



WinTAK

TAK Replay

Plug-in Version: 2.0

WinTAK 5.5

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Overview



TAK Replay allows users to record map events and chats in real time to replay later. The recording area can be customized by zoom level and viewing region. Each recording can be replayed in a Timeline Viewer that allows events to be viewed in real or accelerated time. Additionally, all map events and chats that occurred during a user-specified timeframe can be downloaded and saved from the TAK Server.

Using TAK Replay

To begin using TAK Replay, open the plug-ins tab on the WinTAK toolbar. To quickly record all map events and chats, select **Record**. Selecting **Record** from the toolbar does not give options to refine the parameters of the recording like what is available when recording from the main TAK Replay panel. A recording can be paused, resumed or stopped from the toolbar. When the recording is stopped, the Timeline Viewer will open. Select **Recordings** to open the main TAK Replay panel. This panel lists all replay recordings (saved in a .cpr file format) currently loaded in the tool. Options from this panel include:



- Record/Stop recording
- Download a recording from a server
- Open Recordings folder from the file system
- TAK Replay settings
- Play a recording
- Export marker tracks
- Delete a saved recording



Recording Events

Setting Recording Region

When the **Record** button is selected, a list of region choices will open. TAK Replay can be configured to record any area on the map.

Select Map View records only map objects placed within the map in view at the time it is selected. The zoom level is also preserved. If the map zooms out or pans during the recording, some map events may not be recorded.

Note: If WinTAK is connected to a TAK Server and/or the map view is significantly zoomed out, the number of events recorded can be very large. Each time a user marker broadcasts its location, an event will be recorded.

Select Existing Shape prompts for a previously drawn shape to be chosen from the map to record events.

Select Polygon Region allows for fine-tuning of exactly what is to be recorded. A polygon of any size, number of sides and shape can be drawn on the map. The region outline will display yellow and will disappear after the recording has stopped.

Select Rectangle Region prompts for a rectangle to be placed on the map in the desired recording area. The region outline will display yellow and will disappear after the recording has stopped.

Reset Region Selection allows for a different type of region to be selected to record.



Recording Events (continued)

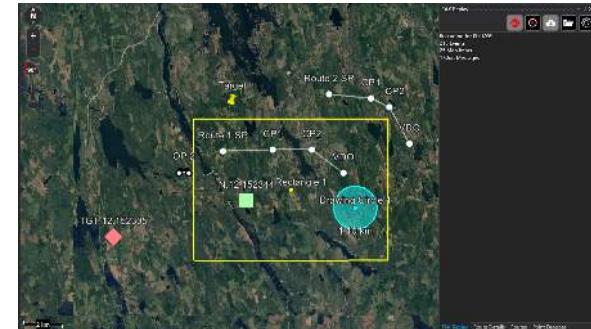
Recording Events and Chats

Once a type of region to record has been chosen, select **Start Recording**. Change or keep the default title and select **OK**. A tally will open for the current recording. It will update continually until the recording is stopped. The tally shows:

- Recording time elapsed
- Count of Events
- Count of Map Items
- Count of Chat Messages

A filter for what map items are recorded can be set by toggling on/off item visibility in Overlay Manager.

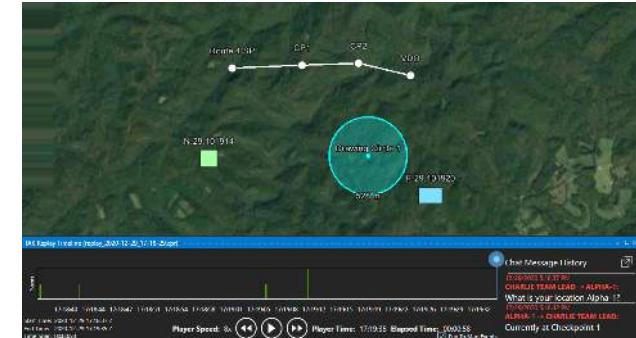
When finished recording, choose the **Stop Recording** button. The Timeline Viewer will immediately open and is ready to play the recording.



Playing a Recording

Any previously recorded replay file can be played by selecting **Open** next to the filename. The Timeline Viewer window will open at the bottom of the map. The viewer shows multiple pieces of information that updates as the blue dot moves along the timeline. These include:

- Start and End Time
- Total Time Span
- Player Speed
- Player Time at current location point in timeline (where blue dot is located)
- Elapsed Time from beginning to current location in timeline
- Event marks (green vertical bars)



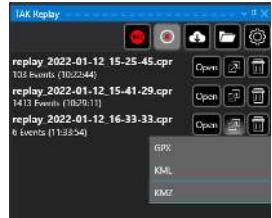
Chat messages sent or received during the recording are displayed in a smaller panel next to the Timeline Viewer. This panel can be undocked from the viewer by selecting the small box and arrow icon. This allows for both panels to be seen more easily. Like map events, chats appear at the time they were sent/received. The date/time stamp appears above each chat message.



Select the **Play** button in the viewer to start the replay recording. At each map event in the recorded region of the map (e.g., a CoT marker is placed on map) the timeline will show a green vertical bar.

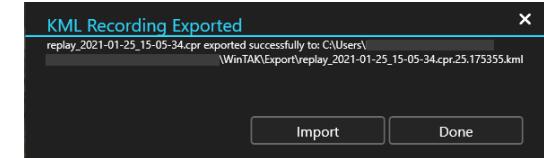
Each click of the fast forward and reverse buttons changes the speed of the player up to 64x or down to -64x. When the reverse button speed has switched to a negative number, the player will move backwards toward the beginning. When a recording is played, all map events (User Markers, CoT markers, Drawing Shapes, etc.) outside of the recording area will disappear from map. Only events located inside the recording region will display at the map location and point in time they were placed. Once the viewer is closed, all other events will reappear. If the **Pan to Map Events** box is checked (Unchecked by default), the map will automatically zoom/pan to keep all replayed events within the map view. During playback, map item visibility can be toggled on/off through Overlay Manager.

Exporting Tracks

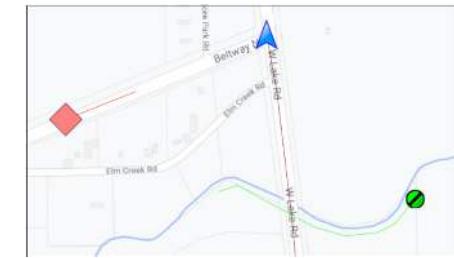


Once a recording has been created, the tracks of moved markers can be saved as a GPX, KML, or KMZ file type and exported to C:\Users\Username\Documents\WinTAK\Export.

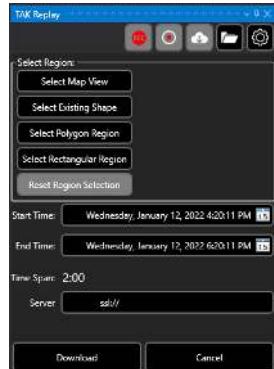
All marker types, including user markers, are supported for export except Vehicle Outlines and Vehicle Models.



Once exported, the file can be imported into WinTAK. A track will appear on the map with its associated marker. As the recording is played, the marker will follow the track. Each (or all) track's visibility can be toggled on/off in Overlay Manager.



Downloading Events from a TAK Server



TAK Replay recordings can be created by downloading previous events stored on a TAK Server. The event history must be within a 24-hour window from the current date/time.

Like recording in real-time, a map region must be defined to record. Next, a Start and End Date/Time must be chosen. The default is a two-hour time block starting two hours prior to the current Date/Time. To change these, select the **Calendar** icon. The length of the time span will be automatically calculated.

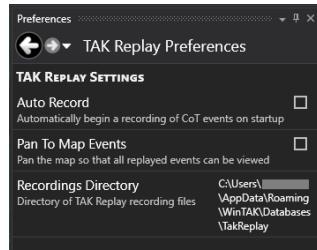
If WinTAK is connected to more than one server, selecting the **Server** button will provide the servers available to download from. When the parameters are set, select **Download**. The default title format is replay_date_time.cpr, but can be renamed if desired. Select **OK** to start the download.

Recordings Folder

Select **Open Recordings Folder** to display the contents of the TAK Replay recordings folder. Recordings, by default are stored in the TAK Replay folder located in C:UsersUsernameAppDataRoamingWinTAKDatabasesTakReplay. This location can be changed in TAK Replay Settings/Preferences. Recording files (.cpr format) can be copied from this folder. If WinTAK is closed, files can be deleted or added to the folder for use within the TAK Replay Plug-in. Recording files can also be added into the folder by dragging and dropping them directly into WinTAK.

Preferences

Select the **Settings/Preferences** button to open the TAK Replay Settings panel. The options available are Auto Record, Pan to Map Events and Recordings Directory location.



Selecting **Auto Record** causes TAK Replay to automatically start recording map events and chats when WinTAK is restarted. A pop-up message in the bottom right corner of WinTAK will display to alert that recording of events has begun. Open the TAK Replay Recordings to see the recording in progress.

Selecting **Pan To Map Events** causes the map to pan to map events as they appear in a recording being played. The panning keeps all events simultaneously in view, rather than panning to individual map events. It is unchecked by default.

Selecting **Recordings Directory** allows the user to change where recordings are saved.