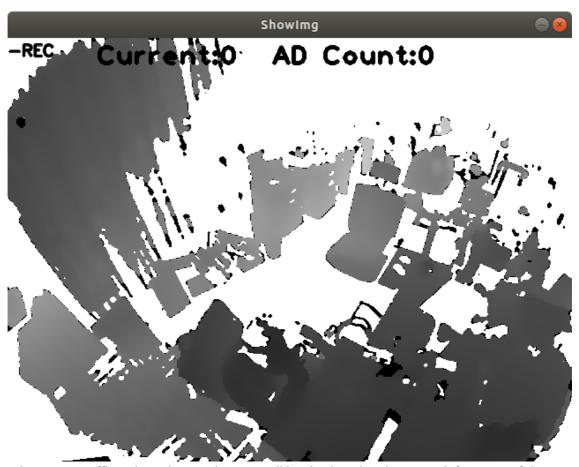
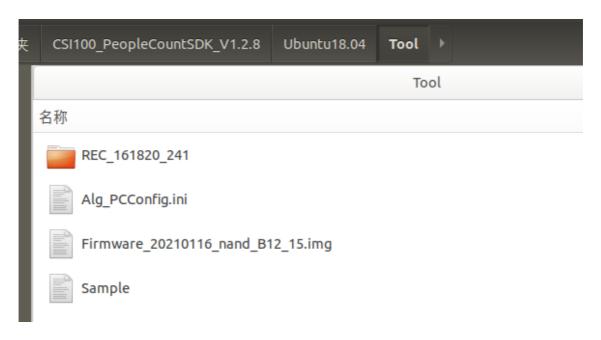
Introduction to saving and using offline data

1. Saving offline data

After starting the Tool/Sample program and the preview screen is displayed normally, you can start or stop the save offline data function by pressing the R/r key.



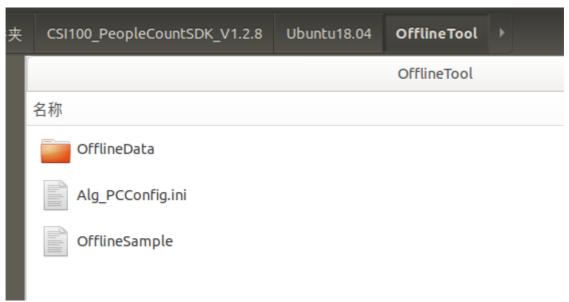
When saving offline data, the word "-REC" will be displayed in the upper left corner of the preview screen (as shown below).



The offline data will be saved in the current directory, the folder naming format is REC_HHMMSS_MMM. As shown in the figure below, the folder REC_161820_241 is the saved offline data.

2. Use of offline data

Copy the saved offline data to the OfflineTool/ directory and change the folder name to OfflineData (as shown below).



Then start the program OfflineTool/OfflineSample, the preview screen shows the offline data. During or after the playback of the offline data, you can click the Space button to restart the playback from the beginning.

3. Offline data to Vzense

If you need to provide offline data to Vzense, please send the whole offline folder REC_HHMMSS_MMM to Vzense after compressing it.

If the REC_HHMMSS_MMM folder is too large to transfer over the network, you can use the OfflineTool/OfflineSample tool to play the offline data and press the R/r button to reintercept the offline data when you reach the clip of interest.

4. **FAQ**

- a.Only one offline data can be played at a time. If you want to play new offline data, you need to delete the old offline data folder first, then copy the new offline data folder to OfflineTool/directory, and change its name to OfflineData.
- b. When playing offline data, it only uses offline data instead of real-time camera data as the input of the algorithm, and the final detected person information (ID, duration_time) will not be the same as the person information detected by using real-time camera data when recording.
- c. Because of the large amount of offline data (about 9.2MB/Sec), it is recommended not to record for too long to avoid exhausting hard disk resources.