Thank you for purchasing our product. If there is any question or request, please feel free to contact us.

This Manual is for iVMS-2000 Hybrid PC-DVR Software.

Please kindly notice that NOT all of the iVMS-2000 software versions support IP cameras.

This manual may contain several technically incorrect places or printing errors, and the content is subject to change without notice. The updates will be added into the new version of this manual, and we will readily improve or update the product or procedure described in the manual.
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1 Brief Introduction

iVMS-2000 is a hybrid PCDVR software designed by HIKVISION. It supports full range of HIKVISION card and IP camera connection, and can be widely used in local & remote surveillance of supermarkets, stores, districts and residential places, etc.

This user manual describes the function, configuration and operation steps of iVMS-2000 software. To ensure the properness and stability of software, please kindly refer to the contents below and read the manual carefully before installation and operation. This user manual can be acquired via your supplier.

1.1 iVMS-2000 Solution Overview

Figure 1-1 describes an example application scenario of iVMS-2000.
1.2 iVMS-2000 Features

1. Support for 64 camera inputs (32 IP + 32 analog)
2. Support of multiple VGA displays
3. Support for real time monitoring of PC CPU, network and hard disk condition, and alarm can be triggered on system exception
4. Software Watchdog functionality
5. Support of POS connection
6. Support of over 80 PTZ protocols
7. Support various video live-view modes
   a) Support of live-view group settings
   b) Support for switch view by group or auto-switching under current screen-slip mode
   c) Self-adaptive to different VGA resolution, and displays under appropriate screen-split viewing mode accordingly.
   d) Support preview window selection by dragging the camera to its specific position
   e) Support for original size or Full-screen live-view
   f) Support of digital zoom
   g) Support for PTZ control on live-view image
   h) Support for snapshot of live-view image
   i) Support for output live-view to TV Wall
   j) Support for instant playback function for fast viewing of recent events
8. Recording and Storage Functionality
   a) Support for hard disk pre-allocation to ensure hard disk longevity.
   b) Support for motion recording, schedule recording, manual recording and alarm recording.
   c) Support for multiple recording schedules to facilitate user configuration
   d) Support for configuration of common as well as advanced video encoding parameters to accommodate different user types.
   e) Support for an additional encoding parameters set pertinent to alarm recording
9. External Alarm Configuration
   a) Support for multiple alarm types, including sensor inputs, motion detection in video, video obstruction, video loss as well as other system exceptions
   b) Support for various alarm triggered events including instant video recording, PTZ action, Email notifications, SMS notifications, alarm output activation, audio alarm, Live-view pop-up, E-map pop-up, etc
   c) Support for 24-hour guard schedule
   d) Support for manual alarm activation
10. Video Search & Playback
    a) Search video by time
       1. Smart search
       2. Search video by to time period
3. Support for 16 camera synchronized playback
   b) Video Search by POS transaction
   c) Video Search by Alarm Events
   d) Support for Video Clip Playback
   e) Synchronized alarm information display during playback
   f) Support for file clip function (A-B)
   g) Support for snapshot acquisition during playback and in live preview
   h) Support for digital zoom function in playback
   i) Support for TV-WALL display mode
   j) Support of Brightness/ Contrast/ Hue/ Saturation adjusting during playback

11. E-map Functions
   a) Support for marking surveillance locations, alarm locations etc.
   b) Support for live-preview in E-Map mode.
   c) Convenient Zoom In/Zoom out / Move functionality

12. Network functions
   a) Support for remote connection via Hikvision Client 4000V2.0 software
   b) Support for IE client connection
   c) Support for mobile-phone connection
   d) Support DDNS protocol
   e) Support for Hikvision SADP protocol which facilitates discovery of HIKVISION IP Cameras on the local network.
2 Installation and Removal

2.1 Installation

Please refer to the following steps during iVMS-2000 installation.

Step1: Insert the iVMS-2000 installation CD into the PC CD-ROM, and run on the CD. The install shield dialog box will be displayed (Figure 2-1), and dialog box as Figure 2-2 will be displayed a few seconds later (the time interval depends on the PC configuration).

![InstallShield Wizard](image)

**Figure2-1 Preparing to Install**

Step2: Click "Next (N)" (Figure 2-2) and select the installation path (Figure 2-3), or click "Cancel" to cancel the installation.
Step 3: Click “Change(C)…” to modify software installed location (Figure 2-3), and click “Next” to continue (Figure 2-4), or click “Back” to return to Welcome Interface, or click “Cancel” to exit the Installation.
Step 4: Click “Install (I)” in the dialog box as Figure 2-4 to start iVMS-2000 installation (Figure 2-5), or click “Back (B)” to return to Select Installation Path (Figure 2-3). Click “Cancel” to exit the Installation.

![Figure 2-4 Ready to Install](image)

![Figure 2-5 Installing](image)
Step 5: In Figure 2-5, a WinPcap installation wizard will pop up (software can not automatically detect and add IP cameras if WinPcap is not installed on the system). Click "Next" to start WinPcap installation (Figure 2-8). Click "Next" to continue, or click "Cancel" to cancel installation and go to the Installation Complete Interface directly (Figure 2-12).

If WinPcap is already installed on the PC, a warning message box will prompt (Figure 2-7). Click "OK" to reinstall WinPcap, or click "Cancel" to skip WinPcap installation and go to the Installation Complete Interface directly (Figure 2-12).

Step 6: In Figure 2-8, click "Next" to enter the license agreement screen (Figure 2-9). Click "Back" to return to Figure 2-6, or click "Cancel" to skip WinPcap Installation and go to the Installation Complete Interface directly (Figure 2-12).
Step 7: In Figure 2-9, click "I Agree" to start WinPcap installation to accept the license agreement, or click "Back" to return to Figure 2-8. Click "Cancel" to skip WinPcap installation and go to Installation Complete Interface directly (Figure 2-12).
Step 8: After WinPcap is installed, an Installation Complete Interface (Figure 2-11) will pop up. Click "Finish" to complete the installation.
Step 9: After WinPcap installation is finished, iVMS-2000 Installation Complete Interface will pop up (Figure 2-12), click "Finish" to complete the iVMS-2000 installation process.

![Figure 2-12 iVMS-2000 Installation Complete Interface](image)

**Note:** On Windows Versions below Vista, users need to install Windows updates before using CD/DVD backup function (Install the file in CD: WindowsXP-KB932716-v2-x86-ENG.exe).
2.2 Removal

Please refer to the following steps before removing iVMS-2000 software from personal computers.

Step1: Select "All programs" -> "WinPcap" -> "Uninstall WinPcap" in the start menu of the Windows operating system, and click "Uninstall" in the prompt dialog box (Figure 2-13) to uninstall the WinPcap.

![Figure 2-13 WinPcap Uninstall Interface](image)

Step2: WinPcap un-installation takes only a few seconds, after the un-installation is complete, click "Finish" in the prompt dialog box (Figure 2-14) to finish the un-Installation.
Step 3: Select “All programs” → “iVMS-2000” → “Uninstall iVMS-2000” in the start menu of Windows OS, and click “Uninstall” in the prompt dialog box (Figure 2-15) to start to uninstall the iVMS-2000.

Step 4: As shown in Figure 2-16, WinPcap un-installation process will takes a few seconds.

Step 5: Uninstall completed.
2.3 Starting iVMS-2000

Double click the shortcut iVMS-2000 on system desktop, and please input default user name: admin, password: 12345 in the login dialog box (Figure 2-17).

![Figure 2-17 iVMS-2000 Login](image)

Click “Login” and a dialog box will prompt if no disk is pre-allocated (Figure 2-18), click “OK” to enter Disk Management(Figure 2-19); or click “Cancel” to start the software immediately without using local recording functionality.

![Figure 2-18 Disk Management](image)

All disks with available space will be listed with available partitions. Select the partitions for recording and click “Add” button to pre-allocate space. After pre-allocation, the state of partition will change to “allocated”. Select one pre-allocated disk and click “Delete” to remove the disk from the list. Note that previously recorded files and pre-allocated space will still exist on that disk.
When you are finished configuring hard disk space, click "OK" to run the software (Figure 2-20), or click "Cancel" to skip disk pre-allocation and enter iVMS-2000 directly.

If iVMS-2000 is running for the first time (Figure 2-21), and Hikvision capture card is installed in the PC, then the software will list all the detected analog cameras. For IP camera live preview, you must manually configure IP cameras. (Please refer to 6.3.1 Add Cameras)
Figure 2-21 Main Interface
3 Main Console

The following table describes the main console, in which 1, 2, 3, 7 are common to all iVMS-2000 software interfaces.

<table>
<thead>
<tr>
<th>Label</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Menu Toolbar</td>
<td>Contains System Menu, View menu, Tool Menu, Application Menu and Help Menu</td>
</tr>
<tr>
<td>2</td>
<td>Navigation Bar</td>
<td>Allows the user to chose between live preview and various software configuration screens.</td>
</tr>
<tr>
<td>3</td>
<td>Info Display</td>
<td>Display current time, CPU usage and network connections. At the bottom of the panel, there is also information about logged-in user, disk usage and the number of network users accessing iVMS-2000.</td>
</tr>
<tr>
<td>4</td>
<td>Left Control Panel</td>
<td>Displays IP and analog cameras currently connected, alarm output settings. Contains PTZ controls and controls to change video parameters.</td>
</tr>
</tbody>
</table>
3.1 Menu

The Menu Bar is consists of System (S), View (V), Tools (T), Application (A), and Help (H) menu (Figure 3-2).

3.1.1 System Menu

System Menu is used for logging in and out of the software as well as loading/backing-up of configuration information, etc (Figure 3-3).

[Lock System]
Lock current iVMS-2000 and you will not be able to carry on any operations. This option will be displayed as “Login System” after lock is enabled, and you can click it to login again and unlock the operation.

[Switch User]
Switch current users.

[Modify Password]
Modify login password for the current user. Your password will be changed when you confirm the original password and enter and confirm new password (Figure 3-4).
[Load Configuration]
Load configuration files exported previously into the software. Restart iVMS-2000 to take effect.

**Note:** Configuration files that you want to load should be located under CONFIG folder of iVMS-2000 directory.

[Backup Configuration]
Export configuration files to load later. Default name of the configuration file is current time. See Figure 3-6.

**Note:** You can find configuration files under CONFIG folder.
3.1.2 View Menu

The View Menu is mainly for open/close view windows. View windows includes Main Console, Aux preview, Playback, Config, E-Map and TV-Wall (Figure 3-7).

[Open All]
Open all view icons on the Tab Bar below Menu Bar.

[Close All]
Close all view opened on Tab Bar except Main Console.

[Aux Preview], [Playback], [Config], [E-Map], [TV-Wall]
Click any of the items to open/close relative view page.

Note: The Main Console cannot be closed and Aux Preview function will be available when you have several monitors.

3.1.3 Tool Menu

Tool menu contains some tools and functions of iVMS-2000 (Figure 3-8).
[Backup]
Backup recorded video, see 4.3 Backup for more details.

[Disk Management]
Add/Pre-allocate/Delete record disk.

The available partitions will be listed as Unused Disk (Figure 3-9) and the pre-allocated disk partitions will be listed as Used Disk. Select the partitions for recording and click “Add” button to pre-allocate disk space on this partition. Select one used disk and click “Delete” to remove it.

**Note:**
- The iVMS-2000 can’t start record until user has allocated and formatted the disk.
- Modification for disk partitions will take effect after restart the software.
- To use a partition it must have more than 2GB free space.
- It is recommended to use partitions in NTFS format for higher allocating speed.
[System Log]

Query, export or delete the software operation log.

Click "Log Type" drop-down list to select type, set start time and end time, and click button to start to query. Click [Backup Log] button to export log file.

If the search duration exceeds one day, then the system will enumerate the data in the Query Data list (Figure 3-10). Select the date and the log of that day will appear.

![System Log](image)

Figure 3-10 Log Management

[Work Log]

If there is some other situation in the course of operation, you can add notes here for later query.

Click "Submit" button to save work log after filling in your information (Figure 3-11), and click "Search" to query work information saved previously (Figure 3-12).
Figure 3-11 Work Log

Figure 3-12 Work Log Query

[Picture Viewer]
View & modify pictures captured in the process of preview or playback. (See 4.9 Picture Viewer for more)

[Shortcut Key]
Set shortcut key for the system in order to facilitate efficient operation of the software.

Select one shortcut key and click "OK" to enable it. By default, all the shortcut keys are enabled. Preview Full Screen and Playback Full Screen are effective only in preview.
and playback interfaces.

![Shortcut Key Configuration](image)

**Figure 3-13 Shortcut Key Configuration**

[Connection Management]

Manage network connections and set up blacklist.

As shown in Figure 3-14, all current clients IP and cameras connected will be enumerated in Client IP and Connected Cameras list. Clients with IP addresses in blacklist cannot connect to the system.
[On-screen Keyboard]
Open the soft keyboard which the system contains.

[Windows Explorer]
Open windows explorer.

[Run External Program]
Open another executable program.

[Lock System Key]
Lock some keys that can switch interface of iVMS-2000 such as Win, Alt+Tab, Alt+Alt+Del, and Alt+Esc.

### 3.1.4 Help Menu


![Help Menu](image)

[About]
Show information of iVMS-2000.
Open iVMS-2000 user manual, namely this manual.

3.2 Live Preview

Please make sure that you have added IP cameras or analog cameras before engaging live preview. (See 6.3.1 for more details). As shown in Figure 3-16, 8 IP cameras and 8 analog cameras are connected to the system.

![Camera List](image)

Figure 3-16 Camera List

The following list describes the meaning of cameras and status icons:

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Icon]</td>
<td>Camera is connected and works normally.</td>
</tr>
<tr>
<td>![Icon]</td>
<td>Camera is disconnected.</td>
</tr>
<tr>
<td>![Icon]</td>
<td>Camera is recording. The different icons symbolize different types of record.</td>
</tr>
<tr>
<td>![Icon]</td>
<td>Alarm associated with camera is active. The different icons symbolize different types of alarm.</td>
</tr>
</tbody>
</table>
3.2.1 Live Preview of a Single Camera

You can live preview specified camera by selecting and double-clicking the left mouse button on the camera that you want to view live. The camera image will be displayed in selected window. You can also do that by dragging the selected camera to a window.

3.2.2 Live Preview of Multiple Cameras

If you want to live preview several cameras in current division mode (IP cameras or analog cameras), you could drag the root node into live preview area to achieve that. For example, if the play area is divided into 4 parts, 4 cameras will be displayed in four windows. If the play area is divided into 9 parts, all 8 analog cameras will be displayed.

3.3 Live Preview in Group Mode

Please make sure that you have added camera group before playing in group(See 6.4.1 Add Group for more). As shown in Figure 3-2, two groups have been added.

3.3.1 Live Preview of a Specified Group

Double click on a group name in the camera list to preview the corresponding cameras of the group in the live preview area. Preview area configuration will be that which was configured when grouping cameras. Groups can also be previewed by dragging them to the play windows.

3.3.2 Cycle Live Preview of a Group

You can cycle live preview of current groups. Double click the group node and all the cameras of the group begin to cycle in the live preview area and the windows are divided into the division configured when grouping cameras. Each group stays visible for configured time and then display switches to the next group.
3.4 Live Preview Controls

There is a tool bar in a selected live preview window; it supports some operations to the selected window.

3.4.1 Quick PTZ Control (Screen PTZ Control)

To control PTZ camera for which the user has operational authority, the button will appear and 8 directional icons will be shown pointing up, down, left, right, upper left, upper right, lower left, lower right. An arrow logo will appear when the mouse pointer is moved to the identified area. Click the left mouse button to control PTZ to the corresponding direction, slide the mouse wheel to zoom in / out. Click the button again to exit PTZ control.

3.4.2 Instant Playback

Click and select playback time to start instant playback and the tool bar appears . It includes 6 function buttons: Play, Pause, Stop, Step Backward and Step Forward. Click the stop button to exit instant playback.

Note: The system can not start record and instant playback without disk pre-allocation.

3.4.3 Digital Zoom

Click the button , a digital zoom window will pop up at lower right 1/9 size of the live preview window, as shown in Figure 3-17. The prompt window contains a red viewfinder box with buttons on the right side. The size of digital zoom viewfinder window could be adjusted by sliding mouse wheel or clicking buttons . Dragging the viewfinder and you will see zoomed image in the live preview window. Click the button again to exit digital zoom.
3.4.4 Snapshot

Click the button 📷 to take Snapshot of current camera. A prompt box will pop up if the operation succeed, as shown in Figure 3-18. Click the picture access path in prompt box to open the picture.

![Figure 3-18 Snapshot Succeed]

3.4.5 Manual Record

Click the button to start record of current live preview camera. Click the button again to stop manual record.

3.4.6 Stop Live Preview

Click the button ✗ to stop live preview in current window.
3.4.7 Right-Click Menu in Live Preview Mode

Click the right mouse button in live view window and Figure 3-19 will pop up. The following list describes the corresponding function.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set Motion Detection</td>
<td>Set motion detection area in current live preview window, See 6.6.2 Modify Alarm Actions</td>
</tr>
<tr>
<td>Area</td>
<td></td>
</tr>
<tr>
<td>Set Video Tamper Area</td>
<td>Set tamper area in current live preview window, See 6.6.2 Modify Alarm Actions</td>
</tr>
<tr>
<td>Setup OSD</td>
<td>Set OSD position in current live preview window, See 6.3.2 Modify Camera Info.</td>
</tr>
<tr>
<td>Display on TV-Wall</td>
<td>Display current live preview window on TV-Wall on the premise that TV-Wall is connected.</td>
</tr>
<tr>
<td>Intercom</td>
<td>Talk to IP camera or device on the premise that audio peripheral is connected such as microphone.</td>
</tr>
<tr>
<td>Original Size</td>
<td>Adjust the size of live preview window: original or full live preview area.</td>
</tr>
<tr>
<td>Full Screen</td>
<td>Live preview video in Full Screen mode.</td>
</tr>
</tbody>
</table>

3.5 Main Buttons and Controls

Area 6 shown in Figure 3-1 is main console control buttons. Operations on them are effective to all live preview windows.

3.5.1 Live Preview Layout

Click the button to pop up the windows layout bar. Different display sets lead to different windows layout;
3.5.2 Full Screen Mode

Click the button to enter full screen mode, the button appears after clicked. Click the button again to exit full screen mode.

3.5.3 Stop All Cameras’ in Live Preview

Click the button to close all active windows.

3.5.4 Enable Manual Record on All Cameras

Start Manual Recording for all cameras which will not stop until the button is pressed again. The button looks like this when recording is in progress.

3.5.5 Start Auto Switch

Click the button to start auto switching by cameras or groups. Select switch mode by pressing

Switch by cameras: Start auto switching by cameras according to current live preview layout. Switching duration can be set in 6.1 General Setting.

Switch by groups: See 3.3.2 Cycle live preview of group. This provides the same functionality as cycle live preview of group.

The button looks like this when switching is active. Press the button again to exit.

3.5.6 Enable/Disable Live Audio

Press the button to enable live audio. When pressed the button should change to
After enabling live audio, you can adjust volume by using the slider.

### 3.6 PTZ Control

Press on in main console to open PTZ control panel as shown in Figure 3-20.

![PTZ Control Panel](image)

Figure 3-20 PTZ Control Panel

The meaning of icons in PTZ Control Panel is described in following list:

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Icon" /></td>
<td>Directions control buttons</td>
</tr>
<tr>
<td><img src="image" alt="Icon" /></td>
<td>Auto tour, looks like this when tour is active</td>
</tr>
<tr>
<td><img src="image" alt="Icon" /></td>
<td>Zoom in/out</td>
</tr>
</tbody>
</table>
In PTZ control area, it supports some advanced operations such as setting presets, patrolling and patterns.

### 3.6.1 Preset

Users could point PTZ to a specific location then save it in preset and rename it. Click “Preset” to enter presets configuration area. In this example it has added 4 presets as shown in Figure 3-21.

<table>
<thead>
<tr>
<th>Preset</th>
<th>Patrol</th>
<th>Pattern</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Front door</td>
<td>Enable</td>
</tr>
<tr>
<td>2</td>
<td>Lift</td>
<td>Enable</td>
</tr>
<tr>
<td>3</td>
<td>Window</td>
<td>Enable</td>
</tr>
</tbody>
</table>

Figure 3-21 Preset Operating Area

#### (1) Add presets

Click button ![button](image), a prompt box for adding presets will pop up as shown in Figure 3-22, select number in the drop-down box and input preset name, click "OK" to add preset.

**Note:** Each preset should have a unique serial number.
(2) Modify presets

Click button ![pencil](image), a prompt box for modifying presets will pop up as shown in Figure 3-23. The number of presets can not be changed or modified. Click “OK” to save changes after modification.

**Note:** Each preset should have a unique name.

(3) Remove presets

Select the preset you want to remove in presets list, click button ![trash](image) and a confirmation box as shown in Figure 3-24, click “OK“ to delete the preset.

(4) Recall presets added

Select the preset you want to recall in presets list and click button ![arrow](image) to recall the preset. You can do that by double clicking on the preset number.

(5) Right-click Menu

Click the right mouse button in presets list and the right-click menu will pop up, as
shown in Figure 3-25. In addition to above operations, the menu contains a "disable" function. You cannot recall a disabled preset. The status bar will display "Forbidden" after the corresponding preset has been disabled.

<table>
<thead>
<tr>
<th>Disable</th>
<th>Add</th>
<th>Modify</th>
<th>Delete</th>
<th>Call</th>
</tr>
</thead>
</table>

Figure 3-25 Right-click Menu

3.6.2 Patrol

Patrol can make it more convenient to switch between several presets. Click “Patrol” to enter patrol configuration area as shown in Figure 3-26.

Figure 3-26 Patrol operating area

(1) **Add patrol sequence**

Click button and prompt Config patrol box as shown in Figure 3-27, input patrol name and select presets in the drop-down list which you want to add to the patrol. Then input the dwell time to stay, click "Add" to complete adding preset in the patrol.

**Note:**
- Each patrol should have a unique name.
- You can remove presets from a patrol by selecting one preset and clicking button “Delete”.

(2) **Modify patrol sequence.**

Click button and the patrol configuration dialog will prompt as shown in Figure 3-27. Users could rename a patrol as well add presets to the patrol or delete presets from the patrol by clicking corresponding buttons in patrol configuration dialog.
button “OK” to save changes.

**Note: You can’t assign the patrol a used name.**

![Image of Patrol Configuration Dialog](image.png)

**Figure 3-27 Patrol Configuration Dialog**

### (3) Remove patrol sequence

Select the patrol you want to delete in patrol list and click the button. A confirm dialog will prompt as shown in Figure 3-28. Click “OK” to delete the patrol.

![Image of Confirm Box](image.png)

**Figure 3-28 Confirm Box**

### (4) Recall patrol sequence

Select the patrol in patrol list and press the button to recall it. The button appears while the patrol is active and the status bar displays “calling”. Click the button again to stop the patrol.

### (5) Right-click menu

Click right mouse button in patrol list area and the patrol operating right-click menu
will prompt as shown in Figure 3-29.

![Right-click Menu](image)

**Figure 3-29 Right-click Menu**

### 3.6.3 Pattern

Users could record the path of PTZ in patterns. Recorded patterns can be later recalled. Click button "Pattern" to enter pattern operating area. See Figure 3-30.

![Pattern Operating Area](image)

**Figure 3-30 Pattern Operating Area**

1. **Add pattern**
   
   Click button ![Add Pattern](image) in pattern operating area and a box will prompt as shown in Figure 3-31. Input the name and click "OK" to add a pattern.

   **Note:** Each pattern should have a unique serial number.

![Add Pattern](image)

**Figure 3-31 Add a Pattern**

2. **Modify pattern name**
   
   Click on the ![Modify Pattern](image) button and a prompt box for modifying patterns will pop up as shown in Figure 3-32. Click "OK" to save changes after modification.
Note: Patterns must have unique names.

(3) Remove pattern

Select the pattern you want to delete in pattern list and click on the button, then a confirm box will prompt as shown in Figure 3-33. Click "OK" to delete the pattern.

(4) Record pattern

Select the pattern you want to record in and click button to start record. The button will appear and the status bar will show "Recording" in recording duration as shown in Figure 3-34. Click the button again to exit pattern recording.

(5) Recall pattern

Select the pattern you have recorded and click button to call it. The button will appear and the status bar will show "Calling" in calling duration. Click the button...
again to exit pattern calling.

(6) Right-click menu

Right click in the pattern list area and pattern operating right-click menu will prompt as shown in figure 3-35. User can access above functions via this menu menu.

![Figure 3-35 Right-click Menu]

3.7 Video Parameters Configuration

Press in main console to open video parameters configuration panel as shown in Figure 3-36.

![Figure 3-36 Video parameters configuration panel]

The following table describes meaning of icons in Figure 3-36:
### 3.8 Alarm Out Manual Control

Sometimes it is necessary to manually activate alarms. Alarm out manual control is designed specifically for this purpose. Press to open alarm out manual control panel. As shown in Figure 3-37, several network alarms and alarm boxes have been added.

![Alarm Out Manual Control Panel](image)

Select the alarm equipment you want to trigger by checking the boxes in front. The alarm icon turns to when triggered. As shown in Figure 3-38, the network alarm (IP:
172.10.77.22, alarm out port: 5) is triggered. Uncheck the box to deactivate corresponding alarms.

![Relay Control](image)

Figure 3-38 Two Alarm Equipments Triggered

### 3.9 Alarm Information Bar

When the system receives an alarm message, alarm information bar will show red font blinking with an alarm bell. See Figure 3-39.

![Alarm Information](image)

Figure 3-39 Alarm information bar

Click alarm information bar to unfold it as shown in Figure 3-40. The list enumerates alarm mode, occurrence time, alarm source and recording camera. You can reorder these items by clicking corresponding head column. Click ![to keep](image) to keep the information bar always visible. Click it again to hide the alarm information bar.

![Unfolded Alarm Information](image)

Figure 3-40 Unfolded Alarm Information Bar

Double click on alarm information listed to playback video associated with alarm in single playback window mode. This requires available pre-allocated space on disk.
3.10 Aux Preview

The item **Aux Preview** will be enabled when your PC is connected to 2 or more displays (Your Graphics card should support double-screen mode). See Figure 3-41.

![Figure 3-41 Aux Preview](image)

Click item “Aux Preview”, and aux preview interface will appear in view menu, click on the icon and drag it to another monitor, see Figure 3-42. Controlling buttons under the aux preview window have the same functionality as main live preview controlling buttons.

![Figure 3-42 Aux preview window](image)
4 Playback

Check to enter [Playback] interface (Figure 4-1), and click again to close the [Playback] interface.

![Playback Interface Diagram]

Figure 4-1 Playback Interface

Functions of playback interface:

<table>
<thead>
<tr>
<th>Label</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Call board</td>
<td>Display the alarm information of the channel by playback time</td>
</tr>
<tr>
<td>2</td>
<td>Buttons area</td>
<td>Search by Time, Backup, Intelligence, Clip Play, Pos Play, Alarm Log Play, Picture Viewer ...</td>
</tr>
<tr>
<td>3</td>
<td>Video display area</td>
<td>Display area of the record data.</td>
</tr>
<tr>
<td>4</td>
<td>Control area</td>
<td>Screen split control, View control(original size/full window), Play back speed control, Play, Stop, Step play, Previous Minute, Next Minute, Sound Control, A-&gt;B Repeat, Clips...</td>
</tr>
</tbody>
</table>
5 Playback time bar

Display the playback data according to the video type color.

Details of buttons area:

Figure 4-2 Buttons Area
4.1 Search by time

Click [Search by Time] button to search record by time (Figure 4-3).

![Search by Time Interface]

**Figure 4-3 Search by time**

Functions of Search by time interface:

<table>
<thead>
<tr>
<th>Label</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Calendar Area</td>
<td>Display the selected date: Click the date, the data will be changed, the current date will be highlighted with a yellow square frame, and the time bar will display the recorded files for all channels on the select date, The date in the calendar which has recorded video is colored red.</td>
</tr>
<tr>
<td>2</td>
<td>Time/Type Setting Area</td>
<td>Here one sets search by time and record type</td>
</tr>
<tr>
<td>3</td>
<td>Record List</td>
<td>Display the record data of the selected time in the calendar</td>
</tr>
<tr>
<td>4</td>
<td>Record Preview Window</td>
<td>Preview the recorded video to the channel and time which the mouse has clicked on</td>
</tr>
</tbody>
</table>

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Notes:
The selected time in calendar and the date in the time setting area are synchronized.
The record time list can only display the record data for one day.
The record preview window only displays the current selected record data for the first channel.

Search single-day video data:
1. Set playback time in [Calendar Area] / [Time/Type Setting Area]
2. Set record type in [Time/Type Setting Area] (Selected all default)
3. Select channel in [Record List]
4. Click [OK] button to playback.

Notes: Set the recording time, channel by mouse. Select an area in the [Record List] which has recorded video using a mouse, the start time of the area is the start time of the replay file. The channel included in the area is the selected replay channel. (Can select multiple channels)

Search multi-day video data:
1. Can set two days or more only in [Time/Type Setting Area], the multi-day date in the calendar is colored grey.
2. Set record type in [Time/Type Setting Area]. (Selected all default)
3. Select channel in [Record List].
4. Click [OK] button to playback.
4.2 Synchronous Playback

The recorded video selected in [Search by time] interface will be synchronously played in the main interface. (Figure 4-4)

![Figure 4-4 Synchronous Playback](image)

The playback data can be controlled by using the playback control bar at the time of playback.

**Playback Control Bar:**

<table>
<thead>
<tr>
<th>Buttons in Playback Control Bar:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Icon</strong></td>
</tr>
<tr>
<td><img src="image" alt="Icon" /></td>
</tr>
<tr>
<td><img src="image" alt="Icon" /></td>
</tr>
</tbody>
</table>

© 2006-2010 by HIKVISION. All rights reserved.
Split screen in non-widescreen mode, 4,9,16 split

Change the display mode. Select “Original Size” to get a non-distorted view. Select “Full Screen” to get a full screen view. The mode can be changed at any time during the playback.

Speed Control: 1/8, 1/4, 1/2, 1, 2, 4, 8x

Play / Pause

Stop

Single frame play

Previous Minute / Next Minute

Audio Switch and Sound Control.

A->B Repeat Button, during the playback process, drag the time bar to the start position you want to repeat and click A, then the button will change to B. Drag the time bar to the end position and click B.

Start repeat A->B

Stop repeat A->B

Save A->B data

4.2.1 Playback Clips

Click the [clip] button to enter the clip interface. (Figure 4-5)
Select the channel which will be clipped in the playback dialog. (Can set different path) Click [Create Clip] to clip. Click [Calculate Size] to view the size of the clip before creating it.

If the video larger is larger than the remaining disk space a notification pop-up will be displayed. In order to continue saving the clip you have to change the target disk or allocate more space on the current disk.

Note: The software automatically includes the clip player in the clip path in order to simplify playback.

4.2.2 Playback Window Control Bar

Playback control bar is displayed at the top of the screen, Channel names displayed on the left, Video Parameter, Digital Zoom, Playback on TV-Wall, Capture, Close the playback channel on the left. (Figure 4-7)
Figure 4-7 Playback Windows

**Buttons in the playback window bar:**

<table>
<thead>
<tr>
<th>Icon</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🎥</td>
<td>Video Parameter</td>
<td>Change the video parameters, including Brightness, Contrast, Saturation, Hue, and can copy the configuration to all channels or recover to default value. (Figure 4-13)</td>
</tr>
<tr>
<td>🎥</td>
<td>Digital Zoom</td>
<td>The same as the digital zoom function of the preview window</td>
</tr>
<tr>
<td>🎥</td>
<td>Playback on TV-Wall</td>
<td>Output the image of the playback window in the TV-Wall</td>
</tr>
<tr>
<td>🎥</td>
<td>Capture</td>
<td>Capture in current playback window. A dialog will pop up with the path (set in the system parameter) and status (Success or Fail) information. By clicking on the link in the dialog user can playback captured video</td>
</tr>
<tr>
<td>🎥</td>
<td>Close Channel</td>
<td>Close the playback window</td>
</tr>
</tbody>
</table>
4.2.3 Playback Time Bar

The position which the yellow marker points to is the current play time.

Dynamically displays the time at the mouse position when the mouse enters the time bar area. All the channels will turn to the time the mouse is pointed to and start playback if the mouse is clicked.

Time adjustment of the lower right button: 
- : Zoom in time precision. Narrow the time span for enhanced navigation. The minimum range is 30 minutes
- : Zoom out time precision. View the multi-day record video. The maximum range is 3 days.

4.3 Backup
Click the [Backup] button in the [Button area] after searching by time to enter the backup interface. (Figure 4-10)

The default selected time and channel are the same as the synchronous playback time and channel. Can reset the time, select channel, record type, the operation is the same as search by time. User can also view the per-channel recordings by using the mouse.

![Backup Interface](image.png)

Figure 4-10 Backup Interface

There will be a real-time display the size of the selected recorded file under the time bar when backing up the data. Press on the [Check file] button to preview the name and size. (Figure 4-11)
Backup method can select the local disk, or a CD/DVD Writer.

**Local Backup:**

1. Select `[Local Disk]` radio button:

2. Click `...` to set the local backup path. (Figure 4-12). The disk and the free space are shown in Figure 4-13.

![Figure 4-11 View Backup file Interface](image)

![Figure 4-12 Select local backup path](image)
3. Click **Start Backup** to start the backup. The backup process indicator is shown below the backup interface.

4. Finish, pop-up the tip. (Figure 4-15)
Note: After clicking the button, the button will change to , click again can cancel the current backup operation. If backup is cancelled a confirmation window will be displayed. (Figure 4-16)

![Figure 4-16 Cancel backup tips](image)

**CD/DVD Writer:**

1. Select [CD/DVD Writer] radio button;
2. Select drive in the combo box and set the disk name (default is current date). (Figure 4-17)

![Figure 4-17 Select drive and set the disk name](image)

**Note:** If the CD/DVD Writer device is not connected, the [CD/DVD Writer] radio button can’t be used. (Figure 4-18)

![Figure 4-18 Tips: Can’t detect device.](image)

3. Click to start burning. A progress indicator will be shown below the backup interface. (Figure 4-19)

![Figure 4-19 Burning](image)

**Note:** It is different from the local backup that there will be several stages first: Preparing the Data, Initializing CD/DVD drive, Building the image. If during any of
these stage an error is detected an error dialog will be displayed. (Figure 4-20)

![Figure 4-20: CD/DVD Rom Error](image)

4. When CD/DVD burning process is complete the following dialog is displayed. (Figure 4-21)

![Figure 4-21 Tips: Finish burning!](image)

**Note:** User can cancel the burning operation by clicking the **Cancel Backup** button. Interrupting the burning process may result in corrupted image file and is thus not recommended.
4.4 Intelligent Playback

Intelligent Playback allows the user to search for video based on motion regions in playback.

Click in the Button Area to enter the intelligent playback interface after Search by time (Figure 4-22)

Steps:

1. Select channel in the [Camera] combo box (the channel being synchronizing). The channel number will be displayed in the right preview area.

2. Click Add Region button and drag the mouse to add detection region in right preview area (Up to 4 regions). (Figure 4-23)
Note: Select the area which has been added and click \( \text{Delete Region} \) to delete.

3. Click \( \text{Start Search} \) to quickly analyze recorded video for motion detection. The result will be added in the intelligent search result by order. (Figure 4-24)

<table>
<thead>
<tr>
<th>No.</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>2009-11-25 06:56:49</td>
</tr>
<tr>
<td>14</td>
<td>2009-11-25 08:56:43</td>
</tr>
<tr>
<td>13</td>
<td>2009-11-25 08:56:23</td>
</tr>
<tr>
<td>12</td>
<td>2009-11-25 08:56:17</td>
</tr>
<tr>
<td>11</td>
<td>2009-11-25 08:56:12</td>
</tr>
<tr>
<td>10</td>
<td>2009-11-25 08:56:07</td>
</tr>
<tr>
<td>9</td>
<td>2009-11-25 08:56:02</td>
</tr>
<tr>
<td>8</td>
<td>2009-11-25 08:55:55</td>
</tr>
<tr>
<td>7</td>
<td>2009-11-25 08:55:50</td>
</tr>
<tr>
<td>6</td>
<td>2009-11-25 08:55:22</td>
</tr>
<tr>
<td>5</td>
<td>2009-11-25 08:55:17</td>
</tr>
<tr>
<td>4</td>
<td>2009-11-25 08:55:12</td>
</tr>
<tr>
<td>3</td>
<td>2009-11-25 08:55:02</td>
</tr>
<tr>
<td>2</td>
<td>2009-11-25 08:54:35</td>
</tr>
<tr>
<td>1</td>
<td>2009-11-25 08:54:12</td>
</tr>
</tbody>
</table>

Figure 4-24 Intelligent Search Result
4. Click [Stop Search] to stop searching. (The search will stop automatically after searching through the selected time.)

5. By double clicking on one of the results user can start playing back recorded video at the time of the motion event. Control playback by using [Pause] button and [Stop] button.

6. Click [Close] to exit intelligent playback.

Notes: Intelligent playback options set
Sensitivity: Sensitivity of detection to choose, 7 levels in total, 1 is the most sensitive, 7 is the most insensitive.
Search Interval: The shortest time interval of the 2 motion detection.
Pause when getting result: Playback will pause while search is being performed.
4.5 Section Playback

Section Playback: In accordance with set start and end time, average the single-channel record to 4/9/16 sections by the record time. Then playback one channel record data by the segment at the same time.

Click [Section] in the [Button Area] to enter the section playback interface.

(Figure 4-25)

Steps:
1. Select channel in the [Camera] combo box (the channel being synchronizing);
2. Set the start time and the end time, and select the number of sections (4/9/16).
3. Click [Play] button to start section playback. The section information is displayed in the left [Section Info]. Split screen automatically adjust according to the number of sections.
4. The function of the control bar button is the same as in synchronous playback.
5. Click [Close] to exit Section Playback.

Note: Section playback is non-synchronous play mode. When operate the time bar by clicking the mouse left button, the control works only to the section that the mouse operates. When select a playback window, it can display the selected status of the section and display the current play time in the time bar.
4.6 Clip Playback

Click [Clips Play] in the [Button Area] to open the clips player. (Figure 4-26)

![Figure 4-26 Clips Player]

Functions of the Clips Player:

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Path Selected Area</td>
<td>Select the path of the clip file</td>
</tr>
<tr>
<td>2</td>
<td>File list</td>
<td>List all the clip files in this folder</td>
</tr>
<tr>
<td>3</td>
<td>Delete File</td>
<td>Delete/Delete All</td>
</tr>
<tr>
<td>4</td>
<td>Screen Display Area</td>
<td>Display area of the clip file.</td>
</tr>
<tr>
<td>5</td>
<td>Play Control Bar</td>
<td>Play control operations.</td>
</tr>
</tbody>
</table>
### Button functions in the Play Control Bar:

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Capture" /></td>
<td>Create a folder named Picture in the program directory by default, and save the capture file in this folder.</td>
</tr>
<tr>
<td><img src="image" alt="Playback" /></td>
<td>Playback button.</td>
</tr>
<tr>
<td><img src="image" alt="Play" /></td>
<td>Play button</td>
</tr>
<tr>
<td><img src="image" alt="Pause" /></td>
<td>Pause button</td>
</tr>
<tr>
<td><img src="image" alt="Stop" /></td>
<td>Stop button</td>
</tr>
<tr>
<td><img src="image" alt="Previous frame/Next frame" /></td>
<td>Previous frame / Next frame button. Can play the record file by frame.</td>
</tr>
<tr>
<td><img src="image" alt="Speed Control" /></td>
<td>Speed Control: 1/8, 1/4, 1/2, 1, 2, 4, 8x</td>
</tr>
<tr>
<td><img src="image" alt="Previous file/Next file in the file list" /></td>
<td>Previous file/Next file in the file list</td>
</tr>
<tr>
<td><img src="image" alt="Sound control" /></td>
<td>Sound control</td>
</tr>
</tbody>
</table>

### Short cut key:

<table>
<thead>
<tr>
<th>Key</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double Click</td>
<td>Full Window/Exit Full Window</td>
</tr>
<tr>
<td>Esc</td>
<td>Exit the full window play mode</td>
</tr>
<tr>
<td>Space</td>
<td>Play/Pause(apply to playback mode)</td>
</tr>
<tr>
<td>Up/Down</td>
<td>Play previous/Next file</td>
</tr>
<tr>
<td>Left/Right</td>
<td>Play previous/Next frame</td>
</tr>
</tbody>
</table>
4.7 POS Review

Pos Play: Search for POS transaction information, and playback video associated with the current POS terminal. Transaction information can be overlaid on the playback image display. (See the <POS settings> for details)

Click [POS Play] in the [Button Area] to enter the POS Play interface. (Figure 4-27)

Steps:
1. Select a POS device in the [POS Device] combo box. The channel which is associated with the POS interface is displayed in the [Linked Camera] automatically.
2. Set the start time and end time of the POS Play.
3. Click [Search] to start the POS transaction information search. The results will be listed in [Search Result].
4. Select the transaction information, and double click to see the recorded video which is corresponding to this transaction information.
5. The function of the control bar button is the same as in synchronous playback.

6. Click [Close] to exit POS Review.

Notes:
Double click a play, and it will display the POS transaction information for 6 hours after the start of the data. If you do not want to see this, click play in the result list to play other POS transaction data.
Can set the search keywords when set the POS search criteria, check the [Keywords] option at the top of [search] button, and input the keyword in the edit box. Then it will only search the transactions which contain the keyword information.
Can choose whether to add the POS transaction information to the record video or not, through the check/uncHECK radio button [Add Transaction Info].
Can pop-up a tip that displays the detailed transaction information at the mouse position when the mouse moves to different transaction information in the [Transaction Info] list. It is the same as the information overlaid on the recorded video.
4.8 Alarm Log Review

**Alarm Log Play:** Select channel and time, set the alarm type, look up the record video by the alarm log.

Click **[Alarm Log Play]** in **[Button Area]** to enter the alarm log play interface.

![Alarm Log Play Interface](image)

**Steps:**

1. Set the start time and end time of the alarm log.
2. Set alarm type and channel which is associated with the alarm.
3. Click **[Search]** to start alarm log search, the result will be displayed in the **[Alarm Log List]**.
4. Select one alarm log, and double click the log to see the recorded video associated with this alarm log. (Or right click and select **[Play]**)
5. The function of the control bar button is the same as the synchronous playback.
6. Click [Close] to exit Alarm Log Review.

Note: It can display the related information of the alarm log by pop-up tips in [Alarm Log List] when the mouse move to an alarm log.
4.9 Picture View

**Picture Viewer**: It is a tool which is used to view the captured images from live preview and playback, and edit them.

Click in the [Button Area] to open the Picture Viewer or open it by clicking in the **Tools** menu. (Figure 4-29)

![Figure 4-29 Picture Viewer Interface](image)

**Functions of the Picture Viewer:**

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Directory tree</td>
<td>List the file folders</td>
</tr>
<tr>
<td>2</td>
<td>Picture View Area</td>
<td>List the images in the selected folder</td>
</tr>
<tr>
<td>3</td>
<td>Picture Edit Area</td>
<td>Operate the picture</td>
</tr>
</tbody>
</table>

Double click in the Picture View Area to select other view modes. Right click on a picture to delete, print and save it.
Double click a picture or right click and select the **[zoom]** label to enter the zoom mode. At the same time, the Picture Edit Area below becomes available.

**Button Functions:**

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="icon" alt="Previous/Next picture" /></td>
<td>Previous/Next picture</td>
</tr>
<tr>
<td><img src="icon" alt="Zoom in/Zoom out (do not change the original size)" /></td>
<td>Zoom in/Zoom out (do not change the original size)</td>
</tr>
<tr>
<td><img src="icon" alt="Clockwise/Counterclockwise" /></td>
<td>Clockwise/Counterclockwise</td>
</tr>
<tr>
<td><img src="icon" alt="Mirror/Flip" /></td>
<td>Mirror/Flip</td>
</tr>
<tr>
<td><img src="icon" alt="Lighten/Darken, this operation is not reversible" /></td>
<td>Lighten/Darken, this operation is not reversible</td>
</tr>
<tr>
<td><img src="icon" alt="More Contrast/Less Contrast, this operation is not reversible" /></td>
<td>More Contrast/Less Contrast, this operation is not reversible</td>
</tr>
<tr>
<td><img src="icon" alt="Sharpen/Soften, this operation is not reversible" /></td>
<td>Sharpen/Soften, this operation is not reversible</td>
</tr>
<tr>
<td><img src="icon" alt="Delete, delete the picture directly" /></td>
<td>Delete, delete the picture directly</td>
</tr>
<tr>
<td><img src="icon" alt="Print, must connect to a printer" /></td>
<td>Print, must connect to a printer</td>
</tr>
<tr>
<td><img src="icon" alt="Save the modified picture as..." /></td>
<td>Save the modified picture as...</td>
</tr>
</tbody>
</table>

Click the Previous/Next, Zoom in/Zoom out, or double click the picture while editing to restore the image to its default settings.
5 E-Map

Click to check the [E-map] menu option in the [View] menu bar to enter the E-map interface. Click again to exit. (Figure 5-1)

Functions of the playback interface:

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Map Operation Bar</td>
<td>Switch Edit / non-editing state, cancel all the alarms</td>
</tr>
<tr>
<td>2</td>
<td>Map Edit Bar</td>
<td>Edit map and the element in the map</td>
</tr>
<tr>
<td>3</td>
<td>Tree Structure Area</td>
<td>Show all the maps and the element in the map.</td>
</tr>
<tr>
<td>4</td>
<td>Map Preview Area</td>
<td>Show maps.</td>
</tr>
<tr>
<td>5</td>
<td>Eagle Eye View Area</td>
<td>Show map preview area in the whole region of the map (Can hide this)</td>
</tr>
</tbody>
</table>

Note: The E-map interface can be dragged to other display devices, the operation is the same as the auxiliary preview.
5.1 E-Map Operations

Click [Edit] button to start edit (Figure 5-2) or exit edit (Figure 5-3).

Figure 5-2 Edit State

Figure 5-3 Non-editing State

5.1.1 Map Operations

(1) Add Map

Click the [Add new map] button in the Edit State Bar to pop-up the dialog. (Figure 5-4) Input the name of the map; Click to select the path where the map exists (.bmp or .jpg format); Click [OK] to add.
(2) Delete Map

Click the [Del current map] button in edit state to pop-up the dialog. (Figure 5-5) Click [OK] to delete current map or click [Cancel] to cancel the operation.

Figure 5-5 Tips: Delete map

(3) Modify Map

Click the [Property] button to pop-up the dialog. (Figure 5-6). Change the name of the map in the [Name] bar. Click to re-select a map; Click [OK] button to add the map or click [Cancel] to cancel the modify operation.

Note: [Add sub-map] operation is the same as the [Add new map] operation. The difference is that the sub-map must be added on the map which has already been added. (Figure 5-6)

Figure 5-6 Sub map

5.1.2 Hot Spot Operations

Hot spot: A region on the map associated with the channel.

(1) Add hot spot

Click the [Add hot spot] button in edit state to pop-up dialog. (Figure 5-7) Input the name of hop spot in the [Name] bar. Select associated channel in [Associate] camera list. Click [OK] to add the hot spot.
(2) Delete hot spot

Select a hot spot in the Map Preview Area in edit state. Click [Delete selected] to pop-up the dialog. (Figure 5-8) Click [OK] to delete the hot spot or click [Cancel] to cancel the delete operation.

Figure 5-8 Tips: Delete hot spot

(3) Modify hot spot

Right click on the hot spot in edit state to pop-up the right button menu. Click [Property] to pop-up the dialog Figure 5-7. Change the name of the hot spot in the [Name] bar. Re-select the associated channel in [Associate] camera list. Click [OK] to modify the hot spot or click [Cancel] to cancel the modify operation.

Notes:
Double click the added hot spot in Map Preview Area in non-editing state, it will...
pop-up tips that displays the associated channel to this hot spot. The hot spot icon will be lighted when there is an alarm in the associated hot spot after the linkage alarm configuration is finished. (See 6.6.1 Add Alarm Linkage for detail)

5.1.3 Add Map Link Operation

Map Link: Shortcuts to link maps together (include non –subclass map).

(1) Add map link

Click the [Add map link] button in edit state to pop-up the dialog. (Figure 5-9) Input the name of map link in [Name] bar. Select the associated map in [Associate] map list. Click [OK] to add map link.

(2) Delete map link

Select a link in Map Preview Area in edit state. Click [Delete selected] to pop-up the dialog. (Figure 5.9) Click [OK] to delete the map link or click [Cancel] to cancel delete operation.

(2) Modify map link
Right click on the map link in edit state to pop-up the right button menu. Click [Property] to pop-up tips Figure 5-9. Change the name of the map link in the [Name] bar. Re-select the associated map in [Associate] camera list. Click [OK] to modify the map link or click [Cancel] to cancel the modify operation.

**Note:** Double click the added map link in Map Preview Area in non-editing state can directly turn to the associated map of the map link.

### 5.1.4 Alarm Spot Operation

**Alarm spot:** The associated alarm input of an area in the map. (Such as: Audio sensors, Infrared sensors.)

**(1) Add alarm spot**

Click the [Add alarm spot] button in edit state to pop-up the dialog. (Figure 5-10) Input the name of hop spot in the [Name] bar and select the associated alarm input port in [Associate] port list (See 6.7.3 Alarm box and alarm in/out configuration for detail). Click [OK] to add the alarm spot.

![Figure 5-10 Add alarm spot](image.png)
(1) Delete alarm spot

Select an alarm spot in Map Preview Area in edit state. Click [Delete selected] to pop-up tips (Figure 5.9). Click [OK] to delete the alarm spot or click [Cancel] to cancel delete operation.

(2) Modify alarm spot

Right click on the alarm spot in edit state to pop-up the right button menu. Click [Property] to pop-up the dialog Figure 5-10. Change the name of the alarm spot in the [Name] bar. Re-select the associated alarm input port in [Associate] port list. Click [OK] to modify the alarm spot or click [Cancel] to cancel the modify operation.

Note: The alarm spot icon will be lighted when there is an alarm input in the associated alarm input spot after the linkage alarm configuration is finished. (See 6.7.3 Alarm Box Configuration for detail)

5.1.5 Map Preview Operations

(1) Drag the map

If the map display area can’t display the whole map, you can drag the map inside the preview area.

(2) Zoom in/out and move

Click ▲ to move up, ◀ to move left, ► to move right, ◄ to move down, ◄ returns to actual size. Click ➤ or drag the slider up can zoom in the map, ◄ or drag the slider down to zoom out the map. (Figure 5-11)

Figure 5-11 Map preview operation
(3) Eagle Eye View Area

Click [ ] to hide and [ ] to show. Drag the rectangle area in the window to partly enlarge it. The map in rectangle area is displayed in the Map Preview Area.

Figure 5-12 Eagle Eye View
6 Configuration

Click [Config] in [View] menu to enter configuration interface (Figure 6-1), and click [Config] again to close the configuration interface.

![Figure 6-1 Configuration Interface](image)

Note: The configuration interface can be dragged to other VGA displays as “Aux View”. 
6.1 General Settings

Click [General] to enter the general settings interface (Figure 6-2).

Figure 6-2 General Settings Interface
The General Settings mainly includes system parameters such as Log Keeping days, Snapshot Path, etc.

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Image Format</strong></td>
<td>Select JPG or BMP as the file format for live preview/playback snapshot images</td>
</tr>
<tr>
<td><strong>Snapshot Path</strong></td>
<td>Click [...] and select default file path to save the snapshot images</td>
</tr>
<tr>
<td><strong>Log Keeping Days</strong></td>
<td>Log files can be keep in the database for a maximum of 7 days, 15 days, 30 days (default), 60 days, 90 days or 120 days, and the previous log files will be automatically deleted when it expires the log keeping days.</td>
</tr>
<tr>
<td><strong>Switch Time</strong></td>
<td>Set the auto switch time interval for live preview cameras as 3 seconds, 5 seconds (default), 10 seconds, 15 seconds, 30 seconds or 1 minute</td>
</tr>
<tr>
<td><strong>Buzzer</strong></td>
<td>If [Buzzer] is enabled, then the buzzer on the PC motherboard will sound when there is exception alarm (illegal network access, hard disk full or hard disk read/write error). This option is disabled by default</td>
</tr>
<tr>
<td><strong>Auto Lock</strong></td>
<td>If [Auto Lock] is enabled, then the iVMS-2000 software will be locked automatically after there is no keyboard/mouse operation for over a certain time period, and users will need to login again to operate the software. Auto Lock option can be set to &quot;disable&quot; (default), or lock after 1 minutes, 5 minutes, 10 minutes, 30 minutes or 1 hour</td>
</tr>
<tr>
<td><strong>Auto Reboot</strong></td>
<td>PC and iVMS-2000 software will reboot on the preset [Auto Reboot] time. Click the checkbox to enable/disable this option. If [Auto Reboot] is enabled, users also need to configure Windows User/Password and also Reboot Time to let the configuration take effect</td>
</tr>
<tr>
<td><strong>Windows User</strong></td>
<td>User name to login the Windows OS</td>
</tr>
<tr>
<td><strong>Windows Password</strong></td>
<td>Password for the Windows login user</td>
</tr>
<tr>
<td><strong>Reboot Time</strong></td>
<td>Set the reboot date and time each week</td>
</tr>
</tbody>
</table>

Note: Users need to click [Save] button after parameter modification to save the General Settings configuration.
6.2 Network

Click [Network] to enter Network settings interface (Figure 6-3).

![Network Settings Interface]

**Figure 6-3 Network Settings Interface**
Network settings is for configuration of network parameters.

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Network ID</td>
<td>Network ID to identify the software in the network, the default network ID is iVMS-2000 (local host name)</td>
</tr>
<tr>
<td>Network</td>
<td>[Network] is enabled by default to allow client software and IE client connection. If [Network] is disabled, then the client software or IE client cannot connect to this iVMS-2000 server.</td>
</tr>
<tr>
<td>Client Port</td>
<td>The iVMS-2000 server port for client connection, which can be set between 2000~65534 (default port: 8000)</td>
</tr>
<tr>
<td>Maximum Connections</td>
<td>Maximum camera connection number via network, which can be set between 5~128 connections (default maximum connection: 128)</td>
</tr>
<tr>
<td>Alarm Server IP</td>
<td>Alarm info will be upload to this alarm server IP</td>
</tr>
<tr>
<td>Port</td>
<td>Port number for the alarm server</td>
</tr>
<tr>
<td>Synchronize at</td>
<td>Synchronize the time of all the IP cameras according to iVMS-2000 server. This option is disabled by default, and users can set the synchronize time at certain hour of a day.</td>
</tr>
<tr>
<td>Now</td>
<td>Click [Now] button to synchronize all the IP cameras at once</td>
</tr>
<tr>
<td>Enable DDNS</td>
<td>Enable/Disable DDNS</td>
</tr>
<tr>
<td>DDNS Protocol</td>
<td>DDNS protocol: DYN DNS / PeanutHull</td>
</tr>
<tr>
<td>Domain Name</td>
<td>Domain name registered on DDNS server</td>
</tr>
<tr>
<td>Server IP</td>
<td>DDNS server address</td>
</tr>
<tr>
<td>Port</td>
<td>DDNS server port</td>
</tr>
<tr>
<td>User Name</td>
<td>User name for the DDNS domain name</td>
</tr>
<tr>
<td>Password</td>
<td>Password for the DDNS domain name</td>
</tr>
</tbody>
</table>

Note: Users need to click [Save] button after parameter modification to save the Network configuration, and the modification of some parameters would require iVMS-2000 software reboot before taking effect.
6.3 Camera Settings

Click [Camera] to enter Camera Settings interface (Figure 6-4). Users can add/delete camera inputs and modify the parameters of each camera.

![Camera Settings](image)

### 6.3.1 Add Cameras

Analog cameras will be listed automatically if there is Hikvision card plugged in the PC, and does not need to be added manually.

For the IP cameras, please click [Add] to add IP cameras.

[Auto Detect and Add]

The “Add Camera” interface is under [Auto Detect and Add] mode by default (Figure 6-5).

<table>
<thead>
<tr>
<th>Camera Name</th>
<th>IP Address</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camera01</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>Camera02</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>Camera03</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>Camera04</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>Camera05</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>Camera06</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>Camera07</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>Camera08</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>Camera09</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>corrm1</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>corrm2</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>street</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>courtyard</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>parking lot</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>stairs</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>lobby</td>
<td>127.0.0.1</td>
<td>Register</td>
</tr>
<tr>
<td>elevator</td>
<td>172.10.77.27</td>
<td>Register</td>
</tr>
<tr>
<td>window</td>
<td>172.10.77.22</td>
<td>Register</td>
</tr>
<tr>
<td>doorway</td>
<td>172.10.77.26</td>
<td>Register</td>
</tr>
<tr>
<td>frontspiece</td>
<td>172.10.77.25</td>
<td>Register</td>
</tr>
<tr>
<td>office1</td>
<td>172.10.77.100</td>
<td>Register</td>
</tr>
<tr>
<td>office2</td>
<td>172.10.114.12</td>
<td>Register</td>
</tr>
</tbody>
</table>
Notes: All the Hikvision IP cameras are with same IP address by default, and needs to be configured in [Config Parameter] (Figure 6-6).

Users can select an on-line camera, input its login user name and password, and then click [Config Parameter] to modify the camera parameter as Figure 6-6.

[Add Single IP]
Select “Add Single IP” as Figure 6-7, and input the IP address, port number, user name and password. Click [Get Camera Info] to get on-line/off-line status of this IP.
camera (the status will be displayed on the IP camera list). If there is user name or password error, there will be warning message prompt on screen.

![Add Single IP](image)

[Add IP Range]

Select "Add IP Range" as Figure 6-8, and input start/end IP address, port number, user name and password. Click [Get Camera Info] to get on-line/off-line status of this IP camera (the status will be displayed on the IP camera list). And if the camera has already been added into the system, then it will not be displayed on the list.

There is a checkbox [Show online only] to enable/disable listing of off-line cameras.

![Add IP Range](image)

### 6.3.2 Modify Camera Info

Select a camera and click [Modify] or double click on the camera. A Camera Config dialog box will prompt as Figure 6-9. Users can modify the camera parameters.
[Camera Name]

User can select camera name by either downward list or click [Modify] button and input camera name as Figure 6-10.

[Encoding Info]
Set encode parameters

[Stream Type]
Select main stream/ sub stream/ event parameters configuration mode

[Resolution]
Set image resolution, the resolution can be dynamically adjusted without rebooting

[Record Audio]
Record pure video stream or video& audio stream

[Image Quality]
Set image quality of recorded video. There is level 1~8 as Figure 6-11, and the record data length per hour is different under each level. Users can also click [Setup]
and for custom image quality settings.

Figure 6-11 Custom Image Quality

[Network Connection Info]

The camera IP, port number, login user name and password, camera number is listed here. Users can modify [Port] and [Password].

[Enable PTZ]

This option should be enabled if PTZ operations are required for the camera. Click [Setup] and configure PTZ parameters as Figure 6-12.

Figure 6-12 PTZ Parameters

[PTZ Reverse]

The PTZ operation will be reverse if this option is enabled, i.e. PTZ will pan left if it receives a "pan right" option.

Note: PTZ COM port configuration is under [Peripheral] configuration menu.

[Private Protect]

The live preview and record video image inside privacy protect area will be blocked as Figure 6-13.
Users can set the privacy protect area via mouse dragging, and also adjust the its position and size via mouse operation. Users can also click to select a private protect area and click [Delete] to delete the privacy protect area, or click [Delete All] to delete all the privacy protect areas on the image.

**Note: iVMS-2000 supports up to 4 private protect areas for each camera.**

**[OSD Settings]**

Users can drag the OSD and change its display position via mouse operation, enable/disable [Display Camera Name], [Display Date/Time], and also choose the transparency and format of Date/Time display.

**[Copy to]**

Click this button to copy the Encode Parameters, Network Port and Password, OSD configuration to other cameras.
6.3.3 Remove Cameras

Select one or multiple IP Cameras on the IP Camera list, and click [Delete] button and click [OK] in the prompt message box (Figure 6-14) to delete the selected IP camera(s).

![Tip](Image)

Figure 6-14  Delete IP Cameras

**Note:** Analog cameras cannot be deleted.

6.3.4 Reboot Cameras

Select one or multiple IP Cameras on the IP Camera list, and click [Reboot] to reboot the selected IP camera(s). iVMS-2000 will automatically re-connect all the selected IP Cameras after rebooting.

**Note:** Analog cameras cannot be rebooted.

6.3.5 Enable/Disable Cameras

Select an analog camera on the IP Camera list, and click [Disable] to disable this camera, users can click [Enable] again to enable this camera afterward.

**Note:** IP cameras cannot be enabled or disabled.
6.4 Group

Click [Group] to enter Group settings (Figure 6-15). Users can configure different camera group settings for flexible live preview configuration.

![Group Settings](image)

**Figure 6-15 Group Settings**

6.4.1 Add Group

Click [Add] and enter Add Group dialog box (Figure 6-16).
Users can modify the auto-generated group name and duration interval, and also can select between different screen split modes by clicking the appropriate icons. Click on a camera in camera list and drag it into the desired display screen position, and click [OK] to save the configuration. Users can click on the upper-right of each screen to delete the added camera.

### 6.4.2 Modify Group

Select a group and click [Modify] or double click on the group, and then the Group Modification dialog box will prompt and users can modify the group settings accordingly. The operation steps are same as when adding a group.

### 6.4.3 Remove Groups

Select the group(s) on the group list, click [Delete] and then click [OK] on the prompt message box (Figure 6-17) to delete settings of the selected group(s).
6.5 Record Schedule

Click [Schedule] to enter record schedule configuration interface (Figure 6-18) and configure record schedule for each camera.

![Schedule Configuration Interface](image)

6.5.1 Add Recording Schedule

All the cameras are configured in 24-hour arm and motion recording mode by default. If any of the record schedule as been deleted, users can click [Add] to re-configure the recording schedule (Figure 6-19).

![Add Schedule](image)
Select the camera in the "Modify Record Schedule" dialog box, and click [Next] to configure record schedule in the prompt dialog box (Figure 6-20):

![Figure 6-20 Add Arm Schedule for Record Schedule Configuration]

The default record schedule is set as 24-hour arm & motion detection mode, and users can modify the schedule via configuration steps below:

1. Click [Delete] / [Delete All] to delete current record schedule;
2. Click [Motion] / [Schedule] to select record mode;
3. Drag the mouse in each day's time bar to add record schedule (support up to 8 pieces of time schedule per day), and each pieces of time schedule can be modified in position and length, users can also copy the time settings to the whole week;
4. Click [OK] to complete the record schedule settings.

Select relative camera in the drop-down list of [Camera Name] to switch to this camera's record schedule settings.

Click [Setup] in [Motion Detect Area] to set motion detect area.

Click [Setup] in [Encoding Parameters] to set encoding parameters for the camera (Figure 6-21).
Users can select [Customized] or [Template] mode for record schedule setup:

[Customized]

Users can set pre-record time and post-record time under [Customized] mode. Click [Motion] or [Schedule] to select the record mode for each time period, and then drag the mouse and draw time schedule on the time bar, and it supports up to 8 record periods per day. Select a certain record period and click [Delete] to delete this record period, or click [Delete All] directly to delete all the record period settings for this camera. Click on any of the weekly date to select 24-hour of this day, and click [Copy Schedule to] to copy the record period settings to other days.

[Template]

Under [Template] mode, users can select record schedule templates which are already edited, or click [Edit Template] to enter Record Schedule setting dialog box.

[Copy Schedule to]

Copy the record schedule settings to other cameras.

### 6.5.2 Modify Recording Schedule

Select a record schedule and click [Modify] or double click on it to enter Record Schedule setting dialog box (Figure 6-22) and modify the record schedule.
The modification steps are similar with operation steps in “Add Record Schedule”.

### 6.5.3 Remove Recording Schedules

Select record schedule(s) in the schedule list and click [Delete], click [OK] in the prompt dialog box (Figure 6-23) to delete the selected record schedule(s).

![Figure 6-23 Delete Record Schedule](image)

### 6.5.4 Using Recording Schedule Templates

Click [Template] to enter Record Template dialog box and edit record schedule template (Figure 6-24).
There is a total of 10 record templates, of which 5 are re-configured (adjustable). Users can select the template in the drop-down list and edit its content.

Click [Modify] and modify the template name, and edit record period for the template in similar way as adding record schedule.
6.6 Alarm Actions

Click [Alarm] and enter alarm linkage configuration interface (Figure 6-25). Users can configure link events for motion detection, video loss, video tamper and exception alarm of each camera.

![Alarm Linkage Configuration Interface](image)

6.6.1 Add Alarm Actions

All the motion and video tamper alarm has been automatically added after the camera is added into the system, and I/O alarm will also be automatically added after adding alarm box into the system. Exception alarm linkage will not be added automatically, and users can add linkage for exception alarm by clicking [Add] and configure in the Add Alarm dialog box (Figure 6-26).
Select the alarm input source to be added, and click [Next] to add alarm linkage (Figure 6-27, Figure 6-28 and Figure 6-29).

Figure 6-27 Add Alarm Input for Alarm Linkage
Figure 6-28 Add Camera Alarm Schedule for Alarm Linkage

Figure 6-29 Add Exception Alarm
Select alarm input source in [Alarm Type]. If the alarm type is [Sensor Alarm], please select relative sensor name and configure alarm linkage afterwards; or if the alarm type is [Camera Alarm], please select the alarm link camera and sub type of alarm ([Video Loss], [Motion Detection], [Video Tamper Alarm]) and configure alarm linkage afterwards; else if the alarm source is [Exception], please select relative exception type and configure alarm linkage afterwards.

[Arm Schedule]

Arm schedule for alarm linkage is set as 24-hour mode by default and the configuration steps for arm schedule is basically the same as record schedule settings. Users can set up to 8 arm periods for each day (Figure 6-30).

![Figure 6-30 Arm Schedule Configuration for Alarm Linkage]

[Record]

Click [Enable] and set pre-record / post-record time, and select recording camera(s) to set camera recording for alarm linkage (Figure 6-31).
Click [Enable] and set PTZ event for alarm linkage (Figure 6-32).
Select PTZ cameras and alarm link type (Preset/Patrol/Pattern) and select the preset/patrol/pattern which should be linked to the alarm accordingly. Users can also set a preset position to be returned to after alarm linkage event, and also duration time before returning.

[Relay]
Click [Enable] and set relay output for alarm linkage, there are continuous/post output modes for relay configuration (Figure 6-33).
[Others]

Click [Prompt E-map], [Send SMS], [Upload Alarm], [Sound Alarm], [Send Email] or [Prompt Video] to configure other alarm linkage settings.

Select [Sound Alarm] and select .wav files in the drop-down list. Please refer to the [Sound Config] of [Other] Configuration interface.

Select [Send Email] and select snapshot camera (or disable alarm snapshot). Please refer to the [Email Config] of [Other] Configuration interface.

Select [Prompt video] and select the camera live preview video to be prompt on alarm. Users can select up to 4 cameras (Figure 6-35).
Select [Send SMS] to configure short message linkage for the alarm. Users need to configure GSM/GPRS Modem in [Peripheral].

**Note:** For exception alarm linkage, users only need to configure [Relay] and [Others].

[Copy to]

Copy the arm/linkage configuration to other alarm input source.
6.6.2 Modify Alarm Actions

Select an alarm input and modify the alarm input configuration; or select an alarm input under a certain camera and modify all the alarm configuration for each camera; or select an exception alarm type and modify all the alarm types.

Alarm linkage modification steps are generally the same as add alarm linkage, except for the region settings under motion detection/video loss link configuration.

Set Motion Detection Area (Figure 6-37):

Click [Region] during motion detection alarm modification and enter "Set Motion Detection Area" dialog box. Users can drag the mouse and draw the motion detect area, and also adjust the position and size of the region. After motion detect region has been configured, adjust the sensitivity level and click [Start Test]. If there is motion detected in the region, the...
Notes: iVMS-2000 supports up to 8 regions for each camera’s motion detection, and there is 7 levels for sensitivity.

Set Video Tamper Area (Figure 6-38):

Click [Region] during video tamper alarm modification and enter "Set Video Tamper Area" dialog box. The operation steps for Add/Modify/Move/Delete areas are similar to motion detection area configuration, and users can adjust the sensitivity level and click [Start Test]. If there is video tamper detected in the region, the brims of the blocks in the motion detection areas will flicker in red/green/blue colors.

Notes: iVMS-2000 supports 1 region for each camera’s video tamper detection, and there is 3 levels for sensitivity. (For analog camera inputs, the video tamper is set as whole-region detecting mode and users does not need to configure the region)
6.6.3 Remove Alarm Actions

Select an alarm type and click [Delete] to enter delete alarm linkage dialog box, and click [OK] to delete the alarm linkage configuration (Figure 6-39).

![Figure 6-39 Delete Alarm Linkage]
6.7 Peripherals

Click [Peripheral] and enter peripheral configuration interface (Figure 6-40), and configure peripheral devices like serial port, alarm box, etc.

![Peripheral Configuration Interface](image)

Figure 6-40 Peripherals Configuration Interface
6.7.1 SMS Configuration

Users can configure COM port and mobile phone number to receive the short message in the SMS configuration interface, and the SMS configuration is related to the SMS alarm linkage configuration.

A GSM/GPRS modem is required for SMS function (Please refer to the installation guide of GSM/GPRS Modem for its configuration steps). After the modem is connected and its driver is installed, users can read the COM port number for the modem in “Device Manage” of Windows OS. Please input the COM port info and mobile phone number in iVMS-2000 configuration interface, and click [OK] after testing.

Notes: The COM port for SMS cannot be duplicated with COM port for PTZ or alarm box.

6.7.2 PTZ COM Port Configuration

Users need to configure the PTZ connection port for iVMS-2000, and click [Save]. For the other PTZ configurations, such as PTZ protocol, address and COM port data information can be configured under Camera configuration.

Notes: The COM port for PTZ cannot be duplicated with COM port for SMS or alarm box.

6.7.3 Alarm Box Configuration

Add/ Modify/ Delete local or network alarm box.

[Add Alarm Box]

Add local sensor input and replay output (Figure 6-41) and configure COM port information, such as sensor input port and relay output port. Users can test the I/O signals while adding alarm box information. For [Check Sensor] function, users need to connect sensor input devices on the alarm box; and for [Check Relay], users need to click each icon under this button to test the relay output for the alarm box.
Notes: The COM port for alarm box cannot be duplicated with COM port for SMS or PTZ.

[Add Network Alarm]
Add sensor input and relay output for IP Cameras (Figure 6-42). Select the sensor or relay and click [OK] to add. Users can also test sensor or relay as when adding alarm box.
Select any of the network sensor and then modify all the network sensor configuration, or select any of the network relay and then modify all the network relay configuration, or select any of the alarm box and then modify all the alarm box configuration.

[Delete]
Select the sensor(s), relay(s) or alarm box(es) and click [Delete] to delete the alarm settings.

Notes: Users need to click [Save] to save the modified alarm configuration before changes take effect.
6.8 Configuration of User Accounts

Click [User] and enter user configuration interface (Figure 6-43), and add, delete or modify user account and privileges.

![User Configuration Interface](image)

There is a default administrator account for the system: **admin**, with its password: **12345**. Only this user has complete privilege and is able to add, delete or modify other user accounts, while all the other users can only modify their own passwords.

[Add]

Click [Add] and add operator account after login the system with admin account (Figure 6-44). Input user name, password, confirm password and add the operator. Admin can also disable/enable the operator account, or restrict its login IP or MAC for remote client software connection.

![Add Users](image)
Notes: Only admin can add new user accounts, and all these accounts are with operator privileges.

[Modify]
Admin can only modify its password, but cannot modify the user name. Admin can also modify other user accounts while all the other users can only modify their own passwords.

Notes: Users can modify the password directly via “Modify Password” under system menu.

[Delete]
Select an operator account on the user list and click [Delete], and then click [OK] in the prompt dialog box to delete this user (Figure 6-45)

![Tip](image)

Are you sure you want to delete the selected user?

OK  Cancel

Figure 6-45 Delete User

Notes: Only admin has the privilege to delete the operator accounts, and the admin account cannot be deleted.
6.9 Others

Click [Others] to enter other configuration interface (Figure 6-46). This configuration interface is mainly used for email and alarm audio settings, etc. Users can click the Tabs above to switch between different setting pages.

![Figure 6-46 Other Configuration Interface](image)

[Alarm Audio]

Audio files for alarm linkage configuration. There are 4 default alarm audio files in the iVMS-2000 system, and the users can add no more than 12 audio files (Figure 6-47).

![Figure 6-47 Alarm Audio Configuration](image)

[Add]

Add alarm audio file. Click [Add] and select audio files and set its name in the prompt dialog box (Figure 6-48), and then click [OK].
[Modify]
Modify the audio file and name (Figure 6-49).

[Delete]
Select an audio file in the audio file list (the 4 default files cannot be deleted), click [Delete] and then click [OK] on the prompt dialog box (Figure 6-50).

Notes: the 4 default files cannot be deleted.

[Email]
Configure send/receive address and content, etc for alarm linked email configuration (Figure 6-51).
Users need an email account which supports SMTP to send the email. Click [SMTP Settings] and set the Email account for the sender (Figure 6-52).

After SMTP settings are properly configured, users can click [Test] and test if this account can send the emails correctly. The SMTP account will send a test email to its own address then, and if the users receive the test email properly, please follow the operation steps below.

Configure the receiver address, CC, subject, content, and click [Save]. For multiple receiving addresses, please separate each of them with ";".

**Notes:** The alarm audio and email configuration can also be visited in alarm linkage configuration interface.
7 Appendix

7.1 Technical Terms

**CIF**
Common intermediate format, a format of color images, 352*288 pixels (for PAL system)

**QCIF**
Quarter Common Intermediate Format, a format of color images, 176*144 pixels (for PAL system)

**DCIF**
Short form of DOUBLE CIF, a format of color images, 528*384 pixels (for PAL system)

**2CIF**
2-times Common Intermediate Format, a format of color images, 704*288 pixels (for PAL system)

**4CIF**
Four-times Common Intermediate Format, a format of color images, 704 x 576 pixels (for PAL system)

**OSD**
On Screen Display

**CBR**
Constant Bit Rate

**VBR**
Variable Bit Rate

**PTZ**
Pan, Tilt & Zoom

**USB**
Universal Serial Bus

**H.264**
A new digital video encode standard promoted by the joint video team (JVT) which is formed by the VCEG (Video Coding Experts Group) under ITU-T and MPEG (Moving Picture Experts Group) under the International Organization for Standardization (ISO).

**FAT32**
FAT32 (File Allocation Table) is a kind of file allocation table with cluster counts held in a 4-byte (32-bit) field. For the FAT32 subarea format, each cluster is fixed at 4 KB, and therefore greatly reduces the waste of disk space and improves the utilization of the disk.

**NTFS**
NTFS is the standard file system of Windows NT and Windows NT Advanced Server network operating system.

NTFS is going to provide reliability via the recoverable capacity (event tracing) and the hot-located fault-tolerant characteristics; a platform to increase functionality; demand for
POSIX support; and also elimination of FAT and HPFS file system limitations.

**NTSC**

NTSC (National Television Standards Committee) is a color TV broadcast standard with 30 fps frame rate, and is widely used in North-America, Japan, and South-American countries.

**PAL**

PAL (Phase Alternation by Line) is a color TV broadcast standard with 25 fps frame rate, and is widely used in UK, East and Middle Asia, Europe and African countries which adopts 50Hz AC power supply.

**.WAV**

.WAV is short for Waveform audio format, a kind of Digital Audio File Formats

**Patrol**

PTZ moving track

**Preset**

Preset PTZ position

**PTZ**

A mechanism device to pan, tilt or zoom the cameras,

**Baud Rate**

Baud rate is the number of bits transmitted per second, i.e. 300 bit/s stands for 300 bits are sent per second; and if the PTZ protocol needs 4800 as baud rate, then it represents the clock cycle is 4800Hz, and the serial port communication sampling rate is also 48000HZ. Usually the baud rate for telephone wire is 14400, 28800 and 36600, the baud rate can be set as much higher than these values, but the baud rate is inversely proportional to the maximum transmission distance. High bit rate is usually used for short distance communication, i.e. GPIB device communication.

**Data Bit**

Data bit is a measure of the actual data bits in communication. When the computer sends a packet, the actual data bits is not 8 digits, and the standard value is 5, 7 or 8, depending on how you want to configure the transmission of information. For instance, the standard ASCII code is 0 to 127 (7 digits), and the extended ASCII code is 0 to 255 (8 digits). If the data using a simple text (standard ASCII code), then each data packet uses 7 digits information. Each package stands for 1 byte, including start / stop bit, data bit and parity bit. As the actual data digits depend on the communication protocol, the term "package" is for any communications.

**Stop Bit**

Stop bit is used to mark the last digits of the package, whose typical value is 1, 1.5 or 2. As data transmission is schedule on transmission lines, and each device has its own clock, it is likely that communication between the two devices will not in complete synchronization. Thus the stop bit does not only stand for end of the transmission, but also provides system clock synchronization checking. The larger the stop digits, the more endurance of different clock synchronization, yet slower the data transmission.

**Parity Bit**

There is a simple error detection way for serial communication which includes 4 detection mode: even, odd, high and low. (Of course, no parity bit is also allowed.)
and odd checking, the serial port will set up a parity bit right, with a value of the data to keep transmission digits in even or odd number. For example, if data is 011, then the parity bit is 0 to guarantee logic high median is even number. When in odd check, then the parity bit is 1 so that there are three logical high digits. The high and low bit do not actually check the data information, but only through a simple logic check. This makes receiving devices to know if there is a noise interferes in communication or whether transmission and reception of data is not synchronized by digit status.

**Hot Spot**
Spot on the E-map which is linked with other E-map

**Sensor (for E-map)**
Spot on the E-map which is linked with alarm sensor input

**Saturation**
The intensity of a specific hue of color video

**Brightness**
Brightness is an attribute of visual perception in which a source appears to be radiating or reflecting light.

**Hue**
The degree to which a stimulus can be described as similar to or different from stimuli that are described as red, green, blue, and yellow.

**Contrast**
The dissimilarity or difference between color brightness

**Alarm Box**
Device to pick up sensor input and relay output signals

**Local Display**
Video output directly from the encoding device

**Trigger Replay**
Output alarm signals under certain interval

**Serial Port**
Serial port interface

**Port**
Port address for the protocol, an integer to represent a process

**MAC**
Media Access Control

**Motion Detect**
The whole monitoring image is divided into various small areas, among which users can select any areas with different sensitivity level, and the movements in these areas will be detected by the camera and trigger motion record.

**Video Tamper Alarm**
Alarm when video being tampered

**Privacy Mask**
Mask certain area of the image.

**Pre-record Time**
Save recording in a short duration before the scheduled start time

**Post-record Time**
Save recording in a short duration after the scheduled start time

**Bit Rate**

Bit rate is the bit number per unit time in data transmission, usually using the unit of kbps (kbit per second), or to say, the sampling rate. The highest the sampling rate per unit time, the more precise the data information, and the more close the transmitted file to the original file. But the file size will increase as the sampling rate increases, thus almost all the encoding standard is focus on acquiring least distortion with smallest video size, and the CBR (Constant Bit Rate) and VBR (Variable Bit Rate) is originated from it. On the side of audio encoding, the higher the bit rate, the less the compression ratio and sound distortion, but the encoding algorithm is different for different audio players, and the bit rate is not the only measure for audio quality. For instance, it is not exactly that the sound quality of lower bit rate mp3 files is not as good as higher bit rate wma file, especially after using VBR encoding. In some occasions, VBR can even achieve better audio quality than CBR on the same encoder.

**Stream Type**

Compressed stream type containing both video stream and video & audio stream.

**Video & Audio Stream**

Multimedia stream that contains both video and audio information

**Video Stream**

Pure video stream

**Video Frame Rate**

Video frames per second

**Frame Rate**

FPS, stands for frames per second, the value of information data flow of dynamic images. Continuous playing of static images will enable the feeling of dynamic video, and the movements will be much fluent as fps value raises.

**Frame Type**

I frame (Intra code frame) is intra-frame encoding frame, P(Predicted frame)is forward forecast coding frame according to I or the previous P frame, B(Bi-direction frame)is interpolation frame calculated by neighboring I, P or P, P frames.

**Dual Stream**

It means a camera of video images passing through the video coder, and output 2 independent bit streams. The resolution, frame rate, bit rate and other parameters of output bit stream can be set independently. The output dual steam can meet different demands, for example, one for hard disk storage and the other for network transmission.

**Watermark**

It means to insert hidden information, i.e. digits, serial number, characters, logo, etc into digitalized multimedia files by signal processing technology. Such marks are usually invisible, and can only be extracted by specially designed detectors to get the purpose of copyright protection.

**TV Wall**

TV wall is formed by integration of multiple display units. A large-screen TV wall system is consisted of TV wall units, TV wall processor and TV wall interfaces. Generally speaking, any display unit can be adopted to TV wall system. TV wall processor can do image processing (divide and enlarge) to a complete standard video input signal and output to M*N
standard display devices, and the TV wall interfaces is device for signal transforming and output between signal input and TV wall output.

**Resolution**

Resolution types include display resolution, image resolution and pixel resolution.

Display resolution is the largest area shown on the screen in particular display mode, in representation of horizontal and vertical pixels.

Image resolution refers to the size of digital image, also represented by horizontal and vertical pixels.

If the image resolution is bigger than display resolution, then some images can’t be displayed.

Pixel resolution refers to a ratio of pixel’s width and length. Different ratio will cause the deformation of images.

Common Image resolution modes in digital surveillance are:

**PAL:** QCIF (174*144), CIF (352*288), 2CIF (704*288), DCIF (528*384), FULL D1 (704*576), VGA (640*480), SVGA (800*600), UXGA (1600*1200), HD720P (1280*720).

**NTSC:** QCIF (174*120), CIF (352*240), 2CIF (704*240), DCIF (528*320), FULL D1 (704*480), VGA (640*480), SVGA (800*600), UXGA (1600*1200), HD720P (1280*720).

Common VGA resolution: 640*480, 800*600, 1024*768, 1280*1024, etc.

**Dynamically Adjust Encoding Parameters**

The dynamically adjusted encoding parameters can take effect at once without pausing or restarting network transmitting and recording.

In surveillance system, for static monitoring scene, video can be recorded in low bit rate through reducing resolution, image quality, bit rate and frame rate, while changing of images require higher resolution, bit rate and frame rate of video, etc to get high quality video stream. Since the above parameters can be dynamically modified, continuous images can be maintained without switching files frequently. And it does not only meet the requirement of high-quality images at critical moments, but also save the disk space and network bandwidth.

**File System Fragment**

When a file is recorded and scattered in discontinuous clusters, the content in the discontinuous clusters is called file system fragments. When contents of the files in the hard disk were frequently deleted and re-written, the file system fragments will appear easily, and thus increase the seeking delay and rotation delay of the hard disk, and then affect its efficiency and life-span.

If the file is defined beforehand and pre-allocated to consecutive clusters, the generating of file system fragments can be completely avoided.