

AVerMedia

Game Capture HD II

C285



English
Français
Deutsch
Italiano
Español
Português

User Manual

European Community Compliance Statement



Class B

This product is herewith confirmed to comply with the requirements set out in the Council Directives on the approximation of the laws of the Member States relating to Electromagnetic Compatibility Directive (EMC) 2004/108/EC, Low Voltage Directive (LVD) 2006/95/EC and Energy-related Products Directive (ErP) 2009/125/EC.

Responsible manufacturer:

AVerMedia Technologies, Inc.

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TEL: +886-2-2226-3630

European Community contact:

AVerMedia Technologies Europe B.V.

Kwartsweg 50, 2665 NN, Bleiswijk, The Netherlands

Technical Support: <http://www.avermedia.com/avertv/Support/>

FCC Compliance Statement (United States)



FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Federal Communications Commission Statement

NOTE- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by tuning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/television technician for help.

CAUTION ON MODIFICATIONS

To comply with the limits for the Class B digital device, pursuant to Part 15 of the FCC Rules, this device must be installed in computer equipment certified to comply with the Class B limits. All cables used to connect the computer and peripherals must be shielded and grounded. Operation with non-certified computers or non-shielded cables may result in interference to radio or television reception.

Changes and modifications not expressly approved by the manufacturer or registrant of the equipment can void your authority to operate the equipment under Federal Communications Commission rules.

Responsible manufacturer:

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TEL: +886-2-2226-3630

USA Office contact:

AVerMedia Technologies U.S.A.

47358 Fremont Blvd., Fremont, CA 94538

Technical Support: <http://www.avermedia.com/avertv/Support/>

WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT (WEEE)



The mark of Crossed-out wheeled bin indicates that this product must not be disposed of with your other household waste. Instead, you need to dispose of the waste equipment by handing it over to a designated collection point for the recycling of waste electrical and electronic equipment. For more information about where to drop off your waste equipment for recycling, please contact your household waste disposal service or the shop where you purchased the product.



Battery Safety Information

- Use of carbon-zinc battery for remote control is strongly recommended.
- Use of other types of batteries, such as alkaline or rechargeable (nickel-cadmium), may cause battery current overload or battery leakage and corrosion which can damage the remote control.
- Store the batteries in a cool dry place.
- Do not dispose of used batteries in domestic waste. Dispose of batteries at special collection points or return to point of sale if applies.
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the remote control. Battery leakage and corrosion can damage this remote control, dispose of batteries safely.
- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Do not dispose of batteries in a fire. The batteries may explode or leak.
- Never short circuit the battery terminals.

ICES-003 (Canada)

CES-003 Issue 5 Class B: C285

GOST-R Certification (Russia)



№ РОСС ТВ. АГ98.В06472

Срок действия с

АГ98

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Picture shown may vary from actual product.

This product uses Arphic Font.

This software uses libraries from the Libav project under the LGPLv2.1.



International Headquarter Office

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Specifications

Product Name	Capture Box
Model No.	C285
Power	
Input Rating	12V $\overline{\text{---}}$ 1.5A
Power Consumption	< 7W (power consumption of hard drive not included)
Standby Power Consumption	< 0.5W (Without Pass Through)
Adapter Rating	Input: 100-240V~, 50-60Hz 0.5A Max. Output: 12V $\overline{\text{---}}$ 1.5A
Dimension	
Size	190 mm(W) x33.5 mm (H)x 152.5 mm (D)
Weight	421 g
Environmental Condition	
Operating Temperature	0~40°C

System Requirements

- TV/monitor with component video (YPrPb) input
- TV/monitor with 720p or 1080p resolution (recommended)
- Game console/video device with component video (YPrPb) output
- NTFS-formatted hard drive with capacity greater than 500 GB is recommended (The supported maximum storage capacity of the hard drive is 2TB.)
- Hard drive is highly preferred over flash drive to minimize the risk of recording failure

Table of Content

Chapter 1	Package Contents	2
1.1	Other Items You Need	4
Chapter 2	The Unit Parts	5
2.1	Front Panel	5
2.2	Infrared Sensor	5
2.3	LED Indicator	6
2.4	Connection Ports	7
2.4.1	Front View	7
2.4.2	Rear View	8
Chapter 3	The Remote Control	9
Chapter 4	Installation & First Time Setup	12
4.1	Supported Resolutions	12
4.2	Hardware Installation	14
4.3	Storage Device Installation	20
4.3.1	USB Storage Device Insertion	20
4.3.2	HDD Installation and Removal	20
4.4	Setup Wizard	25
4.5	Video Output Settings for Game Consoles	28
4.5.1	Video Output Settings for PlayStation 3	28
4.5.2	Video Output Settings for Xbox 360	29
Chapter 5	Basic Operation	31
5.1	Record and Capture	31
5.2	Adding Commentary	33
Chapter 6	OSD Menu	35
6.1	Media Studio	36
6.1.1	Post- Edit Capture Box Recorded Videos	37
6.2	File Management	43
6.3	Settings	47
Chapter 7	Pairing Capture Box and GameMate by AVerMedia	61
Appendix A	How to Set Your Gameplay Snapshot as PS3 Wallpaper	63
Appendix B	Troubleshooting	65
Appendix C	Measuring Your HDD Height Before Installation	70

Thank you for purchasing the *Capture Box*. Please read this user manual carefully to ensure proper use of this product. We recommend you to keep it for future reference.

Introduction

The *Capture Box*, a stand-alone video capture box specially designed for TV gamers, allows you to capture HD content up to 1080p from various video game consoles, such as PlayStation®3, Xbox 360 and Wii U.

The *Capture Box* records HD gameplays directly to your hard disk drive (HDD) for later viewing and further editing, eschewing the hassle of setting up a PC nearby your TV set.

Most attractively, the one-press capture button allows you to instantly grab high score screen and record your exciting gameplay footage with nearly no effort. The Capture Box can record from either HDMI (without HDCP protection) or Component Video at up to 1080p.

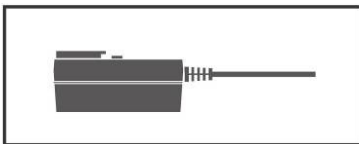
Other than that, the *Capture Box* can pair up with the dedicated app GameMate, which turns your smartphone into a second screen remote controller. You can view capture and uploading status on the screen of your smartphone.

Chapter 1 Package Contents

Please confirm that the package contains the following items. If any of the package contents are missing or damaged, please contact the distributor immediately.



Game Capture HD II



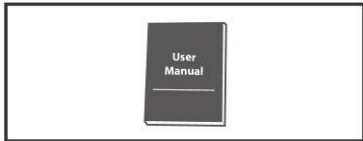
Power Adapter



Power Adapter Outlet Module



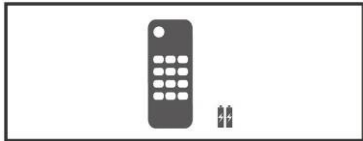
HDMI Cable



User Manual



Quick Guide




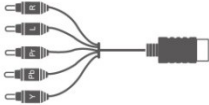




Remote Control (Batteries Included)



- The accessories that come with the package may slightly vary depending on different sales regions.
- The *Capture Box* is made for record and capture media materials that are legally owned or licensed by the user only. Any violation of copyrights or other intellectual property rights is not allowed.
- AVerMedia regularly releases the latest version of firmware for the *Capture Box*. Having the latest firmware enhances the functionality of the *Capture Box*. To download the latest firmware file, please go to [/www.avermedia.com](http://www.avermedia.com) and then enter the model name in Product Search field. Firmware file is available on the product information page (See Chapter 6 for details).
- If problems are encountered, refer to FAQ section at www.avermedia.com for further troubleshooting.

1.1 Other Items You Need

In order to fully enjoy the recording, the capturing functions of the Capture Box and the dedicated iPhone application, you will need to have the following items prepared:

Item	You need the item to...	
	Storage Device	Save recordings and snapshots.
	Play Station 3 AV Component Cable	Connect with PS3 console.
	Router (DHCP IP Network Recommended)	Pair up with GameMate.
	iPhone 4/ 5, 4s	Use GameMate.
	Headset / Microphone	Record live commentary.
	RJ45 Cable	To upload captured content

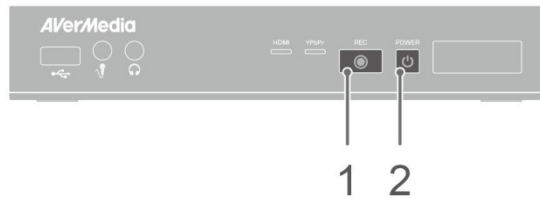




- Other than iPhone, 4, iPhone 4s, iPhone 5, GameMate also supports iPad and iPod touch.
- For further smartphone support, refer to www.avermedia.com for latest update.

Chapter 2 The Unit Parts

2.1 Front Panel

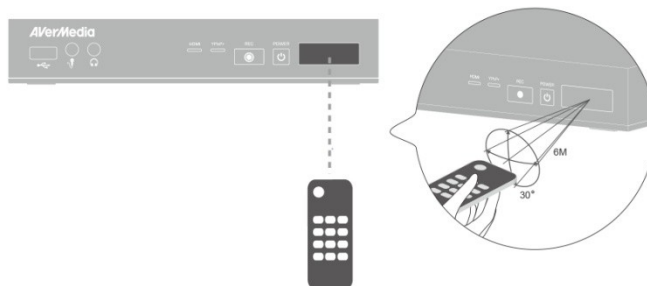
The button panel found on the front of the unit provides quick access to commonly used functions.



# Buttons	Descriptions
1 	<p>Record</p> <p>Press to start / stop recording.</p> <p>Hold down the button for 4 seconds to force shut down the Capture Box</p>
2 	<p>Power</p> <p>Press to turn the unit on</p>

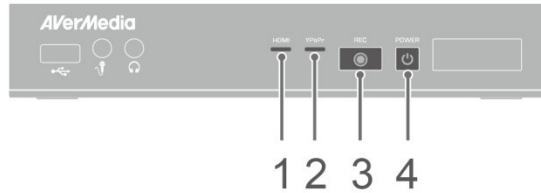
2.2 Infrared Sensor

When using the remote control, aim it at the infrared (IR) sensor located at the front panel of the unit. The remote control must be held at an angle within 30 degrees perpendicular to the IR sensor to function correctly. The distance between the remote control and the sensor should not exceed 6 meters (20 feet).



2.3 LED Indicator

The LED indicators on the front of the unit show the device's status.



1 HDMI source LED indicator

2 YPbPr source LED indicator

3 Record status LED indicator

4 Power status LED indicator

Condition	Source	Record	Power
Powered on			Glows solid green
Ready to record/snapshot	Solid green		Solid green
Recording	Solid green	Breathing	Solid green
Take a snapshot	Flashes red once	Flashes red once	Flashes red once
Unable to record/snapshot	Solid green		Flashes green continuously
No source			Flashes green continuously
Source is available	Glows solid green		
Power off in progress	Solid green		Flashes green continuously
Pass through ON When powering off	Solid orange		
Pause recording	Solid red	Solid red	Solid red
Record finish in progress	Solid green	Flashes red continuously	Solid green

Condition	Source	Record	Power
Storage space is low	Solid green	Glows at a slowly pace	Solid green
Device is not ready			Flashes green continuously
Problems like no storage/ no signal/ protected content			Flashes green continuously
Accepting a remote control command			Flashes green once

Press [F1] to obtain LED light indicator status.

2.4 Connection Ports

2.4.1 Front View



1 USB slot

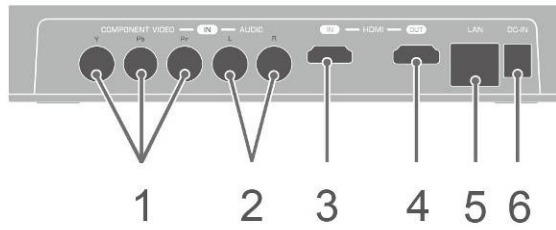
2 MIC input

3 Headphone output



- USB slot is for external HDD storage device connection as well as for firmware upgrade via storage device.
- USB hub is not supported.
- There will be no function or reply when connecting the Capture Box to the computer via USB.

2.4.2 Rear View



1 Component video input

2 Audio L/R input

3 HDMI input

4 HDMI output


















5 LAN port








6 DC-IN

Chapter 3 The Remote Control

The descriptions below show the deployment of the keys on the remote control.



#	Buttons	Descriptions
1		Press to turn the unit on / into stand-by mode.
2		Press to access the main menu. Press again to exit.
3		Press the navigation keys to move among options. Press OK to confirm a selection. Press OK to mark/ unmark segment in post- editing.
4		Press to play the latest recorded file or view the last captured image.
5		Press to start / stop recording.
6		Press to start playing the selected file. Press to play the file at normal (1x) speed when slow motion, rewind, or fast-forward is active.
7		Press to stop the playback. Press to stop the recording.
8		Press to rewind (2x, 4x, 8x, 16x, 32x).
9		Press to return to the previous page.
10		Press to display the video/snapshot quality adjustment screen. Press again to exit.
11		Press to safely remove external hard disk in Menu (Follow the on-screen instruction)
12		(Follow the on-screen instruction)
13		(Follow the on-screen instruction)
14		Press to switch between Component and HDMI sources.
15		Press to display the on-screen information, including mode, source and audio sources.
16		Press to exit the current page and return to the previous page.
17		Press to take a snapshot during gameplay or video playback.

18		Press to pause the playback. Press OK or  to resume playback. Press to pause the recording.
19		Press to play the video in slow motion (1/2x). Press again to enter frame- by- frame mode (See Chapter 5 for details).
20		Press to fast-forward (2x, 4x, 8x, 16x, 32x).
21		Press to go to the next page.
22		Press to delete the selected files.
23		Press to display the disk information. Press again to hide it.

Chapter 4 Installation & First Time Setup

4.1 Supported Resolutions

The **Game Capture HD II** supports Component (YPbPr) and HDMI input resolution as follows:

HDMI / Component (YPbPr)

480i/576i

480p/576p

720p (50 & 60Hz)

1080i (50 & 60Hz)

1080p (50 & 60Hz)

The **Game Capture HD II** records the exact display resolution under most circumstances. Exceptions can only be found when the input resolution is set as 1080p:

Source Resolution	Display Resolution	Recorded Resolution
1080p (60fps)	1080i (60fps)	1080p (30fps)
1080p (50fps)	1080i (50fps)	1080p (25fps)



Estimated recording duration for different video quality settings:

HD 1080p

Video Quality Storage Capacity	Optimal (20 Mbps)	Good (18 Mbps)	Maximum Recording Length (15 Mbps)
1TB	100 hrs	110 hrs	125 hrs
2TB	200 hrs	220hrs	250hrs

HD 720P

Video Quality Storage Capacity	Optimal (20 Mbps)	Good (15 Mbps)	Maximum Recording Length (10 Mbps)
1TB	100 hrs	125hrs	200 hrs
2TB	200 hrs	250 hrs	400hrs

HD 1080i

Video Quality Storage Capacity	Optimal (15 Mbps)	Good (12 Mbps)	Maximum Recording Length (10 Mbps)
1TB	125 hrs	150 hrs	200 hrs
2TB	250 hrs	300 hrs	400 hrs

SD 480i(576i)/480P(576P)

Video Quality Storage Capacity	Optimal (7.5 Mbps)	Good (5 Mbps)	Maximum Recording Length (3 Mbps)
1TB	250 hrs	400 hrs	650 hrs
2TB	500 hrs	800 hrs	1300 hrs

*Recording with higher video quality takes up more disk space.

4.2 Hardware Installation

Please follow the steps below to properly connect the *Capture Box* and your TV/ video game consoles.



- If you would like to install internal hard drive, install it before turning on the *Capture Box*.
- Make sure that the cables are firmly connected and that neither of the cables is loose. If any of the cables are loose or disconnected, there may be a loss of signal or screen color problems.

Step 1

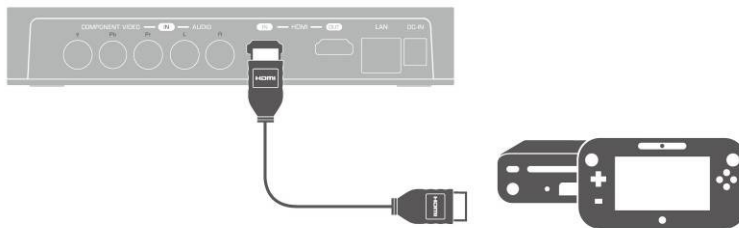
Check the Connection of Your Game Consoles and TV

Make sure all cables connecting the Capture Box to your game consoles and TV are well-connected. Doing so will save you a lot of time from locating problems later. First, please check the connection of your game consoles. Second, make sure that the connection to TV is good.

Step 2

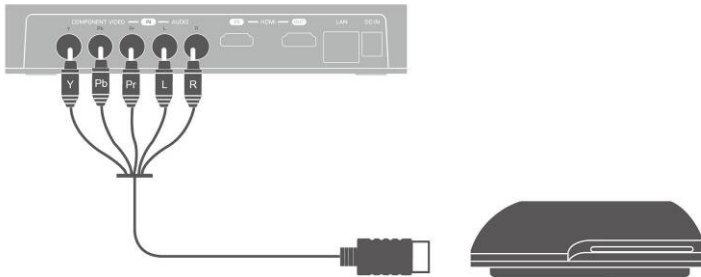
Connect the Device to Your Wii U / Xbox 360 Using HDMI Cable

Connect one end of the HDMI cable to the HDMI IN port on the rear of the device and the other end to the HDMI OUT port on your Xbox 360/ Wii U.



Connect the Device to Your PlayStation 3 / Wii Using Component AV Cable

Plug the green, blue, red connectors into the COMPONENT VIDEO IN port and white and red connectors into the AUDIO IN port on the rear of the device. Then, plug the other end to your game console.

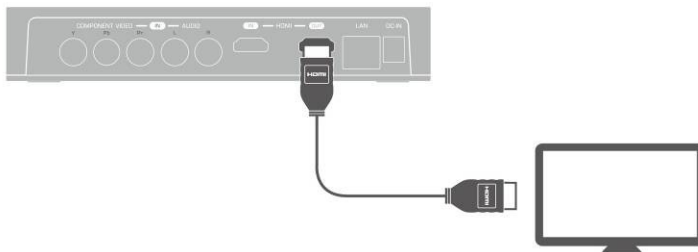


- "PlayStation 3 Component AV Cable" and Wii Component Cable is NOT Included. Please purchase separately if needed.



Step 3 Connecting the Device to Your TV Using HDMI Cable

Connect one end of the HDMI cable to the **HDMI OUT** port on the rear of the device and the other end to the **HDMI IN** port on your TV.



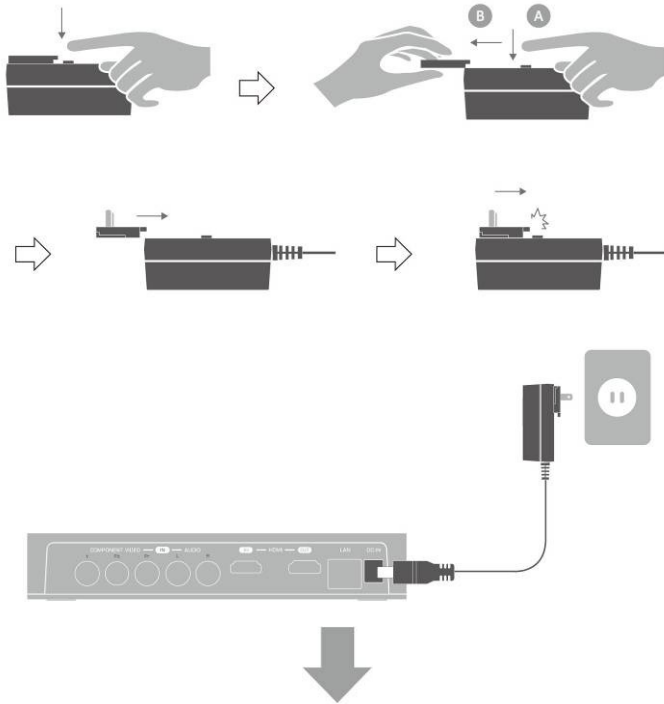
Step 4 Power on Your Game Console

Turn on your game console.



Step 5 Install and Connecting the Power Adapter

Slide the Power Adapter Outlet Module into the groove on the Power Adapter. Connect the Power Adapter connector to the **DC-IN** port on the rear of the device. Then plug the power adapter to a wall outlet.



Step 6

Connecting to the Network

To automatically obtain time and other information, you need to connect the Capture Box to an Ethernet LAN. Make sure the LAN wire is well-connected before you continue to the next step. Meanwhile, a router which supports DHCP IP network is recommended for you to pair up the Game Capture HD II with your iPhone.



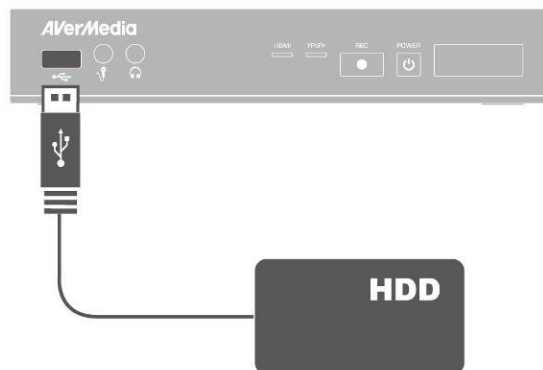
- It is recommended that you connect the *Capture Box* before running first time setup.



Step 7

Plug in USB Hard Drive/ HDD

Connect your portable USB hard drive or hard disk drive (HDD) to the USB port on the front of the *Capture Box*. Please make sure you use an NTFS format USB hard drive or hard disk drive (HDD). Under the condition that no hard drive is connected to the device, the power light will continue to flash. Therefore, it is advised that you plug in USB hard drive or hard disk drive (HDD). Please see Chapter 4.3.2 for further details about installing an internal hard drive.



Step 8

Power on the Capture Box

Press the power button on the front panel of the device.

Or

Use the power button on the remote control.

The POWER LED indicator lights up green, when that the device is power-on.



- It is important that you power on/ off the Capture Box following suggested procedure. Fail to do so may lead to damage of the Capture Box or data loss



Step 9 Check Video on TV screen

Make sure that there is game console video content displayed on TV screen.



If your TV is not displaying video properly, please check the followings:

- Supported resolutions vary depending on the TV in use. For details, please refer to the documentation that comes with your TV.
- Power off Capture Box and then make sure that the device is connected properly and with the proper cables.
- If there is still no video signal on TV, refer to FAQ section at www.avermedia.com for further troubleshooting.

Connecting the Device to Your Microphone and Headset

Plug in the microphone connector into the MIC Input port on the front panel of the device. Same as microphone, plug in the headset connectors into the headphone and microphone ports on the front panel of the device. This procedure is only needed when you intend to add commentary to your gameplay video. Please refer to Chapter 6 for details.



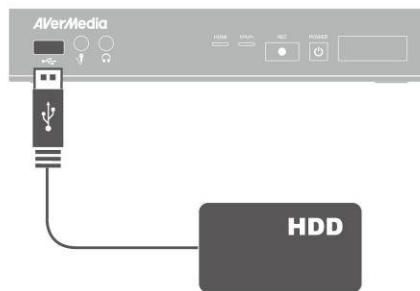
- When headphone is connected to the *Capture Box*, the gameplay will be muted as sound will come out from the headphone.
- Hereafter a headset refers to the device you use to record while headphone refers to the headphone port on the front panel of the *Capture Box*.

4.3 Storage Device Installation

The *Capture Box* supports 2.5 inch internal hard drive and external USB storage device. You can save the recorded files and snapshots either to the internal HDD or external one.

4.3.1 USB Storage Device Insertion

Connect your portable USB hard drive to the USB port on the front of the *Capture Box*



- It is highly recommended to use a NTFS format hard drive instead of a flash drive to minimize the risk of recording failure.
- To avoid any possible data loss, go to main menu and press **[F1]** of your remote control to safely remove the external storage disk before unplugging it from the *Capture Box*.

4.3.2 HDD Installation and Removal



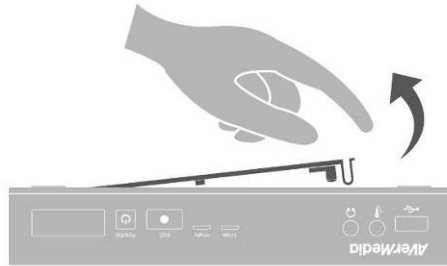
- It is highly recommended to use a new unformatted hard drive or a hard drive formatted as NTFS file system. The maximum supported storage capacity of the hard drive is 2TB.
- Before installing or removing the internal HDD, please disconnect the power supply from the *Capture Box* to avoid data loss.
- Removing internal HDD immediately after powering-off may cause personal injury due to heat. Please wait until the HDD cools down completely (it takes approximately 10 minutes) before any attempt to remove it.

To install the internal HDD:

Step 1

Remove the HDD Lid

Open the HDD lid on the bottom of the **Capture Box**.



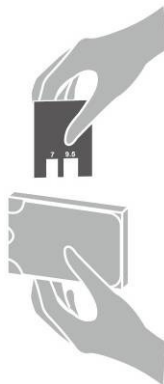
Step 2

Before Installing Internal HDD

Use the measuring card to measure the height of your HDD (7mm or 9.5mm).



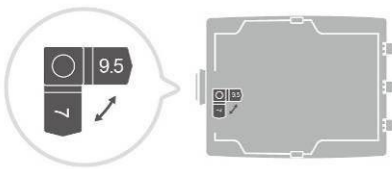
- Please refer to the *Appendix C* for the measuring card.



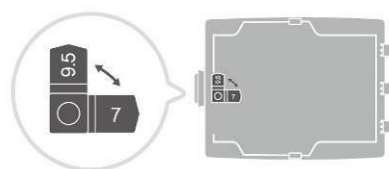
Adjust the rotary knob attached to the inner side of the lid to fit the height of your HDD.

The default position of the rotary knob fits HDD with 9.5mm height. If you use HDD with 7mm/9.5mm height, rotate the rotary knob to the other direction.

Using a 9.5mm HDD:

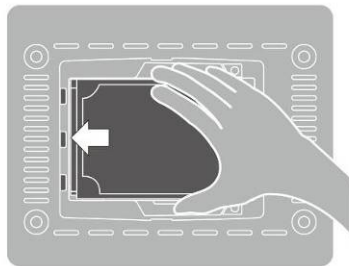


Using a 7mm HDD:

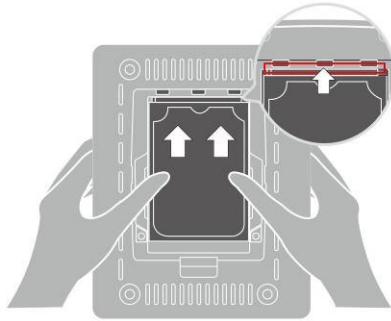


Step 3 **Inserting the HDD**

Place the HDD on the slot with the sticker-side facing up and the HDD connector end facing to the left.

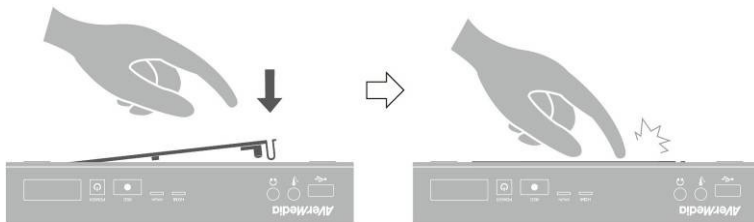


Align and insert the HDD connectors all the way into the SATA connector. Push in firmly to secure them.



Step 4 Replace the HDD Lid

Place the HDD lid back and snap it into place.



To remove the internal HDD:

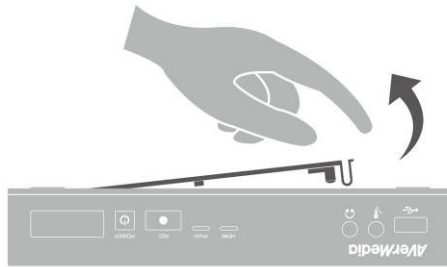
Step 1 Remove the HDD Lid



Please wait until the HDD cools down completely (it takes approximately 10 minutes) before any attempt to remove it.

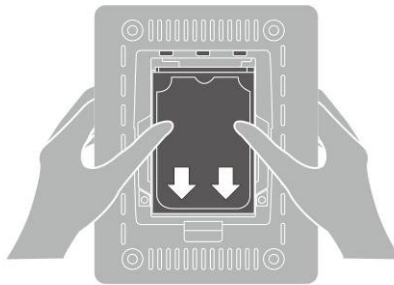
Use your fingertip to flip open the HDD lid, located on the bottom of the *Capture Box*.

Lift off the lid and set it aside.



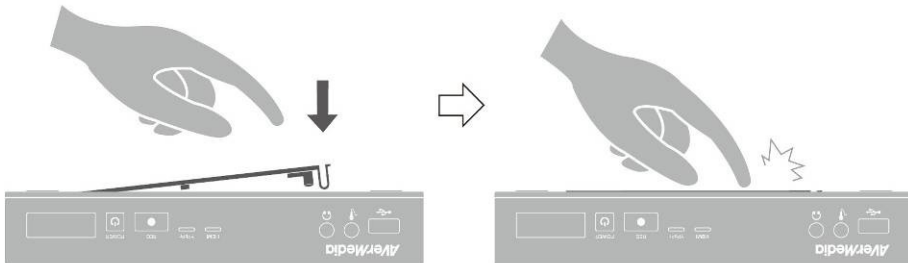
Step 2 Removing the HDD

Pull the HDD out in the direction of the arrow. Then lift the HDD out of the slot.



Step 3 Replacing the HDD Lid

Place the HDD lid back and snap it into place.



- It is typical that after a hard drive is formatted, the actual disk space of the drive would be slightly less than its unformatted capacity.

4.4 Setup Wizard

When the first time you power on the *Capture Box* unit, the setup wizard appears. The following steps guide you through the initial configuration process.



- Make sure to install a hard drive (internal or external) and to connect to the internet beforehand.
- For the first-time initialization, a short duration of black screen (approximately 20 seconds) is followed by AVerMedia logo. The blinking green status light indicates that the **Game Capture HD II** is starting up. Please wait until the welcome screen appears.

Step 1 Setting up Language

When the welcome page appears, use ▲/▼ to select your preferred language. Press **OK** to confirm.

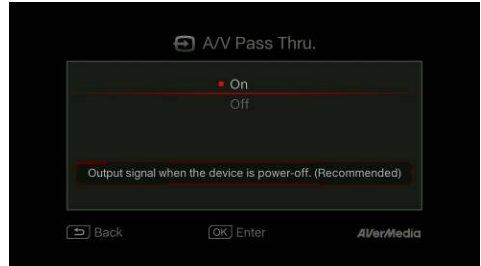


English-25

Step 2

A/V Pass Thru.

It is suggested that A/V Pass Through to be turned **ON**.



Step 3 (1)

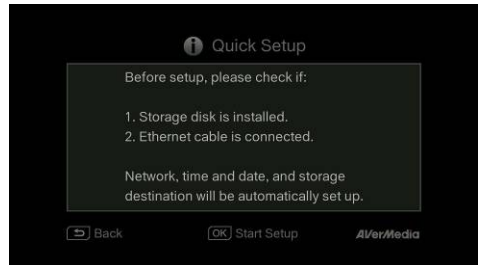
Reminder

Make sure a NTFS-formatted hard drive is connected or installed to the device. (For details, see Chapter 4.2)

Check the connection of network.

Press **OK** to start setup.

A router which supports DHCP IP network is recommended. Also, refer to Ch. 6.2 for Manual connection setup.



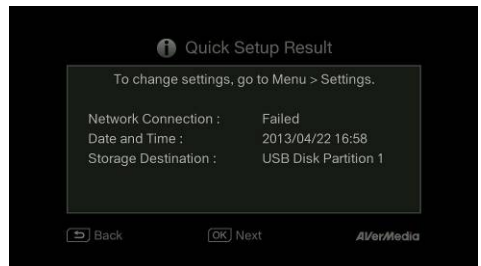
Step 3 (2)

Network Connection Failure

If you have not connected to a valid network, a short result of failed network connection will be shown.

Press **OK** to continue.


Press ^{BACK} ↶ to go back to the previous page.



Step 4 (1)

No Hard Drive Detected

If you have not yet installed any storage device, install it before continuing the setup process.

Then press ^{BACK}  to go to the previous screen and press **OK** to run disk checking process.



Step 4 (2)

Finishing Setup Wizard

Once a NTFS-formatted hard drive is connected, a Settings Complete notice will be shown.

You can start to record and take snapshot right away. Press **OK** to exit the wizard and start using **Capture Box**. The game screen then appears.



- Unplug the *Capture Box* from the power supply before installing an internal HDD.
- Sometimes the connection test in Wizard will appear to be failed even though you have connected the RJ45 cable to the Capture Box. Go to Menu> Network> Network Settings> Manually Setup to set the network manually.

4.5 Video Output Settings for Game Consoles

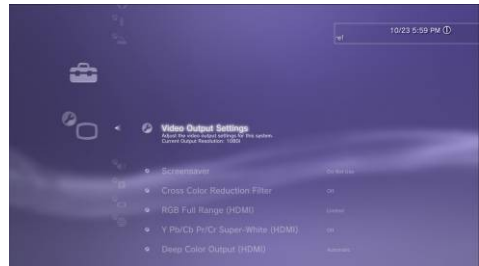
The *Capture Box* supports YPbPr / HDMI input resolution up to 1080p.

4.5.1 Video Output Settings for PlayStation 3

Step 1

Power on your PlayStation 3 console.

On your console, go to **Settings > Display Settings > Video Output Settings**.



Step 2

Select **Component/D-terminal** and confirm the selection. Then your TV screen goes blank immediately.

Now use your TV remote to switch the TV input source to **Component (YPbPr)**. The screen then comes back on again.



Step 3

Check ALL the resolutions.
Confirm the setting.



Step 4

Select **Set Audio Output Settings**.
Select **Audio Input Connector/SCART/AV MULTI** as audio output.
Confirm the setting.



4.5.2 Video Output Settings for Xbox 360



- Before resetting video output for Xbox 360, make sure to properly connect the *Capture Box* with your Xbox 360.
- Make sure to power off both the *Capture Box* and your Xbox beforehand.
- Supported resolutions vary depending on the TV in use. For details, please refer to the documentation that comes with your TV.

Power on your Xbox console.

On your console, go to **My Xbox** on the dashboard and scroll all the way to the right to **System Settings**.

Then select **Console Settings > Display > HDTV Settings**.



- Please set the audio output of all game consoles as auto.
- Although the Capture Box do not support DOLBY 5.1 and 24p resolution video/ audio format, you can still pass through these format while the Capture Box is off.

Chapter 5 Basic Operation

This chapter guides you to record gameplay, capture images, add voice commentary to videos, and instantly play files.



- All the recorded files or snapshots will be saved to the default hard drive destination automatically. Please see Chapter 6 for details.

5.1 Record and Capture

The Capture Box lets you record, capture and adds voice commentary to the videos. Instructions are given as follows.



The *Capture Box* displays gameplay in real-time and standard mode. You can change the default real-time mode to standard mode. Go to Menu> Settings> Display Mode. (Refer to Chapter 6.2 for details.)

OSD Menu



Descriptions


Instant Recording During Gameplay



Press  to activate instant recording.

Press  again or  to stop recording.

Pause and resume recording


You can skip unwanted footages and resume recording. Only the footages you recorded will be saved and those skipped clips will be deleted automatically.


Press  to pause recording.

Press  or  to continue recording.




Quick Snapshot During Gameplay


Press  to capture current image.

Long Press  to activate continuous capture mode. The Capture Box will take 5 snapshots at one time.



Instant Playback

Press  to play the latest recorded file or view the last captured image.

Press  to stop the playback.

Press  to skip forward 30 seconds.

Press  to skip backward 10 seconds.



Image Capture During Video Playback

Way 1:




Press  to capture current image.

Way 2:


Step 1:

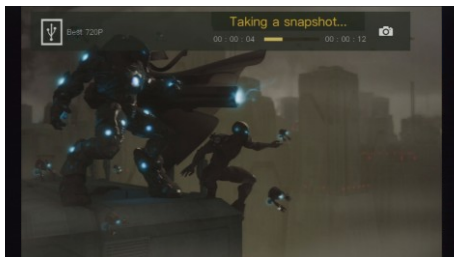
Press  to play the video in slow motion (1/2x). Press  again to view the video frame by frame.

or

Press  to pause the playback. Press  to go to previous frame; press  to go to next frame.


Step 2:

Press  to capture your desired image.





Disk Information

Press  then press **OK** to display the disk information. Press again to hide it.

5.2 Adding Commentary

This section shows you how voice commentary is added to your video recording.

Requirements for headset/microphone:

Headset

Connector: 3.5mm jack

Microphone

Frequency Response : 20-16kHz

Impedance: 2.0 KΩ

Working Voltage: 3V


Connector: 3.5mm jack


OSD Menu



Descriptions

Microphone On

An OSD will be shown if you connected microphone/ to the Capture Box. Your commentary will only be recorded when you press .

Press  to record your gameplay with commentary.

Press  or  to stop recording.



- If headset or microphone is plugged in during the Wizard Setup, the sound can only be heard from your headphone and instructions on voice commentary will not be displayed. Therefore, plug in headset or microphone after you complete Wizard setup so as to follow the headphone/ microphone instructions.
- All commentary added will be mixed with the gameplay sound. Also, as long as the headphone is connected to the device, all your commentary and background sound will be recorded. Therefore, remember to stop recording and remove the headphone when no commentary is needed.
- If the microphone is disconnected/ connected to the *Capture Box* during recording, the sound will also be recorded. To make sure the Please avoid plugging off the microphone during recording process.
- The volume you hear in the commentary test may be slightly different from the actual recording. It is recommended that you run a mock test beforehand to be familiar with the recorded volume.
- It is normal to hear your own voice when recording with HDMI input source.
- No OSD will be shown when you connect only the headphone to the Capture Box.

Chapter 6 OSD Menu

Under the menu, you can check and manage both your recorded files and snapshots, and customize your preferences.



1 Remaining Time for Recording

3 Network Connection

2 Connecting to GameMate


4 Current Time


OSD Menu








Descriptions

Basic Operation

Press  to bring up the menu.

Press  or  to return to the game screen.

Use / to make selection on the menu and **OK** to enter a submenu.

In the submenu, use / to make selection and **OK** to confirm. Press  to return to the previous page.

Press **F1** to safely remove the storage device..

*The upper left corner shows your current default storage device and available remaining recording

6.1 Media Studio

You can check both recordings and snapshots captured by the *Capture Box* in "Media Studio".

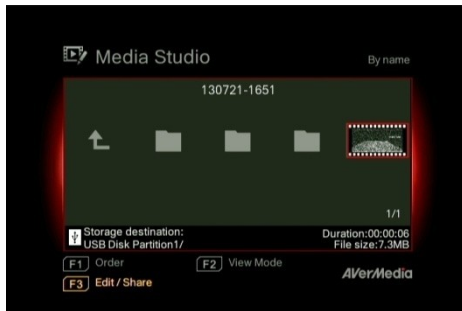
Capture Format:

Video	MP4 (Codec: H.264 format with AAC audio)
Image	JPEG



- It is recommended that you view only videos and snapshots that are recorded by the *Capture Box*. Attempt to open files taken by other equipment (such as a camera) on the *Capture Box* is very likely to fail.

OSD Menu



Descriptions


Navigating


Use the navigation keys ◀/▶/▲/▼ to select among items.


Press **F1** to sort the files by file name, file size, or file format.

Press **F2** to switch between list mode and thumbnail mode.

Press **F3** to rename, edit, share the highlighted file.

Press  to go to the next page.

Press  return to the previous page.

Press  to directly access the main menu.



Video Playback

Press or **OK** to start playing the selected video.

Press or **OK** to pause the playback. Press or **OK** to resume playback.

Press to play the video in slow motion (1/2x).

Press to rewind at 2x, 4x, 8x, 16x, 32x speed.

Press to fast forward at 2x, 4x, 8x, 16x, 32x speed.

Press to play the file at normal (1x) speed when slow motion, rewind, or fast-forward is active.

Press to stop the playback.

Press to display the playback information, including storage disk, recording resolution, duration, elapsed and remaining time, and file name.

* Only video files captured by the *Capture Box* are supported.



Snapshots Viewing

Press or **OK** to view the selected image.

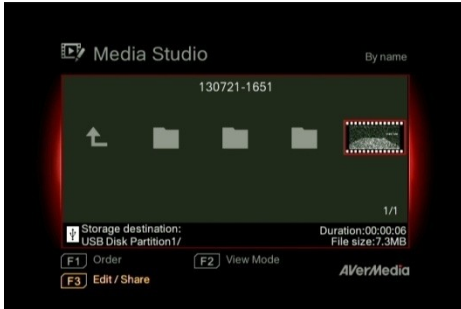
Press or to return.

* Only image files captured by the *Capture Box* are supported.

6.1.1 Post-Edit Capture Box Recorded Videos

This section shows you how to cut, recombine and share videos on YouTube recorded by the *Capture Box*.

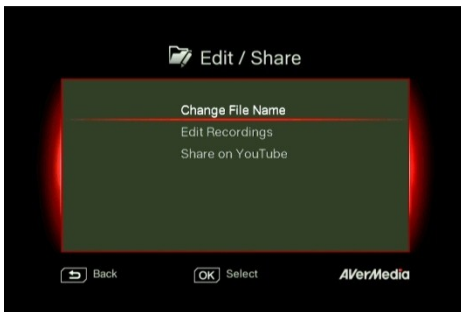
OSD Menu



Descriptions

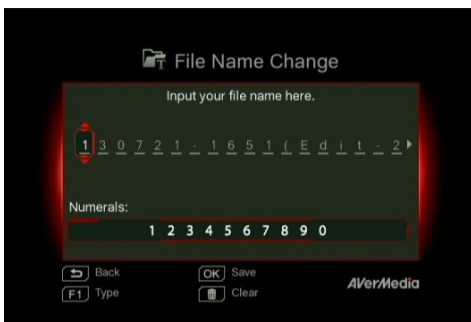
Select a Video

Select the file you would like to edit by using the navigation keys ◀/▶/▲/▼.



Edit/ Share

Press **F3** to edit or share the selected video.



Change File Name

Input your file name by using the navigation keys ▲/▼ to select characters, numerals or symbols. Use the navigation keys ◀/▶ to go to the next/ last character.

Press **F1** to switch between characters, numerals and symbols.

Press ^{BACK} ↶ to go back to cancel the change you made.

Press **OK** to save the edited file name.

Press  to clear all.



How to Edit


An instruction on how to edit a video will be displayed, press **OK** to start editing.

Edit Mode

You can cut and recombine your selected video in Edit Mode.

To cut the video, you will need to create one or more segments within the video.

Step 1:

To locate a scene, use direction keys or  to search the scene.

You can also use navigation keys **▲/▼** to search scene by specific hour, minute, and second on the left hand side of the screen.

Press **OK** to mark or unmark the scene.

Step 2:

Repeat **Step 1** so as to create a segment.

Press **OK** to keep or delete the segment.

Press **F1** to switch between **Search Scene** and **Segment** search.

Press **F2** to clear all marks you made on the video.

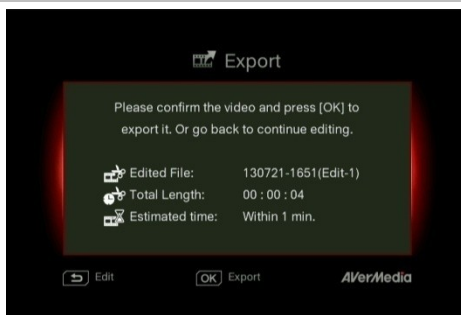
Press **F3** to export the video.





Preview

The *Capture Box* automatically recombines the segments you choose to keep during editing.



Export

The estimated time varies by different storage disks. Refer export time to the actual use of your storage disk.

Press **OK** to export the video.

Press **BACK** to continue editing.

OSD Menu



Descriptions

Exporting...

The bar in the middle shows the progress of video exporting and estimated time.

Click on **BACK** to cancel exporting.

Click on **F1** to hide the exporting information.



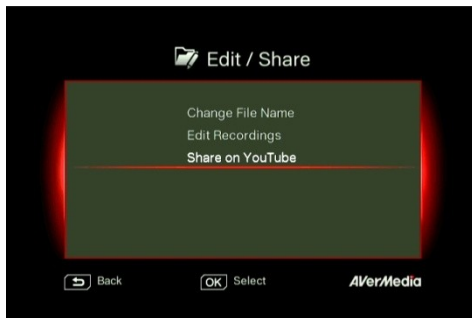
Exit

Press **OK** to exit from the editing mode.

Press ^{BACK} ↩ to exit

Press F1 to continue editing.

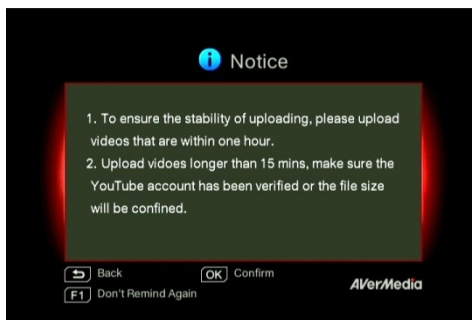
OSD Menu



Descriptions

Share Videos on YouTube

Use ▲/▼ to select the task you would like to undergo. Select 'Share on YouTube' to share your videos.



Share On YouTube

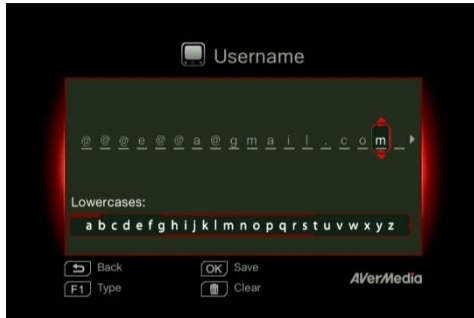
Before you share your recorded videos on YouTube, make sure you:

1. Built a YouTube account and also a personal channel.
2. Have your PC/ NB next to you if you activate two- step verification of your YouTube account.

To ensure the stability of uploading, upload videos that are within one hour.

Make sure the YouTube account is verified to upload videos that are longer than 15 minutes.

Press ^{BACK} ↩ to continue editing.




Press **OK** to continue uploading.

Press **F1** to skip this reminder afterwards.

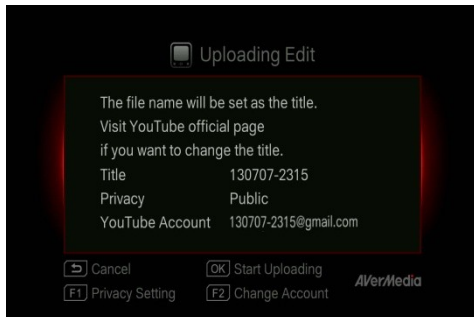
Account Setup

Use **▲/▼** to select the task you would like to undergo.


Press **BACK**  to go back to last level.

Press **OK** to edit your email or password.

Press **F1** to save the change you made.



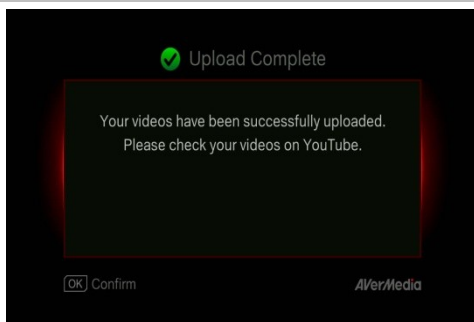
Edit Before Uploading

Press  to return to the last page.

Press **OK** to start uploading.

Press **F1** to set the privacy.

Press **F2** to change account.



Uploading Complete

You have successfully upload the video.

You can edit your video title on YouTube.

Press **OK** to confirm.

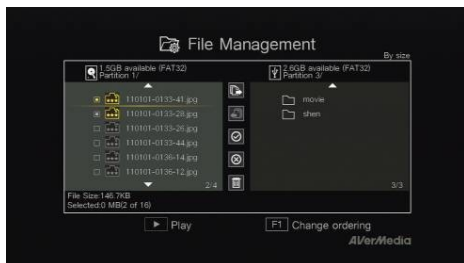


- The recommended length of each video should be less than 1 hour.
- The *Capture Box* is made for record and capture media materials that are legally owned or licensed by the user only. Uploading videos that are protected by copyright and other laws is not allowed. YouTube may shut down the account for copyright protection reason.
- YouTube account verification is required when you upload video that are longer than 15 minutes. Refer to YouTube website for further details.
- Occasionally, it takes two to three days for your videos to be shown on YouTube. Please wait for a few days if you did not see the uploaded videos online.

6.2 File Management

“File Management” lets you manage videos and snapshots captured by the *Capture Box*. You can copy files between internal hard drive and external USB storage device, and delete unwanted files. Before entering this submenu, insert your storage device first (USB 2.0/ 3.0 storage device / 2.5” HDD in NTFS format).

OSD Menu



Descriptions

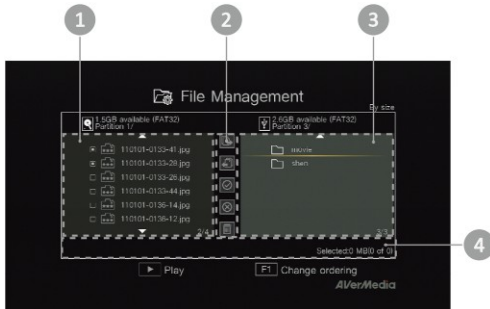
Select Partition

Use the navigation keys ◀/▶/▲/▼ to select the partition.

Press ▶ to playback the video.

Press F1 to change the file sorting rule.

File Management User Interface:








1 A list displaying files located on the **internal hard disk**

2 A set of editing tools

3 A list displaying files located on the **USB disk**

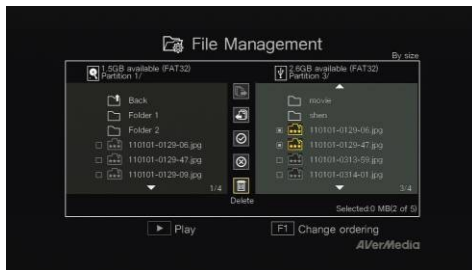
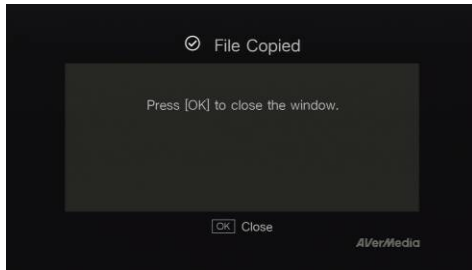
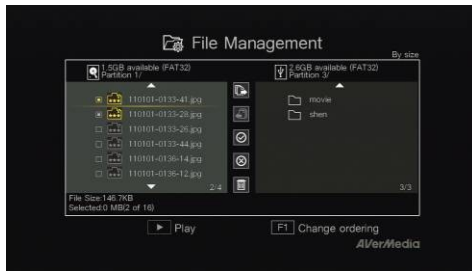
4 Information display area

Descriptions on Editing Tools:

#	Buttons	Descriptions
1		Copy files to USB disk
2		Copy files to internal hard disk
3		Select all
4		Deselect all
5		Delete

OSD Menu


Descriptions




Copying Files from Internal HDD to USB Disk


Step 1:


On the left-side list, use ▲/▼ to highlight the file that you want to copy to USB disk. Press **OK** to select / unselect an item.

Select  and press **OK** to select all files.

Select  and press **OK** to deselect all files.

Step 2:

Select  and press **OK** to copy selected file(s) to USB disk.

Press  to cancel copying the files in a progress.

Step 3:

Press **OK**.


Copying Files from USB Disk to Internal HDD works in the opposite way as above mentioned.


*If the file is comparably large, press F1 to hide the copying or deleting status.

Deleting Files

Step 1:

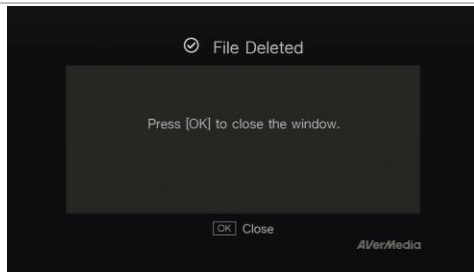
Use ▲/▼ to highlight the file(s) that you want to delete. Press **OK** to select/unselect an item.

Select  and press **OK** to select all files.


Select  and press **OK** to deselect all files.


Step 2:

Select  and press **OK** to remove the file from the list.



or

Press  on the remote and then press **OK** to remove the file from the list.

Press ^{BACK}  to cancel deleting the files in a progress.


Step 3:

Press **OK**.

USB Storage Device Removal

In order to avoid data loss, it is highly recommended to safely remove your external storage device. Please follow the steps below:

Step 1:

Press ^{DISK INFO}  on the remote control.

Step 2:

Press **F2** to remove it.

6.3 Settings

You can customize your preferences in “Settings”.

OSD Menu



Descriptions

Basic Operation

Use ▲/▼ to select a preferred category. Press **OK** to make a selection.

Press ^{BACK} to return to the previous page.

Press ^{MENU} to directly access the main menu.

Press **F1** to safely remove the storage device.

OSD Menu



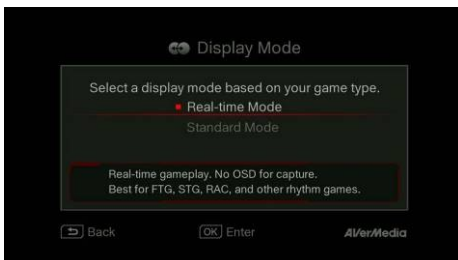
Descriptions

Language

Use ▲/▼ to select your preferred language.

Press **OK** to confirm.

OSD Menu



Descriptions

Display Mode

The default mode is set as real-time mode.


Use ▲/▼ to switch between real-time and standard mode.



Real-Time Mode

Real-time mode lets you play games with zero delay. And it is best for FTG, STG, RAC, and other rhythm games. No recording or snapshot status will be shown on screen. All capture work will run in the background.

However, if any problem occurs during the capturing process, OSD will automatically jump out.

Press ^{MENU}  to check OSD and track capture status.



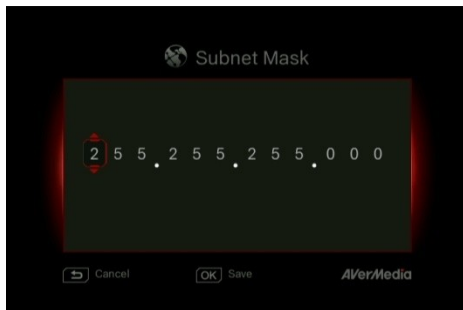
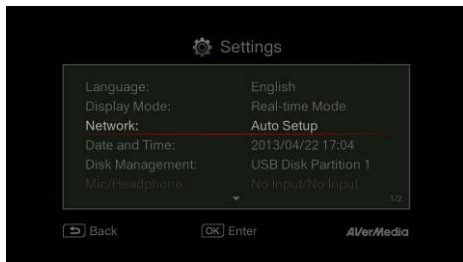
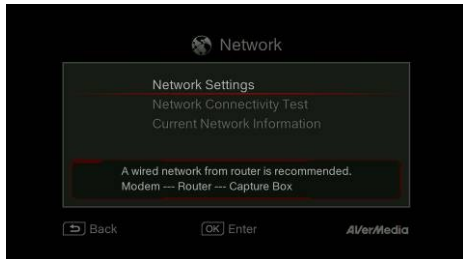
Standard Mode

In standard mode, on-going recordings will be shown in the upper right corner of the screen. As there will be slight delay in game, standard mode is recommended for ACT, RPG, and SLG games.



- Black screen may occur when calling for Menu in real-time mode. And the pause varies by TV type.

OSD Menu



Descriptions

Network Settings

Use ▲/▼ to move among options. Press **OK** to confirm. Before setup, please make sure the Ethernet cable is well connected.

Auto Setup (Recommended) :

It is recommended to use Auto Setup to automatically obtain IP and DNS addresses.

Manual Setup :

Use Manual Setup to manually configure IP and DNS addresses.

STEP 1:

Use ▲/▼ to select an item for configuration. Press **OK** to confirm.

STEP 2:

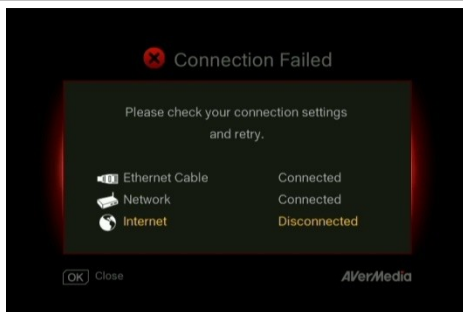
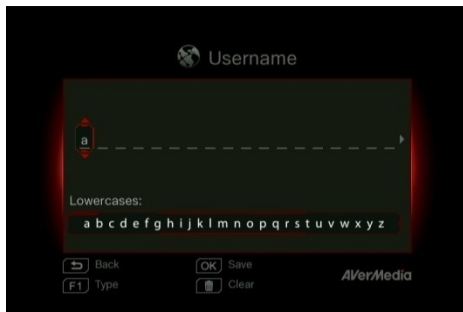
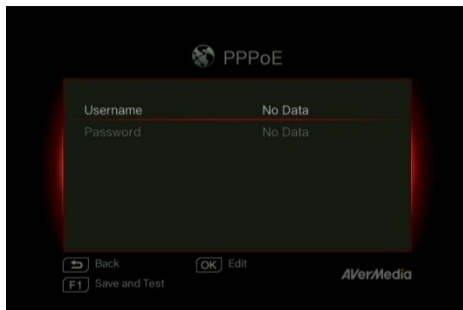
Use ◀/▶ to move among options and ▲/▼ to select a number. Press **OK** to confirm.

Press **OK** to save the setting.

Press ^{BACK} to cancel and return to the previous page.

STEP 3:

Press **F1** to save the settings and test the network connectivity.



PPPoE :

Use username and password provided by ISP for connection.

STEP 1:

Use **▲/▼** to select an item for configuration. Press **OK** to confirm.

STEP 2:

Use **◀/▶** to move among options and **▲/▼** to select a character.

Press **F1** to switch among capital letters, lower cases, numbers, or signs.

Press **OK** to save the setting.

Press **BACK** to cancel and return to the previous page.

Press **⌫** to delete selected characters and the character to the right.

STEP 3:

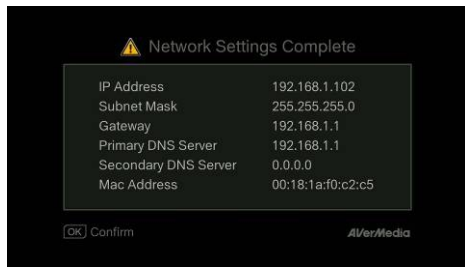
Press **F1** to save the settings and test the network connectivity.

Network Connectivity Test

Select to test your network connectivity.

Please check the result and fix the problem indicated.

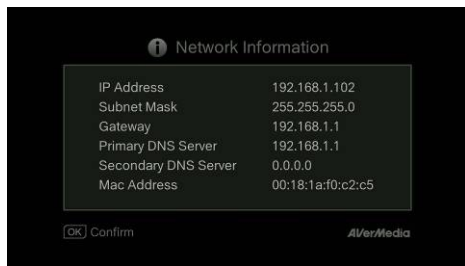
Press **OK** to confirm.



Network Connectivity Test

Once network setting is completed, a list of connection details will be displayed.

Press **OK** to confirm.



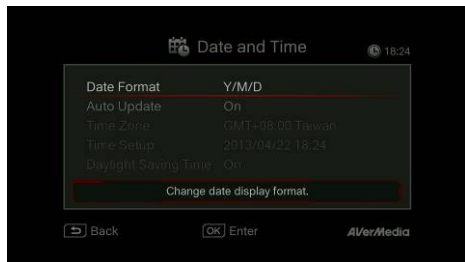
Current Network Information

This page displays the current status of your network connection.



- If network is temporarily inaccessible, manually set up the time zone settings so that the videos and snapshots is named correctly.

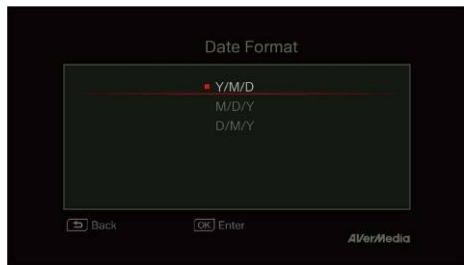
OSD Menu



Descriptions

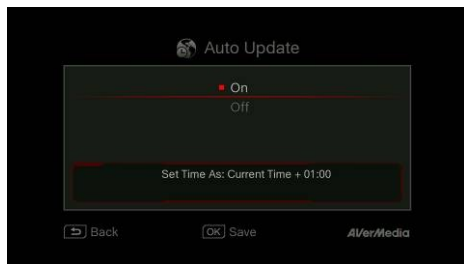
Date and Time

Use **▲/▼** to select an item for configuration.
Press **OK** to confirm.



Date Format :

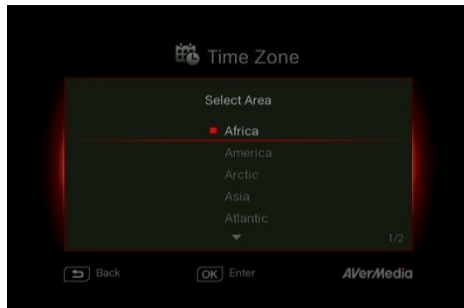
Use ▲/▼ to select a preferred date format.
Press **OK** to confirm.



Auto Update :

Use ▲/▼ to enable/disable automatic date and time update. Press **OK** to confirm.

*To use this function, a network connection is required.



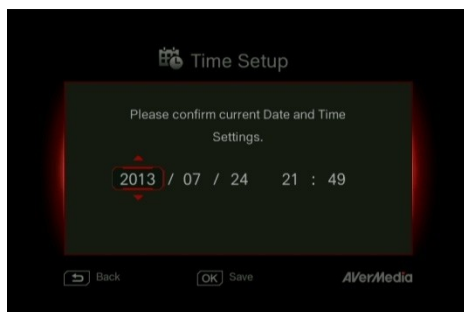
Time Zone :

STEP 1:

Use ▲/▼ to move among options and select your area. Press **OK** to confirm.

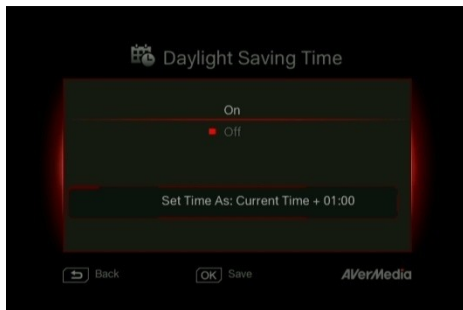
STEP 2:

Use ▲/▼ to move among options and select your time zone. Press **OK** to confirm.



Time Setup :

Use ◀/▶ to move among options and ▲/▼ to adjust date and time. Press **OK** to confirm.



Daylight Saving Time :

Use ▲/▼ to enable/disable Daylight Saving Time. Press **OK** to confirm.

*To use this function, a network connection is required.

OSD Menu





Descriptions

Disk Management

Storage Destination

Step 1:

Select and press **OK** to change your current desired default storage device for both recorded files and snapshots.

*  indicates normal write speed of selected partition;  indicates low write speed of selected partition. To make sure recording functions properly, be sure to select partition with normal write speed.

Step 2:

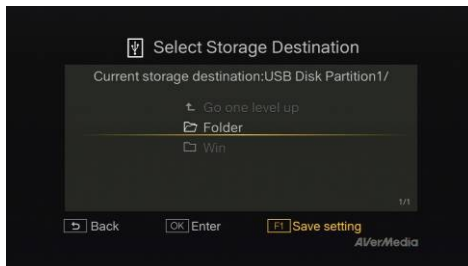
Use ▲/▼ to select the preferred default storage device.

Step 3:

Use ▲/▼ to select a folder and press **OK** to confirm.

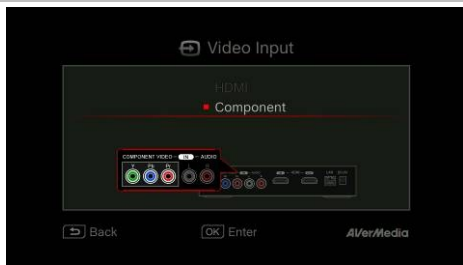
Step 4:

Press **F1** to save the setting.




OSD Menu

Descriptions



Use ▲/▼ to move among options. Press **OK** to confirm.

Press  to switch from component and HDMI input sources.

Video Input:

Use ▲/▼ to toggle between various video input source options (Component / HDMI).

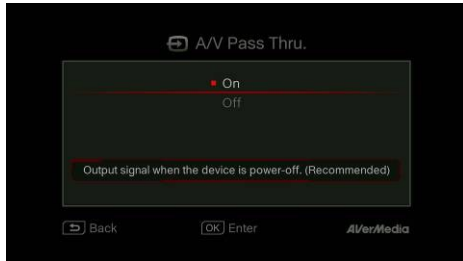
Press **OK** to confirm.

Audio Input:

Use ▲/▼ to toggle between various audio input source options (Stereo Audio/ HDMI).

Press **OK** to confirm.

OSD Menu



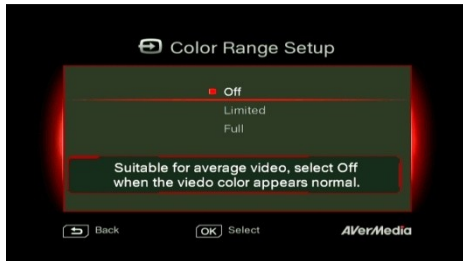
Descriptions

A/V Pass Through:

Use ▲/▼ to enable/disable A/V Pass Through. Press **OK** to confirm.

*The default setting is set Off to yield to the power-saving regulation. If this function is enabled, *Capture Box* still output signal when the *Capture Box* is off. If this function is disabled, *Capture Box* does not output signal when the *Capture Box* is off.

OSD Menu



Color Range Setup

Use ▲/▼ to toggle between off, limited, and full. Press **OK** to confirm.

OSD Menu



Descriptions

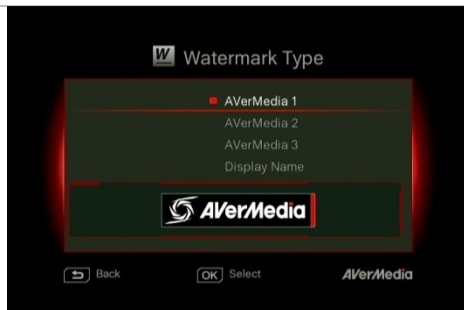
Watermark

Add your selected watermark to your videos. You can customize the display of the watermark by setting up the type, position and also scale.

Press ^{BACK} ↶ to go back to last level.

Press **OK** to enter the next level.

Press **F1** to preview the display.



Watermark Type:

Use to ▲/▼ select from the listed watermark types.

Press **OK** to save the change.

Press ^{BACK} ↶ to go back to last level.

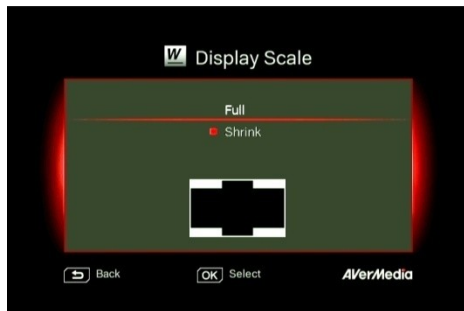


Position:

Use ▲/▼ to select from the listed watermark positions.

Press **OK** to save the change.

Press ^{BACK} ↶ to go back to last level.



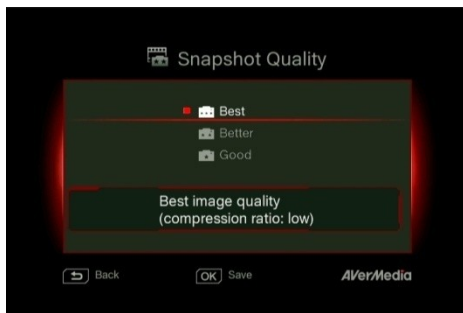
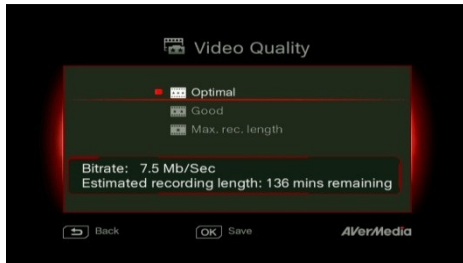
Display Scale:

Use ▲/▼ to select the display scale.

Press **OK** to save the change.

Press ^{BACK} ↶ to go back to last level.

OSD Menu



Descriptions

Auto Save

Use ▲/▼ to switch from enable or disable the Auto Save function.

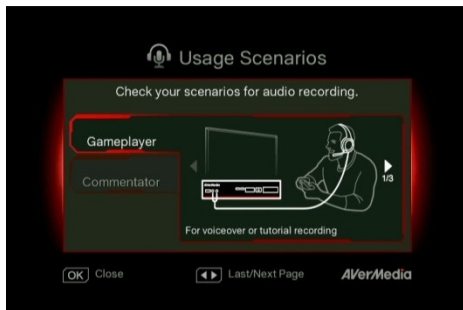
Recording/ Snapshot

Video Quality:

Use ▲/▼ to toggle among various video quality options (Optimal/ Good/ Maximum recording length). Press **OK** to confirm.

Snapshot Quality:

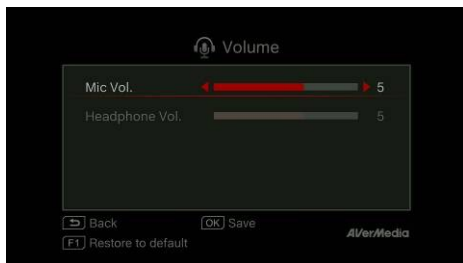
Use ▲/▼ to toggle among various snapshot quality options (Best/Better/Good). Press **OK** to confirm.



Live Commentary

A short demonstration will be played in this section.

Press **OK** to continue.



Volume:

Use **▲/▼** to move among options and **◀/▶** to adjust the volume.

Press **OK** to save the setting.

Press **F1** to restore to the default setting.

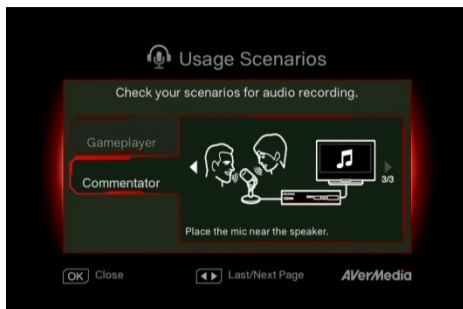


Sound Mode:

Use **▲/▼** to select a preferred mode for mic recording. Press **OK** to confirm.

Gameplayer Mode will automatically switch game sound output to your headphone.

To ensure the optimal quality, please use both microphone and headphone for voice commentary recording.



Commentator Mode will record both game sound and voice commentary or voice chat from microphone during gameplay.

It is recommended to use an omni-directional or high-sensitive microphone.

OSD Menu



Descriptions

Firmware Upgrade

Follow the steps below to upgrade the firmware via USB storage device:

Step 1:

To download the latest firmware binary package, please go to www.avermedia.com, and then enter the model name in Product Search field. Firmware file is available on the product information page.

Step 2:

Extract the files by unzipping the package. Copy the firmware files to the root directory of your USB storage device, and then connect it to the *Capture Box*.

Step 3:

Press **F1** to start the firmware upgrade process. Press ^{BACK} to abort the operation and return to the previous page.

Step 4:


The *Capture Box* automatically detects whether a different version of firmware is available for upgrade or rollback. Once the firmware upgrade process has completed, press **OK** to restart the *Capture Box*.



- The firmware upgrade process takes up approximately 10-14 minutes.
- Firmware upgrade requires at least 256MB free space of the storage device (USB/HDD).
- If problems encountered during firmware upgrade, please clear all the data stored on your USB storage device and repeat the process above.
- NEVER power off the device or unplug the power supply or remove the USB storage device during the firmware upgrade process. If the firmware upgrade is interrupted for any reason, the device may crash.



Restore to Factory Settings

Press **F1** to restore to original factory settings. Press  to abort the operation and return to the previous page.



Product Information

This page provides information about this product, including product name, model no., and firmware version.

Press **F1** to edit the display name.

OSD




Descriptions

Name your own Capture Box.

Press navigation keys  Up and Down to select characters.

Press navigation keys  Left and Right to shift to the former or later character.

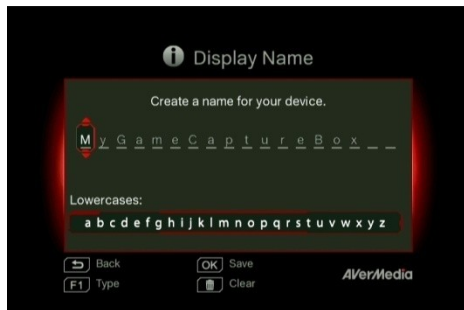
Press **F1** to switch to the next input menu.

Press  to delete the character.

Press **OK** to save the name.

To change product name, go to **Menu >Product Name**.

* The display name will not only show up when you enable watermark function but also on the pair up list with GameMate by AVerMedia.



Chapter 7 Pairing Capture Box and GameMate by AVerMedia

GameMate by AVerMedia is the dedicated app for smart phones. It allows you to use your smart phone as remote control. You are only a few steps from pairing up the *Capture Box* with GameMate.



Please download GameMate by AVerMedia from app store first.

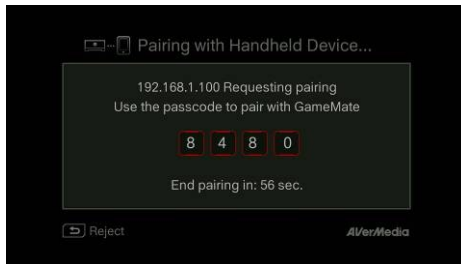
To pair up successfully, make sure the Capture Box and GameMate share the same network. To do so, you will also need a wireless access point for GameMate. Make sure the LAN is well-connected and you are ready to pair up!

OSD



Descriptions

It is recommended that the *Capture Box* and GameMate share a wireless AP. After downloading the GameMate; tap on GameMate on your smartphone. You will see that GameMate is searching available device.



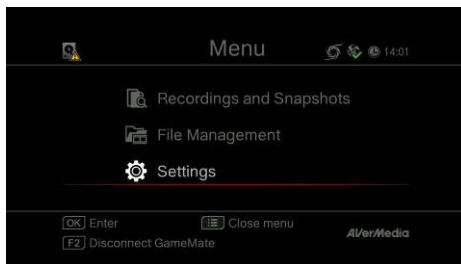
A set of pairing number will be shown on TV screen.




Tap to input the provided four-digit pairing number correctly.



You will see GameMate as shown left hand side when it successfully pairs up with Capture Box.



You can also check the connection of GameMate from the Menu. You will see  sign on the upper level of the Menu.



- If the connection is lost, please restart the wireless AP or the Capture Box and try again.

Appendix A How to Set Your Gameplay Snapshot as PS3 Wallpaper

Start to give your PS3 menu screen a fresh and personalized look to show how cool you are! Please follow the steps below to set the image captured by the *Capture Box* as your PS3 background wallpaper.

Step 1

Remove your USB storage device from the *Capture Box*, and then plug it into your PS3 console via USB port. Power on your PS3 console.



Step 2

On your console, go to **Photo > USB Device**.

Press the triangle button on your PS3 controller and select "Display All".



Step 3

Select the image that you wish to use.

Press the Triangle button on your PS3 controller to bring up control panel.

Then scroll to the right and select "Set as Wallpaper".



Step 4

Use the right joystick to zoom in/out and left joystick to frame the image. When it is the proper size, press **O** (Enter).
Confirm with **O** (Enter) if you are prompted to overwrite your current wallpaper.



Step 5

Done! The snapshot that you have chosen is now set as your PS3 wallpaper.



On your PS3 console, you can go to **Settings > Theme Settings > Background** to turn wallpaper on or off.

Appendix B Troubleshooting

To download the latest firmware for the *Capture Box*:

- 1 Go to www.avermedia.com.
- 2 Enter the model no. (C285) in Product Search field.
- 3 The latest firmware file is available on the "AP & Driver" section on the product information page.

Hard Drive Problem

Hard drive not detected

Unknown files are found on my hard disk after connecting to the Capture Box

Actions

Make sure that the storage destination is properly set up.

Go to Menu → Settings → Disk Management → Storage Destination to set storage destination.

Make sure the hard drive is connected / installed and restart the Capture Box.

Make sure the Capture Box has stable power supply while recording or the recording may fail. Failure of recording may stop the Capture Box from detecting hard disk.

Format current drive to NTFS file system.

It is likely that the hard drive is not set to NTFS format. You can check the hard drive and reformat it by downloading HP USB Disk Storage Format Tool.

The Capture Box will automatically generate files that help boost the operation. Files that have file name extension like
'avm_chk_tmp' ,
'avm_speed_test' , 'hd_keepalive' aim at preserving hard disk speed as well as other crucial record. Please don't remove them.

Video Display Problems

"No input signal" message appears on screen

Actions

Make sure that all the cables are firmly connected.

Power off the Capture Box and then make

	<p>sure that the device is connected with the proper cables (See 3.1 Hardware Installation in user manual for details).</p>
<p>Screen color appears abnormal using component input</p>	<p><u>Green screen color with buzzing noise:</u> Make sure that the red and blue connectors do not come loose. <u>Mono screen color:</u> Make sure that the red and blue connectors do not come loose.</p>
<p>Unsuccessful recording of HDMI-input-videos</p>	<p>The Capture Box supports all HDMI input except those in HDCP (protected video) form.</p>
<p>Blacken screen using HDMI input</p>	<p>If screen is blacken when using HDMI input, please try:</p> <ol style="list-style-type: none">1. Reconnect the HDMI cable from the input source device and also the Capture Box. Also, connect to HDMI port 1 of your TV at all times.2. Change HDMI cable and try again.
<p>The recording is fast-forwarded or stopped when recording complicated gameplay frames in HD resolution (720p or above)?</p>	<p>When recording gameplay in HD resolution (720p or above), fast-forward may be found due to the complicated video content. Follow the tips below to ensure good recording quality:</p> <ol style="list-style-type: none">1. Install a format tool. It is recommended that you format hard disk into NTFS format using HP USB Disk Storage Format Tool. Please find the link: http://download.cnet.com/HP-USB-Storage-Tool/3000-2094_4-1 <p>Be sure to backup your data before start formatting. All data will be erased once the formatting process begins.</p> <ol style="list-style-type: none">2. Lower gameplay output resolution. Details can be found in C285 user manual. Please refer to PS3/ Xbox 360 video output setting.3. Lower C285 video quality at Menu> Settings> Edit/ Share4. Use another high- performance storage disk (For example, another NTFS hard disk).
<p>Playback Problems</p>	<p>Actions</p>

Poor quality of captured video

Check video output settings of your game console.

For PS3, set 1080p, 1080i and 720p as video output resolutions. If you only select 1080i, the screen resolution automatically goes to 480i when you play a game that supports 720p. (See **3.5 Video Output Settings for Game Consoles** in user manual for details).

Jittery/Jerky video playback on PC

Enable the “De-interlace” function of your media player before playback.

Some media players cannot process the interlaced video (1080i / 576i /480i) well. This problem does not persist after video uploaded to YouTube.

Stuttering local video playback

Try recording video again using another NTFS-formatted hard drive.

When this problem occurs, it is recommended to play the videos on PC. Alternatively, you can record at a lower bit rate to solve this problem.

This problem does not persist after video uploaded to YouTube.

Microphone volume not loud enough

Turn on Microphone volume via Menu.

Turn down game console input volume.

Adjust volume via in-game setting.

Gain Microphone amplifier.

No A/V Pass Through when game console and TV ON

Make sure that your TV supports 1080p.

Turn on A/V Pass through via Setting.

File Management Problems

Actions

Difficulty in locating files

All files are named after the date and time they are recorded. In the file management, you can sort files out by its name, the time recorded, and the file size. Make sure the time zone is set correctly or manually setup to obtain correct file name.

For example, a video which recorded at 9:30 a.m., 15 of April, 2013 will be named as:

130415-0930

A recorded videos with commentary will be called:

130415-0930 (Mic)

An edited recorded video will be named as :

130415-0930 (Edit-1)

A videos that has been edited for the second time will be named as :

130415-0930 (Edit-2)

An edited video with commentary will be named as :

130415-0930 (Mic-Edit-1)

Difficulty in locating the folder on your PC/ laptop

The Game Capture HD II detects all kinds of folder that built in your hard drive; as a result, it is likely that the destination is set to a non-standard folder, for example, a hidden folder.

If you cannot locate the folder that saves the recordings and snapshots, please check if:

1. You have set the destination of recordings and snapshots to a standard folder, making sure that it is not hidden, locked, etc..
 2. You load the folder with a Microsoft Windows system. A Linux system does not read non-standard folder like a hidden folder.
-

Other Problems

Firmware upgrade turns out unsuccessful

Actions

Solutions are as follows:

A. Power off the Capture Box if an internal storage disk is installed. Remove internal storage disk and power on the Capture Box. Connect the USB to your Capture Box to undergo FW upgrade. (*If you are using a SATA storage disk or the temperature of the hard disk appears high; please wait for 10 minutes for the hard disk to cool down.)

B. Save the unzipped firmware file to the file root of your USB.

C. To enable firmware upgrade, make sure a minimum space of 256MB on your USB.

D. The detection of firmware file may be disrupted by other files on your USB. It is recommended that you wipe the USB or reformat it to NTFS format.

Reformat your USB by using HP USB Storage Format Tool:

1. Disconnect your USB from the Capture Box. Connect it to a computer.
2. Download HP USB Storage Format Tool at the following link:

http://download.cnet.com/HP-USB-Disk-Storage-Format-Tool/3000-2094_4-10974082.html

3. Undergo HP USB Storage Format Tool. Select your USB and format it to NTFS format.

Save the firmware file into the NTFS USB and reconnect it to the Capture Box to upgrade firmware.

If the problem still persists, refer to FAQ at www.avermedia.com for further troubleshooting.

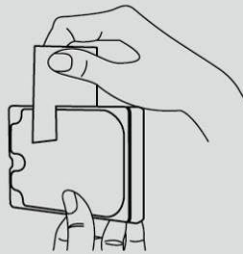
Appendix C Measuring Your HDD Height Before Installation



Make sure to adjust rotary knob before HDD installation.
(For details, please refer to the User Manual.)

1

Measure HDD height.



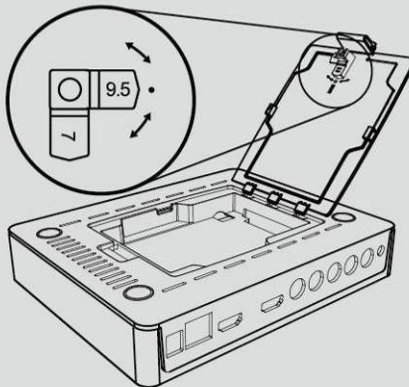
Measuring Openings

7 ◀

9.5 ◀

2

Adjust the rotary knob to the corresponding position.



Open Source Code Notice

The following GPL executables and LGPL, MPL libraries used in this product are subject to the BSD/FreeBSD/
GPL/GPLv2/GPLv2+/GPLv3 with GCC/ RLE/jpeg/LGPLv2/LGPLv2.1/LGPLv2.1/ GPLv2/LGPLv2.1+/LGPLv2+/
libpng/MIT/NewBSD/OPENSsl/PD/zlib License Agreements:

BSD

cppstub/db/libpcre0/JSONKit

FreeBSD

thttpd

GPL

makedevs

GPLv2

busybox/dbus/dbus-x11/devmem2/dosfstools/fbset/i2c-tools/iproute2/libblkid1/libdbus-1-3/libfreetype6/libpam/
libuuid1/linux-kernel/module-init-tools/module-init-tools-depmtd/mtd-utils/netbase/u-boot/update-modules/
usbutils/util-linux-ng

GPLv2+

iptables/sysvinit/tinylogin/udev/update-rc.d

GPLv3 with GCC RLE

libgcc1/libstdc++6

jpeg

libjpeg8/libjpeg-tools

LGPLv2

Libjson/libts-1.0-0/tslib

LGPLv2.1

libav/libmicrohttpd/libusb-1.0-0

LGPLv2.1/GPLv2

alsa

LGPLv2.1+

libd/libc6/libthread-db1

LGPLv2+

libglib-2.0-0

libpng

libpng12-0

MIT

cocos2d-x/curl/e2fsprogs/fbset-modes/graphmagic/libcom-err2/libcurl4/libe2p2/libexpat1/libext2fs2/libformw/

libmenuw/libpanelw5/libss2/libtic5/libtinfo5/libxml2/ncurses/pointercal

New BSD

iperf

OPENSsl

openssl

PD

modutils-initscripts

zlib

libz1

AVerMedia Technologies Inc. offers to provide source code to you for a charge covering the cost of performing such distribution, such as the cost of media, shipping and handling upon e-mail request to AVerMedia Technologies Inc. at

<http://www.avermedia.com>

For more information, please visit our website:

<http://www.avermedia.com>

Assistant d'installation

Lorsque vous branchez votre *Boîtier d'Acquisition* pour la première fois, l'assistant d'installation apparaît. Les étapes suivantes vous guident tout au long de la procédure de configuration initiale.



- Assurez-vous que vous avez installé un disque dur (interne ou externe) et connecté le boîtier à Internet avant de démarrer la procédure.
- Pour la première initialisation, vous aurez un écran noir pendant une courte période (environ 20 secondes), suivi par le logo AVerMedia. La lumière verte qui clignote indique le **Game Capture HD II** est en train de démarrer. Attendez ensuite l'apparition de l'écran de bienvenue.

Etape 1 Réglage de la Langue

Lorsque la page apparaît, utilisez ▲/▼ pour choisir la langue de votre choix. Appuyez ensuite sur **OK** pour confirmer.



Etape 2 Passerelle Audio/Vidéo (Pass-Thru)

Sélectionnez **ON** pour la passerelle A/V.

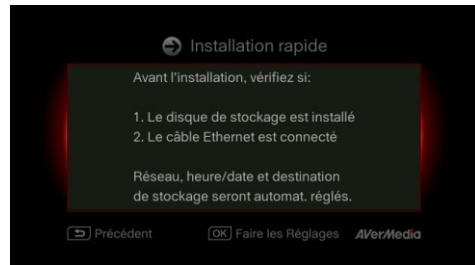


Etape 3 (1) Rappel

Assurez-vous que le disque dur branché ou installé sur le boîtier est bien formaté en NTFS. (Pour plus de détails, reportez-vous au Chapitre 4.2)

Vérifiez la connexion au réseau. Appuyez ensuite sur **OK** pour démarrer la configuration.

Nous vous recommandons d'utiliser un routeur qui supporte les réseaux IP DHCP. Veuillez vous référer au Chapitre Ch. 6.2 pour un réglage manuel de la connexion.



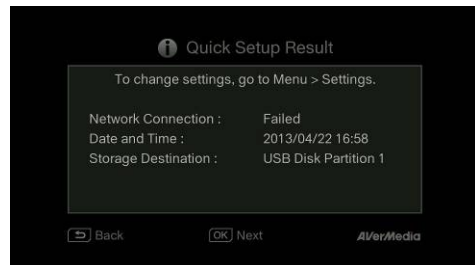
Etape 3 (2)

Echec de la Connexion Réseau

Si vous n'avez pas réussi à vous connecter à un réseau valide, un message d'échec de connexion réseau apparaîtra.

Appuyez sur **OK** pour continuer.

Appuyez sur ^{BACK} ↩ pour revenir à la page précédente.

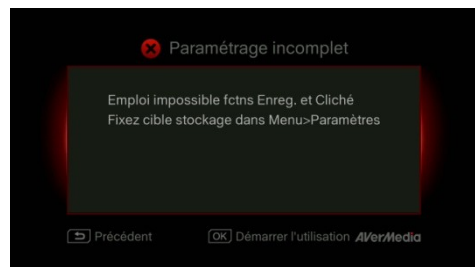


Etape 4

Aucun Disque Dur Détecté

Si vous n'avez pas encore installé de support de stockage, faites-le avant de continuer le processus d'installation.

Appuyez ensuite sur ^{BACK} ↩ pour vous rendre à l'écran précédent et appuyez sur **OK** pour lancer le processus de vérification du disque.



Etape 4 (2)

Fin du Processus d'Installation

Une fois qu'un disque dur formaté en NTS est connecté au boîtier, un message de fin d'installation s'affiche.

Vous pouvez commencer à enregistrer et You can start to record and take snapshot right away. Press **OK** to exit the wizard and start using **Capture Box**. The game screen then appears.



Einrichtungsassistent

Wenn Sie die *Capture Box* das erste Mal einschalten, erscheint der Einrichtungsassistent. Folgende Schritte führen Sie durch die Erstkonfiguration.



- Denken Sie daran, zuvor eine Festplatte (intern oder extern) zu installieren und eine Verbindung zum Internet herzustellen.
- Bei der erstmaligen Initialisierung folgt nach kurzfristiger Anzeige eines schwarzen Bildschirms (circa 20 Sekunden) das AVerMedia-Logo. Die blinkende grüne Statusleuchte zeigt an, dass der **Game Capture HD II** startet. Bitte warten Sie, bis der Willkommensbildschirm erscheint.

Deutsch

Schritt 1 Sprache einstellen

Wenn die Willkommenseite erscheint, verwenden Sie zur Auswahl Ihrer bevorzugten Sprache ▲/▼. Drücken Sie zum Bestätigen **OK**.



Schritt 2 A/V-Durchschleifen

Es wird empfohlen, A/V-Durchschleifen auf **Ein** einzustellen.



Schritt 3 (1)

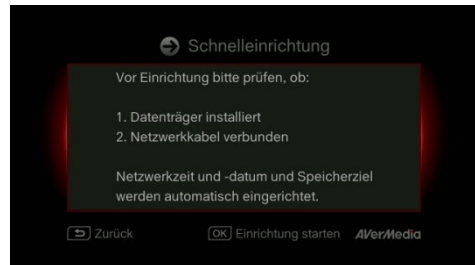
Erinnerung

Achten Sie darauf, dass eine NTFS-formatierte Festplatte angeschlossen oder im Gerät installiert ist. (Einzelheiten finden Sie in Kapitel 4.2)

Prüfen Sie die Netzwerkverbindung.

Drücken Sie zum Starten der Einrichtung **OK**.

Wir empfehlen einen Router, der DHCP-IP-Netzwerke unterstützt. Beachten Sie zur manuellen Verbindungseinrichtung auch Kapitel 6.2.



Schritt 3 (2)

Netzwerkverbindungsfehler

Falls Sie keine Verbindung zu einem gültigen Netzwerk hergestellt haben, wird eine kurze Meldung über eine fehlgeschlagene Netzwerkverbindung angezeigt.

Drücken Sie zum Fortfahren **OK**.

Rufen Sie mit ^{BACK} die vorherige Seite auf.



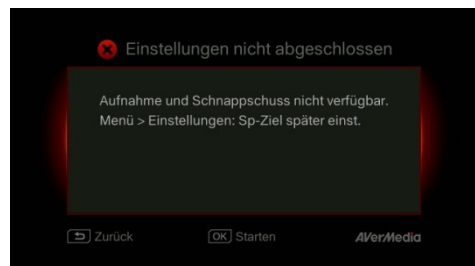
Schritt 4

Keine Festplatte erkannt

Falls Sie noch kein Speichergerät installiert haben, holen Sie dies nach, bevor Sie mit der Einrichtung fortfahren.

Drücken Sie dann zum Aufrufen des vorherigen

Bildschirms ^{BACK}, führen Sie mit **OK** eine Festplattenprüfung durch.

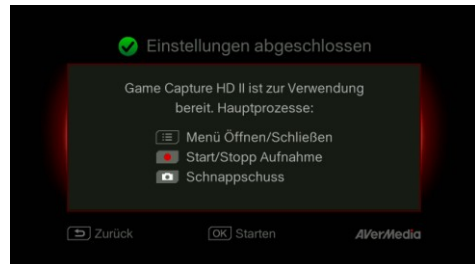


Schritt 4 (2)

Einrichtungsassistenten abschließen

Sobald eine NTFS-formatierte Festplatte verbunden ist, zeigt eine Benachrichtigung an, dass die Einrichtung abgeschlossen ist.

Sie können nun direkt mit der Aufnahme und Erstellung von Schnappschüssen beginnen. Drücken Sie **OK**; dadurch verlassen Sie den Assistenten und können mit der Nutzung der **Capture Box** beginnen. Der Spielbildschirm erscheint.



Installazione guidata

La prima volta che si accende l'unità *Capture Box*, viene visualizzata l'installazione guidata. Le seguenti procedure guidano l'utente attraverso la procedura di configurazione iniziale.



- Assicurarsi di installare un disco rigido (interno o esterno) e di connettersi previamente a Internet.
- Per la prima inizializzazione, una breve schermata nera (circa 20 secondi) è seguita dal logo AVerMedia. La spia di stato verde lampeggiante indica che **Game Capture HD II** è in fase di avvio. Attendere che appaia la schermata di benvenuto.

Fase 1 Impostazione della lingua

Quando appare la pagina di benvenuto, utilizzare ▲/▼ per selezionare la lingua preferita. Premere **OK** per confermare.



Fase 2 Pass Through A/V.

Si consiglia di portare Pass Through A/V su **ON**.



Fase 3 (1)

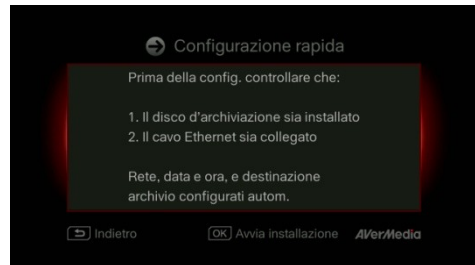
Promemoria

Assicurarsi che un disco rigido con formattazione NTFS sia collegato o installato sul dispositivo (per i dettagli, consultare il Capitolo 4.2).

Controllare la connessione di rete.

Premere **OK** per avviare la configurazione.

Si consiglia di utilizzare un router che supporti la rete IP DHCP. Inoltre, consultare il Capitolo 6.2 per la configurazione della connessione manuale.



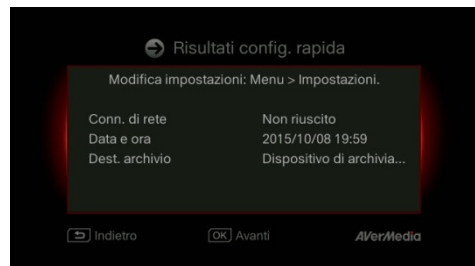
Fase 3 (2)

Errore di connessione di rete

Se non ci si è connessi ad una rete valida, viene visualizzato un breve risultato dell'errore di connessione di rete.

Premere **OK** per continuare.

Premere ^{BACK} ↩ per tornare alla pagina precedente.



Fase 4

Nessun disco rigido rilevato

Se non si è ancora installato un dispositivo di archiviazione, installarlo prima di procedere con l'installazione.

Quindi, premere ^{BACK} ↩ per andare alla schermata precedente e premere **OK** per eseguire la procedura di verifica del disco.



Fase 4 (2)

Termine dell'installazione guidata

Una volta collegato un disco rigido con formattazione NTFS, viene visualizzato un avviso di impostazioni completate.

È possibile avviare la registrazione e scattare immediatamente istantanee. Premere **OK** per uscire dalla procedura guidata e iniziare ad usare **Capture Box**. Viene quindi visualizzata la schermata del gioco.



Asistente de instalación

La primera vez que encienda la unidad *Capture Box*, se mostrará el asistente de instalación. Los siguientes pasos le guiarán en el proceso de configuración inicial.



- Asegúrese de instalar una unidad de disco duro (interna o externa) y conectarla a Internet previamente.
- La primera vez que inicie la unidad, aparecerá una pantalla con fondo negro (aproximadamente durante 20 segundos) y, a continuación, se mostrará el logotipo de AVerMedia. La luz de estado verde parpadeante indica que **Game Capture HD II** se está iniciando. Espere hasta que aparezca la pantalla de bienvenida.

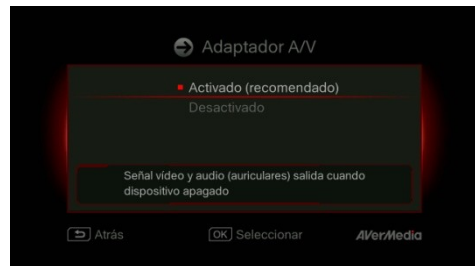
Paso 1 Configuración del idioma

Cuando aparezca la página de bienvenida, utilice ▲/▼ para seleccionar el idioma que desee. Presione **OK (Aceptar)** para confirmar.



Paso 2 Conector A/V

Se recomienda que el conector A/V esté en posición **ON (Encendido)**.



Paso 3 (1)

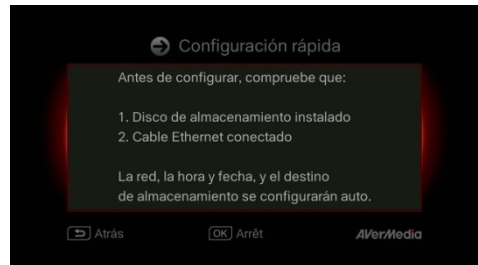
Recordatorio

Asegúrese de que una unidad de disco duro con formato NTFS está conectada o instalada en el dispositivo. (Para obtener más información, consulte el Capítulo 4.2)

Compruebe la conexión de la red.

Presione **OK (Aceptar)** para iniciar la instalación.

Se recomienda utilizar un enrutador que admita la red IP de DHCP. Consulte el Capítulo 6.2 para obtener información sobre la configuración de la conexión manual.



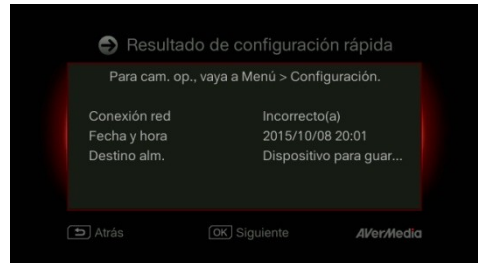
Paso 3 (2)

Error de conexión de la red

Si no se ha conectado a una red válida, se mostrará brevemente un mensaje de error de conexión de la red.

Presione **OK (Aceptar)** para continuar.

Presione ^{BACK} para volver a la página anterior.

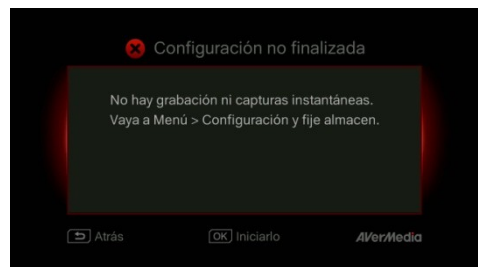


Paso 4

No se ha detectado ninguna unidad de disco duro

Si todavía no ha instalado ningún dispositivo de almacenamiento, hágalo antes de continuar con el proceso de instalación.

A continuación presione ^{BACK} para ir a la pantalla anterior y presione **OK (Aceptar)** para ejecutar el proceso de comprobación de disco.

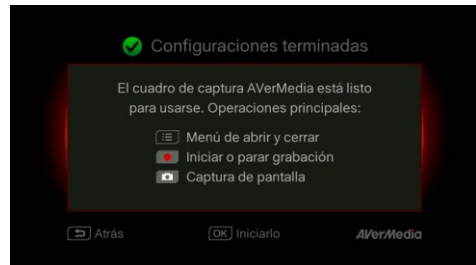


Paso 4 (2)

Finalización del asistente de instalación

Una vez conectada una unidad de disco duro con formato NTFS, se mostrará un aviso de instalación finalizada.

Puede empezar a grabar y tomar instantáneas cuando desee. Presione **OK (Aceptar)** para salir del asistente y empezar a utilizar **Capture Box**. Se mostrará la pantalla de juegos.



Setup Wizard

Quando for a primeira vez que você ligar a unidade placa de captura, aparecerá o assistente de configuração. Os passos a seguir irão guiá-lo através do processo de configuração inicial.



- Certifique-se de instalar um disco rígido (interno ou externo) e para se conectar à internet com antecedência.
- Para a inicialização pela primeira vez, um curto período de tela preta (aproximadamente 20 segundos) é seguido pelo logotipo da AVerMedia. A luz de status verde piscando indica que a GAME CAPTURE HD II está iniciando. Por favor, aguarde até que a tela de boas vindas apareça.

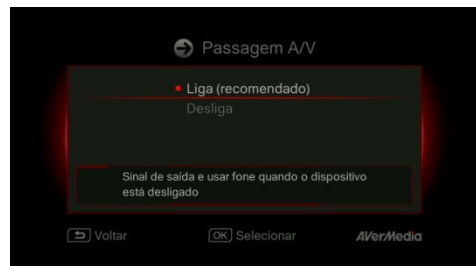
Passo 1 Configurando o Idioma

Quando a página de boas-vindas abrir, use ▲ / ▼ para selecionar o idioma preferido. Pressione OK para confirmar.



Passo 2 A/V Pass Thru.

Sugere-se que o A / V Pass Thru esteja ligado.



Passo 3 (1)

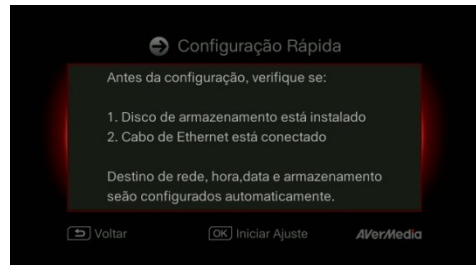
Lembre - se

Certifique-se de um disco rígido formatado com NTFS está ligado ou instalado no aparelho. (Para mais detalhes, consulte o Capítulo 4.2)

Verifique a conexão de rede.

Pressione OK para iniciar a instalação.

Um roteador que suporta a rede IP DHCP é recomendado. Além disso, consulte Ch. 6.2 para a configuração da conexão Manual.



Passo 3 (2)

Falha de conexão de rede

Se você não tiver conectado a uma rede válida, a uma curta resultado da conexão de rede não serão mostrados.

Pressione OK para continuar.

Pressione para voltar à página anterior.

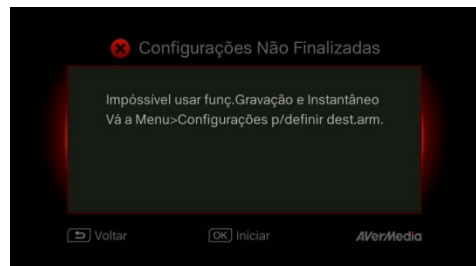


Passo 4

Nenhum disco rígido conectado

Se você ainda não tiver instalado qualquer dispositivo de armazenamento, instale-o antes de continuar o processo de configuração.

Em seguida, pressione para ir para a tela anterior e pressione OK para executar o processo de verificação de disco.

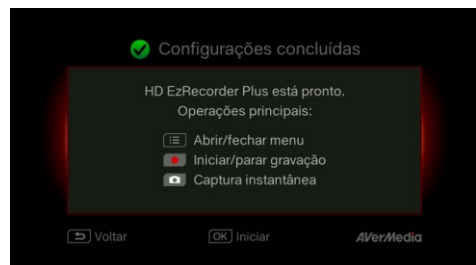


Passo 4 (2)

Finalizando a configuração

Uma vez que um disco rígido formatado com NTFS estiver conectado, um aviso Configurações completa será mostrada.

Você pode começar a gravar e tirar foto imediatamente. Pressione OK para sair do assistente e começar a usar a placa de captura. A tela do jogo, então aparece.





Model No. C285
P/N 300AC285-D25
Made in Taiwan

