Network Video Management Platform

Operation Manual

NVM

V 4.5

Catalog

1 Overview

1.1 Summarize

Welcome to use video network management platform PC client software manual, this manual details the installation and operation of the client software, please read this manual before using the client. The current version of the PC client software is V4.5.

1.2 Topology

Figure 1.1 below is the topology of the digital matrix application.

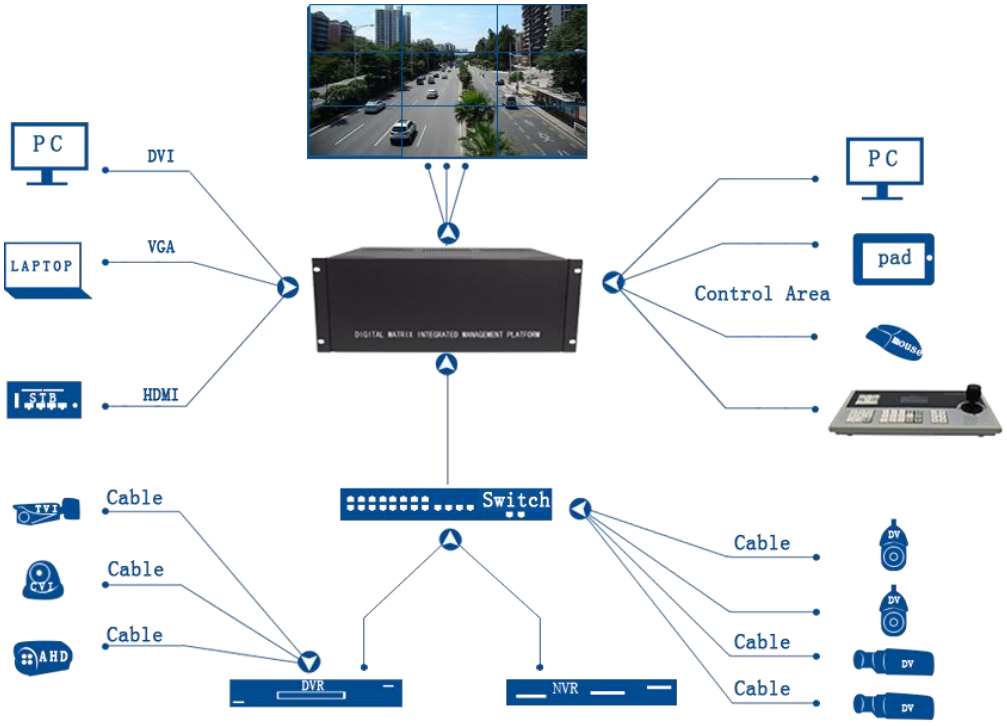


Figure 1.1 topology diagram

2 Installation

2.1 Installation environment

Video integrated management platform PC client support in win7 and win10 system environment.

2.2 Installation steps

1) Double-click the setup installer to see the interface shown in figure 2.1. Click ok to go to the interface shown in figure 2.2. Click next:

Figure 2.1 start installation

Figure 2.2

2) After selecting the software installation location, click "install", as shown in figure 2.3:

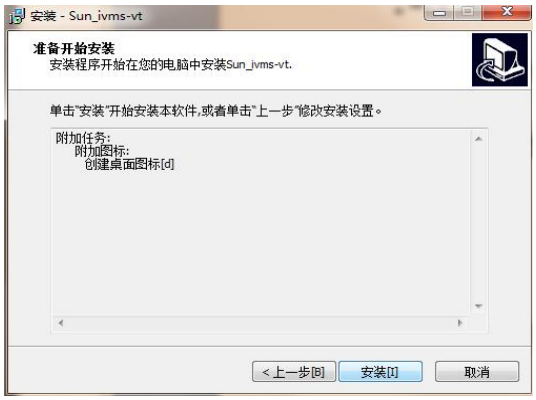


Figure 2.3

3) After successful installation of the software, see figure 2.4. Click next to figure 2.5, and then click "complete" :

Figure 2.4

Figure 2.5

3 Digit matrix

3.1 Login

Double-click the installed client and the login dialog box shown in figure 3.1 will pop up. The initial login user name and password are admin and 123456 respectively.Log in and enter the software.

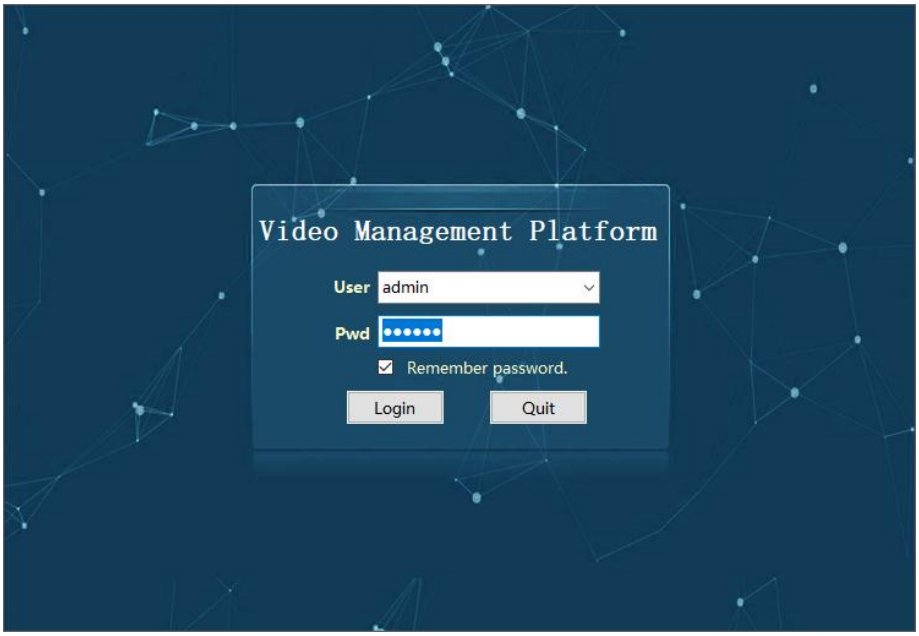


Figure 3.1 login

3.2 Software configuration

3.2.1 Network configuration

Network configuration can be used for data synchronization between PC terminal and matrix, as shown in figure 3.4. After successful synchronization, subsequent operations can be carried out.

- "Connect server": select the host IP in the "online host" box and click "connect server" (or double-click the current host IP). After the data synchronization is successful, the client will obtain all the data of the matrix. If the new board card is connected, refer to "search decoding card" under 3.2.3.
- "Manually enter host IP": if the host to be connected is not shown in the current "online host" box, the connection can be made by manually entering, as shown in figure 3.5.

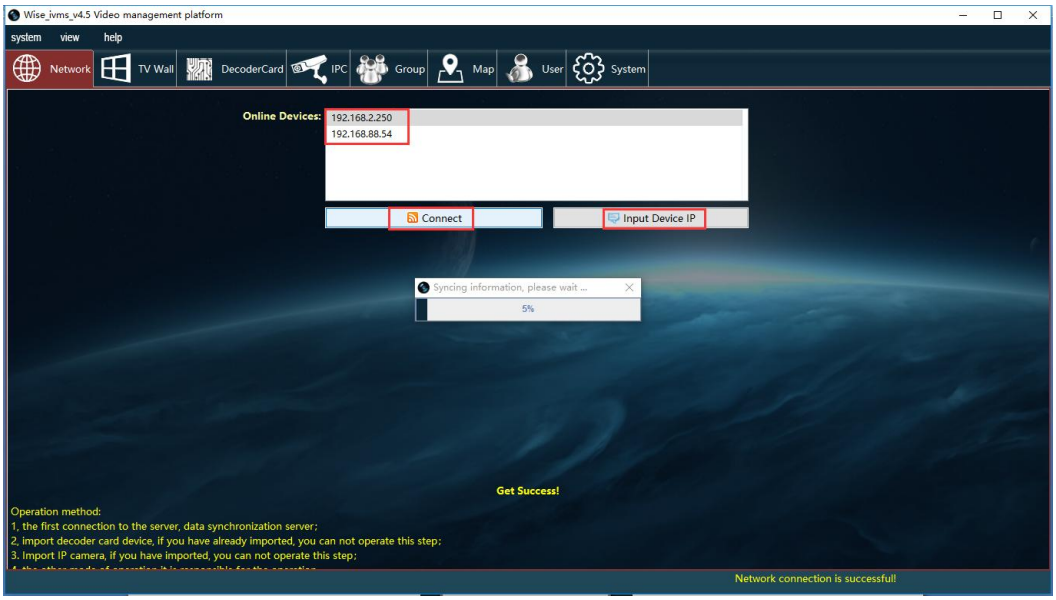


Figure 3.4 connecting to the server

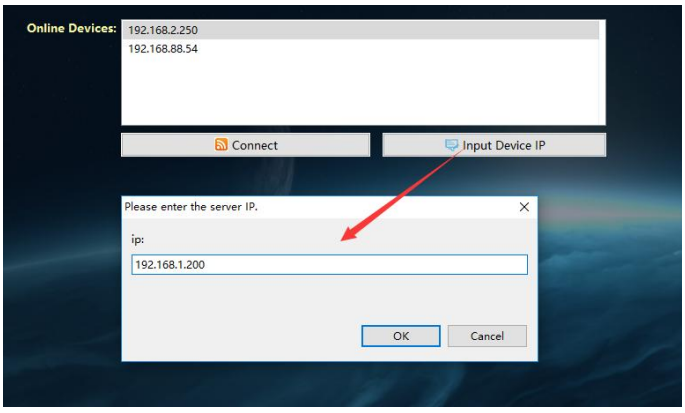


Figure 3.5 add manually

3.2.2 Decoder card management

After the successful synchronization of data, the decoder card information of the matrix will be automatically obtained on the PC, as shown in figure 3.6. The following operations can be performed on the business card on the PC end:

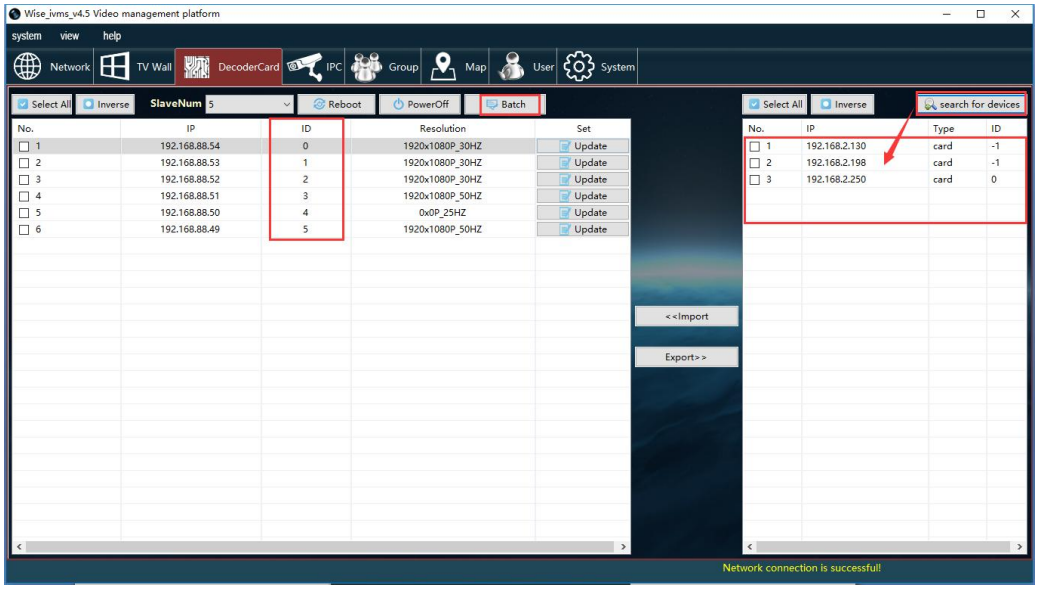


Figure 3.6 card management

- "Search for devices": click this button and then the IP of all online devices in the current LAN will be displayed in the list on the right. Double-click the IP that needs to be modified, and the device information interface in FIG. 3.7 pops up. Device ID and IP can be modified. (the ID of the unconnected device is -1, and the host ID is 0, starting from 1).

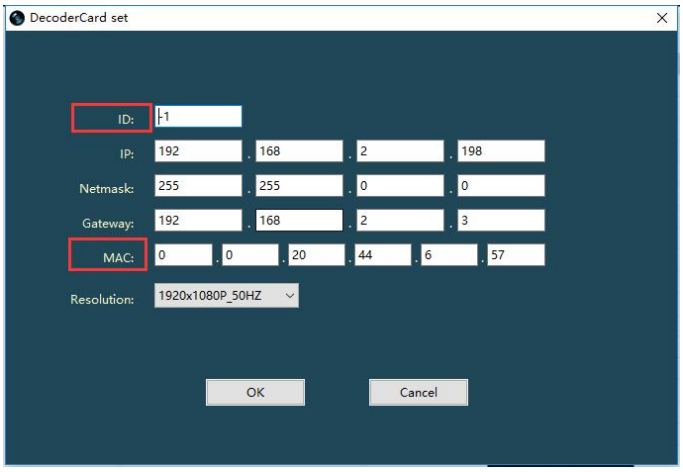


Figure 3.7

- "Import": in the "network configuration" connected to the host in figure 3.6 on the left side of the "count from machine" drop-down box to choose to add from the machine number in the list on the right side of the check to online from machine, confirm the check from the machine ID is continuous (as shown in figure 3.6 on the left side of the added from the machine ID for 1, 2) through the "Import" button to add from the machine to the left with the host for on-line.

- Modify decoder card information: in the list on the left of figure 3.6, select a row and click button “Update” to open the interface shown in figure 3.8 to modify the information. Open the interface of host business card setting, and there is a button of "batch modify slave IP", which is not checked by default. Open the service card setting interface of slave machine. There is no such button.

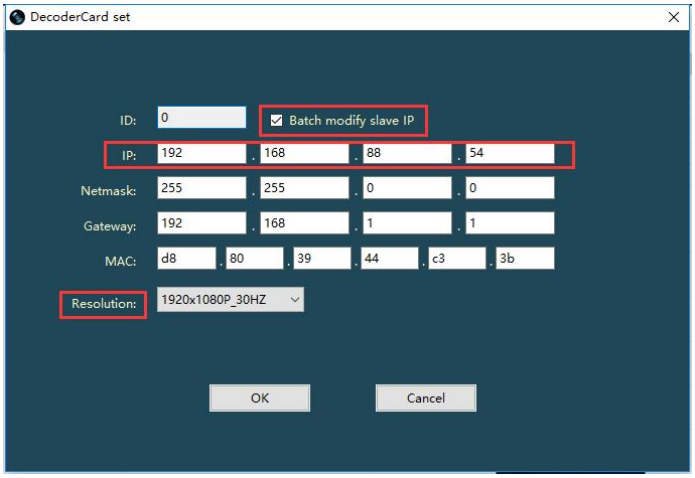


Figure 3.8

- "Batch": the "batch" button in figure 3.6 opens the interface shown in figure 3.8. The "batch modification slave IP" button in this interface is marked by default. For example, the host IP is 192.168.1.1, and there are three slave machines. After batch modification, the slave machine's IP is 192.168.1.2, 192.168.1.3 and 192.168.1.4 respectively.
- "Export": this button for the device to be removed is checked in the list on the left of figure 3.6.
- "Rebote": check this button of the device to be restarted in the list on the left of figure 3.6.
- "PowerOff": check this button of the device to be shut down in the list on the left of figure 3.6.

3.2.3 Import IPC

The "Import IPC" interface can search, add, edit, delete and group IPC.

- Search: As shown in the right interface of figure 3.9, after searching, the camera opportunities in the network are displayed in the list on the right.
- Confirm account: check the IPC to be imported, and set default account and password for all IPC through the "confirm account" button.
- Add manually: add IPC by entering start and end IP or directly entering IP, as shown in figure 3.10.
- Import: after searching and determining the account, add the IPC to the left via the import button. The imported IPC will also be updated to the list of monitor points to the left of figure 3.12.
- Export: check IPC in the list of IPC that has been imported, and move IPC out of the list on the left by using the export button.

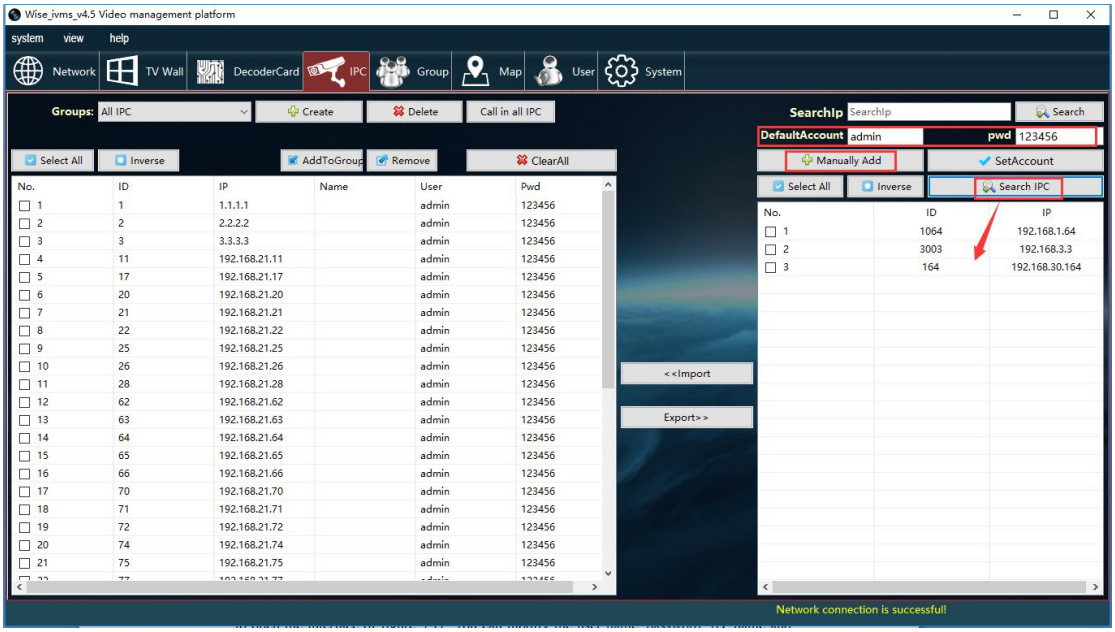


Figure 3.9 search and import IPC

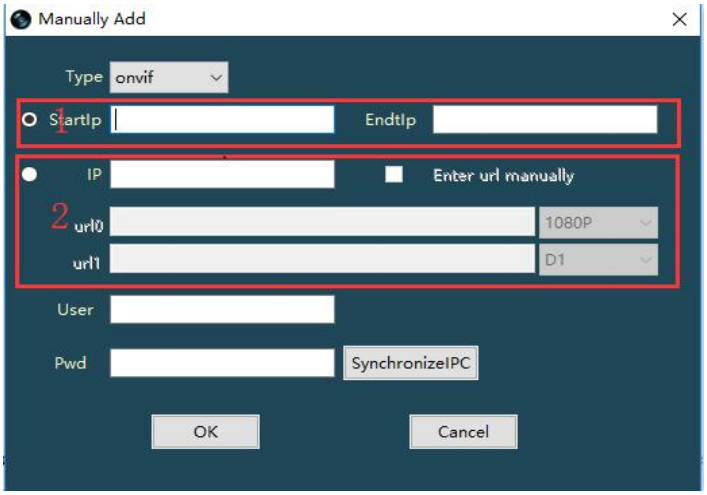


Figure 3.10 add manually

- Edit IPC information: double-click an IPC information in the IPC list on the left of figure 3.9 to open the interface of figure 3.11. You can modify the user name, password, ID, name and type of IPC. Details of the following parameters:

  [IP]: the IP address of the currently edited camera cannot be changed.

  [User]: the user name of the camera.

  [Password]: the password for the camera.

  [ID]: the camera's ID number, which is the number in the last paragraph of IP address by default, can be modified.

  [Name]: the user notes the IPC, which will be automatically superimposed to the channel when the IPC is loaded in.

  [Type]: type of camera. Only after the ball machine is saved by setting, can the cradle head function be started.

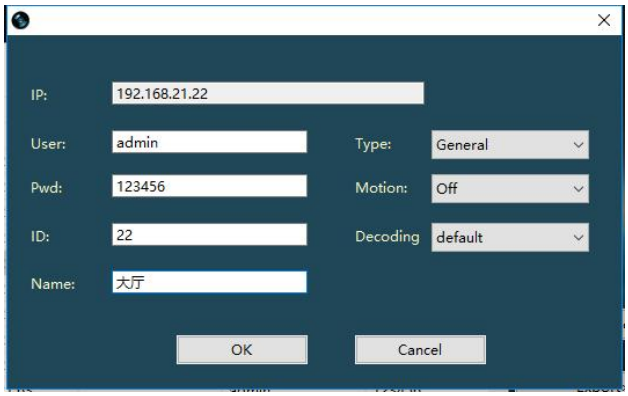


Figure 3.11 edit IPC information

➢ Grouping:

Group creation: click "create" in figure 3.9. After adding the name, it will be displayed in the group information drop-down box.

Add to group: select some IPCs in the IPC list, click "add to group" button, and add to the corresponding group.

Move out of the group: open a group in the group information , check the IPC in it, and click "move out of the group".

Delete group: select the group name from the drop-down box of group information and click "delete" to delete the group.

3.3 Video management of TV wall

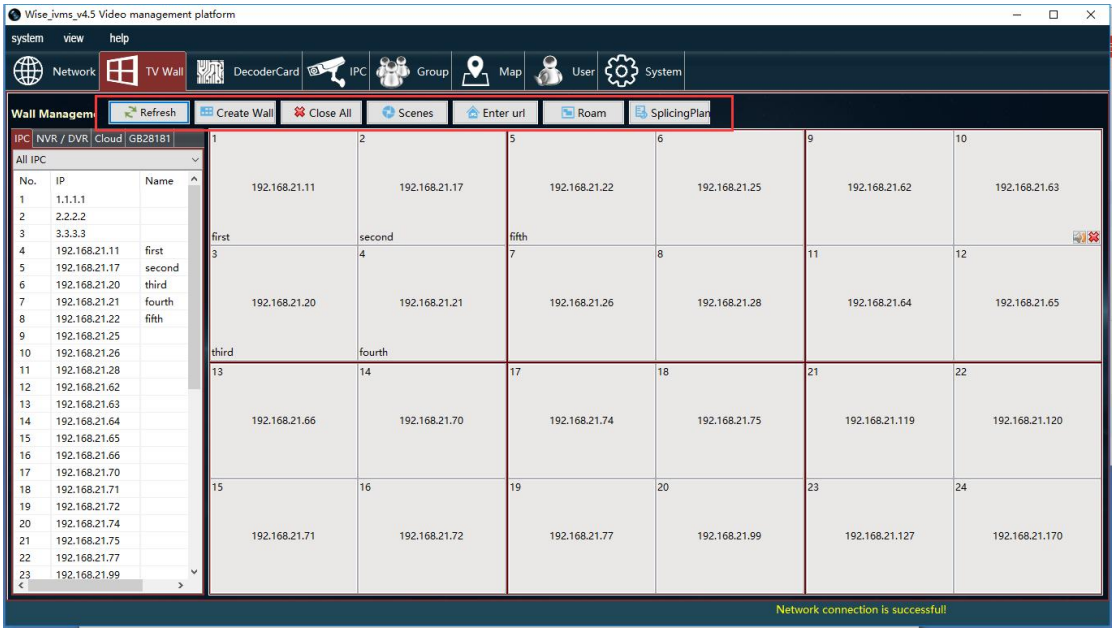


Figure 3.12

3.3.1 Basic operations

- Create wall: enter the interface as shown in figure 3.12. If no curtain wall is created, click "create wall" button first, as shown in figure 3.13.Create appropriate curtain walls based on the number of decoder cards .As shown in figure 3.12 above, the 2x3 curtain wall is created.

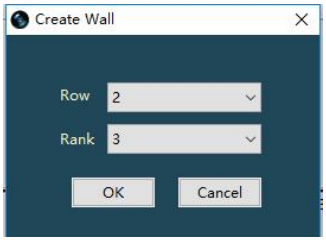


Fig.3.13 create wall

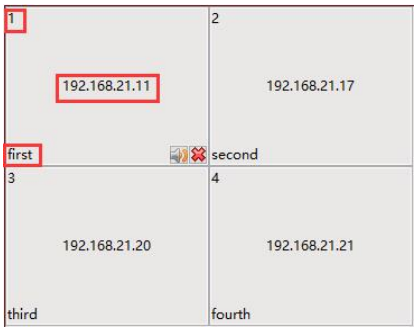


Fig.3.14 call in the video

- Call in the video: in the list of monitoring points on the left of figure 3.12, drag an IPC directly to the channel on the right with the left mouse button. As shown in figure 3.14, the IPC with IP 192.168.21.11 is transferred to channel 1, and the IPC with IP 192.168.21.17 is transferred to channel 2.The upper left corner of each channel is the channel number, the middle is the IP of IPC, and the lower left corner is the IPC name.
- Split screen: click the right mouse button on any screen to display the split screen menu, as shown in figure 3.15.

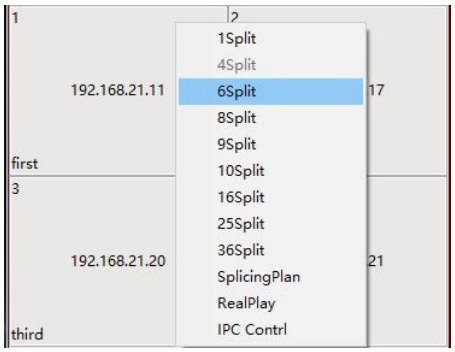


Figure 3.15 split screen

- Channel amplification: select any channel, double click to achieve channel amplification, and double click to restore the original split screen state.
- RealPlay: click the right mouse button on the channel that has been loaded into IPC to appear the menu as shown in figure 3.15, and click "RealPlay" to realize decoding of IPC of this channel, as shown in figure 3.16, real-time decoding of IPC of channels 3 and 4.Click the right mouse button in the channel that has been decoded in real time, and select "stop decoding" from the menu to end the real time decoding.(16 channels can be decoded simultaneously)

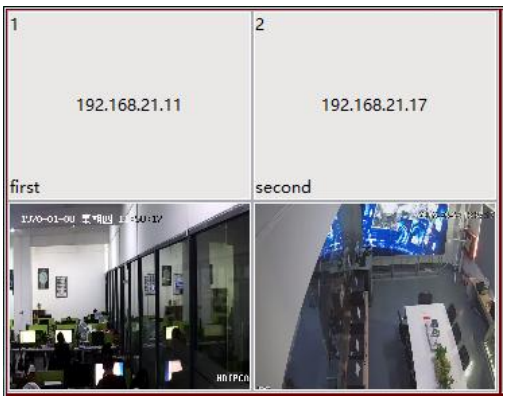


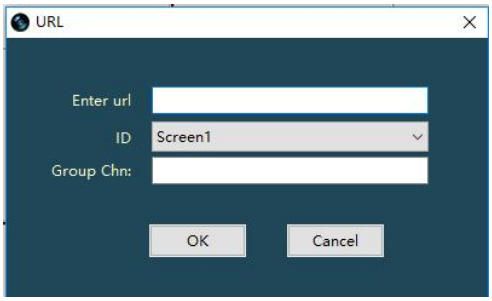
Figure 3.16 real-time decoding

- Close the IPC:

  Close an IPC: move the mouse over the channel to the lower right corner of the channel Click the button to close the IPC in the channel.

  Turn off all IPC: in figure 3.12, there is a button "Close all", which can turn off all IPC in the current incoming channel.

- URL address input: in the interface of figure 3.17, enter the URL address of IPC and select a channel number. After confirmation, the IPC can be transferred into the channel.



3.17 URL input

3.3.2 Scene memory

This feature can save different scenes and play them in a loop. Click the "Scenes" button in FIG. 3.12 to enter the interface in FIG. 3.19.

- Save: after setting the scene, click "save" in figure 3.19, and enter the name to be set or keep the default name unchanged in the popup screen. After "ok", the scene is saved.The saved scenario is shown in the first seven scenarios in figure 3.19.
- Call in: the saved scene can be "loaded in" for viewing, but this key is not enabled when the scene is not saved.
- Delete: the saved scene can be deleted directly. This key is not enabled when the scene is not saved.
- Scene poll: select the button before the saved scene, click "scene poll" button to start the selected scenes, and the name of the current scene will turn red, and the key will become "poll end". The scene cycle time can be selected before the cycle, the default is 30 seconds.

Figure 3.19 scene

3.3.3 Window roaming

Click the " Roam" button in FIG. 3.12 to enter the window roaming management interface in FIG. 3.20.To the left is the list of IPC, click an IPC (IPC turns blue to selected), and drag an area in a screen on the right to realize the window opening of IPC in the specified area on the specified device (the white area in the picture below is the window opening of IPC with IP 192.168.21.12 on screens).Click "close Roam" button to close the current open window.

Note:

a) Move the mouse over the current window opening, and long press the left button of the mouse to move the window opening to other screens; To change the window size, place the mouse pointer to the right, lower or lower right corner of the window (i.e. the position in the red box below).

b) Only one window can be opened at a time, and the window size should not exceed the size of all screens.

c) Drag the IPC from the IPC list to the current window to replace the corresponding camera image for the window.

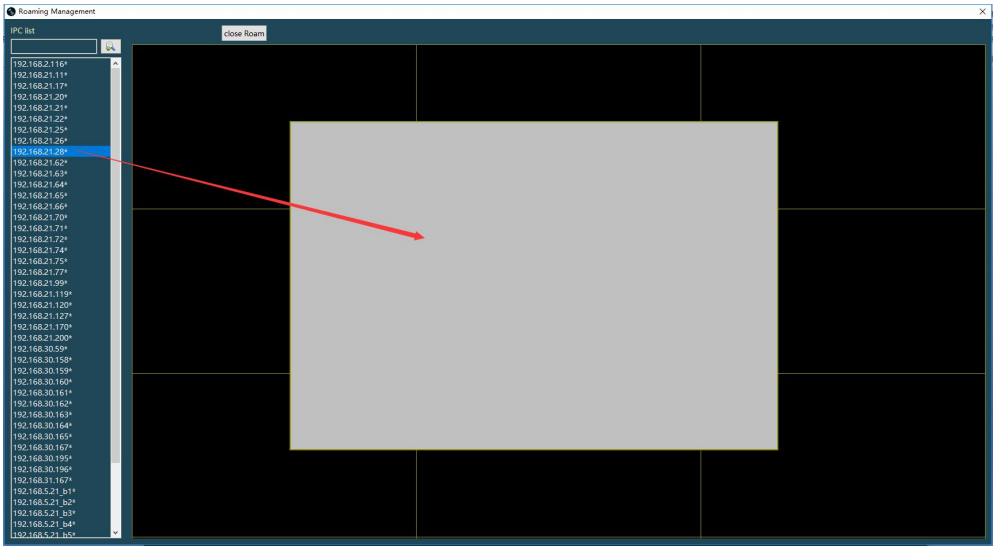


Figure 3.20 window roaming

3.3.4 External source

External source input can add, remove and add external source names, as shown in figure 3.21:

- Add external source: select the device in the drop-down box of "DevID" (each card represents one device), fill in the device name, and click the add button. Add the external source synchronously in the list of monitoring points in figure 3.12.
- Remove external source: select the device to be removed in the "DevID" drop-down box and click the delete button. The list of monitoring points in figure 3.12 will remove the external source at the same time.

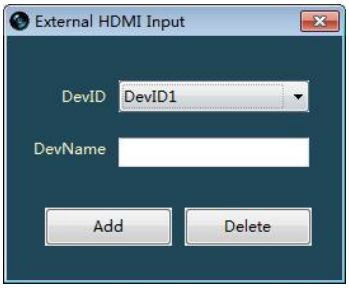


Figure 3.21 external sources

3.3.5 Splicing management

The splicing management operation is as follows:

- Mosaic display: long press the left button of the mouse to select the screen to be assembled. When releasing the mouse, the selected area turns yellow to indicate that it has been selected. In this yellow area, click the right mouse button to appear the menu shown in FIG. 3.22.

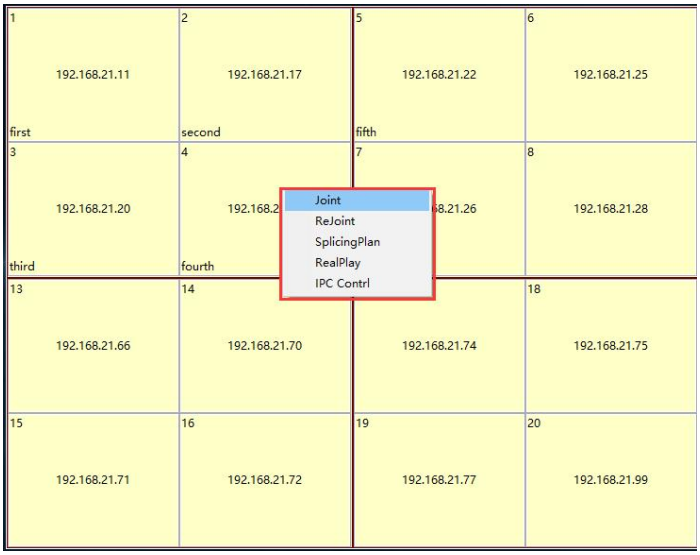


Figure 3.22 splicing display

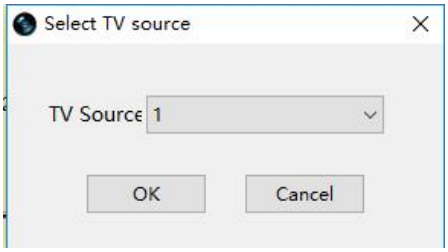


Figure 3.23 select the TV source

- Single screen display: the splicing interface is shown in figure 3.24. Click the right mouse button in the splicing screen to open the following menu, and click "single screen display" to restore the splicing state.

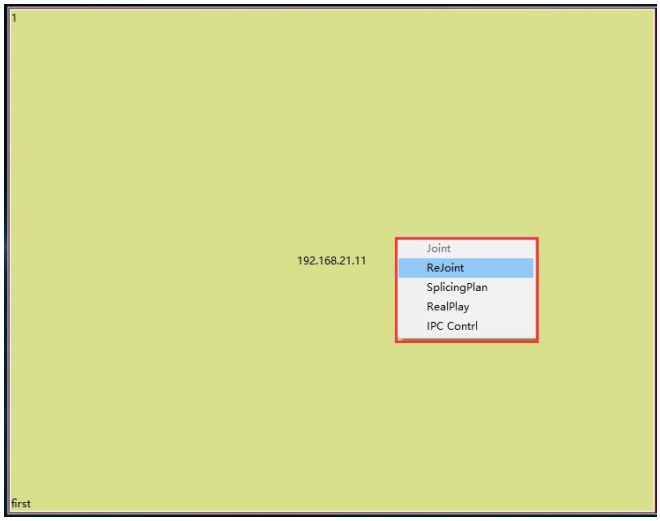


Figure 3.24 single-screen display (exit splicing)

- Add the splicing plan: as shown in figure 3.22, after selecting the screen, click "splicing plan" to enter the interface as shown in figure 3.25, select a plan ID and signal source, and after confirming it, the current plan is saved successfully. The saved plan can be viewed in the interface of "splicing plan" button, as shown in figure 3.26.

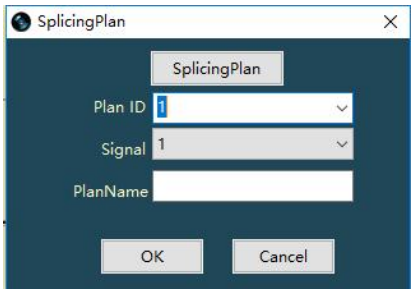


Figure 3.25 add a splicing plan

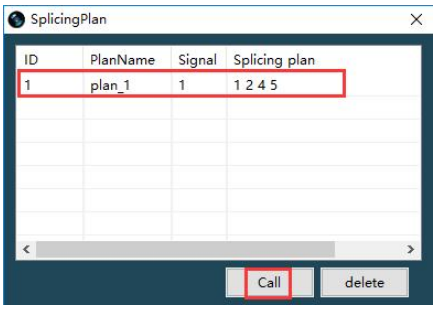


figure 3.26 call Plan

- Call plan: select a plan in the interface of fig.3.26 (turn blue to select) and click the "call" button.
- Delete plan: select a plan in the interface of fig.3.26 (turn blue to select) and click "delete" button.

3.3.6 Cradle head control

In the list of IPC on the left of FIG. 3.12, double-click an IPC to enter the interface of "IPC control" in FIG. 3.27, or move the mouse over the channel to load the ball machine, and right click to open the interface of " IPC control" under the menu shown in FIG. 3.22.

Note: the type of IPC must be changed to "Dome " in the IPC interface before the ball machine control, and the ball machine can only be operated after it is saved successfully.(if the IPC opened is a gun or not modified to a ball machine, the IP and type are shown in red in figure 3.27.)

- Step size: select the required step size in the step size drop-down box, ranging from 1 to 8. The larger the step size is, the greater the rotation Angle of the ball machine will be.
- Add: turn the ball machine to a certain direction, enter the number in the "preset" box (default starting from 1), and click "add" button, then the preset point is added successfully, and so on, multiple preset points can be added.
- Call: enter the added preset point number in the "preset" box. Click "call" to turn the ball machine to the preset point.
- Zoom: "+" can increase the multiple and focal length of the ball machine, "-" can reduce the multiple and focal length of the ball machine.
- Tracing: plays the added preset point loop.
- UnTracing: stop the current tracing of the ball machine.
- Direction control: click or long press the mouse to control the direction of rotation of the ball machine.

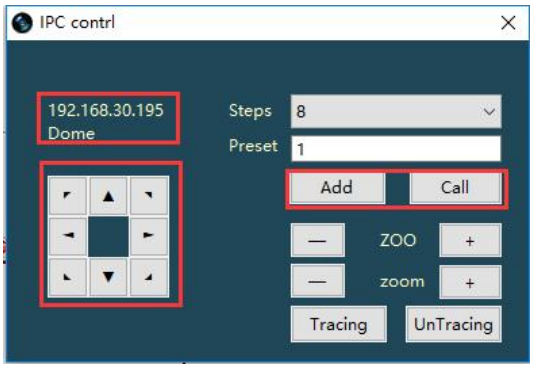


Figure 3.27

3.3.7 NVR/DVR

The current PC version supports the use of video recorders such as haikang, dahua, xiongmai, meidian bell, jiaxin jie, yushi, meidian enzhi, weishiqing, anyi and so on.

- Add equipment: in figure 3.12 "DVR/NVR" on the left of the interface the blanks click the right mouse button to open the following menu is shown in figure 3.28, "add device" button to enter "equipment" interface, figure 3.29 choose to add a device type, the equipment IP, port, user name, password, and channel number to fill in full, after determining the equipment will be added to the left side of the interface (device name can, also can is empty; The maximum number of channels is 128).
- Preview: after the device is successfully added, as shown in figure 3.29 to the left, then directly drag the video recorder under the device into the screen channel to preview the current video screen. (if it is indicated that the channel cannot be added, then right click on the device name and the menu as shown in figure 3.30 will appear. After successfully uploading channel information, drag it)

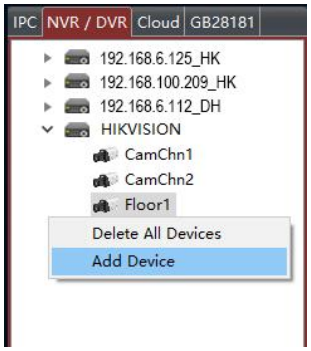
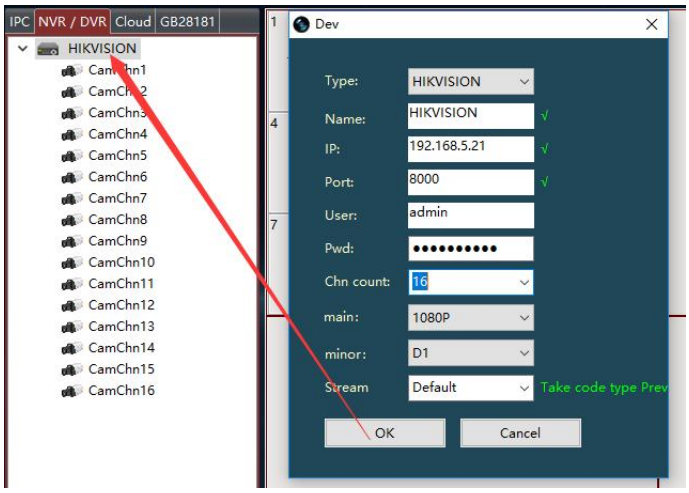


Figure 3.28 add device



3.29 edit device information

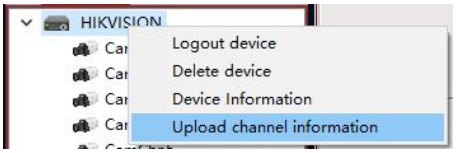


Figure 3.30

- Delete device: as shown in figure 3.30, click the "Delete device" button.
- Modify channel name: right click on a channel of the video recorder to open the menu of FIG. 3.31, click " Chn Name" button to enter FIG. 3.32, edit the name and confirm that the modification is successful.(in the figure below, CamChn3, is selected and the default name "CamChn3" is changed to "Floor1").

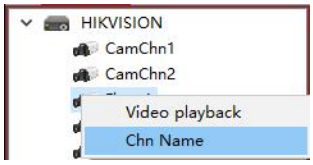


Figure 3.31 video playback

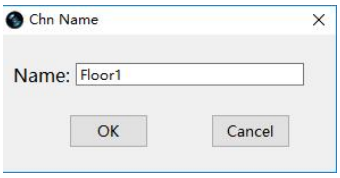


figure 3.32 modify channel name

- Video playback: select the video recorder channel to be played back, and open "video playback" in FIG. 3.31 with the right mouse button to enter the playback interface in FIG. 3.33.Click "Search" in position 1, and the video information obtained will be displayed in position 2. Select the video information of a certain period and double-click it, and then play the video playback video in the black area of position 3.

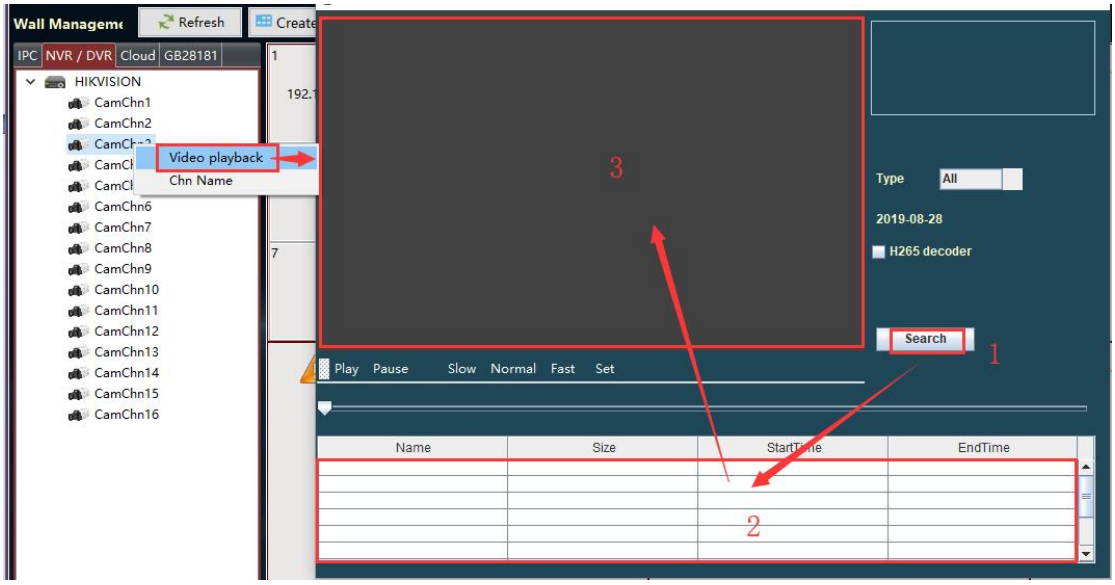


Figure 3.33 video playback

3.4 Group Settings

- Set groups: in the group ID drop-down box, 36 ids are default. Set a group, first select a group ID, and then fill in the channel number and IPC in the first box below, and save it. For example, the above picture saves a group with group ID 1 and channel number from 1 to 25.
  (channel number: the channel number of the curtain wall. IPC: ID number of IPC)
- Set group cutting: in the second box of figure 3.37, check the group that you want to set as a group and save it. (group refers to a previously set group, for example, group 1 is a group with a group ID of 1.)
- Single channel sequential cut in: select a channel in the drop down box of channel number, select a group ID in the drop down box of group ID, and click " Start chn Switch".

- Group sequential cut in: select groups and click "Start Group Switch".
- IPC group call in: select a group ID from the group ID drop-down box, and click the " IPC group call in" button in the upper right corner of figure 3.37.

Figure 3.37 Group Settings

3.5 Electronic map

Electronic map is to drag the IP address of alarm linkage onto the map, and the alarm location can be known in real time.

- Add map: click "add map" in figure 3.40 to add map, and the added map will be displayed under "map" on the left side of the interface.
- RealPlay: drag the IPC into the map, and click the right mouse button on the IPC to see the menu in figure 3.40. After "real-time decoding", the decoded image of the current IPC can be seen, and the size of the decoded image can be arbitrarily dragged and changed.
- Alarm point setting: drag the IP address bound in the alarm event to the corresponding location on the map and place it there. Right click on the alarm IP and select "alarm setting"."Information" option can be called to the alarm IP image into the matrix display.

Figure 3.40 electronic map

3.6 User management

User management is to add, modify and give users access, as shown in figure 3.41.

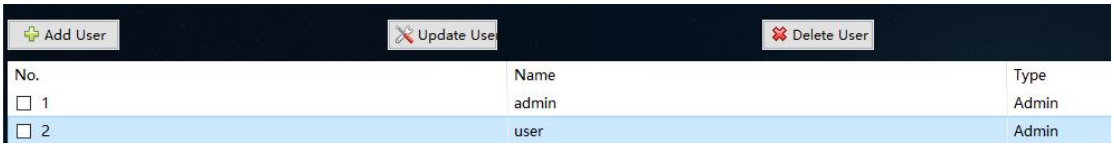


Figure 3.41 user management

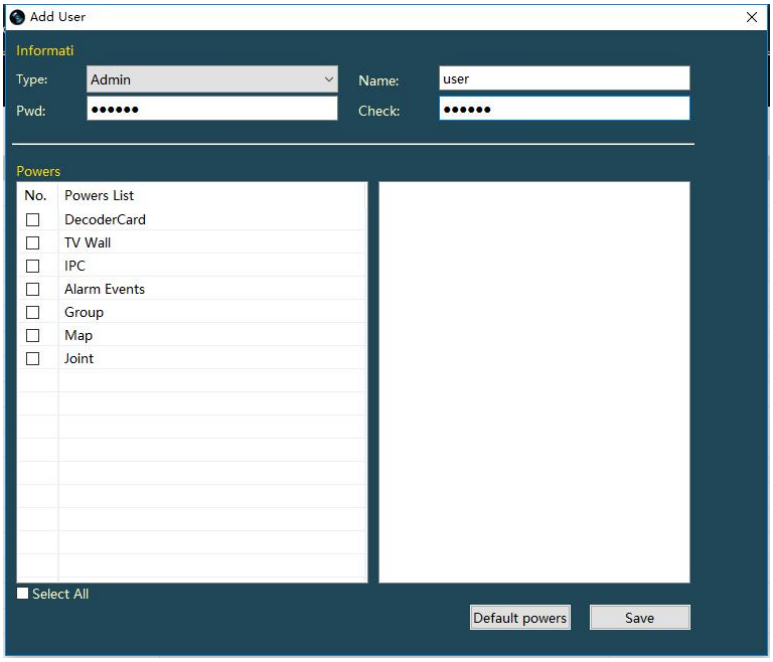


Figure 3.42 add a user

- Add user: click "Add user" in FIG. 3.41 and the interface shown in FIG. 3.42 will pop up. Select user type (administrator or operator) in this interface, fill in user name, password and confirm password, and tick user permissions.(click "Default powers" to check all user permissions).
- Update user: select a user in FIG. 3.41 (turn blue to select, as in FIG. 3.41). After selecting the user, the "Update user" button becomes available.
- Delete user: after selecting user, the "Delete user" button becomes available. At this time, the button can be directly clicked to delete.

3.7 System maintenance

System maintenance is mainly to upgrade cards and backup and restore data, as shown in figure 3.43.

- Board card upgrade: input the board card IP to upgrade in the IP box of decoding card device, click "+" to add to the list of upgrade management and tick, click button “Path” to open the file to upgrade in the upgrade file, and click "Upgrade" button.
- Backup data: click button "System Data" in the upper right corner of figure 3.43 and click "Backup" directly. The red box in the figure is a set of data that has been backed up.
- Restore data: click the backup data to turn it blue, as shown in figure 3.43. Then click the button "Restore", and the master will automatically restart the backup, and the data will be restored after the restart. (when restoring, keep the IP of the current master and slave exactly the same as that of the backup master and slave.)
- Delete data: check the box and click "Delete ".

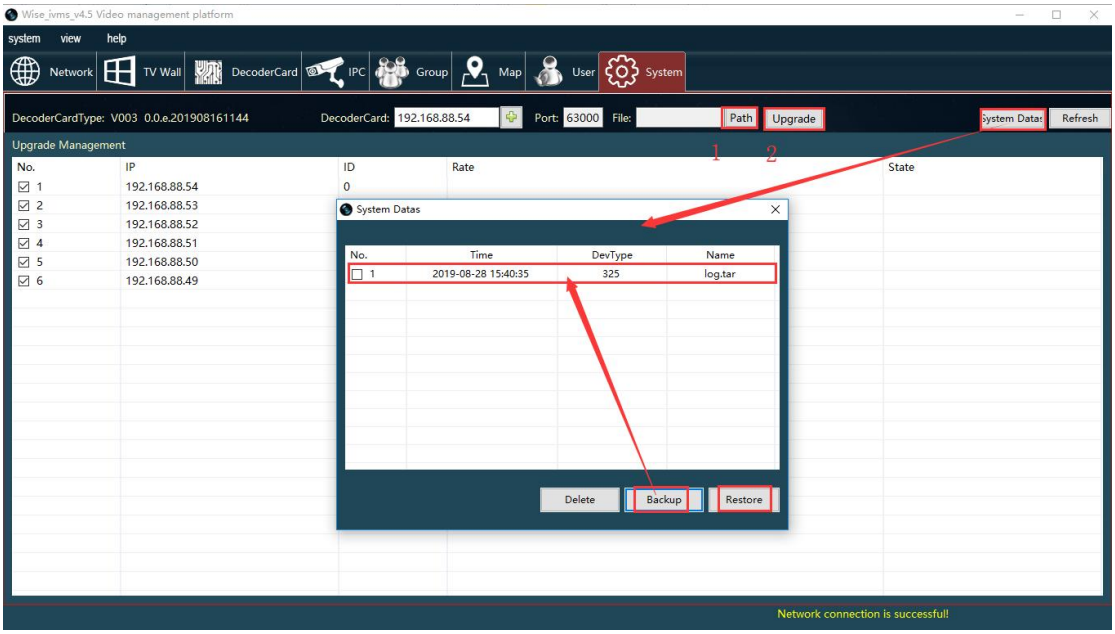


Figure 3.43 upgrade and backup