

TVV Sound Axia Console Logger

Manual

V1.0 15/04/2018



Content

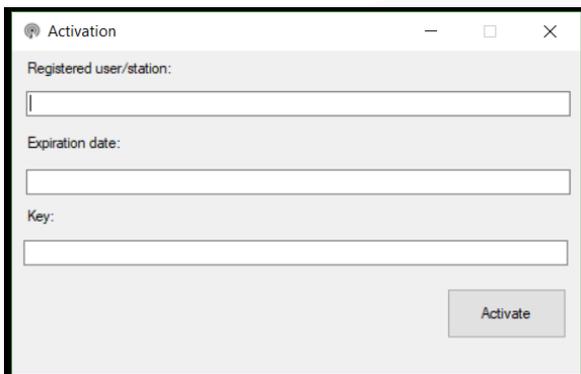
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1 Activation

When you start the program for the first time, or when you want to load a new licence, you need to enter your licence information. In the activation form you need to enter the name of the registered user or station. When you have a licence that has an expiration date, you need to enter that date as well. When you have a licence that never expires, you may not enter any information in that field. After you have entered your licence key, press on <<Activate>>.

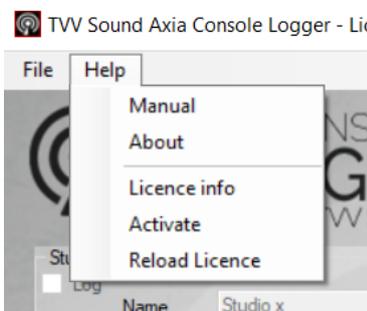
When the information you have entered is valid, you will get a message that the program is activated and the program will start. When you haven't provided valid information, you will get an error message and the program will stop. When you have valid information, you can try again.



2 Re-activation

The program will inform you when your licence has expired and close itself. The next time you want to load the program, you will be asked to enter new licence information. Don't worry: your settings won't be gone after you are late with your re-activation.

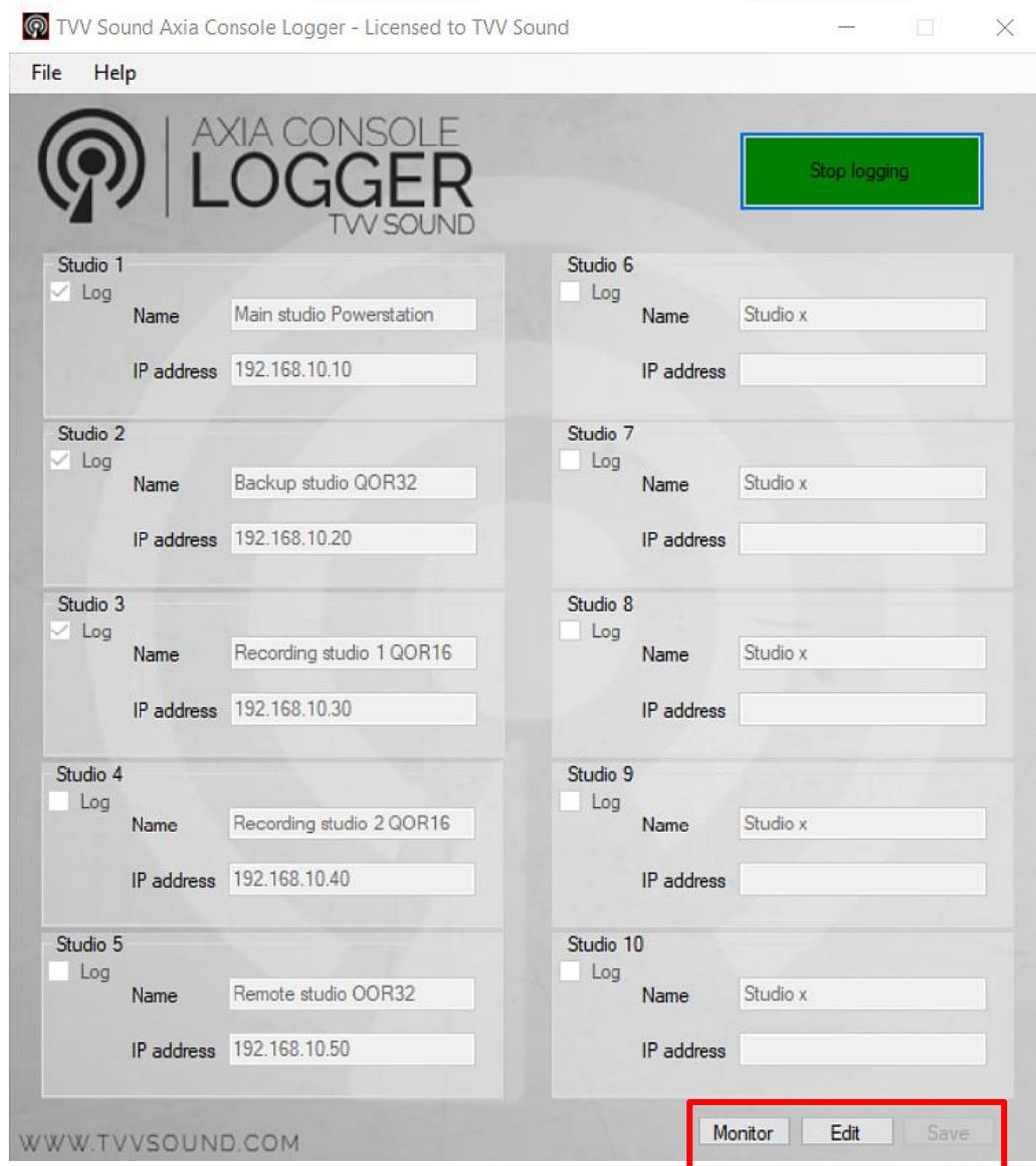
When you want to enter a new Licence when the old one is still active, use the activation form under Help → Activate. Enter the details and click on <<Activate>>. When the activation was successful, you need to load the new licence. You can do this by restarting the program, or by using the reload licence function under Help → Reload Licence.



3 Configuration

When the program starts for the first time, you need to configure some things. First of all you need to decide where the log files need to be stored. You can choose this location via de menu bar on the top under File → Change destination folder. When you want to check witch location is currently selected, you can use File → Show destination folder. A pop-up with the pad will open.

Secondly, you need to configure the studio information. When you want to change the default settings (which are unusable), you need to click on <<Edit>> on the bottom of the main window. When you click on that button, you can enter for maximum 10 studio's a name for the studio and the IP-address of the console engine (like a QOR32 or a Powerstation). If you want that a studio is logged, make sure that the log-option is checked.



Once you have made your changes, you can press the <<Save>> button. You will be informed that, when the logging is already busy, the logging will be interrupted. There, you need to confirm that you want to continue with saving the settings. When you don't confirm or when you press on <<Cancel>>, the changes will be discarded.

When all the information is entered, the program is ready to start logging. Simply press the red button <<Start logging>> and the program will try to connect to the console engine(s) and start logging. The button should turn green to indicate that the logging process is busy.

The program will create a subfolder in the destination folder for each studio that needs to be logged. Into the subfolder, there will be a log file for each hour with all the logged information.

When you want to view the incoming data, simply press the <<Monitor>> button to open the monitor field. In the monitor, you can view the latest incoming data that will be logged. You can perfectly resize the monitor windows according to your personal preferences.

