

victor

Administration Guide

July 2021

5.7.1

8200-2045-01 A0

www.americandynamics.net

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Table of Contents

Overview	7
victor Professional	7
victor Express	8
victor Enterprise	9
Third Party Integrations	9
C•CURE Unification	10
Getting Started	11
Server Configuration Application	11
Restarting Crossfire services	11
Starting victor Unified Client	12
The victor Unified Client workspace	12
The Quick action bar	13
The Navigation bar	14
The Search bar	16
Save and Close options	16
Changing the victor language or culture	17
Bandwidth configuration settings	17
Logging out or switching operator	18
Configure Window Style	18
Common Tasks	19
Dynamic Views	21
Licensing	24
Updates	30
Web Browser	32
Accessing Technical Support contact information	33
Devices	36
Devices List	36
Recorders	37
Cameras	44
in victor Camera Configuration	46

Device Discovery (Recorders)	47
Device Management	49
License Plate Management	55
Identity Management	58
Object Association	61
Point of Sale	64
Camera Region Editor	71
Controllers	72
Sites	85
Workstations	87
Analog Matrix	90
Virtual Matrix	94
General Purpose Interface	100
Events and Activity	110
The Activity list	110
Schedules	111
Events	118
Surveillance	151
Surveillance and Playback controls	151
Layouts	178
Call Up Configuration	183
Clips	190
Vault	206
Maps	209
Video Wall	221
Incident Management	223
Search and Retrieve	240
Accessing the Search and Retrieval Wizard	240
Basic search	241
Combined Video search	243
Motion Detection search	247
Direct Camera Access	248

Intelligent Search – Person	249
Site List Manager	250
Wearable cameras	252
Video Intelligence and Deep Intelligence searches	253
Area occupancy	257
Face Detection and Face Recognition search	258
Edge Elevated Skin Temperature	261
Edge Mask Missing	263
Edge Object Classification	264
Tyco AI	265
Tyco AI WAN support	266
Text Stream search	266
License Plate Recognition search	270
Analytic Heat Maps	271
Navigating search results	272
Early clip playback	272
Performing a Quick Search and Retrieve	272
Exporting search results	273
Saved searches	273
Alarm Rules	273
Investigator Mode	274
SIP Action	275
Maintenance Mode	276
Privacy zones	277
Reports and Data Visualization	279
Journal Filter	279
Creating a report	279
Creating an Ad Hoc report	280
Creating a VideoEdge Status report	281
Creating a Media Storage report	281
Show All	282
Finding an object's journal records	282
Logging a General Message	282

Creating a Predefined Log Message	283
Data Visualization	283
The Customize tab	285
Generic Edge Devices and Reports	285
Administration	288
victor Application Server	288
victor RESTful Interface	292
Health Monitoring	307
Roles	313
Operators	316
Settings	322
External Applications	340
Appendices	341
Appendix A: victor MAS/SAS Support	341
Appendix B: Creating & Editing Templates	348
Appendix C: Deploying the victor Web Service	352
Appendix D: Supporting newer client versions on older server software	357

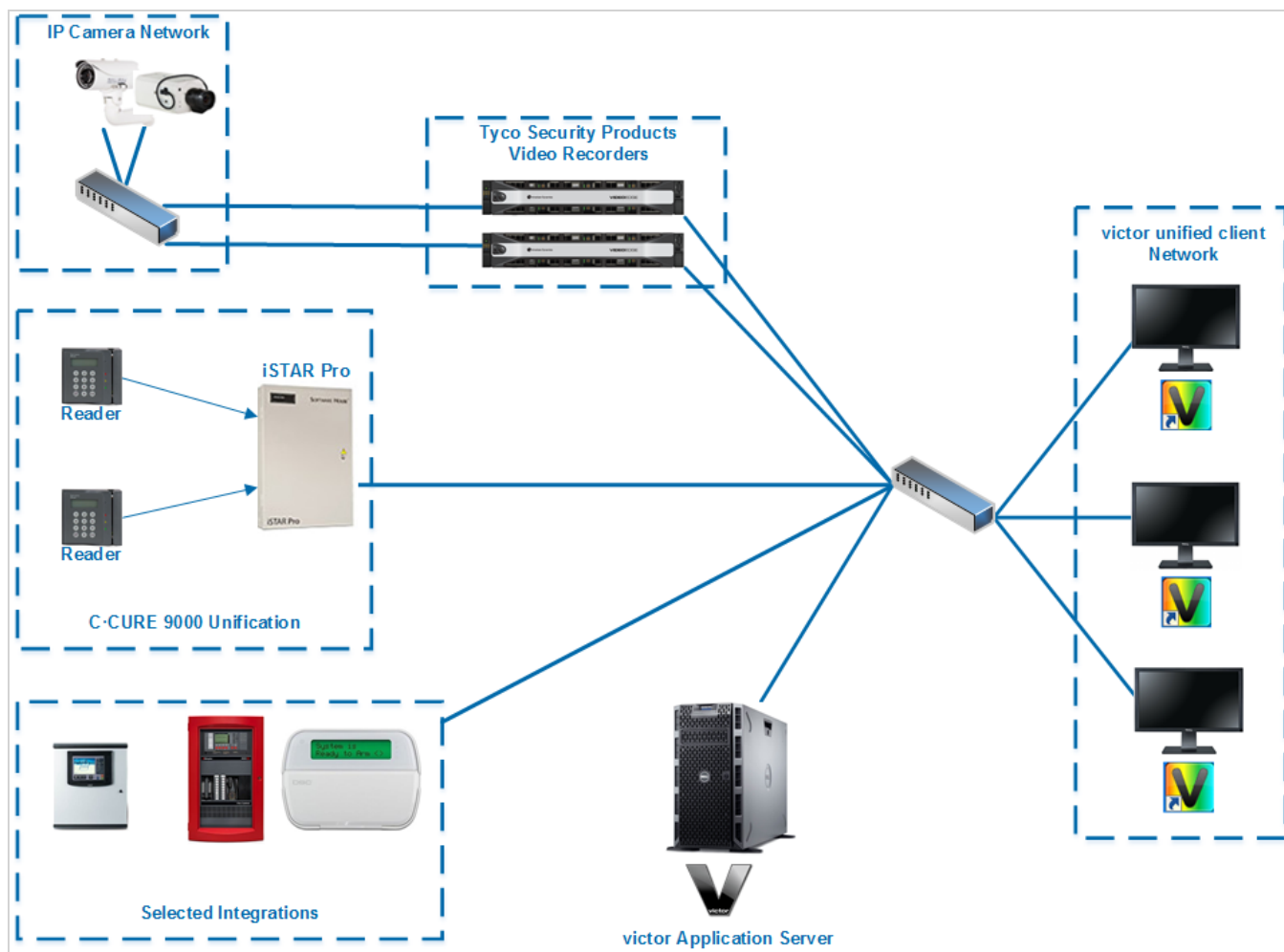
From a single, intuitive interface, victor Unified Client enables management of live and recorded video from all of Tyco Security Products video recorders; Intellex DVRs, ADTVRs, VideoEdge NVRs, and exacqVision. victor Professional and victor Enterprise support multiple integrations and Unification with C•CURE 9000, allowing control and monitoring of your entire security system. victor Unified Client also supports the use of custom operator accounts, so that users can be assigned different roles and privileges for different clients.

victor Unified Client's complete and scalable portfolio of clients offers a solution that is right for any business, of any size.

victor Professional

victor Professional enables management of live and recorded video from all Tyco Security Products video recorders (Intellex DVRs, ADTVRs, VideoEdge NVRs and exacqVision). They also support integration of supported third-party devices (for example, Fire Panels, Intrusion systems). In addition, victor Professional also supports unification with the C•CURE 9000 access control system, enabling monitoring and control of your entire security system from the victor interface.

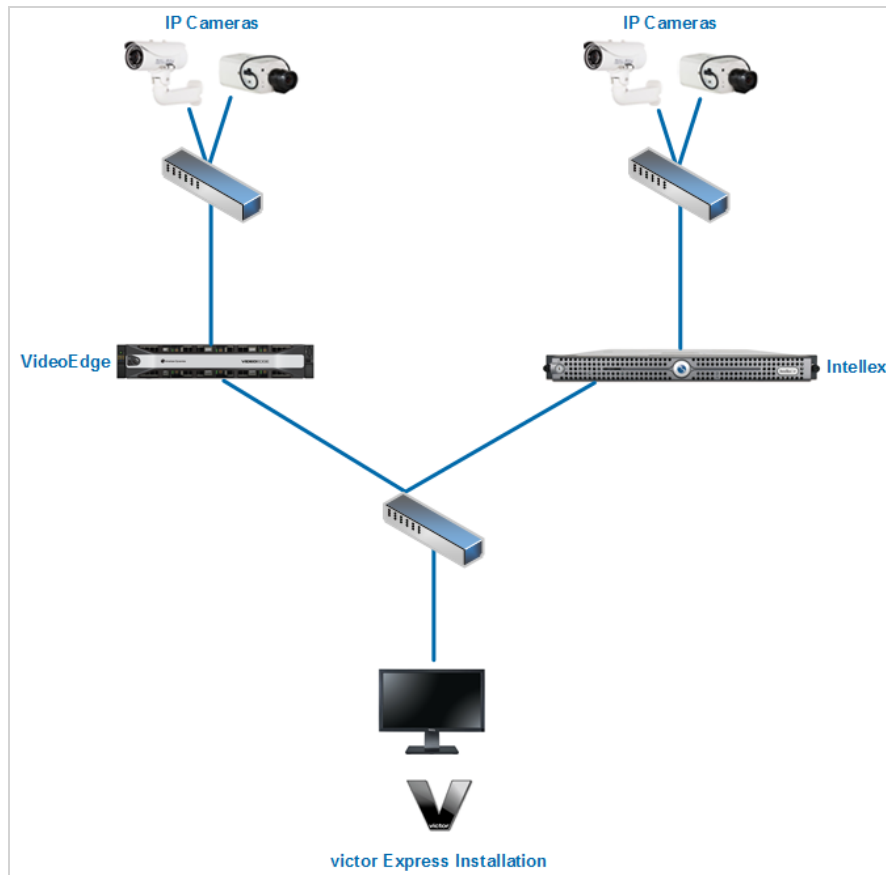
victor Client and victor Unified Client use victor Application Server to manage data. victor Application Server is an industry standard Microsoft SQL Server database and as such, can be hosted either on the local client machine or remotely, enabling scalability to suit your business.



victor Express

victor Express offers the ability to manage live and recorded video from multiple Intellex DVRs and VideoEdge NVRs through the victor interface. victor Express does not rely on a victor Application Server for its database, instead using SQL Express Localdb.

victor Express is limited to one client connection; it does not support features that rely on multiple clients being connected (for example, video wall). victor Express does not support integrations or Unification with C•CURE 9000. You can upgrade victor Express to victor Client or to victor Unified Client.

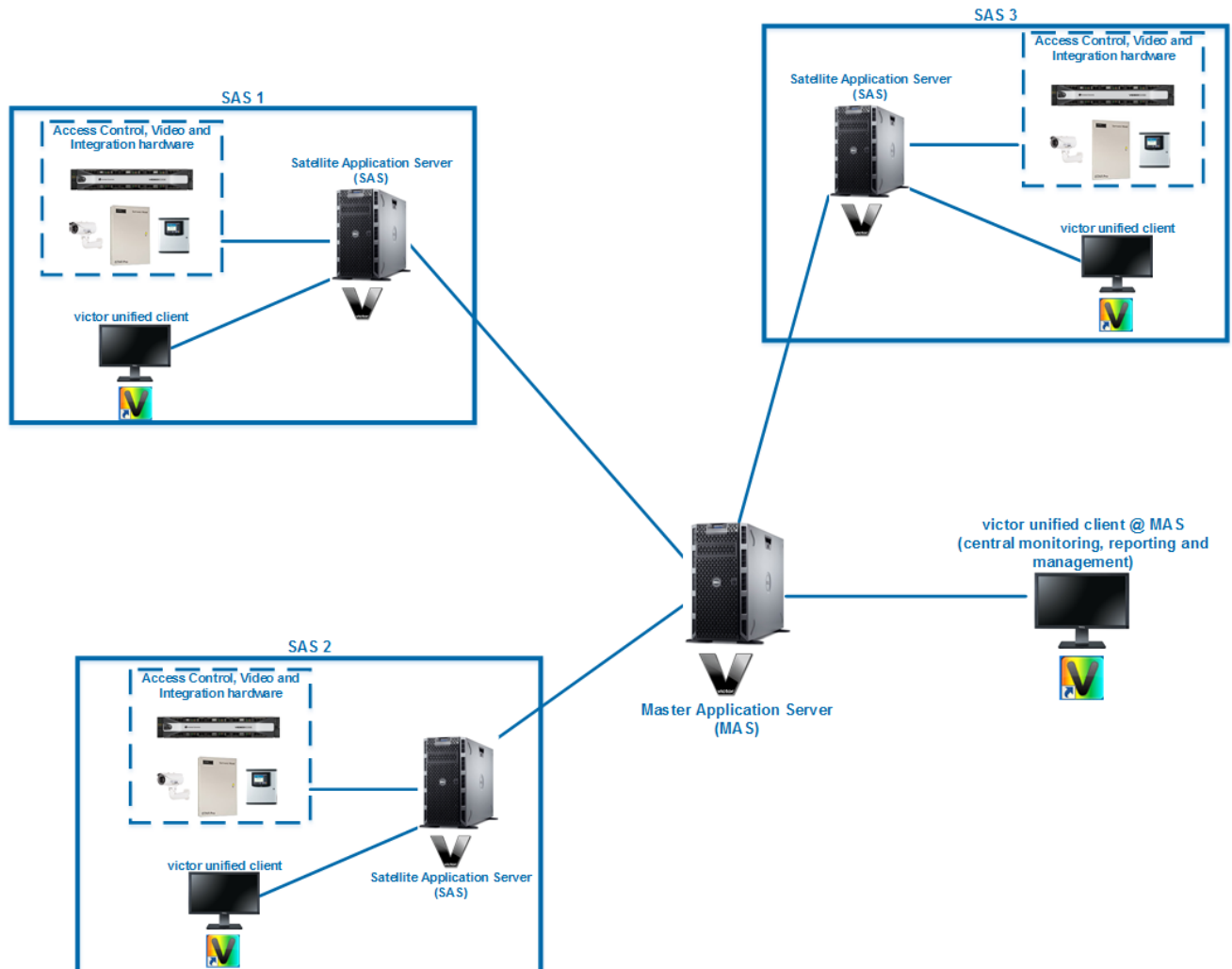


victor Enterprise

For users with large, dispersed systems, victor (along with C•CURE 9000) supports enterprise deployments. Enterprise architecture supports a Master Application Server (MAS) which synchronizes data with up to 40 Satellite Application Servers (SAS). From the MAS, you can view and manage all aspects of the unified security system, as well as rolled-up reporting and event management for the entire enterprise.

Enterprise deployments are typically 'Hub and Spoke' with the MAS at the hub and SAS's forming the globally deployed spokes.

For more information about victor Enterprise, see "Appendix A: victor MAS/SAS Support".



Third Party Integrations

victor Unified Client extends Event Management support to various third party fire and intrusion integrations. For a full list of drivers, refer to the American Dynamics website (www.americandynamics.net).

Integration with third party add-ons enables victor Unified Client's device list to display Third party hardware. All objects support victor Unified Client's privilege configuration and authorization.

All actions and state changes related to integrated objects are displayed on the activity list and are written to victor Unified Client's journal database. victor Unified Client's reports also support Access Control, Fire and Security modifications.

You can use alarms from integrated objects to trigger Events.

Refer to the relevant victor integration manual for detailed information on integration, installation and operation instructions.

Note:

If you upgrade victor Unified Client to version 4.9 or higher, you must also upgrade any installed integrations to version 4.9 or higher. If you use older versions of integrations with a newer version of victor Unified Client, you may experience unexpected behaviors in victor.

C•CURE Unification

When you unify victor with C•CURE 9000 you can manage C•CURE 9000 access control events through victor Unified Client. You can lock and unlock doors, check status of access control devices, and acknowledge events and alarms. In addition, you can arm and disarm inputs and you can deactivate and pulse outputs. You can view the status of controllers and other access control devices both from the device list and through maps. Events update in real-time, and you can acknowledge Events in the C•CURE 9000 client or victor Unified Client as required. C•CURE 9000 alarms appear in victor Unified Client on maps, in the event viewer, in reports, and in the activity list.

Note:

victor Unified Client and C•CURE integration requires the following versions:

- victor Unified Client version v4.2+
- C•CURE 9000 v2.1+

For detailed installation instructions, refer to the *victor / C•CURE Unification Reference Guide*.

This section describes how to start victor services (victor Unified Client only), launch the client after installation, and provides an overview of the main Graphical User Interface (GUI).

It is important to read this section as it provides useful user information on a number of basic/common tasks which are not repeated throughout the manual and are not related to specific object types or scenarios.

Server Configuration Application

The Server Configuration Application provides a management interface for administration of various server settings. You can access the Server Configuration Application from the Server Configuration icon on the desktop, or from the Windows Start menu (**All Programs > Tyco > Server Configuration**)

The application contains the following tabs:

- **Services** - Manually start and stop Framework and Extension services
- **Server Components** - Manually start and stop Bidirectional server components
- **Database** - View database connections
- **Settings** - Enable and disable Application and Network settings
- **Backup/Restore** - Back up and restore your SQL database

Restarting Crossfire services

After you install victor Unified Client, all applicable services are running. However, you may need to restart services after you add new licenses, to ensure that full functionality is available.

Crossfire Framework Services must be started first to allow Extension services to run. All extension services should start automatically, but you can also start them manually if required.

- 1 Double-click the **Server Configuration** icon on the desktop.

Note:
Depending on security settings, you may need to right-click the icon and select **Run as Administrator**.

- 2 In the Server Configuration Application, select the **Services** tab.
- 3 Stop the services.
 - a Select **Stop** for all Framework services. Status changes to Stopped.
 - b Select **Stop** for Extension services as required.
- 4 Restart the Framework services.
 - a Select **Start** for **Crossfire Framework Service**. Wait until **Status: Running** displays in Green.
 - b Select **Start** for **Crossfire Server Component Framework Service**. Wait until **Status: Running** displays in Green.
- 5 (Optional - manual restart only) Restart the Extension Services
 - a Select the **Enabled** checkbox for all required extension services.
 - b Select **Start** for all required extension services. The status changes to **Running**.
- 6 Confirm that all Services have changed status to **Running**.
- 7 Exit the Server Configuration Application.

Starting victor Unified Client

Note:

- Before you start victor Unified Client, ensure that all victor services are running
 - Initial sign-in must be from the windows user account under which the client was installed. (During installation, a client user is created called **Installer Account**. Because this is the only user which exists at this time and victor Unified Client uses Windows authentication, it is important that this user is logged in to Windows.)
-

- 1 Double-click the **victor Unified Client** icon on the desktop. The client sign-in dialog appears.

Note:

Sign-in occurs automatically when you first launch victor Unified Client.

- 2 Select the **Authentication Method** for the operator - Windows or Basic
- 3 Enter **Username** (Windows Username of the installer account if this is the first login).
- 4 Enter **Password** (Password of the Installer Account).

Note:

Blank passwords are not accepted.

- 5 Select **Domain** and **victor Application Server** as required
- 6 Select **OK** to log in.

The victor Unified Client workspace

The default layout for the client contains the Navigation bar, the Quick action bar and a 2 x 2 Surveillance window. The tools and buttons that are available on each tab may vary, depending on the components that are installed, the licenses that are applied, and the role of the logged in user.

Figure 1: Default victor Unified Client layout

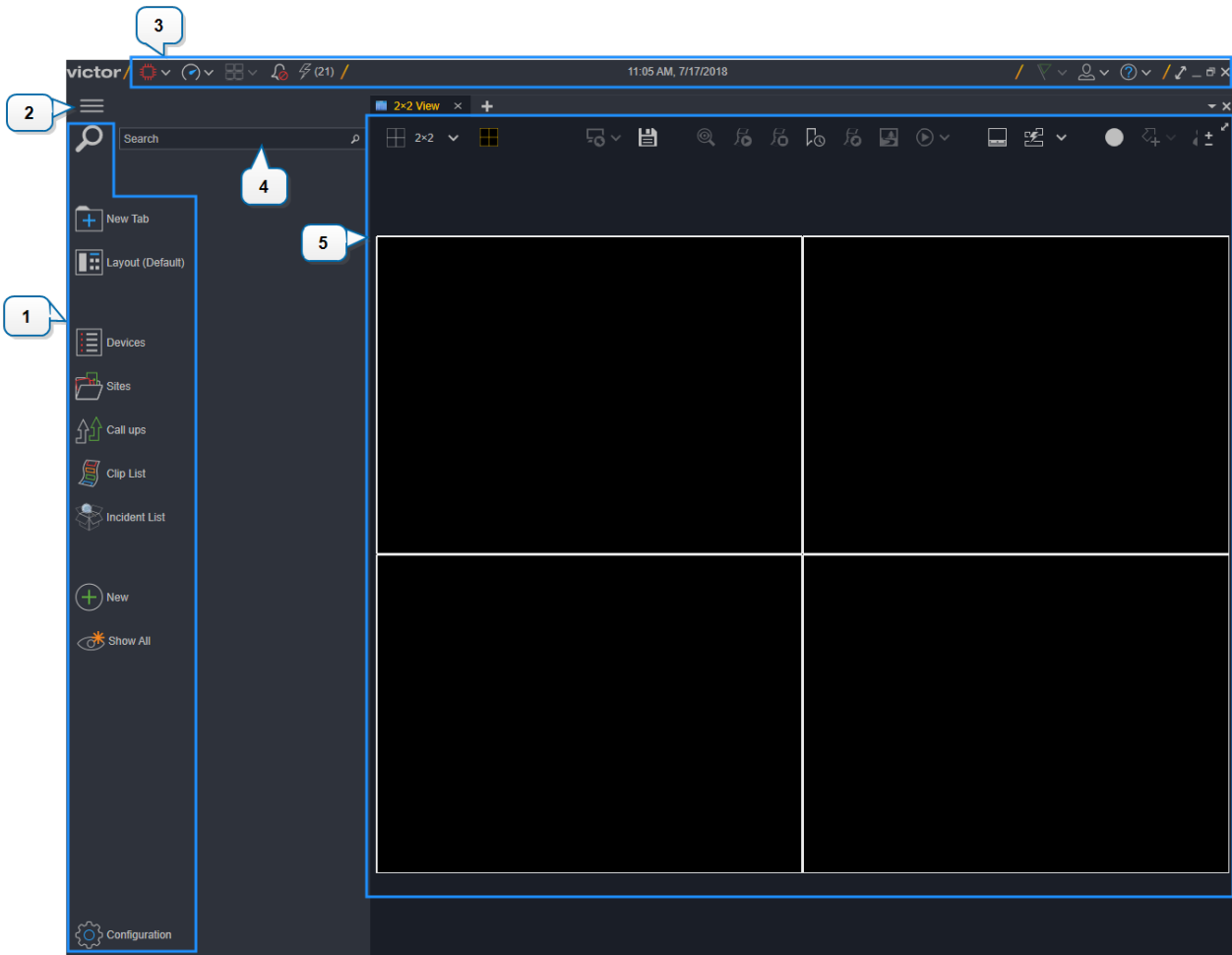


Table 1: Default layout elements

Number	Element
1	The Navigation bar
2	Expand or collapse the Navigation bar
3	The Quick action bar
4	The Search bar
5	A Surveillance window

The Quick action bar

The Quick action bar is a static display of system-level Information. The following table shows the Quick Action Items that you can access from this menu:

Note:
Some menu options may be restricted by role permissions.

Table 2: Quick action bar icons

Icon	Name	Description
	Health status	Select this icon to view the CPU usage, Memory usage, Disk usage and Network usage.
	Bandwidth settings	Select this icon to configure the bandwidth settings for victor Unified Client.
	Virtual Matrix	Select this icon to quickly switch between configured virtual matrices.
	Silence alerts	Select this icon to mute the sound that plays when an event triggers in victor Unified Client.
	Active alerts	This icon displays the number of active alerts. Select the icon to open the Event Viewer.
	Status messages	Select this icon to view any error messages that are detected by the client. For example 'Recorder has reached its maximum number of clients'
	Operator menu	Log out of victor Unified Client, or log in as a different operator.
	Help menu	Select this icon to open the help menu. From the help menu, you can select the following options: Help, view Training Videos, Support, Languages, About
	Maximize	Select this icon to hide the Quick action bar and resize the victor Unified Client window.

The Navigation bar

The Navigation bar contains the controls for using and configuring victor Unified Client.

Note:

Some menu options may be restricted by role permissions.

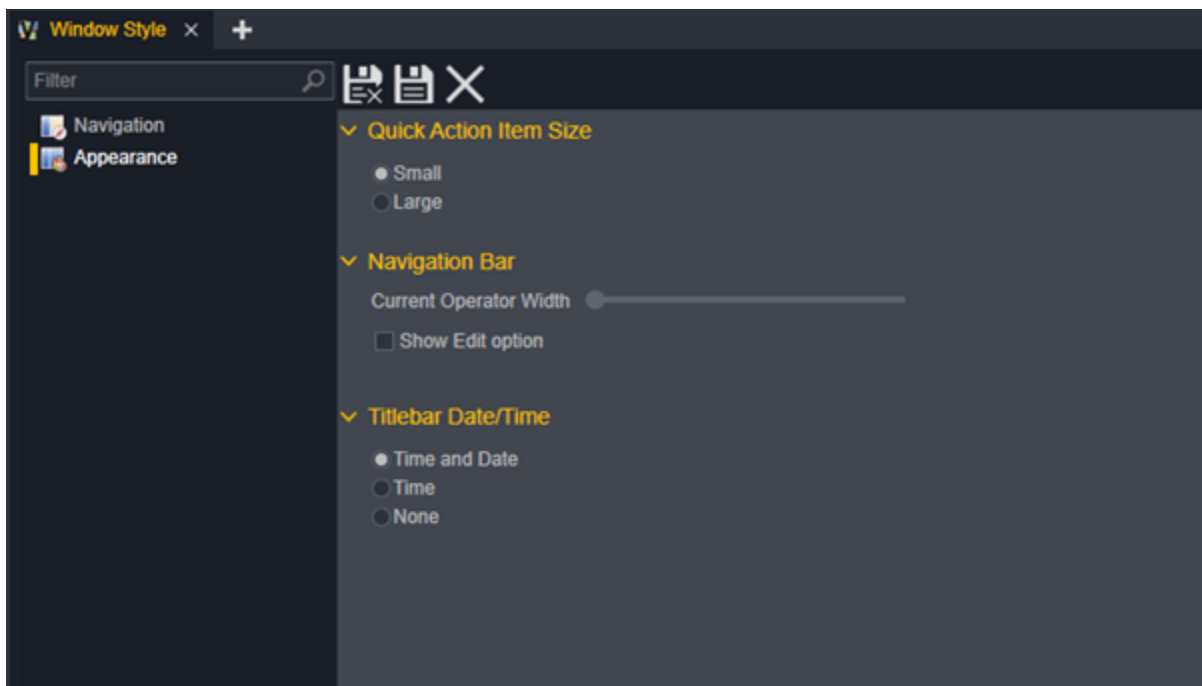
Table 3: Navigation bar icons

Icon	Name	Description
	Search	Opens the Search menu. From this menu you can view search results. If you run a search and then close this menu and reopen it during the same session, the most recent search results still display.
	New Tab	Opens the New Tab tile menu. From this menu you can open a Surveillance window, the Event Viewer, the Incident List.
	Layout	Opens the Layouts list in the navigation pane. From this pane you can create, save, refresh and switch layouts.
	Devices	Opens the Devices list in the navigation pane. From the Devices list you can manage devices that you add to victor Unified Client.
	Sites	Opens the Sites list in the navigation pane. Use the Sites list to create and configure Site folders.
	Call ups	Open the Call ups list in the navigation pane. From the Call ups list, you can create and configure Saved Views, Salvos, Tours, Virtual Presets and View Switches.

Icon	Name	Description
	Clip List	Opens the Clips list in the navigation pane. From the Clips list, you can import clips, organize and manage existing clips, and export or verify clips.
	Incident List	Opens the Incidents list in the navigation pane. From the Incident list, you can create and manage Incidents and Incident contents.
	New	Opens the New item tile menu. From this menu you can create new objects, for example, Events, Maps, Operators, and Incidents.
	Edit	Opens the Edit item tile menu. From this menu you can select an existing object to edit, for example, Maps, Events, or Operators. Note: From version 5.7+, the Edit icon is disabled by default. See "Enabling the Edit icon".
	Show All	Opens the Show All tile menu. From this menu you can select an object type to open in a dynamic view. For example, select Recorder from this menu to open a Dynamic view of all the recorders that are connected to victor Unified Client.
	Configuration	Opens the Configuration settings hub menu. From this menu you can access the victor Unified Client settings menus, such as Event/Action Pairing, License Plate management, Window Style, and Settings.

Enabling the Edit icon

Figure 2: Enabling the Edit icon



- 1 Click the **System Configuration** icon, then click **Window Style**, and then click **Appearance**.
- 2 In the **Navigation** section, select **Show Edit option**.

The Search bar

You can use the search bar to search for any objects that are added to victor Unified Client. You can search for objects from the following menus:

- The Devices list
- The Sites list
- The Clips list
- The Call ups list
- The Incidents list
- The New Tab menu
- The Create new item menu
- Object Dynamic Views

When you run a search query, search results appear in the search menu. You can interact with objects that appear in the search results. For example, you can drag and drop recorders or cameras onto actions that you create, or you can right-click on an object to access its contextual menu. You can also access dynamic views for an object type. For example, if you search for the term recorder, you can select the Show All Recorder option from the search results.

If an incident or a clip folder appears in the search results, the contents of that incident or clip folder also appear.

Search results persist until you enter a new search query, or until you log out of victor Unified Client. If you close the Search menu, you can reopen it to view the most recent search results.

Figure 3: Interacting with search result objects

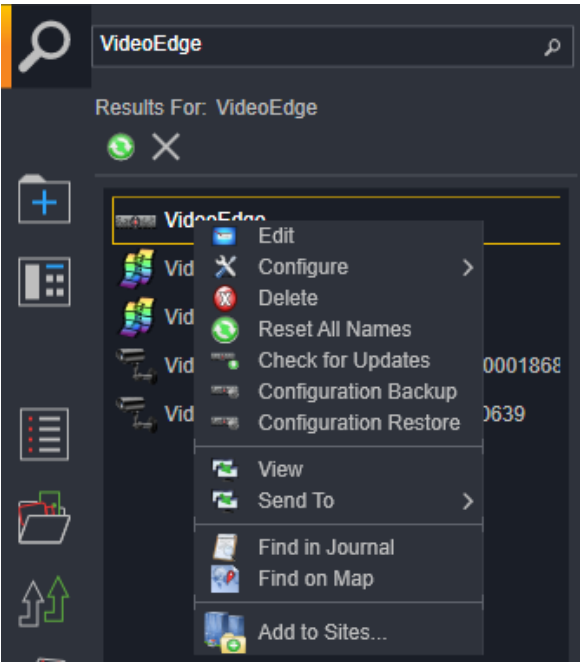
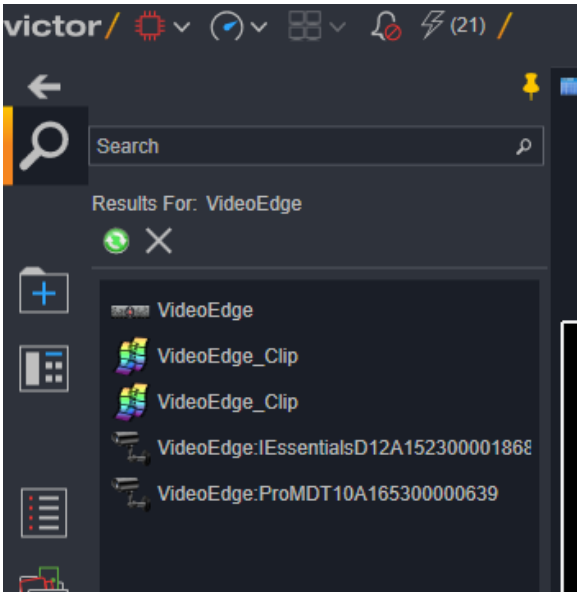


Figure 4: Viewing previous search results



Save and Close options

When you create or edit an object, Save and Close options appear in the object editor. The following table describes each option's function.

Icon	Function
	Save the object and close the object editor
	Save changes to the object and do not close the editor
	Save the object and create a new object of the same type
	Close the object editor and do not save the object

Changing the victor language or culture

You can change the language or culture of the text displayed on the application Graphical User Interface (GUI). After you select a new language, you must restart victor Unified Client for the changes to take effect.

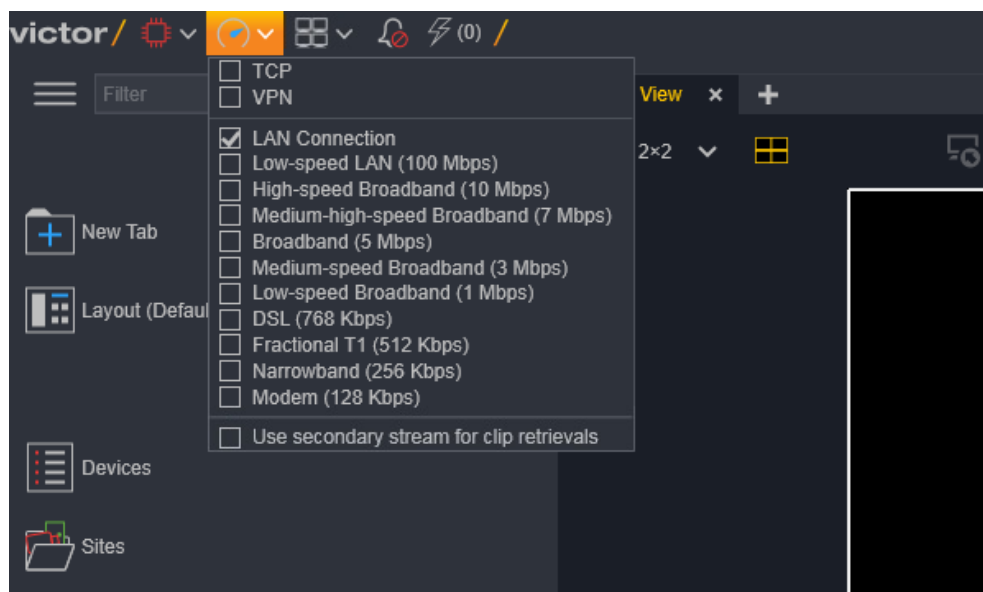
- 1 From the Quick action bar, click the **Help menu** icon.
- 2 From the **Help** menu, select the **Languages** button.
- 3 From the **Language Selection** dialog, select a language from the list and then click **Select**.
- 4 Restart victor Unified Client to view the GUI in the new language.

Bandwidth configuration settings

You can monitor victor's current bandwidth and CPU usage from the Health status menu, on the Quick action bar.

You can configure bandwidth settings to reflect the capabilities of your network. From the Bandwidth settings menu, you can select a bandwidth option from a list of network types. Each network type defines a maximum bit-rate value to be received from video servers.

Figure 5: Bandwidth settings



The client allocates a bandwidth limit to each individual active stream by intelligently distributing the total bandwidth limit associated with the chosen network type.

The ability to change bandwidth type is based on the role allocated to the active user.

Bandwidth throttling

- Bandwidth throttling may degrade video quality.
- When you apply Bandwidth throttling, the  symbol appears on the video stream for five seconds.
- When a stream stops due to client bandwidth configuration, the  symbol displays.

Virtual Private Network (VPN)

When using a VPN connection, selecting the VPN option from the Quick action bar changes two settings for VideoEdge:

- The VideoEdge will obey the WAN Bitrate Cap set in its Network>General menu.
- Stream communication is carried out in TCP mode (default is UDP).

Logging out or switching operator

To log out, select  from the Quick action bar, then select **Logout**. The current operator is logged out and the login window appears.

To switch operator, select  from the Quick action bar, then select **Login**. The login window appears but the current operator remains logged in until a new operator is authenticated.

Configure Window Style

From the Window Style page, you can configure navigation and appearance settings for victor Unified Client. To

access the Window Style page, select , then select **Window Style**.

Navigation

You can configure the following settings from the Navigation section of the Window Style page.

- **Navigation Pane Auto Close Speed** - The Layouts, Devices, Sites, Callups and Clips lists all open in a Navigation pane. By default, this pane closes automatically after a fixed period of time. Select one of the following options, then select **Save**:
 - Slow (6 seconds)
 - Medium (4 seconds)
 - Fast (2 seconds)
 - Instant
- **Hub menu performance** - Select this checkbox to filter empty items from the Edit and **Show All** tile menus.

After you configure the navigation settings, select **Save** to apply the changes.

Appearance

You can configure the following settings from the Appearance section of the Window Style page.

- **Quick Action Item Size** - Select the size for the Quick Action items in the Quick action bar. Select **Small** or **Large**.

- **Navigation Bar** - Move the slider to adjust the Navigation pane's width.
- **Theme** - Select a **Light** or **Dark** theme for victor Unified Client.

Note:

- You must restart victor Unified Client for the Theme change to take effect.
 - This setting applies to all operators that log into the same workstation.
-

Figure 6: Light Theme

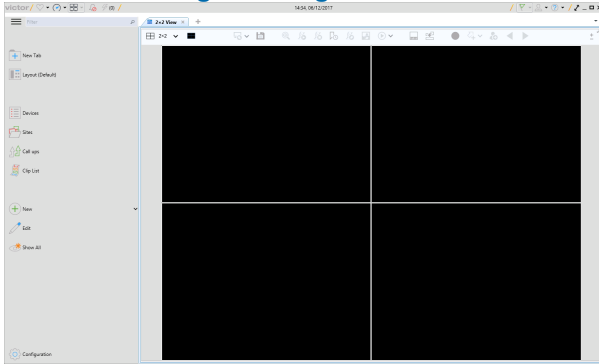
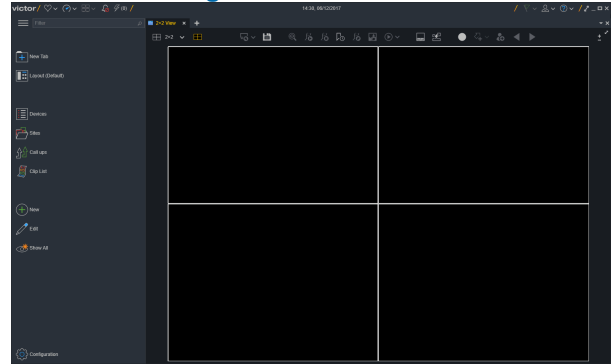


Figure 7: Dark Theme



- **Titlebar Date/Time** - Select which Time and date settings to display in the Quick action bar. Select one of the following options:
 - Time and Date
 - Time
 - None

After you configure the Appearance settings, select **Save** to apply the changes.

Common Tasks

There are certain user actions within the client which are identical for all object types and therefore are not repeated in each chapter. Most notably these are:

- **Show All** (Dynamic Views)
- **Deleting Objects**
- **Refresh Hardware**
- **Object Editors**
- **Object Selector**
- **Object Selector**
- **Cycle Active Tools and Windows**

Creating objects

- 1 From the Navigation bar, click the **New** icon.
- 2 From the **Create a New item** menu, click an object icon
- 3 Configure the object as required.
- 4 Select **Save**.

Editing objects

Use object editors to make changes to existing system objects. They are generally accessible from the Object's context menu.

- 1 Select the **Devices** icon. to open the Device List.
- 2 From the **Devices** list, expand an object type group.
- 3 Expand any other parent folders as required.
- 4 Right-click the object that you want to edit, and then click **Edit**.
- 5 From the object's editor page, edit the object settings as required.
- 6 Select **Save**.

Deleting objects

- 1 Select  from the Navigation bar.
- 2 Select an object icon. A List of all selected object types displays.
- 3 Right-click on the object to be deleted.
- 4 Select **Delete**. A warning dialog displays.
- 5 Select **Yes** to delete the object.

Refreshing hardware objects

The procedure to refresh hardware is identical for all object types.

- 1 Select  to open the Device List.
- 2 To refresh all objects of a single type:
 - a Right-click the Parent object.
 - b Select **Refresh**. All objects of that type refresh.
- 3 To refresh individual objects:
 - a Select  next to object type to expand the selection.
 - b Expand any other parent folders as required.
 - c Right-click the object to be refreshed.
 - d Select **Refresh**. The object refreshes.

Using the Object Selector

The Object Selector is used throughout the client to select objects. It is used for Administration, for example, to select role exceptions.

- 1 Select  Object Selector appears.
- 2 Select the object type from the **Type** column. **Object** column will be filtered based on type.
- 3 Select object from the **Object** column.
- 4 Select **OK**.

Cycle Active Tool Windows and Files

For easy navigation between open victor Unified Client tabs, you can cycle between active tool windows and files.

Hold Ctrl and press Tab to open a dialog displaying active Windows and files. Cycle the active items by pressing Tab until the required item has focus in the dialog.

Release Ctrl to focus on the required item.

Dynamic Views

Object lists (Dynamic Views) are generally displayed using the **Show All** option from the Navigation bar, or from an object type's contextual menu. These lists generally contain object Names and Descriptions. Depending on the type of object being displayed, more information may be available by right-clicking the column headers and displaying extra detail

Opening an object list (Dynamic View)

- 1 Select  from the Navigation bar.
- 2 Select an object icon. A List of all selected object types displays.

Sorting and filtering objects

You can sort objects within Dynamic Views by selecting field names.

- 1 Select .
- 2 Select the required object type.

Note:

You can also open a Dynamic View from the Devices list. Select , right-click an object type, then select **Show All**.

- 3 To **Sort** objects:
 - Select a Column Header to sort by. Objects sort alphabetically.
- 4 To **Filter** Objects:
 - a Select the filter icon  from the required column header for which the data is to be filtered.
 - b Select the filter criteria from the dropdown menu. Dynamic View updates to reflect the selected filter.

Applying a custom filter

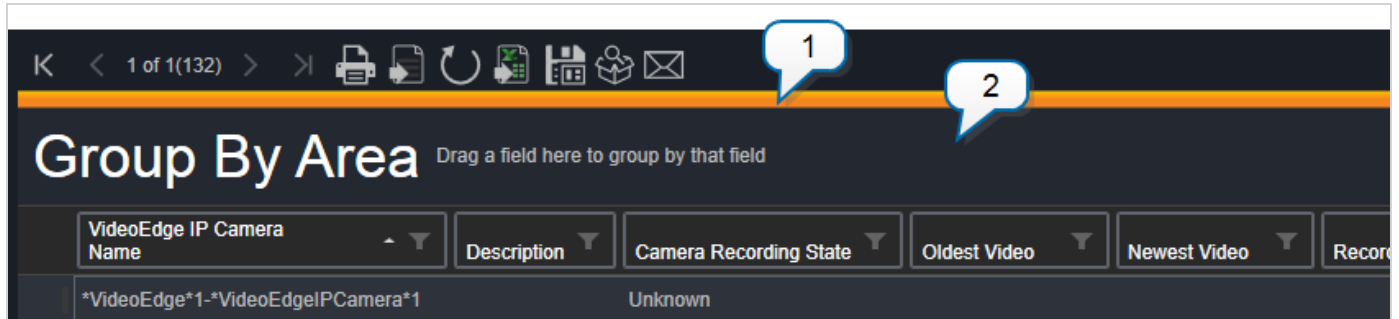
You can apply custom filters to Dynamic Views to help find specific information or limit the scope of a list.

- 1 Open the Dynamic View.
- 2 Select the filter icon  from the required column header for which the data is to be filtered. Dropdown menu displays
- 3 Select **Custom**. Custom Filter Selection window displays.
- 4 Select **Add Condition**.
- 5 Select the operator from the **Operator** dropdown menu.
- 6 Select the operand from the **Operand** dropdown menu.
- 7 Select **Ok**. The Dynamic View updates to reflect the filter criteria.

Grouping Dynamic View information

You can group Dynamic View information by field names using the **Group By Area**. This is the solid bar under the Dynamic View Controls.

Figure 8: The Group By Area



Number	Description
1	Select this bar to expand the Group By Area.
2	Drag column headers to this section to group the Dynamic View information.

Exporting object lists

You can export Dynamic Views in .XPS and Excel format.

- 1 Open the Dynamic View, sort and filter as required.
- 2 To export as an .xps document:

- a Select the **Export the Grid** icon, . The **Save As** dialog displays.
- b Navigate to the Save in folder.
- c Edit the **File name** as required.
- d Select **Save** to save the .xps file.

- 3 To export as an Excel document:

- Select the **Export the grid to Excel** icon, .

If Excel is installed, it automatically loads the file. If Excel is not installed, a Windows dialog displays - select from the options displayed.

Saving a Dynamic View

After you configure a Dynamic View to display as required, you can save the view for later retrieval.

- 1 Configure the Dynamic View as required.
- 2 Select the **Save the current grid configuration** icon, . The Create/Save dialog opens.
- 3 Enter a name for the view in the **Name** textbox.
- 4 (Optional) Enter a description for the view in the **Description** textbox.
- 5 Select the **Default** checkbox if you require this view to be the default for displaying the dynamic views of this object type.

Note:

To display a dynamic view that is not set as default, select , then select **Dynamic View**. Right-click on the view and select **Show the view**.

Additional Functions

Additional functions can be accessed from dynamic views depending on the objects that are being displayed. This includes the option to create a new object or assign properties to an object selected in the dynamic view. Some objects can also be saved to an Incident folder, or sent as email attachments.

By selecting multiple instances in the dynamic view you can batch edit shared properties. The properties displayed will be dictated by the dynamic view in use.

Icon	Name	Description
	Set Properties	Assign object properties
	Save to Incident	Save the object to an Incident
	Send by email	Send the object by email

Note:

- You must configure Email Preferences before you can send dynamic views as email attachments. You can configure Email Preferences from the Settings menu.
 - The report is attached to the email as an .xps file.
-

Licensing

You can manage victor Unified Client licensing through the License Manager application. The License Manager is installed on server installs. You can use the application to generate a System Information file and to apply licenses. The License Manager also displays license status, license information and lists all licensed components.

Note:

- Owners of a victor Client license who want to run a unified system with C•CURE 9000 on the same host machine must purchase a victor Unified Client license with the unified component.
 - Owners of a victor license who want to transfer VideoEdge license components to a Centralized license must purchase a victor license with the Centralized Licensing component.
-

SSA Retention

When upgrading from victor 5.6, you do not need to generate a new license. The Software Support Agreement (SSA) retention allows you to continue using your previous license.

Note:

You will have to apply for a new license for new installations or when you are upgrading from version 5.4.1 or earlier.

Applying for a victor License

By default, your victor Unified Client installation includes a 120-day trial period. After the trial period expires, you must purchase a license to continue using the product. To register victor Unified Client you require the following:

- An Internet connection
- A valid email account
- A valid login for either the Software House or the American Dynamics website
- The System Information file
- Valid victor serial number. The serial numbers starts with ESS and is provided when purchasing the software.

Note:

You must generate the System Information file on the machine for which the license is intended. This XML file contains information specific to the machine on which it was generated and therefore the license created will only work on that machine.

- 1 On the desktop, right-click the **Licensing** icon and select **Run as Administrator**.
- 2 In the License Manager window, select **Generate**.
- 3 Enter a File name in the text box. (Default filename is available if required).
- 4 Select a destination to save the XML file, and then select **Save**.
- 5 Open your internet browser and go to <http://www.americandynamics.net>.
- 6 Select **Products**, then select **Register a Product**.
- 7 Select **victor** to open the Software License Management page.
Complete the registration process to apply for a victor Unified Client license.

Adding a victor License

When you add the .LIC license file, the trial period no longer applies and all licensed features are available.

- 1 Save the license file (.LIC) to a local directory.
- 2 Right-click the **Licensing** icon on the desktop.
- 3 Select **Run as Administrator**. The **License Manager** window displays.
- 4 Select **Add new license**.
- 5 Browse to the license file and select **Open**.
- 6 Select **OK**. The license will be applied and services restarted.

Note:

If you encounter any problems, refer to the licensing instructions PDF that is included with the license e-mail.

victor Centralized Licensing

From victor and VideoEdge version 4.9 onwards, you can choose a Centralized licensing solution. Centralized licenses are victor licenses that include VideoEdge license information. Centralized licenses are stored centrally on a victor Application Server. When you purchase a victor Centralized license, you can also purchase VideoEdge components as part of that license. Alternatively, you can transfer the contents of an existing VideoEdge license into a victor Centralized license.

The following VideoEdge license components are available for a victor Centralized license.

- Cameras
- Analytic cameras
- Facial Recognition cameras
- Facial Verification cameras
- License Plate Recognition cameras
- Deep Learning Analytic cameras
- Facial Recognition Tier
- VideoEdge Virtual NVR
- Intelligent Search - Person

VideoEdge camera licenses form a shared license pool on the victor Application Server. Any VideoEdge devices that are running in Centralized licensing mode and that are connected to that victor Application Server can use licenses from the license pool. Each camera license can be used by one VideoEdge device at a time.

For more about configuring VideoEdge for Centralized Licensing, refer to the *VideoEdge NVR Installation and User Guide*.

Monitoring License Status

You can use the License Manager to view license information for victor Unified Client, C•CURE 9000 devices, and VideoEdge devices. Select the relevant tab to view license information such as license type, features, and expiry date.

Figure 9: License Manager

The screenshot shows the 'License Manager' application window. The 'victor' tab is selected, displaying the following information:

This tab details the available victor license information

General Information

- Victor version : v5.4 (19.0.453.426)
- SSA expires on : Information unavailable
- License type : victor Professional

Licensed Features

Feature Name	Info
Intellex Server Component	Enabled
General Purpose Interface Server Component	Enabled
HDVR Server Component	Enabled
victor Web Service	1000 licenses
Device Simulator	Enabled
Unified Client Connections	10 (2 in use)
Media Management Server Component	Enabled
Enable Remote Connections	Enabled
TVR Server Component	Enabled
illustra Camera Support	Enabled
VideoEdge Server Component	Enabled
Client to Client Display	5 licenses
Point of Sales	Enabled
Victor Client - Record Surveillance Window	Enabled
Victor Client - Health Monitoring	Enabled
Victor Client - Maps	Enabled
Victor Client - Reporting	Enabled
Victor Client - Dewarping	Enabled
Victor Client - VM PTZ Keyboard	Enabled
Victor Client - Analog Matrix	Enabled
Victor Client - Incident Builder	Enabled
SIP Synchroniser	Enabled

Refresh

victor Unified Client - Licensing

To view Licensing information in victor Unified Client, select the **System Configuration** icon and then click **Licensing**.

Figure 10: victor Licensing page

The screenshot shows the victor Licensing page with the following sections:

- General Licensing**: Victor Serial Number: ESS999999999999. Your victor SSA will expire in 194 days. After this time you will not be able to receive any support for your victor system, or update your license after upgrading your system. ☐ Enable SSA notification
- VideoEdge Licensing Summary**: A table showing the distribution of license types for VideoEdge devices.
- VideoEdge Licensing per Recorder**: A table showing license information for each recorder, including Recorder Name, LAN IP Address, WAN IP Address, Version, License Type, SSA Expiry, Camera, Free Illustras, Analytic, Facial Recognition, Face Verification, LPR, and Deep Intelligence.

Below the tables, there is a red warning box stating: "Oversubscribed licenses have been detected. VideoEdge NVR does not support centralized licensing." followed by explanatory text and a note about the SSA expiry date.

From the **Licensing** page, you can view tables with the following license information:

Note: You can export the tables to excel using the **Export the tables to Excel** icon.

The **General Licensing** section displays your victor serial number and the remaining time for your Software Support Agreement (SSA). From the General Licensing section, you can also enable or disable an SSA notification. This notification displays when you log on to victor.

The **VideoEdge Licensing Summary** displays the total number of VideoEdge devices that are added to the victor Application Server, as well as the distribution of license types for these VideoEdge devices.

From the **VideoEdge Licensing per Recorder** table, you can view the following information:

- Recorder Name
- LAN IP Address
- WAN IP Address
- Version
- License Type

Note:

VideoEdge devices running version 4.8.1 or earlier are highlighted in gray.

For **recorders running on version 4.9 or higher**: the following license component information is also displayed:

- SSA Expiry date
- Camera licenses
- Illustra Pro licenses
- Analytics licenses
- Facial Recognition licenses
- Face Verification licenses
- License Plate Recognition (LPR) licenses
- Deep Learning Analytics licenses
- Intelligent Search - Person
- WAN IP

- LAN IP
- Failover Status
- VideoEdge Virtual NVR enabled

Accessing the health dashboard

You can also view VideoEdge license information from the **Health Dashboard**.

Figure 11: VideoEdge device health

The screenshot displays the 'Device View' window with the 'VideoEdge' tab selected. The dashboard is organized into several sections:

- Device Information:** A table showing key details about the device.

Name	: VideoEdge	Device List
Enabled	: True	
IP Address/Domain Name	: 10.32.234.207	
Software Version	: 5.2.0.166	
License Type	: Local	
SSA Expiration	: 9/3/2021	
- Recorder Health:** A section with four status indicators, each accompanied by a green checkmark icon.

Communication Status	: Online
Alert Status	: Normal
Storage Status	: Normal Storage Statistics
Protection Status	: None
- Media Storage Health:** A table listing storage devices.

ID	Type	Info	Size
[0, 0, 0, 0]	physical	WDC WD5003ABYZ-011FA0 WD-WMAYP0J7ANMN (/dev/sda)	465.8 GB
[1, 0, 0, 0]	physical	WDC WD2000FYYZ-01UL1B2 WD-WCC1P61AH3JU (/dev/sdb)	1,863.0 GB
- Camera Health:** A section showing a green checkmark icon and the text 'No Camera Alarms'.

- 1 Click the **New Tab** icon, and then click **Health Dashboard**.
- 2 In the **Device View** menu, select the Recorders icon.
- 3 From the Recorders tab, double-click a recorder name to view device health information.
You can view VideoEdge License information in the **Device Information** module.

Configuring VideoEdge license reports

From the **Reports** page, you can configure a report to search for VideoEdge License alerts.

Figure 12: VideoEdge license alert report

The screenshot shows the 'Report Search' dialog box. On the left is a 'Customize' sidebar. The main area has a 'Available Date Range' of '7/4/2018 - 7/4/2018'. Below this are 'Date Range' and 'Refresh' dropdowns. The 'Date Range' is set to 'Today' and 'Refresh' is set to 'Never'. To the right are 'From' and 'To' date and time pickers. The 'From' date is '7/4/2018' at '12:00 AM', and the 'To' date is '7/4/2018' at '11:59 PM'. Below these are three tabs: 'Reports' (selected), 'Ad hoc', and 'Report Templates'. Under the 'Reports' tab, there are two dropdowns: 'Category' set to 'Events' and 'Template' set to 'Event Activations'. Below these are two input fields: 'Event(s)' with the value 'VideoEdge Server Licensing Alert' and 'Source(s)' with the value 'VE-Cork'. Each input field has a green plus icon to its right.

- 1 Click the **Create new item** icon, and then click **Report** to open the Report Editor.
- 2 Select the required date range using the **Date Range** Picker.
- 3 (Optional) To schedule a recurring report, select a refresh period from the **Refresh** dropdown.
- 4 Select **Events** from the **Category** dropdown.
- 5 Select **Event Activations** from the **Template** dropdown.

Note:

- Available templates may vary depending on which integrations are installed.
 - On selection each template populates the fields below the drop down with relevant filters (appropriate to report type).
-

- 6 Configure the Event.
 - a In the **Event(s)** field, click 
 - b In the **Type** list, select **Events**.
 - c Select **VideoEdge Server Licensing Alert** and then click **OK**.
- 7 Configure the Event Source.
 - a In the **Source(s)** field, click 
 - b In the **Type** list, select **Recorders**.
 - c Select the required VideoEdge devices from the list and then click **OK**.
- 8 (Optional) Select **New Tab** checkbox to open results in a new tab.
- 9 Select from the following actions:
 - **Execute** to run the report.
 - **Visualize** to send report results to Data Visualizer.
 - **Save** to save the report for future use (new dialog displays).

Note:

The **Save** dialog allows the user to provide a Name and Description for the report. It also allows the user to specify whether the report should prompt for new/different filters when it is executed. If checked when the report is executed the standard report dialog will be presented with the saved report information loaded. If the user configures a report with "Custom" as the Date Range, the report will prompt on execution so the user can specify dates.

- **Email** to send the report as an email attachment.

Note:

When the **Email** dialog is selected, an email popup displays. If a report was generated, it is attached to the email as an .xls file. If a report visualization was generated, it is attached to the email as a .png file.

Updates

You can update victor Unified Client and VideoEdge NVR (4.4+) recorders from within the victor Unified Client. Update files are hosted in a repository on the victor Application Server and can be downloaded by connected clients and pushed to supported recorders. In victor 5.3+, you can check for VideoEdge and camera updates from the Device Management page.

Tyco Update Utility

When you install victor Unified Client, you can also install the Tyco Update Utility. This component communicates with an update repository that is hosted on the victor Application Server providing a means to update Tyco software.

The update application lists all available updates that can be installed on the user's system along with the location of the machine hosting the update repository.

Unless disabled in Windows, Tyco Update Utility will launch on startup. You can manually launch the Tyco Update Utility by navigating to 'C:\Program Files (x86)\Tyco\UpdateClient' and launching **TycoUpdateUI.exe**. Once launched  will display in the system tray. Double-click to relaunch the Tyco Update Utility.

Note:

You must have administrator rights to download and install updates using the Tyco Update Utility.

victor Unified Client

victor Unified Client checks for available updates:

- Automatically on client startup
- Automatically when the client connects to a new victor Application Server
- Daily (automatically) if run for more than 24 hours without a restart

You can also check for updates manually from the About page.

Note:

- Update checks can only be carried out if the current user has the Administrator role in victor Unified Client.
- The ability to check for updates can be added to roles other than 'Administrator' by using the Type Exception

Workstation - Update victor Client.

Only victor Unified Client users who have the Administrator or Power User role are allowed to perform updates to the victor Unified Client. If the current victor Unified Client user does not have one of these roles then the update options will be disabled.

Windows administrator rights are required to install victor Unified Client updates.

Note:

It is good practice to acknowledge and clear all active Events before upgrading.

Updating victor Unified Client automatically

If an update is available, launching victor Unified Client, the client being open for 24 hours or connecting to a new victor Application Server displays the following message:

The victor Application Server you are connected to has an update available. Installing this update will cause victor Client to be closed. Would you like to automatically download and install this update?

Follow the procedure below to install the update. To skip the update, select **Remind Me Later**.

- 1 Select **Install**. The license agreement dialog opens.
- 2 Read the license carefully and select **Accept** to begin the update.
victor Unified Client closes and a dialog displays the update progress.

Note:

- Select **Cancel** to cancel the download of update files.
 - During the upgrade, if the Tyco Update application is running, the user is informed of progress from a system tray status display.
-

- 3 When the update completes, select **OK**.

Updating victor Unified Client manually

Users with appropriate permissions can manually check for and install updates from within victor Unified Client.

- 1 Select  then select **About**. The About tab opens.
- 2 Select **Check for Updates**.

Note:

If no update is available, dialog will display "Software is up to date". If an update is available, the following message appears:
"The victor Application Server you are connected to has an update available. Installing this update will cause victor Client to be closed. Would you like to automatically download and install this update?"

- 3 Select **Install**.
- 4 Read the license carefully and select **Accept**.
victor Unified Client closes and a dialog box displays the update progress. The update can be canceled by selecting **Cancel** during the download of update files.

Note:

- Select **Cancel** to cancel the download of update files.
 - Progress dialog will not display if User Account Control (UAC) is enabled.
 - During the upgrade, if the Tyco Update application is running, the user is informed of progress from a system tray status display.
-

- 5 When the update completes, select **OK**.

VideoEdge NVR

You can update VideoEdge NVRs through victor Unified Client, from the Device Management page. You can use Push Updates or Incremental Updates to update VideoEdge NVRs. Before performing the update, the NVR checks the current version installed against the version to be installed. If it is not a higher version, an alert is posted to the client, informing it that the update failed and the reason for failure.

For more information about updating a VideoEdge NVR, see "Device Management".

If security is enabled on the NVR, the user is prompted for credentials before the update is applied.

After successful update and restart of NVR services, an alert is sent to the victor Unified Client indicating to it that the installation was a success.



Caution

- When a software update is applied either through a push update or applied manually using the Administration Interface, NVR services will restart. Temporary NVR service outage should therefore be expected when an update is applied.
- It is recommended that you should schedule when NVR upgrades are applied and expect a loss of video when services restart. When upgrading NVRs which are being monitored by a secondary (Failover) NVR you need to stop Server Monitoring to prevent the secondary NVR taking over when the upgraded primary NVR's services stop.

Note:

VideoEdge NVR updates can only be carried out if the current user has 'Edit' permissions on the applicable VideoEdge NVR recorder.

Web Browser

You can view web pages in victor Unified Client's Web Browser.

Opening the web browser

- 1 Select  then select **Web**.
- 2 Enter URL into address bar.
- 3 Press **Enter**. Web page displays.

Adding Favorites to browser

Favorite sites can be added to the victor Unified Client browser to allow easy navigation.

Note:

Users cannot add favorites to a protected layout such as the default layout. In these cases, the add favorite button is disabled.

- 1 Select  then select **Web**
- 2 To add a favorite:
 - a Enter URL into address bar.
 - b Press **Enter**. Web page displays.
 - c Select **Favorites**.
 - d Select **Add to Favorites**.
- 3 To navigate to a favorite:
 - a Select **Favorites**.
 - b Select the required address from the drop down menu.
- 4 To remove a favorite:
 - a Select **Favorites**.
 - b Right-click the favorite to be removed.
 - c Select **Remove**.

Accessing Technical Support contact information

You can access contact information for American Dynamics Technical Support from the Technical Support page. The Technical Support page also contains buttons that can launch TeamViewer and the TYCO Diagnostics Utilities.

- 1 Select the menu button,  from the Quick action bar. Dropdown menu appears.
- 2 Select **Support**. Support page displays.
- 3 Expand section for your region to display Technical Support contact information.

Launching Remote Access

When you install victor Unified Client, you can also install a customized version of TeamViewer. You can use TeamViewer to enable a remote connection to your victor Unified Client PC from another PC with TeamViewer installed. You can launch the program from the Technical Support page.

Note:

To use TeamViewer, you must have an internet connection.

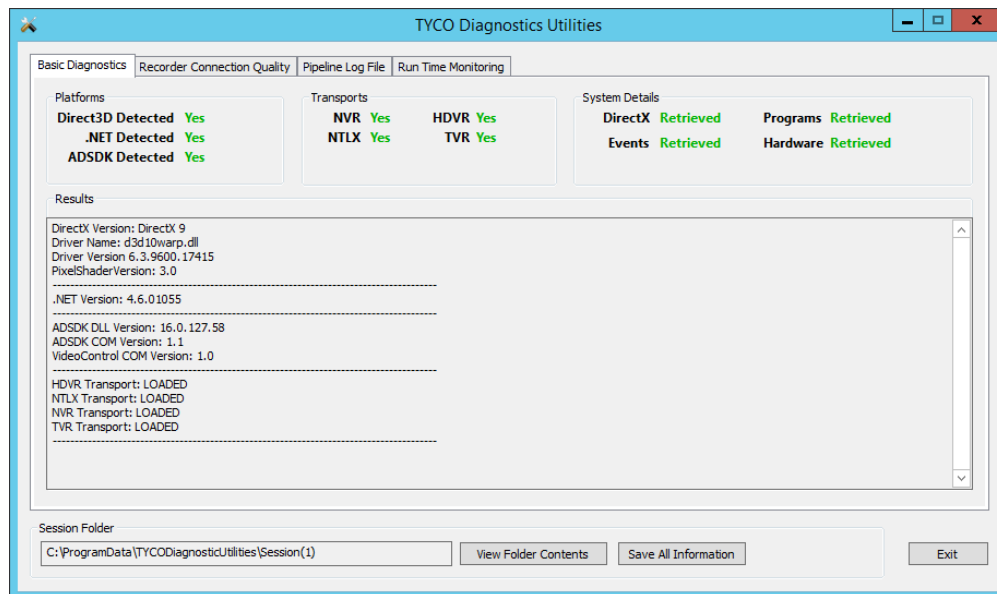
- 1 Select the menu button,  from the Quick action bar. Dropdown menu appears.
- 2 Select **Support** to open the Technical Support page.
- 3 Select **Launch Remote Access**.

Diagnostics Utilities

You can also launch TYCO Diagnostics Utilities from the Technical Support page. You can use these utilities to scan your system for performance issues and potential sources of errors.

Basic Diagnostics: The basic diagnostics utility checks that all platforms and transports are running and that the system details have been retrieved. Diagnostic results appear in the Results field. Select the **Save All Information** button to save the diagnostic results to the session folder.

Figure 13: Basic Diagnostics



Recorder Connection Quality: Enter address and login credentials for a recorder that you want to test. You can test the network connection, and you can view video footage from any cameras that are connected to the recorder.

Note:

For slower networks, select a longer time from the **Test Duration** dropdown list.

Figure 14: Recorder Connection Quality

The screenshot shows the 'Recorder Connection Quality' tab in the 'TYCO Diagnostics Utilities' window. The 'Recorder' section contains fields for Type (NVR), IP Address, Video Port (554), Admin Port (443), Test Duration (10 Secs), Username (admin), Password (VIDEO!edge23), and Camera (0). There are checkboxes for 'Secure?' and 'LAN' (selected) and 'WAN'. Below these are 'Test Connection' and 'View Video' buttons. A 'Detailed Statistics' section is empty. A 'Connection Progress' section shows a large empty box with a scrollbar. At the bottom, the 'Session Folder' is set to 'C:\ProgramData\TYCODiagnosticUtilities\Session(2)', with 'View Folder Contents', 'Save All Information', and 'Exit' buttons.

Pipeline Log File: Enable logging on victor Unified Client. Select the **Advanced** button to filter the information that is logged. Select the **Save All Information** button to save the logging information to the session folder.

Note:

- Enabling trace level logging or high levels of logging can affect system performance.
 - If you restart victor Unified Client while logging is enabled, the logging returns to its normal settings.
-

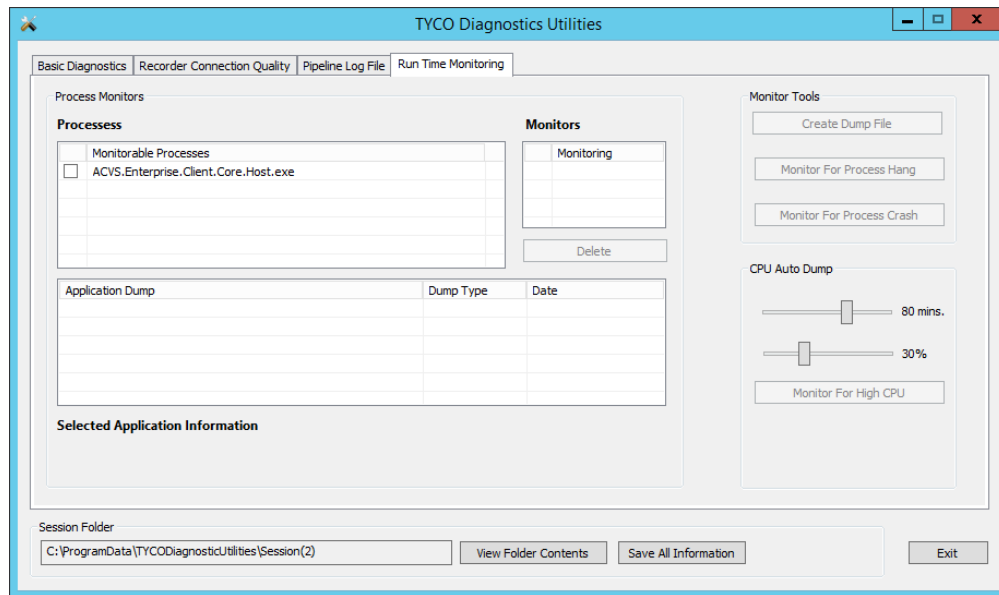
Figure 15: Pipeline Log File

The screenshot shows the 'Pipeline Log File' tab in the 'TYCO Diagnostics Utilities' window. The 'Loggable Application' is set to 'Victor Client'. There are 'Browse...', 'Enable Logging', and 'Advanced...' buttons. At the bottom, the 'Session Folder' is set to 'C:\ProgramData\TYCODiagnosticUtilities\Session(2)', with 'View Folder Contents', 'Save All Information', and 'Exit' buttons.

Pipeline Log File: Monitor victor Unified Client's performance, create dump files and monitor processes for crashes. You can also enable automatic crash dumps for selected time intervals.

Select the **Save All Information** button to save the monitoring information to the session folder.

Figure 16: Run Time Monitoring



Launching Diagnostic Utilities

- 1 Select the menu button,  from the Quick action bar. Dropdown menu appears.
- 2 Select **Support** to open the Technical Support page.
- 3 Select **Launch Diagnostic Utilities**.
- 4 Select a utility tab.
 - **Basic Diagnostics** - Scans your system's software and hardware.
 - **Recorder Connection Quality** - Connect to a recorder on your network.
 - **Pipeline Log File** - Enable or disable DEBUG logging for victor Unified Client.
 - **Run Time Monitoring** - Monitor the performance of selected processes.
- 5 Select **View Folder Contents** to access diagnostic information from the session.
- 6 Select **Exit** to close the diagnostic utilities.

Devices List

The Devices list provides a means of displaying and controlling all hardware configured in the system in a single window. It is primarily used to interact with system hardware from object icon's context menus.

The Devices list displays a tree view of all hardware devices configured on the system that are available to the current user. To display the Devices list, select the Devices icon from the Navigation bar.

Figure 17: The Devices list

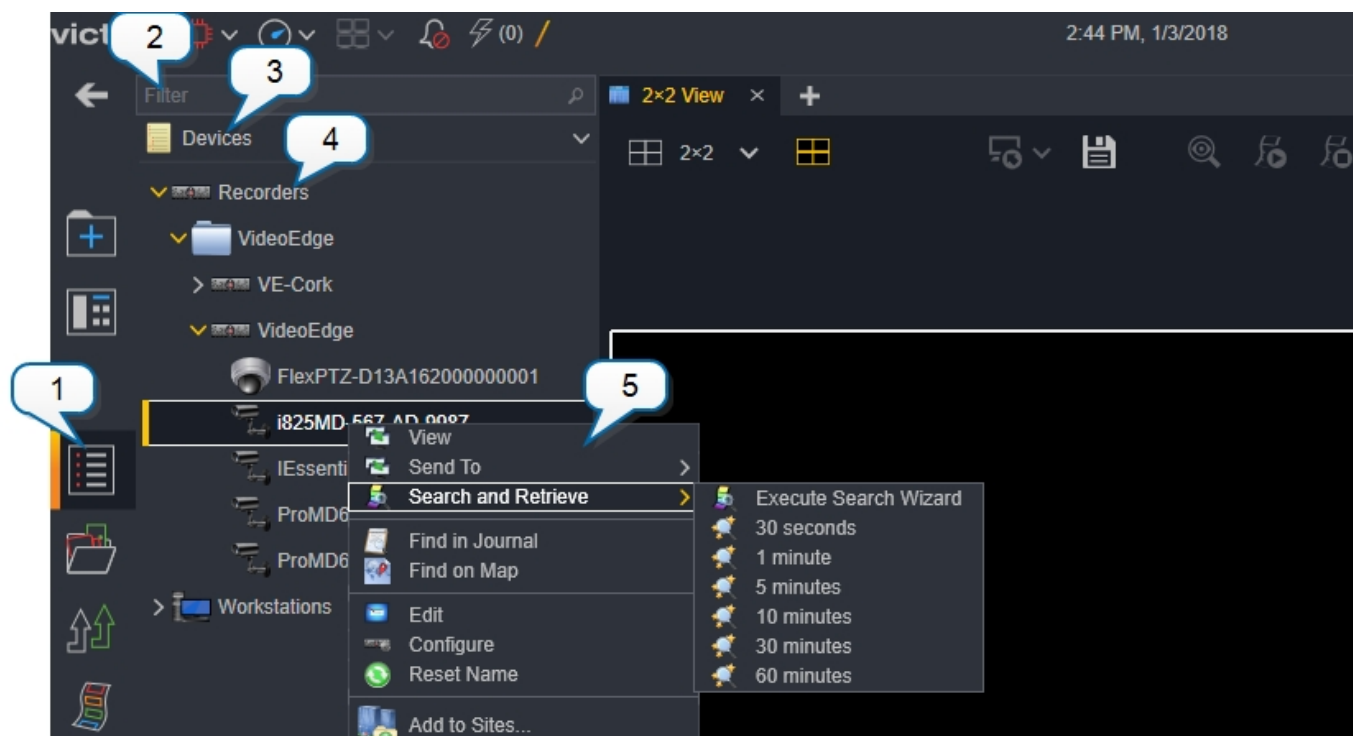


Table 4: Devices list elements

Number	Description
1	Select the Devices icon to open the Devices list.
2	Type information into the Filter field to filter the Devices list sub-menus. You can filter device groupings, for example recorders or workstations, but you cannot filter the entire Devices list.
3	Select a device type from the dropdown menu to filter the Devices list.
4	Root node for an object type.
5	Right-click an object to display additional options and actions.

Recorders

Recorders can be added to the system manually or multiple recorders may be added using the Recorder Import function. Recorders can be added from Local Area Networks (LANs) or from across Wide area Networks (WANs)

You can configure victor Unified Client to auto-discover VideoEdge recorders. When new VideoEdge recorders are added to the network, victor Unified Client automatically detects them and prompts the user to add them to the system.

Supported Recorders

To ensure compatibility with the latest victor Unified Client functionality, update your recorder its latest software version.

Table 5: Supported recorders

Recorder Type	Supported Version
Intellex	*4.0+
Intellex IP	*4.0+
VideoEdge NVR	4.2+
VideoEdge Hybrid Appliance	4.21+
VideoEdge Micro Recorder	4.5.1+
American Dynamics HDVR/exacqVision	1.5+
American Dynamics TVR	2.2, 2.5, 2.6
Holis NVR	3.200.Tyco.00.0.R

* Minimum version for full functionality. Intellex 3.2+ supported with limited functionality.



Caution

Ensure time is synchronized between client machines and network recorders. Recorders that are out of time synchronization with client machines cause incorrect video retrieval. It is recommended that an NTP server is used to synchronize machines.

Maximum Recorder Restrictions

Recorders are restricted depending on your version of victor Unified Client, the table below indicates the maximum number of recorder types that you can add to victor Express and victor Unified Client.

Table 6: Recorder limits in victor Unified Client

Recorder Type	Temporary License		Permanent License	
	victor Express	victor Unified Client	victor Express	victor Unified Client
Intellex	100	Unlimited	100	Unlimited
VideoEdge	30	Unlimited	30	Unlimited
HDVR / Exacq	Not Applicable	Unlimited	Not Applicable	Unlimited

Recorder Type	Temporary License		Permanent License	
	victor Express	victor Unified Client	victor Express	victor Unified Client
TVR	Not Applicable	Unlimited	Not Applicable	Unlimited
Any 3rd Party	Not Applicable	Not Applicable	Not Applicable	Variable depending on type of 3rd Party recorder
Note - On a unified system no recorder count limits are applied				

Adding a new recorder (LAN)

You can add supported LAN recorders to the victor Application Server.

- 1 Select , then select **Recorder**.
- 2 Enter the **IP Address/Domain Name** of the recorder.

Note:

- If adding a VideoEdge NVR 4.4+ recorder with failover set up, enter the virtual IP address of the recorder. It is also recommended that the secondary (failover) NVR 4.4+ recorder is added to victor Unified Client separately using its static IP address to ensure that all alerts are received.
- If using a domain name, then it is recommended that a DNS server is used to allow both the client and the victor Application Server to resolve the device name. It is not recommended to use local host files to resolve device names.

- 3 Enter the **Communication Port**. This can be left blank if default ports have not been changed.
- 4 Enter the **User Name**, if required.
- 5 Enter the **Password**, if required.

Note:

- A Username and Password is required when adding VideoEdge NVR units.
- If adding Intellex 5 recorders with Remote Access Authorization enabled, a Username and Password is required.
- It is recommended that an Administrator account is used when adding Recorders to ensure that full access is available through the client.

- 6 (Optional) Enter the **Streaming Port**. (Port used for HTTPS streaming)
- 7 (Optional - VideoEdge NVR only) Select the **Secure Connection** checkbox to enable HTTPS communication.

Note:

- SSL certificates can be created on VideoEdge 4.5+ recorders. These can then be installed on victor Unified Client and victor Application Server machines when adding HTTPS enabled recorders.
- If using HTTPS, the communication port should match the secure port defined on the VideoEdge NVR being added.

- 8 Select **Save**.

Adding a new recorder (WAN)

You can add supported WAN recorders to the victor Application Server.

- 1 Select , then select **Recorder**.
- 2 Enter the **IP Address/Domain Name** of the recorder.

Note:

- If adding a VideoEdge NVR 4.4+ recorder with failover set up, enter the virtual IP address of the recorder. It is also recommended that the secondary (failover) NVR 4.4+ recorder is added to victor Unified Client separately using its static IP address to ensure that all alerts are received.
 - If using a domain name, it is recommended that a DNS server is used to allow both the client and the victor Application Server to resolve the device name. It is NOT recommended to use local host files to resolve device names. Enter the **Communication Port** (leave blank if default ports have not been changed).
-

3 Enter the **User Name**, if required.

4 Enter the **Password**, if required.

Note:

- A Username and Password is required when adding VideoEdge NVR units.
 - If adding Intellex 5 recorders with Remote Access Authorization enabled, a Username and Password is required.
 - It is recommended that an Administrator account is used when adding Recorders to ensure that full access is available from the client.
-

5 Enter the **Streaming Port**, if required.

6 (Optional - VideoEdge NVR only) Select the **Secure Connection** checkbox to enable HTTPS communication.

Note:

- For secure connections, SSL certificates can be created on VideoEdge 4.5+ recorders. These can then be installed on victor Unified Client and victor Application Server machines when adding HTTPS enabled recorders.
 - If using HTTPS, the communication port should match the secure port defined on the VideoEdge NVR being added.
-

7 Expand the **WAN Configuration** section.

8 Enter the **IP Address/Domain Name** of the recorder.

9 (Optional) Enter the **Communication Port**. (Port used for HTTPS streaming).

10 Enter the **Streaming Port**.

11 Select **Save**.

Adding a recorder from a dynamic view

A new recorder can be added directly from the recorders dynamic view.

1 Select , then select **Recorder**.

2 Select  to open the Recorder editor.

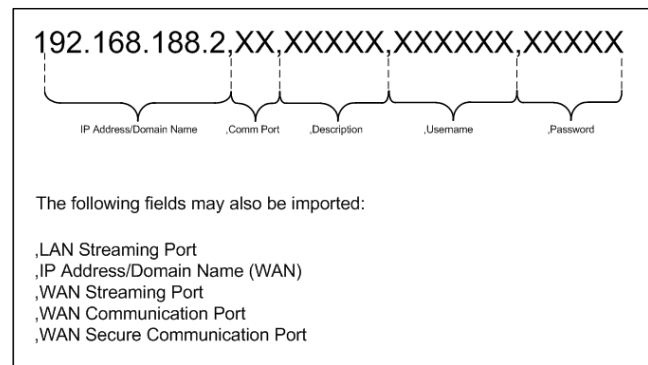
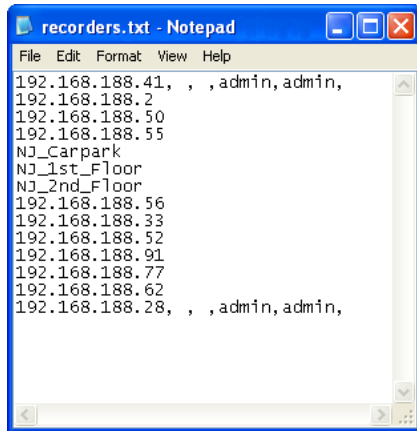
3 Refer to "Adding a recorder from a dynamic view" or "Adding a recorder from a dynamic view" for details on how to add the recorder.

Adding multiple recorders

You can add multiple recorders simultaneously using the **Import Recorders** function. This feature enables you to import recorder information (Minimum IP Address/Hostname) using information previously entered into a .txt or .csv file. See example below:

Figure 18: csv file

Figure 19: Sample recorder information



Create each new entry on a new line. Additional field information may be entered, separate information relating to each field with a comma.

Note:

- Lists are not case sensitive.
- Each Recorder must have a separate row on the list.

- 1 Create a .txt or .csv file, listing at a minimum the IP Addresses or Hostnames of each recorder to be imported.
- 2 Save the .txt or .csv file.
- 3 Select , then select **Import Recorders**.
- 4 Navigate to the saved file, then select **Open**.

Note:

The **Reading Recorders file** dialog displays informing of progress. When the import completes, imported recorders appear in the Devices list.

- 5 Select **Close** on the **Reading Recorders file** dialog.

Editing a recorder

You can edit properties of existing recorders.

- 1 Select , then select **Recorder**.
- 2 Right-click the recorder to be edited.
- 3 Select **Edit**. The Recorder editor displays.
- 4 Make edits as required.

Note:

Properties which can be edited vary depending upon recorder type.

- 5 Select **Save**.

Configuring a VideoEdge NVR

victor Unified Client supports full configuration of VideoEdge NVR (4.2+).

- 1 Select , then select **Recorder**.
- 2 Right-click the recorder to be configured.

- 3 Select **Configure**. The recorder's configuration page opens.
- 4 Refer to the recorder's User/Administrator guide for configuration help.

Alarm Persistence

VideoEdge NVR constantly caches alarms from the previous two weeks data. This means if an NVR loses connection to the victor Application Server, alarms are resent upon reconnection in Recovery Mode.

Upon Reconnection, notification is sent to victor Unified Client that Alarm recovery is in progress and also informs whether it has been successful.

Users must run a **Video Alarm** report to access the alarms triggered during the lost connection.

Alarm Persistence can be disabled from the Server Configuration Application.

Disabling Alarm Persistence

- 1 Right-click the **Server Configuration Application** icon on the desktop.
- 2 Select **Run as Administrator**. Application opens.
- 3 Select the **Settings** tab.
- 4 In the Application Settings section, select the **Skip Recovered Events** checkbox.

Note:

If you change the status of the **Skip Recovered Events** while the VideoEdge Driver service is running, you must stop and restart the service for the changes to take effect.

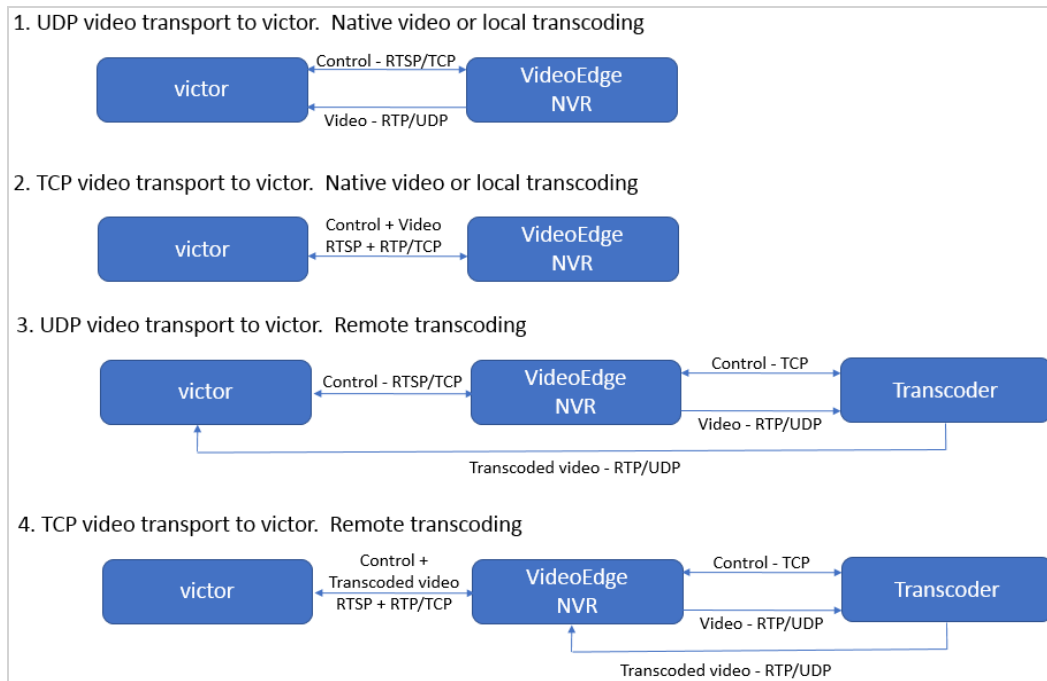
TCP remote transcodes

If a VideoEdge's hardware and software transcoding resources are low, then you can configure another VideoEdge or a Tyco Transcoder to provide additional transcoding resources. Transcodes allow clients, such as victor, to receive a wider selection of video representations (e.g. different resolutions) from which to select a stream. In victor 5.2 or earlier, remote transcodes could only be used when victor used UDP communication. From victor 5.3 onwards, remote transcodes can be used for UDP and TCP stream communication.

Note:

- The victor Client does not detect that TCP remote transcodes are in use, since the RTSP/RTP traffic is sent to it in the same way as native or local transcodes.
 - The victor Client can now benefit from remote transcodes in WAN scenarios, where TCP is always used.
 - VideoEdge NVR and Tyco Transcoder units can use TCP remote transcoding.
 - The Local VideoEdge must be at version 5.3, but the remote transcoder can use an older version of the VideoEdge software.
-

Figure 20: Remote transcode scenarios



Activating Outputs from the Devices list

When you add a VideoEdge recorder to victor Unified Client, any outputs that are connected to the VideoEdge also appear in the devices list. You can also link these outputs to events. You can manually activate, deactivate, or pulse these outputs - right-click an output in the devices list, and select the required option from the context menu.

- 1 Select . The Device list displays.
- 2 Expand the **Recorders** group.
- 3 Navigate to the output to be activated.
- 4 Right-click the output and select one of the following options.
 - Select **Activate** to activate the output.

Note:

You can also select the following actions from the context menu:

- Select **Deactivate** to deactivate the output.
- Select **Pulse** to pulse the output.

SIP Proxy

You can enable the VideoEdge's SIP Proxy to facilitate communication between the vAS network and a remote network. You can configure SIP Proxy settings through the VideoEdge Administration Interface. For more information about SIP Proxies, refer to the *VideoEdge Installation and User Guide*.

Figure 21: VideoEdge SIP Proxy menu

SIP Proxy

SIP Proxy Status: **Enabled** Disabled ⓘ

Inbound Interface: eth1 - 10.32.234.207 ▼

Outbound Interface: eth0 - 10.10.10.10 ▼

FreeSWITCH Server IP Address:

⏏

From the Recorders Dynamic View, you can review the SIP Proxy status for each VideoEdge recorder.

Figure 22: Recorders Dynamic View

IP Address/Domain Name	Unit Display Name	Alert Status	WAN IP Address/Domain Name	Storage Status	SIP Proxy
10.32.234.206	VE-Cork	Normal, Alarm Recovery Completed		Normal	Unavailable ▼
10.32.234.207	VideoEdge	Normal, Alarm Recovery Completed		Normal	Running ▼

Backing up VideoEdge configuration settings

You can back up your VideoEdge configuration settings through victor Unified Client. The configuration backup file stores the following information:

- Device Settings
- System Settings
- User Information
- DHCP Settings
- NTP Settings
- VideoEdge Client Settings
- Discovery Settings
- System Security Settings
- Network Interface Settings
- victor Web Settings

You can also configure VideoEdge backup actions. For more information, see "Events".

Note:

To use the backup and restore options through victor Unified Client, the VideoEdge must be at version 4.9.1 or higher.

You can back up a VideoEdge from the **Device List** or from the **Recorders** dynamic view. You can configure a default backup directory from the **VideoEdge Recorder** section of the **Settings** menu.

- 1 Select 
- 2 Expand the **Recorders** list.
-
- 3 Expand the **VideoEdge** folder.
- 4 Right-click a VideoEdge.
- 5 Select **Configuration Backup**.
- 6 (Optional) Edit the **Backup Directory** if required.
 - a Click 
 - b Navigate to your chosen backup directory.
 - c Select **OK**.
- 7 Select **Backup**.

Note:

Alternatively, you can select a VideoEdge from the **Recorders** dynamic view.

Restoring VideoEdge configuration settings

Complete the following procedure to restore backed up VideoEdge configuration settings. You can restore backed up VideoEdge configuration settings from the **Device List** or from the **Recorders** dynamic view.

- 1 Select 
- 2 Expand the **Recorders** list.
-
- 3 Expand the **VideoEdge** folder.
- 4 Right-click a VideoEdge.
- 5 Select **Configuration Restore**.
- 6 Select the VideoEdge configuration file.
 - a Click 
 - b Navigate to your chosen backup directory
 - c Select **Open**.
- 7 Select **Restore**.

Note:

Alternatively, you can select a VideoEdge from the **Recorders** dynamic view.

Cameras

After adding recorders, their associated cameras are automatically available to view and configure. Names and descriptions of cameras can be edited and alerts can be assigned to cameras from the client. Other camera attributes can generally be viewed but not edited.

Editing cameras

Camera Names and Descriptions can be edited, and Alerts and Associations can be assigned.

- 1 Select . The Device list displays.
- 2 Right click on the camera to be edited and select **Edit**. The Camera Editor page opens.
- 3 In the **General** section:
 - a Enter a name in the **Name** field.
 - b Enter a description in the **Description** field.
- 4 Select or deselect the **Enabled** checkbox:
 - Select the checkbox to enable the camera.
 - Deselect the checkbox to disable the camera.
- 5 Select or deselect the **Use same name as recorder checkbox**.
 - Select the checkbox to change the name of the camera in the client to the name that is used in the recorder.
 - Deselect the checkbox to use a custom name for the client only. The recorder will retain its original name.

Note:

Camera names are restricted to 255 characters maximum.

- 6 Expand the **Settings** section to view a read-only summary of the camera settings.
- 7 **Optional:** Select the **Intelligent Guard Tour** checkbox.

Note:

Only Illustra Pro cameras support the Intelligent Guard Tour feature.

- 8 Expand the **Associations** section. You can use the Object selector to associate a camera with up to 5 objects.
- 9 Expand the **Status** section. This gives an overview of Alert and Storage status of the camera.
- 10 Expand the **Face Recognition** section. You can adjust the values in the **Search Before Seconds** and **Search After Seconds** to take into account unsynchronized time between victor Unified Client and recorder when carrying out a face recognition search.
- 11 **Optional:** Expand the **SIP Settings** section to enable SIP audio communication. For more information, see "SIP Audio Communication"
 - "SIP Audio Communication""SIP Audio Communication"associate the Endpoint object with the camera. The SIP ID will remain read-only because it is controlled by the Endpoint. For more information, see "*Creating a SIP Endpoint*".
 - **Configuring additional SIP settings:** Additional settings are configured through the device's web interface. The device password is the password assigned to the Endpoint that is associated with the device in victor. You cannot currently see the password associated with an endpoint. The domain maps to the Server IP Address entered in SIP Configuration settings. The username maps to the SIP ID.
 - **SIP Proxy:** You can select the **Use VideoEdge SIP Proxy** checkbox to use for SIP Communication with the victor Application Server. You must use VideoEdge's SIP proxy if the camera is connected to the VideoEdge from a remote network, instead of the victor Application Server network. From the camera's dynamic view, you can review each camera's SIP ID and check which cameras are registered with the SIP Proxy.

- 12 Select **Save**.

Resetting a camera's name

When a camera name is changed within the client, it can be reset back to the original name assigned at the recorder.

- 1 Select . The Device List displays.
- 2 Navigate to the camera to be reset.

- 3 Right-click the camera.
- 4 Select **Reset Name**. Name reverts to original.

in victor **Camera Configuration**

You can open the VideoEdge Functions and Streams page and the Image Settings page from within victor to configure camera settings.

Note:
You must have role permissions to configure camera settings in victor.

Figure 23: Functions and Streams in victor

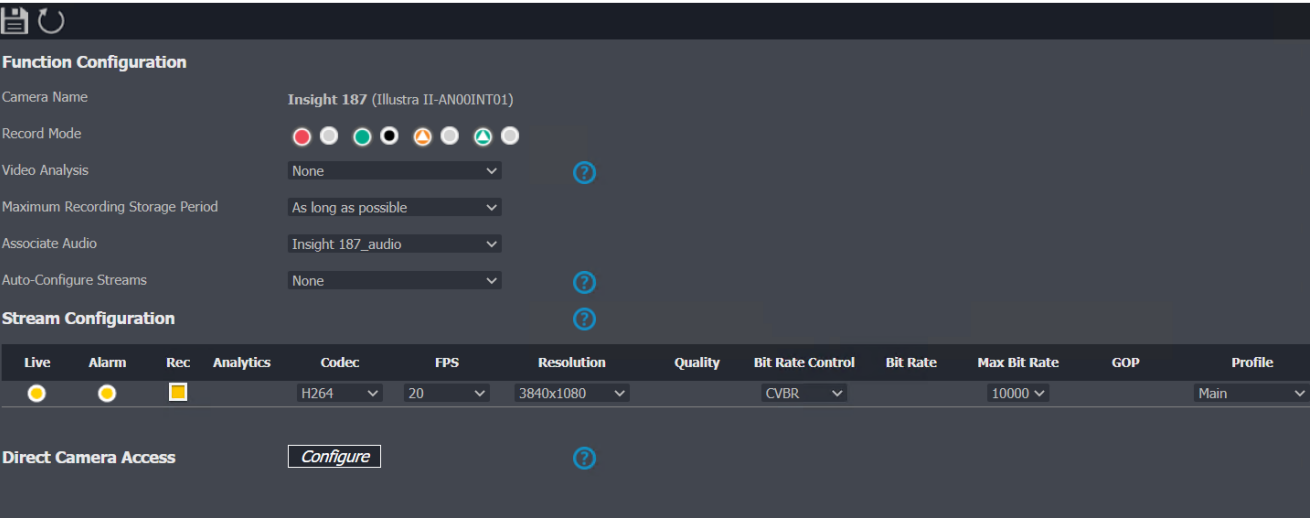
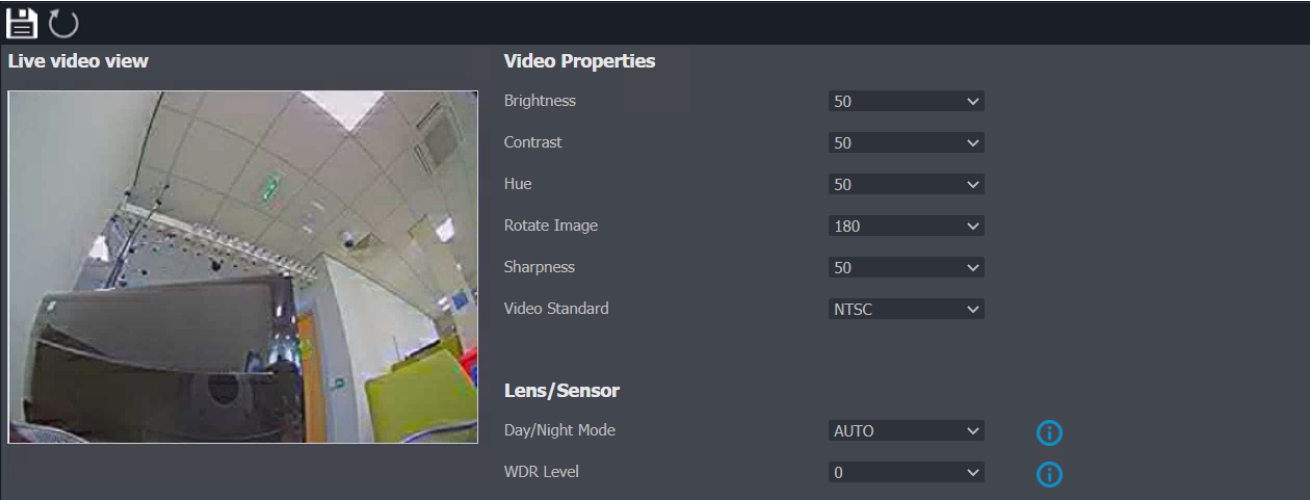


Figure 24: Image Settings in victor



Opening in victor **Camera Configuration**

- 1 Click the **View Device List** icon.
- 2 **Optional:** To open the Functions and Streams page:

- a Right-click on the camera.
 - b Click **Configure** and then click **Configure Functions and Streams**.
- 3 **Optional:** To open the Image Settings page:
 - a Right-click on the camera.
 - b Click **Configure** and then click **Configure Image Settings**.

Note:

For more information, refer to the *Function & Streams* section and the *Image Settings* section of the *VideoEdge NVR Installation and User Guide*.

Device Discovery (Recorders)

The Device Discovery tool can be used to discover American Dynamics recorders (and associated cameras) on the victor network.

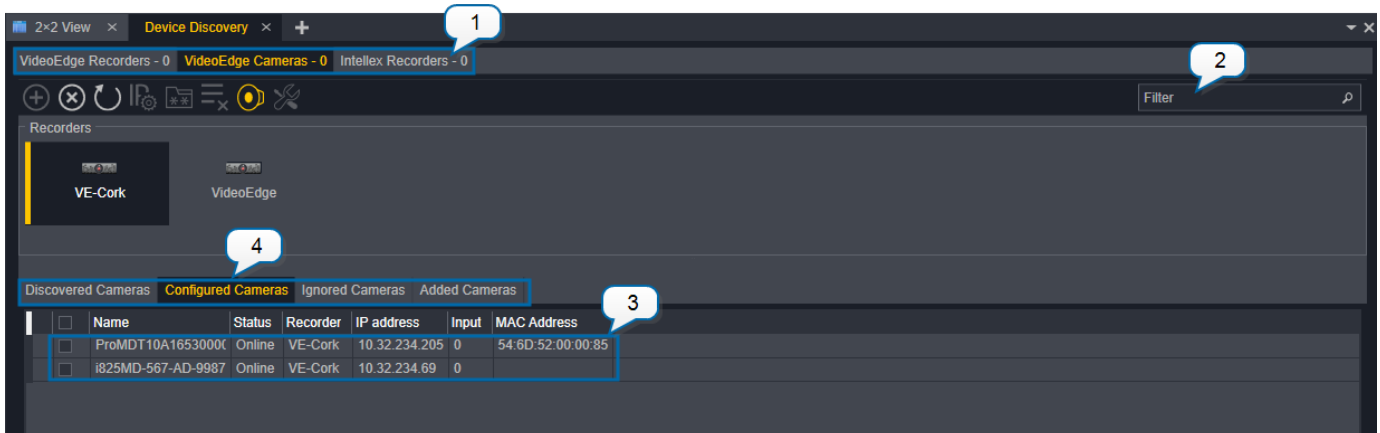
Note:

Various network and security settings can affect this feature's functionality and performance. If you experience any problems relating to device discovery on your system, you should attempt to resolve them with your IT department prior to contacting American Dynamics technical support.

System level device discovery settings are configured in **Settings>Discovery Preferences**. Here you can set separate preferences for each supported recorder type.

To initiate Device Discovery, select the Configuration icon, then select **Device Discovery**. The **Device Discovery** window comprises two panes; one for discovered recorders (upper) and one for associated discovered cameras (lower).

Figure 25: The Device Discovery window



Number	Description
1	Device type tabs
2	Filter list
3	Discovered devices
4	Discovered status tabs

Device Discovery actions

The following table lists the icons and actions that you can perform from the Device Discovery page.

Table 7: Device Discovery icons

Icon	Name	Description
	Add	Add device to system
	Ignore	Ignore device
	Refresh	Refresh the discovered devices list
	Configure Addresses	Configure IP addresses for selected cameras
	Create Password Group	Create a new password group for the selected recorders or for all recorders.
	Clear List	Clear the discovered devices list
	Default Associations	Default associations
	Device Management	Edit the selected devices in the Device Management page.

Add or Ignore devices

You can add discovered devices to victor Unified Client by dragging and dropping directly from the device discovery window into victor Unified Client's Devices list. Alternatively you can select checkboxes next to discovered devices and select the **Add** or **Ignore** icons.

VideoEdge Recorders

victor Unified Client provides an auto-discovery service that you can use to detect newly added VideoEdge recorders. Recorders discovered in the last 24 hours are labeled as **New**.

You can add newly discovered recorders to victor Unified Client's Devices list by dragging and dropping them from the **discovered list**.

Cameras

The client displays a list of auto-discovered cameras that are not yet associated with an NVR. You can drag discovered cameras from the discovered list directly onto their respective NVR in the Devices list.

Note:

Newly discovered Illustra cameras can be assigned IP addresses directly from the discovered list. You can assign IP addresses individually or as a batch.

Remove Cameras

You can remove cameras can be removed from VideoEdge NVRs. Removed cameras are automatically placed back on the discovered list.

Change Camera IP Address (American Dynamics cameras only)

You can change the IP address of American Dynamics cameras from the Discovered Cameras pane. Select the **Configure Addresses** icon to configure a camera's IP address.

Use this dialog to define the IP address range to be assigned to selected cameras and to define Network Configuration settings.

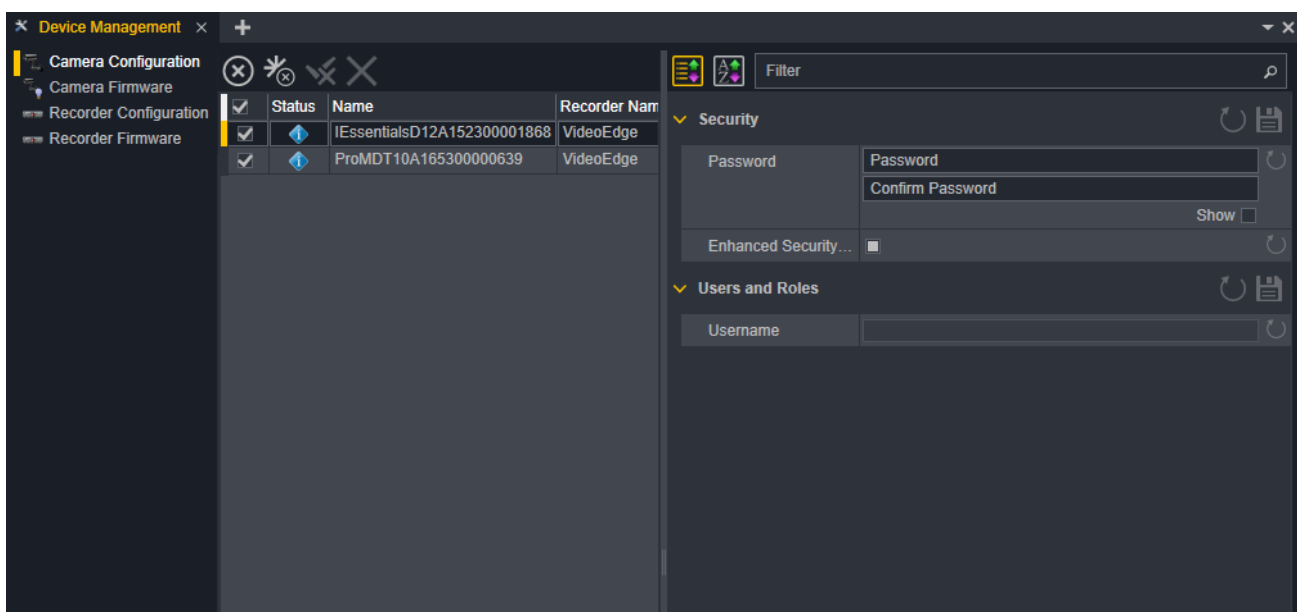
Note:

The NVR will attempt to set the IP address on as many cameras as possible and will not stop assigning IP addresses in the event of a failure. In the event of failure, gaps of unassigned IP addresses in the requested start/end IP address range may occur.

Device Management

From the Device Management page, you can manage device settings and firmware updates for recorders and cameras that are connected to victor Unified Client.

Figure 26: The Device Management page



The Device Management page contains four menus:

- **Camera Configuration** - Update password settings and enable enhanced security
- **Camera Firmware** - Update camera firmware
- **Recorder Configuration** - Configure recorder date, time, and language settings
- **Recorder Firmware** - Update recorder firmware

Note:

- The Device Management page is not available in victor Express.
- You can only configure VideoEdge 5.3+ recorders on the Device Management page.

Before you can upgrade VideoEdge and camera firmware, you must download and install update repositories on the victor Application Server. For more information about downloading update repositories, refer to *Upgrade Options for victor and VideoEdge*.

Adding devices to the Device Management page

Select one of the following options:

- Add a device to the Device Management page:

1. Select

2. Select **Device Management**.
3. Drag a recorder or a camera from the Devices list onto the Device Management window.

Note:

If you add a recorder to the device management window, it automatically adds any cameras that are connected to that recorder.

- Open the Device Management page from a device's contextual menu:

1. Select 
2. Expand the **Recorders** list and right-click the recorder that you want to edit.
3. Select **Configure** and then select **Device Management**.

- Add a device from a Dynamic View:

1. Select 
2. Select **Recorders** or select **Cameras**.
3. From the Dynamic View, select the device that you want to edit.
4. Select , and then select one of the following options:
 - Camera Configuration
 - Camera Firmware
 - Recorder Configuration
 - Recorder Firmware

Note:

The menu options vary, depending on the device that you select.

Configuring camera settings

After you add a recorder to the Device Management page, you can edit any cameras that are connected to that recorder. Alternatively, you can drag cameras from the Devices list onto the Device Management page. From the Camera Configuration menu you can edit a camera's username and password settings. You can also enable or disable Enhanced Security mode for supported Illustra cameras that are connected to the VideoEdge.

Figure 27: The Camera Configuration menu

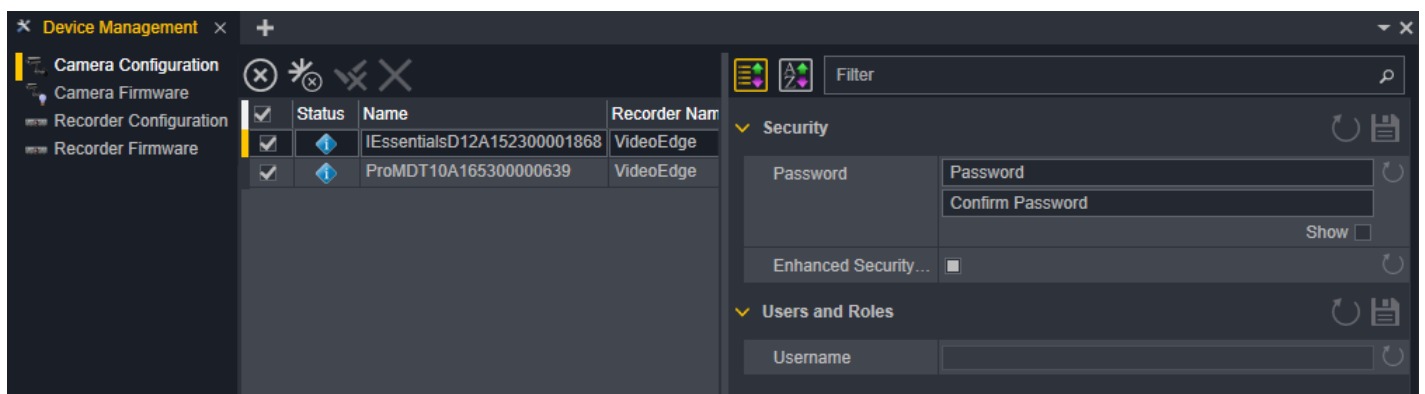


Table 8: Supported Illustra cameras

Family	Model
Flex 3MP Mini-dome	IFS03D1ICWTT
	IFS03D1ICWTT-Z
	IFS03D1ICWIT-Z
	IFS03D1OCWIT
	IFS03D1OCWIT-Z
Flex 3MP Bullet	IFS03B1BNWIT
Flex 3MP Box Camera	IFS03XNANWTT
Flex 3MP Compact Mini-dome	IFS03CFBCWTT
	IFS03CFOCWST
Flex 8MP Mini-dome	IFS08D2OCWIT
	IFS08D2ICWTT
Flex 8MP Bullet	IFS08B2ONWTT
Flex 8MP Box Camera	IFS08XNANWTT
Pro 2MP Compact Mini-dome	IPS02CFOCWST
Pro 3MP Compact Mini-dome	IPS03CFOCWST

- 1 Select the **Camera Configuration** tab.
- 2 Drag cameras from the **Devices** list onto the **Device Management** page.
- 3 Select cameras to configure. Select a camera's checkbox to add it to the batch editing group.
- 4 Configure the **Security** settings:

Note:

When you change a camera's password, any empty security groups on the VideoEdge recorder are deleted automatically.

- a Configure the camera **Password**.
 - b (Optional) Select the **Show** checkbox to display the camera password.
 - c Select 
- 5 Configure the **Users and Roles** settings:
 - a Select the **Enhanced Security** checkbox.
 - b Configure the camera **Username**.
 - c Select 

Upgrading camera firmware

From the Device Management page you can search for firmware updates for cameras that are connected to Victor Unified Client. If camera updates are available, you can import a list of eligible cameras to the camera firmware menu. You can also schedule camera upgrades, to avoid taking a camera offline during a busy surveillance period.

Figure 28: The Camera Firmware menu

Camera Configuration	✓	Status	Name	Recorder Name	Model	Firmware Upgrade Report																						
Camera Firmware	✓	✓	SDFlex2-T10A173400000496	VideoEdge-Skylake	IFS03																							
Recorder Configuration																												
Recorder Firmware																												
						<table><thead><tr><th>Time</th><th>Message</th></tr></thead><tbody><tr><td>7/25/2018 12:01:41 PM</td><td>Operator 'Admin', has started a camera firmware roll out.</td></tr><tr><td>7/25/2018 12:01:53 PM</td><td>Firmware package 'Illustra_Flex_Gen2/Illustra SS004.01.05.02.0773.tar.gz', transferred to recorder 'VideoEdge-Skylake'.</td></tr><tr><td>7/25/2018 12:02:01 PM</td><td>VideoEdge IP Camera 'SDFlex2-T10A173400000496' on VideoEdge 'VideoEdge-Skylake' Offline</td></tr><tr><td>7/25/2018 12:02:47 PM</td><td>VideoEdge IP Camera 'SDFlex2-T10A173400000496' on VideoEdge 'VideoEdge-Skylake' Online</td></tr><tr><td>7/25/2018 12:03:16 PM</td><td>Firmware upgrade status of camera 'SDFlex2-T10A173400000496', firmware version: 'Illustra SS004.01.03.00.0704' has changed to 'Started' for the 'Illustra SS004.01.05.02.0773'.</td></tr><tr><td>7/25/2018 12:04:53 PM</td><td>VideoEdge IP Camera 'SDFlex2-T10A173400000496' on VideoEdge 'VideoEdge-Skylake' Offline</td></tr><tr><td>7/25/2018 12:05:36 PM</td><td>VideoEdge IP Camera 'SDFlex2-T10A173400000496' on VideoEdge 'VideoEdge-Skylake' Online</td></tr><tr><td>7/25/2018 12:06:01 PM</td><td>Firmware upgrade status of camera 'SDFlex2-T10A173400000496', firmware version: 'Illustra SS004.01.03.00.0704' has changed to 'Complete' for the 'Illustra SS004.01.05.02.0773'.</td></tr><tr><td>7/25/2018 12:06:02 PM</td><td>Upgraded the firmware on camera 'SDFlex2-T10A173400000496', from version Illustra SS004.01.03.00.0704 to Illustra SS004.01.05.02.0773, using the package 'Illustra_Flex_Gen2/Illustra SS004.01.05.02.0773.tar.gz', removed from recorder 'VideoEdge-Skylake'.</td></tr><tr><td>7/25/2018 12:06:02 PM</td><td>Firmware package 'Illustra_Flex_Gen2/Illustra SS004.01.05.02.0773.tar.gz', removed from recorder 'VideoEdge-Skylake'.</td></tr></tbody></table>	Time	Message	7/25/2018 12:01:41 PM	Operator 'Admin', has started a camera firmware roll out.	7/25/2018 12:01:53 PM	Firmware package 'Illustra_Flex_Gen2/Illustra SS004.01.05.02.0773.tar.gz', transferred to recorder 'VideoEdge-Skylake'.	7/25/2018 12:02:01 PM	VideoEdge IP Camera 'SDFlex2-T10A173400000496' on VideoEdge 'VideoEdge-Skylake' Offline	7/25/2018 12:02:47 PM	VideoEdge IP Camera 'SDFlex2-T10A173400000496' on VideoEdge 'VideoEdge-Skylake' Online	7/25/2018 12:03:16 PM	Firmware upgrade status of camera 'SDFlex2-T10A173400000496', firmware version: 'Illustra SS004.01.03.00.0704' has changed to 'Started' for the 'Illustra SS004.01.05.02.0773'.	7/25/2018 12:04:53 PM	VideoEdge IP Camera 'SDFlex2-T10A173400000496' on VideoEdge 'VideoEdge-Skylake' Offline	7/25/2018 12:05:36 PM	VideoEdge IP Camera 'SDFlex2-T10A173400000496' on VideoEdge 'VideoEdge-Skylake' Online	7/25/2018 12:06:01 PM	Firmware upgrade status of camera 'SDFlex2-T10A173400000496', firmware version: 'Illustra SS004.01.03.00.0704' has changed to 'Complete' for the 'Illustra SS004.01.05.02.0773'.	7/25/2018 12:06:02 PM	Upgraded the firmware on camera 'SDFlex2-T10A173400000496', from version Illustra SS004.01.03.00.0704 to Illustra SS004.01.05.02.0773, using the package 'Illustra_Flex_Gen2/Illustra SS004.01.05.02.0773.tar.gz', removed from recorder 'VideoEdge-Skylake'.	7/25/2018 12:06:02 PM	Firmware package 'Illustra_Flex_Gen2/Illustra SS004.01.05.02.0773.tar.gz', removed from recorder 'VideoEdge-Skylake'.
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- You can upgrade firmware for the following cameras.

- Illustra Pro Mini-done
- Illustra 625 PTZ
- Illustra Pro PTZ
- Illustra Pro Compact Mini-dome
- Illustra Pro Compact Mini-Bullet
- Illustra LT Bullet
- Illustra 2MP Micro
- Illustra 825 5MP Fisheye
- Illustra Flex 3MP & 8MP (Flex2)

Note:

These cameras must be connected to a VideoEdge 5.3+ recorder.

- 1 Select .
- 2 Select **Device Management**.
- 3 Select **Camera Firmware** from the list.
- 4 Select **Find Upgrades**.
- 5 Select one of the following options:
 - Check for updates for all cameras from the Devices list
 - a. Select **Camera Firmware** from the list.
 - b. Select **Find Upgrades**.
 - c. If cameras are eligible for upgrade, select **Import results** to add the cameras to the Device Management page.
 - Check for updates for specific cameras:
 - a. Select **Camera Firmware** from the list.
 - b. Drag cameras from the Devices list onto the Camera Firmware page. The page displays a notification if a camera firmware update is available.
- 6 (Optional) In the Release Notes column, select the icon to open a camera's firmware release notes in your web browser.
- 7 Select the check boxes for devices that you want to upgrade.
- 8 (Optional) Schedule the firmware upgrade:
 - a. Select the **Schedule Firmware Upgrade** checkbox.
 - b. Enter the start date in the **Start** field, or select the calendar icon to choose the start date.
 - c. Enter the start time in the **Start Time** field, or use the plus and minus icons to modify the start time.

- d Enter the end time in the **End** field, or use the plus and minus icons to modify the end time.
- 9 Select **Execute** to start the firmware upgrade.

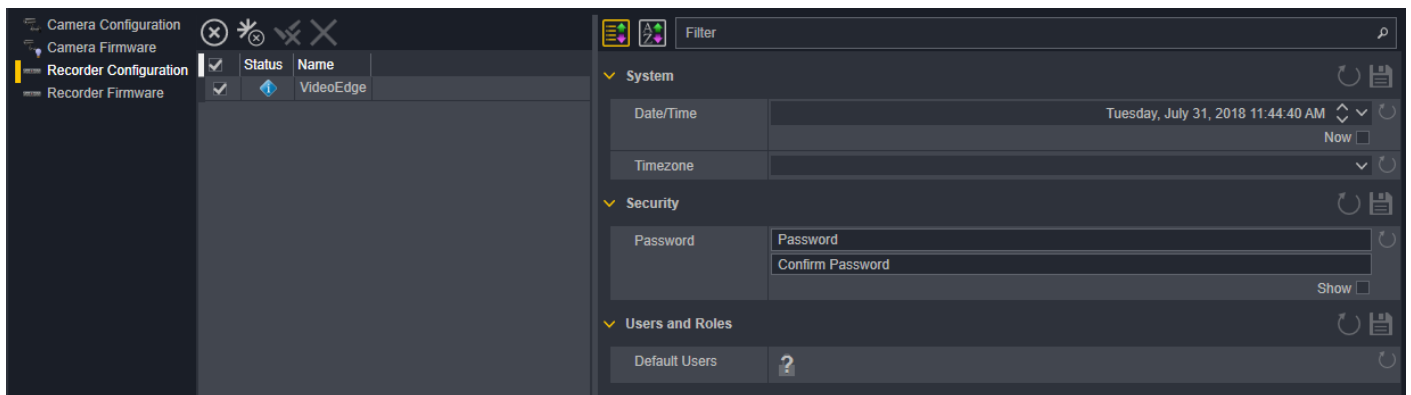
Note:

The Firmware Upgrade Report pane displays the upgrade progress.

Configuring recorder settings

From the Device Management page, you can configure VideoEdge recorder settings. You can edit the recorder's date and time settings, the recorder's password, and you can lock or unlock the default user accounts.

Figure 29: The Recorder Configuration menu



- 1 Select .
- 2 Select **Device Management**.
- 3 Select the **Recorder Configuration** tab.
- 4 Add recorders to the Recorder Configuration tab.
 - a Open the Devices list and navigate to the recorder that you want to configure.
 - b Drag the recorder from the Devices list onto the Device Management window.

Note:

During this configuration process, you can select the reset icon to change an option back to its default setting.

- 5 Configure System settings.
 - a Edit the **Date/Time** settings.
 - b Select a timezone from the **Timezone** list.
 - c Select .

- 6 Configure Security settings.

Note:

Select the **Show** checkbox to display the characters that you enter in the **Password** and **Confirm Password** fields.

- a Enter a new password for the VideoEdge
 - b Confirm the new password.
 - c Select .
- 7 Configure Users and Roles settings.
 - a Select the padlock icon to lock or unlock the default VideoEdge user accounts.

Note:

- The default user accounts are unlocked by default.
 - The padlock icon changes, to indicate if the default user accounts are locked or unlocked.
-

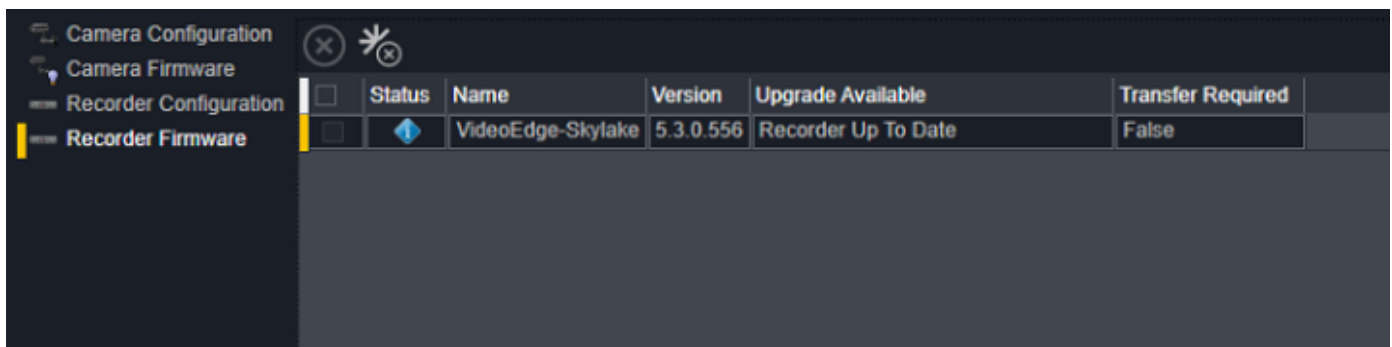
- b Select 

Upgrading recorder firmware

From the Device Management page you can search for firmware updates for VideoEdge recorders that are connected to victor Unified Client. You can also schedule recorder upgrades, to avoid taking a recorder offline during a busy surveillance period.

The Recorder Firmware menu supports Incremental updates and Push updates. However, if a recorder is eligible for a push update and an incremental update, you must use the Incremental update.

Figure 30: The Recorder Firmware menu



Note:

- Review the supported VideoEdge upgrade paths before you update your VideoEdge. Refer to *Upgrade options for victor and VideoEdge* for more information about VideoEdge Upgrade paths.
 - If a recorder is eligible for a Push update and an Incremental update, you must use the Incremental update.
 - For more information about configuring Incremental updates, refer to the application note *Configuring Incremental Updates for victor 5.3*. You can download this application note from the American Dynamics website.
 - The Device Management page is not available in victor Express.
-

- 1 Select 
- 2 Select **Device Management**.
- 3 Select the **Recorder Firmware** tab.
- 4 Add recorders to the Recorder Firmware tab.
 - a Open the Devices list and navigate to the recorders that you want to upgrade.
 - b Drag the recorders from the Devices list onto the Device Management window.
- 5 Select the recorders that you want to update.

Note:

- You cannot perform Push updates and Incremental updates as part of the same operation.
 - You cannot update different recorders to different versions as part of the same action.
-

- 6 (Optional) Schedule the firmware upgrade:
 - a Select the **Schedule Firmware Upgrade** checkbox.
 - b Enter the start date in the **Start** field, or select the calendar icon to choose the start date.
 - c Enter the start time in the **Start Time** field, or use the plus and minus icons to modify the start time.
 - d Enter the end time in the **End** field, or use the plus and minus icons to modify the end time.
- 7 Configure the update settings:

- a Select the **Concurrency**.

Note:

To ensure optimum transfer speeds, only select a Concurrency value greater than 1 if you have a high-bandwidth connection.

- b Select one of the following options:

- (VideoEdge 5.3+) Select **Transfer** to start transferring the firmware upgrade to the VideoEdge recorder. After the transfer completes, select **Upgrade** to start the firmware upgrade.
- Select **Upgrade** to perform a transfer and an upgrade as part of a single operation.

Note:

- When you select the Upgrade option, the Transfer operation checks if a firmware update file is already transferred to the VideoEdge, and it also checks if the transferred file is up-to-date. If a newer firmware update is available, the updated components are transferred before the Upgrade starts.
- The Firmware Upgrade Report pane displays the upgrade progress.
- The VideoEdge may reboot multiple times as part of the same upgrade action.
- After the upgrade completes, the upgrade package is deleted from the VideoEdge.

License Plate Management

From the License Plate Management page, you can configure any license plate recognition cameras that are added to victor Unified Client. You can also create groups of license plates to upload to cameras, or to export as .csv files.

Figure 31: The License Plate Management page

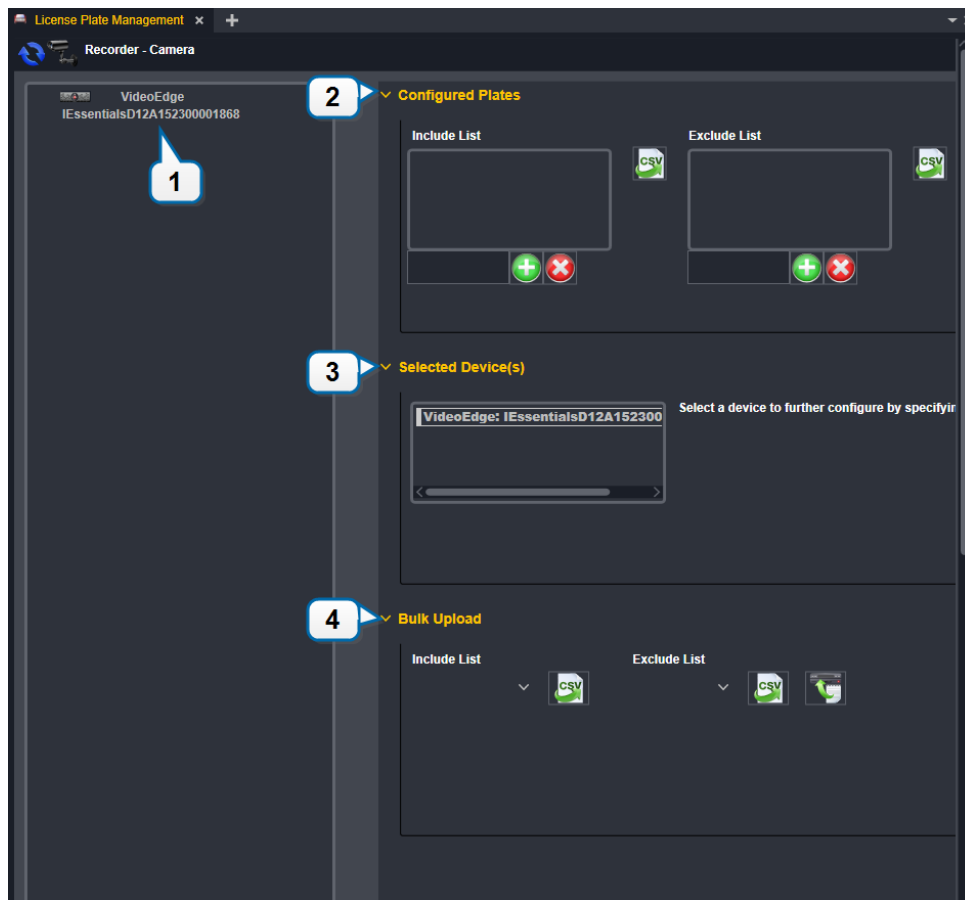


Table 9: License Plate Management elements

Number	Description
1	Camera List
2	Configured Plates
3	Select Devices
4	Bulk Upload

The Camera List

Any cameras that are enabled for license plate recognition appear in this section. Drag cameras to the Selected Devices field to enable them for license plate management.

Configuring a license plate list

In this section you can add individual license plate numbers to the include list and the exclude list. You can save these lists as .csv files, and you can also send the lists to the Bulk Upload section.

Note:

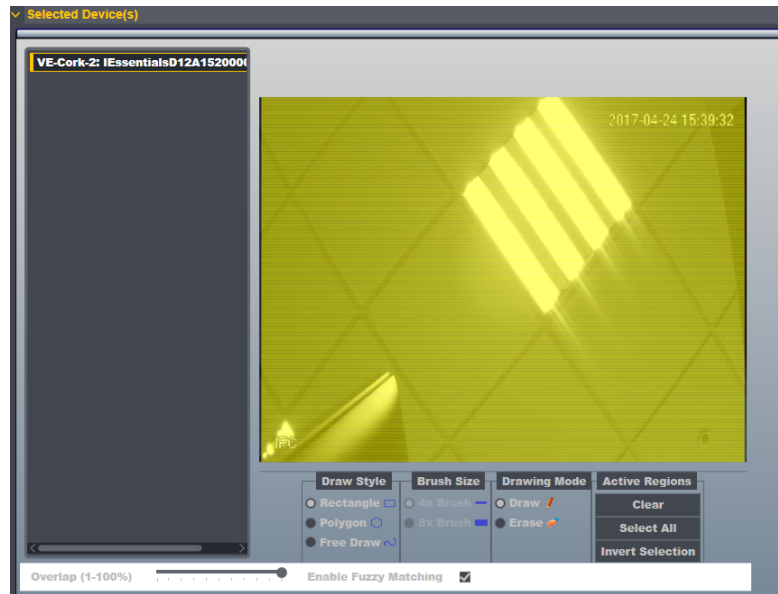
These steps apply to the Include List and the Exclude list. Both lists include the option to add, remove or export license plates. The Send to Bulk Upload option is unique, and automatically affects both lists.

- 1 Add license plates to the list:
 - a Select the empty field underneath the list to be updated.
 - b Enter the license plate number.
 - c Select 
- 2 (Optional) Remove license plates from the list:
 - a Select the license plate number from the list.
 - b Select 
- 3 (Optional) Select the Export icon, , to export a list as a .csv file.
- 4 Select  to send the Include List and the Exclude List to the Bulk Upload section.

Configuring a Region of Interest

In this section you can configure the parameters for License Plate Recognition cameras. When you select a camera from the list, the Region of Interest configuration tools appear.

Figure 32: The Region of Interest configuration tools



- 1 Select the camera that you want to edit.
- 2 Select the required **Draw Style** and draw a Region of Interest (ROI):
 - **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI. Double-click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear** to restart drawing and **Erase** to correct errors.

Note:

- By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert Selection.
- The full camera view can be selected as the Active Region by selecting **Select All**.
- **Load from Alert Rules** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder (Not available on Face detection and edge analytics searches). victor Unified Client uses information from the NVR rule to apply search criteria to the victor Unified Client search. Search parameters are populated from the rule but can be edited if required. Refer to Alarm Rules for more information on alarm rules.

- 3 Select the required **Overlap** percentage.

Note:

Drag the slider to adjust the overlap sensitivity. Sensitivity levels range from Low (0) to High (100). A higher sensitivity level returns more results but with an increased chance of false positives (mistakes). A lower sensitivity level returns less results but with an increased chance of false negatives.

- 4 (Optional) Select the **Enable Fuzzy Matching** checkbox.

Bulk uploading license plate lists

In this section you can upload the Include and Exclude lists to multiple cameras from the Selected Devices section. You can upload license plates from the Configured Plates section, or you can import license plate lists in .csv or .txt format.

- 1 Select one of the following options:
 - Import a license plate list
 - a. Select 
 - b. Navigate to the file to be uploaded.
 - c. Select **Open**.
 - Create a list in the Configured Plates section, and sent the list to the Bulk Export section. For more information, see "Bulk uploading license plate lists".
- 2 Select cameras from the **Selected Devices** section.
- 3 Select  to upload the Include and Exclude Lists to the selected cameras.

Identity Management

From the Identity Management page, you can upload user identity images to victor, and you can enroll these identities in VideoEdge's Face Enrollment database. The Identity Management page contains two editors:

- The Identity Editor
- The Enrollment Editor

Figure 33: The Identity Editor

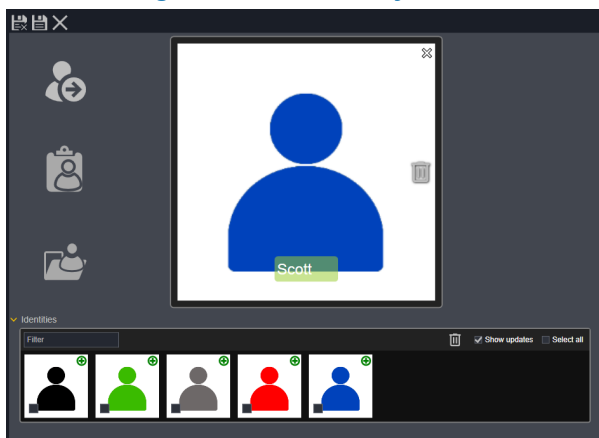
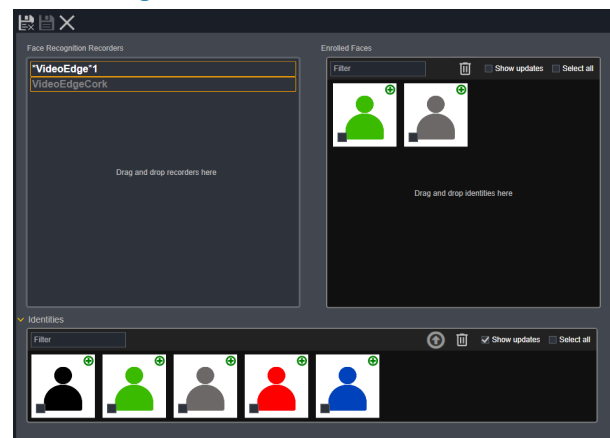


Figure 34: The Enrollment Editor



Accessing the Identity Management page

- 1 Select the **Configuration** icon.
- 2 From the **Configuration** menu, select **Identity Management**.
- 3 Select one of the following options:
 - To upload identity photos, select **Identity Editor**.
 - To enroll identities in VideoEdge face enrollment databases, select **Enrollment Editor**.

The Identity Editor

Use the Identity Editor to upload user identity photos to victor Unified Client. You can also edit or delete images from victor's Identity database.

Figure 35: The Identity Editor

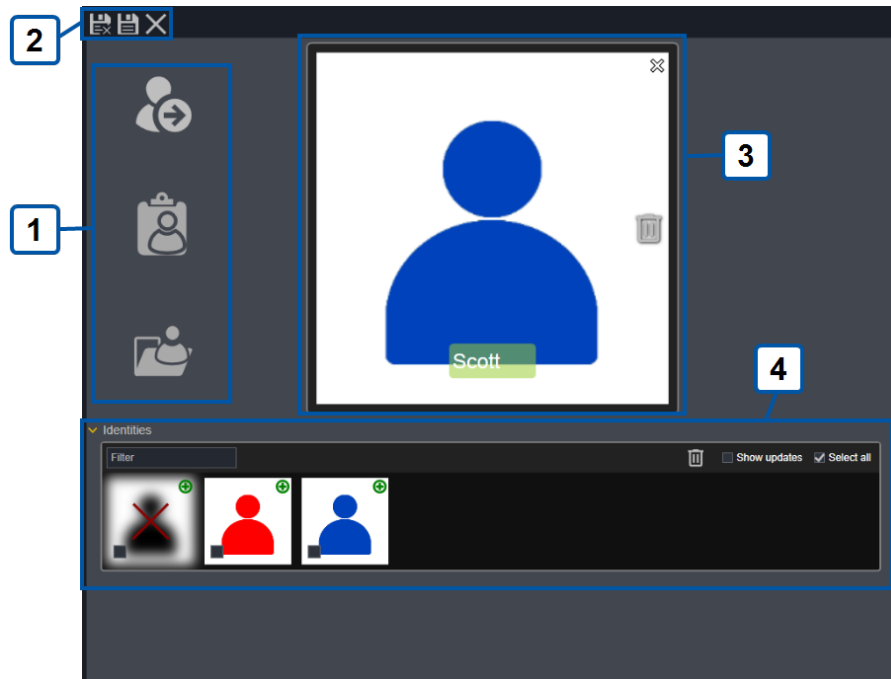


Table 10: Identity Editor elements

Number	Description
1	Use these icons to add images to the Identity Editor. You can add individual images, you can copy an image from your clipboard, or you can add a folder of images.  Click this icon to select image files. You can select one file, or you can select multiple files. To add larger groups of images, add a folder of images instead.  Click this icon to paste an image from your system clipboard. To paste the image to an existing identity, select that identity before you click this icon.  Click this icon to select a folder of images. Use this option to add large groups of images in a single click.
2	Use these icons to save or cancel the changes that you make in the Identity Editor.
3	You can also drag images here to add them to the Identity Editor.
4	From the Identities section you can view all identities that are present on your system. You can also delete Identities from your system.

File naming guidelines for Identity images

To effectively configure an Identity for Face Recognition, you must upload multiple photos for each identity. For more information about Face Recognition best practices, refer to the *VideoEdge Face Recognition Best Practices Guide*. You can use the Identity Editor to group uploaded images into a single identity. To group images to the same identity, use the following format: *filename_1, filename_2, filename_3*. The images must use the same file name.

For example: A user uploads the following files to the Identity Editor.

- JSmith_1
- JSmith_2

- JSmith_3

The files appear in the Identity Editor as a single Identity, called JSmith.

You can use this file naming format to upload new images to existing identities, and to automatically assign groups of images to different identities.

Uploading Identity images

- 1 Select the **Configuration** icon.
- 2 From the **Configuration** menu, select **Identity Management**.
- 3 Select **Identity Editor**.

Note:

If your system contains a large quantity of identity images, the Identity Editor may load slowly.

- 4 Select any of the following options to add identity photos:
 - Select the **Add Files** icon to add one image or several images.
 - Select the **Copy from Clipboard** icon to copy a clipboard image into the Identity Editor.
 - Select the **Add Folder** icon to add a folder that contains images.
- 5 Select **Save**.

The Enrollment Editor

Use the Enrollment Editor to enroll identity photos in a recorder's face enrollment database. You can enroll identities in multiple recorder Face Enrollment databases as part of a single enrollment action.

Figure 36: The Enrollment Editor

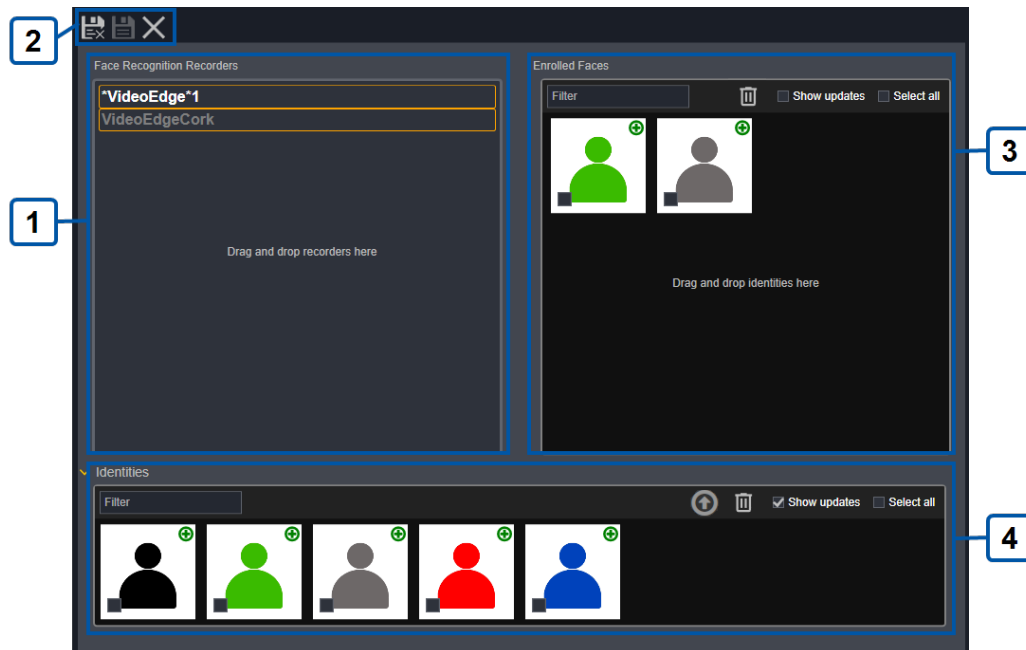


Table 11: Enrollment Editor elements

Number	Description
1	Drag and drop recorders into this section so that you can enroll identities in their Face Recognition databases.
2	Use these icons to save or cancel the changes that you make in the Identity Editor.
3	The Enrolled Faces section displays any Identities that are enrolled in a recorder's Face Recognition database.
4	From the Identities section you can view all identities that are present on your system. You can also select Identities to enroll in Face Recognition databases.

Enrolling Identities in a Face Recognition Database

- 1 Select the **Configuration** icon.
 - 2 From the **Configuration** menu, select **Identity Management**.
 - 3 Select **Enrollment Editor**.
-
- Note:**
If your system contains a large quantity of identity images, the Enrollment Editor may load slowly.
-
- 4 Select recorders to update:
 - a Drag and drop recorders onto the **Face Recognition Recorders** section of the Enrollment Editor.
 - b In the **Face Recognition Recorders** section, click the recorders that you want to upload identities to. To select multiple recorders, hold the Ctrl key and click the recorders.
 - 5 Add Identities to the recorders:
 - a In the **Identities** section, select the identities that you want to upload.
 - b Select one of the following options:
 - Click the **Upload** icon.
 - Drag and drop the identities onto the **Enrolled Faces** section.
 - 6 (Optional) Delete an identity from a recorder's Face Enrollment database:
 - a In the **Face Recognition Recorders** section, click the recorder that you want to edit.
 - b In the **Identities** section, select the identities that you want to delete.
 - c Click the **Delete** icon.
 - 7 Select **Save**.

Object Association

The concept of Object Association refers to linking together otherwise unrelated objects with the intent of enhancing incident building capability. For example, you can associate an intercom panel with a camera, so that you can view video footage of users interacting with the intercom.

The feature enables a '**Review**' option on the context menu of associated objects. Selecting **Review** opens a guard surveillance view displaying the source object and up to five associated objects.

After associations are made, the Review feature is accessible in three areas of the client; Reports, Event Viewer and Activity List.

Note:

- Objects can reference other objects of the same type but cannot reference themselves.
 - Certain supported objects, for example, doors, which do not display video, will not display the Guard surveillance view. In these cases, a Map view will open displaying the object's location (if configured on Maps).
 - If a source object has no associations, selecting Review will return a view of the type.
 - If the source object is a non-video object and has no associations, the review feature will not be available for any related events or alerts.
 - For the feature to function properly, it is recommended all associated objects are synchronized to a common NTP server.
-

Typical Use Cases

- 1 Motion Alarm has been triggered and the associated Event Acknowledged. The user still needs to view video associated with the Alarm.
Without Object Association, reporting capabilities only show you the time of the alarm. The user must open a surveillance window, drag in the camera that caused the alarm and navigate back to the time of the alarm using the report data.
With Object Association, the user simply selects the Review option from the report item to perform all the above functionality automatically.
- 2 Building on Use Case 1, if there are more cameras associated with the alarm.
Without Object Association the user must find them and drag each camera individually into a surveillance window and navigate to the time of the alarm.
With Object Association, the Review feature launches investigator mode and displays all associated camera views.
- 3 Similar to **1** and **2** but related to **Non Video** devices, for example, Doors. If a door is forced and an event activated, the feature can be used to view video from associated cameras in the door's vicinity.

Review Feature

The **Review** option is exposed in three areas of the client:

- **Reports:** When associations are configured, the source can be accessed from report items by selecting **Review** in the item's context menu.
- **Event Viewer:** When associations are configured, behavior is similar to that of Reports but the source is the cause of the event. The source can be accessed by selecting **Review** in the context menu of the Event Viewer item.
- **Activity List:** When associations are configured, the source of the activity list items can be accessed by selecting **Review** from the context menu of Activity list items.

Creating Object Associations

You can associate a maximum of five objects with any of the classes listed:

Video Cameras	DSC Partition/Zone
Doors	MZX Panel/Point
Inputs/Outputs	Simplex 4100 Panel/Point
Readers	Salvos

This procedure describes how to associate a video camera with other video cameras.

- 1 Select 
- 2 Expand the **Recorders** group and navigate to the required recorder.
- 3 Expand the recorder to display its cameras.
- 4 Right-click the required camera and select **Edit**.

- 5 Expand the **Associations** section.
- 6 Select . Object selector displays.
- 7 Select the object to associate using the object selector.
- 8 Select **OK**.
- 9 Select **Save**.

Viewing Associations from Reports

You can view object associations directly from report items. If an object has associations to other system objects, the 'Review' option will display on that object's report item's context menu.

- 1 Generate a system report.
- 2 Right-click a report item that is related to an object with associations.
- 3 Select **Review**. Depending on object type, the appropriate view opens displaying the source object and any associated object views.

Note:

If Salvos are associated with the source object, they will display in separate tabs.

Viewing Associations from the Devices list

You can view object associations from the Devices List. If a camera is associated with one or more objects, the **View Associated Videos** option is available from that camera's context menu.

- 1 Select .
- 2 Expand the **Recorders** group and navigate to the required recorder.
- 3 Expand the recorder to display its cameras.
- 4 Right-click the camera to be edited.
- 5 Select **View Associated Videos** to open a surveillance window that contains the object, and up to five associated objects.

Viewing Associations from Event Viewer

You can view object associations directly from the Event Viewer. If an event is triggered by an object that has associations, you can select the Review option from the Event Viewer entry.

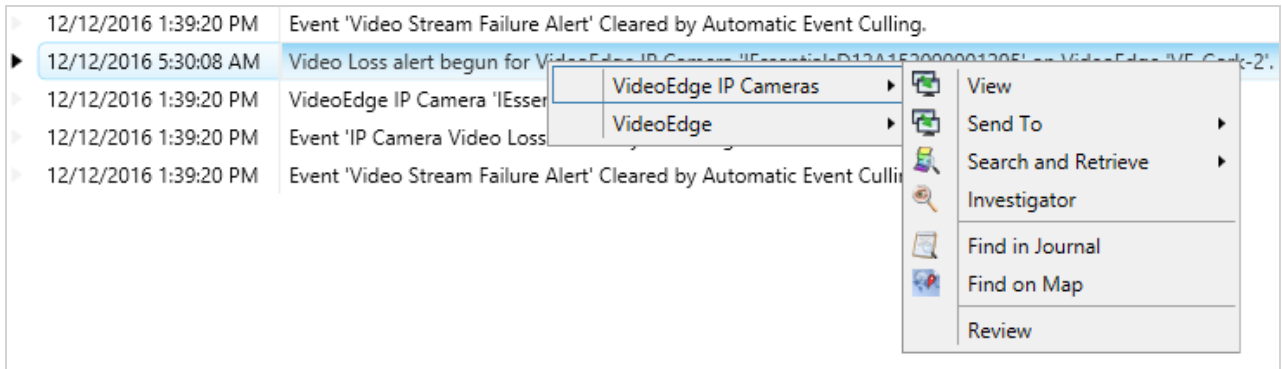
- 1 Select , then select **Event Viewer**.
- 2 Right-click an event which was triggered by an object with associations.
- 3 Select **Review**. Depending on object type, the appropriate view opens displaying the source object and any associated object views.

Note:

If Salvos are associated with the source object, they will display in separate tabs.

Viewing Associations from Activity List

You can view object associations directly from the Activity List. If an activity list item is related to an object with associations, the Review option is available on the Activity List entry.



- 1 Select , then select **Activity**.
The Activity list opens.
- 2 Right-click the item from which to view associations.
- 3 Select **VideoEdge IP Cameras**.
- 4 Select **Review**. Depending on object type, the appropriate view opens displaying the source object and any associated object views.

Note:

If Salvos are associated with the source object, they will display in separate tabs.

Point of Sale

Point-of-Sale (POS) systems are used to facilitate and record financial transactions between businesses and customers. Most commonly they are used in retail environments for product sales.

victor Unified Client incorporates a comprehensive set of POS integration features which are available as a licensed add-on.

Using the victor Unified Client you can import two types of POS data: raw POS transactions from your POS system, and POS exception reports produced by your POS exception reporting system.

Once POS data is imported into victor Unified Client, a range of investigation tools are available. You can access video of each transaction, and use victor Unified Client's video investigation tools, such as **Investigator Mode** and **Clip Export** to gather video evidence. In addition victor Unified Client provides advanced POS searching capabilities which can use to find specific transactions based on predefined POS rules.

When POS is installed, a new database called **ACVSPOS** is created on your system. This database will store all POS data.

Configuration

Before using victor Unified Client's POS features, several configuration steps should be followed:

The most important aspect of this configuration is to identify which cameras record video of which POS terminals (or cash registers). This is achieved creating POS terminal objects in victor Unified Client, and associating those with camera objects. The steps involved are:

- 1 Create a POS Store object
- 2 Create POS Terminal objects
- 3 Associate POS Terminals with relevant cameras

After these general steps are complete, victor Unified Client is ready to import POS data. When POS data is imported, it is automatically synchronized with video based on **Time** (See POS Time Offset) and **Terminal ID** with camera

associations. This means operators are not required to know or remember which cameras cover which terminals and are not required to manually enter dates/times to view POS transactions or exceptions.

Camera Region Editor

The Camera Region Editor provides a means to visually identify areas within a camera view which are represented by Customers, Merchandise, Employees and Terminals.

While not specifically a POS feature, making associations between cameras with defined regions and edge devices allows users to view pertinent regions of camera views when triggers are initiated from the associated items. This can be particularly useful in a retail environment.

Unified POS Data Import

Raw POS transactions are imported into victor Unified Client in standard UnifiedPOS XML format. The UnifiedPOS XML format was developed by the National Retail Federation (NRF) Association for Retail Technology Standards (ARTS). The format is a public standard for exchange of POS data in an XML form. See your POS system documentation or contact your POS system vendor to determine how you can export UnifiedPOS data for use with victor Unified Client.



Caution

Before you import POS data into victor Unified Client you should remove or securely obscure any sensitive credit card information. victor Unified Client is not certified for PCI DSS compliance.

This section details how to complete the following procedures:

- Creating a POS Store
- Creating a POS Terminal
- Associate Terminals with cameras
- Define camera regions
- Importing POS Transactions
- Searching POS transactions
- Viewing POS Transactions
- Importing POS Exception Reports
- Viewing POS Exception Reports

Creating a POS Store

You can create POS store objects within victor Unified Client. These objects can be associated with multiple terminal objects.

- 1 Select , then select **Store**.
- 2 Enter a name for the POS Store in the **Name** textbox.
- 3 Enter a description for the POS Store in the **Description** textbox.
- 4 Enter the **Revenue Center ID**.
- 5 Enter the **Retail Store ID**.

Note:

The Retail Store ID must match the ID used by the POS system or no transactions will be imported.

- 6 Select the store's time zone from the **Time zone** list.
- 7 Configure the store's business hours:
 - Edit the start time and end time for each day that the store is open
 - If the store is closed on a particular day, set the start time and the end time to the same value on that day.
- 8 Configure the store's geographical location:
 - a Enter the approximate store size in the **Radius** field.
 - b Use one of the following methods to configure the store's co-ordinates:
 - Enter the co-ordinates in the **Latitude** and **Longitude** fields.
 - Select Edit Location, and use the Geographic location selector to set the store's location on the world map.
 - c Associate a salvo with the store.
 - Select 

- Use the object selector to choose a salvo, and then click **OK**.
- Configure the store's live video viewing hours:
 - Edit the start time and end time for each day that you require live video viewing.
 - If you do not need live video viewing on a certain day, set the start time and the end time to the same value on that day.
 - Select **Save**.

Controlling access to POS stores

When you create or edit victor roles, you can also configure that role's access to POS stores. Depending on the size of an organization, you can create multiple roles with different levels of POS store access. For example, you can create a store admin role that can access all POS stores, or you can create a store manager role that can only access one store. You can also configure the actions that the role can perform on a POS store:

- Show
- Edit
- Delete
- Find on Map

For more information about victor Roles, see "Roles".

Creating a POS Terminal

You can create one or more POS Terminals within victor Unified Client. These are then typically associated with cameras which have fields of view covering the POS terminals. You can configure the amount of time before and after a transaction to include in a text stream search. When you view a text stream search result, these values determine how much data is displayed before and after the search time.

- Select , then select **Terminal**.
- Enter a Name for the Terminal in the **Name** textbox.
- Enter a Description for the Terminal in the **Description** textbox.
- Select a **Store** to be associated with the terminal.
- Enter the **Workstation ID**.
- (Optional) Edit the **Search before seconds** value.
- (Optional) Edit the **Search after seconds** value.

Note:

- The default value for **Search before seconds** and **Search after seconds** is five seconds.
 - The **Search before seconds** and **Search after seconds** values determine the amount of video footage to include before and after a transaction occurs.
-

- Select **Save**.

Note:

The Workstation ID should match the ID used by your POS system for this terminal or no transactions will be imported.

Associating POS Terminals with cameras

Using the Associations section in the POS Terminal editor, you can associate one or more cameras with the terminal. These should be cameras whose field of view includes the physical terminal.

- Select , then select **Terminal**.
- Right-click the Terminal to edit.
- Select **Edit**.
- Expand the Associations section.

- 5 Select . The Object selector displays.
- 6 Use the Object selector to select cameras to associate with the terminal.
- 7 Select **OK**.
- 8 Select **Save**.

Defining camera regions

The Camera Region Editor allows you to define color coded overlays on camera views associated with terminals.

Four overlay types are available: Customer Present, Merchandise, Employee and Terminal.

Assigning regions to terminal cameras in a retail environment makes them easily identifiable when POS video is retrieved for those terminals.

Note:

The Customer Present region can be aligned with the customer present analytic available on VideoEdge 4.4+

Regions can be assigned from the Camera region editor. You can access the editor by right-clicking a terminal on the device list and selecting Configure Regions.

To use the Region editor the camera must be associated with a terminal.

- 1 Right-click a terminal from the Devices list.
 - 2 Select **Configure Regions** to open the Camera Region Editor.
 - 3 Select the Camera on which to draw the Region of interest (ROI). Camera view displays with drawing tools.
 - 4 Click  to add a camera region.
 - 5 Configure the camera region.
 - a Select the region type to be drawn from:
 - Customer (Analytic available)
 - Merchandise (For information only)
 - Employees (For information only)
 - Terminal (For information only)
 - b Use drawing tools to draw the required ROI.
 - c (Optional) Enter a region **Description**.
 - 6 Close the Camera Region Editor
- Or
- Continue drawing / editing as required.

Importing UnifiedPOS Transactions

UnifiedPOS Transaction Reports can be imported into victor Unified Client allowing video data to be aligned with transaction data.

During import, the file is validated against the UnifiedPOS standard. If the file is not in UnifiedPOS XML format, the import will fail.

During the import, victor Unified Client examines each transaction and checks for corresponding stores and terminals in victor Unified Client using the RetailStoreID and WorkstationID properties. Any transactions that do not have a corresponding store and terminal in the system are rejected. The rest are stored in the victor Unified Client database.

- 1 Select .
- 2 Select **Import Unified POS. Import File** dialog displays.
- 3 Select , then navigate to the file to import.
- 4 Select **Open**.

- 5 Enter **Time Offset** if required. This is the time between the POS terminal and victor Unified Client.
- 6 Select **OK**. The file import begins. The file is validated first to ensure Unified POS requirements are met. Select **More Detail** to view progress and status of import.

Note:

Workstation ID, and Retail Store ID must align with the corresponding object properties in victor Unified Client.

- 7 Select **Close** when import is complete.

Searching POS Transactions

Using the POS Search and Retrieve wizard, you can search POS Transactions and view results alongside associated video data. Transaction video displays in the POS surveillance window while the associated transaction data displays in a separate pane.

- 1 Select , then select **Execute Transaction Search Wizard**.
- 2 Drag the required terminal or store into the terminal list area.
- 3 Specify the start and end time to be searched within.
- 4 Select checkbox if Customer Filtering is required, then select the filter:
 - Include All Transactions - No Customer filtering.
 - Include only transactions with no customers (Requires Customer present video Intelligence).
 - Include only transactions with customers (Requires Customer present video Intelligence).

Note:

- Video Intelligence is a VideoEdge NVR 4.4+ licensed add-on. In order to use this feature, a license must be purchased for each camera.
 - Customer Present Video Intelligence applies regardless of the Video Intelligence rule that is selected.
-

- 5 Apply Unified POS search rules if required:
 - a Select  Object selector displays.
 - b Select the POS Search property from the object selector.
 - c Select **OK** Search property displays in the wizard.
 - d Apply **And/Or** and **Operator** Values as required.
 - e Apply **Value** as requires - This field may be a dropdown selection or free text depending on the Search property selected.
- 6 Select **Finish**. Search results (video and transaction data) display in the POS surveillance window.

Viewing POS transactions

You can view POS transactions related to specific terminal objects directly from the device list. This action opens a transaction surveillance window displaying the cameras associated with that terminal.

- 1 Right-click the required terminal on the device list
- 2 Select **View**. Transaction Viewer displays.
- 3 Use playback controls to navigate to the required time interval.

Note:

You can use the play controls to navigate forwards and backwards through the video. While paused, you can drag in additional cameras or terminals that will be time synchronized with the others. As transactions occur on one of the terminals in the POS Transaction Viewer, the text of that transaction will be displayed in the text pane to the right of the video. The text will remain in this pane until it is replaced by another transaction.

If configured, overlays are displayed in this view displaying camera regions defined for merchandise, Customer present, Employee or Terminal. Refer to "Defining camera regions".

POS Exception Reports

In addition to raw POS transactions, victor Unified Client can also import POS Exception Reports. A POS Exception Report typically lists transactions deemed to be exceptional in some way.

Trying to align exception data with video data manually can be very time consuming and error prone. The POS exception report feature automates much of this process.

Assuming the POS terminals are already configured (If not refer to **POS Exception Reports** and **POS Exception Reports**). You can then import POS exception reports and align video data with the transactions.

POS Exception Reports come in many different formats from different vendors and are often customized by company rules and procedures. Therefore, victor Unified Client has a flexible template-based system that can understand many different report types and formats.

POS Exception Report Requirements

At a minimum, POS exception reports must:

- Be in Row-Column Format
- Be either .csv or .xls file format
- Contain columns for Date, Time and POS Terminal ID of the transaction
- List exceptional transactions

Any other information the report may contain will be imported and displayed but is not required for the import.

Three types of rows are supported:

- **Key row** (one) - The first row of the report. This row names the columns in the report
- **Terminal rows** (one or more). Contain the transaction data
- **Group rows** (one or more). Used to link together terminal rows

Importing POS Exception Reports

The POS Report Import wizard guides you through the several steps required to import a new report and also create a report template. Templates are useful as the next time you import a report of that type, victor Unified Client will recognize it and import it directly.



Caution

Before importing POS data into victor Unified Client you should remove or securely obscure any sensitive credit card information. victor Unified Client has not been certified for PCI DSS compliance.

- 1 Select

Note:

Ensure that you enable the **Sort by Group** option for the Create a new Item page.

- 2 Select **Import Report** from the Point of Sales section.
- 3 Select **Browse**.
- 4 Navigate to and select the exception report.
- 5 Select **Open**. A Report Preview displays. Use the Report Type dropdown to select New or Existing. If it is a new report type, the wizard will guide you through the rest of the process, if you select an existing report type, the wizard will bypass report configuration and prompt for import.
- 6 Select **Next**. **Exception Report Header** screen displays. Set the report header by selecting the row containing the required column headers. After selecting the header row, you can change the column header names by selecting the name in the preview area and entering a new name.

- 7 Select **Next. Mandatory Columns** screen displays. Drag column headers from the preview datagrid into the relevant column dropboxes.
- 8 Select **Next. Additional Info** screen displays. If your exception report groups exceptions underneath header rows, select a header row from the preview datagrid and then select a property header from the property table.
- 9 Select **Next. Save Report Template** screen displays:
 - a Enter a **New Report Name**, then select  - The new template will save with this name.
 - b Select **Enable Customer Filtering** if required. This means you can filter POS Exception Reports based on whether a customer was present at the time of the exception or not.

Note:

 - After you enable customer filtering, select one of the following filtering options: Include all exceptions, Include only exceptions with no customers, Include only exceptions with customers.
 - Customer Present Video Intelligence is a VideoEdge NVR 4.4+ licensed add-on. In order to use this feature, a license must be purchased for each camera.

 - c Enter a Time offset if required.
- 10 Select **Next. Import Summary** Screen displays. Review the report summary and use **Previous** and **Next** Buttons to make any amendments as required.
- 11 Select **Finish**.

Viewing POS Exception Reports

- 1 Select .
- 2 Select **Report Templates**.
- 3 Right-click the report and select one of the following options:
 - **View**
 - **Send To**
 - **Delete**

Camera Region Editor

The Camera Region Editor provides a means to visually identify areas within a camera view represented by:

- Customers
- Merchandise
- Employees
- Terminals

Making associations between camera defined regions and edge devices allows users to view pertinent regions of camera views when triggers are initiated from the associated items.

Defining camera regions

Camera regions can be assigned from the Camera region editor. You can access the editor by right-clicking a terminal on the device list and selecting Configure Regions.

- 1 Right-click a terminal from the **Devices** list.
- 2 Select **Configure Regions** to open the Camera Region Editor.
- 3 Select the Camera on which to draw the Region of interest (ROI). Camera view displays with drawing tools.
- 4 Click  to add a camera region.

- 5 Configure the camera region.
 - a Select the region type to be drawn from:
 - Customer
 - Merchandise
 - Employees
 - Terminal
 - b Use drawing tools to draw the required ROI.
 - c (Optional) Enter a region **Description**.
- 6 Close the Camera Region Editor.

Controllers

Various CCTV Keyboards, Multimedia Controllers and Joysticks are supported in victor Unified Client for surveillance control. You can use these devices to navigate and switch video streams in display panes of surveillance windows and virtual matrices. In addition, when you select the surveillance pane for a PTZ camera, you can use a USB joystick to control the camera's PTZ functionality.

Serial keyboards have fixed functionality within the victor Unified Client surveillance environment whereas Joysticks, Gamepads and other Multimedia controllers are configurable.

Controller button configuration (General Information)

Some controllers are 'Plug and Play', others support configuration within victor Unified Client, see below:

Controller Device	Button configuration options
AD/Pelco Serial Keyboards	Not Applicable: Refer to manufacturer's instructions for default settings.
System Keyboard (Standard QWERTY)	Not Applicable: Refer to "Controller button configuration (General Information)" for default settings.
ExacqVision Keyboards (VM Desktop Model 100-590-2130)	In victor Unified Client: Select  , then select Joystick Configuration .
Axis 295 Video Surveillance Joystick Axis T8311 Video Surveillance Joystick	In victor Unified Client: Select  , then select Joystick Configuration .
Videotec DCZ USB Keyboard	In victor Unified Client: Select  , then select Joystick Configuration .
Gamepads	In victor Unified Client: Select  , then select Gamepad Configuration . (refer to "Controller button configuration (General Information)")
ShuttlePRO v2	Not Applicable. Refer to "Controller button configuration (General Information)" for default settings.

System Keyboards

You can add a standard Windows keyboard and use it as a CCTV keyboard.

Note:

When using a system keyboard, surveillance commands can only be sent if the surveillance window has focus. Other controllers will operate regardless of whether the surveillance window has focus.

Refer to System Keyboards for a list of user commands.

Adding a system keyboard

- 1 Select 
- 2 Select **Keyboard** from the **Video** section.
- 3 Enter a name for the keyboard in the **Name** textbox.
- 4 Enter a description for the keyboard in the **Description** textbox.

Note:

The Enabled checkbox is checked by default, deselect the checkbox to deactivate the keyboard.

- 5 Expand the **Keyboard** section.
- 6 Select **System Keyboard** from the **Model** dropdown. The **COM Port** and **Baud Rate** dropdown lists disappear.
- 7 Select **Save**.

System Keyboard commands

When using a system (QWERTY) keyboard, the following commands are available:

Command	Action	Command	Action
Arrow Keys	Pan/Tilt	w	Stop
Number Pad Arrow Keys	Pan/Tilt	e	Pause
+/- (Number Pad)	Zoom in/Out	r	Play
-/=	Zoom in/Out	t	Fast Forward
#m	Monitor (# is a number: 1-999)	s	Jump to Date (4 digits in month/day format)
#k	Camera (# is a number: 1-9999)	d	Jump to Time (4 digits in 24 hour format)
q	Rewind	#j	Site

Serial Keyboards

Any of the listed AD/Pelco keyboards can be used in victor Unified Client.

Adding a serial keyboard

- 1 Select 
- 2 Select **Keyboard** from the **Video** section.
- 3 Enter a name for the keyboard in the **Name** textbox.
- 4 Enter a description for the keyboard in the **Description** textbox.

Note:

The Enabled checkbox is checked by default, deselect the checkbox to deactivate the keyboard.

- 5 Expand the **Keyboard** section.
 - a Select the required **Model** from the dropdown.
 - b Select the required **COM Port** from the dropdown.

c Select the required **BAUD Rate** from the dropdown.

6 Select **Save**.

System/Serial Keyboards: Supported functionality

	System Keyboards						
Feature	System	ADTTE	AD 2088/89	ADCC0200	ADCC0300	ADCC1100	Pelco KBD300A
Camera/Monitor Call up	✓	✓	✓	✓	✓	✓	✓
Standard PTZ Control	✓	✓	✓	✓	✓	✓	✓
Keyboard Macros			✓			✓	
Salvos		✓	✓	✓	✓	✓	✓
Tours		✓	✓	✓	✓	✓	
Patterns		✓	✓				
Presets		✓	✓	✓	✓	✓	✓
Focus/Iris Control		✓	✓	✓	✓	✓	✓
Flip		✓	✓	✓	✓	✓	
Site	✓	✓	✓	✓	✓	✓	
Keyboard Functionality**							

* Using ASCII protocol (Pelco Keyboard requires an RS422-RS-232 converter)

** See Keyboard/Matrix Switcher Manual for specific functionality

Note:

- When using a system keyboard, commands can only be sent if the surveillance window has focus. Other keyboards are not affected and will continue to operate whether the surveillance window has focus or not.
 - System keyboards cannot be edited from remote clients.
 - Repeat should be set to '**Off**' for all keyboards. Refer to the keyboard user documentation for instructions.
-

American Dynamics serial keyboard installation

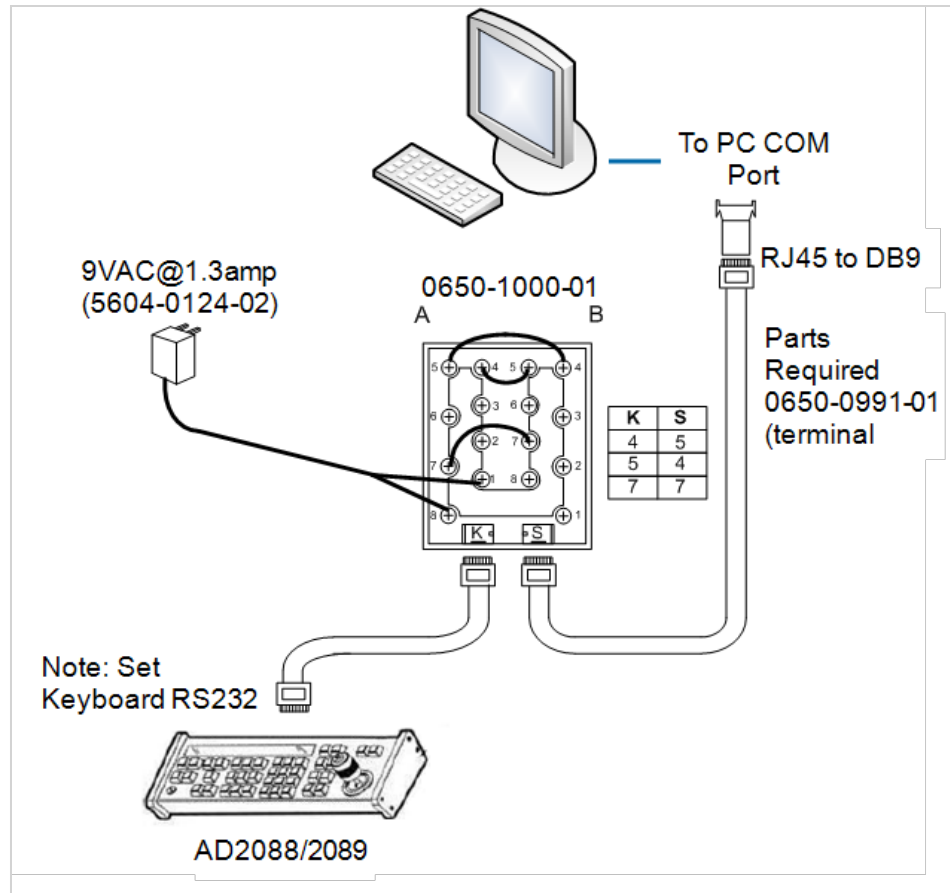
Wiring diagrams for installing keyboards:

AD2088, AD2089, ADTTE, ADCC1100 ADCC200, ADCC300

AD2088 and AD2089

Note:

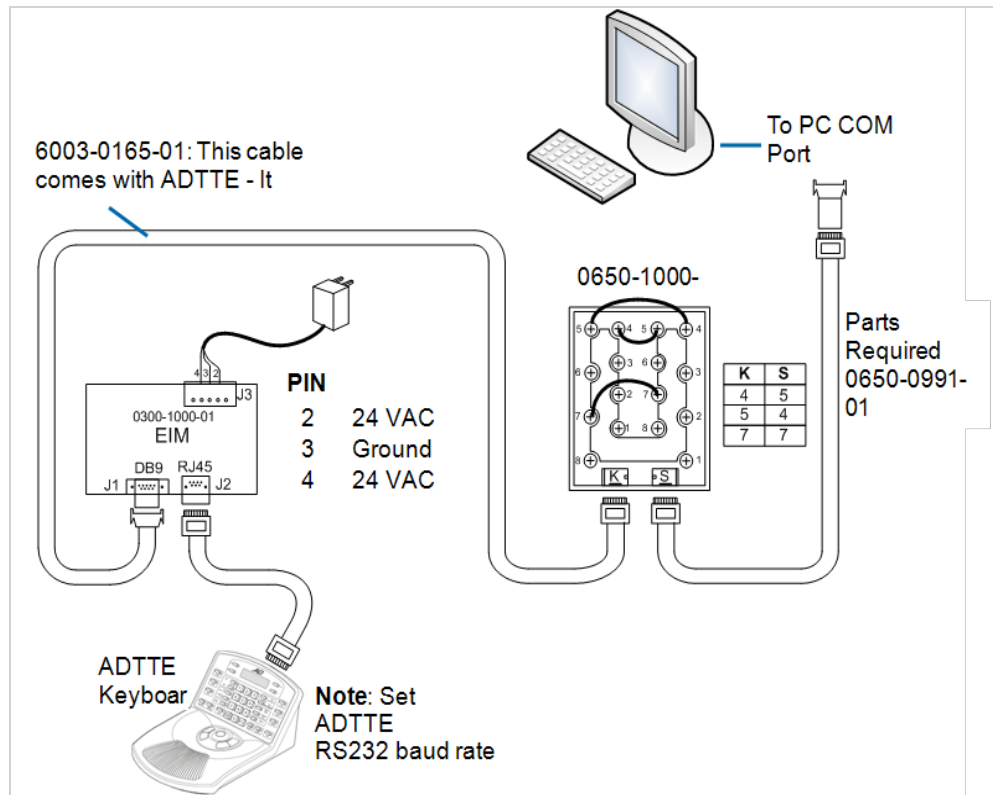
To install the AD2088 and AD2089 Keyboard, you require the Keyboard PC kit (ADACKBPC2000)



ADTTE

Note:

To install the ADTTE Keyboard, you require the Keyboard PC kit (ADACKBPC2000)



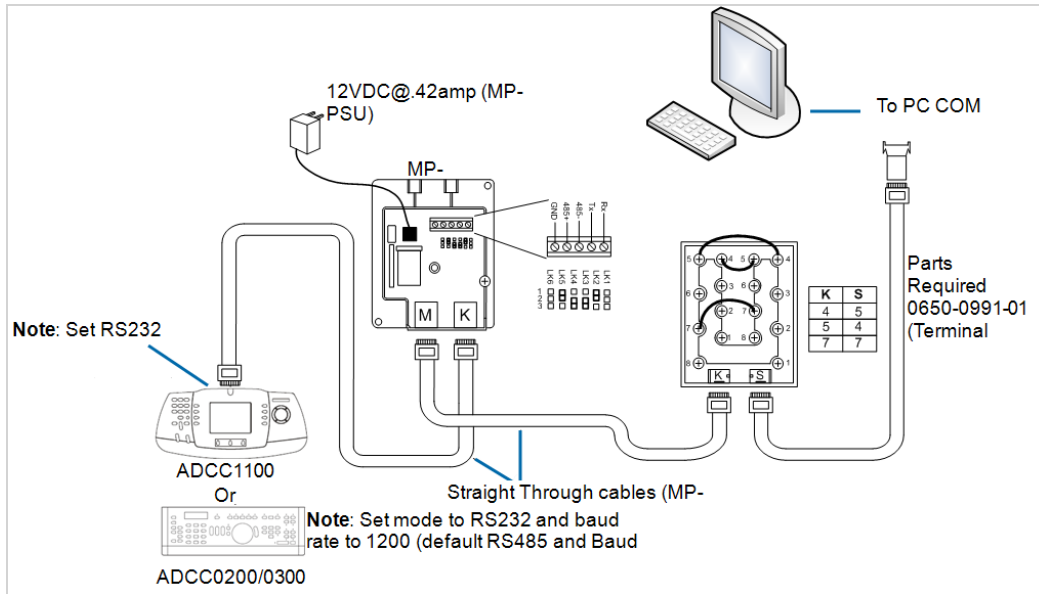
ADCC1100 or ADCC0200/0300

Note:

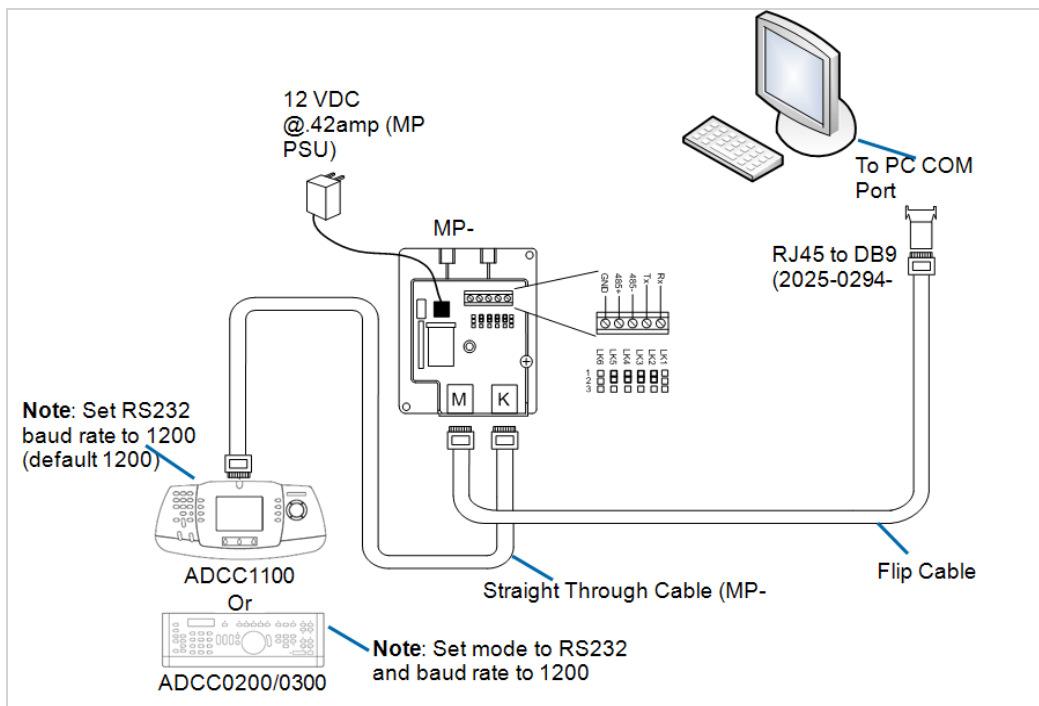
To install the ADCC1100 or ADCC200/300 Keyboards, you require the Keyboard PC kit (ADACKBPCMPCC)

There are three Methods of connecting ADCC1100 or ADCC0200/0300:

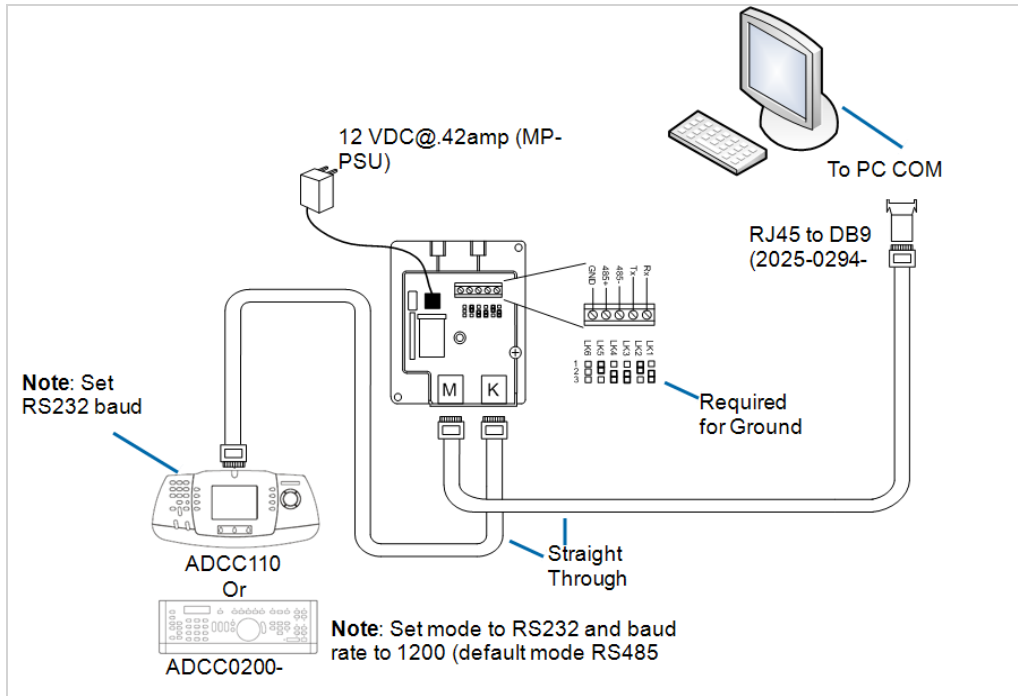
• Method 1



• Method 2



• Method 3



Configuring ExacqVision controllers

You can map keyboard functions for ExacqVision controllers within victor Unified Client:

Note:

- '#' Button is not configurable
- Number pad keys are not configurable

Table 12: ExacqVision Default button assignments

Button	Action	Button	Action
C1	Select/Execute	C9	Hold tour
C2	Go back	C10	Flip 180°
C3	Open/Close OSD	C11	Stop
C4	Next tab	C12	Toggle Play/Pause
C5	Previous monitor	C13	Clear
C6	Next monitor	14	*Monitor
C7	Focus near	15	Last camera (Left joystick button)
C8	Focus far	16	Next Camera (Right joystick button)

- 1 Select 
- 2 Select **Joystick Configuration**.
- 3 Select **ExacqVision Surveillance Keyboard** from the **Load Configuration** dropdown.

- 4 Select **Supports Numeric Input** if required.
- 5 Select **Apply**.
- 6 Expand the **Controller Layout** section:
 - X/Y Axis**
 - a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
 - b Select **Invert Y Axis** if required (Reverses the default '**Y**' orientation- Up becomes Down, Down becomes Up)
 - c Select Control assignment for **X/Y** axis- either Pan/Tilt or leave unassigned
 - Z Axis**
 - d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
 - e Select **Invert Z Axis** if required (Reverses the default '**Z**' orientation)
 - f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned
 - X Position**
 - g Adjust the X position using the outer jog wheel. Use the **Dead Zone** slider bar to set the number of pixels which the jog wheel needs to traverse before becoming active
 - h Select **X Position** if required
 - i Select Control assignment for **X Position** either Pan/Tilt, Zoom, Iris, Playspeed or leave unassigned
- 7 Expand the **Keyboard Mapping** section.
 - Use **Press Key Here** field to map supported virtual keyboard buttons.
- 8 Select **Save**.

Configuring Axis controllers

victor Unified Client supports the **Axis T8310** Video Surveillance control board. This consists of three units that can be installed separately or together as one unit.

- T8311 Video Surveillance Joystick (Control PTZ functionality of cameras): **Configurable in victor Unified Client**
- T8312 Video Surveillance Keypad (Navigate between cameras, views and presets) **Not Configurable**
- T8313 Video Surveillance Jog Dial (Jog and shuttle through recorded video) **Not Configurable in victor Unified Client**

Table 13: Axis T8311 Default button assignments

Button	Default Assignment	Button	Default Assignment
1	Select/Execute	4	Go back
2	Open/Close OSD menu	5	Next tab
3	Previous monitor	6	Next monitor

Axis T8311 controller keyboard mapping can be configured within victor Unified Client:

Configuring the Axis T8311 joystick

- 1 Select .
- 2 Select **Joystick Configuration**.
- 3 Select the **Axis T8311** joystick from the **Load Configuration** dropdown.
- 4 Select **Supports Numeric Input** if required.

- 5 Select **Apply**.
 - 6 Expand the **Controller Layout** section:
 - X/Y Axis**
 - a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
 - b Select **Invert Y Axis** if required (Reverses the default '**Y**' orientation- Up becomes Down, Down becomes Up)
 - c Select Control assignment for **X/Y** axis- either Pan/Tilt or leave unassigned
 - Z Axis**
 - d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
 - e Select **Invert Z Axis** if required (Reverses the default '**Z**' orientation)
 - f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned
 - 7 Change default button assignments using the dropdown menus.
 - 8 Expand the **Keyboard Mapping** section.
 - a Use **Press Key Here** to map supported virtual keyboard buttons.
 - b Use the **Keyboard Mapping** section, to map the controller keyboard to system commands.
-
- Note:**
To aid with key mapping, each keystroke on the controller highlights red on the GUI
-
- 9 Select **Save**.

Axis 295 button assignment

victor Unified Client supports the **Axis 295** Video Surveillance control board.

Table 14: Axis 295 Default button assignments

Button	Default Assignment	Button	Default Assignment
1	Go Back	7	Rewind
2	Clear	8	Fast Forward
3	Previous tab	9	Previous monitor
4	Next tab	10	Next monitor
5	Play/Pause	11	Open/Close OSD
6	Stop	12	Select/Execute

Axis 295 controllers can be configured within victor Unified Client:

Configuring the Axis 295 joystick

- 1 Select 
- 2 Select **Joystick Configuration**
- 3 Select the **Axis 295** joystick from the **Load Configuration** dropdown.
- 4 Select **Apply**.
- 5 Expand the **Controller Layout** section:
 - X/Y Axis**

- a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
- b Select **Invert Y Axis** if required (Reverses the default '**Y**' orientation- Up becomes Down, Down becomes Up)
- c Select Control assignment for **X/Y** axis - either Pan/Tilt or leave unassigned

Z Axis

- d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
- e Select **Invert Z Axis** if required (Reverses the default '**Z**' orientation)
- f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned

6 Expand the **Keyboard Mapping** section.

- a Use **Press Key Here** to map supported virtual keyboard buttons.
- b Use the **Keyboard Mapping** section, to map the controller keyboard to system commands.

Note:

To aid with key mapping, each keystroke on the controller highlights red on the GUI

7 Select **Save**.

Videotec DCZ USB Keyboards

You can configure Videotec DCZ keyboard mapping within victor Unified Client:

Table 15: Videotec DCZ default button assignments

Button	Default Assignment	Button	Default Assignment
1	1	21	Go to Preset 1
2	2	22	Go to Preset 2
3	3	23	Go to Preset 3
4	4	24	Go to Preset 4
5	5	25	Cycle Warp Type
6	6	26	Flip 180°
7	7	27	Date
8	8	28	Time
9	9	29	Rewind
10	Monitor	30	Fast Forward
11	0	31	Play/Pause
12	Camera	32	Stop
13	Set Preset	33	Frame Step Backward
14	Set Pattern	34	Frame Step Forward
15	Iris Close	35	Run Salvo
16	Iris Open	36	Run/Restart Tour
17	Focus Near	37	Hold Tour

Button	Default Assignment	Button	Default Assignment
18	Focus Far	38	Last Tour Step
19	Run Preset	39	Next Tour Step
20	Run Pattern	40	Video Layout

Configuring a Videotec DCZ controller

- 1 Select 
- 2 Select **Joystick Configuration**
- 3 Select **Videotec DCZ Surveillance Keyboard** from the **Load Configuration** dropdown.
- 4 Select **Supports Numeric Input** if required.
- 5 Select **Apply**.
- 6 Expand the **Controller Layout** section:
 - X/Y Axis**
 - a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
 - b Select **Invert Y Axis** if required (Reverses the default '**Y**' orientation- Up becomes Down, Down becomes Up)
 - c Select Control assignment for **X/Y** axis- either Pan/Tilt or leave unassigned
 - Z Axis**
 - d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
 - e Select **Invert Z Axis** if required (Reverses the default '**Z**' orientation)
 - f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned
 - X Position**
 - g Adjust the X position using the outer jog wheel. Use the **Dead Zone** slider bar to set the number of pixels which the jog wheel needs to traverse before becoming active
 - h Select **X Position** if required
 - i Select Control assignment for **X Position** either Pan/Tilt, Zoom, Iris, Playspeed or leave unassigned
- 7 Expand the **Keyboard Mapping** section.
 - Use **Press Key Here** field to map supported virtual keyboard buttons.
- 8 Select **Save**.

Gamepad controllers

victor Unified Client supports gamepad 'Plug and Play' functionality meaning there is no requirement to 'Add' the controllers in victor Unified Client.

Table 16: Gamepad controller default button assignments.

Button	Default Assignment
Right shoulder	Next monitor
Left shoulder	Previous monitor
Left stick (Move)	Pan/Tilt

Button	Default Assignment
Left Stick (Press)	Open/Close OSD menu
Right Stick (Move)	Move mouse
Right Stick (Press)	Mouse left click
Directional Pad Up	Toggle Play/Pause
Directional Pad Down	Stop
Directional Pad Left	Rewind
Directional Pad Right	Fast Forward
X	Mouse right-click
Y	Flip 180°
B	Go back
A	Select/Execute
Left Trigger	Zoom in
Right Trigger	Zoom out

Gamepad controllers can be configured within victor Unified Client:

Configuring a gamepad

- 1 Select 
- 2 Select **Gamepad Configuration**.
- 3 Expand the **Controller Layout** section.
- 4 For Left and Right Thumb Axes configuration:
 - a Use the **Dead Zone** slider bar to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
 - b Select **Invert Y Axis** if required (Reverses the default '**Y**' orientation - Up becomes Down, Down becomes Up)
 - c Use the **Control Assignment** pulldown to define the functionality of the thumbstick (E.G., Mouse Control or Pan/Tilt control)
- 5 Use the **Button Assignments** control to map the controller's physical buttons to victor Unified Client surveillance actions.

Note:

Default actions are assigned to the controller buttons; these are appended with **(Assigned)** in the dropdown assignment lists

- 6 Left/Right Trigger configuration (underside of the controller: LT/RT):
 - a Assign a Dead Zone up to 255 pixels using the slider
 - b Assign the button
 - c Use the **Control Assignment** pulldown to define the functionality of the trigger buttons
- 7 Direction Pad Configuration:
 - Use the Dropdown menus to assign actions against Up, Left, Right and Down commands.
- 8 Select **Save**.

ShuttlePRO v2 controller

ShuttlePRO v2 is a multimedia controller which works within any computer application with keyboard commands.

To enable ShuttlePro support in victor Unified Client you should complete the following tasks:

- 1 Install ShuttlePro V2 software (provided with the ShuttlePro product).
- 2 Run the **Contour Shuttle Device Configuration** utility.
- 3 Use the utility's **Settings Management** section to import **victor.pref** file from C:\Program Files\Tyco\victorClient\Config\victor_shuttlepro.pref
- 4 Select **OK**. ShuttlePro controller will be ready to use.

Figure 37: ShuttlePro V2 Default button assignments:



victor Unified Client provides native support for the ShuttlePRO v2 controller; You do not need to configure the device within victor Unified Client. However, you can change ShuttlePRO v2 default settings within victor Unified Client:

Configuring a ShuttlePRO v2

- 1 Select .
- 2 Select **Joystick Configuration**.

Note:

Apply **Load Preset Configuration** for your keyboard type if you want to use the controller's default mapping. If custom configuration is required continue to Step 3.

- 3 Select **Current Joystick**.
- 4 Select the relevant **Controller Layout** for your joystick.
- 5 Expand the **Keyboard Mapping** section.
 - a Use **Press Key Here** to map supported virtual keyboard buttons
 - b Use the **Keyboard Mapping** section, to map the controller keyboard to system commands
- 6 Select **Save**.

Note:

Alternatively, you can change the devices default settings using ShuttlePRO v2 software supplied with the controller.

Configuring Patterns and Presets using numeric input USB keyboards

Complete the following procedures to configure presets and patterns for a USB keyboard.

Configuring Patterns using numeric USB keyboard

- 1 Select 
- 2 Select **Joystick Configuration**.
- 3 Configure one of the Button Assignments for the keyboard to 'Set Pattern'.
- 4 Program a pattern using the USB joystick:
 - a Input a pattern number on the numeric keypad of the USB Joystick.
 - b Press the Joystick button that has the **Set Pattern** assignment, this will begin the programming process.
 - c Using the joystick, pan tilt and zoom to define the pattern and then press the **Set Pattern** button again to save the defined pattern and close out of programming mode.
- 5 To run the pattern, input a pattern number on the numeric keypad of the USB Joystick and then press the Joystick button which has the **Run Pattern** assignment.

Configuring Presets using numeric USB keyboard

- 1 Select 
- 2 Select **Joystick Configuration**.
- 3 Configure one of the Button Assignments for the keyboard to 'Set Preset'.
- 4 Program a preset using the USB joystick:
 - a Pan, Tilt and Zoom to the region where the preset is to be programmed.
 - b Input a preset number on the number pad of the USB joystick.
 - c Press the joystick button which has the **Set Preset** assignment.
 - d Repeat as required.
- 5 To run the preset, input a preset number on the numeric keypad of the USB Joystick and then press the Joystick button which has the **Run Preset** assignment.

Sites

A Site is a user definable list of folders into which you can drag devices and objects.

Sites allows users to organize and group objects into logical folder views instead of the traditional device driven views.

Users can create sites and folders with custom names and organize the objects within according to criteria relevant to that site. For example, a folder can be named 'East Car Park' and that folder can be used to group objects related to that particular area (Cameras, Recorders etc.)

The site list is therefore used as a convenient method from where to open objects and views related to a particular physical location. To open the Sites menu, select the Sites icon from the Navigation bar.

Creating a site

You can add new sites to victor Unified Client which allow you to group and manage devices within a specific area.

- 1 Select 
- 2 Right-click in the white space within the sites window.
- 3 Select **Add Site**.
- 4 Edit the site Name, then click **Ok**.

Note:

Site list reorders alphabetically as new sites are added, deleted or renamed.

Editing a site

- 1 Right-click a site.
- 2 To rename a site:
 - a Select **Rename Site**.
 - b Edit the site name.
 - c Select **Ok**.
- 3 To delete a site:
 - a Select **Delete Site**.
 - b Select **Yes**.

Adding objects to a site

- 1 Right-click a site.
- 2 Use one of the following methods to add objects to the site:
 - Use drag and drop functionality
 - a. Select the object to be added
 - b. Drag and drop the object into the required site folder
 - c. Repeat as required
 - Use the contextual menu:
 - a. Right-click the site folder.
 - b. Select **Add Items**. Object Selector opens.
 - c. Select items to add to the site, then click **OK**.
- 3 To add a folder to the site.
 - a Right-click the site folder.
 - b Select **Add Folder**.
 - c Enter a name for the folder, then click **OK**.

Note:

To remove a folder from the site, right-click the folder, then select **Delete Folder**.

- 4 To remove objects from the site:
 - a Right-click the object to be removed
 - b Select **Remove from list**.

Note:

Objects that you remove from a site are not deleted from victor Unified Client.

Adding map objects to a site

All objects from a map can be added to a site. This allows for configuration of areas of your facility on a map to be quickly added to a site for logical grouping.

- 1 Select .
- 2 Right-click on the site you want to add objects to.
- 3 Select **Add Items from Map**. Object Selector opens.
- 4 Select the map to add objects from then select **OK**. All objects from the map will be added to the site.

Adding items to a site from the right-click menu

You can add new compatible items to a site at any time using the right-click menu.

- 1 Right-click on the site you want to add objects to.
- 2 Select **Add to Sites...**
The Object Selector window opens.
- 3 Select one of the following options:
 - Click **Select All** to select all the available folders.
 - Select the folders that you want to add the item to.

Note:

To select multiple folders, hold Ctrl while you select the folders.

- 4 Click **OK**.

Using sites

You can display the site list and fully interact with all objects within folders.

- 1 Select  to open the Sites list.
- 2 Expand required site folder.
- 3 Right-click objects to display their standard context menu.

Workstations

Workstations refer to the machines running victor Unified Client software. They display by default on the device lists of client machines and are editable through Workstation editors. Agent Workstations are also displayed in the device list, and are denoted by the Agent Workstation icon, .

From the editor you can configure workstation descriptions and Client to Client Properties.

Context menu options specific to workstations include the ability to Logout Local Operators, Logout Remote Operators, Delete Workstations, Identify Monitors, Find in Journal, Find on Map and Add to Sites. If you enable SIP communication for your workstation, you can also call other SIP-enabled workstations.

The context menu for the Workstations folder can be used to access the Dynamic View of all workstations, as well as the Logged In Operator.

Identifying monitors

You can use the Identify Monitors feature to display the names of all monitors associated with each client workstation. Monitor names are displayed on screen for 3 seconds after making the selection.

- 1 Select  to open the **Devices** list.
- 2 Expand the **Workstations** group, then right-click the required workstation.
- 3 Select **Identify Monitors**. Display Names appear for three seconds on all monitors that are attached to that workstation.

Logging operators out remotely

You can use the context menu of workstations listed in the device list to remotely log out operators.

- 1 Select  to open the **Devices** list.
- 2 Expand the **Workstations** group, then right-click the required workstation.
- 3 Select **Log Operator XXXX Out**. Warning dialog displays.
- 4 Select **Yes** to log the operator out or **No** to cancel.

Renaming displays

Default display names are Display 1,2,3 etc. You can edit the default names as required.

- 1 Select  to open the **Devices** list, then expand the **Workstations** group.
- 2 Expand the workstation that you want to edit, then expand the **Monitors** folder.
- 3 Double-click the display to be renamed.
- 4 Edit the display **Name**.

Note:

Display names are limited to 255 characters maximum.

- 5 Select **Save**.

Deleting displays

You can delete displays from workstations. Deleted displays will no longer appear as options when using the Send To function.

- 1 Select  to open the **Devices** list, then expand the **Workstations** group.
- 2 Expand the workstation that you want to edit, then expand the **Monitors** folder.
- 3 Right-click the display to be deleted.
- 4 Select **Delete**. A Warning dialog displays.
- 5 Select **Yes** to Delete or **No** to Cancel.

Renaming workstations

Workstations will default to their assigned Windows name. You can edit the default name as required.

- 1 Select  to open the **Devices** list, then expand the **Workstations** group.
- 2 Right-click the workstation to be renamed.

- 3 Select **Edit**. The workstation editor will display.
- 4 In the **Display Name** textbox enter a new name for the workstation.
- 5 Select **Save**.

Configuring an Agent workstation

Agent workstations are unmanned victor workstations. They are also displayed in the device list, and are denoted by the Agent workstation icon, . Video Wall clients or clients used exclusively to send layout components are often configured as an Agent.

- 1 Select  to open the **Devices** list, then expand the **Workstations** group.
- 2 Right-click the required workstation.
- 3 Select **Edit**. The workstation editor will display.
- 4 Select the **Agent** checkbox.
- 5 Select **Save**.

Showing all workstations

Use the workstation Dynamic View to configure workstations and to monitor logged in operators.

Note:

If no one is logged into a workstation, the **Logged In Operator** field will be blank.

- 1 Select  to open the **Devices** list.
- 2 Right-click the **Workstations** folder.
- 3 Select **Show All**. The workstation Dynamic View will display.

Note:

Alternatively, select , then select **Workstations**.

- 4 (Optional) Right-click a workstation to access the context menu options.

SIP Communication

You can configure your victor workstation to send and receive SIP calls.

After you configure SIP settings for a Workstation, you can call other SIP-enabled workstations. For information about calling SIP-enabled devices, see "SIP Audio Communication". The following SIP activities are logged in the victor journal:

- Receiving a SIP call
- Answering a SIP call
- Making a SIP call
- Changing SIP server IP address
- Changing SIP ID for a SIP device or a workstation
- Changing the SIP ringtone for a workstation

Configuring SIP settings

Prerequisites

- Connect a microphone to your victor workstation.
- Configure FreeSWITCH server settings from the Settings menu.
- Assign a unique SIP ID to your victor workstation.
- Assign a unique SIP ID to each SIP-enabled device. For example, a camera, or an intercom.
- Configure additional SIP settings through the device's web interface.
 - The device password is device_SIPID, where *SIPID* is the device's unique SIP ID.
 - Domain – this maps to the Server IP Address entered in SIP Configuration settings
 - Username – this maps to the SIP ID entered in the camera editor

- 1 Select  to open the **Devices** list, then expand the **Workstations** group.
- 2 Right-click the required workstation.
- 3 Select **Edit**. The workstation editor will display.
- 4 Expand the **SIP settings** section.
- 5 Enter a value in the **SIP ID** field.
- 6 (Optional) Configure the SIP ringtone for the workstation.
 - Select **Default** to use the default SIP ringtone.
 - Select **Custom** to choose a custom SIP ringtone.
- 7 Select **Save**.

Analog Matrix

You can add MegaPower 3200 and MegaPower 48 Plus analog matrices to the system. Each matrix can specify one or more workstations to which they are serially connected. Once added to the system, the matrices will be available for inclusion in virtual matrix profiles so they can be controlled from a particular workstation from an attached keyboard.

Once the matrix has been added to the system, it will be displayed along with other system devices in the Device List.

A typical analog matrix configuration will have video feeds to the matrix coupled to a recorder which may already be part of the victor Unified Client system. With this setup the virtual matrix allocates a camera Id to both the recorder camera and the analog matrix input.

Camera mapping is required to allow playback from keyboard "Orange Buttons"; when the user selects a camera associated with the analog matrix this will allow the virtual matrix to identify its associated recorder if one is available and take the appropriate action to retrieve the clip and playback the video or signal an invalid operation.

Analog Matrix Editor

Using the Analog Matrix editor you can configure basic matrix properties from the General and Analog Matrix Setup sections.

The Workstation Connections section is used to configure the COM Port, Baud Rate and Playback Monitor specific settings for each workstation matrix connection. Remote workstations can be dragged and dropped here from the Device List.

The Inputs and Analog Matrix Playback Configuration section of the editor is used to configure camera mappings. Camera mappings are required to enable playback from keyboard 'Orange Buttons'.

To configure the camera mappings, video streams which are already present on the victor Unified Client system through a recorder are dragged from the device list onto the Analog Matrix editor "Camera Mapping" list. To manipulate the sequence of the list, delete, move up and move down functionality is available from a toolbar and context menu.

Satellite Sites - The MP3200 allows a satellite site configuration permitting a site to access the resources of one or more remote sites. This feature is not available on MP48 nor MP48+ matrices.

Before adding an analog matrix it should be correctly configured from its supporting configuration application (EasyCPU for MP3200 and Easy 48 for MP48). When you create an analog matrix for the MegaPower 3200, you can import an .mpcpu file from EasyCPU to automatically configure the following matrix settings.

- Analog Matrix Setup
 - Camera Count
 - Monitor Count
- Inputs and Analog Matrix Playback Configuration
 - Camera Number
 - Dome Camera

Select the  icon to import an EasyCPU configuration file.

Note:

- Any video stream and monitor resources configured during the victor Unified Client setup are always considered available to the associated victor workstation.
 - Once an Analog Matrix has been added to victor Unified Client, the workstation will always expect it to be available, no attempt will be made to poll the device for status.
-

Sites

Any cameras not associated with an Analog Matrix are assigned to Site "0".

The following keyboards do not allow for the calling of site '0':

- ADCC200
- ADCC300
- ADCC1100

For these models, you can use the keyboard's context menu **Return to Home** option to switch to site 0.

Creating an analog matrix

Users can define and add analog matrices to the system using the analog matrix editor.

- 1 Select , then select **Analog Matrix**.
- 2 Expand the **General** section.
 - a Enter a name in the **Name** text box.
 - b Enter a description in the **Description** text box.
 - c The **Enabled** checkbox is selected by default. To disable the Analog Matrix, deselect the checkbox.
- 3 Expand the **Analog Matrix Setup** section.
 - a Select one of the following models to add:
 - MegaPower 3200
 - MegaPower 48
 - b (Optional, MegaPower 3200 only) Import an MPCPU configuration file.
 - i Select 
 - ii Navigate to the MPCPU file.

- iii Select **Open**.
 - c (MegaPower 3200 only) Enter the Site number in the **Site** textbox.
 - d Enter the number of cameras in the **Camera Count** textbox.
 - e Enter the number of monitors in the **Monitor Count** checkbox.
 - f Enter a Username in the **Username** textbox.
 - g Enter a password in the **Password** textbox.
 - h Check the **Requires Authentication** checkbox if you require users to authenticate before accessing the analog matrix.
- 4 Expand the **Workstation Connections** section. Use this section to configure workstations associated with the analog matrix.
 - a Select the workstation to attach the analog matrix to.

Note:

 - The current workstation is automatically added to the connection list along with default values for COM port, Baud rate and Playback Monitor
 - To add additional remote workstations, drag them from the device list as required.

 - b Double-click default COM port and select an alternative from the dropdown if required.

Note:

 - If a COM port is already in use by another device, it will appear as greyed out in the drop down list. You can see which device is using the COM port by viewing the tooltip.
 - Select Blank to have no COM port assigned.

 - c Double-click default **Baud Rate** and select an alternative from the dropdown if required.
 - d Double-click default **Playback Monitor** and select alternative from the dropdown if required.
 - e Double-click default value for **Playback to Analog Matrix Channel**.
 - i. Select or deselect the **Enabled** checkbox to enable or disable the feature.
 - ii. Enter the Matrix Input value in the **Matrix Input** textbox.
- 5 Expand **Inputs and Analog Matrix Playback Configuration** section. Use this section to configure camera mappings and assign Pseudo numbers to analog inputs.
 - Associate video feeds as required by dragging cameras or recorders from the device list into the Inputs Configuration list.
- 6 Expand the **Satellite Sites** section.
 - Drag required Satellite Sites from the Device list into the Satellite Sites list in the editor.
- 7 Select **Save**.

Editing an analog matrix

You can make changes to general properties of an Analog Matrix. Editable properties include Name, Description, Enabled/Disabled, Model, Camera Count and Monitor Count.

- 1 Select , then select **Analog Matrix**.
- 2 Right-click the Analog Matrix to be edited.
- 3 Select **Edit**. Analog Matrix editor displays.
- 4 Expand the **General** section if changes are to be made.
 - Make edits as required to the following settings:
 - Name
 - Description
 - Enabled (Select or clear the checkbox)
- 5 Expand the **Analog Matrix Setup** section if changes are to be made.

- Make edits as required to:
 - Model (Select from dropdown)
 - Site (Numerical value only)
 - Camera Count (Numerical Value only)
 - Monitor Count (Numerical Value Only)
 - Username
 - Password
 - Requires Authentication (Check or uncheck checkbox)

6 Select **Save**.

Editing workstation connections

You can add/remove workstations associated with the matrix as well as change the COM Port, Baud rate and Playback Monitor of specific workstations.

- 1 Select , then select **Analog Matrix**.
- 2 Right-click the Analog Matrix to be edited.
- 3 Select **Edit**. Analog Matrix editor displays.
- 4 Expand the **Workstation Connections** section.
- 5 To add a remote workstation to the list:
 - a Select the Workstation in the **Device List**.
 - b Drag the workstation to the **Workstation Connections** list.
 - c Release the workstation. The list updates to include the new remote workstation.
- 6 To edit properties of a workstation:
 - a Double-click the value to be changed.
 - b Select the new value from the drop down list. Value updates to the new selection.
- 7 To remove a workstation from the list:
 - a Select the workstation to be removed.
 - b Right-click the workstation.
 - c Select **Remove <Workstation Name>**. Workstation list updates.
- 8 Select **Save**.

Configuring inputs

You can configure camera mappings and associations within the Analog Matrix editor. Camera mappings are required to enable playback from keyboard 'Orange Buttons'.

- 1 Select , then select **Analog Matrix**.
- 2 Right-click the Analog Matrix to be changed.
- 3 Select **Edit**. Analog Matrix editor displays.
- 4 Expand the **Inputs Configuration** section.
- 5 Drag video feeds from the device list as required and drop them into the list. You can drag recorders or cameras into the list.
 - a Drag a video stream (Camera OR Recorder) from the **Device List** and drop it in the inputs list. The list populates with the video streams.
 - b If required, renumber the default Pseudo Numbers.
 - To renumber a single input:

- i. Select the cell containing the Pseudo number to be changed.
 - ii. Enter the new number in the textbox at the top of the section between the All and Selected buttons.
 - iii. Select Selected. The new number displays in the Pseudo number list.
- To renumber all inputs:
 - i. Enter the first number of the new range in the textbox at the top of the section between the **All** and **Selected** buttons.
 - ii. Select All. All numbers change to the new selection.
- 6 You can edit the sequence of the list as well as change video streams by using the list's context menu.
- 7 Select **Save**.

Adding or removing satellite sites

Satellite Sites - The MP3200 allows a satellite site configuration permitting one site access to the resources of one or more remote sites. This feature is not available on MP48 nor MP48+ matrices.

- 1 Select , then select **Analog Matrix**.
- 2 Right-click the Analog Matrix to be edited.
- 3 Select **Edit**.
- 4 Expand the **Satellite Sites** section.
- 5 To Add a Satellite Site:
 - a Select the Analog Matrix from the **Device List**.
 - b Drag and drop the Analog Matrix from the **Device List** into the **Satellite Sites** list.
- 6 Select **Save**.

Reconnecting to an analog matrix

You can reconnect to an analog matrix if a connection has been broken, without needing to edit the properties of the analog matrix.

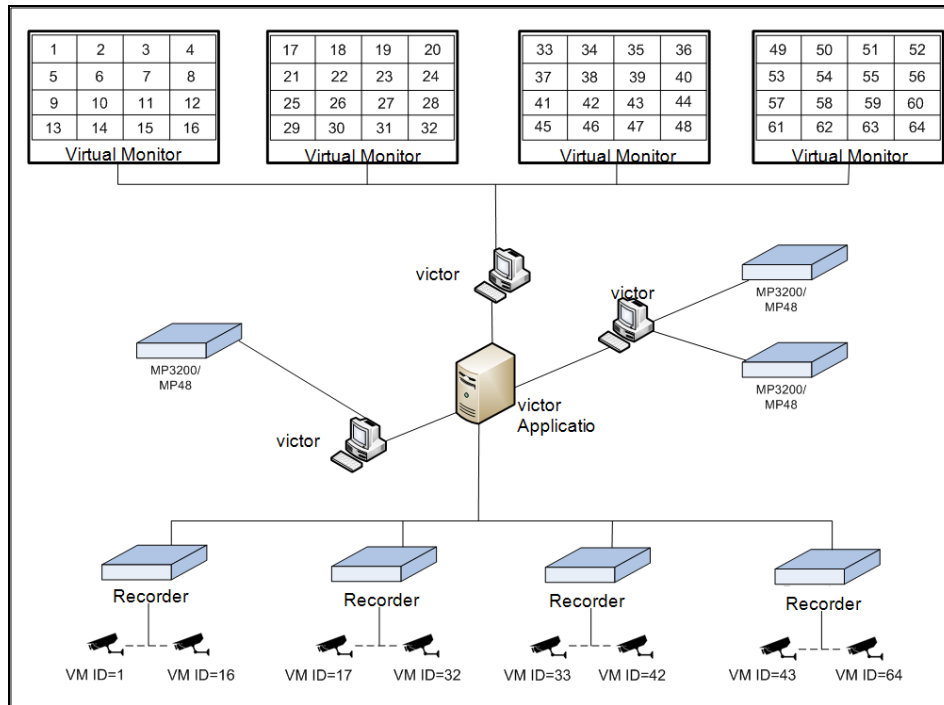
- 1 Select  to open the **Devices** list.
- 2 Expand the **Analog Matrices** list.
- 3 Right-click the Analog Matrix that needs to be reconnected.
- 4 Click **Reconnect**. The analog matrix is reconnected.

Note:

The Reconnect option will be disabled if the analog matrix is disabled, or, if the local workstation details are incorrect in the **Workstation Connections** section.

Virtual Matrix

Virtual Matrix allows users to switch video in display panes of surveillance windows using a CCTV keyboard as if the video panes were all monitors attached to a traditional analog matrix.



Creating a Virtual Matrix profile

You can define and add virtual matrix profiles to the system.

- 1 Select , then select **Virtual Matrix**.
- 2 Enter a **Name** and **Description** in the General Section.
- 3 The **Enabled** checkbox is selected by default, deselect to disable the virtual matrix.
- 4 Expand the **Settings** Section. Select checkboxes as required for:
 - **Monitor Number Overlay** - Select if monitor numbers are to be displayed in the Virtual Matrix.
 - **Override User Layout** - Select if you require the activation of the Virtual Matrix to close any existing camera views.
 - **Automatically Update** - Select to automatically update the Virtual Matrix with new cameras, tours, view switches and salvos when they are added to the system.

Note:

To manually add cameras, tours, view switches and salvos to a Virtual Matrix, disable the automatic update feature.

- 5 If automatic updates are disabled, manually add objects to the Virtual Matrix.
 - Select  to add the object type to the Virtual Matrix
 - Select  to add all available objects of that type to the Virtual Matrix.
 - Select  to delete the selected object from the Virtual Matrix.
- 6 Expand the **Cameras** Section. All available cameras are listed and assigned default virtual numbers.
 - a If required, select the **Excluded** checkbox beside a camera to exclude that camera from the Virtual Matrix.

Note:

A camera's virtual number is displayed in the top-right corner of the surveillance pane.

- 7 If required, renumber cameras:

To renumber a single camera:

- a Select the camera row
- b Change the virtual camera number in the renumber cameras textbox
- c Select **Selected**
- d Repeat as required for subsequent cameras

To renumber a range of cameras

- a Select the renumber cameras textbox
- b Enter the first number of the range to be assigned
- c Select **All**. Virtual number range updates

- 8 Expand the Callups section. All available callups are listed.

- 9 If required, renumber callups:

To renumber a single callup:

- a Select **Tours / View Switches** or **Salvos** tab as required
- b Change the virtual number in the renumber callups textbox
- c Select **Selected**
- d Repeat as required for subsequent call ups

To renumber a range of call ups:

- a Select the renumber textbox
- b Enter the first number of the range to be assigned
- c Select **All**. Virtual number range updates.

- 10 Expand the **Monitors** section.

To add monitors:

- a Select . Dropdown menu displays
- b Select **Virtual Display** or **Analog Matrix** as required. Selection displays in monitor list.

Note:

- When adding an MP48 to a virtual matrix profile, the recorder inputs at the top of the camera list are automatically moved to the bottom. (You can manually edit the positions.)
 - When adding **more** than one MP48 analog matrix, it should be noted that the camera inputs of the second analog matrix will be assigned virtual numbers in the sequence the 'excluded' entries are unchecked.
-

- c Change **Maximum Video Layout**, **Default Video Layout** and **Workstation** as required by double-clicking the relevant field and selecting from the dropdown menu.

To configure the Startup Video

- a Select **Configure**.
- b Drag a camera onto the video pane.
- c Select **Apply**.
- d Repeat as required to add more monitors. (Maximum 4 virtual displays per workstation)

To renumber the panes in a virtual matrix:

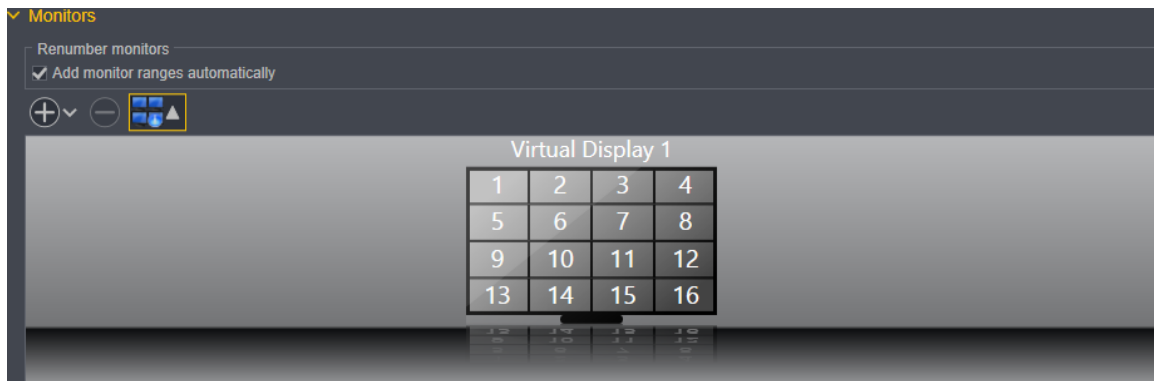
- a Deselect the **Add monitor ranges automatically** checkbox. **First pane** field becomes a textbox.
- b Assign a number range manually by entering values in the **First pane** textboxes. Last pane field updates according to the number of panes associated with the selected layouts.

Note:

Pane numbers are displayed in the top-left corner of a surveillance pane.

To view monitors:

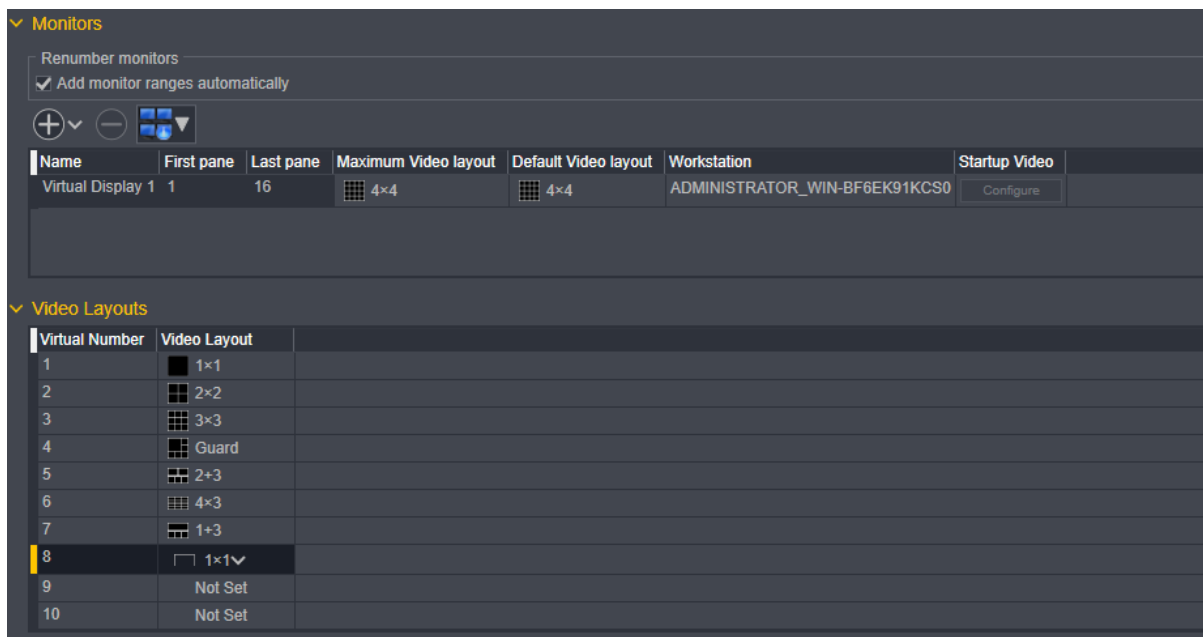
- a Select . The Virtual Matrix monitor layout appears.



- 11 Expand the **Video Layouts** section.

Note:

- In the Video Layouts section, up to 10 Video Layouts can be assigned to a Virtual Number. These virtual numbers are used for layout switching with a joystick. Press F1 on the following keyboards to cycle through these layouts: AD2088/89, ADCC0200, ADCC0300 and ADCC1100, ADTTE.
 - Video Layouts that are larger than the **Maximum Video Layout** cannot be selected.
-



- a Double-click on a **Video Layout** cell
- b Select a Video Layout from the dropdown menu.

- 12 Select **Save**.

Renumbering camera virtual numbers

The device list orders cameras alphabetically while the virtual matrix builds its camera list when first created. As new cameras become available they are appended to preserve the virtual numbering.

This means the virtual matrix list of cameras is not always in the same order as the device list.

Virtual camera numbers are labeled 1 through 9999 by default. Individual virtual numbers may be changed or whole ranges may be assigned new values.

Note:

Keyboards may not be able to call all virtual camera numbers as different keyboards have limits on the highest number they can recognize.

Renumbering affects the command needed to call up a particular camera, so if you renumber cameras starting at '99', then to call up the first camera you need 99M+#K.

- 1 Select , then select **Virtual Matrices**
- 2 Select the Virtual Matrix to be changed. Virtual Matrix editor displays.
- 3 Expand the **Cameras** section and select one of the following options:
To renumber a single camera:
 - a Select the camera row.
 - b Change the virtual number in the renumber cameras textbox.
 - c Select **Selected**.
 - d Repeat as required for subsequent cameras.**To renumber a range of cameras**
 - a Select the **Renumber cameras** textbox.
 - b Enter the first number of the range to be assigned.
 - c Select **All**. Virtual number range updates.
- 4 Enter the new camera ID in the Renumber Cameras text box.
- 5 Select **Save**.

Renumbering call ups in a virtual matrix

You can renumber the default numbers assigned to call ups in a virtual matrix either individually or by range.

- 1 Select , then select **Virtual Matrices**
- 2 Select the Virtual Matrix to be changed. Virtual Matrix editor displays.
- 3 Expand the **Call ups** section.
- 4 Select **Tours / View Switches** or **Salvos** as required.
To renumber a single call up:
 - a Select the call up row
 - b Change the virtual number in the renumber textbox
 - c Select **Selected**
 - d Repeat as required for subsequent call ups**To renumber a range of call ups**
 - a Select the **Renumber** textbox
 - b Enter the first number of the range to be assigned
 - c Select **All**. Virtual number range updates
- 5 Select **Save**.

Editing monitors

You can add and remove monitors from virtual matrices. A maximum of 4 virtual displays can be added to each workstation.

Note:

You can also edit Virtual Matrices from a dynamic view. Select , then select **Virtual Matrix** to open the dynamic view. Right-click the matrix to be edited, then select **Edit**.

- 1 Select , then select **Virtual Matrices**
- 2 Select the Virtual Matrix to be changed. Virtual Matrix editor displays.
- 3 Expand the **Monitors** section.

To add Monitors:

- a Select . Dropdown menu displays
- b Select **Virtual Display** or **Analog Matrix** as required. Selection displays in monitor list.
- c Change **Maximum Video Layout**, **Default Video Layout** and **Workstation** as required by double-clicking the relevant field and selecting from the dropdown menu.

To configure the Startup Video

- a Select **Configure**.
- b Drag a camera onto the video pane.
- c Select **Apply**.
- d Repeat as required to add more monitors. (Maximum 4 virtual displays per workstation)

To remove monitors:

- a Highlight the monitor row.
- b Select . Monitor is removed

To renumber monitors:

- a Deselect the **Add monitor ranges automatically** checkbox. **First pane** field becomes a textbox.
- b Assign numbers manually by entering values in the **First pane** textboxes. Last pane field updates according to the number of panes associated with the selected layouts.

To change Video Layouts:

- a Double-click the video layout of the display to be changed. Available video layouts display.
- b Select the required layout. Video layout and pane numbers update.

To change monitor workstation:

- a Double-click the workstation name of the virtual display. List of available workstations displays.
- b Select workstation as required.

- 4 Select **Save**.

Activating a virtual matrix

Existing Virtual Matrix profiles can be activated from the Quick action bar.

Note:

Selecting to view a virtual matrix may override the user layout on both local and remote workstations.

- 1 Select  from the Quick action bar. The list of available virtual matrices displays.
- 2 Select the required virtual matrix profile from the dropdown list. The virtual matrix activates.

Deactivating a virtual matrix

Deactivating a virtual matrix profile only affects the client machine on which it is physically deactivated. Other clients running the virtual matrix are not affected.

- 1 Select  from the Quick action bar.
- 2 Clear the active Virtual Matrix's checkbox. The virtual matrix deactivates.

General Purpose Interface

The General Purpose Interface (GPI) is a programmable bi-directional communication protocol which enables victor Unified Client to interact with third party devices.

To achieve this, the General Purpose Interface:

- Initializes communication between victor Unified Client and a third party device.
- Maintains a communications channel by polling the third party device.
- Defines General Purpose Actions which send messages to third party devices using victor Unified Client event activation and supports acknowledgment messages from third party devices.
- Defines General Purpose Monitoring Points which represent monitoring points in third party devices.
- Defines General Purpose incoming message protocols which interpret incoming messages from third party devices and support acknowledgment for incoming messages.

GPI Terminology

Term	Definition
GPI	General Purpose Interface
Device	The central third party hardware device
Monitoring Point	victor Unified Client data type which changes state based on incoming messages from the device
Protocol	
Action Messages	Sent to the device as a result of events triggered in victor Unified Client
Actions	Objects created in victor Unified Client that are transmitted to the General Purpose Device based on activated events in victor Unified Client
Input	Where the input strings are sent from the device through the Serial/Network port to victor Unified Client
Output	Where the output is an action and requests a response from the device
Poll	Where the poll is an action which requires a response from the device
STX	Start of Text
ETX	End of Text

The General Purpose Interface can work with any device which uses ASCII code communications protocol for event monitoring, such as:

Intercom	Process Control Equipment
Burglar/Intrusion	Environmental

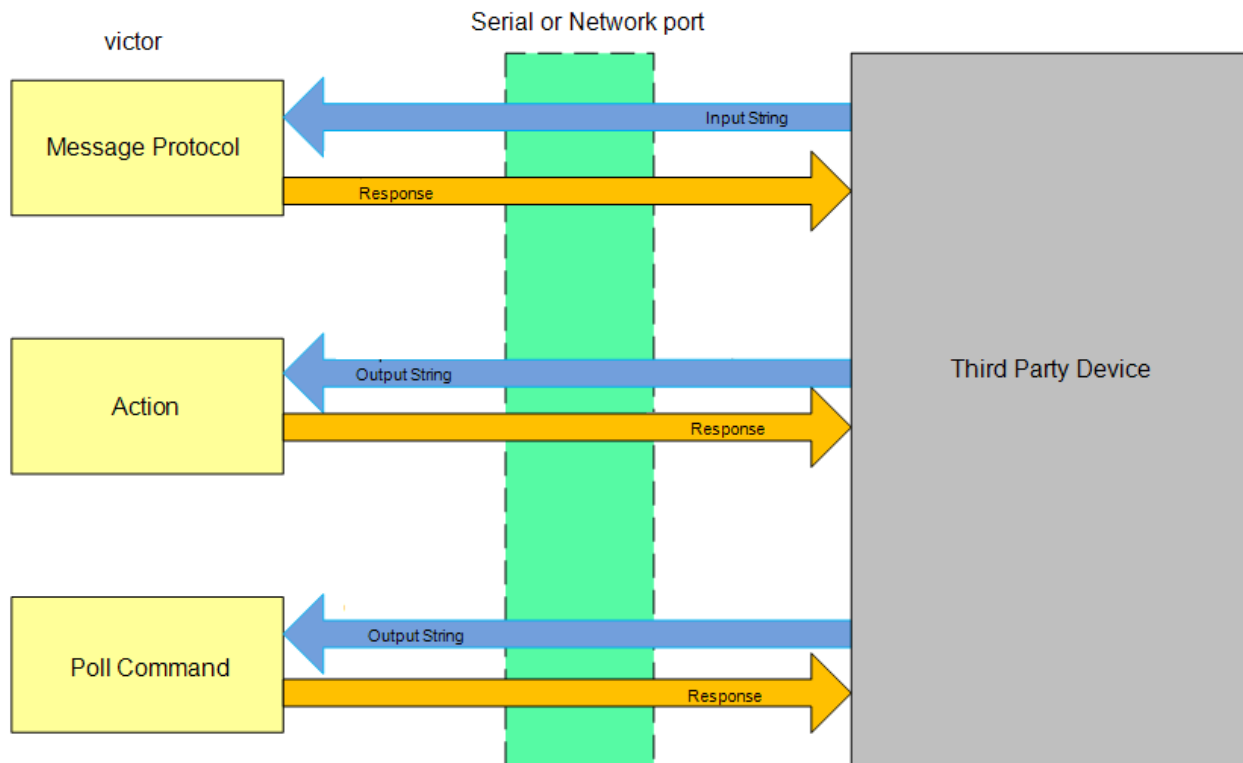
Dome Control	Lighting
Access Control	Refrigeration
Elevators	Wireless Communication

The third party device sends pure ASCII messages through a serial port (RS-232) or remotely through a TCP/IP port (Lantronix or Systech) to the General Purpose Interface Driver.

This means that you can respond to alarms from many types of third party devices as well as the system video and health alarms described in 'Events'.

The General Purpose interface supports the following functionality:

- **Input** - Where the input strings are sent from the device through the Serial/Network port to victor Unified Client
- **Output** - Where the output is an action and requests a response from the device
- **Poll** - Where the poll is an action which requires a response from the device



Monitoring Points

Monitoring Points are victor Unified Client data types which change state based on incoming messages from the device. Monitoring Points can be configured to directly trigger Events.

You can configure events to activate any victor Unified Client event action.

You can configure a message protocol which then parses the received Monitoring Point string. You can also define header and trailer characters in the Protocol area of the General Purpose Interface.

Monitoring Points can also be annunciated at the monitoring station and written to the historical journal.

Monitoring Point Message Processing

When the General Purpose Driver receives the message from the device, it does the following:

- Parses the message and looks for poll or action responses
 - If it finds a poll or action response, it processes the response
 - If it does NOT find a poll or action response, it continues to parse
- Looks for a message protocol
 - If it finds a message protocol, it processes the protocol
 - If it does NOT find a message protocol, it continues to parse

Note:

The device can delimit the message with or without header and trailer characters

Poll Command

The Poll Command, frequency of polling and expected response (Poll Command Acknowledgment) are all defined as part of the configuration of a specific General Purpose Device.

Poll Command Acknowledgment

Some protocols will include an acknowledge character returned to the device that issued the polling command - this is additional confirmation that the general purpose device received the command.

Output

Output is performed using an **Action** which is activated by an **Event**. The output sends a string of characters to the General Purpose Device through the serial/network port.

The optional expected response is also configured as part of the action.

Virtual Keyboard

As the ASCII characters between 0 and 32 are not visible on screen and have no equivalent keyboard button, the virtual keyboard is relied on to enter these values. Some common values are the STX (Start of Text) and ETX (End of Text) which have no keyboard button but can be entered from the virtual keyboard.

When configuring some General Purpose Interface components, you will be required to use a Virtual Keyboard as not all characters are available on a standard keyboard. The keyboard appears on screen when you select the virtual keyboard icon.

Figure 38: The Virtual Keyboard icon



The virtual keyboard is required when entering text into:

- **General Purpose Device Editor - Device Information** section to enter the Poll Command/Poll Command Acknowledgment
- **General Purpose Protocol Editor - Protocols** section to enter keywords
- **General Purpose Action Message Editor - Action Message** section to enter Outgoing and Acknowledgment messages
- **General Purpose Monitoring Point Editor - Messages** section to enter Acknowledgment message

Figure 39: The Virtual Keyboard

Select the [ASCIITABLE](#) link to open a PDF that contains an ASCII Table.

Figure 40: ASCII Table

ASCII Table

DEC	OCT	Hex	BIN	Char	DEC	OCT	Hex	BIN	Char	DEC	OCT	Hex	BIN	Char
0	000	00	00000000	NUL	53	065	35	00110101	S	106	152	6A	01101010	j
1	001	01	00000001	SOH	54	066	36	00110110	6	107	153	6B	01101011	k
2	002	02	00000010	STX	55	067	37	00110111	7	108	154	6C	01101100	l
3	003	03	00000011	ETX	56	070	38	00111000	8	109	155	6D	01101101	m
4	004	04	00000100	EOT	57	071	39	00111001	9	110	156	6E	01101110	n
5	005	05	00000101	ENQ	58	072	3A	00111010	:	111	157	6F	01101111	o
6	006	06	00000110	ACK	59	073	3B	00111011	;	112	160	70	01110000	p
7	007	07	00000111	BEL	60	074	3C	00111100	<	113	161	71	01110001	q
8	010	08	00001000	BS	61	075	3D	00111101	=	114	162	72	01110010	r
9	011	09	00001001	HT	62	076	3E	00111110	>	115	163	73	01110011	s
10	012	0A	00001010	LF	63	077	3F	00111111	?	116	164	74	01110100	t
11	013	0B	00001011	VT	64	100	40	01000000	@	117	165	75	01110101	u
12	014	0C	00001100	FF	65	101	41	01000001	A	118	166	76	01110110	v
13	015	0D	00001101	CR	66	102	42	01000010	B	119	167	77	01110111	w
14	016	0E	00001110	SO	67	103	43	01000011	C	120	170	78	01111000	x
15	017	0F	00001111	SI	68	104	44	01000100	D	121	171	79	01111001	y
16	020	10	00010000	DLE	69	105	45	01000101	E	122	172	7A	01111010	z
17	021	11	00010001	DC1	70	106	46	01000110	F	123	173	7B	01111011	{
18	022	12	00010010	DC2	71	107	47	01000111	G	124	174	7C	01111100	
19	023	13	00010011	DC3	72	110	48	01001000	H	125	175	7D	01111101	}
20	024	14	00010100	DC4	73	111	49	01001001	I	126	176	7E	01111110	~
21	025	15	00010101	NAK	74	112	4A	01001010	J	127	177	7F	01111111	
22	026	16	00010110	SYN	75	113	4B	01001011	K	128	200	80	10000000	
23	027	027	00010111	ETB	76	114	4C	01001100	L	129	201	81	10000001	
24	030	030	00011000	CAN	77	115	4D	01001101	M	130	202	82	10000010	
25	031	031	00011001	EM	78	116	4E	01001110	N	131	203	83	10000011	
26	032	032	00011010	SUB	79	117	4F	01001111	O	132	204	84	10000100	
27	033	033	00011011	ESC	80	120	50	01010000	P	133	205	85	10000101	
28	034	034	00011100	FS	81	121	51	01010001	Q	134	206	86	10000110	
29	035	035	00011101	GS	82	122	52	01010010	R	135	207	87	10000111	
30	036	036	00011110	RS	83	123	53	01010011	S	136	210	88	10001000	¡
31	037	037	00011111	US	84	124	54	01010100	T	137	211	89	10001001	¢

Entering text using the Virtual Keyboard

- 1 Navigate to the field where text is to be entered.
- 2 Select . Virtual Keyboard is displayed.
- 3 Select characters as required. Characters display in the text field.

Note:
ASCII table can be viewed by selecting **ASCII Table**

- 4 Select **Save**.

Creating a new device

You can create and configure Third Party Devices within victor Unified Client.

- 1 Select .
- 2 Select **General Purpose Device** from the **General Purpose Interface** section.
- 3 Enter a name for the device in the **Name** textbox.
- 4 Enter a description for the device in the **Description** textbox.
- 5 The **Enabled** checkbox is selected by default. To disable the device, deselect the checkbox.
- 6 Select the vendor from the **Vendor** drop down menu.
- 7 Enter **Poll Period**.

Note:

- When configuring a non-zero Polling Period, non-zero values should be set for **TimeOut Delay** and **Comm Fail Delay** times.
- When configuring a zero Polling Period, zero should also be set for **TimeOut Delay** and **Comm Fail Delay** times.

- 8 Enter the poll command in the **Poll Command** textbox. This is a stream of bytes, usually set by the device manufacturer, sent on a regular basis to the device to maintain communications.
- 9 Enter **Poll Command Acknowledge**. This is the expected response from the device which is sent back to victor Unified Client as acknowledgment of the poll message.
- 10 The **Journal Unknown Message** checkbox is deselected by default. To enable, select the checkbox.

Note:
Enabling **Journal Unknown Message** means that any message received by the victor Unified Client General Purpose server component that does not match an existing protocol will be sent to the activity viewer. When disabled, unknown messages are ignored.

- 11 Select either **Serial Port** or **Network Port**.
 - If **Serial Port** is selected:
 - Enter **Communication Port**.
 - If **Network Port** is selected:
 - a. Enter **IP Address**.
 - b. Enter **Communication Port**.
 - c. Enter **Reconnection Period**.
- 12 Enter **TimeOut Delay Time** in 1/10th seconds.
- 13 Enter **Comm Fail Delay** time.
- 14 Enter **Header Character**.
- 15 Enter **Trailer Character**.

Note:

Trailer Character is mandatory.

16 Enter **Message Resend Count**.17 Enter **Max Buffer Size**.18 Select **Save**.**Third Party Device properties**

Field	Description
Name	Enter a unique name to identify the General Purpose Device.
Description	Enter a description of the General Purpose Device.
Enabled	Select checkbox to enable the General Purpose Device.
Vendor	Click to select the name of the manufacturer of the General Purpose Device.
Poll Period (seconds)	Enter the period in seconds during which victor Unified Client attempts to poll this General Purpose Device. The default value is 10 seconds.
Poll Command	Enter the poll command (command string) that victor Unified Client sends to the General Purpose Device. Open the virtual keyboard by selecting , allowing creation and editing of text strings.
Poll Command Acknowledgment	Enter a poll command acknowledgment (the command string) that the General Purpose Device sends back to victor Unified Client as acknowledgment of the poll message. Open the virtual keyboard by selecting , allowing creation and editing of text strings.
Journal Unknown Message	Select this option to record unknown messages received by victor Unified Client in the historical journal
Serial Port	Select Serial Port if you are using a serial connection. This is the default port type.
Network Port	Select Network Port if you are using a terminal server for the connection.
IP Address	Enter the TCP/IP address of the network port Note: This option is only available if you select the Network Port option.
Communication Port	Enter the port number: - Serial Port - enter a port number such as COM1, COM2, etc. - Network Port - enter the TCP/IP port number which the terminal uses to communicate with victor Unified Client
Reconnection Period (secs)	Enter the duration in seconds before trying to reconnect to an unresponsive network device. Note: This field is only available if you select the Network Port option
TimeOut Delay Time (1/10 secs)	Enter the extra interval (in 1/10 seconds) that victor Unified Client waits for a response from the device after sending a message to the switcher. If a response is not received in time, the message is retransmitted or communications failure declared. Default value is 20 (2 seconds).
Comm Fail Delay Time (secs)	Enter the time period (in seconds) after the TimeOut Delay Time expires that victor Unified Client waits to declare an unresponsive device as failure.

Field	Description
	Default value is 300 seconds.
Header Character	Enter a value (in decimal) to define the first character in a message from the General Purpose Device. Zero (0) indicates that any character can be the first character. Default value is zero (0)
Trailer Character	Enter a value (in decimal) to define the last character from the General Purpose Device. • Default value is 13. • The value cannot be zero (0). • A Trailer Character is mandatory.
Message Resend Count	Enter the number of times victor Unified Client should attempt to resend a message that the device has not acknowledged receiving. Default value is zero (0).
Max Buffer Size	Enter the maximum size of the buffer that stores the message from the device. Default value is 2000.

Creating a Monitoring Point

You can create and configure new monitoring points from the General Purpose Interface.

Each monitoring point supports up to five activated status properties which are assigned during configuration. Activation and deactivation messages associated with each monitoring point are drawn from the message protocol pool. State changes occur depending on the interpreted incoming messages of the General Purpose Device. State changes are recorded in the journal logs and can trigger other actions in victor Unified Client.

- 1 Select .
- 2 Select **General Purpose Monitoring Point** from the **General Purpose Interface** section.
- 3 Enter a name for the monitoring point in the **Name** textbox.
- 4 Enter a description for the monitoring point in the **Description** textbox.
- 5 The **Enabled** checkbox is selected by default. To disable the device, deselect the checkbox.
- 6 In the **Device** section, select  and use the Object Selector to select the required device.
- 7 Enter **Acknowledgment Message**.
- 8 Enter a meaningful word or phrase in the **Journal Message 1** textbox.
- 9 Select  and use the Object Selector to select an **Activation Message**.
- 10 Select  and use the Object Selector to select a **Deactivation Message**.
- 11 Repeat steps 8-10 to add more journal, activation and deactivation messages, up to a maximum of 5.
- 12 Select **Save**.

Monitoring Point properties

Field	Description
Name	Enter a unique name for the monitoring point.
Description	Enter a description of the monitoring point.

Field	Description
Enabled	Select to enable the monitoring point.
General Purpose Device	Select the General Purpose Device to be monitored.
Acknowledgment Message	Enter a message string that victor Unified Client sends to the General Purpose Device as an acknowledgment message.
Journal Message (1-5)	Enter a meaningful word to identify the message logged in the historical journal by this device.
Activation Message (1-5)	Select  and use the Object Selector to select a General Purpose Incoming Message Protocol to trigger this monitoring point to activate.
Deactivation Message (1-5)	Select  and use the Object Selector to select a General Purpose Incoming Message Protocol to trigger this monitoring point to deactivate.

Monitor alerts and events

Use the Event/Schedule Setup editor to configure alerts and events for a monitoring point. For more information about actions and alerts, see "Events".

Figure 41: The Event Schedule Setup editor

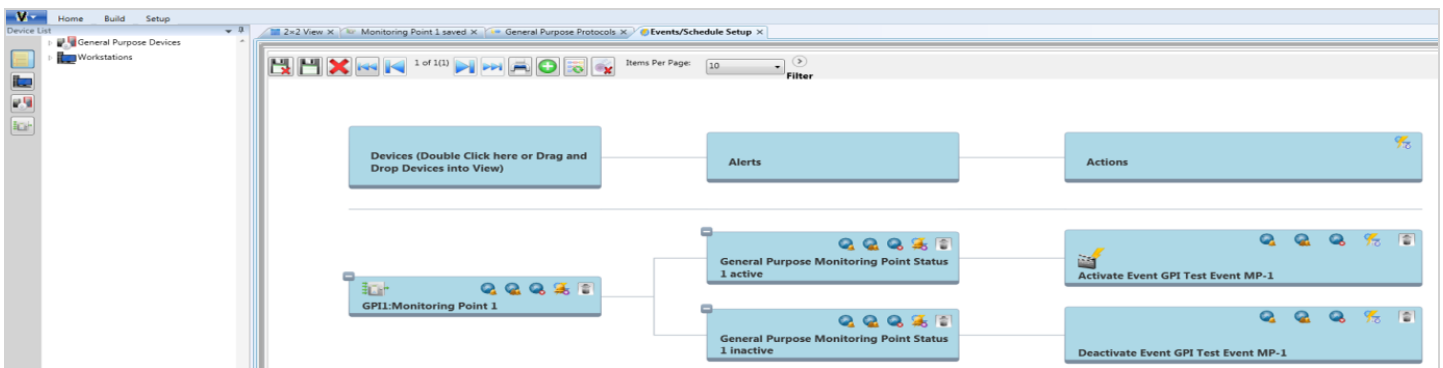
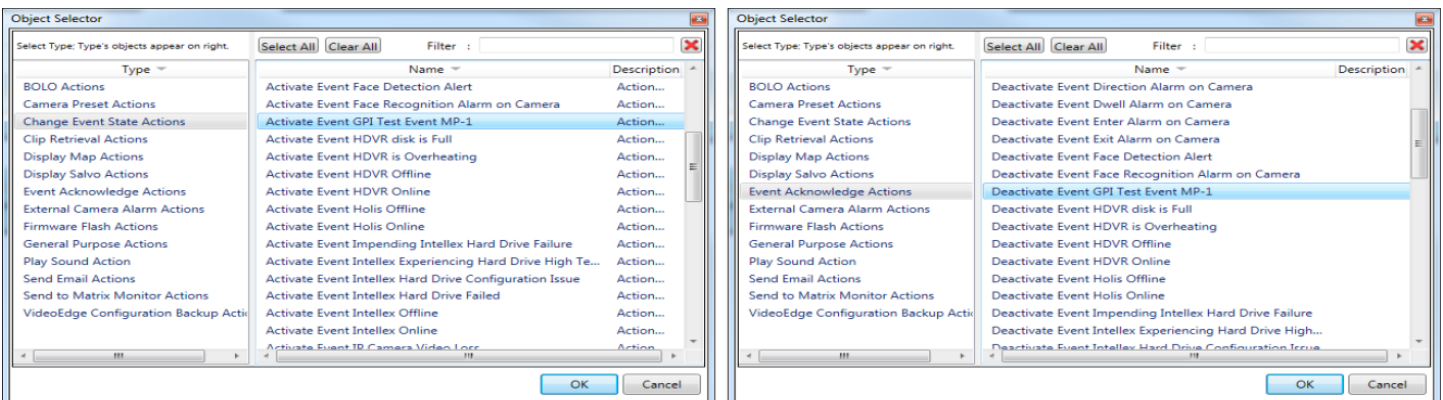


Figure 42: Use the object selector to assign actions to alerts



Adding a new protocol

New general purpose protocols can be created and configured from the General Purpose Interface. This is the language used to communicate with the device.

Protocols are established through a dynamic process which combines match criteria, keywords and character positioning. Individual message protocols then get combined with monitoring points to identify state changes in the General Purpose Device. Optionally, acknowledgment messages can be associated and transmitted with the monitoring point.

- 1 Select 
- 2 Select **General Purpose Protocol** from the **General Purpose Interface** section.
- 3 Enter a name for the protocol in the **Name** textbox.
- 4 Enter a description for the protocol in the **Description** textbox.
- 5 Select **Match Criteria** from the drop down menu.
- 6 Enter a **Keyword**.
- 7 Enter the **Position**.
- 8 Repeat steps 5-7 to add more protocols, up to a maximum of 5.
- 9 Select **Save**.

General Purpose Protocol properties

Field	Description
Match Criteria (1-5)	Select match criteria for the keyword: Include - the system will expect the keyword to be included in a message from the General Purpose Device Exclude - the system will not expect the keyword to be included in a message from the General Purpose Device
Keyword (1-5)	Enter a keyword (max 50 characters) from this message protocol. Note: ASCII Hex 00 (Zero Zero) cannot be used in a keyword
Position (1-5)	Enter a position for the keyword: Value >0 (Zero) - the software device receiver searches for the keyword only at this position when mapping a message Value =0 (Zero) - the keyword can be at any position in the message (default) Example: To find "CDE" in the string "ABCDE", the Keyword value should be "CDE" and the Position value, "3" Note: Spaces and unprintable characters such as carriage returns (<CR>) or line feeds (<LF>) must be counted

Creating an Action Message

You can create and configure action messages from the General Purpose Interface. Action messages are sent to the device as a result of events triggered in victor Unified Client.

- 1 Select 
- 2 Select **General Purpose Action Message** from the **Event** section.
- 3 Enter a name for the action message in the **Name** textbox.
- 4 Enter a description for the action message in the **Description** textbox.
- 5 Enter outgoing message text in the **Outgoing Message** textbox.
- 6 Enter acknowledgment message text in the **Acknowledgment Message** textbox.
- 7 Select **Save**.

Action message properties

Field	Description
Name	Enter a unique name for the action message
Description	Enter a description for the action message
Outgoing Message	Define a message for victor Unified Client to send to the General Purpose Device
Acknowledgment Message	Define the message sent by the General Purpose Device as acknowledged that the outgoing message was received

Creating a General Purpose Action

You can create and configure actions from the General Purpose Interface. Actions created in victor Unified Client are transmitted to the General Purpose Device based on activated events in victor Unified Client. Actions can be associated with acknowledgment messages.

- 1 Select .
- 2 Select **General Purpose Action** from the **Event** section.
- 3 Enter a name for the action in the **Name** textbox.
- 4 Enter a description for the action in the **Description** textbox.
- 5 Select  next to **General Purpose Device** and use the Object Selector to select the device being monitored.
- 6 Select  next to **General Purpose Action Message** and use the Object Selector to select the action message that this action triggers.
- 7 Select **Save**.

General Purpose Action properties

Field	Description
Name	Enter a unique name to identify the General Purpose Action
Description	Enter a description of the General Purpose Action
General Purpose Device	Select  and use the Object Selector to select the General Purpose Device being monitored
General Purpose Action Message	Select  and use the Object Selector to select the General Purpose Action Message that this action triggers

The Activity list

The Activity list displays a live viewing of activities related to objects that are connected to your victor workstation. To

access the Activity list, select the New Tab icon, , then select **Activity**. If you configure object associations, you can review these associations from the Activity list.

The activity list can display up to 1,500 recent activities. To automatically scroll to the most recent activities, select the **Follow Activity** checkbox. When this option is enabled, if you select an activity from the list, or if you manually scroll through the list, the Follow Activity function disables.

Note:

The activity list provides live viewing only: activities are not stored between sessions, and any activities that occur while the activity list is closed are not displayed.

Figure 43: The Activity list

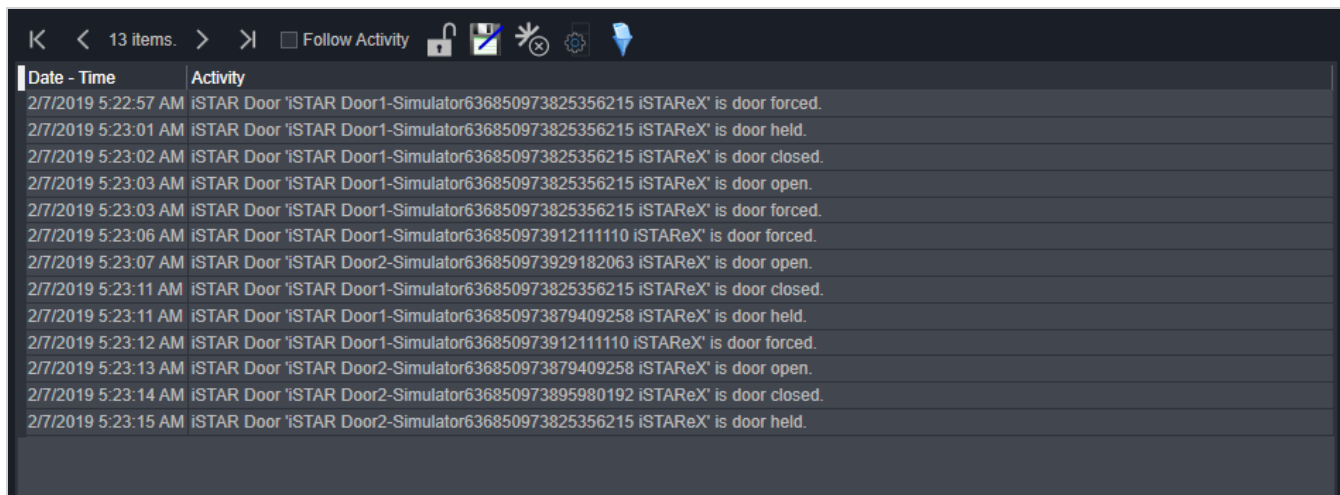


Table 17: Activity list toolbar icons

Icon	Action
	Move to the top of the Activity list
	Move to the bottom of the Activity list
	Page up
	Page down
	Freeze alarm list for 30 seconds
	Export the Activity list as a .pdf file

Icon	Action
	Clear the activity list
	Choose which of the following fields appear in the activity viewer: Date - Time , Activity , Site , and Source local time
	Select this icon to choose filtering options for an activity field

Schedules

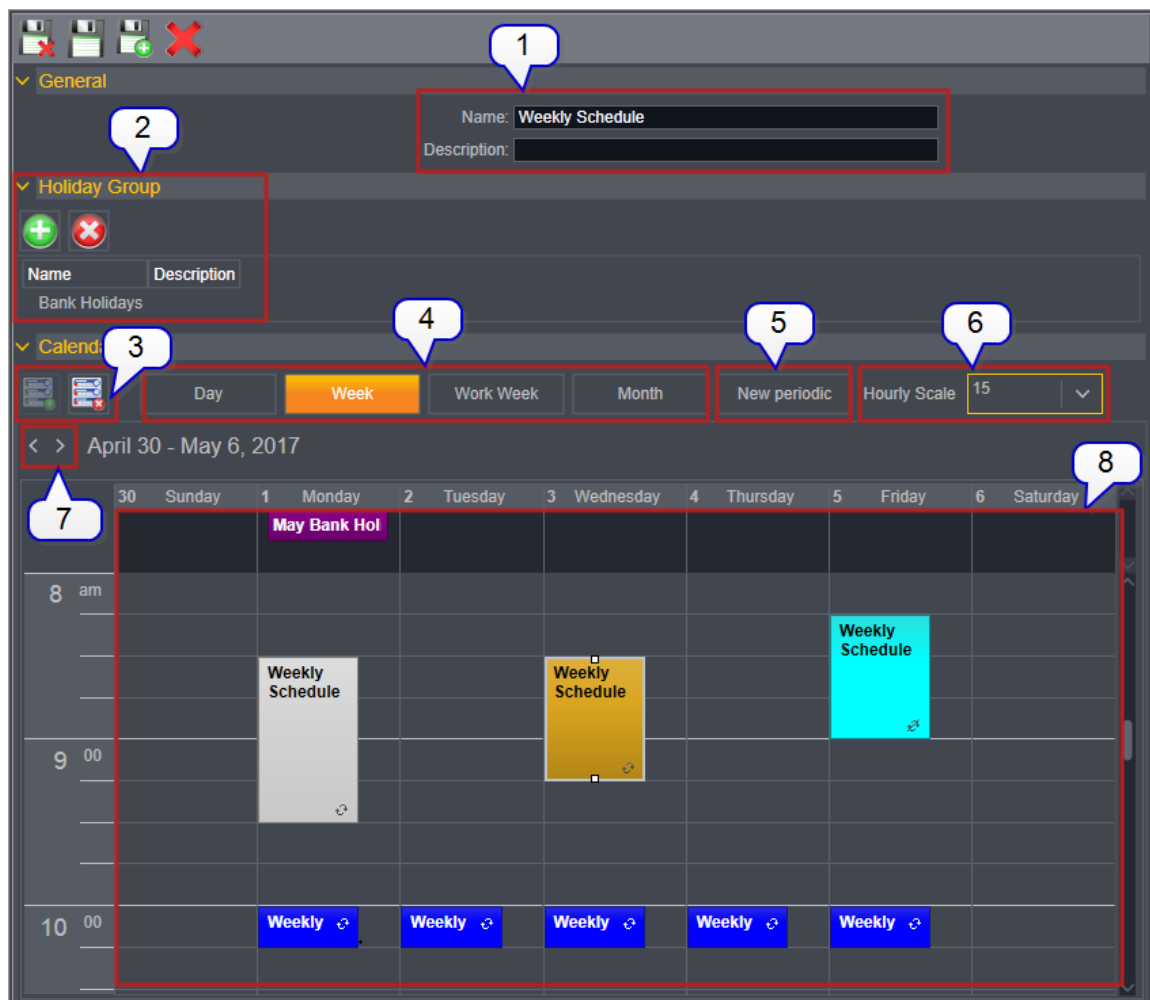
Scheduling is used to manage the execution of events or journal triggers which are to be activated only during specified time ranges. A schedule contains one or more intervals; each interval defines a time period when the schedule becomes active. When you attach a schedule to an event, that event only activates during the schedule's interval times.

Note:

- Schedules should be assigned meaningful names to allow for easy identification when assigning them to events.
 - Schedules are set on a weekly basis by default, for example, a schedule that is set from 1200 to 1300 on a Tuesday, recurs every Tuesday.
-

Use the schedule editor's calendar control to select and build schedules by Day, Week (Sunday to-Saturday), Work Week (Monday to Friday) and Month.

Figure 44: The schedule editor (Recurring schedule)



Schedule intervals are color-coded. The following image shows the color-coding format for different interval types.

Figure 45: Interval color-coding

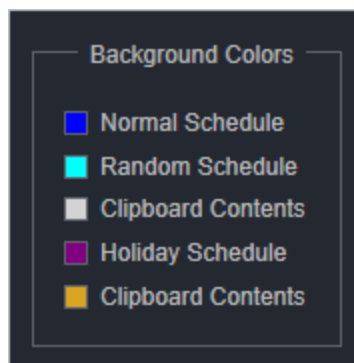


Table 18: Schedule editor interface

Number	Description	Explanation
1	General properties	The schedule's name and description.
2	Holiday group	Add holiday groups to the recurring schedule
3	Interval tools	To create an interval, select a time range on the calendar, then select  To delete an interval, select the interval from the calendar, then select 
4	Calendar view controls	Select the time range for the calendar view: Day, Week, Work Week, or Month.
5	Create periodic intervals	(Recurring schedules only) Use these controls to create recurring intervals within a specific time range. For example, every 15 mins during a 4-hour period.
6	Hourly scale	Select the hourly scale for the calendar view. Choose one of the following options: 1 minute, 5 minutes, 10 minutes, or 15 minutes.
7	Calendar date controls	Use these controls to navigate to through the calendar by day, by week, or by month.
8	Calendar	Configured intervals appear in the schedule's calendar.

Creating a schedule

A schedule can contain multiple intervals. Schedule intervals recur weekly.

- 1 Select , then select **Schedule (Weekly)**.
Scheduling editor displays.
- 2 Enter a **Name** for the schedule.
- 3 (Optional) Enter a **Description** for the schedule.
- 4 Select the required view.

Note:
Choose the view that is most suitable for the schedule. For example, if you create a Monday-Friday schedule, select the **Work Week** view.
- 5 (Optional) Adjust the hourly scale.
- 6 Build the schedule by adding time intervals.
 - a Click and drag across the required ranges, selecting hours as required.
 - b Click  to add the selected interval to the schedule. You can change selected ranges using the grab handles to increase or decrease as required.
 - c (Optional) Use  to remove selected intervals.
Note:
 - A Schedule can contain multiple intervals.
 - An interval cannot span multiple days.
- 7 Select **Save**.

Keyboard shortcuts

Use keyboard shortcuts to create new schedule intervals, or to copy and paste existing intervals.

Table 19: Schedule editor shortcuts

Action	Shortcut	Description
Build interval	F4	Adds the selected interval to the schedule.
Copy interval	Ctrl + C	Copy the selected interval.
Paste interval	Ctrl + V	Paste the previous copied interval.

Creating a recurring schedule

A recurring schedule can contain multiple recurring intervals. Recurring schedules can also include random intervals and automatically-created recurring intervals.

- 1 Select 
- 2 Select **Recurring Schedule (Multiple Intervals)**.
- 3 Enter a **Name** for the schedule.
- 4 (Optional) Enter a **Description** for the schedule.
- 5 (Optional) Add Holiday Groups to the schedule.
 - a Select 
 - b Select a holiday group.
 - c Select **OK**.
- 6 Select the required view.

Note:

Choose the view that is most suitable for the schedule. For example, if you create a Monday-Friday schedule, select the **Work Week** view.

- 7 Add intervals to the schedule.
 - a Click and drag across the required ranges, selecting hours as required.
 - b Select one of the following options:
 - Click  to add the selected interval to the schedule. You can change selected ranges using the grab handles to increase or decrease as required.
 - Right-click the time range and select **New Interval**.
 - c (Optional) Use  to remove selected intervals.

Note:

- A recurring schedule can contain multiple intervals.
- An interval cannot span multiple days, but you can configure its recurrence settings to compensate for this.

- 8 Configure the interval recurrence settings.
 - a Right-click an interval, then select **Edit**.
 - b Select 
 - c Configure the **Activity time** settings.
 - d Configure the **Recurrence pattern** settings.

- e Configure the **Range of recurrence** settings.
 - f Select **OK**.
- 9 Select **Save**.

Creating a random interval

Random intervals activate at a random point during the interval's duration. To randomize an event activation, create a schedule that contains random intervals, and attach that schedule to the event. For example, you can use a random schedule to randomize the movement pattern for a PTZ camera.

- 1 Open the Schedule editor, and create an interval.
- 2 Configure the interval as required.
- 3 Right-click the interval and select **Make Random**.

Exceptions

Exceptions are specific instances of a recurring interval that do not follow the defined recurrence pattern. To create a recurrence exception, click and drag an interval to a new position on the calendar.

Note:

You cannot create an exception that occurs before the beginning of the recurring interval series.

Creating an automated interval

Use the **New Periodic** option to create intervals that are automatically configured to recur over a defined time period.

- 1 Open the schedule editor.
- 2 Click and drag across the required ranges, selecting hours as required.

Note:

For example, to create an interval that recurs once every hour, select an hour on the calendar.

- 3 Select the **New Periodic** button.
- 4 (Optional) Configure the automated interval recurrence.
 - a Right-click one of the interval recurrences
 - b Select **Edit**.
 - c Configure the interval as required.

Editing a schedule

From the Schedules Dynamic View you can view all existing schedules and holidays. From within this page you can also edit any given schedule's daily occurrences or you can enter each schedule's own editor to change details such as start/end times, intervals and ranges.

- 1 Select , then select **Schedule**.
All available schedules display with intervals detailed.
- 2 To change daily occurrences of schedules:
 - a Expand the schedule type group.
 - b Expand the schedule to be edited.
 - c (Recurring Schedules only) Expand the recurring schedule type.
 - d Check/uncheck the weekdays as required to change the daily occurrences of the schedule intervals.

- 3 To edit schedules:
 - a Expand the schedule type group.
 - b Right-click the schedule.
 - c Select **Edit**. Schedule editor displays.
 - d Edit the schedule as required.
- 4 Select **Save**.

Applying a schedule

victor Unified Client supports assigning schedules to actions through the **Event/Schedule Setup** editor. Refer to "4. Using the Events/Schedule Setup editor" for further information on event configuration.

Note:

- By default an action will trigger at all times. Each Action object will have an 'always on' schedule attached to it. When an action is edited to add a new schedule, the 'always' schedule link attached to the object is removed and the specific schedule is linked.
 - You can assign schedules to all objects in a view by selecting the schedule icon on the column header node.
 - You can also drag schedules into the event setup editor. This allows you to configure when event configurations are Active or Inactive.
-

- 1 Select , then select **Event/Schedule Setup**.
Event Setup editor displays.
- 2 Drag in required devices to display event configurations.
- 3 Select  on the **Actions** node. A popup displays all available schedules.
- 4 Select the required schedules and time zones to apply to the event configuration (Use Add, Remove schedules as required).
- 5 Select **Apply Schedules**.
- 6 Select **Save**.

Active and Inactive schedules

Whenever a schedule is active, that is, the current time is inside its assigned time interval, associated events will be triggered. Outside of the schedule's time interval, events will not trigger.

Alerts will continue whether or not the schedule is active.

The Schedules **Show All** page allows you to view all schedules by Active status: **True** or **False**. The page updates dynamically as the schedules displayed start and end their assigned time intervals.

Creating a holiday

A holiday is an object that you configure to specify a day to provide system and access control variations to scheduled events. For holidays to take effect, you must add one or more holidays to a holiday group, and add that holiday group to a recurring schedule. Recurring schedules do not take effect on holiday days. You can create and configure holidays from the schedule editor.

Note:

- Recurring holidays are automatically set to a full day, that is, 24 hours.
 - Non-recurring holidays can last 24 hours or less, and are limited to a single day.
-

- 1 Select .
- 2 Select **Holiday**.
- 3 Enter a **Name** for the holiday.

- 4 (Optional) Enter a **Description** for the holiday.
- 5 Select one of the following calendar views.
 - Day
 - Week
 - Work Week
 - Month
- 6 Navigate to the holiday day.
- 7 Select one of the following options:
 - Right-click the day, then select **New Interval**.
 - Select the holiday day, then click 

Note:

- A holiday cannot contain multiple intervals.
 - An interval cannot span multiple days.
-

- 8 (Optional) Edit the interval recurrence.
 - a Right-click the holiday interval and select **Edit**.
 - b Select 
 - c Configure the **Activity time** settings.
 - d Configure the **Recurrence pattern** settings.
 - e Configure the **Range of recurrence** settings.
 - f Select **OK**.
 - g (Optional) Add a description to the recurrence.
 - h Select 
- 9 Select **Save**.

Creating a holiday group

- 1 Select 
- 2 Select **Group**.
- 3 Enter a **Name** for the group.
- 4 (Optional) Enter a **Description** for the group.
- 5 Add holidays to the group.
 - a Select 
 - b Select holidays to add to the group.

Note:

To select multiple holidays, hold the Ctrl key while you select holidays from the list.

- c Select **OK**.
- 6 Select **Save**.

Events

An event can be considered as anything significant that happens within your victor system.

You can create and implement system events to detect, monitor and record specific activity on the system.

A typical use may be to use a map action to alert a user of motion detection on a camera covering a sensitive area.

In this scenario, you can configure an event to perform the following actions:

- Alert the user by visually triggering a Video Action associated with the event displaying video from other cameras in the area
- Trigger a map action that shows the location of the of the camera in alarm state
- Create a high priority Journal entry that requires operator acknowledgment

Event Types

Within the victor environment, there are two main event types: **Sensor** based and **Health** based.

Sensor Based Events

These events, when triggered typically display predefined Event Actions. These are system actions, tied to events which are set to display when events are triggered. Examples of Event Actions can be video Salvos or Map actions.

The following general steps are involved in configuring a Sensor based event:

- 1 Add a trigger to the sensor device (For example, set motion detection on a camera).
- 2 Create the Event Action to be executed when the Event triggers.
- 3 Create the Event.
- 4 Associate the Event Action with the Event.
- 5 Associate the Event with the Trigger.

Health Based Events

System Health events do not typically involve video actions as their primary use is not security based. Instead they are used to warn users of potential issues with system failure. A typical use may be to inform a user that an alarm has been received warning of CPU overheating.

Event Templates

A number of Event Templates are predefined within victor Unified Client, these can be used as a basis for configuring events of the type they relate to.

Acknowledge and Clear options

You can configure Acknowledge and Clear options for individual events. These options determine if an event requires a user to enter extra information before they can acknowledge or clear the event.

Options are:

- Require a Log Message to be entered when acknowledged
- Require a Log Message to be entered when Cleared
- Username and password required to acknowledge
- Username and password required to clear

Note:

These credentials can be from any user who has permission to acknowledge and clear the event.

Log Messages

Log messages are typically used to clear and acknowledge events, but you can manually enter messages to be written to the journal at any time.

You can also select Log messages from a Predefined Message Log which can contain up to 3000 user defined messages.

Event Procedures

Event procedures are documents that contain instructions. You can link event procedures to events, to provide guidance to operators when these events occur.

Event setup and configuration

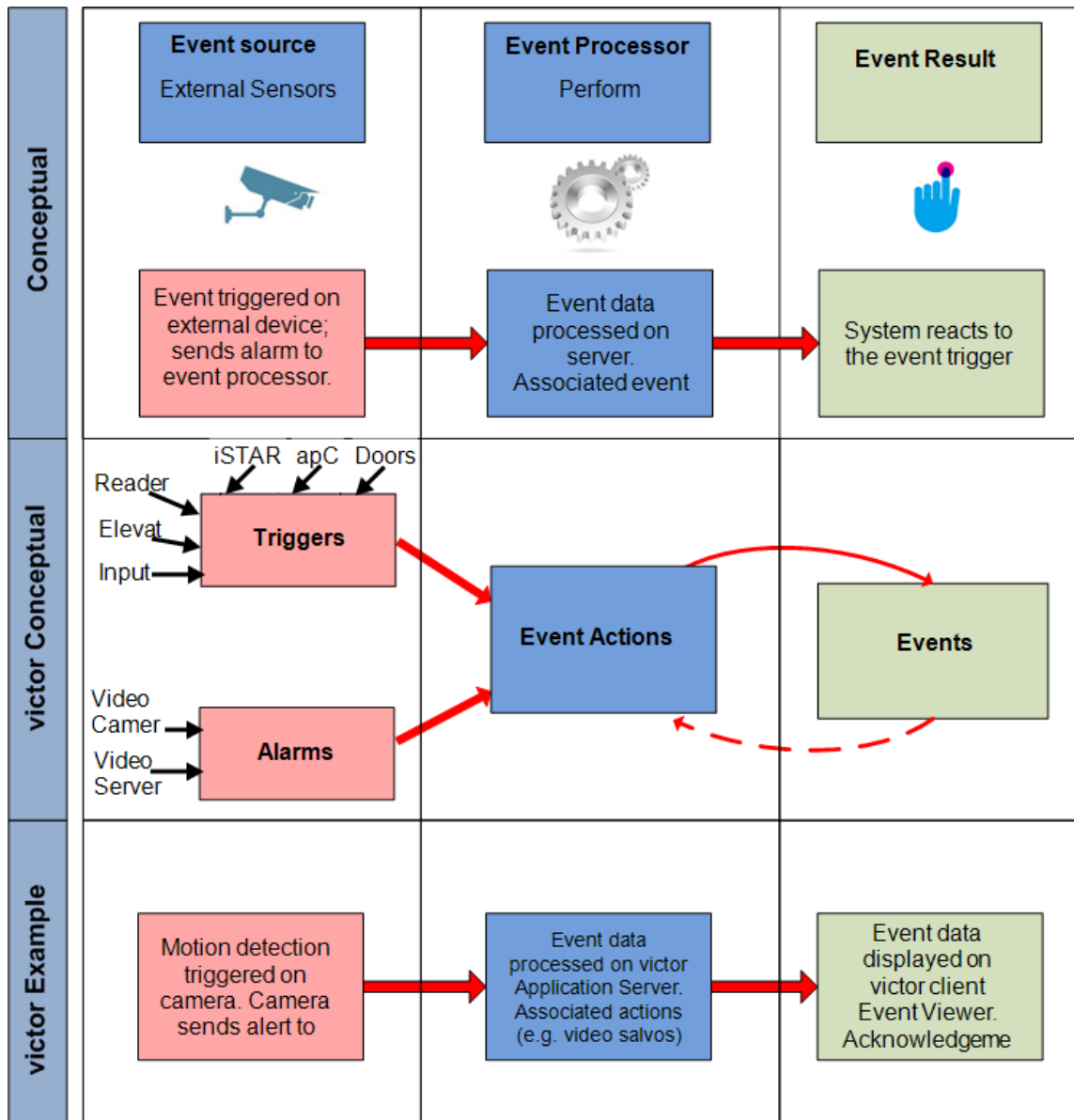
Typical event configuration takes place in four stages:

- 1 **Create Event Actions** - creation of event actions that are triggered, for example, display a salvo, display a map of the area or download a clip of a specified duration.
- 2 **Create Event** - creation of the event using the Event editor.
- 3 **Event/Action Pairing Editor** - associating the event with actions.
- 4 **Event/Schedule Setup Editor** - associating devices, alerts and actions.

Event Processing

From a system perspective, event processing can be considered in three stages:

- **Event Source:** Emit events into the processing system (e.g., a motion detection alert sent from a camera)
- **Event Processing:** Capture, routing and any further processing of emitted events – victor Unified Client can be configured to process events in various ways e.g., according to priority, date/time or source.
- **Event Result:** The system reaction to the event. In the case of victor Unified Client this could be a video action configured to display a salvo



1. Event Actions

Event actions are the actions triggered by victor Unified Client in response to specific events.

These can be

- Video actions:
 - Preset
 - Clip Retrieval
 - Display Salvos
 - Camera Callups
 - External Camera Alarms
 - Snapshot
 - Send to Matrix Monitor.
- Send Email actions

- Firmware Flash actions
- GPI Actions
- Map Display actions
- VideoEdge configuration backup actions

Creating a Camera Preset action

A Preset action calls up a camera preset when an event activates.

- 1 Select .
- 2 Select **Camera Preset Action**.
- 3 Enter a **Name** and **Description** for the preset action.
- 4 Drag and drop a camera from Device List or from a Camera Dynamic View into the **Properties** section.
- 5 Select a preset number from **Preset** dropdown.
- 6 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 7 Select **Save**.

Creating a Clip Retrieval action

A video action can be configured resulting in the creation of a clip to be scheduled for download. The clip duration, saving location and expiry rule can all be defined by the user. When a clip retrieval action is activated, it will queue a video clip for download. Queued video downloads appear in the Clips list as download tasks.

Note:

- Before you create a clip retrieval action, you must configure a **Remote Directory** from **Settings** (Settings>Clip Preferences>Remote Directory).
 - For clips to successfully download, the 'American Dynamics Media Management Driver Service' must be running. This service must also have permissions to write to the directory specified.
-

- 1 Select .
- 2 Select **Clip Retrieval Action**.
- 3 Enter a **Name**.
- 4 (Optional) Enter a **Description**.
- 5 Select a **Camera**.
 - a Click .
 - b Choose cameras from the **Object Selector** window.
 - c Click **OK**.

Note:

- You can also drag cameras from the Device list onto the camera selector.
 - You can select multiple cameras as part of a clip retrieval action. However, these cameras must all be connected to the same recorder.
-

- 6 (Optional) To configure stream options, select one of the following options:

- To use the camera's primary stream for the clip download, clear the **Use secondary stream for clip retrievals** checkbox.
 - To use the camera's secondary stream for the clip download, select the **Use secondary stream for clip retrievals** checkbox.
- 7 Select clip **Duration** from the dropdown list.
- 8 Select one of the following options from the **Event in clip** list:
- Start
 - Middle
 - End
- 9 Select **Clip Saving Location** from the dropdown list.
- 10 (Optional) To configure clip expiry settings, select one of the following options:
- Select an expiry rule from the **Expiry** list.
 - Specify an expiry date and time
 - a. Select **Specify** from the **Expiry** list.
 - b. Select the calendar icon to choose an expiry date, or enter a date in the date field.
 - c. Use the plus and minus icons to adjust the expiry time, or enter a time in the time field.

Note:

If you assign an expiry rule to the clip, the clip expires when its **Last modified** date exceeds the time period of the expiry rule.

- 11 Select the **Clip Folder**.
- 12 (Optional) Create a new clip folder.
- a Right-click on the **Clips** folder and select **New Folder**.
 - b Enter a **Name** for the new folder.
 - c Click **Ok**.
- 13 (Optional) Pair the action with an event.
- a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 14 Select **Save**.

Modifying a clip download task

When a clip retrieval or clip download is scheduled, a download task appears in the **Clips** list. Download tasks remain queued in the Clips list until the scheduled clip download completes. Clips are downloaded sequentially. From the clips list, you can modify clip downloads that are scheduled, or that are in-progress.

Option	Description
Cancel Download	Delete the download task.
Download Now	Override the scheduled download time and add the clip to the download queue.
Priority	Assign a priority to the download task. Priority options include High, Normal and Low.

Option	Description
	Each category is sorted and completed by creation time, before moving to the next category.

- 1 Select  to open the **Clips** list.
- 2 Right-click on a download task.
- 3 Select one of the available options:
 - Cancel Download
 - Download Now
 - Priority

Creating a Display Salvo action

A display salvo action will call up a Salvo on a specified monitor when an Event is activated. The Salvo can be pre-configured or created during the Salvo action creation process.

Note:

From victor Unified Client 5.2 onwards, you can also add View Switches to Display Salvo actions.

- 1 Select .
- 2 Select **Display Salvo Action**.
Display Salvo Action editor opens.
- 3 Enter a **Name** and **Description** for the display salvo action as required.
- 4 To use a pre-configured Salvo or View Switch:
 - a Select .
 - b Select a Salvo or a View Switch from list.
 - c Select **OK**.
- 5 To create a new Salvo:
 - a Select . New Salvo Editor opens.
 - b Enter a Name in the **Name** textbox.
 - c Enter a description in the **Description** textbox.
 - d The **Enabled** checkbox is selected by default, to deactivate the Salvo, deselect the checkbox.
 - e Select the **Layout** checkbox then select the layout from the **Layout** dropdown if the Salvo is to be a Saved View.

Note:

- The selected layout must contain enough video panes to accommodate the number of video streams you intend to add to the Salvo.
- Saved view can also be created directly from current surveillance views by selecting **Save as a Saved View**.
- Selecting the **Layout** checkbox enables: **Show Grid Lines**, **Show Recorder/Camera Names and Date/Time**, **Show Camera Control** and **Show Audio Control** checkboxes.

- f Select and drag Recorders/Cameras/Tours from Device List, Call Ups List, Sites List or Dynamic Views into the New Salvo Editor.
- g If required, use  to remove items from the camera list.
- h If required, use  and  to change the step position of cameras.

Note:

Presets and Patterns are only available to add if they are already configured on the Recorder. They cannot be configured from the client. If available, they can be added by selecting them from the Pattern or Preset textboxes and selecting from the dropdown list.

- i Change the default Pane number by selecting the **Pane** dropdown for each Camera/Tour.
 - j Select preset number from **Preset** dropdown.
 - k Select **Save**.
- 6 Select a monitor to display the Salvo on.
- a Select 
 - b Select a monitor from the list.
 - c Select **OK**.
- 7 (Optional) Pair the action with an event.
- a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 8 Select **Save**.

Creating a Camera Callup action

Camera callup action relates to the Event Priority Window feature. Refer to Event Priority Window section for more information.

- 1 Select 
- 2 Select **Camera Callup Action**.
- 3 Enter a **Name** and **Description** for the action.
- 4 Drag and drop a camera from Device List or Camera Dynamic View into the **Camera Selector** section.
- 5 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 6 Select **Save**.

Creating an External Camera Alarm action

External Camera Alarms generate a User Panic alarm for the specified camera when triggered. The External Camera Alarm action also has the option to start or stop camera recording to the recorder.

When you trigger this action for a VideoEdge recorder, the camera recording quality can change, depending on your alarm stream configuration.

Note:

- Recording settings only apply to cameras that are connected to VideoEdge recorders.
-

-
- Start Recording will trigger recording for a camera on VideoEdge which is set on the recorder not to record.
 - The Stop Recording command only stops recording for a camera that previously received a Start Recording command.
 - The Stop Recording command does not override any recording settings that are configured on VideoEdge.
 - To use the External Camera Alarm action with an Exacq camera, you must create a soft trigger for that camera in the Exacq client. After you create a soft trigger, use the External Camera Alarm action to trigger it in victor Unified Client.
-

- 1 Select 
 - 2 Select **External Camera Alarm Action**.
External Camera Alarm Action editor opens.
 - 3 Enter a **Name** and **Description** for the action.
 - 4 Drag a camera from the Devices list or from a camera Dynamic View onto the **Camera Selector** section.
 - 5 Select one of the following actions:
 - To Start Recording on activation:
 - a. Select the **Start Recording** radio button in the **Recording** section.
 - b. Select the recording duration from the **Duration (seconds)** dropdown.
 - To Stop Recording on activation (should only be used if previously a **Start Recording** command has been sent):
 - Select the **Stop Recording** radio button in the **Recording** section.
 - 6 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.
-
- Note:**
- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-
- 7 Select **Save**.

Creating a Video Output action

When you trigger a Video Output action, you can change the state of an output. When you link a Video Output action to an event, when the Event triggers, it also changes the state of the output. For example, you can link an LPR event to a trigger a Video Output action that opens a gate.

Note:
You can configure Output settings from the VideoEdge Administration Interface.

- 1 Select 
- 2 Select **Video Output Action**.
Send to Video Output Action editor opens.
- 3 Enter a **Name** and **Description** for the action.
- 4 Drag an Output onto the selected output list.
- 5 In the **State** section, select one of the following options:
 - **Activate** - Switch the output on.
 - **Deactivate** - Switch the output off.
 - **Pulse** - Switch the output on for a specified amount of time.
- 6 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.

- b Select an event's checkbox to pair the action with that event.
- c (Optional) To create a new event, click the **New Item** icon, then configure the event.
- d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 7 Select **Save**.

Creating a Send to Matrix Monitor action

The **Send to Matrix Monitor** action sends video to a Virtual Matrix monitor when triggered.

Note:

You must configure a Virtual Matrix before you configure a send to matrix monitor action.

- 1 Select .
- 2 Select **Send to Matrix Monitor Action**.
Send to Matrix Monitor Action editor opens.
- 3 Enter a **Name** and **Description** for the action.
- 4 Select **Virtual Matrix Profile** from the dropdown.
- 5 Select  next to **Call up Name**.
- 6 Select video to display and then select **OK**.
- 7 Select  next to **Monitor Number**.
- 8 Select Virtual Display monitor pane and then select **OK**.
- 9 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 10 Select **Save**.

Creating a Send Email action

Create the Send Email action to send an email when an event is triggered.

Note:

Email Preferences must be configured before emails can be sent as an action. Email Preferences can be configured from the **Settings** menu on the **Configuration** page.

- 1 Select .
- 2 Select **Send Email Actions**.
The Send Email editor opens.
- 3 Enter a **Name**.
- 4 (Optional) Enter a **Description**.
- 5 (Optional) Customize the email contents as required.

Note:

By default, the title and the email content contains either the event cause name, the email action name or both.

- a Select the **Send Date Time of occurrence** checkbox to include date and time information in the email.
- b Select the **Send Event Instruction** checkbox to include the Text information from a paired event.
- c Select the **Send Message Body** checkbox to include message body text with the email.
- d Enter a message in the **Message Body** field.

Note:

Object property names, for example [Name], can be included in the message body, and are replaced with the property value when the email is sent. Each field from an object Dynamic view is an object property.

6 Assign the email sender.

- a In the **From** field, click 
- b Select a sender from the Operators and Personnel list.
- c Click **OK**.

7 Assign the email recipient.

- a In the **To** field, click 
- b Select a recipient from the Operators and Personnel list.
- c Click **OK**.

8 (Optional) Pair the action with an event.

- a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
- b Select an event's checkbox to pair the action with that event.
- c (Optional) To create a new event, click the **New Item** icon, then configure the event.
- d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The **Current Changes** section displays the events that are paired with the action.
-

9 Select **Save**. The action can now be associated with Events and Alerts.

Creating a Firmware Flash action

Use Firmware Flash actions to update the firmware for an iSTAR Ultra device. You can configure the flash action like other actions on the system, so that they can be triggered by events, schedules or other objects.

Note:

You can use Firmware Flash actions in a victor and C•CURE Unified installation.

- 1 Select 
- 2 Select **Firmware Flash Actions**.
The Firmware Flash editor appears.
- 3 Enter a **Name**.
- 4 (Optional) Enter a **Description**.
- 5 Add devices:
 - a Click 
 - b Select a device from the list.
 - c Click **OK**.

- 6 Select a firmware file from the **Filename** dropdown menu.
- 7 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 8 Select **Save**.

Creating a General Purpose Action Message

The General Purpose Interface (GPI) is a programmable bi-directional communication protocol which enables victor Unified Client to interact with third party devices. For more information about the GPI and GPI actions, see General Purpose Interface. General Purpose Action messages are sent to the device as a result of events triggered in victor Unified Client.

Field	Description
Name	Enter a unique name for the action message
Description	Enter a description for the action message
Outgoing Message	Define a message for victor Unified Client to send to the General Purpose Device
Acknowledgment Message	Define the message sent by the General Purpose Device as acknowledged that the outgoing message was received

- 1 Select .
- 2 Select **General Purpose Action Message**.
Action Message editor displays.
- 3 Enter a name for the action message in the **Name** textbox.
- 4 Enter a description for the action message in the **Description** textbox.
- 5 Enter outgoing message text in the **Outgoing Message** textbox.
- 6 Enter acknowledgment message text in the **Acknowledgment Message** textbox.
- 7 Select **Save**.

Creating a General Purpose Action

General Purpose Actions that are created in victor Unified Client are transmitted to the General Purpose Device based on activated events in victor Unified Client. Actions can be associated with acknowledgment messages.

Field	Description
Name	Enter a unique name to identify the General Purpose Action
Description	Enter a description of the General Purpose Action
General Purpose Device	Select  and use the Object Selector to select the General Purpose Device being monitored
General Purpose Action Message	Select  and use the Object Selector to select the General Purpose Action Message that this action triggers

- 1 Select 
 - 2 Select **General Purpose Action**.
General Purpose Action editor displays.
 - 3 Enter a name for the action in the **Name** textbox.
 - 4 Enter a description for the action in the **Description** textbox.
 - 5 Select  next to **General Purpose Device** and use the Object Selector to select the device being monitored.
 - 6 Select  next to **General Purpose Action Message** and use the Object Selector to select the action message that this action triggers.
 - 7 Enter Variable 1
 - a Click  to display the virtual keyboard.
 - b Use the virtual keyboard to select ASCII characters.
 - c Click **Save**.
 - 8 Enter Variable 2
 - a Click  to display the virtual keyboard.
 - b Use the virtual keyboard to select ASCII characters.
 - c Click **Save**.
 - 9 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.
-
- Note:**
- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-
- 10 Select **Save**.

Creating a Display Map action

Map actions can be configured to display when an event triggers to show a map of the event location and highlight the alarming object.

- 1 Select 
- 2 Select **Display Map Action**.
The Display Map Action editor opens.
- 3 Enter a **Name** and **Description** for the Map action as required.
- 4 Select one of the following options:
 - Select  to select from existing maps. Object Selector Displays.
 - Select  to create a new map. Refer to **Maps** Chapter for further information.
- 5 Select the required map from the object column.
- 6 Select **OK** to confirm the selection.
- 7 Select  to select Monitor. Object Selector displays.

- 8 Select the monitor to display the Map Action, and then click **OK**.
- 9 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 10 Select **Save**.

Creating a VideoEdge Configuration Backup action

Create a VideoEdge configuration backup action to back up your VideoEdge's configuration settings. Backups are created in a pre-defined directory inside a folder named after the recorder. Up to three backups are stored for each recorder: the first backup of the recorder and the two most recent backups of the recorder.

Note:

- You cannot back up a VideoEdge with a Temporary license. The VideoEdge must have a Permanent license or a victor Centralized license.
 - You must configure a VideoEdge configuration backup directory before you can create a VideoEdge backup action. You can configure a backup directory from the **Video Recorder** section of the **Settings** menu.
-

- 1 Select .
- 2 Select **VideoEdge Configuration Backup Action**.
- 3 Enter a **Name** for the action.
- 4 (Optional) Enter a **Description** for the action.
- 5 Drag a VideoEdge recorder onto the Recorder Select field.

Note:

You can add recorders from the **Device List** and from the **Sites** list.

- 6 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 7 Select **Save**.

Scheduling VideoEdge configuration backups

To schedule a VideoEdge backup, you must pair the VideoEdge configuration backup action with a schedule. Select



, then select **Events/Schedule Setup** to link events, actions and schedules to your VideoEdge.

Creating a Recorder Report action

Recorder report actions generate health reports and commissioning reports in PDF format on the VideoEdge recorders that are connected to victor Unified Client. You can customize the report to include only recorders, or to include recorder and camera details with optional camera snapshots. You can select email recipients for the report, and you can choose which VideoEdges to include in the report.

Note:

If you enable the Snapshot Engine, it generates camera snapshots automatically. Generating snapshots before you run a recorder report may reduce the time needed to generate a recorder report. For more information about the Snapshot Engine, see "Settings".

- 1 Select .
- 2 Select **Recorder Report Action**.
- 3 Enter a **Name** for the action.
- 4 (Optional) Enter a **Description** for the action.
- 5 Select one of the following options from the **Report Type** list:
 - Health
 - Commissioning
- 6 (Optional) Select the **Get Camera Details** checkbox.
- 7 (Optional) Select the **Get Camera Snapshot** checkbox.

Note:

- You must select the Get Camera Details checkbox before you can select the Get Camera Snapshot checkbox.
 - If you set the Report Type to Commissioning, the Get Camera Details and Get Camera Snapshot checkboxes are selected by default.
-

- 8 (Optional) Configure email settings:
 - a Select the **Send Email** checkbox.
 - b Select one of the following options:
 - Enter email addresses in the Email Address field
 - Select , and use the object selector to select operators and personnel to email.
 - c Enter message details in the Message checkbox.
- 9 (Optional) Save the report after it executes.
 - a Select the **Save** checkbox.
 - b Select one of the following options to choose a location to save the files to:
 - Enter a directory path in the **Directory** field.
 - Select , and browse for a location to save the report to.

Note:

You can select a local directory or a remote directory. However, if you select a remote directory, ensure that your operator account and victor Client have permission to access that directory.

- 10 Select one of the following options to choose recorders to include in the report:
 - Select **All VideoEdges**.
 - Select **Custom Selection**, and then drag recorders from the Devices list into the Recorder Selector.
- 11 (Optional) Pair the action with an event.
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event's checkbox to pair the action with that event.
 - c (Optional) To create a new event, click the **New Item** icon, then configure the event.
 - d (Optional) To remove an event pairing, clear the event's checkbox.

Note:

- You can pair an action with multiple events.
 - The Current Changes section displays the events that are paired with the action.
-

- 12 Select **Save**.

Creating a snapshot action

A snapshot action captures a still image from a camera and emails the image to a recipient. You can configure the image resolution, the number of images requested, the timeframe that images are taken, the recipients, and the message that is included with the email.

Note:

Email preferences must be configured before emails can be sent as an action. You can configure email preferences from the **Settings** menu on the **Configuration** page.

You can configure snapshot actions to trigger when an alarm activates, for example, a dry contact alarm on a door. When the door opens, the dry contact sensor activates an alert, which triggers the snapshot action.

- 1 Select the **Create New Item** icon.
- 2 Select **Snapshot Action**. The **New Snapshot Action** page opens.
- 3 In the **General** section, enter a name for the Snapshot Action in the **Name** field.
- 4 **Optional:** In the **Description** field, enter a description for the action.
- 5 In the **Snapshot Configuration** section, drag cameras from the **Devices** list to the **Camera Selector** field.

Note:

- You can also add cameras from the Sites list.
 - You can add up to 20 cameras to a snapshot action.
-

- 6 In the **Image Resolution** list, select an image resolution.
- 7 In the **Images Requested** list, select up to 12 images to be captured by a camera.
- 8 In the **Over (Seconds)** list, select a timeframe of up to 60 seconds that images will be taken.

Note: The Over (Seconds) option supports two or more Images Requested.

- 9 In the **To** field, add email recipients by selecting the **Object Selector** icon. The **Object Selector** window opens.
- 10 Add email recipients one by one or hold Ctrl to select multiple recipients.

Note: You can manually enter email recipients in the **To** field. Use a semicolon between addresses for two or more recipients.

- 11 Select **OK**.
- 12 In the **Message** field, enter text for the email recipients.

Note:

If the camera image cannot be retrieved, an error message is also included with the **Message** text.

- 13 **Optional:** Pair the Snapshot Action with an event:
 - a In the **Event Pairings** section, expand the **Event** list and the **C•CURE Event** list.
 - b Select an event checkbox to pair the action with that event.
- 14 **Optional:** To create a new event, click the **New Item** icon, then configure the event.
- 15 **Optional:** To remove an event pairing, clear the event checkbox.

Note: You can pair an action with multiple events. The Current Changes section displays the events that are paired with the action.

- 16 Click **Save**.

Creating an Import POS Transaction action

Prerequisites

The Store ID and Terminal IDs must match the ID's in the Transaction data.

- 1 Select .
- 2 Select **Import POS Transaction Action**.
- 3 Enter a **Name** for the action.
- 4 Select **Browse**.
- 5 Navigate to the required transaction import file and then select **Open**.
- 6 Select **Save**.

Creating an Import POS Exception Report action

Prerequisites

The Store ID and Terminal IDs must match the ID's in the Transaction data. In addition, you must have a POS Exception Report Template. To import a POS Exception Report Template, see "Point of Sale".

- 1 Select .
- 2 Select **Import POS Exception Report Action**.
- 3 Enter a **Name** for the action.
- 4 Select **Browse**.
- 5 Navigate to the required exception report and then select **Open**.
- 6 In the **Report Templates** section, select a matching template from the **Report Type** dropdown list.
- 7 Select **Save**.

Editing an event action

After you create an action, you can edit it from the **Edit** or **Show All** menus.

To modify the action from the Edit menu, select , select the action type, then select the action to be edited.

Alternatively, select the Show All icon, , then select the action type. This opens a Dynamic View of that action type. Right-click an action to open that action's context menu. From here you can choose to edit or delete the action.

2. Events

Creating an event

Complete the following procedure to create and configure events in victor Unified Client. You can also pair the event with a pre-configured action from the Event editor.

- 1 Select , then select **Event**.
Event editor displays.
- 2 Enter a name for the event in the **Name** textbox.
- 3 (Optional) Enter a description for the event in the **Description** textbox.
- 4 The **Enabled** checkbox is selected by default, clear the checkbox to disable the event.
- 5 Configure the Event Properties.
 - a Select the priority of the event from the **Priority** Dropdown menu.

Note:

Each priority level is associated with a color which is made prominent in the Event viewer when the event is triggered.

- b The **Armed** checkbox is selected by default. Clear the checkbox to change the event's default state.
- 6 Configure the Event Text
- a Enter **Activate Text** in the text box. This text displays in the event viewer. If the activity list is open, this text displays when the event triggers.
- b Enter instructions for the user in the **Instructions** text box. These are conveyed to the user when the event triggers.
- 7 Configure the Event Procedures
- a (Optional) Use one of the following methods to select a **Document Procedure**.
- Click the **Select Procedure** icon to select a previously-uploaded procedure.
 - Click the **Upload a procedure** icon to upload a procedure file.
 - Click the **Add procedure as a link** icon to add a link to the procedure file.

Note:

• Victor Unified Client supports the following file types for attached procedures: .jpg, .txt, .rtf, .xps, html, .doc and .pdf.

• To use .doc and .pdf files, you must install the web plug-in for Word files and for PDFs.

• Select  to remove an existing procedure file or link.

- b (Optional) Use one of the following methods to select the **Assessment Procedure**.
- Select a previously-created layout template.
 - a. Select .
 - b. Choose a layout template from the object selector window.
 - c. Select **Ok**.
 - Create a new assessment procedure.
 - a. Select  to open the layout template editor.
 - b. Configure the layout template as required.
 - c. Select **Save** to save the layout template and to add it to the event.

Note:

Select  to remove an existing assessment procedure.

- 8 Configure the Event Sounds:
- a Select the **Play Sound When Active** checkbox if an audible alarm is required when the event triggers.
- b Select . The **Select Sound** dialog displays. Navigate to and select the required .wav file.
- c Select **Open**. The sound is associated with the event and will play when the event triggers.

Note:

• Only .wav sound files are supported.

• The files must be located in the ...\\WINDOWS\\Media folder. If a custom .wav file is required, copy it to this location.

- 9 Configure the Event Acknowledge and Clear options:
- a Expand the **Acknowledge and Clear Options** section.
- b Select or deselect checkboxes depending on how you require the event to be acknowledged and cleared.
- Require log message to be entered when acknowledged

- Require log message to be entered when cleared
- User name and password required to acknowledge
- User name and password required to clear
- Breakthrough

Note:

Event Breakthrough assigns priority to the event viewer. When the event triggers, it overrides anything else that the user views.

- 10 (Optional) Link the event to an action:
 - a Expand the **Action Pairings** section.
 - b Select one of the following options:
 - Select an action from the list.
 - Click  to create a new action.
- 11 Select **Save**.
- 12 Select one of the following options:
 - (Optional) Select  to open the Event/Schedule Setup editor.
 - Select  to open the Event/Action Pairing editor.

Copying an event

You can use existing events as templates to create new events. This is useful if you need to create an event which is similar to but not identical to an existing one. The copy of the original event keeps all properties.

- 1 Select , then select **Event**.
 - 2 Right-click the event to be copied.
 - 3 Select **Save As**.
- The new Event is saved with the original name appended with ‘_Copy’. The event can be edited as required.

Batch configuration

Using the Event/Action pairing editor and the Event Setup editor, you can build multiple event configurations quicker and easier than building single event configurations one at a time.

3. Pairing Events and Actions

There are three methods that you can use to link system events with actions that you want to trigger.

- You can use the Event/Action pairing editor to link events with actions.
- When you create a new event, you can select an action from the Action Pairings list.
- When you create a new action, you can select an event from the Event Pairings list.

Figure 46: The Event/Action Pairing editor

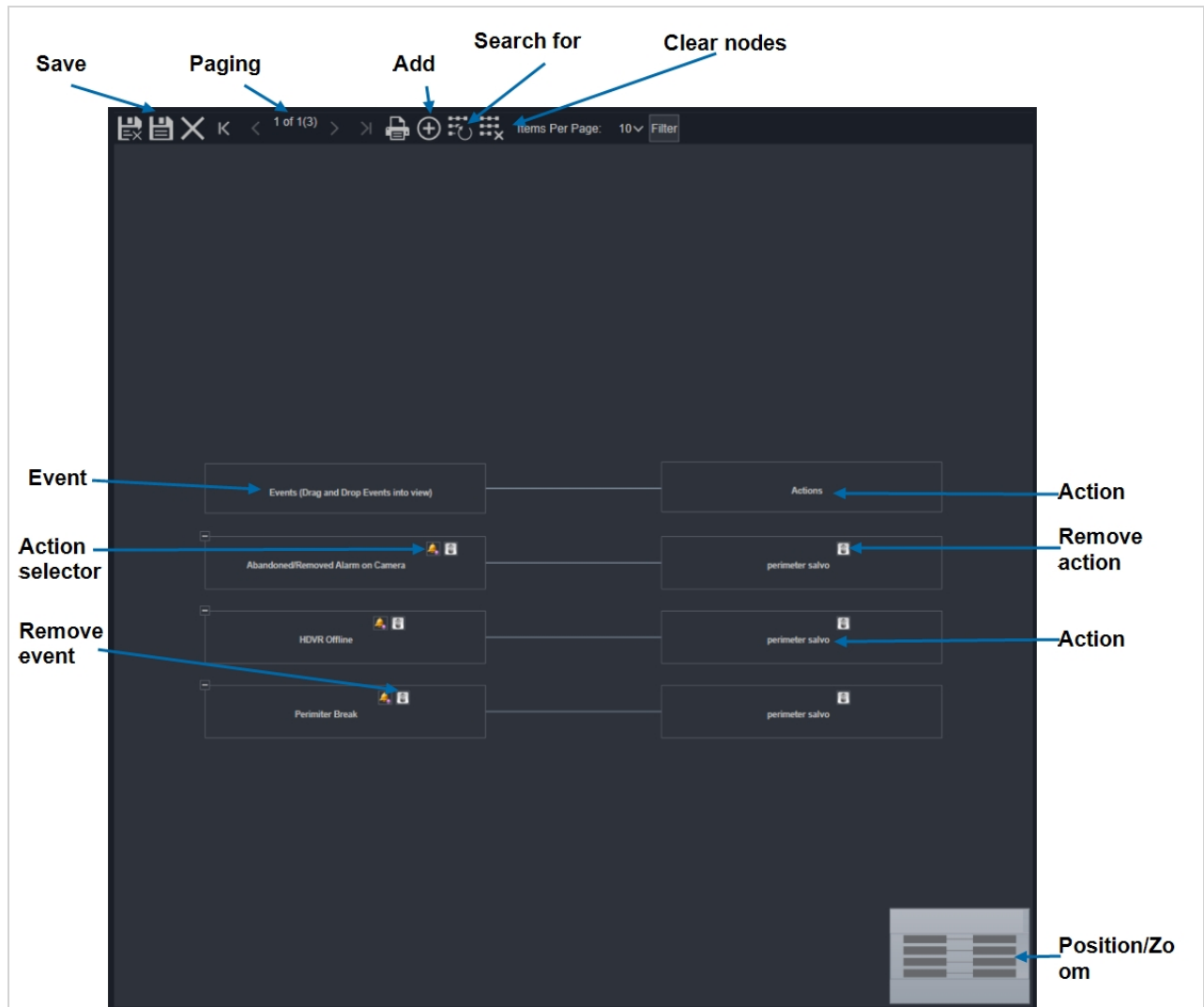
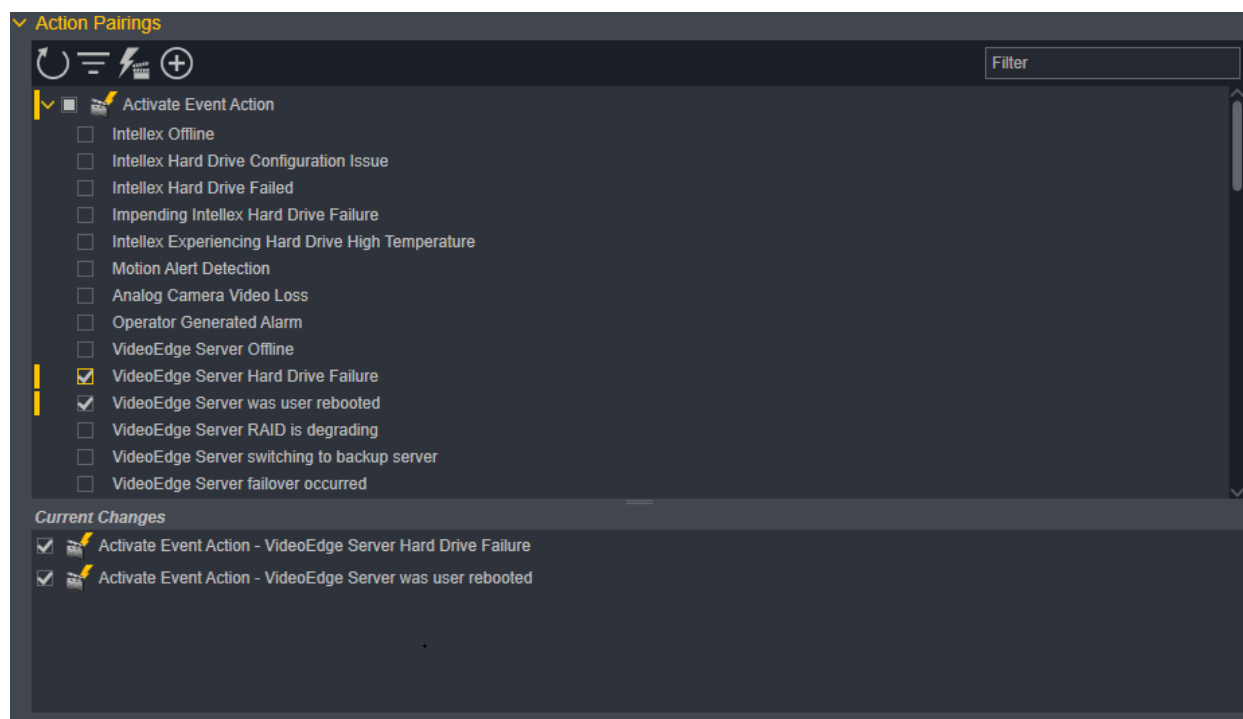


Figure 47: The Event Pairings list



Figure 48: The Action Pairings list



Pairing events and actions

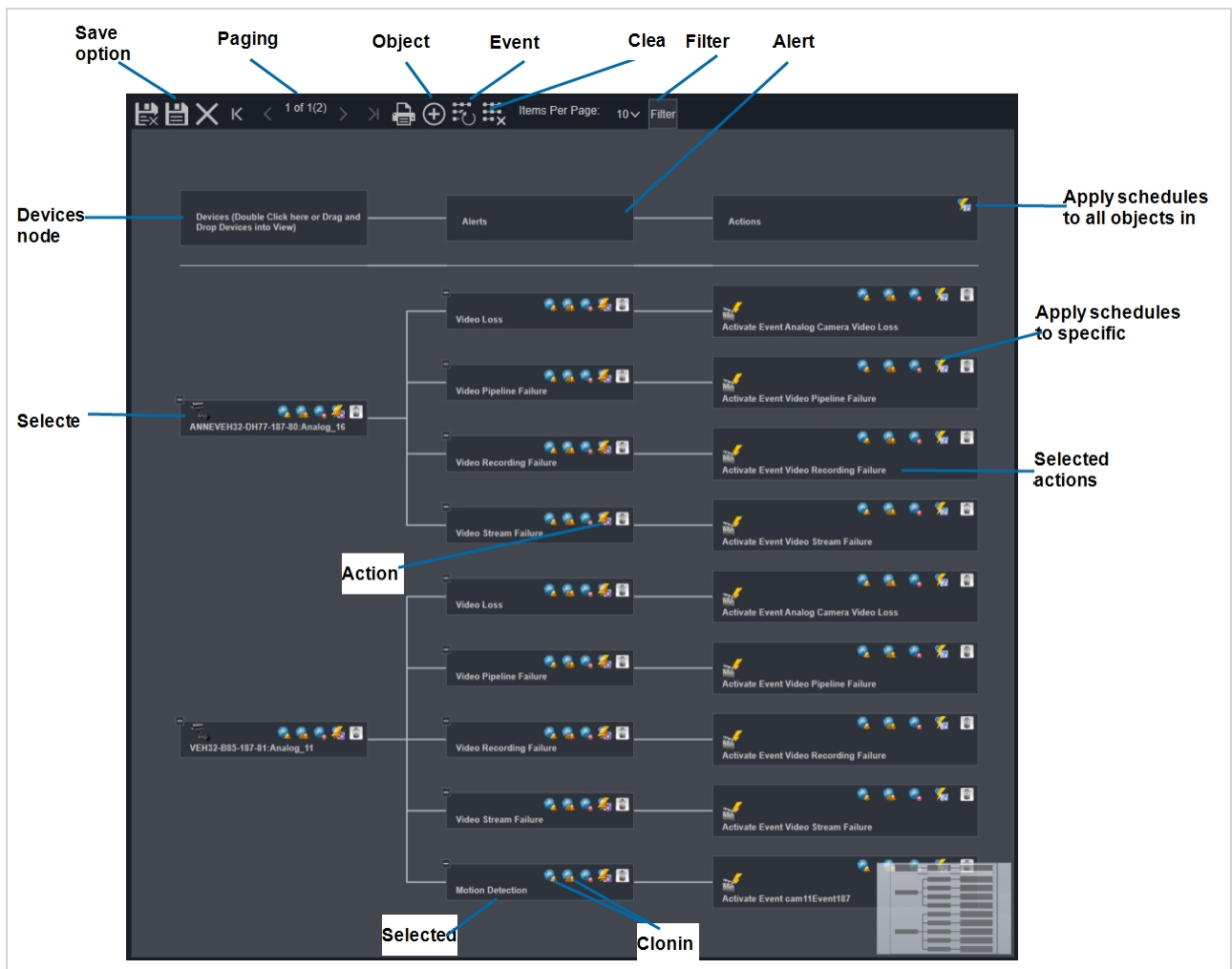
- 1 Select , then select **Event/Action Pairing**.
- 2 Click the **Events** node and use the Object Selector to select events as required.

- 3 Select  in the **Event** node and use the Object Selector to assign event **Actions**.
- 4 Repeat as required. Use  and  to add and remove objects.
- 5 Select **Save**.

4. Using the Events/Schedule Setup editor

The Events/Schedule Setup editor provides a dynamic, visual method of batch-linking Devices, Alerts and Actions as well as to set up event scheduling.

Figure 49: The Events/Schedule Setup editor



- 1 From the **Navigation bar**, click the **Configuration** icon.
- 2 Select **Events/Schedule Setup**. Events Setup editor appears.
- 3 Double-click the **Devices** node and use the object selector to select the device (Or drag and drop from the device list).
- 4 Select  in node of the device added and use the checkboxes in the dropdown to assign alerts as required.
- 5 Select **Add Alerts**. Selected alerts are displayed under the Alerts node.
- 6 Select  in the **Alerts** node and use the Object Selector to assign Actions.
- 7 Use merge and clone options as required to copy configurations:

-  Merge and clone target configuration
-  Duplicate source configuration to all targets
-  Remove configuration on source and target

8 (Optional) Add a schedule to an action.

- Select the Schedules icon, , in the action note.
- Select schedule checkboxes from the **Schedules** list.
- Select a time zone for each selected schedule.
- Click **Apply Schedules**.

Note:

For more information about creating and configuring event schedules see "Schedules".

9 Select **Save**.

Note:

You can configure all system objects of a single type by using the '**Search for Event Configurations**' and filtering by the required type.

Cloning event setup configurations

Cloning provides a quick and easy way of assigning the Event Setup configuration properties of existing configured devices to new devices.

Note:

As well as cloning event configurations, the **duplicate** and **merge** options offer the ability to clone Alerts and Actions only or Alerts and Actions with Schedules.

In **Event Setup**, assign existing configurations to new devices by double-clicking the device to be cloned and selecting from:



Merge and clone target configuration



Duplicate source configuration to all targets



Remove configuration on source and target

- **Clone (Merge)** - Applies the source's device configuration to newly selected devices, keeping any existing event configurations
- **Clone (Duplicate)** - Replicates the configuration of the source device and applies it to the new device, deleting any existing event configurations.
- **Clone (Remove)** - Deletes the source device's event configuration

Use the **Clone Schedules** checkbox to include schedules in the cloning operation.

Applying a schedule

victor Unified Client supports assigning schedules to actions through the **Event/Schedule Setup** editor. Refer to "Event setup and configuration" for further information on event configuration. Refer to "Schedules" for more information about creating schedules.

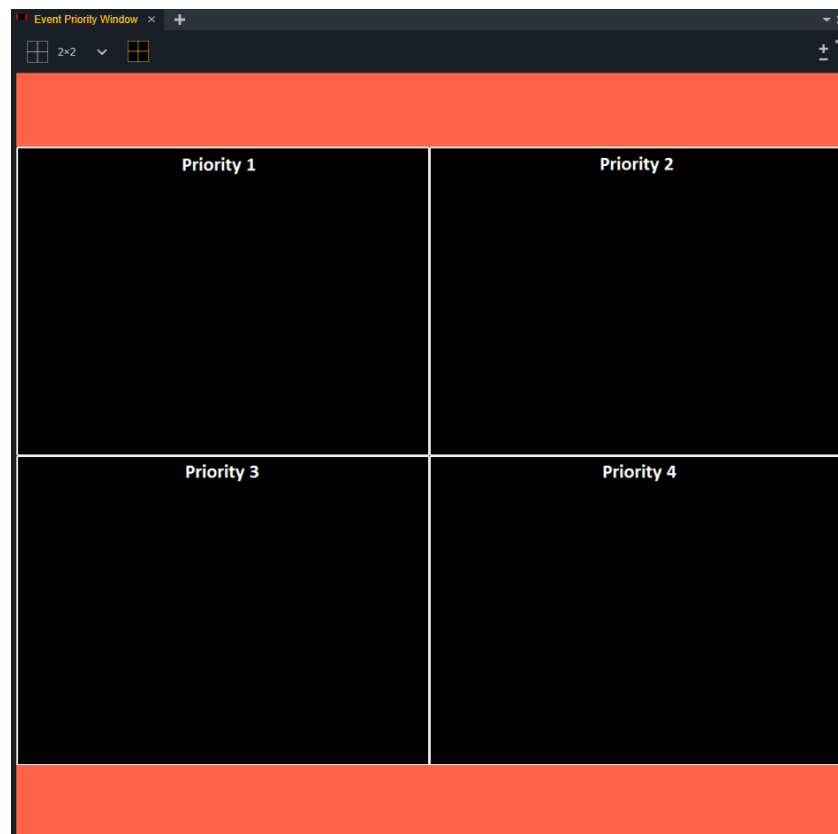
By default an action will trigger at all times. Each Action object will have an 'always on' schedule attached to it. When an action is edited to add a new schedule, the 'always' schedule link attached to the object is removed and the specific schedule is linked.

- 1 Select , then select **Event/Schedule Setup**.
Event Setup editor displays.
 - 2 Drag in required devices to display event configurations.
 - 3 Select  on the **Actions** node. A popup displays all available schedules.
 - 4 Select the required schedules and time zones to apply to the event configuration (Use Add, Remove schedules as required).
-
- Note:**
- You can assign schedules to all objects in a view by selecting the schedule icon on the column header node.
 - You can also drag schedules into the event setup editor. This allows you to configure when event configurations are Active or Inactive.
-
- 5 Select **Apply Schedules**.
 - 6 Select **Save**.

The Event Priority Window

The Event Priority Window is a surveillance window which is used to view camera Call Up Actions associated with Events. The surrounding red border distinguishes the Event Priority Window from standard surveillance views.

Figure 50: The Event Priority window



It is a 2X2 configuration. Call up video is displayed according to the priority of the event it is associated with. Highest priority displays in the top left pane of the window, descending in priority to Top right, Bottom left and Bottom right.

New events having a higher priority than those already displayed on will 'Bump' the lower priority windows. This will lead to lowest priorities dropping off when more than four streams attempt to display.

Video streams cannot be viewed in the Event Priority window unless triggered by an event.

The window must be open when the event triggers in order to view the camera call up; the event does not cause the window to open.

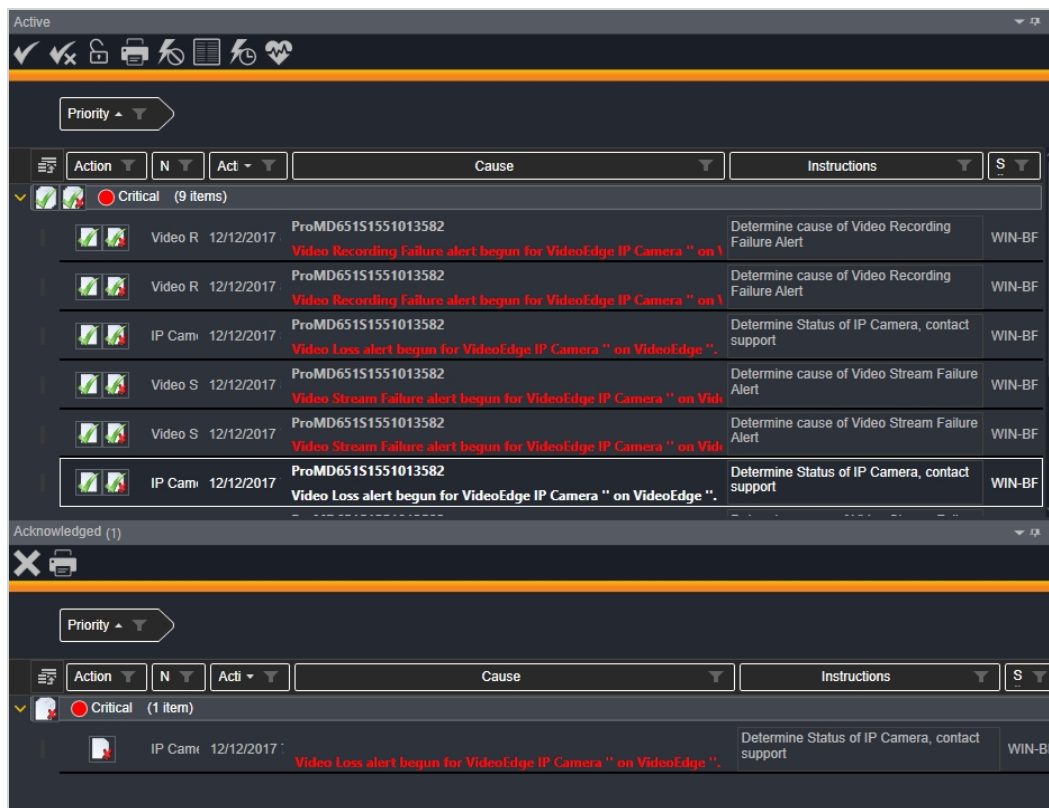
Event Viewer

The Event Viewer is a dynamic display of system event activity, accessible from the Quick action bar, and from the New Tab page. It is a real time list that displays active and acknowledged events.

From the event viewer you can perform the following actions:

- Acknowledge system events
- View Event procedures
- Clear system events
- Sort events according to priority
- View event details including instructions, causes and activation time
- Review associated video
- Group events by type

Figure 51: The Event Viewer window



Note:

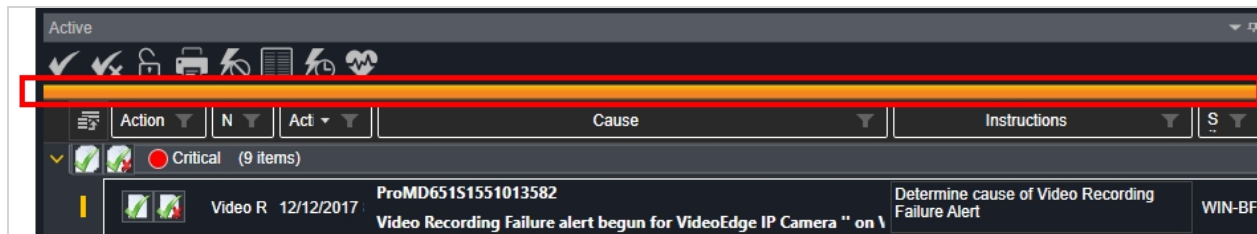
- When there are 2000+ events in either the Active or Acknowledged panes, paging buttons are displayed
- When paging buttons are in use, **Acknowledge All** and **Clear All** buttons work on a per page basis
- By default, 2000 events per page are displayed, this can be changed to 500 or 100 by selecting the Page Size dropdown

Sorting the Event Viewer list

You can use the Event Viewer's grouping area to sort groups by more than one priority.

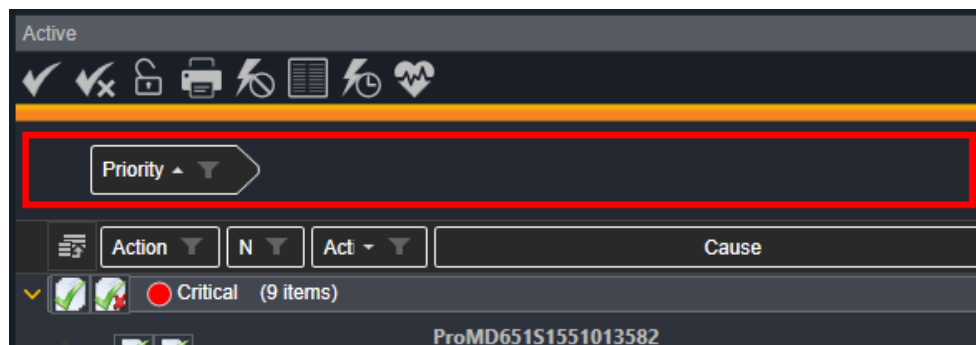
Using the grouping area of the event viewer, you can 'Multi Level Group' on any of the columns displayed. This means you can sort groups by more than one priority. To open the **Group By** area, select the divider that is underneath the object list controls. This divider is highlighted in the image below.

Figure 52: The grouping divider



When you select the grouping divider, the area expands. You can drag column headers into the grouping area.

Figure 53: The Group By area



- 1 Select , then select **Event Viewer**.
- 2 Select the **Group By** area.
- 3 Click and drag a column header into the **Group By** area. Groupings update accordingly.
- 4 Multi-Group the items by adding more column headers.

Note:

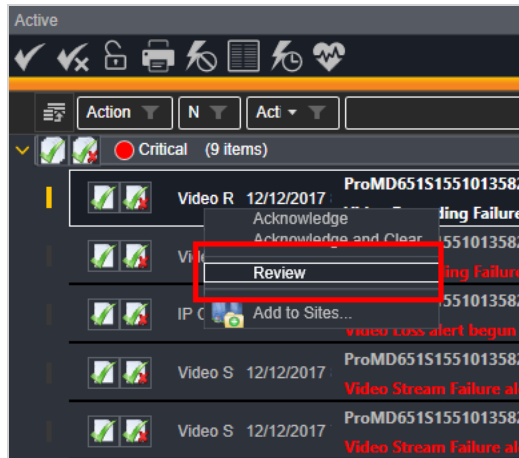
By default, events are sorted by Name.

- 5 (Optional) Select a header's filter icon to further filter the Event Viewer list.

Review associated video

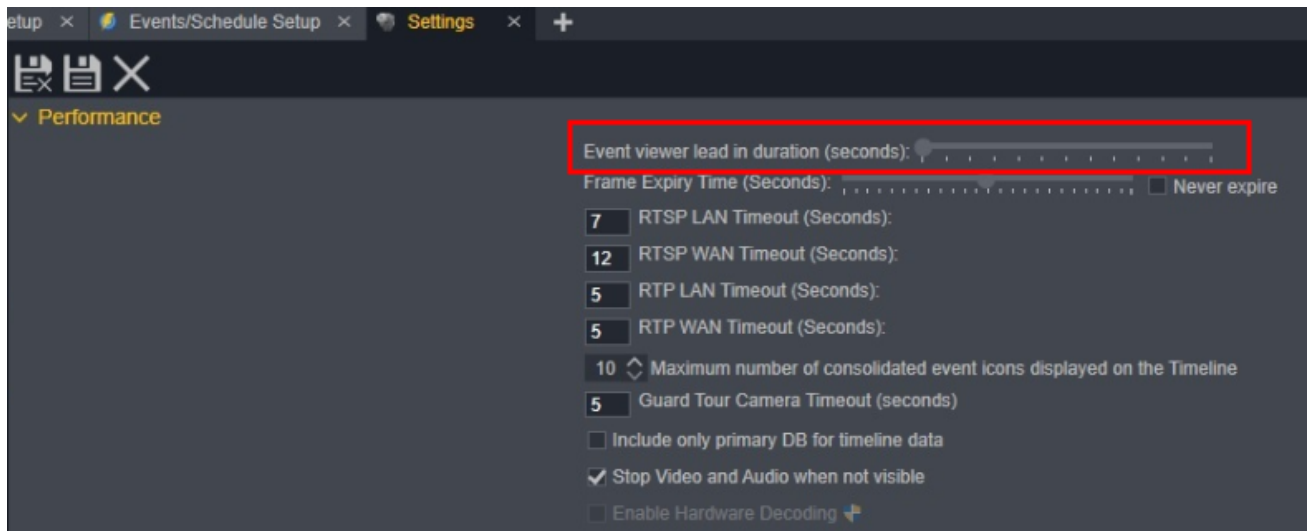
If an active or acknowledged Event has associated video, this can be reviewed by right-clicking on the Event and selecting **Review**. An Investigator Mode pane will open displaying associated video.

Figure 54: Review associated video



When you review an event from the Event Viewer, video playback starts at the time that the event occurs. To start playback before the Event occurs, you can set a **lead in duration** from 1 second to 60 seconds. You can adjust the lead in duration from the Video Preferences menu on the Settings page.

Figure 55: Settings for lead in duration



Acknowledge/Clear events

From the Event Viewer, depending upon role permissions, you can acknowledge and clear events individually or by group. In addition, if a procedure is associated with the event, you can open the procedure from the Event Viewer. Depending upon event settings, you may be required to enter username and password or log a message to acknowledge and clear events. Actions relating to various buttons on the Event Viewer are detailed below.

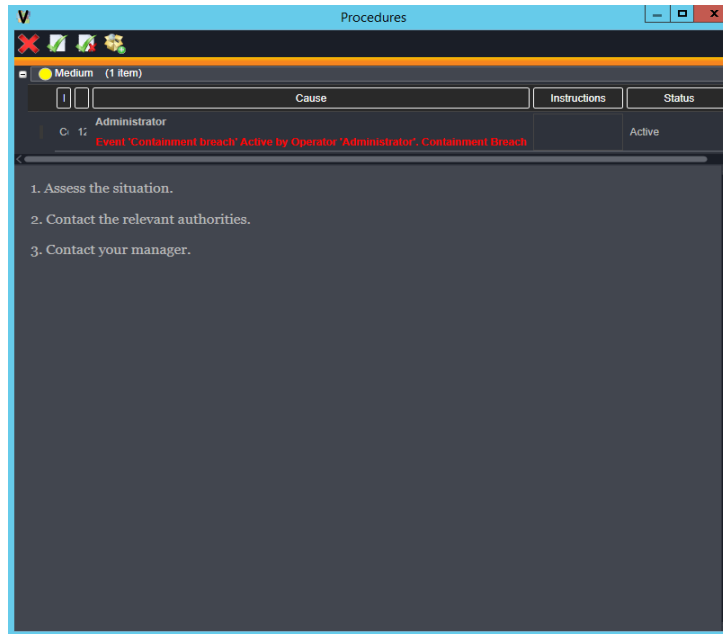
Button	Event Viewer Area	Action
	Top Level List (Active Pane)	Acknowledge all events
	Top Level List (Active Pane)	Acknowledge and clear all events
	Top Level List (Active Pane)	Freeze/Unfreeze pane

Button	Event Viewer Area	Action
	Top Level List (Acknowledge Pane)	Clear all events
	Top Level List (Active and Acknowledged Panes)	Print
	Top Level List (Active Pane)	List only events with permission to action
	Top Level List (Active Pane)	View events as a flat list. Select this button again to switch to the default event view
	Top Level List (Active Pane)	Include or exclude the source local time. in the events list
	Top Level List (Active Pane)	Exclude or include health events in the event list
	Event Group (Active Pane)	Acknowledge all activations in event group
	Event Group (Active Pane)	Acknowledge and Clear all activations in event group
	Event Group (Acknowledged Pane)	Clear all activations in event group
	Event (Active Pane)	Acknowledge individual event
	Event (Active Pane)	Acknowledge and clear individual event
	Event (Active Pane)	Open the event procedure menu
	Event (Acknowledged Pane)	Clear individual event
	Event (Active Pane and Acknowledged Pane)	Open the Event Assessment pane.

Open associated procedure

To view a procedure that is associated with an event, select the **Open associated procedure** icon, 

From the **Procedures** menu, you can also acknowledge the event, acknowledge and clear the event, or save the event to an incident.



Manually activating an event

If required, you can activate an event manually rather activating it by a trigger.

- 1 Select , then select **Event**.
All events display.
- 2 Right-click the event to be activated.
- 3 Select **Activate**. The event will activate and trigger any associated actions.

Creating a Predefined Log Message

Predefined Log Messages can be created which can then be used when required to acknowledge or clear an event without needing to type text.

Messages are identifiable by their labels, which are assigned when they are created. Labels and message fields are mandatory for every message created. Labels can be up to 100 characters in length and messages up to 3000 characters in length.

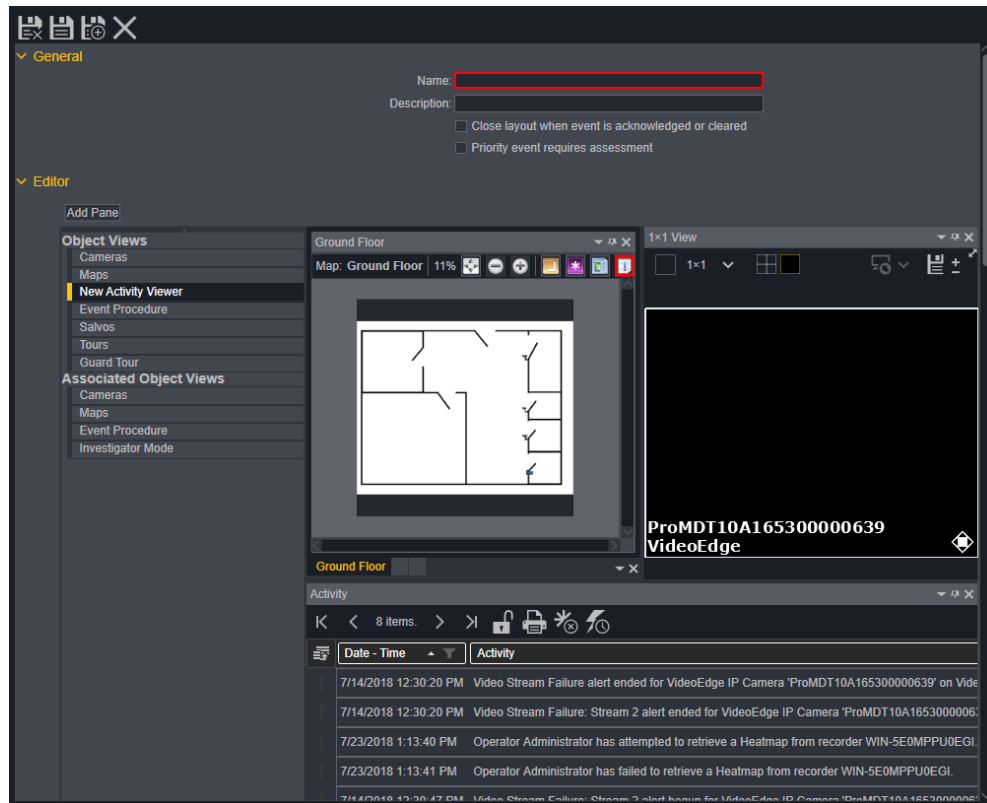
The language for each message can also be assigned, this means when a user logs a message, the messages available are filtered to provide current language messages only. To log a message in a different language, you must switch language in the client.

- 1 Select , then select **Predefined Message Log**
New Predefined Message editor displays.
- 2 Select the **Language** dropdown.
- 3 Select the language in which the message is to be displayed.
- 4 Enter label text in the **Label** textbox.
- 5 Enter message text in the **Message** textbox.
- 6 Select  to add additional messages or  to remove selected messages.
- 7 Select **Save**.

Creating a Layout Template

Layout templates are custom layouts that you can open from Event Viewer to aid event investigation.

Figure 56: Layout Template editor

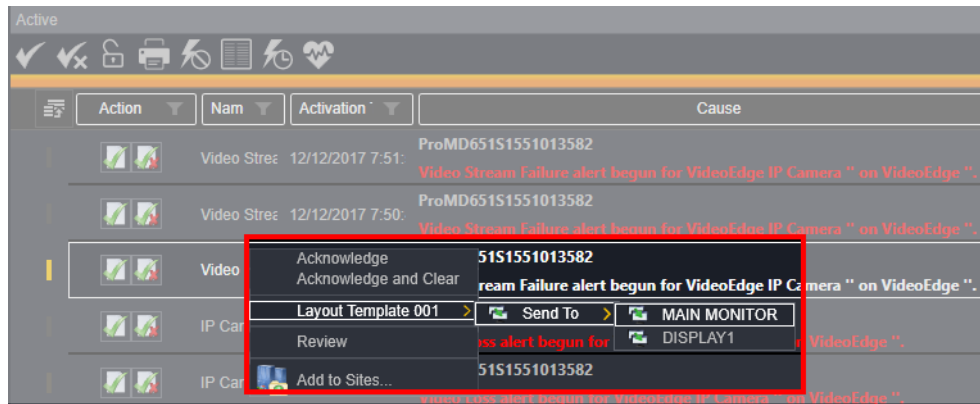


- 1 Select , then select **Layout Template**
New Layout Template editor displays.
- 2 Enter a **Name** and optionally a **Description** for the Layout Template.
- 3 (Optional) To enable additional event assessment options, select any of the following checkboxes.
 - Close layout when event is acknowledged or cleared.
 - Priority event requires assessment.
- 4 Configure Layout Template as required by dragging and dropping layout elements from the left hand pane. Layout panes can be closed and moved as required. Add additional layout panes by selecting **Add Pane**.
- 5 Select **Save and Close**.

Using a layout template

You can open layout templates from the Event Viewer right-click menu. This enables easy investigation of an incident by opening all required layout components from one click.

Figure 57: Opening a layout template

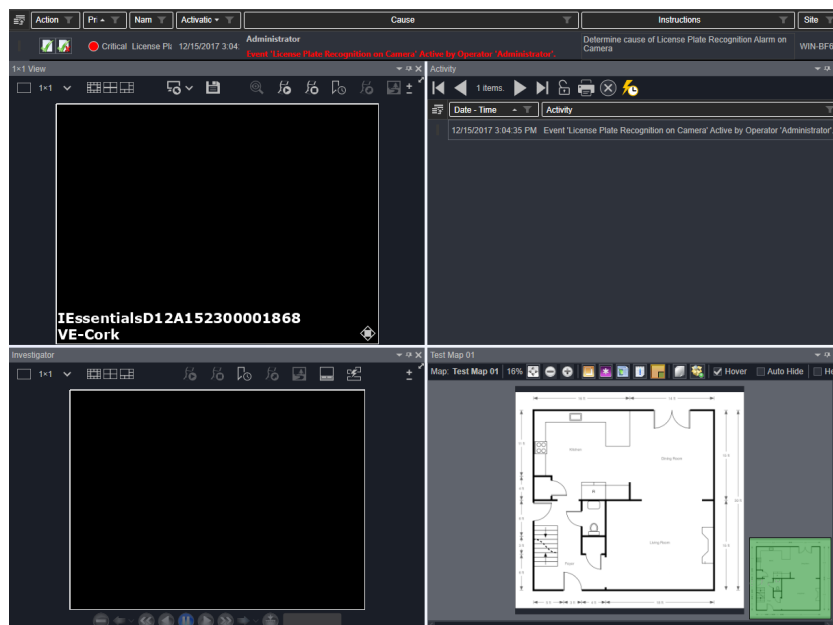


- 1 Right-click an Active or Acknowledged event in the Event Viewer.
- 2 Select the Layout Template to load and the monitor to display it on. Layout Template will load.

Assessing an event

When you configure an event, you can assign a Layout Template to that event. After the event triggers, users can click the assess button to analyze the event in a pre-configured Layout Template.

Figure 58: Assessing an event through a layout template



- 1 Expand an Active or Acknowledged event in the Event Viewer.
- 2 Select  to assess the event through a Layout Template.

Event Management

The Event Management feature is a central hub where you can create, edit, and manage events. The event hub contains four configuration windows:

- **Alert Actions:** Create new alert actions or edit existing alert actions.
- **Events:** Create new events or edit existing events.
- **Actions:** Create new actions or edit existing actions.

- **Rules:** Create new rules to specify a criteria that must be met for an action to occur.

Configuring Alert Actions using Event Management

- 1 Click the **System Configuration** icon. The **Configuration** window opens.
- 2 Select **Event Management**. The **Event Management** window opens on the **Alert Actions** configuration. There are four sections to configure as follows:
 - From (Device)
 - Trigger (Alert)
 - During (Schedule)
 - Cause (Action)
 - Specific – alert from a specific device

Note:

When a feature is configured, a green status light appears next to the section.

- 3 Select a device or type of device to configure in the **From (Device)** section using one of the following steps:
 - a Drag and drop the device into the **From (Device)** section.
 - b Click the **Add** icon. The **Select Alert Source** window opens. Click **Generic alert from device of any type**. The **Name** list displays all device options. Click the device you want to configure and then click **OK**.
- 4 Click the forward arrow to navigate to the **Trigger (Alert)** section. The **Name** list displays all trigger options.
- 5 Select a trigger from the list and click the forward arrow to navigate to the **During (Schedule)** section. The **Name** list displays all schedule options.
- 6 Select a schedule from the list.
- 7 **Optional:** To create a schedule, click the **Add** icon. The **Create New Item** window opens. For more information on creating a schedule, see "Schedules".
- 8 Click the forward arrow. The **Cause (Action)** window opens.
- 9 Select an action from the list. The action displays in the **Current Changes** section.
- 10 **Optional:** To create a new action, click the **Add** icon. The **Create a New item** window displays. For information on creating an action, see "1. Event Actions".
- 11 Click **Save**.

Configuring Events using Event Management

- 1 Click the **System Configuration** icon. The **Configuration** window opens.
- 2 Select **Event Management**. The **Event Management** window opens on the **Alert Actions** configuration.
- 3 Click **Events**. The **New Event** window opens. For more information on creating an event, see "2. Events".

Configuring Actions using Event Management

- 1 Click the **System Configuration** icon. The **Configuration** window opens.
- 2 Select **Event Management**. The **Event Management** window opens on the **Alert Actions** configuration.
- 3 Click **Actions**. The **Create a New item** window opens. For more information on creating an action, see "1. Event Actions".

Configuring Rules using Event Management

- 1 Click the **System Configuration** icon. The **Configuration** window opens.
- 2 Select **Event Management**. The **Event Management** window opens on the **Alert Actions** configuration.
- 3 Click **Rules**. The **Create a New item** window opens.
- 4 Click the **Rules** icon. The Rules page opens.
- 5 In the **General** section, enter a name and description for the Rule in the **Name** and **Description** fields.

- 6 Select the **Enabled** check box to enable the rule.
- 7 In the **Action** section, click the **Select Action** icon. The **Object Selector** window opens.
- 8 In the **Type** list, select the action.
- 9 In the **Criteria** section, select the criteria type. There are three criteria you can configure:
 - Alarm Type
 - Schedule
 - Bulk Object

Note:

Bulk Object is used to include or exclude specific objects.

- 10 Configure the rule and then click the **Apply** icon.

Support for Exacq external DIO module

Input triggers are supported using event setup and configurations from onboard and external I/O modules that are connected to exacqVision recorders.

Note:

Outputs are currently not supported.

To configure an event for an exacq video input, complete the following:

- 1 Select the **System Configuration** icon. The **Configuration** page opens.
- 2 Select the **Event/Schedule Setup** icon. The **Event/Schedule Setup** page opens.
- 3 From the **Devices** list, select the dry contact input and drag and drop it in the **Event/Schedule Setup** page. Each dry contact input you select will show options as follows:
 - **Alerts:** Alert type to trigger action from
 - **Actions:** Actions to trigger from the alert
- 4 Configure events. For more information, see [Using the Events/Schedule Setup editor](#).
- 5 When the events are activated, you can view them in the **Event Viewer** or the **Activity** list:
 - Click the **Number of active alerts** icon to open the **Event Viewer**.
 - Click the **New Tab** icon and then click the **Activities** icon to open the **Activity** list

Note:

You can view a list of all video inputs by clicking the **Show All** icon and then clicking the **Video Inputs** icon.

Guard Tour Action

You can schedule a Guard Tour using the Guard Tour Action feature.

Configuring a Guard Tour Action

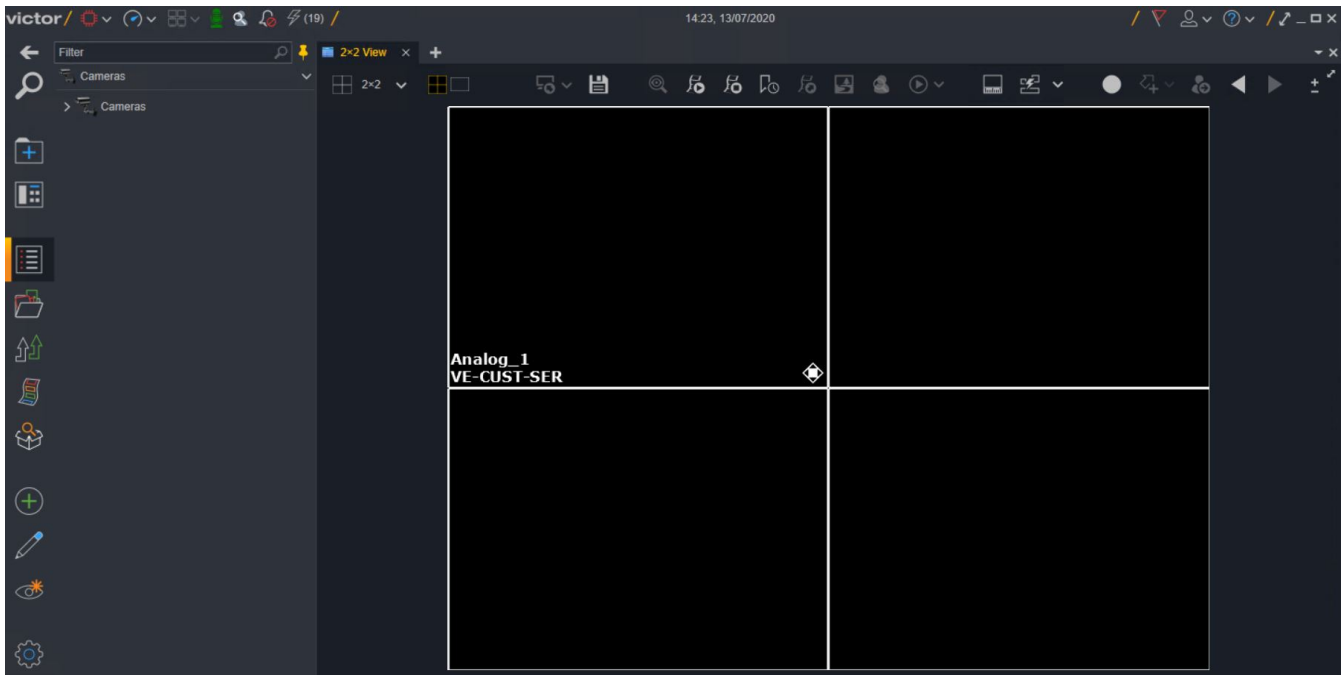
- 1 Click the **System Configuration** icon and then click **Event Management**.
The Event Management page opens.
- 2 To create a new schedule:
 - a Expand the **During (Schedule)** section and click the **Add** icon.
 - b Click a schedule type: Recurring Schedule (Multiple Intervals) or Schedule (Weekly).
 - c Configure the schedule as required. For more information, see "Schedules"
 - d Click the **Save the current object and close the editor** icon.
The Event Management page opens.
- 3 To select the alert source:

- a Expand the **From** section and click the **Add** icon.
The Select Alert Source page opens.
 - b In the **Name** section, click the schedule type.
A list of schedule items displays.
 - c Click the new schedule and then click **OK**.
The Event Management page opens.
- 4 To configure a trigger alert:
- a Expand the **Trigger (Alert)** section.
 - b Click **Schedule Start Time** or **Schedule End Time**.
- 5 To create a Guard Tour Action:
- a Expand the **Cause (Action)** section.
 - b Click the **Add** icon and then click **Guard Tour Action**.
 - c In the **Name** and **Description** fields, enter an appropriate name and description.
 - d In the **Guard Tour** section, click the **Select from existing Guard Tours** icon.
The Object Selector window displays.
 - e Click the required Guard Tour, click **OK**, and then click the **Save** icon.
The new Guard Tour is listed in the Cause (Action) section.
 - f Click the new Guard Tour Action and then click the **Save** icon.
- The new Guard Tour Action appears in the Event Management list and will trigger at the configured time.

Surveillance and Playback controls

Surveillance allows users to view live video from recording devices. Video can be viewed by dragging cameras from the device list into surveillance panes or by using Call ups to display video from existing Tours and Salvos. Objects that have associated video, Doors for example, can also be dragged into the surveillance panes. Any associated video will display in the pane.

Figure 59: The surveillance window



Surveillance controls

Surveillance controls appear above the surveillance window. You can use these controls to customize the appearance of the surveillance window, to configure object tracking options, and to create clips, images and bookmarks.

Figure 60: Surveillance controls



Table 20: Surveillance controls icons

Icon	Description
	Select a video layout from the dropdown menu.
	The previous three video layouts appear in this section. The current layout is highlighted.

Icon	Description
	Select a Salvo or Saved View to display.
	Save the surveillance layout as a fixed view.
	Launch Investigator mode.
	Clip creation tools. Use these icons to create video clips. You can save, export, archive, or vault the video clips.
	Create a point-in-time bookmark.
	Capture a cropped still image.
	Intelligent Search - Person
	Enable Instant View.
	Enable the timeline view for the surveillance window.
	View Alert Hit Boxes. Select this button to enable or disable the following analytic overlays for the surveillance window: Movement trails, Boundary boxes, Object identifiers, Object counters, Filter alarms, Elevated Skin Temperature.
	Record all camera feeds in the surveillance window.
	Surveillance tracking configuration.
	Commence surveillance tracking session.
	Surveillance pane history - Use the arrow icons to navigate between the current and previous surveillance window states.
	Increase or decrease the toolbar size.
	Maximize the surveillance window.

Playback controls

When you select a surveillance pane, the playback controls appear. victor Unified Client's video Playback Controls provide all the standard VCR operations as well as Jump forward, and Back by intervals and Date Selection options. You can configure Surveillance window settings from the **Video Preferences** section of the **Settings** menu.

Note:

- Audio is disabled when in Playback mode unless the video stream's play speed is Forward 1x. Only one source can be running at a time. For example, enabling audio on camera 2 disables audio on camera 1.
- Live and streaming audio is unavailable on Intellex playback, it is only available on downloaded clips.
- To enable audio when playing back retrieved video, select  on the surveillance pane.
- During playback, if there are gaps in the recorded video stream, Intellex skips to the next available video. VideoEdge

NVR returns blank frames at the requested framerate across the gap in recording.

- Instant Playback and Audio is not supported on TVR, Holis and HDVR/exacqVision units.

Figure 61: Video playback controls menu



Table 21: Video playback control icons

Icon	Description
	Select event type from the dropdown list
	Jump to previous event
	Jump to next event
	Exit instant playback
	Jump backward
	Play in reverse fast
	Play in reverse
	Toggle play / pause
	Play forward
	Play forward fast
	Jump forward
	Select a date and time to jump to
	Displays the current play direction and play speed

Switching between Live Video and Instant Playback

When in Live mode, you can switch to Instant Playback mode, enabling user control of recorded video streams. Instant playback is supported on VideoEdge and Intellex 4.2+ recorders.

When you select a surveillance pane, a border appears around the pane:

- **Yellow Dashed** - Instant Playback is available
- **Yellow Solid** - Video stream is in instant playback mode
- **Blue Flashing** - Instant Playback is not available on the selected stream

- 1 From Live video mode, select a video pane or select multiple video panes. The Playback controls become active.
- 2 Select the required function from playback controls. The selected panes enter playback mode.
- 3 Navigate video streams as required.
- 4 Select the **Exit Instant Playback** icon, , to revert to Live Video.

Mouse Controls

Depending on the current surveillance mode, the mouse can be used to navigate video streams and Pan, Tilt and Zoom cameras:

- In playback mode you can instantly toggle between X1 forward and X1 reverse by scrolling up or down
- In Live and Playback modes, you can use the scroll wheel to Zoom by clicking and scrolling the wheel
- In Live and Playback modes, you can use the mouse for Pan and Tilt operation by locating the cursor centrally and clicking and dragging when the  symbol displays
- In Paused mode, the mouse can be used to step forward and back frame by frame.
- In Live and Playback modes, holding down the mouse wheel while scrolling zooms the camera view in or out (Both in PTZ and vPTZ control)

Keyboard controls

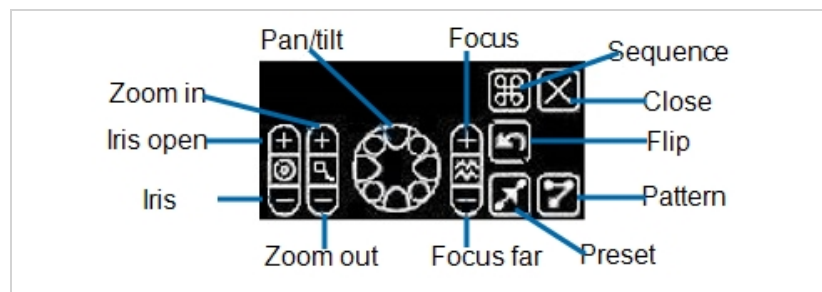
victor Unified Client supports various CCTV Keyboards, Multimedia Controllers, and Joysticks for surveillance control. These can be used to navigate and switch video streams in display panes of surveillance windows and virtual matrices. In addition, when you select the surveillance pane for a PTZ camera, you can use a USB joystick to control the camera's PTZ functionality.

PTZ Controls

When viewing a video stream, Pan, Tilt and Zoom (PTZ) control is available using an on screen display (OSD) control. There are two types of PTZ command that the client will determine to use, depending on camera type:

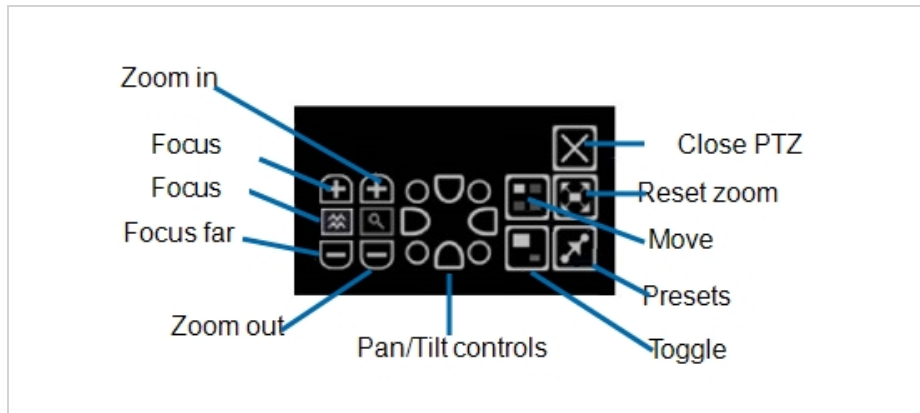
PTZ

This can be used on live video streams to control supported dome cameras.



Virtual PTZ

This type is used with fixed cameras for live and recorded video. Virtual PTZ is achieved by capturing a specific area of the camera's view, cropping a smaller area and zooming that to a larger view.



Using PTZ controls

Where available, you can use Pan Tilt and Zoom (PTZ) controls from within the client surveillance windows.

Depending upon the type of dome and recorder being used, the available controls may vary. For example, the sequence function is not available when using Intellex. By default, numbers 1 - 4 on the keyboard are mapped to the first four PTZ presets (Dome Camera only).

- 1 Click the **New Tab** icon, and then click **Surveillance**.
- 2 Select  within the video pane of the dome camera to be controlled. Dome Controls display.
- 3 Use the controls by selecting the areas of the controls as required.

Using Virtual PTZ Controls

You can use Virtual controls to crop and magnify the view of fixed cameras (virtual Zoom). Virtual controls also allow users to move and set Picture in Picture views and to set virtual presets.

Note:

- Virtual Control overlay must be enabled to allow camera control from within specific panes.
- To configure Picture in Picture behavior, open the Settings menu, then select Surveillance Preferences.

- 1 Click the **New Tab** icon, and then click **Surveillance**.
- 2 Select the Camera Control symbol  within the video pane of the fixed camera you want to control. Virtual PTZ controls display.
- 3 Use the controls by selecting the areas of the controls as required. When in use, a picture in picture view is displayed in the main video pane. Use the **Move Picture in Picture** icon to reposition the view.
- 4 Select **Close** to close the controls.

Creating Virtual PTZ Presets

You can set virtual presets on a fixed camera. This allows you to view multiple areas of interest quickly without the need to manually control the camera's PTZ.

Note:

The maximum number of presets that can be configured is 255.

- 1 Select the Camera Control symbol  within the video pane.
- 2 Use Virtual PTZ to display the view to be added as a preset.
- 3 Select Preset . Preset controls display.
- 4 Select next sequential preset number from the dropdown.
- 5 Select  to add preset.

- 6 Select  to exit back to PTZ controls.
- 7 Repeat as required for further presets.

Note:

To view presets, select the preset number and click  **Go to Preset**.

Timeline View

Access the Timeline View from any surveillance window by clicking the **Timeline View** icon. Each media stream displayed in the surveillance window appears as a corresponding data stream bar in the Timeline View. Using the Timeline View, you can:

- Determine the existence of recorded media
- Navigate through recorded media
- View Events
- View Preview Frames
- Bookmark clips to Save and Export
- Search

Table 22: Timeline View icons

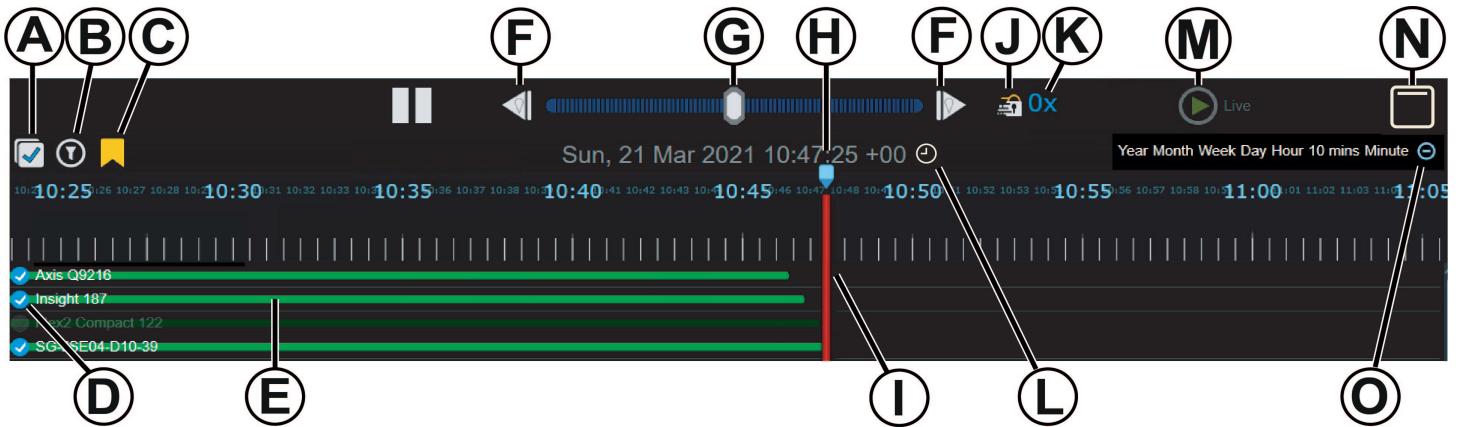
Icon	Icon name	Icon	Icon name
	Timeline View		Playhead
	Slide to adjust playback speed		Bookmark selected region
	Lock playback speed		Export clip
	Step back one frame		Search
	Step forward one frame		Quick Zoom
	Go live		Cancel
	Calendar		Filter timeline data
	Click to add marker		View level

Timeline View navigation bar

The Timeline View navigation bar is a navigation control divided into years, months, days, hours, minute, and seconds depending on the zoom level selected. A vertical bar in the center of the timeline represents the current time displayed.

The visible time span can be increased by scrolling the mouse wheel back and decreased by scrolling mouse wheel forward. By clicking and dragging you can move the timeline bar to display video from the selected time and date. Using the quick zoom button allows you to quickly display by year, month, week, day, hour or minute.

Figure 62: Timeline View navigation bar



Callout	Name	Description
A	Toggle data stream selection	Click to toggle stream selection.
B	Filter timeline data	Click to view and enable items from the Display Filter list: • Available Media • Search Result Event • Camera Alerts • Audio Alert • Text Stream Alerts • Associated Alerts Note: Expand items to view additional options.
C	Toggle bookmark	Click to view bookmarks.
D	Enable or disable a video stream	Click to toggle a video stream selection. Note: There is no hard limit to the number of cameras you can view together.
E	View a video stream	Click the data stream bar to jump to that position in the stream. Right-click the data stream bar to display a still image. Hover over the data stream bar to view the camera name.
F	Jump to an event	Click the left arrow to jump backwards through events. Click the right arrow to jump forwards through events.
G	Slide to adjust playback speed	Click and drag the slider right to increase the playback speed: 1x, 2x, 4x, 8x, 16x, 32x Click and drag the slider left to decrease the playback speed: -1x, -2x, -4x, -8x, -16x, -32x
H	Click to add a marker	Create a time of interest to bookmark, export, or search.
I	Marker bar	Click and drag the marker bar to relocate the playhead position.

Callout	Name	Description
J	Lock or unlock playback speed	Click to lock or unlock the playback speed.
K	Playback speed	Displays the playback speed.
L	Launch the calendar to select a specific date and time	Click to navigate to a specific date and time.
M	Go live	Click to switch back from recorded video.
N	View level	Controls four levels of timeline compression.
O	Quick Zoom	Change the time display to one of the following intervals: Year, Month, Week, Day, Hour, 10 mins, Minute

Data stream bars

One or more data stream bars can be displayed per control, each relating to the date/time data of specific media streams. Enabled Data Stream bars are constantly synchronized with the time in the timeline bar. These streams display a time orientated view of when events of selected type triggered.

Bars can be overlaid on top of each other for example, a video stream can be overlaid on top of an audio stream, each overlaid by an event stream, giving a fuller, synchronized overview helping incident management capability. The data stream bars are contained in a vertically scrollable window into which you can drag, drop or remove streams as required.

A toggle button to the left of the window allows you to enable/disable streams. Data bars that are disabled are blurred, but the data stream is still subject to the vector Unified Client timeline controls. Data bars that are disabled are not included in a bookmark, clip export, or search. Select the data bar name or the toggle data bar to enable the stream. You can change the label of the button as required for easier recognition of streams.

Clicking any point on the data stream bar will display a popup window which has information about the values of the selected point. For example, a still image will display showing the current frame at that point in time. If an event is selected, read-only details will be displayed.

Basic navigation on the timeline

- 1 From Live video mode, select the required video feeds to display.
- 2 Select the **Timeline View** icon.
- 3 Select the data stream bars name to enable or disable them as required.
- 4 Navigate the timeline as required.
- 5 Select the **Go live** icon to return to the live image.
- 6 Select the **Timeline View** icon to hide the timeline bar.

Playback speeds

You can adjust the playback speed to faster or slower. Available playback speeds are as follows:

Faster playback speeds: 1x, 2x, 4x, 8x, 16x, or 32x

Slower playback speeds: -1x, -2x, -4x, -8x, -16x, or -32x

Adjusting playback speeds

- 1 Click and hold the **Slide to adjust playback speed** button.
- 2 Slide the button left for slower speed and slide the button right for faster speed.

Note:

The further you slide the button, the faster or slower the speed.

- 3 Release the slider button to return to single forward speed.

Locking playback speeds

- 1 Click the **Lock playback speed** icon.
- 2 To return to single speed forward, click the **Go live** icon.

Creating a clip from the timeline

- 1 From the surveillance window, click the **Timeline View** icon.
- 2 Select the camera name on the data stream bar to enable or disable the stream as required.

Note:All data stream bars are enabled by default.

- 3 Click the marker icon at the start of the time of interest.
- 4 Move the playhead and click the marker icon at the end of the time of interest.
- 5 Click the marker icon again. A menu displays the following options:
 - Bookmark selected region
 - Export clip
 - Search
 - Cancel
- 6 Click the **Export clip** icon. The Direct Clip Action window displays.
- 7 Select the required option:
 - Archive
 - Vault
 - Save
 - Save to Incident
 - Export

Viewing video from all cameras on a recorder

You can view live video from all cameras connected to a single recorder.

- 1 Select the **Device list** icon.
- 2 Expand the **Recorders** group.
- 3 Expand the folder for the recorder type, for example, VideoEdge.
- 4 Right-click the required recorder.
- 5 Select **View**. A new surveillance tab opens displaying all available video streams.

Viewing video from selected cameras

As well as viewing all available video from a recorder, you can select specific cameras to view in the surveillance window.

Note:

If your network supports multicast, you can view footage from multicast cameras even when their assigned VideoEdge is offline.

- 1 Select , then select **Surveillance**.
- 2 Select the appropriate Video Pane layout using the layout selector icon . Default view is 2x2.

Note:

You can configure which video layouts are available from the Video Layout Preferences section of the Settings menu.

- 3 Select the **Device list** icon. The device list window displays.
- 4 Expand the **Recorders** folder, then expand the folder for the recorder type, for example, VideoEdge.
- 5 Expand recorders as required. Camera icons appear.
- 6 Select one of the following options:
 - Drag and drop cameras from the device list into the surveillance panes.
 - Double-click a camera from the device list to open that camera feed in a surveillance window.
 - Right-click the camera and select **View** from the context menu.

Note:

- To open a camera feed in a new surveillance window, hold the Shift key, then double-click the camera.
 - You can also configure Victor Unified Client so that new camera feeds automatically open in new surveillance windows. See the Video Preferences section of the Settings menu.
-

Clearing video from surveillance panes

You can clear video from surveillance panes and windows.

- 1 Right-click the Surveillance Pane.
- 2 Select **Clear**. Then select one of the following options:
 - **Clear Video** - To clear video from that pane only
 - **Clear All Videos** - To clear video from all panes within the window
 - **Clear all Pane Selections** - To clear all selected panes
 - **Clear Region of Interest** - Clears the region of interest from the selected pane

Rearranging the Surveillance layout

You can move camera feeds to different panes within a surveillance layout, or to a pane from another surveillance layout. Drag and drop a camera feed from one pane to another. If the destination pane already contains a camera feed, the two feeds swap positions.

To copy a camera feed into another pane, hold Ctrl while you drag and drop a camera feed into another pane.

Changing the Video Layout

You can change the Video Layout to accommodate different video pane configurations. The video layouts available from the surveillance window can be controlled from the Settings menu.

- 1 Select , then select **Surveillance**
- 2 Select . A list of available layouts displays. The Layouts are split into sections:
 - Standard
 - Widescreen
 - Portrait
 - Autofit
- 3 Select Layout as required. Video window switches to the selected configuration.

Note:

When changing layouts, the three most recently used layouts are displayed in a recently used list next to the pulldown list for convenient retrieval.

Surveillance history

You can use the surveillance history buttons to navigate between the current and previous surveillance window configurations. For example, if you add a new camera to a surveillance pane, and want to revert to the previous camera.

When you modify the surveillance pane configuration, you can select the back arrow, , to return to the previous configuration. Select the forward arrow, , to return to the current configuration.

Note:

- Surveillance History does not support more than one "back" or "forward" action. That is, you cannot navigate through multiple configuration changes.
 - If you revert to a previous configuration, and then modify the surveillance window, the modified window becomes the current configuration.
-

You can use the surveillance history buttons to undo the following configuration changes:

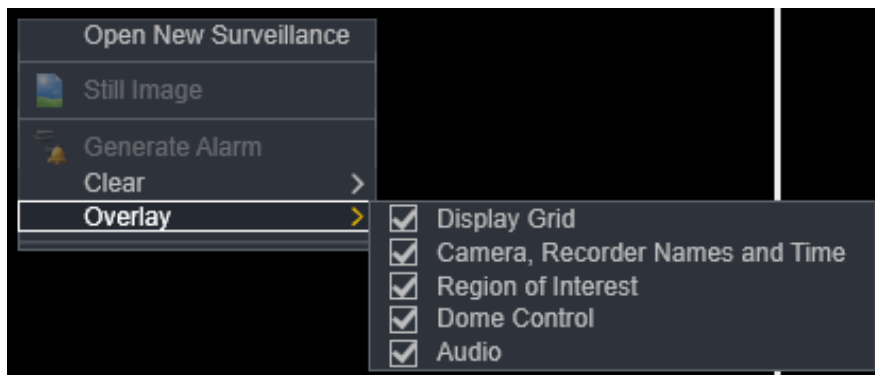
- Double-clicking a camera or a recorder.
- Dragging and dropping a camera or a recorder onto a surveillance pane.
- Dragging and dropping a tour, salvo, saved view, or a view switch onto a surveillance pane.

You cannot use the surveillance history buttons just to revert to a previous surveillance layout. However, if you modify the surveillance layout between configuration changes, the layout also reverts when you revert to a previous surveillance window configuration.

Changing Surveillance overlay settings

You can enable or disable the following Video Overlay settings from within the video window:

- Display Grid
- Camera, Recorder Names, and Time
- Region of Interest
- Dome Control
- Audio



Note:

Changes to overlay options affects the whole window in which the changes are made. Overlay options cannot be set for individual panes.

- 1 Select , then select **Surveillance**. The surveillance window displays.
- 2 Right-click a pane in the surveillance window.
- 3 Select **Overlay**.
- 4 Select or Deselect overlay options as required.

Note:

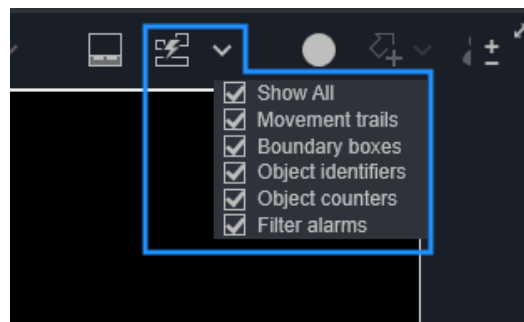
You must enable Dome Control overlay to allow camera control from within specific panes.

Alert hit boxes

You can enable hit boxes for live video feeds in the surveillance pane. When a person or an object triggers an alarm, a hit box appears around the object in the surveillance pane.

Operators can use hit boxes to help identify people or objects of interest during a surveillance session. In the Surveillance window, select the **View Live Alert Hit Boxes** button to enable analytic overlays for live and playback video streams.

Figure 63: The alert hit boxes menu



You can enable or disable the individual analytic visualizations for the Surveillance window:

Note:

Alert hit boxes are only available for VideoEdge 5.3+ recorders

- **Movement Trails:** These trails display the path of an object that is being tracked by the motion detection analytic. The object's path appears on-screen as a continuous line.
- **Boundary boxes:** These boxes surround a person or an object that is being tracked.
- **Object identifiers:** These labels appear on a person or object that is being tracked.
- **Tripwires:** If you enable the tripwire alarm on a camera, the object counter displays the tripwire's running total.
- **Filter alarms:** By default, boundary boxes only appear around objects that trigger an alarm. However, if you disable the Filter alarms option, boundary boxes can appear around any objects that the camera detects within its region of interest.

Bookmarks

You can create bookmarks and Point-in-Time bookmarks from the Surveillance window. You can perform the following procedures from the Surveillance window:

- Creating a bookmark
- Editing a bookmark
- Creating a Point-in-Time bookmark

Note:

- Bookmarks are only valid while the associated video still exists on the recorder.
 - From the Video Preferences menu, you can configure victor to automatically delete bookmarks after a specified amount of time. For more information about Video Preferences, see "Settings".
-

After you create bookmarks you can manage them from the Bookmarks menu. You can perform the following procedures from the Bookmarks menu.

- Exporting a saved bookmark
- Editing a saved bookmark
- Deleting a saved bookmark

Point-in-time bookmarks

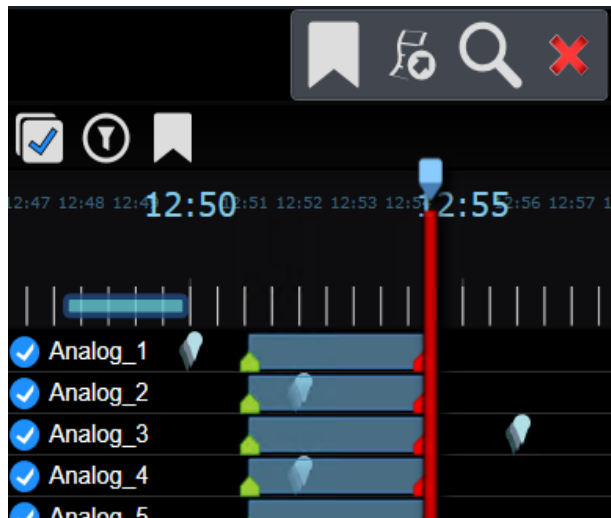
A Point-in-time bookmark is a bookmark for a specific time and date. This bookmark is not associated with a device, but it can be applied to any eligible device. Drag and drop a point-in-time bookmark from the Bookmarks menu onto the surveillance window to move all video feeds to the point in time specified by the bookmark.

Creating a timeframe for configuration

Icon	Icon name	Icon description
	Click to add marker	Mark a point on the timeline
	Playhead	Shows what point is displaying from the timeline
	Bookmark selected region	Use to create a bookmark for the selected timeframe
	Export clip	Use to export clip from the selected timeframe
	Search	Use to search other media events during the selected timeframe
	Cancel	Cancel the selected timeframe

Use the Playhead bar to mark sections of the stream to export, bookmark, or search other media. You can set multiple markers, and any markers set using the Playhead bar apply to all enabled Data Stream bars in the Timeline control. Each marker is represented by an icon and after marking, these sections are highlighted to distinguish them from unmarked areas.

Figure 64: Marking the timeline



Creating a bookmark from the timeline

- 1 From Live video mode, select the required video feeds to display.
- 2 Click the **Timeline View** icon.
- 3 Click the camera names for each data stream you want to enable or disable.

Note:All data stream bars are enabled by default.

- 4 Click the marker icon at the start of the time of interest.
- 5 Move the playhead and click the marker icon at the end of the time of interest.
- 6 Click the marker icon again. A menu displays the following options:
 - Bookmark selected region
 - Bookmark selected region
 - Export clip
 - Search
 - Cancel
- 7 Click the **Bookmark selection region** icon.
- 8 Enter a **Name** for the bookmark in the text box.
- 9 Select the required **Camera** from the drop down list.
- 10 **Optional:** Edit the bookmark if required.
 - a Click **Edit**.
 - b Edit the Bookmark **Description**.
 - c Select a Bookmark folder.
- 11 Click **OK**.

The bookmark is added to the Bookmarks folder and is also displayed on the timeline.

Editing a bookmark from the timeline

- 1 From Live video mode, select the required video feeds to display.
- 2 Select the **Timeline View** icon. The timeline bar will display.
- 3 **Optional:** Click the **Show Bookmarks** icon to display all bookmarks.

- 4 Choose a bookmark to edit and click the bookmark's **Edit** icon.
- 5 From the **Bookmark edit** menu, select one of the following options:
 - To delete the bookmark, click the **Cancel** icon.
 - To edit the bookmark, click the **Edit** icon.
- 6 Click **OK**.

Creating a Point-in-Time bookmark

- 1 Navigate to the required point in time.
- 2 Select . The Create Bookmark menu appears.
- 3 Edit the bookmark **Name**.
- 4 (Optional) Edit the bookmark if required.
 - a Select **Edit**.
 - b Edit the Bookmark **Description**.
 - c Select a Bookmark folder.
- 5 Select **OK**.

Exporting a saved bookmark

- 1 Select , then select **Bookmarks**.
- 2 Select a bookmark from the list to mark it for export. Double-click to view the bookmark.
- 3 (Optional) Edit the bookmark.
 - a Right-click the bookmark.
 - b Select **Edit**.
 - c Edit the bookmark as required.
- 4 Select . The Direct Clip Action window will display.
- 5 Select the required option:
 - Archive
 - Vault
 - Save
 - Save to Incident
 - Export

Editing a saved bookmark

- 1 Select , then select **Bookmarks**.
- 2 Right-click a bookmark and select one of the following options:
 - To delete the bookmark, click **Delete**.
 - To edit the bookmark, click **Edit**.
- 3 Select **OK**.

Fisheye cameras

Fisheye cameras use very wide angle lenses to capture hemispherical images - 180° panoramic view (wall mount) or 360° surround view (ceiling/floor/wall mount) without blind spots.

victor Unified Client allows hemispherical images captured from fisheye cameras to be converted into conventional rectilinear or panoramic projections for viewing and analysis. This process is known as De-warping.

De-warping

The option to De-warp is available from the context menu of supported fisheye camera views. This can be done in Playback and Live modes as well as from within victor Player. It is also available in Video Search Results player and Investigator windows.

If you send an image from a Fisheye camera to another display or InstantView etc., the Fisheye camera opens in whichever view is set by default. You can configure the default view from the Video Preferences section of the Settings menu.

- Warped view - Default view from a fisheye camera, displaying a hemispherical image with barrel distortion.
- Rectilinear view - De-warped view of a fisheye stream. This view displays a section of the fisheye view with minimal barrel distortion.
- Panoramic view - De-warped view of a fisheye stream. This view displays the full fisheye view in a single elongated pane.

Note:

You can de-warp exported video within victor Player, but the de-warp option is not available in alternative video players.

Configuring De-warping preferences

You can configure De-warping preferences from the Settings menu.

- 1 Select .
- 2 Select **Settings**.
- 3 Select **Video Preferences**.
- 4 In the Camera Control section, select a de-warping option from the **De-Warp selection by default** list.
- 5 Select **Save**.

De-warping a Fisheye camera stream

It is important to select the appropriate mounting option. Each option uses a different algorithm, designed to give optimal de-warped views depending on camera orientation.

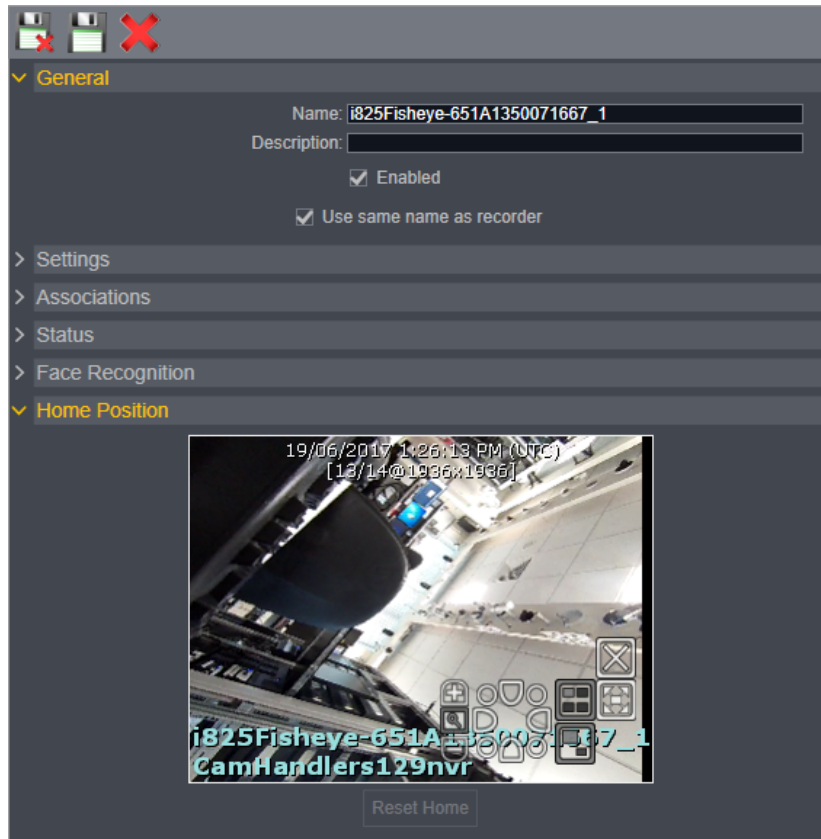
Note:

You can also select a default camera mounting option for fisheye cameras in VideoEdge 4.4+ recorders and HDVR/exacqVision recorders.

- 1 Right-click a video stream from a fisheye camera.
- 2 Select **De-Warp Options**, and then select one of the following options:
 - Warped - Maintains Fisheye view
 - Rectilinear
 - Panoramic

Setting the default PTZ position

When you de-warp a camera to a Rectilinear view, the camera de-warps to the default PTZ Home position. You can adjust this default position from the camera settings menu. The adjusted Home Position applies to any victor workstation that is connected to the same remote server.



Note:

Ensure that camera de-warping is enabled before you configure a default PTZ position.

- 1 Right-click a Fisheye camera icon in the Devices list.
- 2 Select **Edit**.
- 3 Expand the **Home Position** section.
- 4 Use the PTZ controls to reposition the camera.
- 5 (Optional) Select **Reset Home** to revert to the default home position.
- 6 Select **Save**.

Fisheye Camera Controls (Warped)

Fisheye camera views have various click and drag OSD controls you can use to manipulate camera views.

Note:

Virtual presets created on a Fisheye camera will also store the warped or de-warped view which was being viewed at the time of creation

Warped View Mouse Control

In warped views, pressing **Shift** displays a target box on screen. This box can be moved by dragging the mouse around the warped view. Clicking the mouse on a particular area displays a new rectilinear (de-warped) view of that area.

Rectilinear View Mouse Control

In Rectilinear views, hovering the mouse in the center of the view displays a  symbol. You can Click and Drag the symbol in any direction to effectively enable Pan and Tilt control. (PTZ control must be open)

Panoramic View Mouse Control

In Panoramic views, similar to Rectilinear, you can use  to Pan and Tilt the camera view. (Zoom mode only)

Send to virtual matrix monitor

You can send callups (cameras, tours etc.) to specific virtual matrix monitors using the right-click 'Send To' surveillance command. For example, you might be monitoring a map in the command center and would like to send a certain camera view to a specific virtual monitor.

Starting Instant View

Use **Instant View** to view video in instant playback (paused) mode alongside the live view.

You can launch instant playback from any surveillance view from the video context menu or by selecting the InstantView Icon.

- 1 From Live video mode, select a video pane. Selected pane highlights dashed yellow.
- 2 Select one of the following options:
 - Right-click the video pane and select **Instant View**.
 - From the Surveillance controls, select the **Instant View** icon.
- 3 Select one of the following options:
 - **Side By Side** - Open the new paused view beside the live view
 - **Send To** - Send the paused view to a separate display

Capturing a still image

You can capture all or part of a paused video stream as a still image in .bmp or .jpg format. After capture, various options are available including Save, Email, Print, or Copy to clipboard. You can also launch a third party application for image editing.

Still Image capture is available from any surveillance mode, the method for capture is identical in all modes.

- 1 Select one of the following options:
 - Use the surveillance pane's contextual menu:
 - a. Right-click the surveillance pane.
 - b. Select **Still Image**.
 - Use the surveillance window controls:
 - a. Pause the video stream
 - b. In the Surveillance controls, select 
 - c. Click and drag across the surveillance pane to capture a screenshot.
- 2 In the **Still Image Capture** window, select the following options:
 - Select  to browse to a storage location and save the still image.
 - Select  to Email the still image (Requires Email to be configured in Settings menu).
 - Select  to open the image in a third party application (You must configure a third party application from the Video Preferences section of the Settings menu).
 - Select  to copy the image to clipboard.

- Select  to print still image (Requires Windows Printer to be configured).
- Select  to save the still image to an Incident.
- Select  to enroll a subject's face in a VideoEdge's face recognition database.

Viewing Associated Video

Cameras can be associated with objects such as doors and elevators. When an object is dragged from the Device List to a surveillance pane, any associated camera feed will appear in the pane.

- 1 Select .
The Device list displays.
- 2 Navigate to the object to be viewed.
- 3 Select one of the following options:
 - Drag the object into the surveillance window.
 - Use the contextual menu to view associated video.
 - a. Right-click the object to be viewed.
 - b. Select **View Associated Videos**.

The associated video feed appears in the surveillance window.

Manually-generated alarms

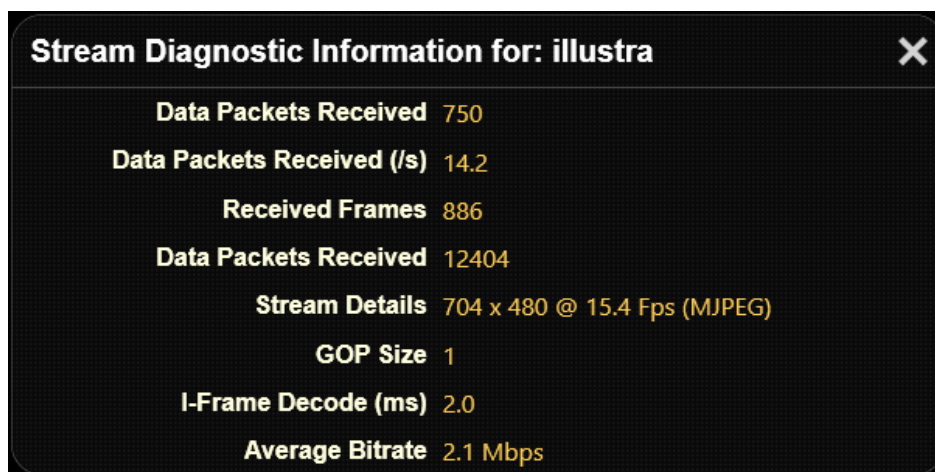
You can manually generate an alarm from any surveillance view by right-clicking the video stream and selecting **Generate Alarm**. This alarm is entered into victor's journal as a User Panic Alert. It is a general alert type typically used in cases where activity is taking place for which there are no system alerts defined.

Viewing stream diagnostics

Complete the following procedure to view a camera stream's diagnostic information from the Surveillance menu.

Diagnostic information appears in a floating window over the surveillance window.

Figure 65: Stream diagnostic information



- 1 From the Surveillance window, right-click a surveillance pane.
- 2 From the contextual menu, click **Show stream diagnostics**.

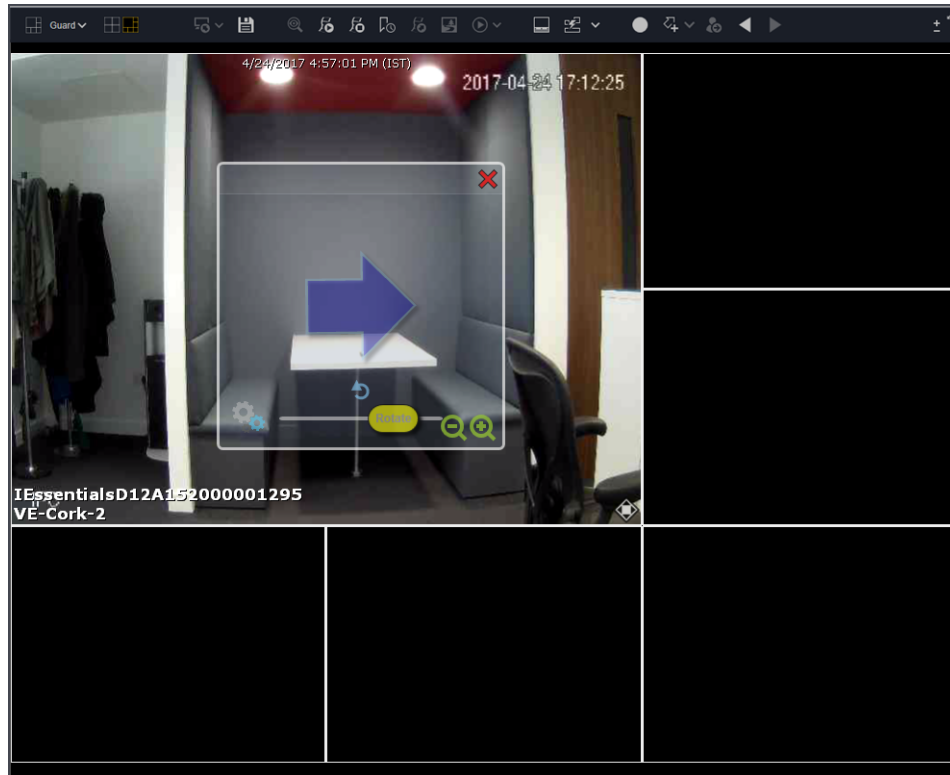
Surveillance Tracking

You can use surveillance tracking to manually track a person or an object across multiple camera panes. When you configure cameras for surveillance tracking, each camera contains one or more arrows, that link to another camera. During surveillance, operators can use these arrows to monitor an object from multiple angles, or to track an object as it moves through a location. After the operator ends the tracking session, they can create a clip of the tracking session, or they can create bookmarks for the cameras in the session.

You can also configure automatic surveillance tracking, which uses a combination of camera analytics and alert hit boxes to trigger camera view changes across a single surveillance pane.

Note:

You can use surveillance tracking for live video and instant playback modes.



Configuring Surveillance Tracking

- 1 Select .
- 2 Click and drag the tracking arrow to the desired surveillance pane.
- 3 Drag the **Rotate** slider to rotate the tracking arrow.
- 4 Use the zoom icons to change the arrow size.
 - Select  to increase the arrow's size.
 - Select  to decrease the arrow's size.
- 5 (Optional) Configure additional rotation settings.
 - a Select .
 - b Drag the **Rotate X** slider to skew the arrow along its x-axis.
 - c Drag the **Rotate Y** slider to skew the arrow along its y-axis.

- 6 (Optional) Configure color settings.



- a Select  to open the settings.
- b Select  to open the color settings.
- c Drag the opacity slider to adjust the arrow's opacity.
- d Select a color for the arrow.
 - i. Select  to switch between the arrow body and the arrow border.
 - ii. Select a color icon to apply that color to the arrow body or the arrow border.
- e Select  to close the color settings.

- 7 Associate a camera with the tracking arrow.

- a Drag a camera onto the arrow.
- b Select  to confirm the camera association.

Note:

- You can add a camera from the Devices list, or from another surveillance pane.
 - If the camera has presets, select the camera preset when you add the camera.
 - To associate a virtual preset with the tracking arrow, drag the virtual preset from the Call Ups list onto the tracking arrow.
 - You can add Fisheye cameras in warped or de-warped views. Drag a surveillance pane that contains the desired view onto the tracking arrow.
 - You can associate up to five cameras with each arrow.
-

Tracking an object

After you configure a camera for surveillance tracking, the surveillance tracking icon, , appears in the camera's surveillance pane. Select this icon to initiate a tracking session, then use the object tracking arrows to navigate between cameras. Select the icon again to create a clip of the tracking session, or to create bookmarks for the tracked cameras.

- 1 Start the Surveillance tracking session.
 - Select the surveillance tracking icon, , from a camera surveillance pane.
- 2 Track the person or object.
 - a Select a tracking arrow to switch to another camera as required.

Note:

If you associate multiple cameras with an arrow, a preview of each camera displays. Select the desired camera pane to continue the tracking session.

- b (Optional) Select  to return to the previous camera in the tracking session.
- c (Optional) Select  to return to the first camera in the tracking session.
- 3 Select  to stop the tracking session.
- 4 Select one of the following options:
 - Select  to create a bookmark for each of the tracked cameras.
 - Select  to save the tracking session as a clip.
 - Select  to resume tracking.
 - Select  to exit tracking without saving the session.

Automatically tracking an object

You can configure victor to automatically track objects in a surveillance tracking session. During an automatic tracking session, objects that trigger analytic alerts can also activate surveillance tracking arrows. When the object moves to a part of the screen that contains a tracking arrow, the object activates that tracking arrow, and the view automatically changes to the next camera in the tracking sequence.

To use cameras in an automatic tracking session, you must configure the Direction or Perimeter rules on the camera. When you configure the camera alarms, ensure that the region of interest covers the direction that you want the surveillance tracking arrow to point. This ensures that when an object generates an analytic alert, it also triggers the tracking arrow that you put in that region. For more information about VideoEdge camera alarms, refer to the *VideoEdge Installation and User guide*.

After you configure the camera alarms, you can configure surveillance tracking in victor. Complete the procedure *Configuring Surveillance Tracking* above.

Note:

When you configure surveillance tracking, if a camera pane contains more than one tracking arrow, ensure that there is sufficient space between the arrows. This reduces the risk of an object triggering the wrong tracking arrow during automatic tracking session.

- 1 Open a surveillance window.

Note:

- The automatic tracking option is only available in 1x1 surveillance window layouts.
 - During an automatic tracking session, hit boxes are not visible in the surveillance window. However, the hit boxes are still active, and they trigger any tracking arrows that they make contact with.
-

- 2 In the surveillance controls, select  to start the tracking session.
- 3 Select  to start automatic tracking.

Note:

While automatic tracking is enabled, the auto tracking icon changes color 

- 4 To stop automatic tracking, select 
- 5 (Optional) Select the tracking arrows to manually continue the tracking session.

6 Select  to stop the tracking session. Select one of the following options:

- Select  to create a bookmark for each of the tracked cameras.
- Select  to save the tracking session as a clip.

Manually tracking an object

You can also track objects without configuring cameras for surveillance tracking. Instead of using arrow icons to switch between cameras, you must drag cameras onto the surveillance pane. In the surveillance control bar, select



to start a tracking session, and then drag cameras from the Devices list onto the surveillance pane. Each time you add a new camera to the surveillance pane, this action is recorded as a new step in the tracking session.

Note:

- You can start a tracking session when video is streaming in the surveillance pane in live or instant playback mode.
 - The Surveillance Tracking button is only available for 1x1 layouts.
-

1 Open a surveillance window.

Note:

For Instant Playback mode, navigate to the point in time where you want to start the tracking session.

2 In the surveillance controls, select 

3 Drag a camera from the Devices list onto the surveillance pane.

4 (Optional) Drag additional cameras onto the surveillance pane as required.

5 To end the tracking session, select  again.

6 Select one of the following options:

- Select  to create a bookmark for each of the tracked cameras.
- Select  to save the tracking session as a clip.

Surveillance tracking with a surveillance keyboard

You can also use the AD2089 surveillance keyboard for surveillance tracking. Use the keyboard's ACK button to start and end the tracking session. After the tracking session ends, you can save the session as a clip, or you can create a bookmark for each of the tracked cameras.

Note:

- You can start a tracking session when video is streaming in the surveillance pane in live or instant playback mode.
 - In Instant Playback mode, the Surveillance Tracking button is only available for 1x1 layouts.
-

1 Activate a virtual matrix.

2 Use the keyboard to call up a camera to the monitor.

3 Select one of the following options:

- Start a tracking session in live mode.
 - a. Press the ACK key on the surveillance keyboard.
The camera in the surveillance pane is added to the tracking session.
 - b. Call up cameras to the monitor as required. These cameras are added to the tracking session.
 - c. Select the ACK key again to end the tracking session.
- Start a tracking session in Instant Playback mode.
 - a. Navigate to the point in time where you want to start the tracking session.

b. To start the tracking session, press the Iris Open key on the surveillance keyboard.

The camera in the surveillance pane is added to the tracking session.

c. Call up cameras to the monitor as required. These cameras are added to the tracking session.

Note: Each time you call up a new camera, the keyboard reverts to live mode. Press the DVMS key to return the keyboard to Instant Playback mode.

d. Select the Iris Open key again to end the tracking session.

4 Select one of the following options:

- Select  to create a bookmark for each of the tracked cameras.
- Select  to save the tracking session as a clip.

Audio Devices

From VideoEdge 4.4+, camera audio devices are displayed as separate devices in victor Unified Client. For example, a camera with a built-in microphone appears as two devices in victor Unified Client: the camera, and the camera microphone. For more information about audio devices, refer to the *VideoEdge Installation and User Guide*.

Within victor Unified Client, audio devices generally mirror the behavior of cameras; they are standard hardware objects that display as child objects of NVRs. You can interact with audio devices from the device list.

Audio device editor

As with cameras, victor Unified Client's Audio device editor allows you to add alerts and associations, assign descriptions and rename devices. Associating devices within victor Unified Client pushes the changes back to the NVR only if the new association is with an object within that NVR.

Search and Retrieve

You can drag audio devices into the Search and Retrieve object selection alongside cameras to return audio and video streams which are not necessarily associated outside of the wizard.

You can also perform Search and Retrieve on audio devices only, this return audio only streams for the parameters selected.

Audio Associations

Audio associations are limited to one per device. Each association made in victor Unified Client is automatically replicated on the NVR, likewise each association made on NVR is mirrored within victor Unified Client (when the audio device and camera are connected to the same recorder).

If multiple audio associations are attempted, only the first selected will be added, the other selections are ignored.

Clip Export and Retrieval

There are some considerations which should be noted concerning clip export and audio associations:

Clips with default audio

Clip and audio are exported together and playback as separate streams within a single clip

Clips with default audio and audio associations

Clip and default audio are exported as a single clip, the associated audio is exported as a separate clip

Push to Talk communication

You can use the Push to Talk feature to broadcast audio messages from your victor workstation to a VideoEdge recorder.

You will need the following items to use Push to Talk audio:

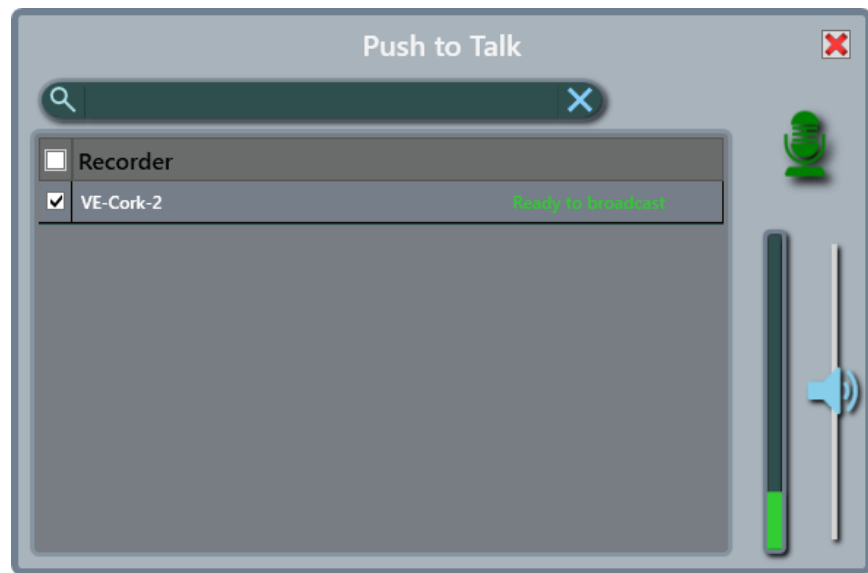
- A microphone to connect to your victor workstation.
- Speakers to connect to the VideoEdge recorder.

After you connect a microphone to your workstation, the Push to Talk icon, , appears in the Quick action bar. You can use Push to Talk functionality with any compatible VideoEdge recorder that is connected to a speaker.

Note:

- You can adjust microphone audio input levels from the Windows Control Panel.
 - You can adjust VideoEdge audio output levels through the SUSE OS settings menu.
-

Figure 66: The Push to Talk window



Enabling Push to Talk communication

- 1 Connect a speaker to the VideoEdge recorder.
- 2 Connect a microphone to the victor workstation.
- 3 In the Quick action bar, select  to open the Push to Talk window.
- 4 Select **Push to Talk**, then select the required recorders from the list.
- 5 (Optional) Adjust the audio slider to adjust speaker volume.
- 6 In the Push to Talk window, select , then speak into your microphone.
- 7 After you finish speaking, select  again.
- 8 Click  to close the Push to Talk window.

SIP Audio Communication

You can configure your victor workstation to send and receive SIP calls.

Prerequisites

- Connect a microphone to your workstation.
- Configure FreeSWITCH server settings from the Settings menu.
- Assign an endpoint to your workstation
- Configure additional SIP settings through the device's web interface.
 - The device password is the password assigned to the endpoint that is associated with the device in victor.

Note:

You cannot currently see the password associated with an endpoint.

- Domain – this maps to the Server IP Address entered in SIP Configuration settings.
- Username – this maps to the SIP ID entered in the camera editor.

After you configure SIP settings for a device, you can call other SIP-enabled devices. The following SIP activities are logged in the victor journal:

- Receiving a SIP call
- Answering a SIP call
- Making a SIP call
- Changing SIP server IP address
- Changing SIP Endpoints for SIP devices or a workstations
- Changing the SIP ringtone for a workstation

Answering an incoming SIP call

Note:

When you receive a SIP call, the Push to Talk icon should flash yellow, and a ringing tone will play in the client.

- 1 Select the Push to Talk icon, 
- 2 Select one of the following options:
 - Select **Answer** to answer the call.
 - If you receive multiple calls simultaneously, select an incoming call to answer from the list.
 - Select **Reject** to reject the call.

Note:

If you don't select a specific call from the list, the top call in the list is selected automatically when you click **Answer**.

Calling a SIP-enabled device (Devices list)

- 1 Open the **Devices** list.
- 2 Navigate to the device that you want to call.
- 3 Right-click the device, and then select **Call**.

Calling a SIP-enabled device (Push to Talk)

- 1 Select the Push to Talk icon, .
- 2 Select **SIP Call**.
- 3 Select one of the following options:
 - Drag devices from the Devices list onto the SIP call window.
 - Use the object selector to choose SIP-enabled devices
 - Select the **Broadcast to All** checkbox.
- 4 Select **Call**.

Creating a SIP Endpoint

- 1 Click the **Create new item** icon. The Create a New item window displays.
- 2 Scroll down to the **SIP** section and select **SIP Endpoint**. The New SIP Endpoint window displays.
- 3 In the **General** section, enter a description for the Endpoint in the **Description** field.

Note:
The **Name** will auto-generate as the SIP ID when you configure the SIP Properties section.

- 4 In the **SIP Properties** section:
 - a Enter a SIP ID in the **SIP ID** field. The SIP Endpoint name is now the same as the SIP ID.
 - b Enter a password in the **Password** field. The value provided here must be the same value used when configuring the SIP registration details of the device itself.
 - c The Registration Point is for reference only. When you assign an endpoint to a camera and then select *Use VideoEdge SIP Proxy* on the camera SIP Properties section, the Registration Point changes to the name of the NVR.
- 5 Click the **Save** icon. Endpoints are viewable in the **Devices** list under in the **SIP Endpoints** section.

Associating a SIP Endpoint with a device

- 1 In the **Devices** list, right-click on the device you want to associate with a SIP Endpoint. The actions menu displays.
- 2 Click **Edit**. The device configuration page opens.
- 3 In the Associations section, click the **New** icon. The **Object Selector** window opens.
- 4 In the **Type** list, select **SIP Endpoints**. A list of SIP Endpoints displays.
- 5 Chose the SIP Endpoint you want to associate with the device and then click **OK**.

Note:
You can only associate one SIP Endpoint with a device.

- 6 Open the **SIP Settings** sections. The SIP ID has been set.

Note:
When the SIP Endpoint is associated with the device, the SIP ID is automatically set. To change the SIP ID, the association to the SIP Endpoint must be added or removed.

Calling a SIP Endpoint

- 1 Click the **View Device List** icon. A list of all system devices displays.
- 2 In the **SIP Endpoints** section, right-click on a SIP Endpoint and then select **Call**.

Note:
You cannot call the SIP Endpoint associated with your current workstation.

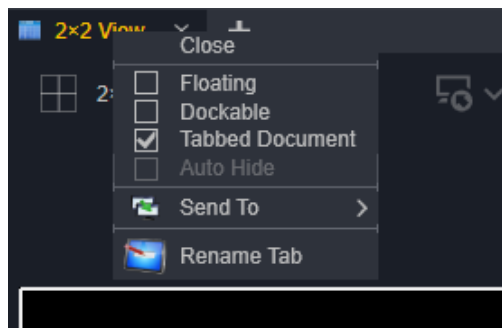
Layouts

The default victor Unified Client layout consists of the Navigation bar, the Quick action bar, and a 2X2 Surveillance tab. This layout can be completely customized, allowing you to create a workspace that better suits the requirements of individual operators and roles.

Window Types

Various window types are supported within victor Unified Client. To access type changes and behavior, right-click the window title bar. victor Unified Client supports 3 window types:

Figure 67: Surveillance window types

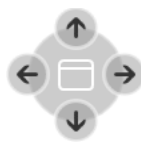


Floating Windows

Creates a window that is independent of the client window. You can move a floating window to anywhere on screen, and you can resize and reshape the window to suit your workspace.

Dockable

Creates a window that can be docked into position within the main client window. When a dockable window is dragged, a guide diamond is displayed (see below), allowing you to quickly dock it on one of the four sides of the workspace. When a docked window is undocked, it will float to the top of other windows. You can also change a tabbed window to a dockable window by dragging the window tab from its current position.



Tabbed

Creates a window that appears in a tab. Tabbed windows are useful for organizing and switching between multiple open windows.

Configuring your workspace

You can create a custom layout to suit your individual workspace.

Docking a window

- 1 Right-click the title bar or tab of the window.
- 2 Select **Dockable**.

Note:

Alternatively, you can click and drag the window tab from its current position.

- 3 Drag the window to the middle area of the screen. The Guide diamond displays.
- 4 Hover the cursor over the guide diamond arrow which corresponds with the area you want to dock the window in. Area highlights.
- 5 Release the mouse, Window docks in position.

Resizing a window

You can resize a docked or floating window to provide more or less area in the workspace.

- 1 If the window is tabbed, right-click the title bar and select **Floating** or **Dockable**.
- 2 Hover the cursor over the corner side of the window. Grab Handles display .
- 3 Select and drag the cursor to resize the window as required.

Autohiding a window

Autohide is only available in dockable windows that are docked.

When Autohide is enabled on a window, it will only be visible as a tab when it does not have focus. This means that the window is open and can be easily accessed, but the area it occupies is greatly reduced.

- 1 Right-click the title bar of the docked window.
- 2 Select **Auto Hide**. The window will reduce to a tab view positioned according to the docked attribute of the window.
- 3 Select the tab to view the window or remove focus to autohide.

Saving the current layout

Once your workspace has been configured to suit your requirements, you can save the layout for later retrieval.

- 1 Select the Layout icon, .
- 2 Select the **Save As** icon, .
- 3 Enter a **Name** for the new layout.
- 4 (Optional) Select the **Lock This Layout** checkbox to lock the layout.

Note:

Users of a locked layout are unable to move components added to the layout.

- 5 Select **OK** to save the layout.

Note:

You cannot delete the default layout.

Switching to a saved layout

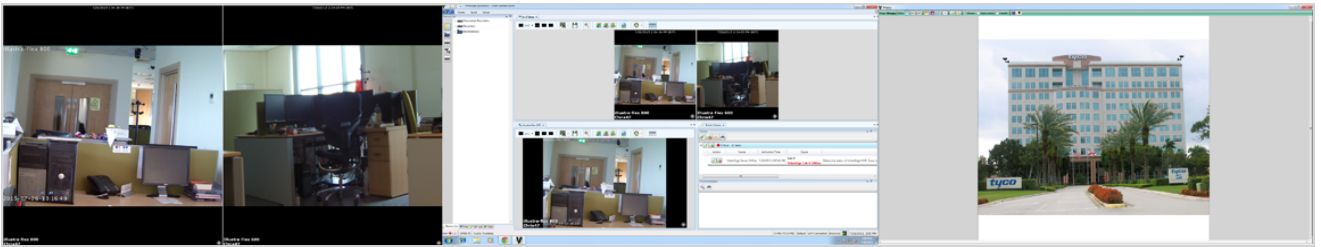
- 1 Select the Layout icon, . List of layouts displays.
- 2 Select the layout from the Layouts list.

Switch on Primary

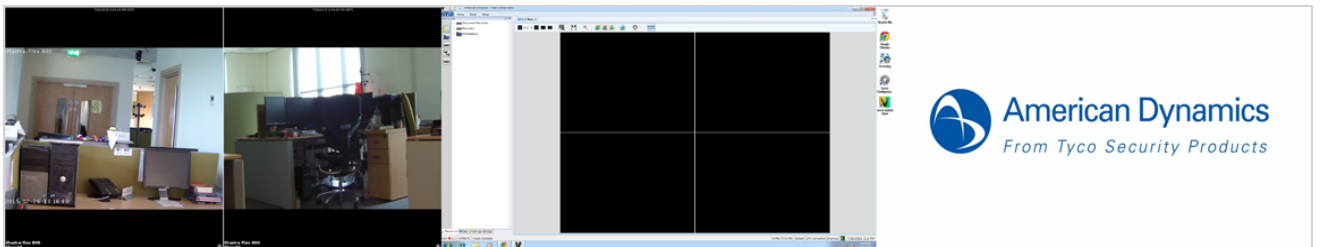
Switch On Primary allows you to switch primary layout components to a saved layout, retaining video wall components in their current location. Primary layout components include the main victor Unified Client window and all

tabbed, docked and floating windows. Video Wall components include panes that have been 'sent to' your display or video actions that have been activated.

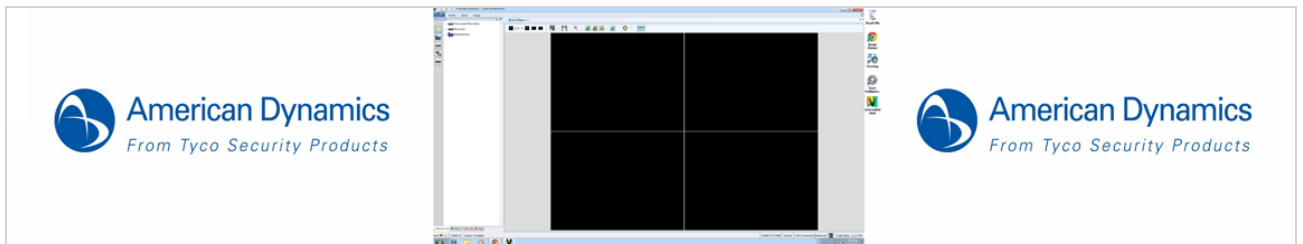
For example. If you configure a layout like this:



Choosing **Switch On Primary** to the Default layout would make your layout this, retaining only Video Wall components:



Whereas choosing **Switch** to the Default layout would remove all layout components:



Note:

All tabbed, dockable and floating windows are considered part of your primary display, regardless of which monitor they reside on.

Layout - Switch on Primary

- 1 Select 
- 2 Select the **Switch On Primary** tab.
- 3 Select a layout from the list.

Switching Users

When switching users, selecting **Options** from the **Switch Operator** dialog opens the Options pane. Select the **Keep current layout** checkbox to retain current layout.

Layout Groups

Layout Groups allow layouts to be loaded onto client machines remotely.

Creating a layout group

- 1 Select 
- 2 Select **Layout Group**.
- 3 Select the **Name** textbox and enter a name
- 4 If required, select the **Description** text box and enter a description
- 5 Drag required layout to the required workstations.
- 6 Select **Save**.

Loading a layout group

- 1 Select 
- 2 Select the **Switch group** tab.
- 3 Select the required layout from the menu. Selecting a layout will switch the configured layout to all workstations specified in the layout group

Note:

- Layout Groups will remain assigned to workstations until the layout is deleted or another layout selected
 - Layout groups override selection from **Switch on Primary** or **Switch**
-

Refreshing layouts

Various options are available to refresh layouts from the Layouts menu.

- 1 Select 
- 2 Select from dropdown options.
 - Select  to refresh the current layout
 - Select  to refresh on primary

Renaming tabbed windows

Tabbed windows can be renamed. Any renaming will be saved when the layout is saved.

- 1 Right-click the tab to be renamed.
- 2 Select **Rename**. Name dialog displays.
- 3 Enter a new name for the tab.
- 4 Select **OK**.

Creating new tab groups

You can create new tab groups for convenient grouping and navigation of windows. To create tab groups, more than one tab must be open.

- 1 Right-click the tab to start the new group. This will be the first tab listed in the group.
- 2 Select **New Horizontal Tab Group** or **New Vertical Tab Group** as required. New group is created per the selection.

Note:

- Reorder tabs within groups by selecting and dragging tabs within the group.
-

-
- Move tabs between groups by right-clicking the tab and selecting **Move to Previous/Next Tab Group**.
-

Merging docked windows

You can merge docked windows to create more on-screen workspace. Merged windows are grouped together as a single tabbed screen element.

- 1 Select the title bar of a docked window.
- 2 Drag to the center of the docked window to which it is to merge. The docking icon displays.
- 3 Deselect the window in the center of the docking icon. Windows merge. Navigate the windows by selecting appropriate tabs from the bottom of the merged window.

Viewing a window in full screen mode

You can view surveillance windows and map windows in full screen mode.

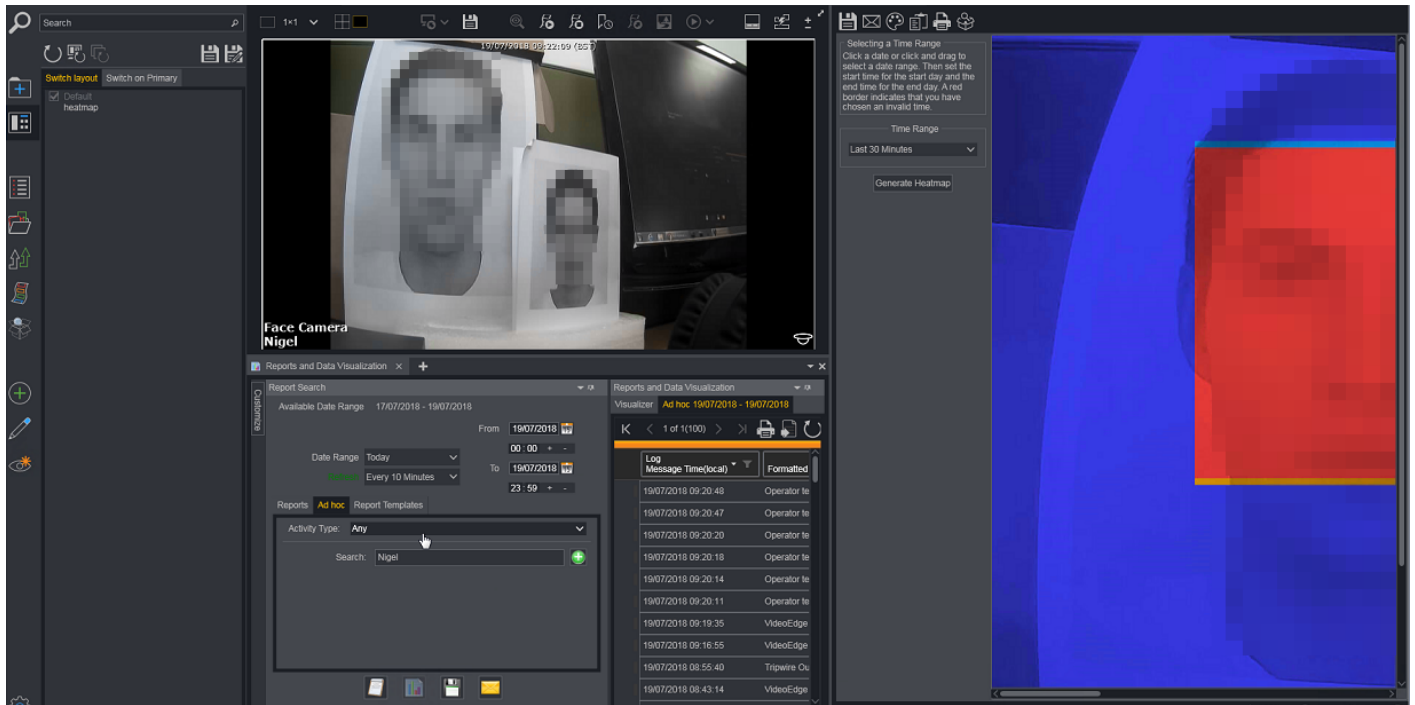
- 1 Right-click the title bar of the window.
- 2 Select **Send To** from the context menu.
- 3 Select the display in which to view the full screen window.
A confirmation message will be displayed to let you know if the operation was successful or failed.

Custom layouts

You can use the Custom Layout Designer to create custom surveillance layouts. You can create new custom layouts from the **Video Layout Preferences** section of the **Settings** page. Refer to "Settings" for more information.

Analytics Dashboard

In addition to saved workspace layouts, you can create layouts that display analytic information, for example, camera heatmaps, reports, and data visualizers. You can create analytic dashboards that combine surveillance windows with other analytics, to create a more advanced monitoring workspace.



For example, you can create a layout that contains the following components:

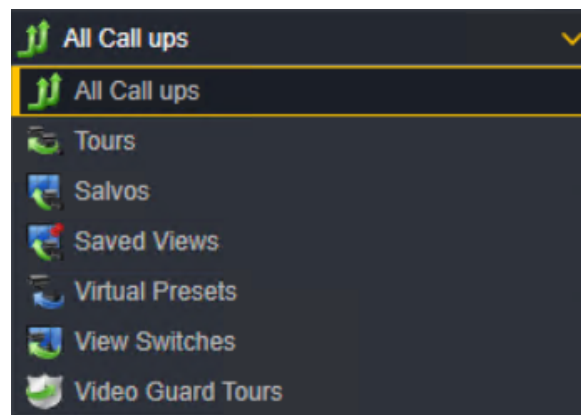
- A surveillance pane, to display live or recorded video footage
- An analytic heatmap, to display activity levels for the camera from the surveillance pane
- A report window that searches for events from the workstation. You can configure the report to refresh at regular intervals

The analytic heatmap and the report provide additional information that the user cannot obtain from the surveillance window. This information can help the user search for events that occur in the surveillance window.

Call Up Configuration

Call ups are the collective name for Tours, Salvos, Saved Views, Virtual Presets, Switches, and Guard Tours.

Figure 68: The Call ups menu



- **Tours:** - A collection of camera views that appear in predefined sequences for specified durations.
- **Salvos:** A display of multiple, simultaneous video streams which provides an effective way to monitor multiple areas of interest.

- **Saved Views:** A standard Salvo that is associated with a specific video layout, for example, Guard layout.
- **Virtual Presets:** Allows you to view multiple areas of interest quickly without the need to manually control the camera's PTZ.
- **View Switches** - View Switches are collections of Saved Views, switching between each Saved View after a specified time.
- **View Guard Tours:** A collection of different camera views, decision boxes, and input boxes, displayed in predefined sequences. However, you can configure a Guard Tour sequence to follow different paths, depending on viewer input. During surveillance sessions, after a Guard Tour completes, each step of the tour is saved as a separate entry in the journal log.

To access the Call ups menu, select the Call ups icon from the Navigation bar. You can also create, edit, and access call ups from the Call ups menu. Type information into the Filter field to filter the Call ups list sub-menus. You can filter Call up categories, for example Tours or Salvos, but you cannot filter the entire Call ups list.

You can launch call ups from the Call ups menu, from a Surveillance window, and from a Dynamic View.

Note:

Some Call Ups are not available from some locations.

Creating Tours

You can define criteria for a new tour and add it to the system.

- 1 Select , then select **Tour**.
- 2 Enter a Name for the tour in the **Name** textbox.
- 3 (Optional) Enter a description for the tour in the **Description** textbox.
- 4 The **Enabled** checkbox is selected by default. To deactivate the tour, deselect the checkbox.
- 5 If required, change the **Default dwell** time in the **Defaults** section.

Note:

When you add a camera to a Tour, it uses the Default dwell time. You can edit the dwell time for individual cameras within a tour.

- 6 Add cameras to the Tour.
 - a Select .
 - b Select recorders or cameras to add to the tour.
 - c Select **OK**.

Note:

- Select a recorder to add all cameras from that recorder to the tour.
 - You can also add cameras and recorders from the Device list and the Site list. Drag the device to the **Tour** section of the Tour.
-

- 7 (Optional) Edit the dwell time for individual cameras.
 - a Double-click the camera's **Dwell** field.
 - b Type a new dwell time into the field.

Note:

Presets and Patterns are only available to add if they are already configured on the Recorder. They cannot be configured from the client. If available, they can be added by selecting them from the Pattern or Preset textboxes and selecting from the dropdown list.

- 8 If required, use  to remove items from the camera list.
- 9 If required, use  and  to change the step position of cameras.

- 10 Select **Save**.

Creating a Salvo or Saved View

You can add Tours, Cameras and Recorders to Salvos. Presets and Patterns may be assigned to cameras if they have already been defined on the recorder.

- 1 Select , then select **Salvo**.
- 2 Enter a Name in the **Name** textbox.
- 3 Enter a description in the **Description** textbox.
- 4 The **Enabled** checkbox is selected by default, to deactivate the tour, deselect the checkbox.
- 5 Select a Layout from the **Layout** dropdown if the Salvo is to be a Saved View.

Note:

- The selected layout must contain enough video panes to accommodate the number of video streams you intend to add to the Salvo.
- Saved view can also be created directly from current surveillance views by selecting Save as

Saved View 

- 6 Add cameras to the Salvo.
 - a Select 
 - b Select recorders or cameras to add to the tour.
 - c Select **OK**.

Note:

- Select a recorder to add all cameras from that recorder to the salvo.
 - You can also add cameras and recorders from the Device list and the Site list. Drag the device to the **Salvo** section of the Salvo.
-

- 7 If required, use  to remove items from the camera list.
- 8 If required, use  and  to change the step position of cameras.

Note:

Presets and Patterns are only available to add if they are already configured on the Recorder. They cannot be configured from the client. If available, they can be added by selecting them from the Pattern or Preset textboxes and selecting from the dropdown list.

- 9 Change the default Pane number by selecting the **Pane** dropdown for each Camera/Tour.
- 10 Select **Save**.

Guard Tours

A Guard Tour is similar to a Tour; it contains a group of cameras in a designated sequence. However, you can configure Guard Tours to include steps that require user input. During surveillance sessions, after a Guard Tour completes, each step of the tour is saved as a separate entry in the journal log.

Figure 69: Guard Tour editor

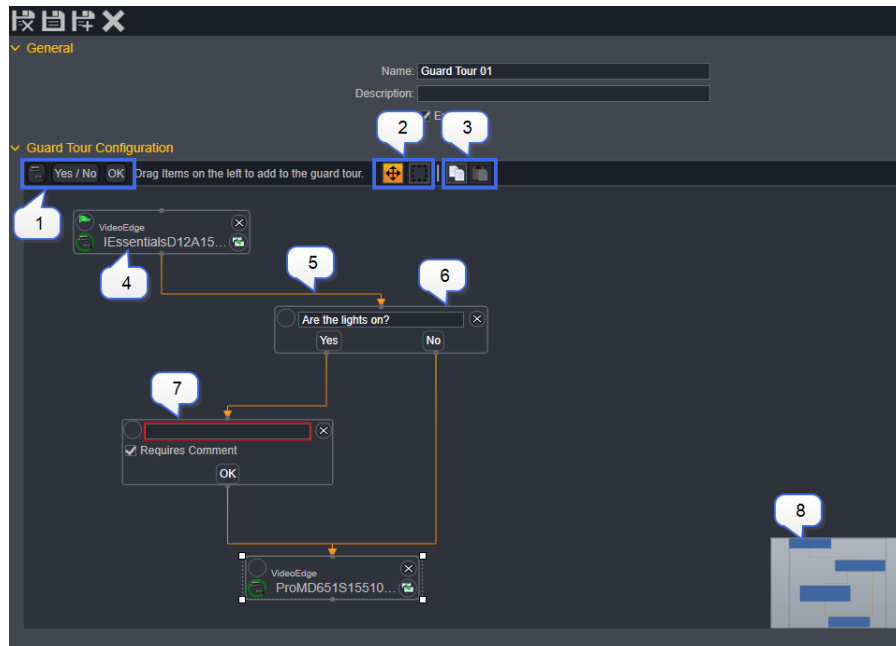
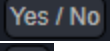
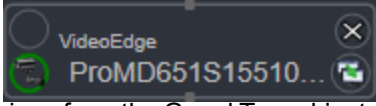
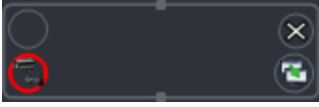
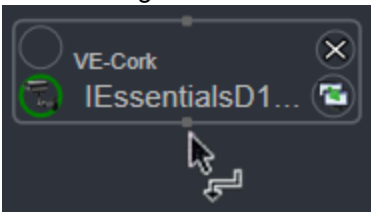
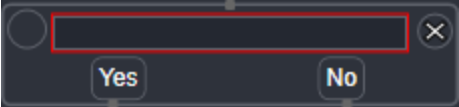
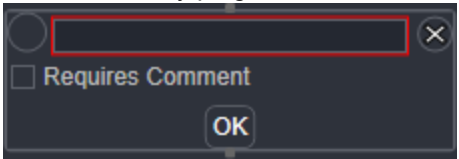
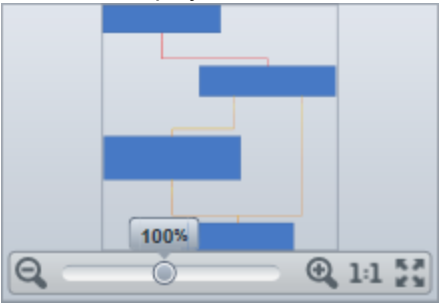


Table 23: Guard Tour elements

Number	Name	Action
1	Guard Tour objects	Drag an object icon onto the guard tour to add that object to the tour. • Select  to add a camera to the guard tour. • Select  to add a decision box to the guard tour. • Select  to add an input box to the guard tour.
2	Pan and Select controls	• Select  to enable mouse pan controls. You can pan around the guard tour, or you can move guard tour objects. • Select  to enable select controls. Click and drag to select guard tour objects.
3	Copy and Paste controls	• Select  to copy an object. • Select  to paste a copied object.
4	Camera box	Each camera box represents a camera from the guard tour. • If you drag a camera from the device list onto the Guard Tour, the camera box is automatically configured for that camera.  • If you drag a camera icon from the Guard Tour objects, you must link the camera box to a camera. 
5	Directional arrow	These arrows link Guard Tour objects together, and the arrow indicates the sequence of progression through the Guard Tour.

Number	Name	Action
		Each object box contains anchor points. When you hover your mouse near the anchor points, the cursor changes.  To link objects together, click and drag from one object's anchor point to another object's anchor point.
6	Decision box	A decision box contains instructions, and Yes and No buttons. During a Guard Tour, the user must select one of the buttons to progress. 
7	Input box	An input box contains instructions, and an Ok button. During a Guard Tour, the user must select the Ok button to progress. You can also specify that the user enters a comment before they progress. 
8	Thumbnail	A thumbnail view of the guard tour objects. • Click and drag across the thumbnail to pan across the guard tour. • Hover over the thumbnail to display zoom controls. 

Creating a Guard Tour

- 1 Select , then select **Guard Tour**.
- 2 Enter a name for the tour in the **Name** textbox.
- 3 (Optional) Enter a description for the tour in the **Description** textbox.

Note:

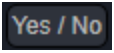
The **Enabled** checkbox is selected by default. To deactivate the tour, deselect the checkbox.

- 4 Add cameras to the Guard Tour.
 - a Drag the camera icon, , onto the Guard Tour.
 - b In the camera box, select the camera icon, .

- c Use the object selector to choose a camera, then click **OK**.

Note:

You can also add cameras to the Guard Tour from the device list. When you drag a camera onto the device list, the camera box is already linked to that camera.

- 5 Add salvos to the Guard Tour.
 - Drag a salvo from the Call ups list onto the Guard Tour.
- 6 Add decision boxes to the Guard Tour.
 - a Drag the decision icon, , onto the Guard Tour.
 - b Enter a user instruction in the text field.
- 7 Add input boxes to the Guard Tour.
 - a Drag the input icon, , onto the Guard Tour.
 - b Enter a user instruction into the text field.
 - c (Optional) Select the **Requires Comment** checkbox.
- 8 Use the Pan and Select controls to arrange the Guard Tour objects in the desired order.
- 9 (Optional) To delete an object box, select the delete icon, .
- 10 Select a starting point for the Guard Tour:
 - Select the icon in the upper left of an object box. The flag icon, , appears in the object box.
- 11 Link objects together:
 - Click and drag from one object's anchor point to another object's anchor point.

Note:

- You cannot link an object to itself.
 - The Guard Tour must have a starting point and an end point. The final object in the tour cannot link to another object.
-

- 12 Select **Save**.

Creating a View Switch

Saved Views can be added to a View Switch and displayed for a set time before displaying another Saved View.

- 1 Select , then select **View Switch**.
- 2 Enter a Name in the **Name** textbox.
- 3 Enter a description in the **Description** textbox.
- 4 The **Enabled** checkbox is selected by default, to deactivate the View Switch, deselect the checkbox.
- 5 Enter a default dwell time in seconds in the **Default Dwell** field. This default value will be applied to all Saved Views added to the View Switch but can be edited for each individually.
- 6 Add saved views to the view switch.
 - a Select .
 - b Select saved views to add to the view switch.
 - c Select **OK**.

Note:

You can also add saved views from the Call ups page. Drag the saved view to the **View Switch** section of the View Switch page.

- 7 Navigate to the required Saved Views to be added to the View Switch.
- 8 Select and drag Saved Views into the right hand pane.
- 9 If required, use  to remove items from the camera list.
- 10 If required, use  and  to change the step position of cameras.
- 11 If required, edit the dwell time for each Saved View by double-clicking on the **Dwell** field and entering a value in seconds.
- 12 Select **Save**.

Creating a Call up from the Call ups menu

- 1 Select  from the Navigation bar.
- 2 Right-click the type of call up that you want to create.
- 3 Select **New**.
- 4 Configure the call up as required

Note:

For more information about configuring a call up, refer to the procedures in this section.

Editing a Call up

- 1 Select one of the following options:
 - Select  from the Navigation bar.
 - Select , then select one of the following call up types:
 - Tour
 - Salvo
 - Guard Tour
 - View Switch
- 2 Right-click the call up that you want to edit.
- 3 Select **Edit**.
- 4 Edit the call up as required.
- 5 Select **Save**.

Launching Call ups

Complete the following procedure to launch a call up. You can launch call ups from the Call ups menu, from the Surveillance window, and from a Dynamic view.

Select one of the following options:

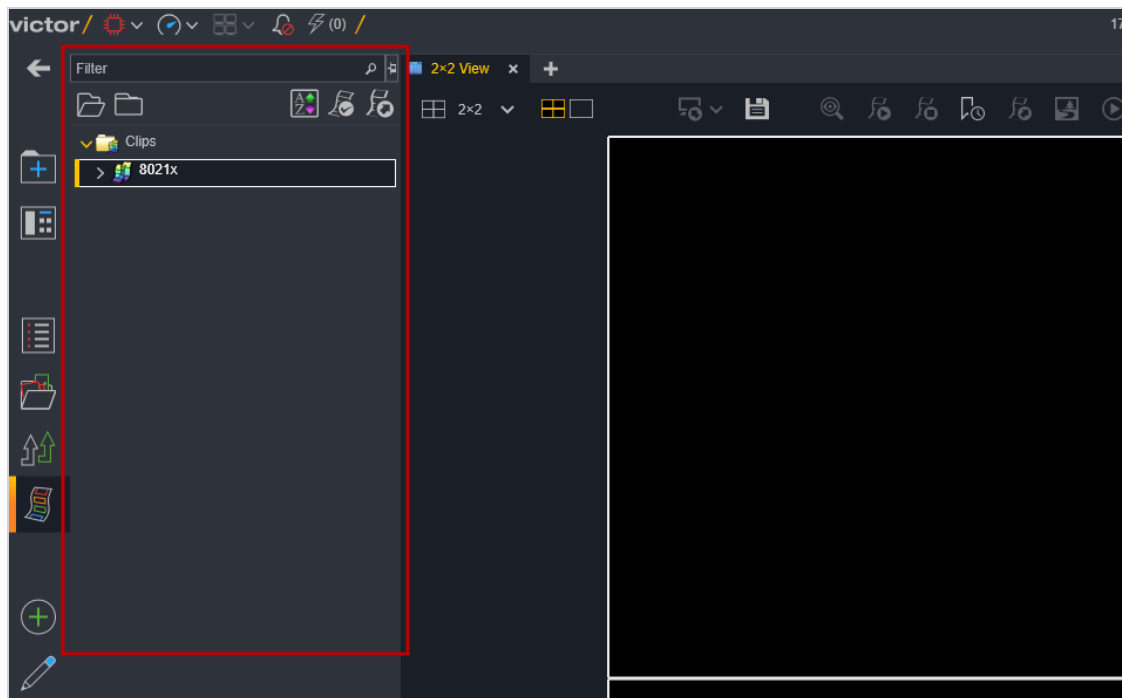
- Launch a Call up from the Call ups menu:
 1. From the Navigation bar, click the **View Callup List** icon.
 2. Right-click the call up that you want to launch.
 3. Select **View**.

- Launch a call up from a Surveillance window:
 1. Right-click a surveillance window.
 2. Select **Call ups**.
 3. Select **Salvo**, **Saved View**, **Tour** or **View Switch** as required.
 4. Select the required Call up. Call up displays.
- Launch a call up from a Dynamic View:
 1. From the Navigation bar, click the **Show all items** icon.
 2. Select the required call up type.
 3. Right-click a call up from the dynamic view.
 4. Select **View**. Call up displays.

Clips

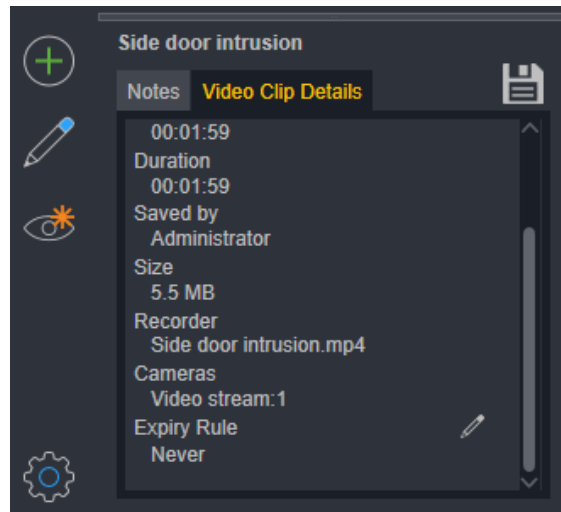
Clips are segments of video and audio that are stored remotely from their original recorder. You can create clips from a surveillance window. Saved clips appear in victor Unified Client's Clip List.

Figure 70: The Clip list



From the Clip list, you can select and display saved clips. When you select a clip, the clip information pane appears at the bottom of the Clip list. From this pane, you can add notes to the clip, you can view the clip information, and you can edit the clip's expiry rule.

Figure 71: Clip information



Creating video clips

From the Surveillance window, you can use the clip creation tools or the record icon to create video clips. After you create a clip, you can then choose to Export (locally or remotely), Save (with optional download scheduling), Archive or Vault the video clip.

Figure 72: Surveillance controls



Table 24: Surveillance control icons

Icon	Name	Description
	Start time	Clip Creation Tools - Set the clip start time
	End time	Clip Creation Tools - Set the clip end time
	Export	Clip Creation Tools - Export the clip
	Record	Record all camera feeds in the surveillance window

Clip Creation Tools

Use the clip creation tools to create a video clip from a single surveillance pane.

Note:

If you use a recorder that does not support Instant Playback (supported on VideoEdge and Intellex 4.2+), use the Search and Retrieve wizard to create clips.

Clip Expiry

When you create a clip, you can configure the clip's expiry settings. You can assign an expiry rule to the clip, or you can specify an expiry date and time. Expiry rules do not have a fixed expiry date. Instead, after expiration, the clip is deleted from the database and from the download directory.

Scheduling a Clip Download

During the clip creation process, you can schedule clips for download. You can configure scheduled clip downloads for remote downloads. Locally downloaded clips do not impact server resources, but remotely downloaded clips use the American Dynamics Media Management Service. A scheduled clip download is added to the Clips list as a download task. Download tasks can be modified from the Clips list. For more information about download tasks, see [Modify a Scheduled Clip Download](#).

Note:

To schedule a Clip download, the American Dynamics Media Management Service must be running.

Dual recording

If you enable dual recording for a camera, you can select which video stream to use for clip retrieval actions. By default, victor uses the camera's alarm stream for clip retrievals. To use the camera's non-alarm stream for clip retrievals, select the Use secondary stream for clip retrievals checkbox. You can access this option from the Bandwidth settings menu, on the Quick action bar.

Note:

If you do not enable dual recording for the camera, or if the camera's non-alarm stream is unavailable, clip retrievals use the camera's alarm stream.

Figure 73: Bandwidth settings menu



Silent Direct Clip Action

The process of creating direct action video clips is a background task that allows you to continue monitoring surveillance footage. The processing of the video clip is viewable as a progress bar in the Notification Hub. To open the Notification Hub and view the progress bar, click the **Flag** icon.

Creating and saving clips using Clip Creation Tools

You can use the clip creation tools to create clips from the Surveillance window. Complete the following procedure to save the clip to the clips list.

Note:

You can also save a clip to an Incident, or you can archive, vault, or export the clip.

- 1 From the Surveillance window, select the video pane from which to create the clip.
- 2 Navigate to the start time for the clip and then select the **Start time** icon.
- 3 Navigate to or wait until video stream reaches the appropriate end time and then select the **End time** icon.
- 4 Select the **Export** icon. The **Direct Clip Action** dialog appears.
- 5 (Optional) Select  beside a camera name to remove it from the clip.
- 6 Select **Save**. Saving Location options display.
- 7 Edit the clip name by selecting the **Clip Name** textbox and entering text as required.
- 8 (Optional) Select the **Audio** checkbox to save associated audio.
- 9 Configure the **Clip Saving Configuration** attributes:
 - a **Location** - Configure the download path (Local or Remote).

Note:

Before you can select a Remote clip download location, you must configure a remote clip saving directory from the Settings menu.

- b (Remote location only) **Download** - resource used to download a clip. (Client or Server). Includes selectable options for scheduling a clip download.

Note:

- If you select a Local Location, Download is automatically set to Client. If you select a Remote Location, set Download to Server.
 - You must set Download and Expiry values each time you schedule a clip download.
-

- c **Expiry** - Configure the clip's expiry rule. Select one of the following options:
 - Select **Never** to disable clip expiry.
 - Select a pre-configured expiry rule.
 - Select **Specify** to configure a custom the date and time when the clip expires.

- 10 Select the **Clip Folder**.

Note:

In the Clip Folder section, you can right-click folders to Rename, Refresh, Delete, Export, or Add a new folder.

- 11 Click **Save**. Dialog displays informing whether the save was successful.
- 12 Click **Finish**.

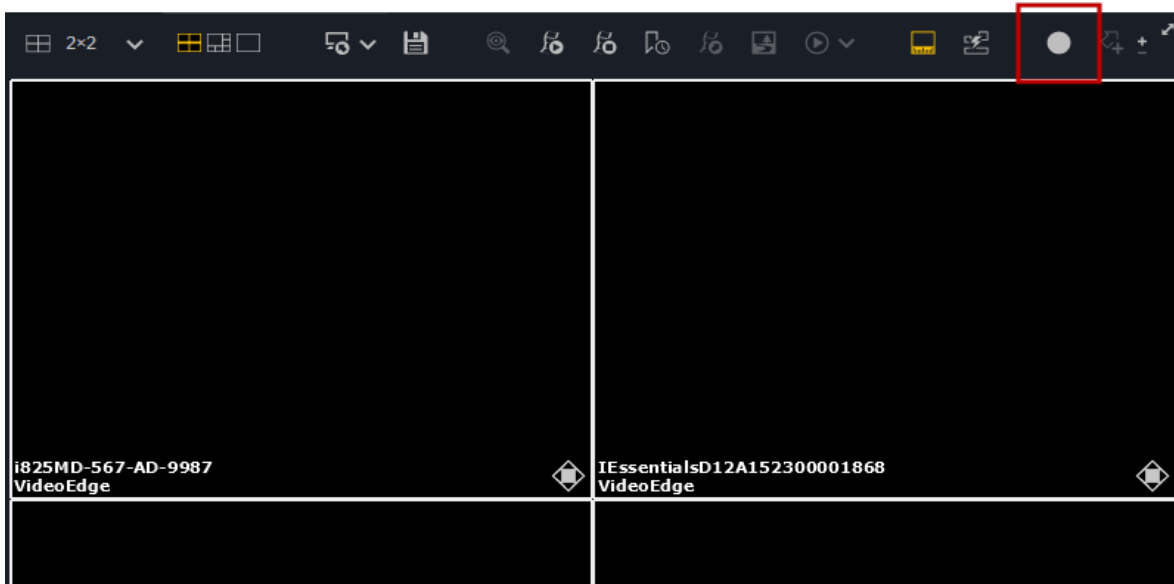
Recording video from a surveillance window

During a surveillance session, you can select the record icon to record all video feeds in the surveillance window. Select the record icon again stop recording. During clip creation, you can remove individual video streams from the recording before you save or export the recording as a video clip. The record icon is located in the Surveillance controls bar.

Note:

You can also save a clip to an Incident, or you can archive, vault, or export the clip.

Figure 74: The Record icon



- 1 Navigate to the desired start time.
- 2 Click the **Record** icon to start recording.
The icon flashes to indicate recording is in process.
- 3 Select the **Record** icon again to stop recording.
The Direct Clip Action window opens.
- 4 Click **Save** to save the file to the Clips list
- 5 Edit the clip name as required.
- 6 Configure the **Clip Saving Configuration** attributes:
 - a **Location** - Configure the download path (Local or Remote).

Note:

Before you can select a Remote clip download location, you must configure a remote clip saving directory from the Settings menu.

- b **Expiry** - Configure the clip's expiry rule. Select one of the following options:
 - Select **Never** to disable clip expiry.
 - Select a pre-configured expiry rule.
 - Select **Specify** to configure the date and time when the clip expires.
- 7 Select the **Clip Folder**.

Note:

In the Clip Folder section, you can right-click folders to Rename, Refresh, Delete, Export, or Add a new folder.

- 8 Click **Save**. Dialog displays informing whether the save was successful.
- 9 Click **Finish**.

Clip download tasks

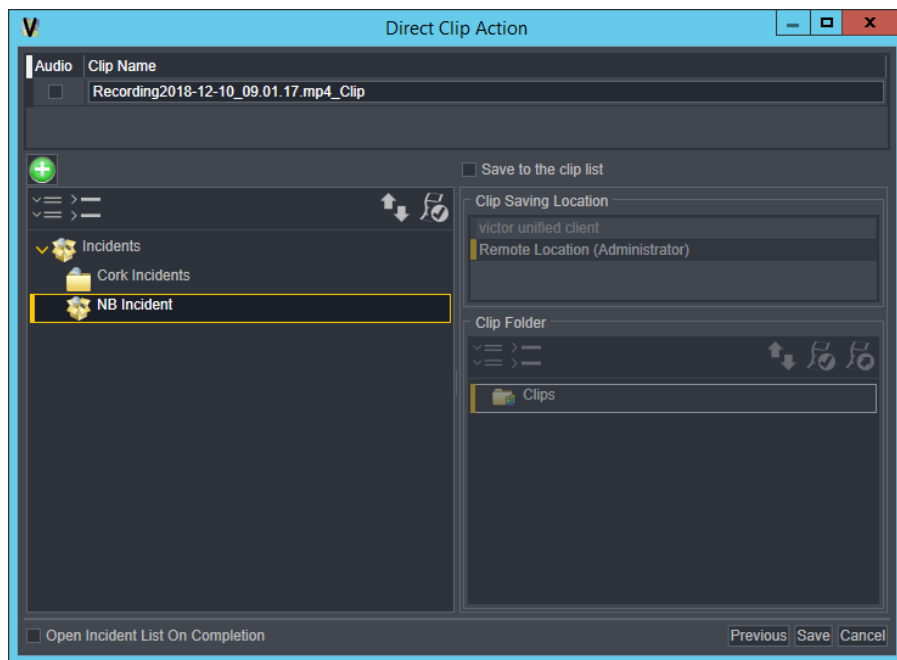
When you schedule a clip retrieval or clip download, a download task appears in the **Clips** list. Download tasks remain queued in the Clips list until the scheduled clip download completes. Clips are downloaded sequentially, in order of priority. From the Clips list you can modify clip downloads that are scheduled, or that are in-progress. Right-click a download task and select one of the following options:

Option	Description
Cancel Download	Delete the download task.
Download Now	Override the scheduled download time and add the clip to the download queue.
Priority	Assign a priority to the download task. Priority options include High, Normal and Low. Each category is sorted and completed by creation time, before moving to the next category. This option is not available for in-progress clip downloads.

Saving a clip to an Incident

During clip creation, clicking Save to Incident will launch a new page in the Direct Clip Action window to associate that clip with a new or a pre-configured incident.

Figure 75: The Direct Clip Action window



- 1 Prepare the clip using the Clip Creation tools.
- 2 When the Direct Clip Action window opens, click **Save to Incident**.
The Save to Incident page displays in the Direct Clip Action window.
- 3 Edit the **Clip Name** as required.
- 4 (Optional) Create a new incident.
 - a Click 
 - b Enter the incident name in the **Title** field.
 - c Select the **Incident Saving Location** from the available list.
 - d Select the Incident's **Expiry** rule.
 - e Select an **Incident Folder** from the available list.
 - f Click  to add the Incident to the Incident List.
- 5 (Optional) Select  to expand all items in the Incidents tree.
- 6 Select the required Incident.

- 7 (Optional) Select the **Save to the clip list** checkbox.
 - a Select the **Clip Saving Location** from the available list.
 - b Select the **Clip Folder** from the available list.
- 8 (Optional) Select the **Open Incident List on Completion** checkbox.
- 9 Click **Save**.
- 10 Click **Finish**.

Exporting a clip

You can export clips to external media. Clips can be exported in Native (.img, .iso - playable using victorPlayer) as well as .avi/.mp4 formats. You can export clips directly as part of the clip creation process or you can export saved clips from the Clip list.

Note:

Exporting Clips is only available in Live Mode for HDVR/exacqVision recorders.

- 1 Select one of the following options:
 - Use the clip creation tools to create a clip.
 - Select a saved clip from the clips list.
 - a. Select  to open the Clips list.
 - b. Right-click the clip to be exported, then select **Export Clips**.
 - c. **Direct Clip Action** dialog displays. From this dialog you can use calendar controls to edit start and end times by clicking the start/end time values.
 - d. (Optional) Split the clip.

Note:

- This option is available for clips that contain footage from multiple cameras.
 - If footage from one of the cameras in the clip is overridden, that camera's footage is unavailable for export.
-

- i. Select  to split the clip.
 - ii. Select  to remove a camera feed.
- 2 Select **Export**. New dialog displays to let you define Export locations, Passphrases, Export Options and Notes
- 3 Select **Export Locations** textbox:
 - Select  to add export locations.
 - Select  to select the export locations.
 - Select  to remove export locations.
- 4 If required, enter and confirm a **Passphrase**.
- 5 (Optional) Select export options.
 - a Select the **Download Audio** checkbox to include audio in the clip export.
 - b Select the **Export victorPlayer** checkbox to include victorPlayer with the clip export. For more information on victorPlayer, refer to Exporting a clip
 - c Select the **Specify Filenames** checkbox. This allows you to enter user friendly filenames for the clips.
 - d Select **Native** or **AVI/MP4** as file format.

Note:

- Watermarking is not supported in **Native** format clips
 - Selecting **AVI/MP4** format offers a slider bar, use this to control clip output quality
 - If the clip is a text stream export, an additional **Export Text Stream** check box will be available
-

e If required, select **Watermarking Video** checkbox.

Note:

Watermarking clips is a role governed feature which allows you to add user defined graphics or text to exported media. Refer to "Clip Preferences" for information on configuring watermark graphics.

f If required, select **Display overlay** (includes video overlay in export)

6 If required, select the **Notes** tab and add text as required.

7 Select **Export**. If **Specify Filenames** was not selected, export begins.

8 If **Specify Filenames** was previously selected, enter a filename as required in the **Filename** textbox, then select **Export**.

9 After the export completes, select **Finish**.

Archiving a clip

Clips from VideoEdge NVR 4.4+ recorders can be archived for long term storage. For more information on archiving and how to configure it on your VideoEdge NVR, refer to the *VideoEdge NVR Installation and User Guide*.

1 Create a clip using Archiving a clip. **Direct Clip Action** dialog displays.

2 Select **Archive**. Progress bar displays showing progress of archiving.

3 **Archiving Complete** message displays.

Vaulting a Clip

Vaulting a clip tags it as protected, preventing it from data culling.

Note:

Vaulting is only supported on VideoEdge NVR 4.2+ recorders.

1 Create a clip using Vaulting a Clip. **Direct Clip Action** dialog displays.

2 Select **Vault**. Progress bar displays showing progress of vaulting.

Vaulting Complete message displays.

Clip Storage

From the clips list, you can create, rename and build folder structures for clip storage. You can use clip folders to organize local clip storage. Right-click the clips list to access the following folder management options:

- Refresh Folder
- Rename Folder
- Delete Folder
- Export Folder
- New Folder

Viewing saved clip notes

Notes can be stored against clips when they are saved or exported. These notes can be viewed and/or edited from the **Clips** window for saved clips. **videoPlayer** supports note viewing for exported clips.

- 1 Select 
- 2 Select required clip. Notes for selected clip are displayed in the **Notes** textbox.
- 3 If required, select **Notes** textbox and edit notes.
- 4 Select  to save.

Viewing saved clips

- 1 Select 
- 2 Right-click the clip to be played
- 3 Select **Playback Clips**. The clip displays in a new window.
- 4 Select  to enable audio. Use playback controls to navigate clip.

Deleting saved clips

When saved clips are no longer required, they can be deleted.

- 1 Select 
- 2 Expand the required clip folder.
- 3 Right-click the folder to be deleted.
- 4 Select **Delete Clips**. A Warning dialog displays. Select **Yes** to delete the clip or **No** to cancel.

Sorting the clip list

- 1 Select 
- 2 Click  to open the order menu.
- 3 Select the order criteria:
 - a Select **Order by Name**, **Order by Size** or **Order by Creation Date**.
 - b Select **Ascending Order** or **Descending Order**.
 - c Select **Show Local Clips**, or select **Show Remote Clips**, or select both.

Note:
Order preferences are stored between sessions.

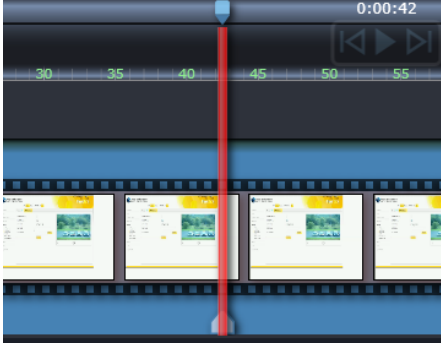
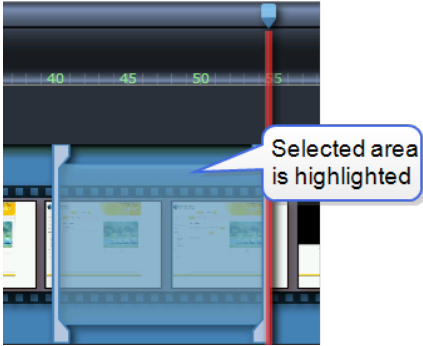
Clip Builder

Use the Clip Builder edit and combine video clips into a single playable video stream. Clip Builder supports the following clip editing features:

- Clip splitting
- Clip cropping
- Clip cutting

The built/edited clip can then be played back within the Clip Builder. Alternatively, the clip can be exported for playback in the Incident Player. The table below shows many of the actions you can perform in the Clip Builder.

Table 25: Clip Builder actions

Action	Description	Steps
Set a marker	Places a marker at the selected position in the video timeline.	1. Click and drag the playhead to the desired position on the video timeline. 2. Click the button at the top of the playhead. A marker appears at the bottom of the timeline. 
Select	Highlights a section of the video clip:	1. Set a start marker. 2. Set an end marker. The section of the video clip between the two markers is selected. 
Split	Split the clip into two separate clips:	1. Drag the playhead to the section of the video timeline where you want to split the clip. 2. Click  to split the clip.
Remove	Remove footage from the clip:	1. Select a section of the video clip. 2. Click  to remove the footage from the clip.
Crop	Retains the selected video and removes any video Crop footage from the clip. Note: Cropping a clip does not remove video from other clips on the same timeline.	1. Select a section of the video clip. 2. Click  to crop any unselected footage from the clip.
Delete	Removes the selected video from the timeline.	1. Select a section of the video clip. 2. Click  to delete the selected footage from the clip.
Add clips	Adds the selected clip to the timeline.	1. Open the Clips folder from the Incident Management page. 2. Drag a clip from the Clips folder to the timeline bar.

Action	Description	Steps
Adjust volume	Increase or decrease clip playback volume.	Select  , then drag the audio slider to adjust clip playback volume.
Toggle audio	Enable or disable the clip audio stream. The Toggle audio button will show current audio status.  = audio enabled  = audio disabled	Select the Toggle audio button to disable audio. Select the button again to enable audio. Note: While audio is disabled any clips that you export will not contain audio.

Editing a clip in the Clip Builder

Note:

Clip building does not support audio content.

- 1 Select .
- 2 Expand the **Clips** folder.
- 3 Right-click the clip that you want to edit.
- 4 Select **Clip Builder**.
The clip opens in the Clip Builder window.
- 5 Edit the clip as required using the toolbar buttons.
- 6 Click .
The Build Menu appears.
- 7 Click **Build** to build the clip with Clip Builder.
 - Drag the clip from the thumbnail bar to the incident list or to the clip list.
- 8 (Optional) Click **Direct Action** to build the clip with Direct Clip Action.
The Direct Clip Action window appears.
 - a Click **Save** to save the clip to the clips list.
 - b Click **Save to Incident** to save the clip to an incident.

Combining clips in Clip Builder

You can access clip combining from the Incident list, from search results, from analytics results, or from bookmarks.

- 1 Select .
- 2 Hold the Ctrl key and select the clips that you want to combine.
- 3 Right-click one of the selected clips and select **Export clips**.
The Direct Clip Action window appears.
- 4 Select the **Combine Output** checkbox.
- 5 Click **Export**.
- 6 (Optional) Use  and  to reorder the clips in the list.
- 7 (Optional) Select the **Include source** checkbox to export the source clips in addition to the combined clip.

- 8 (Optional) Clear the **Combine Audio (if exists)** checkbox if you want to exclude audio from the combined clip.
- 9 Click **Next**.
- 10 (Optional) Choose the **Export Location**.
- 11 Select **Export**. New dialog displays to let you define Export locations, Passphrases, Export Options and Notes.
- 12 Select **Export Locations** textbox:
 - Select  to add export locations.
 - Select  to select the export locations.
 - Select  to remove export locations.
- 13 If required, select the **Export victorPlayer** checkbox. For more information on victorPlayer, refer to Combining clips in Clip Builder
- 14 If required, select the **Specify Filenames** checkbox. This allows you to enter user friendly filenames for the clips.
- 15 If required, select the **Notes** tab and add text as required.
- 16 Select **Export**. If **Specify Filenames** was not selected, export begins.
- 17 If **Specify Filenames** was previously selected, enter a file name as required in the **Filename** textbox, then select **Export**.
- 18 When the export completes, select **Finish**.

Video redaction

You can also use the Clip Builder to obscure confidential or restricted information that appears in a video clip. For example, you can obscure a person's face or a vehicle's license plate.

In the Clip Builder, you can highlight a section of the video that contains confidential information. When you export the video, any objects that appear within the highlighted region are blurred. In the image below, note that the rectangular region around the car appears blurred, while the rest of the video is unaffected.

Figure 76: Video redaction on a moving vehicle



When you highlight a region, you must set the start and end frames. These frames define the period of time that the highlighted region remains on screen. To obscure a moving object, you must also reposition the highlighted region, so that the object remains obscured while it moves across the screen. To reposition the highlighted region, click and drag

the region across the Clip Builder window. You can adjust the playback speed from the playback controls, so that it is easier to obscure a fast-moving object.

Figure 77: Configuring video redaction

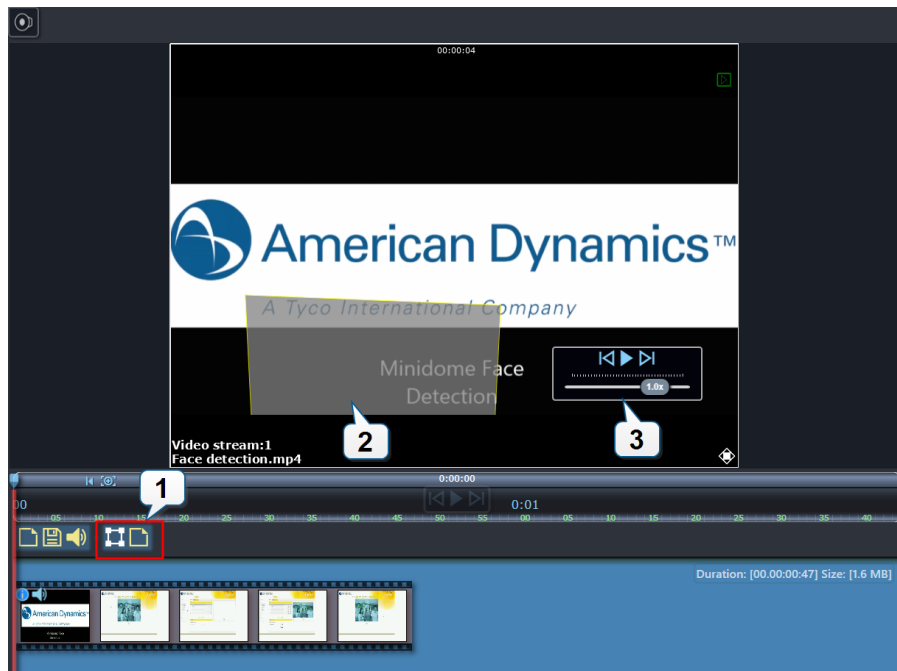
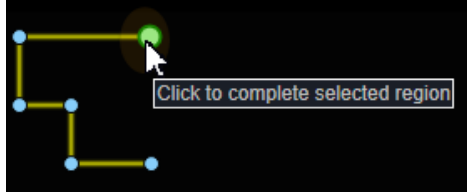


Table 26: The region highlighter controls

Number	Description
1	Region Highlighter controls
2	A highlighted region
3	Playback controls

Configuring video redaction in Clip Builder

- 1 Select .
- 2 Expand the **Clips** folder.
- 3 Right-click the clip that you want to edit.
- 4 Select **Clip Builder**.
The clip opens in the Clip Builder window.
- 5 Edit the clip as required using the toolbar buttons.
- 6 Select  to enable the region highlighter controls.
- 7 Highlight the region to be redacted.
 - Left-click the screen to mark the corners of the region.
 - A region must contain at least three points.
 - (Optional) Right-click a point to delete it.
 - (Optional) Drag a point to reposition it.
 - To complete the highlighted region, click the first point of the region. The first point is highlighted in green.
 - After you complete the shape, the region's border changes to green.



- 8 (Optional) Edit the highlighted region's start frame.

Note:

By default, the region's start frame is the position in the video where you create the highlighted region. If required, you can set the start frame at a later point in the video. However, you cannot set the start frame at a point before the current start frame.

- a Drag the Playhead to navigate to the desired position.
 - b Right-click the highlighted region and select **Set start frame**.
- 9 (Optional) Complete the following steps to highlight a moving object.
 - a Adjust the playback speed on the playback controls. The default setting is 1.0x.
 - b Click the highlighted region to begin video playback.
 - c Drag the highlighted region across the screen as required.
 - d Release the highlighted region to pause video playback.
- 10 Set the highlighted region's end frame.
 - a Drag the Playhead to navigate to the desired position.
 - b Right-click the highlighted region and select **Set end frame**.

Note:

The borders of an end frame are red.

- 11 (Optional) Delete a highlighted region.
 - a Drag the Playhead to navigate to the desired position.
 - b Right-click the highlighted region and select **Delete**.
- 12 Click 

The Build Menu appears.
- 13 Click **Build** to build the clip with Clip Builder.
 - Drag the clip from the thumbnail bar to the incident list or to the clip list.
- 14 (Optional) Click **Direct Action** to build the clip with Direct Clip Action.

The Direct Clip Action window appears.

 - a Click **Save** to save the clip to the clips list.
 - b Click **Save to Incident** to save the clip to an incident.

Face Redaction

You can use the Clip Builder to automatically redact faces from video clips. You can redact all faces or non-selected faces.

Note:

Automatic Redaction requires a TycoAI analytic server on the victor system which has GPU capacity.

Redacting all faces

To create a clip where selected faces are automatically redacted, complete the following:

- 1 Select the **Clip List** icon. The **Clips** folder opens.
- 2 Right click on the clip you want to redact. The actions list displays.
- 3 Select **Clip Builder**.
- 4 The clip opens in the **Clip Builder** window.
- 5 Select the **Redact/Blur** icon. The **Redact/Blur** options appear.
- 6 Select the **Automatic** icon. The **Automatic Redaction Configuration** window opens with three options as follows:
 - Redact all faces
 - Redact all except selected faces
- 7 Select **Redact all faces**.
- 8 Select the **Save** icon. The Clip Builder **Save** options display.
- 9 Select the **Build** icon. The new clip builds.
- 10 Select the **Save** icon. The Clip Builder **Save** options display.
- 11 Select the **Direct Action** icon. The **Direct Clip Action** window opens with **Camera Options Summary**. Click **Save**.
- 12 In the **Clip Name** field, enter a name for the new clip.
- 13 Click **Save**. A save progress bar appears.
- 14 When the save is complete, click **Finish**. The new clip will appear in the Clips folder.
- 15 Double click the new clip in the **Clips** folder. The **Clips Player** opens with the new video clip showing the selected faces redacted.

Redacting non-selected faces

To create a clip where non-selected faces are automatically redacted, complete the following:

- 1 Select the **View Clips List** icon. The **Clips** folder opens.
 - 2 Right click on the clip you want to redact. The actions list displays.
 - 3 Select **Clip Builder**.
 - 4 The clip opens in the **Clip Builder** window.
 - 5 Select the **Redact/Blur** icon. The **Redact/Blur** options appear.
 - 6 Select the **Automatic** icon. The **Automatic Redaction Configuration** window opens with three options as follows:
 - Redact all faces
 - Redact all except selected faces
 - 7 Select **Redact all except selected faces** to select faces you do not want to redact.
-
- Note:**
To use an image for redaction, click the **Upload Image** icon. The image will appear in the **Automatic Redaction Configuration** window.
-
- 8 Select the **Save** icon. The Clip Builder **Save** options display.
 - 9 Select the **Build** icon. The new clip builds.
 - 10 Select the **Save** icon. The Clip Builder **Save** options display.
 - 11 Select the **Direct Action** icon. The **Direct Clip Action** window opens with **Camera Options Summary**. Click **Save**.
 - 12 In the **Clip Name** field, enter a name for the new clip.
 - 13 Click **Save**. A save progress bar appears.
 - 14 When the save is complete, click **Finish**. The new clip will appear in the Clips folder.

- 15 Double click the new clip. The Clips Player opens with the video clip showing the non-selected faces redacted.

victorPlayer

victorPlayer is a proprietary media player developed by American Dynamics. It is a portable application and is required to play .img files from Intellex recorders. victorPlayer can also be used to playback clips in the following formats:

- .ISO (from VideoEdge NVR recorders)
- .ZIP (from HDVR/exacqVision recorders)
- .IMG (From Intellex Recorders)

victorPlayer can also be included with exported clips and presentations.

The primary purpose of victorPlayer is to facilitate clip playback.

victorPlayer has various options during clip playback. In addition to the standard surveillance playback controls, you can perform the following actions:

- Toggle Full Screen
- Clear Video
- Restart Playback
- Verify Clips (Standard and using Key files)
- Perform Still Image Capture by right-clicking the playback window.

Playing a saved clip with victorPlayer

The following steps assume that **victorPlayer** is available on the local machine. If it is not available, it can be exported as part of victor Unified Client's clip export feature. For more information on exporting clips, refer to [Playing a saved clip with victorPlayer](#).

- 1 Launch **victorPlayer**, select required language then select **OK**.
- 2 Saved clips are displayed in the clip list.
- 3 Drag and drop the required clip into the surveillance window. The clip will begin playback.

Note:

To view more than one clip at one time, select **View Surveillance** from the **View** menu to open additional surveillance panes.

Playing external clips with victorPlayer

In addition to using **victorPlayer** to play clips from the clip list, **victorPlayer** can also play external video clips.

- 1 Launch **victorPlayer** select required language then select **OK**.
- 2 Select **File**.
- 3 Select **Open**. **Select clip file to open** dialog displays.
- 4 Browse to the clip to be opened.
- 5 Select **Open**.
- 6 Drag and drop the required clip into the surveillance window. Clip will begin playback.

Note:

To view more than one clip at one time, select a layout with more than one video pane. You can select **View Surveillance** from the **View** menu to open an additional surveillance pane.

Configuring victorPlayer

You can configure **victorPlayer's** Overlay and Layout settings as required.

Overlay settings can be configured by selecting **Overlay Settings** from the **View** menu, selecting required elements then selecting **OK**.

To save your current layout, select  then choose a location and select **Save**. To load a previously saved layout select **Load** from the **Layout** menu, locate the saved layout and select **Open**.

Verifying Clips

Exported clips can be checked for authenticity by using the **Verify Clip** tool. The tool checks whether the clip has been tampered with. In addition to verifying exported clips in victor Unified Client, clips can also be verified in **victorPlayer**.

Note:

- Only exported clips can be verified.
 - The clip validator also offers the ability to **Validate with Key File** (NVR Only). This verification method checks for integrity using a key file generated on the NVR to verify exported and archived clips which were signed using a private key.
-

Verifying an exported clip

- 1 Select 
- 2 Select the **Verify** icon, 
- 3 Browse for and select the clip to be validated.
- 4 Select **Open**.
- 5 If prompted, enter the passphrase associated with the clip. This is the passphrase entered at the time the clip was initially created.
- 6 Select **Validate**. Clip Validator displays informing whether clip is valid.

Verifying clips in victorPlayer

- 1 Start **victorPlayer**.
- 2 Drag and drop the clip to be verified into the Surveillance window.
- 3 Right-click on the video pane and select **Validate Clip**.

Note:

If the clip has been exported from an HDVR/exacqVision or NVR unit, you will be prompted to enter a Passphrase

- 4 Select **Validate**.
The Clip Validator dialog displays informing whether clip is valid.

Note:

- Right-clicking the video pane also offers the ability to **Verify Clip Using key File** (NVR Only)
 - This verification method checks for integrity using a key file generated on the NVR to verify exported and archived clips which were signed using a private key.
-

Vault

The vault feature provides the ability to protect media items (audio and video) from VideoEdge NVR (v4.2+) recorders.

Vaulting an item applies a rule to a specific segment of media, tagging it as protected and preventing it from data culling. Media can typically be vaulted from the following locations:

- Direct Export (Clips)
- Event Viewer - through Export Clip
- Activity List - through Right Click Investigate

- Search Result List - through Clip Export
- Map Viewer - through Export Clip

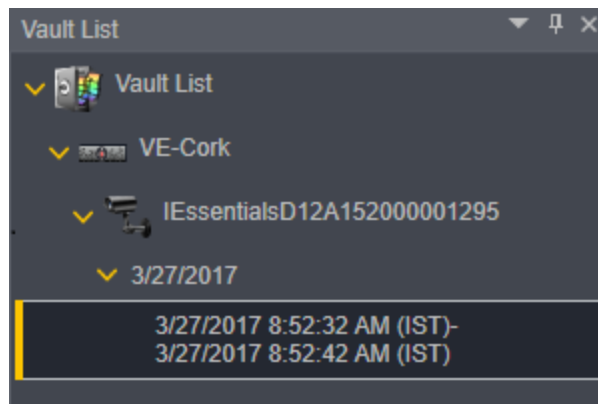
Note:

The Vault option is disabled when unsupported recorders are selected, and a warning message is displayed when both unsupported and supported recorders are selected.

Vault List

All vaulted items are listed in the vault list. You can access the vault list from the **New Tab** menu.

Figure 78: Vault list



From the vault list you can perform the following actions:

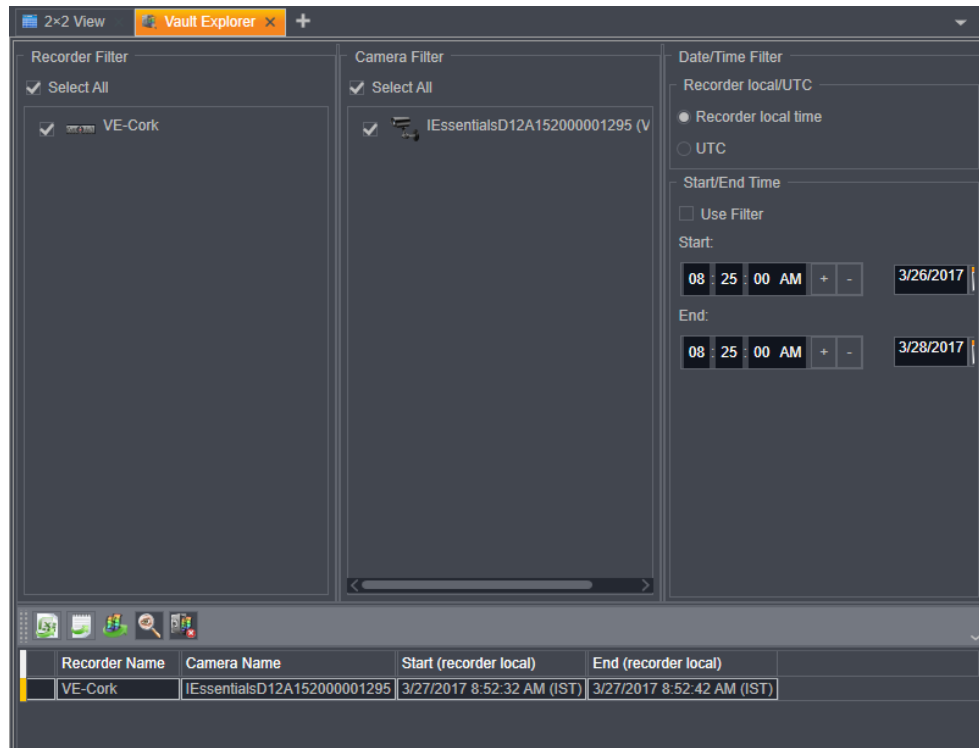
- Drag items into a surveillance pane in which the items are treated as cameras.
- Double-click items to launch investigator mode, paused at the item's start time.
- Drag items into the Search and Retrieve wizard and use the vault criteria as a basis for a search. This selects the camera and date and time.
 - If a subsequent vaulted item belonging to the same camera is dragged into the search and retrieve wizard, it replaces the original selection and changes the search time frame accordingly.
 - If the vault item belongs to a different camera, a Yes/No dialog displays offering the option to override the timeframe and have both cameras selected.
 - You can also drag cameras and/or dates from the vault list into the wizard. This means one camera can contain multiple vaults. In these instances the time range is changed to have a start time of the earliest vault time and an end time of the latest.

Hovering on each level of item in the Vault list displays a summary of what is contained in the level below.

Vault Explorer

The Vault Explorer provides a means to filter vaulted items by Recorder, by camera, and by date/time range.

Figure 79: Vault Explorer



It lists all recorders containing vaulted items, branching for each camera with vaulted data. After you filter the vaulted media, you can perform the following actions from the Results section:

Icon	Description
	Export the Results grid as an Excel file.
	Export the Results grid as an .xps file.
	Export selected Vault media using Direct Clip Action
	View the Vault media in Investigator Mode
	Unprotect vaulted items. Note: Unprotected items are removed from the vault.

Using the Vault Explorer

- 1 Select
- 2 Select **Vault Explorer**.
- 3 **Recorder Filter Section** - Select the checkbox for each of the recorders to filter by. Cameras that are associated with the selection and have vaulted media display in the Camera Filter section.
- 4 **Camera Filter Section** - Select the checkboxes for each camera to filter by.
- 5 Configure the **Date/Time Filter** settings:
 - a **Recorder local/UTC** - Select either Recorder Local or UTC.
 - b **Start/End Time** - Select **Use Filter** if required.

- c Select **Start** and **End** time and dates.

Maps

The Maps feature provides users with a dynamic view of physical security objects within a visual representation of their environment. Physical objects are represented by icons to form an integrated, unified view allowing monitoring and reaction to state changes in real time.

Real-time visualization of event activity can be achieved by linking Map actions to Events.

Importing map images

To use an image file in a map, first you must import and save the image file. The following image formats are compatible with maps:

- *.dwg / *.dxf (Vector)
- *.png / *.jpg (Raster)

victor Unified Client automatically converts vector graphics to .jpg and stores them in the database. victor Unified Client supports image files up to 20 MB.

Note:

- CAD Layers: Only CAD Layers visible at the time of import are visible within the image in victor Unified Client. However, once imported, new layers can be added to the converted CAD image and used to configure icons. The actual CAD layers do not exist in victor Unified Client.
 - You can update map image files without disassociating the icons that are already placed on the map.
-

The map then needs to be configured. The following procedures describe the basic steps to import and save an image file as a Map.

Importing a Map image

While importing a CAD file (.dwg or .dxf), victor Unified Client can remove any vertical blank space surrounding your image.

- 1 Select , then select **Map**.
- 2 Enter a name for the map in the **Name** textbox.
- 3 (Optional) Enter a description for the map in the **Description** textbox.

Note:

The **Enabled** checkbox is selected by default, deselect to disable the map.

- 4 Select . The **Select Drawing File** dialog appears.
- 5 Select . Browse window appears.
- 6 Browse to and select the required image file.
- 7 Select **Open**.
- 8 If you are importing a CAD (.dxf/.dwg) file, you can configure the following settings:
 - a Set the level of compression can be set by entering a Height and Width in the corresponding text boxes.
 - b Resize the **Select Drawing File** window to a size that appropriately removes blank space around the drawing.
 - i. Click and drag the image to reposition it within the window.
 - ii. Use the mouse scroll wheel to zoom.

- c Click **Refresh**.
- 9 Select **Import**. File imports and displays in map editor.
- 10 Select **Save**.

Exporting a CAD file

You can export a CAD file (.dwg or .dxf) from victor Unified Client as a .jpg file. This enables CAD files to be exported, edited as required then imported for use as a map.

- 1 Select , then select **Map**.
- 2 Enter a name for the map in the **Name** textbox.
- 3 Enter a description for the map in the **Description** textbox.

Note:

The **Enabled** checkbox is selected by default, deselect to disable the map.

- 4 Select , **Select Drawing File** dialog displays.
- 5 Select . Browse window appears.
- 6 Browse to and select the required CAD file.
- 7 Select **Open**
- 8 Select **Export to File**. The **Save As** dialog opens.
- 9 Navigate to the location you want to export to and enter a **File Name**.
- 10 Select **Save**.

Configuring Maps

Once an image has been imported to create a map, the map can then be configured for use by adding map layers and icons. To edit a previously-created map, select it from the Edit menu.

Adding map layers

victor Maps make use of layers - enabling users to manage various object types on different levels within one map.

- 1 Select , then select **Maps**.
- 2 Select the map to be edited.
- 3 Select  to open the Map Layers editor.
- 4 Select **Add** to create a new layer.
- 5 To rename the new layer, select the **Layer** textbox and edit as required.
- 6 Use the **Show in map** checkbox to select if the layer is displayed on the map.
- 7 Select **OK**.

Configuring a GIS Map

victor Maps can also use a geographic information system (GIS) layer. The GIS map is a world map, into which objects such as maps, cameras and doors can be added.

Note:

- Map areas, Field of view shapes and polygon shapes are not supported in GIS maps.
 - Imported map images cannot be used in a GIS map.
-

- 1 Select , then select **Map**.
The Map editor opens.
- 2 Enter a name for the map in the **Name** textbox.
- 3 (Optional) Enter a description for the map in the **Description** textbox.
- 4 Select the **GIS Layer** checkbox.
The GIS Layer appears.
- 5 If required, add object icons to the map.
- 6 Select **Save**.

Configuring Map icons

Icons are added to maps to represent victor objects. You can configure different icon properties depending on the type of object that the icon represents. To add icons to a map, you can use the map toolbar or you can drag objects onto the map. You can drag objects onto a map from the following locations:

- The Devices list
- The Site Groups list
- The Callup list
- Object lists

- 1 From the **Navigation bar**, click the **Edit** icon, and then click **Maps**.
- 2 Select a map to edit.
- 3 Use one of the following methods to add an icon to the map:
 - Add an icon through the Map toolbar:
 - a. Click  to open the icon selector.
 - b. Select an icon to add to the map.
 - c. Move the icon to the required position on the map.
 - d. To configure the icon, go to step 4
 - Drag victor objects onto the Map editor. An icon appears on the map, and the icon is linked to the victor object. Select **Save**.
- 4 Configure the icon.
 - a Right-click the object icon, then select **Drop on Map**.
 - b In the **Icon Editor**, click **Select Object**.
 - c In the **Object Selector**, select the object to link to the icon and click **OK**.

Note:

If **Not in map** is selected in the Object Selector only items that have not yet been added to the map will be displayed. Uncheck this box to display all items.

- d (Optional) Assign characteristics in the **Icon Editor** if required.
-

Note:

If a template icon has been configured for that icon type, the annunciation and alert color settings from the template icon are configured.

- e (Optional) Click **Reset to default value** to restore the default annunciation and color settings for the object.
- f Select **OK**.
- 5 Select **Save**.

Cloning icon configuration

You can use an existing icon as a template to configure a new object icon. The new icon keeps the original icon's configuration, and you can add the new icon to another map.

- 1 From the **Navigation bar**, click the **Edit** icon, then click **Maps**.
- 2 Select the required map from the list.
- 3 From the map editor, select the icon that you want to clone.
- 4 Drag an object from **Devices** list onto the map.
- 5 Right-click the new icon and edit as required.

Configuring Map areas

Victor Maps allows for the configuration of areas in order to group icons. Should any icons related to an area go into Alert status, the entire area highlights (this applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade, Ripple, Wave or Flash). Priority Animation can be enabled for any area on a map. When multiple alerts are triggered in the same map area, each alert will animate according to their annunciation settings, but the area will animate with the highest priority alert.

- 1 Select , then select **Maps**.
- 2 Select a map to edit.
- 3 In the Map editor, hold the Shift key and draw the required area using your mouse.
- 4 You can use the grab handles to manipulate the area.
- 5 To add a new grab handle, right-click on an existing grab handle, and select **Add new point**.
- 6 You can also manipulate the drawn area from the contextual menu. Right-click the area and select from the following options:
 - Select all related icons
 - Clear all related icons
 - Hide this shape drawing
 - Remove this shape drawing
 - Send to back
 - Bring to front
 - Display automatically when in view mode
 - Priority Animation

Note:

- Select Priority Animation to alert the area with the highest priority alert from all objects within that area.
 - To use Priority Animation, you must configure Alert Priorities from the Settings menu. If Priority Animation is not enabled, the most recent alert is given priority in its area.
-

Adding Polygon Shapes to a map

A Polygon Shape can be added to any map icon to increase the annunciation area when the icon goes into alert. Should any icons related to a polygon area go into Alert status, the entire polygon area will highlight (this applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade, Ripple, Wave, Flash or Solid). Priority Animation can be enabled for any Polygon Shape on a map. If the polygon is extended to cover multiple icons on the map when multiple alerts are triggered in the Polygon area, each alert will animate according to their annunciation settings, but the polygon will animate with the highest priority alert.

You can use polygon shapes to configure areas on a map that relate to regions assigned on other maps. For example, you may have a map representing a full campus view and several related maps representing buildings within the campus. When you see an alarm annunciating when monitoring the full campus map, this feature allows you to navigate directly to the more detailed building maps for an enhanced view of the alarm area.

- 1 Select , then select **Maps**.
- 2 Select the map to be edited.
- 3 Configure the map icon
 - a Right-click the map icon.
 - b Select **Polygon Shape**.
 - c Select **Add**. Triangle displays.
- 4 Use the triangle's grab handles to manipulate the shape area. Move and resize the triangle as required to represent the area covered by the detailed (building) map. Various right-click options are available for the shape including:
 - Hide this shape drawing
 - Remove this shape drawing
 - Send to back
 - Bring to front
 - Display automatically when in view mode
- 5 To add an additional grab handle, right-click on an existing grab handle and select **Add New Point**. This will allow further manipulation of the shape of the Polygon Shape.
- 6 Select **Save**.

Configuring a template icon

Use the Map Template to create and configure template icons. Any icon created in the Map Template becomes a template for icons of the same type. The annunciation and alert color settings from the template icon replace the default annunciation and alert color settings for new icons of that type for all new maps.

- 1 Select , then select **Maps**.
- 2 Select the Map Template to be edited.
The Map editor opens.
- 3 Click .
The Icon Selector opens.
- 4 Click an object icon to add that object to the map.
- 5 Right-click the icon.
- 6 Select **Drop on Map**.
The Template Icon Editor opens.
- 7 Click **Select Object**.
- 8 Select an object from the list and click **OK**.
- 9 In the Assign Alert section, configure the annunciation settings as required.
 - a Select the Annunciation type for an alert.
Available options are: None, Strobe, Pulse, Blink, Fade, Solid, Wave, Ripple and Template.
 - b In the Color cell, select **Custom...** from the dropdown menu.
 - c Select an alert color from the menu.
Or
Select **Advanced** to choose a color from the advanced color menu. Click **OK** to confirm color selection.

Note:

- Object annunciation and color settings are applied to new icons of the same type for all new maps.
 - Other template settings are not applied to new icons.
-

- 10 (Optional) Click **Reset to default value** to restore the default annunciation and color settings for the object.
- 11 Click **OK**.

12 Select **Save**.

Viewing Maps

After you create and save a map, you can view it from the New Tab page.

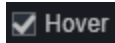
Note:

When viewing a map, drag any icon onto any surveillance pane to view its associated video.

- 1 From the **Navigation bar**, click the **New Tab** icon, then click **Map**.
- 2 Select the map that you want to view. Map opens.
- 3 Use the toolbar buttons to manipulate the map.

Map toolbar buttons

Table 27: Map toolbar buttons

Element	Details
	Refresh - When viewing a map, if the toolbar displays orange, this means that the map has been edited and saved since it was opened. Select  to update.
	Zoom controls - displays current zoom level percentage along with Fit to Window and Zoom Out/In buttons.
	Hide Icon Types - opens the Hide Type editor which allows selection of icon types to hide, e.g. Cameras or Recorders.
	Show All Icons from All Layers - shows and highlights all icons from all visible layers. Note: icons that are on layers that have been hidden using the Map Layers editor will not be displayed.
	Show All Shapes from All Layers - shows all configured areas from all visible layers. Right-click to display FoV, Shapes or Text only. Note: areas that are on layers that have been hidden using the Map Layers editor will not be displayed.
	Activity List - opens a map specific Activity List that displays the 100 most recent activities relating to objects on the map. Icon will display with a red border when there are unread items in the Activity List. Right-click and select Clear to clear the activity list. Select the padlock icon to freeze the Activity List for 30 seconds
	Map in Map - opens a thumbnail window in the lower-right corner of the map screen. The window contains a thumbnail image of the map, and the current zoom level is shown as a transparent green rectangle. Click and drag the green rectangle to reposition the map view within the map window.
	Layers - opens Map Layers editor allowing selection of map layers to show/hide.
	Save to Incident - saves a screen capture of the map to an Incident. Map screen captures are saved to the Images folder.
	Hover Mode - select to enable hover mode. When enabled, hovering over objects will display additional information. For example, hovering over a camera will open a pop-up surveillance pane within the map view, displaying live video from the camera. Other cameras can be dragged and dropped into the pop-up windows.

Element	Details
 Auto Hide	Auto hide - this works in conjunction with Hover Mode. When auto hide is enabled the surveillance pane will close automatically when the mouse is moved off the icon that initiated surveillance pane. If hover mode is disabled, auto hide cannot be selected. This works in both edit and view mode.
 Health	Health Mode - select to enable health mode. When enabled, icons will be highlighted with their health status. When enabled with hover mode, hovering over icons will display the objects health dashboard within the map view.
 Text	Show Text shapes - select to show all text shapes on the map. This option is selected by default.
 GIS Layer	Show GIS Map Layer - select to enable the geographic information system (GIS) map layer. Object icons can be added to the GIS map in the same way as for other maps.

Map Controls

When viewing maps, you can move the map around, control zoom level and view object details.

Zooming the Map

Control Zoom Level by any of the following methods:

- Click on the area of the map you wish to zoom, then scroll mouse wheel up to zoom in or scroll mouse wheel down to zoom out.
- Select  to zoom in, or select  to zoom out.
- Hold **Shift** Key while clicking and dragging the cursor to draw a rectangle. When the mouse button is released, the drawn region will zoom to fill the window.
- Select  to fill map to window.

Note:

Zoom Level is indicated by percentage on the map toolbar

Moving the Map

In zoomed mode, click and drag a point on the map to move the map in the direction of the drag.

Centering the Map

In zoomed mode, double-click on the map and it will center on that point.

Monitors on Maps

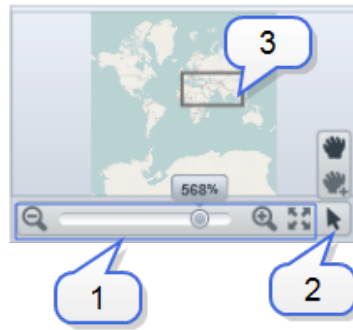
Monitors can be added as icons to maps either from the device list or from the icon editor within the map.

Monitor icons are sensitive to dragging and dropping of all objects with a 'view' mode (e.g., cameras) - any object supporting a 'view' mode can be dropped onto a monitor icon and the associated views will be displayed on the physically associated monitor.

GIS Map controls

When you enable the GIS map layer, a smaller map window appears in the bottom corner of the GIS map. Use this smaller map to adjust zoom settings and the default mouse drag interaction for the GIS layer.

Figure 80: GIS Map controls



Number	Description
1	Zoom controls - Drag the slider or click and to adjust the zoom settings. Click to reset zoom to 100%. The current zoom level is displayed above the slider.
2	Mouse drag behavior - Configure mouse drag behavior on the GIS map. If you enable mouse zoom, then dragging your mouse will zoom to the selection area. If you enable mouse panning, dragging the mouse will move the 1. Click to open the interaction type menu. 2. Select to enable mouse zoom. Or Select to enable mouse panning.
3	Zoom level - Use the zoom controls to adjust the zoom level. The rectangle will automatically resize to show the position and zoom level of the GIS window.

Navigating maps within maps displayed on the same tab

When a map icon which has 'display in the same tab' enabled is selected within a map, the new map will open in the same tab as the existing one.

If the properties are set to 'display in the same tab' the active maps can be navigated on the same tab.

- 1 View the map.
- 2 Select the map icon within the map. The new map will open in the same tab.
- 3 The name of the current map will be displayed in map toolbar. You can navigate to the previous map by selecting the name from the drop down menu or using the left and right arrows.

Virtual Matrix and Maps

A new region located at the top of the map will expand to reveal the active virtual matrix configuration. This configuration of monitors will detect mouse movement over the individual panes. When a camera is dropped onto a pane, the actual pane in the video wall will render video from that camera.

Note:

Virtual Matrix needs to be enabled to use this feature.



Select to display the virtual matrix when in map view.

Finding objects on maps

If an object is configured as part of a map, the object's right-click menu can be used to find the object on a map. Any maps in which the object is configured will open, and the object's icon will flash. If a camera is on a map, the Find on Map feature will also be available in the right-click menu on the Surveillance window.

- 1 Right-click the object. If the Find on Map feature is available, it will be listed in the right-click menu.
- 2 Select **Find on Map**. Maps open displaying the location of the object as an annunciating icon.

Editing a Map

After you create and save a map, you can edit its properties. After you add an icon to a map, you can edit its properties. You can also copy its properties to create a new map icon. Available options vary depending on map icon type.

- 1 From the **Navigation bar**, click the **Edit** icon, and then click **Maps**.
- 2 Select the map to be edited.
- 3 Edit the map **Name**, **Description**, and **Enabled** status as required.
- 4 Use the toolbar buttons to manipulate the map.
- 5 (Optional) Edit map icons:
 - a Right-click on the icon that you want to edit.
 - b Select required option from the contextual menu.
 - c Make changes as required.

Note:

Selecting **Copy** from the contextual menu will copy both the icon and all its properties (e.g. assigned object and assigned left click action).

- 6 Click **Save**.

Display Maps within maps on the same tab

When a map icon is selected within a map it can be displayed on the same tab. When a second map is navigated to within a tab, navigation controls will display on the toolbar. These controls allow navigation between all maps opened in the current tab.

- 1 Select , then select **Maps**.
- 2 Select the map to be edited.
- 3 From the map editor, select the map icon you want display on the same tab when selected by left-click.
- 4 Right-click and select **Edit**.
- 5 In the **Assign left-click action** section, select the **Open in the same tab** checkbox.
- 6 Select **OK**.
- 7 Select **Save**.

Enrolling a map icon in health monitoring

When enrolled the icon will display health monitoring information when the Health checkbox is selected in view mode.

- 1 Select , then select **Maps**.
- 2 Select the map to be edited.
Map editor opens.
- 3 Right-click on the icon you wish to edit.
- 4 Select the **Enroll in health monitoring** checkbox.
- 5 Select **Save**.

Configuring a camera Field of View

You can attach a Field of View (FoV) to a camera icon on a map. A FoV indicates the area that is covered by a camera.

- 1 Select , then select **Maps**.
- 2 Select the map to be edited.
Map editor opens.
- 3 Right-click on the camera icon that you want to attach a FoV to.
- 4 Select **Field of View (FoV)**, then select **Add**.
- 5 Edit the FoV
 - a Edit FoV **Angle** value by selecting  to increase or  to decrease. You can also free type in the **Angle** field.
 - b Edit FoV **Rotation** value by selecting  to increase or  to decrease. You can also free type in the **Rotation** field.
 - c Edit FoV **Scale** value by selecting  to increase or  to decrease. You can also free type in the **Scale** field.
- 6 Select **OK** to apply.
- 7 The FoV can be further manipulated by right-clicking and selecting from the following options:
 - Show FoV Control Window
 - Annunciate with active alert (this applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade, Ripple, Wave or Flash)
 - Hide this FoV drawing
 - Remove this FoV drawing
 - Send to back
 - Bring to front
 - Move shape when icon is moved
 - Display automatically when in view mode
- 8 Select **Save**.

Copying a Map

An existing map can be copied to create a new map. The new map will be named '*Original Map Name_Copy*'. All map properties and object icons will also be copied.

- 1 Select , then select **Maps**.
- 2 Right-click the map to be copied.
- 3 Select **Save As**. A confirmation dialog opens.
- 4 Select **Yes**.
A new map will be created in the object list.

Importing a C•CURE Map into victor Unified Client

The following procedure applies to a victor and C•CURE unified environment. For more information about victor /C•CURE unification, refer to the *victor / C•CURE unification reference guide*.

Maps created in C•CURE can be imported into victor Unified Client. This eliminates the need for the user to recreate existing C•CURE maps in victor Unified Client. Supported C•CURE map icons are also included in the import.

Note:

To show icons for HDVR/exacqVision, Intellex and VideoEdge devices, you must add those devices to victor Unified Client before you import a C•CURE map.

- 1 Select , then select **Map**.
- 2 Select **Show C•CURE Maps**.
A request for C•CURE Maps is processed and a list of C•CURE maps is displayed.
- 3 (Optional) Expand a C•CURE Map to display the layers in that map.
- 4 (Optional) Expand a map layer to display all the objects on that layer.
- 5 Right-click the map to be imported.
- 6 Select one of the following options:
 - **Edit** - The map is converted, and is opened in the map editor. You can edit and save the map as normal.
 - **Save and View** - The map is converted to a victor-compatible format, and is saved to the victor Maps list. The map opens in the map editor.
 - **Import** - The map is converted into a victor-compatible format, and is saved to the victor Maps list.

Note:

- After a map is saved to the victor maps list, it can be opened and edited as normal.
 - When you delete a C•CURE Map in victor Unified Client, the map contained in C•CURE is also removed.
-

C•CURE Icon Support

You can edit or view a converted C•CURE map in the victor map editor. The map conversion supports all icons available in victor Unified Client; for example, doors, elevators and controllers. In addition, the new map conversion supports additional C•CURE map icons, cameras, Areas, embedded maps and General Purpose Interface. The following table shows the icon names that are supported in both C•CURE and victor maps.

Note:

Any icons that are not supported in victor Unified Client will not be shown on the map.

Icon	C•CURE Map	Supported in victor Map
apC Comm Port	Yes	No
apC Controller	Yes	Yes
apC Door	Yes	Yes
apC Input	Yes	Yes
apC Reader	Yes	Yes
Area	Yes	Yes
Axis IP Camera	Yes	Yes
Button	Yes	No
CCTV Switch	Yes	No
Data Import Result	Yes	No
Document	Yes	No
Door	Yes	Yes

Icon	C•CURE Map	Supported in victor Map
Dynamic View	Yes	No
Elevator	Yes	Yes
Event	Yes	Yes
General Purpose Device	Yes	Yes
General Purpose Monitoring Point	Yes	Yes
Guard Tour	Yes	No
iSTAR Aperio Door	Yes	Yes
iSTAR Aperio Reader	Yes	Yes
iSTAR Area	Yes	Yes
iSTAR Cluster	No	No
iSTAR Comm Port	Yes	No
iSTAR Controller	Yes	Yes
iSTAR Door	Yes	Yes
iSTAR Input	Yes	Yes
iSTAR Intrusion Zone	Yes	No
iSTAR PIM-485 Reader	Yes	Yes
iSTAR Reader	Yes	Yes
Legacy Maps	Yes	No
Maps	Yes	Yes
Operator	Yes	Yes
Output	Yes	Yes
Query	Yes	No
Reader	Yes	Yes
Report Result	Yes	No
Video Tour	Yes	No
Video View	Yes	No
HDVR/exacqVision Camera	Yes	Yes
HDVR/exacqVision Recorder	Yes	Yes
Intellex video camera	Yes	Yes
Intellex Recorder	Yes	Yes
VideoEdge video camera	Yes	Yes
VideoEdge Recorder	Yes	Yes

Video Wall

The Video Wall feature uses Client to Client Communication to enable layout components to be sent between displays attached to different workstations.

Note:

- Client to Client communication is a licensable feature.
 - Client to Client communication is not available in victor Express, which is limited to a single client connection.
-

To send components to a receiving client, the component must be open on the sending client, therefore the role of the sender must allow viewing of the layout component. Similarly the receiver's role must allow viewing of the component.

Typically, components are sent between workstations using the '**Send To**' feature of an object's context menu.

Client to Client Communication

Workstations

Client settings for client to client communication are configured in the workstation editor. These settings determine how a workstation behaves when a client to client request is sent/received.

There are four main settings:

Setting	Description
Local Removal After Sending	This controls whether components sent from a workstation remain open on the sender's workstation. Default is On
Turn Off Client to Client Communication	This controls whether a workstation automatically accepts or rejects requests. When selected, receiving workstations will not automatically accept components. Instead, the sender is informed that the receiving workstation is configured to reject and asked whether to force the component. If the component is forced, the receiver is asked whether to accept the request and select Yes or No . The Sending workstation is informed that the receiver's client to client communication is turned off in 2 ways: • A Reject Dialog displays when attempting to send. • Receiver's Name highlights Red. Default is Off
Maximize on Primary Monitor	This controls whether a received component displays Full Screen. Default is On
Agent	When Using the Send To feature, users need to navigate to displays from their attached workstations. Configuring a workstation as an Agent means the displays attached to the workstation appear as local displays in relation to sender's workstations so the workstation level is avoided. Default is Off

Displays

You can turn off Client to Client communication for individual displays.

When selected, this option rejects all client to client requests automatically. The sender is informed that the receiver is configured to reject the request and asked whether to force it. In this case the receiver is asked whether to accept the request and is presented with a Yes/No dialog.

The sending workstation is informed if a receiving workstation is in Reject mode in two ways:

- A 'Rejecting' dialog displays next to the display when attempting to send
- The receivers display name highlights red, indicating client to client communication is turned off for that display

Configuring workstation client to client settings

- 1 Select  to open the **Devices** list.
- 2 Expand the **Workstations** list.
- 3 Right-click the workstation to be edited.
- 4 Select **Edit**. Workstation editor displays.
- 5 Expand the **Client to Client Communication** section.
- 6 Select or Deselect the checkboxes as required to configure the workstation.
- 7 Select **Save**.

Configuring display client to client settings

- 1 Select  to open the **Devices** list.
- 2 Expand the **Workstations** list.
- 3 Expand the workstation to be edited, then expand the **Monitors** folder.
- 4 Right-click the display to be edited.
- 5 Select **Edit**. The display editor opens.
- 6 Expand the **Client to Client Communication** section.
- 7 Select/Deselect the **Turn off Client to Client Communication** checkbox as required.
- 8 Select **Save**.

Sending layout components

You can send layout components from your local client to a display attached to a Remote workstation. It is important to note that the ability of workstations to send and receive components is governed by the roles of the sending and receiving operators.

This procedure describes sending a layout component to a remote workstation directly from a video window however the same steps are employed for every type of layout component.

- 1 Right-click the video stream to be sent.
- 2 Select **Send To**.
- 3 Select the workstation to send the video. (This is not applicable if the workstation is set as Agent).
- 4 Select display from the sub menu. A Send confirmation / failure displays.

Note:

If the workstation is configured to reject client to client requests, it will highlight red and you the sender receives a message asking if they want to force the action.

Receiving layout components

When a layout component is sent to your workstation, depending on how the workstation is configured, you may need to manually accept the request before the component will display. This procedure assumes that **Turn Off Client to Client Communication** is enabled.

If **Turn Off Client to Client Communication** is not enabled, received components display automatically.

- 1 The **Accept?** Dialog appears, indicating that a component is being sent to your workstation. Dialog prompts **Would you like to Accept?**
- 2 Select **Yes** to accept and display the component or **No** to reject.

Incident Management

Incident management can be used to manage information relating to an incident or event, for example a robbery or disturbance. Information in the form of clips, still images, report data, report charts, user entered notes, spreadsheets or external files can be compiled into a single package which can then be exported using a template to provide a report on the incident for review. Some objects can be saved directly to an Incident.

Select the Save to Incident icon to save an object to an Incident.

Figure 81: The Save to Incident icon



Note:

- With the exception of notes and images, the review of external files requires a compatible third-party application.
 - To use the Incident Management feature, you must purchase a victor Unified Client license that includes the Incident Management component.
-

Incident Management consists of a three stage process:

- 1 Create an Incident
- 2 Populate the Incident
- 3 Generate a Presentation or Generate a Report

Incident Expiry

You can assign an expiry rule to an incident. An expiry rule has an assigned duration. If the period of time since you last modified an incident ever exceeds the expiry rule's duration, then the incident expires. victor automatically deletes expired incidents.

Creating an Incident

You can create new Incidents from the New item menu, , in the Navigation bar, or you can create new Incidents from the Incident list. When you create an incident, you must assign an expiry rule to the incident. You can configure custom expiry rules from the Clip Preferences section of the Settings menu.

- 1 Select one of the following options:
 - Create an Incident from the New item menu.
 - a. Select 
 - b. Select **Incident**.
 - Create an Incident from the Incident List
 - a. From the Navigation bar, select 
 - b. From the **Incidents** list, right-click the **Incidents** folder and select **New Incident**.
- 2 Enter the incident name in the **Title** field.
- 3 Select the **Incident Saving Location** from the available list.

Note:

Local path restricts access to the workstation.

- 4 Select an expiry rule from the **Expiry** list.

Note:

You can only select pre-configured expiry rules from the Expiry list. To configure a new expiry rule, see "Clip Preferences".

- 5 (Optional) Select  to expand all items in the incidents tree.
- 6 (Optional) Enter a Filter criteria in the field. Click to  clear the filter.
- 7 Click  to save the Incident to the Incident List.

Sorting the Incident List

- 1 From the Navigation bar, select .
- 2 Click  to open the order menu.
- 3 Select the order criteria:
 - a Select **Order by Creation Date**, **Order by Last Modified Date**, **Order by Name**, or **Order by Size**.
 - b Select **Ascending Order** or **Descending Order**.
 - c Select **Show Local Incidents**, or select **Show Remote Incidents**, or select both.
 - d Select **Show Unlocked Incidents**, or select **Show Locked Incidents**, or select both.
 - e Select **Show Last Week's Incidents**, **Show Last Month's Incidents**, or **Show All Incidents**.

Note:

Order preferences are stored between sessions.

Renaming an Incident

- 1 From the Navigation bar, select .
- 2 Right-click the required Incident from the list.
- 3 Select **Rename Incident**.
- 4 Edit the name as required.
- 5 Click **Ok**.

Deleting an Incident

- 1 From the Navigation bar, select .
The Incident List opens.
- 2 Right-click the required Incident from the list.
- 3 Select **Delete Incident**.
A dialog box displays stating the Incident will be deleted and all of its components.
- 4 Click **Yes**.

Populating an Incident

After you create an Incident, you populate it through the Incident List or you can use the Save to Incident button. You can also use Windows explorer to import files into an Incident. Drag the required file onto the Incident from the explorer window or from the desktop. Incidents can contain the following items:

- Notes
- Clips
- Images
- Spreadsheets

- Imported files
- Reports
- Maps
- Heat maps

Items that you add to an incident are called Incident components. Incident components are copies of the original item. When you modify an incident component, it does not affect the original item. For example, if you edit an incident's clip, it does not affect the version of that clip from the Clip list.

Note:

When you add an item to an incident, the incident's expiry rule overwrites the item's expiry rule.

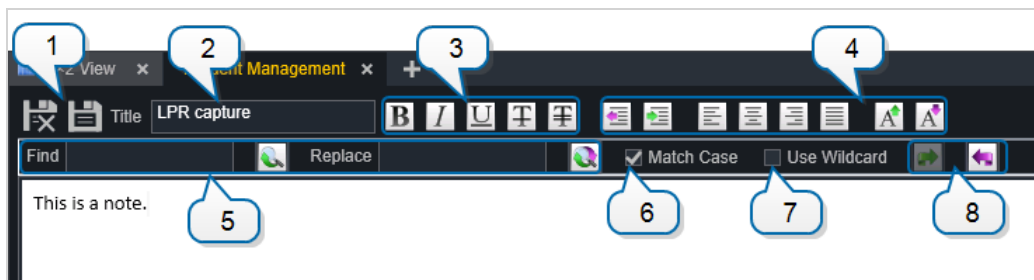
Populating an Incident using the Incident List

The Incident List displays all created incidents and can be used to populate the created incidents with notes, clips, images, spreadsheets and imported files.

Adding a note

- 1 From the Navigation bar, select .
The Incident List opens.
- 2 Right-click the required Incident from the list.
- 3 Select **Add Note**.
The Incident Management Text Editor opens.
- 4 Create the Note as required using the Incident Manager Text Editor.
- 5 Select **Save**.

The Incident Management text editor



Item	Description
1	Save & Close / Save
2	Note Title (Incident name by default)
3	Font tools - • Bold • Italic • Underline • Strikethrough • Double strikethrough
4	Paragraph tools - • Remove Indent • Add Indent

Item	Description
	• Left alignment • Center alignment • Right alignment • Full justify • Increase font size • Decrease font size
5	Find / Find and Replace
6	Match Case (Use to refine results from Find / Find and Replace action)
7	Use Wildcard (use of a Like Operator) allows pattern matching for string comparison: Characters in <i>pattern</i> vs Matches in <i>string</i> ? - Any single character * - Zero or more characters # - Any single digit (0-9) [charlist] - Any single character in charlist !charlist] - Any single character not in charlist
8	Redo and Undo

Importing a note

Note:

To import a note into an Incident, the note must be in rich text format.

- 1 From the Navigation bar, select .
The Incident List opens.
- 2 Right-click the required Incident from the list.
- 3 Select **Import Note**.
A Windows Explorer window opens.
- 4 Navigate to the required file directory.
- 5 Select the note.
- 6 Click **Open**.

Adding a clip

- 1 From the Navigation bar, select .
- 2 Right-click the required Incident from the list.
- 3 Select **Add Clip** to open the Clip Picker window.
- 4 Select the required clip.

Note:

Selecting the dropdown arrow next to a clip will expand the clip to display the associated devices.

- 5 (Optional) Enter text in the **Notes** field as required, select .
- 6 (Optional) Select the **Video Clip Details** tab to view information regarding the selected clip.
- 7 Select **Save**.

Importing a clip

- 1 From the Navigation bar, select 
The Incident List opens.
- 2 Right-click the required Incident from the list.
- 3 Select **Import Clip**.
A Windows Explorer window opens.
- 4 Navigate to the required file directory.
- 5 Select the clip.

Note:

- Only clips in native (.ISO, IMG, ZIP and MP4) format are supported.
 - Media files in unsupported formats cannot be added to the clips list, but they can be added to the Incident List as a third-party file. These media files can be included in an incident export, and are playable on third-party video players.
 - When a clip is imported into an Incident, clip notes are imported separately as note files. Imported clip notes have the same name as their parent clip.
-

- 6 Click **Open**.

Note:

Clips can also be imported by dragging a clip from Windows Explorer onto a clips folder or onto an incident folder.

Importing a clipboard image

Note:

A clipboard image is one which is currently copied to the workstation clipboard, for example a screen shot.

- 1 From the Navigation bar, select 
The Incident List opens.
- 2 Right-click the required Incident from the list.
- 3 Select **Import Clipboard Image**.
- 4 Edit the text in the Image **Name** field.
- 5 Click **Ok**.

Importing an image

- 1 From the Navigation bar, select 
The Incident List opens.
- 2 Right-click the required Incident from the list.
- 3 Select **Import Image**.
A Windows Explorer window opens.
- 4 Navigate to the required file directory.
- 5 Select the image.
- 6 Click **Open**.

Importing a spreadsheet

- 1 From the Navigation bar, select 
The Incident List opens.
- 2 Right-click the required Incident from the list.
- 3 Select **Import Spreadsheet**.

- A Windows Explorer window opens.
- 4 Navigate to the required file directory.
 - 5 Select the spreadsheet file.

Note:
Only Excel format spreadsheets are supported.

- 6 Click **Open**.

Importing a file

- 1 From the Navigation bar, select .
The Incident List opens.
- 2 Right-click the required Incident from the list.
- 3 Select **Import File**.
A Windows Explorer window opens.
- 4 Navigate to the required file directory.
- 5 Select the file.
- 6 Click **Open**.

Populating an Incident using the Save to Incident Button

The Save to Incident button can be used during several functions within the client to populate the created incidents with clips, images, reports, Dynamic Views, maps and heat maps.



When selected, the Save to Incident button will launch a configuration window allowing you to specify which incident the item should be added a long with several other options.

Note:
Reports, journal entries, maps and heat maps can only be added to an incident using the Save to Incident button.

Image Editor

The Image Editor allows the user to crop, highlight, and mark images to better illustrate the suspect or issue. victor Unified Client supports the following image editing features:

- Crop image
- Add text to image
- Add an object to image (Available objects: Line, rectangle, ellipse)

Edited images can be saved to incident folder. The incident will contain both the original image and the modified image. Users can view or revert to the original image by selecting the relevant option from the context menu.

Clip Builder toolbar icons

The following table details the different icons that you can access from the Clip Builder toolbar.

Note:
You must configure the **Line color**, **Line style**, **Line thickness** and **Fill object** settings before you add an object to an image. You cannot modify these settings for existing objects.

Element	Name	Action
	Undo	To undo an action, click 
	Redo	To redo a recently undone action, click 
	Cursor mode	Click  to set your mouse pointer to cursor mode.
	View Full Image	Click  to view the full image within the image editor window.
	Crop image	1. Click . 2. Click, hold and drag the mouse cursor to highlight the area to be cropped. 3. Release the mouse button to crop the image.
	Add text	1. Click . 2. Click on a point in the image where you want to add text. 3. Enter text. 4. Click Ok.
	Font style	1. Click the Font style box. 2. Select a font style.
	Font size	1. Click the Font size box. 2. Select a font size.
	Add an ellipse	1. Select color from the dropdown menu. 2. Select line style from the dropdown menu. 3. Drag the line thickness slider to set line width. 4. (Optional) Select the Fill checkbox to make the shape a solid object. 5. Click . 6. Click and drag the ellipse to the desired shape. 7. Release the left mouse button to create the ellipse.
	Add a rectangle	1. Select color from the dropdown menu. 2. Select line style from the dropdown menu. 3. Drag the line thickness slider to set line width. 4. (Optional) Select the Fill checkbox to make the shape a solid object. 5. Click . 6. Click and drag the rectangle to the desired shape. 7. Release the left mouse button to create the rectangle.
	Add a line	1. Select color from the dropdown menu. 2. Select line style from the dropdown menu. 3. Drag the line thickness slider to set line width. 4. Click . 6. Click and drag the line to the desired shape. 7. Release the left mouse button to create the line.
	Add an arrow	1. Select color from the dropdown menu. 2. Select line style from the dropdown menu. 3. Drag the line thickness slider to set line width. 4. Choose Add Arrow.
	Line color	1. Click the Line color box. 2. Select a line color.
	Line style	1. Click the Line style box. 2. Select a line style.

Element	Name	Action
	Line thickness	Move the slider to adjust the line thickness for an object.
	Fill object	Select the Fill button to create a solid rectangle or an ellipse, instead of a shape outline. Note: This option can only be selected for an Ellipse or Rectangle with a Solid Line style.

Editing an image

- 1 From the Navigation bar, select .
- 2 Expand the required incident, then expand its **Images** folder.
- 3 Right-click the image that you want to edit.
- 4 Select **Open Image**.
- 5 Edit the image as required using the toolbar buttons.
- 6 Select **Save**.

Reverting to an original image

The original version of an image is stored in victor Unified Client, alongside the edited version of that image. To revert to the original image at any time, select this option from the context menu.

- 1 Expand the **Images** folder from the required incident.
- 2 Right-click the required image.
- 3 Click **Revert to Original Image**.
- 4 Click **OK**.

Viewing an original image

- 1 Expand the **Images** folder from the required incident.
 - 2 Right-click the required image.
 - 3 Click **Open Original Image**.
- The original version of the image opens in the Image Editor.

Note:

When you open the original image, the image editing features are disabled.

Opening an image externally

- 1 Expand the **Images** folder from the required incident.
- 2 Right-click the image that you want to open externally.
- 3 Select **Open Externally** from the context menu. The image opens in Windows Photo Viewer.

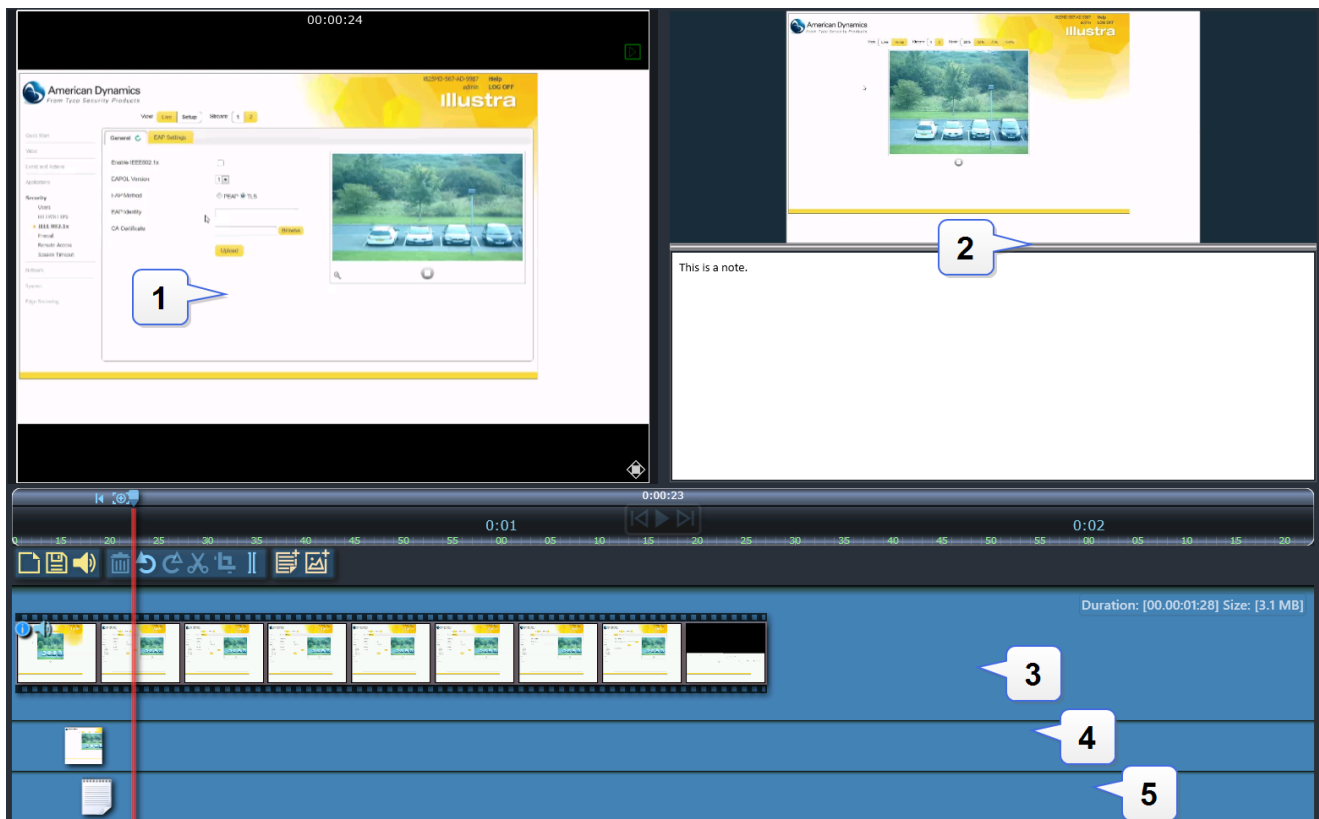
Presentation Builder

Use the Presentation Builder to combine video clips, images, and documents into an Incident Presentation. Video clips can be imported, edited and combined into a single playable video stream. Presentation Builder supports the following clip editing features:

- Clip splitting
- Clip cropping
- Clip cutting

Images and documents can be added to the Presentation timeline, and can be viewed during playback. The Presentation can be played back within the Presentation Builder, or it can be exported for playback in the Incident Player.

Figure 82: The Presentation Builder



Number	Description
1	Video appears in the main window
2	Images and documents appear in the auxiliary windows
3	Video timeline
4	Image timeline
5	Document timeline

Creating an incident presentation

- 1 From the Navigation bar, select 
- 2 Right-click the Incident that you want to edit in the Presentation Builder.
- 3 Select **Create Presentation**.
The Presentation Builder opens.

Note:

To edit an existing presentation, select **Load Presentation**.

- 4 Add Incident content to the Presentation Builder.
 - a Drag video clips from the **Clips** folder to the timeline.
 - b Drag images from the **Images** folder to the timeline.

- c Drag documents from the **Notes** folder to the timeline.

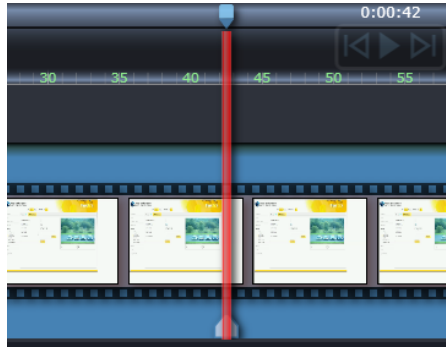
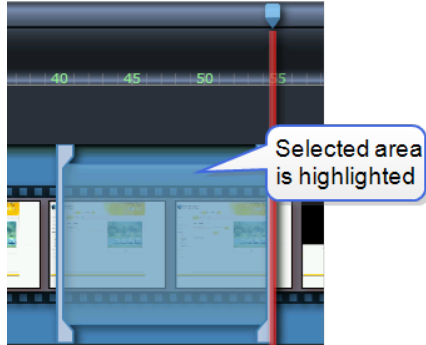
Note:

- Objects can also be dragged onto the Auxiliary windows. Objects added in this way will appear on the timeline at the position of the playhead.
- During playback, the most recent image and note are displayed in the Auxiliary windows. As objects appear on the timeline, video playback will pause.

- 5 (Optional) Reposition objects along the timeline as required.
- 6 Edit the clip as required using the toolbar buttons.

- 7 Click  The Incident Presentation is saved.

Presentation Builder toolbar buttons

Action	Description	Steps
Set a marker	Places a marker at the selected position in the video timeline.	1. Click and drag the playhead to the desired position on the video timeline. 2. Click the button at the top of the playhead. A marker appears at the bottom of the timeline. 
Select	Highlights a section of the video clip.	1. Set a start marker. 2. Set an end marker. The section of the video clip between the two markers is selected. 
Split	Split the clip into two separate clips.	1. Drag the playhead to the section of the video timeline where you want to split the clip. 2. Click  to split the clip.
Remove	Remove footage from the clip.	1. Select a section of the video clip.

Action	Description	Steps
		2. Click  to remove the footage from the clip.
Crop	Retains the selected video and removes any video Crop footage from the clip. Note: Cropping a clip does not remove video from other clips on the same timeline.	1. Select a section of the video clip. 2. Click  to crop any unselected footage from the clip.
Delete	Removes the selected video from the timeline.	1. Select a section of the video clip. 2. Click  to delete the selected footage from the clip.
Add clips	Adds the selected clip to the timeline.	1. Open the Clips folder from the Incident Management page. 2. Drag a clip from the Clips folder to the timeline bar.
Add note	Adds a note to the documents timeline.	1. Click and drag the playhead to the desired position on the video timeline. 2. Click  . The Incident Management Text Editor opens. 3. Edit the note as required. 4. Click  to save the note and close the editor. The note is added to the timeline at the playhead position. The note is also added to the Incident Notes folder.
Add screen capture	Take a screenshot from the video feed and add it to the image timeline.	1. Navigate to the desired point in the video feed. 2. (Optional) Use video Zoom controls if required. 3. Click  to take a screen capture. The screen capture is added to the timeline at the playhead position. The screen capture is also added to the Incident Images folder.
Adjust volume	Increase or decrease clip playback volume.	Select  , then drag the audio slider to adjust clip playback volume.
Toggle audio	Enable or disable the clip audio stream. The Toggle audio button will show current audio status.  = audio enabled  = audio disabled	Select the Toggle audio button to disable audio. Select the button again to enable audio. Note: While audio is disabled any incidents that you export will not contain audio.

Locking an Incident

You can lock and unlock incidents from the incident context menu. Locked incidents are read-only; you cannot edit the incident, and you cannot change the incident contents. However, you can still view the incident contents and you can export the incident.

- 1 From the Navigation bar, select .
- 2 Right-click the incident that you want to lock.
- 3 Select **Lock Incident**.

Note:

If the incident is already locked, the context menu displays the **Unlock Incident** option instead.

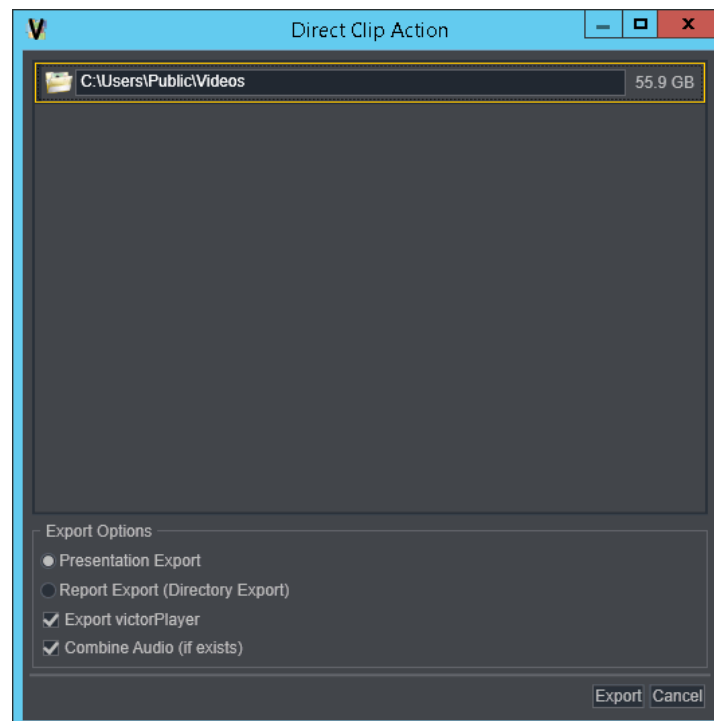
Exporting an Incident

Once an incident has been populated with all the required components, it can then be exported for viewing on other PCs. Incidents can be exported as Report Exports or Presentation Exports. Presentation exports contain an embedded security signature, which is used to verify that the exported mp4 package has not been modified. Report exports are generated using a Microsoft Word template file. The following templates are supplied as default:

- BOLO (Be On the Look Out) Report - Includes a date and timestamp, actions required and associated images which have been added to the incident, i.e. still images for example a headshot.
- Media Clip Report - Includes a date and timestamp, summary of the incident, hyperlinks to the associated media clips, journal reports, files, lists of actions required, and images.
- Blank Template - Doesn't include a date and timestamp but includes all items in the incident.

User-created report templates can also be created and stored for future use.

Figure 83: Exporting an incident



Note:

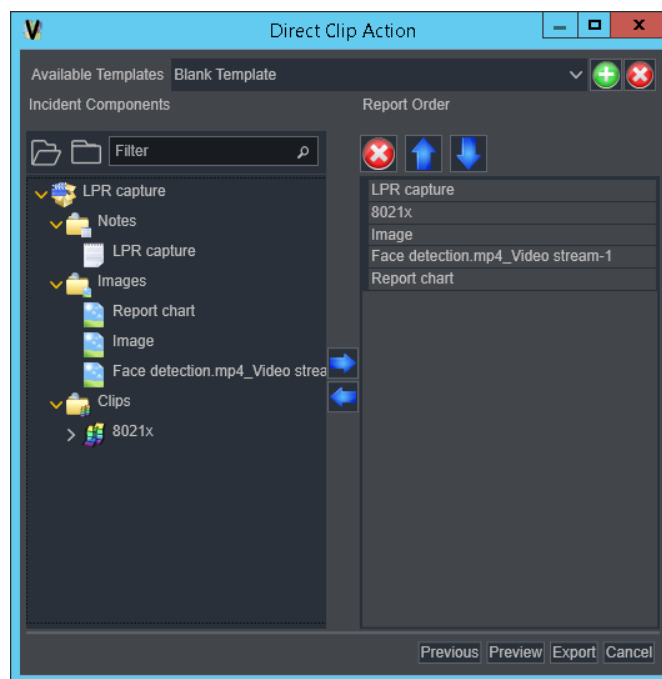
- An Incident Presentation must be created and saved before a Presentation Export can be selected.
 - Files, spreadsheets and clips are listed as hyperlinks within the blank template.
-

- 1 From the Navigation bar, select 
- 2 From the Incident list, right-click the incident to be exported.
- 3 Select **Export Incident**.
The Direct Clip Action window opens.
- 4 (Optional) Edit the export directory.
 - a Hover over the export directory field. Option icons display.



- b (Optional) Select  to add additional directory locations for exporting the Incident multiple times.
- c Select one of the following options:

- Select  to choose an export directory using windows explorer.
 - Enter the directory location in the field.
- d Select  to remove an export location.
- 5 Select one of the following options:
- Presentation Export
 - Report Export
- 6 (Optional for Presentation Export) Select **Export victor Player**.
- 7 (Optional for Presentation Export) Select **Combine Audio (if exists)**.
- 8 (Report Export only) Configure the Report.
- a Select **Export**.

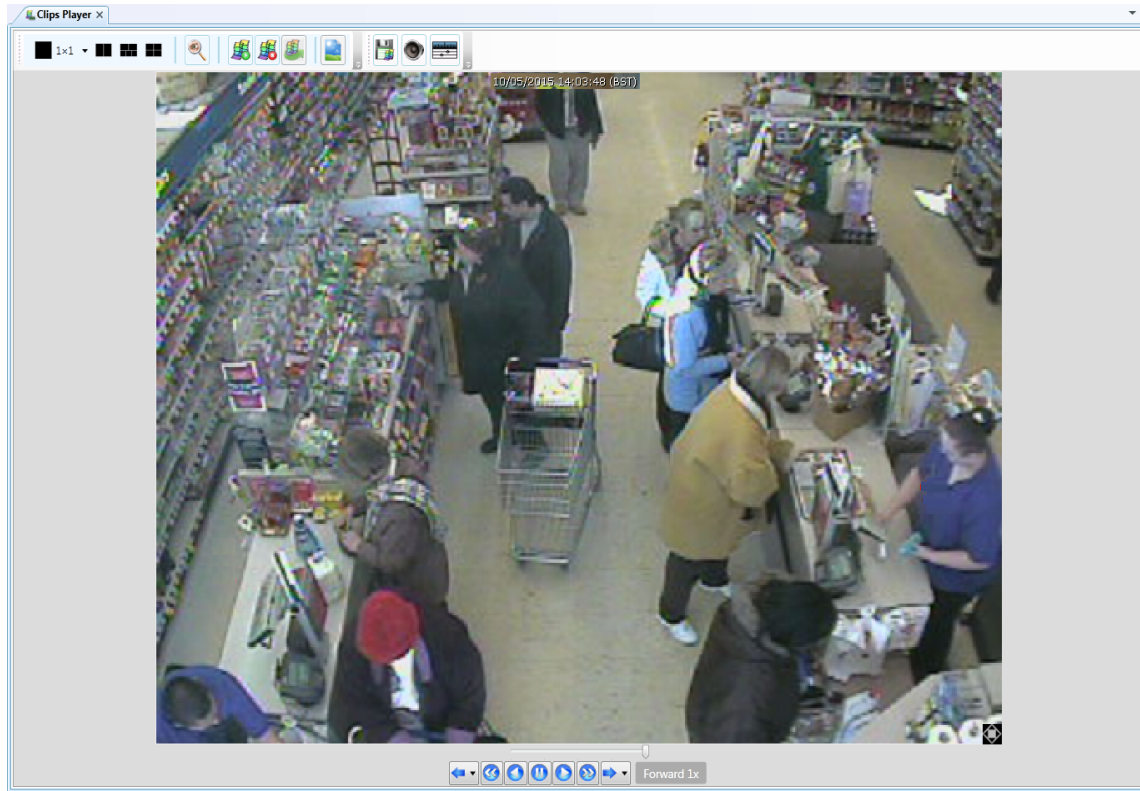


- b Select the required template from the **Available Templates** dropdown.
- c (Optional) Select  to expand all items in the Incidents tree.
- d (Optional) Enter a Filter criteria in the field. Click to  clear the filter.
- e Select the required components of the incidents to export. Click  and  to include or exclude items from the report. Items can also be removed by selecting the item and clicking .
- f Click  and  to change the order each component will appear in the report.
- g (Optional) Click **Preview** to view a preview of the generated report.
- 9 Click **Export** to export the files and generate the report.
- A folder will be created in the export location containing the generated report and associated files.
- 10 Select one of the following options:
- Click **Finish**.
 - Click **Open Folder** to open the Incident export location.

Viewing Incident components

You can view Incidents and their components from the Incident List. The method of viewing will depend on the selected file type:

- **Clips** - Double-click or right-click the clip file, and then select Playback Clip to view the clip. The clips player launches providing playback control.



Item	Description
	Layout selection
	Launch Investigator Mode
	Clip Creation and Export tools
	Cropped Still Image Capture
	Save Clip
	Enable / Disable Audio
	Launch / Close Timeline view

Item	Description
	Clip Progress Indicator
	Playback Controls

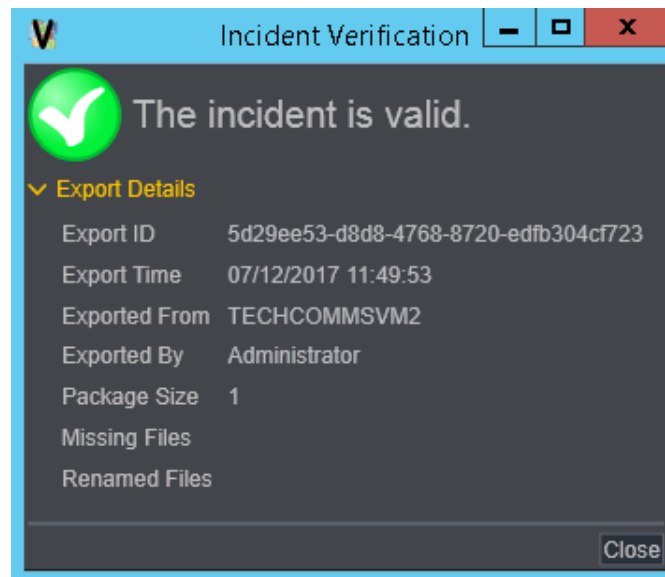
- **Images** - Double-click or right-click > Open Image to view the image. Images will be opened in the default application assigned in Windows.
- **Notes** - Double-click or right-click > Open Note to view the note. Notes will be opened in the Incident Management Text Editor.
- **Spreadsheets** - Double-click or right-click > Open Spreadsheet to view the spreadsheet. Spreadsheets will be opened in the default application assigned in Windows.
- **Files** - Double-click or right-click > Open File to view the file. Files will be opened in the default application assigned in Windows for the selected file type.

Note:

When a default application has not been assigned for Images, Spreadsheets and other file types, you will be prompted to select an application through Windows.

Verifying an Incident

Securely exported incidents contain a unique Export ID that is used to verify that the exported mp4 package was not modified. Securely exported Incidents can be verified in Victor Unified Client to check if the package contents were modified or deleted since the original export.



Note:

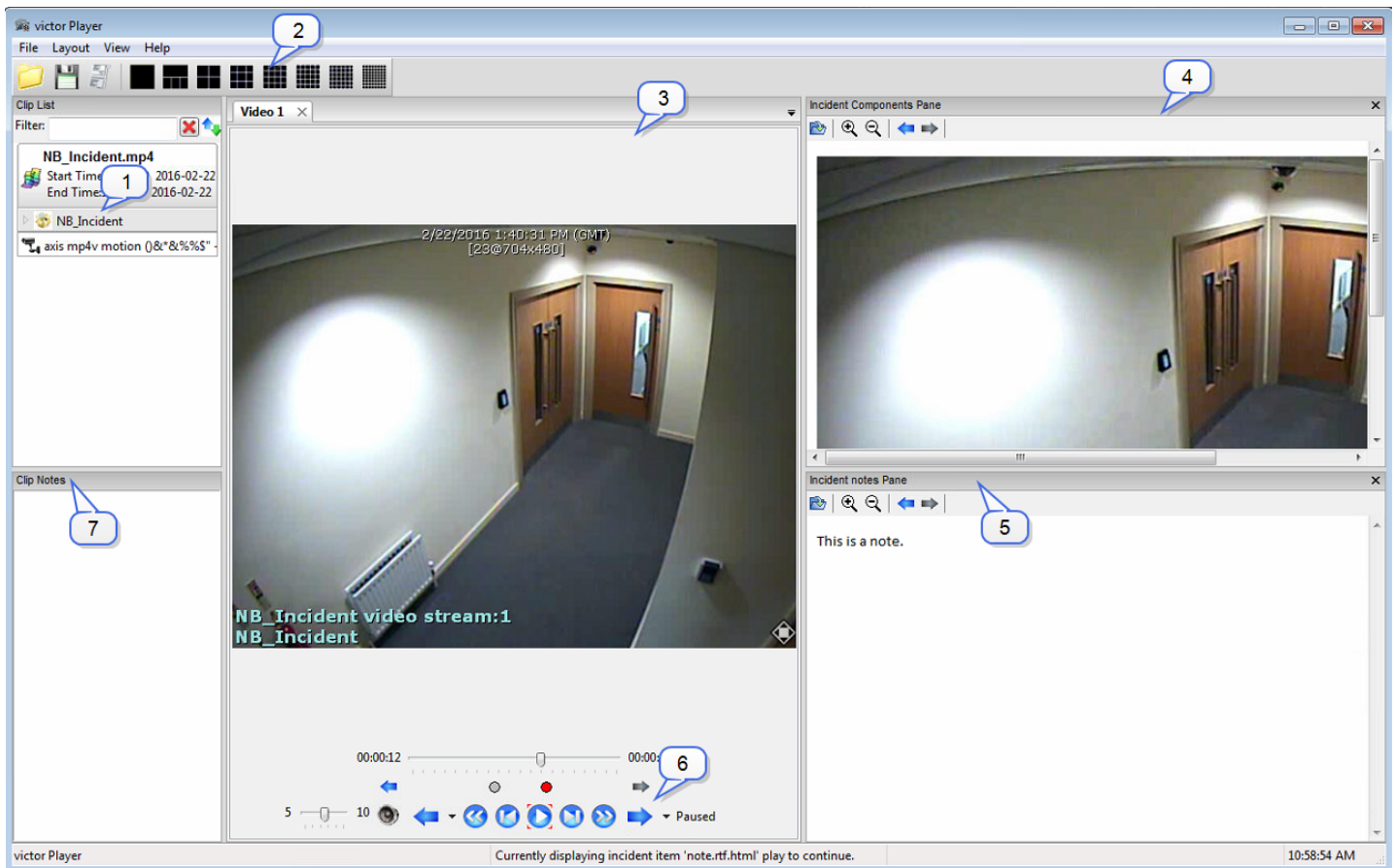
- The Incident Verification window displays incident metadata, and informs if the Incident is valid.
- Filenames for missing or renamed files are shown in the Incident Verification window.
- Renaming an exported incident package will not invalidate the package. The original filename is displayed in the metadata section of the Incident Verification window.

- 1 From the Navigation bar, select .
- 2 Select the **Verify** icon, . Browse dialog displays.
- 3 Browse and select an Incident Package to be validated.
- 4 Select **Open**.

- 5 The Incident Verification window opens and the Incident is validated.
- (Optional) Expand the Export Details
- 6 Select **Close**.

Playing Incident Presentations

Incident presentations can be played in **vector Player**. Video clips are displayed in the Surveillance Window, clip notes are displayed in the Notes Pane, and components such as images are displayed in the Components Pane.



Item	Description
1	Clip List
2	Layouts
3	Surveillance Window
4	Components Pane
5	Notes Pane
6	Playback Controls
7	Clip Notes

Playing an Incident Presentation

The following steps assume that **victor Player** is available on the local machine. If it is not available, it can be exported as part of victor Unified Client's presentation export feature. For more information on exporting presentations, refer to "Playing an Incident Presentation".

- 1 Launch **victor Player**.
- 2 (Optional) Launch the presentation
- 3 Select one of the following options:
 - Double-click 
 - Drag and drop the presentation icon onto the surveillance window.
- 4 (Optional) Customize the Surveillance Window.
 - a Select a Surveillance Window layout.
 - b Drag video clips from the clip list to the panels in the Surveillance Window.

Note:

Customizing the Surveillance Window terminates presentation playback.

- 5 (Optional) Enable the Auxiliary Panes.
 - a Select **View**.
 - b Select **Hide/Show Incident Window**.
- 6 (Optional) Double-click a presentation component to open that file in an external application.

Note:

The auxiliary panes also include an **Open Externally** icon, . Select this icon to open an incident note or component in an external application.

The Search and Retrieve feature allows users to search a recorder's stored video or metadata using time or motion criteria to filter results. Search results can be reviewed, vaulted, saved as clips, stored on the victor workstation or exported to remote storage. You can configure search preferences from the Settings page.



Caution

Ensure that time is synchronized between client machines and network recorders. If recorders are out of time synchronization with client machines, incorrect video retrieval may occur.

Supported Search Types

All searches are performed using the Video Search and Retrieval Wizard. The wizard comprises contains a maximum of three screens, through which the user can define search criteria. victor Unified Client supports the following search types:

- Basic Search
- Combined Video Search
- Motion Detection Search
- Video Intelligence Search / Deep Intelligence Search
 - (Video Intelligence only) Abandoned/Removed
 - Crowd Formation
 - Direction
 - Dwell
 - Exit
 - Object Detection
 - Linger
 - Perimeter Protection
 - Queue Length
- Face Detection & Recognition Search
- Text Stream Search
- License Plate Recognition Search

Accessing the Search and Retrieval Wizard

Select one of the following methods to access the Search and Retrieval wizard:

- From the Devices List, Sites list, or from a dynamic view:
 1. Navigate to the camera that you want to include in the search.
 2. Right-click the camera, select **Search and Retrieve**, and then click **Execute Search Wizard**.
- From the Open New Tab page:
 1. From the Navigation bar, click the **New Tab** icon.
 2. From the **Open New Tab** page, click **Execute Search Wizard**.

Basic search

Basic search covers the following options in the **Type of Search** dropdown menu:

- **Date and Time** - Searches specific time ranges using only time-related parameters.
- **Thumbnail Search** - A date and time search which displays results as thumbnail images.

All basic searches allow searching by date and time and enable the user to define the search period (Start and End Date/Time) and streams to retrieve (Video or Video and Audio).

Thumbnail Search

Thumbnail Searches display results in the form of 16 images representative of the selected time range.

Selecting '+' on a single image opens a new set of thumbnails at an increased granularity with the time range determined by the timestamp of the thumbnails adjacent to the original '+' selected. Thumbnail search is supported on VideoEdge NVR 4.4+, Intellex and HDVR/exacqVision recorders only.

Performing a Basic search

You can use the Search and Retrieve Wizard to specify parameters in order to perform a Basic Search. Basic Searches only consider Time and Date parameters.

- 1 Select 
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.

Note:

If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

- 4 Select the search type required from the **Type of Search** drop down menu. Available options are:
 - Date and Time
 - Thumbnail Search
 - Motion Detection

Note:

The available options will vary if you enable Video Intelligence or Deep Intelligence on the selected camera. Refer to Performing a Basic search.

- 5 If required, select the **Download Audio** button to download associated audio streams.
- 6 Specify Date and Time parameters in the Date and Time Pane.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 7 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 8 Search and Retrieval Wizard closes and the **Date and Time Based Search Results** tab opens displaying search results. Double-click on a search result to view associated video.

Thumbnail search

You can use the Search and Retrieval Wizard to search video footage and display results in Thumbnail view. Thumbnail search results are represented graphically as a series of snapshots representing the duration of the search period.

Note:

Thumbnail Search is available for VideoEdge NVR 4.4+, Intellex and HDVR/exacqVision recorders only.

Thumbnail search results can be further manipulated by zooming in and out the search result time period. Selecting a thumbnail image will zoom in the time period to create 16 new thumbnail images using the thumbnails adjacent to the (+) thumbnail as the time range for the next 16 images. Selecting a thumbnail will zoom out to the previous 16 thumbnails.

Double-clicking a thumbnail will open that section of video in Investigator Mode.

Toolbar buttons, as outlined below, can also be used to manipulate thumbnail search results:

Button	Description
	Save image - select a thumbnail then select this button to save the image
	Email image - select a thumbnail then select this button to email the image
	Open in third party application - Select a thumbnail then select this button to open the image in a third party application. Note: You must configure a third party application from the Settings menu.
	Copy to Clipboard - Select a thumbnail then select this button to copy the image to your clipboard
	Print - Select a thumbnail then select this button to print
	Investigator mode - Select a thumbnail then select this button to open associated video in investigator mode
	Clip creation tools - Select a thumbnail to be the start time of a clip, then select Clip Start Time . Select a thumbnail to be the end time of a clip, then select Clip End Time . Select Clip Export to export or vault the clip
	Open Search and Retrieval Wizard - Select to reopen Video Search and Retrieval Wizard

Perform a Thumbnail search

- 1 Select 
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.

Note:

If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

- 4 Select **Thumbnail Search** from the **Type of Search** drop down menu.
- 5 Specify Date and Time parameters in the Date and Time Pane.

Note:

Specific Time Filter options cannot be used with Thumbnail Search.

- 6 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 7 Search and Retrieval Wizard closes and **Video Thumbnail Search** window opens displaying search result as 16 thumbnails.

Combined Video search

Combined video searches integrate multiple searches with combined logic. You can use combined video searches to create complex searches. Each combined video search can contain from two to five search objects. You can assign a camera to each search object, and you can configure a different analytic search for each camera. Alternatively, you can assign the victor journal to one of the search objects, so that you can cross-reference analytic searches with journal events. You can use combined logic to refine the search results, based on your requirements.

Figure 84: Combined Video Search

The screenshot shows the 'Video Search and Retrieval Wizard' window, specifically the 'Object selection and Date/Time Configuration' step. The interface includes the following elements:

- Search Configuration:**
 - Type of Search: Combined Video Search (selected)
 - Include Journal Search: ☐ (unchecked)
 - Saved Search: (dropdown menu)
- Date/Time Configuration:**
 - Specify a start and end date and time that you would like to search within.
 - Start Time/Date: 09:15:00, 06/02/2019
 - End Time/Date: 09:20:00, 06/02/2019
 - Specific Range: (dropdown menu)
 - Filter:
 - ☐ Time Filter
 - Specify sub set of time to search (i.e only 9 am-5 pm for last week)
 - Start Time: 16:23:32
 - End Time: 16:24:32
- Global Time Offset:**
 - Mins: 0, Sec: 30
 - Clear All button
- Search Object Configuration:**
 - Search Object 1: Analog_1, Type of Search: Object Detection, Load from Alert Rules: Object Detection, Configure button.
 - Combined Logic: AND (selected), Time Offset: 0 Mins, 30 Sec.
 - Search Object 2: Journal Search Configuration is currently configured.
 - Search Object 3: apC Door, apC Door1-TestApc1, Action: Alarm Type: DoorOpen.
 - Saved Reports: doorOpen (selected), Configure Journal button.
- Navigation:** Previous, Next, Finish, Cancel buttons at the bottom.

You can select one of the following types of combined logic for a combined video search:

Table 28: Combined Logic types

Combined Logic	Description
AND	This logic setting only returns search results when it detects an event on each search object, within the same time frame. This is the default logic option.
OR	This logic setting returns search results from any search object, regardless of whether there was a simultaneous search result on the other search objects.
NOT	This logic setting returns search results when only one search object experiences an event, but not the other search object.

- If you select the AND or OR logic, your combined video search can contain from two to five search objects.
- If you select the NOT logic, your combined video search can contain two search objects.
- If you select the **Include Journal Search** toggle, you must configure a journal search in one of the search objects.

Note:

You cannot include a journal search if your combined video search uses the OR logic.

For example: A security guard wants to search for suspicious activity in a car park. They create a combined video search that includes two cameras. One camera searches for motion detection and the other camera searches for license plate recognition. The security guard selects the AND logic, so that when both cameras alert within the same time period a search result triggers.

Global Time Offset

Combined video searches also include a Global Time Offset. This time offset provides a buffer of additional time before the start time and after the end time an event. This buffer increases the overall duration of search object events. This increases the chance of search object events occurring during the same time period. You can adjust this setting to increase or decrease the number of search results. Decrease the offset to reduce the number of results. Increase the offset to increase the number of search results.

Journal searches

When you include a Journal Search in your combined video search, you must configure one of the search objects as a journal search. You can manually configure the journal search parameters, or you can use a saved report to automatically configure journal search parameters.

Figure 85: Combined Video search

The screenshot displays the 'Combined Video Search' configuration window. At the top, it shows 'Type of Search: Combined Video Search', 'Include Journal Search' (checked), and 'Saved Search:'. Below this, a section for time specification includes 'Start Time/Date: 12:57:55 AM 2/7/2019' and 'End Time/Date: 12:58:55 AM 2/7/2019'. A 'Filter' section on the right contains a 'Time Filter' checkbox and a note about specifying a subset of time. The 'Global Time Offset' section shows 'Mins Sec' set to '0 30' with a 'Clear All' button. The 'Search Object' section on the left lists 'IEssentialsD12A15230000' with a 'Type of Search: Motion Detection' dropdown and a 'Configure' button. The 'Combined Logic' section in the center shows 'AND' logic and a 'Time Offset' of '0 30'. The 'Search Object' section on the right states 'Journal Search Configuration is currently configured' and includes a 'Saved Reports' dropdown set to 'Door Activity' with a 'Configure Journal' button.

Note:

Report parameters may vary from the journal search parameters that are available in a combined video search.

Performing a Combined Video search

Use a Combined Video search to integrate multiple analytic searches into a single search. If required, you can also search through Journal objects as part of a combined video search. You can use Combined Logic to refine the search parameters.

Note:

Before you perform a combined video search, check the journal for the activity that you want to search for. This ensures that you can search in a more specific time frame, and will reduce the chance of false-positive results

- 1 Select .
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Drag and drop a camera from the Device list, Site list, or Vault list onto the Camera Selector pane.
- 4 From the **Type of Search** list, select **Combined Video Search**.
- 5 (Optional) Select the **Include Journal Search** switch to add a Journal Search to one of the search objects.
- 6 Specify date and time parameters for the search.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 7 (Optional) Edit the **Global Time Offset**.
- 8 Select one of the following Combined Logic options:
 - AND - Returns a search result when it detects an event on each camera in the search, within the same time frame.
 - OR - Returns a search result when it detects an event on any camera in the search.
 - NOT - Returns a search result when it detects an event on only one camera in the search, within a specific time frame.

- 9 (Optional) Select  to add a Search Object to the combined search.

- 10 (Optional) Delete a Search Object from the combined search.

- a Select a Search Object to delete.

- b Select .

Note:

- A Combined Video search can contain from two to five Search Objects.
 - The NOT logic only supports two Search Objects.
-

- 11 Configure Search objects:
 - a Select , and then use the object selector to assign a camera to the Search Object.
 - b Select a search from the **Type of Search** list.
 - c To configure the Alert rules, select one of the following options:
 - To use an existing alert rule, select the alert rule from the list.
 - To configure a new alert rule, click **Configure**.
- 12 (Journal Search only) Use one of the following methods to configure Journal Search settings:

Type of Search: **Combined Video Search** Include Journal Search: ☐ Saved Search: **▼**

Specify a start and end date and time that you would like to search within. **Specific Range: ▼**

Start Time/Date: **09 : 15 : 00 + -** **06/02/2019**

End Time/Date: **09 : 20 : 00 + -** **06/02/2019**

Filter

☐ Time Filter
Specify sub set of time to search (i.e only 9 am-5 pm for last week)

Start Time **16 : 23 : 32 + -**

End Time **16 : 24 : 32 + -**

Global Time Offset: Mins Sec **0 30 + -** **Clear All**

Search Object **Combined Logic** **AND** **Time Offset** Mins Sec **0 30**

Search Object Journal Search Configuration is not currently configured

Saved Reports **▼**

Configure Journal

Load from Alert Rules

Object Detection **▼**

Configure

Previous **Next** **Finish** **Cancel**

- Manually configure a Journal search:
 - a. Click **Configure Journal**.
 - b. Select an activity category from the **Category** list.
 - c. Select an activity type from the **Template** list.
 - d. Configure the template parameters.

Note:

- Template parameters vary, depending on the Template that you select.
- For some template parameters, Doors for example, you can select multiple objects.
- Mandatory template parameters display the **Find items to search for** icon beside them. You must configure mandatory template parameters to successfully configure the journal search.

Available Date Range 05/02/2019 - 06/02/2019

Category: **Any** **▼**

Template: **Door Activity** **▼**

Door(s): **apC Door1-TestApc1**

Activity Type: **Alarm** **▼**

Alarm Type: **Door open** **▼**

Any

☐ Door forced

☒ **Door open**

☐ Door closed

☐ Door held

- Use a saved report to automatically configure a Journal search:
 - a. From the Saved Reports list, select a saved report
- d Select **Next** to apply the journal configuration.

- 13 Select **Next**. The Search Parameters screen displays.
- 14 Select **Finish** to execute the search.

Motion Detection search

Motion detection search allows users to search for motion in a specific cameras field of view. This allows the user to skip directly to areas that may be of interest, rather than having to search through hours of video in order to search for a particular event.

Motion detection based searches and motion based alarms are handled differently within the client. Motion detection based searches are independent of motion alarm regions that are configured on a recorder. Motion detection based searches performed on VideoEdge NVR's do not search actual video footage, but rather metadata generated by the NVR. Therefore, search results are dependent on the sensitivity level settings when the video is processed. If no motion metadata is generated for a particular time period, no results will be returned when you search on that time period.

Note:

- Motion detection searches performed on the client from Intellex units search actual video footage so results depend on sensitivity settings set in the client.
- Motion detection searches are not available on HDVR/exacqVision or ADTVR units.
- Edge-based motion detection searches can be executed on supported American Dynamics Cameras.

Performing a Motion Detection search

You can use the Search and Retrieval Wizard to search video footage using a motion filter to look for movement in specific areas within a camera view. Specific areas may also be searched by exception.

Note:

When searching on VideoEdge NVR 4.2+ recorders, motion detection search is only enabled when Motion Detection

is enabled in the camera setup. For cameras with Video Intelligence or Deep Intelligence enabled, refer to Performing a Motion Detection search.

- 1 Select 
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Drag and drop a camera from the Device, Site or Vault list onto the Camera Selector Pane.
- 4 Select **Motion Detection** from the **Type of Search** drop down menu.
- 5 Specify Date and Time parameters in the **Date and Time** pane.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 6 Select **Next**. The Search Parameters screen displays.

Note:

The video stream reverts to the start time selected for the search. To view live video, select .

- 7 Select the required **Draw Style** and draw a Region of Interest (ROI):
 - **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI. Double-click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear** to restart drawing and **Erase** to correct errors.

Note:

- By default the ROI drawn is the **Active Region**, this can be inverted by selecting **Invert Selection**.
- The full camera view can be selected as the Active Region by selecting **Select All**.
- **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder. Select this option to apply VideoEdge rule information to search criteria for a victor Unified Client search. Search parameters are populated from the rule but can be edited if required. Refer to Performing a Motion Detection search for more information on alarm rules.

- 8 Adjust Parameters as required to suit your search type. Available Parameters are dependent on recorder and camera type.
- 9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double-click on a search result to view associated video.

Direct Camera Access

You can access a camera Web GUI and configure a camera's firmware on a private network through victor Client or the VideoEdge Web GUI.

Note the following:

- This feature supports Illustra cameras that support the iAPI3 device handler only. For a list of supported Illustra cameras, refer to the VideoEdge Camera Handler Release Notes.
- For more information on accessing this feature in VideoEdge, refer to the *VideoEdge Installation and User Guide*.

Enabling Direct Camera Access

- 1 From the **Devices** list, right-click the camera. The actions menu displays.
- 2 Click **Configure** and then click **Configure Functions and Streams**.
- 3 Complete the **Function Configuration** section.
- 4 Complete the **Stream Configuration** section.
- 5 In the **Direct Access** section, click **Configure**.

The Direct Camera Access tab opens on the camera Web GUI login page.

Note:

The Direct Camera Access section will appear disabled if the camera firmware does not support the Direct Camera Access feature.

- 6 Enter your Illustra camera username and password credentials.

You are now connected to the camera Web GUI.

Note:

The camera Web GUI will appear in the same tab as the Functions and Streams page. You must close the tab to reload the Functions and Streams page.

Intelligent Search – Person

The Intelligent Search - Person analytic enables you track a person from entrance point to exit point. You can search the image of a person across multiple cameras and NVRs over specific time and date ranges. The image can be previously saved or a still image capture. Results can be sorted by relevance or time and can be combined into a single clip to save or export.

Note: Intelligent Search - Person is a licensed add-on analytic for VideoEdge. You must enable Intelligent Search Person on a camera in VideoEdge to use the analytic in victor. For more information, refer to the *VideoEdge Installation and User Guide*.

Performing an Intelligent Search - Person analytic

Table 29: Intelligent Search - Person icons

Icon	Description
	Intelligent Search - Person
	Click to paste image from clipboard
	Click to select image from file

- 1 In a surveillance window, pause a video stream and then click the **Intelligent Search - Person** icon in the toolbar.
- 2 Capture a screenshot by clicking and dragging the cursor over the person. This opens the Intelligent Search - Person dialog.

Note: You can also open the Intelligent Search - Person dialog by clicking the **Intelligent Search - Person** icon on the main toolbar.

- 3 In the **Maximum hits** field, enter a maximum number of hits.
- 4 Add an image using one of the following:
 - Click the **Click to paste image from clipboard** icon.
 - Click the **Click to select image from file** icon.
- 5 Expand the **Advanced Criteria** menu for advanced options:
 - To search for the image across all cameras, select **All cameras**.
 - To search for the image in specific cameras, select **Specific Cameras**.
 - From the timeframe dropdown menu, select a pre-configured time or configure a specific time by clicking **Specific Range**.
- 6 Click **Search**.

When the **Progress** bar reaches 100%, camera clips where the image was captured display in the **Search Results** window.
- 7 **Optional:** Filter search results as follows:
 - From the **Order By** list, select a rank, time, or camera.
 - Click the **Clip Export** icon to combine and save search results. For more information, see *Exporting a clip*.
 - Select the **Only show selected hits** check box to view only your selected camera clips.
 - Clear the **Only show selected hits** check box to view all the camera clips.
- 8 View your search results in live video mode as follows:
 - a Click on the required search results. All selected search results have a yellow border.
 - b Click the **Show View** icon. The live view pane of each search result displays.

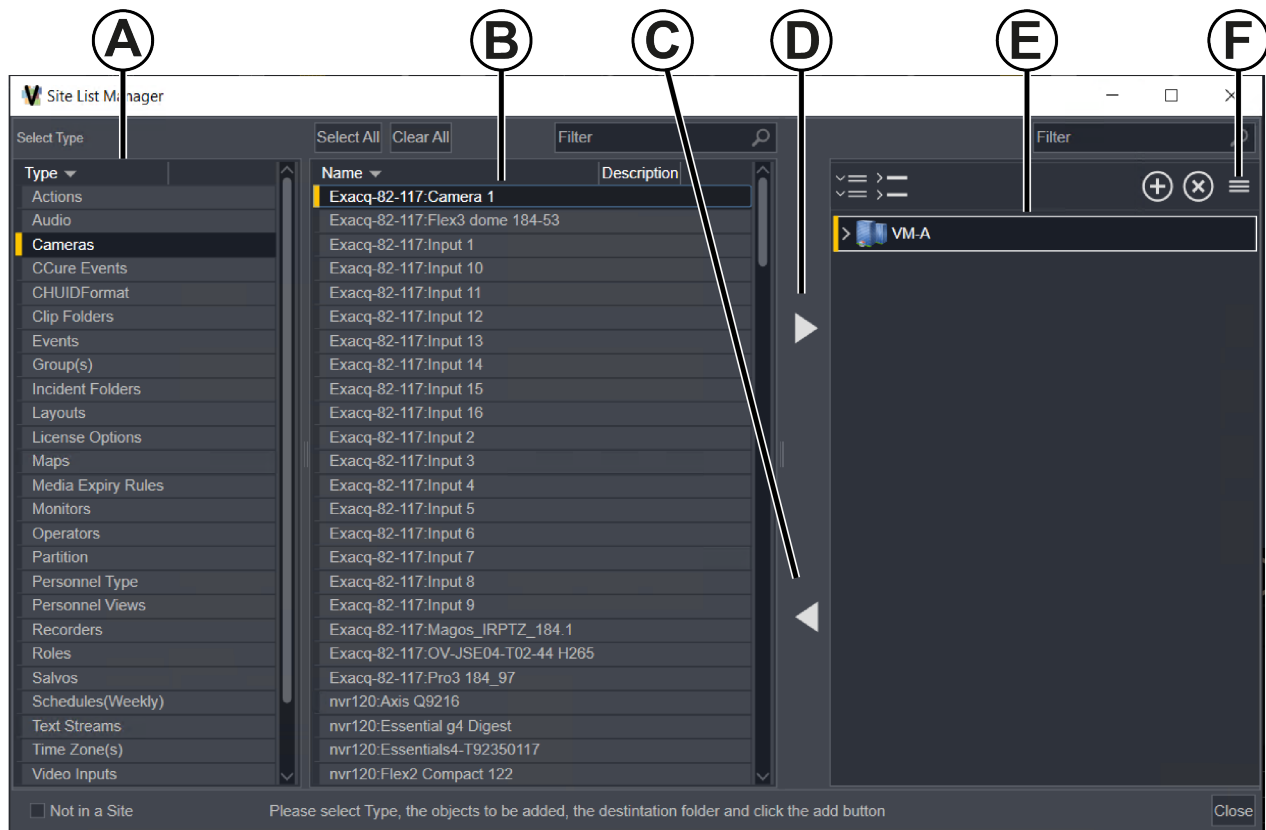
Site List Manager

The Site List Manager enables you to configure a site group and add objects to that site.

Note:

The Site List Manager is available to all admin users.

Figure 86: Site List Manager



Callout	Description
A	Type list
B	Object list
C	Right arrow icon: Used to add objects
D	Left arrow icon: Used to remove objects
E	Site list
F	Menu

Configuring a site using the Site List Manager

- From the Navigation bar, click the **Sites** icon.
- Click the Menu icon and then click **Site List Manager**.
The Site List Manager window opens.
- Optional:** To add a site:
 - Click the **Add** icon.
 - Enter a name in the **Name** field and then click **OK**. The new site appears in the Site list.
- Optional:** To edit an existing site, click the site in the Site list.
You can search for a site using one of the following methods:
 - Enter the site name in the **Filter** field.

- Click the Menu to sort the Site list either alphabetically, by group, or in ascending or descending order.

5 **Optional:** To add an object to a site:

- Click the site in the Site list.
- From the **Type** list, select the object type. A list of objects displays.
- Optional:** To select a range of objects, press and hold Shift and click the objects.
- Optional:** To select multiple objects, press and hold Ctrl and click each object.

Figure 87: Selecting a range of objects

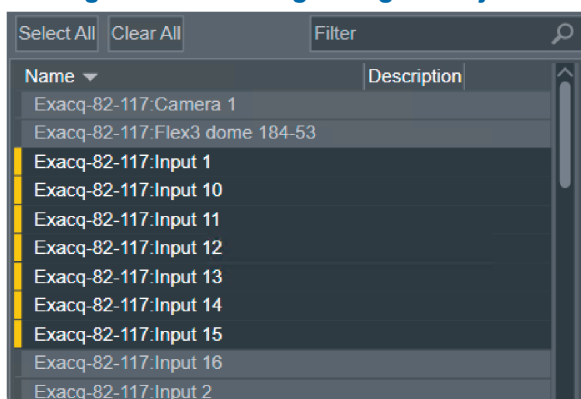
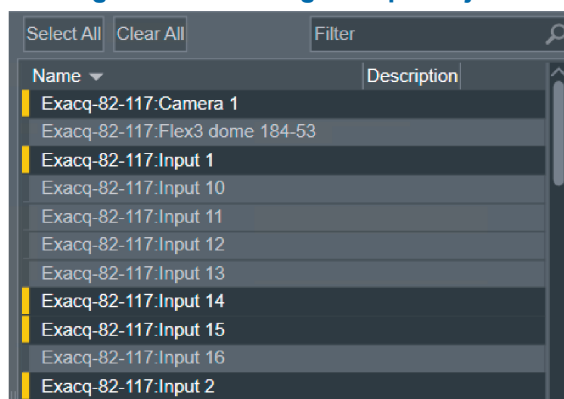


Figure 88: Selecting multiple objects



- Click the right arrow icon. The objects move into the site folder.

6 **Optional:** To remove an object from a site:

- Select the object from the Site folder.
- Click the left arrow icon. The object moves back into the object list.

Note the following:

- The configuration automatically saves.
- To view the site folder objects in the surveillance window, double-click the site folder from the navigation bar.

Wearable cameras

You can view video clips retrieved from wearable cameras using the Video Search and Retrieval Wizard.

Note: You must enable configure a wearable camera in VideoEdge to retrieve clips in victor. For more information, refer to the VideoEdge Installation and User Guide.

Performing a wearable camera search

- Select the **New Tab** icon.
- Select the **Execute Search Wizard** icon. The Video Search and Retrieval Wizard launches.
- From the **Devices** list, drag and drop a camera from the Device, Site or Vault list onto the Camera Selector Pane.
- To search for a wearer on one camera, drag and drop the camera into the **Video Search and Retrieval Wizard**.
- To search for a wearer over multiple cameras, drag and drop the recorder into the **Video Search and Retrieve Wizard**.

6 From the **Type of Search** list, select **Wearable Cameras**.

7 In the **Operator ID** list, select an operator ID.

Note:

You can only search for a wearer when accessing the VideoEdge Recorder for SSL, secure connection.

8 Specify a start and end date, and a time in the **Date and Time** pane.

Note:

Selecting **Specific Range** also allows the selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

9 Select **Next**. The Search Parameters screen displays.

Note:

The video stream shows the start time selected. To view live video, select the **Playback** icon.

Video Intelligence and Deep Intelligence searches

Video Intelligence searches are supported on VideoEdge NVR 4.2+ recorders. This gives users the ability to detect, track and analyze moving objects using a variety of criteria. The Video Intelligence engine is licensable on a per-channel basis.

Deep Intelligence searches are supported on VideoEdge NVR 5.3+ recorders. Deep Intelligence supports many of the same analytics as Video Intelligence, but Deep Intelligence also provides enhanced accuracy for object counting. Deep Intelligence cameras have additional installation and configuration requirements. For more information Deep Intelligence camera configuration, refer to the *Video Intelligence Best Practices guide*.

The following Video Intelligence and Deep Intelligence search types are available in victor Unified Client:

- (Video Intelligence only) Abandoned/Removed
- Crowd Formation
- Direction
- Dwell
- Enter
- Exit
- Object Detection
- Perimeter Protection
- Linger
- Queue Length
- Tripwire

Video Intelligence and Deep Intelligence search types

VideoEdge NVR recorders support Search Analytics. This gives users the ability to detect, track and analyze moving objects using a variety of criteria. Refer to the table below for further information on the various types of Search Analytics and which versions of VideoEdge NVR support them.

In order to perform Video Intelligence searches, the feature must be enabled on the recorder and in some cases, on the specific camera required. Refer to the VideoEdge Installation and User Guide for further information.

Advanced Search Type	Description	Search Parameters	VideoEdge Version Supported
Abandoned/Removed	Use this search to find when a stationary object was placed, moved or removed. The amount changed lets you search for larger or smaller changes in the region. The within setting specifies over what time period changes can occur (0 seconds = instantaneous change). Draw a region that contains all of the area that you wish to search for changes, and use a higher overlap setting to avoid finding nearby changes or changes that are not completely in the region.	Overlap (Sensitivity level) - Use a higher overlap to avoid finding nearby changes or changes that are not completely in the region Amount Changed - Adjust to look for a larger or smaller change in the region. Within - Timeframe within which the change occurs.	4.2+ Note: Abandoned/Removed search is not available for Deep Intelligence searches.
Crowd Formation	Search for times when more than a certain number of people or objects are in a region of interest. Draw a region in the area that you want to find objects forming a crowd. Use a higher overlap setting to avoid objects near the region. Set the Minimum Crowd Size to the number of objects that make a crowd.	Overlap (Sensitivity level) - Use a higher overlap setting to avoid objects near the region. Minimum Crowd Size - Minimum number of objects that determine a crowd.	4.6+
Direction	Find objects moving in a certain direction through a region of interest. Set the general direction of motion to search for, and the maximum amount of time the object can take to traverse most of the region (this excludes objects which move too slowly). Draw a thin region in the direction of motion required. Use a lower overlap setting to find objects moving in the general direction but not necessarily in the region.	Overlap (Sensitivity level) - A lower value will return more results. Traversal Time - Maximum time an object can take to traverse the region. Direction of Motion - The direction, North, South, East or West which the object is moving. Color Filters - Define a Color Filter to further refine search results.	4.2+
Dwell	Detect objects dwelling in a region of interest. An object is dwelling if it is mostly stationary. Set the minimum amount of time an object must dwell before being included in the results. Draw a region in the area where you want to detect objects dwelling. Use a higher Overlap setting to avoid detecting objects dwelling nearby.	Overlap (Sensitivity level) - A lower value will return more results Dwell Time - Minimum amount of time an object lingers before being included in results. Color Filters - Define a Color Filter to further refine search results.	4.5+
Enter	Find objects entering a camera view through a doorway or threshold. Draw a region containing the doorway or threshold and any area around it through which objects can be seen (like glass). Also include any area through which the door (if there is one) might move. This search excludes objects that can be seen through the	Overlap (Sensitivity level) - Use a higher overlap setting for best results. Color Filters - Define a Color Filter to further refine search results.	4.2+

Advanced Search Type	Description	Search Parameters	VideoEdge Version Supported
	doorway or threshold but do not pass through it.		
Exit	Find objects exiting a camera view through a doorway or threshold. Draw a region containing the doorway or threshold and any area around it through which objects can be seen (like glass). Also include any area through which the door (if there is one) might move. This search excludes objects that walk up to the doorway but do not pass through it.	Overlap (Sensitivity level) - Use a higher setting to avoid finding nearby changes or changes which are not completely within the region Color Filters - Define a Color Filter to further refine search results.	4.2+
Object Detection	Find objects that move into a region of interest. This is similar to a normal motion detection search except that it only finds objects the first time they enter the region. If the objects leave the camera view and return, the search will find them again. Draw a region that covers the area to be searched for objects. Use a higher overlap setting to find objects that are mostly within the region, use a lower setting to find objects that just brush the edge of the region.	Overlap (Sensitivity Level) - A lower value will return more results. Color Filters - Define a Color Filter to further refine search results.	4.2+
Linger	Detect objects lingering in a region of interest. An object is lingering if it remains in the ROI. Set the minimum amount of time an object must linger before being included in the results. Draw a region in the area where you want to detect objects lingering. Use a higher Overlap setting to avoid detecting objects lingering nearby.	Overlap (Sensitivity level) - A lower value will return more results Linger Time - Minimum amount of time an object lingers before being included in results. Color Filters - Define a Color Filter to further refine search results.	4.2+
Perimeter Protection	Detect when objects enter a protected area through a perimeter area, or detect when an object is in the perimeter area for too long. Draw regions of interest to define the perimeter area and the protected area. You must also draw regions of interest to define the minimum size and the maximum size of objects that can trigger the perimeter alarm. Note: You can position the regions of interest for minimum and maximum object sizes anywhere on the alarm window.	Linger Time - Minimum amount of time an object lingers in the perimeter area before being included in results.	5.0+
Queue Length	Search for times when a queue is a certain length. Draw three regions of interest to indicate the area occupied when the queue is short, medium or long, then set the minimum and maximum zones to define the length of	Overlap (Sensitivity level) - A lower value will return more results Search for when the Queue is - Select which criteria to	4.6+

Advanced Search Type	Description	Search Parameters	VideoEdge Version Supported
	the queue you are looking for.	use for queue search, Empty, Short, Medium, Long or Not Empty.	
Tripwire	Detect when the number of times objects cross the tripwire exceeds a certain value. Draw a region of interest to indicate the tripwire. As objects cross the tripwire, they increment the tripwire's running count. You can set a reset time for the running count. Set the count threshold - If the running count exceeds the count threshold, it triggers an alarm.	Count Threshold - Enter a number in the text box to configure the count threshold. A higher value returns fewer search results. Reset Time - Enter a time in the 24-hour format. At the reset time, the running total resets. Color Filters - Define a Color Filter to further refine search results.	5.3+

Performing a Video Intelligence search or a Deep Intelligence search

- 1 Select .
 - 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
 - 3 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.
-
- Note:**
If selecting cameras from the Vault List, Date and Time parameters are automatically populated.
-
- 4 Select the Video Intelligence or Deep Intelligence search type from the **Type of Search** drop down menu.
 - 5 Specify Date and Time parameters in the **Date and Time** Pane.

Note:
Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 6 Select **Next**. The Search Parameters screen displays.

Note:
The video stream reverts to the start time selected for the search. To view live video, select .

- 7 Select the required **Draw Style** and draw a Region of Interest (ROI):
 - **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI. Double-click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.

Note:

- By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert Selection.
- The full camera view can be selected as the Active Region by selecting **Select All**.
- **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder. Select this option to apply VideoEdge rule information to search criteria for a victor Unified

Client search. Search parameters are populated from the rule but can be edited if required. Refer to Performing a Video Intelligence search or a Deep Intelligence search for more information on alarm rules.

- 8 Adjust Parameters as required to suit your search type. Available Parameters are dependent on Video Intelligence search type selected.
- 9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double-click on a search result to view associated video.

Area occupancy

You can create a room occupancy threshold and view analytics in the Room Occupancy dashboard. The dashboard displays current room occupancy, total persons in, and total persons out and is updated every five seconds. When the room occupancy threshold is exceeded, the dashboard display turns red.

Note the following:

- To use the room occupancy analytic, you must configure each camera added to a room with tripwire in VideoEdge or Tyco AI. For more information, refer to the VideoEdge Installation and User Guide.
- Area Occupancy only supports one tripwire per camera.

Configuring Area Occupancy

Table 30: Area Occupancy icons

Icon	Description
	Area: Opens the New Area configuration window Area Viewer: Opens the Area Viewer window
	Launch Dashboard View
	Areas Show All
	Remove Selected Device Manually Reset Occupancy: Manually resets the occupancy for Tyco AI cameras
	Remove All Devices

- 1 Click the **Create New Item** icon.
- 2 Under Collection, click the **Area** icon. The **New Area** configuration window opens.
- 3 In the **General** section, enter a name in the **Name** field and a description in the **Description** field.
- 4 In the **Properties** section, enter a maximum area occupancy threshold in the **Occupancy Threshold** field.
- 5 From the **Devices** list, drag and drop cameras for configuration into the **Edge Device Selector** section. Any cameras added will appear in the list with the Device Name and Recorder Name listed.
- 6 Click the **Apply** icon.

- 7 Click the **New Tab** icon and then click the **Area Viewer** icon. The **Area Viewer** window opens.
- 8 **Optional:** To manually reset Tyco AI cameras, click the **Manually Reset Occupancy** icon.
- 9 Click on the **Area Show All** icon. The **Area** window opens showing a list of all the configurations for Area Occupancy analytics.
- 10 Click on the **Launch Dashboard View** icon to open the dashboard.

Face Detection and Face Recognition search

Edge-based Face Detection

VideoEdge recorders support edge-based analytics, allowing Face Detection alarms and searches on supported American Dynamics Cameras.

Using edge-based analytics reduces the impact on the VideoEdge's CPU resources.

Server-based Face Detection and Face Recognition

VideoEdge NVR 4.7+ recorders support server-based facial recognition and detection, allowing searches and alarms based on this analytic type when an appropriate license is applied.

To execute a face recognition search users must be enrolled in the VideoEdge's Face Enrollment database.

Hit boxes

- A green hit box displays when a face is detected. A Face Detection alarm is triggered.
- A green hit box with temperature information displays when a face is detected and the temperature display information is enabled. See "Enabling temperature display information". A Face Detection alarm is triggered.

Performing an Edge-based Face Detection Search

VideoEdge NVR recorders support edge based analytics, allowing Face Detection alarms and searches on supported American Dynamics Cameras.

Advanced Search Type	Description	Search Parameters	VideoEdge Version Supported
Face Detection (Edge Based)	Use this search to find when a face is present in video. Draw a region that contains all of the area that you wish to search for faces and use higher overlap settings to avoid finding faces nearby.	Overlap (Sensitivity level) - Use a higher overlap to avoid finding nearby faces or faces that are not completely in the region	4.4+

- 1 Select 
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.

Note:

If you select cameras from the Vault List, Date and Time parameters automatically populate.

- 4 Select **Face Detection** from the drop down menu.
- 5 Specify Date and Time parameters in the **Date and Time** Pane.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be

used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 6 Select **Next**. The Search Parameters screen displays.

Note:

The video stream reverts to the start time selected for the search. To view live video, select .

- 7 Select the required **Draw Style** and draw a Region of Interest (ROI):
- **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI. Double-click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.

Note:

• By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert Selection.
• The full camera view can be selected as the Active Region by selecting **Select All**.
• **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder. Select this option to apply VideoEdge rule information to search criteria for a victor Unified Client search. Search parameters are populated from the rule but can be edited if required. Refer to Performing an Edge-based Face Detection Search for more information on alarm rules.

- 8 Select the required **Overlap** percentage.
- 9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double-click on a search result to view associated video.

Performing a server-based Face Detection Search

VideoEdge NVR recorders supports server based facial recognition and detection, allowing searches and alarms based on this analytic type when an appropriate license is applied.

To execute a face recognition search users must be enrolled in the NVR's Face Enrollment database.

- 1 Select .
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.

Note:

If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

- 4 Select **Face Detection** from the drop down menu.
- 5 Specify Date and Time parameters in the **Date and Time** Pane.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 6 Select **Next**. The Search Parameters screen displays.

Note:

The video stream reverts to the start time selected for the search. To view live video, select  .

- 7 Select the required **Draw Style** and draw a Region of Interest (ROI):
- **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI. Double-click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.

Note:

- By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert Selection.
- The full camera view can be selected as the Active Region by selecting **Select All**.
- **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder. Select this option to apply VideoEdge rule information to search criteria for a victor Unified Client search. Search parameters are populated from the rule but can be edited if required. Refer to Performing a server-based Face Detection Search for more information on alarm rules.

- 8 Select the required **Overlap** percentage.
- 9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double-click on a search result to view associated video.

Performing a server-based Face Recognition Search

- 1 Select .
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.

Note:

If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

- 4 Select **Face Recognition** from the drop down menu.
- 5 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.

Note:

If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

- 6 Specify Date and Time parameters in the **Date and Time** Pane.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 7 Select **Next**. The Search Parameters screen displays.

Note:

The video stream reverts to the start time selected for the search. To view live video, select  .

- 8 Select the required **Draw Style** and draw a Region of Interest (ROI):
- **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI.

Double-click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.

- **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.

Note:

- By default the ROI drawn is the **Active Region**, this can be inverted by selecting **Invert Selection**.
 - The full camera view can be selected as the Active Region by selecting **Select All**.
 - **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder. Select this option to apply VideoEdge rule information to search criteria for a victor Unified Client search. Search parameters are populated from the rule but can be edited if required. Refer to *Performing a server-based Face Recognition Search* for more information on alarm rules.
-

9 Select the required **Overlap** percentage.

10 Use the  and  to move users into/out of the search list (right hand pane).

11 Select **Exclude** or **Include** from the Face Search List Type drop down.

Note:

Exclude - This will search for matches against all enrolled users in the enrollment database, with the exception of the users in the search list.

Include - This will search for matches against users in the enrollment database, which have been added to the search list only.

12 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

13 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double-click on a search result to view associated video.

Edge Elevated Skin Temperature

victor Unified Client events can be configured to receive Edge alerts from VideoEdge with an Illustra Pro 5MP Thermal Bullet Camera.

Elevated Skin Temperature alerts are received in combination with the camera's Edge Face Detection alarms. The camera sends a Face Detection notification for each face detected. If the temperature is considered high, as per the camera configuration, an additional Elevated Skin Temperature is triggered.

The temperature information received from VideoEdge Edge alerts can also be stored and displayed. If an elevated skin temperature is detected, a red hit box with the temperature displays. An Elevated Skin Temperature alarm is triggered.

Configuring Elevated Skin Temperature alerts

- 1 Click the **Create new item** icon and then click **Event**.
- 2 Configure an event for Elevated Skin Temperature. For more information, see "2. Events".
- 3 Click the **System Configuration** icon and then click the **Event/Schedule Setup** icon. The Events/Schedule Setup page opens with three nodes: Devices, Alerts, and Actions.
- 4 To populate the **Devices** node, select a camera using one of the following methods:
 - a Double click on the **Devices** node. The **Object Selector** opens.
 - b From the **Devices** list, drag and drop a camera into the **Events/Schedule Setup** page.The camera appears as a Devices node.

- 5 Click the **Select alert type** icon. The **Select Alert** list opens.
- 6 Select the **Elevated Skin Temperature** check box. Elevated Skin Temperature appears as an Alerts node.
- 7 In the **Alerts** node, click the **Click here to select action to trigger from this alert** icon. The Object Selector opens.
- 8 Select **Change Event State Actions**. A list of configured events displays.
- 9 Select the elevated skin temperature event you configured.

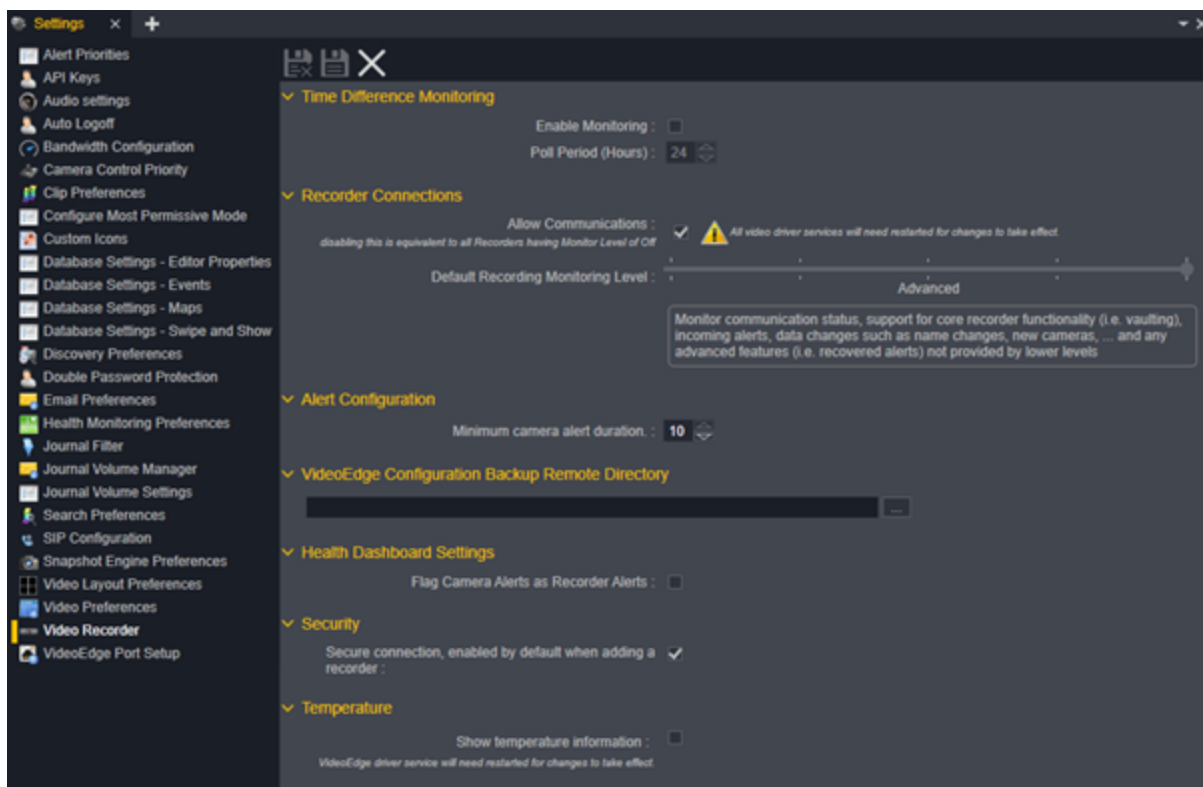
Note:

The event name appears as: Activate Event + *your event name*.

- 10 Click the **Apply** icon. The elevated skin temperature alert is configured.

Enabling temperature display information

Figure 89: Enabling temperature display information



- 1 Click the **System Configuration** icon, click **Settings**, and then click **Video Recorder**.
- 2 Expand the **Temperature** section and select the **Show temperature information** check box.
A warning message displays as follows: **Warning: Data Protection Policy**.
- 3 Click **Yes** and then click the **Save** icon.
- 4 Restart the VideoEdge Driver Service as follows:
 - a On your desktop, right-click the **Server Configuration** icon and then click **Run as administrator**. A warning message displays as follows: **Do you want to allow this app to make changes to your device?**
 - b Click **Yes**. The Server Configuration Application opens.
 - c Navigate to the **American Dynamics VideoEdge Driver Service**, click **Stop**, and then click **Start**.

Note:

You must stop and restart the service for the changes to take effect.

Viewing temperature display information

Note:

You can configure the temperature to display in either degrees Celsius or Fahrenheit.

To view temperature display information:

- 1 Open the thermal camera surveillance window.
- 2 Select the **View Alert Hit Boxes** icon to enable the following analytic overlays in the surveillance window:
 - Movement trails
 - Boundary boxes
 - Object identifiers
 - Tripwires
 - Filter alarms

Note:

You can also click **Show All**.

- 3 To open the Event Viewer, click the **Number of active alerts** icon.
- 4 To review a temperature detection event, right-click on the event, click **VideoEdge IP Cameras**, and then click **Review**.

Note:

The thermal camera, VideoEdge, and victor must be time synced for the live overlay to display correctly.

Edge Mask Missing

victor Unified Client events can be configured to receive Edge alerts from VideoEdge with a Illustra Pro 5MP Thermal Bullet Camera for Mask Missing Notifications.

Mask Missing Edge notifications are received in combination with the camera's Edge Face Detection alarms. The camera will send a Face Detection notification for each face detected. If a mask is missing, as per the camera configuration, it will trigger an additional Mask Missing alert.

If a Mask Missing is detected, a red hit box displays. Temperatures will also display if enabled. A Mask Missing alarm is triggered.

Configuring Mask Missing alerts

- 1 Click the **Create new item** icon and then click **Event**.
- 2 Configure an event for Mask Missing. For more information, see "2. Events".
- 3 Click the **System Configuration** icon and then click the **Event/Schedule Setup** icon. The Events/Schedule Setup page opens with three nodes: Devices, Alerts, and Actions.
- 4 To populate the **Devices** node, select a camera using one of the following methods:
 - a Double click on the **Devices** node. The **Object Selector** opens.
 - b From the **Devices** list, drag and drop a camera into the **Events/Schedule Setup** page.The camera appears as a Devices node.
- 5 Click the **Select alert type** icon.
- 6 Select the **Mask Missing** check box. Mask Missing appears as an Alerts node.

- 7 In the **Alerts** node, click the **Click here to select action to trigger from this alert** icon.
- 8 Select **Change Event State Actions**. A list of configured events displays.
- 9 Select the Mask Missing event you configured and then click **OK**.

Note:

The event name appears as: Activate Event + *your event name*.

- 10 Click the **Apply** icon.
The Mask Missing alert is configured.

Edge Object Classification

You can configure an object classification alarm on an Illustra Pro 4 camera in VideoEdge. The alarm sends an alert to victor when an object is detected using edge analytics.

You can view object classification alerts in the camera surveillance window and Activity List. You can also specify the following search parameters using the Illustra AI - Analytic Search feature:

- Start and end time
- Object classification
- Confidence percentage
- Region of interest

A hit box displays with the object classification and confidence score percentage when an object is detected.

Note:

This feature supports Illustra Pro 4 cameras only.

For more information on configuring an object classification alarm in VideoEdge, refer to the *Edge Object Classification* section of the *VideoEdge Installation and User Guide*.

Viewing Object Classification alerts

Surveillance window and Activity List

- 1 **Optional:** To view alerts in the camera surveillance window, click the **View Alert Hit Boxes** icon.
- 2 **Optional:** To view alerts in the Activity List:
 - a Click the **New Tab** icon and then click **Activity**.
 - b Right-click on the activity, click **VideoEdge IP Cameras**, and then click **Review**.

Using the Illustra AI - Analytic Search

- 1 From the **Devices** list, right-click the camera, click **Search and Retrieve**, and then click **Execute Search Wizard**.
The Object select and Date/Time Configuration window for the selected camera opens.
- 2 From the **Type of Search** list, select **Illustra AI**.
- 3 Specify a search time from the list in the **Specify a start and end date and time you would like to search within** section.
- 4 Click **Next**.
The Illustra AI - Analytic Search window for the selected camera opens.
- 5 From the **Object Type** list, select an object type or multiple object types you want to display.

Note:

The Object Type list is auto populated with all object types that have been detected on the camera.

- 6 In the **Confidence (1-100%)** section, move the percentage to an appropriate confidence level setting.
- 7 Configure a region of interest using the drawing tools.
- 8 Click **Next** and then click **Finish**.
- 9 The Search Results bar displays a list of alert results with the following information:
 - Start Time
 - End Time
 - Duration
 - Object Classification
- 10 Click on a result and then click the **Play Forward** icon to view the video clip.

Note:

You can also use the arrows under a video clip to jump through the list of activities.

Tyco AI

victor Client can be configured to receive events from Tyco AI for the following:

- Face Recognition
- People Counting
- Mask Detection

Note the following:

- Mask detection is called Mask Missing because an event is triggered when a person is not wearing a mask.
- You can manually reset the occupancy for all Tyco AI cameras using the Area Viewer. For more information, see *"Configuring Area Occupancy"*.

Adding a Tyco AI Server to victor

- 1 Click the **Create New Item** icon. The **Create New Item** page opens.
- 2 Scroll down to the **Video** section and select **Recorder**. The **Recorder Configuration** page opens.
- 3 In the **IP Address/Domain Name** field, enter an IP address.
- 4 In the **Communication Port** field, ensure the port is set to 8080.
- 5 In the **User Name** and **Password** fields, enter the Tyco AI REST API credentials.
- 6 Verify the **Secure Connection** checkbox is selected to enable secure connection.
- 7 Click the **Save** icon.

Creating a victor event for Tyco AI

Use the following guidelines to create Tyco AI event for:

- Face Recognition
- People Counting
- Mask Detection

Before you begin, note the following:

- **Tyco AI Video Input:** Associate the Tyco AI Video Input to the VideoEdge camera using the "Context Info" field when adding a video input to Tyco AI. Use the format:
RemoteServerIp: xxx.xxx.xxx.xxx, Camera: 1
- **Camera configuration:** Because the VideoEdge is linked to Tyco AI, the camera from the VideoEdge should be used when creating the event.
- **People Counting:** When creating an event for People Counting:
 - a Configure a tripwire using Tyco AI.
 - b Ensure that the associated VideoEdge camera does not have a tripwire configuration. This ensures an accurate reading when used in conjunction with the Area Occupancy feature. For more information, see "Configuring Area Occupancy".

To create a victor event for Tyco AI, complete the following:

- 1 Click the **System Configuration** icon. The Configuration page opens.
- 2 Select **Event/Schedule Setup**. The Events/Schedule Setup page opens with three nodes: Devices, Alerts, and Actions.
- 3 To populate the **Devices** node, select a Tyco AI camera using one of the following:
 - a Double click on the **Devices** node. The Object Selector opens.
 - b From the **Devices** list, drag and drop a camera into the pane.
- 4 Click the **Select alert type** icon. The Select Alert list opens.
- 5 Select the Tyco AI alert you are configuring from the list. The alert appears as an Alerts node.
- 6 In the **Alerts** node, click the **Click here to select action to trigger from this alert icon**. The Object Selector opens.
- 7 Select **Change Event State Actions**. A list of configured events displays.
- 8 Select the required event or action from the list and click **OK**.
- 9 Click the **Save** icon.

Tyco AI WAN support

You can configure wide area network (WAN) support details for a Tyco AI system.

Configuring Tyco AI WAN support

- 1 From the **Devices** list, right-click the Tyco AI server and then click **Edit**.
- 2 Expand the **WAN Configuration** section.
- 3 Enter the appropriate details in the **IP Address/Domain Name** field.
- 4 Enter the appropriate details in the **Communication Port** field.
- 5 Click the **Save** icon. Tyco AI WAN support settings are updated.

Text Stream search

victor Unified Client's text stream search provides a means of searching text from configured VideoEdge devices (V4.5+) and from Intellex devices. You can search for all text values within a defined time period, and you can

configure additional parameters to filter your search results. You can search through text streams from VideoEdge and Intellex recorders.

Use the Search and Retrieve wizard to perform text stream searches.

Intellex Recorders

You can also perform text stream searches on Intellex text streams. However, there are some additional restrictions in place on Intellex text stream searches:

- You can search through multiple text streams from the same Intellex recorder simultaneously.
- You cannot search through text streams from more than one Intellex recorder simultaneously.
- You cannot add a text stream from another recorder to an Intellex text stream search.
- You cannot use victor Unified Client to create text stream rules for an Intellex text stream

Text Stream rules

Text Stream Rules allow you to fine tune a Text Stream search. User defined rules may be used to filter search results and you can add multiple rules or use no rules for searches.

You can select rules that are defined on VideoEdge recorders from victor Unified Client's search and retrieve wizard to enable the rules to be applied in victor Unified Client searches, alternatively you can define and apply text stream rules in victor Unified Client as part of the search process.

Note:

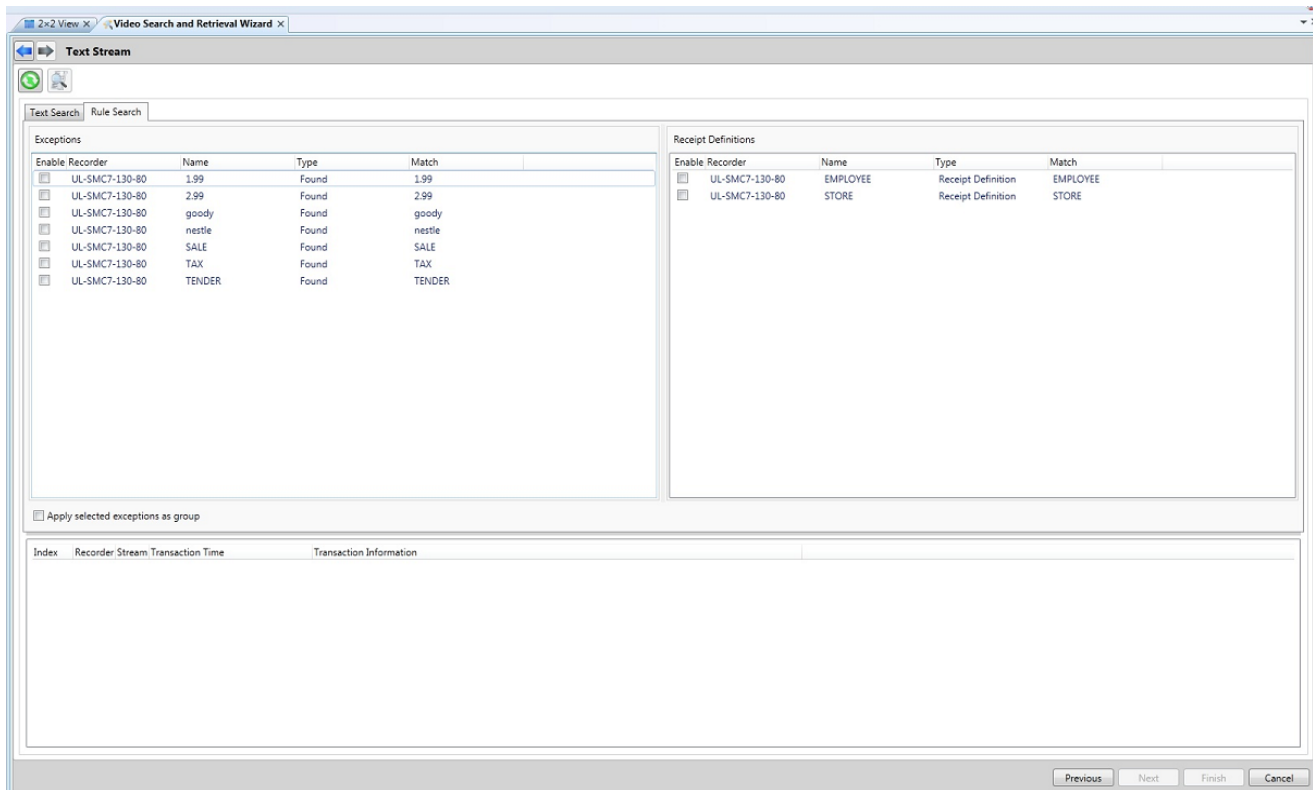
- You must select at least one rule to search under for VideoEdge or a rule or receipt definition for Intellex.
 - For Intellex text stream searches, you cannot define additional text stream rules in victor Unified Client. You must create new rules on the Intellex recorder.
-

Rule Groups are used to define a set of rules such that all would have to be true to trigger an alarm. Rules are either '**OR**' or '**AND**'. So when you perform a text stream search, you can identify 'AND' or 'OR'. If you selected 'AND', this implies 'RuleGroup', such that all rules would need to be satisfied for the search result to return true.

To configure an **OR** rule group for an Intellex text stream search, select multiple rules from the Exceptions window. To configure an **AND** search for an Intellex text stream, you must select the Alarm Rule and Receipt Definition, and then select the **Apply selected exceptions as group** checkbox.

Text stream rules can also be used to configure alarms. For example, if you always wanted to know when cash sales were over \$50 or when there was a void, you could define a rule as such.

Figure 90: Intellex text stream search



Performing a text stream search

- 1 Select .
- 2 Select **Execute Search Wizard**. The Search and Retrieve Wizard launches.
- 3 Drag a text stream device from the device list into the device selector pane.

Note:

You cannot add a camera to a text stream search. If you add a camera to the search, the camera replaces the text stream.

- 4 Specify Date and Time parameters in the **Date and Time** Pane.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 5 Select **Next**.
- 6 (VideoEdge only) The Text stream rules window appears. Select rule checkboxes to apply existing VideoEdge rules to the search (if applicable). Use **And/Or** operators as required to filter your results.

To define custom rules:

- a Select . **Rule edit** dialog displays.
- b Enter a name for the rule in the **Rule Name** textbox.
- c Enter a value for the text match in the **Match with** textbox. This is the primary value associated with the rule which is used by the search wizard.
- d Enter the **Search Direction** associated with the rule (Forward or Reverse)

- e Enter **Jump n Results** value (numbers of characters ahead of the search term to include in results)
- f Enter **Criteria** (operator for the rule).
- g Enter **Value 1** for your chosen criteria.

Note:

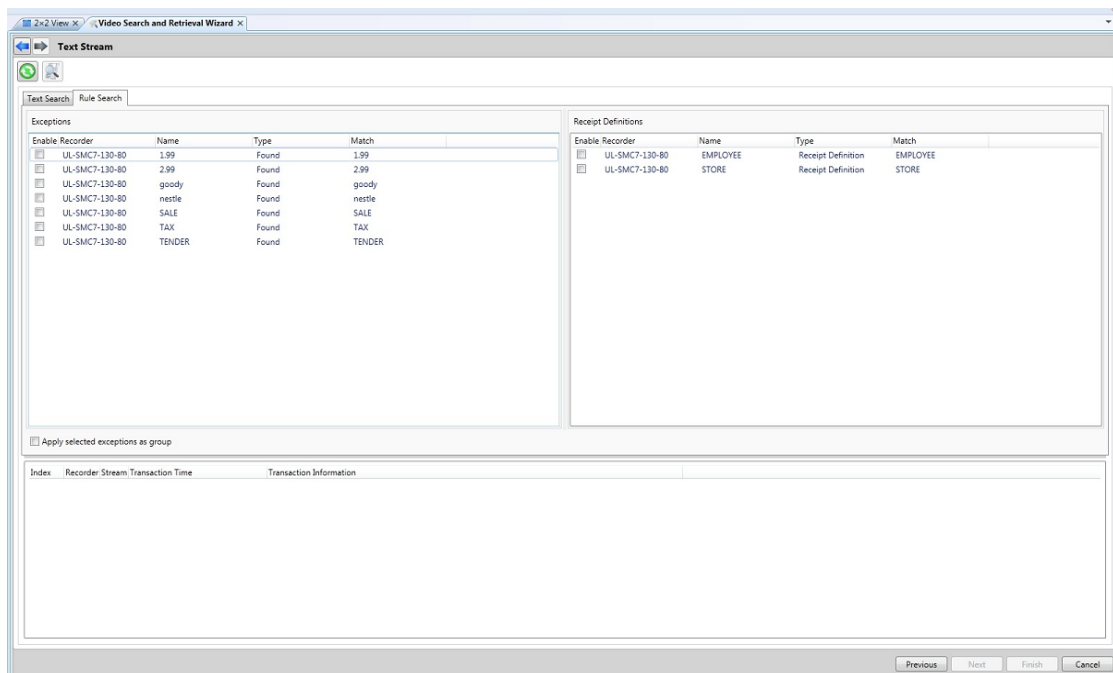
If your chosen criteria requires two values, you must also enter **Value 2**.

- h Select **Save**.

- i (Optional) Select  to test the rule and gain a preview of the results.

(Intellex only) The Text Stream page appears. Choose the search type:

- Text Search
 - a. Select the **Text Search** tab.
 - b. Enter text in the **Search for** field.
- Rule Search
 - a. Select the **Rule Search** tab.



- b. Select an exception checkbox from the **Exceptions** section.
- c. Select a receipt checkbox from the **Receipt Definitions** section.

Note:

You must select at least one exception or receipt definition.

- 7 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 8 Search and Retrieval Wizard closes and the **Text stream based Search Results** tab opens displaying search results. Double-click on a search result to view associated video and text stream.

License Plate Recognition search

This feature gives users the ability to detect vehicle license plates, and to create searches and alarms based on this analytic type. Search parameters can be customized to search for specific license plates, or to search for unrecognized license plates. License Plate Recognition searches can be performed using the search and retrieve wizard.

In addition to configuring License Plate Recognition alerts on a VideoEdge, you can configure License Plate Recognition alarm parameters in victor Unified Client, from the License Plate Management page. For more information about configuring License Plate Recognition, see "License Plate Management".

Note:

Depending on your locality, License Plate Recognition (LPR) may also be called Automatic Number Plate Recognition (ANPR).

License Plate Recognition is a licensable feature for VideoEdge 5.0+ recorders. Before you perform a License Plate Recognition search, the following criteria must be met:

- You must purchase a License Plate Recognition license for the camera
- The camera must capture at least one license plate.

Performing a License Plate Recognition search

- 1 Select .
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.

Note:

If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

- 4 Select **License Plate Recognition** from the **Type of Search** drop down menu.
- 5 Specify Date and Time parameters in the **Date and Time** Pane.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 6 Select **Next**. The Search Parameters screen displays.

Note:

The video stream reverts to the start time selected for the search. To view live video, select .

- 7 Select the required **Draw Style** and draw a Region of Interest (ROI):
 - **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI. Double-click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
 - **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.

Note:

- By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert Selection.
 - The full camera view can be selected as the Active Region by selecting **Select All**.
 - **Load from Alert Rules** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder (Not available on Face detection and edge analytics searches). victor Unified Client
-

uses information from the NVR rule to apply search criteria to the victor Unified Client search. Search parameters are populated from the rule but can be edited if required. Refer to Performing a License Plate Recognition search for more information on alarm rules.

- 8 Select the required **Overlap** percentage.

Note:

Drag the slider to adjust the overlap sensitivity. Sensitivity levels range from Low (0) to High (100). A higher sensitivity level returns more results but with an increased chance of false positives (mistakes). A lower sensitivity level returns less results but with an increased chance of false negatives.

- 9 (Optional) Select the **Enable Fuzzy Matching** checkbox.

- 10 Select one of the following options

- Select the **Return all License Plates** checkbox.
- Configure the license plate parameters.
 - a. Select the **License Plate Recognition List Type**.

Note:

- To search for specific license plates, select an **Include** list. Search results are limited to license plates from the list.
 - To search for unrecognized license plates, select **Exclude**. License plates from the list are excluded from search results.
-

- b. Enter a license registration number in the **Enter a License Plate field**.

- c. Click 

Note:

You can add multiple license plates to an Include or Exclude list.

- 11 Select **Next**. The Confirmation screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 12 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double-click a search result to view associated video.

Analytic Heat Maps

A camera heatmap based on analytics data provides a visual representation of analytic activity over time. A still image of the camera is overlaid with translucent colored pixels that indicate how much activity each pixel 'saw' in a given time frame.

Note:

You must configure Motion Detection, Video Intelligence, or Deep Intelligence for the camera on the VideoEdge recorder for at least the duration of the time range you are mapping.

Generating an Analytic Heat Map

- 1 Right-click the required video stream in surveillance mode.
- 2 Select **Analytic Heat Map**.
- 3 Select the time range in which to search using the date and time pickers.

Note:

The start and end times relate to the total time range searched (not a daily interval)

- 4 Select **Generate Heat map**. A still image is displayed, overlaid with translucent colored pixels. A Key is displayed to the right of the image indicating the colors used. Colors range from Dark Blue (least activity) to Red (most activity)
Standard surveillance tools are available for the heatmap image including Save As, Email, Open in third party application and Print.

Navigating search results

Use the Jump to Next or Jump to Previous results buttons to navigate alerts and video search results.

This feature is available for alerts when in instant playback mode, the required alert types are enabled and alerts are available. It is available for search results whenever there are multiple results available.

You can select search results and alert types from the combo box.



Search results are only enabled when results of a previous advanced search are available.

If viewing multiple video streams and alarms are triggered on more than one camera, Jump To actions mirror the order of alarms in the journal.

Icon	Definition
	Select the alert or search type
	Jump to the next alert or search result
	Jump to the previous alert or search result

Early clip playback

During clip retrieval on supported recorders it is possible to view the video footage while it downloads by selecting the search result then .

Performing a Quick Search and Retrieve

Quick Search and Retrieve can be used to retrieve recent footage from a single camera. Quick Search and Retrieve can jump backwards 30 seconds, 1, 5, 10, 30 or 60 minutes. To perform a search with more defined time parameters, refer to Performing a Quick Search and Retrieve.

- 1 Select one of the following options:
 - Navigate to the camera on the device list, and right-click the camera.
 - Right-click the surveillance pane for that camera.
- 2 Select **Search and Retrieve**. Available time intervals display.
- 3 Select required time interval. Search results window displays.
- 4 Search result displays when download is complete.

Exporting search results

You can export search results as a grid in Microsoft Excel (.xlsx) or .xps formats.

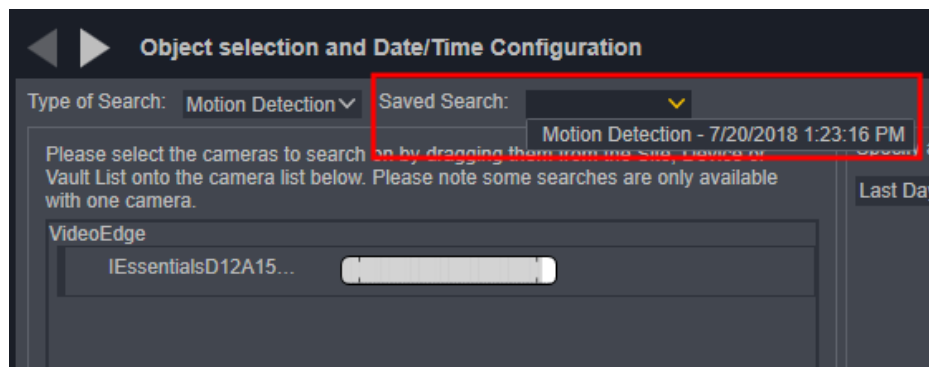
- 1 Perform a search using the **Search and Retrieve Wizard**. Results display in the Search Results window.
- 2 To export the search results:
 - In Excel format select 
 - In .xps format select 
- 3 Navigate to the **Save in** folder as required.
- 4 Select **Save**.

Saved searches

You can access previously-run search queries from the Saved Search menu. Saved Searches are stored on a per-camera basis. For example, when you run a Motion Detection search on a camera, you can access the saved motion detection searches for that camera.

Note:

You cannot access saved searches from other cameras, or from other search types.



Alarm Rules

Alarm Rules allow users to load previously configured searches into victor Unified Client Search and Retrieval Wizard. When loaded, Alarm Rules will automatically populate the Region of Interest along with additional Search Parameters. This feature enables users to store commonly used searches in order to speed up repeated searching.

Alarm Rules are only supported on VideoEdge 4.2+ recorders.

Saving a search as an Alarm Rule

As well as using alarm rules defined within the NVR, you can also create new alarm rules using criteria defined in specific victor Unified Client searches. These alarm rules display in the **Load from Alert Rules** list in the Search and Retrieval wizard when the camera they have been saved against is selected.

- 1 Perform a Motion Detection or Video Intelligence search.
- 2 Select . Save Search as Alert dialog displays.
- 3 Enter a name for the saved search in the **Alert Name** textbox.

- 4 Select **OK**. The search is saved as an alarm rule and will be available for selection on Motion Detection or Video Intelligence searches.

Loading an Alarm Rule

Load Alarm Rule allows you to load a previously configured alarm rule from a VideoEdge NVR 4.2+ recorder. victor Unified Client uses information from the NVR rule to apply search criteria to the victor Unified Client search. Search parameters are populated from the rule but can be edited if required.

Note:

Load Alarm Rule feature is not available on Face Detection or Edge Analytic searches

- 1 Select .
- 2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
- 3 Select **Motion Detection** or required Analytic search type from the **Type of Search** drop down menu.
- 4 Drag and drop cameras from the Device, Site or Vault list onto the Camera Selector Pane.

Note:

If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

- 5 Specify Date and Time parameters in the Date and Time Pane.

Note:

Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

- 6 Select **Next**. The Search Parameters screen displays.
- 7 Select required Alarm Rule from the **Load from Alert Rules** list.
- 8 Search parameters are populated with Alarm Rule parameters. If required, edit search parameters.
- 9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
- 10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double-click on a search result to view associated video.

Investigator Mode

Launching Investigator Mode opens a new Guard window with the selected, main video stream in paused mode occupying the upper left pane.

This mode allows you to drag in up to 5 other streams, each will automatically pause at the same time as the selected stream, enabling a time synchronized view of all cameras.

Note:

Investigator mode can be launched from any surveillance view and is also available from the Search Results window.

Launching Investigator Mode

- 1 Select the main video stream from which to launch Investigator mode. Yellow border displays around pane indicating instant playback is available.
- 2 Select . Investigator mode launches in a new window.
- 3 Drag in other cameras as required. These video streams are paused at the same point as the main video stream.

- 4 Select Playback controls as required to navigate the video streams simultaneously.

SIP Action

You can create a SIP Action and select a pre-recorded message and a collection of SIP devices. When an associated event occurs, the pre-recorded message is broadcast to the selected devices.

Table 31: SIP Action icons

Icon	Description
	SIP Action
	Select Audio Source
	Tick
	Save the current object and close the editor
	Apply

Creating a SIP Action

- 1 From the Navigation bar, click the **Create a New item** icon.
- 2 Select the **SIP Action** icon. The **New SIP Action** page opens.
- 3 In the **General** section,
 - a Enter a name in the **Name** field.
 - b **Optional:** Enter a description in the **Description** field.
- 4 In the **SIP Action** section, click **Configure**. The **New Audio Source** page opens.
- 5 Select the **Add** icon.
- 6 In the **New Audio Source** section:
 - a Enter a name in the **Name** field.
 - b **Optional:** Enter a description in the **Description** field.
 - c Click **Select Audio Source** in the **File** field and select a .WAV file location.
- 7 Click **OK**. The new audio source is listed in the **Filter** section.
- 8 Highlight the new audio source and click the **Tick** icon. The new audio source is listed in the **SIP Action** section of the **New SIP Action** page.
- 9 Configure endpoints using **Custom Endpoint Selection** or **Specific Endpoint Groups** as follows:
Custom Endpoint Selection
 - a In the **Broadcast details** section, select **Custom Endpoint Selection**.
 - b From the **Devices** list, drag and drop a SIP Endpoint into the **Broadcast details** section.**Specific Endpoint Groups**
 - a In the **Broadcast details** section, select **Specific Endpoint Groups**.

- b Choose endpoints from the following list:
 - All Unassociated Endpoints
 - All Workstation Endpoints
 - All Camera Endpoints
- 10 In the **Event Pairings** section, associate the SIP Action with an event and then click the **Apply** icon.
The SIP Action is created.

Maintenance Mode

You can enable Maintenance Mode to suppress alarms and map annunciations for a specific duration when cameras are disconnected for routine maintenance. When Maintenance Mode is enabled, no offline camera events are triggered in Maps, Activity List, Event Viewers, or Reports.

Note:

Access to Maintenance Mode is camera permission-based using Roles.

Enabling Maintenance Mode

- 1 Click the **View Device List** icon. A list of all system devices displays.
- 2 Right click on the camera and select **Maintenance Mode**. A list of time duration options display
- 3 Chose a default time or click **Configure Duration** to input a time.
Maintenance Mode is enabled on the camera.

Disabling Maintenance Mode

- 1 Click the **View Device List** icon. A list of all system devices displays.
- 2 Right click on the camera and select **Maintenance Mode** and then select **End Maintenance**.
The camera is re-enabled and Events are viewable in the **Activity** list.

Maintenance Mode Action

You can create a Maintenance Mode Action that is linked to an event for planned maintenance of a camera. All camera information will be suppressed, preventing a flood of camera alerts.

Table 32: Maintenance Mode Action icons

Icon	Icon name	Description
	Maintenance Mode Action	Click to open the New Maintenance Mode Action window for configuration.

Configuring a Maintenance Mode Action

- 1 Click the **Create new item** icon and then click the **Maintenance Mode Action** icon.
- 2 Enter a **Name** and a **Description**.
- 3 Choose a **Maintenance option** as follows:
 - To change the camera status to enabled, select **Off**.

- To change the camera status to disabled, select **On**.
- 4 From the **Devices** list, drag and drop the appropriate camera into the **Camera Selector**.

Note: You can drag and drop multiple cameras into the **Camera Selector**. If you drag and drop a recorder, only the camera devices are listed.

 - 5 Click the **Save** icon.
 - 6 Click the **Create New Item** icon and then click the **Event** icon.
 - 7 Enter a **Name** and a **Description**.
 - 8 In the **Action Pairings** section, expand the **Maintenance Mode** menu and then select the **Maintenance Mode Action** you previously created.
 - 9 Click the **Save** icon.
A Maintenance Mode Action is created. The Event Viewer displays a Maintenance Mode Action event. The Health Dashboard displays the camera health status as Disabled.

Disabled device viewing

By default, a disabled device is excluded from the Device List and is not supported in Live View. To show a disabled device in the Device List and to enable Live View support, complete the following:

- 1 Click the **System Configuration** icon > **Settings** > **Recorder**.
- 2 In the **Disabled Devices** section, select the **Show disabled devices** check box.

Note: The **Show disabled devices** check box is disabled by default.

Privacy zones

To help protect privacy, you can configure privacy zones. These are customized areas on a camera view that are hidden by a black rectangle. A privacy zone is blacked out in live mode and playback mode, while the original video footage is saved on the recorder.

Enabling role permissions for privacy zones

By default, a user does not have permissions to configure privacy zones or access original video footage. To enable these role permissions:

- 1 Create a new role. For more information, see "Creating a Role"
- 2 In the **Device Access** section, scroll down to **Cameras** and then click the **Open Type exceptions** icon.
- 3 To enable role permissions for configuring a privacy zone, select **Configure Privacy Zones**.
- 4 To enable role permissions for accessing original video footage, deselect **Disable Privacy Zones**.

Configuring privacy zones

- 1 Launch the **Privacy Zones** editor as follows:
 - From the **Devices** list, right-click the camera > **Privacy Zones** > **Configure**.
 - From a video pane, right-click the camera > **Privacy Zones** > **Configure**.

Note: To access the **Privacy Zones** editor, you must enable role permissions. For more information, see "Enabling role permissions for privacy zones".

- 2 To create a privacy zone, click and drag the cursor over the appropriate area.

- 3 To move a privacy zone, click on the privacy zone and drag it to the appropriate location.
- 4 To delete a privacy zone, right-click on the privacy zone and then click **Clear region**.
- 5 To delete all privacy zones, right-click on the video pane and then click **Clear all regions**.
- 6 To save your settings, click the **Save** icon.

Reports and Data Visualization

The reporting function is used primarily to display Journal and Audit information on system objects and activity.

Various predefined report templates are available within the client or alternatively, you can use '**Ad Hoc**' reports for more customizable reports which allow search terms to be used.

The Data Visualizer feature allows users to display report data graphically using Charts, Timelines and Report Grids.

You can send reports and data visualizations as email attachments, directly from the reporting module.

You can configure reports to refresh at regular intervals, so that the report displays up-to-date information about system objects and activity. You can also incorporate reports into workspace layouts, to create dashboards that display system information in addition to surveillance information. For more information about Analytic Dashboards, see "Layouts".

Note:

You must configure Email Preferences before you can send reports and data visualizations as email attachments. To configure Email Preferences, select the **Configuration** icon, select **Settings**, then select **Email Preferences**.

Journal Filter

The Journal Filter is used to regulate the amount of data being written to the database (journalized) by blocking/unblocking specific alert types. The feature is accessed from the **Settings** page.

The following message types cannot be blocked and will always be journaled:

- General Purpose Interface Activity
- Operator Login
- State Change
- System Activity
- System Error

The default setting is to record, meaning messages will be written to the database unless they are blocked in the journal filter.

Note:

Motion Detection, Light Change, and Motion Exception Alerts are blocked by default.

Report exceptions are controlled at Object and Type level. Object Exceptions override Type Exceptions - therefore if an alert type is blocked at type level but allowed for a specific object, the object's alert will be written to the database but the block on the type remains valid.

Creating a report

Various predefined report templates are available within the report editor. These can be used to generate reports to retrieve Journal and Audit information on system objects and activity. From the reporting dialog, reports can be saved so they can be executed later.

- 1 Select 
- 2 Select the **Report** icon. Reports Editor displays.
- 3 Select the required date range using the **Date Range** Picker.
- 4 (Optional) To schedule a recurring report, select a refresh period from the **Refresh** dropdown.

- 5 If required, select a report **Category** from the dropdown.
- 6 Select a report **Template** from the dropdown.

Note:

- Available templates may vary depending on which integrations are installed on your system.
 - On selection, each template populates the fields below the dropdown with relevant filters (appropriate to report type).
-

- 7 Select  and use the Object Selector to apply filters as required.
- 8 (Optional) Select **New Tab** checkbox to open results in a new tab.
- 9 Select from the following actions:

- **Execute** to run the report
 - **Visualize** to send report results to Data Visualizer
 - **Save** to save the report for future use (new dialog displays)
-

Note:

The **Save** dialog allows the user to provide a Name and Description for the report. It also allows the user to specify whether the report should prompt for new/different filters when it is executed. If checked when the report is executed the standard report dialog will be presented with the saved report information loaded. If the user configures a report with "Custom" as the Date Range, the report will prompt on execution so the user can specify dates.

- **Email** to send the report as an email attachment
-

Note:

When the **Email** dialog is selected, an email popup displays. If a report was generated, it is attached to the email as an .xls file. If a report visualization was generated, it is attached to the email as a .png file.

Creating an Ad Hoc report

The Ad Hoc tab contains journal message types that do not have associated report templates. The control that is shown for these types of reports allow you to pick an object, type or to enter a name to filter by.

- 1 Select .
 - 2 Select the **Report** icon.
 - 3 Select the required date range using the **Date Range** picker.
 - 4 (Optional) To schedule a recurring report, select a refresh period from the **Refresh** dropdown.
 - 5 Select the **Ad Hoc** tab.
 - 6 Select the **Activity Type** from the dropdown menu.
 - 7 Use the Object Selector or the **Name** textbox to enter a search term.
 - 8 Select **New Tab** checkbox to open results in a new tab (optional).
 - 9 Select from the following:
 - **Execute** to run the report
 - **Visualize** to send report results to Data Visualizer
 - **Save** to save the report for future use (New dialog displays)
-

Note:

The **Save** dialog allows the user to provide a Name and Description for the report. It also allows the user to specify whether the report should prompt for new/different filters when it is executed. If checked when the report is executed the standard report dialog will be presented with the saved

report information loaded. If the user configures a report with "Custom" as the Date Range, the report will prompt on execution so the user can specify dates.

- **Email** to send the report as an email attachment.

Note:

When the **Email** dialog is selected, an email popup displays. If a report was generated, it is attached to the email as a PDF. If a report visualization was generated, it is attached to the email as a .png file.

- **Exit** to exit without saving.

Creating a VideoEdge Status report

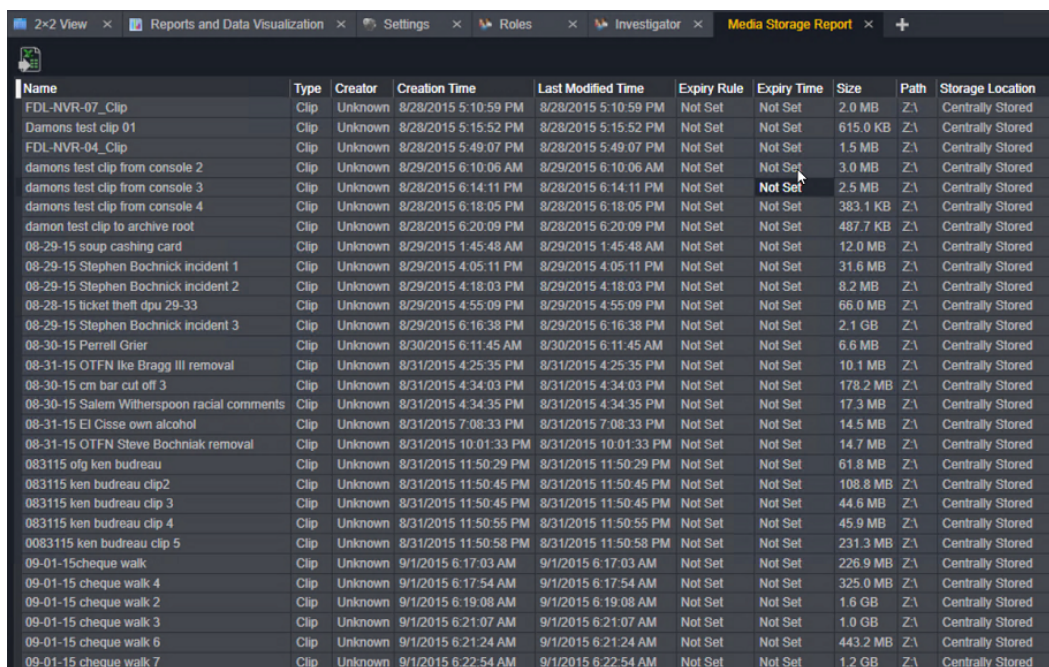
A VideoEdge Status report is a Dynamic View of VideoEdge recorders and their attached cameras. Unlike a VideoEdge dynamic view, the VideoEdge Status Report displays a different set of status fields by default. The purpose of this report is to provide an overview of VideoEdge recorder uptime and the recording statistics for any cameras that are attached to the VideoEdges. You can configure the report to include or exclude different information fields, and you can export the report. See "Dynamic Views" for more information about configuring and exporting dynamic views.

- 1 Select 
- 2 Select the **Report** icon.
- 3 Select the **Report Templates** tab.
- 4 Select **Recorder and Camera Report** to open a VideoEdge Recorder Dynamic View.

Creating a Media Storage report

A Media Storage report shows clip and incident activity across the workstation. The Media Storage report also shows the Expiry Rule and Expiry Time for any clips or incidents that are generated on the system.

Figure 91: A Media Storage report



Name	Type	Creator	Creation Time	Last Modified Time	Expiry Rule	Expiry Time	Size	Path	Storage Location
FDL-NVR-07_Clip	Clip	Unknown	8/28/2015 5:10:59 PM	8/28/2015 5:10:59 PM	Not Set	Not Set	2.0 MB	Z:\	Centrally Stored
Damons test clip 01	Clip	Unknown	8/28/2015 5:15:52 PM	8/28/2015 5:15:52 PM	Not Set	Not Set	615.0 KB	Z:\	Centrally Stored
FDL-NVR-04_Clip	Clip	Unknown	8/28/2015 5:49:07 PM	8/28/2015 5:49:07 PM	Not Set	Not Set	1.5 MB	Z:\	Centrally Stored
damons test clip from console 2	Clip	Unknown	8/29/2015 6:10:06 AM	8/29/2015 6:10:06 AM	Not Set	Not Set	3.0 MB	Z:\	Centrally Stored
damons test clip from console 3	Clip	Unknown	8/28/2015 6:14:11 PM	8/28/2015 6:14:11 PM	Not Set	Not Set	2.5 MB	Z:\	Centrally Stored
damons test clip from console 4	Clip	Unknown	8/28/2015 6:18:05 PM	8/28/2015 6:18:05 PM	Not Set	Not Set	383.1 KB	Z:\	Centrally Stored
damon test clip to archive root	Clip	Unknown	8/28/2015 6:20:09 PM	8/28/2015 6:20:09 PM	Not Set	Not Set	487.7 KB	Z:\	Centrally Stored
08-29-15 soup cashing card	Clip	Unknown	8/29/2015 1:45:48 AM	8/29/2015 1:45:48 AM	Not Set	Not Set	12.0 MB	Z:\	Centrally Stored
08-29-15 Stephen Bochnick incident 1	Clip	Unknown	8/29/2015 4:05:11 PM	8/29/2015 4:05:11 PM	Not Set	Not Set	31.6 MB	Z:\	Centrally Stored
08-29-15 Stephen Bochnick incident 2	Clip	Unknown	8/29/2015 4:18:03 PM	8/29/2015 4:18:03 PM	Not Set	Not Set	8.2 MB	Z:\	Centrally Stored
08-28-15 ticket theft dpu 29-33	Clip	Unknown	8/29/2015 4:55:09 PM	8/29/2015 4:55:09 PM	Not Set	Not Set	66.0 MB	Z:\	Centrally Stored
08-29-15 Stephen Bochnick incident 3	Clip	Unknown	8/29/2015 6:16:38 PM	8/29/2015 6:16:38 PM	Not Set	Not Set	2.1 GB	Z:\	Centrally Stored
08-30-15 Perrell Grier	Clip	Unknown	8/30/2015 6:11:45 AM	8/30/2015 6:11:45 AM	Not Set	Not Set	6.6 MB	Z:\	Centrally Stored
08-31-15 OTFN Ike Bragg III removal	Clip	Unknown	8/31/2015 4:25:35 PM	8/31/2015 4:25:35 PM	Not Set	Not Set	10.1 MB	Z:\	Centrally Stored
08-30-15 cm bar cut off 3	Clip	Unknown	8/31/2015 4:34:03 PM	8/31/2015 4:34:03 PM	Not Set	Not Set	178.2 MB	Z:\	Centrally Stored
08-30-15 Salem Witherspoon racial comments	Clip	Unknown	8/31/2015 4:34:35 PM	8/31/2015 4:34:35 PM	Not Set	Not Set	17.3 MB	Z:\	Centrally Stored
08-31-15 El Cisse own alcohol	Clip	Unknown	8/31/2015 7:08:33 PM	8/31/2015 7:08:33 PM	Not Set	Not Set	14.5 MB	Z:\	Centrally Stored
08-31-15 OTFN Steve Bochniak removal	Clip	Unknown	8/31/2015 10:01:33 PM	8/31/2015 10:01:33 PM	Not Set	Not Set	14.7 MB	Z:\	Centrally Stored
083115 oig ken budreau	Clip	Unknown	8/31/2015 11:50:29 PM	8/31/2015 11:50:29 PM	Not Set	Not Set	61.8 MB	Z:\	Centrally Stored
083115 ken budreau clip2	Clip	Unknown	8/31/2015 11:50:45 PM	8/31/2015 11:50:45 PM	Not Set	Not Set	108.8 MB	Z:\	Centrally Stored
083115 ken budreau clip 3	Clip	Unknown	8/31/2015 11:50:45 PM	8/31/2015 11:50:45 PM	Not Set	Not Set	44.6 MB	Z:\	Centrally Stored
083115 ken budreau clip 4	Clip	Unknown	8/31/2015 11:50:55 PM	8/31/2015 11:50:55 PM	Not Set	Not Set	45.9 MB	Z:\	Centrally Stored
0083115 ken budreau clip 5	Clip	Unknown	8/31/2015 11:50:58 PM	8/31/2015 11:50:58 PM	Not Set	Not Set	231.3 MB	Z:\	Centrally Stored
09-01-15 cheque walk	Clip	Unknown	9/1/2015 6:17:03 AM	9/1/2015 6:17:03 AM	Not Set	Not Set	226.9 MB	Z:\	Centrally Stored
09-01-15 cheque walk 4	Clip	Unknown	9/1/2015 6:17:54 AM	9/1/2015 6:17:54 AM	Not Set	Not Set	325.0 MB	Z:\	Centrally Stored
09-01-15 cheque walk 2	Clip	Unknown	9/1/2015 6:19:08 AM	9/1/2015 6:19:08 AM	Not Set	Not Set	1.6 GB	Z:\	Centrally Stored
09-01-15 cheque walk 3	Clip	Unknown	9/1/2015 6:21:07 AM	9/1/2015 6:21:07 AM	Not Set	Not Set	1.0 GB	Z:\	Centrally Stored
09-01-15 cheque walk 6	Clip	Unknown	9/1/2015 6:21:24 AM	9/1/2015 6:21:24 AM	Not Set	Not Set	443.2 MB	Z:\	Centrally Stored
09-01-15 cheque walk 7	Clip	Unknown	9/1/2015 6:22:54 AM	9/1/2015 6:22:54 AM	Not Set	Not Set	1.2 GB	Z:\	Centrally Stored

- 1 Select .
- 2 Select the **Report** icon.
- 3 Select the **Report Templates** tab.
- 4 Select **Media Storage Report** to create the media storage report.
- 5 (Optional) Select the **Export** icon to export the report as a spreadsheet file.

Note:

The Export icon appears in the top-left corner of the Media storage report window.

Show All

To view an object list of all saved or available reports, select the Show All icon, , then select Report from the History section.

The saved reports are shown in a dynamic view and are by default grouped by Report Template type.

Right-clicking on any report offers the following options:

- **Edit:** Modify the filters for the report.
- **Delete:** Delete the saved report.
- **Execute:** Display a dynamic view with the results of the report.
- **Visualize:** Display a data visualization control with the results of the report.
- **Add to Sites:** Add the report to one or more sites.

Finding an object's journal records

The Find in Journal feature allows you to search for journal records relating to specific objects of interest.

If the **Find in Journal** feature is available for an object, it is typically accessible from the object's context menu.

- 1 Right-click the required object.
- 2 Select **Find in Journal. Report Selection** dialog displays.
- 3 Select the required **Report Type** from the dropdown.
- 4 Select the date range using the **From** and **To** date controls.

Note:

The Search Name will be populated by the name of the object selected. If required, enter the **Operator Name**.

- 5 Select **Execute** to run the report.

Note:

You can also save or email the report if required.

Logging a General Message

You can write a manual entry to the journal using the Log General Message feature. As well as entering a manual message, you can select and edit any of the predefined messages which may be available. General messages are available as a report type.

- 1 Select 
- 2 Select **Log General Message**.
- 3 To enter a manual message:
 - a Enter a message as required.
 - b Select  to enter additional messages. Select  to remove messages.
- 4 To enter a predefined message:
 - a Select **Select Message from Predefined Message log** dropdown.
 - b Select Predefined Message.
 - c Select  to enter additional messages. Select  to remove messages.
- 5 Select **OK**. Selected messages are journaled.

Creating a Predefined Log Message

Predefined Log Messages can be created which can then be used when required to acknowledge or clear an event without needing to type text.

Messages are identifiable by their labels which are assigned when they are created.

Labels and message fields are mandatory for every message created. Labels can be up to 100 characters in length and messages up to 3000.

The language for each message can also be assigned, this means when a user logs a message, the messages available are filtered to provide current language messages only. To log a message in a different language, you must switch language in the client.

- 1 Select 
- 2 Select **Predefined Message Log** from the **Event** section.
- 3 Select the message language from the **Language** dropdown.
- 4 Enter Label text in the **Label** textbox.
- 5 Enter message text in the **Message** textbox as required.
- 6 Select  to add additional messages or  to remove selected messages.
- 7 Select **Save**.

Data Visualization

Data Visualizer can be used to graphically chart most event data available in Victor Unified Client. The charts can be used to visualize the data over time, and to compare different events as different data series. Once data has been populated in the Data Visualizer, it can be further manipulated.

A typical use case for data visualizer could be for People or Object counting. This could be achieved by using Data visualizer combined with the VideoEdge Video Intelligence or Deep Intelligence software add-ons to form a useful People Counting solution.

Note:

Video Intelligence and Deep Intelligence are licensed software add-ons to the VideoEdge NVR product. You must obtain a license for each camera before you can use the video intelligence or deep intelligence features.

Report Results

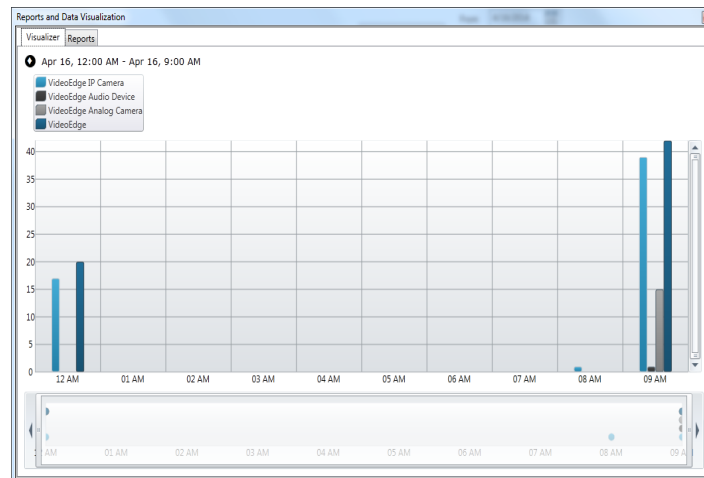
Once search parameters have been entered into the **Reports** or **Ad Hoc** tab (see Data Visualization and Data Visualization), select **Visualize**. Report results will display in the Data Visualizer.

Search & Retrieve Results

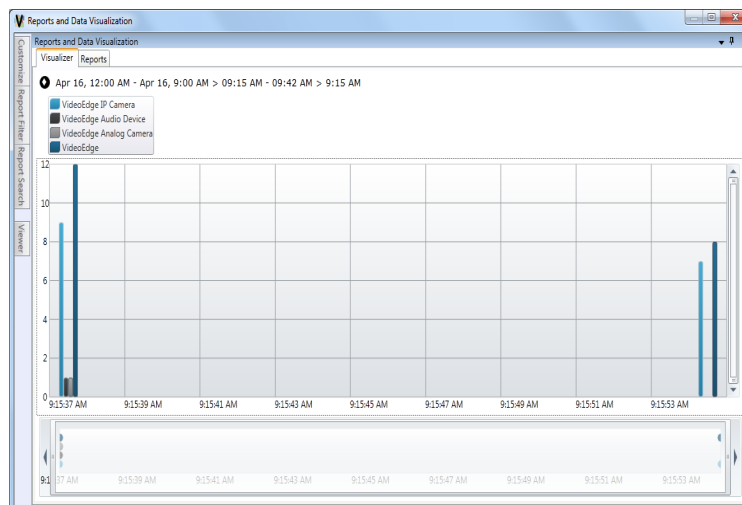
Once a Search & Retrieve has been run, select  to view results in the Data Visualizer.

Drill Down

When results have been populated in the Data Visualizer, the X axis will display time relevant to search criteria and the Y axis will display the number of occurrences. In the example shown below, the search was carried out over a 3 day period, with each column representing 1 day:



From this view, you can further 'drill down' into a time period by double-clicking a column. For example, double-clicking on the 'Apr 08' column will 'drill down' into that day, displaying columns for each hour, as shown below:



You can continue to 'drill down' into more narrow timeframes until the **Drill Down Threshold** of occurrences has been reached. The **Drill Down Threshold** is set from the **Customize** tab of the Data Visualizer and is the limit of number of occurrences that you can drill down to. Once the **Drill Down Threshold** has been reached, double-clicking a column will open a surveillance pane displaying results. If no video is associated, drilling down will return a view of the type.

The Customize tab

The following table details the buttons that are available from the **Customize** tab:

	Fit Horizontal & Vertical - fits chart horizontally and vertically
	Fit Horizontal - fits chart horizontally
	Fit Vertical - fits chart vertically
	Toggle Crosshairs - toggles crosshairs on chart on and off
	Toggle Gridlines - toggles gridlines on chart on and off
	Export to File - exports current data visualizer view as a .jpg file
	Export to Excel - exports current data visualizer view and data in Microsoft Excel format (.xlsx)
	Export to XPS - exports data as a .xps file
	Save to Incident - adds the report to an Incident folder.

The **Series** section of the **Customize** tab enables customizing of the color of all series displayed in the data visualizer, along with the ability to add a **Mean** line or **Trendline** to the chart.

The **Customize** section of the **Customize** tab enables changing of axis settings to **Log Axis** and **Show Zeros**, along with changing the series **Type** (Line, Column, Bar, Area), which **Trendline** (Linear, Logarithmic, Quadratic, Cubic) is displayed and setting of the **Drill Down Threshold**.

Filter Tab

The **Filter** tab allows for filtering of the chart by **Object Type**, **Object Name** or **Alarm**. Select required option then select **Update Chart** to apply.

Report Search

Selecting the **Report Search** tab opens the report search interface from which reports and ad hoc reports can be run. Refer to The Customize tab for more information.

Generic Edge Devices and Reports

You can import Generic Exception Reports which can be associated with either cameras or Generic Devices within victor Unified Client to associate video data with report data.

Generic Edge Devices must be configured within the client before reports can be created to associate victor Unified Client video with report data.

Generic Edge Devices

These devices are hardware objects which are added to victor Unified Client for reference only. They enable you to associate cameras so that when generic exception reports are run, you can view video aligned with report data.

victor Unified Client does not poll these devices for status, the only meaningful reference which links the device to reports is the External Identifier which maps to the report.

Associated camera views can be accessed by right-clicking on the objects in the device list and selecting **View**.

Generic Exception Report Requirements

At a minimum, exception reports must:

- Be in Row-Column Format
- Be either .csv, .txt, .xls or .xlsx file format
- Contain columns for Date, Time and Generic Edge Device
- List exceptional transactions

Any other information the report may contain will be imported and displayed but is not required for the import to be successful.

Three types of rows are supported:

- **Key row** (one) - The first row of the report. This row names the columns in the report
- **Terminal rows** (one or more). Contain the transaction data
- **Group rows** (one or more). Used to link together terminal rows

Importing Generic Exception Reports

The Generic Exception Report wizard guides you through the several steps required to import a new exception report and also create report templates. Templates are useful as the next time you import a report of that type, victor Unified Client will recognize it and import it directly.

- 1 Select 
- 2 Select **Import Report** from the **Exception Report** section.
- 3 Select **Browse. Open** dialog displays.
- 4 Navigate to and select the exception report.
- 5 Select **Open**. A Report Preview displays in the **File Select** screen.
- 6 Select **Generic Edge Devices** or **Cameras** from the **Type** dropdown.
- 7 Use the **Report Type** dropdown to select whether the report is new or uses an existing template. If **New Report Type** is selected, the wizard will guide you through the rest of the process, if you select an existing report type, the wizard will bypass report configuration and prompt for import.
- 8 Select **Next. Exception Report Header** screen displays. Set the report header by selecting the row containing the required column headers. After selecting the header row, you can change the column header names by selecting the name in the preview area and entering a new name.
- 9 Select **Next. Mandatory Columns** screen displays.
- 10 Drag column headers from the preview datagrid into the relevant column dropboxes.
- 11 Select **Next. Save Format** screen displays:
 - Enter **New Report Name** (Select **Save** when entered) - The new template will save with this name
 - Enter an External Device Time Offset if required

Note:

This setting allows you to adjust for differences between the External device Clock and the Video System Clock so report time data and Video data align.

- 12 Select **Next**. Import Summary Screen displays. Review the report summary and use **Previous** and **Next** Buttons to make any amendments as required.
- 13 Select **Finish**.

To access the report, select , then select **Exception Reports**. Right-click the report and select **View**, **Send To** or **Delete** as required.

victor Application Server

The victor Application Server incorporates an industry-standard relational database (Microsoft SQL Server) used to manage and maintain a single record of:

- Authorized users and passwords
- Associated recorders and cameras
- Roles and permissions
- Alarm and event journals
- Client license status
- C•CURE 9000 configuration in a Unified environment.

Only one instance of victor Application Server is required per site regardless of the number of recorders, clients or cameras connected. It can be installed on the same PC as the client for smaller sites or on a separate server for larger sites.

The victor Application Server stores data relating to operator profiles, role information, objects, object status and who, and what interacts with your video network.

Up to twenty victor Application Servers are supported per client, connecting to one at a time. victor Application Servers can be added, deleted and edited using the victor Application Servers editor on the Configuration menu.

Adding a victor Application Server

You can add, edit and delete victor Application Server records using the server editor.

Note:

Each victor Application Server installation supports up to 20 records.

- 1 Select , then select **Edit victor Application Servers**.
- 2 Select . New blank record is created in victor Application Server list.
- 3 Double-click the **Display Name** text box.
- 4 Enter a Name for the victor Application Server.
- 5 Double-click the **IP Address/Domain Name** text box.
- 6 Enter IP Address/Domain Name as required.
- 7 Double-click the Port textbox.
- 8 Enter the Port number as required (Port numbers 1026-65535 are supported).
- 9 (Optional) Select the **Default** radio button if the new victor Application Server is to become the default.

Note:

The default victor Application Server refers to the server that the client automatically connects to when single sign on is turned ON. This is the server which will display first on the victor Application server list on the login dialog.

- 10 Select **Save**.

Adding a victor Application Server from the Client Sign in dialog

- 1 Double-click the **victor Unified Client** icon on the desktop. The client sign in dialog displays.
- 2 Select **Add**. The Create Site Manager dialog will display.
- 3 Enter a **Display Name** for the application server in the text box.
- 4 Enter the **IP Address/Domain Name** in the text box.
- 5 Enter the **Port** number as required (Port numbers 1026-65535 are supported).
- 6 Select **OK**.
- 7 Select the new victor Application Server from the **victor Application Servers** dropdown.
- 8 Select **Authentication** Method the operator uses from the dropdown - Windows or Basic.
- 9 Enter **Username**.
- 10 Enter **Password**.

Note:

Blank Passwords are not accepted.

- 11 Select **OK** to log in or **Cancel** to exit.

Editing victor Application Servers

You can add, edit and delete victor Application Server records using the server editor.

- 1 Select , then select **Edit victor Application Servers**.
- 2 Double-click in relevant textboxes to edit values.
- 3 Select **Save**.

Switching victor Application Server

Use the following procedure to connect victor Unified Client to a different victor Application Server.

- 1 Select  from the Status bar, then select **Logout**.
- 2 Select **Log out**. The client sign in dialog opens.
- 3 Select the authentication type from the **Authentication** dropdown.
- 4 Enter username in the **Username** text box.
- 5 Enter password in the **Password** text box.
- 6 Select the victor Application Server from the **victor Application Servers** dropdown.
- 7 Select **OK**.

Changing the default victor Application Server

Use the following procedure to change the default victor Application Server that victor Unified Client connects to.

- 1 Select , then select **Edit victor Application Servers**.
- 2 Select the Default radio button of the victor Application Server you wish to make default.
- 3 Select **Save**.
- 4 Close and restart victor Unified Client. You will now connect to your selected default victor Application Server.

Deleting a victor Application Server

You can delete victor Application Server records from the system

Note:

You cannot delete the default victor Application Server.

- 1 Select , then select **Edit victor Application Servers**.
- 2 Select the server to be deleted.
- 3 Select  to delete the victor Application Server.

Databases

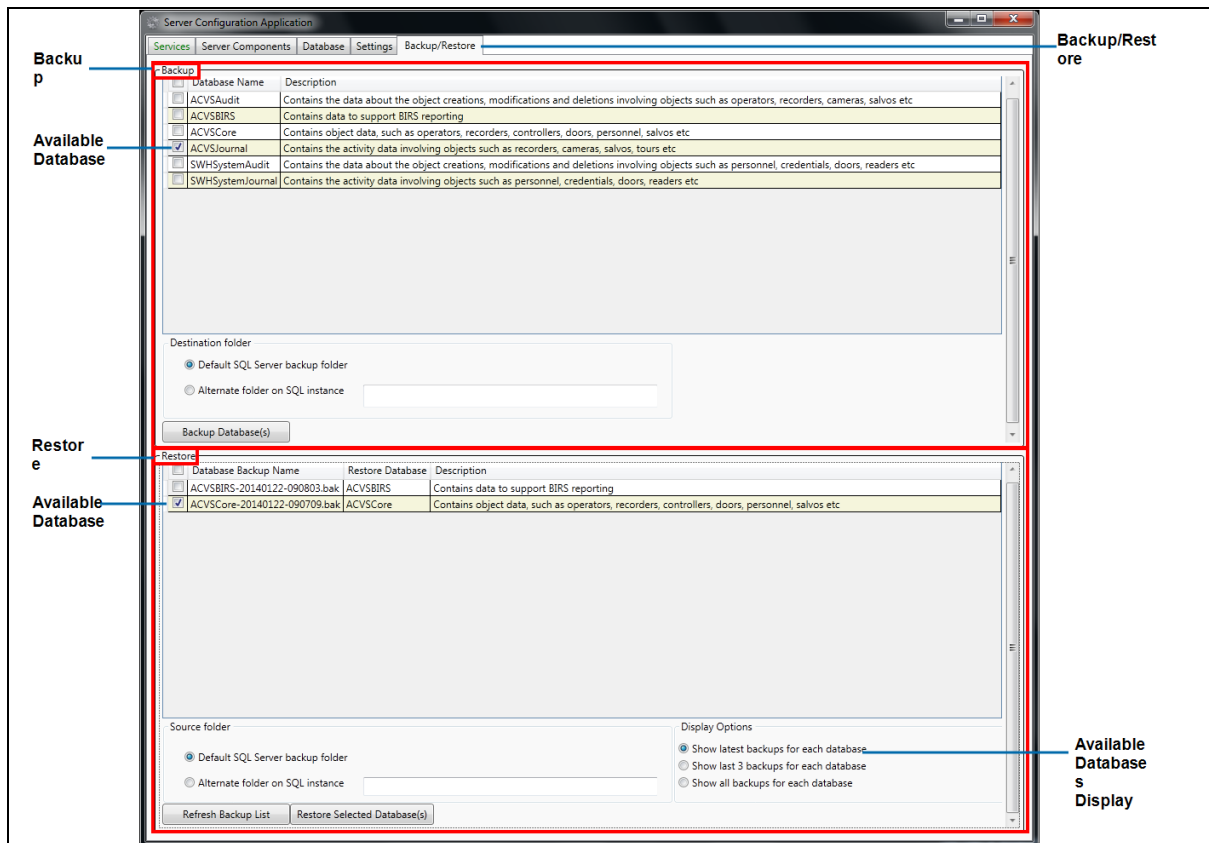
victor Application Server contains several databases storing data about all aspects of your system:

- **ACVSCore** - contains data about objects (e.g. cameras, recorders, operators etc.)
- **ACVSJournal** - contains activity data about objects in victor Unified Client.
- **ACVSAudit** - contains data about object creation, modification and deletion in relation to victor Unified Client.
- **ACVSBIRS** - contains information to support BIRS reporting.
- **ACVSPOS** - contains data about the Point of Sale feature. Only available if feature installed.
- **SWHSystemAudit** - contains data about object creation, modification and deletion in relation to C•CURE 9000.
- **SWHSystemJournal** - contains activity data about objects in C•CURE 9000.

Backing up a server database

The database backup/restore feature provides a means to collect, save and restore system data. You can back up an existing Tyco database or restore a database from a specified folder location for the system SQL instance.

The Backup/Restore tab is split into 2 sections - the upper section is used for Database **Backup** procedures, the lower section for **Restore** procedures as shown below:



- 1 Open the **Server Configuration Application**.
- 2 Select **Backup/Restore** tab.
- 3 Select the required databases using the checkboxes next to each database (double-click required). Or select **All Databases** using the topmost checkbox.
- 4 Choose the **Destination Folder** to host the backup (you can select the default SQL folder or specify an alternate folder).
- 5 Select **Backup databases**. (Backup progress is indicated during the operation). If the operation succeeds a dialog appears, stating **Backups complete**.
- 6 Select **OK**.

Restoring a server database backup

- 1 Open the **Server Configuration Application**.
- 2 Stop the Crossfire framework Services in the **Services** tab.
- 3 Select **Backup/Restore** tab.
- 4 Choose the **Source Folder** that hosts the required backup (you can select the Default SQL folder or specify an Alternate folder).

Note:

If an alternate location is used, you need to specify the location and click **Refresh Backup List** to display available backups in that location.

- 5 If required, use the **Display Options** control to view and filter available databases.
- 6 Select **Refresh Backup List** to display available backups.
- 7 Select the required databases using the checkboxes next to each database (double-click required). Or select **All Databases** using the topmost checkbox.

- 8 Select **Restore Selected Databases**. Confirmation dialog displays.

Note:

- If Framework services have not been stopped (step b) an error dialog will display instructing you to stop the services and try again
 - A warning dialog displays informing of potential data loss due to the restore.
-

- 9 Select **OK** (Backup progress is indicated during the operation). If operation is successful a dialog displays stating **Restores complete**.



Caution

The **Restore Backup** procedure overwrites ALL current victor Unified Client system data.

victor RESTful Interface

The victor Integration Driver Service (IDS) supports a pre-defined variety of services exposed as a REST API. Any authenticated source will be capable of raising events within victor providing they conform to the interface described in this document. All return values are through JSON.

The typical workflow to raise an event is:

- 1 Call `/1.0/victor/event/target` to identify the victor resource key for a given identifier. For example, rtsp stream address, camera name, or server/channel combination.
- 2 Call `/1.0/victor/event` to raise the alert on victor

Stores alert data in Journal and raises an event visible in the victor UI.

Note:

Events are raised individually.

victor ResourceKeys change very rarely; only when a camera is removed and re-added to the database. This occurs either by removing and re-adding the recorder, or removing the camera from the recorder and re-adding it. It is mostly acceptable to cache the results returned by `/victor/event/target` for the lifetime of the driver. The ResourceKey can be re-queried if a failure occurs POSTing to `/victor/event`.

Note:

Login (username and password authentication) is not currently supported. Authentication is provided by an API Key that is configured in victor Client under System Configuration.

A configured API key is passed as a key/value pair in the request headers as follows:

- **Key:** JCI.Integration
- **Value:** xxxxxx

RESTful API functionality

For optimum RESTful API functionality, use the following guidelines for:

- Event target
- Recorder
- Event
- DeviceInfo

Event target

Table 33: Event target

Resource URL	/1.0/victor/event/target	
Authentication required	Yes	
Operation support	Supported	Notes
GET	Yes	
DELETE	No	405 – Method Not Allowed
PATCH	No	405 – Method Not Allowed
POST	No	405 – Method Not Allowed
PUT	No	405 – Method Not Allowed
Response code	Response body	Meaning
200	JSON	Target details have been returned
404	None	Target(s) not found
GET/1.0/victor/event/target		
Request format	JSON	
Requires authentication	Yes	

Outcome: Returns Alert Target ResourceKey and ResourceType given an RTSP URL.

Table 34: Inbound parameters

Inbound parameters specified in the message body as JSON format as seen in the following table.

Parameter	Type	Optional	Notes
StreamUrl	String	Yes	Describe stream as camera RTSP address
NvrStreamUrl	String	Yes	Describe stream as NVR pass-thru
NvrUrl	String	Yes	Describe streams on a single NVR (FQDN or IP)
NvrKey	String	Yes	Describe streams on a single NVR (UUID)
StreamCameraName	String	Yes	Describe streams as camera name
StreamNvrCameraName	String	Yes	Describe streams on a single NVR (UUID)

Table 35: Returned fields for each match

Parameter	Type	Optional	Notes
ResourceKey	String	No	Alert Target UUID
ResourceType	String	No	Type of device (“VideoInput”)
RecorderName	String	No	FQDN of recorder
Channel	Integer	No	Channel number of device

Paremeter	Type	Optional	Notes
CameraName	String	No	Friendly name of camera
RtspUrl	String	Yes	Rtsp Stream address (if rtsp capable)
Resource	String	No	[list of] Resources identified as matching input

Table 36: Event target examples

	Example
Request	<pre> /1.0/victor/event/target { "StreamUrl" : "rtsp://192.168.1.169/live_video" } </pre>
Response	<pre> { "Resource" : [{ "ResourceKey" : "119b8b52-4eb6-4914- a4b7-cf567b13fba2", "ResourceType" : "VideoInput", "RecorderName" : "192.168.1.20", "Channel" : "14", "CameraName" : "Camera 14" }] } </pre>
Request	<pre> /1.0/victor/event/target { "NvrUrl" : "192.168.1.20" } </pre>
Response	<pre> { "ResourceMatches" : [{ "ResourceKey" : "119b8b52-4eb6-4914-a4b7-cf567b13fba2", "ResourceType" : "VideoInput", "RecorderName" : "192.168.1.20", "Channel" : "1", }] } </pre>

	Example
	<pre> "CameraName" : "Camera 1" "RtspUrl" : rtsp://192.168.1.20/media/1/video/1?supportsPalettes=0 }, { "ResourceKey" : "126b8c42-4ad6-4bb4-ba21-bd530083fbd9", "ResourceType" : "VideoInput", "RecorderName" : "192.168.1.20", "Channel" : "2", "CameraName" : "Camera 2" "RtspUrl" : "rtsp://192.168.1.20/media/2/video/1?supportsPalettes=0" }] }</pre>

Recorder

Table 37: Recorder

Resource URL	/1.0/victor/recorder	
Authentication required	Yes	
Operation support	Supported	Notes
GET	Yes	
DELETE	No	405 – Method Not Allowed
PATCH	No	405 – Method Not Allowed
POST	No	405 – Method Not Allowed
PUT	No	405 – Method Not Allowed
Response code	Response body	Meaning
200	JSON	Target details have been returned.
404	None	Target(s) not found
GET/1.0/victor/recorder		

Resource URL	/1.0/victor/recorder
Request format	JSON
Requires authentication	Yes

Outcome: Returns an Alert Target ResourceKey and ResourceType given an RTSP URL.

Table 38: Inbound parameters

Inbound Parameters specified in the message body as JSON format as seen in the following table:

Paremeter	Type	Optional	Notes
NvrUrl	String	Yes	Describe a single NVR (FQDN or IP)
NvrKey	String	Yes	Describe a single NVR (UUID)

Note:

Leaving this parameter absent results in all recorders being returned.

Table 39: Returned fields for each match

Parameter	Type	Optional	Notes
RecorderKey	String	No	Recorder UUID
RecorderFQDN	String	No	FQDN of recorder
RecorderName	String	No	Friendly name of recorder
RecorderIP	String	No	IPv4 address of recorder
RecorderPort	String	No	The recorder communication port
Secure	Boolean	No	Set to true if recorder supports secure connections
RecorderWanIP	String	Yes	The WAN address of the recorder (if configured)
RecorderWanPort	String	Yes	The WAN communication port (if configured)
FirmwareVersion	String	Yes	The recorder firmware version (if known)

Table 40: Recorder example

	Example
Request	/1.0/victor/event/target
Response	<pre>{ "Recorder" : [{ "RecorderKey" : "11948bb2-4ab3-4624-b7d2-c3f5567bb1f3", "RecorderFqdn" : "VEHybrid12", "RecorderName" : "VideoEdge Hybrid 12",</pre>

	Example
	<pre> "RecorderIP" : "192.168.1.20", "RecorderPort" : "554" "RecorderWanIP" : "10.57.63.11" "RecorderWanPort" : "7410" "Secure" : "True" }, { "RecorderKey" : "119372b2-17ab-1287-b8d9-c04bc76ba253", "RecorderFqdn" : "ve27.tycofs.com", "RecorderName" : "VideoEdge Mayflower 27", "RecorderIP" : "10.13.45.32", "Secure" : "False" } } </pre>

Event

Table 41: Event

Resource URL	/1.0/victor/event	
Authentication required	Yes	
Operation support	Supported	Notes
GET	Yes	
DELETE	No	405 – Method Not Allowed
PATCH	No	405 – Method Not Allowed
POST	Yes	
PUT	No	405 – Method Not Allowed
POST/1.0/victor/event		
Request format	JSON	
Requires authentication	Yes	

Outcome: Triggers an alert and returns details of alert or details about the error.

Table 42: Inbound parameters

Inbound parameters specified in the message body as JSON format as seen in the following table.

Parameter	Type	Optional	Notes
ResourceKey	String	No	Event Target UUID: as determined from the Get event/target)
EventCode	String	Yes	For TycoAI Integer 600-699. For integrations to victor directly, a string from the table below
StoreEvent	Boolean	Yes	Set to True
Active	Boolean	Yes	Used with dual state alerts such as UserPanic to indicate if an alert is active (true) or inactive (false)
Timestamp	String	No	For Activity Log writing in UTC + offset format. For example, 2019-09-10T06:57:09.119973-04:00
Metadata	String	No	ROI and custom fields in XML – simply passthru

Table 43: Returned fields for each match

Parameter	Type	Notes
AlertKey	String	Alert ID (GUID from victor DB)

Table 44: Event examples

	Example
Request	<pre> /1.0/victor/event { "ResourceKey" : "119b8b52-4eb6-4914-a4b7-cf567b13fba2", "EventCode" : "Motion", "StoreEvent" : True, "Timestamp" : "2019-09-10T06:57:09.119973-04:00", "Metadata" : "{ \"BoundingBox\": { X0 : 0.21, Y0 : 0.15, X1 : 0.51, Y1 : 0.51 }, \"FrameTimestamp\": \"2019-09-10T06:57:09.119973-04:00\" }" } </pre>
Response	<pre> { </pre>

	Example
	<pre>"AlertKey" : "11234b52-4f56-46a4-a3c7-cf847b13aea2" }</pre>

DeviceInfo

Resource URL	/1.0/victor/DeviceInfo
Authentication required	No
GET /DeviceInfo	

Outcome: Returns versions of API and basic device information

Table 45: Returned fields for each match

Parameter	Type	Optional	Notes
ServerName	String	No	Hostname of server
ProductCode	String	No	Name of Application Driver Service (for now)
APIVersions	Collection of String	No	List of supported API versions

Table 46: DeviceInfo example

	Example
Request	/1.0/victor//DeviceInfo
Response	<pre>{ "ServerName" : "VIC-VAS001", "ProductCode" : "JCI.Victor.Server.Appliance.DriverService", "APIVersions" : ["0.1", "1.0"] }</pre>

Table 47: Alert types

AnalyticGunDetection	AnalyticBackground	AnalyticCrowd
AnalyticDirection	AnalyticDwell	AnalyticEnter
AnalyticExit	AnalyticFaceRecognition	AnalyticForeground
AnalyticLinger	AnalyticQueue	AnalyticTripWireInCount
AnalyticTripWireInThreshold	AnalyticTripWireOutCount	AnalyticTripWireOutThreshold
CameraAreaTemperatureAlarm	CameraMaxRecordingRateAlarm	CameraMinRecordingRateAlarm

CameraSpotTemperatureAlarm	EdgeBlurDetection	EdgeFaceDetection
LprAlarm	Motion	Normal
PerimeterProtection	UserPanic	VideoLoss
SoundAlarmAlarm	SoundGlassBreakingAlarm	SoundAggressionAlarm
SoundGunshotAlarm	MaskMissing	CameraTailgatingAlarm
CameraTamperAlarm	EdgeElevatedSkinTempAlarm	

Alarm triggering requests

Basic request

The following alerts have a simple JSON request body format:

- VideoLoss
- Normal
- UserPanic
- CameraMinRecordingRateAlarm
- CameraMaxRecordingRateAlarm

Table 48: VideoLoss alert example

	Example
Alert	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "VideoLoss", "StoreEvent": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "Video loss on camera 1", }</pre>

Dual state alerts

Some alerts have two states, Active and Inactive. They are used to indicate an ongoing alert situation.

- CameraAreaTemperatureAlarm
- CameraSpotTemperatureAlarm
- CameraMinRecordingRateAlarm
- CameraMaxRecordingRateAlarm
- PerimeterProtection
- UserPanic
- Motion

Note:

Dual state alerts require a property Active to be set in the JSON request body to indicate the current state.

Table 49: UserPanic alert examples

	UserPanic alert
Active	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "UserPanic", "StoreEvent": true, "Active": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "User hit panic button", }</pre>
Inactive	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "UserPanic", "StoreEvent": true, "Active": false, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "User hit all clear button", }</pre>

Region of information and optional annotations

The following requests follow the basic request format but have an additional Region of Interest (ROI) field to mark a rectangular region where the alert was detected:

- AnalyticBackground
- AnalyticCrowd
- AnalyticDirection
- AnalyticDwell
- AnalyticEnter
- AnalyticExit
- AnalyticForeground
- AnalyticGunDetection
- AnalyticLinger
- AnalyticQueue
- EdgeBlurDetection
- Motion
- PerimeterProtection
- EdgeFaceDetection

- CameraSpotTemperatureAlarm
- CameraAreaTemperatureAlarm

Table 50: AnalyticGunDetection alert example

	AnalyticGunDetection alert
Example	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "AnalyticGunDetection", "StoreEvent": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "Firearm detected", "Metadata": "{ "Name": "Bank entrance", "ROI": { "X0": 0.21, "Y0": 0.15, "X1": 0.51, "Y1": 0.51 }, "Annotations": ["Line1", "Line2", "Line3"] }" }</pre>

Alert request with ROI and additional fields

The following alerts require fields in addition to the ROI:

- AnalyticFaceRecognition
- AnalyticTripWireInCount

- AnalyticTripWireInThreshold
- AnalyticTripWireOutCount
- AnalyticTripWireOutThreshold
- LprAlarm

Table 51: Alert request examples

Alert	AnalyticTripwireInCount
Example	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "AnalyticTripWireInCount", "StoreEvent": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "Entered through exit door", "Metadata": "{ }" "Name": "Rear exit door", "Count": "2", "ROI": { "X0": 0.21, "Y0": 0.15, "X1": 0.51, "Y1": 0.51 } }</pre>
Alert	AnalyticTripwireOutCount
Example	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "AnalyticTripWireOutCount", "StoreEvent": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "Exited the building", "Metadata":</pre>

	<pre>{ "Name": "Rear exit door", "Count": "15", "ROI": { "X0": 0.21, "Y0": 0.15, "X1": 0.51, "Y1": 0.51 } }</pre>
Alert	AnalyticTripwireInThreshold
Example	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "AnalyticTripWireInThreshold", "StoreEvent": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "Rear exit door in threshold reached", "Metadata": "{ "Name": "Rear exit door threshold", "Count": "5", "ROI": { "X0": 0.21, "Y0": 0.15, "X1": 0.51, "Y1": 0.51 } }"</pre>

Alert	AnalyticTripwireOutThreshold
Example	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "AnalyticTripWireOutThreshold", "StoreEvent": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "Rear exit door out threshold reached ", "Metadata": "{ "Name": "Rear exit door threshold", "Count": "150", "ROI": { "X0": 0.21, "Y0": 0.15, "X1": 0.51, "Y1": 0.51 } }" }</pre>
Alert	AnalyticFaceRecognition
Example	<pre>{ "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "AnalyticFaceRecognition", "StoreEvent": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "Face recognised", "Metadata": "{ "Name": "Camera 1 face recognition", "FaceId": "4256", "FaceName": "John Smith",</pre>

	<pre> "ROI": { "X0": 0.21, "Y0": 0.15, "X1": 0.51, "Y1": 0.51 } } </pre>
Alert	LprAlarm
Example	<pre> { "ResourceKey": "320e142c-8482-4522-ba14-35745cd5a43d", "EventCode": "LprAlarm", "StoreEvent": true, "Timestamp": "2020-03-12T16:49:09.119973", "Reason": "License plate recognised", "Metadata": "{ "Name": "Carpark exit barrier 1", "Text": "CRZ 425A", "Territory": "UK", "ROI": { "X0": 0.21, "Y0": 0.15, "X1": 0.51, "Y1": 0.51 } }" } </pre>

Health Monitoring

The Health Dashboard displays the health status of all active devices that you configure in victor Unified Client.

The Health Dashboard uses color coding to indicate the health status of devices:

- Green - Normal
- Yellow - At Risk
- Orange - Pre-Failure (Also applies to failover VideoEdge NVRs not currently in use)
- Red - Device Alert
- Gray - Unknown State

The color coding for health alerts can be edited using Health Monitoring Preferences. For more information about Health Monitoring Preferences, see "Settings".



- Note:**
- Intellex and HDVR/exacqVision recorders that do not use all analog ports display as red (Device Alert). If you prefer the recorders displayed as gray (unknown Alert) as opposed to red you can disable offline cameras from the camera editor.
 - Disabled or excluded devices are not visible in Health Monitoring.
 - If a recorder is excluded the connected cameras and audio devices will also be excluded.

Device health alerts

You can configure alerts to display in the Health Dashboard for the following items:

Table 52: Recorders

Alert Category	Alert Name
Alert Status	Normal
	Unknown
	Overheat
	Reboot

Alert Category	Alert Name
	Alarm Recovery Completed
	Sensor Alarm
	Licensing Alert
Archive Storage Status	Normal
	Unknown
	Degraded
Communication Status	Online
	Offline
	Unknown
Protection Status	Primary Not Active
	Primary Active
	Failover
	Monitor
	None
Storage Status	Unknown
	Normal
	Disk Full
	Raid Degradation
	Volume Missing
	No Volumes
	Volume Corrupt
	Volume Failed
	New Volume
	Volume Re-Added
	Unhealthy Disk
	Disk Temperature

Table 53: Cameras/Audio

Alert Category	Alert Name
Camera	Video Loss
	Unknown
	Dark Frame Detection (Stream 1, Stream 2, or Stream 3)
	Normal
	Video Recording Failure
	Video Stream Failure (Stream 1, Stream 2, or Stream 3)
	Video Pipeline Failure
Alert Status (Audio)	Unknown
	Normal
	Audio Recording Failure
	Audio Loss
Communication Status	Online
	Unknown
	Offline
Storage Status	Unknown
	Normal
	Maximum Retention

The Health Dashboard

You can open the Health Dashboard from the New Tab page. By default the Overall Health View displays.

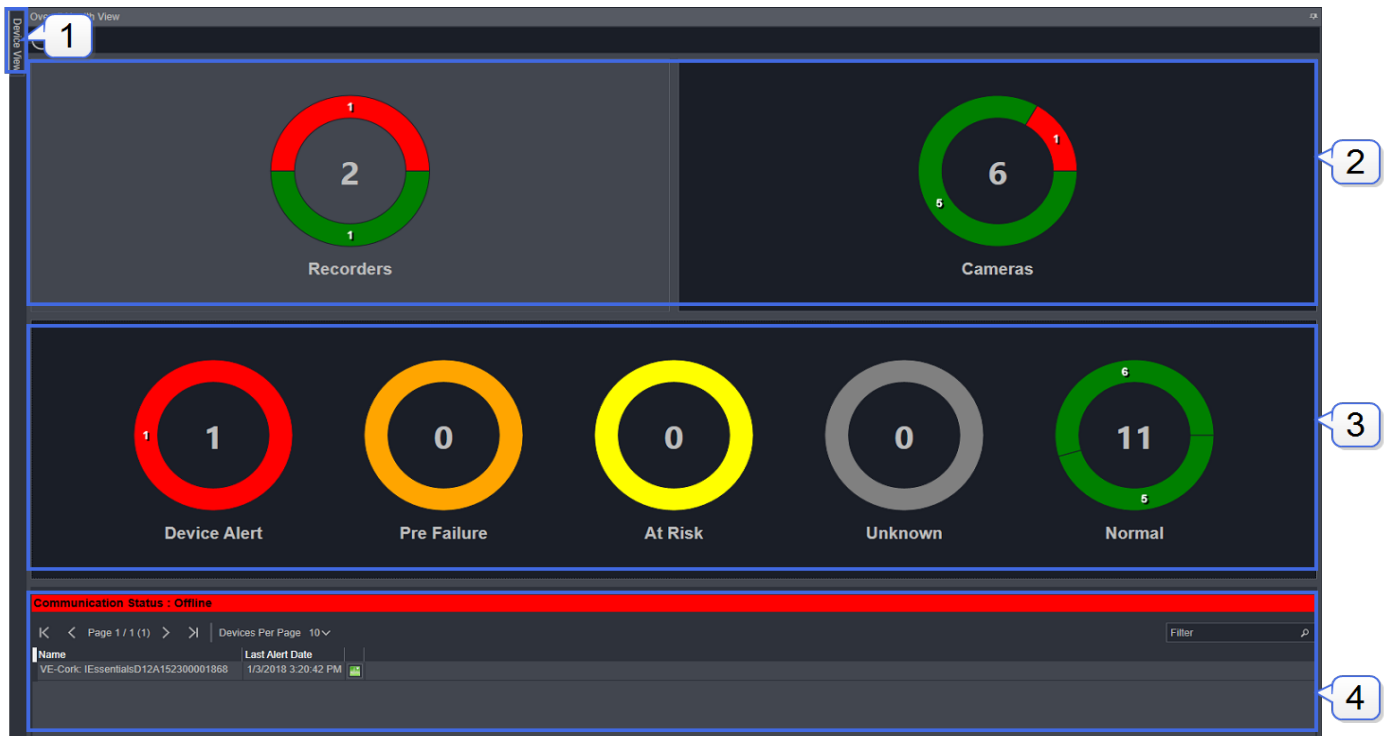


Figure 92: Overall Health View

Number	Description
1	Device View button. Select this button to open the Device View pane.
2	Overall Device status. These charts represent the recorders and cameras that are connected to victor Unified Client. The chart's inner circle displays the total number of devices of that type. The chart's outer ring displays the devices in groups, based on their overall health state.
3	Alert status. Each alert status appears as a separate chart. After you select a device type, the charts display the health information for that device type (recorders/cameras). Note: A device can have multiple alerts.
4	Alert details. When you select an alert segment, any alerts in that category for that device type appear in the Alert details section. To view the corresponding device's health status, select the health information icon,  .

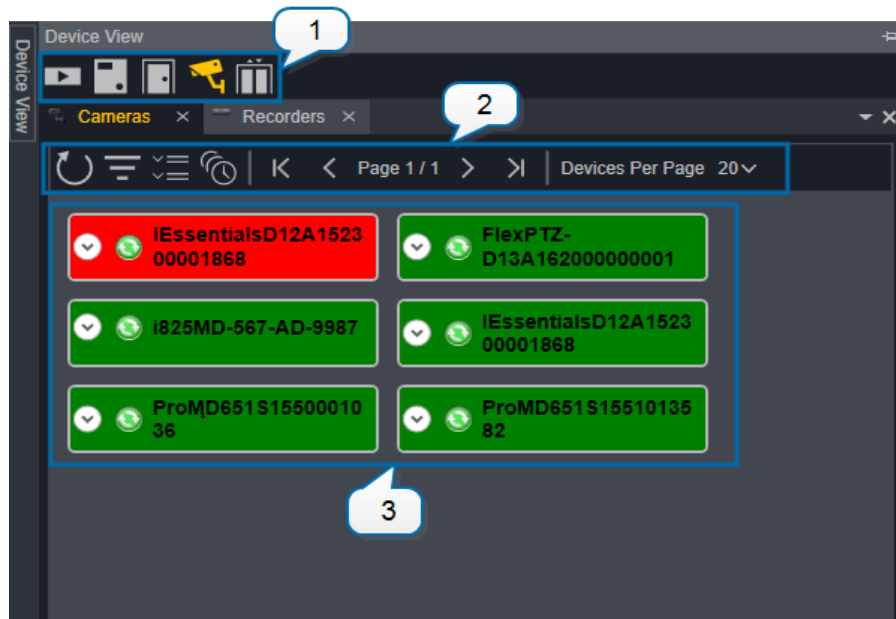
Overall Health View

The Overall Health View displays a health state summary for the recorders and cameras that are connected to victor Unified Client. Each chart is color-coded, to provide a visual summary of the overall health state for each device type.

To filter the health information, select a device type and then select an alert status. Select the health icon, , to open the Device View for a specific device.

The Device View pane

The device view pane provides more detailed device health information. To open the Device View pane, select the Device View tab from the Overall Health View.



Number	Description
1	Device category icons
2	Filters and navigation controls
3	List of devices

The device view pane displays selected devices in their own tab. Use the device category icons to select a device type or select a device on the Overall Health View pane to display the detailed information. Devices which will display in the Device View pane:

Recorders	Intellex
	VideoEdge NVR
	HDVR/exacqVision
	ADTVR
Cameras	Analog cameras
	IP cameras
Controllers	iSTAR
	apC
	ISC
Intrusion Devices	DSC PowerSeries Panels
	Bosch Receivers
	Sur-Gard Receivers
Fire Devices	Simplex 4100U Panels

	MZX Panels
	FireClass
Doors	iSTAR
	apC
	ISC
Elevators	Kone
	Otis
	Thyssen Krupp

Various controls and filters are available to limit or expand device information by type, severity or device quantity per page. You can also expand/collapse device information and use pagination controls to scroll dashboard pages.

Note:

If required, you can configure camera health alerts to affect recorder health status. You can enable this option from the Video Recorder section of the Settings menu.

The Device Information tab

The Device Information tab displays more detailed information about configured victor devices, including those selected from the Device/Site List Pane and can be used to display detailed health status information for the selected device.

For example, you can double-click a recorder to open an interface like the one shown below:

The screenshot shows the 'Device View' window with the 'VideoEdge' tab selected. The interface is divided into several sections:

- Device Information:**
 - Name: VideoEdge ([Device List](#))
 - Enabled: True
 - IP Address/Domain Name: 10.32.234.207
 - Software Version: 5.2.0.166
 - License Type: Local
 - SSA Expiration: 9/3/2021
- Recorder Health:**
 - Communication Status: Online (with green status icon)
 - Alert Status: Normal (with green status icon)
 - Storage Status: Normal ([Storage Statistics](#)) (with green status icon)
 - Protection Status: None (with green status icon)
- Media Storage Health:**

ID	Type	Info	Size
[0, 0, 0, 0]	physical	WDC WD5003ABYZ-011FA0 WD-WMAYP0J7ANMN (/dev/sda)	465.8 GB
[1, 0, 0, 0]	physical	WDC WD2000FYYZ-01UL1B2 WD-WCC1P61AH3JU (/dev/sdb)	1,863.0 GB
- Camera Health:**
 - No Camera Alarms (with green checkmark icon)

This interface displays detailed device information as well as the health status of the device. To view all configured objects of a certain type, use the device category buttons.

Health Mode in Maps

Health status information can be viewed on Maps. For more information, refer to Viewing Maps.

Roles

A Role is a set of access rules which is assigned to an operator to govern their authorization and permission levels within victor Unified Client. Roles can also be configured for use in additional clients, for example: victor GO. Effective role management enables complete control over the resources and features users can access.

Be careful of the roles you give users on your system. If you add a user as an administrator, you are granting them full system permissions.

Note:

Before deleting roles, ensure they are not assigned to operators

Role types

Pre-configured Roles

There are five pre-configured roles, ready for assignment to users. Each of these roles, apart from Administrator can be edited to refine them further. Pre-configured roles are as follows (Descending permission level):

- Administrator
- Power User
- Investigator
- Basic User
- Guard
- Viewer

Custom Roles

As well as using pre-configured roles, you can create custom roles. This can be done using the '**Save As**' feature which allows a current role to be used as a template to build a new role, or you can build a completely new role manually. Each new role created is available for selection when creating or editing operator profiles.

Type exceptions and Object exceptions

The level of permissions assigned to a role is controlled by exceptions.

It is important to understand the difference between Type and Object exceptions.

- Type exceptions relate to general groups of objects, e.g. Recorders, Events.
- Object exceptions relate to specific objects, e.g. Recorder '**X**' or Event '**Y**'.

When a custom role is initially created, full administrative access is granted by default, the role can then be edited to define type and object exceptions as required.

Note:

Avoid assigning excessive numbers of Object exceptions to a role. Performance will be increased by denying the role access to the Type, then add back access to specific objects.

Creating a Role

If a pre-configured role does not meet your requirements, you can create new customized roles.

- 1 Select , then select **Role**.
- 2 Enter a name for the role in the **Name** textbox.
- 3 (Optional) Enter a description for the role in the **Description** textbox.

Note:

The Enabled checkbox is selected by default, deselect to disable the role.

- 4 Assign the role to additional clients.
 - a Expand the **Clients This Role Applies To** section.
 - b Select the associated checkbox to apply the role to selected client.

Note:

By default, the client used to create the role is selected. For example, in victor Unified Client the following clients are selected by default:

- victor Unified Client
 - victor Application Server Web Service clients including victor Web Client and victor GO.
-

- 5 Expand the **Role Access Setup** section.
 - Select **Lock Window from closing** to enable or disable the feature. When enabled the user cannot close the victor Unified Client window.
- 6 Enable or disable **System Access** (applies to all devices and buttons):

Note:

- Enable System Access to batch select all items with one click.
 - After you enable System Access, you can still restrict access to individual devices from the Device Access section.
-

- a Expand the **System Access** section.
- b Select the associated checkbox to enable or disable access for the role to the following:

Note:

Toggling the checkboxes for Allow View All, Allow Edit All, Allow Delete All and Review will remove all settings for the role, i.e. types and objects, etc.

- **Allow View All** - Enable or disable View access to all objects and types. This will remove all menu buttons, tabs and lists apart from Operator, Role and Layout buttons.
- **Allow Edit All** - Enable or disable Edit privileges from all objects and types.
- **Allow Delete All** - Enable or disable Delete privileges from all objects and types.
- **Review** - Enable or disable Review privileges from all objects and types.
- **Still Image Capture** - Enable or disable the ability to capture a still image.
- **Throttle Bandwidth** - Enable or disable the ability to throttle bandwidth.

- 7 To assign Config Button Access:
 - Expand the **Config Button Access** section.
 - Select the **Select All** checkbox to enable or disable view access to all buttons in the Config Button Access table.
 - To select multiple items hold Ctrl and left click on the required item. Selecting the Allow checkbox will clear the object exceptions for the selected items.
 - Select the **Allow View** checkbox of the individual item to enable or disable access to the button. The item will be removed from the ribbon or menu.
- 8 To assign **Device Access**:

- Expand the **Device Access** section.
 - Select the **Select All** checkbox to enable or disable access to all devices with one click.
 - Select the corresponding **Allow View** checkbox of the device to allow or deny access to the device. The exceptions pane title will update with Allow or Denied according to the Allow View selection made for the device.

9 To assign **Type Exceptions** to a device:

- Select  of the corresponding device. **Actions** dialog displays.
- Select the action items checkbox as required to enable or disable the action or **Select All**.
- Select **OK**.

10 To assign **Object Exceptions** to a device:

- Select  of the corresponding device. **Object Selector** dialog displays.
- Select the required object from the list, the actions available for the device will display.
- Select the required device in the Name pane. The associated Actions available will display in the Actions pane.
 - The list can be sorted by selecting the headings or by entering search criteria in the filter textbox.
 - Ctrl + A can be used to select all items.
 - To select multiple items hold Ctrl and left click on the required item.
- Select the action item checkbox to enable or disable the action.
 - An edited object will have * displayed in the modified column.
- When complete select **Close**.

11 Select **Save**.

Note:

After you create a role, you can set a bandwidth limit for that role. For more information about role bandwidth limits, see "Bandwidth Configuration".

Copying a Role

Existing roles can be used as templates to create new roles which can then be edited. This is useful if you need to create a role which is similar to but not identical to an existing role.

- Select , then select **Role**.
- Right-click the role to be copied, then select **Save As**.
- Select **Yes**.
A copy of the role is created and displays on the object list. The copied role is identifiable as it has the original role name appended with '**_Copy**'.
- Right-click the new role.
- Select **Edit**.
- Edit the role as required.
- Select **Save**.

Viewing Role exceptions

The Roles Dynamic View allows you to display the items that are allowed or denied within the role. These are split between Type Exceptions and Object Exceptions. Multiple roles can be assigned to an Operator. Where conflicts occur within the role, the lesser exception will always take precedent.

- 1 Select , then select **Role**
- 2 Right-click the role to view.
- 3 Select **Viewer**. View Roles tab displays.
- 4 Select  to expand the role properties.
 - Select  to expand the Type Exceptions.
 - Select  to expand the Object Exceptions.

Operators

Operators are users of the client. For each client you can create roles that are associated with a set of permissions. An operator is assigned one or more roles. Therefore, an operator can have different permissions for different clients.

Two basic authenticated operators, victor guard and victor administrator are pre-configured in the system.

- **victor guard** - username: GUARD, password: guard, role: Guard.
- **victor administrator** - username: ADMIN, password: admin, role: Administrator.

Operators are authenticated in one of two ways:

- **Windows Authentication** - requires an assigned Windows principal (domain/workstation name and username) which relates to a Windows OS account.
- **Basic Authentication** - The victor Application Server manages user accounts without the need for an assigned Windows principal or Windows OS account.

Windows authentication

When using Windows to authenticate operator accounts, Windows credentials are checked when the operator logs in to the client. As such, operators will only be able to log in if they have been assigned a user account on both the client and victor Application Server machines. If a domain controller is not being used, these accounts must be created manually and be logged into to activate them.

Note:

Windows Authentication is not available when using victor Express.

It is recommended that the role level assigned to the operator account, mirrors somewhat the role level assigned to the Windows user account.

Basic authentication

When using basic authentication to authenticate operator accounts, victor Application Server manages user accounts without the need for corresponding Windows user accounts.



Caution

- Operators created in victor standalone systems with 'non administrator' roles may lack the privileges required to make similar changes in unified systems.
 - Operators created in a unified environment can be assigned C•CURE privileges. The option to assign C•CURE privileges is not available in victor standalone environments.
-

Logging in to victor Unified Client

- 1 Double-click the **victor Unified Client** desktop icon on the client machine. Client Sign In window displays.
- 2 Select Authentication Method the operator uses from the dropdown - Windows or Basic.
- 3 Enter **Username** (Windows Username of the installer account if this is the first login).
- 4 Enter **Password** (Password of the Installer Account).

Note:

Blank Password are not accepted.

- 5 Select **Domain** and **victor Application Server** as required.
- 6 Select **OK** to log in.

Logging out of victor Unified Client

When finished using victor Unified Client, you can log out. This effectively frees up a license on your system, allowing another operator to log in.

- 1 Select  from the Quick action bar, then select **logout**. Operator logout dialog opens.
- 2 Select **Log out**.

Logging an operator out remotely

Operators can be remotely logged out of particular workstations on the network.

- 1 Select  to open the **Devices** list.
- 2 Expand the **Workstations** group, then right-click the workstation you wish to log the operator out of.
- 3 Select **Log operator [operator username] out**.
Warning dialog opens, prompting confirmation of the logout.
- 4 Select **Yes** to log the operator out.

Switching Operator

You can switch the current operator without exiting victor Unified Client or logging out of Windows.

Note:

When switching operator, if an invalid username or password is entered, the client will be disconnected and the user presented with the Login window.

- 1 Select  from the Quick action bar, then select **login**. Client Sign In window displays.
- 2 Select the **Authentication Method** for the operator - Windows or Basic.
- 3 Enter **Username** (Windows Username of the installer account if this is the first login).
- 4 Enter **Password** (Password of the Installer Account).

Note:

Blank passwords are not accepted.

- 5 Select **Domain** and **victor Application Server** as required.
- 6 Select **Options**. To retain the current layout select the **Keep current layout** checkbox.
- 7 Select **OK** to log in.

Creating a new operator

- 1 Select , then select **Operator**.
- 2 Enter a name for the Operator in the **Name** textbox.
- 3 (Optional) Enter a description in the **Description** textbox.

Note:

The **Enabled** checkbox is selected by default, to deactivate the operator profile, deselect the checkbox.

- 4 Enter **Username**.

Note:

Username should correspond to a Windows username and should not be the same as the name of the PC.

- 5 Enter the operator's email address in the **Email** textbox.
- 6 Select one of the following options:
 - Windows authentication:
 - a. Select the **Enable Windows Authentication** checkbox.
 - b. Enter **Domain/victor Application Server**.
 - Basic authentication:
 - a. Select the **Basic Authentication** checkbox.
 - b. Enter **Password**.
 - c. Confirm **Password**.

- 7 Select a Role from the **Roles and Privileges** section.

Note:

Multiple roles can be assigned to an Operator. Where conflicts occur within the role the lesser exception will always take precedent. For example, Role One allows access to Recorder X however Role Two denies access to Recorder X. If Role One and Role Two are assigned to the same operator access to Recorder X will be denied as per Role Two.

- 8 (Optional) Select a Privilege from the **Roles and Privileges** section.
- 9 (Optional) Apply a schedule to the Privilege.

Note:

Schedules are mandatory for a C•CURE privilege.

- a In the Schedule field, click .
 - b Select a schedule from the list.
 - c Click **OK**.
- 10 Expand the **Layouts** section.
 - a Select  to display the Object Selector.
 - b Select a Layout then select **OK**.
 - 11 Select **Save**.

Note:

After you create an operator, you can set a bandwidth limit for that operator. For more information about operator bandwidth limits, see "Bandwidth Configuration".

Changing the Single Sign-on value

The log-in window only displays at client start up when the Single Sign-on option is set to 'False'. When the Single Sign-on option is set to 'True', the Login window is bypassed and the server uses the current windows identity credentials from the Windows OS to establish a client connection.

```
<setting name="StartupAddIns" serializeAs="String">
  <value />
</setting>
<setting name="SingleSignOn" serializeAs="String">
  <value True /value>
</setting>
</ACVS.Enterprise.Client.Core.Host.Properties.Settings>
</userSettings>
<system.serviceModel>
  <bindings>
```

This procedure describes how to change single sign-on values between 'true' and 'false'.

Note:

Depending on your UAC settings on Windows 7 the following procedure may vary slightly; you may be notified or asked for permission to continue before making changes to the file.

- 1 Navigate to `ACVS.Enterprise.Client.Core.Host.exe.config` file on the client machine. The default location for this file is `C:\Program Files\Tyco\vectorClient`.
- 2 Right-click the `ACVS.Enterprise.Client.Core.Host.exe.config` file.
- 3 Select **Open**. Message displays informing Windows cannot open this file.
- 4 Select **Select a program from a list of installed programs**.
- 5 Select **OK**. Open with... dialog box displays.
- 6 Select **WordPad** from the program list.
- 7 Select **OK**. File opens as a text document.
- 8 Change single sign-on value to **True** or **False** as applicable
- 9 Select **Save**.
- 10 Close WordPad.

LDAP Support

Lightweight Directory Access Protocol (LDAP) is a protocol used to search Active Directories over IP networks providing extremely fast read/query performance for large scale datasets.

In the vector system it provides a means of managing vector Unified Client users through Windows (Active Directory) by linking Windows user profiles to vector Unified Client automatically. This association means changes made to users and user groups in windows are reflected automatically in the operator profiles and roles in vector Unified Client.

LDAP Integration

vector Unified Client's LDAP integration is capable of connecting to different LDAP servers (including Active Directory). The integration allows vector Unified Client to simultaneously communicate with different and multiple domains and subdomains inside corporate networks for importing LDAP users and groups.

The integration can import LDAP groups and users from different paths at various hierarchy levels in the directory structure and also from individual organizational units created in a LDAP server.

victor LDAP Server Configuration

The victor LDAP interface is used to manage operator roles and profiles. It is accessible from the **New** page within the victor Unified Client interface. The interface enables system administrators to configure LDAP servers using a standard victor editor. All LDAP configurations are listed in the object's dynamic view- Select , then select **LDAP Server**.

From this list you can use the LDAP configurations context menu to Edit, Delete or Save As:

Context Menu Item	Operation
Edit	Opens LDAP Server Configuration and loads the corresponding configuration details for editing.
Delete	Deletes the LDAP Server configuration entry
Save As	Creates a copy of the existing LDAP Server configuration entry with a '_Copy' suffix

victor Operator/Role management

LDAP Users are imported into victor Unified Client as Operators and LDAP Groups are imported as roles, therefore: The **User/Group** relationship existing in LDAP equates to the **Operator/Role** relationship in victor Unified Client. victor role/LDAP user relationships:

LDAP Action	Corresponding victor
Group added/edited/removed	Role added/edited/removed
User added/removed from LDAP group	Operator associated/disassociated from victor role
Username update in LDAP	Operator name change in victor Unified Client (this is one way, name changes for operator profiles controlled by LDAP cannot be changed in victor Unified Client)
User assigned to multiple groups	Operator assigned multiple roles

Roles

In victor Unified Client's dynamic views of roles, imported LDAP groups are displayed alongside existing corresponding victor roles and can be identified by the description text '**Imported role**'.

Note:

Imported roles are disabled by default. Use the role editor to enable.

Imported roles do not have Type Exceptions or Object Exceptions assigned, these need to be manually assigned by right-clicking the Role and editing type exceptions as required. Refer to "Roles" for more information.

Operators

In victor Unified Client's dynamic views of operators, imported LDAP users are displayed alongside existing corresponding victor operators and can be identified by the description text 'Imported User'.

Imported operators do not have roles assigned, these need to be assigned manually by right-clicking the operator object and editing to assign roles as required.

Creating an LDAP server connection

Set up the LDAP Server connection within victor Unified Client to allow users and groups to be imported.

- 1 Select , then select **LDAP Server**.
- 2 Enter a name for the LDAP Server in the **Name** textbox.
- 3 (Optional) Enter a description in the **Description** textbox.

Note:

The **Enabled** checkbox is deselected by default, to active the LDAP Server Connection, select the checkbox.

- 4 Expand the **Server Details** section.
 - a Enter the **LDAP Server Name/IP Address** in the text box.
 - b Enter the **Port #** in the text box. The default port is 389.
 - c Select the **Authentication Type** from the dropdown list:
 - Anonymous
 - Basic

If Basic has been selected enter a **LDAP User Name** and **Password** in the text boxes.

 - d Select the **Connection uses SSL Authentication** checkbox to enable or disable SSL authentication.
 - e Select **Connect and verify Authentication** to test the LDAP server settings entered.
- 5 Expand the **Search Configuration** section.
 - a Enter the **Base DN** in the text box. This should be the root for the LDAP Server where the search will initiate.
 - b Enter the **Search Filter** criteria if required in the text box.
 - c Select the **Search all sublevels below starting point** checkbox to enable or disable.

- d Select the **Follow referral to other LDAP Servers** checkbox to enable or disable. If enabled other LDAP Servers are consulted during search operations if needed.
- e Enter a figure for the **Maximum number of records per page** that will be fetched per LDAP Server.
- f Enter a figure for the **Maximum number of sample records** that will be fetched per LDAP Server to display as a sample.
- g Select **Preview sample records** to view sample records retrieved from the LDAP Server.
- 6 Expand the **Scanning and Polling** section.
 - a Select the required Method to scan changes in LDAP records from the drop-down list:
 - FullScan
 - ActiveDirectoryTimestamp
 - b Enter a figure for the **Polling Interval** in minutes and seconds.
 - c Enter a figure for the **Wait time between retries** in seconds.
 - d Enter a figure for the **Number of retries** in seconds.
 - e Select **Force sending all records on next cycle** to retrieve and overwrite all previously retrieved records.
 - f Select **Fetch updates from LDAP Server** now to retrieve records using the supplied settings.
- 7 Expand the **Import Settings** section.
 - a Select the **Import LDAP Users** checkbox to allow LDAP users to be imported.
 - When selected the **Enable Imported Users** checkbox can be activated; select this to allow the imported LDAP users accounts to be enabled within victor Unified Client.
 - b Select the **Import LDAP Groups** checkbox to allow LDAP groups to be imported.
 - When selected Assign privileges to Imported Roles from the following Role can be used. If required select the corresponding role to associate with the imported LDAP Groups.
- 8 Expand the **LDAPServer Import Results Header_Label** section.
 - Select **Refresh** to update the displayed import information.
- 9 Select **Save**.

Viewing LDAP server connections

To view current LDAP Server Connections.

- 1 Select .
- 2 Select **LDAP Server**. Current LDAP Server Connections will be displayed. Status displays the current state.

Editing an LDAP server connection

Edit existing LDAP Server connection details.

- 1 Select , then select **LDAP Server**.
- 2 Select the LDAP Server to be edited.
The LDAP Server pane will display.
- 3 Edit the information required.
- 4 Select **Save**.

Settings

From the Settings page you can configure of a range of system wide settings from a single editor. To access the Settings page, select the configuration icon,



, then select **Settings**.

Alert Priorities

Alert priority can be configured to determine which alert types receive priority animation within a map area. Alert Priorities can be configured for the following objects and events:

- C•CURE Events
- Cameras
- Doors
- Elevators
- iSTAR Doors
- iSTAR Inputs
- iSTAR Readers
- Outputs
- Recorders

Select one of the following options for the **Alarm Zoom Mode**:

- **Live Mode** - Zoom to the highest level alarm on the map. If a higher priority alarm subsequently triggers, the map will zoom to that alarm instead.
- **First Loaded** - Zoom to the highest priority alarm when you first open the map. Subsequent higher priority alarms are ignored.

Use the Alert priority editor to configure and prioritize alerts. Select an object from the **Types** dropdown menu. Any alerts associated with that object appear in the Assigned Priorities list. To create a new alert, click on an empty **Property** cell and select a property from the dropdown. Each property must also be assigned an **Enum Value** and a **Priority**. Enum values are alert statuses associated with an alert property. Alerts can be assigned a priority of Very Low, Low, Medium Low, Medium, Medium High, High, Very High, or Critical.

To delete an alert, select the alert from the Assigned Priorities list and click .

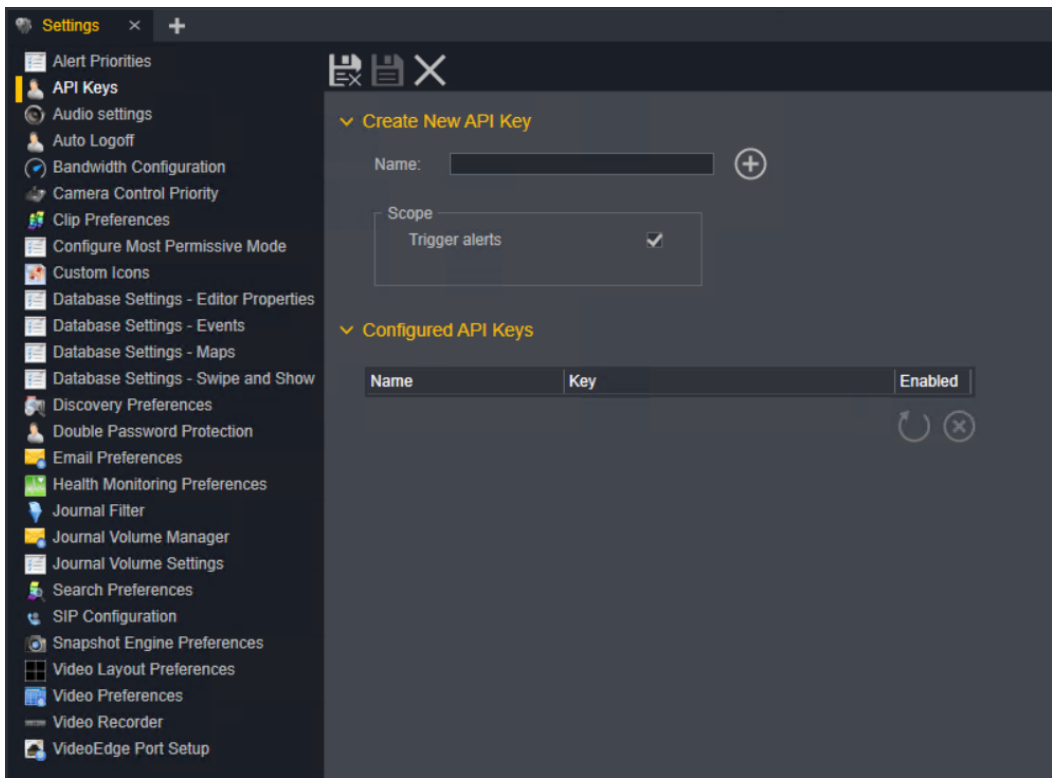
Priority Animation can be enabled in a map area by right-clicking on the region and selecting **Priority Animation**. When multiple events are triggered in the same map area, each icon will animate according to its annunciation settings, but the area will animate the highest priority alert.

API Keys

To enable victor for third parties to generate API Keys:

- 1 Click the **System Configuration** icon. The Configuration page opens.
- 2 Select **Settings**
- 3 From the **Settings** list, select **API Keys**.
- 4 In the **Name** field, enter a name for the new API key and then click the **Add new key** icon. The Configured API Key section expands. Any new API keys you create are listed here.
- 5 In each API Key row, click the **Enabled** check box to enable the API Key.
- 6 Click the **Trigger alerts** check box to enable trigger alerts.
- 7 Click the **Save** icon.

Table 54: API Keys settings



8

Audio Settings

You can configure audio settings for the Push to Talk feature.

Select , select **Settings**, then select **Audio settings**. Configure the **Audio port** if required (default value: 9999). To enable TCP mode, select the **Enable TCP mode** checkbox. Drag the **Audio buffer size** slider to adjust the audio buffer settings.

Auto Logoff

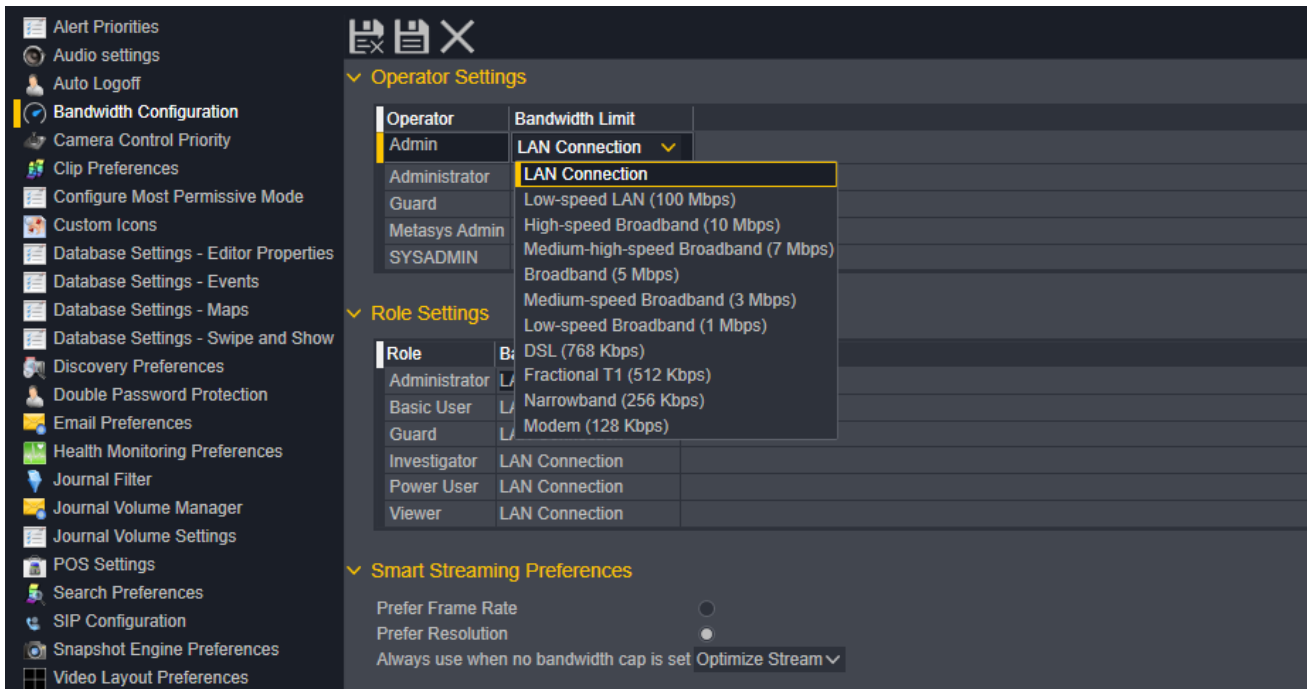
Operators and Roles can be configured to automatically logout after a period of inactivity.

Select , select **Settings**, then select **Auto Logoff**. To enable Auto Logoff for an Operator or Role, select the corresponding **Enabled** checkbox. You can also configure the required Inactivity Period (minutes) before a user is logged off. Select **Save** to apply the changes to the selected Operators and Roles.

Bandwidth Configuration

victor Unified Client may be deployed in a limited-bandwidth WAN, or on workstations with limited rendering resources. It is therefore desirable to minimize the CPU usage on the client PC.

Figure 93: Bandwidth Configuration settings



You can assign bandwidth limits to operator and role objects. To change the bandwidth limits for an operator or a role, double-click the operator or role's **Bandwidth Limit** text box and select the required values from the list.

You can also choose to preserve either **Framerate** or **Resolution** by selecting the appropriate radio button. If you choose to **Prefer Framerate**, then the stream of the highest rate in the offered palette that most closely matches the desired resolution will be selected. If you choose to **Prefer Resolution**, then the stream that most closely matches the resolution displayed is selected and allow lower frame-rate streams are picked from the palette.

You can choose which video stream to use when victor is not subject to a bandwidth limit. This option affects live and instant playback modes. The primary stream is the alarm stream; this stream is used for any alarms that are recorded. The secondary stream is the non-alarm stream. From the **Always use when no bandwidth cap is set** list, you can select one of the following options:

- Optimize Stream: Use the video device's default setting for video streaming.
- Preferred Native: Use the video device's alarm stream for video streaming.
- Secondary Native: Use the video device's non-alarm stream for video streaming.

Note:

To use the video device's non-alarm stream for clip retrievals, refer to "Creating video clips".

Camera Control Priority

From the **Settings** menu, you can assign camera control priority to operators and roles. When two users try to control the same camera, the user with higher priority gets control. Priority values range from 1 to 8, where 1 is the lowest priority, and 8 is the highest priority.

Role Settings

In this section, you can adjust the camera control priority for different victor Unified Client roles. Drag a role's **Priority** slider to set its control priority. When you assign a camera control priority to a victor Unified Client role, that priority applies to all operators with that role.

Operator Settings

In this section, you can adjust the camera control priority for different victor Unified Client operators.

Select , then use the object selector to choose an operator. Select **OK** to add the operator to the list.

After you add an operator to the **Operator Settings** list, you can drag their **Priority** slider to assign camera control priority. When you assign a camera control priority to a victor Unified Client operator, the priority is unique to that operator.

Lost Camera Control Notification Settings

In this section, you can choose the notification method for users that lose camera control. Camera control loss occurs when a high-priority user takes camera control from a lower-priority user. Select one of the following notification options:

- **Banner Notification** - A fading window appears in the upper right of the user's primary monitor.
- **Balloon Tip Notification** - A fading window appears in the lower right of the user's primary monitor.
- **No notification** - Users do not receive a notification when they lose camera control.

Lock Camera On Use Settings

In this section, you can enable the camera auto-lock feature. When you enable auto-lock, lower-priority users cannot take control of a camera from a higher-priority user. The auto-lock blocks the lower-priority user from controlling that camera until timeout occurs. To enable camera auto-lock, select the **Auto-lock camera while in use (with timeout)** checkbox.

Camera Control Lock Activity

In this section you can review camera lock activities for victor Unified Client users. The table shows the operator, their lock status, and the affected camera.

Clip Preferences

Select , select **Settings**, then select **Clip Preferences**.

Edit Default Clip Duration

Set **Default Clip Duration** from the dropdown menu. Available options are: 30 seconds, 1 minute, 5 minutes, 10 minutes, 30 minutes and 60 minutes.

Edit Clip Saving Locations (Local & Remote Directories)

Default **Local Directory** can be set. Default **Remote Directory** can be set against each role.

Note:

Default remote directory can be entered as a mapped drive path, it will be automatically converted into UNC (Universal Naming Convention) format.

Select the **Offer both local and remote directories** checkbox to enable clips to be saved to remote directories.

Note:

This option is selected by default.

For security purposes, access to a remote directory may be restricted. If the remote directory requires additional logon permissions, you can enter these alternative credentials in the **Alternative User Name** and **Alternative Password** fields. This ensures that the victor Unified Client can access the remote directory, without having to provide access permission to the victor Unified Client operators.

Note:

The alternative credentials must have permission to access the remote directory, and to access the PC that runs the victor workstation.

Watermarks

Watermarking allows custom images to be overlaid on clips exported from victor Unified Client.

Use  and  to load or delete watermark images. Supported image file types: .bmp, .jpg, .gif, .png

Adjust the **Transparency** slider to set watermark transparency (0=Transparent, 100=Opaque)

Select the **Enable Watermarking** checkbox to enable watermarking (system wide value)

Select the **Enable Native Support** checkbox to allow users to export clips in native format.

Note:

- Clips exported in native format will not have watermark applied. Watermarks can only be applied to AVI/MP4 clips.
 - Watermarks images should be created on a transparent background.
-

Surveillance Record Temporary File Location

Enter the desired file directory for temporary files to be created during Surveillance Window Recording, alternatively you can browse for the desired directory by clicking . Set the **Frame Rate** from the dropdown menu.

Clip Builder

The Clip Builder settings apply to any video clips created, combined or edited through the Clip Builder tool.

Select the **Show Overlay** checkbox to include the camera overlay information in the exported video feed.

Set **Frame Rate** from the dropdown menu. Available options are: Low, Auto¹, 1 FPS, 5 FPS, 10 FPS, 15 FPS, 20 FPS, 25 FPS, 30 FPS.

Set **Video Resolution** from the dropdown menu. Available options are: Auto², 320 x 200, 640 x 480, 704 x 576, 1920 x 1080.

Note:

- Set **Frame Rate** to Auto to maintain the frame rate of the original clip during clip building.
 - Set **Resolution** to Auto to maintain the resolution of the original clip during clip building. If a clip contains video segments with different resolutions, during clip building all video segments upscale to match the highest resolution in the clip.
-

Media Management Service

Set the **Maximum download queue size** for scheduled clip downloads. The default queue size is unlimited. Other available queue sizes are: 10, 100, or 1000 downloads.

You can also set the **Default scheduled clip download time**. The default value is Client (now). Other available download times are Server (now) or you can specify a daily download time.

You can set the **Default scheduled clip expiry time**. By default, clips do not expire. But you can also select the following options: One day, One week, One month, and One year. Alternatively, you can specify an expiration date and time.

Custom Expiry Rules

In the Custom Expiry Rules section, you can add, edit, or delete clip and incident expiry rules. You can also set a default expiry rule.

Note:

You cannot delete expiry rules that are currently assigned to a clip or incident.

Figure 94: Custom Expiry Rules



Creating an expiry rule

- 1 Select , then select **Settings**.
- 2 Select **Clip Preferences**.
- 3 In the **Custom Expiry Rules** section, select .
- 4 Enter a **Name** for the Expiry Rule.
- 5 Select the Units. You can select one of the following options:
 - Hours
 - Days
 - Weeks
 - Months
 - Years
- 6 Set the Expiry **Duration**.
- 7 Click  to save the expiry rule.

Configure Most Permissive Mode

From the Configure Most Permissive Mode menu, you can access the Role and Privilege Evaluation switch, and you can enable or disable enhanced security mode.

Role and Privilege authorization Evaluation switch

In a unified environment, operators may have victor Unified Client roles and C•CURE privileges that contain conflicting levels of permission. In victor Unified Client version 5.2+, when a role and another role or privilege have conflicting levels of permission, victor Unified Client uses the most permissive option. However, if you upgrade to version 5.2 from an earlier version, victor Unified Client uses the least permissive option. From the Settings menu, you can choose how victor Unified Client resolves permission conflicts between roles and privileges.

Note:

This option is available only if you upgrade victor Unified Client to version 5.2+ from an earlier version. After you configure victor to use the most permissive permission, you cannot change this setting again.

To configure victor Unified Client to use the most permissive permission, select the **Switch Authorization mode to Most Permissive** checkbox, then select **Save**. After you enable this option, you must restart the victor Application Server and the Crossfire services for this change to take effect.



Caution

When you change the Authorization mode to Most Permissive, Operators may gain access to features, menus, or



settings that they could not access previously. Ensure that you update operator roles and privileges to maintain the same level of access for victor Unified Client users.

victor Enhanced Security

From the **Configure Most Permissive Mode** menu, you can also enable enhanced security for victor Unified Client. When you enable enhanced security mode, only users with Windows authentication can access victor Unified Client. Any users in the basic authentication password group are logged out cannot access victor Unified Client.

Custom Icons

Using the custom icons feature, you can assign non-default images as object icons. The icons can be assigned at both Type and Object level enabling specific objects to have a different icon to the object type.

Supported file types: JPG and PNG.

Maximum supported file size: 2MB

Assigning custom icons

- 1 Select , then select **Settings**.
- 2 Select **Custom Icons**. Type and object selectors display.
- 3 To assign custom icons at type level:
 - a Select the object type from the **Type** dropdown. Default icons display. Multiple icons may display for each object type as the icons reflect object state.
 - b Select **Change** for the relevant icon.
 - c Navigate to and select new icon graphic.
 - d Select **Open**. New icon displays next to the object type.
 - e Select **Save**.
- 4 To assign custom icons at object level:
 - a Select . Object Selector displays.
 - b Navigate to the object.
 - c Select **OK**. New icon displays next to the object type.
 - d Select **Save**.

Note:

Once Custom Icons have been applied, all client areas displaying object states (device list, site list, maps, etc.) should be refreshed to show updated icons.

Database Settings

You can configure various database archive settings from the Settings menu. These settings are applied to the victor Application Server Microsoft SQL database.

Database Settings - Archive

Apply settings relating to archiving of your Microsoft SQL databases.

Note:

- Archive threshold size can only be edited when using SQL Server Express
-

-
- UNC (Universal Naming Convention) should be used when entering Archive directory backup path, e.g. \\servername\folder
-

Database Settings - Editor Properties

By default, editors in victor Unified Client display with 'expanders' dividing different sections of the editor. These can be hidden completely or replaced with tabs. You can also configure the **Tab Control Dock Position**.

Database Settings - Events

Set the maximum number of uncleared events permitted for the system as a whole or an individual event.

Note:

System wide event settings do not apply across upgrades. All active Events should be acknowledged and cleared before upgrading.

Database Settings - Maps

Configure the imagery source for GIS maps. By default, victor Unified Client uses a live map source. However, you can disable this option and use an offline source instead.

Database Settings - Swipe and Show

Configure Swipe and Show database settings in a unified environment.

The number of seconds before a card swipe to start video rewind for facial recognition and **The number of seconds before a card swipe to stop video rewind for facial recognition** allow assigning of a value in seconds to account for camera placement should the individuals face not be captured when the card swipe is registered.

Discovery Preferences

Use this editor to configure Auto discovery settings for victor Unified Client.

Device Discovery values are used to configure general system device discovery behavior:

- **Discovery Enabled** - Select to enable/disable discovery mode
- **Startup Delay** - Time interval the client waits after startup before entering discover mode
- **Poll Frequency** - Time interval defining how often victor Unified Client polls for discoverable devices

For each device type you can configure:

- **Discovery Enabled** - Select this checkbox to enable victor Unified Client to display discovered devices of that type. Clear the checkbox to prevent victor Unified Client displaying discovered devices of that type.
- **Dynamic Discovery Ranges** -Used for every device type except VideoEdge, if this is unchecked you should provide an IP and Port range in which to search
- **IP Address Range** - Address range in which victor Unified Client will search for that device type
- **Port Range** - Port range in which victor Unified Client will search for that device type
- **Edge Device Discovery Enabled** - Check to enable discovery of Edge cameras (VideoEdge only)
- **Multicast Address** - Used for passive listening (VideoEdge only)
- **Multicast Port** - Used for passive listening (VideoEdge only)

Double Password Protection

Double password protection adds an additional level of security across selected victor Unified Client global functions, or selected individual objects. When attempting to access functions or objects that have double password protection enabled, the user will be prompted for the Username and Password of a second operator.

Select , select **Settings**, then select **Double Password Protection**. Check required features to globally protect or select objects using the Object Selector to protect individual objects.

Note:

In the case of conflict, object protection will override global function protection.

Email Preferences

To use victor Unified Client's email functionality, you must configure Email preferences.

Select , select **Settings**, then select **Email Preferences**. Enter required information and save.

Note:

- SMTP - Simple Mail Transfer Protocol
- FQDN - Fully Qualified Domain Name

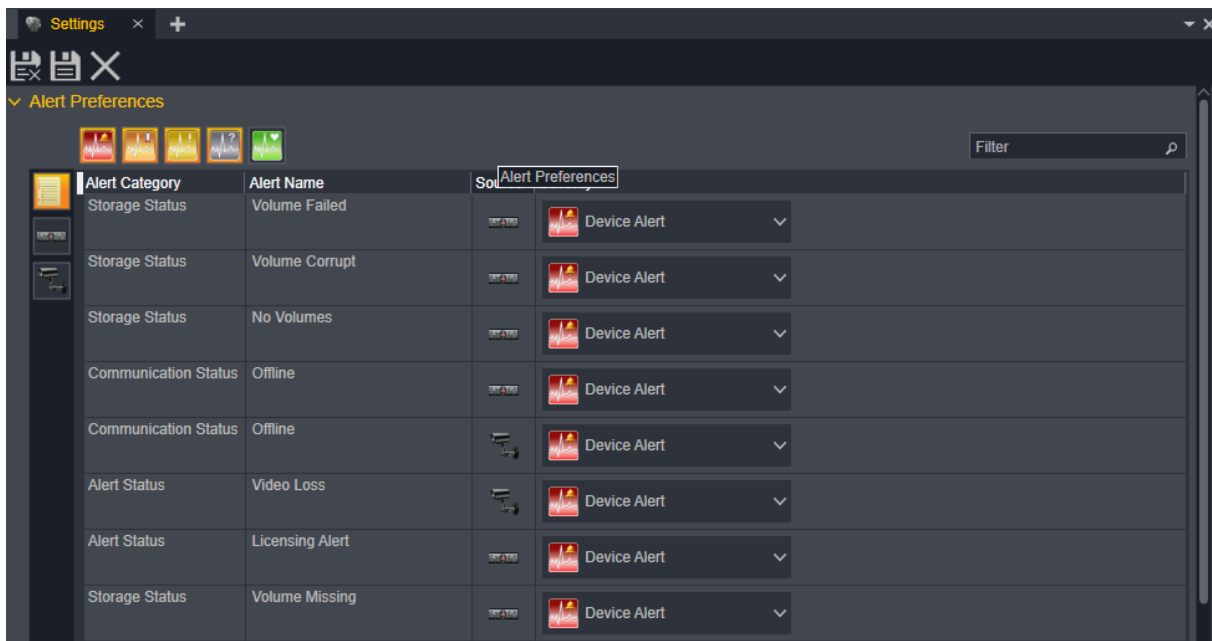
Health Monitoring Preferences

Color coding for Health Alerts displayed on the Health Dashboard can be edited as required, you can determine the severity level by selecting the corresponding color code.

The dashboard uses color coding to indicate the health status of devices, the default settings are:

- Red - Device Alert
- Orange - Pre-Failure
- Yellow - At Risk
- Gray - Unknown State
- Green - Normal

Figure 95: Health Monitoring Preferences



Changing color coding for Health Dashboard alerts

- 1 Select , then select **Settings**.
- 2 Select **Health Monitoring Preferences**. The **Alert Preferences** editor displays.

- 3 Select the device to display the corresponding Alerts.
- 4 The **Severity** can be edited by selecting a different color option from the drop-down list for the corresponding. This will be displayed on the Health Dashboard.
- 5 Select **Save**.

Journal Filter

The Journal Filter is used to regulate the amount of data being persisted to the victor Application Server database by blocking/unblocking specific alert types.

Video Camera, Recorder Unit and Storage alerts can be blocked/unblocked, everything else will always be written to the database.

Using the Journal Filter

- 1 Select , then select **Settings**.
- 2 Select **Journal Filter**. The Journal Filter editor displays.
- 3 To Add **Type** Exceptions:
 - a Select  in the **Type Exceptions** section. The Type selector dialog displays.
 - b Select the Device Type to be filtered.
 - c Select **OK**.
 - d Select the Type Exception. The row highlights blue.
 - e Select the **Alert Category**.
 - f Block or Unblock Alerts as required.
- 4 To Add **Object** Exceptions:
 - a Select  in the **Object Exceptions** section. The Object selector dialog displays.
 - b Select the Object type as required. The type's objects display to the right.
 - c Select the Objects. Use **Select All/Clear All** as required for multiple selections.
 - d Select **OK**.
 - e Select the Object Exception. The row highlights blue.
 - f Select the **Alert Category**.
 - g Block or Unblock Alerts as required.

Note:

- You can use  to remove Type exceptions and Object exceptions as required.
 - To edit exceptions, select the exception and block or unblock alert types as required.
-

- 5 Select **Save**.

Journal Volume Manager

Use the Journal Volume Manager to configure the following unified journal database settings.

- Backup
- Remove from System
- Backup and Remove
- Make active
- Put in Standby
- Restore

- Delete Backup
- Verify Backup Status
- Volume Compression

Journal Volume Settings

From the Unified Journal Settings menu you can configure various database settings for the victor and C•CURE Unified Journal. These settings are applied to the victor Application Server Microsoft SQL database.

POS Settings

When POS is installed, POS Settings are available and allow for configuration of default search settings and database management.

Select , select **Settings**, then select **POS Settings**. Here, database settings can be configured, along with the amount of time (in seconds) to be added as padding to search results.

Search Preferences

Search preferences can be configured to customize which lists (Site/Device/Vault) open with the Search and Retrieve Wizard, and which list opens on top.

Select , select **Settings**, then select **Search Preferences**. Select checkboxes in the **Wizard** section to choose which lists open with the Search and Retrieve Wizard. Select which list to open on top using the buttons under **Top Most**.

In the **Text Stream** section you can configure the number of seconds before and after a transaction that should be used when performing transaction searches.

Select one of the **Search Results** options to choose the position of search and retrieve results in relation to the surveillance pane.

Option	Description
Beside	(Default setting) Search and retrieve results appear below the surveillance panes.
Below	Search and retrieve results appear beside the surveillance panes.
Automatic	Selecting Automatic forces the Beside option to be used when the surveillance pane has a 16:9 aspect ratio; if the surveillance pane has a 4:3 aspect ratio, the Below option is used.
New Window	Search results appear in a new window.

Configure **Search Pre-Adjust** to adjust the number of seconds to begin playback before a search result. For example, if you set **Search Pre-Adjust** to 2, search result playback begins 2 seconds before the incident that triggered the search result.

Configure **Combined Video Search** to adjust the number of seconds applied to the logic for combined search pairs.

SIP Configuration

From the SIP Configuration menu you can configure FreeSWITCH settings for the victor Application Server. This is mandatory to enable audio communication between victor Unified Client and SIP-enabled devices.

Select , select **Settings**, and then select **SIP Configuration**. Configure the FreeSWITCH Preferences as required.

Note:

- By default, you must add any SIP-enabled devices on the same subnet as the victor Application Server.

-
- To communicate with SIP-enabled devices on a remote network, you must enable a SIP Proxy on compatible VideoEdge recorders. The VideoEdge must be connected to both the victor Application Server network and the remote network.
-

You must also configure SIP settings for your victor Workstation, and for any SIP-enabled devices that you want to communicate with.

Snapshot Engine Preferences

Enable the snapshot engine to automatically capture camera snapshots. You can capture snapshots from any compatible cameras that appear in victor Unified Client's Devices list. That is, cameras that are connected to VideoEdge recorders that are connected to victor. If you include camera snapshots in recorder reports, the reports use the snapshots that are generated by the Snapshot Engine. This reduces the time required to generate a recorder report.

Select , select **Settings**, and then select **Snapshot Engine Preferences**. You can configure the following settings:

- Set the Snapshot Location, the folder on your workstation where victor Unified Client stores snapshots.

Note:

- To store snapshots on a remote directory, the victor Unified Client operator and the Snapshot driver service must have permission to access that directory. If the snapshot driver service doesn't have permission to access that directory, you cannot save snapshots there.
 - You must use the full network path for remote directories.
-

- Select the **Enabled** checkbox to enable the Snapshot Engine.
- Select the Snapshot Refresh Period. The Snapshot Engine automatically recaptures a camera's snapshot when the current snapshot is older than the refresh period.
- Select the Image Resolution for the snapshot.

Video Layout Preferences

Video Layout Preferences allow configuration of which layouts are available for selection.

Select , select **Settings**, then select **Video Layout Preferences**. By default, all layouts are selected. Layouts that are selected are available for selection from the surveillance pane, virtual matrix and salvo editors.

Creating a custom layout

Use the Custom Layout Designer to create, save and edit custom surveillance layouts. When a custom layout is created, the number of rows, columns and aspect ratio can be defined. Layouts can be customized by merging panes, splitting panes or deactivating panes. Images can be applied to surveillance panes, allowing for custom / corporate branding.

- 1 Select , then select **Settings**.
- 2 Select **Video Layout Preferences**.
- 3 In the **Custom Video Layouts** section, select **Add**.
- 4 Enter a **Name**.

Note:

Layout names are limited to 12 characters in length.

- 5 (Optional) Enter a **Description**.
- 6 Select one of the following options:
 - Choose an existing layout as a template.
 - Select an existing layout from the dropdown menu.

- Create a layout.

- Click  to set the number of rows (Min: 1, Max: 8).
- Click  to set the number of columns (Min: 1, Max: 8).
- Select one of the following options:

- Click  to set the layout orientation (Standard, Widescreen or Portrait).
- Select the **Autofit** checkbox.

Note:

If you select the **Autofit** checkbox, the layout orientation automatically adjusts to accommodate your screen size.

- Click  to generate the layout.

7 (Optional) Merge cells.

Note:

Cells can only be merged into square-shaped or rectangular-shaped groupings.

- Select the cells that you want to merge. Selected cells are highlighted with a yellow border.

- Click .

8 (Optional) Split merged cells.

- Right-click a merged cell and select **Split Cell**.
- Select the number of rows.
- Select the number of columns.

Note:

Merged cells can only be split as far as the original component cells. A cell cannot be divided further than itself.

- Click **OK**.

Note:

Alternatively, merged cells can be split using the  (split horizontal) and  (split vertical) buttons.

9 (Optional) Deactivate Cells.

- Right-click a cell.
- Select **Deactivate Cell**.
The cell color changes from black to blue.

Note:

Camera feeds cannot be displayed in deactivated cells.
To reactivate a cell, right-click on a deactivated cell and select **Activate Cell**.

10 (Optional) Add an image to a cell.

- Right-click on a cell and select **Add Image**.
A Windows Explorer window opens.
- Select the image you want to add.
- Click **Open**.

The image appears in the cell.

Note:

- Images can be added to active cells, deactivated cells and to merged cells.
 - Camera feeds cannot be displayed in cells that contain images.
-

11 (Optional) Set cell ID order.

- a Click  to assign cell ID numbers.

Note:

Only active cells are assigned an ID number.

- b Swap Cell ID numbers by selecting two cells sequentially.
- c Click **Finish**.

12 Select **Save**.

Editing a custom layout

- 1 Select , then select **Settings**.
- 2 Select **Video Layout Preferences**.
- 3 In the **Custom Video Layouts** section, right-click on a layout.
- 4 Select **Edit**.
- 5 Edit the layout as required, and then select **Save**.

Importing a custom layout

- 1 Select , then select **Settings**.
- 2 Select **Video Layout Preferences**.
- 3 In the **Custom Layouts** section, press **Import**.
A Windows Explorer window opens.
- 4 Navigate to the required file directory.
- 5 Select the layout
- 6 Click **Open**.

Exporting a custom layout

- 1 Select , then select **Settings**.
- 2 Select **Video Layout Preferences**.
- 3 In the **Custom Layout** section, right-click a layout.
- 4 Select **Export**.
A Windows Explorer window opens.
- 5 Navigate to the export destination.
- 6 Click **Save**.

Deleting a custom layout

- 1 Select , then select **Settings**.
- 2 Select **Video Layout Preferences**.
- 3 In the **Custom Layout** section, right-click a layout.
- 4 Select **Delete**.
- 5 Click **Yes**.

Video Preferences

Select , select **Settings**, then select **Video Preferences**.

Performance

- **Event viewer lead in duration** - When you review an event from the Event Viewer, video playback starts at the time that the event occurs. To start playback before the Event occurs, you can set a **lead in duration** from 1 second to 60 seconds. Drag the slider to adjust the lead-in time.
- **Frame Expiry Preferences** - This setting uses values from 1 to 20 seconds. In limited bandwidth environments, setting the value allows you to tell victor Unified Client how long the system should wait for the next 'good' frame before displaying a blank frame.

Note:

Select the **Never Expire** checkbox to ensure no blank frames are ever displayed

- **VideoEdge stream connection timeouts:** These settings are used to define the timeout periods (in seconds) for **RTSP LAN Timeout**, **RTSP WAN Timeout**, **RTP LAN Timeout** and **RTP WAN Timeout**. Enter the required value in the corresponding fields.
- **Maximum number of consolidated event icons displayed on the timeline:** Set the maximum number of consolidated event icons to display on the timeline.
- **Include only primary DB for timeline data:** Select to restrict event data on the timeline to only the primary database. Event data in archived databases will not be included.
- **Pause Video and Audio when not visible:** For VideoEdge, audio and video will only be streamed when a tab or window is visible. When a tab or window is not visible, video and audio streaming will be paused. When the tab or window becomes visible again, VideoEdge streams will return as live or an Instant Playback stream, paused at the point playing when the window was hidden. For all other recorder types, audio and video is stopped when a tab or window is not visible. When the tab or window becomes visible again, it will appear as a live stream.

Note:

Having multiple tabs or windows streaming video and audio will increase system and network resources and reduce performance.

- **Enable Hardware Decoding:** Select to enable hardware decoding. You must be using victor Unified Client under a user account which has Windows Administrator privileges or this selection will be unavailable.

Overlay

- **Video Overlay Preferences:** Set font size and color for video overlay in relation to Camera/Recorder and Date/Time information.
- **Display times in UTC:** When selected, displays time in Universal Coordinated Time.
- **Display FPS on surveillance:** When selected, current Frames Per Second will be displayed in the surveillance pane.
- **Display FPS on clip playback:** When selected, current Frames Per Second will be displayed when playing back a clip.
- **Enable Video Alert Notifications:** When selected, camera alerts will not trigger a red border in the live view window. Alerts will appear in the activity list as normal.

Camera Control

- **Show virtual PTZ picture in picture:** When selected, a picture in picture of the full camera view will be displayed when virtual PTZ is active.
- **Hide virtual PTZ picture in picture after 5 seconds:** Only available when the above option is enabled, when selected the picture in picture of the full camera view will be hidden after 5 seconds of virtual PTZ being active.

- **De-Warp selection by default:** Default behavior when using Fisheye lens should be set here. Use the dropdown menus to select default de-warped mode - 'Rectilinear' or 'Panoramic'.

Misc

- **Show Playback controls while maximized:** When you enable this option, you can display playback controls while viewing a surveillance in a maximized window. Select a camera pane in the surveillance window to display the playback controls.
- **Show Video toolbar while maximized:** When you enable this option, you can display the video toolbar while viewing a surveillance in a maximized window.
- **Use dark theme for surveillance:** When selected, a dark theme will be used in surveillance panes.
- **Stretch video to fit pane:** When you enable this feature, camera feeds stretch to fit into the surveillance panes that contain them.

Note:

Stretching video feeds can cause high levels of image distortion. If you enable this feature, ensure that the camera feed quality is still acceptable after you resize a surveillance pane.

- **Third Party Application:** Set which third party application should be used to edit still images. Select  then navigate to the executable file (.exe) for the preferred image editor.
- **Open new tab for new video or audio content:** This checkbox controls how new audio or video content appears in the surveillance window. By default, new audio or video content appears in the primary docked surveillance view. When you select this checkbox, new audio or video content opens in a new surveillance window instead.
- **Remove bookmarks after a specified amount of days:** Enable this feature to automatically delete bookmarks after a user-defined number of days. Deleting older bookmarks prevents the bookmarks folder from becoming cluttered.

Video Recorder

To open Video Recorder settings, click the **System Configuration** icon > **Settings** > **Video Recorder**.

Time Difference Monitoring

When enabled, victor Unified Client polls recorders to ensure that time is synchronized between recorders and the victor Application Server. Select the **Enable Monitoring Checkbox** and set the **Poll Period** (Hours). If time becomes unsynchronized, victor Unified Client generates an alert.

Recorder Connections

Select the **Allow Communications** checkbox to enable processing of communications between recorders and victor Unified Client.

Adjust the **Default Recording Monitoring Level** slider to enable or disable processing of different types of recorder information.

Monitoring Level	Effect
Off	No data polling or alarm handling takes place (For example, no device health information will be shown in the Health Dashboard).
Basic	Enables communication state polling and any core functionality provided by the recorder (for example, vaulting or archiving).
Alarm/Status	Enables alarm processing.
Device Configuration	Enables data polling, name changes, camera settings, new or removed devices.
Advanced	Enables any functionality not covered by earlier levels (for example, event recovery).

Alert Configuration

Set the **Minimum camera alert duration** (Seconds). While a camera alarm is active, additional alerts relating to this alarm will not be generated until the **Minimum camera alert duration** has expired. If the alert duration is set to 0, an alarm will generate multiple alerts while the alarm is active.

Note:

The default value for **Minimum camera alert duration** is 5 seconds.

VideoEdge Configuration Backup Directory

Select the default backup directory for VideoEdge configuration settings. You can select a VideoEdge device to back up or restore from the **Device List**, or from the **Recorders** dynamic view. You can configure VideoEdge backup schedules from the **Events/Schedule Setup** menu.

Note:

- To use a remote backup directory, the victor Unified Client operator and the VideoEdge driver service must have permission to access that directory.
 - You must use the full network path for remote directories.
-

Health Dashboard Settings

If you select the **Flag Camera Alerts as Recorder Alerts** checkbox, a recorder's health status is affected by the health status of any cameras that are attached to it.

Note:

This option is disabled by default.

Figure 96: Camera alerts do not affect recorder health status

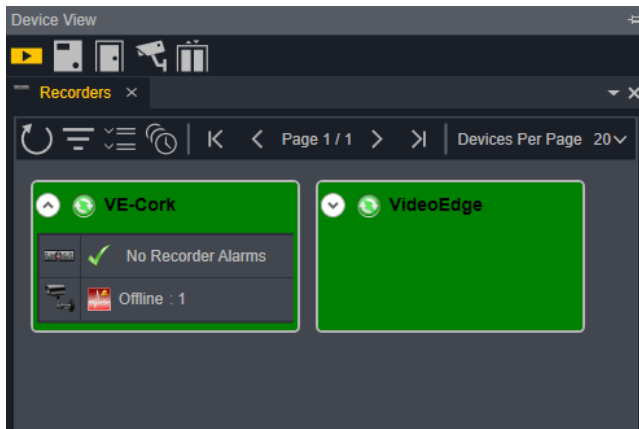
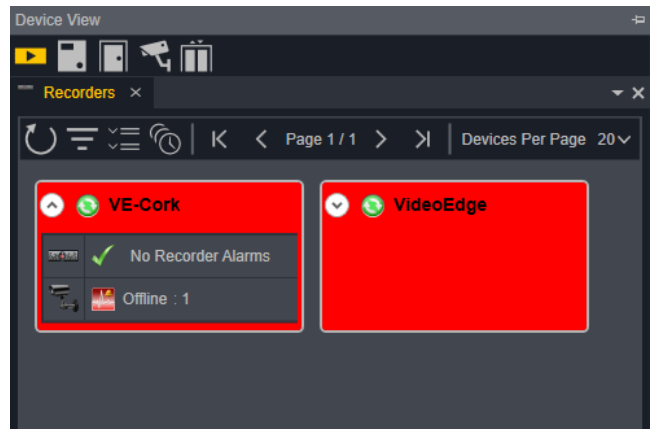


Figure 97: Camera alerts flagged as recorder alerts



Security

When you add a VideoEdge recorder to victor, you can specify that the recorder uses a secure connection to communicate with victor. If you want to make secure communications the default communications option, select the **Secure connection, enabled by default when adding a recorder** checkbox.

Temperature

When victor receives an alert from VideoEdge that an Illustra Thermal Camera has detected an elevated skin temperature, you can store and display this temperature information. For more information, see "Edge Elevated Skin Temperature".

VideoEdge Port Setup

LAN streaming can require a large number of User Datagram Protocol (UDP) ports to be open. Configuring port ranges in **Settings (VideoEdge Port Setup)** enables traffic to pass through networks with restricted port configuration.

Note:

Restricting ports can also help to make your system more secure.

Default values are:

victor Unified Client UDP port range: Start **6000** End **7999**

VideoEdge server UDP port range: Start **32200** End **38199**

External Applications

Use the Add External Applications feature to add shortcuts to the New Tab page, so that you can launch external executable files from within victor Unified Client. External applications are saved as part of a layout. You can add up to six external applications to a victor Unified Client layout.

Note:

External applications are not retained unless saved as part of a layout. If they are not saved as part of a layout, they will not be available if the client is restarted or another layout is selected.

Adding external applications

- 1 Select , then select **External Applications**.
- 2 Enter a **Name** for the layout.
- 3 Add an application to the layout
 - a Select , then navigate to the .exe file of the application to be added.
 - b Select the .exe file, then select **Open**.
- 4 Select **Save**. The external applications appear in the New Tab page.

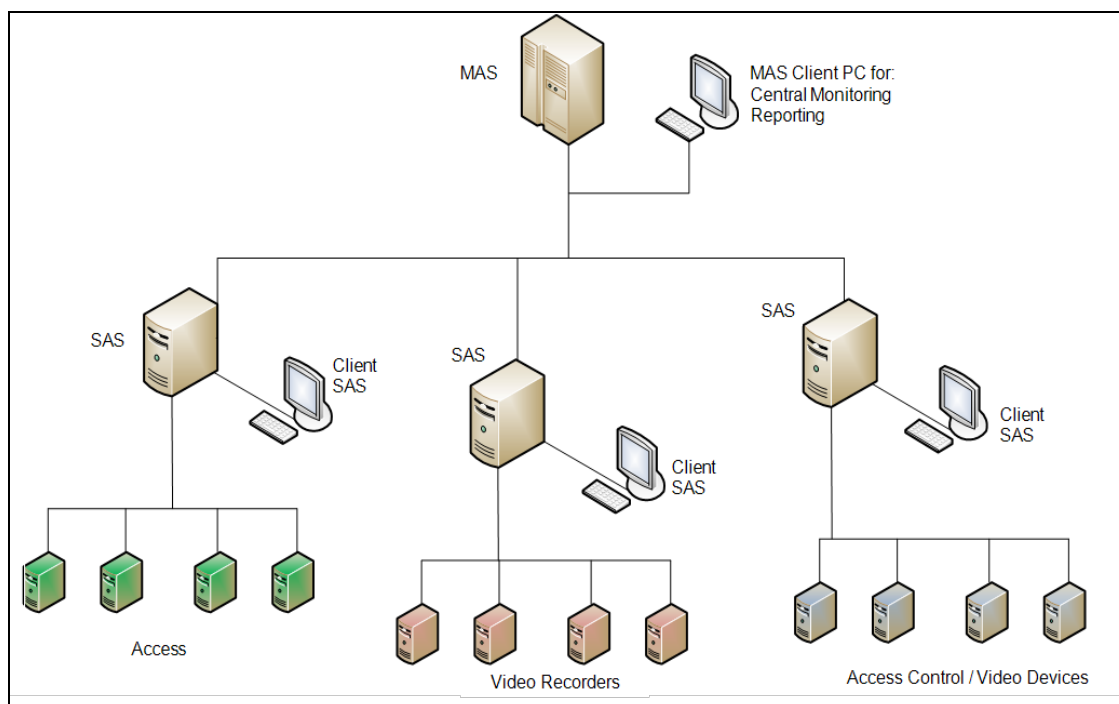
Removing external applications

- 1 Select 
- 2 Select **External Applications**.
- 3 Select the application to be removed.
- 4 Select 

Appendix A: victor MAS/SAS Support

To enhance scalability and deployment in enterprise environments, victor unification with C•CURE allows you to configure a site that is part of a 'hub-and-spokes' topology, but also has the ability to function in a disconnected environment with complete local command and control.

The Master Application Server (MAS) and up to 40 Satellite Application Servers (SAS) can be deployed as a single system. The satellite servers provide real time response for critical operations like events and actions while the master server provides a rolled up monitoring and reporting interface.



The Enterprise architecture works by synchronizing each SAS system's database with the MAS database. The MAS contains the global data that is used across every server, such as global **Operator** records, global **Roles**, and global **Privileges**. The global data synchronizes to each SAS. It uses the data to implement Enterprise-wide security. The MAS does not connect directly to any video servers or access control devices, but you can use the MAS to remotely monitor and manage controllers and video servers that are connected to a SAS in the system.

Each SAS contains database records for the system hardware connected to it, as well as other data relating to user authentication and authorization. Each SAS synchronizes with the MAS so that SAS local data is replicated to the MAS for central management and monitoring.

All data is synchronized immediately when saved, or queued if a server is offline, except for Journal and Audit data, which is synchronized on a configurable schedule. Network latency and load on the MAS and SAS databases can effect synchronization performance.

Operator Roles are used to provide system users with exactly the information they need, and deny access to information they do not need or should not be able to view.

These capabilities support the deployment of multiple victor servers in an Enterprise environment, solving scalability and wide area network issues and providing a platform for central monitoring, global management, and central reporting.

Enterprise scalability

The victor Enterprise environment can host video, access control, and various third party integrations. The scalability of an Enterprise environment can suit multiple scenarios. Table 55: victor Enterprise scalability provides details of this product's scalability. These values are based on high performance workstations that utilize a use case of heavy surveillance in an Enterprise environment. For more information, contact your local integrator or sales representative.

Table 55: victor Enterprise scalability

Feature	Scalability
Maximum number of SAS connections per MAS	40
Maximum number of VideoEdge recorders	300 per SAS
Maximum number of Intellex recorders	700 per SAS
Maximum number of cameras (approximately)	12,000
Maximum number of simultaneous Clients	100
Maximum number of alert activity	64 alerts per second
Maximum number of Unified C•CURE 9000 online readers	32
Maximum number of Unified C•CURE 9000 Personnel objects	12,000

Note:

If you install an integration on a SAS through an installer that is not part of the Unified Installer Dashboard, objects that are stored in the integration database do not synchronize to the MAS. However, if you trigger an Event on these integrations, you can view them in the victor Client that is connected to the MAS.

Integration drivers

You can use a remote victor Unified Client that is connected to the MAS to access the MAS and to access any SAS that is connected to the MAS. You can use the MAS client to view SAS Integrations from the maps under the site view. You must install the relevant integration drivers on the MAS Client as well as the SAS that sources the Integration object information to be monitored.

You cannot use the victor Unified Client that is installed locally on the MAS to view any of the integrations, only the MAS Client as they have the relevant integration drivers installed.

Data Types

Global: Data which is configured on the MAS and synchronized to all SASs.

Local: Data which is configured on and exists only on SASs.

Installation

The following enterprise deployments are supported for victor Unified Client:

- Installing victor Unified Client locally on a C•CURE SAS or remotely connecting to a C•CURE SAS
- Installing C•CURE on an existing victor Application Server and making it a SAS in an existing Enterprise environment
- Installing victor Unified Client on the MAS
- victor-only MAS/SAS deployment

Installing a MAS

You can install the MAS by running the victor Unified Client installer. The installer includes all the prerequisites that are required for a MAS/SAS installation.



Caution

Refer to product datasheets for information on system hardware and software requirements

MAS Installation prerequisites

- The system where the MAS software will be installed must be a dedicated system on a domain. The system should not host any other major applications.
- Ensure clocks are synchronized between the MAS and the SASs
- The Windows domain user account of the MAS installer must be a system administrator for the system where the MAS will be installed. (The account you install under must be a domain account, not a local computer account.)
- The Windows user account of the MAS installer must have been configured as a SQL Administrator (sysadmin role)
- The SQL Browser Service must be enabled and running
- You must have or obtain a MAS software license with the Application Server option enabled

Note:

Grant Administrative privileges to your Domain account on the new MAS.

- 1 Follow the standard installation instructions provided on the Unified Installation Quick Start Guide until the **Installation Type** dialog displays.
- 2 At the **Installation Type** dialog, select **Advanced** (for Enterprise users) and select **Next**. Destination folder displays.
- 3 Select **Next**.
- 4 Select **Application Server Installation**. Further options display.
- 5 Select **Install as a Master Application Server**.
- 6 Select **Next**.
- 7 Enter the database server name. **Database server** and **Login Credentials** dialog displays.
- 8 Select the local SQL server required for the installation (previously installed) as the **Database Server** and select **Next**. The **Remote Access Credentials** dialog displays.
- 9 Enter **Domain Username** and **Password** as required.

Note:

Use a Domain Account\Username whose password will not be automatically updated as this will adversely affect future connectivity. If your Windows password should change, you will need to update the password used by the unified Windows services.

- 10 Select **Next**. The **Ready to Install** dialog displays listing the installation directory and the system server type.
- 11 Select **Install**.

Note:

- The **Installing** displays detailing status messages and progress (This process can take a considerable amount of time)
 - If the installation completes without errors, the InstallShield Wizard Completed dialog box opens
 - If you received any warnings during the installation, the system displays a dialog box listing the number of warnings. You can view these warnings in the %TEMP% directory.
-

- 12 Select **Finish**.

Note:

Once installation completes, you must register the product within 120 days from the date the application was installed.

Installing a SAS

You can install a SAS by running the victor Unified Client installer. The installer includes all the prerequisites that are required for a MAS/SAS installation.

SAS Installation prerequisites

- The system where the SAS software will be installed must be a dedicated system on a domain. The system should not host any other major applications.
- Ensure clocks are synchronized between the MAS and the SASs.
- The Windows domain user account of the SAS installer must be a system administrator for the system where the SAS will be installed.
- The Windows user account of the SAS installer must have been provisioned as a SQL Administrator (sysadmin role) on the MAS.
- The Windows user account of the SAS installer must have been previously configured as a victor/C•CURE Global Operator with the SYSTEM ALL Privilege at the MAS to which this SAS will connect.
- The CrossFire Services must be configured to run using a domain user account on the SAS. That account must also be a MAS operator able to access the MAS SQL database.
- The SQL Browser Service must be enabled and running.
- The MAS server that will be the master server for this SAS must be reachable from the network (its name or IP address must be resolvable).
- The MAS server that will be the master server for this SAS must be running as well as the Software House CrossFire Framework and Component Framework Services.



Caution

Refer to product datasheets for information on system hardware and software requirements

- 1 Follow the standard installation instructions provided on the Unified Installation Quick Start Guide until the **Installation Type** dialog displays.
- 2 At the **Installation Type** dialog, select **Advanced** (for Enterprise users) and select **Next**. Destination folder displays.
- 3 Select **Next**.
- 4 Select **Application Server Installation**. Further options display.
- 5 Select **Install as a Satellite Application Server** and enter the **Master Application Server** name or IP address and select **Next**. The **Database server** dialog displays.
- 6 For the Database Server, select the required SAS database server name.
- 7 Select **Next**.
- 8 Enter your **Domain\Username** and your **Password**, confirm your password and click **Next**. The **Ready to Install** the Program dialog box opens listing the location of the Installation directory, the Database server type, and the system SQL server type.
- 9 Select **Install**. The **Installing** dialog displays.

Note:

- The **Installing** displays detailing status messages and progress (This process can take a considerable amount of time)
 - If the installation completes without errors, the InstallShield Wizard Completed dialog box opens
 - If you received any warnings during the installation, the system displays a dialog box listing the number of warnings. You can view these warnings in the %TEMP% directory.
-

- 10 Select **Finish**.

Note:

Once installation completes, you must register the product within 120 days from the date the application was installed.

MAS/SAS Operation

MAS/SAS deployment affects how users interact with victor Unified Client in various ways. Each of the following subsections describes the enhanced user experience in affected areas as well as system capabilities and how they differ from a non-MAS/SAS environment.

victor Application Server Interaction

General

On the MAS, the dynamic view of victor Application Servers lists all the SASs and the MAS the user has access to:

Site Manager Name	Description	Location	Client Connection State	Enterprise Health
BOS2DSTARMEY2	Unified MAS	Boca Raton, FL	Primary	Ready to Synchronize -- One or more partner servers has a problem
BOS2DEVSA1	SAS 01	Westford, MA	Interactive	Ready to Synchronize
BOS2STEVE2R2VM	SAS 02	Westford, MA	Interactive	Ready to Synchronize
BOS2STEVE7U2	SAS 03	Westford, MA	Interactive	Ready to Synchronize
BLR1WKD077	SAS 04	Bangalore, India	Interactive	Ready to Synchronize
BEL2TARM02	SAS 05	Belfast, Ireland	Non-interactive	Offline

On the SAS the dynamic view will contain the MAS and the SAS.

Interactive

From the dynamic view on the MAS you can configure a SAS as **Interactive** or **Non-Interactive**.

- If a SAS is Interactive, event data synchronizes from the SAS to the MAS in real-time
- If a SAS is Non-Interactive, event data synchronizes from the SAS to the MAS after a defined time period.

When you install a SAS, its default **Client Connection State** is **Non-Interactive**.

When you configure a SAS as Interactive, it means that activity and events are sent from the SAS to clients connected to the MAS as its primary server.

From the victor Application Server menu, you can link SASes to an Operator profile, so that the linked SASes become Interactive automatically when that operator logs in.

Application Servers			
Link SAS with operator to monitor them automatically when operator logs in.			
Name	Description	IPAddress	Location
☒ BOS2DEVSA1	SAS 01	10.38.145.153	Westford, MA
☒ BOS2STEVE2R2VM	SAS 02	10.38.145.150	Westford, MA
☒ BOS2STEVE7U2	SAS 03	10.38.145.151	Westford, MA
☒ BLR1WKD077	SAS 04	10.47.82.25	Bangalore, India
☒ BEL2TARM02	SAS 05	169.254.60.232	Belfast, Ireland

Data Synchronization

victor specific data configured at the SAS in local partitions will synchronize up to the MAS. The victor Journal and Audit will synchronize from the SAS to the MAS daily at 12AM local time on the SAS (this value can be changed in the Settings menu).

To ensure that Journal reports on the MAS can access recent data, create a weekly Schedule to apply to each SAS that you want to monitor. Configure this schedule to trigger the synchronization process twice daily. You can apply the

schedule to the SASs from the victor Application Server menu. For the Normal Activity journal ensure that you activate the Interactive mode for each SAS that you want to monitor.

Sites

When a server is started, it will create a Site in the Site List with the same name as the victor Application Server. This can be changed, but can't be deleted. This means that every installation will have at least one Site present at all times.

Events

Events that are configured on the MAS are global. That means all events configured will be synchronized to all interactive SASs.

The **Event Viewer** on the MAS is an event sink for all events from all SAS that are currently interactive.

If the source of an event activation belongs to an existing Site, the Site name is displayed in the **Site** field. If the source does not belong to an existing Site, the Site that was created by the victor Application Server is displayed instead.

Action	Name	Activation Time	Cause	Instructions	Site
Intellex Offline	Intellex 'NTLXULTRAEB' Offline.	12/18/2013 12:47:29 PM	NTLXULTRAEB	Determine Status of Intellex, Contact Support	Westford SAS 01
Intellex Offline	Intellex 'NTLXULTRAEB' Offline.	12/13/2013 1:21:32 AM	NTLXULTRAEB	Determine Status of Intellex, Contact Support	Westford SAS 01
Event_635229806441626619	CCure Event 'Event_635229806441626619' Active by Operator 'STARMIEY'.	12/18/2013 4:24:28 PM	STARMIEY		Westford SAS 03

SAS Online: Normal event management (Acknowledge/Clear) workflows work the same as if directly connected to the SAS.

SAS Offline: The event activation in the event viewer cannot be modified.

The operations that are performed on any event activation on the MAS or SAS is mirrored in real-time in both event viewers.

The **review** operation available from the context menu will operate as normal on both the MAS and SAS.

Event Setup

Configure All:

Event Configurations of this type are synchronized to all SASs. This means that if the user configures All Doors -> Forced -> Activate Global Event, every door in the Enterprise will activate this event when the door is forced.

Specific Objects:

These event configurations are saved on the SAS that owns the object being configured. So for a specific SAS door -> Forced -> Activate Global Event, the configuration for this action will be saved at the SAS.

Note:

Event Setup editor on the MAS shows configurations for all objects in related SASs.

Maps

You can create Maps on MASs and SASs. The following guidelines apply to Maps in the victor Enterprise environment:

- **MAS Maps:** Maps you create on the MAS do not synchronize to SASs. Maps defined on the MAS can contain objects from multiple SASs.
 - The MAS has visibility of all Maps in the Enterprise.
 - Maps created on the MAS are only available for opening from victor Unified Client on the MAS itself. Objects from any SAS can be added to a Map created on the MAS

- **SAS Maps:** Maps you create on the SASs, along with all their layers and objects, synchronize to the MAS and are available to the MAS client.
 - The SAS has visibility of locally created Maps only.
 - Objects from the SAS itself only are available for adding to a Map created on a SAS.

Integration objects that are connected to a SAS are not directly-viewable on the MAS. However, MAS users can view SAS integration objects that are included in a SAS site map.

In the SAS, create a map, add integration objects to that map, and add the map to your SAS's site folder. The integration object annunciations are then mapped correctly.

The following SAS integrations are viewable in the MAS client:

- DSC Power Intrusion
- DSC Neo Intrusion
- Galaxy Intrusion
- Fire Fireclass/MZX Integration
- BacNet
- C•CURE Door Access

Video

The MAS can view all video hardware connected to SASs. You can access this through the **Devices** tab. The MAS has control over the video hardware like a local object and can view video streams through the hardware.

Note:

On the MAS, it is normal and expected behavior for all **Extension Services** in the Server Configuration application to appear as **Not Licensed**.

Health Monitoring

Health monitoring at the MAS displays the health of all supported devices enterprise wide and if the SAS is interactive, the states update accordingly.

The victor Application Server health status is included on the MAS health dashboard as well as the status of all available MAS and SAS machines.

Reports/Data Visualization

At the MAS client, reporting and data visualization is available for data up to the last successful synchronization of SAS data up to the MAS.

Licensing

There are no additional license requirements to install victor Unified Client on a SAS.

Appendix B: Creating & Editing Templates

victor Unified Client's Incident Management supports the ability to create a central report which ties together incident components in a user-defined format. This is controlled by two methods; the first is during export control, you can change the report order of individual items in the Direct Clip Action window. The second is from the default templates / user created templates.

Templates and generated reports use Microsoft's OpenXml standard, and are therefore supported by a number of word packages in addition to Microsoft Word.

Note:

Microsoft Word 2007 onwards supports the OpenXml standard.

Adding and deleting templates

Templates can be added during the report generation process from the Direct Clip Action window by clicking ; this opens a file explorer window allowing navigation and select of the desired template. Templates can also be removed by clicking .

Note:

Templates are referenced rather than copied. It is recommended to store templates in a shared location.

Creation of Templates

The following information is based on the process required for Microsoft Word (specifically the 2010 release).

Templates must be created and saved as .dotx files (Word XML Document), .dotx files allow the creation of the format of the template and to order the content. The incident components are inserted using the Content Controls, along with the inclusion of their own static content and formatting, this allows for the creation of bespoke report templates.

Displaying the Developers ribbon

The Content Controls are available on the Developers ribbon. The ribbon is not shown by default. Complete the following procedure to display the Developers ribbon in MS Word.

- 1 Open MS Word.
- 2 Select **File**.
- 3 Select **Options**.
The Word Options window opens.
- 4 Select **Customize Ribbon**.
- 5 Select the **Developer** checkbox in the Main Tabs pane.
- 6 Click **OK**.

Content Controls Recognized by Incident Builder

Content Control Name	Description	Report Output
Title	Incident Name	Text
Date	Date of export	Text

Content Control Name	Description	Report Output
Image	Incident Image (Requires a Picture Content Control to manage the output size of the image)	Image
Media	Incident clip	Clip name linking to the player
Spreadsheet	Incident spreadsheet	Spreadsheet name linking to the spreadsheet file
Note	Text	Rich Text
Hyperlink	Additional files	File name linking to the actual file
RemainingContent	A place holder for additional content that hasn't been already added to the document	All of the above. Note - Images will be limited by the page size

Note:

Only Content Controls with a title matching one of the names above will be replaced during report generation.

Adding a picture to a template

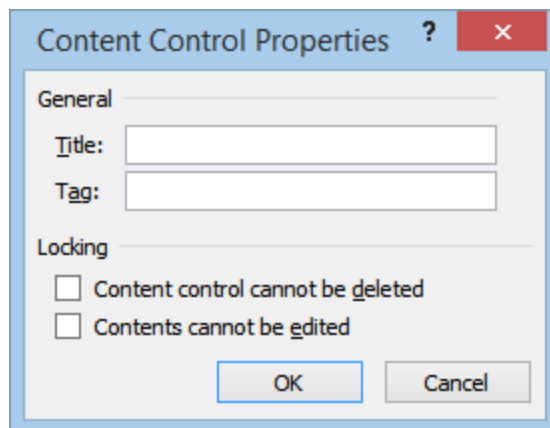
When a new template file has been created or when editing an existing template, pictures can be added using the Content Controls in the Developer ribbon.

- 1 Select the **Developer** tab.
The Develop ribbon displays.
- 2 Select 
An image placeholder is placed in the document.
- 3 Resize / position the placeholder as required.
- 4 Select **Properties** from the controls module of the Developer ribbon.

Note:

Ensure the content is selected.

The Content Control Properties window opens.



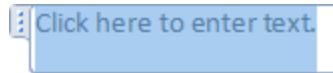
The image shows a 'Content Control Properties' dialog box with a title bar containing a question mark and a close button. The dialog has two sections: 'General' and 'Locking'. In the 'General' section, there are two text input fields labeled 'Title:' and 'Tag:'. In the 'Locking' section, there are two checkboxes: 'Content control cannot be deleted' and 'Contents cannot be edited'. At the bottom right, there are 'OK' and 'Cancel' buttons.

- 5 Enter **IMAGE** in the Title field.
- 6 Enter a value/description in the Tag field to provide context to the content. The Tag is used on the incident export page for the content.
- 7 Click **OK**.

Adding a rich text placeholder to a template

Text and Content Links can be placed using the Rich Text Content Control icon in the Developer ribbon.

- 1 Select the insertion point using the cursor.
- 2 Select .
A Rich Text placeholder is placed in the document.

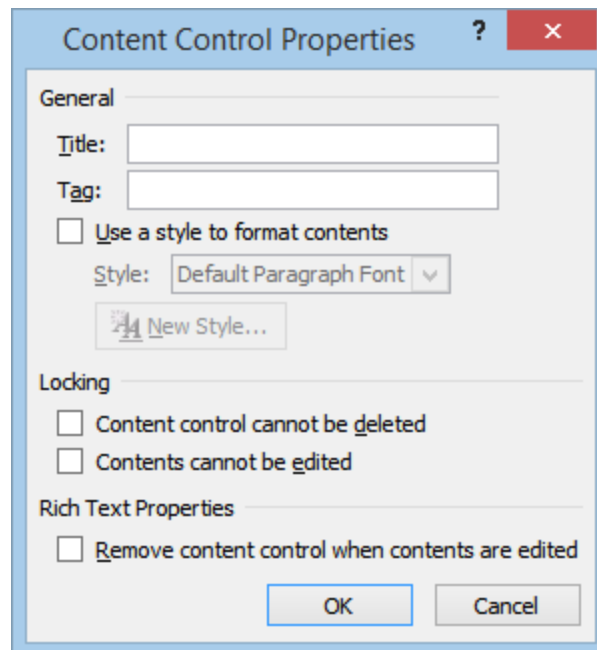


- 3 Select **Properties** from the controls module of the Developer ribbon.

Note:

Ensure the content is selected.

The Content Control Properties window opens.



- 4 Enter a **Title** in the field. The title must be one of the following -
 - **TITLE**
 - **DATE**
 - **MEDIA**
 - **SPREADSHEET**
 - **NOTE**
 - **HYPERLINK**
 - **REMAININGCONTENT**
- 5 Enter a value/description in the Tag field to provide context to the content. The Tag is used on the incident export page for the content.
- 6 Click **OK**.

Further information

Further information for the use of Content Controls, you can search the internet for information on -

- Word Content Controls
- OpenXml
- OpenXml SDK

Note:

The OpenXML SDK's productivity tool can be used for discovering issues and understanding document structure.

Appendix C: Deploying the victor Web Service

The following section provides background information on the victor Web Service and its integration with victor Web.

The victor Web Service is a Representational State Transfer (REST) service developed using the ASP.NET MVC4 Web API technology. The Web Service provides a RESTful API using the latest Model View Controller (MVC) design available with the .NET 4.5 framework. The RESTful API will allow the Partner web applications connecting to the Web Service to do GET/PUT/DELETE and POST operations. The victor Web Service is hosted on a Microsoft Internet Information Services (IIS) Web Server.

In release V4.7+ victor Web has been enhanced to support victor Application Server integration, allowing the receipt of alerts, maps and access control information from victor Unified Client to victor Web. This feature is reliant on web sockets, using the victor Web Service for victor Application Server integration is not supported in a Windows 7 Environment. The victor Web Service can be deployed on a separate Windows platform to act as a 'middle-man' between the Windows 7 victor environment and victor Web.

Prerequisites

The following prerequisites must be installed / enabled to permit the successful deployment of the victor Web service.

- IIS (Microsoft Internet Information Services) – In all instances IIS must be enabled prior to running the installation dashboard
- ARR (Application Request Routing 3.0) – In instances where a vAS Integration with victor Web is required on a single system, i.e. the vAS, victor Web Service and victor Web are all installed on one system, ARR must be downloaded and installed before running the dashboard.

Enabling IIS for Windows 8.1

- 1 Log into the device using administrator-level credentials.
- 2 From the **Start** menu, click **Control Panel**.
- 3 From Control Panel, click **Programs and Features** and then click **Turn Windows features on or off**.
- 4 On the **Windows Features** dialog box, select **Internet Information Services** (plus all lower-menu options)

Note:

Ensure that you select the ASP.NET option.

- 5 Select **OK** to enable the changes.
- 6 Close the Windows Features dialog box.

Note:

For more information about configuring IIS 8 on Windows 8.1+, refer to the Microsoft website.

Enabling IIS for Windows 2016 Server

- 1 Log into the device using administrator-level credentials.
- 2 Open **Server Manager**, click **Manage**, click **Add Roles and Features**, and then click **Next**.
- 3 Select **Role-based or feature-based installation** and then click **Next**.
- 4 Select the appropriate server and then click **Next**.

Note:

The local server is selected by default.

- 5 Select **Web Server (IIS)** and then click **Next**.
- 6 No additional features are required for Web Adapter, so click **Next**.
- 7 On the **Web Server Role (IIS)** dialog box, click **Next**.
- 8 On the **Select role services** dialog box, verify that the web server components listed are enabled, and then click **Next**.

Note:

Ensure that you select the ASP.NET 4.5 option.

- 9 Verify that your settings are correct, and then click **Next**.
- 10 When the installation completed, click **Close** to exit the wizard.

Note:

For more information about configuring IIS 8 on Windows Server, refer to the Microsoft website.

Installing Application Request Routing (ARR) 3.0

- 1 Log into a PC with an internet connection.
- 2 Click on the following URL (<http://www.iis.net/downloads/microsoft/application-request-routing>).
- 3 Click **Install this extension**.
- 4 Launch `ARRv3_0.exe` and complete the setup wizard until the application is successfully installed.

Note:

- The ARR installer requires an active internet connection to complete the installation.
 - To download an offline ARR installer, click the following URL (<https://www.microsoft.com/en-us/download/details.aspx?id=47332>)
 - For further information about ARR 3.0, refer to the Microsoft website.
-

Installing the victor Web Service on a standalone server

You can use the victor installer or the victor and C•CURE 9000 installer to install the victor Web Service on a standalone server.

Prerequisites

- Install and configure the victor Application Server that you want to integrate with victor Web.
- Before you install the victor Web Service on a computer, you must enable IIS on that computer.

- 1 Launch the installer.

Note:

If Microsoft .Net Framework 4.6.1 is not present on your computer, you are prompted to install it. After the installation completes, reboot your computer and re-launch the installer.

- 2 Select **Advanced**.
- 3 Select the **victor Web Service API** checkbox, then click **Next**.
- 4 Configure the installation settings.
 - a Expand the **victor Web Service API** section.

Figure 98: victor Web Service installation settings

The screenshot shows the 'victor 5.4 Installer' window. The 'Select the Installation Location' section has a text box containing 'C:\Program Files (x86)\Tyco'. Below this is a blue header bar for 'victor Web Service API'. The main configuration area is titled 'Configure App Server, Operator User name and password'. It features two radio buttons: 'Local System Account' (selected) and 'Windows Authentication'. Below these are four text input fields: 'Application Server' with '192.168.82.17', 'Username' with 'ADQA\vrprime', 'Password' with masked characters, and 'Web Site Name' with 'Default Web Site'. 'Back' and 'Next' buttons are at the bottom.

- b Select the radio button for either **Local System Account** or **Windows Authentication**.
- c (Windows Authentication only) Enter a **Username** and **Password**.
- d Click **Next**.
- 5 Review the components to be installed, then click **Next**.
- 6 Review the prerequisite components to be installed, then click **Next**.
- 7 Read the EULA, then click **I Agree**.
After the installation completes, a popup confirmation message appears.
- 8 Click **Exit**.

Issues with victor licensing options

Issue

This technical bulletin informs our customers on how to address issues for certain add-on options on their victor Server software license:

Use Case	Model Number	Description	
1	ADVC-WEBSERVICE	Add-on license option to support victor Web Service	V4.5.1+
2	ADVC-MATRIXDVR	Add-on license option to support Matrix DVR	V4.5.1+

Pre-requisites

- Compatible host PC that meets or exceeds the system requirements for the installed server application/license:
 - victor Professional (aka Site Manager)
 - Unified Server (victor/C•CURE)
- Compatible host PC that meets or exceeds the system requirements for the installed client application:

- victor Unified Client
- In Warranty or valid SSA for victor software license
- Valid login account for victor (Windows Domain or Basic Authentication)
- Email and internet access

Fixing the victor Web Service (for victor v4.5.1+)

If you purchase the optional victor Web Service licensed add-on option (ADVC-WEBSERVICE), registered and applied the updated license, but are having issues with an application that is designed to integrate using the victor Web Service, follow the steps below:

- 1 Log into the host PC running the victor or Unified Server software using administrator-level credentials.
 - 2 Right-click the **Server Configuration** application, select **Run as administrator**, and save a screenshot of the **Services** tab.
 - 3 Start the **License Manager** application and save a screenshot for each tab: **Unified** tab, **victor** tab and **C•CURE** tab.
 - 4 From the **License Manager**, select the **Unified** tab, then click **Generate**, and then save the XML-generated file.
 - 5 Send an email to LicenseSW@tycoint.com to request assistance with victor Web Service issue. Ensure that you attach the following files:
 - A screenshot of the **Services** tab from the **Server Configuration** application
 - A screenshot of the **Unified** tab from the **License Manager** application
 - A screenshot of the **victor** tab from the **License Manager** application
 - A screenshot of the **C•CURE** tab from the **License Manager** application
 - The **XML** file generated by the **License Manager** application
- After the Licensing Team receives the email with the required files, they will review the request and send you an updated same-version victor license file during normal business hours.
- 6 Save the updated victor license file (.LIC) onto the victor or Unified Server.
 - 7 From **License Manager**, select the **Unified** tab, then click **Add new license**, and then select the updated victor license file.

Note:

- Only one victor license file (e.g. HostName_v45_x64_ESS#####_esslicense.lic) and one C•CURE license file (e.g. CCURE9000.LIC) should be present in the default folder. If more than one victor license is present, then you must manually rename/move/delete the older victor license files.
 - victor and C•CURE license files are stored in the License folder:
C:\Program Files (x86)\Tyco\Crossfire\License
 - After the License Manager has successfully added the updated victor license file, it should prompt the message about restarting the services to activate the new license. Make sure to proceed with restarting services in order for the application to use the updated license file.
 - On a Unified system or C•CURE 9000 system, the License Manager will not automatically restart the services after adding a license file. Therefore, you will need to manually launch the Server Configuration application and proceed to STOP and START both of the CrossFire Services.
-

- 8 After the services restart, check the following applications:
 - **Server Configuration**: Check the **Services** tab to make sure that all services are running.
 - **License Manager**: Check the **Unified**, **victor**, and **C•CURE** tabs to make sure all of the license information is correctly being recognized.

Your victor or Unified Server should now be properly configured and victor Web Service should now be working.

Fixing the Matrix DVR add-on for victor v4.8+

If you purchased the optional Matrix DVR licensed add-on (ADVC-MATRIXDVR) for victor v4.5.1 or v4.6, then you must complete the following procedure after you upgrade to victor v4.8+ to support the correct number of Matrix DVR

recorders.

- 1 Log into the host PC running the victor or Unified Server software using administrator-level credentials.
- 2 Launch the **Server Configuration** application (Run as administrator) and save a screenshot of the **Services** tab.
- 3 Next, launch the **License Manager** application and save a screenshot for each tab: **Unified** tab, **victor** tab and **C•CURE** tab.

Note:

Confirm that the SSA is still valid (see **Unified** tab). If expired, then contact your sales associate or email tspssa@tycoint.com to request a quote to purchase SSA before continuing.

- 4 From **License Manager**, select the **Unified** tab, then click the **Generate** button, and then save the XML-generated file.
- 5 Send an email to LicenseSW@tycoint.com to request assistance with victor Web Service issue. Ensure that you attach the following files:
 - A screenshot of the **Services** tab from the **Server Configuration** application
 - A screenshot of the **Unified** tab from the **License Manager** application
 - A screenshot of the **victor** tab from the **License Manager** application
 - A screenshot of the **C•CURE** tab from the **License Manager** application
 - The **XML** file generated by the **License Manager** application

After the Licensing Team receives the email with the required files, they will review the request and, if valid, will generate and email an updated same-version victor license file during normal business hours.

- 6 Save the updated victor license file (.LIC) onto the victor or Unified Server.
- 7 From **License Manager**, select the **Unified** tab, then click **Add new license**, and then select the updated victor license file.

Note:

Only one victor license file (e.g. HostName_v45_x64_ESS#####_esslicense.lic) and one (1) C•CURE license file (e.g. CCURE9000.LIC) should be present in the default folder. If more than one victor license is present, then you must manually rename/move/delete the older victor license files.

- victor and C•CURE license files are stored in the License folder:

C:\Program Files (x86)\Tyco\Crossfire\License

- After the License Manager has successfully added the updated victor license file, it should prompt the message about restarting the services to activate the new license. Make sure to proceed with restarting services in order for the application to use the updated license file.
 - On a Unified system or C•CURE 9000 system, the License Manager will not automatically restart the services after adding a license file. Therefore, you will need to manually launch the Server Configuration application and proceed to STOP and START both of the CrossFire Services.
-

- 8 After the services restart, check the following applications:
 - **Server Configuration:** Check the **Services** tab to make sure that all services are running.
 - **License Manager:** Check the **Unified**, **victor**, and **C•CURE** tabs to ensure that the correct license information is displayed.

Your victor or Unified Server is now licensed and configured to support all of your Matrix DVR recorders from the victor Unified Client software.

Appendix D: Supporting newer client versions on older server software

This section explains how to support newer victor Unified Client software versions on older victor Application Server software versions. For customer sites that are dependent on version-specific server integrations, they have been traditionally unable to use any client-side feature enhancements and/or bug fixes due to incompatibility between server-and-client application versions. For those customers who fall into this scenario, we have incorporated changes to address this requirement and can now support the following use cases:

victor Application Server	C•CURE	victor Client														
		4.5.1	4.6	4.7	4.7.1	4.8	4.8 SP1	4.8.1	4.9	4.9.1	5.0	5.1	5.2	5.3	5.4	5.4.1
4.5.1	2.3 R2 / R2 SP1															
4.6	2.4															
4.7	2.4															
4.7.1	2.41			Tyco update updates client to 4.7.1												
4.8	2.42															
4.8SP1	2.5															
4.8.1	2.51															
4.9	2.51															
4.9.1	2.6															
5.0	2.61															
5.1	2.61															
5.2	2.70															
5.3	N/A															
5.4	N/A															
5.4.1	2.80															

Supported	Supported
Core	* Core functionality
N/A	Not supported

* Live Video and Search and Retrieve supported

Updating victor Unified Client

If your victor or Unified Server deployment cannot upgrade the server software due to version-specific integrations, complete the following procedure to update the victor Unified Client software version:

Pre-requisites

- Compatible host PC that meets or exceeds the system requirements for the installed server application/license:
 - victor Application Server
 - Unified victor Application Server (victor/C•CURE)
- Compatible host PC that meets or exceeds the system requirements for the installed client application:
 - victor Unified Client
- victor or Unified victor/C•CURE must be in warranty or have valid SSA
- Valid login account on victor (Windows Domain or Basic Authentication)
- Valid login account on American Dynamics web page (access to Online Registration)

- Email and internet access

- 1 Log into the host PC running the victor or Unified Server software using administrator-level credentials.
- 2 Launch the **Server Configuration** application (Run as administrator) and proceed to save a screenshot of the **Services** tab.
- 3 Launch the **License Manager** application and proceed to save a screenshot for each tab: **Unified** tab, **victor** tab, and **C•CURE** tab.

Note:

From the Unified tab, confirm that the SSA is still valid. If the SSA expired, you must purchase an SSA before you can continue. Contact your sales associate or email tspssa@tycoint.com to request a quote to purchase SSA before continuing.

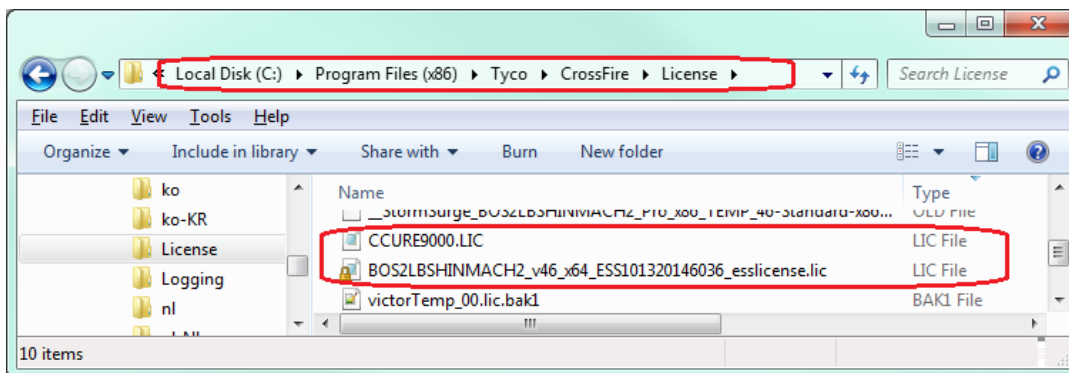
- 4 From the **Unified** tab, click **Generate** and save the XML-generated file.
- 5 Send an email to LicenseSW@tycoint.com to request assistance with updating your current victor Server license. Ensure that you include the following information and attachments:
 - Specify that you require an updated license-only file to enable support for a newer version of victor Unified Client. Ensure that you also specify the version of victor Unified Client that you want to upgrade to.
 - A screenshot of the **Services** tab from the **Server Configuration** application.
 - A screenshot of the **Unified** tab from the **License Manager** application.
 - A screenshot of the **victor** tab from the **License Manager** application.
 - A screenshot of the **C•CURE** tab from the **License Manager** application.
 - The **XML** file that is generated by the **License Manager** application.

After the Licensing Team receives the email with the required information and files, they will review the request and, if valid, will generate and email an updated same-version victor license file during normal business hours.

- 6 Save the updated victor license file (.LIC) onto the victor or Unified Server.
- 7 Open **License Manager**, select the **Unified** tab, then click **Add new license**, and then save the updated victor license file.

Note:

Only one victor license file (e.g. HostName_v47_x64_ESS#####_esslicense.lic) and one C•CURE license file (e.g. CCURE9000.LIC) should be present in the default folder. If the license folder contains more than one victor license, then you must manually rename, move, or delete the older victor license files.



Note:

After the License Manager has successfully added the updated victor license file, it should prompt the message about restarting the services to activate the new license. Make sure to proceed with restarting services in order for the application to use the updated license file.

- 8 After the services have been restarted, check the following:
 - **Server Configuration:** Check the **Services** tab to make sure everything is Running.
 - **License Manager:** Check the **Unified**, **victor**, and **C•CURE** tabs to make sure all of the license information is correctly being recognized.
- 9 Your victor or Unified Server should now be licensed and configured to support the newer victor Unified Client software.
- 10 Launch your web browser and go to the American Dynamics web site (www.americandynamics.net).
- 11 Login with your assigned web site credentials.
- 12 Select **Support** and then select **Software Downloads**.
- 13 Select **Video Management Systems** and then select **victor**.
- 14 In the **Download** section, select the version of the victor installation software that you want to download.
- 15 Select the **victor Client Only** download package.
- 16 Once downloaded, proceed to upgrade only the clients to the latest victor Unified Client software that is compatible with your older victor or Unified Server software version.