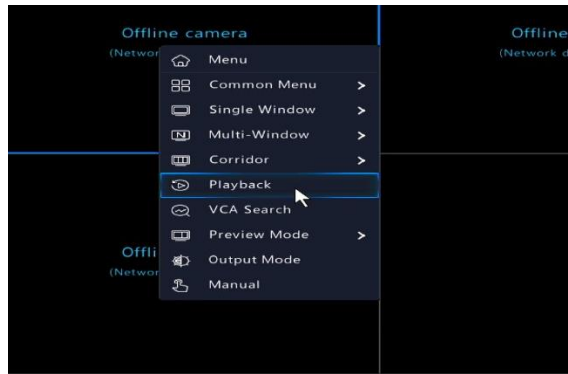


**FOOTAGE RETRIEVAL**

Ensure you have inserted a USB Stick into one of the spare USB ports on the back of the recorder

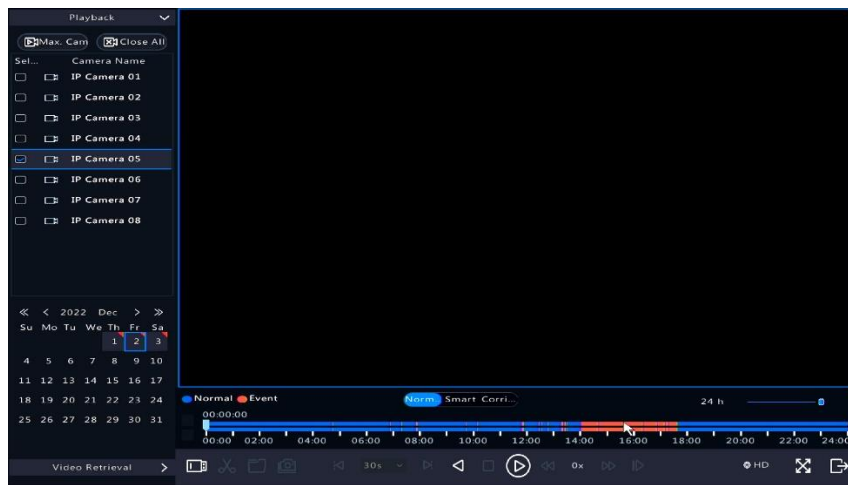
Right Click your Mouse  
Press Playback

You may need to enter  
your password



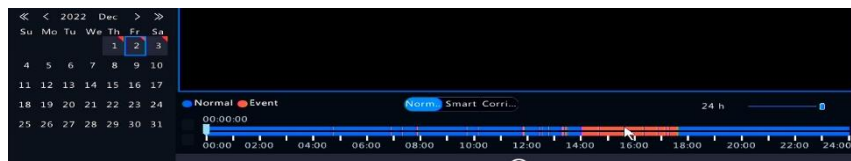
Select The  
Camera

NOTE: You may  
not be able to  
playback ALL  
Cameras at  
once



Select the  
Date

Select the time of recording  
Press PLAY button



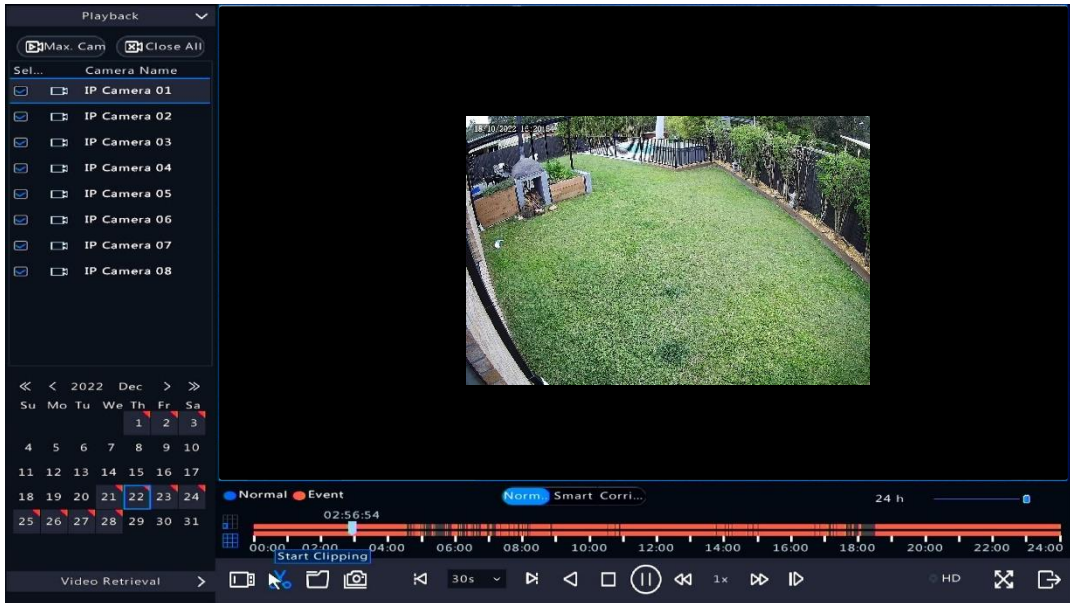
Recording  
Indicator –  
Red  
Highlighted  
date

Depending on your recording setup

**Red = Motion Detection Recording**

Black = NO recording  
valid of motion recording is selected and no motion is  
detected – THIS IS NORMAL

**Blue = Constant Record**

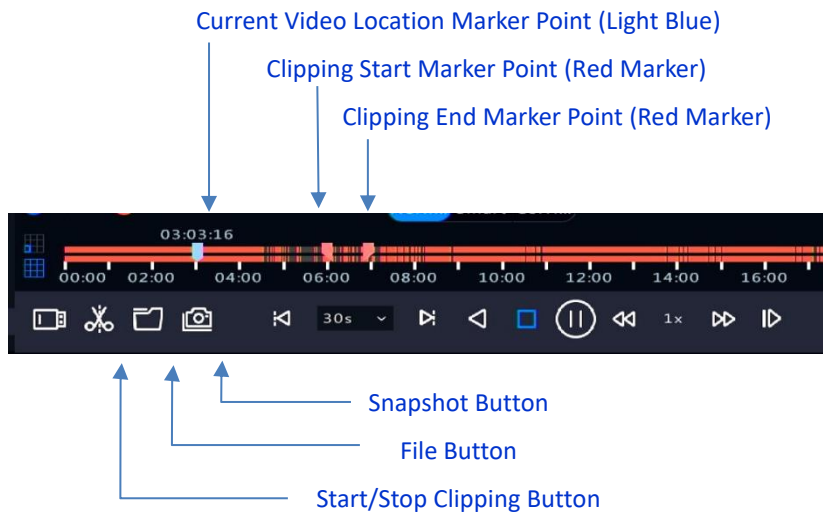


Now you have control of the footage – You can Play, Pause, Speed Up, Frame by Frame  
 Once you know the time you want you can “Clip” or “Snapshot” your footage

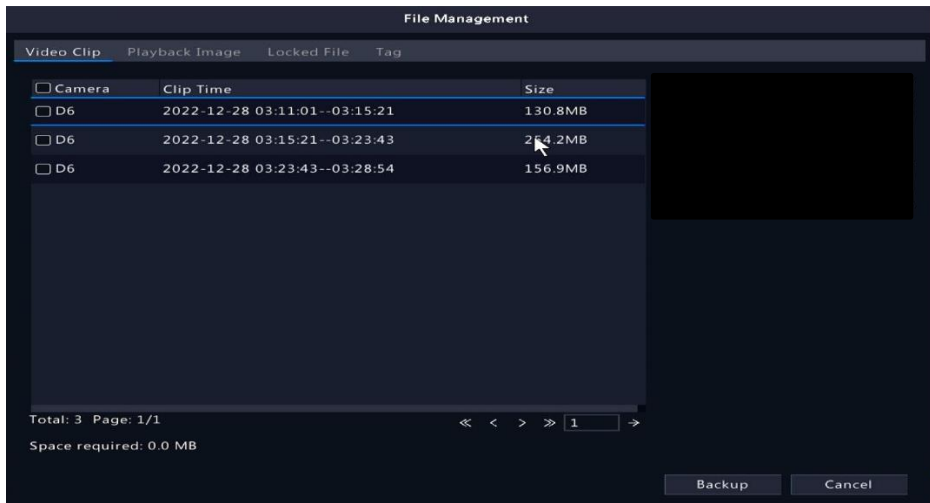
**Now you can “Clip” or Snapshot your footage for expoting to USB**

Press Start Clipping, Set the Markers for Footage Required, Press Stop Clipping

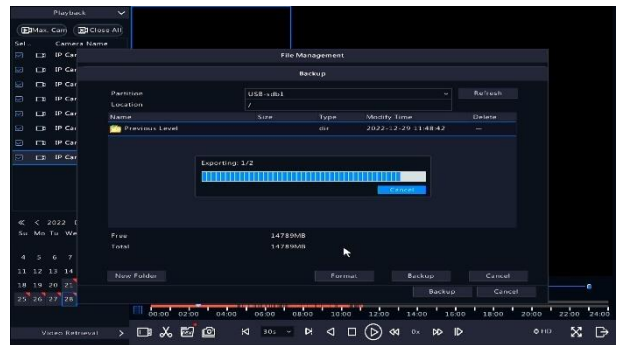
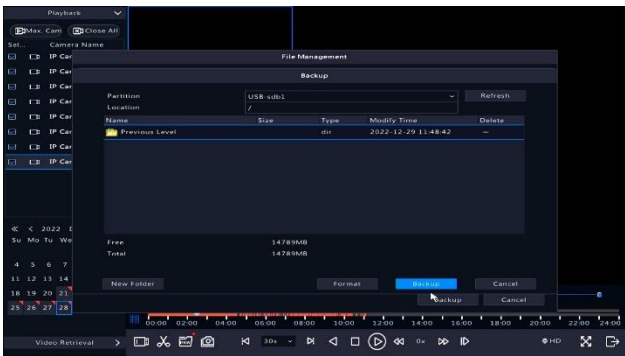
It is recommended that the file and time region be kept as short as possible for file size and transfer. LARGE amounts of footage will take some time to process, only retrieve valid footage



When Clipping or Snapshots are taken, a NEW file is created – Press this ICON

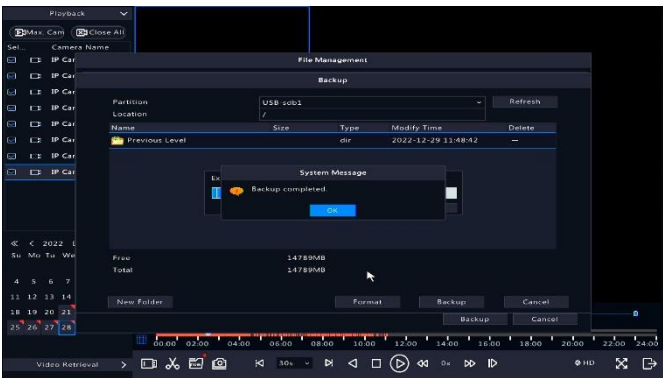


You can now select which Video Clips or Playback Images you wish to Download  
 The videos are broken into approximately 5 minute increments  
 Tick the relevant files then press “Backup”



Press “Backup” at this point to record to USB drive  
 You can create new folders if desired for the recording

The system will export the files to the USB stick



When all files are exported BACKUP completed will appear, you can now remove the USB Stick

Now you can insert the USB stick into your PC and playback all files.

We recommend VLC media player to play the files, this is a free download at <https://www.videolan.org/vlc/>, other programs can also be used if the program can handle the CODEC