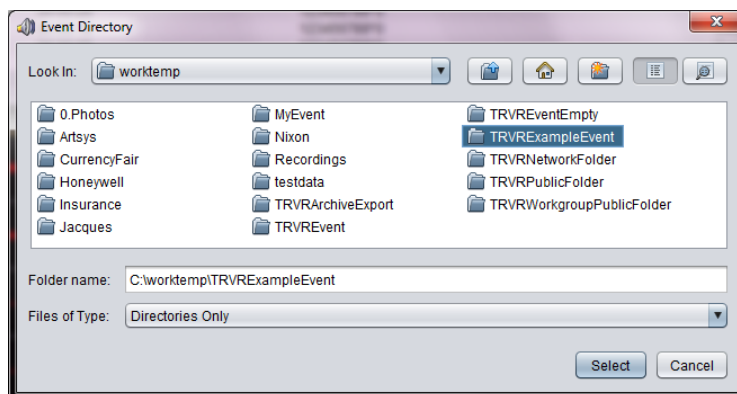
Total Recall VR Event Player uses the audio system of the PC that it runs on to play event. You must have speakers attached to the audio system (either built-in or external) as Total Recall VR Event Player does not use the built-in PC (beep) speaker, if present.

7.2. How to ...

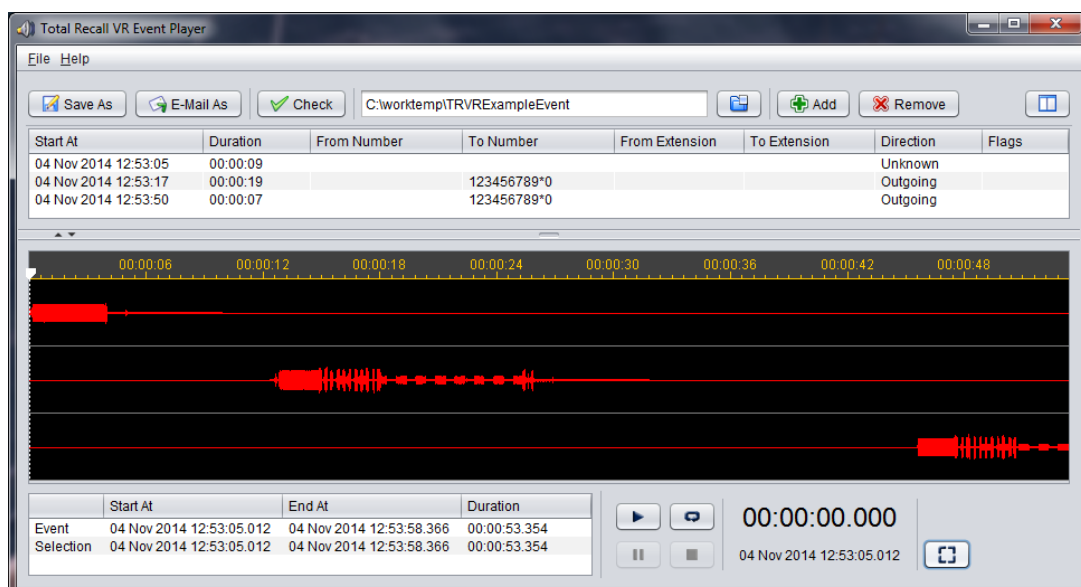
To play an event you must load it in Total Recall VR Event Player first.

Load an event





1. Select  to display the Event Directory dialog:



2. Navigate to the event directory.
3. Select **Select** to load the event.
4. Total Recall VR Event Player will load the event segments.



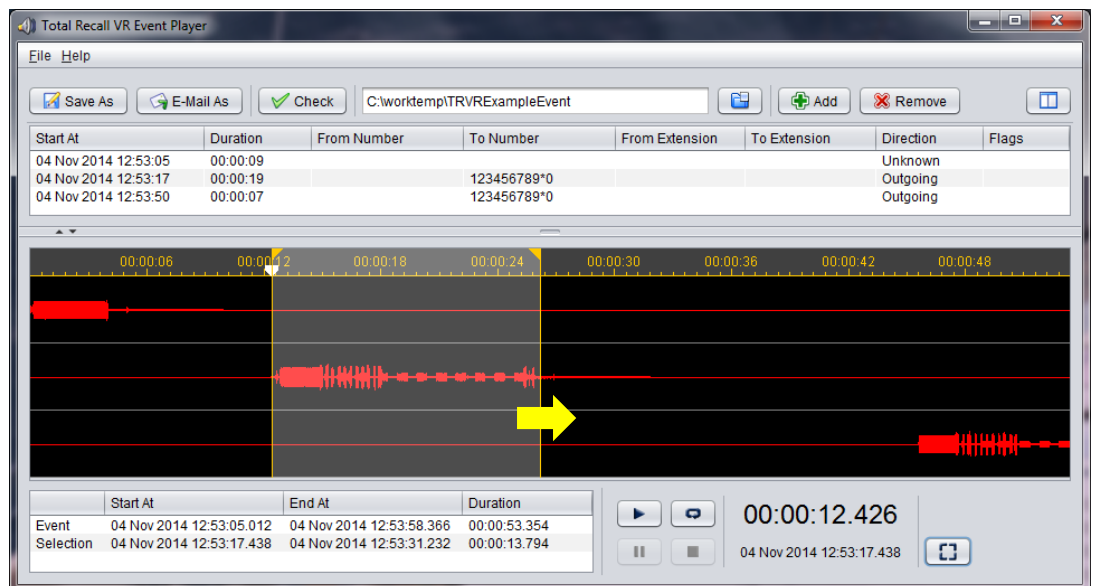
Note that the waveform may take some time to display. In general, the longer the recording, the longer it will take to display the waveform.


Once Total Recall VR Event Player loads the event segments, simply use the player controls: , ,  and  to listen to the audio.

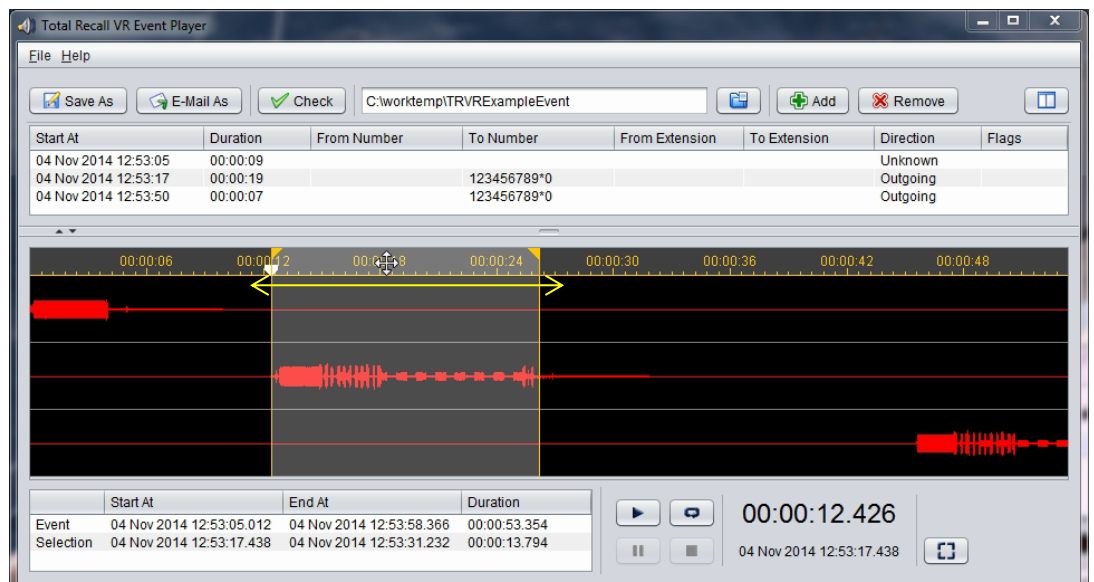
If you wish to listen to only a segment of the audio, then you can select the part of the audio that you wish to listen to.


Create a play selection

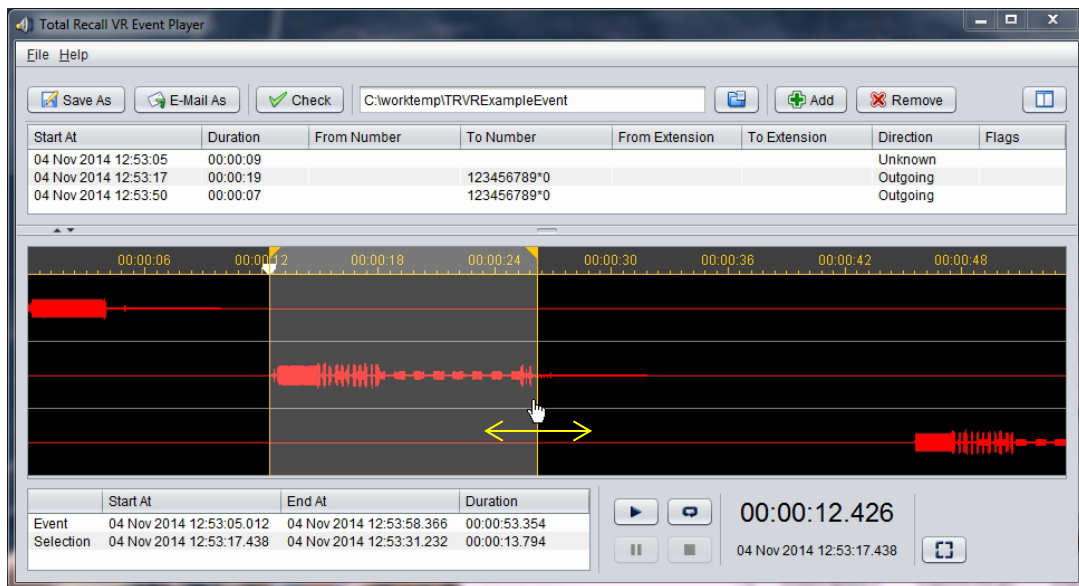
1. To create a play selection simply drag the mouse pointer over the area that you wish to listen to:








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.



- In addition you can adjust the start and end position of the selection area as well. To do this simply move the mouse pointer 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.

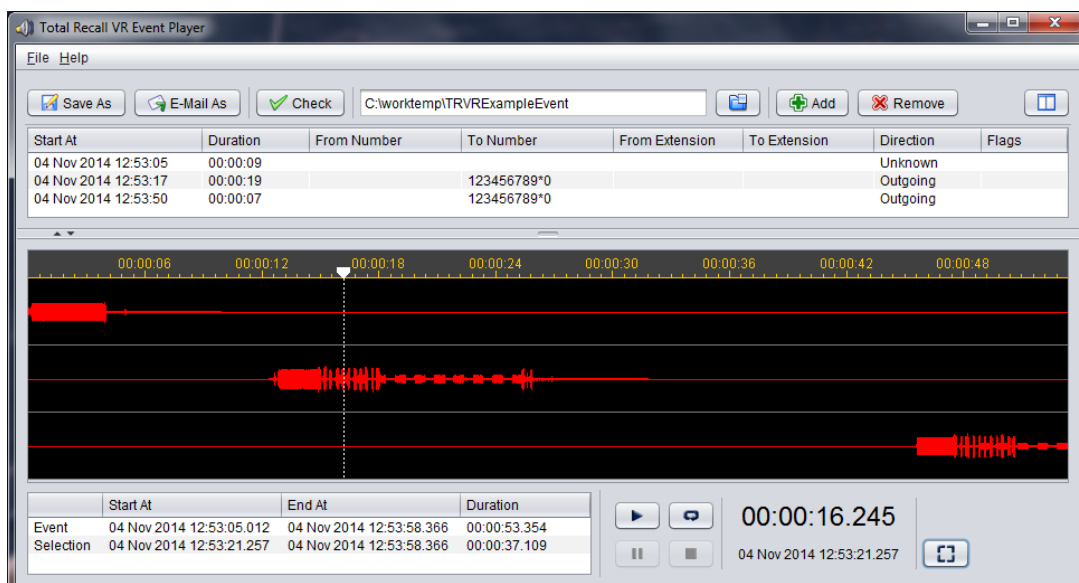






- Use the player controls: , ,  and  to listen to the audio segment. You can quickly reset the selection by selecting .

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

Define a start play position

- 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.

8. Saving As (Exporting)

Total Recall VR Event Player can export the audio of an event to a number of standard file and audio formats. This may be useful if you wish to have the whole event in one audio file that can be played by a standard player like Windows Media Player.



The procedures in this section explain how to export the audio of the whole event in single audio file.

If you wish to share the event in its native format with other users then simply send them the content of the event directory (including all subdirectories that are created by Total Recall VR Event Player).

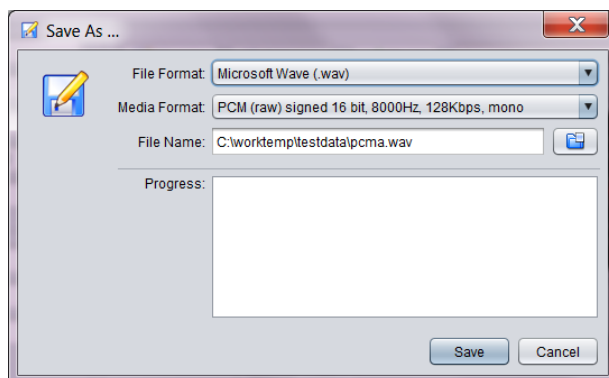
8.1. How to ...

To export an event, first load it in Total Recall VR Event Player as explained in section 7 Playing.

Then, to export the event:

Export an event

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

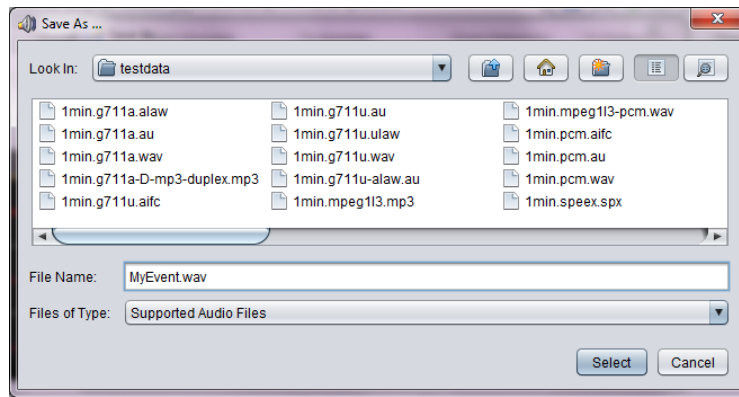


2. Select **File Format**.
3. Select **Media Format**.

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**.

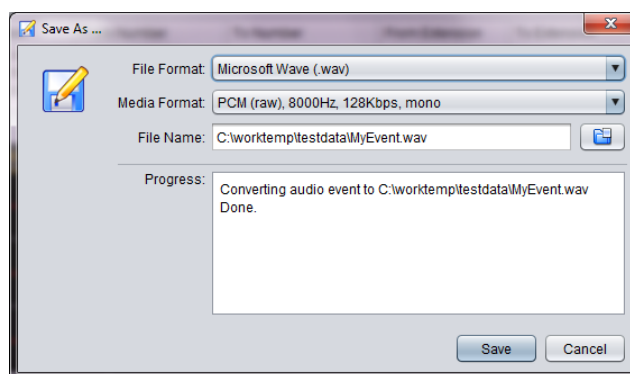
4. Enter **File Name**. This is the location and name of the destination file.

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 Event Player will generate the new file as instructed and show progress in the *Progress* area.



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

You can listen to the files that you create in Total Recall VR Event Player with a standard player like Windows Media Player or Total Recall VR Audio Player.

9. E-Mailing

Total Recall VR Event Player can e-mail the audio of an event in a number of standard file and audio formats.



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

Alternatively, export the event in a desirable file and audio format as explained in section 8 Saving As and then use your favourite e-mail client to e-mail the file.



The procedures in this section explain how to export and e-mail the audio of the whole event in single audio file.

If you wish to share the event in its native format with other users then simply send them the content of the event directory (including all subdirectories that are created by Total Recall VR Event Player).

9.1. How to ...

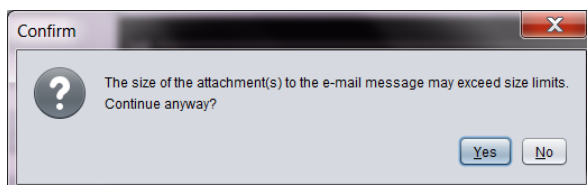
To e-mail an event file first load it in Total Recall VR Event Player as explained in section 7 Playing.

Then, to e-mail the event:

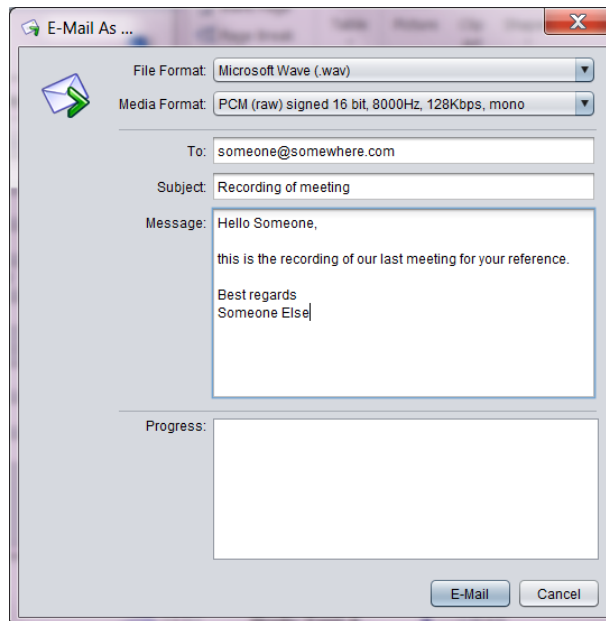
E-mail an event

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

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



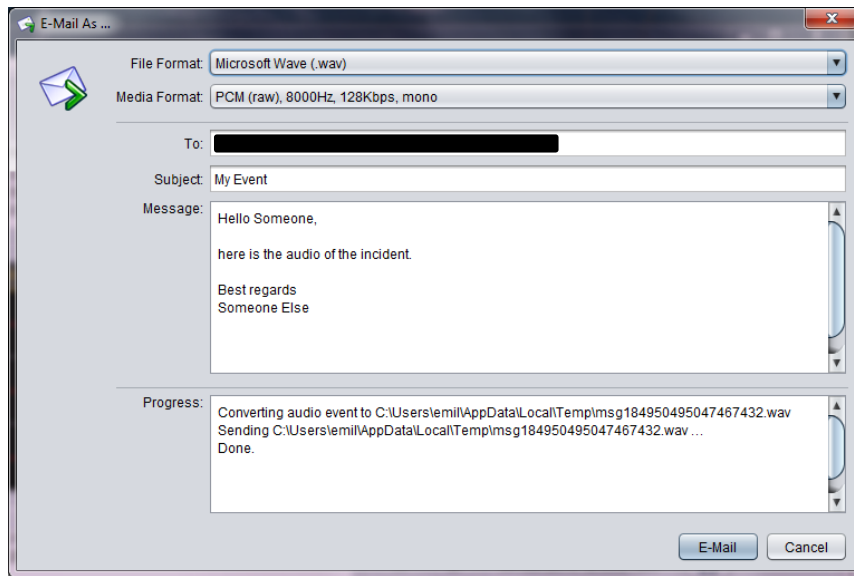
Select **Yes** to display the E-Mail As ... dialog:



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 event as an attachment to the recipient.
8. Total Recall VR Event 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 event 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 listen to the files that you send them from Total Recall VR Event Player with a standard player like Windows Media Player or Total Recall VR Audio Player.

10. 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 Event Player can check the integrity of the event segments, which are stored as 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 Event Player makes all attempts possible to load and play, as much as possible, compromised event segments.


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

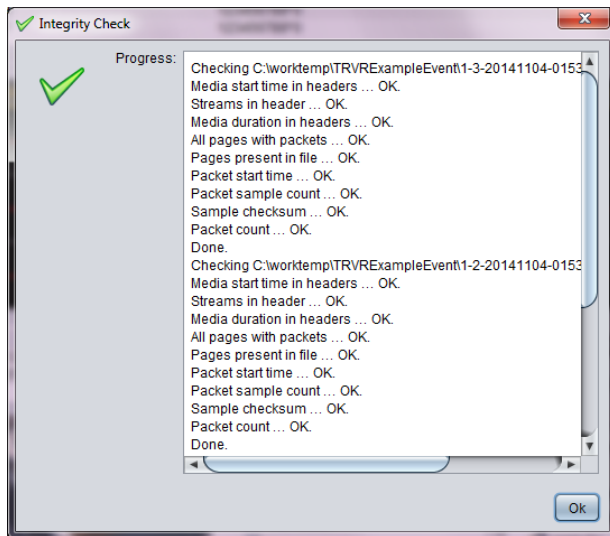
10.1. How to ...

To check the integrity of the audio that is stored in the event segment files, first load the event in Total Recall VR Event Player as explained in section 7 Playing.

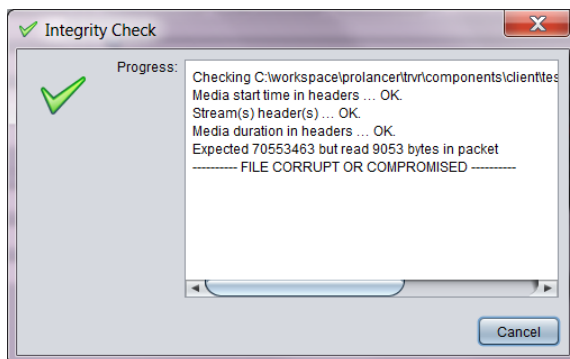
Then, to check the integrity:

Check the integrity of event segments

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



- The previous screen capture shows the report for segment files that pass the integrity check. If Total Recall VR Event Player detects tampering then it will show it in the report:



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

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13. THIRD PARTY SITES AND SOFTWARE

13.1 The Software may direct you to third party Web sites. Prolancer does not control, endorse, or guarantee content, including software, data or other information found on such third party sites. You agree that Prolancer is not responsible for any content, associated links, resources, or services associated with a third party site. You further agree that Prolancer shall not be liable for any loss or damage of any sort associated with your use of third party content. Access to these sites is provided for your convenience only.

13.2 The Software may contain third party software. By accepting this EULA, You are also accepting the additional terms and conditions with respect to such software, if any, forth herein.

14. AUDIT RIGHTS

14.1 Prolancer may audits your use of the Software to verify compliance with this Agreement. The Software is configured to enable periodic HTTP communication with Prolancer. During this communication, license information is transmitted from the Software to Prolancer to ensure license compliance. The information transmitted during these periodic updates includes the operating system, license serial number, and other relevant information to verify compliance. If you are unwilling to provide this communication capability, you may opt out of ongoing communication, but you will no longer receive Software updates and search engine configuration updates. If the usage of the Software is considered to be out of compliance with this Agreement, the Software may, without notice, cease to function.

14.2 During the audit process, Prolancer has the ability to personally identify the individual that registered with Prolancer to acquire the Software license ("Registrant") through the identification number assigned to your account at the time of registration, by using the personal information the Registrant provided to

Prolancer during the registration process. Such personal information will only be used by Prolancer in connection with such audit process.

15. SEVERABILITY

15.1 If any provision hereof shall be held illegal, invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it legal, valid and enforceable, and the legality, validity and enforceability of all other provisions of this Agreement shall not be affected.

16. GOVERNING LAW

16.1 This Agreement is to be governed by and construed in accordance with the laws and jurisdiction of the defending party. Service of process upon either party shall be valid if served by registered or certified mail, return receipt requested and to the most current address provided by such party. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Agreement.

17. TERMINATION

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]