

# **Video Commander and ViewPorts Quick Start Guide v1.11**



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# 1 System Setup Information

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:

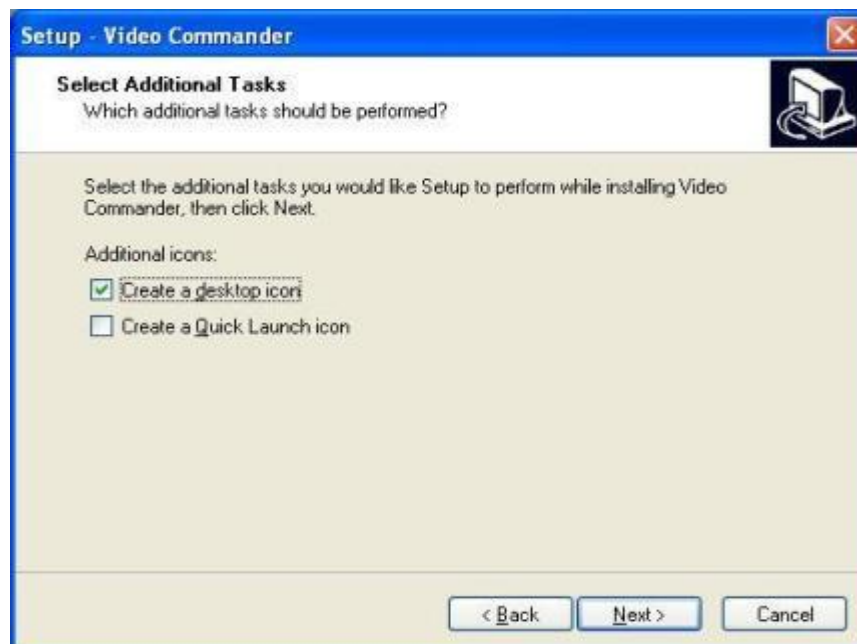
- **Video Commander Software is Installed on the Server**  
The Video Commander software needs to be installed on the host Server(s). See the section [Installation of Video Commander on Server](#) for installation steps.
- **ViewPorts Software is Installed on the Client Machine**  
The ViewPorts software 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

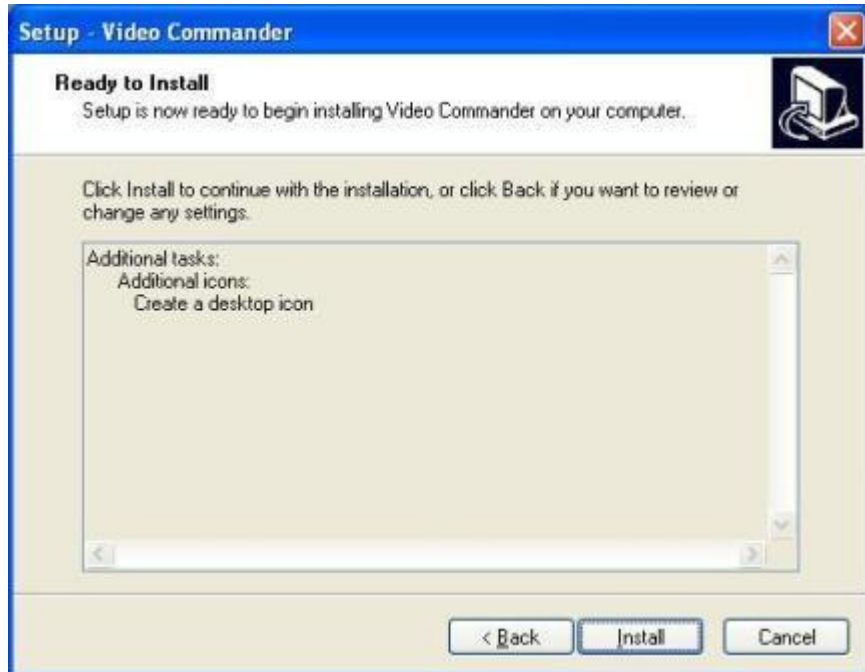
1. Place the Video Commander CD into the CD or DVD drive of the Server. After a moment, the install procedure will start automatically.
2. Select the Next button on the Video Commander install welcome screen.



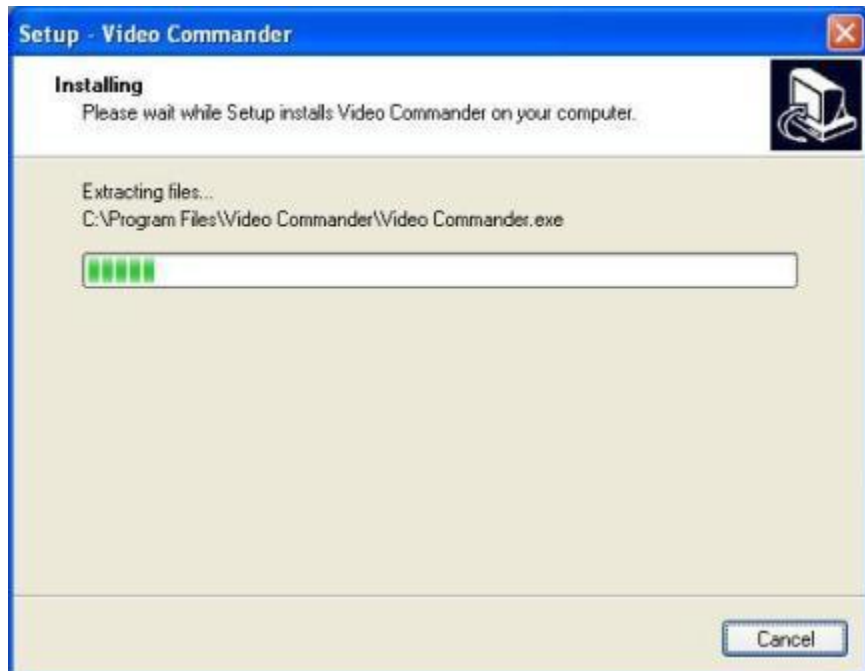
3. Choose to either place a Video Commander icon on the desktop of the Server and/or a Quick Launch icon in the desktop Task Manager and then select Next.



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.



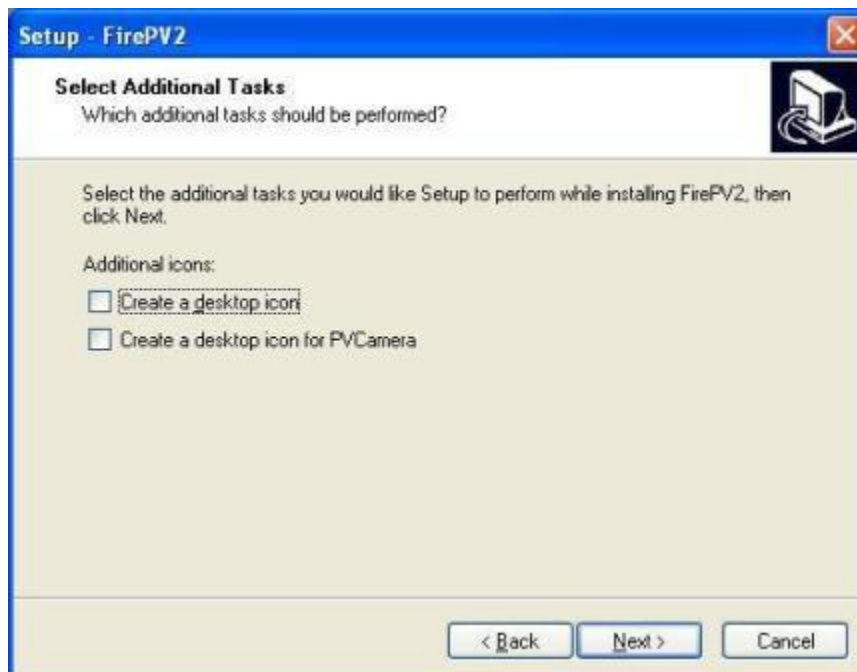
6. Once Video Commander has finished installing, it will begin to run as a Service in Windows. FirePV2 will also start to auto install.

### 3 Installation of FirePV2 on Server

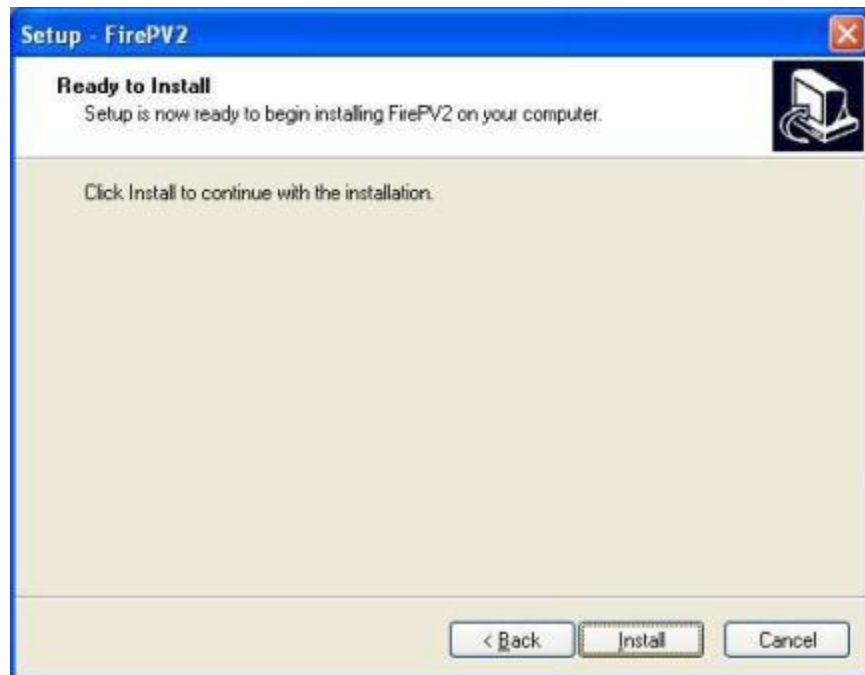
1. Once the FirePV2 install process starts, press Next at the Welcome screen to proceed.



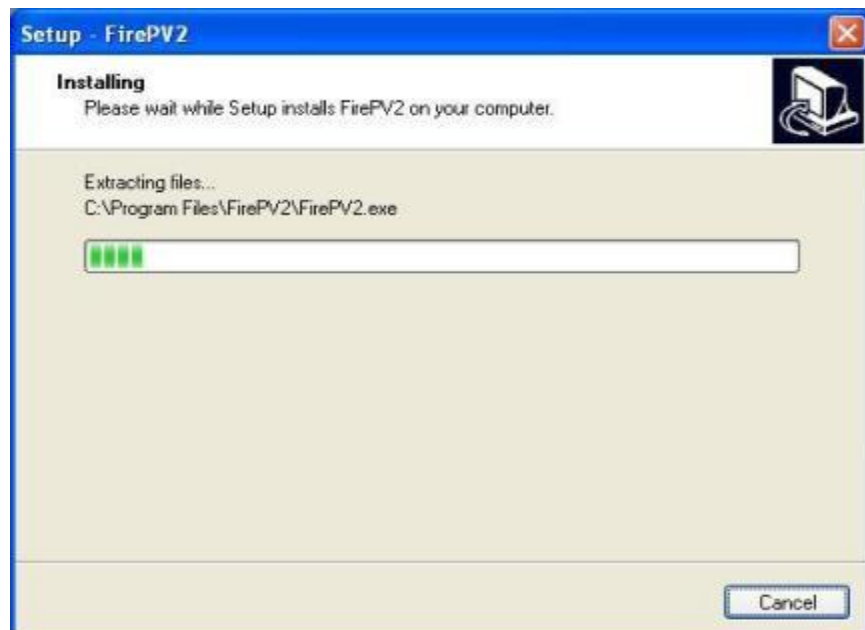
2. Choose to place a FirePV2 icon on the desktop or not. There is no need for the user to place an icon for PVCamera on the desktop as this tool is not used in normal operation. Then select Next.



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.

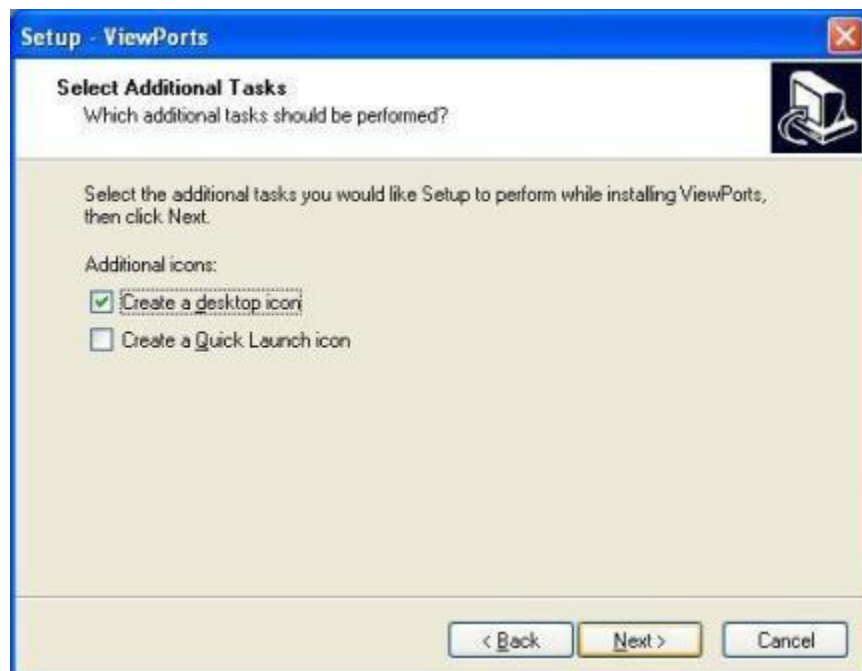


## 4 Installation of ViewPorts on Client

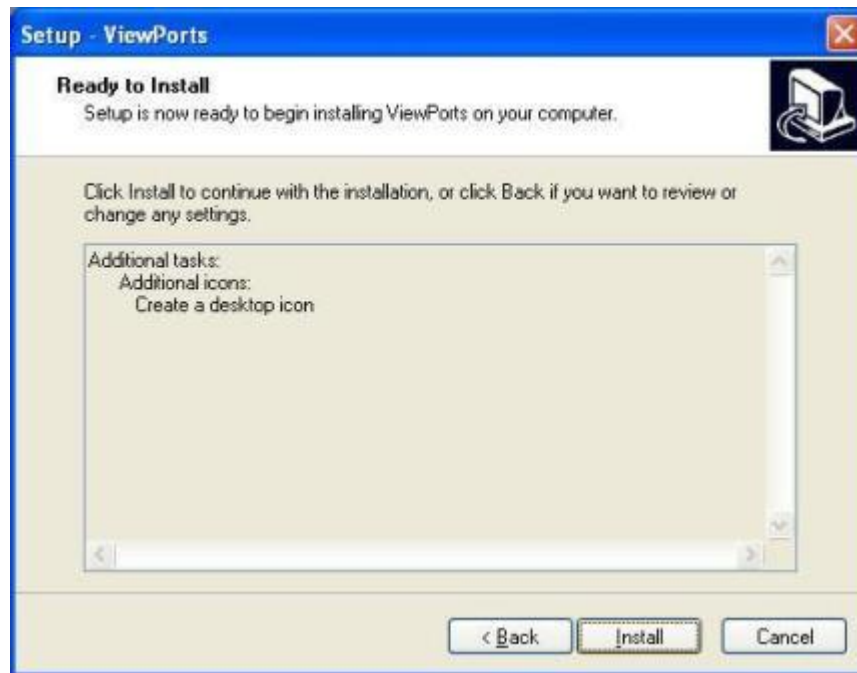
1. Place the ViewPorts CD into the CD or DVD drive on the Client machine. After a moment, the install procedure will start automatically.
2. Press Next at the Welcome screen to proceed.



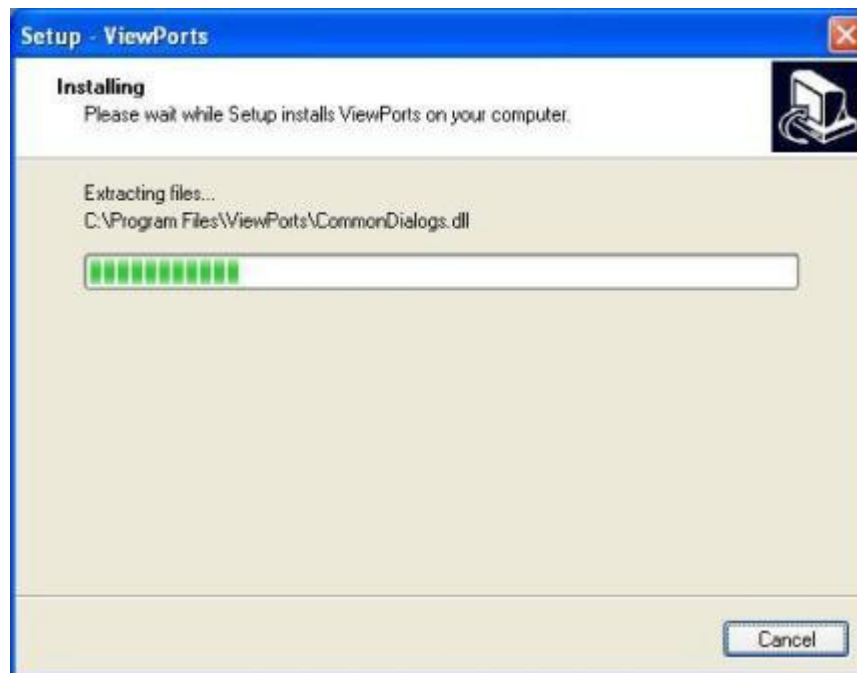
3. Choose to either place a ViewPorts icon on the desktop and/or a Quick Launch icon in the desktop Task Manager and then select Next.



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 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

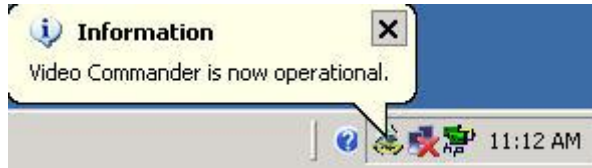
1. After the installation of Video Commander has been completed, the application will start to automatically run in Windows as a Service. In order to modify its default parameters, Video Commander needs to be opened as a GUI (graphical user interface).
2. Presuming all cameras have been connected to 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.

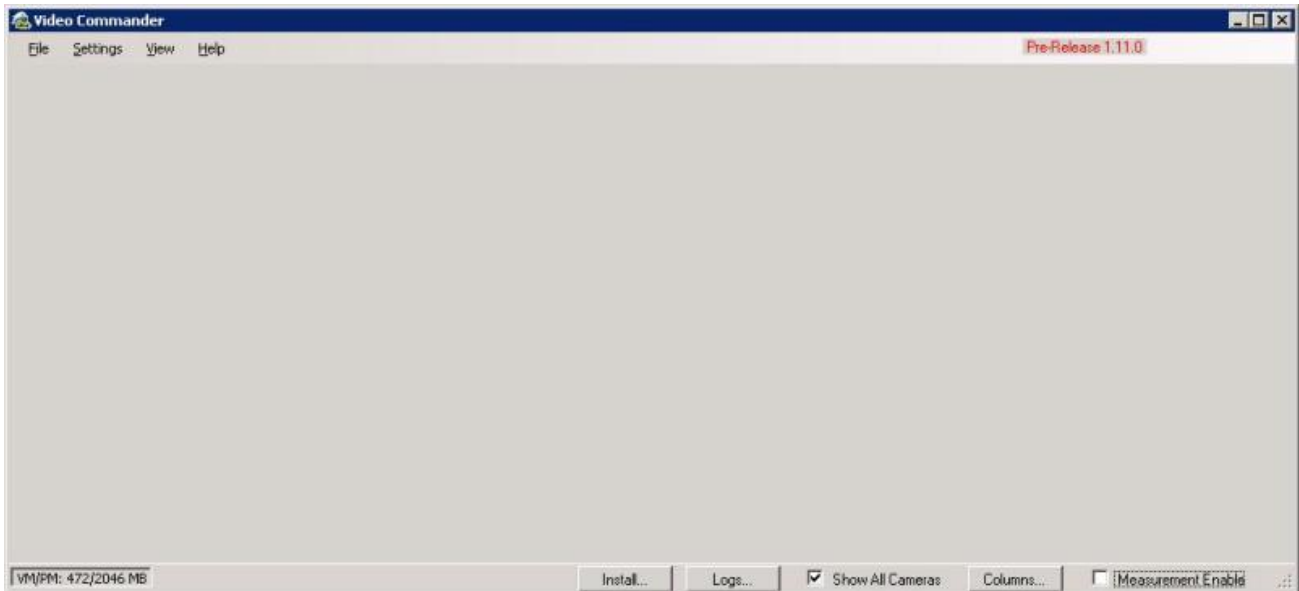


5. After selecting OK, the Video Commander splash screen will show for a brief moment before minimizing to the Taskbar.



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	ROIFrameSizeI	LowResFrameS	HighResFrameS	CameraROI_Mt	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	2.333904	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	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

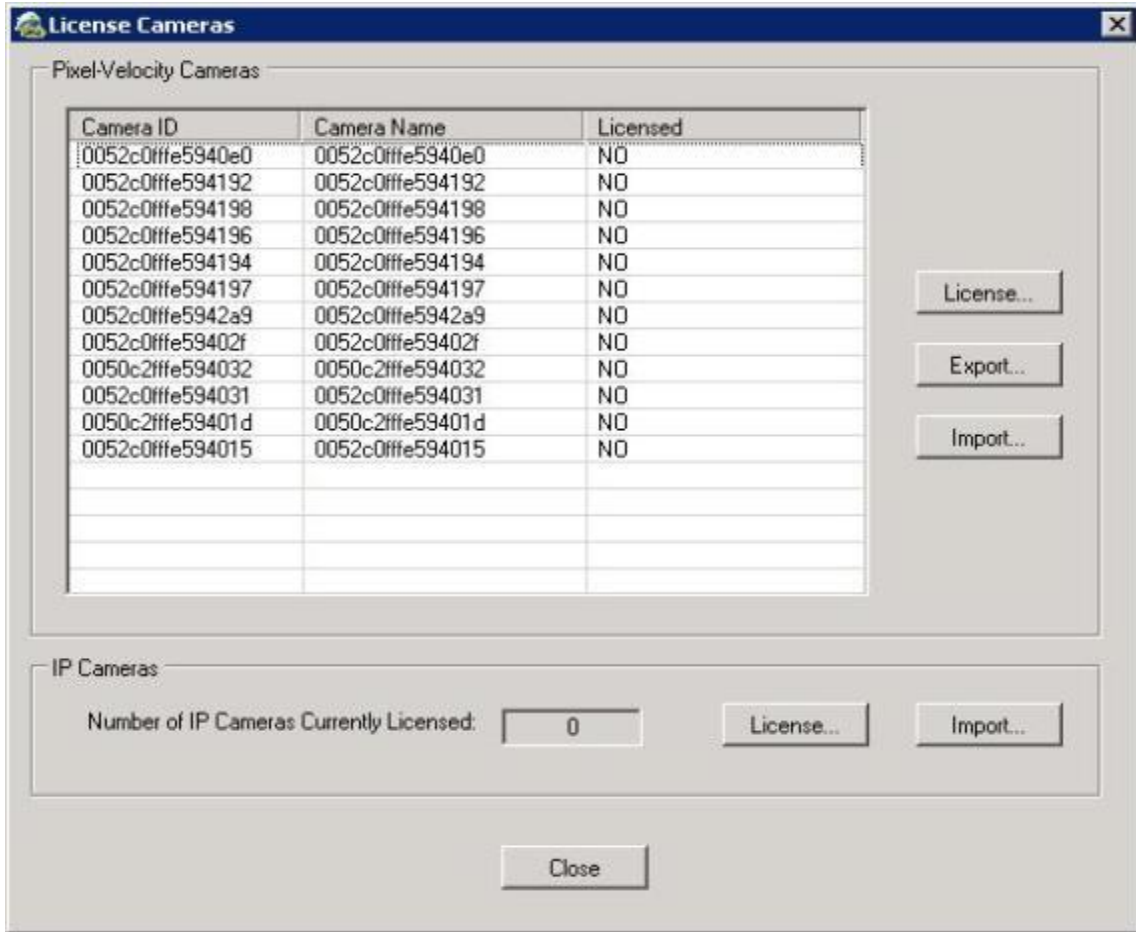
After selecting ‘Measurement Enable’, Video Commander will display as above, with all cameras on the Server showing as Yellow. This means that they have a status of ‘Unlicensed’ and must have a license applied to them before they can be used by the client. It may initially take a few moments for all the cameras to display in the UI as each camera needs to start independently.

### 5.3 Licensing the cameras

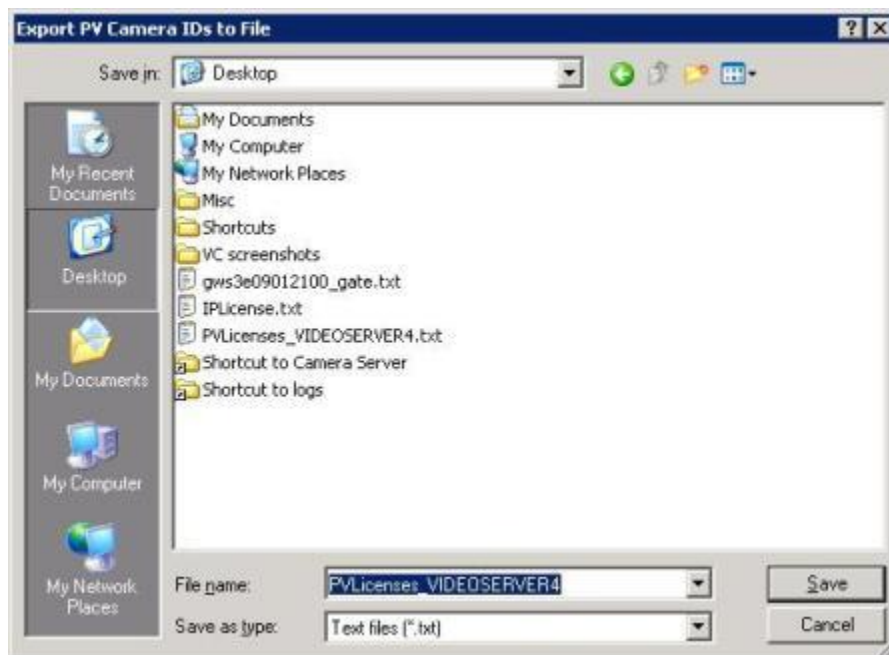
1. From the Settings drop down menu, select Licensing.

CameraName	CameraID	AdapterIndex	Status	Gateway	CameraFrameR	ROIFrameSizeI	LowResFrameS	HighResFrameS	CameraROI_Mt	CameraLowRe	CameraHighRe
0052c0ffe59...	0052c0ffe59...	1	Unlicensed	9021800	10	87.99609	22.4603119	81.1164551	6.58982229	1.68284059	6.07765675
0052c0ffe59...	0052c0ffe59...	2	Unlicensed	9021800	10	87.99609	39.9304161	135.018326	6.593114	2.99178958	10.111208
0052c0ffe59...	0052c0ffe59...	3	Unlicensed	9021800	10	87.99609	38.7061462	134.710831	6.58982229	2.900061	10.09322
0052c0ffe59...	0052c0ffe59...	4	Unlicensed	9021800	10	87.99609	41.6706238	147.29657	6.593114	3.12217474	11.0362062
0052c0ffe59...	0052c0ffe59...	5	Unlicensed	9021800	10	87.99609	36.6596244	125.023125	6.593114	2.74642539	9.367367
0052c0ffe59...	0052c0ffe59...	6	Unlicensed	9021800	10	87.99609	41.3516655	146.87146	6.593114	3.09827662	11.0043554
0052c0ffe59...	0052c0ffe59...	7	Unlicensed	9021800	10	87.99574	16.0338535	67.56958	3.57028985	0.6505486	2.73782754
0052c0ffe59...	0052c0ffe59...	8	Secondary	9021800	10	87.99609	35.62594	120.789622	6.593114	2.669276	9.049872
0050c2ffe59...	0050c2ffe59...	9	Unlicensed	9021800	10	87.99539	16.4484367	67.57531	2.71926427	0.5077723	2.08651638
0052c0ffe59...	0052c0ffe59...	10	Unlicensed	9021800	10	87.99609	22.071146	82.62334	2.25630426	0.565808356	2.11854124
0050c2ffe59...	0050c2ffe59...	11	Unlicensed	9021800	10	87.99609	14.4136457	63.7978134	2.255914	0.3695789	1.6358335
0052c0ffe59...	0052c0ffe59...	12	Unlicensed	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'.



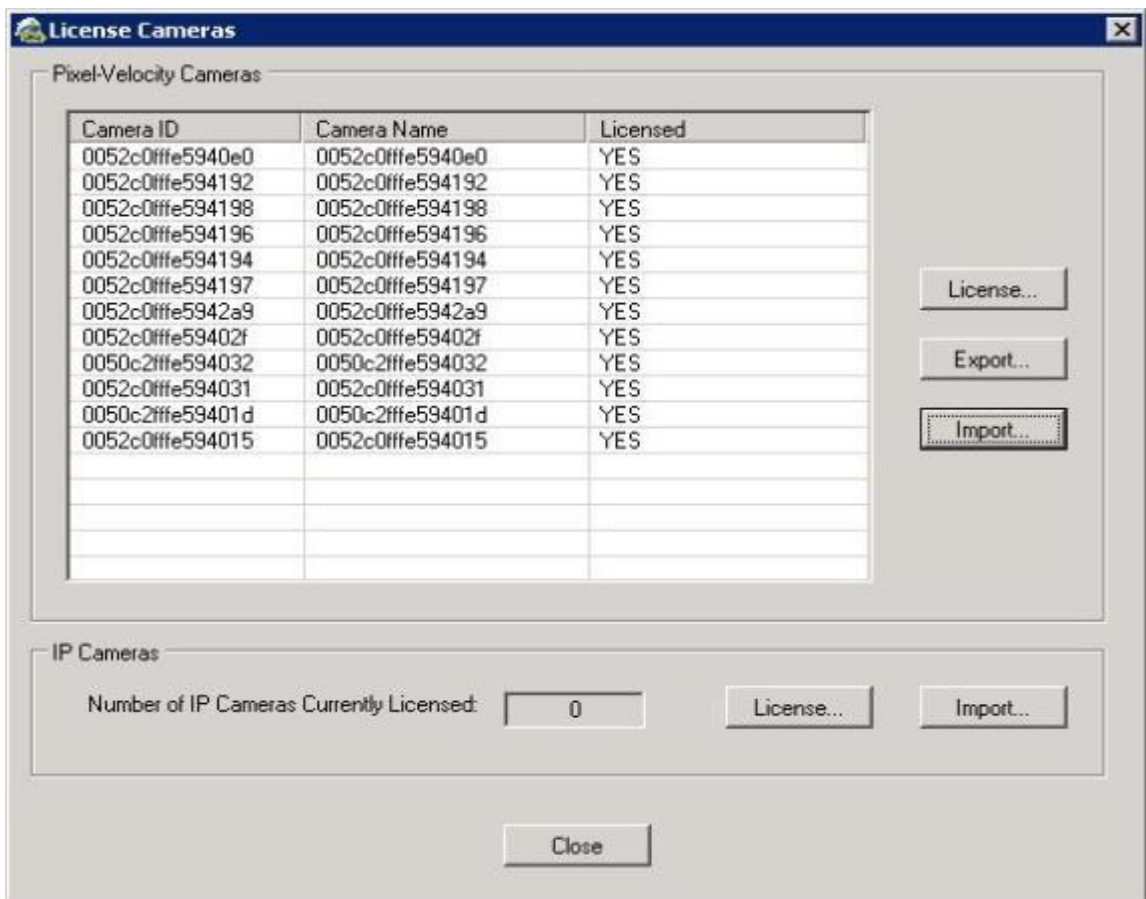
3. From the dialog box, select the Export button (this will save the Camera details as a text file), and then choose a location to save the file to.



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 show as Healthy.

CameraName	CameraID	AdapterIndex	Status	Gateway	CameraFrameR	ROIFrameSizeI	LowResFrameS	HighResFrameI	CameraROI_Mt	CameraLowRe	CameraHighRe
0052c0fffe59...	0052c0fffe59...	1	Healthy	9021800	10	87.99609	24.8723965	93.9791641	6.59375668	1.86374784	7.03857231
0052c0fffe59...	0052c0fffe59...	2	Healthy	9021800	10	87.99609	19.91823	75.91364	6.59375668	1.49252033	5.4002
0052c0fffe59...	0052c0fffe59...	3	Healthy	9021800	10	87.99609	0	80.01302	6.59047	0	5.995566
0052c0fffe59...	0052c0fffe59...	4	Healthy	9021800	10	87.99609	16.14052	64.65125	6.59047	1.20944762	4.844472
0052c0fffe59...	0052c0fffe59...	5	Healthy	9021800	10	87.99609	25.6583328	88.27781	6.59375668	1.92264	6.61486673
0052c0fffe59...	0052c0fffe59...	6	Healthy	9021800	10	87.99609	24.3451042	85.99167	6.59047	1.82423663	6.44356
0052c0fffe59...	0052c0fffe59...	7	Healthy	9021800	10	87.99609	16.4898968	68.09375	6.59375668	1.23562717	5.099883
S\w\ devel	3BCC6665-3...	0	Healthy	0	10	0	0	75.14034	0	0	8.771594
0052c0fffe59...	0052c0fffe59...	8	Healthy	9021800	10	87.99609	28.991354	99.21781	6.59375668	2.17239118	7.43462658
0052c0fffe59...	0052c0fffe59...	9	Healthy	9021800	10	87.99609	17.1436462	66.62323	6.59375668	1.28397381	4.992237
0052c0fffe59...	0052c0fffe59...	10	Healthy	9021800	10	87.99609	26.54677	90.27865	6.59375668	1.98921275	6.76142168
0052c0fffe59...	0052c0fffe59...	11	Healthy	9021800	10	87.99609	24.168541	95.91906	6.54803467	1.81010354	7.183861
0052c0fffe59...	0052c0fffe59...	12	Healthy	9021800	10	87.99609	13.5542707	59.0061455	6.59375668	1.01514745	4.421471

13 Cameras Active | VM/PM: 867/2046 MB | Pre-Release 1.11.0, 3/31/2009 4:55:28 PM | DBViewer... | Install... | Logs... |  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.

OK Cancel

- 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.

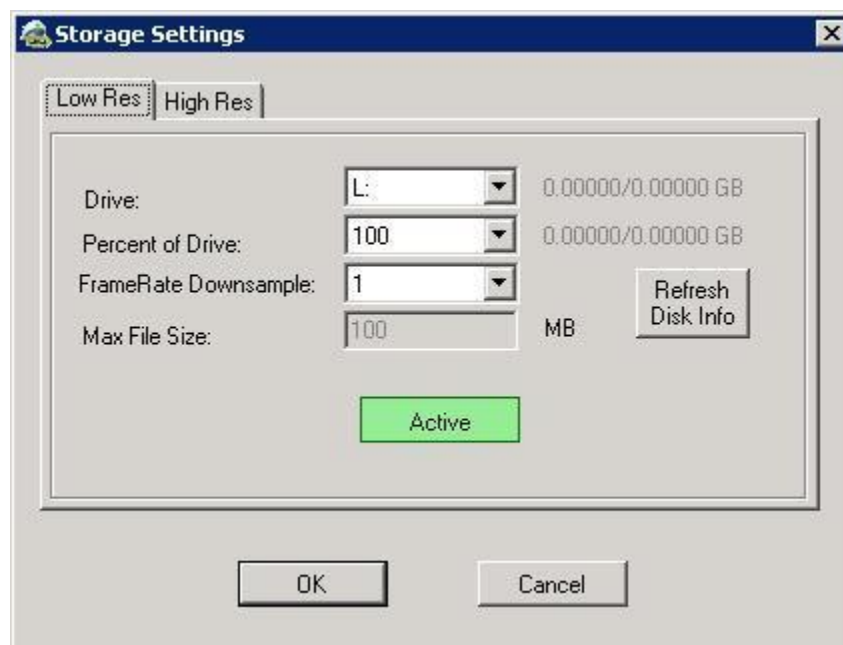
## 5.4 Setting the Video Commander Storage

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.



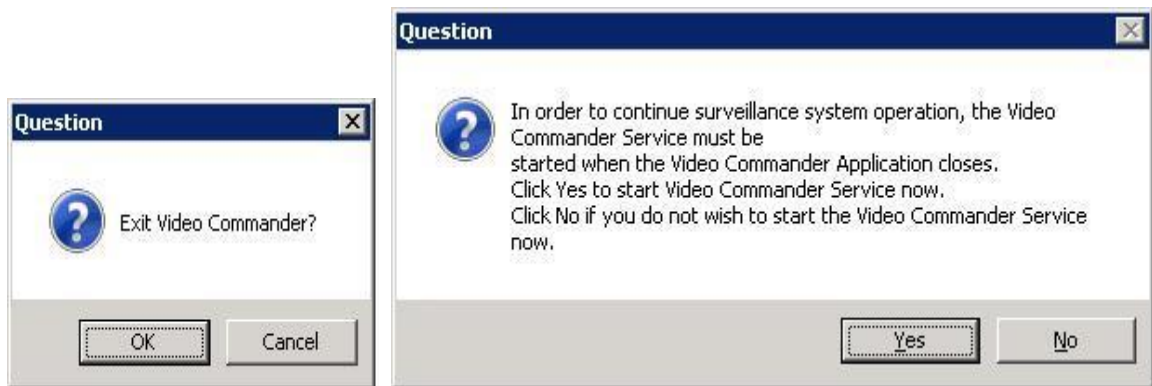
- The Storage Settings box will display with 2 tabs corresponding to Low Resolution and High Resolution storage.



3. For both Low Res and High Res, select the relevant drive to store data to.
4. Press the Active button on both tabs to activate storage.
5. Press OK to confirm.

## 5.5 *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 ViewPorts Startup

### 6.1 Starting ViewPorts for the first time

In order for the ViewPorts application to be able to view available cameras and to be able to download High Resolution video clips, the Video Commander application needs to be running and archiving. See the Server/Hostname Startup section for steps to accomplish this.

#### To Start the ViewPorts application:

1. Go to the Client/Workstation that the ViewPorts application is going to execute on.
2. There are three ways to start the ViewPorts application depending on the options that were selected for the ViewPorts install:
  - a. Go to Start>Programs>ViewPorts>ViewPorts
  - b. Select the ViewPorts icon from the desktop
  - c. Select the ViewPorts icon from Quick Launch
3. Go to Connection>Connect to Server.....
4. Type in the Hostname and the Port # from the Start Video Commander section
5. Type in a Username of: **root**
6. Type in the Password of: **root**
7. Select the Connect button
8. In the Camera View pane section select the plus (+) sign next to the Hostname to display the cameras that are available
9. Select an available Camera.