

# **Video Commander and ViewPorts Administrator Manual v1.13**



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# 1 Introduction to Video Commander and ViewPorts

Pixel Velocity's video management software has two core modules – Video Commander and ViewPorts. ViewPorts is installed on the client workstations and enables Live viewing of the Camera streams, whilst Video Commander is installed on the server and manages the Live Cameras and the Server itself. Once Video Commander has been setup, it runs as a background Service and requires no further interaction from the Administrator.

There are several conditions that need to be met before the ViewPorts and Video Commander software will run correctly:

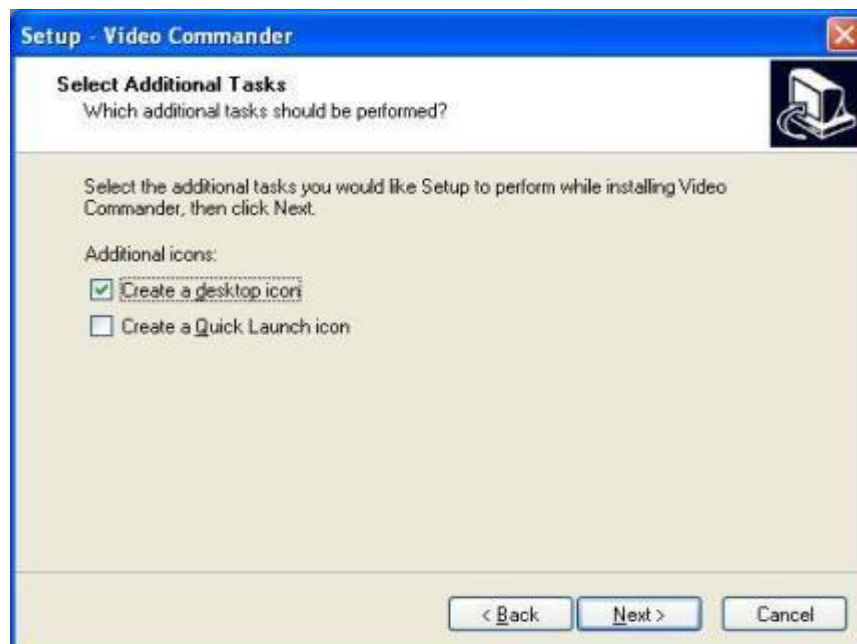
- **Video Commander Software is Installed on the Server**  
The Video Commander software needs to be installed on the host Server(s). See the section [Installation of Video Commander on Server](#) for installation steps.
- **ViewPorts Software is Installed on the Client Machine**  
The ViewPorts software needs to be installed on the client machine(s) that intend to run the application. See the section [Installation of ViewPorts on Client](#) for installation steps.
- **Cameras are Connected to the Server**  
The Cameras being hosted by the Server(s) need to be physically connected to the Server(s).
- **Cameras are Licensed**  
The Cameras being hosted by the Server(s) have been licensed. See the section [Licensing the cameras](#) for more details.
- **Video Commander is configured to Store data**  
Video Commander has been configured to archive data. See the section [Setting the Video Commander Storage](#) for more details.
- **Video Commander is running as a Service**  
Video Commander is running as a Service in Windows. See the section [Running Video Commander as a Service](#) for more details.

## 2 Installation of Video Commander on Server

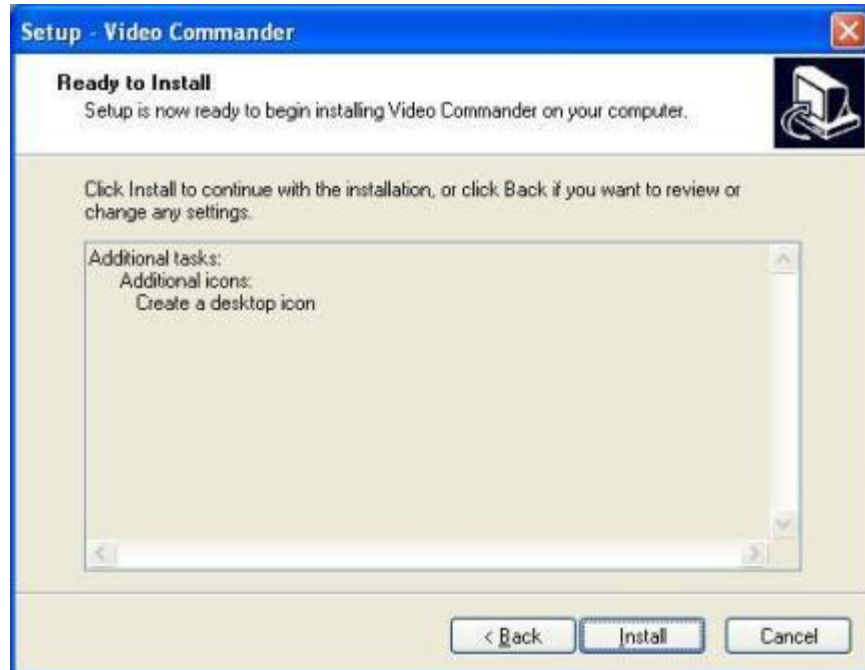
1. Place the Video Commander CD into the CD or DVD drive of the Server. After a moment, the install procedure will start automatically.
2. Select the Next button on the Video Commander install welcome screen.



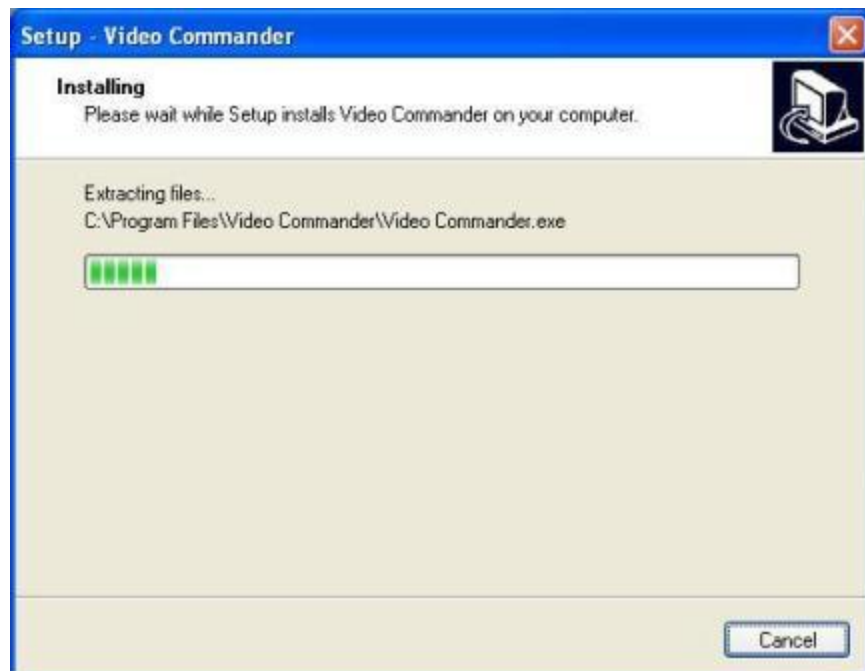
3. Choose to either place a Video Commander icon on the desktop of the Server and/or a Quick Launch icon in the desktop Task Manager and then select Next.



4. Video Commander is ready to be installed. Press the Install button to continue.



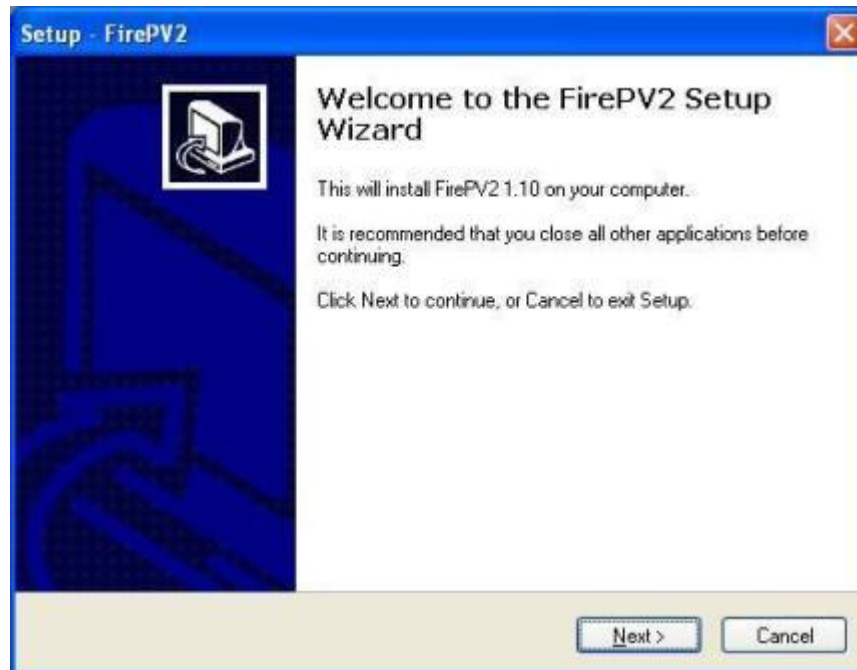
5. Video Commander will now install. The user can cancel this process at anytime by selecting the Cancel button.



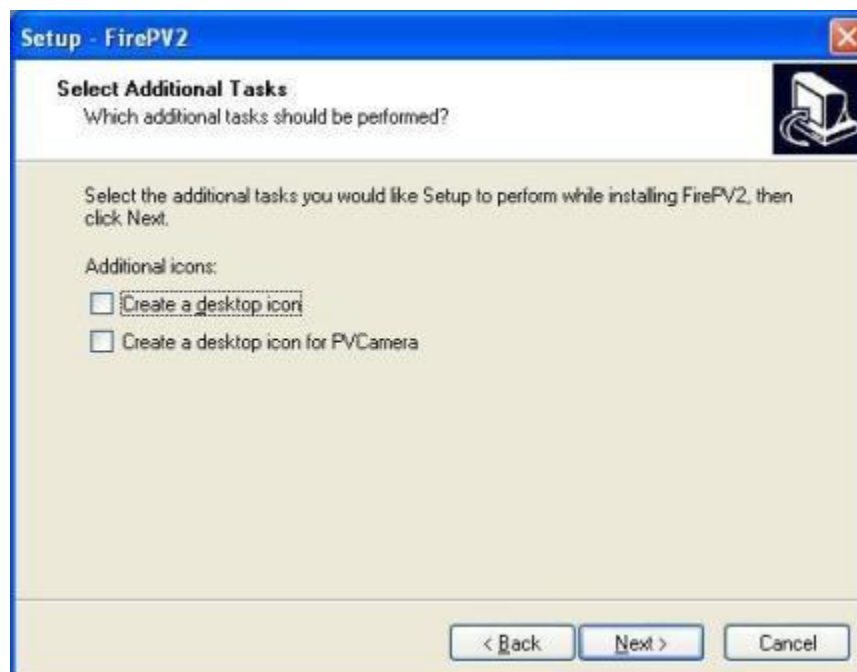
6. Once Video Commander has finished installing, it will begin to run as a Service in Windows. FirePV2 will also start to auto install.

### 3 Installation of FirePV2 on Server

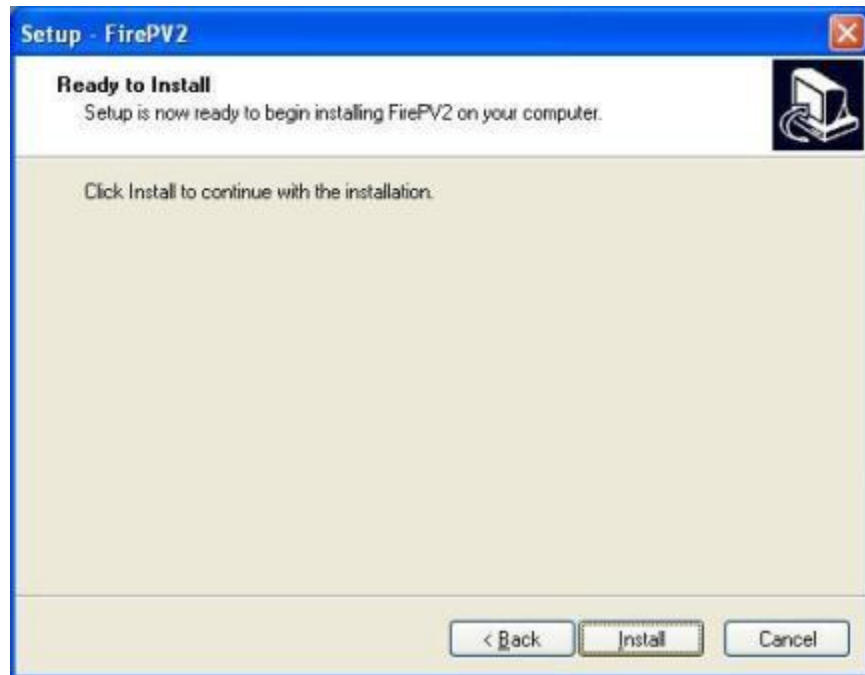
1. Once the FirePV2 install process starts, press Next at the Welcome screen to proceed.



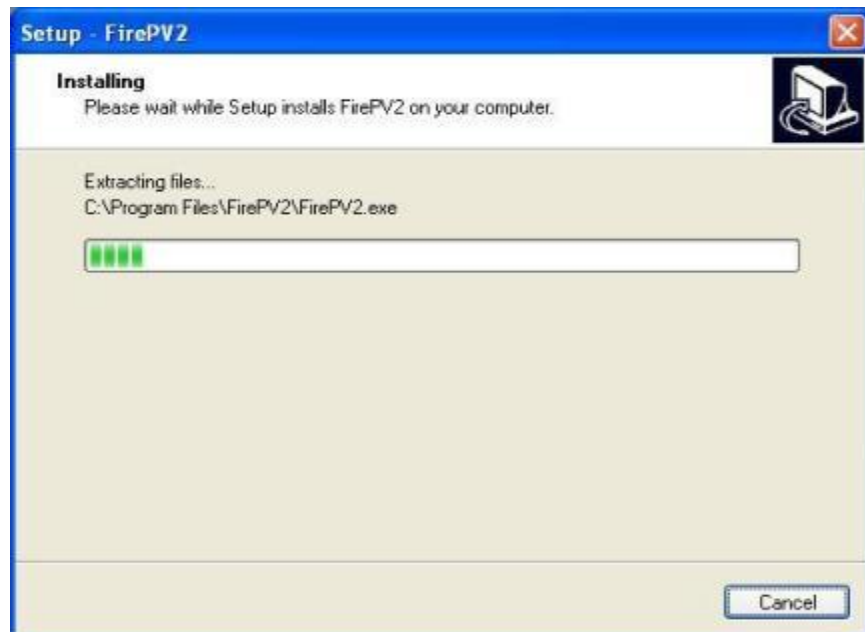
2. Choose to place a FirePV2 icon on the desktop or not. There is no need for the user to place an icon for PVCamera on the desktop as this tool is not used in normal operation. Then select Next.



3. FirePV2 is ready to be installed. Press the Install button to continue.



4. FirePV2 will now install. The user can cancel this process at anytime by selecting the Cancel button.

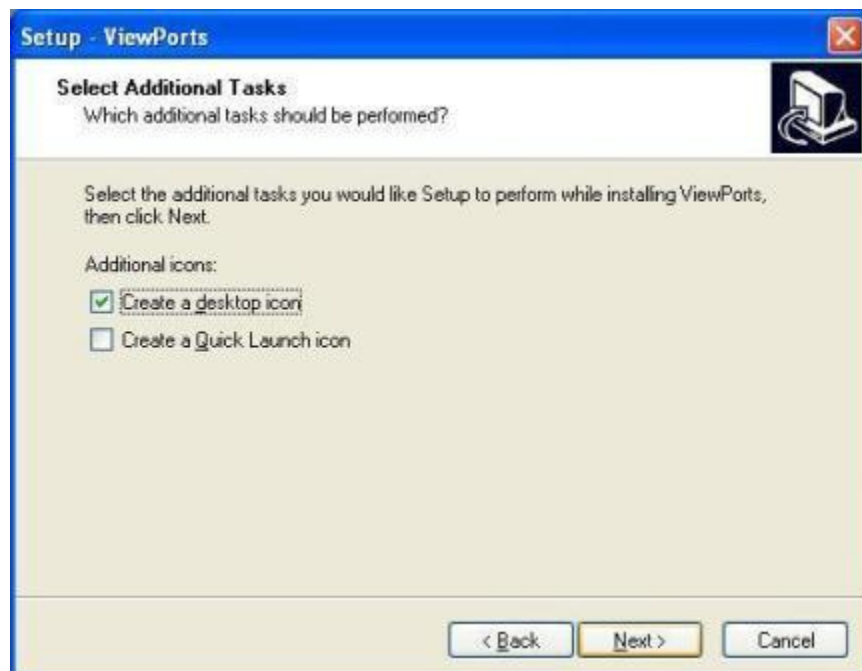


## 4 Installation of ViewPorts on Client

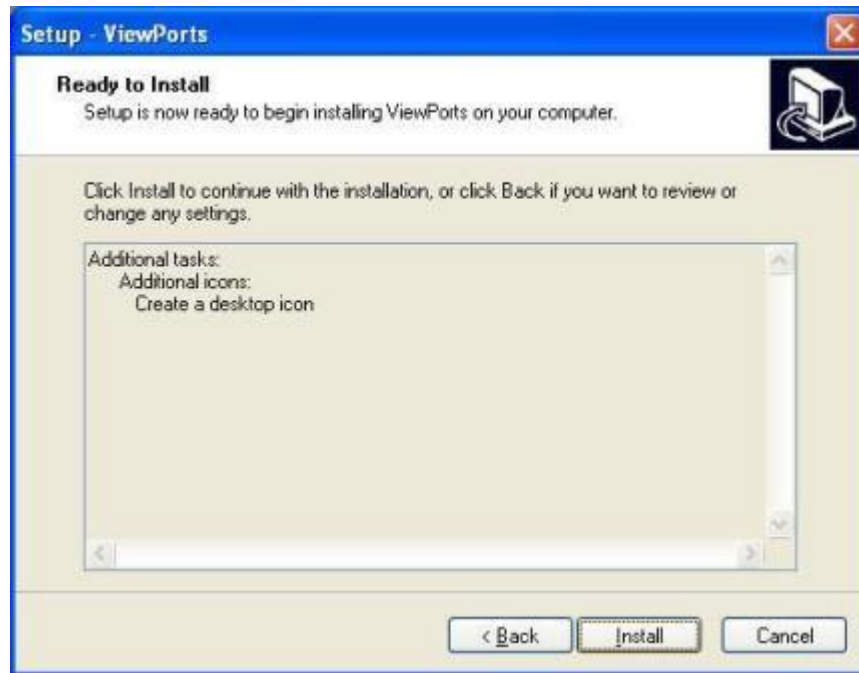
1. Place the ViewPorts CD into the CD or DVD drive on the Client machine. After a moment, the install procedure will start automatically.
2. Press Next at the Welcome screen to proceed.



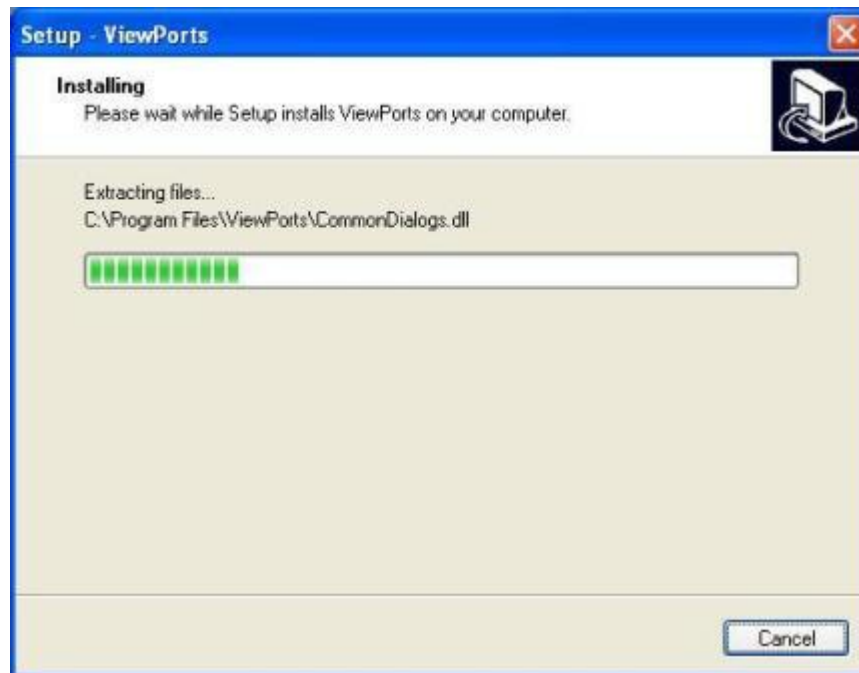
3. Choose to either place a ViewPorts icon on the desktop and/or a Quick Launch icon in the desktop Task Manager and then select Next.



4. ViewPorts is ready to be installed. Press the Install button to continue.



5. ViewPorts will now install. The user can cancel this process at anytime by selecting the Cancel button.



6. Once ViewPorts has finished installing, the user can choose to either launch the application immediately or just Finish the install and launch at a later date.



## 5 Basic Setup of Video Commander

Video Commander requires some basic setup before it will function correctly. However, once these steps have been fulfilled, Video Commander will run as a background Service without further modification. There are some advanced features which will be discussed in greater detail in later chapters.

### 5.1 Opening the Video Commander GUI

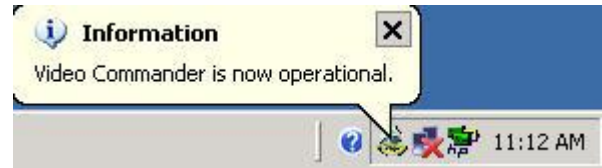
1. After the installation of Video Commander has been completed, the application will start to automatically run in Windows as a Service. In order to modify its default parameters, Video Commander needs to be opened as a GUI (graphical user interface).
2. Presuming all cameras have been connected to the server that Video Commander will be running on (see the Server Setup documentation for more details), use either the Desktop shortcut icon or the Quick Launch icon created during the Install process to launch Video Commander. If neither of these icons are available, navigate to Start>All Programs>Video Commander>Video Commander.
3. A dialog box will appear asking for confirmation that the user wishes to stop the service and start the GUI. Select OK to stop the service or Cancel to return to desktop.



4. After selecting OK, the service will stop and the user will receive an Information dialog box reminding them to exit the GUI and resume the service once setup has been completed.

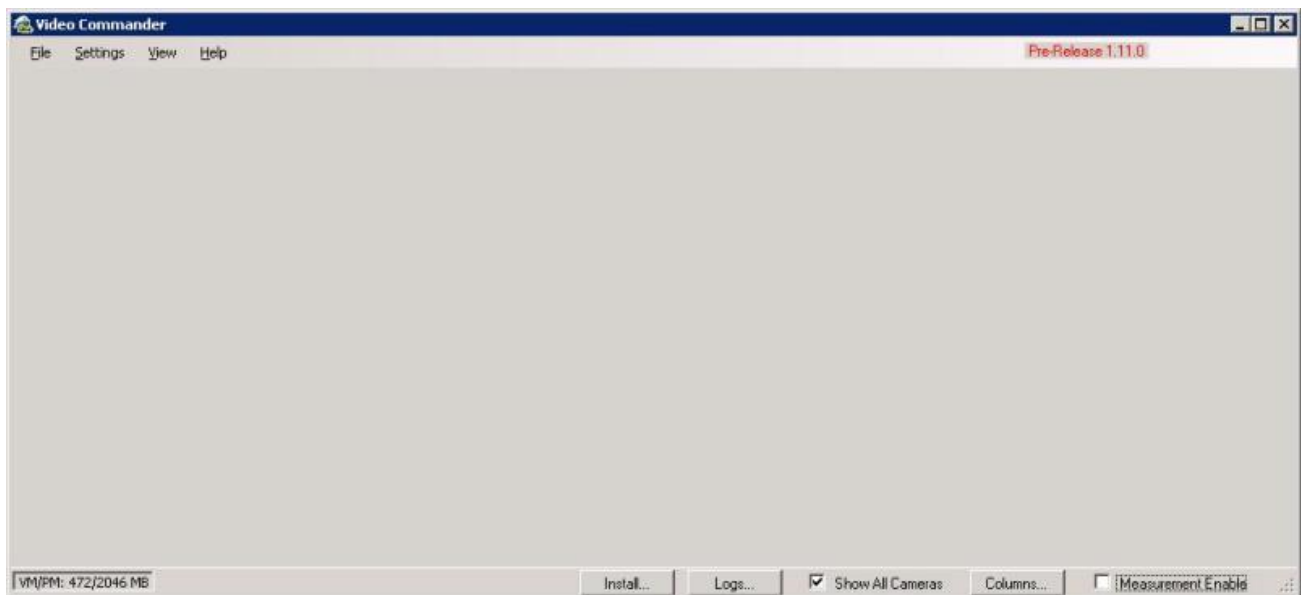


5. After selecting OK, the Video Commander splash screen will show for a brief moment before minimizing to the Taskbar.



6. The Video Commander User Interface will now display.

## 5.2 Video Commander GUI Layout



Video Commander will display as above when it is initially opened. In order to see the status of the cameras, check the 'Measurement Enable' box. (Please note that this box will auto uncheck after a time as displaying and updating the Camera Status places an undesirable load on the Server CPU and could lead to degraded performance).

CameraName	CameraID	AdapterIndex	Status	Gateway	CameraFrameR	ROIFrameSize	LowResFrameS	HighResFrameS	CameraROI_M	CameraLowRe	CameraHighRe
0052c0ffe59...	0052c0ffe59...	1	Unlicensed	9021800	10	87.99609	22.9969788	81.09167	6.593114	1.72305036	6.075799
0052c0ffe59...	0052c0ffe59...	2	Unlicensed	9021800	10	87.99609	34.50021	121.916252	6.593114	2.58493066	9.134584
0052c0ffe59...	0052c0ffe59...	3	Unlicensed	9021800	10	87.99609	36.9446869	132.004486	6.593114	2.76808357	9.890446
0052c0ffe59...	0052c0ffe59...	4	Unlicensed	9021800	10	87.99609	31.1640625	113.399063	6.593114	2.333804	8.496433
0052c0ffe59...	0052c0ffe59...	5	Unlicensed	9021800	10	87.99609	26.1006241	92.18437	6.593114	1.95559132	6.90692139
0052c0ffe59...	0052c0ffe59...	6	Unlicensed	9021800	10	87.99609	34.09198	134.261978	6.593114	2.55434418	10.0595884
0052c0ffe59...	0052c0ffe59...	7	Unlicensed	9021800	10	87.99609	15.803854	66.75604	4.04269934	0.7258353	3.07348251
0052c0ffe59...	0052c0ffe59...	8	Secondary lo...	9021800	10	87.99609	32.324585	116.258331	6.593114	2.42192173	8.710665
0050c2ffe59...	0050c2ffe59...	9	Unlicensed	9021800	10	87.99609	17.2675	70.50677	2.924106	0.5736711	2.346055
0052c0ffe59...	0052c0ffe59...	10	Unlicensed	9021800	10	87.99609	19.4761467	74.67479	2.898422	0.6415068	2.46559954
0050c2ffe59...	0050c2ffe59...	11	Unlicensed	9021800	10	0	12.0439587	56.3348961	0	0.4599271	2.1512816
0052c0ffe59...	0052c0ffe59...	12	Unlicensed	9021800	10	87.99609	20.3535423	76.97604	3.05188775	0.70574	2.67401719

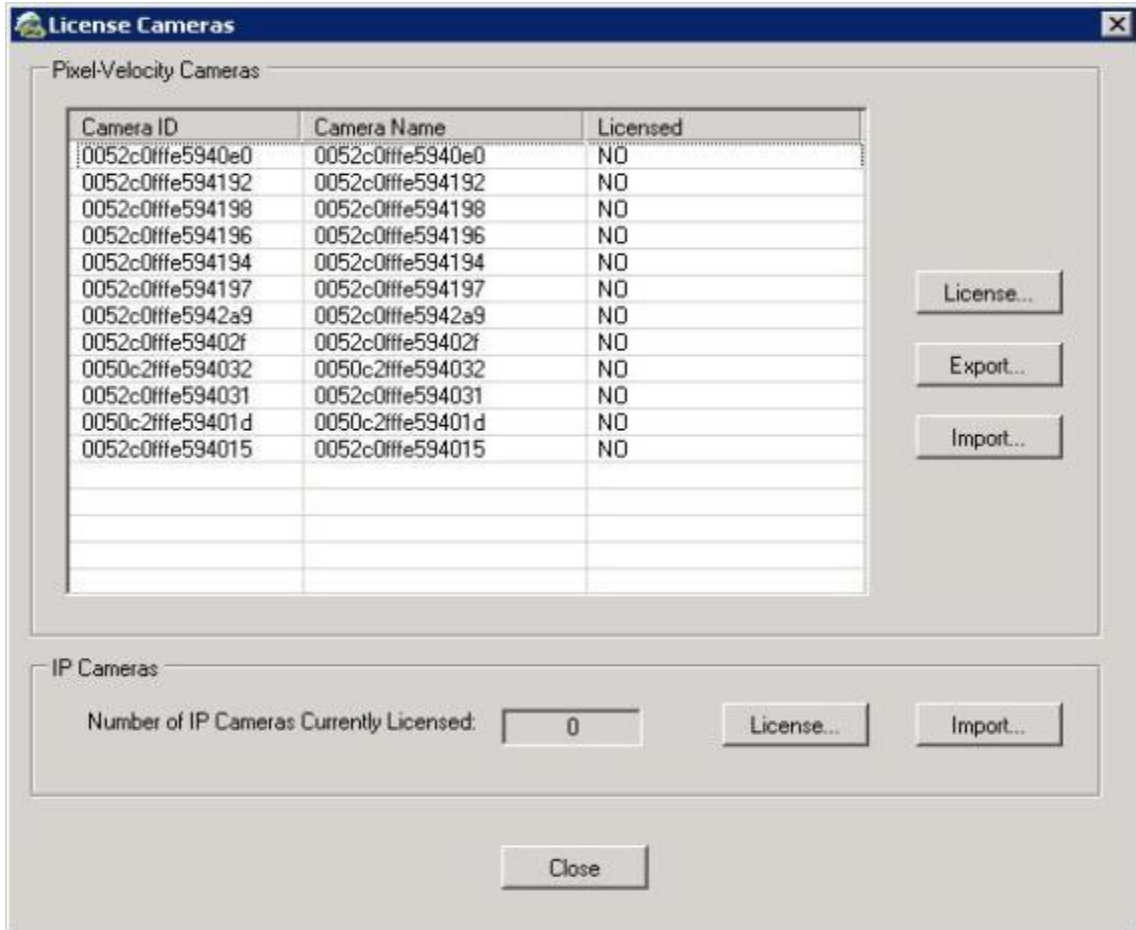
After selecting ‘Measurement Enable’, Video Commander will display as above, with all cameras on the Server showing as Yellow. This means that they have a status of ‘Unlicensed’ and must have a license applied to them before they can be used by the client. It may initially take a few moments for all the cameras to display in the UI as each camera needs to start independently. Cameras in Red, as shown above, have an error. Should Video Commander display a camera in Red, seek advice from the Pixel Velocity Technical Support department about how to proceed.

### 5.3 Licensing the cameras

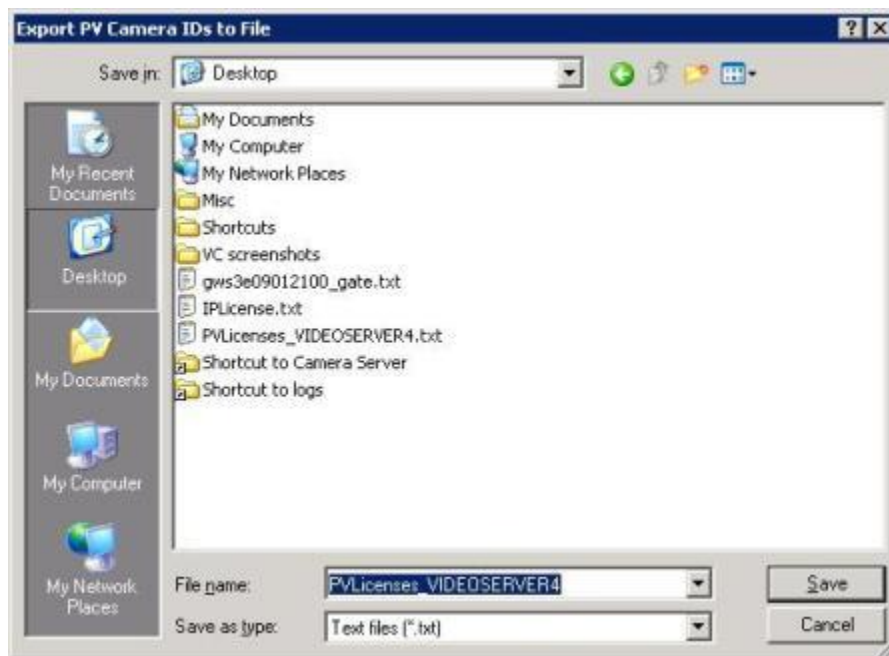
1. From the Settings drop down menu, select Licensing.

Cam	Gateway	CameraFrameR	ROIFrameSize	LowResFrameS	HighResFrameS	CameraROI_M	CameraLowRe	CameraHighRe
0052	9021800	10	87.99609	22.4603119	81.1164551	6.58982229	1.68284059	6.07765675
0052	9021800	10	87.99609	39.9304161	135.018326	6.593114	2.99178958	10.111208
0052	9021800	10	87.99609	38.7061462	134.710831	6.58982229	2.900061	10.09322
0052	9021800	10	87.99609	41.6706238	147.29657	6.593114	3.12217474	11.0362062
0052	9021800	10	87.99609	36.6556244	125.023125	6.593114	2.74642539	9.367367
0052	9021800	10	87.99609	41.3516855	146.87146	6.593114	3.09827662	11.0043954
0052	9021800	10	87.99574	16.0338535	67.56958	3.57028985	0.6505486	2.73782754
0052	9021800	10	87.99609	35.62594	120.765622	6.593114	2.669276	9.049872
0050	9021800	10	87.99539	16.4484367	67.57531	2.71926427	0.5077723	2.08651638
0052c0ffe59...	9021800	10	87.99609	22.071146	82.62334	2.25630426	0.565808356	2.11854124
0050c2ffe59...	9021800	10	87.99609	14.4136457	63.7978134	2.255914	0.3695789	1.63583335
0052c0ffe59...	9021800	10	87.99609	22.425312	82.44292	2.36249566	0.602068841	2.21380162

2. A dialog box will open which shows all the attached cameras as being 'Licensed – NO'.



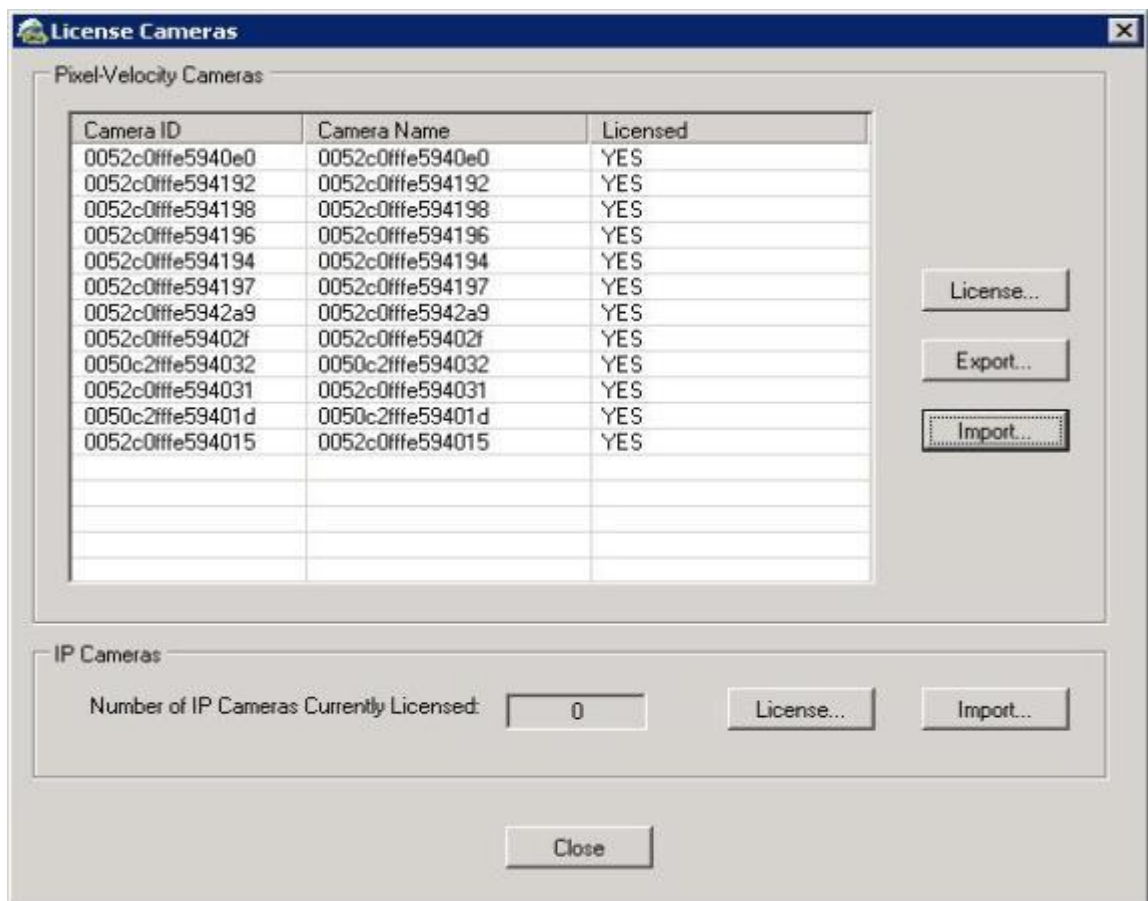
3. From the dialog box, select the Export button (this will save the Camera details as a text file), and then choose a location to save the file to.



4. Forward the text file to the relevant Pixel Velocity Sales representative who will handle the Licensing of the Cameras.
5. Once the text file is returned from Pixel Velocity, from the Settings dropdown in Video Commander, select Licensing.
6. A dialog box will open which shows all the attached cameras as being 'Licensed – NO'. From the dialog box, select the Import button, point to the location of the updated text file and select OK.
7. The user will receive a confirmation message stating that the Cameras attached to the Server have been successfully licensed. Press OK to confirm.



8. Now the dialog box will show the attached Cameras as being 'Licensed – YES'.



- Close the dialog box and return to the main Video Commander status screen. All cameras should be marked as Green indicating they are Healthy (red indicates an error, shown for comparison purposes).

CameraName	CameraModel	CameraID	AdapterIndex	Status	Gateway	CameraFrame	ROIFrameSize	LowResFrame	HighResFrame	CameraROI	CameraLowR	CameraHighR
0052c0ffe5	Fusion 3000	0052c0ffe5	1	Healthy	9021800	10	0	21.0730247	70.1963857	0	1.31053813	4.85805457
0052c0ffe5	Fusion 3000	0052c0ffe5	2	Healthy	9021800	10	87.99609	36.222332	122.940269	6.59476474	2.71323872	9.208858
0052c0ffe5	Fusion 3000	0052c0ffe5	3	Healthy	9021800	10	87.99609	39.4953346	135.363843	6.59307146	2.958172	10.14253
0052c0ffe5	Fusion 3000	0052c0ffe5	4	Healthy	9021800	10	87.99609	41.5303258	144.56012	6.59307146	3.111643	10.8911081
0052c0ffe5	Fusion 3000	0052c0ffe5	5	Healthy	9021800	10	0	34.8675	119.684677	0	2.61243439	8.964987
0052c0ffe5	Fusion 3000	0052c0ffe5	6	Healthy	9021800	10	87.99609	36.4298177	137.793625	6.59476474	2.87926364	10.32145
0052c0ffe5	Fusion 3000	0052c0ffe5	7	Healthy	9021800	10	0	44.4566956	150.470631	0	1.12988615	3.85793376
0052c0ffe5	Fusion 3000	0052c0ffe5	8	Secondary load...	9021800	10	0	26.9760742	93.371254	0	2.02117133	6.993987
0050c2ffe5	Fusion 3000	0050c2ffe5	9	Healthy	9021800	10	0	44.23575	152.702842	0	1.13414073	3.9151082
0052c0ffe5	Fusion 3000	0052c0ffe5	10	Healthy	9021800	10	0	40.15767	139.6001	0	1.02984166	3.57914586
0050c2ffe5	Fusion 3000	0050c2ffe5	11	Healthy	9021800	10	0	30.6186540	119.507294	0	0.795819563	3.05299632
0052c0ffe5	Fusion 3000	0052c0ffe5	12	Healthy	9021800	10	87.99609	36.1094551	98.22796	2.356094	0.6694091	2.51842427

12 Cameras Active | VM/PM: 1077/2046 MB |  Show All Cameras |  Measurement Enable

### 5.3.1 Licensing an IP Camera

Licensing an IP Camera works slightly differently to licensing a Pixel camera, in that the user can generate a bulk license file that licenses all the IP Cameras on the server at once. Therefore it is a good idea before starting the IP license generation procedure to know how many IP Cameras will be added to the Server, or choose to generate an amount that is in excess of the number that will be added in order to allow for extra cameras to be added in the future.

- Navigate to the Settings>Licensing dropdown in Video Commander and open the Licensing dialog box.
- From the IP Cameras section, the user should hit the License button.
- A new IP License window will open. The client should copy the license ID string into a notepad or Word document and forward it to the relevant Pixel Velocity Sales representative, along with the number of IP Cameras they need to license.

License ID:

Camera Count:

Please enter the license string for the IP cameras below. If you need a license for additional IP cameras, please contact Pixel-Velocity Support to obtain one.

- The user will receive back either a license string which can be entered in the above field, or an IP License text document which can be imported into Video Commander using the Import button in the IP Cameras section of the Licensing dialog box.

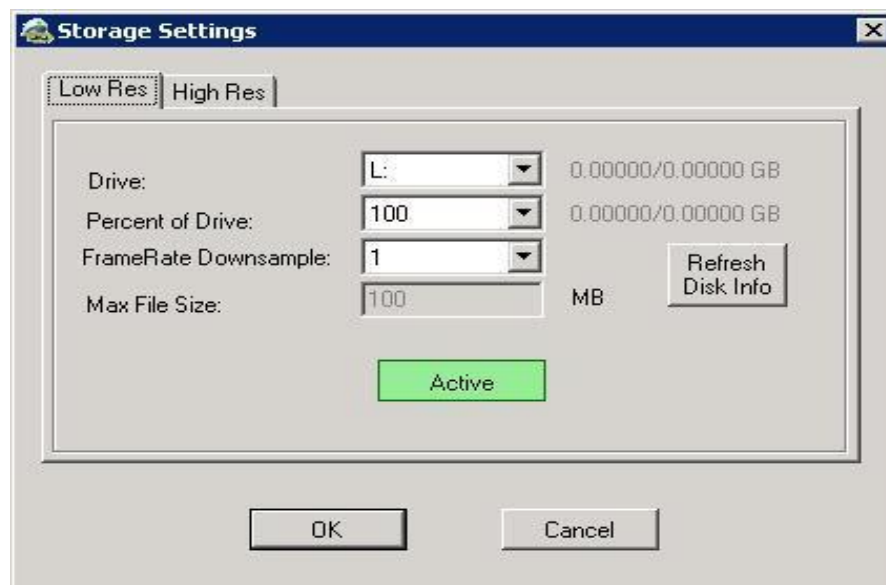
## 5.4 Setting the Video Commander Storage

In order to archive Camera streams, storage must first be activated in Video Commander. The Storage Settings box allows the user to specify different locations for the storage of data, depending on whether that data is Low or High Resolution.

- To activate Storage, first select Storage Settings, located under the Settings drop down within Video Commander.



- The Storage Settings box will display with 2 tabs corresponding to Low Resolution and High Resolution storage.



## 5.4.1 Storage Settings

For each of the tabs within the Storage Settings box, there are a number of dropdowns which should be configured according to the user's storage requirements:

1. **Drive** – This is the hard drive that the relevant Low or High Res data will be stored to. It is preferable to store Low and High Resolution data to separate drives in order to improve read/write performance. A separate Low and High Resolution drive will have been configured during the Server setup. The default Low Res drive is 'L', whilst the High Res drive default is 'H'.
2. **Percent of Drive** – This option allows the user to specify how much of the disk to use when writing data to the drive. If data is written to separate drives, it is fine to use 100% of each drive for data storage. Should the Server only be writing to a single drive, these percentages will need to be changed so that the total does not exceed 100% for a single drive (ie: if both Low and High Res data were being written to the same drive, a good setting would be 20/80 Low/High Res so the % does not exceed 100).
3. **FrameRate Downsample** – The factor by which the framerate is decreased with 1 being 10 frames per second. Setting this to 5 would give a frame rate of 2 for example.
4. **Max File Size** – The maximum file size value determines the size of the file that is archived. Currently this field is not editable.
5. **Refresh Disk Info** – Use this button to determine the amount of storage space available on the selected drive.
6. **Not Active/Active** – Once the other settings have configured, press this button on each tab to make Storage Active.
7. Press the OK button to exit the Storage Settings box or Cancel to discard changes.

## 5.5 Information regarding NTP Timeserver Synchronization

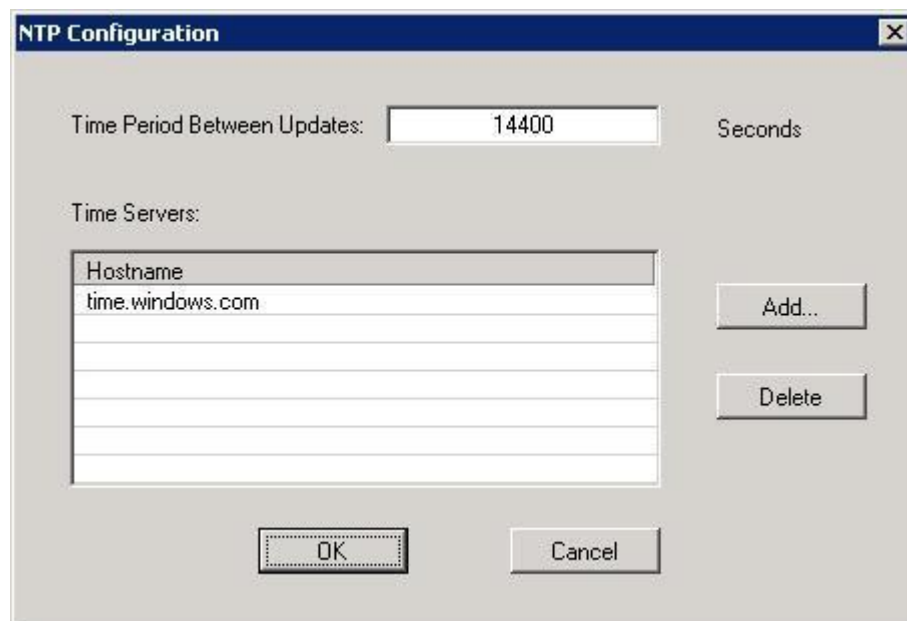
In order for ViewPorts and Video Commander to accurately maintain Live Camera synchronization and therefore keep accurate video times, it is important that both the host servers and the client machines obtain time synchronization via an NTP timeserver. NTP time synchronization can be configured in the Video Commander Settings dropdown menu.

1. Open the Video Commander Settings dropdown and select the 'NTP...' option to open the Configuration dialog box.

2. A dialog box will appear giving further information about Time Synchronization. Press OK to close this box.



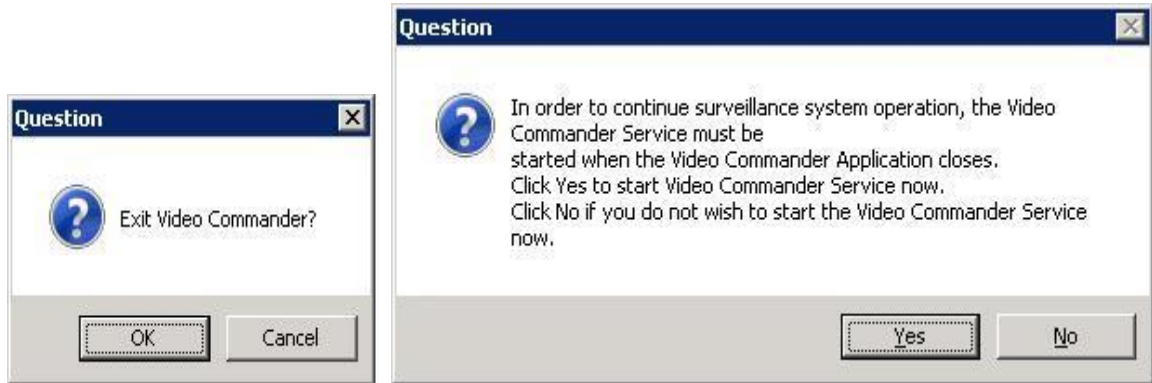
3. Now the NTP Configuration dialog box will be available:



4. The default Time Period between updates is 4 hours. This can be changed to a Time Period of the administrators choosing, although it is not necessary to have an update period less than an hour (3600 seconds).
5. The administrator can add additional Time Servers should they wish.
6. Press OK to accept any changes and the dialog box will close.

## 5.6 Running Video Commander as a Service

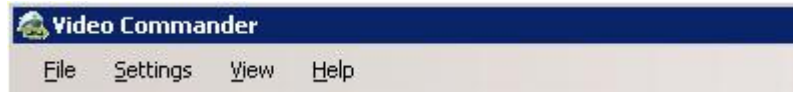
1. Once configuration has been completed, choose to exit the Video Commander GUI by selecting File>Exit Video Commander. A confirmation message will be displayed, followed by a question concerning restarting the Service. Select OK to confirm Exit and then Yes to continue.



2. The GUI will close and the Service will restart. After the Service has restarted, the user will receive a message confirming that the Service is running.



## 6 Video Commander Taskbar Options



### 6.1 File

Selecting the File option will display the sub menu for File. The available option(s) are:

#### 6.1.1 Exit Video Commander

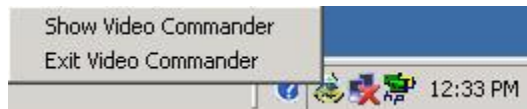
Select this option to close out of Video Commander gracefully.

#### Other ways to close Video Commander:

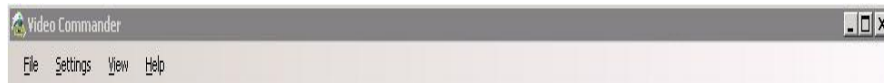
1. Perform a single left mouse click on the Video Commander Icon in the upper left corner of the application and select the Close option.



2. Perform a single left mouse click on the Video Commander Icon in the lower right corner of the windows screen and select the Exit Video Commander option.



3. Perform a single left mouse click on the X in the upper right corner of the Video Commander application. On the confirmation screen, select the OK button.





1. Enable/Disable button – This option will either enable or disable the WebServer service.
2. Port # - This is the port number that the Video Commander application communicates through.

### 6.2.3 NTP

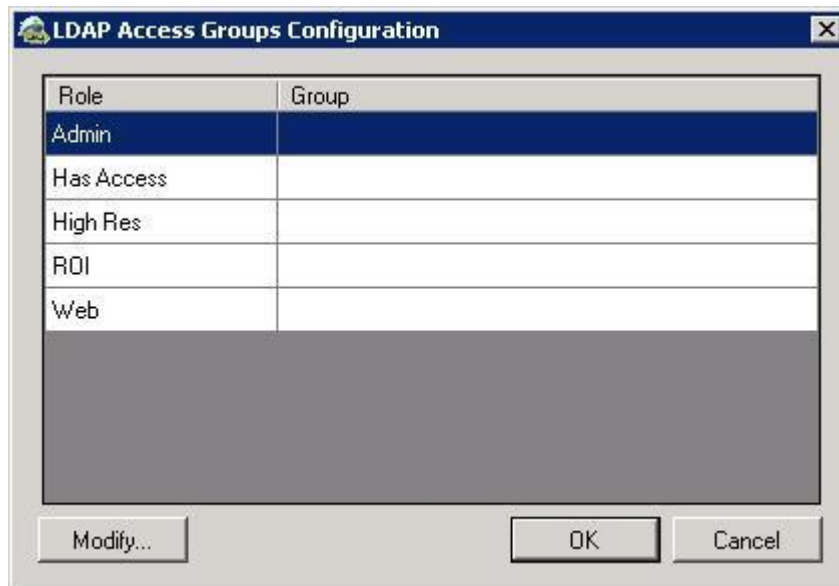
Use this option to configure the NTP Time Server Synchronization. See the section [Information regarding NTP Timeserver Synchronization](#) for more information.

### 6.2.4 Storage Settings

Video Commander allows the user to specify different locations for the storage of data. See [Setting the Video Commander Storage](#) for more details.

### 6.2.5 LDAP

Select this option to open a dialog box through which Group privileges can be added or modified.



## 6.2.6 PV Camera Plug-N-Play Settings

Use this option to manage Video Commanders plug and play capabilities.



### 6.2.6.1 Auto-Detect Plug/Unplug Camera Event

Check or uncheck this option to auto detect when a camera is plugged into the server or when a camera is unplugged. If the option is unchecked, Video Commander will not automatically detect dropped cameras that are plugged back into the system, only if the application is restarted.

### 6.2.6.2 Auto-Poll Adapters for New/Removed Cameras

This function auto checks for unplugged cameras every few seconds. Check or uncheck this option to enable/disable the function.

### 6.2.6.3 Auto-Detect Failed Cameras every 'X' seconds

Change this option if you wish to change the time period between checks for Failed Cameras.

### 6.2.6.4 Auto-Check Communications

Checking this option means Video Commander will automatically check communications between cameras.

### 6.2.6.5 Manual Stop/Start PV Cameras

Use the “Check Now” button to manually restart the cameras.

## 6.2.7 Email Settings

This setting is currently locked for future use.

## 6.2.8 Server Roles

This setting is currently locked for future use.

## 6.2.9 Licensing

Use this option to license Pixel Velocity Cameras before use. See the section [Licensing the cameras](#) for more information.

## 6.2.10 Factory

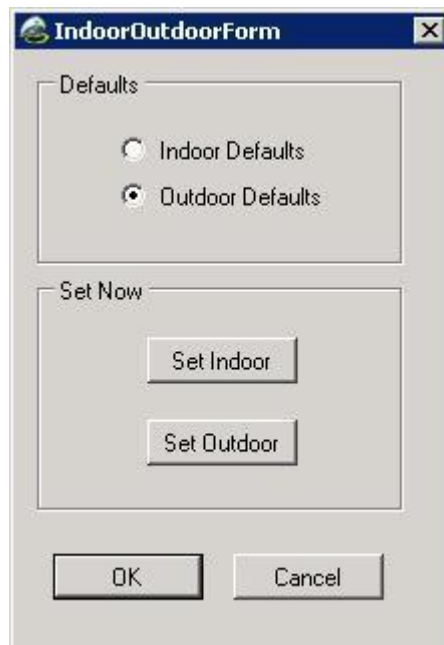
Selecting this option will reset all settings back to the Factory default.

## 6.2.11 Service

The Service Option can be accessed using the supplied password.

## 6.2.12 Indoor/Outdoor

Use this option to change the camera shutter to Indoor or Outdoor settings.



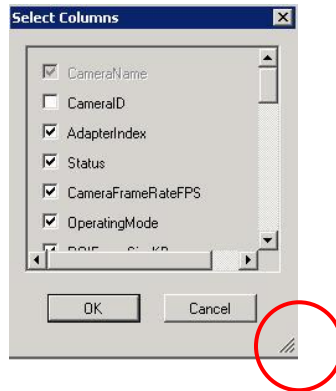
## 6.3 View

Selecting this dropdown will display the sub menu for View. The available option(s) are:

### 6.3.1 Grid Columns

This allows the User to define which columns are displayed in the Video Commander User Interface.

1. Once selected, the ‘Select Columns’ dialog box will show. The box can be resized by dragging the bottom right corner with the mouse.



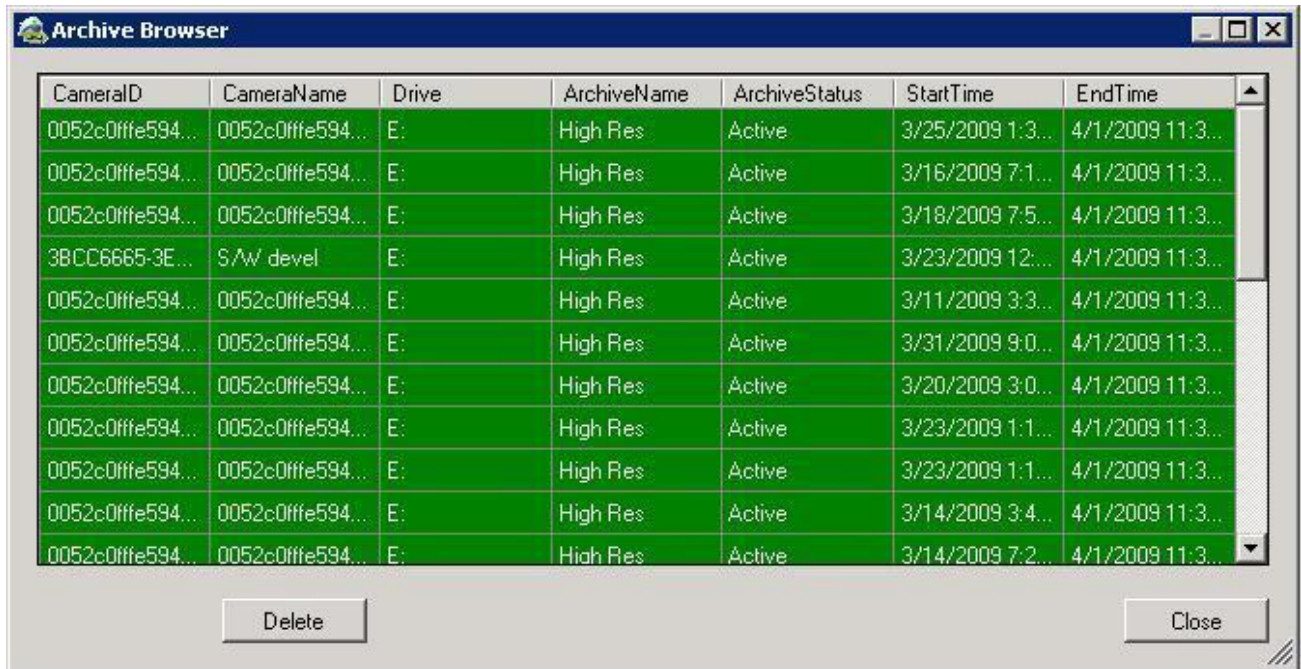
2. To select a metric to view in the main interface, place a check mark next to the relevant metric.

**The available metrics in the Select Columns dialog box are:**

1. **Camera Name** – the camera name specified (required)
2. **Camera ID** – the manufacturing name given to the camera
3. **AdapterIndex** – the port on the PCIe card that the cable connected to the camera is plugged into
4. **Status** – the current status of the camera
5. **Gateway** – the current gateway version
6. **CameraFrameRateFPS** – the current camera frame rate as specified in ViewPorts>Camera Settings
7. **ROIFrameSizeKB** – the frame size of the ROI's that are being captured for the camera
8. **LowResFrameSizeKB** – the size of the frames for the Low Res data capture
9. **HighResFrameSizeKB** – the size of the frames for the High Res data capture
10. **CameraROI\_Mbps** – the amount of data that is being written to the disk for the ROI's
11. **CameraLowRes\_Mbps** – the amount of Low Resolution data being written to disk
12. **CameraHighRes\_Mbps** – the amount of High Resolution data being written to disk
13. **CameraROI\_FPS** – the number of frames per second
14. **CameraLowRes\_FPS** – the number of frames per second for the camera low resolution data
15. **CameraHighRes\_FPS** – the number of frames per second for the camera high resolution data

### 6.3.2 View Archives

Selecting this option will display the Archive Browser information box. This box displays the data that has been saved from the Video Commander application.



The screenshot shows a window titled "Archive Browser" with a table of camera archive information. The table has seven columns: CameraID, CameraName, Drive, ArchiveName, ArchiveStatus, StartTime, and EndTime. The rows are highlighted in green, indicating active cameras. A "Delete" button is located at the bottom left, and a "Close" button is at the bottom right.

CameraID	CameraName	Drive	ArchiveName	ArchiveStatus	StartTime	EndTime
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/25/2009 1:3...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/16/2009 7:1...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/18/2009 7:5...	4/1/2009 11:3...
3BCC6665-3E...	S/W devel	E:	High Res	Active	3/23/2009 12:...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/11/2009 3:3...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/31/2009 9:0...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/20/2009 3:0...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/23/2009 1:1...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/23/2009 1:1...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/14/2009 3:4...	4/1/2009 11:3...
0052c0ffe594...	0052c0ffe594...	E:	High Res	Active	3/14/2009 7:2...	4/1/2009 11:3...

The **Archive Browser** has a coloring scheme to assist the user in determining what state the Cameras attached to the Server are in:

**Red** – A row that is highlighted in **Red** indicates that a camera is Orphaned and is no longer connected to the server.

**Green** – A row that is highlighted in **Green** is a camera that is Active and archiving data.

**White** – A row that shows in White is a camera that is visible by Video Commander but is currently not archiving data.

The information fields on the Archive Browsers information box are:

1. **CameraID** – This is distinct ID that is given to the camera during the manufacturing process.
2. **CameraName** – This is the distinct name that is given to the camera from within the ViewPorts application. If a camera name has not been specified, the CameraID will be used in this field. Note – Any CameraName that shows as unknown, is a camera that is no longer connected to the server.
3. **Drive** – This is the drive letter that the data was saved for the particular camera.
4. **ArchiveName** – Indicates whether the Archive is Low or High Resolution.
5. **ArchiveStatus** – This is the status of the camera in regards to communication to the server. Valid status are:
  - Orphaned – The camera is no longer connected to the server
  - Not Active – The server is not archiving data for this particular type of data
  - Active – The server is archiving data for this camera

6. **StartTime** – This field represents the date and time that the communication started between the server and the camera.
7. **EndTime** – This field represents the last communication point that the server has for the camera.

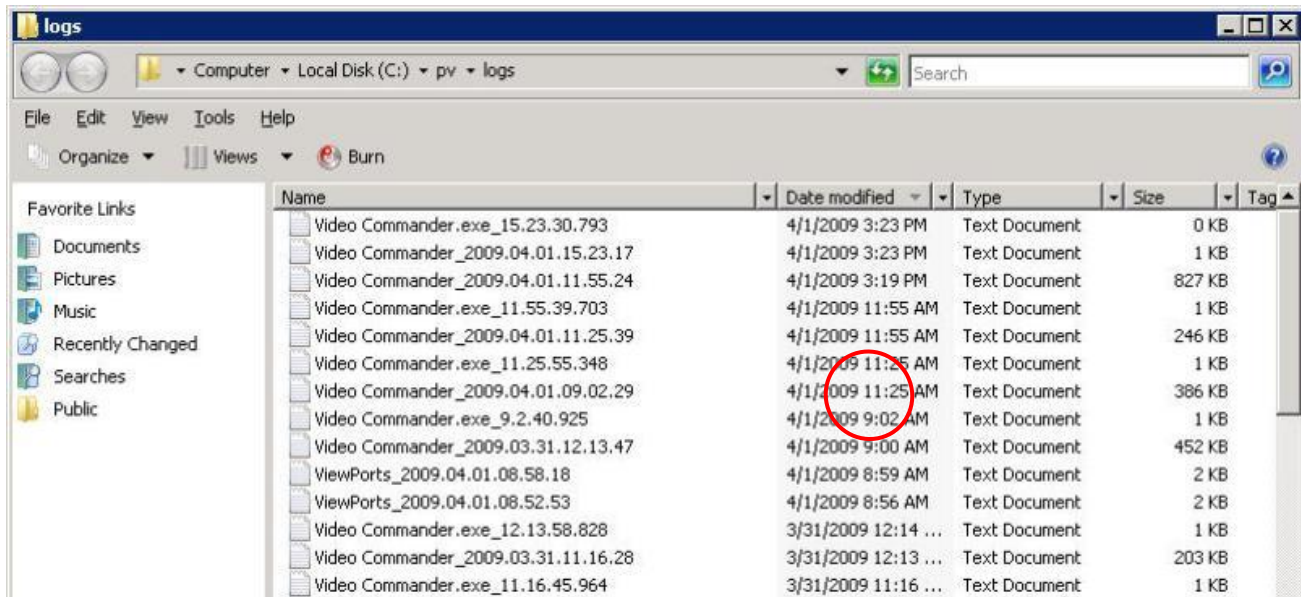
There are also 2 buttons, Delete and Close :

1. **Delete** – The delete button will allow the user to remove the camera from the Archive Browser screen. Deleting the camera from the Archive Browser does not remove the data from the server.
2. **Close** – The close button will close the Archive Browser information window

### 6.3.3 Logs

The server will log error information to a text file which can be used for Troubleshooting. The direct path to the log file is C:\pv\logs, but the logs can be accessed easily through Video Commander.

1. From View dropdown, select Logs.
2. This will open a new Window showing all the logs recorded since Video Commander was installed on the Server. Open a file to see the events.



## 6.4 Help

Selecting this dropdown displays information about Video Commander such as the version number of the software and a link to the Pixel Velocity website.

## 7 Viewports Administrator Configuration

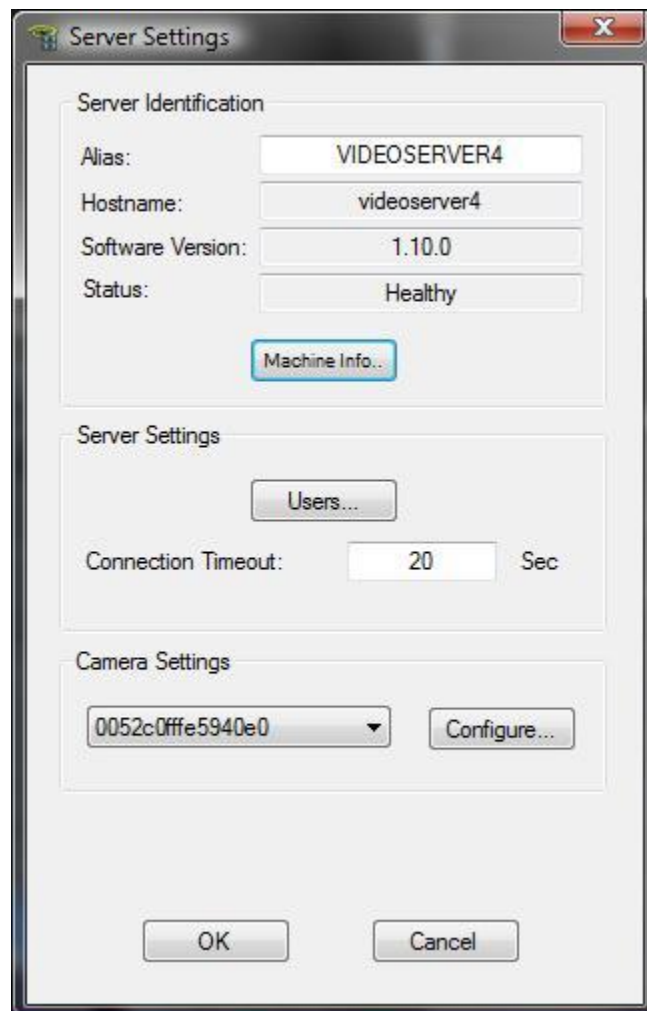
### 7.1 Configure Server

Viewports must first be connected to a Server for this function to be available. Through the Configure Server function a user with Administrative privileges can:

- View the Server Identification
- Administer Users
- Change the Connection Timeout Function
- Administer Camera Archives
- Access Camera Settings
- Revert to the Factory default settings

**To open the Server Settings dialog box:**

1. Select the server to be configured by performing a single left mouse click on the server name in the Navigation Pane
2. Alternatively, select the Configure Server icon on the bottom taskbar
3. The dialog box will open:



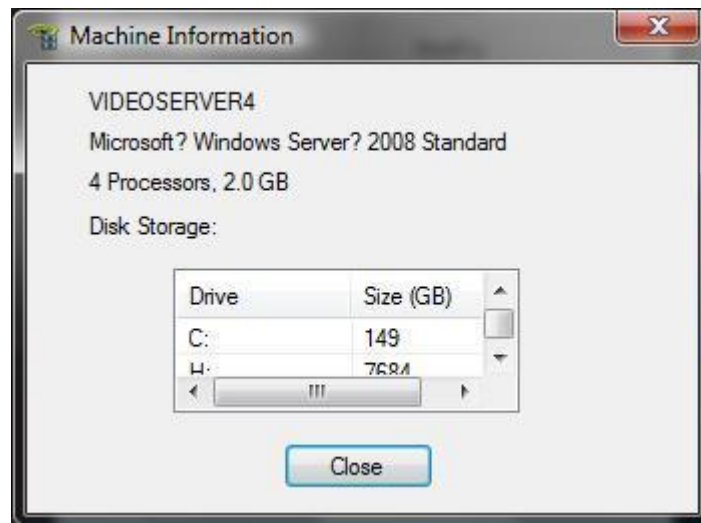
### 7.1.1 Server Identification

The Server Identification area in the Server Settings dialog box contains the Server alias (which can be changed) as well as three un-editable fields that contain server specific information:

1. **Server Name/IP Address** – The name or IP address of the Server
2. **Software Version** – Current version of the software running on the Server
3. **Status** – Current health status of the Server

### 7.1.2 Machine Info

Pressing this button brings up a dialog box that contains physical information about the Server such as the number of processors, amount of RAM, hard drive info, etc.



### 7.1.3 User Administration

Through the Users button in the Server Settings dialog box a User with Administrative privileges can:

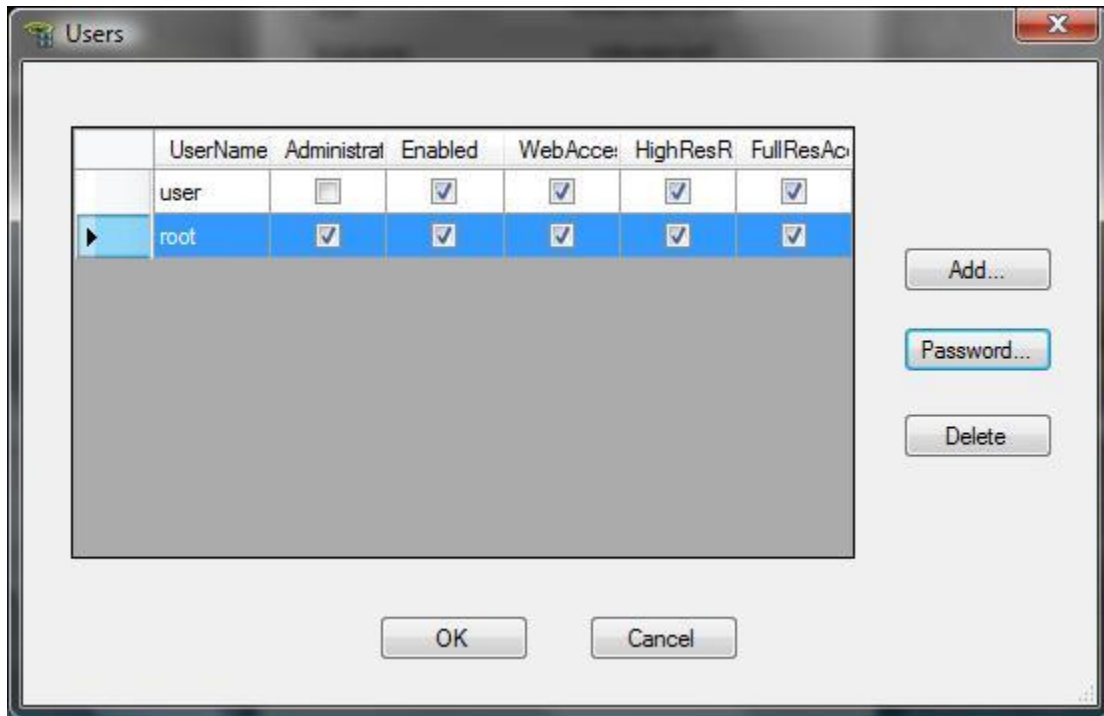
- Create a Normal User
- Assign Administrative privileges to a User
- Assign HighResROI privileges to a User
- Reset a User's Password
- Remove a User
- Disable a User
- Enable a User

#### 7.1.3.1 Change the Administrator Password

It is recommended that the password for the Administrator role ID 'root' be changed to something that is unique for the System Administrator.

## To change the Administrator role password:

1. Start the ViewPorts application by selecting the ViewPorts icon on the desktop or by selecting Start>Programs>ViewPorts>ViewPorts
2. Select the server to configure and perform a single right mouse click to open the menu
3. From the sub-menu, select the Configure Server option. A dialog box will open.
4. Select the Users....button in the dialog box to open the Users dialog box.



5. Highlight the User “root” by performing a single left mouse click
6. Select the Password.....button in the dialog box to get to the Reset Password dialog box
7. Type in a new password for the selected user
8. Confirm the Password by typing in the password again
9. Select the OK button

### 7.1.3.2 Create a Normal User

This User will have limited access to functions with ViewPorts. A User with Administrative privileges is required to create this user.

1. From the Users dialog box, select the Add button.
2. The Add User dialog box will appear.



3. Enter the Username and Password
4. Ensure that the Administrator checkbox is not checked and that the Enabled check box is checked.
5. Select the OK button.

#### **7.1.3.3 Assign Administrative privileges to a User**

When Administrative privileges are assigned the User will have unlimited access to functions with ViewPorts. A User with Administrative privileges is required to create this user.

1. From the Users dialog box, select the Add button.
2. The Add User dialog box will appear.
3. Fill in the necessary information.
4. Make sure that the Administrator check box is checked and that the Enabled check box is also checked.
5. Select the OK button.

#### **7.1.3.4 Assign HighResROI privileges to a User**

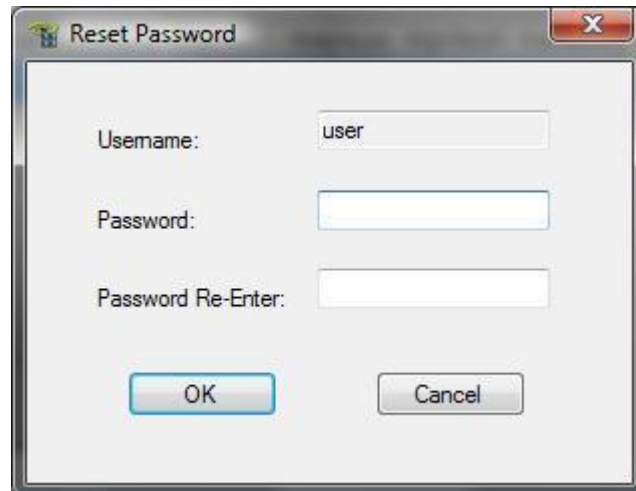
In order for a user to be able to capture a High Resolution Region of Interest, the user needs to have this privilege assigned.

1. From the Users dialog box, either select an existing user, or add a new user.
2. Select the HighResROI check box
3. Select the OK button

### 7.1.3.5 *Reset a User Password*

This function will reset the user password for any user that has already been entered into the system. A user with Administrative privileges is required for this action.

1. From the Users dialog box, highlight the User in question by performing a single left mouse click
2. Select the Password.....button in the dialog box to get to the Reset Password dialog box.



3. Enter a new password for the selected user
4. Confirm the Password by typing in the password again
5. Select the OK button

### 7.1.3.6 *Delete a User*

This function will delete any user that has been entered into the system. A User with Administrative privileges is required for this function.

1. From the Users dialog box, highlight the User in question by performing a single left mouse click
2. Select the Delete button in the dialog box
3. Confirm the selected user is to be deleted in the Delete Confirmation box

### 7.1.3.7 *Disable a User*

In the event that a user needs to be temporarily disabled and not allowed to have access to the ViewPorts application, the user can still be listed in the application, but access can be disabled.

1. From the Users dialog box, highlight the User in question by performing a single left mouse click
2. Uncheck the Enabled check box for the user to be disabled.
3. Select the OK button

### **7.1.3.8 Enable a User**

In order to re enable a user who has been disabled:

1. From the Users dialog box, highlight the User in question by performing a single left mouse click
2. Check the Enabled check box for the user to be enabled.
3. Select the OK button

### **7.1.4 Connection Timeout**

The Connection Timeout setting reflects the amount of time in seconds that the client will wait for a message from the Video Commander application before exiting the ViewPorts application.

## **7.2 Configure Camera**

From the Camera Settings dialog box, the Administrator is able to configure the cameras so they are specific to the environment in which they are being used.

There are four ways to open the Camera Settings dialog box in order to configure a camera:

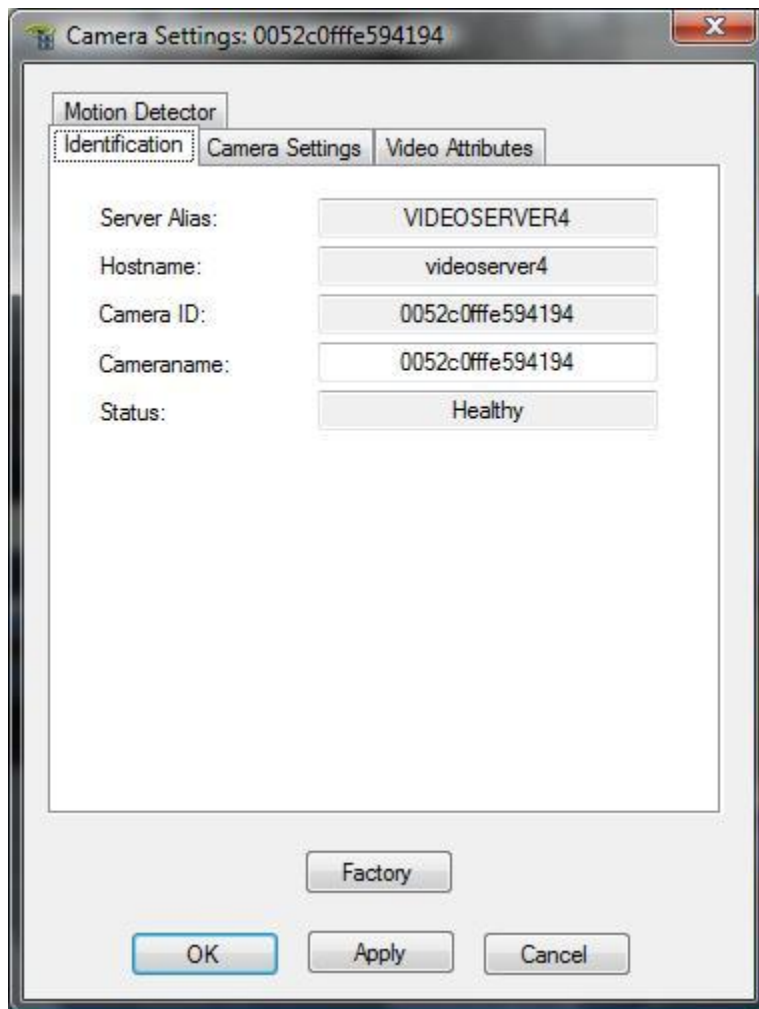
1. From the camera view move the mouse over the camera view and perform a single right mouse click and select the Configure Camera option from the sub menu.
2. On the Server pane perform a single right mouse click on the camera name and select the Configure Camera option from the sub menu.
3. On the Server pane select the camera to configure by performing a single left mouse click and select the Configure Camera icon from the bottom taskbar.
4. On the Server pane select a Server/Hostname by performing a single right mouse click and then select the Configure Server option. From this dialog box, select the camera to be configured and then select Configure Camera.

The Camera Settings dialog box will open and is broken down into 4 separate tabs:

- Identification
- Camera Settings
- Video Attributes
- Motion Detector

## 7.2.1 Identification Tab

The settings in this area determine the name of the camera as it is recognized by the server and the clients and how the camera is viewed in the ViewPorts application.



### **Server Alias**

Shows the alternative Server name.

### **Hostname**

This field shows the Server that the Camera is currently connected to. This field is grayed out to the user and cannot be changed via the client.

### **Camera ID**

This field represents the manufacturer identification for the camera.

### **Cameraname**

This is the name of the camera as it is recognized by the clients.

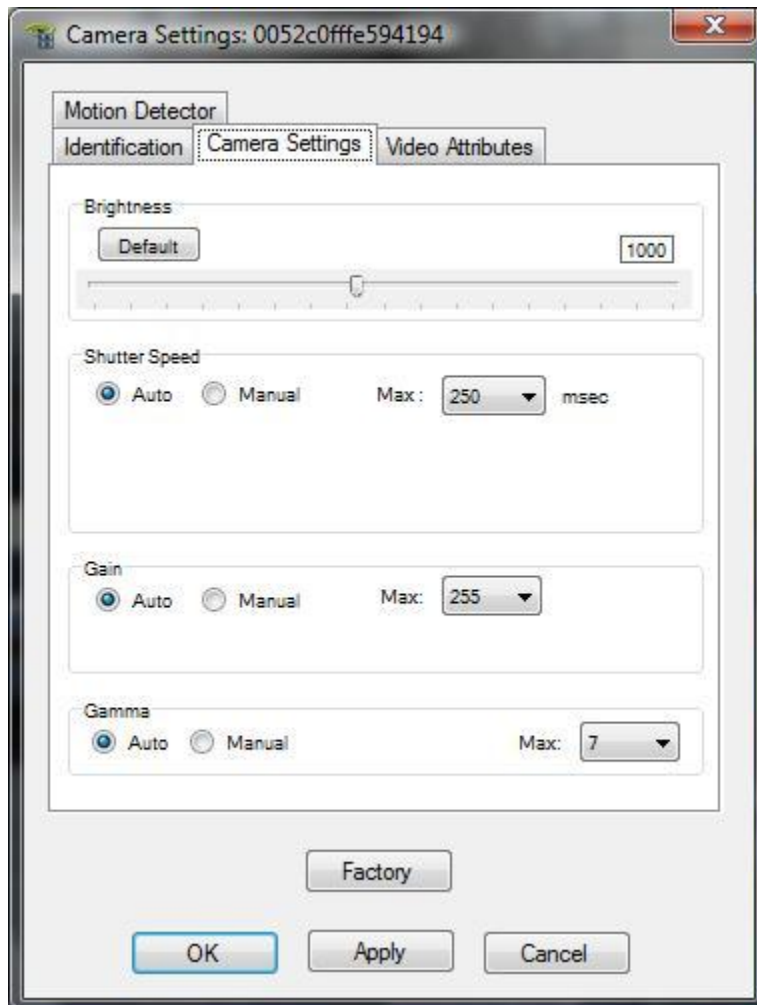
### **Status**

This field shows the current status of the Camera in question. When an error is present the field background will turn red and the error message will be displayed. When there are no errors a status of Healthy is displayed.

### **Factory Button**

This button will reset the settings for the particular camera back to the factory defaults.

## 7.2.2 Camera Settings Tab



### **Brightness**

Adjust the Brightness on a sliding scale. Default is 1000.

### **Shutter Speed**

Adjust the shutter speed slider if the camera requires more or less light. For outdoor conditions that may have less consistent light, a slower shutter speed is normal.

### **Gain**

**Auto** – By default, the Gain is set to Auto with the gain slider set to its maximum value. This will allow each camera to automatically handle lighting conditions more robustly. In normal situations, these settings should be left as is.

**Manual** – In some special cases, it may be desired to manually set the Gain value. For example, when using an indoor camera with fixed lighting which does not exhibit the desired light levels. In this case, the user selects the manual button and moves the Gain slider to the desired level. Please note that some image “fuzziness” may appear in night-mode. In this case, the user may adjust the slider lower to diminish the “fuzziness”, but this will decrease scene brightness. To adjust the slider, the radio button for Manual will need to be selected.

### **Gamma**

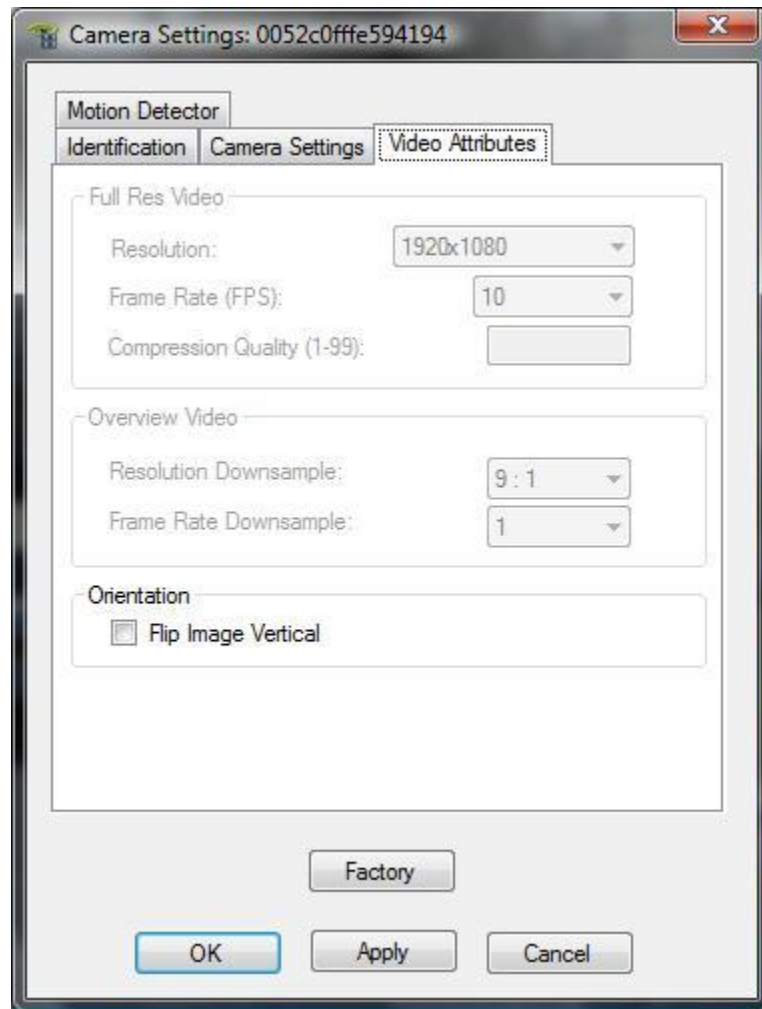
Adjust the Gamma for low level lighting conditions

### **Factory Button**

This button will reset the settings for the particular camera back to the factory defaults.

### 7.2.3 Video Attributes Tab

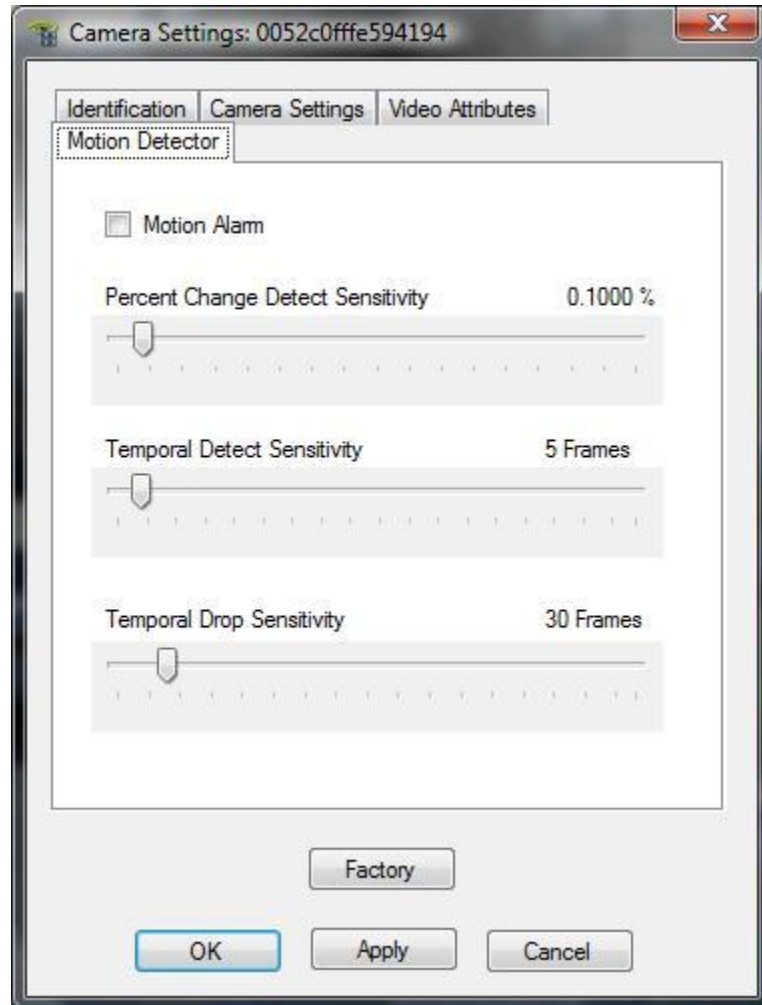
Most of the settings on this tab are grayed out as they do not require adjustment from the user.



#### Flip Image Vertical

Allows the user to flip the orientation of the camera if desired, for example, if the camera has been installed upside down.

## 7.2.4 Motion Detector Tab



### **Motion Alarm**

Checking this box enables the Motion Alarm on the Camera in question.

### **Percent Change Detect Sensitivity**

Sets the sensitivity of individual pixel motion. A higher value means the Motion Alarm is less sensitive to Motion Detection.

### **Temporal Detect Sensitivity**

Indicates how many frames in a row need to be detected to be considered Motion. A higher value means less Motion will be detected.

### **Temporal Drop Sensitivity**

Indicates how many successive frames with no movement need to occur before the object is not considered for Motion detection.

### **Factory Button**

This button will reset the settings for the particular camera back to the factory defaults.

### 7.3 Update Server Information

When changes are made to a camera from a client machine, the change is reflected on the client that the change was made on. Performing an update to the server will force the changes to the server so that they are reflected on each client machine when either ViewPorts is restarted, or the Update Server option is selected from the client.

#### To Update the server with the camera settings changes:

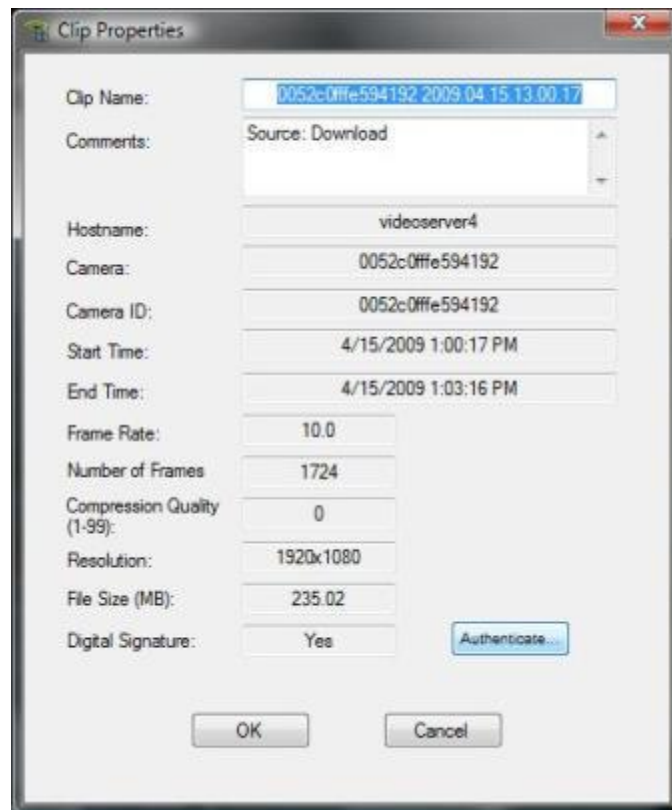
1. Make changes to the camera configuration
2. Select the OK button
3. Select the Server that hosts the camera that is being changed by performing a single right mouse click
4. From the sub menu, select the Update Server Info option
5. The information window with the text “Server Updated Succeeded” will flash on the screen.



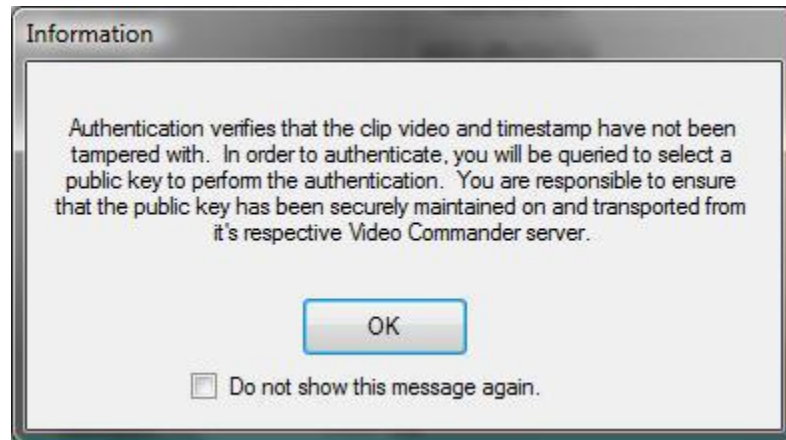
## 8 Clip Authentication

To authenticate a clip, it has to be downloaded directly from the server using the Download Archive feature. You cannot authenticate a clip recorded locally on the client machine.

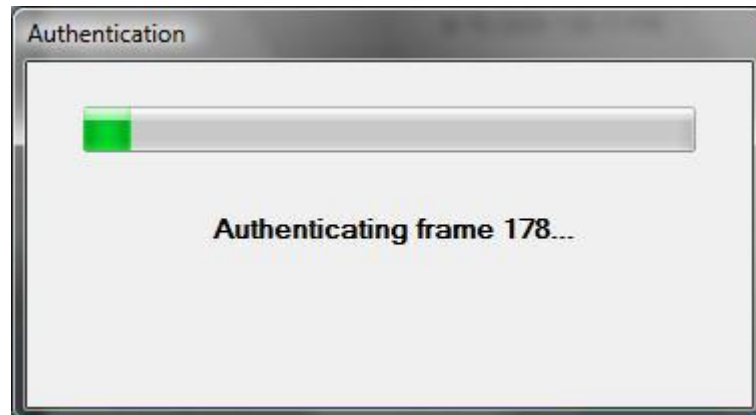
1. Prior to downloading the clip, navigate to the server which contains the clip intended for download.
2. On the server, navigate to C>Program Files>Video Commander>SignedImageKeys>(hostname)>ImageAuthenticatePubKey.xml
3. Copy this xml file to the client machine and place in a secure location
4. Download the selected clip using the Download Archive
5. Navigate to the Clips Tab in Viewports
6. Right click on the downloaded clip and select Clip Properties
7. At the bottom of the Clip Properties dialog box, it should state 'Digital Signature – YES'
8. There should also be an 'Authenticate' button available if the clip was downloaded using Download Manager (otherwise its grayed out)



1. Select the 'Authenticate' button. A new dialog box will open, giving information about the authentication process. Press OK to continue.



2. Now navigate to the location of the XML file saved from the server earlier. Once the location is selected, authentication will begin.



3. Once authentication has succeeded, the clip will not appear any differently to the user, however meta data has been written to the XML which confirms it has been authenticated.