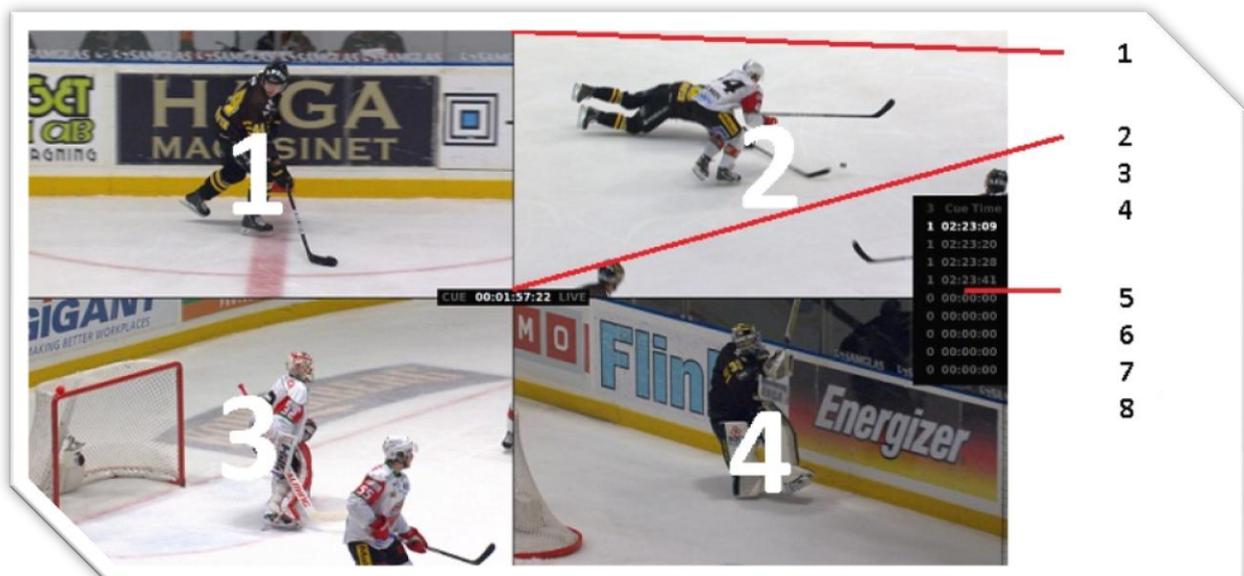**LGZ VIDEO JUDGE SYSTEM**

The system is a linux based server that can take 4 HD/SD-SDI video signals. It continually records all incoming data in a 4hr loop. Even while jogging and shuttling around the previously recorded data it still records what is coming in. Operators may if they want use larger screens than the one included with the server for a larger overview. We still recommend using 16:9 screen with 1920x1080 resolution.

Interface

The interface is set up as following

- 1: At the top of the screen, a label with the text "NOT RECORDING" will show when the operator presses: **SHIFT+ <<**   *!This stops the recording!* Do not press it during a game. Recording can be resumed by pressing the same combination again.
- 2: Here the timecode is seen (HH:MM:SS:FF). If no timecode is received from the arena it will generate its own.
- 3: To the left of the timecode the word CUE lights up when a CUE point is created or the operators finds himself within 5 seconds of an existing CUE point.
- 4: To the right of the timecode the word LIVE lights up when the image seen is indeed live.
- 5: Located here is the CUE list. It only shows 10 CUE points but virtually contains as many as the operators wants to create. It can be hidden and shown with the **HIDE SHOW** button.
- 6: A CUE point is created with the CUE button. It is then added to the end of the list. A CUE point is removed with SHIFT + CUE. (The selected CUE is highlighted in white).
- 7: With **SET PERIOD** the operator can set what game period is currently playing. Thus helping him to keep better track of his CUE points.
- 8: With the **<<** and **>>** buttons the operator can step through the CUE points. The video data will with each step jump to that time. CUE points can also be created while the data is playing.

- An input can be seen in fullscreen by pressing **1**, **2**, **3** or **4** respectively. Press the same number again to go back to the Quad Split view (see below).

Controller

CUE	Set CUE point SHIFT+CUE = DELETE CUE	
SET PERIOD	Set period (1, 2, 3 or 4)	
HIDE SHOW	Hide / show CUE List	
SHIFT	Keep pressed to use SHIFT features	
1	1 fullscreen	Press again to go to Quad view
2	2 fullscreen	Press again to go to Quad view
3	3 fullscreen	Press again to go to Quad view
4	4 fullscreen	Press again to go to Quad view
<<	Select up	SHIFT + << = TOGGLE REC MODE
>>	Select down	
PLAY	Play data.	SHIFT + PLAY = TOGGLE FULLSCREEN / WINDOW MODE
LIVE	Goto Live	

Getting Started

Once the device is started you will see the computer desktop. On it are 3 icons. One starts the LGZ Video Judge System in 1080i50, one starts it in SDI 576i and one starts the Exporter software. The Judge System and the Exporter software cannot be run simultaneously. Close one down then start the other. The programs are started by simply double clicking the icons (give it 0-10 seconds to start). Use SHIFT + PLAY to enter Fullscreen mode (press it again to go back to window mode).
You are now ready to do your work! Have fun.

Exporter Program

When the exporter program is up you can with the slider select IN and OUT points in the recorded data. Select then what INPUT (you can check several boxes) you want to export to clips. You can also export all 4 inputs as one "quad" formatted videoclip. Saved CUE points can also be exported between the IN and OUT points and each CUE point will become a 10second long clip starting 5 seconds before the CUE point and ending 5 seconds after it. Exporting may take some while so plan ahead. (It depends on the quality and number of inputs you are creating clips of).

F.A.Q / Troubleshooting

- All 4 inputs must be in the same video standard.
- For any issue, start by trying to restart the server. It usually solves most problems.
- Make sure the screen and USB Xkeys Controller are properly connected.
- All USB devices (including XKeys controller) must be connected to RED or YELLOW USB ports on the server. The BLUE ports are USB 3.0 and won't work properly with any of the USB devices.
- If for some reason recording stops, make sure you haven't accidentally pressed SHIFT + << as this will stop recording (a warning will appear in the interface at the top with the text NOT RECORDING). Press the button combination again to resume recording.