

Please Read This First

- With the UVC (USB video class) and UAC (USB audio class) standards used by equipment such as the VR series, factors such as computer load can cause data overflow. To minimize the risks of data drops, do not boot software like web camera controller/effector when this software is running.
- When switching the output format, always be sure to make the switch only when the USB connection to the computer has been terminated.
- The Windows 8 or later version of this software can use Intel Quick Sync Video only when a Roland USB video class device is connected. Note, however, that when hardware encoding cannot be used due to configuration or settings, such as the CPU, chipset, BIOS settings, or drivers, software encoding is performed.
- In the version for Windows 7, due to restrictions of the operating system, the maximum file size of saved video files is limited to 4 GB.

Connection and Booting

1. If using the VR-3/V-4EX/VR-3EX

Use a USB 2.0 cable to connect a USB 2.0 port of your computer to the USB port of the VR-3/V-4EX/VR-3EX.

If using the VR-5

Use the included USB cable (type A–type A) to connect a USB 2.0 port of your computer to the USB port of the VR-5.

If using any other model


Use a USB 3.0 cable to connect a USB 3.0 port of your computer to the USB port of the VR series unit.

2. Double-click the Video Capture for VR icon shown below.



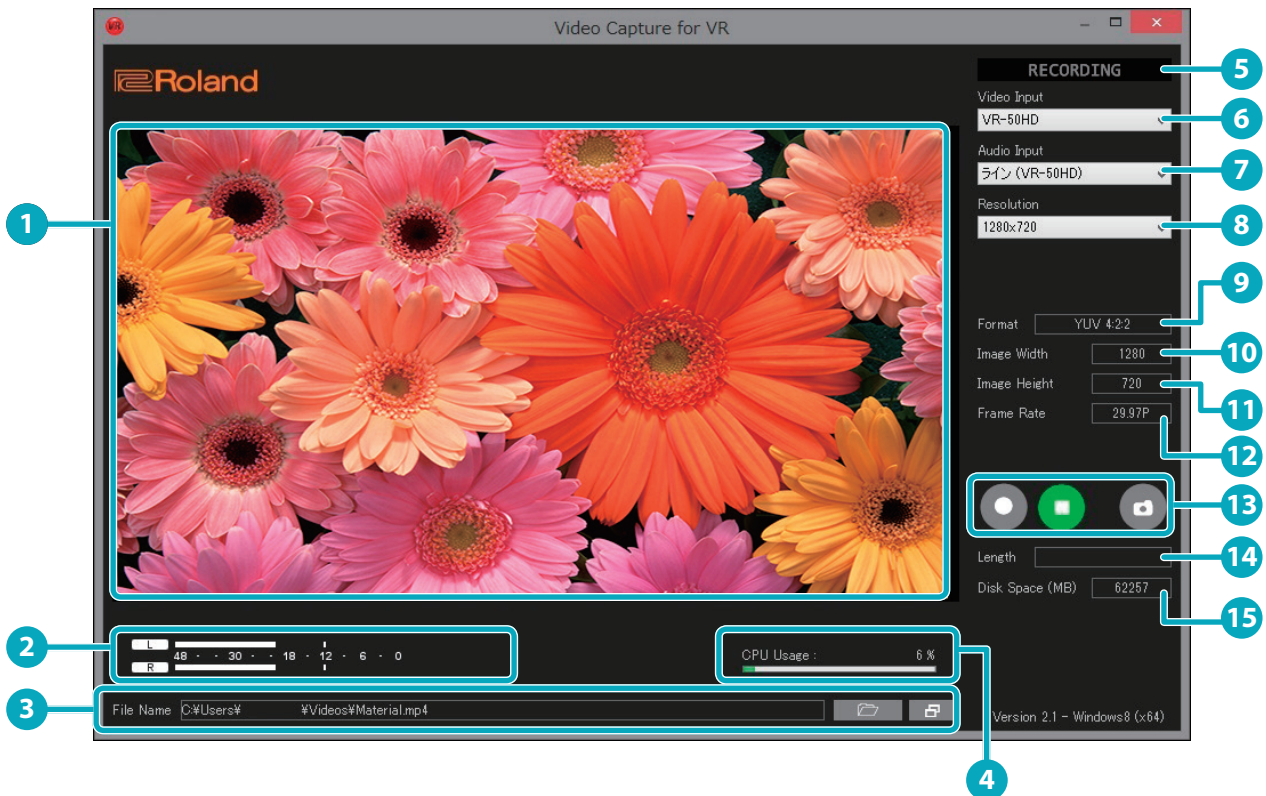
The icon appears on desktop of your computer when the installation is completed.


This software starts and the Video Capture for VR window appears.




* When you are finished, click the [ (close)] button of the Video Capture for VR window.

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Part Names and Functions



No.	Name	Explanation
1	Preview	This part displays the output image for your preview.
2	Level Meter	This part displays the audio level. As the audio is separately captured, the timing may differ. Match the timing of video and audio using editing software or the like if necessary.
3	File Name	This part displays the name of captured file and the saving destination. Click the button located right side of this section to change the destination or edit the file name. By default, the file name is "Material" and the saving destination is "Video" folder. * Click the  button to open the explorer screen. It is convenient to select the target folder.
4	CPU Usage Meter	A level meter shows the rate of CPU usage on the computer. When saving files, check whether the file is in the green or occasionally yellow range. If it remains always in the yellow or red range, it means the computer lacks sufficient processing capacity. Lower the output resolution or frame rate or both on the VR series or other output device.
5	RECORDING Indicator	This indicator lights when the recording is started.
6	Video Input	Select the video input device connected to your computer.
7	Audio Input	Select the audio input device connected to your computer.
8	Resolution	Select the resolution of the captured video. * When the resolution different from the source is selected, this software squeezes or stretches the image.
9	Format	This part displays the format of captured image.
10	Image Width	This part displays the captured image width.
11	Image Height	This part displays the captured image height.
12	Frame Rate	This part displays the frame rate of captured image.

No.	Name	Explanation
	 Start capture	Click this to start capture.
13	 Stop capture	Click this to stop capture.
	 Take screenshot	Click this to capture the displayed image on preview as a still image file. * The file format of captured still image is “.png” and the destination folder is the same as video capturing.
14	Length	This part displays the length of the captured video.
15	Disk Space	This part displays the remaining capacity of the destination storage in MB unit.

Recording Format

When you perform capture using this software, the data is saved on the computer in the following recording format.

Windows 7 (*1)			
File format		MP4	
Format	NTSC	Format	Bit rate
		320 x 240/29.97p	1 Mbps
		640 x 480/29.97p	2.5 Mbps
		720 x 480/29.97p	3 Mbps
		854 x 480/29.97p	3 Mbps
		320 x 240/59.94p	1.5 Mbps
		640 x 480/59.94p	5 Mbps
		720 x 480/59.94p	5 Mbps
		854 x 480/59.94p	6 Mbps
	PAL	320 x 240/25p	1 Mbps
		640 x 480/25p	2.5 Mbps
		720 x 576/25p	3 Mbps
		1024 x 576/25p	4 Mbps
		320 x 240/50p	1.5 Mbps
		640 x 480/50p	4 Mbps
720 x 576/50p	6 Mbps		
1024 x 576/50p	8 Mbps		
Video compression codec		H.264	
Audio compression format		AAC	

Windows 8			
File format		MP4	
Format	NTSC	Format	Bit rate
		320 x 240/29.97p	1 Mbps
		640 x 480/29.97p	2.5 Mbps
		720 x 480/29.97p	3 Mbps
		854 x 480/29.97p	3 Mbps
		1280 x 720/29.97p	7 Mbps
		1920 x 1080/29.97p	15 Mbps
		320 x 240/59.94p	1.5 Mbps
		640 x 480/59.94p	5 Mbps
		720 x 480/59.94p	5 Mbps
		854 x 480/59.94p	6 Mbps
		1280 x 720/59.94p	14 Mbps
	1920 x 1080/59.94p	30 Mbps	
	PAL	320 x 240/25p	1 Mbps
		640 x 480/25p	2.5 Mbps
		720 x 576/25p	3 Mbps
		1024 x 576/25p	4 Mbps
		1280 x 720/25p	6 Mbps
		1920 x 1080/25p	13 Mbps
		320 x 240/50p	1.5 Mbps
		640 x 480/50p	4 Mbps
720 x 576/50p		6 Mbps	
1024 x 576/50p	8 Mbps		
1280 x 720/50p	11 Mbps		
1920 x 1080/50p	26 Mbps		
Video compression codec		H.264	
Audio compression format		AAC	

(*1) In the version for Windows 7, due to restrictions of the operating system, the maximum file size of saved video files is limited to 4 GB.

- * The bit rate values are approximate. They can vary slightly according to capture results.
- * Files are encoded and saved using the screen size specified by the “Resolution” setting.
- * Maximum recording time is within the range of what can fit within the maximum file size, and can be up to 12 hours.
- * Still images are saved as PNG files.