



Network Viewing Software

Users Guide



Introduction

Network Viewing software is designed specifically for accessing video images from a Digital Sprite across a network. It is designed for constant CCTV use and can:

- View high quality live images across the network in Full or Quad view.
- View recorded cameras across the network, with multi-speed fast forward and rewind, and go to time and date facilities.
- Copy still or moving images onto the user's computer.
- Control telemetry cameras.

System requirements

The network viewing software requires a PC with the following system requirements:

- Minimum Intel Pentium 233MHz (400Mhz and above recommended).
- 32MB RAM (64MB and above recommended).
- Microsoft® Windows® 95, or 98.
- 4MB Video card capable of 24-bit true colour display.
- 5MB Free hard disk space for software installation.
- 10-baseT network card for LAN operation or PSTN/ISDN modem for remote dial-up.

Using Network viewing software

Double click on the Network Viewing Software icon on the desktop or Start menu to run the program.

The network viewing software can be used to perform the following tasks:

Connect to a Digital Sprite.
View images in full and quad screen.
View cameras in a maximised display.
Change the image quality.
Control telemetry cameras.
Play back recorded images.
View the event log.
Copy single (JPEG) images locally.
Copy multiple (AVI) images locally.
Export images to the local PC.
Administrator functions.
Display the software version.

Connecting to a Digital Sprite

When the Network viewing software is opened, the program automatically detects all units on the local network. If a new unit is added, press the Discover button.

To connect to a Digital Sprite:

1. Click on the name or IP address of the unit to be connected or type in the IP address of the unit in the dropdown list.



2. Click on the Connect button to display a login screen...

3. Enter a user name and password as required and click on Login or press 'enter'.



The default username is **user** and password is **password**. Features can be tailored for each user and protected by a password see the New features addendum sheet for details of logging on as the administrator.

Viewing images in full or quad screen

Images can be viewed in a full (single) or quad (4-way) format. Each screen segment can be changed to view the required camera.

Note: Selecting a quad display may slow down the updates as 4 connections are made to the Digital Sprite at the same time.



Use the Full and Quad key to toggle between a single camera view or four cameras

Click on a camera button to view a specific camera. The selected camera button will be highlighted in red. Greyed-out buttons are not available for viewing.



When a quad view is selected, the camera with the red highlight can be changed using the camera buttons. To select a camera to highlight, click on the required quad segment.

Viewing cameras in a maximised display

Cameras can also be displayed in a maximised view by right-clicking the image and selecting 'Full screen'. The image can be returned to normal view by right-clicking the image again and selecting 'Restore'. The 'Aspect ratio' option will re-frame the image in a 4:3 aspect ratio.

Changing the image quality

The quality of transmitted images can be changed to speed up the update rate when viewing cameras over slow or dial-up networks. It is not possible to change the image quality whilst playing back images.

Note: Changing the quality of transmitted images **does not** affect the quality of recorded images.

To change the image quality of transmitted images:



Click on the Hi, Med, and Lo buttons to select the image quality. The currently selected image quality is highlighted in red.

The image size of Hi, Med, and Lo quality are 18KB, 12KB, and 6KB respectively.

Controlling telemetry cameras

Cameras which have PTZ capability can be controlled using the Network viewing software.

Note: Telemetry is not available whilst playing back



The telemetry control (opposite) is displayed when a camera with PTZ capability is selected. This control has the following features:

- Pan and Tilt
- Zoom in/out
- Focus near/far
- Wash – momentary
- Wipe – toggle
- Lights – toggle
- Auto-pan
- Patrol
- Preset

Click on the preset button to toggle the preset numbers on or off.

To go to a preset position either type the preset number into the white text box, or click on the relevant numbers and click on 'Go'



Playing back recorded images

Images can be played back from the Digital Sprite's hard disk using the network viewing software.

To play back images:



Click on the play button to enter playback mode. You may be required to login again.

The following buttons are displayed:

- Pause – Click to pause the image.
- Rewind – Click to rewind (frame rewind in pause mode), multiple clicks will increase the rewind speed.
- Play – Playback images at normal speed.
- Fast Forward – Click to fast forward (frame advance in pause mode), multiple clicks will increase the fast forward speed.
- Rewind/Fast Forward speed control – Drag the slider to increase the rewind/fast forward speed from x2 up to x64.



Enter the time and/or date and click 'Goto' to playback images from a particular time and date. If this time or date is not available it will display images from the nearest time.

Viewing the event log

When an alarm or activity detection is triggered on the Digital Sprite the event is stored in the event log. To view the event log:



Click on the 'Event' button to display the event filter screen

The event filter screen is used to remove events which are not required from the Event log. The items which can be filtered are:

Type – Type of event, alarm, activity, or system.

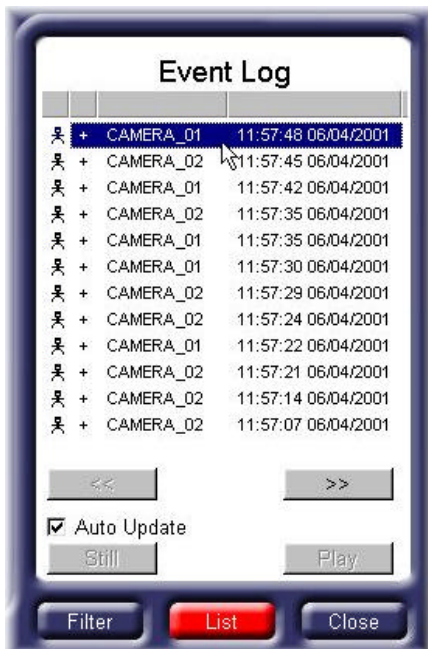
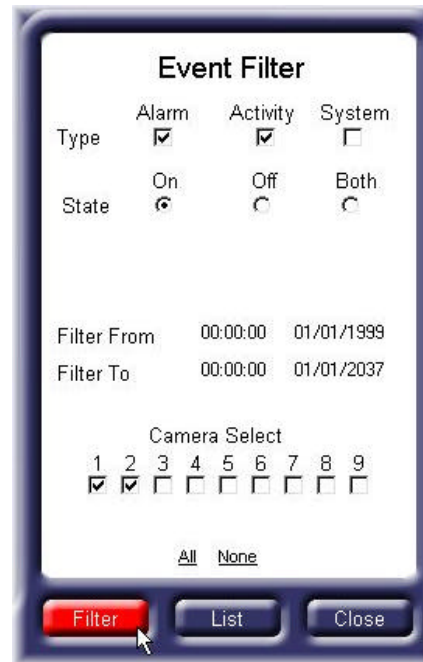
State – Whether the event is on, off, or both

Filter from – Start date of the filter.

Filter to – End date of the filter.

Camera select – Select cameras to view in the filter.

Once the filter has been set, click on 'List'.



The Event log will display the list of filtered events. Click on an event to display the images of the event as it happened. click the << or >> to move backwards or forwards through the list of events.

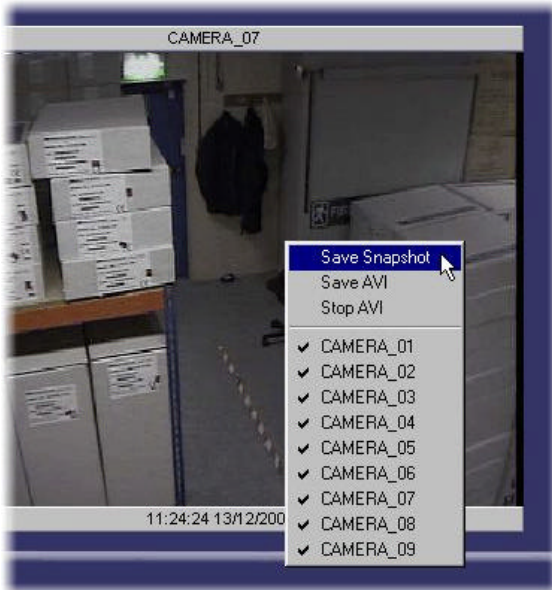
Selecting 'Auto Update' will automatically update the images when an event is selected.

If you find the required event, click on 'close' to remove the event filtering menu and display the playback buttons.



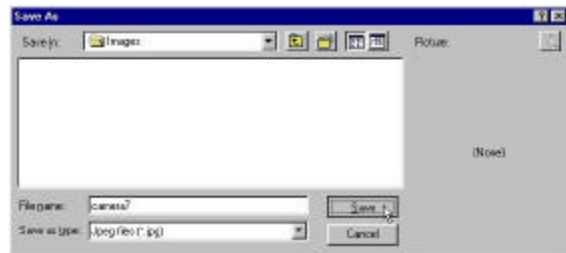
Copying single images (JPEGs) to a local computer

Single live or playback images can be copied to the user's computer in JPEG format. JPEG images can be viewed and printed using most drawing software, or using a browser such as Microsoft® Internet Explorer. To copy an image to your computer:



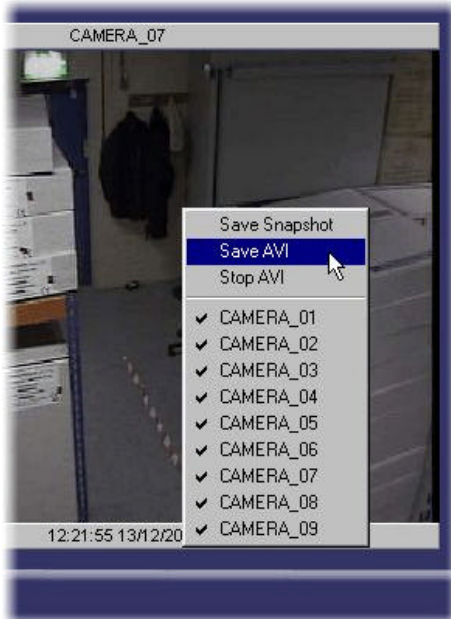
Right click on the video window to display the camera options. Click on 'Save Snapshot'

A 'Save As' screen is displayed, select a folder on the computer to store the image, and type in a file name. Click on save. The image is saved to the selected folder and the 'Save As' window will close.



Saving multiple images (AVI's) to a local computer

Live or playback images can be saved to the user's computer in an AVI (movie) format. AVI files can be replayed using the Media Player supplied with Microsoft® Windows®.



Right click on the video window to display the camera options. Click on 'Save AVI'

A 'Save As' screen is displayed, select a folder on the computer to store the AVI, and type a file name. Click on save.

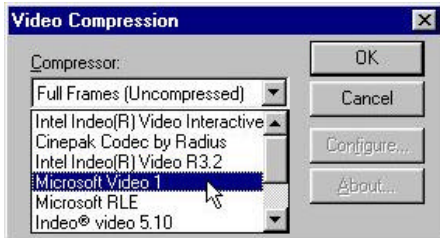
The image is saved to the selected folder and the 'Save As' window will close.



Select a compression method for the AVI, 'Microsoft Video 1' compression method is recommended, and click 'OK'.

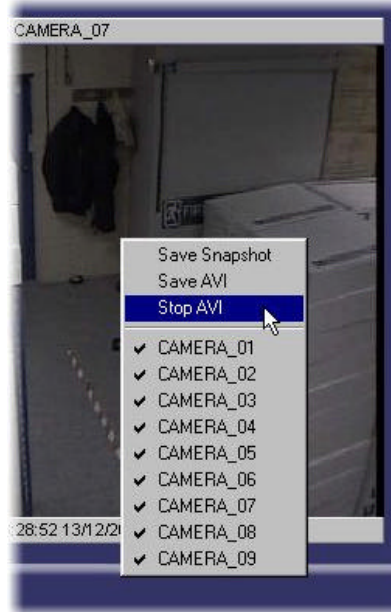
The images displayed in the video window will now be recorded to an AVI file.

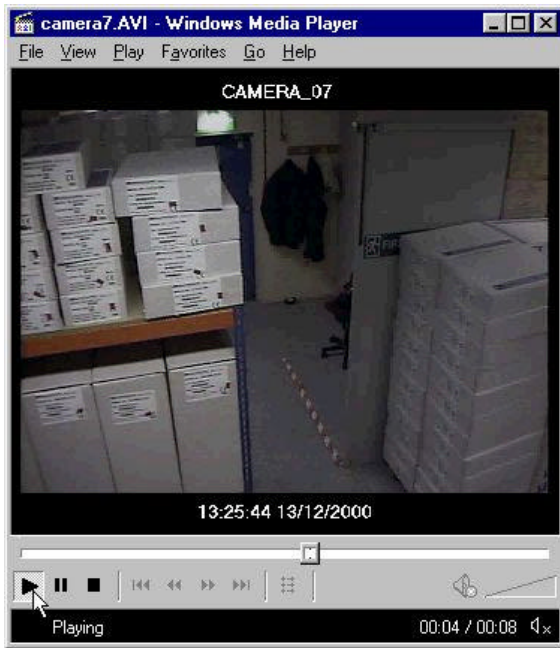
Note: Full Frames (Uncompressed) is not recommended.



To stop the AVI recording, right click on the video window and click on 'Stop AVI'.

Warning: AVI files can be very large, as a rule of thumb an AVI file will require approximately 150KB of storage for every second recorded.





Stored AVI's can be played back using the Media Player which is supplied with Microsoft® Windows®.

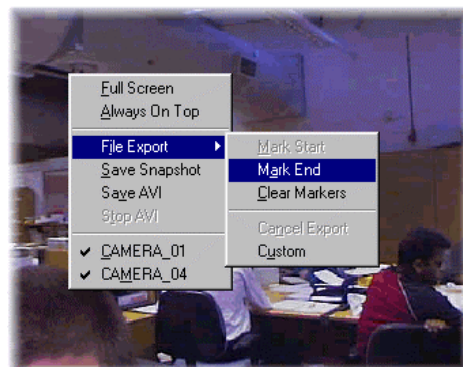
Exporting encrypted images from the Digital Sprite to the local PC.

Images stored on the Digital Sprite can be exported across the network to your local PC. These files are copied with the encryption intact so they can be played back using our PC Playback software. To export images to your local PC:



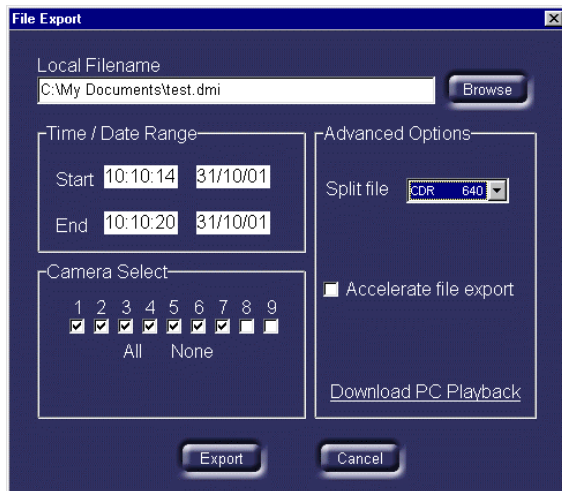
Either in playback mode or viewing live cameras right click on the video window to display the camera options. Click on 'File export' and then 'Mark start' to tag the first image to be exported.

Continue playing back or viewing the images until you want to tag the last image to be exported. Right click the video window again and then click on 'File export' and then 'Mark End'. If you need to remove the markers click on 'Clear Markers'



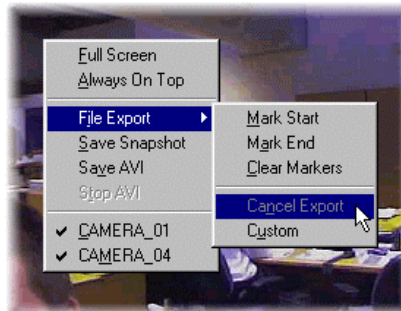
The 'File export' window is displayed when 'Mark end' is clicked. This window is used to:

- Select the location for the file.
- Select which cameras to export (less cameras will take less time to export).
- Select the start and end time and date.
- Select whether to split the file, if the exported file is large, the file can be split to fit onto different recording media, such as CDR or Zip®.
- Select whether to accelerate the file export, this will not display video updates whilst the export is taking place, which is faster.
- Download the PC Playback software for playing back the exported images at a later date.



Once the options have been selected, click on export to begin exporting the images. The file export window will clear and the text 'File export in progress is displayed'. This will disappear when the export is complete.

If you need to cancel an export, right click on the Video window and select 'File export' and 'Cancel export'



Administrator features

Logging on as the administrator allows the configuration of the following advanced functions:

- Password administration – allowing users to be given access rights to live, playback, telemetry, event, and hidden camera functions.
- E-mail events – allowing users to be notified of alarms, activity, camera fail, and panic alarm events via e-mail.

Details of configuring the administrator features can be found in the 'New features addendum' included with the Digital Sprite.

Displaying the software version

To display the software version of the network viewing software, double click on the 'Digital Sprite' logo in the top left had corner of the screen. When you are logged onto a unit it will also display the firmware version of Digital Sprite. Software updates can be found on our web site at:

www.dedicatedmicros.com