# 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 |
|---|---|
| **WARNING!** | Indicates a hazardous situation which, if not avoided, could result in bodily injury or death. |
| **CAUTION!** | Indicates a situation which, if not avoided, could result in damage, data loss or malfunction to product. |
| **NOTE!** | Means useful or supplemental information about the use of product. |

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# 1 Introduction

The Video Management Server (referred to as VMS hereinafter) is a new generation video management device designed to meet security surveillance needs of small and medium-sized businesses.

The VMS offers three access methods.

| Method | Description |
|---|---|
| Web Manager | Use a Web browser to access the VMS to manage, configure devices and services and perform maintenance operations. Simple video service is available on the Web Manager. |
| Client Software | Access the VMS through the client software installed on your computer to perform service operations. |
| Mobile App | Access the VMS through a mobile app for live view, playback and device management. |

This manual describes how to use the client software.

# 2 Install and Upgrade Client Software

## 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.

# 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's password to 123456 (default password).

# Uninstall

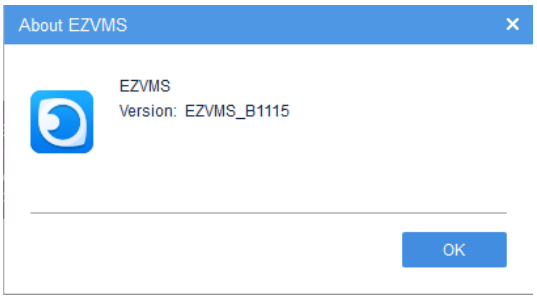
Use the following methods to uninstall:

- 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.

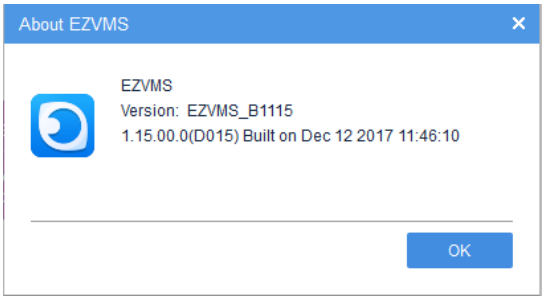
# View Version Info

Log in, click

in the upper left corner (see GUI Introduction), and then select **About EZVMS** from the drop-down menu.




Double-click the version number (e.g., EZVMS_B1115) 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 of the client software, you will be prompted to upgrade the client software. You may click to download.
- When accessing the VMS using a higher version of the client software, you will be prompted to upgrade the VMS device. You may ignore the prompt and continue to log in, but compatibility issue may occur.

# 3 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**.

**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

**NOTE!**

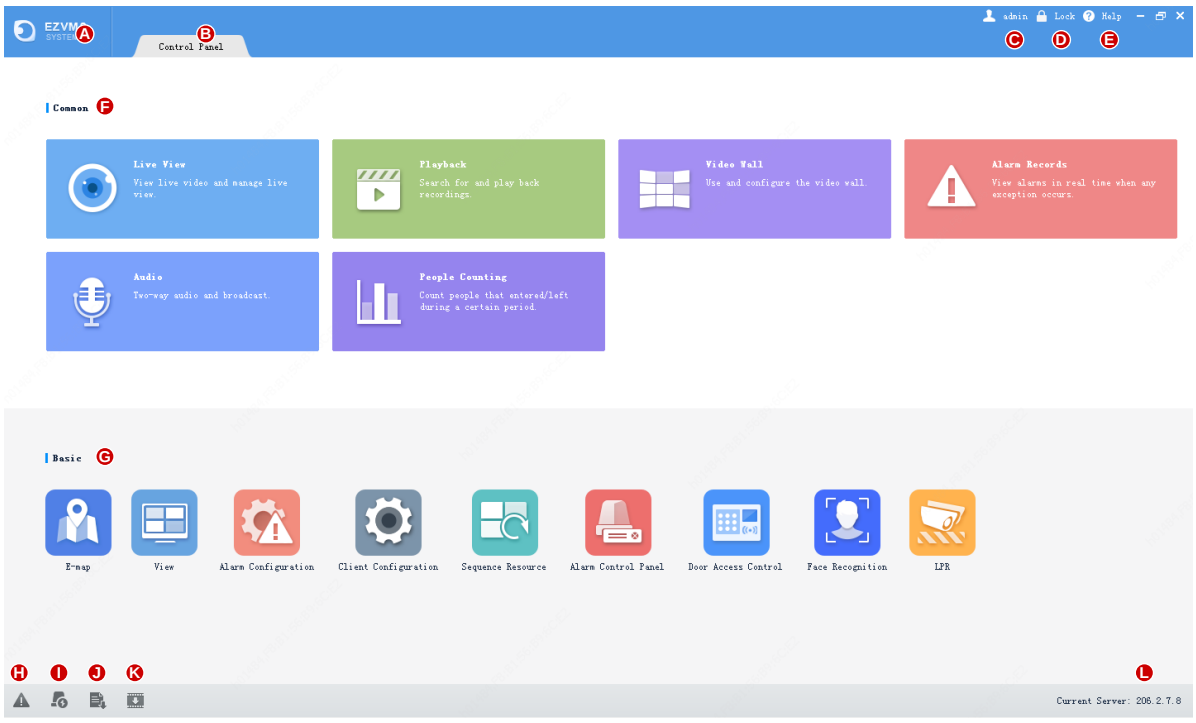
You need to sign up for a cloud account at https://en.ezcloud.uniview.com and add the VMS first. For the detailed steps to sign up for a cloud account, click **Help** in the upper right corner of the web page.

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

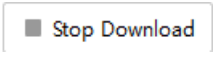
1. Click **Cloud**.
2. The service area is **International** for users outside China.
3. Enter your cloud account username and password.
4. Click **Login**.
5. When logged in successfully, a dialog box appears, showing your cloud account name and lists the VMS you have added.
6. (Optional) Click the **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**.

# 4 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.<br>**Note**: The menu items may vary with the roles the user is assigned. |

| No. | Description |
| --- | --- |
| 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 lock. To unlock, enter the password. |
| E | Help button. Click to open the user manual for the client software. A PDF reader tool is required. |
| F | Common function area. You may drag an icon to switch position with another icon, or drag it to the basic function area. |
| G | Basic function area. You may drag an icon to switch position with another icon, or drag it to the common function area. |
| H | Click to open the latest alarm list and view the latest alarms, including alarm time, alarm source, alarm type, and alarm sound.<br>To enable or disable alarm-triggered live video, select or clear the **Display Link Video** check box.<br>To turn on or off alarm sound, click the alarm sound icon. |
| I | Task Management button. Click to view recording download tasks, including file name, recording start time and end time, and download progress.<br>The operation column includes icons that you may click to stop download, open folder or delete tasks.<br>To stop a download task, select the task and then click  .<br>To clear completed tasks, click . |
| J | Alarm Live View button. Click to open the **Alarm-triggered View** window. |
| K | Search for recordings and download. |
| L | IP address of the current VMS. |

**NOTE!**

- The functional modules on **Control Panel** may vary with VMS 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 Manager.

# 5 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 video service (live view or sequence). By saving a view, you can quickly restore video service in the set layout by clicking the **Play** button. For more details, see View Configuration.
- 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.

## Play Live Video

Play live video from online cameras.

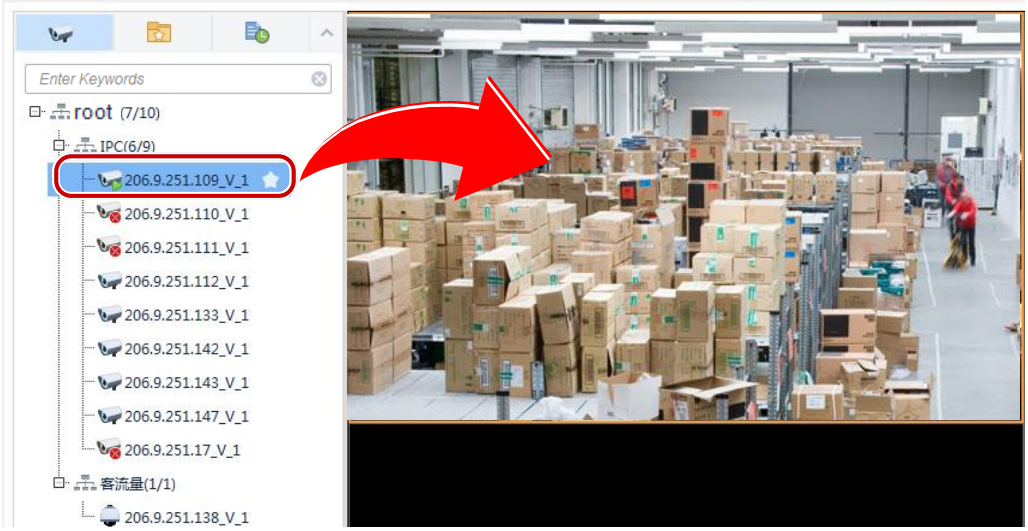
- Online:

- Offline:


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.



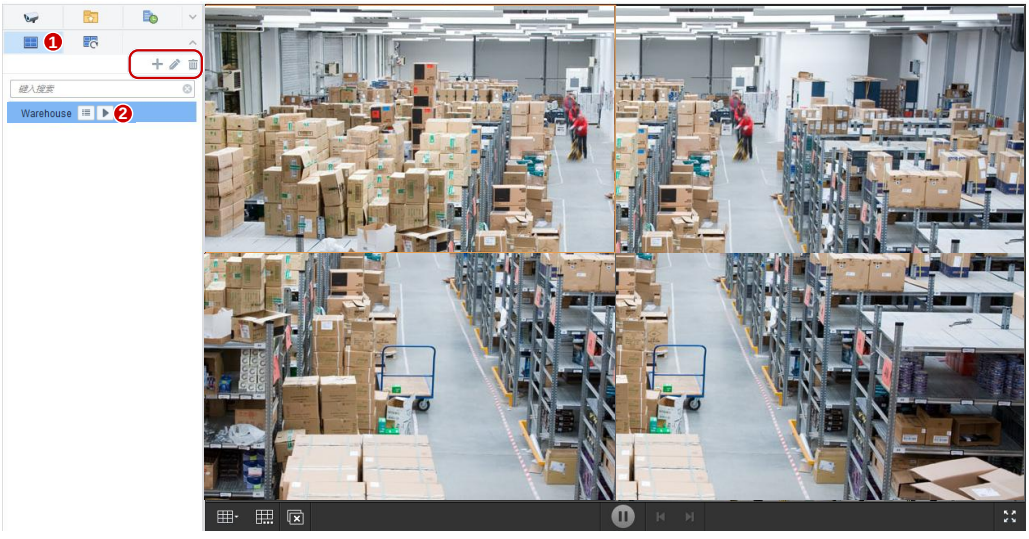

To stop live video, click in the window's upper right corner. Clicking in the toolbar stops live video in all windows.

## 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 type (live view or sequence). Complete view configuration first (see View Configuration), and then start live video or sequence in the corresponding windows by clicking the **Play** button.

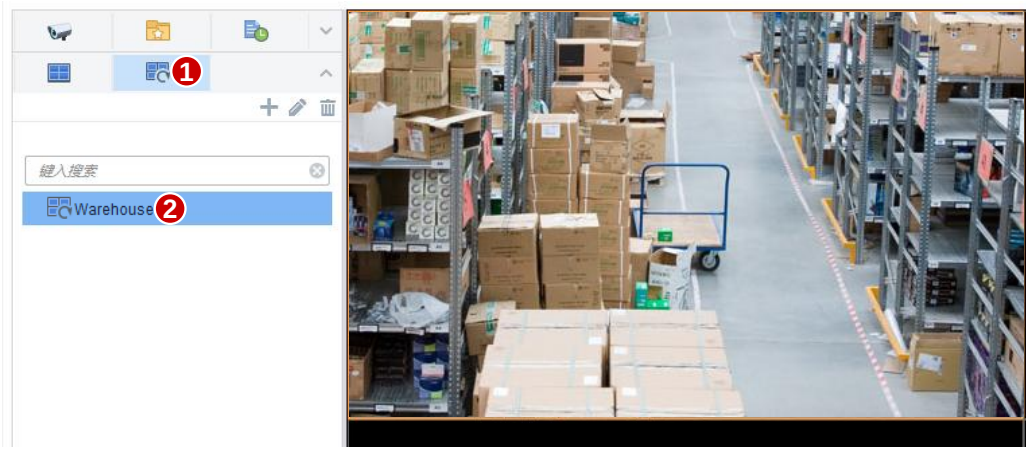



1. Click the **View** tab ( ).
2. Click the **Play** button ( ) for the view to play.

3. Click , , to add, edit or delete a view.

## Play Sequence Resource

Play live video from several cameras in a window in sequence. The cameras switch automatically in the set order at the set time interval. You need to configure sequence resource first (see Sequence Resource).



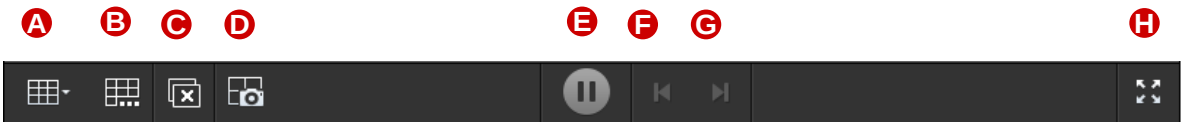

1. Click the **Sequence Resource** tab ( ).
2. Double-click the sequence resource or drag it to a window.
3. Click , , to add, edit or delete a sequence resource.

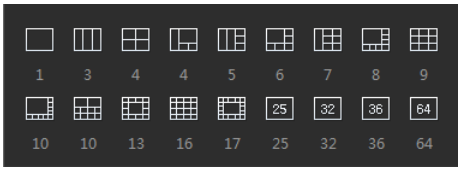
# Live View Operations

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

## 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. Up to 64 windows are allowed.<br>  |

| No. | Description |
|---|---|
| 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.<br>Snapshot mode, snapshot format and save path are configurable in client configuration. |
| 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 and save it to your client computer.<br>The snapshot mode, format and save path are configurable in client configuration.<br>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 | Local recording (record video to your client computer). Click to stop. The save path is configurable in client configuration. |
| 2 | Available to PTZ cameras only. Click to open the PTZ control panel (see PTZ Control).<br>The fisheye icon appears on the toolbar for a fisheye camera only. Clicking the icon will open the fisheye control panel (see Fisheye Control). |
| 3 | 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. |
| 4 | Adjust the output sound volume on your client computer or mute. |
| 5 | Two-way audio. |
| 6 | Instant playback (play video of the last 5 minutes and 30 seconds).<br>• Click to pause or to resume.<br>• To stop playback and resume live video, click . |

| No. | Description |
|---|---|
| | • To stop playback without resuming live video, click the close button in the upper right corner.<br>***Note:***<br>• *Before using instant playback, you need to set a recording schedule and make sure the client computer's system time is synchronized with time on the VMS.*<br>• *Live video does not resume automatically when instant playback stops at the end. You need to resume live video manually.* |
| 7 | Alarm output control: click to trigger the linked alarm output, and click to clear.<br>The linked alarm output is configured at **Basic** > **Device** > **Link Resource** on the Web Manager. |
| 8 | Click to set video settings, including image brightness, saturation, contrast and sharpness.<br>Click **Reset** to restore default settings. |
| 9 | Current bit rate and resolution (example). |

## 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).

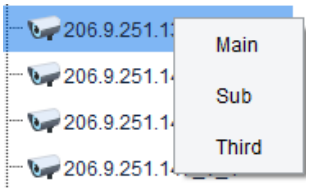
| Menu Item | Description |
|---|---|
| Close | Close video in the current window. |
| Close All | Close video in all windows. |
| Display Ratio | Play by scale or stretch. |
| Maximize | Maximize the current window to the entire display area. |
| Full Screen | Display in full screen. |
| Digital Zoom | Enable/disable digital zoom. |
| Instant Playback | Start/stop instant playback. |
| Two-way Audio | Start/stop two-way audio. |
| Stream Type | Choose a stream type to play (main, sub, third, may vary with camera). |
| Snapshot | Click to take a snapshot. |
| Continuous Snapshot | Click to take multiple snapshots.<br>The snapshot mode, snapshot format and save path are configurable in client configuration. |
| Snapshot All | Take a snapshot in all windows. |

| Menu Item | Description |
|---|---|
| Local Recording | Start/stop local recording (to client computer). |
| Central Recording | Start/stop central recording (to VMS). Closing the window or logout will also stop central recording.<br>Video recorded by central recording is saved on the VMS, so choose **Center** to play back. |
| Alarm Output Control | See on Window Toolbar. |
| PTZ Control | Available to a PTZ camera only. Click to open the PTZ control panel. |
| Video Settings | Click to set video settings, including image brightness, saturation, contrast and sharpness. |
| 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

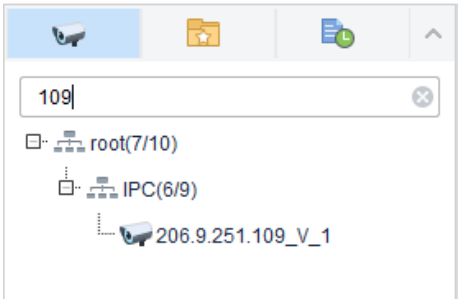
The following introduces some useful operations during live view.

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

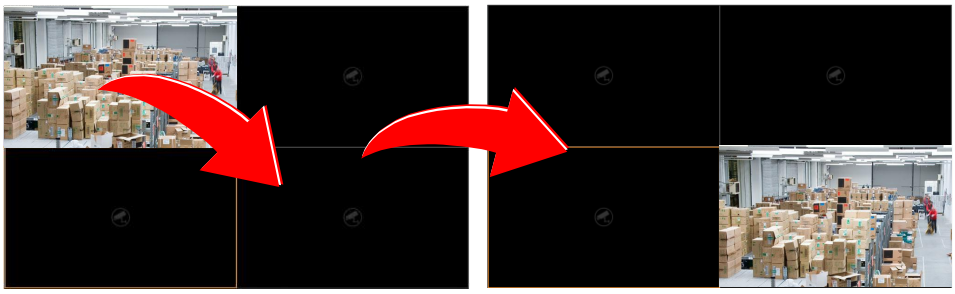



- Search with keyword. Enter a keyword in the field, e.g., 109.



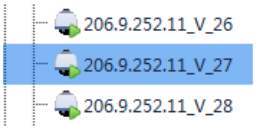



- Drag image to switch windows, for example, drag image from window 1 to window 4. If window 4 is also playing, then window 1 will play the image in window 4.



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

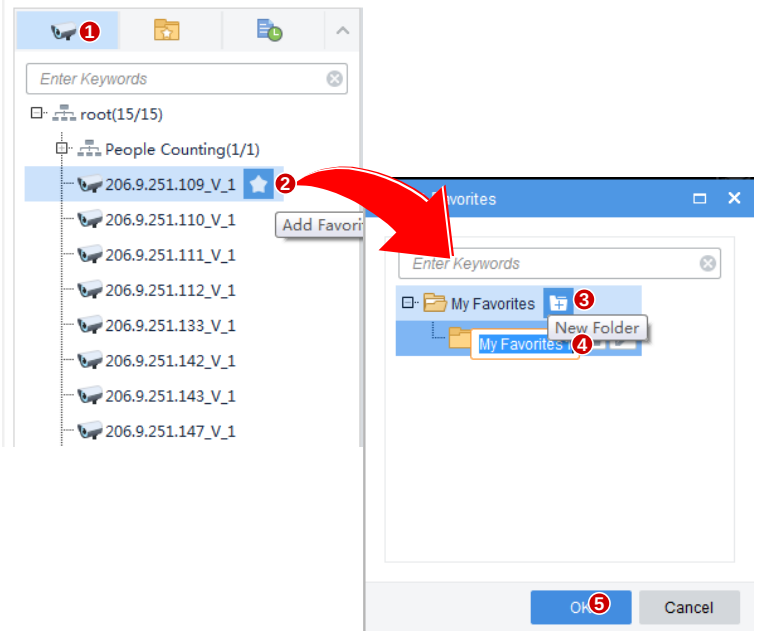
- View the name of the camera that is playing in a window: hover the pointer on the window and the camera name appears.
- Click a window, and the corresponding camera is highlighted on the camera list.




## Favorites

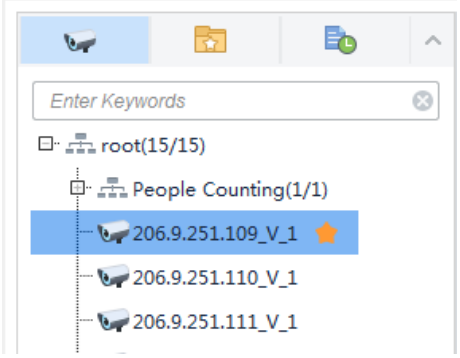
Put cameras to Favorites folders. A camera may belong to one Favorites folder only.

## Add Favorites

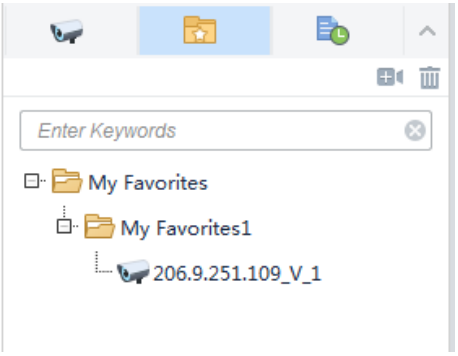



1. Click the **Video Channel** tab ( ).
2. Click the **Add Favorites** button ( ). To add to **My Favorites**, click to select the **My Favorites** folder and then click **OK**.
3. To create a Favorites folder, click the **New Folder** button.
4. Enter a folder name.
5. Click **OK**.

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



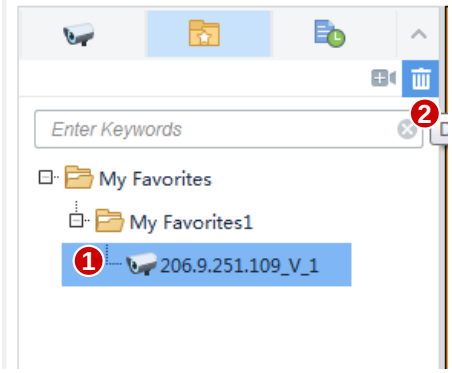

You will also find the new Favorites folder with the camera in it on the **Favorites** tab.




### 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

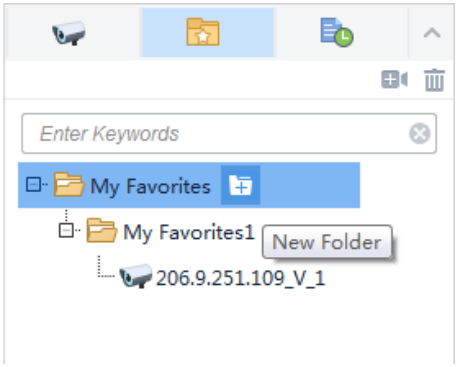
To view live video from a camera in a Favorites folder:

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

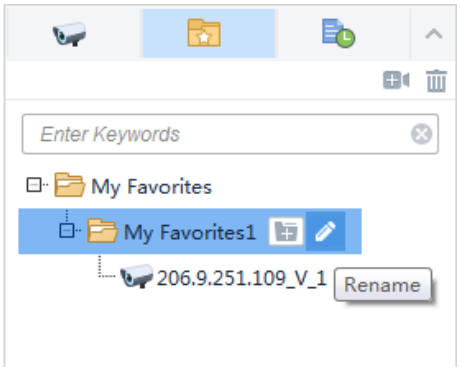
### Manage Favorites Folder

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 ( ).

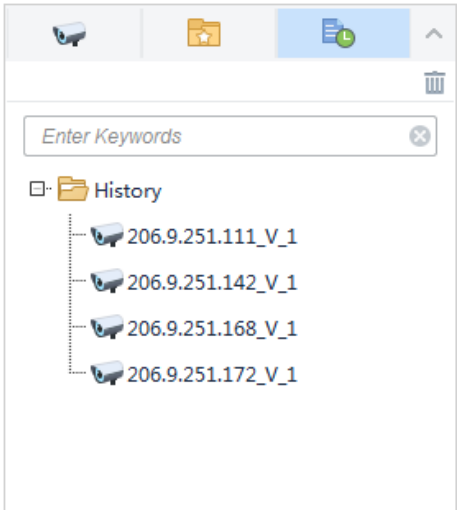



- To delete a Favorites folder: Click to select the Favorites folder and then click the **Delete** button ( ). Deleting a Favorites folder also deletes all the cameras in it.
- To rename a Favorites folder: Click to select the Favorites folder and then click the **Rename** button ( ). The root folder (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.

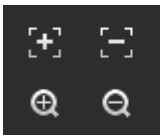
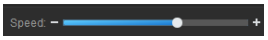
## PTZ Control

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 |
|---|---|
| | Control rotation directions or stop rotation.<br>***Note:***<br>*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.* |
|  | Adjust focus and zoom.<br>***Note:***<br>*Alternatively, click anywhere on the image and then use the scroll wheel to zoom in or out.* |
|  | Adjust rotation speed. |
| | 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. |
| | Set presets:<br>• : Click to add a preset.<br>• : Click to go to a preset.<br>• : Click to delete a preset.<br>***Note:***<br>*Use an unused preset number when adding a new preset; otherwise, the existing preset will be replaced.* |
| | Set patrol, including preset patrol and recorded patrol.<br>• Preset patrol: The camera automatically moves in the order of presets repeatedly at the set time interval. Click to add: in the **Add Patrol** dialog box, click **Add**, select a preset from the drop-down list (or click |

| Tool | Description |
|---|---|
| | **New Preset** 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.<br>After creating a preset patrol, you may click to edit a preset patrol.<br>• Recorded patrol: 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.<br>***Note:***<br>• *A preset patrol includes up to 32 presets; a PTZ camera allows up to 15 preset patrol routes.*<br>• *Currently only one recorded patrol route is allowed.* |
| | 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. |

## 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.

# 6 Playback

Click the **Playback** icon on **Control Panel**. The **Playback** page is displayed.

Search and play recordings saved on the VMS or on an NVR.

## Glossary

- Video channel: Camera.
- Recording source: Indicates where a recording is saved. Three types of recording sources: center, device, and backup.
- Center: Means recordings are saved on the VMS.
- Device: Means recordings are saved on an NVR.
- Backup: Recordings that are automatically replicated from NVR to the VMS by schedule.
- Playback types: Also referred to as playback mode, includes normal recording playback, tagged recording playback, locked recording playback, smart recording playback, and event recording playback. Choose from the drop-down list in the top left corner on the **Playback** page.
- Lock: A feature that enables you to lock important recordings to prevent them from being overwritten when storage space is used up.
- Tag: A feature that allows you to tag events when reviewing a recording and locate the events through the tags afterwards.
- Play to Video Wall: Play recordings on the video wall.
- Smart search: Smart recording playback searches recordings with custom criteria (search area and sensitivity) for video of interest (video with changed images).
- 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. The playback mode supported, functions available, and operations allowed may vary depending on the recording source. For example, backup recording only supports normal recording playback.

**Table 6-1** Playback Mode

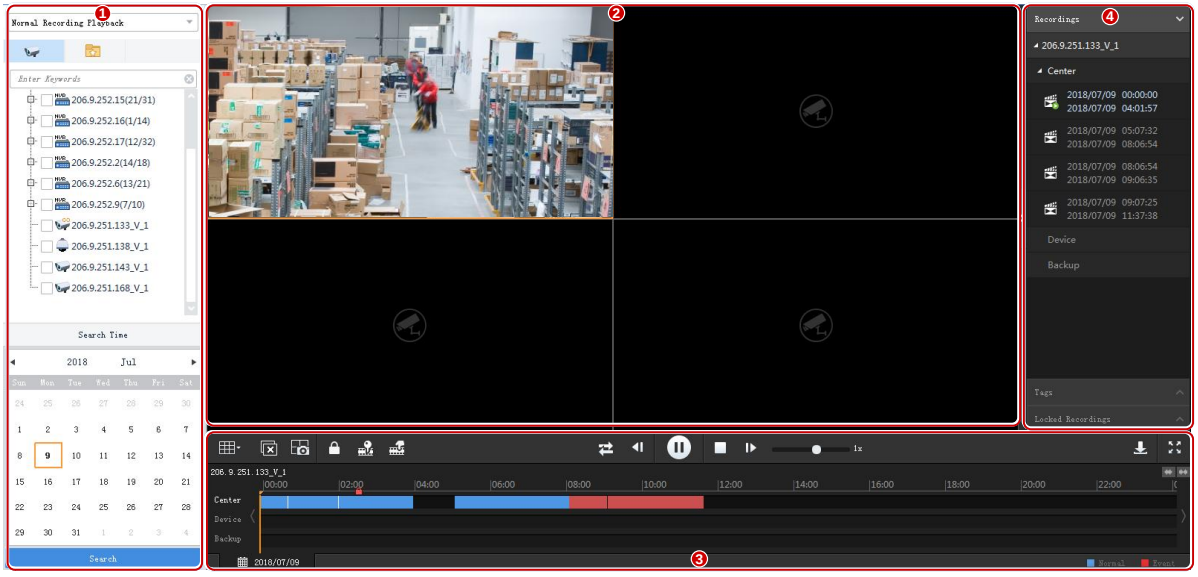
| Mode | Description |
|---|---|
| Normal recording playback | Search results in this mode include all recording types (scheduled, manual, event). |
| Tagged recording playback | Search and play tagged videos.<br>Only available to center recordings (recordings saved on the VMS). |

| Mode | Description |
|---|---|
| Locked recording playback | Search and play locked videos.<br>Only available to center recordings (recordings saved on the VMS). |
| Smart recording playback | Smart recording playback searches recordings with custom criteria (search area and sensitivity) for video of interest (video with changed images) and plays back in an efficient way: video of interest plays at normal speed; other irrelevant videos play at a high speed. |
| Event recording playback | Search and play recordings triggered by an event (such as motion detection, alarm input and video loss). |

# Playback Page

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

**Figure 6-1** Playback Page




The page is divided into 4 areas:

- Search area (1): You 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.
- Control area (3): This area includes toolbars and timeline.
- List area (4): This area displays search results. You may hide this area by clicking the arrow.

# Search for Recordings

Search and playback operations may vary with the playback mode you choose. The general steps are similar:

1. Choose the playback mode from the top left drop-down list.
2. Choose organizations or cameras.
3. Set a search date or period.

   In normal and smart playback modes, you may use the calendar to tell whether recordings exist on a day and the recording type.
4. Click **Search**.

**NOTE!**

- The software searches all recording sources and shows search results on the timeline and the list.
- Smart recording playback will be described separately in Smart Recording Playback.
- Event recording playback includes three sub-types. See Event Recording Playback.

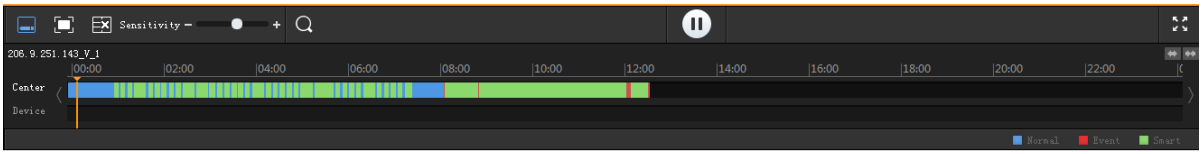
# Smart Recording Playback

Smart recording playback searches recordings with custom criteria (search area and sensitivity) for video of interest (video with changed images) and plays back in an efficient way: video of interest plays at normal speed; other irrelevant videos play at a high speed.

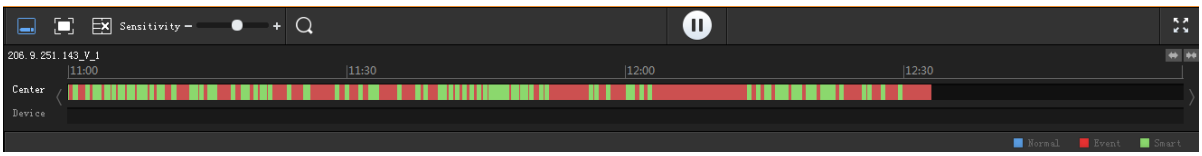
**NOTE!**

- This function requires the camera's support.
- For device recordings (video stored on NVR), this function is only available to certain NVR versions.
- Playback on video wall is not available in smart recording playback mode.

1. Select **Smart Recording Playback**.
2. Select a camera.
3. Choose a day on the calendar.
4. Click **Search**. Search results appear on the timeline. Green means video of interest (video with changed images).




5. Click to zoom in on the time line scale so you can have a better view of details and click on the timeline to start playback from that point.



6. To edit the search area (covered with red grid): click , click to edit or press and hold the left button to draw. Click to clear all; click to restore the search area to full screen. Click to finish drawing. The red grids on the screen disappear.

7. Adjust search sensitivity. The higher the sensitivity, the more likely that tiny motion activity will be detected.

8. Click to start searching when you are ready. Search results appear on the timeline, and video plays automatically. Video of interest (with changed images) plays at normal speed; other irrelevant videos play at a high speed.

**NOTE!**

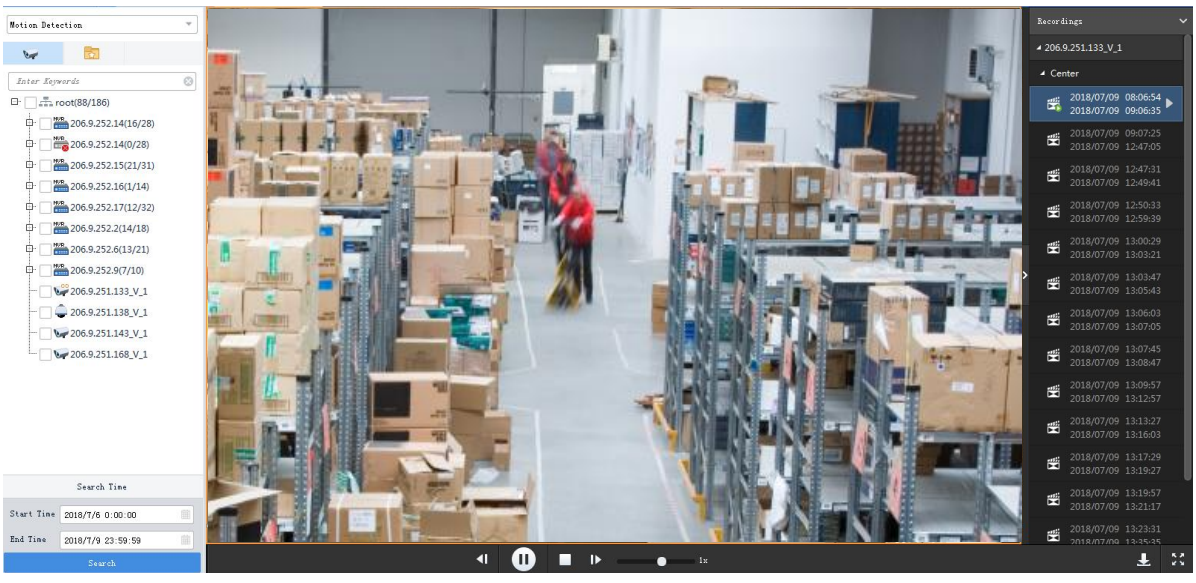
- The changed settings (search area and sensitivity) will be saved and applied to other cameras; but the smart search area automatically restores to full screen after you close the **Playback** page or log out of the system.
- If smart playback is performed on different clients at the same time, the last performed operation overrides, and smart search results and playback speed may be inconsistent on other clients.

# 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.

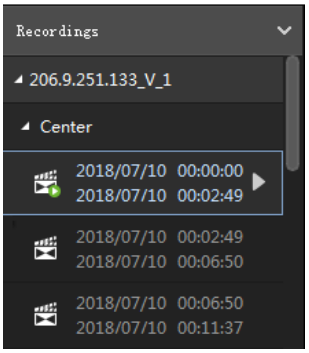
- Motion detection: Recording triggered by a motion detection alarm.
- Alarm input: Recording triggered by an alarm input.
- Video loss: Recording triggered by a video loss alarm.

The search and playback operations for these sub-types are the same. Here we take motion detection as an example.



# 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, shortcut menu to control playback.

### 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.

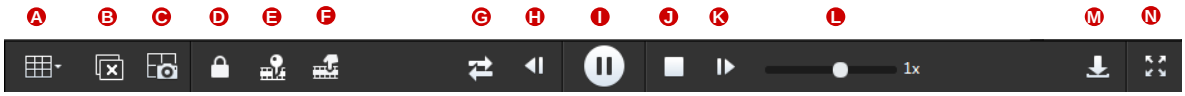



**Table 6-2** Playback Toolbar

| No. | Description |
|---|---|
| A | Set screen layout. |
| B | Close all windows. |
| C | Take a snapshot in all windows.<br>The snapshot mode, format and save path are configurable in client configuration. |
| D | Lock recording (center recordings only). |
| E/F | Create tags (center recordings only), including default tag and custom tag. |
| G | Normal playback or synchronous playback.<br>• 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.<br>• 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. |
| H/K | Rewind by frame and forward by frame. Click repeatedly to view the last/next frame of images.<br>***Note:***<br>• *The buttons are grayed out in synchronous playback mode.* |

| No. | Description |
|---|---|
| | • *The **Play** button is in pause status when you are playing by frame. Click the **Play** button to resume normal playback.* |
| I/J | Pause/resume, stop. |
| L | Adjust playback speed. Multiple options are available. + means playing forward, - means playing backward. |
| M | Download recording (see Download Recordings). |
| N | 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 6-3** Playback Window Toolbar

| No. | Description |
|---|---|
| 1 | Take a snapshot and save it to your client computer.<br>The snapshot mode, format and save path are configurable in client configuration.<br>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.<br>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.<br>**Tip**: You may click on the timeline to locate the end of the video to download. |
| 4 | Adjust sound volume on your client computer. |
| 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. See stream transmission protocol.

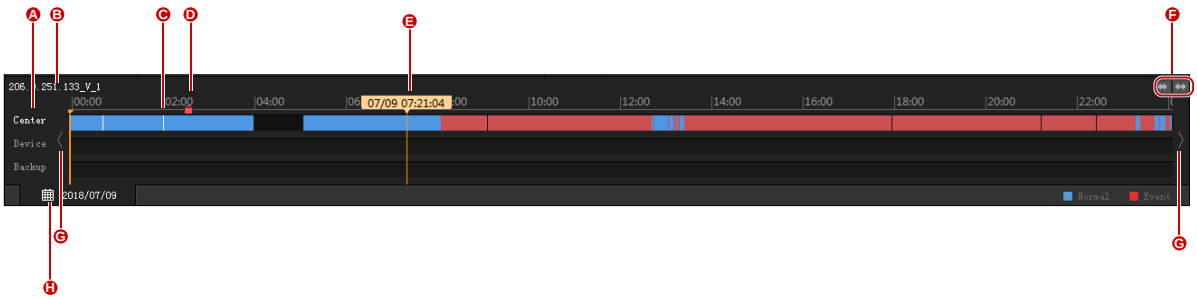
### Shortcut menu

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. |
| Maximize | Maximize the window to the entire play area. |
| Full Screen | Display the current window layout in full screen mode.<br>Uncheck the menu or press **Esc** to exit. |
| Digital Zoom | Enable/disable digital zoom. |
| Play To Video Wall | See Play Recording on Video Wall . |
| Snapshot | Take a snapshot and save it to your client computer. |
| Continuous Snapshot | Click to take multiple snapshots.<br>The snapshot mode, snapshot format and save path are configurable in client configuration. |
| Snapshot All | Take a snapshot in all windows. |
| Start Clipping | Clip video to download. |
| Download | Download recordings (see Download Recordings). |
| 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 **Reset**. |

### Timeline

The timeline appears in normal and smart recording playback modes. The blue part on the timeline means normal recording, the red means event recording (alarm). Use the timeline to switch the recording source (center, device or backup), view recording type (normal or event), and perform search and play operations.

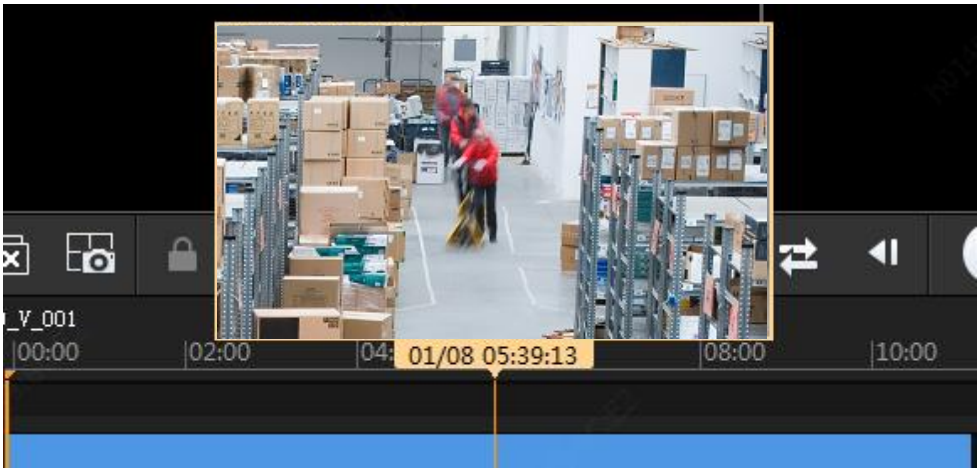



- A: Source of recording. Click a timeline to switch the source.
- B: Channel name.

- C: Lock symbol (if video is locked)
- D: Tag symbol (if video is tagged)
- E: Corresponding time where the pointer rests. Click to start playing from that point.
- F: Zoom in/out on the timeline. You can see the details better when the timeline is zoomed in.
- G: Search forward/backward.
- H: Search date. Click to search other dates in the pop-up calendar.

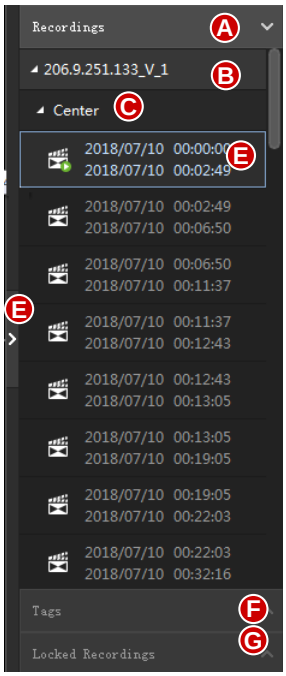
**TIP!**

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 sorted by channel and recording source in the list on the right. Contents on the list may vary with playback mode. Take normal recording playback as an example.

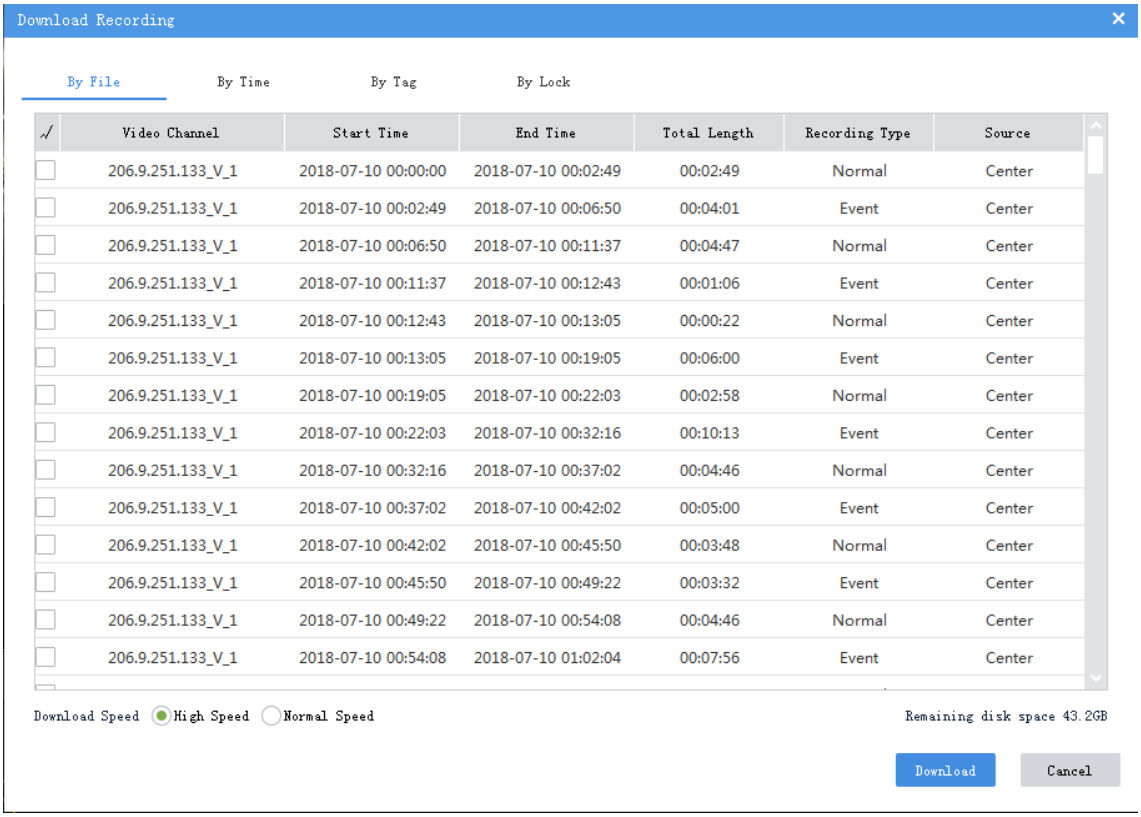
| Illustration | Description |
| --- | --- |
|  | A: Recording list<br>B: Channel name<br>C: Recording source<br>D: Search results. Double-click a file to play (or click the **Play** button).<br>E: Click to hide the list.<br>F: Click to view tagged recordings.<br>G: Click to view locked recordings. |

# Recording Download

## Download Recordings

Use the following methods to download recordings from the device to your computer. The download path is set at **Audio & Video** > **Recording** in client configuration.

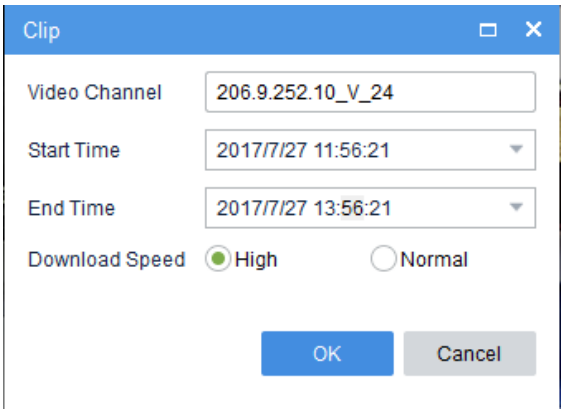
- **Option 1**: After completing a search, click the download button ( ) on the playback toolbar. Select items to download and then click **Download**. To select all the items displayed, click .



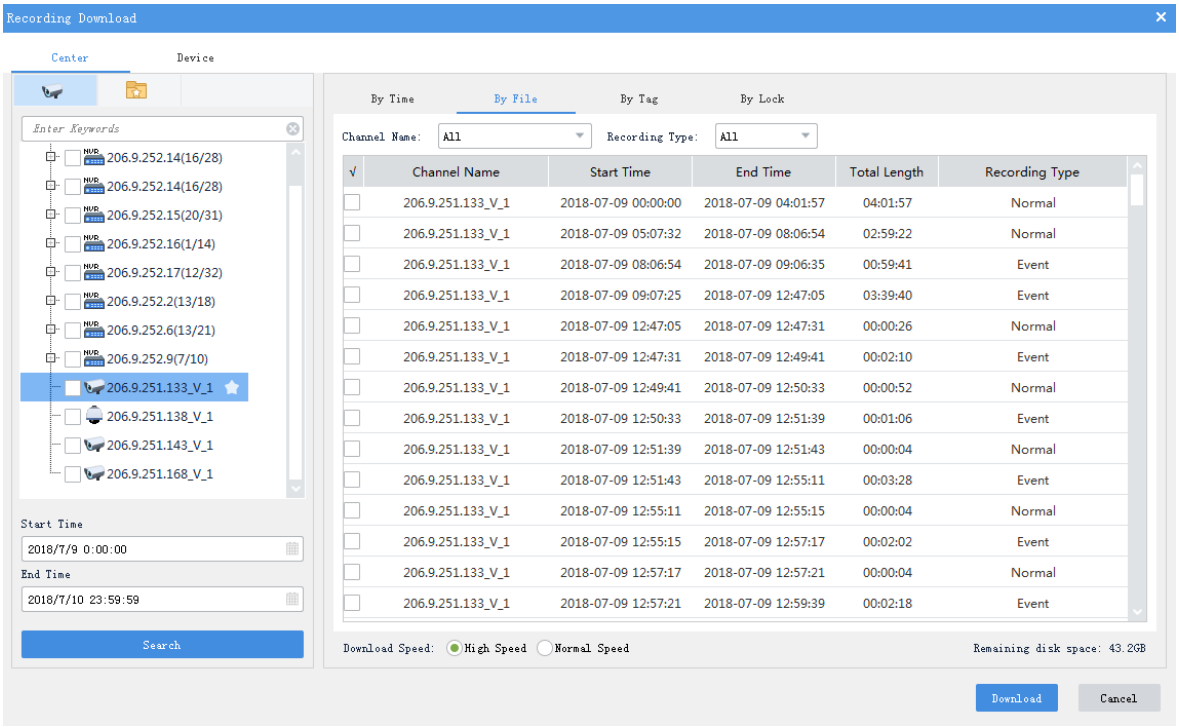

Click the tabs to switch the download method:

- By Time: You can set a precise time period, or create tasks to download video of a future period from a specified source.
- By Tag: Download tagged videos.
- By Lock: Download locked videos.

- **Option 2**: During playback, use and on the window toolbar or **Start Clipping** and **Stop Clipping** on the shortcut menu.

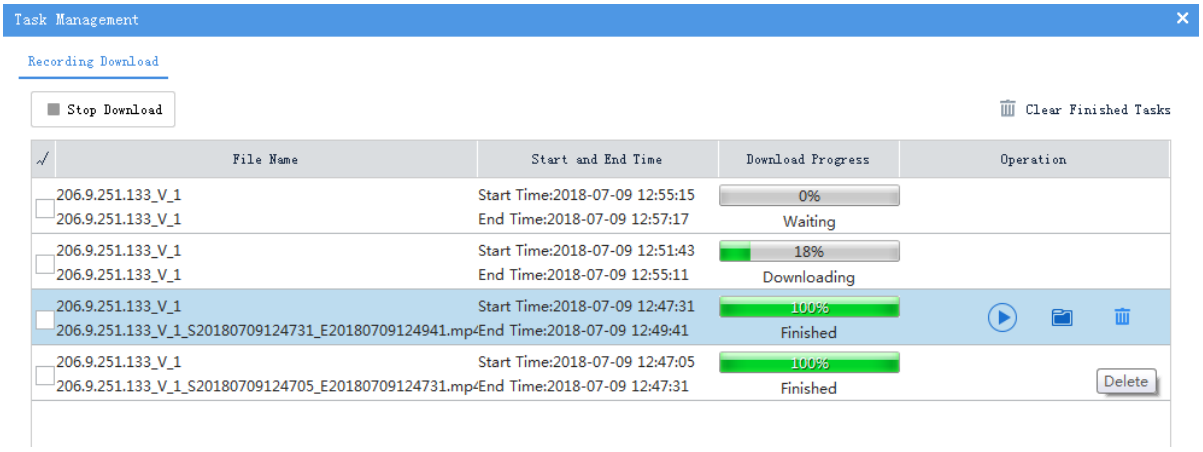



- **Option 3**: During playback, right-click the window and click **Download** on the menu.
- **Option 4**: Click the **Recording Download** button ( ) in the left corner.




## 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.



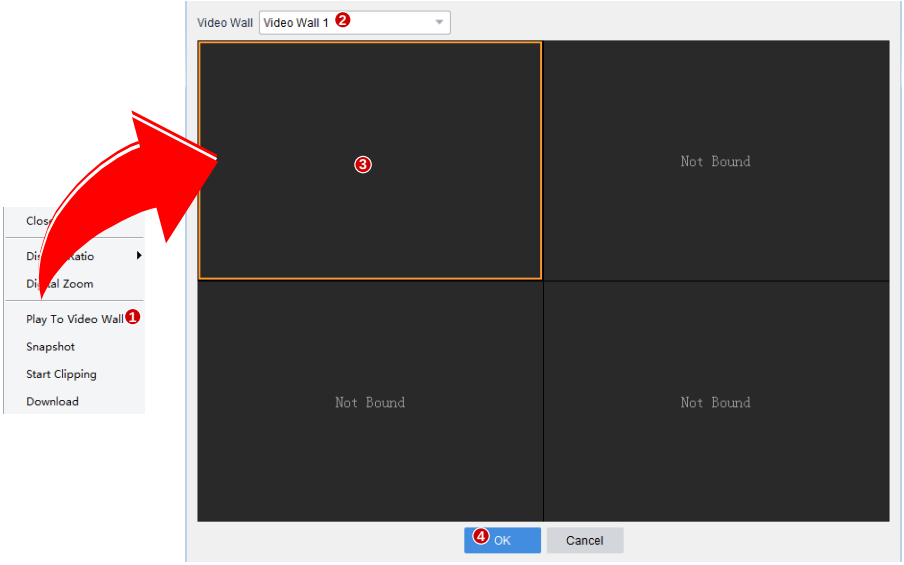

# Other Operations

## Play Recording on Video Wall

Use the shortcut menu to play recordings on a video wall.

**NOTE!**

- This function is not available in smart recording playback mode.
- You need to create a video wall first. See Video Wall.




## Favorite

Put cameras to Favorites folders. See Favorites in Live View.

## Tag

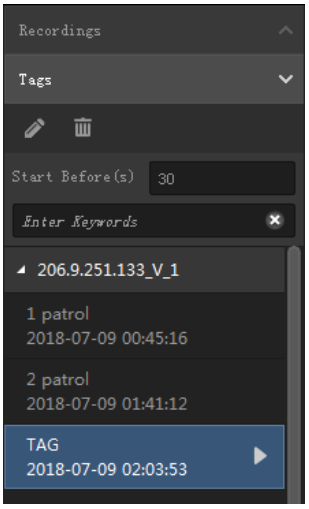
Use tags to mark events in video images and then use tagged recording playback to locate these events afterwards.

You may create tags in normal playback mode only, and only center recordings can be tagged.

### Create tags

- To create a tag quickly without pausing playback, click . Tags created in this way are all named TAG. You may rename tags on the **Tags** tab.
- To create a tag with a custom name, click . Playback pauses when you click this button, and resumes when the tag is created.

The tags appear on the **Tags** tab. To play a tagged recording, double-click it or click the **Play** button ( ).



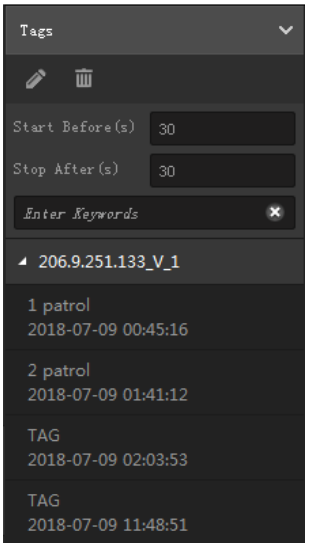

**NOTE!**

A custom tag created during synchronous playback is created for all the recordings that are playing.

### Tagged recording playback

Search and play tagged recordings.

1. See Search for Recordings for the search steps. Choose **Tagged Recording Playback** from the drop-down list.
2. On the **Tags** tab, double-click an item or click the **Play** button ( ) to play.
3. Click to rename a tag; click to delete a tag.
4. The default length of a tagged recording is 1 minute (30 seconds before and after the tag time). You may edit **Start Before** and **Stop After** to change the length.



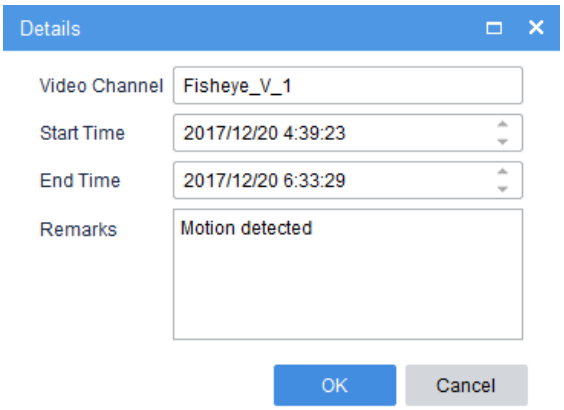
## Lock

Lock important recordings to prevent overwriting them when storage space is used up. Use locked recording playback to search and play locked videos.

You can lock recordings in normal playback mode only, and only center recordings can be locked.

### Lock recording

1. During playback, click to specify the start point, and click to specify the end point. Edit the start and end times and enter remarks (e.g., reason for locking) as needed. Video between the start and end times are locked.




2. The locked recording has a lock icon on the timeline. Click the icon to highlight the locked video on the timeline and on the **Locked** tab. To view the remarks you have entered for the lock, place the pointer on the lock icon.

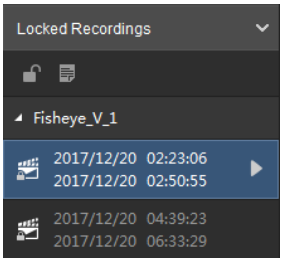
### Locked recording playback

Search and play locked recordings.

1. See Search for Recordings for the search steps. Choose **Locked Recording Playback** from the drop-down list.

2. On the **Locked Recordings** tab, double-click an item or click the **Play** button ( ) to play.

3. Click to unlock a recording. The recording is not protected from being overwritten; click to view details about a locked recording, including the start and end times and remarks.

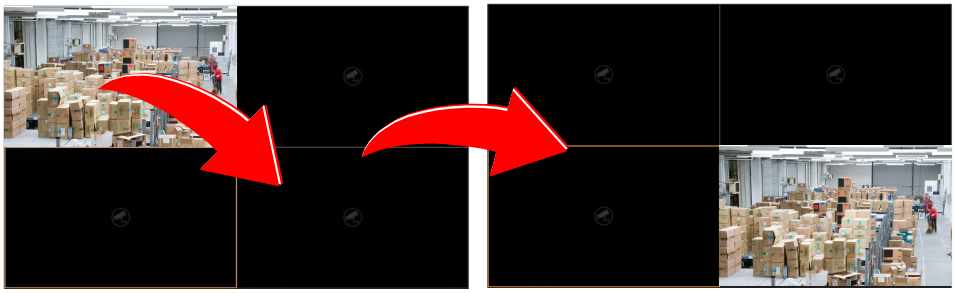



### Double-click a window to maximize

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.



# 7 E-map

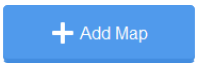
Click the **E-map** icon on **Control Panel**. The **E-map** page is displayed. Customize maps and add surveillance resources such as hot spots on the map to improve efficiency.

# Glossary

- Hot spot: refers to video channel (camera), alarm input and door access control that are added on the map. If a hot spot is a camera, you may double-click the icon to view live video, or right-click the icon and then choose from the shortcut menu to view live or recorded video.
- Hot zone: A map on a map. A hot zone appears as an icon with a custom name and color. You may double-click a hot zone icon to open the map and add hot spots on it.
- Map resources: including map, hot zones and hot spots.

# Map Configuration

## Add a Map

For first time use, click 

to add pictures. On the **Edit Map** tab, you may:

- Click **Picture Management** to add or delete pictures. See Picture Management for details.
- Add hot spots, including cameras, alarm inputs and door access control. See Add a Hot Spot for details.
- Add hot zones: Add maps on the map. A hot zone is displayed as an icon on the map and opens when you double-click it. See Add a Hot Zone for details. Up to 7 layers of maps are allowed.

## Picture Management

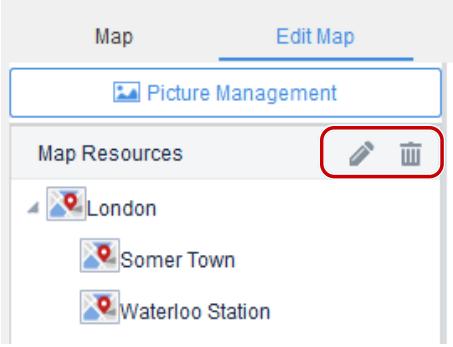
Click

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

**NOTE!**

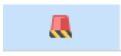
Added pictures are uploaded to the VMS server. Only pictures added as hot zones will be displayed as map resources in the **Map Resources** list.

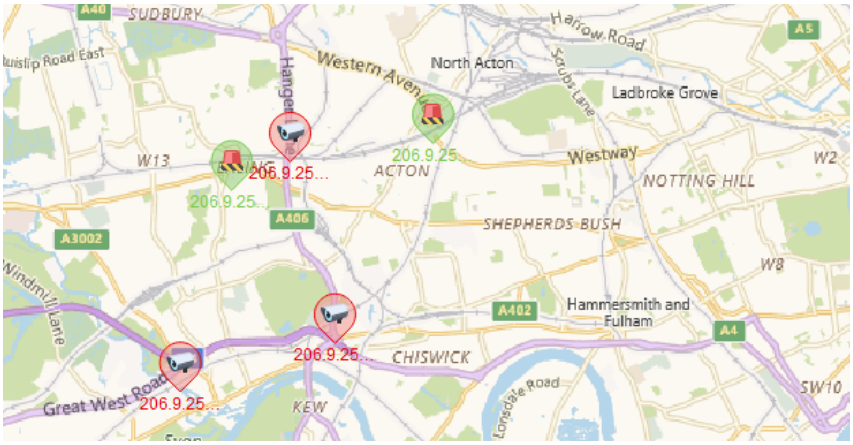
Click to edit or delete map resources.



## Add a Hot Spot

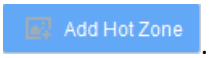
Add hot spots so you can quickly locate them on the map when any event occurs. Hot spots include cameras, alarm inputs and door access control.

1. Click the **Video** tab ( ).
2. Drag the camera to the intended location on the map. You may right-click the icon to change its color.
3. Click the  or tab to add alarm inputs or door access control in the same way.
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 

.
2. Select a picture for the hot zone and then click the **Add** button.
3. The hot zone appears on the map and the **Map Resources** list on the left.
4. Drag the hot zone icon to the intended location on the map.
5. Right-click the icon to change the color if necessary.

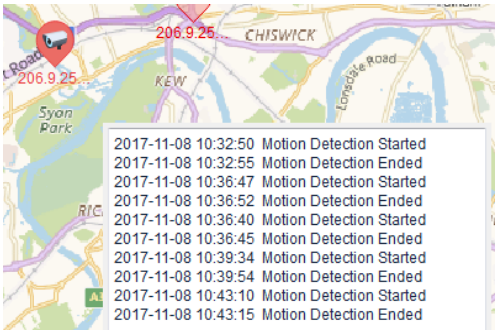
6. To edit or delete the hot zone, click to select it and then click Edit or Delete.

# 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.

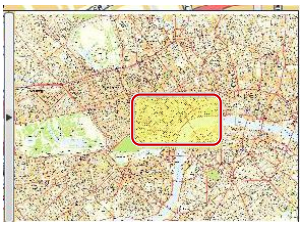
- Playback: Search and play recorded video of a camera. Right-click the hot spot icon and select **Playback**.
- Play live video to video wall: Right-click a video channel on the map and select **Play to Video Wall**. Select the video wall, stream type, and window or screen, and then click **Play to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



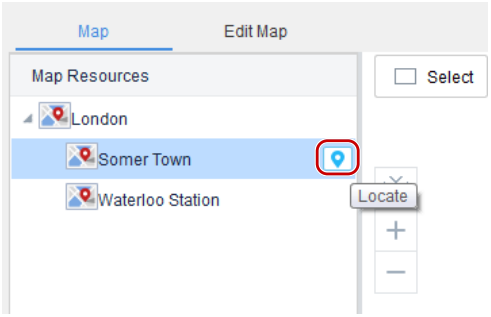
- Clear alarm: Right-click the icon and select **Clear Alarm**.
- Filter hot spots: Select

to show certain type(s) of hot spots on the map.
- Select hot spots or hot zones: Click

and 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.




# 8 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, DX video wall and decoding card video wall, depending on the decoding device used to create the video wall.

# Glossary

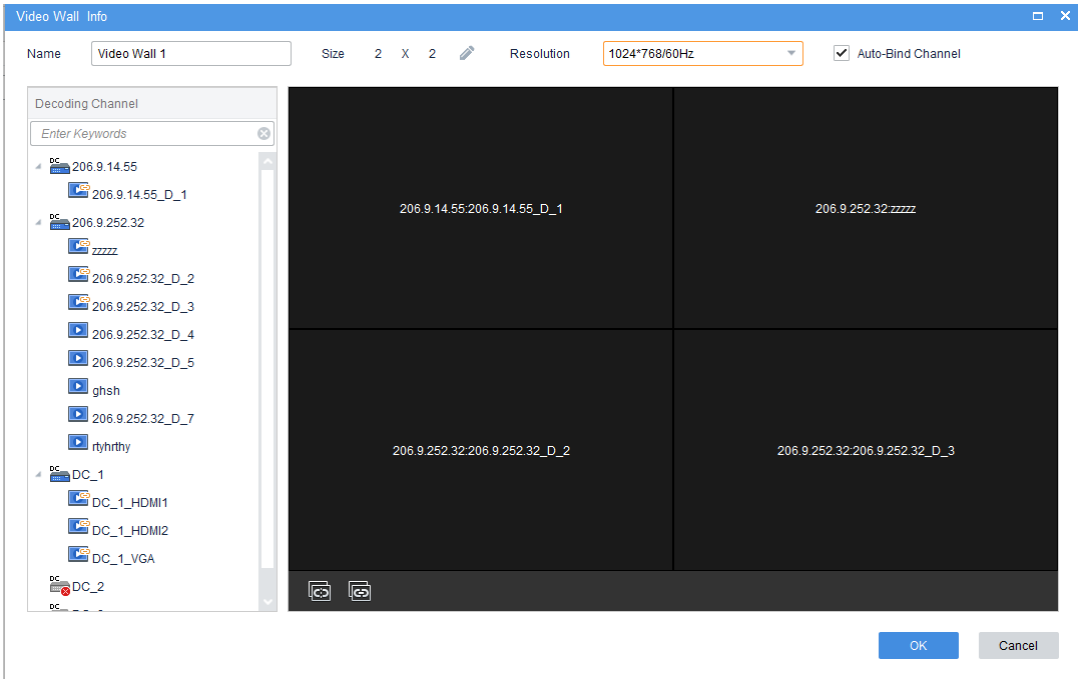
- Video wall: Also known as video display wall, refers to a multi-monitor setup that consists of multiple computer monitors or display devices (e.g., LCD panel) tiled together to form one large screen to display a single continuous image. By binding video wall screens to decoding channels, digital signals from encoding devices are converted into analog signals and displayed on video wall screens.
- DC video wall: Video wall created using a DC device (such as internal decoder).
- DX video wall: Video wall created by using a DX device (such as DC-B206/209, ADU).
- Decoding card video wall: Video wall created using a decoding card.
- 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 your client computer, 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.

**Figure 8-1** 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.

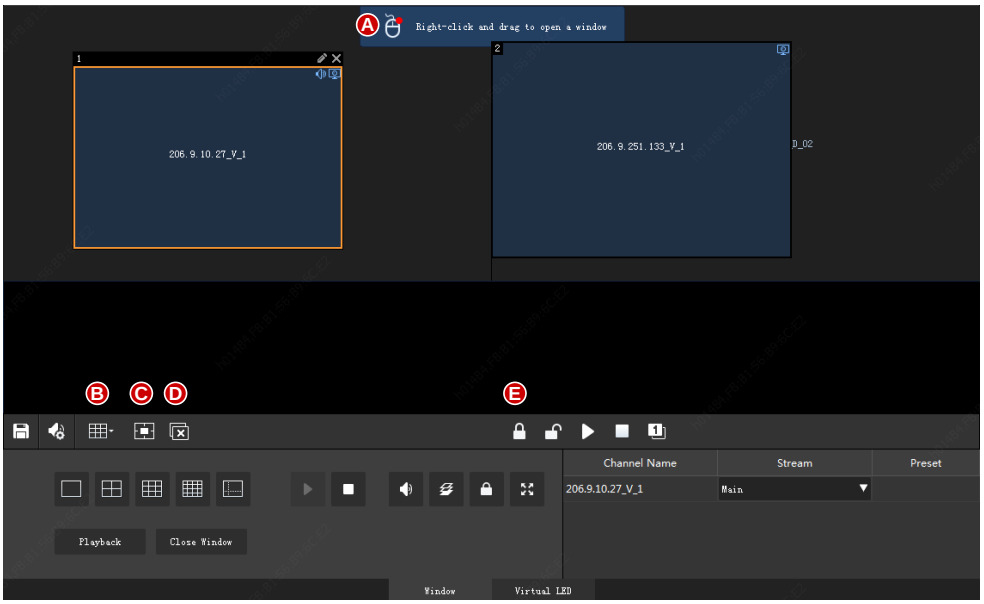
3. By default **Auto-Bind Channel** is selected, and the software automatically binds decoding channels to screens based on the resolution you set. You can edit the binding by dragging a decoding channel to the intended screen.

**TIP!**

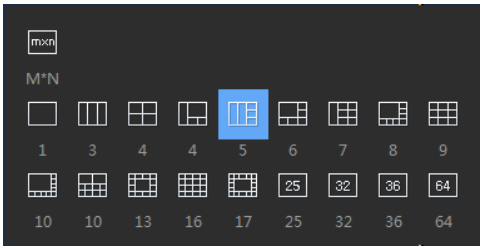
- When a decoding channel is bound to a screen, appears on the decoding channel list, and the decoding channel name appears at the screen center. To cancel a binding, click the close button in the screen's top right corner. To cancel all bindings, click . Click to bind all.
- You can drag a screen to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

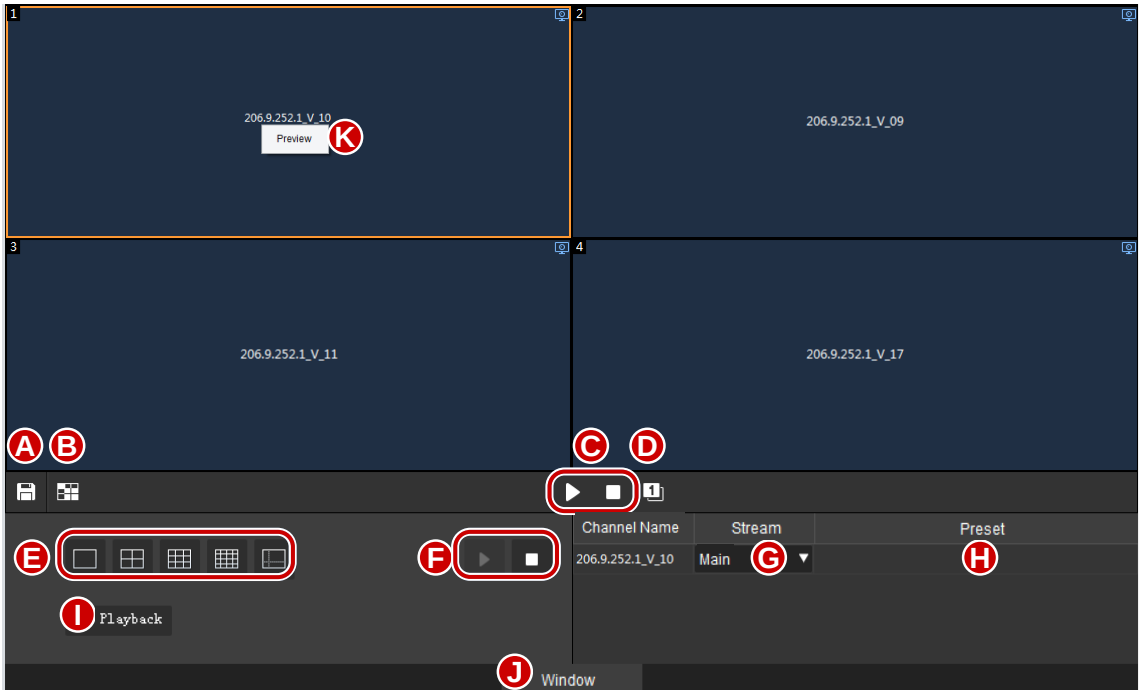
## Play Live Video on Video Wall

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

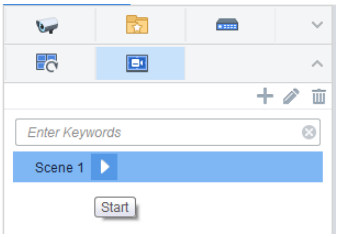
**TIP!**

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.

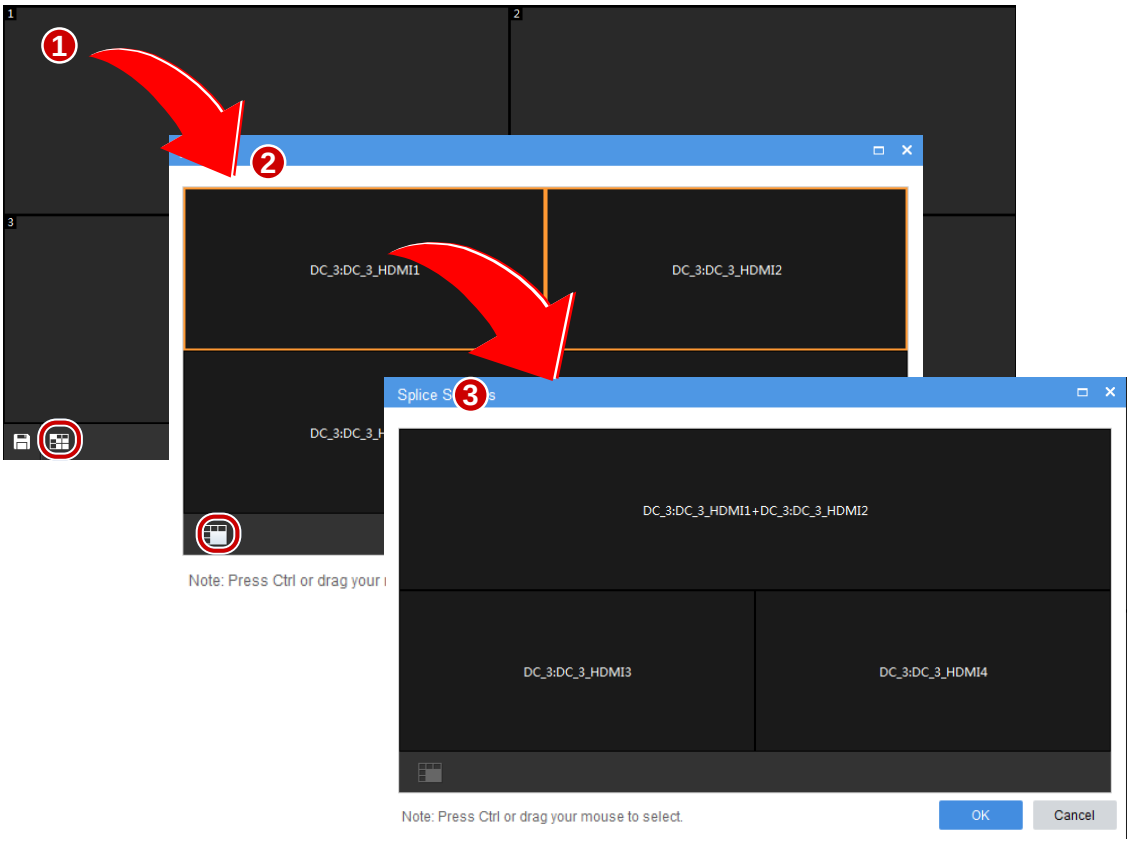
Take a decoding card video wall as an example.



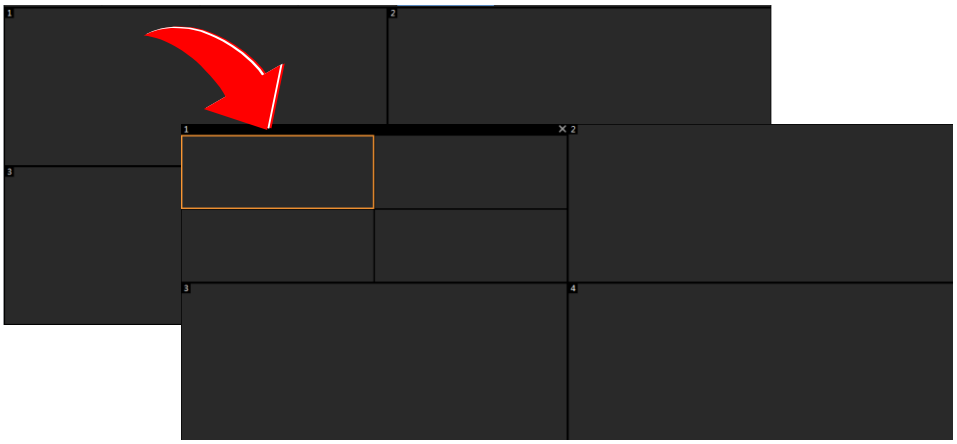

- A: Save current video wall settings including screen layout, window, and video service (live view or sequence) as a scene. To recall the settings, click for the scene in the scene list.



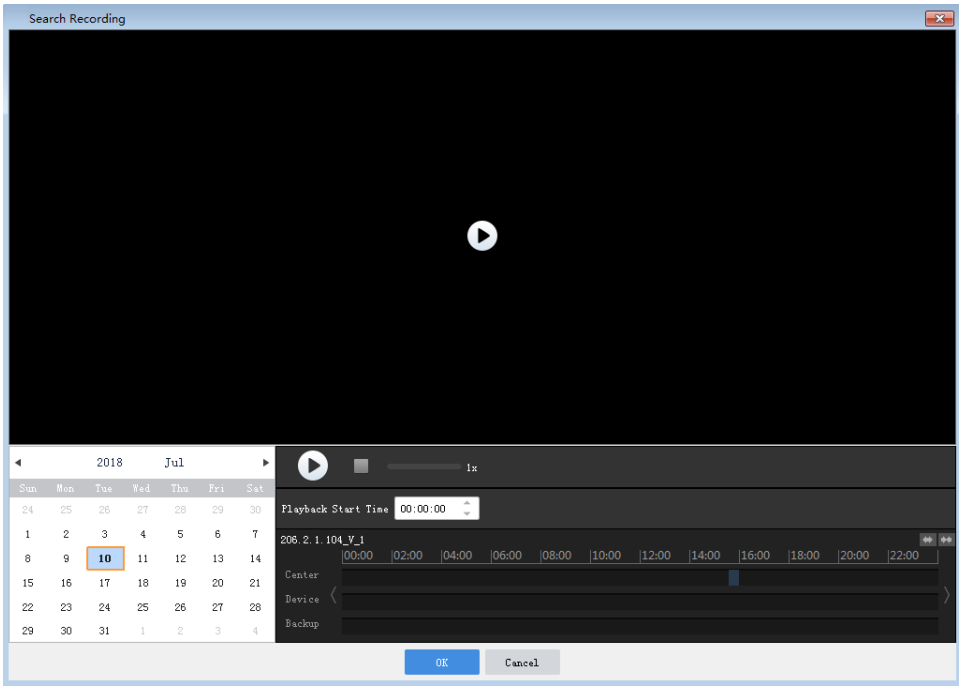
- B: Splice screens. Drag to select screens (or click while pressing the **Ctrl** key). The screens you select must form a rectangular. Steps for cancellation are the same.




- 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).



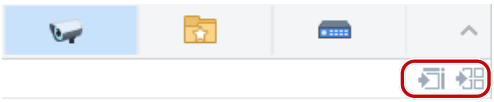

- J: Hide the toolbar area.
- K: Right-click and preview live video from the binding camera.

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.

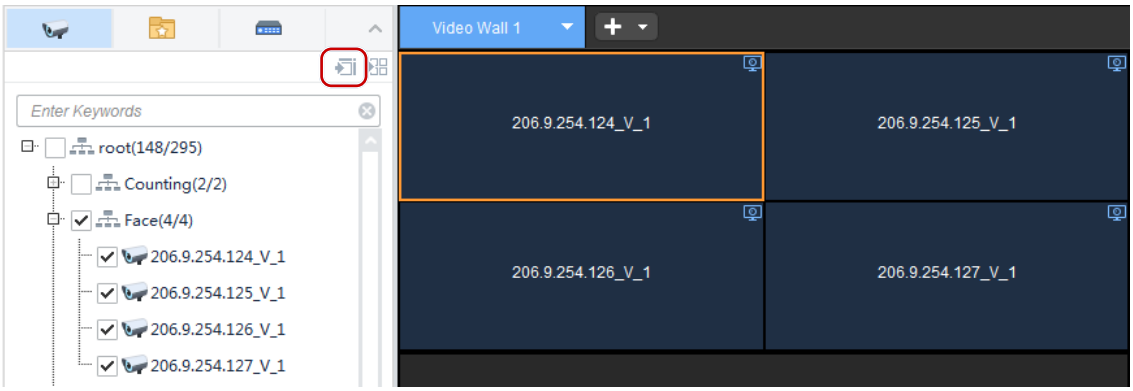
## Play Video of Multiple Cameras on Video Wall

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.

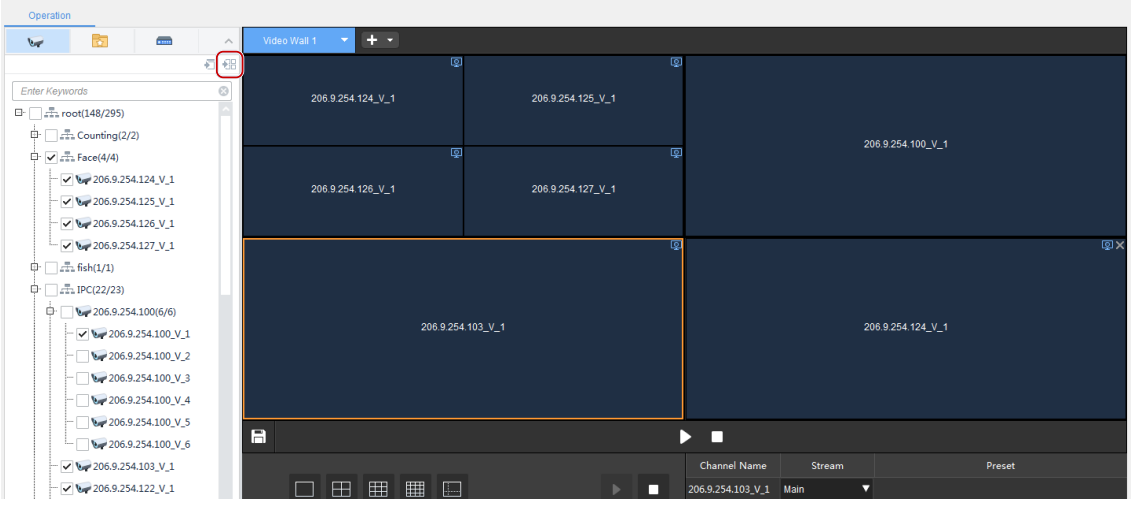



1. Click to select window 1 on screen 1.
2. Select cameras on the left.
3. Click .
4. Select a stream type.
5. Click **OK**. Video from the four cameras are playing in window 1, 2, 3 and 4 on screen 1 respectively.

## 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 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).

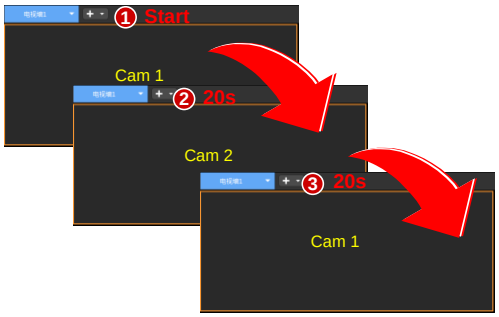
**Steps**

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**

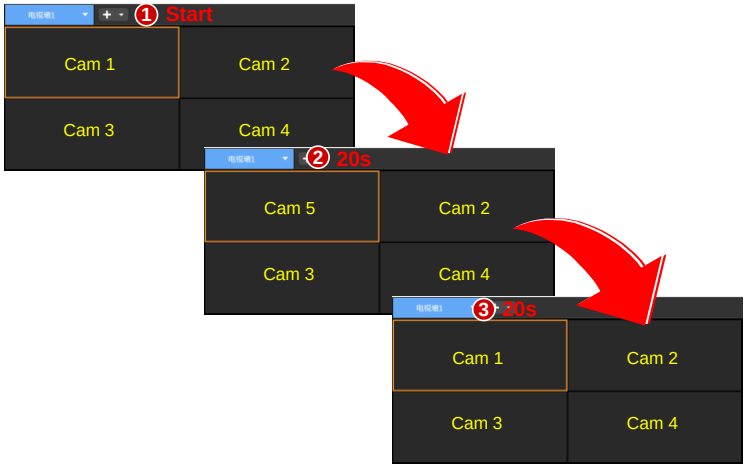
The following examples show how to play sequence resources on a video wall. Assume the time interval is set to 20 seconds for all the sequence resources.

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



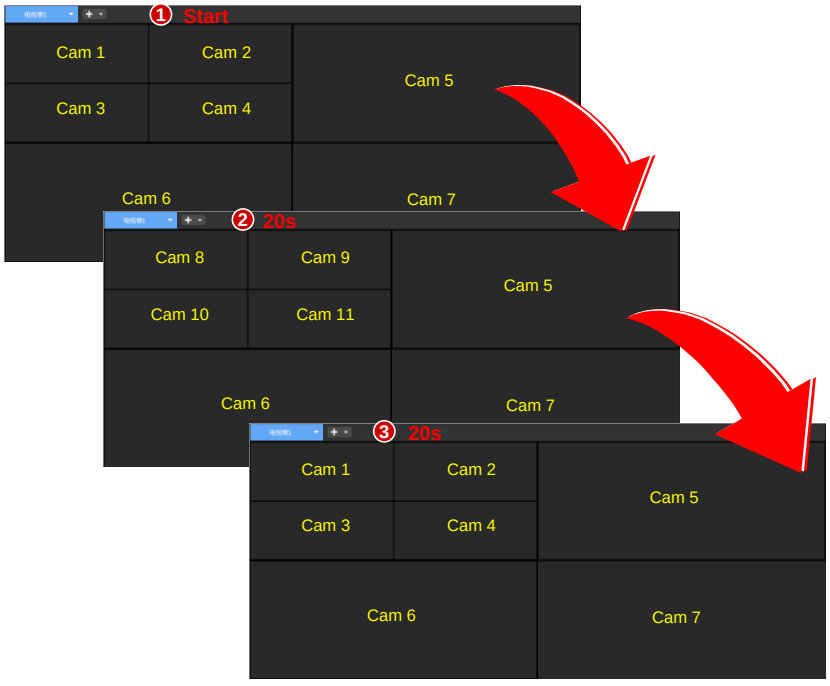

1. Sequence starts: play the 1st camera (Cam 1).
2. Switch in 20 seconds: play the 2nd camera (Cam 2).
3. Complete a round and start again: play the 1st camera (Cam 1).
4. Repeat the above process.

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




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

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



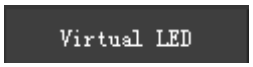

9. Sequence starts: play the first 7 cameras (Cam 1, 2, 3, … 7).
10. Switch in 20 seconds to play the next 4 cameras (Cam 8, 9, 10, 11).
11. Complete a round in 20 seconds and start again: play the first 7 cameras (Cam 1, 2, 3, … 7).
12. Repeat the above process.

## 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.

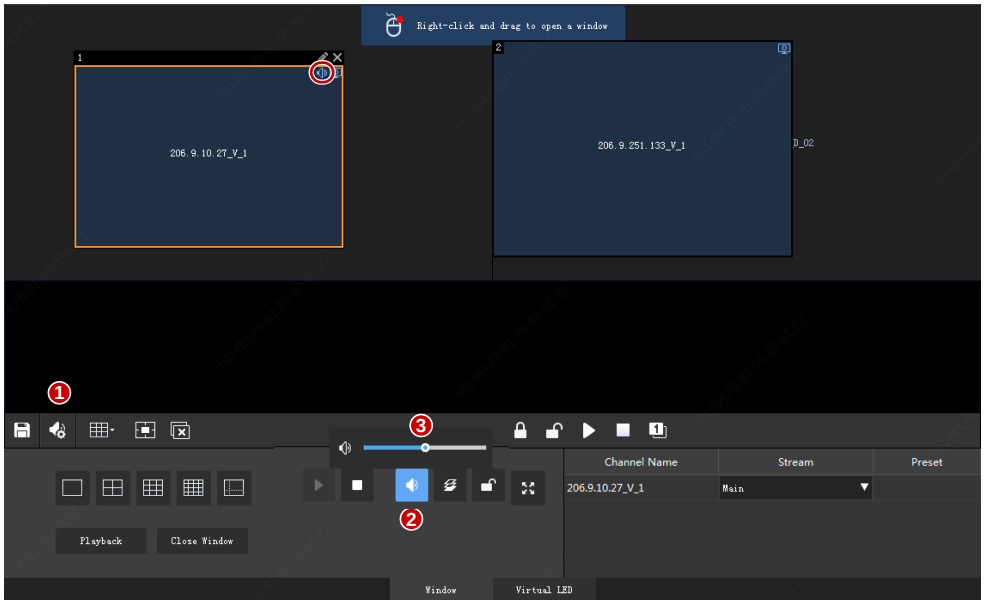
## Virtual LED

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.

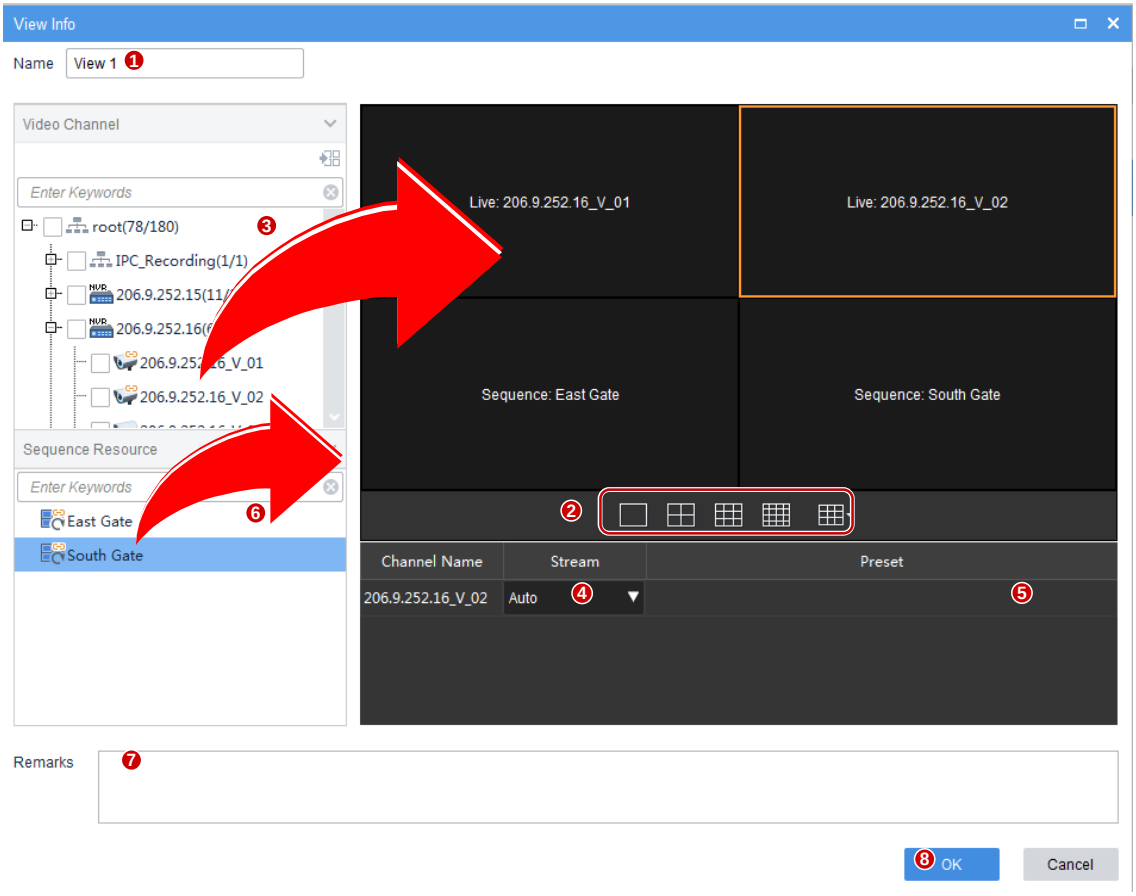
# 9 View Configuration

Click the **View** icon on **Control Panel**. The **View** page is displayed. 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!**

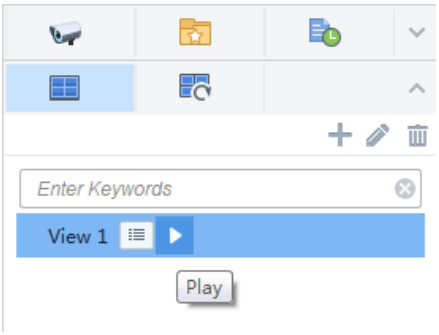
Please configure the sequence resource first (see Sequence Resource) before creating a view that involves a sequence resource.

Click **Add** to create a view.




1. Enter the view name.
2. Set screen layout (for example, 4-window display).
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. 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 brief introduction about the view.
7. Click **OK**.

The name of the created view appears at the **View** tab on the **Live View** page. Start the configured live view or sequence by just one click of the **Play** button ( ).




# 10 Alarm Configuration

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.

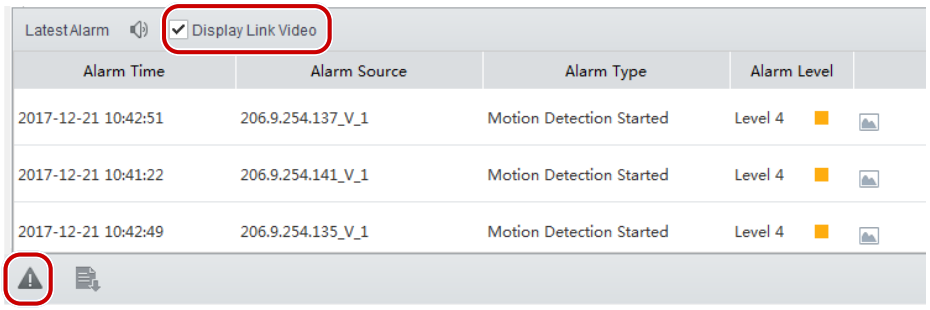
**NOTE!**

- The time template used in an alarm plan needs to be configured beforehand under **Service** > **Alarm Configuration** > **Time Template** on the Web Manager.
- 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.
- 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.

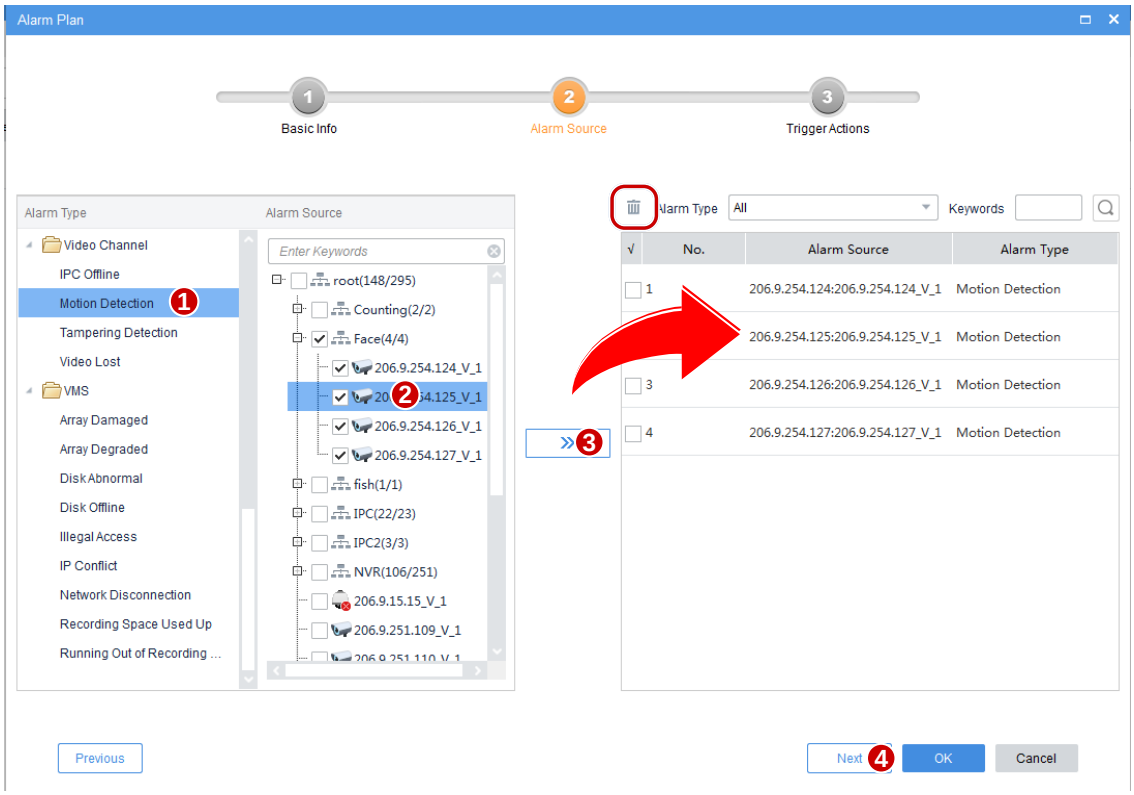
First enable the alarm-triggered live video function: Click in the lower left corner and select **Display Link Video**.



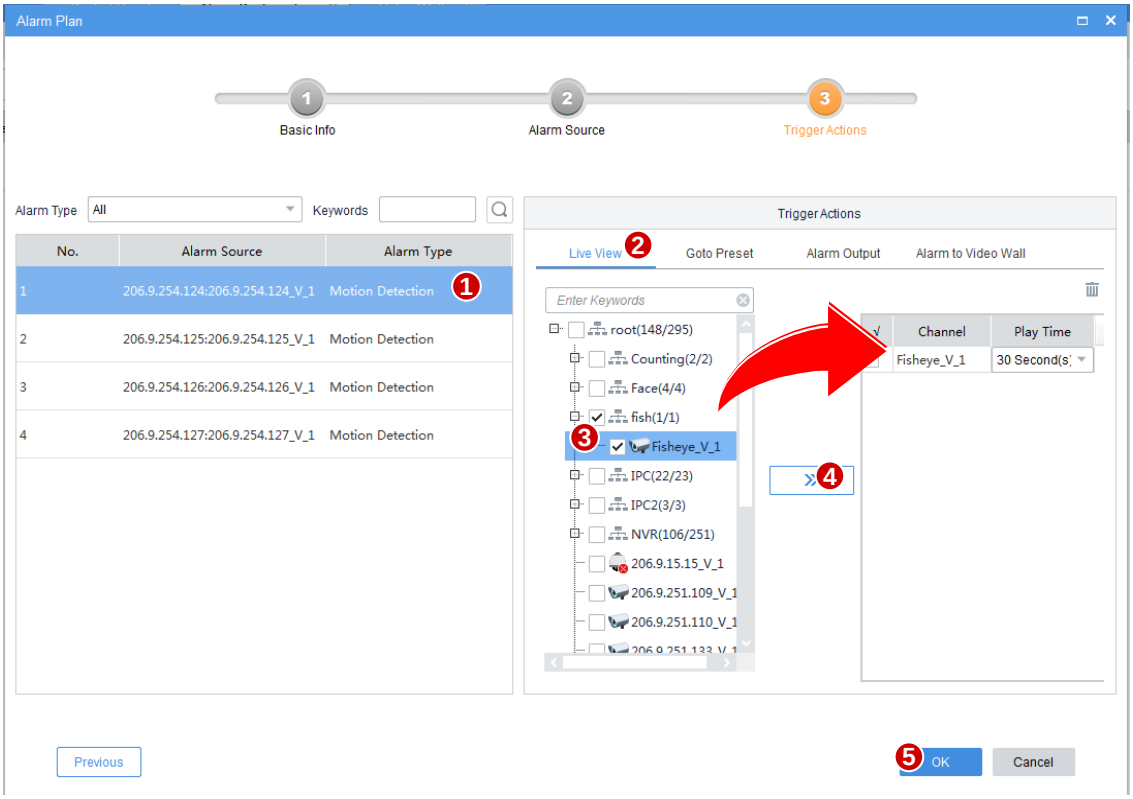

Click **Alarm Configuration** > **Alarm Plan** > **Add** and then follow these steps:

1. Complete the basic information. The time template is configured on the Web Manager. New alarm plans are enabled by default. Enable alarm sound as needed.

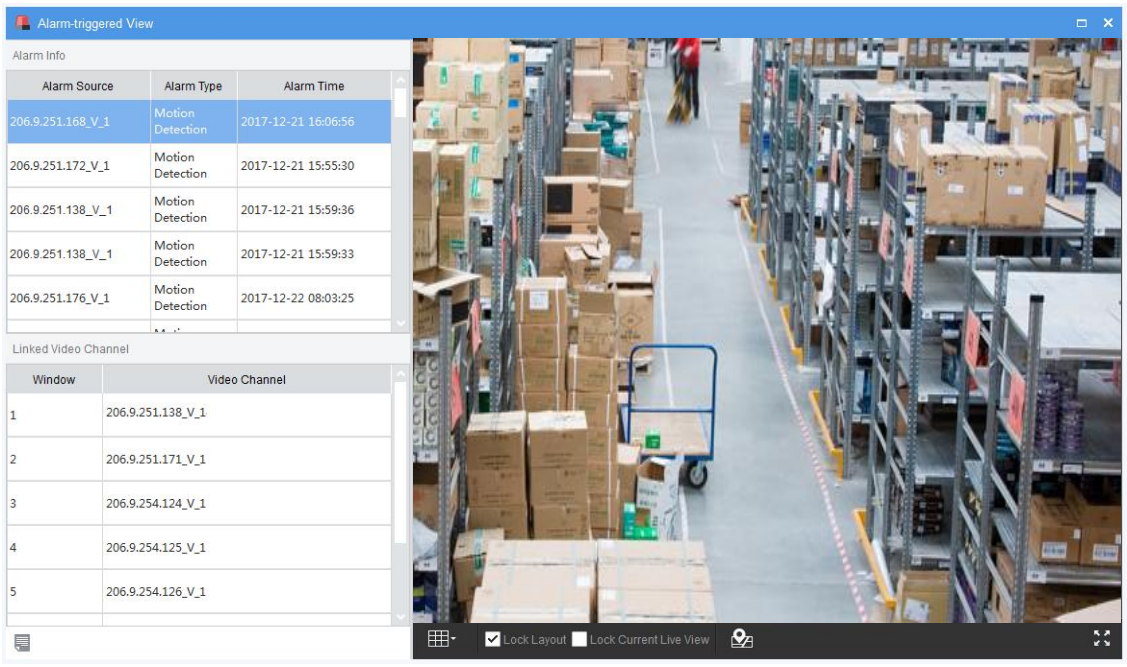
2. Follow the steps to set alarm type(s) and alarm source(s). Use keywords to filter. Click to delete unneeded alarm sources.




3. Follow the steps to set linked camera(s) and action(s) to trigger (live video). **Play Time** means the duration of live video to play. Click to delete unneeded actions.




**4.** When live video is triggered by an alarm, the window pops up displaying live video and related alarm and camera information.



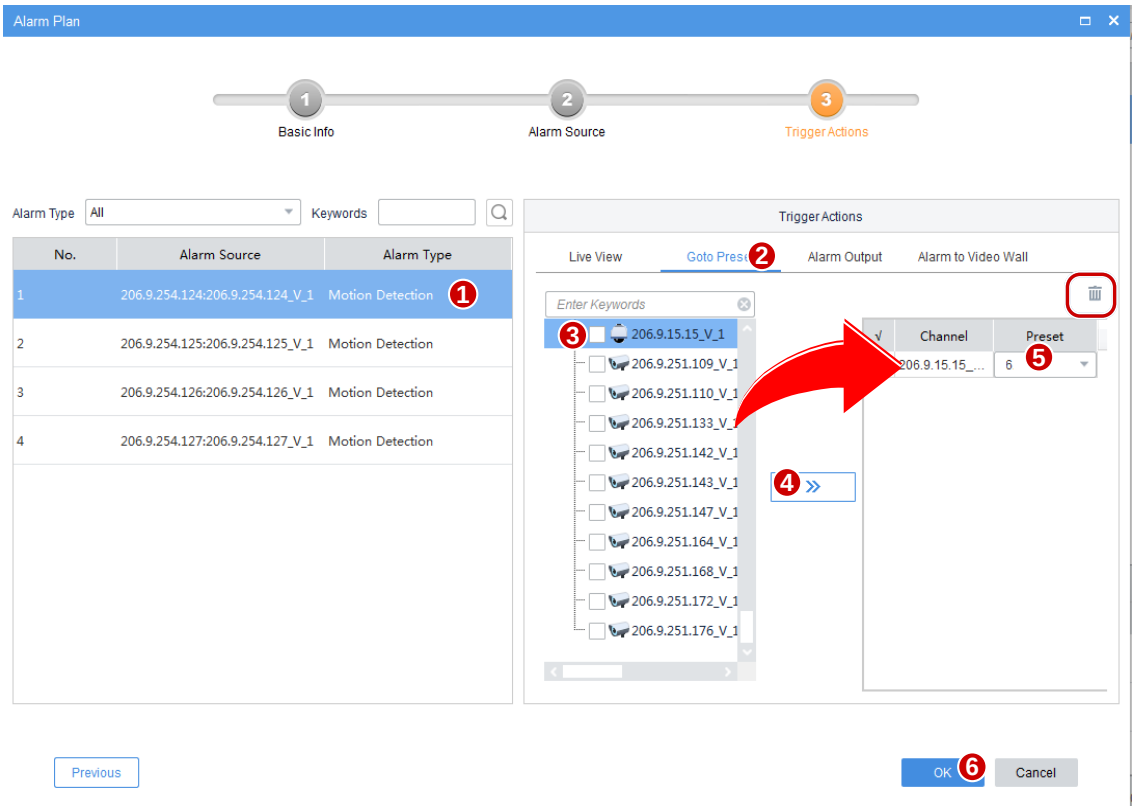

- Click to set the screen layout (e.g., 1 window).

- 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. Set alarm type(s) and source(s). See Step 1 and 2 in Create an Alarm Plan to Trigger Live Video for details.
2. Follow the steps to set the linked PTZ camera(s) and action to trigger (goto preset). Click to delete unneeded actions.

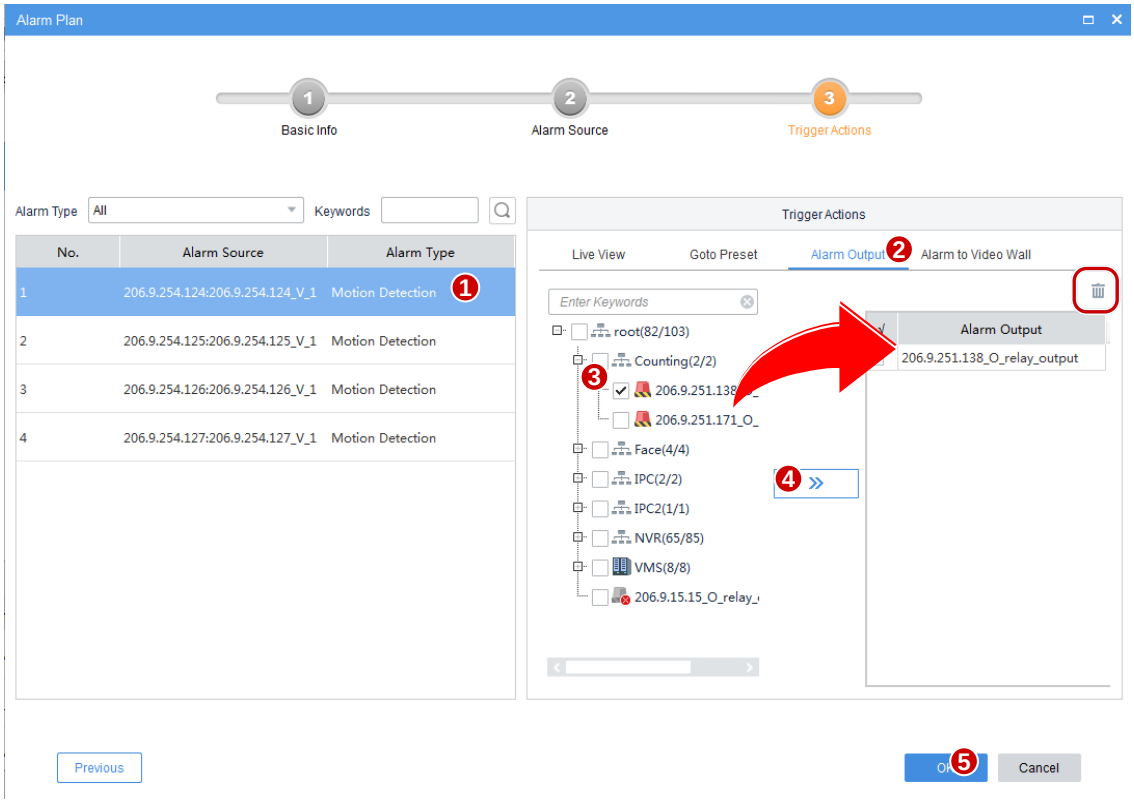


# Create an Alarm Plan to Trigger Alarm Output

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

1. 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.

2. Follow the steps to set the linked channel(s) and action to trigger (alarm output). Click to delete unneeded actions.




# 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

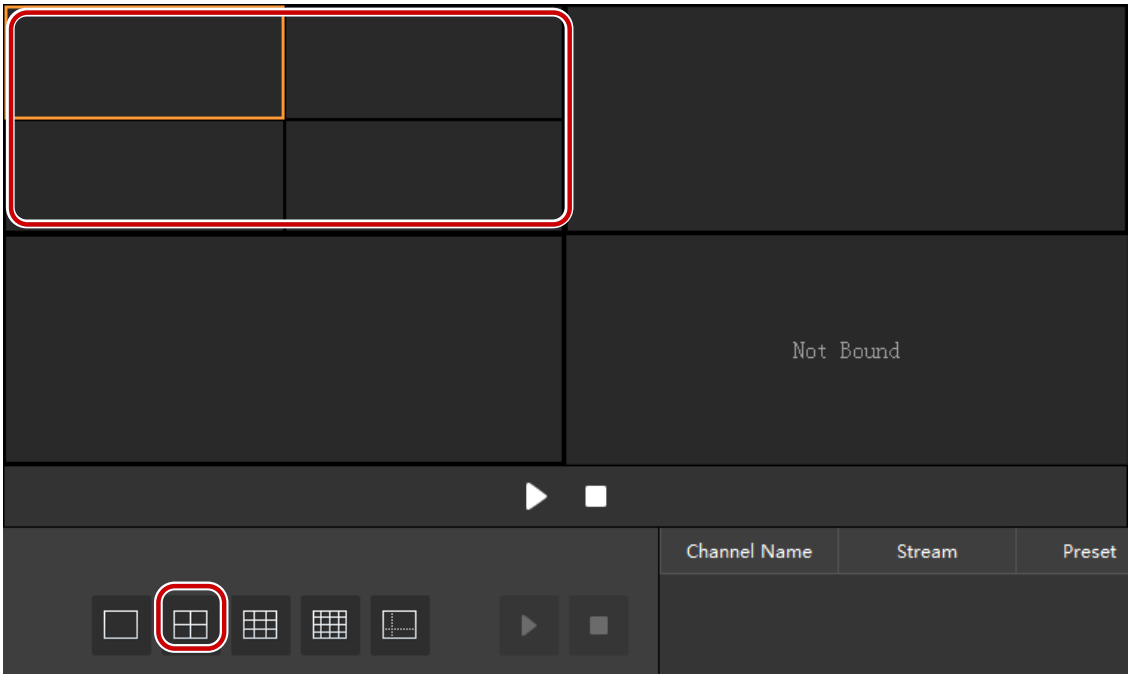
**NOTE!**

Configure video wall first (see Add a Video Wall).

Click **Alarm Configuration** > **Alarm to Video Wall Task** > **Add** and then follow the steps.

1. Enter the task name (e.g., Task 1).
2. Select a video wall (e.g., Video Wall 1).

3. (Optional) Split the screen, e.g., to 4.



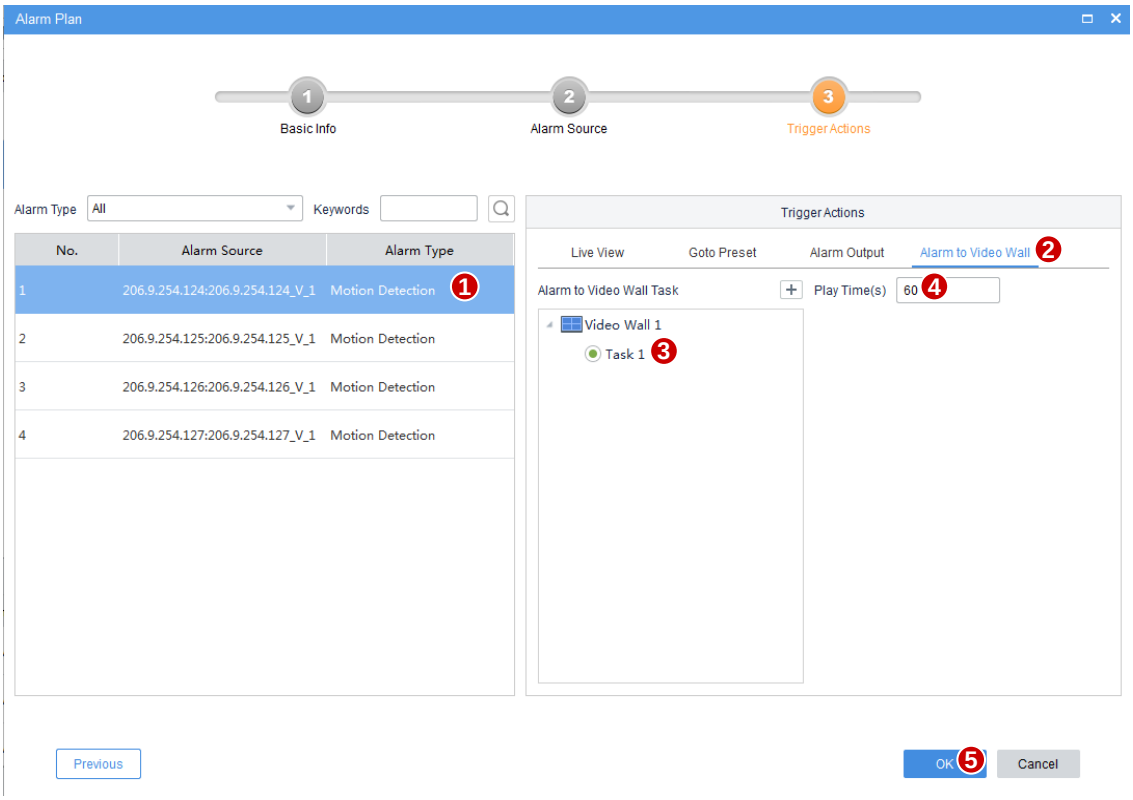

4. Drag the camera to the screen to complete binding; or select multiple cameras and then click (see Play on Screen) or (see Play on Wall) to bind in batches. If binding is successful, the screen color changes, appears in the top right corner of the screen, and the name of the camera appears at the screen center. Select the stream type. For a PTZ camera configured with presets, you may also select a preset.

5. Click **OK**. The task appears in the **Alarm to Video Wall Task** list (see the figure below).

## Configure alarm to video wall

1. 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.

2. Follow the steps to complete alarm to video wall configuration.




**NOTE!**

- Click to edit a task (button appears when the pointer hovers over the task name), or click to add one.
- If an alarm occurs when video is playing on a video wall, the video will be replaced by the alarm video. When the set play time is over, the previous video continues.
- 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.

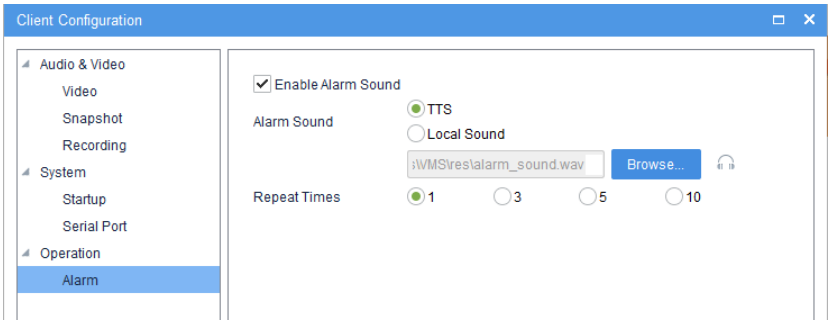
# Alarm Sound

Set alarm sound, so the client plays an audio file or uses TTS to make sound alerts in the set format when an alarm occurs on a specified device.

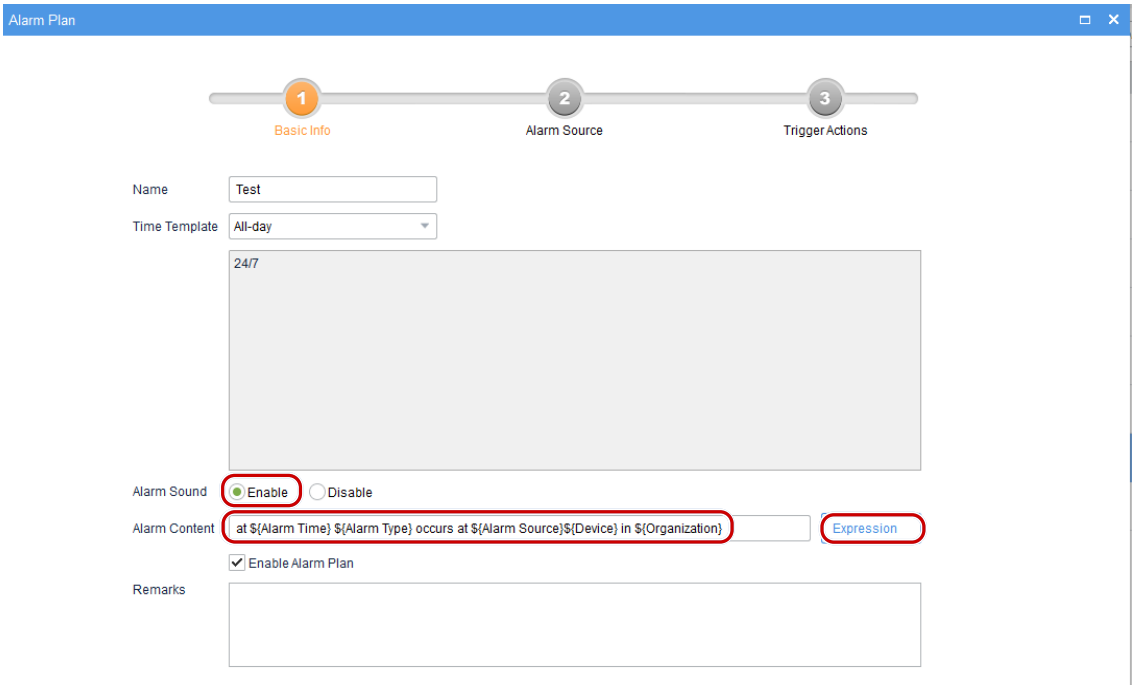
## Use TTS

To play alarm sound using the Text-To-Speech (TTS) engine:

1. Click **Client Configuration** on **Control Panel**.
2. Enable alarm sound and then select TTS. Set repeat times as needed.




3. Enable alarm sound and set alarm content for the corresponding alarm plan in alarm configuration. You may enter text in the field, or click the **Expression** button and choose options in certain order. The expression includes organization, device, alarm source, alarm time and alarm type. Each option can be chosen once only.



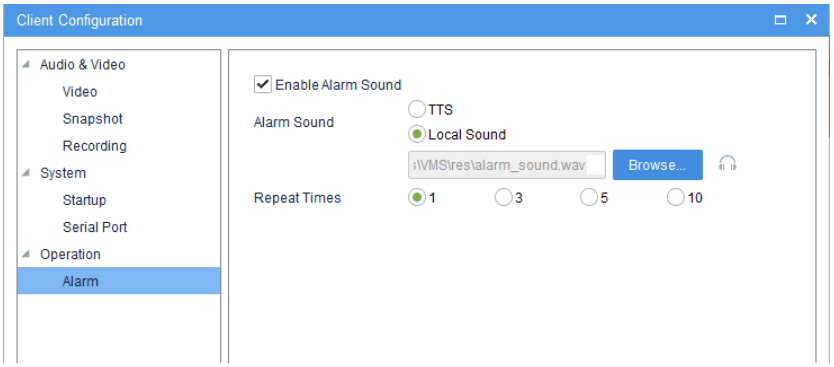

**TIP!**

You may edit TTS settings in the control panel of the Windows operating system of your client computer, including language and voice speed. Normally there is no need to change the default settings.

## Use a Local Audio File

To play alarm sound using an audio file saved on your client computer:

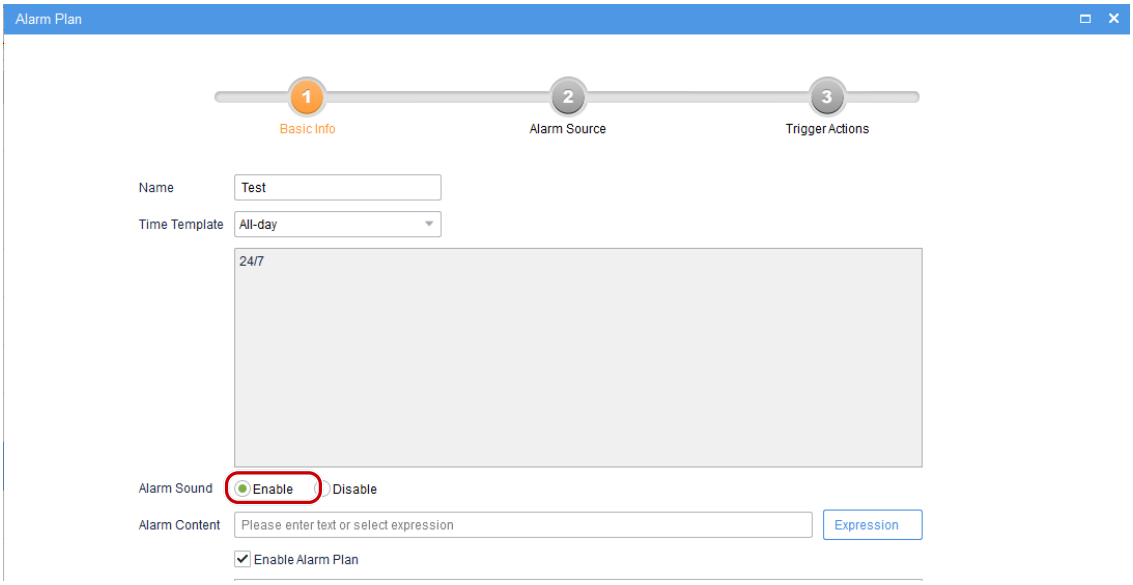
1. Click **Client Configuration** on **Control Panel**.
2. Enable alarm sound, select **Local Sound**, and select an audio file (.WAV) from your client computer. Set repeat times as needed.




**TIP!**

You may also click in the lower left corner (see GUI Introduction) and then click to turn on or off alarm sound on the client.

**3.** Enable alarm sound for the corresponding alarm plan in alarm configuration.




# 11 Alarm Records

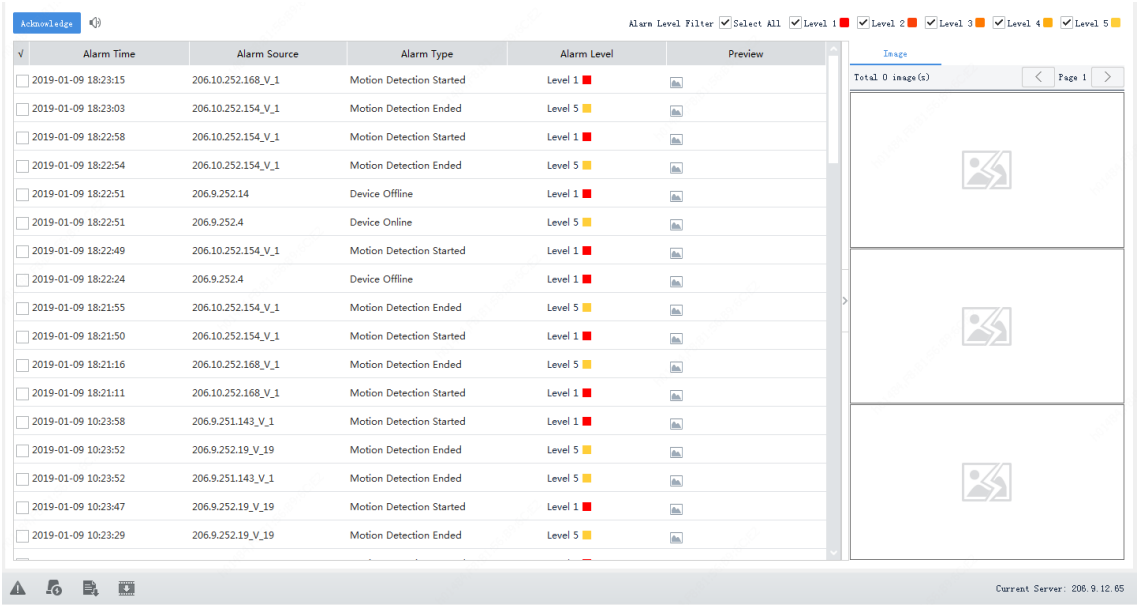
Click the **Alarm Records** icon on **Control Panel**. The **Alarm Records** page is displayed. View and acknowledge alarms or query alarm records. You may click the preview button to view alarm triggered snapshots if there are any.

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

## Latest Alarms

View the latest alarms on the **Latest Alarm** tab. Alarms refresh automatically. Select records (or click to select all) and then click **Acknowledge** to acknowledge. 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. Turn on/off alarm sound as needed.

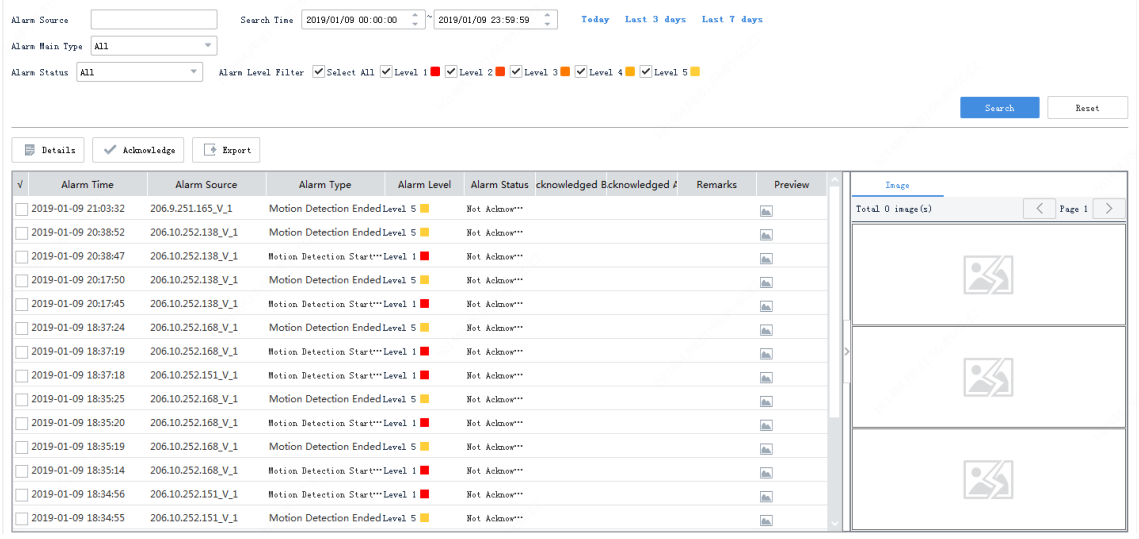



You may also click (**Latest Alarm** button) in the lower left corner to view latest alarms.

## 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 to your computer.

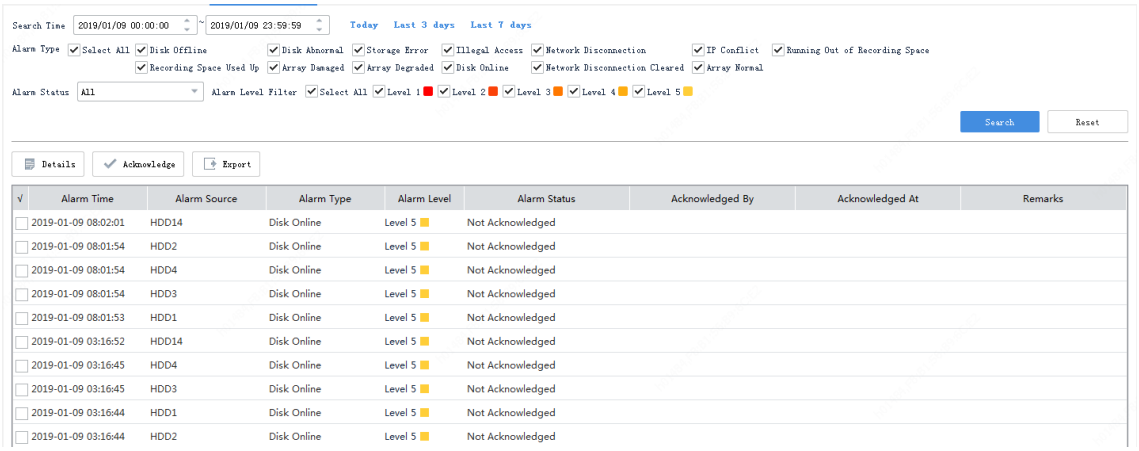
All device alarms can be retrieved but not necessarily in real time.



## 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 to your computer.

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

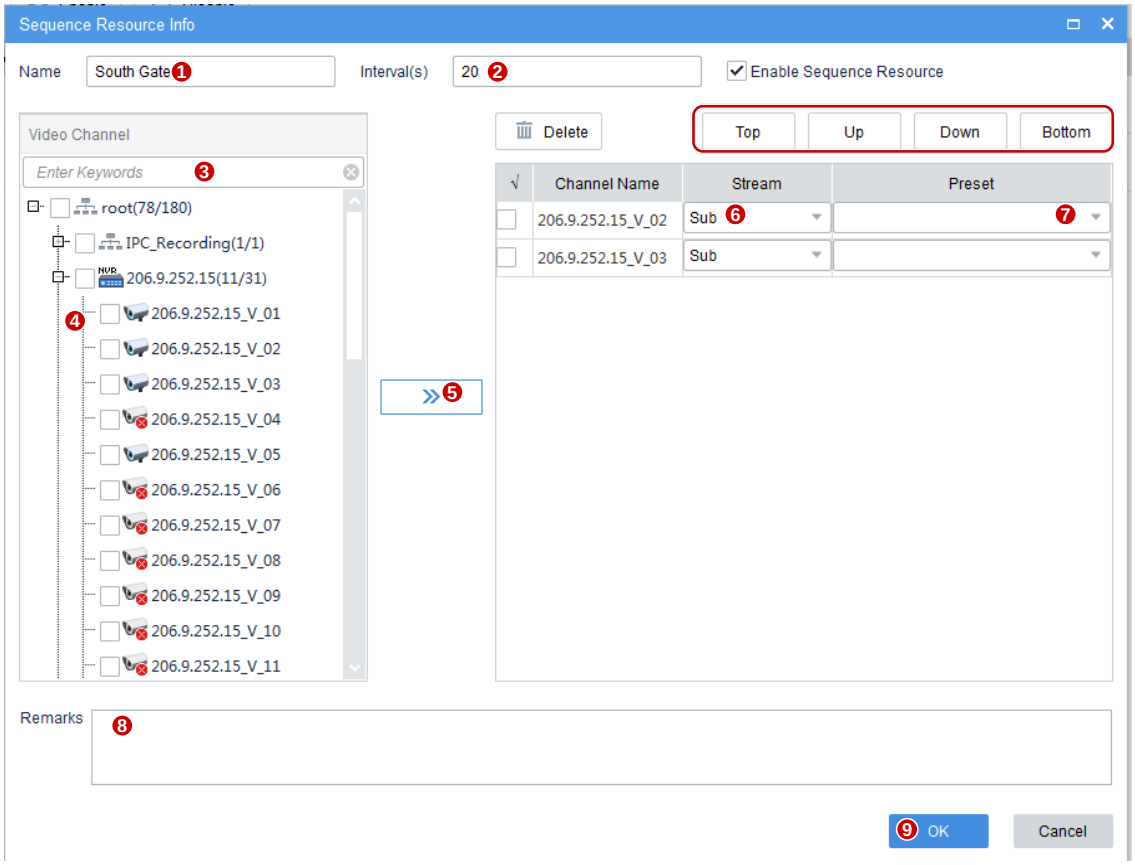



# 12 Sequence Resource

Select and arrange cameras in certain order as a group for use in live view and video wall. Video from the selected cameras will be displayed in sequence at the set interval.

Click the **Sequence Resource** icon on **Control Panel**. The **Sequence Resource** page is displayed.

Click **Add** and then follow the steps to set 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 stream types as needed.
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 display in View and Video Wall modules.
- For more information about how to use sequence resource, see View Configuration and Video Wall.

# 13 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.

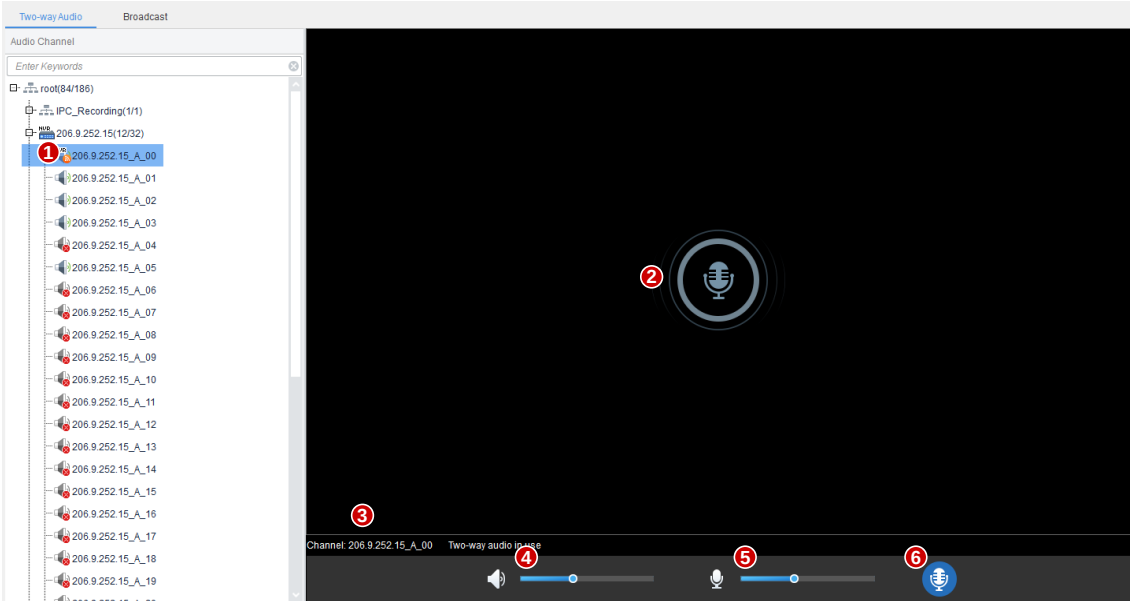
**NOTE!**

- Two-way audio requires a speaker and a microphone plugged in to your client computer.
- 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.

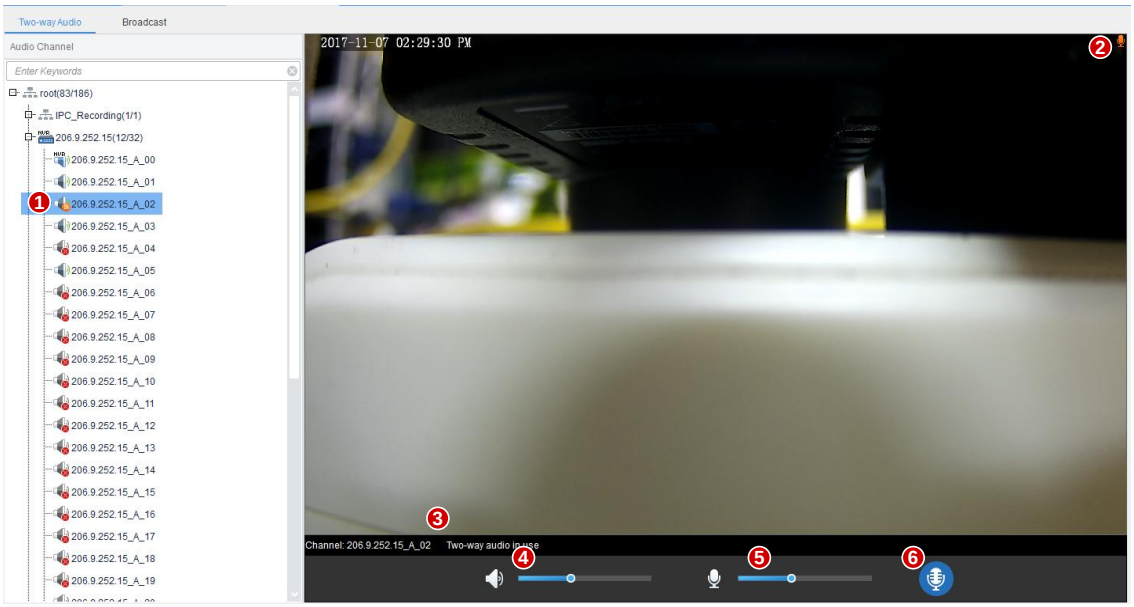
During two-way audio, you can adjust the output sound volume at the client computer side (4) and the input sound volume (5), or stop two-way audio (6).



## 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 output sound volume at the client computer side (4) and the 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).

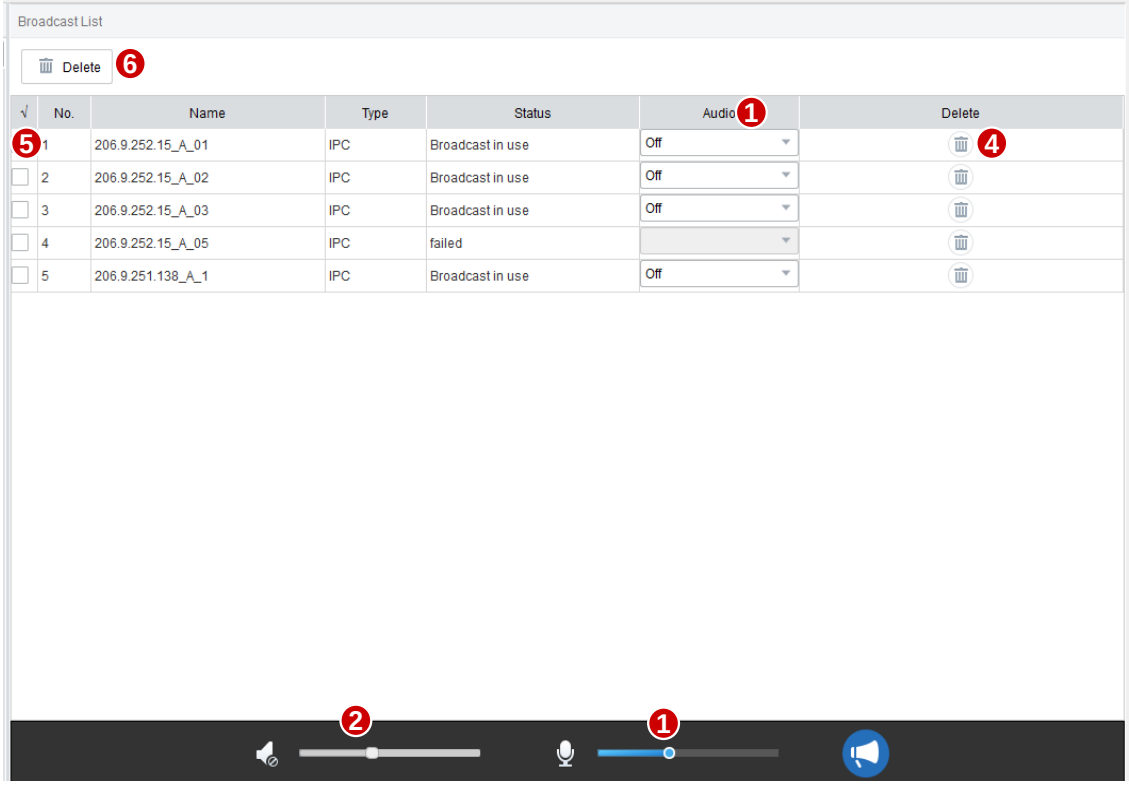
# Broadcast

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

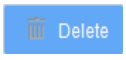
Click the **Broadcast** tab. Select audio channels in the list on the left. You can:

- 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.




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.

# 14 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

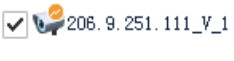
Click the **Realtime Statistics** tab. You can:

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

### Play Live Video

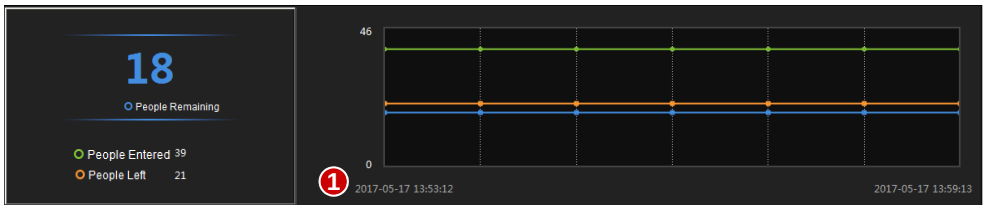
See Play Live Video.

### 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., 

).

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.

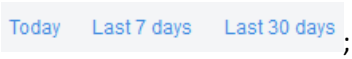
- 7 latest counting results (right): axis X (horizontal) means time, and axis Y (vertical) means number of people (minimum is 0, maximum is 10 by default and updates according to the actual counting result).

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.

**TIP!**

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 

; or set conditions first:

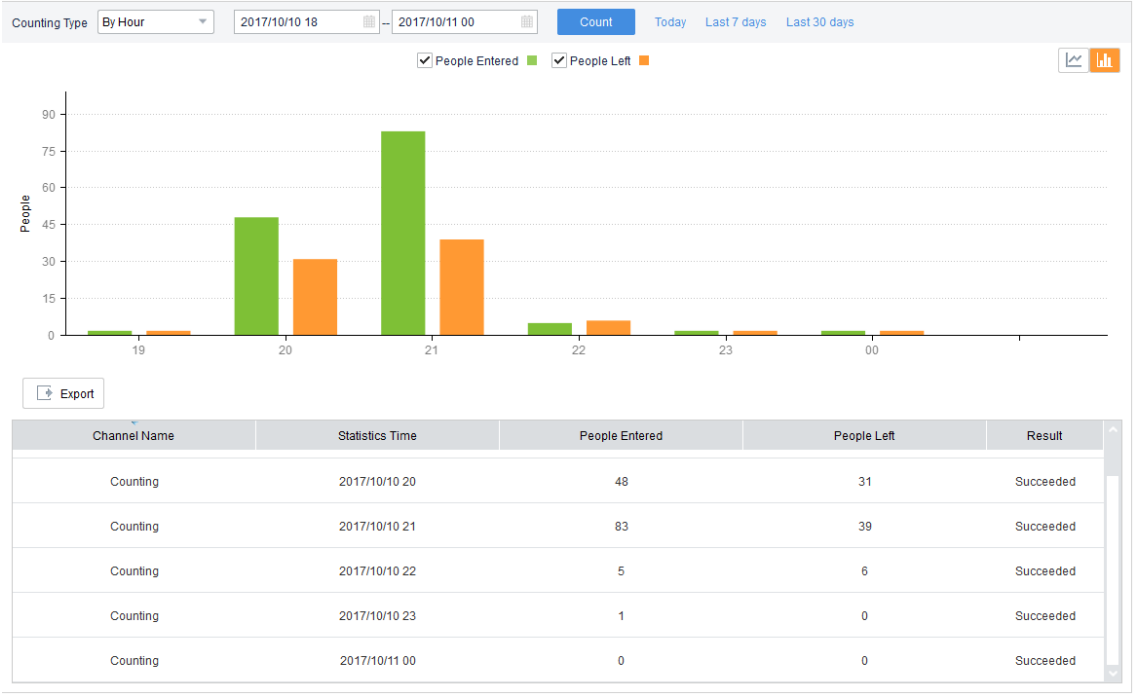
- Count by minute, hour, day or month.
- Set a time period by selecting on the calendar or typing manually.
- Count people entered and/or left by selecting

.
- 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:




| Channel Name | Statistics Time | People Entered | People Left | Result |
|---|---|---|---|---|
| Counting | 2017/10/10 20 | 48 | 31 | Succeeded |
| Counting | 2017/10/10 21 | 83 | 39 | Succeeded |
| Counting | 2017/10/10 22 | 5 | 6 | Succeeded |
| Counting | 2017/10/10 23 | 1 | 0 | Succeeded |
| Counting | 2017/10/11 00 | 0 | 0 | Succeeded |

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

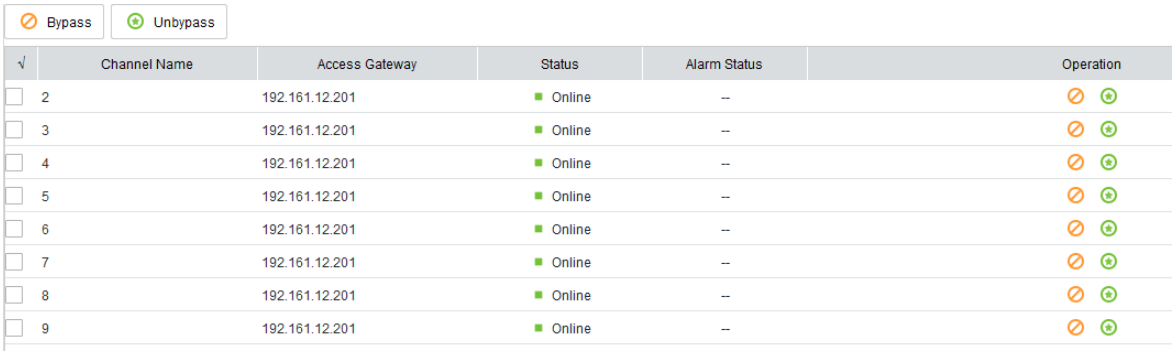
- Click **Export** to export statistics and save to your computer as a CSV file. You may open the file using Microsoft Office Excel.

# 15 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**.

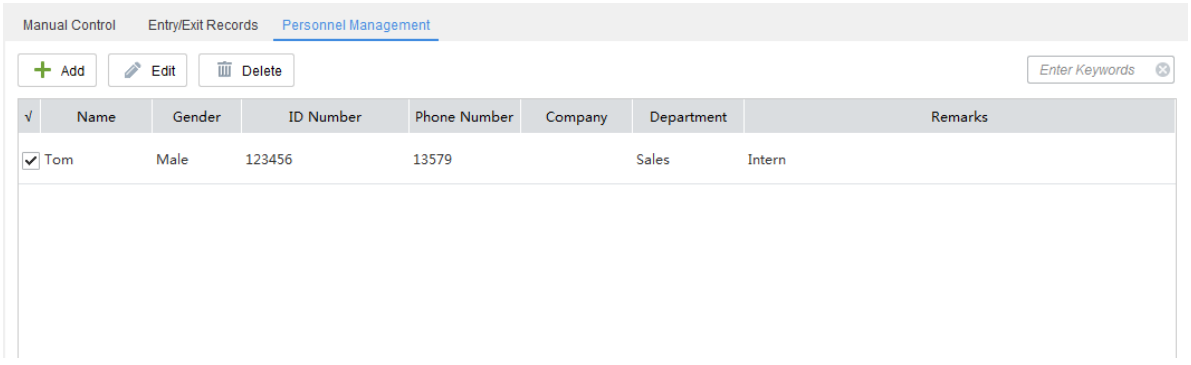



# 16 Door Access Control

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

- **Manual Control**: Open/close manually on the software client.
- **Entry/Exit Records**: View entry and exit records of a door; search records by time period, door, name or card number.
- **Personnel Management**: Add personal info and assign access cards.

1. To open/close doors, click the **Manual Control** tab, select door(s) and then click **Open Door** or **Close Door**.
2. To search entry/exit records of a card holder, click the **Entry/Exit Records** tab, set search criteria (e.g., time period, card holder name or card number), and then click **Search**.
3. To add a card holder, click the **Personnel Management** tab and then click **Add**. To assign a card, select a user and then click **Assign**.



# 17 LPR

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 14 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.

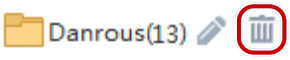
**Assign**

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.

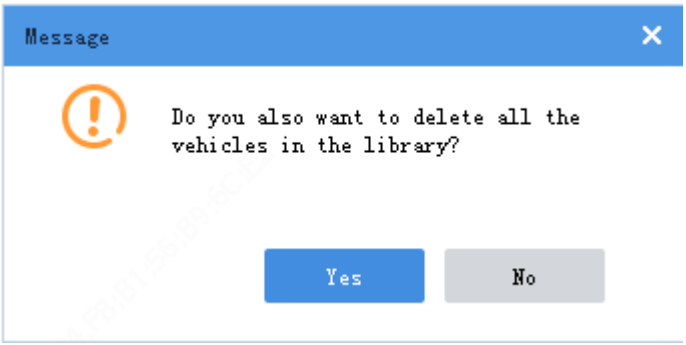
### Remove

"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., 

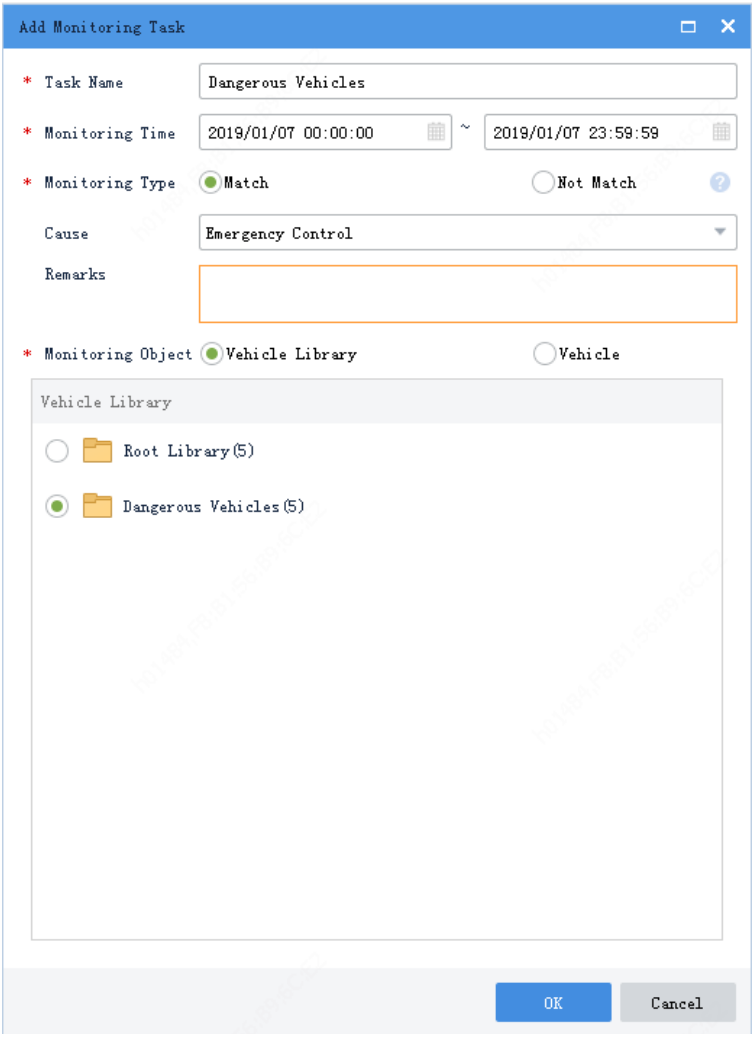
). A prompt message appears. If the library you want to delete contains data, a second message appears, asking whether you also want to delete the data with the library. Choosing **Yes** will delete all the data with the library; choosing **No** will only delete the library and keep all the data in it. 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.




**2.** Set task details.

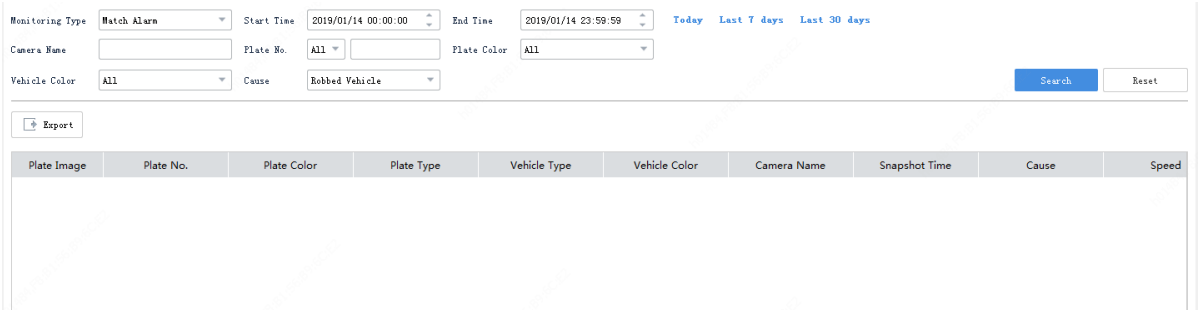
- Monitoring time: Time when the task is effective.
- Match Alarm: The system reports such an alarm when it finds a match in the library or among the selected vehicles for a captured vehicle; for example, when the system detects a vehicle on the wanted list.
- Not Match alarm: The system reports such an alarm when it fails to find any match in the library or among the selected faces for a captured face; 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

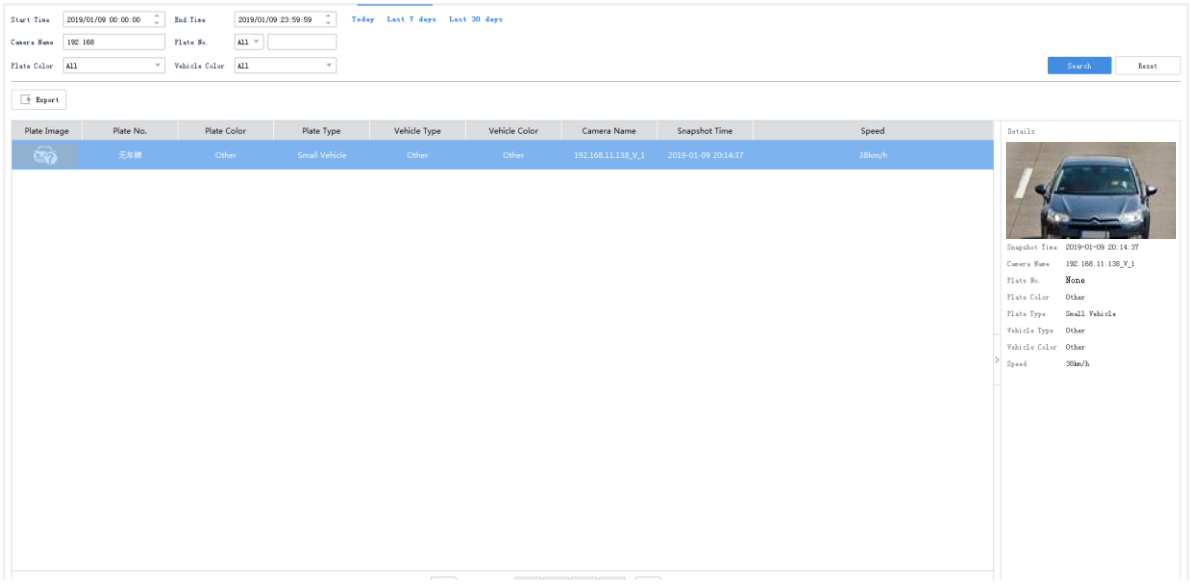
Search alarm records by alarm type, time and vehicle information.




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

# Pass-Through Records

Search for records of vehicles that pass 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 to your computer. You may open the file with Microsoft Excel.

# 18 Face Recognition

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

## 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 14 custom libraries are allowed.

### Create Face Library

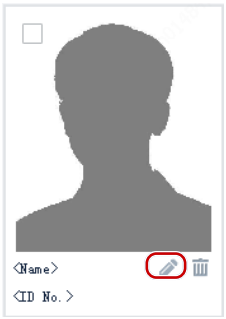
Click the add sign (+) in the face library tree on the left. To rename a library, click **Edit**.

### Add Face Data

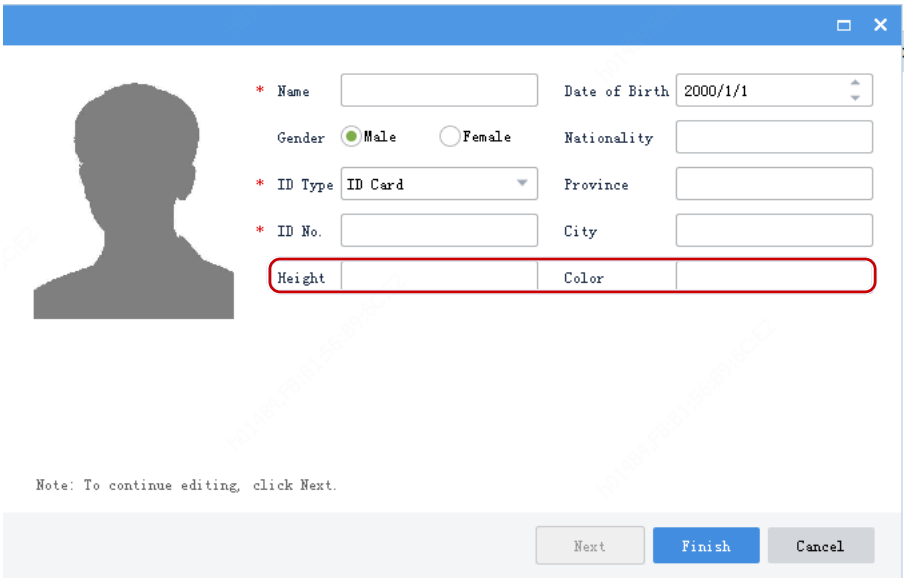
Add face data to a face library. There are many ways to add face data.

**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).



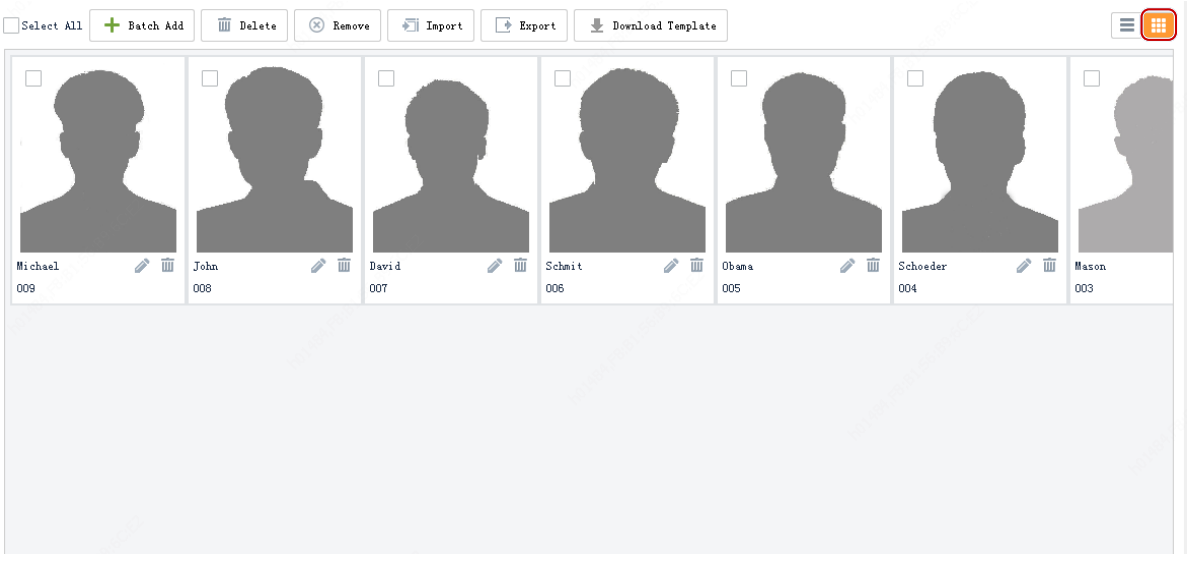

3. Click **Next** to save and continue to the next, or click **Finish**.
4. Click **OK** when you complete information for all the faces.

### 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.




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.

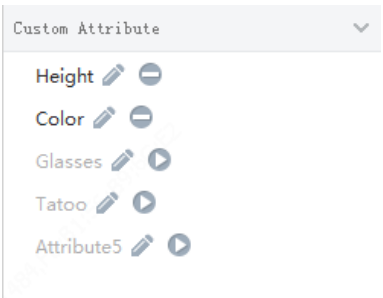
## Delete a Face Library

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

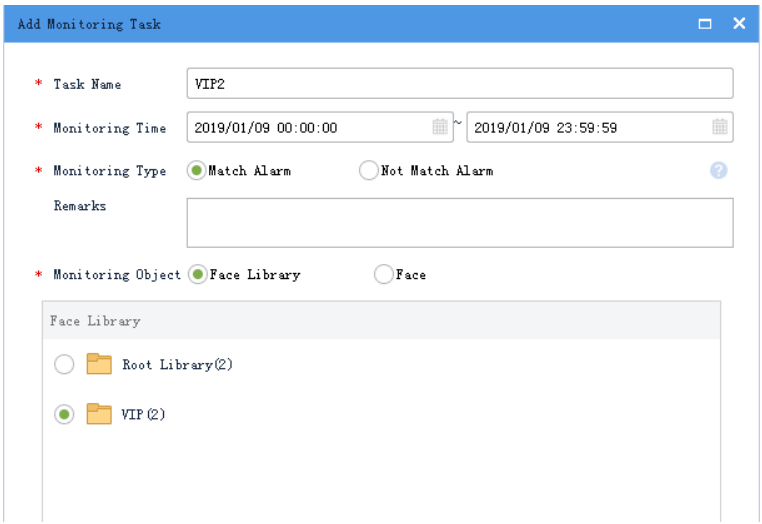
Customize face data attributes such as **Height**, **Color**. You need to enable the attribute(s) before they appear in person information.



# Monitoring Task

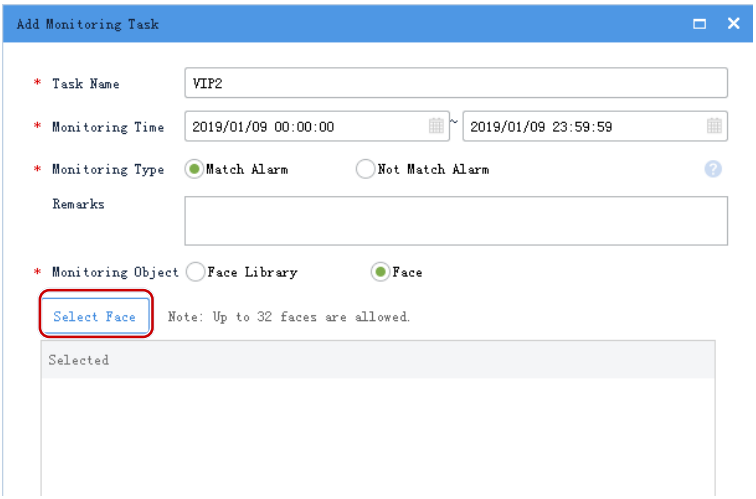
Use the created face libraries or imported faces for monitoring. During the monitoring time, the system compares the captured faces with the faces used for monitoring, analyzes, and reports alarms based on the monitoring type you set.

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

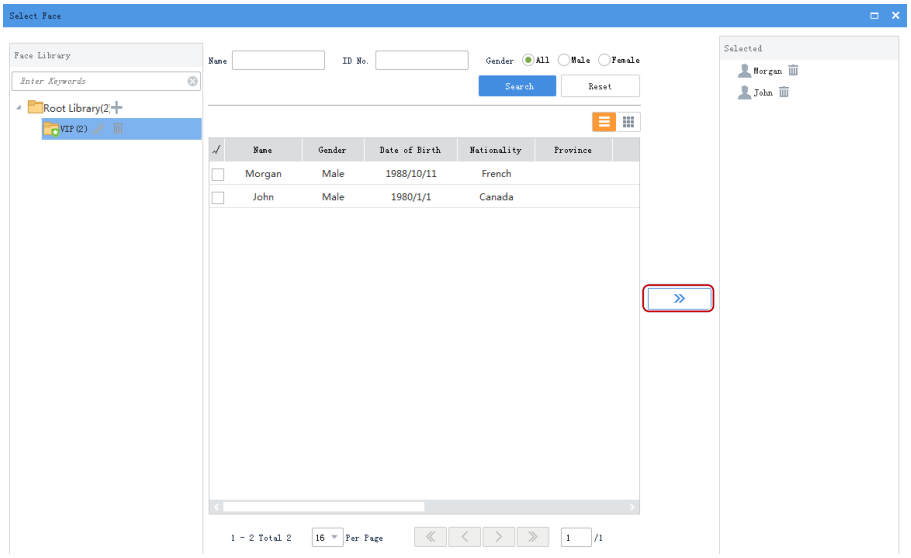



**2.** Set task details.

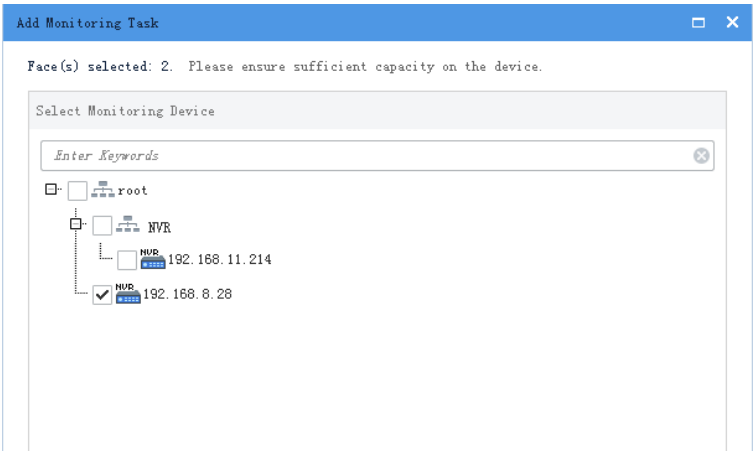
- Monitoring time: Time when the task is effective.
- Match Alarm: The system reports such an alarm when it finds a match in the library or among the selected faces with a captured face; for example, when the system identifies a VIP guest.
- Not Match alarm: The system reports such an alarm when it fails 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.



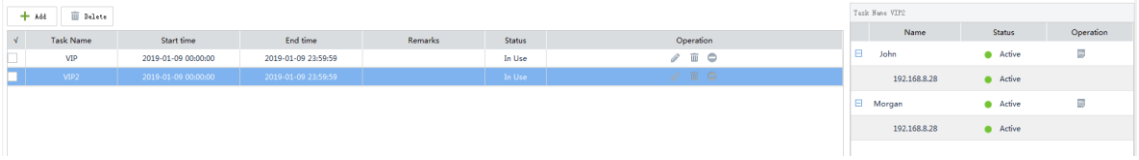

3. Select faces for the monitoring task. You may select from different libraries.




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.

## Alarm Records

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

## Pass-Through Records

Search for records of people that pass 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 to your computer. You may open the file with Microsoft Excel.

# 19 Client Configuration

Set parameters for the client computer where the client software is running.

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

| Parameter | | | Description |
|---|---|---|---|
| Audio & Video | Video | Processing Mode | Short Delay or Ultra-low Delay is recommended when network connectivity is in good performance.<br>Fluent is recommended if there is an obvious time lag. |
| | | Stream Type | ● Adapt to Screen Layout: When selected, the client chooses a stream type according to the screen layout:<br>More than 9 windows: Main stream<br>9 windows or less: Sub stream<br>● Use Default Stream Type: Main, Sub, Third |
| | | Display Mode | Choose an optimal display mode in accordance with your client computer's performance. |

| Parameter | | | Description |
|---|---|---|---|
| | | Stream Transmission Protocol | Transmission protocol used to carry video streams from front end devices to your client computer.<br>***Note:***<br>• *TCP is recommended in poor network conditions. After switching from UDP to TCP, you need to restart live view to apply the changed setting.*<br>• *Make sure the software is not blocked by firewall if you choose UDP.* |
| | | Stream Transmission Policy | • Forwarding First: The devices send media streams to the client software via the VMS.<br>• 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. |
| | | Enable GPU Mode | Uses GPU to improve the client's decoding capability. This feature is available when it is supported by the client computer.<br>When selected, the supported encoding format (e.g., H.264, H.265) will be displayed.<br>The changed setting takes effect after the program restarts. |
| | | Play Main Stream in Maximized Live View Window | • 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.<br>• Not selected: Maximizing a live view window does not change the stream type.<br>By default this option is not selected. |
| | Snapshot | Snapshot Mode | • Auto: Save snapshot(s) in specified format to the specified path.<br>• Manual: In this mode, user can select the snapshot(s) to save, set the path and format, and enter remarks (for JPEG only). |
| | | Continuous Snapshot Interval | Time interval between two snapshots. |
| | | Continuous Snapshots | Number of snapshots to take every time. |

| Parameter | | | Description |
|---|---|---|---|
| | | Snapshot Format | Choose the format of snapshots taken to be saved on your client computer:<br>• BMP: Save snapshots without compression. It takes more space than JPEG.<br>• JPEG: Snapshots are compressed to save space at the expense of reduced image quality. |
| System | Startup | Enable Auto Login to EZVMS | If enabled, the client software runs automatically when you log in to your Windows system, and you will log in to the most recently accessed server address without entering the username and password. |
| | | Enable Auto Login to Windows | Available to the Windows version.<br>If enabled, you will automatically log in to Windows after your client computer starts up. You need to enter the username and password for your Windows system. |
| Operation | Alarm | Enable Alarm Sound | Set whether to enable sound alert when an alarm occurs. You may choose to use TTS or a local audio file to play alarm sound (see Alarm Sound).<br>After completing the configuration here, you also need to complete settings in Alarm Configuration. |