

# Video Management Server

Client Software  
User Manual

Manual Version: V1.05

Thank you for purchasing our product. If there are any questions, or requests, please do not hesitate to contact the dealer.

## Notice






### CAUTION!

The default password is used for your first login. To ensure account security, please change the password after your first login. You are recommended to set a strong password of no less than eight characters comprising at least three elements of the following four: digits, upper case letters, lower case letters and special characters. For security reasons, access from Internet with a weak password will be denied until it is changed to a strong one.

- The contents of this document are subject to change without prior notice. Updates will be added to the new version of this manual. We will readily improve or update the products or procedures described in the manual.
- Best effort has been made to verify the integrity and correctness of the contents in this document, but no statement, information, or recommendation in this manual shall constitute formal guarantee of any kind, expressed or implied. We shall not be held responsible for any technical or typographical errors in this manual.
- The illustrations in this manual are for reference only and may vary depending on the version or model. So please see the actual display on your device.
- This manual is a guide for multiple product models and so it is not intended for any specific product.
- Due to uncertainties such as physical environment, discrepancy may exist between the actual values and reference values provided in this manual. The ultimate right to interpretation resides in our company.
- Use of this document and the subsequent results shall be entirely on the user's own responsibility.

## Symbols

The symbols in the following table may be found in this manual. Carefully follow the instructions indicated by the symbols to avoid hazardous situations and use the product properly.

Symbol	Description
 <b>WARNING!</b>	Indicates a hazardous situation which, if not avoided, could result in bodily injury or death.
 <b>CAUTION!</b>	Indicates a situation which, if not avoided, could result in damage, data loss or malfunction to product.
 <b>NOTE!</b>	Means useful or supplemental information about the use of product.

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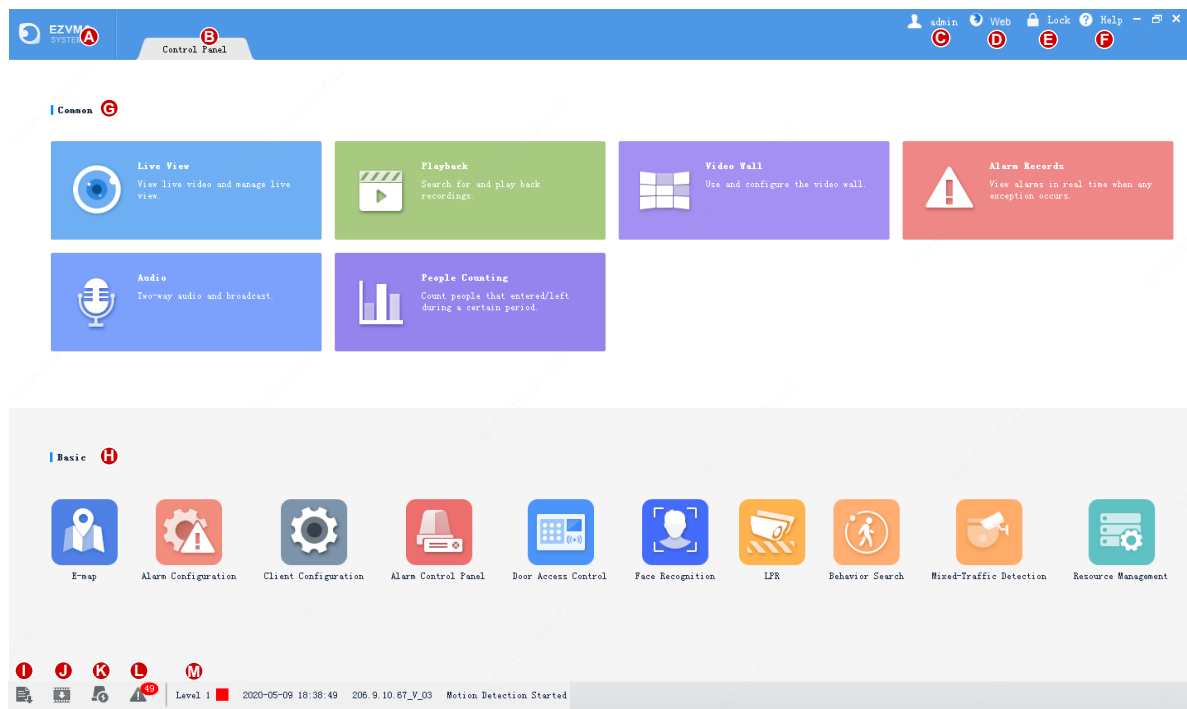
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# 1 Overview



This manual describes how to use the local software client (EZVMS). If you are using the software client on a PC, please refer to [Use PC Software Client](#) for more information.

## 2 GUI Introduction

The main page is displayed after your first login. The main page consists of **Control Panel**, shortcut menu and some functional buttons.



No.	Description
A	Click to display the pull-down menu. <b>Note:</b> The menu items may vary with the roles the user is assigned.
B	The control panel lists icons of functional modules of the software client. Click an icon to open the corresponding page.
C	Current username, for example, admin. To switch account and log in as a different username, click the icon.
D	Click to open the Web client.

No.	Description
E	Click to lock. To unlock, enter the password.
F	Help button. Click to open the user manual for the client software.
G	Common function area. You may drag an icon to switch position with another icon, or drag it to the basic function area.
H	Basic function area. You may drag an icon to switch position with another icon, or drag it to the common function area.
I	<p><b>Task Management</b> button. Click to view recording download tasks, including file name, recording start time and end time, download progress.</p> <p>The <b>Operation</b> column includes icons that you may click to stop download, open folder or delete download tasks.</p> <p>To stop a download task, select the task and then click  .</p> <p>To clear completed tasks, click  .</p>
J	Search for recordings and download.
K	<b>Alarm Live View</b> button. Click to open the <b>Alarm-triggered View</b> window.
L	<p><b>Latest Alarm</b> button with the number of unacknowledged alarms. Click this button to open the <b>Latest Alarm</b> tab, on which information including alarm time, alarm source, alarm type, and alarm level is displayed.</p> <p>To turn on or off alarm sound, click the alarm sound icon. To enable or disable alarm-triggered live video, select or clear the <b>Display Link Video</b> check box.</p>
M	Realtime alarm.



#### NOTE!

- The functional modules on **Control Panel** may vary with the device and software client version.
- The functional modules, organizations and resources displayed and the operations allowed on the software client depends on the role(s) a user is assigned. Roles are configured under **Basic > User > Role** on the Web client.

## 3 Live View

Click the **Live View** icon on **Control Panel**. The **Live View** page is displayed. View live video from cameras and use the toolbar to control live view.

### Glossary



- Live view: View live video.
- Video channel: Camera.



- View: A combination of screen layout (such as 4-window) and service (live view or sequence). By saving a view, you can quickly restore video service in the set layout by clicking the **Play** button. See [View](#).
- Layout: How many windows to display on the **Live View** page. Up to 64 windows are allowed.
- Fisheye camera: Cameras with super-wide-angle lens.
- History: Last cameras that have been played for live video. Up to 30 cameras are listed.
- Sequence resource: A sequence resource consists of several cameras that you want to play for live view on the client in sequence at a set time interval.
- View sequence: Sequence views by a set time interval or a 24H plan.

## Play Live Video

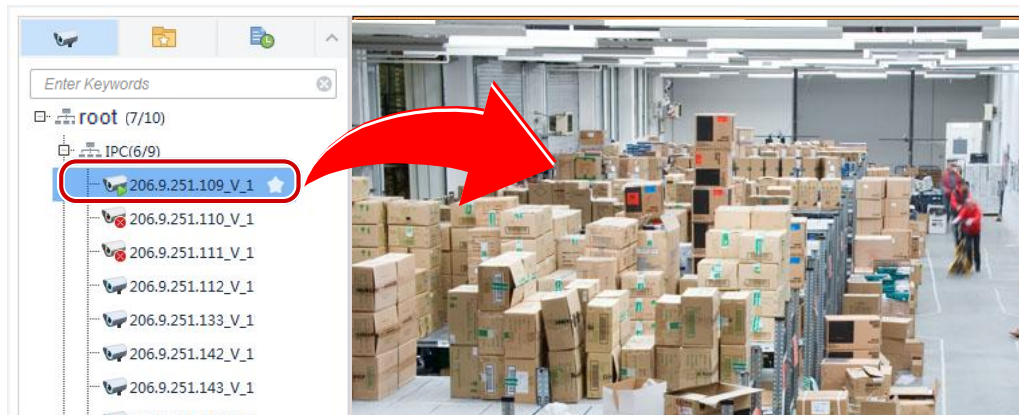
Play live video from online cameras.



- Online:  206.9.252.2\_V\_11
- Offline:  206.9.252.2\_V\_12

The organization tree shows the number of online cameras and the total number of cameras (e.g., 7/10 in the figure below).

## Play Live Video from a Camera

Double-click the camera or drag it to a window.



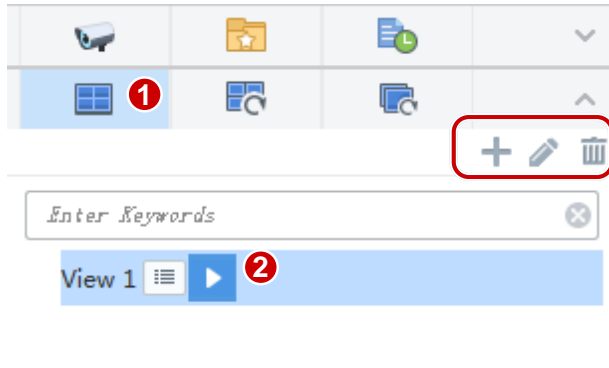
To stop live video, click  in the window's upper right corner. Clicking  in the toolbar stops live video in all windows.






## Play Live Video from Multiple Cameras

For example, to play live video from all the cameras under an NVR, double-click the NVR or drag it to a window.

## Play a View

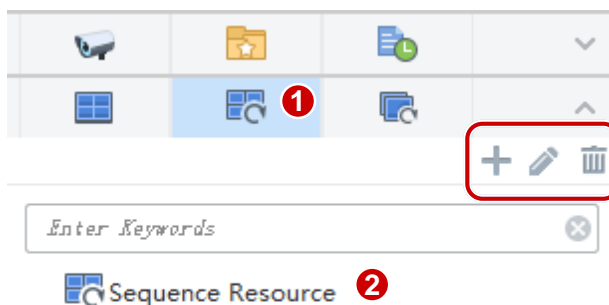
A view is a combination of screen layout (e.g., 4-window display) and service (live view or sequence). Complete view configuration first (see [View](#)), and then click the **Play** button to start live video and sequence in the corresponding windows.







1. Click the **View** tab (  ).
2. Click the **Play** button (  ) for the view you want to play.
3. Click , ,  to add, edit or delete a view.

## Play a Sequence Resource

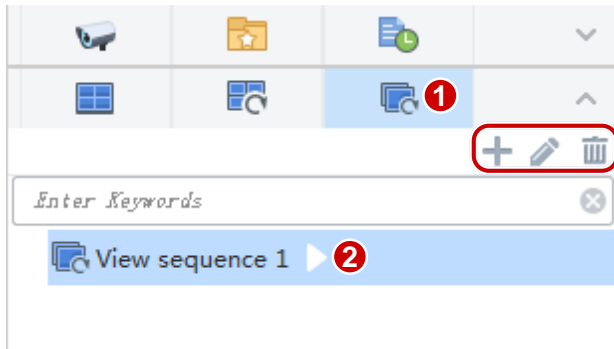
Play live video from multiple cameras in one window in sequence. The cameras switch automatically in the set order at the set time interval. The sequence resource must be configured first (see [Sequence Resource](#)).








1. Click the **Sequence Resource** tab (  ).
2. Double-click the sequence resource or drag it to a window.
3. Click , ,  to add, edit or delete a view.

## Play a View Sequence

Sequence views by a set time interval or a 24H plan. The view sequence must be configured first.



1. Click the **View Sequence** tab (  ).
2. Click the **Play** button (  ) for the view sequence you want to play.
3. Click , ,  to add, edit or delete a view sequence..

## Live View Operations

Use the live view toolbar, window toolbar, shortcut menu during live view.



### NOTE!

Please connect a USB storage device or an e-SATA disk before you record video or take snapshots.

## Live View Toolbar

The live view toolbar is located at the bottom of the **Live View** page.









No.	Description
A	Click to set screen layout or customize one. Up to 64 windows are allowed.
B	Click to save the current view or save as another view.
C	Close video in all windows.
D	Take a snapshot in all windows. The snapshot mode and storage path are configurable in client configuration.



No.	Description
E	Pause/resume sequence.
F	Play the previous camera in a sequence resource.
G	Play the next camera in a sequence resource.
H	Play in full screen or exit. You may also press <Esc> to exit full screen.

## Window Toolbar

A window toolbar appears when the pointer rests on the window. The toolbar is effective to the current window only. Buttons on the toolbar may vary with camera. For example, button 2 (PTZ control button) in the toolbar below appears only for a PTZ camera.





No.	Description
0	Take a snapshot. The snapshot mode and storage path are configurable in client configuration. A snapshot taken with digital zoom enabled is a composite image of the original image (display on left) and the zoomed-in image (display on right).
1	Click to start local recording. Click  to stop. The storage path is configurable in client configuration.
2	Click to open the PTZ control panel (see <a href="#">PTZ Control</a> ). The fisheye icon  appears on the toolbar for a fisheye camera only. Clicking the icon will open the fisheye control panel (see <a href="#">Fisheye Control</a> ).
3	Click to enable digital zoom. Drag on the image to draw an area to zoom in on, and then use the scroll wheel to zoom in or out. Click  to disable.
4	Adjust the local output sound volume or mute the sound.
5	Two-way audio.
6	Instant playback (play video of the last 5 minutes and 30 seconds). Live video does not resume automatically when instant playback stops at the end. You need to resume live video manually. <ul style="list-style-type: none"> <li>Click  to pause or  to resume.</li> <li>To stop playback and resume live video, click .</li> <li>To stop playback without resuming live video, click the close button in the upper right corner.</li> </ul>

No.	Description
7	Alarm output control: click  to trigger the linked alarm output, and click  to clear. The linked alarm output is configured at <b>Basic &gt; Device &gt; Link Resource</b> on the Web client.
8	Click to set video settings, including image brightness, saturation, contrast and sharpness. Click <b>Reset</b> to restore default settings.
9	Current bit rate and resolution (example).







### NOTE!

- The **Enable Tracking Mode** and **Disable Tracking Mode** buttons (/) appear on the window toolbar when you play the main stream of a multi-lens camera for which a smart function (e.g., cross line detection) has been enabled. When tracking mode is enabled, the window is split into multiple windows: one big window showing the panoramic image, and multiple small windows showing PTZ images. The boxes on the panoramic image match the PTZ images. When you drag a box or scroll the mouse wheel on a box, you will see the image changes in the corresponding PTZ window.
- Enabling tracking mode will disable digital zoom.



### NOTE!










Box-Dome Linkage means the dome camera can automatically track an object that triggers a detection rule in the detection area on the live view image of the box camera. The following icons can be found on the live view window toolbar of the box camera if box-dome linkage is configured.

- Auto Track (): (Default icon) Mouse operations are not effective on the live view images of the box and dome cameras.
- Track (): The dome camera starts tracking a target (e.g., an intruder) when you click the target in the red box on the live view image of the box camera.
- Drag to Zoom (): Dragging on the live view image of the box camera will zoom in accordingly on the corresponding area on the live view image of the dome camera.
- Link (): The dome camera automatically rotates to a position when you click it on the live view image of the box camera.

You can also use the shortcut menu to use the above features. Box-dome linkage and digital zoom cannot work simultaneously. Enabling one will disable the other.

## Shortcut Menu

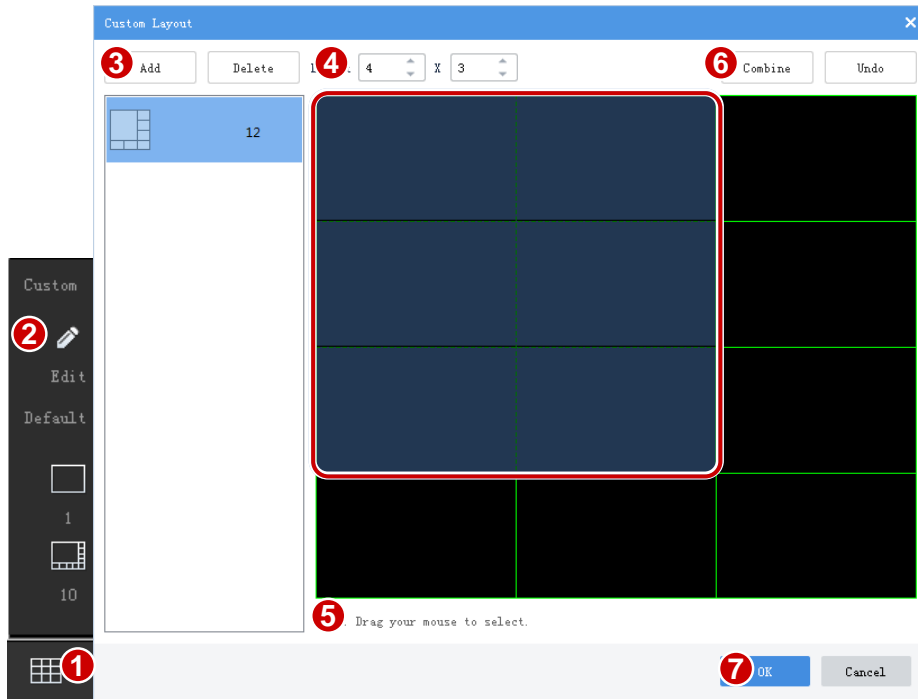
A shortcut menu appears when you right-click a window in which live video is playing (menu items may vary depending on camera, version, user permissions). Some menus have the same functions as the window toolbar (see [Window Toolbar](#)).

Menu Item	Description
Close	Close video in the current window.
Close All	Close video in all windows.
Display Ratio	Play by scale or stretch.
Maximize	Maximize the current window to the entire display area.
Full Screen	Display in full screen.
Digital Zoom	Enable/disable digital zoom. See  on the window toolbar.
Instant Playback	Start/stop instant playback. See  on the window toolbar.
Two-way Audio	Start/stop two-way audio. See  on the window toolbar.
Stream Type	Choose a stream type to play (main, sub, third, may vary with camera). <b>Note:</b> The stream type available may vary with camera. An unsupported stream type (e.g., MJPEG video stream) is not displayed.
Snapshot	Click to take a snapshot. See  on the window toolbar.
Continuous Snapshot	Click to take multiple snapshots. The snapshot mode and storage path are configurable in client configuration.
Snapshot All	Click to take a snapshot in all windows. See  on the live view toolbar.
Local Recording	Start/stop local recording. See  on the window toolbar.
Alarm Output Control	See  on the window toolbar.
PTZ Control	Click to open the PTZ control panel for a PTZ camera. See  on the window toolbar.
Video Settings	Click to set video settings, including image brightness, saturation, contrast and sharpness. See  on the window toolbar.
Camera Info	View info such as frame rate, resolution, bit rate, video compression (e.g., H.265) or packet loss rate of the current camera.
Client Configuration	Open the client configuration window.

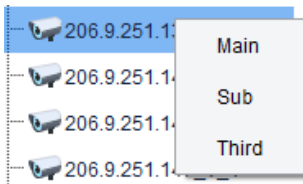
## Other Operations

The following introduces some useful operations during live view.

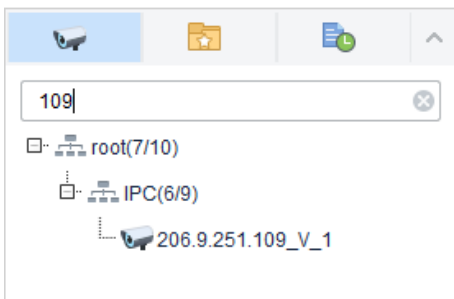
- Custom layout: Follow the steps to customize a layout (up to 8 custom layouts are allowed). Drag the mouse to select the windows to combine. To cancel, click the combined window and then click **Undo**. The created layout is saved for use in live view, view, and people counting.



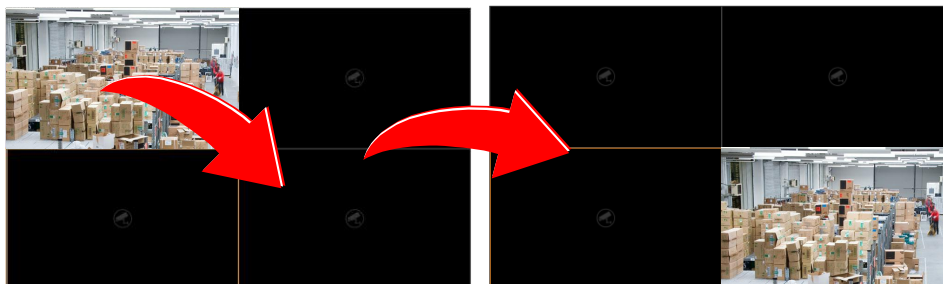
- Right-click a camera to select a stream type (main, sub, third; may vary with camera).



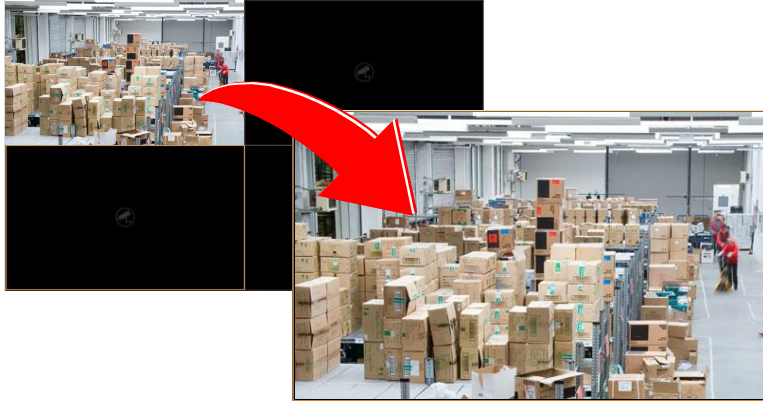
- Search with keyword. Enter a keyword in the  field, e.g., 109.





- Drag image to switch windows, for example, drag image from window 1 to window 4. If window 4 is also playing, then window 1 will play the image in window 4.



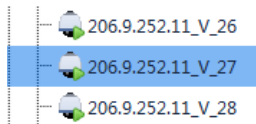
- Double-click a window to maximize. Double-click again to restore.



- After maximizing a window in a multi-window layout, you can click  or  to view the video playing in the previous or next window.



- View the name of the camera that is playing in a window: hover the pointer on the window and the camera name appears.
- Click a window, and the corresponding camera is highlighted on the camera list.

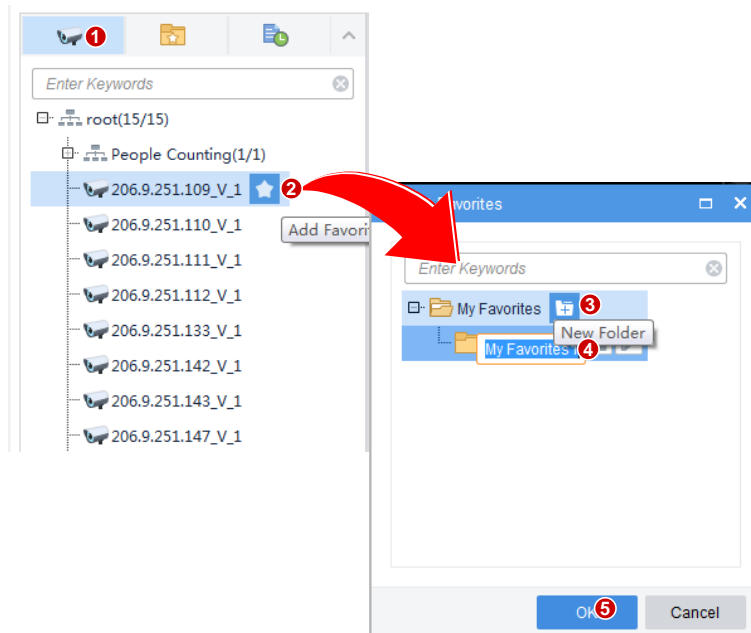




## Favorites


Put cameras to Favorites folders. A camera may belong to one Favorites folder only.

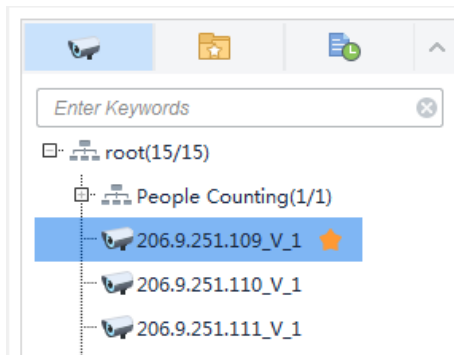


## Add Favorites

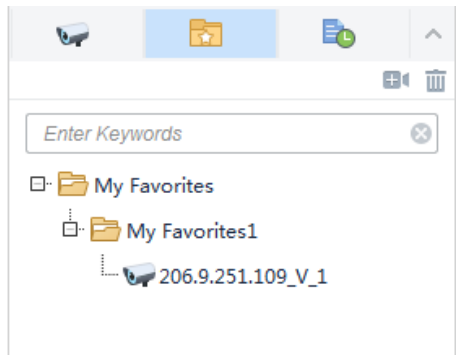


1. Click the **Video Channel** tab (  ).
2. Click the **Add Favorites** button (  ). To add to **My Favorites**, click to select the **My Favorites** folder and then click **OK**.
3. To create a Favorites folder, click the **New Folder** button.
4. Enter a folder name.
5. Click **OK**.

After a camera is added to a Favorites folder, you will see  when the mouse pointer is hovering over the camera.





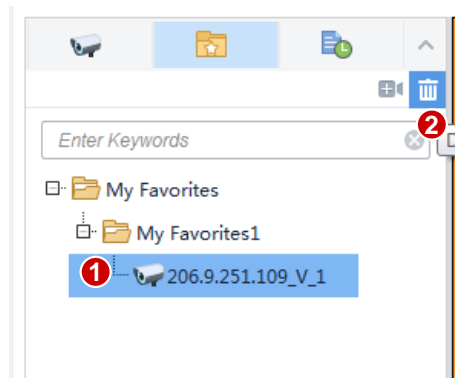
You will also find the new Favorites folder with the camera in it on the **Favorites** tab.



### Delete Favorite

To delete a camera from a Favorites folder:

- On the **Video Channel** tab, click **Delete Favorite** button (  ).
- On the **Favorites** tab, click to select the camera, and then click the **Delete** button (  ).




### View Live Video

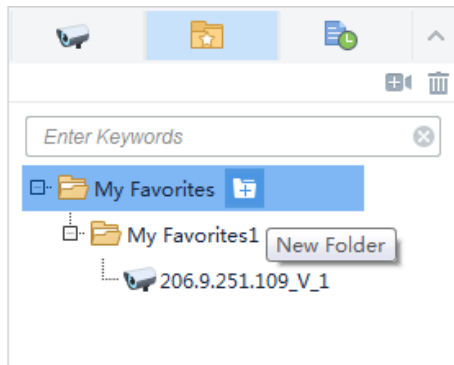
To view live video from a camera in a Favorites folder:



- Double-click the camera or drag it to a window.
- Double-click the Favorites folder to play all the cameras in the folder.

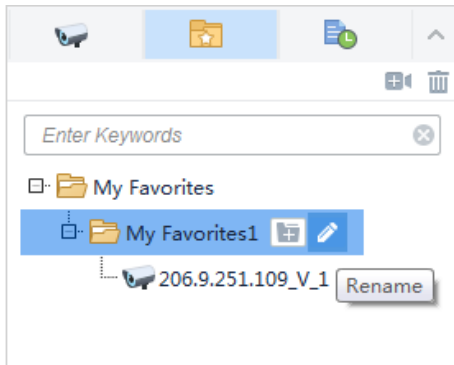
### Manage Favorites Folder

Manage Favorites folders and cameras on the **Favorites** tab: create, delete, rename Favorites folders, add or delete cameras.


- To create a Favorites folder: Click the **New Folder** button (  ).

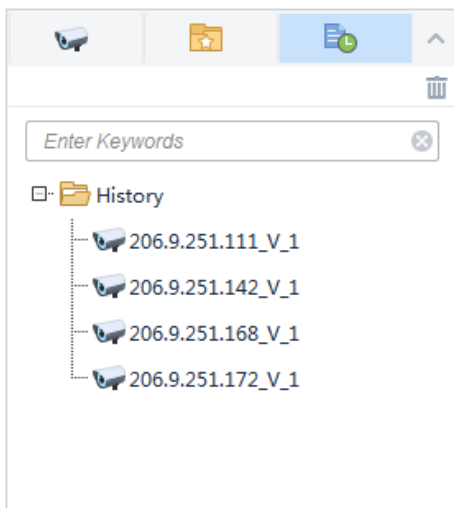



- To delete a Favorites folder: Click to select the Favorites folder and then click the **Delete** button (  ). Deleting a Favorites folder also deletes all the cameras in it.
- To rename a Favorites folder: Click to select the Favorites folder and then click the **Rename** button (  ). The root folder (My Favorites) cannot be renamed.



## History

Click the **History** tab (  ) to view the last cameras (up to 30) played for live view (not including view and sequence).




Double-clicking a camera or dragging it to a window will start live video from it. Clicking the **Clear History** button (  ) will clear the history.



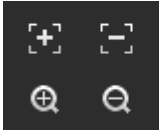
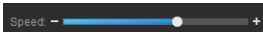





## PTZ Control









Control the surveillance direction, focus and zoom of PTZ cameras.

PTZ control is only available to a PTZ dome camera or a camera mounted on a pan/tilt motor that supports PTZ control. The actual functionality depends on the functions of the camera and the PTZ control protocol.


Click  on the window toolbar to open the PTZ control panel. The panel expands and collapses with a click on the arrow at the bottom.

Some PTZ control functions are described in the table below.

Tool	Description
	<p>Control rotation directions or stop rotation.</p> <p><b>Note:</b>  <i>You may also use the mouse to change the surveillance direction in the live view window: move the pointer toward the side of the window you want to view; when the pointer changes shape (  ), click the mouse button to move, or press and hold the mouse button to keep moving. The camera will rotate in that direction. Release the button to stop.</i></p>
	<p>Adjust focus and zoom.</p> <p><b>Note:</b>  <i>Alternatively, click anywhere on the image and then use the scroll wheel to zoom in or out.</i></p>
	<p>Adjust rotation speed.</p>
	<p>When 3D positioning is enabled, the PTZ rotates to the direction you click on the screen. Drag the mouse to zoom in or out on the image.</p>
	<p>Set presets:</p> <ul style="list-style-type: none"> <li>•  : Click to add a preset.</li> <li>•  : Click to go to a preset.</li> <li>•  : Click to delete a preset.</li> </ul> <p><b>Note:</b>  <i>Use an unused preset number when adding a new preset; otherwise, the existing preset will be replaced.</i></p>

Tool	Description
	<p>Set patrol, including preset patrol and recorded patrol.</p> <ul style="list-style-type: none"> <li>• <b>Preset patrol:</b> The camera automatically moves in the order of presets repeatedly at the set time interval. Click  to add: in the <b>Add Patrol</b> dialog box, click <b>Add</b>, select a preset from the drop-down list (or click <b>New Preset</b> to add) and set a stay time. Repeat the above steps to add all presets to include, and then adjust the order of presets as needed.</li> </ul> <p>After creating a preset patrol, you may click  to edit a preset patrol.</p> <ul style="list-style-type: none"> <li>• <b>Recorded patrol:</b> The camera moves along the recorded route. Click  to start recording. Rotate the camera to the intended directions and stay for the desired length of time. Click  to stop recording. To start recorded patrol, select from the drop-down list and then click  to start.</li> </ul> <p><b>Note:</b></p> <ul style="list-style-type: none"> <li>• A preset patrol includes up to 32 presets; a PTZ camera allows up to 15 preset patrol routes.</li> <li>• Currently only one recorded patrol route is allowed.</li> </ul>
	<p>Set auto guard. When enabled and configured, the camera automatically executes the preset action, e.g., go to a preset or start patrol, if no patrol or other action is performed within the set time.</p>
	<p>Enable or disable the wiper (if equipped).</p>

## Fisheye Control

A fisheye control icon () appears in the window toolbar when the camera is a fisheye. Click the icon or use the shortcut menu to open the fisheye control panel.



Choose the correct mounting mode for the fisheye camera: ceiling, wall or desktop, and then display modes appear, e.g., 360° Panoramic, 180° Panoramic, Fisheye, PTZ (appears when the pointer rests on it). Display modes and operations supported vary with mounting mode.

On a PTZ image, you may drag the mouse to rotate the image or use the scroll wheel to zoom in or out. A block appears on fisheye or panoramic image as the image rotates, and as you drag the box or move the scroll wheel on the fisheye image, the corresponding PTZ image rotates or zooms in or out as well.

## 4 Playback

---

Click the **Playback** icon on **Control Panel** to search and play recordings saved on an NVR.

### Glossary

- Video channel: Camera.
- Playback types: See [Playback Modes](#).
- Play to Video Wall: Play recordings on the video wall.
- Calendar: A feature that uses different colors to indicate whether recordings exist on a day and the recording type. Blue means normal recording, red means event recording, and white means no recording.

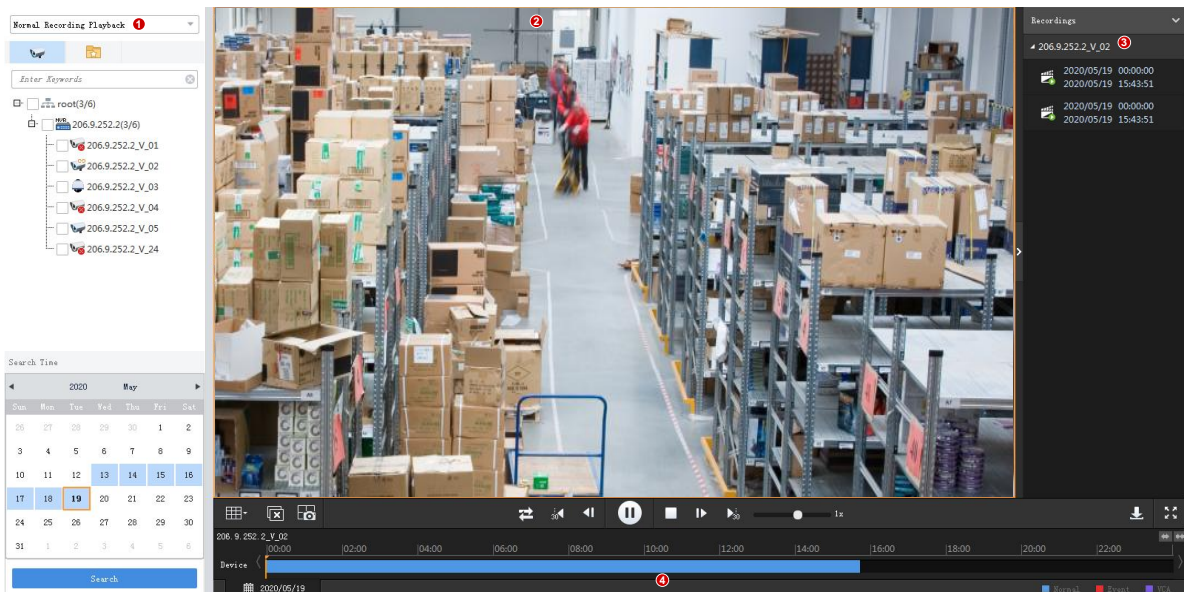
### Playback Modes

The software client offers multiple playback modes for you to choose from the top-left drop-down list.

Mode	Description
Normal recording playback	Search results in this mode include all recording types (scheduled, manual, event).
Event recording playback	Search and play recordings triggered by an event (such as motion detection, alarm input and video loss).
VCA recording playback	Audio detection, face detection, cross line detection, intrusion detection, defocus detection, scene change, auto tracking, object left behind, object removed, human body detection.

### Playback Page

The page displayed, functions and operations may vary with playback mode. Take normal playback as an example. Take normal playback as an example.



The page is divided into 4 areas:

- Search area (1): You can set search criteria in this area, including playback mode, organization/camera, and search date/time.
- Play area (2): You can set the window layout in this area. You may drag the left border to adjust the width of this area.
- List area (3): This area displays search results. You may hide this area by clicking the arrow.
- Control area (4): This area includes toolbars and timeline.

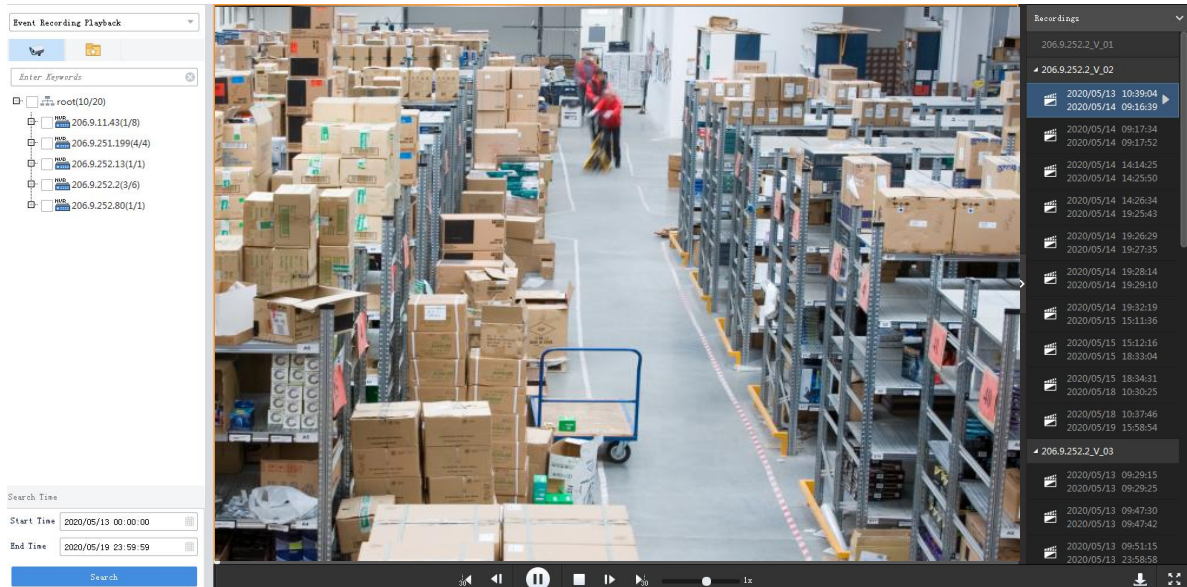
## Search for Recordings

1. Choose the playback mode from the top left drop-down list.
2. Choose organizations or cameras.
3. Set a search date or period. If the calendar is displayed, you may use the calendar to tell whether recordings exist on a day and the recording type.
4. Click **Search**.

## Event Recording Playback

Event recording playback has three sub-types: motion detection, alarm input and video loss. You may search a specific type of event recording or choose **Event Recording Playback** to search all.

- Motion detection: Recording triggered by a motion detection alarm.
- Alarm input: Recording triggered by an alarm input.
- Video loss: Recording triggered by a video loss alarm.



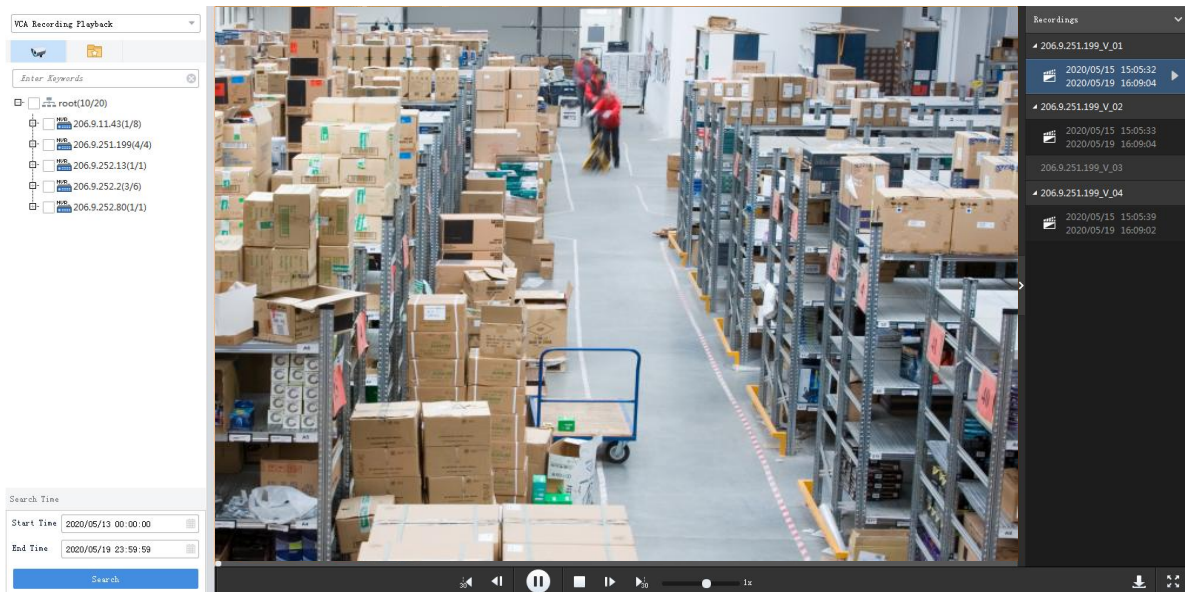
## VCA Recording Playback

Select VCA Recording Playback to search all VCA recordings, or select a sub-type to search. The sub-types include:

- Audio detection: Recording triggered by an audio detection alarm (for example, when a loud sound is detected).
- Face detection: Recording triggered by a face detection alarm (for example, when a face is detected).
- Cross line detection: Recording triggered by a cross line detection alarm (for example, when someone crossing fences is detected).
- Intrusion detection: Recording triggered by an intrusion detection alarm (for example, when an intruders entering a restricted area is detected).
- Defocus detection: Recording triggered by a defocus alarm (for example, when the camera is defocused).
- Scene change: Recording triggered by a scene change alarm (for example, when the surveillance area is changed abnormally).
- Auto tracking: Recording triggered by an automatic tracking alarm (for example, when a vehicle in a specified area is detected).
- Object left behind: Recording triggered by an object left behind alarm (for example, when baggage is left behind by a guest).
- Object removed: Recording triggered by an object removed alarm (for example, when an item on an exhibition is missing).
- Human body detection: Recording triggered by a human body detection alarm (for example, when a human is detected).

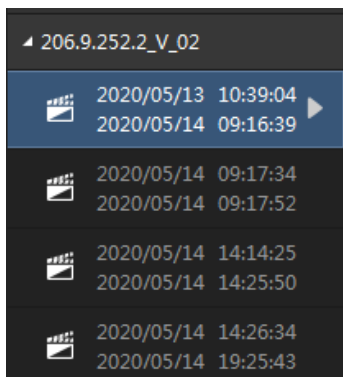
The search and play operations are the same for different event types.





## Start Playback

Playback starts automatically in some playback modes. In other modes, you need to double-click the file or click the **Play** button to start playback.



## Playback Control

Use the playback toolbar, window toolbar, timeline, or shortcut menu to control playback.



### NOTE!

Please connect a USB storage device or an e-SATA disk before you download video or take snapshots.

## Playback Toolbar

The playback toolbar is at the bottom of the playing area. When multiple windows are playing, playback control is effective to the selected window only. The toolbar may vary with playback mode. Here we take the toolbar in normal recording playback as an example.



**Table 4-1** Playback Toolbar




No.	Description
A	Set screen layout.
B	Close all windows.
C	Take a snapshot in all windows.
D	Normal playback or synchronous playback. <ul style="list-style-type: none"> <li>Normal playback: Video plays in the windows independently, and actions (such as pause/resume, stop or adjust time) to one window do not affect other windows.</li> <li>Synchronous playback: Video play in all windows in a synchronous manner; and actions (such as pause/resume, stop, adjust playback time) are effective to all windows.</li> </ul>
E/J	Rewind or forward 30s
F/I	Rewind by frame and forward by frame. Click repeatedly to view the last/next frame of images. <p><b>Note:</b></p> <ul style="list-style-type: none"> <li>The buttons are grayed out in synchronous playback mode.</li> <li>The <b>Play</b> button is in pause status when you are playing by frame. Click the <b>Play</b> button to resume normal playback.</li> </ul>
G/H	Pause/resume, stop.
K	Adjust playback speed. Multiple options are available. + means playing forward, - means playing backward.
L	Download recording (see <a href="#">Download Recordings</a> ).
M	Switch to or exit full screen. You may also press <Esc> to exit full screen.

## Window Toolbar


The window toolbar appears when the mouse pointer rests anywhere on the window during playback. The window toolbar is effective to the window only.





**Table 4-2** Playback Window Toolbar

No.	Description
1	Take a snapshot. The snapshot mode and storage path are configurable in client configuration. A snapshot taken with digital zoom enabled is a composite image of the original image (display on left) and the zoomed-in image (display on right).
2	Digital zoom. Click to enable, drag the mouse to draw an area on the image to zoom in on, and then use the scroll wheel to zoom in or out. Click  to disable digital zoom.
3	Clip video to download: Click  to specify the start point, and click  to specify the end point. Edit the start and end times in the dialog box if necessary. <b>Tip:</b> You may click on the timeline to locate the end of the video to download.
4	Adjust local output sound volume or mute the sound.
5	Current bit rate and resolution.

**NOTE!**

- The fisheye icon  appears for a fisheye camera only. Clicking the icon will open the fisheye control panel (see [Fisheye Control](#)).
- You may set the stream transmission protocol in accordance with network performance to improve image quality.






**NOTE!**

- The **Enable Tracking Mode** and **Disable Tracking Mode** buttons (/) appear on the window toolbar when you play the main stream of a multi-lens camera for which a smart function (e.g., cross line detection) has been enabled. When tracking mode is enabled, the window is split into multiple windows: one big window showing the panoramic image, and multiple small windows showing PTZ images. The boxes on the panoramic image match the PTZ images. When you drag a box or scroll the mouse wheel on a box, the image will change in the corresponding PTZ window.
- Enabling tracking mode will disable digital zoom.

## Shortcut Menu

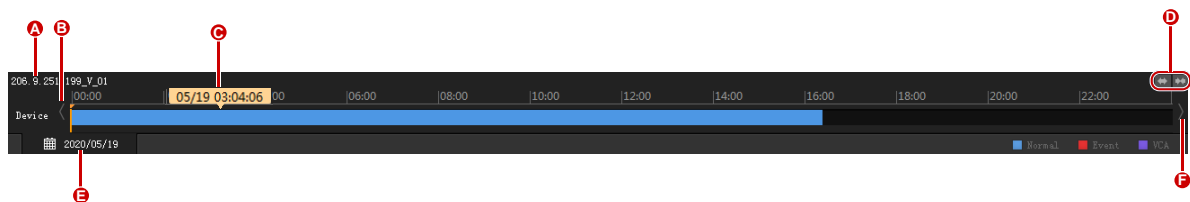
After playback starts, a shortcut menu appears when you right-click on the window.

Menu Item	Description
Close	Close video in the current window.
Close All	Close video in all windows.
Display Ratio	Play by scale or stretch.

Menu Item	Description
Maximize	Maximize the window to the entire play area.
Full Screen	Display the current window layout in full screen mode. Uncheck the menu or press <Esc> to exit.
Digital Zoom	Enable/disable digital zoom. See  on the window toolbar.
Tracking Mode	Enable/disable tracking mode. See  on the window toolbar.
Play To Video Wall	See <a href="#">Play Recording on Video Wall</a> .
Snapshot	Click to take a snapshot. See  on the window toolbar.
Continuous Snapshot	Click to take multiple snapshots. The snapshot mode and storage path are configurable in client configuration.
Snapshot All	Click to take a snapshot in all windows. See  on the playback toolbar.
Start Clipping/Stop Clipping	Clip video to download. See  on the window toolbar.
Download	Download recordings (see <a href="#">Download Recordings</a> ).
Camera Info	View frame rate, resolution, compression format (e.g., H.264), bit rate, and packet loss rate of the video playing in the window. To clear the data, click <b>Reset</b> .

## Timeline

The timeline appears in normal recording playback mode. The blue part on the timeline means normal recording, the red means event recording (alarm). Use the timeline to view recording type (normal or event), and perform search and play operations.

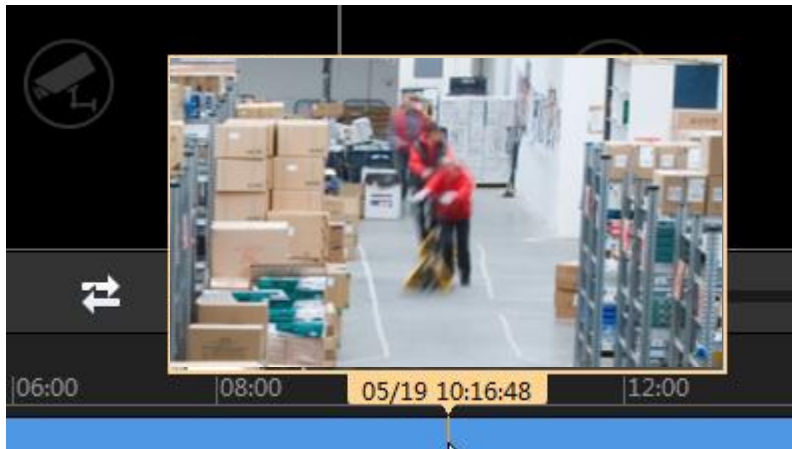


- A: Channel name.
- B/F: Search forward/backward.
- C: Corresponding time where the pointer rests. Click to start playing from that point.
- D: Zoom in/out on the timeline. You can see the details better when the timeline is zoomed in.
- E: Search date. Click to search other dates in the pop-up calendar.



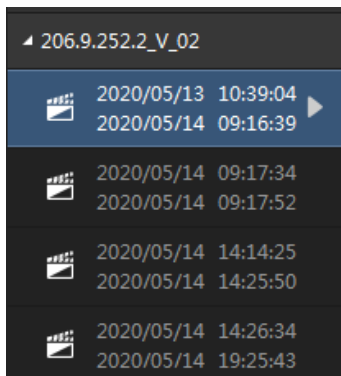
## TIP!

You can rest the mouse pointer on the timeline or progress bar to preview the image at this point.



## Search Result List

Search results are listed on the right. Double-click an item or click the **Play** button to play.





## Recording Download






## NOTE!


Please insert a USB storage device or an e-SATA disk before you download recordings.

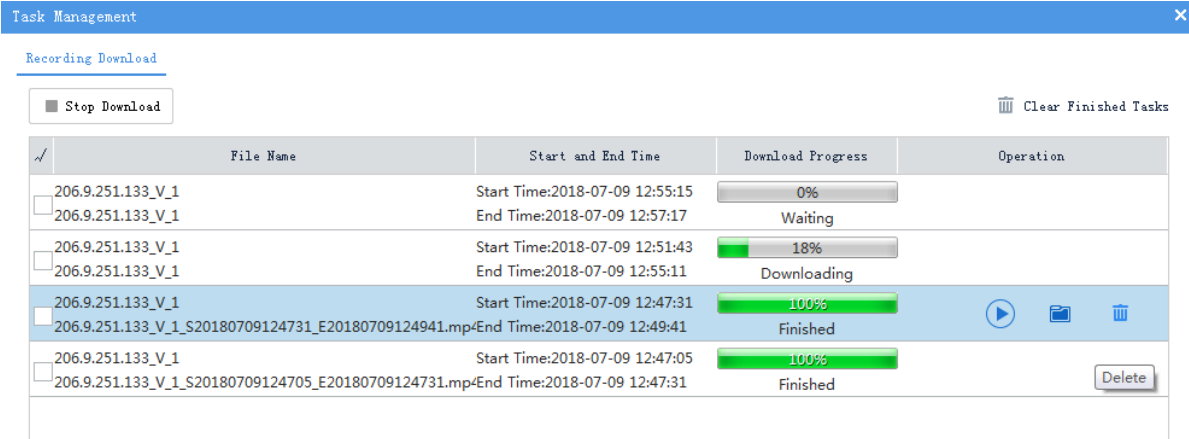
## Download Recordings

- **Option 1:** After completing a search, click the download button () on the playback toolbar. Select items to download and then click **Download**. To select all the items displayed, click .

- **Option 2:** During playback, use  and  on the window toolbar or **Start Clipping** and **Stop Clipping** on the shortcut menu.
- **Option 3:** During playback, right-click the window and click **Download** on the menu.
- **Option 4:** Click the **Recording Download** button (  ) in the left corner.

## Download Task Management

Click the **Task Management** button  (see [GUI Introduction](#)) to view download progress, stop download, play a downloaded recording, open the folder where the downloaded recordings are saved, or to delete a download task. Deleting a download task does not delete the recording that has been downloaded; and closing the **Task Management** dialog box does not affect download tasks.



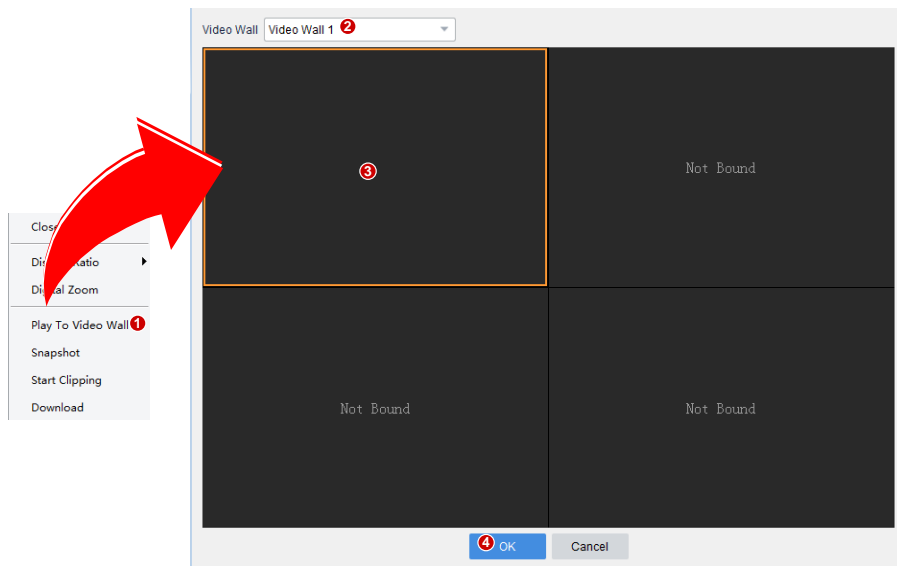
The screenshot shows the 'Task Management' dialog box with a 'Recording Download' section. It includes a 'Stop Download' button and a 'Clear Finished Tasks' button. The main area is a table with the following data:

File Name	Start and End Time	Download Progress	Operation
206.9.251.133_V_1	Start Time:2018-07-09 12:55:15	0%	
206.9.251.133_V_1	End Time:2018-07-09 12:57:17	Waiting	
206.9.251.133_V_1	Start Time:2018-07-09 12:51:43	18%	
206.9.251.133_V_1	End Time:2018-07-09 12:55:11	Downloading	
206.9.251.133_V_1	Start Time:2018-07-09 12:47:31	100%	Play, Folder, Delete
206.9.251.133_V_1_S20180709124731_E20180709124941.mp4	End Time:2018-07-09 12:49:41	Finished	
206.9.251.133_V_1	Start Time:2018-07-09 12:47:05	100%	
206.9.251.133_V_1_S20180709124705_E20180709124731.mp4	End Time:2018-07-09 12:47:31	Finished	Delete

## Other Operations

### Play Recording on Video Wall

Use the shortcut menu to play recordings on a video wall. You need to create a video wall first.

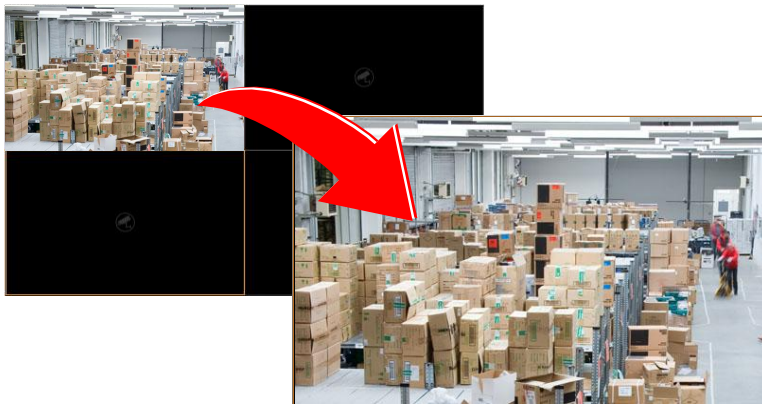


## Favorite

Put cameras to Favorites folders. See [Favorites](#) in [Live View](#).

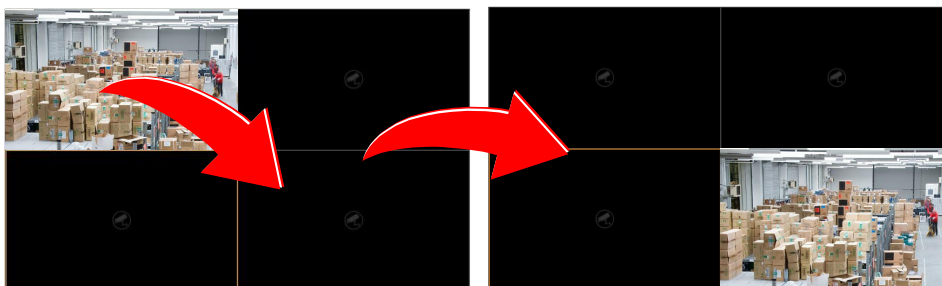
## Double-click a Window to Maximize

Double-click a window to maximize it to the entire play area. Double-click again to restore.



## Drag Image to Switch Window

See the figure below: drag the image from window 1 to window 4. If window 4 is also playing, then window 1 will play the image in window 4.



# 5 Video Wall

---

Click the **Video Wall** icon on **Control Panel**. The **Video Wall** page is displayed. Complete configurations on the software client before you can play live video, sequence resource and recordings on a physical video wall.

Video wall is divided into DC video wall and DX video wall, depending on the decoding device used to create the video wall.

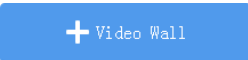

## Glossary

- Video wall: Also known as video display wall, refers to a multi-monitor setup that consists of multiple computer monitors or display devices (e.g., LCD panel) tiled together to form one large screen to display a single continuous image. By binding video wall screens to decoding channels, digital signals from encoding devices are converted into analog signals and displayed on video wall screens.
- Decoding channel: Output port of a decoding device.
- Video channel: Camera.
- Bind: Link a video wall screen to a decoding channel.
- Screen: A physical screen on the video wall, which corresponds to a window on the client software. For easier understanding, window is also referred to as screen in this chapter. A screen can be split into multiple screens (or windows). The number of screens configured on the client must match that on the physical video wall.
- Play on Screen: Play video or sequence resource on a specified video wall screen.
- Play on Wall: Play video or sequence resource on video wall screens.
- Splice: Merge multiple video wall screens to one bigger screen.
- Virtual LED: Static or dynamic text displayed on top of video images on the video wall.
- Scene: Saved video wall settings including screen layout, window, and video service (live view or sequence). The scene allows you to recall the video wall settings with just one click of a button without repeating the configuration.
- Signal source: Some decoding devices have DVI-D and VGA video interfaces, and signals from these video interfaces are known as signal sources.
- Window: Some DX video walls require you to open windows on the client software and specify the size, shape, position of the windows, so as to play videos on the corresponding areas on the physical video wall.
- Roam: A feature that allows you to drag a window to the desired position on the video wall along with the video image playing in this window.
- Small pixel pitch LED: A feature designed for small pixel pitch LED screens.
- Auto-bind channel: A feature that automatically binds decoding channels to screens when you create a new video wall.



- Open window: A feature that allows you to open multiple windows at a time by just clicking the **Open Window** button. You may choose a preset window layout or customize one.
- Preview: Live view on the client, and use the shortcut menu to adjust display ratio, enable/disable digital zoom, two-way audio, snapshot, record video, alarm output control, change stream type and video settings, and open the PTZ control panel.
- Screen control: Turn on/off all screens of a video wall on the software client.

## Add a Video Wall

1. For first time use, click  and then choose a video wall type. If a video wall already exists, click  right to the video wall name to add a video wall.
2. Complete the basic settings including video wall name and size. Make sure the video wall size is consistent with the physical video wall.






### TIP!

If you are using small pixel pitch LED screens, enable and complete small pixel pitch LED settings properly. The special LED width refers to the width of the last column of the video wall, and the special LED height refers to the height of the last row. The unit is pixel.

3. By default **Auto-Bind Channel** is selected, and the software automatically binds decoding channels to screens based on the resolution you set. You can edit the binding by dragging a decoding channel to the intended screen.

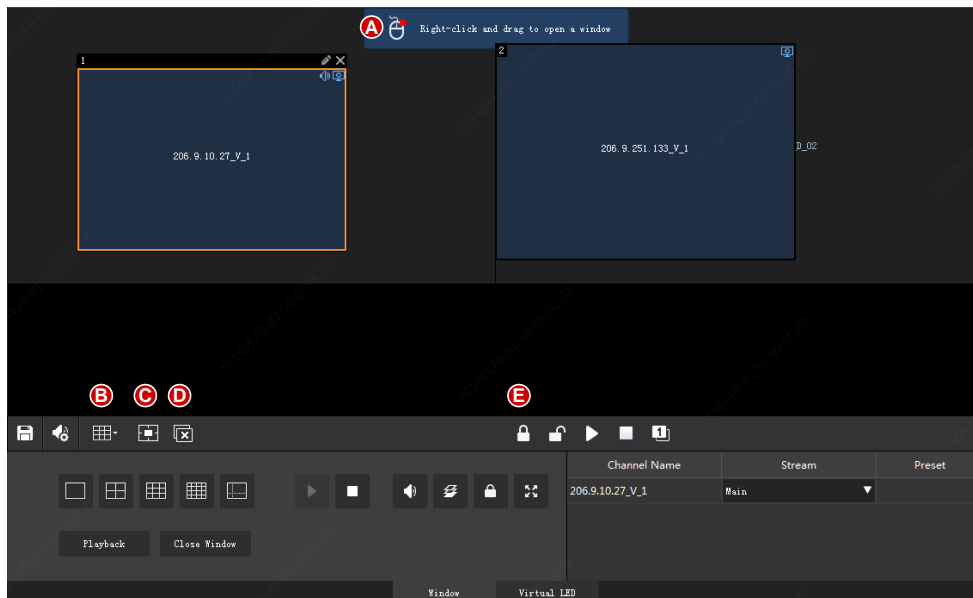


### TIP!

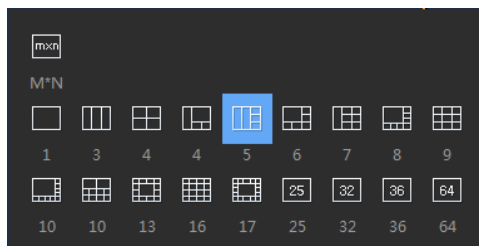
- When a decoding channel is bound to a screen,  appears on the decoding channel list, and the decoding channel name appears at the screen center. To cancel a binding, click the close button in the screen's top right corner. To cancel all bindings, click . Click  to bind all.
- You can drag a screen to switch decoding channel with another screen.

## Open Windows

Some DX video walls require you to open window(s) first before you can play live video or sequence resource on the video wall. You may open a window by dragging a camera, sequence resource or signal source to the video wall; alternatively, use the following methods.



- A: Follow the on-screen tip: hold down the right button and drag to open a window.
- B: Click the **Open Window** button, and then choose a layout or customize one (M\*N).



- C: Open window by coordinates. Set the start point of the window (top left corner) and the size (unit: pixel).

After opening a window, you may:

- Drag it on the screen.
- Drag its borders to adjust size.
- Close it by clicking the close button in its top right corner; or click the **Close All Windows** (D) to close all windows.
- Click **Lock All Windows** (E) to lock all windows. When a window is locked, you cannot change its position and shape.

## Video Wall Operations



### NOTE!


- The following descriptions are not intended for a specific video wall type.
- The actual operations allowed and functions available may vary depending on the decoding device.

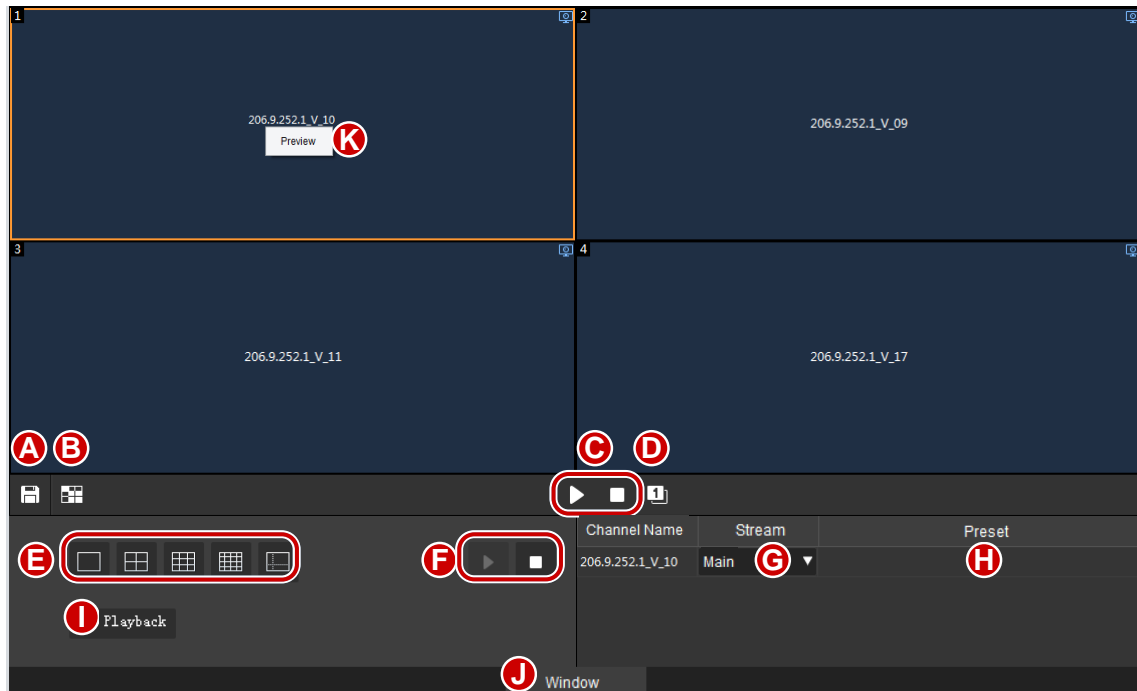
## Play Live Video on Video Wall


1. Drag cameras to intended windows one by one; or select multiple cameras and drag at a time.

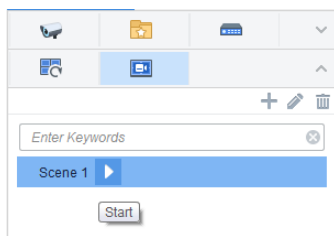


### TIP!

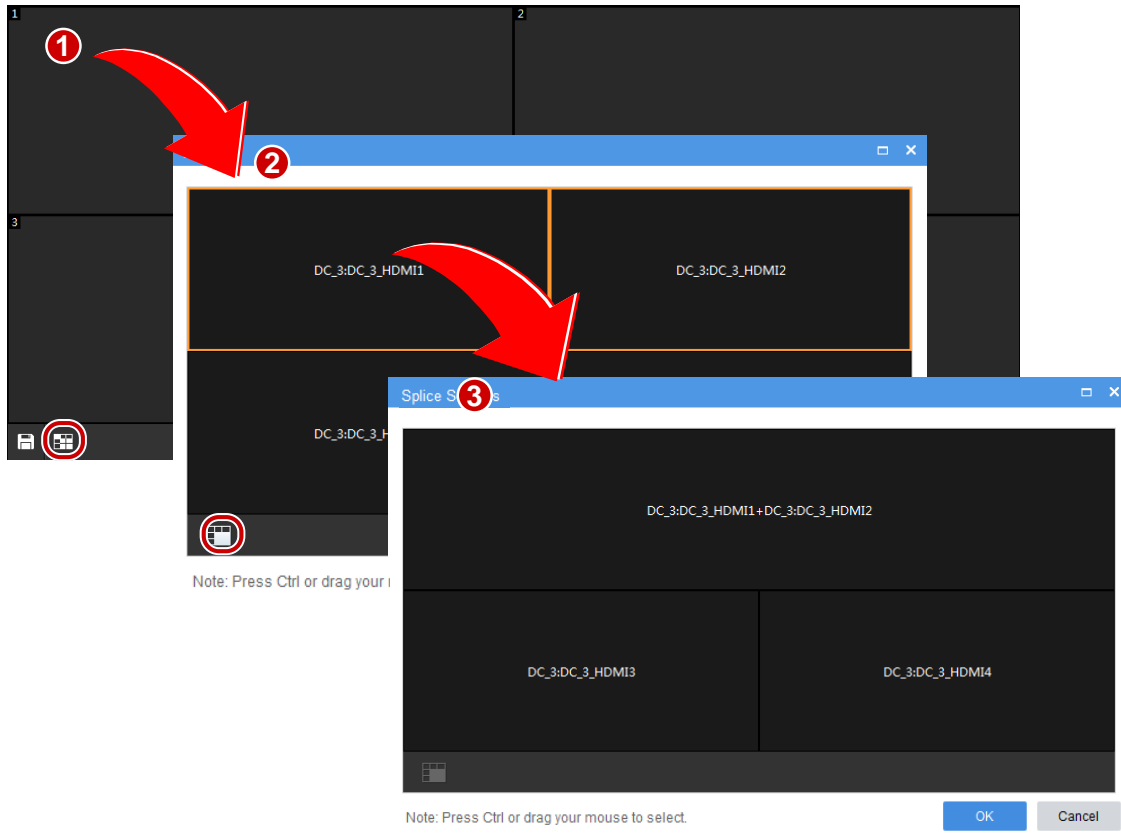
When live video starts on the video wall, the screen color changes,  appears in the screen's top right corner, and the camera name appears at the screen center.



- A: Save current video wall settings including screen layout, window, and video service (live view or sequence) as a scene. To recall the settings, click  for the scene in the scene list.



- B: Splice screens. Drag to select screens (or click while pressing the **Ctrl** key). The screens you select must form a rectangular. Steps for cancellation are the same.








- C: Start/stop decoding on all screens.
- D: Click to automatically renumber all the screens in top-to-down and left-to-right order.
- E: Set screen layout (for example, 4 screens).



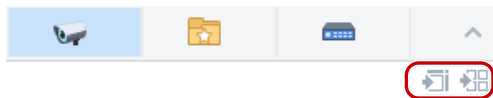
- F: Start/stop decoding on a selected screen.
- G: View and change the stream type.
- H: Choose a preset (applicable to PTZ cameras configured with presets).
- I: Search and playback (see [Playback](#) for details).
- J: Hide the toolbar area.
- K: Right-click and preview live video from the binding camera.

The following features may also be available on a DX video wall:

- : When multiple windows overlap, the selected window appears on the top by default. To set a window to appear at the bottom, click this button (or right-click the window and then choose from the shortcut menu).
- : Lock the position and shape of a window (or right-click the window and choose from the shortcut menu). Click  to unlock.
- : Click this button to expand the selected window to full screen (or right-click the window and choose from the shortcut menu). Click  to restore.
- View window info: Right-click a window or screen and choose **Window Info** to view information such as window ID, split screen ID, stream status, etc.
- For certain DX video walls, you can double-click a window to magnify it, and double-click again to restore.

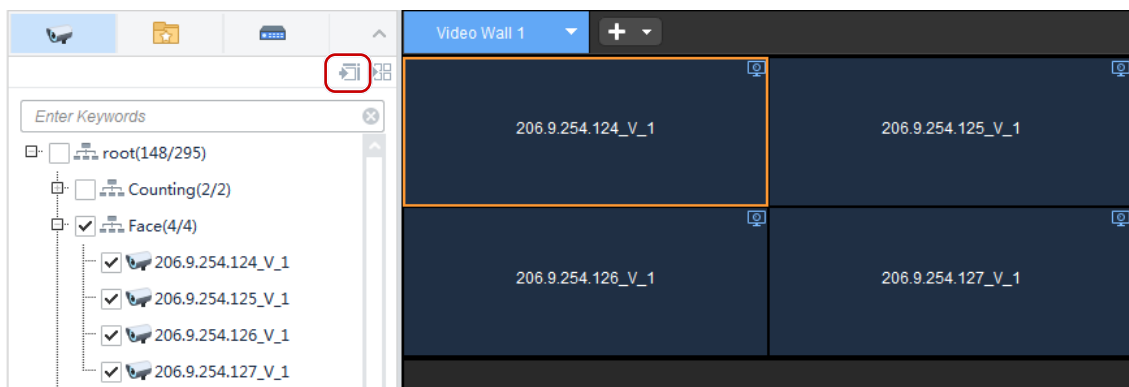
## Play Video of Multiple Cameras on Video Wall

By **Play on Screen** and **Play on Wall**, you can play videos from selected cameras on a specified screen or multiple screens of a video wall. Before you start, you need to complete the configuration of a video wall.




### Play on Screen

Play video of multiple cameras on a screen. In this example, we split a screen (e.g., screen 1) into 4 (window 1, 2, 3, 4) to play video of four cameras.



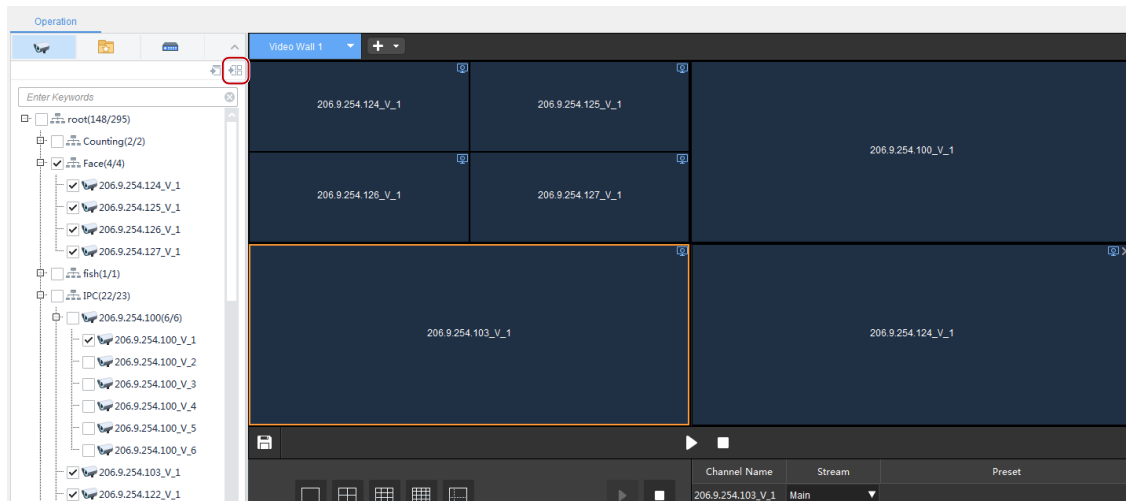
1. Click to select window 1 on screen 1.
2. Select cameras on the left.


3. Click .
4. Select a stream type.
5. Click **OK**. Video from the four cameras are playing in window 1, 2, 3 and 4 on screen 1 respectively.

### Play on Wall

Play video of multiple cameras on multiple screens on a video wall.

Play video of 7 cameras on a video wall with 4 screens, among which, screen 1 is split into 4 windows.









1. Click to select window 1 on screen 1.
2. Select cameras on the left.
3. Click .
4. Select the stream type.
5. Click **OK**. Video from the first 4 cameras are playing on screen 1, and video from the other 3 cameras are playing on screen 2, 3 and 4 respectively.

### Play a Sequence Resource

Sequence resource consists of a group of cameras used to play live video on video wall screen(s) in sequence at a set time interval. You need to configure sequence resource first (see [Sequence Resource](#)).

#### Steps

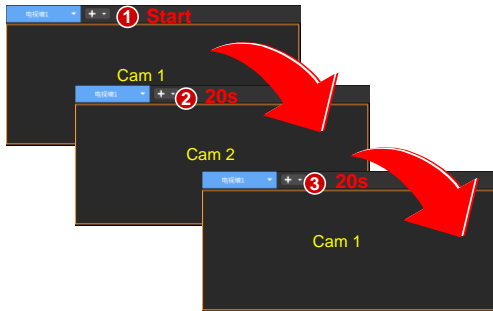
1. Click the **Sequence Resource** tab (  ).
2. Select the sequence resource to play.
3. Click to select a window or a screen. Video will start from the selected window or screen.
4. Click  to start sequence on the selected screen.

5. Or click  to start sequence on all the screens that are bound to decoding channels. After sequence starts, click  /  to pause/resume, or click  to stop.

### Examples

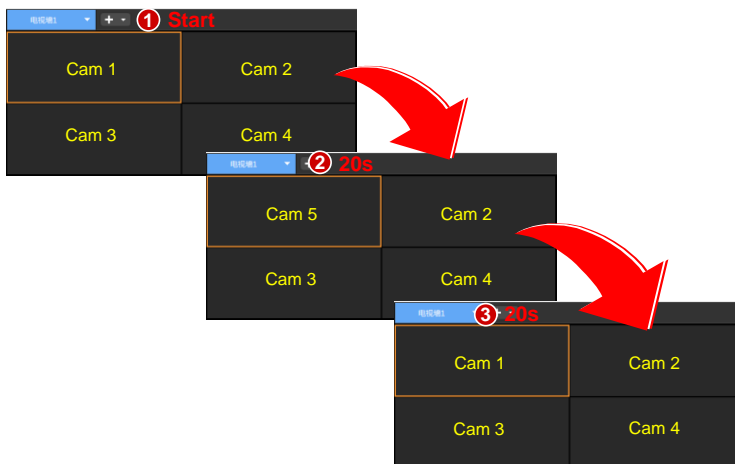
The following examples show how to play sequence resources on a video wall. Assume the time interval is set to 20 seconds for all the sequence resources.

#### Example 1: Sequence 2 cameras (Cam 1 and Cam 2) on one screen



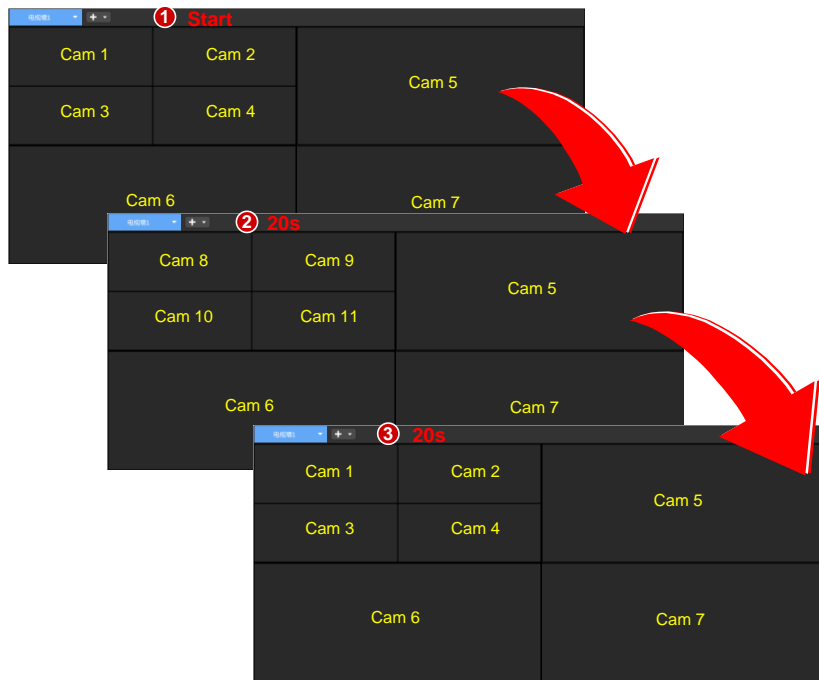
1. Sequence starts: play the 1<sup>st</sup> camera (Cam 1).
2. Switch in 20 seconds: play the 2<sup>nd</sup> camera (Cam 2).
3. Complete a round and start again: play the 1<sup>st</sup> camera (Cam 1).
4. Repeat the above process.

#### Example 2: Sequence 5 cameras (Cam 1, 2 ... 5) on a 4-window screen



1. Sequence starts: play the first 4 cameras (Cam 1, 2, 3, 4).
2. Switch in 20 seconds to play the last camera: play Cam 5 on Win 1; other windows do not switch.
3. Complete a round and start again: play the first 4 cameras (Cam 1, 2, 3, 4).
4. Repeat the above process.

**Example 3: Sequence 11 cameras (Cam 1, 2, 3 ... 11) on a video wall (screen layout as follows)**

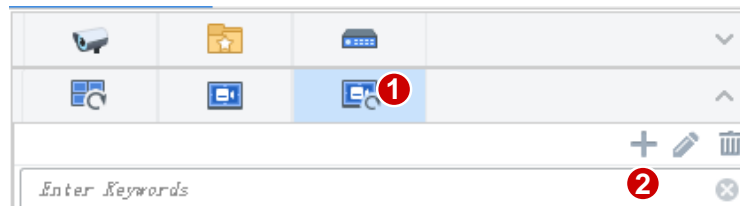


1. Sequence starts: play the first 7 cameras (Cam 1, 2, 3, ... 7).
2. Switch in 20 seconds to play the next 4 cameras (Cam 8, 9, 10, 11).
3. Complete a round in 20 seconds and start again: play the first 7 cameras (Cam 1, 2, 3, ... 7).
4. Repeat the above process.

### Play a Scene Sequence

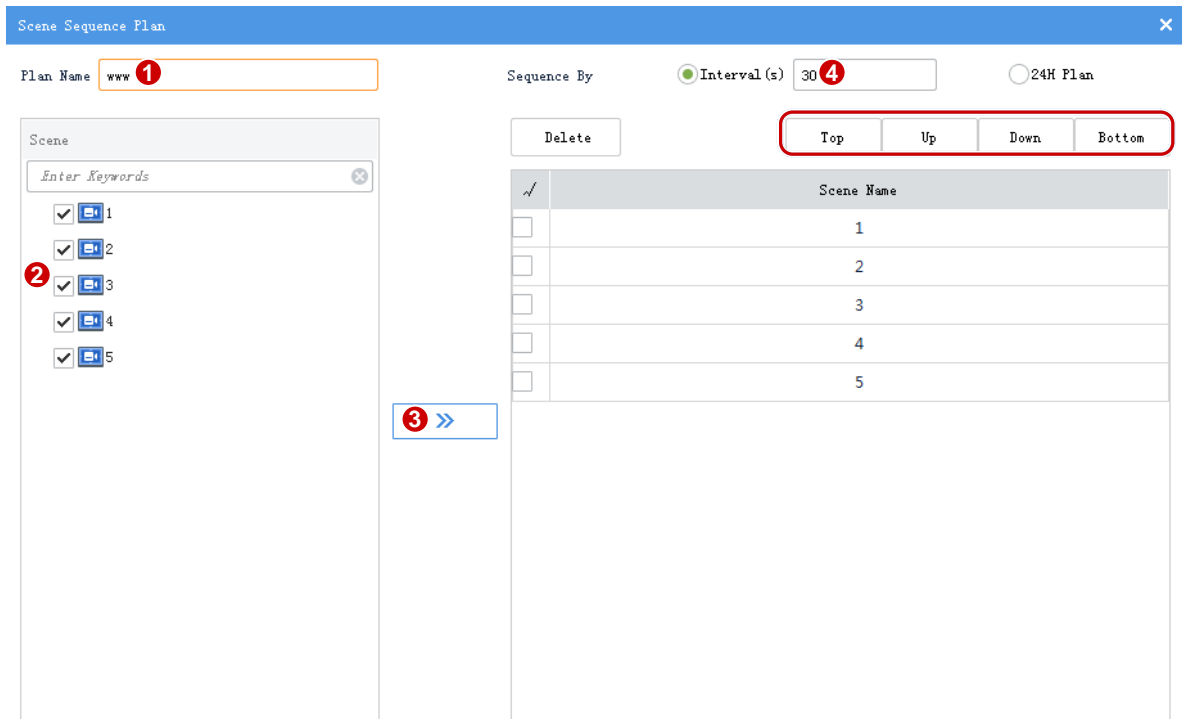
Sequence scenes by a set time interval or a 24H plan. Complete the creation of scenes before you start the following steps.

1. Click to create a scene sequence plan under the **Scene Sequence** tab.

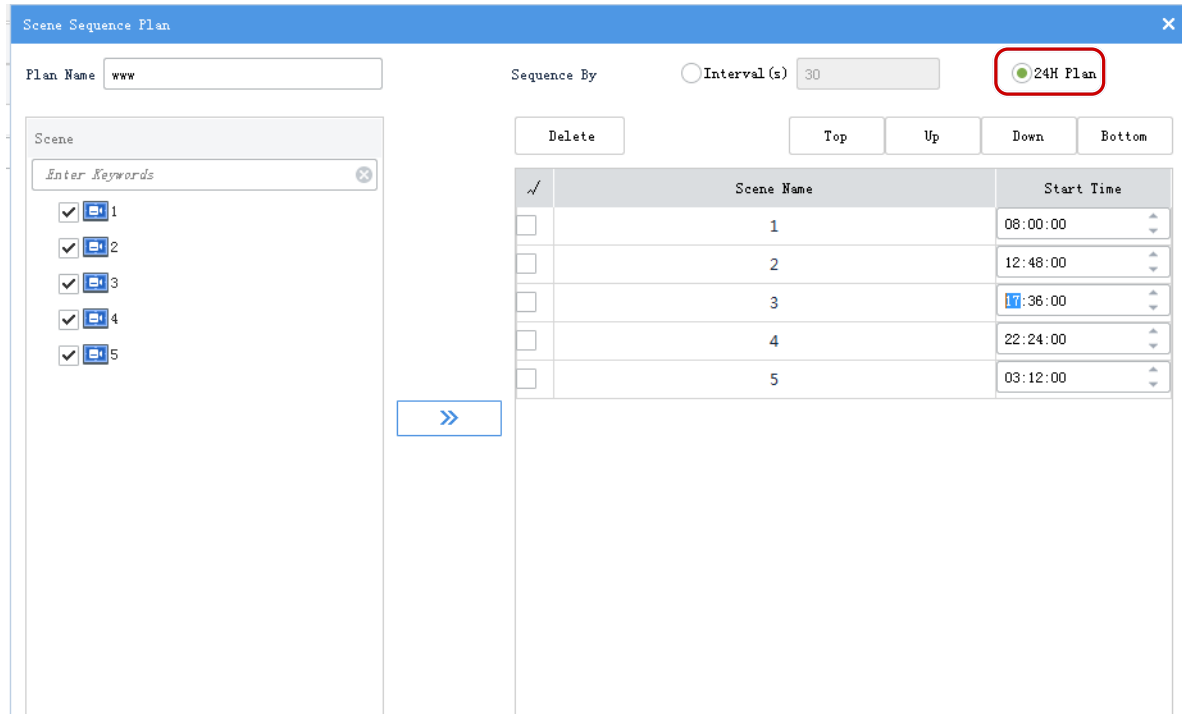


2. Set a plan name, and add scenes to the plan. You can adjust the time interval when using the default mode. Set the sequence of scenes as needed.

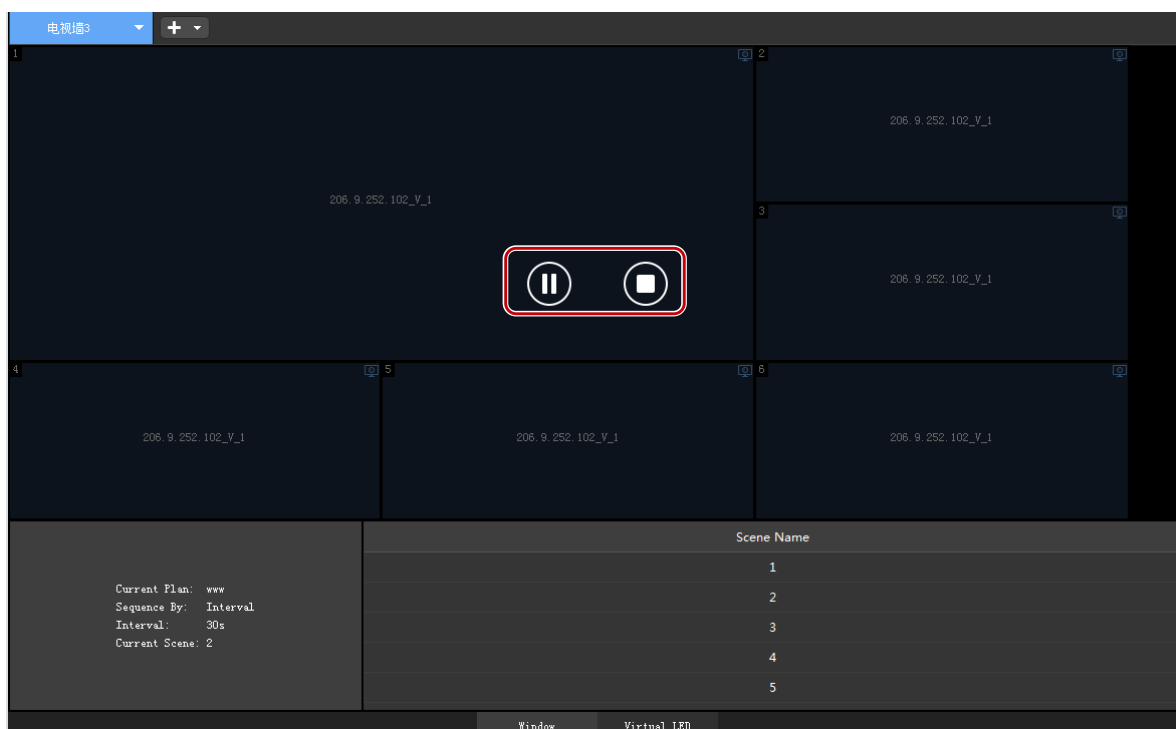




3. You can specify one or more time periods for each scene when using the 24H sequence mode.



4. Click **OK** to save the settings. The plan appears on the **Scene Sequence** tab. Click **Start** to start the plan. Info about the sequence plan (such as plan name and the current scene) is displayed in the lower left corner.



5. You can click the buttons at the center to pause or stop the plan.


## Play Signal Source

Play signals from a DVI-D or VGA interface of the decoding device on the video wall.


1. Create a DX video wall.

2. Click the **Signal Source** tab



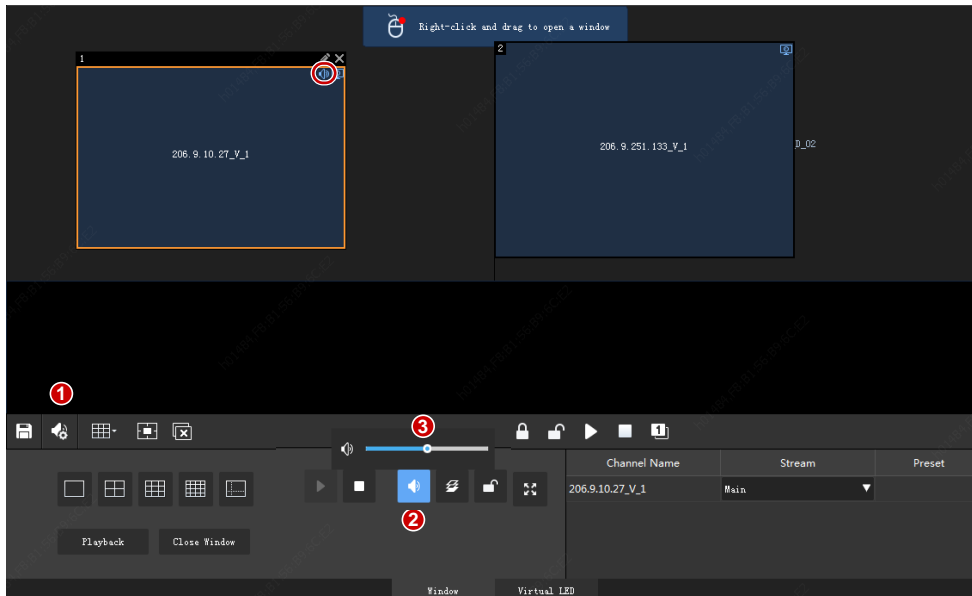
3. Drag the signal source to the intended screen. When live video starts on the video wall, the screen color changes,  appears in the screen's top right corner, and the signal source name appears at the screen center.



## Virtual LED

Click  to add text on video images. You can right-click and drag to create virtual LED. Set text content, font, size, spacing, alignment, transparency, moving mode and speed as needed. For created virtual LEDs, you can edit, delete, and enable/disable them. Up to 4 virtual LEDs are allowed on a video wall.

## Output Audio

Use the audio output channel of a DX device to output audio of a camera playing in a window or a screen. Only DX video wall created with certain DX device models supports this feature.



1. Click  (1), and then select the audio channel.
2. Click a window/screen, and then click  (2); or right-click and then select **Audio**. An icon appears in the top right corner, means the audio channel is outputting audio of the IPC in the window/screen.
3. Adjust output volume or mute the sound as needed.

## Screen Control

Click the **Screen Control** tab and turn on/off all screens of a video wall on the software client.


1. Select a serial port: COM 1: RS232; COM2: RS485.
2. Select a serial port protocol: UA, UA-A or MODBUS.
3. Control screens:
  - Turn on/off screens at set times: select the check boxes and then set times. All screens will turn on/off at the set times.
  - Click **Turn On Screen** to turn on screens immediately.
  - Click **Turn Off Screen** to turn off screens immediately. If a delay is set, the screens will turn off automatically when the set time is over.

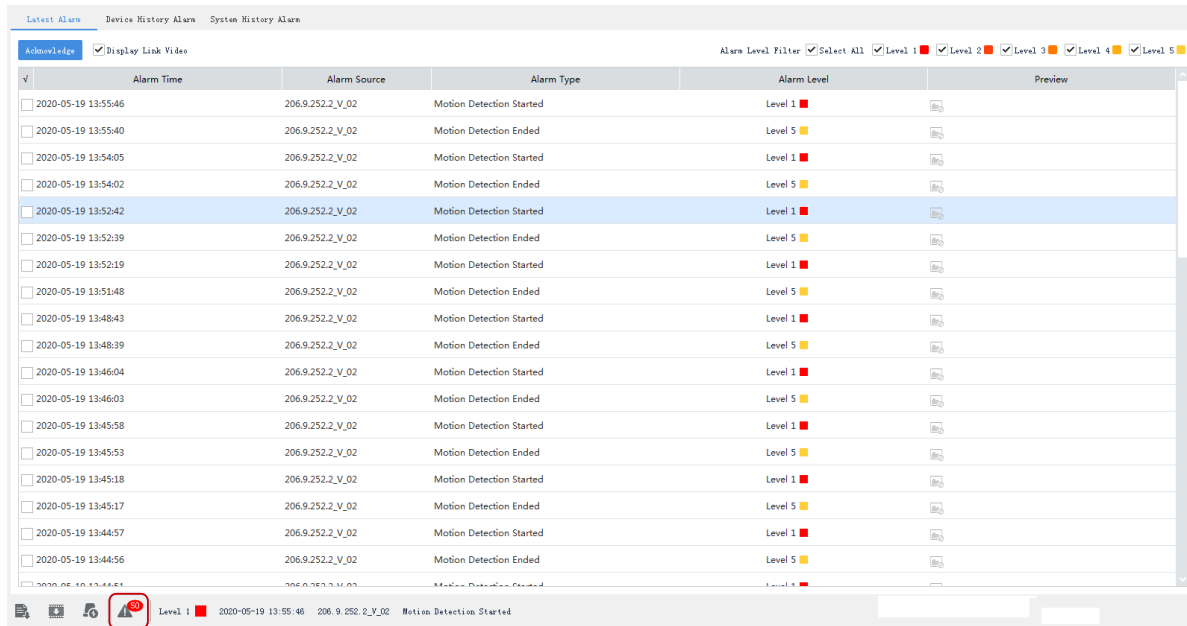
# 6 Alarm Records



















Click the **Alarm Records** icon on **Control Panel**. The **Alarm Records** page is displayed. View and acknowledge alarms or search alarm records. You may click the preview button to view alarm triggered snapshots if there are any.


Alarm levels are configured on the Web Manager (**Alarm Configuration > Custom Alarm Level**).

## Latest Alarms

View the latest alarms on the **Latest Alarm** tab. Alarms refresh automatically. Select alarms (or click  to select all) and then click **Acknowledge** to acknowledge the selected alarms. Acknowledged alarms disappear from the list and can be retrieved on the **History** tab. Select alarm level(s) to display alarms of certain levels only.



<input checked="" type="checkbox"/>	Alarm Time	Alarm Source	Alarm Type	Alarm Level	Preview
<input type="checkbox"/>	2020-05-19 13:55:46	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:55:40	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	
<input type="checkbox"/>	2020-05-19 13:54:05	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:54:02	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	
<input checked="" type="checkbox"/>	2020-05-19 13:52:42	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:52:39	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	
<input type="checkbox"/>	2020-05-19 13:52:19	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:51:48	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	
<input type="checkbox"/>	2020-05-19 13:48:43	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:48:39	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	
<input type="checkbox"/>	2020-05-19 13:46:04	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:46:03	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	
<input type="checkbox"/>	2020-05-19 13:45:58	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:45:53	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	
<input type="checkbox"/>	2020-05-19 13:45:18	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:45:17	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	
<input type="checkbox"/>	2020-05-19 13:44:57	206.9.252.2_V_02	Motion Detection Started	Level 1 <span style="color:red">■</span>	
<input type="checkbox"/>	2020-05-19 13:44:56	206.9.252.2_V_02	Motion Detection Ended	Level 5 <span style="color:orange">■</span>	

You may also click  (**Latest Alarm** button) in the lower left corner to view latest alarms. And disable **Display Link Video** as needed.

## Device History Alarm

Search history alarms of devices on the **Device History Alarm** tab. You can view alarm details, acknowledge alarms, or export search results. All device alarms can be retrieved but not necessarily in real time.

Latest Alarm   [Device History Alarm](#)   [System History Alarm](#)

Alarm Source:    Search Time: 2020/05/19 00:00:00 ~ 2020/05/19 23:59:59   Today   Last 3 days   Last 7 days

Alarm Main Type: All

Alarm Status: All   Alarm Level Filter:  Select All    Level 1    Level 2    Level 3    Level 4    Level 5

<input type="checkbox"/>	Alarm Time	Alarm Source	Alarm Type	Alarm Level	Alarm Status	Acknowledged By	Acknowledged At	Remarks	Preview
<input type="checkbox"/>	2020-05-19 14:04:52	206.9.252.2_V_02	Motion Detection Ended	Level 5	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:04:32	206.9.252.2_V_02	Motion Detection Started	Level 1	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:04:21	206.9.252.2_V_02	Motion Detection Ended	Level 5	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:04:01	206.9.252.2_V_02	Motion Detection Started	Level 1	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:03:58	206.9.252.2_V_05	Motion Detection Started	Level 1	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:03:57	206.9.252.2_V_05	Motion Detection Ended	Level 5	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:03:41	206.9.252.2_V_02	Motion Detection Ended	Level 5	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:03:36	206.9.252.2_V_02	Motion Detection Started	Level 1	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:03:23	206.9.252.2_V_02	Motion Detection Ended	Level 5	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:02:48	206.9.252.2_V_02	Motion Detection Started	Level 1	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:02:41	206.9.252.2_V_02	Motion Detection Ended	Level 5	Not Acknowledged				
<input type="checkbox"/>	2020-05-19 14:01:51	206.9.252.2_V_02	Motion Detection Started	Level 1	Not Acknowledged				

Total 2641   20 Per Page       1 / 133

  Level 5   2020-05-19 14:05:09   206.9.252.2\_V\_02   Motion Detection Ended

## System History Alarm

Search history alarms of the VMS on the **System History Alarm** tab. You can view alarm details, acknowledge alarms, or export search results.

All VMS alarms can be retrieved but not necessarily in real time.

Latest Alarm   [Device History Alarm](#)   [System History Alarm](#)

Search Time: 2020/05/18 00:00:00 ~ 2020/05/19 23:59:59   Today   Last 3 days   Last 7 days

Alarm Type:  Select All    Illegal Access    Network Disconnection    Network Disconnection Cleared    IP Conflict    Disk Offline    Disk Online    Disk Abnormal  
 Server Fault    Server Fault Cleared

Alarm Status: All   Alarm Level Filter:  Select All    Level 1    Level 2    Level 3    Level 4    Level 5

<input type="checkbox"/>	Alarm Time	Alarm Source	Alarm Type	Alarm Level	Alarm Status	Acknowledged By	Acknowledged At	Remarks
<input type="checkbox"/>	2020-05-18 06:32:44	HDD1	Disk Online	Level 5	Not Acknowledged			
<input type="checkbox"/>	2020-05-18 06:32:35	HDD1	Disk Offline	Level 1	Not Acknowledged			

Total 2   20 Per Page       1 / 1

  Level 1   2020-05-19 14:06:46   206.9.252.2\_V\_02   Motion Detection Started

# 7 Audio

Click the **Audio** icon on **Control Panel**. The **Audio** page is displayed with two tabs: **Two-way Audio** and **Broadcast**.

- Two-way audio: Bidirectional audio communication with a camera or an NVR.
- Broadcast: Audio broadcast to cameras or NVRs. The camera or NVR side can only hear sound from the client.

## Two-way Audio

Click the **Two-way Audio** tab. You can:

- Have two-way audio communication with a camera and meanwhile view live video from it.
- Have two-way audio communication with an NVR.



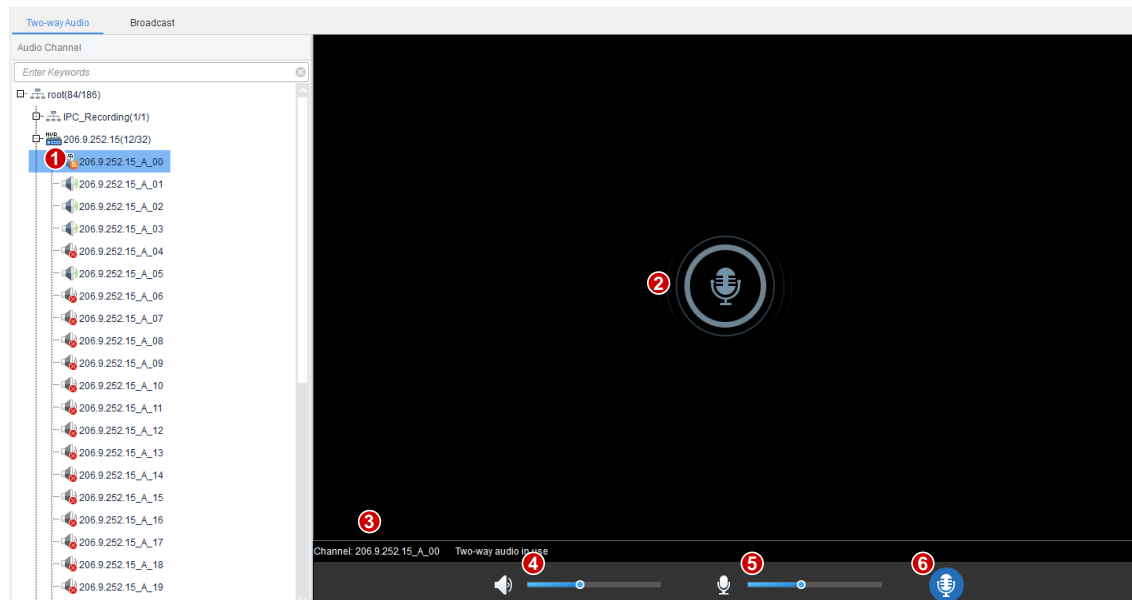
### NOTE!

- Two-way audio requires a speaker and a microphone plugged in to the VMS device. If you are using a PC client, connect a speaker and a microphone to your PC before starting two-way audio.
- The client software can establish two-way audio with one camera or one NVR at a time.

## Two-way Audio with an NVR

Double-click an NVR audio channel or drag it to the window on the right. When two-way audio is started, the audio channel symbol changes (1), the two-way audio symbol appears at the window center (2), and a hint appears (3) indicating two-way audio is in use.

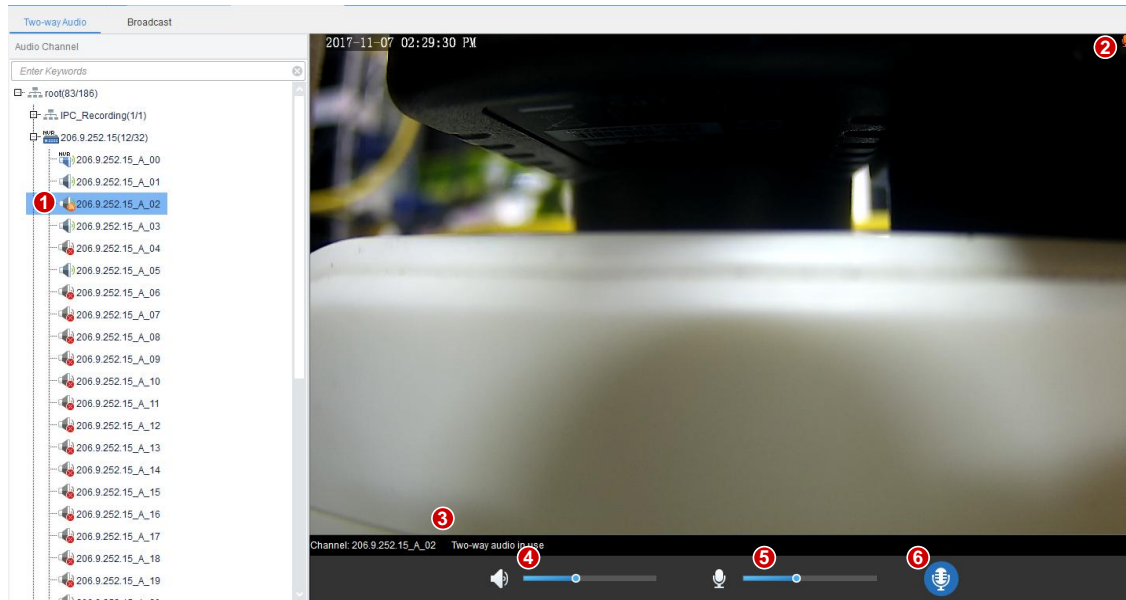
During two-way audio, you can adjust the local output sound volume (4) and input sound volume (5), or stop two-way audio (6).




## Two-way Audio with a Camera

Double-click the camera or drag it to the window on the right. When two-way audio is started, the audio channel symbol changes (1), the two-way audio symbol flashes in the window's upper right corner (2), and a hint appears indicating two-way audio is in use (3).

During two-way audio, you can adjust the local output sound volume (4) and input sound volume (5), or stop two-way audio (6).



### NOTE!



You may also start two-way audio with a camera (camera only) by clicking  in a live view window (see [Window Toolbar](#) in [Live View](#)).


## Broadcast

Broadcast is one way, from the VMS to other devices.


Click the **Broadcast** tab. Select audio channels in the list on the left. You can:






- Select audio channels one by one.
- Select an NVR or an organization to select all audio channels under it.
- Enter keywords to filter.




Click **Add** to add the selected audio channels to the broadcast list. Click  to start broadcast. 

changes to , and the **Status** column shows current status of the audio channels.






Broadcast List

 **6**

√	No.	Name	Type	Status	Audio <b>1</b>	Delete
<input checked="" type="checkbox"/> <b>5</b>	1	206.9.252.15_A_01	IPC	Broadcast in use	Off <b>1</b>	 <b>4</b>
<input type="checkbox"/>	2	206.9.252.15_A_02	IPC	Broadcast in use	Off	
<input type="checkbox"/>	3	206.9.252.15_A_03	IPC	Broadcast in use	Off	
<input type="checkbox"/>	4	206.9.252.15_A_05	IPC	failed		
<input type="checkbox"/>	5	206.9.251.138_A_1	IPC	Broadcast in use	Off	

**2**   **1** 

During broadcast, you can:

- Add more audio channels: Select from the list and then click **Add**. Broadcast starts automatically for these channels.
- Adjust microphone sound volume (1), or click  to turn off microphone.
- Adjust speaker sound volume (2) or turn off speaker: this operation can be performed when audio is turned on for only one camera audio channel (3); otherwise, the button is grayed out. Audio cannot be turned on for an NVR audio channel.
- Delete audio channels from the broadcast list: click  (4) to delete one by one; or select the check box (5) and then click  to delete in batch. Clicking  will select all channels in the broadcast list.
- End broadcast: click  or close the **Audio** page.





## NOTE!

- Broadcast and two-way audio cannot be used simultaneously.
- Broadcast supports a maximum of 128 audio channels.

# 8 People Counting

Use people counting to count people entered/left during a certain period.

Click the **People Counting** icon on **Control Panel**. The **People Counting** page is displayed with two tabs:

- **Realtime Statistics**: Display counting results in real time for selected cameras and update statistics, including the 7 latest counting results.
- **Report Statistics**: Display statistics according to query conditions in the form of bar chart or line chart and export report.

## Realtime Statistics

Click the **Realtime Statistics** tab. You can:


- Play live video
- Enable realtime statistics to view counting results for selected cameras in real time.

## Play Live Video

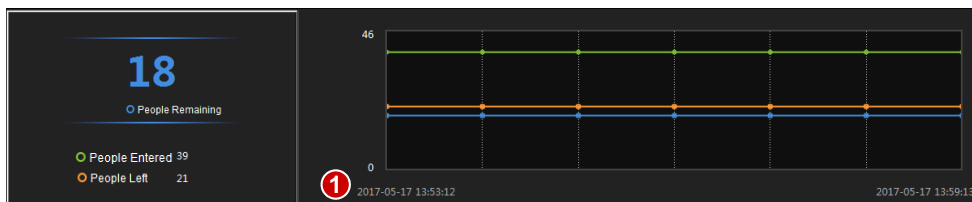
See [Play Live Video](#).

## Realtime Statistics

Select camera(s) and then click the **Count** button to start realtime statistics. Select an NVR or an organization and then click **Count** to enable realtime statistics for all the cameras under the NVR or

in the organization. The camera symbol changes (e.g.,   206.9.251.111\_V\_1).

Statistics are displayed on the right, including:



- Real-time number of people (left): latest counting result. It is the total number when multiple cameras are selected. Three colors indicate different counting types and match the lines on the coordinates on the right side.

- 7 latest counting results (right): axis X (horizontal) means time, and axis Y (vertical) means number of people (minimum is 0, maximum is 10 by default and updates according to the actual counting result).

When enabled, the first counting time is displayed in the lower left corner of axis X (see 1 in the figure above), and the counting result appears on axis Y. The result updates periodically. The latest result is displayed on the right.





### NOTE!

Live view and realtime statistics stop automatically when you close the **People Counting** page or log out of the system.

## Report Statistics

Click the **Report Statistics** tab. Select camera(s) and then click [Today](#) [Last 7 days](#) [Last 30 days](#) ; or set conditions first:

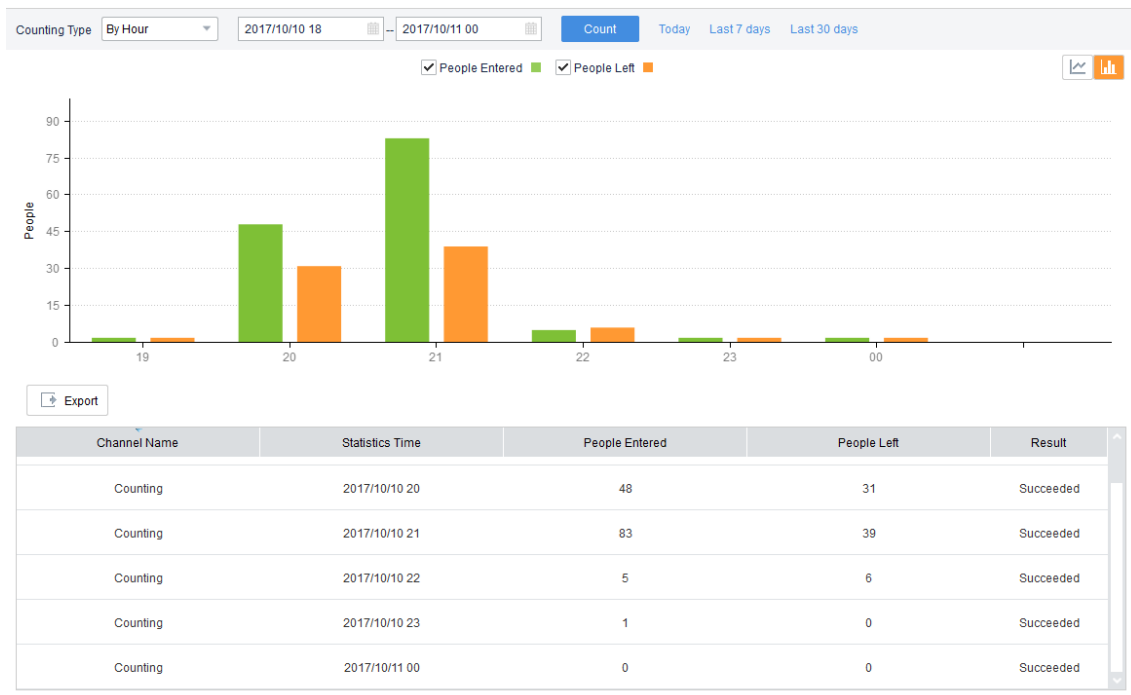
- Count by minute, hour, day or month.
- Set a time period by selecting on the calendar or typing manually.
- Count people entered and/or left by selecting  People Entered  People Left  .
- Display results with a line chart or a bar chart by clicking   .



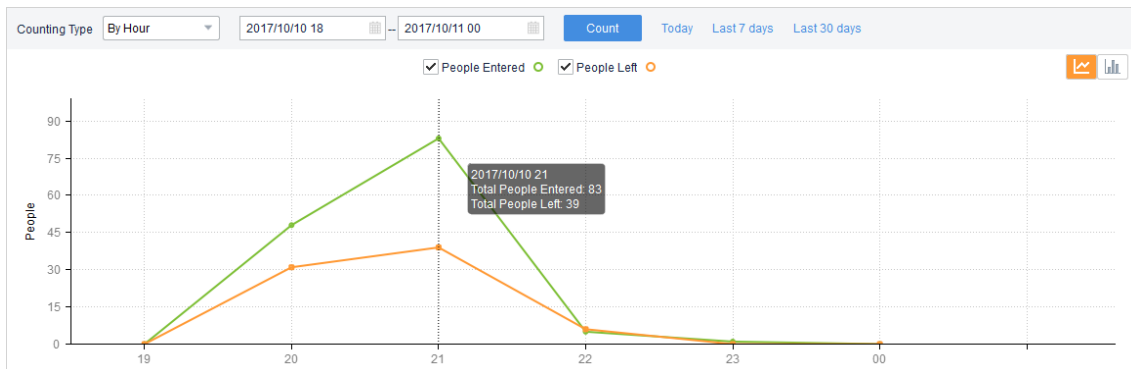
### NOTE!

The maximum time period is 60 time units depending on the counting type (minute, hour, day or month) you choose; for example, 60 months when counting by month, and 60 days when counting by day, etc.

Click **Count**. Results are displayed. Example:



- You may view statistics of a certain time point by hovering the mouse pointer on the chart.



- Click **Export** to export statistics to a USB storage device.

## 9 E-map

Click the **E-map** icon on **Control Panel**. The **E-map** page is displayed.

### Glossary

- Hot spot:** A hot spot is a video channel (camera), alarm input or door access control that is added on the map. A hot spot is displayed as an icon on the map.

- Hot zone: A hot zone is a map on a map. A hot zone is displayed as an icon on the map. You may double-click to open a hot zone and add hot spots on it. Up to 7 layers of maps are allowed.
- Map resources: including maps, hot zones and hot spots.

## Map Configuration

Before you use e-map, you need to complete configurations on the **Edit Map** tab first. You can:

- Click **Picture Management** to add or delete pictures and customize icons. See [Picture Management](#).
- Add hot spots. See [Add a Hot Spot](#).
- Add hot zones. See [Add a Hot Zone](#).



## Picture Management



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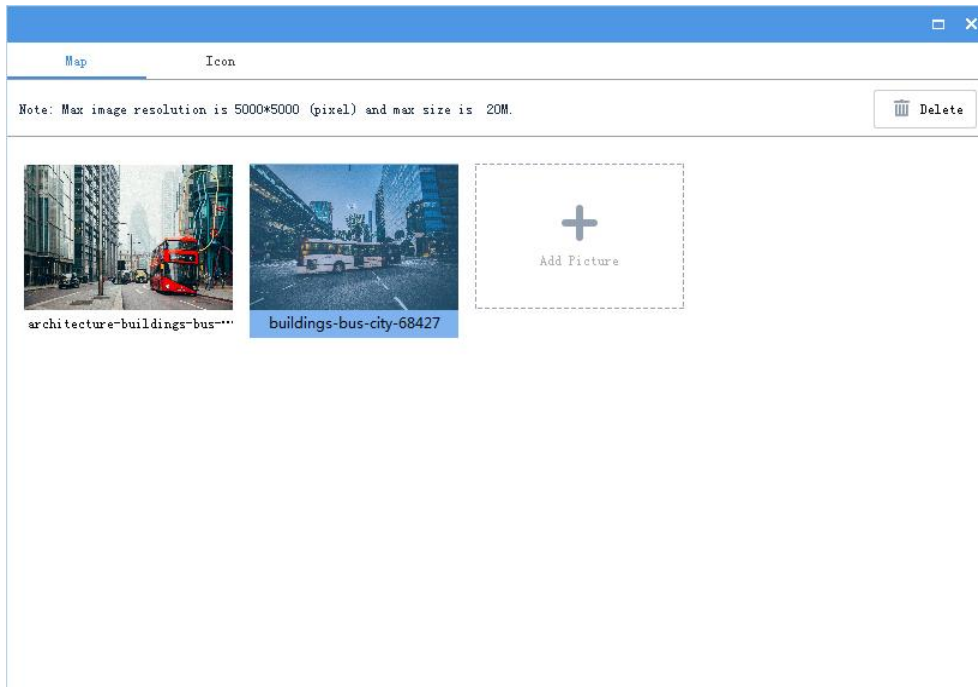
### NOTE!

- This section describes how to add an image map. To use an online map, you need to complete configurations on the Web client at **System > Map Config**.
  - Changing the map mode (**Image Map** or **Online Map**) on the Web client will cause the software client to restart in order to apply the new setting.
- 

For first time use, click  to add pictures; or click  to add or delete images and customize icons.

### Add pictures

Click **Add Picture** to add map pictures. Up to 40 pictures (JPG, PNG or BMP) are allowed. The size of each image shall not exceed 20M.

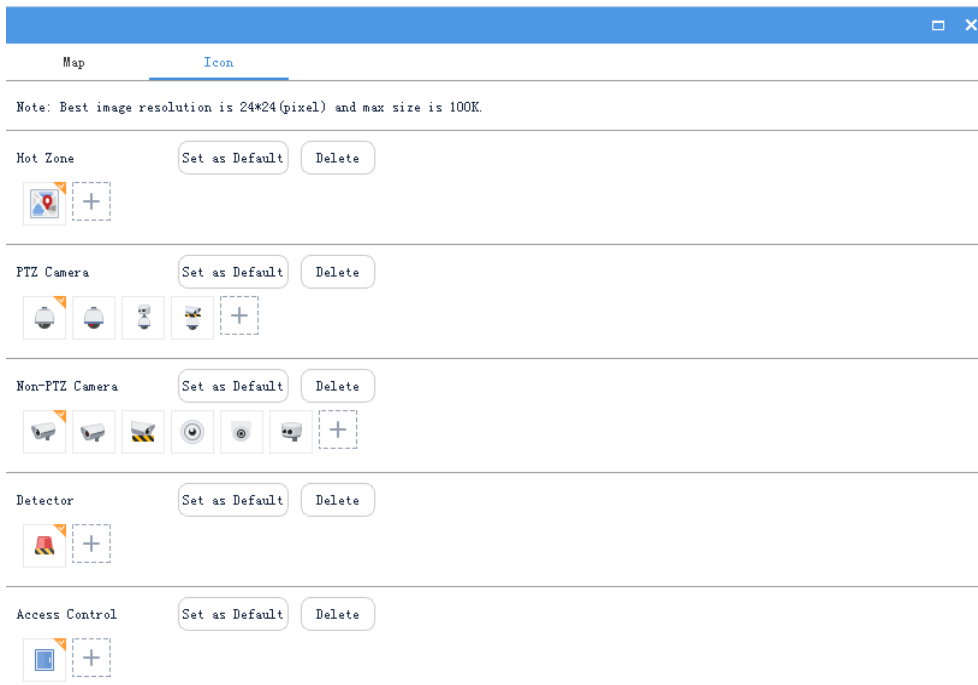


## NOTE!

Added pictures are uploaded to the VMS server. Pictures added as hot zones will be displayed as map resources in the **Map Resources** list.

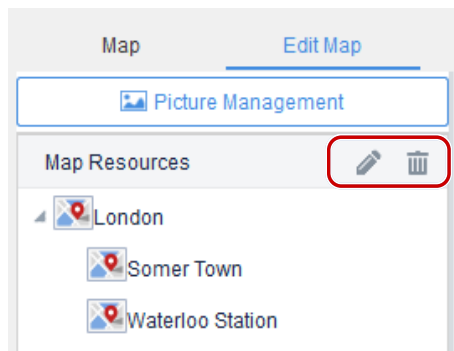
## Customize icons

Click the **Icon** tab to customize icons for hot zones, cameras, etc. You may add new icons, change the default icons, or delete icons.




## Edit or delete map resources

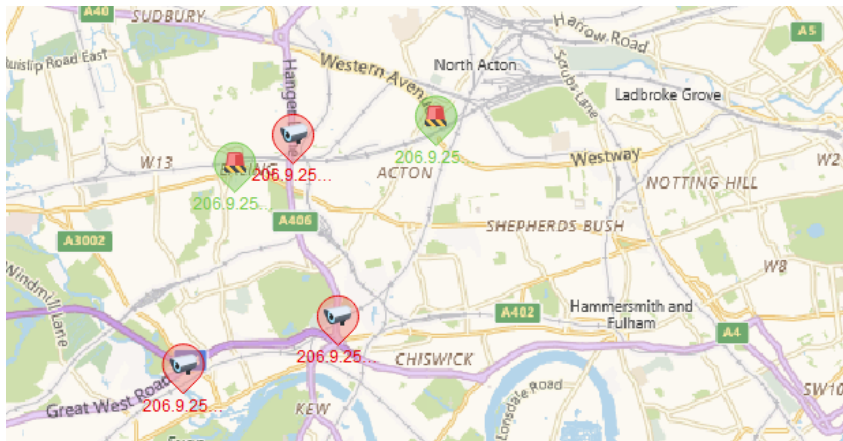
Select a map resource and then click **Edit** or **Delete**.



## Add a Hot Spot

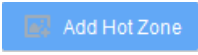
Add hot spots (such as cameras) so you can quickly locate them on the map when any event occurs. This section takes camera as an example to describe how to add a hot spot. The steps to add other hot spot types are the same.

1. Click the **Video** tab (  ). To add a hot spot of other types, click the corresponding tabs.
2. Drag the camera to the intended location on the map. You may right-click the icon to change its name, icon and icon color.
3. (Optional) Right-click the icon to change its name, icon and icon color.
4. Click the **Map** tab to view the added hot spots.



## Add a Hot Zone

Add a map on the map as a hot zone. The hot zone is displayed as an icon on the map and opens when you double-click it.

1. Click  **Add Hot Zone**. A dialog box appears.
2. Enter a name for the hot zone, and choose the desired icon and icon color.

3. Select a picture for the hot zone (or click **Add Picture** to add one), click the **Add** button.
4. The hot zone appears on the map and the **Map Resources** list on the left.
5. Drag the hot zone icon to the intended location on the map.
6. To edit the hot zone, right-click the icon and then click **Edit** (or click the **Edit** button on the top).
7. To delete the hot zone, right-click the icon and then click **Delete** (or click the **Delete** button on the top).



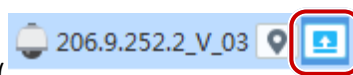
## Map Operations

Perform the following operations on the **Map** tab after operations are completed on the **Edit** tab:

- Live view: View live video from a camera by double-clicking the camera icon on the map. Up to four cameras can be played at the same time. You may also right-click the icon and select **Live View** from the shortcut menu.

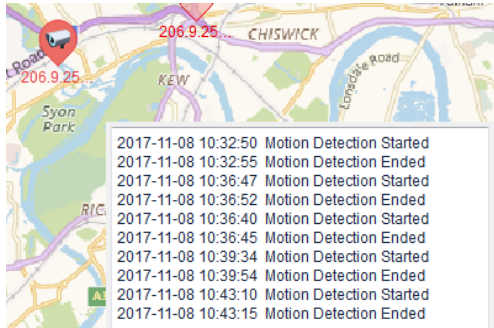


- Playback: Search and play recorded video of a camera. Right-click the hot spot icon and select **Playback**.
- Play live video to video wall: Right-click a video channel on the map and select **Play to Video Wall**. Select the video wall, stream type, window or screen, and then click **Play to Video Wall**.

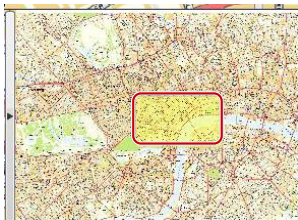


You may also click the button ( ) in the **Map Resources** list.

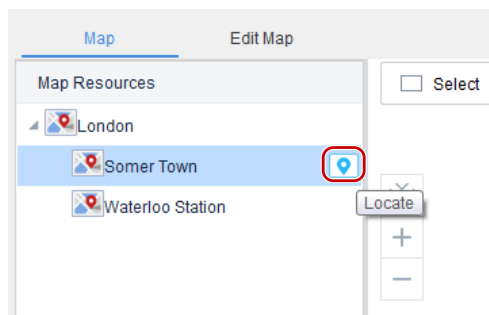
- View alarm info: The hot spot flashes on the map when an alarm occurs. Right-click the icon and select **Show Alarm Info** to view alarm information.



- Clear alarm: Right-click the icon and select **Clear Alarm**.
- Filter hot spots: Select the desired types of hot spots (for example,  Video ) on the top to show certain type(s) of hot spots on the map.
- Select hot spots or hot zones: Click  Select and then drag the mouse to specify an area on the map. A dialog box appears, listing all the hot spots and hot zones in the area. Click **Play to Video Wall, Live View** or **Playback** as needed.
- Zoom in or out on the map: Click  or  (or use scroll wheel) to zoom in or out. Click  to restore the original size. When the map is zoomed in, you may drag the highlighted area in the small window (in the lower right corner) to locate on the main map.



- Locate a hot spot or a hot zone on map: click . The hot spot or hot zone icon is located on the map highlighted.





# 10 Alarm Configuration

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Click the **Alarm Configuration** icon on **Control Panel**. The **Alarm Configuration** page is displayed. Create alarm plans so that the linked object(s) perform triggered action(s) when alarms occur during a certain period. A plan mainly specifies the time template, alarm source(s), alarm type(s), linked object(s), and action(s) to trigger.

Triggered actions include:

- Live view: Display live video from the linked camera(s) in a pop-up window.
- Goto preset: The linked PTZ camera rotates to a preset position (preset for short).
- Alarm output: Output an alarm to external device.
- Alarm to video wall: Play video from the linked camera on the video wall.




## NOTE!

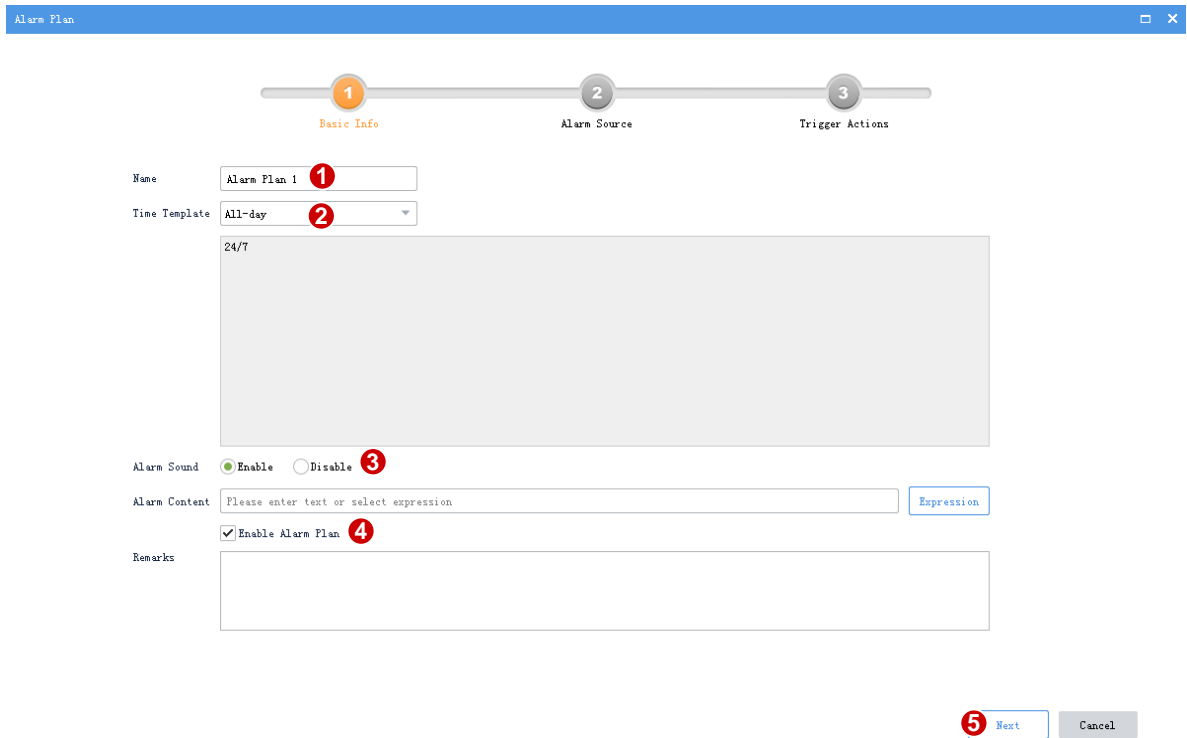
- The time template to be used in an alarm plan needs to be configured beforehand under **Alarm Configuration > Time Template** on the Web client.
- Only alarms that occur within the time period(s) specified in the configured time template will trigger actions.
- You may configure multiple alarm sources in an alarm plan, and specify multiple actions to trigger for an alarm source.
- After you finish the configuration of alarm-triggered actions for an alarm source, you can copy and apply the same trigger actions to other alarm sources without repeating the configuration for each alarm source one by one. See [Copy Trigger Action Configuration](#).
- New alarm plans are enabled by default and can be deleted or disabled as needed.


## Create an Alarm Plan to Trigger Live Video

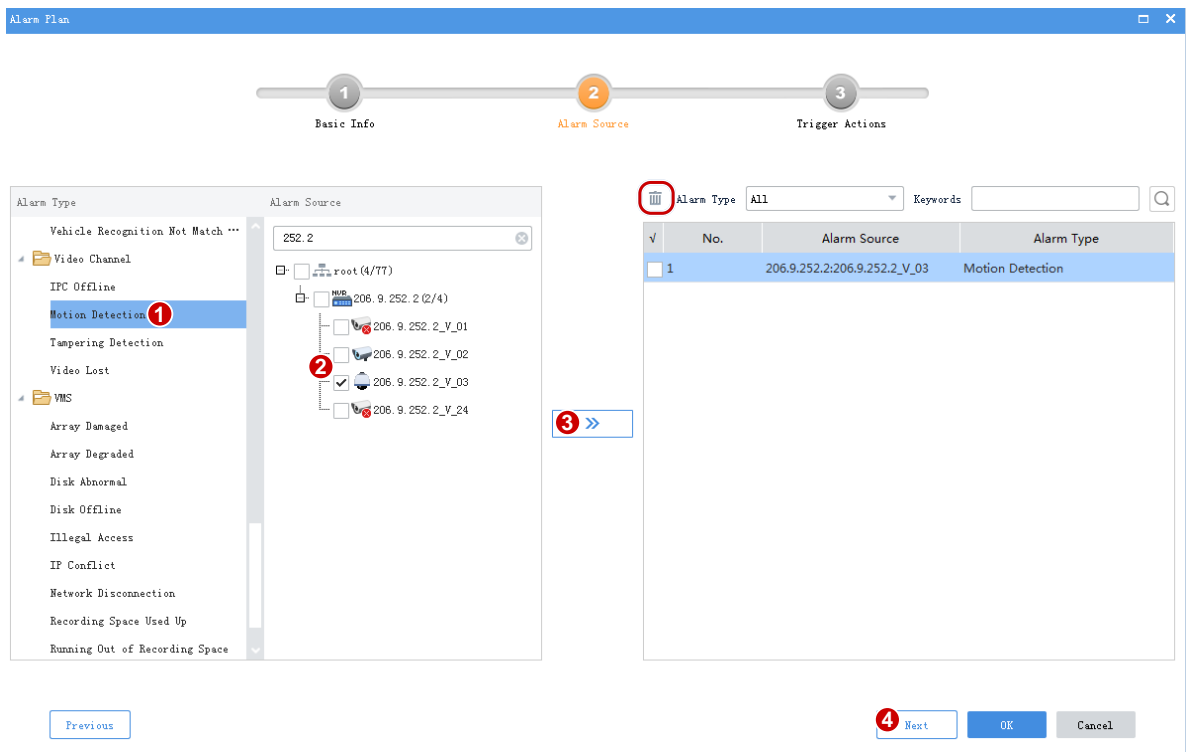
Create an alarm plan so that a window pops up playing live video from linked camera(s) when an alarm occurs.


First click  in the lower left corner and select **Display Link Video** on the top of the page to enable alarm-triggered live view. And then click **Alarm Configuration > Alarm Plan**, click **Add**, and follow these steps:

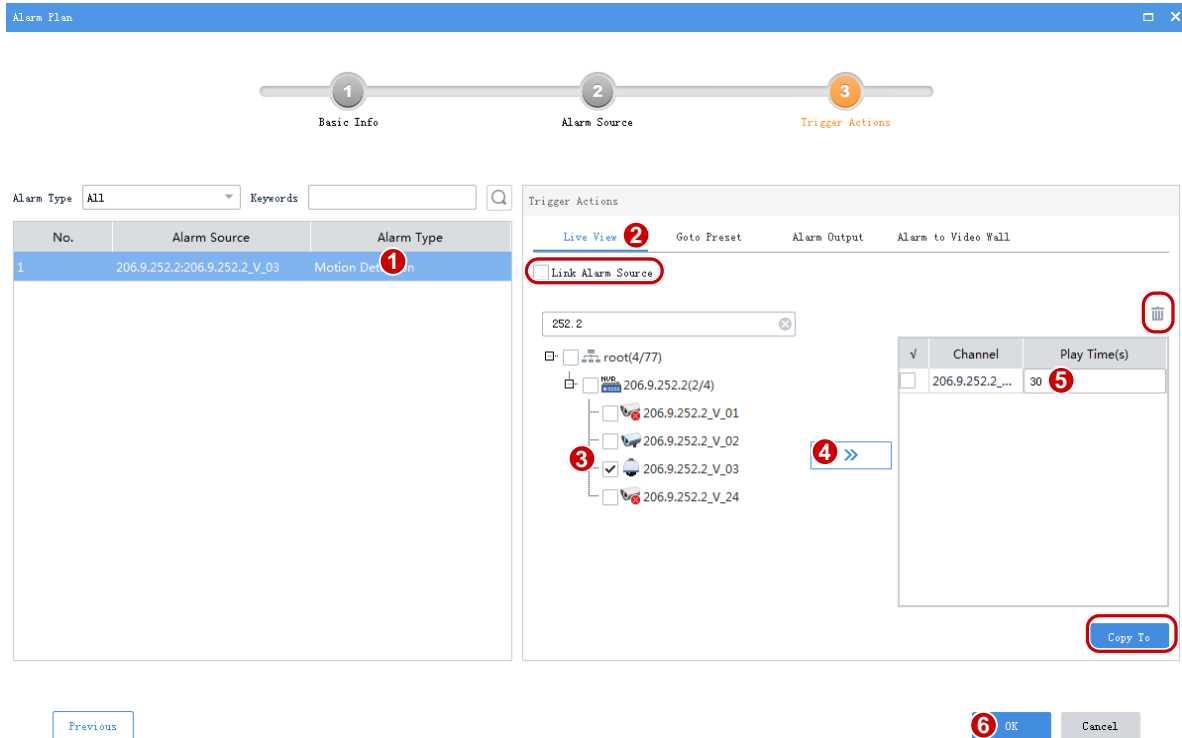
1. Complete the basic information for the alarm plan. The plan name must be unique. The time template is configured on the Web Manager. New alarm plans are enabled by default.



- Set one or more alarm sources and the corresponding alarm types. Use keywords to filter alarm sources. Click  to delete unneeded alarm sources. Take motion detection as an example.



- Set one or more linked objects. If the object to link is the alarm source itself, select **Link Alarm Source**. **Play Time** means the duration of live video to play. Click  to delete unneeded actions, or click **Copy To** to copy trigger actions and apply them to other alarm sources (see [Copy Trigger Action Configuration](#)).



Alarm Plan

1 Basic Info      2 Alarm Source      3 Trigger Actions

Alarm Type: All    Keywords:

No.	Alarm Source	Alarm Type
1	206.9.252.2:206.9.252.2_V_03	Motion Detection

Trigger Actions

Live View (2)    Goto Preset    Alarm Output    Alarm to Video Wall

Link Alarm Source (4)

252.2

- root(4/77)
  - 206.9.252.2(2/4)
    - 206.9.252.2\_V\_01
    - 206.9.252.2\_V\_02
    - 206.9.252.2\_V\_03 (3)
    - 206.9.252.2\_V\_24

4 >>

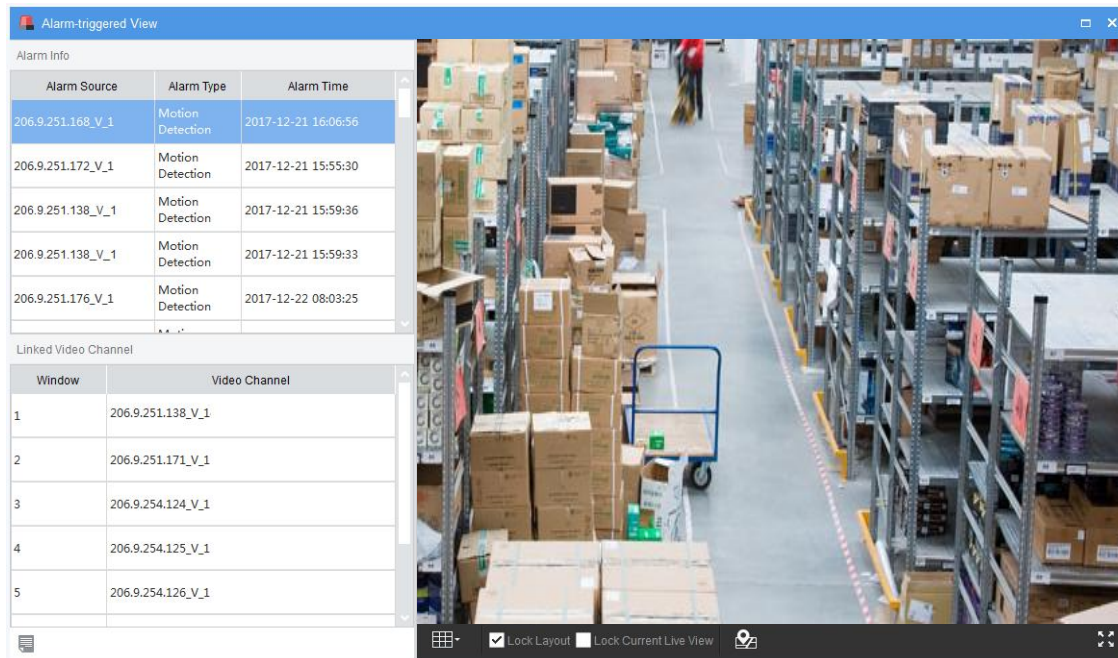
✓	Channel	Play Time(s)
<input type="checkbox"/>	206.9.252.2_...	30 (5)




Copy To (6)

Previous

6 OK    Cancel

- The configured alarm plan appears in the list. You can edit, delete or disable an alarm plan as needed.
- When live video is triggered by an alarm, the window pops up displaying live video and related alarm and camera information.




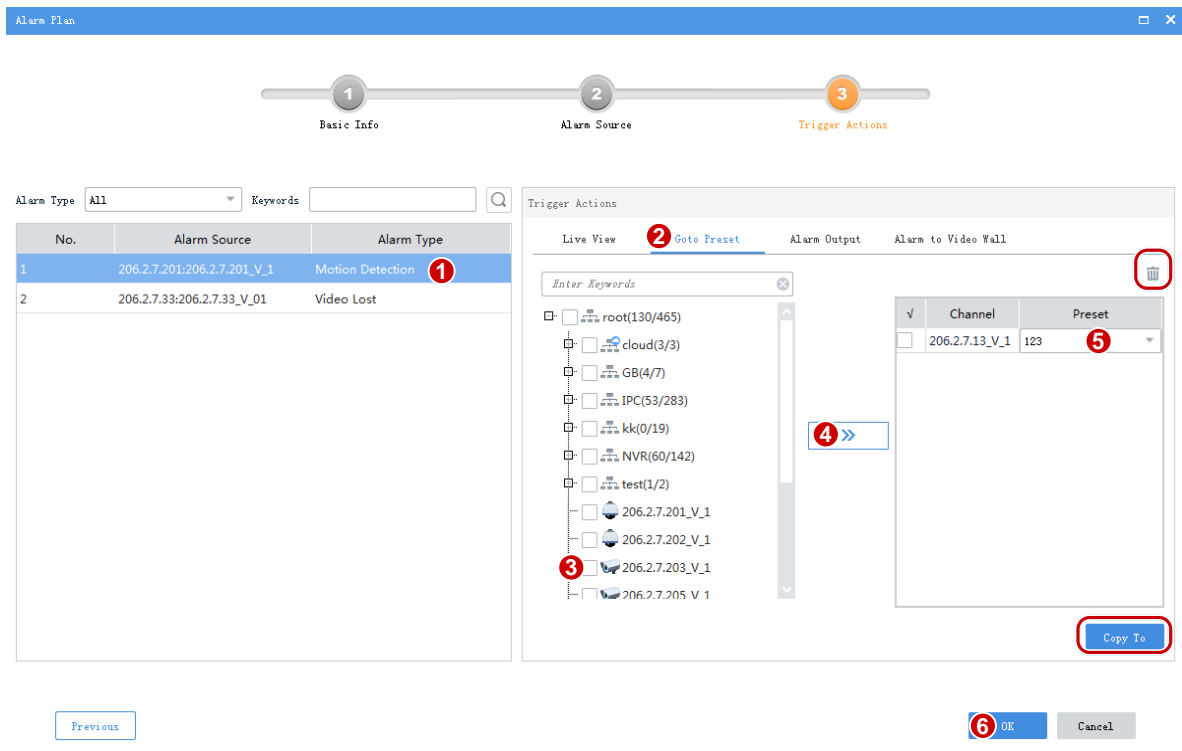
- Click  to set the screen layout (e.g., 1 window).
- Lock layout: By default the check box is not selected, and the layout adapts to the number of cameras automatically. Select the check box as needed so the layout does not change when new alarms occur.
- Lock Current Live View: By default the check box is not selected, and the current live video will be replaced by new alarm-triggered live video. Select the check box as needed so the current live video will not be replaced, and it will not stop automatically when the set play time is over.
- If the alarm source is a camera for which a hot spot has been created on the map, you may click  to open the map and locate the alarm source on the map (see [E-map](#)).
- Click  in the lower left corner (see [GUI Introduction](#)) to open the **Alarm Records** page and view alarm records.
- Other live view operations (see [Window Toolbar](#)).

## Create an Alarm Plan to Trigger Preset

Create an alarm plan so that the linked PTZ camera goes to a preset position (preset for short) when an alarm occurs. The preset should be configured beforehand.


1. Complete the basic information for the alarm plan. Set alarm sources and alarm types. See Step 1 and 2 in [Create an Alarm Plan to Trigger Live Video](#) for details.

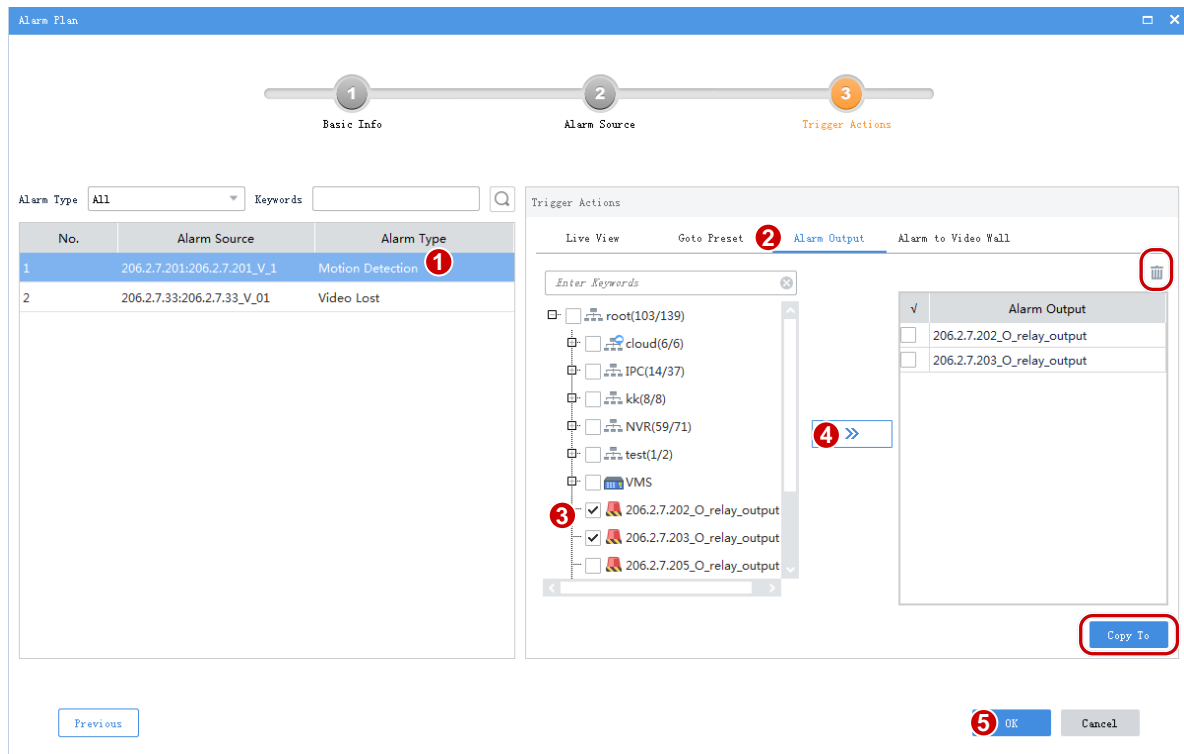
- Set one or more objects to link and select the preset. Click  to delete unneeded actions, or click **Copy To** to copy trigger actions and apply them to other alarm sources (see [Copy Trigger Action Configuration](#)).



## Create an Alarm Plan to Trigger Alarm Output

Create an alarm plan so that the linked object outputs an alarm when an alarm occurs.

- Complete the basic information. Set alarm type(s) and source(s). See Step 1 and 2 in [Create an Alarm Plan to Trigger Live Video](#) for details.
- Set one or more objects (alarm output) to link. Click  to delete unneeded objects, or click **Copy To** to copy trigger actions and apply them to other alarm sources (see [Copy Trigger Action Configuration](#)).



## Create an Alarm Plan to Trigger Alarm on Video Wall

Create an alarm plan so that a video wall starts playing live video from the linked camera when an alarm occurs.

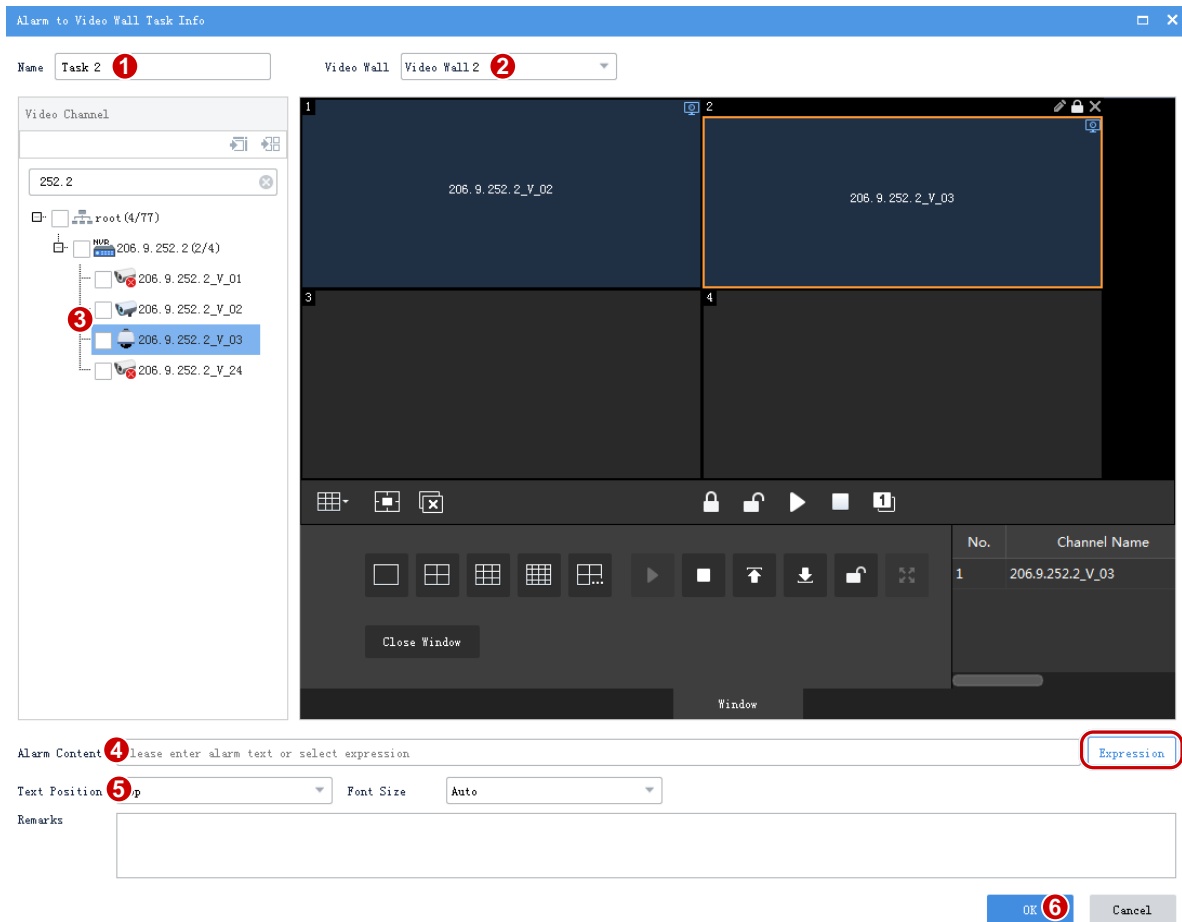
### Create an Alarm to Video Wall Task



#### NOTE!

Configure video wall first (see [Add a Video Wall](#))

Click **Alarm Configuration > Alarm to Video Wall Task**, click **Add** to add an alarm to video wall task. The video wall displayed may vary with the decoding device you are using. The figure below is an example.



## NOTE!

- Step 2 specifies a video wall. For video wall operations, see [Video Wall](#).
- Step 3 specifies the linked video channel and window or split window on the video wall.
- Step 4 sets alarm contents. You can enter contents in the text box, or click **Expression** and then set a contents template.

## Configure Alarm to Video Wall

1. Complete the basic information for the alarm plan. Set one or more alarm sources and the corresponding alarm types. See Step 1 and 2 in [Create an Alarm Plan to Trigger Live Video](#) for details.
2. Configure alarm to video wall.



## NOTE!

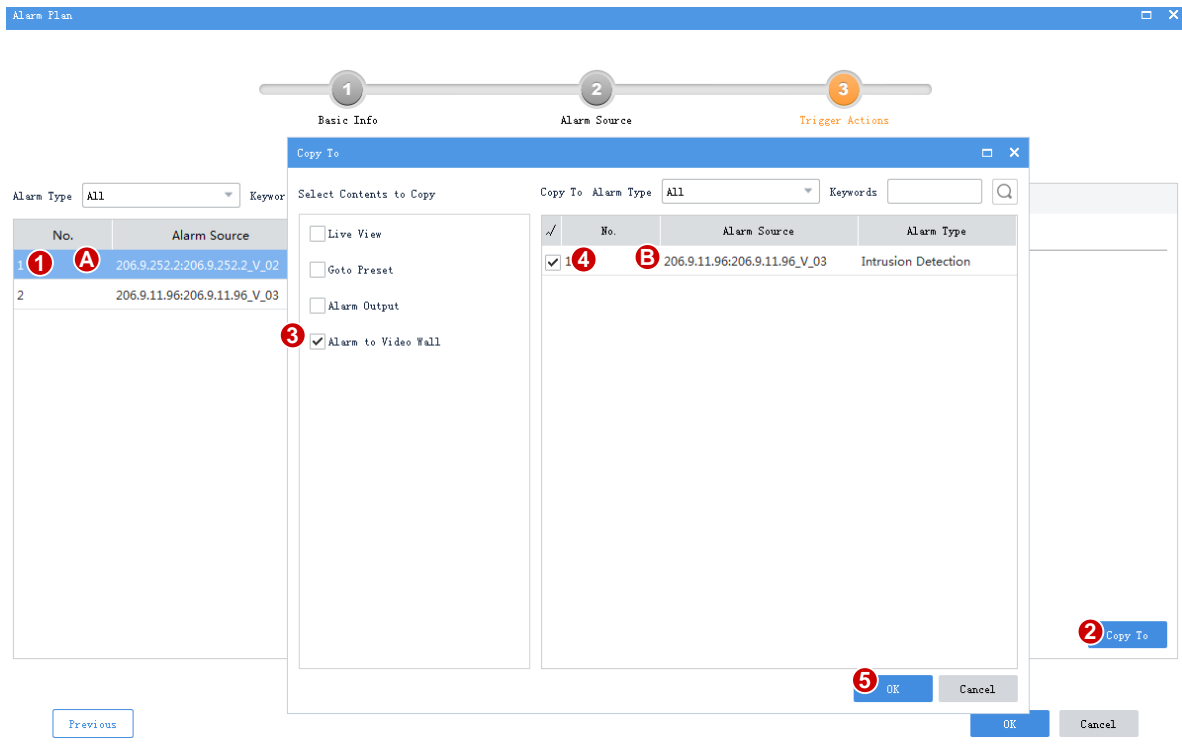
- Step 3 specifies the task.
- If an alarm occurs when video is playing on a video wall, the video will be replaced by the alarm video and resumes when the set play time is over.
- Click **Copy To** to copy trigger actions and apply them to other alarm sources (see [Copy Trigger Action Configuration](#)).
- If a video wall is used by several alarm-to-video-wall tasks, the succeeding alarm video replaces the preceding, and the play time resumes from 0 when the succeeding video starts on the video wall.
- Closing the client software does not affect alarm video playing on the video wall.
- Alarm video playing on the video wall can be replaced by live or recorded video played manually.
- When the alarm type is one of the following: Video Lost, Motion Detection, Tampering Detection, Audio Detection, Defocus Detection, Auto Tracking, High Temperature, Low Temperature, Fan Failure, LED Distribution Box High Temperature, LED Distribution Box Smoke Alarm, the set Play Time is the length of time that video plays after the alarm is ended. For example, the Play Time is set to 20s for a video lost alarm. When a video lost alarm is reported, alarm video starts to play on the video wall, and it stops 20s after the video lost alarm is ended.

## Copy Trigger Action Configuration

After you finish the configuration of alarm-triggered actions (also known as trigger actions) for an alarm source, you can copy these trigger actions and apply them to other alarm sources without repeating configuration for each alarm source one by one.

For example: Copy the Alarm to Video Wall action configured for alarm source A to alarm source B.





# 11 Client Configuration

Click **Client Configuration** on **Control Panel**. The **Client Configuration** dialog box appears. Some parameters are described in the table below.

Parameter	Description
Processing Mode	Real Time Priority or Ultra-Low Delay is recommended when network connectivity is in good performance. Fluency Priority is recommended if there is an obvious time lag.
Stream Type	<ul style="list-style-type: none"> <li>Adapt to Screen Layout: When selected, the client chooses a stream type according to the screen layout: More than 9 windows: Main stream 9 windows or less: Sub stream</li> <li>Use Default Stream Type: Main, Sub, Third</li> </ul>
Display Mode	Adjust video display quality.

Parameter	Description
Stream Transmission Protocol	<p>Transmission protocol used to receive video streams from the front end devices.</p> <p><b>Note:</b></p> <ul style="list-style-type: none"> <li>• <i>TCP is recommended in poor network conditions. After switching from UDP to TCP, you need to restart live view to apply the changed setting.</i></li> <li>• <i>Make sure the software is not blocked by firewall if you choose UDP.</i></li> </ul>
Stream Transmission Policy	<ul style="list-style-type: none"> <li>• Forwarding First: The devices send media streams to the client software via the VMS.</li> <li>• Direct Connection First: The devices first try sending media streams to the client directly; if it fails, the devices send media streams via the VMS.</li> </ul>
Play Main Stream in Maximized Live View Window	<ul style="list-style-type: none"> <li>• Selected: When you maximize a live view window by a double-click or using the shortcut menu, the system automatically switches to the main stream if it is not the current stream type; and when the window restores, so does the stream type.</li> <li>• Not selected (default): Maximizing a live view window does not change the stream type.</li> </ul>
Snapshot Mode	Auto: Save snapshot(s) in specified format to the specified path.
Continuous Snapshot Interval	Time interval between two snapshots.
Continuous Snapshots	Number of snapshots to take every time.
Snapshot Format	JPEG format.
Enable Auto Login to EZVMS	When this feature is enabled, you will log in to EZVMS with the most recent username and password.

## 12 Alarm Control Panel

Click **Alarm Control Panel** on **Control Panel**. The **Alarm Control Panel** page is displayed with two tabs: **Partition** and **Zone**.

- Partition: Arm or disarm partitions. When a detector is triggered in armed status, the alarm control panel will alarm and display it in the **Alarm Status** column.
- Zone: Bypass or unbypass zones under an alarm control panel. Bypassed zones are not protected.

1. To arm or disarm a partition, click the **Partition** tab, select partition(s) and then click **Arm** or **Disarm**.
2. To bypass or unbypass a zone, click the **Zone** tab, select zone(s) and then click **Bypass** or **Unbypass**.

		Bypass		Unbypass	
<input checked="" type="checkbox"/>	Channel Name	Access Gateway	Status	Alarm Status	Operation
<input type="checkbox"/>	2	192.161.12.201	■ Online	--	
<input type="checkbox"/>	3	192.161.12.201	■ Online	--	
<input type="checkbox"/>	4	192.161.12.201	■ Online	--	
<input type="checkbox"/>	5	192.161.12.201	■ Online	--	
<input type="checkbox"/>	6	192.161.12.201	■ Online	--	
<input type="checkbox"/>	7	192.161.12.201	■ Online	--	
<input type="checkbox"/>	8	192.161.12.201	■ Online	--	
<input type="checkbox"/>	9	192.161.12.201	■ Online	--	

## 13 Access Control

Click **Door Access Control** on **Control Panel**. The **Door Access Control** page is displayed with four tabs: **Manual Control**, **Entry/Exit Records** and **Personnel Management**.

- **Manual Control:** Open/close manually on the software client.
- **Visitor Management:** Sign in and sign out visitors.
- **Records Search:** Search entry/exit and attendance records.
- **Visitor Config:** Configure permission groups and add visitors to the blacklist.

### Manual Control

Open or close doors on the software client.

Click an access controller or access control device. The doors are listed. Click the **Open Door** or **Close Door** button in the **Operation** column to open or close a door; or select multiple doors and then click the **Open Door** or **Close Door** button on the top to open or close doors in batches.

		Open Door		Close Door	
<input checked="" type="checkbox"/>	Channel Name	Device	Status	Door Status	Operation
<input type="checkbox"/>	West	206.10.9.55	■ Online	--	
<input type="checkbox"/>	East	206.10.9.55	■ Online	--	

### Permission Configuration

Configure permission groups so you can assign them when signing in visitors. You can also add visitors to the blacklist to forbid access.

## Configure a Permission Group

Add a permission group so you can assign it to visitors.

Click **Visitor Config > Permission Group**, click **Add**, and then follow the steps as illustrated.



### NOTE!

- For step 2: By selecting the **Copy From** check box, you can copy settings from a similar permission group that already exists.
- For step 3: Select a time template. The permission group is effective only during the time specified by the time template. The time template is configured on the Web client.

## Add a Visitor to the Blacklist

Add a visitor to the blacklist by clicking **Add** at **Visitor Config > Blacklist** and inputting the person's ID number. The system will alert you when you sign in a visitor who is on the blacklist.

## Visitor Management

Sign in or sign out visitors on the **Visitor Management** tab.

## Sign In a Visitor

1. Click the **Sign In** button. Complete the required information.

Sign In

1 Complete Basic Info

2 Assign Access Permission

\* Visitor's Name: Peter

\* ID Type: ID Card

\* ID No.: 111111

Gender:  Male  Female

Phone No.:

Remarks:

Total Visitors: 1

Organization: XX Company

Person to Visit:

Department:

Photo of Visitor (Up to 6 photos)

Add Picture

Reset

Next

Cancel

2. Assign permissions to the visitor, including specifying a valid period and a permission group. The permission group is configured in visitor configuration beforehand (see [Configure a Permission Group](#)), and the valid period means when the access permissions are effective. The actual valid time of the assigned permissions are the intersection of the valid time set here and the time template that you choose.

Sign In

1 Complete Basic Info

2 Assign Access Permission

Visitor's Name: Peter


Valid Time: 2019/08/27 00:00:00 ~ 2019/08/27 23:59:59

Permission Group

Enter Keywords

East@West

Previous OK Cancel

3. Click **OK** to complete sign-in.
4. Click  in the **Operation** column to check whether permissions are assigned successfully.

## Sign Out a Visitor

Sign out a visitor when the visit completes. The visitor has no access permissions after being signed out.

1. Search the visitor you want to sign out. Clicking **Search** without setting any conditions will list all visitors.
2. Select the visitor to sign out and then click **Sign Out**.

Visitor Info
□ ×

\* Visitor's Name

\* ID Type

\* ID No.

Gender  Male  Female

Phone No.

Remarks

Total Visitors

Organization

Person to Visit

Department

Photo of Visitor (Up to 6 photos)

## Search Records

Search and export entry/exit records and attendance statistics on the **Records Search** tab.

### Search Entry/Exit Records

Search entry/exit records of a specified door during a certain period.

Entry/Exit Records
Attendance Statistics

Start and End Time  ~  Last 7 days Last 30 days Last 90 days

Door  Name

Direction    Type

✓	Door	Direction	Name	Type	Entry/Exit Time	Phone No.	Department	Captured Photo	Registered Photo

### Search Attendance Statistics

Search a person's attendance records during a specified period.

Entry/Exit Records
Attendance Statistics

Please select department  dept

Start and End Time  ~  Today Last 7 days Last 30 days

Name  Person ID

Date	Name	Person ID	Department	Door	First In	Last Out	Duration	In & Out Details

# 14 Face Recognition

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Manage face libraries and monitoring tasks, view live images from cameras, search alarm records and pass-through records.



## NOTE!

Operation will fail when adding, modifying or deleting face libraries or monitoring tasks from different clients at the same time.

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## Face Library Management

Face library consists of face images and other face related information. By customizing face libraries, you can manage faces in different categories to meet different monitoring needs. First you create face libraries and then add face data to the libraries. Up to 15 custom libraries are allowed.

### Create Face Library

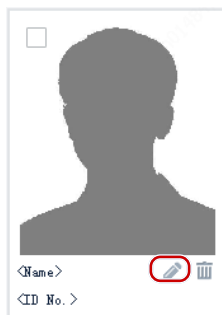
Click the add sign (+) in the face library tree on the left. To rename a library, click **Edit**.

### Add Face Data

Add face data to a face library. There are many ways to add face data.

#### Option 1: Use Batch Add

1. Click the target face library on the left, and then click **Batch Add** on the right. The images to select must be JPG files and each must not be greater than 512KB.



2. Click the edit button to enter person information. You can customize attributes such as height and color (see Customize Attributes).



\* Name  Date of Birth 2000/1/1

Gender  Male  Female Nationality

\* ID Type ID Card Province

\* ID No.  City

Height  Color

Note: To continue editing, click Next.

Next Finish Cancel

3. Click **Next** to save and continue to the next, or click **Finish**.
4. Click **OK** when you complete information for all the faces.

### Option 2: Import a file containing face data

Use this method if you have a file that contains the necessary face data. The file and its content must conform to the format, and each image must not be greater than 512KB.

Note: If an ID number in the imported file already exists in the system, then the corresponding information in the system will be overwritten by the imported file.

1. Click **Import** and then select the file. The imported data appear in the list. You can click the button in the list's upper right corner to switch display mode.

Select All + Batch Add Delete Remove Import Export Download Template

Michael 009	John 008	David 007	Schmit 006	Obama 005	Schoeder 004	Mason 003

2. Edit or delete face data; click Export to save the face data in the current library to a CSV file.

## Assign Faces

Assign faces from the root library to a library or libraries that you have created (known as custom libraries). One face may belong to multiple face libraries. The assign operation can only be done

under the root library, and faces can only be assigned to libraries that are not in use for monitoring. To reassign a face that has already been assigned to a custom library, you need to remove the face from the custom library first.

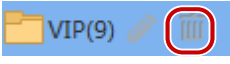
### Assign

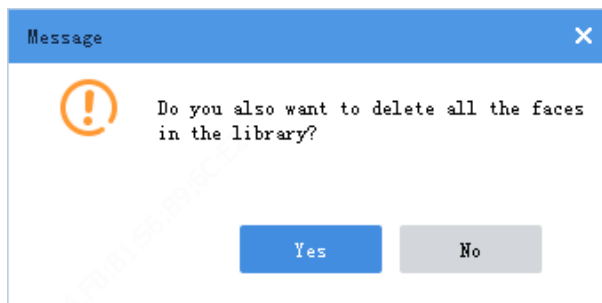
Click the root library on the left, select the face(s) on the right, and then click **Assign**. You can select one or more face libraries.

### Remove

"Remove" is the reverse operation of "assign" and only works for faces that have already been assigned. After being removed from custom libraries, the faces belong to the root library only and then can be reassigned.

## Delete a Face Library

Click the delete button (e.g., ). A prompt message appears. If the library you want to delete contains data, a second message appears, asking whether you also want to delete the data with the library. Choosing **Yes** will delete all the data with the library; choosing **No** will only delete the library and keep all the data in it. The default system library cannot be deleted. A library that is being used by a monitoring task cannot be deleted in this way.



## Customize Attributes

Customize face data attributes such as **Height**, **Color**. You need to enable the attribute(s) before they appear in person information.



# Monitoring Task

Use the created face libraries or imported faces for monitoring. The system compares the captured faces with the faces used for monitoring, analyzes, and reports alarms based on the monitoring type you set.

1. Click **Add** to create a monitoring task.

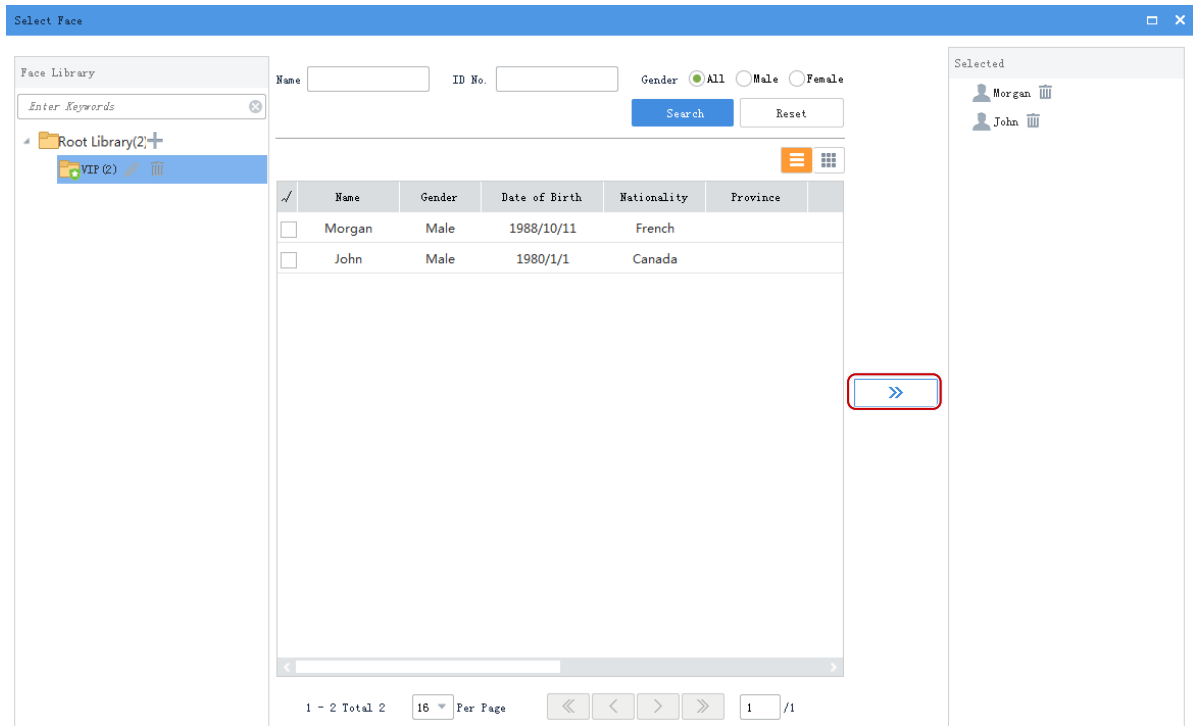
The screenshot shows a dialog box titled "Add Monitoring Task". It contains the following fields and options:

- Task Name:** An empty text input field.
- Monitoring Type:** Two radio buttons: "Match Alarm" (selected) and "Not Match Alarm". A help icon (?) is to the right.
- Remarks:** An empty text area.
- Monitoring Object:** Two radio buttons: "Face Library" (selected) and "Face".
- Face Library:** A section with a header "Face Library" and a list containing a folder icon and the text "VIP (3)".

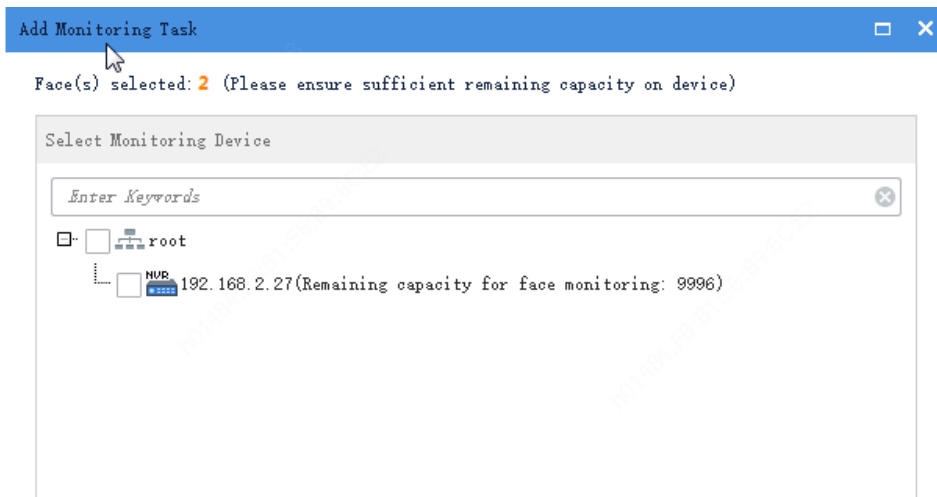
2. Set task details.
  - **Match Alarm:** The system reports such an alarm when it finds a match in the library or among the selected faces with a captured face; for example, when the system identifies a VIP guest.
  - **Not Match alarm:** The system reports such an alarm when it fails to find any match in the library or among the selected faces for a captured face, for example, when the system detects a stranger.
  - **Monitoring Object:** Choose **Face Library** or **Face**. The selected face library or faces will be used for comparison with the faces captured by cameras. If you choose **Face Library**, one face library can be selected; if you choose **Face**, you can select up to 32 faces for this monitoring task. Take Face for example.

The screenshot shows the same "Add Monitoring Task" dialog box, but with the "Monitoring Object" set to "Face". A "Select Face" button is highlighted with a red box. Below it is a note: "Note: Up to 32 faces are allowed." Below the note is a section titled "Selected" with an empty list area.

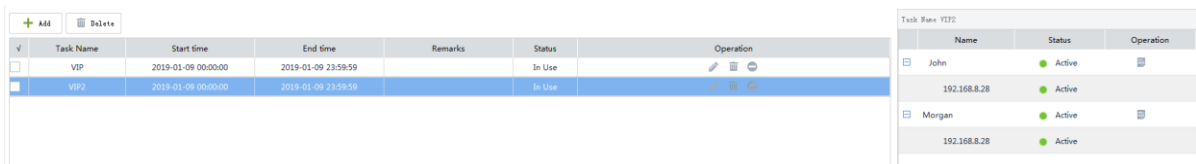
3. Select faces for the monitoring task. You may select from different libraries.



4. Select device(s) to be used for monitoring. Make sure the device(s) have sufficient capacity for this task; otherwise, the task will fail.




5. Click OK.
6. The newly created task appears in the list. You may click to view details.



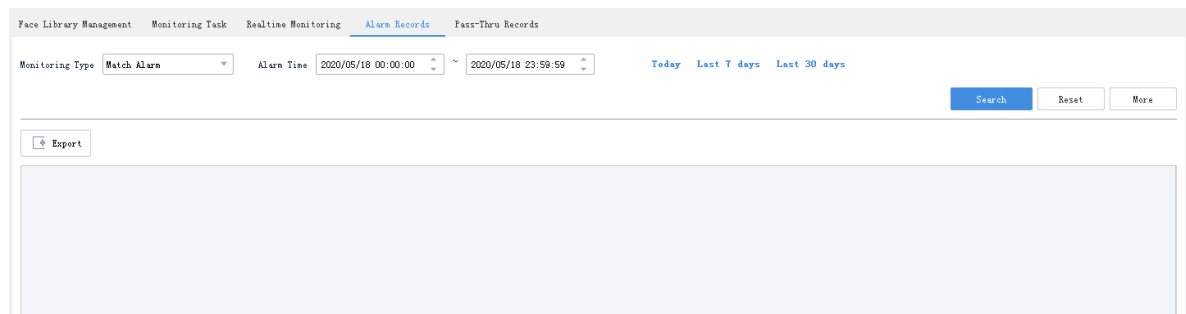
## Realtime Monitoring


View live images and snapshots of faces captured by specified cameras. View alarm records, including personal information, captured faces (snapshots) and faces saved in the system for

monitoring. Filter alarm records by choosing **Current Camera(s)** from the drop-down list. Only alarm records related to the cameras you are playing will be displayed. In the **Snapshots** area on the right or on the **Not Match Alarm** tab on the bottom, place the mouse cursor on a snapshot. Click , and then enter information including name and ID number. Click **Next**, select a face library and add the face to the face library.


## Alarm Records

Search alarm records by alarm type, time and personal information. Click **Export** to save search results as a CSV file. You may open the file with Microsoft Excel.



When the monitoring type is **Not Match Alarm**, select the person you want to add from the alarm record. Place the mouse cursor on the snapshot. Click , enter information including name and ID number. Click **Next**, and then select a face library and add the face to the face library.

## Pass-Through Records

Search for records of people passing through a specified camera during a certain period. Click a record in the list to view the complete snapshot. Click **Export** to save search results as a CSV file. You may open the file with Microsoft Excel. Place the mouse cursor on the face that you want to add to a face library. Click , enter information including name and ID number. Click **Next**, and select a face library and add the face to the face library.

# 15 LPR

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Manage vehicle libraries and monitoring tasks, view live images from cameras, search alarm records and pass-through records.

# Vehicle Library Management

Vehicle library consists of vehicle images and other vehicle related information. By customizing vehicle libraries, you can manage vehicles in different categories to meet different monitoring tasks. First you create vehicle libraries and then add vehicle data to the libraries. Up to 15 custom libraries are allowed.

## Create Vehicle Library

Click + in the vehicle library tree on the left. To rename a library, click **Edit**.

## Add Data

Add vehicle data to a vehicle library. There are many ways to add vehicle data.

### Option 1: Use Batch Add

Click the target vehicle library on the left, and then click **Batch Add** on the right. The vehicle photo is used to compare with vehicle snapshots. The images to select must be JPG files and each must not be greater than 2M.

### Option 2: Import a file containing vehicle data

Use this method if you have a file that contains the necessary vehicle data. The file and its content must conform to the format, and each image must not be greater than 512KB.

Click **Import** and then select the file. The imported data appear in the list.

## Assign Vehicles

Assign vehicles from the root library to a library or libraries that you have created (known as custom libraries). One vehicle may belong to multiple vehicle libraries. The assign operation can only be done under the root library, and vehicles can only be assigned to libraries that are not in use for monitoring. To reassign a vehicle that has already been assigned to a custom library, you need to remove the vehicle from the custom library first.




### Assign

Click the root library on the left, select the vehicle(s) on the right, and then click **Assign**. You can select one or more vehicle libraries.

### Remove

"Remove" is the reverse operation of "assign" and only works for vehicles that have already been assigned. After being removed from custom libraries, the vehicles belong to the root library only and then can be reassigned.

## Delete a Vehicle Library

Click the delete button (e.g.,  Danrous(13)   ). A prompt message appears. If the library you want to delete contains data, a second message appears, asking whether you also want to delete the data with the library. Choosing **Yes** will delete all the data with the library; choosing **No** will only

delete the library and keep all the data in it. The default system library cannot be deleted. A library that is being used by a monitoring task cannot be deleted in this way.

## Monitoring Task

Use the created vehicle libraries or imported vehicles for monitoring. During the monitoring time, the system compares vehicle snapshots with the vehicles used for monitoring, analyzes, and reports alarms based on the monitoring type you set.

1. Click **Add** to create a monitoring task.

The screenshot shows the 'Add Monitoring Task' dialog box. The 'Task Name' field is filled with 'Dangerous Vehicles'. The 'Monitoring Time' field shows a range from '2019/01/07 00:00:00' to '2019/01/07 23:59:59'. The 'Monitoring Type' section has 'Match' selected with a radio button. The 'Cause' dropdown menu is set to 'Emergency Control'. The 'Remarks' field is empty. The 'Monitoring Object' section has 'Vehicle Library' selected. Below this, a list of vehicle libraries is shown: 'Root Library (5)' and 'Dangerous Vehicles (5)'. The 'Dangerous Vehicles (5)' library is selected with a radio button. At the bottom of the dialog are 'OK' and 'Cancel' buttons.

2. Set task details.
  - Monitoring time: Time when the task is effective.
  - Match Alarm: The system reports such an alarm when it finds a match in the library or among the selected vehicles for a captured vehicle; for example, when the system detects a vehicle on the wanted list.
  - Not Match alarm: The system reports such an alarm when it fails to find any match in the library or among the selected vehicles for a captured vehicle; for example, when the system detects an unknown vehicle.
  - Monitoring Object: Choose **Vehicle Library** or **Vehicle**. The selected vehicle library or vehicles will be used for comparison with the vehicles captured by cameras. If you choose **Vehicle Library**, one vehicle library can be selected; if you choose **Vehicle**, you can select up to 32 vehicles for this monitoring task. Take **Vehicle Library** for example.

## Realtime Monitoring

View live images from specified cameras and snapshots of license plates. View alarm records, including vehicle information and vehicle snapshot. Select **Current camera(s)** from the drop-down list to filter alarm records. Only alarm records from the live view cameras will be displayed.

## Alarm Records

Search alarm records by alarm type, time and vehicle information.

Monitoring Type: Match Alarm Start Time: 2019/01/14 00:00:00 End Time: 2019/01/14 23:59:59 Today Last 7 days Last 30 days

Camera Name: Plate No.: All Plate Color: All

Vehicle Color: All Cause: Robbed Vehicle

Search Reset

Export

Plate Image	Plate No.	Plate Color	Plate Type	Vehicle Type	Vehicle Color	Camera Name	Snapshot Time	Cause	Speed
-------------	-----------	-------------	------------	--------------	---------------	-------------	---------------	-------	-------

- Click an alarm record in the list to view alarm details.
- Click **Export** to save search results as a CSV file. You may open it with Microsoft Excel.

## Pass-Through Records

Search for records of vehicles that passing through a specified camera during a certain period.

Start Time: 2019/01/09 00:00:00 End Time: 2019/01/09 23:59:59 Today Last 7 days Last 30 days

Camera Name: 192.168 Plate No.: All Plate Color: All Vehicle Color: All

Search Reset

Export

Plate Image	Plate No.	Plate Color	Plate Type	Vehicle Type	Vehicle Color	Camera Name	Snapshot Time	Speed
	无车牌	Other	Small Vehicle	Other	Other	192.168.11.138_V_1	2019-01-09 20:14:37	38km/h

Details

Snapshot Time: 2019-01-09 20:14:37  
Camera Name: 192.168.11.138\_V\_1  
Plate No.: 浙A  
Plate Color: Other  
Plate Type: Small Vehicle  
Vehicle Type: Other  
Vehicle Color: Other  
Speed: 38km/h

- Click a record in the list to view the complete snapshot.
- Click **Export** to save search results as a CSV file. You may open the file with Microsoft Excel.



# 16 Behavior Search

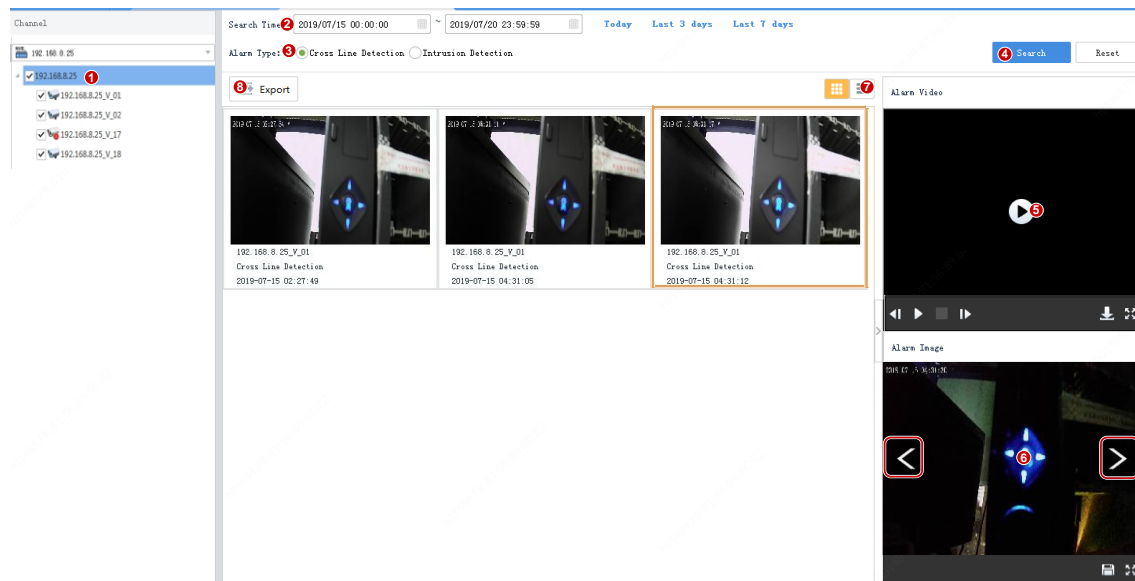
Click **Behavior Search** on **Control Panel** to search VCA images and recordings from an NVR.



## NOTE!

This feature is available on certain NVR devices/versions. Currently this feature only supports Cross Line Detection and Intrusion Detection.

1. Follow the steps as illustrated on the image.



2. Perform the following operations as needed.

- Double-click an image in the list to view it in full screen.
- Play or download the alarm video (5). The alarm video is 10 seconds long (5s before and 5s after the alarm time).
- View or save the alarm image (6). You can click the left or right arrow to view the previous or next image.
- Click (7) to switch to list mode.
- Click (8) to export search results.

# 17 Mixed Traffic Detection

Click **Mixed-Traffic Detection** on **Control Panel** to monitor pedestrians, motor vehicles and non-motor vehicles and search detection records.

# Realtime Monitoring

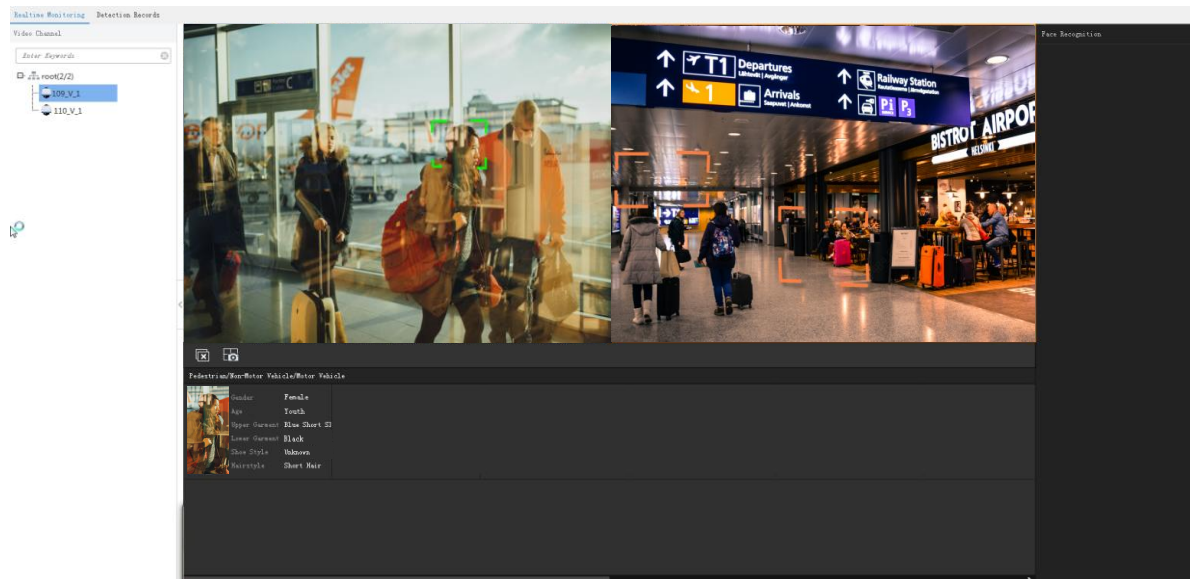
1. Double-click a camera to start live video and view face recognition or traffic detection data. Two cameras are allowed.



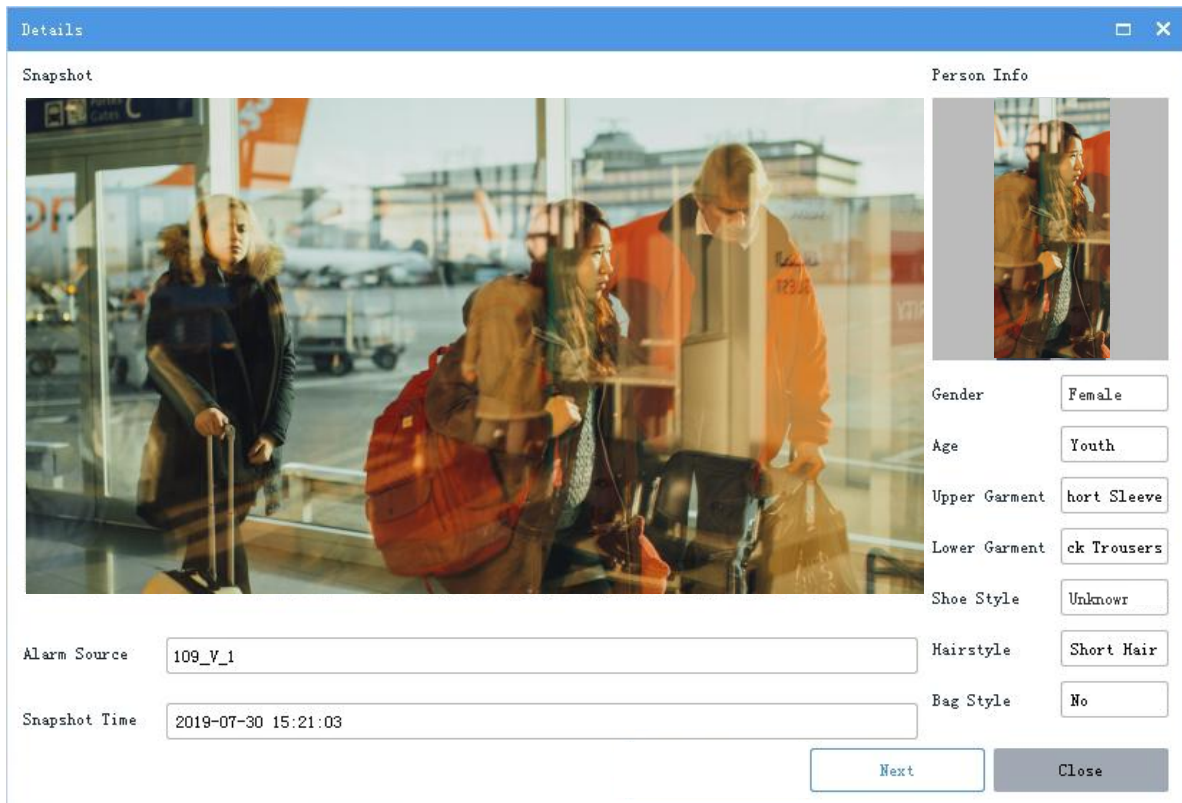
## NOTE!

If VCA Rule is enabled, detection boxes will appear on the image. The color of the detection boxes may vary depending on the object type.

2. Live view operations are allowed when you are monitoring (see Live View Operations).



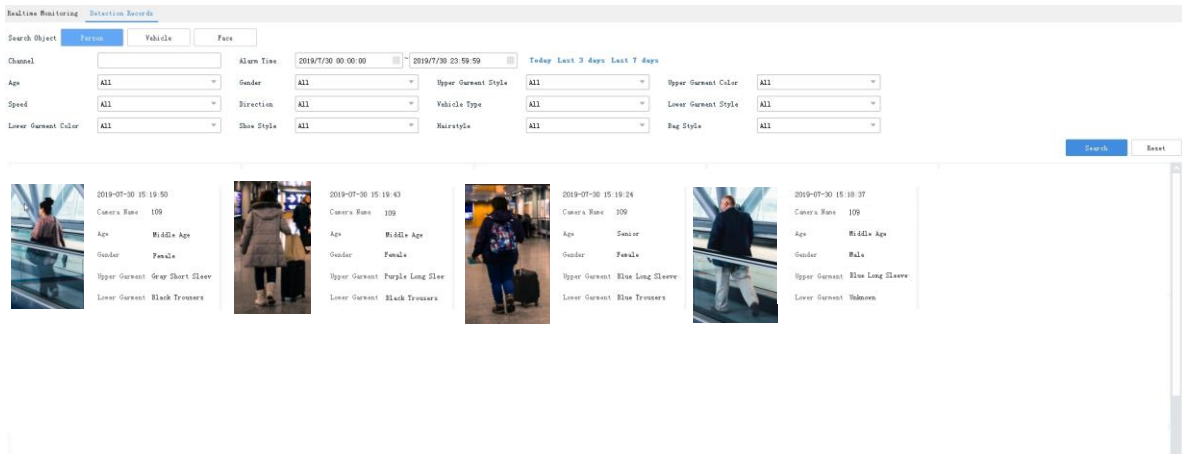
3. Click a record to view its details.



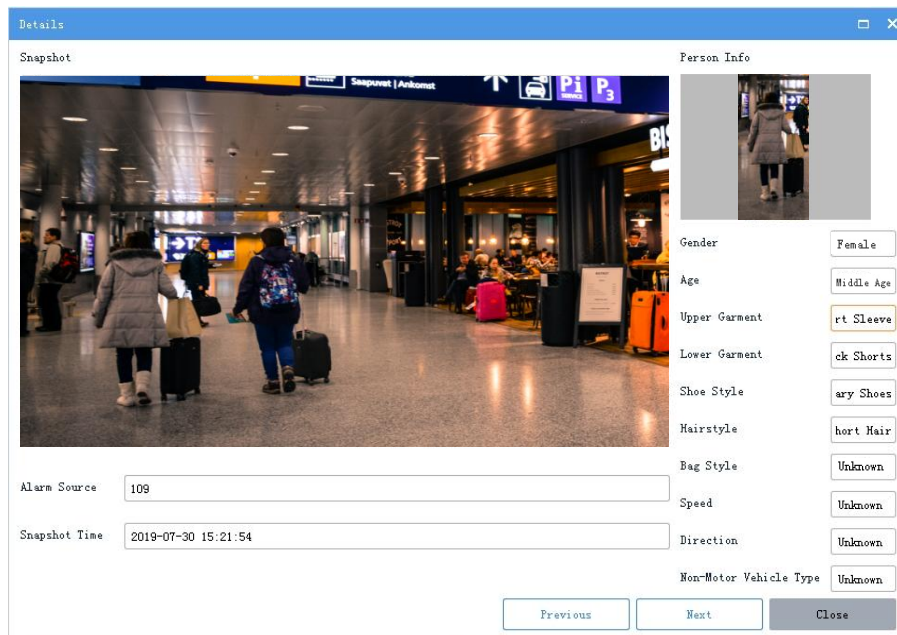
4. Double-click the snapshot to view it in full screen.

## Detection Records

1. Search detection records of persons, vehicles or faces. Take a search of person detection records as an example.



2. Double-click a record to view its details.



3. Double-click the snapshot to view it in full screen.

## 18 Resource Management

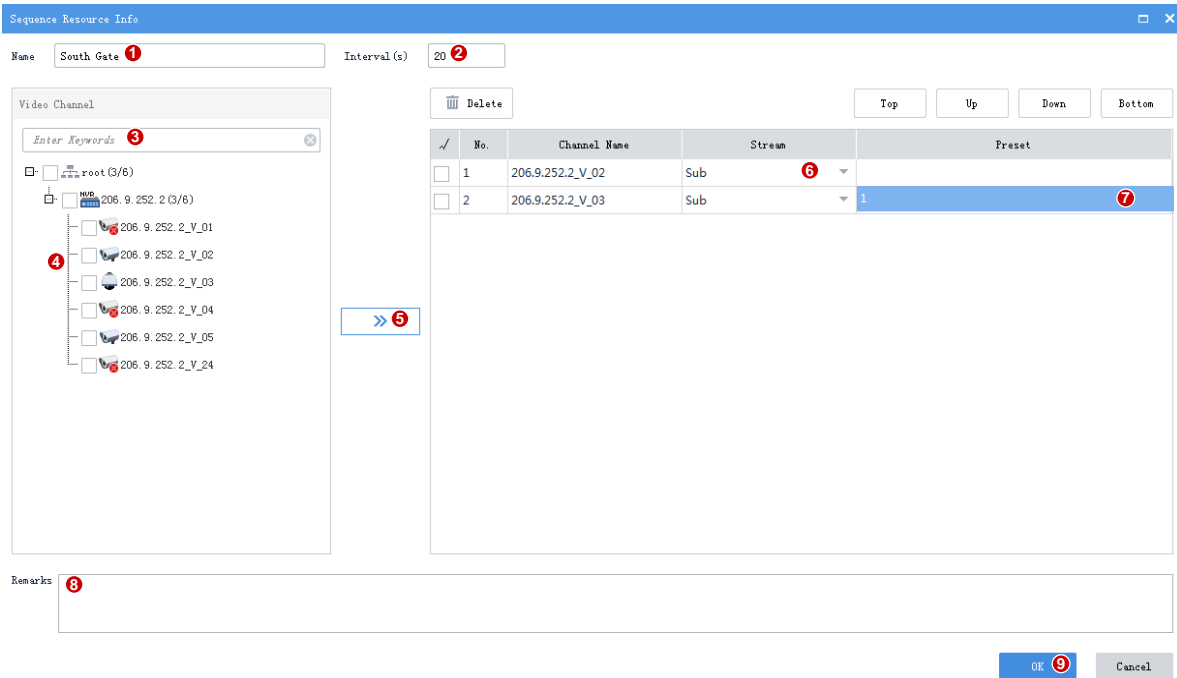
---


Click **Resource Management** on **Control Panel** to manage sequence resources, views and view sequences.

### Sequence Resource

Select and arrange cameras in certain order as a group for use in live view and video wall.

Click the **Sequence Resource** tab, click **Add**, and then follow the steps to create a sequence resource.



1. Enter the resource name.
2. Set the time interval at which a cameras switches to the next.
3. (Optional) Enter keywords to filter cameras.
4. Select cameras.
5. Click . The selected cameras are added to the list. Click **Top**, **Up**, **Down** or **Bottom** buttons to adjust the order.
6. Select a stream type. The stream type available may vary with camera. An unsupported stream type (e.g., MJPEG video stream) is not displayed.
7. Select presets (only applicable to PTZ cameras with configured presets).
8. (Optional) Enter a description of the sequence resource.
9. Click **OK**.



### NOTE!

New sequence resources are enabled by default and displayed in the View and Video Wall modules. For more information about how to use sequence resource, see [View](#) and [Video Wall](#).

## View

Manage views, including the screen layout (how many windows and how they display) and binding cameras or sequence resources. The created view appears on the **View** list on the **Live View** page. You can start live view and sequence by clicking the **Play** button.



## NOTE!


If the view you want to create will use a sequence resource, you need to configure the sequence resource first (see [Sequence Resource](#)).

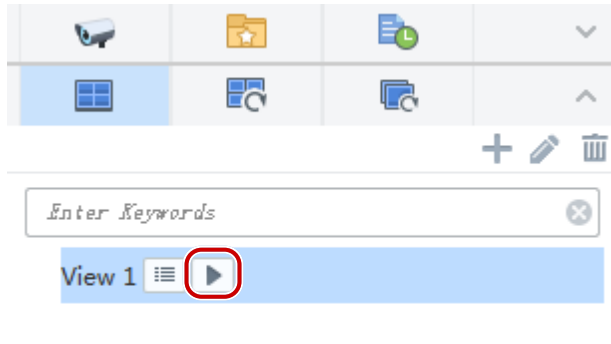
Click the **View** tab, click **Add**, and then follow the steps to create a view.

No.	Channel Name	Stream	Preset
1	206.9.252.2_V_03	Main	1

1. Enter the view name.
2. Choose a screen layout or customize one.
3. Drag cameras to intended windows one by one to complete binding; or click to specify a window, select the cameras, and then click . If binding is successful, the service name (e.g., Live) and camera name appears at the window center, and a link flag appears on the camera name on the left.
4. Select a stream type. The stream type available may vary with camera. An unsupported stream type (e.g., MJPEG video stream) is not displayed. Select a preset (only application to PTZ cameras with configured presets).
5. Drag sequence resources to intended windows to complete binding. If binding is successful, the service name (Sequence) and sequence resource name appears at the window center, and a link flag appears on the sequence resource name on the left.
6. (Optional) Enter a description of the view.

7. Click **OK**.

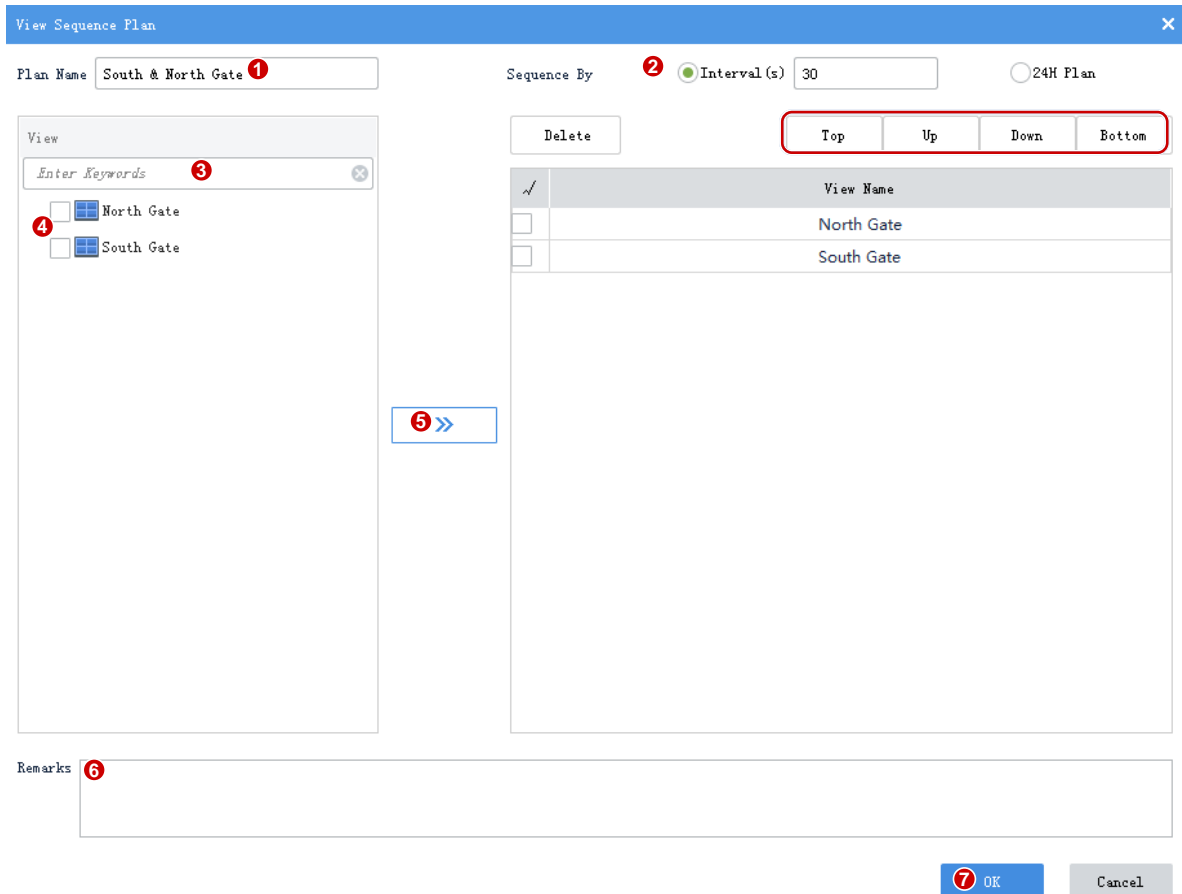
8. The created view appears on the **View** tab on the **Live View** page. Click the **Play** button (  ) to start the view.



## View Sequence



Select and arrange views in certain order as a group for use in live view and video wall.

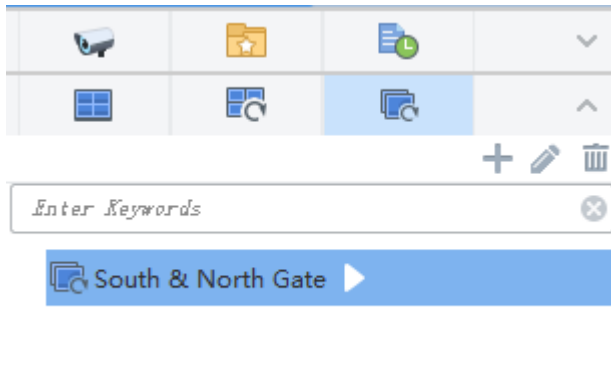
Click the **View Sequence** tab, click **Add**, and then follow the steps to create a view sequence.



1. Enter the plan name.

2. Set to sequence by a set interval or a 24H plan. For a 24H plan, you need to set a start time for each view.

3. (Optional) Enter keywords to filter views.
4. Select views.
5. Click . The selected views are added to the list. Click **Top**, **Up**, **Down** or **Bottom** buttons to adjust the order.
6. (Optional) Enter a description of the view sequence.
7. Click **OK**.
8. The created view sequence appears on the **View Sequence** tab on the **Live View** page. Click the **Play** button (  ) to start the view sequence.



## 19 Use PC Software Client

This chapter provides additional information about using the software client on a PC.

### System Requirements

The PC that hosts the client software shall meet performance requirements. The requirements may vary, depending on how you use the software. For example, live view at high resolution in multiple windows requires higher PC system performance.

Software Version	System Requirements
64-bit	OS: Microsoft Windows 7/8/10 (64-bit) CPU: Intel Core i5 3.1 GHz or higher Memory: 4 GB or higher
32-bit	OS: Microsoft Windows 7/8/10 (32-bit or 64-bit) CPU: Intel Pentium IV 3.0 GHZ or higher (4 Core, 3.0 GHz recommended) Memory: 2 GB or higher Note: The 64-bit Windows shall be able to host 32-bit software.



Software Version	System Requirements
Mac	OS: Mac OS 10.11 or higher CPU: Intel Core i5 3.1 GHz or higher Memory: 4 GB or higher



### NOTE!

The 64-bit OS and client software are recommended. Live view and playback consumes RAM, and the 32-bit client software has a relatively small RAM. When RAM is running low, the client software will be unable to play more channels of live or recorded videos, and it will display a message indicating insufficient RAM.

## Download

Download the setup file from the login page of the Web Manager:

1. Open a Web browser and then enter the VMS' IP address in the address bar, e.g., 192.168.1.60. The login page is displayed.
2. Click the EZVMS Client icon to download the setup file. The VMS provides a 32-bit or 64-bit Windows installation package according to the Web browser you are using.



### NOTE!

- The client software supports Windows and Mac operating systems, and this manual is intended for both, so certain features and operations described in this manual may be available to a specific software version. Please refer to your software GUI in case of any difference.
- When accessing the VMS using a lower version client software, you need to upgrade the client software before you can access the VMS. Click **Download** to download and install automatically.
- When you access the VMS using a higher version client software, the functions available on the client software depend on server functionality and user permissions. You can choose to download a lower version client software that matches the VMS device version, or ignore the prompt and continue to log in, but compatibility issues may occur.

## Install

Double-click the setup file to start installation. Click **Next** and follow the wizard to complete the installation.

## Upgrade

To install a newer version in the directory where the current version is installed, run the setup file of the new version directly. The setup will automatically uninstall the current version and then install the new version.



## NOTE!

An upgrade or a reinstall does not restore the admin password to 123456 (default password).

---


## Uninstall

Use the following methods to uninstall:

- Use the uninstall function provided in the control panel of the Windows operating system.
- Double-click the setup file. A dialog box appears. Click **Next**, and then choose the delete option.

## View Version Info



Log in, click  in the upper left corner, and then select **About EZVMS** from the drop-down menu.

Double-click the version number to view the detailed version info, including internal version and build date.



## NOTE!

- The client software downloaded from the login page of the Web Manager matches the VMS device version.
  - When accessing the VMS using a lower version client software, you need to upgrade the client software before you can access the VMS. Click **Download** to download and install automatically.
  - When you access the VMS using a higher version client software, the functions available on the client software depend on server functionality and user permissions. You can choose to download a lower version client software that matches the VMS device version, or ignore the prompt and continue to log in, but compatibility issues may occur.
- 

## Login

The client software provides two login methods:

- Login by IP/Domain: You need to enter the IP address (or domain name), port number, username and password to log in.
- Login by cloud: Log in to a cloud account. You need to sign up for a cloud account at the cloud website and add the VMS to cloud first. No VMS username and password is needed if you log in using this method.

### Login by IP/Domain

Enter the IP address (or domain name), port number, username and password of the VMS and then click **Login**.



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## NOTE!

- The default username/password is admin/123456.
  - The default port number is 80. Enter the actual port number to log in if it has been changed on the VMS.
  - If you log in with **Save Password** selected, the username and password you entered will be remembered and filled in automatically at your next login.
  - If you log in with **Auto Login** selected, you will skip the login step at your next login.
  - The IP addresses of the VMS that you have successfully logged in are remembered and listed.
- 

## Login by Cloud



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## NOTE!

You need to sign up for a cloud account at <https://en.ezcloud.uniview.com> and add the VMS first. For the detailed steps to sign up for a cloud account, click **Help** in the upper right corner of the web page.

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After you have signed up for a cloud account and added the VMS to cloud, follow the steps to log in by cloud:

1. Click **Cloud**.
2. The service area is **International** for users outside China.
3. Enter your cloud account username and password.
4. Click **Login**.
5. When logged in successfully, a dialog box appears, showing your cloud account name and lists the VMS you have added.
6. (Optional) Click the **Network Detect** button to detect the NAT type of the client (e.g., Port restricted cone NAT).
7. Select a VMS and then click **OK**.

## Others

### GPU Mode

The PC software client provides the **Enable GPU Mode** option in client configuration. GPU mode can improve decoding performance if your computer supports GPU. The supported encoding format (e.g., H.264, H.265) appears when you select the **Enable GPU Mode** check box in client configuration. If you change the setting, the new setting takes effect after the program restarts.