American Dynamics

From Tyco Security Products

victor unified client
victor Application Server

Administration/ Configuration Guide

version 4.8

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Overview

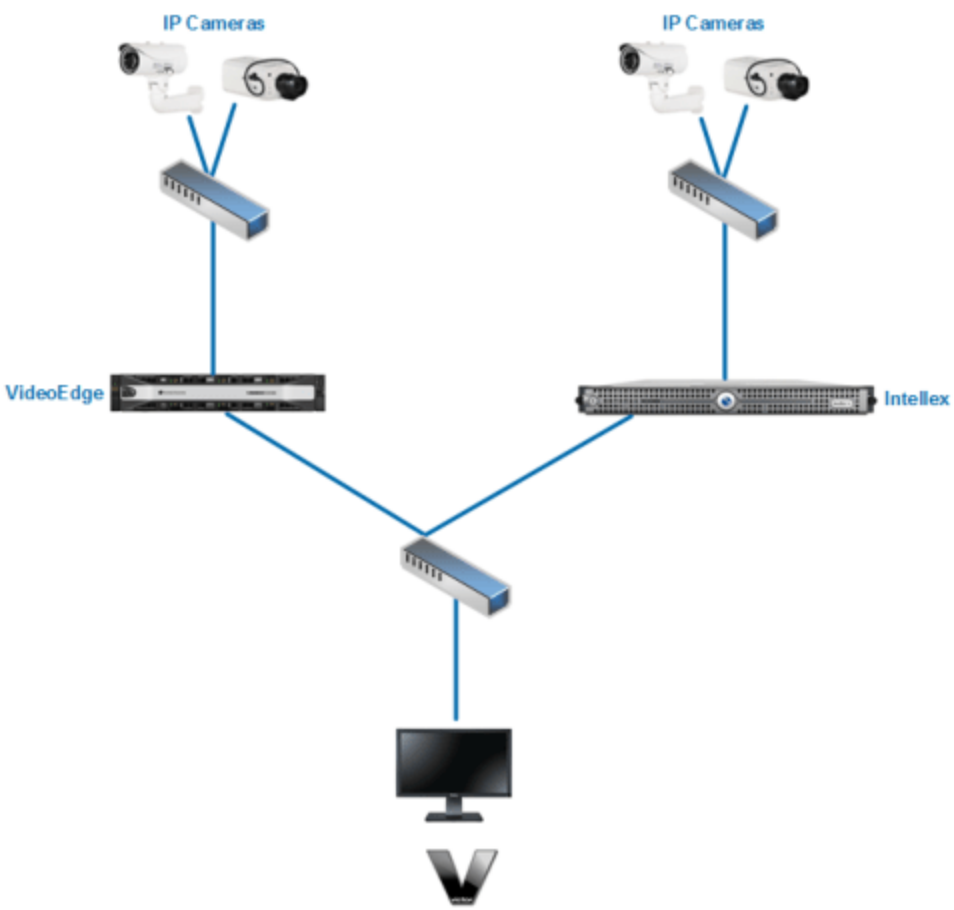
From a single, intuitive interface, victor enables management of live and recorded video from all of Tyco Security Products video recorders; Intellex DVRs, ADTVRs, VideoEdge NVRs and exacqVision. victor supports multiple integrations and Unification with C·CURE 9000, allowing unified control and monitoring of your entire security system.

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

victor Express

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

victor Express is limited to one client connection and so does not support features which rely on multiple clients being connected (e.g. video wall). victor Express does not support integrations or Unification with C·CURE 9000. victor Express is upgradable to victor Professional.

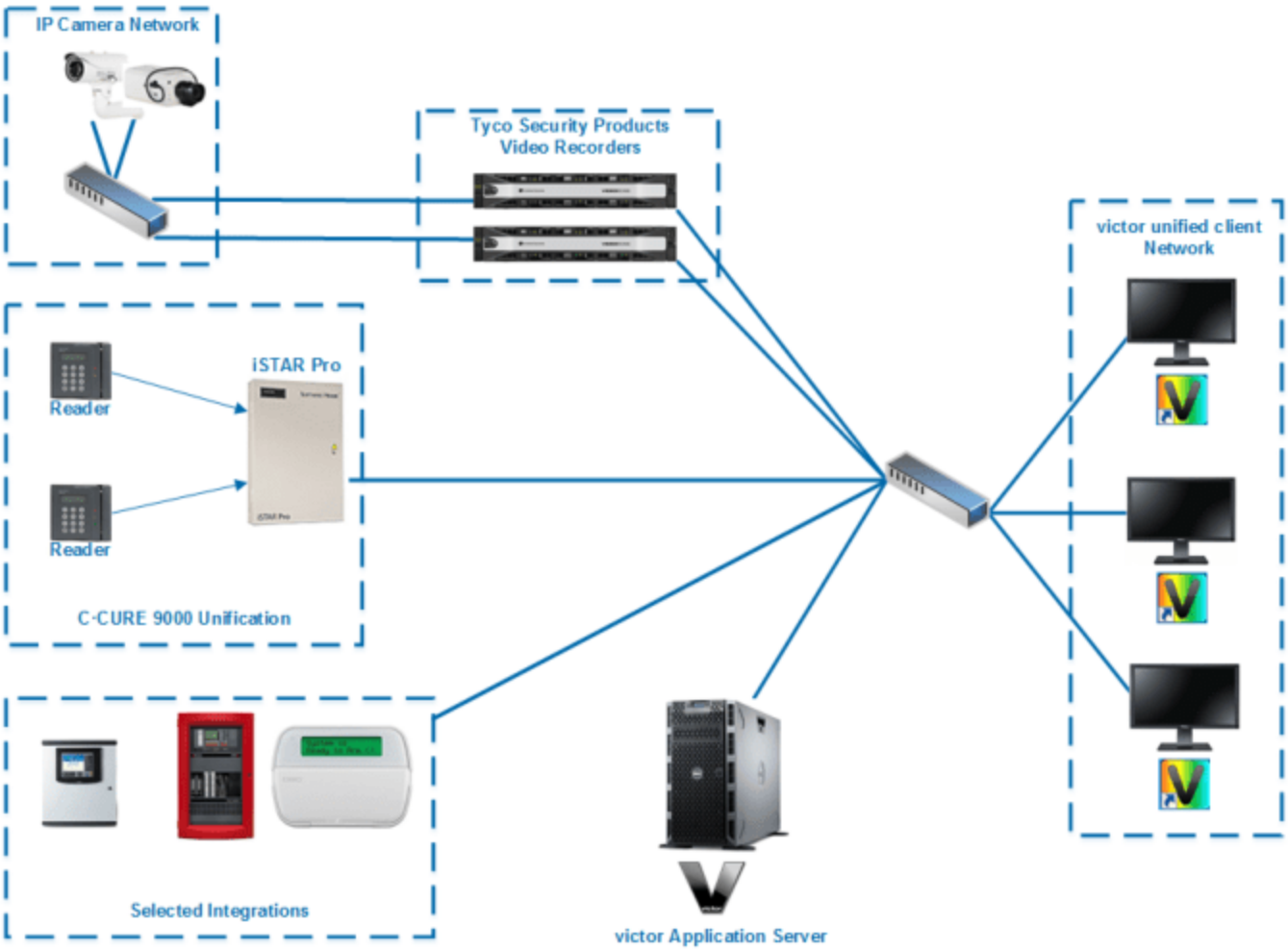


victor Express Installation

victor Professional

victor Professional enables management of live and recorded video from all Tyco Security Products video recorders (Intellex DVRs, ADTVRs, VideoEdge NVRs and exacqVision). victor Professional also supports integration of supported 3rd party devices (e.g. Fire Panels, Intrusion systems) and Unification with the C·CURE 9000 access control system, enabling monitoring and control of your entire security system from the single victor interface.

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

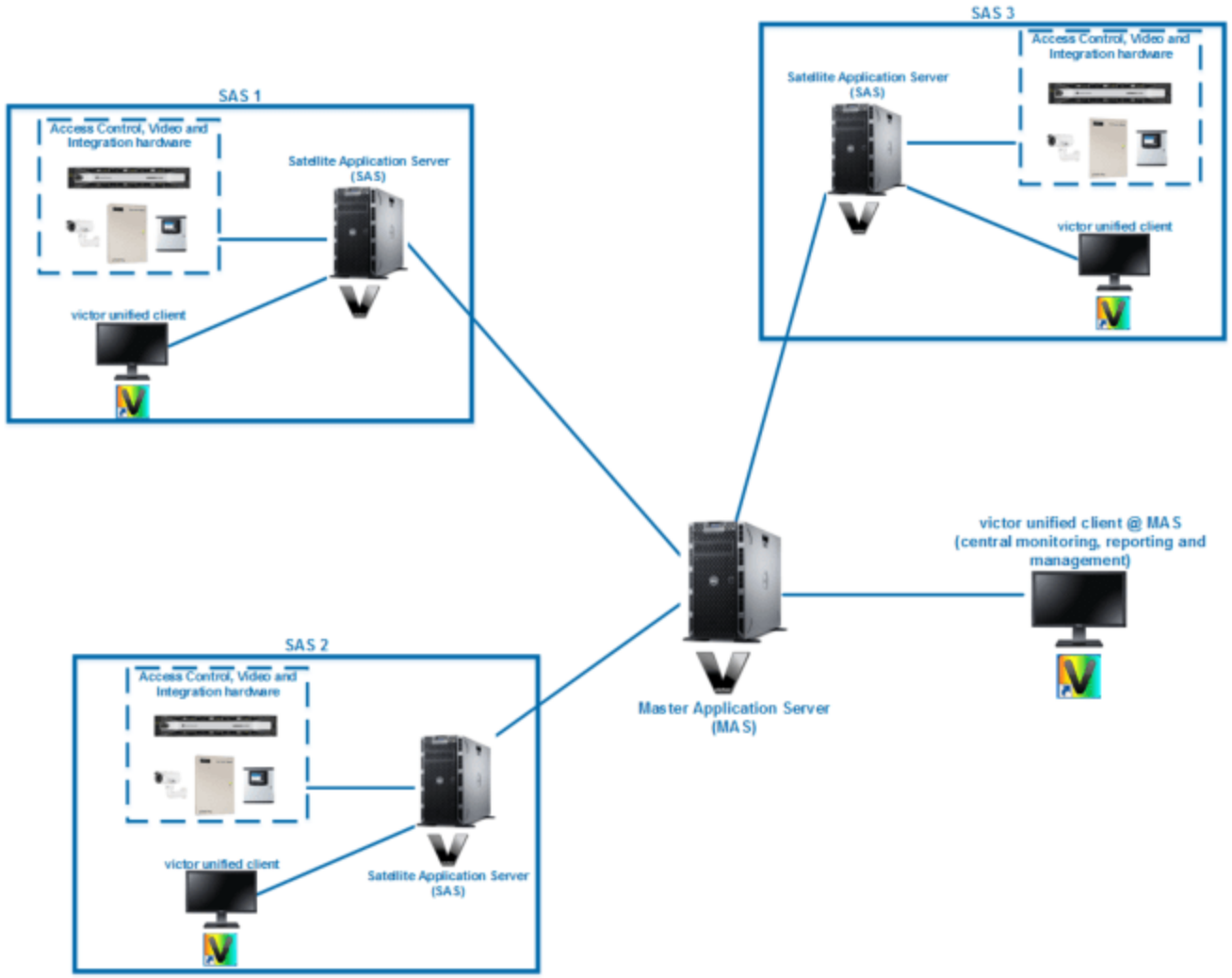


victor Enterprise

For users with large, dispersed systems, victor (along with C·CURE 9000) supports enterprise deployments. Enterprise architecture supports a Master Application Server (MAS) which synchronizes data with up to 20 Satellite Application Servers (SAS). This provides the ability to view and manage all aspects of the unified security system from the MAS, as well as rolled up reporting and event management for the entire enterprise.

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

Refer to "Appendix A: victor MAS/SAS support" for further details including installation instructions.



Updates

Introduction

You can update victor unified client and VideoEdge NVR (4.4+) recorders from within the victor unified client. Updates files are hosted in a repository on the victor Application Server machine and can be downloaded by connected clients and pushed to supported recorders.

Tyco Update Utility

During install, the Tyco Update Utility is installed alongside victor client. This component communicates with an update repository which is hosted on the victor Application Server providing a means to update Tyco software.

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

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

Note:
In order to download and install updates using the Tyco Update Utility, you must have Windows administrator rights.

victor

victor client checks for available updates:

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

You can also check manually from the 'About' page

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

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

Windows administrator rights are required to install victor unified client updates.

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

Updating victor Client

Automatic Updates

If an update is available, launching victor unified client, the client being open for 24 hours or connecting to a new victor Application Server will display a dialog stating:

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

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

Procedure 1 Install Automatic Update

Step	Action
1	Select **Install**. The **victor unified client license agreement** dialog opens
2	Read the license carefully and select **Accept** or **Decline** as applicable
3	If **Accept** is selected, victor client will close and a dialog will display showing progress of downloading and installing updates. The update can be canceled by selecting **Cancel** during the download of update files.
	Note: During the upgrade, if the Tyco Update application is running, the user is informed of progress via a system tray status display.
4	Once update is complete, select **OK**

- End -

Manual Updates

Users with appropriate permissions can manually check for and install updates from within victor unified client.

Procedure 2 Install Manual Update

Step	Action
1	Select  then **About**. The about tab opens.
2	Select **Check for Updates.**
3	If no update is available, dialog will display "Software is up to date". If there is an update available, dialog will display: "The victor Application Server you are connected to has an update available. Installing this update will cause victor client to be closed. Would you like to automatically download and install this update?"
4	Select **Install**. The **victor unified client license agreement** dialog opens.
5	Read the license carefully and select **Accept** or **Decline** as applicable.
6	If **Accept** is selected, victor client will close and a dialog will display showing progress of downloading and installing updates. The update can be canceled by selecting **Cancel** during the download of update files.
	Note: 1. Progress dialog will not display if User Account Control (UAC) is enabled.

2. During the upgrade, if the Tyco Update application is running, the user is informed of progress via a system tray status display.

7	Once update is complete, select **OK.**

- End -

VideoEdge NVR

Updates can be applied to VideoEdge NVRs from the client via the recorder's context menu.

Before performing the update, the NVR checks the current version installed against the version to be installed. If it is not a higher version, an alert is posted to the client, informing it that the update failed and the reason for failure.

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

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

Caution

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

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

Update VideoEdge NVR

VideoEdge NVR software update bundles can be hosted on the site server update repository and pushed down to individual recorders via the client GUI.

Procedure 3 Update VideoEdge NVR

Step	Action
1	Right click the recorder to be updated.
2	Select **Check for Updates.**If updates are available, **Do you want to install upgrade** dialog displays.

Note:
If no updates are available, dialog displays - **No Update available**

3	Select **Yes.** Dialog advises that the recorder will be offline for a period of time.
4	Accept **EULA**. Recorder goes offline during upgrade.

Note:
During upgrade, any alerts related to success or failure of updating display in victor's activity list.

- End -

Introduction

This section describes the basic steps on involved in how to start victor services (victor Professional only), launch the client after installation and provides an overview of the main Graphical User Interface (GUI).

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

Server Configuration Application (victor Professional)

The Server Configuration Application provides a management interface for administration of various server settings. It is accessible directly from the desktop via the Server Configuration Application icon or via the Windows Start Menu (All Programs > Tyco > victor > Server Configuration)

The Application comprises the following tabs:

- **Services** - Allows Framework and Extension services to be manually started and stopped
- **Server Components** - Allows manual start/stop of Bidirectional server components
- **Database** - Displays database connections
- **Settings** - Allows Enable/Disable of Application and Network settings
- **Backup/Restore** - Allows you to backup and restore your SQL database

Restarting services (victor Professional)

After initial installation, all applicable services will be running. However, victor services may need to be restarted when new licenses are added to ensure full functionality is available.

Note:
Crossfire Framework Services must be started first to allow Extension services to run

Procedure 4 Restarting victor Services

Step	Action
1	Double click the **Server Configuration Application** Icon on the desktop. The **Server Configuration Application** displays. **Note:** Depending on security settings, you may need to right click the icon and select Run as Administrator.
2	Select the **Services** tab.
3	Select **Stop** for all Framework Services. Status changes to Stopped.

4 Select **Stop** for Extension services as required.

5 Select Start Service for **Crossfire Framework Service** in the Framework Services section. Wait until **Status:Running** displays in Green.

6 Select Start Service for **Crossfire Server Component Framework Service** in the Framework Services section. Wait until **Status:Running** displays in Green.

Note:
All extension services should start automatically. If you need to manually start them, continue to Step 7.

7 Select **Start** checkbox for all required extension services.

8 Select **Start Service** for all required extension services. The status changes to **Running**.

9 Confirm that all Services have changed state to **Running**.

10 Exit the Server Configuration Application.

- End -

Launch the Client

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

Procedure 5 Starting the client

Step	Action
1	Double click the **victor unified client** icon on the desktop. The client sign in dialog displays (Unless this is the first sign on in which case the client will connect automatically).
2	Select Authentication Method the operator uses from the dropdown - Windows or Basic
3	Enter **Username** (Windows Username of the installer account if this is the first login)
4	Enter **Password** (Password of the Installer Account) **Note:** Blank Password are not accepted
5	Select **Domain** and **victor Application Server** as required
6	Select **OK** to Login or **Cancel** to Exit

- End -

Exploring the Default Workspace

The default layout for the client is made up of a ribbon control comprising **Home**, **Build** and **Setup** tabs. The tools and buttons available on each tab is dependent on the components installed, licenses applied and the role of the logged in user.

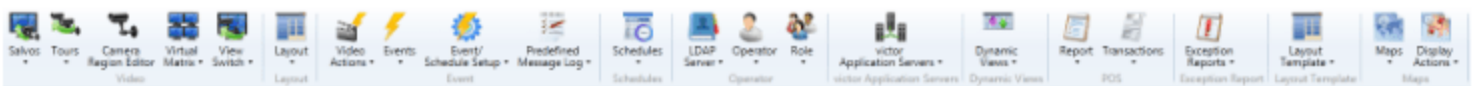
Below the Ribbon, The Device List, Surveillance window and status bar make up the rest of the default layout.

Home Tab - User Controls

The Home tab contains typical user/viewer controls. No configuration or setup options are available

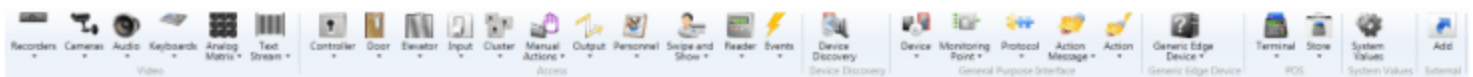
Build Tab - Configuration Tools

The Build tab contains administrative tools to configure non hardware objects e.g. Operators, Roles, Video Actions and Events



Setup Tab - Configuration Tools

The Setup tab contains administrative tools to configure system hardware e.g. General Purpose Devices, Recorders and Keyboards



Status Bar

The Status bar is a static display of System level Information which includes:

- Number of Active Alerts
- Server Name (victor Application Server)
- Client Messages
- Active Operator
- Active Layout
- Bandwidth Configuration (Configurable from the status bar)
- Name of the Active Virtual Matrix
- Workstation Status (CPU Usage/Memory Free/Disk Space Free)
- Current Date and Time
- Any Error Messages detected by the client will also be displayed. For example 'Recorder has reached its maximum number of clients'

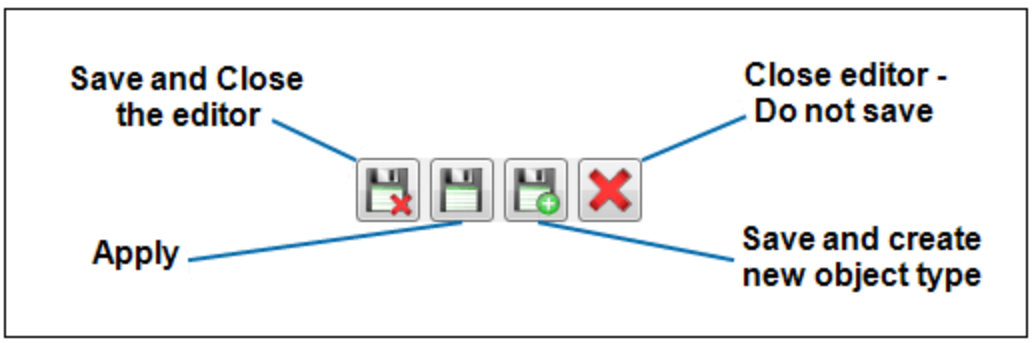
Device List

The Device list displays a list of all hardware configured in the system in a single window. It is primarily used to interact with hardware via object icons' context menus.

The device list forms part of the default layout.

Save and Close Options

Save and Close options are displayed and used in all object editors when creating or editing any object types. It is important to understand the differences between the various options as proper use can save time and effort when configuring objects.



Switch Language/Culture

You can change the language/culture of the text displayed on the application Graphical User Interface (GUI)

Procedure 6 Switch Language/Culture

Step	Action
1	Select the victor menu  button on top left of the main victor unified client window. Dropdown menu displays.
2	Select **Languages**  button. **Language Selection** dialog displays.
3	Select the Dropdown menu in the language dialog.
4	Select the required language.
5	Click **Select**. Dialog displays informing you the next time you run the program, the User Interface will be in the selected language.
6	Close the victor program.
7	Launch victor. GUI displays in the new language.

- End -

Logout/Switch Operator

To logout, select  in the top left of the main victor unified client window. The current operator will be logged out and the logon window will display.

To switch operator, select  in the top left of the main victor unified client window. The logon window will display but the current operator will remain logged in until a new operator is authenticated.

Reposition the Quick Access Toolbar

You can reposition the Quick Access Toolbar below or above the ribbon.

Note:
The ribbon is minimized by default

Procedure 7 Reposition the Quick Access Toolbar

Step	Action
1	Select  from the top left of the client window.
2	Select **Show Below the Ribbon** or **Minimize the Ribbon** as required.
3	Select  to reverse the selection.

- End -

Common Tasks

There are certain tasks within the client which are identical for all object types and therefore are not repeated in each chapter. This section gives an overview of some of the tasks and explains how to perform them.

- **Show All** (Dynamic Views)
- **Delete** (Objects)
- **Refresh** Hardware
- Object Editors
- Object Selector

Show All Objects (Dynamic Views)

Object lists (Dynamic Views) are generally displayed using the **Show All** option from an object type's dropdown menu.

These lists will generally contain at a minimum Names and Descriptions of available objects. Depending on the type of object being displayed, more information may be available by right clicking the column headers and displaying extra detail.

Procedure 8 Show All Objects (Dynamic Views)

Step	Action
1	Select the Object Icon from the **Build** or **Setup** Tab.
2	Select **Show All** from the dropdown menu. A List of all selected object types displays.

- End -

Delete Objects

The procedure to delete objects is identical for all object types.

Procedure 9 Delete Objects

Step	Action
1	Select the Object Icon from the **Build** or **Setup** Tab.
2	Select Show All from the dropdown menu. A List of all selected object types displays.
3	Right Click on the object to be deleted.
4	Select **Delete**. A warning dialog displays.
5	Select **Yes** to Delete or **No** to Cancel.

- End -

Refresh Hardware

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

Procedure 10 Refresh Hardware

Step	Action
1	From the Device List, to refresh ALL objects of a single type:
	a Right Click the Parent object.
	b Select Refresh. All objects of that type refresh.
2	To refresh individual objects:
	a Select ▷ next to object type to expand the selection.
	b Right click the object to be refreshed.
	c Select **Refresh**. The object refreshes.

- End -

Object Editors

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

Procedure 11 Edit Objects (General)

Step	Action
1	Select the object type from the **Build** or **Setup** tab.
1	Select **Show all** to display object list.
2	Right click the object.
3	Select **Edit** to enter the object's editor page.
4	Make changes as required.
5	Select **Save**.

- End -

Object Selector

The Object Selector is used throughout the client to select objects or assign actions. It is mainly used for Administration E.G when selecting role exceptions or Event Actions.

Procedure 12 Select an Object

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

- End -

Cycle Active Tool Windows and Files

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

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

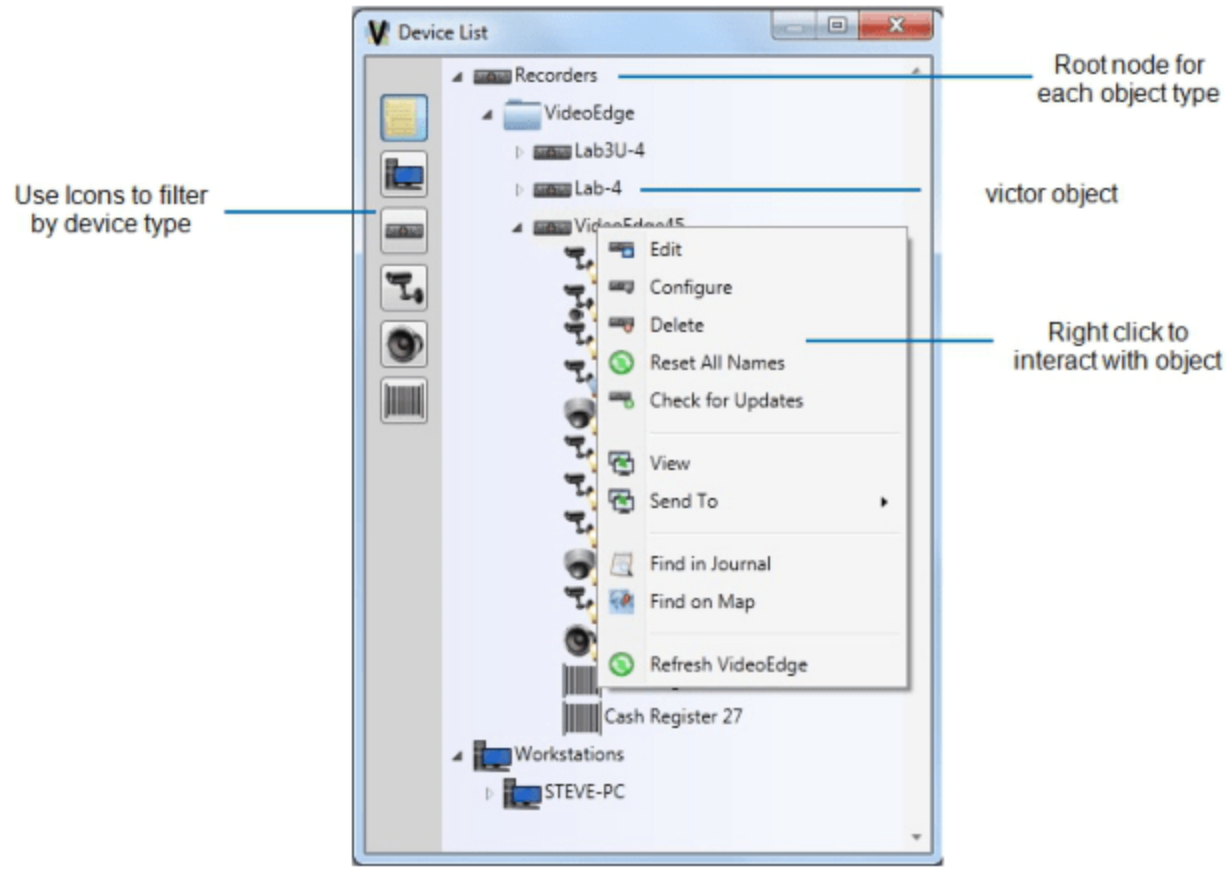
Release **CTRL** to focus on the required item.

Introduction

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

Display/Navigate Device List

The Device list displays a tree view of all hardware devices configured on the system which are available to the current user.



Procedure 13 Display/Navigate Device List

Step	Action
1	Select the **Devices List** tab. The device list displays.
2	Use Object Icons to filter view and Context menus to interact.

- End -

Recorders Introduction

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

victor can also be configured to auto-discover VideoEdge recorders. As and when new VideoEdge recorders are added to the network, victor automatically detects them and prompts the user to add them to the system.

Supported Recorders

Note:
In order to avail of all victor functionality, you may be required to update your recorder its latest software version.

Recorder Type	Supported Version
Intellex	3.2+
Intellex IP	3.2+
VideoEdge NVR	4.2+
VideoEdge Hybrid Appliance	4.21+
VideoEdge Micro Recorder	4.5.1+
American Dynamics HDVR/exacqVision	1.5+
American Dynamics TVR	2.2, 2.5,2.6
ADT Matrix (victor 4.6+)	All models

Caution

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

Maximum Recorder Restrictions

Recorders are restricted depending on your version of victor, the table below indicates the maximum number of recorder types which can be added to victor Express and victor Professional.

Recorder Type	Temporary License		Permanent License	
	victor Express	victor Professional	victor Express	victor Professional
Intellex	100	Unlimited	100	Unlimited

Recorder Type	Temporary License		Permanent License	
	victor Express	victor Professional	victor Express	victor Professional
VideoEdge	30	Unlimited	30	Unlimited
HDVR / Exacq	Not Applicable	Unlimited	Not Applicable	Unlimited
TVR	Not Applicable	Unlimited	Not Applicable	Unlimited
Any 3rd Party	Not Applicable	Not Applicable	Not Applicable	Variable depending on type of 3rd Party recorder
Note - On a unified system no recorder count limits are applied				

Add new Recorder (LAN)

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

Procedure 14 Add new Recorder

Step	Action
1	Select **Recorders** from the **Setup** Tab.
2	Select **New** from the dropdown menu. Recorder editor displays.
3	Enter the **IP Address/Domain Name** of the recorder.

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

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

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

7	[Optional] Enter the **Communication Port**.(Port used for HTTPS streaming)
8	[Optional] Select the **Secure Connection** checkbox to enable HTTPS communication (VideoEdge NVR only).

Note:
1. SSL certificates can be created on VideoEdge 4.5+ recorders. These can then be installed on

victor client and victor Application Server machines when adding HTTPS enabled recorders.
2. If using HTTPS, the communication port should match the secure port defined on the VideoEdge NVR being added.

9 Select **Save**.

- End -

Add new Recorder (WAN)

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

Procedure 15 Add new Recorder (WAN)

Step	Action
1	Select **Recorders** from the **Setup** Tab.
2	Select **New** from the dropdown menu.
3	Enter the **IP Address/Domain Name** of the recorder.

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

4	Enter the **User Name**, if required.
5	Enter the **Password**, if required.

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

6	Enter the **Streaming Port**, if required.
7	Expand the **WAN Configuration** section.
8	Enter the Enter the **IP Address/Domain Name** of the recorder.
9	[Optional] Enter the **Communication Port**.(Port used for HTTPS streaming).
10	Enter the **Streaming Port**.
11	[Optional] Select the **Secure Connection** checkbox to enable HTTPS communication (VideoEdge NVR only).

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

12	Select **Save**.

- End -

Add new Recorder via Dynamic View

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

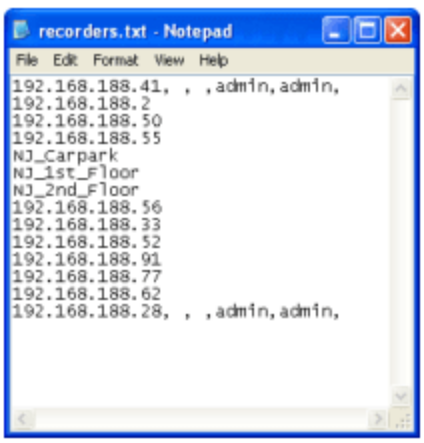
Procedure 16 Add new Recorder via Dynamic View

Step	Action
1	Select **Recorders** from the **Setup** Tab.
2	Select **Show All**.
3	Select  , the Recorder editor displays.
4	Refer to "Add new Recorder (LAN)" or "Add new Recorder (WAN)" for details on how to add the recorder.

- End -

Add Multiple Recorders

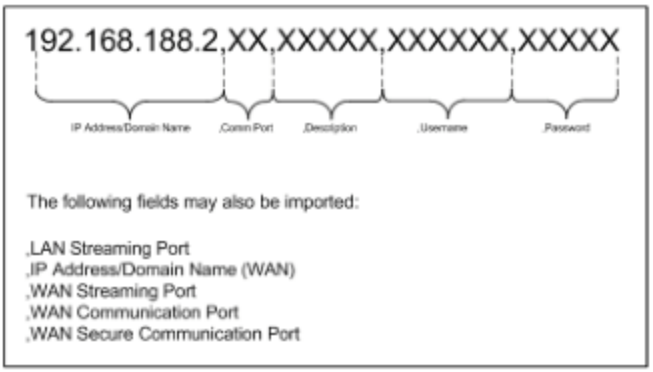
You can add multiple recorders simultaneously using the **Import Recorders** function. This feature enables you to import recorder information (Minimum IP Address/Hostname) using information previously entered into a .txt or .csv file. See example below:



Note:
1. Lists are not case sensitive.
2. Each Recorder must have a separate row on the list.

Procedure 17 Add Multiple Recorders

Step	Action
1	Create a .txt or .csv file, listing at a minimum the IP Addresses or Hostnames of each recorder to be imported. Create each new entry on a new line. Additional field information may be entered, separate information relating to each field with a comma.



2 Save the .txt or .csv file.

3 Select **Recorders** from the **Setup** Tab.

4 Select **Import Recorders** from the dropdown menu. **Please select a file to import** dialog displays.

5 Navigate to the saved file.

6 Select Open. **Reading Recorders file** dialog displays informing of progress. When complete, imported recorders display in device list.

7 Select Close on the **Reading Recorders file** dialog.

- End -

Edit Recorders

You can edit properties of existing recorders.

Procedure 18 Edit Recorders

Step	Action
1	Select **Recorders** from the Setup Tab.
2	Select **Show All**. All recorders are listed.
3	Right Click on the recorder to be edited.
4	Select **Edit**. The Recorder editor displays.
5	Make edits as required.
	Note: Properties which can be edited vary depending upon recorder type.
6	Select **Save**.

- End -

Configure VideoEdge NVR

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

Procedure 19 Configure VideoEdge NVR

Step	Action

1 Select **Recorders** from the **Setup** Tab.

2 Select **Show All**. All available recorders are listed.

3 Right Click the recorder to be configured.

4 Select **Configure**. The recorder's configuration page opens.

5 Refer to the recorder's User/Administrator guide for configuration help.

- End -

Device Discovery (Recorders)

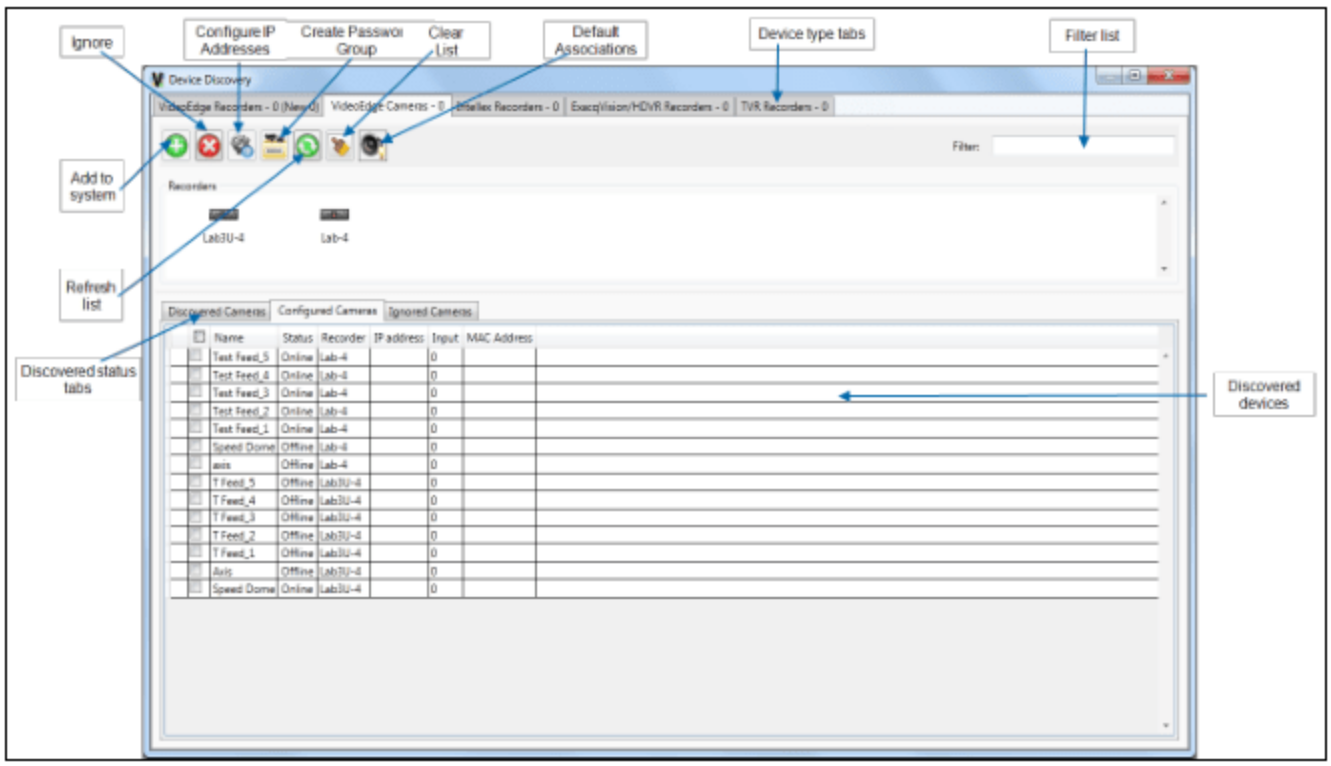
The Device Discovery tool can be used to discover American Dynamics recorders (and associated cameras) on the victor network.

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

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

Discovery mode is initiated by selecting **Device Discovery** on the **Setup** tab which displays the **Device Discovery** window.

The **Device Discovery** window comprises two panes; one for discovered recorders (upper) and one for associated discovered cameras (lower).



Add/Ignore devices

You can add discovered devices to victor by dragging and dropping directly from the device discovery window into victor's device list. Alternatively you can use 'batch' actions by selecting checkboxes next to discovered devices and using and to add or ignore devices.

VideoEdge Recorders

victor provides an auto-discovery service which can be used to detect newly added VideoEdge recorders. Newly discovered recorders can be added to victor by dragging and dropping from the client's **discovered list**.

Recorders discovered in the last 24 hours are labeled as **New**

Cameras

The client displays a list of auto-discovered cameras which have not yet been associated with an NVR. Discovered cameras can be dragged from the discovered list directly into their respective NVR in the device list.

Note:
Newly discovered Illustra cameras can be assigned IP addresses directly from the discovered list, individually or as a batch.

Remove Cameras

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

Change Camera IP Address (American Dynamics cameras only)

You can change the IP address of American Dynamics cameras from the camera discovered pane using  to access the **Camera Address Configuration** dialog.

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

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

Recorders - General

Alarm Persistence

VideoEdge NVR constantly caches alarms from the previous 2 weeks data. This means if an NVR loses connection to the victor Application Server, alarms are resent upon reconnection in Recovery Mode.

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

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

Alarm Persistence can be disabled from the Server Configuration Application.

Procedure 20 Disable Alarm Persistence

Step	Action
1	Right Click the Server Configuration Application on the desktop
2	Select **Run as Administrator**. Application opens
3	Select the **Settings** Tab
4	Select **Skip Recovered Events** Checkbox in the Application Settings section

Note:
If the status of the **Skip Recovered Events** is changed while the VideoEdge Driver service is running, it must be stopped and restarted before changes take effect.

- End -

Change Bandwidth Configuration Settings

Current bandwidth and CPU usage is displayed on the status bar.

You can configure bandwidth settings to reflect the capabilities of your network.

Bandwidth is selected from a list of network types which define a maximum bit-rate value to be received from video servers.

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

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

Note:
Bandwidth throttling may degrade video quality.

Procedure 21 Change Bandwidth Configuration Settings

Step	Action
1	Select the current Bandwidth Configuration from the Status Bar. Bandwidth settings display as a popup menu.
2	Select the required Bandwidth Setting.

The selected Bandwidth cap is applied and will display on the taskbar.

Note:

1. When Bandwidth throttling is being applied, the  symbol displays on the video stream for 5 seconds.
2. When a stream has stopped due to client bandwidth configuration, the  symbol displays.

- End -

Virtual Private Network (VPN)

When using a VPN connection, selecting the VPN option from the victor Status Bar changes two settings for VideoEdge:

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

Cameras Introduction

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

Edit Cameras

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

Procedure 22 Edit Cameras

Step	Action
1	Select the **Device List** tab. The Device list displays.
2	Navigate to the camera to be edited.
3	Right click on the camera.
4	Select **Edit**. Camera Editor displays.
5	Expand the **General** Section.
	a Edit the name, if required in the **Name** textbox.
	Note: 1. Selecting the **Use same name as recorder** checkbox changes the name of the camera in the client to that used in the recorder 2. Deselecting **Use same name as recorder** checkbox offers the option to use a custom name which is used in the client only (recorder retains the original name) 3. Camera names are restricted to 255 characters maximum.
	b Enter/Change the description, if required in the **Description** textbox.
	c Select the Enabled checkbox to enable or deselect to disable. Default is enabled.
6	Expand the **Associations** section. You can use the Object selector to associate a camera with up to 5 objects.
7	Expand the **Status** section. This gives an overview of Alert and Storage status of the camera.
8	Expand the **Face Recognition** section. You can adjust the values in the "Search Before Seconds" and "Search After Seconds" to take into account unsynchronized time between victor and recorder when carrying out a face recognition search.
9	Select **Save**.

- End -

Reset Camera Names

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

Procedure 23 Reset Camera Name

Step	Action
1	Select the **Device List** tab. The Device List displays.

2 Navigate to the camera to be reset.

3 Right Click the camera.

4 Select **Reset Name**. Name reverts to original.

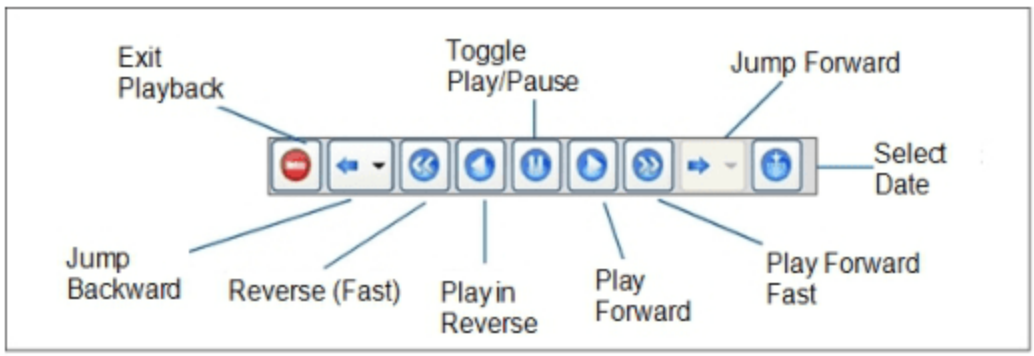
Note:
All Camera names can be reset from the Setup Tab by selecting **Reset All Name**(s) under the Cameras Icon

- End -

Introduction

Surveillance allows users to view live video from recording devices. Video can be viewed by dragging cameras from the device list into surveillance panes or by using Call ups to display video from existing Tours and Salvos.

victor's video Playback Controls provide all the standard VCR operations as well as Jump forward, and Back by intervals and Date Selection options..



Note:
1. Audio is disabled when in Playback mode unless the video stream is running at X1 forward. Only one source can be running at a time. For example, enabling audio on camera 2 will disable it on camera
2. Live and streaming audio is unavailable on Intellex playback, it is only available on downloaded clips.
3. To enable audio when playing back retrieved video, select  on the surveillance pane.
4. During playback, if there are gaps in the recorded video stream, Intellex will skip to the next available video. VideoEdge NVR will return blank frames at the requested framerate across the gap in recording.
5. Instant Playback and Audio is not supported on HDVR units.

Instant Playback

When in Live mode, you can switch to Instant Playback mode, enabling user control of recorded video streams. Instant playback is supported on VideoEdge and Intellex 4.2+ recorders.

Procedure 24 Switch between Live Video and Instant Playback

Step	Action
1	From Live video mode, select a video pane. (Select multiple panes by clicking on more than one) The Playback controls become active.

Note:
When a surveillance pane is selected, a border displays around the pane:
Yellow Dashed - Instant Playback is available

Yellow Solid - Video stream is in instant playback mode
Blue Flashing - Instant Playback is not available on the selected stream

2 Select the required function from playback controls. The selected pane(s) enter playback mode.

3 Navigate video stream(s) as required.

4 Select **Exit Instant Playback** to exit to revert to Live Video.

- End -

Mouse Control

Depending on the current surveillance mode, the mouse can be used to navigate video streams and Pan, Tilt and Zoom cameras:

- In playback mode you can instantly toggle between X1 forward and X1 reverse by scrolling up or down
- In Live and Playback modes, you can use the scroll wheel to Zoom by clicking and scrolling the wheel
- In Live and Playback modes, you can use the mouse for Pan and Tilt operation by locating the cursor centrally and clicking and dragging when the  symbol displays
- In Paused mode, the mouse can be used to step forward and back frame by frame.

Timeline Control

Overview

Selected media streams can be navigated using the timeline control, allowing you to:

- Determine existence of recorded media
- Navigate recorded media
- View Events
- View Preview Frames
- Bookmark clips to Save and Export

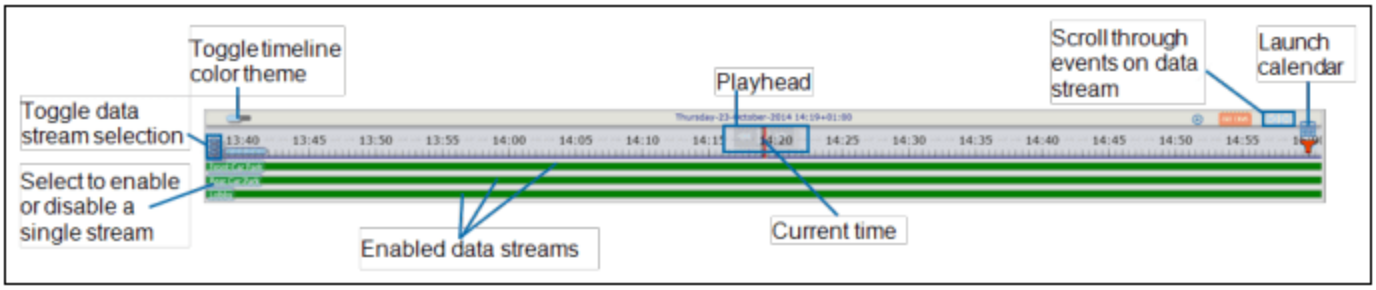
The Timeline control is accessible from any surveillance view using the  button. Each media stream displayed in the surveillance windows displays as a corresponding data stream bar in the timeline control.

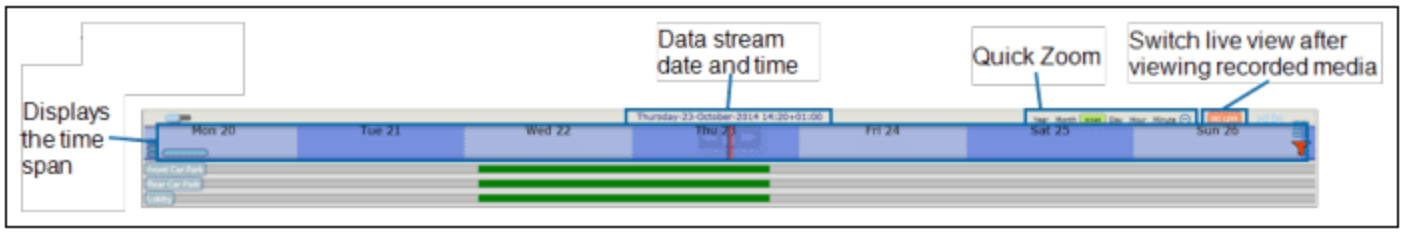
The following provides details on timeline functionality.

Timeline bar

The Timeline bar is a navigation control divided into years, months, days, hours, minutes and seconds depending on the zoom level selected. A vertical bar in the centre of the timeline represents the current time.

The visible time span can be increased by scrolling the mouse wheel back and decreased by scrolling mouse wheel forward. By clicking and dragging you can move the timeline bar to display video from the selected time and date. Using the quick zoom button allows you to quickly display by year, month, week, day, hour or minute.





Data Stream Bars

One or more data stream bars can be displayed per control, each relating to the date/time data of specific media streams. Enabled Data Stream bars are constantly synchronized with the time in the timebar. These streams display a time orientated view of when events of selected type triggered.

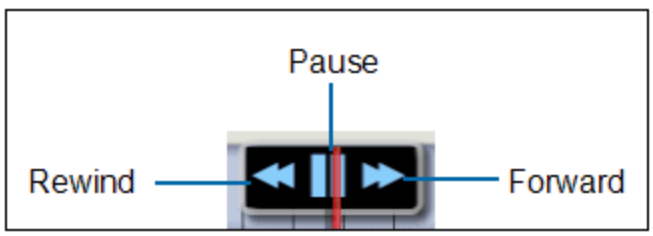
Bars can be overlaid on top of each other for example, a video steam can be overlaid on top of an audio stream, each overlaid by an event stream, giving a fuller, synchronized overview helping incident management capability. The data stream bars are contained in a vertically scrollable window into which you can drag, drop or remove streams as required.

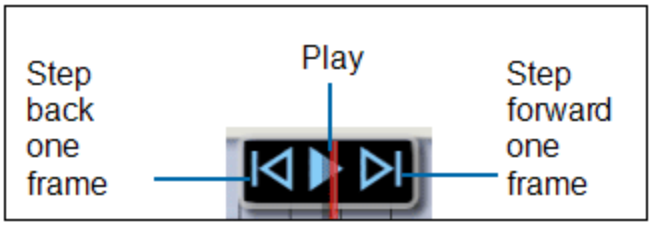
A toggle button to the left of the window allows you to enable/disable streams. Data bars that are disabled are blurred and will not be subject to any timeline control operations by default all data bars are disabled. Select the data bar name or the toggle data bar to enable the stream. You can change the label of the button as required for easier recognition of streams.

Clicking any point on the data stream bar will display a popup window which has information about the values of the selected point. For example, a still image will display showing the current frame at that point in time. If an event is selected details will be displayed allowing the user to acknowledge or clear the event.

Playhead

The playhead allows the data stream to be played, paused, forwarded or rewound. When forward or rewind is selected the speed is determined by how far you move the mouse from the playhead. Speeds or 1x, 2x, 4x, 8, or 16x are available for forward while rewind has -1x, -2x, -4x, -8x or -16x.

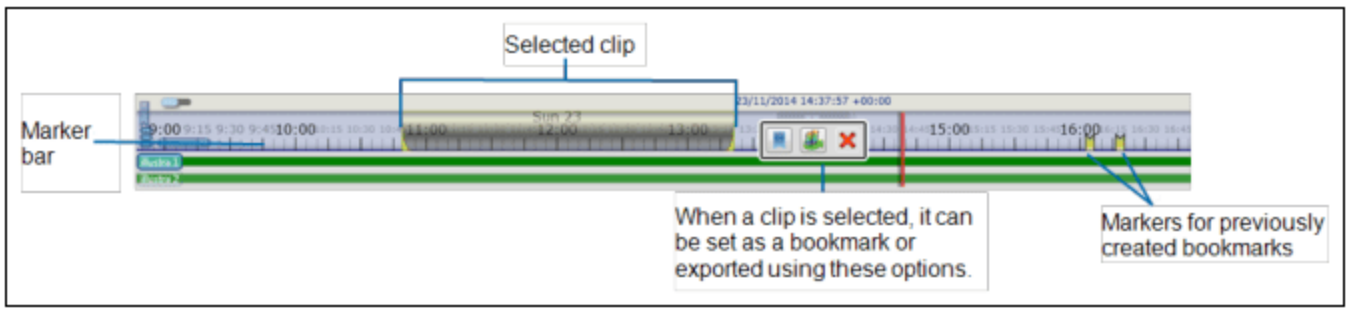




Marker Bar

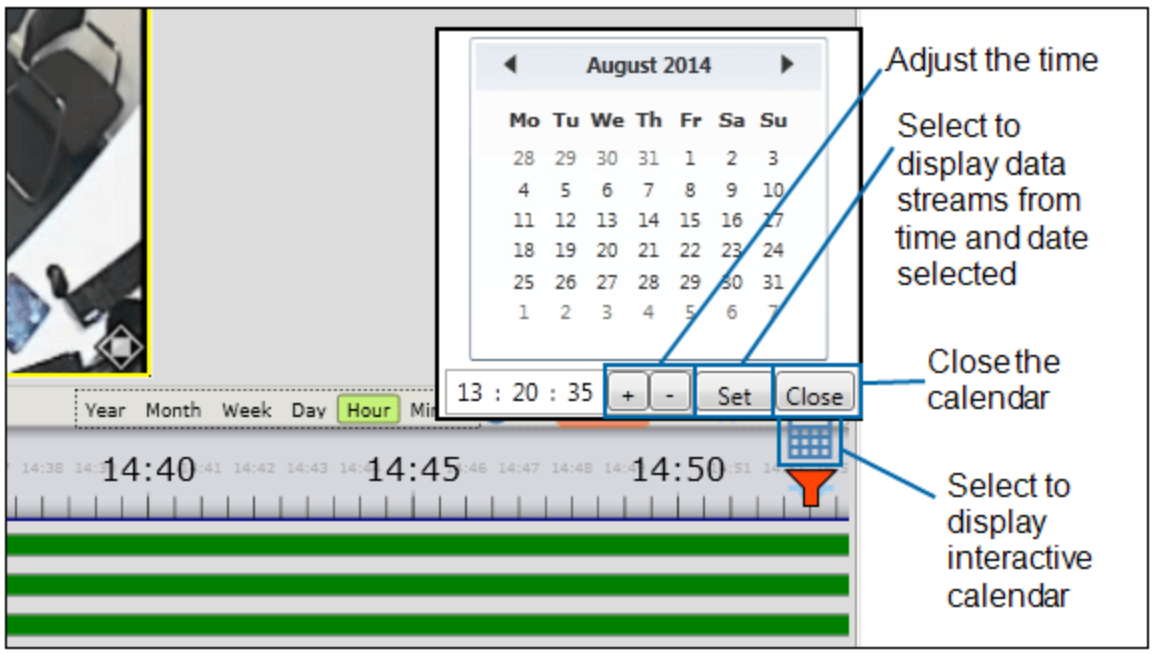
A Marker bar allows you to mark off specific sections of the stream for export or to bookmark. Markers set using the Marker bar apply to all 'enabled' Data Stream bars in the Timeline control. Multiple markers can be set.

Each marker is represented by an icon and after marking, these sections are highlighted to distinguish them from unmarked areas.



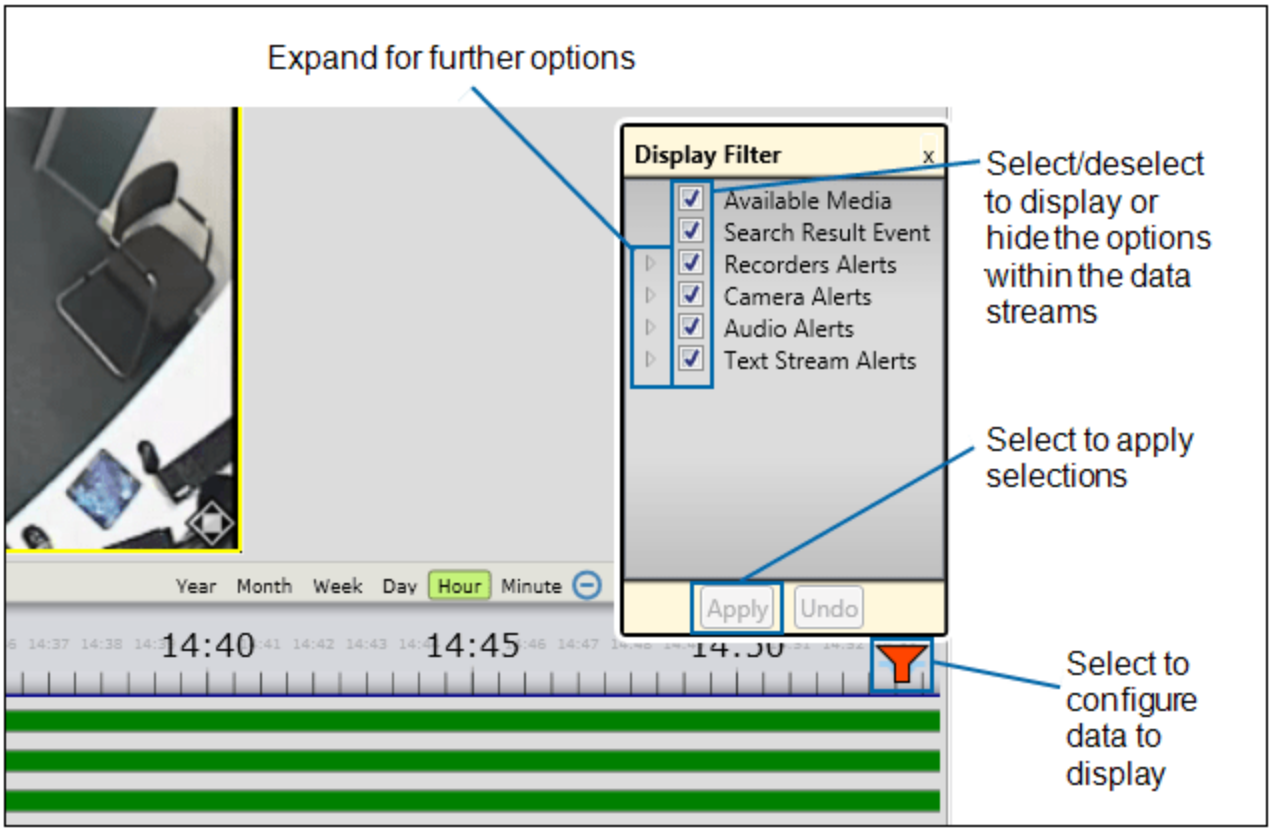
Calendar

The calendar icon will display a calendar control that allows a specific date and time to be selected.



Filter data stream information

When the filter icon is selected the Display Filter dialog will display. This can be used to enable or disable the stream information displayed.



Using the Timeline Control

The following procedures provide information on how to use the various features of the timeline bar.

Using the Timeline bar for Basic Navigation

Procedure 25 Use the Timeline bar for basic navigation

Step	Action
1	From Live video mode, select the required video feeds to display.
2	Select the button. The timeline bar will display.
3	Select the data stream bars name to enable or disable them as required.
	Note: All data stream bars are disabled by default.
4	Navigate the timeline as required.
5	Select GO LIVE to return to the live image.
6	Select the button to hide the timeline bar.

- End -

Using the Timeline bar to Export a Clip

Procedure 26 Use the Timeline bar to export a clip

Step	Action
1	From Live video mode, select the required video feeds to display.
2	Select the button. The timeline bar will display.
3	Select the data stream bars name to enable or disable them as required.
	Note: All data stream bars are disabled by default.
4	Navigate the timeline as required.
5	Left click on the marker bar to set the starting position for the clip.
6	Move to the end point for the clip and left click.
7	 will display.
8	Select  . The Direct Clip Action window will display.

9 Select the required option:

- Archive
- Vault
- Save
- Export

- End -

Using the Timeline bar to Create a Bookmark

Create bookmarks of clips.

Note:
Bookmarks are only retained while the timeline control is open. If the timeline control is closed bookmarks created will be lost. To export bookmarks once created refer to "Export Bookmarks from the Timeline".

Procedure 27 Use the Timeline bar to create a bookmark

Step	Action
1	From Live video mode, select the required video feeds to display.
2	Select the  button. The timeline bar will display.
3	Select the data stream bars name to enable or disable them as required.
	Note: All data stream bars are disabled by default.
4	Navigate the timeline as required.
5	Left click on the marker bar to set the starting position for the clip.
6	Move to the end point for the clip and left click.
7	 will display.
8	Select  . Add selected region window will display.
9	Enter a **Name** for the bookmark in the text box.
10	Select the required **Camera** from the drop down list.
11	Select **OK**. The bookmark will now be displayed on the timeline.

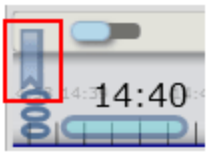
- End -

Export Bookmarks from the Timeline

Once bookmark/s have been created they can be exported and saved.

Note:
Bookmarks are only retained while the timeline control is open. If the timeline control is closed all bookmarks will be lost.

Procedure 28 Export saved bookmarks from the timeline

Step	Action
1	Follow "Using the Timeline bar to Create a Bookmark" to create the bookmark/s.
2	Select  to display all available bookmarks. The Selected regions window will display.
3	Select a bookmark/s from the list to mark it for export. Double-click to view the bookmark.
4	Select  . The Direct Clip Action window will display.
5	Select the required option: • Archive • Vault • Save • Export

- End -

Clear all pane selections

When multiple panes are selected, you can quickly deselect them all with one action.

Procedure 29 Clear all pane selections

Step	Action
1	Right click a selected video pane. Context menu displays.
2	Select **Clear all pane selections**. Borders are removed indicating they are no longer selected.

- End -

PTZ Control

When viewing a video stream, Pan, Tilt and Zoom (PTZ) control is available using an on screen display (OSD) control.

There are 2 types of PTZ command that the client will determine to use, depending on camera type:

Real PTZ

This can be used on live video streams to control supported dome cameras.

Virtual PTZ

This type is used with fixed cameras for live and recorded video. Virtual PTZ is achieved by capturing a specific area of the camera's view, cropping a smaller area and zooming that to a larger view.

View video from all cameras on a recorder

You can view live video from all cameras connected to a single recorder.

Note:
The maximum number of supported live video feeds is 16 H.264 @ 30 ips

Procedure 30 View video from all cameras on a recorder

Step	Action
1	Select the **Device List** tab. The device list displays.
2	Select ▷ next to recorders to expand the selection.
3	Select ▷ next to the recorder's folder to expand the selection.
4	Right click the recorder.
5	Select **View**. A new surveillance tab opens displaying all available video streams.

- End -

Display video from selected cameras

As well as displaying all available video from a recorder, you can select specific cameras to view in the surveillance window.

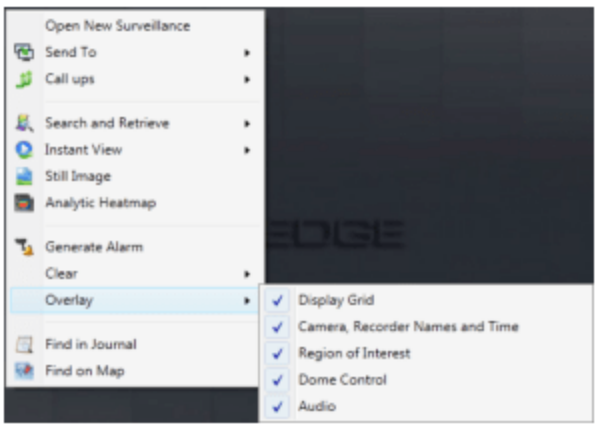
Procedure 31 Display video from selected cameras

Step	Action
1	Select **Surveillance** from the **Home** tab.
2	Selected appropriate Video Pane layout using the layout selector icon  . Default view is 1X1.
	Note: You can configure which video layouts are available from System Values > Video Layout Preferences
3	Select **Devices** from the **Home** tab. The device list window displays.
4	Select next to recorders to expand the selection.
5	Expand recorders as required. Camera icons display.
6	Drag and drop camera(s) from the device list into the surveillance pane(s).

- End -

Change Surveillance Overlay Settings

Video Overlay settings can be enabled or disabled within the video window.



Video overlays can be displayed or hidden as required:

- Display Grid
- Camera, Recorder, Names and Time
- Dome Control
- Region of Interest
- Audio

Note:
Changes to overlay options affects the whole window in which the changes are made. Overlay options cannot be set for individual panes.

Procedure 32 Change Surveillance Overlay Settings

Step	Action
1	Select **Surveillance** from the Home Tab. The surveillance window displays.
2	Right Click in the surveillance window.
3	Select **Overlay**.
4	Select or Deselect options overlay as required.

Note:
Dome Control overlay must be enabled to allow camera control from within specific panes.

- End -

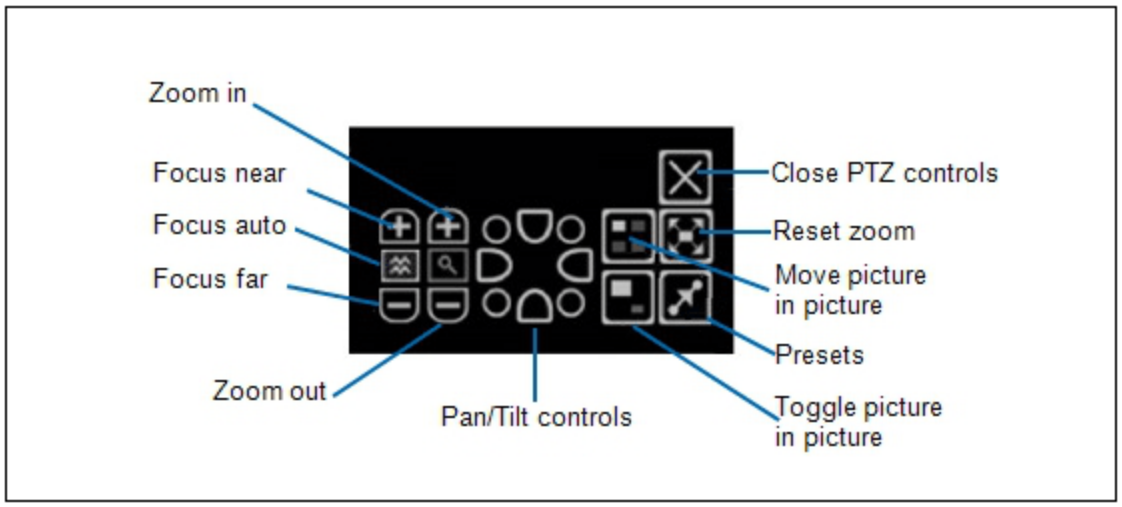
Using Virtual Controls (PTZ)

You can use Virtual controls to crop and magnify the view of fixed cameras (virtual Zoom). Virtual controls also allows users to move and set Picture in Picture views and to set virtual presets.

Note:
Virtual Control overlay must be enabled to allow camera control from within specific panes.

Procedure 33 Using Virtual Controls

Step	Action
1	Select **Surveillance** from the **Home** Tab.
2	Select the Camera Control symbol within the video pane of the fixed camera you want to control. Virtual PTZ controls display.



3	Use the controls by selecting the areas of the controls as required. When in use, a picture in picture view is displayed in the main video pane. Use the **Move Picture in Picture** icon to reposition the view.

Note:
Picture in Picture behavior can be configured in System Values > Surveillance Preferences

4	Select **Close** to close the controls.

- End -

Virtual Controls (Presets)

You can set virtual presets on a fixed camera. This allows you to view multiple areas of interest quickly without the need to manually control the camera's PTZ.

Note:
The maximum number of presets that can be configured is 255

Procedure 34 Virtual Presets (Presets)

Step	Action
1	Select the Camera Control symbol within the video pane.
2	Use Virtual PTZ to display the view to be added as a preset.
3	Select Preset . Preset controls display.
4	Select next sequential preset number from the dropdown.
5	Select to add preset.
6	Select to exit back to PTZ controls.
7	Repeat as required for further presets.

Note:
To view presets, select the preset number and click **Go to Preset**.

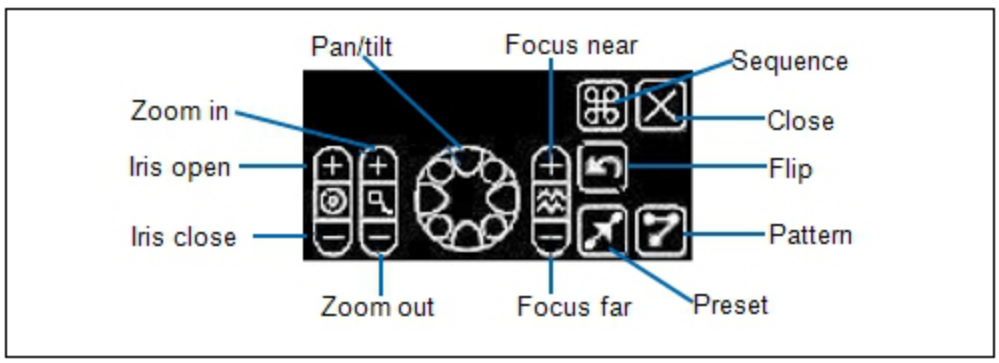
- End -

Dome Camera Controls

Where available, you can use real Pan Tilt and Zoom controls from within the client surveillance windows.

Procedure 35 Dome Camera Controls

Step	Action
1	Select **Surveillance** form the **Home** tab. The surveillance window displays.
2	Select  within the video pane of the dome camera to be controlled. Dome Controls display.



3	Use the controls by selecting the areas of the controls as required.

Note:
Depending upon the type of dome and recorder being used, the available controls may vary. For example, the sequence function is not available when using Intellex.

- End -

Mouse Control

Depending on the current surveillance mode, the mouse can be used to navigate video streams and Pan, Tilt and Zoom cameras:

- In playback mode you can instantly toggle between X1 forward and X1 reverse by scrolling up or down
- In Live and Playback modes, you can use the scroll wheel to Zoom by clicking and scrolling the wheel
- In Live and Playback modes, you can use the mouse for Pan and Tilt operation by locating the cursor centrally and clicking and dragging when the  symbol displays
- In Paused mode, the mouse can be used to step forward and back frame by frame.
- In Live and Playback modes, holding down the mouse wheel while scrolling zooms the camera view in or out (Both in vPTZ or Real Dome control)

Clear Video

You can clear video from surveillance windows and panes.

Procedure 36 Clear Video

Step	Action
1	Right Click on the Surveillance Pane
2	Select Clear. Then select from: a **Clear Video** - To clear video from that pane only b **Clear All Videos** - To Clear video from all panes within the window c Clear all Pane Selections - To clear all selected panes d Clear Region of Interest

- End -

Change Video Layout

Video Layouts can be changed to accommodate different video pane configurations. The video layouts available from the surveillance window can be controlled from System Values.

Procedure 37 Change Video Layout

Step	Action
1	Select **Surveillance** from the Home tab. Surveillance window displays.
2	Select  . A list of available layouts displays. The Layouts are split into sections: • Standard • Widescreen • Portrait
3	Select Layout as required. Video window switches to the selected configuration. **Note:** When changing layouts, the three most recently used layouts are displayed in a recently used list next to the pulldown list for convenient retrieval.

- End -

Still Image Capture

You can capture all or part of a paused video stream as a still image in .bmp or .jpg format. After capture, various options are available including Save, Email, Print or Copy to clipboard. You can also launch a third party application for image editing.

Still Image capture is available from any surveillance mode, the method for capture is identical in all modes.

Procedure 38 Still Image Capture

Step	Action
1	Right Click the surveillance pane.
2	Select **Still Image**. A new floating window displays with the following options available: • Select  to browse to a storage location and Save the still image • Select  to Email the still image (Requires Email to be configured in System Values) • Select  to open the image in a third party application (Requires third party application to be configured in System values) • Select  to copy the image to clipboard • Select  to print still image (Requires Windows Printer to be configured)

- End -

Fisheye Cameras

Fisheye cameras use very wide angle lenses to capture hemispherical images - 180° panoramic view (wall mount) or 360° surround view (ceiling/floor/wall mount) without blind spots.

victor allows hemispherical images captured from fisheye cameras to be converted into conventional rectilinear or panoramic projections for viewing and analysis. This process is known as De-Warping.

De-Warping

The option to De-warp is available via the context menu of supported fisheye camera views. This can be done in Playback and Live modes as well as from within victor Player. It is also available in Video Search Results player and Investigator windows.

It is worth noting that sending an image to another display or InstantView etc. will open the Fisheye camera in whichever view is set by default in Setup -System Values- Video Preferences.

Note:
Exported video can be de-warped within victor player but if exported footage is played back in alternative players, there is no option to de-warp the video.

De-Warping preferences are available in System Values. Here you can configure the default de-warp mode from the following:

Warped View	**Default** View from a fisheye camera displaying a hemispherical image with barrel distortion.
Rectilinear View	**De-Warped** view of a fisheye stream. This view is designed to display a section of the fisheye view with minimal barrel distortion.
Panoramic View	**De-Warped** view of a fisheye stream. This view is designed to display the full fisheye view in a single elongated pane.

Recorders can also offer the option of selecting a default camera mounting for fisheye cameras, this is applicable to VideoEdge NVR 4.4+ and HDVR/exacqVision only.

Procedure 39 Warp/De-Warp images

Step	Action
1	Right Click a video stream from a fisheye camera.
2	Select **De-Warp Options** De-warping options display.
3	Select from: • Warped - Maintains Fisheye view • Rectilinear • Panoramic

Note:
It is important to select the appropriate mounting option. Each option uses a different algorithm, designed to give optimal de-warped views depending on camera orientation.

- End -

Fisheye Camera Controls (Warped)

Fisheye camera views have various click and drag OSD controls you can use to manipulate camera views.

Note:
Virtual presets created on a Fisheye camera will also store the warped or de-warped view which was being viewed at the time of creation

Warped View Mouse Control

In warped views, pressing **Shift** displays a target box on screen. This box can be moved by dragging the mouse around the warped view. Clicking the mouse on a particular area displays a new rectilinear (de-warped) view of that area.

Rectilinear View Mouse Control

In Rectilinear views, hovering the mouse in the centre of the view displays a ✥ symbol. You can Click and Drag the symbol in any direction to effectively enable Pan and Tilt control. (PTZ control must be open)

Panoramic View Mouse Control

In Panoramic views, similar to Rectilinear, you can use to Pan and Tilt the camera view. (Zoom mode only)

InstantView

InstantView enables users to view video in instant playback (paused) mode alongside the live view.

You can launch instant playback from any surveillance view from the video context menu or by selecting the InstantView Icon.

Procedure 40 Launch InstantView

Step	Action
1	From Live video mode, select a video pane. Selected pane highlights dashed yellow.
2	Select  . Dropdown menu displays.
3	Select from: • Side By Side - to open the new paused view beside the live view • Send To - to send the paused view to a separate display

- End -

Audio Devices

General

Audio devices are exposed in victor client only via VideoEdge 4.4+ NVRs where all audio object settings are configured. Refer to VideoEdge User Manual for more details.

Within victor, audio devices generally mirror the behavior of cameras; they are standard victor hardware objects which are displayed as child objects of NVRs and can be interacted with via the device list.

Audio device editor

As with cameras, victor's Audio device editor allows you to add alerts and associations, assign descriptions and rename devices. Associating devices within victor client pushes the changes back to the NVR only if the new association is with an object within that NVR.

Search and Retrieve

You can drag audio devices into the Search and Retrieve object selection alongside cameras to return audio and video streams which are not necessarily associated outside of the wizard.

You can also perform Search and Retrieve on audio devices only, this return audio only streams for the parameters selected.

Audio Associations

General

Audio associations are limited to one per device. each association made in victor client is automatically replicated on the NVR, likewise each association made on NVR is mirrored within victor (when the audio device and camera are connected to the same recorder).

If multiple audio associations are attempted, only the first selected will be added, the other selections are ignored.

Clip Export and Retrieval

There are some considerations which should be noted concerning clip export and audio associations:

Clips with default audio

Clip and audio are exported together and playback as separate streams within a single clip

Clips with default audio and audio associations

Clip and default audio are exported as a single clip, the associated audio is exported as a separate clip

Introduction

'Call up' is the collective name for Tours, Salvos and Saved Views.

Tours

A tour is a collection of different camera views, displayed in predefined sequences for specified durations.

Salvos

A Salvo is a display of multiple, simultaneous video streams which provides an effective way to monitor multiple areas of interest.

Saved Views

A Saved View is a standard Salvo which is associated with a specific video layout E.G Guard layout.

View Switch

A View Switch is collection of Saved Views, switching between each Saved View after a specified time.

Create Tours

You can define criteria for a new tour and add it to the system.

Procedure 41 Create Tours

Step	Action
1	Select **Tours** from the Build tab.
2	Select **New** from the dropdown menu.
3	Enter a Name for the tour in the **Name** textbox.
4	Enter a description for the tour in the **Description** textbox.
5	The Enabled checkbox is selected by default. To deactivate the tour, deselect the checkbox.
6	If required change the **Default dwell** time in the **Defaults** section. This is the dwell time used for each camera added.

Note:
Dwell times may be changed for individual cameras within a tour by changing the dwell time in the **Tour** section.

7 Select the tab in which the cameras to be added are located.

Note:
Cameras can be added from the Device list, the Site list or from dynamic views of recorders or cameras.

8 Select the camera to be added.

9 Drag the camera to be added into the Tour section of the page.

10 Repeat steps 8-9 as required.

11 Modify dwell times as required for individual cameras by double clicking the dwell value and changing it.

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

12 If required, use to remove items from the camera list.

13 If required, use and to change the step position of cameras.

14 Click or .

- End -

Edit Tours

You can edit the properties of existing tours.

Procedure 42 Edit Tours

Step	Action
1	Select **Tours** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right Click the Tour to be edited.
4	Select **Edit**. Tour editor displays.
5	Edit Name and Description in the **General** section.
6	The Enabled checkbox is selected by default., To deactivate the tour, clear the checkbox.
7	If required change the **Default dwell** time in the **Defaults** section. This is the dwell time used for each camera added.
8	Within the Tour section, use to remove cameras, and use and to change the step position of cameras.
9	Edit existing camera's attributes by changing Preset, Pattern or dwell settings for each camera.
10	Add more cameras by dragging them from the Sites or Recorders list as required.
11	Click or .

- End -

Create Salvos/Saved Views

Tours, Cameras and Recorders can all be added to Salvos. Presets and Patterns may be assigned to cameras if they have already been defined on the recorder.

Procedure 43 Create Salvo/Saved View

Step	Action
1	Select **Salvos** from the **Build** tab.
2	Select **New** from the dropdown menu.
3	Enter a Name in the **Name** textbox.
4	Enter a description in the **Description** textbox.
5	The Enabled checkbox is selected by default, to deactivate the tour, deselect the checkbox.
6	Select a Layout from the **Layout** dropdown if the Salvo is to be a Saved View.
	Note: 1. The selected layout must contain enough video panes to accommodate the number of video streams you intend to add to the Salvo. 2. Saved view can also be created directly from current surveillance views by selecting Save as Saved View .
7	Navigate to the required objects to be added to the salvo.
	Note: Objects can be added to the salvo from the Device list, the Site list, or from dynamic views of recorders or cameras.
8	Select and drag Recorders/Cameras/Tours into the right hand pane.
9	If required, use to remove items from the camera list.
10	If required, use and to change the step position of cameras.
	Note: Presets and Patterns are only available to add if they are already configured on the Recorder. They cannot be configured via the client. If available, they can be added by selecting them from the Pattern or Preset textboxes and selecting from the dropdown list.
11	Change the default Pane number by selecting the **Pane** dropdown for each Camera/Tour.
12	Click or .

- End -

Edit Salvos/Saved Views

You can make various changes to salvos and Saved Views. They can be edited to change attributes including Name, Description, Dwell Times, Add/Remove objects and Layouts (Saved Views only).

Procedure 44 Edit Salvos/Saved Views

Step	Action
1	Select **Salvos** from the **Build** tab.
2	Select **Show All** from the dropdown menu.
3	Right click the Salvo/Saved view to be edited.
4	Select **Edit**. The Salvos editor displays.
5	Edit the Name and Description in the **General** Section.
	Note: The Enabled checkbox is selected by default, to deactivate the tour, deselect the checkbox.
6	Edit Cameras and Layouts as required in the Salvo section.
7	Click  or  .

- End -

Create View Switch

Saved Views can be added to a View Switch and displayed for a set time before displaying another Saved View.

Procedure 45 Create View Switch

Step	Action
1	Select **View Switch** from the **Build** tab.
2	Select **New** from the dropdown menu.
3	Enter a Name in the **Name** textbox.
4	Enter a description in the **Description** textbox.
5	The Enabled checkbox is selected by default, to deactivate the View Switch, deselect the checkbox.
6	Enter a default dwell time in seconds in the **Default Dwell** field. This default value will be applied to all Saved Views added to the View Switch but can be edited for each individually.
7	Navigate to the required Saved Views to be added to the View Switch.
8	Select and drag Saved Views into the right hand pane.
9	If required, use  to remove items from the camera list.
10	If required, use  and  to change the step position of cameras.
11	If required, edit the dwell time for each Saved View by double clicking on the **Dwell** field and entering a value in seconds.

12	Click  or  .

- End -

Edit View Switch

A View Switch can be edited at any time.

Procedure 46 Edit View Switch

Step	Action
1	Select **View Switch** from the **Build** tab.
2	Select **Show All** from the dropdown menu.
3	Right click the View Switch to be edited.
4	Select **Edit**. The View Switch editor displays.
5	Edit the Name and Description in the **General** Section.
	Note: The Enabled checkbox is selected by default, to deactivate the View Switch, deselect the checkbox.
6	Edit Saved Views and Dwell times as required in the **View Switch** section as required.
7	Click  or  .

- End -

Launch Call ups

Tours, Salvos and Saved views can be launched from any surveillance window.

Procedure 47 Launch Call ups

Step	Action
1	Right click on any surveillance window.
2	Select **Salvo**/**Saved View**/**Tour**/**View Switch** as required.
3	Select the required Call up. Call up displays.

- End -

Introduction

The Search and Retrieve feature allows users to search a recorder's stored video or metadata using time or motion criteria to filter results. Search results can be reviewed, vaulted, saved as clips, stored on the client workstation or exported to remote storage.

Caution

Ensure time is synchronized between client machines and network recorders. Recorders which are out of time synchronization with client machines cause incorrect video retrieval.

Supported Search Types

All searches are performed using the Video Search and Retrieval Wizard. The wizard comprises of a maximum of 3 screens, through which the user defines search criteria.

Four main search types are supported:

Basic Search

Basic search covers the following options in the **Type of Search** dropdown menu:

- **Date and Time -** Searches specific time ranges using only time related parameters.
- **Thumbnail Search** - A date and time search which displays results as thumbnail images.

All basic searches allow searching by date and time and enable the user to define the search period (Start and End Date/Time) and streams to retrieve (Video or Video and Audio).

Thumbnail Search

Thumbnail Searches display results in the form of 16 images representative of the selected time range.

Selecting '+' on a single image opens a new set of thumbnails at an increased granularity with the time range determined by the timestamp of the thumbnails adjacent to the original '+' selected.

Thumbnail search is supported on VideoEdge NVR 4.4+, Intellex and HDVR/exacqVision recorders only.

Motion Detection Search

Motion detection search allows users to search for motion in a specific cameras field of view. This allows the user to skip directly to areas that may be of interest, rather than having to search through hours of video in order to search for a particular event.

Note:
1. Motion detection based searches and motion based alarms are handled differently within the client. Motion detection based searches are independent of motion alarm regions set up on a recorder.
2. Motion detection based searches performed on VideoEdge NVR's do not search actual video footage, but rather metadata generated by the NVR. Search results are therefore dependent on the sensitivity level settings when the video was processed. If no motion metadata is generated for a particular time period, no results will be returned when searching on that time period.
3. Motion detection searches performed on the client from Intellex units search actual video footage so results depend on sensitivity settings set in the client.
4. Motion detection searches are not available on HDVR/exacqVision or ADTVR units.
5. Edge based motion detection searches can be executed on supported American Dynamics Cameras.

Video Intelligence Search

Video Intelligence Search is supported on VideoEdge NVR 4.2+ recorders. This gives users the ability to detect, track and analyze moving objects using a variety of criteria. The Video Intelligence engine is licensable on a per-channel basis.

Supported Video Intelligence searches are:

- Object Detection
- Direction
- Linger
- Enter
- Exit
- Abandoned/Removed
- Dwell
- Queue Length
- Crowd Formation

Edge Based Face Detection

VideoEdge NVR recorders support edge based analytics, allowing Face Detection alarms and searches on supported American Dynamics Cameras.

Using edge based analytics reduces the impact on the NVR's CPU resources.

Server Based Face Detection / Face Recognition

VideoEdge NVR 4.7+ recorders supports server based facial recognition and detection, allowing searches and alarms based on this analytic type when an appropriate license is applied.

To execute a face recognition search users must be enrolled in the NVR's Face Enrollment database.

Text Stream Search

victor text stream search provides a means of searching text from configured NVRs devices (V4.5+).

Two types of text stream searches are supported:

- **Date and Time**: Used to return all text values within a defined time period.
- **Advanced**: Used to search for specific text values within defined parameters and filters set on the VideoEdge NVR and victor.

Perform Searches

Perform a Basic Search

You can use the Search and Retrieve Wizard to specify parameters in order to perform a Basic Search. Basic Searches only consider Time and Date parameters.

Procedure 48 Perform a Basic Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select the search type required from the **Type of Search** drop down menu. Available options are: • Date and Time • Thumbnail Search • Motion Detection **Note:** On VideoEdge NVR 4.2+ recorders, available options will vary if Video Intelligence is enabled on the camera selected. Refer to Perform a Video Intelligence Search (Analytics).
4	If required, select the **Download Audio** button to download associated audio stream(s).
5	Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane. **Note:** If selecting cameras from the Vault List, Date and Time parameters are automatically populated.
6	Specify Date and Time parameters in the Date and Time Pane. **Note:** Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.
7	Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
8	Search and Retrieval Wizard closes and the **Date and Time Based Search Results** tab opens displaying search results. Double click on a search result to view associated video

- End -

Perform a Thumbnail Search

You can use the Search and Retrieval Wizard to search video footage and display results in Thumbnail view. Thumbnail search results are represented graphically as a series of snapshots representing the duration of the search period.

Note:
Thumbnail Search is available for VideoEdge NVR 4.4+, Intellex and HDVR/exacqVision recorders only.

Procedure 49 Perform a Thumbnail Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select **Thumbnail Search** from the **Type of Search** drop down menu.
4	Drag and drop a camera from the Device, Site or Vault list onto the Camera Selector Pane. **Note:** If selecting a camera from the Vault List, Date and Time parameters are automatically populated.
5	Specify Date and Time parameters in the Date and Time Pane. **Note:** Specific Time Filter options cannot be used with Thumbnail Search.
6	Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
7	Search and Retrieval Wizard closes and **Video Thumbnail Search** window opens displaying search result as 16 thumbnails Selecting a thumbnail image will zoom in the time period to create 16 new thumbnail images using the thumbnails adjacent to the (+) thumbnail as the time range for the next 16 images. Selecting a thumbnail will zoom out to the previous 16 thumbnails. Double clicking a thumbnail will open that section of video in Investigator Mode. Toolbar buttons, as outlined below, can also be used to manipulate thumbnail search results:

	**Save image** - select a thumbnail then select this button to save the image
	**Email image** - select a thumbnail then select this button to email the image
	**Open in third party application** - Select a thumbnail then select this button to open the image in a third party application. A third party application must be configured in **System Values**
	**Copy to Clipboard** - Select a thumbnail then select this button to copy the image to your clipboard
	**Print** - Select a thumbnail then select this button to print
	**Investigator mode** - select a thumbnail then select this button to open associated video in investigator mode

	**Clip creation tools** - select a thumbnail to be the start time of a clip, then select **Clip Start Time**. Select a thumbnail to be the end time of a clip, then select **Clip End Time**. Select **Clip Export** to export or vault the clip
	**Open Search and Retrieval Wizard** - Select to reopen Video Search and Retrieval Wizard

- End -

Perform a Motion Detection Search

You can use the Search and Retrieval Wizard to search video footage using a motion filter to look for movement in specific areas within a camera view. Specific areas may also be searched by exception. This applies to Edge and Server based motion detection searches.

Note:
When searching on VideoEdge NVR 4.2+ recorders, motion detection search is only enabled when Motion Detection is enabled in the camera setup. For cameras with Video Intelligence enabled, refer to Perform a Video Intelligence Search (Analytics).

Procedure 50 Perform a Motion Detection Search

Step	Action/
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Drag and drop a camera from the Device, Site or Vault list onto the Camera Selector Pane.
4	Select **Motion Detection** from the **Type of Search** drop down menu.
5	Specify Date and Time parameters in the **Date and Time** pane.
	Note: Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable
6	Select **Next**. The Search Parameters screen displays.
	Note: The video stream reverts to the start time selected for the search. To view live video, select  .
7	Select the required **Draw Style** and draw a Region of Interest (ROI): • **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI. Double click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors. • **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.

- **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear** to restart drawing and **Erase** to correct errors.

Note:
1. By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert **Selection**.
2. The full camera view can be selected as the Active Region by selecting **Select All.**
3. **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder. victor uses information from the NVR rule to apply search criteria to the victor client search. Search parameters are populated from the rule but can be edited if required. Refer to Alarm Rules for more information on alarm rules.

8 Adjust Parameters as required to suit your search type. Available Parameters are dependent on recorder and camera type.

9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Perform a Video Intelligence Search (Analytics)

VideoEdge NVR recorders support Search Analytics. This gives users the ability to detect, track and analyze moving objects using a variety of criteria. Refer to the table below for further information on the various types of Video Intelligence searches and which versions of VideoEdge NVR support them.

In order to perform Video Intelligence searches,the feature must be enabled on the recorder and in some cases, on the specific camera required. Refer to the VideoEdge NVR User Manual for further information.

Advanced Search Type	Description	Search Parameter (s)	VideoEdge Version Supported
Object Detection	Find objects that move into a region of interest. This is similar to a normal motion detection search except that it only finds objects the first time they enter the region. If the objects leave the camera view and return, the search will find them again. Draw a region that covers the area to be searched for objects. Use a higher overlap setting to find objects that are mostly within the region, use a lower setting to find objects that just brush the edge of the region.	**Overlap** (Sensitivity Level) - A lower value will return more results.	4.2+
Direction	Find objects moving in a certain direction through a region of interest. Set the general direction of motion to search for, and the maximum amount of time the object can take to traverse most of the region (this excludes objects which move too slowly). Draw a thin region in the direction of motion required. Use a lower overlap setting to find objects moving in the general direction but not necessarily in the region.	**Overlap** (Sensitivity level) - A lower value will return more results. **Traversal Time** - Maximum time an object can take to traverse the region. **Direction of Motion -** The direction, North, South, East or West which the object is moving. **Color Filters** - Define a Color Filter to further refine search results.	4.2+
Linger	Detect objects lingering in a region of interest. An object is lingering if it remains in the ROI. Set the minimum amount of time an object must linger before being included in the results. Draw a region in the area where you want to detect objects lingering. Use a higher Overlap setting to avoid detecting objects lingering	**Overlap** (Sensitivity level) - A lower value will return more results **Linger Time** - Minimum amount of time an object lingers before being included in results. **Color Filters** - Define a Color Filter to further	4.2+

Advanced Search Type	Description	Search Parameter (s)	VideoEdge Version Supported
	nearby.	refine search results.	
Enter	Find objects entering a camera view through a doorway or threshold. Draw a region containing the doorway or threshold and any area around it through which objects can be seen (like glass). Also include any area through which the door (if there is one) might move. This search excludes objects that can be seen through the doorway or threshold but do not pass through it.	**Overlap** (Sensitivity level) - Use a higher overlap setting for best results. **Color Filters** - Define a Color Filter to further refine search results.	4.2+
Exit	Find objects exiting a camera view through a doorway or threshold. Draw a region containing the doorway or threshold and any area around it through which objects can be seen (like glass). Also include any area through which the door (if there is one) might move. This search excludes objects that walk up to the doorway but do not pass through it.	**Overlap** (Sensitivity level) - Use a higher setting to avoid finding nearby changes or changes which are not completely within the region **Color Filters** - Define a Color Filter to further refine search results.	4.2+
Abandoned/Removed	Use this search to find when a stationary object was placed, moved or removed. The amount changed lets you search for larger or smaller changes in the region. The within setting specifies over what time period changes can occur (0 seconds = instantaneous change). Draw a region that contains all of the area that you wish to search for changes, and use a higher overlap setting to avoid finding nearby changes or changes that are not completely in the region.	**Overlap** (Sensitivity level) - Use a higher overlap to avoid finding nearby changes or changes that are not completely in the region **Amount Changed** - Adjust to look for a larger or smaller change in the region. **Within** - Timeframe within which the change occurs. **Color Filters** - Define a Color Filter to further refine search results.	4.2+
Dwell	Detect objects dwelling in a region of interest. An object is dwelling if it is mostly stationary. Set the minimum amount of time an object must dwell before being included in the results. Draw a region in the area where	**Overlap** (Sensitivity level) - A lower value will return more results **Dwell Time** - Minimum amount of time an object lingers before being included in	4.5+

Advanced Search Type	Description	Search Parameter (s)	VideoEdge Version Supported
	you want to detect objects dwelling. Use a higher Overlap setting to avoid detecting objects dwelling nearby.	results. **Color Filters** - Define a Color Filter to further refine search results.	
Queue Length	Search for times when a queue is a certain length. Draw three regions of interest to indicate the area occupied when the queue is short, medium or long, then set the minimum and maximum zones to define the length of the queue you are looking for.	**Overlap** (Sensitivity level) - A lower value will return more results **Search for when the Queue is** - select which criteria to use for queue search, Empty, Short, Medium, Long or Not Empty.	4.6+
Crowd Formation	Search for times when more than a certain number of people or objects are in a region of interest. Draw a region in the area that you want to find objects forming a crowd. Use a higher overlap setting to avoid objects near the region. Set the Minimum Crowd Size to the number of objects that make a crowd.	**Overlap** (Sensitivity level) - Use a higher overlap setting to avoid objects near the region. **Minimum Crowd Size** - Minimum number of objects that determine a crowd.	4.6+

Procedure 51 Perform a Video Intelligence Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select required Video Intelligence search type from the **Type of Search** drop down menu.
4	Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane.
	Note: If selecting cameras from the Vault List, Date and Time parameters are automatically populated.
5	Specify Date and Time parameters in the **Date and Time** Pane.
	Note: Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.
6	Select **Next**. The Search Parameters screen displays.

Note:

The video stream reverts to the start time selected for the search. To view live video, select  .

7 Select the required **Draw Style** and draw a Region of Interest (ROI):

- **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI.
  Double click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Freehand**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.

Note:

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

8 Adjust Parameters as required to suit your search type. Available Parameters are dependent on Video Intelligence search type selected.

9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Perform Edge Based Face Detection Search

VideoEdge NVR recorders support edge based analytics, allowing Face Detection alarms and searches on supported American Dynamics Cameras.

Advanced Search Type	Description	Search Parameter(s)	VideoEdge Version Supported
Face Detection (Edge Based)	Use this search to find when a face is present in video. Draw a region that contains all of the area that you wish to search for faces and use higher overlap settings to avoid finding faces nearby.	**Overlap** (Sensitivity level) - Use a higher overlap to avoid finding nearby faces or faces that are not completely in the region	4.4+

Procedure 52 Perform an Edge Based Face Detection Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.

2 Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.

3 Select **Face Detection** from the drop down menu.

4 Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane.

Note:
If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

5 Specify Date and Time parameters in the **Date and Time** Pane.

Note:
Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

6 Select **Next**. The Search Parameters screen displays.

Note:
The video stream reverts to the start time selected for the search. To view live video, select  .

7 Select the required **Draw Style** and draw a Region of Interest (ROI):

- **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI.
  Double click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Freehand**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.

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

8 Select the required **Overlap** percentage.

9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Perform Server Based Face Detection / Face Recognition

VideoEdge NVR recorders supports server based facial recognition and detection, allowing searches and alarms based on this analytic type when an appropriate license is applied.

To execute a face recognition search users must be enrolled in the NVR's Face Enrollment database.

Procedure 53 Perform a Server Based Face Detection Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select **Face Detection** from the drop down menu.
4	Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane.
	Note: If selecting cameras from the Vault List, Date and Time parameters are automatically populated.
5	Specify Date and Time parameters in the **Date and Time** Pane.
	Note: Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.
6	Select **Next**. The Search Parameters screen displays.
	Note: The video stream reverts to the start time selected for the search. To view live video, select .
7	Select the required **Draw Style** and draw a Region of Interest (ROI): • **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI. Double click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors. • **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors. • **Freehand**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.
	Note: 1. By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert Selection. 2. The full camera view can be selected as the Active Region by selecting **Select All**. 3. **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder (Not available on Face detection and edge analytics searches). victor uses information from the NVR rule to apply search criteria to the victor client search. Search parameters are populated from the rule but can be edited if required. Refer to Alarm Rules for more information on alarm rules.
8	Select the required **Overlap** percentage.
9	Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
10	Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Procedure 54 Perform a Server Based Face Recognition Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select **Face Recognition** from the drop down menu.
4	Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane.

Note:
If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

5 Specify Date and Time parameters in the **Date and Time** Pane.

Note:
Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

6 Select **Next**. The Search Parameters screen displays.

Note:

The video stream reverts to the start time selected for the search. To view live video, select  .

7 Select the required **Draw Style** and draw a Region of Interest (ROI):

- **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI.
  Double click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Freehand**: Draw the ROI freehand on the camera view. Use **Clear All** to restart drawing and **Erase** to correct errors.

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

8 Select the required **Overlap** percentage.

9 Use the  and  to move users into/out of the search list (right hand pane).

10 Select **Exclude** or **Include** from the Face Search List Type drop down.

Note:
Exclude - This will search for matches against all enrolled users in the enrollment database, with the exception of the users in the search list.

Include - This will search for matches against users in the enrollment database, which have been added to the search list only.

11 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

12 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Perform a Text stream search

Text stream searches allow you to return results from all text streams within a defined time period for up to four devices. Searches can be fine tuned using custom rules to filter unwanted results.

Text stream searches can be performed using the search and retrieve wizard.

Text stream rules

Text Stream Rules allow you to fine tune a Text Stream search. User defined rules may be used to filter search results and you can add multiple rules or use no rules for searches.

Rules which have been defined on VideoEdge recorders can be selected via victor's search and retrieve wizard to enable the rules to be applied in victor searches, alternatively you can define and apply text stream rules in victor client as part of the victor search process.

Rule Groups are used to define a set of rules such that all would have to be true to trigger an alarm. Rules are either '**OR**' or '**AND**'. So when you perform a text stream search, you can identify 'AND' or 'OR'. If you selected 'AND', this implies 'RuleGroup', such that all rules would need to be satisfied for the search result to return true.

Text stream rules can also be used to configure alarms. For example, if you always wanted to know when cash sales were over $50 or when there was a void, you could define a rule as such.

Procedure 55 Perform a text stream search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieve Wizard launches.
3	Drag a text stream device from the device list into the device selector pane.
4	Specify Date and Time parameters in the **Date and Time** Pane. **Note:** Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.
5	Select **Next**. Text stream rules window displays
6	Select rule checkboxes to apply existing VideoEdge rules to the search (if applicable). Use **And/Or** operators as required to filter your results. **To define custom rules:** a Select  . **Rule edit** dialog displays b Enter a name for the rule in the **Rule Name** textbox c Enter a value for the text match in the **Text Match** textbox. This is the primary value associated with the rule which is used by the search wizard. d Enter the **Search Direction** associated with the rule (Forward or reverse) e Enter **Jump n Results** value (numbers of characters ahead of the search term to include in results) f Enter **Criteria** (operator for the rule) g Select **Preview** (optional) to test the rule and gain a preview of the results
7	Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

8 Search and Retrieval Wizard closes and the **Text stream based Search Results** tab opens displaying search results. Double click on a search result to view associated video and text stream.

- End -

Analytic Heat Maps

A camera heatmap based on analytics data provides a visual representation of analytic activity over time. A still image of the camera is overlaid with translucent colored pixels that indicate how much activity each pixel 'saw' in a given time frame.

Note:
Motion Detection or Video Analytics must be configured for the camera on the VideoEdge recorder for at least the duration of the time range you are mapping.

Procedure 56 Generate Analytic Heat Map

Step	Action
1	Right Click the required video stream in surveillance mode.
2	Select **Analytic Heat Map**.
3	Select the time range in which to search using the date and time pickers.
	Note: The start and end times relate to the total time range searched (not a daily interval)
4	Select **Generate Heat map**. A still image is displayed, overlaid with translucent colored pixels. A Key is displayed to the right of the image indicating the colors used. Colors range from Dark Blue (least activity) to Red (most activity)

Standard surveillance tools are available for the heatmap image including Save As, Email, Open in third party application and Print.

- End -

Alarm Rules

Alarm Rules allow users to load previously configured searches into victor Search and Retrieval Wizard. When loaded, Alarm Rules will automatically populate the Region of Interest along with additional Search Parameters. This feature enables users to store commonly used searches in order to speed up repeated searching.

Alarm Rules are only supported on VideoEdge 4.2+ recorders.

Save Search as Alarm Rule

As well as using alarm rules defined within the NVR, you can also create new alarm rules using criteria defined in specific victor searches. These alarm rules display in the **Load from Alert Rules** list in the Search and Retrieval wizard when the camera they have been saved against is selected.

Procedure 57 Save Search as Alarm Rule

Step	Action
1	Perform a Motion Detection or Video Intelligence search.
2	Select  . Save Search as Alert dialog displays.
3	Enter a name for the saved search in the **Alert Name** textbox.
4	Select **OK**. The search is saved as an alarm rule and will be available for selection on Motion Detection or Video Intelligence searches.

- End -

Load Alarm Rule

Load Alarm Rule allows you to load a previously configured alarm rule from a VideoEdge NVR 4.2+ recorder. victor uses information from the NVR rule to apply search criteria to the victor client search. Search parameters are populated from the rule but can be edited if required.

Note:
Load Alarm Rule feature is not available on Face Detection or Edge Analytic searches

Procedure 58 Load Alarm Rule

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select **Motion Detection** or required Video Intelligence search type from the **Type of Search** drop down menu.
4	Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane. **Note:** If selecting cameras from the Vault List, Date and Time parameters are automatically populated.
5	Specify Date and Time parameters in the Date and Time Pane.

Note:
Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

6 Select **Next**. The Search Parameters screen displays.

7 Select required Alarm Rule from the **Load from Alert Rules** list.

8 Search parameters are populated with Alarm Rule parameters. If required, edit search parameters.

9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Investigator Mode

Launching Investigator Mode opens a new Guard window with the selected, main video stream in paused mode occupying the upper left pane.

This mode allows you to drag in up to 5 other streams, each will automatically pause at the same time as the selected stream, enabling a time synchronized view of all cameras.

Note:
Investigator mode can be launched from any surveillance view and is also available from the Search Results window.

Procedure 59 Launch Investigator Mode

Step	Action
1	Select the main video stream from which to launch Investigator mode. Yellow border displays around pane indicating instant playback is available.
2	Select  . Investigator mode launches in a new window.
3	Drag in other cameras as required. These video streams are paused at the same point as the main video stream.
4	Select Playback controls as required to navigate the video streams simultaneously.

- End -

Export Search Results

You can export search results as a grid in Microsoft Excel (.xlsx) or .xps formats.

Procedure 60 Export Search Results

Step	Action
1	Perform a search using the **Search and Retrieve Wizard**. Results display in the Search Results window.
2	To export the search results: • In Excel format select  . • In .xps format select 
3	Navigate to the **Save in** folder as required.
4	Select **Save.**

- End -

Quick Search and Retrieve

Quick Search and Retrieve can be used to retrieve recent footage from a single camera. Quick Search and Retrieve can jump backwards 30 seconds, 1, 5, 10, 30 or 60 minutes. To perform a search with more defined time parameters, refer to Perform a Basic Search.

Procedure 61 Quick Search and Retrieve

Step	Action
1	Navigate to the camera on the device list and right click. or Right click the surveillance pane for that camera.
2	Select **Search and Retrieve**. Available time intervals display.
3	Select required time interval. Search results window displays.
4	Search result displays when download is complete.

- End -

Early Clip Playback

During clip retrieval on supported recorders it is possible to view the video footage while it downloads by selecting the search result then  .

Jump to Next/Previous Alerts or Results

The Jump to Next/Previous results buttons allow for navigating alerts and video search results.

This feature is available for alerts when in instant playback mode, the required alert types are enabled and alerts are available. It is available for search results whenever there are multiple results available.

Search results and Alert types are selectable via the combo box  .

Search results are only enabled when results of a previous advanced search are available.

If viewing multiple video streams and alarms are triggered on more than one camera, Jump To actions mirror the order of alarms in the journal.

Procedure 62 Jump to Next/Previous Alerts or Results

Step	Action
1	If viewing Alerts, Use  to select the Alert type.
2	Select  to Jump to the Next Result/Alert.
3	Select  to Jump to the Previous Result/Alert.

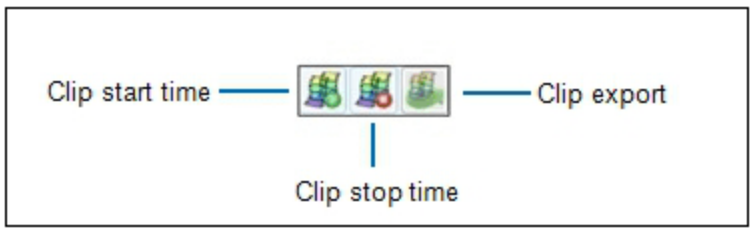
- End -

Introduction

Clips are segments of video and audio that are stored remotely from their original recorder.

Clip Creation/Saving

Clip creation tools can be used to define start and end times for video clips from any surveillance window. After creation, you can then choose to Export (locally or remotely), Save, Archive or Vault the video clip.



Procedure 63 Create/Save clips using Clip Creation Tools

Note:
If using a recorder which does not support Instant Playback (supported on VideoEdge and Intellex 4.2+), it is recommended to use the Search and Retrieve wizard to create clips rather than Clip Creation Tools.

Step	Action
1	Select the video pane from which to create the clip.
2	Navigate to the start time from which to create the clip.
3	Select . Clip Start time is set.
4	Navigate to or wait until video stream reaches the appropriate end time then select .
5	Select . **Direct Clip Action** dialog displays showing camera options summary. From the **Direct Clip Action** dialog, the clip can be vaulted, saved or exported. For more information, refer to Clip Actions **Note:** If required, you can select beside the camera name to remove it from the clip.
6	Select **Save**. Saving Location options display.
7	Edit the clip name by double clicking the **Clip Name** textbox and entering text as required.
8	Select the **Audio** checkbox to save associated audio.
9	Select Clip **Saving Location** (Remote or victor unified client).

10 Select a clip folder to save to.

Note:
You can use right click to Rename, Refresh, Delete, Export or Add a new folder.

11 Select **Save**. Dialog displays informing whether the save was successful.

Note:
If the clip was from a VideoEdge NVR or HDVR/exacqVision recorder, you will be prompted to enter a passphrase for validation purposes. Enter and confirm the passphrase and select **OK**.

- End -

Clip Actions

Once a clip has been created, it can then be vaulted, saved, exported or archived from the **Direct Clip Action** dialog. For more information on creating a clip, refer to Clip Creation/Saving. Additionally, clips that have previously been created and saved can then be exported.

Vault Clips

Vaulting a clip tags it as protected, preventing it from data culling.

Note:
Vaulting is only supported on VideoEdge NVR 4.2+ recorders.

Procedure 64 Vaulting a Clip

Step	Action
1	Create a clip using Clip Creation/Saving. **Direct Clip Action** dialog displays.
2	Select **Vault**. Progress bar displays showing progress of vaulting.
3	**Vaulting Complete** message displays.

- End -

Exporting saved Clips

Clips can be exported to external media. Clips can be exported in Native (.img, .iso - playable using victorPlayer) as well as.avi/.mp4 formats. Clips can be exported directly as part of the clip creation process or they can be exported from the clip list.

Note:
Exporting Clips is only available in Live Mode for HDVR/exacqVision recorders

Procedure 65 Exporting saved clips

Step	Action
1	Select the **Clips** tab.
2	Right click the clip to be exported.
3	Select **Export Clips**. **Direct Clip Action** dialog displays. From this dialog you can use calendar controls to edit start and end times by clicking the start/end time values.
4	Select **Export**. New dialog displays from where you can define Export locations, Passphrases, Export Options and Notes
5	Select **Export Location(s)** textbox: • Select  to add export location(s). • Select  to select the export location(s). • Select  to remove export location(s).
6	If prompted, enter and confirm a **Passphrase**.
7	Select export options.
8	If required, select the **Download Audio** checkbox.
9	If required, select the **Export victorPlayer** checkbox. For more information on victorPlayer, refer to victorPlayer
10	If required, select the **Specify Filenames** checkbox. This allows you to enter user friendly filenames for the clips.
11	Select **Native** or **AVI/MP4** as file format. **Note:** 1. Watermarking is not supported in **Native** format clips 2. Selecting **AVI/MP4** format offers a slider bar, use this to control clip output quality 3. If the clip is a text stream export, an additional **Export Text Stream** check box will be available
12	If required, select **Watermarking Video** checkbox. **Note:** Watermarking clips is a role governed feature which allows you to add user defined graphics or text to exported media. Refer to "Watermarks" for information on configuring watermark graphics.
13	If required, select **Display overlay** (includes video overlay in export)
14	If required, select the **Notes** tab and add text as required.

15	Select **Export**. If **Specify Filenames** was previously selected, proceed to Step 16. If **Specify Filenames** was not selected, export begins.
16	Enter filename as required in the **Filename** textbox.
17	Select **Export**. Progress bar displays showing progress of export.
18	Select **Finish.**

- End -

Archive Clips

Clips from VideoEdge NVR 4.4+ recorders can be archived for long term storage. For more information on archiving and how to set it up on your VideoEdge NVR recorder, refer to the VideoEdge NVR 4.4 Installation and User Manual.

Procedure 66 Archiving a Clip

Step	Action
1	Create a clip using Clip Creation/Saving. **Direct Clip Action** dialog displays.
2	Select **Archive.** Progress bar displays showing progress of archiving.
3	**Archiving Complete** message displays.

- End -

Clip Storage

Saved **Clips** are displayed and selectable from the Clips window.

Procedure 67 Organize Clip Folders

You can create, rename and build folder structures for clip storage. This allows you to meaningfully organize local clip storage

Step	Action
1	Select the **Clips** in device list tab group, displaying all saved clips.
2	The following right click options are available: • Refresh Folder • Rename Folder • Delete Folder • Export Folder • New Folder
3	Use right click options as required to organize folders.

- End -

Procedure 68 View/Edit Saved Clip Notes

Notes can be stored against clips when they are saved or exported. These notes can be viewed and/or edited from the **Clips** window for saved clips.

victorPlayer supports note viewing for exported clips.

Step	Action
1	Select the **Clips** tab.
2	Select required clip. **Notes** for selected clip are displayed in the **Notes** textbox.
3	If required, select **Notes** textbox and edit notes.
4	Select  to save.

- End -

View and Delete Saved Clips

Saved clips can be viewed and deleted as required.

View Saved Clips

Procedure 69 View Saved Clips

Step	Action
1	Select the **Clips** tab
2	Right click the clip to be played
3	Select **Playback Clips**. The clip displays in a new window
4	Select  to enable audio. Use playback controls to navigate clip

- End -

Delete Saved Clips

When saved clips are no longer required, they can be deleted.

Procedure 70 Delete Saved Clips

Step	Action
1	Select the **Clips** tab.
2	Expand the required clip folder.
3	Right click the folder to be deleted.
4	Select **Delete Clips**. A Warning dialog displays. Select **Yes** to delete the clip or **No** to cancel.

- End -

Sorting the Clip List

Procedure 71 Sorting the Clip List

Step	Action
1	Select the **Clips** tab from the **Home** tab.
2	Select **Clip List** from the dropdown menu. The Clip List opens.
3	Click  The order menu appears.
4	Select the order criteria: a Select **Name**, **Size** or **Creation Date**. b Select **Ascending Order** or **Descending Order**. c Select **Show Local Clips**, or select **Show Remote Clips**, or select both. **Note:** Order preferences are stored between sessions.

- End -

victorPlayer

victorPlayer is a proprietary media player developed by American Dynamics. It is a portable application and is required to play .img files from Intellex recorders. **victorPlayer** can also be used to playback clips in the following formats:

- .ISO (from VideoEdge NVR recorders)
- .ZIP (from HDVR/exacqVision recorders)
- .IMG (From Intellex Recorders)

victorPlayer can also be included with exported clips.

Playing Clips

The primary purpose of **victorPlayer** is to facilitate clip playback.

Note:
victorPlayer has various options during clip playback. In addition to the standard surveillance playback controls, you can also: **Toggle Full Screen, Clear Video, Restart Playback, Verify Clips (Standard and using Key files)** and perform **Still Image Capture** by right clicking the playback window.

Procedure 72 Play Saved Clip with victorPlayer

The following steps assume that **victorPlayer** is available on the local machine. If it is not available, it can be exported as part of victor's clip export feature. For more information on exporting clips, refer to Exporting saved Clips.

Step	Action
1	Launch **victorPlayer**, select required language then select **OK.**
2	Saved clips are displayed in the clip list.
3	Drag and drop the required clip into the surveillance window. The clip will begin playback.

Note:
To view more than one clip at one time, select **View Surveillance** from the **View** menu to open additional surveillance panes

- End -

Procedure 73 Play External Clips with victorPlayer

In addition to using **victorPlayer** to play clips from the clip list, **victorPlayer** can also play external video clips.

Step	Action
1	Launch **victorPlayer** select required language then select **OK.**
2	Select **File.**
3	Select **Open**. **Select clip file to open** dialog displays.
4	Browse to the clip to be opened.
5	Select **Open.**
6	Drag and drop the required clip into the surveillance window. Clip will begin playback.

Note:
To view more than one clip at one time, select **View Surveillance** from the **View** menu to open an additional surveillance pane.

- End -

Configuring victorPlayer

victorPlayer's Overlay and Layout settings can be configured as required.

Overlay settings can be configured by selecting **Overlay Settings** from the **View** menu, selecting required elements then selecting **OK**.

To save your current layout, select  then choose a location and select **Save**. To load a previously saved layout select **Load** from the **Layout** menu, locate the saved layout and select **Open**.

Verifying Clips

Exported clips can be checked for authenticity by using the **Verify Clip** tool. The tool checks whether the clip has been tampered with. In addition to verifying exported clips in victor client, clips can also be verified in **victorPlayer**.

Note:
Only exported clips can be verified.

Procedure 74 Verify Exported Clip

Step	Action
1	Select **Clips** from the Home tab.
2	Select **Verify**. Browse dialog displays.
3	Browse for and select the clip to be validated.
4	Select **Open.**
5	If prompted, enter the passphrase associated with the clip. This is the passphrase entered at the time the clip was initially created.
6	Select **Validate**. Clip Validator displays informing whether clip is valid.

Note:
The clip validator also offers the ability to **Validate with Key File** (NVR Only)
This verification method checks for integrity using a key file generated on the NVR to verify exported and archived clips which were signed using a private key

- End -

Procedure 75 Verify Clips in victorPlayer

Step	Action
1	Launch **victorPlayer.**
2	Drag and drop the clip to be verified into the Surveillance window.
3	Right click on the video pane.
4	Select **Verify Clip.**

Note:
If the clip has been exported from an HDVR/exacqVision or NVR unit, you will be prompted to enter a Passphrase

5	The Clip Validator dialog displays informing whether clip is valid

Note:
Right clicking the video pane also offers the ability to **Verify Clip Using key File** (NVR Only)
This verification method checks for integrity using a key file generated on the NVR to verify exported and archived clips which were signed using a private key

- End -

Introduction

The Maps feature provides a dynamic view of physical security objects within a visual representation of their environment.

Physical objects are represented by icons to form an integrated, unified view allowing monitoring and reaction to state changes in real time.

Real-time visualization of event activity can be achieved by linking Map actions to Events.

Supported Image files are:

- *.dwg / *.dxf (Vector)
- *.png / *.jpg (Raster)

Note::
1. victor automatically converts vector graphics to .jpg and stores them in the database.
2. CAD Layers: Only CAD Layers visible at the time of import are visible within the image in victor. However, once imported, new layers can be added to the converted CAD image and used to configure icons. The actual CAD layers do not exist in victor.
3. Map Image files can be updated without disassociating the icons which were previously placed on the map.
4. victor supports image files up to 20 MB

Importing Map Images

To store an image file on the database, you need to import and save the image file. These procedures describes the basic steps to import and save an image file as a Map. The map then needs to be configured.

Procedure 76 Import a Map Image

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **New** from the dropdown menu. **New Map** editor displays.
3	Enter a name for the map in the **Name** textbox.
4	Enter a description for the map in the **Description** textbox.
5	The **Enabled** checkbox is selected by default, deselect to disable the map.
6	Select  . **Select Drawing File** dialog displays.
7	Select  . Browse window displays.
8	Browse to and select the required image file.
9	Select **Open**.

10	If you are importing a CAD (.dxf/.dwg) file the level of compression can be set by entering a Height and Width in the corresponding text boxes.
11	Select **Import**. File imports and displays in map editor.
12	Click  or  .

- End -

Procedure 77 Export CAD File

A CAD file (.dwg or .dxf) can be exported from victor as a .jpg file. This enables CAD files to be exported, edited as required then imported for use as a map.

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **New** from the dropdown menu. **New Map** editor displays.
3	Enter a name for the map in the **Name** textbox.
4	Enter a description for the map in the **Description** textbox.
5	The **Enabled** checkbox is selected by default, deselect to disable the map.
6	Select  . **Select Drawing File** dialog displays.
7	Select  . Browse window displays.
8	Browse to and select the required CAD file.
9	Select **Open**
10	Select **Export to File**. **Save As** dialog opens
11	Navigate to the location you want to export to and enter a **File Name**
12	Select **Save.**

- End -

Procedure 78 Remove Blank Space from CAD Drawing

While importing a CAD file (.dwg or .dxf), victor can remove any vertical blank space surrounding your image.

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **New** from the dropdown menu. **New Map** editor displays.
3	Enter a name for the map in the **Name** textbox.
4	Enter a description for the map in the **Description** textbox.
5	The **Enabled** checkbox is selected by default, deselect to disable the map.
6	Select  . **Select Drawing File** dialog displays.
7	Select  . Browse window displays.
8	Browse to and select the required CAD file.
9	Select **Open**.

10	Hover over the imported CAD drawing, reduce the size of the window (horizontally) then click refresh.
11	Click **Refresh**
12	Select **Import**. File imports, preserving removed blank space and displays in map editor.
13	Click  or 

- End -

Configure Maps

Once an image has been imported to create a map, the map can then be configured for use by adding map layers and icons.

Layers

victor Maps make use of layers - enabling users to manage various object types on different 'levels' within one map.

Procedure 79 Add and Configure Map Layer

Step	Action
1	From the Map editor select  . **Map Layers** editor displays.
	Note: The Map editor can be accessed by selecting **Maps** from the **Build** tab, then selecting **Show All**. Right click on the map to be edited and select **Edit.**
2	Select **Add**. A new layer will be added to the **Map Layers**
3	To rename the new layer, select the **Layer** textbox and edit as required.
4	Use the **Show in map** checkbox to select if the layer is displayed on the map.
5	Select **OK**.

- End -

Add/Configure Map Icons

Icons are added to maps to represent victor objects. Various icon properties can be configured depending on the object type they represent.

Procedure 80 Add and Configure Icons

Step	Action:
1	Open the map in edit mode.
2	Select  . The icon selector will display.
3	Select the required icon it will be added to the map.
4	Move the icon to the required position on the map and right-click, select **Drop on Map**. The Icon Editor will display.
5	Select **Select Object**. The Object Selector will display.
6	Select the object to link to the icon and select **OK**.
	Note: If **Not in map** is selected in the Object Selector only items which have not yet been added to the map will be displayed. Uncheck this box to display all items.
7	Select **OK**.
8	Assign characteristics in the **Icon Editor** if required.
	Note: If a template icon has been configured for that icon type, the annunciation and alert color settings from the template icon are configured.
9	(Optional) Click **Reset to default value** to restore the default annunciation and color settings for the object.
10	Select **OK**.
11	Click  or 

- End -

Add/Configure Map Icons Using Drag and Drop

Icons are added to maps to represent victor objects. Various icon properties can be configured depending on the object type they represent.

Procedure 81 Add and Configure Icons using drag and drop

Step	Action:
1	Drag and drop victor objects from Device List into the Map editor. An icon will be added to the map, linked to the victor object. **Note:** Objects can also be dragged onto maps from Site, Call ups and Object lists
2	To configure an icon's characteristics: a Right click the icon. b Select **Edit**. c Assign characteristics in the **Icon Editor** d (Optional) Click **Reset to default value** to restore the default annunciation and color settings for the object. e Select **OK**.
3	Click  or 

- End -

Clone Icons

You can use an existing icon as a template from which to configure a new icon.

Procedure 82 Clone Icon Configuration

Step	Action
1	From the map editor, select the icon you want to clone from.
2	Drag and drop a victor object from Device List. The icon (with original icons configuration) will be added to the map.
3	Right click the new icon and edit as required.

- End -

Configuring areas

Procedure 83 Configure an Area

victor Maps allows for the configuration of areas in order to group icons. Should any icons related to an area go into Alert status, the entire area will highlight (this applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade, Ripple, Wave or Flash).

Step	Action
1	From the Map editor, hold the Shift key and draw the required area using your mouse. **Note:** The Map editor can be accessed by selecting **Maps** from the **Build** tab, then selecting **Show All**. Right click on the map to be edited and select **Edit**
2	The area can be manipulated by using the grab handles.
3	To add a new grab handle, right click on an existing grab handle, and select **Add new point**.
4	The drawn area can be further manipulated by right clicking and selecting from: • Select all related icons • Clear all related icons • Hide this shape drawing • Remove this shape drawing • Send to back • Bring to front • Display automatically when in view mode

- End -

Configure areas related to other maps

You can also configure areas on maps which relate to regions assigned on other maps. This can be useful as you can then click on a map region to view a more detailed map relating to an area you are particularly interested in.

For example, You may have a map representing a full campus view and several related maps representing buildings within the campus.

When you see an alarm annunciating when monitoring the full campus map, this feature allows you to navigate directly to the more detailed building maps for an enhanced view of the alarm area.

Procedure 84 Configure areas related to other maps

Step	Action
1	Open target map. This is typically the overview of the whole area you are monitoring, in this case the 'campus' map.
2	Select  . Icon selector displays.
3	Select the **Map** icon. Icon displays on map. Reposition/resize icon as required.
4	Right click the icon.

5	Select **Drop on Map**. Icon editor displays.
6	Select **Select Object**.
7	Select the required map. (This is typically the detailed map - in this case the 'building' map)
8	Select **OK**. Icon editor displays.
9	Assign icon attributes as required.
10	Select **OK**.
11	Right click the map icon.
12	Select **Polygon Shape**.
13	Select **Add**. Triangle displays.
14	The area can be manipulated by using the grab handles. Move and resize the triangle as required to represent the area covered by the detailed (building) map. Various right click options are available for the shape including: • Hide this shape drawing • Remove this shape drawing • Send to back • Bring to front • Display automatically when in view mode
15	Click  or 

- End -

Map Template

Use the Map Template to create and configure template icons. Any icon created in the Map Template becomes a template for icons of the same type. The annunciation and alert color settings from the template icon replace the default annunciation and alert color settings for new icons of that type for all new maps.

Procedure 85 Configure a Template Icon

Step	Action
1	Select **Maps** from the **Build** tab.
2	Click **Show All**.
3	Right click the Map Template.
4	Click **Edit**. The Map editor opens.
5	Click  The Icon Selector opens.
6	Click an object icon to add that object to the map.
7	Right click the icon.
8	Select **Drop on Map**. The Template Icon Editor opens.

9 Click **Select Object**.

10 Select an object from the list and click **OK**.

11 In the Assign Alert section, configure the annunciation settings as required.

a Select the Annunciation type for an alert.
Available options are: None, Strobe, Pulse, Blink, Fade, Solid, Wave, Ripple and Template.

b In the Color cell, select **Custom...** from the dropdown menu.

c Select an alert color from the menu.
Or
Select **Advanced** to choose a color from the advanced color menu. Click **OK** to confirm color selection.

Note:
Object annunciation and color settings are applied to new icons of the same type for all new maps.
Other template settings are not applied to new icons.

12 (Optional) Click **Reset to default value** to restore the default annunciation and color settings for the object.

13 Click **OK**.

14 Click  or 

- End -

Viewing Maps

Once a map has been created and saved, it can be viewed directly from the **Home** tab.

Procedure 86 View Maps

Step	Action
1	Select **Maps** from the **Home Tab.**
2	Select the map you wish to view from the dropdown menu. Map opens.
3	The map can be manipulated using toolbar buttons, as detailed below:

Element	Details
	Zoom controls - displays current zoom level percentage along with **Fit to Window** and **Zoom Out/In** buttons
	**Hide Icon Types** - opens the Hide Type editor which allows selection of icon types to hide, e.g. Cameras or Recorders
	**Show All Icons from All Layers** - shows and highlights all icons from all visible layers. **Note:** icons that are on layers that have been hidden using the Map Layers editor will not be displayed
	**Show All Shapes from All Layers -** shows all configured areas from all visible layers. Right-click to display FoV or Shapes only. **Note:** areas that are on layers that have been hidden using the Map Layers editor will not be displayed
	**Activity List -** opens a map specific Activity List that displays the 100 most recent activities relating to objects on the map. Icon will display with a red border when there are unread items in the Activity List. Right click and select **Clear** to clear the activity list. Select the padlock icon to freeze the Activity List for 30 seconds
	**Layers -** opens Map Layers editor allowing selection of map layers to show/hide
	**Hover Mode -** select to enable hover mode. When enabled, hovering over objects will display additional information. For example, hovering over a camera will open a pop-up surveillance pane within the map view, displaying live video from the camera. Other cameras can be dragged and dropped into the pop-up windows

Auto close	**Auto close -** this works in conjunction with Hover Mode. When auto close is enabled the surveillance pane will close automatically when the mouse is moved off the icon that initiated surveillance pane. If hover mode is disabled, auto close cannot be selected. This works in both edit and view mode.
Health	**Health Mode -** select to enable health mode. When enabled, icons will be highlighted with their health status. When enabled with hover mode, hovering over icons will display the objects health dashboard within the map view
Text	**Show Text shapes -** select to show all text shapes on the map. This option is selected by default.

Note:
1. When viewing a map, the toolbar will display green. If the toolbar displays orange, this means that the map has been edited and saved since it was opened. Select  to update.
2. When viewing a map, drag any icon onto any surveillance pane to view its associated video.

Monitors on Maps

Monitors can be added as icons to maps either from the device list or from the icon editor within the map.

Monitor icons are sensitive to dragging and dropping of all objects with a 'view' mode (e.g., cameras)- any object supporting a 'view' mode can be dropped onto a monitor icon and the associated views will be displayed on the physically associated monitor.

Virtual Matrix and Maps

A new region located at the top of the map will expand to reveal the active virtual matrix configuration. This configuration of monitors will detect mouse movement over the individual panes. When a camera is dropped onto a pane, the actual pane in the video wall will render video from that camera.

Note:
Virtual Matrix needs to be enabled to use this feature.

Select  to display the virtual matrix when in map view.

Editing Maps

Once a map has been created and saved, its properties can be edited.

Procedure 87 Edit Maps (General)

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Change **Name**, **Description**, **Enabled** status in **General** section as required.
6	Select **Save**.

- End -

Procedure 88 Edit Maps (Map)

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens. The map can be manipulated using the toolbar buttons, as detailed below:

Element	Details
	**Import a map** - re import the map image
	**Increase/Decrease height of map window**
	**Fill image in window** - fit map to window
	**Fill on load** - when the map loads, fit map to window
	**Add Object Icon** - add an object icon to the map
	**Copy Icon to Active Layer** - copy an icon to the current active map layer
	**Show all icons from all layers** - displays all icons from all layers of the map
	**Show all shapes from all layers** - displays all shapes from all layers of

	the map. Right-click to display FoV or Shapes only
	**Active layer** - the current active map layer
	**Add Text -** Displays a field enabling free text input. Font size/color/type can be changed as required. Text boxes can be copied to other areas of the map.
	**Layers** - Show/Hide or Add/Remove layers
	**Hover** - Enable/Disable hover in the map editor

5 Edit map elements as required

6 Select **Save.**

- End -

Procedure 89 Edit Maps (Map Icons)

Once an icon has been added to a map, its properties can be edited or copied to create a new map icon. Available options vary depending on map icon type.

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click on the icon you wish to edit.
6	Select required option from the right click menu.
7	Make changes as required.
	Note: Selecting **Copy** from the right click menu will copy both the icon and all its properties (e.g. assigned object and assigned left click action)
8	Select **Save.**

- End -

Display Maps within maps on the same tab

When a map icon is selected within a map it can be displayed on the same tab. When a second map is navigated to within a tab, navigation controls will display on the toolbar. These controls allow navigation between all maps opened in the current tab.

Procedure 90 Display maps within maps on the same tab

Step	Action
1	From the map editor, select the map icon you want display on the same tab when selected via left click.
2	Right click and select **Edit**.
3	In the Assign left-click action section enable the **Open in the same tab** checkbox.
4	Select **OK**.
5	Select **Save**.

- End -

Enroll in Health Monitoring

Procedure 91 Enroll in Health Monitoring

When enrolled the icon will display health monitoring information when the Health checkbox is selected in view mode.

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click on the icon you wish to edit.
6	Select **Enroll in health monitoring** to enable or disable the feature.
7	Select **Save.**

- End -

Field of View

A Field of View (FoV) can be attached to a camera icon on a map. FoV gives an indication of the area covered by a camera.

Procedure 92 Attach Field of View to Camera Icon

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click on the camera icon you wish to attach a FoV to.
6	Select **Field of View (FoV).**

7 Select **Add**. The FoV editor opens.

8 Edit FoV **Angle** value by selecting ▲ to increase or ▼ to decrease. You can also free type in the **Angle** field.

9 Edit FoV **Rotation** value by selecting ▲ to increase or ▼ to decrease. You can also free type in the **Rotation** field.

10 Edit FoV **Scale** value by selecting ▲ to increase or ▼ to decrease. You can also free type in the **Scale** field.

Note:
Right clicking the Field of view in edit mode presents various options which can be toggled on/off as required
1. Show FOV control Window
2. Annunciate with active alert
3. Hide/remove field of view drawing
4. Send to back/bring to front
5. Move shape when icon is moved
6. Display automatically in view mode

11 Select **OK** to apply.

12 The FoV can be further manipulated by right clicking and selecting from:

- Show FoV Control Window
- Annunciate with active alert (this applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade, Ripple, Wave or Flash)
- Hide this FoV drawing
- Remove this FoV drawing
- Send to back
- Bring to front
- Move shape when icon is moved
- Display automatically when in view mode

13 Select **Save.**

- End -

Copy Maps

An existing map can be copied to create a new map. The new map will be named *'Original Map Name*_Copy'. All map properties and object icons will also be copied.

Procedure 93 Copy a Map

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be copied.

4 Select **Save As**. A confirmation dialog opens.

5 Select **Yes.**

6 A new map will be created in the object list.

- End -

Object Association

Introduction

The concept of Object Association refers to linking together otherwise unrelated objects with the intent of enhancing incident building capability.

The feature enables a '**Review**' option on the context menu of associated objects. Selecting **Review** opens a guard surveillance view displaying the source object and up to 5 associated objects.

After associations are made, the Review feature is exposed in 3 areas of the client; Reports, Event Viewer and Activity List.

Note:

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

Typical Use Cases

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

Review Feature

The **Review** option is exposed in 3 areas of the client:

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

Create Object Associations

You can associate a maximum of 5 objects with any of the classes listed:

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

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

Procedure 94 Create Object Associations

Step	Action
1	Select **Device List**.
2	Select ▷ next to Recorders to expand the selection.
3	Select ▷ next to the specific recorder.
4	Right click the camera to be edited.
5	Select **Edit**. Camera editor displays.
6	Expand the **Associations** section.
7	Select  . Object selector displays.
8	Select the object to associate using the object selector.
9	Select **OK**.
10	Select **Save**.

- End -

Introduction

Dynamic Views are generally displayed using the **Show All** option from an object type's dropdown menu.

These lists will generally contain at a minimum Names and Descriptions of available objects. Depending on the type of object being displayed, more information may be available by right clicking the column headers and displaying extra detail.

Sort/Filter Objects within Dynamic Views

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

Procedure 95 Sort/Filter Objects within Dynamic Views

Step	Action
1	Select the required object type from the **Setup** or **Build** tab.
2	Select **Show All**. Dynamic View displays.
3	To **Sort** objects: • Select a Column Header to sort by. Objects sort alphabetically.
4	To **Filter** Objects: a Select the filter icon from the required column header for which the data is to be filtered. b Select the filter criteria from the dropdown menu. Dynamic View updates to reflect the selected filter.

- End -

Custom Filters

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

Procedure 96 Apply Custom Filters

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

- End -

Object List - Group by Field

You can group Dynamic Views by field names using the **Group By Area**.

Procedure 97 Object List - Group by Field

Step	Action
1	Display the Dynamic View.
2	Select the Group By Area. This is the solid bar under the Dynamic View Controls. **Group By Area** displays.
3	Drag column headers into the area. The Dynamic View updates to reflect the grouping.
4	Use the controls in the Group By Area to manipulate the view.

- End -

Export Lists

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

Procedure 98 Export Object Lists

Step	Action
1	Display the Dynamic View. Sort and Filter as required.
2	To export as a .xps document: a Select  Export the Grid. **Save As** dialog displays. b Navigate to the Save in folder. c Change name of file as required in the File name textbox. d Select **Save**. .xps file saves in selected location.
3	To export as an Excel document: a Select  Export the Grid to Excel. If Excel is installed, it automatically loads the file. If Excel is not installed, a Windows dialog displays - select from the options displayed.

- End -

Create/Save Dynamic Views

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

Procedure 99 Create/Save Dynamic Views

Step	Action
1	Configure the Dynamic View as required.
2	Select **Save the current grid configuration**. Create/Save dialog displays.
3	Enter a name for the view in the **Name** textbox (Mandatory).
4	Enter a description for the view in the **Description** textbox (Optional).
5	Select the **Default** checkbox if you require this view to be the default for displaying the dynamic views of this object type.
	Note: To display a dynamic view which is not set as default, select **Dynamic View** on the Build tab and select **Show All**. Right click on the view and select **Show the view.**

- End -

Additional Functions

Additional functions can be accessed via dynamics views depending on the objects that are being displayed. This includes the option to create a new object or assign properties to an object selected in the dynamic view.

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

Procedure 100 Dynamic Views - Set Properties

Step	Action
1	Display the Dynamic View. Sort and Filter as required.
2	Holding **CTRL** select the required instances from the dynamic view.
3	Click the **Set Properties** icon.
4	The Set Properties window opens.
5	Edit the properties as required.
6	Click 

- End -

Introduction

Operators are users of the client. Each operator is assigned a role which describes their capabilities and privileges.

Operators are authenticated in one of two ways:

- **Windows Authentication** - requires an assigned Windows principal (domain/workstation name and username) which relates to a Windows OS account.
- **Basic Authentication** -The victor Application Server manages users accounts without the need for an assigned Windows principal or Windows OS account.

Two basic authenticated operators, victor guard and victor administrator are preconfigured in the system.

- **victor guard** - username: GUARD, password: guard, role: Guard.
- **victor administrator** - username: ADMIN, password: admin, role: Administrator.

Create a New Operator

New operators can be added to the system.

Note:
In addition to the two basic authenticated accounts, a Windows authenticated installer account is also created. This is the Windows principal account which uses the credentials of the logged in user who performed the initial install.

Procedure 101 Create a New Operator (Windows Authentication)

When using Windows to authenticate operator accounts, Windows credentials are checked when the operator logs in to the client. As such, operators will only be able to log in if they have been assigned a user account on both the client and victor Application Server machines. If a domain controller is not being used, these accounts must be created manually and be logged into to activate them.

Note:
Windows Authentication is not available when using victor Express.

It is recommended that the role level assigned to the operator account, mirrors somewhat the role level assigned to the Windows user account.

Caution
Operators created in victor standalone systems with 'non administrator' roles may lack the privileges required to make similar changes in unified systems.

Step	Action
1	Select **Operator** from the **Build** tab.
2	Select **New** from the dropdown menu.
3	Enter a name for the Operator in the **Name** textbox.

4 Enter a description in the **Description** textbox.

5 The **Enabled** checkbox is selected by default, to deactivate the operator profile, deselect the checkbox.

6 Enter **Username.**

Note:
Username should correspond to a Windows username and should not be the same as the name of the PC.

7 Enter the operator's **Email address**.

8 Select **Enable Windows Authentication.**

9 Enter **Domain/victor Application Server.**

10 Select a Role from the **Roles** section.

Note:
Multiple roles can be assigned to an Operator. Where conflicts occur within the role the lesser exception will always take precedent. For example, Role One allows access to Recorder X however Role Two denies access to Recorder X. If Role One and Role Two are assigned to the same operator access to Recorder X will be denied as per Role Two.

11 Expand the **Layouts** section.

a Select  to display the Object Selector.

b Select a Layout then select **OK**.

12 Select **Save.**

- End -

Procedure 102 Create a New Operator (Basic Authentication)

When using basic authentication to authenticate operator accounts, victor Application Server manages user accounts without the need for corresponding Windows user accounts.

Step	Action

1 Select **Operator** from the **Build** tab.

2 Select **New** from the dropdown menu.

3 Enter a name for the Operator in the **Name** textbox.

4 Enter a description in the **Description** textbox.

5 The **Enabled** checkbox is selected by default, to deactivate the operator profile, deselect the checkbox.

6 Select **Basic Authentication.**

7 Enter **Username.**

8 Enter **Password.**

9 Select a Role from the **Roles** section.

Note:
Multiple roles can be assigned to an Operator. Where conflicts occur within the role the lesser exception will always take precedent. For example, Role One allows access to Recorder X however

Role Two denies access to Recorder X. If Role One and Role Two are assigned to the same operator access to Recorder X will be denied as per Role Two.

10 Expand the **Layouts** section.

a Select to display the Object Selector.

b Select a Layout then select **OK**.

11 Select **Save.**

- End -

Remotely Log Operator Out of Workstation

Operators can be remotely logged out of particular workstations on the network.

Procedure 103 Remotely Log Operator Out of Workstation

Step	Action
1	Select next to **Workstations** in the Device List to expand the selection.
2	Right click the workstation you wish to log the operator out of.
3	Select **Log Operator [operator username] Out**. Warning dialog opens, prompting confirmation of the logout.
4	Select **Yes** to log the operator out, or **No** to cancel.

- End -

Change Single Sign-on Value

The log-in window will display at client start up only when the Single Sign-on option is set to 'False'; with Single Sign-on set to 'True', the Login window is bypassed and the server will rely on the current windows identity credentials from the Windows OS to establish a client connection.
This procedure describes how to change single sign-on values between 'true' and 'false'.

Note:
Depending on your UAC settings on Windows 7 the following procedure may vary slightly, you may be notified or asked for permission to continue before making changes to the file.

Procedure 104 Change Single Sign-on Value

Step	Action
1	Navigate to **ACVS.Enterprise.Client.Core.Host.exe.config** file on the client machine. The default location for this file is **C:\Program Files\Tyco\victorClient**.
2	Right click the **ACVS.Enterprise.Client.Core.Host.exe.config** file.
3	Select **Open.** Message displays informing Windows cannot open this file.
4	Select **Select a program from a list of installed programs**.

5 Select **OK**. Open with...dialog box displays.

6 Select **WordPad** from the program list.

7 Select **OK**. File opens as a text document.

8 Change single signon value to 'True' or 'False' as applicable

```
    <setting name="StartupAddIns" serializeAs="String">
      <value />
    </setting>
    <setting name="SingleSignOn" serializeAs="String">
      <value>True</value>
    </setting>
  </ACVS.Enterprise.Client.Core.Host.Properties.Settings>
</userSettings>
<system.serviceModel>
  <bindings>
```

9 Select **Save.**

10 Close Windows.

- End -

Lightweight Directory Access Protocol (LDAP) Support

LDAP is a protocol used to search Active Directories over IP networks providing extremely fast read/query performance for large scale datasets.

In the victor system it provides a means of managing victor users through Windows (Active Directory) by linking Windows user profiles to the victor system automatically. This association means changes made to users and user groups in windows are reflected automatically in victor operator profiles and roles.

LDAP Integration

victor's LDAP integration is capable of connecting to different LDAP servers (including Active Directory). The integration allows victor to simultaneously communicate with different and multiple domains and subdomains inside corporate networks for importing LDAP users and groups.

The integration can import LDAP groups and users from different paths at various hierarchy levels in the directory structure and also from individual organizational units created in a LDAP server.

victor LDAP Server Configuration

The victor LDAP interface is used to manage operator/user roles and profiles. It is accessible from the Build tab within the victor GUI. The interface enables system administrators to configure LDAP servers using a standard victor editor. All LDAP configurations are listed in the object's dynamic view- accessed from the **LDAP>Show All** option in the victor Build tab.

From this list you can use the LDAP configurations context menu to Edit, Delete or Save As:

Context Menu Item	Operation
Edit	Opens LDAP Server Configuration and loads the corresponding configuration details for editing.
Delete	Deletes the LDAP Server configuration entry
Save As	Creates a copy of the existing LDAP Server configuration entry with a '_Copy' suffix

victor Operator/Role management

LDAP Users are imported into victor as Operators and LDAP Groups are imported as roles, therefore:

The **User/Group** relationship existing in LDAP equates to the **Operator/Role** relationship in victor.

victor role/LDAP user relationships:

LDAP Action	Corresponding victor behavior
Group added/edited/removed	Role added/edited/removed
User added/removed from LDAP group	Operator associated/disassociated from victor role
Username update in LDAP	Operator name change in victor (this is one way, name changes for operator profiles controlled by LDAP cannot be changed in victor)

User assigned to multiple groups	Operator assigned multiple roles

Roles

In victor's dynamic views of roles, imported LDAP groups are displayed alongside existing corresponding victor roles and can be identified by the description text '**Imported role**'.

Note:
Imported roles are disabled by default. Use the role editor to enable.

Imported roles do not have Type Exceptions or Object Exceptions assigned, these need to be manually assigned by right clicking the Role and editing type exceptions as required. Refer to "Roles".

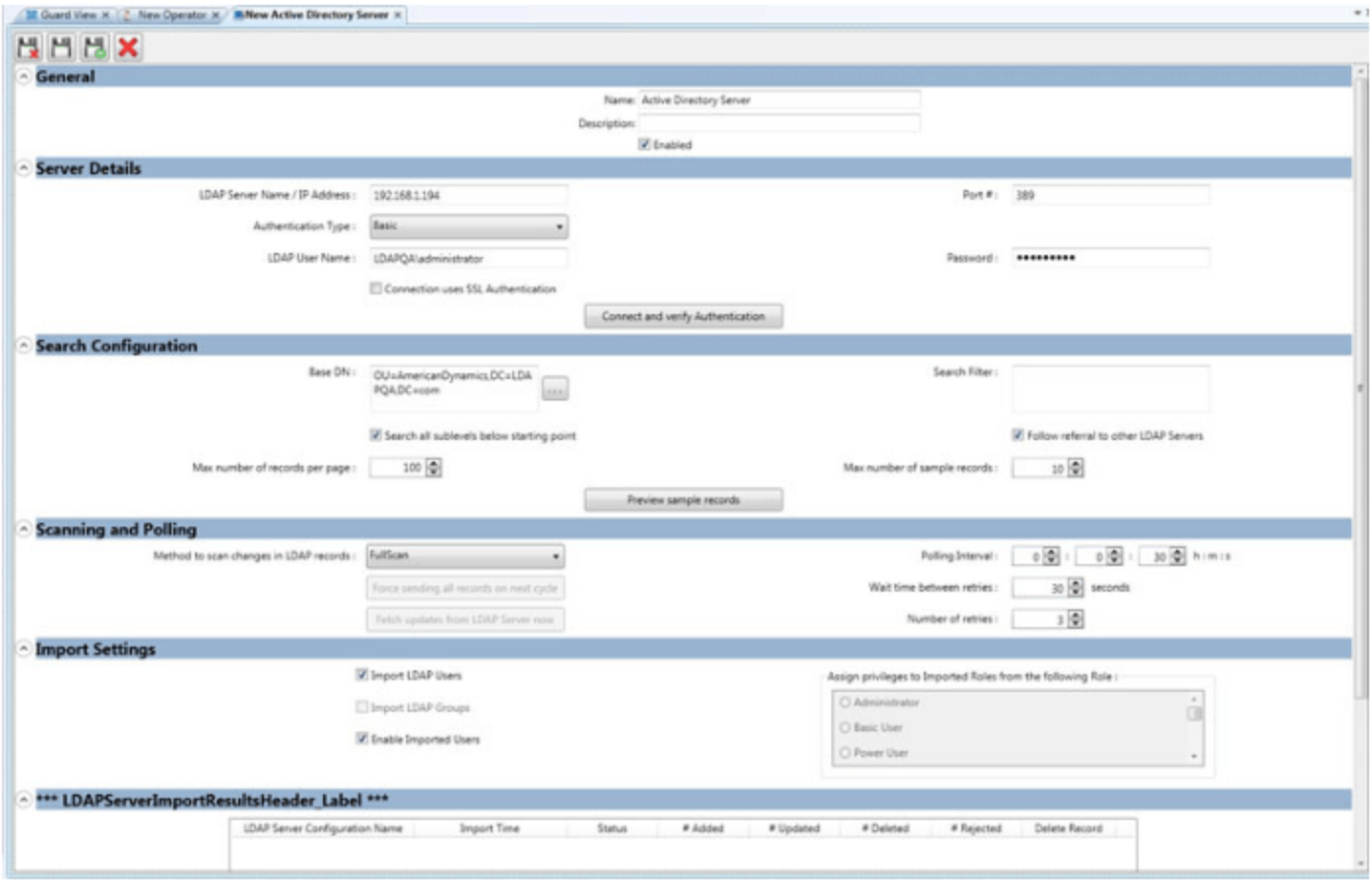
Operators

In victor's dynamic views of operators, imported LDAP users are displayed alongside existing corresponding victor operators and can be identified by the description text 'Imported User'.

Imported operators do not have roles assigned, these need to be assigned manually by right clicking the operator object and editing to assign roles as required.

Create an LDAP Server Connection

Setup the LDAP Server connection within victor to allow users and groups to be imported.



Procedure 105
Create an LDAP Server Connection

Step	Action
1	Select **LDAP Server** from the **Build** tab.
2	Select **New** from the dropdown menu.
3	Enter a name for the LDAP Server in the **Name** textbox.
4	Enter a description if required in the **Description** textbox.
5	The **Enabled** checkbox is deselected by default, to active the LDAP Server Connection, select the checkbox.
6	Expand the **Server Details** section. a Enter the **LDAP Server Name/IP Address** in the text box. b Enter the **Port #** in the text box. The default port is 389. c Select the **Authentication Type** from the dropdown list: • Anonymous • Basic If Basic has been selected enter a **LDAP User Name** and **Password** in the text boxes. d Select the **Connection uses SSL Authentication** checkbox to enable or disable SSL authentication. e Select **Connect and verify Authentication** to test the LDAP server settings entered.
7	Expand the **Search Configuration** section. a Enter the **Base DN** in the text box. This should be the root for the LDAP Server where the search will initiate. b Enter the **Search Filter** criteria if required in the text box. c Select the **Search all sublevels below starting point** checkbox to enable or disable. d Select the **Follow referral to other LDAP Servers** checkbox to enable or disable. If enabled other LDAP Servers are consulted during search operations if needed. e Enter a figure for the **Maximum number of records per page** that will be fetched per LDAP Server. f Enter a figure for the **Maximum number of sample records** that will be fetched per LDAP Server to display as a sample. g Select **Preview sample records** to view sample records retrieved from the LDAP Server.
8	Expand the **Scanning and Polling** section. a Select the required Method to scan changes in LDAP records from the drop-down list: • FullScan • ActiveDirectoryTimestamp b Enter a figure for the **Polling Interval** in minutes and seconds. c Enter a figure for the **Wait time between retries** in seconds. d Enter a figure for the **Number of retries** in seconds. e Select **Force sending all records on next cycle** to retrieve and overwrite all previously retrieved records. f Select **Fetch updates from LDAP Server** now to retrieve records using the supplied settings.

9 Expand the **Import Settings** section.

a Select the **Import LDAP Users** checkbox to allow LDAP users to be imported.

- When selected the **Enable Imported Users** checkbox can be activated; select this to allow the imported LDAP users accounts to be enabled within victor.

b Select the **Import LDAP Groups** checkbox to allow LDAP groups to be imported.

- When selected Assign privileges to Imported Roles from the following Role can be used. If required select the corresponding role to associate with the imported LDAP Groups.

10 Expand the **LDAPServerImportResultsHeader_Label** section.

a Select **Refresh** to update the displayed import information.

11 Select **Save**.

- End -

View LDAP Server Connections

To view current LDAP Server Connections .

Procedure 106 View LDAP Server Connection

Step	Action
1	Select **LDAP Server** from the **Build** tab.
2	Select **Show All** from the dropdown menu. Current LDAP Server Connections will be displayed. Status displays the current state.

- End -

Edit an LDAP Server Connection

Edit existing LDAP Server connection details.

Procedure 107 Edit an LDAP Server Connection

Step	Action
1	Select **LDAP Server** from the **Build** tab.
2	Select **Show All** from the dropdown menu.
3	Right click on the LDAP Server and select Edit. The LDAP Server pane will display.
4	Edit the information required.
5	Select **Save**.

- End -

Introduction

A Role is a set of access rules which is assigned to an operator to govern their authorization and permission levels within victor. Effective role management enables complete control over the resources and features users can access.

Be careful of the roles you give users on your system. If you add a user as an administrator, you are granting them full system permissions.

Note:
Before deleting roles, ensure they are not assigned to operators

Role Types

Canned Roles

There are five predefined (canned) roles, ready for assignment to users. Each of these roles, apart from Administrator can be edited to refine them further. Canned roles are as follows (Descending permission level):

- Administrator
- Power User
- Investigator
- Basic Operator
- Guard
- Viewer

Custom Roles

As well as using canned roles, you can create custom roles. This can be done using the '**Save As**' feature which allows a current role to be used as a template to build a new role, or you can build a completely new role manually.

Each new role created is available for selection when creating or editing operator profiles.

Type/Object Exceptions

The level of permissions assigned to a role is controlled by exceptions.

It is important to understand the difference between Type and Object Type exceptions.

- Type relates to general groups of objects , e.g. Recorders, Events.
- Object Exceptions relate to specific objects, e.g.Recorder '**X**' or Event '**Y**'.

When a custom role is initially created, full administrative access is granted by default, the role can then be edited to define type and object exceptions as required.

Create Roles

If a canned role does not meet your requirements, you can create new customized roles.

Procedure 108 Create a Role

Step	Action
1	Select **Role** from the **Build** tab.
2	Select **New** from the dropdown menu. Role editor displays.
3	Enter a name for the role in the **Name** textbox.
4	Enter a description for the role in the **Description** textbox.

Note:
The Enabled checkbox is selected by default, deselect to disable the role.

5 Expand the **Role Access Setup** section.

a Select **Consolidate ribbon buttons in one tab** to enable or disable the feature.
When enabled only the buttons/devices made available to the role will be displayed in the Home tab.

Note:
Consolidation will only occur if the number of selected functions allows.

b Select **Lock Window from closing** to enable or disable the feature.
When enabled the user cannot close the victor unified client window.

6 Enable or disable **System Access** (applies to all devices and buttons):

Note:
This option allows you to perform a batch select on all items with one click. However, if for example, View All is enabled but you still wish to restrict view access to an individual device, i.e a Recorder then it can be restricted within Device Access.

a Expand the **System Access** section.

b Select the associated checkbox to enable or disable access for the role to the following:

Note:
Toggling the checkboxes for Allow View All, Allow Edit All, Allow Delete All and Review will remove all settings for the role, i.e. types and objects, etc.

- **Allow View All** - Enable or disable View access to all objects and types. This will remove all menu buttons, tabs and lists apart from Operator, Role and Layout buttons.
- **Allow Edit All** - Enable or disable Edit privileges from all objects and types.
- **Allow Delete All** - Enable or disable Delete privileges from all objects and types.
- **Review** - Enable or disable Review privileges from all objects and types.
- **Still Image Capture** - Enable or disable the ability to capture a still image.

- **Throttle Bandwidth** - Enable or disable the ability to throttle bandwidth.

7 To assign **Config Button Access**:

a Expand the **Config Button Access** section.

- Select the **Select All** checkbox to enable or disable view access to all buttons in the Config Button Access table.
- To select multiple items hold Ctrl and left click on the required item. Selecting the Allow checkbox will clear the object exceptions for the selected items.
- Select the **Allow View** checkbox of the individual item to enable or disable access to the button. The item will be removed from the ribbon or menu.

8 To assign **Device Access**:

a Expand the **Device Access** section.

- Select the **Select All** checkbox to enable or disable access to all devices with one click.
- Select the corresponding **Allow View** checkbox of the device to allow or deny access to the device.
  The exceptions pane title will update with Allow or Denied according to the Allow View selection made for the device.

9 To assign **Type Exceptions** to a device:

a Select  of the corresponding device. **Actions** dialog displays.

b Select the action items checkbox as required to enable or disable the action or **Select All**.

c Select **OK**.

10 To assign **Object Exceptions** to a device:

a Select  of the corresponding device. **Object Selector** dialog displays.

b Select the required object from the list, the actions available for the device will display.

c Select the required device in the Name pane. The associated Actions available will display in the Actions pane.

- The list can be sorted by selecting the headings or by entering search criteria in the filter textbox.
- Ctrl + A can be used to select all items.
- To select multiple items hold Ctrl and left click on the required item.

d Select the action item checkbox to enable or disable the action.

- An edited object will have * displayed in the modified column.

e When complete select **Close**.

11 Select **Save**.

- End -

Copy Roles

Existing roles can be used as templates to create new roles which can then be edited. This is useful if you need to create a role which is similar to but not identical to an existing role.

Procedure 109 Copy a Role

Step	Action
1	Select **Role** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right click the role to be copied
4	Select **Save As**. **Really save a copy of the specified object?** dialog displays.
5	Select **Yes**. A copy of the role is created and displays on the object list. The copied role is identifiable as it has the original role name appended with '**_Copy**'.
6	Right click the new role.
7	Select **Edit**.
8	Edit the role as required.
9	Select **Save**.

- End -

Roles Dynamic View

The Roles Dynamic View allows you to display the items that are allowed or denied within the role. These are split between Type Exceptions and Object Exceptions. Multiple roles can be assigned to an Operator. Where conflicts occur within the role, the lesser exception will always take precedent.

Procedure 110 Role Dynamic View

Step	Action
1	Select **Role** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right click the role to view.
4	Select **Viewer**. View Roles tab displays.
5	Select  to expand the role properties. • Select  to expand the Type Exceptions. • Select  to expand the Object Exceptions.

- End -

Introduction

General

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

Creating and implementing system events allows you to detect, monitor and record specific activity on the system.

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

In this scenario, an event could be configured to:

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

Configuration within victor

Typically an event's triggers and responses rely on the creation of object dependencies within the system which are configured using two editors:

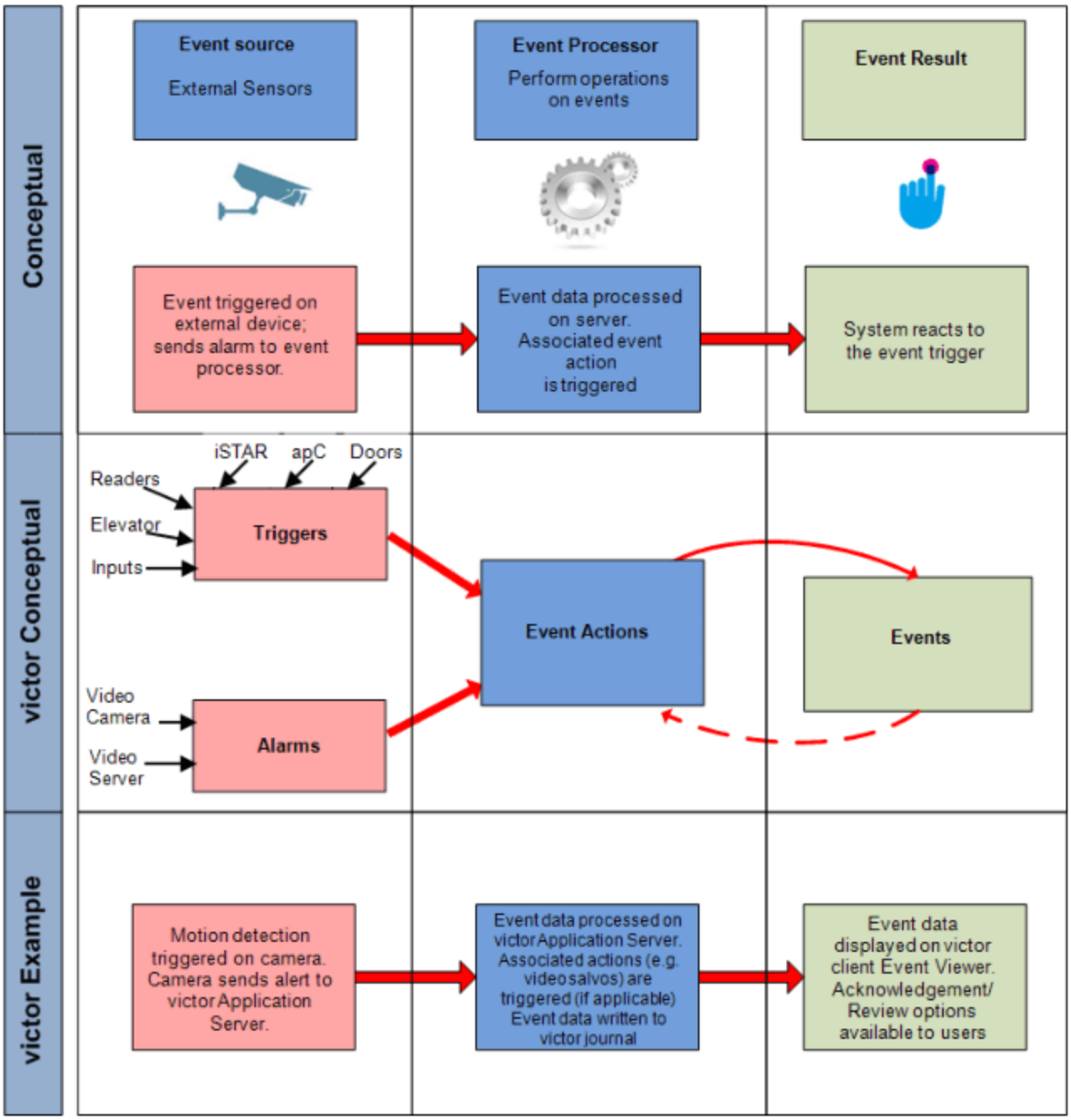
- "Event/Action Pairing Editor"
- "Events Setup"

Event Processing

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

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

Conceptual workflow/victor workflow



Event Types

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

Sensor Based Events

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

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

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

Health Based Events

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

Acknowledge and Clear Options

Acknowledge and Clear options can be configured for individual events. Configuring these settings determines whether an event requires extra user information to be entered in order to acknowledge or clear the event.

Options are:

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

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

Event Templates

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

Log Messages

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

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

Event Priority Window

The Event Priority Window is a surveillance window which is used to view camera Call Up Actions associated with Events. The surrounding red border distinguishes the Event Priority Window from standard surveillance views.

It is a 2X2 configuration. Call up video is displayed according to the priority of the event it is associated with. Highest priority displays in the top left pane of the window, descending in priority to Top right, Bottom left and Bottom right.

New events having a higher priority than those already displayed on will 'Bump' the lower priority windows. This will lead to lowest priorities dropping off when more than four streams attempt to display.

Video streams cannot be viewed in the Event Priority window unless triggered by an event.

The window must be open when the event triggers in order to view the camera call up; the event does not cause the window to open.

Create Event Actions (Video)

Event actions are the actions triggered by victor in response to specific events. These can be video actions or Map actions. Video actions include: Preset, Clip Retrieval, Salvos, Call ups, External Camera Alarms and Send to Matrix Monitor.

Clip Retrieval

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

To use the Clip Retrieval action, the Media Management Service must be running .

Procedure 111 Create Event Actions (Video)

Step	Action
1	Select **Video Actions** from the **Build** tab.
2	Select Video Action type from the dropdown menu.
3	Select **New**. Video Action editor opens.
4	Enter a **Name** and **Description** for the video action as required.
5	Select objects as required from the left pane and drag to the right.

Note:
If creating a Salvo video action, choose from Select from Existing or Create New Salvo.

6 Click  . Event Video action is created.

- End -

Procedure 112 Create a Clip Retrieval Action

Note:
1. Before creating a clip retrieval action, you must configure a **Remote Directory** from **System Values** (System Values>Clip Preferences>Remote Directory).
2. In order for clips to successfully download, the 'American Dynamics Media Management Driver Service' must be running. This service must also have permissions to write to the directory specified.

Step	Action
1	Select **Video Actions** from the **Build** menu.
2	Hover over **Clip Retrieval**.
3	Select **New**.
4	Enter a **Name**.
5	(Optional) Enter a **Description**.
6	Select a **Camera**. a Click **Select**. b Choose a camera from the **Object Selector** window. c Click **OK**.
7	Select clip **Duration** from the dropdown list.
8	Select **Clip Saving Location** from the dropdown list.
9	(Optional) Set an expiry date for the clip. a Select the **Enabled** checkbox. b Click  to select an expiry date. c Set the expiry time: Click on the hours and minutes sections to manually enter time. OR Use  and  to increment the time value. **Note:** If an expiry date is set, the clip will be deleted after the specified time period.
10	Select the **Clip Folder**.
11	(Optional) Create a new clip folder. a Right-click on the **Clips** folder. b Select **New Folder**. c Enter a **Name** for the new folder. d Click **Ok**.

12 Click  to save the action and close the editor.

- End -

Procedure 113 Edit a Clip Retrieval Action

Step	Action
1	Select **Video Actions** from the **Build** menu.
2	Hover over **Clip Retrieval** .
3	Select **Show All**.
4	Right-click on the clip you want to edit.
5	Select **Edit**.
6	(Optional) Edit the **Name**.
7	(Optional) Edit the **Description**.
8	(Optional) Select a **Camera** a Click **Select**. b Choose a camera from the **Object Selector** window. c Click **OK**.
9	(Optional) Select clip **Duration** from the dropdown list.
10	(Optional) Select **Clip Saving Location** from the dropdown list.
11	(Optional) Set an expiry date for the clip. a Select the **Enabled** checkbox. b Click  to select an expiry date. c Set the expiry time: Click on the hours and minutes sections to manually enter time. OR Use  and  to increment the time value. **Note:** If an expiry date is set, the clip will be deleted after the specified time period.
12	Select the **Clip Folder**.
13	(Optional) Create a new clip folder. a Right-click on the Clips folder. b Select **New Folder**. c Enter a Name for the new folder. d Click **Ok**.
14	Click  to save the action and close the editor.

- End -

Procedure 114 Delete a Clip Retrieval Action

Step	Action
1	Select **Video Actions** from the **Build** menu.
2	Hover over **Clip Retrieval**.
3	Select **Show All**.
4	Right-click the clip to be deleted.
5	Select **Delete**.
6	Click **Yes** to delete the action.

- End -

Clip Download Tasks

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

Procedure 115 Cancel a Scheduled Clip Download

Step	Action
1	Open the **Clips** list.
2	Right-click on a download task.
3	Click **Cancel Download**. The download task is deleted.

- End -

Create Event Actions (Maps)

Event actions are the actions triggered by victor in response to specific events. These can be video actions or Map actions.

Map actions can be configured to display when an event triggers to show a map of the event location and highlight the alarming object.

Procedure 116 Create Event Actions (Maps)

Step	Action
1	Select Display Actions from the Build tab.
2	Select New from the dropdown menu. Display Map Action editor opens.
3	Enter a Name and Description for the Map action as required.
4	Select a Map.
	a Select  to select from existing maps. Object Selector Displays.
	or

b Select  to create a new map. Refer to Maps Chapter for further information.

5 Select the required map from the object column.

6 Select **OK** to confirm the selection or Cancel to Exit.

7 Select  to select Monitor. Object Selector displays.

8 Select the monitor to display the Map Action.

9 Click  .

- End -

Create Events

Events can be created and configured from within the client.

Procedure 117 Create Events

Step	Action
1	Select Events from the Build tab.
2	Select New from the dropdown menu. Event editor displays.
3	Enter a name for the event in the Name textbox.
4	Enter a description for the event in the Description textbox.
5	The Enabled checkbox is checked by default, uncheck to disable the event.
6	Expand the Properties section.
7	Select the priority of the event from the Priority Dropdown menu.

Note:
Each priority level is associated with a color which is made prominent in the Event viewer when the event is triggered.

8	Select **Event Breakthrough** if required. The default setting is disabled, enabling Event Breakthrough assigns priority to the event viewer when the event is triggered so over rides anything else the user is viewing.
9	Expand the Text Section. a Enter Activate Text in the text box. This text will display in the event viewer, If you have the activity list open, this text displays as the event triggers. b Enter Instructions for the user in the Instructions text box. These will be conveyed to the user when the event triggers.
10	Expand the Sounds section. a Select the Play Sound When Active checkbox if an audible alarm is required when the event triggers. b Select  . The Select Sound dialog displays. Navigate to and select the required .wav file. c Select **Open**. The sound is associated with the event and will play when the event triggers. d Select **OK**.

Note:
1. Only .wav sound files are supported.
2. The files must be located in the ...\\WINDOWS\Media folder. If a custom .wav file is required, copy it to this location.

11	Expand the **Acknowledge and Clear Options** section. Select or deselect checkboxes depending on how you require the event to be acknowledged and cleared.
12	Select **Save.**

- End -

Events - Save As

Existing Events can be used as templates to create new events. This is useful if you need to create an event which is similar to but not identical to an existing one. The copy of the original event keeps all properties.

Procedure 118 Events - Save as

Step	Action
1	Select **Events** from the Home tab
2	Select **Show All**
3	Right click the event to be copied
4	Select **Save As.** The new Event is saved with the original name appended with '-Copy'. The event can be edited as required.

- End -

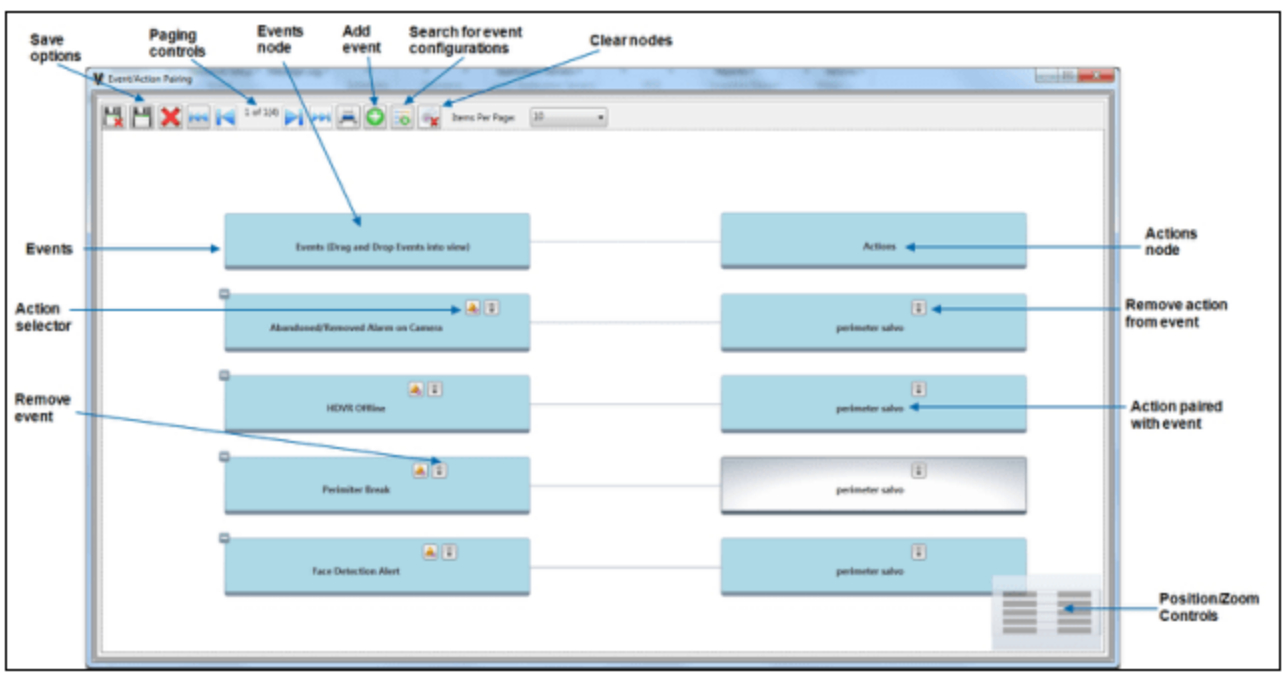
Event Configuration

Using the Event/Action pairing editor and the Event Setup editor, you can build multiple event configurations quicker and easier than building single event configurations one at a time.

Event/Action Pairing Editor

The Event/Action pairing editor is used to tie together system events with actions you wish to trigger.

Note:
Event/Action association can only be made in this editor.



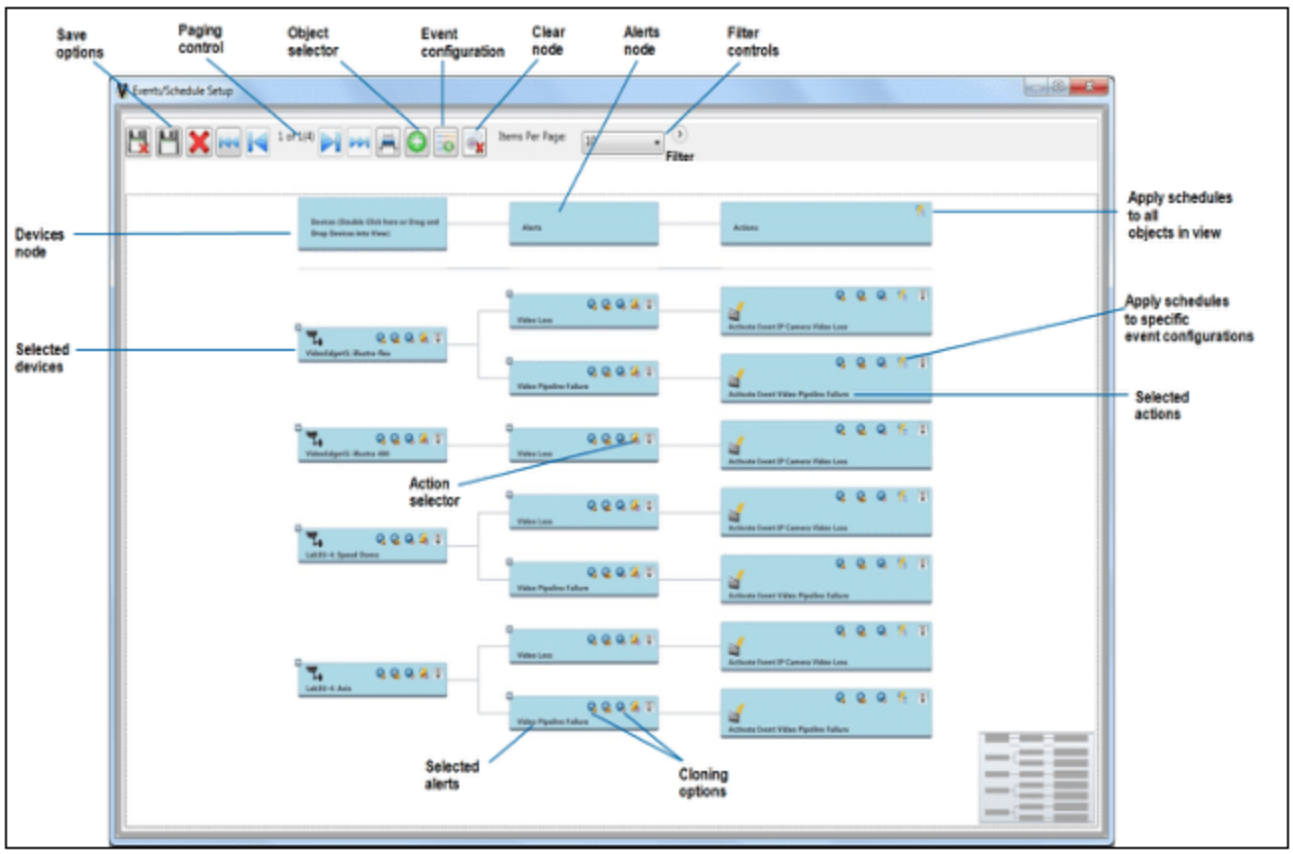
Procedure 119 Events/Action Pairing

Step	Action
1	Select **Event/Schedule Setup** from the **Build** tab.
2	Select **Event/Action Pairing** from the dropdown. Editor opens.
3	Click the **Events** node and use the Object Selector to select events as required.
4	Select  in the **Event** node and use the Object Selector to assign event **Actions.**
5	Repeat as required. Use  and  to add and remove objects.
6	Select **Save.**

- End -

Events Setup

The Events/Schedule setup editor provides a dynamic, visual method of batch linking Devices, Alerts and Actions as well as to set up event scheduling.



Procedure 120 Events/Schedule Setup Editor

Step	Action
1	Select **Event/Schedule Setup** from the **Build** tab.

2 Select **Events/Schedule Setup** from the dropdown. Events Setup editor displays.

3 Double click the **Devices** node and use the object selector to select the device (Or drag and drop from the device list).

4 Select  in node of the device added and use the checkboxes in the dropdown to assign alerts as required.

5 Select **Add Alerts**. Selected alerts are displayed under the Alerts node.

6 Select  in the **Alerts** node and use the Object Selector to assign Actions.

7 Repeat as required. Use  and  to add and remove objects.

8 Use merge and clone options as required to copy configurations:

 Merge and clone target configuration

 .Duplicate source configuration to all targets

 Remove configuration on source and target

9 Use  to add/remove schedules as required. refer to "Scheduling" for more information on using and configuring event schedules.

10 Select **Save**.

Note:
You can configure all system objects of a single type by using the '**Search for Event Configurations**' and filtering by the required type.

- End -

Cloning existing configurations

Cloning provides a quick and easy way of assigning the Event Setup configuration properties of existing configured devices to new devices.

Note:
As well as cloning event configurations, the **duplicate** and **merge** options offer the ability to clone Alerts and Actions only or Alerts and Actions with Schedules.

In **Event Setup**, assign existing configurations to new devices by double clicking the device to be cloned and selecting from:

 Merge and clone target configuration

 .Duplicate source configuration to all targets

 Remove configuration on source and target

- **Clone** (Merge) - Applies the source's device configuration to newly selected devices, keeping any existing event configurations

- **Clone** (Duplicate) - Replicates the configuration of the source device and applies it to the new device, deleting any existing event configurations.
- **Clone** (Remove) - Deletes the source device's event configuration

Use the **Clone Schedules** checkbox to include schedules in the cloning operation.

Scheduling

Scheduling is used to manage the execution of events or journal triggers which are to be activated only during specified time ranges.

Note:
1. Schedules should be assigned meaningful names to allow for easy identification when assigning them to events.
2. Schedules are set on a weekly basis by default i.e., a schedule set from 1200 to 1300 on a Tuesday, recurs every Tuesday.

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

Creating Schedules

Procedure 121 Create a Schedule

Step	Action
1	Select **Schedules** from the **Setup** tab.
2	Select **New** from the dropdown menu. Scheduling editor displays.
3	Enter a name and description for the schedule.
4	Select the required view (choose the view most suitable for the schedule being created, e.g., if you are creating a Monday-Friday schedule, select **Work Week**.
5	Build the schedule by clicking and dragging across the required ranges, selecting hours/days as required. Click  after each selection to add to the schedule. You can change selected ranges using the grab handles to increase or decrease as required. Use  to remove selected intervals.
6	Select **Save.**

- End -

Applying Schedules

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

Step	Action
1	Select **Event/Schedule Setup** from the Build tab.
2	Select **Event/Schedule Setup**. Event Setup editor displays.
3	Drag in required device(s) to display event configurations.
4	Select  on the **Action** node. A popup displays all available schedules.
5	Select the required schedules and time zones to apply to the event configuration (Use Add, Remove schedules as required).
6	Select **Save**.

Note:
1. By default an action will trigger at all times. Each Action object will have an 'always on' schedule attached to it.

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

- End -

Edit Schedules

The Schedules **Show All** page allows you to view all existing schedules. From within this page you can edit any given schedule's daily occurrences or you can enter each schedule's own editor to change details such as start/end times, intervals and ranges.

Procedure 122 Edit Schedules

Step	Action
1	Select Schedules from the **Setup** tab.
2	Select **Show All**. All available schedules display with intervals detailed.
3	To change daily occurrences of schedules:
	a Select '**+**' next to the schedule
	b Check/uncheck the weekdays as required to change the daily occurrences of the schedule intervals
4	To edit schedules:
	a Right click on the schedule
	b Select **Edit**. Schedule editor displays
	c Change **Name** and **Description** in the General section
	d Make changes to schedule timings in the calendar section e.g.:
	• Click and Drag time intervals to move them to different times/days
	• Change the schedule scope by selecting Day/Week/Workweek/Month
	• Use grab handles on schedules to increase or decrease ranges as required
	• Delete time intervals by selecting and pressing Delete (Option is to delete the single occurrence or the whole series)
	• Make schedule ranges 'all day' intervals by selecting and dragging to the top of the calendar

- End -

Active/Inactive Schedules

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

Alerts will continue whether or not the schedule is active.

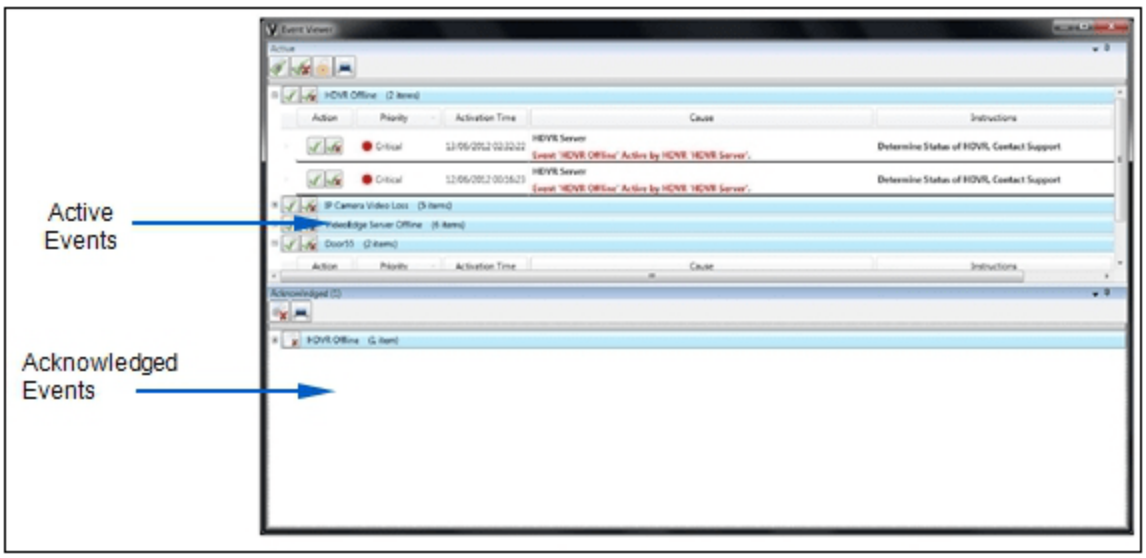
The Schedules **Show All** page allows you to view all schedules by status: **Active** or **Inactive**. The page updates dynamically as the schedules displayed start and end their assigned time intervals.

Event Viewer - (General Information)

The Event Viewer is a dynamic display of system event activity, accessible from the Home tab. It is a real time list displaying active and acknowledged events.

From the event viewer you can:

- Acknowledge system events
- Clear system events
- Sort events according to priority
- View event details including instructions, causes and activation time
- Review associated video
- Group events by type



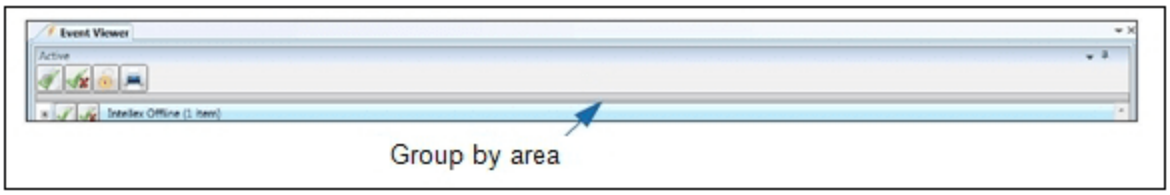
Note:
1. When there are 2000+ events in either the Active or Acknowledged panes, paging buttons are displayed
2. When paging buttons are in use, **Acknowledge All** and **Clear All** buttons work on a per page basis
3. By default, 2000 events per page are displayed, this can be changed to 500 or 100 by selecting the Page Size dropdown

Event Viewer - Sorting and Grouping

Using the grouping area of the event viewer, you can 'Multi Level Group' on any of the columns displayed. This means you can sort groups by more than one priority.

Procedure 123 Event Viewer - Sorting and Grouping

Step	Action
1	Select Event Viewer on the **Home** tab. **Event Viewer** displays.
2	Select the **Group By** area. Area expands enabling column headers to be dragged into it. The Group By area is the solid divider under the object list controls.



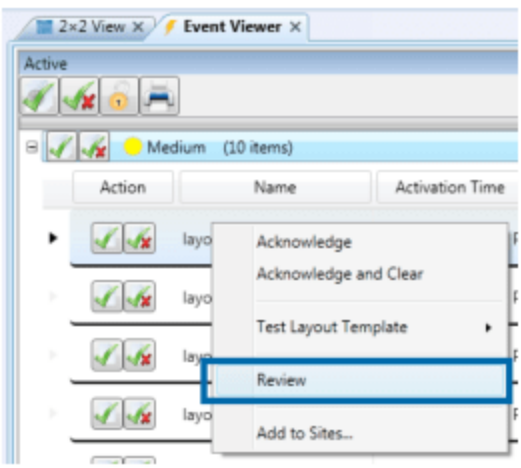
3	Click and drag a column header into the **Group By** area. Groupings update accordingly.
4	Multi Group the items by adding more column headers.

Note:
By default, events are sorted by Name.

- End -

Event Viewer - Review Associated Video

If an active or acknowledged Event has associated video, this can be reviewed by right clicking on the Event and selecting **Review**. An Investigator Mode pane will open displaying associated video.



Event Viewer - Acknowledge/Clear Events

From the Event Viewer, depending upon role permissions, you can acknowledge and clear events individually or by group.

Depending upon Event settings, you may be required to enter username and password or log a message to acknowledge and clear events.

Actions relating to various buttons on the Event viewer are detailed below.

Button	Event Viewer Area	Action
	Top Level List (Active Pane)	Acknowledge all events
	Top Level List (Active Pane)	Acknowledge and clear all events
	Top Level List (Active Pane)	Freeze/Unfreeze pane
	Top Level List (Acknowledge Pane)	Clear all events
	Top Level List (Active and Acknowledged Panes)	Print
	Event Group (Active Pane)	Acknowledge all activations in event group
	Event Group (Active Pane)	Acknowledge and Clear all activations in event group
	Event Group (Acknowledged Pane)	Clear all activations in event group
	Event (Active Pane)	Acknowledge individual event
	Event (Active Pane)	Acknowledge and clear individual event
	Event (Acknowledged Pane)	Clear individual event

Manually Activate Events

An Event can be activated manually rather than be activated by a trigger.

Procedure 124 Manually Activate Events

Step	Action
1	Select **Events** from the **Build** tab.
2	Select **Show all** from the dropdown menu. All events display.
3	Right Click on the event to be activated.
4	Select **Activate**. The event will activate and trigger any associated actions.

- End -

Predefined Message Log

Predefined Log Messages can be created which can then be used when required to acknowledge or clear an event without needing to type text.

Messages are identifiable by their labels which are assigned when they are created.

Labels and message fields are mandatory for every message created. Labels can be up to 100 characters in length and messages up to 3000.

The language for each message can also be assigned, this means when a user logs a message, the messages available are filtered to provide current language messages only. To log a message in a different language, you must switch language in the client.

Procedure 125 Create a Predefined Log Message

Step	Action
1	Select **Predefined Message Log** from the **Build** tab.
2	Select **New** from the dropdown menu. New Predefined Message editor displays.
3	Select the **Language** dropdown.
4	Select the language in which the message is to be displayed.
5	Double click the **Label** textbox.
6	Enter Label text as required. Double click the **Message** textbox.
7	Enter message text as required.
8	Select  to add additional messages or  to remove selected messages.
9	Select **Save.**

- End -

Layout Templates

Layout templates are custom layouts which can be opened from Event Viewer to aid Event investigation.

Procedure 126 Create Layout Template

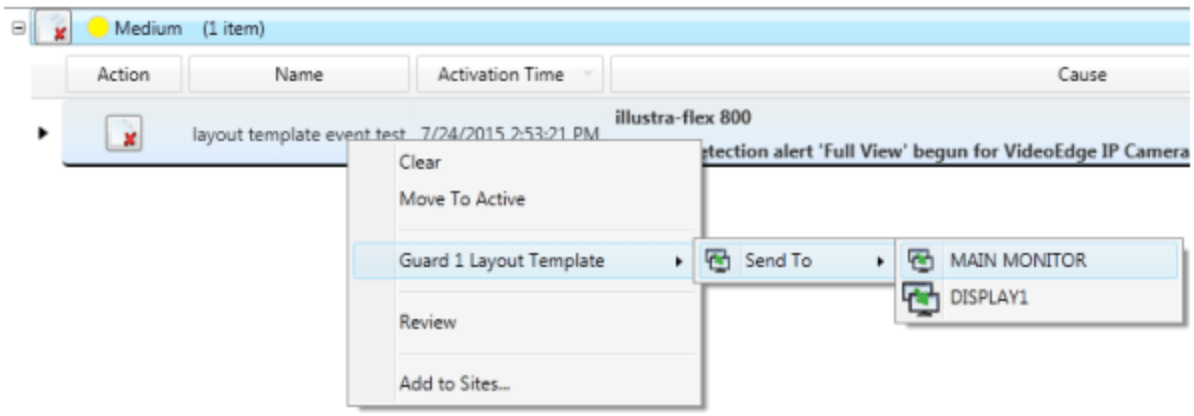
Step	Action
1	Select **Layout Template** from the **Build** tab.
2	Select **New** from the dropdown menu. New Layout Template editor displays.
3	Enter a **Name** and optionally a **Description** for the Layout Template.
4	Configure Layout Template as required by dragging and dropping layout elements from the left hand pane. Layout panes can be closed and moved as required. Add additional layout panes by selecting **Add Pane**.
5	Select **Save and Close**.

- End -

Procedure 127 Use Layout Templates

Once created, layout templates can be opened from the Event Viewer right click menu. This enables easy investigation of an incident by opening all required layout components from one click.

Step	Action
1	Right click on an Active or Acknowledged event in the Event Viewer.
2	Select the Layout Template to load and the monitor to display it on. Layout Template will load.



- End -

Introduction

The Add External Applications feature allows users to add shortcuts to the Home tab so external executable files can be launched from within victor client.

A maximum of six external applications can be added.

Add External Applications

You can add a new button to the Home tab which launches any external application already installed on the client.

Note:
External applications are not retained unless saved as part of a layout. If they are not saved as part of a layout, they will not be available if the client is restarted or another layout is selected.

Procedure 128 Add External Applications

Step	Action
1	Select **Add** on the **Setup** tab. Selector displays.
2	Navigate to the .exe file of the application to be added.
3	Select the .exe file.
4	Select **Open**. The applications icon displays on the **Home** tab and the program will launch when the icon is selected (Role dependent)

- End -

Edit Application Name

You can change the default name of an external application.

Procedure 129 Edit Application Name

Step	Action
1	Right click on the application icon on the **Home** tab.
2	Select **Edit Properties**. Name textbox displays.
3	Edit the name of the application.
4	Select **OK**.

- End -

Remove External Applications

You can remove external application icons from the Home tab.

Procedure 130 Remove External Applications

Step	Action
1	Right Click the Icon on the **Home** tab.
2	Select **Remove**. Icon disappears from the Home tab.

- End -

System Values

Introduction

System Values allows you to configure of a range of system wide settings from a single editor. **System Values** is available from the **Setup** tab.

Bandwidth Configuration

victor Client may be deployed in a limited-bandwidth WAN, or on workstations with limited rendering resources. It is therefore desirable to minimize the CPU usage on the client PC.

Bandwidth limits can be assigned to operator and role objects. You can change bandwidth limits for operators and roles by double clicking the **Bandwidth Limit** text boxes and selecting required values from the dropdown.

You can also choose to preserve either **Framerate** or **Resolution** by selecting the appropriate radio button.

If you choose to **Prefer Frame Rate**, then the stream of the highest rate in the offered palette that most closely matches the desired resolution will be selected. If you choose to **Prefer Resolution**, then the stream that most closely matches the resolution displayed is selected and allow lower frame-rate streams are picked from the palette.

You can select **Always use NVR Preferred Live Stream when no bandwidth cap is set** to enable or disable this feature. When enabled it will utilize the settings configured on the VideoEdge NVR.

Clip Preferences

Edit Default Clip Duration

Open **System Values** from the **Setup** tab, then select **Clip Preferences**. Set **Default Clip Duration** from the dropdown menu. Available options are: 30 seconds, 1 minute, 5 minutes, 10 minutes, 30 minutes and 60 minutes.

Edit Clip Saving Locations (Local & Remote Directories)

Open **System Values** from the **Setup** tab, in General, select **Clip Preferences**. Default **Local Directory** can be set. Default **Remote Directory** can be set against each role.

Note:
Default remote directory can be entered as a mapped drive path, it will be automatically converted into UNC (Universal Naming Convention) format.

Watermarks

Watermarking allows custom images to be overlaid on clips exported from victor.

Select **System Values** from the **Setup** tab, then select **Clip Preferences**.

Use  and  to load or delete watermark images. Supported image file types: .bmp, .jpg, .gif, .png

Use the **Transparency** slider to set watermark transparency (0=Transparent, 100=Opaque)

Select the **Enable Watermarking** checkbox to enable watermarking (system wide value)

Select the **Enable Native Support** checkbox to allow users to export clips in native format.

Note:
1. Clips exported in native format will not have watermark applied. Watermarks can only be applied to AVI/MP4 clips
2. Watermarks images should be created on a transparent background

Surveillance Record Temporary File Location

Open **System Values** from the **Setup** tab, then select **Clip Preferences**. Enter the desired file directory for temporary files to be created during Surveillance Window Recording, alternatively you can browse for the desired directory by clicking  . Set the **Frame Rate** from the dropdown menu.

Clip Builder

The Clip Builder settings apply to any video clips created, combined or edited through the Clip Builder tool.

Open **System Values** from the **Setup** tab, the select **Clip Preferences**.
Select the **Show Overlay** checkbox to include the camera overlay information in the exported video feed.

Set **Frame Rate** from the dropdown menu. Available options are: Low, Auto[1], 1 FPS, 5 FPS, 10 FPS, 15 FPS, 20 FPS, 25 FPS, 30 FPS.
Set **Video Resolution** from the dropdown menu. Available options are: Auto[2], 320 x 200, 640 x 480, 704 x 576, 1920 x 1080.

Note:
[1] Set **Frame Rate** to Auto to maintain the frame rate of the original clip during clip building.
[2] Set **Resolution** to Auto to maintain the resolution of the original clip during clip building. If a clip contains video segments with different resolutions, all video segments are upscaled to match the highest resolution in the clip.

Media Management Service

Set the **Maximum download queue size** for scheduled clip downloads. The default queue size is unlimited. Other available queue sizes are: 10, 100, or 1000 downloads.

Custom Icons

Using the custom icons feature, you can assign non-default images as object icons. The icons can be assigned at both Type and Object level enabling specific objects to have a different icon to the object type.

Supported file types: JPG and PNG.

Maximum supported file size: 2MB

Procedure 131 Assign Custom Icons

Step	Action
1	Select **System Values** from the **Setup** tab. **System Values** editor displays
2	Select **Custom Icons.** Type and object selectors display.
3	To assign custom icons at type level:
	a Select the type from the **Type** dropdown. Default icons display. Multiple icons may display for each object type as the icons reflect object state.
	b Select **Change** for the relevant icon. **Open** dialog displays.
	c Navigate to and select New icon graphic.
	d Select **Open**. New icon displays next to the object type.
	e Select **Save**.
4	To assign custom icons at object level:
	a Select . Object Selector displays.
	b Navigate to the object.
	c Select **OK.** New icon displays next to the object type.
	d Select **Save**.

Note:
Once Custom Icons have been applied, all client areas displaying object states (device list, site list, maps, etc.) should be refreshed to show updated icons.

- End -

Database Settings

Various database archive settings can be configured using **System Values** database settings editor. These settings are applied to the victor Application Server Microsoft SQL database.

Database Settings - Archive

Apply settings relating to archiving of your Microsoft SQL databases.

Note:
1. Archive threshold size can only be edited when using SQL Server Express
2. UNC (Universal Naming Convention) should be used when entering Archive directory backup path, e.g. *servername**folder*)

Database Settings - Editor Properties

By default, editors in victor display with 'expanders' dividing different sections of the editor. These can be hidden completely or replaced with tabs.

Database Settings - Events

Set the maximum number of uncleared events permitted for the system as a whole or an individual event.

Note:
System wide event settings do not apply across upgrades. All active Events should be acknowledged and cleared before upgrading.

Database Settings - Swipe and Show

Apply settings relating to Swipe and Show in a Unified environment.

The number of seconds before a card swipe to start video rewind for facial recognition and **The number of seconds before a card swipe to stop video rewind for facial recognition** allow assigning of a value in seconds to account for camera placement should the individuals face not be captured when the card swipe is registered.

Discovery Preferences

Use this editor to configure victor Autodiscovery settings.

Device Discovery values are used to configure general system device discovery behavior:

- **Discovery Enabled** - Select to enable/disable discovery mode
- **Startup Delay** - Time interval the client waits after startup before entering discover mode
- **Poll Frequency** - Time interval defining how often victor polls for discoverable devices

For each device type you can configure:

- **Discovery Enabled** - Select **Enable** to have victor display discovered devices of that type. Select **Disable** to prevent victor discovering devices of that type
- **Dynamic Discovery Ranges** -Used for every device type except VideoEdge, if this is unchecked you should provide an IP and Port range in which to search
- **IP Address Range** - Address range in which victor will search for that device type
- **Port Range** - Port range in which victor will search for that device type
- **Edge Device Discovery Enabled** - Check to enable discovery of Edge cameras
- **Multicast Address** - Used for passive listening (VideoEdge only)
- **Multicast Port** - Used for passive listening (VideoEdge only)

Double Password Protection

Double password protection adds an additional level of security across selected victor global functions, or selected individual objects. When attempting to access functions or objects that have double password protection enabled, the user will be prompted for the Username and Password of a second operator.

Open **System Values** from the **Setup** tab, then select **Double Password Protection**. Check required features to globally protect or select objects using the Object Selector to protect individual objects.

Note:
In the case of conflict, object protection will override global function protection.

Email Preferences

Email settings can be configured in order to use the send still images feature.

Open **System Values** from the **Setup** tab, then select **Email Preferences**. Enter required information and save.

Note:
1. SMTP - Simple Mail Transfer Protocol
2. FQDN - Fully Qualified Domain Name

Health Monitoring Preferences

Color coding for Health Alerts displayed on the Health Dashboard can be edited as required, you can determine the severity level by selecting the corresponding color code.

The dashboard uses color coding to indicate the health status of devices, the default settings are:

- Green - Normal
- Yellow - At Risk
- Orange - Pre-Failure (Also applies to failover VideoEdge NVRs not currently in use)
- Red - Device Alert
- Gray - Unknown State

Procedure 132 Change Color coding for Heath Dashboard Alerts

Step	Action
1	Select **System Values** from the **Setup** Toolbar.
2	Select **Health Monitoring Preferences**. The **Alert Preferences** editor displays.
3	Select the device to display the corresponding Alerts.
4	The **Severity** can be edited by selecting a different color option from the drop-down list for the corresponding. This will be displayed on the Health Dashboard.
5	Select **Save**.

- End -

Journal Filter

The Journal Filter is used to regulate the amount of data being persisted to the victor Application Server database by blocking/unblocking specific alert types.

Video Camera, Recorder Unit and Storage alerts can be blocked/unblocked, everything else will always be written to the database.

Procedure 133 Using the Journal Filter

Step	Action
1	Select **System Values** from the **Setup** Toolbar.
2	Select **Journal Filter**. The Journal Filter editor displays.

To Add **Type** Exceptions:

a Select  in the **Type Exceptions** section. The Type selector dialog displays.

b Select the Device Type to be filtered.

c Select **OK**.

d Select the Type Exception. The row highlights blue.

e Select the **Alert Category**.

f Block or Unblock Alerts as required.

To Add **Object** Exceptions:

a Select  in the **Object Exceptions** section. The Object selector dialog displays.

b Select the Object type as required. The type's objects display to the right.

c Select the Object(s). Use **Select All/Clear All** as required for multiple selections.

d Select **OK**.

e Select the Object Exception. The row highlights blue.

f Select the **Alert Category**.

g Block or Unblock Alerts as required.

Note:

1. You can use  to Remove Type/Object exceptions as required.
2. To edit exceptions, select the exception and block/unblock alert types as required.

3 Select **Save**.

- End -

POS Settings

When POS is installed, POS Settings are available and allow for configuration of default search settings and database management.

Open **System Values** from the **Setup** tab, then select **POS Settings**. Here, database settings can be configured, along with the amount of time (in seconds) to be added as padding to search results.

Search Preferences

Search preferences can be configured to customize which lists (Site/Device/Vault) open with the Search and Retrieve Wizard, and which list opens on top.

Open **System Values** from the **Setup** tab, then select **Search Preferences**. Select checkboxes under **Wizard** to choose which lists open with the Search and Retrieve Wizard. Select which list to open on top using the buttons under **Top Most**.

Text Stream allows selections to be made for the number of seconds before and after that should be used when performing transaction searches.

Select one of the **Search Results** options to choose the position of search and retrieve results in relation to the surveillance pane.

Option	Description
Beside	(Default setting) Search and retrieve results appear below the surveillance panes.
Below	Search and retrieve results appear beside the surveillance panes.
Automatic	Selecting Automatic forces the Beside option to be used when the surveillance pane has a 16:9 aspect ratio; if the surveillance pane has a 4:3 aspect ratio, the Below option is used.

Video Layout Preferences

Video Layout Preferences allow configuration of which layouts are available for selection.

Open **System Values** from the **Setup** tab, then select **Video Layout Preferences**. By default, all layouts are selected. Layouts that are selected are available for selection from the surveillance pane, virtual matrix and salvo editors.

Custom Layout Designer

Overview

Use the Custom Layout Designer to create, save and edit custom surveillance layouts. When a custom layout is created, the number of rows, columns and aspect ratio can be defined. Layouts can be customized by merging panes, splitting panes or deactivating panes. Images can be applied to surveillance panes, allowing for custom / corporate branding.

Procedure 134 Create a Custom Layout

Step	Action
1	Select the **Setup** tab.
2	Select **System Values**.
3	Select **Video Layout Preferences**.
4	In the **Custom Video Layouts** section, Press **Add**.
5	Enter a **Name**.

Note:
Layout names are limited to 12 characters in length.

6 (Optional) Enter a **Description**.

7 Choose an existing layout as a template.

a Select an existing layout from the dropdown menu.

Or

Create a layout.

a Click  to set the number of rows (Min: 1, Max: 8).

b Click  to set the number of columns (Min: 1, Max: 8).

c Click  to set the layout orientation (Standard, Widescreen or Portrait).

d Click  to generate the layout.

8 (Optional) Merge cells.

Note:
Cells can only be merged into square-shaped or rectangular-shaped groupings.

a Select the cells that you want to merge.
Selected cells are highlighted with a yellow border.

b Click 

9 (Optional) Split merged cells.

a Right-click on a merged cell.

b Select **Split Cell**.

c Select the number of rows.

d Select the number of columns.

Note:
Merged cells can only be split as far as the original component cells. A cell cannot be divided further than itself.

e Click **OK**.

Note:

Alternatively, merged cells can be split using the  (split horizontal) and  (split vertical) buttons.

10 (Optional) Deactivate Cells.

a Right-click on a cell.

b Select **Deactivate Cell**.
The cell color changes from black to blue.

Note:
Camera feeds cannot be displayed in deactivated cells.
To reactivate a cell, right-click on a deactivated cell and select **Activate Cell**.

11 (Optional) Add an image to a cell.

a Right-click on a cell.

b Select **Add Image**.
A Windows Explorer window opens.

c Select the image you want to add.

d Click **Open**.
The image appears in the cell.

Note:
Images can be added to active cells, deactivated cells and to merged cells.
Camera feeds cannot be displayed in cells that contain images.

12 (Optional) Set cell ID order.

a Click  to assign cell ID numbers.

Note:
Only active cells are assigned an ID number.

b Swap Cell ID numbers by selecting two cells sequentially.

c Click **Finish**.

Note:
To reset cell ID order, repeat steps 12a - 12c.

13 Click  to save the file and close the custom layout editor.

- End -

Procedure 135 Edit a Custom Layout

Step	Action
1	Select the **Setup** tab.
2	Select **System Values**.
3	Select **Video Layout Preferences**.
4	In the **Custom Video Layouts** section, right-click on a layout.
5	Select **Edit**.
6	(Optional) Edit the **Name**.

Note:
Layout names are limited to 12 characters in length.

7 (Optional) Enter a **Description**.

8 (Optional) Add an image to a cell.

a Right-click on a cell.

b Select **Add Image**.
A Windows Explorer window opens.

c Select the image you want to add.

d Click **Open**.
The image appears in the cell.

Note:
Images can also be added to deactivated cells and to merged cells.
Camera feeds cannot be displayed in cells that contain images.

9 (Optional) Deactivate Cells.

a Right-click on a cell.

b Select **Deactivate Cell**.
The cell color changes from black to blue.

Note:
Camera feeds cannot be displayed in deactivated cells.
To reactivate a cell, right-click on a deactivated cell and select **Activate Cell**.

10 Click  to save the file and close the custom layout editor.

- End -

Procedure 136 Import a Custom Layout

Step	Action
1	Select the **Setup** tab.
2	Select **System Values**.
3	Select **Video Layout Preferences**.
4	In the **Custom Layouts** section, press **Import**. A Windows Explorer window opens.
5	Navigate to the required file directory.
6	Select the layout
7	Click **Open**.

- End -

Procedure 137 Export a Custom Layout

Step	Action
1	Select the **Setup** tab.
2	Select **System Values**.
3	Select **Video Layout Preferences**.

4 In the **Custom Layout** section, right-click on a layout.

5 Select **Export**.
A Windows Explorer window opens.

6 Navigate to the export destination.

7 Click **Save**.

- End -

Procedure 138 Delete a Custom Layout

Step	Action
1	Select **Setup** tab.
2	Select **System Values**.
3	Select **Video Layout Preferences**.
4	In the **Custom Layout** section, right-click on a layout.
5	Select **Delete**.
6	Click **Yes**.

- End -

Video Preferences

Open **System Values** from the **Setup** tab, then select **Video Preferences**.

Surveillance Preferences

- **Stop Video and Audio when not visible** - when selected, audio and video will only be streamed when tab or window is visible. When a tab or window is not visible, video and audio streaming will be stopped.

  Note:
  Having multiple tabs or windows streaming video and audio will increase system and network resources and reduce performance.

- **Display times in UTC** - when selected, displays time in Universal Coordinated Time.
- **Show virtual PTZ picture in picture** - when selected, a picture in picture of the full camera view will be displayed when virtual PTZ is active.
- **Hide virtual PTZ picture in picture after 5 seconds** - only available when the above option is enabled, when selected the picture in picture of the full camera view will be hidden after 5 seconds of virtual PTZ being active.
- **Display FPS on surveillance** - when selected, current Frames Per Second will be displayed in the surveillance pane.
- **Display FPS on clip playback** - when selected, current Frames Per Second will be displayed when playing back a clip.

- **Enable Hardware Decoding** - select to enable hardware decoding. You must be using victor unified client under a user account which has Windows Administrator privileges or this selection will be unavailable.
- **Use dark theme for surveillance** - when selected, a dark theme will be used in surveillance panes.
- **Include only primary DB for timeline data** - select to restrict Event data on the timeline to only the primary database, Event data in archived databases will not be included.
- **Maximum number of consolidated event icons displayed on the timeline** - set the maximum number of consolidated event icons to display on the timeline.

Fisheye Lens Default Settings

Default behavior when using Fisheye lens should be set here. Use the dropdown menus to select default de-warped mode - 'Rectilinear' or 'Panoramic'.

Third Party Application

Set which third party application should be used to edit still images. Select  then navigate to the executable file (.exe) for the preferred image editor.

Video Overlay Preferences

Set font size and color for video overlay in relation to Camera/Recorder and Date/Time information.

Frame Expiry Preferences

This setting uses values from 1 to 20 seconds. In limited bandwidth environments, setting the value allows you to tell victor how long the system should wait for the next 'good' frame before displaying a blank frame.

Select the **Never Expire** checkbox to ensure no blank frames are ever displayed

VideoEdge stream connection timeouts

These settings are used to define the timeout periods (in seconds) for **Rtsp Lan Timeout**, **RTSP Wan Timeout** and **Rtp Lan Timeout**. Enter the required value in the corresponding fields.

Video Recorder

Open **System Values** from the **Setup** tab, then select **Video Recorder**.

Time Difference Monitoring

When enabled, victor will poll recorders to ensure time is synchronized between recorders and the victor Application Server. Select the **Enable Monitoring Checkbox** and set the **Poll Period** (Hours). If time becomes unsynchronized, victor will generate an alert.

Recorder Connections

Select the **Allow Communications** checkbox to enable processing of communications between recorders and the victor Unified Client.
Adjust the **Default Recording Monitoring Level** slider to enable or disable processing of different types of recorder information.

Monitoring Level	Effect
Off	No data polling or alarm handling takes place
Basic	Enables communication state polling and any core functionality provided by the recorder (for example, vaulting or archiving)
Alarm/Status	Enables alarm processing
Device Configuration	Enables data polling, name changes, camera settings, new or removed devices.
Advanced	Enables any functionality not covered by earlier levels (for example, event recovery)

Alert Configuration

Set the **Minimum camera alert duration** (Seconds). While a camera alarm is active, additional alerts relating to this alarm will not be generated until the **Minimum camera alert duration** has expired. If the alert duration is set to 0, an alarm will generate multiple alerts while the alarm is active.

VideoEdge Port Setup

LAN streaming can require a large number of User Datagram Protocol (UDP) ports to be open. Configuring port ranges in **System Values** (**VideoEdge Port Setup**) enables traffic to pass through networks with restricted port configuration.

Note:
Restricting ports can also help to make your system more secure.

Default values are:

victor Client UDP port range:Start **6000** End **7999**

VideoEdge server UDP port range:Start **32200** End **38199**

Introduction

The victor Application Server incorporates an industry-standard relational database (Microsoft SQL Server) used to manage and maintain a single record of:

- Authorized users/passwords
- Associated recorders and cameras
- Roles and permissions
- Alarm and event journals
- Client license status
- C·CURE 9000 configuration in a Unified environment.

Only one instance of victor Application Server is required per site regardless of the number of recorders, clients or cameras connected. It can be installed on the same PC as the client for smaller sites or on a separate server for larger sites.

The victor Application Server stores data relating to operator profiles, role information, objects, object status and who, and what interacts with your video network.

Up to twenty victor Application Servers are supported per client, connecting to one at a time. victor Application Servers can be added, deleted and edited using the victor Application Servers editor on the Build tab of victor client.

Add a new victor Application Server

You can Add, Edit and Delete victor Application Server records using the server editor.

Note:
Each victor Application Server installation supports up to 20 records.

Add a new victor Application Server

Procedure 139 Add a new victor Application Server

Step	Action
1	Select **victor Application Servers** from the Build tab.
2	Select Edit from the dropdown menu. **victor Application Servers editor** displays.
3	Select  . New blank record is created in victor Application Server list.
4	Double click the **Display Name** text box.
5	Enter a Name for the victor Application Server.
6	Double click the **IP Address/Domain Name** text box.

7	Enter IP Address/Domain Name as required.
8	Double click the Port textbox.
9	Enter the Port number as required (Port numbers 1026-65535 are supported).
10	Select the **Default** radio button if the new victor Application Server is to become the default.

Note:
The default victor Application Server refers to the server that the client automatically connects to when single sign on is turned ON. This is the server which will display first on the victor Application server list on the login dialog.

11	Select **Save.**

- End -

Add a new victor Application Server via the Client Sign in dialog

You can add a victor Application Server from the client sign in dialog if required.

Procedure 140 Add a new victor Application Server via the Client Sign in dialog

Step	Action
1	Double click the **victor unified client** icon on the desktop. The client sign in dialog displays.
2	Select **Add**. The Create Site Manager dialog will display.
3	Enter a **Display Name** for the application server in the text box.
4	Enter the **IP Address/Domain Name** in the text box.
5	Enter the **Port** number as required (Port numbers 1026-65535 are supported).
6	Select **OK**.
7	The new **victor Application Server** can be selected from the dropdown.
8	Select **Authentication** Method the operator uses from the dropdown - Windows or Basic.
9	Enter **Username.**
10	Enter **Password.**

Note:
Blank Password are not accepted

11	Select **OK** to Login or **Cancel** to Exit

- End -

Edit victor Application Server

You can Add, Edit and Delete victor Application Server records using the server editor.

Procedure 141 Edit victor Application Servers

Step	Action
1	Select **victor Application Servers** from the Build tab.
2	Select **Edit** from the dropdown menu. Server editor displays.
3	Double click in relevant textboxes to edit values.
4	Select **Save**.

- End -

Switch victor Application Server

Procedure 142 Switch victor Application Server

You can switch the victor Application Server which victor client is connected to.

Step	Action
1	Select  from the client title bar. Operator log out dialog opens.
2	Select Log out. The client sign in dialog opens.
3	Select or enter the Domain from the Domain pull-down menu.
4	Enter Username in the username text box.
5	Enter Password in the password text box.
6	Select the victor Application Server to switch to from the dropdown.
7	Select **OK**.

- End -

Change Default victor Application Server

Procedure 143 Change default victor Application Server

You can change the default victor Application Server victor client connects to.

Step	Action
1	Select **victor Application Servers** from the Build tab.
2	Select Edit from the dropdown menu. A list of all servers displays.
3	Select the Default radio button of the victor Application Server you wish to make default.
4	Select **Save.** Refer to Save and Close options for more information.
5	Close and restart victor client. You will now connect to your selected default victor Application Server.

- End -

Delete victor Application Server

You can delete victor Application Server records from the system

Note:
The default victor Application Server cannot be deleted.

Procedure 144 Delete victor Application Servers

Step	Action
1	Select **victor Application Servers** from the build tab.
2	Select **Show All**from the dropdown menu.
3	Right click on the server to be deleted.
4	Select **Delete**. **Are you sure you want to delete the specified object** warning displays.
5	Select **Yes** to delete or **No** to cancel.

- End -

Databases

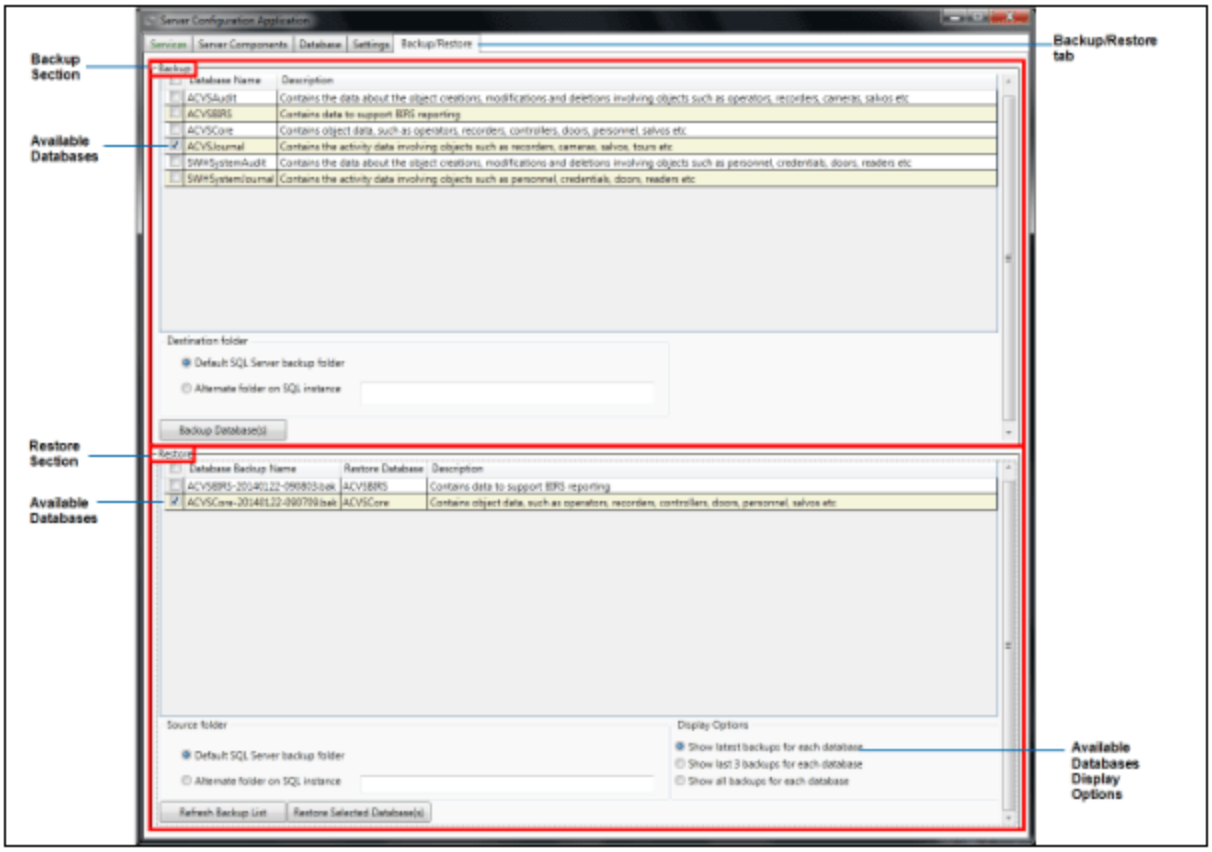
victor Application Server contains several databases storing data about all aspects of your system:

- **ACVSCore** - contains data about objects (e.g. cameras, recorders, operators etc.)
- **ACVSJournal** - contains activity data about objects in victor.
- **ACVSAudit** - contains data about object creation, modification and deletion in relation to victor.
- **ACVSBIRS** - contains information to support BIRS reporting.
- **ACVSPOS** - contains data about the victor Point of Sale feature. Only available if feature installed.
- **SWHSystemAudit** - contains data about object creation, modification and deletion in relation to C·CURE 9000.
- **SWHSystemJournal** - contains activity data about objects in C·CURE 9000.

Database Backup/Restore

The database backup/restore feature provides a means to collect, save and restore system data. You can backup an existing Tyco database or restore a database from a specified folder location for the system SQL instance.

The Backup/Restore tab is split into 2 sections - the upper section is used for Database **Backup** procedures, the lower section for **Restore** procedures as shown below:



Procedure 145 Backup/Restore databases

Step	Action
1	Open the **Server Configuration Application**.
2	Select **Backup/Restore** tab.
	To **Backup** a database:
	a Select the required database(s) using the checkboxes next to each database (double click required). Or select **All Databases** using the topmost checkbox.
	b Choose the **Destination Folder** to host the backup (you can select the default SQL folder or specify an alternate folder).
	c Select **Backup database(s)**. (Backup progress is indicated during the operation). If operation is successful a dialog displays stating **Backup(s) complete**.
	d Select **OK**.
	To **Restore** a database:
	a Open the **Server Configuration Application**.

b Stop the Crossfire framework Services in the **Services** tab.

c Select **Backup/Restore** tab.

d Choose the **Source Folder** which hosts the required backup (you can select the Default SQL folder or specify an Alternate folder).

Note:
If an alternate location is used, you need to specify the location and click **Refresh Backup List** to display available backups in that location.

e If required, use the **Display Options** control to view and filter available databases.

f Select **Refresh Backup List** to display available backups.

g Select the required database(s) using the checkboxes next to each database (double click required). Or select **All Databases** using the topmost checkbox.

h Select **Restore Selected Databases**. Confirmation dialog displays.

Note:
1. If Framework services have not been stopped (step b) an error dialog will display instructing you to stop the services and try again
2. A warning dialog displays informing of potential data loss due to the restore.

i Select **OK** (Backup progress is indicated during the operation). If operation is successful a dialog displays stating **Restore(s) complete**.

Caution

The **Restore Backup** procedure overwrites ALL current victor system data.

- End -

Vault

Introduction

The vault feature provides the ability to protect media items (audio and video) from VideoEdge NVR (v4.2+) recorders.

Vaulting an item applies a rule to a specific segment of media, tagging it as protected and preventing it from data culling.

Media can typically be vaulted from:

- Direct Export (Clips)
- Event Viewer - via Export Clip
- Activity List - via Right Click Investigate
- Search Result List - via Clip Export
- Map Viewer - via Export Clip

Note:
Vault option is disabled when non supported recorders are selected and when both non supported and supported recorders are selected, a warning message is displayed.

Vault List

All vaulted items are listed in the vault list.

From the vault list you can:

- Drag items into the Search and Retrieve wizard and use the vault criteria as a basis for a search. This selects the camera and date and time

  Note:
  1. If a subsequent vaulted item belonging to the same camera is dragged into the search and retrieve wizard, it replaces the original selection and changes the search time frame accordingly.
  2. If the vault item belongs to a different camera, a Yes/No dialog displays offering the option to override the timeframe and have both cameras selected.
  3. You can also drag cameras and/or dates from the vault list into the wizard. This means one camera can contain multiple vaults. In these instances the time range is changed to have a start time of the earliest vault time and an end time of the latest.

- Drag items into a surveillance pane in which the items are treated as cameras
- Double click items to launch investigator mode, paused at the item's start time

Hovering on each level of item in the Vault list displays a summary of what is contained in the level below.

Procedure 146 Display the Vault List

Step	Action
1	Select **Clips** from the **Home** tab.
2	Select **Vault List** from the dropdown menu.

- End -

Vault Explorer

The Vault Explorer provides a means to filter vaulted items by Recorder, camera and time range.

It lists all recorders containing vaulted items, branching for each camera with vaulted data.

Procedure 147 Locate items using the Vault Explorer

Step	Action
1	Select **Clips** from the **Home** tab.
2	Select **Vault Explorer** from the dropdown menu. Vault Explorer displays.
3	**Recorder Filter Section** - Select the checkbox for each of the recorders to filter by. Cameras that are associated with the selection and have vaulted media display in the Camera Filter section.
4	**Camera Filter Section** - Select the checkbox(es) for each camera to filter by.
5	Select: a **Date/Time Filter** - Select either Recorder Local or UTC. b **Date/Time Filter** - Select **Use Filter** if required. c Select **Start** and **End** time and Dates. Results display in Results section.

- End -

Introduction

Incident management can be used to manage information relating to an incident or event, for example a robbery or disturbance. Information in the form of clips, still images, report data, report charts, user entered notes, spreadsheets or external files can be compiled into a single package which can then be exported using a template to provide a report on the incident for review.

Note:
The review of external files requires a compatible 3rd party application.

Incident Management consists of a four stage process:

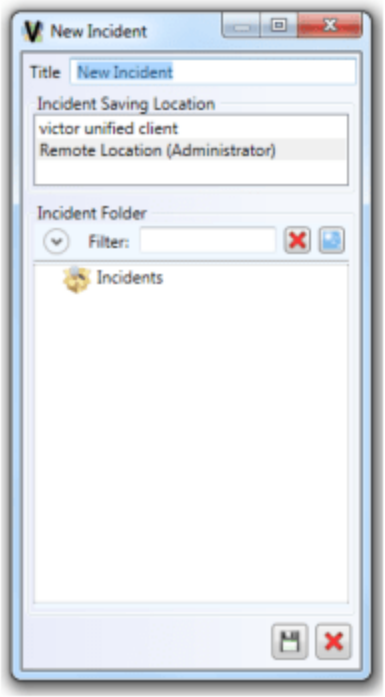
1. Creating an Incident
2. Populating the Incident
3. Clip stitching / clip combining
4. Generating a Report

Creating an Incident

New Incidents can be created using the Incident Management icon on the Home tab. Incidents can be renamed or deleted from the Incident List.

Procedure 148 Creating an Incident

Step	Action
1	Select **Incident Management** from the **Home** tab.
2	Select **New Incident** from the dropdown menu. The New Incident window opens.



3 Enter a bespoke **Title** in the field.

4 Select the **Incident Saving Location** from the available list.

Note:
Local path restricts access to the workstation.

5 (Optional) Select to expand all items in the incidents tree.

6 (Optional) Enter a Filter criteria in the field. Click to clear the filter

7 Click

The Incident will appear in the Incident List.

- End -

Procedure 149 Filtering the Incident List

Step	Action

1 Select **Incident Management** from the **Home** tab.

2 Select **Show all** from the dropdown menu.

The Incident List opens.

3 Enter a Filter criteria in the field. Click to clear the filter.

- End -

Procedure 150 Sorting the Incident List

Step	Action

1 Select **Incident Management** from the **Home** tab.

2 Select **Show all** from the dropdown menu.
The Incident List opens.

3 Click 
The order menu appears.

4 Select the order criteria:

a Select **Name**, **Size**, **Creation Date** or **Date Modified**.

b Select **Ascending Order** or **Descending Order**.

c Select **Show Local Incidents**, or select **Show Remote Incidents**, or select both.

Note:
Order preferences are stored between sessions.

- End -

Procedure 151 Renaming an Incident

Step	Action

1 Select **Incident Management** from the **Home** tab.

2 Select **Show all** from the dropdown menu.
The Incident List opens.

3 Right-click the required Incident from the list.

4 Select **Rename Incident**.

5 Edit the name as required.

6 Click **Ok**.

- End -

Procedure 152 Deleting an Incident

Step	Action

1 Select **Incident Management** from the **Home** tab.

2 Select **Show all** from the dropdown menu.
The Incident List opens.

3 Right-click the required Incident from the list.

4 Select **Delete Incident**.
A dialog box displays stating the Incident will be deleted and all of its components.

5 Click **Yes**.

- End -

Populating an Incident

Once an Incident has been created, it can be populated via the Incident List or using the Save to Incident button. Incidents can contain the following items -

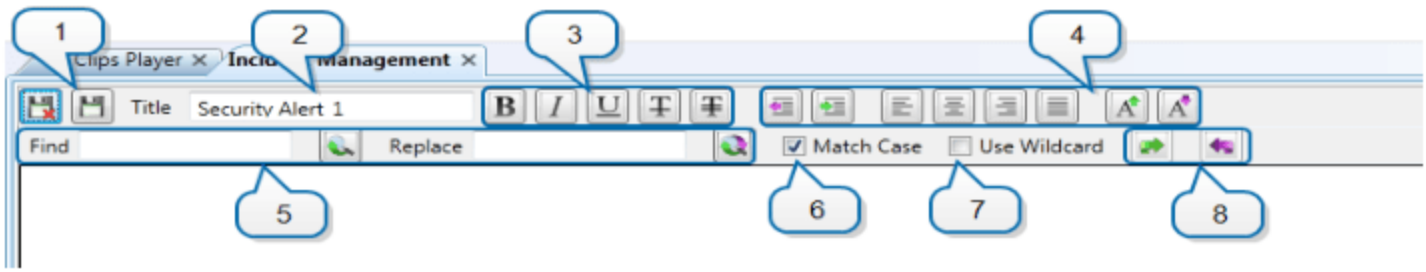
- Notes
- Clips
- Images
- Spreadsheets
- Imported files

Populating an Incident using the Incident List

The Incident List displays all created incidents and can be used to populate the created incidents with notes, clips, images, spreadsheets and imported files.

Procedure 153 Populating an Incident from the Incident List - Adding a Note

Step	Action
1	Select **Incident Management** from the **Home** tab.
2	Select **Show all** from the dropdown menu. The Incident List opens.
3	Right-click the required Incident from the list.
4	Select **Add Note**. The Incident Management Text Editor opens.



Item	Description
1	Save & Close / Save
2	Note Title (Incident name by default)
3	Font tools - • Bold • Italic • Underline • Strikethrough • Double strikethrough
4	Paragraph tools -

Item	Description
	• Remove Indent • Add Indent • Left alignment • Center alignment • Right alignment • Full justify • Increase font size • Decrease font size
5	Find / Find and Replace
6	Match Case (Use to refine results from Find / Find and Replace action
7	Use Wildcard (use of a Like Operator) allows pattern matching for string comparison: Characters in *pattern* vs Matches in *string* **?** - Any single character ***** - Zero or more characters **#** - Any single digit (0-9) **[***charlist***]** - Any single character in charlist **[!***charlist***]** - Any single character not in charlist
8	Redo and Undo

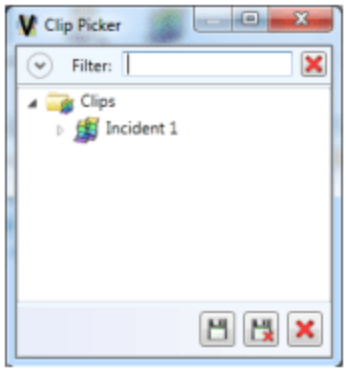
5 Create the Note as required using the Incident Manager Text Editor.

6 Click  or 

- End -

Procedure 154 Populating an Incident from the Incident List - Adding a Clip

Step	Action
1	Select **Incident Management** from the **Home** tab.
2	Select **Show all** from the dropdown menu. The Incident List opens.
3	Right-click the required Incident from the list.
4	Select **Add Clip**. The Clip Picker window opens.

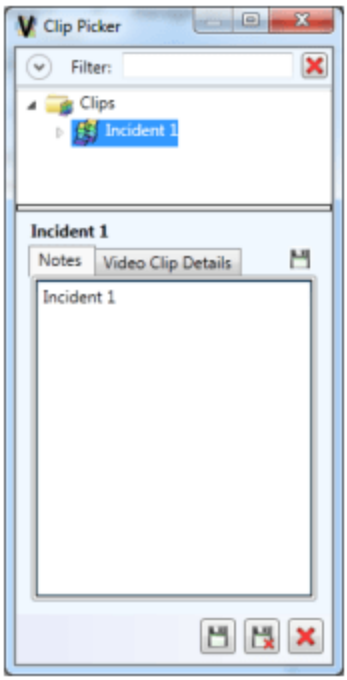


5 (Optional) Select to expand all items in the clips tree.

6 (Optional) Enter a Filter criteria in the field. Click to clear the filter.

7 Select the required clip.

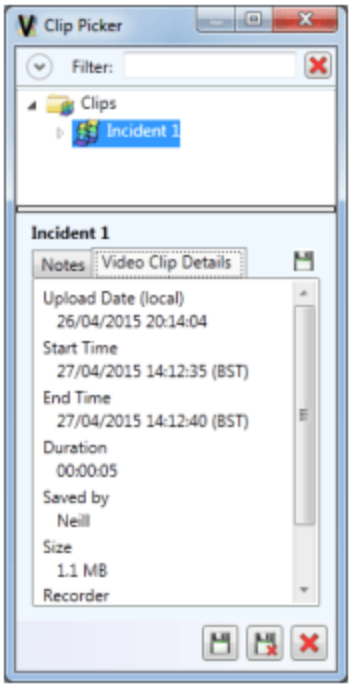
The Note editor displays.



Note:
Selecting the dropdown arrow next to a clip will expand the clip to display the associated device(s).

8 (Optional) Enter text in the **Notes** field as required, select

9 (Optional) Select the Video Clip Details tab to view information regarding the selected clip.



10 Click or

- End -

Clip Builder

Overview

Use the Clip Builder edit and combine video clips into a single playable video stream. Clip Builder supports the following clip editing features:

- Clip splitting
- Clip cropping
- Clip cutting

The built/edited clip can then be played back within the Clip Builder. Alternatively, the clip can be exported for playback in the Incident Player.

Procedure 155 Editing a Clip in the Clip Builder

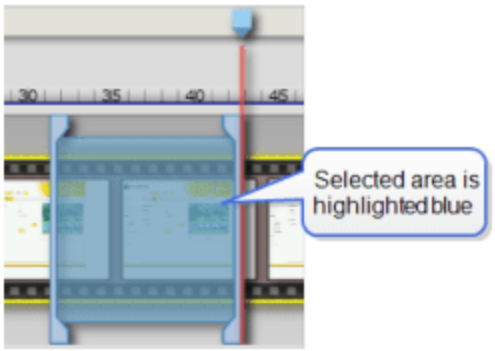
Note:
Clip building does not support audio content.

Step	Action
1	Select **Incident Management** from the **Home** tab.
2	Select **Show all** from the dropdown menu. The Incident List opens.
3	Expand the **Clips** folder.

4 Right-click on the clip that you want to open in the Clip Builder.
The context menu appears.

5 Select **Clip Builder**.
The clip opens in the Clip Builder window.

6 Edit the clip as required using the toolbar buttons.

Action	Description	Steps
Set a marker	Places a marker at the selected position in the video timeline.	1. Click and drag the playhead to the desired position on the video timeline. 2. Click the button at the top of the playhead. A marker appears at the bottom of the timeline. 
Select	Highlights a section of the video clip:	1. Set a start marker. 2. Set an end marker. The section of the video clip between the two markers is selected. 
Split	Split the clip into two separate clips:	1. Drag the playhead to the section of the video timeline where you want to split the clip. 2. Click  to split the clip.
Cut	Cut footage from the clip:	1. Select a section of the video clip. 2. Click  to cut the footage from the clip.
Crop	Retains the selected video and removes any video Crop footage from the clip. **Note:** Cropping a clip does not remove video from other clips on the same timeline.	1. Select a section of the video clip. 2. Click  to crop any unselected footage from the clip.

Action	Description	Steps
Delete	Removes the selected video from the timeline.	1. Select a section of the video clip. 2. Click  to delete the selected footage from the clip.
Add clips	Adds the selected clip to the timeline.	1. Open the **Clips** folder from the **Incident Management** page. 2. Drag a clip from the **Clips** folder to the timeline bar.

7 Click 
The Build Menu appears.

8 Click **Build** to build the clip with Clip Builder.

a Drag the clip from the thumbnail bar to the incident list or to the clip list.

9 (Optional) Click **Direct Action** to build the clip with Direct Clip Action.
The Direct Clip Action window appears.

a Click **Save** to save the clip to the clips list.

b Click **Save to Incident** to save the clip to an incident.

- End -

Procedure 156 Clip Combining

Note:
Clip combining does not support audio content.
Clip combining can be accessed from the Incident list, from search results, from analytics results, or from bookmarks.

Step	Action
1	Navigate to the Clips folder.
2	Holding **CTRL** select the clips that you want to combine.
3	Right-click on one of the selected clips. The context menu appears.
4	Select **Export clips**. The Direct Clip Action window appears.
5	Select the **Combine Output** checkbox.
6	Click **Export**.
7	(Optional) Use  and  to reorder the clips in the list.
8	(Optional) Select the **Include source** checkbox to export the source clips in addition to the combined clip.
9	Click **Next**.
10	(Optional) Choose the **Export Location**.
11	Select **Export**. New dialog displays from where you can define Export locations, Passphrases, Export Options and Notes.
12	Select **Export Location(s)** textbox:

- Select  to add export location(s).

- Select to select the export location(s).
- Select to remove export location(s).

13 If required, select the **Export victorPlayer** checkbox. For more information on victorPlayer, refer to Incident Management

14 If required, select the **Specify Filenames** checkbox. This allows you to enter user friendly filenames for the clips.

15 If required, select the **Notes** tab and add text as required.

16 Select **Export**. If **Specify Filenames** was previously selected, proceed to Step 23. If **Specify Filenames** was not selected, export begins.

17 Enter filename as required in the **Filename** textbox.

18 Select **Export**. Progress bar displays showing progress of export.

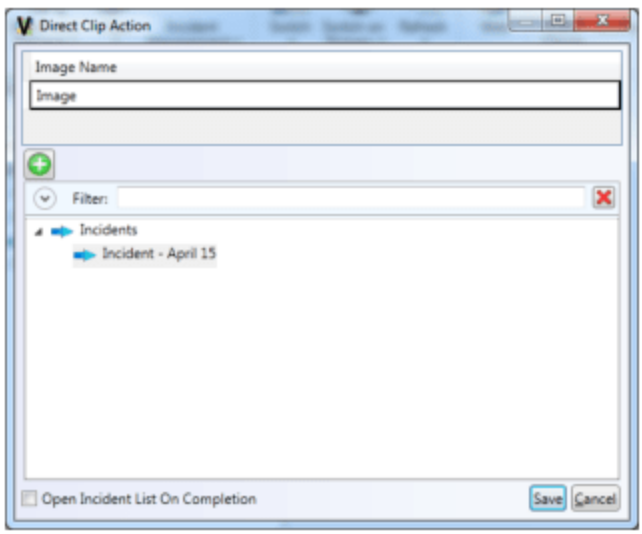
19 Select **Finish.**

- End -

Procedure 157 Populating an Incident from the Incident List - Import Clipboard Image

Note:
A clipboard image is one which is currently copied to the workstation clipboard, for example a screen shot.

Step	Action
1	Select **Incident Management** from the **Home** tab.
2	Select **Show all** from the dropdown menu. The Incident List opens.
3	Right-click the required Incident from the list.
4	Select **Import Clipboard Image**. The Direct Clip Action window opens.



5 Edit the text in the **Image Name** field.

6 (Optional) Click  to create a new Incident.

a Select **Incident Management** from the **Home** tab.

b Select **New Incident** from the dropdown menu.
The New Incident window opens.

c Enter a bespoke **Title** in the field.

d Select the **Incident Saving Location** from the available list.

e (Optional) Select  to expand all items in the Incidents tree.

f (Optional) Enter a Filter criteria in the field. Click to  clear the filter

g Click 
The Incident will appear in the Incident List.

7 (Optional) Select  to expand all items in the Incidents tree.

8 (Optional) Enter a Filter criteria in the field. Click to  clear the filter

9 Select the required **Incident**.

10 (Optional) Select the **Open Incident List on Completion** checkbox.

11 Click **Save**.

12 Click **Finish**.

- End -

Procedure 158 Populating an Incident from the Incident List - Import Clip

Step	Action

1 Select **Incident Management** from the **Home** tab.

2 Select **Show all** from the dropdown menu.

The Incident List opens.

3 Right-click the required Incident from the list.

4 Select **Import Clip**.

A Window Explorer window opens.

5 Navigate to the required file directory.

6 Select the clip.

Note:
Only clips in native (.ISO, IMG, ZIP and MP4) format are supported.
Media files in unsupported formats cannot be added to the clips list, but they can be added to the incident list as a third-party file. These media files can be included in an incident export, and are playable on third-party video players.

7 Click **Open**.

- End -

Note:
Clips can also be imported by dragging a clip from Windows Explorer onto a clips folder or onto an incident folder.

Procedure 159 Populating an Incident from the Incident List - Import Image

Step	Action
1	Select **Incident Management** from the **Home** tab.
2	Select **Show all** from the dropdown menu. The Incident List opens.
3	Right-click the required Incident from the list.
4	Select **Import Image**. A Window Explorer window opens.
5	Navigate to the required file directory.
6	Select the image.
7	Click **Open**.

- End -

Procedure 160 Populating an Incident from the Incident List - Import Spreadsheet

Step	Action
1	Select **Incident Management** from the **Home** tab.
2	Select **Show all** from the dropdown menu. The Incident List opens.
3	Right-click the required Incident from the list.
4	Select **Import Spreadsheet**. A Window Explorer window opens.
5	Navigate to the required file directory.
6	Select the spreadsheet file. **Note:** Only Excel format spreadsheets are supported.
7	Click **Open**.

- End -

Procedure 161 Populating an Incident from the Incident List - Import File

Step	Action
1	Select **Incident Management** from the **Home** tab.
2	Select **Show all** from the dropdown menu. The Incident List opens.

3 Right-click the required Incident from the list.

4 Select **Import File**.

A Window Explorer window opens.

5 Navigate to the required file directory.

6 Select the file.

7 Click **Open**.

- End -

Populating an Incident using the Save to Incident Button

The Save to Incident button can be used during several functions within the client to populate the created incidents with clips, images, reports, Dynamic Views, maps and heat maps.

When selected the Save to Incident button  will launch a configuration window allowing you to specify which incident the item should be added a long with several other options.

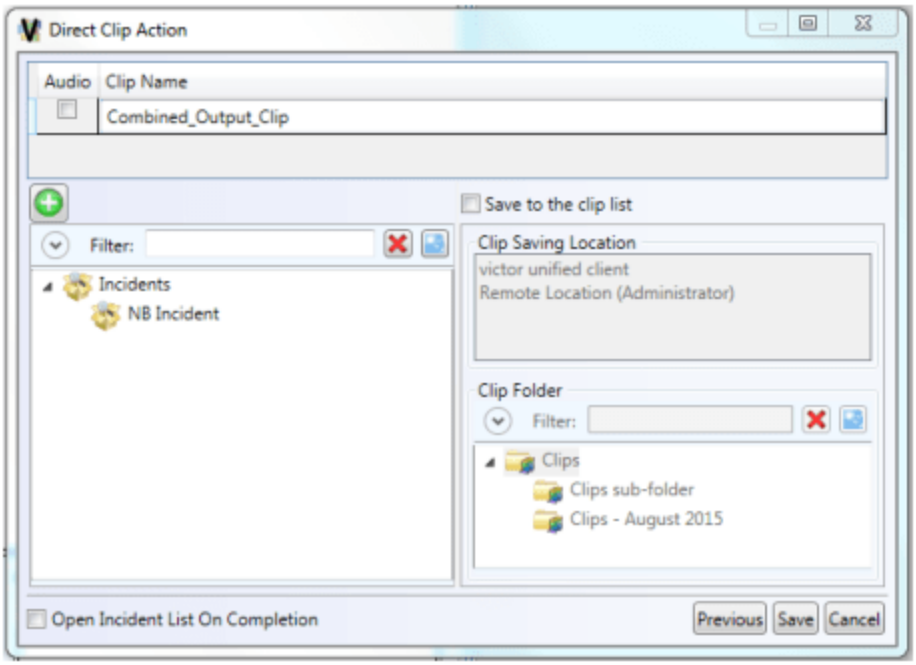
Note:
Reports, journal entries, maps and heat maps can only be added to an incident using the Save to Incident button.

Clips

During clip creation, clicking Save to Incident will launch a new page in the Direct Clip Action window to associate that clip with a new or a pre-configured incident.

Procedure 162 Populating an Incident using the Save to Incident Button - Clips

Step	Action
1	Prepare the clip using the Clip Creation tools.
2	When the Direct Clip Action window opens, click **Save to Incident**. The Save to Incident page displays in the Direct Clip Action window.



3 (Optional) Select the **Audio** checkbox to include audio with the clip.

4 Edit the **Clip Name** as required.

5 (Optional) Click to create a new Incident.

a Select **Incident Management** from the **Home** tab.

b Select **New Incident** from the dropdown menu.
The New Incident window opens.

c Enter a bespoke **Title** in the field.

d Select the **Incident Saving Location** from the available list.

e (Optional) Select to expand all items in the Incidents tree.

f (Optional) Enter a Filter criteria in the field. Click to clear the filter

g Click
The Incident will appear in the Incident List.

6 (Optional) Select to expand all items in the Incidents tree.

7 (Optional) Enter a Filter criteria in the field. Click to clear the filter

8 Select the required **Incident**.

9 (Optional) Select the **Save to the clip list** checkbox.

a Select the **Incident Saving Location** from the available list.

b (Optional) Select to expand all items in the clips tree.

c (Optional) Enter a Filter criteria in the field. Click to clear the filter.

d Select the required saving location.

10 (Optional) Select the **Open Incident List on Completion** checkbox.

11 Click **Save**.

12 Click **Finish**.

- End -

Images

During still image capture, clicking **Save to Incident** will launch a new page in the Direct Clip Action window to associate that image with a new or a pre-configured incident.

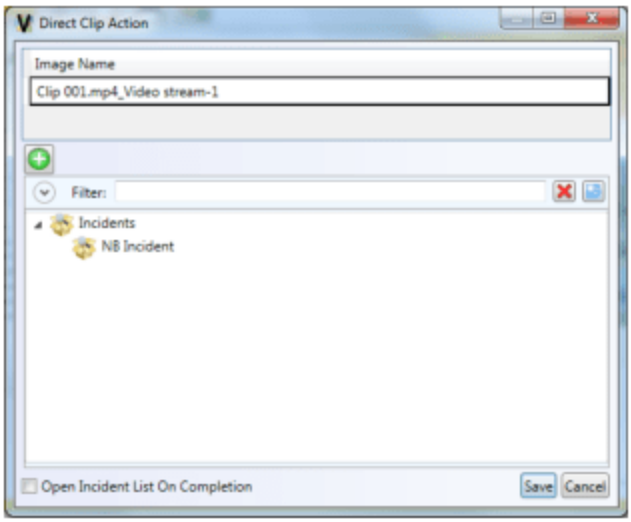
Procedure 163 Populating an Incident using the Save to Incident Button - Images

Step	Action

1 Prepare the image using the Still Image Capture tools.

2 When the Still Image Capture window opens, click 

The Direct Clip Action window opens.



3 Edit the **Image Name** as required.

4 (Optional) Click  to create a new Incident.

a Select **Incident Management** from the **Home** tab.

b Select **New Incident** from the dropdown menu.
The New Incident window opens.

c Enter a bespoke **Title** in the field.

d Select the **Incident Saving Location** from the available list.

e (Optional) Select  to expand all items in the Incidents tree.

f (Optional) Enter a Filter criteria in the field. Click to  clear the filter

g Click
The Incident will appear in the Incident List.

5 (Optional) Select to expand all items in the Incidents tree.

6 (Optional) Enter a Filter criteria in the field. Click to clear the filter

7 Select the required **Incident**.

8 (Optional) Select the **Open Incident List on Completion** checkbox.

9 Click **Save**.

10 Click **Finish**.

- End -

Image Editor

Overview

The Image Editor allows the user to crop and highlight/mark images to better illustrate the suspect/issue. The following image editing features are supported by victor Unified Client:

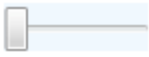
- Crop image
- Add text to image
- Add an object to image (Available objects: Line, rectangle, ellipse)

Edited images can be saved to incident folder. The incident will contain both the original image and the modified image. Users can view or revert to the original image by selecting the relevant option from the context menu.

Procedure 164 Editing an Image

Step	Action
1	Expand the **Images** folder in the incident list.
2	Right-click on the image you want to edit.
3	Select **Open Image**.
4	Edit the image as required using the toolbar buttons.

Element	Name	Action
	Undo	To undo an action, click .
	Redo	To redo a recently undone action, click .
	Cursor mode	Click to set your mouse pointer to cursor mode.
	View Full Image	Click to view the full image within the image editor window.

Element	Name	Action
	Crop image	1. Click  2. Click, hold and drag the mouse cursor to highlight the area to be cropped. 3. Release the mouse button to crop the image.
	Add text	1. Click  2. Click on a point in the image where you want to add text. 3. Enter text. 4. Click **Ok**.
	Font style	1. Click the Font style box. 2. Select a font style.
	Font size	1. Click the Font size box. 2. Select a font size.
	Add an ellipse	1. Select **color** from the dropdown menu. 2. Select line style from the dropdown menu. 3. Drag the line thickness slider to set line width. 4. (Optional) Select the Fill checkbox to make the shape a solid object. 5. Click  6. Click and drag the ellipse to the desired shape. 7. Release the left mouse button to create the ellipse.
	Add a rectangle	1. Select **color** from the dropdown menu. 2. Select line style from the dropdown menu. 3. Drag the line thickness slider to set line width. 4. (Optional) Select the Fill checkbox to make the shape a solid object. 5. Click  6. Click and drag the rectangle to the desired shape. 7. Release the left mouse button to create the rectangle.
	Add a line	1. Select **color** from the dropdown menu. 2. Select line style from the dropdown menu. 3. Drag the line thickness slider to set line width. 4. Click  6. Click and drag the line to the desired shape. 7. Release the left mouse button to create the line.
	Line color	1. Click the Line color box. 2. Select a line color.
	Line style	1. Click the Line style box. 2. Select a line style.
	Line thickness	Move the slider to adjust the line thickness for an object.
	Fill object	Select the **Fill object** checkbox to create a solid rectangle or an ellipse, instead of a shape outline. **Note**: This option can only be selected for an Ellipse or Rectangle with a Solid Line style.

Note:
The **Line color**, **Line style**, **Line thickness** and **Line object** settings must be modified before creating an object. These settings cannot be modified for existing objects.

5 Click  to save the image and close the image editor.

- End -

Reverting to an Original Image

The original version of an image is stored in victor, alongside the edited version of that image. To revert to the original image at any time, select this option from the context menu.

Procedure 165 Reverting to Original Image

Step	Action
1	Expand the **Images** folder in the Incident List.
2	Right-click on the image.
3	Click **Revert to Original Image**. A popup window appears.
4	Click **OK**.

- End -

Procedure 166 Viewing an Original Image

Step	Action
1	Expand the **Images** folder in the incident list.
2	Right-click on the image.
3	Click **Open Original Image**. The original version of the image opens in the Image Editor. **Note:** When you open the original image, the image editing features are disabled.

- End -

Procedure 167 Open an Image externally

Step	Action
1	Expand the **Images** folder in the incident list.
2	Right-click on the image you want to open externally.
3	Select **Open Externally** from the context menu. The image opens in Windows Photo Viewer.

- End -

Reports

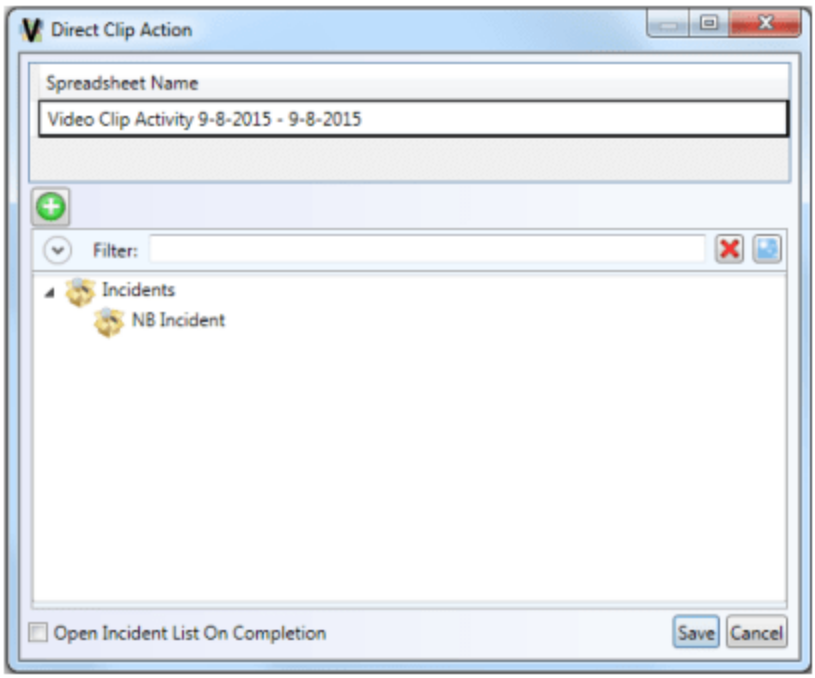
Generated reports can be saved to an incident using the Save to Incident button. Reports can be saved as spreadsheets or images (if visualized).

Note:
Reports and data visualization will display results in the date and time of the local client.

Procedure 168 Populating an Incident using the Save to Incident Button - Reports

Step	Action
1	Execute the report using the Report Search tools.
2	To save a report spreadsheet to an incident -

a When the report is generated, click  in the Reports and Data Visualization window.
The Direct Clip Action window opens.



b Edit the **Spreadsheet Name** as required.

c (Optional) Click  to create a new Incident.

i. Select **Incident Management** from the **Home** tab.

ii. Select **New Incident** from the dropdown menu.
The New Incident window opens.

iii. Enter a bespoke **Title** in the field.

iv. Select the **Incident Saving Location** from the available list.

v. (Optional) Select  to expand all items in the Incidents tree.

vi. (Optional) Enter a Filter criteria in the field. Click to  clear the filter

vii. Click
The Incident will appear in the Incident List.

d (Optional) Select to expand all items in the Incidents tree.

e (Optional) Enter a Filter criteria in the field. Click to clear the filter

f Select the required **Incident**.

g (Optional) Select the **Open Incident List on Completion** checkbox.

h Click **Save**.

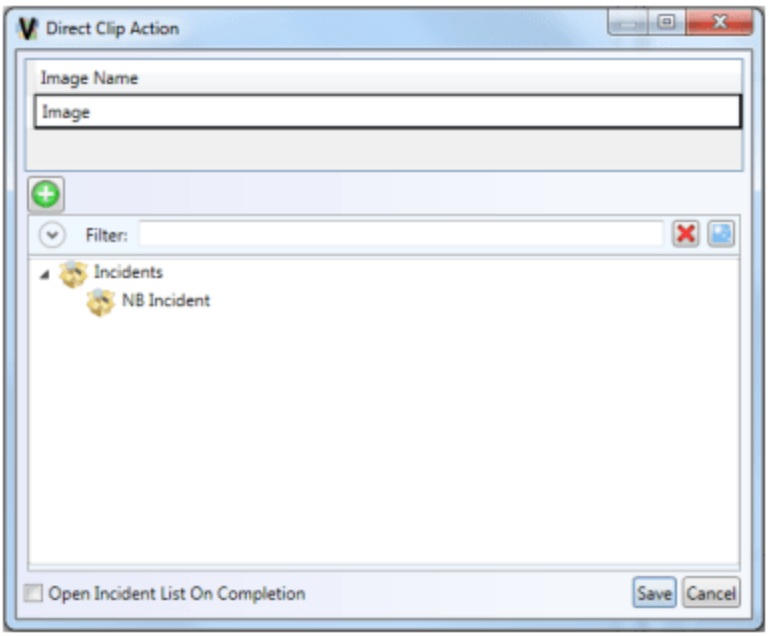
i Click **Finish**.

3 To save a visualized report image to an incident -

a Click to visualize the report.

b Select **Customize**.

c Click
The Direct Clip Action window opens.



d Edit the **Image Name** as required.

e (Optional) Click to create a new Incident.

i. Select **Incident Management** from the **Home** tab.

ii. Select **New Incident** from the dropdown menu.
The New Incident window opens.

iii. Enter a bespoke **Title** in the field.

iv. Select the **Incident Saving Location** from the available list.

v. (Optional) Select  to expand all items in the Incidents tree.

vi. (Optional) Enter a Filter criteria in the field. Click to  clear the filter

vii. Click 
The Incident will appear in the Incident List.

f (Optional) Select  to expand all items in the Incidents tree.

g (Optional) Enter a Filter criteria in the field. Click to  clear the filter

h Select the required **Incident**.

i (Optional) Select the **Open Incident List on Completion** checkbox.

j Click **Save**.

k Click **Finish**.

- End -

Dynamic Views

Dynamic views can be saved to an incident using the Save to Incident button. Dynamic views are saved as spreadsheets.

Procedure 169 Populating an Incident using the Save to Incident Button - Dynamic Views

Step	Action
1	Navigate to the required dynamic view.
2	Select the entry you want to include in the generated spreadsheet.
3	Click  The Direct Clip Action window opens.
4	Edit the **Spreadsheet Name** as required.
5	(Optional) Click  to create a new Incident. a Select **Incident Management** from the **Home** tab. b Select **New Incident** from the dropdown menu. The New Incident window opens. c Enter a bespoke **Title** in the field. d Select the **Incident Saving Location** from the available list. e (Optional) Select  to expand all items in the Incidents tree. f (Optional) Enter a Filter criteria in the field. Click to  clear the filter g Click  The Incident will appear in the Incident List.
6	(Optional) Select  to expand all items in the Incidents tree.

7 (Optional) Enter a Filter criteria in the field. Click to clear the filter

8 Select the required **Incident**.

9 (Optional) Select the **Open Incident List on Completion** checkbox.

10 Click **Save**.

11 Click **Finish**.

- End -

Maps

Maps can be saved to an incident using the Save to Incident button. Maps are saved as images.

Procedure 170 Populating an Incident using the Save to Incident Button - Maps

Step	Action
1	Navigate to the required map.
2	Right click the entry you want to view.
3	Click **View**. The map opens in a new tab.
4	Click  The Direct Clip Action window opens.
5	Edit the **Image Name** as required.
6	(Optional) Click  to create a new Incident. a Select **Incident Management** from the **Home** tab. b Select **New Incident** from the dropdown menu. The New Incident window opens. c Enter a bespoke **Title** in the field. d Select the **Incident Saving Location** from the available list. e (Optional) Select  to expand all items in the Incidents tree. f (Optional) Enter a Filter criteria in the field. Click to  clear the filter g Click  The Incident will appear in the Incident List.
7	(Optional) Select  to expand all items in the Incidents tree.
8	(Optional) Enter a Filter criteria in the field. Click to  clear the filter
9	Select the required **Incident**.
10	(Optional) Select the **Open Incident List on Completion** checkbox.
11	Click **Save**.
12	Click **Finish**.

- End -

Heat Maps

Heat maps can be saved to an incident using the Save to Incident button. Heat maps are saved as images.

Procedure 171 Populating an Incident using the Save to Incident Button - Heat Maps

Step	Action
1	Generate the required heat map.
2	Click  The Direct Clip Action window opens.
3	Edit the **Image Name** as required.
4	(Optional) Click  to create a new Incident. a Select **Incident Management** from the **Home** tab. b Select **New Incident** from the dropdown menu. The New Incident window opens. c Enter a bespoke **Title** in the field. d Select the **Incident Saving Location** from the available list. e (Optional) Select  to expand all items in the Incidents tree. f (Optional) Enter a Filter criteria in the field. Click to  clear the filter. g Click  The Incident will appear in the Incident List.
5	(Optional) Select  to expand all items in the Incidents tree.
6	(Optional) Enter a Filter criteria in the field. Click to  clear the filter
7	Select the required **Incident**.
8	(Optional) Select the **Open Incident List on Completion** checkbox.
9	Click **Save**.
10	Click **Finish**.

- End -

Generating a Report

Once an incident has been populated with all the required components, it can then be exported for viewing on other PCs. During this export process a report can also be generated using a Microsoft Word template file. The following templates are supplied as default:

- BOLO (Be On the Look Out) Report - Includes a date and timestamp, actions required and associated images which have been added to the incident, i.e. still images for example a headshot.

- Media Clip Report - Includes a date and timestamp, summary of the incident, hyperlinks to the associated media clips, journal reports, files, lists of actions required, and images.
- Blank Template - Doesn't include a date and timestamp but includes all items in the incident.

Note:
Files, spreadsheets and clips are listed as hyperlinks within the blank template.

Procedure 172 Exporting an Incident

Step	Action

1 Select **Incident Management** from the **Home** tab.

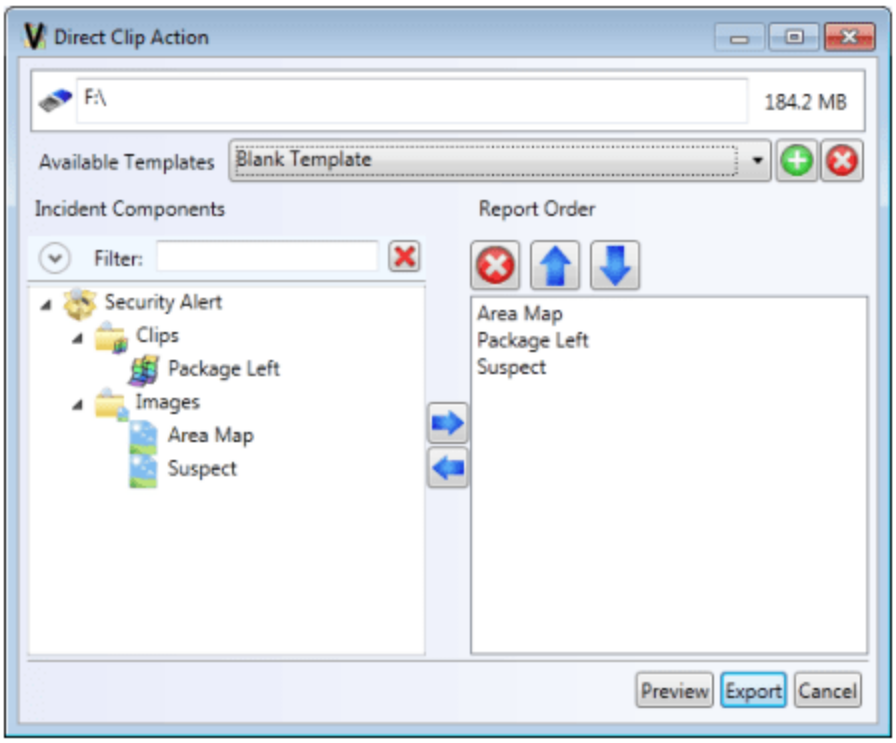
2 Select **Show all** from the dropdown menu.

The Incident List opens.

3 Right click the incident you want to export.

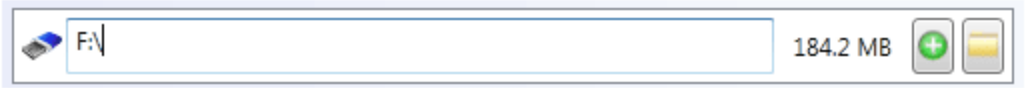
4 Select **Export Incident**.

The Direct Clip Action window opens.



5 (Optional) Edit the export directory.

a Hover over the export directory field.
Option icons display.



b (Optional) Click to add additional directory locations for exporting the Incident multiple times.

c Click  to choose an export directory using windows explorer.

Or

Enter the directory location in the field.

6 Select the required template from the **Available Templates** dropdown.

7 (Optional) Select  to expand all items in the Incidents tree.

8 (Optional) Enter a Filter criteria in the field. Click to  clear the filter.

9 Select the required components of the incident(s) to export. Click  and  to include or exclude items from the report. Items can also be removed by selecting the item and clicking 

10 Click  and  to change the order each component will appear in the report.

11 (Optional) Click **Preview** to view a preview of the generated report.

12 Click **Export** to export the files and generate the report.

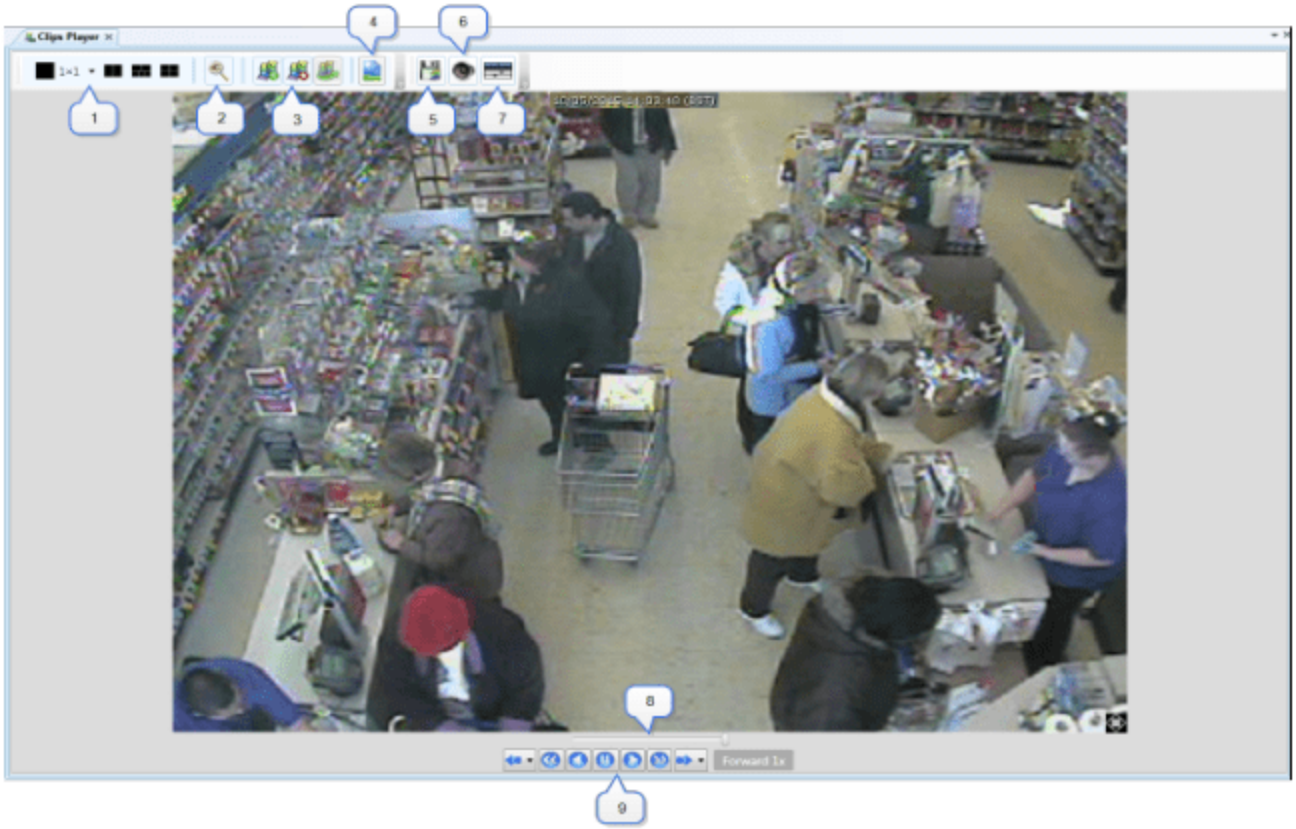
A folder will be created in the export location containing the generated report and associated files.

- End -

Viewing Incident Components using victor

Incidents and their components can be viewed in the Incident List at any time. The method of viewing will depend on the selected file type:

- **Clips** - Double click or right click > Playback Clip to view the clip. victor clips player launches providing playback control and so on.



Item	Description
1	Layout selection
2	Launch Investigator Mode
3	Clip Creation and Export tools
4	Cropped Still Image Capture
5	Save Clip
6	Enable / Disable Audio
7	Launch / Close Timeline view
8	Clip Progress Indicator
9	Playback Controls

- **Images** - Double click or right click > Open Image to view the image. Images will be opened in the default application assigned in Windows.
- **Notes** - Double click or right click > Open Note to view the note. Notes will be opened in the Incident Management Text Editor.
- **Spreadsheets** - Double click or right click > Open Spreadsheet to view the spreadsheet. Spreadsheets will be opened in the default application assigned in Windows.
- **Files** - Double click or right click > Open File to view the file. Files will be opened in the default application assigned in Windows for the selected file type.

Note:
When a default application has not been assigned for Images, Spreadsheets and other file types, you will be prompted to select an application via Windows.

Introduction

The Video Wall feature uses Client to Client Communication to enable layout components to be sent between displays attached to different workstations.

Note:
1. Client to Client communication is a licensable feature.
2. Because victor Express is limited to a single client connection, Client to Client communication is not available.

In order to send components to a receiving client, the component must be open on the sending client, therefore the role of the sender must allow viewing of the layout component. Similarly the receiver's role must allow viewing of the component.

Typically, components are sent between workstations using the '**Send To**' feature of an object's context menu.

Configure Client to Client Communication (Workstations)

Client settings for client to client communication are configured in the workstation editor. These settings determine how a workstation behaves when a client to client request is sent/received.

There are four main settings:

Setting	Description
Local Removal After Sending	This controls whether components sent from a workstation remain open on the sender's workstation. Default is **On**
Turn Off Client to Client Communication	This controls whether a workstation automatically accepts or rejects requests. When selected, receiving workstations will not automatically accept components. Instead, the sender is informed that the receiving workstation is configured to reject and asked whether to force the component. If the component is forced, the receiver is asked whether to accept the request and select **Yes** or **No**. The Sending workstation is informed that the receivers client to client communication is turned off in 2 ways: • A Reject Dialog displays when attempting to send. • Receiver's Name highlights Red. Default is **Off**
Maximize on Primary Monitor	This controls whether a received component displays Full Screen. Default is **On**

Agent	When Using the Send To feature, users need to navigate to displays via their attached workstations. Configuring a workstation as an Agent means the displays attached to the workstation appear as local displays in relation to sender's workstations so the workstation level is avoided. Default is **Off**

Procedure 173 Configure Client to Client Communication

Step	Action
1	Select **Devices** from the **Home** tab. Device List displays.
2	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
3	Right Click on the workstation to be edited.
4	Select **Edit**. Workstation editor displays.
5	Expand the **Client to Client Communication** section.
6	Select or Deselect the Checkboxes as required to configure the workstation.
7	Select **Save**.

- End -

Configure Client to Client Communication (Displays)

You can Turn off Client to Client communication for individual displays.

When selected, this option rejects all client to client requests automatically. The sender is informed that the receiver is configured to reject the request and asked whether to force it. In this case the receiver is asked whether to accept the request and is presented with a Yes/No dialog.

The sending workstation is informed if a receiving workstation is in Reject mode in two ways:

- A 'Rejecting' dialog displays next to the display when attempting to send
- The receivers display name highlights red, indicating client to client communication is turned of for that display

Procedure 174 Configure display client to client settings

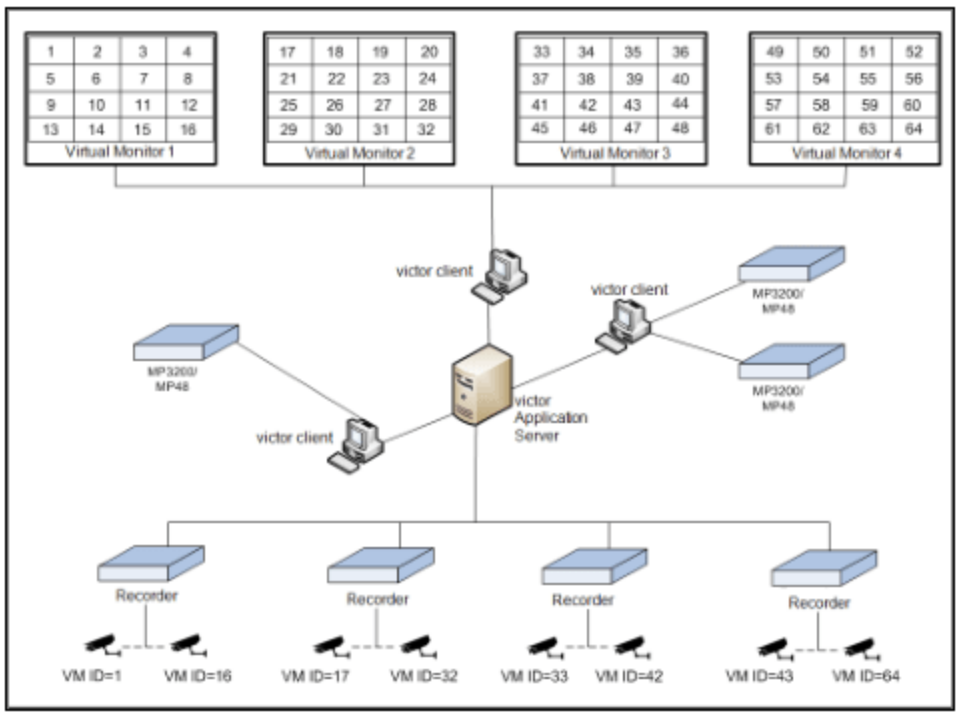
Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Select ▷ next to the workstation which is attached to the display to be edited.
3	Select ▷ next to **Monitors**.
4	Right click the display to be edited.
5	Select **Edit**. The display editor opens.
6	Expand the **Client to Client Communication** section.
7	Select/Deselect the Turn off Client to Client Communication checkbox as required.

8 Select **Save**.

- End -

Introduction

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



Create a Virtual Matrix Profile

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

Procedure 175
Create a Virtual Matrix Profile

Step	Action
1	Select **Virtual Matrix** from the **Build** tab.
2	Select New from the dropdown menu. Virtual Matrix Editor displays.
3	Enter a **Name** and **Description** in the General Section.
4	The **Enabled** checkbox is selected by default, deselect to disable the virtual matrix.
5	Expand the **Settings** Section. Select checkboxes as required for:

- **Monitor Number Overlay** - Select if monitor numbers are to be displayed in the Virtual Matrix
- **Override User Layout** - Select if you require the activation of the Virtual Matrix to close any existing camera views.

6 Expand the **Cameras** Section. All available cameras are listed and assigned default virtual numbers.

7 If required, renumber cameras:

To renumber a single camera:

a Select the camera row

b Change the virtual number in the renumber cameras textbox

c Select **Selected**

d Repeat as required for subsequent cameras

To renumber a range of cameras

a Select the renumber cameras textbox

b Enter the first number of the range to be assigned

c Select **All**. Virtual number range updates

8 Expand the Call ups section. All available call ups are listed.

9 If required, renumber call ups:

To renumber a single call up:

a Select **Tours** or **Salvos** tab as required

b Change the virtual number in the renumber call ups textbox

c Select **Selected**

d Repeat as required for subsequent call ups

To renumber a range of call ups:

a Select the renumber textbox

b Enter the first number of the range to be assigned

c Select **All**. Virtual number range updates.

10 Expand the **Monitors** section.

To add monitors:

a Select  . Dropdown menu displays

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

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

---

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

d Repeat as required to add more monitors. (Maximum 4 virtual displays per workstation)

To renumber monitors:

a Deselect the **Add monitor ranges automatically** checkbox. **First pane** field becomes a textbox.

b Assign numbers manually by entering values in the **First pane** textboxes. Last pane field updates according to the number of panes associated with the selected layouts.

11 Select **Save**.

- End -

Renumber Camera Virtual Numbers

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

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

Virtual camera numbers are labeled 1 through 99999 by default. Individual virtual numbers may be changed or whole ranges may be assigned new values.

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

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

Procedure 176 Renumber Camera Virtual Numbers

Step	Action
1	Select **Virtual Matrix** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right Click the Virtual Matrix to be changed.
4	Select **Edit**. Virtual Matrix Editor displays.
5	Expand the **Cameras** section.

To renumber a single camera:

a Select the camera row

b Change the virtual number in the renumber cameras textbox

c Select **Selected**

d Repeat as required for subsequent cameras

To renumber a range of cameras

a Select the **Renumber cameras** textbox

b Enter the first number of the range to be assigned

c Select **All**. Virtual number range updates

6 Enter the new camera ID in the Renumber Cameras text box.

7 Select **Save**.

- End -

Renumber Call ups in a Virtual Matrix

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

Procedure 177 Renumber Call ups in a Virtual Matrix

Step	Action
1	Select **Virtual Matrix** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right Click the Virtual Matrix to be changed.
4	Select **Edit**. Virtual Matrix editor displays.
5	Expand the **Call ups** section.
6	Select **Tours** or **Salvos** as required. **To renumber a single call up:** a Select the call up row b Change the virtual number in the renumber textbox c Select **Selected** d Repeat as required for subsequent call ups **To renumber a range of call ups** a Select the Renumber textbox b Enter the first number of the range to be assigned c Select **All**. Virtual number range updates
7	Select **Save**.

- End -

Edit Monitors (Virtual Matrix)

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

Procedure 178 Edit Monitors (Virtual Matrix)

Step	Action
1	Select **Virtual Matrix** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right click the virtual matrix to be edited.
4	Select **Edit**.
5	Expand the **Monitors** section.

To add Monitors:

a Select  . Dropdown menu displays

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

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

d Repeat as required to add more monitors. (Maximum 4 virtual displays per workstation)

To remove monitors:

a Highlight the monitor row.

b Select  . Monitor is removed

To renumber monitors:

a Deselect the **Add monitor ranges automatically** checkbox. **First pane** field becomes a textbox.

b Assign numbers manually by entering values in the **First pane** textboxes. Last pane field updates according to the number of panes associated with the selected layouts.

To change Video Layouts:

a Double click the video layout of the display to be changed. Available video layouts display.

b Select the required layout. Video layout and pane numbers update.

To change monitor workstation:

a Double click the workstation name of the virtual display. List of available workstations displays.

b Select workstation as required.

6	Select **Save**.

- End -

Introduction

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

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

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

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

Analog Matrix Editor

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

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

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

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

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

Before adding an analog matrix it should be correctly configured via its supporting configuration application (EasyCPU for MP3200 and Easy 48 for MP48).

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

Sites

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

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

- ADCC200
- ADCC300
- ADCC1100

For these models, you can use the keyboard's context menu **Return to Home** option to switch to site0.

Create an Analog Matrix

Users can define and add a analog matrices to the system using the Analog Matrix editor.

Procedure 179 Create and Analog Matrix

Step	Action
1	Select Analog Matrix from the Setup tab.
2	Select New from the drop down list.
3	In the General section enter a name in the Name text box.
4	Enter a description in the Description text box.
5	The Enabled checkbox is selected by default. To disable the Analog Matrix, deselect the checkbox.
6	Expand the Analog Matrix Setup section. Select the model to be added: • MegaPower 3200 Or • MegaPower 48
7	Enter the Site number in the Site textbox. **Note:** Sites textbox is only available if MP3200 has been selected at Step 6.
8	Enter the number of cameras in the Camera Count textbox.
9	Enter the number of monitors in the Monitor Count checkbox.
10	Enter a Username in the Username textbox.
11	Enter a password in the Password textbox.
12	Check the Requires Authentication checkbox if you require users to authenticate before accessing the analog matrix.
13	Expand the Workstation Connections section. Use this section to configure workstations associated with the analog matrix.
14	Select the workstation to attach the analog matrix to. (The current workstation is automatically added to the connection list along with default values for COM port, Baud rate and Playback Monitor, to add further remote workstations, drag them from the device list as required.)
15	Double click default COM port and select an alternative from the dropdown if required.

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

16 Double click default Baud Rate and select an alternative from the dropdown if required.

17 Double click default Playback Monitor and select alternative from the dropdown if required.

18 Double click default value for Playback to Analog Matrix.

19 Select or deselect the Enabled checkbox to enable or disable the feature.

20 Enter the Matrix Input value in the Matrix Input textbox.

21 Add further remote workstations by dragging and dropping them from the Device List onto the Connection List.

22 Configure remote workstations as required (Refer to Steps 13-20 above).

23 Expand Inputs and Analog Matrix Playback Configuration Section. Use this section to configure camera mappings and assign Pseudo numbers to analog inputs.

24 Associate video feeds as required by dragging cameras or recorders from the device list into the Inputs Configuration list.

25 Expand the Satellite Sites section.

26 Drag required Satellite Sites from the Device list into the Satellite Sites list in the editor.

27 Select **Save**.

- End -

Edit Analog Matrix - General/Setup Properties

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

Procedure 180 Edit Analog Matrix

Step	Action
1	Select Analog Matrix from the Setup tab.
2	Select Show all from the drop down menu.
3	Right click the Analog Matrix to be edited.
4	Select Edit. Analog Matrix editor displays.
5	Expand the General section if changes are to be made.
6	Make edits as required to: • Name • Description • Enabled (Check or uncheck Checkbox)
7	Expand Analog Matrix Setup if changes are to be made.
8	Make edits as required to:

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

9 Select **Save.**

- End -

Edit Analog Matrix - Add/Remove/Edit workstation connections

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

Procedure 181 Edit Analog Matrix - Add/Remove/Edit workstation connections

Step	Action
1	Select Analog Matrix from the Setup tab.
2	Select Show all from the drop down menu.
3	Right click the Analog Matrix to be edited.
4	Select Edit. Analog Matrix editor displays.
5	Expand the Workstation Connections section.
6	To Add a remote workstation to the list: a Select the Workstation in the Device List. b Drag the workstation to the Workstation Connections list. c Release the workstation. The list updates to include the new remote workstation.
7	To Edit properties of a workstation: a Double click the value to be changed. b Select the new value from the drop down list. Value updates to the new selection.
8	To Remove a workstation from the list: a Select the workstation to be removed. b Right Click the workstation. c Select Remove 'Workstation Name'. Workstation list updates.
9	Select **Save.**

- End -

Edit Analog Matrix - Configure Inputs

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

Procedure 182 Edit Analog Matrix - Configure Inputs

Step	Action
1	Select Analog Matrix from the Setup tab.
2	Select Show all from the drop down menu.
3	Right click the Analog Matrix to be changed.
4	Select Edit. Analog Matrix editor displays.
5	Expand the Inputs Configuration section.
6	Drag video feeds from the device list as required and drop them into the list. You can drag recorders or cameras into the list.
	a Drag a video stream (Camera OR Recorder) from the device list and drop it in the inputs list. The list populates with the video streams.
	b If required, renumber the default Pseudo Numbers.
	• To renumber a single input:
	a Select the cell containing the Pseudo number to be changed.
	b Enter the new number in the textbox at the top of the section between the All and Selected buttons.
	c Select Selected. The new number displays in the Pseudo number list.
	• To renumber all inputs:
	a Enter the first number of the new range in the textbox at the top of the section between the All and Selected buttons.
	b Select All. All numbers change to the new selection.
7	You can edit the sequence of the list as well as change video streams by using the list's context menu.
8	Select **Save.**

- End -

Add/Remove satellite sites

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

Procedure 183 Add/Remove satellite sites

Step	Action
1	Select **Analog Matrix** from the Setup tab.
2	Select **Show all** from the drop down menu.
3	Right click the Analog Matrix to be edited.
4	Select **Edit**.

5 Expand the **Satellite Sites** section.

6 To Add a Satellite Site:

a Select the Analog Matrix from the Device List.

b Drag and Drop the Analog Matrix from the Device List into the Satellite Site list.

7 Select **Save.**

- End -

Reconnect to an Analog Matrix

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

Procedure 184 Reconnect to an analog matrix

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select next to Analog Matrices in the Device List window. All analog matrices are listed.
3	Right click the Analog Matrix that needs to be reconnected.
4	Click Reconnect. The analog matrix is reconnected.

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

- End -

Introduction

The default **victor unified client** layout consists of three tabbed toolbars (Home, Build and Setup), the Device List and a 2X2 Surveillance tab. This layout can be completely customized, allowing you to create a workspace that better suits the requirements of individual operators and roles.

Note:
The Ribbon controls are minimized by default. To show the controls, double click the Home, Build or Setup tab

Window Types

Various window types are supported within victor. Type changes and behavior can be accessed by right clicking the window title bar. **victor unified client** supports 3 window types:

Floating Windows

Creates a window that is independent of the client window. A floating window can be moved to anywhere on screen, resized and reshaped to suit your workspace.

Dockable

Creates a window that can be docked into position within the main client window. When a dockable window is dragged, a guide diamond is displayed (see below), allowing you to quickly dock it on one of the four sides of the workspace. When a docked window is undocked, it will float to the top of other windows.

Tabbed

Creates a window that appears in a tab. Tabbed windows are useful for organizing and switching between multiple open windows.

Configuring your Workspace

You can create a custom layout to suit your individual workspace.

Procedure 185 Dock Window

Step	Action
1	Right click the title bar or tab of the window.
2	Select **Dockable**.
3	Drag the window to the middle area of the screen. The Guide diamond displays.
4	Hover the cursor over the guide diamond arrow which corresponds with the area you want to dock the window in. Area highlights.
5	Release the mouse, Window docks in position.

- End -

Procedure 186 Resize Windows

You can resize a docked or floating window to provide more or less area in the workspace.

Step	Action
1	If the window is tabbed, right click the title bar and select **Floating** or **Dockable**.
2	Hover the cursor over the corner side of the window. Grab Handles display ⟺ .
3	Select and drag the cursor to resize the window as required.

- End -

Procedure 187 Autohide Windows

Autohide is only available in dockable windows that have been docked.

When Autohide is enabled on a window, it will only be visible as a tab when it does not have focus. This means that the window is open and can be easily accessed, but the area it occupies is greatly reduced.

Step	Action
1	Right click the title bar of the docked window.
2	Select **Autohide**. The window will reduce to a tab view positioned according to the docked attribute of the window.
3	Select the tab to view the window or remove focus to autohide.

- End -

Procedure 188 Show/Hide the Ribbon

You can Minimize or maximize the ribbon controls to create more workspace. This change is not saved as a layout change.

Note:
Default setting is minimized

Step	Action
1	Double click the Home, Build or Setup tab. Ribbon is displayed.
2	Double click the Home, Build or Setup tab. Ribbon is hidden.

- End -

Save / Switching Layouts

Save

Once your workspace has been configured, you can save the layout for later retrieval.

Procedure 189 Save Current Layout

Step	Action
1	Select **Layout** on the **Build** tab.
2	Select **Save as** from the dropdown menu. Name textbox displays.
3	Enter a name for the new layout.
4	Select the **Lock This Layout** checkbox to lock the layout.
	Note: Users of a locked layout are unable to move components added to the layout.
5	Select **OK**. The layout is saved.
	Note: The default layout cannot be deleted.

- End -

Switch

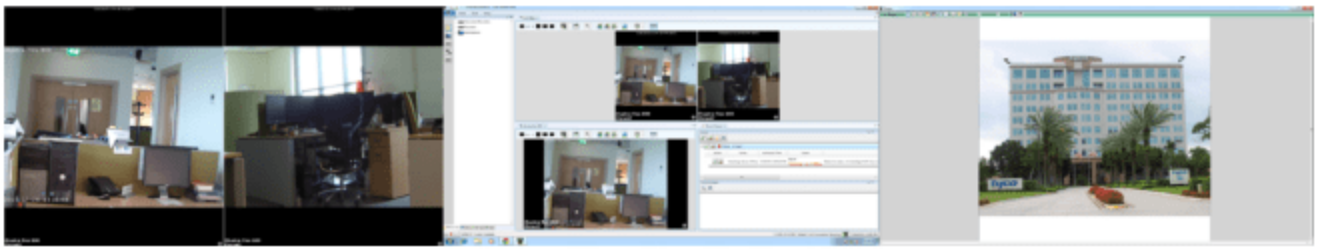
Procedure 190 Switch to Saved Layout

Step	Action
1	Select **Switch** on the **Home** tab. List of layouts displays.
2	Select the layout from the dropdown menu. New layout displays.

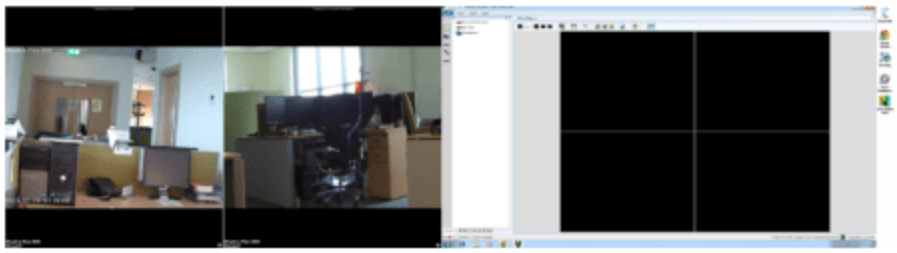
Switch on Primary

Switch On Primary allows you to switch primary layout components to a saved layout, retaining video wall components in their current location. Primary layout components include the main victor unified client window and all tabbed, docked and floating windows. Video Wall components include panes that have been 'sent to' your display or video actions that have been activated.

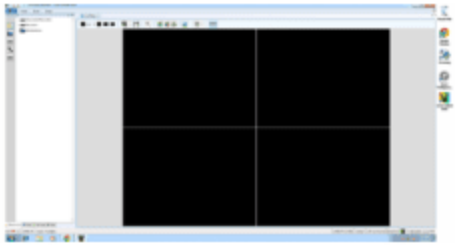
For example. If you had a layout configured like this:



Choosing **Switch On Primary** to the Default layout would make your layout this, retaining only Video Wall components:



Whereas choosing **Switch** to the Default layout would remove all layout components:



Procedure 191 Layout - Switch on Primary

Step	Action
1	Select **Switch On Primary** from the Build tab
2	Select a layout from the dropdown menu.

- End -

Switching Users

When switching users, selecting **Options** from the **Switch Operator** dialog opens the Options pane. Select **Keep current layout** to retain current layout.

Layout Groups

Layout Groups allow layouts to be loaded onto client machines remotely.

Procedure 192 Create Layout Group

Step	Action
1	Select **Layout Group** from the **Build** tab
2	Select **New** from the dropdown menu. The Layout Group editor opens
3	Select the **Name** textbox and enter a name
4	If required, select the **Description** text box and enter a description
5	Drag required layout to the required workstation(s)
6	Select **Save**

- End -

Procedure 193 Load Layout Group

Step	Action
1	Select **Switch Group** from the **Home** tab
2	Select the required layout from the dropdown list. Selecting a layout will switch the configured layout to all workstations specified in the layout group

Note:
1. Layout Groups will remain assigned to workstations until the layout is deleted or another layout selected
2. Layout groups override selection from **Switch on Primary** or **Switch**

- End -

Refresh Layouts

Various options are available to refresh layouts from the Home tab.

Procedure 194 Refresh Layouts

Step	Action
1	Select **Refresh** from the Home tab.
2	Select from dropdown options. • Refresh Layout • Refresh on Primary • Refresh Group Layout

- End -

Rename Tabbed Window

Tabbed windows can be renamed. Any renaming will be saved when the layout is saved.

Procedure 195 Rename Tabbed Windows

Step	Action
1	Right Click the tab to be renamed.
2	Select **Rename**. Name dialog displays.
3	Enter a new name for the tab.
4	Select **OK.**

- End -

Create New Tab Groups

You can create new tab groups for convenient grouping and navigation of windows. To create tab groups, more than one tab must be open.

Procedure 196 Create New Tab Groups

Step	Action
1	Right Click on the tab to start the new group. This will be the first tab listed in the group.
2	Select **New Horizontal Tab Group** or **New Vertical Tab Group** as required. New group is created per the selection.

Note:
1. Reorder tabs within groups by selecting and dragging tabs within the group.
2. Move tabs between groups by right clicking the tab and selecting **Move to Previous/Next Tab Group**.

- End -

Merge Docked Windows

You can merge docked windows to create more on-screen workspace. Merged windows are grouped together as a single tabbed screen element.

Procedure 197 Merge Docked Windows

Step	Action
1	Select the title bar of a docked window.
2	Drag to the centre of the docked window to which it is to merge. The docking icon displays.
3	Deselect the window in the centre of the docking icon. Windows merge. Navigate the windows by selecting appropriate tabs from the bottom of the merged window.

- End -

View Window In Full Screen

You can view any window in full screen mode.

Procedure 198 View Window Full Screen

Step	Action
1	Right click the title bar of the window.
2	Select **Send To** from the context menu.
3	Select the display in which to view the full screen window. A confirmation message will be displayed to let you know if the operation was successful or failed.

- End -

Save and Restore Current Layout

Selecting the save layout option saves the current layout. Once your workspace is arranged, you can save the layout under a descriptive name and restore it later.

Procedure 199 Save Current Layout

Step	Action
1	Select **Layout**
2	Select **Save.** The **Choose save location** dialog opens
3	Navigate to the location you wish to save the layout to
4	Enter a **File Name**
5	Select **Save**

- End -

Procedure 200 Restore Layout

Step	Action
1	Select **Layout**
2	Select **Load**. The **Select layout file to open** dialog displays
3	Navigate to saved layout file location and select required layout file
4	Select **Open**. The surveillance window updates with the restored layout

- End -

Custom Layouts

You can use the Custom Layout Designer to create custom surveillance layouts. You can create new custom layouts from the **Video Layout Preferences** section of the **System Values** page. Refer to System Values for more information.

Introduction

Various CCTV Keyboards, Multimedia Controllers and Joysticks are supported in victor for surveillance control.These can be used to navigate and switch video streams in display panes of surveillance windows and virtual matrices.

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

Controller button configuration (General Information)

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

Controller Device	Button configuration options
AD/Pelco Serial Keyboards	Not Applicable: Refer to manufacturer's instructions for default settings.
System Keyboard (Standard QWERTY)	Not Applicable: Refer to "System Keyboard Commands" for default settings.
ExacqVision Keyboards (VM Desktop Model 100-590-2130)	Via victor Client: Keyboards>Joystick Configuration.
Axis 295 Video Surveillance Joystick **Axis T8311 Video Surveillance Joystick**	Via victor Client: Keyboards>Joystick Configuration.
Gamepads	Via victor Client: Joystick>Gamepad Configuration (refer to "Gamepad controller configuration"
ShuttlePRO v2	Not Applicable. Refer to "ShuttlePRO v2 controller" for default settings.

System Keyboards

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

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

Refer to System Keyboard Commands for a list of user commands.

Procedure 201 Add a System Keyboard

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **New** from the dropdown.
3	Enter a name for the keyboard in the **Name** textbox.
4	Enter a description for the keyboard in the **Description** textbox.
	Note: The Enabled checkbox is checked by default, deselect the checkbox to deactivate the keyboard.
5	Expand the **Keyboard** section.
6	Select **System Keyboard** from the **Model** dropdown. The **COM Port** and **Baud Rate** dropdown lists disappear.
7	Select **Save.**

- End -

System Keyboard Commands

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

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

Serial Keyboards

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

Procedure 202 Add an AD/Pelco Keyboard

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **New** from the dropdown.
3	Enter a name for the keyboard in the **Name** textbox.
4	Enter a description for the keyboard in the **Description** textbox.

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

5 Expand the **Keyboard** section.

a Select the required **Model** from the dropdown.

b Select the required **COM Port** from the dropdown.

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

6 Select **Save.**

- End -

System/Serial Keyboards: Supported functionality

	Serial Keyboards						
Feature	**System**	**ADTTE**	**AD 2088/89**	**ADC0200**	**ADC0300**	**ADC1100**	**Pelco KBD300A***
Camera/Monitor Call up	✓	✓	✓	✓	✓	✓	✓
Standard PTZ Control	✓	✓	✓	✓	✓	✓	✓
Keyboard Macros			✓			✓	
Salvos		✓	✓	✓	✓	✓	✓
Tours		✓	✓	✓	✓	✓	
Patterns		✓	✓				
Presets		✓	✓	✓	✓	✓	✓
Focus/Iris Control		✓	✓	✓	✓	✓	✓
Flip		✓	✓	✓	✓	✓	
Site	✓	✓	✓	✓	✓	✓	
Keyboard Functionality**							

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

** See Keyboard/Matrix Switcher Manual for specific functionality

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

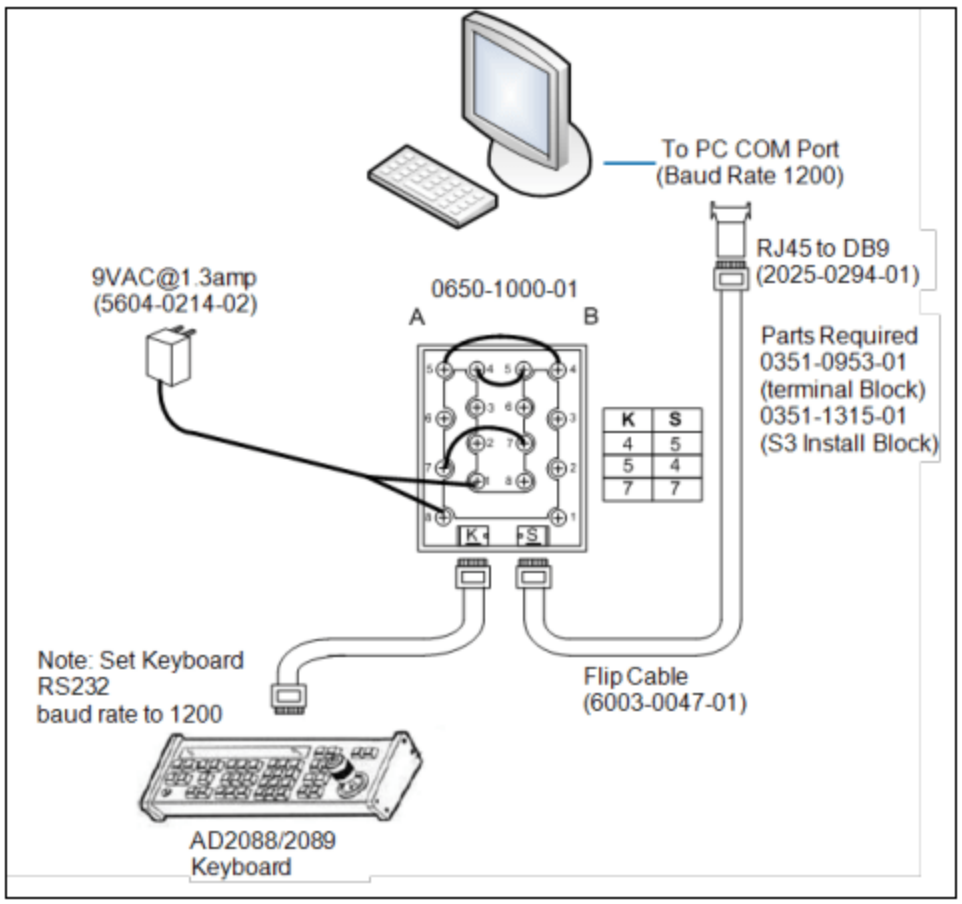
American Dynamics Serial Keyboard Installation

Wiring diagrams for installing keyboards:

AD2088, AD2089, ADTTE, ADCC1100 ADCC200, ADCC300

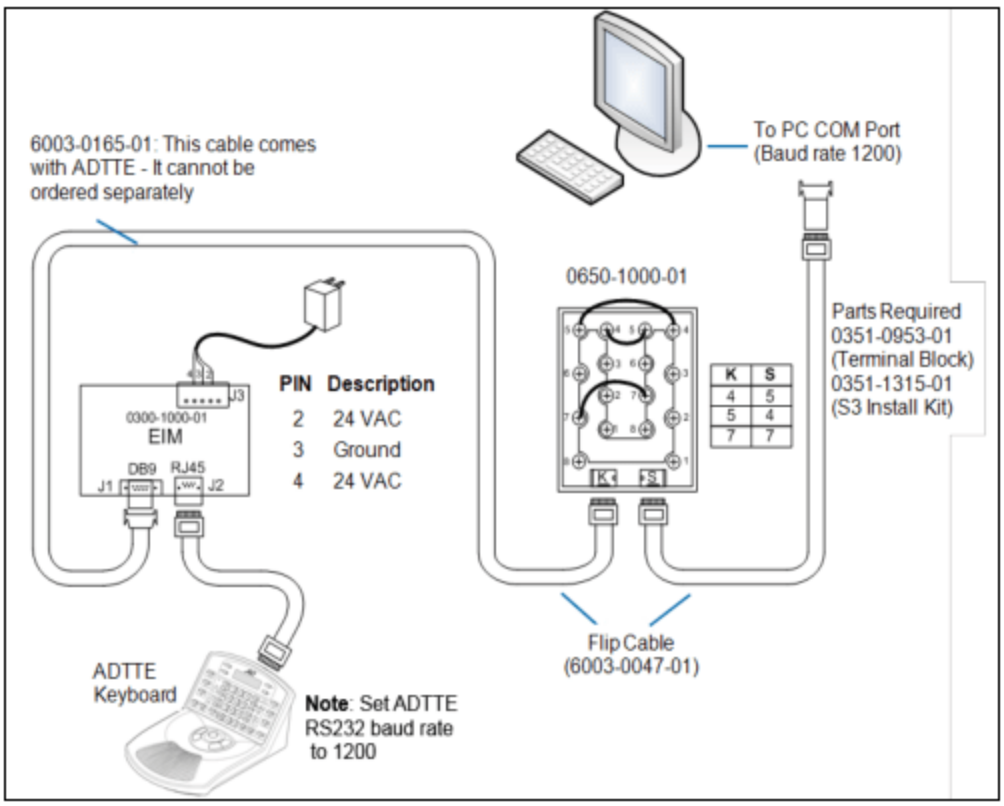
AD2088 and AD2089

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



ADTTE

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

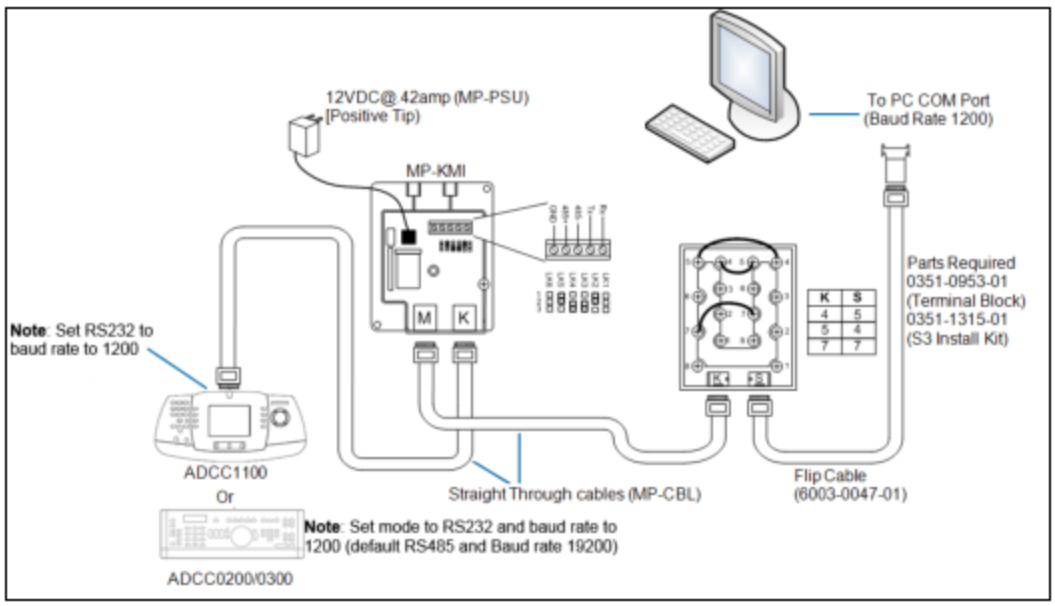


ADCC100 or ADCC0200/0300

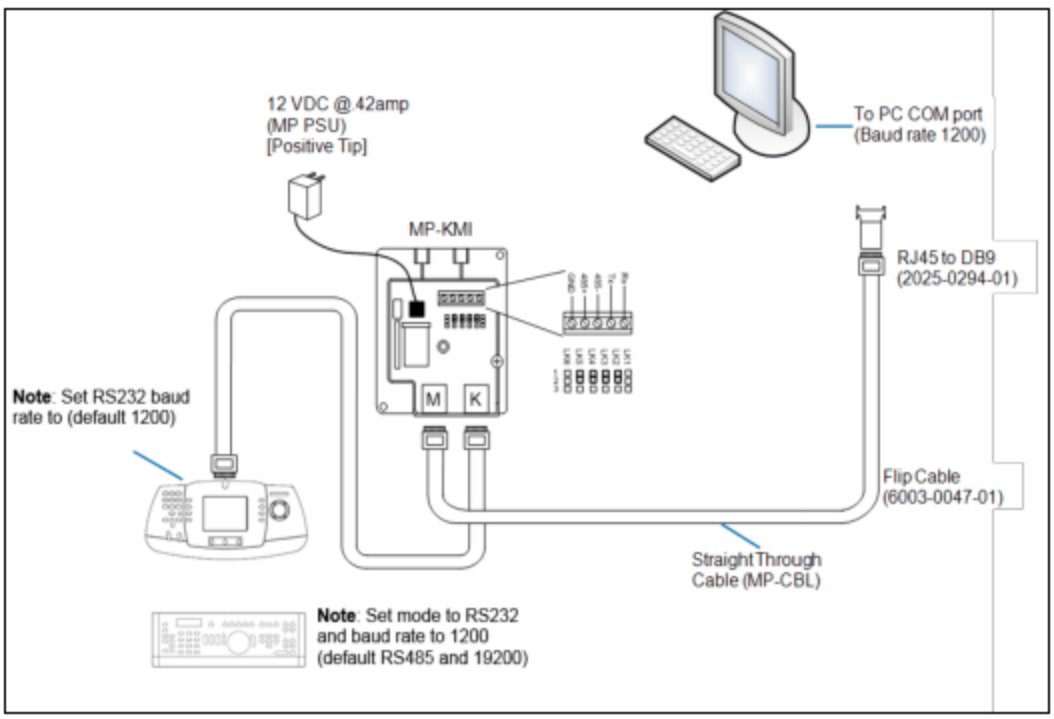
Note:
To install the ADCC100 or ADCC200/300 Keyboards, you require the Keyboard PC kit (ADACKBPCMPCC)

There are three Methods of connecting ADCC100 or ADCC0200/0300:

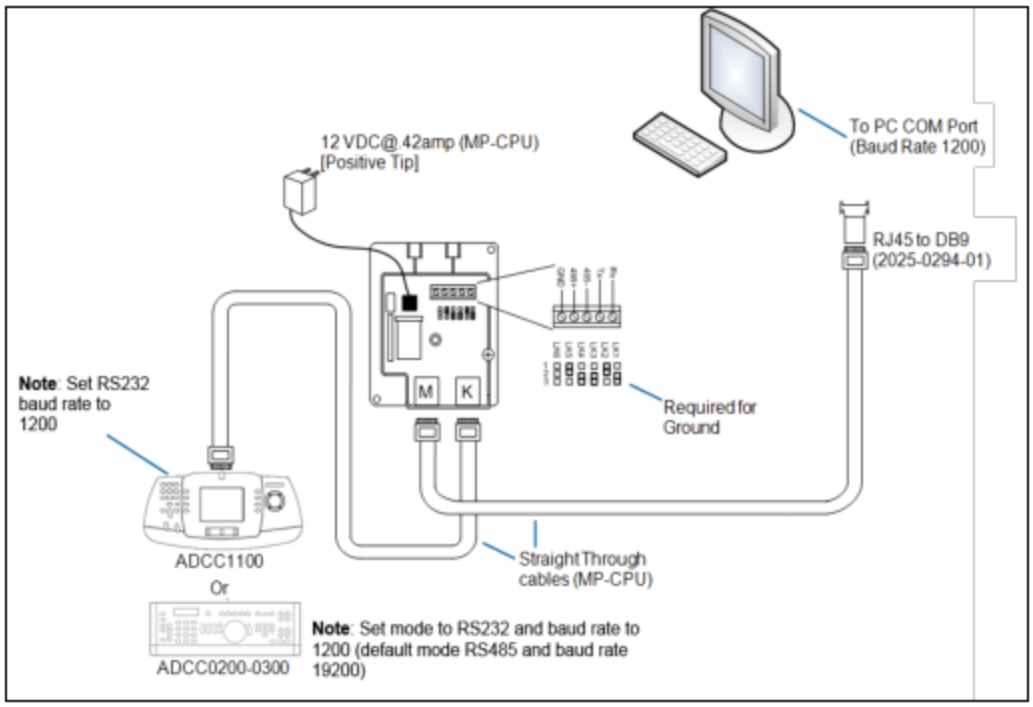
- **Method 1**



- **Method 2**



- **Method 3**



Joystick/Gamepad configuration

ExaqVision controllers configuration

ExaqVision Default button assignments

Note:
1. '#' Button is not configurable
2. Number pad keys are not configurable

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

Exaqvision controllers keyboard mapping can be configured within victor:

Procedure 203 ExaqVision controllers: victor Configuration

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **Joystick Configuration** from the dropdown.
3	Select **ExaqVision Surveillance Keyboard** from the **Load Preset Configuration** dropdown.
4	Select **Supports Numeric Input** if required.
5	Select **Apply**.
6	Expand the controller **Controller Layout** section:

X/Y Axis

a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)

b Select **Invert Y Axis** if required (Reverses the default**'Y'** orientation- Up becomes Down, Down becomes Up)

c Select Control assignment for **X/Y** axis- either Pan/Tilt or leave unassigned

Z Axis

d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)

e Select **Invert Z Axis** if required (Reverses the default**'Z'** orientation)

f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned

X Position

g Adjust the X position using the outer jog wheel. Use the **Dead Zone** slider bar to set the number of pixels which the jog wheel needs to traverse before becoming active

h Select **X Position** if required

i Select Control assignment for **X Position** either Pan/Tilt, Zoom, Iris, Playspeed or leave unassigned

7 Expand the **Keyboard Mapping** section.

a Use **Press Key Here** field to map supported virtual keyboard buttons.

8 Select **Save.**

- End -

Axis controller configuration

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

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

Axis T8311 Default button assignments

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

Axis T8311 controller keyboard mapping can be configured within victor:

Procedure 204 Axis Joystick: victor configuration (T8311)

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **Joystick Configuration** from the dropdown.
3	Select the **Axis T8311** joystick from the **Load Preset Configuration** dropdown.
4	Select **Supports Numeric Input** if required.
5	Select **Apply**.
6	Expand the controller **Controller Layout** section: **X/Y Axis** a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller) b Select **Invert Y Axis** if required (Reverses the default **'Y'** orientation- Up becomes Down, Down becomes Up) c Select Control assignment for **X/Y** axis- either Pan/Tilt or leave unassigned **Z Axis** d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller) e Select **Invert Z Axis** if required (Reverses the default **'Z'** orientation) f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned
7	Change default button assignments using the dropdown menus.
8	Expand the **Keyboard Mapping** section. a Use **Press Key Here** to map supported virtual keyboard buttons. b Use the **Keyboard Mapping** section, to map the controller keyboard to system commands.

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

9 Select **Save**.

- End -

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

Axis 295 Default button assignments

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

Axis 295 controllers can be configured within victor:

Procedure 205 Axis Joystick: victor configuration (Axis 295)

Step	Action

1 Select **Keyboards** from the **Setup** tab.

2 Select **Joystick Configuration** from the dropdown.

3 Select the **Axis 295** joystick from the **Load Preset Configuration** dropdown.

4 Select **Apply**.

5 Expand the controller **Controller Layout** section:

X/Y Axis

a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)

b Select **Invert Y Axis** if required (Reverses the default **'Y'** orientation- Up becomes Down, Down becomes Up)

c Select Control assignment for **X/Y** axis - either Pan/Tilt or leave unassigned

Z Axis

d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)

e Select **Invert Z Axis** if required (Reverses the default **'Z'** orientation)

f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned

6 Expand the **Keyboard Mapping** section.

a Use **Press Key Here** to map supported virtual keyboard buttons.

b Use the **Keyboard Mapping** section, to map the controller keyboard to system commands.

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

7 Select **Save**.

- End -

Gamepad controller configuration

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

Gamepad controller default button assignments.

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

Gamepad controllers can be configured within victor:

Procedure 206 Gamepads: victor configuration

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

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

6 Left/Right Trigger configuration (underside of the controller: LT/RT):

a Assign a Dead Zone up to 255 pixels using the slider

b Assign the button

c Use the **Control Assignment** pulldown to define the functionality of the trigger buttons

7 Direction Pad Configuration:

a Use the Dropdown menus to assign actions against Up, Left, Right and Down commands.

8 Select **Save**.

- End -

ShuttlePRO v2 controller

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

To enable ShuttlePro support in victor you should:

1 Install ShuttlePro V2 software (provided with the ShuttlePro product).

2 Run the **Contour Shuttle Device Configuration** utility.

3 Use the utility's **Settings Management** section to import **victor.pref** file from C:\Program Files\Tyco\victorClient\Config\victor_shuttlepro.pref

4 Select **OK**. ShuttlePro controller will be ready to use.

victor has been developed to provide ShuttlePRO v2 support natively; there is therefore no need for configuration within the victor environment.

ShuttlePro V2 Default button assignments:

Configuring Patterns and Presets using numeric input USB Keyboards

The keyboard should be configured for use with victor.

Procedure 207 Keyboards: Configuring Patterns using numeric USB keyboard

Step	Action
1	Select the Setup tab.
2	Select Keyboards.
3	Select Joystick Configuration.
4	Configure one of the Button Assignments for the keyboard to 'Set Pattern'. Refer to the victor Administration and Configuration guide if further help if required.
5	Program a pattern using the USB joystick: a Input a pattern number on the numeric keypad of the USB Joystick. b Press the Joystick button which has the 'Set Pattern' assignment, this will begin the programming process. c Using the joystick, pan tilt and zoom to define the pattern and then press the 'Set Pattern' button again to save the defined pattern and close out of programming mode.
6	To run the pattern, input a pattern number on the numeric keypad of the USB Joystick and then press the Joystick button which has the "Run Pattern" assignment

- End -

Procedure 208 Keyboards: Configuring Presets using numeric USB keyboard

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

- End -

Introduction

Workstations refer to the machines running victor client software. They display by default on the device lists of client machines and are editable via Workstation editors.

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

Context menu options specific to workstations include the ability to Logout Local Operators, Logout Remote Operators, Delete Workstations, Identify Monitors.

Identify Monitors

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

Procedure 209 Identify Monitors

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Right Click the required workstation.
3	Select Identify Monitors. Display Names display for 3 seconds on all monitors attached to that workstation.

- End -

Operator Logout (Remote)

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

Procedure 210 Operator Logout (Remote)

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Right Click the required workstation.
3	Select **Log Operator XXXX Out**. Warning dialog displays.
4	Select **Yes** to log the operator out or **No** to cancel.

- End -

Rename Displays

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

Procedure 211 Rename Displays

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Select ▷ next to the workstation which is attached to the display to be renamed.
3	Select ▷ next to **Monitors**.
4	Right click the display to be renamed.
5	Select **Rename**. Textbox displays.
6	Enter a new name for the display.
	Note: Display names are limited to 255 characters maximum.
7	Select **OK**.

- End -

Delete Displays

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

Procedure 212 Delete Displays

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Select ▷ next to the workstation which is attached to the display to be deleted.
3	Select ▷ next to **Monitors**.
4	Right Click the display to be deleted.
5	Select **Delete**. A Warning dialog displays.
6	Select **Yes** to Delete or **No** to Cancel.

- End -

Rename Workstations

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

Procedure 213 Rename Workstations

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Right click the workstation to be renamed.
3	Select Edit. The workstation editor will display.
4	In the **Display Name** textbox enter a new name for the workstation.
5	Select **Save**.

- End -

Point of Sale

Introduction

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

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

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

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

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

Configuration

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

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

1 Create a POS Store object

2 Create POS Terminal objects

3 Associate POS Terminals with relevant cameras

After these general steps are complete, victor is ready to import POS data. When POS data is imported, it is automatically synchronized with video based on **Time** (See POS Time Offset) and **Terminal ID** with camera associations. This means operators are not required to know or remember which cameras cover which terminals and are not required to manually enter dates/times to view POS transactions or exceptions.

Camera Region Editor

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

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

UnifiedPOS Data Import

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

Caution

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

This chapter details how to:

- Create a POS Store
- Create POS Terminals
- Associate Terminals with Cameras
- Define Camera Regions
- Import POS Transactions
- Search POS transactions
- View POS Transactions
- Import POS Exception Reports
- View POS Exception Reports

Create a POS Store

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

Procedure 214 Create a POS Store

Step	Action
1	Select **Store** from the **Setup** tab.
2	Select **New** from the dropdown.
3	Enter a Name for the POS Store in the **Name** textbox.
4	Enter a Description for the POS Store in the **Description** textbox.
5	Enter the RetailStoreID. **Note:** The RetailStoreID must match the ID used by the POS system or no transactions will be imported.
6	Select **Save.**

- End -

Create POS Terminal Objects

You can create one or more POS Terminals within victor. These are then typically associated with cameras which have fields of view covering the POS terminals.

Procedure 215 Create POS Terminal Objects

Step	Action
1	Select **Terminal** from the **Setup** tab.
2	Select **New** from the dropdown.
3	Enter the Store to be associated with the terminal.
4	Enter a Name for the Terminal in the **Name** textbox.
5	Enter a Description for the Terminal in the **Description** textbox.
6	Enter the WorkstationID.
7	Select **Save.**

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

- End -

Associate POS Terminals with Cameras

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

Procedure 216 Associate POS Terminals with Cameras

Step	Action
1	Select **Terminal** from the **Setup** tab.
2	Select Show All from the dropdown.
3	Right Click the Terminal to edit.
4	Select **Edit**.
5	Expand the Associations section.
6	Select  . The Object selector displays.
7	Use the Object selector to select cameras to associate with the terminal.
8	Select **OK.**
9	Select **Save.**

- End -

Camera Region Editor

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

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

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

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

Regions can be assigned from the Camera region editor in the Build tab, or alternatively you can access the editor by right clicking on a terminal on the device list and selecting Configure Regions.

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

Procedure 217 Edit Camera Regions

Step	Action
1	Select **Camera Region Editor** from the **Build** tab. The Editor displays.
2	Select click the terminal with which the camera view is associated. Camera icons display.
3	Select the Camera on which to draw the Region of interest (ROI). Camera view displays with drawing tools.
4	Select the region type to be drawn from: • Customer Present (Analytic available) • Merchandise (For information only) • Employees (For information only) • Terminal (For information only)
5	Use drawing tools to draw the required ROI.
6	Select **Save** or continue drawing / editing as required.

- End -

UnifiedPOS Transactions

Importing UnifiedPOS Transactions

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

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

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

Procedure 218 Import POS Transactions

Step	Action
1	Select **Transactions** from the Build tab.
2	Select **ImportUnifiedPOS**. **Import File** dialog displays.
3	Navigate to the file to import.
4	Select **Open**.
5	Enter **Time Offset** if required. This is the time between the POS terminal and victor.
6	Select **OK**. The file import begins. The file is validated first to ensure UnifiedPOS requirements are met. Select **More Detail** to view progress and status of import. **Note:** Workstation ID, and Retail Store ID must align with the corresponding object properties in victor.
7	Select **Close** when import is complete.

- End -

POS Search and Retrieve

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

Procedure 219 Search POS Transactions

Step	Action
1	Select **Search and Retrieve** (POS) from the **Home** tab. **Transaction Search** Wizard displays.
2	Drag the required terminal or store into the terminal list area.
3	Specify the start and end time to be searched within.
4	Select checkbox if Customer Filtering is required, then select the filter: • Include All Transactions - No Customer filtering. • Include only transactions with no customers (Requires Customer present video Intelligence). • Include only transactions with customers (Requires Customer present video Intelligence). **Note:** Customer Present Video Intelligence is a VideoEdge NVR 4.4+ licensed add-on. In order to use this feature, a license must be purchased for each camera.
5	Apply UnifiedPOS search rules if required: a Select  Object selector displays. b Select the POS Search property from the object selector. c Select **OK** Search property displays in the wizard. d Apply **And/Or** and **Operator** Values as required. e Apply **Value** as requires - This field may be a dropdown selection or free text depending on the Search property selected.
6	Select **Finish**. Search results (video and transaction data) display in the POS surveillance window.

- End -

POS Terminal View

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

Procedure 220 POS Terminal View

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

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

If configured, overlays are displayed in this view displaying camera regions defined for merchandise, Customer present, Employee or Terminal. Refer to **Camera Region Editor.**

- End -

POS Exceptions Reports

POS Exception Reports

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

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

Assuming the POS terminals are already configured (If not refer to **Create POS Terminal Objects** and **Associate POS Terminals with Cameras**). You can then import POS exception reports and align video data with the transactions.

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

POS Exception Report Requirements

At a minimum, POS exception reports must:

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

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

Three types of rows are supported:

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

Import POS Exception Reports

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

Procedure 221 Import POS Exception Reports

Caution

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

Step	Action
1	Select **Report** from the **Build** tab.
2	Select **Import Report. Exception Report Import Wizard** displays.
3	Select **Browse.**
4	Navigate to and select the exception report.
5	Select **Open.** A Report Preview displays. Use the Report Type dropdown to select New or Existing. If it is a new report type, the wizard will guide you through the rest of the process, if you select an existing report type, the wizard will bypass report configuration and prompt for import.
6	Select **Next**. **Exception Report Header** screen displays. Set the report header by selecting the row containing the required column headers. After selecting the header row, you can change the column header names by selecting the name in the preview area and entering a new name.
7	Select **Next**. **Mandatory Columns** screen displays. Drag column headers from the preview datagrid into the relevant column dropboxes.
8	Select **Next**. **Additional Info** screen displays. If your exception report groups exceptions underneath header rows, select a header row from the preview datagrid and then select a property header from the property table.
9	Select **Next**. **Save Report Template** screen displays: • **Enter New Report Name** (Select **Save** when entered) - The new template will save with this name.

- Select **Enable Customer Filtering** if required. This means you can filter POS Exception Reports based on whether a customer was present at the time of the exception or not.

Note:
Customer Present Video Intelligence is a VideoEdge NVR 4.4+ licensed add-on. In order to use this feature, a license must be purchased for each camera.

- Enter a Time offset if required

10 Select **Next**. Import Summary Screen displays. Review the report summary and use **Previous** and **Next** Buttons to make any amendments as required.

11 Select **Finish**.

The report can be accessed from **Build Tab** > **Exception Reports** > **Show All**. Right click the report and select **View**, **Send To** or **Delete** as required.

- End -

Generic Edge Devices and Reports

Introduction

You can import Generic Exception Reports which can be associated with either cameras or Generic Devices within victor to associate video data with report data.

Generic Edge Devices must be configured within the client before reports can be created to associate victor video with report data.

Generic Edge Devices

These devices are hardware objects which are added to victor for reference only. They enable you to associate cameras so that when generic exception reports are run, you can view video aligned with report data.

victor does not poll these devices for status, the only meaningful reference which links the device to reports is the External Identifier which maps to the report.

Associated camera views can be accessed by right clicking on the objects in the device list and selecting **View**.

Generic Exception Report Requirements

At a minimum, exception reports must:

- Be in Row-Column Format
- Be either .csv, .txt, .xls or .xlsx file format
- Contain columns for Date, Time and Generic Edge Device
- List exceptional transactions

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

Three types of rows are supported:

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

Import Generic Exception Reports

The Generic Exception Report wizard guides you through the several steps required to import a new exception report and also create report templates. Templates are useful as the next time you import a report of that type, victor will recognize it and import it directly.

Procedure 222 Import Generic Exception Reports

Step	Action
1	Select **Exception Reports** from the **Build** tab.
2	Select **Import Report. Exception Report Import Wizard** displays.
3	Select **Browse**. **Open** dialog displays.
4	Navigate to and select the exception report.
5	Select **Open.** A Report Preview displays in the **File Select** screen.
6	Select **Generic Edge Devices** or **Cameras** from the **Type** dropdown.
7	Use the **Report Type** dropdown to select whether the report is new or uses an existing template. If **New Report Type** is selected, the wizard will guide you through the rest of the process, if you select an existing report type, the wizard will bypass report configuration and prompt for import.
8	Select **Next**. **Exception Report Header** screen displays. Set the report header by selecting the row containing the required column headers. After selecting the header row, you can change the column header names by selecting the name in the preview area and entering a new name.
9	Select **Next**. **Mandatory Columns** screen displays.
10	Drag column headers from the preview datagrid into the relevant column dropboxes.
11	Select **Next**. **Save Format** screen displays: • Enter **New Report Name** (Select **Save** when entered) - The new template will save with this name • Enter an External Device Time Offset if required **Note:** This setting allows you to adjust for differences between the External device Clock and the Video System Clock so report time data and Video data align.
12	Select **Next**. Import Summary Screen displays. Review the report summary and use **Previous** and **Next** Buttons to make any amendments as required.
13	Select **Finish.**

The report can be accessed from **Build Tab** > **Exception Reports** > **Show All**. Right click the report and select **View**, **Send To** or **Delete** as required.

- End -

Introduction

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

- Customers
- Merchandise
- Employees
- Terminals

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

Define Camera Regions

Camera regions can be assigned from the Camera region editor in the Build tab, alternatively, you can access the editor by right clicking on a terminal on the device list and selecting Configure Regions.

Procedure 223
Edit Camera Regions

Step	Action
1	Select **Camera Region Editor** from the **Build** tab. The Editor displays
2	Select the Camera on which to draw the Region of interest (ROI). Camera view displays with drawing tools.
3	Select the region type to be drawn from: • Customer Present • Merchandise • Employees
4	Use drawing tools to draw the required ROI
5	Select **Save** or continue drawing / editing as required

- End -

Introduction

The reporting function is used primarily to display Journal and Audit information on system objects and activity.

Various predefined report templates are available within the client or alternatively, you can use '**Ad Hoc**' reports for more customizable reports which allow search terms to be used.

The Data Visualizer feature allows users to display report data graphically using Charts, Timelines and Report Grids.

Journal Filter

The Journal Filter is used to regulate the amount of data being written to the database (journaled) by blocking/unblocking specific alert types. The feature is accessed from **System Values** on the **Setup** tab.

The following message types cannot be blocked and will always be journaled:

- General Purpose Interface Activity
- Operator Login
- State Change
- System Activity
- System Error

The default setting is to record, meaning messages will be written to the database unless they are blocked in the journal filter.

Note:
Motion Detection, Light Change and Motion Exception Alerts are blocked by default.

Report exceptions are controlled at Object and Type level. Object Exceptions override Type Exceptions - therefore if an alert type is blocked at type level but allowed for a specific object, the object's alert will be written to the database but the block on the type remains valid.

Generate / Save Reports

Various predefined report templates are available within the report editor. These can be used to generate reports to retrieve Journal and Audit information on system objects and activity. From the reporting dialog, reports can be saved so they can be executed later.

Procedure 224 Generate / Save Reports

Step	Action
1	Select **Reports and Data Visualization** from the **Home** tab.
2	Select **New** from the dropdown. Reports Editor displays.
3	Select the required date range using the **Date Range** Picker.
4	If required, select a report **Category** from the dropdown.
5	Select a report **Template** from the dropdown. **Note:** 1. Available templates may vary depending on which integrations are installed. 2. On selection each template populates the fields below the drop down with relevant filters (appropriate to report type).
6	Select  and use the Object Selector to apply filters as required.
7	Select **New Tab** checkbox to open results in a new tab (optional).
8	Select from the following: • **Execute** to run the report • **Visualize** to send report results to Data Visualizer • **Save** to save the report for future use (new dialog displays) **Note:** The **Save** dialog allows the user to provide a Name and Description for the report. It also allows the user to specify whether the report should prompt for new/different filters when it is executed. If checked when the report is executed the standard report dialog will be presented with the saved report information loaded. If the user configures a report with "Custom" as the Date Range, the report will prompt on execution so the user can specify dates. • **Exit** to exit without saving.

- End -

Ad Hoc Reports

The Ad Hoc tab contains journal message types that do not have associated report templates. The control that is shown for these types of reports allow you to pick an object, type or to enter a name to filter by.

Procedure 225 Generate/Save Ad Hoc Reports

Step	Action
1	Select **Reports and Data Visualizer** from the **Home** tab.
2	Select **New** from the dropdown. **Report Editor** displays.
3	Select the required date range using the **Date Range** picker.
4	Select the **Ad Hoc** tab.
5	Select the **Event Type** from the dropdown menu.
6	Use the Object Selector or the **Name** textbox to enter a search term.
7	Select **New Tab** checkbox to open results in a new tab (optional).
8	Select from the following: • **Execute** to run the report • **Visualize** to send report results to Data Visualizer • **Save** to save the report for future use (New dialog displays) **Note:** The **Save** dialog allows the user to provide a Name and Description for the report. It also allows the user to specify whether the report should prompt for new/different filters when it is executed. If checked when the report is executed the standard report dialog will be presented with the saved report information loaded. If the user configures a report with "Custom" as the Date Range, the report will prompt on execution so the user can specify dates. • **Exit** to exit without saving

- End -

Show All

You can view an object list of all saved/available reports by selecting **Reports** on the Home tab and **Show All**.

The saved reports are shown in a dynamic view and are by default grouped by Report Template type.

Right Clicking on any report offers the following options:

- **Edit**: Modify the filters for the report.
- **Delete**: Deletes the saved report.
- **Execute**: Displays a dynamic view with the results of the report.
- **Visualize**: Displays a data visualization control with the results of the report.

Find in Journal

The **Find in Journal** feature allows you to search for journal records relating to specific objects of interest.

If the **Find in Journal** feature is available for an object, it is typically accessible from the object's context menu.

Procedure 226 Find in Journal

Step	Action
1	Right click the required object.
2	Select **Find in Journal**. **Report Selection** dialog displays.
3	Select the required Report Type from the dropdown.
4	Select the date range using the From and To date controls.
	Note: The Search Name will be populated by the name of the object selected. If required, enter the **Operator Name**.
5	Select **OK**. Reports displays.

- End -

Log General Message

You can write a manual entry to the journal using the Log General Message feature.

As well as entering a manual message, you can select and edit any of the predefined messages which may be available.

General messages are available as a report type.

Procedure 227 Log General Message

Step	Action
1	Select **Log General Message** from the Home tab. **Log Message(s)** dialog displays.
2	To enter a manual message: a Enter a message as required. b Select  to enter additional messages. Select  to remove messages. c Select **OK**. Selected messages are journaled.
3	To enter a predefined message: a Select **Select Message from Predefined Message log** dropdown. b Select Predefined Message. c Select  to enter additional messages. Select  to remove messages. d Select **OK**. Selected messages are journaled.

- End -

Predefined Messages

Predefined Log Messages can be created which can then be used when required to acknowledge or clear an event without needing to type text.

Messages are identifiable by their labels which are assigned when they are created.

Labels and message fields are mandatory for every message created. Labels can be up to 100 characters in length and messages up to 3000.

The language for each message can also be assigned, this means when a user logs a message, the messages available are filtered to provide current language messages only. To log a message in a different language, you must switch language in the client.

Procedure 228 Create a Predefined Log Message

Step	Action
1	Select **Predefined Message Log** from the Build tab.
2	Select **New** from the dropdown menu. New Predefined Message editor displays.
3	Select the **Language** dropdown.
4	Select the language in which the message is to be displayed.
5	Double click the **Label** textbox.
6	Enter Label text as required. Double click the **Message** textbox.
7	Enter message text as required.
8	Select  to add additional messages or  to remove selected messages.
9	Select **Save.**

- End -

Data Visualization

Data Visualizer can be used use to graphically chart most event data available in victor. The charts can be used to visualize the data over time, and to compare different events as different data series.

A typical use case for data visualizer could be for People or Object counting. This could be achieved by using Data visualizer combined with the VideoEdge Video Intelligence software add-on to form a useful People Counting solution.

Note:
The Video Intelligence software is a licensed add-on to the VideoEdge NVR product. You must obtain a license for each camera before the video intelligence features are available.

Report Results

Once search parameters have been entered into the **Reports** or **Ad Hoc** tab (see Generate / Save Reports and Ad Hoc Reports), select **Visualize**. Report results will display in the Data Visualizer.

Search & Retrieve Results

Once a Search & Retrieve has been run, select  to view results in the Data Visualizer.

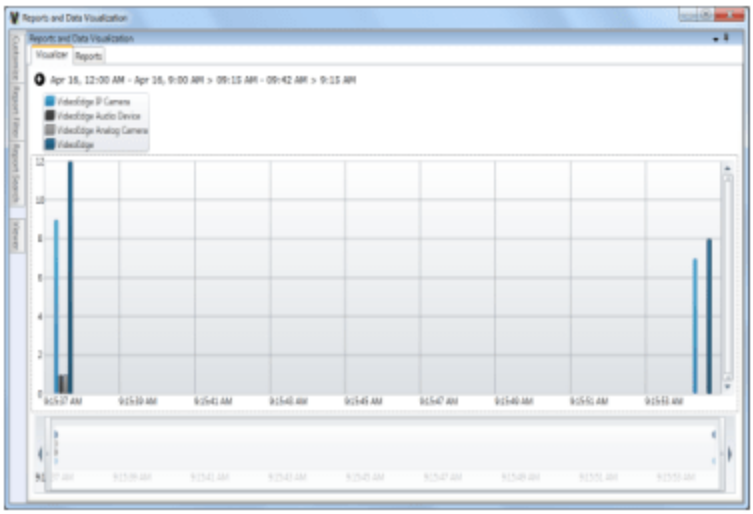
Using the Data Visualizer

Once data has been populated in the Data Visualizer, it can be further manipulated.

'Drill Down'

When results have been populated in the Data Visualizer, the X axis will display time relevant to search criteria and the Y axis will display the number of occurrences. In the example shown below, the search was carried out over a 3 day period, with each column representing 1 day:

From this view, you can further 'drill down' into a time period by double clicking a column. For example, double clicking on the 'Apr 08' column will 'drill down' into that day, displaying columns for each hour, as shown below:



You can continue to 'drill down' into more narrow timeframes until the **Drill Down Threshold** of occurrences has been reached. The **Drill Down Threshold** is set from the **Customize** tab of the Data Visualizer and is the limit of number of occurrences that you can drill down to. Once the **Drill Down Threshold** has been reached, double clicking a column will open a surveillance pane displaying results. If no video is associated, drilling down will return a view of the type.

Customize Tab

Buttons available on the **Customize** tab are outlined below:

	Fit Horizontal & Vertical - fits chart horizontally and vertically
	Fit Horizontal - fits chart horizontally
	Fit Vertical - fits chart vertically
	Toggle Crosshairs - toggles crosshairs on chart on and off
	Toggle Gridlines - toggles gridlines on chart on and off
	Export to File - exports current data visualizer view as a .jpg file
	Export to Excel - exports current data visualizer view and data in Microsoft Excel format (.xlsx)
	Export to XPS - exports data as a .xps file

The **Series** section of the **Customize** tab enables customizing of the color of all series displayed in the data visualizer, along with the ability to add a **Mean** line or **Trendline** to the chart.

The **Customize** section of the **Customize** tab enables changing of axis settings to **Log Axis** and **Show Zeros**, along with changing the series **Type** (Line, Column, Bar, Area), which **Trendline** (Linear, Logarithmic, Quadratic, Cubic) is displayed and setting of the **Drill Down Threshold**.

Filter Tab

The **Filter** tab allows for filtering of the chart by **Object Type**, **Object Name** or **Alarm**. Select required option then select **Update Chart** to apply.

Report Search

Selecting the **Report Search** tab opens the report search interface from which reports and ad hoc reports can be run. Refer to Generate / Save Reports for more information.

Introduction

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

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

Users can create sites and folders with custom names and organize the objects within according to criteria relevant to that site.

For example, a folder can be named 'East Car Park' and that folder can be used to group objects related to that particular area (Cameras, Recorders etc.)

The site list is therefore used as a convenient method from where to open objects and views related to a particular physical location.

Create a Site

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

Procedure 229 Create a Site

Step	Action
1	Select the **Sites** tab. Site window displays.
2	Right Click in the white space within the sites window.
3	Select **Add Site**. A new folder is created called New Site.
4	To rename the folder: a Right click the folder b Select **Rename Site** c Enter Site Name d Select **OK**. **Note:** Site list reorders alphabetically as new sites are added, deleted or renamed.
5	To Add Objects: a Select the object to be added b Drag and Drop into the required site folder c Repeat as required
6	To Remove Objects: a Right click the object to be removed b Select **Remove from the list**.

Note:
Delete option is also available in this context menu. Selecting **Delete** removes the object permanently.

- End -

Add All Objects from a Map to a Site

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

Procedure 230 Add All Objects from a Map to a Site

Step	Action
1	Select the **Sites** tab. Site window displays.
2	Right Click on the Site you want to add objects to.
3	Select **Add Items from Map**. Object Selector opens.
4	Select the Map to add objects from then select **OK**. All objects from the Map will be added to the Site.

- End -

Adding a Items to a Site from the Right Click Menu

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

Procedure 231 Adding a Items to a Site from the Right Click Menu

Step	Action
1	Navigate to the required item.
2	Right click on the item.
3	Select **Add to Sites...** The Object Selector window opens.
4	Click **Select All** to select all the available folders, you can de-select all by clicking **Clear All**. Or Select the folder(s) you want to add the item too.
5	Click **OK**.

- End -

Introduction

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

To achieve this, the General Purpose Interface:

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

Terminology

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

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

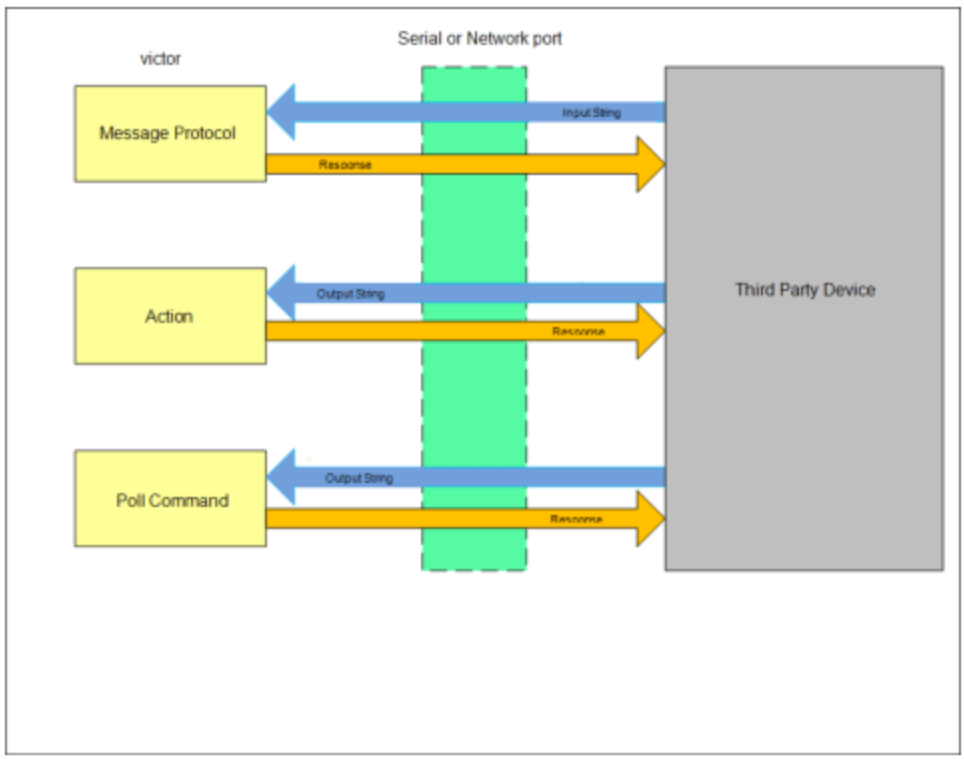
Intercom	Process Control Equipment
Burglar/Intrusion	Environmental
Dome Control	Lighting
Access Control	Refrigeration
Elevators	Wireless Communication

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

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

The General Purpose interface supports the following functionality:

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



Monitoring Points

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

Events can be designed to activate any victor event action.

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

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

Monitoring Point Message Processing

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

1 Parses the message and looks for poll or action responses

- If it finds a poll or action response, it processes the response
- If it does NOT find a poll or action response, it continues to parse

2 Looks for a message protocol

- If it finds a message protocol, it processes the protocol
- If it does NOT find a message protocol, it continues to parse

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

Poll Command

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

Poll Command Acknowledgment

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

Output

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

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

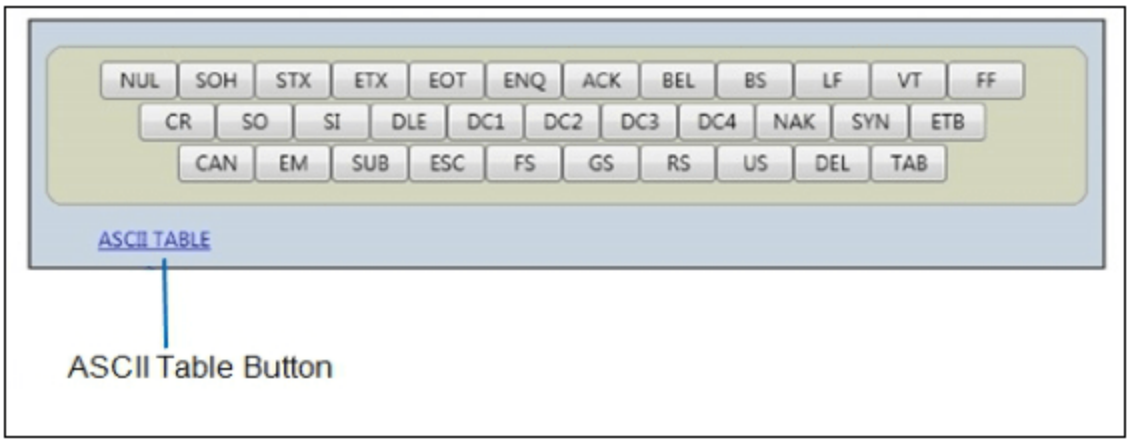
Virtual Keyboard

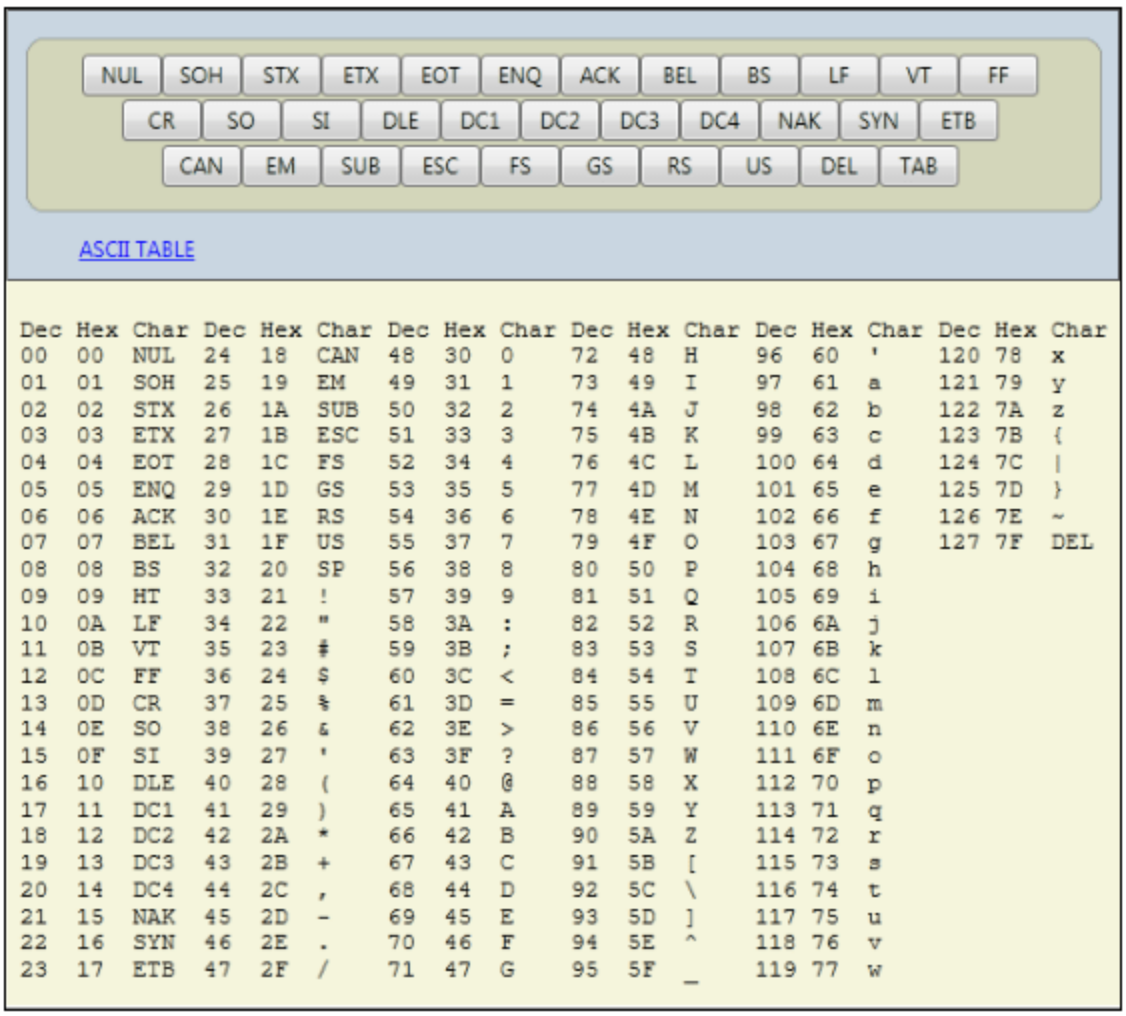
As the ASCII characters between 0 and 32 are not visible on screen and have no equivalent keyboard button, the virtual keyboard is relied on to enter these values. Some common values are the STX (Start of Text) and ETX (End of Text) which have no keyboard button but can be entered via the virtual keyboard.

When configuring some General Purpose Interface components, you will be required to use a Virtual Keyboard as not all characters are available on a standard keyboard. The keyboard displays on screen when is selected.

The virtual keyboard is required when entering text into:

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





Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
00	00	NUL	24	18	CAN	48	30	0	72	48	H	96	60	'	120	78	x
01	01	SOH	25	19	EM	49	31	1	73	49	I	97	61	a	121	79	y
02	02	STX	26	1A	SUB	50	32	2	74	4A	J	98	62	b	122	7A	z
03	03	ETX	27	1B	ESC	51	33	3	75	4B	K	99	63	c	123	7B	{
04	04	EOT	28	1C	FS	52	34	4	76	4C	L	100	64	d	124	7C	|
05	05	ENQ	29	1D	GS	53	35	5	77	4D	M	101	65	e	125	7D	}
06	06	ACK	30	1E	RS	54	36	6	78	4E	N	102	66	f	126	7E	~
07	07	BEL	31	1F	US	55	37	7	79	4F	O	103	67	g	127	7F	DEL
08	08	BS	32	20	SP	56	38	8	80	50	P	104	68	h			
09	09	HT	33	21	!	57	39	9	81	51	Q	105	69	i			
10	0A	LF	34	22	"	58	3A	:	82	52	R	106	6A	j			
11	0B	VT	35	23	#	59	3B	;	83	53	S	107	6B	k			
12	0C	FF	36	24	$	60	3C	<	84	54	T	108	6C	l			
13	0D	CR	37	25	%	61	3D	=	85	55	U	109	6D	m			
14	0E	SO	38	26	&	62	3E	>	86	56	V	110	6E	n			
15	0F	SI	39	27	'	63	3F	?	87	57	W	111	6F	o			
16	10	DLE	40	28	(	64	40	@	88	58	X	112	70	p			
17	11	DC1	41	29	)	65	41	A	89	59	Y	113	71	q			
18	12	DC2	42	2A	*	66	42	B	90	5A	Z	114	72	r			
19	13	DC3	43	2B	+	67	43	C	91	5B	[	115	73	s			
20	14	DC4	44	2C	,	68	44	D	92	5C	\	116	74	t			
21	15	NAK	45	2D	-	69	45	E	93	5D	]	117	75	u			
22	16	SYN	46	2E	.	70	46	F	94	5E	^	118	76	v			
23	17	ETB	47	2F	/	71	47	G	95	5F	_	119	77	w			

Procedure 232 Entering Text Using the Virtual Keyboard

Step	Action
1	Navigate to the field where text is to be entered.
2	Select  . Virtual Keyboard is displayed.
3	Select characters as required. Characters display in the text field.
	Note: ASCII table can be viewed by selecting **ASCII Table**
4	Select **Save.**

- End -

Create New Device

Third Party Devices can be created and configured within the client.

Field	Description
Name	Enter a unique name to identify the General Purpose Device.
Description	Enter a description of the General Purpose Device.
Enabled	Select checkbox to enable the General Purpose Device.
Vendor	Click to select the name of the manufacturer of the General Purpose Device.
Poll Period (seconds)	Enter the period in seconds during which victor attempts to poll this General Purpose Device. The default value is 10 seconds.
Poll Command	Enter the poll command (command string) that victor sends to the General Purpose Device. Open the virtual keyboard by selecting  , allowing creation and editing of text strings.
Poll Command Acknowledgment	Enter a poll command acknowledgment (the command string) that the General Purpose Device sends back to victor as acknowledgment of the poll message. Open the virtual keyboard by selecting  , allowing creation and editing of text strings.
Journal Unknown Message	Select this option to record unknown messages received by victor in the historical journal
Serial Port	Select Serial Port if you are using a serial connection. This is the default port type.
Network Port	Select Network Port if you are using a terminal server for the connection.
IP Address	Enter the TCP/IP address of the network port **Note:** This option is only available if you select the **Network Port** option.
Communication Port	Enter the port number: • Serial Port - enter a port number such as COM1, COM2, etc. • Network Port - enter the TCP/IP port number which the terminal uses to communicate with victor
Reconnection Period (secs)	Enter the duration in seconds before trying to reconnect to an unresponsive network device. **Note:** This field is only available if you select the Network Port option
TimeOut Delay Time (1/10 secs)	Enter the extra interval (in 1/10 seconds) that victor

	waits for a response from the device after sending a message to the switcher. If a response is not received in time, the message is retransmitted or communications failure declared. Default value is 20 (2 seconds).
Comm Fail Delay Time (secs)	Enter the time period (in seconds) after the TimeOut Delay Time expires that victor waits to declare an unresponsive device as failure. Default value is 300 seconds.
Header Character	Enter a value (in decimal) to define the first character in a message from the General Purpose Device. Zero (0) indicates that any character can be the first character. Default value is zero (0)
Trailer Character	Enter a value (in decimal) to define the last character from the General Purpose Device. Default value is 13. **Note:** 1. The value cannot be zero (0). 2. A Trailer Character is mandatory.
Message Resend Count	Enter the number of times victor should attempt to resend a message that the device has not acknowledged receiving. Default value is zero (0).
Max Buffer Size	Enter the maximum size of the buffer that stores the message from the device. Default value is 2000.

Procedure 233 Create New Device

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

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

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

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

11	Select either **Serial Port** or **Network Port.**

- If **Serial Port** is selected:

a Enter **Communication Port.**

- If **Network Port** is selected:

a Enter **IP Address.**

b Enter **Communication Port.**

c Enter **Reconnection Period.**

12	Enter **TimeOut Delay Time** in 1/10th seconds.
13	Enter **Comm Fail Delay** time.
14	Enter **Header Character.**
15	Enter **Trailer Character.**

Note:
Trailer Character is mandatory.

16	Enter **Message Resend Count.**
17	Enter **Max Buffer Size.**

18 Select **Property** from the drop down menu.

19 Select **Value** from the drop down menu.

20 Select  then select an **Action** from the Object Selector.

21 Select **Save.**

- End -

Create New Monitoring Point

New monitoring points can be created and configured from the General Purpose Interface.

Each monitoring point supports up to five activated status properties which are assigned during configuration. Activation and deactivation messages associated with each monitoring point are drawn from the message protocol pool.

State changes occur depending on the interpreted incoming messages of the General Purpose Device. State changes are recorded in the journal logs and can trigger other actions in victor.

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

Procedure 234 Create New Monitoring Point

Step Action

1 Select **Monitoring Point** from the **Setup** tab.

2 Select **New**. Monitoring Point Device editor displays.

3 Enter a name for the monitoring point in the **Name** textbox.

4 Enter a description for the monitoring point in the **Description** textbox.

5 The **Enabled** checkbox is selected by default. To disable the device, deselect the checkbox.

6 In the **Device** section, select  and use the Object Selector to select the required device.

7 Enter **Acknowledgment Message.**

8 Enter a meaningful word or phrase in the **Journal Message 1** textbox.

9 Select  and use the Object Selector to select an **Activation Message.**

10 Select  and use the Object Selector to select a **Deactivation Message.**

11 Repeat steps 8-10 to add more journal, activation and deactivation messages, up to a maximum of 5.

12 Expand the **Alerts** section.

13 Select  to add an alert.

14 Select **Property** from the drop down menu.

15 Select **Value** from the drop down menu.

16 Select  then select an **Action** from the Object Selector.

17 Select **Save.**

- End -

Add New Protocol

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

Protocols are established via a dynamic process which combines match criteria, keywords and character positioning. Individual message protocols then get combined with monitoring points to identify state changes in the General Purpose Device.

Optionally, acknowledgment messages can be associated and transmitted with the monitoring point.

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

Procedure 235 Add New Protocol

Step	Action
1	Select **Protocol** from the **Setup** tab.
2	Select **New**. General Purpose Protocol editor displays.
3	Enter a name for the protocol in the **Name** textbox.
4	Enter a description for the protocol in the **Description** textbox.
5	Select **Match Criteria** from the drop down menu.
6	Enter a **Keyword.**

7 Enter the **Position.**

8 Repeat steps 5-7 to add more protocols, up to a maximum of 5.

9 Select **Save.**

- End -

Create New Action Message

New action messages can be created and configured from the General Purpose Interface. Action messages are sent to the device as a result of events triggered in victor.

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

Procedure 236 Create New Action Message

Step	Action
1	Select **Action Message** from the **Setup** tab.
2	Select **New**. Action Message editor displays.
3	Enter a name for the action message in the **Name** textbox.
4	Enter a description for the action message in the **Description** textbox.
5	Enter outgoing message text in the **Outgoing Message** textbox.
6	Enter acknowledgment message text in the **Acknowledgment Message** textbox.
7	Select **Save.**

- End -

Create a new General Purpose Action

New actions can be created and configured from the General Purpose Interface. Actions created in victor are transmitted to the General Purpose Device based on activated events in victor. Actions can be associated with acknowledgment messages.

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

Procedure 237 Create a new General Purpose Action

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

- End -

Introduction

victor Health Dashboard displays the health status of all active configured victor devices.

The dashboard uses color coding to indicate the health status of devices:

- Green - Normal
- Yellow - At Risk
- Orange - Pre-Failure (Also applies to failover VideoEdge NVRs not currently in use)
- Red - Device Alert
- Gray - Unknown State

The color coding for health alerts can be edited using "Health Monitoring Preferences".

Note:
1. Intellex and HDVR/exacqVision recorders that do not use all analog ports display as red (Device Alert). If you prefer the recorders displayed as gray (unknown Alert) as opposed to red you can disable offline cameras via the victor camera editor.
2. Disabled or excluded devices are not visible in Health Monitoring.
3. If a recorder is excluded the connected cameras and audio devices will also be excluded.

Alerts can be configured to display in the Health Dashboard for the following items:

Recorders

Alert Category	Alert Name
Alert Status	Normal
	Unknown
	Overheat
	Reboot
	Alarm Recovery Completed
	Sensor Alarm
Archive Storage Status	Normal
	Unknown
	Degraded
Protection Status	Primary Not Active
	Primary Active

	Failover
	Monitor
	None
Storage Status	Unknown
	Normal
	Disk Full
	Raid Degradation
	Volume Missing
	No Volumes
	Volume Corrupt
	Volume Failed
	New Volume
	Volume Re-Added
	Unhealthy Disk
	Disk Temperature

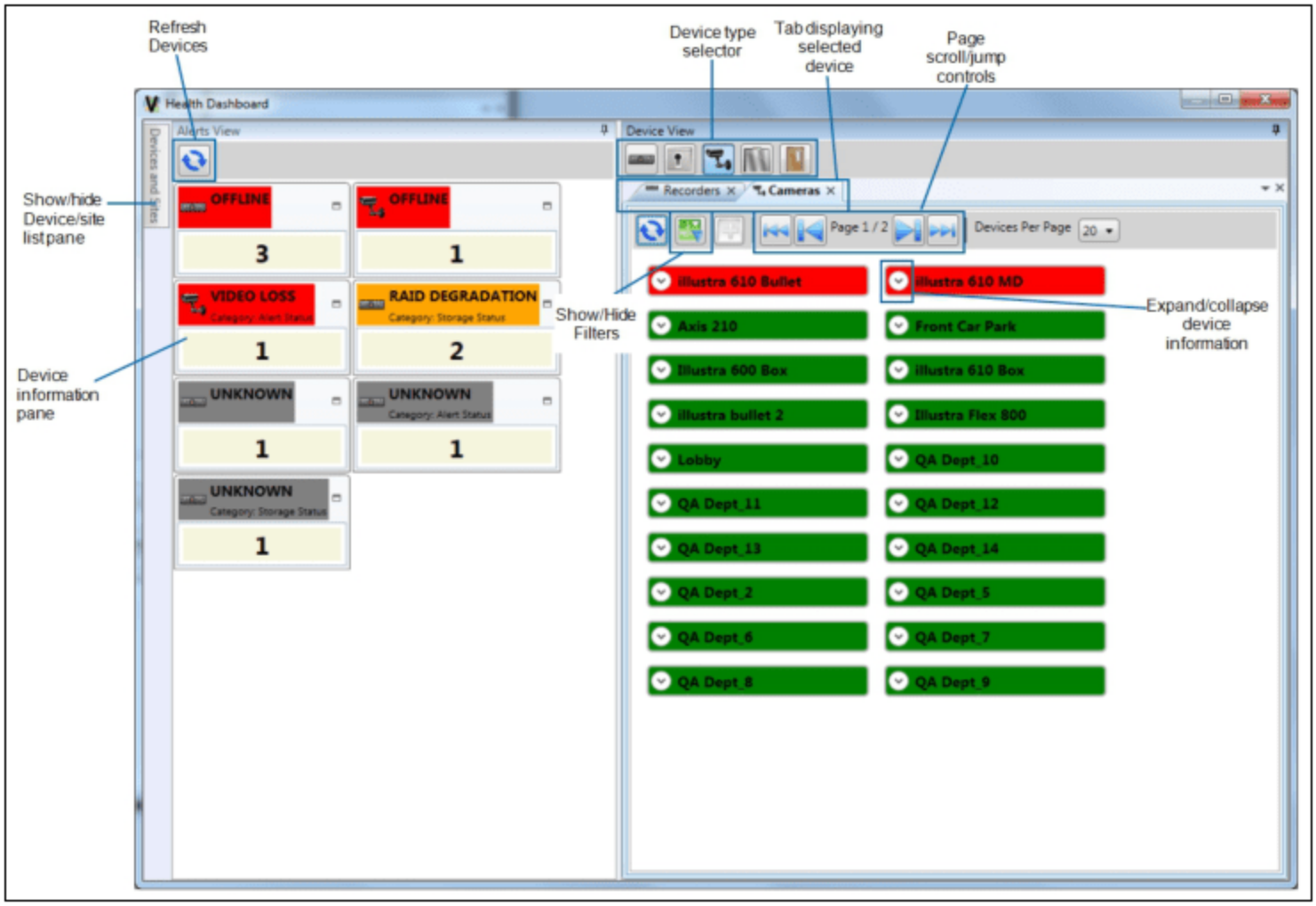
Cameras/Audio

Alert Category	Alert Name
Camera	Video Loss
	Unknown
	Dark Frame Detection
	Normal
	Video Recording Failure
	Video Pipeline Failure
Alert Status (Audio)	Unknown
	Normal
	Audio Recording Failure
	Audio Loss
Communication Status	Online

	Unknown
	Offline
	Unknown
Storage Status	Unknown
	Normal
	Maximum Retention

Using the Health Dashboard

The Health Dashboard can be launched from the **Home** tab:



The Health Dashboard will open displaying 2 panes: the Alerts View pane and the Device View pane.

Alerts View Pane

The alerts pane displays a summary of the active health alerts in the system. Double-clicking a device within the alerts pane will display details on the alert/malfunction and provide details of when the alert/malfunction occurred.

The alerts view pane displays all health dashboard supported devices and sites, along with an indication of their health status. Devices which will display in the health dashboard are:

Recorders	Intellex
	VideoEdge NVR
	HDVR/exacqVision
	ADTVR

Controllers	iStar
	apC
	ISC
Intrusion Devices	DSC PowerSeries Panels
	Bosch Receivers
	Sur-Gard Receivers
Fire Devices	Simplex 4100U Panels
	MZX Panels
Doors	iStar
	apC
	ISC
Elevators	Kone
	Otis
	Thyssen Krupp

Health status is indicated by highlighting at Object Type Level. Users can then navigate through the Device or Site List to display health status information for all devices. Double clicking a device in the Device/Site List Pane will display more detailed information in the Device Information Pane.

Device View Pane

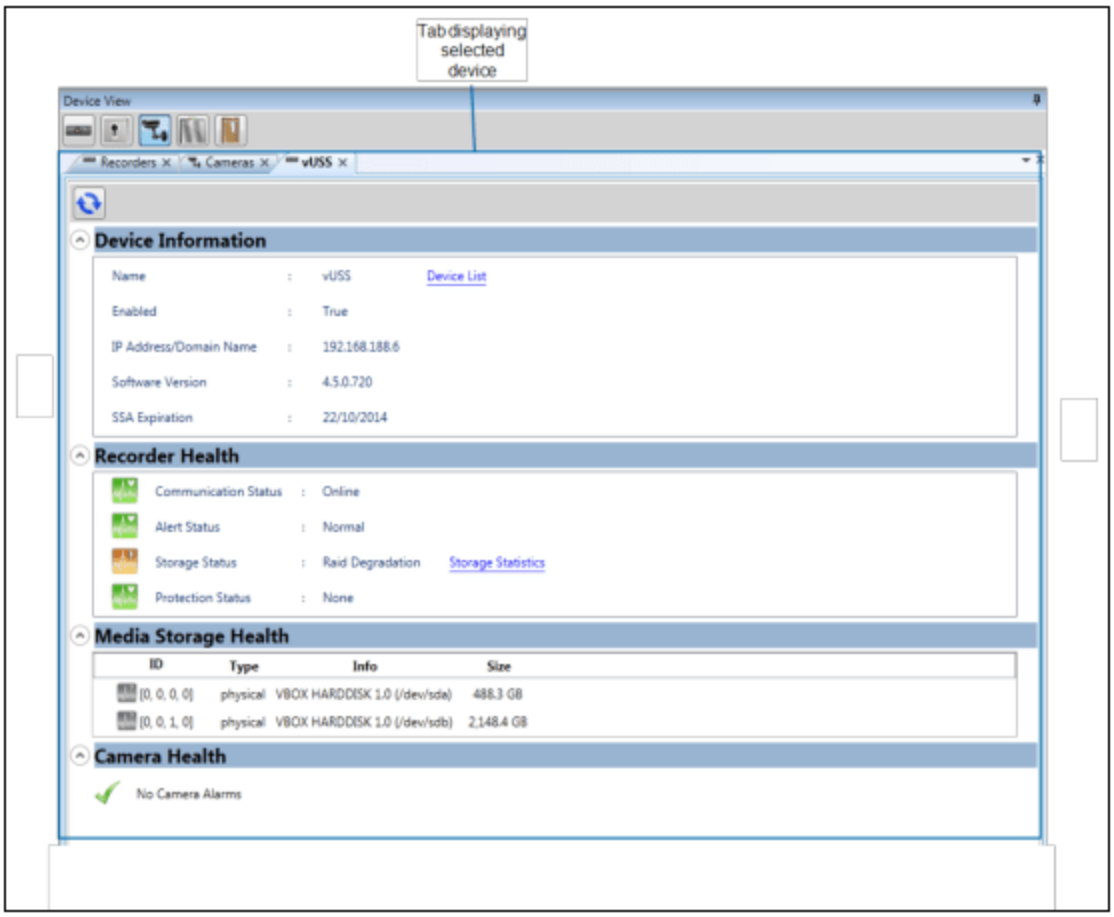
The device view pane will display selected devices in their own tab. Use the device type selector icons to select a device type or select a device on the Alerts View pane to display the detailed information.

Various controls and filters are available to limit or expand device information by type, severity or device quantity per page. You can also expand/collapse device information and use pagination controls to scroll dashboard pages.

Device Information Tab

The Device Information Tab displays more detailed information of configured victor devices, including those selected from the Device/Site List Pane and can be used to display detailed health status information for the selected device.

For example, double clicking a recorder will open an interface like the one shown below:



This interface displays detailed device information as well as the health status of the device. To view all configured objects of a certain type, use the device category buttons.

Health Mode in Maps

Health status information can be viewed on Maps. For more information, refer to Viewing Maps.

Introduction

C·CURE Unification

You can manage C·CURE 9000 access control events through victor. Lock and unlock doors, check status of access control devices, and acknowledge events and alarms. In addition, you can arm and disarm inputs and deactivate and pulse outputs. You can see the status of all controllers and other access control devices both from the device list and through maps. Events can be acknowledged in either C·CURE 9000 client or the victor client as required and update real-time. C·CURE 9000 alarms display on victor maps, event viewer and in reports/activity list.

Note:
victor and C·CURE integration requires the following versions:
victor version v4.2+
C·CURE 9000 v2.1+
For detailed installation instructions, refer to the victor/C·CURE unification manual.

Third Party Integrations

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

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

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

Alarms from integrated objects can be used to trigger victor Events.

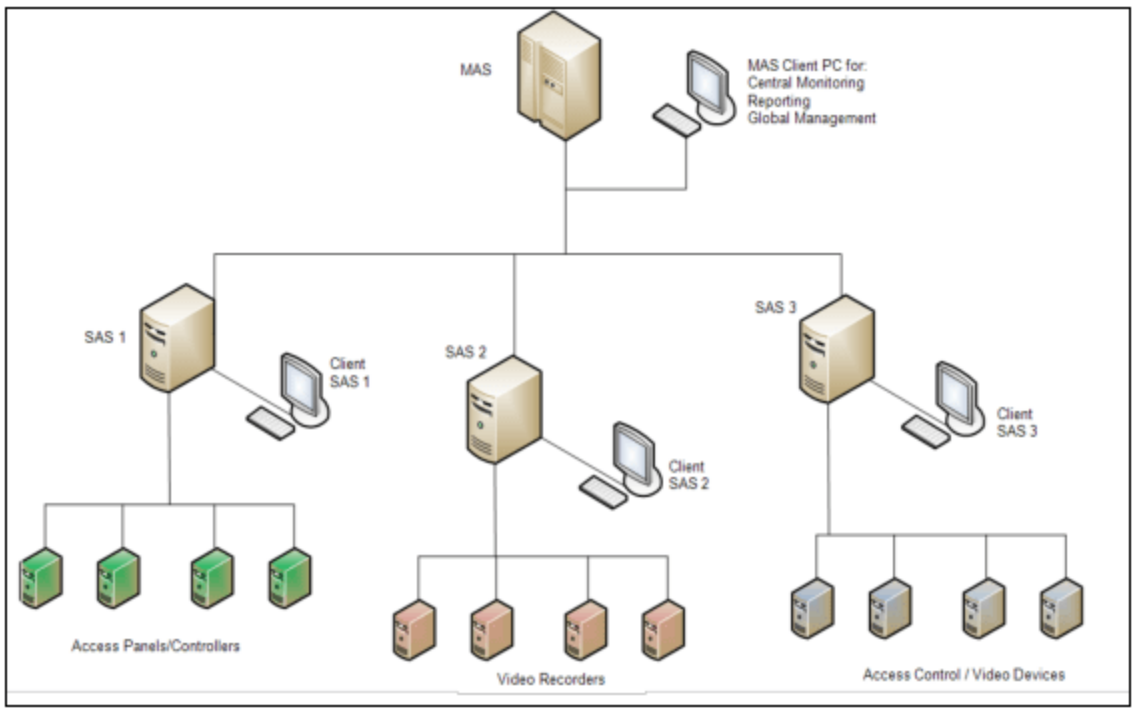
Refer to the relevant victor integration manual for detailed information on integration, installation and operation instructions.

Appendix A: victor MAS/SAS Support

Introduction

To enhance scalability and deployment in enterprise environments, victor unification with C·CURE allows you to configure a site that is part of a 'hub-and-spokes' topology, but also has the ability to function in a disconnected environment with complete local command and control.

The Master Application Server (MAS) and up to 20 Satellite Application Servers (SAS) can be deployed as a single system. The satellite servers provide real time response for critical operations like events and actions while the master server provides a rolled up monitoring and reporting interface.



Each SAS contains database records for the system hardware connected to it, as well as other data relating to user authentication and authorization. Each SAS synchronizes with the MAS so that SAS local data is replicated to the MAS for central management and monitoring.

Data Types

Data Types

Global: Data which is configured on the MAS and synchronized to all SASs.

Local: Data which is configured on and exists only on SASs.

Installation

The following enterprise deployments are supported:

• Installing victor locally on a C·CURE SAS or remotely connecting to a C·CURE SAS

• Installing C·CURE on an existing victor Application Server and making it a SAS in an existing Enterprise environment

• Installing victor on the MAS

Note:
Installing victor without C·CURE is not supported in SAS/MAS deployments

MAS Installation

Unified Server MAS can be installed by running the Tyco Security Products unified installer. The standard unified server installer lays down all prerequisites required for MAS/SAS installation.

Caution
Refer to product datasheets for information on system hardware and software requirements

MAS Installation prerequisites

Prerequisites
The system where the MAS software will be installed must be a dedicated system on a domain. The system should not host any other major applications
Ensure clocks are synchronized between the MAS and the SASs
The Windows domain user account of the MAS installer must be a system administrator for the system where the MAS will be installed. (The account you install under must be a domain account, not a local computer account.)
The Windows user account of the MAS installer must have been configured as a SQL Administrator (sysadmin role)
The SQL Browser Service must be enabled and running
You must have or obtain a MAS software license with the Application Server option enabled

Note:
Grant Administrative privileges to your Domain account on the new MAS.

Step	Action
1	Follow the standard installation instructions provided on the unified server Installation guide until the **Installation Type** dialog displays.
2	At the **Installation Type** dialog, select **Advanced** (for Enterprise users) and select **Next.** Destination folder displays.
3	Select **Next.**
4	Select **Application Server Installation**. Further options display.
5	Select **Install as a Master Application Server.**

6 Select **Next**.

7 Enter the database server name.**Database server** and **Login Credentials** dialog displays.

8 Select the local SQL server required for the installation (previously installed) as the **Database Server** and select **Next**. The **Remote Access Credentials** dialog displays.

9 Enter **Domain Username** and **Password** as required.

Note:
Use a Domain Account\Username whose password will not be automatically updated as this will adversely affect future connectivity. If your Windows password should change, you will need to update the password used by the unified Windows services.

10 Select **Next**. The **Ready to Install** dialog displays listing the installation directory and the system server type.

11 Select **Install**.

Note:
1. The **Installing** displays detailing status messages and progress (This process can take a considerable amount of time)
2. If the installation completes without errors, the InstallShield Wizard Completed dialog box opens
3. If you received any warnings during the installation, the system displays a dialog box listing the number of warnings. You can view these warnings in the %TEMP% directory.

12 Select **Finish**.

Note:
Once installation completes, you must register the product within sixty days from the date the application was installed.

- End -

SAS Installation

Unified Server SAS can be installed by running the Tyco Security Products unified server installer. The standard unified server installer lays down all prerequisites required for MAS/SAS installation.

SAS Installation prerequisites

Prerequisites
The system where the SAS software will be installed must be a dedicated system on a domain. The system should not host any other major applications
Ensure clocks are synchronized between the MAS and the SASs
The Windows domain user account of the SAS installer must be a system administrator for the system where the SAS will be installed.
The Windows user account of the SAS installer must have been provisioned as a SQL Administrator (sysadmin role) on the MAS.
The Windows user account of the SAS installer must have been previously configured as a victor/C·CURE Global Operator with the SYSTEM ALL Privilege at the MAS to which this SAS will connect.
The CrossFire Services must be configured to run using a domain user account on the SAS. That account must also be a MAS operator able to access the MAS SQL database.
The SQL Browser Service must be enabled and running.
The MAS server that will be the master server for this SAS must be reachable via the network (its name or IP address must be resolvable).
The MAS server that will be the master server for this SAS must be running as well as the Software House CrossFire Framework and Component Framework Services.

Caution

Refer to product datasheets for information on system hardware and software requirements

Step	Action
1	Follow the standard installation instructions provided on the unified server Installation guide until the **Installation Type** dialog displays.
2	At the **Installation Type** dialog, select **Advanced** (for Enterprise users) and select **Next**. Destination folder displays.
3	Select **Next.**
4	Select **Application Server Installation**. Further options display.
5	Select **Install as a Satellite Application Server** and enter the **Master Application Server** name or IP Address and select **Next** the **Database server** ddialog displays.
6	For the Database Server, select the required SAS database server name.
7	Select **Next**.
8	Enter your **Domain\Username** and your **Password**, confirm your password and click **Next.** The **Ready to Install** the Program dialog box opens listing the location of the Installation directory, the Database server type, and the system SQL server type.
9	Select **Install**.The **Installing** dialog displays.

Note:
1. The **Installing** displays detailing status messages and progress (This process can take a considerable amount of time)
2. If the installation completes without errors, the InstallShield Wizard Completed dialog box opens
3. If you received any warnings during the installation, the system displays a dialog box listing the number of warnings. You can view these warnings in the %TEMP% directory.

10 Select **Finish**.

Note:
Once installation completes, you must register the product within sixty days from the date the application was installed.

- End -

Operation

MAS/SAS deployment affects how users interact with victor in various ways. Each of the following subsections describes the enhanced user experience in affected areas as well as system capabilities and how they differ from a non MAS/SAS environment.

Data Synchronization

victor specific data configured at the SAS in local partitions will synchronize up to the MAS. The victor Journal and Audit will synchronize from the SAS to the MAS every four hours by default (this value can be changed in System Values).

victor Application Server Interaction

General

On the MAS, the dynamic view of victor Application Servers lists all the SASs and the MAS the user has access to:

Site Manager Name	Description	Location	Client Connection State	Enterprise Health
BOS2DSTARMEY2	Unified MAS	Boca Raton, FL	Primary	Ready to Synchronize -- One or more partner servers has a problem
BOS2DEVSAS1	SAS 01	Westford, MA	Interactive	Ready to Synchronize
BOS2STEVETR2VM	SAS 02	Westford, MA	Interactive	Ready to Synchronize
BOS2STEVET7U2	SAS 03	Westford, MA	Interactive	Ready to Synchronize
BLR1WKD077	SAS 04	Bangalore, India	Interactive	Ready to Synchronize
BEL2TARM02	SAS 05	Belfast, Ireland	Non-interactive	Offline

Interactive

From the dynamic view on the MAS you have the option to go **interactive/non-interactive** with a given SAS. This is done via the right-click context menu.

When a victor Application Server is made interactive, it means that activity and events will be sent from the SAS up to victor that is connected to the MAS (as if the client was directly connected to the SAS as its primary server).

You can configure whether each operator is be default interactive with any given victor Application server in the Application Server section:

Application Servers

Link SAS with operator to monitor them automatically when operator logs in.

Name	Description	IPAddress	Location
☑ BOS2DEVSAS1	SAS 01	10.38.145.153	Westford, MA
☑ BOS2STEVETR2VM	SAS 02	10.38.145.150	Westford, MA
☑ BOS2STEVET7U2	SAS 03	10.38.145.151	Westford, MA
☑ BLR1WKD077	SAS 04	10.47.82.25	Bangalore, India
☑ BEL2TARM02	SAS 05	169.254.60.232	Belfast, Ireland

The items that are checked will be automatically interactive at startup when this operator logs in.

Sites

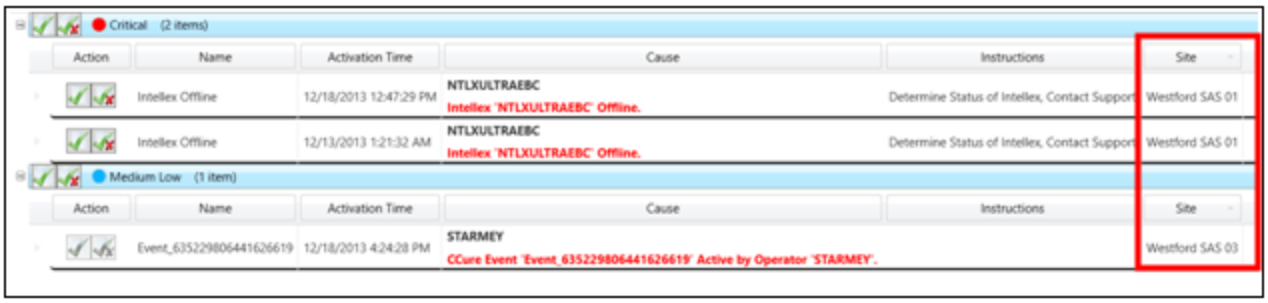
When a server is started, it will create a Site in the Site List with the same name as the victor Application Server. This can be changed, but can't be deleted. This means that every installation will have at least one Site present at all times.

Events

Events that are configured on the MAS are global. That means all events configured will be synchronized to all interactive SASs.

The **Event Viewer** on the MAS is an event sink for all events from all SAS that are currently interactive.

If the source of an event activation belongs to an existing site, the site name will display in the **Site** field. If the source does not belong to an existing site, the site that was created by the victor Application Server is displayed.



SAS Online: Normal event management (Acknowledge/Clear) workflows work the same as if directly connected to the SAS.

SAS Offline: The event activation in the event viewer cannot be modified.

The operations that are performed on any event activation on the MAS or SAS is mirrored in real-time in both event viewers.

The **review** operation available via the context menu will operate as normal on both the MAS and SAS.

Event Setup

Configure All:

Event Configurations of this type are synchronized to all SASs. This means that if the user configures All Doors -> Forced -> Activate Global Event, every door in the Enterprise will activate this event when the door is forced.

Specific Objects:

These event configurations are saved on the SAS that owns the object being configured. So for a specific SAS door -> Forced -> Activate Global Event, the configuration for this action will be saved at the SAS.

Note:
Event Setup editor on the MAS shows configurations for all objects in related SASs.

Maps

Maps can be created on MASs and SASs.

MAS Maps: Maps created on MASs will not synchronize to SASs.

SAS Maps: Maps created on SASs, along with all their layers and objects are synchronized to the MAS and are available to the MAS client.

Health Monitoring

Health monitoring at the MAS displays the health of all supported devices enterprise wide and if the SAS is interactive, the states update accordingly.

The victor Application Server health status is included on the MAS dashboard as well as the status of all available MAS and SAS machines.

Reports/Data Visualization

At the MAS client, reporting and data visualization is available for data up to the last successful synchronization of SAS data up to the MAS.

Licensing

There are no additional license requirements to install victor on a SAS.

Appendix B - Creating & Editing Templates

Introduction

victor's Incident Management supports the ability to create a central report which ties together incident components in a user-defined format. This is controlled by two methods; the first is during export control, you can change the report order of individual items in the Direct Clip Action window. The second is via the default templates / user created templates.

Templates and generated reports use Microsoft's OpenXml standard, and are therefore supported by a number of word packages in addition to Microsoft Word.

Note:
Microsoft Word 2007 onwards supports the OpenXml standard.

Adding and Deleting Templates

Templates can be added during the report generation process from the Direct Clip Action window by clicking  ; this opens a file explorer window allowing navigation and select of the desired template.Templates can also be removed by clicking  .

Note:
Templates are referenced rather than copied. It is recommended to store templates in a shared location.

Creation of Templates

The following information is based on the process required for Microsoft Word (specifically the 2010 release).

Templates must be created and saved as .dotx files (Word XML Document), .dotx files allow the creation of the format of the template and to order the content. The incident components are inserted using the Content Controls, along with the inclusion of their own static content and formatting, this allows for the creation of bespoke report templates.

Note:
The Content Controls are available on the Developers ribbon. The ribbon is not shown by default

Procedure 238 Displaying the Developers Ribbon - MS Word

Step	Action
1	Open MS Word.
2	Select **File**.
3	Select **Options**.
	The Word Options window opens.
4	Select **Customize Ribbon**.

5 Select the **Developer** checkbox in the Main Tabs pane.

6 Click **OK**.

- End -

Content Controls Recognized by Incident Builder

Content Control Name	Description	Report Output
Title	Incident Name	Text
Date	Date of export	Text
Image	Incident Image (Requires a Picture Content Control to manage the output size of the image	Image
Media	Incident clip	Clip name linking to the player
Spreadsheet	Incident spreadsheet	Spreadsheet name linking to the spreadsheet file
Note	Text	Rich Text
Hyperlink	Additional files	File name linking to the actual file
RemainingContent	A place holder for additional content that hasn't been already added to the document	All of the above. **Note** - Images will be limited by the page size

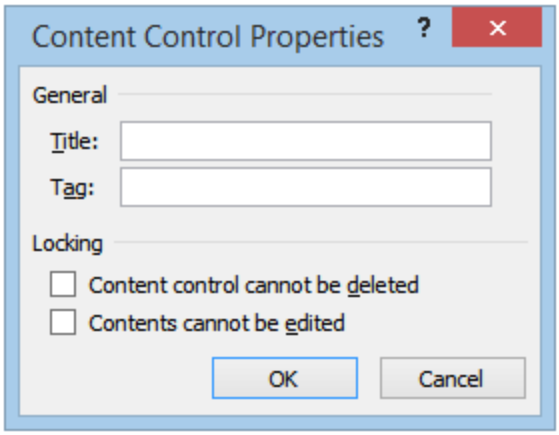
Note:
Only Content Controls with a title matching one of the names above will be replaced during report generation.

Inserting a Picture

When a new template file has been created or when editing an existing template, pictures can be added using the Content Controls in the Developer ribbon.

Procedure 239 Adding a Picture to a Template

Step	Action
1	Select the Developer tab. The Develop ribbon displays.
2	Select  An image placeholder is placed in the document.
3	Resize / position the placeholder as required.
4	Select **Properties** from the controls module of the Developer ribbon. **Note:** Ensure the content is selected. The Content Control Properties window opens.



5 Enter **IMAGE** in the Title field.

6 Enter a value/description in the Tag field to provide context to the content. The Tag is used on the incident export page for the content.

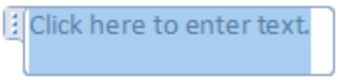
7 Click **OK**.

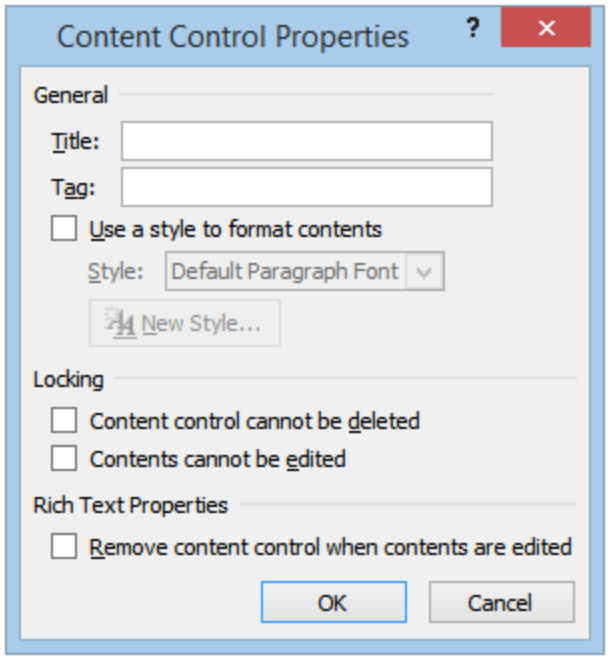
- End -

Inserting Content Control for Text and Content Links

Text and Content Links can be placed using the Rich Text Content Control icon in the Developer ribbon.

Procedure 240 Adding all other Supported Content to a Template

Step	Action
1	Select the insertion point using the cursor.
2	Select Aa A Rich Text placeholder is placed in the document. 
3	Select **Properties** from the controls module of the Developer ribbon. **Note:** Ensure the content is selected. The Content Control Properties window opens.



4 Enter a **Title** in the field. The title must be one of the following -

- **TITLE**
- **DATE**
- **MEDIA**
- **SPREADSHEET**
- **NOTE**
- **HYPERLINK**
- **REMAININGCONTENT**

5 Enter a value/description in the Tag field to provide context to the content. The Tag is used on the incident export page for the content.

6 Click **OK**.

- End -

Further Information

Further information for the use of Content Controls, you can search the internet for information on -

- Word Content Controls
- OpenXml
- OpenXml SDK

Note:
The OpenXML SDK's productivity tool can be used for discovering issues and understanding document structure.

Appendix C: Deploying the victor Web Service

Introduction

The following section provides background information on the victor Web Service and its integration with victor Web LT.

General

The victor Web Service is a Representational State Transfer (REST) service developed using the ASP.NET MVC4 Web API technology. The Web Service provides a RESTful API using the latest Model View Controller (MVC) design available with the .NET 4.5 framework.

The RESTful API enables the Partner web applications connecting to the Web Service to do GET/PUT/DELETE and POST operations.

The victor Web Service is hosted on a Microsoft Internet Information Services (IIS) Web Server.

victor Web LT

From release V4.7 victor Web LT has been enhanced to support vAS Integration, allowing the receipt of alerts from victor Unified Client to victor Web LT. This feature is reliant on web sockets, using the victor Web Service for vAS integration is not supported in a Windows 7 Environment. The victor Web Service can be deployed on a separate Windows 8 / 8.1 / Server 2012 platform to act as a 'middle-man' between the Windows 7 victor environment and the victor Web LT server.

Issue

Before you run the installation dashboard, ensure that the manual prerequisites are installed / enabled to successfully deploy the victor Web Service.

Solution

The following prerequisites must be installed / enabled to permit the successful deployment of the victor Web service.

- IIS (Microsoft Internet Information Services) – In all instances IIS must be enabled prior to running the installation dashboard
- ASP.NET MVC 4 (Framework) – In all instances MVC 4 must be downloaded and installed prior to running the installation dashboard
- ARR (Application Request Routing 3.0) – In instances where a vAS Integration with victor Web LT is required on a single system, i.e. the vAS, victor Web Service and victor Web LT are all installed on one system, ARR must be downloaded and installed before running the dashboard.

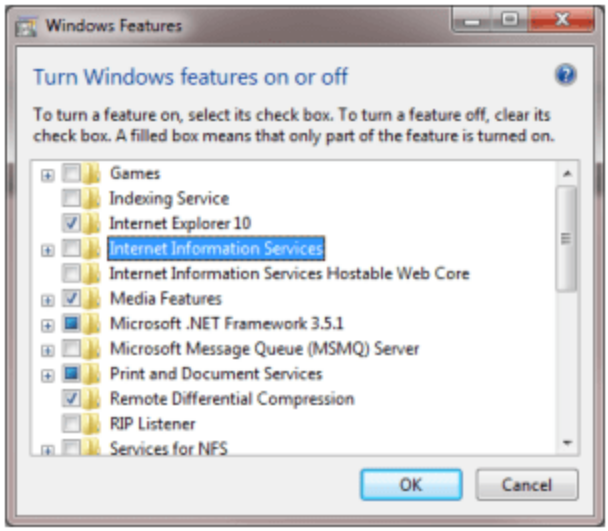
Procedure 241 Prior to running the victor only installer Windows 7

Step	Action

1 Enable IIS.

a Click **Start**.

b Type '**Turn on Windows Features**' in the search field, and press RETURN.
The Windows Features window opens.



c Select the **Internet information Services** checkbox.

d Click **OK**.

Note:
For Windows Server 2012 the web server role must be enabled to activate IIS.

2 Download and install MVC 4.

a Open your Internet Browser and search for **ASP.NET MVC 4**. Download should only be acquired from the official Microsoft site.

b Select the option to install using the standalone MVC 4 Installer.

c Select the required language.

d Click **Download**.

e Once downloaded, launch the executable and follow the instructions of the installation wizard.

3 Launch the victor Installer Dashboard and commence installation.

- End -

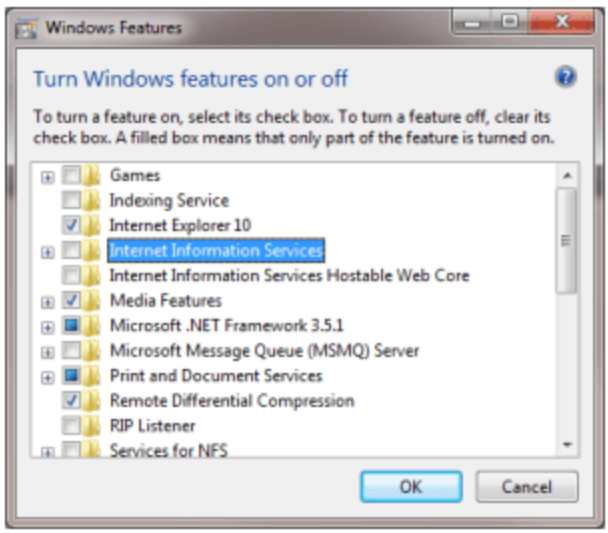
Procedure 242 Prior to running the victor only installer Windows 8 / 8.1 / Server 2012 with victor Web LT vAS Integration

Step	Action

1 Enable IIS.

a Click **Start**.

b Type '**Turn on Windows Features**' in the search field, and press RETURN.
The Windows Features window opens.



c Select the **Internet information Services** checkbox.

d Click **OK**.

Note:
For Windows Server 2012 the web server role must be enabled to activate IIS.

2 Download and install MVC 4.

a Open your Internet Browser and search for **ASP.NET MVC 4**. Installer package should only be downloaded from the official Microsoft site.

b Select the option to install using the standalone MVC 4 Installer.

c Select the required language.

d Click **Download**.

e After the installer downloads, launch the executable and follow the instructions of the installation wizard.

3 Download and install ARR

a Open your Internet Browser and search for **Application Request Routing Offline Installer**. Installer package should only be downloaded from the official Microsoft site.

b Click **Install this extension**.

c Click **Install Now**.

d Once downloaded, launch the executable and follow the instructions of the installation wizard.

Note:
During the deployment of the victor Web LT standalone installer, ARR settings will be automatically configured.

4 Launch the victor Installer Dashboard and commence installation.

5 Once completed, launch the victor Web LT standalone installer.

- End -

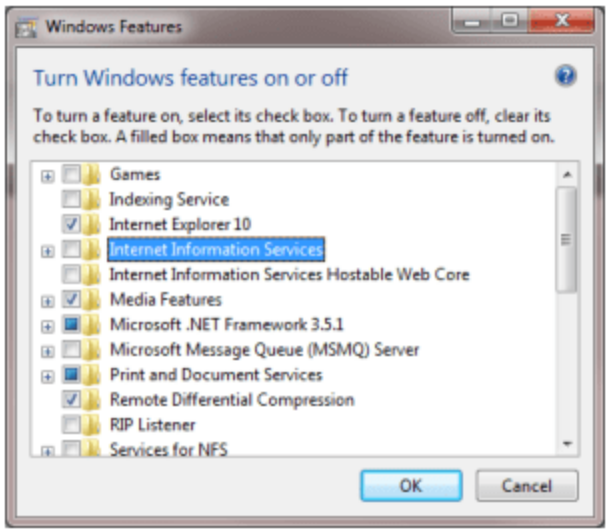
Procedure 243 Prior to running the Unified installer Windows 7

Step	Action

1 1. Enable IIS

a Click **Start**.

b Type '**Turn on Windows Features**' in the search field, and press RETURN.
The Windows Features window opens.



c Select the **Internet information Services** checkbox.

d Click **OK**.

Note:
For Windows Server 2012 the web server role must be enabled to activate IIS.

2 Download and install MVC 4.

a Open your Internet Browser and search for **ASP.NET MVC 4**. Download should only be acquired from the official Microsoft site.

b Select the option to install using the standalone MVC 4 Installer.

c Select the required language.

d Click **Download**.

e After the installer downloads, launch the executable and follow the instructions of the installation wizard.

3 Launch the Unified Installer Dashboard and commence installation.

- End -

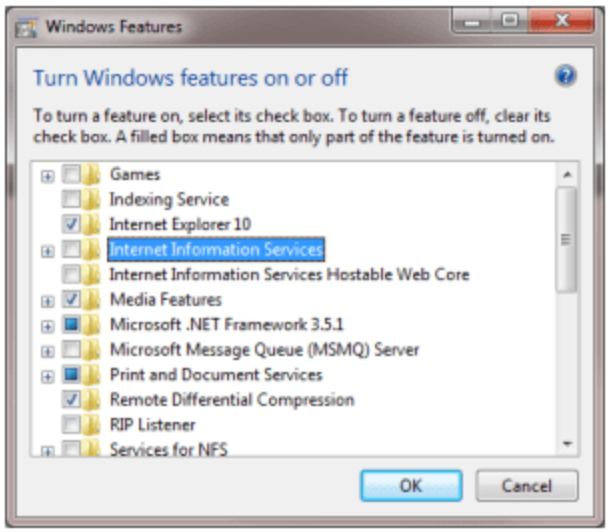
Procedure 244 Prior to running the Unified Installer Windows 8 / 8.1 / Server 2012 with victor Web LT vAS Integration

Step	Action

1 Enable IIS.

a Click **Start**.

b Type '**Turn on Windows Features**' in the search field, and press RETURN.
The Windows Features window opens.



c Select the **Internet information Services** checkbox.

d Click **OK**.

Note:
For Windows Server 2012 the web server role must be enabled to activate IIS.

2 Download and install MVC 4.

a Open your Internet Browser and search for **ASP.NET MVC 4**. Installer package should only be downloaded from the official Microsoft site.

b Select the option to install using the standalone MVC 4 Installer.

c Select the required language.

d Click **Download**.

e After the installer downloads, launch the executable and follow the instructions of the installation wizard.

3 Download and install ARR

a Open your Internet Browser and search for **Application Request Routing Offline Installer**. Installer package should only be downloaded from the official Microsoft site.

b Click **Install this extension**.

c Click **Install Now**.

d Once downloaded, launch the executable and follow the instructions of the installation wizard.

Note:
During the deployment of the victor Web LT standalone installer, ARR settings will be automatically configured.

4 Launch the Unified Installer Dashboard and commence installation.

5 Once completed, launch the victor Web LT standalone installer.

- End -

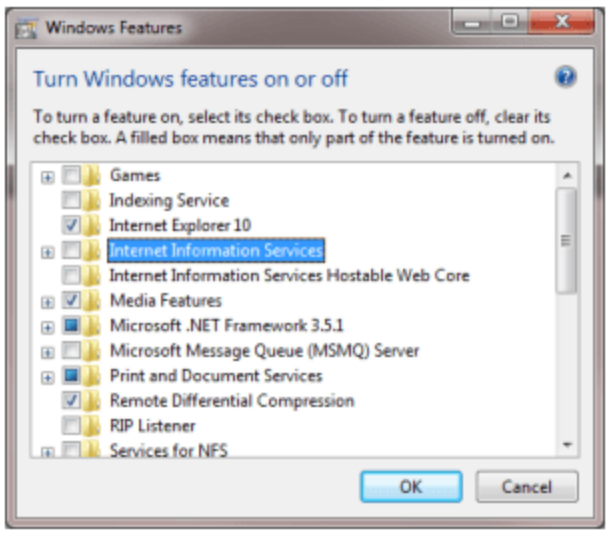
Procedure 245 PROCEDURE – STANDALONE VICTOR WEB SERVICE DEPLOYMENT

Step	Action

1 Enable IIS.

a Click **Start**.

b Type '**Turn on Windows Features**' in the search field, and press RETURN.
The Windows Features window opens.



c Select the **Internet information Services** checkbox.

d Click **OK**.

Note:
For Windows Server 2012 the web server role must be enabled to activate IIS.

2 Download and install MVC 4.

a Open your Internet Browser and search for **ASP.NET MVC 4**. Installer package should only be downloaded from the official Microsoft site.

b Select the option to install using the standalone MVC 4 Installer.

c Select the required language.

d Click **Download**.

e After the installer downloads, launch the executable and follow the instructions of the installation wizard.

3 Download one of the following Installation packages from the American Dynamics website.

a victor Unified

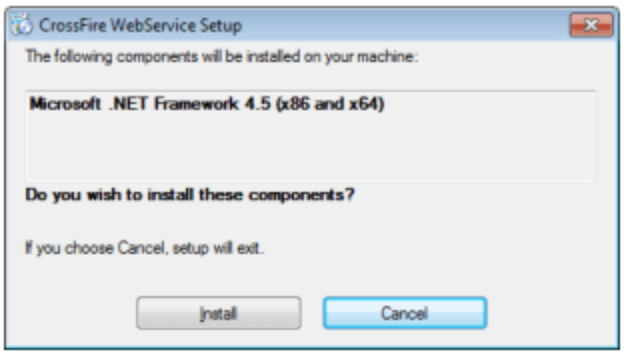
b victor Only

c victor Application Server and SQL 32/64 bit

4 After you download the installer, extract the contents of the zip file and navigate to the bin folder within the package.

5 Double-click **CrossFireWebService.msi**.

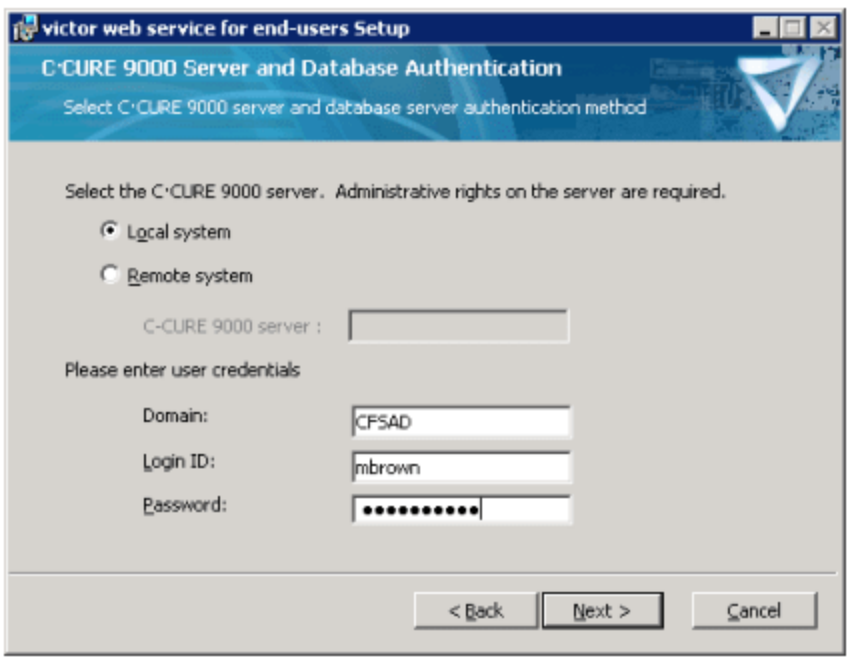
6 The following dialog box appears if your system does not have Microsoft .NET Framework 4.5 installed. Click **Install** to proceed.



7 After Microsoft .NET Framework 4.5 installation is finished, the victor Web Service Setup Wizard appears. Click **Next**.

8 Click **Next**. The End-User License Agreement appears.

9 Select I accept the terms in the License Agreement and click **Next**.
The Destination Folder screen appears. Click **Next** to display the server and database authentication screen.



10 Select the **Remote System** option button.

11 Enter the domain and name of the victor Application Server you want to include in your vAS Integration, or its IP address.

12 Enter the **Login ID** of the vAS

Note:
This must be a Windows Administrator Account

13 Enter the **Password** of the vAS.

14 Click **Next**.

15 If the installer is unable to identify the database server automatically, a dialog box appears to request that you enter the servername and database instance (Example: myserver\SQLExpress) and click **OK**.
The Installation Options dialog box appears.

16 If you are installing the Web Service in a Redundant configuration, select Redundant server installation using supported third party redundancy and enter the domain and name of the Virtual server system, or its IP address.

17 Click **Next**.

18 Click **Next** to begin the installation. A dialog box with a progress bar appears so you can monitor installation progress.
The Installation Completed screen appears.

19 Click **Finish** to complete the installation.

- End -

Issues with victor Licensing Options

Issue

This technical bulletin informs our customers on how to address issues for certain add-on options on their victor Server software license:

Use Case	Model Number	Description	
1	ADVC-WEBSERVICE	Add-on license option to support victor Web Service	V4.5.1+
2	ADVC-MATRIXDVR	Add-on license option to support Matrix DVR	V4.5.1+

Pre-requisites

- Compatible host PC that meets/exceeds the system requirements for the installed server application/license:
  - victor Professional (aka Site Manager)
  - Unified Server (victor/C•CURE)
- Compatible host PC that meets/exceeds the system requirements for the installed client application:
  - victor Unified Client
- In Warranty or valid SSA for victor software license

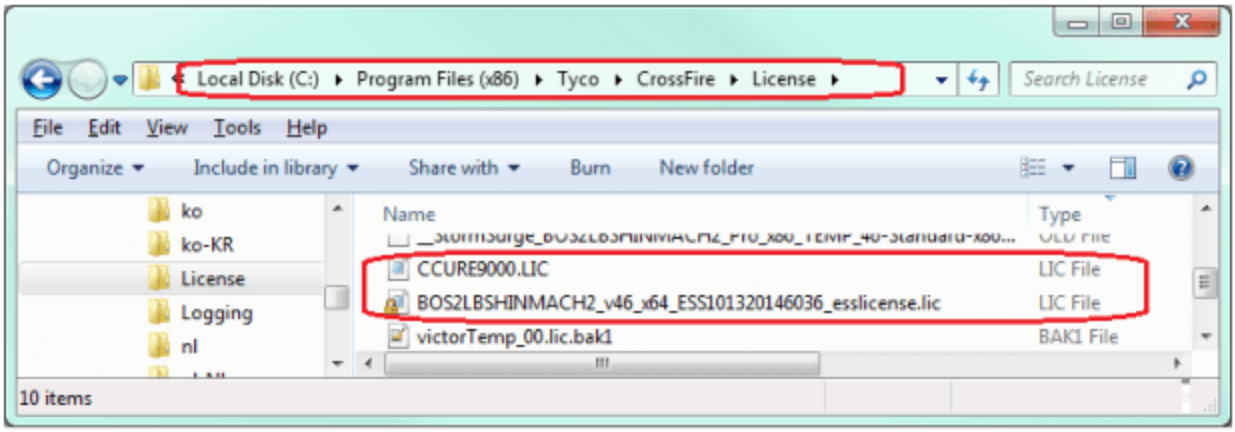
- Valid login account for victor (Windows Domain or Basic Authentication)
- Email and internet access

If you purchased the optional victor Web Service licensed add-on option (ADVC-WEBSERVICE), registered and applied the updated license, but are having issues with an application that is designed to integrate using the victor Web Service, then please following the steps below:

Procedure 246 How to fix victor Web Service (For victor V4.5.1 and higher)

Step	Action
1	Log into the host PC running the victor or Unified Server software using administrator-level credentials.
2	Launch the **Server Configuration** application (Run as administrator) and proceed to save a screenshot of the **Services** tab.
3	Next, launch the **License Manager** application and proceed to save a screenshot for each tab: **Unified** tab, **victor** tab and **CCURE** tab.
4	From **License Manager**, click **Generate** from the Unified tab and save the XML-generated file.
5	Proceed to send an email to [redacted] to request assistance with victor Web Service issue. Please be sure to attach the following five (5) files: a Screenshot of **Services** tab from the **Server Configuration** application b Screenshot of **Unified** tab from the **License Manager** application c Screenshot of **victor** tab from the **License Manager** application d Screenshot of **CCURE** tab from the **License Manager** application e **XML** file generated by the **License Manager** application
6	After the Licensing Team receives the email with the required files, they will review the request and send you an updated same-version victor license file during normal business hours.
7	Save the updated victor license file (.LIC) onto the victor or Unified Server.
8	From **License Manager**, click **Add new license** from the Unified tab and select the updated victor license file.

Note:
Only one (1) victor license file (e.g. HostName_v45_x64_ESS###############_esslicense.lic) and one (1) CCURE license file (e.g. CCURE9000.LIC) should be present in the default folder. If more than one victor license is present, then you must manually rename/move/delete the older victor license file(s).



Note:
After the License Manager has successfully added the updated victor license file, it should prompt the message about restarting the services to activate the new license. Make sure to proceed with restarting services in order for the application to use the updated license file.

Note:
On a Unified system or C•CURE 9000 system, the License Manager will not automatically restart the services after adding a license file. Therefore, you will need to manually launch the Server Configuration application and proceed to STOP and START both of the CrossFire Services.

9 After the services have been restarted, check the following applications:

a **Server Configuration**: Check the **Services** tab to make sure that all services are running.

b **License Manager**: Check the **Unified**, **victor** and **CCURE** tabs to make sure all of the license information is correctly being recognized.

10 Your victor or Unified Server should now be properly configured and victor Web Service should now be working.

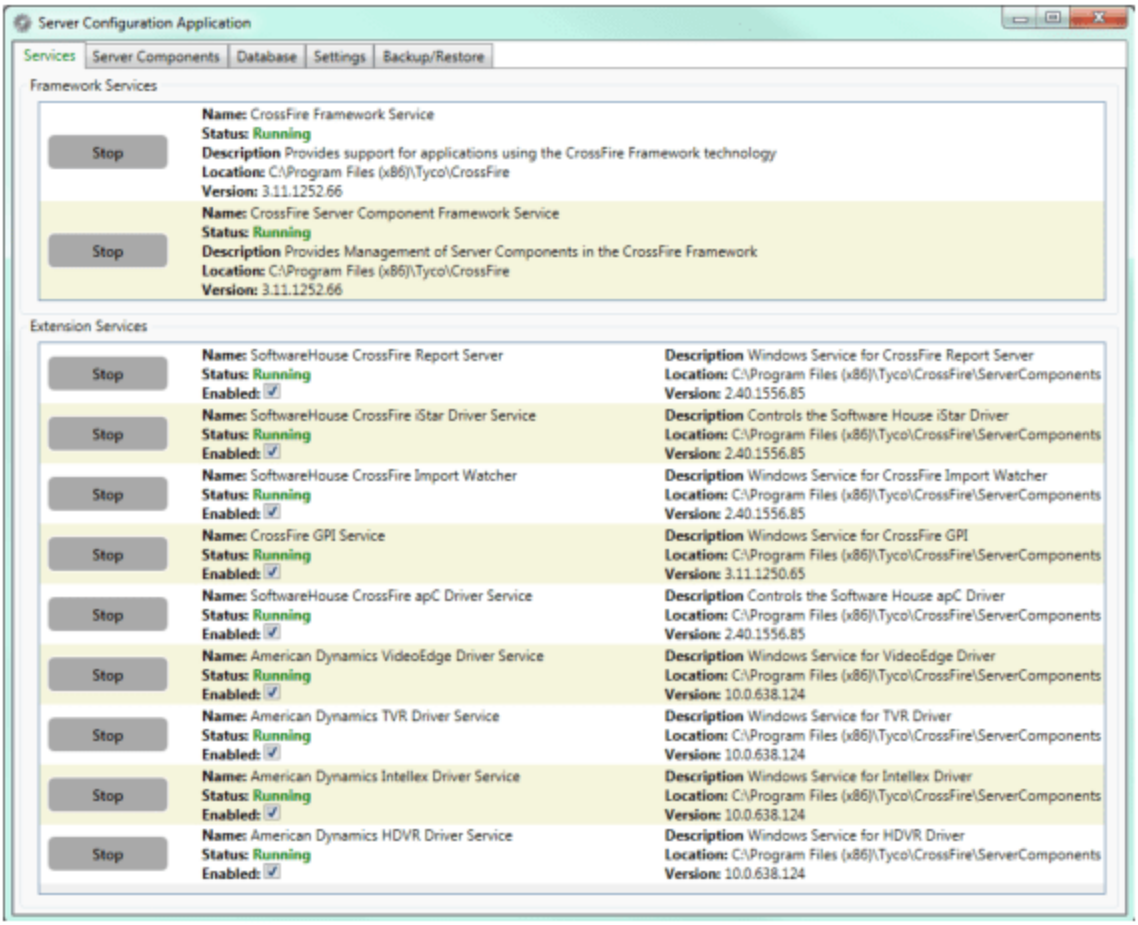
- End -

HOW TO FIX MATRIX DVR (FOR VICTOR V4.8 AND HIGHER)

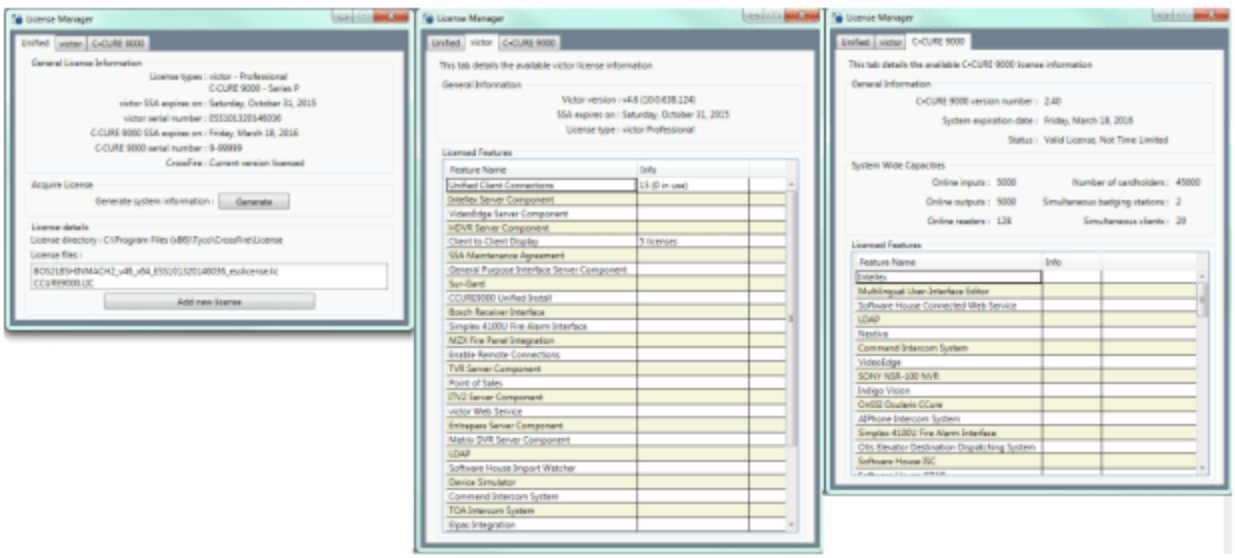
If the optional Matrix DVR licensed add-on option (ADVC-MATRIXDVR) was previously purchased/licensed for V4.5.1 or V4.6, then these customers will need to follow the steps below after upgrading to V4.8 to support the correct number of Matrix DVR recorders.

Procedure 247 How to fix Matrix DVR (For victor V4.8 and higher)

Step	Action
1	Log into the host PC running the victor or Unified Server software using administrator-level credentials.
2	Launch the **Server Configuration** application (Run as administrator) and proceed to save a screenshot of the **Services** tab.

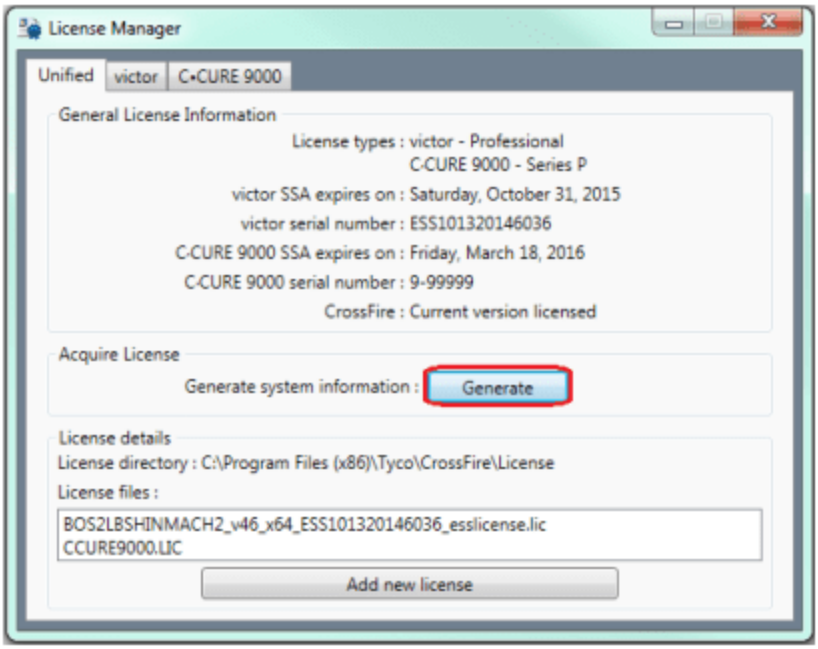


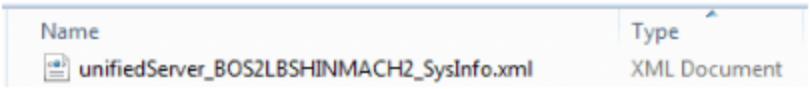
3 Next, launch the **License Manager** application and proceed to save a screenshot for each tab: **Unified** tab, **victor** tab and **CCURE** tab.



Note:
Confirm that the SSA is still valid (see **Unified** tab). If expired, then contact your sales associate or email [redacted] to request a quote to purchase SSA before continuing.

4 From **License Manager**, click **<Generate>** button from the Unified tab and save the XML-generated file.





5 Proceed to send an email to [redacted] to request assistance with victor Web Service issue. Please be sure to attach the following five (5) files:

a Screenshot of **Services** tab from the **Server Configuration** application

b Screenshot of **Unified** tab from the **License Manager** application

c Screenshot of **victor** tab from the **License Manager** application

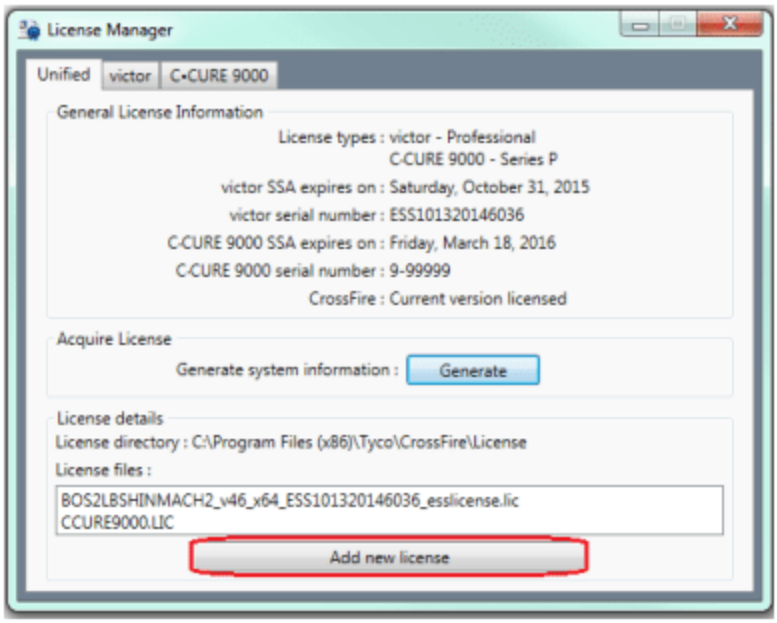
d Screenshot of **CCURE** tab from the **License Manager** application

e **XML** file generated by the **License Manager** application

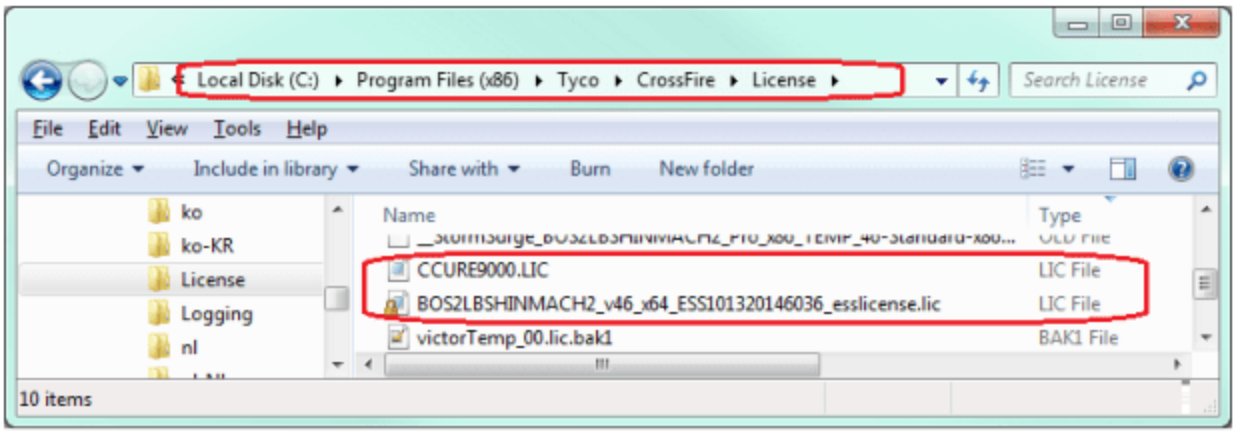
6 After the Licensing Team receives the email with the required files, they will review the request and, if valid, will generate and email an updated same-version victor license file during normal business hours.

7 Save the updated victor license file (.LIC) onto the victor or Unified Server.

8 From **License Manager**, click **Add new license** from the Unified tab and select the updated victor license file.



Note:
Only one (1) victor license file (e.g. HostName_v45_x64_ESS###############_esslicense.lic) and one (1) CCURE license file (e.g. CCURE9000.LIC) should be present in the default folder. If more than one victor license is present, then you must manually rename/move/delete the older victor license file(s).



Note:
After the License Manager has successfully added the updated victor license file, it should prompt the message about restarting the services to activate the new license. Make sure to proceed with restarting services in order for the application to use the updated license file.

Note:
On a Unified system or C•CURE 9000 system, the License Manager will not automatically restart the services after adding a license file. Therefore, you will need to manually launch the Server Configuration application and proceed to STOP and START both of the CrossFire Services.

9 After the services have been restarted, check the following applications:

a **Server Configuration**: Check the **Services** tab to make sure that all services are running.

b **License Manager**: Check the **Unified**, **victor** and **CCURE** tabs to make sure all of the license information is correctly being recognized.

10 Your victor or Unified Server should now be licensed and configured to support all of your Matrix DVR recorders via the victor Unified Client software.

- End -

Appendix D: Supporting Newer Client Versions on older Server Software

Introduction

This section explains how to support newer victor Unified Client software versions on older victor Application Server software versions. For customer sites that are dependent on version-specific server integrations, they have been traditionally unable to use any client-side feature enhancements and/or bug fixes due to incompatibility between server-and-client application versions. For those customers who fall into this scenario, we have incorporated changes to address this requirement and can now support the following use cases:

Use Case	victor Application Server Version		Compatible Version of victor Unified Client	
			Default Version	Optional Compatible Version
1	V4.5.1 V4.5.1/V2.30R2	victor Professional Unified victor/C•Cure	V4.5.1 victor Unified Client	V4.8 victor Unified Client
2	V4.6 V4.6/V2.40	victor Professional Unified victor/C•Cure	V4.6 victor Unified Client	V4.8 victor Unified Client

Pre-requisites

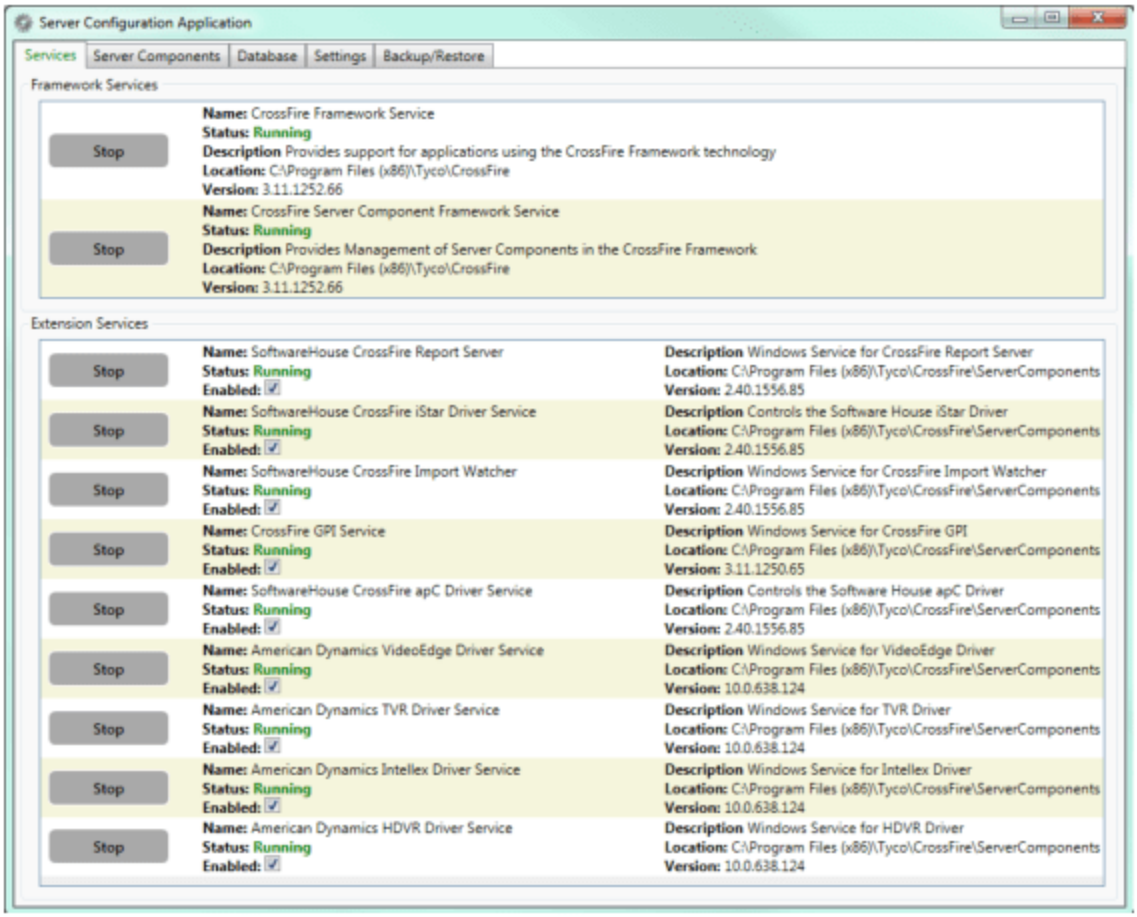
- Compatible host PC that meets/exceeds the system requirements for the installed server application/license:
  - victor Professional (aka Site Manager) (V4.5.1 or higher)
  - Unified Server (victor/C•CURE) (V4.5.1/V2.30R2, V4.6/V2.40, V4.7/V2.40, V4.8/V2.42)
- Compatible host PC that meets/exceeds the system requirements for the installed client application:
  - victor Unified Client (V4.5.1, V4.6, V4.7, V4.8)
- victor or Unified victor/C•CURE must be in warranty or have valid SSA
- Valid login account on victor (Windows Domain or Basic Authentication)
- Valid login account on American Dynamics web page (access to Online Registration)
- Email and internet access

Supporting newer Client versions on older Server software (for victor V4.5.1 and higher)

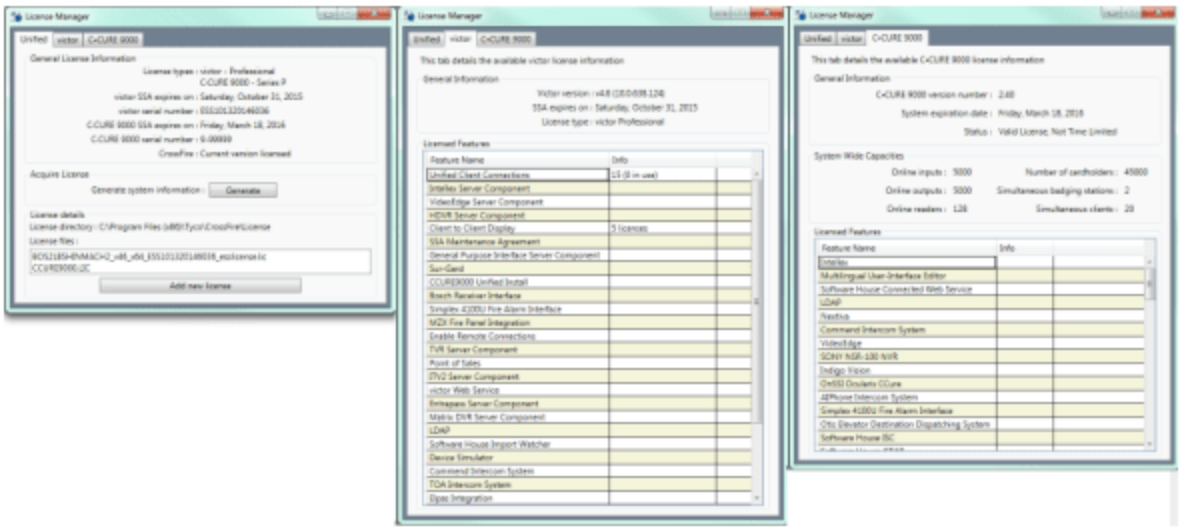
If your victor or Unified Server deployment is unable to upgrade the server software due to version-specific integrations, then you have the ability to update the victor Unified Client software version by following the steps below:

Procedure 248 Updating victor Unified Client Only

Step	Action
1	Log into the host PC running the victor or Unified Server software using administrator-level credentials.
2	Launch the **Server Configuration** application (Run as administrator) and proceed to save a screenshot of the **Services** tab.

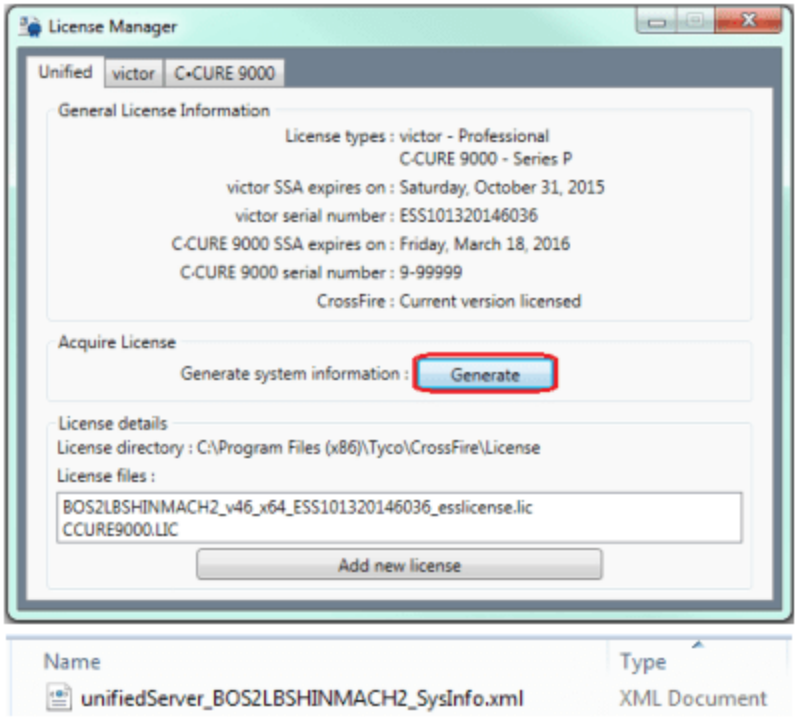


3 Launch the **License Manager** application and proceed to save a screenshot for each tab: **Unified** tab, **victor** tab and **CCURE** tab.



Note:
Confirm that the SSA is still valid (see **Unified** tab). If expired, then contact your sales associate or email [redacted] to request a quote to purchase SSA before continuing.

4 From **License Manager**, click **Generate** from the Unified tab and save the XML-generated file.



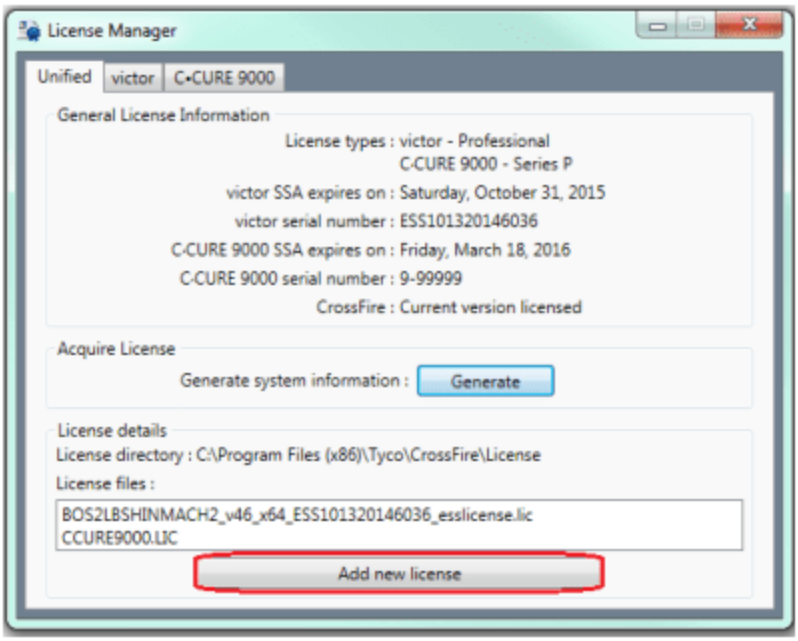
5 Proceed to send an email to [redacted] to request assistance with updating your current victor Server license (V4.5.1 or V4.6) to V4.8. Please be sure to include the following information and attachments:

- a Specify that you require an updated license-only file to enable support for **V4.8 victor Unified Client**.
- b Screenshot of **Services** tab from the **Server Configuration** application.
- c Screenshot of **Unified** tab from the **License Manager** application.
- d Screenshot of **victor** tab from the **License Manager** application.
- e Screenshot of **CCURE** tab from the **License Manager** application.
- f **XML** file generated by the **License Manager** application.

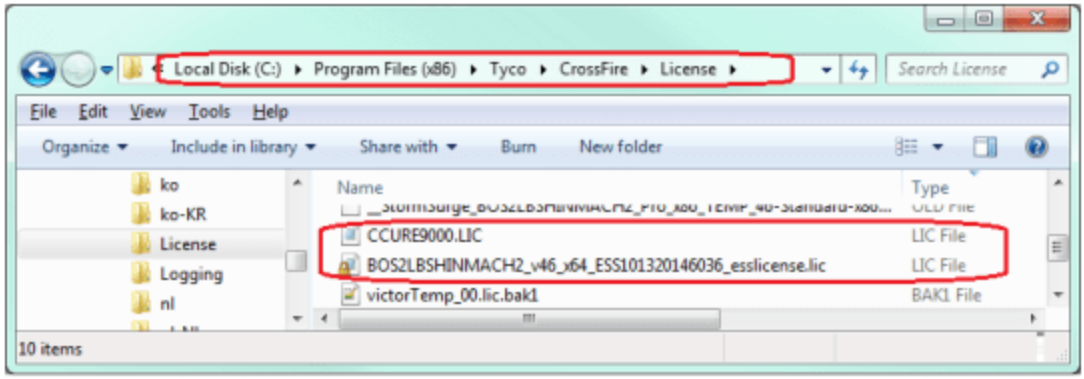
6 After the Licensing Team receives the email with the required information and files, they will review the request and, if valid, will generate and email an updated same-version victor license file during normal business hours.

7 Save the updated victor license file (.LIC) onto the victor or Unified Server.

8 From **License Manager**, click **Add new license** from the Unified tab and select the updated victor license file.



Note:
Only one (1) victor license file (e.g. HostName_v47_x64_ESS##############_esslicense.lic) and one (1) CCURE license file (e.g. CCURE9000.LIC) should be present in the default folder. If more than one victor license is present, then you must manually rename/move/delete the older victor license file(s).



Note:
After the License Manager has successfully added the updated victor license file, it should prompt the message about restarting the services to activate the new license. Make sure to proceed with restarting services in order for the application to use the updated license file.

9 After the services have been restarted, check the following:

a **Server Configuration**: Check the **Services** tab to make sure everything is Running.

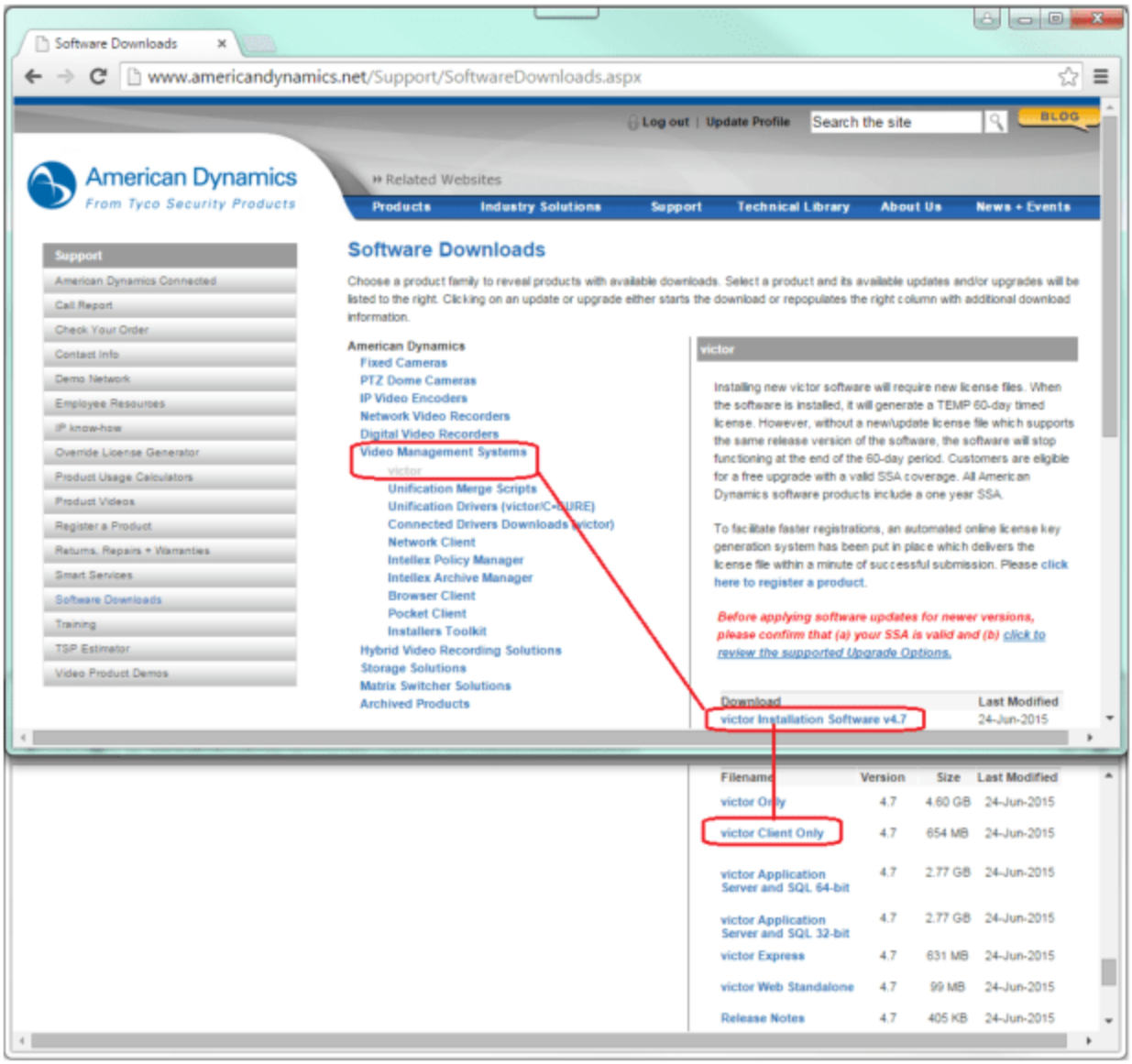
b **License Manager**: Check the **Unified**, **victor** and **CCURE** tabs to make sure all of the license information is correctly being recognized.

10 Your victor or Unified Server should now be licensed and configured to support the newer V4.8 victor Unified Client software.

11 Launch your web browser and go to the American Dynamics web site (www.americandynamics.net).

12 Login with your assigned web site credentials and go to the **Support > Software Downloads** page.

13 Navigate to **Video Management Systems > victor > victor Installation Software v4.8** page, scroll-down and click on **victor Client Only** to download the **V4.8 victor Unified Client software**.



14 Once downloaded, proceed to upgrade only the clients to the latest **V4.8 victor Unified Client software** which will now be compatible with your older victor or Unified Server software version (V4.5.1 or V4.6).

- End -

End User License Agreement (EULA)

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b. Exclusive Remedy. Tyco's entire liability and your exclusive remedy under the warranty set forth in this Section 6 will be, at Tyco's option, to (i) attempt to correct Software errors with efforts Tyco believes suitable to the problem, (ii) replace at no cost the recording medium, Software or documentation with functional equivalents as applicable, or (iii) refund a pro-rated portion of the license fee paid for such Software (less depreciation based on a five-year life expectancy) and terminate this EULA, provided, in each case, that Tyco is notified in writing of all warranty problems during the applicable warranty period. Any replacement item will be warranted for the remainder of the original warranty period. No remedy is provided for failure of the Software if such failure is the result of accident, abuse, alteration or misapplication with respect to the Software or any hardware on which it is loaded. Warranty service or assistance is provided at the original point of purchase.

7. LIMITATION OF LIABILITY & EXCLUSION OF DAMAGES.

a. LIMITATION OF LIABILITY. IN NO EVENT WILL TYCO'S AGGREGATE LIABILITY (INCLUDING, BUT NOT LIMITED TO, LIABILITY FOR NEGLIGENCE, STRICT LIABILITY, BREACH OF CONTRACT, MISREPRESENTATION AND OTHER CONTRACT OR TORT CLAIMS) ARISING FROM OR RELATED TO THIS EULA, OR THE USE OF THE SOFTWARE, EXCEED THE GREATER OF USD$5.00 OR THE AMOUNT OF FEES YOU PAID TO TYCO OR ITS RESELLER FOR THE SOFTWARE THAT GIVES RISE TO SUCH LIABILITY. BECAUSE AND TO THE EXTENT THAT SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSIONS OR LIMITATIONS OF LIABILITY ABOVE, THESE MAY NOT APPLY TO YOU.

b. EXCLUSION OF OTHER DAMAGES. UNDER NO CIRCUMSTANCES SHALL TYCO OR ANY OF ITS RESELLERS OR LICENSORS BE LIABLE FOR ANY OF THE FOLLOWING: (I) THIRD PARTY CLAIMS; (II) LOSS OR DAMAGE TO ANY SYSTEMS, RECORDS OR DATA, OR LIABILITIES RELATED TO A VIOLATION OF AN INDIVIDUAL'S PRIVACY RIGHTS; OR (III) INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, PUNITIVE, RELIANCE, OR COVER DAMAGES (INCLUDING LOST PROFITS AND LOST SAVINGS), IN EACH CASE EVEN IF TYCO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. YOU ARE SOLELY RESPONSIBLE AND LIABLE FOR VERIFYING THE SECURITY, ACCURACY AND ADEQUACY OF ANY OUTPUT FROM THE SOFTWARE, AND FOR ANY RELIANCE THEREON. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, OR THE LIMITATION ON HOW LONG AN IMPLIED WARRANTY LASTS, SO SOME OF THE ABOVE LIMITATIONS MAY APPLY TO YOU ONLY TO THE EXTENT PERMITTED BY THOSE LAWS.

8. GENERAL. If any provision of this EULA is found to be unlawful, void, or for any reason unenforceable, then that provision shall be severed from this EULA and shall not affect the validity and enforceability of the remaining provisions. You should retain proof of the license fee paid, including model number, serial number and date of payment, and present such proof of payment when seeking service or assistance covered by the warranty set forth in this EULA. This EULA is governed by the laws of the State of New York, without regards to its conflicts of law principles. The parties hereby irrevocably agree that they submit themselves to the personal jurisdiction of the state and federal courts of New York for purposes of resolving any and all disputes arising under or related to these

terms and conditions. The parties specifically exclude the application of the provisions of the United Nations Convention on Contracts for the International Sale of Goods.