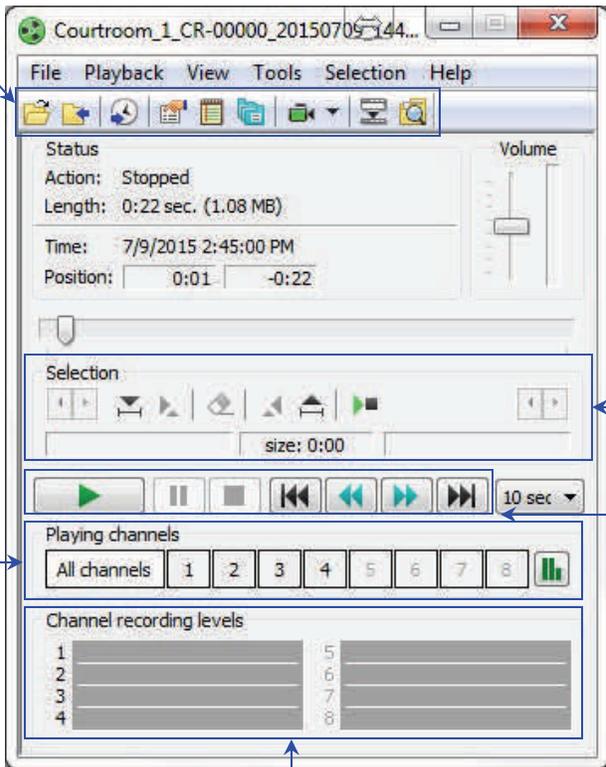
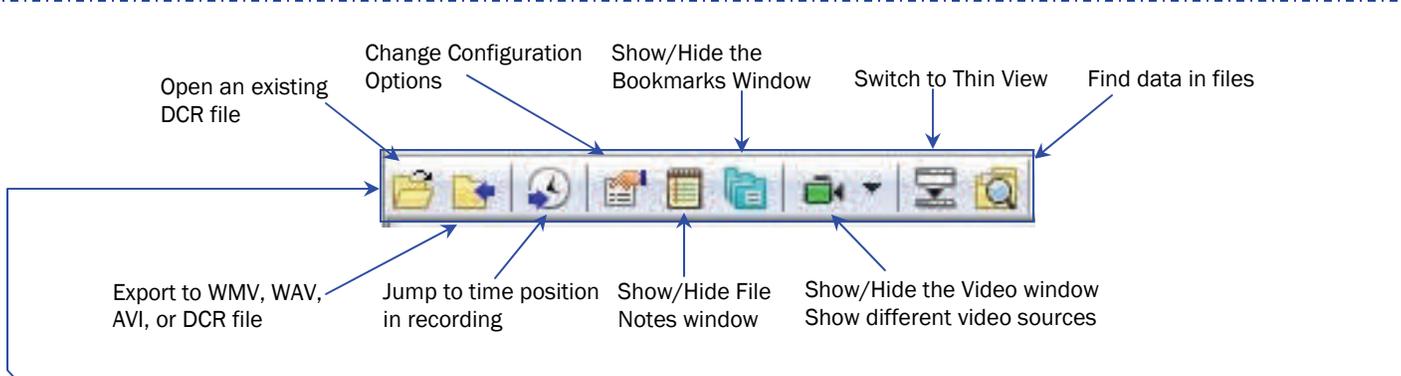


Liberty Court Player
Quick Reference - Player Main Window



Displays channel recording levels of active channels.

| Button | Description |
|--------|--|
| | Set the left selection boundary to the current slider position. |
| | Move the current position of the slider to the left selection boundary. |
| | Clear the selection. |
| | Move the current position of the slider to the right selection boundary. |
| | Set the right selection boundary to the current slider position. |
| | Position the selection boundaries. The selection boundary moves 1 second left and right. |
| | Stop playing at the next selection boundary. |

| Button | Description |
|--------|-------------------------|
| | Play |
| | Pause/Continue |
| | Stop |
| | Rewind to the beginning |
| | Left (one step) |
| | Right (one step) |
| | Go to end |

Playing channels

Controls which channels are being played. You can switch between the different channel selections using your mouse, a hot key, or your foot pedal. If you are using more than eight channels, you can use the arrows to the right to scroll.

The button to the right indicates whether any combination of channels can be mixed during playback.

- When the button looks like , mixed mode is switched off. This means the program can play only one channel at a time or all channels together.
- When the button looks like , mixed mode is switched on. This means the program can play any combination of channels you choose.

Liberty Court Player

Quick Reference - Loading and Playing a Liberty Recording File

Different ways you can open a sound file include the following:

- From the **File** menu, click **Open**.
- Drag the file from another program, such as Windows Explorer, into Liberty Court Player's main window.
- Copy (Ctrl+C) the file from Windows Explorer and paste (Ctrl+V) it into Liberty Court Player's main window.

Starting the Playback

To play a sound file, open the file to be played, and then click on the  button or select "**Playback – Play**". The application starts playing the file either from the current position or from the beginning if the current position is set to the end of the file.

Viewing Video During Playback

If a sound file contains video, you can select "**View – Video Window**" to display the recorded video in a separate window. Since video can be captured from up to 8 sources, you can use the "**View – Video Window display**" to select which video sources to display. The status bar shows the current frame size and the size of the video area. From the View menu, you can show/hide the status bar, adjust the quality of the video, zoom in and out, and adjust the video size to fit in the window.

Pausing the Playback

To interrupt the playing of a sound file, click on the  button or select "**Playback – Pause**". To resume a paused playback, click on the  button or select "**Playback – Play**".

Moving Within a File

To move forward or backward in a sound file, you can use the slider or the  buttons. You can also move right or left with a fixed step using the  and  buttons, or by using the corresponding menu items or shortcuts.

Stopping Playback

To stop playing, click on the  button or select "**Audio – Stop**".