

# FURUNO

# OPERATOR'S MANUAL

## LIVE PLAYER PRO

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MODEL VR-5034

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(Applicable to VR-5000 software version 3.00 or higher)  
(Applicable to VR-3000/S software version 1.00 or higher)



**FURUNO ELECTRIC CO., LTD.**  
NISHINOMIYA, JAPAN



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\* O M E 4 4 1 8 2 A 3 0 \*

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- The contents of this manual and equipment specifications are subject to change without notice.
- The example screens (or illustrations) shown in this manual may not match the screens you see on your display. The screen you see depends on your system configuration and equipment settings.
- This manual is intended for use by native speakers of English.
- FURUNO will assume no responsibility for the damage caused by improper use or modification of the equipment or claims of loss of profit by a third party.
- Please carefully read and follow the operation procedures set forth in this manual.
- Store this manual in a convenient place for further reference.

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# FOREWORD

---

## A Word to the Owner of the Live Player

FURUNO Electric Company thanks you for purchasing the Live Player Pro VR-5034. We are confident you will discover why the FURUNO name has become synonymous with quality and reliability.

For over 50 years FURUNO Electric Company has enjoyed an enviable reputation for quality and reliability throughout the world. This dedication to excellence is furthered by our extensive global network of agents and dealers.

Please carefully read and follow the operation procedures set forth in this manual.

Thank you for considering and purchasing FURUNO.

## Features

This "Live Player Pro" software is installed to a PC and functions as follows:

- Replaying (Playback)
  - Data recorded in Capsule/Backup Hard Disk
  - Data retrieved from Capsule and Backup Hard Disk
- Live Playing
  - All the data being recorded can be observed in real times with user-customizable pages

# 1. INSTALLATION

---

## 1.1 Requirements

### VR-5034 components for VR-5000

- Program CD(version 3.00 or higher)
- Firewire repeater
- AC adapter
- Firewire cable (6 pin – 4 pin)
- USB dongle (for software protect)
- Document

### VR-5034 components for VR-3000/3000S

- Program CD (version 3.02 or higher)
- Firewire cable (6 pin – 4 pin)
- LAN cable
- Document

### Recommended specifications for Replay PC

- CPU: Pentium 4 (1.8 MHz) or higher
- RAM: More than 256MB (More than 512MB recommended for Windows XP)
- HDD: As much as possible (i.e., 20GB, 40GB)  
(6 to 10 GB needed to store the 12-hour data recorded in the Capsule)
- Screen Resolution: VGA or higher (More than SXGA (1280x1024) recommended)
- Operating System: Windows 2000 Professional SP4, Windows XP Professional SP2
- CD-ROM drive, LAN port: Mandatory
- USB port: Mandatory for VR-5000
- IEEE1394a 4 pin port: Required for play back of data in the DRU or Backup HDD. If PC's connector has 6 pins, 6Pin-6Pin FireWire cable is required.
- Direct x 9.0 or higher

## 1.2 Software Installation

### Live Player Pro

Two programs are provided in this software: Live Player Pro and Live Player Backup.

1. Set the **Live Player Pro** software CD in the CD drive.

The Setup-Live Player Pro wizard appears. If the wizard does not appear, double-click MY COMPUTER, Live Player Pro (CD) and “setup” icon in order.

2. Follow the directions of the wizard.

If you need the backup program, check “Live Player Backup” in the wizard. If you check “Create a desktop icon” in the wizard, Live Player Pro icon (and Live Player Backup icon) appears on the desktop of the PC after completion of the installation.

## 1. INSTALLATION

### Driver software for the USB dongle

1. Open the Live Player Pro software CD from the My Computer icon.
2. Double-click the HASP folder and decompress the HHL HASPUserSetup.zip file.
3. Double-click HASPUserSetup.exe icon.
4. Follow the directions of the wizard.

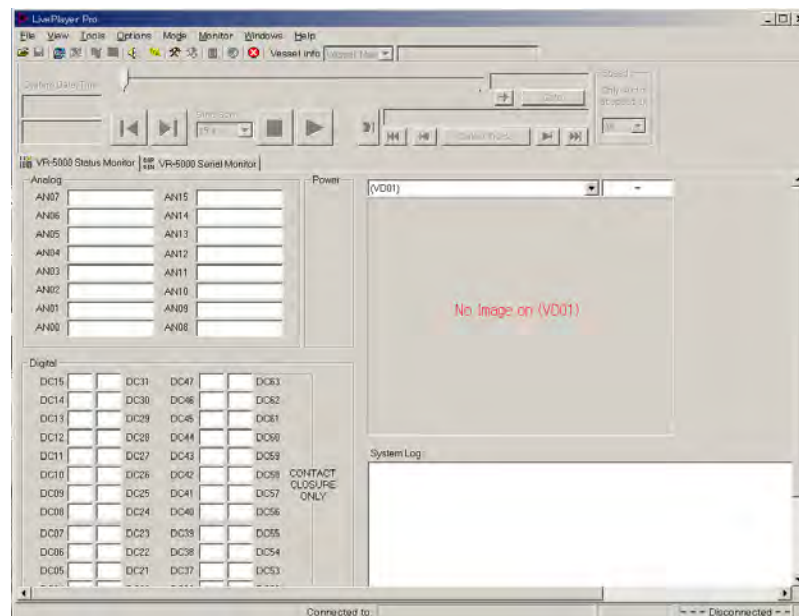
When the installation is completed, the message “HASP HL Drivers successfully installed” appears.

### Starting up the Live Player Pro

1. Insert the USB dongle to the USB port of your PC.
2. Double-click the Live Player Pro icon to open the initial window of the Live Player Pro.



*Live Player Pro desktop icon*



*Initial window*

**Note 1:** In case of VR-5000, if you start the Live Player Pro without the dongle, the error message “Error 7: HASP HL Key not found” appears. Therefore, attach the dongle to use the software. Also, if you remove the dongle while the software is running, the same message appears. Attach the dongle securely and click the OK button in the error message box. Note however that the Live Player Backup software functions without the dongle.

**Note 2:** If the software version of the VR-5000/VR-3000/VR-3000S provides multi-cast function, the live play can be done on multiple PCs simultaneously.



## 2. PLAYER CONFIGURATION

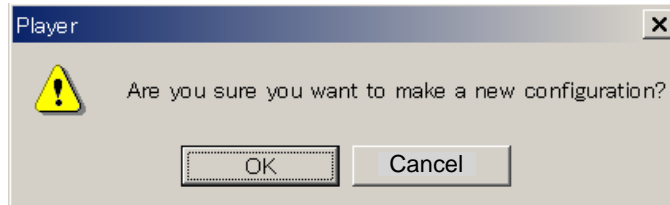
---

The user can configure the layout and data to display. The configuration can be saved and copied as a file, which can be loaded on another PC to share the same layout with other PCs. In addition, the configuration can be saved in the Capsule for use as the default layout for Replay and Live Play.

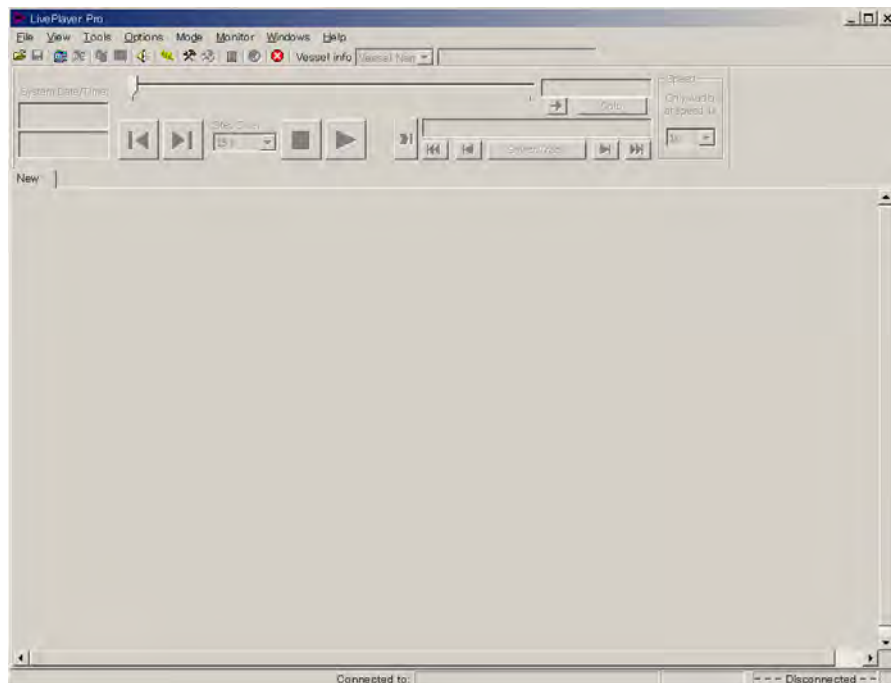
### 2.1 How to Create a New Configuration Page

To create a new player configuration page, follow the procedures below. The window title bar complies with the general standard for Microsoft GUI.

1. Double-click the **Live Player Pro** icon.
2. Click the **File** menu in the menu bar and then click **New**. The confirmation message appears.



3. Click the **OK** button. A new page is displayed.



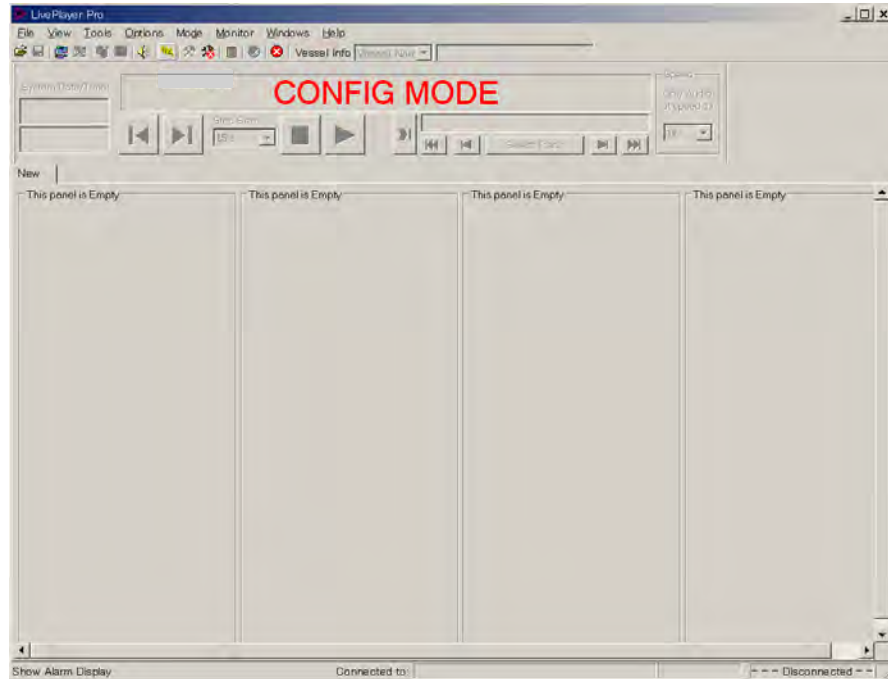
## 2. PLAYER CONFIGURATION

4. Click the **Turn Configuration Mode ON** button.

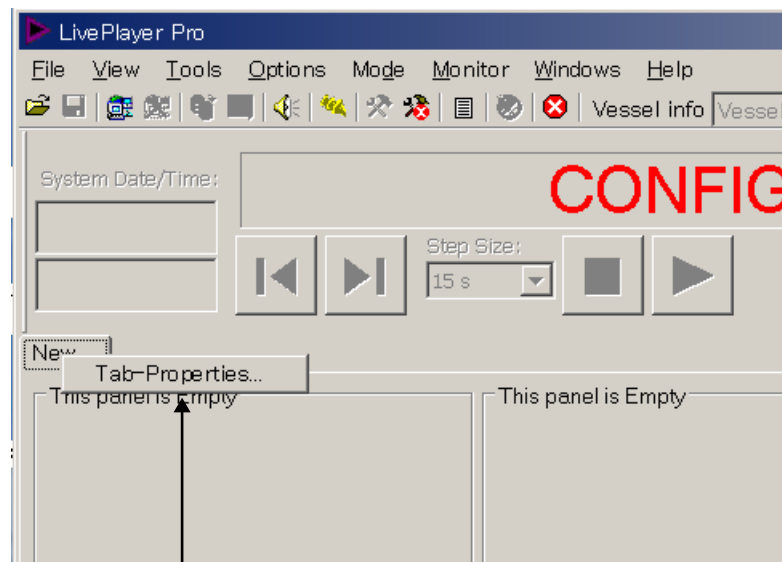


↑  
"Turn Configuration Mode ON" button

The data window changes as below.

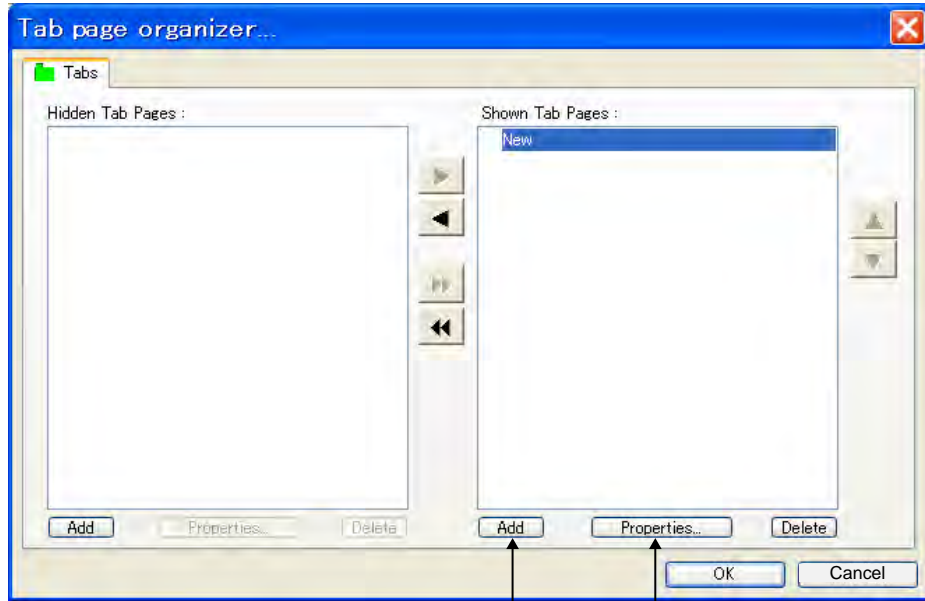


5. Right-click on the **New** tab. The Tab-Properties button appears.



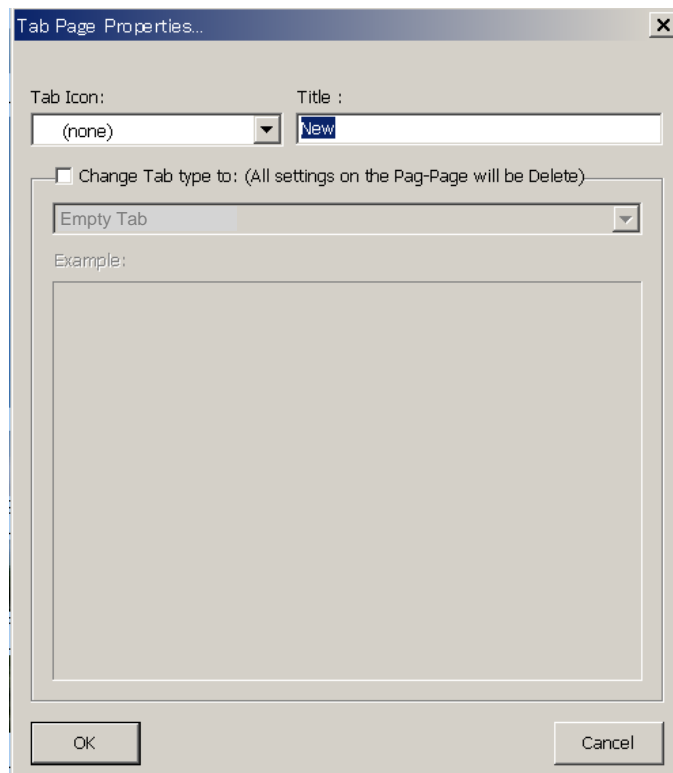
↑  
Tab-Properties button

6. Click the **Tab-Properties** button. The Tab Page Organizer dialog box appears.



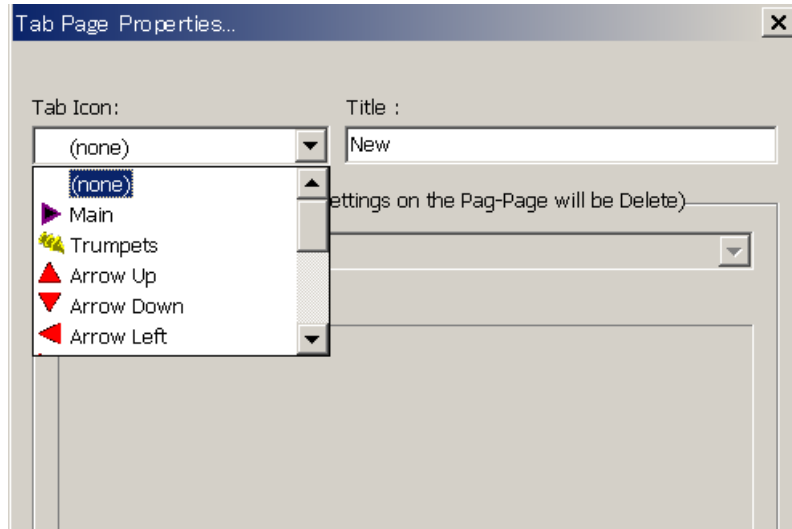
Add button    Properties button

7. Click the **Properties** button. The Tab Page Properties dialog box appears. If you want to add a new page, click the **Add** button instead of the **Properties** button.



## 2. PLAYER CONFIGURATION

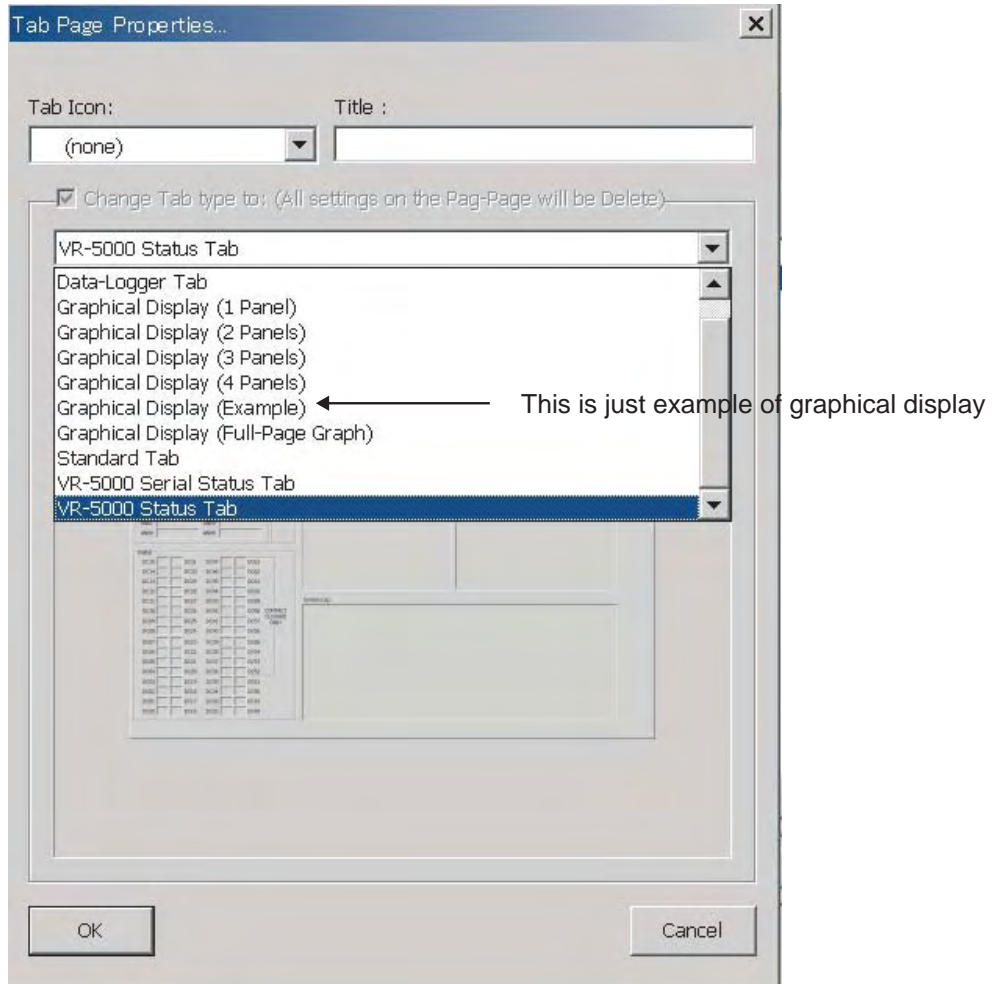
8. If necessary, choose the tab icon from the drop-down list in the Tab Icon box.



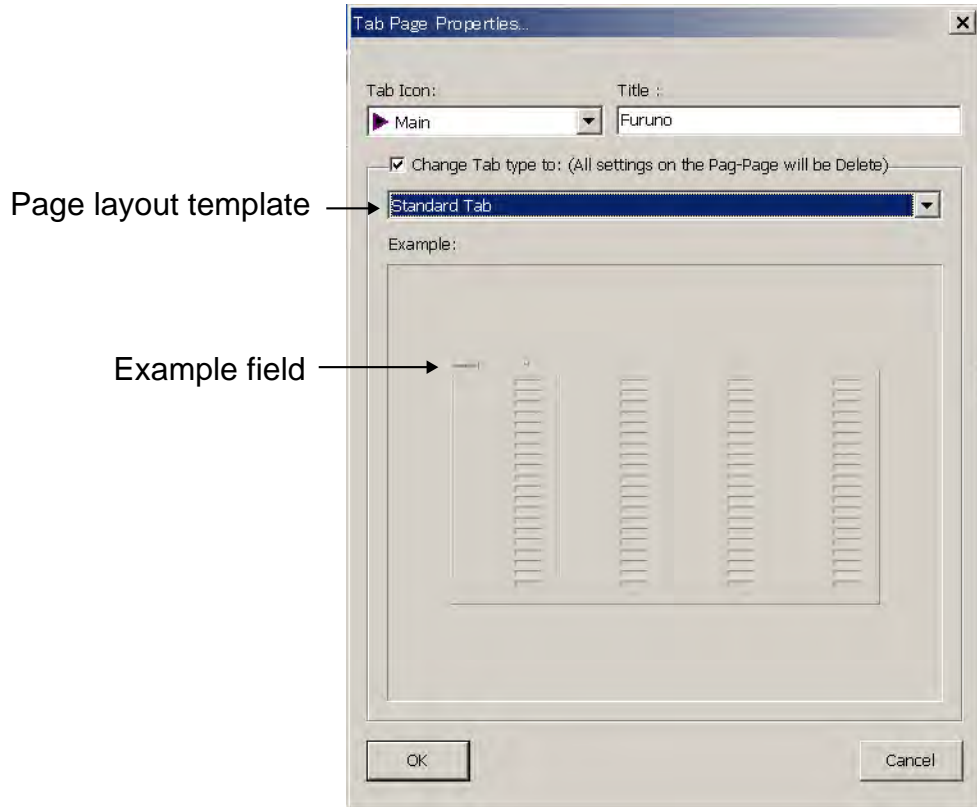
9. Enter tab name in the Title box.

10. Check the **Change Tab type** to check box.

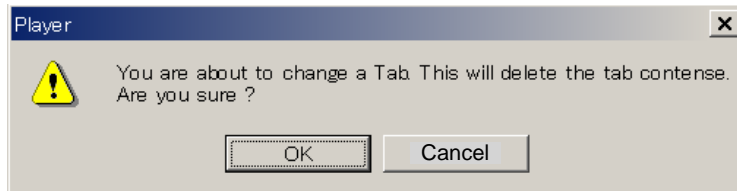
11. Click arrow mark below the check box to show the drop-down list.



- Choose page layout template from the drop-down list. The selected page layout template is shown in the example field. Select a suitable one, referring to the example field.

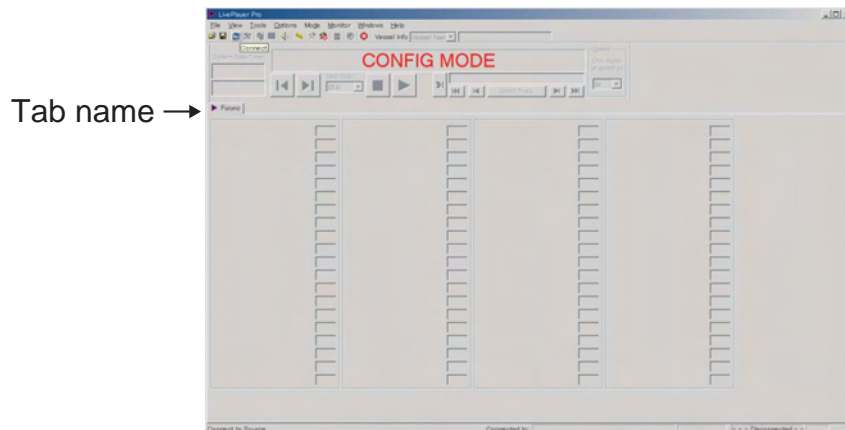


- Click the **OK** button. The following confirmation message appears.



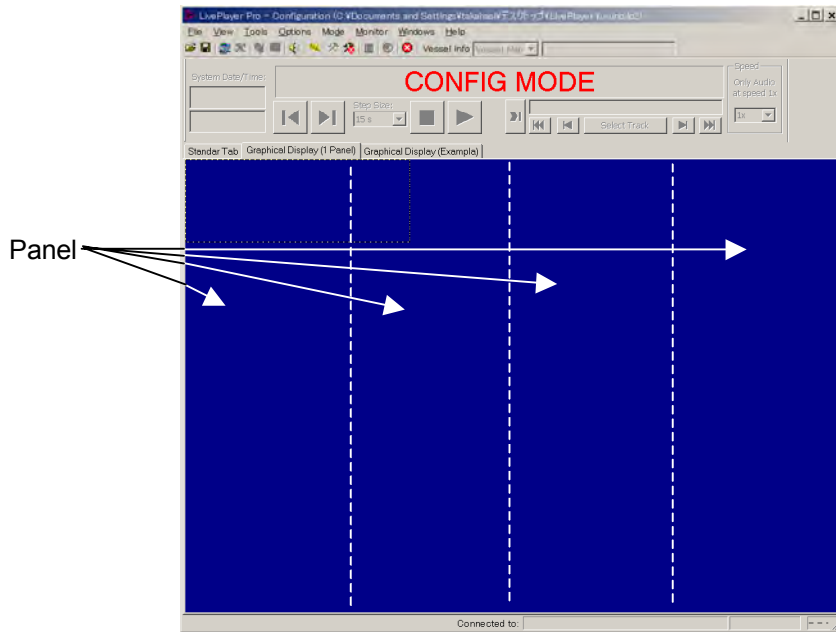
- Click the **OK** button. The Tab Page Properties dialog box closes. The title name appears in the **Shown Tab Pages** field in the Tab Page Organizer dialog box.

- Click the **OK** button. The new data window appears.



*Example of "Standard Tab " (4 standard panels)*

## 2. PLAYER CONFIGURATION



*Example of “Graphical Display (4 panels)”*



*Example of “Graphical Display (Example)”*

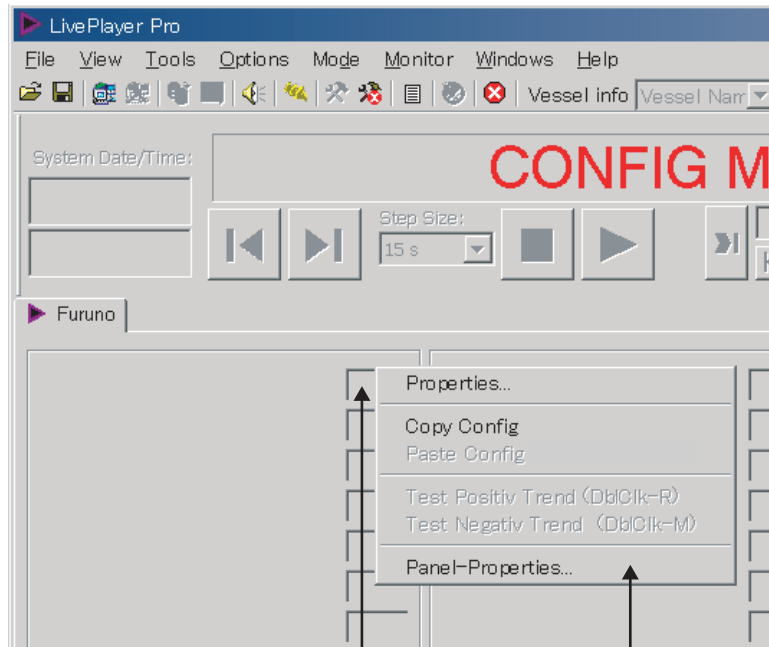
16. Go to next section to set each data box.

## 2.2 Making a User-specified Digital Form

To make a user-specified form, do the following.

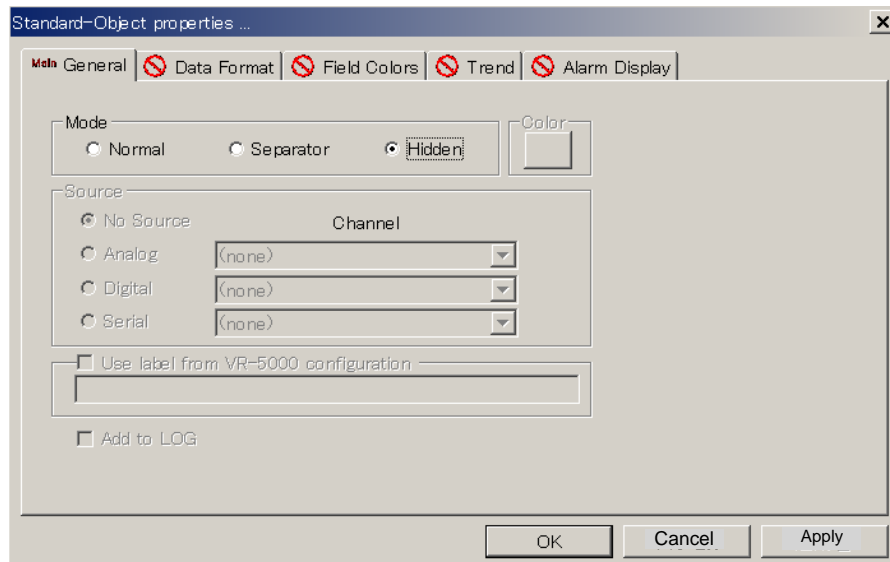
### For Serial data, do as follows:

1. Right-click a box you want to define to show the date setting menu and click the **Properties** button to show the Standard-Object Properties dialog box.



Right-click here.

Data setting menu



2. The General tab opens. You can change Mode Type, Source, Color or label in the dialog box.

- **Mode field**

**Normal:** Specified data is displayed.

**Separator:** This is used to divide a panel.

**Hidden:** Data is not displayed.

## 2. PLAYER CONFIGURATION

- **Color field**

Choose color of data box.

- **Source field**

**No Source:** Used primarily for template where the data source may be unknown.

**Analog:** The data source is an analog input. Choose input port from the drop-down list in the Channel box.

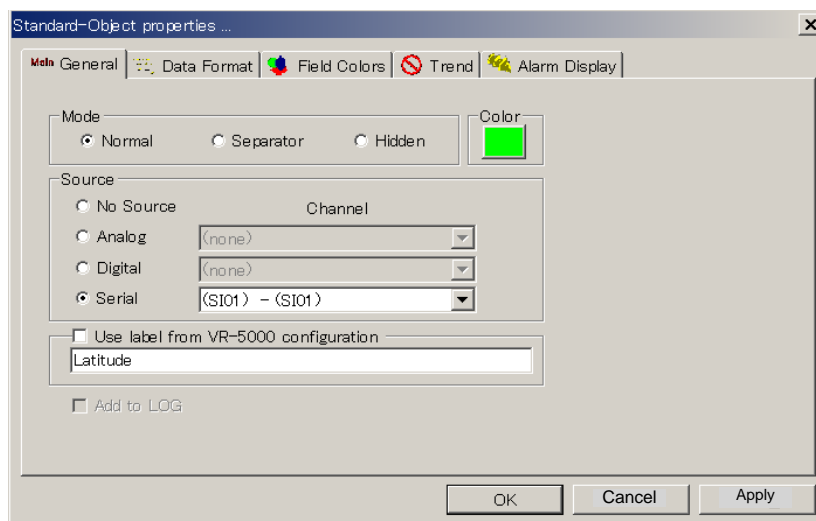
**Digital:** The data source is a digital input. Choose input port from the drop-down list in the Channel box.

**Serial:** The data source is a serial NMEA input. Choose input port from the drop-down list in the Channel box.

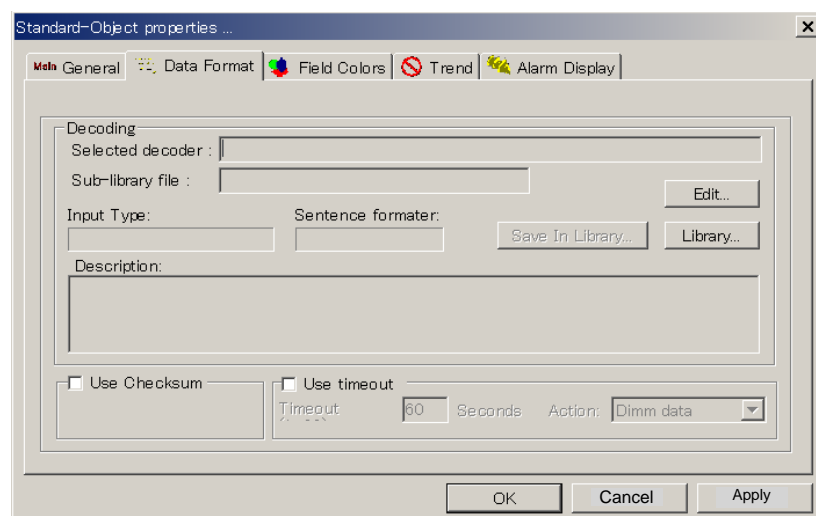
- **Label**

Enter a label name; alternatively if you want to use the label name which has been set at installation, check the “Use label from VR-5000 configuration” check box.

For example, when the input data is serial, input channel is SI01 and label is named “Latitude”, set as follows.



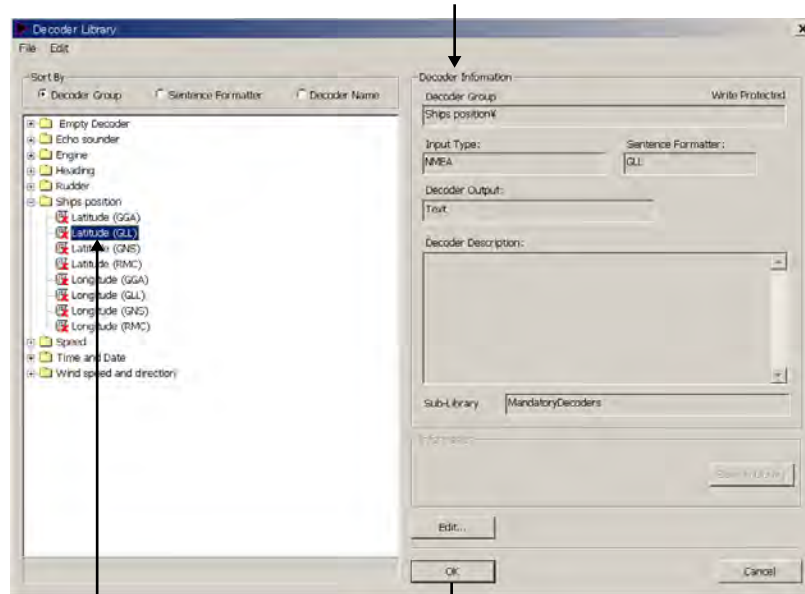
### 3. Click the **Data Format** tab.





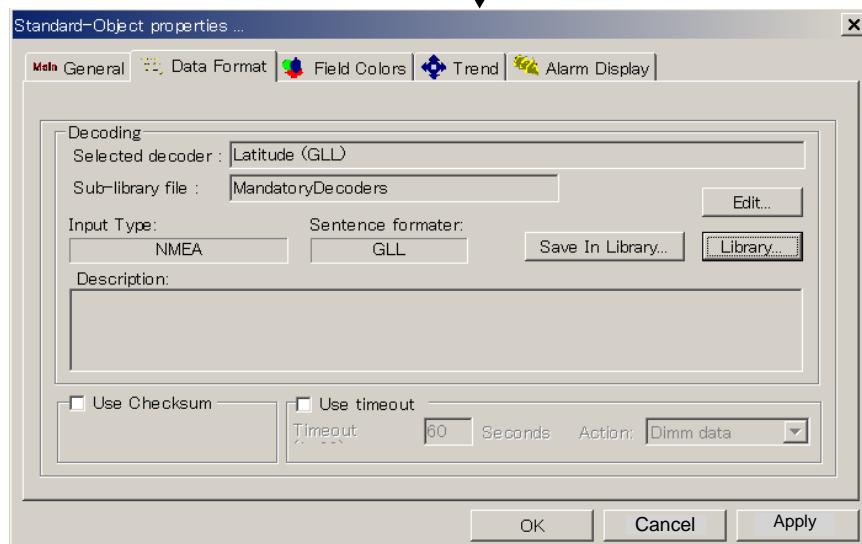
4. Set the data to be displayed as follows:
  - a. Click the **Library** button. The Decoder Library dialog box appears.
  - b. Click a data (NMEA sentence) desired in the decoder library (left-hand field of the Decoder Library dialog box). All the sentences specified in IEC 61996 are supported by this library. If a sentence which is not supported by this library is input to the VR-5000, you can create and edit a new decoder for the sentence. See chapter 5 for how to create a new decoder.
  - c. Click the **OK** button. The data sentence is displayed in the Standard-Object Properties dialog box.

The information of the chosen sentence appears.



Choose data sentence.

Click **OK** button.



**Selected decoder:** The name of the currently selected decoder.

**Sentence formatter:** The NMEA sentence formatter for the currently selected decoder.

**Edit button:** Opens the Decoder Editor (see section 5.3).

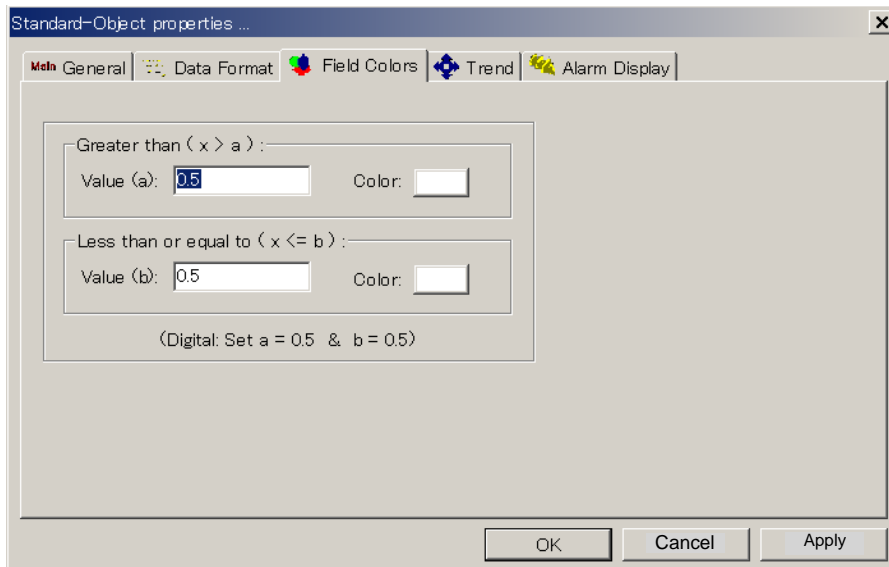
**Save In Library:** Saves the currently selected decoder in the library.

## 2. PLAYER CONFIGURATION

**Use Checksum:** If you use checksum, check this box.

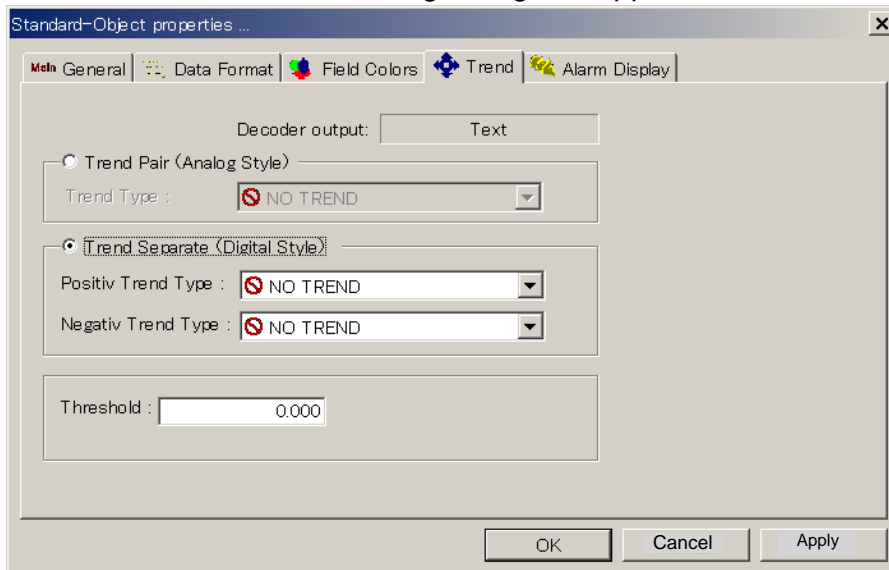
**Use Timeout:** If you use timeout, check this box, enter timeout time (seconds) and set the action among Delete data, Dimm data and “TIME OUT”.

5. Click the **Field Colors** tab. The following dialog box is displayed.



For example, ship's speed can be displayed in color when it becomes higher or lower from limitation set. Enter the upper limitation in the upper box and set the color. Enter the lower limitation in the lower box and set the color.

6. Click the **Trend** tab and the following dialog box appears.

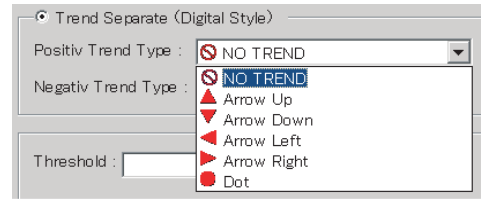


- a. Choose the **Trend Pair** (Analog Style) or **Trend Separate** (Digital Style) radio button.

- b. Choose an appropriate trend mark (arrow marks) in each drop-down list. The trend which values are increasing or decreasing, are shown by trend mark (arrow, etc.) in the data window.



Select trend mark for analog



Select trend mark for digital

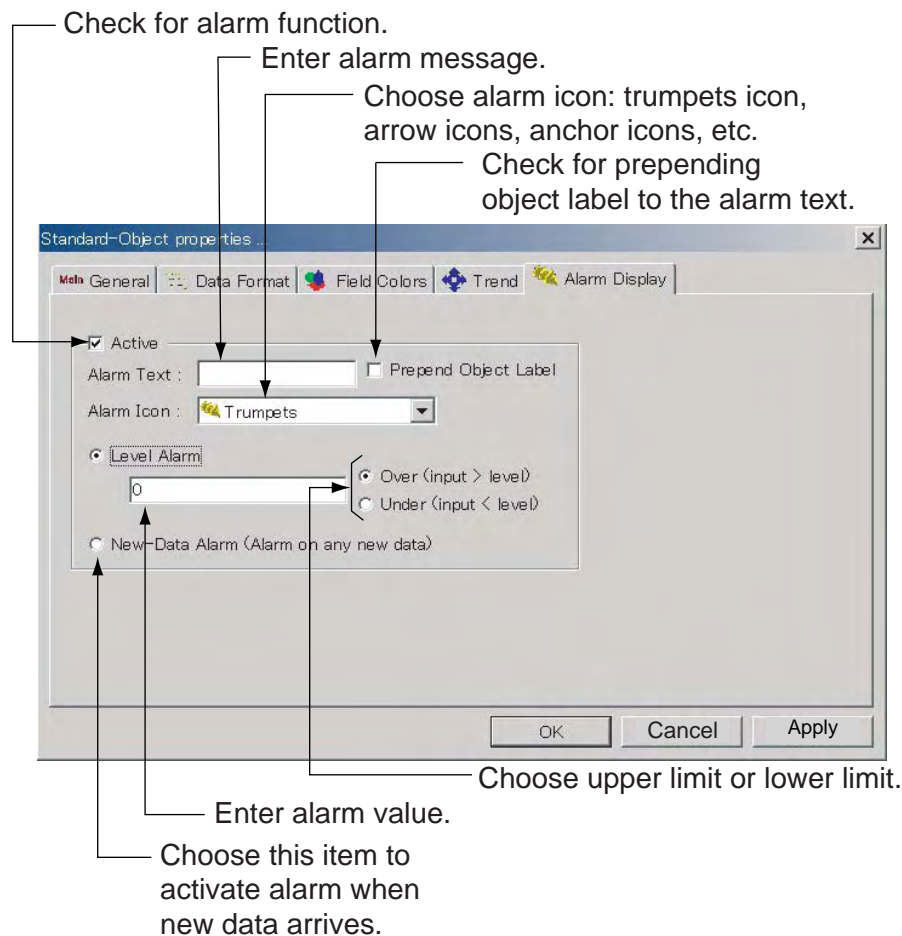
- c. Set the sensitivity of the trend indicator in the Threshold box.

After setting, you can test the trend mark defined as follows.

- a. Right-click the box defined to show the data setting menu (see page 9).
- b. Click "Test Positive Trend" or "Test Negative Trend". The trend mark appears in right side of the box.

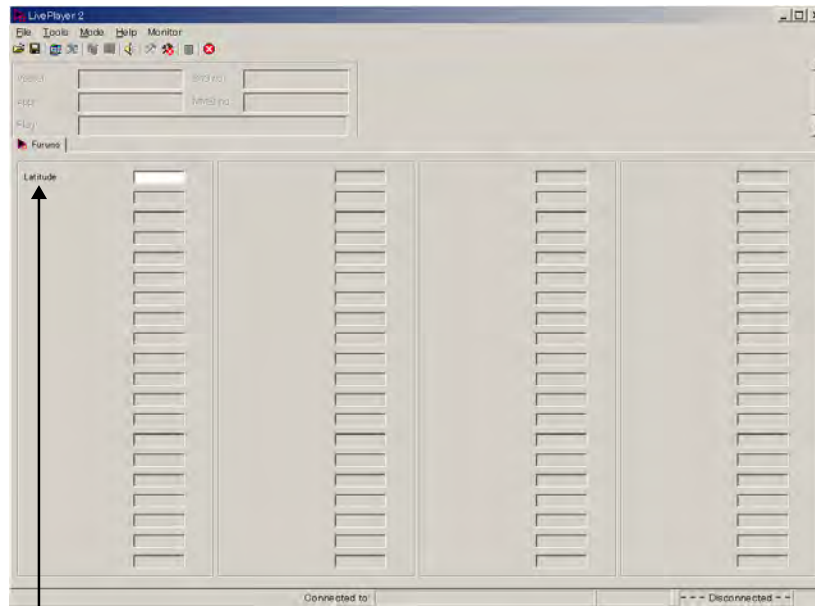
7. Click the **Alarm Display** tab. The following dialog box is displayed.

For example, a message and an alarm icon can be displayed when the ship's speed, etc. exceeds limitation set.



## 2. PLAYER CONFIGURATION

8. After setting, click the **OK** button. The Standard-Object Properties dialog box disappears and the data window is updated as follows.

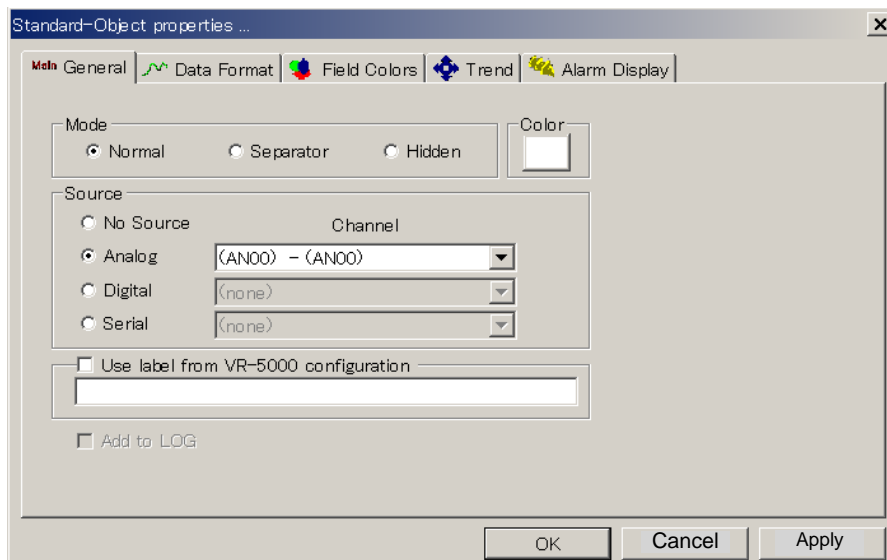


Newly defined data box

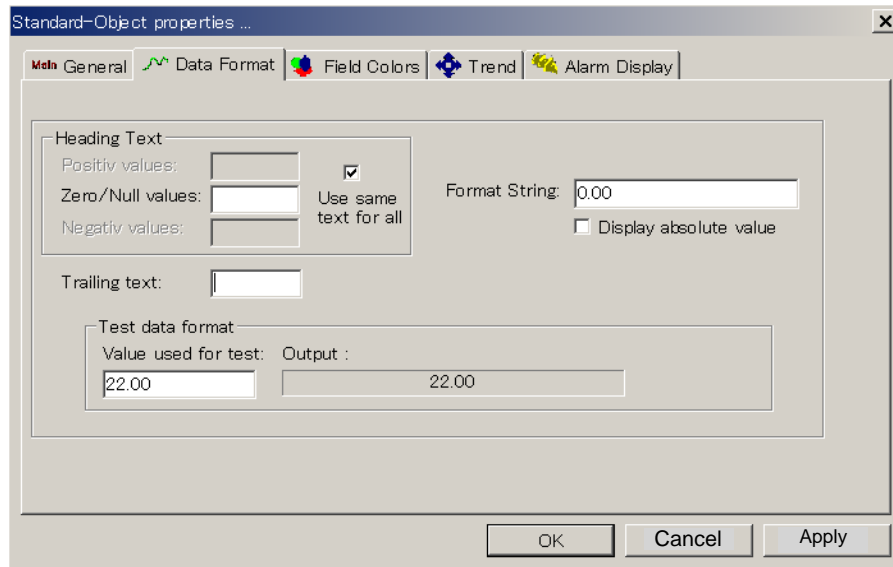
9. You can copy and paste this configuration to other data box.
- Right-click the box configured to show the data setting menu (See page 9).
  - Click the **Copy Config**.
  - Right-click a box you want to define and click the **Paste Config (Standard)**.
10. Set all other items as required.

### For Analog data

1. In the data window (page 7), right-click the box you want to define and click **Properties** button to show Standard-Object Properties dialog box. The General tab opens. Click the **Normal** and **Analog** radio buttons and choose a data input channel (for example "(AN00)-(AN00)") in the Channel drop-down list.

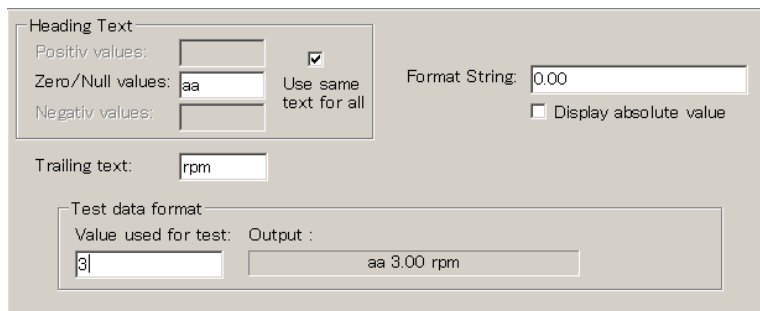


2. Click the **Data Format** tab. The following dialog box is displayed.



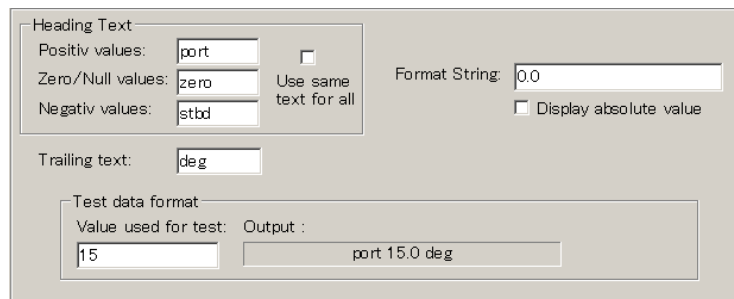
3. Heading and trailing text output format for the data may be configured. A real time “test facility” is located beneath the configuration fields.

**Example 1**



With check mark at “Use same text for all” check box, the header text “aa” and trailing text “rpm” are attached to value “3”. The format string is 0.00, then, the display shows “aa 3.00 rpm” at the Output box.

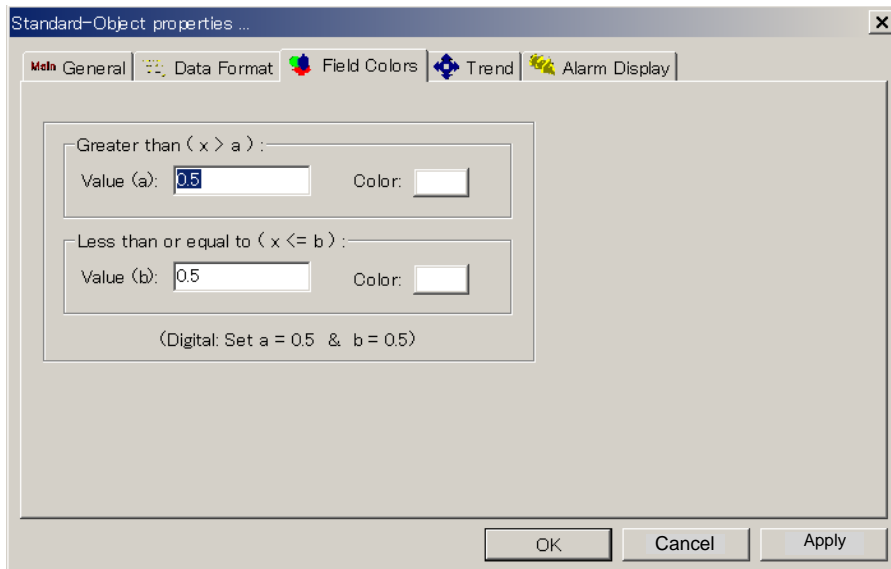
**Example 2**



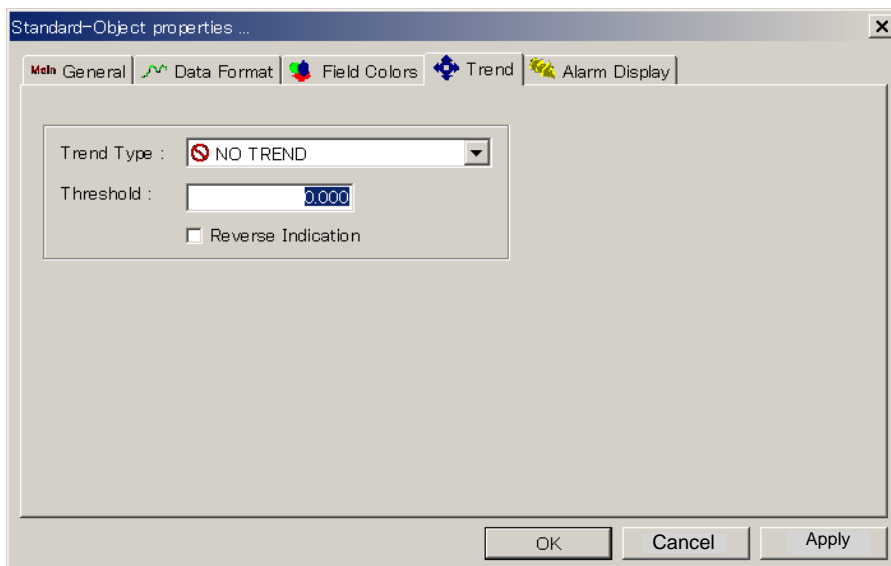
Without check mark at the check box, “port” is attached to positive value for header and “stbd” is attached to negative value. The trailing text is fixed to “deg”. The value used for test is 15 and format string is 0.0, then the output shows “port 15.0 deg”.

## 2. PLAYER CONFIGURATION

4. Click the **Field Colors** tab. The following dialog box is displayed. See page 12 for settings.



5. Click the **Trend** tab. The following dialog box is displayed.



**Trend Type:** Chooses the type of graphical representation.

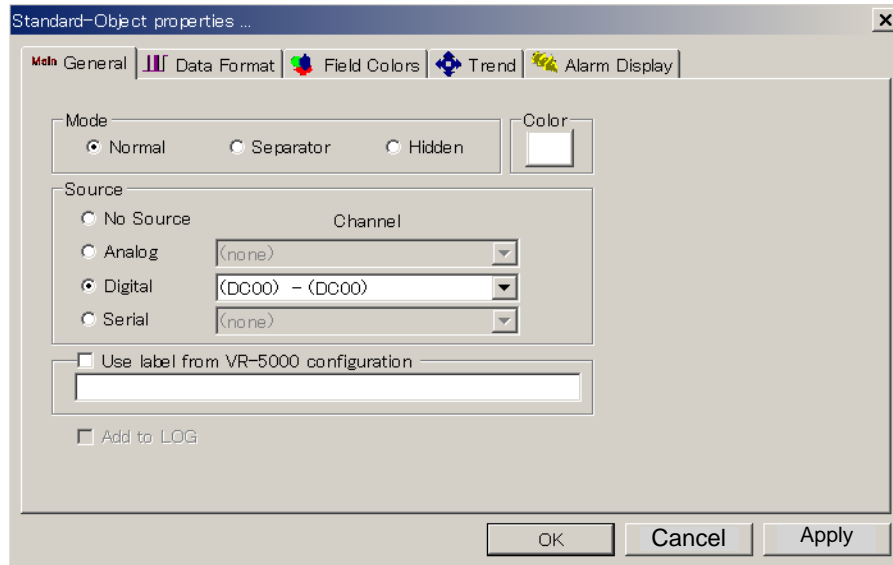
**Threshold:** Sets the sensitivity of the trend indicator.

**Reverse Indication:** The normal indication is that an increase corresponds to up or right, checking this box will reverse the behavior, i.e., an increase corresponds to down or left.

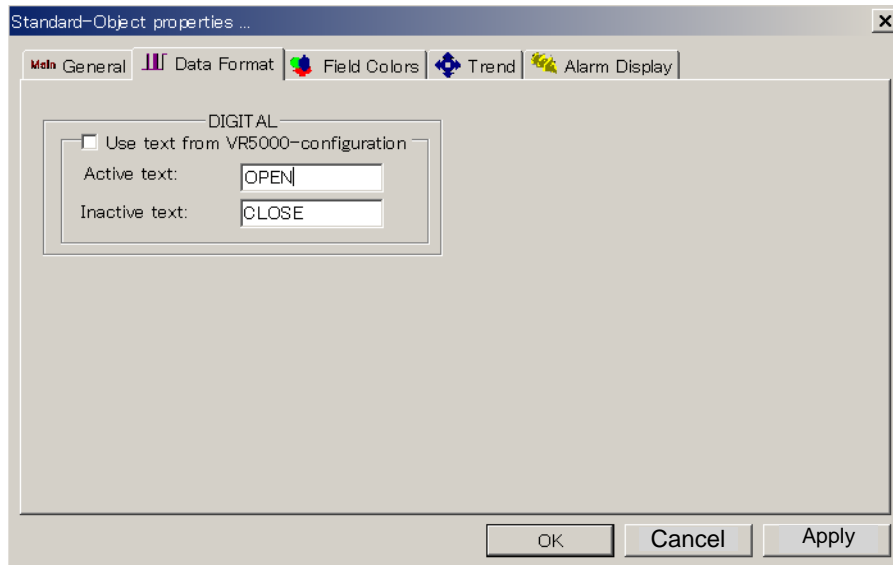
6. Click the **Alarm Display** tab. See step 7 on page 13 for settings.
7. After setting, click the **OK** button. The Standard-Object Properties dialog box disappears and the data window is updated (see page 14).
8. Set all other items as required.

**For digital data**

1. In the data window (page 7), right-click the box you want to define and click the **Properties** button to show Standard-Object Properties dialog box. The General tab opens. Click the **Normal** and **Digital** radio buttons and choose a data input channel(example for “(DC00)-(DC00)”) in the Channel list box.



2. Click the **Data Format** tab. The following dialog box is displayed.



3. The text may be configured. The default setting uses text from the VR-5000 configuration.

Example

For alarm signal of Normal Close:

**Active text** to “Normal”

**Inactive text** to “General Alarm” or “Fire Alarm”

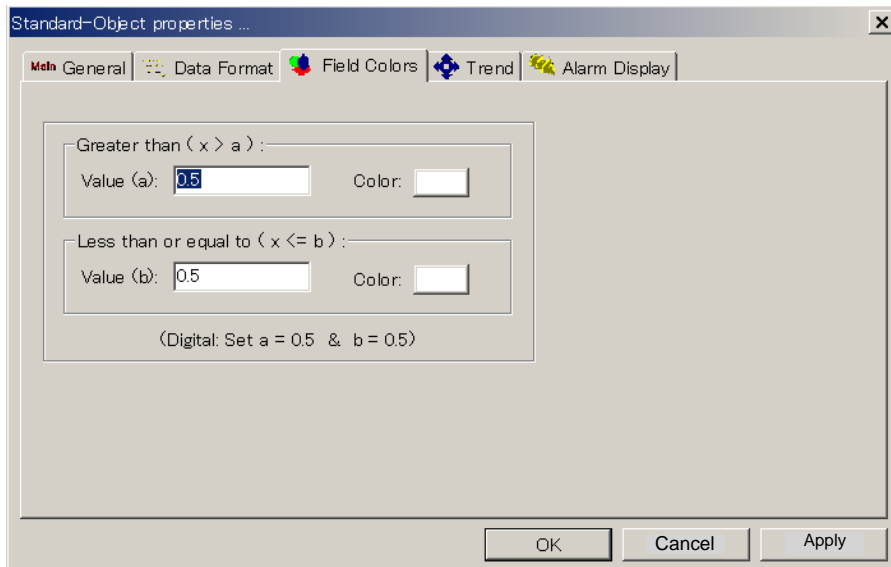
For steering gear run indicator signal of Normal Open:

**Active text** box to “Run”

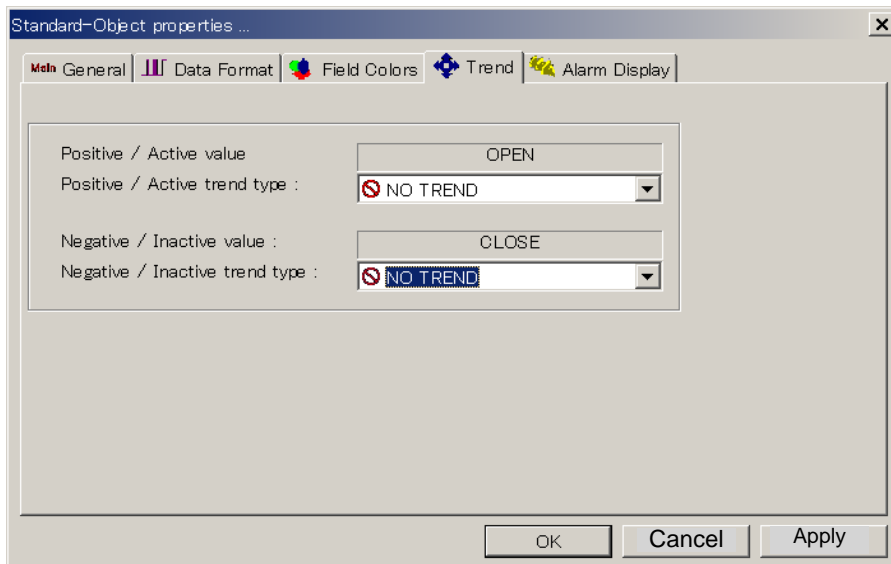
**Inactive test** box to “Stop”

## 2. PLAYER CONFIGURATION

- Click the **Field Colors** tab. The following dialog box is displayed. See page 12 for settings.



- Click the **Trend** tab. The following dialog box is displayed.



**Positive/ Active trend type:** The symbol displayed when data is shifting from “0” to “1”.

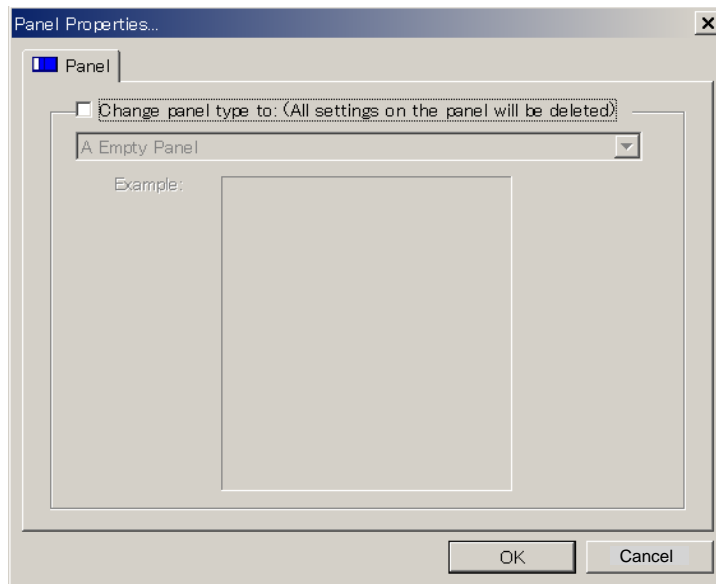
**Negative/ Inactive trend type:** The symbol displayed when data is shifting from “1” to “0”.

- Click the **Alarm Display** tab. See step 7 on page 13 for settings.
- After setting, click the **OK** button. The Standard-Object Properties dialog box disappears and the data window is updated (see page 14).
- Set all other items as required.

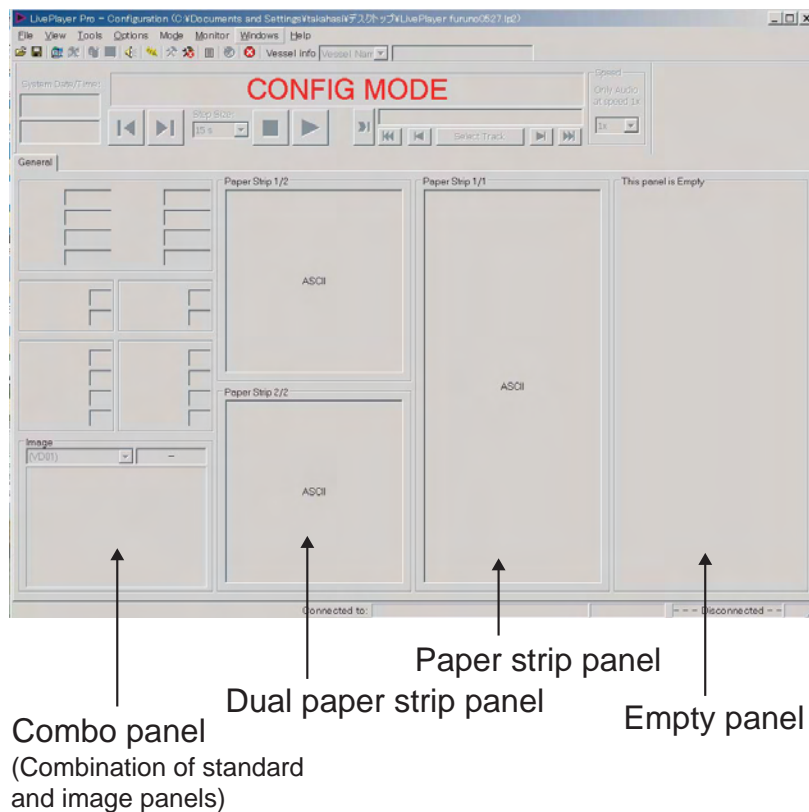


## Changing panel properties

1. Right-click a data box in the data window to show the data setting menu (page 9).
2. Click the Panel-Properties.



3. Enter check mark and choose a panel as appropriate from the drop down list. There are five kinds of panel: Empty panel, Combo panel, Dual paper strip panel, Paper strip panel and Standard panel (See page 7.)

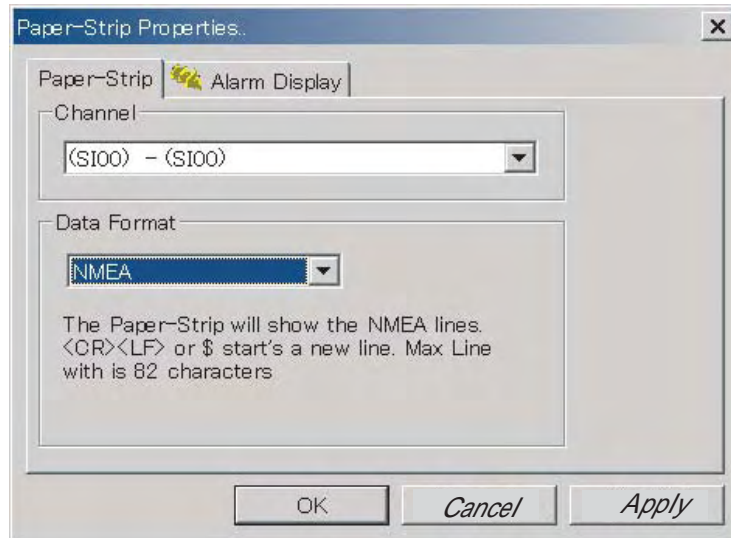


*Example of panel of the data window*

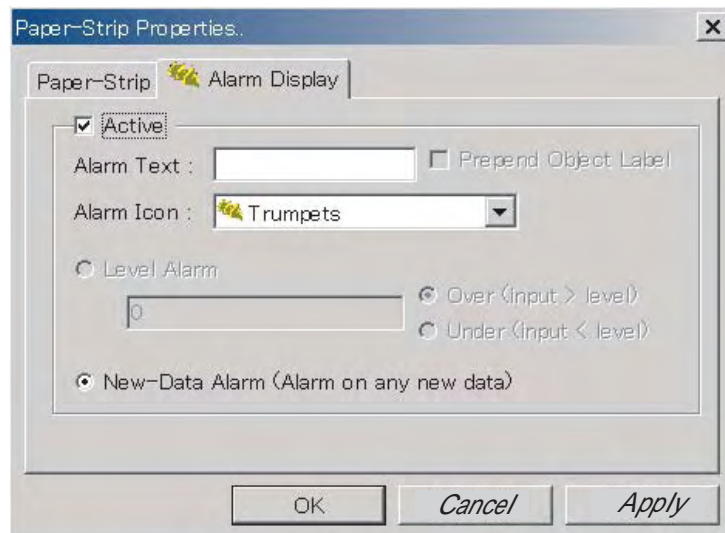
## 2. PLAYER CONFIGURATION

### Setting for Paper Strip panel

1. Right-click a paper strip panel and left-click the Properties to show the Paper-Strip Properties dialog box.



2. Choose a channel of the serial data from the drop-down list in the Channel field.
3. Choose an output format among ASCII, NMEA and BIN in the Data Format field.
4. To set alarm items, click Alarm Display tab. For details about setting, see page 13.



5. After setting, click OK to close the Paper-Strip Properties.

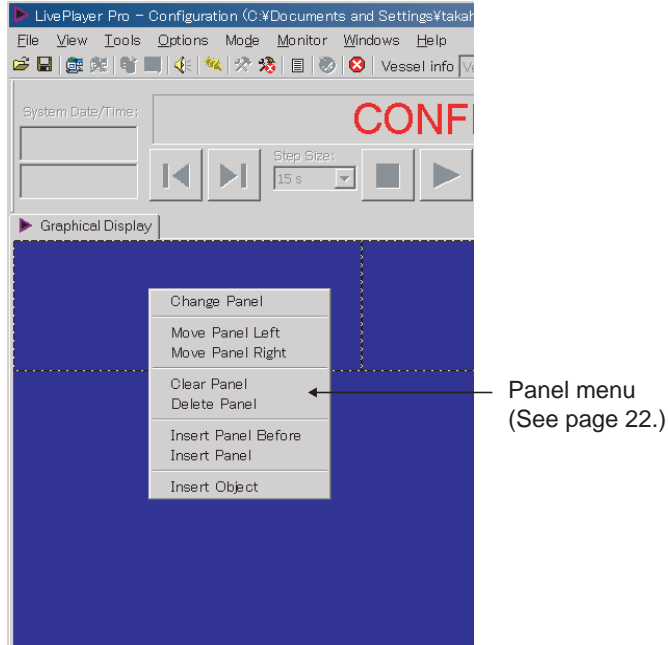
## 2.3 Making a User-specified Graphical Form

### 2.3.1 Arranging graphical object

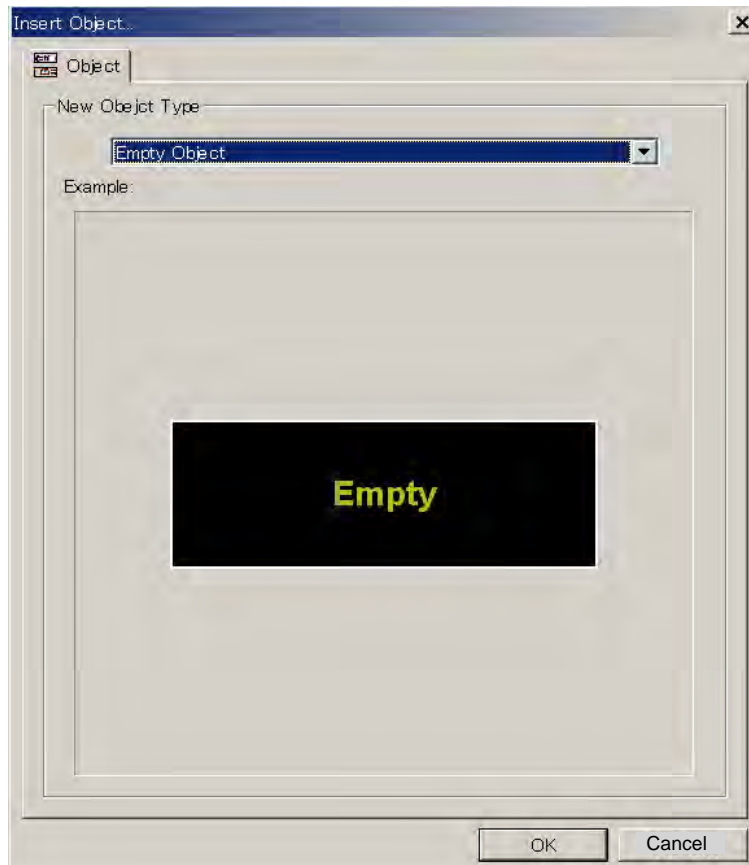
There are four templates and one example for graphical display, as shown in the previous section.

To create a graphical form, do the follows:

1. Right-click on an empty panel to show the panel menu.

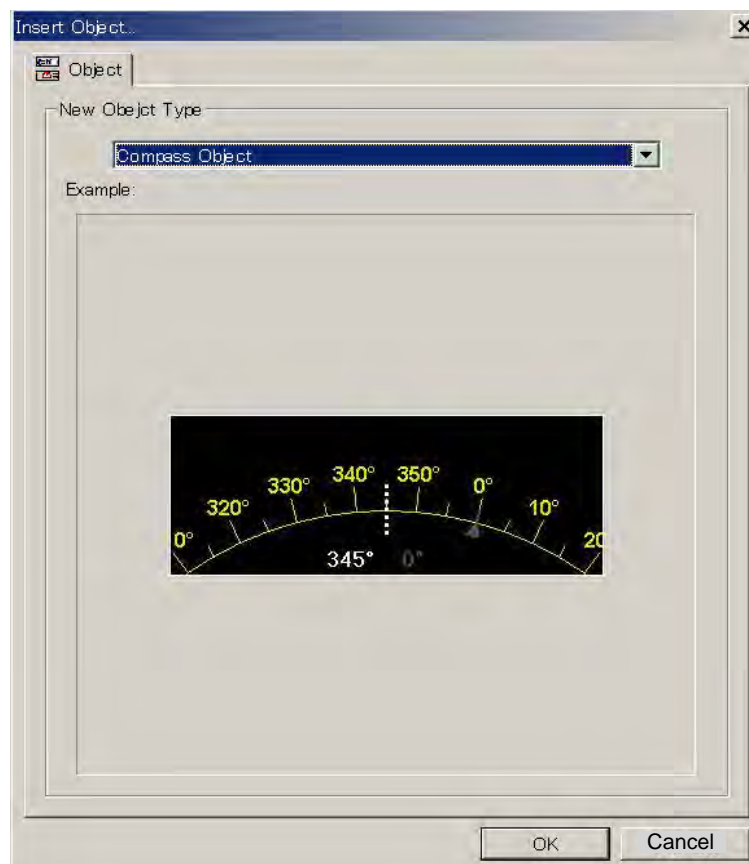
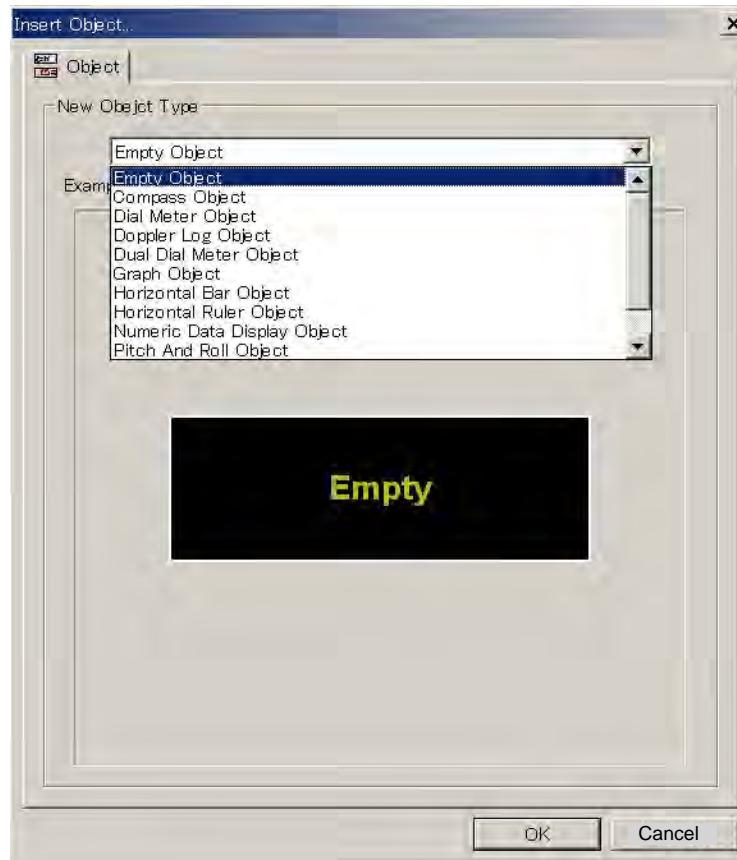


2. Click the **Insert Object** to show the Insert Object dialog box.

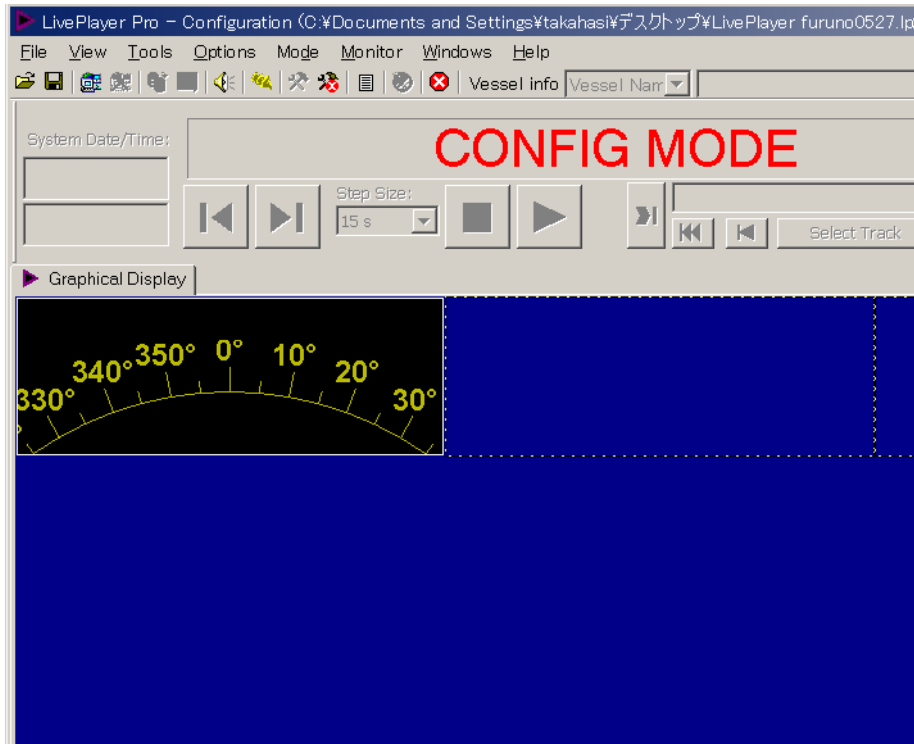


## 2. PLAYER CONFIGURATION

3. Click the arrow mark on the drop-down list and choose (click) an object desired you wish to display. In the 2<sup>nd</sup> example below, the compass object is chosen.

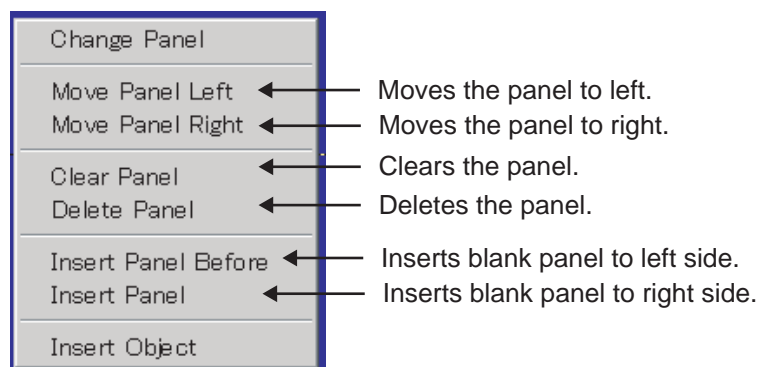


4. Click the **OK** button. In the example shown below, the compass object is displayed in the data window.



5. Right-click on an empty panel again to show the panel menu and repeat the step 2 to 4 several times to choose other objects. There are 11 objects: Compass object, Dial meter object, Doppler log object, Dual dial meter object, Graph object, Horizontal bar object (up to two bars), Horizontal ruler object, Numeric data display object, Pitch and Roll object, Rudder object and Vertical bar object (up to four bars).

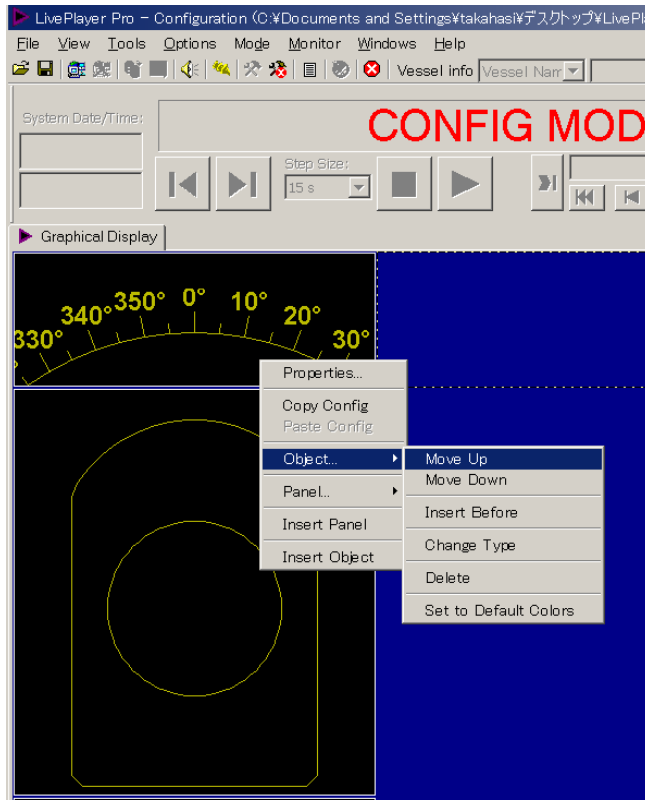
**About panel menu**



## 2. PLAYER CONFIGURATION

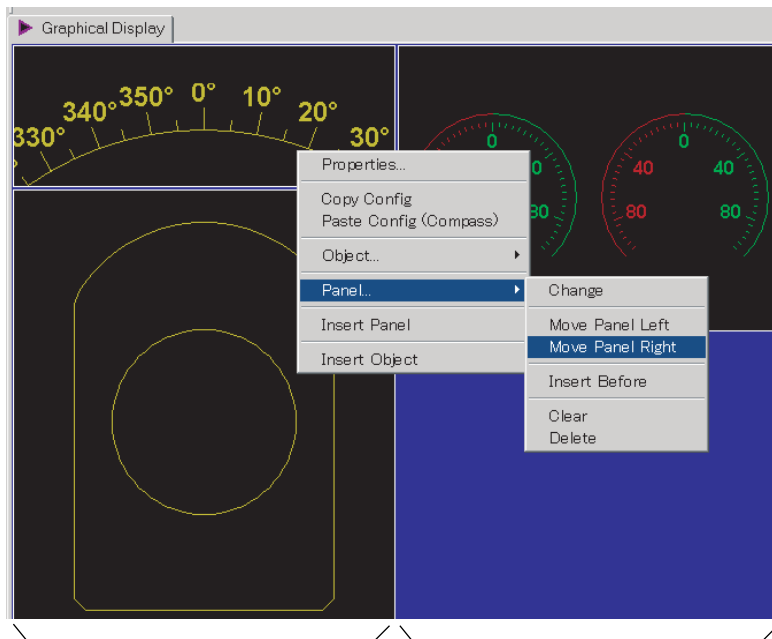
The position of an object within a panel may be changed, i.e., the object may be moved up and down as follows:

1. Right-click on a graphical object to show the sub-menu.
2. Click **Object** and then **Move Up** or **Move Down**.



A graphical object cannot be moved to another panel, i.e., to the left or to the right. However a panel (or column) can be moved to left or right.

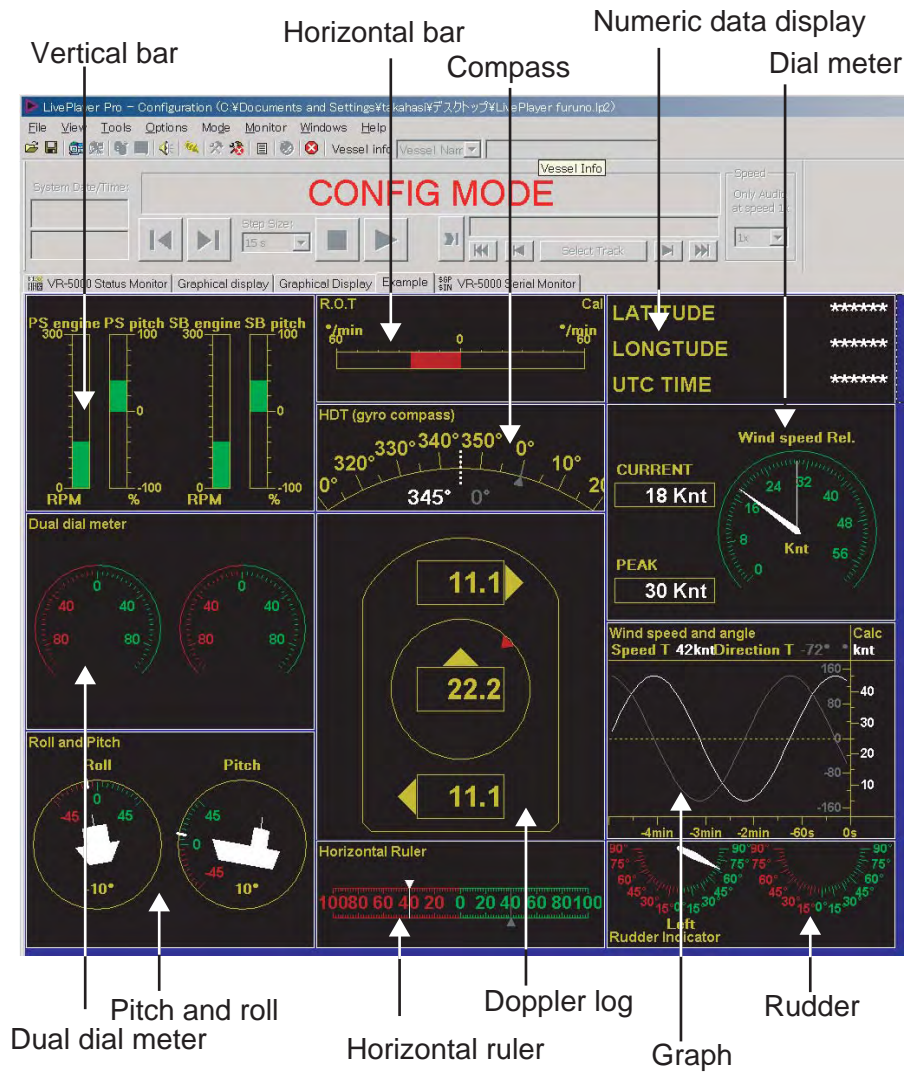
1. Right-click on a graphical object to show the sub-menu.
2. Click **Panel** and then **Move Panel Left** or **Move Panel Right**.



The graphical objects of this panel (column) can be moved to right.

This panel can be moved to left.

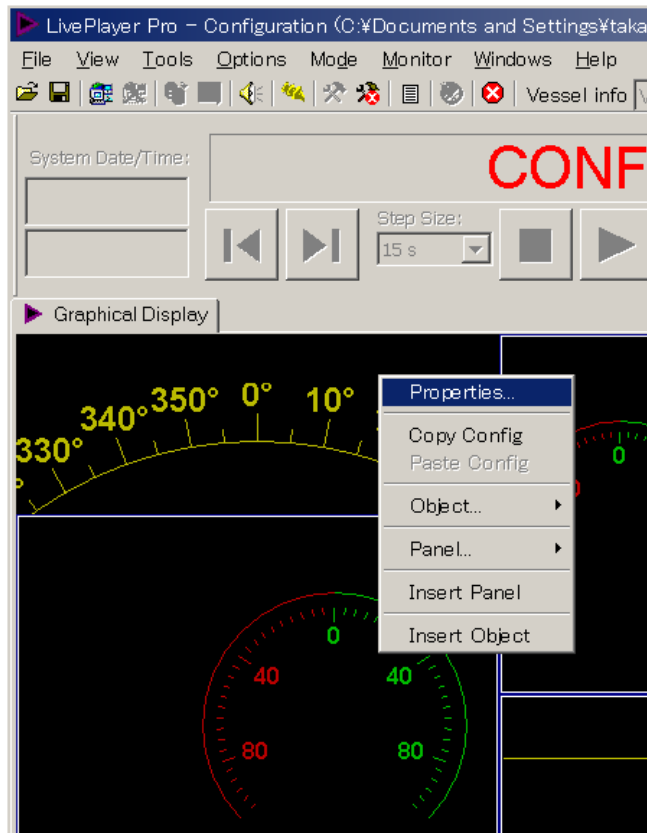
Example of panel layout



## 2. PLAYER CONFIGURATION

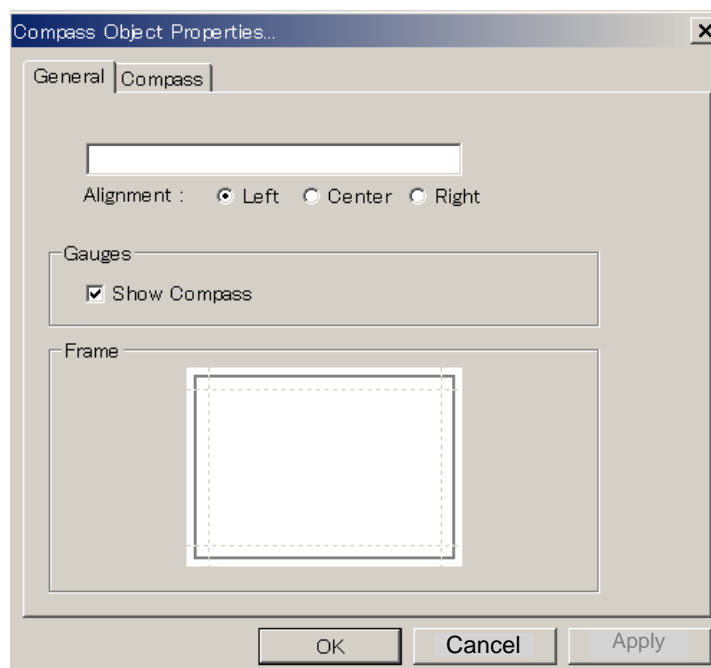
### 2.3.2 Configuration of graphical object

There are 11 objects. Configure each graphical object as described in the next several paragraphs. To display each Properties dialog box, right-click each object and choose Properties.



### 2.3.3 Compass object

#### *General tab*





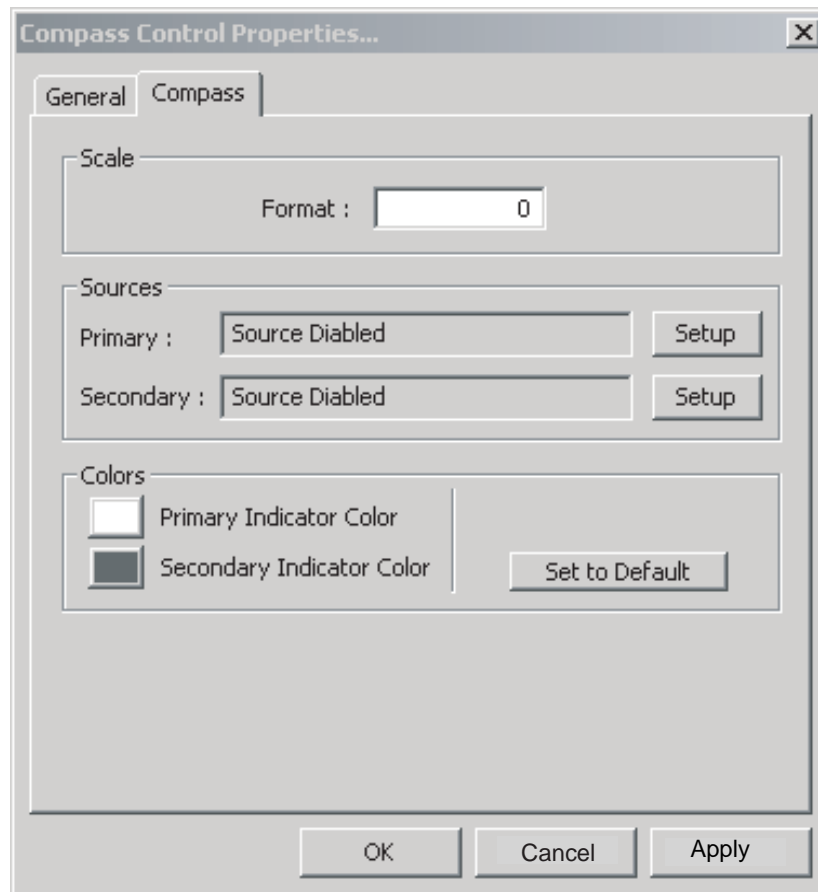
The first tab page, called “General”, contains the most common parameters for a graphical object.

**Title:** Enter text that is displayed in the graphical object.

**Gauges:** Check the checkbox for enabling the display of gauges defined for that graphical object.

**Frame:** The boundary of a graphical object is indicated (default) with four thin lines. A number of graphical objects may be grouped by removing the adjacent lines. This is purely a visual effect. A line may be disabled / enabled by double clicking its position on the squared symbol located in this field.

### ***Compass tab***



### **Scale**

**Format:** is used to define the format of the figures on the compass dial, see paragraph 2.3.14.

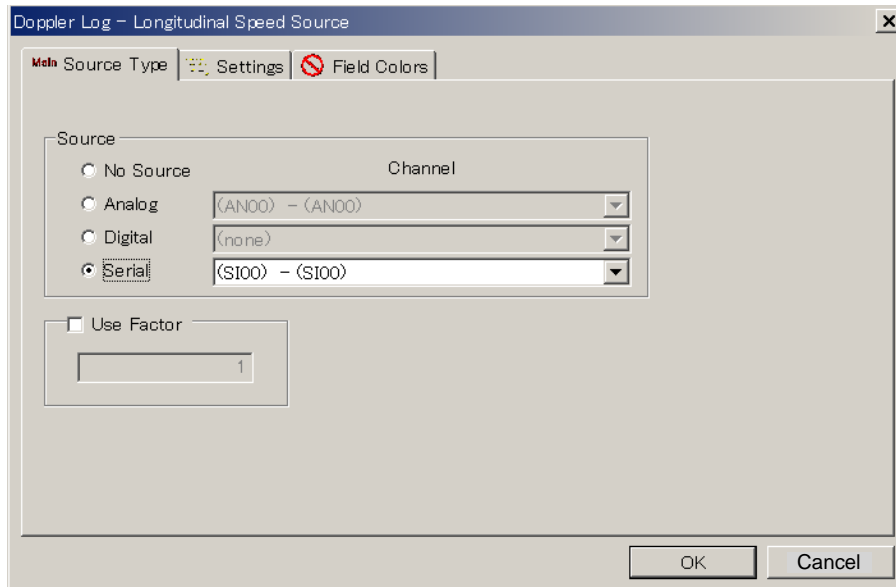
## 2. PLAYER CONFIGURATION

### Sources

**Primary:** Set the primary data source to control the rotation of the compass dial.

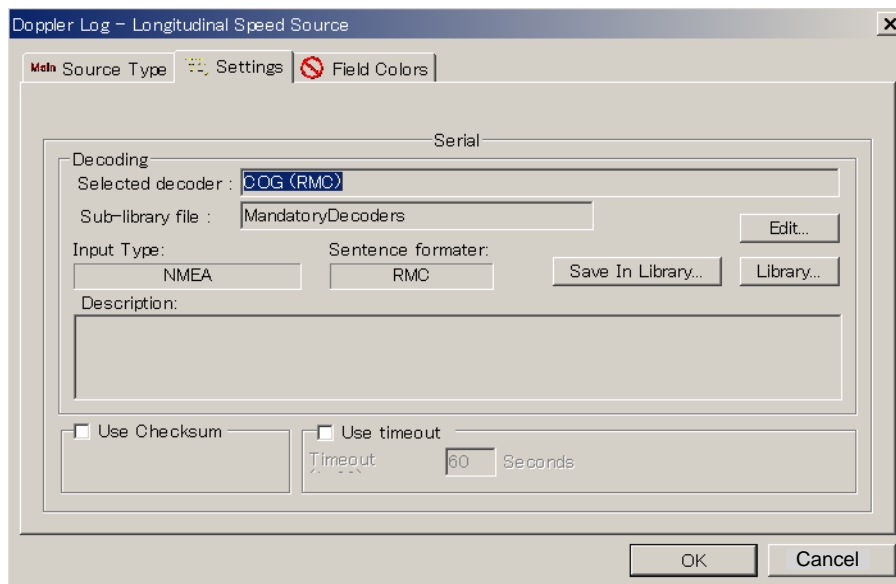
**Secondary:** Set the secondary (optionally) data source to control a small triangle circling the compass dial.

Click the **Setup** button to display the source setting dialog box.



**Source:** The source field is used to select the proper source for the gauge.

**Use Factor:** The operator may apply a factor (multiplier) to the original data, e.g., knots may be converted to m/s.



See section 2.2 for setting.

### Colors

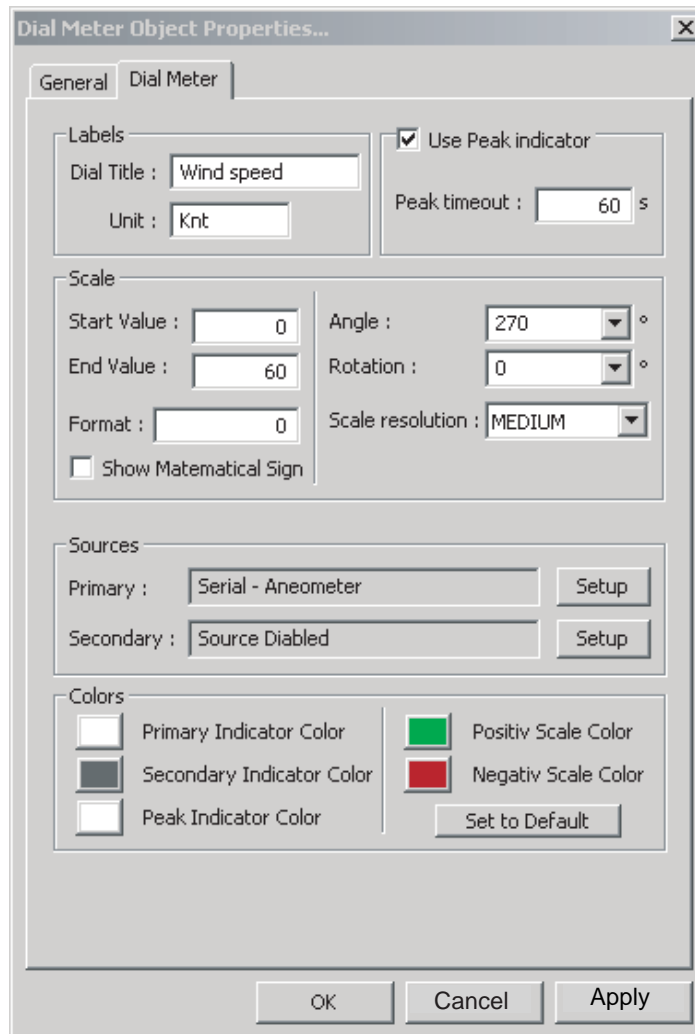
The parameters in this field control the appearance of the compass dial. The **Set to Default** button may be used to reset all the colors to the default definition.

See paragraph 2.3.13.

### 2.3.4 Dial Meter object and Dual Dial Meter object

The setting of **General** tab is almost the same as in paragraph 2.3.3.

#### *Dial Meter tab*



#### Labels

**Dial Title:** Text located immediately over the dial meter.

**Unit:** Text located inside the dial.

**Use peak indicator:** The peak indicator will show the maximum reading for a specified time (peak timeout). This is useful when measuring wind speed, for example.

#### Scale

This field contains the parameters for controlling the geometry and resolution of the dial.

**Start value:** The start value corresponds to the most anticlockwise point on the dial.

**End value:** The end value corresponds to the most clockwise point on the dial.

**Format:** Format is used to define the format of the figures on the dial, see paragraph 2.3.14.

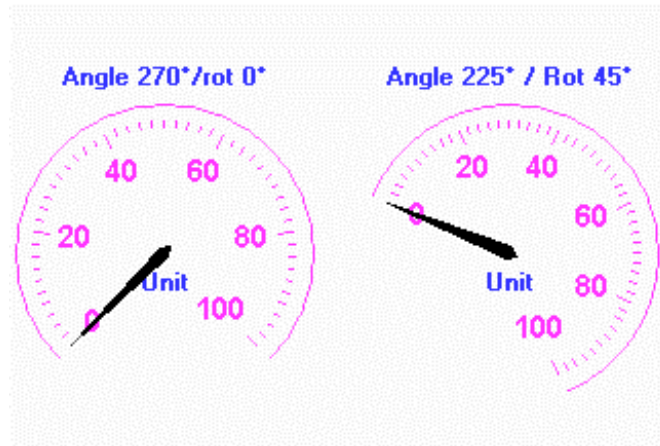
## 2. PLAYER CONFIGURATION

**Show mathematical sign:** The parameter controls whether figures on the dial are displayed signed or unsigned.

**Angle:** Defines the extent of the dial

**Rotation:** The dial will per default be oriented like a typical speedometer in a car, i.e., the axis of symmetry is vertical. The operator may change the orientation by entering a value other than 0 in this field.

**Scale Resolution:** This parameters control the graduation of the dial.



Example of settings for dual dial meter

### Sources

**Primary:** Input to the pointer for the dial meter.

**Secondary:** Input to the secondary indicator for the dial meter. The secondary indicator is shown as a small triangle. The secondary indicator is typically used for displaying the “commanded value” while the main indicator shows the actual value.

The **Setup** button will open a dial box where the source data may be defined. See the previous paragraph.

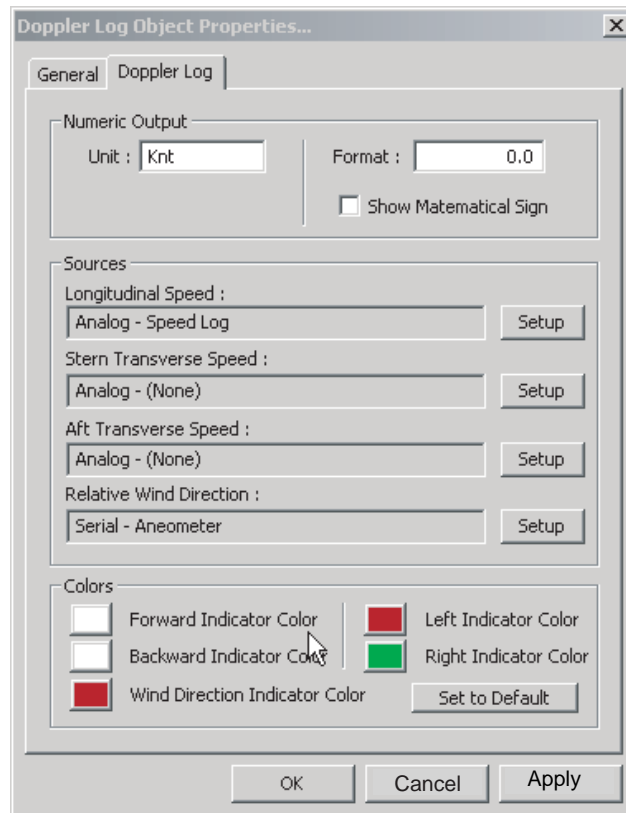
### Colors

Parameters in this field control the appearance of the dial meter. The **Set to Default** may be used to reset all the colors to the default definition. See paragraph 2.3.13.

### 2.3.5 Doppler log object

The setting of General tab is almost the same as in paragraph 2.3.3.

#### *Doppler Log tab*



#### Numeric Output

**Unit:** Text displayed after all numeric outputs, e.g., KNT.

**Format:** Format is used to define the format of the numeric outputs. See paragraph 2.3.14.

**Show mathematical sign:** The parameter controls whether the numeric outputs are displayed signed or unsigned.

#### Sources

Four inputs may be applied to the Doppler log object.

**Longitudinal speed:** is shown as numeric data in the center of the object.

**Stem transverse speed:** is shown as numeric data at top of the object.

**Aft transverse speed:** is shown as numeric data at bottom of the object.

**Relative wind direction:** is shown as a triangle circling the center of the object.

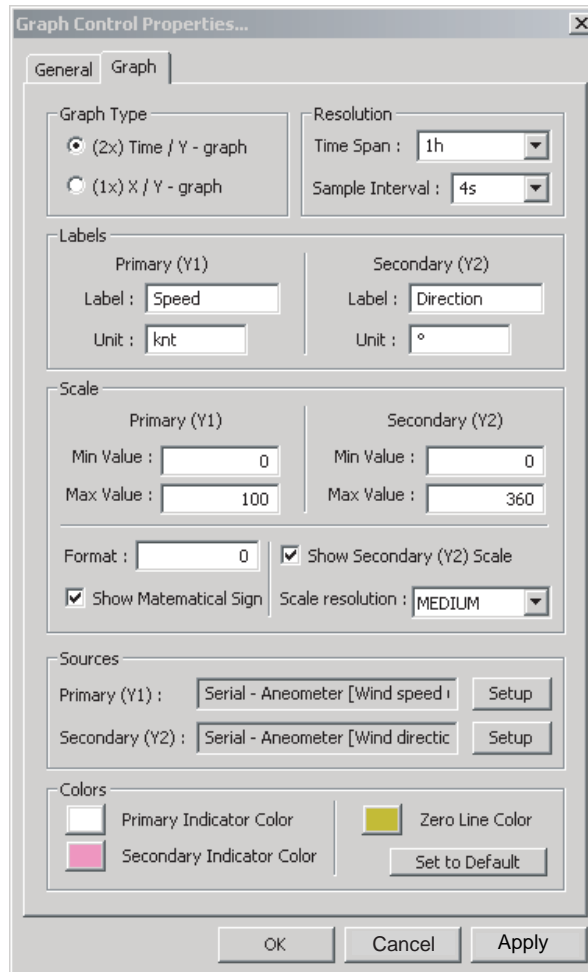
#### Colors

Parameters in this field control the appearance of the object. The **Set to Default** may be used to reset all the colors to the default definition. See paragraph 2.3.13.

### 2.3.6 Graph object

The setting of **General** tab is almost the same as in paragraph 2.3.3.

#### **Graph tab**



#### **Graph type**

The field is used for defining the input to the X-coordinate for the graph object.

**Time/Y graphs:** The primary and secondary will be used as Y-coordinate for two independent graphs. The time will be used as X-coordinate for both graphs.

**X/Y graph:** The primary input will be used for the X-coordinate and the secondary for the Y-coordinate.

#### **Resolution**

The field is used for defining the resolution of the graph(s). Small values for "Time Span" and "Sample Interval" provide a graph with high resolution while high values provide a graph that covers a large time span.

#### **Labels**

**Label:** Labels for numeric output

**Unit:** Text displayed after numeric output and Y-axis, and X-axis if X/Y graph is selected.

### Scale

The field is used for defining resolution for the Y-axis and the X-axis in case of X/Y graph and Y-axis in case of Time/Y graph.

### Sources

Primary: Set the primary data source for Y1 axis or Y axis.

Secondary: Set the secondary data source for Y2 axis or X axis.

### Colors

Parameters in this field control the colors of the graph. The **Set to Default** may be used to reset all the colors to the default definition. See paragraph 2.3.13.

## 2.3.7 Vertical bar object

The setting of **General** tab is almost same as in paragraph 2.3.3.

### *Vertical Bar tab*

### Labels

A vertical bar has two labels, one at each end. One of them is typically used as description while the other indicates units.

### Scale

**Start value:** The start value corresponds to the bottom of the bar.

**End value:** The end value corresponds to the top of the bar.

## 2. PLAYER CONFIGURATION

**Mirror horizontally:** Two adjacent bars are per default two symmetrical instances of the bar object. i.e. bar 1,2 and 3,4 form two pairs. The operator may change this by e.g. “horizontally mirror” bar object 1 and 3.

**Format:** Format is used to define the format of the figures for the bar object. See paragraph 2.3.14.

**Show mathematical sign:** The parameter controls whether figures related to the bar object are displayed signed or unsigned.

### Sources

**Primary:** Input to the main indicator for the bar object.

**Secondary:** Input to the secondary indicator for the bar object. The secondary indicator is shown as a small triangle. The secondary indicator is typically used for displaying the “commanded value” while the bar shows the actual value.

### Colors

Parameters in this field control the appearance of the bar object. The **Set to Default** may be used to reset all the colors to the default definition. See paragraph 2.3.13.

## 2.3.8 Horizontal bar object

The setting of **General** tab is almost the same as in paragraph 2.3.3. To display two horizontal bars, check two check boxes in the Gauges field in the General tab.

The parameters for the horizontal bar correspond to the parameters for vertical bar. An extra label (middle) has been added.

The screenshot shows a configuration dialog box with three tabs: "General", "Horizontal Bar 1", and "Horizontal Bar 2". The "General" tab is active. It contains several sections:

- Labels:** Three text input fields. "Left Label" contains "%", "Middle Label" contains "Bow Truster", and "Right Label" contains "%".
- Scale:** "Start Value" is "-100", "End Value" is "100", and "Format" is "0". There is a checked checkbox for "Show Mathematical Sign" and an unchecked checkbox for "Mirror vertically".
- Sources:** "Primary" is "Serial - Thrust 1 Order" and "Secondary" is "Source Disabled". Each has a "Setup" button.
- Colors:** Three color selection boxes: "Positiv Bar Color (Primary)" (green), "Negativ Bar Color (Primary)" (red), and "Triangle Color (Secondary)" (grey). A "Set to Default" button is also present.

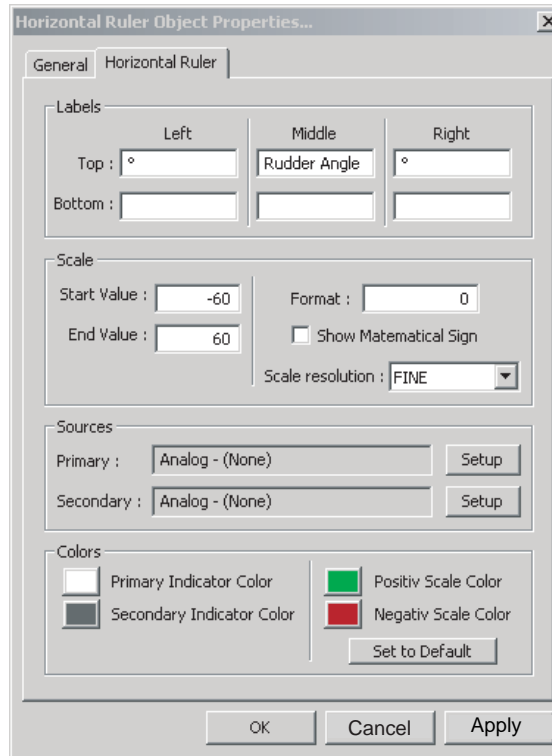
At the bottom of the dialog are "OK", "Cancel", and "Apply" buttons.



### 2.3.9 Horizontal ruler object

The setting of **General** tab is almost the same as in paragraph 2.3.3.

#### *Horizontal ruler*



#### Labels

A horizontal bar has 6 labels.

#### Scale

**Start value:** The start value corresponds to the far-left point of the ruler.

**End value:** The end value corresponds to the far-right point of the ruler.

**Format:** Format is used to define the format of the figures on the ruler object. See paragraph 2.3.14.

**Show mathematical sign:** The parameter controls whether figures related to the ruler object are displayed signed or unsigned.

**Scale resolution:** Close the scale resolution among Course, Medium and Fine.

#### Sources

**Primary:** Input to the main indicator for the bar object. The main indicator is shown as a triangle above the ruler.

**Secondary:** Input to the secondary indicator for the bar object. The secondary indicator is shown as a triangle below the ruler. The secondary indicator is typically used for displaying the “commanded value” while the primary indicator shows the actual value.

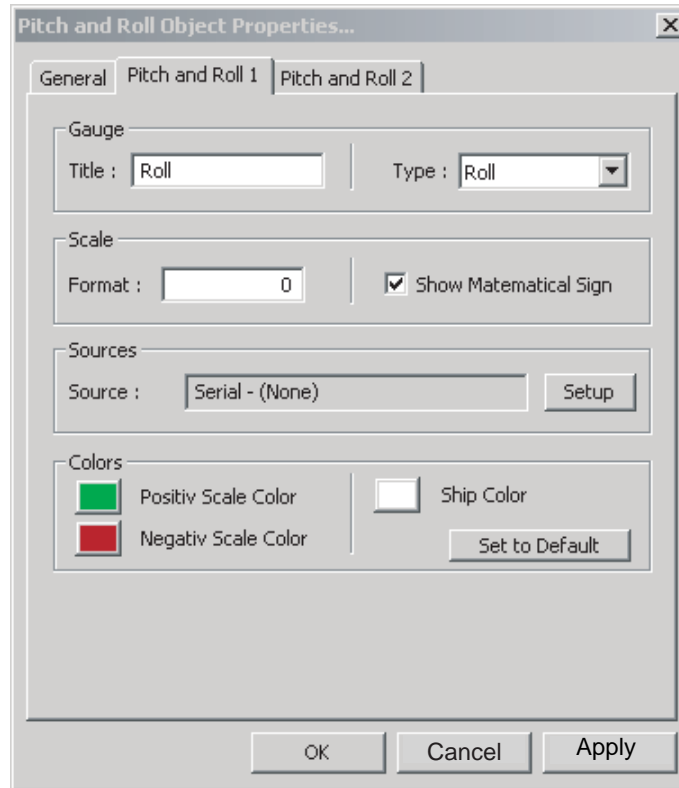
#### Colors

Parameters in this field control the appearance of the ruler object. The **Set to Default** may be used to reset all the colors to the default definition. See paragraph 2.3.13.

### 2.3.10 Pitch and roll object

The setting of **General** tab is almost same as in paragraph 2.3.3.

#### *Roll and pitch indicator*



#### **Gauge**

**Title:** Text shown above the gauge.

**Type:** Used to select gauge type (roll or pitch). Roll is default for gauge 1 and pitch is default for gauge 2.

#### **Scale**

**Format:** Format is used to define the format of the numeric outputs. See paragraph 2.3.14.

**Show Mathematical Sign:** The parameter controls whether figures on the dial are displayed signed or unsigned.

#### **Sources**

**Source:** The data source controls the pointer; the typical input is data from the rudder angle sensor.

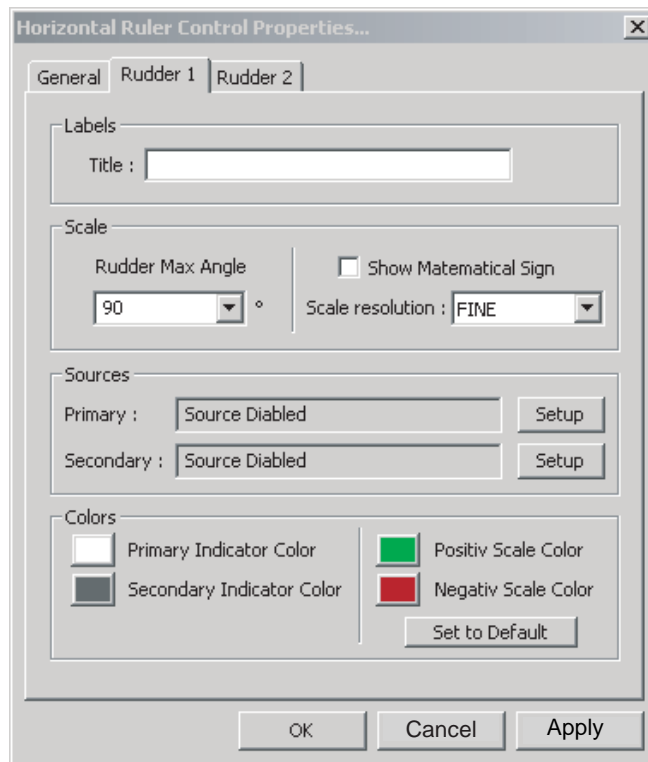
#### **Colors**

Parameters in this field control the appearance of the object. The **Set to Default** may be used to reset all the colors to the default definition. See paragraph 2.3.13.

### 2.3.11 Rudder object

The setting of **General** tab is almost the same as in paragraph 2.3.3.

#### ***Rudder Indicator tab***



#### **Labels**

**Title:** Text shown beneath the rudder indicator.

#### **Scale**

**Rudder Max Angle:** This parameter controls the extent of the dial for the object. It is recommended that a value equal to the maximum rudder angle for vessel is used.

**Show Mathematical Sign:** The parameter controls whether figures on the dial are displayed signed or unsigned.

#### **Sources**

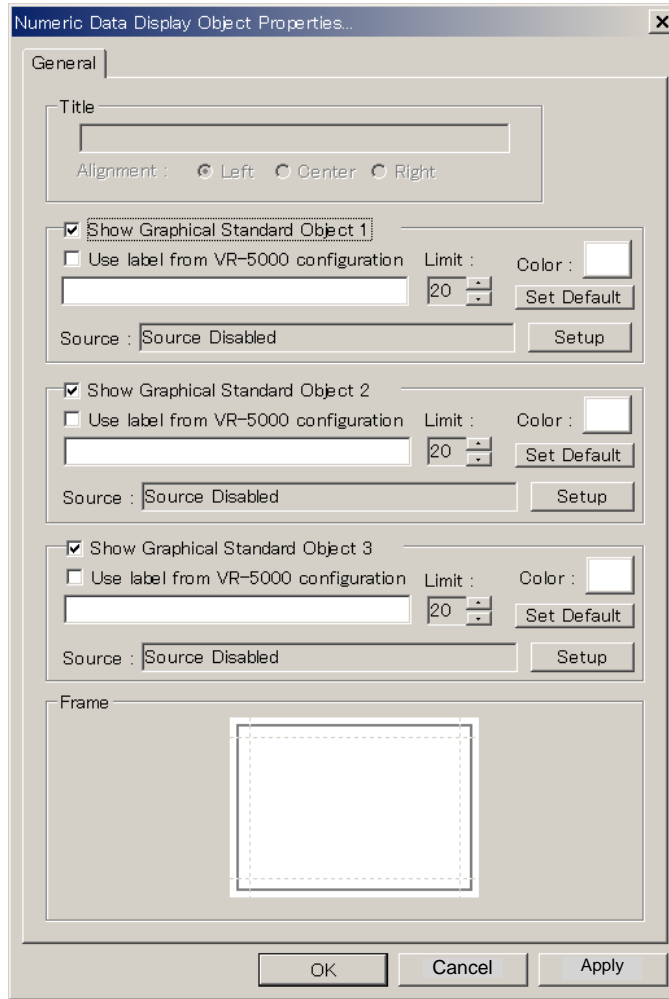
**Primary:** The primary data source controls the pointer; the typical input is data from the rudder angle sensor.

**Secondary:** The secondary (optionally) data source controls a small triangle circling the dial. The typical secondary input is "Commanded rudder angle"

#### **Colors**

Parameters in this field control the appearance of the object. The **Set to Default** may be used to reset all the colors to the default definition. See paragraph 2.3.13.

### 2.3.12 Numeric data display object



The Numeric Data Display does not display any gauges. Three smaller “objects” for displaying numeric data or text are displayed instead. These smaller objects, called “Graphical standard objects”, are almost identical to the non-graphical standard objects defined for showing data in tabular form.

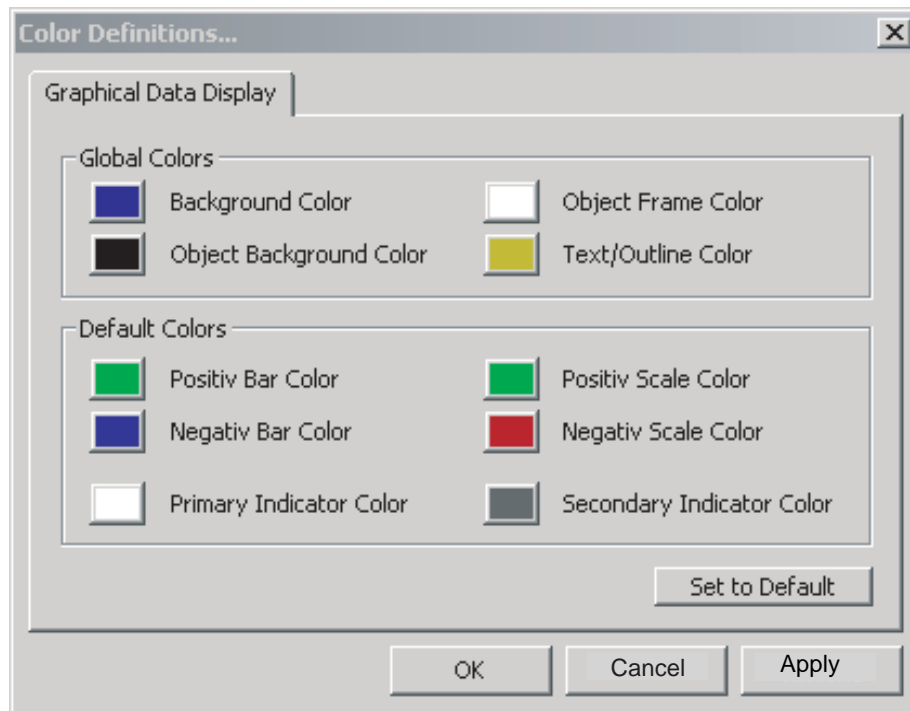
Note that the overall title for the graphical object may interfere with the “Graphical Standard Object” #1.

The color of the label text for a “Graphical Standard Object” is determined by the default color definition (Text/Outline Color) see paragraph 2.3.13. The “Primary indicator color” is used as default for the displayed data but may be set by the operator.

A number of Numeric Data Displays may be linked by removing adjacent lines.

### 2.3.13 Default color definition

To open the Color Definitions dialog box, click **Options** on the menu bar and then click **Color Definitions**.



The **global colors** define the overall color scheme used for the graphical data display(s).

- The **Background Color** is the color of the window used for a graphical data display. The background color will be visible because there is a small space between objects (unless they are merged).
- The **Object Frame Color** indicates the border of an object.
- The **Object Background Color** is background color used for objects.
- The **Text / Outline Color** is color for static text (e.g. labels) and for outline of most gauges.

Changes to Global color take affect immediately after the **OK** or **Apply** button is clicked, even when the Player is not in the configuration mode.

The **default colors** are the colors of dynamic elements in a graphical data display, e.g., the indicator for a dial meter. Changes to default colors will only take affect for new objects. The colors for an existing object may be set to new default colors by right-clicking on the object (in configurations mode) and selecting **Object** -> **Set to Default Colors**.

### 2.3.14 Formatter syntax

Figures displayed by the graphical objects may be formatted, i.e., the number of digits after the decimal point and leading zeroes may be defined.

The formatter syntax is identical to the syntax defined for formatting output from an NMEA decoder.

Example: The figures 7.5 and 10 will be displayed like this depending on the formatter.

Formatter	7.5	10
0	7	10
0.0	7.5	10.0
000	007	010

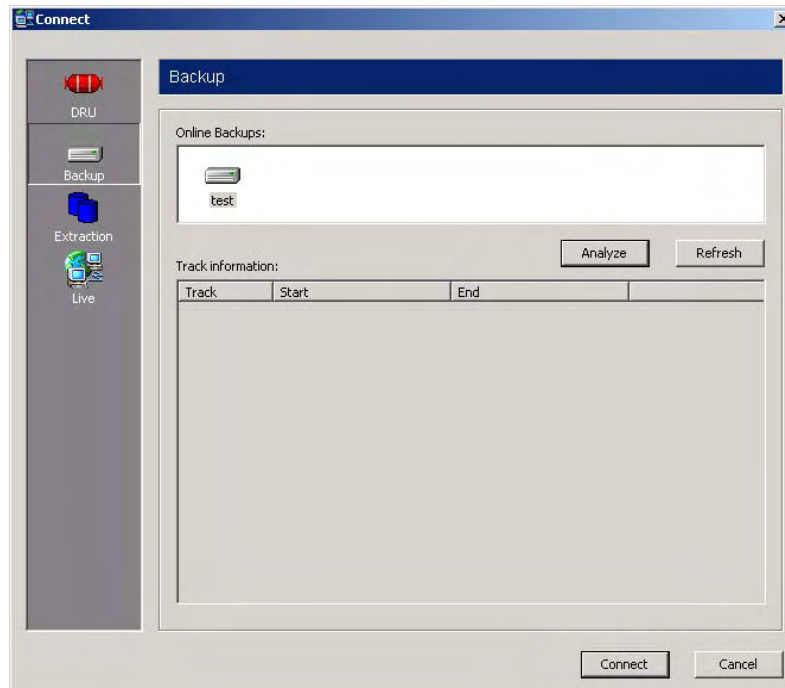
## 2.4 Saving the Configuration

To save the configuration created to the PC:

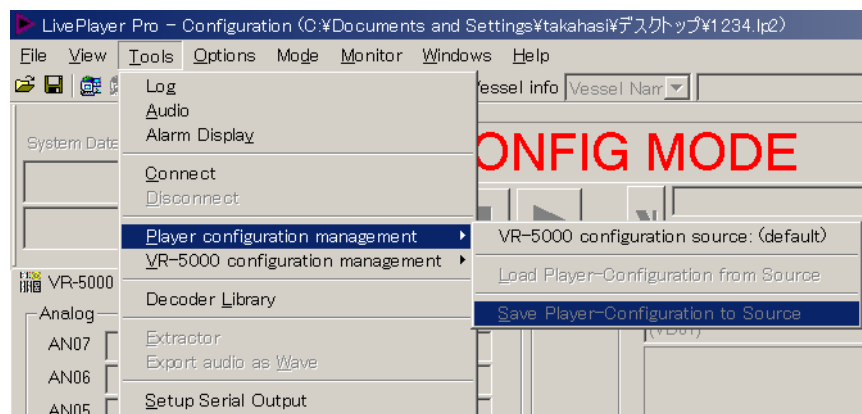
1. Click **File** -> **Save as** in the menu bar.
2. Choose a directory where to save.
3. Enter file name and click the **Save** button.

To save the configuration to the DRU (Capsule) and/or the backup HDD:

1. Connect the PC as shown in the figure in paragraph 3.1.1, 3.2.1 or 4.1.
2. Open the Player configuration created.
3. Click the **Connect** button in the tool bar.



4. Click the **DRU**, **Backup** or **Live** icon depending to the hardware connection.
5. Click **Connection** button in the dialog box displayed.
6. Click **Tools** in the menu bar.
7. Click the **Player configuration management** -> **Save Player-Configuration to Source** in the menu displayed. Then, the configuration created is saved to the DRU and/or the backup hard disk.



If you are using another PC, you can load the configuration from the DRU.

# 3. REPLAY (PLAYBACK)

---

The replay function is specially designed for data analysis after an incident. Since accessing the data recorded in the DRU is NOT allowed while the VDR is recording, in accordance with IEC regulations, replay is only possible by direct connection with the DRU or Backup HDD, when stopping recording.

Note that the recording is terminated only:

- During essential maintenance purposes while the vessel is in port.
- When the vessel is laid-up.

To stop recording, turn off the BATTERY BACK-UP, DC SUPPLY MAINS and AC SUPPLY MAINS switches in DCU in this order. DO NOT turn off the system by the main breaker while the BATTERY switch is on. If this is done, the system operates on the batteries. The system stops after running on batteries for two hours.

There are three ways to replay the data recorded:

- 1) Reading the data recorded in the DRU (Capsule) by accessing the data stored in DRU directly without retrieving.
- 2) Reading the data recorded in a Backup HDD by accessing the data stored in a Backup HDD directly without retrieving.
- 3) Reading the data retrieved from the DRU or Backup HDD.

## 3.1 Reading the Data Recorded in DRU (Capsule)

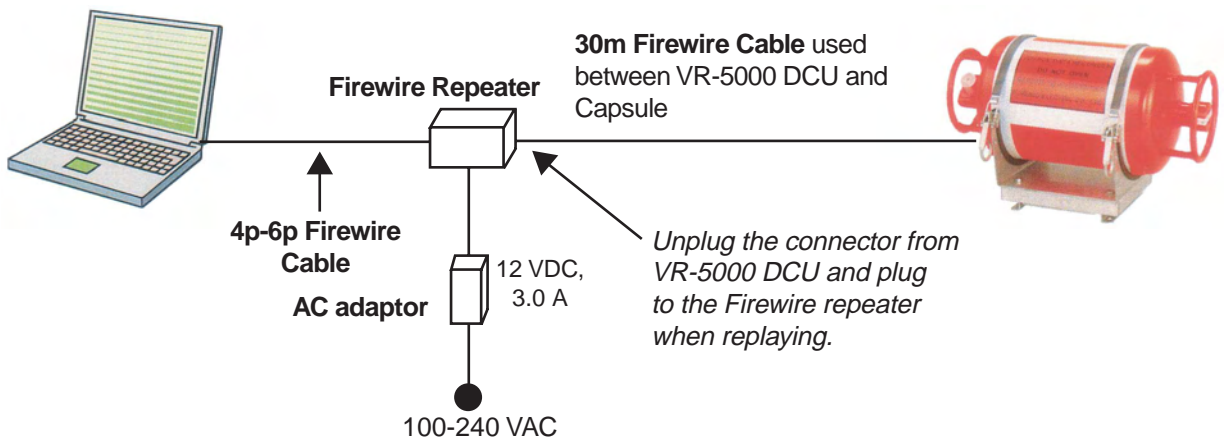
In this paragraph, we explain how to access the data recorded in the DRU (Capsule) directly without retrieving it.

Normally, it takes more than one hour to retrieve the recorded data from the DRU to the Replay PC. Using this Live Player Pro software, however, the data recorded in the DRU can be read to replay it without copying the data into the Hard Disk of the Replay PC. This feature is very useful for testing equipment function when installing the VDR, to check if all the data input to the VDR is recorded properly in the DRU.

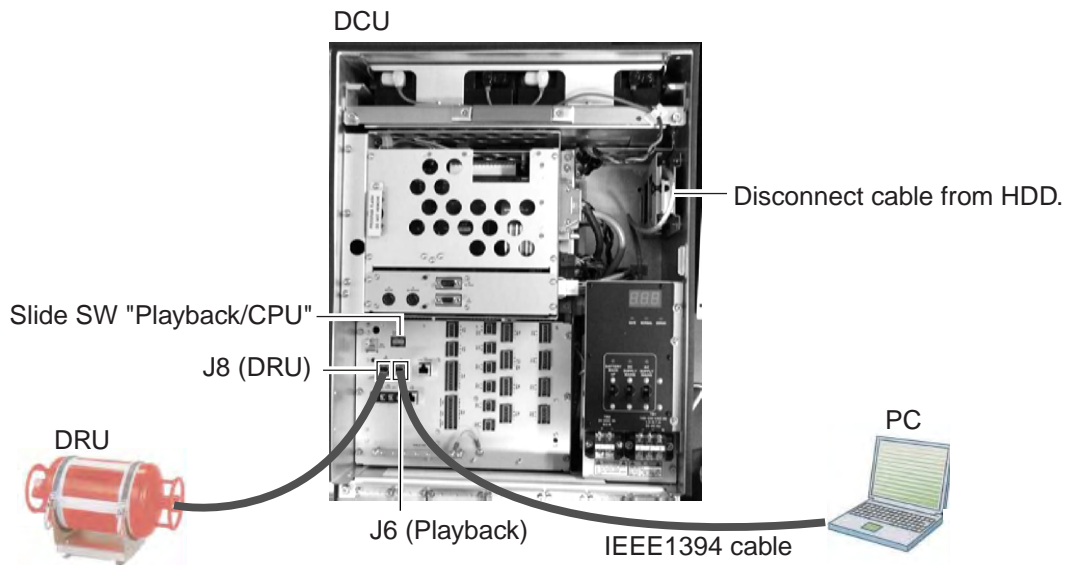


### 3.1.1 Wiring

#### VR-5000



#### VR-3000/3000S



Connect the units as follows:

1. Turn off the DCU.
2. Connect the IEEE1394 cable between J6 in the DCU and PC.
3. Set the slide switch to "PLAYBACK" in the DCU.
4. Disconnect the cable from the HDD. Leave the cable connected at J8.
5. Turn on the DCU.

After replaying data, restore cable connection and switch setting as follows:

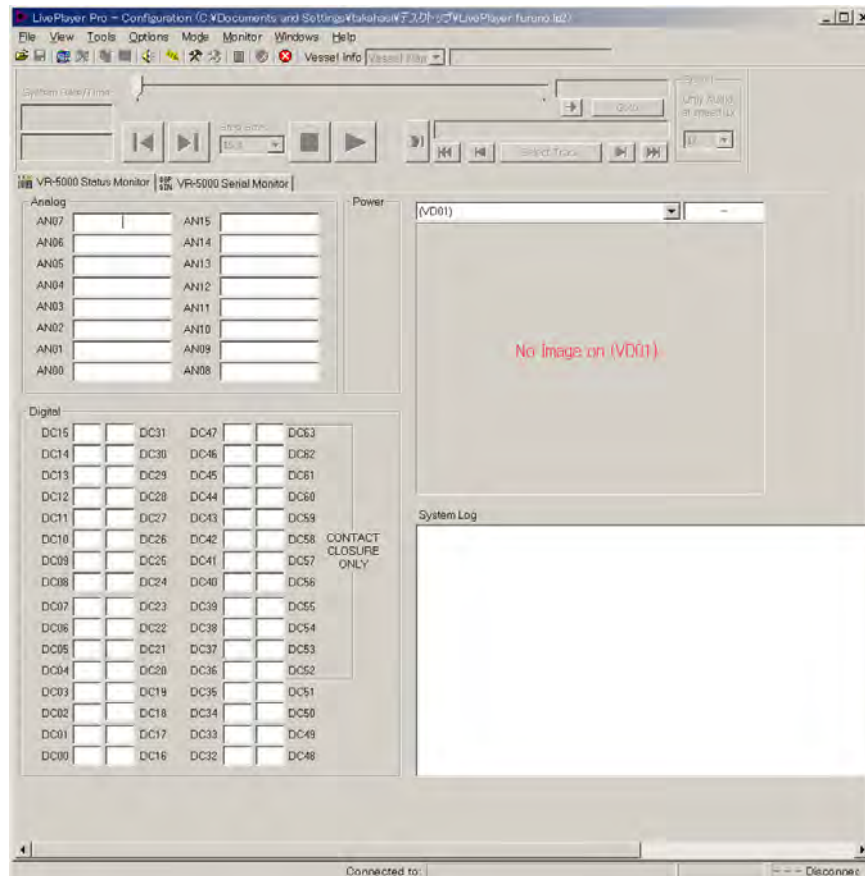
1. Turn off the DCU.
2. Disconnect the IEEE1394 cable between DCU and PC.
3. Set the slide switch to "CPU" in the DCU.
4. Connect cable disconnected at step 4 above to HDD.
5. Turn on the DCU.

### 3. REPLAY (PLAYBACK)

#### 3.1.2 How to replay data

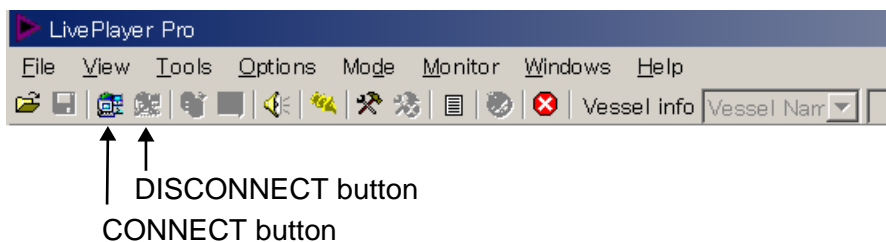
To replay data recorded in the Capsule, simply select source of data and push the start button.

1. Start the Live Player Pro software. The data window appears.



*Example of data window*

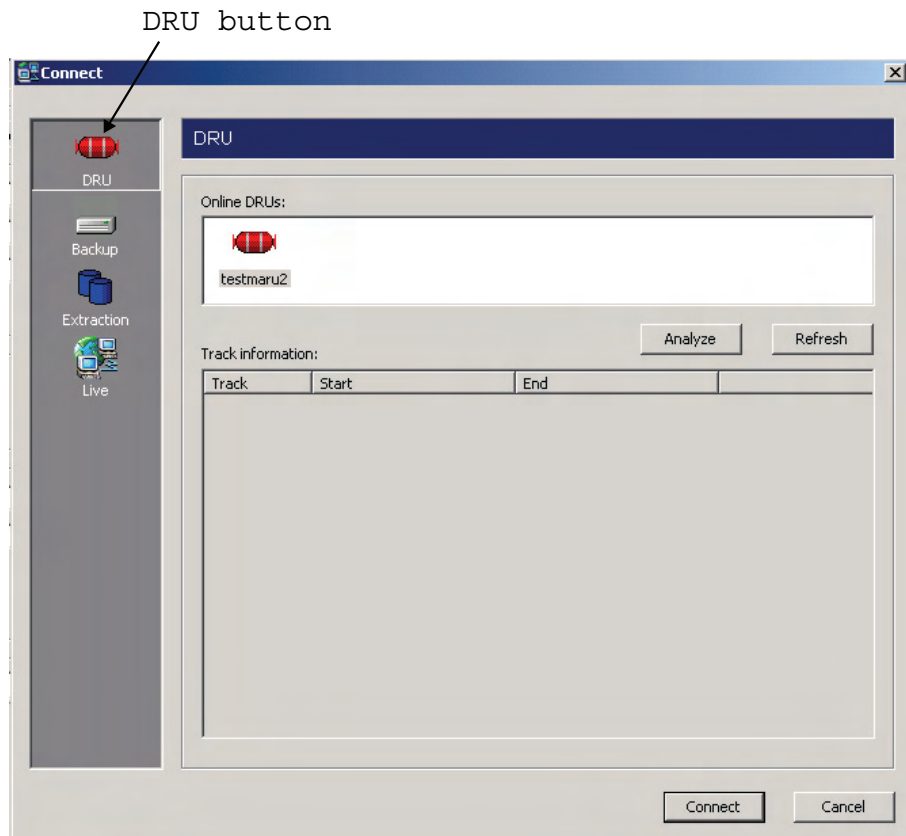
2. Click the **Connect** button in the tool bar.



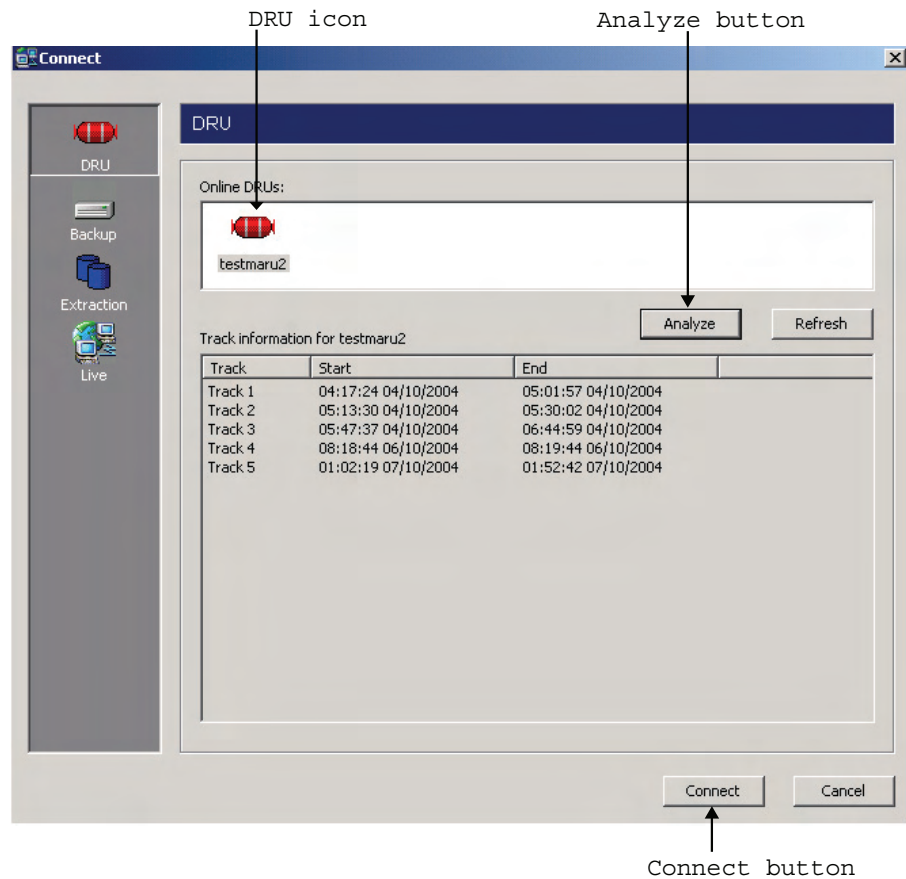
*Connect button*

The Connect dialog box appears as shown in the figure on next page.

3. If the **DRU** button is not selected, click it.

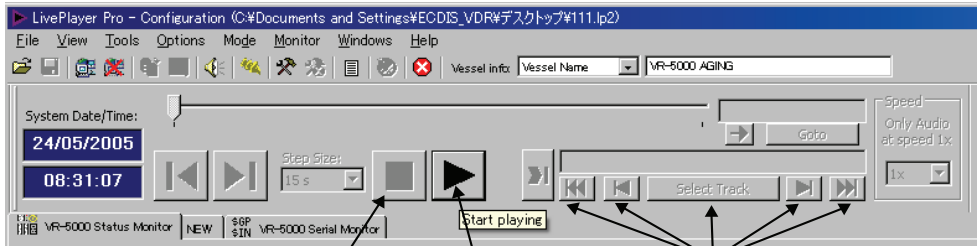


4. To see memory track information in the DRU, click the **Analyze** button.  
The track information appears in the connect dialog box.



### 3. REPLAY (PLAYBACK)

- Click the **DRU** icon and **Connect** button in the Connect dialog box.  
After completion of connection with the DRU, the Connect dialog box disappears.  
If you want to load the player configuration data from the DRU, click **Tools -> Player configuration management -> Load Player-Configuration from Source**.
- Click the **Start Playing** button to display the data recorded in the DRU.

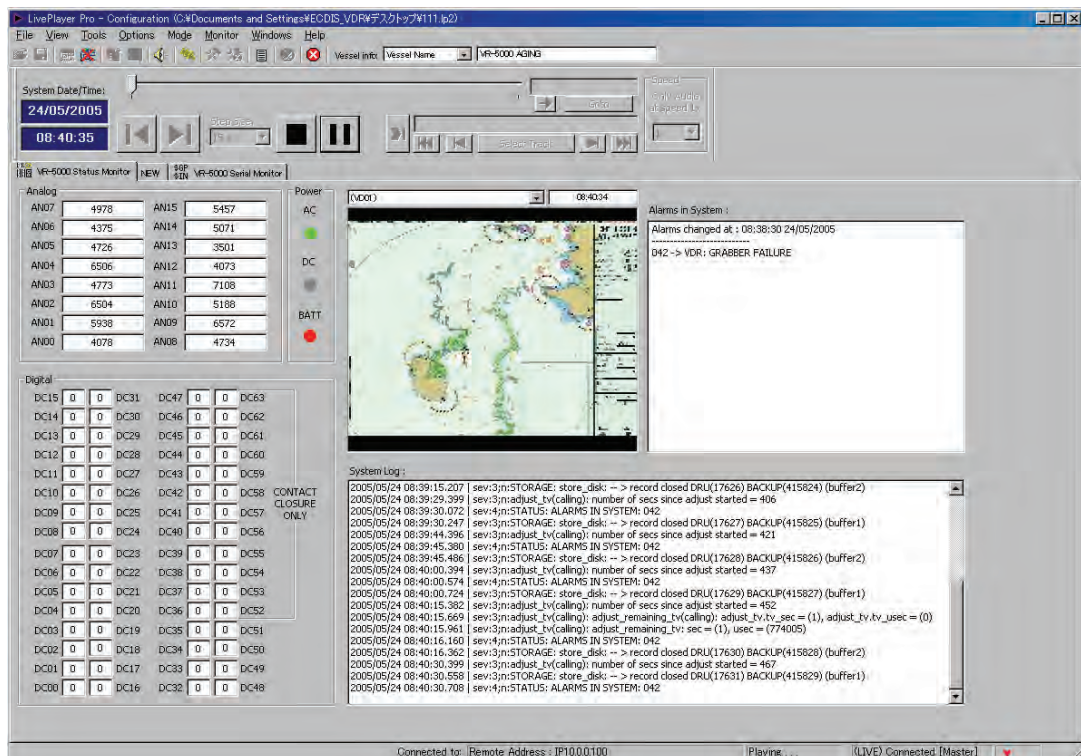


Stop Playing button Start Playing button these buttons to change track.

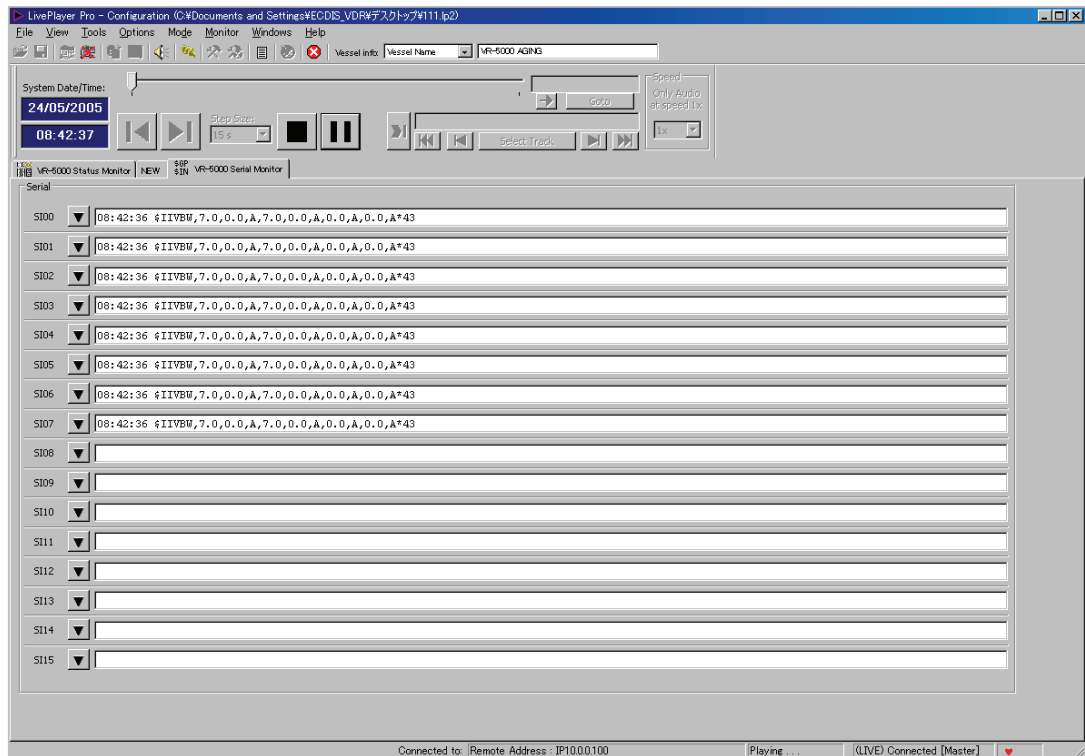
For example, various data is displayed as shown in the data window. Click a tab to change the data display window to see various data.

- To stop displaying data, click the **Stop Playing** button.
- To disconnect the line, click the **Disconnect** button in the tool bar (see the figure which follows step 2). The confirmation message appears. Click the **OK** button to disconnect.

The figure below shows an example of the data window.



Example of data window



*Example of serial data monitor*

## 3.2 Reading the Data Recorded in Backup HDD

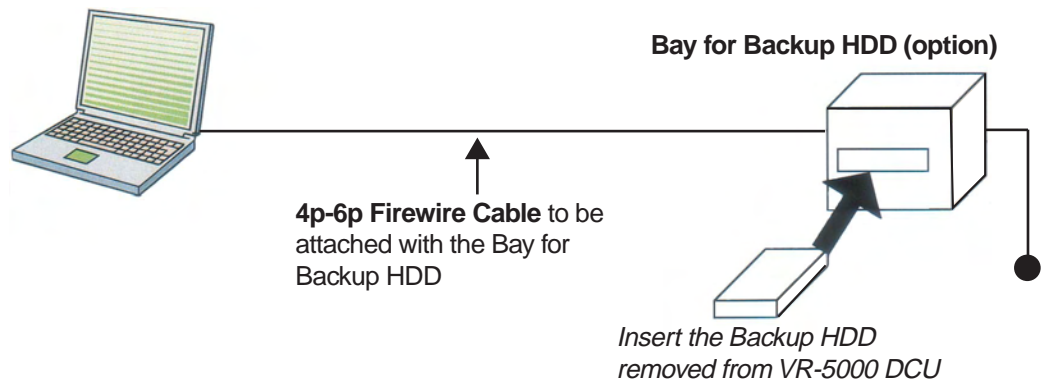
In this paragraph, we explain how to access and read the data recorded in the Backup HDD without retrieving the data from the hard disk.

Normally, it takes more than one hour to retrieve the recorded data from the Backup HDD to the Replay PC. Using this Live Player Pro software, however, the data recorded in the Backup HDD can be read for replay without copying the data into the hard disk of the Replay PC. This feature is very useful for testing equipment function when installing the VDR, to check if all the data input to the VDR is recorded properly in the Backup HDD.

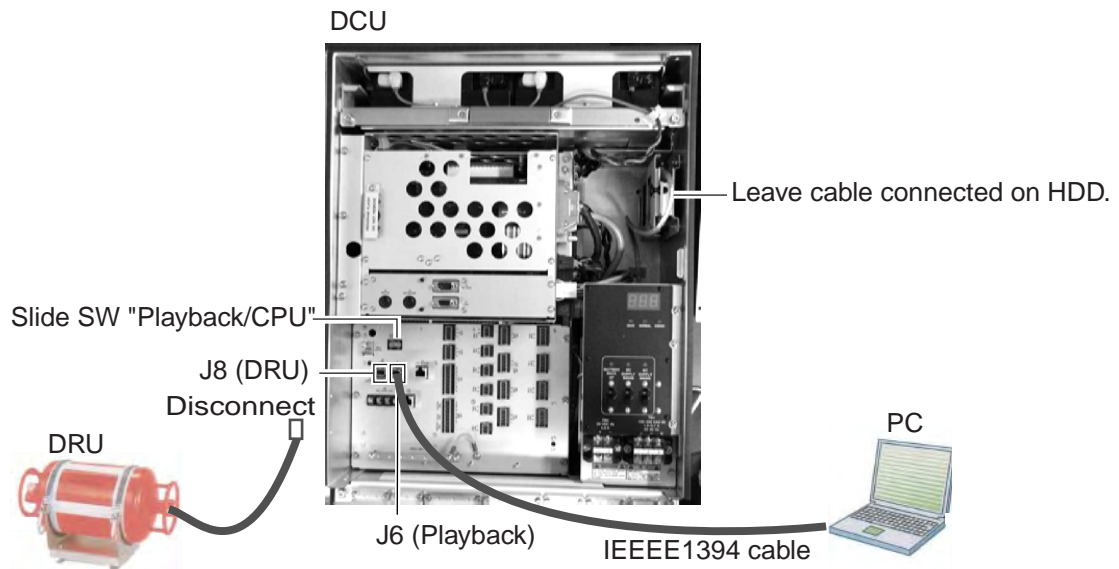
### 3. REPLAY (PLAYBACK)

#### 3.2.1 Wiring

##### VR-5000



##### VR-3000/3000S



Connect the units as follows:

1. Turn off the DCU.
2. Connect the IEEE1394 cable between J6 in the DCU and PC.
3. Set the slide switch to "PLAYBACK" in the DCU.
4. Disconnect the cable at J8. Leave the cable connected on HDD.
5. Turn on the DCU.

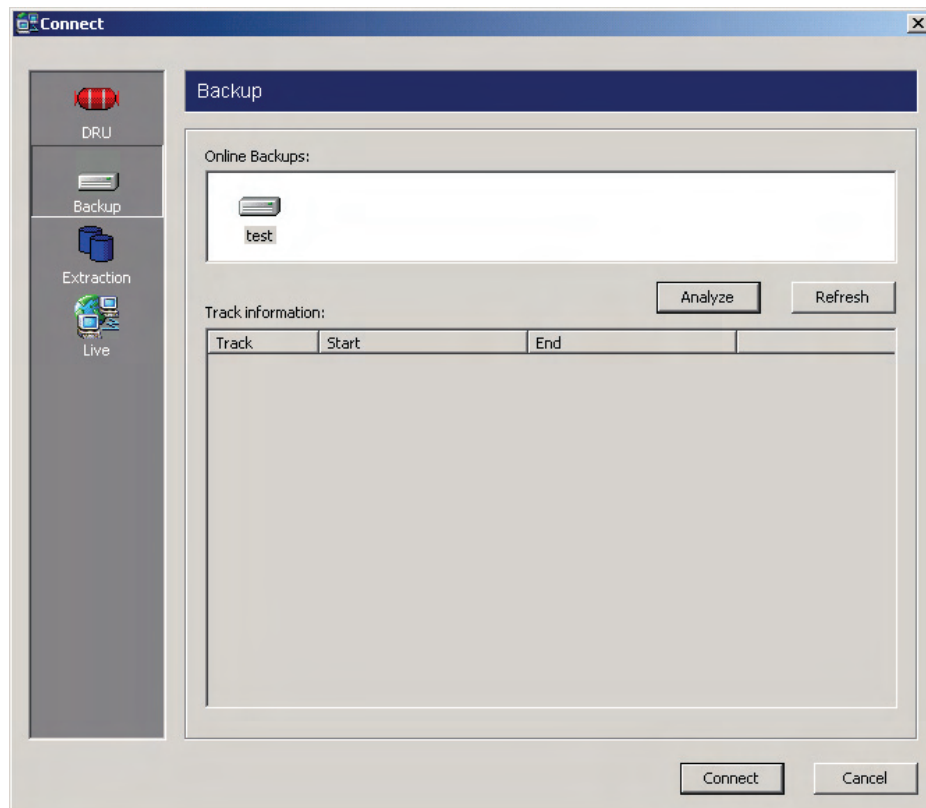
After replaying data, restore cable connection and switch setting as follows:

1. Turn off the DCU.
2. Disconnect the IEEE1394 cable between DCU and PC.
3. Set the slide switch to "CPU" in the DCU.
4. Connect the cable disconnected at step 4 above to J8.
5. Turn on the DCU.

### 3.2.2 How to replay the data

To replay the data recorded in the Backup HDD, simply select source of data and push the start button.

1. Start the Live Player Pro software.
2. Click the **Connect** button in the tool bar.  
The Connect dialog box appears.
3. Click the **Backup** button and choose a backup media.



*Connect dialog box*

4. To see memory track information in the Backup HDD, click the **Analyze** button.  
The track information appears in the Connect dialog box.
5. Click the **Connect** button in the Connect dialog box.  
After completion of connection with the Backup HDD, the Connect dialog box disappears.
6. Click the **Start Playing** button to display the data recorded in the Backup HDD.  
The data appears in the data window.
7. To stop displaying the data, click the **Stop Playing** button.
8. To disconnect the line, click the **Disconnect** button in the tool bar. The confirmation message appears. Click the **OK** button to disconnect.

### 3.3 Reading the Data Retrieved from DRU or Backup HDD

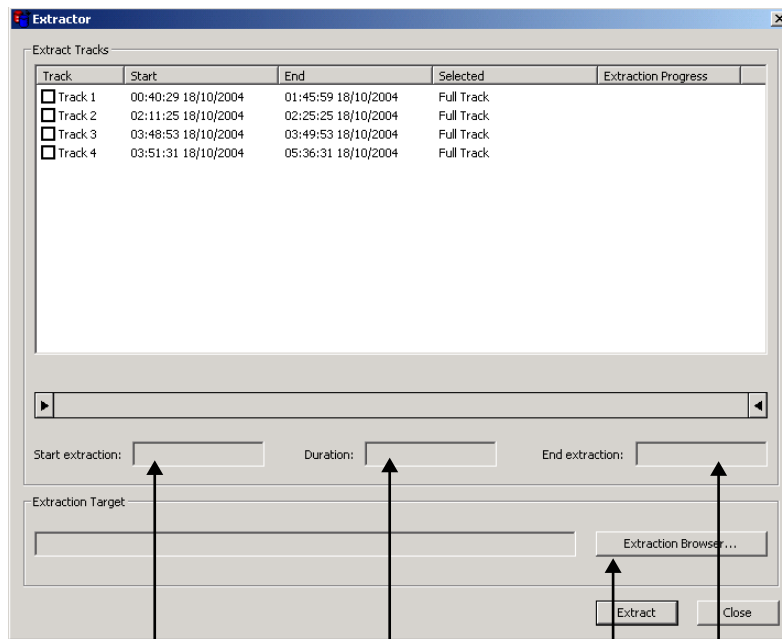
The data recorded in the DRU and the Backup HDD can be copied to the hard disk of the Replay PC and replayed by using the Live Player Pro software. The data copied can be replayed by another Replay PC. The wiring necessary to retrieve the data is the same as shown in paragraph 3.1.1 and 3.2.1.

To retrieve the data from the DRU (or the Backup HDD):

1. Click the **Connect** button in the tool bar. The Connect dialog box appears.
2. Click the DRU button or Backup button, depending on from where to retrieve data.
3. Click the **Connect** button in the Connect dialog box.
4. Click the **Extractor** button in the tool bar.



Extractor button

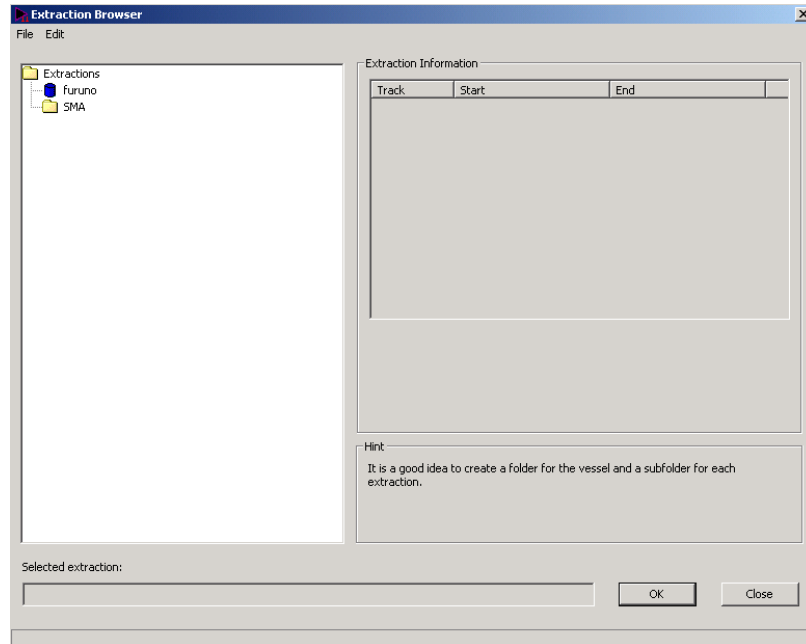


Start Extraction time      Duration      End Extraction time  
Extraction Browser button

5. Choose the tracks you want to retrieve, referring to the Start Extraction time, Duration, and End Extraction time. Also, the Start Extraction time, Duration, and End Extraction time can be changed.



6. Click the **Extraction Browser** button. The Extraction Browser dialog box appears.

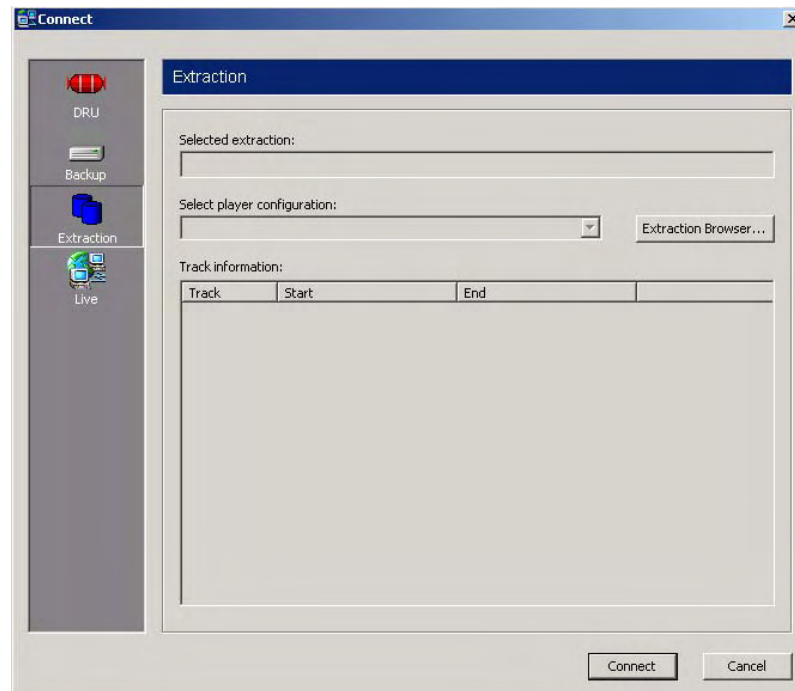


7. Choose **Edit** and **New Extraction** from the menu bar on the Extraction Browser dialog box and enter a file name.
8. Click the **OK** button. The Extraction Browser dialog box disappears.
9. Click the **Extract** button in the Extractor dialog box. The bar graph which indicates retrieving status appears. When the extraction is completed, the message "Extraction Completed Successful" appears.
10. Click the **OK** button and then click the **Close** button.

### 3. REPLAY (PLAYBACK)

To replay the data retrieved and copied into the HDD of the PC:

1. Click the **Connect** button in the tool bar. The Connect dialog box appears.
2. Click the **Extraction** button.



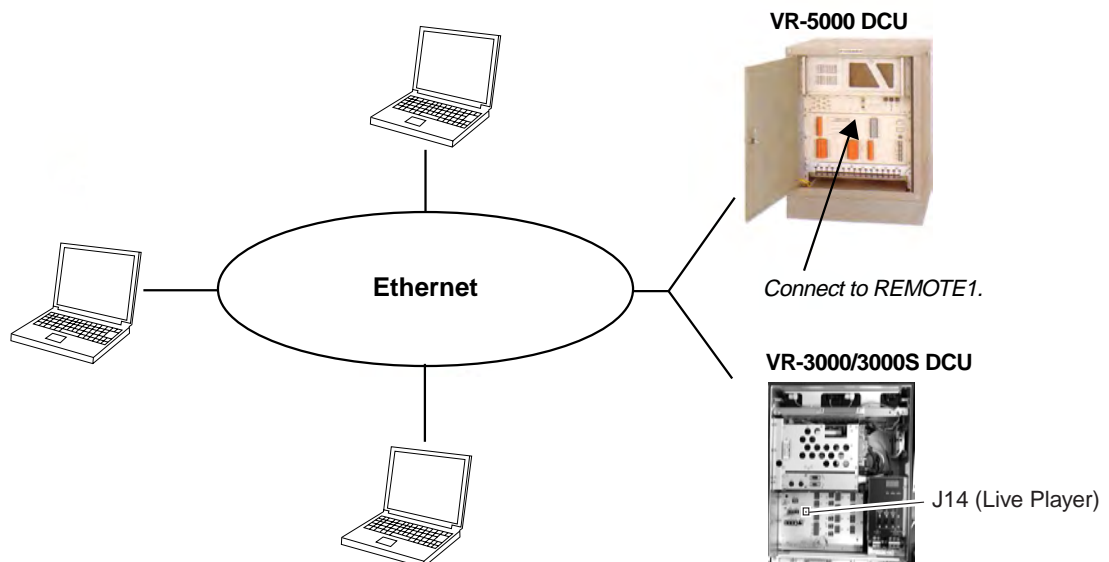
3. Click the **Extraction Browser** button on the Connect dialog box. The Extraction Browser appears.
4. Choose a file to replay and then click the **OK** button.
5. Click the **Connect** button on the Connect dialog box.
6. Click the **Start Playing** button. The data is displayed in the data window.

## 4. LIVE PLAY

In addition to its replay functions, this software has a "Live Play" capability when the Replay PC is connected to the VDR via an Ethernet cable. The Live Player allows monitoring all the data input to the VDR in real time at a remote location. This is useful for checking the current status of all devices connected to the VDR.

### 4.1 Wiring

Any PC in the network installing this software can access the VDR. Also, a number of PC can communicate with the VDR since the VDR (VR-5000 version 3.00 or higher, VR-3000/S version 1.00 or higher) can distribute the Live Play data in multi-cast. However, the multi-cast via router cannot be guaranteed.



**Note1:** After powering the DCU, the following occurs for max. four minutes. Do not connect the Live Player during this period. If the connection command is executed, FATAL ERROR may occur.

**VR-5000:** NORMAL LED and ERROR LED in the RAP (VR-5016) are lit simultaneously. Also, DCU OK LED in the DCU is lit in orange or off.

**VR-3000:** The LED display on the RAP and DCU shows 888.

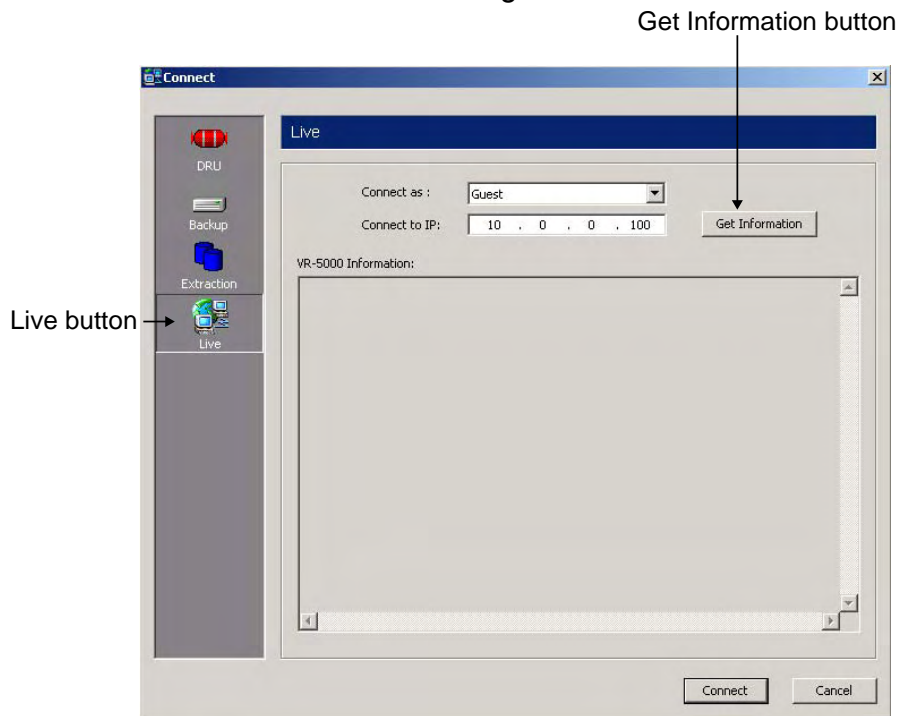
**Note2:** The DCU's Fail Safe function may execute Process Restart, which could disconnect the Live Player from the DCU. If this occurs, reconnect the Live Player.

**Note3:** To use the multi-cast function, consult a FURUNO dealer for how to enable it in the VR-5000/VR-3000/VR-3000S.

## 4.2 How to Operate

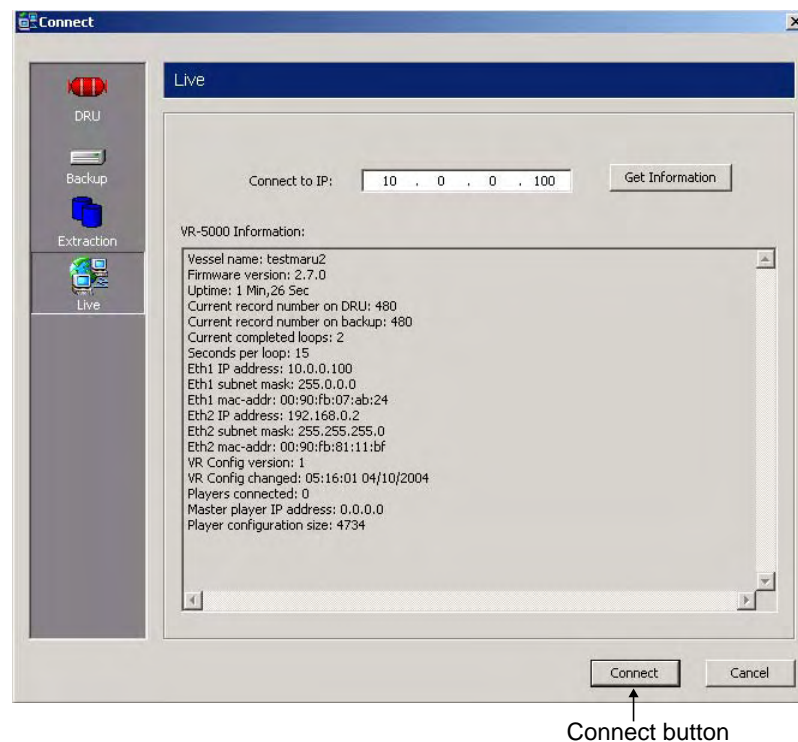
To execute Live Player, simply select source of data and push the start button.

1. Start the Live Player Pro software.
2. Click the **Connect** button on the tool bar.
3. Click the **Live** button in the Connect dialog box.



4. Choose Guest or Master in the “Connect as” field.
5. If necessary, click the **Get Information** button.

Shortly thereafter, the VR-5000 information appears in the Connect dialog box as follows.



6. Click the **Connect** button.

If the password has been set in the VR-5000 configuration at installation, the password entry box appears.

## 7. Enter master password or guest password and click OK.

After completion of connection with the VR-5000, the Connect dialog box disappears.

8. Click the **Start Playing** button to display real time data.

Stop Playing button    Start Playing button

The data appears in the data window.

9. To stop displaying the data, click the **Stop Playing** button.10. To disconnect the line, click the **Disconnect** button in the tool bar. The confirmation message appears. Click the **OK** button to disconnect.

# 5. DATA DECODER

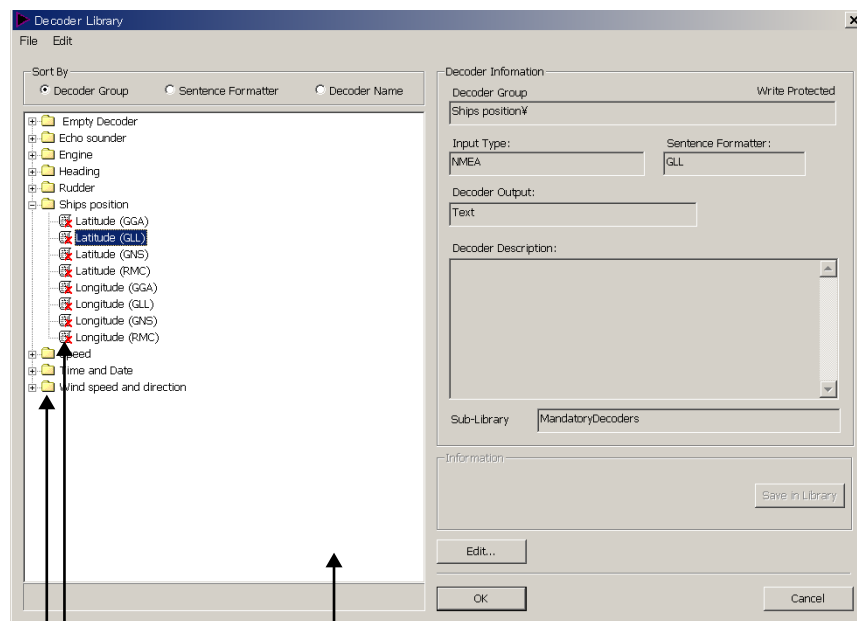
The decoder library is used to organize the decoders. A decoder is a small script which describes how information is decoded and retrieved from a specific NMEA sentence. This means any sentence can be decoded and displayed in a user-specified form with this software if the sentence fully meets the NMEA standard (proprietary sentence is also accepted).

## 5.1 Opening Decoder Library

1. Click the **Tools** menu in the menu bar and choose **Decoder Library**.  
The Decoder Library dialog box is displayed. See paragraph 5.2.
2. Choose a sentence from the left box and the information of the chosen sentence appears at the right side. All the sentences specified in IEC 61996 are supported by this library.
3. Click the **Edit** button.  
The confirmation message appears. Click the **OK** button in the message. The NMEA Decoder Editor is displayed. See paragraph 5.3.

If a sentence which is not supported by this library is input to the VR-5000, you can edit and create a decoder for the sentence. In addition, you can program the decoder so that a specified data field can be picked up and displayed on the Replay and Live Play window.

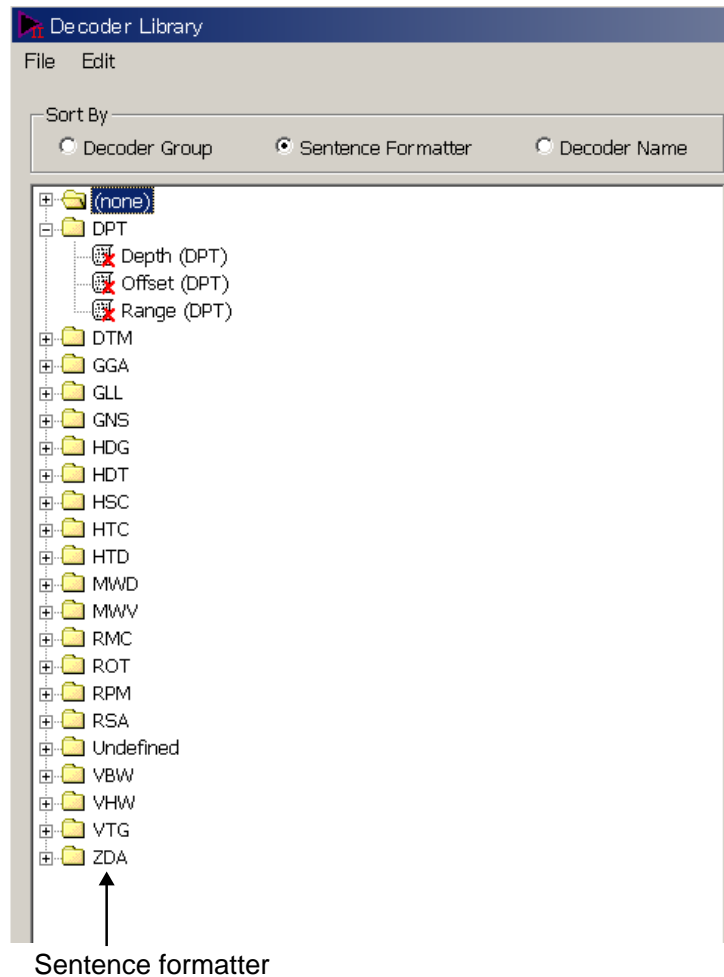
## 5.2 Decoder Library



Decoder library  
Red "X" mark: write-protected  
Decoder group

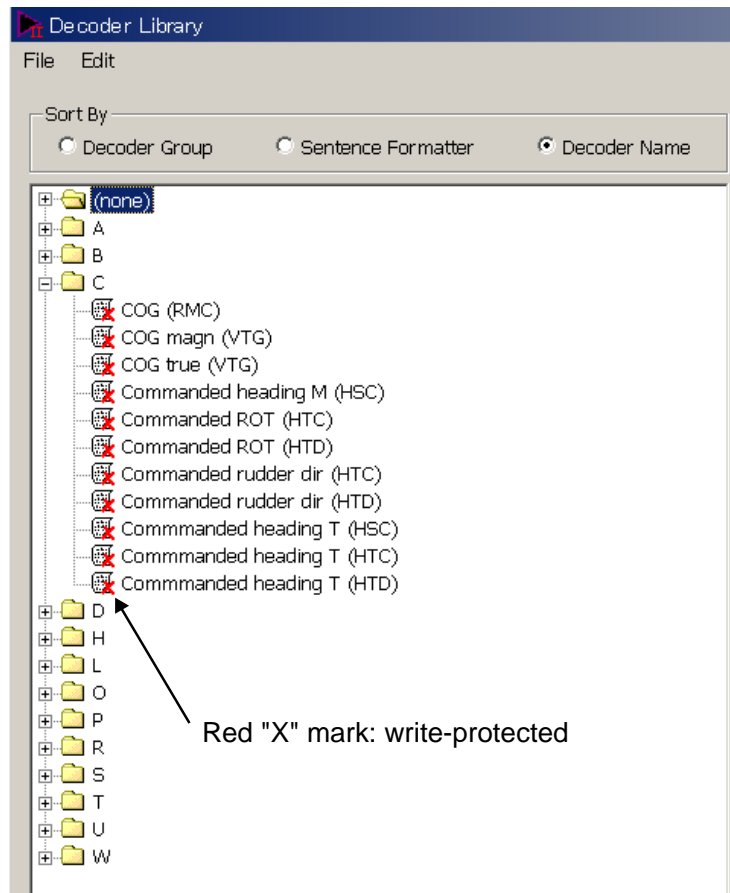
**Decoder Group:** A decoder belongs to a group, and all decoders in the same group are stored in the same folder. Groups have been defined corresponding to the data items to be recorded. User may establish new groups.

**Sentence formatter:** A decoder is only able to retrieve information from one specific NMEA sentence. A typical decoder is only able to retrieve information from one field in an NMEA sentence. Most NMEA sentences contain many fields, hence a number of decoders may be needed for retrieving all the information from one sentence.



## 5. NMEA DECODER

**Decoder name:** A decoder must be assigned a name, and the name must be unique within the decoder group.



**Write-protected decoders:** A number of standard decoders (protected decoders) have been defined. These decoders are write-protected and cannot be changed or deleted by the user. These are indicated with a red “X” mark as shown above. However, the operator may use one of these decoders as a template for a new decoder.

**Sub-library:** The Player will at startup “compile” the library from a number of library files each containing a number of decoders. The standard decoders are stored in one file and another file is used to store the user-defined decoders. The user is not able to add or delete the sub-library files.

**Decoder output:** The output from a decoder may behave like analog data, digital data or a text string. This information may be indicated for a decoder. However, this information is only informative and will not be used by the Player.

**Input type:** The input type of the standard decoders defined are all NMEA. A unique input type can be defined for a decoder.

### Drop down menus

**File->import:** Imports decoders from an external file. The imported decoders will be added to the user defined sub-library file.

**File->export:** Exports decoders to an external file.

**File->Save in library:** Saves decoder in library.

**File->Close:** Closes the window. Corresponds to cancel.

**Edit->New decoder:** Adds a new decoder to the library.

**Edit->New folder:** Adds a new folder to the library.



**Edit->Copy:** Makes a copy of the selected decoder.

**Edit->Edit:** Opens the decoder edit window.

**Edit->Rename:** Renames the selected decoder or folder.

**Edit->Delete:** Deletes the selected decoder or folder.

### Decoder library

The decoder library is shown to the left. The “radio buttons” at the top define how the library is organized.

Pop-up menu will appear if the user right-clicks on a folder or a decoder. This menu will enable the user to add, rename, copy and delete folders and decoders.

It is possible to create a new “root folder” by right-clicking on the empty space beneath the “library tree”.

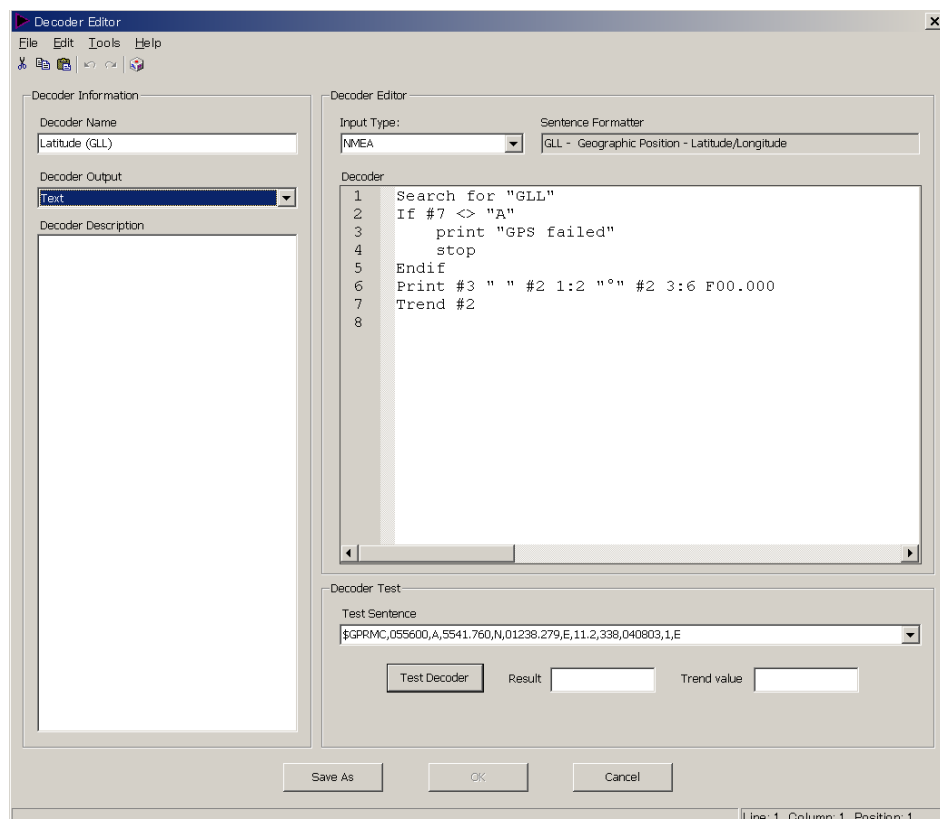
### Decoder description

The remaining decoder properties, for the selected decoder, are shown in decoder description located to the right of the decoder library window.

## 5.3 Decoder Editor

You can edit a decoder which has been defined, in the Decoder Editor screen.

The Decoder Editor may be opened from either the decoder library (see next page) or from the object configurator (Edit button on the “Standard-Object properties” dialog box on page 11). Select a decoder in the Decoder Library dialog box or Data Format tab in the Standard-Object Properties dialog box and click the **Edit** button.



### Drop-down menus

A number of drop-down menus are located at the top of the window.

**File->Save as:** Closes the editor window and opens the decoder library window where a new name and folder (group) may be defined.

**Tools->Insert symbol:** Enables the user to insert a symbol normally not found on a keyboard.

### Tool bar

A tool bar is located below the drop-down menus. The tool bar contains short cuts (icons) to the most commonly used items from the drop-down menus.

### General buttons

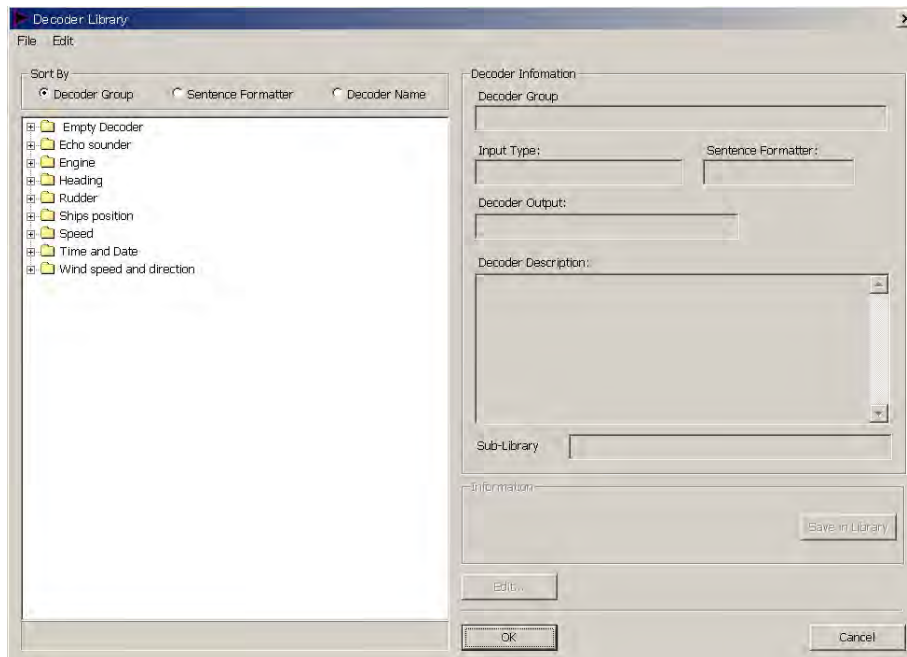
**“OK” button:** Changes made will be stored after the editor window is closed. The previous version of the decoder is overwritten.

**“Cancel” button:** Closes the editor window; any changes made will be ignored and lost.

**“Save As” button:** Closes editor window. Changes made may be saved if the “Save As” button in the decoder library is activated. This will give the operator an opportunity to save the changes using a new name/folder while maintaining the previous version of the decoder. The Save As button is only enabled if the editor is opened from the library (i.e., disabled when opened from the GUI configurator).

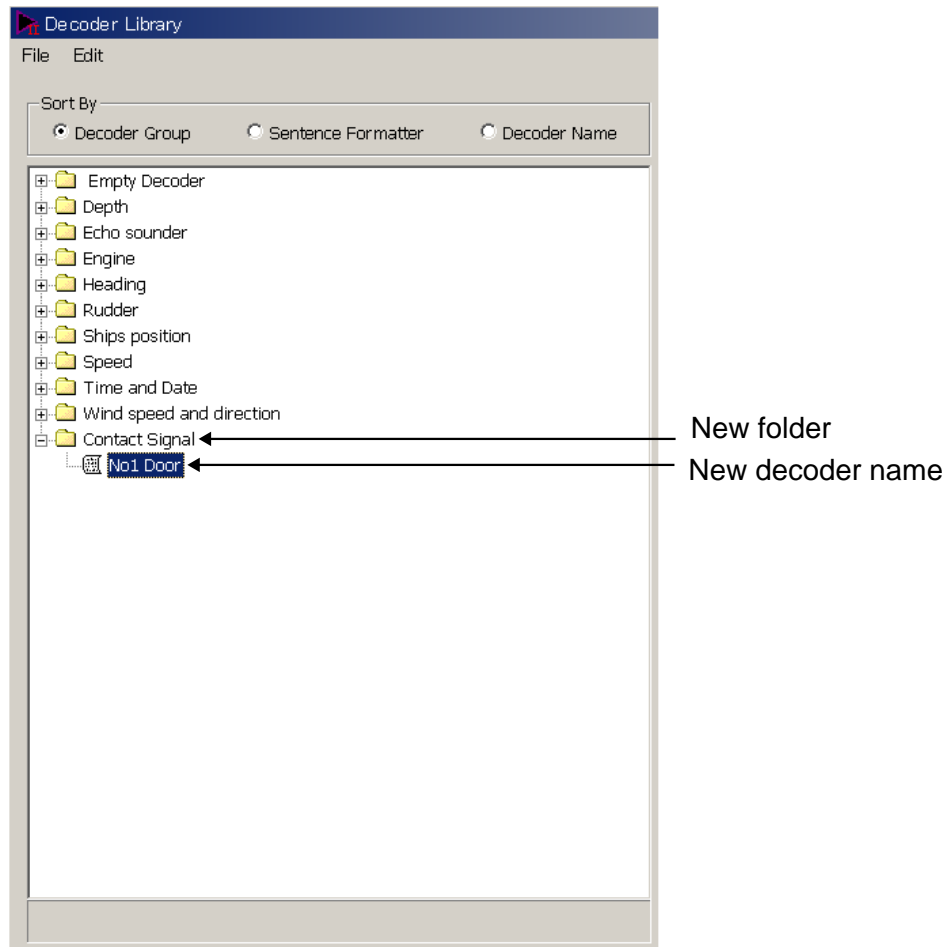
To make a new decoder, do as follows:

1. Click the **Tools** menu in the menu bar and choose **Decoder Library** to show the Decoder Library dialog box.
2. Choose the **Decoder Group** radio button in the Sort By field.

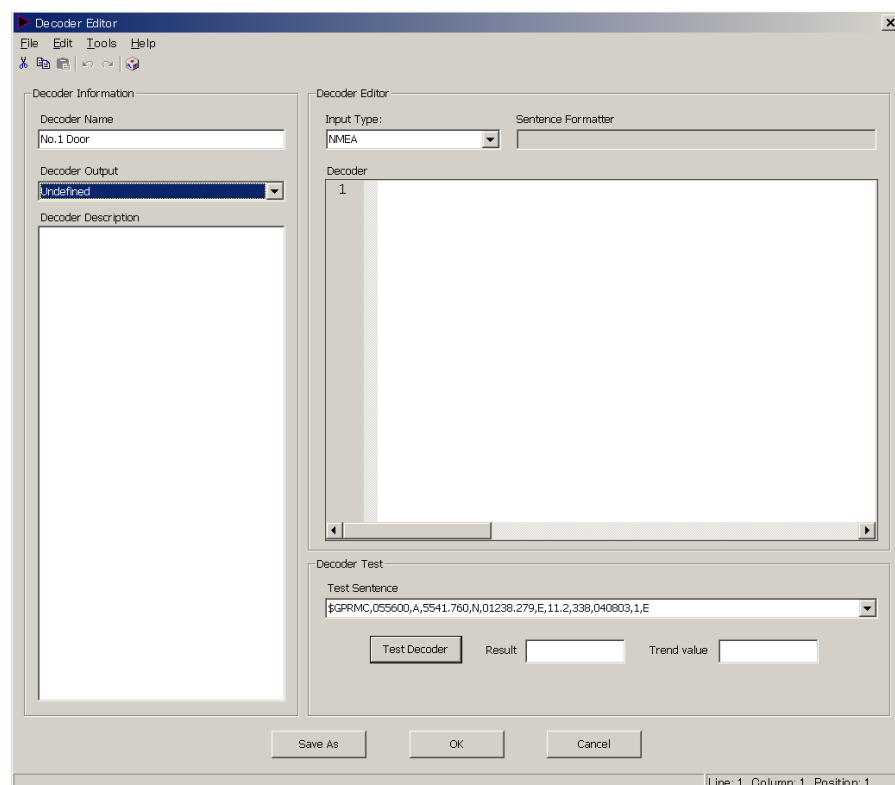


3. Right-click on the empty space beneath the library tree in the Decoder Library. The **New Folder** button is displayed.
4. Click the **New Folder** button and enter a name for the folder (For example: Contact Signal).

5. Right-click the new folder (named Contact Signal) and click **New Decoder** in the menu displayed.
6. Enter a name for the new decoder (for example: No.1 Door).

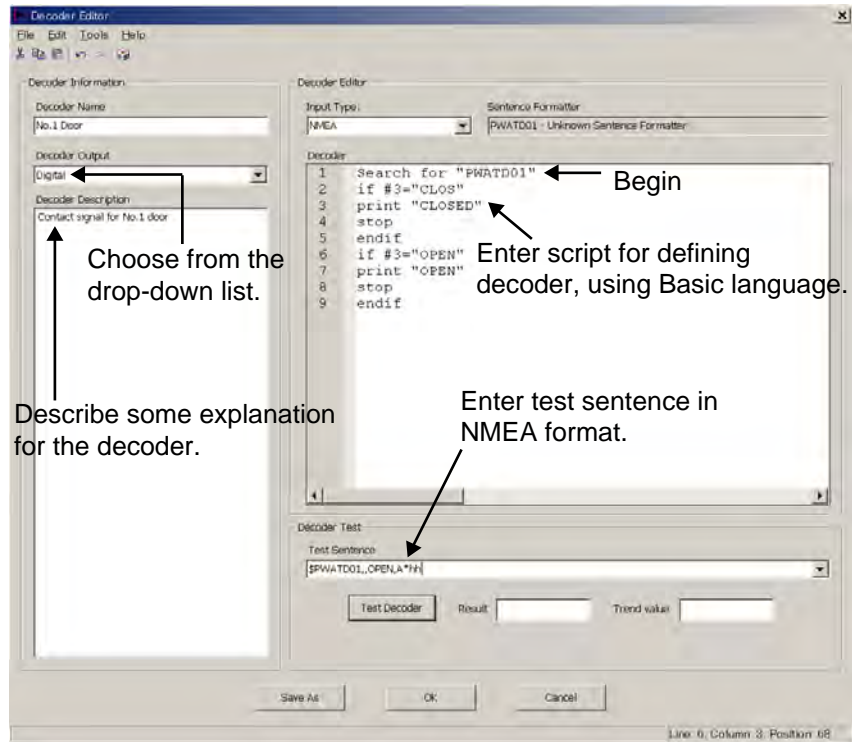


7. Double-click the new icon. The Decoder Editor dialog box is displayed.

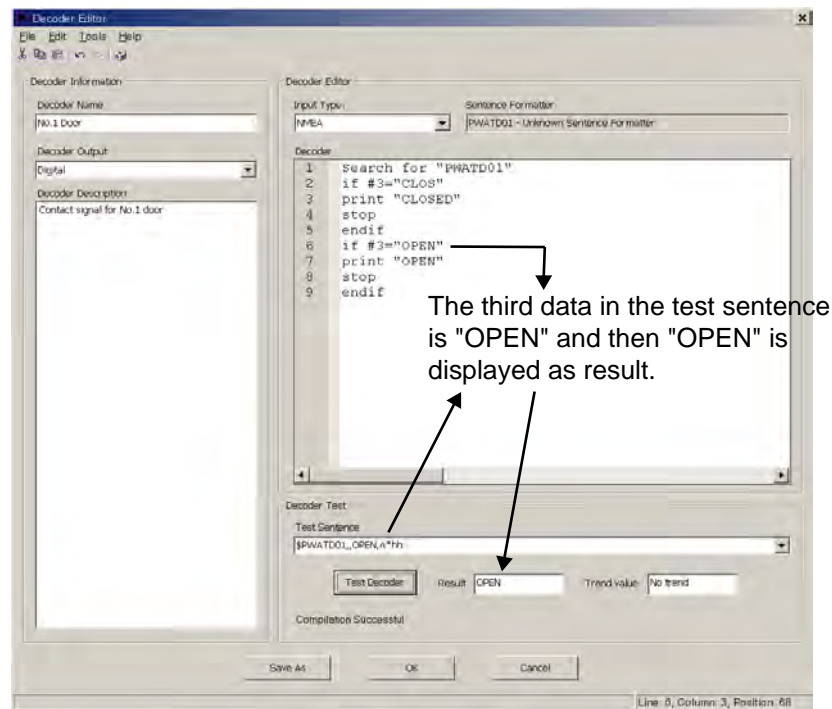


## 5. NMEA DECODER

### 8. Choose and enter items as follows.



9. Click the **Test Decoder** button. The decoder may be tested against an NMEA sentence. The test results are displayed in the Result box and the Trend Value box and the message "Compilation Successful" is displayed. This is only meaningful if the NMEA sentence formatter in the test sentence matches the NMEA sentence formatter in the decoders search for statement.




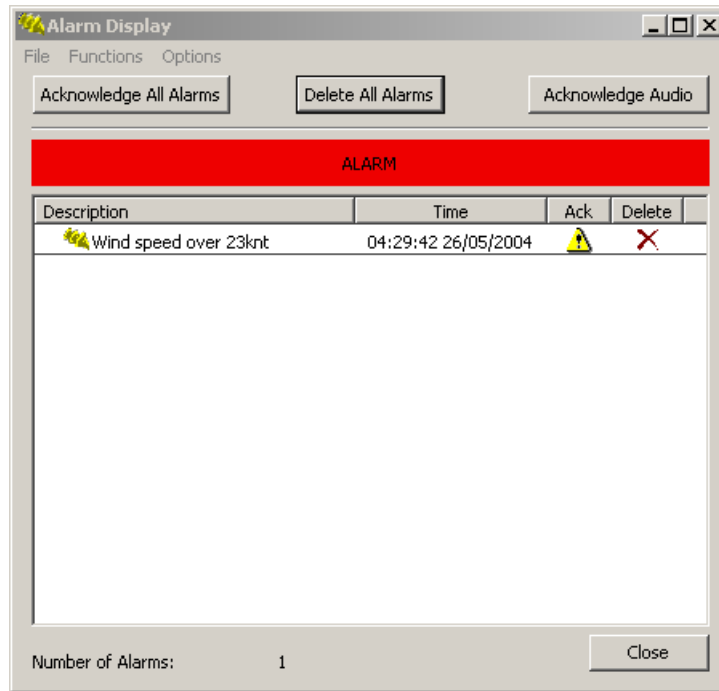
10. Click the **Save As** button. The Decoder Editor dialog box disappears.  
11. Click the **Save As** button in the Decoder Library dialog box. The confirmation message appears.  
12. Click the **OK** button twice.

# 6. OTHER SETTINGS


## 6.1 Alarm Panel

### 6.1.1 Opening the Alarm display dialog box


Click **Tools** and **Alarm Panel** on the menu bar or click on the  icon on the Player window tool bar to activate the alarm display window.



#### **Acknowledge All Alarms:**

This function will acknowledge all alarms on the list. An alarm may be acknowledged individually by clicking on the  icon for that alarm.

#### **Delete All Alarms:**

This function will delete all alarm from the list. An alarm may be acknowledged individually by clicking on the  icon for that alarm.

#### **Acknowledge Audio:**

This function will mute the audio until a new alarm is generated.

#### **Drop-down menu**

##### **Options -> Disable Sound:**

This option will mute the audio related to the alarms panel completely.

##### **Options -> Disable Popup:**

This option will prevent the alarm window from popping up when a new alarm is generated.

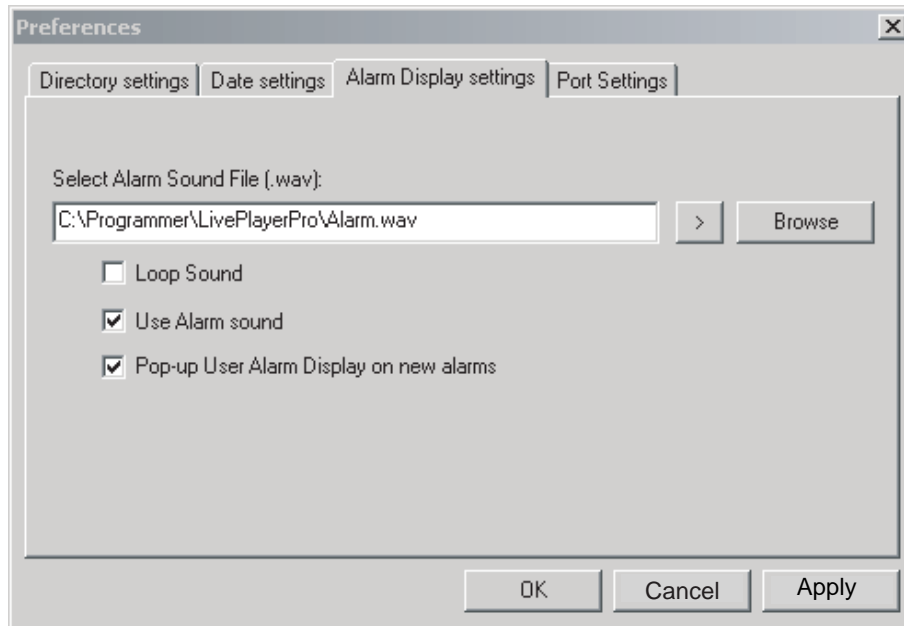
## 6. OTHER SETTINGS

### **Easy localization of alarms source**

Double clicking on the text for an alarm will bring the tab page from where the alarm is generated in front. The object that has generated the alarm will flash in red for a few seconds.

### **6.1.2 Default setting for alarm panel**

The default settings for the alarm panel may be set from the Player's main window by selecting **Options -> Preferences**.



### **Configuration of objects for alarms**

See page 13 for configuring objects for alarms.

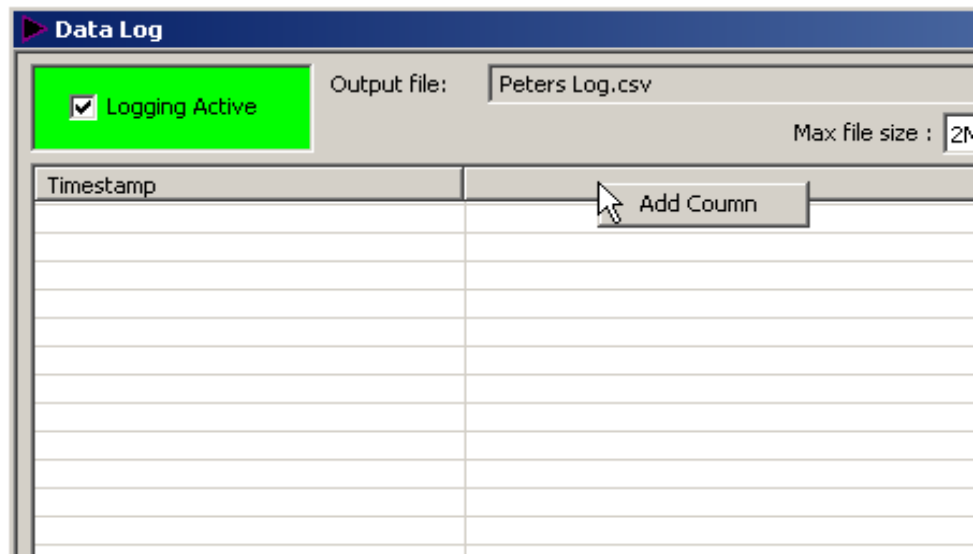
An extra page has been added to the properties for these objects.

## 6.2 Data Log

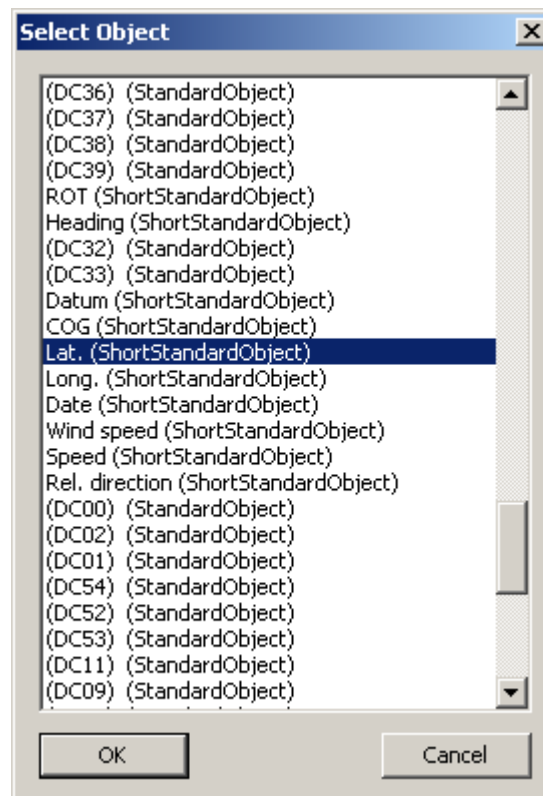
The data log function is able to log data from selected objects in to a CSV file.

### 6.2.1 Creating directly columns of the data log

1. Click the **Turn Configuration ON** button in the tool bar.
2. Right-click on a tab for a tab page and then select **Tab Properties** to show the “Tab page organizer” dialog box.
3. Click on **Add** and select “Data Logger Tab” from the drop-down list.
4. Enter title and click the **OK** button twice.
5. Right click on the title bar for the columns next to “Timestamp”.

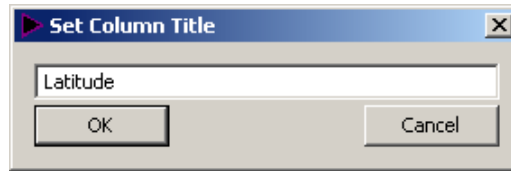


5. Click on **Add Column** and a list of relevant objects appears.

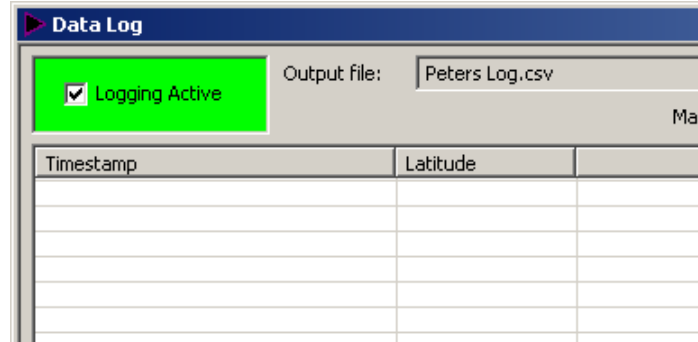


## 6. OTHER SETTINGS

6. Select an object and click the **OK** button.

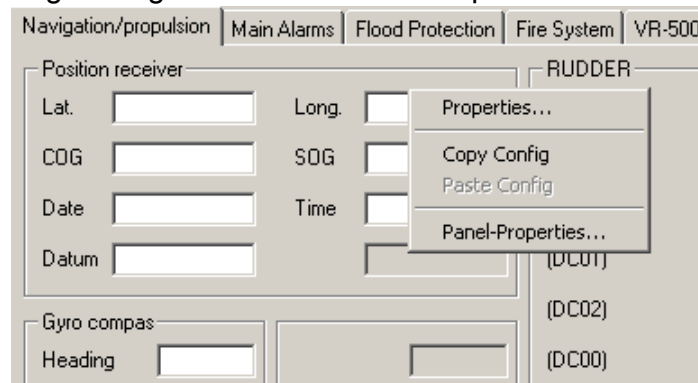


7. Enter the title and click the **OK** button. A new column is created.

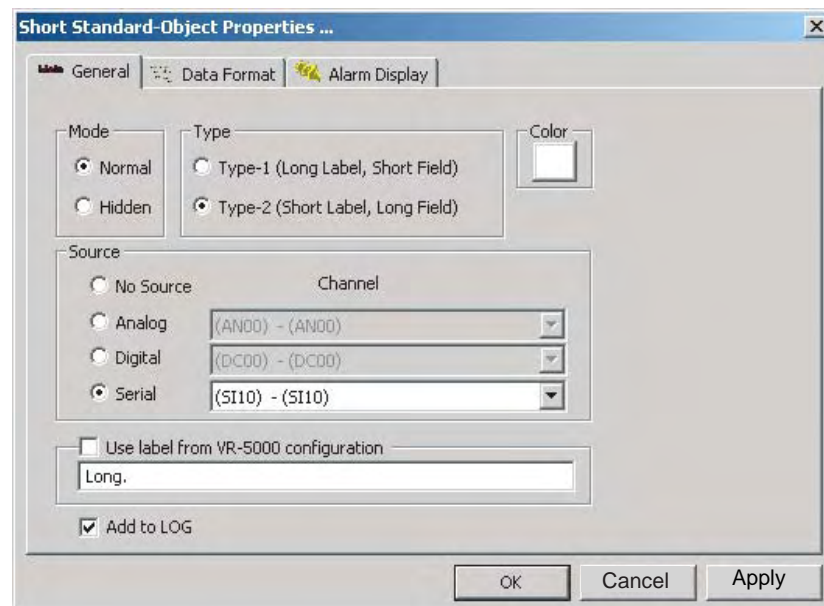


### 6.2.2 Creating indirectly columns of the data log

1. Create the data log tag as described in paragraph 6.2.1.
2. Open a data tag and right-click a data box to open the sub menu.

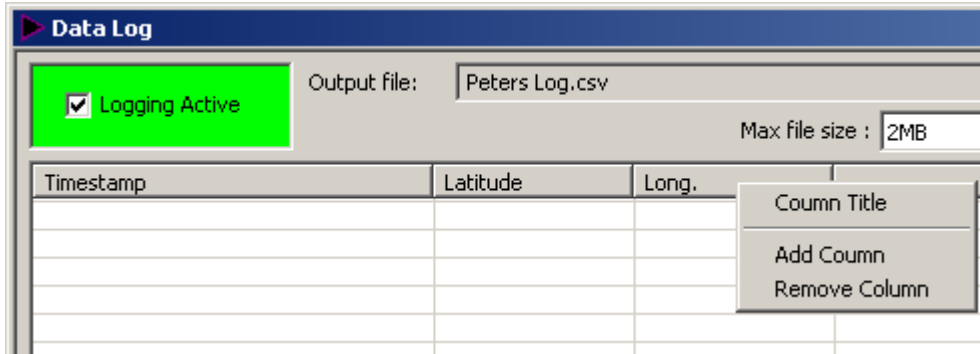


3. Click **Properties**.

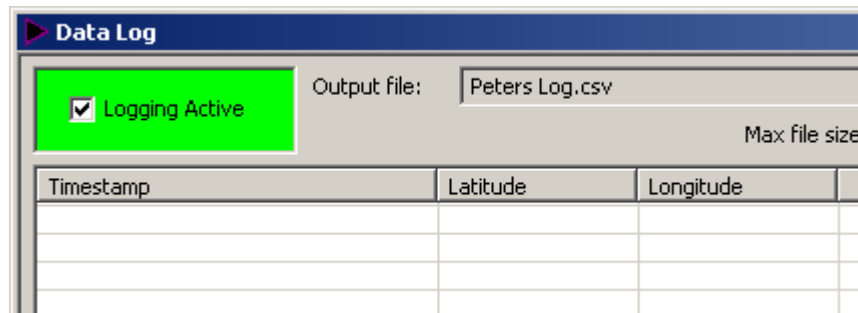




4. Check **Add to LOG**. A new column is created in the data logger page.



5. Change the title if needed. Right-click on the title, select **Column Title** and enter a new title.



### 6.2.3 Organizing columns

In configuration ON mode, right-clicking on the title for a column will open a menu with miscellaneous commands.

Generally, the width and order of the column can be changed in the same manner as for many other Windows programs, e.g., using "click drag and drop" on the column title may shift columns around.

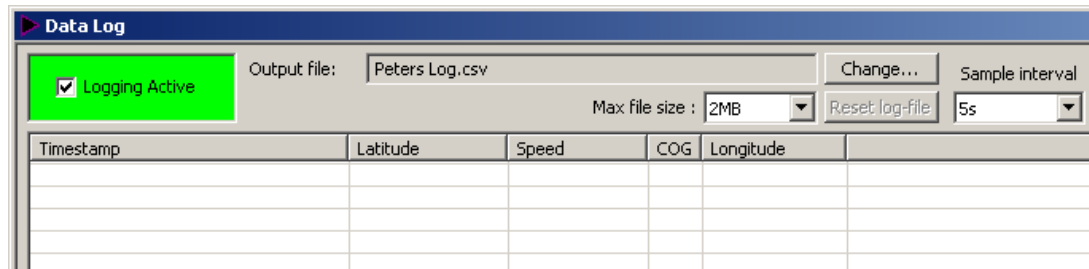
### 6.2.4 Maximum number of columns

The maximum number of columns that can be handled depends on the PC. A PC that meets the general requirements for Live Player Pro will be able to handle 25 columns without any noticeable performance degradation.

## 6. OTHER SETTINGS

### 6.2.5 Saving log data to a file

The program will store the data to a user-defined output file.



The library path for the log files is defined by the preferences for the Player. See paragraph 6.2.6.

#### **Max file size**

Maximum file size is user defined. Data logging will stop when the file is full. The file may then be reset (or renamed/moved using Windows Explorer).

#### **Sample interval**

The sample interval is user defined. Fast sampling (small intervals) requires lots of disc space.

### 6.2.6 Preferences

#### **Directory path for log files**

The library path for the log files is defined by the preferences for the Player (Player main window, **Options** -> **Preferences** -> **Directory settings**).

#### **Disable data logging at connect**

Data logging without explicit acknowledge from the operator can be inhibited (Player main window, **Options** -> **Preferences** -> **Data Logger**).

**On:** The operator must start data logging manually.

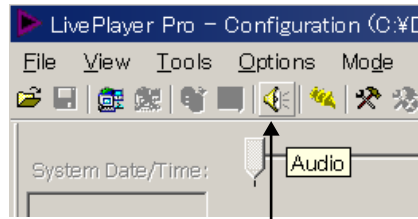
**Off:** Data logging will start automatically if configuration with "data logger enable" is loaded.

**Prompt:** (Default) The operator will be prompted before data logging will start.

## 6.3 Audio Setting

The audio can be set from the menu bar.

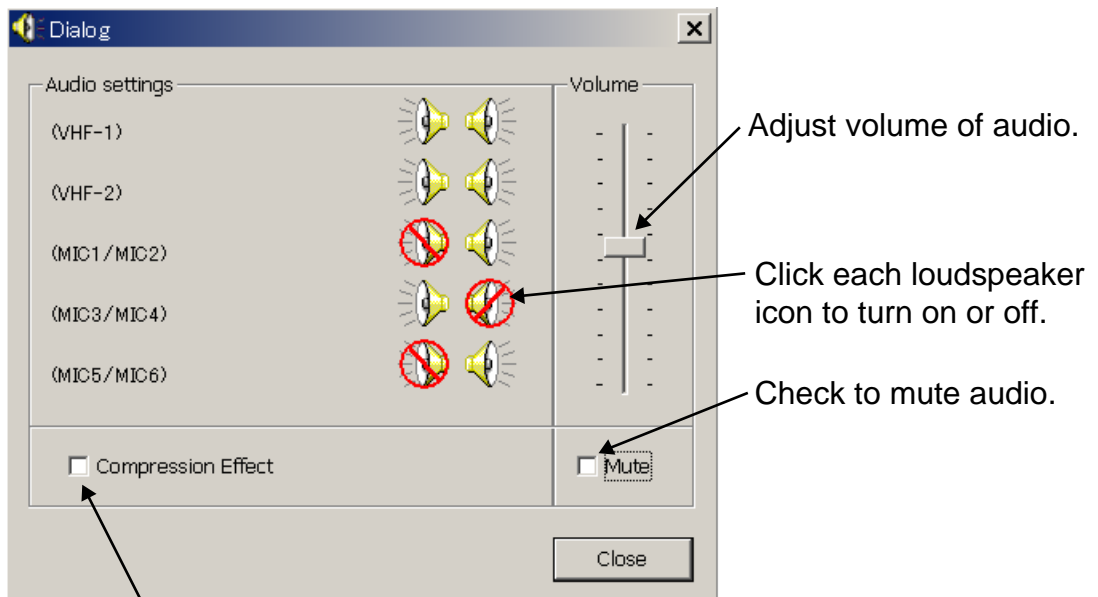
- Click the **Tools** menu in the menu bar and then click **Audio**, or click the Audio icon.



Audio icon

If a password has been defined at installation, enter the password.

The following audio setting dialog box is displayed. Set each item as shown in the figure below.



Adjust volume of audio.

Click each loudspeaker icon to turn on or off.

Check to mute audio.

Check to compress audio data.

## 6.4 Displaying Log

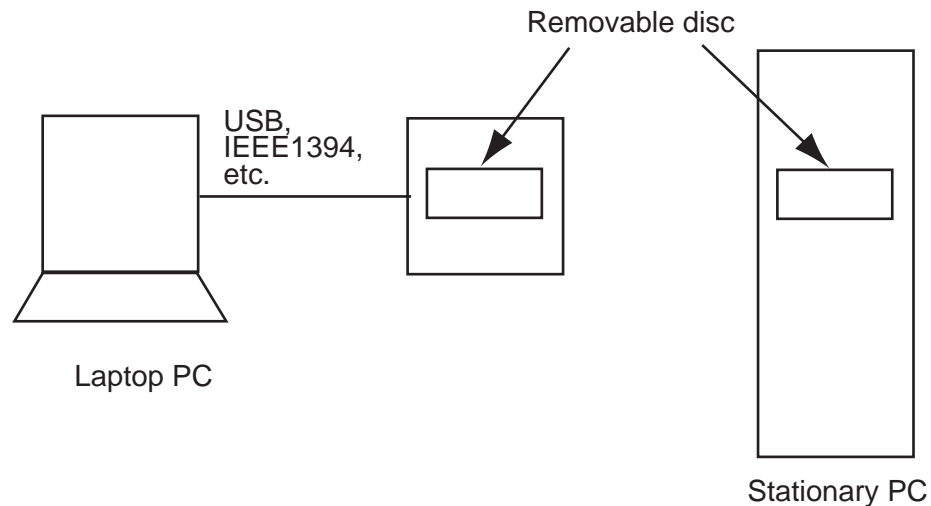
The log for the player program may be displayed. This may be used for troubleshooting.


Click the **Tools** menu in the menu bar and then click **Log**. The following log window is displayed.



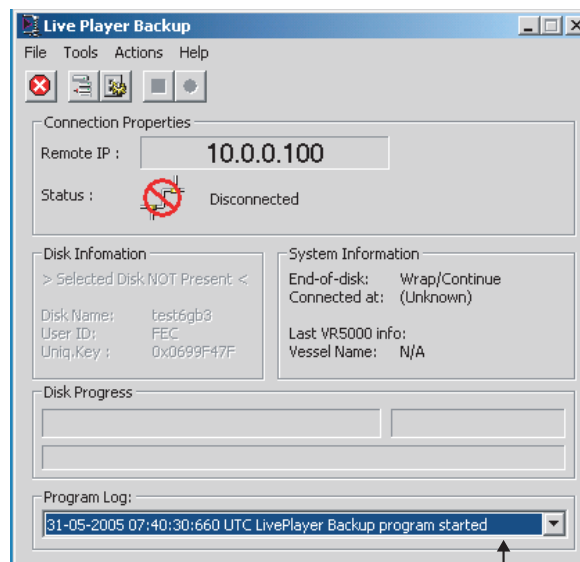
# 7. LIVE PLAYER BACKUP

The Live Player Backup program is an independent program. The program is able to use an internal disc in a PC, however it is strongly recommended that a disc bay with a removable disc is used for this purpose. The disc will be formatted in a special way and will not be available for the Windows operating system. The capacity of an available hard disk is 6 GB to 250 GB.



It is started from the desktop by double-clicking on its associated icon  or from the Windows start menu (Live Player Backup).

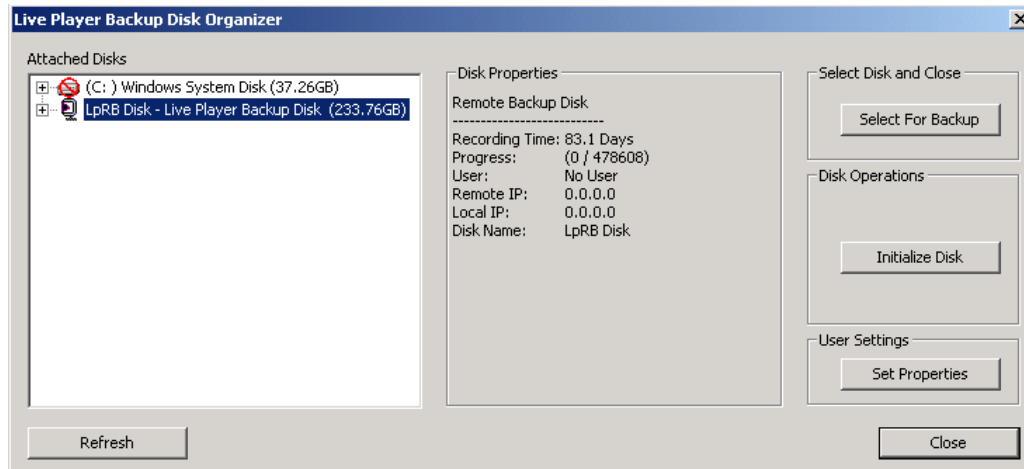
**Note:** Do not start the backup program and live-player program simultaneously. If these programs are started simultaneously, the processor will be overloaded, and then the backup or live-play may function abnormally.



Program log is displayed each 15 seconds during backup.

## 7.1 Disc Organizer

A disc must be selected before the backup can start. The Disc Organizer is opened by selecting **Tools -> Disc Organizer**.



### 7.1.1 Creating and formatting disc partitions

The disc must be in initialized (i.e., partitioned and formatted correctly) before the backup program can use it. All data on the disc will be lost during this process.

The left window in the disc organizer shows all discs that program is able to access.

Discs are divided into 3 groups:

#### **Possible system disc:**

This indicates a disc that is formatted differently from the format used by the backup program. System discs must normally not be formatted (note 1). However, a disc that has been used for another purpose (and is going to be used as a backup disc) will often be marked as "Possible system disc". Great care must be taken before the disc is formatted.

1. Write down the characteristics (e.g., disc size and number of partitions) of all discs in the system before the new disc is added.
2. Add the new disc and click on refresh (note 2).
3. Make a positive identification of the new disc.
4. Initialize the new disc.

**Note 1** The program is prohibited from formatting the first disc in the system, which is properly the Windows OS system disc.

**Note 2** The PC will need a shutdown and restart if a permanent disc is added.

#### **Disc ready for partitioning:**

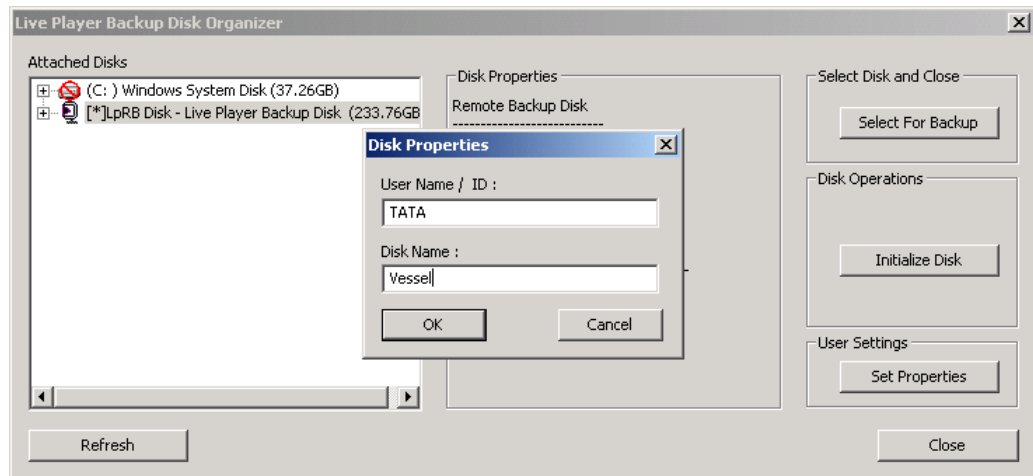
This indicates a disc that is completely new. A new disc can be securely initialized.

#### **Live Player backup disc:**

This indicates a disc that is ready to be used unless is it full.

### 7.1.2 Disc properties

The properties for a disc must be set after it has been formatted. Click the **Set Properties** button.



**User name / ID:** May be used to indicate the initials of the person who formatted the disc.

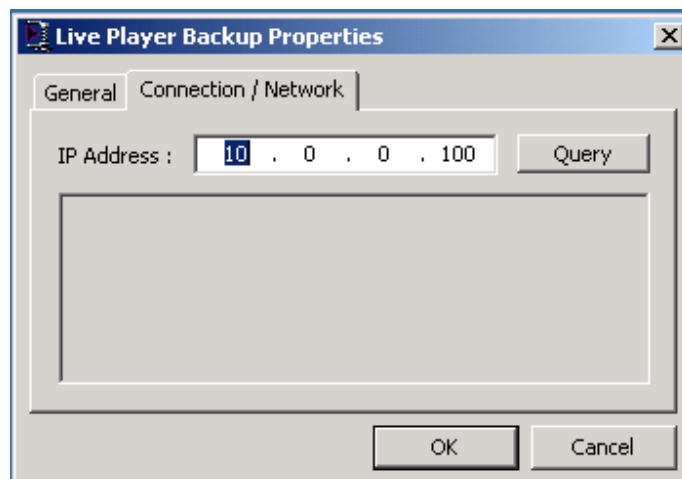
**Disc name:** Typically used to indicate the name of the vessel.

## 7.2 Duration of Backup

A typical VDR system will generate 3G bytes of data each day, i.e., a 120G byte disc will be able to store data for about 40 days.

## 7.3 Starting the Backup Process

1. A disc must be selected for back up before the backup process can start. Open the Disc organizer, click on an appropriate disc marked with an asterisk and then click the **Select For Backup** button. After processing, click the **close** button.
2. The IP address of the VR-5000 must be set correctly. Click **Tools** -> **Connection Setup** -> **Connection/Network** to open the Live Player Backup Properties dialog box for this purpose.



## 7. LIVE PLAYER BACKUP

3. Enter the IP address for the VDR, click the **Query** button to test the connection and click the **OK** button.
  4. Click **Actions** -> **Start Backup** from the main menu to start the backup process.
  5. Enter password if the operator will be prompted for master password when attempting to start the backup process if the VR-5000 is password protected (master password).
  6. The backup begins. You can see the program log in the lowest line in the Live Player Backup dialog box.
- To stop backup operation, click the **Actions** -> **Stop Backup**.

### **Stop/Wrap Around at end of disc**

When the end of the disc is reached, “stop” or “wrap around” can be set.

Click **Tools** -> **Connection Setup** -> **Connection/Network** to open the Live Player Backup Properties dialog box.



Check **Stop Recording** to stop when the disc is full.

Check **Wrap around and continue** to continue even if the disc is full - the oldest data will be overwritten.

## 7.4 Settings After Restart of Program

The Live Player Backup program will store its settings upon exit. The program is therefore ready to resume the backup process (Note1) under the condition that disc that was used for backup last time the program was running is still available.

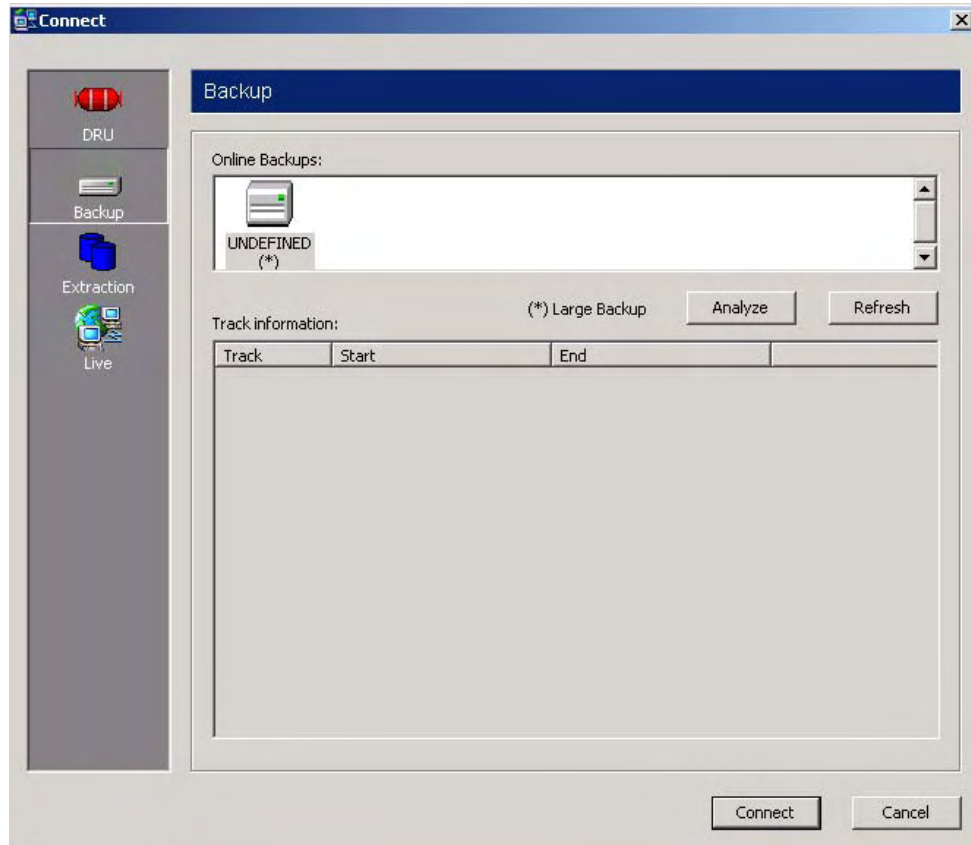
**Note1:** The operator just needs to start the backup process (**Actions**->**Start Backup**).

**Note2:** This backup program will continue to store data automatically after recovery of lines or restart of the VDR.



## 7.5 Replaying the Backup Data

1. Start the Live Player Pro software.
2. Click the **Connect** button in the tool bar. The Connect dialog box appears.
3. Click the **Backup** button in the left side. The backup media icon with \* mark appears.



*Connect dialog box*

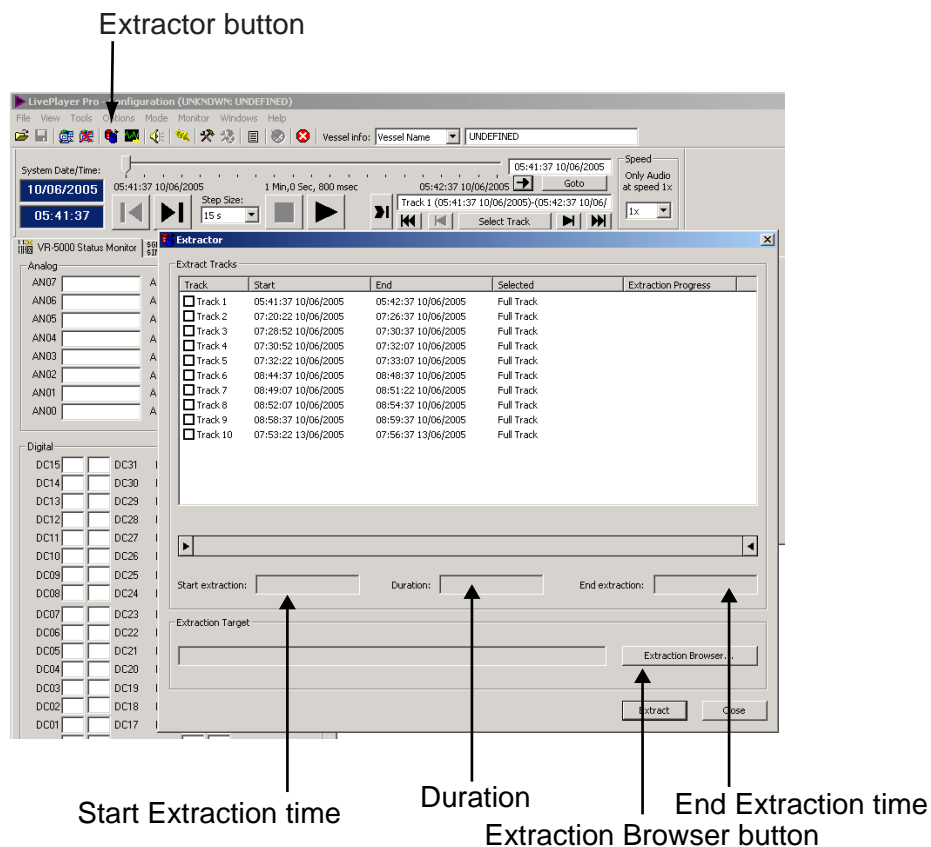
4. To see memory track information in the backup hard disk, click the **Analyze** button. The track information appears in the Connect dialog box.
5. Click the **Connect** button in the dialog box. The Connect dialog box disappears.
6. Select a track as appropriate to replay by track selection buttons.
7. Click the **Start Playing** button to replay the backup data. The replaying will start.
8. To stop replaying, click the **Stop Playing** button.
9. To disconnect the line, click the **Disconnect** button in the tool bar. The confirmation message appears. Click the **OK** button to disconnect.

## 7.6 Extracting the Backup Data and Replaying

The data recorded in the backup hard disk can be copied to the hard disk of the Replay PC and replayed by using the Live Player Pro software.

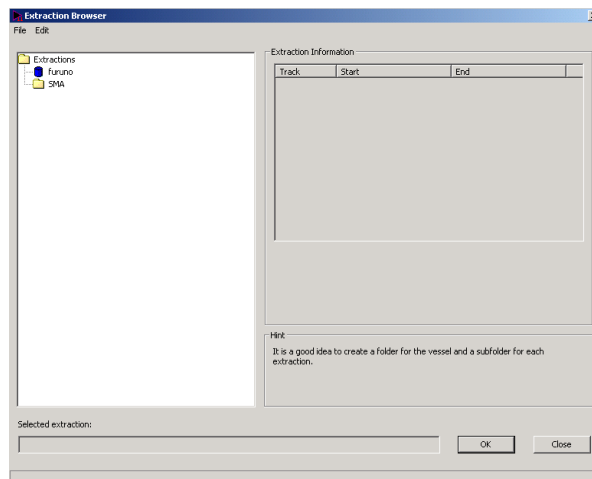
To extract the data from the backup hard disk:

1. Click the **Connect** button in the tool bar. The Connect dialog box appears.
2. Click the **Backup** button.
3. Click the **Connect** button in the Connect dialog box.
4. Click the **Extractor** button in the tool bar.



5. Choose the tracks you want to retrieve, referring to the Start Extraction time, Duration, and End Extraction time. Also, the Start Extraction time, Duration and End Extraction time can be changed.

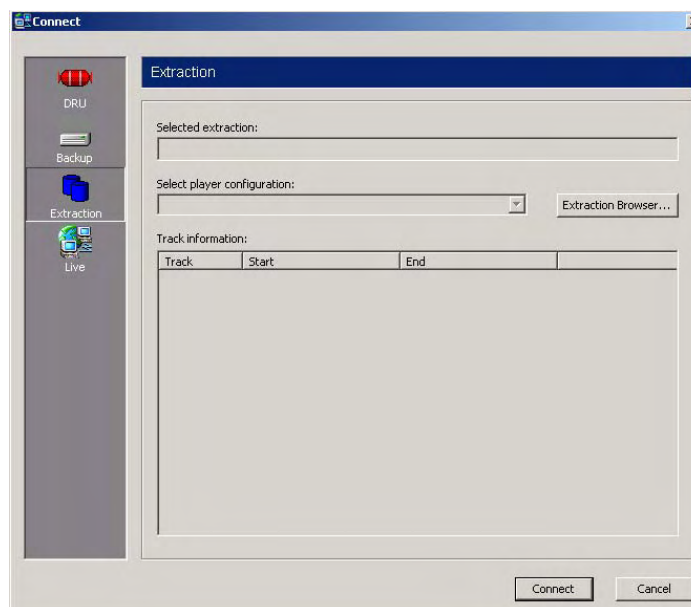
- Click the **Extraction Browser** button. The Extraction Browser dialog box appears.



- Choose **Edit** and **New Extraction** from the menu bar on the Extraction Browser dialog box and enter a file name.
- Click the **OK** button. The Extraction Browser dialog box disappears.
- Click the **Extract** button in the Extractor dialog box. The bar graph which indicates retrieving status appears. When the extraction is completed, the message "Extraction Completed Successful" appears.
- Click the **OK** button and then click the **Close** button.

To replay the data retrieved and copied into the HDD of the PC:

- Click the **Connect** button in the tool bar. The Connect dialog box appears.
- Click the **Extraction** button.



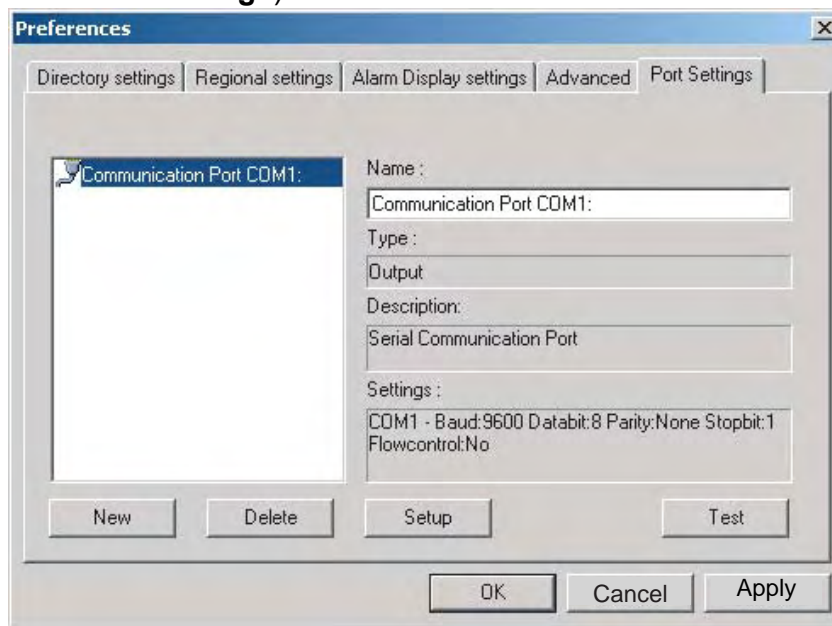
- Click the **Extraction Browser** button on the Connect dialog box. The Extraction Browser appears.
- Choose a file to replay and then click the **OK** button.
- Click the **Connect** button on the Connect dialog box.
- Click the **Start Playing** button. The data is displayed in the data window.

# 8. SERIAL OUTPUT FOR OTHER APPLICATIONS

The Player is able to relay serial data for other applications.

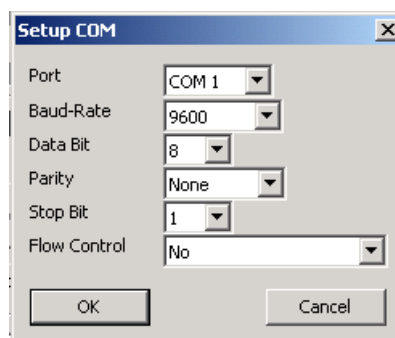
## 8.1 Output Port Settings

An output port on the PC for the serial data is needed and must be configured. These parameters are included in the Players preferences (**Options -> Preference -> Port Settings**).



To set output port:

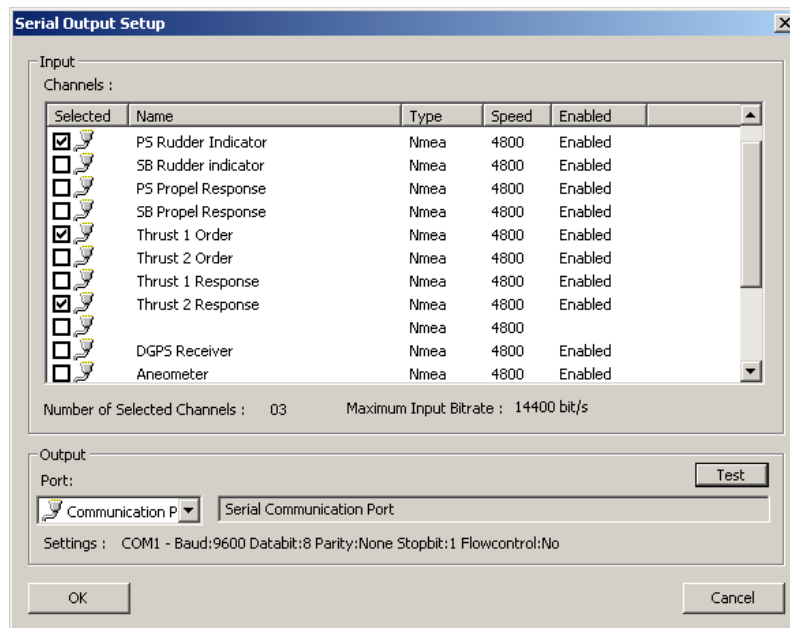
1. Click **New** and enter name at Name field.
2. Click **Setup** to show the Setup COM dialog box.



3. Enter each box as appropriate and click **OK**.

## 8.2 Configuration of Serial Output

The Player must be in the configuration mode to configure the serial output. A click on **Tools** -> **Setup Serial Output** will open the tool for configuring the sources for the serial output.



Enter check mark to items to be output at the “Selected” column in the Input filed. Choose output port at “Port” drop down list in the Output field. The operator may select a number of data sources and one output port.

### Merging of data

The program is designed to handle NMEA sentences, i.e., two sentences will not be interleaved but sent one at a time. The program may fail to relay ASCII or binary data depending on the properties of the data.

## 8.3 Data Output

### Enable/Disable output

The Enabled/Disable Serial Output icon on the Players tool bar is used to output data. This can be done while the Player is playing/replaying data.

### Overflow on serial port

The serial output port may overflow if the combined inputs exceed the capacity of the output port. The operator will be warned if this happens. The operator may suppress the message. This will be in force until output is disabled and then enabled.

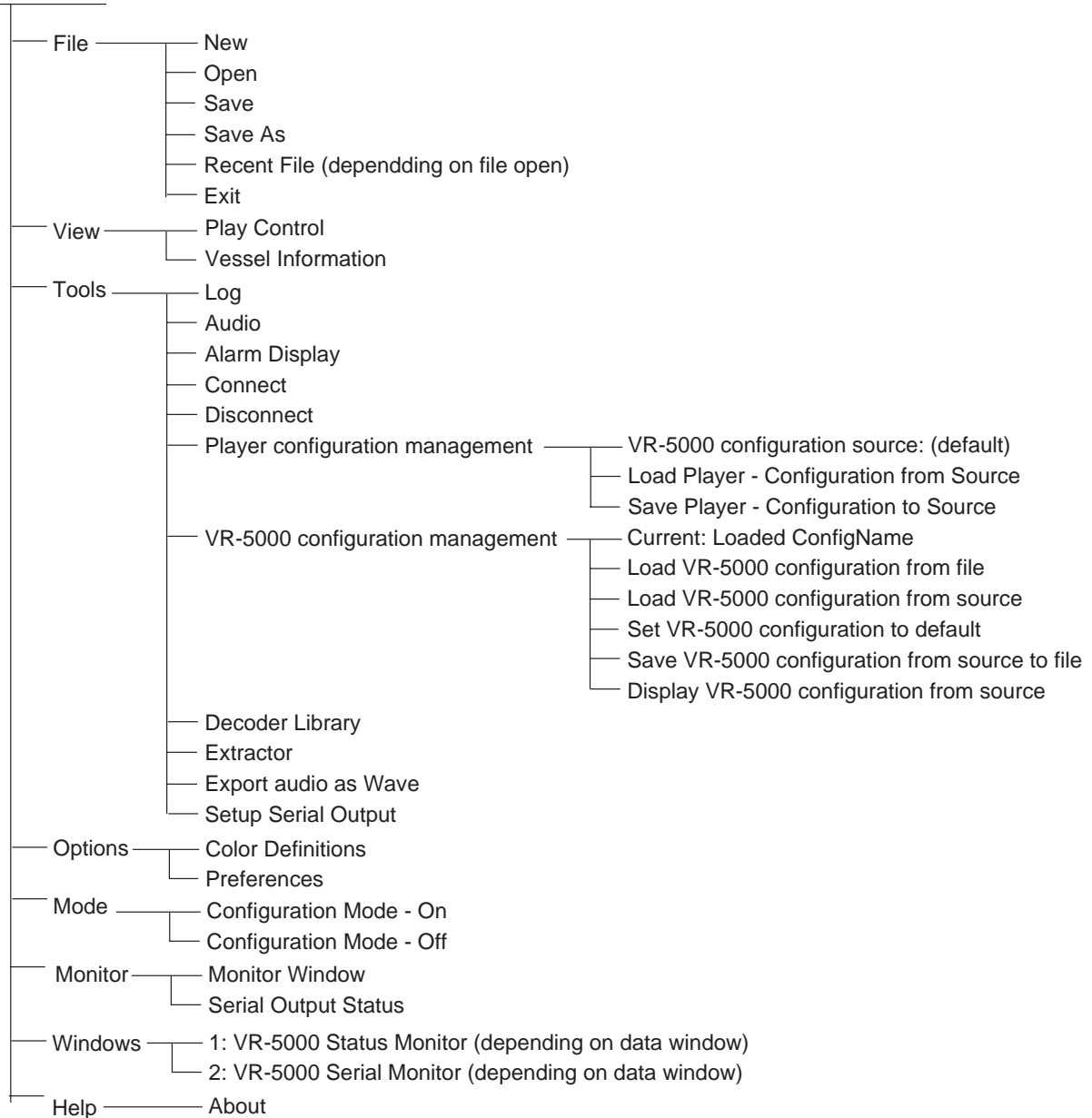
### Serial output and step

The Player is able to generate serial output while stepping. However the output port may be congested and steps may take very long time to process.

# APPENDIX

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