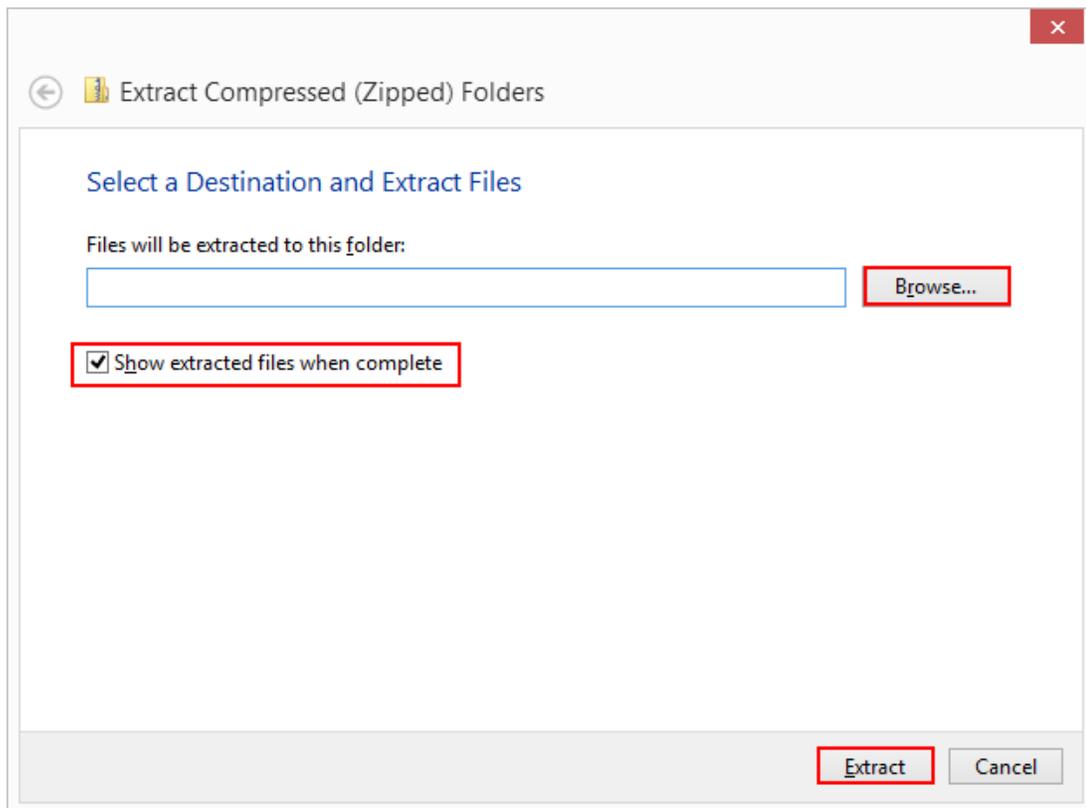


## Using the Stand-alone Video Processor

The stand-alone video processor is given to customers who are having a hard time recording animations with their FARO/ARAS software. It uses the frames recorded earlier by the program to encode the movie outside of the standard application.

Below is a step-by-step tutorial on how to use the stand-alone processor.

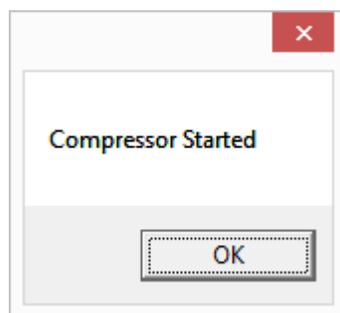
- 1) Download the processor from the link provided via email.
- 2) Extract the contents of the .zip folder to an easily accessible area.
  - a. Double click the .zip folder
  - b. Highlight all files and drag to another folder OR highlight all files and copy/paste to another folder OR click the extract all button at the top of the window. If using the extract all button select the “Browse” button to choose where to extract the files to, make sure to click the “Show extracted files when complete” checkbox, then press the “Extract” button on the bottom right.



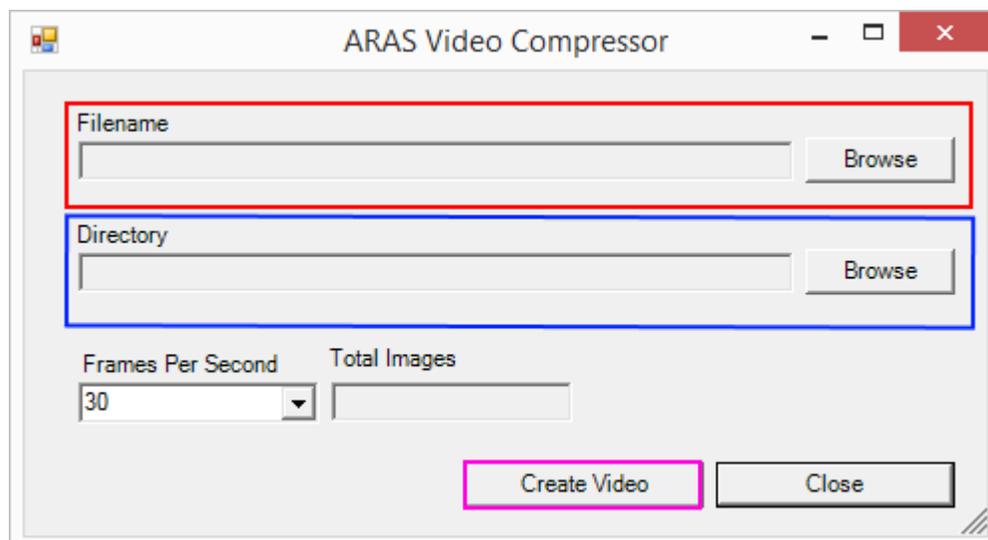
- 3) In the new folder, open the file “ARAS.AviCompressorInterface.exe” by double clicking on it.

Name	Date modified	Type	Size
<b>ARAS.AviCompressorInterface.exe</b>	2014-10-10 9:44 AM	Application	14 KB
ARAS.AviCompressorInterface.exe.config	2014-08-22 11:56 ...	CONFIG File	1 KB
ARAS.AviCompressorInterface.pdb	2014-10-10 9:44 AM	Program Debug D...	30 KB
ARAS.AviCompressorInterface.vshost.exe	2014-10-10 9:44 AM	Application	24 KB
ARAS.AviCompressorInterface.vshost.exe...	2014-08-22 11:56 ...	CONFIG File	1 KB
ARAS.AviCompressorInterface.vshost.exe...	2013-06-18 6:28 AM	MANIFEST File	1 KB
Aurigma.GraphicsMill.Codecs.AviProcess...	2011-02-01 1:02 PM	Application extens...	1,600 KB
Aurigma.GraphicsMill.Codecs.AviProcess...	2012-02-20 12:31 ...	XML File	150 KB
Aurigma.GraphicsMill.dll	2011-02-01 1:02 PM	Application extens...	5,024 KB
Aurigma.GraphicsMill.xml	2012-02-20 12:31 ...	XML File	2,251 KB
recordingdata.txt	2015-05-11 2:42 PM	TXT File	1 KB

- 4) A small window confirming the program has started will appear. Press “OK” to continue.



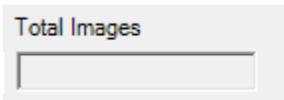
- 5) The compressor interface will launch. The parts of the window are labeled below.



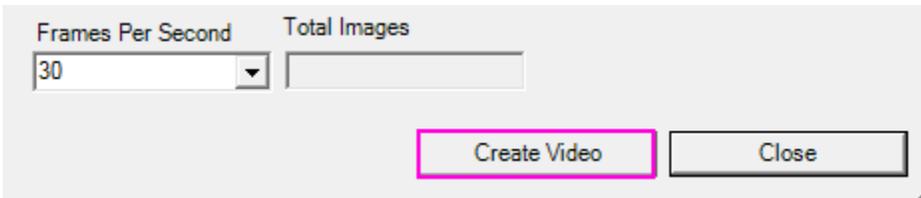
- Filename – Click the browse button beside the “Filename” box to open a dialog. This is where you will give the movie you’re about to create a name, and pick where it is saved.

- Directory – This is where the compressor will take your recorded frames from to create the movie. Browse to the frames you wish to convert to a movie. By default our software saves the recordings in the following locations:
  - FARO HD – Documents\arashd\recordings\
  - FARO Blitz – Documents\ARAS Blitz\Recordings\
  - FARO Reality – Documents\ArasReality\recordings\If you're unsure of which frames to use, the folder structure of the recordings directory is named with a date and time in the following format:
  - recordingsYearMonthDate\_HoursMinutesSeconds

6) If you've navigated to a folder with frames in it, a number will appear in the Total Images box.



7) Leave the Frames Per Second setting alone and click on "Create Video" to start the video creation process.



8) The video can take a while to complete, depending on the length of your animation. The software does not have a progress bar, but you will be unable to interact with the window while it's creating the video. If you're unsure if your video has finished, try clicking on one of the browse buttons and see if anything happens. If the browse file window appears then your movie is done. Navigate to the folder shown in "Filename" to check your movie file.