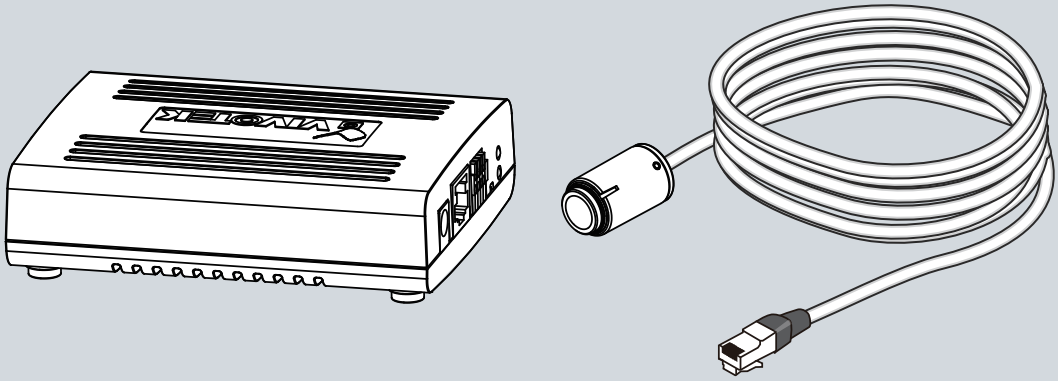
VC8101 Discreet Network Camera

User's Manual

Split Camera System • Pin hole lens •
Wide angle Lens • WDR Pro



Rev. 1.0

Table of Contents

Overview

VIVOTEK VC8101 is a split-type camera system, which has a video core and two separated lens moudles. With the separated design, it enables the camera unit to be much smaller, making installation easier as well as blending in decoration easily. In addition, the VC8101 can connect up to two 5-Megapixel camera units with 8-meter long cables, dramatically saving installation effort.

The camera units CU8131 and CU8171 are designed as recessed dome type, in order to fit in the decoration. The CU8131 is equipped with a 1MP sensor and features WDR Pro technology, allowing the camera to capture clear images with high-contrast scenes. The CU8171 is built with a 5MP sensor and fisheye lens to provide a 360° surround view without blind spots. The VC8101 can support different combinations of two camera units, making the installation more flexible.

Incorporating a number of advanced features of VIVOTEK cameras, including 3DNR, tamper detection, 802.3af compliant PoE, SD/SDHC/SDXC card slot, and VIVOTEK's 32-channel recording software, the VC8201 is the best solution of indoor video surveillance.

Revision History

Rev. 1.0: Initial release.

Read Before Use

The use of surveillance devices may be prohibited by law in your country. The Network Camera is not only a high-performance web-ready camera but can also be part of a flexible surveillance system. It is the user's responsibility to ensure that the operation of such devices is legal before installing this unit for its intended use.

It is important to first verify that all contents received are complete according to the Package Contents listed below. Take note of the warnings in the Quick Installation Guide before the Network Camera is installed; then carefully read and follow the instructions in the Installation chapter to avoid damage due to faulty assembly and installation. This also ensures the product is used properly as intended.

The Network Camera is a network device and its use should be straightforward for those who have basic networking knowledge. It is designed for various applications including video sharing, general security/ surveillance, etc. The Configuration chapter suggests ways to best utilize the Network Camera and ensure proper operations. For creative and professional developers, the URL Commands of the Network Camera section serves as a helpful reference to customizing existing homepages or integrating with the current web server.

Package Contents

- VC8101 camera and lens modules
- Mounting bracket
- Screws and anchors
- RJ12 Lens Cables
- Quick Installation Guide
- Software CD

Symbols and Statements in this Document

INFORMATION: provides important messages or advices that might help prevent inconvenient or problem situations.

NOTE: Notices provide guidance or advices that are related to the functional integrity of the machine.

Tips: Tips are useful information that helps enhance or facilitae an installation, function, or process.

WARNING: or IMPORTANT:: These statements indicate situations that can be dangerous or hazardous to the machine or you.

Electrical Hazard: This statement appears when high voltage electrical hazards might occur to an operator.

Introduction

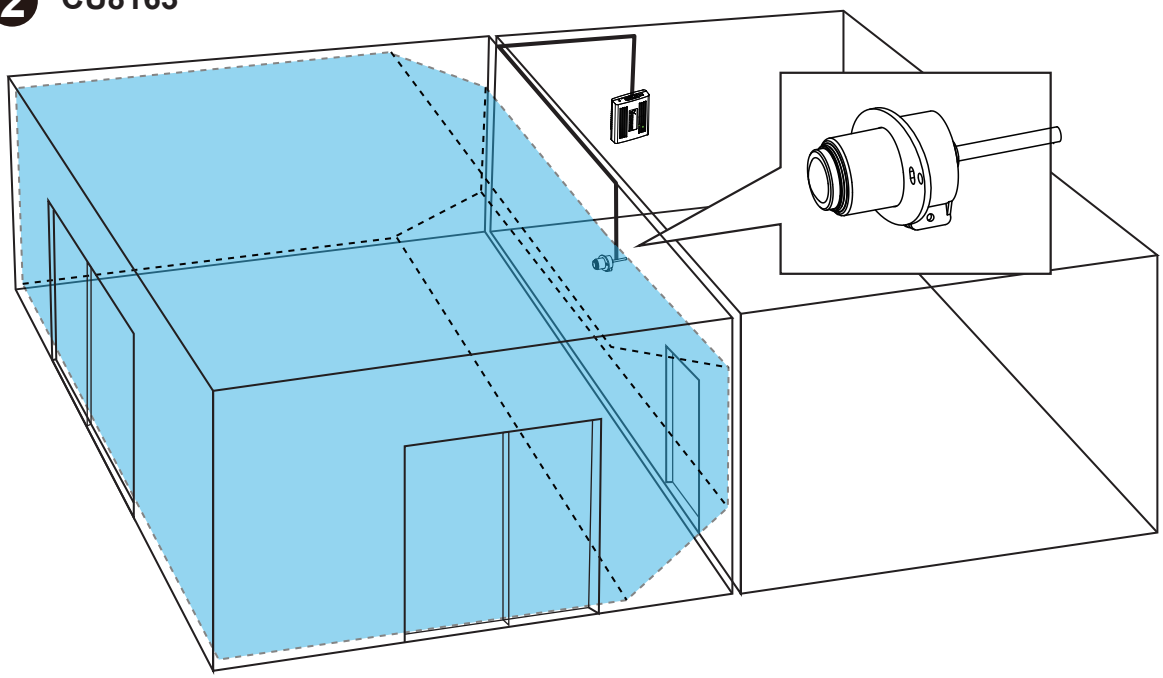
The sensor module can be installed in the same or different rooms/mounting positions. A wide angle lens can be used to cover a wide open space, while a fixed focal lens a specific field of view.

1

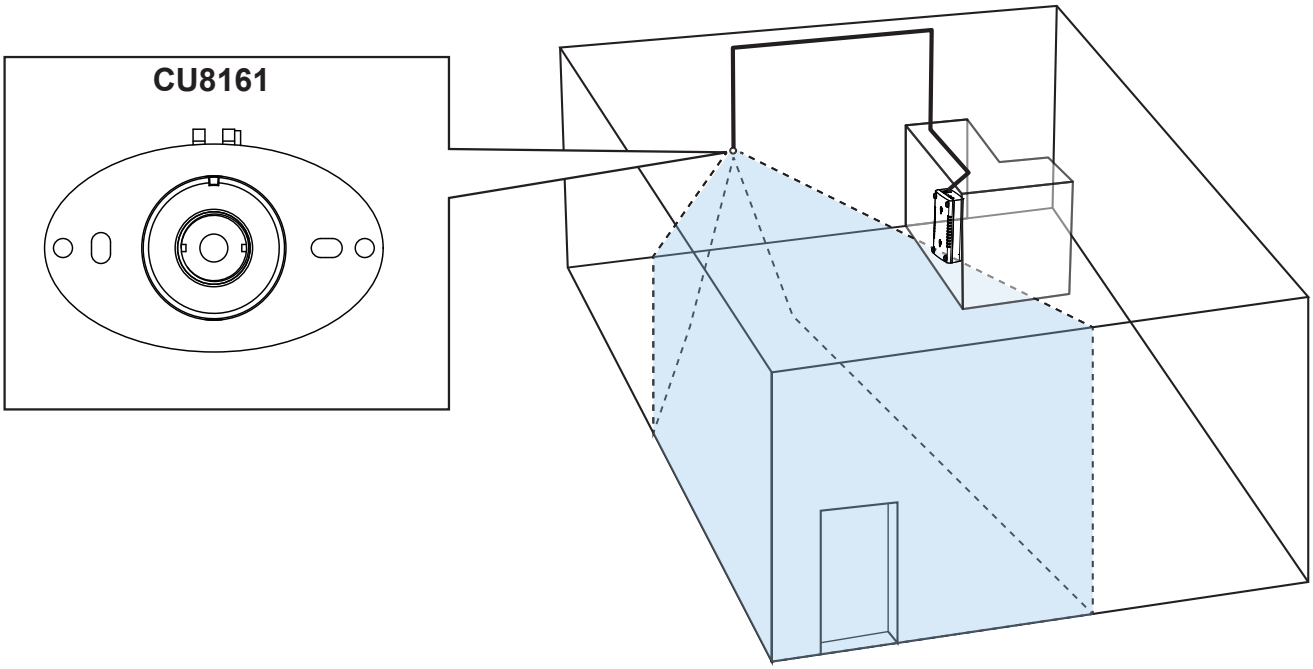
Jot down the camera's MAC address for later reference.

Plan your configuration and check your installation site.

2 **CU8163**



CU8161



Hardware Installation

The camera can be installed through a wall. Make sure the lens unit cable can be properly routed.

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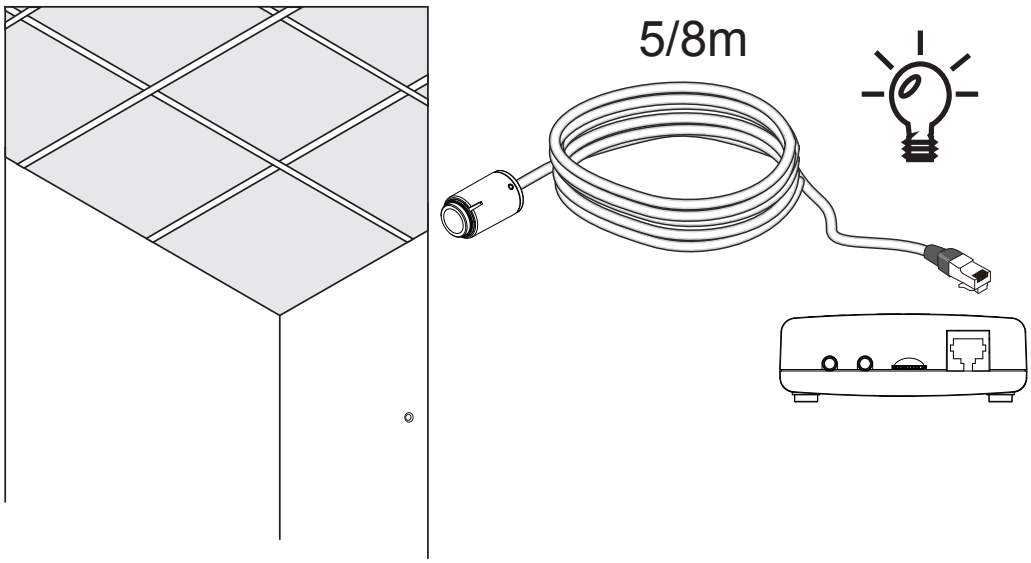
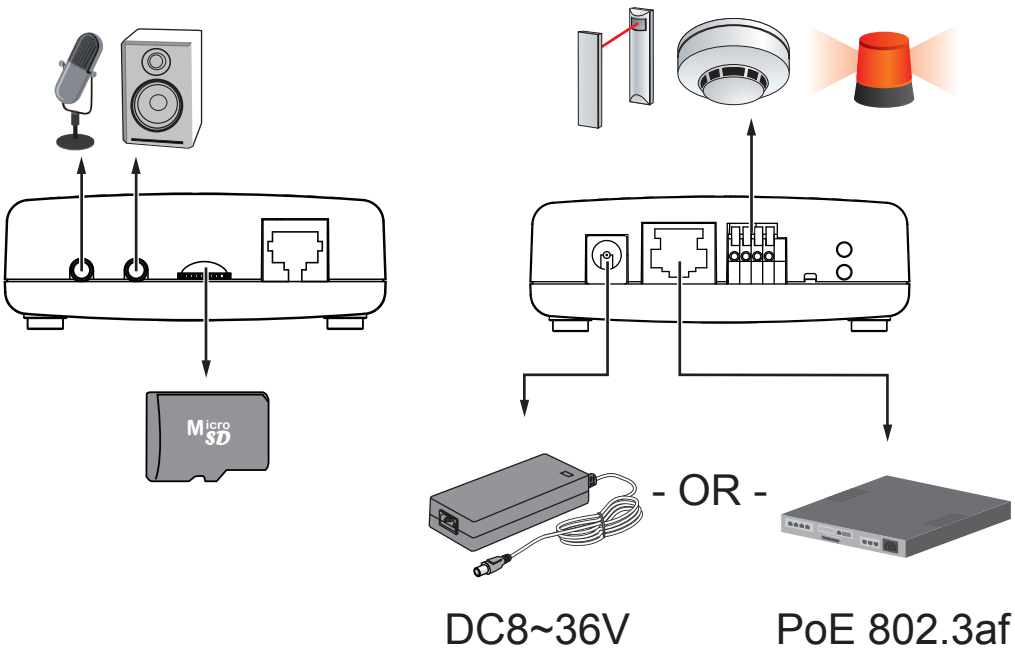


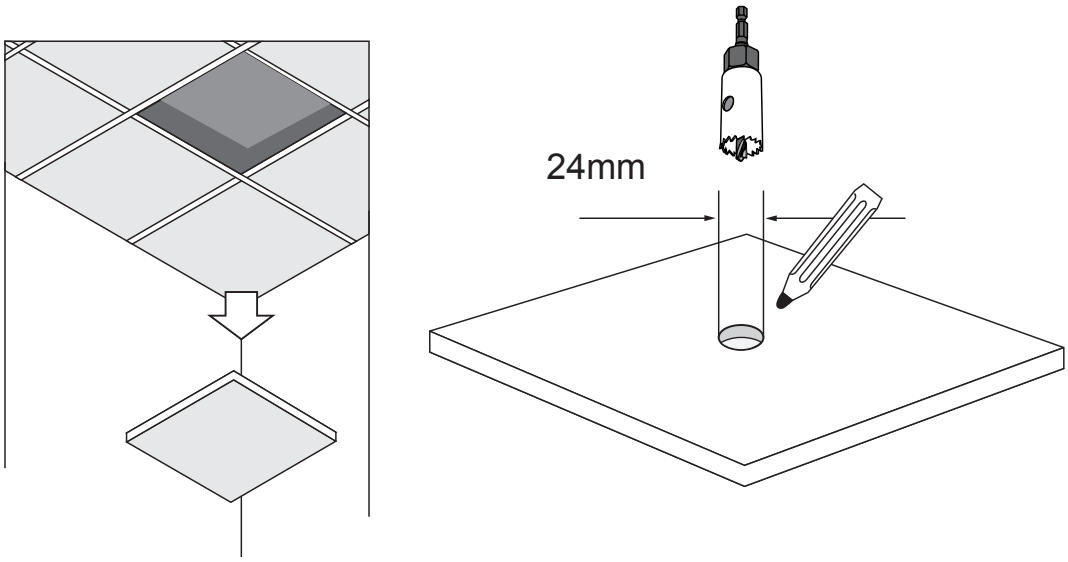
Connect other devices, such as detectors, alarm, speaker or microphone. The camera can be powered by a DC output or a PoE switch. If local storage is preferred, install a Class 6 MicroSD card.

❹



❺

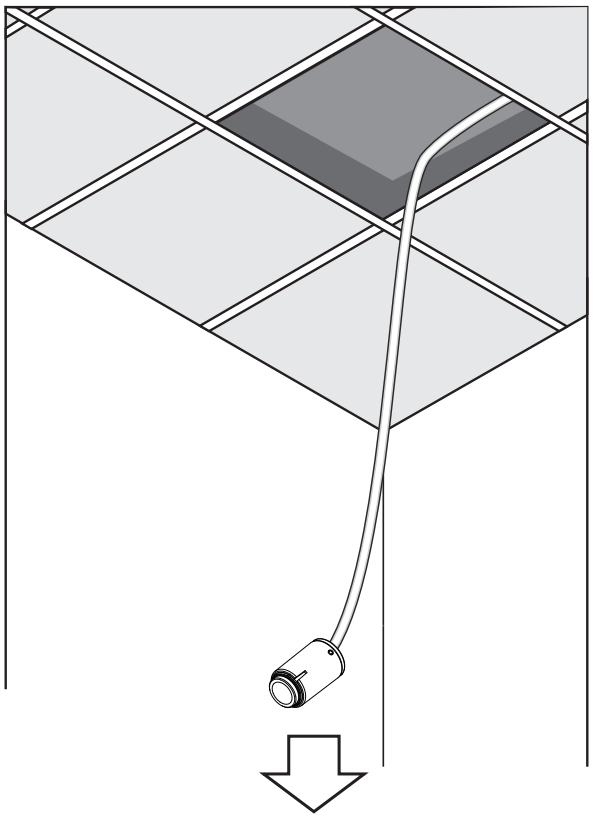
Drill a hole on ceiling or wall. Drill a hole of a diameter of 24mm.



Note that this type of installation does not apply to hard surfaces, such as a concrete wall.

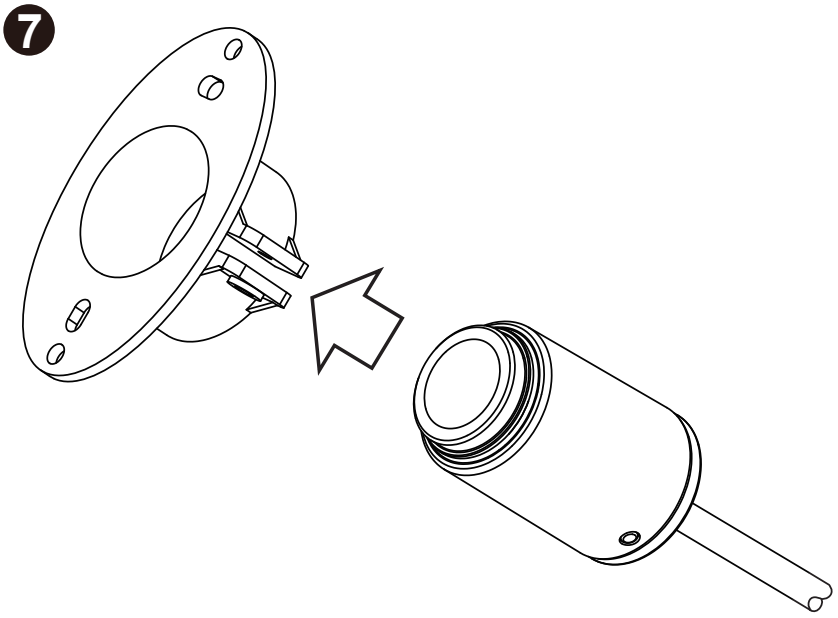
Route the lens unit cable through the ceiling or wall.

❻



Put the mount bracket onto the lens unit.

❼



Insert the lens unit into the pre-drilled hole.

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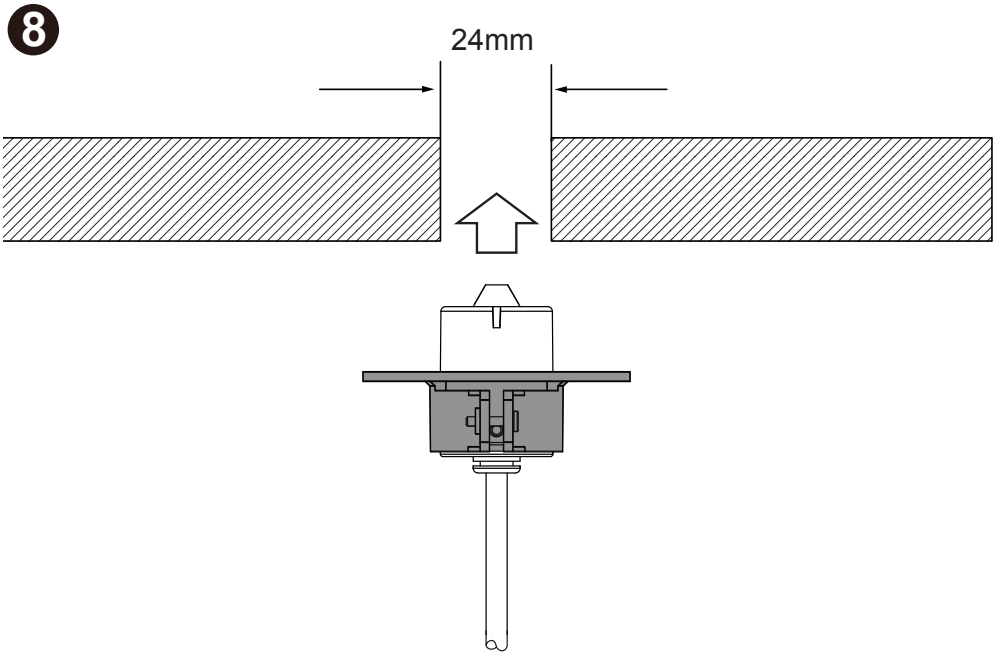
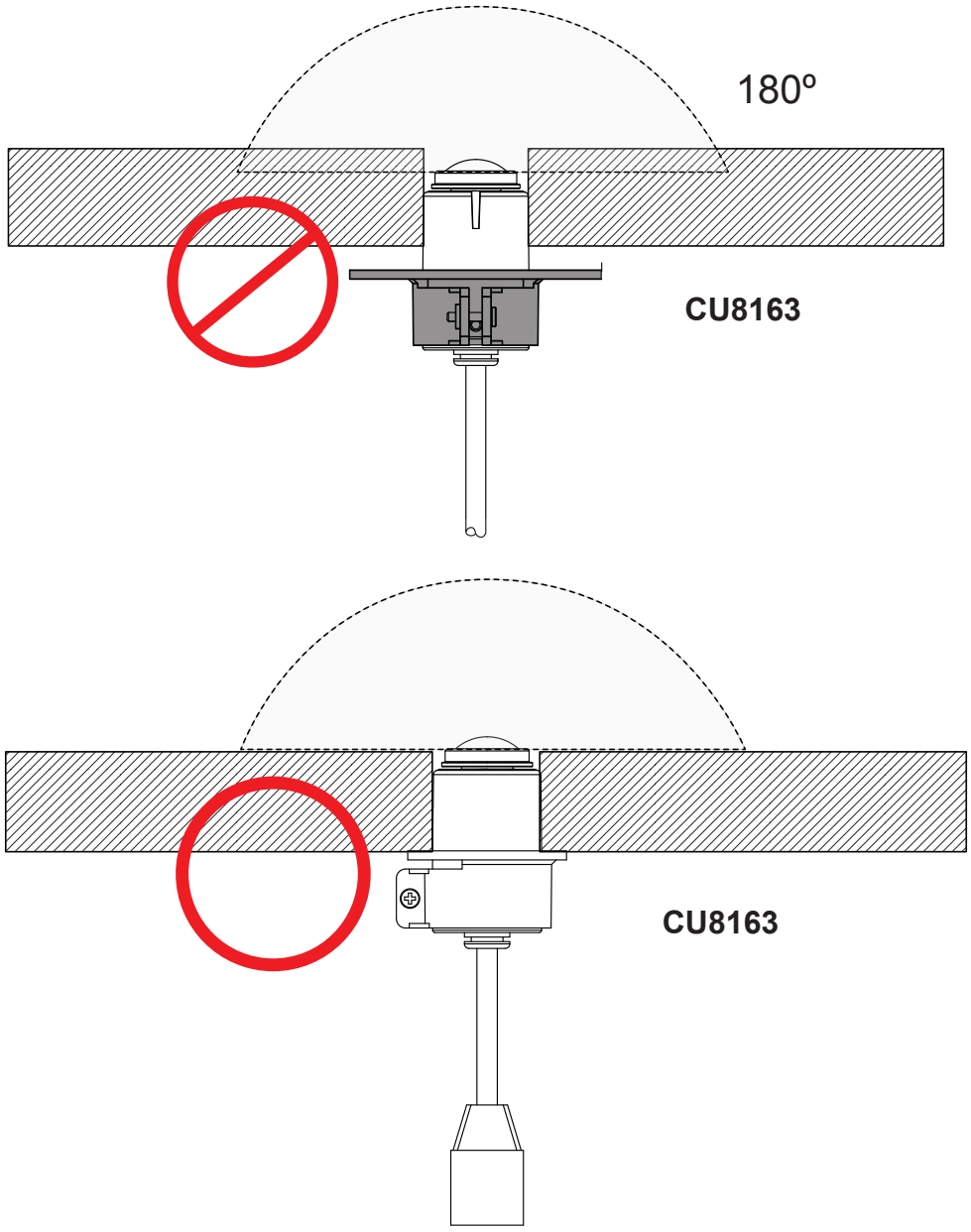
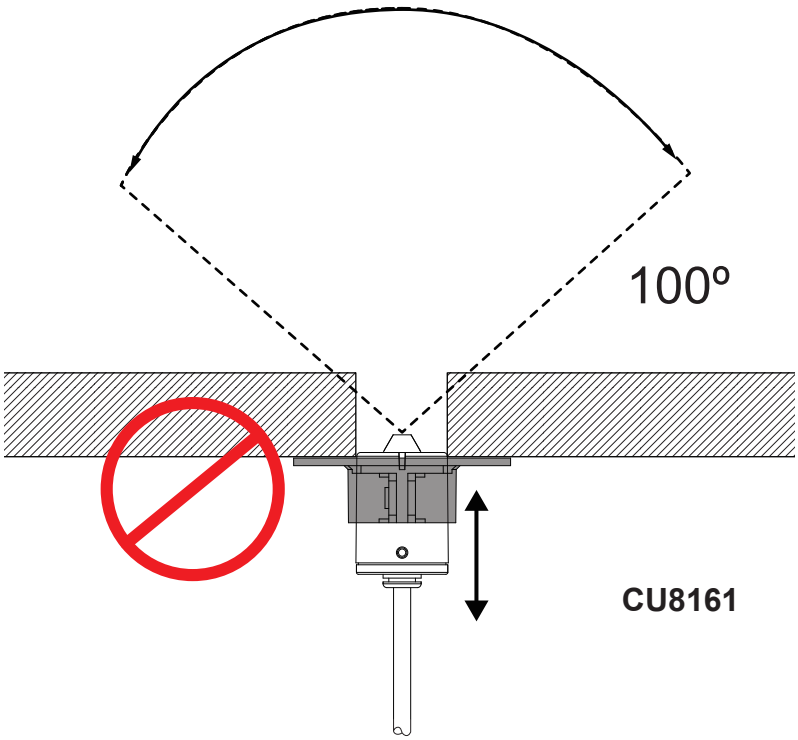
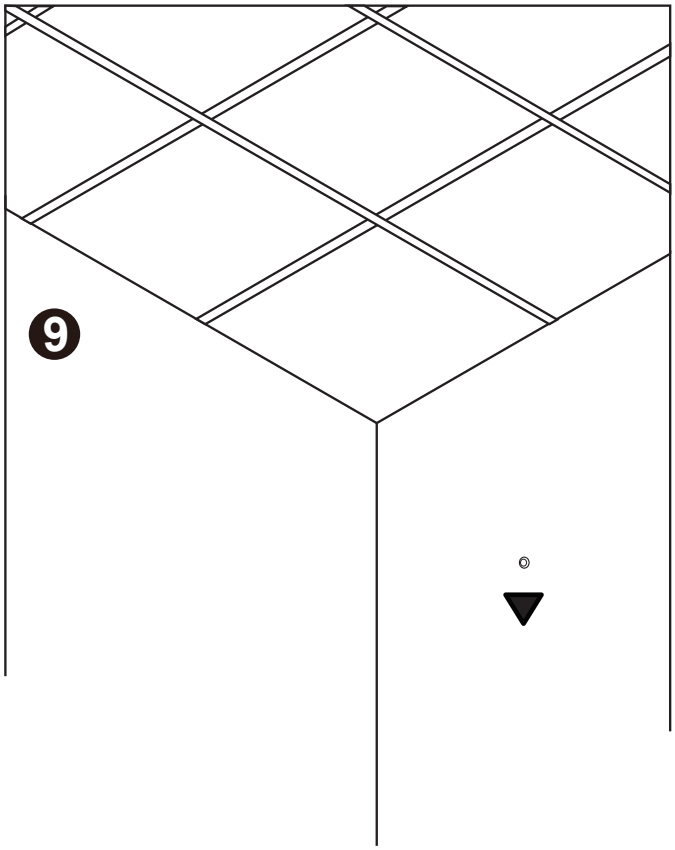


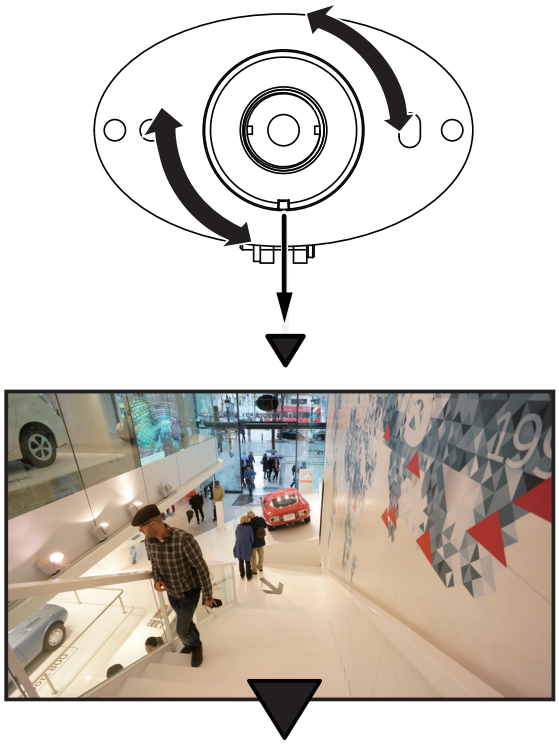
Make sure the view angle is not blocked, and lens unit is appropriately installed.





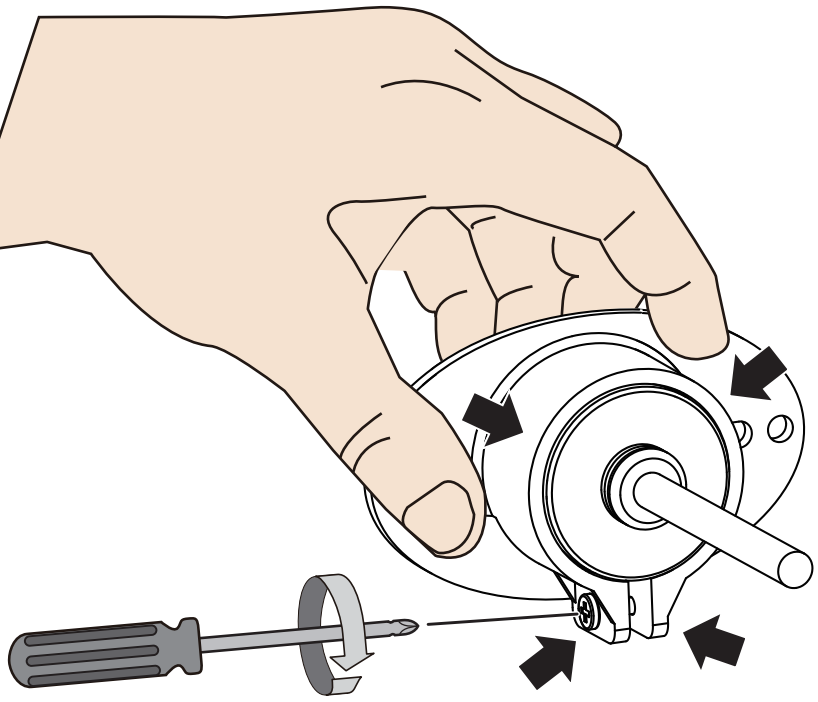
The notch on the lens unit indicates the downward position. When fixing the lens unit, make sure the notch is at the bottom.





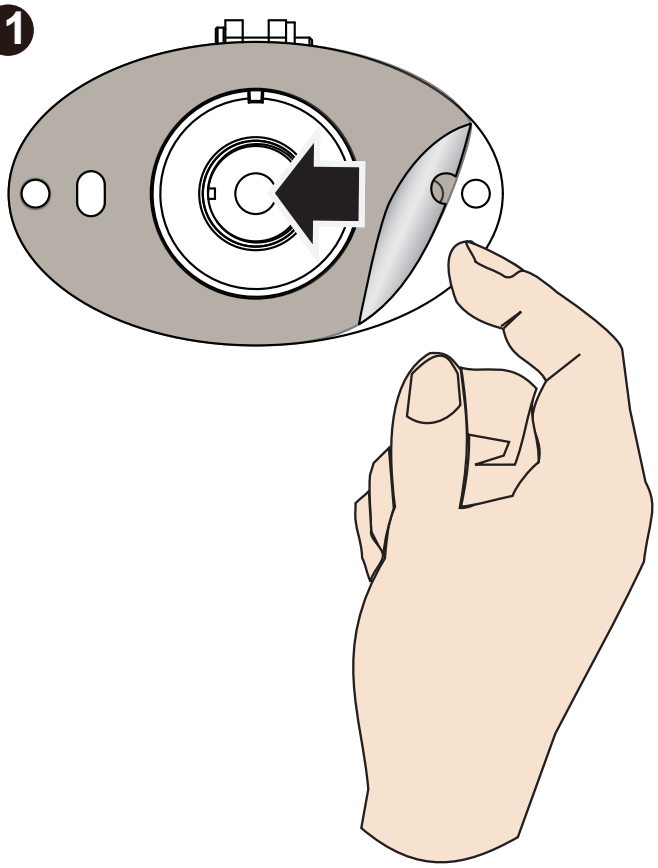
Having measured the right position of the lens unit in a drilled hole, tighten the grip on the lens unit by fastening the screw on the mount bracket.

10



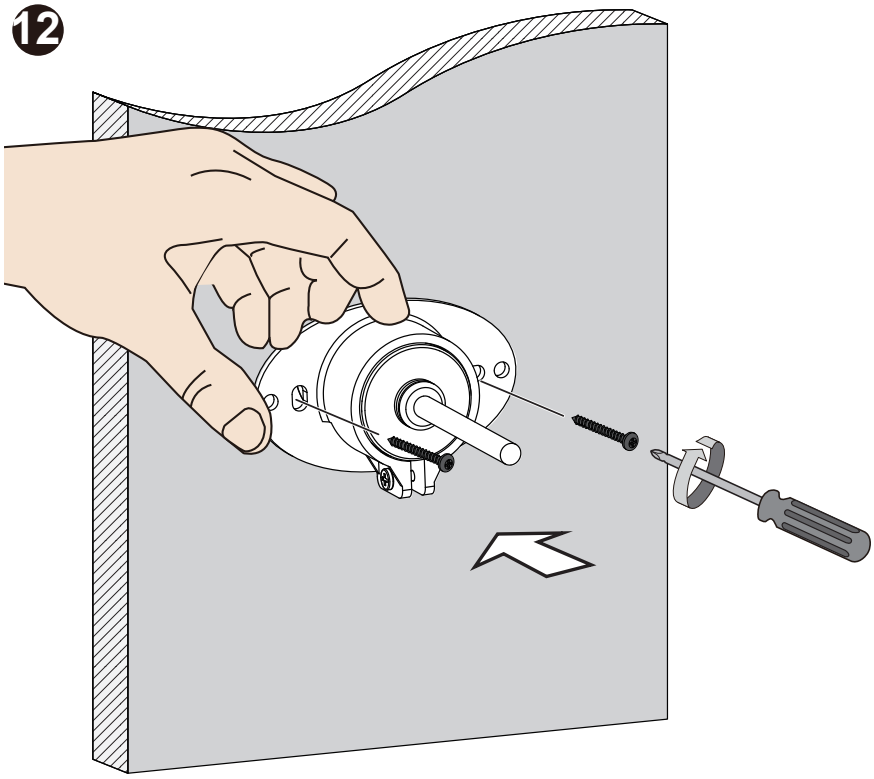
Remove the membrane on the sticker.

11



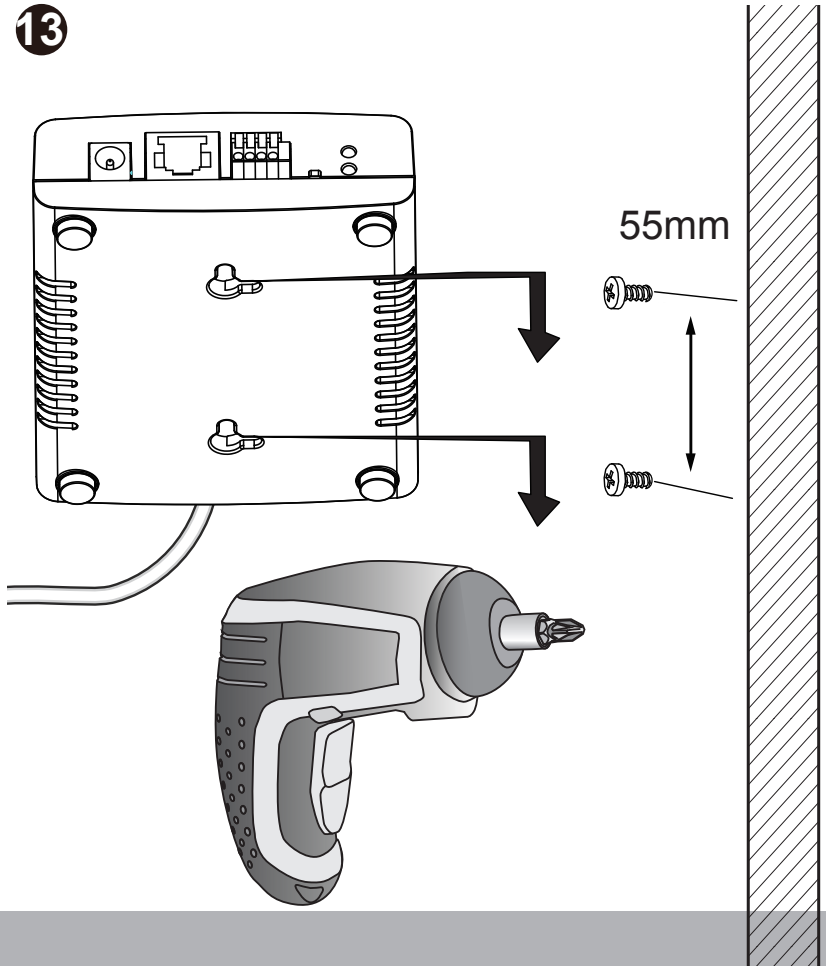
Secure the lens unit to wall by driving screws through the mount bracket.

12



Find an appropriate location for the main body. Drive two screws 55mm apart into the wall, and then you can hang the main body onto a surface.

13



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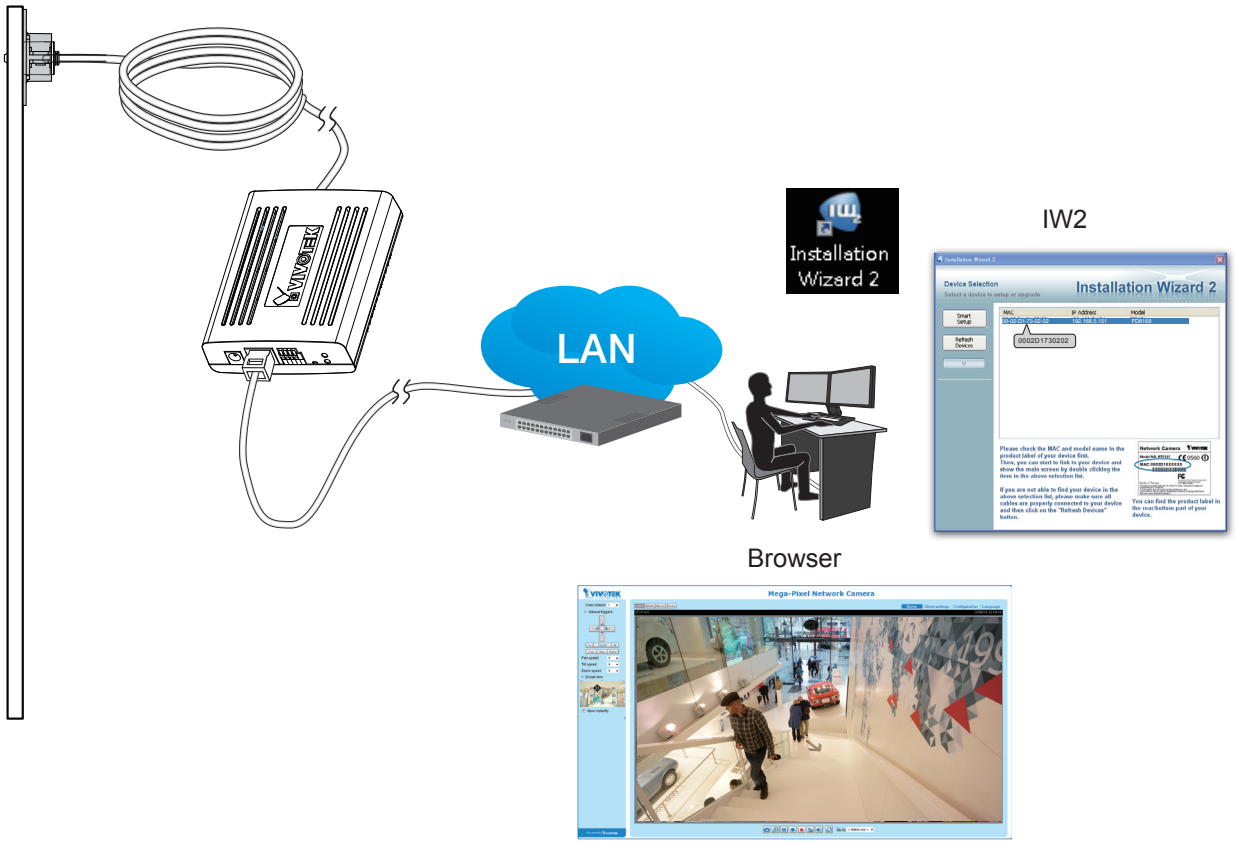
Install the "Installation Wizard 2" software utility from your software CD.

The program will search for VIVOTEK Video Receivers, Video Servers or Network Cameras on the same LAN.

Double-click on the camera's MAC address to open a browser management session with the camera.

With a live view is displayed on your laptop, adjust the zoom and focus to obtain an optimal image. Check the live view to ensure the image is in focus.



Hardware Reset

The reset button is used to reset the system or restore the factory default settings. Sometimes resetting the system can return the camera to normal operation. If the system problems remain after reset, press the reset button longer to restore the factory settings and install again.

Reset: Press and release the recessed reset button with a straightened paper clip. Wait for the Network Camera to reboot.

Restore: Press and hold the recessed reset button for at least several seconds to restore. Note that all settings will be restored to factory defaults.

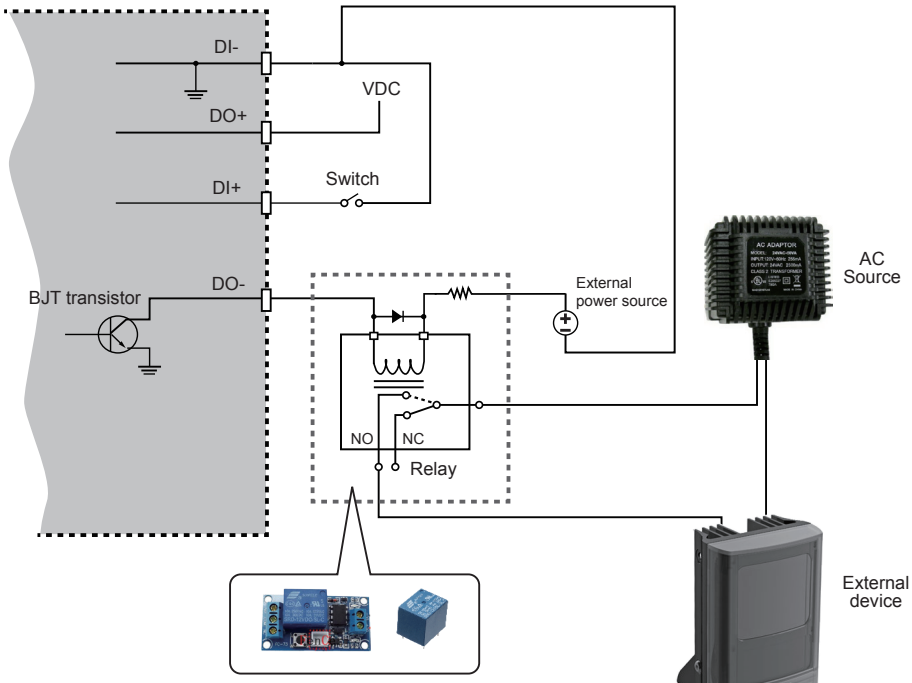
SD/SDHC/SDXC Card Capacity

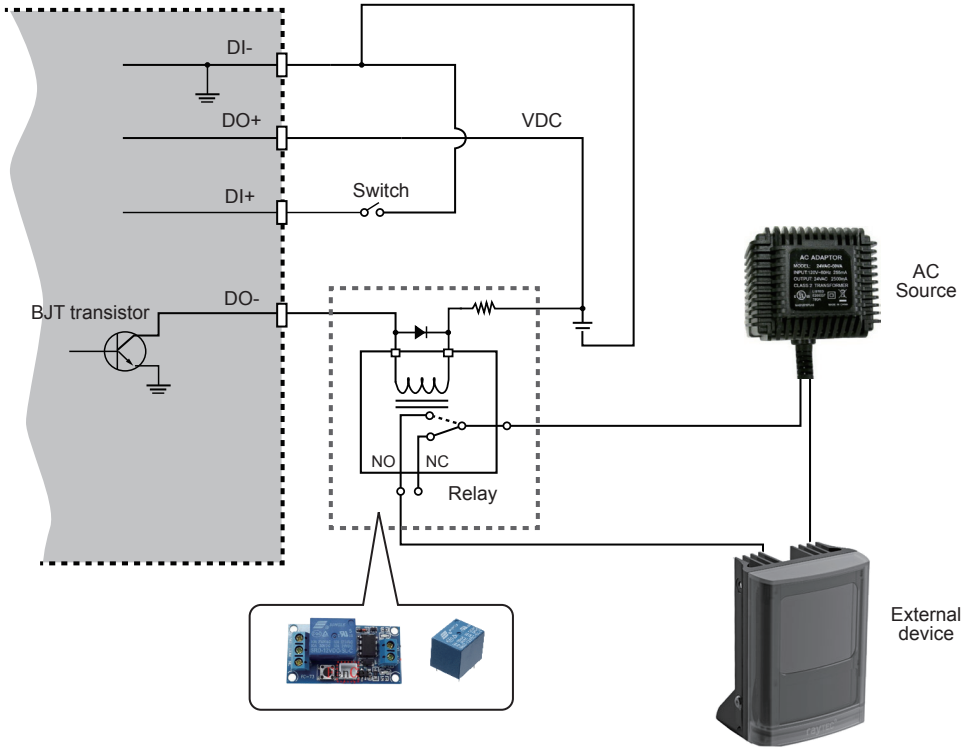
This network camera is compliant with **SD/SDHC/SDXC 32GB, 64GB,** and other preceding standard SD cards.

LED Definition

Item	LED Status	Description
1	Steady Red	Power on and system booting
	Red LED off	Powered off
2	Steady Red + blinking Green every 1 sec. (Green LED on for 1 sec and off for another)	Network heartbeat
	Steady Red + Green LED off	Network disconnected
3	Blinking Red every 0.15 sec. + Blinking Green every 1 sec. (Red LED on for 0.15 sec. and Green LED on for 1 sec. and off for another)	Upgrading firmware
4	Blinking Red every 0.15 sec. + blinking Green every 0.15 sec	Restoring defaults

DI/DO Diagram





1. The DO+ pin provides 3.3V±10% output voltages, and the max. load is 50mA.
2. The max. voltage for DO- pins is 80VDC (External power).
   In order to control AC devices, the above diagram can be taken in consideration. The diagram uses a relay to control the ON/OFF condition of the AC device.
3. An external relay can be triggered by using DO+ or by an external power source, depending on the type of relay you use.
4. In case of using an individual relay (instead of using a relay module), for protection against voltage or current spikes, a transient voltage suppression diode must be connected in parallel with the inductive load.

Network Deployment

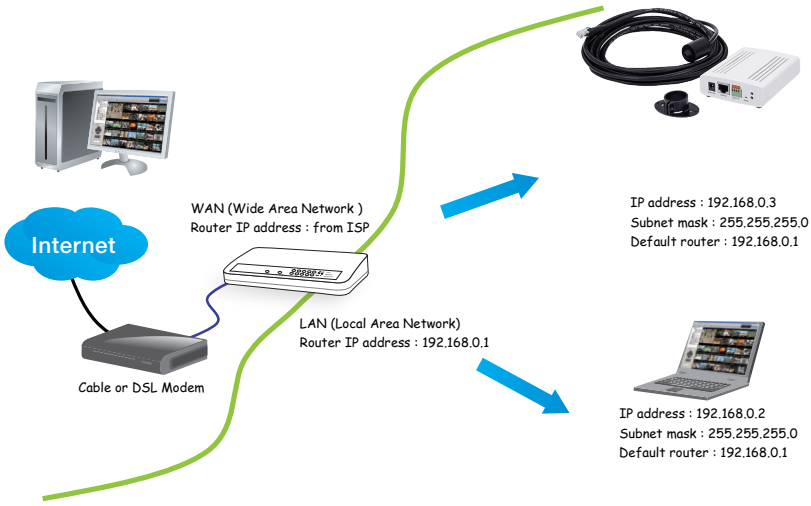
Setting up the Network Camera over the Internet

There are several ways to set up the Network Camera over the Internet. The first way is to set up the Network Camera behind a router. The second way is to utilize a static IP. The third way is to use PPPoE.

Internet connection via a router

Before enabling the access to the Network Camera over the Internet, make sure you have a router and follow the steps below.

1. Connect your Network Camera behind a router, the Internet environment is illustrated below. Regarding how to obtain your IP address, please refer to Software Installation on page 21 for details.



2. In this case, if the Local Area Network (LAN) IP address of your Network Camera is 192.168.0.3, please forward the following ports for the Network Camera on the router.
   - Secondary HTTP port: 8080
   - RTSP port: 554
   - RTP port for audio: 5558
   - RTCP port for audio: 5559
   - RTP port for video: 5556
   - RTCP port for video: 5557

   If you have changed the port numbers on the Network page, please open the ports accordingly on your router. For information on how to forward ports on the router, please refer to your router's user's manual.

3. Find out the public IP address of your router provided by your ISP (Internet Service Provider). Use the public IP and the secondary HTTP port to access the Network Camera from the Internet. Please refer to Network Type on page 68 for details.

For example, your router and IP settings may look like this:

Device	IP Address: internal port	IP Address: External Port (Mapped port on the router)
Public IP of router	122.146.57.120	
LAN IP of router	192.168.2.1	
Camera 1	192.168.2.10:80	122.146.57.120:8000
Camera 2	192.168.2.11:80	122.146.57.120:8001
...	...	...

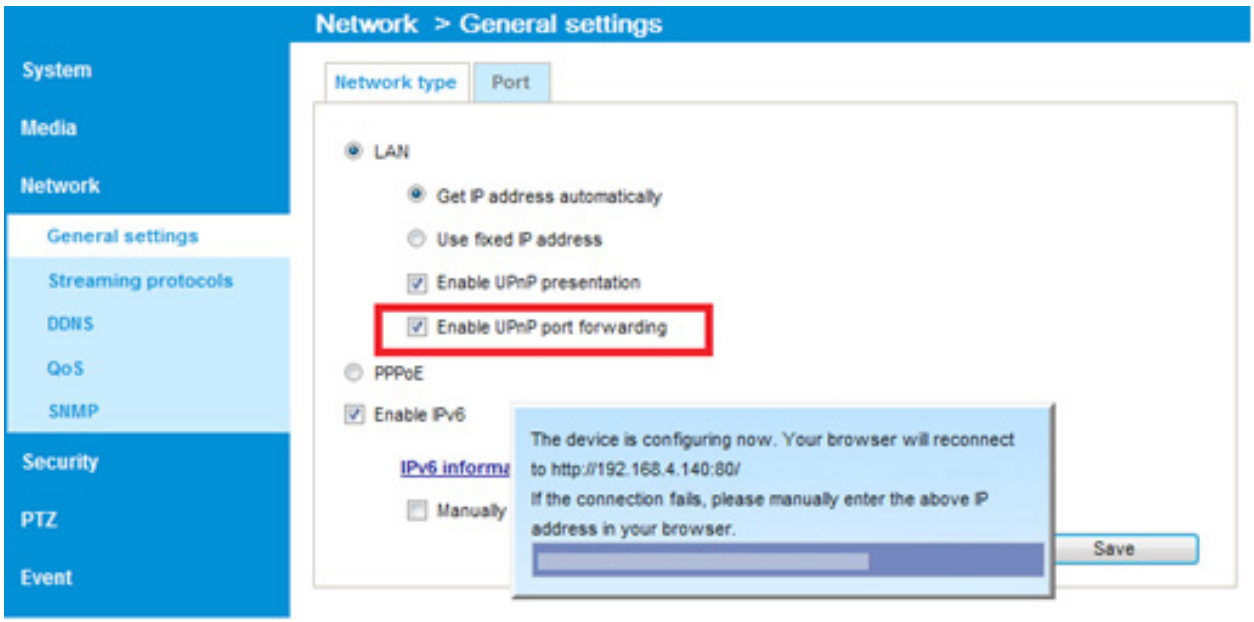
Configure the router, virtual server or firewall, so that the router can forward any data coming into a preconfigured port number to a network camera on the private network, and allow data from the camera to be transmitted to the outside of the network over the same path.

From	Forward to
122.146.57.120:8000	192.168.2.10:80
122.146.57.120:8001	192.168.2.11:80
...	...

When properly configured, you can access a camera behind the router using the HTTP request as follows: http://122.146.57.120:8000

If you change the port numbers on the Network configuration page, please open the ports accordingly on your router. For example, you can open a management session with your router to configure access through the router to the camera within your local network. Please consult your network administrator for router configuration if you have troubles with the configuration.

For more information with network configuration options (such as that of streaming ports), please refer to Configuration > Network Settings. VIVOTEK also provides the automatic port forwarding feature as an NAT traversal function with the precondition that your router must support the UPnP port forwarding feature.



Internet connection with static IP

Choose this connection type if you are required to use a static IP for the Network Camera. Please refer to LAN configuration on page 68 for details.

Internet connection via PPPoE (Point-to-Point over Ethernet)

Choose this connection type if you are connected to the Internet via a DSL Line. Please refer to PPPoE on page 89 for details.

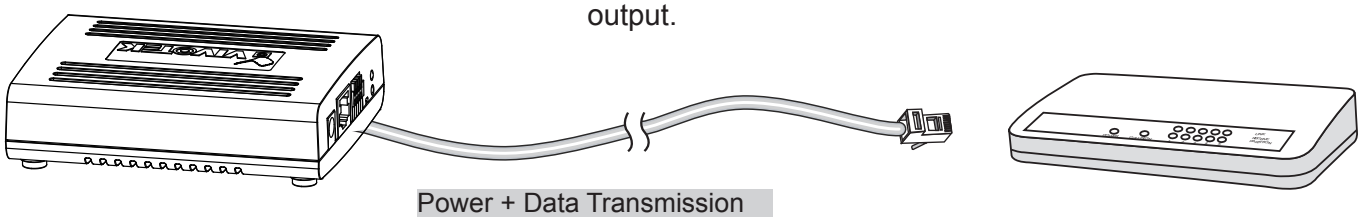
Set up the Network Camera through Power over Ethernet (PoE)

When using a PoE-enabled switch

The Network Camera is PoE-compliant, allowing transmission of power and data via a single Ethernet cable. Follow the below illustration to connect the Network Camera to a PoE-enabled switch via an Ethernet cable.

NOTE:

1. The camera is only to be connected to PoE networks without routing to outside plants.
2. For PoE connection, use only UL listed I.T.E. with PoE output.

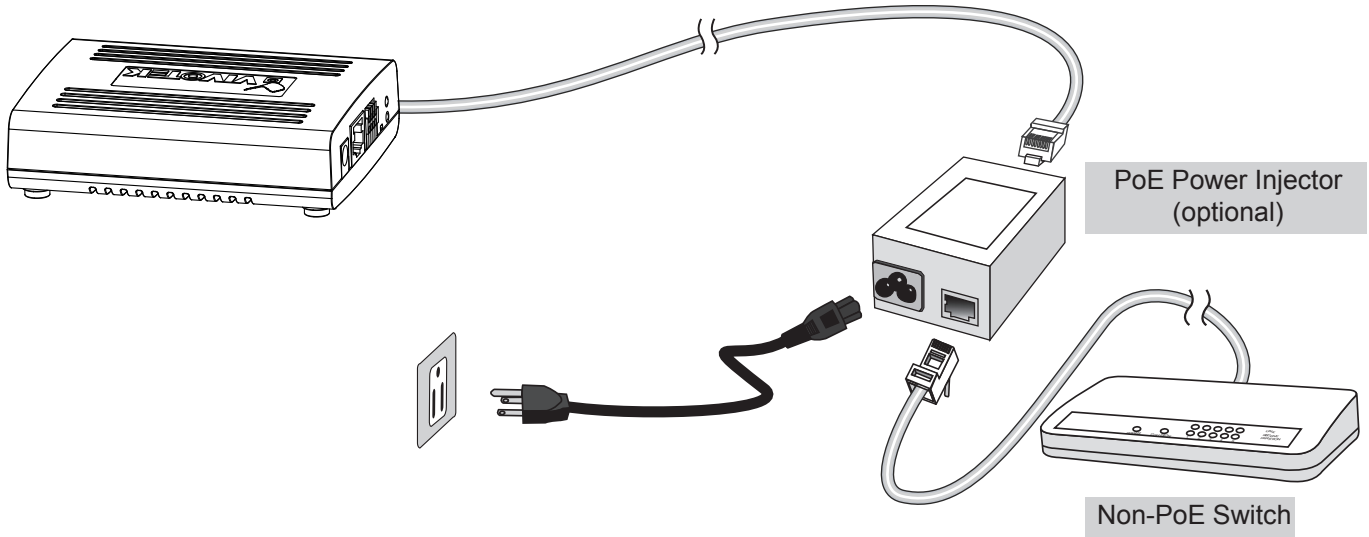


Power + Data Transmission

PoE Switch

When using a non-PoE switch

If your switch/router does not support PoE, use a PoE power injector (optional) to connect between the Network Camera and a non-PoE switch.

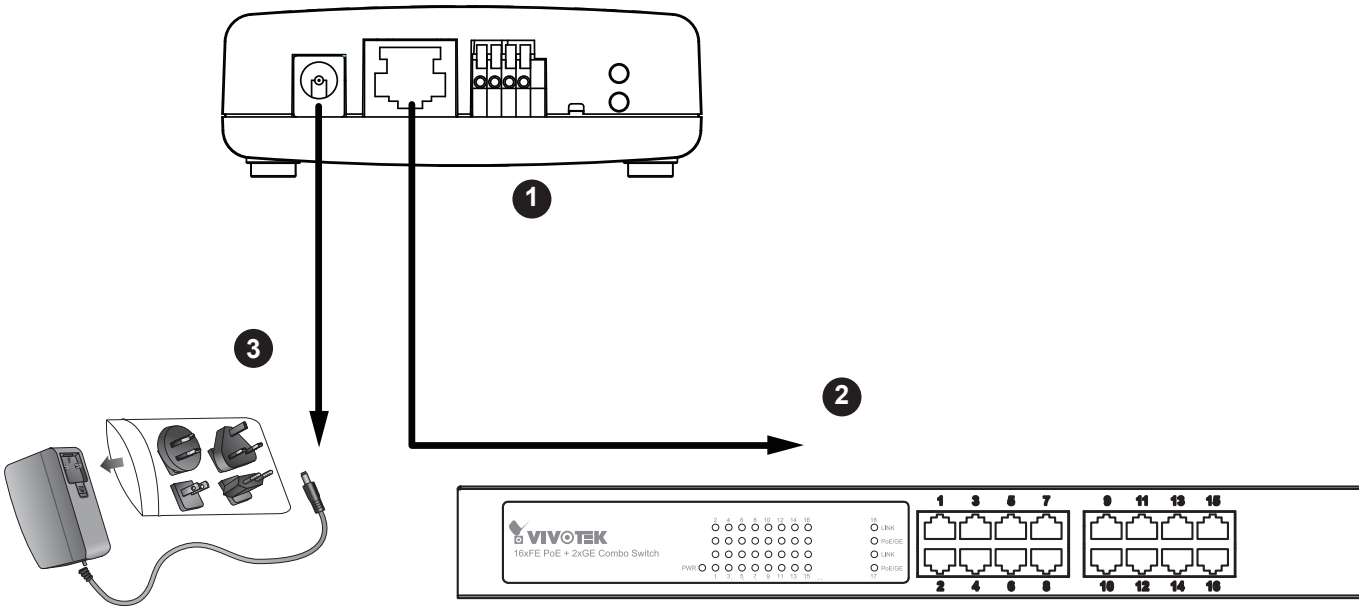


PoE Power Injector (optional)

Non-PoE Switch

General Connection (without PoE)

1. If you have external DI devices, make the connection from general I/O terminal block.
2. Ethernet, power and IO cables are user-supplied.
3. (Optional) Connect DC power cord to a DC Adapter, and then to a power outlet.

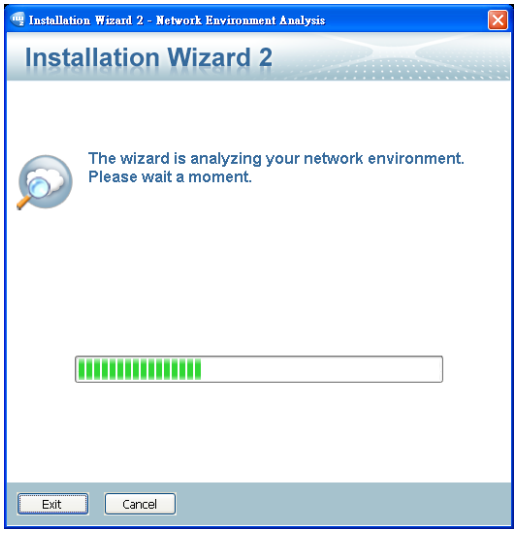


Software Installation

Installation Wizard 2 (IW2), free-bundled software included on the product CD, helps you set up your Network Camera on the LAN.

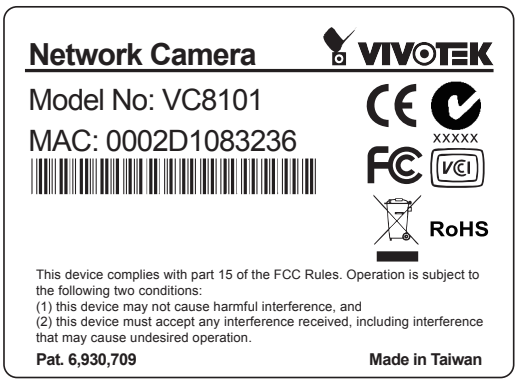
1. Install IW2 under the Software Utility directory from the software CD. Double click the IW2 shortcut on your desktop to launch the program.

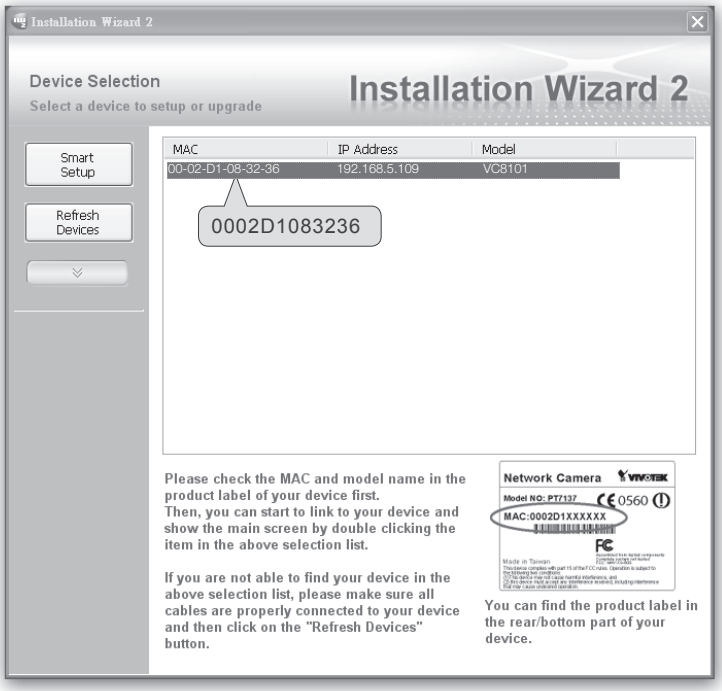
2. The program will conduct an analysis of your network environment. After your network environment is analyzed, please click **Next** to continue the program.



3. The program will search for all VIVOTEK network devices on the same LAN.

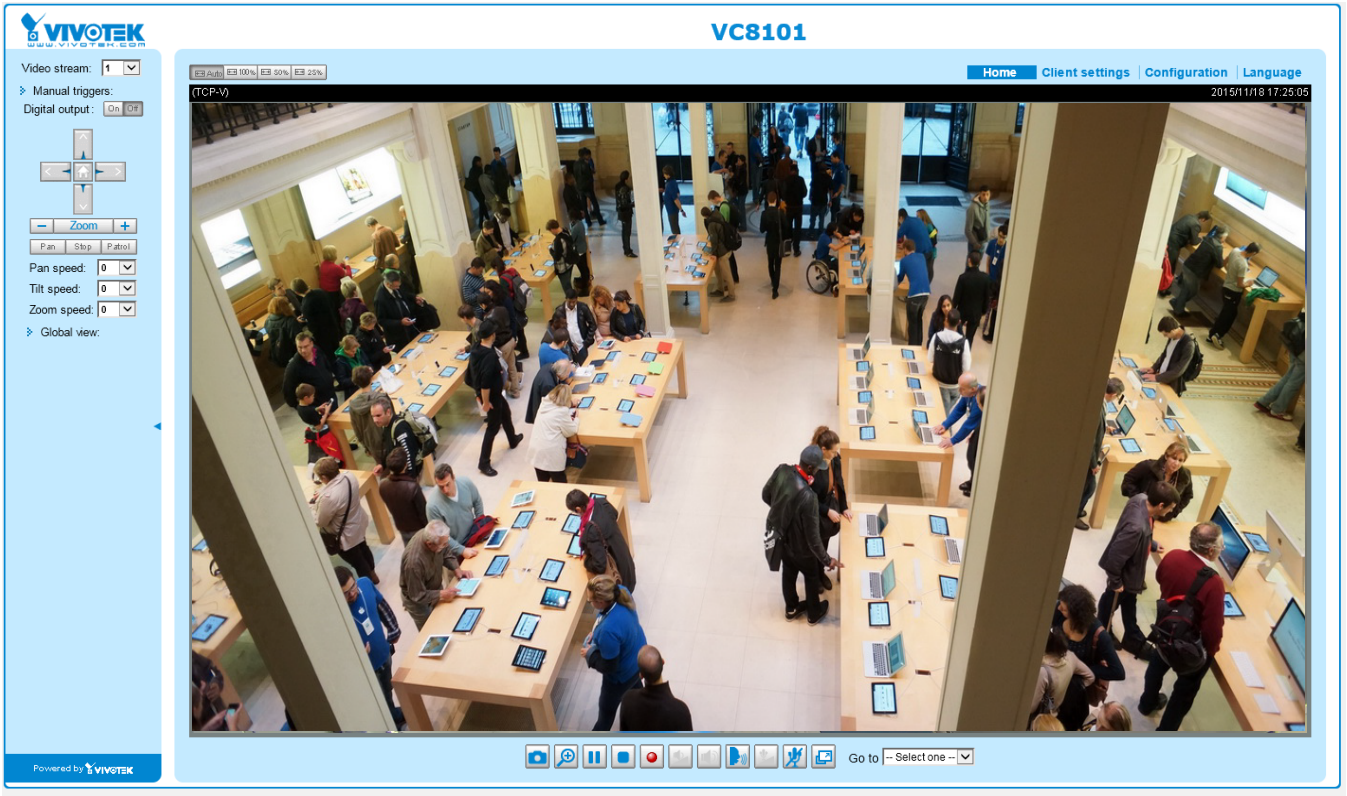
4. After a brief search, the main installer window will pop up. Double-click on the MAC address that matches the one printed on the camera label or the S/N number on the package box label to open a browser management session with the Network Camera.





Ready to Use

1. A browser session with the Network Camera should prompt as shown below.
2. You should be able to see live video from your camera. You may also install the 32-channel recording software from the software CD in a deployment consisting of multiple cameras. For its installation details, please refer to its related documents.



NOTE:

If you encounter problems with displaying live view or the onscreen plug-in control, you may try to remove the plug-ins that might have been installed on your computer. Remove the following folder: C:\Program Files (x86)\Camera Stream Controller\.

Accessing the Network Camera

This chapter explains how to access the Network Camera through web browsers, RTSP players, 3GPP-compatible mobile devices, and VIVOTEK recording software.

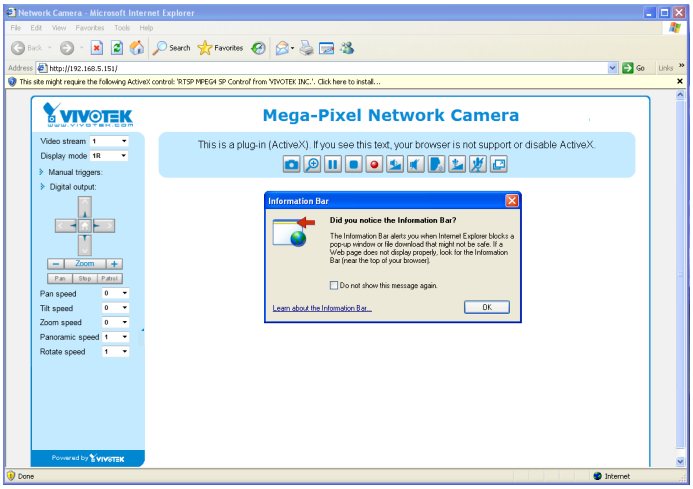
Using Web Browsers

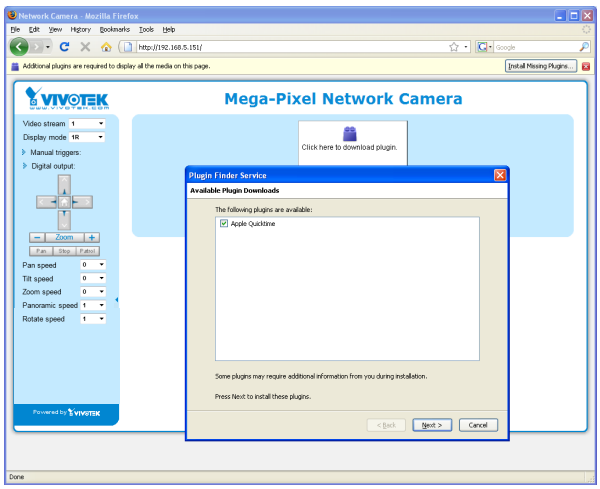
IMPORTANT:

- Currently the Network Camera utilizes 32-bit ActiveX plugin. You **CAN NOT** open a management/view session with the camera using a 64-bit IE browser.
- If you encounter this problem, try execute the Iexplore.exe program from C:\Windows\SysWOW64. A 32-bit version of IE browser will be installed.
- On Windows 7, the 32-bit explorer browser can be accessed from here: C:\Program Files (x86)\Internet Explorer\iexplore.exe

Use Installation Wizard 2 (IW2) to access the Network Cameras on the LAN.
If your network environment is not a LAN, follow these steps to access the Netwotk Camera:

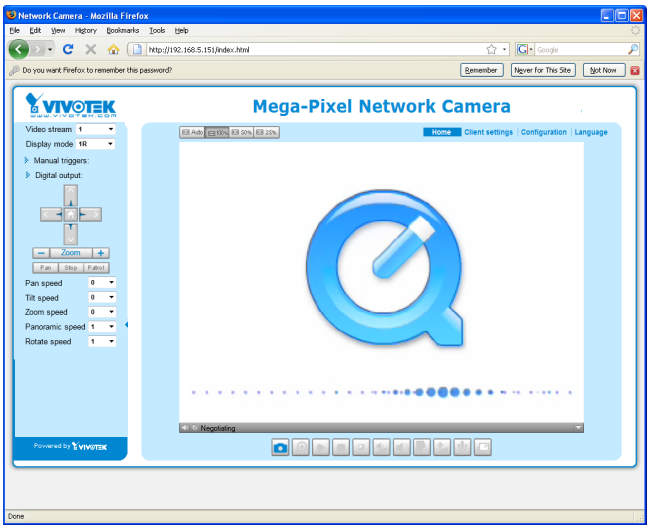
1. Launch your web browser (e.g., Microsoft® Internet Explorer, Mozilla Firefox, or Netscape).
2. Enter the IP address of the Network Camera in the address field. Press **Enter**.
3. The live video will be displayed in your web browser.
4. If it is the first time installing the VIVOTEK network camera, an information bar will prompt as shown below. Follow the instructions to install the required plug-in on your computer.

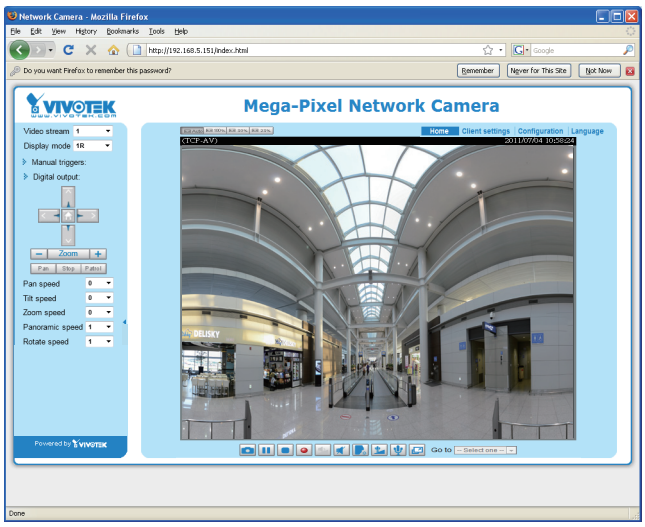




NOTE:

For **Mozilla Firefox** users, your browser will use **Quick Time** to stream live video. If you do not have QuickTime on your computer, please download QuickTime from Apple Inc's website, and then launch your web browser.



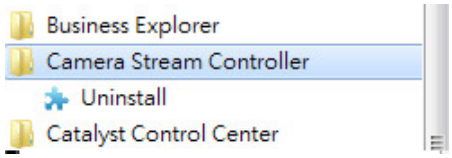


Tips:

- The onscreen Java control can malfunction under the following situations:

  A PC connects to different cameras that are using the same IP address (or the same camera running different firmware versions). Removing your browser cookies will solve this problem.

- In the event of plug-in compatibility issues, you may try to uninstall the plug-in that was previously installed.

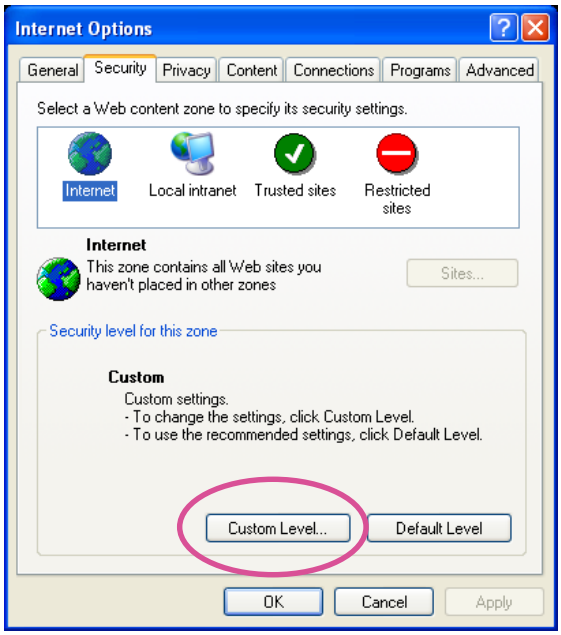


NOTE:

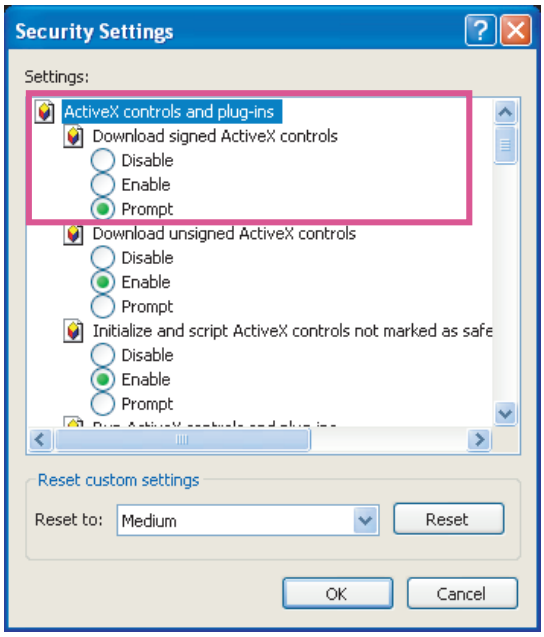
1. By default, your Network Camera is not password-protected. To prevent unauthorized access, it is highly recommended to configure a password for your camera later. *For more information about how to enable password protection, please refer to Security on page 87.*
2. If you see a dialogue box indicating that your security settings prohibit running ActiveX Controls®, please enable ActiveX Controls for your browser.

To enable the ActiveX® Controls for your browser:

2-1. Choose Tools > Internet Options > Security > Custom Level.



2-2. Look for Download signed ActiveX® controls; select Enable or Prompt. Click **OK**.



2-3. Refresh your web browser, then install the ActiveX® control. Follow the instructions to complete installation.

Using RTSP Players

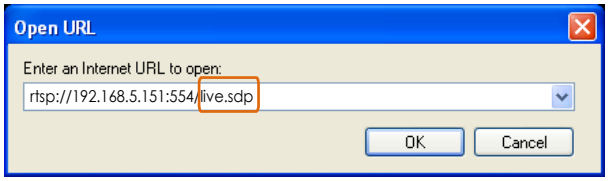
To view the H.264 streaming media using RTSP players, you can use one of the following players that support RTSP streaming.

Quick Time Player

VLC Player

1. Launch the RTSP player.
2. Choose File > Open URL. A URL dialog box will prompt.
3. The address format is rtsp://<ip address>:<rtsp port>/<RTSP streaming access name for stream1 to stream4>

As most ISPs and players only allow RTSP streaming through port number 554, please set the RTSP port to 554. For more information, please refer to RTSP Streaming on page 77.
For example:



4. The live video will be displayed in your player. For more information on how to configure the RTSP access name, please refer to RTSP Streaming on page 77 for details.

The RTSP players will show the original circular-shape image. You can access the Regional views via the ST7501 or VAST software. See page 78 for an example.

Using 3GPP-compatible Mobile Devices

To view the streaming media through 3GPP-compatible mobile devices, make sure the Network Camera can be accessed over the Internet. For more information on how to set up the Network Camera over the Internet, please refer to Setup the Network Camera over the Internet on page 17.

To utilize this feature, please check the following settings on your Network Camera:

1. Because most players on 3GPP mobile phones do not support RTSP authentication, make sure the authentication mode of RTSP streaming is set to disable.
   For more information, please refer to RTSP Streaming on page 77.

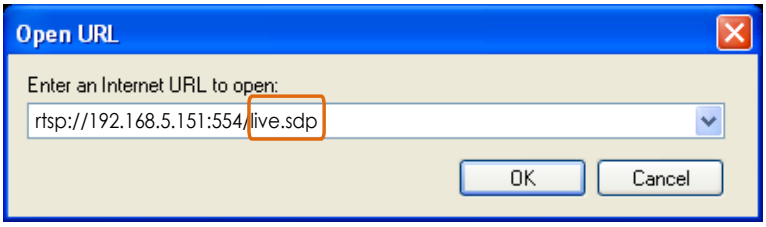
2. As the the bandwidth on 3G networks is limited, you will not be able to use a large video size. Please set the video and audio streaming parameters as listed below.
   For more information, please refer to Stream settings on page 59.

Video Mode	MPEG-4
Frame size	176 x 144
Maximum frame rate	5 fps
Intra frame period	1S
Video quality (Constant bit rate)	40kbps
Audio type (GSM-AMR)	12.2kbps

3. As most ISPs and players only allow RTSP streaming through port number 554, please set the RTSP port to 554. For more information, please refer to RTSP Streaming on page 77.

4. Launch the player on the 3GPP-compatible mobile devices (e.g., Real Player).

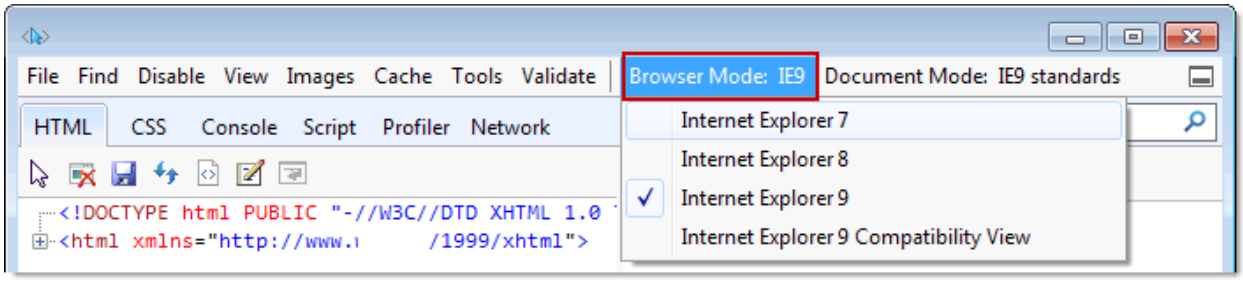
5. Type the following URL commands in the URL field.
   The address format is rtsp://<public ip address of your camera>:<rtsp port>/<RTSP streaming access name for stream 3>.
   For example:



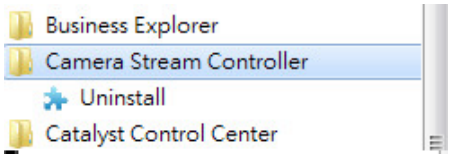
Tips:

1. The onscreen Java control can malfunction under the following situations: A PC connects to different cameras that are using the same IP address (or the same camera running different firmware versions). Removing your browser cookies will solve this problem.
2. If you encounter problems with displaying the configuration menus or UI items, try disable the Compatibility View on IE8 or IE9.

You may also press the F12 key to open the developer tools utility, and then change the Browser Mode to the genuine IE8 or IE9 mode.



- In the event of plug-in compatibility issues, you may try to uninstall the plug-in that was previously installed.

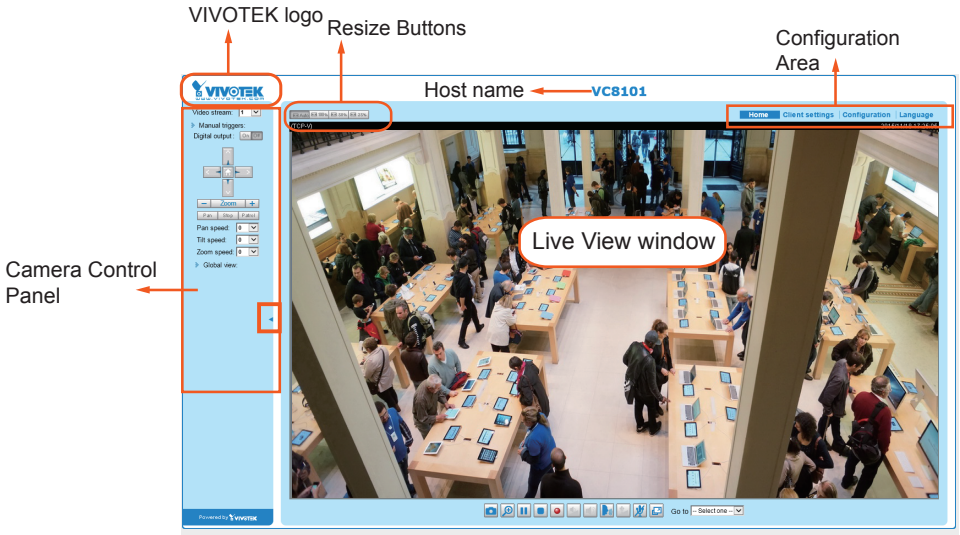


Using VIVOTEK Recording Software

The product software CD also contains recording software, allowing simultaneous monitoring and video recording for multiple Network Cameras. Please install the recording software; then launch the program to add the Network Camera to the Channel list. For detailed information about how to use the recording software, please refer to the user's manual of the software or download it from http://www.vivotek.com.

Main Page

This chapter explains the screen elements on the main page. It is composed of the following sections: VIVOTEK INC. Logo, Host Name, Camera Control Area, Configuration Area, and Live Video Window.



VIVOTEK INC. Logo

Click this logo to visit the VIVOTEK website.

Host Name

The host name can be customized to fit your needs. For more information, please refer to System > General Settings on page 41.

Video stream

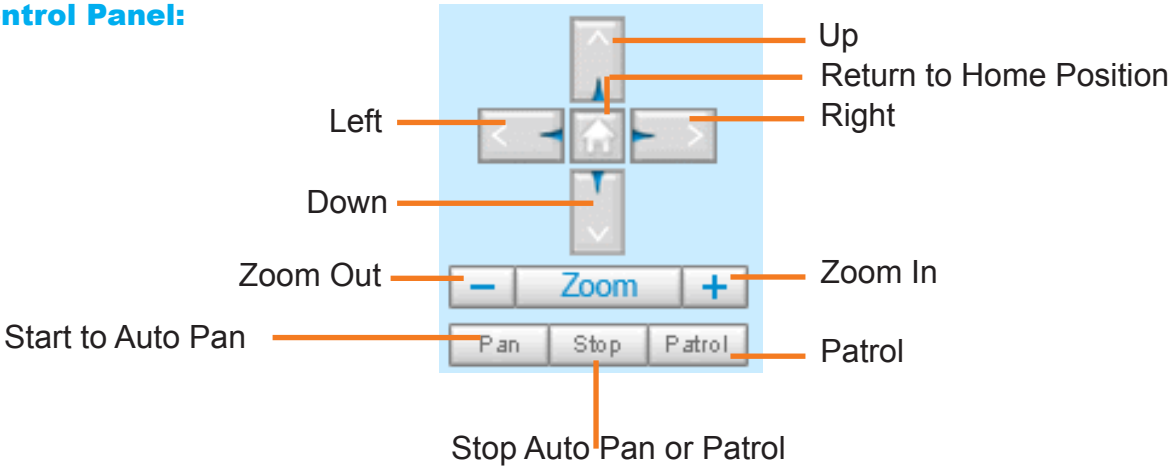
On a web console, you can select to display any of the four video streams.

Video Stream: This Network Camera supports multiple streams (stream #1 ~ #4) simultaneously. You can select any one of them for live viewing. For more information about multiple streams, please refer to page 59 for detailed information.

Manual Trigger: Click to manually enable or disable an event trigger. Please configure an event setting before enabling this function. A total of 3 or 4 event settings can be configured. For more information about event setting, please refer to page 103. If you want to hide this item on the homepage, please go to the **System > Homepage Layout > General settings > Customized button** to deselect the "show manual trigger button" checkbox.

Digital Output: Click to turn the digital output device on or off.

PTZ Control Panel:



Pan: Click this button to start the auto pan (360° continuous rotation).
Stop: Click this button to stop the Auto Pano and Auto Rotate functions.
Patrol: Once the Administrator has determined the list of preset positions (including the zoom-in action on a particular position), click this button to command the camera to patrol among those positions on the Patrol List. The Network Camera will patrol continuously. For more information, please refer to PTZ control on page 100.
Pan /Tilt /Zoom speed: Adjust the speed of these controls when exerted:

Pan speed	Tilt speed	Zoom speed	
-5	-5	-5	Slower
-4	-4	-4	
-3	-3	-3	
-2	-2	-2	
-1	-1	-1	
0	0	0	
1	1	1	
2	2	2	
3	3	3	
4	4	4	
5	5	5	Faster

Configuration Area

Client Settings: Click this button to access the client setting page. For more information, please refer to Client Settings on page 36.

Configuration: Click this button to access more of the configuration options provided with the Network Camera. It is suggested that a password is applied to the Network Camera so that only the administrator

can configure the Network Camera. For more information, please refer to the description for the Configuration menus on page 40.

Language: Click this button to choose a language for the user interface. Language options are available in: English, Deutsch, Español, Français, Italiano, 日本語, Português, 簡体中文, and 繁體中文. You can also change a language on the Configuration page; please refer to page 40.

Hide Button

You can click the hide button to hide the control panel or display the control panel.

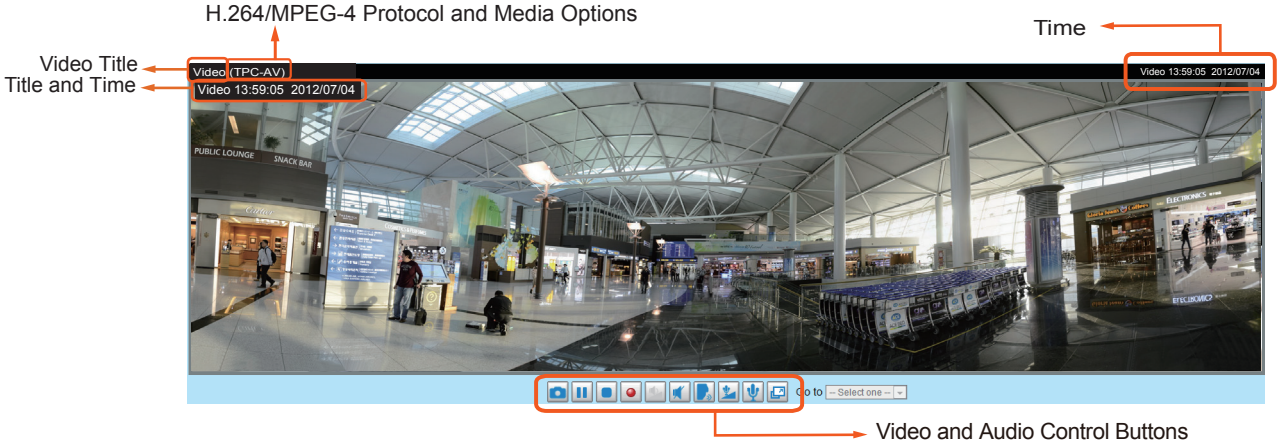
Resize Buttons

:
Click the Auto button, the video cell will resize automatically to fit the monitor.
Click 100% is to display the original homepage size.
Click 50% is to resize the homepage to 50% of its original size.
Click 25% is to resize the homepage to 25% of its original size.

■ The following window is displayed when the video mode is set to MJPEG:

Live Video Window

■ The following window is displayed when the video mode is set to H.264:



Video Title: The video title can be configured. For more information, please refer to Video settings on page 59.

H.264 Protocol and Media Options: The transmission protocol (TCP or UDP, etc.)and media options for H.264 video streaming. For further configuration, please refer to Client Settings on page 36.

Time: Display the current time. For further configuration, please refer to Media > Image > Genral settings on page 51.

Title and Time: The video title and time can be stamped on the streaming video. For further configuration, please refer to Media > Image > Genral settings on page 51.

Video and Audio Control Buttons: Depending on the Network Camera model and Network Camera configuration, some buttons may not be available.

 Snapshot: Click this button to capture and save still images. The captured images will be displayed in a pop-up window. Right-click the image and choose **Save Picture As** to save it in JPEG (*.jpg) or BMP (*.bmp) format.

 Pause: Pause the transmission of the streaming media. The button becomes the  Resume button after clicking the Pause button.

 Stop: Stop the transmission of the streaming media. Click the  Resume button to continue transmission.

 Start MP4 Recording: Click this button to record video clips in MP4 file format to your computer. Press the  Stop MP4 Recording button to end recording. When you exit the web browser, video recording stops accordingly. To specify the storage destination and file name, please refer to MP4 Saving Options on page 37 for details.

 Volume: When the  Mute function is not activated, move the slider bar to adjust the volume on the local computer.

 Mute: Turn off the volume on the local computer. The button becomes the  Audio On button after clicking the Mute button.

 Talk: Click this button to talk to people around the Network Camera. Audio will project from the external speaker connected to the Network Camera. Click this button  again to end talking transmission.

 Mic Volume: When the  Mute function is not activated, move the slider bar to adjust the microphone volume on the local computer.

 Full Screen: Click this button to switch to full screen mode. Press the “Esc” key to switch back to normal mode.

Video Title: The video title can be configured. For more information, please refer to Media > Image on page 51.

Time: Display the current time. For more information, please refer to Media > Image on page 51.

Title and Time: Video title and time can be stamped on the streaming video. For more information, please refer to Media > Image on page 51.

2.0x Title 2014/03/05 10:39:08

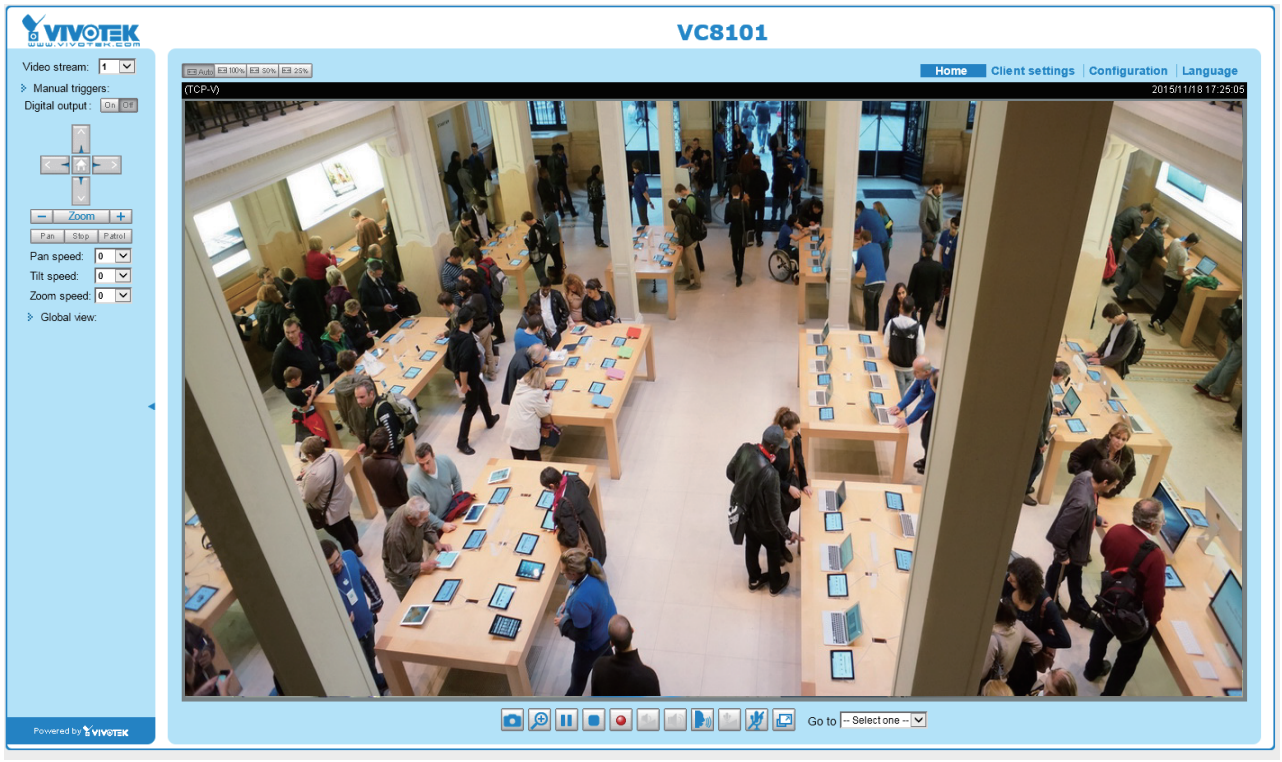
Video Control Buttons: Depending on the camera model and your current configuration, some buttons may not be available.

Snapshot: Click this button to capture and save still images. The captured images will be displayed in a pop-up window. Right-click the image and choose **Save Picture As** to save it in JPEG (*.jpg) or BMP (*.bmp) format.

Start MP4 Recording: Click this button to record video clips in MP4 file format to your computer. Press the Stop MP4 Recording button to end recording. When you exit the web browser, video recording stops accordingly. To specify the storage destination and file name, please refer to MP4 Saving Options on page 37 for details.

Full Screen: Click this button to switch to full screen mode. Press the “Esc” key to switch back to normal mode.

Please refer to page 100 for PTZ settings.


VC8101
Video stream: 1
Manual triggers:
Digital output: On Off
Zoom
Pan Stop Patrol
Pan speed: 0
Tilt speed: 0
Zoom speed: 0
Global view:
Powered by VIVOTEK
Auto 100% 50% 25%
Home
Client settings
Configuration
Language
(TCP-V)
2015/11/18 17:25:05
Go to -- Select one --

Client Settings

This chapter explains how to select the stream transmission mode and saving options on the local computer. When completed with the settings on this page, click **Save** on the page bottom to enable the settings.

H.264 Media Options

Select to stream video or audio data or both. This is enabled only when the video mode is set to H.264.

H.264 Protocol Options

Depending on your network environment, there are four options with the transmission protocols with H.264 streaming:

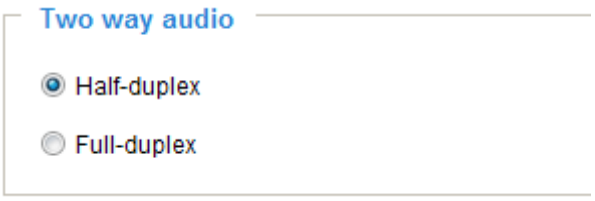
UDP unicast: This protocol allows for more real-time audio and video streams. However, network packets may be lost due to network burst traffic and images may be broken. Activate UDP connection when occasions require time-sensitive responses and the video quality is less important. Note that each unicast client connecting to the server takes up additional bandwidth and the Network Camera allows up to ten simultaneous accesses.

UDP multicast: This protocol allows multicast-enabled routers to forward network packets to all clients requesting streaming media. This helps to reduce the network transmission load of the Network Camera while serving multiple clients at the same time. Note that to utilize this feature, the Network Camera must be configured to enable multicast streaming at the same time. For more information, please refer to RTSP Streaming on page 77.

TCP: This protocol guarantees the complete delivery of streaming data and thus provides better video quality. The downside of this protocol is that its real-time effect is not as good as that of using the UDP protocol.

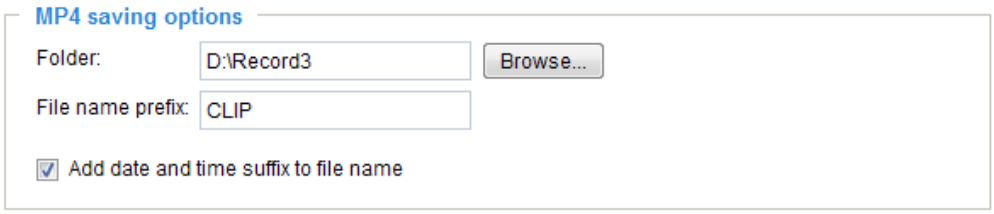
HTTP: This protocol allows the same quality as TCP protocol without needing to open specific ports for streaming under some network environments. Users behind a firewall can utilize this protocol to allow camera's streaming data to pass through.

Two way audio



Half duplex: Audio is transmitted from one direction at a time, e.g., from a PC holding a web console with the camera.
Full duplex: Audio is transmitted in both directions simultaneously.

MP4 Saving Options

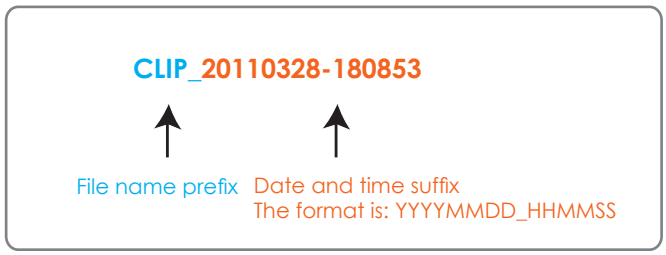


Users can record live video as they are watching it by clicking the  "Start MP4 Recording" button on the main page. Here, you can specify the storage destination and file name.

Folder: Specify a storage destination for the recorded video files.

File name prefix: Enter the text that will be appended to the front of the video file name.

Add date and time suffix to the file name: Select this option to append the date and time to the end of the file name.



Local streaming buffer time

Due to possible occurrences of unsteady network transmission, live streaming may lag and not be very smoothly. If you enable this option, the live streaming will be stored on the client PC's cache memory for a few seconds before being played on the client computer's live view window. This helps produce a smoothlier live streaming. If you enter a vlue of 3,000 milliseconds, the streaming will delay for 3 seconds.

Joystick settings

Enable Joystick

Connect a joystick to a USB port on your management computer. Supported by the plug-in (Microsoft's DirectX), once the plug-in for the web console is loaded, it will automatically detect if there is any joystick on the computer. The joystick should work properly without installing any other driver or software.

Then you can begin to configure the joystick settings of connected devices. Please follow the instructions below to enable joystick settings.

1. Select a detected joystick, if there are multiple, from the Selected joystick menu. If your joystick is not detected, if may be defective.
2. Click Calibrate or Configure buttons to configure the joystick-related settings.

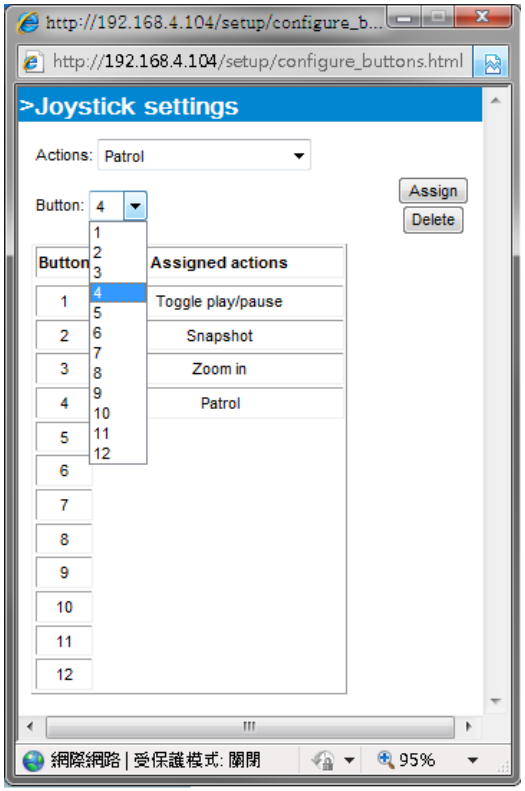
NOTE:

- If you want to assign Preset actions to your joystick, the preset locations should be configured in advance in the Configuration > PTZ page.
- If your joystick is not working properly, it may need to be calibrated. Click the **Calibrate** button to open the Game Controllers window located in Microsoft Windows control panel and follow the instructions for trouble shooting.
- The joystick will appear in the **Game Controllers** list in the Windows Control panel. If you want to check out for your devices, go to the following page: Start -> Control Panel -> Game Controllers.

Buttons Configuration

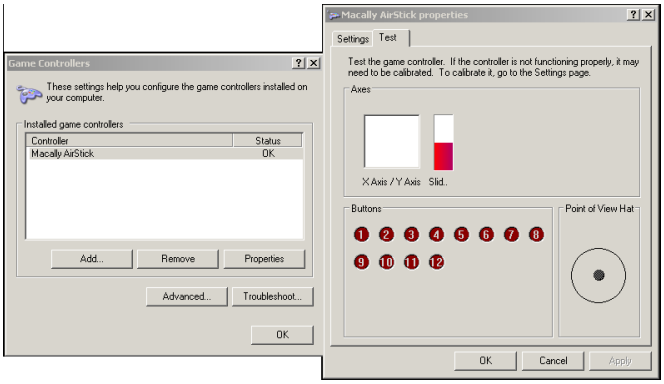
Click the **Configure Buttons** button, a window will prompt as shown below. Please follow the steps below to configure your joystick buttons:

1. Select a button number from the Button # pull-down menu.



Tips

If you are not sure of the locations of each button, use the **Properties** window in the **Game Controllers** utility.



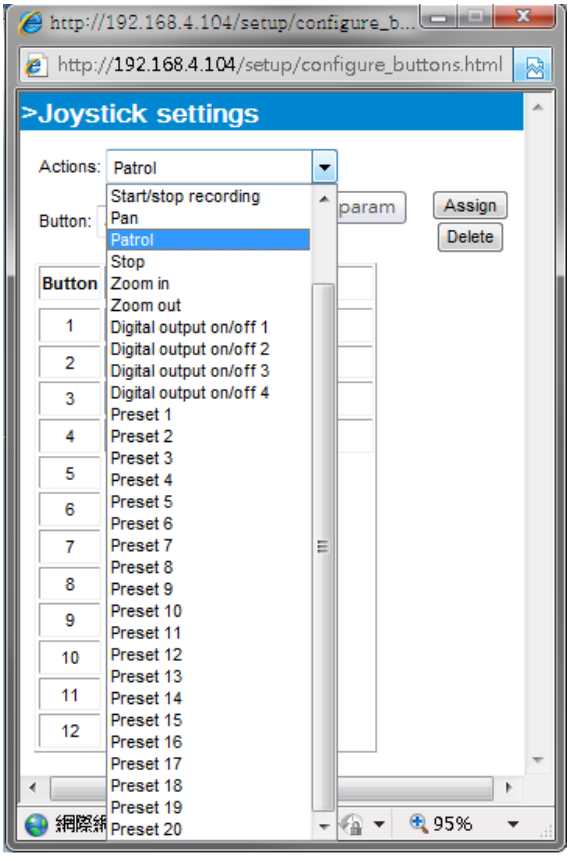
2. Select a corresponding action, such as Patrol or Preset#.

3. Click the **Assign** button to assign an action to the button. You can delete an association by selecting a button number, and then click the **Delete** button.

   Repeat the process until you are done with the configuration of all preferred actions.

   The buttons you define should appear on the button list accordingly.

4. Please remember to click the **Save** button on the Client settings page to preserve your settings.

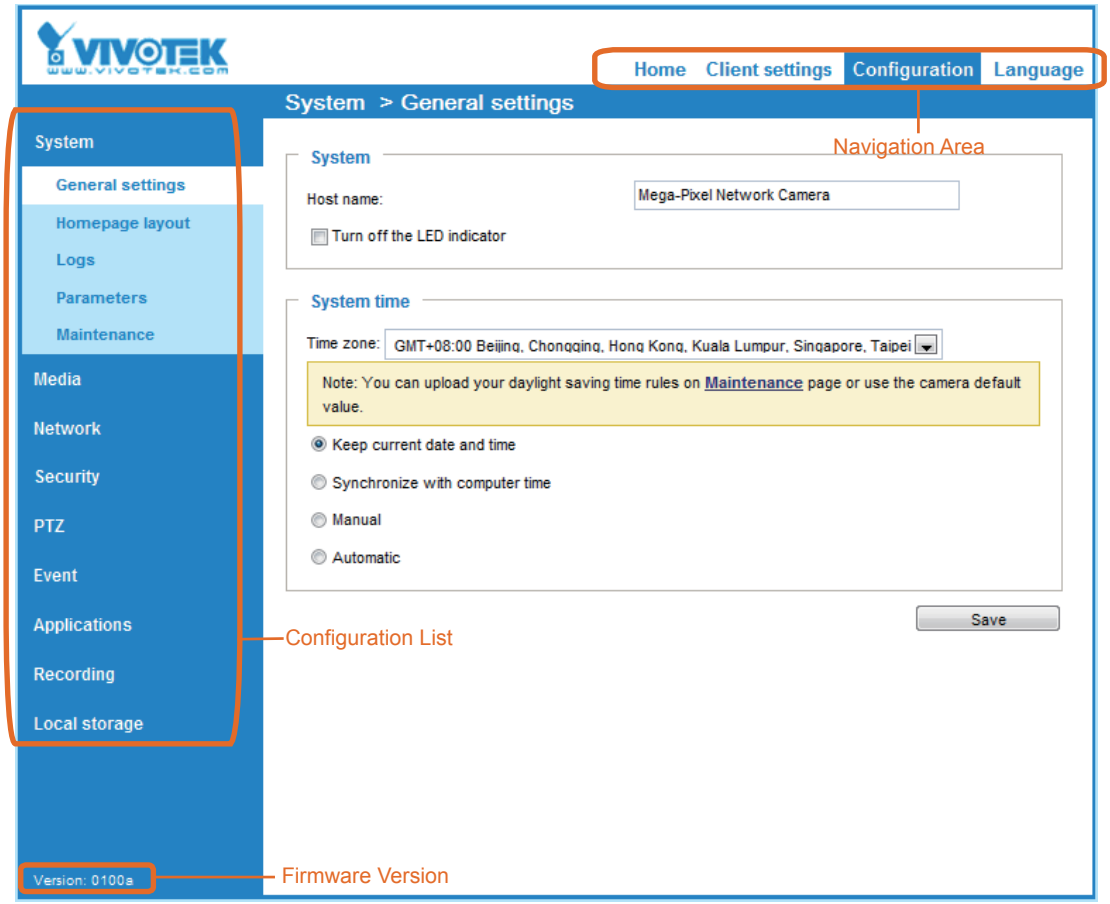


Configuration

Click **Configuration** on the main page to enter the camera setting pages. Note that only Administrators can access the configuration page.

VIVOTEK provides an easy-to-use user interface that helps you set up your network camera with minimal effort. In order to simplify the user interface, detailed information will be hidden unless you click on the function item. When you click on the first sub-item, the detailed information for the first sub-item will be displayed; when you click on the second sub-item, the detailed information for the second sub-item will be displayed and that of the first sub-item will be hidden.

The following is the interface of the main page:



Each function on the configuration list will be explained in the following sections.

The Navigation Area provides access to all different views from the **Home** page (for live viewing), **Configuration** page, and multi-language selection.

System > General settings

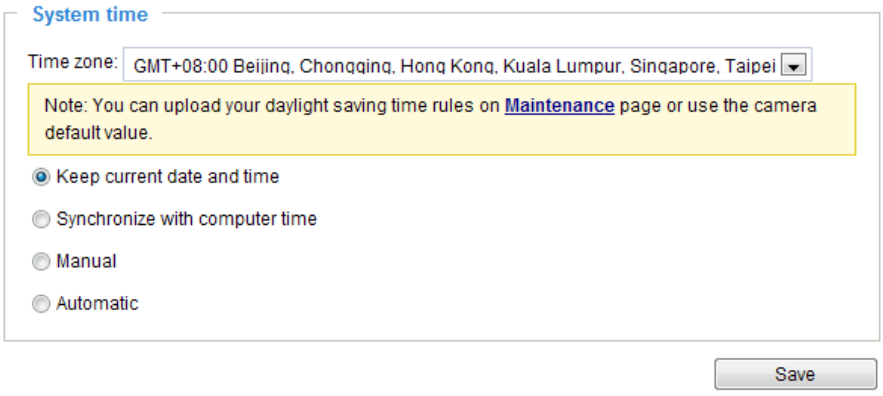
This section explains how to configure the basic settings for the Network Camera, such as the host name and system time. It is composed of the following two columns: System and System Time.

System

Host name: Enter a desired name for the Network Camera. The name will be displayed at the top center of the main page.

Turn off the LED indicator: Click to disable the onboard LEDs.

System time



Time zone : Select the appropriate time zone from the list. If you want to upload Daylight Savings Time rules, please refer to **System > Maintenance > Import/ Export files** on page 48 for details.

Keep current date and time: Select this option to preserve the current date and time of the Network Camera. The Network Camera's internal real-time clock maintains the date and time even when the power of the system is turned off.

Synchronize with computer time: Select this option to synchronize the date and time of the Network Camera with the local computer. The read-only date and time of the PC is displayed as updated.

Manual: The administrator can enter the date and time manually. Note that the date and time format are [yyyy/mm/dd] and [hh:mm:ss].

Automatic: The Network Time Protocol is a protocol which synchronizes computer clocks by periodically querying an NTP Server.

NTP server: Assign the IP address or domain name of the time-server. Leaving the text box blank connects the Network Camera to the default time servers.

Update interval: Select to update the time using the NTP server on an hourly, daily, weekly, or monthly basis.

When finished with the settings on this page, click **Save** at the bottom of the page to enable the settings.

System > Homepage layout

This section explains how to set up your own customized homepage layout.

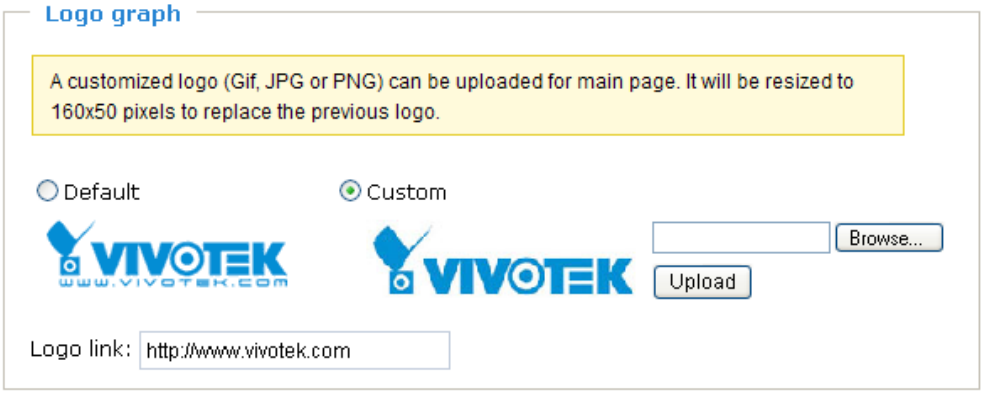
General settings

This column shows the settings of your hompage layout. You can manually select the background and font colors in Theme Options (the second tab on this page). The settings will be displayed automatically in this Preview field. The following shows the homepage using the default settings:

■ Hide Powered by VIVOTEK: If you check this item, it will be removed from the homepage.

Logo graph

Here you can change the logo at the top of your homepage.



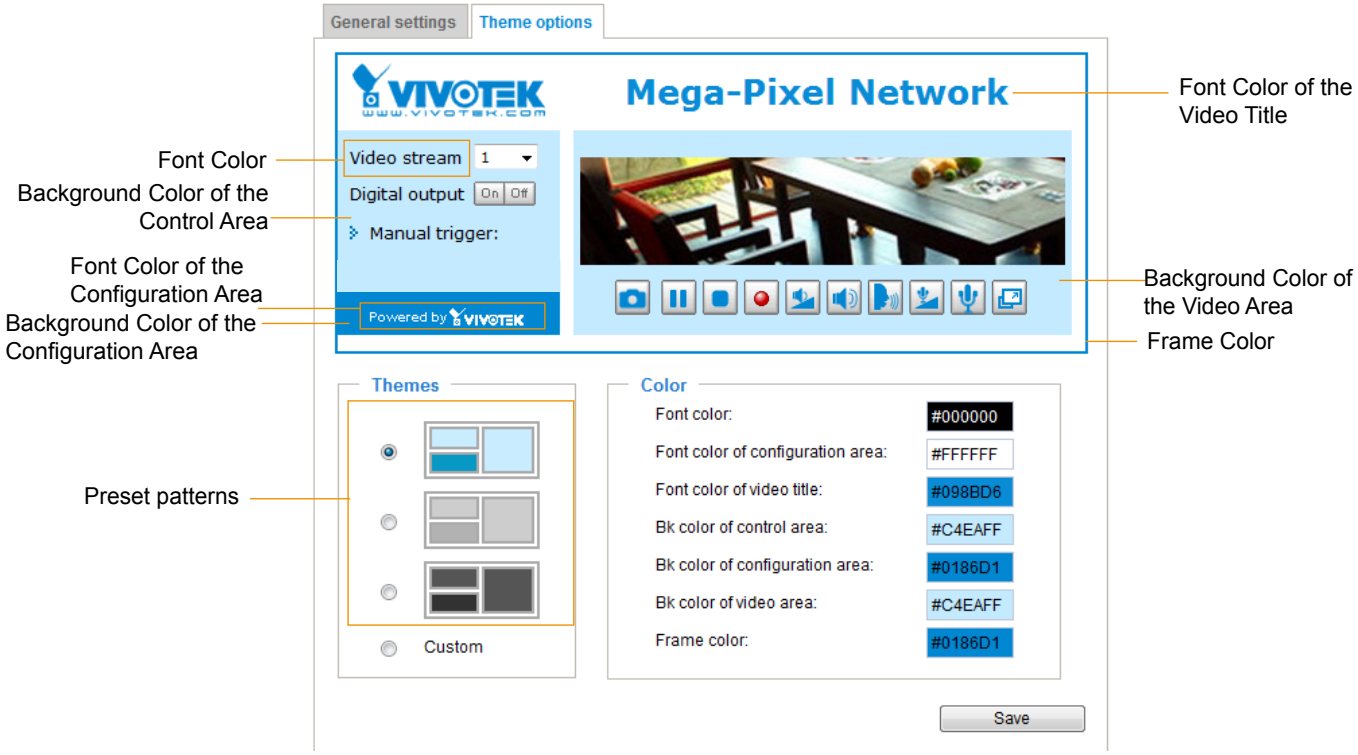
Follow the steps below to upload a new logo:
1. Click **Custom** and the Browse field will appear.
2. Select a logo from your files.
3. Click **Upload** to replace the existing logo with a new one.
4. Enter a website link if necessary.
5. Click **Save** to enable the settings.

Customized button

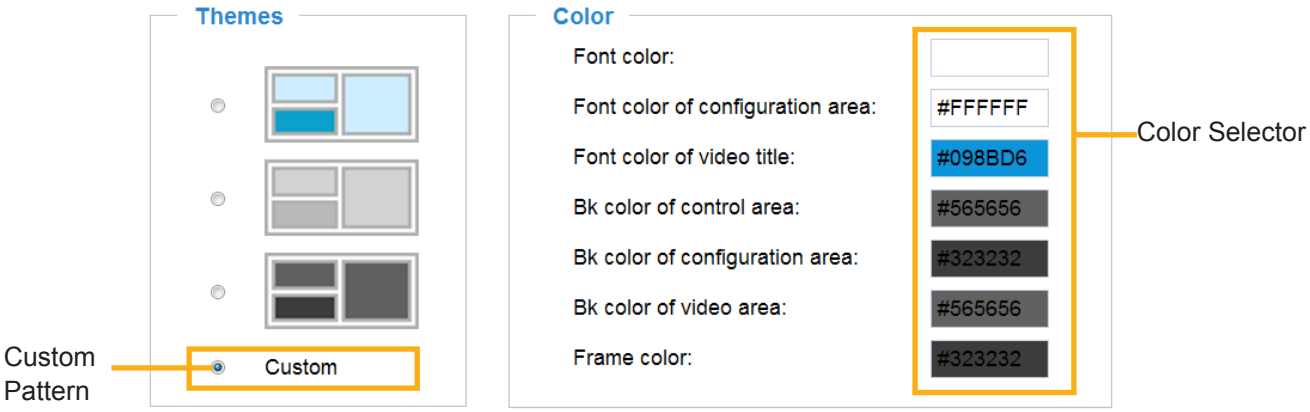
If you want to hide the manual trigger buttons on the homepage, please uncheck this item. This item is selected by default.

Theme Options

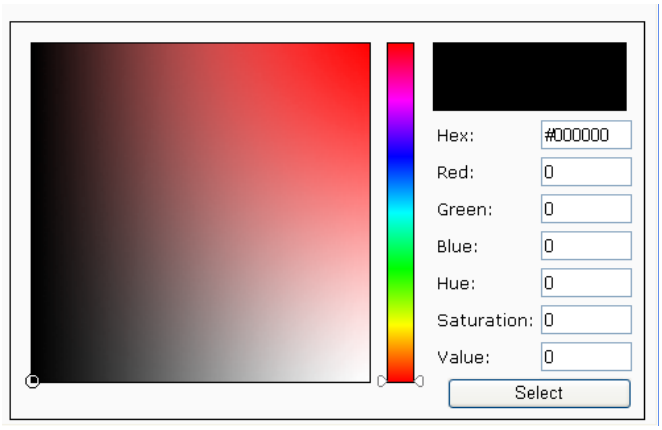
Here you can change the color of your homepage layout. There are three types of preset patterns for you to choose from. The new layout will simultaneously appear in the **Preview** filed. Click **Save** to enable the settings.



■ Follow the steps below to set up a custom homepage:
1. Click **Custom** on the left column.
2. Click to select a color on on the right column.



3. The palette window will pop up as shown below.

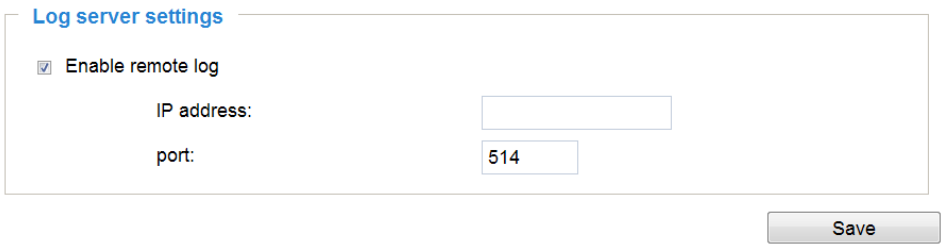


4. Drag the slider bar and click on the left square to select a desired color.
5. The selected color will be displayed in the corresponding fields and in the **Preview** column.
6. Click **Save** to enable the settings.

System > Logs

This section explains how to configure the Network Camera to backup system log to a remote server.

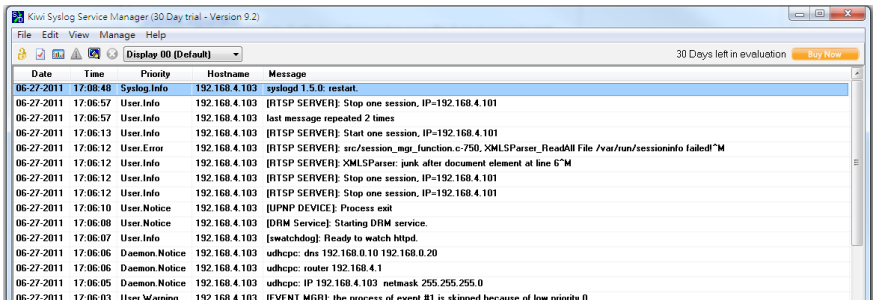
Log server settings



Follow the steps below to set up the remote log:

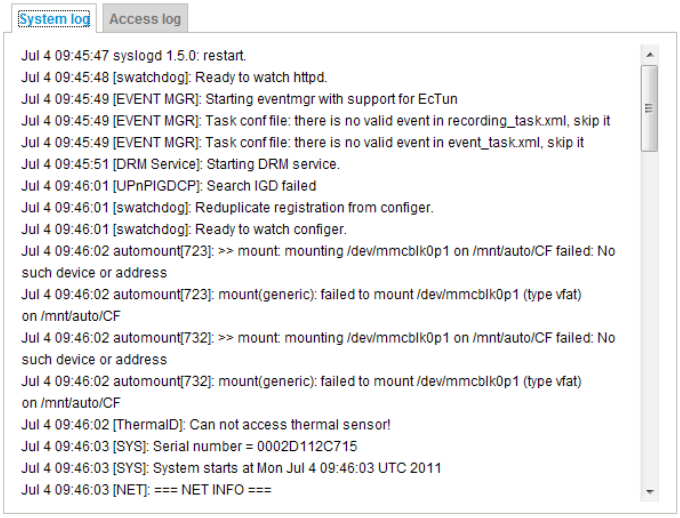
1. Select **Enable remote log**.
2. In the IP address text box, enter the IP address of the remote server.
2. In the port text box, enter the port number of the remote server.
3. When completed, click **Save** to enable the setting.

You can configure the Network Camera to send the system log file to a remote server as a log backup. Before utilizing this feature, it is suggested that the user install a log-recording tool to receive system log messages from the Network Camera. An example is Kiwi Syslog Daemon. Visit http://www.kiwisyslog.com/kiwi-syslog-daemon-overview/.



System log

This column displays the system log in chronological order. The system log is stored in the Network Camera's buffer and dated events will be overwritten when the number of events reaches a limit.

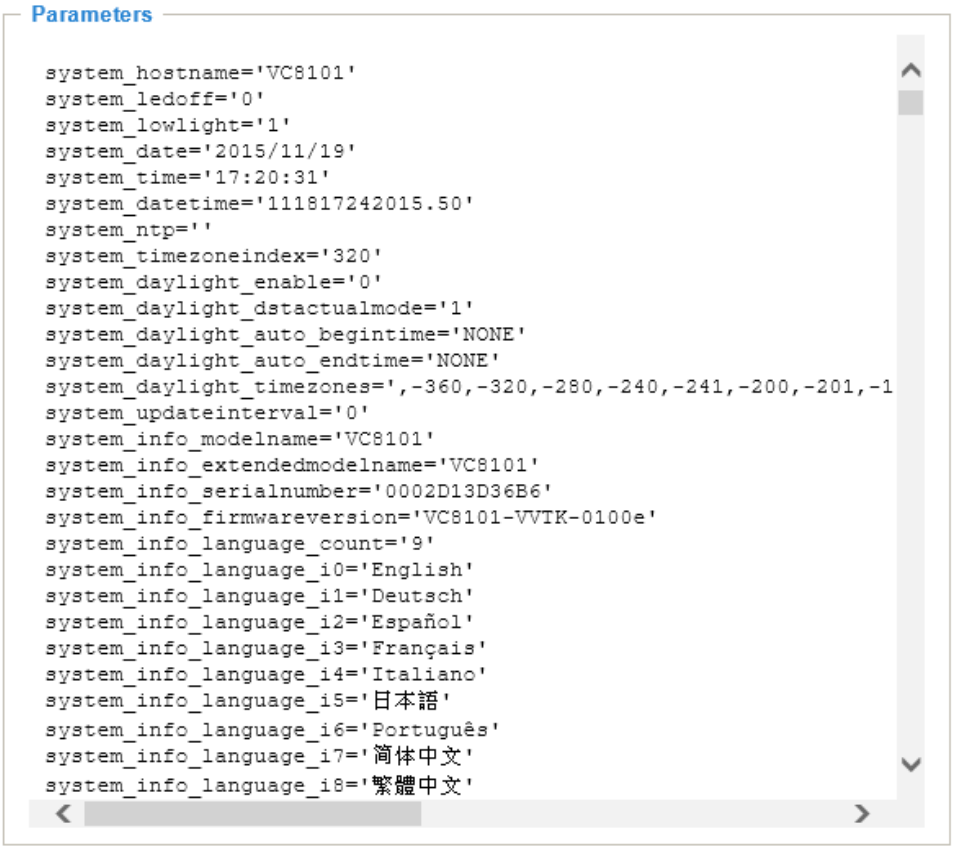


Access log

Access log displays the access time and IP address of all viewers (including operators and administrators) in a chronological order. The access log is stored in the Network Camera's buffer and older events will be overwritten when the number of events reaches a limit.

System > Parameters

The View Parameters page lists the entire system's parameters in an alphabetical order. If you need technical assistance, use a text-editor program to copy and save the parameters listed on this page. Send the parameter text file to VIVOTEK's technical support.



System > Maintenance

This chapter explains how to restore the Network Camera to factory default, upgrade firmware version, etc.

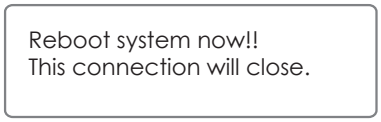
General settings > Upgrade firmware

This feature allows you to upgrade the firmware of your Network Camera. It takes a few minutes to complete the process.
Note: Do not power off the Network Camera during the upgrade!

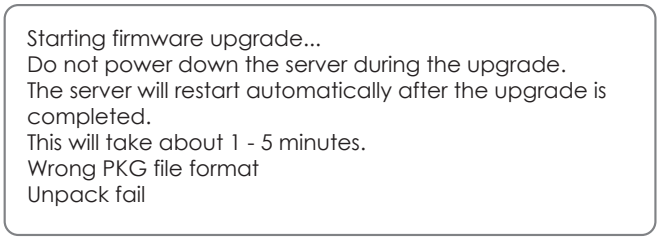
Follow the steps below to upgrade the firmware:
1. Download the latest firmware file from the VIVOTEK website. The file is in .pkg file format.
2. Click **Browse…** and specify the firmware file.
3. Click **Upgrade**. The Network Camera starts to upgrade and will reboot automatically when the upgrade completes.

If the upgrade is successful, you will see “Reboot system now!! This connection will close”. After that, re-access the Network Camera.

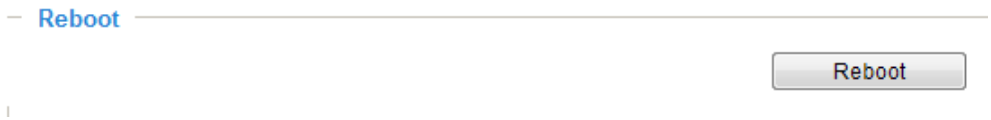
The following message is displayed when the upgrade has succeeded.



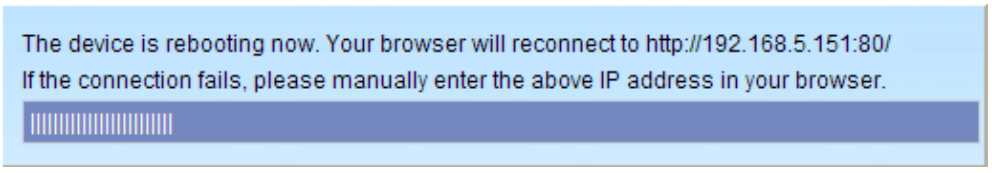
The following message is displayed when you have selected an incorrect firmware file.



General settings > Reboot

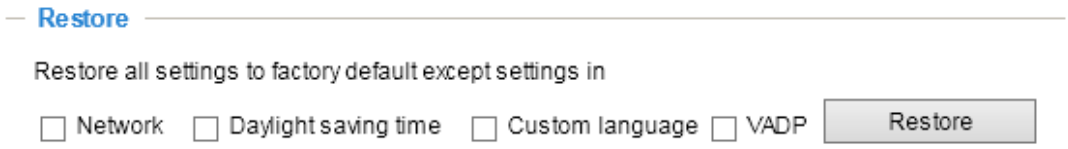


This feature allows you to reboot the Network Camera, which takes about one minute to complete. When completed, the live video page will be displayed in your browser. The following message will be displayed during the reboot process.



If the connection fails after rebooting, manually enter the IP address of the Network Camera in the address field to resume the connection.

General settings > Restore



This feature allows you to restore the Network Camera to factory default settings.

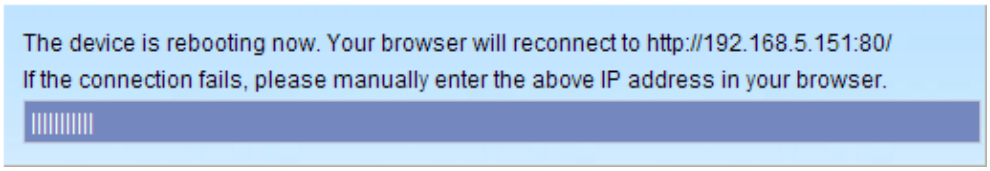
Network: Select this option to retain the Network Type settings (please refer to Network Type on page 68).

Daylight Saving Time: Select this option to retain the Daylight Saving Time settings (please refer to Import/Export files below on this page).

Custom Language: Select this option to retain the Custom Language settings.

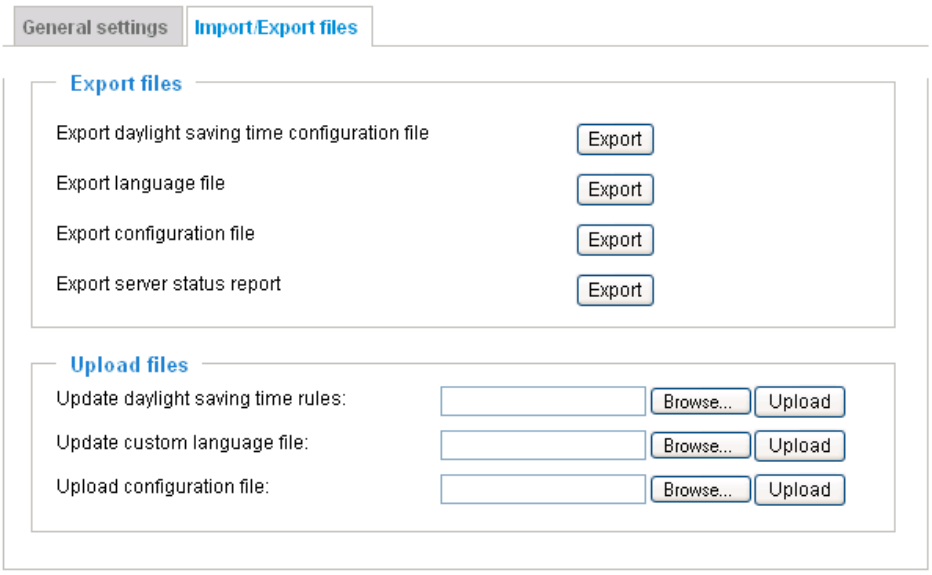
VADP: Retain the VADP modules (3rd-party software stored on the SD card) and related settings.

If none of the options is selected, all settings will be restored to factory default. The following message is displayed during the restoring process.



Import/Export files

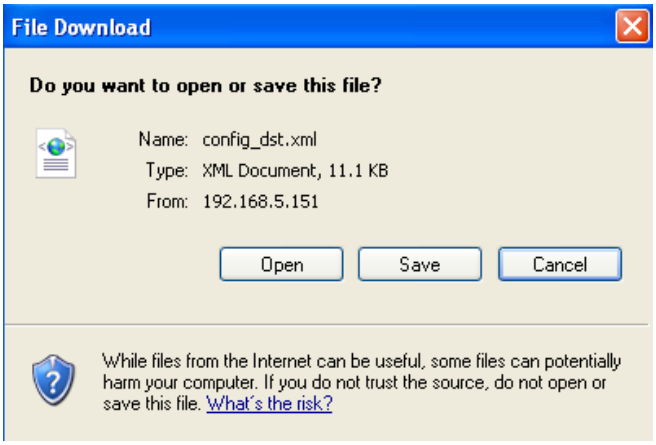
This feature allows you to Export / Update daylight saving time rules, custom language file, and configuration file.



Export daylight saving time configuration file: Click to set the start and end time of DST.

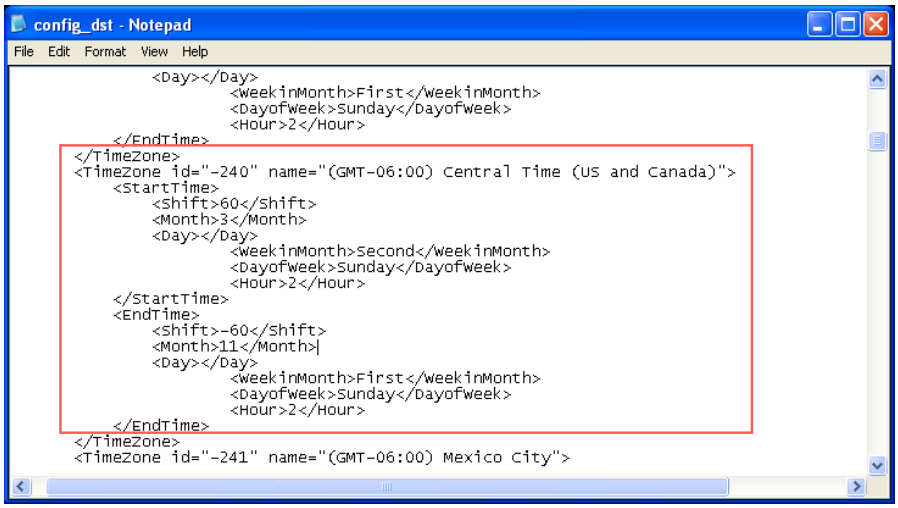
Follow the steps below to export:

1. In the Export files column, click **Export** to export the daylight saving time configuration file from the Network Camera.
2. A file download dialog will pop up as shown below. Click **Open** to review the XML file or click **Save** to store the file for editing.



3. Open the file with Microsoft® Notepad and locate your time zone; set the start and end time of DST. When completed, save the file.

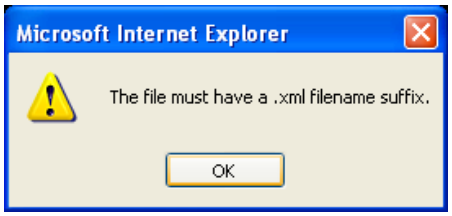
   In the example below, DST begins each year at 2:00 a.m. on the second Sunday in March and ends at 2:00 a.m. on the first Sunday in November.



Update daylight saving time rules: Click **Browse…** and specify the XML file to update.

If incorrect date and time are assigned, you will see the following warning message when uploading the file to the Network Camera.

The following message is displayed when attempting to upload an incorrect file format.



Export language file: Click to export language strings. VIVOTEK provides nine languages: English, Deutsch, Español, Français, Italiano, 日本語, Português, 簡体中文, and 繁體中文.

Update custom language file: Click **Browse…** and specify your own custom language file to upload.

Export configuration file: Click to export all parameters for the device and user-defined scripts.

Export daylight saving time configuration file: Click **Browse…** to update a configuration file. Please note that the model and firmware version of the device should be the same as the configuration file. If you have set up a fixed IP or other special settings for your device, it is not suggested to update a configuration file.

Export server staus report: Click to export the current server status report, such as time, logs, parameters, process status, memory status, file system status, network status, kernel message..., and so on.

Tips:

- If a firmware upgrade is accidentally disrupted, say, by a power outage, you still have a last resort method to restore normal operation. See the following for how to bring the camera back to work:

  Applicable scenario:

  (1) Power disconnected during firmware upgrade.
  (2) Unknown reason causing abnormal LED status, and a Restore cannot recover normal working condition.

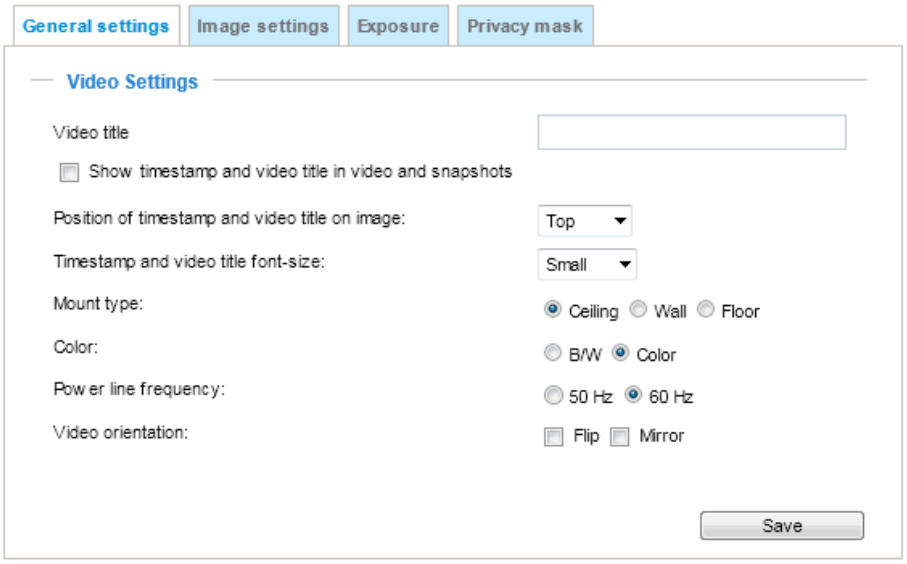
  You can use the following methods to activate the camera with its backup firmware:

  (1) Press and hold down the reset button for at least one minute.
  (2) Power on the camera until the Red LED blinks rapidly.
  (3) After boot up, the firmware should return to the previous version before the camera hanged. (The procedure should take 5 to 10 minutes, longer than the normal boot-up process). When tthis process is completed, the LED status should return to normal.

Media > Image

This section explains how to configure the image settings of the Network Camera. It is composed of the following tabbed windows: General settings, Image settings, Exposure, and Privacy mask, and Pixel Calculator.

General settings



Video title: Enter a name that will be displayed on the title bar of the live video as well as the view cell on the ST7501 and VAST recording software.

Show timestamp and video title in videos and snapshots: Enter a name that will be displayed on the title bar of the live video as the picture shown below.

Position of timestamp and video title on image: Select to display time stamp and video title on the top or at the bottom of the video stream.

Timestamp and video title font size: Select the font size for the time stamp and title.

Video font (.ttf): You can select a True Type font file for the display of textual messages on video.

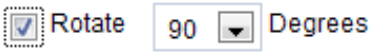
Color: Select to display color or black/white video streams.

Power line frequency: Set the power line frequency consistent with local utility settings to eliminate image flickering associated with fluorescent lights.

Video orientation: Flip - vertically reflect the display of the live video; Mirror - horizontally reflect the display of the live video. Select both options if the Network Camera is installed upside-down (e.g., on the ceiling) to correct the image orientation. Please note that the preset locations will be cleared after you configure the flip/mirror option.

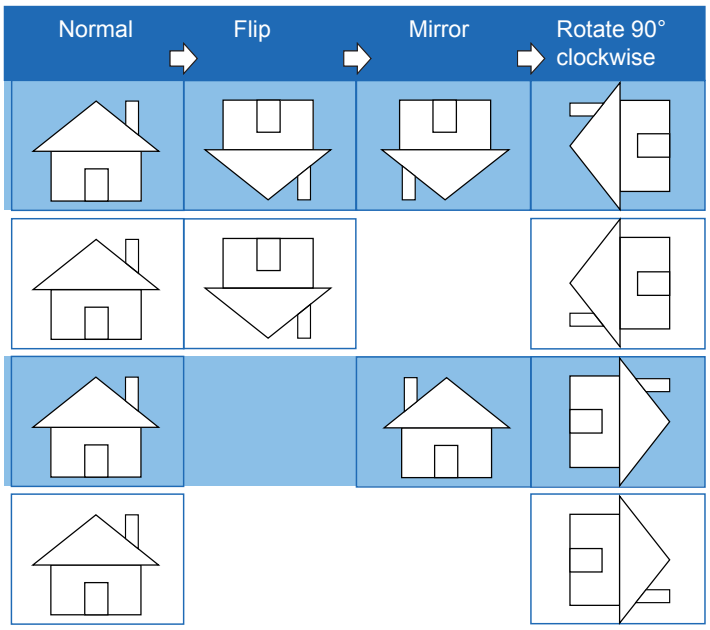
Video orientation: Flip - vertically reflect the display of the live video; Mirror - horizontally reflect the display of the live video. Select both options if the Network Camera is installed upside-down (e.g., on the ceiling) to correct the image orientation. Please note that if you have preset locations, those locations will be cleared after flip/mirror setting.

Rotate -



The rotation here indicates clockwise rotation. Rotation can be applied with flip, mirror, and physical lens rotation (see below) settings to adapt to different mounting locations.

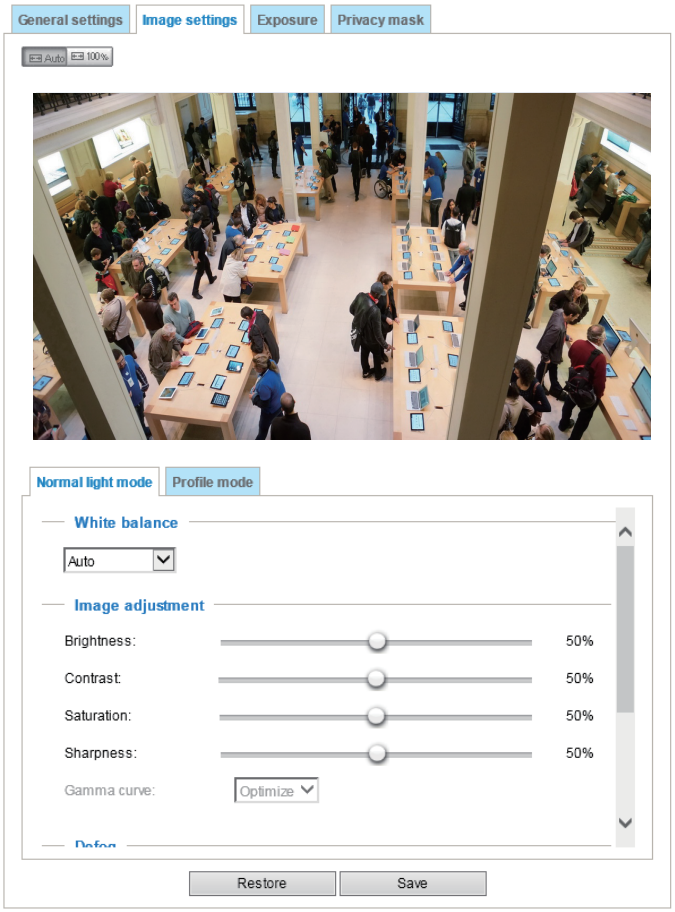
The figures in the illustration are shown in a consecutive order.



The camera may be installed on a vertical, side-facing, or tilted surface in order to accommodate the interior or exterior design of a building. The interior of a building can be shaped as a narrow rectangular space, such as corridor. The conventional HD image, such as that of a 16:9 aspect ratio, will be incongruous with its wide horizontal view. With video rotation, the camera can more readily cover the field of view on a tall and narrow scene.

Image settings

On this page, you can tune the White balance, Image adjustment and related parameters. You can configure two sets of preferred settings: one for normal situations, the other for special situations, such as a schedule mode.



White balance: Adjust the value for the best color temperature.

■ Auto: It will automatically adjust the color temperature of the light in response to different light sources. You may follow the steps below to adjust the white balance to the best color temperature.

1. Set the White balance to **Auto**.
2. Place a sheet of white paper (or a color of a cool color temperature, such as blue) in front of the lens, then allow the Network Camera to automatically adjust the color temperature.
3. Check the **Fix current value** to confirm the setting when the camera automatically measured and adjusted the white balance.

■ Manual: This item allows users to manually input the R gain & B gain ratios.

Image Adjustment

■ Brightness: Adjust the image brightness level, which ranges from -5 to +5.

■ Contrast: Adjust the image contrast level, which ranges from -5 to +5.

■ Saturation: Adjust the image saturation level, which ranges from 0% to 100%. You can also select **Customize** and manually enter a value.

■ Sharpness: Adjust the image sharpness level, which ranges from 0% to 100%.

■ Gamma curve: Adjust the image sharpness level, which ranges from 0.45 to 1, from Detailed to Contrast. You may let firmware **Optimize** your display or select the **Manual** mode, and pull the slide bar pointer to change the preferred level of Gamma correction towards higher contrast or towards the higher luminance for detailed expression for both dark and lighted areas of an image.

This option is disabled when the WDR feature is enabled.

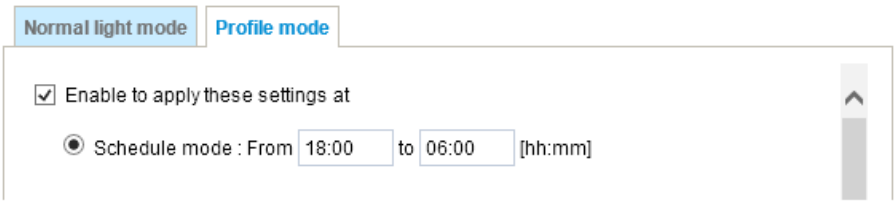
Defog: Defog helps improve the visibility quality of captured image in poor weather conditions such as smog, fog, or smoke.

■ Noise reduction

■ Enable noise reduction: Check to enable noise reduction in order to reduce noises and flickers in image. This applies to the onboard 3D Noise Reduction feature. Use the pull-down menu to adjust the reduction strength. Note that applying this function to the video channel will consume system computing power.

3D Noise Reduction is mostly applied in low-light conditions. When enabled in a low-light condition with fast moving objects, trails of after-images may occur. You may then select a lower strength level or disable the function.

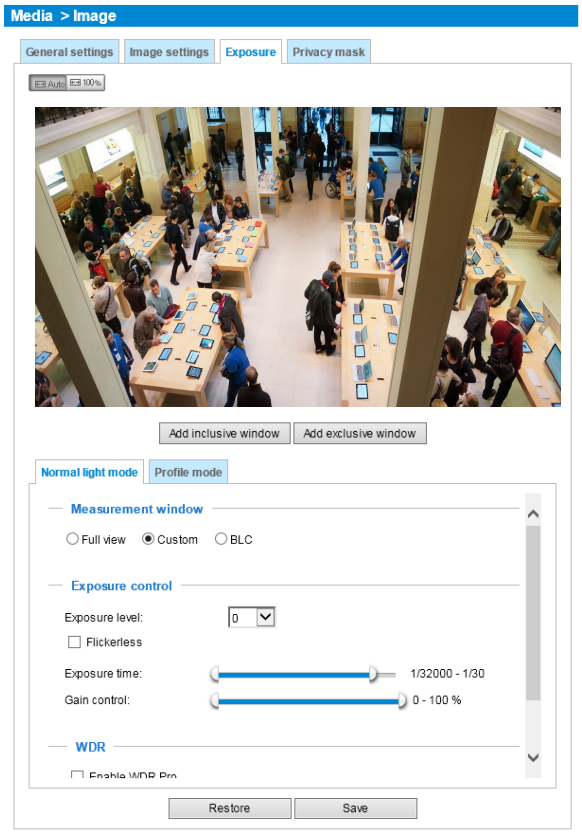
Note that the **Preview** button has been cancelled, all changes made to image settings is directly shown on screen. You can click **Restore** to recall the original settings without incorporating the changes. When completed with the settings on this page, click **Save** to enable the setting. You can also click on the **Profile mode** to adjust all settings above in a tabbed window for special lighting conditions.



Enable to apply these settings at: Select the mode this profile to apply to: Schedule mode. Please manually enter a range of time if you choose Schedule mode. Then check **Save** to take effect.

Exposure

On this page, you can configure the Exposure measurement window, Exposure level, Exposure mode, Exposure time, Gain control, and Day/Night mode settings.

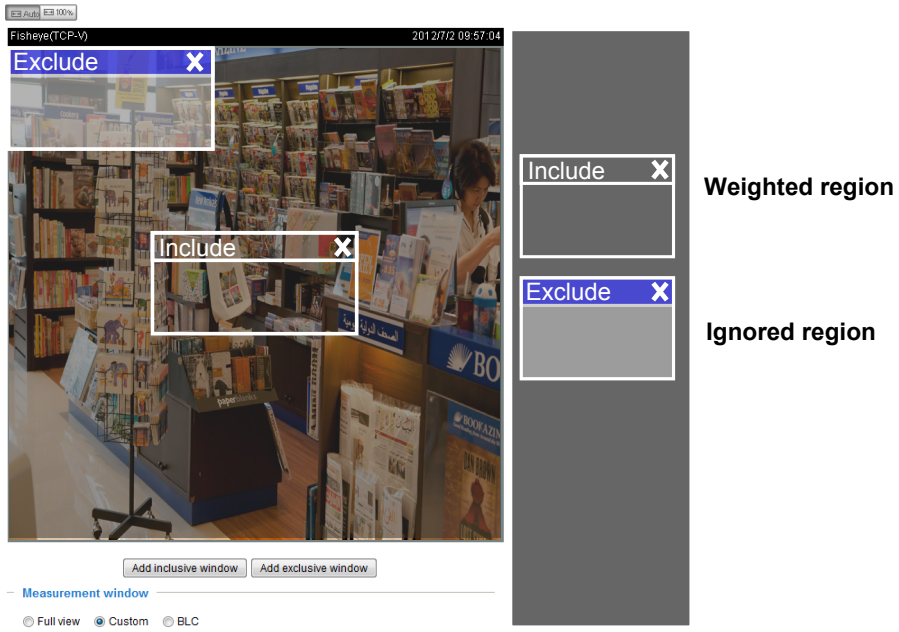


Measurement Window: This function allows users to set measurement window(s) for low light compensation. For example, where low-light objects are posed against an extremely bright background. You may want to exclude the bright sunlight shining through a building's corridor.

■ Full view: Calculate the full range of view and offer appropriate light compensation.

■ Custom: This option allows you to manually add customized windows as inclusive or exclusive regions. A total of 10 windows can be configured. Please refer to the next page for detailed illustration.

The inclusive window refers to the “weighed window“; the exclusive window refers to the “ignored window“. It adopts the weighed averages method to calculate the value. The inclusive windows have a higher priority. You can overlap these windows, and, if you place an exclusive window within a larger inclusive window, the exclusive part of the overlapped windows will be deducted from the inclusive window. An exposure value will then be calculated out of the remaining of the inclusive window.



- BLC (Back Light Compensation): This option will automatically add a “weighted region“ in the middle of the window and give the necessary light compensation.

Exposure control:

- Exposure level: You can manually set the Exposure level, which ranges from -2.0 to +2.0 (dark to bright).
- **Flickerless:** Under some circumstances when there is a difference between the video capture frequency and local AC power frequency (NTSC or PAL), the mismatch causes color shifts or flickering images. If the above mismatch occurs, select the **Flickerless** checkbox, and the range of Exposure time (the shutter time) will be limited to a range in order to match the AC power frequency. When selected, the exposure time will be forced to stay longer than 1/120 second. For cameras that come with fixed iris lens, setting the exposure time to longer than 1/120 second may introduce too much lights to the lens. Users can use this option to observe whether the result of long exposure time is satisfactory.

  You can click and drag the semi-circular pointers on the **Exposure time** and **Gain control** slide bars to specify a range of shutter time and Gain control values within which the camera can automaticallly tune to an optimal imaging result. For example, you may prefer a shorter shutter time to better capture moving objects, while a faster shutter reduces light and needs to be compensated by electrical brightness gains.
- Exposure time: you can split the round pointers on the **Exposure time** and **Gain control** slide bars into two halves and drag them on the bars to designate a range of values in which firmware can automatically adapt to. Note that Firmware will then automatically tune the Gain, Exposure time, and Iris opening within the ranges you specified. For example, in low-light condition, you may prefer a longer exposure time and more electronic gains. However, the noises in the image will also increase.
- Gain control: Tune the slider bar to set the Gain Control to the best image quality. Higher gain control value will generate a certain amount of noises, and that the gain control, lighting levels, and picture performance are closely related.
  Click the **Save** button to preserve your configuration.

  Note that when WDR is enabled, the exposure time and gain control are not available.

■ WDR:

Enable WDR Pro: This refers to the Wide Dynamic Range function that enables the camera to capture details in a high contrast environment. Use the checkbox to enable the function, and use the slide bar to select the strength of the WDR Pro functionality, depending on the lighting condition at the installation site. You can select a higher effect when the contrast is high (between the shaded area and the light behind the objects).

Enable WDR enhanced: This function allows users to identify more image details with an extreme contrast from an object of interest with one shadowed side against a bright background, e.g., an entrance. You may select the **Enable WDR enhanced** checkbox, and then adjust the strength (low, medium, high) to reach the best image quality.

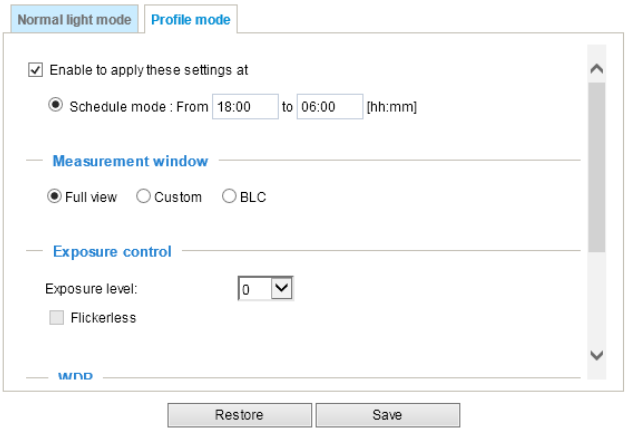
You can click **Restore** to recall the original settings without incorporating the changes. When completed with the settings on this page, click **Save** to enable the settings.

If you want to configure another sensor setting for a specific lighting condition for a specific period of time in a day, please click **Profile mode** to open the Profile of exposure settings page as shown below.

Enable to apply these settings at: Manually enter a range of time for this profile to take effect, and then check **Save** to take effect.

Please follow the steps below to configure a profile:

1. Select the **Profile mode** tab.
2. Select the applicable mode: Please manually enter a range of time if you choose the Schedule mode.
3. Configure Exposure control settings in the folowing columns. Please refer to previous dicussions for detailed information.
4. Click **Save** to enable the setting and click **Close** to exit the page.



Privacy mask

Click **Privacy Mask** to open the configuration page. On this page, you can block out certain sensitive zones to address privacy concerns.

■ To configure the privacy mask windows, follow the steps below:

1. Click **New** to add a new window. A text box will appear allowing you to enter a name for the mask.
2. Use four mouse clicks to mark a square area, which is recommended to be at least twice the size of the object (height and width) you want to cover.
3. Enter a Window Name and click **Save** to enable the setting.
4. Check **Enable privacy mask** to enable this function.

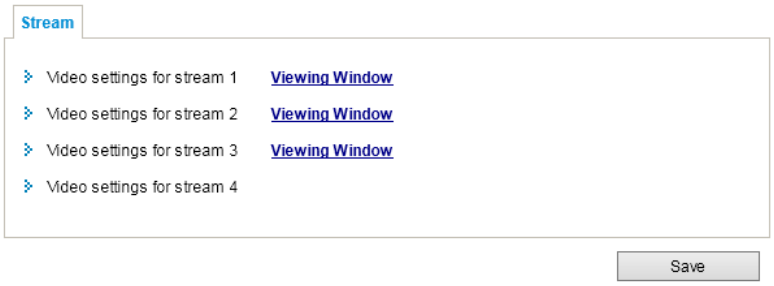
NOTE:

► *Up to 5 privacy mask windows can be configured on the same screen.*

► To delete a mask, use the red cross button and then click on the **Save** button.

Media > Video

Stream settings



Please follow the steps below to set up those settings for an individual stream:
1. Select a stream to configure its viewing region.
2. Choose a proper **Frame Size** from the drop-down list according to the size of monitored device.
3. Select the Maximum frame rate.

■ The parameters of a fixed-focal lens' multiple streams:

	Region of Interest	Output frame size
Stream 1	1920 X 1080 ~ 176 x 144 (Selectable)	1920 X 1080 ~ 176 x 144 (Selectable)
Stream 2	1920 X 1080 ~ 176 x 144 (Selectable)	1920 X 1080 ~ 176 x 144 (Selectable)
Stream 3	1920 X 1080 ~ 176 x 144 (Selectable)	1920 X 1080 ~ 176 x 144 (Selectable)
Stream 4	fixed	fixed

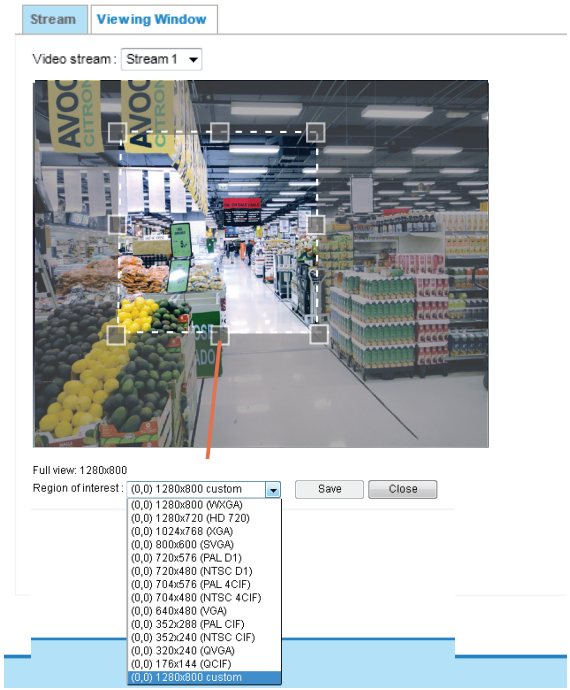
To begin the configuration, first select a video channel.

To change the frame size, frame rate, and other related settings, click on video settings for a video stream to its individual configuration panel.

Click **Viewing Window** to open the viewing region settings page. On this page, you can configure the **Region of Interest** and the **Output Frame Size** for a video stream. For example, you can crop only a portion of the image that is of your interest, and thus save the bandwidth needed to transmit the video stream. As the example shown below, the area of your interest in a parking lot should be the vehicles. The blue sky is of little value for the surveillance purpose.

The **Viewing Window** (Video Crop) function is only available on the fixed-focal lens module.

Click **Viewing Window** to open the viewing region settings page. On this page, you can set the **Region of Interest** and the **Output Frame Size** for stream 1. If you prefer not to stream the full image the sensor can capture, you can designate a smaller region of interest.



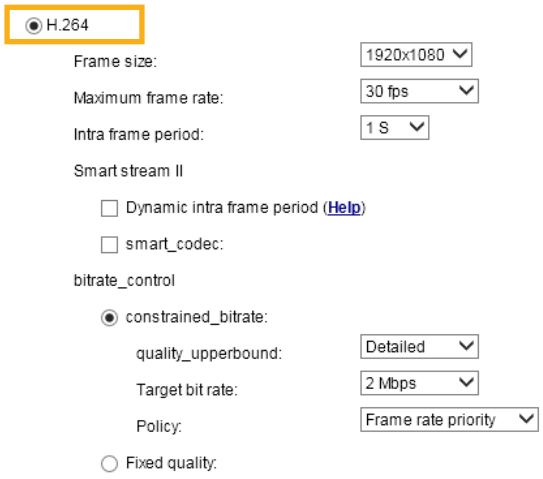
Please follow the steps below to set up those settings for a stream:

1. Select a stream for which you want to set up the viewing region.
2. Select a **Region of Interest** from the drop-down list. The floating frame, the same as the one in the Gloabl View window on the home page, will resize accordingly. If you want to set up a customized viewing region, you can also resize and drag the floating frame to a desired position with your mouse.
3. Choose a proper **Output Frame Size** from the drop-down list according to the size of your monitoring device.

Click the stream item to display the detailed information.

This Network Camera offers real-time H.264 and MJPEG compression standards (dual Codec) for real-time viewing.

If the **H.264** mode is selected, the video is streamed via RTSP protocol. There are several parameters for you to adjust the video performance:



■ Frame size

You can set up different video resolutions for different viewing devices. For example, set a smaller frame size and lower bit rate for remote viewing on mobile phones and a larger video size and a higher bit rate for live viewing on web browsers. Note that a larger frame size takes up more bandwidth.

■ Maximum frame rate

This limits the maximum refresh frame rate per second. Set the frame rate higher for smoother video quality and for recognizing moving objects in the field of view.

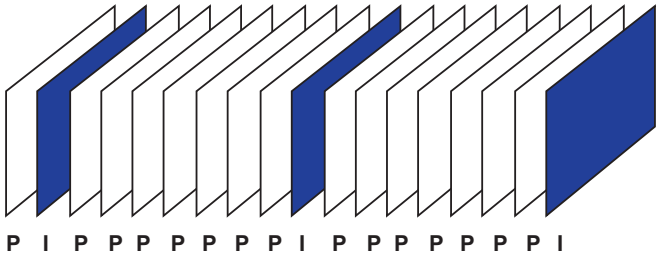
If the power line frequency is set to 50Hz, the frame rates are selectable at 1fps, 2fps, 3fps, 5fps, 8fps, 10fps, 15fps, 20fps, and 25fps. If the power line frequency is set to 60Hz, the frame rates are selectable at 1fps, 2fps, 3fps, 5fps, 8fps, 10fps, 15fps, 20fps, 25fps, and 30fps. You can also select **Customize** and manually enter a value.

■ Intra frame period
Determine how often to plant an I frame. The shorter the duration, the more likely you will get better video quality, but at the cost of higher network bandwidth consumption. Select the intra frame period from the following durations: 1/4 second, 1/2 second, 1 second, 2 seconds, 3 seconds, and 4 seconds.

Smart stream II

■ Dynamic Intra frame period
High quality motion codecs, such as H.264, utilize the redundancies between video frames to deliver video streams at a balance of quality and bit rate.

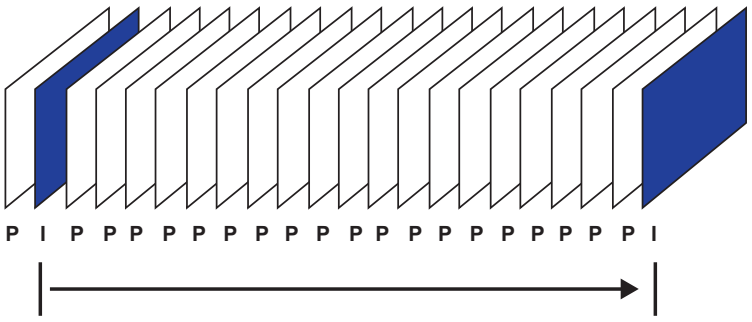
The encoding parameters are summarized and illustrated below. The **I-frames** are completely self-referential and they are largest in size. The **P-frames** are predicted frames. The encoder refers to the previous I- or P-frames for redundant image information.



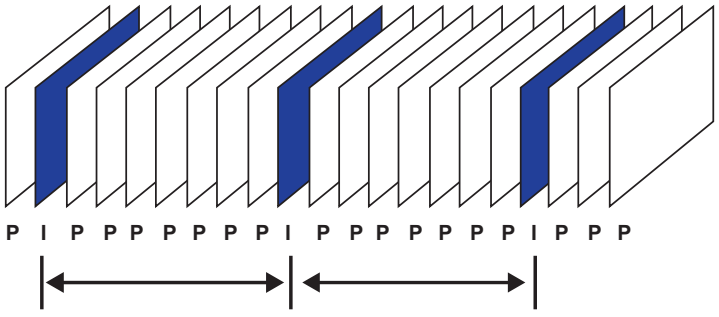
H.264/265 Frame Types

By dynamically prolonging the intervals for I-frames insertion to up to 10 seconds, the bit rates required for streaming a video can be tremendously reduced. When streaming a video of a static scene, the Dynamic Intra frame feature can save up to 53% of bandwidth. The amount of bandwidth thus saved is also determined by the activities in the field of view. If activities occur in the scene, firmware automatically shortens the I-frame insertion intervals in order to maintain image quality. In the low light or night conditions, the P-frames can have a larger size due to the noises, and hence the bandwidth saving effect is also reduced.

Streaming a typical 2MP scene normally requires 3~4Mb/s of bandwidth. With the Dynamic Intra frame function, the bandwidth for streaming a medium-traffic scene can be reduced to 2~3Mb/s, and during the no-traffic period of time, down to 500kb/s.



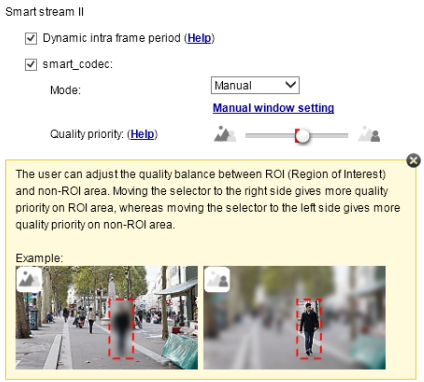
Dynamic Intra Frame w/ static scenes



Dynamic Intra Frame w/ activities in scenes

- Smart codec: Smart codec effectively reduces the quality of the whole or the non-interested areas on a screen and therefore reduces the bandwidth consumed.

  You can manually specify the video quality for the foreground and the background areas.



  Select an operation mode if Smart codec is preferred.

  - **Auto tracking**: The Auto mode configures the whole screen into the non-interested area. The video quality of part of the screen returns to normal when one or more objects move in that area. The remainder of the screen where there are no moving objects (no pixel changes) will still be transmitted in low-quality format.

  - **Manual**: The Manual mode allows you to configure 3 ROI windows (Region of Interest, with Foreground quality) on the screen. Areas not included in any ROI windows will be considered as the non-interested areas. The details in the ROI areas will be transmitted in a higher-quality video format.

    As illustrated below, the upper screen may contain little details of your interest, while the sidewalk on the lower screen is included in an ROI window.

As the result, the lower screen is constantly displayed in high details, while the upper half is transmitted using a lower-quality format. Although the upper half is transmitted using a lower quality format, you still have an awareness of what is happening on the whole screen.

- **Hybrid**: The major difference between the “Manual” mode and the “Hybrid” mode is that:

  In the “**Hybrid**“ mode, any objects entering the non-interested area will restore the video quality of the moving objects and the area around them. The video quality of the associated non-interested area is immediately restored to normal to cover the moving objects.

  In the “**Manual**” mode, the non-interested area is always transmitted using a low-quality format regardless of the activities inside.

- **Quality priority**: Use the slide bar to tune the quality contrast between the ROI and non-interested areas.

  The farther the slide bar button is to the right, the higher the image quality of the ROI areas. On the contrary, the farther the slide bar button to the left, the higher the image quality of the non-interested area.

  In this way, you may set up an ROI window as a privacy mask by covering a protected area using an ROI window, while the remaining screen become the non-interested area. You may then configure the non-interested area to have a high image quality, or vice versa.

You should also select the Maximum bit rate from the pull-down menu as the threshold to contain the bandwidth consumption for both the high- and low-quality video sections in a smart stream.

■ Video quality

- Constant bit rate: A complex scene generally produces a larger file size, meaning that higher bandwidth will be needed for data transmission. The bandwidth utilization is configurable to match a selected level, resulting in mutable video quality performance. The bit rates are selectable at the following rates: 20Kbps, 30Kbps, 40Kbps, 50Kbps, 64Kbps, 128Kbps, 256Kbps, 512Kbps, 768Kbps, 1Mbps, 2Mbps, 3Mbps, 4Mbps, 6Mbps, 8Mbps, and 16Mbps. You can also select **Customize** and manually enter a value up to 40Mbps.

  - Target bit rate: select a bit rate from the pull-down menu. The bit rate ranges from 20kbps to a maximum of 16Mbps. The bit rate then becomes the Average or Upper bound bit rate number. The Network Camera will strive to deliver video streams around or within the bit rate limitation you impose.

  - Policy: If Frame Rate Priority is selected, the Network Camera will try to maintain the frame rate per second performance, while the image quality will sometimes be compromised. If Image quality priority is selected, the Network Camera might drop some video frames in order to maintain image quality.

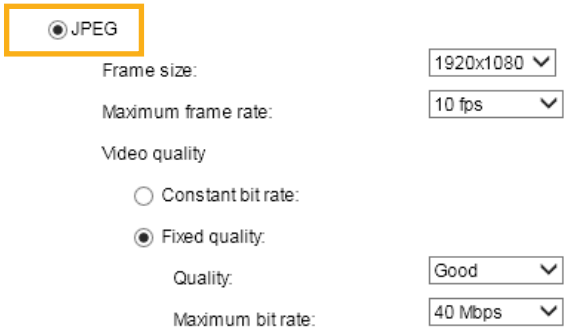
- Fixed quality: On the other hand, if **Fixed quality** is selected, all frames are transmitted with the same quality; bandwidth utilization is therefore unpredictable. The video quality can be adjusted to the following settings: Medium, Standard, Good, Detailed, and Excellent. You can also select **Customize** and manually enter a value.

  - Maximum bit rate: With the guaranteed image quality, you might still want to place a bit rate limitation to control the size of video streams for bandwidth and storage concerns. The configurable bit rate starts from 1Mbps to 40Mbps.

  The Maximum bit rate setting in the Fixed quality configuration can ensure a reasonable and limited use of network bandwidth. For example, in low light conditions where a Fixed quality setting is applied, video packet sizes can tremendously increase when noises are produced with electrical gain.

  You may also manually enter a bit rate number by selecting the **Customized** option.

If **JPEG** mode is selected, the Network Camera continuously sends JPEG images to the client, producing a moving effect similar to a filmstrip. Every single JPEG image transmitted guarantees the same image quality, which in turn comes at the expense of variable bandwidth usage. Because the media contents are a combination of JPEG images, no audio data is transmitted to the client. There are three parameters provided in MJPEG mode to control the video performance:



■ Frame size
You can set up different video resolution for different viewing devices. For example, set a smaller frame size and lower bit rate for remote viewing on mobile phones and a larger video size and a higher bit rate for live viewing on web browsers. Note that a larger frame size takes up more bandwidth.

■ Maximum frame rate
This limits the maximum refresh frame rate per second. Set the frame rate higher for smoother video quality.
If the power line frequency is set to 50Hz, the frame rates are selectable at 1fps, 2fps, 3fps, 5fps, 8fps, 10fps, 15fps, 20fps, and 25fps. If the power line frequency is set to 60Hz, the frame rates are selectable at 1fps, 2fps, 3fps, 5fps, 8fps, 10fps, 15fps, 20fps, 25fps, and 30fps. You can also select **Customize** and manually enter a value.

■ Video quality
Refer to the previous page setting an average or upper bound threshold for controlling the bandwidth consumed for transmitting motion jpegs. The configuration method is identical to that for H.264.

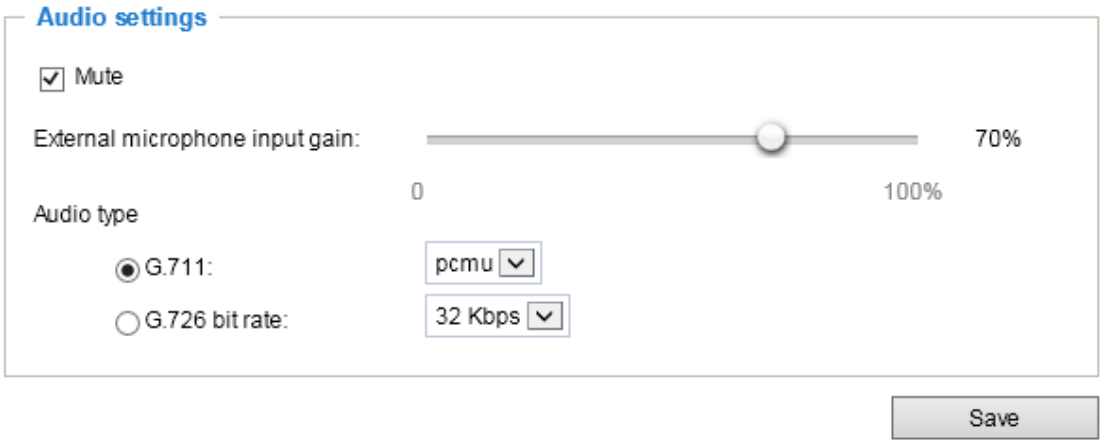
NOTE:

- Video quality and fixed quality refer to the compression rate. If you select to enter a Customized value in the Fixed quality menu, a lower value will produce higher quality.

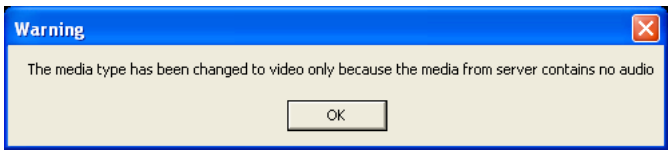
- Converting high-quality video may significantly increase the CPU load, and you may encounter streaming disconnection or video loss while capturing a complicated scene. In the event of occurrence, we suggest you customize a lower video resolution or reduce the frame rate to obtain a smooth video.

Media > Audio

Audio Settings



Mute: Select this option to disable audio transmission from the Network Camera to all clients. Note that if mute mode is turned on, no audio data will be transmitted even if audio transmission is enabled on the Client Settings page. In that case, the following message is displayed:



Internal microphone input gain: Select the gain of the internal audio input according to ambient conditions. Adjust the gain from -33dB (least) to 21dB (most).

Audio type: Select audio codec as G.711 or G.726 and the bit rate.

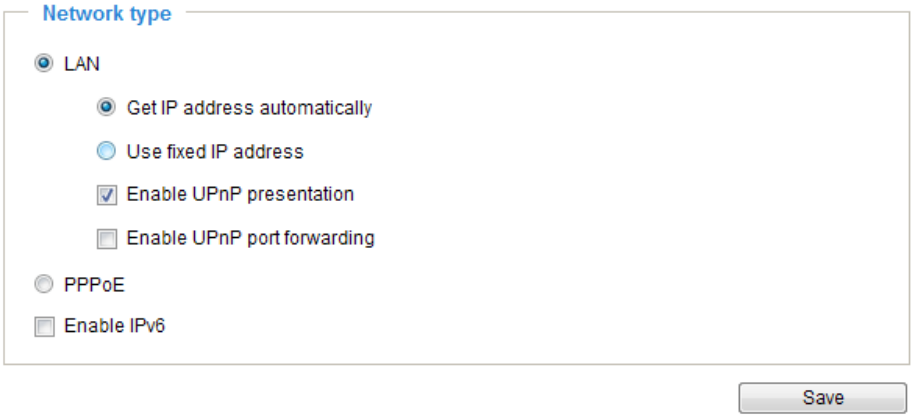
- G.711 provides good sound quality and requires about 64Kbps. Select pcmu (μ-Law) or pcma (A-Law) mode.
- G.726 is a speech codec standard covering voice transmission at rates of 16, 24, 32, and 40kbit/s.

When completed with the settings on this page, click **Save** to enable the settings.

Network > General settings

This section explains how to configure a wired network connection for the Network Camera.

Network Type

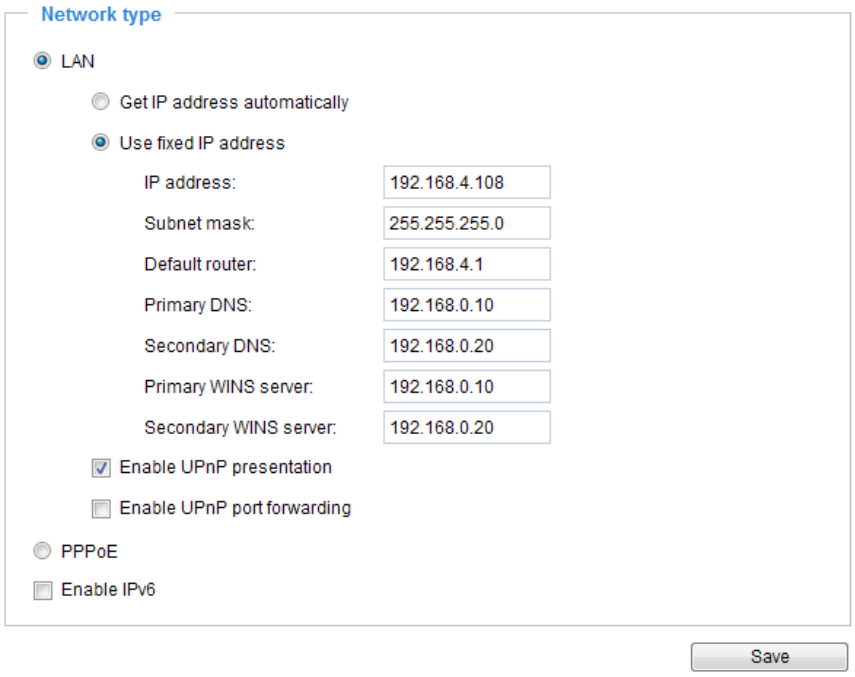


LAN

Select this option when the Network Camera is deployed on a local area network (LAN) and is intended to be accessed by local computers. The default setting for the Network Type is LAN. Rememer to click **Save** when you complete the Network setting.

Get IP address automatically: Select this option to obtain an available dynamic IP address assigned by the DHCP server each time the camera is connected to the LAN.

Use fixed IP address: Select this option to manually assign a static IP address to the Network Camera.



1. You can make use of VIVOTEK Installation Wizard 2 on the software CD to easily set up the Network Camera on LAN. Please refer to Software Installation on page 21 for details.
2. Enter the Static IP, Subnet mask, Default router, and Primary DNS provided by your ISP.

Subnet mask: This is used to determine if the destination is in the same subnet. The default value is “255.255.255.0”.

Default router: This is the gateway used to forward frames to destinations in a different subnet. Invalid router setting will fail the transmission to destinations in different subnet.

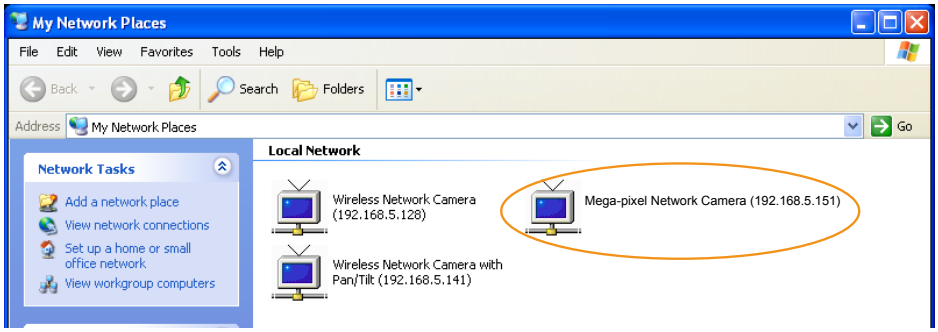
Primary DNS: The primary domain name server that translates hostnames into IP addresses.

Secondary DNS: Secondary domain name server that backups the Primary DNS.

Primary WINS server: The primary WINS server that maintains the database of computer name and IP address.

Secondary WINS server: The secondary WINS server that maintains the database of computer name and IP address.

Enable UPnP presentation: Select this option to enable UPnP™ presentation for your Network Camera so that whenever a Network Camera is presented to the LAN, shortcuts of connected Network Cameras will be listed in My Network Places. You can click the shortcut to link to the web browser. Currently, UPnP™ is supported by Windows XP or later. Note that to utilize this feature, please make sure the UPnP™ component is installed on your computer.



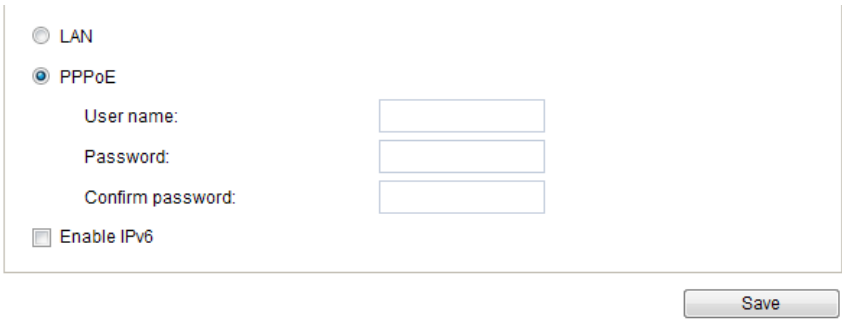
Enable UPnP port forwarding: To access the Network Camera from the Internet, select this option to allow the Network Camera to open ports on the router automatically so that video streams can be sent out from a LAN. To utilize of this feature, make sure that your router supports UPnP™ and it is activated.

PPPoE (Point-to-point over Ethernet)

Select this option to configure your Network Camera to make it accessible from anywhere as long as there is an Internet connection. Note that to utilize this feature, it requires an account provided by your ISP.

Follow the steps below to acquire your Network Camera's public IP address.

1. Set up the Network Camera on the LAN.
2. Go to Configuration > Event > Event settings > Add server (please refer to Add server on page 107) to add a new email or FTP server.
3. Go to Configuration > Event > Event settings > Add media (please refer to Add media on page 111). Select System log so that you will receive the system log in TXT file format which contains the Network Camera's public IP address in your email or on the FTP server.
4. Go to Configuration > Network > General settings > Network type. Select PPPoE and enter the user name and password provided by your ISP. Click **Save** to enable the setting.



5. The Network Camera will reboot.
6. Disconnect the power to the Network Camera; remove it from the LAN environment.

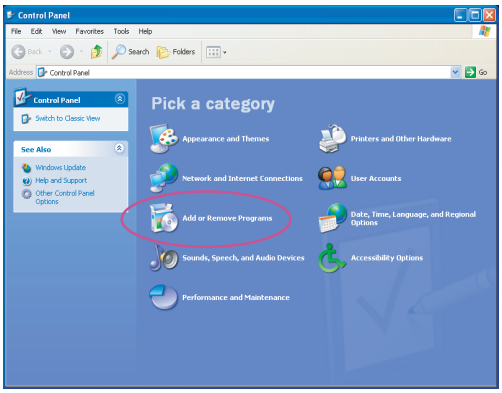
NOTE:

► *If the default ports are already used by other devices connected to the same router, the Network Camera will select other ports for the Network Camera.*

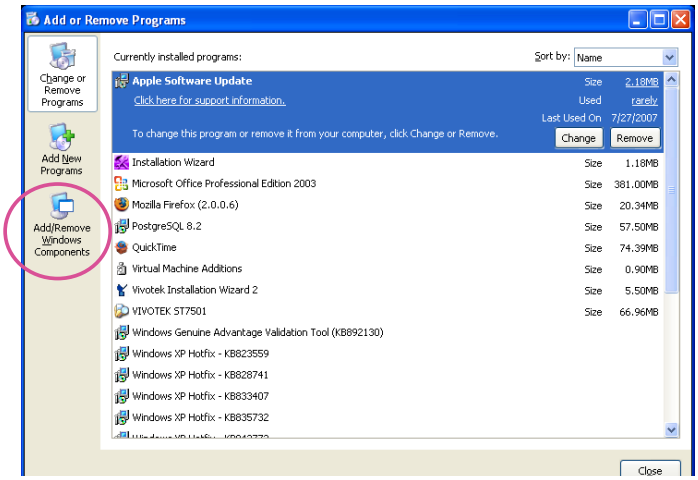
► *If UPnP™ is not supported by your router, you will see the following message:*
Error: Router does not support UPnP port forwarding.

► *Below are steps to enable the UPnP™ user interface on your computer:*
Note that you must log on to the computer as a system administrator to install the UPnP™ components.

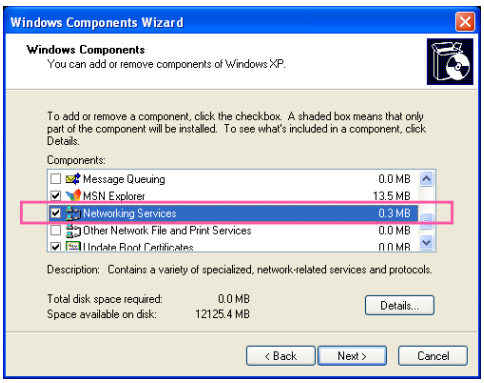
*1. Go to Start, click **Control Panel**, then click **Add or Remove Programs**.*



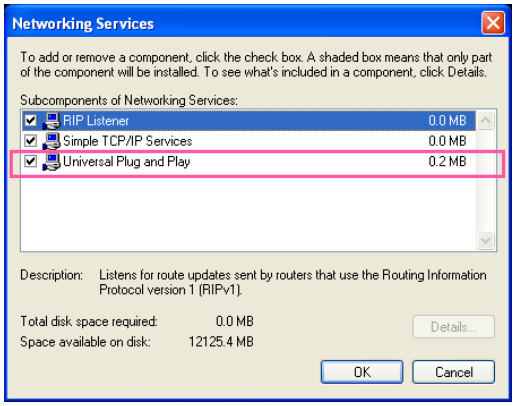
*2. In the Add or Remove Programs dialog box, click **Add/Remove Windows Components**.*



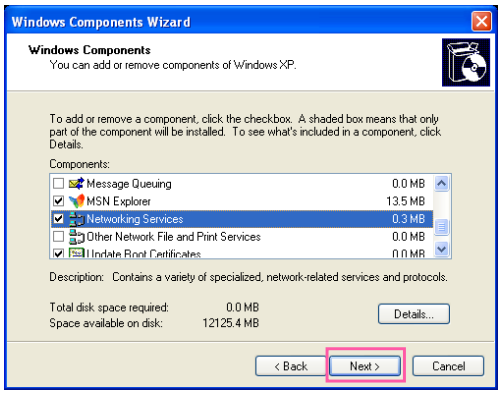
*3. In the Windows Components Wizard dialog box, select **Networking Services** and click **Details**.*



4. In the Networking Services dialog box, select ***Universal Plug and Play*** and click ***OK***.



5. Click ***Next*** in the following window.



6. Click ***Finish***. UPnP™ is enabled.

► *How does UPnP™ work?*
UPnP™ networking technology provides automatic IP configuration and dynamic discovery of devices added to a network. Services and capabilities offered by networked devices, such as printing and file sharing, are available among each other without the need for cumbersome network configuration. In the case of Network Cameras, you will see Network Camera shortcuts under My Network Places.

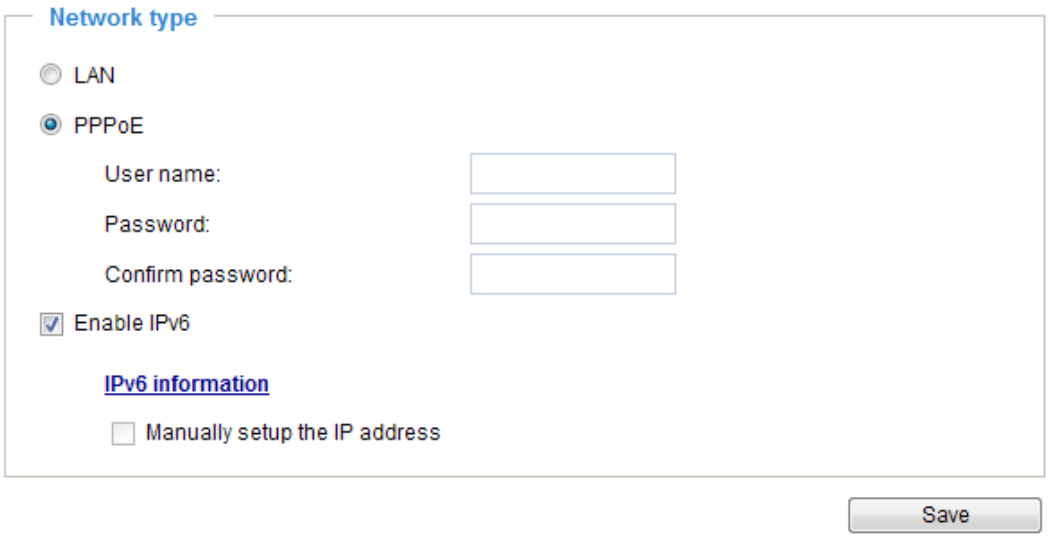
► *Enabling UPnP port forwarding allows the Network Camera to open a secondary HTTP port on the router-not HTTP port-meaning that you have to add the secondary HTTP port number to the Network Camera's public address in order to access the Network Camera from the Internet. For example, when the HTTP port is set to 80 and the secondary HTTP port is set to 8080, refer to the list below for the Network Camera's IP address.*

From the Internet	In LAN
http://203.67.124.123:8080	http://192.168.4.160 or http://192.168.4.160:8080

► *If the PPPoE settings are incorrectly configured or the Internet access is not working, restore the Network Camera to factory default; please refer to* ***Restore*** *on page 48 for details. After the Network Camera is reset to factory default, it will be accessible on the LAN.*

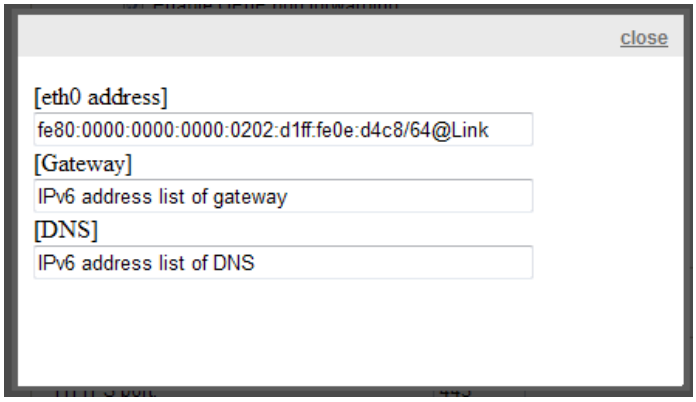
Enable IPv6

Select this option and click **Save** to enable IPv6 settings.
Please note that this only works if your network environment and hardware equipment support IPv6. The browser should be Microsoft® Internet Explorer 6.5, Mozilla Firefox 3.0 or above.

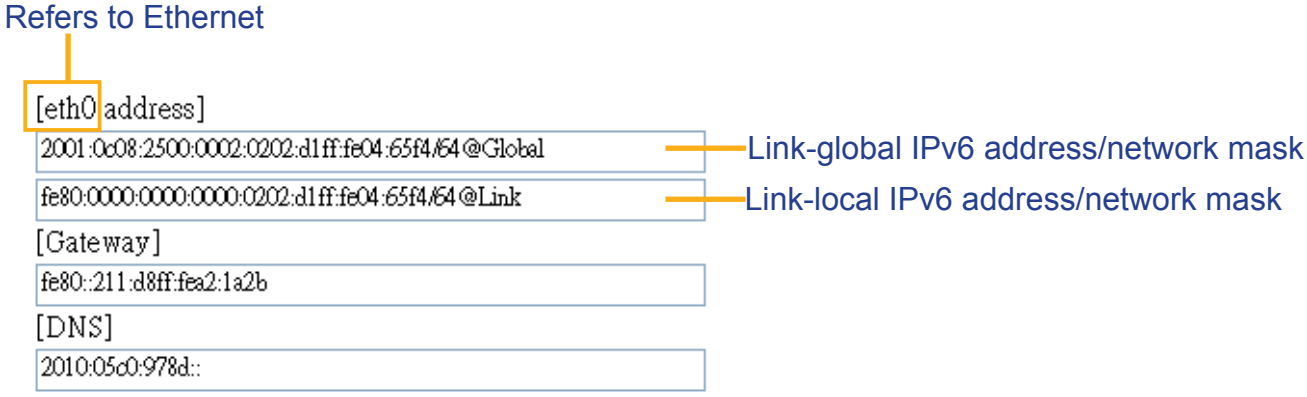


When IPv6 is enabled, by default, the network camera will listen to router advertisements and be assigned with a link-local IPv6 address accordingly.

IPv6 Information: Click this button to obtain the IPv6 information as shown below.

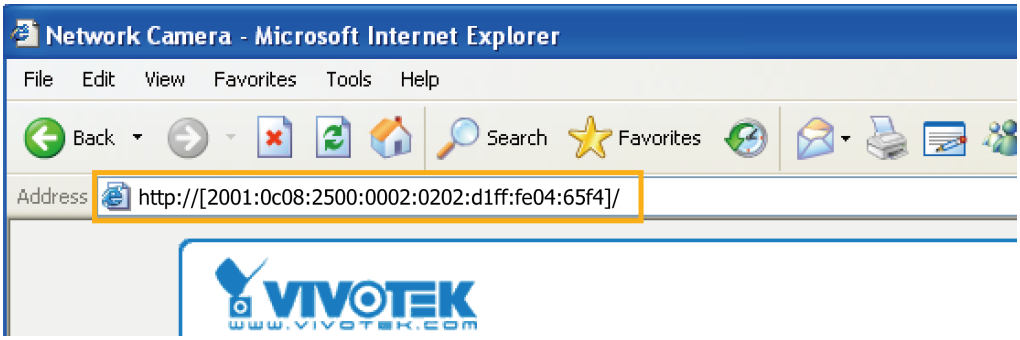


If your IPv6 settings are successful, the IPv6 address list will be listed in the pop-up window. The IPv6 address will be displayed as follows:



Please follow the steps below to link to an IPv6 address:
1. Open your web browser.
2. Enter the link-global or link-local IPv6 address in the address bar of your web browser.
3. The format should be:

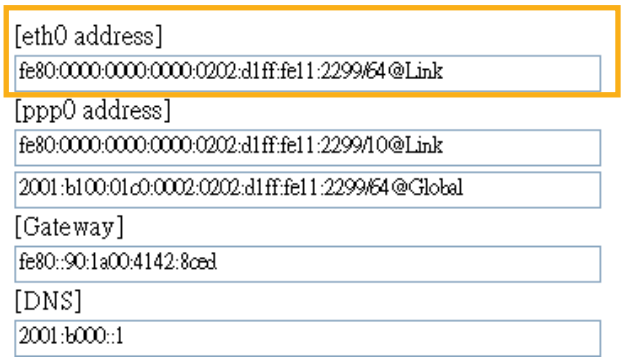
4. Press **Enter** on the keyboard or click **Refresh** button to refresh the webpage.
   For example:



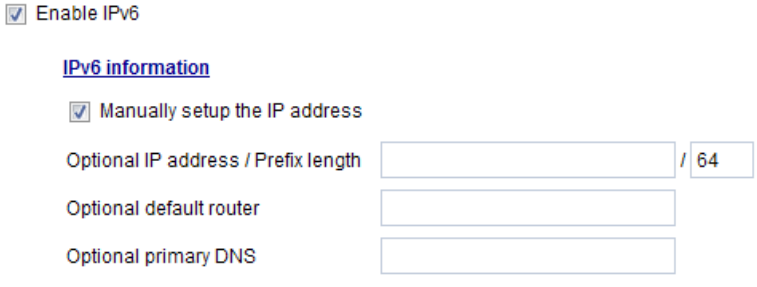
NOTE:

► *If you have a Secondary HTTP port (the default value is 8080), you can also link to the webpage in the following address format: (Please refer to **HTTP** streaming on page 76 for detailed information.)*

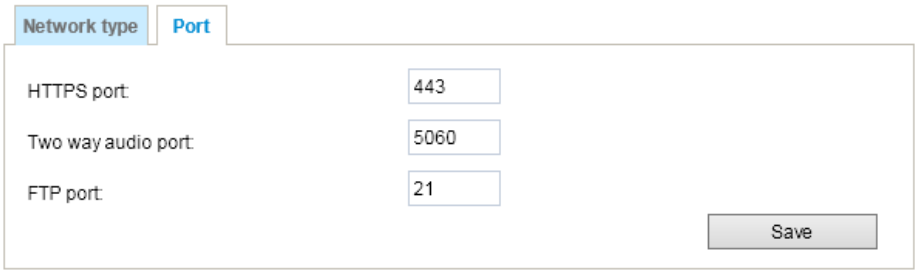
► *If you choose PPPoE as the Network Type, the [PPP0 address] will be displayed in the IPv6 information column as shown below.*



Manually setup the IP address: Select this option to manually set up IPv6 settings if your network environment does not have DHCPv6 server and router advertisements-enabled routers.
If you check this item, the following blanks will be displayed for you to enter the corresponding information:



Port



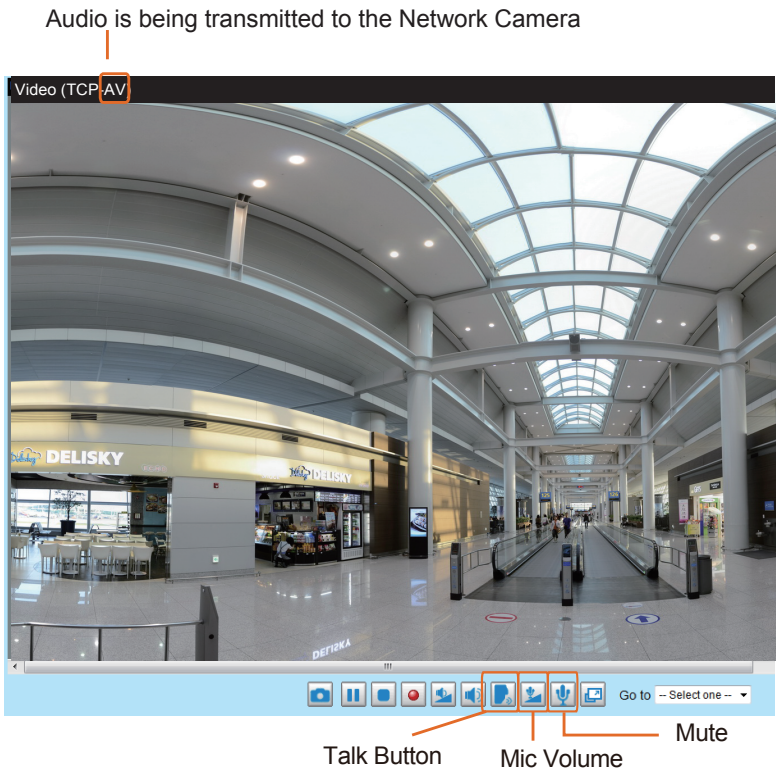
HTTPS port: By default, the HTTPS port is set to 443. It can also be assigned to another port number between 1025 and 65535.

FTP port: The FTP server allows the user to save recorded video clips. You can utilize VIVOTEK's Installation Wizard 2 to upgrade the firmware via FTP server. By default, the FTP port is set to 21, or assigned to another port number between 1025 and 65535.

Two way audio port: By default, the two way audio port is set to 5060. Also, it can also be assigned to another port number between 1025 and 65535.

The Network Camera supports two way audio communication so that operators can transmit and receive audio simultaneously. By using the Network Camera's built-in or external microphone and an external speaker, you can communicate with people around the Network Camera.

Note that as JPEG only transmits a series of JPEG images to the client, to enable the two-way audio function, make sure the video mode is set to "H.264" on the Media > Video > Stream settings page and the media option is set to "Media > Video > Stream settings" on the Client Settings page. Please refer to Client Settings on page 36 and Stream settings on page 59.

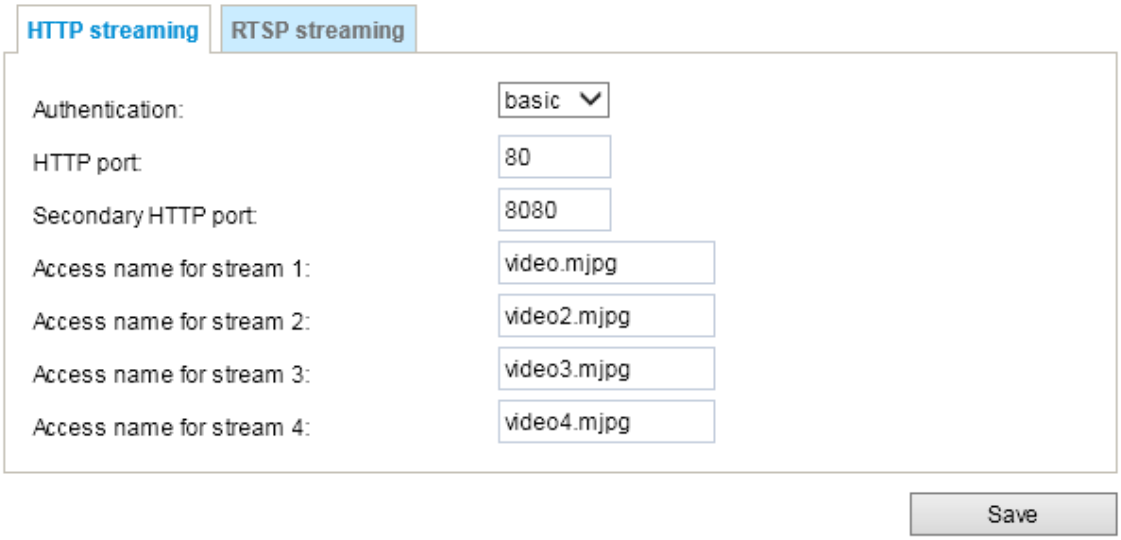


Click  to enable audio transmission to the Network Camera; click  to adjust the volume of microphone; click  to turn off the audio. To stop talking, click  again.

Network > Streaming protocols

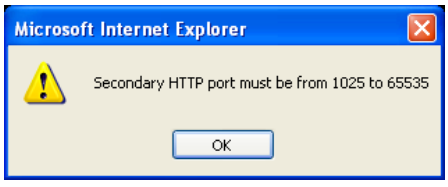
HTTP streaming

To utilize HTTP authentication, make sure that your have set a password for the Network Camera first; please refer to Security > User account on page 87 for details.



Authentication: Depending on your network security requirements, the Network Camera provides two types of security settings for an HTTP transaction: basic and digest.
If **basic** authentication is selected, the password is sent in plain text format and there can be potential risks of being intercepted. If **digest** authentication is selected, user credentials are encrypted using MD5 algorithm and thus provide better protection against unauthorized access.

HTTP port / Secondary HTTP port: By default, the HTTP port is set to **80** and the secondary HTTP port is set to **8080**. They can also be assigned to another port number between 1025 and 65535. If the ports are incorrectly assigned, the following warning messages will be displayed:



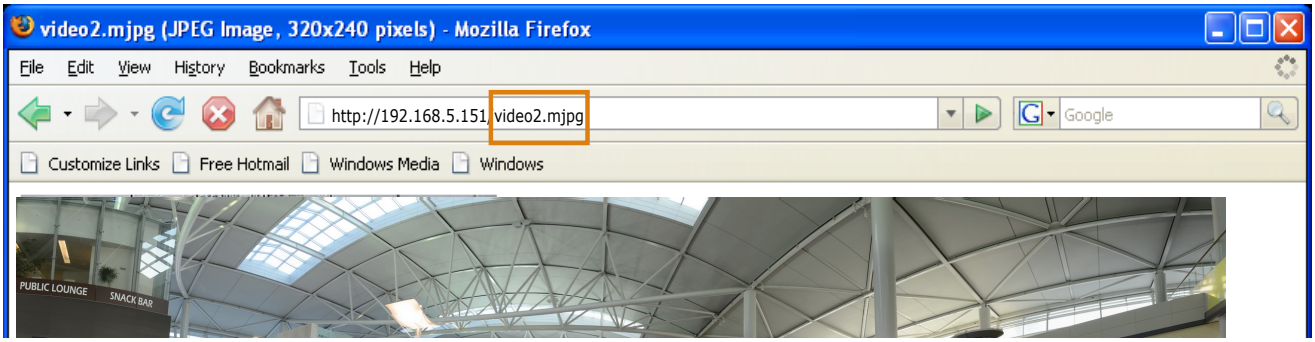
To access the Network Camera on the LAN, both the HTTP port and secondary HTTP port can be used to access the Network Camera. For example, when the HTTP port is set to 80 and the secondary HTTP port is set to 8080, refer to the list below for the Network Camera's IP address.

On the LAN
http://192.168.4.160 or http://192.168.4.160:8080

Access name for Channel # and stream #: This Network camera supports multiple streams simultaneously. The access name is used to differentiate the streaming source. Users can click **Media > Video > Stream settings** to set up the video quality of linked streams. For more information about how to set up the video quality, please refer to Stream settings on page 59.

When using Mozilla Firefox or Netscape to access the Network Camera and the video mode is set to **JPEG**, users will receive video comprised of continuous JPEG images. This technology, known as "server push", allows the Network Camera to feed live pictures to Mozilla Firefox and Netscape.

URL command -- **http://<ip address>:<http port>/<access name for stream 1 ~ 4>**
For example, when the Access name for **stream 2** is set to **video2.mjpg**:
1. Launch Mozilla **Firefox** or **Netscape**.
2. Type the above URL command in the address bar. Press **Enter**.
3. The JPEG images will be displayed in your web browser.



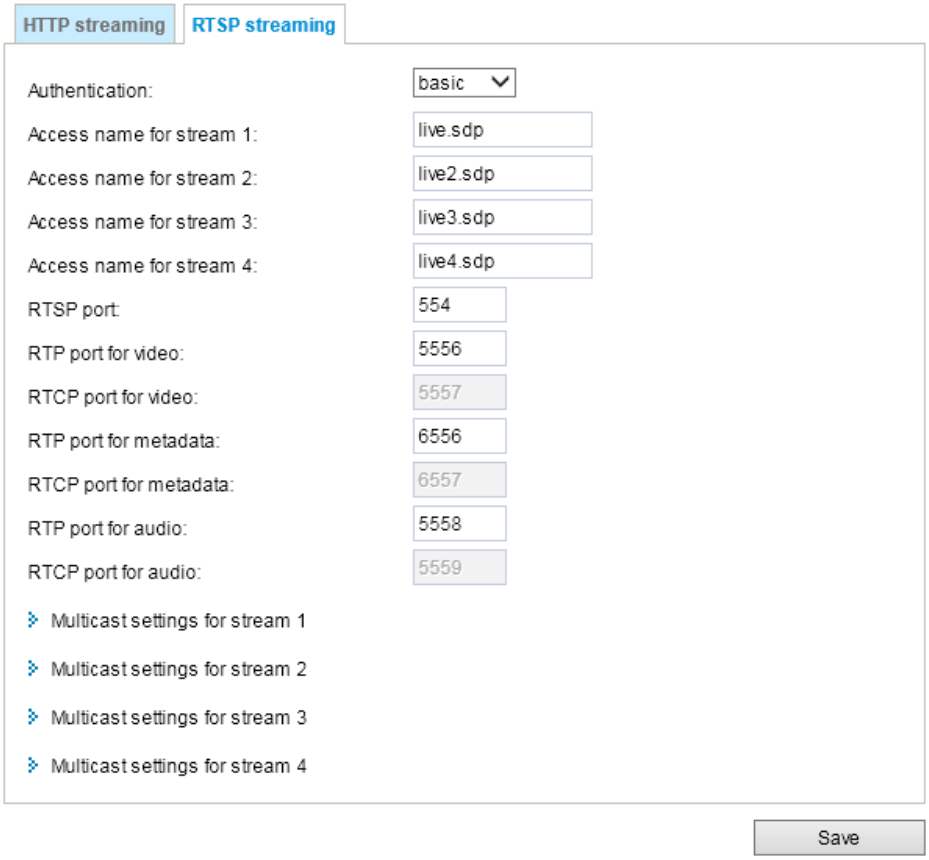
IMPORTANT:

► ***Microsoft® Internet Explorer*** *does not support server push technology; therefore, using http://<ip address>:<http port>/<access name for stream 1 ~ 4> will fail to access the Network Camera.*

► *Users can only use URL commands to request the stream 5. For more information about URL commands, please refer to page 137.*

RTSP Streaming

To utilize RTSP streaming authentication, make sure that you have set a password for the Network Camera first; please refer to **Security > User account** on page 87 for details.

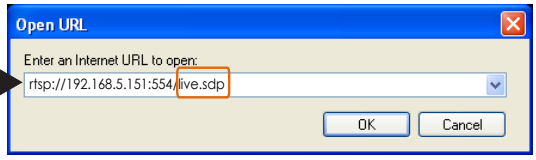


Authentication: Depending on your network security requirements, the Network Camera provides three types of security settings for streaming via RTSP protocol: disable, basic, and digest.
If **basic** authentication is selected, the password is sent in plain text format, but there can be potential risks of it being intercepted. If **digest** authentication is selected, user credentials are encrypted using MD5 algorithm, thus providing better protection against unauthorized access.
The availability of the RTSP streaming for the three authentication modes is listed in the following table:

	Quick Time player	VLC Player
Disable	O	O
Basic	O	O
Digest	O	X

Access name for Channel # and stream #: This Network camera supports multiple streams simultaneously. The access name is used to differentiate the streaming source.
If you want to use an RTSP player to access the Network Camera, you **HAVE TO** set the video mode to H.264 and use the following RTSP URL command to request transmission of the streaming data.
rtsp://<ip address>:<rtsp port>/<access name for stream1 ~ 4>
For example, when the access name for stream 1 is set to live.sdp:

1. Launch an RTSP player.
2. Choose File > Open URL. A URL dialog box will pop up.
3. Type the above URL command in the address field.
4. The live video will be displayed in your player as shown below.

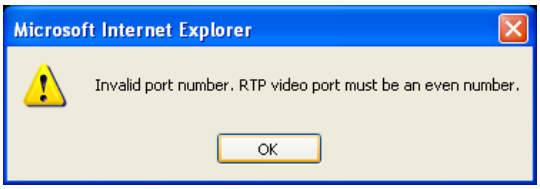


RTSP port /RTP port for video, audio/ RTCP port for video, audio

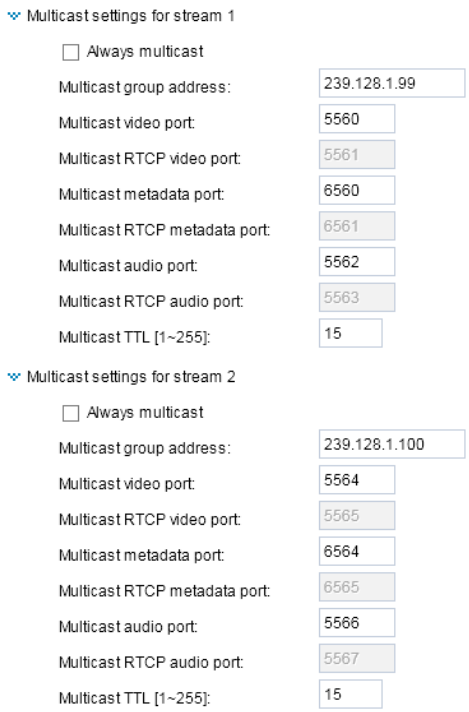
- RTSP (Real-Time Streaming Protocol) controls the delivery of streaming media. By default, the port number is set to 554.
- The RTP (Real-time Transport Protocol) is used to deliver video and audio data to the clients. By default, the RTP port for video is set to 5556 and the RTP port for audio is set to 5558.
- The RTCP (Real-time Transport Control Protocol) allows the Network Camera to transmit the data by monitoring the Internet traffic volume. By default, the RTCP port for video is set to 5557 and the RTCP port for audio is set to 5559.

The ports can be changed to values between 1025 and 65535. The RTP port must be an even number and the RTCP port is the RTP port number plus one, and thus is always an odd number. When the RTP port changes, the RTCP port will change accordingly.

If the RTP ports are incorrectly assigned, the following warning message will be displayed:



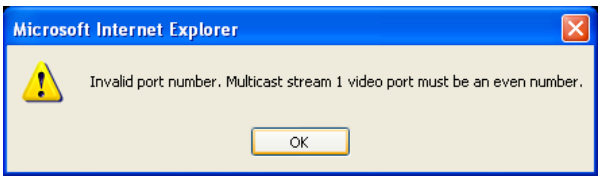
Multicast settings for stream #1 ~ #4: Click the items to display the detailed configuration information. Select the Always multicast option to enable multicast for streams #1 ~ #4.



Unicast video transmission delivers a stream through point-to-point transmission; multicast, on the other hand, sends a stream to the multicast group address and allows multiple clients to acquire the stream at the same time by requesting a copy from the multicast group address. Therefore, enabling multicast can effectively save Internet bandwith.

The ports can be changed to values between 1025 and 65535. The multicast RTP port must be an even number and the multicast RTCP port number is the multicast RTP port number plus one, and thus is always odd. When the multicast RTP port changes, the multicast RTCP port will change accordingly.

If the multicast RTP video ports are incorrectly assigned, the following warning message will be displayed:



Multicast TTL [1~255]: The multicast TTL (Time To Live) is the value that tells the router the range a packet can be forwarded.

Initial TTL	Scope
0	Restricted to the same host
1	Restricted to the same subnetwork
32	Restricted to the same site
64	Restricted to the same region
128	Restricted to the same continent
255	Unrestricted in scope

IMPORTANT:

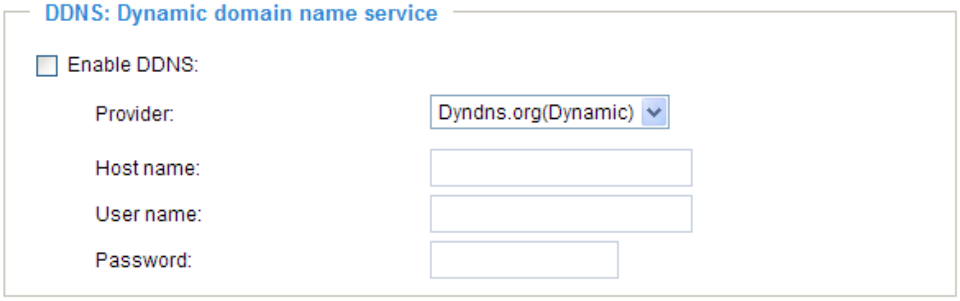
The Multicast metadata port is utilized by VIVOTEK VADP modules to transfer video analytics results, PTZ stream, textual data, and event messages between the camera and the client side running and observing the video analysis. If your client side computer is located outside the local network, you may need to open the associated TCP port on routers and firewall.

Network > DDNS

This section explains how to configure the dynamic domain name service for the Network Camera. DDNS is a service that allows your Network Camera, especially when assigned with a dynamic IP address, to have a fixed host and domain name.

Manual setup

DDNS: Dynamic domain name service

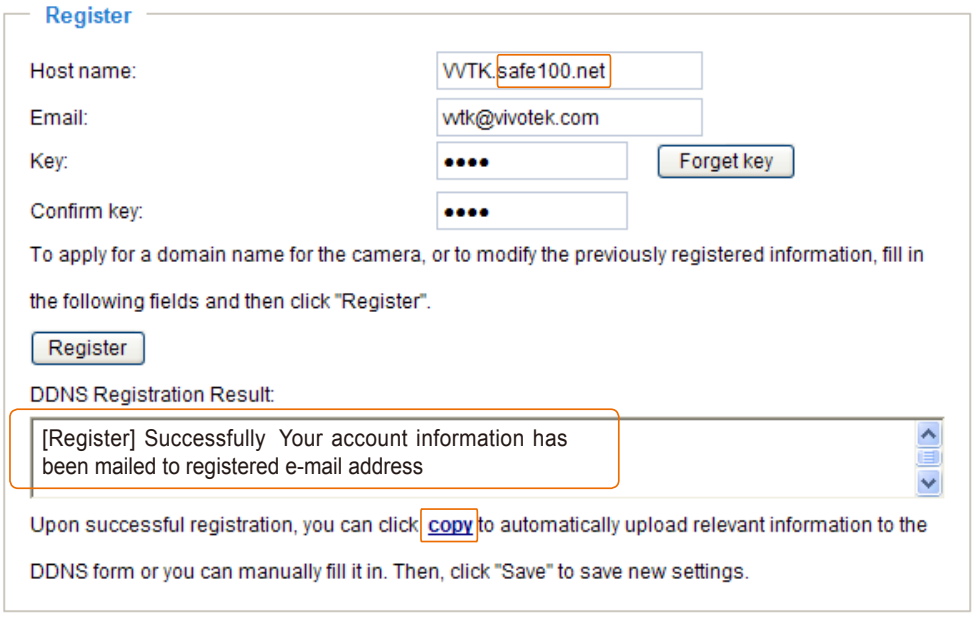


Enable DDNS: Select this option to enable the DDNS setting.

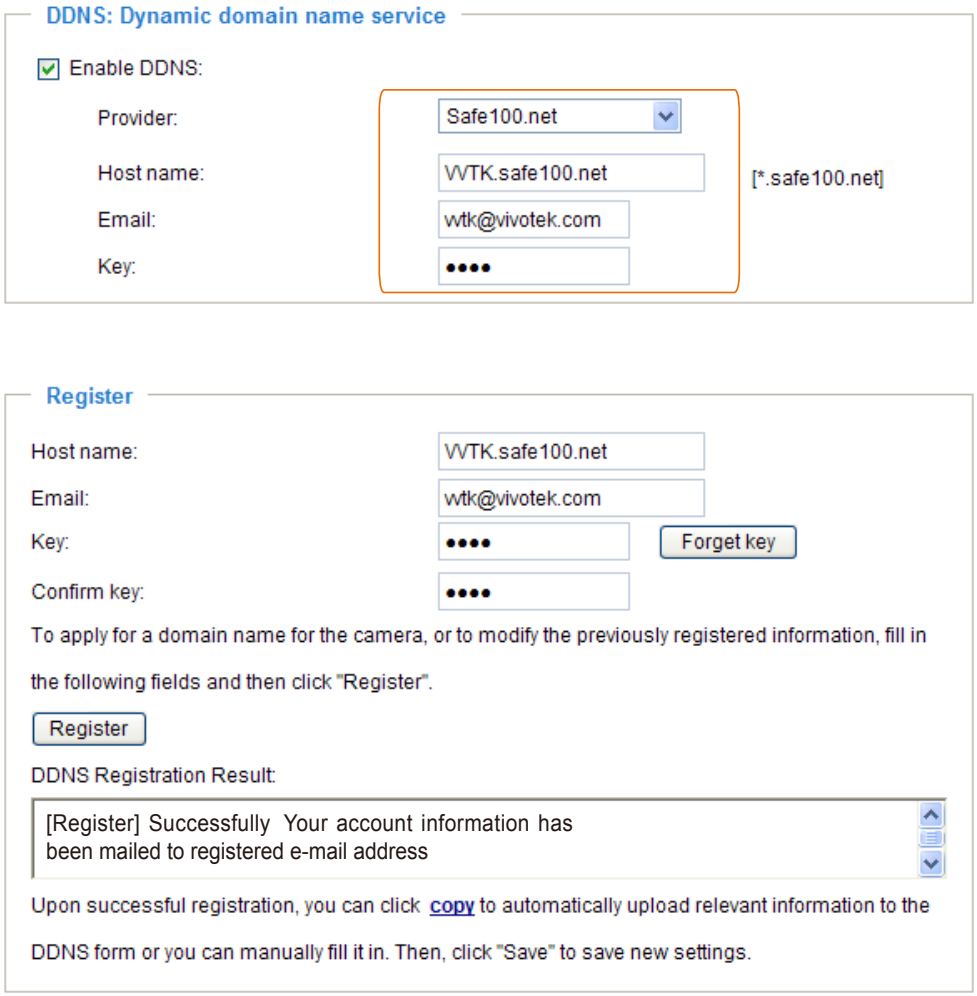
Provider: Select a DDNS provider from the provider drop-down list.
VIVOTEK offers **Safe100.net**, a free dynamic domain name service, to VIVOTEK customers. It is recommended that you register **Safe100.net** to access VIVOTEK's Network Cameras from the Internet. Additionally, we offer other DDNS providers, such as Dyndns.org(Dynamic), Dyndns.org(Custom), Safe100.net, and CustomSafe100.
Note that before utilizing this function, please apply for a dynamic domain account first.

■ Safe100.net

1. In the DDNS column, select **Safe100.net** from the drop-down list. Click **I accept** after reviewing the terms of the Service Agreement.
2. In the Register column, fill in the Host name (xxxx.safe100.net), Email, Key, and Confirm Key, and click **Register**. After a host name has been successfully created, a success message will be displayed in the DDNS Registration Result column.



3. Click **Copy** and all the registered information will automatically be uploaded to the corresponding fields in the DDNS column at the top of the page as seen in the picture.



4. Select Enable DDNS and click **Save** to enable the setting.

■ CustomSafe100

VIVOTEK offers documents to establish a CustomSafe100 DDNS server for distributors and system integrators. You can use CustomSafe100 to register a dynamic domain name if your distributor or system integrators offer such services.

1. In the DDNS column, select CustomSafe100 from the drop-down list.
2. In the Register column, fill in the Host name, Email, Key, and Confirm Key; then click **Register**. After a host name has been successfully created, you will see a success message in the DDNS Registration Result column.
3. Click **Copy** and all for the registered information will be uploaded to the corresponding fields in the DDNS column.
4. Select Enable DDNS and click **Save** to enable the setting.

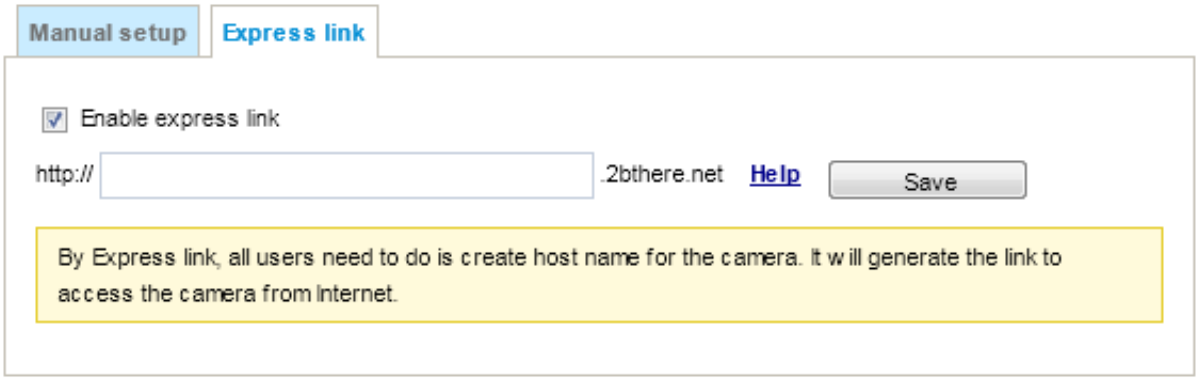
Forget key: Click this button if you have forgotten the key to Safe100.net or CustomSafe100. Your account information will be sent to your email address.

Refer to the following links to apply for a dynamic domain account when selecting other DDNS providers:

■ Dyndns.org(Dynamic) / Dyndns.org(Custom): visit http://www.dyndns.com/

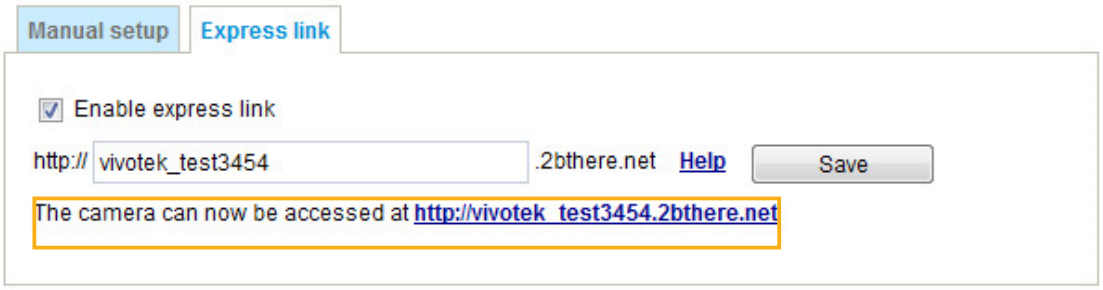
Express link

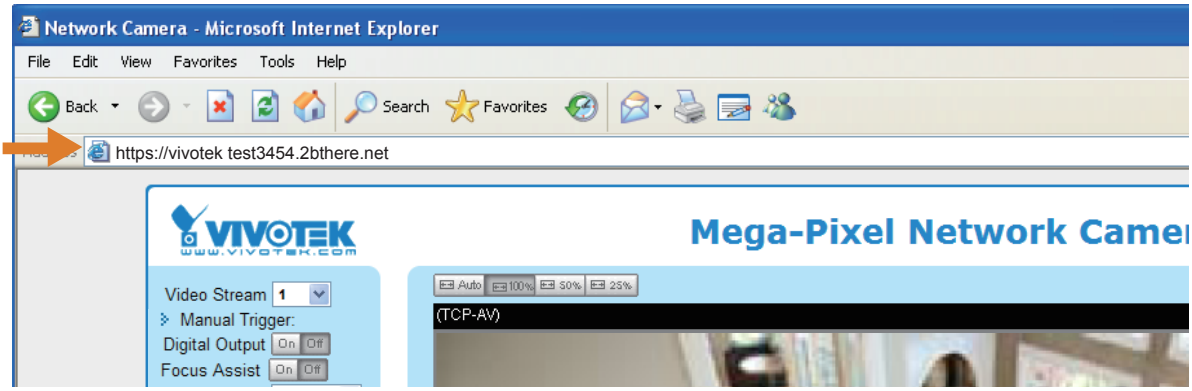
Express Link is a free service provided by VIVOTEK server, which allows users to register a domain name for a network device. One URL can only be mapped to one MAC address. This service will examine if the host name is valid and automatically open a port on your router. If using DDNS, the user has to manually configure UPnP port forwarding. Express Link is more convenient and easier to set up.



Please follow the steps below to enable Express Link:

1. Make sure that your router supports UPnP port forwarding and it is activated.
2. Check **Enable express link**.
3. Enter a host name for the network device and click **Save**. If the host name has been used by another device, a warning message will show up. If the host name is valid, it will display a message as shown below.





Network > QoS (Quality of Service)

Quality of Service refers to a resource reservation control mechanism, which guarantees a certain quality to different services on the network. Quality of service guarantees are important if the network capacity is insufficient, especially for real-time streaming multimedia applications. Quality can be defined as, for instance, a maintained level of bit rate, low latency, no packet dropping, etc.

The following are the main benefits of a QoS-aware network:
- The ability to prioritize traffic and guarantee a certain level of performance to the data flow.
- The ability to control the amount of bandwidth each application may use, and thus provide higher reliability and stability on the network.

Requirements for QoS

To utilize QoS in a network environment, the following requirements must be met:
- All network switches and routers in the network must include support for QoS.
- The network video devices used in the network must be QoS-enabled.

QoS models

CoS (the VLAN 802.1p model)

IEEE802.1p defines a QoS model at OSI Layer 2 (Data Link Layer), which is called CoS, Class of Service. It adds a 3-bit value to the VLAN MAC header, which indicates the frame priority level from 0 (lowest) to 7 (highest). The priority is set up on the network switches, which then use different queuing disciplines to forward the packets.

Below is the setting column for CoS. Enter the **VLAN ID** of your switch (0~4095) and choose the priority for each application (0~7).

If you assign Video the highest priority level, your network switch will handle video packets first.

NOTE:

► *A VLAN-capable Switch (802.1p) is required. Web browsing may fail if the CoS setting is incorrect.*

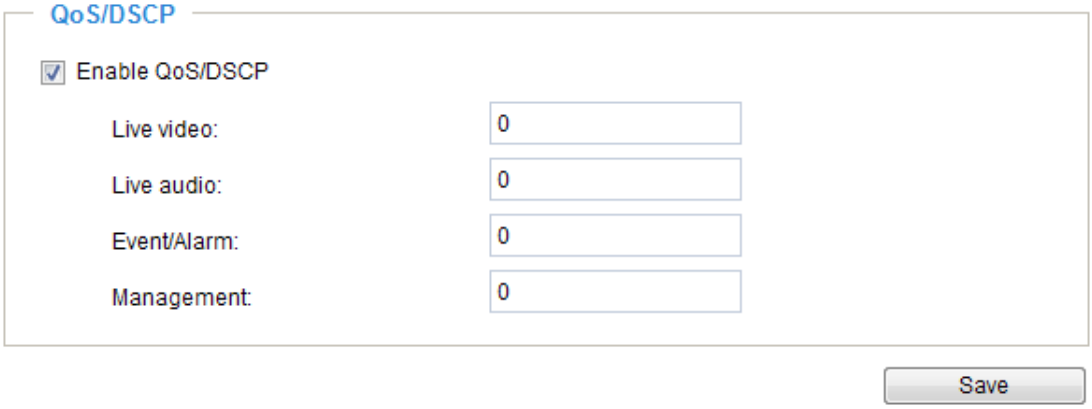
► *Class of Service technologies do not guarantee a level of service in terms of bandwidth and delivery time; they offer a "best-effort." Users can think of CoS as "coarsely-grained" traffic control and QoS as "finely-grained" traffic control.*

► *Although CoS is simple to manage, it lacks scalability and does not offer end-to-end guarantees since it is based on L2 protocol.*

QoS/DSCP (the DiffServ model)

DSCP-ECN defines QoS at Layer 3 (Network Layer). The Differentiated Services (DiffServ) model is based on packet marking and router queuing disciplines. The marking is done by adding a field to the IP header, called the DSCP (Differentiated Services Codepoint). This is a 6-bit field that provides 64 different class IDs. It gives an indication of how a given packet is to be forwarded, known as the Per Hop Behavior (PHB). The PHB describes a particular service level in terms of bandwidth, queueing theory, and dropping (discarding the packet) decisions. Routers at each network node classify packets according to their DSCP value and give them a particular forwarding treatment; for example, how much bandwidth to reserve for it.

Below are the setting options of DSCP (DiffServ Codepoint). Specify the DSCP value for each application (0~63).



Network > SNMP (Simple Network Management Protocol)

This section explains how to use the SNMP on the network camera. The Simple Network Management Protocol is an application layer protocol that facilitates the exchange of management information between network devices. It helps network administrators to remotely manage network devices and find, solve network problems with ease.

■ The SNMP consists of the following three key components:
1. Manager: Network-management station (NMS), a server which executes applications that monitor and control managed devices.
2. Agent: A network-management software module on a managed device which transfers the status of managed devices to the NMS.
3. Managed device: A network node on a managed network. For example: routers, switches, bridges, hubs, computer hosts, printers, IP telephones, network cameras, web server, and database.

Before configuring SNMP settings on the this page, please enable your NMS first.

SNMP Configuration

Enable SNMPv1, SNMPv2c

Select this option and enter the names of Read/Write community and Read Only community according to your NMS settings.

Enable SNMPv3

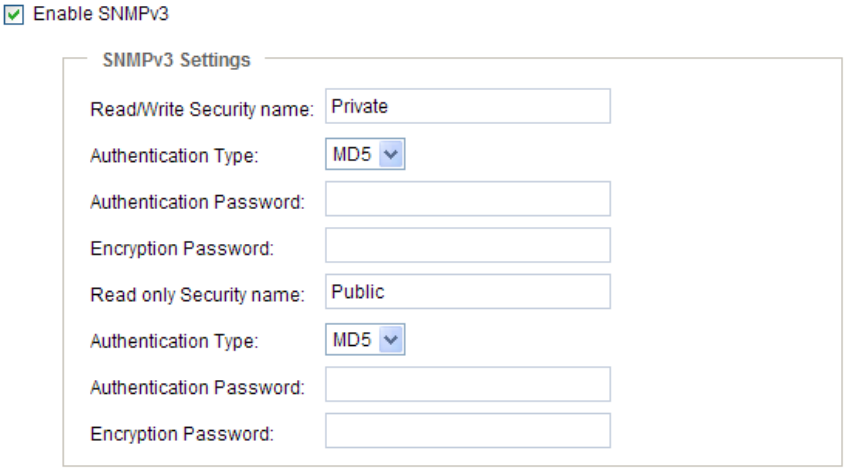
This option contains cryptographic security, a higher security level, which allows you to set the Authentication password and the Encryption password.

■ Security name: According to your NMS settings, choose Read/Write or Read Only and enter the community name.

■ Authentication type: Select MD5 or SHA as the authentication method.

■ Authentication password: Enter the password for authentication (at least 8 characters).

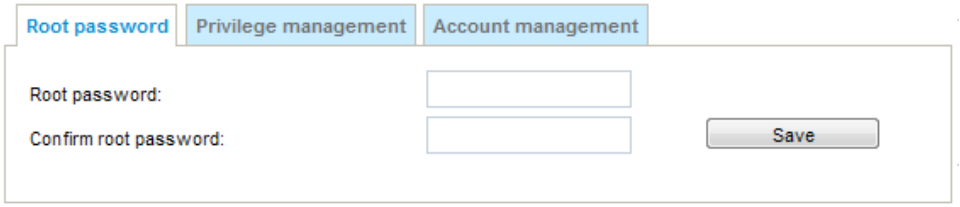
■ Encryption password: Enter a password for encryption (at least 8 characters).



Security > User Account

This section explains how to enable password protection and create multiple accounts.

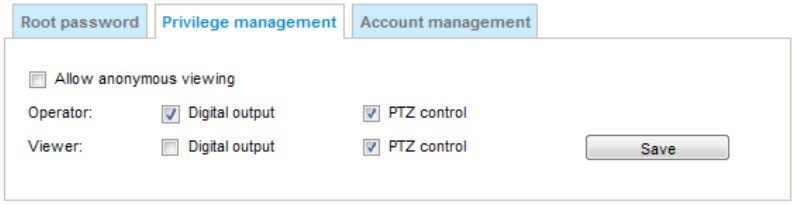
Root Password



The administrator account name is “root”, which is permanent and can not be deleted. If you want to add more accounts in the Manage User column, please apply the password for the “root” account first.

1. Type the password identically in both text boxes, then click **Save** to enable password protection.
2. A window will prompt for authentication; type the correct user’s name and password in their respective fields to access the Network Camera.

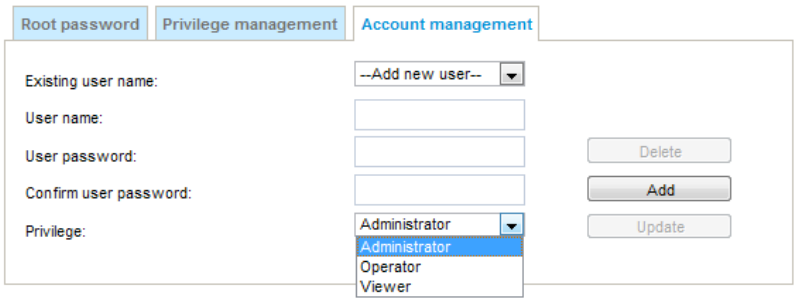
Privilege management



Digital Output & PTZ control: You can modify the management privilege as operators or viewers. Select or de-select the checkboxes, and then click **Save** to enable the settings. If you give Viewers the privilege, Operators will also have the ability to control the Network Camera through the main page. (Please refer to Configuration on page 40).

Allow anonymous viewing: If you select this item, any client can access the live stream without entering a User ID and Password.

Account management



Administrators can create up to 20 user accounts.

1. Input the new user’s name and password.
2. Select the privilege level for the new user account. Click **Add** to enable the setting.

Access rights are sorted by user privilege (Administrator, Operator, and Viewer). Only administrators can access the Configuration page. Though operators cannot access the Configuration page, they can use the URL Commands to get and set the value of parameters. For more information, please refer to URL Commands of the Network Camera on page 136. Viewers access only the main page for live viewing.

Here you also can change a user’s access rights or delete user accounts.

1. Select an existing account to modify.
2. Make necessary changes and click **Update** or **Delete** to enable the setting.

Security > HTTPS (Hypertext Transfer Protocol over SSL)

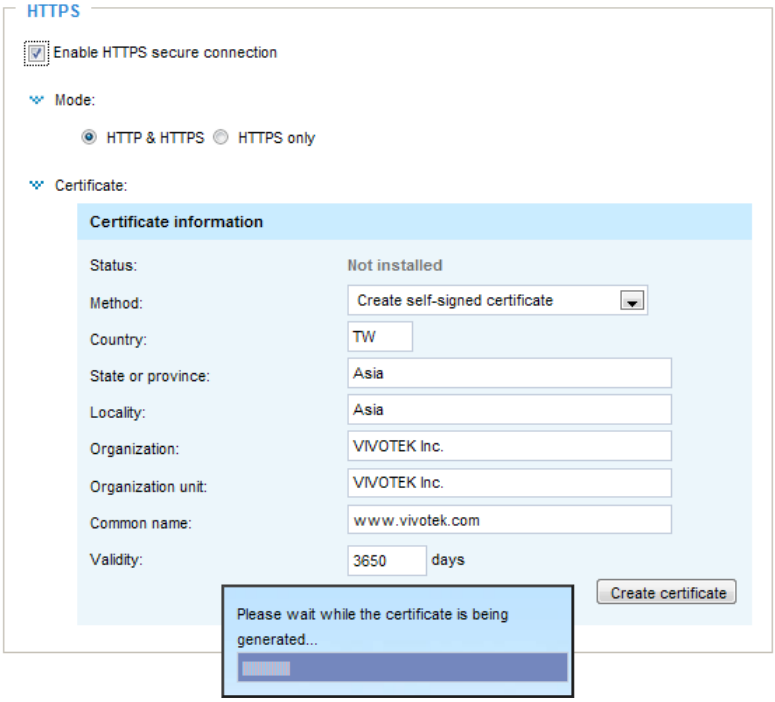
This section explains how to enable authentication and encrypted communication over SSL (Secure Socket Layer). It helps protect streaming data transmission over the Internet on higher security level.

Create and Install Certificate Method

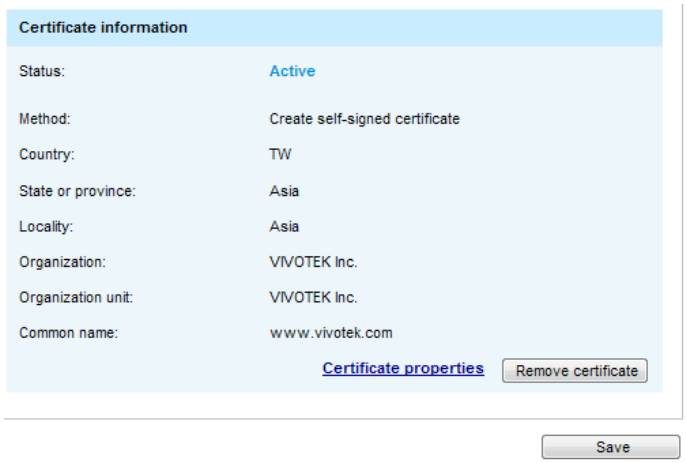
Before using HTTPS for communication with the Network Camera, a **Certificate** must be created first. There are three ways to create and install a certificate:

Create self-signed certificate

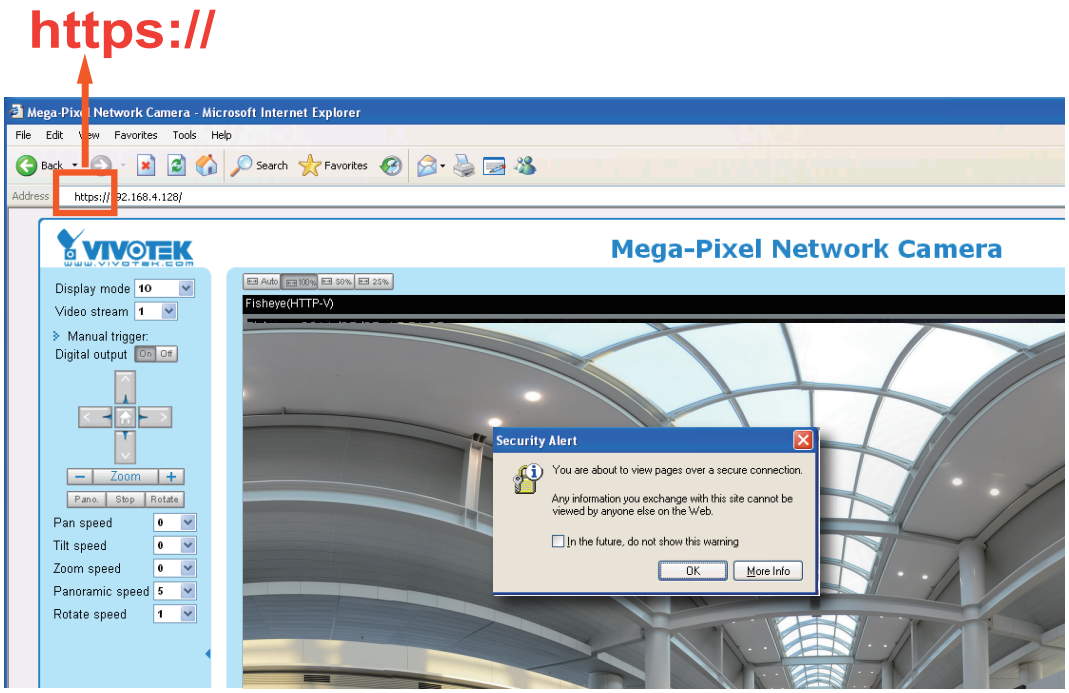
1. Select the first option.
2. Check **Enable HTTPS secure connection**, then select a connection option: “HTTP & HTTPS” or “HTTPS only”.
3. Click **Create certificate** to generate a certificate.

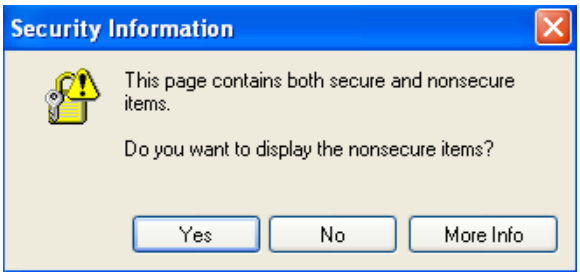


4. The Certificate Information will automatically be displayed in the lower screen as shown below. You can click **Certificate properties** to view detailed information about the certificate.



5. Click **Save** to preserve your configuration, and your current session with the camera will change to the encrypted connection.
6. If your web session does not automatically change to an encrypted HTTPS session, click **Home** to return to the main page. Change the URL address from "http://" to "https://" in the address bar and press **Enter** on your keyboard. Some Security Alert dialogs will pop up. Click **OK** or **Yes** to enable HTTPS.

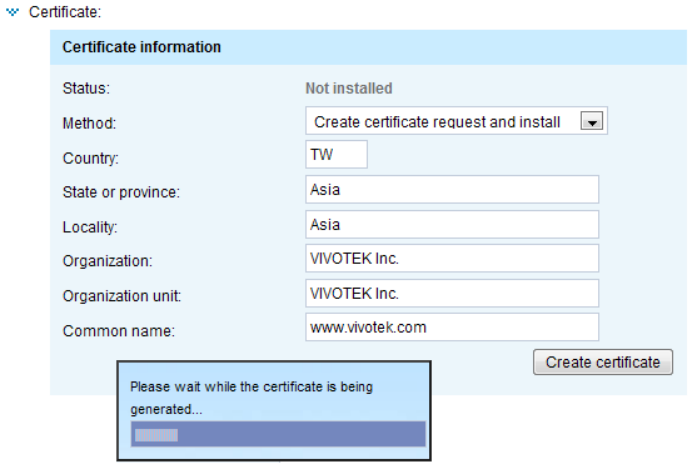




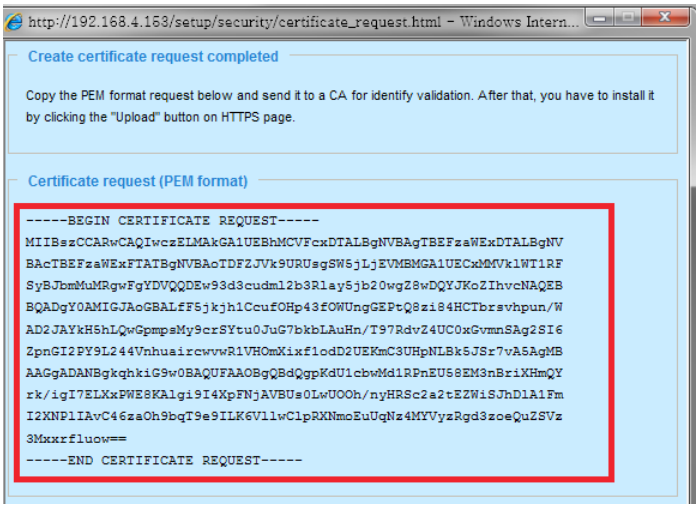
Create certificate request and install

1. Select the option from the **Method** pull-down menu.
2. Click **Create certificate** to proceed.

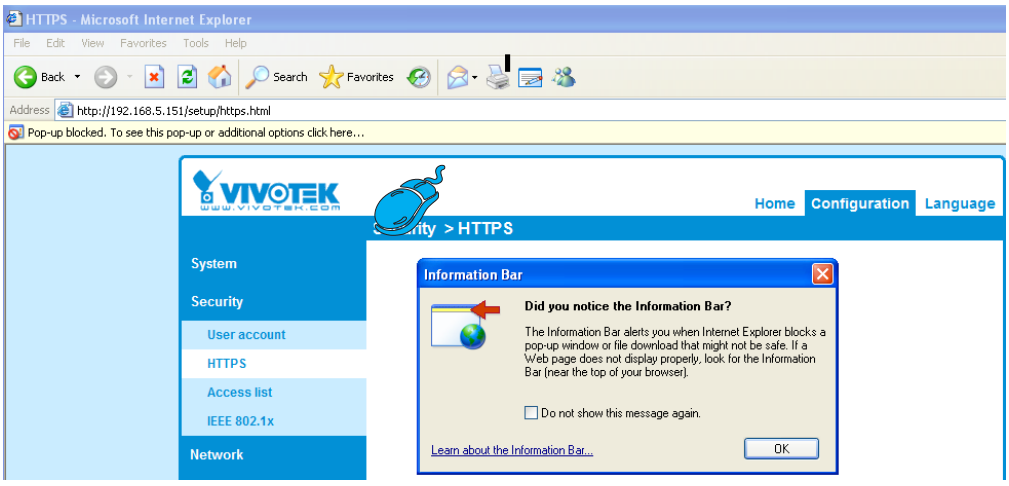
3. The following information will show up in a pop-up window after clicking **Create**. Then click **Save** to generate the certificate request.



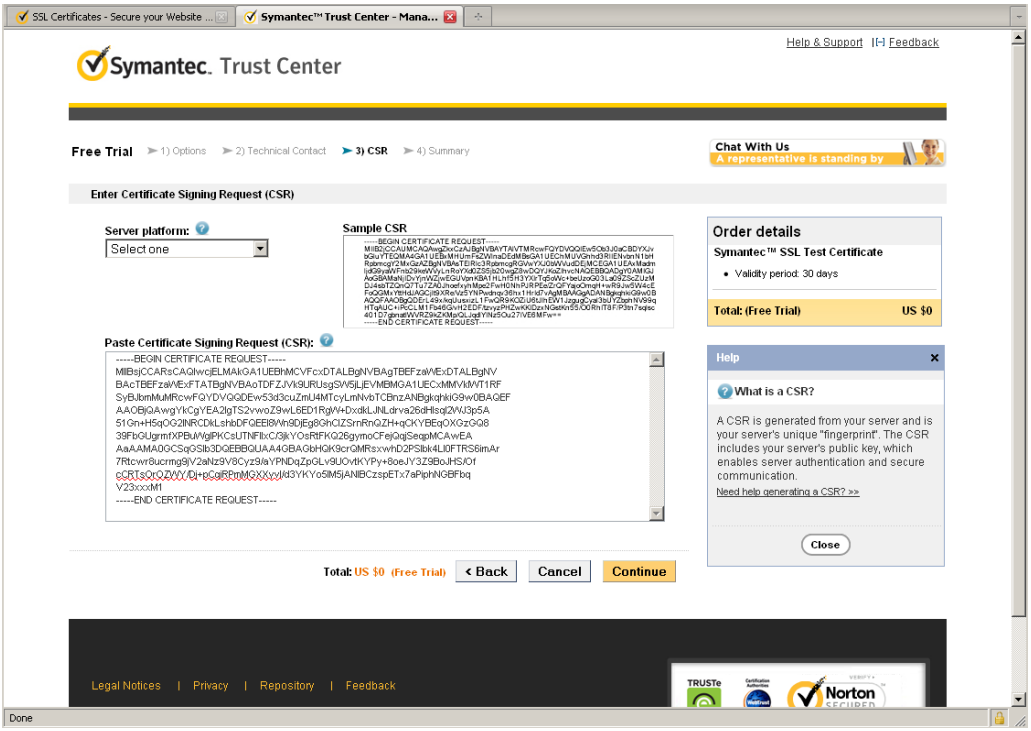
4. The Certificate request window will prompt.



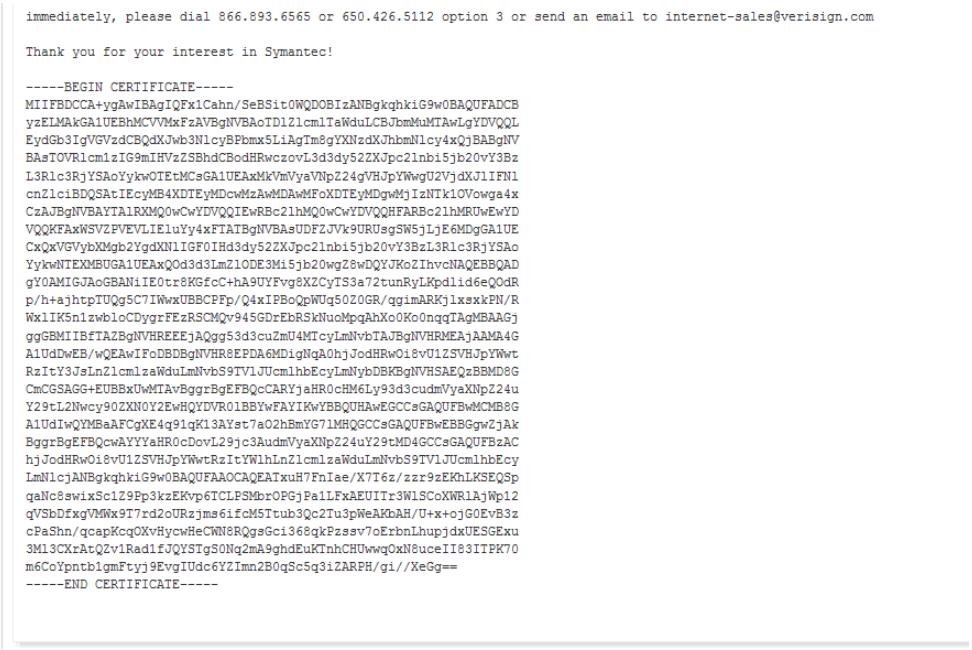
If you see the following Information bar, click **OK** and click on the Information bar at the top of the page to allow pop-ups.



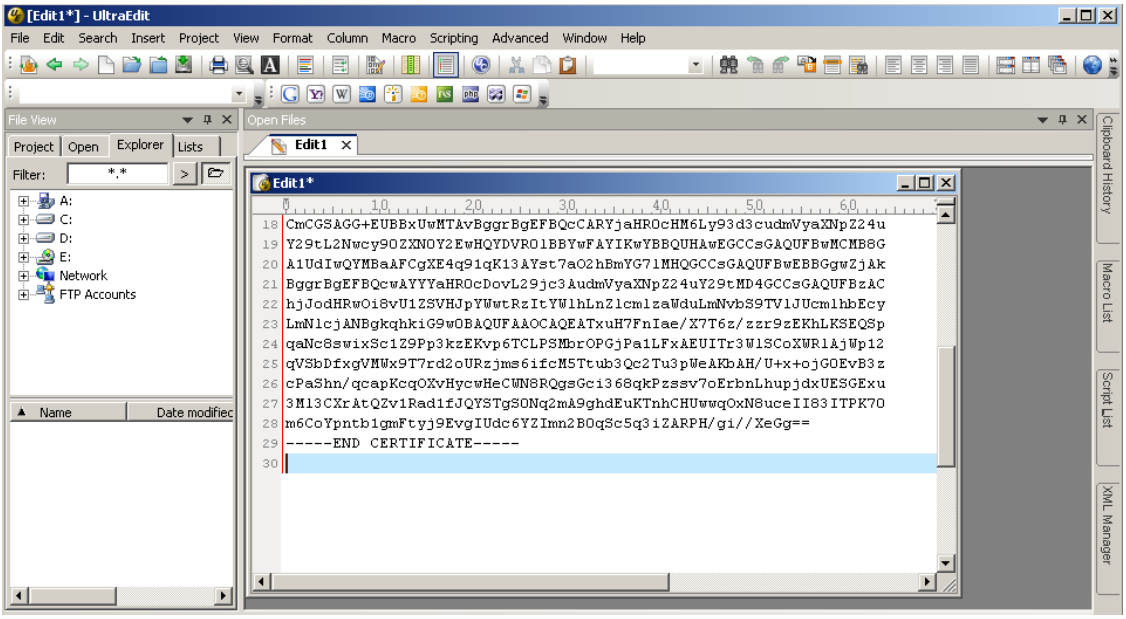
5. Look for a trusted certificate authority, such as Symantec's VeriSign Authentication Services, that issues digital certificates. Sign in and purchase the SSL certification service. Copy the certificate request from your request prompt and paste it in the CA's signing request window. Proceed with the rest of the process as CA's instructions on their webpage.



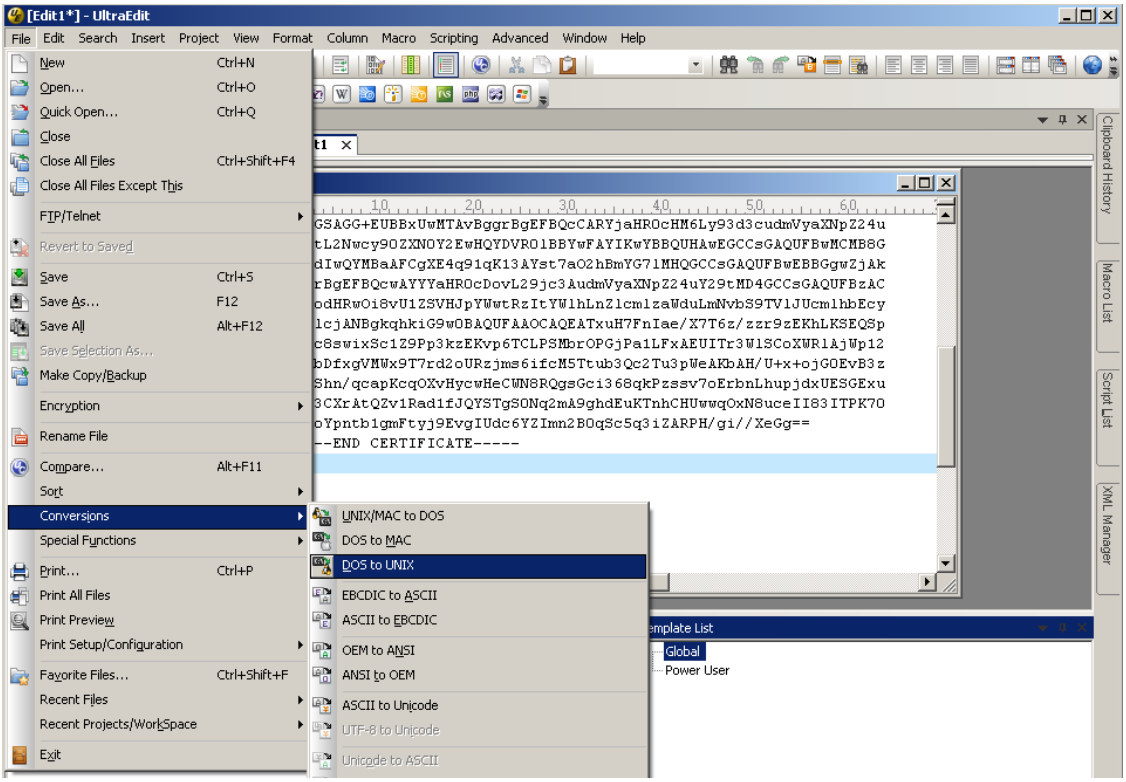
6. Once completed, your SSL certificate should be delivered to you via an email or other means. Copy the contents of the certificate in the email and paste it in a text/HTML/hex editor/converter, such as IDM Computer Solutions' UltraEdit.



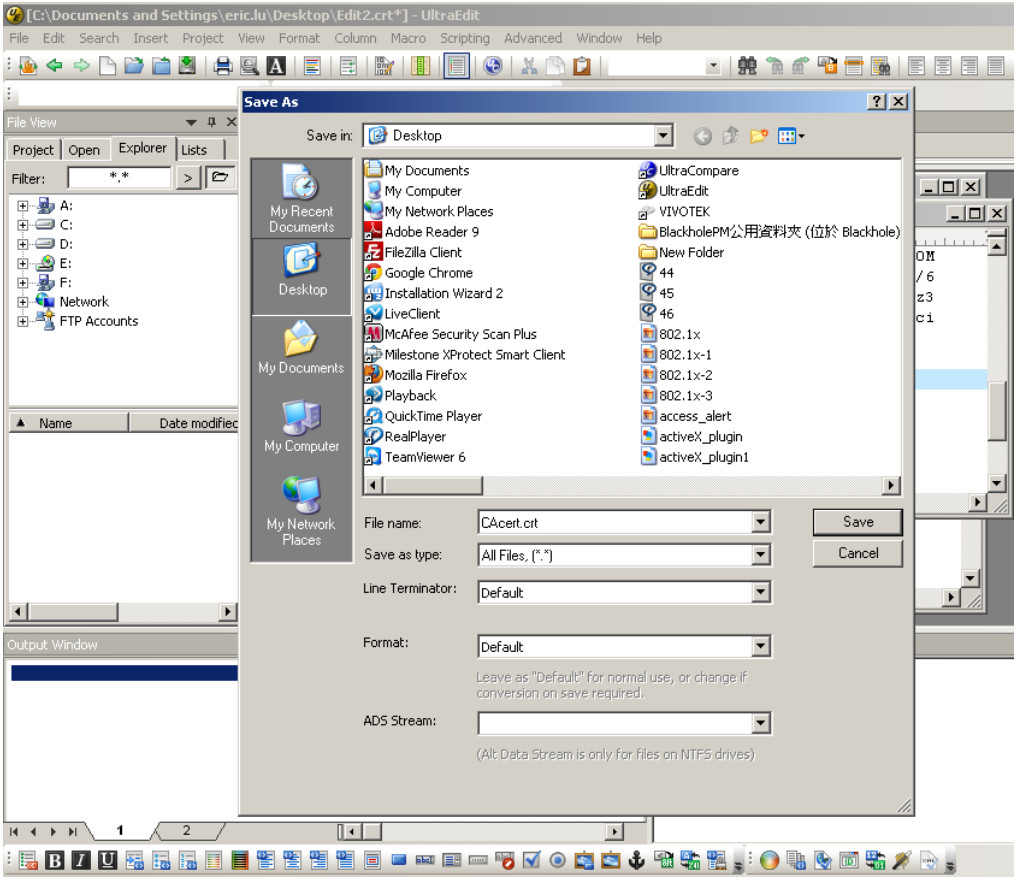
7. Open a new edit, paste the certificate contents, and press ENTER at the end of the contents to add an empty line.



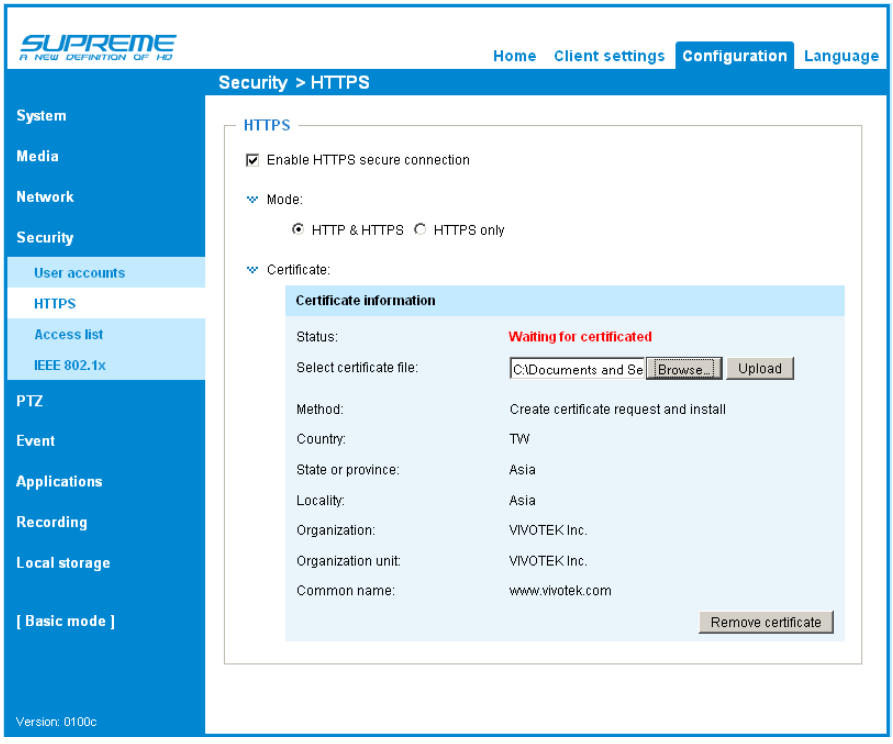
8. Convert file format from DOS to UNIX. Open **File** menu > **Conversions** > **DOS to Unix**.



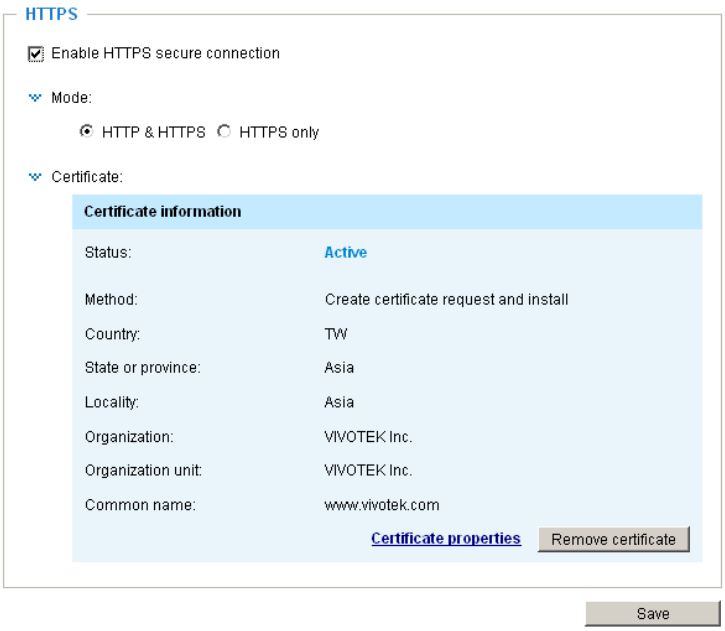
9. Save the edit using the ".crt" extension, using a file name like "CAcert.crt."



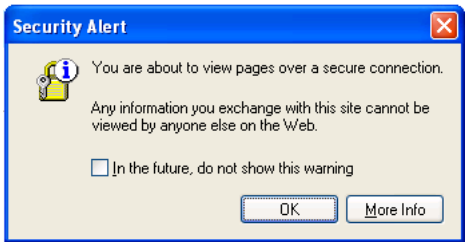
10. Return to the original firmware session, use the **Browse** button to locate the crt certificate file, and click **Upload** to enable the certification.

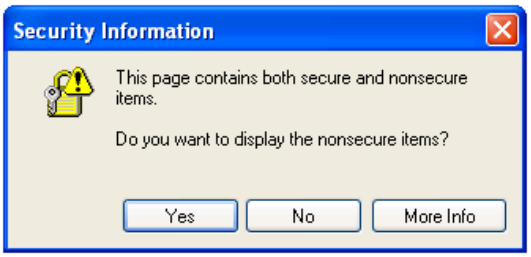


11. When the certifice file is successfully loaded, its status will be stated as **Active**. Note that a certificate must have been created and installed before you can click on the "**Save**" button for the configuration to take effect.



12. To begin an encrypted HTTPS session, click **Home** to return to the main page. Change the URL address from "http://" to "https://" in the address bar and press **Enter** on your keyboard. Some Security Alert dialogs will pop up. Click **OK** or **Yes** to enable HTTPS.





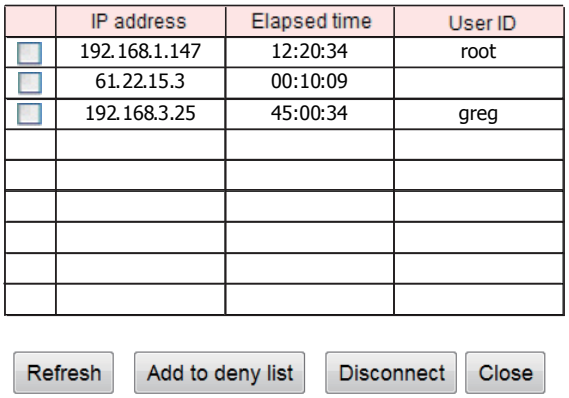
Security > Access List

This section explains how to control access permission by verifying the client PC's IP address.

General Settings

Maximum number of concurrent streaming connection(s) limited to: Simultaneous live viewing for 1~10 clients (including stream #1, #2, and #3). The default value is 10. If you modify the value and click **Save**, all current connections will be disconnected and automatically attempt to re-link (IE Explorer or Quick Time Player).

Connection management: Click this button to display the connection status window showing a list of the current connections. For example:



■ IP address: Current connections to the Network Camera.

■ Elapsed time: How much time the client has been at the webpage.

■ User ID: If the administrator has set a password for the webpage, the clients have to enter a user name and password to access the live video. The user name will be displayed in the User ID column. If the administrator allows clients to link to the webpage without a user name and password, the User ID column will be empty.

There are some situations which allow clients access to the live video without a user name and password:

1. The administrator does not set up a root password. For more information about how to set up a root password and manage user accounts, please refer to Security > User account on page 87.
2. The administrator has set up a root password, but set **RTSP Authentication** to "disable". For more information about **RTSP Authentication**, please refer to RTSP Streaming on page 77.
3. The administrator has set up a root password, but allows anonymous viewing. For more information about **Allow Anonymous Viewing,** please refer to page 87.

■ Refresh: Click this button to refresh all current connections.

■ Add to deny list: You can select entries from the Connection Status list and add them to the Deny List to deny access. Please note that those checked connections will only be disconnected temporarily and will automatically try to re-link again (IE Explore or Quick Time Player). If you want to enable the denied list, please check **Enable access list filtering** and click **Save** in the first column.

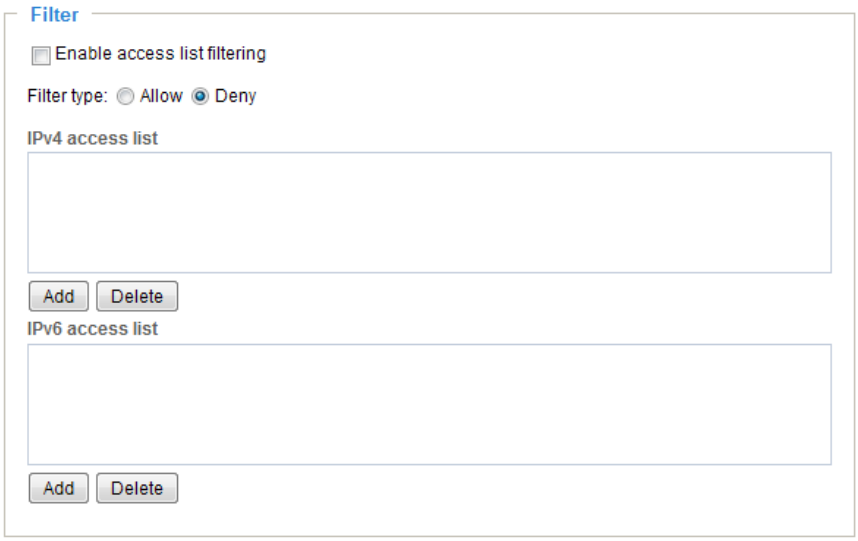
- Disconnect: If you want to break off the current connections, please select them and click this button. Please note that those checked connections will only be disconnected temporarily and will automatically try to re-link again (IE Explorer or Quick Time Player).

Enable access list filtering: Check this item and click **Save** if you want to enable the access list filtering function.

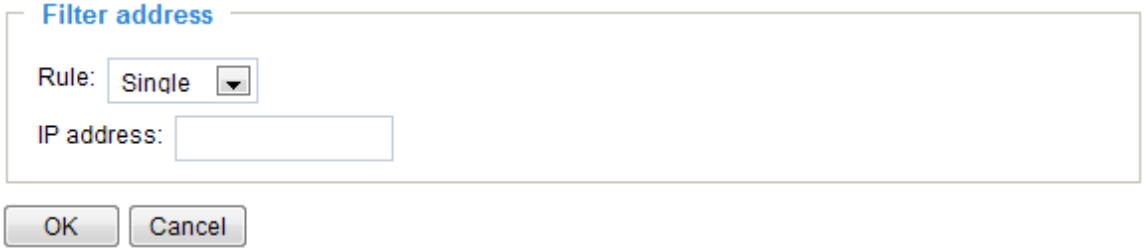
Filter

Filter type: Select **Allow** or **Deny** as the filter type. If you choose **Allow Type**, only those clients whose IP addresses are on the Access List below can access the Network Camera, and the others cannot access. On the contrary, if you choose **Deny Type**, those clients whose IP addresses are on the Access List below will not be allowed to access the Network Camera, and the others can access.

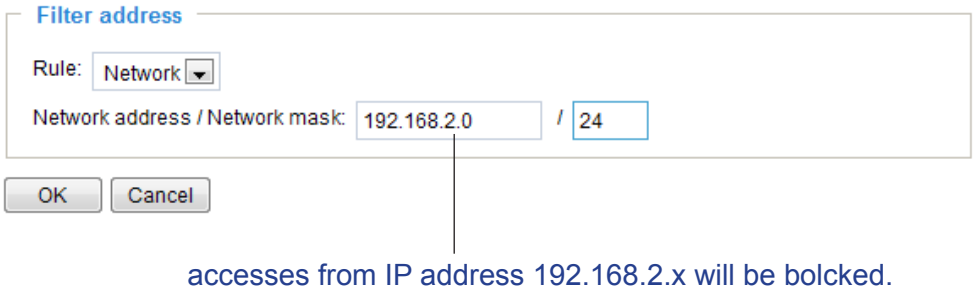
Then you can **Add** a rule to the following Access List. Please note that the IPv6 access list column will not be displayed unless you enable IPv6 on the Network page. For more information about **IPv6 Settings**, please refer to Network > Enable IPv6 on page 72 for detailed information.



There are three types of rules:
Single: This rule allows the user to add an IP address to the Allowed/Denied list.
For example:



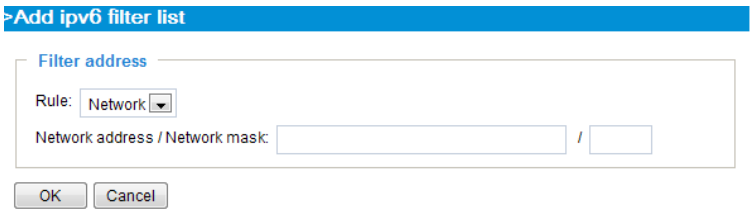
Network: This rule allows the user to assign a network address and corresponding subnet mask to the Allow/Deny List. The routing prefix is written in CIDR (Classless Inter-Domain Routing) notation. For example:



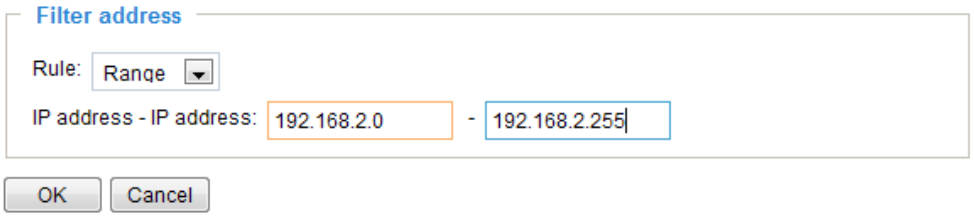
For example:

- 192.168.100.14/24 represents the IPv4 address 192.168.100.14 and its associated routing prefix 192.168.100.0, or equivalently, its subnet mask 255.255.255.0 has 24 leading 1-bits.
- The IPv4 block 192.168.100.0/22 represents the 1024 IPv4 addresses from 192.168.100.0 to 192.168.103.255.

If IPv6 filter is preferred, you will be prompted by the following window. Enter the IPv6 address and the two-digit prefix length to specify the range of IP addresses in your configuration.

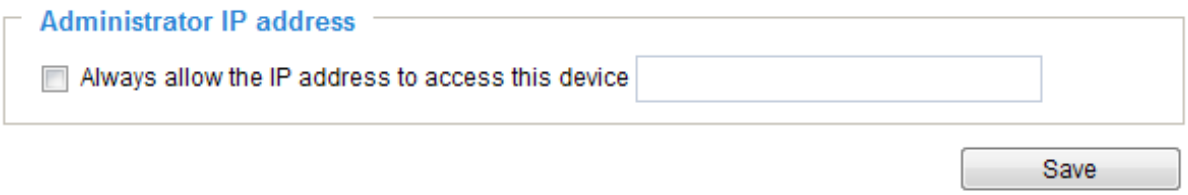


Range: This rule allows the user to assign a range of IP addresses to the Allow/Deny List.
Note: This rule is only applied to IPv4.
For example:



Administrator IP address

Always allow the IP address to access this device: You can check this item and add the Administrator's IP address in this field to make sure the Administrator can always connect to the device.



Security > IEEE 802.1x

Enable this function if your network environment uses IEEE 802.1x, which is a port-based network access control. The network devices, intermediary switch/access point/hub, and RADIUS server must support and enable 802.1x settings.

The 802.1x standard is designed to enhance the security of local area networks, which provides authentication to network devices (clients) attached to a network port (wired or wireless). If all certificates between client and server are verified, a point-to-point connection will be enabled; if authentication fails, access on that port will be prohibited. 802.1x utilizes an existing protocol, the Extensible Authentication Protocol (EAP), to facilitate communication.

■ The components of a protected network with 802.1x authentication:

Supplicant
(Network Camera)

Authenticator
(Network Switch)

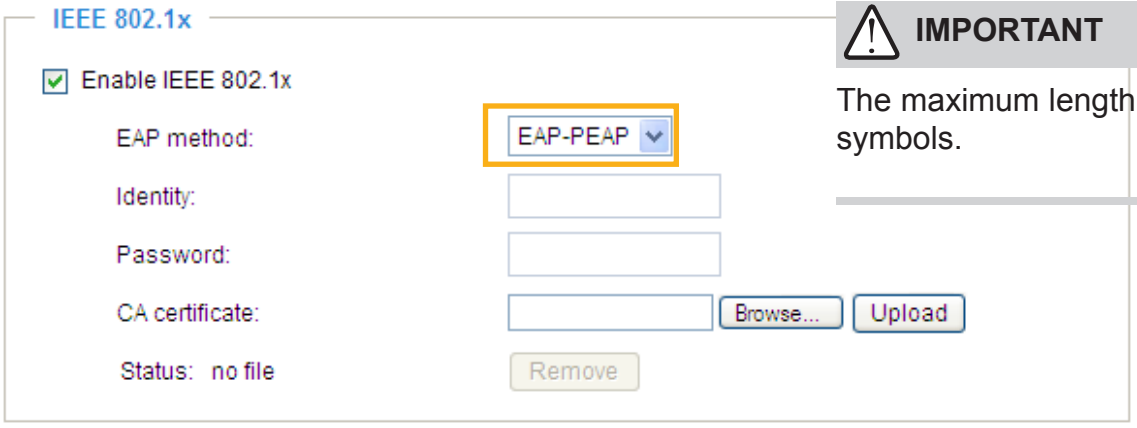
Authentication Server
(RADIUS Server)

1. Supplicant: A client end user (camera), which requests authentication.
2. Authenticator (an access point or a switch): A “go between” which restricts unauthorized end users from communicating with the authentication server.
3. Authentication server (usually a RADIUS server): Checks the client certificate and decides whether to accept the end user’s access request.

■ VIVOTEK Network Cameras support two types of EAP methods to perform authentication: **EAP-PEAP** and **EAP-TLS**.

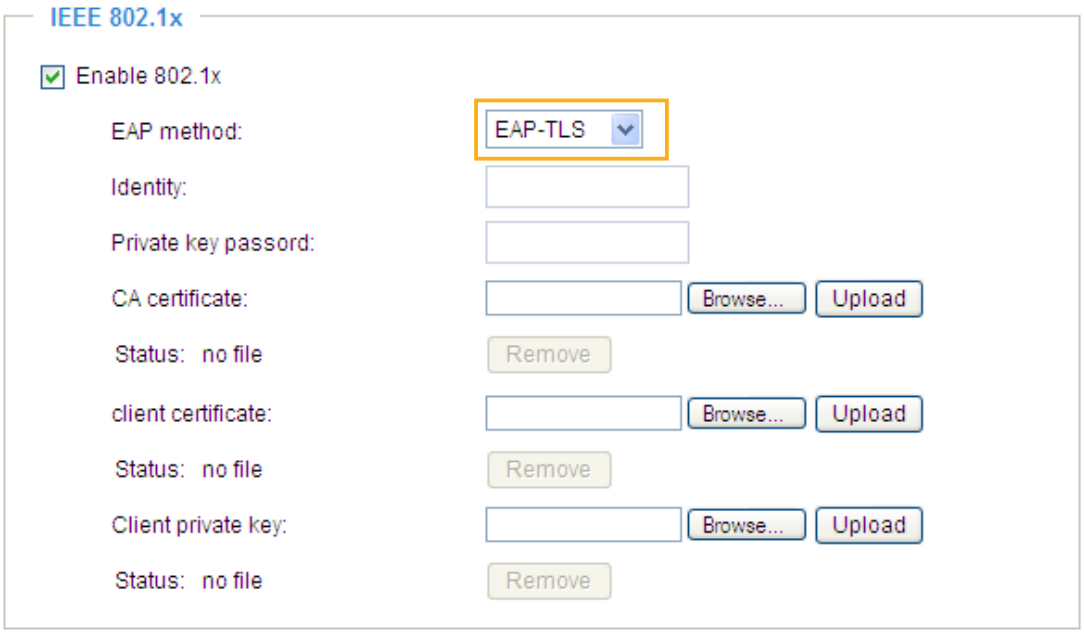
Please follow the steps below to enable 802.1x settings:

1. Before connecting the Network Camera to the protected network with 802.1x, please apply a digital certificate from a Certificate Authority (i.e., MIS of your company) which can be validated by a RADIUS server.
2. Connect the Network Camera to a PC or notebook outside of the protected LAN. Open the configuration page of the Network Camera as shown below. Select **EAP-PEAP** or **EAP-TLS** as the EAP method. In the following blanks, enter your ID and password issued by the CA, then upload related certificate(s).



IMPORTANT

The maximum length of password is 200 symbols.

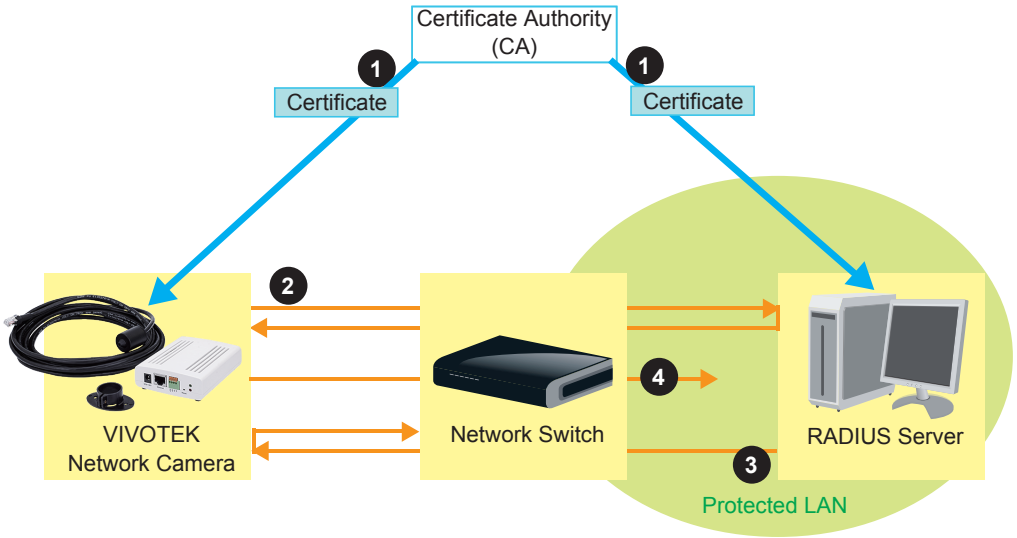


3. When all settings are complete, move the Network Camera to the protected LAN by connecting it to an 802.1x enabled switch. The devices will then start the authentication automatically.

NOTE:

► *The authentication process for 802.1x:*

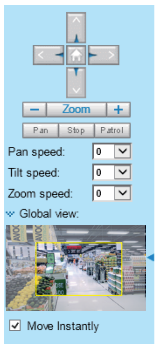
1. *The Certificate Authority (CA) provides the required signed certificates to the Network Camera (the supplicant) and the RADIUS Server (the authentication server).*
2. *A Network Camera requests access to the protected LAN using 802.1X via a switch (the authenticator). The client offers its identity and client certificate, which is then forwarded by the switch to the RADIUS Server, which uses an algorithm to authenticate the Network Camera and returns an acceptance or rejection back to the switch.*
3. *The switch also forwards the RADIUS Server's certificate to the Network Camera.*
4. *Assuming all certificates are validated, the switch then changes the Network Camera's state to authorized and is allowed access to the protected network via a pre-configured port.*

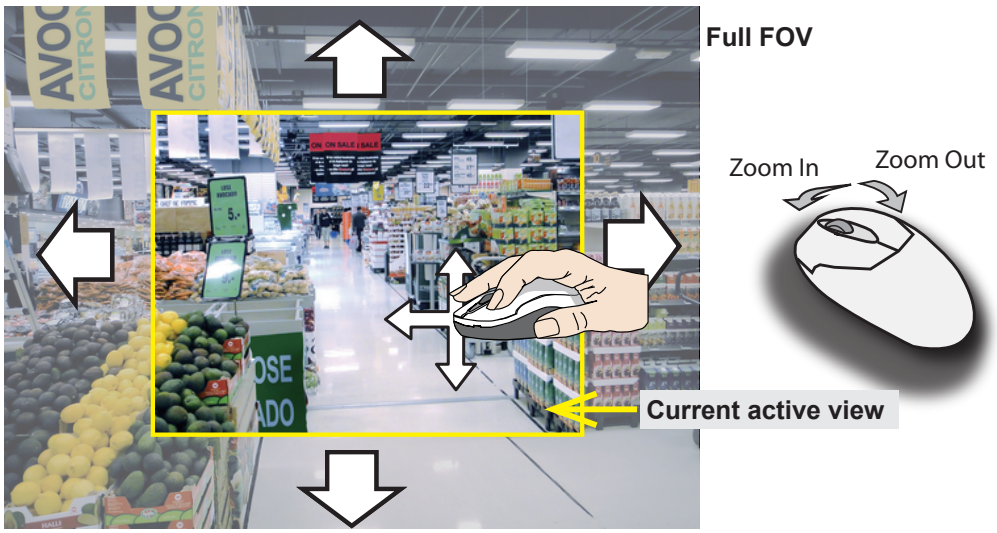


PTZ > PTZ settings

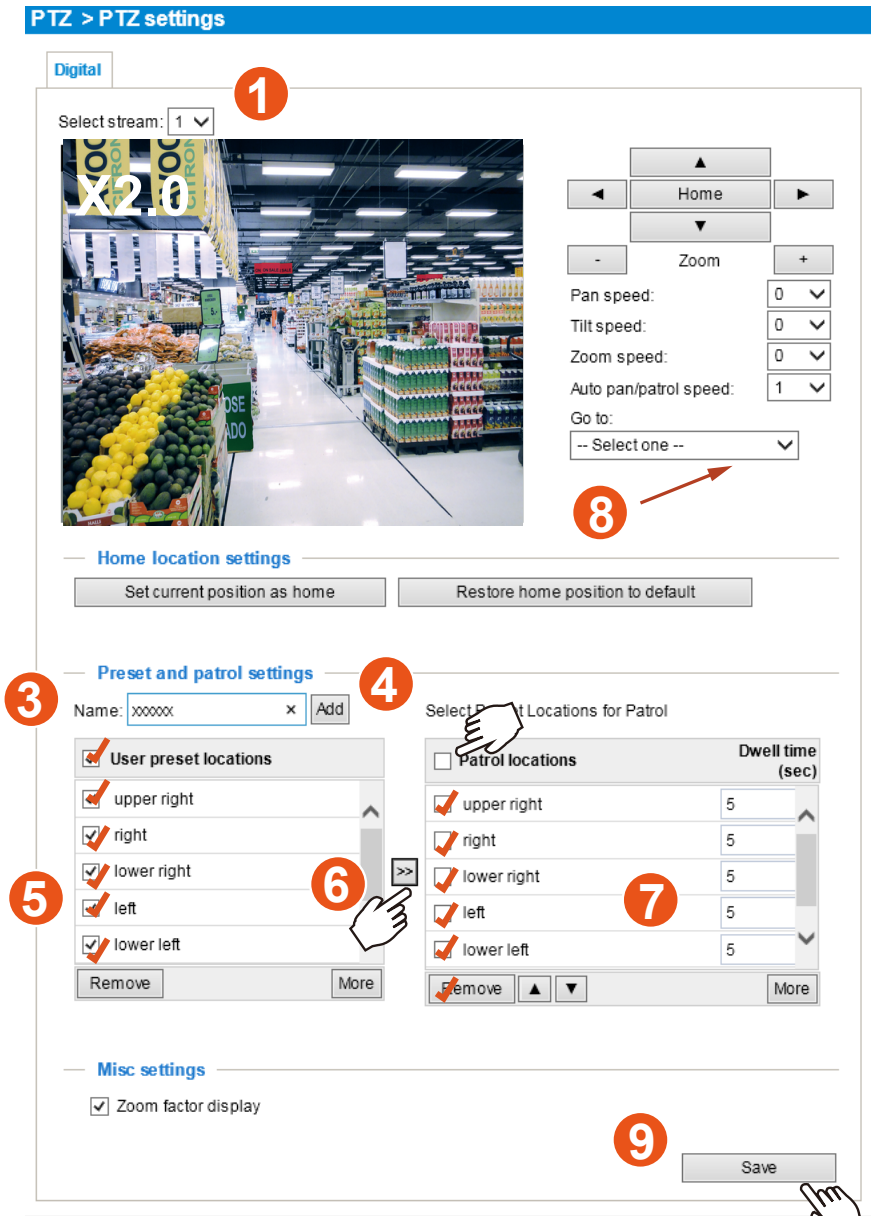
This section explains how to control the Network Camera's Pan/Tilt/Zoom operation.

The PTZ function allows users to quickly move the focus to a target area for close-up viewing without physically zooming the camera. The e-PTZ view takes effect when the current field of view is not showing the full of the camera's complete field of view. Users can then move the view in different directions or zoom in or zoom out on the screen.





Digital PTZ Operation (E-PTZ Operation)



Preset positions and rotation settings

In the PTZ settings page, you can create preset positions in the hemisphere covered by the fisheye lens. A total of 20 preset positions can be configured.

Please follow the steps below to configure preset positions and arrange them in a rotational tour through different positions.

1. First select a video stream on which the PTZ settings will take place.

2. Adjust the shooting area to the desired position using the PTZ keypad, the FOV indicators, or mouse clicks on the live screen. To begin the mouse control, click on the two interactive windows. Due to the highly-sensitive mouse control, the PTZ control buttons can help fine-tune to an optimal location.

3. After you selected an area of interest, enter a name for the new position, which can contain up to forty alphabetic and numeric characters.

4. Click **Add** to enable the settings. The preset positions will be listed on the **User preset locations**. (To add more positions you wish, please repeat steps 1~3.)

5. Select the preset positions by their checkboxes.

6. Click on the move button (>>) >> to move positions to the Patrol locations window.

7. You may select some or all of the imported positions as the stop points during the tour.

8. Select a preset position when you need to move to a specific place on screen.

   Select a preferred **Dwell time** or **move the preset positions** for consecutively displaying views of multiple positions. The speeds and the dwell time of each position on a Regional view window are shown below:

9. Click on the **Save** button to preserve your configuration.

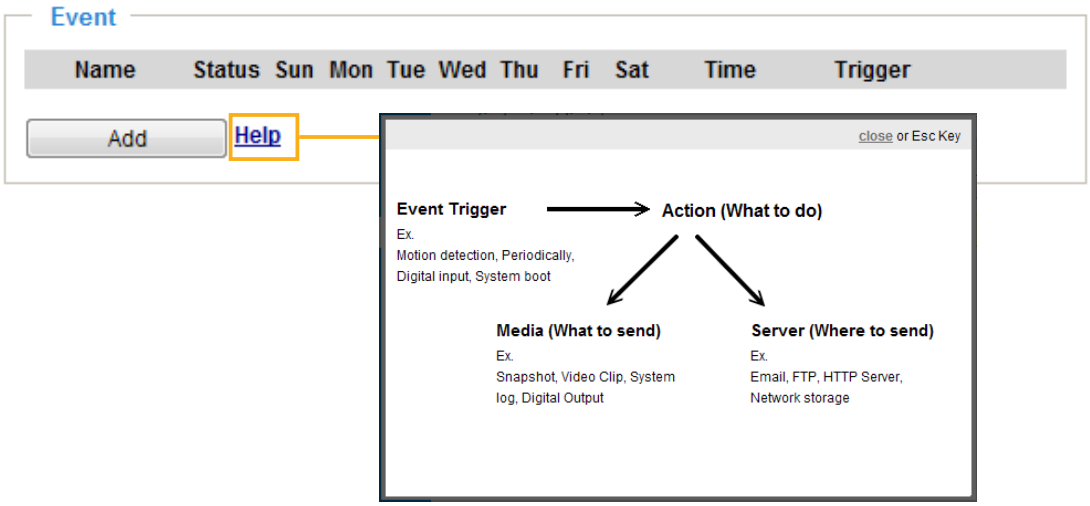
   To remove a preset position from the list, select it and click **Remove**. You can re-arrange the order of the position hop on the list using the ▲ ▼ buttons.

Misc settings

Use this checkbox to display or hide the zoom ratio indicator on the screen. You can use your mousewheel to zoom in or zoom out on a live view window.

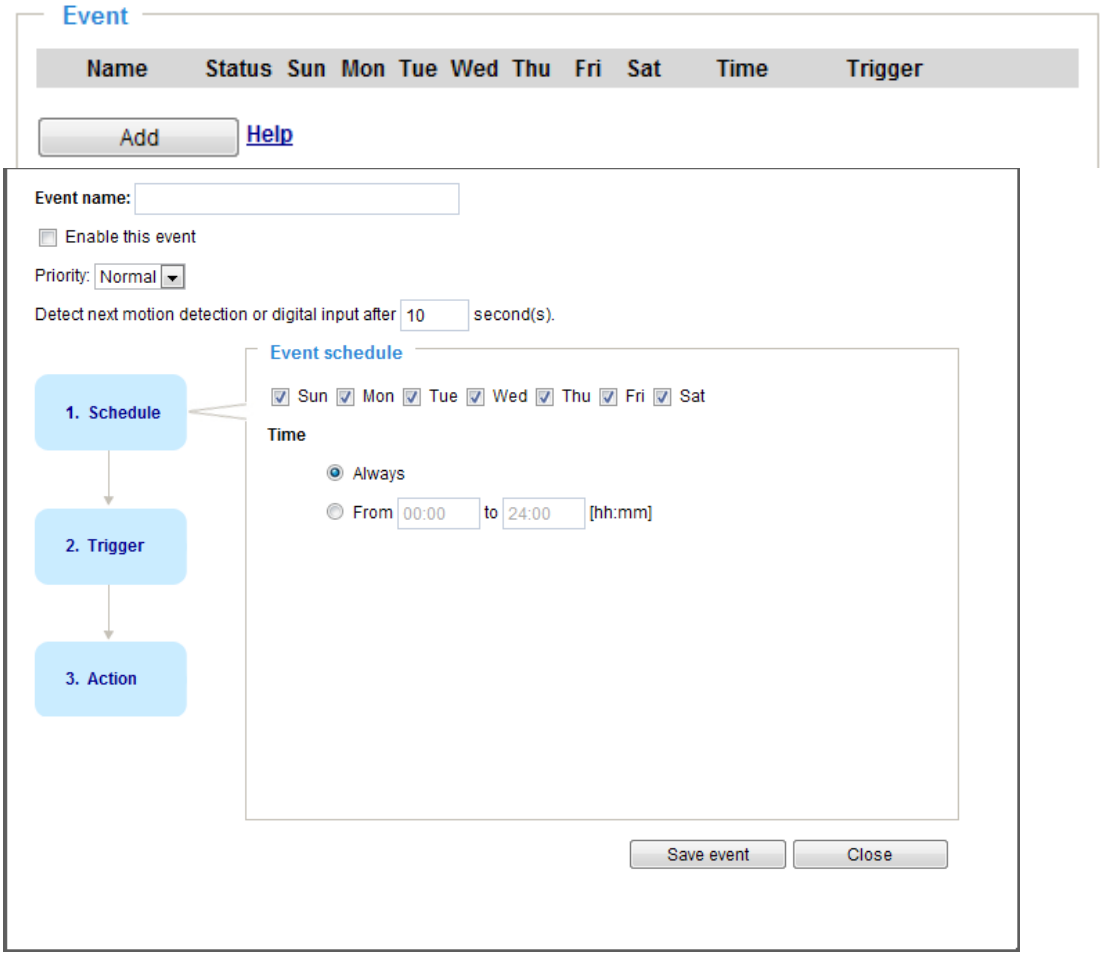
Event > Event settings

This section explains how to configure the Network Camera to respond to particular situations (event). A typical application is that when a motion is detected, the Network Camera sends buffered images to an FTP server or e-mail address as notifications. Click on **Help**, there is an illustration shown in the pop-up window explaining that an event can be triggered by many sources, such as motion detection or external digital input devices. When an event is triggered, you can specify what type of action that will be performed.



Event

An event is an action initiated by a user-defined trigger source. In the **Event** column, click **Add** to open the event settings window.



■ Event name: Enter a name for the event setting.

■ Enable this event: Select this checkbox to enable the event setting.

■ Priority: Select the relative importance of this event (High, Normal, or Low). Events with a higher priority setting will be executed first.

■ Detect next motion detection or digital input after ☐ seconds: Enter the duration in seconds to pause motion detection after a motion is detected. This prevents too many events to be triggered within a short time.

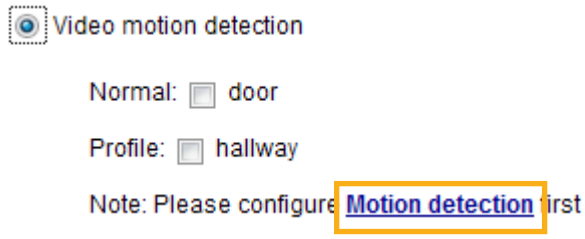
Follow the steps 1~3 to arrange the three elements -- Schedule, Trigger, and Action to set an event. A total of 3 event settings can be configured.

1. Schedule
Specify the period for the event. Please select the days of the week and the time in a day (in 24-hr time format) to specify when will the event-triggering conditions take effect.

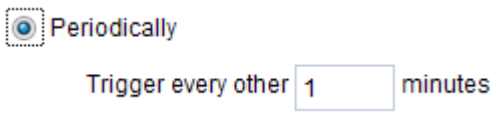
2. Trigger
This is the cause or stimulus which defines what will trigger the event. The trigger source can be configured to use the Network Camera's built-in motion detection mechanism or external digital inputs.

There are several choices of trigger sources as shown below. Select each item to display its related options.

■ Video motion detection
This option makes use of the built-in motion detection mechanism as a trigger source. To enable this function, you need to configure a Motion Detection Window first. For more information, please refer to Motion Detection on page 117 for details.



■ Periodically
This option allows the Network Camera to trigger periodically for every other defined minute. Up to 999 minutes are allowed.



■ Digital input
This option allows the Network Camera to use an external digital input device or sensor as a trigger source. Depending on your application, there are many choices with digital input devices on the market which help detect changes in temperature, vibration, sound, light, etc.

■ System boot
This option triggers the Network Camera when the power to the Network Camera is disconnected.

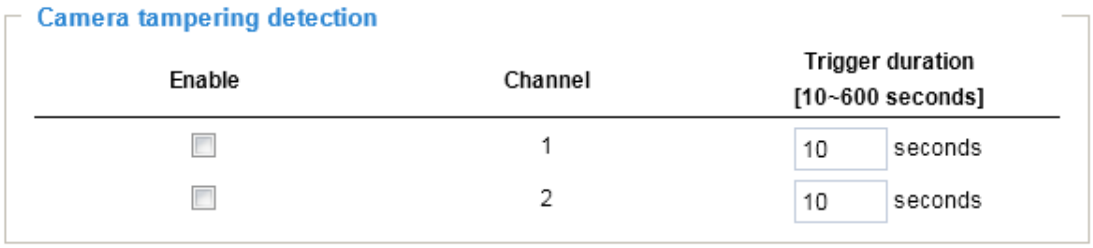
■ Recording notify
This option allows the Network Camera to trigger when the recording disk is full or when recording starts to overwrite older data.

■ Audio detection

A preset threshold can be configured with an external microphone as the trigger to system event. The triggering condition can be an input exceeding or falling below a threshold. Audio detection can take place as a complement to motion detection or as a method to detect activities not covered by the camera's view.

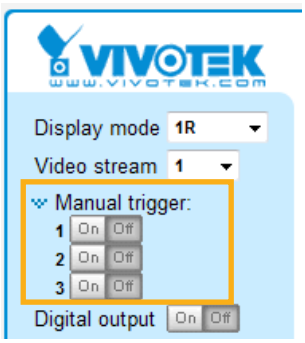
■ Camera tampering detection

This option allows the Network Camera to trigger when the camera detects that is is being tampered with. To enable this function, you need to configure the Tampering Detection option first. Please refer to page 120 for detailed information.



■ Manual Trigger

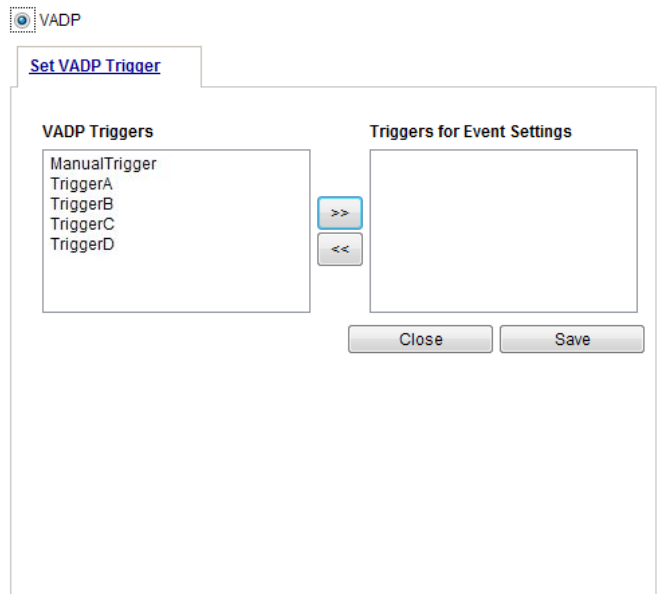
This option allows user to enable event triggers manually by clicking the on/off button on the homepage. Please configure 1 ~ 3 events before using this function.



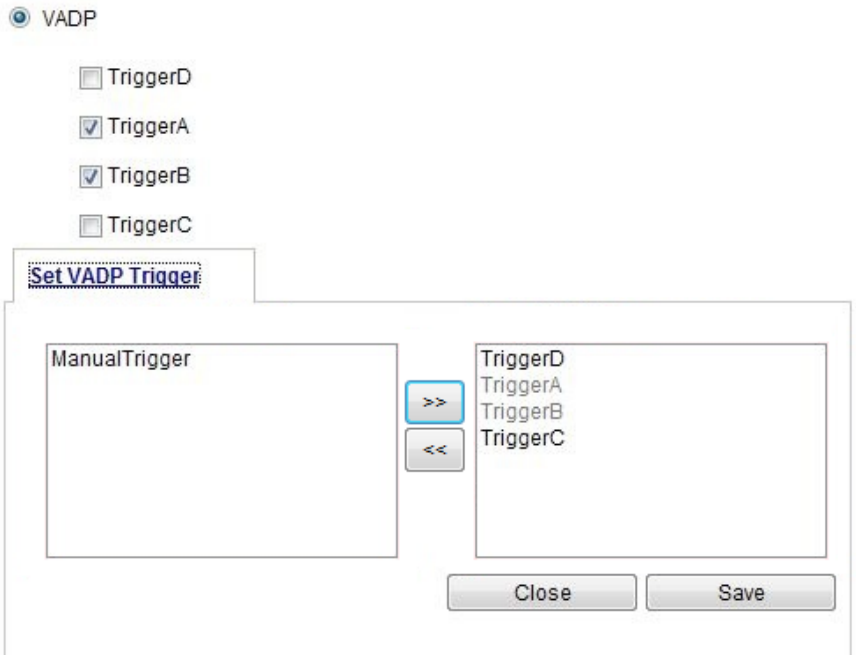
■ VADP

It is presumed that you already uploaded and enabled the VADP modules before you can associatee VADP triggers with an Event setting.

Click on the Set VADP Trigger button to open the VADP setup menu. The triggering conditions available with 3rd-party software modules known as VADP will be listed. Use the arrow buttons to select these triggers. Users may implant these modules for different purposes such as triggering motion detection, or applications related to video analysis, etc. Please refer to page 124 for the configuration options with VADP modules.

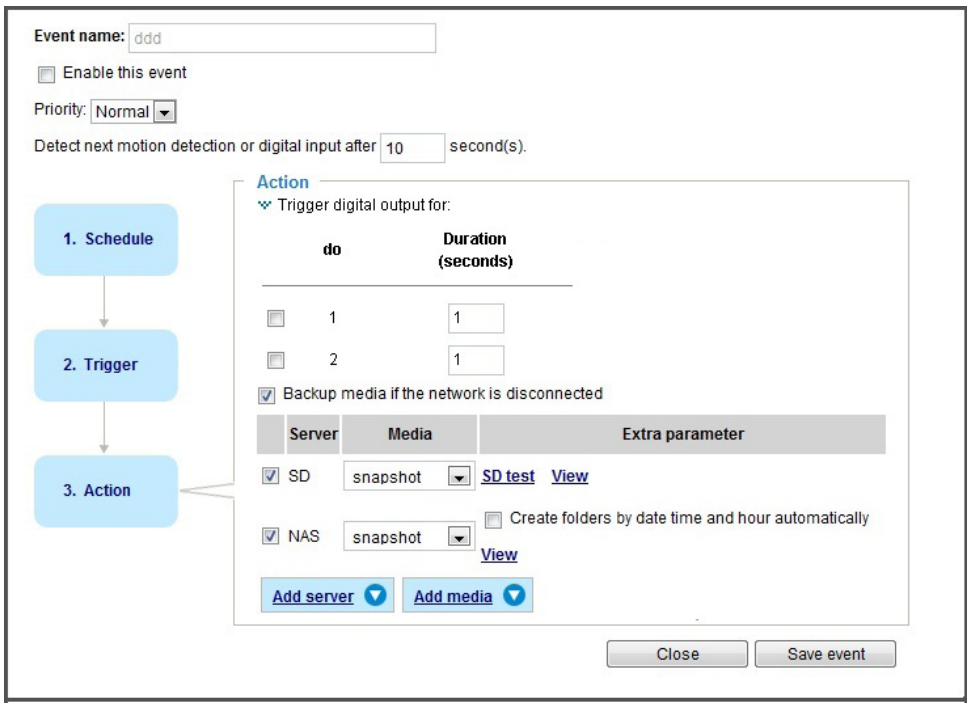


Once the triggers are configured, they will be listed under the VADP option.



3. Action

Define the actions to be performed by the Network Camera when a trigger is activated.



■ Trigger digital output for ☐ seconds
Select this option to turn on the digital output signals (via the DO connectors on the main assembly) when a trigger is activated. Specify the length of the trigger interval in the text box.

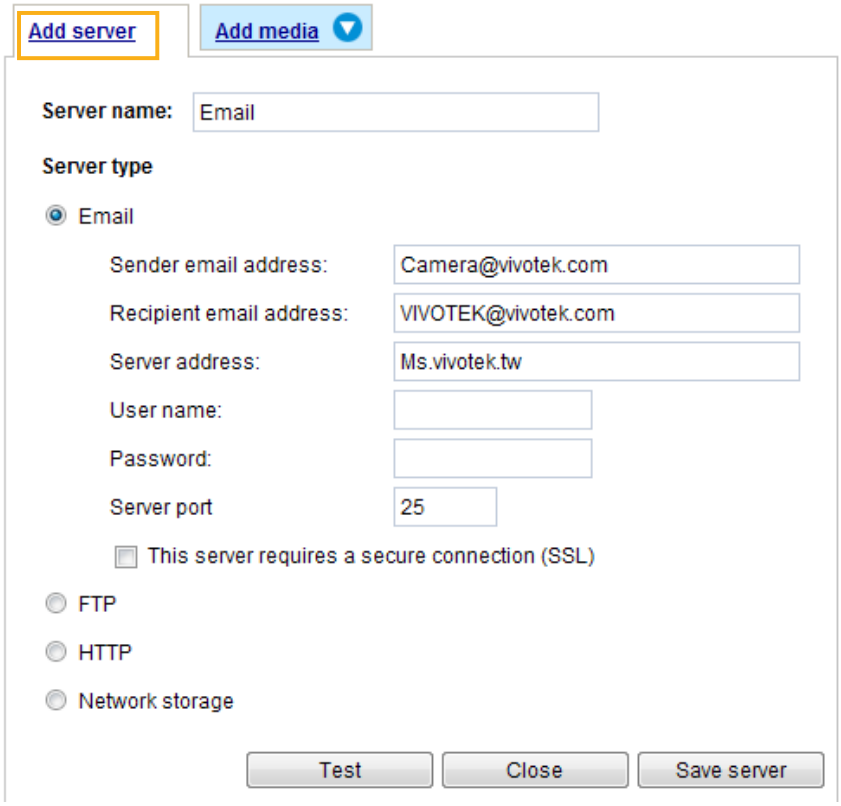
■ Backup media if the network is disconnected
Select this option to backup media file on SD card if the network is disconnected. Please note that this function will only apply after you set up the connection to networked storage (NAS). For more information about how to set up network storage, please refer to page 129.

To configure an event with video recording or snapshots, it is necessary to configure/provide servers and storage media settings so that the Network Camera will know where to send the media files to when a trigger is activated.

Add server

Click **Add server** to unfold the server setting window. You can specify how the notification messages are delivered when a trigger is activated. A total of 5 server settings can be configured.

There are four choices of server types available: Email, FTP, HTTP, and Network storage. Select the item to display the detailed configuration options. You can configure either one or all of them.



Server type - Email
Select to send the media files via email when a trigger is activated.

■ Server name: Enter a name for the server setting.

■ Sender email address: Enter a valid email address as the sender address.

■ Recipient email address: Enter a valid email address as the recipient address.

■ Server address: Enter the domain name or IP address of the email server.

■ User name: Enter the user name of the email account if necessary.

■ Password: Enter the password of the email account if necessary.

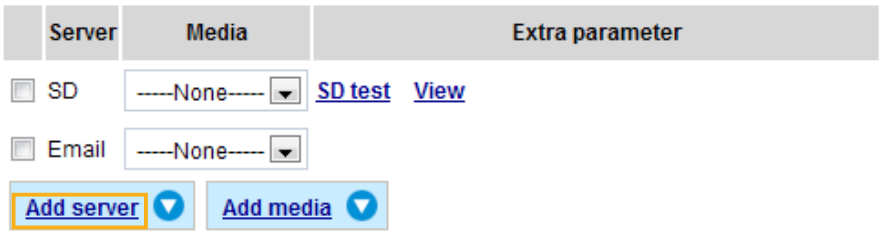
■ Server port: The default mail server port is set to 25. You can also manually set another port.

If your SMTP server requires a secure connection (SSL), check **This server requires a secure connection (SSL).**

To verify if the email settings are correctly configured, click **Test**. The result will be shown in a pop-up window. If successful, you will also receive an email indicating the result.

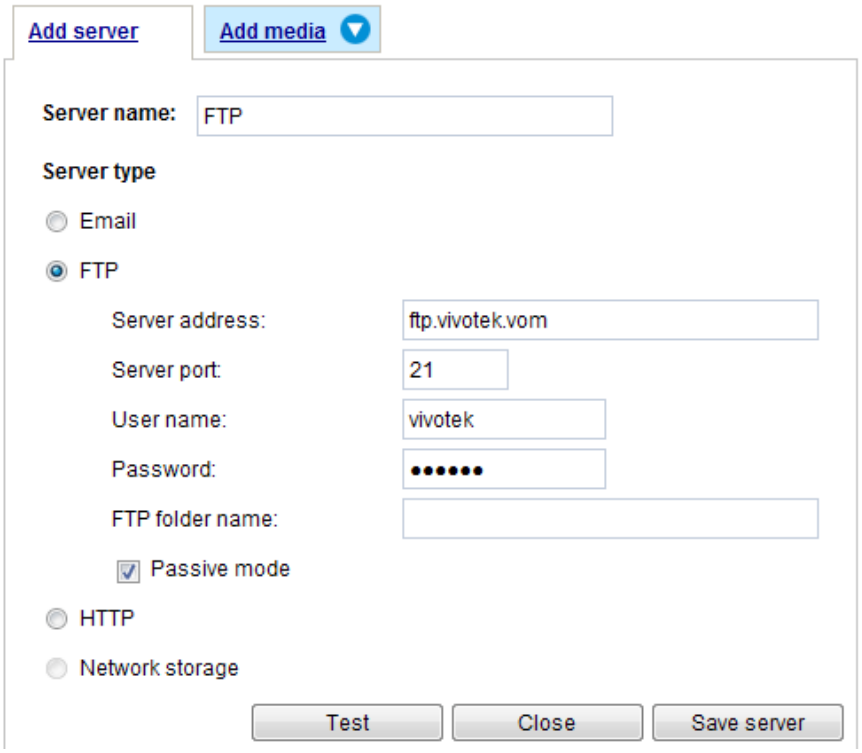
Click **Save server** to enable the settings, then click **Close** to exit the Add server page.

After you set up the first event server, a new item for event server will automatically appear on the Server list. If you wish to add more server options, click **Add server**.



Server type - FTP

Select to send the media files to an FTP server when a trigger is activated.



■ Server name: Enter a name for the server setting.

■ Server address: Enter the domain name or IP address of the FTP server.

■ Server port: By default, the FTP server port is set to 21. It can also be assigned to another port number between 1025 and 65535.

■ User name: Enter the login name of the FTP account.

■ Password: Enter the password of the FTP account.

■ FTP folder name
Enter the folder where the media file will be placed. If the folder name does not exist, the Network Camera will create one on the FTP server.

■ Passive mode
Most firewalls do not accept new connections initiated from external requests. If the FTP server supports passive mode, select this option to enable passive mode FTP and allow data transmission to pass through the firewall.

To verify if the FTP settings are correctly configured, click **Test**. The result will be shown in a pop-up window as shown below. If successful, you will also receive a test.txt file on the FTP server.

Click **Save server** to enable the settings, then click **Close** to exit the Add server page.

Server type - HTTP
Select to send the media files to an HTTP server when a trigger is activated.

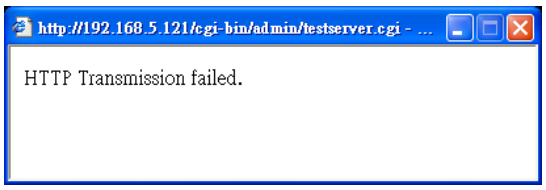
■ Server name: Enter a name for the server setting.

■ URL: Enter the URL of the HTTP server.

■ User name: Enter the user name if necessary.

■ Password: Enter the password if necessary.

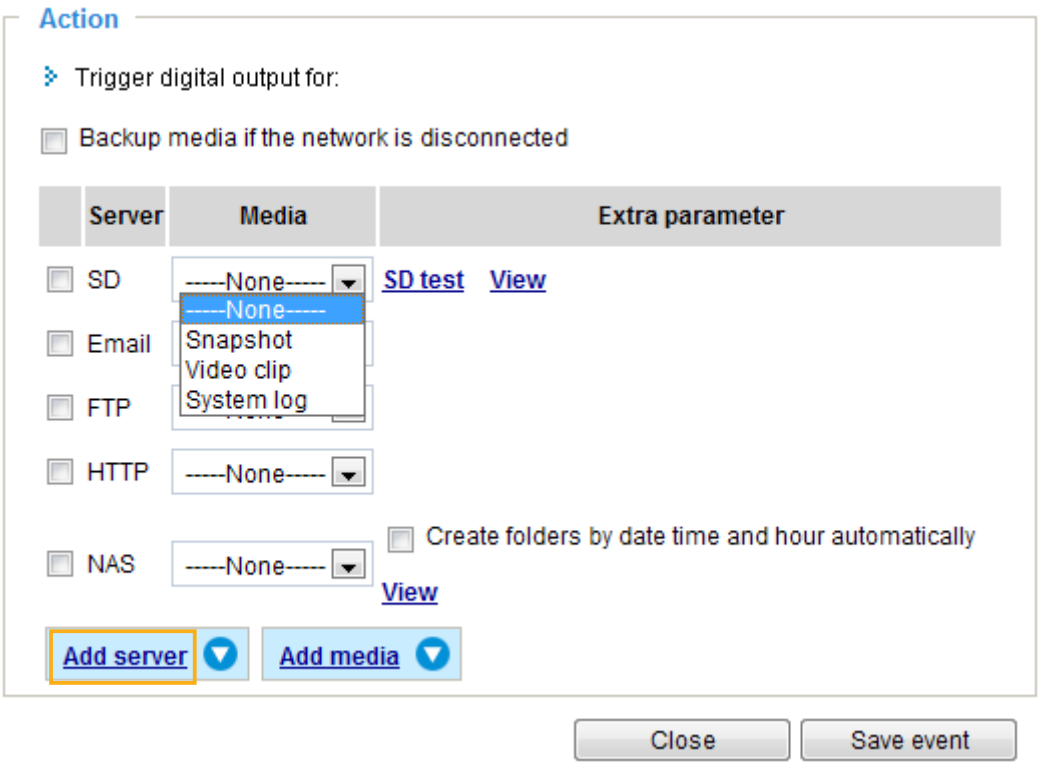
To verify if the HTTP settings are correctly configured, click **Test**. The result will be shown in a pop-up window as below. If successful, you will receive a test.txt file on the HTTP server.



Click **Save server** to enable the settings and click **Close** to exit the Add server page.

Network storage:
Select to send the media files to a network storage location when a trigger is activated. Please refer to **NAS server** on page 129 for details.

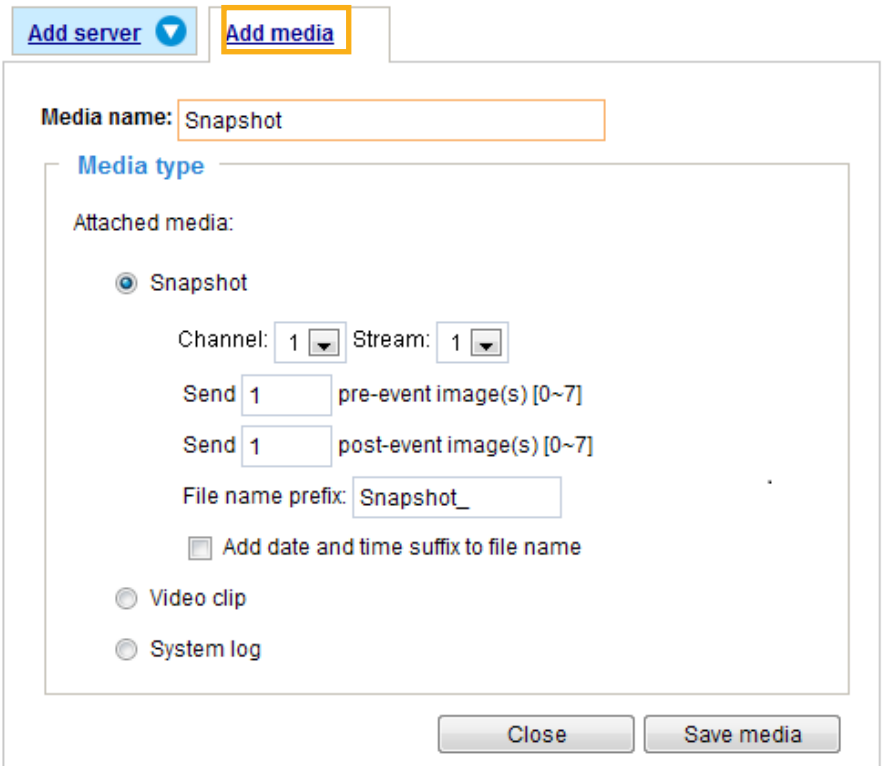
Click **Save server** to enable the settings, then click **Close** to exit the Add server page.



■ SD Test: Click to test your SD card. The system will display a message indicating success or failure. If you want to use your SD card for local storage, please format it before use. Please refer to page 132 for detailed information.

Add media

Click **Add media** to open the media setting window. You can specify the type of media that will be sent when a trigger is activated. A total of 5 media settings can be configured. There are three choices of media types available: Snapshot, Video Clip, and System log. Select the item to display the detailed configuration options. You can configure either one or all of them.



Media type - Snapshot
Select to send snapshots when a trigger is activated.

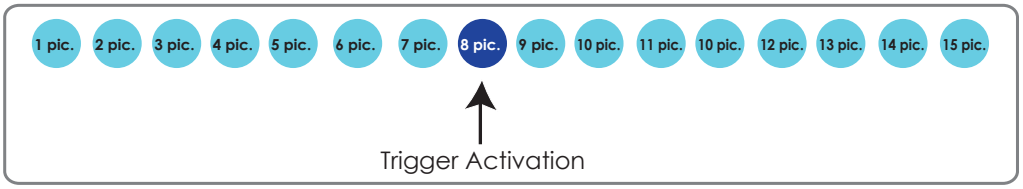
■ Media name: Enter a name for the media setting.

■ Select the channel and stream number from which the snapshots will be taken.

■ Send ☐ pre-event images
The Network Camera has a buffer area; it temporarily holds data up to a certain limit. Enter a number to decide how many images to capture before a trigger is activated. Up to 7 images can be generated.

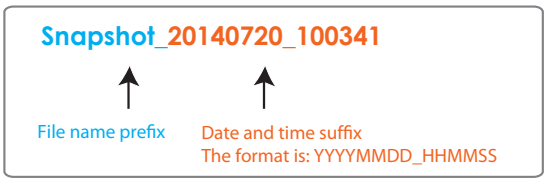
■ Send ☐ post-event images
Enter a number to decide how many images to capture after a trigger is activated. Up to 7 images can be generated.

For example, if both the Send pre-event images and Send post-event images are set to 7, a total of 15 images are generated after a trigger is activated.



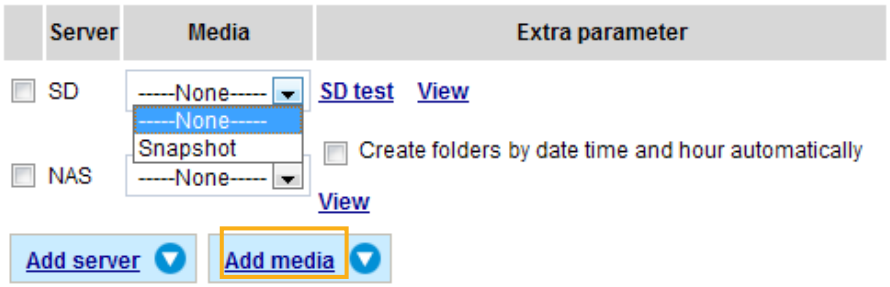
■ File name prefix
Enter the text that will be appended to the front of the file name.

■ Add date and time suffix to the file name. Select this option to add a date/time suffix to the file name. For example:

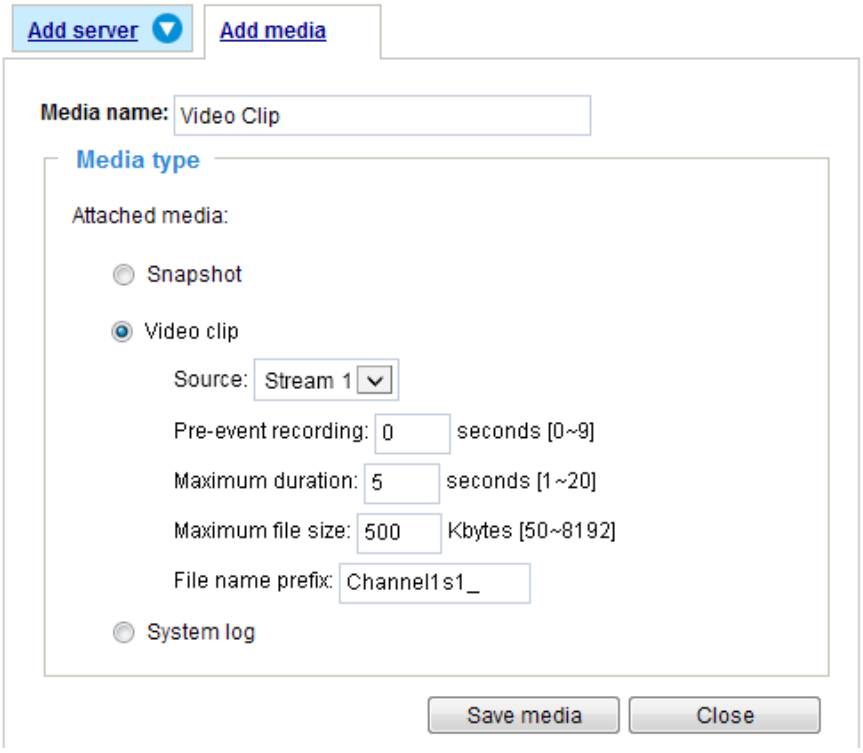


Click **Save media** to enable the settings, then click **Close** to exit the Add media page.

After you set up the first media server, a new column for media server will automatically display on the Media list. If you wish to add more media options, click **Add media**.



Media type - Video clip
Select to send video clips when a trigger is activated.



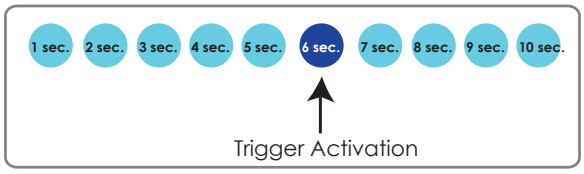
■ Media name: Enter a name for the media setting.

■ Source: Select the source of video clip from the stream number.

■ Pre-event recording

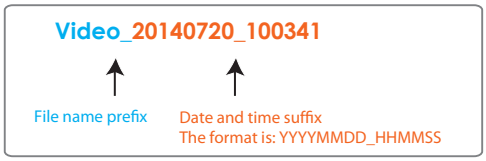
The Network Camera has a buffer area; it temporarily holds data up to a certain limit. Enter a number to decide the duration of recording before a trigger is activated. Up to 9 seconds of video can be recorded.

■ Maximum duration
Specify the maximum recording duration in seconds. Up to 10 seconds of video can be recorded. For example, if pre-event recording is set to 5 seconds and the maximum duration is set to 10 seconds, the Network Camera continues to record for another 4 seconds after a trigger is activated.



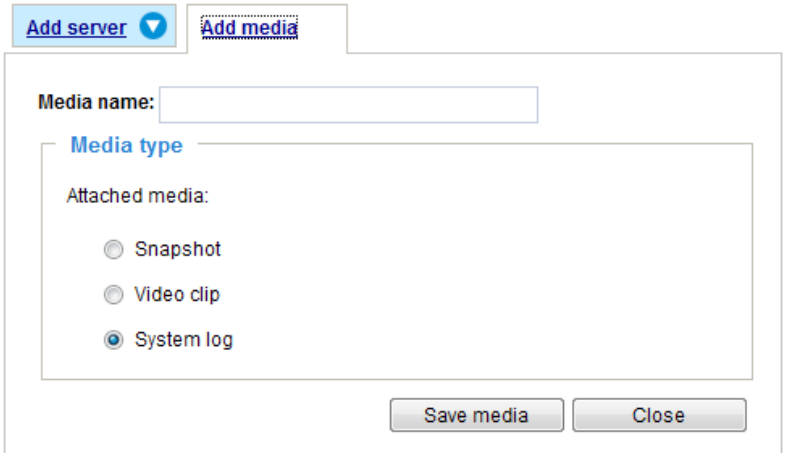
■ Maximum file size
Specify the maximum file size allowed.

■ File name prefix
Enter the text that will be appended to the front of the file name.
For example:

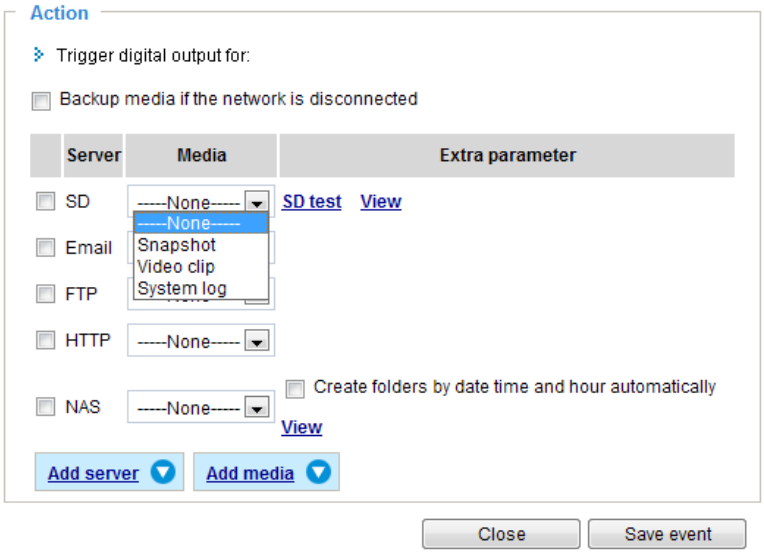


Click **Save media** to enable the settings, then click **Close** to exit the Add media page.

Media type - System log
Select to send a system log when a trigger is activated.



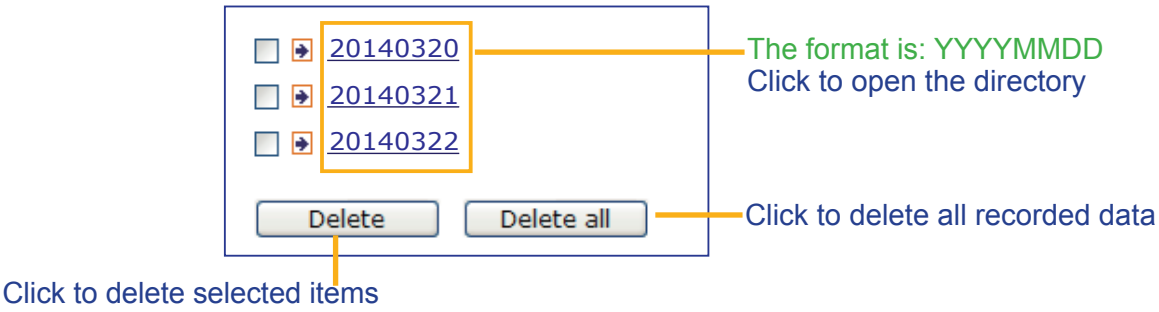
Click **Save media** to enable the settings, then click **Close** to exit the Add media page.



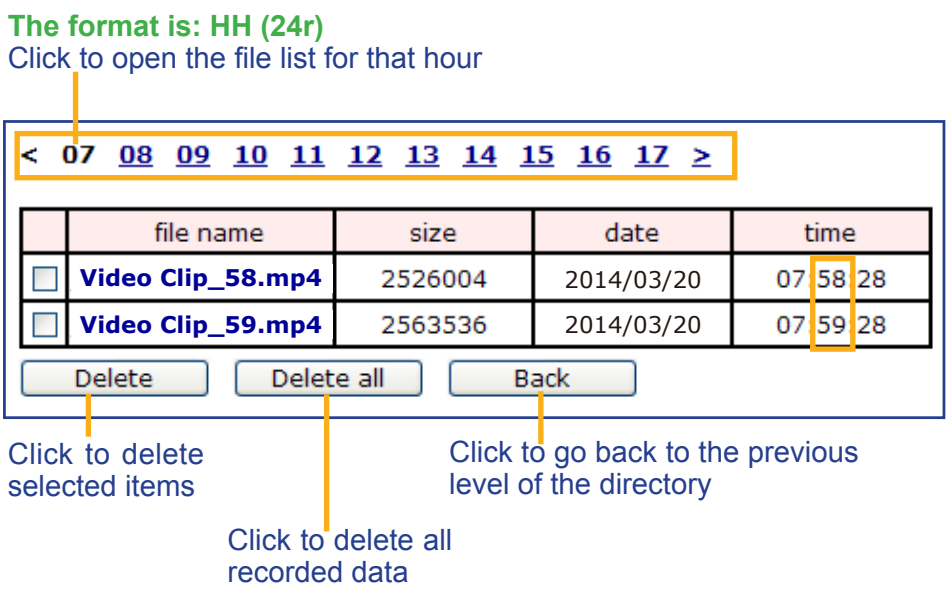
- View: Click this button to open a file list window. This function is only for SD card and Network Storage. If you click **View** button of SD card, a Local storage page will pop up for you to manage recorded files on SD card. For more information about Local storage, please refer to page 132. If you click **View** button of Network storage, a file directory window will pop up for you to view recorded data on Network storage.

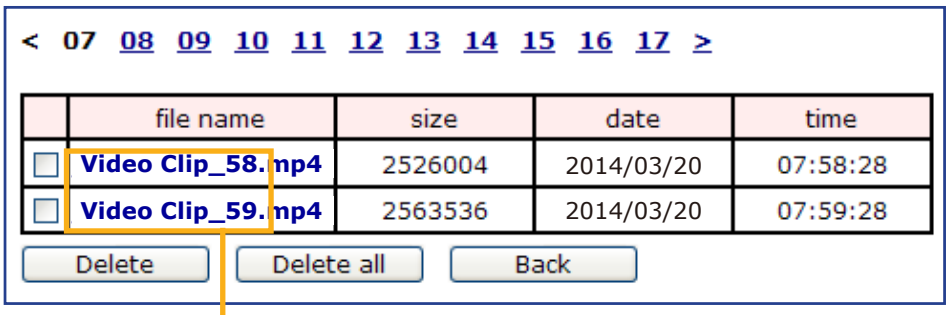
- Create folders by date, time, and hour automatically: If you check this item, the system will generate folders automatically by date.

The following is an example of a file destination with video clips:

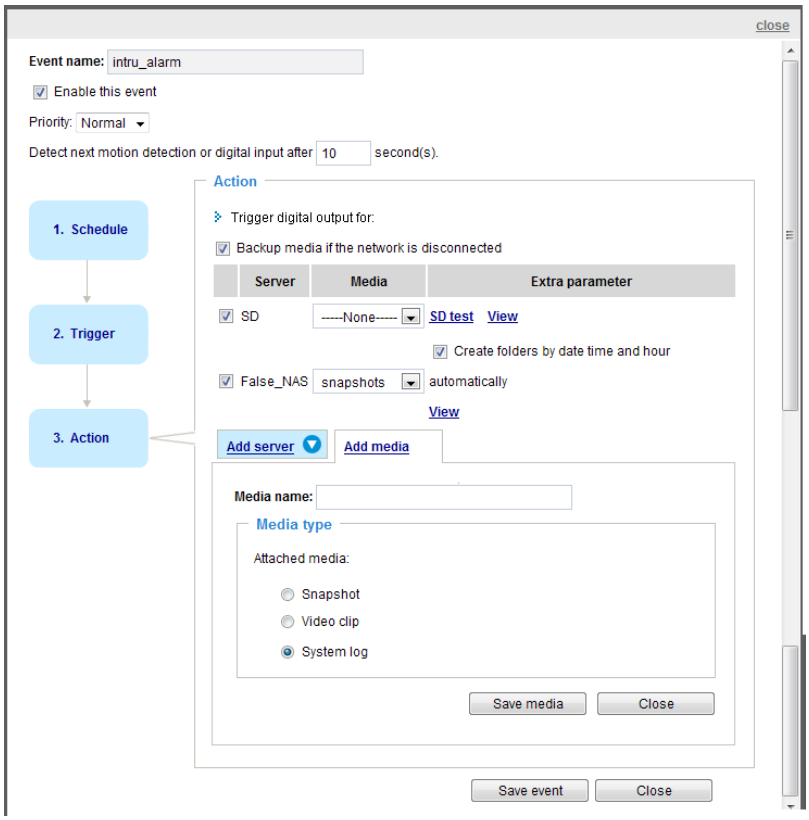


Click **20140320** to open the directory:



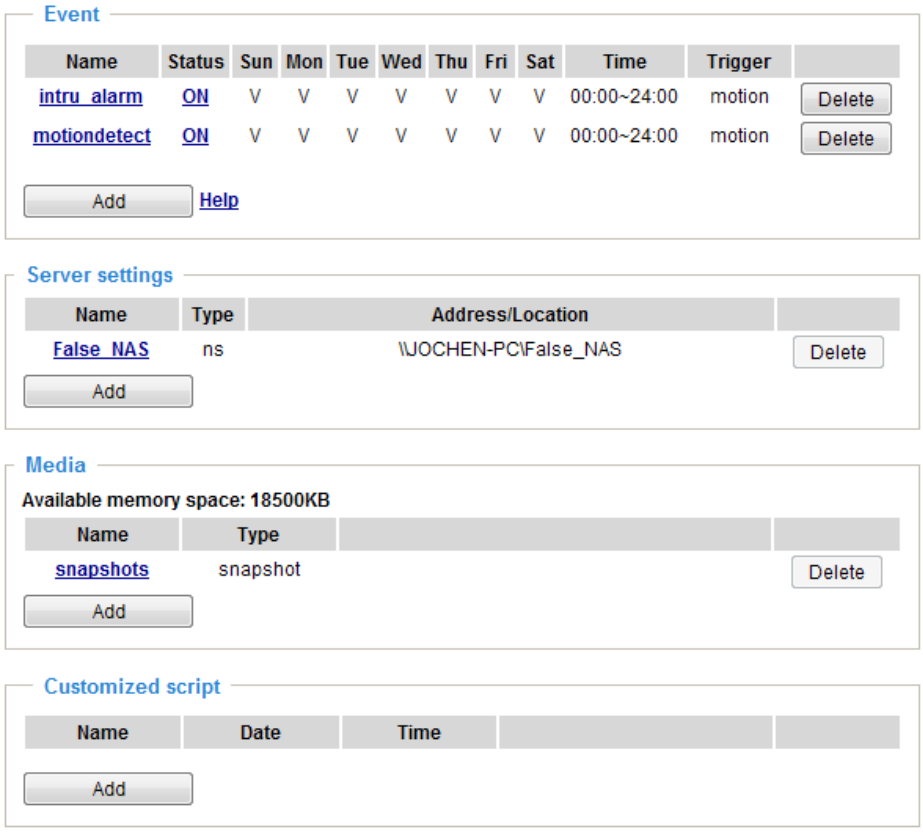


Here is an example of the Event setting:



When completed the settings with steps 1~3 to arrange Schedule, Trigger, and Action of an event, click **Save event** to enable the settings and click **Close** to exit the page.

The following is an example of the Event setting page:



When the Event Status is **ON**, once an event is triggered by motion detection, the Network Camera will automatically send snapshots via e-mail.

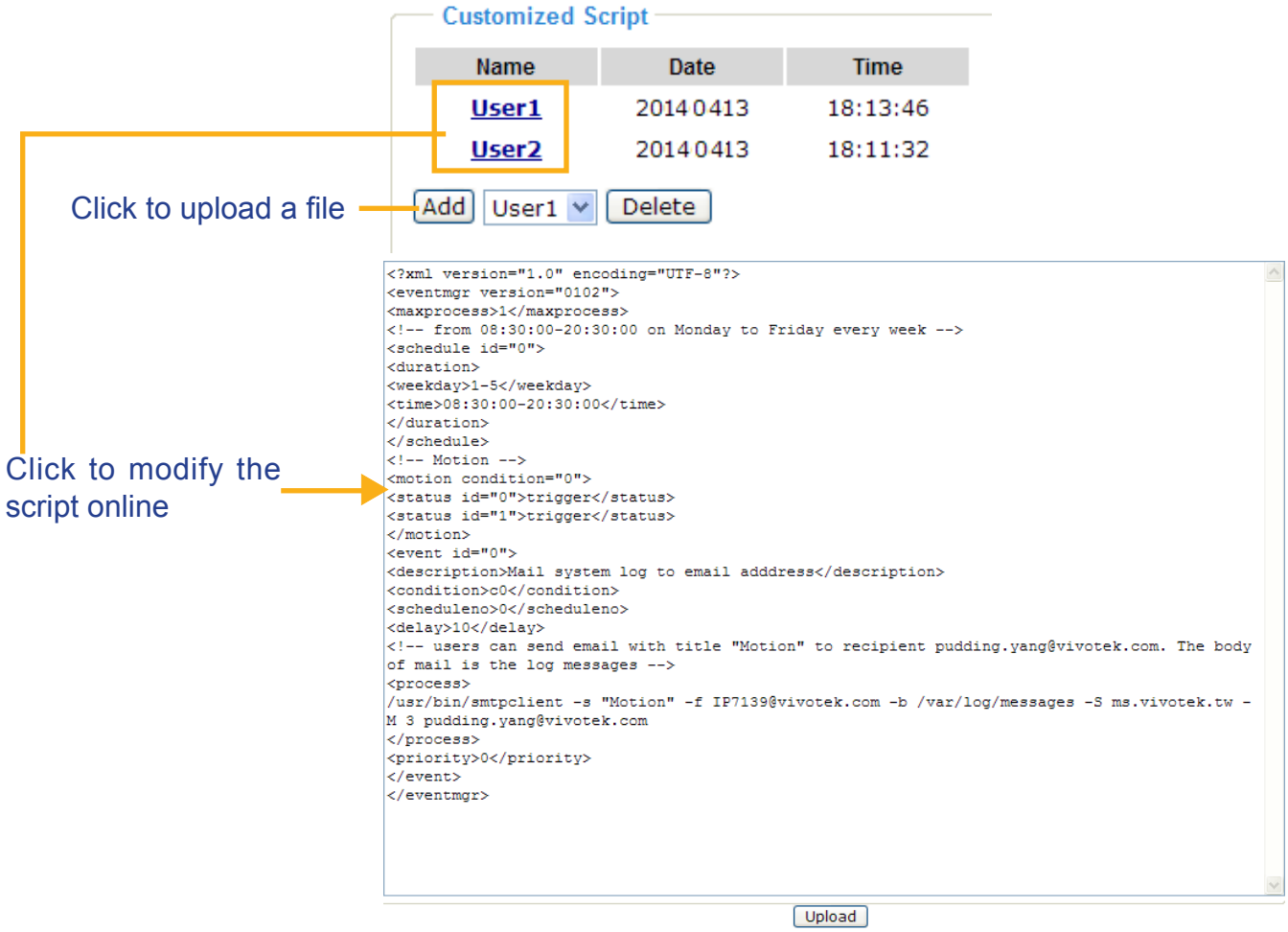
If you want to stop the event trigger, you can click **ON** to turn it to **OFF** status or click **Delete** to remove a previously-configured event setting.

To remove a server setting from the list, select a server name and click **Delete**. Note that only when the server setting is not being applied to an event setting can it be deleted.

To remove a media setting from the list, select a media name and click **Delete**. Note that only when the media setting is not being applied to an event setting can it be deleted.

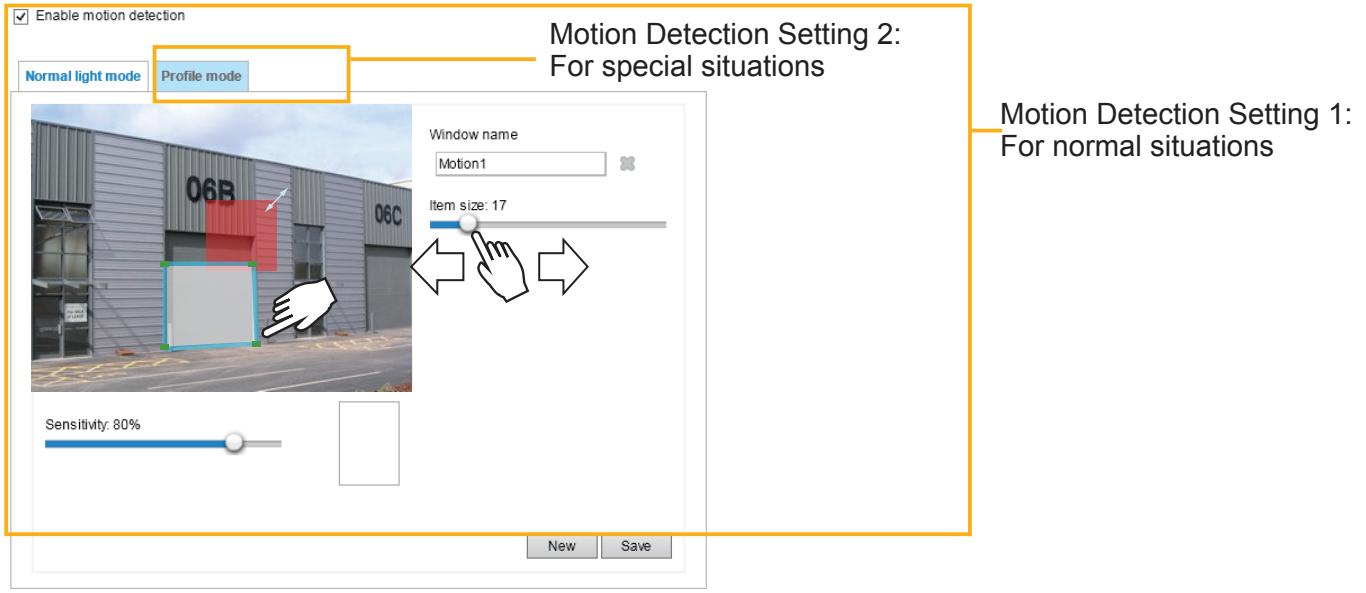
Customized Script

This function allows you to upload a sample script (.xml file) to the webpage, which will save your time on configuring the settings. Please note that there is a limited number of customized scripts you can upload; if the current amount of customized scripts has reached the limit, an alert message will prompt. If you need more information, please contact VIVOTEK's technical support.



Applications > Motion detection

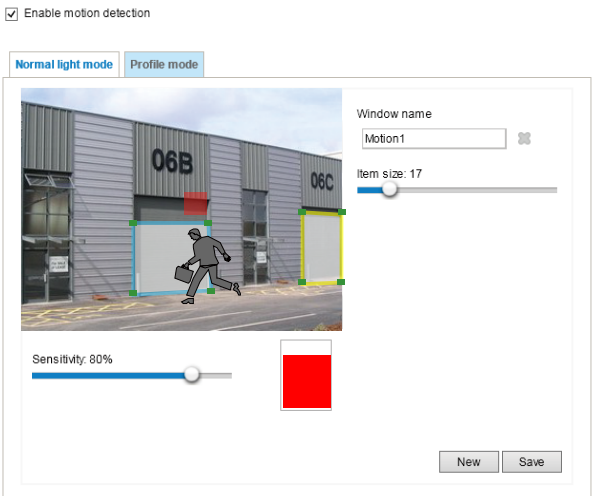
This section explains how to configure the Network Camera to enable motion detection. A total of 5 motion detection windows can be configured.



Follow the steps below to enable motion detection:

1. Click **New** to add a new motion detection window.
2. In the Window Name text box, enter a name for the motion detection window.
   - Use 4 mouse clicks to designate a detection window. You can change the window shape by dragging the corner marks to a preferred location.
   - Drag the item size tab to change the minimum size of item to trigger an alarm. An item size box will appear in the center of screen for your reference (in semi-transparent red). An intruding object must be larger than the Item size to trigger an alarm. Change the item size according to the live view.
   - To delete a window, click the X mark on the right of the window name.
3. Define the sensitivity to moving objects by moving the Sensitivity slide bar. Note that a high sensitivity is prone to produce false alarms such as the fast changes of light (such as day/night mode switch, turning lights on/off). A movement must persist longer than 0.3 second for the motion to be detected.
4. Click **Save** to enable the settings.
5. Select **Enable motion detection** to enable this function.

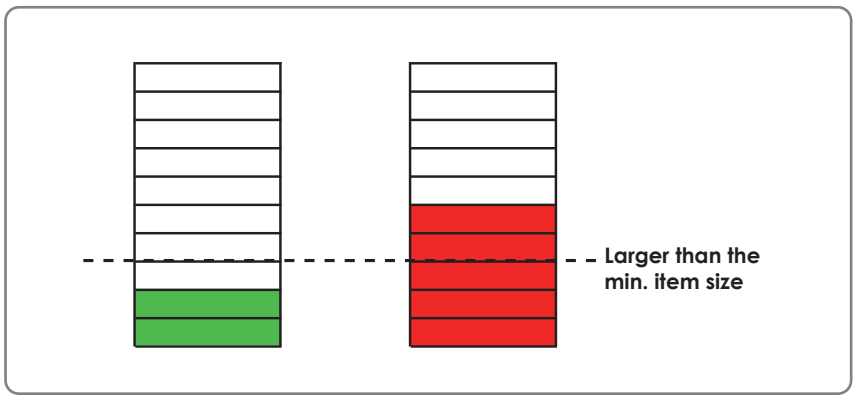
For example:



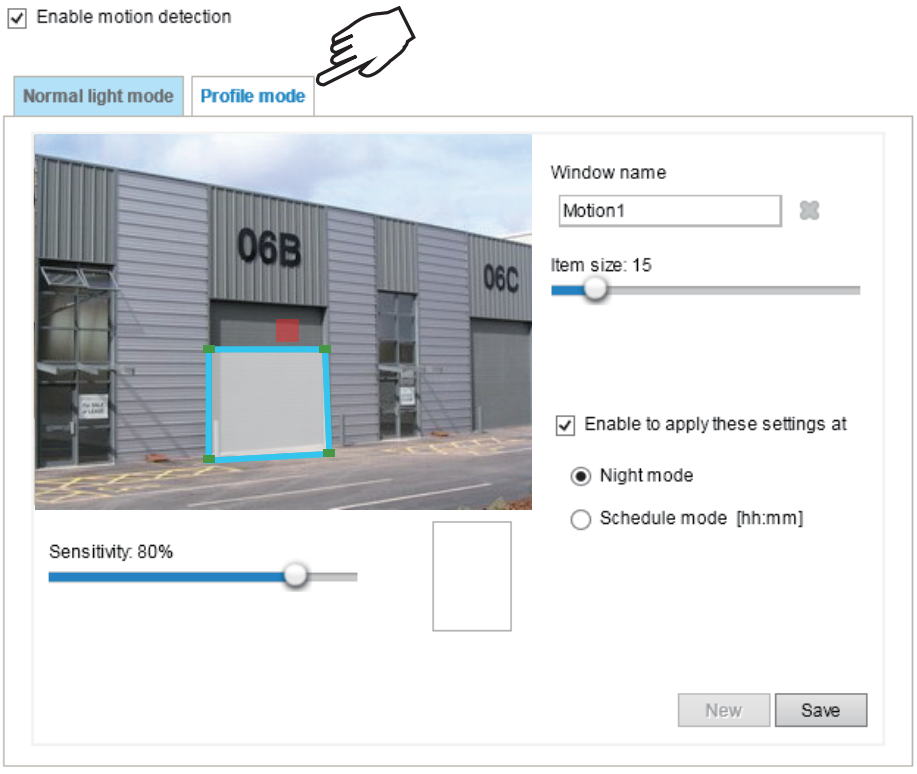
The Percentage Indicator will rise or fall depending on the variation between sequential images. When motions are detected by the Network Camera and are considered to exceed the preset threshold, the red bar rises. Meanwhile, the motion detection window will be outlined in red.

Photos or videos can be captured instantly and configured to be sent to a remote server (via an Email or FTP server). For more information on how to configure an event setting, please refer to Event settings on page 103.

A green bar indicates that even though motions have been detected, the event has not been triggered because the image variations still fall under the preset threshold.



If you want to configure other motion detection settings for day/night/schedule mode (e.g., for a different lighting condition during a specific period of time), please click **Profile** to open the Motion Detection Profile Settings page as shown below. Another three motion detection windows can be configured on this page.

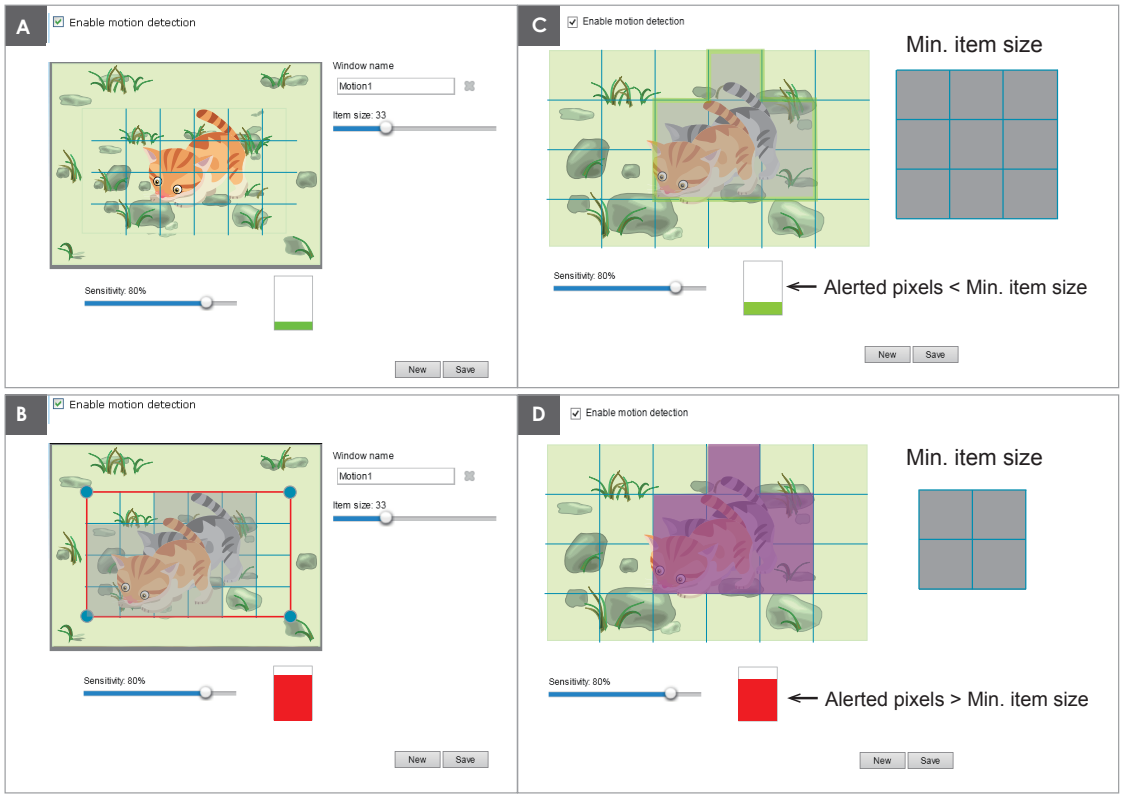


Please follow the steps beolw to set up a profile:
1. Create a new motion detection window.
2. Click the **Profile mode** tab.
3. Select the applicable Schedule mode. Please manually enter a time range.
4. Click **Save** to enable the settings and click **Close** to exit the page.

This motion detection window will also be displayed on the Event Settings page. You can go to **Event > Event settings > Trigger** to select it as a trigger source. Please refer to page 103 for detailed information.

NOTE:

► *How does motion detection work?*

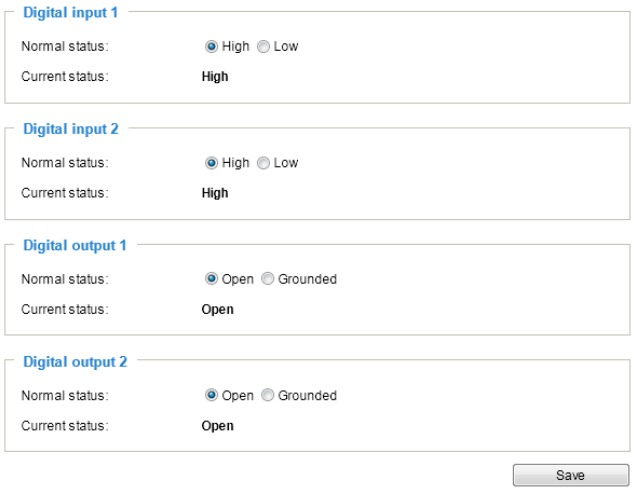


There are two motion detection parameters: Sensitivity and Min. Item Size. As illustrated above, frame A and frame B are two sequential images. Pixel differences between the two frames are detected and highlighted in gray in which the sensitivity setting will take effect. Sensitivity is a value that expresses the sensitivity to moving objects. A higher sensitivity setting allows camera to detect slight movements while a lower sensitivity setting will neglect them.

The minimum item size is a threshold value that determines how many "alerted pixels" can trigger an event. When the size of an intruding object is larger than the minimum size, and its movement persist for 0.3 second, the motion is judged to exceed the defined threshold; and the motion window will be outlined in red. With a large minimum item size, the size of moving object in frame C is considered as smaller than the minimum item size, no motion alarm is triggered. With a smaller minimum item size, the same moving object in frame D triggers the alarm.

*For applications that require a high level of security management, it is suggested to use **higher** sensitivity settings. However, a higher sensitivity level can also produce false alarms due to fast light changes when switching between the day and night modes, AE switch, turning the light on or off, etc.*

Applications > DI and DO



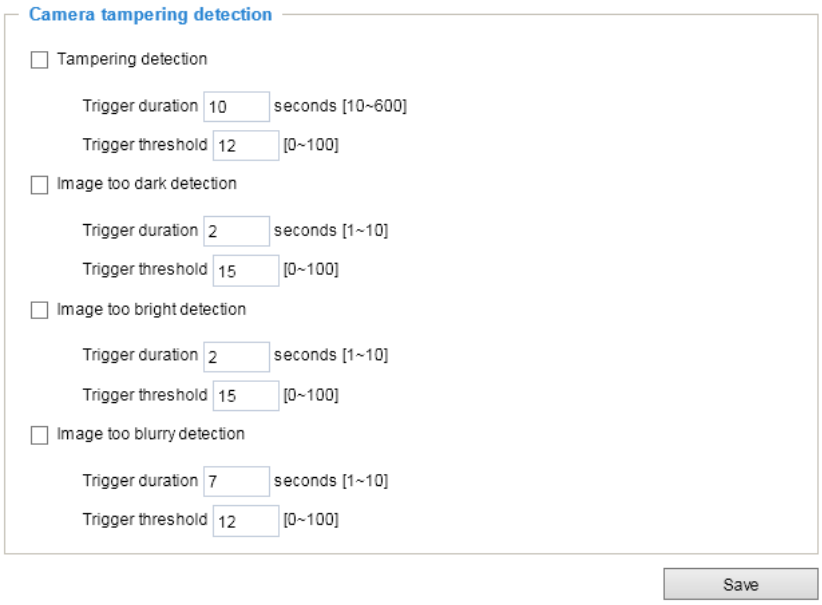
Digital input: Select High or Low as the Normal status for the digital input. Connect the digital input pin of the Network Camera to an external device to detect the current connection status.

Digital output: Select Grounded or Open to define the normal status for the digital output. Connect the digital output pin of the Network Camera to an external device to determine the current status.

Set up the event source as DI on **Event > Event settings > Trigger.** Please refer to page 104 for detailed information.

Applications > Tampering detection

This section explains how to set up camera tamper detection. With tamper detection, the camera is capable of detecting incidents such as **redirection**, **blocking or defocusing**, or even **spray paint**.

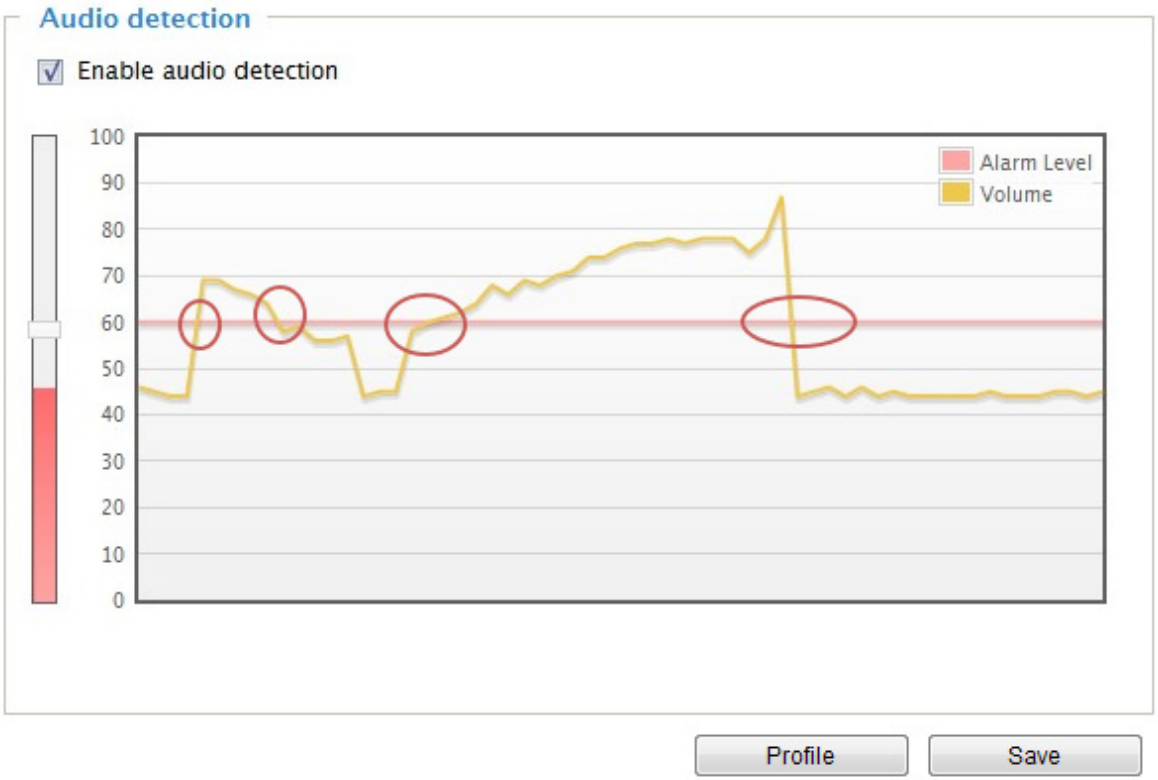


Please follow the steps below to set up the camera tamper detection function:

1. Click to select the checkbox before tampering conditions: Tampering detection, Image too dark, Image too bright, and Image too blurry. Enter the tamper trigger duration. (10 sec. ~ 10 min.) The tamper alarm will be triggered only when the tampering factor (the difference between current frame and pre-saved background) exceeds the trigger threshold. Conditions such as image too dark, too bright, or too blurry (defocused) can also be configured as tampering conditions. The Trigger threshold determines how sensitive your is tamper detection setting.
2. You can configure Tampering Detection as a trigger element to the proactive event configurations in **Event -> Event settings -> Trigger.** For example, when the camera is tampered with, camera can be configured to send the pre- and post-event video clips to a networked storage device. Please refer to page 103 for detailed information.

Applications > Audio detection

Audio detection, along with video motion detection, is applicable in the following scenarios:
1. Detection of activities not covered by camera view, e.g., a loud input by gun shots or breaking a door/ window.
2. A usually noisy environment, such as a factory, suddenly becomes quiet due to a breakdown of machines.
3. A PTZ camera can be directed to turn to a preset point by the occurrence of audio events.
4. Dark environments where video motion detection may not function well.



The red circles indicate where the audio alarms can be triggered when breaching or falling below the preset threshold.

How to configure Audio detection:
1. Once the Audio detection window is opened, the current sound input will be interactively indicated by a fluctuating yellow wave diagram.
2. Use a mouse click to drag the Alarm level tab to a preferred location on the slide bar.
3. Select the “Enable audio detection“ checkbox and click Save to enable the feature.

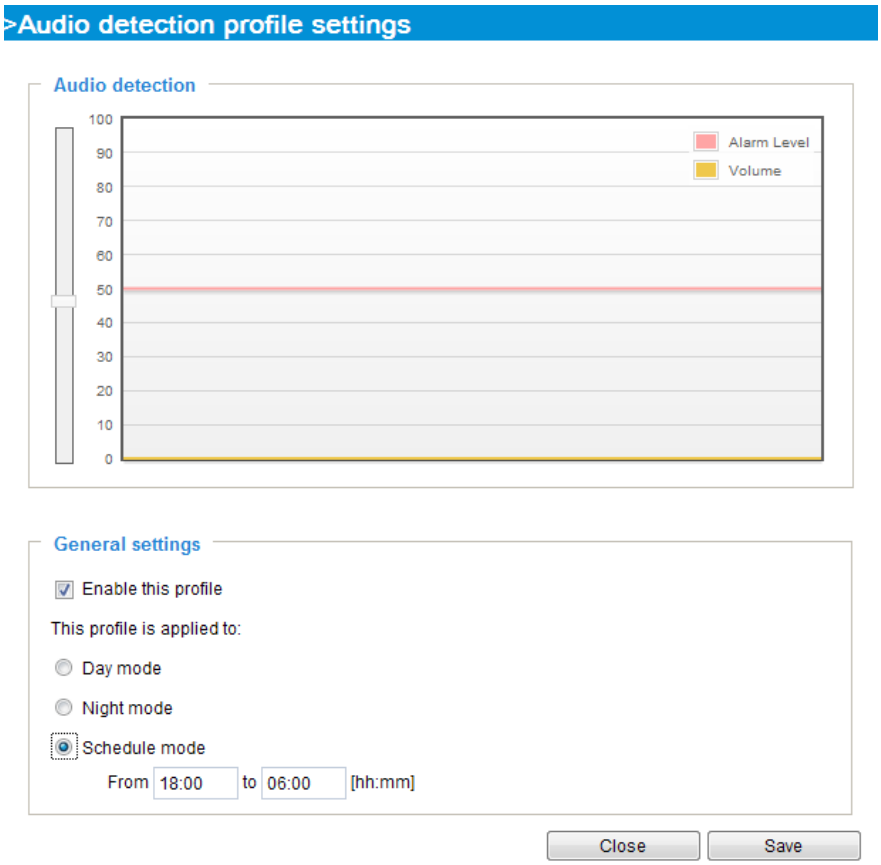
NOTE:

1. Note that the volume numbers (0~100) on the side of wave diagram does not represent decibel (dB). Sound intensity level has already been mapped to preset values. You can, however, use the real-world inputs at your installation site that are shown on the wave diagram to configure an alarm level.

2. To configure this feature, you must not mute the audio in **Configuration > Media > Audio**. *The default of the camera can be muted due to the lack of an internal microphone. An external microphone is provided by users.*

You can use the **Profile** window to configure a different Audio detection setting. For example, a place can be noisy in the day time and become very quiet in the night.

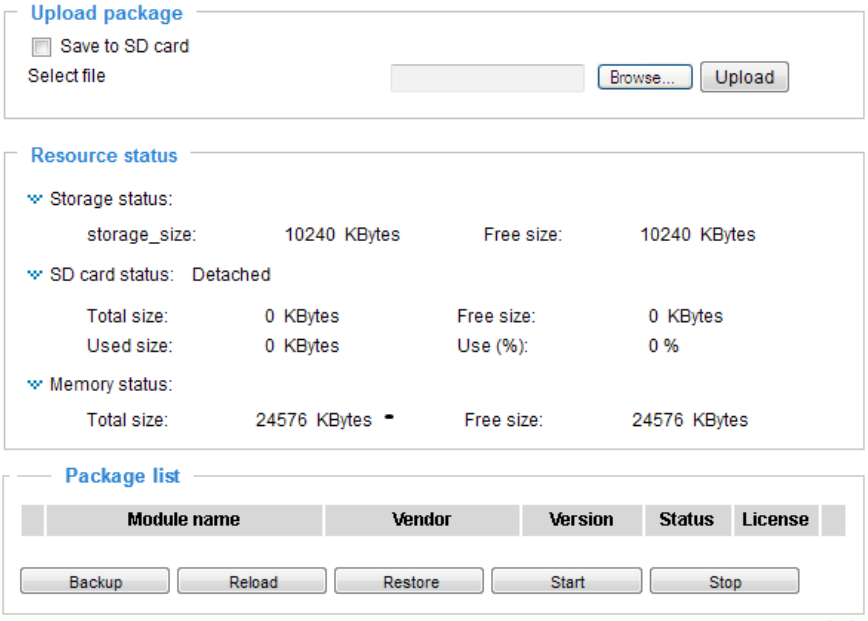
1. Click on the **Enable this profile** checkbox. Once the Audio detection window is opened, the current sound input will be interactively indicated by a fluctuating yellow wave diagram.
2. Use a mouse click to drag the **Alarm level** tab to a preferred location on the slide bar.
3. Select the **Day**, **Night**, or **Schedule** mode check circles. You may also manually configure a period of time during which this profile will take effect.
4. Click **Save** and then click **Close** to complete your configuration.



IMPORTANT:

- If the Alarm level and the received volume are set within a range of 20% on the wave diagram, frequent alarms will be triggered. It is recommended to set the Alarm level farther apart from the detected sound level.
- To configure and enable this feature, you **must not** configure video stream #1 into **Motion JPEG**. If an external microphone input is connected and recording of audio stream is preferred, audio stream is transmitted between camera and viewer/recording station **along with stream #1**.
- Refer to page 67 for Audio settings, and page 59 for video streaming settings.

Applications > Package management - a.k.a., VADP (VIVOTEK Application Development Platform)



Users can store and execute VIVOTEK's or 3rd-party software modules onto the camera's flash memory or SD card. These software modules can apply in video analysis for intelligent video applications such as license plate recognition, object counting, or as an agent for edge recording, etc.

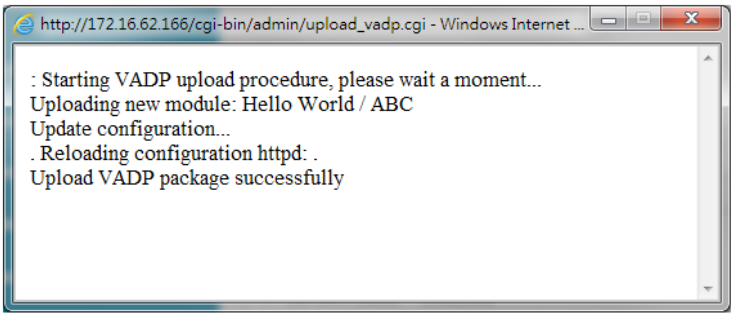
- Once the software package is successfully uploaded, the module configuration (vadp.xml) information is displayed. When uploading a module, the camera will examine whether the module fits the predefined VADP requirements. Please contact our technical support or the vendor of your 3rd-party module for the parameters contained within.

- Users can also run VIVOTEK's VADP packages as a means to access updated functionality instead of replacing the entire firmware.

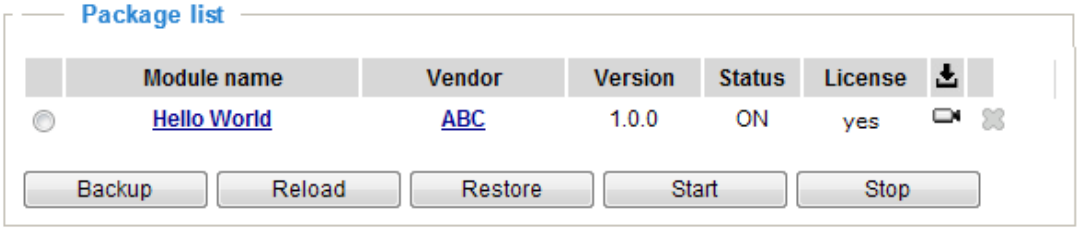
- Note that for some cameras the flash is too small to hold VADP packages. These cameras will have its "Save to SD card" checkbox selected and grayed-out for all time.

- The file system of SD card (FAT32) does not support soft (symbolic) link. It will return failure if your module tries to create soft links on SD card.

To utilize a software module, acquire the software package and click **Browse** and **Upload** buttons. The screen message for a successful upload is shown below:

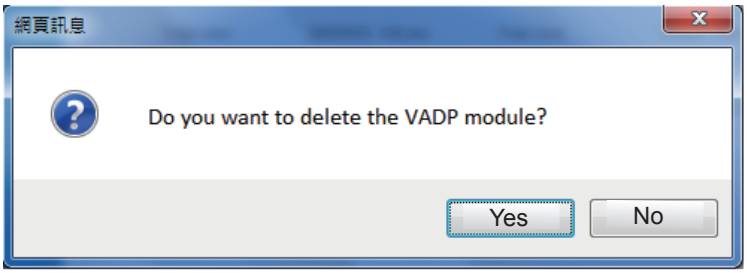


To start a module, select the checkcircle in front, and click the **Start** button.



If you should need to remove a module, select the checkcircle in front and then click the **Stop** button. By then the module status will become **OFF**, and the **X** button will appear at the end of the row. Click on the **X** button to remove an existing module.

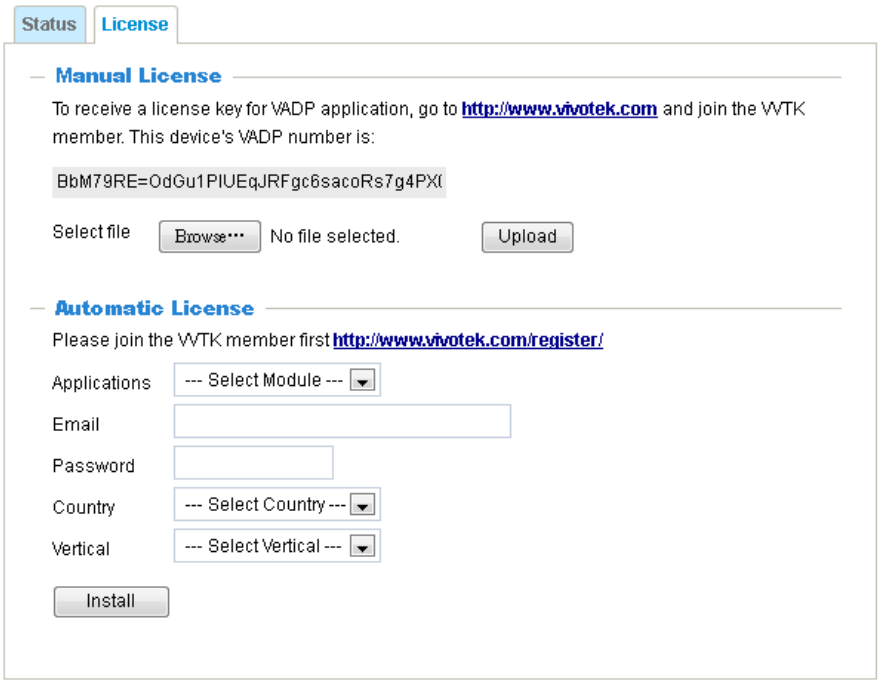
When prompted by a confirm message, Click **Yes** to proceed.



Note that the actual memory consumed while operating the module will be indicated on the **Memory status** field. This helps determine whether a running module has consumed too much of system resources.

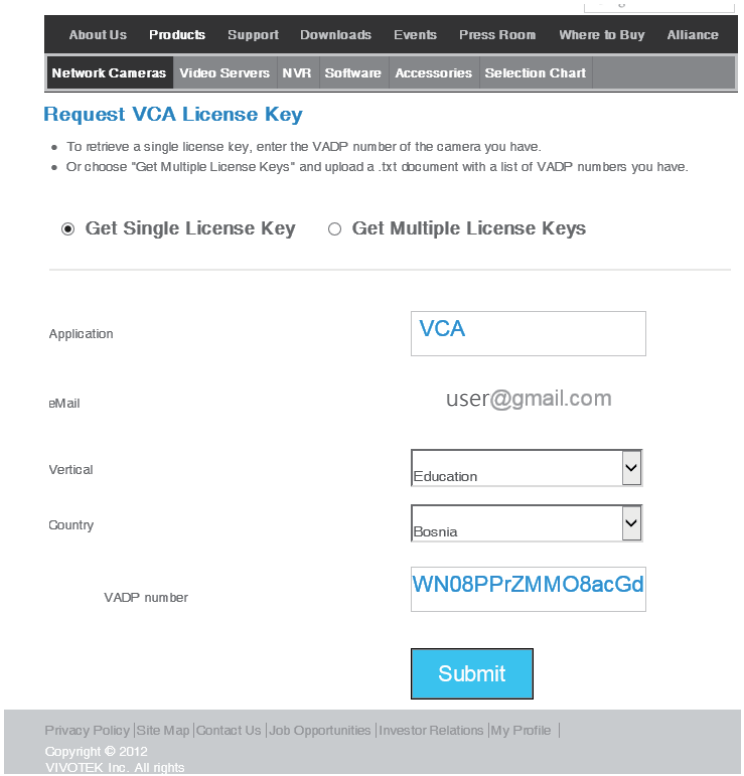
On the License page, use the Manual or Automatic optionsto register and activate the license for using VIVOTEK's VADP modules. The Automatic method requires an Internet connection. Without Internet connection, you should acquire the license key elsewhere, and manually upload to the network camera.

Follow the onscreen instruction on VIVOTEK's website for the registration procedure.



You can proced with the following link to download a license key: http://www.vivotek.com/vadp_requestactivation.aspx?application=VCA or http://www.vivotek.com/vca/#downloads.

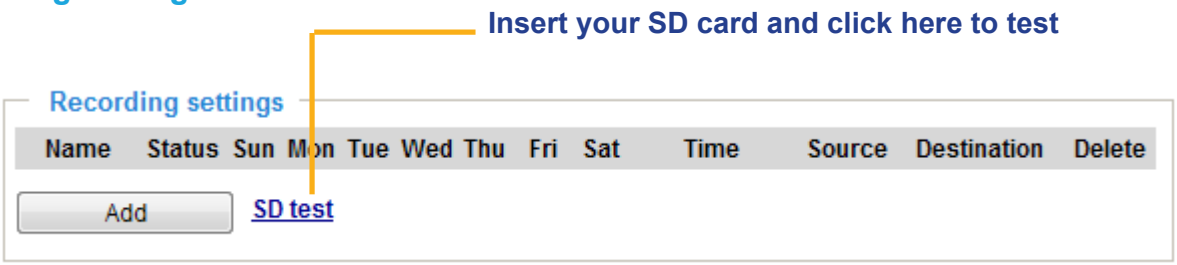
When the license key is downloaded to your computer, upload the key to the camera.



Recording > Recording settings

This section explains how to configure the recording settings for the Network Camera.

Recording Settings

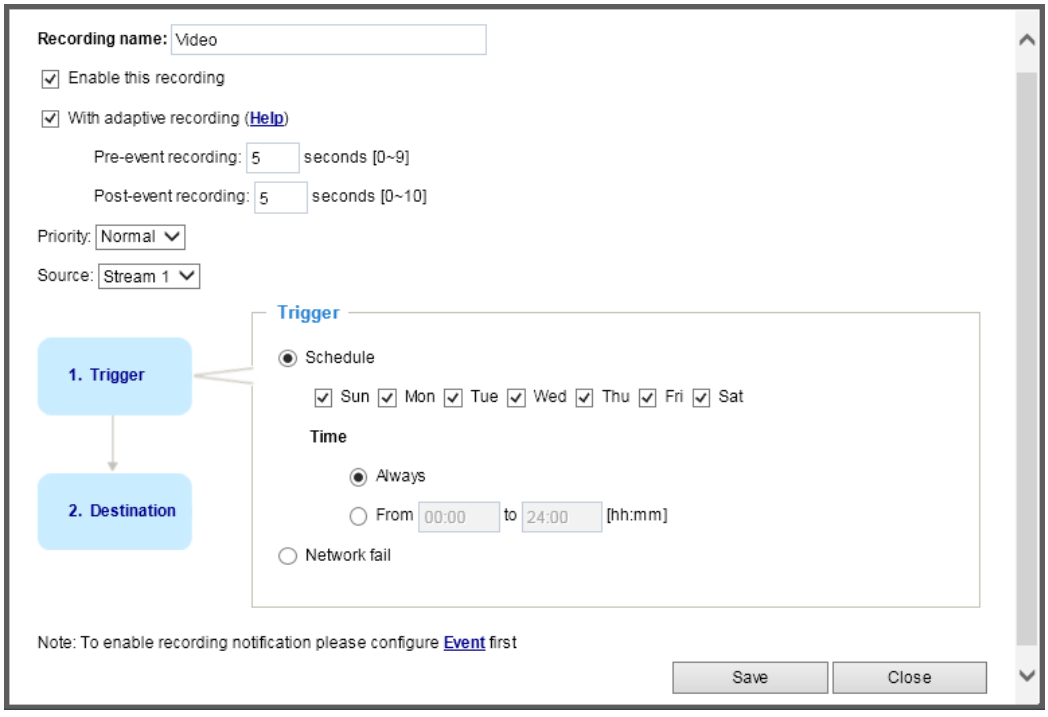


NOTE:

1. Each Recording setting records a video stream from one channel, i.e., from a single lens module.
2. Please remember to format your SD card when used for the first time. Please refer to page 132 for detailed information.

Recording Settings

Click **Add** to open the recording setting window. On this page, you can define the adaptive recording, recording source, recording schedule, and recording capacity. A total of 2 recording settings can be configured.

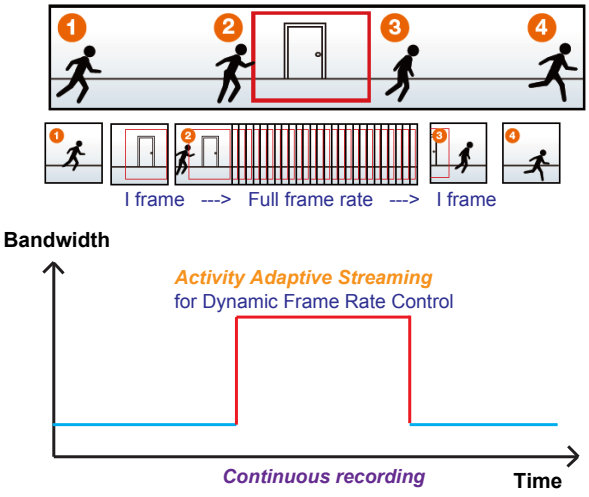


■ Recording name: Enter a name for the recording setting.

■ Enable this recording: Select this option to enable video recording.

■ With adaptive recording:
Select this option will activate the frame rate control according to alarm trigger. The frame control means that when there is a triggered alarm/event, the frame rate will raise up to the value you've set on the Stream setting page. Please refer to page 59 for more information.

If you enable adaptive recording on Camera A, only when an event is triggered on Camera A will the server record the streaming data in full frame rate; otherwise, it will only request the I frame data during normal monitoring, thus effectively save lots of bandwidths and storage.



NOTE:

► *To enable adaptive recording, please make sure you've set up the triggering sources such as Motion Detection, DI Device, or Manual Trigger.*

► *When there is no alarm trigger:*
- JPEG mode: record 1 frame per second.
- H.264 mode: record the I frame only.

► *When the Intra frame period has been set to larger than >1s on Video settings page, the Intra frame period will be forced into 1s when the adaptive recording is activated.*

The alarm trigger includes: motion detection and DI detection. Please refer to Event settings on page 103.

■ Pre-event recording and post-event recording
The Network Camera has a buffer area; it temporarily holds data up to a certain limit. Enter a number to decide the duration of recording before and after a trigger is activated.

■ Priority: Select the relative importance of this recording (High, Normal, or Low). Recording with a higher priority setting will be executed first.

■ Channel # Stream #: Select a channel and a stream under it as the recording source.

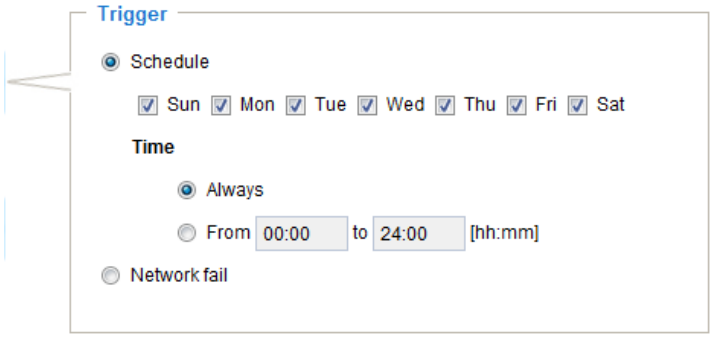
NOTE:

► *To enable adaptive recording, please also **enable time shift caching stream** and **select a caching stream** on Media > Video > Stream settings. Please refer to page 59 for detailed instruction.*

► *To enable recording notification please configure **Event settings** first. Please refer to page 103.*

Please follow steps 1~2 below to set up the recording:

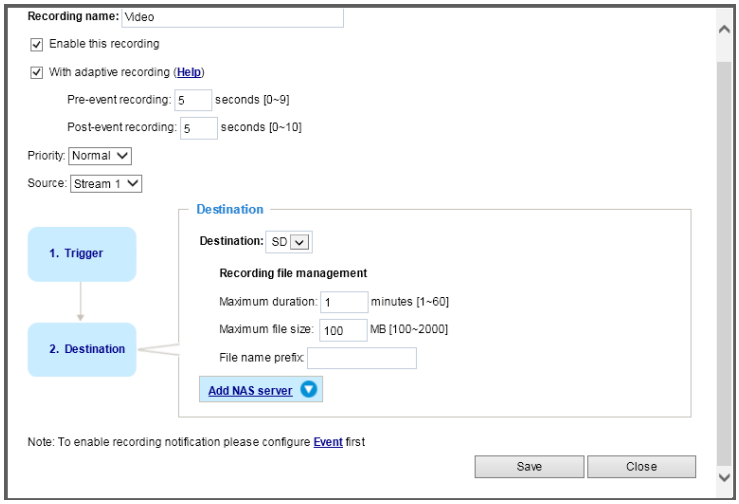
1. Trigger
Select a trigger source.



■ Schedule: The server will start to record files on the local storage or network attached storage (NAS).

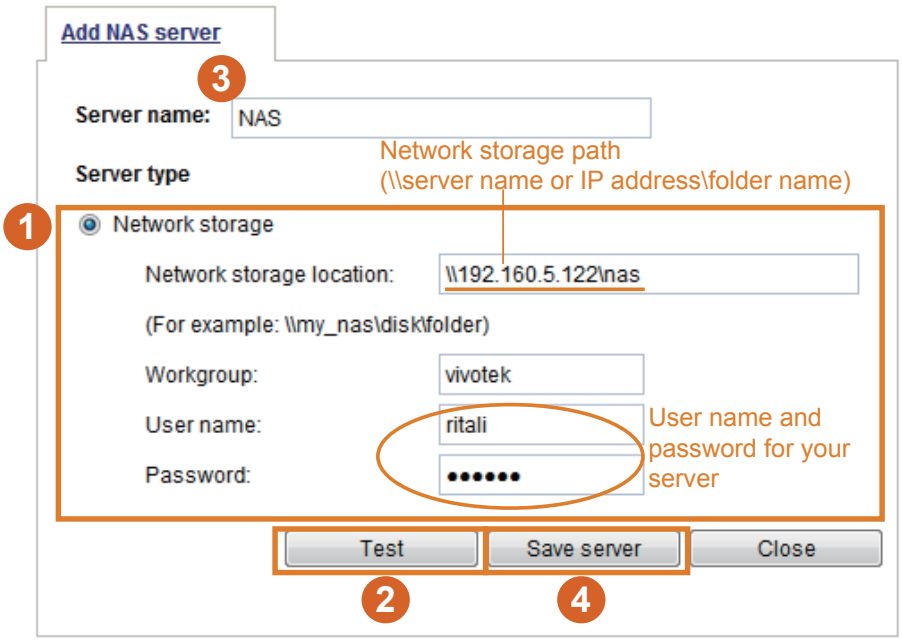
■ Network fail: Since network fail, the server will start to record files onto the local storage (SD card).

2. Destination
You can select the SD card or network storage (NAS) for the recorded video files.

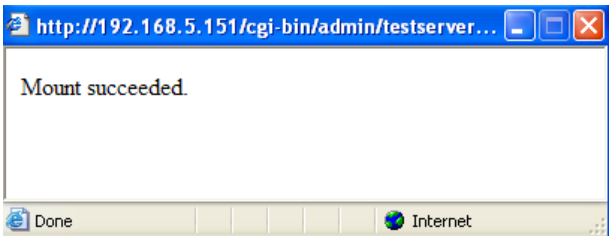


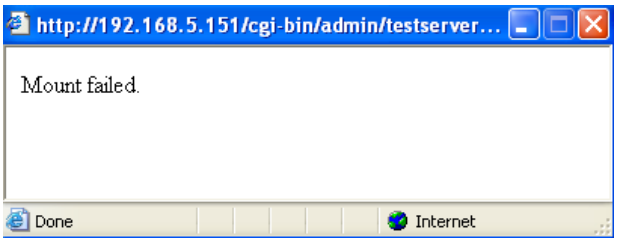
NAS server

Click **Add NAS server** to open the server setting window and follow the steps below to set up:
1. Fill in the information for the access to the shared networked storage.
For example:

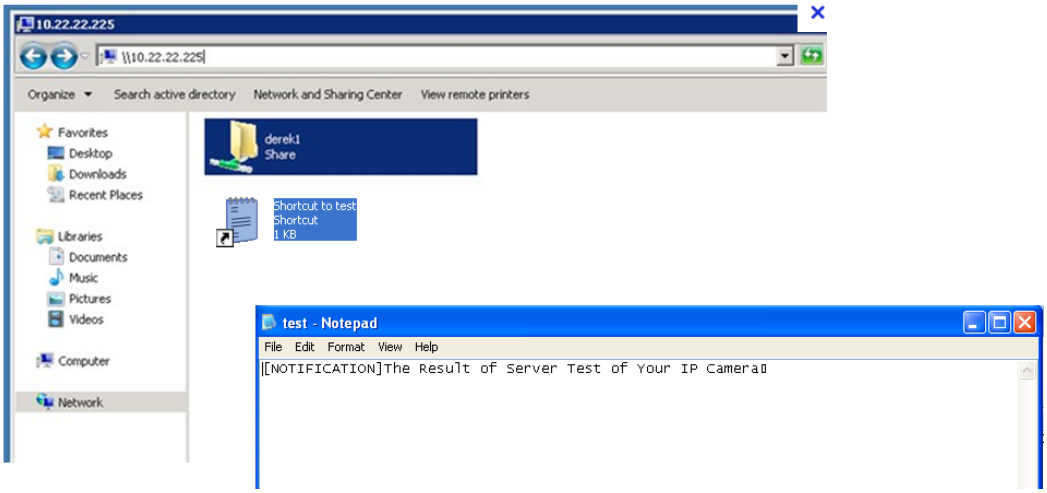


2. Click **Test** to check the setting. The result will be shown in the pop-up window.

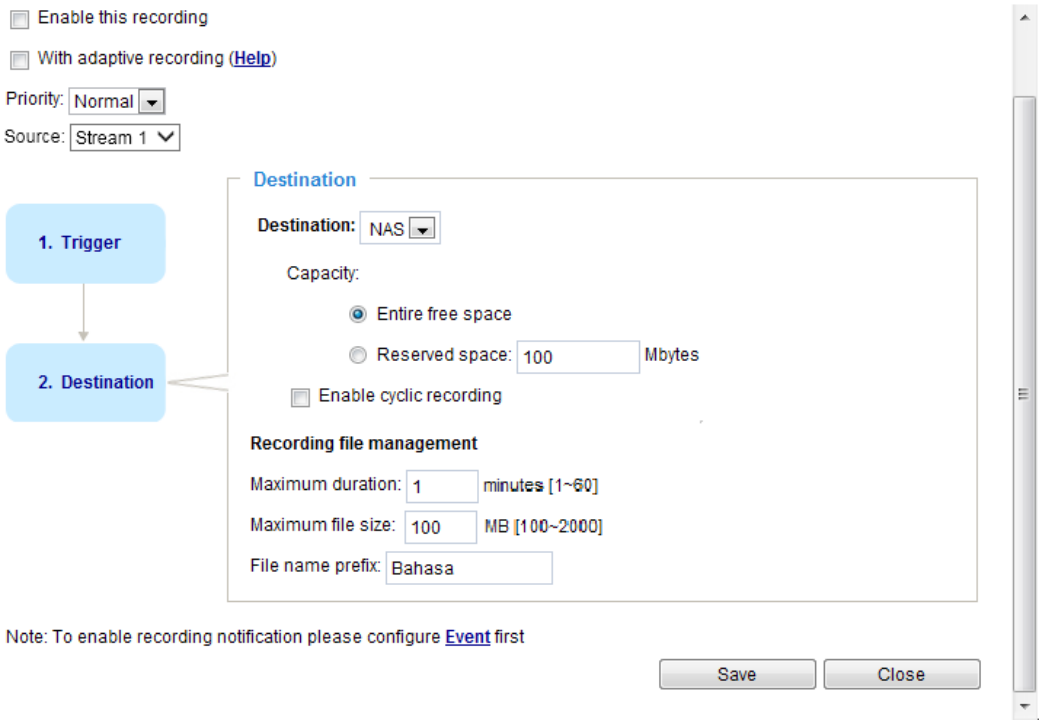




If successful, you will receive a test.txt file on the networked storage server.



3. Enter a server name.
4. Click **Save** to complete the settings and click **Close** to exit the page.



■ Capacity: You can either choose the entire available space or impose a reserved space. The **Reserved space** should be of the size of at least **15MBytes**. The reserved space can be used as a safe buffer especially when the cyclic recording function is enabled, during the transaction stage when a storage space is full and the incoming streaming data is about to overwrite the previously saved videos.

■ File name prefix: Enter the text that will be appended to the front of the file name.

■ Enable cyclic recording: If you check this item, when the maximum capacity is reached, the oldest file will be overwritten by the latest one.

Recording file management

■ Maximum duration: This determines the length of each recorded video, applicable from 1 to 60 minutes.

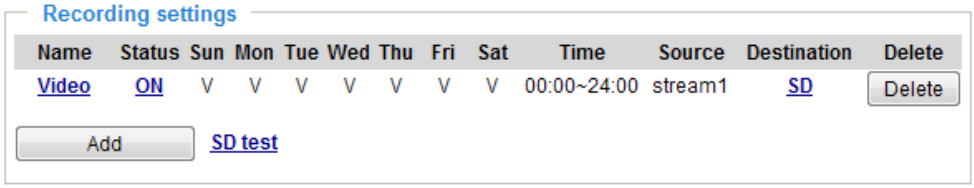
■ Maximum file size: This determines the file size of each concluded recording. The applicable sizes range from 100 to 2000 Megabytes.

■ File name prefix: Enter a name for each recorded video.

If you want to enable recording notification, please click **Event** to set up. Please refer to **Event > Event settings** on page 103 for more details.

When completed, select **Enable this recording**. Click **Save** to enable the setting and click **Close** to exit this page. When the system begins recording, it will send the recorded files to the network storage or SD card. The new recording name will appear on the recording page as shown below.

To remove an existing recording setting from the list, single-click to select it and click **Delete**.



■ **Video (Name)**: Click to open the Recording settings page to modify.

■ **ON (Status)**: Click to manually adjust the Status. (**ON**: start recording; **OFF**: stop recording)

■ **NAS or SD (Destination)**: Click to open the file list of recordings as shown below. For more information about folder naming rules, please refer to page 114 for details.

Local storage > SD card management

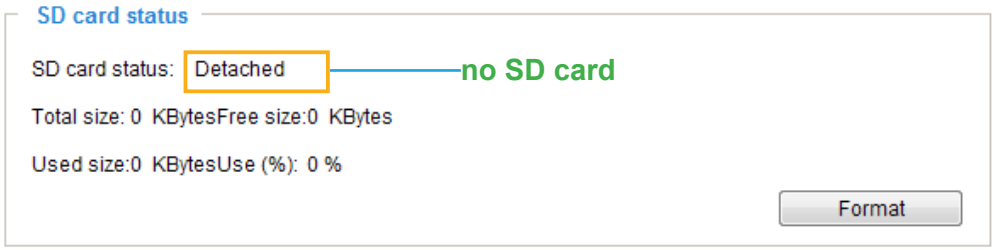
NOTE:

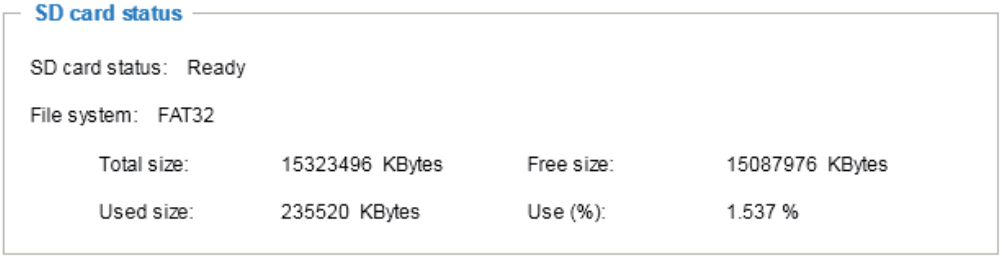
- It is recommended to turn OFF the recording activity before you remove an SD card from the camera.
- The lifespan of an SD card is limited. Regular replacement of the SD card can be necessary.
- Camera filesystem takes up several megabytes of memory space. The storage space cannot be used for recording.
- Using an SD card that already contains data recorded by another device should not be used in this camera.
- Please do not modify or change the folder names in the SD card. That may result in camera malfunctions.

This section explains how to manage the local storage on the Network Camera. Here you can view SD card status, and implement SD card control.

SD card staus

This column shows the status and reserved space of your SD card. Please remember to format the SD card when using for the first time.

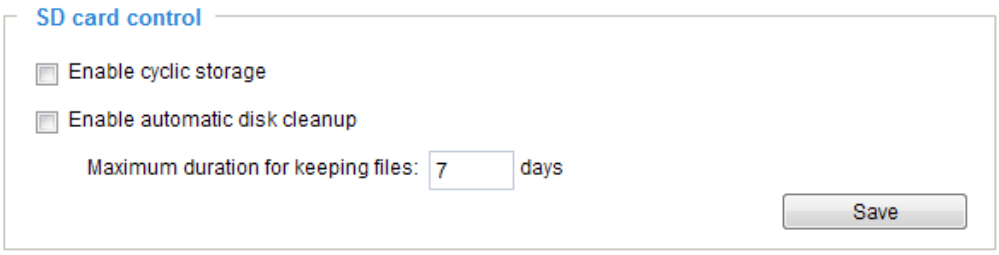




SD card format

The Linux kernel EXT4 file system format applies to SD card larger than 32GB. However, if EXT4 is applied, the computers running Windows will not be able to access the contents on the SD card unless using some 3rd-party software .

SD card control



- Enable cyclic storage: Check this item if you want to enable cyclic recording. When the maximum capacity is reached, the oldest file will be overwritten by the latest one.
- Enable automatic disk cleanup: Check this item and enter the number of days you wish to retain a file. For example, if you enter “7 days”, the recorded files will be stored on the SD card for 7 days.

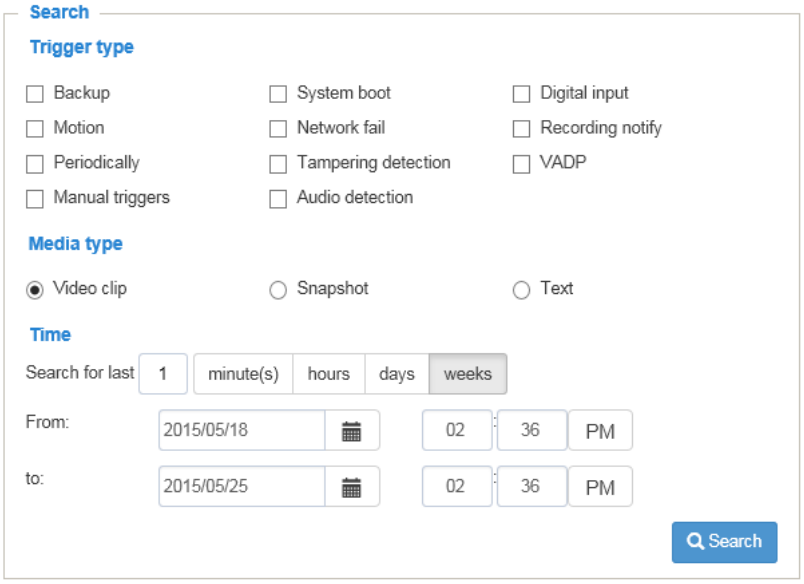
Click **Save** to enable your settings.

Local storage > Content management

This section explains how to manage the content of recorded videos on the Network Camera. Here you can search and view the records and view the searched results.

Searching and Viewing the Records

This column allows the user to set up search criteria for recorded data. If you do not select any criteria and click **Search** button, all recorded data will be listed in the **Search Results** column.

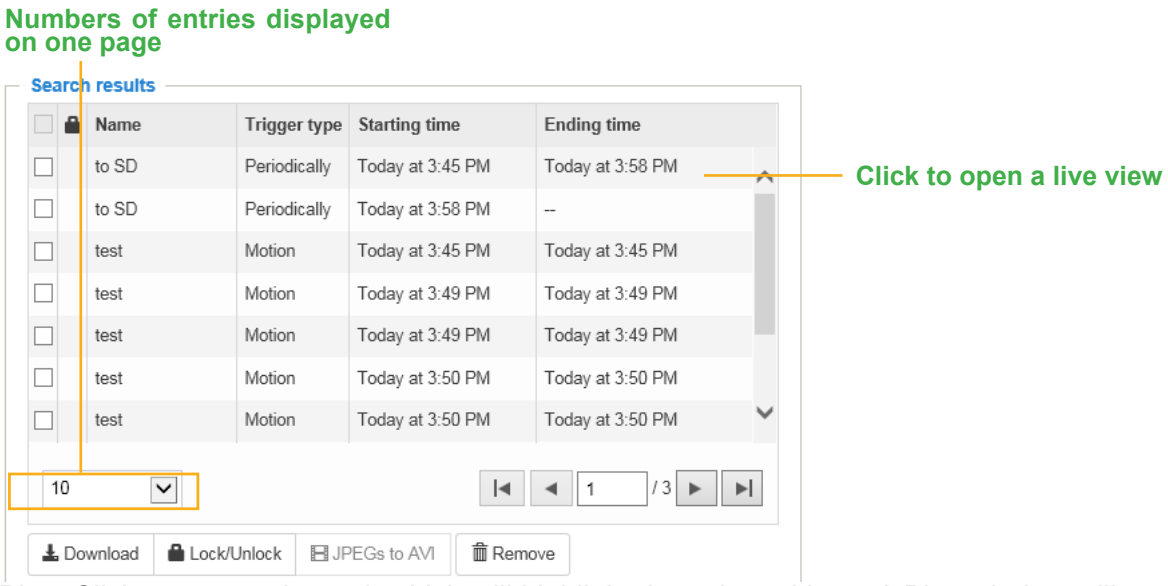


- File attributes: Select one or more items as your search criteria.
- Trigger time: Manually enter the time range you want to search for contents created at a specific point in time.

Click **Search** and the recorded data corresponding to the search criteria will be listed in **Search Results** window.

Search Results

The following is an example of search results. There are four columns: Trigger time, Media type, Trigger type, and Locked. Click ⇕ to sort the search results in either direction.

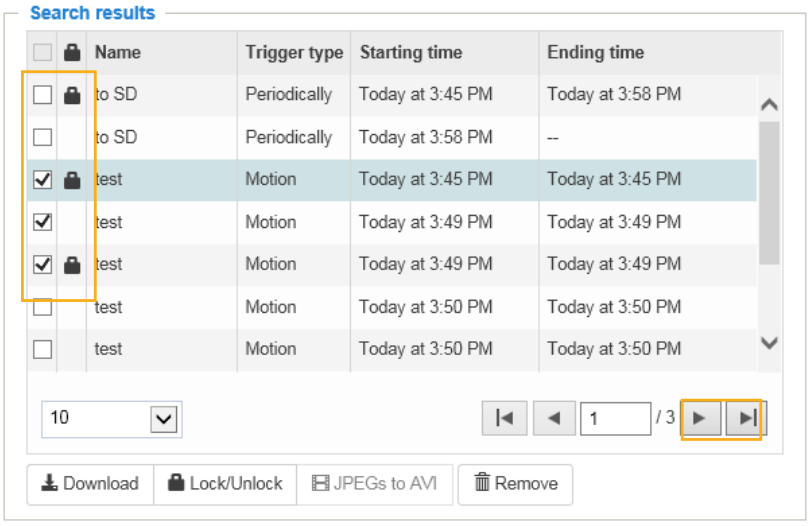


■ Play: Click on a search result which will highlight the selected item. A Play window will appear on top for immediate review of the selected file.
For example:

■ Download: Click on a search result to highlight the selected item in purple as shown above. Then click the **Download** button and a file download window will pop up for you to save the file.

■ JPEGs to AVI: This functions only applies to “JPEG“ format files such as snapshots. You can select several snapshots from the list, then click this button. Those snapshots will be converted into an AVI file.

■ Lock/Unlock: Select the checkbox in front of a desired search result, then click this button. The selected items will become Locked, which will not be deleted during cyclic recording. You can click again to unlock the selections.
For example:



■ Remove: Select the desired search results, then click this button to delete the files.

Appendix

URL Commands for the Network Camera

1. Overview

For some customers who already have their own web site or web control application, the Network Camera/Video Server can be easily integrated through URL syntax. This section specifies the external HTTP-based application programming interface. The HTTP-based camera interface provides the functionality to request a single image, control camera functions (PTZ, output relay etc.), and get and set internal parameter values. The image and CGI-requests are handled by the built-in Web server.

2. Style Convention

In URL syntax and in descriptions of CGI parameters, text within angle brackets denotes content that is to be replaced with either a value or a string. When replacing the text string, the angle brackets should also be replaced. An example of this is the description of the name for the server, denoted with <servername> in the URL syntax description below, that is replaced with the string myserver in the URL syntax example further down in the page.

URL syntax is denoted with the word "Syntax:" written in bold face followed by a box with the referenced syntax as shown below. For example, name of the server is written as <servername> and is intended to be replaced with the name of the actual server. This can either be a name, e.g., "mywebcam" or "thecam.adomain.net" or the associated IP number for the server, e.g., 192.168.0.220.

Syntax:

```
http://<servername>/cgi-bin/viewer/video.jpg
```

Description of returned data is written with "**Return:**" in bold face followed by the returned data in a box. All data is returned in HTTP format, i.e., each line is separated with a Carriage Return and Line Feed (CRLF) printed as \r\n.

Return:

```
HTTP/1.0 <HTTP code> <HTTP text>\r\n
```

URL syntax examples are written with "**Example:**" in bold face followed by a short description and a light grey box with the example.

Example: request a single snapshot image

```
http://mywebserver/cgi-bin/viewer/video.jpg
```

3. General CGI URL Syntax and Parameters

CGI parameters are written in lower-case and as one word without any underscores or other separators. When the CGI request includes internal camera parameters, these parameters must be written exactly as they are named in the camera or video server. The CGIs are organized in functionally-related directories under the cgi-bin directory. The file extension .cgi is required.

Syntax:

http://<*servername*>/cgi-bin/<*subdir*>[/<*subdir*>...]/<*cgi*>.<*ext*>
[?<parameter>=<value>[&<parameter>=<value>...]]

Example: Set digital output #1 to active

http://mywebserver/cgi-bin/dido/setdo.cgi?do1=1

4. Security Level

SECURITY LEVEL	SUB-DIRECTORY	DESCRIPTION
0	anonymous	Unprotected.
1 [view]	anonymous, viewer, dido, camctrl	1. Can view, listen, talk to camera. 2. Can control DI/DO, PTZ of the camera.
4 [operator]	anonymous, viewer, dido, camctrl, operator	Operator access rights can modify most of the camera's parameters except some privileges and network options.
6 [admin]	anonymous, viewer, dido, camctrl, operator, admin	Administrator access rights can fully control the camera's operations.
7	N/A	Internal parameters. Unable to be changed by any external interfaces.

5. Get Server Parameter Values

Note: The access right depends on the URL directory.

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/anonymous/getparam.cgi?[<*parameter*>]
[&<parameter>…]

http://<*servername*>/cgi-bin/viewer/getparam.cgi?[<*parameter*>]

[&<parameter>…]

http://<*servername*>/cgi-bin/operator/getparam.cgi?[<*parameter*>]
[&<parameter>…]

http://<*servername*>/cgi-bin/admin/getparam.cgi?[<*parameter*>]
[&<parameter>…]

Where the <*parameter*> should be <*group*>[_<*name*>] or <*group*>[.<*name*>]. If you do not specify any parameters, all the parameters on the server will be returned. If you specify only <*group*>, the parameters of the related group will be returned.

When querying parameter values, the current parameter values are returned.
A successful control request returns parameter pairs as follows:
Return:

HTTP/1.0 200 OK\r\n
Content-Type: text/html\r\n
Context-Length: <length>\r\n
\r\n
<*parameter pair*>

where <parameter pair> is
<parameter>=<value>\r\n
[<parameter pair>]

<length> is the actual length of content.

Example: Request IP address and its response

Request:
http://192.168.0.123/cgi-bin/admin/getparam.cgi?network_ipaddress

Response:
HTTP/1.0 200 OK\r\n
Content-Type: text/html\r\n
Context-Length: 33\r\n
\r\n
network.ipaddress=192.168.0.123\r\n

6. Set Server Parameter Values

Note: The access right depends on the URL directory.

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/anonymous/setparam.cgi? <*parameter*>=<*value*>
[&<parameter>=<value>…][&update=<value>][&return=<return page>]

http://<*servername*>/cgi-bin/viewer/setparam.cgi? <*parameter*>=<*value*>
[&<parameter>=<value>…][&update=<value>] [&return=<return page>]

http://<*servername*>/cgi-bin/operator/setparam.cgi? <*parameter*>=<*value*>
[&<parameter>=<value>…][&update=<value>] [&return=<return page>]

http://<*servername*>/cgi-bin/admin/setparam.cgi? <*parameter*>=<*value*>
[&<parameter>=<value>…][&update=<value>] [&return=<return page>]

PARAMETER	VALUE	DESCRIPTION
<group>_<name>	value to assigned	Assign <*value*> to the parameter <*group*>_<*name*>.
update	<boolean>	Set to 1 to update all fields (no need to update parameter in each group).
return	<*return page*>	Redirect to the page <*return page*> after the parameter is assigned. The <*return page*> can be a full URL path or relative path according to the current path. If you omit this parameter, it will redirect to an empty page. (Note: The return page can be a general HTML file (.htm, .html) or a VIVOTEK server script executable (.vspx) file. It cannot be a CGI command or have any extra parameters. This parameter must be placed at the end of the parameter list

Return:

HTTP/1.0 200 OK\r\n
Content-Type: text/html\r\n
Context-Length: <length>\r\n
\r\n
<*parameter pair*>

where <parameter pair> is

<parameter>=<value>\r\n

[<parameter pair>]

Only the parameters that you set and are readable will be returned.

Example: Set the IP address of server to 192.168.0.123:

Request:

http://myserver/cgi-bin/admin/setparam.cgi?network_ipaddress=192.168.0.123

Response:

HTTP/1.0 200 OK\r\n

Content-Type: text/html\r\n

Context-Length: 33\r\n

\r\n

network.ipaddress=192.168.0.123\r\n

7. Available parameters on the server

Valid values:

VALID VALUES	DESCRIPTION
string[<n>]	Text strings shorter than 'n' characters. The characters ",', <,>,& are invalid.
string[n~m]	Text strings longer than `n' characters and shorter than `m' characters. The characters ",', <,>,& are invalid.
password[<n>]	The same as string but displays '*' instead.
integer	Any number between (-2^{31} – 1) and (2^{31} – 1).
positive integer	Any number between 0 and (2^{32} – 1).
<m> ~ <n>	Any number between 'm' and 'n'.
domain name[<n>]	A string limited to a domain name shorter than 'n' characters (eg. www.ibm.com).
email address [<n>]	A string limited to an email address shorter than 'n' characters (eg. joe@www.ibm.com).
ip address	A string limited to an IP address (eg. 192.168.1.1).
mac address	A string limited to contain a MAC address without hyphens or colons.
boolean	A boolean value of 1 or 0 represents [Yes or No], [True or False], [Enable or Disable].
<value1>, <value2>, <value3>, …	Enumeration. Only given values are valid.
blank	A blank string.
everything inside <>	A description

integer primary key	SQLite data type. A 32-bit signed integer. The value is assigned a unique integer by the server.
text	SQLite data type. The value is a text string, stored using the database encoding (UTF-8, UTF-16BE or UTF-16-LE).
coordinate	x, y coordinate (eg. 0,0)
window size	window width and height (eg. 800x600)

NOTE: The camera should not be restarted when parameters are changed.

7.1 system

Group: **system**

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
hostname	string[64]	Mega-Pixel Network Camera	1/6	Host name of server (Network Camera, Wireless Network Camera, Video Server, Wireless Video Server).
ledoff	<boolean>	0	6/6	Turn on (0) or turn off (1) all led indicators.
date	<YYYY/MM/DD>, keep, auto	<current date>	6/6	Current date of system. Set to 'keep' to keep date unchanged. Set to 'auto' to use NTP to synchronize date.
time	<hh:mm:ss>, keep, auto	<current time>	6/6	Current time of the system. Set to 'keep' to keep time unchanged. Set to 'auto' to use NTP to synchronize time.
datetime	<MMDDhhmmYYYY.ss>	<blank>	7/6	Another current time format of the system.
ntp	<domain name>, <ip address>, <blank>	<blank>	6/6	NTP server. *Do not use "skip to invoke default server" for default value.
timezoneindex	-489 ~ 529	320	6/6	Indicate timezone and area. -480: GMT-12:00 Eniwetok, Kwajalein -440: GMT-11:00 Midway Island, Samoa -400: GMT-10:00 Hawaii -360: GMT-09:00 Alaska -320: GMT-08:00 Las Vegas, San_Francisco, Vancouver -280: GMT-07:00 Mountain Time, Denver

				-281: GMT-07:00 Arizona -240: GMT-06:00 Central America, Central Time, Mexico City, Saskatchewan -200: GMT-05:00 Eastern Time, New York, Toronto -201: GMT-05:00 Bogota, Lima, Quito, Indiana -180: GMT-04:30 Caracas -160: GMT-04:00 Atlantic Time, Canada, La Paz, Santiago -140: GMT-03:30 Newfoundland -120: GMT-03:00 Brasilia, Buenos Aires, Georgetown, Greenland -80: GMT-02:00 Mid-Atlantic -40: GMT-01:00 Azores, Cape_Verde_IS. 0: GMT Casablanca, Greenwich Mean Time: Dublin, Edinburgh, Lisbon, London 40: GMT 01:00 Amsterdam, Berlin, Rome, Stockholm, Vienna, Madrid, Paris 41: GMT 01:00 Warsaw, Budapest, Bern 80: GMT 02:00 Athens, Helsinki, Istanbul, Riga 81: GMT 02:00 Cairo 82: GMT 02:00 Lebanon, Minsk 83: GMT 02:00 Israel 120: GMT 03:00 Baghdad, Kuwait, Riyadh, Moscow, St. Petersburg, Nairobi 121: GMT 03:00 Iraq 140: GMT 03:30 Tehran 160: GMT 04:00 Abu Dhabi, Muscat, Baku, Tbilisi, Yerevan 180: GMT 04:30 Kabul

				200: GMT 05:00 Ekaterinburg, Islamabad, Karachi, Tashkent 220: GMT 05:30 Calcutta, Chennai, Mumbai, New Delhi 230: GMT 05:45 Kathmandu 240: GMT 06:00 Almaty, Novosibirsk, Astana, Dhaka, Sri Jayawardenepura 260: GMT 06:30 Rangoon 280: GMT 07:00 Bangkok, Hanoi, Jakarta, Krasnoyarsk 320: GMT 08:00 Beijing, Chongging, Hong Kong, Kuala Lumpur, Singapore, Taipei 360: GMT 09:00 Osaka, Sapporo, Tokyo, Seoul, Yakutsk 380: GMT 09:30 Adelaide, Darwin 400: GMT 10:00 Brisbane, Canberra, Melbourne, Sydney, Guam, Vladivostok 440: GMT 11:00 Magadan, Solomon Is., New Caledonia 480: GMT 12:00 Aucklan, Wellington, Fiji, Kamchatka, Marshall Is. 520: GMT 13:00 Nuku'Alofa
daylight_enable	<boolean>	0	6/6	Enable automatic daylight saving time in time zone.
daylight_dstactualmode	<boolean>	1	6/7	Check if current time is under daylight saving time. (Used internally)
daylight_auto_begintime	string[19]	NONE	6/7	Display the current daylight saving start time.
daylight_auto_endtime	string[19]	NONE	6/7	Display the current daylight saving end time.
daylight_timezones	string	,-360,-320, -280,-240, -241,-200, -201,-160, -140,-120, -80,-40,0, 40,41,80,	6/6	List time zone index which support daylight saving time.

		81,82,83,120,140,380,400,480		
updateinterval	0, 3600, 86400, 604800, 2592000	0	6/6	0 to Disable automatic time adjustment, otherwise, it indicates the seconds between NTP automatic update intervals.
restore	0, <positive integer>	N/A	7/6	Restore the system parameters to default values after <value> seconds.
reset	0, <positive integer>	N/A	7/6	Restart the server after <value> seconds if <value> is non-negative.
restoreexceptnet	<Any value>	N/A	7/6	Restore the system parameters to default values except (ipaddress, subnet, router, dns1, dns2, pppoe). This command can cooperate with other "restoreexceptXYZ" commands. When cooperating with others, the system parameters will be restored to the default value except for a union of the combined results.
restoreexceptdst	<Any value>	N/A	7/6	Restore the system parameters to default values except all daylight saving time settings. This command can cooperate with other "restoreexceptXYZ" commands. When cooperating with others, the system parameters will be restored to default values except for a union of combined results.
restoreexceptlang	<Any Value>	N/A	7/6	Restore the system parameters to default values except the custom language file the user has uploaded. This command can cooperate with other "restoreexceptXYZ" commands. When cooperating with others, the system parameters will be restored to

				the default value except for a union of the combined results.

7.1.1 system.info

Subgroup of **system**: **info** (The fields in this group are unchangeable.)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
modelname	string[40]	VC8201	0/7	Internal model name of the server (eg. IP7139)
extendedmodelname	string[40]	VC8201	0/7	ODM specific model name of server (eg. DCS-5610). If it is not an ODM model, this field will be equal to "modelname"
serialnumber	<mac address>	<product mac address>	0/7	12 characters MAC address (without hyphens).
firmwareversion	string[40]	0100a	0/7	Firmware version, including model, company, and version number in the format: <MODEL-BRAND-VERSION>
language_count	<integer>	9	0/7	Number of webpage languages available on the server.
language_i<0~(count-1)>	string[16]	English, Deutsch, Español, Français, Italiano, 日本語, Português, 简体中文, 繁體中文	0/7	Available language lists.
customlanguage_maxcount	<integer>	1	0/6	Maximum number of custom languages supported on the server.
customlanguage_count	<integer>	0	0/6	Number of custom languages which have been uploaded to the server.
customlanguage_i<0~(maxcount-1)>	string	<blank>	0/6	Custom language name.

7.2 status

Group: **status**

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
di_i<0~(ndi-1)>	<boolean>	0	1/7	0 => Inactive, normal 1 => Active, triggered (capability.ndi > 0)
do_i<0~(ndo-1)>	<boolean>	0	1/7	0 => Inactive, normal 1 => Active, triggered (capability.ndo > 0)
onlinenum_rtsp	integer	0	6/7	Current number of RTSP connections.
onlinenum_httppush	integer	0	6/7	Current number of HTTP push server connections.
eth_i0	<string>	<product dependent>	1/7	Get network information from mii-tool.
vi_i<0~(nvi-1)>	<boolean>	0	1/7	Virtual input 0 => Inactive 1 => Active (capability.nvi > 0)

7.3 digital input behavior define

Group: **di_i<0~(ndi-1)>** (capability.ndi > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
normalstate	high, low	high	1/1	Indicates open circuit or closed circuit (inactive status)

7.4 digital output behavior define

Group: **do_i<0~(ndo-1)>** (capability.ndo > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
normalstate	open, grounded	open	1/1	Indicate open circuit or closed circuit (inactive status)

7.5 security

Group: security

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
privilege_do	view, operator, admin	operator	1/6	Indicate which privileges and above can control digital output (capability.ndo > 0)
privilege_camctrl	view, operator, admin	view	1/6	Indicate which privileges and above can control PTZ (capability.ptzenabled > 0 or capability.eptz > 0)
user_i0_name	string[64]	root	6/7	User name of root
user_i<1~20>_name	string[64]	<blank>	6/7	User name
user_i0_pass	password[64]	<blank>	6/6	Root password
user_i<1~20>_pass	password[64]	<blank>	7/6	User password
user_i0_privilege	view, operator, admin	admin	6/7	Root privilege
user_i<1~20>_ privilege	view, operator, admin	<blank>	6/6	User privilege

7.6 network

Group: **network**

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
preprocess	<positive integer>	<blank>	6/6	An 32-bit integer, each bit can be set separately as follows: Bit 0 => HTTP service; Bit 1=> HTTPS service; Bit 2=> FTP service; Bit 3 => Two way audio and RTSP Streaming service; To stop service before changing its port settings. It's **recommended** to set this parameter when change a

				service port to the port occupied by another service currently. Otherwise, the service may fail. Stopped service will auto-start after changing port settings. Ex: Change HTTP port from 80 to 5556, and change RTP port for video from 5556 to 20480. Then, set preprocess=9 to stop both service first. "/cgi-bin/admin/setparam.cgi?network_preprocess=9&network_http_port=5556&network_rtp_videoport=20480"
type	lan, pppoe	lan	6/6	Network connection type.
resetip	<boolean>	1	6/6	1 => Get ipaddress, subnet, router, dns1, dns2 from DHCP server at next reboot. 0 => Use preset ipaddress, subnet, rounter, dns1, and dns2.
ipaddress	<ip address>	<product dependent>	6/6	IP address of server.
subnet	<ip address>	<blank>	6/6	Subnet mask.
router	<ip address>	<blank>	6/6	Default gateway.
dns1	<ip address>	<blank>	6/6	Primary DNS server.
dns2	<ip address>	<blank>	6/6	Secondary DNS server.
wins1	<ip address>	<blank>	6/6	Primary WINS server.
wins2	<ip address>	<blank>	6/6	Secondary WINS server.

7.6.1 802.1x

Subgroup of **network: ieee8021x** (capability.protocol.ieee8021x > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	Enable/disable IEEE 802.1x
eapmethod	eap-peap, eap-tls	eap-peap	6/6	Selected EAP method
identity_peap	String[64]	<blank>	6/6	PEAP identity

identity_tls	String[64]	<blank>	6/6	TLS identity
password	String[253]	<blank>	6/6	Password for TLS
privatekeypassword	String[253]	<blank>	6/6	Password for PEAP
ca_exist	<boolean>	0	6/6	CA installed flag
ca_time	<integer>	0	6/7	CA installed time. Represented in EPOCH
ca_size	<integer>	0	6/7	CA file size (in bytes)
certificate_exist	<boolean>	0	6/6	Certificate installed flag (for TLS)
certificate_time	<integer>	0	6/7	Certificate installed time. Represented in EPOCH
certificate_size	<integer>	0	6/7	Certificate file size (in bytes)
privatekey_exist	<boolean>	0	6/6	Private key installed flag (for TLS)
privatekey_time	<integer>	0	6/7	Private key installed time. Represented in EPOCH
privatekey_size	<integer>	0	6/7	Private key file size (in bytes)

7.6.2 QOS

Subgroup of **network: qos_cos** (capability.protocol.qos.cos > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	Enable/disable CoS (IEEE 802.1p)
vlanid	1~4095	1	6/6	VLAN ID
video	0~7	0	6/6	Video channel for CoS
audio	0~7	0	6/6	Audio channel for CoS (capability.naudio > 0)
eventalarm	0~7	0	6/6	Event/alarm channel for CoS
management	0~7	0	6/6	Management channel for CoS
eventtunnel	0~7	0	6/6	Event/Control channel for CoS

Subgroup of **network: qos_dscp** (capability.protocol.qos.dscp > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	Enable/disable DSCP
video	0~63	0	6/6	Video channel for DSCP
audio	0~63	0	6/6	Audio channel for DSCP

				(capability.naudio > 0)
eventalarm	0~63	0	6/6	Event/alarm channel for DSCP
management	0~63	0	6/6	Management channel for DSCP
eventtunnel	0~63	0	6/6	Event/Control channel for DSCP

7.6.3 IPV6

Subgroup of **network**: **ipv6** (capability.protocol.ipv6 > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	Enable IPv6.
addonipaddress	<ip address>	<blank>	6/6	IPv6 IP address.
addonprefixlen	0~128	64	6/6	IPv6 prefix length.
addonrouter	<ip address>	<blank>	6/6	IPv6 router address.
addondns	<ip address>	<blank>	6/6	IPv6 DNS address.
allowoptional	<boolean>	0	6/6	Allow manually setup of IP address setting.

7.6.4 FTP

Subgroup of **network**: **ftp**

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
port	21, 1025~65535	21	6/6	Local ftp server port.

7.6.5 HTTP

Subgroup of **network**: **http**

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
port	80, 1025 ~ 65535	80	1/6	HTTP port.
alternateport	1025~65535	8080	6/6	Alternate HTTP port.
authmode	basic, digest	basic	1/6	HTTP authentication mode.
s0_accessname	string[32]	video.mjpg	1/6	HTTP server push access name for stream 1. (capability.protocol.spush_mjpe

				g =1 and capability.nmediastream > 0)
s1_accessname	string[32]	videos2.mjpg	1/6	HTTP server push access name for stream 2. (capability.protocol.spush_mjpeg =1 and capability.nmediastream > 1)
s2_accessname	string[32]	videos3.mjpg	1/6	Http server push access name for stream 3 (capability.protocol.spush_mjpeg =1 and capability.nmediastream > 2)
S3_accessname	string[32]	Video2.mjpg	1/6	Http server push access name for stream 4 (capability.protocol.spush_mjpeg =1 and capability.nmediastream > 3)
S4_accessname	string[32]	Video2s2.mjpg	1/6	Http server push access name for stream 5 (capability.protocol.spush_mjpeg =1 and capability.nmediastream > 4)
S5_accessname	string[32]	Video2s3.mjpg	1/6	Http server push access name for stream 6 (capability.protocol.spush_mjpeg =1 and capability.nmediastream > 5)
anonymousviewing	<boolean>	0	1/6	Enable anonymous streaming viewing.

7.6.6 HTTPS port

Subgroup of **network**: **https_port** (capability.protocol.https > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
port	443, 1025 ~ 65535	443	1/6	HTTPS port.

7.6.7 RTSP

Subgroup of **network**: **rtsp** (capability.protocol.rtsp > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
port	554, 1025 ~ 65535	554	1/6	RTSP port. (capability.protocol.rtsp=1)
anonymousviewing	<boolean>	0	1/6	Enable anoymous streaming viewing.
authmode	disable, basic, digest	basic	1/6	RTSP authentication mode. (capability.protocol.rtsp=1)
s0_accessname	string[32]	live.sdp	1/6	RTSP access name for stream1. (capability.protocol.rtsp=1 and capability.nmediastream > 0)
s1_accessname	string[32]	lives2.sdp	1/6	RTSP access name for stream2. (capability.protocol.rtsp=1 and capability.nmediastream > 1)
s2_accessname	string[32]	lives3.sdp	1/6	RTSP access name for stream3 (capability.protocol.rtsp=1 and capability.nmediastream > 2)
s3_accessname	string[32]	live2.sdp	1/6	RTSP access name for stream4 (capability.protocol.rtsp=1 and capability.nmediastream > 3)
s4_accessname	string[32]	live2s2.sdp	1/6	RTSP access name for stream5 (capability.protocol.rtsp=1 and capability.nmediastream > 4)
s5_accessname	string[32]	live2s3.sdp	1/6	RTSP access name for stream6 (capability.protocol.rtsp=1 and capability.nmediastream > 5)
s0_audiotrack	<boolean>	-1	7/6	Enable audio for stream1.
s1_audiotrack	<boolean>	-1	7/6	Enable audio for stream2.
s2_audiotrack	<boolean>	-1	7/6	Enable audio for stream3.
s3_audiotrack	<boolean>	-1	7/6	Enable audio for stream4.
s4_audiotrack	<boolean>	-1	7/6	Enable audio for stream5.
s5_audiotrack	<boolean>	-1	7/6	Enable audio for stream6.

7.6.7.1 RTSP multicast

Subgroup of **network_rtsp_s<0~(n-1)>**: **multicast,** n is stream count (capability.protocol.rtp.multicast > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
alwaysmulticast	<boolean>	0	4/4	Enable always multicast.
ipaddress	<ip address>	For n=0, 239.128.1.99 For n=1, 239.128.1.100, and so on.	4/4	Multicast IP address.
videoport	1025 ~ 65535	5560+n*2	4/4	Multicast video port.
audioport	1025 ~ 65535	5562+n*2	4/4	Multicast audio port. (capability.naudio > 0)
ttl	1 ~ 255	15	4/4	Mutlicast time to live value.

7.6.8 RTP port

Subgroup of **network**: **rtp**

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
videoport	1025 ~ 65535	5556	6/6	Video channel port for RTP. (capability.protocol.rtp_unicast =1)
audioport	1025 ~ 65535	5558	6/6	Audio channel port for RTP. (capability.protocol.rtp_unicast =1)

7.6.9 PPPoE

Subgroup of **network**: **pppoe** (capability.protocol.pppoe > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
user	string[128]	<blank>	6/6	PPPoE account user name.
pass	password[64]	<blank>	6/6	PPPoE account password.

7.7 IP Filter

Group: ipfilter

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	Enable access list filtering.
admin_enable	<boolean>	0	6/6	Enable administrator IP address.
admin_ip	String[43]	<blank>	6/6	Administrator IP address.
maxconnection	0~10	10	6/6	Maximum number of concurrent streaming connection(s).
type	0, 1	1	6/6	Ipfilter policy : 0 => allow 1 => deny
ipv4list_i<0~9>	Single address: <ip address> Network address: <ip address / network mask> Range address:<start ip address - end ip address>	<blank>	6/6	IPv4 address list.
ipv6list_i<0~9>	String[43]	<blank>	6/6	IPv6 address list.

7.8 Video input

7.8.1 Video input setting per channel

Group: **videoin_c<0~(n-1)>** for n channel products, and m is stream number

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
mode	0 ~ 1	0	1/4	Set video mode.
cmosfreq	50, 60	60	1/4	CMOS frequency. (capability.videoin.type=2)
whitebalance	auto, manual,	auto	4/4	"auto" indicates auto white

	rbgain			balance. "manual" indicates keep current value. "rbgain" indicates using rgain and gbain.
rgain	0~100	50	1/4	Manual set rgain value of gain control setting.
bgain	0~100	50	1/4	Manual set bgain value of gain control setting.
exposurelevel	CU8131: 0~8 CU8171: 0~12	CU8131: 4 CU8171: 6	1/4	Exposure level
enableblc	0~1	0	1/4	Enable backlight compensation. (Only used in CU8171)
maxgain	0~100	CU8131: 50 CU8171: 100	1/4	Manual set maximum gain value.
mingain	0~100	0	1/4	Manual set minimum gain value. (Only used in CU8171)
color	0, 1	1	1/4	0 => monochrome 1 => color
flickerless	0, 1	0	1/4	Turn on(1) or turn off(0) the flickerless mode
flip	<boolean>	0	1/4	Flip the image.
ptzstatus	<integer>	0	1/7	A 32-bit integer, each bit can be set separately as follows: Bit 0 => Support camera control function; 0(not support), 1(support) Bit 1 => **Built-in** or **external** camera; 0 (external), 1(built-in) Bit 2 => Support **pan** operation; 0(not support), 1(support) Bit 3 => Support **tilt** operation; 0(not support), 1(support) Bit 4 => Support **zoom** operation; 0(not support), 1(support) Bit 5 => Support **focus**

				operation; 0(not support), 1(support)
mirror	<boolean>	0	1/4	Mirror the image.
text	string[64]	<blank>	1/4	Enclose caption.
imprinttimestamp	<boolean>	0	1/4	Overlay time stamp on video.
textonvideo_position	top, bottom	top	1/4	Text on video string position
textonvideo_size	15, 25, 30	15	1/4	Text on video font size
exposuremode	auto,fixed	auto	1/4	Exposure mode
maxexposure	1~32000	30	1/4	Maximum exposure time. (Only used in CU8171)
minexposure	1~32000	32000	1/4	Minimum exposure time. (Only used in CU8171)
wdrc_mode	CU8131: 0~1 CU8171: 0~3	CU8131: 1 CU8171: 0	1/4	WDR enhanced. 0: off 1: auto 2: always on 3: keep current value
wdrc_strength	CU8131: 0~2 CU8171: 0~2	CU8131: 2 CU8171: 1	1/4	WDR enhanced. 0: low 1: medium 2: high
enableblc	0~1	0	1/4	Enable backlight compensation (Only used in CU8171)
mounttype	ceiling, wall, floor	ceiling	1/6	Mount type. (Only used in CU8171)
s<0~(m-1)>_codectype	mjpeg, h264	h264	1/4	Video codec type.
s<0~(m-1)>_resolution	<WxH>	CU8131: 1280x800 CU8171: 1696x1696	1/4	Video resolution in pixels.
s<0~(m-1)>_forcei	N/A	N/A	7/6	Force I frame.
s<0~(m-1)>_h264_intraperiod	250, 500, 1000, 2000, 3000, 4000	1000	1/4	Intra frame period in milliseconds.
s<0~(m-1)>_h264_ratecontrolmode	cbr, vbr	cbr	1/4	cbr, constant bitrate vbr, fix quality
s<0~(m-1)>_h264_quant	1~5, 99, 100	3	1/4	Quality of video when choosing vbr in "ratecontrolmode". 99 is the customized manual

				input setting. 1 = worst quality, 5 = best quality. 100 is percentage mode.
s<0~(m-1)>_h264_qvalue	0~51	30	1/4	Manual video quality level input. (s<0~(m-1)>_h264_quant = 99)
s<0~(m-1)>_h264_qpercent	1~100	50	1/4	Manual video quality level input. (s<0~(m-1)>_h264_quant = 100)
s<0~(m-1)>_h264_bitrate	20000~40000000	CU8131: 3000000 CU8171: 6000000	1/4	Set bit rate in bps when choosing cbr in "ratecontrolmode".
s<0~(m-1)>_h264_maxvbrbitrate	20000~40000000	40000000	1/4	Set bit rate in bps when choosing vbr in "ratecontrolmode".
s<0~(m-1)>_h264_maxframe	CU8131: 1~30 CU8171: 1~15	CU8131: 30 CU8171: 15	1/4	Set maximum frame rate in fps (for h264).
s<0~(m-1)>_h264_profile	0~2	1	1/4	Indicate H264 profiles 0: baseline 1: main profile 2: high profile
s<0~(m-1)>_h264_bitraterestriction	average, upperbound	upperbound	1/4	"average" indicates the average bit rate will be equal to its target bit rate. "upperbound" indicates the bit rate will always not exceed its target bit rate.
s<0~(m-1)>_h264_prioritypolicy	framerate,imagequality	framerate	1/4	The policy to apply when the target bit rate is not sufficient to satisfy current encoded conditions. "framerate" indicates frame rate first. "imagequality" indicates image quality first.
s<0~(m-1)>_mjpeg_ratecontrolmode	cbr, vbr	vbr	1/4	cbr, constant bitrate vbr, fix quality
s<0~(m-1)>_mjpeg_quan	1~5,	3	1/4	Quality of JPEG video.

t	99, 100			99 is the customized manual input setting. 1 = worst quality, 5 = best quality. 100 is percentage mode.
s<0~(m-1)>_mjpeg_qvalue	2~97	50	1/4	Manual video quality level input. (s<0~(m-1)>_mjpeg_quant = 99)
s<0~(m-1)>_mjpeg_qpercent	1~100	50	1/4	Manual video quality level input. (s<0~(m-1)>_mjpeg_quant = 100)
s<0~(m-1)>_mjpeg_bitrate	1000~40000000	CU8131: 6000000 CU8171: 14000000	1/4	Set bit rate in bps when choosing cbr in "ratecontrolmode".
s<0~(m-1)>_mjpeg_maxvbrbitrate	1000~40000000	40000000	1/4	Set bit rate in bps when choosing vbr in "ratecontrolmode".
s<0~(m-1)>_mjpeg_maxframe	CU8131: 1~30 CU8171: 1~15	CU8131: 30 CU8171: 15	1/4	Set maximum frame rate in fps (for JPEG).
s<0~(m-1)>_mjpeg_bitraterestriction	average, upperbound	upperbound	1/4	"average" indicates the average bit rate will be equal to its target bit rate. "upperbound" indicates the bit rate will always not exceed its target bit rate.
s<0~(m-1)>_mjpeg_prioritypolicy	framerate,imagequality	framerate	1/4	The policy to apply when the target bit rate is not sufficient to satisfy current encoded conditions. "framerate" indicates frame rate first. "imagequality" indicates image quality first.

7.9 Image setting per channel

Group: **image_c<0~(n-1)>** for n channel products

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
brightness	-5~5,100	100	4/4	Adjust brightness of image. 100 is percentage mode.
brightnesspercent	0~100	0	4/4	Adjust brightnesspercent of image when brightness=100.
saturation	-5~5,100	100	4/4	Adjust saturation of image. 100 is percentage mode.
saturationpercent	0~100	50	4/4	Adjust saturation value of percentage when saturation=100.
contrast	-5~5,100	100	4/4	Adjust contrast of image. 100 is percentage mode.
contrastpercent	0~100	50	4/4	Adjust contrastpercent of image when contrast=100.
sharpness	-5~5,100	100	4/4	Adjust sharpness of image. 100 is percentage mode.
sharpnesspercent	0~100	50	4/4	Adjust sharpness value of percentage when sharpness=100.
gammacurve	0~100	0	4/4	Gamma curve. (Only used in CU8171)
lowlightmode	0~1	1	4/4	Enable/disable low light mode
dnr_mode	0~1	1	4/4	0:disable 1:enable
dnr_strength	1~100	50	4/4	Strength of DNR

7.10 Exposure window setting per channel

Group: **exposurewin_c<0~(n-1)>** for n channel products

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
mode	auto, custom, blc	auto	4/4	The mode indicates how to decide the exposure. auto: Use full view as the only one exposure window. custom: Use inclusive and exclusive window. blc: Use BLC.
win_i<0~9>_enable	<boolean>	CU8131: 1 CU8171: 0	4/4	Enable or disable the window.
win_i<0~9>_policy	0~1	CU8131: 1 CU8171: 0	4/4	0: Indicate exclusive. 1: Indicate inclusive.
win_i<0~9>_home	<coordinate>	(106,79)	4/4	Left-top corner coordinate of the window.
win_i<0~9>_size	<window size>	(106x79)	4/4	Width and height of the window.

7.11 Audio input per channel

Group: **audioin_c<0~(n-1)>** for n channel products (capability.audioin>0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
mute	0, 1	0	1/4	Enable audio mute.
gain	0~100	65	4/4	Gain of input.
s<0~(m-1)>_codectype	g711,g726	g711	4/4	Set audio codec type for input.
s<0~(m-1)>_g711_mode	pcmu, pcma	pcmu	4/4	Set G.711 mode.
s<0~(m-1)>_g726_bitrate	16000, 24000, 32000, 40000	32000	4/4	Set G.726 bitrate in bps.
s<0~(m-1)>_g726_ vlcmode	0, 1	0	4/4	Enable vlcmode for g726.
s<0~(m-1)>_g726_	little, big	little	4/4	Set G.726 bit streaming packing

bitstreampackingmode				mode.

7.12 Time Shift settings

Group: **timeshift**, c for n channel products, m is stream number (capability.timeshift > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	4/4	Enable time shift streaming.
c<0~(n-1)>_s<0~(m-1)>_allow	<boolean>	0	4/4	Enable time shift streaming for specific stream.

7.13 Motion detection settings

Group: **motion_c<0~(n-1)>** for n channel product

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	4/4	Enable motion detection.
win_i<0~4>_enable	<boolean>	0	4/4	Enable motion window 1~3.
win_i<0~4>_name	string[40]	<blank>	4/4	Name of motion window 1~3.
win_i<0~4>_polygon	0 ~ 320,0 ~ 240, 0 ~ 320,0 ~ 240, 0 ~ 320,0 ~ 240, 0 ~ 320,0 ~ 240	0	4/4	Coordinate of polygon window position. (4 points: x0,y0,x1,y1,x2,y2,x3,y3)
win_i<0~4>_objsize	0 ~ 100	0	4/4	Percent of motion detection window.
win_i<0~4>_sensitivity	0 ~ 100	0	4/4	Sensitivity of motion detection window.

7.14 Tempering detection settings

Group: **tampering_c<0~(n-1)>** for n channel product (capability.tampering > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	4/4	Enable or disable tamper detection.
threshold	0 ~ 255	32	1/7	Threshold of tamper detection.
duration	10 ~ 600	10	4/4	If tampering value exceeds the 'threshold' for more than

				'duration' second(s), then tamper detection is triggered.

7.15 DDNS

Group: **ddns** (capability.ddns > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	Enable or disable the dynamic DNS.
provider	CustomSafe100, DynInterfree, DyndnsDynamic, DyndnsCustom, Safe100,	DyndnsDynamic	6/6	Safe100 => safe100.net DyndnsDynamic => dyndns.org (dynamic) DyndnsCustom => dyndns.org DynInterfree =>dyn-interfree.it CustomSafe100 => Custom server using safe100 method PeanutHull => PeanutHull
<provider>_hostname	string[128]	<blank>	6/6	Your DDNS hostname.
<provider>_usernameemail	string[64]	<blank>	6/6	Your user name or email to login to the DDNS service provider
<provider>_passwordkey	string[64]	<blank>	6/6	Your password or key to login to the DDNS service provider.
<provider>_servername	string[128]	<blank>	6/6	The server name for safe100. (This field only exists if the provider is customsafe100)

7.16 Express link

Group: expresslink

PARAMETER	VALUE	Default	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	Enable or disable express link.
state	onlycheck, onlyoffline, checkonline, badnetwork	badnetwork	6/6	Camera will check the status of network environment and express link URL

url	string[63]	NULL	6/6	The url user define to link to camera

7.17 UPnP presentation

Group: upnppresentation

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	1	6/6	Enable or disable the UPnP presentation service.

7.18 UPnP port forwarding

Group: upnpportforwarding

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	Enable or disable the UPnP port forwarding service.
upnpnatstatus	0~3	0	6/7	The status of UPnP port forwarding, used internally. 0 = OK, 1 = FAIL, 2 = no IGD router, 3 = no need for port forwarding

7.19 System log

Group: **syslog**

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enableremotelog	<boolean>	0	6/6	Enable remote log.
serverip	<IP address>	<blank>	6/6	Log server IP address.
serverport	514, 1025~65535	514	6/6	Server port used for log.
level	0~7	6	6/6	Levels used to distinguish the importance of the information: 0: LOG_EMERG 1: LOG_ALERT 2: LOG_CRIT 3: LOG_ERR 4: LOG_WARNING

				5: LOG_NOTICE 6: LOG_INFO 7: LOG_DEBUG
setparamlevel	0~2	0	6/6	Show log of parameter setting. 0: disable 1: Show log of parameter setting set from external. 2. Show log of parameter setting set from external and internal.

7.20 SNMP

Group: **snmp** (capability.snmp > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
v2	0~1	0	6/6	SNMP v2 enabled. 0 for disable, 1 for enable
v3	0~1	0	6/6	SNMP v3 enabled. 0 for disable, 1 for enable
secnamerw	string[31]	Private	6/6	Read/write security name
secnamero	string[31]	Public	6/6	Read only security name
authpwrw	string[8~128]	<blank>	6/6	Read/write authentication password
authpwro	string[8~128]	<blank>	6/6	Read only authentication password
authtyperw	MD5,SHA	MD5	6/6	Read/write authentication type
authtypero	MD5,SHA	MD5	6/6	Read only authentication type
encryptpwrw	string[8~128]	<blank>	6/6	Read/write passwrd
encryptpwro	string[8~128]	<blank>	6/6	Read only password
encrypttyperw	DES	DES	6/6	Read/write encryption type
encrypttypero	DES	DES	6/6	Read only encryption type
rwcommunity	string[31]	Private	6/6	Read/write community
rocommunity	string[31]	Public	6/6	Read only community
syslocation	string[128]	<blank>	6/6	System location
syscontact	string[128]	<blank>	6/6	System contact

7.21 Layout configuration

Group: **layout** (New version)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
logo_default	<boolean>	1	1/6	0 => Custom logo 1 => Default logo
logo_link	string[128]	http://www.vivotek.com	1/6	Hyperlink of the logo
logo_powerbyvvtk_hidden	<boolean>	0	1/6	0 => display the power by vivotek logo 1 => hide the power by vivotek logo
custombutton_manualtrigger_show	<boolean>	1	1/6	Show or hide manual trigger (VI) button in homepage 0 -> Hidden 1 -> Visible
theme_option	1~4	1	1/6	1~3: One of the default themes. 4: Custom definition.
theme_color_font	string[7]	#ffffff	1/6	Font color
theme_color_configfont	string[7]	#ffffff	1/6	Font color of configuration area.
theme_color_titlefont	string[7]	#098bd6	1/6	Font color of video title.
theme_color_controlbackground	string[7]	#565656	1/6	Background color of control area.
theme_color_configbackground	string[7]	#323232	1/6	Background color of configuration area.
theme_color_videobackground	string[7]	#565656	1/6	Background color of video area.
theme_color_case	string[7]	#323232	1/6	Frame color

7.22 Privacy mask

Group: **privacymask_c<0~(n-1)>** for n channel product

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	4/4	Enable privacy mask.
win_i<0~4>_enable	<boolean>	0	4/4	Enable privacy mask window.

win_i<0~4>_name	string[40]	<blank>	4/4	Name of the privacy mask window.
win_i<0~4>_polygon	0 ~ 320,0 ~ 240, 0 ~ 320,0 ~ 240, 0 ~ 320,0 ~ 240, 0 ~ 320,0 ~ 240	0	4/4	Coordinate of polygon window position. (4 points: x0,y0,x1,y1,x2,y2,x3,y3)

7.23 Capability

Group: capability

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
api_httpversion	<string>	0301a	0/7	The HTTP API version.
bootuptime	<positive integer>	60	0/7	Server bootup time.
nir	0, <positive integer>	0	0/7	Number of IR interfaces.
npir	0, <positive integer>	0	0/7	Number of PIRs.
ndi	0, <positive integer>	2	0/7	Number of digital inputs.
nvi	0, <positive integer>	3	0/7	Number of virtual inputs (manual trigger)
ndo	0, <positive integer>	2	0/7	Number of digital outputs.
naudioin	0, <positive integer>	2	0/7	Number of audio inputs.
naudioout	0, <positive integer>	0	0/7	Number of audio outputs.
nvideoin	<positive integer>	2	0/7	Number of video inputs.

nvideoout	<positive integer>	0	0/7	Number of video outputs.
nanystream	0, <positive integer>	0	0/7	number of any media stream per channel
nmediastream	<positive integer>	3	0/7	Number of media stream per channels.
nmotion	<positive integer>	5	0/7	Number of motions
naudiosetting	<positive integer>	1	0/7	Number of audio settings per channel.
nuart	0, <positive integer>	0	0/7	Number of UART interfaces.
nvideoinprofile	<positive integer>	0	0/7	Number of video input profiles.
nprivacymask	<positive integer>	5	0/7	Number of privacy masks.
nmotionprofile	0, <positive integer>	0	0/7	Number of motion profiles.
motion_type	<string>	polygon,core2.0	0/7	Motion detection algorithm
motion_num	<positive integer>	5	0/7	Number of motions
ptzenabled	0, <positive integer>	0	0/7	An 32-bit integer, each bit can be set separately as follows: Bit 0 => Support camera control function; 0(not support), 1(support) Bit 1 => Built-in or external camera; 0(external), 1(built-in) Bit 2 => Support pan operation, 0(not support), 1(support) Bit 3 => Support tilt operation; 0(not support), 1(support) Bit 4 => Support zoom operation; 0(not support), 1(support) Bit 5 => Support focus operation;

				0(not support), 1(support) Bit 6 => Support iris operation; 0(not support), 1(support) Bit 7 => External or built-in PT; 0(built-in), 1(external) Bit 8 => Invalidate bit 1 ~ 7; 0(bit 1 ~ 7 are valid), 1(bit 1 ~ 7 are invalid) Bit 9 => Reserved bit; Invalidate lens_pan, Lens_tilt, lens_zoon, lens_focus, len_iris. 0(fields are valid), 1(fields are invalid)
windowless	<boolean>	1	0/7	Indicate whether to support windowless plug-in.
joystick	<boolean>	1	0/7	Indicate whether to support joystick control.
evctrlchannel	<boolean>	1	0/7	Indicate whether to support HTTP tunnel for event/control transfer.
remotefocus	<boolean>	0	0/7	Indicate whether to support remote focus function.
storage_dbenabled	<boolean>	1	0/7	Media files are indexed in database.
protocol_https	< boolean >	1	0/7	Indicate whether to support HTTP over SSL.
protocol_rtsp	< boolean >	1	0/7	Indicate whether to support RTSP.
protocol_sip	<boolean>	0	0/7	Indicate whether to support SIP.
protocol_maxconnection	<positive integer>	10	0/7	The maximum allowed simultaneous connections.
protocol_maxgenconnection	<positive integer>	10	0/7	The maximum general streaming connections .
protocol_rtp_multicast_scalable	<boolean>	1	0/7	Indicate whether to support scalable multicast.
protocol_rtp_multicast_backchannel	<boolean>	0	0/7	Indicate whether to support backchannel multicast.
protocol_rtp_tcp	<boolean>	1	0/7	Indicate whether to support RTP over TCP.

protocol_rtp_http	<boolean>	1	0/7	Indicate whether to support RTP over HTTP.
protocol_spush_mjpeg	<boolean>	1	0/7	Indicate whether to support server push MJPEG.
protocol_snmp	<boolean>	1	0/7	Indicate whether to support SNMP.
protocol_ipv6	<boolean>	1	0/7	Indicate whether to support IPv6.
protocol_pppoe	<boolean>	1	0/7	Indicate whether to support PPPoE.
protocol_ieee8021x	<boolean>	1	0/7	Indicate whether to support IEEE802.1x.
protocol_qos_cos	<boolean>	1	0/7	Indicate whether to support CoS.
protocol_qos_dscp	<boolean>	1	0/7	Indicate whether to support QoS/DSCP.
protocol_ddns	<boolean>	1	0/7	Indicate whether to support DDNS.
videoin_type	0, 1, 2	2	0/7	0 => Interlaced CCD 1 => Progressive CCD 2 => CMOS
videoin_codec	<string>	mjpeg,h264	0/7	Available codec list.
videoin_flexiblebitrate	<boolean>	1	0/7	Indicate whether to support flexible bit rate control.
videoin_c<0~1>_lens_type	fisheye, fixed, changeable, motor, -	CU8131: fixed CU8171: fisheye	0/7	The lens type of this channel. fisheye: Fisheye lens fixed: Build-in lens. The lens may be fixed focal, vari-focal, etc, but not be changeable. changeable: changeable lens. Like box-type camera, users can install any C-Mount or CS-Mount lens as they wish. motor: Lens with motor to support zoom, focus, etc. -: N/A
videoin_c<0~1>_lens_modelname	<string>	CU8131: CU8131_VC8201	0/7	Optional model name for lens.

		CU8171: CU8171_VC8201		
videoin_c<0~1>_streamcodec	<A list of positive integer separated by commas>	6,6,6	0/7	Represent supported codec types of each stream. This contains a list of positive integers, split by comma. Each one stands for a stream, and the definition is as following: Bit 0: Support MPEG4. Bit 1: Support MJPEG Bit 2: Support H.264
videoin_c<0~1>_eptz	0, <Positive Integer>	CU8131: 3 CU8171: 0	0/7	A 32-bits integer, each bit can be set separately as follows: Bit 0 => 1st stream supports ePTZ or not. Bit 1 => 2nd stream supports ePTZ or not, and so on.
videoin_c<0~1>_nresolution	<positive integer>	CU8131: 5 CU8171: 8	0/7	Number of videoin resolution.
videoin_c<0~1>_resolution	<a list of available resolution separated by commas>	CU8131: 176x144, 384x216, 640x400, 1280x720, 1280x800 CU8171: 192x192, 256x256, 384x384, 512x512, 768x768, 1056x1056, 1536x1536, 1696x1696	0/7	Available resolution list.
videoin_c<0~1>_maxsize	<WxH>	CU8131: 1280x800 CU8171: 1696x1696	0/7	The maximum resolution of this channel, the unit is pixel.

videoin_c<0~1>_maxframerate	<A list of positive integer separated by commas>	CU8131: 30,30,30,30,30 CU8171: 15,15,15,15,15,15,15,15	0/7	Indicate maximum frame rate available for the corresponding resolution. Those values are one-to-one mapping to the "resolution" parameter in this group.
videoin_c<0~1>_mpeg4_maxframerate	<A list of positive integer separated by commas>	-	0/7	Indicate maximum frame rate with MPEG4 available for the corresponding resolution. Those values are one-to-one mapping to the "resolution" parameter in this group.
videoin_c<0~1>_mpeg4_maxbitrate	<Integer>	-	0/7	Maximum bitrates of MPEG4. The unit is bps.
videoin_c<0~1>_mjpeg_maxframerate	<A list of positive integer separated by commas>	CU8131: 30,30,30,30,30 CU8171: 15,15,15,15,15,15,15,15	0/7	Indicate maximum frame rate with MJPEG available for the corresponding resolution. Those values are one-to-one mapping to the "resolution" parameter in this group.
videoin_c<0~1>_mjpeg_maxbitrate	<Integer>	40000000	0/7	Maximum bitrates of MJPEG. The unit is bps.
videoin_c<0~1>_h264_maxframerate	<A list of positive integer separated by commas>	CU8131: 30,30,30,30,30 CU8171: 15,15,15,15,15,15,15,15	0/7	Indicate maximum frame rate with H.264 available for the corresponding resolution. Those values are one-to-one mapping to the "resolution" parameter in this group.
videoin_c<0~1>_h264_maxbitrate	<Integer>	40000000	0/7	Maximum bitrates of MPEG4. The unit is bps.
videoin_c<0~1>_nmode	<Integer>	1	0/7	Indicate how many video modes supported by this channel.
videoin_c<0~1>_mode	<Integer>	0	0/7	Indicate current video mode.
videoin_c<0~1>_mode0_nresolution	<positive integer>	CU8131: 5 CU8171: 8	0/7	Number of videoin resolution in this video mode.
videoin_c<0~1>_mode0_resolution	<A list of available resolution separated by	CU8131: 176x144, 384x216, 640x400,	0/7	Available resolutions list in this video mode.

	commas>	1280x720, 1280x800 CU8171: 192x192, 256x256, 384x384, 512x512, 768x768, 1056x1056, 1536x1536, 1696x1696		
videoin_c<0~1>_mode0_ effectivepixel	<WxH>	CU8131: 1280x800 CU8171: 1696x1696	0/7	The visible area of full scene in this video mode. The unit is pixel.
videoin_c<0~1>_mode0_ outputsize	<WxH>	CU8131: 1280x800 CU8171: 1696x1696	0/7	The output size of source, equal to the captured size by device, in this video mode. The unit is pixel.
videoin_c<0~1>_mode0_ binning	0, 1, 3	CU8131: 0 CU8171: 0	0/7	Indicate binning is used or not in this video mode. 0: No binning 1: 2x2 binning 3: 3x3 binning
videoin_c<0~1>_mode0_ maxframerate	<A list of positive integer separated by commas>	CU8131: 30,30,30,30,30 CU8171: 15,15,15,15,15,15,15,15	0/7	Indicate maximum frame rate available for the corresponding resolution. Those values are one-to-one mapping to the "resolution" parameter in this video mode.
videoin_c<0~1>_mode0_ maxfps_mpeg4	<A list of positive integer separated by commas>	-	0/7	Indicate maximum frame rate with MPEG4 available for the corresponding resolution. Those values are one-to-one mapping to the "resolution" parameter in this video mode.
videoin_c<0~1>_mode0_ maxfps_mjpeg	<A list of positive integer separated by	CU8131: 30,30,30,30,30 CU8171:	0/7	Indicate maximum frame rate with MJPEG available for the corresponding resolution. Those values are one-to-one mapping

	commas>	15,15,15,15,15,15,15,15		to the "resolution" parameter in this video mode.
videoin_c<0~1>_mode0_maxfps_h264	<A list of positive integer separated by commas>	CU8131: 30,30,30,30,30 CU8171: 15,15,15,15,15,15,15,15	0/7	Indicate maximum frame rate with H.264 available for the corresponding resolution. Those values are one-to-one mapping to the "resolution" parameter in this video mode.
videoin_c<0~1>_mode0_description	<string>	CU8131: 1-Megapixel (16:10) (MAX 30fps) CU8171: 3-Megapixel Fisheye (MAX 15fps)	0/7	Description about this mode.
fisheyelocaldewarp_c<0~1>	<boolean>	0	0/7	Indicate whether to support local dewarp.
videoout_codec	<string>	-	0/7	Available codec list.
timeshift	<boolean>	1	0/7	Indicate whether to support time shift caching stream.
audio_aec	<boolean>	0	0/7	Indicate whether to support acoustic echo cancellation.
audio_mic	<integer>	3	0/7	A 32-bit integer, each bit can be set separately as follows: Bit 0 => channel 1 supports build-in microphone or not. Bit 1 => channel 2 supports build-in microphone or not. The rest may be deduced by analogy.
audio_extmic	<boolean>	0	0/7	Indicate whether to support external microphone input.
audio_linein	<boolean>	0	0/7	Indicate whether to support external line input. (It will be replaced by audio_mic and audio_extmic.)
audio_lineout	<boolean>	0	0/7	Indicate whether to support line output.

audio_headphoneout	<boolean>	0	0/7	Indicate whether to support headphone output.
audioin_codec	<string>	g711,g726	0/7	Available codec list for audio input.
audioout_codec	-	-	0/7	Available codec list for SIP.
camctrl_httptunnel	<boolean>	0	0/7	Indicate whether to support httptunnel.
camctrl_privilege	<boolean>	1	0/7	Indicate whether to support "Manage Privilege" of PTZ control in the Security page. 1: support both /cgi-bin/camctrl/camctrl.cgi and /cgi-bin/viewer/camctrl.cgi 0: support only /cgi-bin/viewer/camctrl.cgi
uart_httptunnel	<boolean>	0	0/7	Indicate whether to support HTTP tunnel for UART transfer.
remotecamctrl_master	0, <positive integer>	0	0/7	Indicate whether to support remote auxiliary camera (master side), this value means supporting max number of auxiliary camera.
remotecamctrl_slave	<boolean>	0	0/7	Indicate whether to support remote camera control (slave side).
transmission_mode	Tx, Rx, Both	Tx	0/7	Indicate transmission mode of the machine: TX = server, Rx = receiver box, Both = DVR.
network_wire	<boolean>	1	0/7	Indicate whether to support Ethernet.
network_wireless	<boolean>	0	0/7	Indicate whether to support wireless.
wireless_s802dot11b	<boolean>	0	0/7	Indicate whether to support wireless 802.11b+.
wireless_s802dot11g	<boolean>	0	0/7	Indicate whether to support wireless 802.11g.
wireless_s802dot11n	<boolean>	0	0/7	Indicate whether to support wireless 802.11n.
wireless_encrypt_wep	<boolean>	0	0/7	Indicate whether to support

				wireless WEP.
wireless_encrypt_wpa	<boolean>	0	0/7	Indicate whether to support wireless WPA.
wireless_encrypt_wpa2	<boolean>	0	0/7	Indicate whether to support wireless WPA2.
derivative_brand	<boolean>	1	0/7	Indicate whether to support the upgrade function for the derivative brand. For example, if the value is true, the VVTK product can be upgraded to VVXX. (TCVV<->TCXX is excepted)
npreset	0, <positive integer>	20	0/7	Number of preset locations
eptz	0, <positive integer>	<depend on channel configuration>	0/7	Bit 0~15 are the 1st group for 1st channel and bit 16~31 are the 2nd group for 2nd channel. Each bit in each group can be set separately as follows: Bit 0 => stream 1 supports ePTZ or not. Bit 1 => stream 2 supports ePTZ or not. The rest may be deduced by analogy
fisheye	0, <positive integer>	<depend on channel configuration>	0/7	A 32-bit integer, each bit can be set separately as follows: Bit 0 => channel 1 equipped with fisheye lens. Bit 1 => channel 2 equipped with fisheye lens. The rest may be deduced by analogy
vadp	0, <positive integer>	0	0/7	An 32-bit integer, each bit can be set separately as follows: Bit 0 => VADP interface Bit 1 => Capture video raw data Bit 2 => Support encode jpeg Bit 3 => Capture audio raw data

				Bit 4 => Support event trigger Bit 5 => Support license registration Bit 6 => Support shared memory API
iva	<boolean>	0	0/7	Indicate whether to support Intelligent Video analysis
ir	<boolean>	0	0/7	Indicate whether to support built-in IR led
extir	<boolean>	0	0/7	Indicate whether to support external IR led
whitelight	<boolean>	0	0/7	Indicate whether to support white light led
iris	<boolean>	0	0/7	Indicate whether to support iris control
tampering	<boolean>	1	0/7	Indicate whether to support tampering detection.
temperature	<boolean>	0	0/7	Indicate whether to support temperature detection
test_ac	<boolean>	0	0/7	Indicate whether to support test ac key.
version_genetec	<string>	1.0.2.2	0/7	Indicate Genetec daemon version
version_onvifdaemon	<string>	1.8.0.7	0/7	Indicate ONVIF daemon version
image_c<0~1>_basicsetting	0, <positive integer>	15	0/7	A 32-bits integer, each bit can be set separately as follows: Bit 0 => Supports Brightness or not. Bit 1 => Supports Contrast or not. Bit 2 => Supports Saturation or not. Bit 3 => Supports Sharpness or not.
image_c<0~1>_wdrpro	<boolean>	CU8131: 1 CU8171: 0	0/7	Indicate whether to support WDR pro.
image_c<0~1>_wdrstr	<boolean>	1	0/7	Indicate whether to support tuning strength of WDR.
image_c<0~1>_wdraffect	-,	CU8131:	0/7	When WDR Pro or WDR

	contrastNA, contrastpercentNA, exposurelevelNA, exposurelevelFIX<Positive Integer>, blcNA	exposurelevelFIX6 CU8171: -		Enhanced is on, some features may become malfunction or are forced to a given value. The affected functions are list here. The format is "Affected API name" with "Affect type". "Affect type": NA: The API is malfunction when WDR is enabled. FIX<Positive Integer>: The API is malfunction when WDR is enabled and the related feature runs as the API is set to <Positive Integer>. Ex: exposurelevelFIX4 means "exposurelevel" is fixed to level 4, exposurelevelFIX6 means "exposurelevel" is fixed to level 6, and so on. "-" means no feature is affected
image_c<0~1>_dnr	<boolean>	1	0/7	Indicate whether to support digital noise reduction.
image_c<0~1>_wbmode	<string>	auto, manual, rbgain, -	0/7	Available white balance mode. "-" means white balance is not supported.
image_ c<0~1>_wdrc	<boolean>	CU8131: 0 CU8171: 1	0/7	Indicate whether to support WDR enhanced.
image_ c<0~1>_iristype	<string>	-	0/7	Indicate iris type.
image_ c<0~1>_exposure_mode	<boolean>	1	0/7	Indicate whether to support exposure control.
image_ c<0~1>_exposure_levelrange	<string>	CU8131: 1,8 CU8171: 0,12	0/7	Available range for exposurelevel.
image_ c<0~1>_exposure_winmo	<string>	auto, custom, blc,-	0/7	Available options for exposure window mode.

de				
image_ c<0~1>_exposure_windomain	<string>	qvga,std,px	0/7	Available options for exposure window domain.
image_ c<0~1>_exposure_wintype	<string>	CU8131: inclusive CU8171: inclusive,exclusive	0/7	Available options for exposure window type.
image_ c<0~1>_exposure_winnum	0, <positive integer>	CU8131: 1 CU8171: 9	0/7	Indicate the number of custom exposure windows.
image_ c<0~1>_exposure_maxrange	<string>	CU8131: - CU8171: 5,32000	0/7	Available range for maximum exposure time.
image_ c<0~1>_exposure_minrange	<string>	CU8131: - CU8171: 5,32000	0/7	Available range for minimum exposure time.
image_ c<0~1>_agc_maxgain	<string>	CU8131: - CU8171: 0,100	0/7	Available range for maximum gain.
image_ c<0~1>_agc_mingain	<string>	CU8131: - CU8171: 0,100	0/7	Available range for minimum gain.
image_ c<0~1>_flickerless	<boolean>	0	0/7	Indicate whether to support flickerless.
image_ c<0~1>_blc	<boolean>	0	0/7	Indicate whether to support old-style black light compensation.
image_ c<0~1>_gammacurve	<boolean>	CU8131: 0 CU8171: 1	0/7	Indicate whether to support tuning Gamma curve.
image_ c<0~1>_lowlightmode	<boolean>	1	0/7	Indicate whether to support low light mode.
image_ c<0~1>_focusassist	<boolean>	0	0/7	Indicate whether to support focus assist.
image_ c<0~1>_backfocus	<boolean>	0	0/7	Indicate whether to support back focus.
image_ c<0~1>_remotefocus	<boolean>	0	0/7	Indicate whether to support remote focus.

localstorage_manageable	<boolean>	1	0/7	Indicate whether manageable local storage is supported.
localstorage_seamless	0,<positive integer>	3	0/7	A 32-bit integer, each bit can be set separately as follows: Bit 0 => channel 1 support seamless recording. Bit 1 => channel 2 support seamless recording. The rest may be deduced by analogy.
localstorage_modnum	0,<positive integer>	4	0/7	The maximum MOD connection numbers.
localstorage_slconnum	0,<positive integer>	1	0/7	The maximum seamless connection number.
localstorage_modversion	<string>	1.0.2.0	0/7	Indicate MOD daemon version
adaptiverecording	<boolean>	1	0/7	Indicate whether to support adaptive recording.
adaptivestreaming	<boolean>	1	0/7	Indicate whether to support adaptive streaming.
supportsd	<boolean>	1	0/7	Indicate whether to support local storage.
media_totalspace	<positive integer>	35000	0/7	Available memory space (KB) for media.
media_snapshot_sizepersecond	<positive integer>	500	0/7	Maximum size (KB) of one snapshot image.
media_snapshot_maxpreevent	<positive integer>	7	0/7	Maximum snapshot number before event occurred.
media_snapshot_maxpostevent	<positive integer>	7	0/7	Maximum snapshot number after event occurred.
media_videoclip_maxsize	<positive integer>	8192	0/7	Maximum size (KB) of a videoclip.
media_videoclip_maxlength	<positive integer>	20	0/7	Maximum length (second) of a videoclip.
media_videoclip_maxpreevent	<positive integer>	9	0/7	Maximum duration (second) after event occurred in a videoclip.

7.24 Customized event script

Group: event_customtaskfile_i<0~2>

PARAMETER	VALUE	Default	SECURITY (get/set)	DESCRIPTION
name	string[40]	<blank>	6/6	Custom script identification of this entry.
date	string[4~20]	<blank>	6/6	Date of custom script.
time	string[4~20]	<blank>	6/6	Time of custom script.

7.25 Event setting

Group: **event_i**<0~2>

PARAMETER	VALUE	Default	SECURITY (get/set)	DESCRIPTION
name	string[40]	<blank>	6/6	Identification of this entry.
enable	0, 1	0	6/6	Enable or disable this event.
priority	0, 1, 2	1	6/6	Indicate the priority of this event: "0" = low priority "1" = normal priority "2" = high priority
delay	1~999	20	6/6	Delay in seconds before detecting the next event.
trigger	boot, di, motion, seq, recnotify, tampering, vi	boot	6/6	Indicate the trigger condition: "boot" = System boot "di"= Digital input "motion" = Video motion detection "seq" = Periodic condition "recnotify" = Recording notification. "tampering" = Tamper detection. "vi"= Virtual input (Manual trigger)
triggerstatus	String[40]	trigger	6/6	The status for event trigger

di	<integer>	0	6/6	Indicate the source id of di trigger. This field is required when trigger condition is "di". One bit represents one digital input. The LSB indicates DI 0.
mdwin	<integer>	0	6/6	Indicate the source window id of motion detection. This field is required when trigger condition is "md". One bit represents one window. The LSB indicates the 1st window. For example, to detect the 1st and 3rd windows, set mdwin as 5.
tampering	<integer>	0	6/6	Indicate the source channel id of tampering detection. This field is required when trigger condition is "tampering". One bit represents one channel. The LSB indicates the 1st channel.
vi	<integer>	0	6/6	Indicate the source id of vi trigger. This field is required when trigger condition is "vi". One bit represents one digital input. The LSB indicates VI 0.
inter	1~999	1	6/6	Interval of snapshots in minutes. This field is used when trigger condition is "seq".
weekday	0~127	127	6/6	Indicate which weekday is scheduled. One bit represents one weekday. bit0 (LSB) = Saturday bit1 = Friday bit2 = Thursday bit3 = Wednesday bit4 = Tuesday bit5 = Monday bit6 = Sunday For example, to detect events on Friday and Sunday, set weekday as 66.

begintime	hh:mm	00:00	6/6	Begin time of the weekly schedule.
endtime	hh:mm	24:00	6/6	End time of the weekly schedule. (00:00 ~ 24:00 sets schedule as always on)
action_do_i<0~(ndo-1)>_enable	0, 1	0	6/6	Enable or disable trigger digital output.
action_do_i<0~(ndo-1)>_duration	1~999	1	6/6	Duration of the digital output trigger in seconds.
action_cf_enable	<boolean>	0	6/6	Enable or disable sending media to SD card.
action_cf_folder	string[128]	<blank>	6/6	Path to store media.
action_cf_media	NULL, 0~4,101	<blank>	6/6	Index of the attached media.
action_cf_datefolder	<boolean>	0	6/6	Enable this to create folders by date, time, and hour automatically.
action_cf_backup	<boolean>	0	6/6	Enable or disable the function that send media to SD card for backup if network is disconnected.
action_server_i<0~4>_enable	0, 1	0	6/6	Enable or disable this server action.
action_server_i<0~4>_media	NULL, 0~4,101	<blank>	6/6	Index of the attached media. 101 means "Recording Notify"
action_server_i<0~4>_datefolder	<boolean>	0	6/6	Enable this to create folders by date, time, and hour automatically.

7.26 Server setting for event action

Group: **server_i**<0~4>

PARAMETER	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
name	string[40]	NULL	6/6	Identification of this entry
type	email, ftp, http, ns	email	6/6	Indicate the server type: "email" = email server "ftp" = FTP server "http" = HTTP server "ns" = network storage
http_url	string[128]	http://	6/6	URL of the HTTP server to upload.
http_username	string[64]	NULL	6/6	Username to log in to the server.
http_passwd	string[64]	NULL	6/6	Password of the user.
ftp_address	string[128]	NULL	6/6	FTP server address.
ftp_username	string[64]	NULL	6/6	Username to log in to the server.
ftp_passwd	string[64]	NULL	6/6	Password of the user.
ftp_port	0~65535	21	6/6	Port to connect to the server.
ftp_location	string[128]	NULL	6/6	Location to upload or store the media.
ftp_passive	0, 1	1	6/6	Enable or disable passive mode. 0 = disable passive mode 1 = enable passive mode
email_address	string[128]	NULL	6/6	Email server address.
email_sslmode	0, 1	0	6/6	Enable support SSL.
email_port	0~65535	25	6/6	Port to connect to the server.
email_username	string[64]	NULL	6/6	Username to log in to the server.
email_passwd	string[64]	NULL	6/6	Password of the user.
email_senderemail	string[128]	NULL	6/6	Email address of the sender.
email_recipientemail	string[640]	NULL	6/6	Email address of the recipient.
ns_location	string[128]	NULL	6/6	Location to upload or store the media.
ns_username	string[64]	NULL	6/6	Username to log in to the server.
ns_passwd	string[64]	NULL	6/6	Password of the user.

ns_workgroup	string[64]	NULL	6/6	Workgroup for network storage.

7.27 Media setting for event action

Group: **media_i<0~4>** (media_freespace is used internally.)

PARAMETER	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
name	string[40]	NULL	6/6	Identification of this entry
type	snapshot, systemlog, videoclip, recordmsg	systemlog	6/6	Media type to send to the server or store on the server.
snapshot_channel	0~1	0	6/6	Indicate the channel of media stream. 0 means the first channel. 1 means the second channel and etc.
snapshot_source	0~2	0	6/6	Indicate the source of media stream. 0 means the first stream. 1 means the second stream and etc.
snapshot_prefix	string[16]	NULL	6/6	Indicate the prefix of the filename.
snapshot_datesuffix	0, 1	0	6/6	Add date and time suffix to filename: 1 = Add date and time suffix. 0 = Do not add.
snapshot_preevent	0 ~ 7	1	6/6	Indicates the number of pre-event images.
snapshot_postevent	0 ~ 7	1	6/6	The number of post-event images.
videoclip_channel	0~1	0	6/6	Indicate the channel of media stream. 0 means the first channel. 1 means the second channel and etc.

videoclip_source	0~2	0	6/6	Indicate the source of media stream. 0 means the first stream. 1 means the second stream and etc.
videoclip_prefix	string[16]	NULL	6/6	Indicate the prefix of the filename.
videoclip_preevent	0 ~ 9	0	6/6	Indicates the time for pre-event recording in seconds.
videoclip_maxduration	1 ~ 20	5	6/6	Maximum duration of one video clip in seconds.
videoclip_maxsize	50 ~ 8192	500	6/6	Maximum size of one video clip file in Kbytes.

7.28 Recording

Group: **recording_i**<0~1>

PARAMETER	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
name	string[40]	NULL	6/6	Identification of this entry.
trigger	schedule, networkfail	schedule	6/6	The event trigger type schedule: The event is triggered by schedule networkfail: The event is triggered by the failure of network connection.
enable	0, 1	0	6/6	Enable or disable this recording.
priority	0, 1, 2	1	6/6	Indicate the priority of this recording: "0" indicates low priority. "1" indicates normal priority. "2" indicates high priority.
channel	0~1	0	6/6	Indicate the channel of media stream. 0 means the first channel. 1 means the second channel and etc.

source	0~2	0	6/6	Indicate the source of media stream. 0 means the first stream. 1 means the second stream and so on.
limitsize	0,1	0	6/6	0: Entire free space mechanism 1: Limit recording size mechanism
cyclic	0,1	0	6/6	0: Disable cyclic recording 1: Enable cyclic recording
notify	0,1	1	6/6	0: Disable recording notification 1: Enable recording notification
notifyserver	0~31	0	6/6	Indicate which notification server is scheduled. One bit represents one application server (server_i0~i4). bit0 (LSB) = server_i0. bit1 = server_i1. bit2 = server_i2. bit3 = server_i3. bit4 = server_i4. For example, enable server_i0, server_i2, and server_i4 as notification servers; the notifyserver value is 21.
weekday	0~127	127	6/6	Indicate which weekday is scheduled. One bit represents one weekday. bit0 (LSB) = Saturday bit1 = Friday bit2 = Thursday bit3 = Wednesday bit4 = Tuesday bit5 = Monday bit6 = Sunday For example, to detect events on Friday and Sunday, set weekday as 66.
begintime	hh:mm	00:00	6/6	Start time of the weekly schedule.

endtime	hh:mm	24:00	6/6	End time of the weekly schedule. (00:00~24:00 indicates schedule always on)
prefix	string[16]	<blank>	6/6	Indicate the prefix of the filename.
cyclesize	200~	100	6/6	The maximum size for cycle recording in Kbytes when choosing to limit recording size.
reserveamount	0~	100	6/6	The reserved amount in Mbytes when choosing cyclic recording mechanism.
dest	cf, 0~4	cf	6/6	The destination to store the recorded data. "cf" means local storage (CF or SD card). "0" means the index of the network storage.
cffolder	string[128]	NULL	6/6	Folder name.
maxsize	100~2000	100	6/6	Unit: Mega bytes. When this condition is reached, recording file is truncated.
maxduration	60~3600	60	6/6	Uuit: Second When this condition is reached, recording file is truncated.
adaptive_enable	0,1	0	6/6	Indicate whether the adaptive recording is enabled
adaptive_preevent	0~9	1	6/6	Indicate when is the adaptive recording started before the event trigger point (seconds)
adaptive_postevent	0~10	1	6/6	Indicate when is the adaptive recording stopped after the event trigger point (seconds)

7.29 HTTPS

Group: **https** (capability.protocol.https > 0)

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
enable	<boolean>	0	6/6	To enable or disable secure HTTP.
policy	<Boolean>	0	6/6	If the value is 1, it will force HTTP connection redirect to HTTPS connection
method	auto, manual, install	auto	6/6	auto => Create self-signed certificate automatically. manual => Create self-signed certificate manually. install => Create certificate request and install.
status	-3 ~ 1	0	6/6	Specify the https status. -3 = Certificate not installed -2 = Invalid public key -1 = Waiting for certificate 0 = Not installed 1 = Active
countryname	string[2]	TW	6/6	Country name in the certificate information.
stateorprovincename	string[128]	Asia	6/6	State or province name in the certificate information.
localityname	string[128]	Asia	6/6	The locality name in the certificate information.
organizationname	string[64]	VIVOTEK Inc.	6/6	Organization name in the certificate information.
unit	string[64]	VIVOTEK Inc.	6/6	Organizational unit name in the certificate information.
commonname	string[64]	www.vivotek.com	6/6	Common name in the certificate information.
validdays	0 ~ 3650	3650	6/6	Valid period for the certification.

7.30 Storage management setting

Currently it's for local storage (SD, CF card)

Group: **disk_i<0~(n-1)>** n is the total number of storage devices. (capability.storage.dbenabled > 0)

PARAMETER	VALUE	Default	SECURITY (get/set)	DESCRIPTION
cyclic_enabled	<boolean>	0	6/6	Enable cyclic storage method.
autocleanup_enabled	<boolean>	0	6/6	Enable automatic clean up method. Expired and not locked media files will be deleted.
autocleanup_maxage	<positive integer>	7	6/6	To specify the expired days for automatic clean up.

7.31 Region of interest

Group: **roi_c<0~(n-1)>** for n channel product, and m is the number of streams which support ROI.

(capability.eptz > 0)

PARAMETER	VALUE	Default	SECURITY (get/set)	DESCRIPTION
s<0~(m-1)>_home	<coordinate>	<0,0>	1/6	ROI left-top corner coordinate. (Only used in CU8171)
s<0~(m-1)>_size	<window size>	<1280x800>	1/6	ROI width and height. The width value must be multiples of 16 and the height value must be multiples of 8 (Only used in CU8171)

7.32 ePTZ setting

Group: **eptz_c<0~(n-1)>** for n channel product. (capability.eptz > 0)

PARAMETER	VALUE	Default	SECURITY (get/set)	DESCRIPTION
osdzoom	<boolean>	1	1/4	Indicates multiple of zoom in is "on-screen display" or not
smooth	<boolean>	1	1/4	Enable the ePTZ "move smoothly" feature
tiltspeed	-5 ~ 5	0	1/7	Tilt speed (It should be set by eCamCtrl.cgi rather than by setparam.cgi.)
panspeed	-5 ~ 5	0	1/7	Pan speed (It should be set by eCamCtrl.cgi rather than by setparam.cgi.)
zoomspeed	-5 ~ 5	0	1/7	Zoom speed (It should be set by eCamCtrl.cgi rather than by setparam.cgi.)
autospeed	1 ~ 5	1	1/7	Auto pan/patrol speed (It should be set by eCamCtrl.cgi rather than by setparam.cgi.)
panoramicspeed	1 ~ 5	1	1/4	Panoramic speed. It's only used in Vivotek plug-in.
rotatespeed	1 ~ 5	1	1/4	Rotate speed It's only used in Vivotek plug-in.

Group: **eptz_c<0~(n-1)>_s<0~(m-1)>** for n channel product and m is the number of streams which support ePTZ. (capability.eptz > 0)

PARAMETER	VALUE	Default	SECURITY (get/set)	DESCRIPTION
patrolseq	string[120]	<blank>	1/4	The patrol sequence of ePTZ. All the patrol position indexes will be separated by ","
patroldwelling	string[160]	<blank>	1/4	The dwelling time (unit: second) of each patrol point, separated by ",".
preset_i<0~19>_name	string[40]	<blank>	1/7	Name of ePTZ preset. (It should be set by ePreset.cgi rather than by setparam.cgi.)

preset_i<0~19>_pos	<coordinate>	<blank>	1/7	Left-top corner coordinate of the preset. (It should be set by ePreset.cgi rather than by setparam.cgi.)
preset_i<0~19>_size	<window size>	<blank>	1/7	Width and height of the preset. (It should be set by ePreset.cgi rather than by setparam.cgi.)

7.33 Seamless recording setting

Group: **seamlessrecording** (capability.localstorage.seamless > 0)

PARAMETER	VALUE	Default	SECURITY (get/set)	DESCRIPTION
diskmode	seamless, manageable	seamless	1/6	"seamless" indicates enable seamless recording. "manageable" indicates disable seamless recording.
maxconnection	3	3	1/6	Maximum number of connected seamless streaming.
c<0~1>_stream	Channel 0: 1~3 Channel 1: 4~6	Channel 0: 1 Channel 1: 4	7/7	(Internal used, read only)
c<0~1>_output	0~3	Channel 0: 2 Channel 1: 3	7/7	(Internal used, read only)
c<0~1>_enable	<boolean>	0	1/6	Indicate whether seamless recording is recording to local storage or not at present. (Read only)
c<0~1>_guid<0~2>_id	string[127]	<blank>	1/6	The connected seamless streaming ID. (Read only)
c<0~1>_guid<0~2>_number	0~3	0	1/6	Number of connected seamless streaming with guid<0~2>_id. (Read only)

7.34 Genetec info

Group: genetec

NAME	VALUE	DEFAULT	SECURITY (get/set)	DESCRIPTION
image_c<0~1>_contrast	<integer>	50	7/7	Only for genetec omnicast
image_c<0~1>_brightness	<integer>	0	7/7	Only for genetec omnicast
motion_c<0~1>_i<0~4>	<integer>	0,0,0,0	7/7	Only for genetec omnicast

8. Useful Functions

Drive the Digital Output (capability.ndo > 0)

Note: This request requires Viewer privileges.

Method: GET/POST

Syntax:

```
http://<servername>/cgi-bin/dido/setdo.cgi?do1=<state>[&do2=<state>]
[&do3=<state>][&do4=<state>]
```

Where state is 0 or 1; "0" means inactive or normal state, while "1" means active or triggered state.

PARAMETER	VALUE	DESCRIPTION
do<num>	0, 1	0 – Inactive, normal state
		1 – Active, triggered state

Example: Drive the digital output 1 to triggered state and redirect to an empty page.

http://myserver/cgi-bin/dido/setdo.cgi?do1=1

Query Status of the Digital Input (capability.ndi > 0)

Note: This request requires Viewer privileges

Method: GET/POST

Syntax:

```
http://<servername>/cgi-bin/dido/getdi.cgi?[di0][&di1][&di2][&di3]
```

If no parameter is specified, all of the digital input statuses will be returned.

Return:

```
HTTP/1.0 200 OK\r\n
Content-Type: text/plain\r\n
Content-Length: <length>\r\n
\r\n
[di0=<state>]\r\n
[di1=<state>]\r\n
[di2=<state>]\r\n
[di3=<state>]\r\n
```

where <*state*> can be 0 or 1.

Example: Query the status of digital input 1 .

Request:

http://myserver/cgi-bin/dido/getdi.cgi?di1

Response:

HTTP/1.0 200 OK\r\n

Content-Type: text/plain\r\n

Content-Length: 7\r\n

\r\n

di1=1\r\n

Query Status of the Digital Output (capability.ndo > 0)

Note: This request requires Viewer privileges

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/dido/getdo.cgi?[do0][&do1][&do2][&do3]

If no parameter is specified, all the digital output statuses will be returned.

Return:

HTTP/1.0 200 OK\r\n

Content-Type: text/plain\r\n

Content-Length: <*length*>\r\n

\r\n

[do0=<state>]\r\n

[do1=<state>]\r\n

[do2=<state>]\r\n

[do3=<state>]\r\n

where <*state*> can be 0 or 1.

Example: Query the status of digital output 1.

Request:

http://myserver/cgi-bin/dido/getdo.cgi?do1

Response:

HTTP/1.0 200 OK\r\n

Content-Type: text/plain\r\n

```
Content-Length: 7\r\n
\r\n
do1=1\r\n
```

Capture Single Snapshot

Note: This request requires Normal User privileges.

Method: GET/POST

Syntax:

```
http://<servername>/cgi-bin/viewer/video.jpg?[channel=<value>][&resolution=<value>]
[&quality=<value>][&streamid=<value>]
```

If the user requests a size larger than all stream settings on the server, this request will fail.

PARAMETER	VALUE	DEFAULT	DESCRIPTION
channel	0~(n-1)	0	The channel number of the video source.
resolution	<available resolution>	0	The resolution of the image.
quality	1~5	3	The quality of the image.
streamid	0~(m-1)	0	The stream number.

The server will return the most up-to-date snapshot of the selected channel and stream in JPEG format. The size and quality of the image will be set according to the video settings on the server.

Return:

```
HTTP/1.0 200 OK\r\n
Content-Type: image/jpeg\r\n
[Content-Length: <image size>\r\n]

<binary JPEG image data>
```

Account Management

Note: This request requires Administrator privileges.

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/admin/editaccount.cgi?
method=<value>&username=<*name*>[&userpass=<*value*>][&privilege=<*value*>]
[&privilege=<value>][…][&return=<*return page*>]

PARAMETER	VALUE	DESCRIPTION
method	Add	Add an account to the server. When using this method, the "username" field is necessary. It will use the default value of other fields if not specified.
	Delete	Remove an account from the server. When using this method, the "username" field is necessary, and others are ignored.
	edit	Modify the account password and privilege. When using this method, the "username" field is necessary, and other fields are optional. If not specified, it will keep the original settings.
username	<name>	The name of the user to add, delete, or edit.
userpass	<value>	The password of the new user to add or that of the old user to modify. The default value is an empty string.
Privilege	<value>	The privilege of the user to add or to modify.
	viewer	Viewer privilege.
	operator	Operator privilege.
	admin	Administrator privilege.
Return	<return page>	Redirect to the page <*return page*> after the parameter is assigned. The <*return page*> can be a full URL path or relative path according to the current path. If you omit this parameter, it will redirect to an empty page.

System Logs

Note: This request require Administrator privileges.

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/admin/syslog.cgi

Server will return the most up-to-date system log.

Return:

HTTP/1.0 200 OK\r\n
Content-Type: text/plain\r\n
Content-Length: <syslog length>\r\n
\r\n
<system log information>\r\n

Upgrade Firmware

Note: This request requires Administrator privileges.

Method: POST

Syntax:

http://<*servername*>/cgi-bin/admin/upgrade.cgi

Post data:

fimage=<file name>[&return=<return page>]\r\n
\r\n
<multipart encoded form data>

Server will accept the file named <file name> to upgrade the firmware and return with <return page> if indicated.

ePTZ Camera Control (capability.eptz > 0)

Note: This request requires camctrl privileges.

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/camctrl/eCamCtrl.cgi?channel=<value>&stream=<value>
[&move=<value>] – Move home, up, down, left, right
[&auto=<value>] – Auto pan, patrol
[&zoom=<value>] – Zoom in, out
[&zooming=<value>&zs=<value>] – Zoom without stopping, used for joystick
[&vx=<value>&vy=<value>&vs=<value>] – Shift without stopping, used for joystick
[&x=<value>&y=<value>&videosize=<value>&resolution=<value>&stretch=<value>] – Click on image
(Move the center of image to the coordination (x,y) based on resolution or videosize.)
[[&speedpan=<value>][&speedtilt=<value>][&speedzoom=<value>][&speedapp=<value>]] – Set speeds
[&return=<return page>]

Example:

http://myserver/cgi-bin/camctrl/eCamCtrl.cgi?channel=0&stream=0&move=right
http://myserver/cgi-bin/camctrl/eCamCtrl.cgi?channel=0&stream=1&vx=2&vy=2&vz=2
http://myserver/cgi-bin/camctrl/eCamCtrl.cgi?channel=0&stream=1&x=100&y=100&
videosize=640x480&resolution=640x480&stretch=0

PARAMETER	VALUE	DESCRIPTION
channel	<0~(n-1)>	Channel of video source.
stream	<0~(m-1)>	Stream.
move	home	Move to home ROI.
	up	Move up.
	down	Move down.
	left	Move left.
	right	Move right.
auto	pan	Auto pan.
	patrol	Auto patrol.
	stop	Stop auto pan/patrol.
zoom	wide	Zoom larger view with current speed.
	tele	Zoom further with current speed.

zooming	wide or tele	Zoom without stopping for larger view or further view with zs speed, used for joystick control.
zs	0 ~ 6	Set the speed of zooming, "0" means stop.
vx	<integer>	The direction of movement, used for joystick control.
vy	<integer>	
vs	0 ~ 7	Set the speed of movement, "0" means stop.
x	<integer>	x-coordinate clicked by user. It will be the x-coordinate of center after movement.
y	<integer>	y-coordinate clicked by user. It will be the y-coordinate of center after movement.
videosize	<window size>	The size of plug-in (ActiveX) window in web page
resolution	<window size>	The resolution of streaming.
stretch	<boolean>	0 indicates that it uses **resolution** (streaming size) as the range of the coordinate system. 1 indicates that it uses **videosize** (plug-in size) as the range of the coordinate system.
speedpan	-5 ~ 5	Set the pan speed.
speedtilt	-5 ~ 5	Set the tilt speed.
speedzoom	-5 ~ 5	Set the zoom speed.
speedapp	1 ~ 5	Set the auto pan/patrol speed.
return	<return page>	Redirect to the page <*return page*> after the parameter is assigned. The <*return page*> can be a full URL path or relative path according to the current path.

ePTZ Recall (capability.eptz > 0)

Note: This request requires camctrl privileges.

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/camctrl/eRecall.cgi?channel=<value>&stream=<value>&recall=<value>[&return=<*return page*>]

PARAMETER	VALUE	DESCRIPTION
channel	<0~(n-1)>	Channel of the video source.
stream	<0~(m-1)>	Stream.
recall	Text string less than 40 characters	One of the present positions to recall.
return	<return page>	Redirect to the page <*return page*> after the parameter is assigned. The <*return page*> can be a full URL path or relative path according to the current path.

ePTZ Preset Locations (capability.eptz > 0)

Note: This request requires Operator privileges.

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/operator/ePreset.cgi?channel=<value>&stream=<value>[&addpos=<value>][&delpos=<value>][&return=<*return page*>]

PARAMETER	VALUE	DESCRIPTION
channel	<0~(n-1)>	Channel of the video source.
stream	<0~(m-1)>	Stream.
addpos	<Text string less than 40 characters>	Add one preset location to the preset list.
delpos	<Text string less than 40 characters>	Delete preset location from the preset list.
return	<return page>	Redirect to the page <*return page*> after the parameter is assigned. The <*return page*> can be a full URL path or relative path according to the current path.

IP Filtering

Note: This request requires Administrator access privileges.

Method: GET/POST

Syntax:

http://<*servername*>/cgi-bin/admin/ipfilter.cgi?type[=<value>]

http://<*servername*>/cgi-bin/admin/ipfilter.cgi?method=add<v4/v6>&ip=<*ipaddress*>[&index=<value>][&return=<*return page*>]

http://<*servername*>/cgi-bin/admin/ipfilter.cgi?method=del<v4/v6>&index=<value>[&return=<*return page*>]

PARAMETER	VALUE	DESCRIPTION
type	NULL	Get IP filter type
	allow, deny	Set IP filter type
method	addv4	Add IPv4 address into access list.
	addv6	Add IPv6 address into access list.

	delv4	Delete IPv4 address from access list.
	delv6	Delete IPv6 address from access list.
ip	<IP address>	Single address: <IP address> Network address: <IP address / network mask> Range address:<start IP address - end IP address>
index	<value>	The start position to add or to delete.
return	<return page>	Redirect to the page <*return page*> after the parameter is assigned. The <*return page*> can be a full URL path or relative path according to the current path. If you omit this parameter, it will redirect to an empty page.

IP Filtering for ONVIF

Syntax:

http://<*servername*>/cgi-bin/admin/ipfilter.cgi?type[=<value>]

http://<*servername*>/cgi-bin/admin/ipfilter.cgi?method=add<v4/v6>&ip=<*ipaddress*>[&index=<value>][&return=<*return page*>]

http://<*servername*>/cgi-bin/admin/ipfilter.cgi?method=del<v4/v6>&index=<value>[&return=<*return page*>]

PARAMETER	VALUE	DESCRIPTION
type	NULL	Get IP filter type
	allow, deny	Set IP filter type
method	addv4	Add IPv4 address into access list.
	addv6	Add IPv6 address into access list.
	delv4	Delete IPv4 address from access list.
	delv6	Delete IPv6 address from access list.
ip	<IP address>	Single address: <IP address> Network address: <IP address / network mask> Range address:<start IP address - end IP address>
index	<value>	The start position to add or to delete.
return	<return page>	Redirect to the page <*return page*> after the parameter is assigned. The <*return page*> can be a full URL path or relative path according to the current path. If you omit this parameter, it will redirect to an empty page.

Get SDP of Streams

Note: This request requires Viewer access privileges.

Method: GET/POST

Syntax:

```
http://<servername>/<network_rtsp_s<0~m-1>_accessname>
```

"m" is the stream number.

"network_accessname_<0~(m-1)>" is the accessname for stream "1" to stream "m". Please refer to the "subgroup of network: rtsp" for setting the accessname of SDP.

You can get the SDP by HTTP GET.

When using scalable multicast, Get SDP file which contains the multicast information via HTTP.

Open the Network Stream

Note: This request requires Viewer access privileges.

Syntax:

For HTTP push server (MJPEG):

```
http://<servername>/<network_http_s<0~m-1>_accessname>
```

For RTSP (MP4), the user needs to input the URL below into an RTSP compatible player.

```
rtsp://<servername>/<network_rtsp_s<0~m-1>_accessname>
```

"m" is the stream number.

For details on streaming protocol, please refer to the "control signaling" and "data format" documents.

Storage managements (capability.storage.dbenabled > 0)

Note: This request requires administrator privileges.

Method: GET and POST

Syntax:

```
http://<servername>/cgi-bin/admin/lsctrl.cgi?cmd=<cmd_type>[&<parameter>=<value>...]
```

The commands usage and their input arguments are as follows.

PARAMETER	VALUE	DESCRIPTION
cmd_type	<string>	Required. Command to be executed, including *search*, *insert*, *delete*, *update*, and *queryStatus*.

Command: **search**

PARAMETER	VALUE	DESCRIPTION
label	<integer primary key>	Optional. The integer primary key column will automatically be assigned a unique integer.
triggerType	<text>	Optional. Indicate the event trigger type. Please embrace your input value with single quotes. Ex. mediaType='motion' Support trigger types are product dependent.
mediaType	<text>	Optional. Indicate the file media type. Please embrace your input value with single quotes. Ex. mediaType='videoclip' Support trigger types are product dependent.
destPath	<text>	Optional. Indicate the file location in camera. Please embrace your input value with single quotes. Ex. destPath ='/mnt/auto/CF/NCMF/abc.mp4'
resolution	<text>	Optional. Indicate the media file resolution. Please embrace your input value with single quotes. Ex. resolution='800x600'
isLocked	<boolean>	Optional. Indicate if the file is locked or not. 0: file is not locked. 1: file is locked. A locked file would not be removed from UI or cyclic storage.
triggerTime	<text>	Optional. Indicate the event trigger time. (not the file created time) Format is "YYYY-MM-DD HH:MM:SS" Please embrace your input value with single quotes. Ex. triggerTime='2008-01-01 00:00:00' If you want to search for a time period, please apply "TO"

		operation. Ex. triggerTime='2008-01-01 00:00:00'+TO+'2008-01-01 23:59:59' is to search for records from the start of Jan 1st 2008 to the end of Jan 1st 2008.
limit	<positive integer>	Optional. Limit the maximum number of returned search records.
offset	<positive integer>	Optional. Specifies how many rows to skip at the beginning of the matched records. Note that the offset keyword is used after limit keyword.

To increase the flexibility of search command, you may use "OR" connectors for logical "OR" search operations. Moreover, to search for a specific time period, you can use "TO" connector.

Ex. To search records triggered by motion or di or sequential and also triggered between 2008-01-01 00:00:00 and 2008-01-01 23:59:59.

```
http://<servername>/cgi-bin/admin/lsctrl.cgi?cmd=search&triggerType='motion'+OR+'di'+OR+'seq'&triggerTime='2008-01-01 00:00:00'+TO+'2008-01-01 23:59:59'
```

Command: **delete**

PARAMETER	VALUE	DESCRIPTION
label	<integer primary key>	Required. Identify the designated record. Ex. label=1

Ex. Delete records whose key numbers are 1, 4, and 8.

```
http://<servername>/cgi-bin/admin/lsctrl.cgi?cmd=delete&label=1&label=4&label=8
```

Command: **update**

PARAMETER	VALUE	DESCRIPTION
label	<integer primary key>	Required. Identify the designated record. Ex. label=1
isLocked	<boolean>	Required. Indicate if the file is locked or not.

Ex. Update records whose key numbers are 1 and 5 to be locked status.

```
http://<servername>/cgi-bin/admin/lsctrl.cgi?cmd=update&isLocked=1&label=1&label=5
```

Ex. Update records whose key numbers are 2 and 3 to be unlocked status.

http://<*servername*>/cgi-bin/admin/lsctrl.cgi?cmd=update&isLocked=0&label=2&label=3

Command: queryStatus

PARAMETER	VALUE	DESCRIPTION
retType	xml or javascript	Optional. Ex. retype=javascript The default return message is in XML format.

Ex. Query local storage status and call for javascript format return message.

http://<*servername*>/cgi-bin/admin/lsctrl.cgi?cmd=queryStatus&retType=javascript

Virtual input (capability.nvi > 0)

Note: Change virtual input (manual trigger) status.

Method: GET

Syntax:

http://<servername>/cgi-bin/admin/setvi.cgi?vi0=<value>[&vi1=<value>][&vi2=<value>] [&return=<return page>]

PARAMETER	VALUE	DESCRIPTION
vi<num>	state[(duration)nstate] Where "state" is 0, 1. "0" means inactive or normal state while "1" means active or triggered state. Where "nstate" is next state after duration.	Ex: vi0=1 Setting virtual input 0 to trigger state
		Ex: vi0=0(200)1 Setting virtual input 0 to normal state, waiting 200 **milliseconds**, setting it to trigger state. Note that when the virtual input is waiting for next state, it cannot accept new requests.
return	<return page>	Redirect to the page <*return page*> after the request is completely assigned. The <*return page*> can be a full URL path or relative path according the current path. If you omit this parameter, it will redirect to an empty page.

Return Code	Description
200	The request is successfully executed.
400	The request cannot be assigned, ex. incorrect parameters.

	Examples: setvi.cgi?vi0=0(10000)1(15000)0(20000)1 No multiple duration. setvi.cgi?vi3=0 VI index is out of range. setvi.cgi?vi=1 No VI index is specified.
503	The resource is unavailable, ex. Virtual input is waiting for next state. Examples: setvi.cgi?vi0=0(15000)1 setvi.cgi?vi0=1 Request 2 will not be accepted during the execution time(15 seconds).

Open Timeshift Stream (capability.timeshift > 0, timeshift_enable=1, timeshift_c<n>_s<m>_allow=1)

Note: This request requires Viewer access privileges.

Syntax:

For HTTP push server (MJPEG):

```
http://<servername>/<network_http_s<m>_accessname>?maxsft=<value>[&tsmode=<value>&reftime=<value>&forcechk&minsft=<value>]
```

For RTSP (MP4 and H264), the user needs to input the URL below into an RTSP compatible player.

```
rtsp://<servername>/<network_rtsp_s<m>_accessname>?maxsft=<value>[&tsmode=<value>&reftime=<value>&forcechk&minsft=<value>]
```

"n" is the channel index.

"m" is the timeshift stream index.

For details on timeshift stream, please refer to the "TimeshiftCaching" documents.

PARAMETER	VALUE	DEFAULT	DESCRIPTION
maxsft	<positive integer>	0	Request cached stream at most how many seconds ago.
tsmode	normal, adaptive	normal	Streaming mode: normal => Full FPS all the time. adaptive => Default send only I-frame for MP4 and H.264, and send 1 FPS for MJPEG. If DI or motion window are triggered, the

			streaming is changed to send full FPS for 10 seconds. (*Note: this parameter also works on non-timeshift streams.)
reftime	mm:ss	The time camera receives the request.	Reference time for maxsft and minsft. (This provides more precise time control to eliminate the inaccuracy due to network latency.) Ex: Request the streaming from 12:20 rtsp://10.0.0.1/live.sdp?maxsft=10&reftime=12:30
forcechk	N/A	N/A	Check if the requested stream enables timeshift, feature and if minsft is achievable. If false, return "415 Unsupported Media Type".
minsft	<positive integer>	0	How many seconds of cached stream client can accept at least. (Used by forcechk)

Return Code	Description
400 Bad Request	Request is rejected because some parameter values are illegal.
415 Unsupported Media Type	Returned, if forcechk appears, when minsft is not achievable or the timeshift feature of the target stream is not enabled.

Export Files

Note: This request requires Administrator privileges.

Method: GET

Syntax:

For daylight saving time configuration file:

http://<*servername*>/cgi-bin/admin/exportDst.cgi

For language file:

http://<*servername*>/cgi-bin/admin/export_language.cgi?currentlanguage=<value>

PARAMETER	VALUE	DESCRIPTION
currentlanguage	0~20	Available language lists. Please refer to: system_info_language_i0 ~ system_info_language_i19.

For setting backup file:

http://<*servername*>/cgi-bin/admin/export_backup.cgi?backup

Upload Files

Note: This request requires Administrator privileges.

Method: POST

Syntax:

For daylight saving time configuration file:

```
http://<servername>/cgi-bin/admin/upload_dst.cgi
```

Post data:

```
filename =<file name>\r\n
\r\n
<multipart encoded form data>
```

For language file:

```
http://<servername>/cgi-bin/admin/upload_lan.cgi
```

Post data:

```
filename =<file name>\r\n
\r\n
<multipart encoded form data>
```

For setting backup file:

```
http://<servername>/cgi-bin/admin/upload_backup.cgi
```

Post data:

```
filename =<file name>\r\n
\r\n
<multipart encoded form data>
```

Server will accept the file named <file name> to upload this one to camera.

Technical Specifications

Specifications-Video Core

Model	VC8201-M11 (with CU8131x2) VC8201-M13 (with CU8131+CU8171) VC8201-M33 (with CU8171x2)

System Information

CPU	Multimedia SoC (System-on-Chip)
Flash	256 MB
RAM	512 MB
On-board Storage	SD/SDHC/SDXC Card Slot

Video

Compression	H.264 & MJPEG
Video Source	Up to 2 VIVOTEK camera units
Maximum Streams	3 simultaneous streams per camera unit
Video Streaming	Adjustable resolution, quality and bitrate Configurable video cropping for bandwidth saving
Image Settings	Adjustable image size, quality and bit rate Time stamp, text overlay, flip & mirror Configurable brightness, contrast, saturation, sharpness, white balance, exposure control, gain, backlight compensation, privacy masks Scheduled profile settings, 3D Noise Reduction

Audio

Audio Capability	Audio input
Compression	GSM-AMR, G.711
Interface	From camera unit

Network

Users	Live viewing for up to 10 clients
Protocols	IPv4, IPv6, TCP/IP, HTTP, HTTPS, UPnP, RTSP/RTP/RTCP, IGMP, SMTP, FTP, DHCP, NTP, DNS, DDNS, PPPoE, CoS, QoS, SNMP, 802.1X
Interface	10Base-T/100 BaseTX Ethernet (RJ-45)
ONVIF	Supported, specification available at www.onvif.org

Intelligent Video

Video Motion Detection	Five-window video motion detection

Alarm and Event

Alarm Triggers	Video motion detection, manual trigger, digital input, periodical trigger, system boot, recording notification, camera tampering detection
Alarm Events	Event notification using digital output, HTTP, SMTP, FTP and NAS server File upload via HTTP, SMTP, FTP and NAS server

General

Connectors	RJ-45 connector for Network/PoE connection RJ-12 connector for camera unit connection *2 DC 12V power input Digital input *2 Digital output *2
LED Indicator	System power and status indicator
Power Input	DC 12V IEEE 802.3af PoE
Power Consumption	Max. 9.3 W (DC 12V) Max. 10.8 W (PoE)
Dimensions	145 mm (W) x 105 mm (D) x 32 mm (H)
Weight	Net: 360 g
Safety Certifications	CE, LVD, FCC Class B, VCCI, C-Tick
Operating Temperature	Starting Temperature: 0°C ~ 50°C (32°F ~ 122°F) Working Temperature: -10°C ~ 50°C (14°F ~ 122°F)
Warranty	24 months

System Requirements

Operating System	Microsoft Windows 7/Vista/XP/2000
Web Browser	Mozilla Firefox 7~10 (streaming only) Internet Explorer 7.x or 8.x
Other Players	VLC: 1.1.11 or above QuickTime: 7 or above

Included Accessories

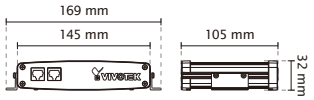
CD	User's manual, quick installation guide, Installation Wizard 2, ST7501 32-channel recording software
Others	Quick installation guide, warranty card, installation kit, 5-meter connection cable x 2
Optional Accessories	8 meters connection cable

Specifications-Camera Unit

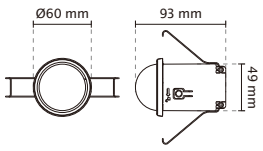
	CU8131	CU8171
Model	CU8131	CU8171
Image Sensor	1/3" Progressive CMOS	1/2.5" Progressive CMOS in 2560x1920
Maximum Resolution	30 fps @ 1280x800	15 fps @ 1696x1696
Focal Length	f = 3.6 mm	f = 1.27 mm
Aperture	F1.8	F2.0
Field of View	86° (Horizontal) 51° (Vertical) 103° (Diagonal)	180° (Horizontal) 180° (Vertical) 180° (Diagonal)
Shutter Time	1/5 sec. to 1/32,000 sec.	1/5 sec. to 1/32,000 sec.
WDR Technology	WDR Pro	WDR Enhanced
Minimum Illumination	1.05 Lux @ F1.8, 50 IRE (Color)	0.66 Lux @ F2.0, 50 IRE (Color)
Tilt Range	70°	-
Pan/tilt/zoom Functionalities	ePTZ: 48x digital zoom (4x on IE plug-in, 12x built-in)	ePTZ: 12x digital zoom
S/N Ratio	Above 53 dB	Above 62 dB
Dynamic Range	110 dB	57 dB
Audio Capability	Built-in microphone	Built-in microphone
Dimensions	Ø: 60 mm x 93 mm	Ø: 60 mm x 81 mm
Weight	Net: 58 g	Net: 51 g
Operating Temperature	Starting Temperature: 0°C ~ 40°C (32°F ~ 104°F) Working Temperature: -10°C ~ 40°C (14°F ~ 104°F)	Starting Temperature: 0°C ~ 40°C (32°F ~ 104°F) Working Temperature: -10°C ~ 40°C (14°F ~ 104°F)

Dimensions

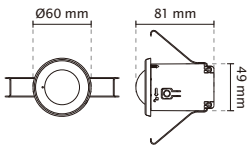
VC8201



CU8131



CU8171



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Ver 1.3

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Electromagnetic Compatibility (EMC)

FCC Statement

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

- This device may not cause harmful interference, and
- This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the installation manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case the user will be required to correct the interference at his own expense.

CE Mark Warning

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

VCCI Warning

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