

# Live Viewing Using Remote Applications

The system is supplied with three remote applications.

Remote View System

IP Multicast System

## Remote View

Remote View is used to remotely monitor live videos from Main System, through modem dial-up or TCP/IP connection. Each Remote View is limited to only one login at a time. However, you may open multiple Remote Views in one workstation and each login to a different main system.

## Setting Up Remote View

The Remote View software is included in the Surveillance System Software CD. The application is to be installed at the client PC with modem dial-up or TCP/IP network access. The following is the minimum PC specifications for this application:

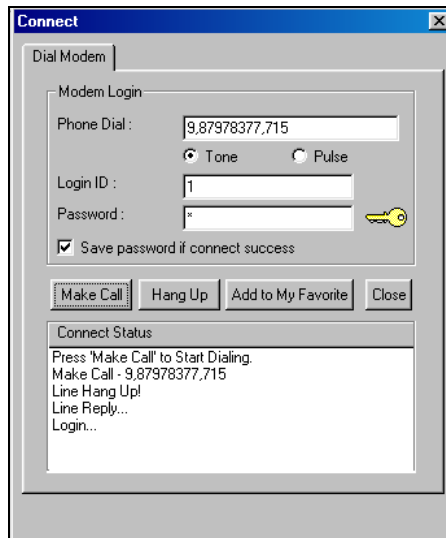
OS	Windows 2000, XP, 2003 Server
CPU	Pentium 500 (minimum)
Memory	128MB RAM
Hard Disk	20GB (minimum)
VGA	NVIDIA GeForce II 32MB, 800x600 screen resolution (minimum)
Network	TCP/IP, Modem Dial-up

## Setting Up the Connection

Remote View allows two connection methods, and each are set up as follows.

To set up modem connection:

1. Make sure modems at client PC and at sever PC are already setup. The system currently supports only external modems.
2. Click the **Network** button on main screen and enable **Modem Server** from menu.
3. Click **Preference** and then select **Configure Modem**. Select the network to use from drop-down list.
4. Click the **Connect** button from menu bar of Remote View, and then select **Dial-Modem** from menu to bring up the Connect dialog box, as shown:

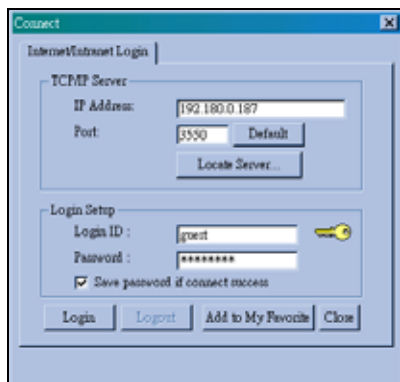


**Figure 8-1** Making connection to GV system through dial-up connection.

5. In the Phone Dial field, type the telephone number you wish to use (this column memorizes 10 most recently used telephone numbers).
6. Enter a valid user ID and password, and then click the **Make Call** button. Messages should appear in the Connect Status window when connection successful, shown previous in Figure 8-1.

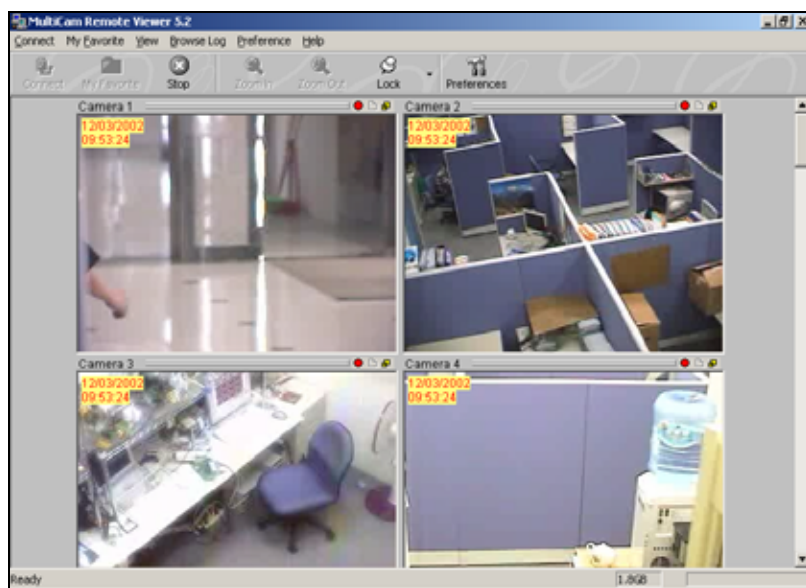
To set up TCP/IP connection:

1. Make sure both your client PC and the sever PC have access to TCP/IP network.
2. Click the **Network** button on main screen and enable **TCP/IP Server** from menu.
3. Click the **Connect** button from menu bar of Remote View and select **Internet/Intranet\_TCP/IP** to bring up the following dialog box:



**Figure 8-2**

4. In the IP Address field, type the IP address or domain name of the system you wish to connect to. The field memorizes 10 most recently used addresses.
5. Type in port number in Port field. Use default value if you are not sure what to enter for this field.
6. Enter a valid user ID and password and then click the **Login** button. Video stream should appear when connection succeeds, as shown:



**Figure 8-3**

Functions of toolbar buttons are listed in following table:

Button	Description
Connect	Selects modem dial-up or TCP/IP connection.
My Favorite	Adds to My Favorite
Stop	Terminates network connection
Zoom In	Enlarges video.
Zoom Out	Shrinks video.
Lock	Locks a particular camera.
Preferences	Brings up the preferences setting window.

## Working with My Favorite

My Favorite provides for fast access to pre-set connection to main system. Several settings are available for this feature.

To add a connection to My Favorite:

1. Click **My Favorite** button from menu bar.
2. Select **Add to My Favorite** from the menu to bring up Add to My Favorite dialog box, shown as follows.

**Figure 8-4**

3. Enter the proper information and give a name to the new connection, and then click **OK**.

To edit My Favorite:

1. To change information in My Favorite, click **My Favorite** button from menu bar.
2. Select **Edit My Favorite** from menu.
3. Select a connection you wish to edit.

**Figure 8-5**

Go to My Favorite:

Once a connection is added, it is listed in menu. Click the connection from menu to login a system.

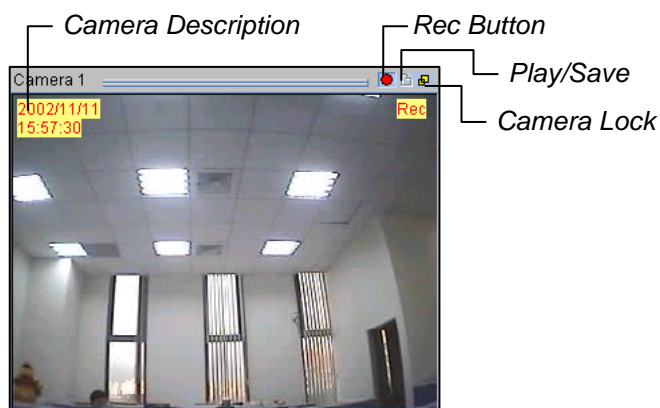
## Camera Zoom Function

Click the Zoom In and Zoom Out buttons in the toolbar to enlarge and shrink a particular camera view, here are the steps:

1. Click on the view screen you wish to zoom.
2. Click the **Lock** button from the toolbar to lock the camera.
3. Click either the **Zoom In** or the **Zoom Out** buttons, and then click on the locked camera.

## Playing with Screen View Window Functions

All live video is displayed in the screen view window, shown as follow:



**Figure 8-6**

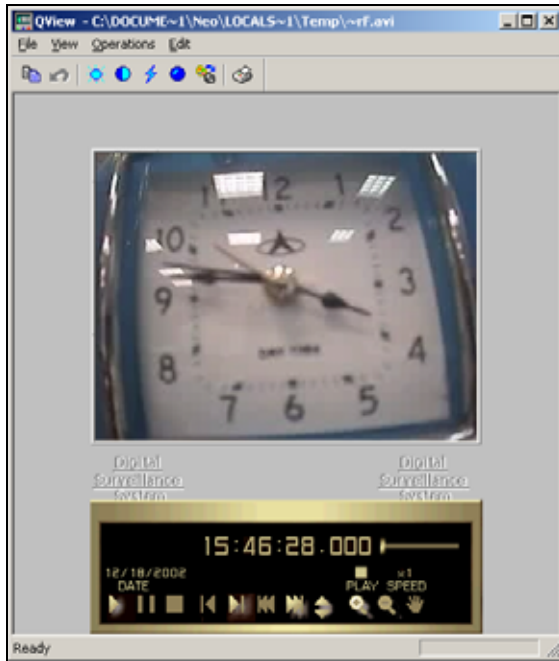
Icons appear in view screen represent:

Name	Description
Time Indicator	Indicates current date and time. Color of the text and the background can be changed in Preferences.
Rec	Starts, stops, pauses, and resumes recording
Play/Save	Plays and saves recorded video files
Camera Lock	Locks the image to apply zoom in, zoom out function

**Note:** The Rec button saves the video files only temporarily as a buffer file, therefore saves only one video clip at a time. If you wish to save the files permanently, use **Play/Save** to save the video clip in AVI format.

## Playing Back Video Files in Q-View

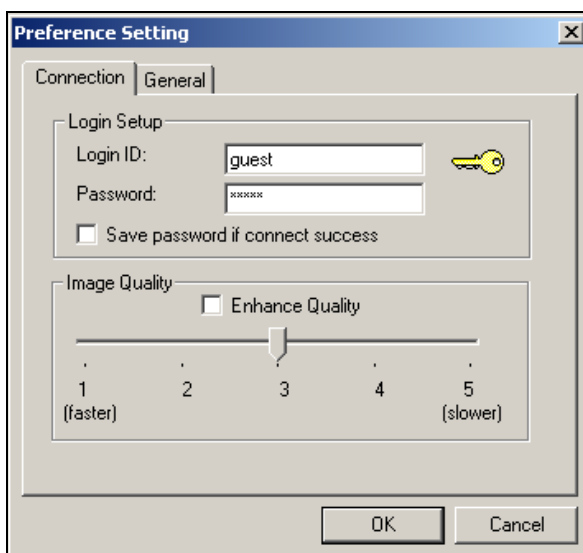
Click **Play/Save** button found in the camera screen. This brings up the program Q-View, which is used for instant playback for video files temporarily saved in the Temporarily Record Buffer, created when Rec button is pressed.



**Figure 8-7**

## Preference Settings

Click the **Preferences** button from the toolbar to bring out the corresponding dialog box, shown as:



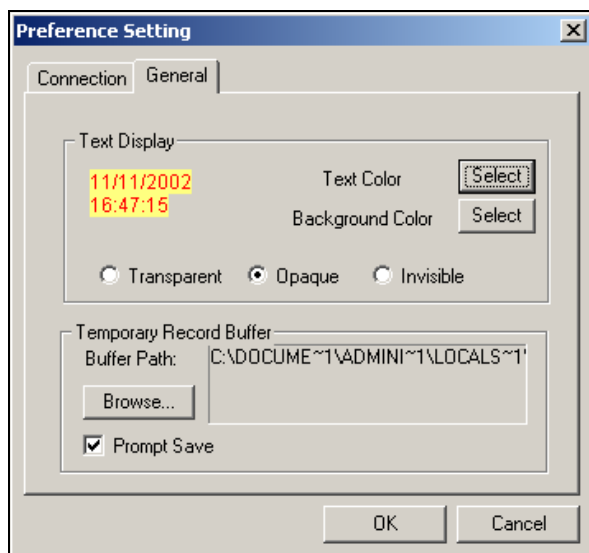
**Figure 8-8**

The following options are available on the Connection tab of the Preference Setting:

**[Login Setup]** Specify user name and password for Remote View.

**[Image Quality]** Specify the compression ratio of the video. Lower number gives higher compression, smaller file size, but the image quality will suffer.

There are also options available on the General tab:



**Figure 8-9**

**[Text Display]** Sets camera description's text color and background color. 3 options are available to present the camera description: **Transparent** (text only no background), **Opaque** (text and background), and **Invisible** (no text and no background).

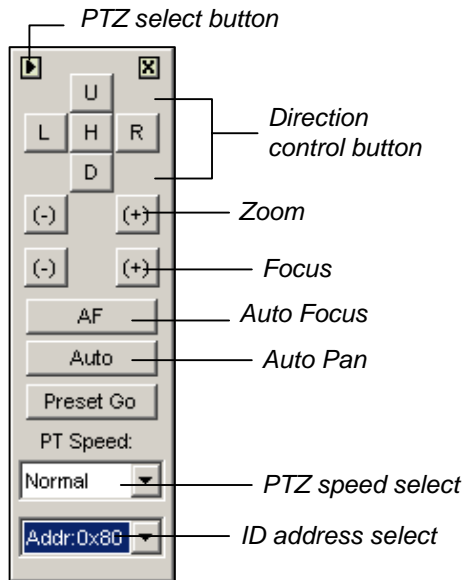
**[Temporary Record Buffer]** Determines a temporary folder that holds recording videos.

## Remote PTZ and I/O Function

If you have installed PTZ or I/O devices on the connected main system, then you will be able to control these devices through TCP/IP or dial-up network.

To use remote PTZ control:

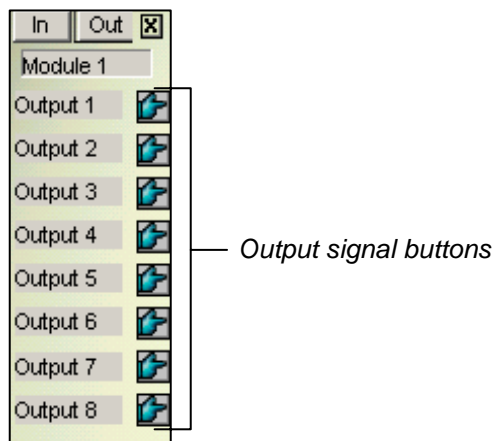
Select **View, PTZ Device**, from the menu bar to bring up the PTZ control panel. Use the **PTZ select** buttons to choose the type of camera you wish to control. The control panel may look slightly different depending on camera model.



**Figure 8-10**

To use Remote I/O control:

Select View, I/O Module, from the menu bar to bring up the I/O control panel. Remote View allows you to control only the output devices. Click on the Output signal buttons to send signal to the output device.



**Figure 8-11**



## Full Screen View

Click **Connect** button and select **Full Screen Mode** from the menu. The full screen mode provides a larger viewing area for the cameras. There are four functional buttons located at the right hand side that allows you to access to some of the basic functions.



Figure 8-12

## IP Multicast

It is possible to monitor several GV-Systems within a LAN network, through the use of IP Multicast. An IP Multicast allows maximum of ten connections at a time. After the Live X button pressed, IP Multicast automatically connects to the Main System within the LAN network.

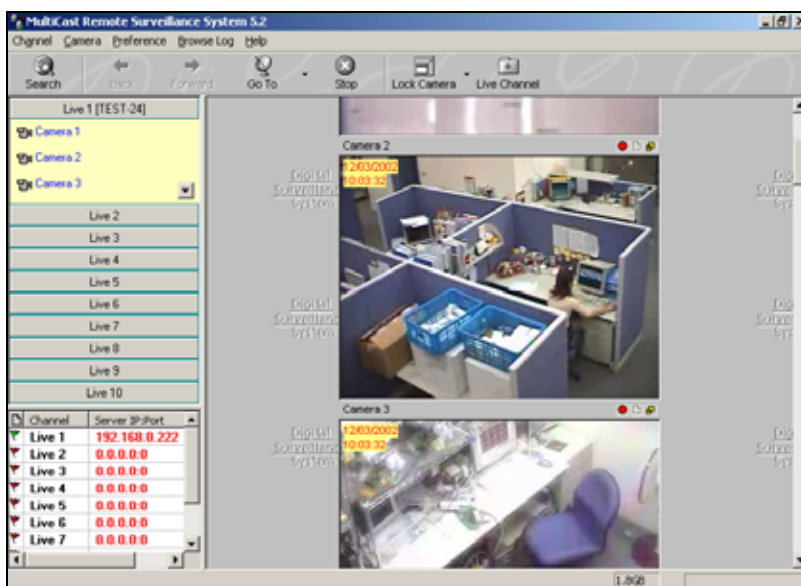


Figure 8-13

## Setting Up IP Multicast

The IP Multicast software is included in the Surveillance System Software CD. The application is to be installed at the client PC within LAN network access. PC requirements are the same as those for Remote View, described in the previous section.

## Starting IP Multicast

1. Make sure both the client PCs and the server PC are properly set up in local area network (LAN).
2. Click the **Network** button in Main System and select **Multicast Server** to allow connection from client PC. Follow this same step to set up all GV-Systems you wish to connect to IP Multicast.
3. Go to **Windows Start, Program**, system folder, and then IP MultiCast System from menu. Run the system at the client PC.
4. Click the **Search** button from toolbar so IP Multicast finds all GV-Systems available for connection within the network. Systems connected to IP Multicast are listed at the lower-left pane with their server IP.
5. Click the **Live** bar to view the desired system. You may be asked to enter Login ID and Password. Make sure your ID is given the privilege to view. All cameras open to the ID will be displayed.
6. To end a connection, click the **Stop** button from toolbar.

Functions of toolbar buttons are listed in following table:

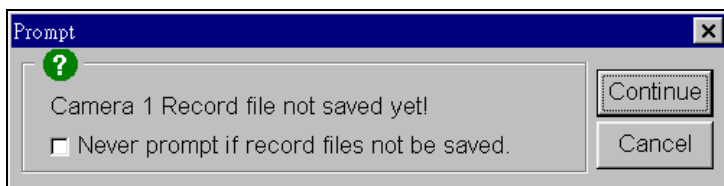
Button	Description
Search	Finds all main systems available for connection within the network
Back	Goes to previous surveillance screen
Forward	Goes to next surveillance screen
Go To	Selects a specific system
Stop	Ends a connection
Lock Camera	Locks a particular screen view
Live Channel	Click to view or to hide a connection

Icons found at the left pane represent:

Button	Description
Live x	Click to view available cameras in the selected system
Flag	Green flag represents the system is connected; red means disconnected

The rest of the functions in IP Multicast are much the same to those in Remote View. For details on using functions in screen views, refer to *Playing with Screen View Window Functions*, earlier in this chapter; to set the Preference dialog box, refer to *Preference Settings*; for features available for full-screen, refer to *Full Screen View*. Video files are also played back in Q-View; refer to *Playing Back Video Files in Q-View*.

**Note:** Since Q-View only saves one most recently viewed video file in the Temporarily Record Buffer, following message may appear when try to record a second file:



**Figure 8-14**

This message is to remind you that the video file previously played back has not been saved. Clicking **Continue** would overwrite the previous file. To always save viewed video files to a permanent location, use **Play/Save** button in screen view, instead of the Rec button.