



How to Set up the Alarm Sound and Light for a Uniview Active Deterrence Camera?

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| Title: | How to Set up the Alarm Sound and Light for a Uniview Active Deterrence Camera? | Version: | V1.1 |
| Product: | IPC | Date | 9/26/2023 |

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Description

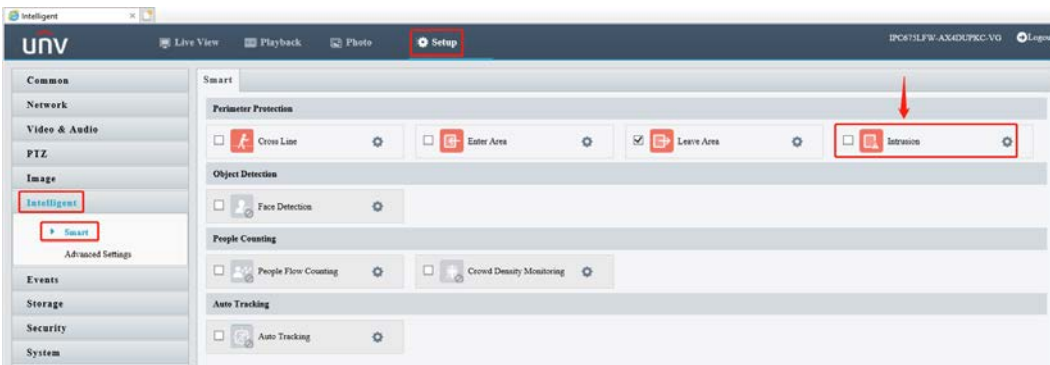
Note: This method is applicable to most scenarios. If the method cannot solve your problem, it is recommended to consult our Tech Support Team.

https://global.uniview.com/Support/Service_Hotline/

Operating Steps

Note: The alarm sound/light only can be triggered by certain functions like human body detection, cross line and intrusion detection etc. Take IPC675 series as an example.

Step 1 Log into the camera's web interface and go to **Setup>Intelligent>Smart**.



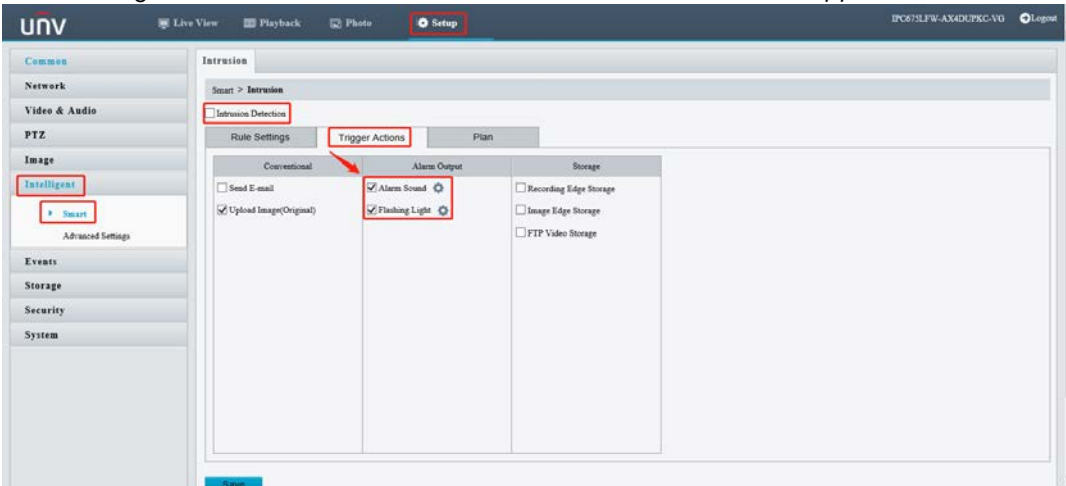
Step 2 Take intrusion detection as an example.

Go to **Intrusion>Trigger Actions** to enable **Alarm Sound** and **Alarm Light**. You can turn on **Alarm Sound and Alarm Light** and change the relevant settings

Settings can be changed only when you turn on the alarm sound and alarm light.

Note: The audio file can be selected here. The sound repeat times and light blinking times can be set up here as well.

The alarm light and sound can also be turned on or off from the EZView app under **Device Config**



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Flashing Light ✕

Custom Mode Day/Night Mode

Duration(s)

| Mon | Tue | Wed | Thu | Fri | Sat | Sun | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---------------------------------------|----------------------------------|---------------------------------------|----------------------------------|-----|-----|-----|------------|--|----------|--|---|---------------------------------------|----------------------------------|---------------------------------------|----------------------------------|---|----------------------|----------------------------------|----------------------|----------------------------------|---|----------------------|----------------------------------|----------------------|----------------------------------|---|----------------------|----------------------------------|----------------------|----------------------------------|
| <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 5%;">No.</th> <th style="width: 40%;">Start Time</th> <th style="width: 10%;"></th> <th style="width: 40%;">End Time</th> <th style="width: 5%;"></th> </tr> </thead> <tbody> <tr> <td>1</td> <td><input type="text" value="00:00:00"/></td> <td><input type="button" value="L"/></td> <td><input type="text" value="23:59:59"/></td> <td><input type="button" value="L"/></td> </tr> <tr> <td>2</td> <td><input type="text"/></td> <td><input type="button" value="L"/></td> <td><input type="text"/></td> <td><input type="button" value="L"/></td> </tr> <tr> <td>3</td> <td><input type="text"/></td> <td><input type="button" value="L"/></td> <td><input type="text"/></td> <td><input type="button" value="L"/></td> </tr> <tr> <td>4</td> <td><input type="text"/></td> <td><input type="button" value="L"/></td> <td><input type="text"/></td> <td><input type="button" value="L"/></td> </tr> </tbody> </table> | | | | | | | No. | Start Time | | End Time | | 1 | <input type="text" value="00:00:00"/> | <input type="button" value="L"/> | <input type="text" value="23:59:59"/> | <input type="button" value="L"/> | 2 | <input type="text"/> | <input type="button" value="L"/> | <input type="text"/> | <input type="button" value="L"/> | 3 | <input type="text"/> | <input type="button" value="L"/> | <input type="text"/> | <input type="button" value="L"/> | 4 | <input type="text"/> | <input type="button" value="L"/> | <input type="text"/> | <input type="button" value="L"/> |
| No. | Start Time | | End Time | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | <input type="text" value="00:00:00"/> | <input type="button" value="L"/> | <input type="text" value="23:59:59"/> | <input type="button" value="L"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | <input type="text"/> | <input type="button" value="L"/> | <input type="text"/> | <input type="button" value="L"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | <input type="text"/> | <input type="button" value="L"/> | <input type="text"/> | <input type="button" value="L"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | <input type="text"/> | <input type="button" value="L"/> | <input type="text"/> | <input type="button" value="L"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Copy To <input type="checkbox"/> Select All <input checked="" type="checkbox"/> Mon <input type="checkbox"/> Tue <input type="checkbox"/> Wed <input type="checkbox"/> Thu <input type="checkbox"/> Fri <input type="checkbox"/> Sat <input type="checkbox"/> Sun | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <input type="button" value="Copy"/> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Step 3 There are **built-in audio files** that can be selected as alarm sound. You can also **import custom audio as well**. Audio file parameters can be set up under **Setup>Video & Audio>Audio**.

Alarm Volume

Alarm Audio File

Note: PCM or MP3 files, each no more than 200K.

| No. | Audio | Operation |
|-----|---|--|
| 1 | You_are_in_the_restricted_area!_Please_leave! | <input type="button" value="Speaker"/> |
| 2 | You_are_in_the_danger_zone!_Do_no_approach! | <input type="button" value="Speaker"/> |
| 3 | Please_be_aware!_You_are_in_a_monitored_area! | <input type="button" value="Speaker"/> |
| 4 | No_parking!_Please_leave! | <input type="button" value="Speaker"/> |
| 5 | Restricted_area!_Please_leave! | <input type="button" value="Speaker"/> |
| 6 | Restricted_area!_Do_not_enter! | <input type="button" value="Speaker"/> |
| 7 | Danger!_Deep_water! | <input type="button" value="Speaker"/> |
| 8 | Danger!_Do_not_climb! | <input type="button" value="Speaker"/> |
| 9 | Welcome! | <input type="button" value="Speaker"/> |
| 10 | Warning! | <input type="button" value="Speaker"/> |
| 11 | The_area_is_crowded!_Please_leave! | <input type="button" value="Speaker"/> |
| 12 | Please_stop!_No_more_people_allowed! | <input type="button" value="Speaker"/> |
| 13 | Entry_forbidden!_Please_wear_a_mask! | <input type="button" value="Speaker"/> |

Note:

1. This function is available only on certain models. Up to 5 audio files are allowed.
2. Audio file type and size: PCM or MP3, no more than 200K.
3. Built-in audio files may vary depending on the smart functions supported by the device.