



Hauppauge Win TV.



Revolutionising digital interaction.

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## Introduction.

Using a Freeview TV capture device, this app allows you to tune into a specific TV channel and display it in Acquire.

## Requirements & Set Up.

1. Requires Visual C++ 2012 and 2013 (x32 and x64) versions - which can be downloaded from: <http://bit.ly/1LWGD8> - please retain files for future use. – This location probably will not be always available. Was provided for Stephen Elkington, but you may want to just reference Microsoft.com/download instead.
2. Insert your Hauppauge! WinTV v8 CD and install the WinTV v8 Driver/Application - You will be prompted to insert the Hauppauge! WinTV device USB TV Card during installation
3. Install Hauppauge! WinTV v8 Application and enter the Serial No and Reboot when.

TIP: Please note that the name of the app varies depending on which version of Acquire you are using. Hauppauge! WinTV - refers to Acquire version 7 and Hauppauge WinTV8 is the app for version 8.

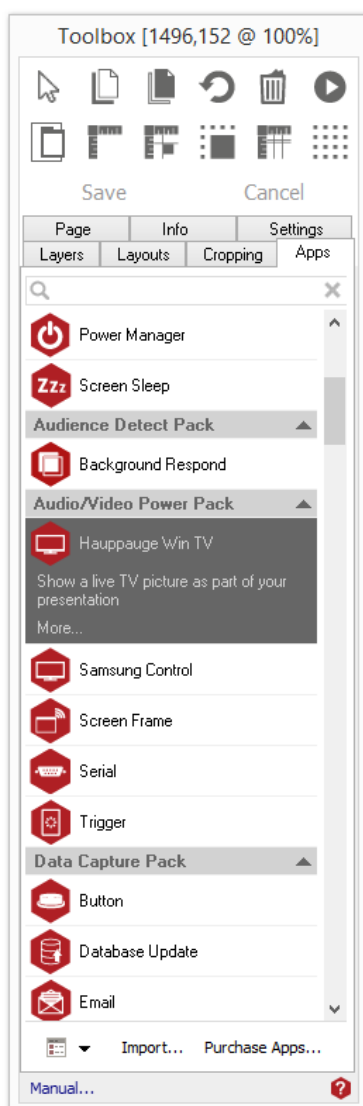
To complete the setup, the corresponding Acquire Player will also require Hauppauge! WinTV 7 or 8 hardware installed and setup to be able to receive deployed project or pages. For maximum compatibility it is highly advisable that the same hardware on the Acquire Player as the Acquire Editor PC.

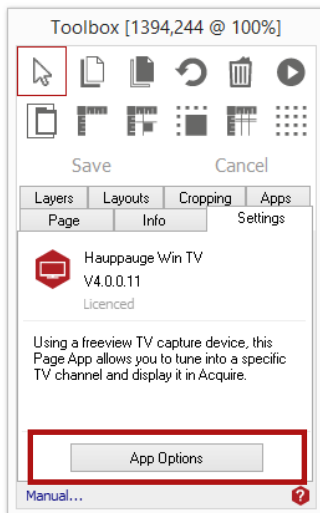
## Using Hauppauge Win TV.

To access the app open an existing or new page and select the 'App' tab of page editor 'Toolbox' (shown below). Apps are grouped within their relevant app packs and are displayed red if they have been licenced. For more information about licencing apps go to [Licensing apps](#).

Select the app from the list. When an app is selected it will be highlighted as shown.

The Hauppauge Win TV app is shown as selected here.

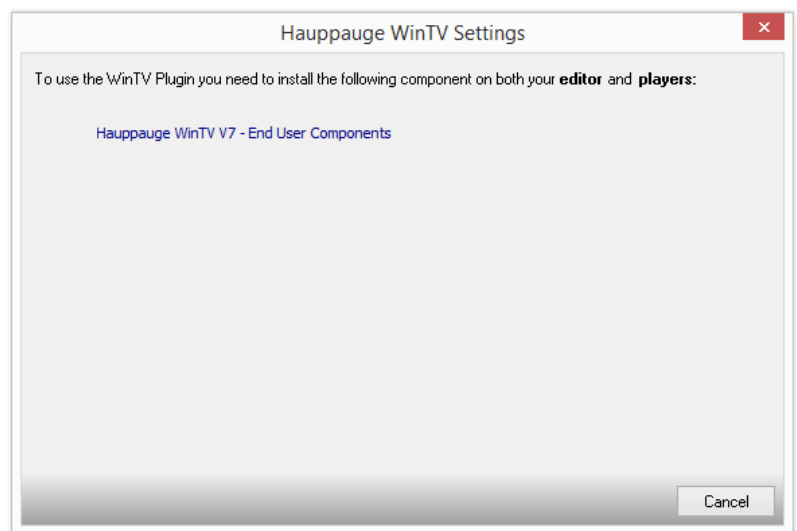




Once you have selected your app draw an area on your page where you would like to use the app.

The 'Settings' tab within the Toolbox will automatically open when the app is added to the page. From here you can set your app up by going to 'App Options.'

Should you see this screen, click the link to download and install the necessary components. These are required to allow your hardware to communicate with the Acquire App.



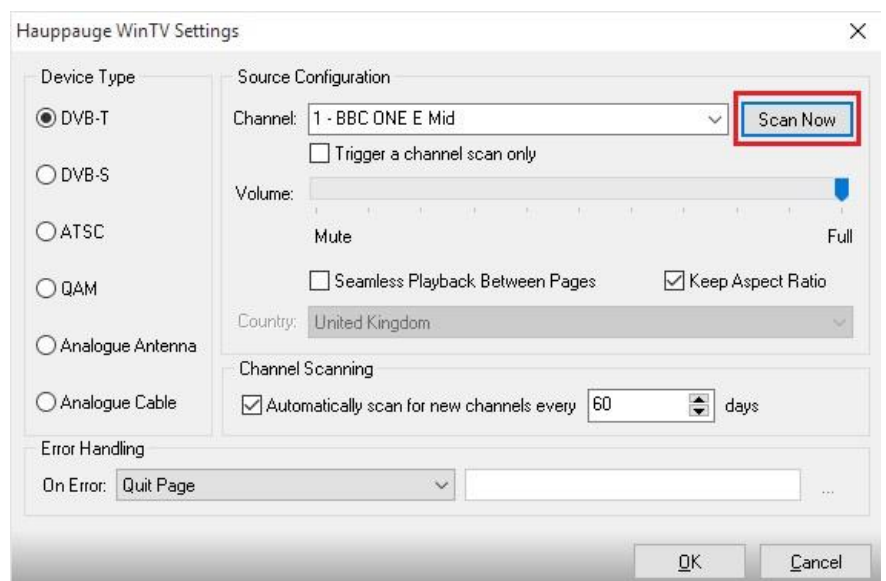
## Understanding the App Options.

### Device Type:

Specify your device type here – DVB-T is more generally used throughout the UK and QAM FOR US.

### Source Configuration:

Specify the channel you wish to stream from the drop down menu by pressing *Scan Now* to scan for more channels. Scans can take around 5-15 minutes depending on the strength of the signal. If nothing is found close the Acquire editor and reopen, then begin the scan again.



If scanning is successful the source configuration will be populated. If this fails check connections and ensure the hardware is correctly installed. To test you can run the WinTV application natively to see if there is valid live TV signal. If so, then close and rescan again. Once the Player is sent the deployment it will only play the chosen Source Configuration channel when DVB-T is used.

Set the volume using the slider.

By selecting *Seamless Playback Between Pages* this will ensure that playback is not interrupted when changing between pages.

#### Channel Scanning:

Check the box if you wish Acquire to automatically scan for new channels. You can then specify (in days) how frequently you want the scan to occur by specifying the number of days.

#### Error Handling:

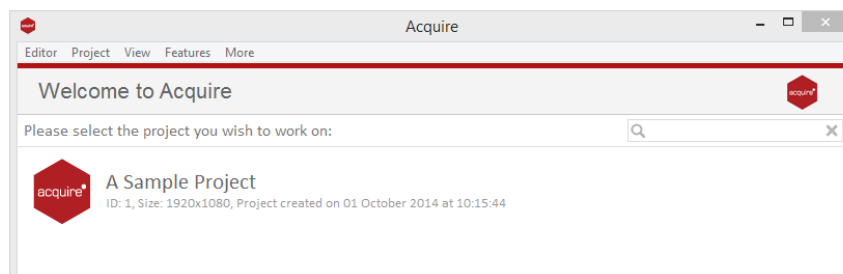
Specify the action that Acquire must take in the event of an error occurring, i.e. quit page or jump to page. Use the box on the right to specify new page to be shown.

Click 'OK' when done and to close the settings window.

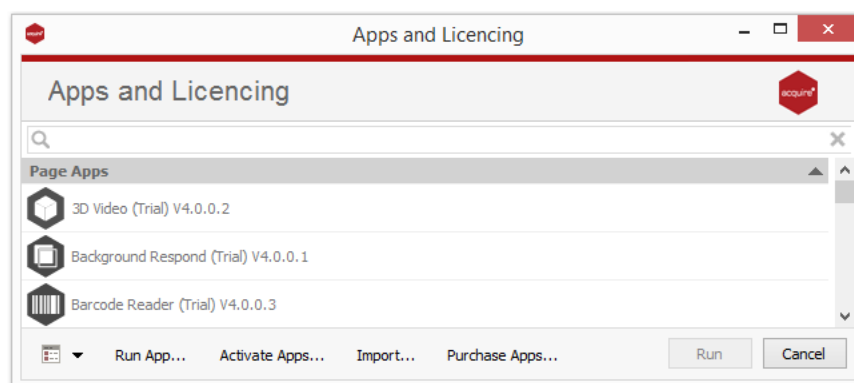
## Licensing apps.

On purchasing an app pack you will be provided with a licence key. Save this to your computer.

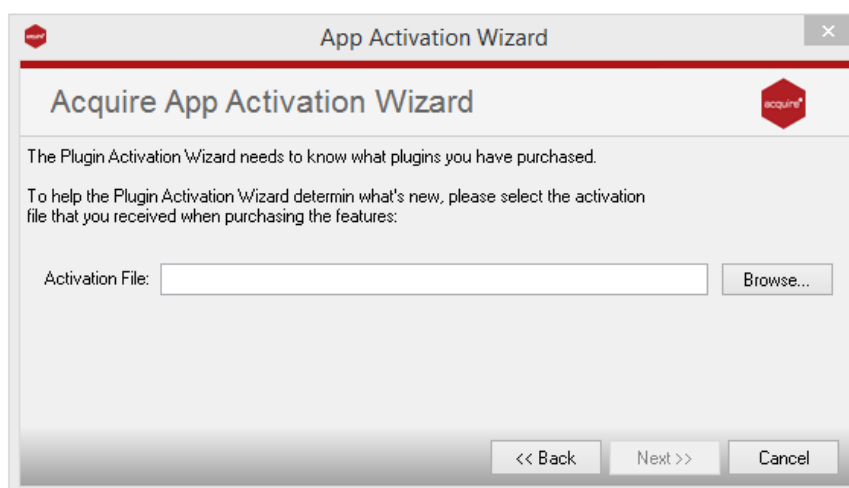
From the main 'Welcome Screen' click on *Editor* and select Apps and then Licencing from the drop down menu.



Click *Activate Apps* and follow the onscreen instructions.



Use the 'Browse...' button to locate your saved licence key and follow the instructions to activate.



Your apps should now be activated and can be accessed from the apps list or from within a working project or project page.