Network Camera



User's Guide

CHAPTER 1 INTRODUCTION	1
Overview	1
Physical Details - Network Camera	4
Package Contents	
CHAPTER 2 BASIC SETUP	
System Requirements	
Installation - Network Camera	
Setup using the Windows Wizard	9
CHAPTER 3 VIEWING LIVE VIDEO	14
Overview	
Requirements	
Connecting to a Camera on your LAN	
Connecting to a Camera via the Internet	
Viewing Live Video	
CHAPTER 4 ADVANCED VIEWING SETUP	20
Introduction	20
Adjusting the Video Image	20
Viewing the live Video on your cell phone	23
Controlling User Access to the Video Stream	
Making Video available from the Internet	26
Viewing Live Video via the Internet	29
Motion Detection Alerts	30
CHAPTER 5 WEB-BASED MANAGEMENT	32
Introduction	
Connecting to Network Camera	
Welcome Screen	
Administration Menu	
System Screen Network Screen	
Wireless Screen (Wireless Model Only)	
DDNS Screen	
Video Image Screen	
Video Image Screen	
User Database Screen	
Motion Detection Screen	
E-Mail Screen	
FTP Screen	
HTTP Screen	
Event Trigger Screen	
Maintenance Screen	
Status Screen	
	61
Log Screen	
Log Screen CHAPTER 6 WINDOWS VIEWING/RECORDING UTILITY	62
Log Screen CHAPTER 6 WINDOWS VIEWING/RECORDING UTILITY Overview	62 62
Log Screen CHAPTER 6 WINDOWS VIEWING/RECORDING UTILITY Overview Installation	62 62 62
Log Screen CHAPTER 6 WINDOWS VIEWING/RECORDING UTILITY Overview Installation System Tray Icon	62 62 62 63
Log Screen CHAPTER 6 WINDOWS VIEWING/RECORDING UTILITY Overview Installation	62 62 63 63

Monitor Program - for Streams Live Viewing	
Recorder Program - for Streams Recording	
CHAPTER 7 TROUBLESHOOTING	75
Overview	75
Problems	
APPENDIX A SPECIFICATIONS	77
Network Camera	77
Regulatory Approvals	
Copyright Notice	
APPENDIX B STREAMING VIDEO/AUDIO SOLUTION	
Overview	
Streaming Video/Audio through Internet Camera	

P/N: 956YFF0001 Copyright © 2009. All Rights Reserved. Document Version: 1.3

All trademarks and trade names are the properties of their respective owners.

Chapter 1 Introduction



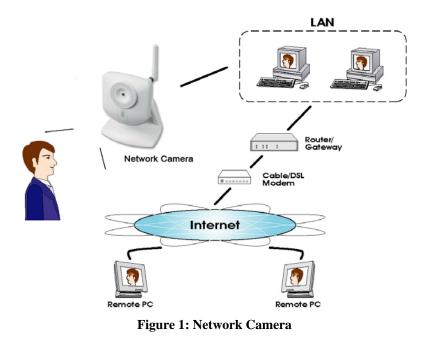
This Chapter provides details of the Network Camera's features, components and capabilities.

Overview

The Network Camera has an Integrated Microcomputer and a high quality CMOS digital-Image-Sensor, enabling it to display high quality live streaming video over your wired LAN, the Internet, and for the Network Camera, an 802.11g Wireless LAN.

Using enhanced MPEG-4 technologies, the Network Camera is able to stream high quality video and audio directly to your PC. The high compression capabilities of MPEG-4 reduce network bandwidth requirements to amazingly low levels.

A convenient and user-friendly Windows program is provided for both viewing and recording video. If necessary, you can even view video using your Web Browser, on a variety of software platforms.



Features

- *Standalone Design.* The Network Camera is a standalone system with built-in CPU and Video encoder. It requires only a power source and a connection to your LAN or Wireless LAN.
- **Dual Video Support.** The Network Camera can support both MEPG4 and MJEPG video for different image compression.

- *Stream Live Video to Multiple Users.* The MPEG4 encoder and HTTP server built into the camera generate a ready-to-view video stream. Just connect to the camera using your Web browser or the provided Windows utility to view live video.
- *Suitable for Home, Business or Public Facilities*. Whether for Home, Business or Public Facility surveillance, or just for entertainment and fun, the Network Camera has the features you need.
- *Multi-Protocol Support.* Supporting TCP/IP networking, SMTP (E-mail), HTTP and other Internet related protocols, the Network Camera can be easily integrated into your existing network.
- *Easy Configuration.* A Windows-based Wizard is provided for initial setup. Subsequent administration and management can be performed using a standard web browser. The administrator can configure and manage the Network Camera via the LAN or Internet.
- *Viewing/Recording Utility.* A user-friendly Windows utility is provided for viewing live video. For periods when you are absent, or for scheduled recording, this application also allows you to record video to an ASF file on your PC. The recorded files are in a standard Windows Media format, and thus usable by a wide variety of programs if required.
- *Motion Detection.* This feature can detect motion in the field of view. The Network Camera will compare consecutive frames to detect changes caused by the movement of large objects. This function only works indoors due to the sensitivity of the CMOS sensor. When motion is detection, an E-mail alert can be sent, or some other action may be triggered.
- *Flexible Scheduling.* You can limit access to the video stream to specified times using a flexible scheduling system. The Motion Detection feature can also have its own schedule, so it is active only when required.
- *Syslog Support.* If you have a Syslog Server, the Network Camera can send its log data to your Syslog Server.
- *Audio Support.* You can listen as well as look! Audio is encoded with the video if desired. You can use either the built-in microphone or an external microphone.

Internet Features

- *User-definable HTTP port number*. This allows Internet Gateways to use "port mapping" so the Network Camera and a Web Server can share the same Internet IP address.
- **DDNS Support.** In order to view video over the Internet, users must know the Internet IP address of the gateway used by the Network Camera. But if the Gateway has a dynamic IP address, DDNS (Dynamic DNS) is required. Since many existing Gateways do not support DDNS, this function is incorporated into the Network Camera.
- *NTP (Network-Time-Protocol) Support.* NTP allows the Network Camera to calibrate its internal clock from an Internet Time-Server. This ensures that the time stamp on Video from the Network Camera will be correct.

Security Features

- *User Authentication.* If desired, access to live video can be restricted to known users. Users will have to enter their username and password before being able to view the video stream. Up to 5 users can be entered.
- *Password-Protected Configuration*. Configuration data can be password protected, so that it only be changed by the Network Camera Administrator.

Wireless Features (Wireless Model Only)

- *Standards Compliant.* The Network Camera complies with the IEEE802.11g (DSSS) specifications for Wireless LANs.
- *Supports both 802.11b and 802.11g Standards*. The Network Camera supports both 802.11b and 802.11g standards.
- *Speeds to 54Mbps.* All speeds up to the 802.11g maximum of 54Mbps are supported.
- *Wired and Wireless Network Support.* The Network Camera supports either wired or wireless transmission.
- WEP Support. Full WEP support (64/128 Bit) on the Wireless interface is provided.
- *WPA/WPA2 Support*. The WPA Personal/WPA2 Personal standard is also supported, allowing advanced encryption of wireless data.
- *WPS Support.* WPS (Wi-Fi Protected Setup) can simplify the process of connecting any device to the wireless network by using the push button configuration (PBC) on the Wireless Access Point, or entering a PIN code if there's no button.

Physical Details - Network Camera

Front - Network Camera

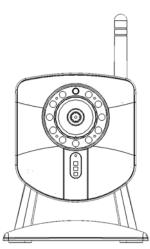


Figure 2: Front Panel

Privacy Button	On (Green) - The privacy button is activated.
	Off - The privacy button is not in use.
Lens	No physical adjustment is required or possible for the lens, but you should ensure that the lens cover remain clean. The image quality is degraded if the lens cover is dirty or smudged.
Microphone	The built-in microphone is mounted on the front.
Reset Button	This button is recessed; you need a pin or paper clip can be used to depress it. It can be activated at any time the camera is in the "ready" mode.
	• Reset to manufacturer default valued and reboot . When pressed and held over 10 seconds, the settings of Network Camera will be set to their default values.
	Note:
	After this procedure is completed, the <i>Power</i> LED will blink three times to confirm that the reset was completed successfully.
Power LED	On - Power on.
(Green)	Off - No power.
	Blinking - The <i>Power</i> LED will blink during start up. This will take 15 to 20 seconds.

Network LED
(Green, Amber)On (Green) - Wireless or LAN connection is available.Off - Wireless or LAN is not connected or camera is not
sending/receiving data.Blinking (Green) - Data is being transmitted or received via the
LAN or Wireless connection.On (Amber) - If the LED is on, the WPS is not processing
successfully.Blinking (Amber) - WPS function is being processed.

Rear - Network Camera



Figure 3: Rear Panel

Antenna	Attach the supplied antenna here. The antenna is adjustable; best results are usually obtained with the antenna positioned vertically.
Speaker out	If required, an external speaker can be plugged in here.
Power Input	Connect the supplied 5V power adapter here. Do not use other power adapters; doing so may damage the camera.
LAN port	Use a standard LAN cable to connect your Network Camera to a 10/100BaseT hub or switch.
	 Note: Plugging in the LAN cable will disable the Wireless interface. Only 1 interface can be active at any time. The LAN cable should only be connected or disconnected when the camera is powered OFF. Attaching or detaching the LAN cable while the camera is powered on does NOT switch the interface between wired and wireless.
WPS Button (Wireless Model Only)	 Push the WPS button on the device and on your other wireless device to perform WPS function that easily creates an encryption-secured wireless connection automatically. WPS PBC Mode. When pressed and released (less then 3 seconds), the Network Camera will be in the WPS PBC mode (Auto link mode).

• WPS Pin Code Mode. When pressed and held for over 3

seconds, the Network Camera will be in the WPS Pin Code mode.

Package Contents

The following items should be included: If any of these items are damaged or missing, please contact your dealer immediately.

- 1. Network Camera
- 2. Antenna (Wireless Model Only)
- 3. Power adapter
- 4. Installation CD-ROM
- 5. Quick Installation Guide

Chapter 2 Basic Setup



This Chapter provides details of installing and configuring the Network Camera.

System Requirements

- To use the wired LAN interface, a standard 10/100BaseT hub or switch and network cable is required.
- To use the Wireless interface on the wireless model, other Wireless devices must be compliant with the IEEE802.11b or IEEE802.11g specifications. All Wireless stations must use compatible settings.



The default Wireless settings are:

Mode: Infrastructure SSID: ANY Wireless Security: Disabled Domain: USA Channel No.: Auto

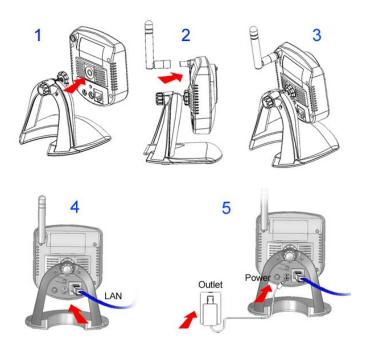


Figure 4: Installing Diagram

Installation - Network Camera

1. Assemble the Camera

Screw the supplied antenna to the mounting point on the rear. Attach the Camera Mount to the camera.

2. Connect the LAN Cable

Connect the Network Camera to a 10/100BaseT hub or switch, using a standard LAN cable.



For the Wireless Model, this will disable the Wireless Interface. The Wireless and LAN interfaces cannot be used simultaneously. Using the LAN interface is recommended for initial configuration. After the Wireless settings recorrect, the Wireless interface can be used.

The first time you connect to the camera, you should connect the LAN cable and configure the Network Camera with appropriate settings. Then you can unplug the L \N cable and power off the camera. The Network Camera will e in wireless interface when you power on the camera again.

3. Power Up

Connect the supplied 5Vpower adapter to the Network Camera and power up. Use only the power adapter provided. Using a different one may cause hardware damage.

4. Check the LEDs

- The *Power* LED will turn on briefly, then start blinking. It will blink during startup, which takes 15 to 20 seconds. After startup is completed, the *Power* LED should remain ON.
- The *Network* LED should be ON.

For more information, refer to Physical Details - Network Camera in Chapter 1.

Setup using the Windows Wizard

Initial setup should be performed using the supplied Windows-based setup Wizard. This program can locate the Network Camera even if its IP address is invalid for your network. You can then configure the Network Camera with appropriate TCP/IP settings for your LAN.

Subsequent administration can be performed with your Web browser, as explained in *Chapter 5 - Web-based Management*.

Setup Procedure

- 1. Insert the supplied CD-ROM into your drive. If the setup program does not start automatically, run **NetworkCamera.exe** in the root folder.
 - You will see the *Welcome* screen shown below.
 - Click the Setup Camera button to start the setup Wizard

Network Camera Setup Wizard	
Welcome !	
Thanks for choosing this Network Camera!	
Setup Camera Install Utility User Guide	

Figure 5: Welcome Screen

2. The next screen, shown below, will list all the Network Cameras on your LAN.

Selected Camera	Cı	irrent Settings	
RC80212E3D96	Device ID	SC2E3D96	
	IP Address	192.168.0.101	
	Subnet Mask	255.255.255.0	
	Default Gateway	192.168.0.1	
	Date	10/07/2009	
Refresh	Time	18:00:12	

Figure 6: Camera List Screen

- Select the desired Camera from the list on the left. The current settings for the selected Camera will be displayed in the table on the right.
- Click *Next* to continue.
- 3. You will be prompted to enter the *Administrator Name* and *Administrator Password*, as shown below.
 - If using the default values, enter **administrator** for the name, and leave the password blank.
 - Otherwise, enter the *Administrator Name* and *Administrator Password* set on the *Maintenance* screen.

	×
Administrator Name:	
Administrator Password:	
ОК	Cancel

Figure 7: Password Dialog

4. This screen allows you to enter a suitable **Description**, and set the correct **Time Zone**, **Date**, and **Time**. Make any desired changes, then click *Next* to continue.

Selected Camera	Cam	era Settings	_
RC80212E3D96	Device Name Description Time Zone	RC80212E3D96	
	Date (MM/DD/YYYY) Time (HH:MM:SS)	10/07/2009	

Figure 8: Camera Settings

5. On the following **IP** Address Settings screen, shown below, choose *Fixed IP* Address or *Dynamic IP* Address.

Network C	amera Setup Wizard	٩
Selected Camera	IP Address Settings	
RC80212E3D96	 Fixed IP Address Dynamic IP Address Set Wireless 	

Figure 9: Fixed or Dynamic IP Selection

- *Fixed IP Address* is recommended, and can always be used.
- Dynamic IP Address can only be used if your LAN has a DCHP Server.
- Enable the *Set Wireless* check box if you want to configure the Wireless settings. (Wireless Model Only)

Click Next to continue.

6. If you chose Fixed IP Address, the following TCP/IP Settings screen will be displayed.

CP/IP Settings			_
Selected Camera	Ci	urrent Settings	
RC80212E3D96	IP Address Subnet Mask Default Gateway Primary DNS Secondary DNS	192 . 168 . . 101 255 . 255 . . 0 . 1 192 . 168 . 0 . 1 172 . 31 . 1 . 241 10 . 10 . 201 . 101	

Figure 10: TCP/IP Settings

- Enter an unused IP Address from within the address range used on your LAN.
- The **Subnet Mask** and **Default Gateway** fields must match the values used by PCs on your LAN.
- The **Primary DNS** address is required in order to use the E-mail alert or Dynamic DNS features. Enter the DNS (Domain Name Server) address recommended by your ISP.
- The **Secondary DNS** is optional. If provided, it will be used if the Primary DNS is unavailable.

Click Next to continue.

7. If you enable Set Wireless, the following Site Survey screen will be displayed.

ite Survey Selected Camera	Cur	rrent Settings			
RC80212E3D96	1	-			
	SSID	Channel	and the second second second		^
	linksys-eric	6	41%	WEP	
	Rubing	4	45%	WEP	
	sercomm	6	51%	WPA/WPA2 P	ers
	pserver	11	53%	Disabled	
	33712	9	59%	Disabled	
	Stephen_test	5	61%	WPA/WPA2 P	ers 🗸
	ÎÎ				>
					•
	Re	efresh	Manual S	etup	

Figure 11: Site Survey Screen

- Select the desired Access Point. If the Access Point does not show up, click the *Refresh* button.
- If you select the *Manual Setup*, click *Next* to move to the *Security Setting* screen. Select the desired Security method (*Disabled*, *WEP* or *WPA/WPA2 Personal*) in the screen and enter the required data.
- 8. The next screen, shown below, displays all details of the Network Camera.
 - Click *Next* if the settings are correct
 - Click *Back* to modify any incorrect values.

amera Settings Selected Camera		Nour Cottingo	-
RC80212E3D96	1	New Settings	
	Device Name	RC80212E3D96	
	IP Address	192.168.0.101	
	Subnet	255.255.255.0	
	Default Gateway	192.168.0.1	
	Date	10/07/2009	
	Time	18:00:12	

Figure 12: Save Settings

9. Click *OK* to confirm that you want to save the new settings. If you want to cancel your changes, click *Cancel*.



Figure 13: Confirm Screen

10. After clicking *OK*, you will see the screen below.

٢
Exit

Figure 14: Final Screen

Clicking the *Install Utility* button will install the Viewing/Recording utility described in *Chapter 6 - Windows Viewing/Recording Utility*.

11. Click *Exit* to end the Wizard. Setup is now complete.

Chapter 3 Viewing Live Video



This Chapter provides basic information about viewing live video.

Overview

After finishing setup via the Windows-based Wizard, all LAN users can view live video using Internet Explorer on Windows.

This Chapter has details of viewing live video using Internet Explorer.

But many other powerful features and options are available:

- To view multiple cameras simultaneously, or record video (either interactively or by schedule), you should install the Windows Viewing/Recording utility. Refer to *Chapter 6 Windows Viewing/Recording Utility* for details on installing and using this program.
- The camera administrator can also adjust the Video Stream, and restrict access to the video stream to known users by requiring viewers to supply a username and password. See *Chapter 4 Advanced Viewing Setup* for details.
- To make Live Video from the camera available via the Internet, your Internet Gateway or Router must be configured correctly. See *Making Video available from the Internet* in *Chapter 4 - Advanced Viewing Setup* for details.

Requirements

To view the live video stream generated by the Network Camera, you need to meet the following requirements:

- Windows 98/98SE, Windows 2000, Windows XP.
- Internet Explorer 6 or later.

Connecting to a Camera on your LAN

To establish a connection from your PC to the Network Camera:

- 1. Use the Windows utility to get the IP address of the Network Camera.
- 2. Start Internet Explorer.
- 3. In the Address box, enter "HTTP://" and the IP Address of the Network Camera.
- 4. When you connect, the following screen will be displayed.

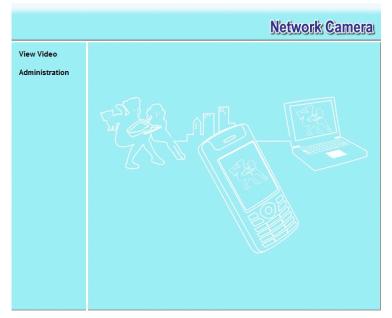


Figure 15: Home Screen

- 5. Click View Video.
- 6. If the Administrator has restricted access to known users, you will then be prompted for a username and password.

Enter the name and password assigned to you by the Network Camera administrator.

7. The first time you connect to the camera, you will be prompted to install an ActiveX component (OCX or CAB file), as in the example below.
You must install this ActiveX component (OCX or CAB file) in order to view the Video stream in Internet Explorer.
Click the "Yes" button to install the ActiveX component.



Figure 16: ActiveX OCX Prompt

8. Video will start playing automatically. There may be a delay of a few seconds while the video stream is buffered.

Connecting to a Camera via the Internet

You can NOT connect to a camera via the Internet unless the camera Administrator has configured both the camera and the Internet Gateway/Router used by the camera.

See *Making Video available from the Internet* in *Chapter 4 - Advanced Viewing Setup* for details of the required configuration.

Also, you need a broadband Internet connection to view video effectively. Dial-up connections are NOT supported.

To establish a connection from your PC to the Network Camera via the Internet:

- 1. Obtain the following information from the Administrator of the camera you wish to connect to:
 - Internet IP Address or Domain Name of the camera.
 - Port number for HTTP connections.
 - Login (username, password) if required.
- 2. Start Internet Explorer.
- 3. In the Address box, enter the following:

HTTP://Internet_Address:port_number

Where Internet_Address is the Internet IP address or Domain Name of the camera, and port_number is the port number used for HTTP (Web) connections to the camera.

Examples using an IP address:

HTTP://203.70.212.52:1024

Where the Internet IP address is 203.70.212.52 and the HTTP port number is 1024.

Example using a Domain Name:

HTTP://mycamera.dyndns.tv:1024

Where the Domain name (using DDNS in this example) is mycamera.dyndns.tv and the HTTP port number is 1024.

4. When you connect, the following screen will be displayed.

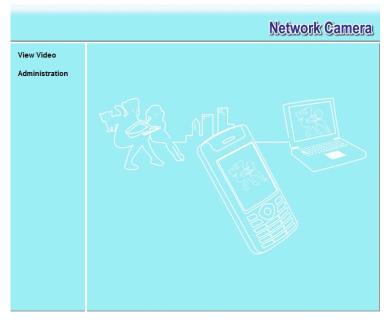


Figure 17: Home Screen

- 5. Click View Video.
- 6. If the Administrator has restricted access to known users, you will then be prompted for a username and password.

Enter the name and password assigned to you by the Network Camera administrator.

The first time you connect to the camera, you will be prompted to install an ActiveX component (OCX or CAB file), as in the example below.
 You must install this ActiveX component (OCX or CAB file) in order to view the

You must install this ActiveX component (OCX or CAB file) in order to view the Video stream in Internet Explorer.

Click the "Yes" button to install the ActiveX component.



Figure 18: ActiveX OCX Prompt

8. Video will start playing automatically. There may be a delay of a few seconds while the video stream is buffered.

Viewing Live Video

After installing the ActiveX component, you will be able to view the live video stream in its own window, as shown below.

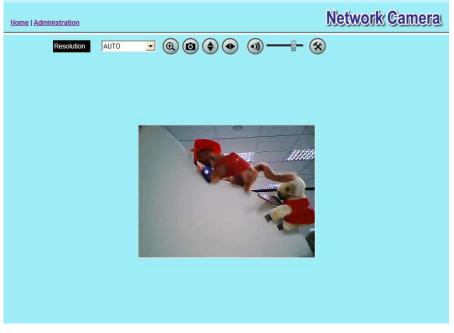


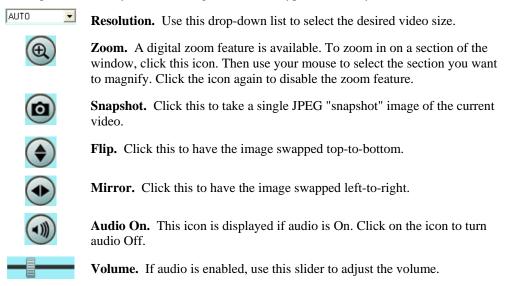
Figure 19: View Video Screen

There are a number of options available on this screen, accessed by select list, button or icon. See the table below for details.

Note: The options can only be configured while using IE browser. Other browsers can just view the video rather than configuration.

General Options

These options are always available, regardless of the type of camera you are connected to.





Setup. Select the desired setup format from the drop-down list.

Chapter 4 Advanced Viewing Setup



This Chapter provides information about the optional settings and features for viewing video via the Network Camera. This Chapter is for the Camera Administrator only.

Introduction

This chapter describes some additional settings and options for viewing live Video:

- Adjusting the video image
- Controlling user access to the live video stream
- Making video available from the Internet
- Using the Motion Detection feature

Adjusting the Video Image

If necessary, the Network Camera Administrator can adjust the Video image.

To Adjust the Video Image:

- 1. Connect to the Web-based interface of the Network Camera. (See *Chapter 5 Web-based Management* for details.)
- 2. Select Administration, then Video Image. You will see a screen like the example below.

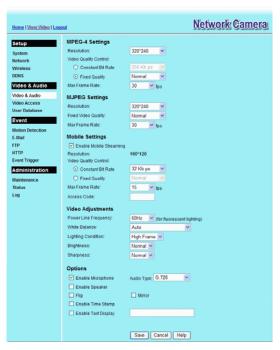


Figure 20: Video Image Screen

3. Make the required adjustments, as explained below, and save your changes.

MPEG-4 Settings				
Resolution	Select the desired video resolution format. The default resolution is set to 320*240.			
Video Quality Control	• Constant Bit Rate: Select the desired bit rate. The default is set to 256 Kbps.			
	• Fixed Quality: Select the desired option. The default fix quality is set to Normal.			
Max. Frame Rate	Select the desired Maximum bandwidth for the video stream. Note that you can specify EITHER the Bandwidth OR the Frame Rate, not both. If the Bandwidth is defined, the frame rate will be adjusted as necessary to achieve the specified frame rate.			
	The default value for bandwidth is 30 .			
MJPEG Settings				
Resolution	Select the desired video resolution format. The default resolution is set to 320*240.			
Fixed Video Quality	Select the desired fix quality. The default fix quality is set to Normal.			
Max. Frame Rate	Select the desired Maximum bandwidth for the video stream. Note that you can specify EITHER the Bandwidth OR the Frame Rate, not both. If the Bandwidth is defined, the frame rate will be adjusted as necessary to achieve the specified frame rate.			
	The default value for bandwidth is 30.			
Mobil Settings				
Enable Mobil Streaming	Enable streaming video for the mobile device by checking this checkbox.			
Resolution	The default resolution is set to 160x120.			
Video Quality	• Constant Bit Rate: Select the desired fix bit rate.			
Control	• Fixed Quality: Select the desired option. The default fix quality is set to Normal.			
Max. Frame Rate	Select the desired Maximum bandwidth for the video stream.			
Access Code	Enter the code for accessing the live video from camera through cell phone connection.			
Video Adjustment				
Power Line Frequency	Select the power line frequency (50Hz or 60Hz) used in your region, to improve the picture quality under florescent lighting.			
White Balance	Select the desired option to match the current environment and lighting.			
Lighting Condition	Select the desired option to match the current lighting condition.			
Brightness	If necessary, you can adjust the brightness to obtain a better image. For example, if the camera is facing a bright light, the image may be too dark. In this case, you can increase the brightness.			

Sharpness	Select the desired option for the sharpness. You can select a Sharpness value between -3 and 3.		
Options			
Microphone	 Enable audio by checking this checkbox. Using Audio will increase the bandwidth requirements slightly. Select the desired audio type. Enable speaker sound by checking this checkbox. This setting will have the image swapped top-to-bottom. This setting will have the image swapped left-to-right. If enabled, the current time will be displayed on the Video image. 		
Audio Type			
Speaker			
Flip			
Mirror			
Time Stamp			
Text Display	Enable this setting if you want text to be displayed on the Video image, and enter the desired text - up to 20 characters. This feature is often used to identify each camera when multiple cameras are installed.		

Viewing the live Video on your cell phone

The live streaming of the Network Camera can even be viewed from a compatible cell phone, so you can keep an eye on things almost everywhere you go. It's just as easy as following the required steps.

To Adjust the Mobile Settings

- 1. Connect to the Web-based interface of the Network Camera. (See *Chapter 5 Web-based Management* for details.)
- 2. Select Administration, then Video & Audio. You will see a screen like the example below.

Mobile Settings	
Enable Mobile Streaming	
Resolution:	160*120
Video Quality Control:	
Onstant Bit Rate	32 Kb ps 💉
Fixed Quality	Normal 🗸
Max Frame Rate:	15 🚩 fps
Access Code:	3633

Figure 21: Mobile Settings

3. Check the checkbox of **Enable Mobile Streaming** and configure the related settings in the Mobile Settings section, as explained below. Save your changes.

Mobil Settings		
Enable Mobil Streaming	Enable streaming video for the mobile device by checking this checkbox. The default resolution is set to 160x120.	
Resolution		
Video Quality Control	 Constant Bit Rate: Select the desired fix bit rate. Fixed Quality: Select the desired option. The default fix quality is set to Normal. 	
Max. Frame Rate	Select the desired Maximum bandwidth for the video stream.	
Access Code	Enter the code for accessing the live video from camera through cell phone connection.	

Connecting Cell Phone to the Network Camera

A number of different mobile handsets are compatible with the Network Camera. Follow the suggested steps (steps may differ according to the mobile phone you use).

Before connecting to the cell phone, please make sure the following:

- Mobile phone should be supported by 3GPP protocol.
- Camera Web management RTSP port number needs to be entered. Default is 554.
- Access code: 8 digits (0~9)

Steps:

- 1. Start IE
- 2. Select Add Bookmark
- 3. Click Edit
- 4. Enter desired value for *Subject* or leave it blank
- 5. Enter the camera's IP address into the Address box. **RTSP://Internet_Address:port_number**
- 6. Click *Play*

Controlling User Access to the Video Stream

By default, anyone can connect to the Network Camera and view live Video at any time.

If desired, you can limit access to scheduled times, and also restrict access to known users.

To Control User Access to Live Video:

- 1. Connect to the Web-based interface of the Network Camera. (See *Chapter 5 Web-based Management* for details.)
- 2. Select Administration, then Video Access.
- 3. Set the desired options for Access.

Access

If the Video Access is disabled, users cannot connect using either their Web Browser or the Windows utility. However, viewing video is still possible by logging in as the Administrator.

	ser Access:	Enable Security Checking
Video Access: Enable Scheduled Video Acce	deo Access:	Enable Scheduled Video Access

Figure 22: Controlling User Access

See *Chapter 5 - Web-based Management* for further details about using the *Video Access* and *User Database* screens.

Making Video available from the Internet

If your LAN is connected to the Internet, typically by a Broadband Gateway/Router and Broadband modem, you can make the Network Camera available via the Internet. You will need to configure your Router or Gateway to allow connections from the Internet to the camera.

Router/Gateway Setup

Your Router or Gateway must be configured to pass incoming TCP (HTTP) connections (from Internet Viewers) to the Network Camera. The Router/Gateway uses the *Port Number* to determine which incoming connections are intended for the Network Camera.

This feature is normally called *Port Forwarding* or *Virtual Servers*, and is illustrated below. The Port Forwarding/Virtual Server entry tells the Router/Gateway that incoming TCP connections on port 1024 should be passed to the Network Camera. If necessary, check the user manual for your Router/Gateway for further details.

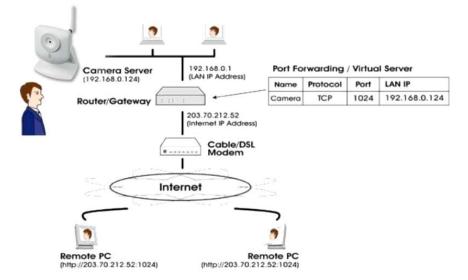


Figure 23: Connecting via the Internet



The "Port" for the *Port Forwarding / Virtual Sel ver* entry above is the "Secondary Port" number specified on the *Network* screen of the Network Camera.

Network Camera Setup

The Network Camera configuration does NOT have be changed, unless:

- You wish to change the port number from the default value (1024).
- You wish to use the DDNS (Dynamic DNS) feature of the Network Camera.

HTTP Port Configuration

Normally, HTTP (Web) connections use port 80. Since the Network Camera uses HTTP, but port 80 is likely to be used by a Web Server, you can use a different port for the Network Camera. This port is called the *Secondary Port*.

The default *Secondary Port* is 1024. If you prefer to use a different port number, you can specify the port number on the Network Camera's *Network* screen, as shown below.

		Secondary Port:	Enable HTTP Secondary Port	1024	(1024-65535)
--	--	-----------------	----------------------------	------	--------------

Figure 24: Network Screen

See Chapter 5 - Web-based Management for further details on using the Network screen.



Viewers need to know this port number in orde ' to connect and view live Video, so you must inform viewe s of the correct port number.

DDNS (Dynamic DNS)

Many internet connections use a "Dynamic IP address", where the Internet IP address is allocated whenever the Internet connection is established.

This means that other Internet users don't know the IP address, so can't establish a connection.

DDNS is designed to solve this problem, by allowing users to connect to your LAN using a domain name, rather than an IP address.

To use DDNS:

- 1. Register for the DDNS service with a supported DDNS service provider. You can then apply for, and be allocated, a Domain Name.
- 2. Enter and save the correct DDNS settings on the DDNS screen of the Network Camera.
- 3. Both Router and Camera should use the same port number for DDNS service.

<u>Home View Video Log</u>	out	Network Camera
Setup System Network Wireless DDN S Video & Audio Video & Audio Video Access User Database Event Motion Detection E-Mail FTP HTTP Event Trigger Administration Maintenance Status Log	Enable DDNS Service Provider: Domain (Host) Name: Account/E-Mail: Password/Key: Check WAN IP Address:	DynDNS.org
		Save Cancel Help

Figure 25: DDNS Screen

- 4. Operation is then automatic:
 - The Network Camera will automatically contact the DDNS server whenever it detects that the Internet IP address has changed, and inform the DDNS server of the new IP address.
 - Internet users can then connect to the camera using the Domain Name allocated by the DDNS service provider.
 Example: <u>http://normanyu123456789.dyndns.org:6016</u>
 normanyu123456789.dyndns.org is domain host name. 6016 is the port number.

Viewing Live Video via the Internet

Clients (viewers) will also need a broadband connection; dial-up connections are NOT recommended.

Viewing Live Video Using your Web Browser

If using your Web browser, you need to know the Internet IP address (or the Domain name) of the camera's Router/Gateway, and the correct port number.

Enter the Internet address of the Router/Gateway, and its port number, in the *Address* (or *Location*) field of your Browser.

Example - IP address:

HTTP://203.70.212.52:1024

Where the Router/Gateway's Internet IP address is 203.70.212.52 and the "Secondary Port" number on the Network Camera is 1024.

Example - Domain Name:

HTTP://mycamera.dyndns.tv:1024

Where the Router/Gateway's Domain name is mycamera.dyndns.tv and the "Secondary Port" number on the Network Camera is 1024.

Viewing Live Video with the Viewing/Recording Utility

If using the Windows Viewing/Recording Utility, the details of the Network Camera must be entered on the *Camera Setup* screen.

Setup					
Camera Se	tup Recor	ding Schedule	Preferences		
No.	Local ID	Device ID	IP Address	Port Number	L T : 💽
1	Camera	SC0e8083	192.168.0.104	80	Trigger 🔨 Disable
2	Camera	30060003	132.166.0.104	00	Disable
3					
4					
5					
6					
8					
9					
10					~
<					>
← Test Re	isult		Camera Data Local ID Device ID IP Address Port Number User Name Password Stream Type Enable Trigg	MPEG4	
Test			Clear		Add
				Help	Exit

Figure 26: Add Camera from Internet

See *Chapter 6 - Window Viewing/Recording Utility* for full details on using the Windows Viewing/Recording utility.

Motion Detection Alerts

The Motion Detection feature can generate an Alert when motion is detected.

The Network Camera will compare consecutive frames to detect changes caused by the movement of large objects.

But the motion detector can also be triggered by:

- Sudden changes in the level of available light
- Movement of the camera itself.

Try to avoid these situations. The motion detection feature works best in locations where there is good steady illumination, and the camera is mounted securely. It cannot be used outdoors due to the sensitivity of the CMOS sensor.

Note: The Motion Detection settings can only be configured while using IE browser.

To Use Motion Detection Alerts

Using the Web-based interface on the Network Camera, select the *Motion Detection* screen, then configure this screen as described below.



Figure 27: Motion Detection

- 1. Enable the *Motion Detection* feature.
- 2. Set the area or areas of the video image to be examined for movement. You can define up to 4 areas, and set the motion threshold individually for each area.
- 3. If using a schedule, define the desired schedule in *Event Trigger* screen.
- 4. Save your changes.
- 5. Select the *E-Mail* screen to have alerts sent by *E-mail*:
 - Enable and enter at least one (1) E-mail address
 - Select or enter the desired options for *Video Attachment*, *Show "From" as* and *Subject* fields.

• Enter details of the SMTP Server used to send the E-mail.



If the Motion Detection feature is enabled, but E Mail is not enabled, then the only action when motion is $d\varepsilon$ ected is to log this event in the system log.

Chapter 5 Web-based Management



This Chapter provides Setup details of the Network Camera's Web-based Interface. This Chapter is for the Camera Administrator only.

Introduction

The Network Camera can be configured using your Web Browser. The Network Camera must have an IP address which is compatible with your PC.

The recommended method to ensure this is to use the supplied Windows-based Wizard, as described in *Chapter 2 - Basic Setup*.

Connecting to Network Camera

- If you have run the Windows-based setup Wizard, the final screen provided a button *Web UI*. Clicking this button will immediately connect to the Network Camera, using your Web Browser.
- If using only your Web Browser, use the following procedure to establish a connection from your PC to the Network Camera:
- Once connected, you can add the Network Camera to your Browser's *Favorites* or *Bookmarks*.

Connecting using your Web Browser

- 1. Use the Windows utility to get the IP address of the Network Camera.
- 2. Start your WEB browser.
- 3. In the Address box, enter "HTTP://" and the IP Address of the Network Camera.
- 4. You will then be prompted for a username and password.
 - If using the default values, enter **administrator** for the name, and leave the password blank.
 - Otherwise, enter the *Administrator ID* and *Administrator Password* set on the *Maintenance* screen.

Welcome Screen

When you connect, the following screen will be displayed.

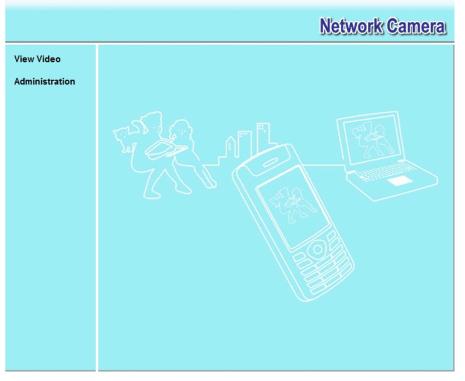


Figure 28: Welcome Screen

The menu options available from this screen are:

- View Video View live Video using your Web Browser. See *Chapter 3 Viewing Live Video* for details.
- Administration Access the Administration menu.

Administration Menu

Clicking on *Administration* on the menu provides access to all the settings for the Network Camera.

The Administration menu contains the following options:

Setup

- System
- Network
- Wireless (Wireless Model Only)
- DDNS

Video Stream

- Video & Audio
- Video Access
- User Database

Event

- Motion Detection
- E-Mail
- FTP
- HTTP
- Event Trigger

Administration

- Maintenance
- Status
- Log

System Screen

After clicking *Administration* on the main menu, or selecting *System* on the *Administration* menu, you will see a screen like the example below.

Home View Video Log	out	Network Camera
Setup	System Settings	
System	Device ID:	SC0e8083
Network	Camera Name:	RC80210E8083
Wireless DDNS	Description:	
Video & Audio	Date & Time	
Video & Audio	Date Format:	MM/DD/YYYY 🕶
Video Access User Database	Current Date & Time:	07/22/2008 21:04:41 Change
Event	Time Zone:	(GMT-08:00) Pacific Time (US & Canada); Tijuana 🛛 🗸
Motion Detection		Adjust for daylight saving
E-Mail	Network Time Protocol:	Enable
FTP	NTP Server Address:	clock.via.net
HTTP Event Trigger		Update Every Day v at 00 v : 00 v (hh:mm)
Administration		Opdate Lvery Day at 00 v : 00 v (nn:mm)
and the second second second second	Options	
Maintenance Status	LED Operation:	Enable
Log	Privacy Button:	Enable
17.00 C		
		Save Cancel Help

Figure 29: System Screen

System Settings	5	
Device ID	This displays the ID for the Network Camera.	
Camera Name	Enter the desired name for the Network Camera.	
Description	This field is used for entering a description, such as the location of the Network Camera.	
Date & Time		
Date Format	Select the desired date format, it will also be used to display the date and time as an overlay on the video image.	
	The abbreviations used to predefine the date formats are list as follows:	
	• YYYY-MM-DD = Year-Month-Day, e.g. 2006-01-31	
	• MM/DD/YYYY = Month/Day/Year, e.g. 01/31/2006	
	• DD/MM/YYYY = Day/Month/Year, e.g. 31/01/2006	

Data - System Screen

Current	This displays the current date and time on the camera.	
Date & Time	If it's not correct, click the Change button to modify the date/time settings. This button will open a sub-screen where you have 2 options:	
	• Set the camera's date and time to match your PC.	
	• Enter the correct date and time.	
Time Zone	Choose the Time Zone for your location from the drop-down list.	
	If your location is currently using Daylight Saving, enable the Adjust for daylight saving checkbox.	
	You must UNCHECK this checkbox when Daylight Saving finishes.	
Network Time	Enable or disable the Time Server feature as required.	
Protocol	If Enabled, the Network Camera will contact a Network Time Server at regular intervals and update its internal timer.	
NTP Server Address	Enter the address for the desired NTP server.	
Update	The Schedule determines how often the Network Camera contacts the NTP Server. Select the desired options.	
LED Operation	Enable this if you want to use this function.	
Privacy Button	If Enabled, click the <i>Privacy</i> button will stop uploading the stream without turning the camera off. Click the button one more time to continue uploading. The default is Enabled.	

Network Screen

This screen is displayed when the Network menu option is clicked.

Home <u>View Video</u> Log	out	Network Camera
Setup	IP Address:	Obtain an IP address automatically (DHCP) Use the following IP address
System Network Wireless DDNS	DNS Server Address:	 Obtain DNS server address automatically Use the following DNS server address
Video & Audio	Secondary Port:	Enable HTTP Secondary Port 1024 (1024-65535)
Video & Audio Video Access	RTP/RTSP:	RTSP Port: 554 (554,1024-65535)
User Database Event		RTP Data Port. 5000 (mobile phone only) Max RTP Data Packet: 1400 bytes (400-1400)
Motion Detection E-Mail FTP	Multicast RTP/RTSP:	Enable Multicast Video Address: 224 2 0 1
HTTP Event Trigger		Video Port: 2240 (1024-65534; Even Value) Audio Address: 224 0 1
Administration Maintenance		Audio Port: 2242 (1024-65534; Even Value)
Status		Time to Live: 16 (1-255)
Log	UPnP:	Enable Discovery Enable Traversal (Port Mapping)
	QoS:	Enable QoS Mode (for Video and Audio)
		Save Cancel Help

Figure 30: Network Screen

Data -	Network	Screen
--------	---------	--------

Network		
Obtain an IP Address Automatically	If selected, the Network Camera will obtain its IP address and related information from a DHCP Server. Only select this option if your LAN has a DHCP Server.	
Use the following IP Address	If selected, you must assign the following data to the Network Camera.	
	• IP Address - Enter an unused IP address from the address range used on your LAN.	
	• Subnet Mask - Use the same value as PCs on your LAN.	
	• Default Gateway - Use the same value as PCs on your LAN.	
Obtain DNS server address automatically	 Default Gateway - Ose the same value as PCs on your LAN. If selected, the Network Camera will use the DNS address or addresses provided by the DHPC server. This option is only available if the IP address setting is <i>Obtain an</i> <i>IP address Automatically</i>. 	

Use the following DNS server address	Primary DNS server - Use the same value as PCs on your LAN. Normally, your ISP will provide this address.	
	Secondary DNS server - This is optional. If entered, this DNS we be used if the Primary DNS does not respond.	
Secondary Port	This sets the port number for HTTP (Web) connections to the Camera, whether for administration or viewing video.	
	The secondary port can be used for DDNS, other service and when more than 2 cameras are in use.	
	If enabled, you can connect using either port 80 or the Secondary port. You must enter the Secondary port number (between 1024 to 65535) in the field provided.	
	Note that when using a port number which is not 80, you must specify the port number in the URL. For example, if the Camera's IP address was 192.168.1.100 and the Secondary port was 1024, you would specify the URL for the Camera as follows:	
	http://192.168.1.100:1024	
RTP/RTSP	The RTSP (Real Time Streaming Protocol), a standard for connected client(s) to control streaming data (MPEG-4) over the World Wide Web. Enter the RTSP Port number (between 1024 an 65535) in the field provided. The default RTSP Port is 554.	
	The RTP (Real Time Transport Protocol), an Internet protocol for transmitting real-time data such as audio and video.	
	Max RTP Data Packet field will let users limit the size of the file. Enter the desired value between 400 and 1400.	
	Note: RTSP and RTP settings are for Mobil phone only.	
Multicast RTP/RTS	P	
Enable Multicast	Enable the feature as required.	
Video Address	Enter the address of video.	
Video Port	Enter the desired value (between 1024 to 65534) in the field provided. The number you entered must be even values.	
Audio Address	Enter the address of the audio.	
Audio Port	Enter the desired value (between 1024 to 65534) in the field provided. The number you entered must be even values.	
Time to Live	Enter the desired length of time, if the packets fail to be delivered to their destination within. The Time to Live you entered must be in-between 1 to 255.	
UPnP		
Enable Discovery	If enabled, the Network Camera will broadcast its availability through UPnP. UPnP compatible systems such as Windows XP will then be able to detect the presence of the Network Camera.	
Enable Traversal	If enabled, HTTP connections (from your Web Browser or the Viewer and Recorder utility) can use secondary port instead of po	

QoS	
Enable QoS Mode	If enabled, the throughput level (for Video and Audio) is
	guaranteed through QoS (Quality of Service).

Wireless Screen (Wireless Model Only)

This screen is displayed when the Wireless menu option is clicked.

<u>Home View Video</u> <u>Log</u>	out	Network Camer	a
Setup	Wireless Network		
System	WSC PIN Code:	09504035	
Network	Network Type:	Infrastructure 💌	
Wireless	SSID:	ANY	
DDNS	Domain:	USA 🗸	
Video & Audio			
Video & Audio	Channel No:	Auto 🗸	
Video Access User Database	Security		
Event	Security System:	WEP	
Motion Detection	Authentication Type:	Open System 👻	
E-Mail	WEP Encryption:	64 Bit Keys (10 Hex chars)	
FTP HTTP	Passphrase:	Generate Keys	
Event Trigger	WEP Keys:	⊙ Key 1:	
Administration		O Key 2:	
Maintenance		О Кеу 3:	
Status		О Кеу 4:	
Log		Clear Keys	
		Save Cancel Help	

Figure 31: Wireless Screen

Data -	Wireless	Screen
--------	----------	--------

Wireless Network		
WSC PIN Code	It displays the WSC PIN code number for the camera.	
Network Type	This determines the type of wireless communication used by the Network Camera.	
	• If you have an Access Point, select <i>Infrastructure</i> .	
	• Otherwise, select <i>Ad-hoc</i> .	
SSID	This must match the value used by other devices on your wireless LAN. The Default is ANY . Note! The SSID is case sensitive.	
Domain	Select your region from the drop-down list.	
Channel No.	• In <i>Infrastructure</i> mode, this setting is ignored. The Network Camera will use the Channel set on the Access Point.	
	• For <i>Ad-hoc</i> mode, select the Channel you wish to use on your Network Camera. Other Wireless stations should use the same setting.	
	• If you experience interference (shown by lost connections and/or slow data transfers) you may need to experiment with different channels to see which one is the best.	

Security		
Security System	Select the desired option, and then enter the settings for the selec method:	
	• Disabled - No security is used. Anyone using the correct SS can connect to your network. This is default.	
	• WEP - The 802.11b standard. Data is encrypted before transmission, but the encryption system is not very strong.	
	• WPA/WPA2 Personal - Like WEP, data is encrypted befor transmission. WPA is more secure than WEP, and should be used if possible. WPA Personal is the version of WPA which does NOT require a Radius Server on your LAN.	
WEP		
Authentication Type	Normally this can be left at the default value of "Automatic." If the fails, select the appropriate value - "Open System" or "Shared Key." Check your wireless card's documentation to see what method to use. Note: In <i>Infrastructure</i> mode, either setting will normally work, since most Access Points can use both methods.	
WEP Encryption	Select the WEP Encryption level:	
	• 64 Bit Keys (10 Hex chars)	
	• 128 Bit Keys (26 Hex chars)	
	• 64 Bit Keys (5 ASCII chars)	
	• 128 Bit Keys (13 ASCII chars)	
Passphrase	Enter a word or group of printable characters in the Passphrase box and click the "Generate Key" button to automatically configure the WEP Key(s). If encryption strength is set to 64-bit, then each of the four key fields will be populated with key values. If encryption strength is set to 128-bit, then only the selected WEP key field will be given a key value.	
WEP Keys	• Use the radio buttons to select the default key.	
-	• Enter the key value you wish to use. Other stations must hav the same key values.	
	 Keys must be entered in Hex. Hex characters are the digits (9) and the letters A ~ F. 	
	• Click <i>Clear Keys</i> to set the Keys to be blank.	
WPA/WPA2 Persona	al	
Shared Key	Enter the key value. Data is encrypted using a key derived from t network key. Other Wireless Stations must use the same network key. The PSK must be from 8 to 63 characters in length.	

DDNS Screen

Many Internet connections use a "Dynamic IP address", where the Internet IP address is allocated whenever the Internet connection is established.

This means that other Internet users don't know the IP address, so can't establish a connection.

DDNS is designed to solve this problem, as follows:

- You must register for the DDNS service with a DDNS service provider. The DDNS Service provider will allocate a Domain Name to you upon request.
- The DDNS settings on the *DDNS* screen above must be correct.
- The Network Camera will then contact the DDNS server whenever it detects that the Internet IP address has changed, and inform the DDNS server of the new IP address. (The *Check WAN IP Address* determines how often the Network Camera checks if the Internet IP address has changed.)

This system allows other internet users to connect to you using the Domain Name allocated by the DDNS service provider.

This screen is displayed when the DDNS menu option is clicked.

Figure 32: DDNS Screen

DDNS	
Enable DDNS	Enable or disable the DDNS function, as required. Only enable this feature if you have registered for the DDNS Service with a DDNS Server provider.
Service Provider	Choose a service provider from the list.

Web Site Button	Click this button to open a new window and connect to the We site for the selected DDNS service provider.	
Domain (Host) Name	Enter the Domain Name (Host Name) allocated to you by the DDNS Server provider.	
Account/E-Mail	Enter the login name for the DDNS account.	
Password/Key	Enter the password for the DDNS account.	
Check WAN IP Address	Set the schedule for checking if the Internet IP address has changed. If the IP address has changed, the DDNS Server will be notified.	
	NOTE: If the DDNS Service provided some software to perform this IP address update or notification, you should NOT use this software. The update is performed by the camera.	

Video Image Screen

This screen is displayed when the Video Image menu option is clicked.

If Mobile Streaming is enabled:

- 1. Mobile phone should be supported by 3GPP protocol.
- 2. Enter 554 for RTSP port number in the Network screen.
- 3. Enter the following address in the URL: RTSP:// Router IP address / Access Code
- 4. Select 15 fps for Max Frame Rate.

<u>Home View Video Logo</u>	out	Network Camera
Setup	MPEG-4 Settings	
System	Resolution:	320*240 🛩
Network	Video Quality Control:	
Wireless	🔘 Constant Bit Rate	256 Kb ps 🔛
DDNS	 Fixed Quality 	Normal
Video & Audio	Max Frame Rate:	30 🖌 fps
Video & Audio	MJPEG Settings	
Video Access	Resolution:	320*240 🗸
User Database	Fixed Video Quality:	Normal
Event	Max Frame Rate:	
Motion Detection	wax Frame Rate.	30 v fps
E-Mail	Mobile Settings	
FTP	Enable Mobile Streaming	
HTTP	Resolution:	160*120
Event Trigger	Video Quality Control:	201/h m
Administration	 Constant Bit Rate 	32 Kb ps 💌
Maintenance	O Fixed Quality	Normal
Status	Max Frame Rate:	15 v fps
Log	Access Code:	
	Video Adjustments	
	Power Line Frequency:	60Hz Y (for fluorescent lighting)
	White Balance:	Auto 👻
	Lighting Condition:	High Frame 👻
	Brightness:	Normal 👻
	Sharpness:	Normal 🗸
	Options	
	 Enable Microphone 	Audio Type: G.726
	Enable Speaker	
	E Flip	Mirror
	Enable Time Stamp	
	Enable Text Display	
		Save Cancel Help

Figure 33: Video Image Screen

Data - Video Image Screen

MPEG-4 Settings		
Resolution	Select the desired video resolution format. The default resolution is set to 320*240.	
Video Quality Control	• Constant Bit Rate: Select the desired bit rate. The default is set to 256 Kbps.	
	• Fixed Quality: Select the desired option. The default fix quality is set to Normal.	
Max. Frame Rate	Select the desired Maximum bandwidth for the video stream. Note that you can specify EITHER the Bandwidth OR the Frame Rate, not both. If the Bandwidth is defined, the frame rate will be adjusted as necessary to achieve the specified frame rate.	
	The default value for bandwidth is 30 .	
MJPEG Settings		
Resolution	Select the desired video resolution format. The default resolution is set to 320*240.	
Fixed Video Quality	Select the desired fix quality. The default fix quality is set to Normal.	
Max. Frame Rate	Select the desired Maximum bandwidth for the video stream. Note that you can specify EITHER the Bandwidth OR the Frame Rate, not both. If the Bandwidth is defined, the frame rate will be adjuste as necessary to achieve the specified frame rate.	
	The default value for bandwidth is 30.	
Mobil Settings		
Enable Mobil Streaming	Enable streaming video for the mobile device by checking this checkbox.	
Resolution	The default resolution is set to 160x120.	
Video Quality	• Constant Bit Rate: Select the desired fix bit rate.	
Control	• Fixed Quality: Select the desired option. The default fix quality is set to Normal.	
Max. Frame Rate	Select the desired Maximum bandwidth for the video stream.	
Access Code	Enter the 8-digit code (0~9) for accessing the live video from camera through cell phone connection.	
Video Adjustment		
Power Line Frequency	Select the power line frequency (50Hz or 60Hz) used in your region to improve the picture quality under florescent lighting.	
White Balance	Select the desired option to match the current environment and lighting.	
Lighting Condition	Select the desired option to match the current lighting condition.	
Brightness	If necessary, you can adjust the brightness to obtain a better image. For example, if the camera is facing a bright light, the image may be too dark. In this case, you can increase the brightness.	

MPEG-4 Settings

Sharpness	Select the desired option for the sharpness. You can select a Sharpness value between -3 and 3.	
Options		
Microphone	Enable audio by checking this checkbox. Using Audio will increase the bandwidth requirements slightly.	
Audio Type	Select the desired audio type.	
Speaker	Enable speaker sound by checking this checkbox.	
Flip	This setting will have the image swapped top-to-bottom.	
Mirror	This setting will have the image swapped left-to-right.	
Time Stamp	If enabled, the current time will be displayed on the Video image.	
Text Display	Enable this setting if you want text to be displayed on the Video image, and enter the desired text - up to 20 characters. This feature is often used to identify each camera when multiple cameras are installed.	

Video Access Screen

This screen is displayed when the Video Access option on the Administration menu is clicked.

<u>Home View Video Loq</u>	out	Network Camera
Setup	User Access:	Enable Security Checking
System	Video Access:	Enable Scheduled Video Access
Network Wireless DDNS	Access Schedule	
Video & Audio		
Video & Audio		
Video Access User Database		
Event		
Motion Detection		Delete
E-Mail FTP	Add New Schedule	
нттр	Day:	Every day
Event Trigger Administration	Start Time:	00 🕶 : 00 👻 (hh:mm)
Maintenance	End Time:	00 🗹 : 00 🗸 (hh:mm)
Status Log		Add Clear
		Save Cancel Help

Figure 34: Video Access Screen

Data -	Video	Access	Screen
--------	-------	--------	--------

User Access			
Enable Security Checking	• If disabled (default) - No login required. Users do not have to provide a username and password when they connect to the camera for viewing video.		
	• If enabled - Require login. Users will be prompted for a username and password when they connect to the camera for viewing video. The camera administrator must use the "User Database" menu option to create the desired users.		
Video Access			
Enable Scheduled Video Access	• If enabled - Viewing video is available during the scheduled periods, and unavailable at other times. If this option is selected, you need to define a schedule. If no schedule is defined, this option is always disabled.		
	• If disabled - The option will remain disabled until you enable it.		
	Note that regardless of which setting is chosen, the Administrator can ALWAYS access the camera and view live video.		
Access Schedule			
Scheduled Periods	This displays all periods you have entered into the database. If you have not entered any periods, this list will be empty.		

Delete	Use the Delete button to delete the selected item in the list.	
Add New Schedule		
Day	Choose the desired option for the period.	
Start Time	Enter the start time using a 24 hr clock.	
End Time	Enter the end time using a 24 hr clock.	
Add	Click this button to add a new period.	
Clear	Use this button to clear the input fields.	

User Database Screen

This screen is displayed when the User Database option on the Administration menu is clicked.

<u>Home View Video Log</u>	out	Network Camera
Setup	Existing Users	
System		
Network		
Wireless		
DDNS		
Video & Audio		
Video & Audio		
Video Access		Edit Delete All
User Database		
Event		
Motion Detection		
E-Mail FTP	User Properties	
нттр	User Name:	
Event Trigger		
Administration	User Password:	
Maintenance	Confirm Password:	
Status		
Log		Add Clear
		Save Cancel Help

Figure 35: User Database Screen

Data - User	Database	Screen
-------------	----------	--------

Existing Users		
User List	This displays all users you have entered into the User database. If you have not entered any users, this list will be empty. The maximum number of users is 20.	
Edit, Delete, Delete All	Use these buttons to manage the user database.	
User Properties		
User Name	Enter the name for the user here.	
	• Spaces, punctuation, and special characters must NOT be used in the name.	
	• The name is case insensitive (case is ignored), so you can not have 2 names which differ only by case.	
User Password	The password for this user.	
Confirm Password	Re-enter the password for the user, to ensure it is correct.	
Add Button	Click this button to add a new user, using the data shown on screen.	
Clear Button	Use this button to clear the input fields, ready to add a new user.	

Motion Detection Screen

This screen is displayed when the Motion Detection option on the Event menu is clicked.



Figure 36: Motion Detection Screen

Motion Detection		
Set Detection Areas	You can set the full screen or selected areas of the video image to be examined.	
	Note: Motion detection can be triggered by rapid changes in lighting condition, as well as by moving objects. For this reason, it should only be used indoors.	
Indicator/Threshol d	Administrator needs to adjust the relation between indicator and threshold for each area.	

E-Mail Screen

This screen is displayed when the *E-Mail* option on the *Event* menu is clicked.

Home View Video Logout			Network	Camera
Setup	Primary SMTP Server			
System	SMTP Server Address:			Port: 25
Network Wireless	Authentication:	None	~	
DDNS	SMTP Login name:			
Video & Audio	SMTP Password:			
Video & Audio Video Access	POP server name:			
User Database	Show "From" as:			(E-Mail Address
Event				
Motion Detection	Secondary SMTP Server			
E-Mail	Secondary SMTP (enable this	if the camera can not connect	to the primary SMTP)	
FTP	SMTP Server Address:			Port: 25
HTTP Event Trigger	Authentication:	None		
Administration	SMTP Login name:			
Maintenance	SMTP Password:			
Status Log	POP server name:			
	Show "From" as:			(E-Mail Address
	E-Mail Setup			
	E-Mail Address #1:			
	E-Mail Address #2:			
	E-Mail Address #3:			
	Subject:			

Figure 37: E-Mail Screen

Data - E-Mail Screen

Primary/Secondary SMTP Server			
SMTP Server Address	Enter the address of the SMTP (Simple Mail Transport Protocol) Server to be used to send E-Mail.		
Authentication	Select the desired Authentication type for the SMTP Server.		
SMTP Login name	Enter your login name for the SMTP Server.		
SMTP Password	Enter your password for the SMTP Server.		
POP server name	Enter the name for the POP Server.		
Show "From" as	Enter the E-Mail address to be shown in the "From" field when the E-Mail is received.		
Secondary SMTP	Check the box to upload to the Secondary SMTP if the camera can not connect to the primary SMTP.		

E-Mail Setup	
E-mail Address	Enter at least one (1) E-Mail address; the 2nd and 3rd addresses are optional. The E-Mail alert will be sent to the E-Mail address or addresses specified here.
Subject	Enter the desired text to be shown as the "Subject" for the E-Mail when it is received. Subject can not exceed 48 alphanumeric characters.

FTP Screen

This screen is displayed when the FTP option on the Event menu is clicked.

<u>Home View Video Loc</u>	Network Camera		
Setup	Primary FTP		
System	FTP Server:	Port: 21	
Network Wireless	Login Name:		
DDNS	Password:		
Video & Audio	Enable Passive Mode		
Video & Audio	File Path Name:		
Video Access User Database			
	Secondary FTP		
Event	Secondary FTP (enable this if the camera can not connect to the primary FTP)		
Motion Detection	FTP Server:		
E-Mail FTP	FIT Selvel.	Port 21	
нттр	Login Name:		
Event Trigger	Password:		
Administration	Enable Passive Mode		
Maintenance	File Path Name:		
Status	L		
Log			
	(Save Cancel Help	

Figure 38: FTP Screen

Primary/Secondary FTP			
FTP Server	Enter the address of the FTP Server.		
Port	Enter the Port of the FTP Server to be connected.		
Login name	Enter your login name for the FTP Server.		
Password	Enter your password for the FTP Server.		
Enable Passive Mode	Check the box to enable the Passive mode feature of the FTP.		
File Path Name	Enter the file path/name of the FTP.		
Secondary FTP	Check the box to upload to the Secondary FTP if the camera can not connect to the primary FTP.		

Data - FTP Screen

HTTP Screen

This screen is displayed when the HTTP option on the Event menu is clicked.

Home View Video Logout			Network Camera
Setup	HTTP Notification	Enable	
System	URL:		
Network Wireless	Proxy Server Name:		(optional)
DDNS	Port Number:	80	
Video & Audio	Method:	POST	
Video & Audio			
Video Access			
User Database			
Event			
Motion Detection			
E-Mail FTP			
нттр			
Event Trigger			
Administration			
Maintenance			
Status			
Log			
		Save Cancel He	lp

Figure 39: HTTP Screen

HTTP Notification			
Enable	Enable this checkbox to use the HTTP Notification.		
URL	Enter the URL of your HTTP notification server.		
Proxy Server Name	Specify the proxy server name in the provided field if the camera needs to pass through a Proxy Server to do the HTTP notification.		
Port Number	Enter the port number for the proxy server.		
Method	 Select the desired method of form data encoding. Get - It should be used if and only if the form processing is independent, which typically means a pure query form. Generally it is advisable to do so. Post - If there are problems related to long URLs and non-ASCII character repertoires, which can make it necessary to use "POST" even for independent processing. 		

Data - HTTP Screen

Event Trigger Screen

This screen is displayed when the Event Trigger option on the Event menu is clicked.

Home <u>View Video</u> Log	out	Network Camera	1
Setup System Network Wireless DDNS Video & Audio Video Access User Database Event Hotion Detection E-Mail FTP Event Trigger Administration Maintenance Status Log	Event Schedule New Schedule Effective Time Frame: Start Time: End Time: Trigger Event Interval: Action(s):	Delete Every day 00 • : 00 • (hh:mm) 00 • : 00 • (hh:mm) Add Clear • Motion Detection 2 • Minute(s) before detecting the next event. E-Mail FTP HTTP	
		Save Cancel Help	

Figure 40: Event Trigger Screen

Data - Event Trigger Screen

Event Schedule				
Schedule ListThe Event Schedule shows all of the event types currently configured in the Network Camera, along with various infor about their configuration, as listed below:				
	• Name - the descriptive event name set by the user.			
	• Effective Time Frame - shows when the event at a set time will be triggered.			
	• Trigger by - shows what kind trigger activate the event.			
	• Action - shows what kind of the actions will be issued when the event been triggered			
New Schedule				
Effective Time Frame	Choose the desired option for the period.			
Start Time	Choose the desired start time using a 24 hr clock.			
End Time	Choose the desired end time using a 24 hr clock.			
Trigger Event				
Motion Detection	If enabled, movement in a motion detection window can be used to trigger events.			

Interval	Select the desired option for the events interval. (* $"0" = No Delay$)			
Actions	 E-Mail - If checked, an E-Mail (with "Attachment") will be delivered to the SMTP server. (SMTP Server must be configured on the E-Mail page.) FTP - If checked, an FTP upload will be activated to the FTP 			
	server. (FTP servers must be configured on the FTP page.)			
	• HTTP - If checked, an Instant Messaging (IM) will be delivered to the Jabber server. (Jabber server must be configured on the Instant Messaging page.)			
Attachment Type	• JPEG Image: Frame Rate - Select the desired capture rate (1~5) for the JPEG image here. Pre/Post Capture - Select the desired length. The snapshot(s) of the JPEG image depends on this setting, and also the file size and degree of compression.			
	• Video: Video Format - Select the desired type for the video file. Pre/Post Capture - Select the desired length. The size of the file depends on this setting, and also the Video size and degree of compression.			
	Note: The total length of Pre/Post Capture is 5 seconds that is limited by the flash size.			

Maintenance Screen

<u>Home View Video Loq</u>	out	Network Camera
Setup	Administrator Login	
System Network Wireless DDNS	Administrator ID: Administrator Password: Verify Password:	administrator
Video & Audio Video & Audio Video Access User Database	Firmware Upgrade	Save Cancel
Event Motion Detection E-Mail	Upgrade File:	Browse Start Clear File Name
FTP HTTP Event Trigger	Backup & Restore Backup Configuration File:	Backup
Administration Maintenance Status	Restore Configuration File:	Restore Clear File Name
Log	Restore Factory Defaults: Restart Camera:	Defaults Restart
		Help

Figure 41: Maintenance Screen

Data - Maintenance Screen

Administrator Login			
Administrator	Enter the name for the Administrator here.		
ID	Spaces, punctuation, and special characters must NOT be used in the name.		
Administrator Password	The password for the Administrator.		
Verify Password	Re-enter the password for the Administrator, to ensure it is correct.		
Firmware Upgrade			
Upgrade File	Click the "Browse" button and browse to the location on your PC where you stored the Firmware file. Select this file.		
Start	Click this button to start the Firmware. When the upgrade is finished, the Network Camera will restart, and this management connection will be unavailable during the restart.		
Clear File Name This does NOT stop the Upgrade process if it has started. It only clear the input for the "Upgrade File" field.			

Backup & Restore			
Backup Configuration File	Click <i>Backup</i> button to save the current configuration information to a text file. It is suggested to backup the configuration file, in order to restore the camera easily.		
Restore Configuration File	Click <i>Restore</i> button to reinitialize the camera to load the new updated software. Do this after loading the upgrade file.		
Clear File Name	This does NOT stop the Restore process if it has started. It only clears the input for the "Restore Configuration File" field.		
Restore Factory Defaults	Click <i>Defaults</i> button to reloads all default settings on the camera.		
Restart Camera	Click <i>Restart</i> button to restarts the camera.		

Status Screen

Home View Video	Loqout	Network Camer
Setup	System	
System	Device Name:	RC80210E8083
Network	Description:	
Wireless	F/W version:	V1.0.03
DDNS	Network	
Video & Audio	MAC Address:	00:c0:02:0e:80:83
Video & Audio	IP Address:	192.168.0.104
Video Access	Network Mask:	255.255.255.0
User Database	Gateway:	192.168.0.1
Event	Wireless	
Motion Detection	WSC PIN Code:	09504035
E-Mail	Network Type:	Infrastructure
FTP HTTP	SSID:	ANY
Event Trigger	Channel:	N/A
Administration	Security:	Disabled
Maintenance	Signal Strength:	N/A
Status	MPEG-4	
Log	Resolution:	320*240
	Video Quality:	Normal
	Frame Rate:	30
	MJPEG	
	Resolution:	320*240
	Video Quality:	Normal
	Frame Rate:	30
		Help Refresh

Figure 42: Status Screen

Data - Status Screen

System			
Device Name	This shows the name of the Network Camera.		
Description	This shows the description of the Network Camera, such as location.		
F/W version	The version of the current firmware installed.		
Network			
MAC Address	The current IP address of the Network Camera.		
IP Address	The IP Address of the Network Camera.		
Network Mask	The network mask associated with the IP address above.		
Gateway	The IP Address of the remote Gateway associated with the IP Address above.		
Wireless (Wireless Model Only)			
WSC PIN Dode	It displays the current WSC PIN code.		

Network Type This shows the Network Type currently in use (Ad-hoc or Infrastructure).		
SSID	This displays the wireless SSID.	
Channel	This shows the wireless channel currently used.	
Security	The current security setting for Wireless connections.	
Signal Strength	This shows the strength of the signal.	
MPEG-4/MJPEG		
Resolution	The image size of the video stream.	
Video Quality	This displays the image quality of the video stream.	
Frame Rate	This displays the frame rate of the video stream.	
Buttons		
Refresh	Update the log and any other data on screen.	

Log Screen

This screen displays a log of system activity.

Home <u>View Video</u> Log	Network Camera
Setup System Network Wireless DDNS Video & Audio Video & Audio E-Maii FTP Event Trigger Administration Maintenance	07/15/2008 22:37:32 HTTP: Streaming end (HTTP: 192.168.0.100, administrator). 07/15/2008 22:34:46 HTTP: Streaming start (HTTP: 192.168.0.100, anonymous). 07/15/2008 22:25:40 HTTP: Streaming end (HTTP: 192.168.0.100, anonymous). 07/15/2008 22:22:57 HTTP: Streaming start (HTTP: 192.168.0.100, anonymous). 07/15/2008 22:21:26 HTTP: Streaming start (HTTP: 192.168.0.100, anonymous). 07/15/2008 21:30:17 NTP: Synchronization OK. 07/16/2008 13:31:13 Network: Lan activated.
Status Log	Refresh Clear Log
	Enable Syslog Service Syslog Server Address
	Save Cancel Help

Figure 43: Log Screen

Data - Log Screen

Log		
System Log	This is a log of system activity.	
Refresh Button	Click this to update the data shown on screen.	
Clear Log	Click this button to restart the log.	
Enable Syslog Service	Check the box to enable the System Log Server feature.	
Syslog Server Address	Enter the address of the Syslog Server.	

Chapter 6

6

Windows

Viewing/Recording Utility

This Chapter describes how to use the supplied Utilities package to view and listen the live streams generated by the Network Camera.

Overview

The Utilities package includes following four functions:

- Monitor to view/listen the live streams.
- Recorder to record the live streams.
- Playback to view the previous recordings.
- Configuration to configure the Utilities such as adding camera, making recording schedules and setting required parameters, etc..

The Utilities must be installed in the Windows before they can be configured.

Installation

1. Insert the supplied CD-ROM into your drive. If the setup program does not start automatically, run **NetworkCamera.exe** in the root folder. You will see the *Welcome* screen shown below.



Figure 44: Welcome Screen

- 2. Click the Install Utility button to start the installation of the Utilities package.
- 3. Follow the prompts to complete the installation.

4. After the installation, double click the Monitor icon on the desktop or click Monitor menu item in the Windows main program menu to launch the Utilities.

System Tray Icon

When started, the program will create an icon in the Windows system tray on the taskbar, as shown below.



Figure 45: System Tray Icon

You can right click the icon and it will provides a menu which allows you to launch Playback program, view the recording schedule details or even exit the Utilities package.

Main Screen

When Utilities launched, the Monitor Manager screen like the example below will be displayed.

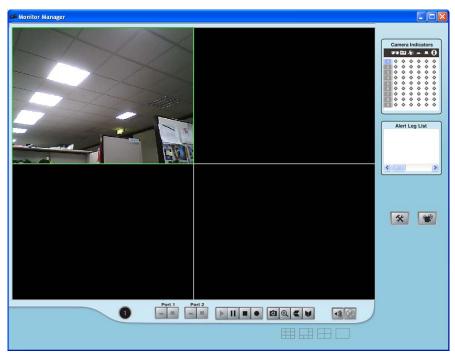


Figure 46: Main Screen

If no cameras have been defined and added to the Utilities, no video will be displayed. Utilities should be configured first to view the camera streams. See the following section for information on defining a camera. Note that each Camera is given a number (Channel Number).

Camera Setup

To define a camera and associate it with a Channel Number.

1. Click the Setup button on the main screen. You will see a screen like the example below.

Setup 🛛 🗙						
	Camera Setup Recording Schedule Preferences					
	No.	Local ID	Device ID	IP Address	Port Number	Trigger Ev
	1	Camera1	SC2E3D96	192.168.0.101	80	Disable
	2					
	4					
	5					
	6					
	7					
	8 9					
	3					
	<					>
	<u> </u>					
	Seti	up Camera P	ages			Delete
	Lan	0	nternet			
	Camera	· ·		- Camera Data		
	BC80	212E3D96		Local ID		
				Device ID		
				IP Address		
				Port Number		
				User Name		
				Password		
				Stream Type	MPEG4	~
			🔲 Enable Trigg	er Event		
	Bef	resh				Add
L						
					Help	Exit

Figure 47: Camera Setup Screen

- 2. Select the desired *Channel* number in the left (*No.*) column.
- 3. There are 2 radio buttons, for *LAN* or *Internet*. The default is *LAN*. See the following section for details of the *Internet* option.
 - The *LAN* panel, on the left, displays all available Network Cameras found on your LAN automatically. This list can be updated by clicking the *Refresh* button. The progress bar appears for initial use or clicking the *Refresh* button.
 - The *Camera Data* panel, on the right, displays the data for the selected camera.
- 4. To associate a camera with the current *Channel*:
 - Select a camera in the list on the left.
 - It is required to enter the unique value of *Local ID*.
 - Check that the *Camera Data* shown on the right is correct. Enter associated User Name and Password.
 Note: The IP Address, Port Number, User Name and Password can only be modified in the WEB UI instead of Camera Setup screen. You can click the *Setup Camera Pages* button to the WEB UI screens.
 - Click the Add button. The camera will now appear in the Channel List.

Camera Data - LAN

Local ID	This is the name you gave to this camera. This field must be entered.		
Device ID	This is the default name for the Wireless Network Camera, and cannot be changed.		
IP Address	The current IP address of the Wireless Network Camera.		
Port Number	This will normally display "80". Only change this if requested to do so by the Wireless Network Camera Administrator.		
Login The camera Administrator can require that users provide a userna password before being allowed to view the live video.			
	• If the Administrator has not enabled this option, the <i>Login</i> fields can be left blank.		
	• Otherwise, you must enter the username and password allocated to your by Administrator.		
Stream Type	Select the desired type from the drop-down list.		
Setup Camera Pages	Click this button to connect the Web-based interface of the Camera		
Enable Trigger Event	Check this if you want the Utilities to enable motion triggered recording. Note: Event trigger setting in the camera must also be enabled to let the event triggered recording of Utilities take effect.		



You can add the same Camera twice, once for the _AN (using the LAN IP address), and again for the Internet (using the Internet IP address). This will allow viewing the cainera whether you are on the same LAN as the camera or in a remote location.

Adding Cameras on the Internet

If the Wireless Network Camera you wish to add is not on your LAN, but is available via the Internet, click the *Internet* button. You will see a screen like the example below.

Setup					D	
Camera Setup Recording Schedule Preferences						
No.	Local ID	Device ID	IP Address	Port Number	Trigger Ev	
1	Camera1	SC2E3D96	192.168.0.101	80	Disable	
2						
4						
5						
6						
7						
8						
3						
<					>	
Setup Camera Pages					Delete	
OLan	ا (nternet				
Camera Data						
			Local ID			
			Device ID			
			IP Address			
			Port Number			
			User Name			
			Password			
			Stream Type	MPEG4	~	
			📃 Enable Trigge	er Eivent		
Test			Clear		Add	
				Help	Exit	

Figure 48: Add Camera from Internet

To associate a camera with the current *Channel*:

- 1. Enter the Local ID, IP Address, Port Number, User Name and Password in the *Camera Data* section manually.
- 2. Click the *Test* button to check that a connection and login can be performed successfully. Note that if the remote LAN does not currently have an Internet connection, or the remote camera is not on-line, the test will fail because no connection is possible.
- 3. Click the Add button. The camera will now appear in the Channel List.

Local ID	This is the name you gave to this camera. This field must be entered.
Device ID	This is the default name for the Wireless Network Camera, and cannot be changed.
	This field will be displayed automatically once a connection to the Wireless Network Camera has been established.
IP Address	Enter the Domain Name or Internet IP address of the desired Wireless Network Camera.

Camera Data - Internet

Port Number	Enter the port number used by the Wireless Network Camera for connections via the Internet The Camera Administrator can advise you of the port to use. The default value is 1024.	
Login	 The camera Administrator can require that users provide a username and password before being allowed to view the live video. If the Camera Administrator has not enabled this option, the <i>Login</i> fields can be left blank. Otherwise, you must enter the username and password allocated to you by the Camera Administrator. 	
Stream Type	Select the desired type from the drop-down list.	
Setup Camera Pages	Click this button to connect the Web-based interface of the Camera	
Enable Motion Detection	Check this if you want the Utilities to enable motion triggered recording. Note: Event trigger setting in the camera must also be enabled to let the event triggered recording of Utilities take effect.	



You can add the same Camera twice, once for the _AN, and again for the Internet. This will allow viewing the camera whether you are on the same LAN as the camera cr in a remote location.

Monitor Program - for Streams Live Viewing

You can view live video in the Monitor screen. The built-in software can let you view up to 9 cameras on a single computer screen at one central location.

The following table lists the icons displayed on the Monitor screen:



Channel (Camera) Selection.

Use this to select the desired Channel (Camera) by clicking on the top row. This panel also indicates the status of the camera.

- The First column indicates if the associated channel number has a configured camera or not. Blue indicates a camera has been configured for the channel. Gray indicates no camera is configured for the channel. User can drag a blue button to a desired viewport to let the camera stream be displayed in the desired viewport.
- The **View** column indicates if the camera stream is being viewed. Green indicates the configured camera is being viewed. Gray indicates that no camera is configured or the configured camera is not connected to the Monitor.
- The **Instant Record** column indicates if a recording is in progress. Gray indicates no recording. Red indicates recording is in progress.
- The Motion Detection column indicates if Motion event detected in the associated channel.
 Yellow indicates Motion Detection is in progress.
 Gray indicates this feature is not enabled.
- The I/O columns indicate if there is any I/O type triggered event detected in the port 1/2. Yellow indicates there is an I/O type trigger event detected. Gray indicates there is no new I/O type trigger event detected. When user clicks on the Alert Log List, all the trigger event indicators such as motion, I/O for the associated focused channel will turn to gray.
- The **PIR** column indicates if there is any PIR triggered event detected. Yellow indicates there is a PIR trigger event detected. Gray indicates there is no new PIR trigger event detected.



Alert Log List.

It displays the list of triggered events, if any, for the focused viewport.



Setup. Click this button to open the Utilities configuration program.



Playback. Click this button to launch the Playback program, which allows you to browse through the previously saved recordings. Please see the "Playback Program - for Streams Playback" section for details.



Channel Indicator. This indicates the current channel (camera).



Play. Use this to re-start viewing, after using the *Stop* or *Pause* button.

Pause. Use this to temporarily stop the playing of focused viewport.



Stop. This will terminate the connection to the camera, halting both the viewing and the instant recording (if in progress).



Record. Click this to start recording the current stream. While recording, this button will be red. To stop recording, click the Stop button. To pause the playing, press Pause button.



Ð

Snapshot. Click this to take a still image of the current video stream. The image format could be BMP or JPEG depending on user's selection.

Zoom Camera. A digital zoom-in feature is available. To zoom in a viewport:

- 1. Click this icon. Then move the mouse to the area to be magnified.
- 2. Left click the mouse to magnify the viewport to x2 rate.
- 3. Repeat steps 1) and 2) to magnify the viewport to x4 rate.
- 4. Click the icon again to back to normal viewport display rate.

•

Flip Video. Click this to have the image swapped top-to-bottom.

Mirror Video. Click this to have the image swapped left-to-right.

Sound On/Off. To turn On/Off the audio volume for the camera in focused viewport.



Microphone On/Off. To turn On/Off the audio upload function for the camera in the focused viewport.



開田田田

Volume. If Sound/Microphone is enabled, you can right click the icon, then drag and drop to raise or lower the volume.

Screen Layout. Use this to select the number of Channels (Cameras) to be displayed on screen. Up to 9 cameras can be displayed.



Recorder Program - for Streams Recording

You can record the streams from camera by pressing the Record button in the Monitor program as mentioned in the "Monitor Program - for Streams Live viewing" section or by making schedules to let the recording happen on the arranged time period.

All the recorded streams are stored in files with a proprietary format and can be viewed via Playback program in the Utilities package.

If you want to change the default settings of recording parameters before doing any recording, please see the "Preferences" section for details.

Recording Schedule

To make recording schedules, click the Recording Schedule tab on the Setup screen. You will see a screen like the example below.

Setup			
Camera Setup Recordi	ng Schedule	Preferences	
Local ID	Interval	Start Date	Start Time
<			>
			Delete
Local ID		Camera1	~
Interval		One Time	¥
Start Date		2009-10-09	~
Start Time		11:21	*
Duration (HH:MM)		00 🔽	: 00 💌
			Add
			Help Exit

Figure 49: Recording Schedule

If necessary, change these settings to suit your environment. Please follow the steps below to make a schedule for recording:

- 1. Select a camera from the available camera list labeled Local ID.
- 2. Select a recording type from the Interval list box.
- 3. Select the recording time range from Start Date, Start Time and Duration list boxes.
- 4. Press Add button to add the schedule. There are up to ten schedules could be added for each camera.

You will see all the schedules in the recording list.

Preferences

Clicking the *Preferences* tab on the Configuration program to make change of default Utilities parameter settings.

amera Setup 🛛 R	ecording Schedule Prefere	nces	
-Recording Pati Recording		iurveillance Utility\storag	Browse
riccording			BIOMSC
-Instant Record	ing Time Limit		
Maximum time	limit for Instant Recording		5 mins 🗸 🗸
- Trigger Event-			
Record	10 secs 🗸	before Trigger Event	
Record	10 secs 🗸	after Trigger Event	
	for Each Camera Recording	0.000	
Total Disk Spa		24999	MB
Available Disk Space:		13967	MB
_	kspace limitation	4500	
	allowed space per camera: wed space is full	1500	MB
	Overwrite earliest file		
0	Stop recording		
- Initial Settings -			
	utility when Windows started	1	
		•	
- Proxy Server-			
Enable prov	y .		Proxy Settings
			Save

Figure 50: Preferences Screen

Data - Preferences

Recording Paths		
Recording	This is the Drive and Folder on your PC/Notebook where recorded files will be placed. You need a drive which has large amounts (Gigabytes) of free space. Click the Browse button to select the drive and folder if you want to change the default path. Note that file names for the recordings are automatically assigned, using an internal date-time coding rule.	
Instant Recording Time Limit		
Maximum time limit for Instant Recording	This sets the maximum time period of a recording which is started by clicking the Record button on the Monitor main screen. If the recording is not stopped manually before the arranged time period elapsed, it will be terminated automatically when the end time hit.	
Trigger Event	-	
Record before Trigger Event	Set the time so that the Recorder will make a pre-recording for at most the specified time range while a triggered event detected.	

Record after Trigger Event	Set the time so that the Recorder will make a post-recording for at most the specified time range while a detected triggered event ends.	
Disk Allocation for Ea	ch Camera Recording	
Total Disk Space	This displays the total size of the selected disk.	
Available Disk Space	This displays the available space of the selected disk for storing recordings.	
Enable Disk space limitation	Enable this if you wish to limit the disk space used by video recordings.	
Maximum Allowed Space	Enter the maximum amount of disk space assigned to each camera for stream recordings.	
When allowed space is full.	Select the desired option for the behavior when the disk space limit is reached.	
	• Overwrite earliest file. The Recorder will overwrite the oldest file if the space is not enough for further recording.	
	• Stop Recording. If the disk space limit is reached, no further recording is done.	
Initial Settings		
Launch this utility when Windows started	Check this to have this utility start when Windows starts.	
Proxy Server		
Enable proxy	If enabled, click the <i>Proxy Settings</i> button to configure the proxy server/exception list settings. Enter the address and port number for the proxy server in the proxy sub-screen.	

Playback Program - for Recordings Playback

To access the saved recordings of the Cameras, click Playback button in the Monitor main screen, then you will see a screen like following.

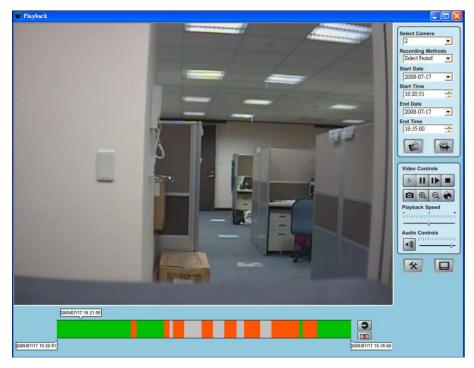


Figure 51: Playback Screen

Searching Recorded Streams Files

Select Camera. Select the desired camera from the list.

Recording Methods. Select the type of the recorded file from the drop-down list that you wish to view.

Start Date/Time. The start date and time the recordings will be searched

End Date/Time. The end date and time the recordings will be searched.

Load other Cameras. Click this button to load other recordings made from cameras outside of the current folder where the Utilities was installed.

Submit. Click this button to confirm the file searching criteria then the Playback will display a list of files matched with the search criteria on the recording bar.

Play. Use this to re-start viewing, after using the Stop or Pause button.

Pause. Use this to temporarily stop playing.

Frame by Frame. Playback will display the video stream in a one-frame per mouse clicking mode.

Stop. This will stop playing the recording.

Snapshot. Click this to take a still image of the current video.

Zoom In. To zoom in on a section of the window, click this icon.

Zoom Out. To zoom out on a section of the window, click this icon.

Print. Click this to print the current video stream.

Playback Speed. To play a recorded file, select the desired speed.

Audio Control. To play a recorded file, select the desired volume.

Delete Video. To delete a recorded file, select the file and click this button.

Recording Bar. It displays the recordings that match your requests.

- Green color indicates the schedule and instant recordings.
- Orange color indicates Motion triggered recordings.
- Blue color indicates I/O triggered recordings.
- Gray color indicates no recording found.

Available Operation on Recording Bar.

It is possible to drag an area on the Recording Bar to narrow the time range selection.

Chapter 7 Troubleshooting



This chapter covers the most likely problems and their solutions.

Overview

This chapter covers some common problems that may be encountered while using the Network Camera and some possible solutions to them. If you follow the suggested steps and the Network Camera still does not function properly, contact your dealer for further advice.

Problems

Problem 1:	I can't connect to the Network Camera with my Web Browser to configure it.	
Solution 1:	It is possible that your PC's IP address is not compatible with the IP address of the Network Camera. Use the Windows utility to configure the Network Camera with a valid IP address.	
Problem 2:	The Windows utility doesn't list any Network Cameras.	
Solution 2:	Check the following:	
	• The Network Camera is installed, LAN connections are OK, it is powered ON and startup is complete.	
	• Ensure that your PC and the Network Camera are on the same network segment. (If you don't have a router, this must be the case.)	
	• Ensure that your PC has the TCP/IP network protocol loaded. In Windows, this is done by using <i>Control Panel-Network</i> .	
	 If an entry for TCP/IP -> Network card is not listed, use Add - Protocol - Microsoft - TCP/IP to add it. 	
	• You then need to select the new entry (TCP/IP -> Network card), click <i>Properties</i> , and configure the <i>IP Address</i> tab.	
	• If your LAN has a DHCP Server, you can select "Obtain an IP Address automatically". Otherwise, you must select "Specify an IP Address", and enter values for <i>IP Address, Subnet Mask</i> , and <i>Gateway</i> . All devices on your LAN must use compatible values. Remember that each device needs a unique IP Address, and the same Subnet Mask.	
Problem 3	When I try to connect to the Network Camera, I get prompted for a user name and password.	
Solution 3	You SHOULD be prompted for a user name and password if trying to access the <i>Administration</i> menu. Enter the <i>Administrator ID</i> and <i>Password</i> set on the <i>Maintenance</i> screen.	
	If you are just trying to view Video, the User Name/Password prompt	

indicates that the Administrator has restricted access to specified users. Ask the Administrator for your User Name and Password.

- *Problem 4* I can't connect to the Network Camera using a Wireless connection.
- Solution 4 1) If a LAN cable is connected to the LAN port, the Wireless interface is disabled. Only one interface can be active.

2) Check that your PC and the Network Camera have compatible Wireless settings.

- Mode (Infrastructure or Ad-hoc) must be correct.
- ESSID must match.
- WEP settings must match.
- In Ad-hoc mode, the Channel should match, although this is often not required.

Problem 5 Video quality may suddenly deteriorate.

- **Solution 5** This can happen when an additional viewer connects to the Network Camera, overloading the camera or the available bandwidth. The image size and quality can be adjusted to cater for the required number of viewers and the available bandwidth.
- Problem 6 The motion detection feature doesn't send me any E-mail.
- **Solution 6** It may be that the SMTP (Simple Mail Transport Protocol) server used by the camera to send the E-Mail will not accept mail. (This is to prevent span being sent from the server.). Try using a different SMTP server, or contact your ISP to see if SMTP access is being blocked.
- *Problem* 7 Using the motion detection feature, I receive E-Mails which don't show any moving objects.
- **Solution 7** The motion detection feature doesn't actually detect motion. It compares frames to see if they are different. Major differences between frames are assumed to be caused by moving objects.

But the motion detector can also be triggered by:

- Sudden changes in the level of available light
- Movement of the camera itself.

Try to avoid these situations. The motion detection feature works best in locations where there is good steady illumination, and the camera is mounted securely. This feature can NOT be used if the camera is outdoors.

- Problem 8 The image is blurry.
- **Solution 8** Try cleaning the lens, or adjusting the *Video Quality Control* setting on the *Video Image* screen. Video created by the lower settings will contain less detail; this is the trade-off for using less bandwidth.

Appendix A Specifications



Network Camera

Model	Network Camera
Dimen: ons	90mm (W) * 35mm (H) * 90mm (D)
Operati 1g Temperature	0° C to 40° C
Storage Temperature	10° C to 80° C
Netwoi c Protocols	TCP/IP, DHCP, SMTP, NTP, HTTP, FTP, RTP RTSP, UPnP (Discovery/Traversal)
Netwoi : Interface	1 Ethernet 10/100BaseT (RJ45) LAN connectio
Wireless interface (Wireless Model Only)	IEEE 802.11b/802.11g compatible, Infrastructuu :/Ad-hoc mode, WEP/WPA Personal/WPA2 Personal security support, roaming support
LEDs	3
Power dapter	5V DC External

Regulatory Approvals

CE Approvals

The Network Camera and the Ethernet Network Camera meet the guidelines of the European Union and comply with the 99/5/EEC and RTTE 99/5EG directives, including the following standards:

- EN60950
- EN300 328-2
- EN301 489-1
- EN301 489-17

This is a Class B product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

Copyright Notice

Many software components are covered by the GNU GPL (General Public License). Some are covered by other Licenses as listed in the table below.

Details of each applicable license are contained in the following section.

No Warranty

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS ``AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Package source codes	License
bootloader	GPL
arm-linux 2.6.5	GPL
arm-linux-gcc 3.4.1 library	LGPL
DM9000 lan driver	GPL
Busy-box	GPL
boa-0.94.13a	GPL
ez-ipupdate	GPL
dhcpd-1.3.22	GPL
boa-0.94-13e11	GPL
WPA_supplicant	GPL
cron	Public domain (BSD & Lineo http://www.lineo.com/)
ntp-4.1.71	Public domain (http://www.ntp.org/)
libupnp-1.2.1	Intel (http://upnp.sourceforge.net/)

Network Camera copyright information

ntp-4.1.71 license

Copyright (c) David L. Mills 1992-2001

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appears in all copies and that both the copyright notice and this permission notice appear in supporting documentation, and that the name University of Delaware not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission. The University of Delaware makes no representations about the suitability this software for any purpose. It is provided "as is" without express or implied warranty.

Libupnp-1.2.1 License

Copyright (c) 2000 Intel Corporation. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. Neither name of Intel Corporation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL INTEL OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

cron license

Copyright (c) 1989 The Regents of the University of California. All rights reserved.

This code is derived from software contributed to Berkeley by Paul Vixie.

Redistribution and use in source and binary forms are permitted provided that the above copyright notice and this paragraph are duplicated in all such forms and that any documentation, advertising materials, and other materials related to such distribution and use acknowledge that the software was developed by the University of California, Berkeley. The name of the University may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED "AS IS" AND WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

GNU General Public License

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get itif you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE

Terms And Conditions For Copying, Distribution And Modification

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or

translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or, b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license

practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

Lesser GNU General Public License

GNU LESSER GENERAL PUBLIC LICENSE

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.

51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables. The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library. In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

Appendix B Streaming Video/Audio Solution

Overview

Streaming video is a sequence of "moving images" that are sent in compressed form over the Internet and displayed by the viewer as they arrive. With streaming, a Web user does not have to wait to download a large file before seeing the video or hearing the sound. Instead, the media is sent in a continuous stream and is played as it arrives.

Streaming Video/Audio through Internet Camera

To snapshot a JPEG image from the Internet Camera with specified resolution and quality:

http://<ip>/img/snapshot.cgi?[size=<value>][&quality=<value>]

Size = 1(160*128) 2(320*240)

3(640*480)

Quality = 1(Very low)

2(Low)

3(Normal)

4(High)

5(Very high)

To stream M-JPEG video from the Internet Camera (M-JPEG mode only) http://<ip>/img/mjpeg.cgi or http://<ip>/img/main_mjpeg.htm

To stream video through the RTP/RTSP protocol from Internet Camera (MPEG-4 mode only) rtsp://<ip>/img/media.sav

Note: Users need to specify the desired protocol in the players.

To snapshot a JPEG image (160*128, very low quality) through a mobile phone: http://<ip>/img/mobile.cgi

FCC Interference Statement

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communication. However, there is no grantee that interference will not occur in a particular installation. If this equipment dose cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on , the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference

This device must accept any interference received, including interference that may cause undesired operation.

FCC Radiation Exposure Statement

To comply with the FCC RF exposure compliance requirements, this device and its antenna must not be co-located or operating to conjunction with any other antenna or transmitter.

This equipment should be installed and operated with minimum distance 20cmbetween the radiator & your body

FCC Caution: The changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.