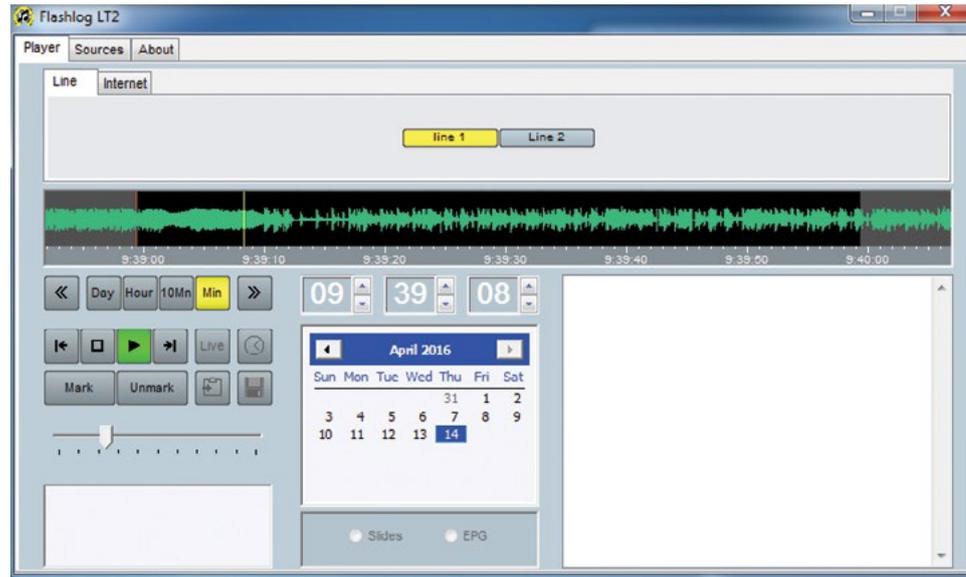




HANDBOOK **PC-FLS8LT1/2**  
Flashlog LT Audio Logging  
Software



Manufacturers of audio & video  
products for radio & TV broadcasters



For the latest Sonifex handbook information please visit the  
Sonifex website at [www.sonifex.co.uk](http://www.sonifex.co.uk)

This handbook is for use with the following product:

PC-FLS8LT1/2 Audio Logging Software

Stock Code: 30-331

Artwork No: AW10766A

© Sonifex Ltd, 2017

All Rights Reserved

Revision 1.02, June 2017

Sonifex Ltd, 61, Station Road, Irthlingborough,

Northants, NN9 5QE, England.

Tel: +44 (0)1933 650 700

Fax: +44 (0)1933 650 726

Email: [sales@sonifex.co.uk](mailto:sales@sonifex.co.uk)

Website: <http://www.sonifex.co.uk>

Information in this document is subject to change without notice and does not represent a commitment on the part of the vendor. Sonifex Ltd shall not be liable for any loss or damage whatsoever arising from the use of information or any error contained in this manual.

No part of this manual may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, information storage and retrieval systems, for any purpose other than the purchaser's personal use, without the express written permission of Sonifex Ltd. Unless otherwise noted, all names of companies, products and persons contained herein are part of a completely fictitious adaptation and are designed solely to document the use of Sonifex product.

Made in the UK by **SONIFEX**

# Contents

<b>License Agreement</b>	<b>v</b>		
1. Definitions	v		
2. Software License	v		
3. Limited Warranty & Remedies	v		
4. Warranty Disclaimer	v		
5. Object Code	vi		
6. Limitation of Liability	vi		
7. Copyright	vi		
<b>Flashlog LT Introduction</b>	<b>1</b>		
General Description	1		
System Requirements	1		
<b>Installation</b>	<b>2</b>		
<b>Important</b>	<b>2</b>		
Setup Requirements for Storage Greater Than 2TB	2		
Operating System Installation	2		
Windows 7	2		
Windows 10	....		
2			
<b>Audio Device Setup</b>	<b>4</b>		
Flashlog Software Installation	4		
Notes	5		
Setting the Date and Time	5		
Synchronising the Date and Time from the Internet	6		
Shutdowns	6		
Maintenance	6		
Alarm Monitor	6		
<b>Operation</b>	<b>7</b>		
<b>Sources</b>	<b>7</b>		
Mic & Line Sources	8		
		Internet Stream Sources	10
		<b>SNMP</b>	<b>12</b>
		<b>Archiving</b>	<b>15</b>
		<b>Player</b>	<b>20</b>
		Keyboard Operation	22
		Skimming	22
		<b>Settings for Sonifex Audio Capture Cards</b>	<b>24</b>
		<b>Auricon</b>	<b>24</b>
		<b>Digitorc</b>	<b>24</b>
		<b>PC-AD2</b>	<b>25</b>
		<b>Windows Recording Device Settings</b>	<b>26</b>
		<b>Disc Layout</b>	<b>27</b>
		<b>Copyright Notices</b>	<b>28</b>
		<b>Appendix A</b>	<b>29</b>
		<b>Appendix B</b>	<b>30</b>

## Figures

Fig 2-1:	Flashlog Installation Page	4
Fig 3-1a:	Line Sources Page	8
Fig 3-1b:	Mic Sources Page	8
Fig 3-2:	Axia GPIO Setup Page	9
Fig 3-3:	Internet Stream Sources Page	10
Fig 3-4:	Source Configuration Page	10
Fig 3-5:	Multi-rate HLS Streams	11
Fig 4-1:	SNMP Alarm Configuration Page	12
Fig 4-2:	SNMP Configuration Page	13
Fig 4-3:	SNMP Service Properties Page	13
Fig 4-4:	SNMP Service Properties Page	14
Fig 5-1:	Archive Properties Page	15
Fig 5-2:	Permissions For Archive Page	16
Fig 5-3:	Object Types Page	16
Fig 5-4:	Select Users Page	16
Fig 5-5:	Share Permissions For Archive Page	17
Fig 5-6:	Archive Properties Page	17
Fig 5-7:	Archival Events Page	18
Fig 5-8:	Archival Settings Page	18
Fig 5-9:	Archival Events (Status) Page	19
Fig 6-1:	The Player Page	20
Fig 6-2:	Skimming Page	23
Fig 7-1:	Auricon Page	24
Fig 7-2:	Digitorc Page	24
Fig 7-3:	PC-AD2 Page	25
Fig 8-1:	Windows Recording Device Settings Page	26

## License Agreement

This is a legal agreement between you, the end user, and Sonifex Limited.

BY PROCEEDING WITH THE INSTALLATION OR USE OF THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, DO NOT INSTALL OR USE THIS SOFTWARE.

Sonifex Limited (“Sonifex”) and the individual or entity acquiring the Software (“Licensee”), agree as follows:

### 1. Definitions

“Software” means the computer program(s) in machine-readable form furnished to Licensee by Sonifex or Sonifex’s suppliers, in whatever media and by whatever method. Software includes any related update or upgrade programs that may be added from time-to-time.

“Hardware” means the equipment, furnished to Licensee by Sonifex or Sonifex’s suppliers, to which the Software relates. Hardware is to be used solely in conjunction with the Software.

### 2. Software License

a. Sonifex hereby grants to Licensee a non-exclusive, non-transferable license to use the Software for Licensee’s internal purposes only, on any computer possessed by Licensee on which the Software is designed to operate, such use to be in accordance with and subject to the terms and conditions of this Agreement.

b. Licensee shall not distribute, lend, incorporate, modify, or use the Software for any purpose except as expressly provided herein. Licensee may transfer rights under this Agreement on a permanent basis, provided all copies of the Software and all written materials are transferred, and the recipient agrees to the terms of this Agreement.

c. If Licensee fails to comply with the provisions of this Agreement, the License is automatically terminated.

d. Except for the rights expressly granted herein to Licensee, the title and all intellectual property rights in and to the Software and any copy of the Software which may be made by Licensee hereunder remain the sole and exclusive property of Sonifex and/or Sonifex’s licensors.

### 3. Limited Warranty & Remedies

a. Sonifex warrants to Licensee that the media containing the Software will be free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of delivery.

b. Sonifex further warrants that (a) the Software will perform substantially in accordance with the accompanying Product Manual(s) for a period of ninety (90) days from the date of delivery; and (b) any Sonifex supplied Hardware accompanying the Software will be free from defects in materials and workmanship under normal use and service for a period of one year from the date of receipt. Any implied warranties on the Software and Hardware are limited to ninety (90) days and one (1) year, respectively, or the shortest period permitted by applicable law, whichever is greater.

c. Any products which are not returned to Sonifex within the warranty period or which have been subject to accident, abuse, misuse, alteration, neglect, or unauthorised repair or installation are not covered by warranty.

### 4. Warranty Disclaimer

EXCEPT FOR THE ABOVE EXPRESSED LIMITED WARRANTIES, SONIFEX MAKES NO WARRANTIES ON THE SOFTWARE, WHETHER EXPRESSED, IMPLIED, STATUTORY, OR IN ANY OTHER PROVISION OF THIS AGREEMENT OR COMMUNICATION WITH LICENSEE, AND SONIFEX SPECIFICALLY DISCLAIMS ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. SONIFEX DOES NOT WARRANT THAT THE OPERATION OF THE SOFTWARE BY LICENSEE WILL BE UNINTERRUPTED OR

ERROR FREE. LICENSEE ASSUMES RESPONSIBILITY FOR SELECTION OF THE SOFTWARE AND HARDWARE TO ACHIEVE ITS INTENDED RESULTS, AND FOR THE PROPER INSTALLATION, USE, AND RESULTS OBTAINED FROM THE SOFTWARE. EXCEPT FOR THE ABOVE EXPRESSED LIMITED WARRANTIES, LICENSEE ASSUMES THE ENTIRE RISK OF THE SOFTWARE PROVING DEFECTIVE OR FAILING TO PERFORM PROPERLY AND IN SUCH EVENT, LICENSEE SHALL ASSUME THE ENTIRE COST AND RISK OF ANY REPAIR, SERVICE, CORRECTION, OR ANY OTHER LIABILITIES OR DAMAGES CAUSED BY OR ASSOCIATED WITH THE SOFTWARE.

SONIFEX'S SOLE LIABILITY, AND LICENSEE'S SOLE REMEDY, IS SET FORTH ABOVE.

### 5. Object Code

Licensee shall not attempt to reverse translate, de-compile or otherwise attempt to derive the source code of the Software. In the event any source code is explicitly licensed to Licensee as part of the Software, such limitation will not apply to such source code. Licensee shall not alter or remove from the Software any copyright, trademark or other proprietary notices of Sonifex and/or Sonifex's licensors. Any use or attempted use of the Software in violation of the foregoing restrictions is a breach of the Agreement which will cause irreparable harm to Sonifex, entitling Sonifex to injunctive relief in addition to all legal remedies.

### 6. Limitation of Liability

a. Licensee agrees that Sonifex's entire liability to Licensee and Licensee's sole remedy hereunder for any cause whatsoever, regardless of the form of the action, and at Sonifex's option, shall be limited to either (a) the price paid to Sonifex for the Software and Hardware or (b) repair or replacement of the Software or Hardware that does not meet Sonifex's Limited Warranty and which is returned to Sonifex with a copy of Licensee's receipt or invoice.

Any replacement Software or Hardware will be warranted for the remainder of the original warranty period or 30 days, whichever is longer.

b. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, SONIFEX AND ITS SUPPLIERS SHALL NOT BE LIABLE FOR ANY OTHER DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THIS SONIFEX PRODUCT, EVEN IF SONIFEX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN ANY CASE, SONIFEX'S ENTIRE LIABILITY UNDER ANY PROVISION OF THIS AGREEMENT SHALL BE LIMITED TO THE AMOUNT ACTUALLY PAID FOR THE SOFTWARE AND HARDWARE.

### 7. Copyright

The Software is owned by Sonifex and is protected by United Kingdom copyright laws, international treaty provisions and all other applicable national laws.

This Agreement is governed by the laws of England.

# Flashlog LT Introduction

## General Description

Flashlog LT is an economical logging solution for simultaneous recording of one (LT1 option) or two (LT2 option) stereo line channels and up to 8 internet streams. For the latter, Shoutcast, Icecast, Flash (RTMP) and HLS protocols are currently supported, with HE-AAC and MP3 audio encoding. Artist / title metadata is stored and displayed along with the audio. Axia, Wheatnet IP and Dante based line inputs are also supported.

Windows Media 10 Professional audio compression provides near-CD quality recording of line inputs for the entire logging period, while internet streams are recorded as raw data streams for decoding as audio and text on playback.

The number of recording days can be independently changed at any time on each line channel and internet stream.

SNMP status monitoring and alarm traps are provided as standard on Flashlog LT.

Recorded audio can be played back locally and via a network connection using our Flashback application. Windows 7 / 8 / 10 imposes a limit of twenty simultaneous connections, however this restriction is lifted in server versions of Windows, subject to CAL licences.

## System Requirements

CPU	Intel Core 2 Quad-core or better
Memory	4GB minimum, 8GB recommended
Hard drive	500GB minimum, dependent on audio storage requirements
Video resolution	800x480 or better
Operating system	64-bit Windows 7 / 10 / Server 2008 R2 / Server 2012 R2

### Optional Recording Requirements

Line Capture	One (LT1) or two (LT2) audio input devices supporting 48kHz 16-bit stereo
Axia Livewire	Axia multichannel driver and licence
Wheatnet IP	Wheatnet PC driver and licence
Dante	Dante driver and licence
Skimming	Sealevel 8006e isolated digital input card

### Specifications

Recording time	7, 14, 28, 42, 90, 120, 180 days, 1 year or 2 years Independently field-adjustable on each channel Dependent on hard disc capacity
Maximum number of channels*	Analog or AES3: LT1: 1 stereo or 2 mono LT2: 2 stereo or 4 mono Internet streams: Up to 8
Audio compression	Line inputs: 80kbps, 128kbps, 256kbps or lossless
Audio sampling rate	Line inputs: 48kHz
Internet stream formats	Shoutcast, Icecast, Flash (RTMP), HLS MP3 or HE-AAC audio encoding
SNMP	Monitoring of input status and internet stream metadata
Daylight saving adjustment	Automatic (configurable in Windows)

## Installation

### Important

Flashlog should be the **ONLY** application installed on the PC. In order to perform real-time recording of multiple audio channels, it needs constant access to CPU resources and the hard drive storage.

If anti-virus software is required, ensure that it **NEVER** scans the c:\audio folder or performs periodic system-wide scans which throttle the PC. The Flashlog recorder is constantly writing to its audio files and cannot do this if they're being scanned.

### Setup Requirements for Storage Greater Than 2TB

1. If using a RAID card, create two logical drives, one of 200GB for the operating system (which must be set as bootable) and the other spanning the remainder of the drive space. Leave the latter unpartitioned as it will be set up later in the process.
2. If not using a RAID card, **you must use a motherboard that supports UEFI**. On the Boot Settings page of the BIOS, set the boot options to UEFI only and make sure your boot medium (DVD drive) and the hard drive are showing. Install Windows as normal, making sure that any existing partitions are deleted and then choosing the entire drive to install on.

### Operating System Installation

#### Windows 7

1. Boot from the Windows DVD and begin the installation process.
2. Set the locality as appropriate for your location.
3. If using a RAID array with a separate 200GB logical drive for the operating system, install Windows on that.
4. Set the user name to "Flashlog" and the computer name to something appropriate for your network.

5. Set the password as required (don't leave it blank as this will disable networking).
6. Enter the Product Key.
7. Open Control Panel – Hardware and Sound – Power Options and set the Preferred Plan to "High Performance". It is important that Windows not be allowed to sleep when left unattended.
8. If there are separate logical drives for the operating system and audio data:
  - a. Go to Administrative Tools – Computer Management – Disk Management and initialise Disk 1, selecting GPT.
  - b. Right-click on the empty space on Disk 1 and create New Simple Volume.
  - c. Select "Mount in the following empty NTFS folder", then click on Browse and create a new folder c:\Audio.
  - d. Format this volume with the volume name set to "Audio".
9. Open Control Panel, go to Network and Sharing Center, click on Change Advanced Sharing Settings in the left-hand panel, turn on Network Discovery and File Sharing and turn off Password Protected Sharing.
10. Open Control Panel, go to Programs and select Turn Windows Features On or Off. Scroll down to Simple Network Management Protocol (SNMP) and enable it. Click on OK and wait for the option to be installed. Refer to the later sections in this manual for further information on configuring SNMP.
11. Close down the machine and install any recording cards.

#### Windows 10

1. Boot from the Windows DVD and begin the installation process.
2. Set the language and time/currency format as appropriate for your location.
3. Click on Install Now, enter the Product Key and accept the licence agreement.
4. Choose Custom – Install Windows Only (Advanced).
5. If using a RAID array with a separate 200GB logical drive for the

operating system, install Windows on that.

6. Under Get Going Fast, select Customise Settings and turn everything off.

**If your network has a domain controller, you'll be asked "Who owns this PC?" If this is the case, proceed as follows:**

7. Select My Organisation and click Next.
8. Select Join a Domain (note that you don't actually join a domain here as this step only creates a local account).
9. Set the local account user name to **Flashlog** and add an appropriate password.

**If you weren't asked "Who owns this PC?" follow these steps instead:**

7. When asked for your Microsoft account details, click on Skip This Step at the bottom of the screen.
8. Set the user name to **Flashlog** and add an appropriate password.

**Windows will now complete its installation and present you with the desktop.**

10. Click on Start, Settings then System.
  - a. Select Power and Sleep.
    - i. Set Screen to Never.
    - ii. Set Sleep to Never.
    - iii. Click on Additional Power Settings, select High Performance and set Turn off display to **Never**.
    - iv. Click on Choose What the Power Button Does, click on Change Settings that are Currently Unavailable then **untick** Turn on Fast Startup.
  - b. Select Offline Maps and turn off Map Updates.
11. Click on Start, Settings then Privacy.
  - a. Go to Feedback & Diagnostics and set Feedback to **Never** and Diagnostics to **Basic**.

- b. Go to Speech, Inking and Typing and turn Getting to know me off if it's enabled.
  - c. Go to Background Apps and turn them all off.
12. Click on Start – All Apps – Windows System – Control Panel.
    - a. If there are separate logical drives for the operating system and audio data:
      - i. Go to System and Security – Administrative Tools – Computer Management – Disk Management and initialise Disk 1, selecting GPT.
      - ii. Right-click on the empty space on Disk 1 and create New Simple Volume.
      - iii. Select "Mount in the following empty NTFS folder", then click on Browse and create a new folder c:\Audio.
      - iv. Format this volume with the volume name set to "Audio".
    - b. Go to Network and Sharing Center, click on Change Advanced Sharing Settings in the left-hand panel, turn on **Network Discovery** and **File Sharing** and, under All Networks, turn off **Password Protected Sharing**. If any Flashback clients will be running on Windows XP, also Enable File Sharing for devices that use 40- or 56-bit encryption.
    - c. Go to Programs and select Turn Windows Features On or Off. Scroll down to Simple Network Management Protocol (SNMP) and enable it. Click on OK and wait for the option to be installed. Refer to the later sections in this manual for further information on configuring SNMP.
  13. Close down the machine and install any recording cards.

### Server 2008-R2 Additional Steps

1. Install Features – Desktop Experience.
2. Open Service Manager, right-click on Windows Audio, select Properties and set Startup to Automatic.
3. Repeat for the Windows Audio Endpoint Builder service.

### Server 2012-R2 Additional Steps

1. Enable the following features on the server before installing Flashlog:
  - Media Foundation
  - SNMP Service
  - Remote Server Administrative Tools –
    - Feature Administration Tools
    - SNMP Tools (NOT SNMP Server Tools!)
2. Open Service Manager, right-click on Windows Audio, select Properties and set Startup to Automatic.
3. Repeat for the Windows Audio Endpoint Builder service.

### Audio Device Setup

1. After logging on, install the drivers for the audio input devices if needed.
2. Right-click on the loudspeaker symbol in the bottom right-hand corner of the screen, select Recording Devices and, on those line input devices you want to record from, click on the Advanced tab and set the Default Format to 2 channel 16 bit 48000 Hz. Disable any devices that you don't want to record from. The Flashlog recorder will ignore any devices set to 44.1kHz sampling (or any rate other than 48kHz).
3. Right-click on the loudspeaker symbol in the bottom right-hand corner of the screen, select Playback Devices and set the default playback device to the required output.

### Flashlog Software Installation

1. Run Install8.exe to install Flashlog LT, setting the default number of logging days and default line compression bit rate. Enter the activation key obtained from Sonifex or your distributor after quoting the Hardware ID, then click on Install.

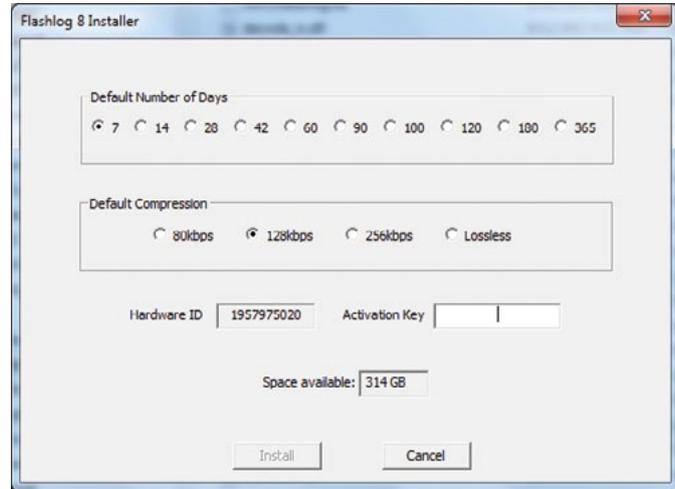


Fig 2-1: Flashlog Installation Page

2. After the installation has completed, reboot the system. Once logged in, the Flashlog LT application should start. If at any future time the activation key needs to be changed, close the Flashlog application and then run `c:\logger\Flashlog8.exe /a` which will force it to prompt for a new key.
3. Click on the Sources tab and configure the recording sources as required.
4. If you need to customise the number of logging days on any of the sources, close the Flashlog LT application and restart it using Run As Administrator.

5. Allow the system to run for at least two minutes before testing the Playback functions.
6. Create a share on the c:\audio folder and add the user Everyone with Permission set to Reader. Click on Share to apply the change.
7. If a separate volume for the audio data was created in the operating system installation (for a drive size greater than 2TB), open Administrative Tools – Services and stop the Flashlog LT Recorder service. Open Computer Management – Disk Management and right-click on the Audio volume in the upper window. Select Properties, click on the Security tab and edit the permissions to give “Everyone” Read & Execute, List Folder Contents and Read access to the volume.
8. Test that the system can be accessed from Flashback 8 if this will be used on your network (note that any earlier Flashback installations on your network will need to be updated to Flashback 8).

## Notes

1. The Flashlog playback software always uses Windows’ default audio output device, which may be set by right-clicking on the loudspeaker symbol in the bottom right-hand corner of the screen, selecting Playback Devices, clicking on the desired device and then clicking Set Default.
2. The Flashlog LT recording software runs as a service and will operate without any user logged on. The local playback and configuration software will automatically start when the “Flashlog” user is logged in. This account name and/or password can be changed, or additional accounts created, without impacting on the operation of Flashlog.
3. The free Flashback 8 application can be installed on other workstations on your network to allow access to the Flashlog’s recordings. **Note that only Flashback 8 (or later versions) can be used with Flashlog LT –**

don’t try to use earlier versions of Flashback! Flashback 8, however, is backwards compatible with Flashlog 5, 6 and 7, and so can be used on networks having a mixture of Flashlog models.

4. When Flashlog is operating with a Trial activation key, a message will appear for ten seconds every half hour advising of the number of days remaining. Click on the Activate Now button to permanently activate the software. If, after the fourteen day trial period has expired, the software hasn’t been permanently activated, all recordings will be erased and all sources will be set to zero days.

## Setting the Date and Time

Flashlog LT uses UTC for its internal time-stamping, so it’s important that the time zone, daylight saving options and the current date and time are set correctly. To make these adjustments, right-click on the clock display at the bottom right-hand corner of the Windows desktop and select **Adjust Date/Time**.

For areas where daylight saving is used, this will normally have been set up by Windows. Daylight saving time adjustment is automatic and is based on the **Timezone** settings in the Windows **Date/Time** setting. This setting can be altered if required.

Should it be necessary to alter the start and/or end dates for daylight saving, a utility called **Tzedit** is supplied. This may be found by clicking on **Start – Programs – Utilities**. Please note that after changing the timezone parameters it is essential to then go back to the **Date/Time** setting, click on a different **Timezone**, then go back to intended **Timezone** setting and click on **Apply**. This is because Windows stores the parameters for the current time zone separately in the Registry from the list of timezones that **TzEdit** works with, and this is not automatically updated by **Tzedit**.

**Note** that promulgated changes to daylight saving are normally included as part of Microsoft’s critical updates, so as long as these updates are regularly applied, it should not be necessary to manually alter the daylight saving settings.

## Synchronising the Date and Time from the Internet

When the computer running Flashlog is a member of a domain, its clock is automatically synchronised to the domain's file server if the server supports this. For information on setting up a domain time service, refer to Microsoft Knowledge Base articles Q216734 and Q314054. By default, synchronisation occurs on boot-up and then once every eight hours.

If the machine has access to the Internet and is not a member of a domain, the time synchronisation can be set up by right-clicking on the clock display at the bottom right hand corner of the screen, selecting **Adjust Date/Time** and then clicking on the **Internet Time** tab. The default time server is time.windows.com, but many others are available. We recommend pool.ntp.org which is a dynamic pool of registered NTP servers. Further information can be found at [www.ntp.org](http://www.ntp.org).

The protocol used for time-setting is User Datagram Protocol (UDP) and the port number is 123. If there's a proxy server between the Flashlog machine and the internet then it will probably be necessary to set up specific access for this on the proxy server.

## Shutdowns

It is not advisable to remove power from the machine while it is running as doing so may corrupt the hard drive. Pressing the front panel power switch or selecting Shut Down from the Windows Start menu will initiate an orderly closedown of both the operating system and the Flashlog LT Recorder service.

## Maintenance

The software has been extensively tested and should be reliable and capable of running indefinitely without intervention. If a problem does occur and it is necessary to reboot the system, use the above shutdown procedure.

Other possible causes of malfunction are power interruptions and disturbances. **We strongly recommend that a UPS be fitted to the machine. These are not very expensive and provide a high degree of insurance against loss of data.**

From time to time software upgrades may be released. Instructions for installing such upgrades will be supplied with the upgrade. Check the Sonifex website ([www.sonifex.co.uk](http://www.sonifex.co.uk)) for the latest upgrade and documentation. Check also for updated drivers for the Auricon, Digtorc and Radcap cards.

## Alarm Monitor

Alarm conditions, as selected in the Sources window, cause a yellow dialog box to appear when triggered, along with an alarm sound played through the default audio output device. Clicking on OK masks the alarm until its cause has been rectified.

The SNMP extension agent in Flashlog LT provides remote monitoring of the Flashlog input status. **See the SNMP section of this manual for more information.**

## Operation

Flashlog LT consists of two components: Recorder8.exe which runs as a service under Windows' LocalSystem account, and Flashlog8.exe which provides local playback and configuration for the logged-in user. Because the recorder runs as a service, recording will continue even if no user is logged on.

Across the top of the Flashlog window are three tabs: **Player**, **Sources** and **About**. The About tab displays version and copyright information, while the other two will now be described in detail.

### Sources

The Sources tab shows the audio inputs to the system, these being line inputs (physical and/or IP-based) and/or internet streams.

When making any changes to the source settings (other than the Alarm checkbox), it is necessary to click on the **Apply** button at the bottom of the window before the changes take effect. Pending changes are shown in red until either the **Apply** button is pressed or they are discarded by clicking the **Cancel** button.

To guard against inadvertent erasures, changing the number of logging days requires the Flashlog application to be run with Administrator privileges. Close the player if it's currently open (this doesn't stop the recorder), then go to Start – All Programs – Startup, right-click Flashlog 8 and select Run as administrator. Don't forget to close it again after you've finished!

When changing the number of logging days on any channel, it is necessary for the system to perform a Windows restart, as the required renaming of folders can't take place if any of the contained files are open. There will be a delay of up to one minute before the restart occurs as the renaming takes place at the transition between the one-minute audio files.

**When reducing the number of days on a channel, be aware that this will cause those recordings beyond the end of the new range of days to be permanently erased.** A warning message will be displayed when this is attempted.

Setting the number of days to zero will erase all recordings for that source and hide it from the player. This is the recommended way to prevent logging of unwanted inputs. Setting a line source to Hidden will hide it from the player, but audio data will continue to be recorded and take up drive space.

The following table shows the effect of hiding, zero-daying, removing hardware (physical inputs) or deletion (internet streams):

	Line	Internet
<b>Hide / Zero Frequency</b>	Continues to record but does not appear in player	N/A
<b>Zero Days</b>	Deletes all recordings but still in Sources window	Deletes all recordings but still in Sources window
<b>Remove Hardware</b>	Recording stops but existing audio remains indefinitely	Recording stops but existing audio remains indefinitely
<b>Delete</b>	N/A Set to zero days then remove hardware	Removed from Sources window and registry

## Mic &amp; Line Sources

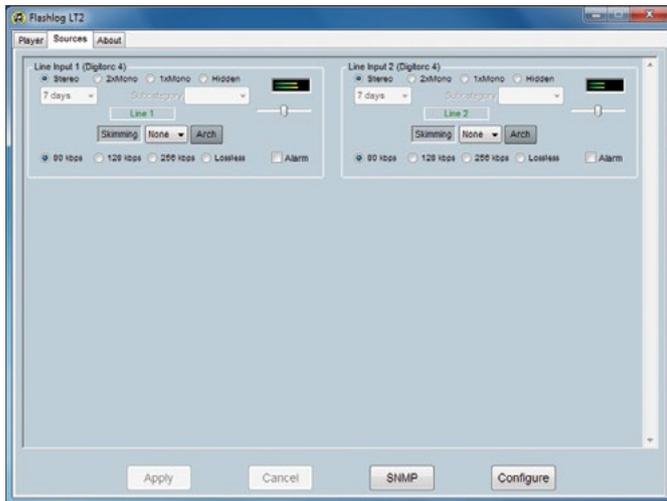


Fig 3-1a: Line Sources Page

Setting up line sources is the same for all types of line input, be it analogue, AES-3 or any of the IP-based systems (Axia, Wheatnet, Dante, etc.), with the exception that, for Axia inputs, GPIO is used in place of the optional hardware skimming contact closure inputs.



Fig 3-1b: Mic Sources Page

The line sources can each be configured as **Stereo**, **2 x Mono**, **1 x Mono** or **Hidden**. In **2 x Mono** mode, the left and right input connections (or channels in an AES3 or IP stream) are treated as two separate mono sources, each defining its own individual recording channel. In **1 x Mono**

mode, only the left input connection or channel is used. A **Hidden** input does not appear at all in the list of recording channels but is still recorded on the hard drives. Click on **Apply** to commit any changes.

The number of recording days for each input can be independently set from the dropdown list. The available options are adjusted according to the amount of space on the hard drive, including any other changes that might be currently selected. Setting the number of days to zero will remove all existing recordings for that channel and stop any further recording.

Each recording channel can be given a descriptive name of up to twelve characters, and this name appears on the playback channel selection button on both the local playback screen and through Flashback. Enter the new name in place of the default “Line x” description and click on **Apply** to commit the change.

Line recording channels can be associated with “skimming” contact closure connections if the optional closure input card is fitted, or, in the case of Axia IP-based inputs, GPIO is enabled. This is typically used to indicate when the studio microphone is active, allowing live content to be quickly found on playback. There are sixteen closure inputs, labelled **A0..A7** and **B0..B7** (corresponding to the pin-out of the contact closure card shown in the Appendix). A dropdown list on each channel allows it to be associated with a closure connection, and a single connection may be associated with more than one audio channel if need be. Once a skimming input has been set (and the **Apply** button clicked), the **Skimming** indicator will light whenever the closure input is activated, and the closure events will be logged along with the audio.

The recording level of each line source can be adjusted using the fader control below the level meter. The level should be set to keep the peaks reasonably high without reaching full scale.

The audio compression rate can be selected from the radio buttons along the bottom of each source window. The available rates are 80kbps,

128kbps, 256kbps and Lossless, however, should there be insufficient hard disc capacity, some of the higher rates may be greyed out.

Audio failure alarms can be enabled by setting the Alarm checkbox. The alarm is triggered if audio is continuously absent for a period set by the audio timeout slider in the SNMP setup dialog box.

### Axia GPIO

For the special case where line inputs are Axia Livewire sources, the skimming option is replaced with a similar function using GPIO. Clicking on the GPIO button opens a configuration dialog box where GPIO event logging is set up. The source address can either be the IP-address/Port combination of a GPIO source when operating in snake mode, or a Livewire channel number when operating in multicast mode.

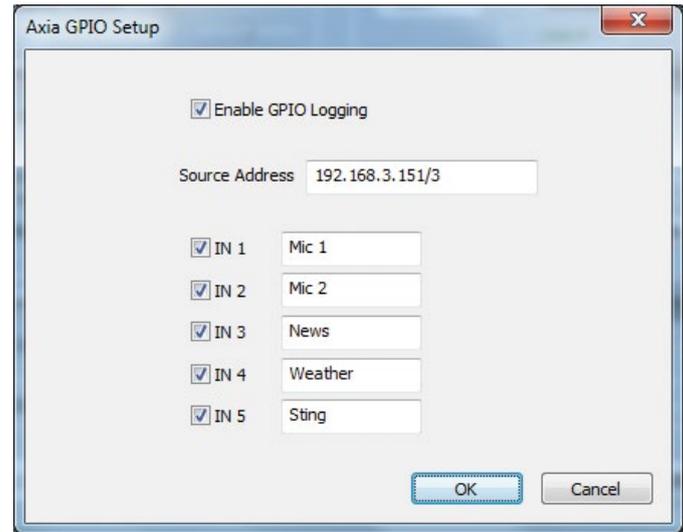


Fig 3-2: Axia GPIO Setup Page

## Internet Stream Sources

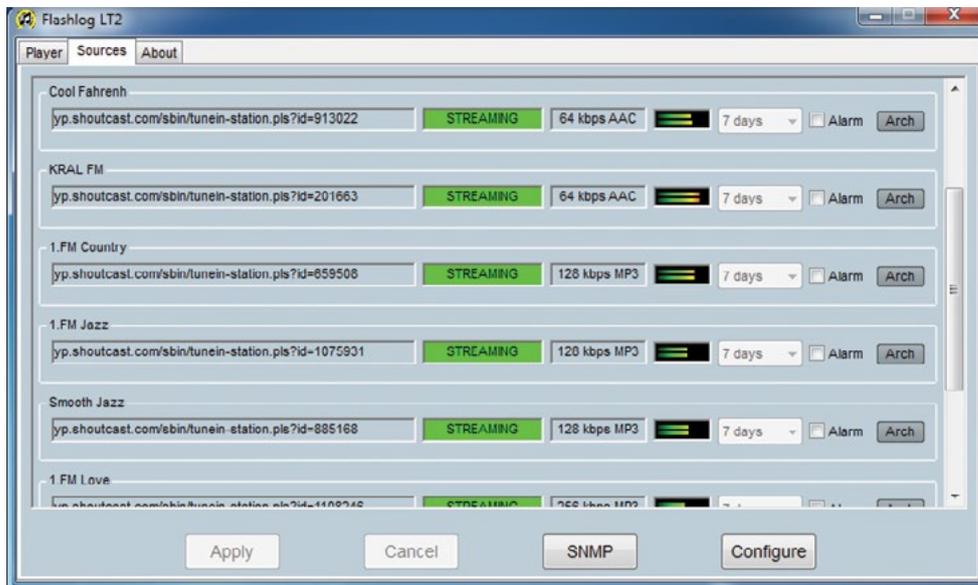


Fig 3-3: Internet Stream Sources Page

Flashlog LT currently supports the logging of internet radio streams using Shoutcast, Icecast, Flash (RTMP) and HLS protocols with either HE-AAC or MP3 audio encoding. Additional protocols may be supported in future releases.

Each stream shows the stream name, URL, status, bit rate, encoding and audio level, with a drop-down list box for setting the number of logging days (requires Administrator rights to access) and an Alarm checkbox.

To create a stream recorder, click on the Configure button at the bottom of the Sources window.

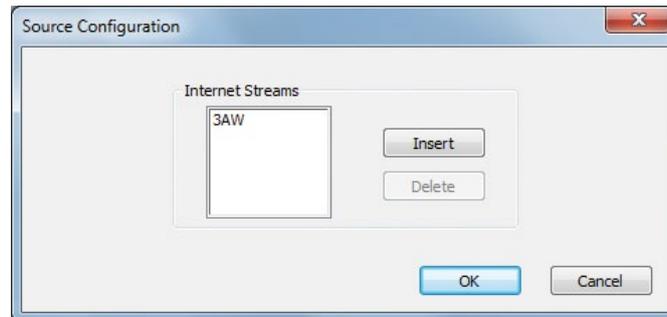


Fig 3-4: Source Configuration Page

Click on the Insert button to create a new stream, then enter the stream name (maximum twelve characters), which will appear on the player button, and the stream's URL. For Flash streams, the `rtmp://` prefix must be used, but for Shoutcast / Icecast / HLS streams, the `http://` prefix is optional. The default port is 1935 for RTMP or 80 for Shoutcast / Icecast / HLS; if a different port is used it must be included in the URL.

The time zone can also be set for a stream if it differs from that of the logger. On playback, the date and time will be displayed in that time zone.

A stream's name or URL can be edited by double-clicking on the stream in the Source Configuration dialog box, or stream can be deleted by selecting the stream in the list and clicking on the Delete button. **Note that a stream must be set for zero recording days before it can be deleted, otherwise the Delete button is greyed out.**

Once a stream is created and OK is clicked, the stream will appear at the bottom of the Sources window (it may be necessary to scroll down to see it). The Recording Days dropdown list will be empty until the stream connects and the data rate can be determined, at which point the list will be populated depending on available hard drive space, while the stream will disconnect and show its status as IDLE. **The number of days is initially set to zero and must be manually set to a non-zero value before any logging will begin (you will need to run the Flashlog application with Administrator rights to do this).**

In the case of an HLS stream carrying multiple bit rates, a dropdown list of the rates will appear. It is necessary to select a rate before the available range of logging days can be determined. If you need to log more than one rate, create multiple instances of the stream, each set to a different rate.

**Warning: Even low bit-rate streams download a substantial amount of data when continuously logging. For example, a 48 kbps stream will download approximately 518 MB per day, or 16 GB per month. Make sure your internet access plan can support the amount of downloading required.**

To stop a stream from recording while preserving the audio that's previously been recorded, click on the Configure button, double-click on the stream name in the list and set the URL field to blank. After clicking on OK, the stream will disconnect and remain in the disconnected state. If at a later date the stream audio can be deleted, set the days to zero and then, after the reboot, delete the stream from the Configure dialog box.

To avoid unnecessary CPU overhead, stream audio isn't fully decoded in the recorder, instead the audio level indication is derived directly from the compressed frames. Due to limitations with this technique, streams using parametric stereo in AAC or joint stereo in MP3 will show the same level on left and right even if the actual audio levels on each side are different. Full stereo decoding is, however, implemented in the Flashlog player and in Flashback.

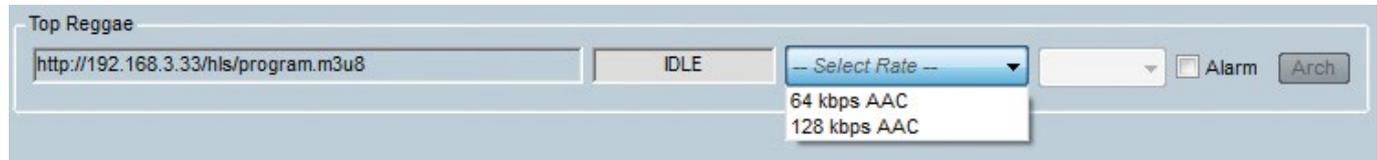


Fig 3-5: Multi-rate HLS Streams

## SNMP

Flashlog LT provides SNMP monitoring of line input and internet services. Traps can also be selectively enabled, mirroring and extending the existing alarm functions. An SMIV2 MIB file is provided for integration with your SNMP management software.

The hierarchy is illustrated below (the full tree is shown in Appendix B).

```

innescorp (1.3.6.1.4.1.38558)
  products (2)
    flashlog8 (2)
      flashlog8LineStatus (1)
      flashlog8InternetStatus (5)
  
```

The **flashlog8LineStatus** table contains rows showing the subcategory name, channel name and audio status for each channel.

Channel No.	Subcategory Name	Channel Name	Audio Status
1			
2			
3			
..			

The **flashlog8InternetStatus** table contains rows showing the name, URL, bit rate, audio encoding, connection status, audio presence and artist/title metadata for each stream.

Stream No.	Name	URL	Bit Rate	Encoding	Connection Status	Audio Status	Metadata
1							
2							
3							
..							

In all cases, the normal status is indicated by the value true (1) while an abnormal status is indicated by false (2). When traps are enabled, a trap is sent whenever the status changes from one state to the other. SNMP is configured by clicking on the SNMP button at the bottom of the Sources window. Clicking on it brings up the following dialog box.

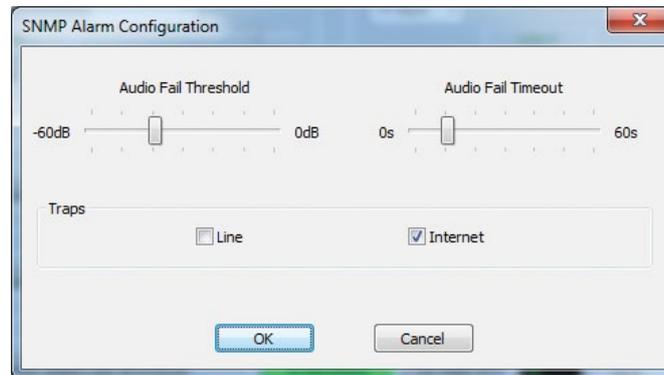


Fig 4-1: SNMP Alarm Configuration Page

The audio fail threshold and timeout are set using the sliders. Note that, because the Flashlog recorder service doesn't decode the audio in each internet stream (that's done in the player and Flashback), an approximation to the audio level is obtained from the MP3 global gain parameter or the RMS value of the AAC spectral components, which is compared to the threshold value.

Traps can be selectively enabled for line inputs and internet streams. For a trap to be issued, the alarm for that particular audio source must also be enabled in the Sources window.

### SNMP Configuration

The Windows SNMP service is not installed by default. To install it, go to Control Panel – Programs – Programs and Features – Turn Windows Features On or Off. In the displayed list, enable Simple Network Management Protocol (SNMP). The WMI SNMP Provider option is not required.

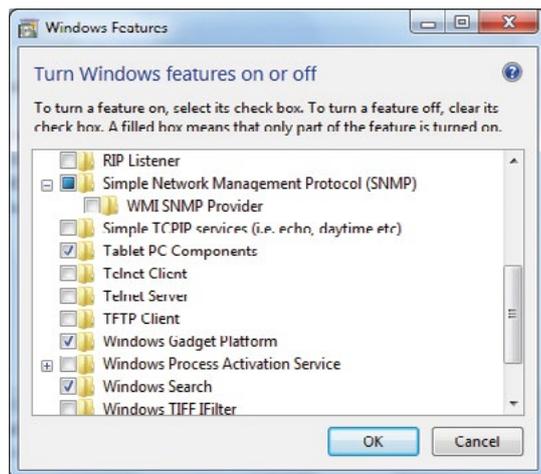


Fig 4-2: SNMP Configuration Page

After rebooting, the SNMP Service can be configured from the Windows Control Panel Services applet. The recommended settings are as follows:

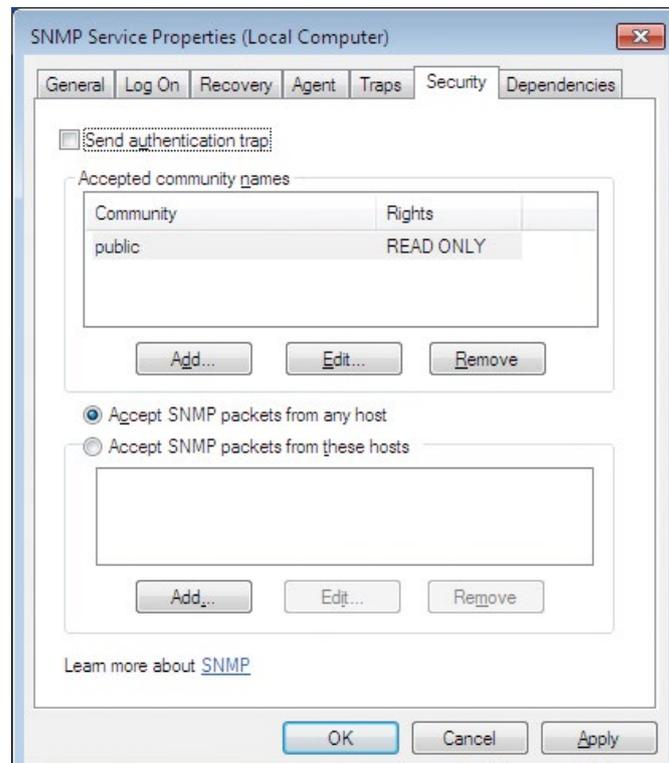


Fig 4-3: SNMP Service Properties Page

**Note:** The *Send authentication trap* option is enabled by default but can be disabled unless your network management software expects this. The *Community* name can be set according to requirements, or *public* can

be used to grant everyone access. The other pages in the SNMP Service Properties can be left at their default settings.

If you will be using traps, the *Traps* page will also need to be filled in.

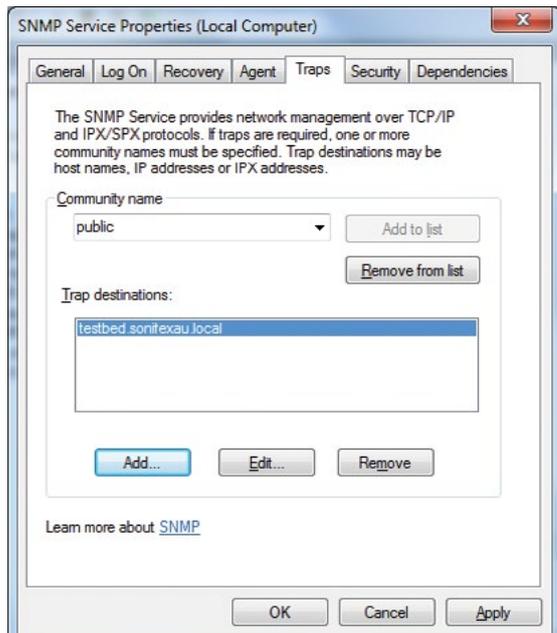


Fig 4-4: SNMP Service Properties Page

Set the community name as required and add the network address of the computer running your network management software as the trap destination. Multiple destinations can be installed if required.

### Extension Agent Registry Settings

These are automatically set by the installer but are included here as a reference.

#### HKEY\_LOCAL\_MACHINE\SOFTWARE\Innescorp\FIashlog8\SNMPAgent

Create a REG\_SZ value called "Pathname" and set it to "c:\logger\FL8SNMP.dll".

#### HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Services\SNMP\Parameters\ExtensionAgents

Create a REG\_SZ value called "1" (or any unique name if there are other extension agents present) and set it to "SOFTWARE\Innescorp\FIashlog8\SNMPAgent".

## Archiving

Flashlog LT provides optional parallel recording of selected channels to a permanent archive location on the network, either continuously or on selected days and time ranges.

**Because the Flashlog recorder runs as a service and services use the computer's credentials when accessing the network, archiving can only be used when the Flashlog PC and the archive storage location are members of a Windows domain. Computer credentials don't exist outside a domain environment.**

### Setting up the archive store

The remote network location where the permanent archive is to be stored has to be configured to allow Flashlog to write to it.

On the target machine, open Explorer and go to the top-level folder where the archives are to be written, right-click on it, select Properties and click on the Sharing tab.

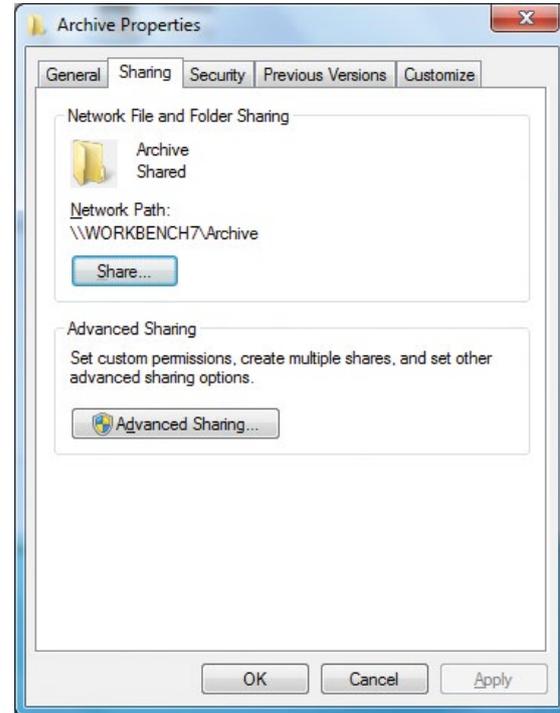


Fig 5-1: Archive Properties Page

Click on the Advanced Sharing button, check Share this folder and click on the Permissions button.

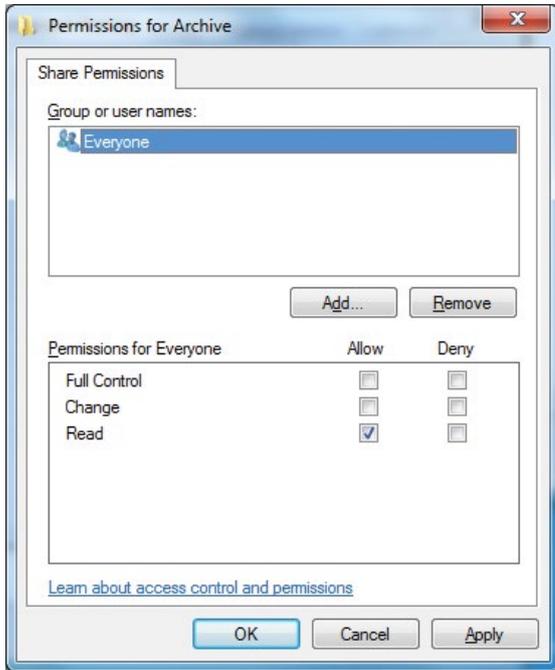


Fig 5-2: Permissions For Archive Page

Under Share Permissions, click on Add... then click on Object Types. Check the box marked Computers and click OK.

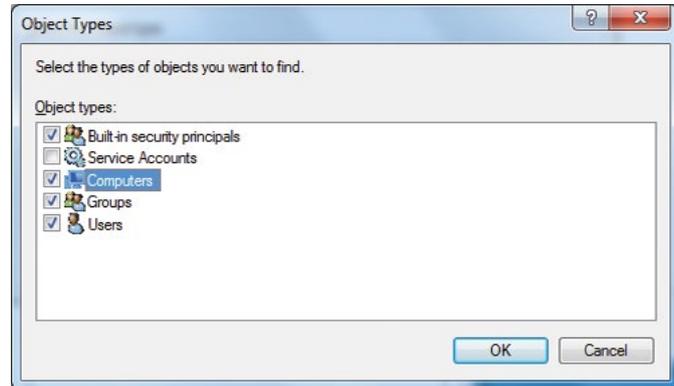


Fig 5-3: Object Types Page

Under Enter the object names to select, type in the network name of the Flashlog machine and click on Check Names. If the name is correctly registered in the domain, it will appear with an underline under it.



Fig 5-4: Select Users Page

Set the Permissions to Full Control then click on OK.

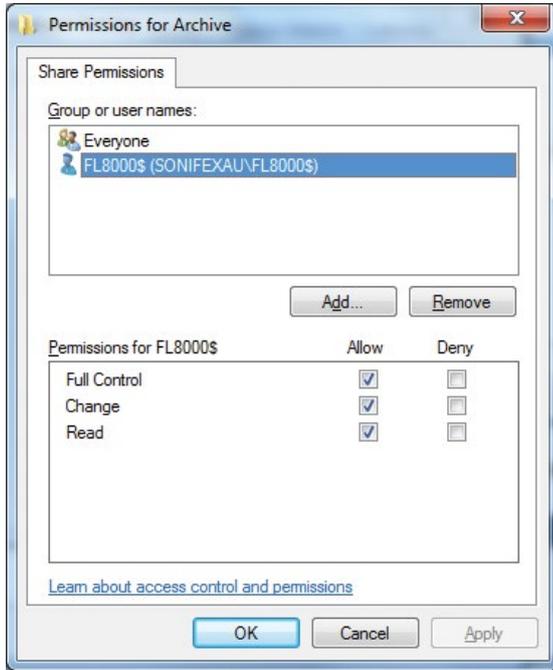


Fig 5-5: Share Permissions For Archive Page

Finally, depending on the operating system, it may be necessary to repeat the same process under the Security tab of the folder's Properties to give the Flashlog computer full access.

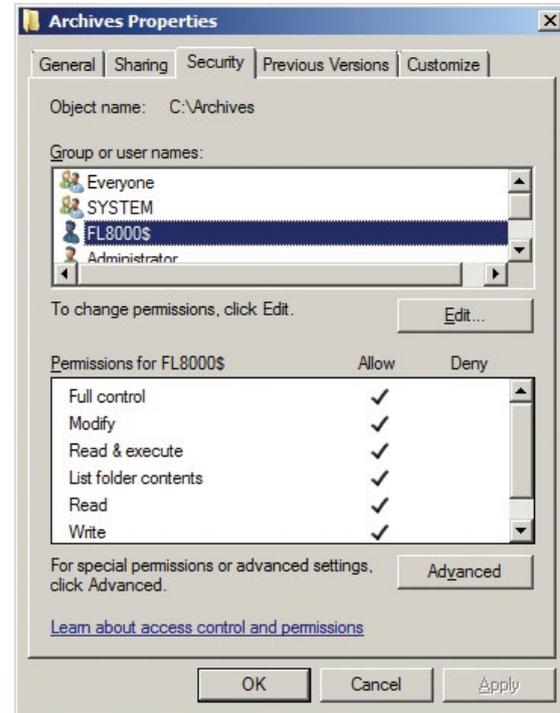


Fig 5-6: Archive Properties Page

### Archive events

Each **archive event** is created on an audio source, be it a line input, received AM or FM station, DAB service or internet stream. The event specifies its active days, start and end times, and network destination folder. Up to 256 events can be created on each audio source.

To create or edit archive events, click on the **Arch** button on the required source.

The **Archival Events** dialog box contains a list of existing events for the source. Double-click on an event to edit it, select an event and click on the **Delete** button to remove it, or click on **Insert** to create a new event.

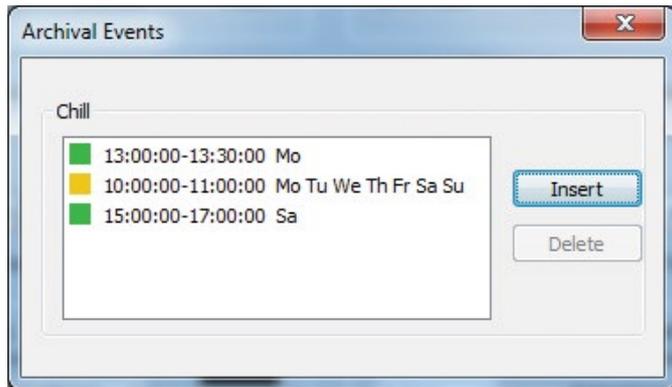


Fig 5-7: Archival Events Page

To set up an event, select the days on which it is to operate, or check the *Every Day* box to select all days. Likewise, either check the *Whole Day* box to archive the entire day or enter a start time and end time for the event. Finally, set the top-level directory for the archive to be stored in. This location must already exist, as Flashlog won't attempt to create it. Clicking on *Browse* will allow you to browse your network, but this can be a slow process.

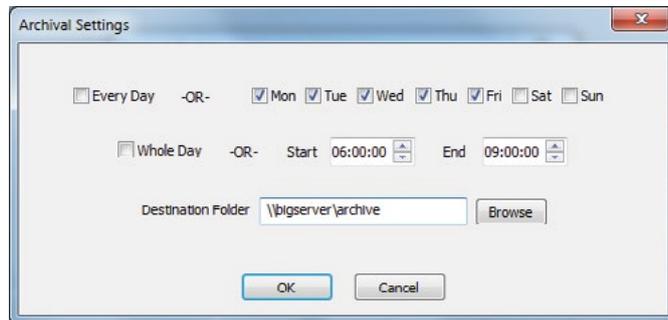


Fig 5-8: Archival Settings Page

When OK is clicked, the logger will attempt to create a temporary file in the destination folder. The **Arch** button will illuminate green if this succeeds or red if there's an error. In the latter case, hovering the mouse over the button will show the error message.

When an event begins, a day folder is created beneath the event's top-level folder, named **yyyy-mm-dd** to represent the date, with the actual archived audio stored within that folder. The audio file's name will be

**SourceName [Category] yyyy-mm-dd hh-mm hh-mm**

Where the first **hh-mm** is the start time and the second one is the end time.

All archived audio is stored in the native format in which it's logged. For line sources, Windows Media Audio is used, with the same bit-rate as the logger. Internet streams are stored as .aac or .mp3 depending on the incoming stream format.

The archives are stored in real time, operating in parallel with the normal Flashlog recording process. This avoids the need to merge compressed files or to decode and re-encode compressed audio. While some file formats allow playback while the recording is in progress, this is not recommended as the file length information and possibly other header information will be invalid.

It is your responsibility to make sure there is sufficient space in the storage location. Flashlog considers the archives to be permanent and will not delete older ones to make room for newer ones.

### Archive Status

The current status of a source's archiving is indicated by the colour of its **Arch** button. Grey indicates that no archive events are set up on that source, green shows that the last event completed successfully (or none of the events have yet started), yellow indicates that an event is currently in progress, and red indicates a problem has occurred. When the button is red, hovering the mouse over it will show a tool tip containing the Windows error message. An entry is also written to the Flashlog fault log (c:\logger\fault.log) whenever a problem occurs.

Within the **Archival Events** dialog box for each channel, the status of each event is shown with a coloured box next to the event entry. When a failure has occurred, as indicated by a red box, hovering the mouse over the event will show a tool tip containing the Windows error text.

If recording is interrupted because of a network fault or any other condition, the event will attempt to resume after an interval of about five minutes. If an archive is partially completed, the start and end times in the file name are changed to reflect the actual interval recorded, and multiple files may be produced if there are interruptions during the event period.

A global SNMP archive status indication (flashlog8ArchiveStatus) is provided, showing *false* if any channels are showing an error status.

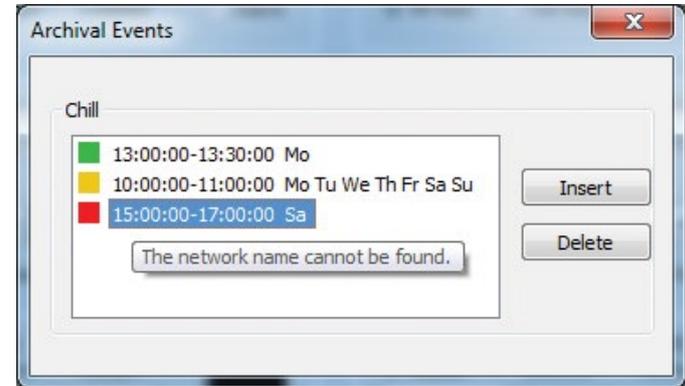


Fig 5-9: Archival Events (Status) Page

## Player

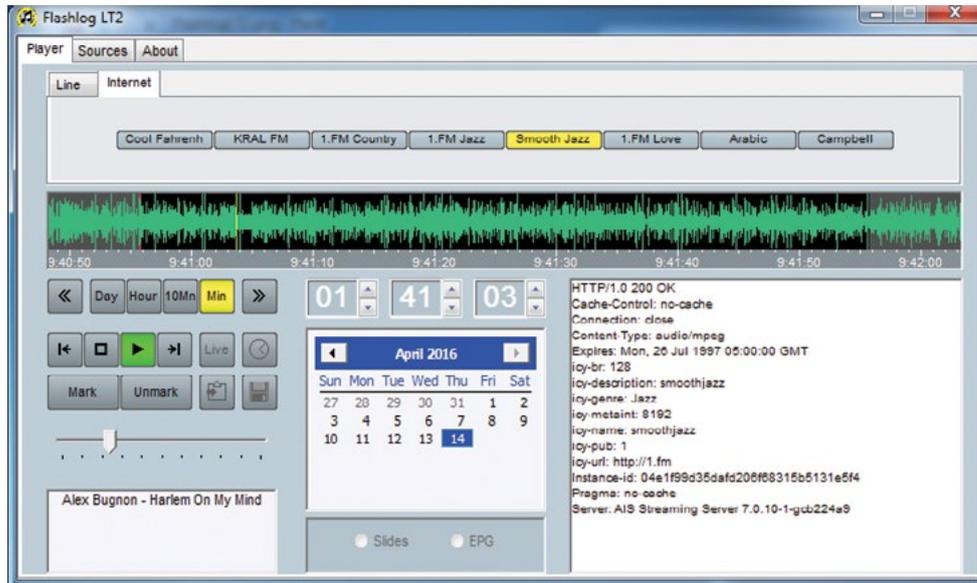


Fig 6-1: The Player Page

The player window provides local playback controls for the system, and is similar in layout and functionality to the Flashback remote playback screen. Playback audio is directed to the Windows default audio output device. This can be changed by right-clicking on the loudspeaker symbol at the bottom right-hand corner of the Windows desktop, selecting Playback Devices, choosing the desired device and clicking on Make Default.

Across the top of the window are tabs for selecting the source group (Line or Internet). Within the tab window are the channel selection buttons

associated with that group. Each button illuminates when selected. Clicking again on a lit button will deselect it, while clicking on another button will engage playback on the new channel while preserving the current playback time.

Below the channel buttons is the waveform display window, where the yellow cursor shows the current playback position relative to the audio waveform. Clicking anywhere within the display will move the cursor to that position. The waveform can also be moved underneath the cursor

by holding down the left mouse button and dragging the ruler bar at the bottom of the display.

The span of the waveform display can be set to one minute, ten minutes, one hour or one day, and the cursor can be moved forward or backward one span width using the left and right arrow buttons located either side of the span selection buttons.

The cursor position can also be moved using the up/down buttons on the time display window. Holding these buttons down will progressively scroll through the log. The time can also be set from the keyboard by clicking in the hour, minute or second window and keying in a number. When entering a time in this manner, the tab key moves the focus from hour to minute to second, the Enter key applies the new time and the Escape key cancels the entry. If the Enter key is not pressed within five seconds of the last keystroke, the editing is cancelled and the time reverts to its previous value.

The playback date is selected from the calendar panel. If the chosen date is outside the range of the recorded audio, it moves to the nearest valid date. The left and right arrow buttons in the calendar panel move back or forward one month. For reference, the current date is marked with a red circle.

The transport controls (stop and play) are located below and to the left of the waveform display window. When the time-call button (with its clock-face icon) is activated, time call announcements are made each minute on the right channel while the logged audio is played out of the left (mixed to mono if the original was stereo).

When the Play button is clicked, the yellow cursor begins moving across the waveform display, while a red cursor marks the original starting point. Clicking the Stop button once will halt playback at its current position, while clicking Stop a second time will move it back to the starting point. The starting point is changed whenever the cursor is forcibly moved, either by

clicking within the waveform window, using the up/down controls on the time display or dragging the ruler bar.

Playback can also be started and stopped by pressing the spacebar on the keyboard. Each press toggles between Play and Stop.

**If the playback starting point is within the most recent minute recorded, playback is disabled until such time as it will be safe to start playing without running into the end of the log. The danger zone is shown with a darker green on the waveform display, and moving into this zone while playing will cause playback to pause until such time as it's safe to resume.**

A section of log can be marked for copying to a file or the Windows clipboard. This is done by moving the cursor to the start position, clicking the Mark button, then moving to the end position and clicking the Mark button again. Alternatively, the start and end points can be set by clicking in the waveform display window while holding down the Shift key on the keyboard. Furthermore, a section can be marked by holding down the Shift key and left mouse button while dragging the mouse pointer across the waveform display window. The marked region, once set, can be adjusted by clicking or dragging in the waveform display window while holding down the Shift key. The start or end point closest to the mouse pointer is moved to the new position. The start and end markers can be cleared by clicking the Unmark button.

Double-clicking in the waveform window will mark the current span of that window (one minute, ten minutes, one hour or one day as selected by the span buttons). Double-clicking on a day in the calendar will mark that whole day from midnight to midnight. This can be useful if archiving days to wma files.

The playback cursor can be moved to the start or end marker by clicking on the Move-to-start and Move-to-end buttons located to the left and right of the transport buttons respectively.

If the playback starting point lies within the selected range, playback will stop at the end of the range and the cursor will return to the starting point. However, if the starting point is set outside the selected range, playback will run continuously. In this mode, the highlighting of the selected range is dulled to grey.

The marked section can be copied to a file or the Windows clipboard by clicking on the respective buttons located to the right of the transport buttons. When copying to a file, either wav, MP3, wma or low bit-rate (16kbps) wma format can be selected from the Save as type dropdown list. We recommend that log extracts not be left on the Flashlog's hard drives as doing so may cause it to run out of space for itself.

The slider control below the transport buttons sets the playback volume. This affects only the audio level from the Flashlog player and doesn't interfere with other applications or change the sound card mixer settings.

For internet streams, the static metadata from the stream's header is displayed in the right-hand box, with Title and Artist metadata, if present, being shown in the lower left-hand box.

A selected line channel can be monitored in real time (less any buffering delay) by clicking on the Live button. All other playback controls are disabled in this mode. Note that live monitoring is currently not supported for internet streams.

### Keyboard Operation

Some of the playback buttons can be activated directly from the keyboard.

- Function keys F1 to F8 toggle the eight channel selection buttons.
- The + and – keys move forward and backward by one second respectively.
- The Right and Left arrow keys move forward and backward by ten seconds respectively.

- Holding down the Shift key while pressing the Right or Left arrow key moves in one minute steps.
- Holding down the Control key while pressing the Right or Left arrow key moves in one hour steps.
- The Up and Down arrow keys move forward and backward one day respectively.
- The space bar toggles between Play and Stop.
- The playback time can be entered from the keyboard as described in the overview.
- Pressing Alt-M sets a marker position (equivalent to clicking the Mark button).
- Pressing Alt-U unmarks all selections (equivalent to clicking the Unmark button).
- Pressing Ctrl-S opens the *Save As* dialog box if a selection has been marked.
- Pressing Ctrl-C copies the current selection to the Windows clipboard.

### Skimming

When skimming is enabled on a line input channel, the times when the contact closure was activated are listed in the box to the right of the calendar window. Clicking on any of these will mark that section of audio in the waveform display window and the playback cursor will move to the beginning of the section. The list of events is confined to a single calendar day, and will change when the playback starting point is moved to another day.

Multiple skimming events, or a range of events, may be selected by holding the Control or Shift key down respectively while clicking in the list. Each event is highlighted in the waveform display window, and clicking on Play will play them through sequentially. The Move-to-start and Move-to-end buttons step forwards and backwards respectively through the selected

events. When copying multiple events to the clipboard or a file, a half-second gap is inserted between them.

When using GPIO skimming with Axia Livewire sources, multiple closures can be logged on each channel, with a treeview-style subheading for each closure.

Skimming events can be individually deselected by holding down the Control key while clicking on the event, or they can all be deselected at once by clicking on the Unmark button.

**Example:** to copy all the skimming content during the breakfast session to a file, find the first event in the session and click on it, then scroll down to the last event and, while holding down the Shift key, click on that. Then click on the Copy-to-file button, choose a name and file type, and click on Save.

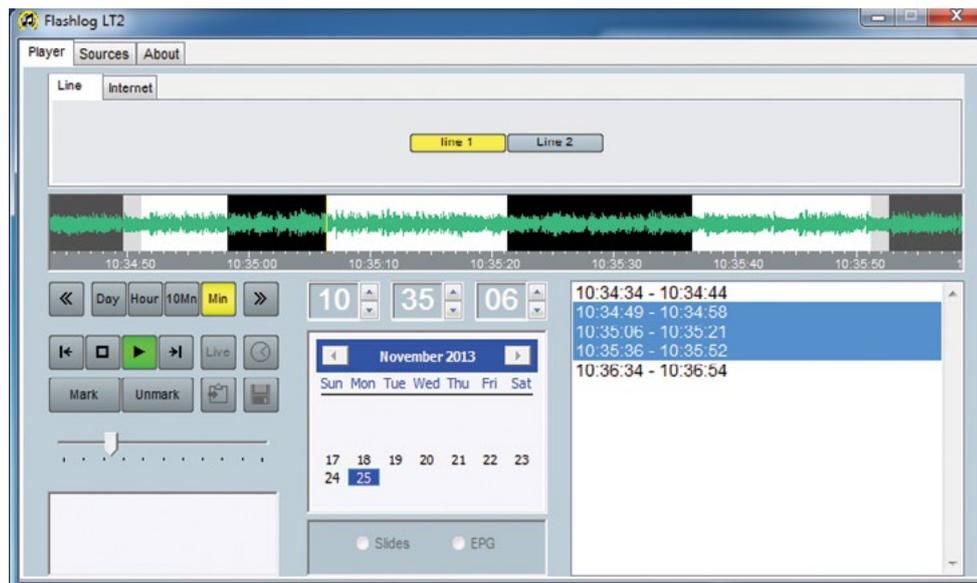


Fig 6-2: Skimming Page

## Settings for Sonifex Audio Capture Cards

These card settings are accessed by clicking on Start, right-clicking on Computer, selecting Properties and then clicking on Device Manager. The cards are listed under Sound, video and game controllers.

### Auricon

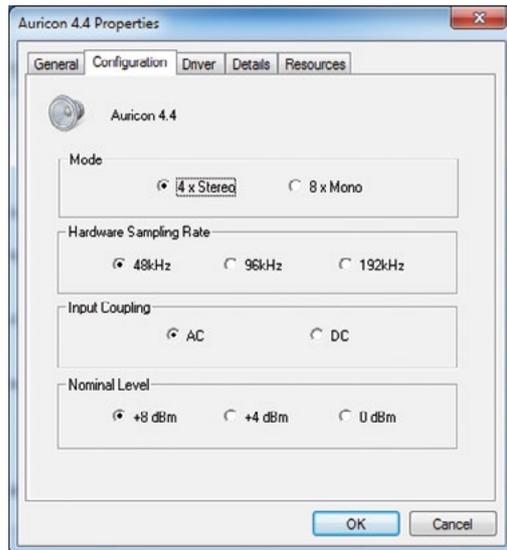


Fig 7-1: Auricon Page

Stereo mode must always be selected – mono sources are configured in the Flashlog software.

Hardware Sampling Rate must be set to 48 kHz.

Nominal Level may be changed to suit your requirements.

Input Coupling should normally be set to AC.

### Digitorc

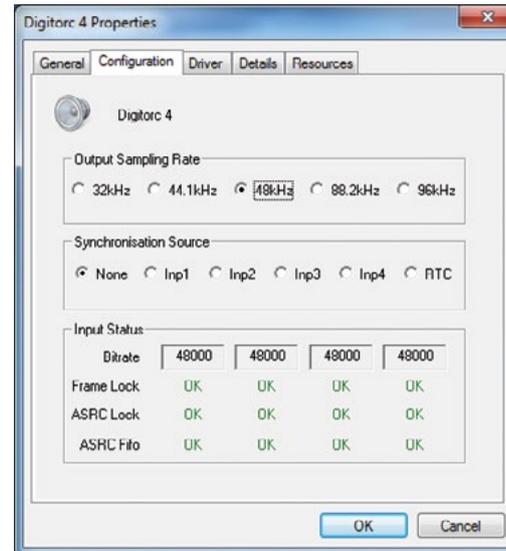


Fig 7-2: Digitorc Page

Output Sampling Rate must be set to 48 kHz.

## PC-AD2

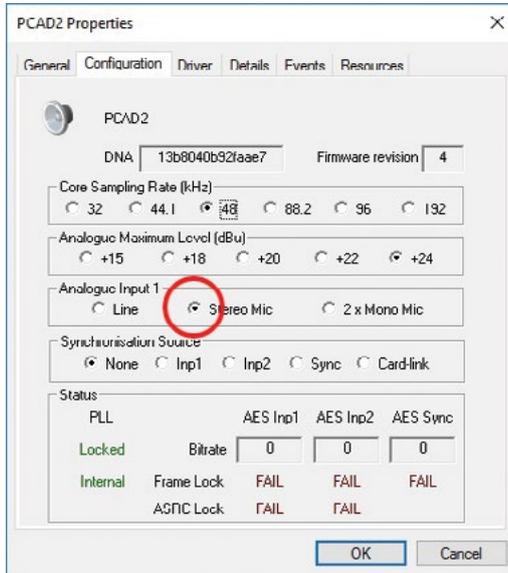


Fig 7-3: PC-AD2 Page

Core sampling rate must be set to 48kHz.

Analogue maximum level may be changed to suit your requirements.

Analogue Input 1 must be set to stereo mic.

## Windows Recording Device Settings

Windows maintains audio engine settings for each recording device. These settings can be accessed by right-clicking on the loudspeaker symbol at the bottom right-hand corner of the screen, selecting *Recording Devices* and then choosing *Properties* for each device. Of particular concern for Flashlog is the *Default Format* setting under the *Advanced* tab, which must be set as follows for each line input device.

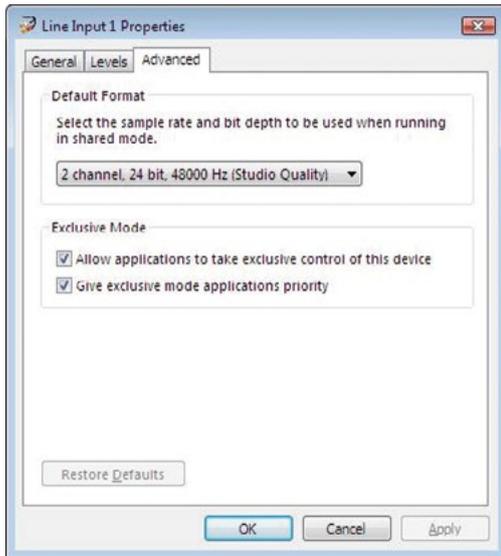


Fig 8-1: Windows Recording Device Settings Page

2 channel, 24 bit, 48000 Hz must be selected for each line input.

## Disc Layout

The Flashlog executables are installed in c:\logger while the audio and associated data is in c:\audio. A share called "Audio" is created on the latter folder with "Everyone" granted read-only permission.

Within the c:\audio folder, the line sources are stored in the Line folder, each with subfolders named logger1 through to loggerN. Within each of those are subfolders for each day and hour. Each .wma file within the hour folders contains one minute of audio.

Internet streams are stored under c:\audio\Internet with a separate subfolder, identified by a unique 8-character code, for each stream. Within the streams are subfolders for each day and hour, with the one-minute audio files stored as .aac or .mp3 depending on the stream encoding.

In all cases, audio peak level information for the waveform display is stored in .pkm, .pkt, .pkh and .pkd files for the minute, ten-minute, hour and day spans respectively.

If anti-virus software is installed on the machine, it is essential to block any scanning of the c:\audio folder as this will interfere with Flashlog LT's recording process. **Installation of any third party software, including anti-virus programs, is entirely at your own risk, and Sonifex Ltd takes no responsibility for any interference such software may cause to the operation of the software.**

## Copyright Notices

Flashlog LT, Flashlog 8 and Flashback 8 are Copyright © 1996-2016 Sonifex Ltd. Some elements of this software are attributable to other individuals or companies as follows:

### **Windows Media Audio**

Portions of this software utilize Microsoft Windows Media Technologies. Copyright © 2006 Microsoft Corporation. All Rights Reserved.

### **Skimming Input Card Driver**

Based in part on software Copyright 2004-2006 © OSR Open Systems Resources, Inc. Used with permission.

### **aacPlus-v2 Audio Decoder**

FAAD2 aacPlus-v2 Decoder Copyright © 2003-2005 M. Bakker, Nero AG used under commercial licence.

### **MP3 Encoder**

MP3 LAME encoding engine Copyright (c) 1999 Mark Taylor, used under the terms of version 2 of the GNU Library General Public License as published by the Free Software Foundation.

## Appendix A

### Skimming Contact Closure Inputs

Line	DB37 Pins
A0	18,37
A1	17,36
A2	16,35
A3	15,34
A4	14,33
A5	13,32
A6	12,31
A7	11,30
B0	10,29
B1	9,28
B2	8,27
B3	7,26
B4	6,25
B5	5,24
B6	4,23
B7	3,22
Ground	2,20,21
+12V	19
+5V	1

The inputs are optically isolated and may be connected with either polarity. The input voltage should be in the range 3-13V.

## Appendix B

# FLASHLOG8-MIB registration tree (generated by smidump 0.4.8)

```

--flashlog8(1.3.6.1.4.1.38558.2.2)
|
+--flashlog8LineStatus(1)
| |
| +--flashlog8LineTable(1)
| | |
| | +--flashlog8LineEntry(1) [flashlog8LineSubcategory,flashlog8LineChannel]
| | | |
| | | +-- --- Unsigned32   flashlog8LineSubcategory(1)
| | | +-- --- Unsigned32   flashlog8LineChannel(2)
| | | +-- r-n SnmpAdminString flashlog8LineSubcategoryName(3)
| | | +-- r-n SnmpAdminString flashlog8LineChannelName(4)
| | | +-- r-n TruthValue   flashlog8LineAudioStatus(5)
| | |
+--flashlog8AmStatus(2)
| |
| +--flashlog8AmTable(1)
| | |
| | +--flashlog8AmEntry(1) [flashlog8AmStation]
| | | |
| | | +-- --- Unsigned32   flashlog8AmStation(1)
| | | +-- r-n SnmpAdminString flashlog8AmName(2)
| | | +-- r-n Unsigned32   flashlog8AmFrequency(3)
| | | +-- r-n TruthValue   flashlog8AmCarrierStatus(4)
| | | +-- r-n TruthValue   flashlog8AmAudioStatus(5)
| | |
+--flashlog8FmStatus(3)
| |
| +--flashlog8FmTable(1)
| | |
| | +--flashlog8FmEntry(1) [flashlog8FmStation]
| | | |
| | | +-- --- Unsigned32   flashlog8FmStation(1)
| | | +-- r-n SnmpAdminString flashlog8FmName(2)
| | | +-- --- Unsigned32   flashlog8FmFrequency(3)
| | | +-- r-n TruthValue   flashlog8FmCarrierStatus(4)
| | | +-- r-n TruthValue   flashlog8FmAudioStatus(5)
| | | +-- r-n TruthValue   flashlog8FmPilotStatus(6)
| | | +-- r-n TruthValue   flashlog8FmRdsStatus(7)
| | | +-- r-n SnmpAdminString flashlog8FmRdsText(8)
| | |
+--flashlog8DabStatus(4)
| | |
| | +--flashlog8EnsembleTable(1)
| | | |
| | | +--flashlog8EnsembleEntry(1) [flashlog8CardNbr]
| | | | |
| | | | +-- --- Unsigned32   flashlog8CardNbr(1)
| | | | +-- r-n SnmpAdminString flashlog8EnsembleName(2)
| | | | +-- r-n DABIdentifier flashlog8EnsembleId(3)
| | | | +-- r-n TruthValue   flashlog8EnsembleSummaryStatus(4)
| | | | +-- r-n TruthValue   flashlog8PhaseCorrelatorStatus(5)
| | | | +-- r-n TruthValue   flashlog8ClockStatus(6)
| | | |
+--flashlog8BroadcasterTable(2)
| | | |
| | | | +--flashlog8BroadcasterEntry(1) [flashlog8BroadcasterNumber]
| | | | |
| | | | | +-- --- Unsigned32   flashlog8BroadcasterNumber(1)
| | | | | +-- r-n SnmpAdminString flashlog8BroadcasterName(2)
| | | | | +-- r-n TruthValue   flashlog8BroadcasterSummaryStatus(3)
| | | | | +-- r-n TruthValue   flashlog8BroadcasterStreamStatus(4)
| | | | | +-- r-n TruthValue   flashlog8BroadcasterAudioStatus(5)
| | | | |
+--flashlog8BroadcasterServicesTable(3)
| | | | |
| | | | | +--flashlog8BroadcasterServicesEntry(1)
| | | | | [flashlog8BroadcasterNumber,flashlog8BroadcasterServiceId]

```

```

| | |
| | +-- --- DABIdentifier flashlog8BroadcasterServiceId(1)
| | +-- r-n SnmpAdminString flashlog8BroadcasterServiceName(2)
| | +-- r-n TruthValue flashlog8BroadcasterServiceActive(3)
| | +-- r-n TruthValue flashlog8BroadcasterServiceSummaryStatus(4)
| | +-- r-n TruthValue flashlog8BroadcasterServiceStreamStatus(5)
| | +-- r-n TruthValue flashlog8BroadcasterServiceAudioStatus(6)
| | +-- r-n TruthValue flashlog8BroadcasterServiceDLSStatus(7)
| | +-- r-n TruthValue flashlog8BroadcasterServiceMOTStatus(8)
| | +-- r-n SnmpAdminString flashlog8BroadcasterServiceDLSText(9)
| |
| +--flashlog8EnsembleServicesTable(4)
| |
| +--flashlog8EnsembleServicesEntry(1)
[flashlog8CardNbr,flashlog8EnsembleServiceId]
| |
| +-- --- DABIdentifier flashlog8EnsembleServiceId(1)
| +-- r-n SnmpAdminString flashlog8EnsembleServiceName(2)
| +-- r-n TruthValue flashlog8EnsembleServiceActive(3)
| +-- r-n TruthValue flashlog8EnsembleServiceSummaryStatus(4)
| +-- r-n TruthValue flashlog8EnsembleServiceStreamStatus(5)
| +-- r-n TruthValue flashlog8EnsembleServiceAudioStatus(6)
| +-- r-n TruthValue flashlog8EnsembleServiceDLSStatus(7)
| +-- r-n TruthValue flashlog8EnsembleServiceMOTStatus(8)
| +-- r-n SnmpAdminString flashlog8EnsembleServiceDLSText(9)
|
+--flashlog8InternetStatus(5)
| |
| +--flashlog8InternetTable(1)
| |
| +--flashlog8InternetEntry(1) [flashlog8InternetStream]
| |
| +-- --- Unsigned32 flashlog8InternetStream(1)
| +-- r-n SnmpAdminString flashlog8InternetName(2)
| +-- r-n SnmpAdminString flashlog8InternetUrl(3)
|
| +-- r-n Unsigned32 flashlog8InternetBitRate(4)
| +-- r-n SnmpAdminString flashlog8InternetEncoding(5)
| +-- r-n TruthValue flashlog8InternetConnectionStatus(6)
| +-- r-n TruthValue flashlog8InternetAudioStatus(7)
| +-- r-n SnmpAdminString flashlog8InternetMetadata(8)
|
+--flashlog8Events(10)
| |
| +--flashlog8EventList(0)
| |
| +--flashlog8PhaseCorrelatorNotification(1)
[flashlog8EnsembleName,flashlog8PhaseCorrelatorStatus]
| |
| +--flashlog8BroadcasterStreamNotification(2)
[flashlog8BroadcasterName,flashlog8BroadcasterStreamStatus]
| |
| +--flashlog8BroadcasterAudioNotification(3)
[flashlog8BroadcasterName,flashlog8BroadcasterAudioStatus]
| |
| +--flashlog8ServiceStreamNotification(4)
[flashlog8EnsembleServiceName,flashlog8EnsembleServiceStreamStatus]
| |
| +--flashlog8ServiceAudioNotification(5)
[flashlog8EnsembleServiceName,flashlog8EnsembleServiceAudioStatus]
| |
| +--flashlog8ServiceStateNotification(6)
[flashlog8EnsembleServiceName,flashlog8EnsembleServiceActive]
| |
| +--flashlog8LineAudioNotification(7)
[flashlog8LineSubcategoryName,flashlog8LineChannelName,flashlog8LineAudioStatus]
| |
| +--flashlog8AmCarrierNotification(8)
[flashlog8AmName,flashlog8AmCarrierStatus]
| |
| +--flashlog8AmAudioNotification(9) [flashlog8AmName,flashlog8AmAudioStatus]

```

```
| |
| +--flashlog8FmCarrierNotification(10)
[flashlog8FmName,flashlog8FmCarrierStatus]
| |
| +--flashlog8FmAudioNotification(11) [flashlog8FmName,flashlog8FmAudioStatus]
| |
| +--flashlog8FmPilotNotification(12) [flashlog8FmName,flashlog8FmPilotStatus]
| |
| +--flashlog8FmRdsNotification(13) [flashlog8FmName,flashlog8FmRdsStatus]
| |
| +--flashlog8InternetConnectionNotification(14)
[flashlog8InternetName,flashlog8InternetConnectionStatus]
| |
| +--flashlog8InternetAudioNotification(15)
[flashlog8InternetName,flashlog8InternetAudioStatus]
|
+--flashlog8Conformance(20)
|
+--flashlog8ConformanceGroups(1)
| |
| +--flashlog8LineStatusGroup(1)
| |
| +--flashlog8AmStatusGroup(2)
| |
| +--flashlog8FmStatusGroup(3)
| |
| +--flashlog8EnsembleStatusGroup(4)
| |
| +--flashlog8BroadcasterStatusGroup(5)
| |
| +--flashlog8BroadcasterServicesStatusGroup(6)
| |
| +--flashlog8EnsembleServicesStatusGroup(7)
| |
| +--flashlog8InternetStatusGroup(8)

| |
| +--flashlog8NotificationsGroup(9)
|
+--flashlog8Compliance(2)
```



**SONIFEX**

[www.sonifex.co.uk](http://www.sonifex.co.uk)

t:+44 (0)1933 650 700

f:+44 (0)1933 650 726

[sales@sonifex.co.uk](mailto:sales@sonifex.co.uk)