

# SONY

Network Video Management System  
Standard Edition 2017 R2

**Administrator Manual**

# Contents

---

<b>Copyright, trademarks and disclaimer.....</b>	<b>9</b>
<b>Before you start .....</b>	<b>10</b>
<b>About minimum system requirements .....</b>	<b>10</b>
<b>About naming of host names .....</b>	<b>10</b>
<b>About important port numbers .....</b>	<b>10</b>
<b>About daylight saving time .....</b>	<b>11</b>
<b>About time servers .....</b>	<b>11</b>
<b>About virus scanning .....</b>	<b>12</b>
<b>System overview .....</b>	<b>14</b>
<b>Software and system components .....</b>	<b>14</b>
<b>Clients .....</b>	<b>15</b>
<b>Network Video Management System Smart Client .....</b>	<b>15</b>
<b>NVMS Mobile client .....</b>	<b>16</b>
<b>Network Video Management System Web Client.....</b>	<b>18</b>
<b>Recording Server Manager .....</b>	<b>19</b>
<b>Network Video Management System Download Manager ....</b>	<b>20</b>
<b>Licenses.....</b>	<b>22</b>
<b>About licenses .....</b>	<b>22</b>
<b>License information overview .....</b>	<b>23</b>
<b>About device changes without activation .....</b>	<b>24</b>
<b>Hardware device summary .....</b>	<b>25</b>
<b>About replacing hardware devices.....</b>	<b>26</b>
<b>Get additional licenses.....</b>	<b>26</b>

About license activation .....	26
<b>Install and upgrade.....</b>	<b>28</b>
Install your system software.....	28
Install Network Video Management System Smart Client....	28
Install video device drivers .....	30
Upgrade.....	31
About updates .....	31
Upgrading from one product version to another product version.....	31
About removing system components.....	31
<b>First time use .....</b>	<b>32</b>
Configure the system in the Management Application .....	32
Best practices .....	34
About protecting recording databases from corruption .....	34
About saving changes to the configuration.....	35
About using the help.....	35
About restarting services.....	36
Monitor storage space usage .....	36
View video from cameras in Management Application .....	36
<b>Getting started .....</b>	<b>38</b>
About the Getting started page .....	38
Automatic configuration wizard.....	38
Automatic configuration wizard: First page .....	38
Automatic configuration wizard: Scanning options.....	38
Automatic configuration wizard: Select hardware manufacturers to scan for .....	38
Automatic configuration wizard: Scanning for hardware devices .....	39
Automatic configuration wizard: Continue after scan .....	39

<b>Add hardware wizard .....</b>	<b>39</b>
Express.....	40
Manual.....	41
<b>Configure storage wizard .....</b>	<b>43</b>
Configure storage: Video settings and preview.....	43
Configure storage: Online schedule .....	44
Configure storage: Live and recording settings (motion JPEG cameras).....	45
Configure storage: Live and recording settings - H.264/MPEG4 cameras.....	46
Configure storage: Drive selection.....	47
Configure storage: Recording and archiving settings.....	49
<b>Adjust motion detection wizard.....</b>	<b>50</b>
Adjust motion detection: Exclude regions.....	51
Adjust motion detection: Motion detection .....	51
<b>Manage user access wizard .....</b>	<b>53</b>
Manage user access: Basic and Windows users .....	53
Manage user access: Access summary.....	54
<b>Advanced configuration .....</b>	<b>55</b>
<b>Hardware devices .....</b>	<b>55</b>
About hardware devices .....	55
About microphones.....	55
About speakers.....	55
About recording audio .....	55
About dedicated input/output devices.....	56
Show or hide microphones or speakers .....	56
Configure hardware devices .....	56
Delete/disable hardware devices .....	57
About replacing hardware devices.....	57
About the Replace Hardware Device wizard .....	58

- Speaker properties ..... 59
- Hardware properties..... 60
- Cameras and storage information..... 62**
  - About video and recording configuration ..... 62
  - About database resizing ..... 62
  - About motion detection ..... 63
  - About motion detection and PTZ cameras..... 64
  - Configure camera-specific schedules ..... 64
  - Configure when cameras should do what ..... 66
  - Configure motion detection ..... 66
  - Disable or delete cameras ..... 67
  - Move PTZ type 1 and 3 to required positions ..... 67
  - Recording and storage properties..... 68
  - Camera properties ..... 82
  - MJPEG video format..... 84
  - MPEG video format ..... 85
- Microphones ..... 98**
  - About microphones..... 98
  - Configure microphones or speakers..... 99
  - Show or hide microphones or speakers ..... 99
  - Microphone (properties)..... 99
- Events and output ..... 100**
  - About input and output..... 100
  - About events and output ..... 100
  - Overview of events and output..... 101
  - Add an analytics event..... 103
  - Add a hardware input event ..... 103
  - Add a hardware output..... 103
  - Add a manual event..... 104

- Add a generic event ..... 105**
- Add a timer event ..... 105**
- Configure hardware output on event ..... 105**
- Configure general event handling ..... 106**
- Generate alarms based on analytics events ..... 106**
- Test a generic event ..... 106**
- General event properties ..... 108**
- Events and output properties ..... 108**
  
- Scheduling and archiving ..... 117**
  - About scheduling ..... 117**
  - About archiving ..... 117**
  - Configure general scheduling and archiving ..... 122**
  - General scheduling properties ..... 122**
  - Camera-specific scheduling properties ..... 125**
  
- Logs..... 127**
  - About logs ..... 127**
  - Configure system, event and audit logging ..... 129**
  - Log properties ..... 129**
  
- Notifications ..... 131**
  - About notifications ..... 131**
  - Email ..... 131**
  - SMS ..... 133**
  - Scheduling..... 135**
  
- Server access ..... 136**
  - About server access..... 136**
  - About registered services ..... 136**
  - Configure server access..... 136**
  - Server access properties ..... 137**
  
- Master/Slave ..... 139**

- About master and slave ..... 139
- Configure master and slave servers..... 139
- Master/slave properties ..... 139
- Users ..... 140**
  - About users ..... 140
  - Add basic users ..... 140
  - Add Windows users ..... 141
  - Add user groups ..... 141
  - Configure user and group rights ..... 142
  - User properties..... 142
- Services..... 146**
  - About services ..... 146
  - About the tray icons ..... 147
  - Start and stop services ..... 147
  - Start, stop, or restart the Event Server service..... 148
- Servers ..... 149**
  - NVMS Mobile..... 149
- Alarms ..... 167**
  - About alarms ..... 167
  - About maps ..... 168
  - Add an alarm ..... 168
  - Add a time profile (for alarms) ..... 169
  - Alarms properties ..... 169
- Options ..... 174**
  - About automatic device discovery ..... 174
  - Change default file paths..... 174
  - Settings ..... 175**
    - General ..... 175

- Connecting Hardware Devices ..... 175**
- User Interface ..... 177**
- Default File Paths ..... 177**
- Audio Recording ..... 178**
- Analytics Events (properties) ..... 178**
- Alarms and Events ..... 179**
  
- System maintenance ..... 180**
  - Backing up and restoring configuration ..... 180**
    - About backup and restore of configuration ..... 180
    - Back up system configuration ..... 180
    - Restore system configuration ..... 180
    - Back up and restore alarm and map configuration ..... 181
    - Export and import Management Application configuration ..... 184
    - Restore system configuration from a restore point ..... 185
  - Importing changes to configuration ..... 186**
    - About importing changes to configuration ..... 186
    - About required fields for CSV files when you import changes to configurations ..... 186
    - Import changes to configuration ..... 187
  
- Glossary of Terms ..... 188**
  
- Index ..... 196**



# Copyright, trademarks and disclaimer

---

Copyright© 2017 Sony Corporation.

## Trademarks

Microsoft and Windows are registered trademarks of Microsoft Corporation. App Store is a service mark of Apple Inc. Android is a trademark of Google Inc.

All other trademarks mentioned in this document are trademarks of their respective owners.

## Disclaimer

This text is intended for general information purposes only, and due care has been taken in its preparation.

Any risk arising from the use of this information rests with the recipient, and nothing herein should be construed as constituting any kind of warranty.

Sony Corporation reserve the right to make adjustments without prior notification.

All names of people and organizations used in the examples in this text are fictitious. Any resemblance to any actual organization or person, living or dead, is purely coincidental and unintended.

This product may make use of third party software for which specific terms and conditions may apply. When that is the case, you can find more information in the file **3rd\_party\_software\_terms\_and\_conditions.txt** located in your surveillance system installation folder.

# Before you start

---

## About minimum system requirements

For information about the **minimum** system requirements to the various components of your system, go to the Sony website (<http://www.sony.net/CameraSystem/Product-info>).

## About naming of host names

Names of hosts you use in connection with your VMS system must follow the Microsoft standard of naming. This means that all host names must only use the ASCII letters 'a' through 'z' (in a case-insensitive manner), the digits '0' through '9', and the hyphen ('-'). If you use country- or regionally-specific characters as part of a host name for a component you use with the VMS, you may not be able to establish a connection between the system and the host machine.

You must have administrator rights on the computer that should run the surveillance system. If you do not have administrator rights, you cannot configure the surveillance system.

## About important port numbers

Your system uses specific ports when it communicates with computers, cameras and other devices. To be sure that your system runs as smoothly as possible, make sure that the following ports are open for data traffic on your network when you use your system:

Name	Description
<b>Port 20 and 21 (inbound and outbound)</b>	Used for FTP traffic. File Transfer Protocol (FTP) is a standard for exchanging files across networks. FTP uses the TCP/IP standards for data transfer, and is often used for uploading or downloading files to and from servers.
<b>Port 25 (inbound and outbound)</b>	Used for SMTP traffic. Simple Mail Transfer Protocol (SMTP) is a standard for sending e-mail messages between servers. This port should be open because some cameras may send images to the surveillance system server via e-mail.
<b>Port 80 (inbound and outbound)</b>	Used for HTTP traffic between the surveillance server, cameras, and Network Video Management System Smart Client. It is the default communication port for the surveillance system's Image Server service.
<b>Port 554 (inbound and outbound)</b>	Used for RSTP traffic in connection with H.264 video streaming.
<b>Port 1024 (outbound only)</b>	Used for HTTP traffic between cameras and the surveillance server.

Name	Description
<b>Port 1234 (inbound and outbound)</b>	Used for event handling.
<b>Port 8081 and 8082</b>	Used for communication with the Mobile service.
<b>Port 22331</b>	Used for communication with the Event Server service.

You or your organization may also use other port numbers. An example could be that you have changed the server access (on page 137) port from its default port number (80) to another port number.

## About daylight saving time

Daylight saving time (DST) is the practice of advancing clocks for evenings to have more daylight and mornings to have less. The use of DST varies between countries/regions.

When you work with a surveillance system, which is inherently time-sensitive, it is important that you know how the system handles DST.

**Important:** Do not change the DST setting when you are in the DST period or if you have recordings from a DST period.

### Spring: Switch from Standard Time to DST

The change from standard time to DST is not much of an issue since you jump one hour forward.

Example:

The clock jumps forward from 02:00 standard time to 03:00 DST, and the day has 23 hours. In that case, there is no data between 02:00 and 03:00 in the morning since that hour, for that day, did not exist.

### Fall: Switch from DST to Standard Time

When you switch from DST to standard time in the fall, you jump one hour back.

Example:

The clock jumps backward from 02:00 DST to 01:00 standard time, repeating that hour, and the day has 25 hours. You reach 01:59:59, then immediately revert to 01:00:00. If the system did not react, it would essentially re-record that hour, so the first instance of 01:30 would be overwritten by the second instance of 01:30.

To solve such an issue from happening, your system archives the current video in the event the system time changes by more than five minutes. You cannot view the first instance of the 01:00 hour directly in any clients, but the data is recorded and safe. You can browse this video in Network Video Management System Smart Client by opening the archived database directly.

## About time servers

When your system receives images from cameras, these images are instantly time-stamped. Since hardware devices are separate units which may have separate timing devices, the hardware device

time and your system time may not be fully synchronized. The result is that your system may stop recording from the hardware devices all together if there is a discrepancy between hardware device time and your system time.

To prevent this from happening, use a time server to auto-synchronize camera and system time. This allows you to have consistent time-synchronization. Not all cameras support timestamps, so make sure your camera supports this before you begin to use a time server.

You can use the recording server as a time server if you want to (see "Connecting Hardware Devices" on page 175).

## About virus scanning

As is the case with any other database software, if an antivirus program is installed on a computer running Network Video Management System software, it is important that you exclude specific file types and locations, as well as certain network traffic. Without implementing these exceptions, virus scanning uses a considerable amount of system resources. On top of that, the scanning process can temporarily lock files which likely results in a disruption in the recording process or even database corruption.

When you need to perform virus scanning, do not scan Recording Server directories containing recording databases. The recording server directories are set to c:\mediadatabase\ by default, as well as all folders under that location.

Avoid also to perform virus scanning on archive storage directories. In older versions of the software, the databases are by default located in the installation folder, each being a subfolder with the MAC address of the device recorded.

Create the following additional exclusions:

- File types: .blk, .idx, .pic, .pqz, .sts, .ts
- C:\Program Files\Sony or C:\Program Files (x86)\Sony and all subdirectories.
- Exclude network scanning on TCP ports:

Product	TCP ports
<b>Network Video Management System Standard Edition products</b>	80, 25, 21, 1234, 1237, 22331
<b>NVMS Mobile</b>	8081

or

- Exclude network scanning of the following processes:

Product	Processes
<b>Network Video Management System Standard Edition products</b>	RecordingServer.exe, ImageServer.exe, ManagementApplication.exe, ImageImportService.exe, RecordingServerManager.exe, VideoOS.ServiceControl.Service.exe, VideoOS.Event.Server.exe
<b>NVMS Mobile</b>	VideoOS.MobileServer.Service.exe

## **Network Video Management System Standard Edition 2017 R2 - Administrator Manual**

Organizations may have strict guidelines regarding virus scanning, however it is important that the above locations and files are excluded from virus scanning.

# System overview

---

## Software and system components

Your system consists of a number of components, each targeted at specific tasks and user types.

### Software components

<p><b>Management Application</b></p>	<p>The Management Application is the main application in which you add cameras, set up users and configure your system.</p> <p>You do not use the Management Application to view live, playback or archived video. Instead, you use one of the viewing clients.</p>
<p><b>Network Video Management System Smart Client</b></p>	<p>Network Video Management System Smart Client is a client for the daily operations of security installations. Its streamlined interface makes it easy to monitor installations of all sizes, manage security incidents and access and export live and recorded video.</p> <p>You must install Network Video Management System Smart Client on any computer that should be able to connect to your system and view video.</p> <p>Sony recommends that you always use the latest version of Network Video Management System Smart Client to best use new features and functions included in your surveillance system.</p>
<p><b>NVMS Mobile</b></p>	<p>A free application designed by Sony that allows you to view video from your system from almost anywhere on your smartphone or tablet.</p> <p>You must install NVMS Mobile on all devices that should be able to connect to your system and view video.</p> <p>You can also control outputs, such as opening and closing doors and switching lights on or off, allowing you to gain control and dynamically respond to incidents in the system.</p>
<p><b>Network Video Management System Web Client</b></p>	<p>A simplified web-based client application for Network Video Management System surveillance systems for viewing, playing back and sharing video from most operating systems and web browsers.</p> <p>You do not need to install any software to access Network Video Management System Web Client. To access your system through Network Video Management System Web Client, you must know the address of the surveillance system's server.</p>

## System components

<b>Recording Server service</b>	<p>The Recording Server service runs to ensure that devices transfer video streams to your system. The Recording Server service is installed automatically and runs in the background on the surveillance system server.</p> <p>You manage the service through the Management Application.</p>
<b>Event Server service</b>	<p>Handles configuration of alarms and maps from all servers within the surveillance system installations, including Master/slave setups, throughout your organization.</p> <p>The Event Server service enables monitoring and instant overview of alarms and possible technical problems within your systems.</p> <p>The event server is automatically installed on the surveillance system server and runs in the background.</p>
<b>Microsoft® SQL Server Express Database</b>	<p>The surveillance system's alarm data is stored in a SQL Server Express database.</p> <p>The SQL database is a lightweight, yet powerful, version of a full SQL server which is automatically installed on, and runs in the background of, your surveillance system server.</p>
<b>Image Server service</b>	<p>Handles access to the surveillance system for users logging in with clients.</p> <p>The Image Server service is automatically installed and runs in the background on the surveillance system server. You can manage the service through the Management Application.</p>
<b>Download Manager</b>	<p>Manages the system-related features your organization's users can access from a targeted welcome page on the surveillance system server.</p>

## Clients

Clients are applications used for viewing live and recorded video from the hardware devices set up in the Management Application. Your system supports three different clients:

- Network Video Management System Smart Client
- NVMS Mobile client
- Network Video Management System Web Client

## Network Video Management System Smart Client

### About Network Video Management System Smart Client

Designed for Sony Network Video Management System IP video management software, the Network Video Management System Smart Client is an easy-to-use client application that provides intuitive control over security installations. Manage security installations with Network Video Management System Smart Client which gives users access to live and recorded video, instant

control of cameras and connected security devices, and an overview of recordings. Available in multiple local languages, Network Video Management System Smart Client has an adaptable user interface that can be optimized for individual operators' tasks and adjusted according to specific skills and authority levels.



The interface allows you to tailor your viewing experience to specific working environments by selecting a light or dark theme, depending on room lighting or brightness of the video. It also features work-optimized tabs and an integrated video timeline for easy surveillance operation. Users can integrate various types of security and business systems and video analytics applications, which you manage through Network Video Management System Smart Client.

Network Video Management System Smart Client must be installed on users' computers. Surveillance system administrators manage clients' access to the surveillance system through the Management Application. Recordings viewed by clients are provided by your Network Video Management System's Image Server service. The service runs in the background on the surveillance system server. Separate hardware is not required.

To download Network Video Management System Smart Client, you must connect to the surveillance system server which presents you with a welcome page that lists available clients and language versions. System administrators can use Network Video Management System Download Manager to control what clients and language versions should be available to users on the welcome page of the Network Video Management System Download Manager.

## NVMS Mobile client

### About NVMS Mobile client

NVMS Mobile client is a mobile surveillance solution closely integrated with the rest of your Network Video Management System. It runs on your Android tablet or smartphone, your Apple® tablet, smartphone or portable music player and gives you access to cameras, views and other functionality set up in the management clients.



## Network Video Management System Standard Edition 2017 R2 - Administrator Manual

Use the NVMS Mobile client to view and play back live and recorded video from one or multiple cameras, control pan-tilt-zoom (PTZ) cameras, trigger output and events and use the Video push functionality to send video from your device to your Network Video Management System.



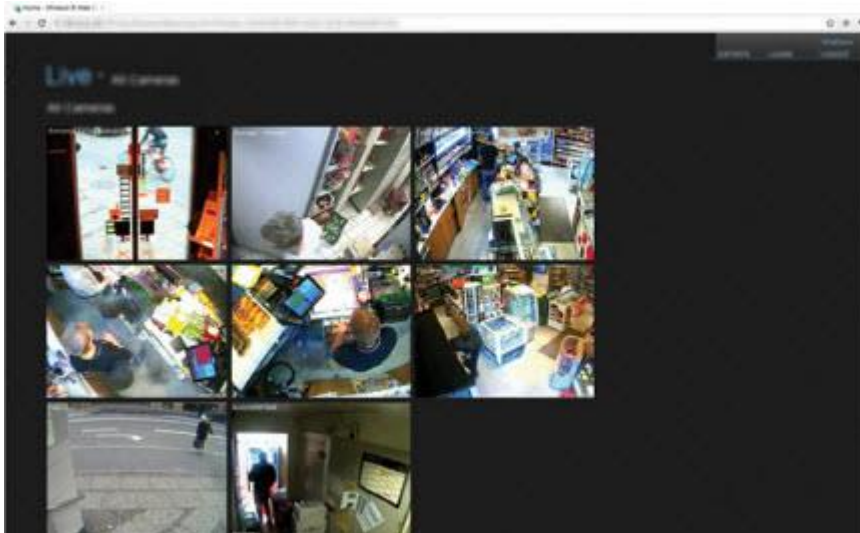
If you want to use NVMS Mobile client with your system, you must have a Mobile server to establish the connection between the NVMS Mobile client and your system. Once the Mobile server is set up, download the NVMS Mobile client for free from Google Play or App Store to start using NVMS Mobile.

You need one hardware device license per device that should be able to push video to your Network Video Management System.

## Network Video Management System Web Client

### About Network Video Management System Web Client

Network Video Management System Web Client is a web-based client application for viewing, playing back and sharing video. It provides instant access to the most commonly used surveillance functions, such as viewing live video, play back recorded video, print and export evidence. Access to features depends on individual user rights which are set up in the management client.



To enable access to the Network Video Management System Web Client, you must have a Mobile server to establish the connection between the Network Video Management System Web Client and your system. The Network Video Management System Web Client itself does not require any installation itself and works with most Internet browsers. Once you have set up the Mobile server, you can monitor your Network Video Management System anywhere from any computer or tablet with Internet access (provided you know the right external/Internet address, user name and password).

### Access Network Video Management System Web Client

If you have a NVMS Mobile server installed on your computer, you can use the Network Video Management System Web Client to access your cameras and views. Because you do not need to install Network Video Management System Web Client, you can access it from the computer where you installed the NVMS Mobile server, or any other computer you want to use for this purpose.

1. Set up the NVMS Mobile server in the Management Application.
2. If you are using the computer where NVMS Mobile server is installed, you can right-click the NVMS Mobile Server icon in the system tray, and select **Open Network Video Management System Web Client**.
3. If you are not using the computer where NVMS Mobile server is installed, you can access it from a browser. Continue with step 4 in this process.
4. Open an Internet browser (Internet Explorer, Mozilla Firefox, Google Chrome or Safari).
5. Type the external IP address, that is, the external address and port of the server on which the NVMS Mobile server is running.

Example: The NVMS Mobile server is installed on a server with the IP address 127.2.3.4 and is configured to accept HTTP connections on port 8081 and HTTPS connections on port 8082 (default settings of the installer).

In the address bar of your browser, type: `http://1.2.3.4:8081` or `https://1.2.3.4:8082`, depending on whether you want to use a standard HTTP connection or a secure HTTPS connection. You can now begin using Network Video Management System Web Client.

6. Add the address as a bookmark in your browser for easy future access to Network Video Management System Web Client. If you use Network Video Management System Web Client on the local computer on which you installed the NVMS Mobile server, you can also use the desktop shortcut which the installer creates. Click the shortcut to launch your default browser and open Network Video Management System Web Client.

You must clear the cache of Internet browsers running the Network Video Management System Web Client before you can use a new version of the Network Video Management System Web Client. System administrators must ask their Network Video Management System Web Client users to clear their browser cache after upgrading, or force this action remotely (you can do this action only in Internet Explorer in a domain).

## Recording Server Manager

The Recording Server service is a vital part of the surveillance system. Video streams are only transferred to your system while the Recording Server service is running. The Recording Server Manager informs you about the state of the Recording Server service. It also lets you manage the service.

In the notification area (the system tray), the Recording Server Manager's icon indicates whether the Recording Server service is running or not.



- A green icon in the notification area indicates that the Recording Server service is running.



- A red icon in the notification area indicates that the Recording Server service has stopped.

By right-clicking the icon, you can open the Management Application, start and stop the Recording Server service, view log files, and view version information.

## Monitor System Status

Right-click the notification area's Recording Server icon and select **Show System Status** to get access to the **Status** window.

The **Status** window lets you view the status of the image server(s) and connected cameras. The status of each server/camera is indicated by a color:

- **Green** indicates that the server or camera is running correctly.
- **Gray** indicates that the **camera** (not the server) is not running. Typically, a camera is indicated in gray in the following situations:
  - The camera is not online (as defined in the camera's online period schedule).
  - The Recording Server service has been stopped.
- **Red** indicates that the server or camera is not running. This may be because it has been unplugged or due to a network or hardware error. Errors are listed in the Recording Server log file.

Place your mouse pointer over a camera in the status window to view details about the relevant camera. The information appears as a pop-up and updates about every 10 seconds.

<b>Resolution</b>	The resolution of the camera.
<b>FPS</b>	The number of frames per second (frame rate) currently used by the camera. The number updates each time the camera has received 50 frames.
<b>Frame count</b>	The number of frames received from the camera since the Recording Server service was last started.
<b>Received KB</b>	The number of kilobytes sent the by camera since the Recording Server service was last started.
<b>Offline</b>	Indicates the number of times the camera has been offline due to an error.

## Network Video Management System Download Manager

The Network Video Management System Download Manager allows you to manage the system-related features your organizations can access. You can reach Network Video Management System Download Manager from a targeted welcome page on the surveillance system server.

- To access Network Video Management System Download Manager from Windows' **Start** menu: Select **All Programs > Sony Network Video Management System Download Manager > Download Manager**.

### Examples of user-accessible features

- **Network Video Management System Smart Client.** Users connect to the surveillance server through an Internet browser where they are presented with a welcome page. From the welcome page, users can download Network Video Management System Smart Client software and install it on their computers.
- **Various plug-ins.** Downloading such plug-ins can be relevant for users if your organization uses add-on products with the surveillance system.

### The welcome page

The welcome page links to downloads of various features. Users can select language from a menu in the top right corner of the welcome page.

To view the welcome page, open an Internet browser (for example, Internet Explorer version 6.0 or later) and connect to the following address:

```
http://[surveillance server IP address or hostname]
```

If you have configured the Image Server service with a port number other than the default port 80 (you configure this as part of the server access properties), users must specify the port number as well, separated from the IP address or hostname by a colon:

```
http://[surveillance server IP address or hostname]:[port number]
```

The content of the welcome page is managed through Network Video Management System Download Manager and can look different in different organizations.

Immediately after you install your system, the welcome page provides access to Network Video Management System Smart Client in all languages. You can also download Network Video Management System Smart Client in 32-bit or 64-bit if you run a 64-bit operating system and in 32-bit if you run a 32-bit operating system. This initial look of the welcome page is automatically provided through Network Video Management System Download Manager's default configuration.

### Default configuration of Network Video Management System Download Manager

Network Video Management System Download Manager has a default configuration. This ensures that your organization's users can access standard features without the surveillance system administrator having to set up anything. The Network Video Management System Download Manager configuration is represented in a tree structure.

Download Manager's tree structure explained:

- The **first level of the tree structure** indicates that you are working with a system.
- The **second level** indicates that this is the default setup.
- The **third level** refers to the languages in which the welcome page is available. In the example, the welcome page is available in a dozen languages (English, Arabic, Danish, Dutch, French, and more).
- The **fourth level** refers to the features that you can make available to users. For example, you could limit these features to Network Video Management System Smart Client.
- The **fifth level ( 5 )** refers to particular versions of each feature, for example, version 4.0, 32-bit, and more that you can make available to users.
- The sixth **level ( 6 )** refers to the language versions of the features which can be made available to users. For Network Video Management System Smart Client, which is only available with all languages embedded, the only option is **All Languages**.

The fact that only standard features are initially available helps reduce installation time and save space on the server. There is no need to have a feature or language version available on the server if nobody is going to use it. You can make more features and/or languages available if you need to.

### Making new features available

When you install new features, these are by default selected in Network Video Management System Download Manager and immediately available to users through the welcome page.

You can always show or hide features on the welcome page by selecting or clearing check boxes in the tree structure. You can change the sequence in which features and languages are displayed on the welcome page by dragging items and dropping them in the relevant position.

### Hiding and removing features

You can remove features in several ways:

You can **hide features** from the welcome page by clearing check boxes in Network Video Management System Download Manager's tree structure. If you do this, the features are still installed on the surveillance system server, and by selecting check boxes in the tree structure, you can quickly make the features available again.

You can **remove features** which have previously been made available through Network Video Management System Download Manager. This removes the installation of the features on the surveillance system server. The features disappear from Network Video Management System Download Manager, but installation files for the features are kept in the surveillance system

server's **Installers** or relevant language folder, so you can re-install them later if required. To do so:

1. In Network Video Management System Download Manager, click **Remove features...**
2. In the **Remove Features** window, select the features you want to remove.
3. Click **OK** and then click **Yes**.

# Licenses

## About licenses

Once the installation is complete and you have activated your licenses, you can see an overview of your licenses (see "License information overview" on page 23) for the current installation on the **Getting started** page.

You have purchased at least two types of licenses:

**Base licenses:** As a minimum, you have a base license for one of the Network Video Management System products. You may also have one or more base licenses for Network Video Management System add-on products.

**Hardware device licenses:** Every hardware device that you add to your Network Video Management System requires a hardware device license. You do not need additional hardware device licenses for speakers, microphones or input and output devices attached to your cameras. You need only one hardware device license per video encoder IP address even if you connect several cameras to the video encoder. A video encoder can have one or more IP addresses.

For more information, see the list of supported hardware on the Sony website (<http://www.sony.net/CameraSystem/NVMS/Technical-documents>). If you want to use the video push feature in NVMS Mobile, you also need one hardware device license per mobile device or tablet that should be able to push video to your system. If you are short of hardware device licenses, you can disable (see "Disable or delete cameras" on page 67) less important hardware devices to allow new hardware devices to run instead. You may also need a hardware device license for some devices that are **NOT** attached to your cameras. Examples of camera independent devices are perimeter detectors and some types of audio devices and input/output boxes. See the supported hardware site (<http://www.sony.net/CameraSystem/NVMS/Technical-documents>) on the Sony website.

## License information overview

On the **Getting started** page under **License** in the bottom left corner, see the following information about your hardware device licenses:



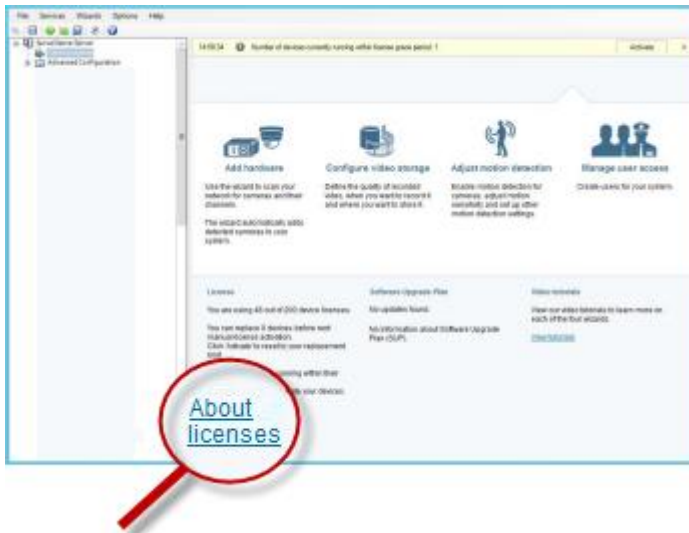
- The number of hardware device licenses activated on this server and the total number of hardware device licenses you have purchased as part of the same software license file.
- If the same software license file is shared on multiple surveillance systems in a master/slave setup, the license overview shows the same total number of purchased licenses for all systems.

Only Network Video Management System Standard Edition supports the master/slave setup feature.

To find out how many free licenses you have, add the number of activated licenses on all your systems and subtract this number from the total number of purchased licenses. Alternatively, visit our website for software registration (<http://www.sony.net/CameraSystem/NVMS/Manuals>).

- The maximum number of hardware devices you can add to each server in your VMS system. To exceed this maximum, you must upgrade to a more advanced Network Video Management System VMS product. For more information about how to do this, contact your reseller.
- The number of activated hardware devices you have replaced or added without having to activate.  
The column **Changes without activation** shows the number of hardware devices you can replace or add without having to activate your hardware device licenses as well as how many changes you have already made since last activation. Hardware devices added within your number of device changes without activation run as fully activated hardware device licenses and have the status **Licensed** in the Hardware device summary (on page 25) table. Because you can add or replace devices without activating them, you gain flexibility in the day-to-day maintenance of your system. For more information, see About device changes without activation (on page 24).
- The number of hardware devices running in a 30-day grace period. If you have already used your number of device changes without activating this or have added more hardware devices than you have purchased licenses for, the added hardware devices run in a grace period. Once the grace period expires, cameras are disabled and stops sending video to the system. You can also see when the first grace period for a hardware device expires.

If your system is not connected to the Internet, and you have added or replaced hardware devices within your number of device changes without activating them or have added hardware devices that now run in a grace period, click the **Activate** link to activate your hardware device licenses. Your number of device changes without activation now reflects the new number of activated licenses. The hardware devices previously in grace period are moved to activated if you have enough purchased licenses. For more information, see About license activation (on page 26).



## About device changes without activation

### How the number of device changes without activation is calculated

The device changes without activation are calculated based on three variables. If you have several installations of the Sony software, the variables apply to each of them separately. The variables are:

- **C%** that is a fixed percentage of the total amount of activated licenses.
- **Cmin** that is a fixed minimum value of the number of device changes without activation.
- **Cmax** that is a fixed maximum value of the number of devices changes without activation.

The number of device changes without activation can never be lower than the **Cmin** value or higher than the **Cmax** value. The calculated value based on the **C%** variable changes according to how many activated devices you have on each installation in your system. Devices added with device changes without activation are not counted as activated by the **C%** variable.

Sony defines the values of all three variables and the values are subject to change without notification. The values of the variables differ depending on the product.



**Examples based on C% = 15%, Cmin = 10 and Cmax =100**

A customer buys 100 hardware device licenses. He adds 100 cameras to his system. He activates his licenses and he now has 15 device changes without activation.

A customer buys 100 hardware device licenses. He adds 100 cameras to his system and activates his licenses. His device changes without activation is now 15. The customer decides to delete a hardware device from his system. He has now 99 activated devices and his number of device changes without activation drops to 14.

A customer buys 1000 hardware device licenses. He adds 1000 cameras and activates his licenses. His device changes without activation is now 100. According to the **C%** variable, he should now have had 150 devices changes without activation, but the **Cmax** variable only allows him to have 100 devices changes without activation.

A customer buys 10 hardware device licenses. He adds 10 cameras to his system and activates his licenses. His number of device changes without activation is now 10 because of the **Cmin** variable. If the number was only calculated based on the **C%** variable, he would only have had 1 (15% of 10 = 1.5 rounded off to 1).

A customer buys 115 hardware device licenses. He adds 100 cameras to his system and activates his licenses. His device changes without activation is now 15. He adds another 15 cameras without activating them, using 15 out of 15 of his device changes without activation. He removes 50 of the cameras from the system and his device changes without activation goes down to 7. This means that 8 of the cameras previously added within the 15 device changes without activation go into a grace period. The customer now adds 50 new cameras. Because the customer activated 100 cameras on his system last time he activated his licenses, the device changes without activation goes back to 15 and the 8 cameras, which were moved into a grace period, moves back as device changes without activation. The 50 new cameras go into a grace period.

**Hardware device summary**

You can get an overview of the status of your hardware device licenses and channels by expanding **Advanced Configuration > Hardware Devices**. The **Hardware Device Summary** table contains the following information.

<b>Hardware Device Name</b>	The name of your hardware device
<b>License</b>	The licensing status of your hardware devices. You can see the following statuses: <b>Licensed</b> , <b>[number of] day(s) grace period</b> , <b>Trial</b> , or <b>Expired</b> .
<b>Video channels</b>	The number of available video channels on your hardware devices.
<b>Speaker Channels</b>	The number of available speaker channels on your hardware devices.
<b>Microphone Channels</b>	The number of available microphone channels on your hardware devices.
<b>Address</b>	The HTTP addresses of your hardware devices.
<b>WWW</b>	Links to your hardware devices' web addresses.
<b>Port</b>	The ports your hardware devices use.
<b>Device Driver</b>	The name of the device drivers associated with your hardware devices.

## About replacing hardware devices

If you remove a hardware device from a recording server and save the configuration, you also free a hardware device license. Simply disabling a device does not free a license. You can replace a licensed hardware device with a new hardware device and activate and license it instead. The total number of purchased hardware device licenses corresponds to the total number of hardware devices that can run on the surveillance system simultaneously.

When you replace a hardware device, you must use the **Replace Hardware Device** wizard (see "About the Replace Hardware Device wizard" on page 58) to map all relevant databases of cameras, microphones, inputs, outputs, and more. Remember to activate the license when you are finished.

## Get additional licenses

If you want to add more hardware devices or other components that require a license that you currently do not have licenses for, you must buy additional licenses to enable the devices to send data to your system before the grace period ends.

- To get additional licenses for your system, contact your Network Video Management System product reseller.

New licenses to your existing surveillance system version:

- Activate your licenses manually to get access to the new licenses.

For more information, see *Activate licenses offline* (on page 26).

New licenses and an upgraded surveillance system version:

- You receive an updated software license file (**.lic**) with the new licenses and the new version. You must use the new software license file during the installation of the new version.

## About license activation

When you have installed your VMS and added hardware devices, the hardware devices run in a 30-day grace period. Before the end of the 30-day grace period, you must activate your hardware device licenses or your hardware devices stop sending video to your surveillance system.

Sony recommends that you activate your licenses before you make final adjustments to your system and its hardware devices. For more information, see *Activate licenses offline* (on page 26).

If you add more hardware devices than the number of purchased hardware device licenses, the hardware devices run with in a grace period. If you want to see video from these hardware devices after the expiry of the grace period, you must buy additional licenses (see "Get additional licenses" on page 26). You can also disable (see "Delete/disable hardware devices" on page 57) less important cameras to allow new hardware devices to run instead.

If you have several VMS products installed in a master/slave setup, you activate your licenses from each installation and get an updated and activated .lic file for each installation. This is also the case if all your VMS products share the same software license file.

## Activate licenses offline

You must manually activate your licenses if:

- You have purchased additional licenses, want to upgrade

- Sony has granted you a higher number of device changes without activation (see "About device changes without activation" on page 24)
1. From the **File** menu, select **Activate License Offline**.
  2. Click **Export** to export a license request file.
  3. The license request file is automatically given the same name as your SLC. If you have several sites, remember to make the name unique so you easily can identify which file belong to which site.
  4. Copy the license request file to a computer with Internet access and log into our website. For more details, see the license guide on our website (<http://www.sony.net/CameraSystem/NVMS/Manuals>).
  5. Copy the activated software license file (.lic) that has the same name as your license request file to your computer with Management Application.
  6. In the same dialog box that you opened in step 1, click **Browse** to use the activated software license file.
  7. Click **Activate**.

If the computer that runs the Management Application does not have Internet access, you can activate licenses offline.

# Install and upgrade

---

## Install your system software

Do not install your surveillance software on a mounted drive. A mounted drive is a drive that is attached to an empty folder on an NTFS (NT File System) volume, with a label or name instead of a drive letter. If you use mounted drives, critical system features may not work as intended. You do not, for example, receive any warnings if the system runs out of disk space.

**Before you start:** shut down any existing surveillance software.

1. Run the installation file
2. If you have a previous installation of your system or any of the other Network Video Management System Standard Edition products installed, the system detects this installation and informs you that your previous installation is removed after installing the new version. If you accept this, click **Yes** to continue the installation. All your recordings and configuration from the previous version are available in the new version
3. Select language for the installer and then click **Continue**
4. Select **Trial** to install a 30-day trial version of the system software if you do not have a software license file named after your SLC. If you have a software license file, first save it on your local drive. Do not try to import it directly from a network drive or a USB stick. Import it by typing the destination of the software license file or clicking **Browse**
5. Read and accept the license agreement.
6. Select **Typical** or **Custom** installation. If you select **Custom** installation, you can select application language, which features to install and where to install them. Let the installation wizard complete.

You can now begin to configure your system (see "Configure the system in the Management Application" on page 32).

## Install Network Video Management System Smart Client

You must install Network Video Management System Smart Client on your computer before you can use it. Download Network Video Management System Smart Client from the surveillance system server and install it on your computer or install it directly from a DVD.

Before you begin, visit the Sony website and verify that your computer meets the Network Video Management System Smart Client's minimum system requirements (<http://www.sony.net/CameraSystem/Product-info>).

### Install Network Video Management System Smart Client from the management server

1. Open Internet Explorer and connect to the management server using the URL or IP address of that server.

2. On the **Welcome** page, click **Language** and select the language you want to use.
3. The **Network Video Management System Smart Client setup** wizard starts. In the wizard, follow the installation instructions.

The wizard suggests an installation path. Normally, you can use the suggested installation path. However, if you have previously used add-on products, this path might not be valid anymore.

## **Install Network Video Management System Smart Client silently**

A surveillance system administrator can deploy the system or Network Video Management System Smart Client to users' computers by using tools such as Microsoft Systems Management Server (SMS). With this tool, you can build up databases of hardware and software on local networks. You can then use the databases for distributing and installing software applications over local networks.

To install silently:

1. Locate the Network Video Management System Smart Client .exe file **Sony - Network VMS Smart Client 2017 R2 Installer x64.exe**. Find the file in a subfolder under the folder **httpdocs**. The **httpdocs** folder is located under the folder in which your Sony surveillance software is installed.

The path is typically (if you are using an English language version of the Network Video Management System Smart Client):

**C:\Program Files (x86)\Sony\Sony Surveillance\httpdocs\ - Network VMS Smart Client Installer\[version number] [bit-version]\All Languages\en-US**

For example:

**C:\Program Files (x86)\Sony\Sony Surveillance\httpdocs\ - Network VMS Smart Client Installer\2016 (64-bit)\All Languages\en-US**

2. Run a silent installation using one of the following two options:
  - a) Run with default parameter settings:

To run a silent installation using the default values for all parameters, start a command prompt (cmd.exe) in the directory where the installation program is located and perform the following command:

- Network Video Management System Smart Client:

***Sony - Network VMS Smart Client 2017 R2 Installer x64.exe --quiet***

Your system:

***Sony - Network VMS Standard Edition Products 2017 R2 System Installer.exe --quiet***

This performs a quiet installation of Network Video Management System Smart Client or your system using default values for parameters such as target directory and so on. To change the default settings, see the following:

- b) Customize default parameters using an XML argument file as input:

In order to customize the default installation settings, you must provide an XML file with modified values as input. In order to generate the XML file with default values, open a command prompt in the directory where the installation program is located and perform the following command:

- Network Video Management System Smart Client:

***Sony - Network VMS Smart Client 2017 R2 Installer x64.exe --generateargsfile=[path]***

- Your system:

***Sony - Network VMS Standard Edition Products 2017 R2 System Installer.exe --generateargsfile=[path]***

Open the generated arguments.xml file in a text editor and perform any changes needed. Then perform the following command in the same directory to run a modified version of the silent installation.

- Network Video Management System Smart Client:

***Sony - Network VMS Smart Client 2017 R2 Installer x64.exe --arguments=[full path]args.xml --quiet***

- Your system:

***Sony - Network VMS Standard Edition Products 2017 R2 System Installer.exe --arguments= [full path]args.xml --quiet***

## Install video device drivers

Video device drivers are installed automatically during the initial installation of your system. New versions of video device drivers, known as Network Video Management System Device Pack, are released from time to time and made available for free on the Sony website (<http://www.sony.net/CameraSystem>). Sony recommends that you always use the latest version of video device drivers. When you update video device drivers, you can install the latest version on top of any version you may have installed.

When you install new video device drivers, your system cannot communicate with camera devices from the moment you begin the installation until the moment installation is complete and you have restarted the Recording Server service. Usually, the process takes no longer than a few minutes, but Sony highly recommends that you perform the update at a time when you do not expect important incidents to take place.

To install video device drives:

1. On the system server on which you want to install the new video device drivers version, shut down any running surveillance software, including any running Recording Server service.
2. Run the Network Video Management System Device Pack installation file and follow the wizard.
3. When the wizard is complete, restart the Recording Server service.

If you use the Add Hardware Devices Wizard's Import from CSV File option, you must—if cameras and server are offline—specify a **HardwareDriverID** for each hardware device you want to add. To view a current list of IDs, view the release notes for the Network Video Management System Device Pack used in your organization. Alternatively, visit the Sony website (<http://www.sony.net/CameraSystem>) for the latest information.

# Upgrade

## About updates

Sony releases service updates that offers improved functionality and support for new devices. When a new version of your VMS software is available, a message in the yellow notification bar informs you that you can update the software.

Sony recommends that you always install the latest version of your surveillance software to ensure that your software is running as smoothly as possible.

## Upgrading from one product version to another product version

You can upgrade your entire system configuration from one product version to another, for example from Network Video Management System Standard Edition 2016 R1 to Network Video Management System Standard Edition 2016 R2 fairly fast and easily. Install the new product on top of the old version without any need to remove the previous version.

When you install the new version of your system, it inherits the configuration from the previously installed version/product. Sony recommends that you make regular backups of your server configuration as a disaster recovery measure. You should also do this when you upgrade your server. While it is rare that you lose your configuration (cameras, schedules, views and more), it **can** happen under unfortunate circumstances. Fortunately, it takes only a minute to back up your configuration.

Note that you do not need to manually remove the old version of your system before you install the new version. The old version is removed when you install the new version.

## About removing system components

To remove the entire surveillance system, including the surveillance server software and related installation files, the video device drivers, Network Video Management System Download Manager, Network Video Management System Smart Client, the Event Server service and the NVMS Mobile server, from your server, follow the standard Windows procedure for uninstalling programs. See the Windows Help for more information.

You can also remove individual components, such as Network Video Management System Smart Client and video drivers by using the standard Windows procedure for uninstalling programs.

**Important:** If you remove your surveillance system, your recordings are not removed. They remain on the server even after the server software has been removed. Configuration files also remain on the server. This allows you to reuse your configuration if you install the system again at a later time.

## First time use

---

### Configure the system in the Management Application

This following checklist outlines the tasks typically involved when you set up a system.

Although the following information is presented as a checklist, a completed checklist does not in itself guarantee that the system matches your exact needs. To make the system match the needs of your organization, Sony recommends that you monitor and adjust the system once it is running.

It is often a good idea to spend time on testing and adjusting the motion detection sensitivity settings for individual cameras under different physical conditions including day or night, windy or calm weather. Carry out such tests once the system is running. The set up of events and associated actions also depends on your organization's needs.

You can print and use this checklist as you go along.

<input type="checkbox"/>	<p><b>Install your system</b></p> <p>See Install your system software (on page 28).</p> <p>If you are upgrading an existing version of your system, see Upgrading from one product version to another product version (on page 31).</p>
<input type="checkbox"/>	<p><b>Activate your software license file</b></p> <p>You may not need to go through this step as your vendor often takes care of the process for you.</p> <p>To activate you software license file, see About license activation (on page 26).</p>
<input type="checkbox"/>	<p><b>Open the Management Application</b></p> <p>Open the Management Application after installation. This is where you configure and maintain your system and features.</p>
<input type="checkbox"/>	<p><b>Add hardware devices to your system</b></p> <p>When you open your system for the first time, the <b>Advanced configuration</b> wizard help assists you to add hardware devices (cameras, encoders and dedicated I/O boxes) to your system and configure them with user names and passwords. See Automatic configuration wizard (on page 38).</p>
<input type="checkbox"/>	<p><b>Activate your hardware device licenses</b></p> <p>You may not need to go through this step as your vendor often takes care of the process for you. If your surveillance system is online, you can also skip this step.</p> <p>You have now added your hardware devices, it is time to activate your hardware devices licenses (see "About license activation" on page 26).</p>
<input type="checkbox"/>	<p><b>Configure cameras</b></p> <p>You can specify a wide variety of settings for each camera connected to your system. Settings include video format, resolution, motion detection sensitivity, where to store and archive recordings, any pan-tilt-zoom (PTZ) preset positions, association with microphones, speakers and more. See About video and recording configuration (on page 62).</p>



<input type="checkbox"/>	<p><b>Configure events, input and output</b></p> <p>Use system events, for example based on input from sensors, to automatically trigger actions in your system.</p> <p>Examples of actions: starting or stopping recording on cameras, switching to a particular video frame rate, making PTZ cameras move to specific preset positions. Also use events to activate hardware output, such as lights or sirens. See Overview of events (see "Overview of events and output" on page 100).</p>
<input type="checkbox"/>	<p><b>Configure scheduling</b></p> <p>Set up when do you want to archive and if you want cameras to transfer video to your system at all times, and other cameras to transfer video only within specific periods of time as well as when specific events occur. Also specify when you want to receive notifications from the system. See Configure general scheduling and archiving (on page 122) and Configure camera-specific schedules (on page 64).</p>
<input type="checkbox"/>	<p><b>Configure clients' access to your system</b></p> <p>A number of different client applications are included with your system. Specify whether you want clients to access the system server from the Internet, how many clients you want to be able to connect simultaneously and more. See Configure server access (on page 136).</p>
<input type="checkbox"/>	<p><b>Configure master/slave servers</b></p> <p>You only need to follow this step if you want to run several servers together. The functionality is only available if you run Network Video Management System Standard Edition.</p> <p>A master/slave setup (see "About master and slave " on page 139) allows you to combine several servers and extend the total number of cameras you can use beyond the maximum allowed number of cameras for a single server.</p> <p>In such a setup, clients still have a single point of contact: they connect to the master server but also get access, transparently, to cameras and recordings on the slave servers. See Configure master and slave servers (on page 139).</p>
<input type="checkbox"/>	<p><b>Configure users</b></p> <p>Specify who should access your system and how. Set a password protection for the Management Application if needed. Decide who should have client access and which rights they should have. See Manage user access wizard (on page 53), Add basic users (on page 140), Add user groups (on page 141) and Configure user and group rights (on page 142).</p>
<input type="checkbox"/>	<p><b>Configure Network Video Management System Download Manager</b></p> <p>Manage which features users see on a targeted welcome page when they connect to the system server. The features can include access to client applications, additional client language versions, plug-ins and more. Network Video Management System Download Manager comes with a default configuration that ensures that users get access to Network Video Management System Smart Client in the same language as the system server. See Use Network Video Management System Download Manager (on page 20).</p>

The above list represents the configuration steps that most administrators are likely to cover. You can configure and edit system settings to match the exact needs of your organization.

## Best practices

### About protecting recording databases from corruption

You can select which action to take if a camera database becomes corrupted. The actions include several database repair options. While it is good to have such options, Sony recommends that you take steps to ensure that your camera databases do not become corrupted.

#### Power outages: use a UPS

The single-most common reason for corrupt databases is the recording server being shut down abruptly, without files being saved and without the operating system being closed down properly. This may happen due to power outages, due to somebody accidentally pulling out the server's power cable, or similar.

The best way of protecting your recording servers from being shut down abruptly is to equip each of your recording servers with a UPS (Uninterruptible Power Supply).

The UPS works as a battery-driven secondary power source, providing the necessary power for saving open files and safely powering down your system in the event of power irregularities. UPSs vary in sophistication, but many UPSs include software for automatically saving open files, for alerting system administrators, etc.

Selecting the right type of UPS for your organization's environment is an individual process. When you assess your needs, however, bear in mind the amount of runtime you require the UPS to be able to provide if the power fails. Saving open files and shutting down an operating system properly may take several minutes.

#### Windows Task Manager: be careful when you end processes

When you work in Windows Task Manager, be careful not to end any processes which affect the surveillance system. If you end an application or system service by clicking **End Process** in the Windows Task Manager, the process is not be given the chance to save its state or data before it is terminated. This may lead to corrupt camera databases.

Windows Task Manager typically displays a warning if you attempt to end a process. Unless you are absolutely sure that ending the process is not going to affect the surveillance system, click **No** when the warning message asks you if you really want to terminate the process.

#### Hard disk failure: protect your drives

Hard disk drives are mechanical devices and are vulnerable to external factors. The following are examples of external factors which may damage hard disk drives and lead to corrupt camera databases:

- Vibration (make sure the surveillance system server and its surroundings are stable)
- Strong heat (make sure the server has adequate ventilation)
- Strong magnetic fields (avoid)
- Power outages (make sure you use a UPS (on page 194))
- Static electricity (make sure you ground yourself if you are going to handle a hard disk drive).
- Fire, water and more (avoid).

## About saving changes to the configuration

As you set up your system, you must save any changes you make to the configuration in order for these to be applied to the system. When you change the configuration in the Management Application, for example in the **Camera Summary** or **User Properties**, a yellow notification bar informs you that you have made changes to the configuration. The bar appears in order to make sure that your changes are applied to the system. If you want to apply the changes, click **Save**. If you do not want to save your changes, click **Discard**.

Once you have made changes to the configuration and saved these, your system contacts the system services, including the Recording Server service and the Image Server service. If you make changes to your configuration, for example if you change the name of a camera or change motion detection settings, the relevant system services load the new configuration and the changes appear in your client immediately. In contrast, more resource-demanding configuration changes, for example if you add a new event, require that you restart the relevant services before they work properly.

If you need to restart services, your system carries out the restart automatically once you have saved the changes. If you make changes to settings in the NVMS Mobile server, your system applies all changes when you click **Save**, without restarting the NVMS Mobile server service.

**Important:** While your system restarts services, you cannot view or record video. Restarting services typically only takes a few seconds, but in order to minimize disruption, you may want to restart services at a time when you do not expect that any important incidents take place. Users connected to your system through clients can remain logged in during the restart of services, but may experience a short video outage.

Note that the system stores changes in a restore point (see "Restore system configuration from a restore point" on page 185) (so that you can return to a working configuration if something goes wrong).

## About using the help

- To use the help, click the **Help** button in the Management Application or press the **F1** key on your keyboard.

The help is a built-in set of HTML files that opens in your default Internet browser. As the help opens outside of the system, this allows you to switch between the help and the system itself. The help system is context-sensitive. This means that when you access the help while you work in a particular window or setting, help that matches that window/setting opens.

### Use the help system

Use the help tabs **Contents**, **Index**, **Search** or use the links inside the help topics.

- **Contents:** go through the help system based on a tree structure.
- **Index:** contains an alphabetical indexation of help topics.
- **Search:** search for help topics that contain particular terms of interest. As an example, you can search for the term **zoom** and every help topic that contains the term **zoom** is listed in the search results. When you double-click a help topic title in the search results list, the relevant topic opens.

### Print help topics

If you need to print a topic, use your Internet browser's printing function.

## About restarting services

Some changes in the Management Application require that your system restarts the Image Server service or Recording Server service. See a list of these below:

Image Server	Recording Server
Change of port number	Changing licenses
Maximum number of clients	Changing event database path
Enabling or disabling of master servers	Turning on manual recording
Adding or removing slave servers	Starting on remote
Change of log path	Enabling and disabling of notifications
Change of license	Changing events
Change of privacy mask	Changing outputs
Removal of hardware devices	Adding or removing a dynamic archiving path
	Adding or removing archiving time
	Changing of scheduling
	Setting up the Matrix functionality
	Replacing hardware devices
	Changing camera driver
	Changing camera IP address
	Deletion of all devices

## Monitor storage space usage

To view how much storage space you have on your system—and not least how much of it is free—do the following:

1. Expand **Advanced Configuration**, and select **Cameras and Storage Information**.
2. View the **Storage Usage Summary** for information about, which drives are available, what drives are used for, the size of each drive, as well as how much video data, other data, and free space there is in each drive.

## View video from cameras in Management Application

You can view live video from single cameras directly in the Management Application:

1. Expand **Advanced Configuration**, and expand **Cameras and Storage Information**.

2. Select the relevant camera to view live video from that camera. Above the live video, you find a summary of the most important properties for the selected camera. Below the live video, you find information about the camera's resolution and average image file size. For cameras using MPEG or H.264, you also see the bit rate in Mbit/second.

**Important:** Viewing of live video in the Management Application may under certain circumstances affect any simultaneous recording from the relevant camera.

Especially three scenarios are important to consider:

Some cameras supporting multistreaming may halve their frame rate or respond with other negative effects if you open a second stream.

If a camera delivers live video in a very high quality, de-coding of images may increase the load on the Recording Server service, which may in turn affect ongoing recordings negatively.

Cameras that do not support multiple simultaneous video streams cannot connect to the surveillance server and the Management Application at the same time. Sony recommends that you stop (see "Start and stop services" on page 147) the Recording Server service when you configure such devices for motion detection and PTZ.

See also View video from cameras in the Management Application (see "View video from cameras in Management Application" on page 36).

# Getting started

---

## About the Getting started page

The **Getting started** page is always shown when you open the Management Application. The **Getting started** page serves as a place of reference for users. It also provides different wizards that help to configure your surveillance system quickly. After you have run the wizards, it is likely that you need to fine-tune your system further. For more information, see the Advanced configuration (on page 55) chapter in the help.

Under the **License** heading in the bottom-left part of the page, you can get an overview of your system's hardware device licenses (on page 22) and your number of device changes without activation (see "About device changes without activation" on page 24).

You can also access and view video tutorials that show and explain how to go through each step of your system's wizards. To access the video tutorials, click the **View tutorials** link in the bottom-right part of the page. The link takes you to an external web page with video tutorials for your system.

## Automatic configuration wizard

The **Automatic configuration** wizard is for easy configuration for first time use of the system. Use the wizard to automatically add cameras to your system using this step-by-step procedure.

### Automatic configuration wizard: First page

When you open the Management Application for the first time, the Automatic configuration wizard opens to guide you through the process of adding hardware devices to your system.

If you are new to the system, click **Yes, configure** to scan your network for available cameras and configure your system. To exit and use a more advanced way of adding devices to your system, click **Skip** to leave the wizard and go to the Management Application to get more options for setting up your system's device configuration.

### Automatic configuration wizard: Scanning options

Choose where you want your system to scan for cameras and devices.

By default, the **Scan local network** checkbox is selected, which means that you only scan your local network for devices. However, if you know the IP address or a range of IP addresses to which cameras and devices are attached, specify these by clicking the Plus icon next to **Add the IP addresses or IP ranges to be scanned**. You can add more than one range of IP addresses if you need to.

### Automatic configuration wizard: Select hardware manufacturers to scan for

If you know the specific manufacturer of your hardware device(s), select these in the dropdown on this page. You can select as many manufacturers as you want to.

**Note:** All manufacturers are selected by default. If you want to reduce the scanning time or know the specific manufacturers of your cameras, only select the checkboxes that represent these manufacturers.

## Automatic configuration wizard: Scanning for hardware devices

Scanning for hardware devices that match your selected manufacturers begins. A status bar indicates how far in the scan process you are. Once scanning for cameras and devices is complete, you may need to provide user name and password for your selected devices or cameras. When you have typed in the relevant credentials, click the **Verify** button to add the device to your system.

**Note:** Not all devices and cameras need a user name and password. You can add such devices to your system without any need to type in credentials.

## Automatic configuration wizard: Continue after scan

Once you have added the number of devices and cameras you want to add, your system sets up storage for you. Storage is the location to which your system saves recordings. By default, your system chooses the location with most available disk space.

When the system has finished configuring storage, you are given the option to automatically add new cameras to your system as they are detected on the network. Enabling this allows you to set up your system so that any devices or cameras are automatically set up for you in the future as soon as they are connected to your network. Note that not all devices and cameras support automatic discovery.

If your device/camera does not show up automatically after you have connected it to your network, you must add it manually.

If a device/camera has been added to your system previously and you removed it, the device cannot be discovered automatically and you must add it manually.

To go directly to Network Video Management System Smart Client once you have completed the wizard, select the check box in the bottom-left corner of the wizard page.

## Add hardware wizard

You add cameras and other hardware devices, such as video encoders, to your system through the **Add Hardware wizards**. If the hardware device has microphones or speakers attached, the tool automatically adds these as well.

You may have a limit on the number of cameras you can use in your system. Note that you can add more cameras than you are allowed to use. If you use video encoder devices on your system, note that many video encoder devices have more than one camera connected to them. For example, a fully used four-port video encoder counts as four cameras.

The wizard offers you two different ways of adding cameras:

<b>Scan for hardware</b>	Scans your network for relevant hardware devices based on your specifications regarding required IP ranges, discovery methods, drivers, and device user names and passwords.  See Add hardware: Scan for hardware (see "Express" on page 40)
--------------------------	--

<b>Manually specify the hardware to add</b>	<p>Specify details about each hardware device separately.</p> <p>A good choice if you only want to add a few hardware devices, and you know their IP addresses, required user names and passwords and more.</p> <p>See Add hardware: Manually specify the hardware to add (see "Manual" on page 41).</p> <p>Alternatively, import data about cameras as comma-separated values from a file. An effective method if you set up several systems.</p> <p>See Add hardware: Import from CSV File (see "Import from CSV file" on page 42).</p>
---	---

## Express

Device discovery is a method with which hardware devices make information about themselves available on the network. Based on such information, your system can quickly recognize relevant hardware devices, such as cameras and video encoders, and include them in a scan.

The **Scan for hardware** method gives you the option to scan your network for relevant hardware devices and quickly add them to your system in just a few steps.

Choose between these two options for adding hardware:

- **Scan local network:** Perform an automated scan for available hardware on your local network that support device discovery, on the part of your network (subnet) where the system server itself is located.
- **Add IP address or IP range to be scanned:** Add hardware to your system by indicating IP ranges and ports from which the system begin scanning for hardware.

To use the **Scan local network** method, your system server and your cameras must be on the same layer 2 network. This means that it must be on a network where all servers, cameras, and so on can communicate without the need for a router. The reason for this is that device discovery relies on direct communication between the system server and the cameras.

If you use routers on your network, specify the IP range where you hardware is located using the **Add IP address or IP range to be scanned**-option or choose one of the Manually specify the hardware to add (see "Manual" on page 41)-methods.

## Add hardware: Scanning options

Choose where you want your system to scan for cameras and devices.

By default, the **Scan local network** checkbox is selected, which means that you only scan your local network for devices. However, if you know the IP address or a range of IP addresses to which cameras and devices are attached, specify these by clicking the Plus icon next to **Add the IP addresses or IP ranges to be scanned**. You can add more than one range of IP addresses if you need to.

## Add hardware: Select hardware manufacturers to scan for

If you know the specific manufacturer of your hardware device(s), select these in the dropdown on this page. You can select as many manufacturers as you want to.



**Note:** All manufacturers are selected by default. If you want to reduce the scanning time or know the specific manufacturers of your cameras, only select the checkboxes that represent these manufacturers.

## Hardware detection and verification

Scanning for hardware devices that match your selected manufacturers begins. A status bar indicates how far in the scan process you are. Once scanning for cameras and devices is complete, you may need to provide user name and password for your selected devices or cameras. When you have typed in the relevant credentials, click the **Verify** button to add the device to your system.

**Note:** Not all devices and cameras need a user name and password. You can add such devices to your system without any need to type in credentials.

Once you have added the number of devices and cameras you want to add, your system sets up storage for you. Storage is the location to which your system saves recordings. By default, your system chooses the location with most available disk space.

## Manual

With the **Manually specify the hardware to add** method, you can specify details about each hardware device separately.

This options is a good choice if you only want to add a few hardware devices, and you know their IP addresses, user names and passwords and so on. Similarly, automated searches on the local network using the **Scan for hardware** option might not work for all cameras, for example cameras using the system's **Universal Driver**. For such cameras, you must add these to the system manually.

Alternatively, choose **Import CSV file** (see "**Import from CSV file**" on page 42). This option lets you import data about hardware devices and cameras as comma-separated values (CSV) from a file. This is a highly effective method if you set up several similar systems.

## Information, driver selection and verification

Specify information about each hardware device you want to add:

Name	Description
<b>IP Address</b>	The IP address or host name of the hardware device.
<b>Port</b>	The Port number on which to scan. The default is port 80. If a hardware device is located behind a NAT-enabled router or a firewall, you may need to specify a different port number. In such cases, remember to configure the router/firewall so it maps the port and IP address used by the hardware device.

Name	Description
<b>User Name</b>	<p>The user name for the hardware device's administrator account.</p> <p>Many organizations use the hardware device manufacturer's default user names for their hardware devices. If that is the case in your organization, select "&lt;default&gt;". Do not type a manufacturer's default user name as this can be a source of error, trust that your system knows the manufacturer's default user name.</p> <p>You can also select other typical user names, such as admin or root, from the list. Type a new user name if you want a user name which is not on the list.</p>
<b>Password</b>	<p>The password required to access the administrator account. Some hardware devices do not require user name/password for access.</p>
<b>Driver</b>	<p>The driver to scan for your hardware device. By default, the wizard shows the Autodetect option. The Autodetect option finds the relevant driver automatically. Select a manufacturer if you know the specific manufacturer to reduce scanning time.</p>

Once you have added the number of devices and cameras you want to add, your system sets up storage for you. Storage is the location to which your system saves recordings. By default, your system chooses the location with most available disk space.

## Import from CSV file

Import data about hardware devices and cameras as comma-separated values (CSV) from a file. This is a highly effective method if you set up several similar systems.

### Add Hardware Devices wizard - Import from CSV File - example of CSV file

The following is an example of a CSV file for use when cameras and server are online.

It includes the parameters **HardwareAddress**, **HardwarePort**, **HardwareUsername**, **HardwarePassword** and **HardwareDriverID**. Note that HardwareUserName and HardwareDriverID are optional parameters.

You can leave out the HardwareUsername if you have not changed the default HardwareUsername for the device. HardwareDriverID is an optional field. If empty, it is automatically set to autodetect.

```
HardwareAddress;HardwarePort;HardwareUsername;HardwarePassword;HardwareDriverID;
192.168.200.220;80;root;pass;128;
192.168.200.221;80;user;password;165;
192.168.200.222;80;root;pass;172;
192.168.200.223;80;;p4ss;
192.168.200.224;80;usEr;pASs;
```

## Add hardware: Import from CSV file - CSV file format and requirements

The CSV file must have a header line (determining what each value on the following lines is about), and the following lines must each contain information about one hardware device only. For each hardware device, the following information is required:

<b>HardwareAddress</b>	The IP address of the hardware device.
<b>HardwareUsername</b>	The user name for hardware device's administrator account.
<b>HardwarePassword</b>	The password for hardware device's administrator account.
<b>HardwareDriverID</b>	<p>If cameras and server are offline: specify a <b>HardwareDriverID</b> for each hardware device you want to add.</p> <p>Example: <b>ACTi ACD-2100 105</b> indicates that you should use <b>105</b> as the ID if adding an ACTi ACD-2100 hardware device.</p>

Existing configuration parameters that are not specified in CSV file remain unchanged. If a parameter value for an individual camera in the CSV file is empty, the existing parameter value remains unchanged on that camera.

You can store hardware device information in spreadsheets as found in, for example, Microsoft Excel to save the information as comma-separated values in a CSV file.

The following applies for the information present in CSV files:

- The first line of the CSV file must contain the headers, and following lines must contain information about one hardware device each
- Separators can be commas, semicolons or tabs, but you cannot mix them
- All lines must contain valid values. All camera names, user names and similar items must be unique, and cannot contain any of the following special characters: < > & ' " \ / : \* ? | [ ]
- There is no fixed order of values, and you can omit optional parameters entirely
- Boolean fields are considered true unless set to 0, false or no
- Lines containing only separators are ignored
- Empty lines are ignored.

Even though the CSV file format is generally ASCII only, Unicode identifiers are allowed. Even without Unicode identifiers, the entire file or even individual characters can be Unicode strings.

## Configure storage wizard

The **Video storage** step helps you quickly configure your cameras' video and recording properties.

### Configure storage: Video settings and preview

Control bandwidth, brightness, compression, contrast, resolution, rotation and more in Video settings. Use the list on the left side of the wizard window to select a camera and adjust its video settings. Then select the next camera and adjust its settings. Video settings are to a large extent camera-specific, so you must configure these settings individually for each camera.

Click **Open Settings Dialog** to configure the camera's settings in a separate dialog. When you change video settings, they are applied immediately. This means that—for most cameras—you can immediately see the effect of your settings in a preview image. However, it also means that you cannot undo your changes by exiting the wizard. For cameras set to use the video formats MPEG or H.264, you can typically select which live frame rate to use for the camera.

Video settings may feature an **Include Date and Time** setting. If set to **Yes**, date and time from the camera are included in the video. Note, however, that cameras are separate units which may have separate timing devices, power supplies, etc. Camera time and Network Video Management System time may therefore not correspond fully, and this may occasionally lead to confusion. As your system time-stamps all frames upon reception, and exact date and time information for each image is already known, Sony recommends that you set it to **No**.

**Note:** For consistent time synchronization, you may automatically synchronize camera and system time through a time server if your camera supports this.

## Configure storage: Online schedule

Specify when each camera should be online. An online camera is a camera that transfers video to the server for live viewing and further processing. The fact that a camera is online does not in itself mean that your system records video from the camera (configure recording settings on one of the following pages). By default, cameras you add to your system are automatically online (**Always on**), and you only need to modify their online schedules if you require cameras to be online only at specific times or events. Note, however, that you can change this default as part of the scheduling options (on page 124).

For each camera, you can initially select between two online schedules:

- **Always on:** The camera is always online.
- **Always off:** The camera is never online.

If these two options are too simple for your needs, use the **Create / Edit...** button to specify online schedules according to your needs, and then select these schedules for your cameras. This way, you can specify whether cameras should be online within specific periods of time, or whether they should start and stop transferring video when specific events occur within specific periods of time.

The **template** can help you configure similar properties quickly. For example, if you have 20 cameras and you want a particular frame rate on all of them, you can enter it once in the template, and then apply the template to the 20 cameras.

Name	Description
<b>Apply Template</b>	Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.
<b>Select All</b>	Click button to select all cameras in the <b>Apply Template</b> column.
<b>Clear All</b>	Click button to clear all selections in the <b>Apply Template</b> column.
<b>Apply template on selected cameras</b>	Apply the value from the template to selected cameras.

## Configure storage: Live and recording settings (motion JPEG cameras)

This wizard page only appears if one or more of your cameras use the MJPEG video format.

Select pre- and post-recording, which allows you to store recordings from the time before and after detected motion and/or specified events. Also specify which frame rates to use for each camera.

<b>Pre-recording</b>	You can store recordings from periods preceding detected motion and/or start events. Select the check box to enable this feature. Specify the relevant number of seconds in the neighboring column.
<b>Seconds [of pre-recording]</b>	Specify the number of seconds for which you want to record video from before recording start conditions (that is motion or start event) are met. Usually, only some seconds of pre-recording is required, but you can specify up to 65535 seconds of pre-recording, corresponding to 18 hours, 12 minutes and 15 seconds. However, if specifying a very long pre-recording time, you can potentially run into a scenario where your pre-recording time spans scheduled or unscheduled archiving (see "About archiving" on page 117) times. That can be problematic since pre-recording does not work well during archiving.
<b>Post-recording</b>	You can store recordings from periods following detected motion and/or stop events. Select check box to enable this feature. Specify the required number of seconds in the neighboring column.
<b>Seconds [of post-recording]</b>	Specify the number of seconds for which you want to record video from after recording stop conditions (that is motion or stop event) are met. Usually, only some seconds of post-recording is required, but you can specify up to 65535 seconds of post-recording, corresponding to 18 hours, 12 minutes and 15 seconds. However, if specifying a very long post-recording time, you can potentially run into a scenario where your post-recording time spans scheduled or unscheduled archiving times. That can be problematic since post-recording does not work well during archiving.
<b>Frame Rate</b>	Required average frame rate for video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).
<b>Live Frame Rate</b>	Required average frame rate for live video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).  If the camera supports dual stream and you have enabled dual stream, the <b>Live Frame Rate</b> column is read-only with the value Dual streaming. You cannot change this.
<b>Recording Frame Rate</b>	Required average frame rate for recorded video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.

The **template** can help you configure similar properties quickly. For example, if you have 20 cameras and you want a particular frame rate on all of them, you can enter it once in the template, and then apply the template to the 20 cameras.

<b>Apply Template</b>	Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.
<b>Select All</b>	Click button to select all cameras in the <b>Apply Template</b> column.
<b>Clear All</b>	Click button to clear all selections in the <b>Apply Template</b> column.
<b>Apply template on selected cameras</b>	Apply the value from the template to selected cameras.

## Configure storage: Live and recording settings - H.264/MPEG4 cameras

This wizard page only appears if one or more of your cameras use the H.264/MPEG4 video format.

Specify which frame rate to use for each camera, and whether to record all frames or keyframes only. You can also select pre- and post-recording, allowing you to store recordings from periods preceding and following detected motion and/or specified events.

Note that all of the properties can also be specified individually for each camera.

<b>Live Frame Rate</b>	<p>The required average frame rate for live video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).</p> <p>If the camera supports dual stream and you have enabled dual stream, the <b>Live Frame Rate</b> column is read-only with the value Dual streaming. You cannot change this.</p>
<b>Record on</b>	<p>Select under which conditions video from the camera should be recorded:</p> <ul style="list-style-type: none"> <li>• <b>Always:</b> Record whenever the camera is enabled (see "General" on page 82) and scheduled to be online (see "Online period" on page 125). The latter option allows for time-based recording.</li> <li>• <b>Never:</b> Never record. Live video is shown, but users cannot play back video from the camera because no video is kept in the database.</li> <li>• <b>Event:</b> Select this to record video when motion (see "Motion detection &amp; exclude regions" on page 91) is detected. Unless you add post-recording, recording stops immediately after the last motion is detected.</li> </ul> <p>Use the <b>Configure events</b> list located below the other fields to define events that suit your needs.</p> <ul style="list-style-type: none"> <li>• <b>Motion Detection and Event:</b> Select this to record video in which motion is detected, or when an event occurs and until another event occurs. Remember to select start and stop events in the neighboring columns.</li> </ul>

<b>Pre-recording</b>	You can store recordings from periods preceding detected motion and/or start events. Select check box to enable this feature. Specify the required number of seconds in the neighboring column.
<b>Seconds [of pre-recording]</b>	Specify the number of seconds for which you want to record video from before recording start conditions (that is motion or start event) are met. Usually, only some seconds of pre-recording is required, but you can specify up to 65535 seconds of pre-recording, corresponding to 18 hours, 12 minutes and 15 seconds. However, if specifying a very long pre-recording time, you can potentially run into a scenario where your pre-recording time spans scheduled or unscheduled archiving (see "About archiving" on page 117) times. That can be problematic since pre-recording does not work well during archiving.
<b>Post-recording</b>	You can store recordings from periods following detected motion and/or stop events. Select check box to enable this feature. Specify the required number of seconds in the neighboring column.
<b>Seconds [of post-recording]</b>	Specify the number of seconds for which you want to record video from after recording stop conditions (that is motion or stop event) are met. Usually, only some seconds of post-recording is required, but you can specify up to 65535 seconds of post-recording, corresponding to 18 hours, 12 minutes and 15 seconds. However, if specifying a very long post-recording time, you can potentially run into a scenario where your post-recording time spans scheduled or unscheduled archiving times. That can be problematic since post-recording does not work well during archiving.
<b>Keyframe Only</b>	Select <b>Keyframe only</b> if you want motion detection to take place only on keyframes of the video stream to reduce the system resources used on motion detection.

The **template** can help you configure similar properties quickly. For example, if you have 20 cameras and you want a particular frame rate on all of them, you can enter it once in the template, and then apply the template to the 20 cameras.

Name	Description
<b>Apply Template</b>	Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.
<b>Select All</b>	Click button to select all cameras in the <b>Apply Template</b> column.
<b>Clear All</b>	Click button to clear all selections in the <b>Apply Template</b> column.
<b>Apply template on selected cameras</b>	Apply the value from the template to selected cameras.

## Configure storage: Drive selection

Specify which drives you want to store cameras' recordings on. You can specify separate drives/paths for recording and archiving (see "About archiving" on page 117).

<b>Drive</b>	For example the C:\ drive.
<b>Purpose</b>	<p>Select what you want to use the drive for:</p> <p><b>Not in use:</b> Do not use the drive.</p> <p><b>Recording:</b> Only available if the drive is a local drive on the surveillance system server. Network drives cannot be used for recording. Use the drive for storing recordings in the regular database for the system.</p> <p><b>Archiving:</b> Use the drive for archiving. For archiving, it is generally a good idea to use a drive which has plenty of space. With dynamic path selection for archives, you do not have to worry about drive space.</p> <p><b>Rec. &amp; Archiving:</b> Only available if the drive is a local drive on the surveillance system server. Network drives cannot be used for recording. Use the drive for storing recordings in the regular database for the system as well as for archiving.</p>
<b>Recording Path</b>	<p>The path to the folder in which to store the camera's database. The default path is C:\MediaDatabase.</p> <p>To browse for another folder, click the browse icon next to the required cell. You can only specify a path to a folder on a <b>local</b> drive. You cannot specify a path to a network drive. If you use a network drive, you cannot save recordings if the network drive becomes unavailable.</p> <p>If you change the recording path, and you have existing recordings at the old location, you are asked whether you want to move the recordings to the new location, leave them at the old location, or delete them.</p> <p>If you have several cameras, and several local drives are available, you can improve performance by distributing individual cameras' databases across several drives.</p>
<b>Archiving Path</b>	<p>You can only edit this if you do not use dynamic paths for archiving (see "About archiving" on page 117). Path to the folder in which the camera's archived recordings should be stored. Default is C:\MediaDatabase.</p> <p>To browse for another folder, click the browse icon next to the relevant cell. If you change the archiving path, and there are existing archived recordings at the old location, you are asked whether you want to move the archived recordings to the new location (recommended), leave them at the old location, or delete them. Note that if you move archived recordings, your system also archives what is currently in the camera database. In case you wonder why the camera database is empty just after you have moved archived recordings, this is the reason.</p>
<b>Total Size</b>	Total size of the drive.
<b>Free Space</b>	Amount of unused space left on the drive.



<p><b>Dynamic path selection for archives</b></p>	<p>If using this option (highly recommended), you should select a number of different local drives for archiving. If the path containing the surveillance system database is on one of the drives you have selected for archiving, the system always tries to archive to that drive first. If not, the system automatically archives to the archiving drive with the most available space at any time, provided there is not a camera database using that drive.</p> <p>Which drive has the most available space may change during the archiving process, and archiving may therefore happen to several archiving drives during the same process. This fact has no impact on how users find and view archived recordings.</p>
<p><b>Archiving Times</b></p>	<p>Specify when you want your system to automatically move recordings to your archiving path(s). You can specify up to 24 archiving times per day, with minimum one hour between each one. Select the hour, minute and second values and click the <b>up</b> and <b>down</b> buttons to increase or decrease values, or simply overwrite the selected value, and then click <b>Add</b>. The more you expect to record, the more often you should archive.</p>
<p><b>Network Drive</b></p>	<p>Lets you add a network drive to the list of drives. First specify the network drive, then click <b>Add</b> (the button becomes available when you specify a network drive) . Note that network drives cannot be used for recording, only for archiving.</p>

## Configure storage: Recording and archiving settings

Select recording and archiving (see "About archiving" on page 117) paths for each individual camera.

You can edit all properties on a white background. you cannot edit properties on a **light blue** background.

Name	Description
<p><b>Recording Path</b></p>	<p>Path to the folder in which the camera's database should be stored. Default is C:\MediaDatabase. To browse for another folder, click the browse icon next to the required cell. You can only specify a path to a folder on a <b>local</b> drive. You cannot specify a path to a network drive. If you use a network drive, you cannot save recordings if the network drive becomes unavailable.</p> <p>If you change the recording path, and you have existing recordings at the old location, you are asked whether you want to move the recordings to the new location, leave them at the old location, or delete them.</p> <p>If you have several cameras, and several local drives are available, you can improve performance by distributing individual cameras' databases across several drives.</p>

Name	Description
<b>Archiving Path</b>	<p>Only editable if not using dynamic paths for archiving (see "About archiving" on page 117). Path to the folder in which the camera's archived recordings should be stored. Default is C:\MediaDatabase.</p> <p>To browse for another folder, click the browse icon next to the relevant cell. If you change the archiving path, and there are existing archived recordings at the old location, you are asked whether you want to move the archived recordings to the new location (recommended), leave them at the old location, or delete them. Note that if you move archived recordings, your system also archives what is currently in the camera database. In case you wonder why the camera database is empty just after you have moved archived recordings, this is the reason.</p>
<b>Retention time</b>	<p>Total amount of time for which you want to keep recordings from the camera (that is, recordings in the camera's database as well as any archived recordings). The default retention time is 7 days.</p> <p>Retention time covers the <b>total</b> amount of time you want to keep recordings for. In earlier versions of your surveillance system, you specified time limits separately for the database and archives.</p>

The **template** can help you configure similar properties quickly. For example, if you have 20 cameras and you want a particular frame rate on all of them, you can enter it once in the template, and then apply the template to the 20 cameras.

Name	Description
<b>Apply Template</b>	Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.
<b>Select All</b>	Click button to select all cameras in the <b>Apply Template</b> column.
<b>Clear All</b>	Click button to clear all selections in the <b>Apply Template</b> column.
<b>Apply template on selected cameras</b>	Apply the value from the template to selected cameras.

## Adjust motion detection wizard

The Adjust Motion Detection wizard helps you quickly configure your cameras' motion detection properties.

Cameras that do not support multiple simultaneous video streams cannot connect to the surveillance server and the Management Application at the same time. Sony recommends that you stop (see "Start and stop services" on page 147) the Recording Server service when you configure such devices for motion detection and PTZ.

See also View video from cameras in the Management Application (see "View video from cameras in Management Application" on page 36).

## Adjust motion detection: Exclude regions

Disable motion detection in specific areas of cameras' views in the Exclude regions section of the wizard. Disabling motion detection in certain areas may help you avoid detection of irrelevant motion, for example if a camera covers an area where a tree is swaying in the wind or where cars regularly pass by in the background.

Cameras that do not support multiple simultaneous video streams cannot connect to the surveillance server and the Management Application at the same time. Sony recommends that you stop (see "Start and stop services" on page 147) the Recording Server service when you configure such devices for motion detection and PTZ. See also View video from cameras in the Management Application (see "View video from cameras in Management Application" on page 36).

For each camera for which exclude regions are relevant, use the list in the left side of the wizard window to select the camera and define its exclude regions. Exclude regions are camera-specific, and you must configure motion detection individually for each camera on which they are required.

When you have selected a camera, you see a preview from the camera. You define regions to exclude in the preview, which is divided into small sections by a grid.

- To make the grid visible, select the **Show Grid** check box.
- To define exclude regions, drag the mouse pointer over the required areas in the preview while pressing the mouse button down. Left mouse button selects a grid section and right mouse button clears a grid section. Selected areas are highlighted in blue.

If you use the **Exclude All** button, you can quickly select all grid sections in the preview. This can be a good idea if you want to disable motion detection in most areas of the preview, in which case you can clear the few sections in which you do not want to disable motion detection. With the **Include All** button, you can quickly clear all sections.

## Adjust motion detection: Motion detection

Motion detection is a key element in most surveillance systems. Depending on your configuration, motion detection settings may determine when video is recorded (saved on the surveillance system server), when notifications are sent, when output (a light or siren) is triggered and more.

It is important that you find the best possible motion detection settings for each camera to avoid unnecessary recordings, notifications and more. Depending on the physical location of your cameras, it is a good idea to test settings under different physical conditions (day/night, windy/calm weather and similar conditions).

Cameras that do not support multiple simultaneous video streams cannot connect to the surveillance server and the Management Application at the same time. Sony recommends that you stop (see "Start and stop services" on page 147) the Recording Server service when you configure such devices for motion detection and PTZ. See also View video from cameras in Management Application (on page 36).

You can configure motion detection settings for each camera, or for several cameras at once. Use the list in the left pane of the wizard window to select cameras. To select several cameras at a time, press **CTRL** or **SHIFT** while you select. When you select a camera, you see a preview from that camera. If you select several cameras, you see a preview from the last camera you select. A green area in the preview indicates motion.



Name	Description
<b>Sensitivity</b>	<p>Adjust the <b>Sensitivity</b> slider so that irrelevant background noise is filtered out, and only real motion is shown in green. Alternatively, specify a value between 0 and 256 in the field next to the slider to control the sensitivity setting.</p> <p>The slider determines how much each pixel must change before it is regarded as motion. With a high sensitivity, very little change in a pixel is required before it is regarded as motion. The more you drag the slider to the left, the more of the preview becomes green. This is because with high sensitivity, even the slightest pixel change is regarded as motion.</p>
<b>Motion</b>	<p>Adjust the <b>Motion</b> slider so that motion detection is only triggered by the required level of motion. The selected motion level is indicated by the black vertical line in the <b>Level</b> bar above the sliders. The black vertical line serves as a threshold. When motion is above (to the right of) the selected level, the bar changes color from green to red, indicating a positive motion detection.</p> <p>Alternatively, specify a value between 0 and 10000 in the field on the left to control the motion setting.</p> <p>The more you drag the slider to the left, the more positive motion detections you see because less change will be needed to trigger a positive motion detection. The number of positive motion detections may also affect the amount of video you record, the amount of notifications you receive and more.</p>
<b>Detection interval</b>	<p>Specify how often motion detection analysis is carried out on video from the camera. The default is every 240 milliseconds (close to once a quarter of a second). The interval is applied regardless of your cameras' frame rate settings.</p> <p>Adjusting this setting can help lower the amount of system resources used on motion detection.</p>
<b>Detection resolution</b>	<p>Specify whether the full image or a selected percentage of the image should be analyzed. For example, by specifying 25%, every fourth pixel is analyzed instead of all pixels, reducing the system resources used but also offering less accurate motion detection.</p>

Name	Description
<b>Keyframe Only</b>	Select <b>Keyframe only</b> if you want motion detection to take place only on keyframes of the video stream to reduce the system resources used on motion detection.

## Manage user access wizard

Use the **Manage user access step** to add individual users so they can access the system and its clients. The access summary at the end of the wizard lists the cameras your users have access to.

**Important:** When you use the wizard, all users you add get access to all cameras, including any new cameras added at a later stage. You can, however, specify access settings, users and user rights (see "Configure user and group rights" on page 142) separately, see Configure server access (on page 136). You cannot add users to groups (see "Add user groups" on page 141).

### Manage user access: Basic and Windows users

You can add client users in two ways. You can combine these if you need to.

Name	Description
<b>Basic user</b>	Create a dedicated surveillance system user account with basic user name and password authentication for each individual user.
<b>Windows user</b>	Import users defined locally on the server and authenticate them based on their Windows login.

You must define users as local PC users on the server and disable simple file sharing on the server.

#### Add Basic users

1. Specify a user name and password, and click the **Add Basic User** button. Repeat as required.

#### Add Windows users

1. Click **Add Windows User** to open the **Select Users or Groups** dialog. You can only make selections from the local computer, even if you click the **Locations** button.
2. In **Enter the object names to select**, enter the user name(s), then use the **Check Names** feature to verify the user name. If you enter several user names, separate each name with a semicolon. Example: **Brian; Hannah; Karen; Wayne**.
3. When done, click **OK**.

**Important:** When a user who has been added from a local database logs in with a client, the user should not specify any server name, PC name, or IP address as part of the user name. Example of a correctly specified user name: USER001, not: PC001/USER001. The user should, of course, still specify a password and any relevant server information.

## **Manage user access: Access summary**

The access summary lists which cameras your users have access to. When you use the wizard, all users you have added have access all to cameras, including any new cameras added at a later stage. You can, however, limit individual users' access to cameras by changing their individual rights (see "Configure user and group rights" on page 142).

# Advanced configuration

---

## Hardware devices

### About hardware devices

You add cameras and other hardware devices, such as video encoders, to your system through the **Add Hardware Devices...** wizard (see "Add hardware wizard" on page 39). If microphones or speakers are attached to a hardware device, they are automatically added as well, if your software version supports this.

### About microphones

In your system, **Microphones** are typically attached to hardware devices, and therefore physically located next to cameras. Operators, with the necessary rights, can listen to recordings through Network Video Management System Smart Client if the computer running Network Video Management System Smart Client has speakers attached. You manage microphones on your system, meaning you can always manage the microphones attached to cameras, **not** microphones attached to Network Video Management System Smart Client operators' computers.

If you have added more microphones to your system than you need, you can hide the ones you do not need by right-clicking the relevant microphone or speaker and select **Hide**. If you need the hidden microphone again, you can right-click the overall microphone icon and select **Show Hidden Items**.

### About speakers

**Speakers** are attached to devices, and typically physically located next to cameras. They can typically transmit information to people near a camera. Operators with the necessary rights can talk through speakers using Network Video Management System Smart Client provided the computer running Network Video Management System Smart Client has a microphone attached.

Example: An elevator is stuck. Through a camera mounted in the elevator, Network Video Management System Smart Client operators can see that there is an elderly lady in the elevator. A microphone attached to the camera records that the lady says: "I am afraid. Please help me out!" Through a speaker attached to the camera, operators can tell the lady that: "Help is on its way. You should be out in less than fifteen minutes."

If you have added more speakers to your system than you need, you can hide the ones you do not need by right-clicking the relevant speaker and select **Hide**. If you need the hidden speaker again, you can right-click the overall speaker icon and select **Show Hidden Items**.

### About recording audio

If you record audio, it is important that you note the following:

- Your system only records incoming audio (from microphones). The system does not record outgoing audio (from speakers).

- Audio recording affects video storage capacity. The system records audio to the associated camera's database. Therefore, it is important to bear in mind that the database is likely to become full earlier if you record audio and video than if you only record video. The fact that the database becomes full is not in itself a problem since your system automatically archives data if the database becomes full. However, you may need additional archiving space if you record audio.
  - Example: If you use MPEG4, each one-second video GOP (Group Of Pictures) are stored in one record in the database. Each second of audio is stored in one record in the database. This reduces the database's video storage capacity to half its capacity, because half of the database's records is used for storing audio. Consequently, the database runs full sooner, and automatic archiving takes place more often than if you were only recording video.
  - Example: If you use MJPEG, audio is stored in one record for every JPEG for as long as the audio block size does not exceed the time between the JPEGs. In extreme cases, this reduces the database's video storage capacity to half its capacity, because half of the database's records is used for storing audio. If you use very high frame rates, which means less time between each JPEG, a smaller portion of the database is used for storing audio records, and consequently a larger portion is available for storing video. The result is that the database runs full sooner, and automatic archiving takes place more often than if you were only recording video.

The above examples are simplified. The exact available video storage capacity also depends on GOP/JPEG and audio kilobyte size.

## About dedicated input/output devices

You can add a number of dedicated input/output (I/O) hardware devices to your system. For information about which I/O hardware devices your system supports, see the release notes.

When you add I/O hardware devices, input on them can be used for generating events in your system and events in your system can be used for activating output on the I/O hardware devices. This means that you can use I/O hardware devices in your events-based system setup in the same way as a camera.

With certain I/O hardware devices, the surveillance system must regularly check the state of the hardware devices' input ports to detect whether input has been received. Such state checking at regular intervals is called **polling**. The interval between state checks, called a **polling frequency**, is specified as part of the general ports and polling properties (see "Ports and polling" on page 108). For such I/O hardware devices, the polling frequency should be set to the lowest possible value (one tenth of a second between state checks). For information about which I/O hardware devices require polling, see the release notes.

## Show or hide microphones or speakers

If you have added more microphones or speakers to your system than you need, you can hide the ones you do not need by right-clicking the relevant microphone or speaker and select **Hide**. If you need the hidden microphone/speaker again, you can right-click the overall microphone or speaker icon and select **Show Hidden Items**.

## Configure hardware devices

Once you have added hardware devices, you can specify/edit device-specific properties including: the IP address, which video channels to use, which COM ports to use for controlling attached PTZ cameras and whether to use Fisheye lens technology.



1. Expand **Advanced Configuration**, expand **Hardware Devices**, right-click the relevant hardware device, and select **Properties**.
2. Specify Name and video channels, Network, device type and license (see "Network, device type, and license" on page 60), PTZ device (see "PTZ device (properties)" on page 61), and Fisheye lens properties as required.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

## Delete/disable hardware devices

**Important:** If you delete a hardware device, you not only delete all cameras, speakers and microphones attached to the hardware device. You also delete any recordings from cameras on the hardware device.

1. Expand **Advanced Configuration**, expand **Hardware Devices**, right-click the hardware device you want to delete, and select **Delete Hardware device**.
2. Confirm that you want to delete the hardware device and all its recordings.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.
4. Restart (see "Start and stop services" on page 147) the Recording Server service.

Alternately, you can also consider disabling the individual cameras, speakers or microphones connected to the hardware device:

1. Expand **Advanced Configuration**, expand **Hardware Devices**, and expand the relevant hardware device.
2. Right-click the camera, microphone or speaker that you want to disable, and select **Disable**.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.
4. Restart (see "Start and stop services" on page 147) the Recording Server service.

## About replacing hardware devices

You can replace a hardware device that you have added and configured on your system with a new one, for example to replace a physical camera on your network.

Open the Replace Hardware Device wizard (see "About the Replace Hardware Device wizard" on page 58), which helps you through the entire replacement process on the surveillance system server, including:

- Detecting the new hardware device
- Specifying license for the new hardware device
- Deciding what to do with existing recordings from the old hardware device

## About the Replace Hardware Device wizard

Use the Replace Hardware Device wizard to replace a hardware device that you have previously added to and configured on your surveillance system. To open the Replace Hardware Device wizard, right-click the device that you want to replace and select **Replace Hardware Device**. The wizard is divided into the New hardware device information page and the database action page.

### New hardware device information

Specify details about the new hardware device:

<b>IP Address</b>	The IP address or host name of the hardware device.
<b>Port</b>	The Port number on which to scan. The default is port 80. If a hardware device is located behind a NAT-enabled router or a firewall, you may need to specify a different port number. In such cases, remember to configure the router/firewall so it maps the port and IP address used by the hardware device.
<b>User Name</b>	The user name for the hardware device's administrator account. Many organizations use the hardware device manufacturer's default user names for their hardware devices. If that is the case in your organization, select "<default>". Do not type a manufacturer's default user name as this can be a source of error, trust that your system knows the manufacturer's default user name. You can also select other typical user names, such as admin or root, from the list. Type a new user name if you want a user name which is not on the list.
<b>Password</b>	The password required to access the administrator account. Some hardware devices do not require user name/password for access.

### Device driver

To specify which device driver to use for the new hardware device, you can:

- Select the video device driver in the **Hardware device type** list, and then click **Auto-detect/Verify Hardware Device Type** to verify that the driver matches the hardware device.
- or -
- Click **Auto-detect/Verify Hardware Device Type** to automatically detect and verify the right driver.

When the right driver is found, the **Serial number (MAC address)** field displays the MAC address of the new hardware device. When done, click **Next**.

### Camera and database action

On the last page of the Replace Hardware wizard, decide what to do with the camera and the database containing recordings from the camera attached to the old hardware device. For multi-camera devices, such as video encoders, you must decide what to do for each video channel on the new hardware device.

The table in the left side of the wizard page lists available video channels on the new hardware device. For a regular single-camera hardware device, there are only one video channel. For video encoders, there are typically several video channels.

1. For each video channel, use the table's **Inherit** column to select which camera from the old hardware device should be inherited by the new hardware device.
2. Decide what to do with camera databases. You have three options:
  - **Inherit existing database(s):** The cameras you selected to be inherited by the new hardware device inherit camera names, recordings databases as well as any archives from the old hardware device. Databases and archives are renamed to reflect the new hardware device's MAC address and video channels. The rights of users with access to the inherited cameras are automatically updated so they can view both old and new recordings. Users do not notice the hardware device replacement since camera names remain the same.
  - **Delete the existing database(s):** The databases of the cameras you selected to be inherited by the new hardware device are not deleted. New databases are created for future recordings, but it is not possible to view recordings from before the hardware replacement.
  - **Leave the existing database(s):** The databases of the cameras you selected to be inherited by the new hardware device are not deleted. New databases are created for future recordings, but even though the old databases still exist on the System server, it is not possible to view recordings from before the hardware replacement. Should you later want to delete the old databases, you must delete this manually.
3. If the new hardware device has fewer video channels than the old hardware device, it is not possible for the new hardware device to inherit all cameras from the old hardware device. When that is the case, you are asked what to do with the databases of cameras that could not be inherited by the new hardware device. You have two options:
  - **Delete the databases for the cameras that are not inherited:** The databases of the cameras that could not be inherited by the new hardware devices are deleted. It is not possible to view recordings from before the hardware replacement. New databases are, of course, created for future recordings by the new hardware devices.
  - **Leave the databases for the cameras that are not inherited:** The databases of the cameras that could not be inherited by the new hardware devices are not deleted. Even though the old databases still exist on the System server, it is not possible to view recordings from before the hardware replacement. Should you later want to delete the old databases, you must delete this manually. New databases will, of course, be created for future recordings by the new hardware devices.
4. Click **Finish**. When you are ready, restart the Recording Server service. The hardware replacement is not evident in clients until you restart the Recording Server service.

## Speaker properties

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, you can determine when to record audio. Your choice applies for all cameras on your system.

<b>Enabled</b>	Speakers are by default enabled, meaning they can transfer audio to your system. If required, you can disable an individual speaker, in which case no audio is transferred from the speaker to the system.
<b>Speaker name</b>	The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]

## Hardware properties

### Hardware name and video channels

When you configure hardware devices, specify the following properties:

<b>Hardware name</b>	The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]
<b>Video channel # enabled</b>	Enable/disable each of the selected hardware device's video channels. Many hardware devices only have a single video channel, in which case only one channel is listed.  Other hardware devices, typically video encoder devices, have several video channels.

### Network, device type, and license

When you configure hardware devices (on page 56), specify the following properties:

<b>IP Address</b>	The IP address or host name of the hardware device.
<b>HTTP Port</b>	The port to use for HTTP communication with the hardware device. The default is port 80. To use the default port, select <b>Use default HTTP port</b> .
<b>FTP port</b>	The port to use for FTP communication with the hardware device. The default port is port 21. To use the default port, select <b>Use default FTP port</b> .
<b>User name</b>	Only relevant when you have selected <b>Server requires login</b> . Specify the user name required for using the SMTP server.

<b>User Name</b>	<p>The user name for the hardware device's administrator account.</p> <p>Many organizations use the hardware device manufacturer's default user names for their hardware devices. To do so, select "&lt;default&gt;". Do not type a manufacturer's default user name as this can be a source of error. Trust that your system knows the manufacturer's default user name.</p> <p>You can also select other typical user names, such as admin or root, from the list. Type a new user name if you want a user name which is not on the list.</p>
<b>Password</b>	<p>Edit the password. Remember to repeat the password to be sure you have specified it correctly.</p> <p>You can only edit this if the selected user is a basic user.</p>
<b>Hardware type</b>	<p>Read-only field displaying the type of video device driver used for communication with the hardware device.</p>
<b>Serial number (MAC address)</b>	<p>Read-only field displaying the serial number of device. The serial number is usually identical to the 12-character hexadecimal MAC address of the hardware device (example: 0123456789AF).</p>
<b>License information</b>	<p>The current license status for the hardware.</p>
<b>Replace Hardware Device</b>	<p>Opens a wizard (see "About the Replace Hardware Device wizard" on page 58) that you can use to replace the selected hardware device with another one if you need to.</p> <p>This can be relevant if you replace a physical camera on your network. The wizard helps you take all relevant issues into account including deciding what to do with recordings from cameras attached to the old hardware device.</p>

## PTZ device (properties)

The PTZ device tab is only available if you configure (see "Configure hardware devices" on page 56) video encoder hardware devices on which you can use PTZ:

<b>Connected cameras have Pan-tilt-zoom capabilities</b>	<p>Select the check box if any of the cameras attached to the video encoder device is a PTZ camera.</p>
<b>PTZ type on COM#</b>	<p>If a PTZ camera is controlled through a COM port, select the relevant option. Options are device-specific, depending on which PTZ protocols the device uses. Select None if you have no PTZ cameras controlled through COM ports.</p>

The table in the lower half of the dialog contains a row for each video channel on the hardware device. First row from the top corresponds to video channel 1, second row from the top corresponds to video channel 2 and so on.

<b>Name</b>	<p>Name of the camera attached to the relevant video channel.</p>
-------------	---

<b>Type</b>	<p>Select whether the camera on the selected camera channel is fixed or moveable:</p> <ul style="list-style-type: none"> <li>• <b>Fixed:</b> Camera is a regular camera mounted in a fixed position</li> <li>• <b>Moveable:</b> Camera is a PTZ camera</li> </ul>
<b>Port</b>	<p>Available only if <b>Moveable</b> is selected in the <b>Type</b> column. Select which COM port on the video encoder to use for controlling the PTZ camera.</p>
<b>Port Address</b>	<p>Available only if <b>Moveable</b> is selected in the <b>Type</b> column. Lets you specify port address of the camera. The port address will normally be 1. If using daisy chained PTZ cameras, the port address will identify each of them, and you should verify your settings with those recommended in the documentation for the camera.</p>

## Cameras and storage information

### About video and recording configuration

Once you have added hardware devices and attached cameras, you can configure video and recording settings in three ways:

Name	Description
<b>Wizard-driven</b>	Guided configuration where you can specify video, recording and archiving settings for all your cameras.
<b>General</b>	Specify video, recording and shared settings (such as dynamic archiving paths and whether to record audio or not) for all your cameras.
<b>Camera-specific</b>	Specify video, recording and camera-specific settings (such as event notification, PTZ preset positions and fisheye view areas) for each individual camera.

### About database resizing

In case recordings for a camera get bigger than expected, or the available drive space is suddenly reduced in another way, an advanced database resizing procedure automatically takes place:

- If archives (see "About archiving" on page 117) are present on the same drive as the camera's database, the oldest archive for all cameras archived on that drive is moved to another drive (moving archives is only possible if you use dynamic archiving (see "Dynamic path selection (properties)" on page 70), with which you can archive to several different drives) or—if moving is not possible—deleted.
- If no archives are present on the drive containing the camera's database, the size of all camera databases on the drive is reduced by deleting a percentage of their oldest recordings, temporarily limiting the size of all databases.

When the Recording Server service (see "About services" on page 146) is restarted upon such database resizing, the original database sizes are used. Therefore, you should make sure to solve the drive size problem. Should the database resizing procedure take place, you are informed on-screen in Network Video Management System Smart Client, in log files, and, if set up, through notifications.

## About motion detection

Motion detection settings are linked to the Recording properties settings for the camera under which you can enable and configure motion detection for the selected camera. Motion detection configuration is a key element in your system: your motion detection configuration determines when the system generates motion events and typically also when video is recorded.

Motion detection is enabled as default. Disabling it improves the CPU and RAM performance of your system, but can also affect your motion detection, event and alarm management.

Time spent on finding the best possible motion detection configuration for each camera helps you avoid unnecessary recordings. Depending on the physical location of the camera, it may be a good idea to test motion detection settings under different physical conditions such as day/night and windy/calm weather.

Before you configure motion detection for a camera, Sony recommends that you have configured the camera's image quality settings, for example resolution, video codec and stream settings. If you later change image quality settings, you should always test any motion detection configuration afterwards.

In the following two tables, you can see the differences between enabling (table 1) and disabling (table 2) built-in motion detection for a camera.

### Enabled motion detection

Recording properties setting	Recordings	Motion-based events	Non-motion based events	Sequences
<b>Always</b>	Yes	Yes	Yes	Yes
<b>Never</b>	No	Yes	Yes	No
<b>Built-in Motion Detection</b>	Yes	Yes	Yes	Yes
<b>Built-in Motion Detection &amp; Event or Event only</b>	Yes	Yes	Yes	Yes

### Disabled motion detection

Camera's recording settings	Recordings	Motion-based events	Non-motion based events	Sequences
<b>Always</b>	Yes	No	Yes	No
<b>Never</b>	No	No	Yes	No
<b>Built-in Motion Detection</b>	No	No	Yes	No

Camera's recording settings	Recordings	Motion-based events	Non-motion based events	Sequences
<b>Built-in Motion Detection and Event or Event only</b>	Yes (depending on settings)	No	Yes (depending on settings)	No

### Motion detection sensitivity

Motion detection is per default set up for dynamic sensitivity. However, you can also adjust the sensitivity level manually under **Motion Detection** properties.

Sony recommends that you do not enable manual sensitivity because:

- With dynamic sensitivity, the system calculates and optimizes the sensitivity level automatically and suppresses the motion detections that come from noise in the images.
- Dynamic sensitivity improves motion detection at nighttime, where the noise in the images often triggers false motion.
- The system is not overloaded from too much recording.
- The users are not missing results from too little recording.

### About motion detection and PTZ cameras

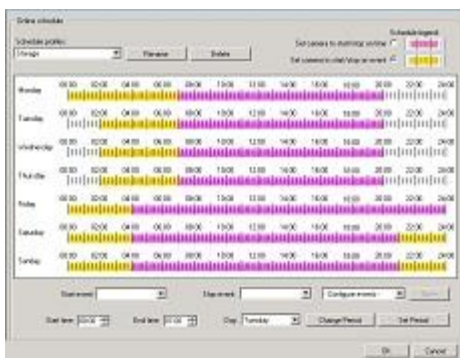
Motion detection generally works the same way for pan-tilt-zoom (PTZ) cameras as it does for regular cameras. However, you cannot configure motion detection separately for each of a PTZ camera's preset positions.

In order to avoid unwanted recordings, notifications and more, the system automatically disables motion detection while a PTZ camera moves between two preset positions. After a number of seconds has passed, the system automatically enables motion detection again. This period of time is known as the transition time and is specified on the PTZ camera's PTZ patrolling properties (see "PTZ patrolling (properties)" on page 95).

### Configure camera-specific schedules

If you base your schedule profile, or parts of it, on events within periods of time: remember to select **Start event** and **Stop event** from the lists below the calendar section.

Use the **Configure** events list located below the other fields to define events that suit your needs.







The fact that a camera transfers video to your system does not necessarily mean that video from the camera is recorded. Recording is configured separately, see Configure video and recording (see "About video and recording configuration" on page 62).


For each camera, you can create schedule profiles based on:

### Online periods


- Periods of time (example: Mondays from 08.30 until 17.45), shown in pink: 
- Events within periods of time (example: from Event A occurs until Event B occurs Mondays from 08.30 until 17.45), shown in yellow: 

The two options can be combined , but they cannot overlap in time.


### Speedup

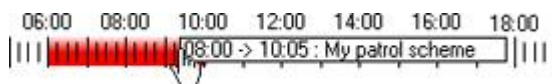
- Periods of time (example: Mondays from 08.30 until 17.45), shown in olive green: 

### E-mail notification


- Periods of time (example: Mondays from 08.30 until 17.45), shown in blue: 

### PTZ patrolling

- Periods of time (example: Mondays from 08.30 until 17.45), shown in red: 
- If use of one patrolling profile is followed immediately by use of another, run your mouse pointer over the red bar to see which patrolling profile applies when.



### SMS notification

- Periods of time (example: Mondays from 08.30 until 17.45), shown in green: 

### Set up a profile

1. In the **Schedule Profiles** list, select **Add new...**
2. In the **Add Profile** dialog, enter a name for the profile. Names must not contain any of these special characters: `< > & ' " \ / : * ? | [ ]`
3. In the top right corner of the dialog, select **Set camera to start/stop on time** to base subsequent settings on periods of time or **Set camera to start/stop on event** to base subsequent settings on events within periods of time.
4. In the calendar section, place your mouse pointer at a required start point, then hold down the left mouse button, drag the mouse pointer and release at the required end point.
  - You specify each day separately.

- You specify time in increments of five minutes. The system helps you by showing the time over which your mouse pointer is positioned.



If you base your schedule profile, or parts of it, on events within periods of time: remember to select **Start event** and **Stop event** from the lists below the calendar section.

- Use the **Configure** events list located below the other fields to define events that suit your needs.
- To delete an unwanted part of a schedule profile, right-click it and select **Delete**.
- To quickly fill or clear an entire day, double-click the name of the day.
- As an alternative to dragging inside the calendar section, use the **Start time**, **End time** and **Day** fields, then the **Change Period** or **Set Period** button as required. When using the **Start time** and **End time** fields, remember that time is specified in increments of five minutes. You cannot specify a period shorter than five minutes, and you can only use times like 12:00, 12:05, 12:10, 12:15, etc. If you specify a time outside of the five-minute intervals, such as 12:13, you will get an error message.

## Configure when cameras should do what

Use the scheduling feature to configure when:

- Cameras should be online and transfer video to your system.
- Cameras should use speedup to use a higher than normal frame rate
- You want to receive email and/or SMS notifications regarding cameras
- PTZ cameras should patrol, and according to which patrolling profile
- Archiving should take place

See Configure general scheduling and archiving (on page 122) and Configure camera-specific schedules (on page 64).

## Configure motion detection

To configure motion detection, do the following:

1. Expand **Advanced Configuration > Cameras and Storage Information**, right-click the relevant camera > **Properties**.
2. In the **Camera Properties** window, select the **Recording Properties** tab > select the relevant settings (see "About motion detection" on page 63).
3. Select the **Motion Detection** tab. If there are any areas to exclude from motion detection (for example, if the camera covers an area where a tree is swaying in the wind), you can exclude that area (see "Adjust motion detection: Exclude regions" on page 51) by selecting it with your mouse.

4. Fill in the relevant properties (see "Motion detection & exclude regions" on page 91). Note that there are some differences in motion-detection behavior for PTZ cameras (see "About motion detection and PTZ cameras" on page 64).

## Disable or delete cameras

All cameras are enabled by default. This means that video from the cameras can be transferred to your system if the cameras are scheduled to be online (see "Online period" on page 125).

To **disable** a camera:






1. Expand **Advanced Configuration**, expand **Cameras and Storage Information**, double-click the camera you want to disable, and clear the **Enabled** box.
2. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.







To **delete** a camera, you have to delete the hardware device (see "Delete/disable hardware devices" on page 57). If you delete the hardware device, you also delete any attached microphones or speakers. If you do not want this, consider disabling the camera instead.

## Move PTZ type 1 and 3 to required positions

For PTZ types 1 and 3, you can move the PTZ camera to required positions in several different ways:



1. Click the required position in the camera preview (if supported by the camera).
2. Use the sliders located near the camera preview to move the PTZ camera along each of its axes: the X-axis (for panning left/right), the Y-axis (for tilting up/down), and the Z-axis (for zooming in and out; to zoom in, move the slider towards **Tele**; to zoom out, move the slider towards **Wide**).
3. Use the navigation buttons:
  -  Moves the PTZ camera up and to the left
  -  Moves the PTZ camera up
  -  Moves the PTZ camera up and to the right
  -  Moves the PTZ camera to the left
  -  Moves the PTZ camera to its home position (that is default position)

-  Moves the PTZ camera to the right
-  Moves the PTZ camera down and to the left
-  Moves the PTZ camera down
-  Moves the PTZ camera down and to the right
-  Zooms out (one zoom level per click)
-  Zooms in (one zoom level per click)

## Recording and storage properties

### Recording and archiving paths (properties)

When you configure video and recording (see "About video and recording configuration" on page 62), you can specify certain properties for many cameras in one go. Either in order to speed up things, or because the relevant properties are shared by all cameras rather than being specific to individual cameras.

You can edit all properties on a white background. You cannot edit properties on a light blue background. Note that all of the properties can also be specified individually for each camera.

<b>Template</b>	<p>The template can help you configure similar properties quickly.</p> <p>Say you have 20 cameras and you want to change the recording path, archiving path, and retention time for all of them. Instead of having to enter the same three pieces of information 20 times, you can simply enter them once in the template, and then apply the template to the 20 cameras with only two clicks.</p>
<b>Apply Template</b>	<p>Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.</p>
<b>Camera Name</b>	<p>The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: &lt; &gt; &amp; ' " \ / : * ?   [ ]</p>

<p><b>Shortcut</b></p>	<p>Users of Network Video Management System Smart Client can take advantage of keyboard shortcuts, some of which let the users toggle between viewing different cameras. Such shortcuts include numbers which are used to identify each camera.</p> <p>Shortcut numbers must be unique for each camera. A camera shortcut number must not contain any letters or special characters, and must not be longer than eight digits.</p> <p>Examples of correct camera shortcut numbers: 3, 12345678. Examples of incorrect camera shortcut numbers: Cam#3, 123456789.</p> <p>More information about using the keyboard shortcuts is available in the separate documentation for Network Video Management System Smart Client.</p>
<p><b>Recording Path</b></p>	<p>Path to the folder in which the camera's database should be stored. Default is C:\MediaDatabase. To browse for another folder, click the browse icon next to the required cell. You can only specify a path to a folder on a <b>local</b> drive. You cannot specify a path to a network drive. If you use a network drive, you cannot save recordings if the network drive becomes unavailable.</p> <p>If you change the recording path, and you have existing recordings at the old location, you are asked whether you want to move the recordings to the new location, leave them at the old location, or delete them.</p> <p>If you have several cameras, and several local drives are available, you can improve performance by distributing individual cameras' databases across several drives.</p>
<p><b>Archiving Path</b></p>	<p>Only editable if not using dynamic paths for archiving (see "About archiving" on page 117). Path to the folder in which the camera's archived recordings should be stored. Default is C:\MediaDatabase.</p> <p>To browse for another folder, click the browse icon next to the relevant cell. If you change the archiving path, and there are existing archived recordings at the old location, you are asked whether you want to move the archived recordings to the new location (recommended), leave them at the old location, or delete them. Note that if you move archived recordings, your system also archives what is currently in the camera database. In case you wonder why the camera database is empty just after you have moved archived recordings, this is the reason.</p>
<p><b>Retention time</b></p>	<p>Total amount of time for which you want to keep recordings from the camera (that is, recordings in the camera's database as well as any archived recordings). The default retention time is 7 days.</p> <p>Retention time covers the <b>total</b> amount of time you want to keep recordings for. In earlier versions of your surveillance system, you specified time limits separately for the database and archives.</p>
<p><b>Camera</b></p>	<p>Click the <b>Open</b> button to configure detailed and/or camera-specific settings (such as event notification, PTZ preset positions, and fisheye view areas) for the selected camera.</p>
<p><b>Select All</b></p>	<p>Click button to select all cameras in the <b>Apply Template</b> column.</p>

<b>Clear All</b>	Click button to clear all selections in the <b>Apply Template</b> column.
<b>Set selected template value on selected cameras</b>	Apply only a selected value from the template to selected cameras.
<b>Set all template values on selected cameras</b>	Apply all values from the template to selected cameras.

## Dynamic path selection (properties)

When you configure video and recording (see "About video and recording configuration" on page 62), you can specify certain properties for many cameras in one go. In the case of dynamic path selection, all cameras share the properties.

With dynamic archiving (see "About archiving" on page 117) paths, you specify a number of different archiving paths, usually across several drives. If the path containing the system database is on one of the drives you have selected for archiving, the system always tries to archive to that drive first. If not, the system automatically archives to the archiving drive with the most available space at any time, provided there is not a camera database using that drive. Which drive has the most available space may change during the archiving process, and archiving may therefore happen to several archiving drives during the same process. This fact has no impact on how users find and view archived recordings.

Dynamic archiving paths are general for all your cameras. You cannot configure dynamic archiving paths for individual cameras.

<b>Enable dynamic path selection archives</b>	Enables the use of dynamic path selection, allowing you to select which paths you want to use. The list of selectable paths initially represents all drives on the server, both local and mapped drives. You can add further paths with the <b>New path</b> feature below the list.
<b>Use</b>	Select particular paths for use as dynamic archiving paths. You can also select a previously manually added path for removal (see description of <b>Remove</b> button in the following).
<b>Drive</b>	For example, the C:\ drive.
<b>Path</b>	Path to where you save the files, for example C:\ or \\OurServer\OurFolder\OurSubfolder\.
<b>Drive Size</b>	The total size of the drive.
<b>Free Space</b>	Amount of unused space left on the drive.
<b>New path</b>	Specify a new path, and add it to the list using the Add button. Paths must be reachable by the surveillance system server, and you must specify the path using the Universal Naming Convention (UNC) format, example: \\server\volume\directory\. When the new path is added, you can select it for use as a dynamic archiving path.
<b>Add</b>	Add the path specified in the <b>New path</b> field to the list.
<b>Remove</b>	Remove a selected path that you have added manually from the list. You cannot remove any of the initially listed paths, not even when they are selected.

## Video recording (properties)

When you configure video and recording (see "About video and recording configuration" on page 62), you can specify certain properties for many cameras in one go. Either in order to speed up things, or because the relevant properties are shared by all cameras rather than being specific to individual cameras.

The term **recording** means saving video and, if applicable, audio from a camera in the camera's database on the surveillance system server. Video/audio is often saved only when there is a reason to do so, for example as long as motion is detected, when an event occurs and until another event occurs, or within a certain period of time.

You can edit all properties on a white background. You cannot edit properties on a light blue background.

Note that you can also specify all of the Video Recording properties individually for each camera (see "Recording" on page 86).

Name	Description
<b>Template</b>	The template can help you configure similar properties quickly. Say you have 20 cameras and you want to change the recording path, archiving path, and retention time for all of them. Instead of having to enter the same three pieces of information 20 times, you can simply enter them once in the template, and then apply the template to the 20 cameras with only two clicks.
<b>Apply Template</b>	Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.
<b>Camera Name</b>	The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]

Name	Description
<b>Record on</b>	<p>Select under which conditions video from the camera should be recorded:</p> <ul style="list-style-type: none"> <li>• <b>Always:</b> Record whenever the camera is enabled and scheduled to be online. The latter option allows for time-based recording.</li> <li>• <b>Never:</b> Never record. Live video is shown, but users cannot play back video from the camera because no video is kept in the database.</li> <li>• <b>Motion Detection:</b> Select this to record video when motion is detected. Unless you add post-recording, recording stops immediately after the last motion is detected.</li> <li>• <b>Event:</b> Select this to record video when an event occurs and until another event occurs. Use of recording on event requires that events (see "Overview of events and output" on page 100) have been defined, and that you select start and stop events. Use the Configure events list located below the other fields to define events that suit your needs.</li> <li>• <b>Motion Detection and Event:</b> Select this to record video in which motion is detected, or when an event occurs and until another event occurs. Remember to select start and stop events in the neighboring columns.</li> </ul>
<b>Start Event</b>	<p>Select the relevant start event. Recording will begin when the start event occurs (or earlier if using pre-recording; see the following).</p>
<b>Stop Event</b>	<p>Select the relevant stop event. Recording will end when the stop event occurs (or later if using post-recording; see the following).</p>
<b>Pre-recording</b>	<p>You can store recordings from periods preceding detected motion and/or start events. Select check box to enable this feature. Specify the required number of seconds in the neighboring column.</p>
<b>Seconds [of pre-recording]</b>	<p>Specify the number of seconds for which you want to record video from before recording start conditions (that is motion or start event) are met. Usually, only some seconds of pre-recording is required, but you can specify up to 65535 seconds of pre-recording, corresponding to 18 hours, 12 minutes and 15 seconds. However, if specifying a very long pre-recording time, you can potentially run into a scenario where your pre-recording time spans scheduled or unscheduled archiving (see "About archiving" on page 117) times. That can be problematic since pre-recording does not work well during archiving.</p>
<b>Post-recording</b>	<p>You can store recordings from periods following detected motion and/or stop events. Select the check box to enable this feature. Specify the required number of seconds in the neighboring column.</p>



Name	Description
<b>Seconds [of post-recording]</b>	Specify the number of seconds for which you want to record video from after recording stop conditions (that is motion or stop event) are met. Usually, only some seconds of post-recording is required, but you can specify up to 65535 seconds of post-recording, corresponding to 18 hours, 12 minutes and 15 seconds.  If you specify a very long post-recording time, you can potentially run into a scenario where your post-recording time spans scheduled or unscheduled archiving times. That can be problematic since post-recording does not work well during archiving.
<b>Camera</b>	Click the <b>Open</b> button to configure detailed and/or camera-specific settings (such as event notification, PTZ preset positions, and fisheye view areas) for the selected camera.
<b>Select All</b>	Click the button to select all cameras in the <b>Apply Template</b> column.
<b>Clear All</b>	Click the button to clear all selections in the <b>Apply Template</b> column.
<b>Set selected template value on selected cameras</b>	Apply only a selected value from the template to selected cameras.
<b>Set all template values on selected cameras</b>	Apply all values from the template to selected cameras.

### If the camera uses the MJPEG video format

With MJPEG, you can define frame rates for regular as well as speedup modes. If the camera offers dual stream, you can also enable this.

Note that there are three places where you can set frame rate:

- Live Frame Rate - used for the regular recording stream
- Live Frame Rate - used when speeding up recordings in connection with motion detection or similar functionality.
- FPS (Frames per second) - used for the additional stream used for live viewing.

### Regular frame rate mode:

<b>Frame Rate</b>	Required average frame rate for video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).
<b>Live Frame Rate</b>	Required average frame rate for live video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).  If the camera supports dual stream and dual stream is enabled, the Live Frame Rate column will be read-only with the value Dual streaming—which cannot be altered.

<b>Recording Frame Rate</b>	Required average frame rate for recorded video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.
-----------------------------	--

**Speedup frame rate mode:**

<b>Enable speedup frame rate</b>	The speedup feature lets you use a higher than normal frame rate if motion is detected and/or an event occurs. When you enable speedup, further columns for specifying speedup details become available.
<b>Frame Rate</b>	Speedup frame rate for viewing video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.
<b>On motion</b>	Select this check box to use the speedup frame rates when motion is detected. The camera will return to the normal frame rates two seconds after the last motion is detected.
<b>On event</b>	Select this check box to use the speedup frame rates when an event occurs and until another event occurs. Use of speedup on event requires that events have been defined, and that you select start and stop events in the neighboring lists.  Use the Configure events list located below the other fields to define events that suit your needs.
<b>Start Event</b>	Select required start event. The camera will begin using the speedup frame rates when the start event occurs.
<b>Stop Event</b>	Select required stop event. The camera will return to the normal frame rates when the stop event occurs.
<b>Live Frame Rate</b>	Required average frame rate for live video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.  If the camera supports dual stream and dual stream is enabled, the Live Frame Rate column will be read-only with the value Dual streaming—which cannot be altered.
<b>Recording Frame Rate</b>	Required average frame rate for recorded video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.

You do not have to base speedup on motion or events. You can also use scheduling (see "Speedup" on page 126) to configure speedup based on particular periods of time. If you prefer time-based speedup, you should still enable the use of speedup by selecting the **Enable speedup** check box.

**Dual stream:**

<b>Enable dedicated live stream</b>	This additional stream feature lets you use the alternative stream of the camera. It enables two independent streams to the recording server—a stream for live viewing and another stream for recording purposes, with different resolution, encoding, and frame rate.
<b>Stream</b>	Select the type of the live stream. Stream settings for viewing live video and for recording video may very well be different in order to get the best result.
<b>Resolution</b>	Select the camera's resolution.
<b>FPS</b>	Select the camera's live frame rate per second (FPS)

**Important:** This feature is only available on cameras supporting dual stream.

**If the camera uses the MPEG video format**

With MPEG, you can define frame rate and other settings:

<b>Frame rate per second</b>	Frame rate for viewing live and recorded video from the camera. Select number of frames per second.
<b>Record keyframes only</b>	Keyframes stored at specified intervals record the entire view of the camera, whereas the following frames record only pixels that change. This helps greatly reducing the size of MPEG files. Select the check box if you only want to record keyframes. Note that you can specify exceptions if motion is detected or events occur.
<b>Record all frames on event</b>	Allows you to make exceptions if you have selected to record keyframes only. Select this check box to record all frames when an event occurs and until another event occurs. Use of this feature requires that events have been defined, and that you select start and stop events in the neighboring lists.  Use the Configure events list located below the other fields to define events that suit your needs.
<b>Start Event</b>	<b>Use when recording on Event or Motion Detection and Event.</b> Select the relevant start event. The camera begins recording all frames when the start event occurs.
<b>Stop Event</b>	Select the relevant stop event. The camera stops recording keyframes when the stop event occurs.

**Dual stream:**

<b>Enable dedicated live stream</b>	This additional stream feature lets you use the alternative stream of the camera. It enables two independent streams to the recording server—a stream for live viewing and another stream for recording purposes, with different resolution, encoding, and frame rate.
-------------------------------------	--

<b>Stream</b>	Select the type of the live stream. Stream settings for viewing live video and for recording video may very well be different in order to get the best result.
<b>Resolution</b>	Select the camera's resolution.
<b>FPS</b>	Select the camera's live frame rate per second (FPS)

**Important:** This feature is only available on cameras supporting dual stream.

## Manual recording

When you configure video and recording (see "About video and recording configuration" on page 62), you can specify certain properties for many cameras in one go. In the case of manual recording, it is because the properties are shared by all cameras.

When manual recording is enabled, Network Video Management System Smart Client users with the necessary rights can manually start recording if they see something of interest while viewing live video from a camera which is not already recording. User-driven recording always takes place for a fixed time, for example for five minutes.

<b>Enable manual recording</b>	Select check box to enable manual recording and specify further details.
<b>Default duration of manual recording</b>	Period of time in seconds during which user-driven recording take place. Default duration is 300 seconds, corresponding to five minutes.
<b>Maximum duration of manual recording</b>	<p>The maximum allowed period of time for user-driven recording. This maximum is not relevant in connection with manual recording started from Network Video Management System Smart Client, since such manual recording always takes place for a fixed time.</p> <p>In some installations, you can also combine manual recording with third-party applications if integrating these with the system through an API or similar, and in such cases specifying a maximum duration may be relevant.</p> <p>If you are using manual recording in connection with Network Video Management System Smart Client only, disregard this property.</p>

If manual recording is enabled, this can take place even if recording for individual cameras (see "Recording" on page 86) is set to **Never** or **Conditionally**.

## Frame rate - MJPEG

When you configure video and recording (see "About video and recording configuration" on page 62), you can specify certain properties for many cameras in one go. Either in order to speed up things, or because the relevant properties are shared by all cameras rather than being specific to individual cameras.

You can edit all properties on a white background. You cannot edit properties on a light blue background. Note that all of the Frame rate - MJPEG properties can also be specified individually for each camera (see "Recording" on page 86) using MJPEG.

## Template and common properties

Name	Description
<b>Template</b>	The template can help you configure similar properties quickly. Say you have 20 cameras and you want to change the recording path, archiving path, and retention time for all of them. Instead of having to enter the same three pieces of information 20 times, you can simply enter them once in the template, and then apply the template to the 20 cameras with only two clicks.
<b>Apply Template</b>	Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.
<b>Select All</b>	Click the button to select all cameras in the <b>Apply Template</b> column.
<b>Clear All</b>	Click the button to clear all selections in the <b>Apply Template</b> column.
<b>Set selected template value on selected cameras</b>	Apply only a selected value from the template to selected cameras.
<b>Set all template values on selected cameras</b>	Apply all values from the template to selected cameras.
<b>Camera Name</b>	The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]

## Regular frame rate properties

Specify the following frame rate properties:

Name	Description
<b>Frame Rate</b>	Required average frame rate for video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).
<b>Time Unit</b>	Select required unit for live and recording frame rates (per second, minute, or hour). Note that you can only select time bases that let you speed up frame rates. Example: If you have specified 15 frames per <b>second</b> in normal mode, you cannot specify 16 frames per <b>minute</b> or <b>hour</b> in speedup mode.
<b>Camera</b>	Click the <b>Open</b> button to configure detailed and/or camera-specific settings (such as event notification, PTZ preset positions, and fisheye view areas) for the selected camera.

Name	Description
<b>Live Frame Rate</b>	The required average frame rate for live video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).
	If the camera supports dual stream and you have enabled dual stream, the Live Frame Rate column is read-only with the value Dual streaming. You cannot change this.
<b>Recording Frame Rate</b>	Required average frame rate for recorded video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.

### Speedup frame rate properties

Name	Description
<b>Enable Speedup</b>	The speedup feature lets you use a higher than normal frame rate if motion is detected and/or an event occurs. When you enable speedup, further columns for specifying speedup details become available.
<b>Frame Rate</b>	Speedup frame rate for viewing video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.
<b>Time Unit</b>	Select the required unit for live and recording frame rates (per second, minute, or hour).  Note that you can only select time bases that let you speed up frame rates.  Example: If you have specified 15 frames per <b>second</b> in normal mode, you cannot specify 16 frames per <b>minute</b> or <b>hour</b> in speedup mode.
<b>Speedup On</b>	<ul style="list-style-type: none"> <li>• <b>Motion Detection:</b> Select this option to speed up when the system detects motion (see "Motion detection &amp; exclude regions" on page 91). The system goes back to using normal frame rates once it has detected the last motion.</li> <li>• <b>Event:</b> Select this option to speed up when an event occurs and until another event occurs. You can only use speedup on event if you have defined events, and if you have selected start and stop events in the neighboring columns. Use the Configure events list located below the other fields to define events that suit your needs.</li> <li>• <b>Motion Detection &amp; Event:</b> Select this option to speed up when the system detects motion, or when an event occurs and until another event occurs. Remember to select start and stop events in the neighboring columns.</li> </ul>
<b>Schedule Only</b>	Select this option to speed up according to the camera's speedup schedule (see "Speedup" on page 126) only.

Name	Description
<b>Start Event</b>	Select the relevant start event. The camera begins to use the speedup frame rates when the start event occurs.
<b>Stop event</b>	Select the relevant start event. The camera returns to the normal frame rates when the stop event occurs.
<b>Camera</b>	Click the <b>Open</b> button to configure detailed and/or camera-specific settings (such as event notification, PTZ preset positions, and fisheye view areas) for the selected camera.
<b>Live Frame Rate</b>	<p>The required average frame rate for live video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.</p> <p>If the camera supports dual stream and you have enabled dual stream, the <b>Live Frame Rate</b> column is read-only with the value Dual streaming. You cannot change this.</p>
<b>Recording Frame Rate</b>	The required average frame rate for recorded video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).

## Frame Rate - MPEG

When you configure video and recording (see "About video and recording configuration" on page 62), you can specify certain properties for many cameras in one go. Either in order to speed up things, or because the relevant properties are shared by all cameras rather than being specific to individual cameras.

You can also specify all of the Frame Rate H.264/MPEG4 properties individually for each camera (see "Recording" on page 86) using H.264/MPEG4.

<b>Template</b>	The template can help you configure similar properties quickly. Say you have 20 cameras and you want to change the recording path, archiving path, and retention time for all of them. Instead of having to enter the same three pieces of information 20 times, you can simply enter them once in the template, and then apply the template to the 20 cameras with only two clicks.
<b>Apply Template</b>	Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.
<b>Camera Name</b>	The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]
<b>Dual Stream</b>	Allows you to check if dual streaming is enabled on the camera(s). Note that the information is read-only. For cameras that support dual streaming, this can be enabled/disabled as part of individual cameras' Video (on page 83) properties.
<b>Live FPS</b>	Select the camera's live frame rate per second (FPS).

<b>Camera</b>	Click the <b>Open</b> button to configure detailed and/or camera-specific settings (such as event notification, PTZ preset positions, and fisheye view areas) for the selected camera.
<b>Select All</b>	Click the button to select all cameras in the <b>Apply Template</b> column.
<b>Clear All</b>	Click button to clear all selections in the <b>Apply Template</b> column.
<b>Set selected template value on selected cameras</b>	Apply only a selected value from the template to selected cameras.
<b>Set all template values on selected cameras</b>	Apply all values from the template to selected cameras.
<b>Record Keyframe Only</b>	Keyframes stored at specified intervals record the entire view of the camera, whereas the following frames record only pixels that change; this helps greatly reduce the size of MPEG files. Select the check box if you only want to record keyframes.
<b>Record All Frames on</b>	<p>Allows you to make exceptions if you have selected to record keyframes only.</p> <ul style="list-style-type: none"> <li>• <b>Motion Detection:</b> Select this to record all frames when motion is detected. Two seconds after the last motion (see "Motion detection &amp; exclude regions" on page 91) is detected, the camera will return to recording keyframes only.</li> <li>• <b>Event:</b> Select this to record all frames when an event occurs and until another event occurs. Requires that events (see "Overview of events and output" on page 100) have been defined, and that you select start and stop events in the neighboring columns.</li> </ul> <p>Use the Configure events list located below the other fields to define events that suit your needs.</p> <ul style="list-style-type: none"> <li>• <b>Motion Detection and Event:</b> Select this to record all frames when motion is detected, or when an event occurs and until another event occurs. Remember to select start and stop events in the neighboring columns.</li> <li>• <b>Schedule only:</b> Select this to record all frames according to the camera's speedup schedule (see "Speedup" on page 126) only.</li> </ul>
<b>Start Event</b>	<b>Use when recording on Event or Motion Detection and Event.</b> Select the relevant start event. The camera begins recording all frames when the start event occurs.
<b>Stop Event</b>	Select the relevant stop event. The camera only stops recording keyframes when the stop event occurs.

## Audio recording

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, you can decide whether to record audio or not. Your choice applies for all cameras on your system.



<b>Always</b>	Always record audio on all applicable cameras.
<b>Never</b>	Never record audio on any cameras. Note that even though audio is never recorded, you can still listen to live audio in Network Video Management System Smart Client.

### Audio recording and video storage capacity

If you record audio, it is important that you note that audio recording affects video storage capacity.

Audio is recorded to the associated camera’s database. The result is that the database is likely to become full earlier if you record audio and video than if you only record video. The fact that the database becomes full is not in itself a problem since your system automatically archives (see "About archiving" on page 117) data if the database becomes full. However, you may need additional archiving space if you record audio.

- Example: If you use MPEG4, each one-second video GOP (Group Of Pictures) are stored in one record in the database. Each second of audio is also stored in one record in the database. This reduces the database’s video storage capacity to half its capacity, because half of the database’s records is used for storing audio. Consequently, the database runs full sooner, and automatic archiving takes place more often than if you were only recording video.
- Example: If you use MJPEG, audio is stored in one record for every JPEG for as long as the audio block size does not exceed the time between the JPEGs. In extreme cases, this reduces the database’s video storage capacity to half its capacity, because half of the database’s records is used for storing audio. If you use very high frame rates, which means less time between each JPEG, a smaller portion of the database is used for storing audio records, and consequently a larger portion is available for storing video. The result is that the database runs full sooner, and automatic archiving takes place more often than if you were only recording video.

Above examples are simplified. The exact available video storage capacity also depends on GOP/JPEG and audio kilobyte size.

### Audio selection (properties)

When you configure video and recording (see "About video and recording configuration" on page 62), you can specify certain properties for many cameras in one go. Either in order to speed up things, or because the relevant properties are shared by all cameras rather than being specific to individual cameras. With a default microphone or speaker selected for a camera, audio from the microphone or speaker is automatically in use when you view video from the camera. Note that all of the properties can also be specified individually for each camera.

<b>Template</b>	The template can help you configure similar properties quickly. Say you have 20 cameras and you want to change the recording path, archiving path, and retention time for all of them. Instead of having to enter the same three pieces of information 20 times, you can simply enter them once in the template, and then apply the template to the 20 cameras with only two clicks.
<b>Apply Template</b>	Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to actually apply the template.

<b>Camera Name</b>	The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]
<b>Default Microphone</b>	Select a default microphone.
<b>Camera</b>	Click the <b>Open</b> button to configure detailed and/or camera-specific settings (such as event notification, PTZ preset positions, and fisheye view areas) for the selected camera.
<b>Select All</b>	Click button to select all cameras in the <b>Apply Template</b> column.
<b>Clear All</b>	Click button to clear all selections in the <b>Apply Template</b> column.
<b>Set selected template value on selected cameras</b>	Apply only a selected value from the template to selected cameras.
<b>Set all template values on selected cameras</b>	Apply all values from the template to selected cameras.
<b>Default Speaker</b>	Select a default speaker.

## Storage information

The storage information properties show how much storage space you have on your system and how much of it is free. To quickly view disk space usage in a pie chart format, select the line representing the drive you are interested in.

Name	Description
<b>Drive</b>	Letter representing the drive in question, for example C:.
<b>Path</b>	Path to where you save the files, for example C:\ or \\OurServer\OurFolder\OurSubfolder\.
<b>Usage</b>	What the storage area is used for, for example recording or archiving.
<b>Drive Size</b>	Total size of the drive.
<b>Video Data</b>	Amount of video data on the drive.
<b>Other Data</b>	Amount of other data on the drive.
<b>Free Space</b>	Amount of unused space left on the drive.

## Camera properties

### General

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, properties include:

<b>Enabled</b>	Cameras are by default enabled, meaning that provided they are scheduled to be online (see "Online period" on page 125) and that they can to transfer video to your system. You can disable an individual camera, in which case no video/audio is transferred from the camera source to your system.
<b>Preview</b>	Select this check box to show a preview of your camera's video. If you clear the check box, your system does not show a preview for your camera.
<b>Camera Name</b>	The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]
<b>Camera shortcut number</b>	<p>Users of Network Video Management System Smart Client can take advantage of keyboard shortcuts, some of which let the users toggle between viewing different cameras. Such shortcuts include numbers which are used to identify each camera.</p> <p>Shortcut numbers must be unique for each camera. A camera shortcut number must not contain any letters or special characters, and must not be longer than eight digits. Examples of correct camera shortcut numbers: 3, 12345678. Examples of incorrect camera shortcut numbers: Cam#3, 123456789.</p> <p>More information about using the keyboard shortcuts is available in the separate documentation for Network Video Management System Smart Client.</p>

These properties are to a large extent camera-specific. Since such properties vary from camera to camera, descriptions in the following are for guidance only. If you can access the selected camera, a live preview is displayed. Click the **Camera Settings...** button to open a separate window with properties for the selected camera.

The video properties typically let you control bandwidth, brightness, compression, contrast, resolution, rotation, and more by overwriting existing values of selecting new ones. When you adjust video settings, you can—for most cameras—preview the effect of your settings in an image below the fields.

Video settings may feature an **Include Date and Time** setting. If set to **Yes**, date and time from the camera are included in video. Note, however, that cameras are separate units which may have separate timing devices, power supplies, etc. Camera time and system time may therefore not correspond fully, and this may occasionally lead to confusion. As all frames are time-stamped by your system upon reception, and exact date and time information for each image is already known, it is recommended that the setting is set to **No**.

For consistent time synchronization, you may—if supported by the camera—automatically synchronize camera and system time through a time server.

## **Video**

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, you can use either the MJPEG video format or the MPEG video format. Depending on which of the two options you choose, you can set different options for your camera.

## MJPEG video format

With MJPEG, you can define frame rates for regular as well as speedup modes. If the camera offers dual stream, you can also enable this. Note that there are three places where you can set frame rate:

- Live Frame Rate - used for the regular recording stream
- Live Frame Rate - used when speeding up recordings in connection with motion detection or similar functionality.
- FPS (frames per second) - used for the additional stream used for live viewing.

### Regular frame rate mode

<b>Frame Rate</b>	Required average frame rate for video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).
<b>Live Frame Rate</b>	The required average frame rate for live video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour).  If the camera supports dual stream and you have enabled dual stream, the <b>Live Frame Rate</b> column is read-only with the value Dual streaming. You cannot change this.
<b>Recording Frame Rate</b>	Required average frame rate for recorded video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.

### Speedup frame rate mode

<b>Enable speedup frame rate</b>	The speedup feature lets you use a higher than normal frame rate if motion is detected and/or an event occurs. When you enable speedup, further columns for specifying speedup details become available.
<b>Frame Rate</b>	Speedup frame rate for viewing video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.
<b>On motion</b>	Select this check box to use the speedup frame rates when motion is detected. The camera will return to the normal frame rates two seconds after the last motion is detected.
<b>On event</b>	Select this check box to use the speedup frame rates when an event occurs and until another event occurs. Use of speedup on event requires that events have been defined, and that you select start and stop events in the neighboring lists.
<b>Start Event</b>	Select the relevant start event. The camera begins using the speedup frame rates when the start event occurs.
<b>Stop Event</b>	Select the relevant stop event. The camera returns to the normal frame rates when the stop event occurs.

<b>Live Frame Rate</b>	<p>The required average frame rate for live video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.</p> <p>If the camera supports dual stream and you have enabled dual stream, the <b>Live Frame Rate</b> column is read-only with the value Dual streaming. You cannot change this.</p>
<b>Recording Frame Rate</b>	<p>Required average frame rate for recorded video from the camera. Select the number of frames, then select the time unit interval (second, minute or hour). The frame rate must be higher than the frame rate specified under normal mode.</p>

Speedup does not necessarily have to be based on motion- or events, you can also use scheduling to configure speedup based on particular periods of time. If you prefer such time-based speedup, you should still enable the use of speedup by selecting the **Enable speedup** check box.

## Dual stream

<b>Enable dedicated live stream</b>	<p>This additional stream feature lets you use the alternative stream of the camera. It enables two independent streams to the recording server—a stream for live viewing and another stream for recording purposes, with different resolution, encoding, and frame rate.</p>
<b>Stream</b>	<p>Select the type of the live stream. Stream settings for viewing live video and for recording video may very well be different in order to get the best result.</p>
<b>Resolution</b>	<p>Select the resolution of the camera.</p>
<b>FPS</b>	<p>Select the camera's live frame rate per second (FPS)</p>

## MPEG video format

### Frame rate

<b>Frame rate per second</b>	<p>Frame rate for viewing live and recorded video from the camera. Select number of frames per second.</p>
<b>Record keyframes only</b>	<p>Key frames stored at specified intervals record the entire view of the camera, whereas the following frames record only pixels that change. This helps greatly reducing the size of MPEG files. Select the check box if you only want to record keyframes. Note that you can specify exceptions if motion is detected or events occur.</p>
<b>Record all frames on motion</b>	<p>Allows you to make exceptions if you have selected to record keyframes only. Select this check box to record all frames when motion is detected. Two seconds after the last motion <b>is detected</b>, the camera will return to recording keyframes only.</p>

<b>Record all frames on event</b>	Allows you to make exceptions if you have selected to record keyframes only. Select this check box to record all frames when an event occurs and until another event occurs. Use of this feature requires that events have been defined, and that you select start and stop events in the neighboring lists.
<b>Start Event</b>	<b>Use when recording on Event or Motion Detection and Event.</b> Select the relevant start event. The camera begins recording all frames when the start event occurs.
<b>Stop Event</b>	Select the relevant stop event. The camera only records keyframes when the stop event occurs.

## Dual stream

<b>Enable dedicated live stream</b>	This additional stream feature lets you use the alternative stream of the camera. It enables two independent streams to the recording server—a stream for live viewing and another stream for recording purposes, with different resolution, encoding, and frame rate.
<b>Stream</b>	Select the type of the live stream. Stream settings for viewing live video and for recording video may very well be different in order to get the best result.
<b>Resolution</b>	Select the resolution of the camera.
<b>FPS</b>	Select the camera's live frame rate per second (FPS)

## Audio (properties)

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, properties include the possibility of selecting a default microphone and/or speaker for the camera. With a default microphone and/or speaker selected for a camera, audio from the microphone and/or speaker is automatically used when you view video from the camera.

If a microphone or a speaker is attached to the same hardware device as the camera, the particular microphone/speaker is the camera's default microphone/speaker if you do not select otherwise.

<b>Default Microphone</b>	Select a default microphone.
<b>Default Speaker</b>	Select a default speaker.

You can only select a default microphone or speaker for the camera if at least one microphone and/or speaker has been attached to a hardware device on the surveillance system.

## Recording

The term recording means saving video and, if applicable, audio from a camera in the camera's database on the surveillance system server.

Video/audio is often saved only when there is a reason to do so, for example as long as motion is detected, when an event occurs and until another event occurs, or within a certain period of time.

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, recording properties include:

<b>Always</b>	Record whenever the camera is enabled (see "General" on page 82) and scheduled to be online (see "Online period" on page 125). The latter option allows for time-based recording.
<b>Never</b>	Never record. Live video is shown, but users cannot play back video from the camera because no video is kept in the database.
<b>Conditionally</b>	Record when certain conditions are met. When you select this option, specify required conditions (see the following) which enables you to store recordings from periods preceding and following detected motion and/or specified events.  Example: If you have defined that video should be stored when a door is opened, being able to see what happened immediately prior to the door being opened may also be important. Say you have specified that video should be stored conditionally on event, with a start event called <b>Door Opened</b> and a stop event called <b>Door Closed</b> . With three seconds of pre-recording, video is recorded from three seconds before <b>Door Opened</b> occurs and until <b>Door Closed</b> occurs.
<b>Built-in motion detection</b>	Select this check box to record video in which motion (see "Motion detection & exclude regions" on page 91) is detected. Unless post-recording (see the following) is used, recording will stop immediately after the last motion is detected.
<b>On event</b>	Select this check box to record video when an event occurs and until another event occurs. Use of recording on event requires that events (see "Overview of events and output" on page 100) have been defined, and that you select start and stop events in the neighboring lists.  Use the <b>Configure</b> events list located below the other fields to define events that suit your needs.
<b>Start Event</b>	Select the relevant start event. Recording will begin when the start event occurs, or earlier if you use pre-recording. See the following.
<b>Stop Event</b>	Select the relevant stop event. Recording will end when the stop event occurs, or later if you use post-recording. See the following.
<b>Enable pre-recording</b>	Available only when the option <b>Conditional</b> is selected.  Specify the number of seconds for which you want to record video from before recording start conditions (that is motion or start event) are met.
<b>Enable post-recording</b>	Available only when the option <b>Conditional</b> is selected.  Specify the number of seconds for which you want to record video after recording stop conditions (that is motion end or stop event) are met.

Note that manual recording (on page 76) may be enabled. With manual recording, users of Network Video Management System Smart Client with the necessary rights can manually start recording if they see something of interest while viewing live video from a camera that is not

already recording. If enabled, manual recording can take place even if recording for individual cameras is set to **Never** or **Conditionally**.

## Recording and archiving paths

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, properties include:

<p><b>Recording Path</b></p>	<p>A path to the folder in which the camera's database should be stored. The default folder is C:\MediaDatabase. To browse for another folder, click the browse icon next to the required cell. You can only specify a path to a folder on a <b>local</b> drive. You cannot specify a path to a network drive. If you use a network drive, you cannot save recordings if the network drive becomes unavailable.</p> <p>If you change the recording path, and you have existing recordings at the old location, you are asked whether you want to move the recordings to the new location, leave them at the old location, or delete them.</p> <p>If you have several cameras, and several local drives are available, you can improve performance by distributing individual cameras' databases across several drives.</p>
<p><b>Delete Database</b></p>	<p>Click button to delete all recordings in the database for the camera. Archived recordings are not affected.</p> <p><b>Important:</b> Use with caution. All recordings in the database for the camera are permanently deleted. As a security measure, you must confirm that you want to delete the database.</p>
<p><b>Archiving Path</b></p>	<p>The path to the folder in which the camera's archived recordings should be stored. The default folder is C:\MediaDatabase. You can only edit this if you do not use dynamic paths for archiving.</p> <p>To browse for another folder, click the browse icon next to the relevant cell. If you change the archiving path, and there are existing archived recordings at the old location, you are asked whether you want to move the archived recordings to the new location, leave them at the old location, or delete them. Sony recommends that you move the archiving recordings to a new location.</p> <p>Note that if you move archived recordings, your system also archives what is currently in the camera database. In case you wonder why the camera database is empty just after you have moved archived recordings, this is the reason.</p>
<p><b>Delete Archives</b></p>	<p>Click button to delete all archived recordings for the camera. Recordings in the camera's regular database will not be affected. The ability to delete is available regardless of whether you use a single archiving path or dynamic archiving paths.</p> <p><b>Important:</b> Use with caution. All archived recordings for the camera are permanently deleted. As a security measure, you must confirm that you want to delete the archives.</p>



<p><b>Retention time</b></p>	<p>The total amount of time for which you want to keep recordings from the camera, that is, recordings in the camera's database as well as any archived recordings. The default retention time is 7 days.</p> <p>Retention time covers the <b>total</b> amount of time you want to keep recordings for. In earlier versions of your surveillance system, you specified time limits separately for the database and archives.</p>
<p><b>Database Repair Action</b></p>	<p>Select which action to take if the database becomes corrupted:</p> <ul style="list-style-type: none"> <li>• <b>Repair, scan, delete if fails:</b> Default action. If the database becomes corrupted, two different repair methods is attempted: a fast repair and a thorough repair. If both repair methods fail, the contents of the database are deleted.</li> <li>• <b>Repair, delete if fails:</b> If the database becomes corrupted, a fast repair is attempted. If the fast repair fails, the contents of the database are deleted.</li> <li>• <b>Repair, archive if fails:</b> If the database becomes corrupted, a fast repair is attempted. If the fast repair fails, the contents of the database are archived.</li> <li>• <b>Delete (no repair):</b> If the database becomes corrupted, the contents of the database are deleted.</li> <li>• <b>Archive (no repair):</b> If the database becomes corrupted, the contents of the database are archived.</li> <li>• <b>Scan, archive if fails:</b> If the database becomes corrupted, all files in the database are scanned for errors and a thorough repair of the database is attempted. This action takes more time to complete than the other repair actions, but ensures that a restore of all content in the database takes place.</li> </ul> <p>If you choose an action to repair a corrupt database, this corrupt database is closed while it is repaired. Instead, a new database is created to allow recordings to continue.</p> <p>Network Video Management System Smart Client can often repair a corrupt database if it has been archived. When you open the corrupt database in Network Video Management System Smart Client, Network Video Management System Smart Client repairs the database automatically if at all possible.</p>
<p><b>Configure Dynamic Paths</b></p>	<p>With dynamic archiving paths, you specify a number of different archiving paths, usually across several drives. If the drive containing the camera's database is among the path you have selected for dynamic archiving, your system always tries to archive to that path first. If not, the system automatically archives to the archiving drive with the most available space at any time, provided there is not a camera database using that drive.</p> <p>See also Dynamic path selection (see "Dynamic path selection (properties)" on page 70).</p>

## Event notification

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, properties include event notification. Event notifications inform Network Video Management System Smart Client users that an event has occurred on your system. Event notifications can be valuable for client users, as they can quickly detect that an event has occurred. Even though you configure event notifications separately for each camera, you can select between all events on your system, regardless whether events are manual, generic or originate on another hardware device than the camera itself.

In Network Video Management System Smart Client, event notification is given by a yellow indicator ■ which lights up when a relevant event has taken place. You can also add an optional sound on event notification in Network Video Management System Smart Client itself.

Three indicators are available for each camera in Network Video Management System Smart Client:

- The yellow ■ event indicator. Lights up when a relevant event has taken place.
- A red ■ motion indicator. Lights up when motion has been detected.
- An optional green ■ video indicator. Lights up when video is received from the camera.

You can turn off the bar in which the indicators are displayed in Network Video Management System Smart Client. Do not turn off if Network Video Management System Smart Client must rely on event notifications.



## Select required events

1. In the **Available events** list, select the relevant event. You can only select one event at a time.
2. Click the >> button to copy the selected event to the **Selected Events** list.
3. Repeat for each required event.

If you later want to remove an event from the **Selected Events** list, select the relevant event, and click the << button.

## Output

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, you can also associate a camera with particular hardware output (see "Add a hardware output" on page 103), for example the sounding of a siren or the switching on of lights.

Associated output can then be activated automatically when motion is detected in video from the camera, or manually when Network Video Management System Smart Client users with the necessary rights (see "Configure user and group rights" on page 142) view live video from the camera.

1. In the **Available output** list, select the required output. It is only possible to select one output at a time. If you have not yet defined any suitable output, you can quickly do it: Use the **Configure Output** button, located below the other fields.
2. Click the >> button to copy the selected output to the:

- **On manual activation** list, in which case the output is available for manual activation in Network Video Management System Smart Client.

and/or

- **On motion detected** list, in which case the output is activated when motion is detected in video from the camera. If relevant, the same output can appear on both lists.

3. Repeat for each required output.

If you later want to remove an output from the one of the lists, select the output in question, and click the << button.

## Motion detection & exclude regions

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, adjusting motion detection is important because it may determine when video from the camera is recorded, when email notifications are generated or when hardware output, such as lights or sirens, is activated. Time spent on finding the best possible motion detection settings for each camera may help you later avoid unnecessary recordings and notifications. Depending on the physical location of the camera, it may be a very good idea to test motion detection under different physical conditions such as day/night or windy/calm weather.

Before you configure motion detection for a camera, you should configure the camera's video properties (see "General" on page 82) including compression and resolution.

Cameras that do not support multiple simultaneous video streams cannot connect to the surveillance server and the Management Application at the same time. Sony recommends that you stop (see "Start and stop services" on page 147) the Recording Server service when you configure such devices for motion detection and PTZ.

See also View video from cameras in the Management Application (see "View video from cameras in Management Application" on page 36).

<b>Enable</b>	Enable or disable (see "About motion detection" on page 63) the built-in motion detection.
<b>Show grid</b>	<p>Turn the grid on and off.</p> <p>Turning the grid off may provide a less obscured view of the preview image. You select the areas to exclude from motion detection the same way as when the grid is visible. When the grid is turned on, the preview image is divided into small sections by a grid.</p> <p>To define areas which should be excluded from motion detection, drag the mouse over the areas in the preview image while pressing the mouse button down. The left mouse button selects a grid section and the right mouse button clears a grid section. Selected areas are highlighted in blue.</p>
<b>Include All</b>	Quickly select all grid sections in the preview image. This can be useful if you want to exclude motion detection in most areas of the image, in which case you can clear the few sections in which you do not want to exclude motion detection.
<b>Exclude All</b>	Clear all grid sections in the preview image.

<p><b>Manual sensitivity</b></p>	<p>Enable this functionality to adjust the Sensitivity slide for motion yourself.</p> <p>Drag the slider to the left for a higher sensitivity level, and to the right for a lower sensitivity level.</p> <ul style="list-style-type: none"> <li>• The <b>higher</b> the sensitivity level, the less change is allowed in each pixel before it is regarded as motion.</li> <li>• The <b>lower</b> the sensitivity level, the more change in each pixel is allowed before it is regarded as motion.</li> </ul> <p>Pixels in which motion is detected are highlighted in green in the preview image.</p> <p>Sony recommends that you do not enable manual sensitivity because:</p> <ul style="list-style-type: none"> <li>• With dynamic sensitivity, the system calculates and optimizes the sensitivity level automatically and suppresses motion detections that come from noise in the images.</li> <li>• Dynamic sensitivity improves motion detection at nighttime, where the noise in the images often triggers false motion.</li> <li>• The system is not overloaded from too much recording.</li> <li>• The users are not missing results from insufficient recording.</li> </ul>
<p><b>Sensitivity</b></p>	<p>Use this setting to determine how much each pixel must change before it is regarded as motion. With a high sensitivity, very little change in a pixel is required before the system regards it as motion. Areas in which motion is detected are highlighted in green in the preview image.</p> <p>Select a slider position in which only detections you consider motion are highlighted. The more you drag the slider to the left, the more of the preview image becomes highlighted. This is because with a high sensitivity even the slightest change in a pixel is regarded as motion.</p> <p>As an alternative to using the slider, you may specify a value between 0 and 256 in the field next to the slider to control the sensitivity setting.</p>
<p><b>Motion</b></p>	<p>Adjust the <b>Motion</b> slider so that motion detection is only triggered by the required level of motion. The selected motion level is indicated by the black vertical line in the <b>Level</b> bar above the sliders. The black vertical line serves as a threshold. When motion is above (to the right of) the selected level, the bar changes color from green to red, indicating a positive motion detection.</p> <p>Alternatively, specify a value between 0 and 10000 in the field on the left to control the motion setting.</p> <p>The more you drag the slider to the left, the more positive motion detections you see because less change will be needed to trigger a positive motion detection. The number of positive motion detections may also affect the amount of video you record, the amount of notifications you receive and more.</p>

<b>Keyframe Only</b>	Select <b>Keyframe only</b> if you want motion detection to take place only on keyframes of the video stream to reduce the system resources used on motion detection.
<b>Detection interval</b>	Specify how often motion detection analysis is carried out on video from the camera. The default is every 240 milliseconds (close to once a quarter of a second). The interval is applied regardless of your cameras' frame rate settings.  Adjusting this setting can help lower the amount of system resources used on motion detection.
<b>Detection resolution</b>	Specify whether the full image or a selected percentage of the image should be analyzed. For example, by specifying 25%, every fourth pixel is analyzed instead of all pixels, reducing the system resources used but also offering less accurate motion detection.

## Privacy masking

Set the following properties for privacy masking:

<b>Enable</b>	Enable the <b>Privacy Masking</b> feature.
<b>Show grid</b>	Turn the grid on or off. Turning the grid off may provide a less obscured view of the preview image. Select areas to exclude the same way as you would when the grid is visible.  When on, the preview image is divided into small sections by a grid. To define areas which should be excluded from privacy masking, drag the mouse over the areas in the preview image while pressing the mouse button down. The left mouse button selects a grid section and the right mouse button clears a grid section. Selected areas are highlighted in red.
<b>Show privacy mask</b>	Turn the red area indicating privacy masking on or off. Turning off the red area may provide a less obscured view of the preview image.
<b>Clear</b>	Clear the privacy masking.

## Fisheye lens (properties)

Fisheye lens technology allows you to view panoramic video through an advanced fisheye lens.

To use fisheye lens technology, you must enable the technology and, in some cases, enter a special license key. If you are unsure if you need a special fisheye license key, contact your system vendor for further information.

<b>Enable fisheye lens support</b>	Select the check box to enable use of the fisheye lens technology and to be able to specify further properties.
------------------------------------	---

<p><b>ImmerVision Enables® panomorph RPL number</b></p>	<p>When you enable the panomorph support functionality, you must also select a Registered Panomorph Lens (RPL) number from the <b>ImmerVision Enables® panomorph RPL number</b> list to ensure that the lens is correctly identified and configured with the lens used with the camera. You can usually find the RPL number on the lens itself or on the box it came in.</p> <ul style="list-style-type: none"> <li>• If you want to add additional types of lenses, go to <b>File</b> and select <b>Import new lens types</b>. Locate the .xml file that contains information about the lens type and press <b>OK</b>.</li> </ul> <p>For details of ImmerVision, panomorph lenses, and RPLs, see the ImmerVision Enables website (<a href="https://www.immervisionenables.com/">https://www.immervisionenables.com/</a>).</p>
<p><b>Camera position/orientation</b></p>	<p>Choose whether the camera is mounted in the ceiling, on a wall or on ground level.</p>

## PTZ preset positions

PTZ-related properties are only available when you are dealing with a pan-tilt-zoom (PTZ) camera.

You can use PTZ preset positions for making the PTZ camera automatically go to a particular position when particular events occur, and when setting up PTZ patrolling profiles. Preset positions can also be used in clients to allow users that have been given rights (see "Configure user and group rights" on page 142) to move the PTZ camera between preset positions. Names of preset positions must contain only the characters A-Z, a-z and the digits 0-9. If you import preset positions from cameras, verify that their names do not contain other characters. If they do, change the preset position names before you import them.

Cameras that do not support multiple simultaneous video streams cannot connect to the surveillance server and the Management Application at the same time. Sony recommends that you stop (see "Start and stop services" on page 147) the Recording Server service when you configure such devices for motion detection and PTZ.

See also View video from cameras in the Management Application (see "View video from cameras in Management Application" on page 36).

<p><b>PTZ type</b></p>	<p>Your configuration options depend on the type of PTZ camera in question:</p> <p>Type 1 (stored on server): You define preset positions by moving the camera using the controls in the upper half of the window, then storing each required position on the system server. You can define up to 50 preset positions this way.</p> <p>Type 2 (imported from camera): You import preset positions which have previously been defined and stored on the PTZ camera itself through the camera's own configuration interface. The number of allowed preset positions depends on the PTZ camera and driver used.</p> <p>Type 3 (stored on camera): You define preset positions by moving the camera with the controls in the upper half of the window, then storing each required position in the camera's own memory. You can define up to 50 preset positions this way. If preset positions have already been defined for the camera, you can simply import them for use with the system.</p>
------------------------	---

<b>Import / Refresh</b>	<p>Only available when you have selected PTZ type 2 or 3. Lets you import already defined preset positions from the camera's memory for use with the system.</p> <p>If you have already imported preset positions this way, and preset positions have since then been added or changed on the camera, you can use this button to refresh the imported preset positions.</p>
<b>Add New</b>	<p>Only available when you have selected PTZ type 1. When you have move the camera to a required position using the controls in the upper half of the window, type a name for the position in the blank field, then click the button to add the position to the list of defined preset positions.</p> <p>Remember that names of preset positions must contain only the characters A-Z, a-z and the digits 0-9.</p>
<b>Set New Position</b>	<p>Only available when you have selected PTZ type 1 or 3. Lets you change an already defined preset position. In the list, select the preset position you want to change. Then move the camera to the new required position using the controls in the upper half of the window. Then click the button to overwrite the old position with the new one.</p>
<b>Delete</b>	<p>Only available when you have selected PTZ type 1 or 3. Lets you delete an already defined preset. In the list, select the preset position you want to delete, then click the button.</p> <p>Before you delete a preset position, make sure it is not used in PTZ patrolling or PTZ on event. Since the preset positions are stored on the camera, you can bring a deleted preset position back into your system by clicking the <b>Import / refresh</b> button. If you bring back a preset position this way, and you use the preset position with PTZ patrolling or PTZ on event, you must manually configure the PTZ patrolling and/or PTZ on event to use the preset position again.</p>
<b>Test</b>	<p>Try out a preset position. In the list, select the preset position you want to test, then click the button to view the camera move to the selected position.</p>
<b>PTZ control wheel</b>	<p>Move a preset position selected in the list up and down respectively. The selected preset position is moved one step per click. By moving preset positions up or down, you can control the sequence in which preset positions are presented in clients.</p>

## PTZ patrolling (properties)

Cameras that do not support multiple simultaneous video streams cannot connect to the surveillance server and the Management Application at the same time. Sony recommends that you stop (see "Start and stop services" on page 147) the Recording Server service when you configure such devices for motion detection and PTZ.

See also View video from cameras in the Management Application (see "View video from cameras in Management Application" on page 36).

You can only set PTZ-related properties for pan-tilt-zoom (PTZ) cameras. PTZ patrolling is the continuous movement of a PTZ camera between a number of preset positions. To use patrolling,

you must specify at least two preset positions for the relevant PTZ camera. To configure PTZ patrolling, select a patrolling profile in the **Patrolling profiles** list and specify relevant properties to define the exact behavior of the patrolling profile. When you have defined your patrolling profiles, remember to schedule the use of patrolling profiles. Note that if users manually operate PTZ cameras, this can override patrolling. You can specify a patrolling profile with only one preset if needed. Such a patrolling profile can be useful in two cases: for moving a PTZ camera to a specific position at a specific time, and for moving a PTZ camera to a specific position upon manual control of the PTZ camera.





## Patrolling profiles

A PTZ camera may patrol according to several different patrolling profiles. For example, a PTZ camera in a supermarket may patrol according to one patrolling profile during opening hours, and according to another patrolling profile when the supermarket is closed. You can reuse the names of patrolling profiles defined for other cameras. This allows you to use a single patrolling profile name across several PTZ cameras, and can make scheduling of PTZ patrolling much easier. Even though several PTZ cameras share a patrolling profile name, the movement between preset positions is individual for each camera.

From the **Patrolling profiles** list, select which patrolling profile to configure:

<b>Add New</b>	<p>Add a new patrolling profile to the list. When you add a new patrolling profile, you can either give it a unique name, or reuse an existing name from another PTZ camera with PTZ patrolling.</p> <p>Using several identically named patrolling profiles can be advantageous when you later configure scheduling. Example: If you have configured patrolling profiles identically named Night Patrolling on 25 different cameras, you can schedule the use of Night Patrolling on all 25 cameras in one go, even though Night Patrolling covers individual preset positions on each of the 25 cameras.</p>
<b>Delete</b>	<p>Delete an existing patrolling profile. Note that the selected patrolling profile is removed from the list without further warning.</p>

## Patrolling list

Having selected a patrolling profile in the **Patrolling profiles** list, you can specify which of the PTZ camera's preset positions to use with the selected patrolling scheme. Use the  button to copy a selected preset positions to the **Patrolling list**. To change the sequence of preset positions in the **Preset Positions** list, select a preset position, and use the  or  buttons to move the selected preset position up or down in the list. The selected preset position is moved one step per click. If you later want to remove a preset position from the Patrolling list, select the preset position in question, and click the  button.

<b>Wait time (sec.)</b>	<p>Specify the number of seconds for which the PTZ camera should stay at each preset position before it moves on to the next preset position. The default is 10 seconds. The wait time applies to all presets in the patrolling profile. The PTZ camera stays at each preset position for the same number of seconds.</p>
-------------------------	---



<b>Transition time (sec.)</b>	<p>Specify the number of seconds needed for the PTZ camera to move from one preset position to another. The default is five seconds. During this transition time, motion detection is automatically disabled, as irrelevant motion is otherwise likely to be detected while the camera moves between the preset positions. After the specified number of seconds, motion detection is automatically enabled again.</p> <p>The transition time applies to all presets in the patrolling profile. It is important that the camera can switch between any of the patrolling profile's preset positions within the number of seconds you specify. If not, the system is likely to detect false motion. Note that it takes longer for the PTZ camera to move between positions that are located physically far apart (for example from an extreme left position to an extreme right position) than between positions that are located physically close together.</p>
-------------------------------	---

## Pause PTZ patrolling

PTZ patrolling pauses automatically when users operate the camera manually as well if your system is using **PTZ on Event**. If the system detects motion, it may also pause PTZ patrolling. Pause settings are tied to the selected patrolling profile. This allows you the flexibility of having different pause settings for different patrolling profiles on the same camera.

## Pause patrolling if motion is detected

To pause PTZ patrolling when the system detects motion, so that the PTZ camera remains at the position where the system detected motion for a specified period of time, do the following:

1. Select the **Pause patrolling if motion is detected** check box.
2. Select whether the PTZ camera should resume patrolling:
  - After a certain number of seconds has passed since first detection of motion, regardless whether further motion is detectedor
  - After a certain number of seconds has passed without further detection of motion
3. Specify the number of seconds for the selected option (default is ten and five seconds respectively).
4. Unless the transition time is set to zero, the system automatically disables motion detection while the camera moves between preset positions, as the system is likely to detect irrelevant motion otherwise while the camera moves between the preset positions.

## Resume PTZ patrolling

The system automatically pauses PTZ patrolling when users operate the camera manually as well as if PTZ on Event is in use. You can specify how many seconds should pass before the system resumes regular patrolling after a manual or event-based interruption. The default is 30 seconds.

Apart from manual control, users of Network Video Management System Smart Client can also stop a selected PTZ camera's patrolling entirely. For Network Video Management System Smart Client users, the number of seconds specified in the **Patrolling settings** section therefore only applies when users manually control a PTZ camera and not when users stop a PTZ camera's patrolling

entirely. When Network Video Management System Smart Client users stop a PTZ camera's patrolling entirely, the camera's patrolling resumes only when the Network Video Management System Smart Client user selects to resume it.

## PTZ on event

PTZ-related properties are only available when you are dealing with a pan-tilt-zoom (PTZ) camera. When a PTZ camera supports preset positions (see "PTZ preset positions" on page 94), you can make the PTZ camera automatically go to a particular preset position when a particular event occurs (see "Overview of events and output" on page 100). When associating events with preset positions on a PTZ camera, you can select between **all** events defined on your system. You are not limited to selecting events defined on a particular hardware device.

Component	Requirement
<b>Event</b>	Select the relevant event.
<b>PTZ Preset Position</b>	<p>Select the relevant preset position. For this purpose, you can only use an event once per PTZ camera. However, use different events for making the PTZ camera go to the same preset position.</p> <p>Example:</p> <ul style="list-style-type: none"> <li>• Event 1 makes the PTZ camera go to preset position A</li> <li>• Event 2 makes the PTZ camera go to preset position B</li> <li>• Event 3 makes the PTZ camera go to preset position A</li> </ul>

If later you want to end the association between a particular event and a particular preset position, clear the field containing the event. After you have made the PTZ setting changes, restart services (see "Start and stop services" on page 147).

Cameras that do not support multiple simultaneous video streams cannot connect to the surveillance server and the Management Application at the same time. Sony recommends that you stop (see "Start and stop services" on page 147) the Recording Server service when you configure such devices for motion detection and PTZ.

See also View video from cameras in the Management Application (see "View video from cameras in Management Application" on page 36).

## Microphones

### About microphones

In your system, **Microphones** are typically attached to hardware devices, and therefore physically located next to cameras. Operators, with the necessary rights, can listen to recordings through Network Video Management System Smart Client if the computer running Network Video Management System Smart Client has speakers attached. You manage microphones on your system, meaning you can always manage the microphones attached to cameras, **not** microphones attached to Network Video Management System Smart Client operators' computers.

If you have added more microphones to your system than you need, you can hide the ones you do not need by right-clicking the relevant microphone or speaker and select **Hide**. If you need the

hidden microphone again, you can right-click the overall microphone icon and select **Show Hidden Items**.

## Configure microphones or speakers

1. Expand **Advanced Configuration > Hardware Devices**, and expand the hardware device to which the relevant microphone or speaker is attached.
2. Right-click the relevant microphone or speaker, and select **Properties**.
3. Specify properties (see "Speaker properties" on page 59) as required.

Configuration of microphones and speakers in your system is very basic. You control volume settings and similar settings on the microphone or speaker units themselves.

## Show or hide microphones or speakers

If you have added more microphones or speakers to your system than you need, you can hide the ones you do not need by right-clicking the relevant microphone or speaker and select **Hide**. If you need the hidden microphone/speaker again, you can right-click the overall microphone or speaker icon and select **Show Hidden Items**.

## Microphone (properties)

When you configure video and recording (see "About video and recording configuration" on page 62) for specific cameras, you can determine when to record audio. Your choice applies for all cameras on your system.

### Microphone properties

<b>Enabled</b>	Microphones are by default enabled, meaning that they can transfer audio to your system. If needed, you can disable an individual microphone, in which case no audio is transferred from the microphone to your system.
<b>Name</b>	The name as it appears in the Management Application as well as in clients. You can overwrite the existing name with a new one. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]

On some hardware devices, you can also enable/disable audio on the hardware device itself, typically through the hardware device's own configuration web page. If audio on a hardware device does not work after enabling it in the Management Application, you should verify if the problem exists because audio is disabled on the hardware device itself.

### Recording settings

<b>Always</b>	Always record audio on all applicable cameras.
<b>Follow video</b>	Recording audio only when video is recorded from a camera that has a microphone attached.

<b>Never</b>	Never record audio on any cameras. Note that even though the system never records audio, you can still listen to live audio in Network Video Management System Smart Client.
--------------	--

## Events and output

### About input and output

**Hardware input**, such as door sensors, can be attached to input ports on hardware devices. Input from such external hardware input units can be used for generating events in your system.

**Hardware output** units can be attached to output ports on many hardware devices, allowing you to activate lights, sirens, and more from your system. Such hardware output can be activated automatically by events, or manually from clients.

Before you specify use of hardware input and hardware output units on a hardware device, verify the hardware device recognized the sensor operation. Most hardware devices are capable of showing this in their configuration interfaces, or via CGI script commands. Also check the system's release notes to verify that the hardware device and firmware used supports input and output-controlled operations.

You do not have to configure hardware input units separately. Any hardware input units connected to hardware devices are automatically detected when you add the hardware devices to your system. The same goes for hardware output, but hardware output does require some simple configuration in your system.

If you want to **configure hardware output** and **automatically trigger output when events occur**, so that, for example, lights are switched on when a door is opened or when motion is detected in video, see Add a hardware output (on page 103) and Configure hardware output on event (on page 105).

### About events and output

You can use events and output of various types to automatically trigger actions in your system. Examples of actions: starting or stopping recording on cameras, switching to a particular video frame rate, triggering notifications, making PTZ cameras move to specific preset positions. You can also use events for activating hardware output. You can also configure events and output to generate alarms.

Events can be divided in to:

- **Internal events (system-related):** for example, motion, server responding/not responding, archiving problems and lack of disk space.
- **External events (integrated):** for example, plug-in events.

## Overview of events and output

### Types of events:

Name	Description
<b>Analytics events:</b>	<p>You can use analytics events as alarms and integrate seamlessly with the Alarms feature.</p> <p>Analytics events are typically data received from external third-party video content analysis (VCA) providers. An example of a VCA-based system could be an access control system.</p>
<b>Hardware input events:</b>	<p>Hardware input, such as door sensors, can be attached to input ports on hardware devices. Input from such external hardware input units can be used for generating events in the system.</p> <p>Events based on input from hardware input units attached to hardware devices are called hardware input events.</p> <p>Some hardware devices have their own capabilities for detecting motion, for detecting moving and/or static objects and more (configured in the hardware devices' own software, typically by accessing a browser-based configuration interface on the hardware device's IP address.) When this is the case, your system considers such detections as input from the hardware, and you can use such detections as input events as well.</p> <p>Lastly, hardware input events can be based on the system detecting motion in video from a camera, based on motion detection settings in the system.</p> <p>This type of hardware input events is also called system motion detection events or VMD (Video Motion Detection) events. In earlier versions of the surveillance system, VMD events were an event type of their own. They are now considered a type of hardware input event.</p>
<b>Hardware output:</b>	<p>Hardware output units can be attached to output ports on many hardware devices, allowing you to activate lights, sirens, and more from the system. Such hardware output can be activated automatically by events, or manually from clients.</p>

Name	Description
<b>Manual events:</b>	<p>Events may be generated manually by the users selecting them in their clients. These events are called manual events.</p> <p>Manual events can be of the type <b>Global events</b> or <b>Timer events</b>:</p> <p>Global events apply to all hardware whereas timer events are separate events, triggered by the hardware input event, manual event or generic event under which they are defined. Timer events occur a specified number of seconds or minutes after the event, under which they are defined, has occurred. Timer events may be used for a wide variety of purposes, typically for stopping previously triggered actions.</p> <p><b>Example:</b></p> <p>A camera starts recording based on a hardware input event, for example when a door is opened. A timer event stops the recording after 15 seconds.</p>
<b>Generic events:</b>	<p>Input may also be received in the form of TCP or UDP data packages, which the system can analyze, and—if they match specified criteria—use to generate events. Such events are called generic events.</p>
<b>Output control on event:</b>	<p>Hardware output can be activated automatically when events occur. For example, when a door is opened (hardware input event), lights are switched on (hardware output).</p> <p>When you configure the output control, you can select between all output and events defined in the system. You are not limited to selecting output or events defined on particular hardware devices. You can use a single event for activating more than one output.</p>

Before you configure events of any type, **configure general event handling**, such as which ports the system should use for event data. Normally, you can just use the default values, but it is a good idea to verify that your organization is not already using the ports for other purposes. See Configure general event handling (on page 106).

Before you specify use of hardware input and hardware output units on a hardware device, verify that sensor operation is recognized by the hardware device. Most hardware devices are capable of showing this in their configuration interfaces, or via CGI script commands. Also check the surveillance system's release notes to verify that input and output controlled operations are supported for the hardware device and firmware used. If you are using several servers in a master/slave setup, input and output on a specific hardware device should be defined on one of the servers only. Do not define the same input or output on the same hardware device on several servers.

You do not have to configure hardware input units separately. Any hardware input units connected to hardware devices are automatically detected when you add the hardware devices to the system. The same goes for hardware output, but hardware output does require some simple configuration in the system.

If you want to **configure hardware output** and **automatically trigger output when events occur**, so that, for example, lights are switched on when a door is opened or when motion is detected in video, see Add a hardware output (on page 103) and Configure hardware output on event (on page 105).

When you are ready to **configure events**, see Add a hardware input event (on page 103), Add a generic event (on page 105), and Add a manual event (on page 104). If you want to use timer events with your other events, see Add a timer event (on page 105).

### Add an analytics event

To add an analytics event, do the following:

1. Expand **Events and Output**, right-click **Analytics Events** and select **Create New**.
2. Specify required properties. Click **OK**.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

### Add a hardware input event

With hardware input events, you can turn input received from input units attached to hardware devices into events (see "Overview of events and output" on page 100) in your system.

Before you specify input for a hardware device, verify the hardware device recognizes sensor operation. Most hardware devices can show this in their configuration interfaces, or via CGI script commands. Also check the release notes to verify that input-controlled operation is supported for the hardware device and firmware used.

To add and/or configure a hardware input event, do the following:

1. Expand **Advanced Configuration > Events and Output**. Right-click **Hardware Input Events > Enable New Input Event**.
2. In the **Hardware Input Event Properties** window's list of hardware devices, expand the relevant hardware device to see a list of pre-defined hardware input.
3. Select the required types of input to use them as events. The types of input often vary from camera to camera. If motion detection (see "Motion detection & exclude regions" on page 91) is enabled in the system for the relevant camera, note the input type **System Motion Detection**, which lets you turn detected motion in the camera's video stream into an event.

Note that some types of input are mutually exclusive. When you select one type of input, you may therefore note that other types of input become unavailable for selection.

4. For each selected type of input, select required properties (see "Hardware input event" on page 110). When ready, click **OK**, or click the **Add button** to add a timer event (on page 105) to the event you have just created.
5. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

### Add a hardware output

With hardware output, you can add external output units, such as lights, sirens and door openers, to your system. Once added, output can be activated automatically by events (see "Overview of events and output" on page 100) or detected motion, or manually by client users.

Before you specify output, verify that sensor operation is recognized by the hardware device with which you are going to use the output. Most hardware devices are capable of showing this in their

configuration interfaces, or via CGI script commands. Also check the release notes to verify that output-controlled operation is supported for the hardware device and firmware used.

To add a hardware output event, do the following:

1. Expand **Advanced Configuration > Events and Output**. Right-click **Hardware Output > Add New Output**.
2. In the **Hardware Output Properties** window's list of hardware devices, select the relevant hardware device, and click the **Add** button below the list.
3. Specify required properties (see "Hardware input event" on page 110).
4. Click **OK**.
5. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

## Add a manual event

With manual events, your users with required rights (see "Configure user and group rights" on page 142) can trigger events manually from their clients. Manual events can be global (shared by all cameras) or tied to a particular camera (only available when the camera is selected). You can use manual events for a wide variety of purposes, for example:

- As start and stop events for use when scheduling cameras' online periods (see "Online period" on page 125). For example, you can make a camera start or stop transferring video to the surveillance system based on a manual event.
- As start and stop events for controlling other camera settings. For example, you can make a camera use a higher frame rate based on a manual event or you can use a manual event for triggering PTZ on event (on page 98).
- For triggering output. Particular output can be associated (see "Configure hardware output on event" on page 105) with manual events.
- For triggering event-based notifications (see "About notifications" on page 131).
- In combinations. For example, a manual event could make a camera start transferring video to the surveillance system while an output is triggered and an e-mail notification is sent to relevant people.

To add a manual event, do the following:

1. Expand **Advanced Configuration > Events and Output**. Right-click **Manual Events > Add New Manual Event**
2. In the list in the left side of the Manual Event Properties, select global or a camera as required.
3. Click the **add** button and specify required properties (see "Hardware input event" on page 110). When ready, click **OK**, or click the **Add** button again to add a timer event (on page 105) to the event you have just created.
4. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.



## Add a generic event

Your system can analyze received TCP and/or UDP data packages, and automatically trigger events (see "Overview of events and output" on page 100) when specified criteria are met. This way, you can easily integrate your surveillance system with a range of external sources, for example access control systems and alarm systems.

1. Expand **Advanced Configuration**, then expand **Events and Output**. Right-click **Generic Events > Properties**.
2. In the **Generic Event Properties** window, click the **Add** button, and specify the relevant properties. For more information, see Generic event (on page 113).
3. To add a timer event to the generic event, click the **Add** button.
4. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

## Add a timer event

Timer events are separate events (see "Overview of events and output" on page 100), triggered by the type of event under which they are defined. Timer events occur a specified number of seconds or minutes after the event under which they are defined has occurred. Timer events may be used for a wide variety of purposes, typically for stopping previously triggered actions. Examples:

- A camera starts recording based on a hardware input event, for example when a door is opened. A timer event stops the recording after 15 seconds
- Lights are switched on and a camera starts recording based on a manual event. A timer event stops the recording after one minute, and another timer event switches the lights off after two minutes

To add a timer event, select any event you have previously configured, click the **Add** button, and specify required properties (see "Timer event" on page 113). Your system comes with two simple schedule profiles, **Always on** and **Always off**, which you cannot edit or delete. If these do not meet your needs, you can create any number of customized schedule profiles for each camera. You can reuse a customized schedule profile for more than one purpose if you want to. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

**Tip:** You can add as many timer events as required under an event. This way, you can, for example, make one timer event trigger something 10 seconds after the main event, another timer event trigger something else 30 seconds after the main event, and a third timer event trigger something else 2 minutes after the main event.

## Configure hardware output on event

Once you have added hardware output (see "Add a hardware output" on page 103), such as lights, sirens, door openers and more, you can associate the hardware output with events (see "Overview of events and output" on page 100). This way, particular hardware output can be activated automatically when events occur. Example: When a door is opened (hardware input event), lights are switched on (hardware output).

When making the associations, you can select between **all** output and events defined on your surveillance system server. You are not limited to selecting output or events defined on particular hardware devices.

1. Expand **Advanced Configuration**, then expand **Events and Output**. Right-click **Output Control on Event** and select **Properties**.
2. Fill in the relevant properties (see "Output control on event (Events and Output-specific properties)" on page 117). Click **OK**.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

You can use a single event for activating more than one output. You cannot delete associations, but you can change your selections or select **None** in both columns as required.

Note: If you have not yet defined any suitable event or output, you can quickly do it: Use the **Configure events** list and/or **Configure Output...** button, located below the list of associations.

## Configure general event handling

Before configuring events of any type, configure general event handling, such as which ports your system should use for event data. Normally, you can just use the default values, but it is a good idea to verify that your organization is not already using the ports for other purposes.

1. Expand **Advanced Configuration**, right-click **Events and Output**, and select **Properties**.
2. Specify required properties (see "Ports and polling" on page 108). Your system comes with two simple schedule profiles, **Always on** and **Always off**, which you cannot edit or delete. If these do not meet your needs, you can create any number of customized schedule profiles for each camera. You can reuse a customized schedule profile for more than one purpose if you want to.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

## Generate alarms based on analytics events

Generating alarms based on analytics events is normally a three-step process:

1. Enable the analytics events feature and set up its security. A list of allowed addresses can be used to control who can send event data to the system and on which port the server listens.
2. Create the analytics event, possibly with a description of the event, and test it.
3. Use the analytics event as the source of an alarm definition (see "Alarms definition" on page 169).

As mentioned, a third-party VCA is most often required for supplying data to your system. Which VCA tool to use is entirely up to you, as long as the data supplied by the tool adheres to the applied formatting rules described in the Sony Analytics Events Developers Manual. For more information, contact Sony.

## Test a generic event

If you have added a generic event, a quick and easy way to test your generic event is to first set up an event notification and then use **Telnet** to send a small amount of data that triggers the generic event and the event notification.

Telnet is installed by default on older versions of Windows. For more information, see [https://technet.microsoft.com/en-us/library/cc771275\(v=ws.10\).aspx](https://technet.microsoft.com/en-us/library/cc771275(v=ws.10).aspx) ([https://technet.microsoft.com/en-us/library/cc771275\(v=ws.10\).aspx](https://technet.microsoft.com/en-us/library/cc771275(v=ws.10).aspx)).

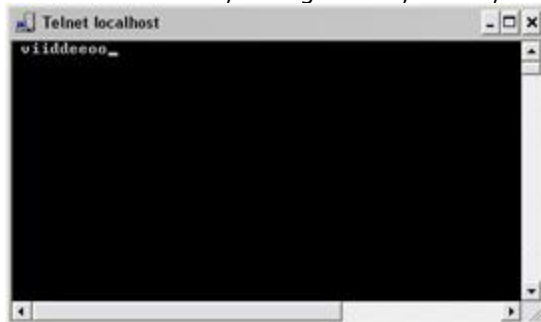
For this example, we have created a generic event called **Video**. The generic event specifies that if the term **video** appears in a received TCP data package, this should trigger the generic event. Your generic event may be different, but you can still use these principles:

1. Expand **Advanced Configurations**, then expand **Cameras and Storage Information**, right-click a camera that you have access to in Network Video Management System Smart Client, and select **Properties**.
2. Select **Event Notification** and then the required generic event. Make sure that your generic event is the only event appearing in the **Selected Events** list while you are performing the test, otherwise you cannot be sure that it is your generic event that triggers the event notification. Once you are done testing, you can move any temporarily removed events back to the **Selected Events** list.
3. Save your configuration changes by clicking the **Save Configuration** button in the Management Application toolbar.
4. Make sure the Recording Server service is running. Also make sure that the camera that you configured the event notification for is displayed and that you have camera title bars enabled in Network Video Management System Smart Client, so you can see the yellow event indicator.
5. Run Telnet and type the following in the
6. In Windows' **Start** menu, select **Run**, and type the following in the **Open** field:
  - If you are performing the test on the system server itself: `telnet localhost 1234`
  - If you are performing the test from a remote computer: Substitute **localhost** with the IP address of your system's server. Example: If the IP address of the surveillance system server is 123.123.123.123, type: `telnet 123.123.123.123 1234`


This opens a **Telnet** window.

In the above examples, the number **1234** indicates the port on which the system server listens for generic events. Port 1234 is the default port for this purpose, but you can change this by specifying another port number as part of the general event handling configuration (see "Configure general event handling" on page 106). If you have changed the alert and generic event port number on your system, type your system's alert and generic event port number instead of **1234**.

7. In the **Telnet** window, type the terms (**event substring**) required to trigger your generic event. In our case, a single term, **video**, is required:



While you type in the Telnet window, you may experience an echo. This is the server repeating some or all of the characters it receives. It does not have any impact as long as you are sure you type the relevant characters.

8. Close the **Telnet** window . You must close the window, since your input is not sent to the surveillance system until you close the window.
9. Go to Network Video Management System Smart Client. If the yellow event indicator lights up for the relevant camera, your generic event works as intended.

**Important:** You can enter up to 128 characters for your generic event. The system disregards any extra characters you may enter once you have passed 128 characters.

## General event properties

### Ports and polling

In the **General Event Properties** window you can specify network settings to be used in connection with event handling.

<b>Alert and generic event port</b>	Specify port number to use for handling events. Default port is port 1234.
<b>SMTP event port</b>	Specify the port number to use for sending event information from hardware devices to the system via SMTP. The default port is port 25.
<b>FTP event port</b>	The port to use for FTP communication with the hardware device. The default port is port 21.
<b>Polling interval [1/10] second</b>	<p>For a small number of hardware devices, primarily dedicated input/output devices (see "About dedicated input/output devices" on page 56), the system must regularly check the state of the hardware devices' input ports in order to detect input. Such state checking at regular intervals is called polling.</p> <p>You can specify (in tenths of a second) the interval between state checks. Default value is 10 tenths of a second (that is one second). For dedicated input/output devices, it is highly recommended that the polling frequency is set to the lowest possible value (one tenth of a second between state checks).</p> <p>For information about which hardware devices require polling, see the release notes.</p>

## Events and output properties

### Test an analytics event

After you create an analytics event, you can test the requirements (see "Test Analytics Event (properties)" on page 109), for example that the analytics events feature has been enabled in Management Application.

1. Select an existing analytics event.

- In the properties, click the **Test Event** button. A window appears that shows all the possible sources of events. Select the source of your test event, for example a camera. The window is closed and a new window appears that goes through four conditions that must be fulfilled for the analytics event to work.

As an additional test, in Network Video Management System Smart Client you can verify that the analytics event was sent to the event server. To do this, open Network Video Management System Smart Client and view the event in the **Alarm Manager** tab.



## See also

About analytics events

## Test Analytics Event (properties)

When you test the requirements of an analytics event, a window appears that checks four conditions and provides possible error descriptions and solutions.

Condition	Description	Error messages and solutions
<b>Changes saved</b>	If the event is new, is it saved? Or if there are changes to the event name, are these changes saved?	<b>Save changes before testing analytics event.</b> Solution/Explanation: Save changes.
<b>Analytics Events enabled</b>	Is the Analytics Event feature enabled?	<b>Analytics events have not been enabled.</b> Solution/Explanation: Enable the Analytics Events feature. To do this, click <b>Tools &gt; Options &gt; Analytics Events</b> and select the <b>Enabled</b> check box.
<b>Address allowed</b>	Is the IP address/host name of the machine sending the event(s) allowed (listed on the analytics events address list)?	<b>The local host name must be added as allowed address for the Analytics Event service.</b> Solution/Explanation: Add your machine to the analytics events address list of allowed IP addresses or host names. <b>Error resolving the local host name.</b> Solution/Explanation: The IP address or host name of the machine cannot be found or is invalid.
<b>Send analytics event</b>	Did sending a test event to the Event Server succeed?	See table below.

Each step is marked by either failed:  or successful: .

Error messages and solutions for the condition **Send analytics event**:

<b>Event server not found</b>	Unable to find the event server on the list of registered services.
<b>Error connecting to event server</b>	Unable to connect to the event server on the stated port. The error occurs most likely because of network problems, or the event server service has stopped.

<b>Error sending analytics event</b>	The connection to the event server is established, but the event cannot be sent. The error most likely occurs because of network problems, for example a time out.
<b>Error receiving response from event server</b>	The event has been sent to the event server, but no reply received. The error most likely occurs because of network problems or a port that is busy. See the event server log, typically located at <i>ProgramData\Sony\Network VMS Event Server\logs</i> .
<b>Analytics event unknown by event server</b>	The event server service does not know the event. The error most likely occurs because the event or changes to the event have not been saved.
<b>Invalid analytics event received by event server</b>	The event format is incorrect.
<b>Sender unauthorized by event server</b>	Most likely your machine is not on the list of allowed IP addresses or hostnames.
<b>Internal error in event server.</b>	Event server error. See the event server log, typically located at <i>ProgramData\Sony\Network VMS Event Server\logs</i> .
<b>Invalid response received from Event server</b>	The response is invalid. Possibly the port is busy or there are network problems. See the event server log, typically located at <i>ProgramData\Sony\Network VMS Event Server\logs</i> .
<b>Unknown response from event server</b>	The response is valid, but not understood. The error occurs possibly because of network problems, or the port is busy. See the event server log, typically located at <i>ProgramData\Sony\Network VMS Event Server\logs</i> .
<b>Unexpected error</b>	Please contact Sony support for help.

## Hardware input event

When you add hardware input events (see "Add a hardware input event" on page 103), properties may depend on the selected type of input:

<b>Enable</b>	Select the check box to use selected type of input as an event in the system, and specify further properties.
<b>Event name</b>	Specify a name. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ] Some cameras only support event names of a certain length and/or with a certain structure. Refer to the camera's documentation for exact details.

<b>Images from camera</b>	<p>Only relevant if you use pre- and post-alarm images in your system. This functionality is only available for selected cameras and enables the sending of images from immediately before an event took place from the camera to the surveillance system via email.</p> <p>Note pre- and post-alarm images are not the same as the pre- and post-recording feature (see "Recording" on page 86) particular to your system.</p>
<b>Number of pre-alarm images</b>	<p>Specify the relevant number of pre-alarm images. The allowed number of images may differ from camera to camera. The allowed range is shown to the right of the field.</p> <p>This is only relevant if you are using pre-alarm images which is a feature that is available for selected cameras only.</p>
<b>Frames per second</b>	<p>Only relevant if using pre-alarm images, a feature available for selected cameras only. Specify required frame rate. Used in combination with the Number of pre-alarm images field, this field indirectly allows you to control how long before the event you want to receive pre-alarm images from.</p>
<b>Send e-mail if this event occurs</b>	<p>Only available if email notifications (see "Configure email notifications" on page 131) are enabled. Select if the system should automatically send an email when the event occurs. Recipients are defined as part of the email notification configuration. When using email notifications, remember the individual cameras' scheduling.</p>
<b>Attach image from camera</b>	<p>Only available if e-mail notification (see "Configure email notifications" on page 131) is enabled. Select to include an image, recorded at the time the event is triggered, in the e-mail notification, then select the relevant camera in the list next to the check box.</p>
<b>Delete</b>	<p>Delete a selected event.</p>
<b>Add</b>	<p>When a specific hardware input event is selected, clicking Add adds a timer event (see "Add a timer event" on page 105) to the selected hardware input event.</p>
<b>Send SMS if this event occurs</b>	<p>Select if the system should automatically send an SMS when the event occurs. You define the recipients of the SMS notifications as part of the SMS notification configuration. When you use SMS notifications, remember that you may have set individual camera scheduling.</p> <p>The setting is only available if you have enabled SMS notifications.</p>

## Hardware output

When you add hardware output (see "Add a hardware output" on page 103), specify the following properties:

<p><b>Output name</b></p>	<p>Specify a name.</p> <p>If you are going to make the hardware output available for manual activation in clients, this is the name that client users will see.</p> <p>Names must be unique, and must not contain any of these special characters: &lt; &gt; &amp; ' " \ / : * ?   [ ]</p> <p>Some cameras only support event names of a certain length and/or with a certain structure. See the documentation for the relevant camera for exact information.</p>
<p><b>Output connected to</b></p>	<p>Select which of the hardware device's output ports the output is connected to. Many hardware devices only have a single output port; in that case simply select <b>Output 1</b>.</p>
<p><b>Keep output for</b></p>	<p>Specify the amount of time for which the output should be applied. Specify the relevant amount of time in either 1/10 seconds or seconds.</p> <p>Some hardware devices are only able to apply output for a relatively short time, for example for up to five seconds. See the documentation for the relevant hardware device for exact information.</p>

To verify that your hardware output works, click the **Test Output** button.

## Manual event

When you add manual events (see "Add a manual event" on page 104), specify the following properties:

<p><b>[List of defined global events and cameras]</b></p>	<p>Contains a Global node and a list of all defined cameras. You can configure as many manual events as required, no matter whether they are global or camera-specific. A + sign next to the Global node indicates that one or more global manual events have already been configured. A + sign next to a camera indicates that one or more manual events have already been configured for that camera.</p>
<p><b>Event name</b></p>	<p>Specify a name. Names must be unique, and must not contain any of these special characters: &lt; &gt; &amp; ' " \ / : * ?   [ ]</p> <p>Some cameras only support event names of a certain length and/or with a certain structure. Refer to the camera's documentation for exact details.</p>
<p><b>Send e-mail if this event occurs</b></p>	<p>Only available if email notifications (see "Configure email notifications" on page 131) are enabled. Select if the system should automatically send an email when the event occurs. Recipients are defined as part of the email notification configuration. When using email notifications, remember the individual cameras' scheduling.</p>



<b>Attach image from camera</b>	Only available if e-mail notification (see "Configure email notifications" on page 131) is enabled. Select to include an image, recorded at the time the event is triggered, in the e-mail notification, then select the relevant camera in the list next to the check box.
<b>Delete</b>	Delete a selected event.
<b>Add</b>	Add a new event. When <b>Global</b> or a specific camera is selected, clicking <b>Add</b> adds a new manual event. When a specific manual event is selected, clicking <b>Add</b> adds a timer event (see "Add a timer event" on page 105) to the selected manual event.
<b>Send SMS if this event occurs</b>	Select if the system should automatically send an SMS when the event occurs. You define the recipients of the SMS notifications as part of the SMS notification configuration. When you use SMS notifications, remember that you may have set individual camera scheduling.  The setting is only available if you have enabled SMS notifications.

## Timer event

When you add timer events (see "Add a timer event" on page 105), specify the following properties:

<b>Timer event name</b>	Specify a name. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]  Some cameras only support event names of a certain length and/or with a certain structure. See the camera's documentation for exact details.
<b>Timer event occurs after</b>	Specify the amount of time that should pass between the main event occurring and the timer event (in seconds or minutes).

## Generic event

When you add generic events (see "Test a generic event" on page 106), specify the following properties:

<b>Event name</b>	Specify a name. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]  Some cameras only support event names of a certain length and/or with a certain structure. Refer to the camera's documentation for exact details.
<b>Event port</b>	Read-only field displaying the port number on which your system listens for generic events (default is port 1234). You can change the port number as part of the general event handling configuration (see "Configure general event handling" on page 106).

**Event substring**

Specify the individual items for which your system should look out for when analyzing data packages. Specify one or more terms, then click the **Add** button to add the specified term(s) to the Event message expression field, the content of which is used for the actual analysis. Examples:

- **Single term:** User001 (when added to the Event message expression field, the term appears as "User001")
- **Several terms as one item:** User001 Door053 Sunday (when added to the Event message expression field, the terms appear as " User001 Door053 Sunday")

When you add several terms as one item (appearing as, for example, " User001 Door053 Sunday" in the Event message expression field), everything between the quotation marks must appear together in the package, in the specified sequence, in order to match your criterion. If the terms must appear in the package, but not necessarily in any exact sequence, add the terms one by one (they appear as "User001" "Door053" "Sunday" in the **Event** message expression field).

TCP and UDP packages used for generic events can contain special characters such as @, #, +, 兼~ and more within the text string to be analyzed.

<p><b>Event message expression</b></p>	<p>Displays the string which will be used for the actual package analysis. The field is not directly editable. However, you can position the cursor inside the field in order to determine where a new item should be included when you click the Add button or one of the parenthesis or operator buttons described in the following. Likewise, you can position the cursor inside the field in order to determine where an item should be removed when clicking the Remove button: The item immediately to the left of the cursor will be removed when you click the Remove button.</p> <ul style="list-style-type: none"> <li>• <b>(:</b> Lets you add a start parenthesis character to the Event message expression field. Parentheses can be used to ensure that related terms are processed together as a logical unit; in other words, they can be used to force a certain processing order in the analysis. Example: If using ("User001" OR "Door053") AND "Sunday", the two terms inside the parenthesis will be processed first, then the result will be combined with the last part of the string. In other words, the system first looks for any packages containing either of the terms User001 or Door053, then it takes the results and run through them in order to see which packages also contain the term Sunday.</li> <li>• <b>)</b>: Lets you add an end parenthesis character to the Event message expression field.</li> <li>• <b>AND:</b> Lets you add an AND operator to the Event message expression field. With an AND operator, you specify that the terms on both sides of the AND operator must be present. Example: If using User001 AND Door053 AND Sunday, the term User001 as well as the term Door053 as well as the term Sunday must be present in order for the criterion to be met. It is not enough for only one or two of the terms to be present. As a rule of thumb, the more terms you combine with AND, the fewer results you retrieve:</li> <li>• <b>OR:</b> Lets you add an OR operator to the Event message expression field. With an OR operator, you specify that either one or another term must be present. Example: If using User001 OR Door053 OR Sunday, the term User001 or the term Door053 or the term Sunday must be present in order for the criterion to be met. The criterion is satisfied even if only one of the terms is present. As a rule of thumb, the more terms you combine with OR, the more results you will retrieve:</li> <li>• <b>Remove:</b> Lets you remove the item immediately to the left of a cursor positioned in the Event message expression field. If you have not positioned the cursor in the Event message expression field, the last item in the field will be removed.</li> </ul>
--	--

<p><b>Event priority</b></p>	<p>The same data package may be analyzed for different events. The ability to assign a priority to each event lets you manage which event should be triggered if a received package matches the criteria for several events. The priority must be specified as a number between 0 (lowest priority) and 1000 (highest priority). When the system receives a TCP and/or UDP package, analysis of the packet starts with analysis for the event with the highest priority. This way, when a package matches the criteria for several events, only the event with the highest priority will be triggered. If a package matches the criteria for several events with an identical priority, for example two events with a priority of 999, all events with the priority in question are triggered.</p>
<p><b>Event protocol</b></p>	<p>Select which protocol the system should listen for in order to detect the event:</p> <ul style="list-style-type: none"> <li>• <b>Any:</b> Listen for/analyze packages using TCP as well as UDP protocol.</li> <li>• <b>TCP:</b> Listen for/analyze packages using TCP protocol only.</li> <li>• <b>UDP:</b> Listen for/analyze packages using UDP protocol only.</li> </ul>
<p><b>Event rule type</b></p>	<p>Select how particular your system should be when analyzing received data packages:</p> <ul style="list-style-type: none"> <li>• <b>Search:</b> In order for the event to occur, the received package must contain the message specified in the Event message expression field, but may also have more content. <b>Example:</b> If you have specified that the received package should contain the terms "User001" and "Door053", the event is triggered if the received package contains the terms "User001" and "Door053" and "Sunday" since your two required terms are contained in the received package.</li> <li>• <b>Match:</b> In order for the event to occur, the received package must contain exactly the message specified in the <b>Event</b> message expression field, and nothing else.</li> </ul>
<p><b>Send e-mail if this event occurs</b></p>	<p>Only available if email notifications (see "Configure email notifications" on page 131) are enabled. Select if the system should automatically send an email when the event occurs. Recipients are defined as part of the email notification configuration. When using email notifications, remember the individual cameras' scheduling.</p>
<p><b>Attach image from camera</b></p>	<p>Only available if e-mail notification (see "Configure email notifications" on page 131) is enabled. Select to include an image, recorded at the time the event is triggered, in the e-mail notification, then select the relevant camera in the list next to the check box.</p>
<p><b>Send SMS if this event occurs</b></p>	<p>Select if the system should automatically send an SMS when the event occurs. You define the recipients of the SMS notifications as part of the SMS notification configuration. When you use SMS notifications, remember that you may have set individual camera scheduling.</p> <p>The setting is only available if you have enabled SMS notifications.</p>

<b>Delete</b>	Delete a selected event.
<b>Add</b>	Add a new event. When the <b>Generic Events</b> node is selected, clicking <b>Add</b> will add a new generic event. When a specific generic event is selected, clicking <b>Add</b> will add a timer event (on page 105) to the selected generic event.

## Output control on event (Events and Output-specific properties)

When you add output controls on events (see "Configure hardware output on event" on page 105), specify the following properties:

<b>Event</b>	Select the required event.
<b>Output</b>	Select the relevant output event.

# Scheduling and archiving

## About scheduling

The scheduling feature lets you specify:

- When you want to archive
- That some cameras transfer video to your system at all times
- That some cameras transfer video only within specific periods of time or when specific events occur
- When you want to receive notifications from the system

You can set up general scheduling properties for all your cameras or individual properties per camera. You can set up when:

- One or more cameras should be online and transfer video to your system.
- One of more cameras should use speedup and use a higher than normal frame rate.
- You want to receive any notifications regarding one or more cameras.
- Archiving takes place.
- PTZ cameras should patrol, and according to which patrolling profile.

## About archiving

Archiving is an integrated and automated feature with which recordings are moved to free up space for new recordings. By default, recordings are stored in the database for each camera. The database for each camera can contain a maximum of 600,000 records or 40 GB. Your system automatically archives recordings if a camera's database becomes full. Consequently, having sufficient archiving space is important.

You do not have to do anything to enable archiving. Archiving runs in the background and is automatically enabled and carried out from the moment your system is installed. The most recent recordings are saved on a local storage in order to prevent network-related problems in the saving process.

The default settings for your system is to perform archiving once a day, or if your database becomes full. You can change the settings for when and how often archiving takes place in the Management Application. You can also schedule archiving up to 24 times a day, with a minimum of one hour between each one. This way, you can pro-actively archive recordings, so databases never become full. The more you expect to record, the more often you should archive.

You can also change the retention time, which is the total amount of time you want to keep recordings from a camera (recordings in the camera's database as well as any archived recordings) under the properties of the individual camera.

Your system automatically archives recordings if a camera's database becomes full. You only specify **one** time limit (the retention time) as part of the general **Recording and Archiving** paths properties. Note that retention time determines when archiving takes place. Retention time is the total amount of time for which you want to keep recordings from a camera (that is recordings in the camera's database as well as any archived recordings).

### Backup of archives

Sony does not recommend that you create backups based on the content of camera databases as it may cause sharing violations or other malfunctions. Instead, create backups based on the content of archives. If you have not specified separate archiving locations for separate cameras, you could back up the default local archiving directory, **Archives**.

**Important:** When you schedule a backup, make sure the backup job does not overlap with any scheduled archiving times.

### If archiving fails

Under rare circumstances, archiving may fail, for example due to network problems. However, this does not pose a threat in your system. The system creates a new database and continues archiving in this new database. You can work with and view both this new database and the old one like any other databases.

### About archiving locations

The default archiving folder (see "Default File Paths" on page 177) (C:\MediaDatabase) is located on the system server. You can change the default archiving folder to any other location locally. In the archiving folder, separate subfolders for storing archives for each camera are automatically created. These subfolders are named after the MAC address of the hardware device to which the camera is connected.

Because you can keep archives spanning many days of recordings and archiving may take place several times per day, further subfolders, named with the archiving date and time, are also automatically created.

The subfolders are named according to the following structure:

```
... \Archives \CameraMACAddress_VideoEncoderChannel \DateAndTime
```

If the video encoder does not have several channels, the video encoder channel will always be **\_1** (example: 00408c51e181\_1).

**Example:** an archiving at 23.15 on 31st December 2012 for a camera with the MAC address 00408c51e181 attached to channel 2 would be stored:

```
C:\MediaDatabase\Archives\00408c51e181_2\2012-12-31-23-15
```

## About dynamic archive paths

With dynamic archiving paths, you specify a number of different archiving paths, usually across several drives. Sony recommends using dynamic paths (see "Configure storage wizard" on page 43), which also is the default setting when you configure cameras through the Configure video & recording wizard.

If the path containing the camera's database is on one of the drives you have selected for dynamic archiving, your system always tries to archive to that drive first. If not, your system automatically archives to the archiving drive with the most available space at any time, provided a camera database is not using that drive.

The drive that has the most available space may change during the archiving process, and archiving may happen to several archiving drives during the same process. This does not have impact on how users find and view archived recordings.

Dynamic archiving paths are general for all your cameras. You cannot configure dynamic archiving paths for individual cameras.

When deciding which drives to use for dynamic archiving, consider the pros and cons in the following examples (in which we assume that the default archiving path is on drive C:—drive letters are examples only, different drive letters may of course be used in your organization):

- **Camera records to drive C: and archives to drive C:**

If the path containing the camera's database is on one of the drives you have selected for dynamic archiving, your system tries to archive to that drive first. Archiving takes place quickly, but may also fill up the drive with data fairly quickly.

- **Camera records to drive C: and archives to drive D:**

Recordings and archives are on separate drives. Archiving takes place less quickly. Your system will first temporarily store the archive in the local default archiving directory on C:, then immediately move the archive to the archiving location on D:. Therefore, you need sufficient space to accommodate the temporary archive on C:.

- **Camera 1 records to drive C: and archives to drive D: while Camera 2 records to drive D: and archives to drive C:**

Avoid this. One camera's archiving may take up space required for another camera's recordings. In the above example, Camera 1's archiving to D: may result in no recording space for camera 2 on D:. The rule is: "Do not cross recording and archiving drives."•

If you use several surveillance servers in a master/slave setup, each surveillance server must archive to its own mapped location in order for archiving to work. If you attempt to archive to the same mapped location for all the servers, archiving fails.

## About archiving audio

If you have enabled an audio source (for example, a microphone) on a hardware device, audio recordings are archived together with video recordings from the camera attached to the hardware device. If the hardware device is a video encoder with several channels, audio is archived with the camera on channel 1. When you have enabled an audio source, the system records audio to the associated camera's database. This affects the database's capacity for storing video. You may, therefore, want to use scheduled archiving more frequently if you record audio and video than if you only record video.

## Storage capacity required for archiving

The storage capacity required for archiving depends entirely on the amount of recordings you plan to keep, and on how long you want to keep them (retention time). Some organizations want to keep archived recordings from a large number of cameras for several months or years. Other organizations may only want to archive recordings from one or two cameras, and they may want to keep their archives for much shorter periods of time.

You should always first consider the storage capacity of the **local** drive containing the default archiving directory to which archived recordings are always moved, even though they may immediately after be moved to an archiving location on another drive. Basically, the capacity of the local drive should be at least twice the size required for storing the databases of all cameras.

When you archive, the system automatically checks that space required for the data to be archived plus 1 GB of free disk space per camera is available at the archiving location. If not, the archive location's oldest data from the relevant camera is deleted until there is sufficient free space for the new data to be archived.

When you estimate storage capacity required for archiving, consider your organization's needs, then plan for worst case rather than best case scenarios.

## About archiving schedules

There are two ways in which to configure archiving schedules:

- While you configure your cameras through the Configure Video and Recording wizard (see "Configure storage wizard" on page 43), in which case you configure your archiving schedule on the wizard's **Drive selection** page.
- As part of the general Scheduling and Archiving properties: Expand **Advanced Configuration**, right-click **Scheduling and Archiving**, select **Properties**, select **Archiving** in the dialog, and specify relevant properties (see "Archiving" on page 125).

## Automatic response if running out of disk space

If your system runs out of disk space while archiving, you can set up an automatic response. Two scenarios can occur, depending on whether the camera database drive is different from, or identical to, the archiving drive:

### Same drive: Automatic moving or deletion of archives if drive runs out of disk space

If your system server is running out of disk space, and the archiving drive is identical to the camera database drive, your system automatically does a number of attempts to free up space. Most of these attempts will result in the loss of your data from archives or databases.

- First, the system attempts to move archives. You can only move archives if you use dynamic archiving, with which you can archive to several different drives. This happens if:
  - there is less than 15% disk space left, and the available disk space goes below 40 GB plus 2 GB per camera
  - or -
  - the available disk space goes below 225 MB plus 30 MB per camera. Example: with ten cameras, the server would be running out of disk space if the remaining available disk space went below 525 MB (225 MB plus 30 MB for each of the ten cameras).



The difference ensures that very large disks are not necessarily considered to be running out of disk space just because they have less than 15% disk space left.

- If the system cannot move archives, your system attempts to delete the oldest archives. This happens if:
  - there is less than 10% disk space left, and the available disk space goes below 30 GB plus 1.5 GB per camera

- or -

- the available disk space goes below 150 MB plus 20 MB per camera (example: with ten cameras, the server would be running out of disk space if the remaining available disk space went below 350 MB (150 MB plus 20 MB for each of the ten cameras))

The difference ensures that very large disks not necessarily are considered to be running out of disk space just because they have less than 10% disk space left.

- If there are no archives to delete, your system attempts to resize camera databases by deleting their oldest recordings. This happens if:
  - there is less than 5% disk space left, and the available disk space goes below 20 GB plus 1 GB per camera

- or -

- the available disk space goes below 75 MB plus 10 MB per camera (example: with ten cameras, the server would be running out of disk space if the remaining available disk space went below 175 MB (75 MB plus 10 MB for each of the ten cameras))

The difference ensures that very large disks will not necessarily be considered to be running out of disk space just because they have less than 5% disk space left.

When the system restarts your recording server after resizing the database, the original database sizes are used, so you should make sure that the drive size problem is solved or, alternatively, adjust camera database sizes to reflect the altered drive size.

If the system performs the database resizing procedure, you are informed on-screen in Network Video Management System Smart Client, in log files, and or in notifications (if set up).

### **Different drives: Automatic archiving if database drive runs out of disk space**

In case the system server is running out of disk space, and the archiving drive is **different from** the camera database drive, and archiving has not taken place within the last hour, archiving automatically begins in an attempt to free up disk space. This will happen regardless of any archiving schedules. The server is considered to be running out of disk space if:

- there is less than 10% disk space left, and the available disk space goes below 30 GB plus 1.5 GB per camera
- the available disk space goes below 150 MB plus 20 MB per camera. Example: with ten cameras, the server would be running out of disk space if the remaining available disk space went below 350 MB (150 MB plus 20 MB for each of the ten cameras).

The difference ensures that very large disks are not necessarily considered to be running out of disk space just because they have less than 10% disk space left.

On the archiving drive, the system automatically checks that the space required for data from a camera to be archived plus 1 GB of free disk space per camera is available. If not, the archive drive's oldest data from the relevant camera is deleted until there is sufficient free space for the new data to be archived.

### About viewing archived recordings

You can view archived recordings via Network Video Management System Smart Client. You can, for example, use features such as exporting and browsing with archived recordings.

For archived recordings, you can use Network Video Management System Smart Client's playback features to find and view the relevant recordings, similar to recordings stored in a camera's regular database. You can also use exported archives, archives stored outside local drives, in Network Video Management System Smart Client. For more information, see the Network Video Management System Smart Client documentation on the Sony website for downloading manuals and guides (<http://www.sony.net/CameraSystem/NVMS/Manuals>).

### Configure general scheduling and archiving

To configure general scheduling and archiving, do the following:

1. Expand **Advanced Configuration**, right-click **Scheduling and Archiving > Properties**.
2. Specify properties as required for Scheduling all cameras (on page 122), Scheduling options (on page 124), and Archiving (on page 125).
3. Your system comes with two simple schedule profiles, **Always on** and **Always off**, which you cannot edit or delete. If these do not meet your needs, you can create any number of customized schedule profiles for each camera. You can reuse a customized schedule profile for more than one purpose if you want to.
4. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.






When archiving, disable any virus scanning (see "About virus scanning" on page 12) of camera databases and archiving locations.


### General scheduling properties

#### Scheduling all cameras

When you configure general scheduling and archiving (see "Configure general scheduling and archiving" on page 122), you can specify certain properties for many cameras in one go. Either in order to speed up things, or because the relevant properties are shared by all cameras rather than being specific to individual cameras.

Note that you can specify the properties for **Online Period**, **Speedup**, **Notifications (Email and SMS)**, and **PTZ Patrolling** individually for each camera.

<b>Template</b>	<p>The template can help you set similar properties for cameras and reduce the time you need to spend on changing settings if you have multiple cameras connected to your system.</p> <p>Example: You have 20 cameras and want to change the recording path, archiving path, and retention time for all cameras. You can enter the settings you want to use once and then apply the template to the 20 cameras to make all cameras have the same settings.</p>
<b>Apply Template</b>	<p>Select which cameras you want to apply the template for. Use one of the two <b>Set</b> buttons to apply the template.</p>
<b>Camera</b>	<p>The name as it appears in the Management Application as well as in clients.</p>
<b>Online</b>	<p>Select the required profile (for example <b>Always on</b>) for the online schedule (see "Configure camera-specific schedules" on page 64) for the relevant camera(s).</p> <p>Specify a camera's online periods by creating schedule profiles based on:</p> <ul style="list-style-type: none"> <li>• Periods of time (example: Mondays from 08.30 until 17.45), shown in pink: </li> <li>• Events within periods of time (example: from Event A occurs until Event B occurs Mondays from 08.30 until 17.45), shown in yellow: </li> </ul> <p>You can combine the two options , but they cannot overlap in time.</p>
<b>E-mail</b>	<p>Select the relevant profile for the e-mail notification schedule for the relevant camera(s).</p> <p>Specify a camera's e-mail notification periods by creating schedule profiles based on periods of time.</p> <p>Example: Mondays from 08.30 until 17.45, shown in blue: </p>
<b>Select All</b>	<p>Click the button to select all cameras in the <b>Apply Template</b> column.</p>
<b>Clear All</b>	<p>Click the button to clear all selections in the <b>Apply Template</b> column.</p>
<b>Set selected template value on selected cameras</b>	<p>Apply only a selected value from the template to selected cameras.</p>
<b>New schedule profile</b>	<p>Create a new schedule profile of any type by clicking the <b>Create...</b> button.</p>
<b>SMS</b>	<p>Select the required profile for the SMS notification schedule for the relevant camera(s).</p> <p>Specify a camera's SMS notification periods by creating schedule profiles based on periods of time.</p> <p>Example: Mondays from 08.30 until 17.45, shown in green: </p>

<b>PTZ Patrolling</b>	<p>Only available for PTZ cameras with patrolling, the continuous movement of a PTZ camera between a number of preset positions.</p> <p>Select the required profile for the PTZ patrolling schedule (see "PTZ patrolling" on page 126) for the relevant camera(s).</p> <p>Specify a camera's patrolling schedule based on patrolling profiles within particular periods of time (example: Mondays from 08.30 until 17.45), shown in red: </p>
-----------------------	---

## Scheduling options

When you configure general scheduling and archiving (see "Configure general scheduling and archiving" on page 122), you can specify certain properties for many cameras in one go. In the case of Scheduling Options, it is because the properties are shared by all cameras.

<b>Start cameras on client requests</b>	<p>Cameras may be offline, for example because they have reached the end of an online recording schedule (see "Online period" on page 125), in which case client users cannot view live video from the cameras.</p> <p>If you select <b>Start cameras on client requests</b>, client users can view live video from the camera outside online schedule, but without recording. This technically means to force the camera to be online outside its online schedule.</p> <p>You must select <b>Enable recording when started on client request</b> (see the following), if you want recording to take place.</p>
<b>Enable recording when started on client request</b>	<p>Enable recording on the camera when <b>Start cameras on client requests</b> (see the previous) is also selected.</p> <p>If a user does not have access to manual recording (see "Camera access" on page 144), selecting <b>Enable recording when started on client request</b>, does <b>not</b> enable the user to do manual recording.</p>
<b>Schedule profile for new cameras</b>	<p>Select which online schedule profile to use as default for cameras you later add to your system. Note that your selection only applies for the online schedule, not for any other schedules. The default selection is <b>Always on</b>, meaning that new cameras are always online, transferring video to the system server for live viewing and further processing.</p>
<b>Maximum delay between reconnect attempts</b>	<p>Control the aggressiveness of reconnection attempts. If your system loses the connection to a camera, it by default attempts to re-establish the connection after ten seconds.</p> <p>In some environments, for example if using vehicle-mounted cameras through wireless connections, camera connections may frequently be lost, and you may want to change the aggressiveness of such reconnection attempts.</p>

You can view live and even record video from a camera outside its online recording schedule. To do this, you select the **Start cameras on client requests** and, if needed, the **Enable recording when started on client request** options in the following when setting up your scheduling properties for the camera in question.

## Archiving





To control when your system archives and how the system should respond in the event of failure, set the following settings. Your system automatically archives (see "About archiving" on page 117) recordings if a camera's database becomes full.

<b>Archiving Times</b>	Specify when you want your system to automatically move recordings to your archiving path(s). You can specify up to 24 archiving times per day, with minimum one hour between each one. Select the hour, minute and second values and click the <b>up</b> and <b>down</b> buttons to increase or decrease values, or simply overwrite the selected value, and then click <b>Add</b> . The more you expect to record, the more often you should archive.
<b>Send email on archiving failure</b>	Your system automatically sends an email to selected recipients if archiving fails if you enable this. You must also enable the email notification feature. Recipients are defined as part of the email notification properties (see "Email (Properties)" on page 131).
<b>Send SMS on archiving failure</b>	Select if the system should automatically send an SMS if archiving fails. You define the recipients of the SMS notifications as part of the SMS notification configuration.  The setting is only available if you have enabled SMS notifications.
<b>Archive on event</b>	If selected, your system starts archiving when a certain event occurs. Select the event from the list.

## Camera-specific scheduling properties

### Online period

When you configure scheduling (see "Configure camera-specific schedules" on page 64) for specific cameras, you can specify the following:

<b>Online</b>	<p>Select the required profile (for example <b>Always on</b>) for the online schedule (see "Configure camera-specific schedules" on page 64) for the relevant camera(s).</p> <p>You specify a camera's online periods by creating schedule profiles based on:</p> <ul style="list-style-type: none"> <li>• Periods of time (example: Mondays from 08.30 until 17.45), shown in pink: </li> <li>• Events within periods of time (example: from Event A occurs until Event B occurs Mondays from 08.30 until 17.45), shown in yellow: </li> </ul> <p>The two options can be combined , but they cannot overlap in time.</p>
---------------	---

For many users, the **Online Period** settings may be the most important scheduling settings to set, since the scheduling settings determine when each camera should transfer video to the system.


Cameras added to the system are automatically online by default, and you only need to modify the online period settings if you want cameras to be online only at specific times or events. You can change this default setting as part of the general scheduling options (see "Scheduling options" on page 124), in which case cameras added at a later time are not automatically online.

The fact that a camera transfers video to the system does not necessarily mean that video from the camera is recorded. You configure recording separately. See Configure video and recording (see "About video and recording configuration" on page 62).

If you want to view live video as well as record video from a camera outside its online recording schedule, select the Start cameras on client requests (see "Scheduling options" on page 124) and the Enable recording when started on client request (see "Scheduling options" on page 124) options to set up your scheduling properties for a relevant camera.

## Speedup


Specify speedup periods for specific MJPEG cameras. Before you can define this type of schedule, you must enable (see "Frame rate - MJPEG" on page 76) speedup.

<b>Speedup</b>	Specify a camera's speedup periods by creating schedule profiles based on periods of time (example: Mondays from 08.30 until 17.45), shown in olive green: 
----------------	---

Speedup may also take place based on events, but you configure this elsewhere. See Frame rate - MJPEG (General recording and storage properties) (see "Frame rate - MJPEG" on page 76) and Video (Camera-specific properties) (see "Video" on page 83).

## PTZ patrolling

When you configure scheduling (see "Configure camera-specific schedules" on page 64) for PTZ (pan-tilt-zoom) cameras capable of patrolling (see "PTZ patrolling (properties)" on page 95), you can specify which patrolling profiles to use at specific times. Before you can define this type of schedule, you must configure patrolling for the relevant cameras.

<b>PTZ Patrolling</b>	<p>Only available for PTZ cameras that have PTZ patrolling capabilities.</p> <p>Select the required profile for the PTZ patrolling schedule (see "PTZ patrolling" on page 126) for the camera(s) in question.</p> <p>Specify a camera's patrolling schedule based on patrolling profiles within particular periods of time (example: Mondays from 08.30 until 17.45), shown in red: </p>
-----------------------	--

Use of one patrolling profile may be followed immediately by use of another. Example: use the Daytime patrolling profile Mondays from 08.30 until 17.45, then the Evening patrolling profile Mondays from 17.45 until 23.00. Use of two patrolling profiles cannot overlap.

Unlike other types of scheduling, there are no ready-made **Always on** and **Always off** schedule profiles for PTZ patrolling. You can create any number of customized schedule profiles for each camera. When you create a customized schedule profile (see "Configure camera-specific schedules" on page 64) for one camera, you can reuse it with other cameras if required.

# Logs

## About logs

Your system can generate various logs that shows the activity on system functionality. The following log types are available in your system:

Name	Description
<b>Management Application log files</b>	Shows Management Application activity. The system creates a new log file for every day you use the Management Application. You cannot disable this type of logging. Management Application log files are named according to the structure AdminYYYYMMDD.log, for example Admin20091231.log.
<b>Recording Server service log files</b>	Shows Recording Server service activity. A new log file is created for each day this service is used. You cannot disable this type of logging. Recording Server service log files are named according to the structure RecordingServerYYYYMMDD.log, for example RecordingServer20091231.log.
<b>Image Server service log files</b>	Shows Image Server service activity. A new log file is created for each day the service is used. You cannot disable this type of logging. Image Server service log files are named according to the structure ISLog_YYYYMMDD.log, for example ISLog_20091231.log.
<b>Image Import service log files</b>	Shows Image Import service activity, when this service is used for fetching pre-alarm images, and storing the fetched images in camera databases. Pre-alarm images is a feature available for selected cameras only. It enables sending of images from immediately before an event took place from the camera to the surveillance system via e-mail. A new log file is created for each day the service is used. You cannot disable this type of logging. Image Import service log files are named according to the structure ImageImportLog_YYMMDD.log, for example ImageImportLog20091231.log.
<b>Event log files</b>	Shows registered events' activity. A new log file is created for each day on which events occur. You cannot disable this type of logging. Event log files should be viewed using Network Video Management System Smart Client (use the <b>Playback</b> tab's <b>Alerts</b> section).
<b>Audit log files</b>	Shows Network Video Management System Smart Client user activity (if audit logging is enabled). A new log file is created for each day with audit logging enabled and client user activity. Audit log files are named according to the structure is_auditYYYYMMDD.log, for example is_audit20091231.log. The _is prefix is due to the fact that the audit log files are generated by the Image Server service.

## Log locations

All log files are by default placed in the appropriate **All Users** folder for the operating system you are using. By default, they are stored there for seven days. Note that you can change log file locations as well as the number of days to store the logs when you configure logging.

## Log structures

Most log files generated by your system use a shared structure complying with the W3C Extended Log File Format. Each log file consists of a header and a number of log lines:

- The header outlines the information contained in the log lines.
- The log lines consist of two main parts: the log information itself as well as an encrypted part. The encrypted part makes it possible, through decryption and comparison, to assert that a log file has not been tampered with.

## Log integrity checks

All log files, except Management Application log files, are subjected to an integrity check once every 24 hours. The integrity check is performed by your system's Log Check service. The result of the integrity check is automatically written to a file named according to the structure LogCheck\_YYYYMMDD.log, for example LogCheck\_20091231.log. Like the log files themselves, the log check files are by default placed in the appropriate **All Users** folder for the operating system you are using.

Any inconsistencies are reported in the form of error messages written in the log check file.

Possible error messages:

Name	Description
<b>Log integrity information was not found. Log integrity can't be guaranteed.</b>	The log file could not be checked for integrity.
<b>Log information does not match integrity information. Log integrity can't be guaranteed.</b>	The log file exists, but does not contain the expected information. Log integrity cannot be guaranteed.
<b>[Log file name] not found</b>	The log file was not present.
<b>[Log file name] is empty</b>	The log file was present, but empty.
<b>Last line changed/removed in [log file name]</b>	The last line of the log file did not match the validation criteria.
<b>Encrypted data missing in [log file name] near line [#]</b>	The encrypted part of the relevant log line was not present.



Name	Description
<b>Inconsistency found in [log file name] near line [#]</b>	The log line does not match the encrypted part.
<b>Inconsistency found in [log file name] at beginning of log file</b>	The log file header is not correct. This situation is most likely to occur if a user has attempted to delete the beginning of a log file.

**Note:** Other messages that are not error-related may also appear in the log check file.

## Configure system, event and audit logging

Your system can generate various logs. To configure logging, do the following:

1. Expand **Advanced Configuration**, right-click **Logs** and select **Properties**.
2. Specify properties (see "Log properties" on page 129) for your system logs, including the event log and the audit log. Administrators can only disable/enable audit logging. All other logs are compulsory.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

## Log properties

Your system can generate various types of logs. When you configure logs, you can define the following:

### General Logs

Management Application log, Recording Server service log, Image Server service log, and Image Import service log

<b>Path</b>	<p>These log files are by default placed in the appropriate <b>All Users</b> folder for the operating system you are using.</p> <p>To specify another location for your log files, type the path to the required folder in the <b>Path</b> field, or click the browse button next to the field to browse to the required folder.</p>
<b>Days to log</b>	<p>A new log file is created for each day on which events occur. A log file older than the number of days specified in the field is automatically deleted. By default, the log file will be stored for seven days. To specify another number of days (max. 9999), simply overwrite the value in the field. The current day's activity is always logged, even with a value of 0 in the field. Therefore, if you specify 0, you will log current day's activity; if you specify 1, you will keep one day plus the current day's activity, and so on.</p>

### Event Log

<b>Path</b>	<p>These log files are by default placed in the appropriate <b>All Users</b> folder for the operating system you are using.</p> <p>To specify another location for your log files, type the path to the required folder in the <b>Path</b> field, or click the browse button next to the field to browse to the required folder.</p>
<b>Days to log</b>	<p>A new log file is created for each day on which events occur. A log file older than the number of days specified in the field is automatically deleted. By default, the log file will be stored for seven days. To specify another number of days (max. 9999), simply overwrite the value in the field. The current day's activity is always logged, even with a value of 0 in the field. Therefore, if you specify 0, you will log current day's activity; if you specify 1, you will keep one day plus the current day's activity, and so on.</p>

### Audit Log

<b>Enable audit logging</b>	<p>Audit logging is the only type of system logging which is not compulsory. Select/clear the check box to enable/disable audit logging.</p>
<b>Path</b>	<p>These log files are by default placed in the appropriate <b>All Users</b> folder for the operating system you are using.</p> <p>To specify another location for your log files, type the path to the required folder in the <b>Path</b> field, or click the browse button next to the field to browse to the required folder.</p>
<b>Days to log</b>	<p>A new log file is created for each day with audit logging enabled and client user activity. A log file older than the number of days specified in the field is automatically deleted. By default, the log file is stored for seven days. To specify another number of days (max. 9999), overwrite the value in the field. The current day's activity is always logged (provided audit logging is enabled and there is user activity). Therefore, if you specify 1, you keep one day plus the current day's activity. Note that if you specify 0 (zero), audit log files are kept indefinitely (disk space permitting).</p>
<b>Minimum logging interval</b>	<p>Minimum number of seconds between logged events. Specifying a high number of seconds between logged events may help reduce the size of the audit log. Default is 60 seconds.</p>
<b>In sequence timespan</b>	<p>The number of seconds to pass for viewed images to be considered to be within the same sequence. Specifying a high number of seconds may help limit the number of viewed sequences logged and reduce the size of the audit log. The default is ten seconds.</p>

# Notifications

## About notifications

In case of problems with hardware, activation of motion detection on your camera or similar incidents, you can set up your system to send notifications through SMS and/or email.

## Email

### About email

With email notifications, you can instantly get notified when your surveillance system requires attention. Your system can automatically send e-mail notifications to one or more recipients when:

- Motion is detected
- Events occur. You can select individually for each event whether you want to receive an email notification or not.
- Archiving fails (if email notification has been selected as part of the archiving properties)

### Configure email notifications

To set up email notifications, do the following:

1. Expand **Advanced Configuration**, expand **Notifications**, right-click **Email** and select **Properties**.
2. Enable the use of email by selecting the **Enable email** check box.
3. Specify required properties (see "Message Settings (email)" on page 131).
4. Choose a schedule profile to associate with your email notifications. Your system comes with two simple schedule profiles, **Always on** and **Always off**, which you cannot edit or delete. If these do not meet your needs, you can create any number of customized schedule profiles for each camera. You can reuse a customized schedule profile for more than one purpose if you want to.

## Email (Properties)

### Message Settings (email)

Specify the following message settings for email:

<b>Enable</b>	Select to enable the use of email notifications, allowing you to specify further properties.
---------------	--

<b>Recipient(s)</b>	Specify the email addresses to which the system should send email notifications. To specify more than one e-mail address, separate the e-mail addresses with semicolons (example: aa@aa.aa; bb@bb.bb; cc@cc.cc).
<b>Subject text</b>	Enter a subject text for email notifications.
<b>Message text</b>	Enter a message text for email notifications. Note that camera information as well as date and time information is automatically included in email notifications.
<b>Variables</b>	Click a link to include a variable to the notification. The options are: <ul style="list-style-type: none"> <li>• Name of triggering event</li> <li>• Camera name</li> <li>• Trigger time (the time when the notification was registered)</li> <li>• Error text (for example, camera failure)</li> </ul>
<b>Ignore similar messages for:</b>	Specify the number of seconds to ignore sending similar notifications. This function is to ensure that you do not receive too many notifications before you have solved the relevant problem.
<b>Use schedule profile</b>	Select the schedule profile you want to use. By default, you can choose between <b>Always On</b> , <b>Always Off</b> or choose <b>Add new...</b> to set up a custom schedule (see "Notification Scheduling properties" on page 135).

## Attachment Settings (email)

Specify the following attachment settings:

<b>Include images</b>	Select the check box to include still images in email notifications. When selected, each email notification includes one or more attached still JPEG images.  Attached images includes images of before the incident, after the incident and the actual incident, with the incident that triggered the notification in the middle.  <b>Important:</b> If your device does not record any images while the sending of notifications are turned on, no images are included in the email notification you receive.
<b>Number of images</b>	The number of images you want to include in the email. You can include between 1 and 20 images.
<b>Time between images (ms)</b>	Minimum time (in milliseconds) to be between each image. You can set any time range between 0 and 300 seconds (5 minutes).
<b>Embed images in email</b>	Select the check box to embed images directly in the email.

## Server Settings (email)

Specify the following server settings for email:

<b>Sender e-mail address</b>	Enter the email address you wish to use as the sender of the email notification.
<b>Outgoing mail server address (SMTP)</b>	Type the name of the SMTP (Simple Mail Transfer Protocol) server that you want to use to send the email notifications.  Compared with other mail transfer methods, SMTP has the advantage that you avoid automatically triggered warnings from your email client. Such warnings may otherwise inform you that your email client is trying to automatically send email messages on your behalf.  TLS (Transport Layer Security) and its predecessor, SSL (Secure Socket Layer), are supported.
<b>Outgoing mail server port (SMTP)</b>	Type the port for your mail server. The default port number is 25.
<b>Server requires login</b>	Select the check box if you must use a user name and password to use the SMTP server.
<b>Security type</b>	Choose the type of security you want to use.
<b>User name</b>	Specify the user name required for using the SMTP server. Only relevant when you have selected <b>Server requires login</b> .
<b>Password</b>	Specify the password required for using the SMTP server. Only relevant if you have selected <b>Server requires login</b> .
<b>Max attachment size (MB)</b>	Specify a maximum size of attached images.

## SMS

### About SMS

With SMS notifications, you can instantly get notified on your mobile device when your surveillance system requires attention. To use the SMS notification feature, you must connect a 3G/USB modem to the server on which you have installed your system.

Your system can automatically send SMS notifications when:

- Motion is detected
- Events occur. You can select individually for each event whether you want to receive an SMS notification or not.
- Archiving fails (if an SMS notification has been selected as part of the archiving properties).

### Configure SMS notifications

To configure SMS notifications, do the following:

1. Expand **Advanced Configuration**, expand **Notifications**, right-click **SMS** and select **Properties**.
2. Enable the use of SMS by selecting the **Enable SMS** check box.
3. Specify required properties.
4. Choose a schedule profile to associate with your SMS notifications.

**Note:** Your system comes with two simple schedule profiles, **Always on** and **Always off**, which you cannot edit or delete. If these do not meet your needs, you can create any number of customized schedule profiles for each camera. You can reuse a customized schedule profile for more than one purpose if you want to.

## SMS properties

### Message Settings (SMS)

Specify the following message settings for SMS:

<b>Enable SMS</b>	Enables the use of SMS notifications, allowing you to specify further properties.
<b>Recipient(s)</b>	Indicate the telephone number of the recipient. To send SMS to more than one recipient, separate the phone numbers with a semicolon.
<b>Message text</b>	Specify required message text for the SMS notification. Message text must only contain the following characters: a-z, A-Z, 0-9 as well as commas (,) and full stops (.). Note that camera information, date and time information are all automatically included in SMS notifications.
<b>Variables</b>	Click a link to include a variable to the notification. The options are: <ul style="list-style-type: none"> <li>• Name of triggering event</li> <li>• Camera name</li> <li>• Trigger time (the time when the notification was registered)</li> <li>• Error text (for example, camera failure)</li> </ul>
<b>Ignore similar messages for:</b>	Specify the number of seconds to ignore sending similar notifications. This function is to ensure that you do not receive too many notifications before you have solved the relevant problem.
<b>Use schedule profile</b>	Select the schedule profile you want to use. By default, you can choose between <b>Always On</b> , <b>Always Off</b> or choose <b>Add new...</b> to set up a custom schedule (see "Notification Scheduling properties" on page 135).

## Server Settings (SMS)

Specify the following server settings for SMS:

<b>Serial port</b>	Select the serial port to use for your USB/3G modem. The list that allows you to choose ports shows open serial ports on the computer running your system.
<b>Speed</b>	The baud speed of your USB modem device. The default value is 9600 baud. Although you can set any custom value for the baud rate, Sony does not recommend that you change the baud rate unless you are a highly advanced user.
<b>SIM card PIN code</b>	Specify PIN code for the SIM card inserted in the USB/3G modem.
<b>SMS encoding</b>	<p>Different types of SMS encodings exist to accommodate various language needs in the world. Your system offers you the following options:</p> <ul style="list-style-type: none"> <li>• 7-bit</li> <li>• 8-bit (default)</li> <li>• 16-bit</li> </ul> <p>7-bit encryption allows you to use up to 160 characters per SMS, however it also limits the type of characters you can use.</p> <p>8-bit encryption is the standard form of encryption with more special characters allowed. It allows you to use up to 140 characters per SMS.</p> <p>16-bit encryption is necessary for non-Latin alphabet languages. Characters from, for example, Arabic, Chinese, Korean, Japanese or Cyrillic alphabet languages require 16-bit SMS encoding. If you use any of these languages in your organization, you must set your system to use 16-bit encoding. 16-bit has a limit of 70 characters per SMS.</p>

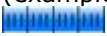
## Scheduling

### About scheduling of notifications

Scheduling of notifications allows you to set up schedule profiles which you can use with Email (see "Message Settings (email)" on page 131) and SMS (see "Message Settings (SMS)" on page 134) notifications.

### Notification Scheduling properties

When you set up schedules to use with email or SMS notifications, specify the following:

<b>Notification profile</b>	<p>Select the relevant profile (for example <b>Always on</b>) for your notification schedule profile.</p> <p>You specify a notification schedule profile by creating schedule profiles based on:</p> <ul style="list-style-type: none"> <li>• Periods of time (example: Mondays from 08.30 until 17.45), shown in blue: </li> </ul>
-----------------------------	--

## Server access

### About server access

You can configure clients' access to your system's server in two ways:

- **Wizard-driven:** Specify how clients access the server and which users can use clients through guided configuration. When you use the wizard, all users that you add have access to all cameras, including new cameras added at a later stage. If this is not what you want, specify access settings, users and user rights separately.
- **Through advanced configuration:** This was known as Image Server administration in previous versions.

### About registered services

Registered services display the services installed and running on your system. It displays the following information about the individual services:

Name	Description
<b>Enabled</b>	Indicates if the relevant service is enabled.
<b>Name</b>	The name of the service.
<b>Description</b>	A description of the service.
<b>Addresses</b>	The inside and outside addresses used by the service.

You can change the inside and outside addresses for a service. To do this, click the **Edit** button and enter the relevant inside and/or outside addresses. Note that you cannot edit all services. You can delete a service registration from the system by clicking the **Delete** button. You are prompted for confirmation before the service is deleted.

### Configure server access

1. Expand **Advanced Configuration**, right-click **Server Access** and select **Properties**.
2. Specify required properties for Server Access, Local IP Ranges, and Language Support and XML Encoding. Your system comes with two simple schedule profiles, **Always on** and **Always off**, which you cannot edit or delete. If these do not meet your needs, you can create any number of customized schedule profiles for each camera. You can reuse a customized schedule profile for more than one purpose if you want to.



3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

When you use this option, you configure client users separately from clients' access. See Add individual users, Add user groups, and Configure user and group rights.

## Server access properties

### Server access

You can configure client's access to the system server or server access. Specify the following:

<b>Server name</b>	Name of the surveillance system server as it appears in clients. Client users with rights to configure their clients see the name of the server when they create views in their clients.
<b>Local port</b>	Port number to use for communication between clients and the surveillance server. The default port number is 80; you can change the port number if port 80 is used for other purposes in your organization.
<b>Enable Internet access</b>	Select the check box if the server should be accessible from the Internet through a router or firewall.  If you select this option, also specify the public ("outside") IP address and port number in the following fields. When using public access, the router or firewall used must be configured so requests sent to the public IP address and port are forwarded to the local ("inside") IP address and port of the surveillance system server.
<b>Internet address</b>	Specify a public IP address or hostname for use when the system server should be available from the Internet.
<b>Internet port</b>	Specify a port number for use when the system should be available from the Internet. The default port number is 80. You can change the port number if needed.

<b>Max. number of clients</b>	<p>You can limit the number of clients allowed to connect at the same time. Depending on your system configuration and the performance of the hardware and network used, limiting the number of simultaneously connected clients may help reduce server load. If more than the allowed number of simultaneously connected clients attempt to log in, only the allowed number of clients are allowed access. Any clients in excess of the allowed number receive an error message when attempting to log in.</p> <p>By default, a maximum of ten simultaneously connected clients are allowed. To specify a different maximum number, overwrite the value.</p> <p>To allow an unrestricted number of simultaneously connected access clients, type <b>0</b> (zero) in the <b>Max. number of clients</b> field.</p> <p>A four-minute session timeout period applies for client sessions on the system. In many cases, client users may not notice this at all. Note that the session timeout period is very evident if you set the max. number of clients value to 1. When that is the case, and the single allowed client user logs out, four minutes must pass before you can log in again.</p>
-------------------------------	---

## Local IP ranges

You can specify IP address ranges which your system should recognize as coming from a local network. This can be relevant if different subnets are used across your local network.

If you click the **Add** button, you can set:

<b>Start Address</b>	Specify the first IP address in the range.
<b>End Address</b>	Specify the last IP address in the range.

Repeat the process if you want to add other local IP address ranges.

## Language support and XML encoding

You can select the language/character set that should be used by your system's server and clients.

<b>Character encoding/Language</b>	<p>Select relevant the language/character set.</p> <p>Example: Select Japanese if your surveillance system server is running on a Japanese version of Windows. If the clients you use to access the system also run on a Japanese version of Windows, the Japanese language/character set ensure that the correct language and character encoding is in the communication between clients and the server.</p> <p>If you are running a master/slave setup, remember to specify the same language/character set on all relevant servers.</p> <p>Only Network Video Management System Standard Edition supports master/slave functionality.</p>
------------------------------------	--

# Master/Slave

## About master and slave

A master/slave setup allows you to combine several servers and extend the total number of cameras you can use beyond the maximum allowed number of cameras for a single server. A master/slave setup also allows remote users to transparently connect to more than one server at the same time. When remote users connect to the master server, they instantly get access to feeds from hardware devices on the slave servers as well.

You can designate maximum 1 master and 8 slave servers per software license file.

You can have different product versions on the master and the slaves servers, but the master server must use the newest version of the software and the slave servers must not run versions that go more than two versions back compared to the product running on the master server.

You can verify the connection to your slaves by clicking **Update Status** and let the system report the number of connected slaves back to you.

## Configure master and slave servers

1. Expand **Advanced Configuration**, right-click **Master/Slave** and select **Properties**.
2. Select the **Enable as master server** check box.
3. Click **Add** to add a slave server.
4. Specify slave server properties. When ready, click **OK**.

## Master/slave properties

You can set the following properties for master servers and slave servers:

### Master server properties

<b>Enable as master server</b>	Select to enable as master server.
<b>Timeout</b>	Set timeout of slave update. See <b>Update Status on Slaves</b> further below.
<b>Add</b>	Lets you add slave servers. Select <b>Master Server</b> in the list and click the <b>Add</b> button.

When you select **Master Server**, the **Delete** button is disabled and the **Add** button is enabled (provided you have selected **Enabled as master server**). This allows you to add slave servers to the master server, but prevents you from deleting the master server.

### Slave server properties

<b>Address</b>	IP address of the slave server.
<b>Port</b>	Port number of the slave server.

**Delete**

Remove a slave server from the list of slave servers. Select the slave server in the list and click the **Delete** button.

If you want a slave server to become a master server, clear **Enable as master server** on the original master server and click **OK**. In the navigation pane, right-click the slave server which you want to become master server and select **Properties**. Then select **Enable as master server**. Next click **Add** to add slave servers to the new master server.



## Update status on slaves

In the **Master Settings Summary** and **Slave Settings Summary** table area, you can verify/update added slaves by clicking **Update Status**. A status dialog runs and afterwards informs you of the status of your slave server(s).

# Users

## About users

The term **users** primarily refers to users who connect to the surveillance system through their clients. You can configure such users in two ways:

- As  **basic users**, authenticated by a user name/password combination.
- As  **Windows users**, authenticated based on their Windows login

You can add both types of users through the Configure User Access wizard or individually (see Add basic users (on page 140) and Add Windows users (on page 141)).

By grouping users, you can specify rights for all users within a group in one go. If you have many users performing similar tasks, this can save you significant amounts of work. User groups are logical groups created and used for practical purposes in the Management Application only. They are not in any way connected with user groups from central directory services. If you want to use groups, make sure you add groups before you add users: you cannot add existing users to groups.

Finally, the Administrators group is also listed under Users. This is a default Windows user group for administration purpose which automatically has access to the Management Application.

## Add basic users

When you add a basic user, you create a dedicated surveillance system user account with basic user name and password authentication for the individual user. Note that creating Windows users provides better security. If you want to include users in groups, make sure you add required groups before you add users. You cannot add existing users to groups.

You can add basic users in two ways: One is through the **Configure User Access** wizard. Alternatively, add basic users this way:

1. Expand **Advanced Configuration**, right-click **Users**, and select **Add New Basic User**.
2. Specify a user name. Specify a password, and repeat it to be sure you have specified it correctly. Click **OK**.
3. Specify General Access and Camera Access properties. These properties determine the rights of the user. Click **OK**.

4. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

## **Add Windows users**

When you add Windows users, you import users defined locally on the server and authenticate them based on their Windows login. This generally provides better security than the basic user concept, and it is the method Sony recommends. If you want to include users in groups, make sure you add required groups before you add users. You cannot add existing users to groups.

Add Windows users in two ways: One is through the Manage user access wizard. Alternatively, add Windows users this way:

1. Expand **Advanced Configuration**, right-click **Users**, and select **Add New Windows User**. This opens the **Select Users or Groups** dialog.  
  
the Locations... button.
2. In the **Enter the object names to select** box, type the relevant user name(s), then use the **Check Names** feature to verify it. If you type several user names, separate each name with a semicolon. Example: **Brian; Hannah; Karen; Wayne**
3. When done, click **OK**.
4. Specify General Access and Camera Access properties. These properties determine the rights of the user.
5. Click **OK**.
6. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

Users added from a **local database** logging in with a client should not specify any server name, PC name, or IP address as part of the user name. Example of a correctly specified user name: USER001. Example of an incorrectly specified user name: PC001/USER001. The user should still specify a password and any required server information.

## **Add user groups**

User groups are logical groups created and used for practical purposes in the Management Application only. They are not in any way connected with user groups from central directory services.

By grouping users, you can specify rights (see "Configure user and group rights" on page 142) for all users within a group in one go. If you have many users performing similar tasks, this can save you significant amounts of work. Make sure you add groups before you add users: you cannot add existing users to groups.

1. Expand **Advanced Configuration**, right-click **Users**, and select **Add New User Group**.
2. Specify a name. Names must be unique, and must not contain any of these special characters: **< > & ' " \ / : \* ? | [ ]**
3. Click **OK**.
4. Specify General access (on page 143) and Camera access (on page 144) properties. These properties will determine the rights of the group's future members.
5. Click **OK**.

6. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.
7. Now you can add users to the group: in the navigation pane, right-click the group you just created, and Add basic users (**on page 140**) or Add Windows users (on page 141) as required.

## Configure user and group rights

User/group rights are configured during the process of adding users/groups, see Add basic Users (on page 140), Add Windows users (on page 141) and Add user groups (on page 141). Note that you can also add basic and Windows users through the Manage user access wizard (on page 53). When you use the wizard, all users you add gain access to all cameras, including any cameras added at a later stage.

If you want to edit the rights of a user or group:

1. Expand **Advanced Configuration**, expand **Users**, right-click the required user or group, and select **Properties**.
2. Set the required user rights under the relevant tabs shown. The properties you set here determine the rights of the user/group. Click **OK**.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

## User properties

### User information

You can change the following user information:

<b>User name</b>	Edit the user name. You can only edit this if the selected user is a basic user. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]
<b>Password</b>	Edit the password. Remember to repeat the password to be sure you have specified it correctly. You can only edit the password for basic users.
<b>User type</b>	You cannot edit this field. It shows whether the selected user is a basic user or a Windows user group.

### Group information

<b>Group name</b>	Edit the group name. Names must be unique, and must not contain any of these special characters: < > & ' " \ / : * ?   [ ]
-------------------	--

## General access

Specify the following settings for General access when you add or edit basic users (see "Add basic users" on page 140), Windows users (see "Add Windows users" on page 141) or groups (see "Add user groups" on page 141):

### Client access settings

<b>Live</b>	Enables access to the <b>Live</b> tab in Network Video Management System Smart Client.
<b>Playback</b>	Enables access to the <b>Playback</b> tab in Network Video Management System Smart Client.
<b>Setup</b>	Enables access to setup mode in Network Video Management System Smart Client.
<b>Edit shared views</b>	<p>Enables the user to create and edit views in shared groups in Network Video Management System Smart Client.</p> <p>Every user can access views placed in shared groups. If a user/group does not have this right, shared groups are protected, indicated by a padlock icon in Network Video Management System Smart Client.</p>
<b>Edit private views</b>	<p>Enables the user to create and edit views in private groups in Network Video Management System Smart Client.</p> <p>Views placed in private groups can only be accessed by the user who created them. If a user/group does not have this right, private groups will be protected, indicated by a padlock icon in Network Video Management System Smart Client. Denying users the right to create their own views may make sense in some cases, for example, to limit bandwidth use.</p> <p>For more information about shared and private views, see the separate Network Video Management System Smart Client documentation.</p>

Clear the **Live**, **Playback** and **Setup** check boxes to disable the user/group's ability to use Network Video Management System Smart Client. You can use this as a temporary alternative to deleting the user/group if a user/group is not going to use an account for a period of time.

### Management Application access

<b>Administrator Access</b>	<p>Enables the user to access and work with the Management Application.</p> <p>If you have more than one Administrator member, you can clear the check box to ensure that other administrators cannot access the Management Application.</p>
-----------------------------	--

## Login authorization

<b>This user/group requires authorization from another user to log in</b>	Enables a restriction on the user/group which means that a second user must authorize the log in before the user/group can log in to Network Video Management System Smart Client or the Management Application.
<b>This user/group can authorize logins from other users</b>	Enables the right for this user/group to authorize the log in for other users in Network Video Management System Smart Client or the Management Application.

At least one person on the system must have a full administrator access with no authorization of log in. This is why the administrator should ensure that all proper user rights are given to other users of the system. If there are no users to authorize, the **This user/group requires authorization from another user to log in** checkbox is not available and you cannot change its settings.

If there is only one user on the system, the **This user/group can authorize logins from other users** check box is not available and you cannot change its settings.

## Camera access

When you add or edit basic users (see "Add basic users" on page 140), Windows users (see "Add Windows users" on page 141) or groups (see "Add user groups" on page 141), you can specify camera access settings.

In the list of cameras, select the camera(s) you want to work with. Note the last item in the list, **Rights for new cameras when added to the system**, with which you can allow the user/group access to any future cameras.

**Tip:** Use SHIFT or CTRL to select multiple cameras the same features should be available for access for several cameras, you can select multiple cameras by pressing SHIFT or CTRL on your keyboard while you select.

For the selected camera(s), in the **Access** check box, specify if the user/group should have access to live viewing and playback at all. If so, specify if they should have access to **both** live viewing and playback and—if this is the case—which sub-features should be available when you work with the selected camera(s). The sub-features are listed in two columns in the lower part of the window: the left column lists features related to live viewing, the right column lists features related to playback.

The **Camera access settings** check boxes work like a hierarchy of rights. If the **Access** check box is cleared, everything else is cleared and disabled. If the **Access** check box is selected, but, for example, the **Live** check box is cleared, everything under the **Live** check box is cleared and disabled.

Depending on the selected column, the following default features for live or playback from the selected camera(s) give you the ability to:

Live	Features
<b>PTZ</b>	Use navigation features for PTZ (Pan-tilt-zoom) cameras. A user/group can only use this right if the user has access to one or more PTZ cameras.



Live	Features
<b>PTZ preset positions</b>	Use navigation features for moving a PTZ camera to particular preset positions. A user/group can only use this right if the user/group has access to one or more PTZ cameras with defined preset positions.
<b>Manage PTZ presets</b>	Manage PTZ positions in Network Video Management System Smart Client.
<b>Output</b>	Activate output related to the selected camera(s).
<b>Events</b>	Use manually triggered events related to the selected camera(s). This feature is available in Network Video Management System Smart Client only.
<b>Incoming audio</b>	Listen to incoming audio from microphones related to the selected camera(s). This feature is available in Network Video Management System Smart Client only.
<b>Manual recording</b>	Manually start recording for a fixed time (defined (see "Manual recording" on page 76) by the surveillance system administrator).
<b>Outgoing audio</b>	Talk to audiences through speakers related to the selected camera(s). This feature is available in Network Video Management System Smart Client only.

Playback	Features
<b>AVI/JPEG export</b>	Export evidence as movie clips in AVI format and as still images in JPEG format.
<b>Database export</b>	Export evidence in database format. This feature is available in Network Video Management System Smart Client only.
<b>Sequences</b>	Use the <b>Sequences</b> feature when playing back video from the selected camera.
<b>Smart search</b>	Search for motion in one or more selected areas of images from the selected camera. This feature is available in Network Video Management System Smart Client only.
<b>Recorded audio</b>	Listen to recorded audio from microphones related to the selected camera(s).

You cannot select a feature, if the selected camera does not support the relevant feature. For example, PTZ-related rights are only available if the relevant camera is a PTZ camera. Some features depend on the user's/group's General Access (on page 143) properties.

Square-filled check boxes can appear in the lower part of the window if you have selected several cameras and a feature applies for some but not all of the cameras.

Example: For camera A, you have selected that use of the Events is allowed, for camera B, you have not allowed this. If you select both camera A and camera B in the list, the Events check box in the lower part of the window is square-filled. Another example: Camera C is a PTZ camera for which you have allowed the PTZ preset positions feature whereas camera D is not a PTZ camera. If

you select both camera C and camera D in the list, the PTZ preset positions check box is square-filled.

## Services

### About services

















The following services are all automatically installed on the system server if you run a **Typical** installation. By default, services run transparently in the background on the system server. If you need to, you can start and stop services separately, see Start and stop services (on page 147).

Service	Description
<b>Sony Recording Server service</b>	A vital part of the surveillance system. Video streams are only transferred to your system while the Recording Server service is running.
<b>Sony Image Server service</b>	Provides access to the surveillance system for users who log in with Network Video Management System Smart Client. <b>Note:</b> If the Image Server service is configured in Windows Services to log in with another account than the Local System account, for example as a domain user, installed Network Video Management System Smart Clients on other computers than the surveillance server itself cannot log in to the server using the server's host name. Instead, those users must enter the server's IP address.
<b>Sony Image Import service</b>	Used for fetching pre- and post-alarm images, and storing the fetched images in camera databases. Pre- and post-alarm images is a feature available for selected cameras only that enables sending of images from immediately before and after an event took place from the camera to the surveillance system via e-mail. Pre- and post-alarm images should not be confused with the system's pre- and post-recording feature (see "Recording" on page 86).
<b>Sony Log Check service</b>	Performs integrity checks on your system's log files.
<b>Sony Event Server service</b>	Manages all alarms and map-related communication. It stores events, image files and map configurations, and makes status information about the surveillance system available.
<b>Notification server service</b>	Manages sending email or SMS notifications from the system to users.
<b>NVMS Mobile service</b>	Manages the communication between the Recording Server and mobile devices (such as smartphones and tablets) and between the Recording Server and web browsers.

If you run a **Custom** installation, you can choose not to install the Event Server. If you do so, the Event Server service is not seen in your Services overview.

## About the tray icons

The tray icons in the table represent the possible states of the services running on Management Server, Recording Server, and Event Server. They are all visible on the computers where the servers are installed, in the notification area:

Management Server service icon	Recording Server service icon	Event Server service icon	Description
			<b>Running</b> Appears when a server service is enabled and started.
			<b>Stopped</b> Appears when a server service has stopped.
			<b>Starting</b> Appears when a server service is in the process of starting. Under normal circumstances, the tray icon changes after a short while to <b>Running</b> .
			<b>Stopping</b> Appears when a server service is in the process of stopping. Under normal circumstances, the tray icon changes after a short while to <b>Stopped</b> .
			<b>In indeterminate state</b> Appears when the server service is initially loaded and until the first information is received, upon which the tray icon, under normal circumstances, changes to <b>Starting</b> and afterwards to <b>Running</b> .
			<b>Running offline</b> Typically appears when the Recording Server service is running but the Management Server service is not.
			<b>Must be authorized by administrator</b> Appears when the Recording Server service is loaded for the first time. Administrators authorize the recording server through the Management Client: Expand the <b>Servers</b> list, select the <b>Recording Server</b> node and in the <b>Overview</b> pane, right-click the relevant recording server and select <b>Authorize Recording Server</b> .

## Start and stop services

On a system server, several services by default run in the background. If you need to, you can start and stop each service separately:

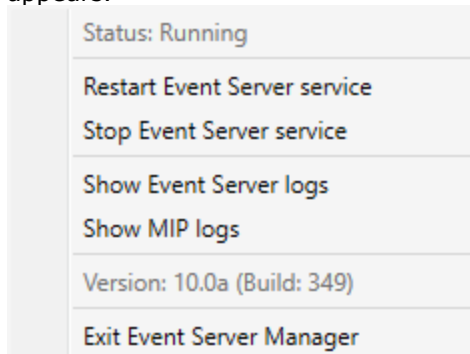
1. Expand **Advanced Configuration** and select **Services**. This displays the status of each service.

2. You can now stop each service by clicking the **Stop** button. When a service is stopped, the button changes to **Start**, allowing you to start the service again when required.

## Start, stop, or restart the Event Server service

In the notification area, a tray icon indicates the state of the Event Server service, for example **Running**. Through this icon, you can start, stop, or restart the Event Server service. If you stop the service, parts of the system will not work, including events and alarms. However, you can still view and record video. For more information, see Stopping the Event Server service.

1. In the notification area, right-click the tray icon for the Event Server. A context-menu appears.



2. If the service has stopped, click **Start Event Server service** to start it. The tray icon changes to reflect the new state.
3. To restart or stop the service, click **Restart Event Server service** or **Stop Event Server service**.

For more information about the tray icons, see About the tray icons (on page 147).

### See also

Start or stop the Recording Server service

## Servers

### NVMS Mobile

#### NVMS Mobile introduction

##### About NVMS Mobile

NVMS Mobile consists of three components:

- **NVMS Mobile client**
- **NVMS Mobile server**
- **NVMS Mobile plug-in**

The NVMS Mobile client is a mobile surveillance app that you can install and use on your Android device or Apple device. You can use as many installations of NVMS Mobile client as you need.

For more information, download the NVMS Mobile client User Guide from the Sony Corporation website (<http://www.sony.net/CameraSystem/NVMS/Manuals>).

The NVMS Mobile server and NVMS Mobile plug-in are covered in this manual.

##### Prerequisites for using NVMS Mobile

Before you can start using NVMS Mobile, you must make sure that you have the following:

- A running VMS installed and configured with at least one user.
- Cameras and views set up in Network Video Management System Smart Client.
- A mobile device running Android or iOS with access to Google Play or App Store<sup>SM</sup> from which you can download the NVMS Mobile client application.

##### NVMS Mobile system requirements

For information about the **minimum** system requirements to the various components, go to the Sony website (<http://www.sony.net/CameraSystem/Product-info>).

- To find requirements for the NVMS Mobile client, click the **NVMS Mobile** entry.
- To find requirements for the NVMS Mobile server, click the Network Video Management System product that you have installed.
- Requirements for the NVMS Mobile plug-in are:
  - A running Management Application.
  - The Sony plug-in is installed to integrate with your VMS.

## NVMS Mobile configuration

### About NVMS Mobile server

NVMS Mobile server handles logins to the system from NVMS Mobile client from a mobile device or Network Video Management System Web Client.

A NVMS Mobile server distributes video streams from recording servers to NVMS Mobile clients. This offers a secure setup where recording servers are never connected to the Internet. When a NVMS Mobile server receives video streams from recording servers, it also handles the complex conversion of codecs and formats allowing streaming of video on the mobile device.

You must install NVMS Mobile server on any computer from which you want to access recording servers. When you install NVMS Mobile server, make sure you log in using an account that has administrator rights. Otherwise, installation will not complete successfully.

### Add or edit a Mobile server

1. Go to **Servers > Mobile Servers**. From the menu that appears, select **Create New**. Enter or edit the settings.

**Important:** If you edit settings for **Login method**, **All cameras view**, and **Outputs and events** while you or others are connected to the NVMS Mobile client, you must restart the NVMS Mobile client for the new settings to take effect.

### Set up investigations

Set up investigations so that people can use Web Client and NVMS Mobile to access recorded video and investigate incidents, and prepare and download video evidence.

To set up investigations, follow these steps:

1. In Management Application, click the mobile server, and then click the **Investigations** tab.
2. Select the **Enabled** check box. By default, the check box is selected.
3. In the **Investigations folder** field, specify where to store video for investigations.
4. In the **Limit size of investigations folder to** field, enter the maximum number of megabytes that the investigation folder can contain.
5. Optional: To allow users to access investigations that other users create, select the **View investigations made by other users** check box. If you do not select this check box, users can see only their own investigations.
6. Optional: To include the date and time that a video was downloaded, select the **Include timestamps for AVI exports** check box.
7. In the **Used codec for AVI exports** field, select the compression format to use when preparing AVI packages for download.

**Note:** The codecs in the list can differ, depending on your operating system. If you do not see the codec you want to use, you can install it on the computer where Management Application is running and it will display in this list.

Additionally, codecs can use different compression rates, which can affect video quality. Higher compression rates reduce storage requirements but can also reduce quality. Lower

compression rates require more storage and network capacity, but can increase quality. It's a good idea to research the codecs before you select one.

8. In the **Keep or delete data when exports fail (MKV and AVI)** field, specify whether to keep the data that was successfully downloaded, although it can be incomplete, or delete it.
9. To enable users to save investigations, you must grant the **Database** permission to the security role assigned to the users.

### Clean up investigations

If you have investigations or video exports that you no longer need to keep, you can delete them. For example, this can be useful if you want to make more disk space available on the server.

- To delete an investigation, and all of the video exports that were created for it, select the investigation in the list, and then click **Delete**.
- To delete individual video files that were exported for an investigation, but keeping the investigation, select the investigation in the list. In the **Investigation details** group, click the **Delete** icon to the right of the **Database**, **AVI**, or **MKV** fields for exports.

### About using Video Push to stream video

You can set up Video Push so that users can keep others informed about a situation, or record video to investigate it later, by streaming video from their mobile device's camera to your Network Video Management System surveillance system.

### Set up Video Push to stream video

To let users stream video from their mobile devices to the Network Video Management System, set up Video Push on the NVMS Mobile server.

### Requirements

- Each channel requires a hardware device license.

In Management Application, perform these steps in the following order:

1. Set up a channel that the mobile device can use to stream video to the recording server.
2. Add the Video Push Driver as a hardware device on the recording server. The driver simulates a camera device so that you can stream video to the recording server.
3. Assign the Video Push Driver device to the channel.

This topic describes each of these steps.

### Set up a channel for streaming video

To add a channel, follow these steps:

1. In the navigation pane, select **Mobile Server**, and select the mobile server.
2. On the **Video Push** tab, select the **Video Push** check box.

3. In the bottom right corner, click **Add** to add a video push channel under **Channels mapping**.
4. Enter the user name of the user account (added under **Roles**) that will use the channel. This user account must be allowed to access the NVMS Mobile server and recording server (on the **Overall Security** tab).

**Note:** To use Video Push, users must log in to NVMS Mobile on their mobile device using the user name and password for this account.

5. Make a note of the port number. You will need it when you add the Video Push driver as a hardware device on the recording server.
6. Click **OK** to close the Video Push Channel dialog box and save the channel.

### Add the Video Push Driver as a hardware device on the recording server

1. In the navigation pane, click **Recording Servers**.
2. Right-click the server that you want to stream video to, and click **Add Hardware** to open the **Add Hardware** wizard.
3. Select **Manual** as the hardware detection method, and click **Next**.
4. Enter credentials for the camera, as follows:
  - For user name, enter the factory defaults or the user name specified on the camera.
  - For password: Enter **Sony**, and then click **Next**.

**Note:** These are the credentials for the hardware, not for the user. They are not related to the user name for the channel.

5. In the list of drivers, expand **Other**, select the **Video Push Driver** check box, and then click **Next**.

**Note:** The system generates a MAC address for the Video Push Driver device. We recommend that you use this address. Change it only if you experience problems with the Video Push Driver device. For example, if you need to add a new address and port number.

6. In the **Address** field, enter the IP address of the computer where NVMS Mobile server is installed.
7. In the **Port** field, enter the port number for the channel you created for streaming video. The port number was assigned when you created the channel.
8. In the **Hardware model** column, select **Video Push Driver**, and then click **Next**.
9. When the system detects the new hardware, click **Next**.
10. In the **Hardware name template** field, specify whether to display either the model of the hardware and the IP address, or the model only.
11. Specify whether to enable related devices by selecting the **Enabled** check box. You can add related devices to the list for **Video Push Driver**, even though they are not enabled. You can enable them later.

**Note:** If you want to use location information when you stream video, you must enable the **Metadata** port.



12. Select the default groups for the related devices on the left, or select a specific group in the **Add to Group** field. Adding devices to a group can make it easier to apply settings to all devices at the same time or replace devices.

### Add the Video Push Driver device to the channel for video push

1. In the **Site navigation** pane, click **Mobile Servers**, and then click the **Video Push** tab.
2. Click **Find Cameras**. If successful, the name of the Video Push Driver camera displays in the **Camera Name** field.
3. Save your configuration.

### Remove a channel that you don't need

You can remove channels that you no longer use.

- Select the channel to remove, and then click **Remove** in the lower right corner.

### About actions

You can manage the availability of the **Actions** tab in the NVMS Mobile client by enabling or disabling this on the **General** tab. Actions are by default enabled, and all available actions for the connected devices are shown here.

### About naming an output for use in NVMS Mobile

In order to get actions shown correctly together with current camera, it is important that the output uses the exact same name as the camera.

#### Example:

If you have a camera named "AXIS P3301,P3304 - 10.100.50.110 - Camera 1", you must also name the action "AXIS P3301,P3304 - 10.100.50.110 - Camera 1".

You can add a further description to the title afterwards, for example "AXIS P3301,P3304 - 10.100.50.110 - Camera 1 - Light switch".

**Important:** If you do not follow these naming conventions, actions are not available in the action list for the associated camera's view. Instead, actions appear in the list of other actions on the **Actions** tab.

## Mobile server settings

### General

The following table describes the settings on this tab.

#### General

Name	Description
<b>Server name</b>	Enter a name of the NVMS Mobile server.
<b>Description</b>	Enter an optional description of the NVMS Mobile server.

Name	Description
<b>Mobile server</b>	Choose between all NVMS Mobile servers currently installed to the specific system. Only NVMS Mobile servers that are running appear in the list.
<b>Login method</b>	Select the authentication method to use when users log in to the server. You can choose between: <ul style="list-style-type: none"> <li>• <b>Automatic</b></li> <li>• <b>Windows authentication</b></li> <li>• <b>Basic authentication</b></li> </ul>

**Features**

Name	Description
<b>Enable Network Video Management System Web Client</b>	Enable access to Network Video Management System Web Client. This feature is enabled by default.
<b>Enable all cameras view</b>	Include the <b>All Cameras</b> view. This view displays all of the cameras that a user is allowed to view on a recording server. This feature is enabled by default.
<b>Enable actions (outputs and events)</b>	Enable access to actions in NVMS Mobile clients. This feature is enabled by default.
<b>Enable keyframes</b>	Stream only keyframes when users stream video on mobile devices and in Network Video Management System Web Client. This uses less bandwidth.
<b>Deny the built-in Administrator role access to the NVMS Mobile server</b>	Enable this to exclude users assigned to the built-in administrator role from accessing video on mobile devices and Network Video Management System Web Client.

**Log settings**

Name	Description
<b>Enabled</b>	Enable or disable logging of NVMS Mobile client's actions in a separate log file.
<b>Log file location</b>	Specify where the system saves log files.
<b>Keep logs for</b>	Specify the number of days to keep logs for (default three days).

### Configuration backup

Name	Description
<b>Import</b>	Import an XML file with a new NVMS Mobile server configuration.
<b>Export</b>	Export your NVMS Mobile server configuration. Your system stores the configuration in an XML file.

### Connectivity

Settings on the **Connectivity** tab are used in the following tasks:

- Configure connection settings.
- Send an email message to help users connect their mobile device to NVMS Mobile servers.
- Enable connections to NVMS Mobile servers on a complex network.

### General

Name	Description
<b>Connection type</b>	<p>Choose how clients should connect to the NVMS Mobile server. You can choose between the following options: <b>HTTP only</b>, <b>HTTP and HTTPS</b> or <b>HTTPS Only</b>.</p> <p><b>Note:</b> If you select <b>HTTPS Only</b>, devices running iOS 9.0 or later can connect only if you have a certificate from a certificate authority (CA) installed on your NVMS Mobile server. CAs issue digital certificates that verify the identities of users and websites that exchange data on the Internet. Examples of CAs are companies like Comodo, Symantec, and GoDaddy. Before you turn on secure connections, make sure that you are familiar with digital certificates. To learn how to add a certificate in NVMS Mobile server, see Edit certificate (on page 161).</p>
<b>Client timeout (HTTP)</b>	<p>Set a time frame for how often the NVMS Mobile client must indicate to the Mobile server that it is up and running. The default value is 30 seconds.</p> <p>Sony recommends that you do <b>not</b> increase the time frame.</p>

### Internet Access

Name	Description
<b>Configure custom Internet access</b>	<p>If you use UPnP port mapping, to direct connections to a specific connection, select the <b>Configure custom Internet access</b> check box.</p> <p>Then provide the <b>IP address</b> or <b>hostname</b>, and the port to use for the connection. For example, you might do this if your router does not support UPnP, or if you have a chain of routers.</p>
<b>Select to retrieve IP address dynamically</b>	<p>If your IP addresses often change, select the <b>Check to retrieve IP address dynamically</b> check box.</p>

Name	Description
<b>Automatically discovered addresses</b>	Lists the IP addresses of this Mobile Server that the system has discovered by itself.

## Server Status

See the status details for your Mobile server. The details are read-only:

Name	Description
<b>Server active since</b>	Shows how long the Mobile server has been running since it was last stopped.
<b>CPU usage</b>	Shows current CPU usage on the Mobile server.
<b>External bandwidth</b>	Shows the current bandwidth in use between the mobile devices and the Mobile server.

### Active users

See the status details for the mobile devices connected to your Mobile server.

Name	Description
<b>User Name</b>	Shows the user name for each Mobile client user connected to the Mobile server.
<b>State</b>	Shows the current relation between the Mobile server and the Mobile Server client user in question. Possible states are: <ul style="list-style-type: none"> <li>• <b>Connected:</b> A state preliminary to servers exchanging keys and encrypting credentials.</li> <li>• <b>Logged In:</b> The Mobile client user is logged into the Network Video Management System.</li> </ul>
<b>Bandwidth Usage (kB/s)</b>	Shows the level of bandwidth used by the Mobile client user in question.
<b>Transcoded streams</b>	Shows the number of transcoded video streams currently open for each mobile client user.

## Performance

On the **Performance** tab, you can set the following limitations on the NVMS Mobile server's performance:

## Settings

Name	Description
<b>Enable full-size images</b>	Enable the NVMS Mobile server to send full-size images to the NVMS Mobile clients or Network Video Management System Web Client. Enabling full-size images uses more bandwidth. Additionally, enabling this option disables all rules set up in the <b>Levels of video stream limitations</b> settings described below.
<b>Limit playback streams</b>	Enable and specify the maximum number of playback video streams currently open for the relevant mobile client user.

## Levels of video stream limitations

### Level 1

Level 1 is the default limitation placed on the NVMS Mobile server. Unless you have enabled sending full-size images above, any limitations you set here are always applied to the NVMS Mobile's video stream.

Name	Description
<b>Level 1</b>	Select the check box to enable the first level of limitations to NVMS Mobile server performance.
<b>Max FPS</b>	Set a limit for the maximum number of frames per second (FPS) to send from the NVMS Mobile server to clients.
<b>Max image resolution</b>	Set a limit for the image resolution to send from the NVMS Mobile server to clients.

### Level 2

If you would rather like to enforce a different level of limitations than the default one in **Level 1**, you can select the **Level 2** check box instead. You cannot set any settings higher than what you have set them to in the first level. If you, for example, set the Max FPS to 45 on **Level 1**, you can set the Max FPS on **Level 2** only to 44 or below.

Name	Description
<b>Level 2</b>	Select the check box to enable the second level of limitations to NVMS Mobile server performance.
<b>CPU threshold</b>	Set a threshold for the CPU load on the NVMS Mobile server before the system enforces video stream limitations.
<b>Bandwidth threshold</b>	Set a threshold for bandwidth load on the NVMS Mobile server before the system enforces video stream limitations.
<b>Max FPS</b>	Set a limit for the maximum number of frames per second (FPS) to send from the NVMS Mobile server to clients.
<b>Max image resolution</b>	Set a limit for the image resolution to send from the NVMS Mobile server to clients.

### Level 3

You can also select a **Level 3** check box to create a third level for limitations. You cannot set any settings higher than what you have set them to in **Level 1** and **Level 2**. If you, for example, set

the **Max FPS** to 45 on **Level 1** and to level 32 on **Level 2**, you can set the **Max FPS** on **Level 3** only to 31 or below.

Name	Description
<b>Level 3</b>	Select the check box to enable the third level of limitations to NVMS Mobile server performance.
<b>CPU threshold</b>	Set a threshold for the CPU load on the NVMS Mobile server before the system enforces video stream limitations.
<b>Bandwidth threshold</b>	Set a threshold for bandwidth load on the NVMS Mobile server before the system enforces video stream limitations.
<b>Max FPS</b>	Set a limit for the frames per second (FPS) to send from the NVMS Mobile server to clients.
<b>Max image resolution</b>	Set a limit for the image resolution to send from the NVMS Mobile server to clients.

The system does not instantly switch from one level to another level. If your CPU or bandwidth threshold goes less than five percent above or below the indicated levels, the current level stays in use.

Note that if you enable **Enable full-size images** on the **General** tab, none of the **Performance** levels are applied.

## Investigations

### Investigations settings

You can enable investigations so that people can use Network Video Management System Web Client and NVMS Mobile to access recorded video and investigate incidents, and prepare and download video evidence.

Name	Description
<b>Investigations folder</b>	Specify where to store video for investigations.
<b>Limit size of investigations folder to</b>	Enter the maximum number of megabytes that the investigations folder can contain. Default size is 2000 MB.
<b>View investigations made by other users</b>	Select this check box to allow users to access investigations that they did not create.
<b>Include timestamps for AVI exports</b>	Select this check box to include the date and time that the AVI file was downloaded.
<b>Used codec for AVI exports</b>	Select the compression format to use when preparing AVI packages for download.  The codecs you can choose from can differ, depending on your operating system. If you do not see the codec you want, you can add it to the list by installing it on the computer where the NVMS Mobile server is running.
<b>Keep or delete data when exports fail (MKV and AVI)</b>	Select whether to keep the data that was not successfully prepared for download in an investigation, or delete it.

### Investigations

Name	Description
<b>Investigations</b>	Lists the investigations that have been set up so far in the system. Use the <b>Delete</b> or <b>Delete all</b> buttons if you no longer want to keep an investigation. This can be useful if, for example, you want to make more disk space available on the server.
<b>Investigation details</b>	To delete individual video files that were exported for an investigation, but keeping the investigation, select the investigation in the list. In the <b>Investigation details</b> group, click the delete icon to the right of the <b>Database, AVI, or MKV</b> fields for exports.

### Video Push

You can specify the following settings if you enable Video push:

Name	Description
<b>Video push</b>	Enable Video push on the Mobile server.
<b>Number of channels</b>	Shows the number of enabled Video push channels in your Network Video Management System.
<b>Channel</b>	Shows the channel number for the relevant channel. Non-editable.
<b>Port</b>	Port number for the relevant Video push channel.
<b>MAC Address</b>	MAC address for the relevant Video push channel.
<b>User Name</b>	Enter the user name associated with the relevant video push channel.
<b>Camera Name</b>	Shows the name of the camera if the camera has been identified.

Once you have completed all necessary steps (see "Set up Video Push to stream video" on page 151), click **Find Cameras** to search for the relevant camera.

## Mobile Server Manager

### About Mobile Server Manager

The Mobile Server Manager is a tray-controlled feature connected to the Mobile server. Right-clicking the Mobile Server Manager icon in the system tray opens a menu from which you can easily access Mobile server functionality.

You can:

- Open Network Video Management System Web Client (see "Access Network Video Management System Web Client" on page 18)
- Start, stop and restart the Mobile service (see "Start, stop and restart Mobile service" on page 163)
- Fill in or change surveillance server credentials (see "Fill in/edit surveillance server credentials" on page 162)
- Show/edit port numbers (on page 163)
- Edit certificate (on page 161)
- Open today's log file (see "About accessing logs and investigations" on page 161)
- Open log folder (see "About accessing logs and investigations" on page 161)
- Open investigations folder (see "About accessing logs and investigations" on page 161)
- Show Mobile server status (see "About show status" on page 161)

### Access Network Video Management System Web Client

If you have a NVMS Mobile server installed on your computer, you can use the Network Video Management System Web Client to access your cameras and views. Because you do not need to install Network Video Management System Web Client, you can access it from the computer where you installed the NVMS Mobile server, or any other computer you want to use for this purpose.

1. Set up the NVMS Mobile server in the Management Application.
2. If you are using the computer where NVMS Mobile server is installed, you can right-click the NVMS Mobile Server icon in the system tray, and select **Open Network Video Management System Web Client**.
3. If you are not using the computer where NVMS Mobile server is installed, you can access it from a browser. Continue with step 4 in this process.
4. Open an Internet browser (Internet Explorer, Mozilla Firefox, Google Chrome or Safari).
5. Type the external IP address, that is, the external address and port of the server on which the NVMS Mobile server is running.

Example: The NVMS Mobile server is installed on a server with the IP address 127.2.3.4 and is configured to accept HTTP connections on port 8081 and HTTPS connections on port 8082 (default settings of the installer).



In the address bar of your browser, type: <http://1.2.3.4:8081> or <https://1.2.3.4:8082>, depending on whether you want to use a standard HTTP connection or a secure HTTPS connection. You can now begin using Network Video Management System Web Client.

6. Add the address as a bookmark in your browser for easy future access to Network Video Management System Web Client. If you use Network Video Management System Web Client on the local computer on which you installed the NVMS Mobile server, you can also use the desktop shortcut which the installer creates. Click the shortcut to launch your default browser and open Network Video Management System Web Client.

You must clear the cache of Internet browsers running the Network Video Management System Web Client before you can use a new version of the Network Video Management System Web Client. System administrators must ask their Network Video Management System Web Client users to clear their browser cache after upgrading, or force this action remotely (you can do this action only in Internet Explorer in a domain).

### About show status

Right-click the Mobile Server Manager icon and select **Show Status** or double-click the Mobile Server Manager icon to open a window that shows the status of the Mobile server. You can see the following information:

Name	Description
<b>Server running since</b>	Time and date of the time when the Mobile server was last started.
<b>Connected users</b>	Number of users currently connected to the Mobile server.
<b>Hardware decoding</b>	Indicates if hardware accelerated decoding is in action on the Mobile server.
<b>CPU usage</b>	How many % of the CPU is currently being used by the Mobile server.
<b>CPU usage history</b>	A graph detailing the history of CPU usage by the Mobile server.

### About accessing logs and investigations

The Mobile Server Manager lets you quickly access the log file of the day, open the folder to which logs files are saved, and open the folder to which investigations are saved.

To open any one of these, right-click the Mobile Server Manager and select **Open today's log file**, **Open Log folder** or **Open Investigation folder** respectively.

**Important:** If you uninstall NVMS Mobile from your system, its log files are not deleted. Administrators with proper rights can access these log files at a later timer, or decide to delete them if they are not needed any longer. The default location of the log files is in the **ProgramData** folder. If you change the default location of log files, existing logs are not copied to the new location nor are they deleted.

### Edit certificate

If you want to use a secure HTTPS protocol to establish connection between a NVMS Mobile server and your mobile device or the Network Video Management System Web Client, you must have a valid certificate for the device or web browser to accept the connection. The certificate confirms that the certificate holder is authorized to establish the connection.

When you install NVMS Mobile server, you generate a self-signed certificate if you run a **Typical** installation. If you run a **Custom** installation, you can choose between generating a self-signed certificate or loading a file that contains a certificate issued by another trusted site.

**Note:** If you want to use secure connections (HTTPS), devices running iOS 9.0 or later, can connect only if you have a certificate from a certificate authority (CA) installed on your NVMS Mobile server. CAs issue digital certificates that verify the identities of users and websites that exchange data on the Internet. Examples of CAs are companies like Comodo, Symantec, and GoDaddy. Before you turn on secure connections, make sure that you are familiar with digital certificates.

If you want use a different certificate, you can do the following.

1. On a computer where Management Application are installed, right-click the **NVMS Mobile Server** icon and select **Edit certificate**.
2. Choose one of the following:
  - Generate a self-signed certificate.
  - Load a certificate file.

### Generate a self-signed certificate

1. Choose the **Generate a self-signed certificate** option and click **OK**.
2. Wait for a few seconds while the system installs the certificate.
3. When finished, a window opens and informs you that the certificate was installed successfully. The Mobile service restarts to apply the change.

### Locate a certificate file

1. Choose the **Load a certificate file** option.
2. Fill in the path for the certificate file or click the **...** box to open a window where you can browse for the file.
3. Fill in the password connected to the certificate file.
4. When finished, click **OK**.

### Fill in/edit surveillance server credentials

1. On a computer with Management Application installed, right-click the **NVMS Mobile Server** icon and select **Surveillance server credentials**.
2. Fill in the **Server URL**.
3. Select what user you want to log in as:
  - Local system administrator (no credentials needed) or
  - A specified user account (credentials needed).
4. If you have chosen a specified user account, fill in **User Name** and **Password**.
5. When finished, click **OK**.

## Show/edit port numbers

1. On a computer with Management Application installed, right-click the **NVMS Mobile Server** icon and select **Show/edit port numbers**.
2. To edit the port numbers, type the relevant port number. You can indicate a standard port number for HTTP connections and/or a secured port number for HTTPS connections.
3. When you are done, click **OK**.

## Start, stop and restart Mobile service

If needed, you can start, stop and restart the Mobile service from the Mobile Server Manager.

- To perform any of these tasks, right-click the **NVMS Mobile Server** icon and select **Start Mobile service**, **Stop Mobile service** or **Restart Mobile service** respectively.

## Frequently asked questions (FAQs)

1. **Why can't I connect from my NVMS Mobile client to my recordings/NVMS Mobile server?**

In order to connect to your recordings, the NVMS Mobile server must be installed on the server that runs your Network Video Management System or alternatively on a dedicated server. The relevant NVMS Mobile settings are also needed in your Network Video Management System video management setup. These are installed as either plug-ins or as part of a product installation or upgrade. For details on how to get the NVMS Mobile server and how to integrate the NVMS Mobile client-related settings in your Network Video Management System, see the configuration section (see "NVMS Mobile configuration" on page 150).

2. **I installed the NVMS Mobile server to Network Video Management System Enterprise Edition, but I can't connect to the server from my device. What is the problem?**

After you have installed the NVMS Mobile server to your Network Video Management System Enterprise Edition (4.0+), you must install the NVMS Mobile plug-in to see the NVMS Mobile server in your Network Video Management System Enterprise Edition setup. When you have installed the NVMS Mobile plug-in, locate the plug-in under **Servers > Mobile Servers** and right-click to add a new mobile server. Here, you add the details about your NVMS Mobile server (Server name, Description (optional), Server Address, Port and more). Once you finish, restart the NVMS Mobile Service (from Windows Services) and try to reconnect with your device.

3. **How do I add a NVMS Mobile server/location/site to my NVMS Mobile client?**

You do this from the NVMS Mobile client. When you open it for the first time, you must add one or more mobile servers in order to retrieve video from your cameras. Your added NVMS Mobile servers will be listed alphabetically. You can add as many NVMS Mobile servers as needed, as long as you have the needed log-in credentials.

4. **Why is the image quality sometimes poor when I view video in the NVMS Mobile client?**

The NVMS Mobile server automatically adjusts image quality according to the available bandwidth between the server and client. If you experience lower image quality than in the Network Video Management System Smart Client, you might have too little bandwidth to get full resolution images through the NVMS Mobile client. The reason for this can either be

too little upstream bandwidth from the server or too little downstream bandwidth on the client. See the **Network Video Management System Smart Client User Manual** which you can download from our website (<http://www.sony.net/CameraSystem/NVMS/Manuals>).

If you are in an area with mixed wireless bandwidth, you may notice that the image quality improves when you enter an area with better bandwidth.

### 5. How do I create views?

You cannot create or configure views in the NVMS Mobile client. It uses views and related names already created in the Network Video Management System Smart Client. If you do not have any views set up, you can use the **All cameras** view to see all the cameras in your system. You can always add more views to the Network Video Management System Smart Client at a later time.

### 6. How do I add a new NVMS Mobile user?

A NVMS Mobile user is just like any other Network Video Management System user. You add a new NVMS Mobile user the same way you normally add a new user in your Management Application: right-click on **Users** in the Navigation Pane and select **Add new basic user** or **Add new Windows user**. If you select new basic user, you must change the server login method to **Automatic** or **Basic Only** depending on your system. You change your server login method from the **Login method** drop-down menu on the **General** tab of the Mobile Server entry under **Servers > Mobile Servers** in the Management Application.

### 7. Can I control my pan-tilt-zoom (PTZ) cameras and use presets from NVMS Mobile client?

Yes, in the NVMS Mobile client, you can control your connected PTZ cameras and use presets in live mode.

### 8. How can I navigate my recordings?

**Android:** You can navigate through your recordings in playback mode. Select the camera you wish to view in playback mode and choose **Menu > Playback**. Once you are in playback mode you can search through your recordings using the control buttons. You also have the option to go to a specific time by choosing **Menu > Go to time**. Once you have chosen **Go To time**, select the date and time you want to view.

**iOS:** You can navigate through your recordings in playback mode. Select the camera you wish to view in playback mode and tap Playback. Once you are in playback mode, you can search through your recordings using the control buttons. You also have the option to go to a specific time by choosing **Menu > Go to time**. Once you have chosen **Go to time**, select the date and time you want to view and click **Confirm**.

### 9. Can I view live and recorded video at the same time?

Yes, in playback mode, you get a small picture-in-picture (PiP) view live from the same camera.

### 10. Can I use the NVMS Mobile client without a 3G data plan?

Yes, you can use NVMS Mobile through Wi-Fi. Either locally on the same network as your Network Video Management System or at a different location, such as a public network in a café or a home network. Note that bandwidth on public networks vary and may affect the image quality of the video streams.

### 11. Can I use the NVMS Mobile client with a 4G/LTE data plan?

Yes, you can use any data connection on your mobile device that allows you to access the internet to connect to your Network Video Management System video management system.

**12. Can I add multiple servers to the NVMS Mobile client?**

When you open the NVMS Mobile client for the first time, you must add one or more mobile servers in order to retrieve video from your cameras. These mobile servers are listed alphabetically. If you want to retrieve video from additional servers, repeat this process. You can add as many mobile servers as needed, as long as you have the relevant log-in credentials.

**13. Why is the image quality poor when I connect to my Network Video Management System video management system at home through Wi-Fi at my office?**

Check your home internet bandwidth. Many private internet connections have different download and upload bandwidths often described as, for example, 20 Mbit/2 Mbit. This is because home users rarely need to upload large amounts of data to the internet, but consume a lot of data instead. The Network Video Management System video management system needs to send video to the NVMS Mobile client and is limited by your connection's upload speed. If low image quality is consistent on multiple locations where the download speed of the NVMS Mobile client's network is good, the problem might be solved by upgrading the upload speed of your home internet connection.

**14. Where are my screenshots saved?**

**Android:** Snapshots are saved to your device's SD card at: **/mnt/sdcard/Network Video Management System**.

**iOS:** Snapshots are saved to your device and can be accessed from **Photos** on your device.

You cannot change the default settings on neither Android nor iOS.

**15. How do I avoid the security warning when I run Network Video Management System Web Client through an HTTPS connection?**

The warning appears because the server address information in the certificate is incorrect. The connection will still be encrypted.

The self-signed certificate in the NVMS Mobile server needs to be replaced with your own certificate matching the server address used to connect to the NVMS Mobile server. These certificates are obtained through official certificate signing authorities such as Verisign. Consult the chosen signing authority for more details.

NVMS Mobile server does not use Microsoft IIS. This means that instructions provided for generating certificate signing request (CSR) files by the signing authority using the IIS is not applicable for the NVMS Mobile server. You must manually create CSR-file using command line certificate tools or other similar third-party application. Note that this process should be performed by system administrators and advanced users only.

**16. Does my processor support hardware-accelerated decoding?**

Only newer processors from Intel support hardware accelerated decoding. Check Intel website (<http://ark.intel.com/search/advanced?s=t&MarketSegment=DT&QuickSyncVideo=true>) if your processor is supported.

In the menu, make sure **Technologies > Intel Quick Sync Video** is set to **Yes**.

If your processor is supported, hardware-accelerated decoding is enabled by default. You can see the current status in **Show status** in the Mobile Server Manager (see "About show status" on page 161).

**17. Does my operating system support hardware-accelerated decoding?**

Only Windows 8 and Windows Server 2012 or newer are supported.

Make sure you install the newest graphic drivers from the Intel website on your system. These drivers are not available from Windows Update.

Hardware-accelerated decoding is not supported, if the mobile server is installed in a virtual environment.

**18. How do I disable hardware-accelerated decoding on the mobile server? (Advanced)**

If the processor on the mobile server supports hardware accelerated decoding, it is by default enabled. To turn hardware-accelerated decoding off, do the following:

1. Locate the file VideoOS.MobileServer.Service.exe.config. The path is typically:  
C:\Program Files\Sony\NVMS Mobile Server\VideoOS.MobileServer.Service.exe.config.
2. Open the file in Notepad or a similar text editor. If necessary, associate the file type .config with Notepad.
3. Locate the field `<add key="HardwareDecodingMode" value="Auto" />`.
4. Replace the value "Auto" with "Off".
5. Save and close the file.

**19. I just turned on my firewall, and now I can't connect a mobile device to my server. Why not?**

If your firewall was turned off while you installed NVMS Mobile server, you must manually enable TCP and UDP communications.

# Alarms

## About alarms

The Alarms feature is a feature that uses functionality handled by the event server. It provides central overview and control of alarms in any number of system installations throughout your organization.

You can configure alarms to be generated based on either:

- **Internal events (system-related):** for example, motion, server responding/not responding, archiving problems, lack of disk space, and more.
- **External events (integrated):** for example, plug-in events.

The Alarms feature also handles general alarms settings and alarm logging.

## Configuring alarms

An alarm configuration may include:

- Dynamic setup of alarm handling based on users access rights
- Central overview of all components: servers, cameras, and external units
- Setup of central logging of all incoming alarms and system information

## Viewing alarms

The following can play a role with regards to alarms and who can view/control/manage them and to what degree. This is because alarms are controlled by the visibility of the object causing the alarm.

- **Source/device visibility:** if the device causing the alarm is not set to be visible to the user, the user cannot see the alarm in the alarm list in Network Video Management System Smart Client.
- **Right to trigger manually defined events:** if manually defined events are available in your system, these can determine if the user can trigger selected manually defined events in Network Video Management System Smart Client.
- **External plug-ins:** if any external plug-ins are set up in your system, these may control user's rights to handle alarms.
- **General access rights:** can determine whether the user is allowed to (only) view or also to manage alarms.

## Time profiles for alarms

Alarms can be based on time profiles (for alarms) (see "Add a time profile (for alarms)" on page 169). Time profiles for Alarms are periods of time to use when you create alarm definitions. You can, for example, create a time profile for alarms covering the period from 2.30 PM till 3.30 PM on Mondays and use that time profile to make sure that certain alarm definitions are only enabled within this period of time.

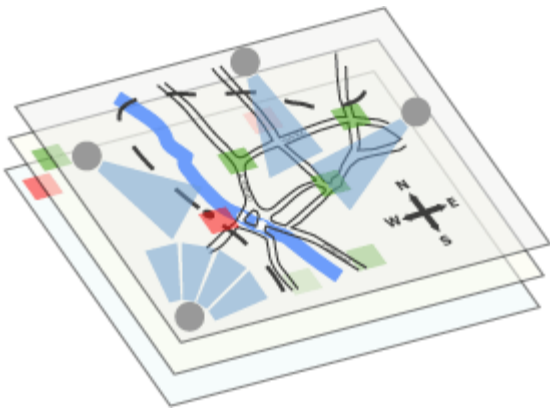
## Alarms and Network Video Management System Smart Client

Alarms appear in the alarm list in Network Video Management System Smart Client. Here, you can view and manage alarms to ease overview and to delegate and handle alarms.

You can integrate alarms with the map functionality (see "About maps" on page 168). The Alarms feature is a powerful monitoring tool, providing instant overview of alarms and possible technical problems.

## About maps

With maps as an integrated part of alarms, you get a physical overview of your surveillance system: with the possibility to assign cameras to a map, you can always tell where alarms originate, which cameras are placed where, and in what direction are they pointing. Also, you can use maps to navigate from large perspectives to detailed perspectives, and vice versa: for example, a state map can have hot zones (small icons on the map) that point to more detailed maps including cities, neighborhoods, streets and floor plans.



Example: Hierarchy of maps

All user-interaction with maps, including adding and maintaining maps, takes place in Network Video Management System Smart Client.

For detailed information, see the Network Video Management System Smart Client documentation. In order to use maps, the Event Server service must be running. The Event Server service is automatically included if you run a **Typical** installation of your surveillance server installation (see "Install your system software" on page 28).

## Add an alarm

To add/configure an alarm:

1. Expand **Alarms**, right-click **Alarm Definition** and select **Create New**.
2. Specify required properties (see "Alarms definition" on page 169). Click **OK**.
3. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

For a detailed overview of Alarms and how the feature works, see About alarms (on page 167).



## Add a time profile (for alarms)

Time profiles are periods of time used for the Alarms feature only.

To add a time profile for an alarm, do the following:

1. Expand **Alarms**, right-click **Time Profiles**, and select **Create New**. The small month overview in the top right corner of the **Time Profile Properties** window can help you get a quick overview of the time periods covered by the time profile, as dates containing specified times are highlighted in bold.
2. In the calendar, select the **Day View**, **Week View**, or **Month View** tab, then right-click inside the calendar and select either Add Single Time... or **Add Recurring Time...**
3. If you select **Add Single Time...**, specify **Start time** and **End time**. If the time is to cover whole days, select the **All-day event** box.  
**—or—**  
 If you select **Add Recurring Time...**, specify time range, recurrence pattern, and range of recurrence. Click **OK**.
4. Save your configuration changes by clicking **Save** in the yellow notification bar in the upper-right corner of the Management Application.

When you edit an existing time profile, remember that a time profile may contain more than one time period, and that time periods may be recurring.

Analytics events are typically data received from external third-party video content analysis (VCA) providers. An example of a VCA-based system could be an access control system.

## Alarms properties

### Alarms definition

When you configure Alarm definitions (see "Add an alarm" on page 168), specify the following:

<b>Enable</b>	Enables the Alarms feature.
<b>Name</b>	Enter a name. The alarm's name appears whenever the alarm is listed. Alarm names do not have to be unique.
<b>Description</b>	Enter a description (optional).
<b>Triggering event</b>	This first list shows both system-related events and events from plug-ins (for example access control systems or similar). From the second list, select the event message to use when the alarm is triggered.
<b>Sources</b>	Select which cameras and/or other devices the event should originate from in order to trigger the alarm. Your options depend upon which type of event you have selected.
<b>Time profile</b>	If you select <b>Time profile</b> , you must select when the alarm should be enabled for triggering. If you have not defined alarm time profiles (see "Add a time profile (for alarms)" on page 169), you will only be able to select <b>Always</b> . If you have defined one or more time profiles, you can select them from this list.

<b>Event based</b>	<p>If you select <b>Event based</b>, you must select which events should start and stop the alarm. Events available for selection are hardware events defined on cameras, video servers and input (see "Overview of events and output" on page 100). You can also use global/manual event definitions (see "Add a manual event" on page 104).</p> <p>Note that when you select <b>Event based</b>, you cannot define alarms based on outputs—only on inputs.</p>
<b>Time Limit</b>	<p>Select the time-limit within which the operator must respond to the alarm.</p>
<b>Events triggered</b>	<p>Select the event to be triggered if the operator does not react within the time limit specified in <b>Time limit</b>. This could be, for example, sending an email, SMS or similar.</p>
<b>Related cameras</b>	<p>Select (a maximum of 15) cameras for inclusion in the alarm definition even though they are not themselves triggering the alarm. This can be relevant, for example, if you have selected an external event message (such as a door being opened) as the source of your alarm. By defining one or more cameras near the door, you could attach the cameras' recordings of the incident to the alarm.</p>
<b>Related map</b>	<p>Select a map to associate with the alarm definition.</p> <p>The selected map is automatically be shown in Network Video Management System Smart Client whenever the alarm is listed. This might help you to quicker identify the physical location of the alarm.</p>
<b>Initial alarm owner</b>	<p>Select a default user responsible for the alarm. You can only select from users allowed to view <b>all</b> cameras and/or other devices selected as source(s) for the event causing the alarm.</p>
<b>Initial alarm priority</b>	<p>Select a priority (<b>High, Medium or Low</b>) for the alarm. Priorities can be used for sorting purposes and workflow control in Network Video Management System Smart Client.</p>
<b>Initial alarm category</b>	<p>Select a category to which the alarm should initially be assigned. This could be, for example, <b>Building01, Burglary, ElevatorEast</b> or similar, depending on which categories have been defined.</p>
<b>Event triggered by alarm</b>	<p>Define an event to be triggered by the alarm in Network Video Management System Smart Client (if needed).</p>
<b>Auto-close alarm</b>	<p>Select if the alarm should automatically be closed upon a particular event. This is possible for alarms triggered by some (but not all) events.</p>

See also Alarm data settings (on page 170) and Alarm sound settings (see "Sound settings" on page 172) for further information on how to configure alarm settings.

## Alarm data settings

When you configure alarm data settings, specify the following:

### Alarm Data Levels tab, Priorities

Name	Description
<b>Level</b>	Add new priorities with level numbers of your choosing or use/edit the default priority levels (numbers <b>1</b> , <b>2</b> or <b>3</b> ). Use these priority levels to configure the <b>Initial alarm priority</b> setting (see "Alarms definition" on page 169).
<b>Name</b>	Type a name for the entity. You can create as many as you like.
<b>Sound</b>	Select the sound to be associated with the alarm. Use one if the default sounds or add more in Sound Settings (on page 172).

### Alarm Data Levels tab, States

Name	Description
<b>Level</b>	Add new states with level numbers of your choosing. The state levels are only visible in the <b>Alarm List</b> in Network Video Management System Smart Client. You cannot edit or reuse the default state levels <b>1</b> , <b>4</b> , <b>9</b> and <b>11</b> .
<b>Name</b>	Type a name for the entity. You can create as many as you like.

### Alarm Data Levels tab, Categories

Name	Description
<b>Level</b>	Add new categories with level numbers of your choosing. These category levels are used to configure the <b>Initial alarm category</b> setting (see "Alarms definition" on page 169).
<b>Name</b>	Type a name for the entity. You can create as many as you like.

### Alarm List Configuration tab

In **Available columns**, use > to select which columns should be available in the Network Video Management System Smart Client **Alarm List**. Use < to clear selection. When done, **Selected columns** should contain the items to be included.

### Reasons for Closing tab

Name	Description
<b>Enable</b>	Select to enable that all alarms must be assigned a reason for closing before they can be closed.
<b>Reason</b>	Add reasons for closing that the user can choose between when closing alarms. Examples could be " <b>Solved-Trespasser</b> " or " <b>False Alarm</b> ". You can create as many as you like.

## Sound settings

When you configure Sound Settings, specify the following:

<b>Sounds</b>	<p>Select the sound to be associated with the alarm. The list of sounds contains a number of default Windows sounds. These cannot be edited. However, you can add new sounds of the file type .wav, but only if these are encoded in Pulse Code Modulation (PCM).</p> <p>Although the default sounds are standard Windows sound-files, local Windows settings might cause these to sound different on different machines. Some users might also have deleted one or more of these sound-files and will therefore be unable to play them. To ensure an identical sound all over, you should import and use your own .wav files encoded in PCM.</p>
<b>Add</b>	Add sounds to the system. Browse to the sound to upload one or several .wav files.
<b>Remove</b>	Remove a selected sound from the list of manually added sounds. You cannot remove default sounds.
<b>Test</b>	Lets you test the sound. In the list, select the sound. The sound is played once.

## Time profile

When you configure Time profiles (see "Add a time profile (for alarms)" on page 169), specify the following:

<b>Name</b>	Type a name for the time profile.
<b>Description</b>	Enter a description (optional).
<b>Add Single Time</b>	Right-click the calendar and select <b>Add Single Time</b> . Specify <b>Start time</b> and <b>End time</b> . If the time covers whole days, select <b>All-day event</b> .
<b>Add Recurring Time</b>	Right-click the calendar and select <b>Add Recurring Time</b> . Specify the time range, recurrence pattern, and range of recurrence.

<b>Edit Time</b>	<p>Right-click the calendar and select <b>Edit Time</b>. Specify <b>Start time</b> and <b>End time</b>. If the time covers whole days, select <b>All-day event</b>.</p> <p>When you edit an existing time profile, remember that a time profile may contain more than one time period, and that time periods may be recurring. If you want your time profile to contain additional periods of time, add more single times or recurring times.</p>
------------------	---

# Options

---

## About automatic device discovery

Automatic device discovery allows you to automatically add hardware devices to your system as soon as you connect these to your network. When you enable automatic device discovery, your system configures and sets up hardware devices automatically without the need for any user interaction, making the hardware devices instantly accessible in Network Video Management System Smart Client after the automatic installation has completed.

Note that:

- Not all hardware devices support automatic device discovery.
- Hardware devices respond differently to automatic device discovery. The system adds some hardware devices (such as Axis models P3301 and P3304) to the system automatically, while you must turn off some devices from other vendors (such as Sony models SNC-EB520, EM520 and E521) and back on again before they are automatically added to your system.
- If your system is not online, remember to activate your hardware device licenses offline.

## Change default file paths

To change any of the default file paths:

1. If you want to change the configuration path, stop all services. This step is not necessary if you want to change the default recording or archiving path.
2. Go to **Options > Default File Paths...**

You can now overwrite the necessary paths. Alternatively, click the browse button next to the field and browse to the location. For the default recording path, you can only specify a path to a folder on a **local** drive.

If you change the default recording or archiving paths and there are existing recordings at the old locations, you must select whether you want to move the recordings to the new locations, leave them at the old locations, or delete them. Sony recommends that you choose to move the recordings to a new location.

3. Once changes are confirmed, restart all services.

# Settings

## General

### Language

The Management Application is available in several languages. From the list of languages, select the language you want to use. Restart the Management Application to make the change of language take effect.

## Connecting Hardware Devices

### Automatic device discovery

Automatic device discovery (see "About automatic device discovery" on page 174) is turned off by default in your system. Select the check box to enable this functionality.

If the discovered cameras must use another user name and password besides the camera's default user name and password, select the **Use the camera's default user name and password as well as the following credentials** check box and type the relevant credentials.

Not all devices support automatic device discovery. If your system does not detect your devices and add them to your system, you must manually add the device.

### Synchronize time on connected hardware devices

To ensure that the time stamp on connected hardware devices and the system is the same, enable the use of time servers (see "About time servers" on page 11). If your hardware device do not link up against a time server that ensures that the time on the hardware devices and the system is synchronized, you risk that the system stops recording from the hardware devices all together.

Setting	Description
<b>Use the recording server as a time server (Recommended)</b>	<p>The default system setting if you have upgraded from a previous installation of the system's software.</p> <p>Use the recording server to synchronize time between hardware devices and your system.</p> <p>Sony recommends that you use this setting.</p>
<b>Use this Network Time Protocol (NTP) server</b>	<p>Use an NTP server for time-synchronization instead of using the recording server.</p> <p>You must type the exact address of the NTP server to be able to use it. Sony recommends that you only use this setting if you are an experienced system administrator.</p>

Setting	Description
<b>Do not synchronize time on connected hardware devices</b>	<p>The default setting if you have upgraded from a previous installation of the system' software.</p> <p>If you do not want any time synchronization to take place between hardware devices and the system, use this setting.</p> <p>Note that your hardware devices may stop recording if the system notices a constant time drift between the hardware devices and the system.</p>

### IP address assignment settings

The system includes three different settings for assigning IP addresses to your hardware devices when you connect them to the network. Each of the settings have their own advantages and disadvantages. Note that not all cameras support the use of DHCP servers.

Setting	Description	Advantage	Disadvantage
<b>Use of a DHCP server to assign IP addresses to connected devices</b>	<p>Use a Dynamic Host Configuration Protocol (DHCP) server to automatically assign IP addresses to devices you connect to the system.</p> <p>If your system does not use a DHCP server, devices keep their pre-assigned IP addresses or use a self-configured IP address which might not work.</p>	<p>The DHCP servers keep track of available IP addresses and add them to the devices when they are added to your network.</p> <p>You can move devices from one network to another without having to reconfigure them.</p> <p>This is the default system setting if you have upgraded from a previous installation of the system's software.</p>	<p>Devices can change IP addresses so that the IP addresses in the configuration do not match anymore.</p>
<b>Do not assign an IP address when connecting a device</b>	<p>No IP addresses are assigned to devices connected to the system. The devices keep their current setup, for example having a static IP address or a DHCP-assigned IP address.</p>	<p>Control everything related to assigning IP addresses yourself.</p> <p>This is the default system setting if you have upgraded from a previous installation of the system's software.</p>	<p>You must keep track of available IP addresses yourself.</p>
<b>Assign a static IP address to connected devices from this range:</b>	<p>A static IP address from your indicated range is assigned to each individual device added to the system.</p>	<p>Assigned IP addresses never change.</p>	<p>You must reconfigure all devices to change network as devices must be reconfigured before you can move them to another network.</p>



A Dynamic Host Configuration Protocol (DHCP) server is a standardized network protocol used on IP networks for dynamically distributing network configuration parameters. With DHCP, devices request IP addresses and networking parameters automatically from the DHCP server. The use of a DHCP server reduces the need for a network administrator or a user to configure such settings manually.

## User Interface

You can change the way the Management Application behaves.

<b>Camera preview</b>	Specify if you want to show live video or a snapshot when you preview a camera in Management Application, or if you do not want previewing at all.
<b>Behavior settings</b>	<p>Specify how you want the Management Application to behave for a number of actions, you and other Management Application users perform.</p> <p>The Management Application asks you to confirm many of the actions. If you think this is not necessary, you can change the behavior of the Management Application to not ask you again.</p> <p>Examples of actions you can change:</p> <ul style="list-style-type: none"> <li>• When you attempt to delete a hardware device, should the Management Application ask you to confirm that you want to delete the hardware device, or should it delete the hardware device straight away without asking?</li> <li>• Depending on the system you are using, you may have a limit on the number of cameras you can use in your system. Select if the system should warn you if you add more cameras than the allowed number of cameras.</li> <li>• If your system should show live video when you preview camera or if you would rather see a snapshot or no preview of the camera.</li> </ul>
<b>Restore Default Settings</b>	Click this button if you want to restore all behavior settings to their default values.

## Default File Paths

Your system uses a number of default file paths. You can change the path of these if you need to.

<b>Default recording path for new cameras</b>	<p>All new cameras you add use this path by default for storing recordings.</p> <p>If required, you can change individual cameras' recording paths as part of their individual configuration (see "Recording and archiving paths" on page 88), but you can also change the default recording path so all new cameras you add use a path of your choice.</p>
---	---

<b>Default archiving path for new cameras</b>	<p>All new cameras you add use this path by default for archiving (see "About archiving" on page 117).</p> <p>If required, you can change individual cameras' archiving paths as part of their individual configuration, but you can also change the default recording path so all new cameras you add use a path of your choice. Note that camera-specific archiving paths are not relevant if you use dynamic path selection (see "Dynamic path selection (properties)" on page 70) for archiving.</p>
<b>Configuration path</b>	The default path used for storing your system configuration.

## Audio Recording

Specify the default setting for audio recording when you add new cameras to the system.

<b>Never</b>	The system never records audio from your cameras.
<b>Only when recording video</b>	The system only records audio from your cameras when your system is recording video.
<b>Always</b>	The system always records audio for your cameras.

You can change the setting later for each camera individually.

## Analytics Events (properties)

Analytics Events let you specify the following:

<b>Enabled</b>	Enable the analytics event feature.
<b>Port</b>	<p>Specify the port used by this service. Default port is 9090.</p> <p>Make sure that relevant VCA tool providers also use this port number. If you change the port number, make sure that VCA tool providers change their port number accordingly.</p>
<b>Events allowed from: All network addresses or Specified network addresses</b>	<p>Specify whether events from all IP addresses/host names are accepted, or only events from IP addresses/host names specified in a list:</p> <p>In the <b>Address</b> list specify a list of trusted IP addresses/host names that you want this service to recognize. The list is used to filter incoming data so that only events from certain IP addresses/host names are allowed. Both Domain Name System (DNS) and IPv4 address formats are allowed in the list.</p> <p>You have two ways of adding addresses to the list:</p> <ul style="list-style-type: none"> <li>Manually: type the required IP address/host name in the address list. Repeat for each required address.</li> <li>Import an external list: read below.</li> </ul>

<b>Import</b>	Click the <b>Import...</b> button to browse for the required external list of addresses. To import an external list, save the list in a .txt file format. Each IP address or host name must appear on a separate line in the file.
---------------	--

## Alarms and Events

<b>Keep closed alarms for</b>	<p>Specify the number of days for storing alarms with the state <b>Closed</b> in the database. If you set the value to <b>0</b>, the alarm is deleted after it has been closed.</p> <p>This value is normally set to a low number to keep the capacity requirements low, but you can define any number up to 99999 days.</p>
<b>Keep all other alarms for</b>	Specify the number of days for storing alarms with the state <b>New, In progress, or On hold</b> . If you set the value to 0, the alarm appears in the system, but will not be stored.
<b>Keep logs for</b>	Specify the number of days for keeping the event server logs. If you keep the logs for longer periods of time, ensure that the machine where the event server is installed has enough disk space.
<b>Enable verbose logging</b>	To keep a more detailed log for event server communication, select the check box. It will be stored for the number of days specified in the <b>Keep logs for</b> field.
<b>Event types</b>	<p>Specify the number of days for storing events in the database. There are two ways of doing this:</p> <ul style="list-style-type: none"> <li>You can specify the retention time for an entire event group. Event types with the value <b>Follow group</b> will inherit the value of the event group.</li> <li>Even if you set a value for an event group, you can specify the retention time for individual event types.</li> </ul> <p>If the value is <b>0</b>, the events will not be stored in the database.</p> <p>Though the <b>External Events</b> group has the types custom events, generic events, and input events, you cannot set the retention time individually for these types.</p>

**Important:** Alarms often have associated video recordings. While the alarm information itself is stored on the event server, the associated video recordings are fetched from the relevant surveillance system server when users wish to view them. Therefore, if it is vital that you have access to video recordings from all your alarms, make sure that video recordings from relevant cameras are stored on relevant surveillance system servers for at least as long as you intend to keep alarms on the event server.

# System maintenance

---

## Backing up and restoring configuration

### About backup and restore of configuration

Sony recommends that you make regular backups of your system configuration (cameras, schedules, views, and so on) as a disaster recovery measure.

While it is rare to lose your configuration, it can happen under unfortunate circumstances. Luckily, it takes only a minute to back up your existing configuration.

### Back up system configuration

In the following, Sony assumes that you have not changed your system's default configuration path (see "Default File Paths" on page 177), which is **C:\ProgramData\Sony\Sony Surveillance** on servers running all supported operating systems. If you have changed the default configuration path, you must take your changes into consideration when using the method described in the following.

The backup described here is a backup of your entire surveillance system setup including log files, event configuration, restore points, view groups as well as Management Application and Network Video Management System Smart Client configuration. Alternatively, you can export your configuration as a backup (see "Export and import Management Application configuration" on page 184), which is limited to the Management Application configuration.

To back up:

1. Make a copy of the folder **C:\ProgramData\Sony\Sony Surveillance** and all of its content.
2. Open the folder **C:\ProgramData\VideoDeviceDrivers\C\_\Program Files (x86)\Sony\DevicePack\devices\**, and verify if the file **devices.ini** exists. If the file exists, make a copy of it. The file exists if you have configured video properties for certain types of cameras. For such cameras, changes to the properties are stored in the file rather than on the camera itself.
3. Store the copies away from the server, so that they are not affected if the server is damaged, stolen or otherwise affected.

Remember that a backup is a snapshot of your system configuration at the time of backing up. If you later change your configuration, your backup does not reflect the most recent changes. Therefore, back up your system configuration regularly. When you back up your configuration as described, the backup includes restore points. This allows you to not only restore the backed-up configuration, but also to revert to an earlier point in that configuration if you need to.

### Restore system configuration

1. If you use the system on a server running any supported operating system, copy the content of the backed-up **Sony Surveillance** folder into **C:\ProgramData\Sony\Sony Surveillance**.

2. If you backed up the file **devices.ini**, copy the file into **C:\ProgramData\VideoDeviceDrivers\C\_\Program Files (x86)\Sony\DevicePack\devices\**

## Back up and restore alarm and map configuration

It is important that you regularly back up your alarm and map configurations. You do this by backing up the event server, which handles your alarm and map configuration as well as the Microsoft® SQL Server Express database, which stores your alarm data. This enables you to restore your alarm and map configuration in a possible disaster recovery scenario. Backing up also has the added benefit that it flushes the SQL Server Express database's transaction log.

When you back up and restore alarm and/or map configuration, you must do it in the following order:

### Prerequisites

- **You must have administrator rights on the SQL Server Express database** when you back up or restore your alarm configuration database on the SQL Server Express. Once you are done backing up or restoring, you only need to be a database owner of the SQL Server Express database.
- **Microsoft® SQL Server Management Studio Express**, a tool you can download for free from the Microsoft website (<http://www.microsoft.com/downloads>). Among its many features for managing SQL Server Express databases are some easy-to-use backup and restoration features. Download and install the tool on your existing surveillance system server and on a possible future surveillance system server (you need it for backup as well as restoration).

### Step 1: Stop the Event Server service

Stop the event server service to prevent configuration changes from being made:

1. On your surveillance system server, click **Start > Control Panel > Administrative Tools > Services**.
2. Right-click the Event Server, click **Stop**.

This is important since any changes made to alarm configurations—between the time you create a backup and the time you restore it—are lost. If you make changes after the backup, you must make a new backup. Note that the system does not generate alarms while the Event Server service is stopped. It is important that you remember to start the service again once you have finished backing up the SQL database.

### Step 2: Back up alarms data in SQL Server Express database

If you do not have **SQL Server Management Studio Express**, you can download it for free from the Microsoft website (<http://www.microsoft.com/downloads>).

1. Open Microsoft SQL Server Management Studio Express from Windows' **Start** menu by selecting **All Programs > Microsoft SQL Server 2008 > SQL Server Management Studio Express**.
2. When you open the tool, you are prompted to connect to a server. Specify the name of the required SQL Server and connect with administrator user credentials. You do not have to type the name of the SQL server: if you click inside the Server name field and select **<Browse for more...>**, you can select the SQL Server from a list instead.

3. Once connected, you see a tree structure in the **Object Explorer** in the left part of the window. Expand the SQL Server item, then the **Databases** item, which contains your entire alarm configuration.
4. Right-click the **VIDEOOSDB** database, and select **Tasks > Back Up...**
5. On the **Back Up Database** dialog's **General** page, do the following:
  - Under **Source** verify that the selected database is **VIDEOOSDB** and that the backup type is **Full**.
  - Under **Destination** A destination path for the backup is automatically suggested. Verify that the path is satisfactory. If not, remove the suggested path, and add another path of your choice.
6. On the **Back Up Database** dialog's **Options** page, under **Reliability**, select **Verify backup when finished** and **Perform checksum** before writing to media.
7. Click **OK** to begin the backup. When backup is finished, you see a confirmation.
8. Exit Microsoft SQL Server Management Studio Express.

### Step 3: Reinstall your system

Do not install your surveillance software on a mounted drive. A mounted drive is a drive that is attached to an empty folder on an NTFS (NT File System) volume, with a label or name instead of a drive letter. If you use mounted drives, critical system features may not work as intended. You do not, for example, receive any warnings if the system runs out of disk space.

**Before you start:** Shut down any existing surveillance software.

1. Run the installation file. Depending on your security settings, you may receive one or more security warnings. Click the **Run** button if you receive a warning.
2. When the installation wizard starts, select language for the installer and then click **Continue**.
3. Select if you want to install a trial version of your system or indicate the location of your software license file.
4. Read and accept the license agreement, and indicate if you want to participate in the Sony data collection program.
5. Select **Typical** or **Custom** installation. If you select **Custom** installation, you can select application language, which features to install and where to install them. Let the installation wizard complete.

You can now begin to configure your system, see Configure your system in Management Application (see "Configure the system in the Management Application" on page 32).

### Step 4: Restore alarms data in SQL Server Express database

Luckily, most users never need to restore their backed-up alarm data, but if you ever need to, do the following:

1. In the Windows Start menu, open Microsoft SQL Server Management Studio Express.
2. Connect to a server. Specify the name of the required SQL Server, and connect using the user account the database was created with.

3. In the **Object Explorer** on the left, expand **SQL Server > Databases**, right-click the **VIDEOOSDB** database, and then select **Tasks > Restore > Database...**
4. In the **Restore Database** dialog, on the **General** page, under **Source for restore**, select **From device** and click **<Browse for more...>**, to the right of the field. In the **Specify Backup** dialog, make sure that **File** is selected in the **Backup media** list. Click **Add**.
5. In the **Locate Backup File** dialog, locate and select your backup file **VIDEOOSDB.bak**. Then click **OK**. The path to your backup file is now listed in the **Specify Backup** dialog.
6. Back on the **Restore Database** dialog's **General** page, your backup is now listed under **Select the backup sets to restore**. Make sure you select the backup by selecting the check box in the **Restore** column.
7. Now go to the **Restore Database** dialog's **Options** page, and select **Overwrite the existing database**. Leave the other options as they are, and then click **OK** to begin the restoration. When the restore is finished, you see a confirmation.
8. Exit Microsoft SQL Server Management Studio Express.

Note: If you get an error message telling you that the database is in use, try exiting Microsoft SQL Server Management Studio Express completely, then repeat steps 1-8.

### **Step 5: Restart the Event Server service**

During the restore process, the Event Server service is stopped to prevent configuration changes being made until you are done. Remember to start the service again:

1. On your surveillance system server, click **Start > Control Panel > Administrative Tools > Services**.
2. Right-click the Event Server, click **Start**.

### **About the SQL Server Express transaction log and reasons for flushing it**

Each time a change in the system's alarm data take place, the SQL Server logs the change in its transaction log. The transaction log is essentially a security feature that makes it possible to roll back and undo changes to the SQL Server Express database. The SQL Server by default stores its transaction log indefinitely, and, therefore, the transaction log builds up more and more entries over time.

The SQL Server's transaction log is by default located on the system drive, and if the transaction log just keeps growing, it may in the end prevent Windows from running properly. Flushing the SQL Server's transaction log from time to time is therefore a good idea, however flushing it does not in itself make the transaction log file smaller, rather it prevents it from growing out of control. Your system does not, however, automatically flush the SQL Server's transaction log at specific intervals. This is because users have different needs. Some want to be able to undo changes for a very long time, others do not care.

You can do several things on the SQL Server itself to keep the size of the transaction log down, including truncating and/or shrinking the transaction log (for numerous articles on this topic, go to [support.microsoft.com](http://support.microsoft.com) (<http://support.microsoft.com>) and search for SQL Server transaction log). However, backing up the system's database is generally a better option since it flushes the SQL Server's transaction log and gives you the security of being able to restore your system's alarm data in case something unexpected happens.

## Export and import Management Application configuration

You can export the current configuration of your Management Application, either as a safety measure in order to have a backup file of your configuration, or as a clone allowing you to use a similar Management Application configuration elsewhere. You can, at a later time, import previously exported Management Application configurations.

### Export Management Application configuration as backup

With this option, all relevant Management Application configuration files are combined into one single .xml file, which you can specify a location for. Note that if there are unsaved changes to your configuration, these are automatically saved when you export the configuration.

1. In the **File** menu, select **Export Configuration - Backup**.
2. Browse to the location at which you want to store the exported configuration, specify a suitable file name, and click **Save**.

If you intend to set up an identical version of your surveillance system elsewhere, **do not** export your configuration as **backup**, since this may lead to the same device information being used twice, in which case clients may get the following error message: **Application is not able to start because two (or more) cameras are using the same name or ID**. Instead, export your configuration as a **clone**. When you export as a clone, the export takes into account the fact that you are not using the exact same physical cameras, etc. even though your new system may otherwise be identical to your existing one.

Note that there is a difference between this Management Application configuration backup and the system configuration backup done from the Sony Surveillance folder because these are two different things. The backup described here is limited to a backup of the Management Application configuration. The type of system configuration backup done from the Sony Surveillance folder is a backup of your entire surveillance system setup (including, among other things, log files, event configuration, restore points, view groups as well as the Management Application and Network Video Management System Smart Client configuration).

### Export Management Application configuration as clone

With this option, all relevant Management Application configuration files are collected, and GUIDs (Globally Unique IDentifiers, unique 128-bit numbers used for identifying individual system components, such as cameras) are marked for later replacement. GUIDs are marked for later replacement because they refer to specific components (cameras and so on). Even though you wish to use the cloned configuration for setting up a new similar system using similar types of cameras, the new system does not use the exact same physical cameras as the cloned system. When you use the cloned configuration later in a new system, the GUIDs are replaced with GUIDs representing the specific components of the new system.

After you have marked GUIDs for replacement, the configuration files are combined into one single .xml file, which you can then save at a location specified by you. Note that if there are unsaved changes to your configuration, they are automatically saved when you export the configuration.

1. In the **File** menu, select **Export Configuration - Clone**.
2. Browse to the location at which you want to store the exported configuration, specify a suitable file name, and click **Save**.



## Import previously exported Management Application configuration

The same import method is used regardless of whether the Management Application configuration was exported as a backup or a clone.

1. In the **File** menu, select **Import Configuration**.
2. Browse to the location from which you want to import the configuration, select the relevant configuration file, and click **Open**.
3. Only relevant if the system into which you import the configuration contains devices (cameras, etc.) which are not present in the imported configuration: you are asked whether you want to delete or keep recordings from affected devices. If you want to keep the recordings, note that they are not accessible until you add the affected devices to the system again. Select the option you need, and click **OK**.
4. Expand **Advanced Configuration > Services**.
5. For the Recording Server and Image Server services respectively, click the **Restart** button. Restarting the two services applies the imported Management Application configuration.

## Restore system configuration from a restore point

Restore points allow you to return to a previous configuration state. Each time you apply a configuration change in the Management Application, a new restore point is created.

All restore points in the current and previous five sessions are stored and can be selected again. A new session begins each time you start the Management Application as well as each time you save the whole configuration. For sessions older than the last five sessions, only the latest restore point of each session is stored. With the **Number of old sessions to keep** field, you can control how many old sessions are kept.

When you select to restore a configuration from a restore point, the configuration from the selected restore point is applied and used once the services are restarted.

If you have added new cameras or other devices to the system after the restore point was created, they are missing if you load the restore point. This is because they were not in the system when the restore point was created. In such cases, you are notified and must decide what to do with recordings from the affected devices.

1. From the **File** menu, select **Load Configuration from Restore Point...**
2. In the left part of the **Restore Points** dialog, select the relevant restore point.
3. Click the **Load Restore Point** button.
4. If you are sure that you want to overwrite the current configuration with the one from the selected restore point, click **OK**.
5. Only relevant if the current configuration contains cameras or other devices which were not present in the selected restore point: you are asked whether you want to delete or keep recordings from affected devices. If you keep the recordings, note that you cannot access them until you add the affected devices to your system again. Select the relevant option, and click **OK**.
6. Click **OK** in the Restore Points dialog.
7. Expand **Advanced Configuration**, and select **Services**.

8. For the Recording Server and Image Server services respectively, click the **Restart** button. When the two services are restarted, the configuration from the selected restore point is applied.

**Note:** When you select a restore point, you can see information about the configuration state at the selected point in time in the right part of the dialog. This can help you select the best possible restore point.

## Importing changes to configuration

### About importing changes to configuration

You can import changes to a configuration. This can be relevant if you install many similar systems, for example in a chain of shops where the same types of server, hardware devices, and cameras are used in each shop. In such cases, you can use an existing configuration as a template for the other installations.

Since such installations are not exactly the same, as the hardware devices and cameras are of the same type, but they are not physically the same, and therefore they have different MAC addresses, there is an easy way of importing changes to the template configuration. You can import changes about hardware devices and cameras as comma-separated values (CSV) from a file.

See Import changes to configuration (on page 187) for a step-by-step guide and About required fields for CSV files when you import changes to configurations (on page 186) for which fields you must include in the CSV files.

When you import changes, no hardware detection takes place nor does the software change the camera's hardware capabilities. For example, if you replace a PTZ camera with a non-PTZ camera, the software continues to show the replaced camera as a PTZ camera.

### About required fields for CSV files when you import changes to configurations

The CSV file must have a header line (determining what each value on the following lines is about), and the following lines must each contain information about one hardware device only. The field names are case sensitive, so you should ensure that you have written the fields exactly as shown below.

For each hardware device, the following information is required:

<b>HardwareOldMacAddress</b>	Used to find the device that is going to have its properties changed. This is a mandatory field that you must enter in order to be able to import changes to the configuration from a CSV file.
<b>HardwareNewMacAddress</b>	The new IP address for the hardware device.
<b>HardwareAddress</b>	The IP address of the hardware device.
<b>HardwarePort</b>	The port for the hardware device.
<b>HardwareUserName</b>	The user name for hardware device's administrator account.
<b>HardwarePassword</b>	The password for hardware device's administrator account.

<b>HardwareOldMacAddress</b>	Used to find the device that is going to have its properties changed. This is a mandatory field that you must enter in order to be able to import changes to the configuration from a CSV file.
<b>HardwareDriverID</b>	If cameras and server are offline: specify a <b>HardwareDriverID</b> for each hardware device you want to add.  Example: <b>ACTi ACD-2100 105</b> indicates that you should use <b>105</b> as the ID if adding an ACTi ACD-2100 hardware device.

When you import changes, no hardware detection takes place and no hardware functionality is changed. For example, if you replace a PTZ device with a device that does not have PTZ functionality, the new device still lists as a PTZ device.

The following applies for the information present in CSV files:

- The first line of the CSV file must contain the headers, and following lines must contain information about one hardware device each
- Separators can be commas, semicolons or tabs, but you cannot mix them
- All lines must contain valid values. All camera names, user names and similar items must be unique, and cannot contain any of the following special characters: < > & ' " \ / : \* ? | [ ]
- There is no fixed order of values, and you can omit optional parameters entirely

## **Import changes to configuration**

1. From the menu bar, select **File > Import Changes to Configuration...**
2. Select **Online verification** if the new hardware devices and cameras listed in your CSV file are connected to the server and you want to verify that you can reach them.
3. Point to the CSV file, and click the **Import Configuration from File** button.

See also About importing changes to configuration (on page 186).

# Glossary of Terms

## A

### **Administrator**

1) System administrator. 2) In previous versions of your system: the main application used by system administrators for configuring the surveillance system server. Now called the Management Application.

### **Analytics Events**

Analytics events are data received from an external third-party video content analysis (VCA) provider. An example of a VCA-based system is an access control system. Analytics events integrates seamlessly with the **Alarms** feature.

### **Aspect ratio**

The height/width relationship of an image.

### **ATM**

Automatic teller machine—machine that dispenses money when a personal coded card is used.

### **AVI**

A popular file format for video. Files in this format carry the .avi file extension.

## B

### **Base license**

A license that gives you permission to use the software of an Network Video Management System VMS product and/or Network Video Management System add-on product.

## C

### **Carousel**

A feature for displaying video from several cameras, one after the other, in a single camera position. The required cameras and the intervals between changes are specified by the system administrator. The carousel feature is available in Network Video Management System Smart Client.

### **Codec**

A technology for compressing and decompressing audio and video data, for example, in an exported AVI file. MPEG and Indeo are examples of frequently used codecs.

### **CSV**

Comma-separated values data format that stores tabular data, where the lines represent rows in a table and commas define the columns, in a simple file. For example, data about cameras may appear as comma-separated values in a .csv file, which you can then import into your system. It is an effective method if you set up several similar systems.

## D

### **Device**

In an Network Video Management System surveillance system: a camera, video encoder, input device, or output device connected to a recording server.

### **Device changes without activation**

A threshold on the number of hardware devices you can replace or add if your Network Video Management System is offline before you must make a manual license activation.

## DirectX

A Windows extension providing advanced multimedia capabilities.

## DNS

Domain Name System—system allowing translation between alphabetic host names (for example, mycomputer) or domain names (for example, [www.mydomain.com](http://www.mydomain.com)) and numeric IP addresses (for example, 192.168.212.2). Many people find alphabetic names easier to remember than numeric IP addresses.

## Driver

A program used for controlling/communicating with a device.

## DST

Daylight saving time: temporarily advancing of clocks during the summer so that afternoons have more daylight and mornings have less.

## Dual stream

Some cameras support two independent streams (which can be sent to the recording server): one for live viewing and another for playback purposes. Each stream has its own resolution, encoding, and frame rate.

## E

### Event Server

A server that stores and handles incoming alarm data and events from all surveillance system servers. The Event Server enables powerful monitoring and provides an instant overview of alarms and possible technical problems within your systems.

## F

### Fisheye

A type of lens that allows the creation and viewing of fisheye images.

### FPS

Frames per second—measurement indicating the amount of information contained in a motion video. Each frame represents a still image, but when frames are displayed in succession, the illusion of motion is created. The higher the FPS, the smoother the motion appears. Note, however, that a high FPS may also lead to a large file size when video is saved.

### Frame rate

A measurement indicating the amount of information contained in motion video—typically measured in FPS.

## G

### Generic events

Your system can receive and analyze input in the form of TCP or UDP data packages which, if they match specified criteria, you can use to generate events. Such events are called generic events.

### GOP

Group of pictures: individual frames grouped together, forming a video-motion sequence.

### Grace period

When you install and configure your system and add recording servers and cameras, the different devices run in a trial period until you activate your licenses. This period of trial is the grace period. You must activate your licenses before the grace period expires or your system will stop working. If your system is online, your licenses are activated automatically.

## GUID

Globally unique identifier—unique 128-bit number used to identify components on a Windows system.

## Hotspot

Particular position for viewing enlarged and/or high quality video in Network Video Management System Smart Client.

## H

### H.264

A standard for compressing and decompressing video data (a codec). H.264 is a codec that compresses video more effectively than older codecs, and it provides more flexibility for use in a variety of network environments.

### Hardware device

When you add a digital camera to your system, you are not adding the camera itself only, but rather hardware devices. Hardware devices have their own IP addresses or host names. Being IP-based, your system primarily identifies units based on their IP addresses or host names.

Even though each hardware device has its own IP address or host name, you can attach several cameras, microphones and speakers to a single hardware device and share the same IP address or host name. This is typically the case with cameras attached to video encoder devices.

You can configure each camera, microphone and similar channels on the hardware device individually, even when several of them are attached to a single hardware device.

### Hardware device license

A license that gives you permission to run a camera or encoder on your Network Video Management System. If you want to use the video push feature on a mobile device or tablet, you also need a hardware device license per device.

### Host

A computer connected to a TCP/IP network. A host has its own IP address, but may—depending on network configuration—also have a **host name to make it easily identifiable.**

## I

### I/O

Input/Output: refers to the communication between a computer and a person. Inputs are the signals or data received by the system and outputs are the signals or data sent from it.

### I-frame

Short name for intra-frame. Used in the MPEG standard for digital video compression. An I-frame is a single frame stored at specified intervals. The I-frame records the entire view of the camera, whereas the frames that follow (P-frames) record only the pixels that change. This helps greatly reduce the size of MPEG files. An I-frame is similar to a keyframe.

### Image Server

A service that handles access to the system for remote users logging in with Network Video Management System Smart Client.

The Image Server service does not require separate hardware as it runs in the background on the surveillance system's server. The Image Server service is not configured separately but is configured through the system's Management Application.

### IPIX

A technology that allows the creation and viewing of panomorph Fisheye images.

## J

### JPEG

(Also JPG) Joint Photographic Experts Group—widely used lossy compression technique for images.

## K

### Keyframe

Used in the MPEG standard for digital video compression, a keyframe is a single frame stored at specified intervals. The keyframe records the entire view of the camera, whereas the frames between the keyframes record only the pixels that change. This helps greatly reduce the size of MPEG files.

## M

### MAC address

Media Access Control address—12-character hexadecimal number uniquely identifying each device on a network.

### Manual events

You can generate an event manually from the client. These events are called manual events.

### Master/Slave

A setup of servers where one server (the master server) is of higher importance than the remaining servers (the slave servers). With a master/slave setup in your system, you can combine several surveillance system servers and extend the number of cameras you can use beyond the maximum allowed number of cameras for a single server.

In such a setup, clients still have a single point of contact: they connect to the master server but also get access, transparently, to cameras and recordings on the slave servers.

## MJPEG

Motion JPEG—compressed video format where each frame is a separately compressed JPEG image. The method used is quite similar to the I-frame method used for MPEG, but no interframe prediction is used. This allows for somewhat easier editing, and makes compression independent of the amount of motion.

## Monitor

1) A computer screen. 2) An application used in previous versions of Sony - Network Video Management System Smart Client for recording and displaying video. The Monitor application has been discontinued.

## MPEG

Compression standards and file formats for digital video developed by the Moving Pictures Experts Group. MPEG standards use so-called lossy compression as they store only the changes between frames, removing often considerable amounts of redundant information. Keyframes stored at specified intervals record the entire view of the camera, whereas the frames that follow record only pixels that change. This helps greatly reduce the size of MPEG files.

## N

### NTLM

In a Windows network, NT LAN Manager is a network authentication protocol.

## P

### Panomorph

A type of lens that allows the creation and viewing of Fisheye-technology images.

### Pan-tilt-zoom (PTZ)

Pan-tilt-zoom. A highly movable and flexible type of camera.

## **P-frame**

Predictive frame—the MPEG standard for digital video compression uses P-frames together with I-frames. An I-frame, also known as a keyframe, is a single frame stored at specified intervals. The I-frame records the entire view of the camera, whereas the frames that follow (the P-frames) record only the pixels that change. This helps greatly reduce the size of MPEG files.

## **PIN**

Personal identification number (or personal identity number)—number used to identify and authenticate users.

## **Ping**

A computer network administration utility used to determine whether an IP address is available, by sending a small amount of data to see if it responds. The word ping was chosen because it mirrors the sound of a sonar. You send the ping command using a Windows command prompt.

## **Polling**

Regularly checking the state of something, for example, whether input has been received on a particular input port of a device. The defined interval between such state checks is often called a polling frequency.

## **Port**

Logical endpoint for data traffic. Networks use different ports for different types of data traffic. Therefore it is sometimes, but not always, necessary to specify which port to use for particular data communication. Most ports are used automatically based on the types of data included in the communication. On TCP/IP networks, port numbers range from 0 to 65536, but only ports 0 to 1024 are reserved for particular purposes. For example, port 80 is used for HTTP traffic, which is used when viewing web pages.

## **POS**

(Also PoS) Point of sale: the physical place where a sale is made, for example, at the cash register.

## **Post-recording**

The ability to store recordings from periods following motion and/or specified events.

It is based on incoming video buffered on the system server in case it is needed for a motion- or event-triggered recording.

It can be a good idea to use post-recording if, for example, you have defined that the system should record video while a gate is open and you would like to see what happens immediately after the gate closes.

## **Pre-alarm**

Pre-alarm images is a feature available for selected cameras only. It enables the sending of images from immediately before an event took place from the camera to your system via email.

## **Pre-buffer**

See the description of Pre-recording.

## **Pre-recording**

The ability to store recordings from periods before your system detected motion and/or specified events. This ability is based on incoming video buffered on the system server in case it is needed for a motion- or event-triggered recording.

It can be a good idea to use pre-recording if, for example, you have defined that the system should record video when someone opens a door, it may also be important to be able to see what happened right before the doors opened.

## **Privacy masking**

The ability to define if and how selected areas of a camera's view should be masked before distribution. For example, if a camera films on a street, you can highlight certain areas of a building (for example, windows and doors)



with privacy masking in order to protect residents' privacy.

## PUK

Personal Unblocking Key or PIN Unlock Key—number used as an extra security measure for SIM cards.

## R

### Recording

On IP video surveillance systems, recording means **saving video and, if applicable, audio from a camera in the camera database on the surveillance system**. In many IP surveillance systems, all the video/audio received from cameras is not necessarily saved. Saving of video and audio in a camera database is in many cases started only when there is a reason to do so, for example, when motion is detected, when an event occurs, or when a specific period of time begins. Recording is then stopped after a specified amount of time, for example, when motion is no longer detected, when an event occurs, or when a time period ends. The term **recording** originates from the analog video era, when images were taped only when the record button was pressed.

### Recording Server service

Windows service (without any user interface) used by your system for recording and displaying video. Video is only transferred to the surveillance system while the Recording Server service is running.

### Restore point

Restore points allow you to return to a previous configuration state. When a configuration change is applied in your system, a restore point is created. If something goes wrong in your configuration, you can browse through restore points, and return to a suitable one.

## S

### SCS

A file extension (.scs) for a script type targeted at controlling clients.

### SIM

Subscriber identity module—circuit stored on a small card inserted into a mobile phone or computer, or other mobile device. The SIM card is used to identify and authenticate the user.

### SMTP

Simple Mail Transfer Protocol—standard for sending e-mail messages between mail servers.

### Software License Code (SLC)

Software license code (SLC) is a product registration code required to use the surveillance system software. Your software licenses file is named after your Software License Code (SLC). If you do not have system administration responsibilities, you do not have to work with SLCs. System administrators use SLCs during the installation and registration of the software.

### Software license file

A file that contains all the permissions you have for your system, including base licenses and other licenses.

The filename is based on your Software License Code (SLC).

### Subnet

A part of a network. Dividing a network into subnets can be advantageous for management and security reasons, and may in some cases also help improve performance. On TCP/IP-based networks, a subnet is basically a part of a network on which all devices share the same prefix in their IP addresses, for example 123.123.123.xxx, where the first three numbers (123.123.123) are the shared prefix. Network administrators

use subnet masks to divide networks into subnets.

## **T**

### **TCP**

Transmission Control Protocol—protocol (or standard) used for sending data packets across networks. TCP is often combined with another protocol, IP (Internet Protocol). The combination, known as TCP/IP, allows data packets to be sent back and forth between two points on a network for longer periods of time, and is used when connecting computers and other devices on the internet.

### **TCP/IP**

Transmission Control Protocol/Internet Protocol—combination of protocols (or standards) used when connecting computers and other devices on networks, including the internet.

### **Telnet**

Terminal emulation program used on TCP/IP networks. With Telnet, you can connect to a server from a computer on the network and execute commands through Telnet as if you were entering them directly on the server. Windows includes a client for use with Telnet.

## **U**

### **UDP**

User Datagram Protocol—connectionless protocol for sending data packets across networks. Primarily used for broadcasting messages. UDP is a fairly simple protocol, with less error recovery features than, for example, the TCP protocol.

### **UPS**

A UPS (Uninterruptible Power Supply) works as a battery-driven secondary power source, providing the necessary power for saving open files and safely powering down your system in the event of power irregularities. UPSs vary in sophistication, but many UPSs

include software for automatically saving open files, for alerting system administrators, etc.

## **V**

### **VCA**

Video content analysis (VCA) is a system that detects various types of previously specified behavior, both of humans and vehicles. A VCA-based system provides third-party video content analysis, spanning from face recognition, over advanced motion detection, to complex behavioral analysis. VCA systems and their output can seamlessly be integrated with the **Alarms** feature and used for, for example, triggering alarms. The events resulting from VCA systems are called analytics events.

Third-party VCA tools are developed by independent partners delivering solutions based on an a Sony open platform. These solutions can impact performance on your system.

### **Video encoder**

A device, typically a standalone device, that can stream video from a number of connected client cameras. Video encoders contain image digitizers, making it possible to connect analog cameras to a network.

### **Video motion detection (VMD)**

Video motion detection. A way of defining activity in a scene by analyzing image data and the differences in a series of images.

### **Video server**

Another name for a video encoder.

### **View**

A collection of video from one or more cameras, presented together in Network Video Management System Smart Client. A view may include other content, such as HTML pages and static images, in addition to video from cameras.

## W

### Wizard

A utility to help perform a particular task quickly, while also ensuring coverage of all relevant parameters. For example, the **Adjust Motion Detection** wizard quickly helps you configure motion detection on each of the system's cameras without the risk of forgetting to set any key parameters.

# Index

---

## A

About accessing logs and investigations • 171, 172

About actions • 163

About alarms • 191, 193

About archiving • 52, 54, 55, 56, 57, 69, 76, 77, 79, 88, 125, 133, 203

About archiving audio • 127

About archiving locations • 126

About archiving schedules • 128

About automatic device discovery • 199, 200

About backup and restore of configuration • 206

About database resizing • 69

About daylight saving time • 18

About dedicated input/output devices • 63, 116

About device changes without activation • 30, 31, 34, 45

About dynamic archive paths • 127

About email • 139

About events and output • 108

About hardware devices • 62

About important port numbers • 17

About importing changes to configuration • 212, 213

About input and output • 108

About license activation • 31, 33, 39

About licenses • 29

About logs • 135

About maps • 192, 193

About master and slave • 40, 148

About microphones • 62, 106

About minimum system requirements • 17

About Mobile Server Manager • 171

About motion detection • 70, 74, 99

About motion detection and PTZ cameras • 71, 74

About naming an output for use in NVMS Mobile • 163

About naming of host names • 17

About Network Video Management System Smart Client • 22

About Network Video Management System Web Client • 25

About notifications • 112, 139

About NVMS Mobile • 159

About NVMS Mobile client • 23

About NVMS Mobile server • 160

About protecting recording databases from corruption • 41

About recording audio • 62

About registered services • 145

About removing system components • 38

About replacing hardware devices • 33, 64

About required fields for CSV files when you import changes to configurations • 212

About restarting services • 43

- About saving changes to the configuration • 42
- About scheduling • 125
- About scheduling of notifications • 144
- About server access • 145
- About services • 70, 155
- About show status • 171, 172, 177
- About SMS • 141
- About speakers • 62
- About the Getting started page • 45
- About the Replace Hardware Device wizard • 33, 64, 65, 68
- About the tray icons • 156, 158
- About time servers • 19, 200
- About updates • 38
- About users • 149
- About using the help • 42
- About using Video Push to stream video • 161
- About video and recording configuration • 39, 67, 69, 72, 75, 77, 78, 83, 86, 88, 89, 90, 91, 94, 95, 97, 98, 99, 107, 134
- About viewing archived recordings • 130
- About virus scanning • 19, 130
- Access Network Video Management System Web Client • 25, 171
- Activate licenses offline • 33
- Add a generic event • 111, 113
- Add a hardware input event • 111, 118
- Add a hardware output • 98, 108, 110, 111, 113, 120
- Add a manual event • 111, 112, 120, 194
- Add a time profile (for alarms) • 192, 193, 194, 197
- Add a timer event • 111, 112, 113, 119, 121, 125
- Add an alarm • 193, 194
- Add an analytics event • 111
- Add basic users • 40, 149, 150, 151, 152, 153
- Add hardware
  - Import from CSV file - CSV file format and requirements • 50
  - Scanning options • 47
  - Select hardware manufacturers to scan for • 47
- Add Hardware Devices wizard - Import from CSV File - example of CSV file • 49
- Add hardware wizard • 46, 62
- Add or edit a Mobile server • 160
- Add user groups • 40, 60, 151, 152, 153
- Add Windows users • 149, 150, 151, 152, 153
- Adjust motion detection
  - Exclude regions • 58, 74
  - Motion detection • 59
- Adjust motion detection wizard • 58
- Administrator • 214
- Advanced configuration • 45, 62
- Alarm data settings • 195
- Alarms • 191

- Alarms and Events • 204
- Alarms definition • 114, 193, 194, 195, 196
- Alarms properties • 194
- Analytics Events • 214
- Analytics Events (properties) • 203
- Archiving • 128, 130, 133
- Aspect ratio • 214
- ATM • 214
- Attachment Settings (email) • 140
- Audio (properties) • 94
- Audio recording • 88
- Audio Recording • 203
- Audio selection (properties) • 89
- Automatic configuration wizard • 39, 45
  - Continue after scan • 46
  - First page • 45
  - Scanning for hardware devices • 46
  - Scanning options • 45
  - Select hardware manufacturers to scan for • 45
- Automatic response if running out of disk space • 128
- AVI • 214

**B**

- Back up and restore alarm and map configuration • 207
- Back up system configuration • 206
- Backing up and restoring configuration • 206
- Base license • 214
- Before you start • 17
- Best practices • 41

Index

**C**

- Camera access* • 132, 151, 153
- Camera and database action • 66
- Camera properties • 90
- Cameras and storage information • 69
- Camera-specific scheduling properties • 133
- Carousel • 214
- Change default file paths • 199
- Clients • 22
- Codec • 214
- Configure camera-specific schedules • 40, 71, 73, 131, 133, 134, 135
- Configure email notifications* • 119, 121, 124, 139
- Configure general event handling • 110, 114, 115, 122
- Configure general scheduling and archiving • 40, 73, 130, 132
- Configure hardware devices • 64, 67, 68
- Configure hardware output on event • 108, 110, 112, 113, 125
- Configure master and slave servers • 40, 148
- Configure microphones or speakers • 107
- Configure motion detection • 74
- Configure server access • 40, 60, 145
- Configure SMS notifications • 142
- Configure storage
  - Drive selection • 55
  - Live and recording settings - H.264/MPEG4 cameras • 53
  - Live and recording settings (motion JPEG cameras) • 52

- Online schedule • 51
- Recording and archiving settings • 57
- Video settings and preview • 50
- Configure storage wizard • 50, 127, 128
- Configure system, event and audit logging • 137
- Configure the system in the Management Application • 35, 39, 208
- Configure user and group rights • 40, 60, 61, 98, 102, 112, 151
- Configure when cameras should do what • 73
- Connecting Hardware Devices • 19, 200
- Connectivity • 165
- Copyright, trademarks and disclaimer • 16
- CSV • 214
- D**
- Default File Paths • 126, 203, 206
- Delete/disable hardware devices • 33, 64, 74
- Device • 214
- Device changes without activation • 214
- DirectX • 215
- Disable or delete cameras • 29, 74
- DNS • 215
- Driver • 215
- DST • 215
- Dual stream • 215
- Dynamic path selection (properties) • 69, 77, 97, 203
- E**
- Edit certificate* • 165, 171, 172
- Email • 139
- Email (Properties)* • 133, 140
- Event notification • 97
- Event Server • 215
- Events and output • 108
- Events and output properties • 117
- Export and import Management Application configuration • 206, 210
- Express • 46, 47
- F**
- Fill in/edit surveillance server credentials • 171, 173
- First time use • 39
- Fisheye • 215
- Fisheye lens (properties) • 101
- FPS • 215
- Frame rate • 215
- Frame rate - MJPEG • 83, 134
- Frame Rate - MPEG • 86
- Frequently asked questions (FAQs) • 174
- G**
- General* • 54, 90, 94, 99, 163, 200
- General access • 151, 152, 155
- General event properties • 116
- General scheduling properties • 130
- Generate alarms based on analytics events • 114
- Generic event • 113, 121
- Generic events • 215
- Get additional licenses • 33
- Getting started • 45
- Index

GOP • 215

Grace period • 215

Group information • 152

GUID • 216

### H

H.264 • 216

Hardware detection and verification • 48

Hardware device • 216

Hardware device license • 216

Hardware device summary • 30, 32

Hardware devices • 62

Hardware input event • 111, 112, 118

Hardware name and video channels • 67

Hardware output • 120

Hardware properties • 67

Host • 216

Hotspot • 216

How the number of device changes without activation is calculated • 31

### I

I/O • 216

If the camera uses the MJPEG video format • 80

If the camera uses the MPEG video format • 82

I-frame • 216

Image Server • 216

Import changes to configuration • 212, 213

Import from CSV file • 47, 48, 49

Importing changes to configuration • 212

Index

Information, driver selection and verification • 48

Install and upgrade • 35

Install Network Video Management System Smart Client • 35

Install video device drivers • 37

Install your system software • 35, 39, 193

Investigations • 168

IPIX • 216

### J

JPEG • 217

### K

Keyframe • 217

### L

Language support and XML encoding • 147

License information overview • 29, 30

Licenses • 29, 45

Local IP ranges • 147

Log properties • 137

Logs • 135

### M

MAC address • 217

Manage user access

    Access summary • 61

    Basic and Windows users • 60

Manage user access wizard • 40, 60, 151

Manual • 47, 48

Manual event • 120

Manual events • 217

Manual recording • 83, 95, 154

Master/Slave • 148, 217



Master/slave properties • 148

Message Settings (email) • 139, 140, 144

Message Settings (SMS) • 142, 144

Microphone (properties) • 107

Microphones • 106

MJPEG • 217

Mobile Server Manager • 171

Mobile server settings • 163

Monitor • 217

Monitor storage space usage • 43

Motion detection & exclude regions • 54, 74, 86, 88, 95, 99, 111

Move PTZ type 1 and 3 to required positions • 74

MPEG • 217

**N**

Network Video Management System  
Download Manager • 27, 40

Network Video Management System Smart Client • 22

Network Video Management System Web Client • 25

Network, device type, and license • 64, 67

New hardware device information • 65

*Notification Scheduling properties* • 140, 143, 144

Notifications • 139

NTLM • 217

NVMS Mobile • 159

NVMS Mobile client • 23

NVMS Mobile configuration • 160, 174

NVMS Mobile introduction • 159

NVMS Mobile system requirements • 159

**O**

*Online period* • 54, 74, 90, 94, 112, 132, 133

Options • 199

Output • 98

Output control on event (Events and Output-specific properties) • 114, 125

Overview of events and output • 40, 79, 88, 95, 106, 109, 111, 113, 194

**P**

Panomorph • 217

Pan-tilt-zoom (PTZ) • 217

Performance • 166

P-frame • 218

PIN • 218

Ping • 218

Polling • 218

Port • 218

Ports and polling • 63, 114, 116

POS • 218

Post-recording • 218

Pre-alarm • 218

Pre-buffer • 218

Pre-recording • 218

Prerequisites for using NVMS Mobile • 159

Privacy masking • 101, 218

PTZ device (properties) • 64, 68

PTZ on event • 106, 112

PTZ patrolling • 132, 134

PTZ patrolling (properties) • 71, 103, 134

PTZ preset positions • 102, 106

PUK • 219

### R

Recording • 78, 83, 84, 86, 94, 119, 156, 219

Recording and archiving paths • 95, 203

Recording and archiving paths (properties) • 75

Recording and storage properties • 75

Recording Server Manager • 26

Recording Server service • 219

Regular frame rate properties • 84

Restore point • 219

Restore system configuration • 206

Restore system configuration from a restore point • 42, 211

### S

Scheduling • 144

Scheduling all cameras • 130

Scheduling and archiving • 125

Scheduling options • 51, 130, 132, 134

SCS • 219

Server access • 18, 145, 146

Server access properties • 146

Server Settings (email) • 141

Server Settings (SMS) • 144

Server Status • 166

Servers • 159

Services • 155

Set up investigations • 160

Set up Video Push to stream video • 161, 170

Settings • 200

Show or hide microphones or speakers • 63, 107

Show/edit port numbers • 171, 174

SIM • 219

SMS • 141

SMS properties • 142

SMTP • 219

Software and system components • 21

Software License Code (SLC) • 219

Software license file • 219

Sound settings • 195, 196, 197

Speaker properties • 67, 107

Speedup • 81, 86, 88, 134

Speedup frame rate properties • 85

Start and stop services • 44, 58, 59, 64, 99, 102, 103, 106, 155, 157

Start, stop and restart Mobile service • 171, 174

Start, stop, or restart the Event Server service • 158

Storage capacity required for archiving • 128

Storage information • 90

Subnet • 219

System maintenance • 206

System overview • 21

**T**

TCP • 220

TCP/IP • 220

Telnet • 220

Template and common properties • 84

Test a generic event • 115, 121

Test an analytics event • 117

Test Analytics Event (properties) • 117

Time profile • 197

Timer event • 113, 121

**U**

UDP • 220

Upgrade • 38

Upgrading from one product version to  
another product version • 38, 39

UPS • 41, 220

User information • 151

User Interface • 202

User properties • 151

Users • 149

**V**

VCA • 220

*Video* • 87, 91, 134

Video encoder • 220

Video motion detection (VMD) • 220

Video Push • 170

Video recording (properties) • 78

Video server • 220

View • 220

View video from cameras in Management

Application • 44, 58, 59, 99, 102, 103, 106

**W**

Wizard • 221