Ocularis DS

The Platform for IP Video Management

Installation & Administration
User Manual

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Contents

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Introduction

The **Ocularis DS Platform** consists of the following components:

- **Ocularis Base** – server software application which regulates and manages the flow of data between video client users, recording servers, video wall management and an integrated alerting application.

- **Ocularis Administrator** - The front end software application used to manage Ocularis Base.

- **NVR** – An NVR application is required to supply camera management and recording. OnSSI's NetDVMS is provided with Ocularis DS.

- **Ocularis Client** – OnSSI's award winning video client application.

- **Optional Add-On Applications** – these currently include Remote VideoWall, Video Content Analytics and Video Synopsis. Additional add-ons will be made available as they are introduced. See our website www.onssi.com or call OnSSI Sales for information on Ocularis Add-Ons.

This manual covers the component(s): **Ocularis Base**

Ocularis Administrator

For information on other components, please refer to the following documents which can be obtained from OnSSI Support:

NVR	*NetDVMS User Manual*
Ocularis Client	*Ocularis Client User Manual*
Add-On Applications	*Video Content Analytics User Manual*
OnSSI Licensing	*Ocularis DS Licensing User Manual*
Quick Start	*Ocularis DS Quick Start Guide*

Overview

Ocularis DS is a distributed, video-centric, PSIM (Physical Security Information Management) software platform, which offers central event, user rights, video distribution and system management. The **Ocularis DS** suite includes OnSSI's NVR application NetDVMS, OnSSI's award winning *Ocularis Client* and our newest server-based management application: Ocularis Base.

Ocularis DS enables the user to:

- View, manage, and record video from an unlimited number of IP and non-IP video surveillance cameras at multiple sites

- Manage short and long term video storage

- Combine video with non-video alerts, resulting in automatic video delivery to subscribers of interest

Based on non-proprietary, open-architecture technology, Ocularis DS allows for the utilization of off-the-shelf hardware, and facilitates the integration of new technologies, thus combining the detection and distribution of video events with data and alerts received from a host of physical security and transaction systems. Ocularis Base offers a selection of optional add-on components, via a wide range of on-the-fly integration tools including Generic ASCII Generated Events, API commands, Contact Closure and more. An optional Software Development Kit (SDK) enables 3rd party components to be seamlessly connected to Ocularis.

Ocularis DS consists of the following software components:

- Ocularis Base – This component provides for:
    - system-wide management
    - user access
    - shared event management
    - alarm and event correlation
    - video access and distribution rights

    Ocularis Base regulates and manages the flow of data between video client users, connecting recording servers and integrated alerting application using an SQL database. This allows creating composite events from multiple detection systems; sharing resources between video client users; shared bookmarking and event handling among multiple users at multiple sites; and management of all user authorization data. The front end application used to manage Ocularis Base is the *Ocularis Administrator*.

- Video Recorder Software – This component provides for video recording, camera management, and archiving configuration. Ocularis DS includes the NetDVMS network video recorder software.

- Ocularis Client – This award winning component is the user interface for accessing video, managing alerts and shared event handling, and observing Video Wall environments.

- Add-Ons and Integrated Applications – includes remote Video Wall operation and management, forensics applications (video analytics and incident indexing) and integrated physical security solutions (access control, radiation detection, contact closure, etc.
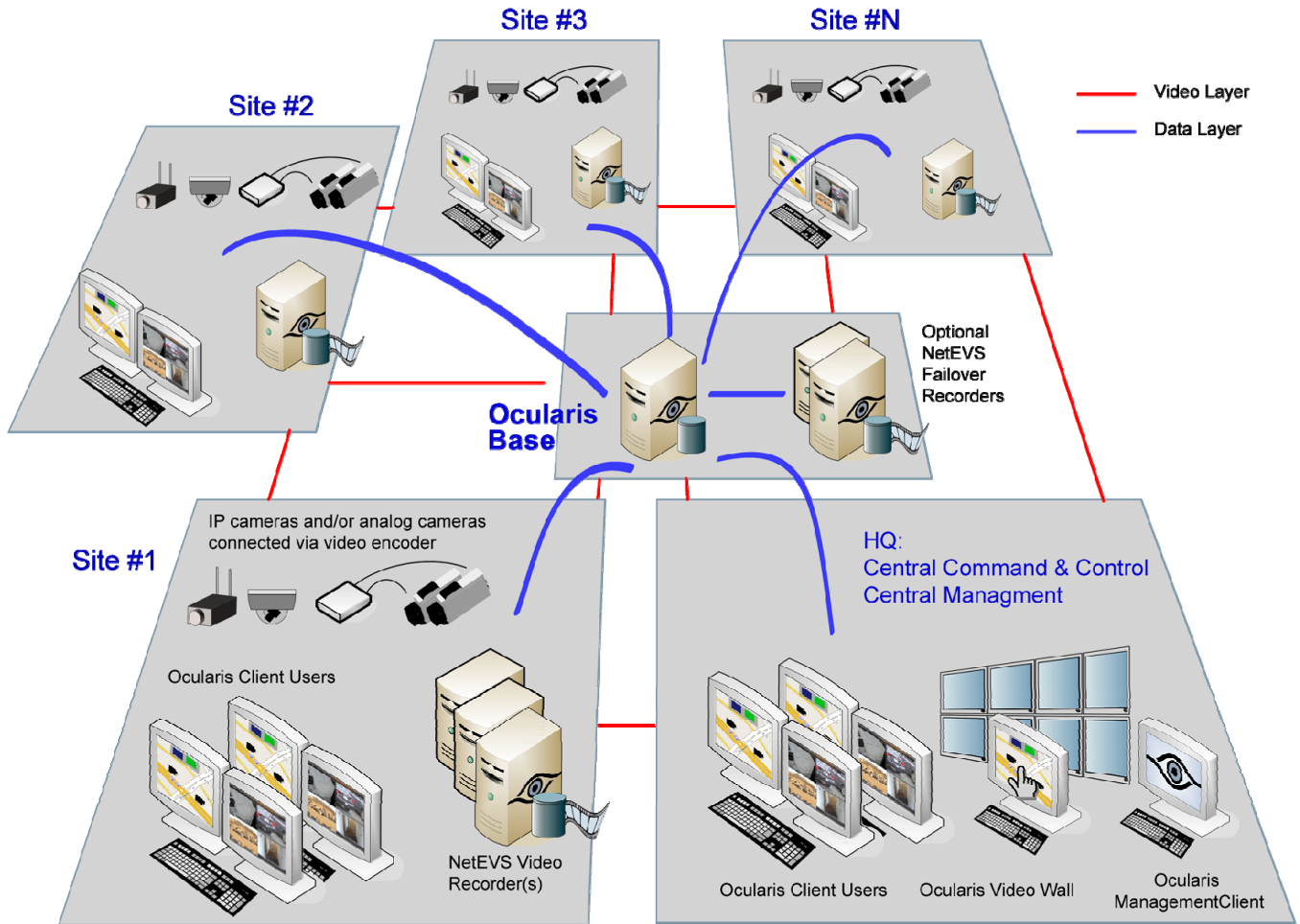
System Diagram

Figure 1 Sample Topology

Figure 1 shows one example of how the Ocularis environment can be implemented. Each site can have independent and differing NVRs but Ocularis Base manages the data across sites. End users or operators can benefit from exposure to video from a site other than their own.

Minimum System Requirements

Requirements for individual components are indicated below.

- Ocularis Base
- Ocularis Administrator
- Ocularis Client
- NetDVMS

Ocularis Base

PC Running the Ocularis Base Server Software

CPU	Intel® Xeon®, minimum 2.0 GHz (Dual Core or better recommended)
RAM	Minimum 2 GB
Network	Ethernet (1 Gbit recommended)
Operating System	Windows Server 2003 (32 bit) or Windows Server 2008 (32 bit)*
Software	Microsoft .NET 3.5 SP1 Framework and Internet Information Services (IIS) 6.0 or newer

64 bit OS is not supported

Ocularis Administrator

PC Running the Ocularis Administrator Software

CPU	**CPU:** Intel® Core2 Duo CPU 2.8 GHz
RAM	Minimum 2 GB
Network	Ethernet (100 Mb or higher recommended)
Graphics Adapter	PCI-Express, 128 MB RAM, Direct 3D Supported
Operating System	Microsoft® Windows® XP Professional SP3 or Vista 32bit*

* 64 bit Vista is NOT supported

Ocularis Client

PC Running the Ocularis Client Software

CPU	Intel Core 2™ Quad, minimum 2.8 GHz
RAM	Minimum 2 GB
Network	Ethernet (100 megabit or higher recommended)
Graphics Adapter	PCI-Express, 128 MB RAM, Direct 3D Supported
Hard Disk Space	Minimum 100 MB free
Operating System	Microsoft® Windows XP Professional (32 bit) or Windows Vista Business(32 bit), or Windows Vista Ultimate (32-bit)*
Software	Microsoft .NET 3.0 Framework and DirectX 9.0 or newer

* 64 bit Vista is NOT supported

NetDVMS

PC Running the NetDVMS NVR Administrator

CPU	Dual Core Intel Xeon, minimum 2.0 GHz (Quad Core recommended)
RAM	Minimum 2 GB
Network	Ethernet (1 Gbit recommended)
Hard Disk Type	SATA, SCSI, SAS
Hard Disk Space	Minimum 100 GB free (depends on number of servers, cameras, rules, and logging settings); refer to the *OnSSI Hardware Calculator*.
Operating System	Microsoft® Windows® 2008 Server (32 bit) or Windows Server 2003 (32 bit)
Software	Microsoft .NET 3.0 Framework, and Internet Information Services (IIS) 5.1 or newer

Please check our website for the OnSSI Hardware Calculator to assist in determining hardware specifications for the installation. Or contact OnSSI Technical Support at 845-732-7900 for more assistance.

Getting Started with Ocularis

A recommended process flow to prepare the video management environment with Ocularis on a new system is as follows:

1. Install the NetDVMS NVR software. See the NetDVMS user manual for more details on installation of this application.

2. Create at least one administrative account on the NVR with full access rights.

3. Add and configure the IP video cameras and devices on the NVR.

4. Install the *Ocularis Client* on at least one workstation. See the *Ocularis Client User Manual* for additional instructions on installation.

5. Test connectivity of cameras by logging into the NVR using the *Ocularis Client*.

6. Install the Ocularis Base Server software on a dedicated server. Refer to the Minimum System Requirements on page 4 or as defined on our website.

   - Anti-Virus software must be disabled during the installation of the Ocularis Base component.

7. Install the *Ocularis Administrator* application on a workstation with network connectivity to the Ocularis Base Server. Refer to the Minimum System Requirements on page 4 or as defined on our website.

   - Prior to using *Ocularis Administrator*, you must license your copy of Ocularis DS. See the *Ocularis DS Licensing User Manual* for more details on how to activate the software.

8. Configure Ocularis Base using *Ocularis Administrator*.

9. Test connectivity of cameras by logging into Ocularis Base with *Ocularis Client*.

10. Install the remaining workstations with *Ocularis Client*.

Ocularis Base Installation

Insert the software CD and follow the on-screen instructions.

- Ocularis Base and *Ocularis Administrator* should be installed on separate machines. Refer to the [Minimum System Requirements](#) on page 4 or as defined on our website for hardware details*.

- The *Ocularis Administrator* needs to have network connectivity to the machine where the Ocularis Base server software is installed.

- Anti-Virus software must be disabled during the installation of the Ocularis Base component.

- Prior to using *Ocularis Administrator*, you must license your copy of Ocularis DS or Ocularis ES. See the document *Ocularis Licensing User Manual* for more information.

Ocularis Administrator

The *Ocularis Administrator* is the software application used for configuring Ocularis Base. This includes the management of NVRs, configuration of maps, events, users, groups and cameras that are available by using the *Ocularis Client*.

Ocularis Administrator Launch

1. Launch *Ocularis Administrator* :

    ‣ from the desktop icon

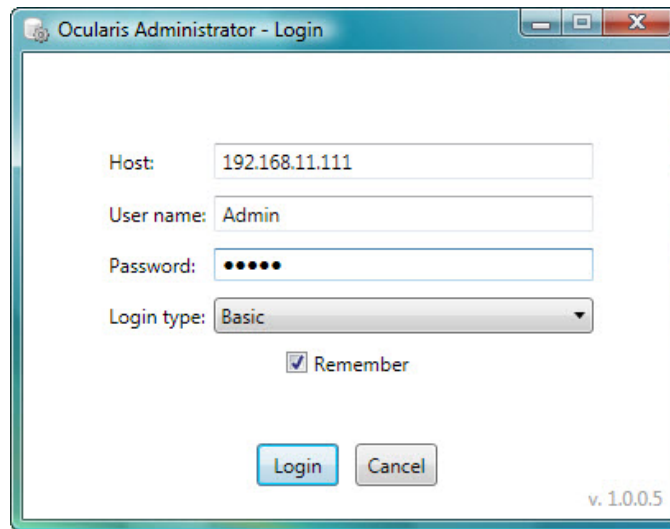   ‣ or from the Windows menu *Start* ➔ *All Programs* ➔ *OnSSI* ➔ *Ocularis Administrator*

Figure 2 Ocularis Server Login Screen

2. Fill out the form based on the following:

Host	Enter the IP address where the Ocularis Base Server software is installed.[1]
User name	Enter the user name for an account created with *Ocularis Administrator*. For first time access, enter the name: **Admin**
Password	Enter the corresponding password for the user name entered. For first time access, enter the word: **admin**
Login type	Of the choices **[Current User]**, **Windows** or **Basic**, select **Basic** for first time use.

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[1] Including the port number is not required under most circumstances. The port number is required only when:

• The port for Ocularis Base is changed from something other than the default port of 80

• There is an NVR also physically located on the machine with Ocularis Base

If you need to specify the port number, use a colon and port number following the IP Address. For example: 192.168.11.111:8080

Remember	Click this checkbox to have the application remember your login credentials for subsequent logins.

3. When complete, click the **Login** button.

Note: *The software version for Ocularis Administrator appears in the lower right corner of the login screen.*

Note: *If you experience problems logging in to the Ocularis Administrator or the Ocularis Server stops inexplicably, restart the HASP service.*

The Ocularis Administrator Interface

When you launch *Ocularis Administrator*, the resulting screen is a window comprised of a series of tabs.
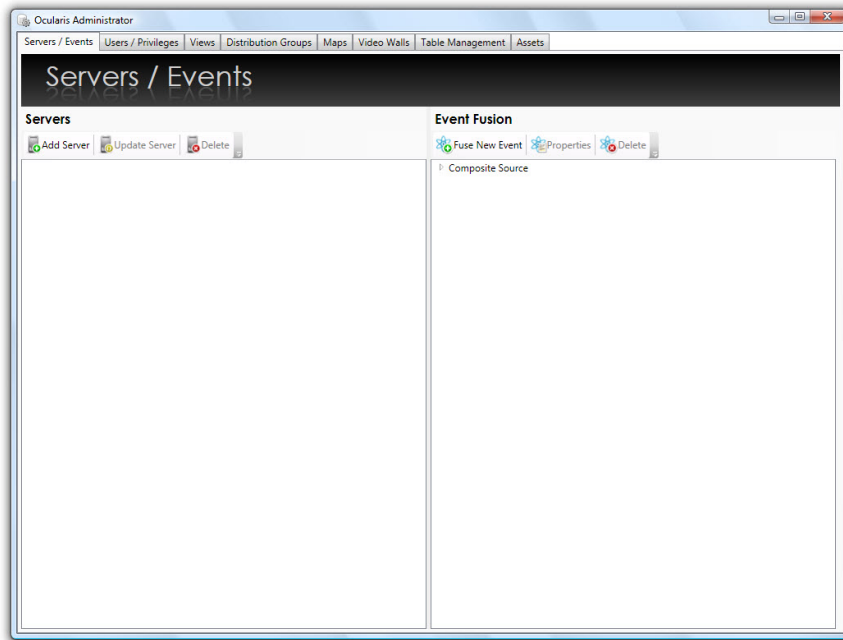

Figure 3 Ocularis Administrator Interface

Each tab serves to provide the administrator with the ability to configure the various aspects of the video management system.

Ocularis Administrator Tabs

- Server / Events Tab

- Views Tab

- Distribution Groups Tab

- Maps Tab

- Video Walls

- Table Management Tab

- Assets Tab

Ocularis Administrator Process Flow

A typical process flow for administrators to use when first configuring the system with *Ocularis Administrator* is as follows:

1. Import system NVRs using the [Server / Events Tab](#).

2. Create users and groups and assign their privileges in the [Users / Privileges Tab](#).

3. Create views for the user groups in the [Views Tab](#).

4. Import maps and icons in the [Assets Tab](#).

5. Configure maps with cameras and views for use in video walls in the [Maps Tab](#).

6. Identify which events and cameras you would like to monitor in the [Server / Events Tab](#).

7. Configure tags, classifications and cases in the [Table Management Tab](#). This tab is also used to batch handle or purge closed events.

8. Identify the events for which a group will be able to be alerted in the [Distribution Groups Tab](#).

9. Configure video wall settings in the [Video Walls Tab](#).

Server / Events Tab

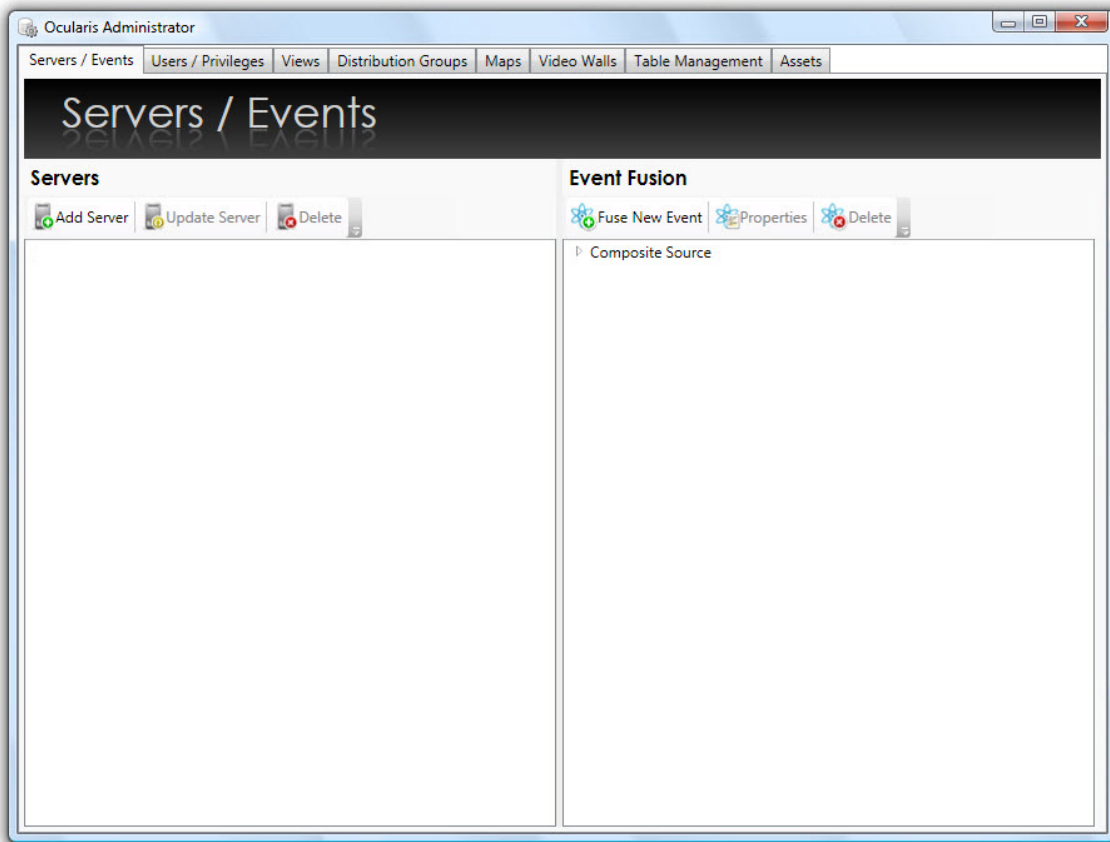This tab is used to manage NVRs and events within the Ocularis environment.

Figure 4 Servers / Events Tab

The tab contains two panes: **Servers** and **Event Fusion**. Administrators identify Network Video Recorders (NVRs) used in the system in the left pane and configure events in the right pane.

Servers

Configuration and information from existing NVRs need to be imported into the *Ocularis Administrator*. This is done within the **Servers** pane of the **Servers / Events** Tab.

TO ADD AN NVR TO OCULARIS BASE

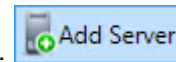1. In the **Servers / Events** Tab, click the **Add Server** button.

Figure 5 Add New NVR

2. In the **Host** field, enter the IP Address and port number of the NVR to be added to the Ocularis Base system.

    -   If the port number for the NVR is 80, there is no need to enter it.

    -   If the port number for the NVR is a value other than 80, use the following format:

        IP Address:Port Number

    For example:

IP Address of NVR:	192.168.10.111
Port for NVR:	8080
Enter:	**192.167.10.111:8080**

3. Select the **Login type** from the drop-down. Choose from **Basic** or **Windows** based on an administrative account located on the NVR.

4. Enter a **User name** for an administrative user account on the NVR.

    *Note: It is important to use an account on the NVR with **full administrative access**. Only one account on the NVR is required when using Ocularis Base.*

5. Enter the **Password** for the username entered.

6. Click **Add**.

The NVR should now appear in the list. Repeat this process for each NVR to be added to the system.
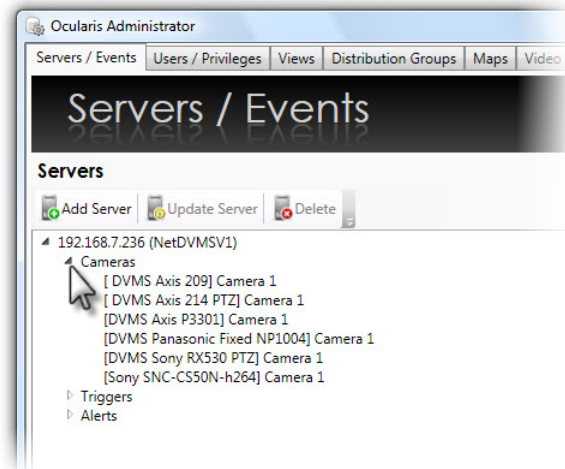
Figure 6 An Added NVR

The resulting **Servers** list is collapsible and expandable by clicking the triangle in front of the list item. Cameras, Triggers and Alerts are categories from the NVR which appear as shown in Figure 6 for this NetDVMS NVR.

Updating Server Properties

In the course of normal use, NVR properties change over time. New cameras are added, outdated cameras are removed, camera settings are changed, events are implemented, etc. In order for Ocularis be aware of any new parameters, the NVR information should be updated periodically.

TO UPDATE AN NVR

1.   In the **Servers / Events** Tab, select the NVR you wish to update from the **Servers** pane.

2.   Click the **Update Server** button.
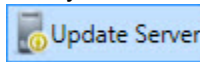
An "Updating" message appears as the configuration is refreshed.

TO REMOVE AN NVR

Use the procedure below to remove an NVR from the Ocularis system. This will not delete the NVR or its software; it will simply remove Ocularis' access to the NVR and its cameras.

1.   In the **Servers / Events** Tab, select the NVR you wish to remove from the **Servers** pane.

2.   Click the **Delete** button.

A message appears as the NVR is removed.

Event Fusion

The **Event Fusion** pane of the **Servers / Events** tab is used to create associations between events and cameras. The items in this pane identify which camera video will be used in alerts and *BlankScreens.*

> **Note**:
> *In order to use events with Ocularis Base, an NVR event proxy must first be installed. See Configuring the NetDVMS Event Proxy in the Appendix on page 85 for instructions on installation and configuration.*

The imported NVR(s) should be listed in the **Event Fusion** pane, underneath **Composite Source**. See Figure 7. If this is not the case, please check that the NVR event proxy has been installed and has been restarted.
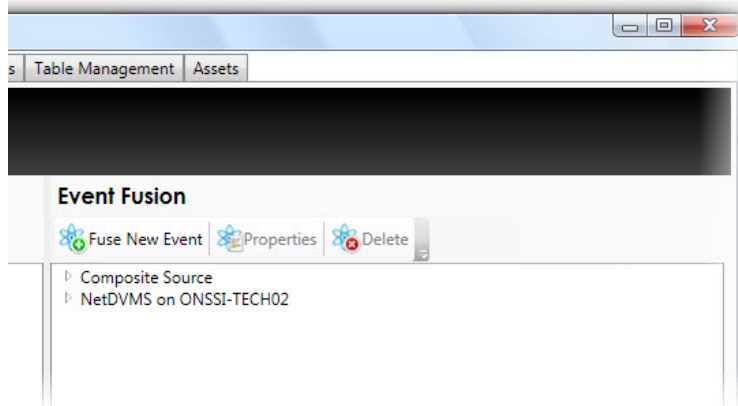

Figure 7 NVR listed in Event Fusion

Expand the NVR *Event Fusion* list by clicking on the triangle next to the NVR name.
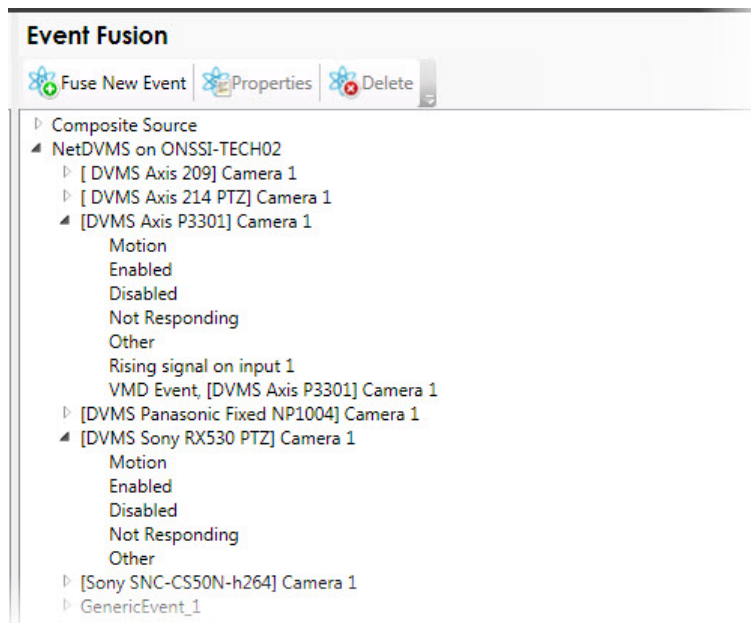

Figure 8 Expanded List of Available Events

From the sample shown in Figure 8, you can see that some cameras may have more available event catalysts than others. This is based on the camera itself as well as configuration settings in the NVR. Administrators determine which events on which camera they would like included as part of the alert

notification process. This is accomplished by associating camera video with these events to create what is called an **Event Rule**.
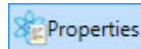
Buttons within the *Event Fusion* pane are defined as follows:
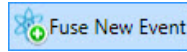
Fuse New Event	Fuse New Event	Use this to create a composite event. See *To Configure a Composite Event*.
Properties	Properties	Use this to modify the priority of a Composite Event or Event Rules.
Delete	Delete	Use this to delete a Composite Event.

Event Rules

Event Rules are formulas by which the system is to follow in order to notify users of alerts. Create an Event Rule by associating camera video with an event.

TO ASSOCIATE CAMERA VIDEO WITH EVENTS (TO CREATE AN EVENT RULE)

1. In the **Servers / Events** Tab, expand the **Cameras** list in the **Servers** pane for cameras whose video you wish to include in automated events.

2. Expand the NVR node in the **Event Fusion** pane and drill-down (expand) the camera(s) you wish to include as part of your alert notification.

3. For the event corresponding to the camera listed on the right in the **Event Fusion** pane, drag & drop the camera name from the **Servers** pane to the event. (See Figure 9).

> *Tip*: *If you want to map the camera video to all events affiliated with that camera, drag & drop the camera name from the left Servers pane directly onto the camera name in the Event Fusion pane.*

When the camera video is successfully associated, it appears highlighted in yellow. This is also known as an *Event Rule*.
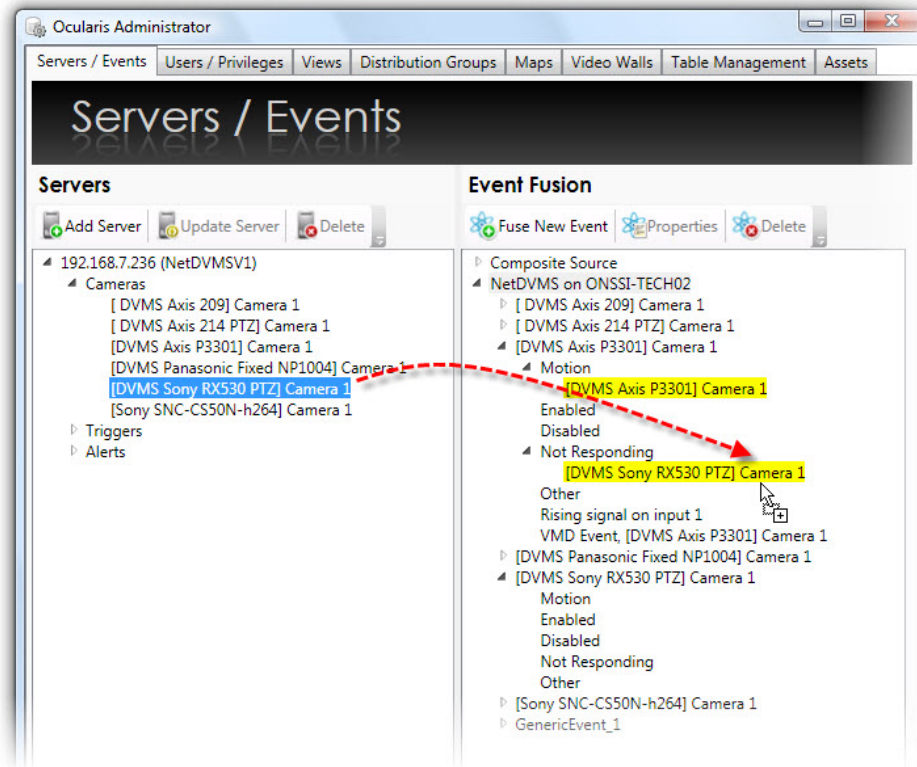
Figure 9 Drag & Drop to Associate Events

For the example shown in Figure 9, the following **Event Rules** are configured:

- If there is motion detected on the Axis P3301 Camera 1 camera, then display the video from the Axis P3301 Camera.

- If the Axis P3301 Camera 1 camera is not responding, then display video from the Sony RX530 PTZ.

To Remove a Camera from an Event Rule (Disassociate a camera)

1. In the **Servers / Events** Tab, expand the nodes in the **Event Fusion** pane until you see the Event Rule you wish to remove.

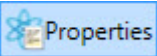2. Click and drag the camera to the left, off of the Event.

The Event Rule should be cleared.

Event Priority

Events can be prioritized. For example: an organization may deem that the loss of video from camera 1 is critical but the loss of video of camera 7 is not. These priorities may be set by the system administrator. The priority of the event will dictate how it appears within the *Ocularis Client*.

By default, when an Event Rule is created, it is assigned a priority of 5 or *Normal*.

TO MODIFY THE PRIORITY OF AN EVENT

1. In the **Servers / Events** tab, expand the **Event Rule** in the **Event Fusion** pane whose priority you wish to change.

2. Select (highlight) the **Event** for the event rule (not the camera name).

3. Click the **Properties** button.   Properties

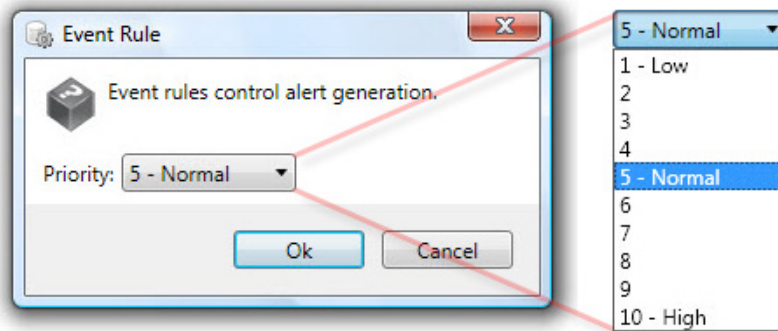4. In the resulting **Event Rule** pop-up, select the desired priority and click **Ok**.

Figure 10 Event Rule Priority

Event priorities are identified in Ocularis Administrator and in Ocularis Client by color. In Ocularis Administrator, priorities 1 – 3 are shaded in green, 4-6 are shaded in yellow and 7 – 10 are shaded in pink.
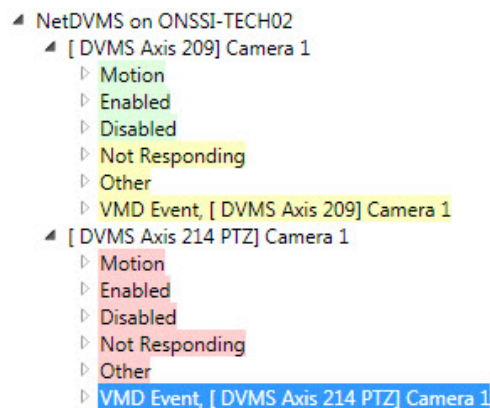

Figure 11 Priorities Color Coding

Composite Events

A *Composite Event* is combination of Event Rules defined with a specific relationship and timeframe. The following are examples of a composite event:
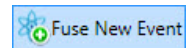
If there is motion on Camera 1 and within the next 5 seconds there is motion on Camera 2, trigger an alert.

or

If there is a card swipe detected from an access control panel AND there is an analytic event that determines two people entered (or "tail-gating"), trigger an alert

To Configure a Composite Event

1. In the **Servers / Events** tab, click the **Fuse New Event** button.
2. Fill out the **Composite Event** pop-up.

Figure 12 Configure a Composite Event

Fields are defined as follows:

Item	Description
Composite event name	Enter a descriptive name for the composite event.
Priority	Select a Priority for the Composite Event.
Event 1	Select an event to begin to define the condition for which the rule alert should be met. This event may be an Event Rule or another Composite Event.
Relationship Icons	These directional arrows define the relationship between two Event Rules and are defined below.
Event 2	Select a second event to finalize the condition for the composite formula. This event may be an Event Rule or another Composite Event.
Time Period	Specify a time period in the format HH:MM:SS. Valid times are: HH = 0 through 23
	MM = 0 through 59
	SS = 0 through 59

Relationship Icons

→	If Event 1 occurs **before** Event 2 occurs
←	If Event 1 occurs **prior** to Event 2 occurring
→⊘	If Event 1 occurs but Event 2 does not occur within the specified time period
⊘←	If Event 1 does not occur in the time period defined, prior to Event 2 occurring.
↔	If Event 1 and Event 2 occur within the time period specified.

3. Click **Ok** to save these settings.

As you build your composite event, there is an information section that helps you interpret the rule's meaning.
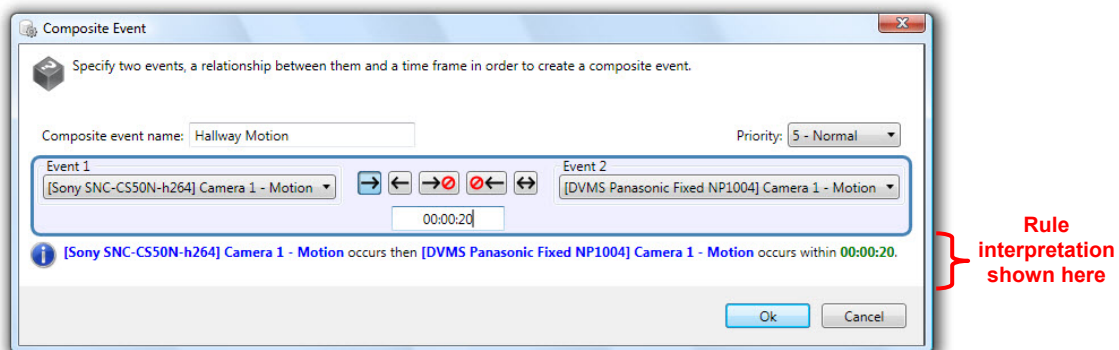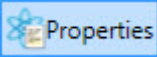

Figure 13 Informational Message Area

In the example shown in Figure 13, the two cameras are positioned in a hallway. This composite event will trigger an alert if someone walks within the path of the Sony camera and within the next 20 seconds walks within the path of the Panasonic camera.

TO MODIFY A COMPOSITE EVENT

1. In the **Servers / Events** tab, locate the Composite Event in the Event Fusion pane under the Composite Source node.

2. Highlight the Composite Event.

3. Click the **Properties** button.

4. In the resulting Composite Event pop-up, modify desired settings.

5. Click **Ok** to save changes.

TO DELETE A COMPOSITE EVENT

1. In the **Servers / Events** tab, locate the Composite Event in the Event Fusion pane under the Composite Source node.

2. Highlight the Composite Event.

3. Click the **Delete** button.

4. You will be prompted with the message:

    "*Deleting a composite event rule will also delete all alerts that were generated by this rule, both handled and unhandled. Are you sure that you want to delete this composite event rule and all associated alerts?*"

5. Click **Yes** to delete the Composite Event.

Users / Privileges Tab

This tab is used to define users and groups within the Ocularis system.

The Ocularis Group/User Hierarchy

Access to the Ocularis environment is controlled through the use of **Groups** and **Users**. Groups are assigned access and privileges to various components of the system. An example would be to assign or to block the ability to control the PTZ function on a particular PTZ camera. Once a group's operating parameters are established, users can simply be assigned to the group and inherit the privileges of the group.
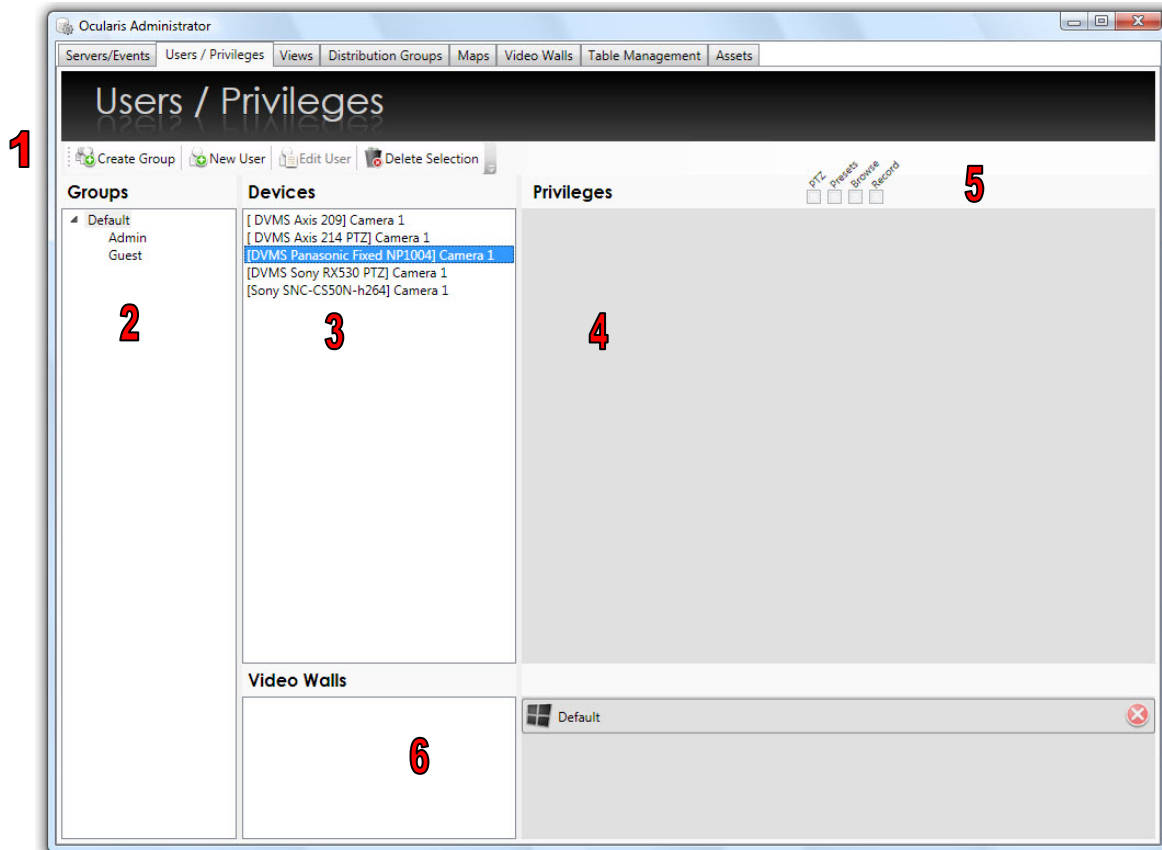
Figure 14 Users / Privileges Tab

The **Users / Privileges** Tab is divided into several sections:

1. Near the top, there is a toolbar containing several function buttons that apply to items on the page.

2. On the left, there is a **Groups** pane that displays existing groups.

3. In the center, is a **Devices** pane which displays a list of available devices installed on the system. These devices were imported with the NVR(s) imported from the **Servers/Events** tab.

4. On the right, the **Privileges** pane displays those devices assigned to a particular group. This area is initially blank.

5. Above the **Privileges** pane is a set of checkboxes used to control global settings on all listed devices.

6. Near the bottom of the tab the **Video Walls** pane will list existing video walls and those which the selected group may have access.

These items will be further defined in upcoming sections.

Working with Groups

The installation process creates one user group titled "**Default**". This user group has two accounts: **Admin** and **Guest** (each has a matching password). The **Admin** user account is an administrative super user account. The Admin user can view and change anything in *Ocularis Administrator*. We recommend changing the password of this account immediately. The Guest account is a *Standard* client only account. This means that this user can access video through the Ocularis Client but will not be able to log in to the Ocularis Administrator.

TO CREATE A USER GROUP

1. In the **Users / Privileges** Tab, click the **Create Group** button.

2. An entry in the list called "**New Group**" appears. Edit the text to the group label you wish to create.

3. Press **[ENTER]**.

4. The new group appears in the list. Repeat this process for each group you wish to add.
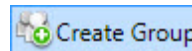
TO MODIFY A USER GROUP

1. In the **Users / Privileges** Tab, double-click group name in the **Groups** list.

2. Edit the text to the group label as needed.

3. Press **[ENTER]**.

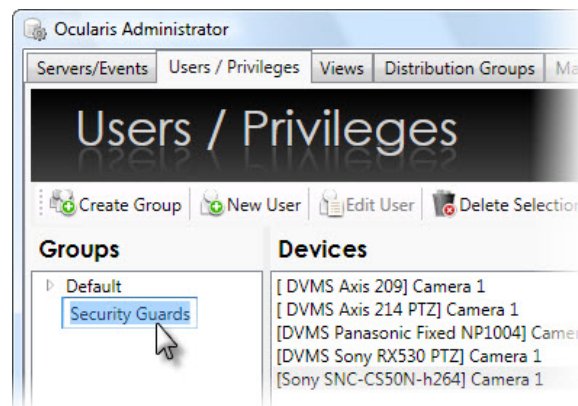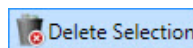4. The updated group name appears in the list.

Figure 15 Editing a Group Name

TO DELETE A USER GROUP

1. In the **Users / Privileges** Tab, select the group you wish to delete.

2. Click the **Delete Selection** button.

    An "*Are you sure you want to delete this group…?*" warning message appears.

3. Click **Yes** to delete the group.

Device Privileges

Despite configurations set in the NVR, users will not be able to see camera video or access other devices unless they are given access privileges in the **Users / Privileges** tab. Access is granted at the group level.

> *Note: Be sure to set privileges for the **Default** group. This includes the user **admin**. The Default group should be given access to all devices. This allows the **admin** user the ability to configure the system for others.*

TO ASSIGN DEVICES TO A GROUP

1. In the **Users / Privileges** Tab, select the group you wish to assign devices.

2. Select the device or devices you wish to assign to the group in the **Devices** list.

   > *Note: Use the SHIFT or CTRL keys to select multiple items.*

3. Click, drag and drop the device(s) from the **Devices** pane to the **Privileges** pane.
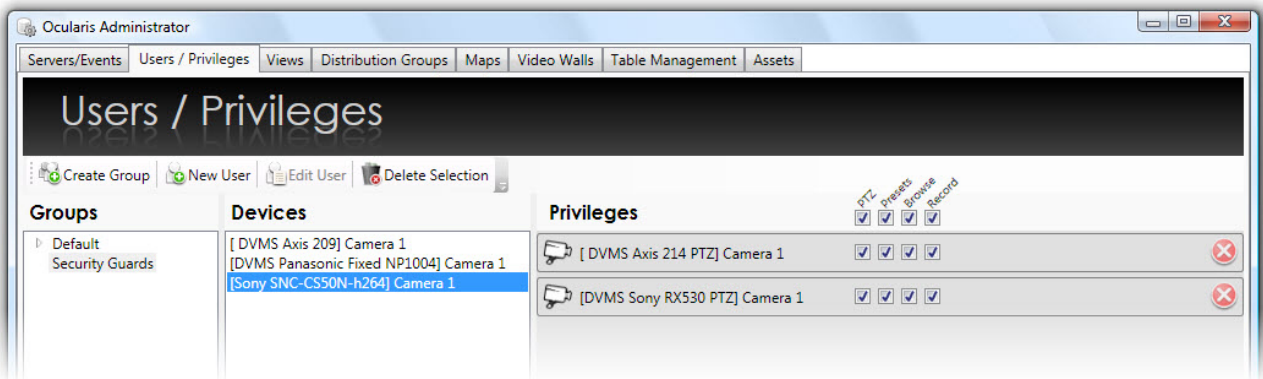
Figure 16 Devices Assigned to the Security Guards Group

By default, each device is assigned with all privileges allowed.

TO SET PARAMETERS FOR DEVICES IN A GROUP

Once devices are assigned, individual functions on that device may be granted or restricted.

1. In the **Users / Privileges** Tab, select the group whose devices you wish to set privileges.

2. To modify privileges for a single device, in the **Privileges** pane, click the corresponding checkbox next to the device name.

3. To modify privileges for the entire list of devices. Click the checkbox at the top heading of the **Privileges** pane.

Figure 17 Privileges Assigned To Devices For A Group

Settings are automatically saved.

Privileges Defined

Privileges set in this tab apply to the user's capabilities within the *Ocularis Client*.

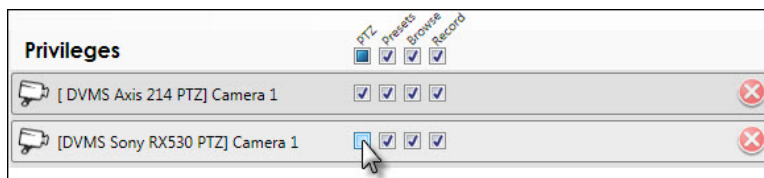| *Privilege:*	*When clicked:*
PTZ	The users of this group will have the ability to operate pan, tilt & zoom functions on applicable cameras.
Presets	The users of this group will be able to direct camera to configured preset positions
Browse	The users of this group will be able to perform functions related to recorded video including browsing recorded video, exporting video, and making bookmarks.
Record	This feature is for future use.

Note: Privileges set in this screen will override any user privileges set in the NVR.

TO REMOVE A DEVICE FROM A GROUP

1. In the **Users / Privileges** Tab, select the group containing the device you wish to remove.
2. Click the **Remove** button.

Video Wall Privileges

Similar to devices, user need privileges in order to view a video wall. These privileges are set in the **Users / Privileges** tab.

TO ASSIGN A VIDEO WALL TO A GROUP

1. In the **Users / Privileges** Tab, select the group you wish to assign the video wall(s).
2. Click and drag the existing video wall from the Video Walls pane to the Privileges pane.

TO REMOVE A VIDEO WALL FROM A GROUP

1. In the **Users / Privileges** Tab, select the group containing the video wall you wish to remove.
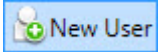2. Click the **Remove** button next to the video wall to remove.

Working with Users

Once privileges have been established for devices and video walls for groups, Ocularis users need to be created and assigned to the groups.

There are three user roles in Ocularis Base: **Administrator**, **Group Administrator** and **Standard**.

User Role	Description
Standard	This user can access video on the NVR using the *Ocularis Client* by logging into Ocularis Base. This user has no access to *Ocularis Administrator*.
Group Administrator	This user has limited access to *Ocularis Administrator*. He or she can log into *Ocularis Administrator* but may only manage their own user group. This user can add, modify or delete users in their own user group as well as modify other aspects of *Ocularis Administrator* as it applies to this user group. There are some restrictions placed on Distribution Groups which will be discussed in Distribution Groups Tab on page 66.
Administrator	This is the super user for Ocularis Base. It is the user **admin**. This user may view, change or edit any part of the system. We recommend changing the password for this account.

TO CREATE A USER ACCOUNT

1. In the **Users / Privileges** Tab, select the group to wish you would like to add users.

2. Click the **New User** button.   New User

3. In the **Add New User** pop-up window, enter the **User name** to be created. Usernames are not case sensitive, and may included letters, numbers special characters and spaces.
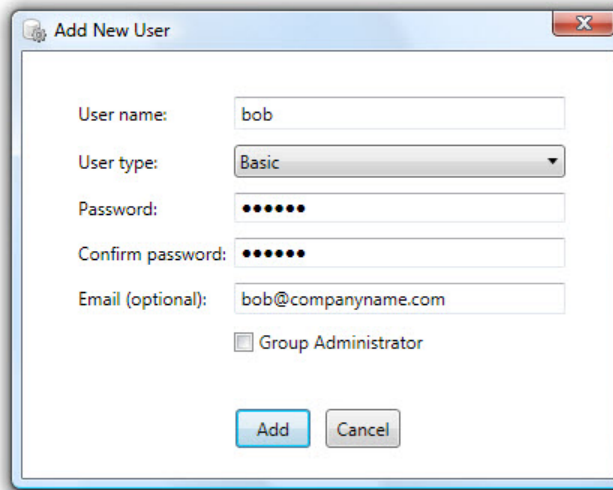
Figure 18 Add New User

4. Enter a Password for this user. A password is required and must contain at least 4 characters. It may contain letters, numbers, special characters and spaces. Passwords are not case sensitive and do not have a minimum character limit. Passwords do not expire.

5. Enter the email address for this user. This field is optional.
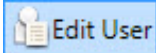
6. Select the **User type**:

Basic	Select **Basic** if not using Windows Active Directory
Windows User	Select **Windows User** if using Windows Active Directory
Windows Group	Select **Windows Group** if user is to log in via Windows AD Group

7. Check the **Group Administrator** checkbox if this user is to have **Group Administrator** access.
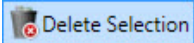
8. Click **Add**.

9. Repeat for all users.

The user account will inherit all privileges of the group in which it is placed.

To Modify A User Account

Administrators may reset the password or change the email address for a user account. If other changes are required, the account should be deleted and recreated. Group Administrators may perform these actions only for those users in his/her own group.

1. In the **Users / Privileges** Tab, select the user account you wish to modify.

2. Click the **Edit User** button.   Edit User

3. In the **Edit User** pop-up window, modify the **Password** and/or **email address**.

4. Click **Save**.

To Delete A User Account

1. In the **Users / Privileges** Tab, select the user account you wish to delete.

2. Click the **Delete Selection** button.   Delete Selection

    An "*Are you sure you want to delete this user…*?" warning message appears.

3. Click **Yes** to delete the user account.

Migration Considerations

If your organization already has an established installation of NetDVMS, existing users may still use the *Ocularis Client* to directly access the NVR as before. However, in order to gain all benefits from *Ocularis DS* or *Ocularis ES,* users need to log into Ocularis Base to access the NVR video. This will unlock all the new features of Ocularis (bookmarking, video walls, event alerting, etc.)

Views Tab

A *View* is the fundamental component when observing video from a client application such as *Ocularis Client*. Within *Ocularis Administrator*, views are configured in the **Views** Tab.
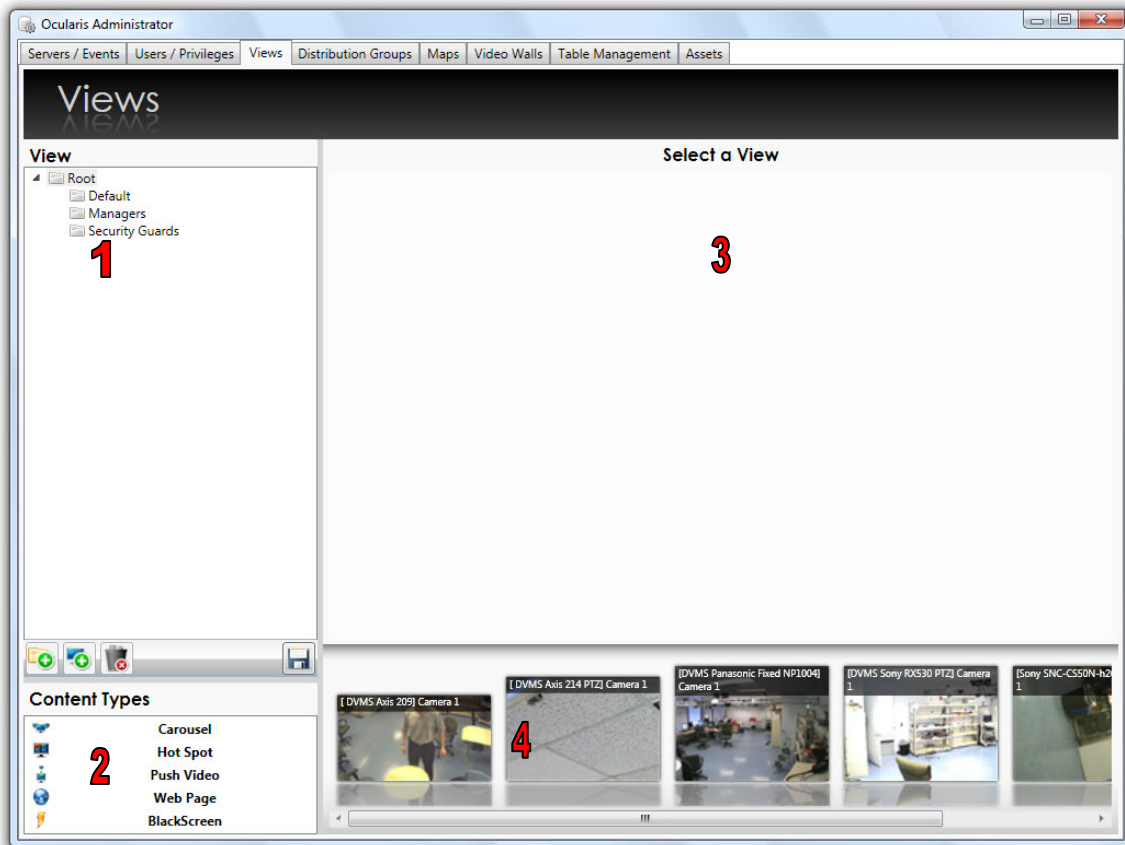
Figure 19 Views Tab

The **Views Tab** is divided into four (4) areas:

1. The **View** list in the upper left portion of the tab contains a list of configured views organized by user group.

2. The **Content Types** listed in the lower left contain the available options that may be contained within a view pane.

3. The View working area can be found in the upper right area of the tab and is labeled with the view name or with **Select a View** if no view is currently selected.

4. The Camera Area in the lower right area of the tab contains thumbnails images of the available cameras.

> ***Tip****: You must have privileges to a device in order to create a view using that device. If you do not see any or a specific camera video in this pane, make sure the group you belong to contains privileges to view that camera's video.*

View Basics

A *View* is a collection of panes or windows that display video output. There are many layout options for views.

Views may be configured from the *Ocularis Administrator* or from the *Ocularis Client*. Views created in the *Ocularis Client* will be recognized in the *Ocularis Administrator* and also visible by other members of the user's group.

If a new employee joins the organization, for instance, once they are made a member of a group they inherit all Ocularis Base views for that group.

2 x 2 View   *1 x 5 View*

2 x 4 View   *Too Many!!*

Figure 20 Views as seen via Ocularis Client

View Configurations

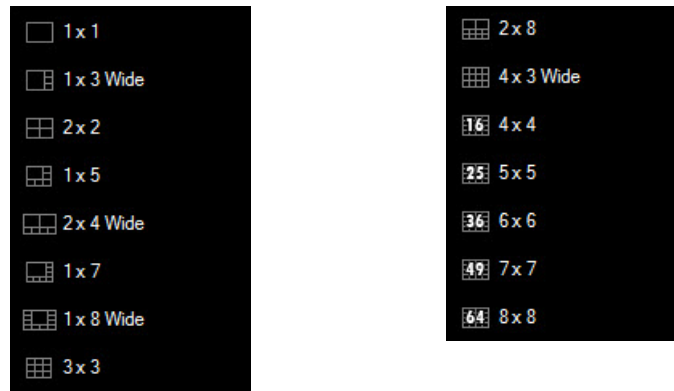The following view configurations are available in Ocularis:

Figure 21 Available View Configurations

A View consists of a varying number of *panes*. A *pane* will most often contain video output from a camera. The graphic in Figure 21 not only identifies the number of panes within that view but also the position and layout of the panes.

Content Types

In addition to streaming camera video, a pane may contain a:

- Carousel
- Hot Spot
- Push Video window
- Web Page
- BlankScreen

Carousel

A Carousel within a View pane will alternate output from camera to camera. The cameras included in the alternating output as well as the transition time between images are configured in the *Ocularis Administrator*.

Hot Spot

A Hot Spot is a view pane dedicated to displaying the image from another view pane when manually selected by the user in *Ocularis Client*. For practical purposes, hot spots are typically placed in one of the larger view positions.

Push Video

A Push Video window pane is one that is configured to accept video from another computer. Video may be "pushed" manually or may trigger automatically based on an event.

Web Page

A pane may contain an HTML webpage including (but not limited to): corporate websites, online maps, link collections, IP video camera configuration and images of a suspect or event.

BlankScreen

When a pane contains a *BlankScreen* configuration, the pane will remain Blank in the view until event driven video is triggered. The video will then be displayed in the BlankScreen. A benefit to using a BlankScreen is that it is eye-catching. A Blank screen that suddenly displays video is easily noticed by a security guard or operator.

View Organization

Views are organized first by group (as defined in the **Users / Privileges** Tab) and then by *folder*. A group may contain multiple folders and a folder may contain multiple views. A folder may also contain multiple folders (or nested folders). Folders and views may be renamed by their creator.

Creating Views

Consider the users and their groups as they use the system. Some users will require certain views to certain cameras. Other users may require access to different cameras in different locations. The system administrator should take into account the user role and job function when creating views in the *Ocularis Administrator*.

As discussed previously, views are assigned to groups but are organized by folders. Therefore, you must first create a folder and then you may create a view. Group Administrators may only create, edit or delete views within their own user group.

TO CREATE A FOLDER FOR A GROUP

1. In the **Views** Tab, select the group for which you would like to create a folder. You may also select an existing folder and create a nested folder beneath it.

2. Click the **Create a new view group** icon.

3. A folder is created labeled "New Group". You may edit the label directly. Press [**ENTER**] to accept editing changes.
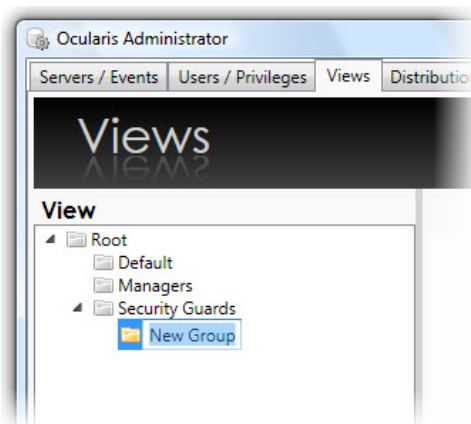
Figure 22 Create a View Group

TO MODIFY THE NAME OF A FOLDER

1. In the **Views** Tab, double-click the group folder you wish to rename.

    The folder name becomes highlighted as shown in Figure 22.

2. Type the new name for the folder.

3. Press [**ENTER**] to accept changes.

Figure 23 Rename a Folder

TO DELETE A FOLDER WITHING A GROUP

1. In the **Views** Tab, select the folder which you would like to delete.

2. Click the **Delete** icon.

The folder is deleted.

TO CREATE A VIEW WITHIN A FOLDER

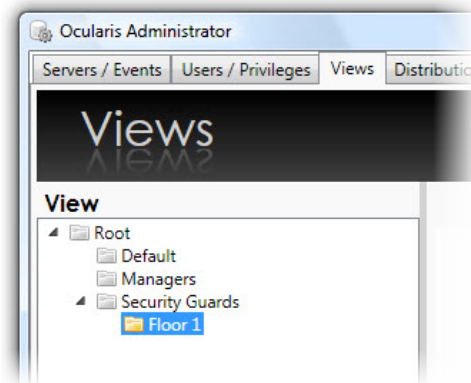Once view folders / groups are created, views may be added to them.

1. In the **Views** Tab, select the folder for which you would like to create the view.

2. Click the **Create a new view** icon.
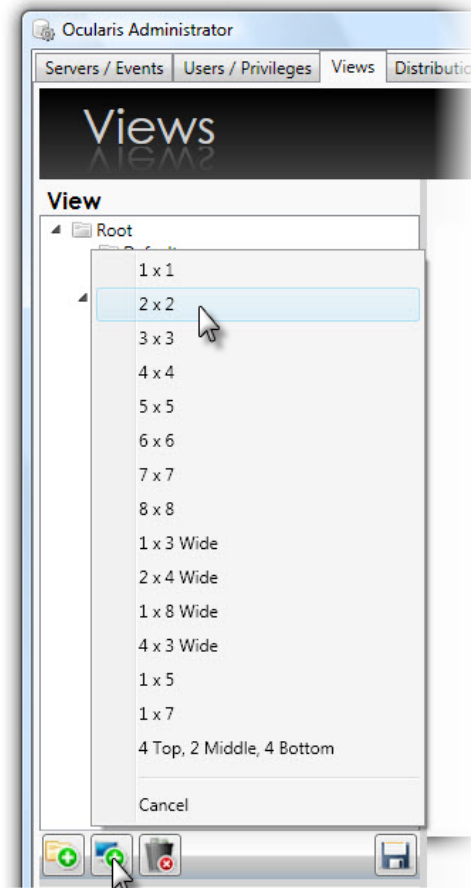
The view layout pop-up appears.

Figure 24 Create View - View Layout

3. Select a layout from the list of <u>View Configurations</u>.

    A blank template for the layout appears in the View working area.

4. Populate each view pane by dragging and dropping a camera thumbnail or an item from the <u>Content Types</u> list onto the pane.

5. Click the **Save** icon to save the view.
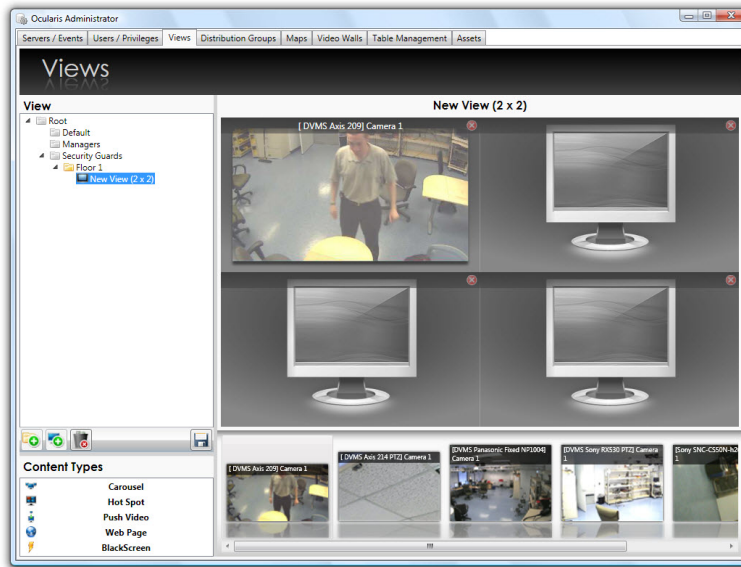
Figure 25 Sample 2x2 View with only 1 pane configured

VIEW MODIFICATION

View modification is limited to renaming the view or changing the contents of the pane within the view. Reconfiguring the view layout is not available. Therefore if, for instance, you need to change the view layout from a 2 x 2 to a 3 x 3, you should delete the 2 x 2 view and create the 3 x 3 view from scratch.

TO RENAME A VIEW

1. In the **Views** Tab, double-click the view you would like to rename.

2. Type the new name for the view.

3. Press [**ENTER**].

TO DELETE A VIEW

1. In the **Views** Tab, select the view which you would like to delete.

2. Click the **Delete** icon.

The view is deleted.

TO MODIFY CONTENTS OF A VIEW PANE

1. In the **Views** Tab, select the view which you would like to modify.

2. To change the configuration of an existing pane, click the pane to view the pane configuration settings. Make changes as required.

3. To replace a pane with a different component (camera, carousel, hot spot, etc.), remove the pane content by clicking the **Clear View** icon in the pane.

Figure 26 Click Clear View to remove pane contents

4. Replace the pane contents by dragging and dropping a camera thumbnail or content type onto the pane.

5. Click the **Save** icon to save the view.
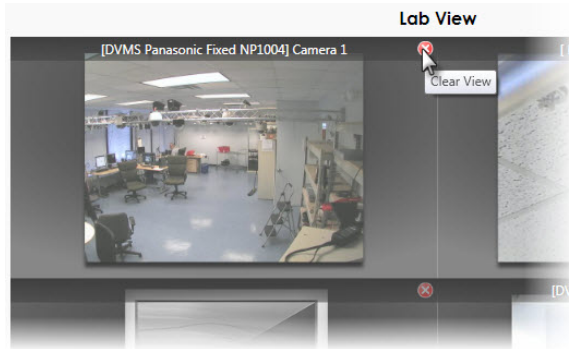
Configuring View Content Types

Once view panes are populated with content, specific parameters may be set for each content type. This section will discuss:

- Camera Configuration

- Carousel Configuration

- Hot Spot Configuration

- Push Video Configuration

- Web Page Configuration

- Image Configuration

- BlankScreen Configuration

Camera Configuration

Actual video configuration for camera resolution and recording is done on the NVR or the camera manufacturer's set up page. Configuration for camera output here refers to how it appears in the *Ocularis Client*.

TO CONFIGURE CAMERA OUTPUT

1. In the **Views** Tab, select the view which contains the pane with the camera video you wish to configure. (For information on creating a view see *To Create A View within a Folder* on page 31.)

2. Click on the pane with the video you wish to configure.

   A pane configuration pop-up appears corresponding to the type of pane content selected (in this case, a camera).
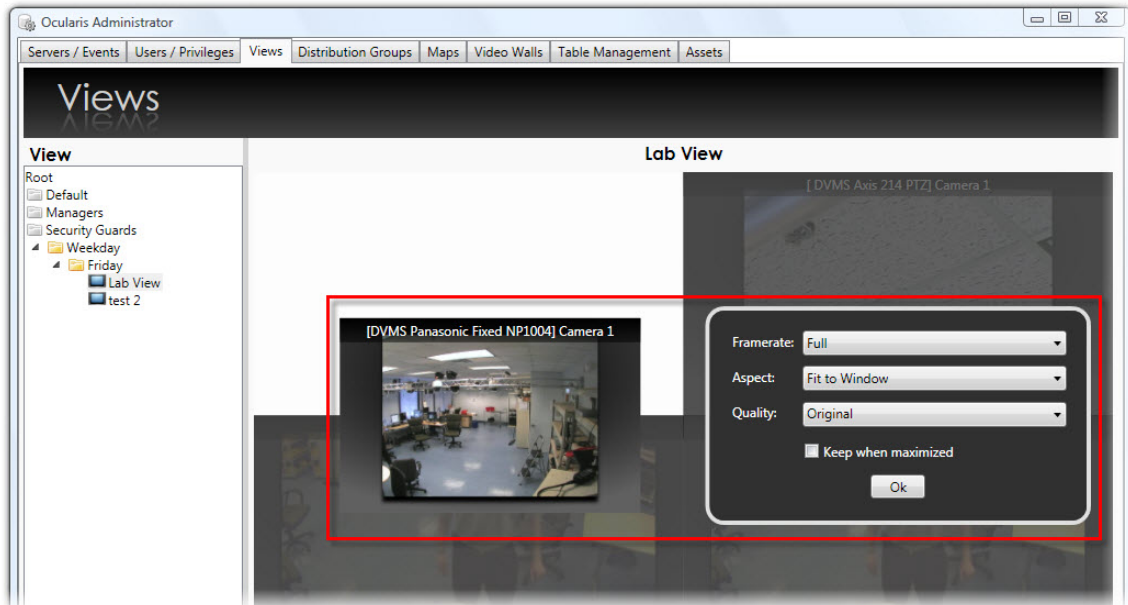

Figure 27 Configuring Camera Output

3. You have the option to modify the following:

Framerate	This setting is the framerate for the camera while viewing Live video in *Ocularis Client*. Available options are: **Full** (default), **Medium** or **Low**. Save bandwidth by selecting Medium or Low.
Aspect	Useful for wide screen video output, the default option **Keep Original** may result in black vertical or horizontal bars surrounding the video when viewed in *Ocularis Client*. The **Fit to Window** option will cause the video to be stretched to fit the window pane and may appear slightly distorted.
Quality	Options are: **Original**, **Super High**, **High**, **Medium**, and **Low**. This setting applies to Live as well as Recorded video. To save on bandwidth, lower the image quality. The video from the camera is re-encoded to a JPEG format on the server before being sent to *Ocularis Client*. The default quality setting, **Original**, provides full quality of the original video. **Low** quality re-encodes the image to an output width of 160 pixels and a JPEG quality level of 20%.
Keep when maximized	When an individual pane is maximized in *Ocularis Client*, the default is to display the video in its Original quality. Check this box to maintain the quality parameters set here when the pane is maximized to full screen.

4. Click **Ok** when done.

5. Click the **Save** icon to save the view.

Carousel Configuration

Once a Carousel is dragged onto a view pane, it must be configured. You need to identify which camera output is to be used in the carousel, as well as the video parameters and dwell time.

TO CONFIGURE A CAROUSEL

1. In the **Views** Tab, select the view which contains the pane with the carousel you wish to configure. (For information on creating a view see *To Create A View within a Folder* on page 31.)

2. Click on the pane with the carousel.

    A pane configuration (Carousel Editor) pop-up appears.

3. Click and drag the camera thumbnails you wish displayed in carousel from the camera area to the space in the Carousel Editor.
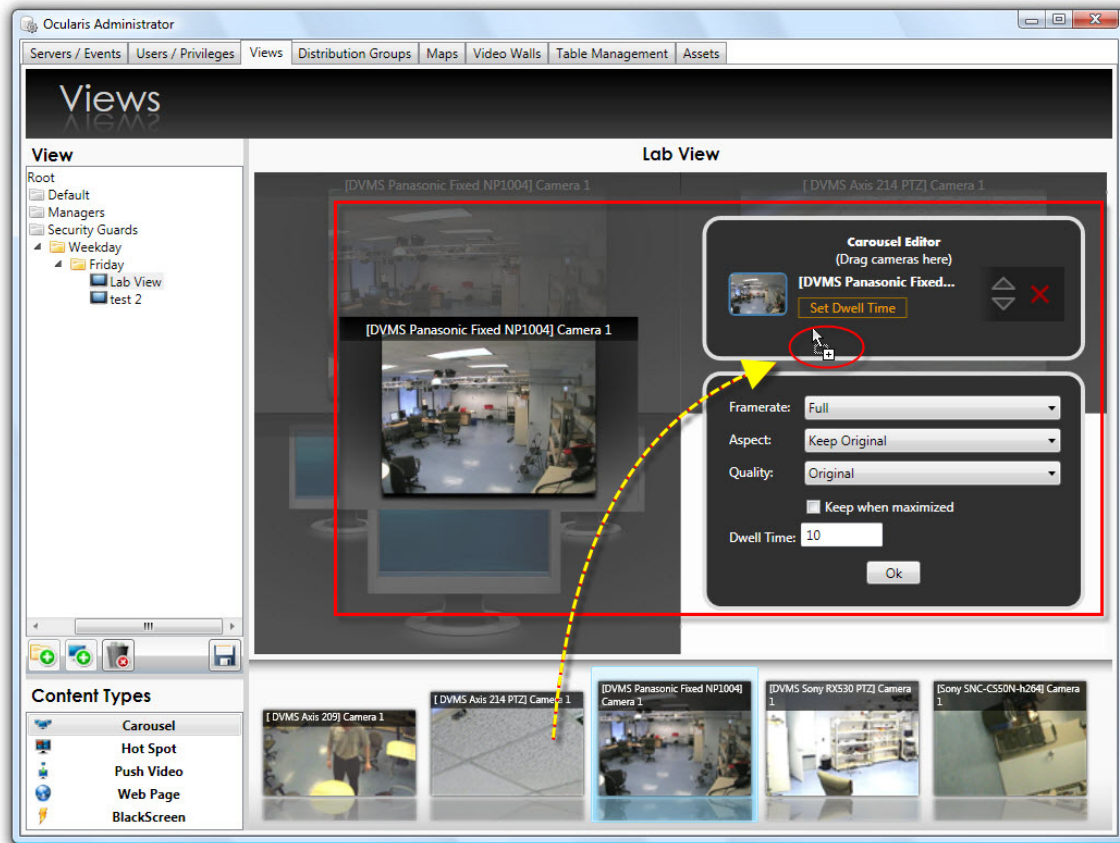
Figure 28 Click & Drag Camera Output to a Carousel

4. Once the cameras are listed in the Carousel Editor, they can be reordered or their *dwell* time may be modified.

5. The following camera output parameters may be configured for a Carousel display:

Framerate	This setting is the framerate for the camera while viewing Live video in *Ocularis Client*. Available options are: **Full** (default), **Medium** or **Low**. Save bandwidth by selecting Medium or Low.
Aspect	Useful for wide screen video output, the default option **Keep Original** may result in black vertical or horizontal bars surrounding the video when viewed in *Ocularis Client*. The **Fit to Window** option will cause the video to be stretched to fit the window pane and may appear slightly distorted.
Quality	Options are: **Original**, **Super High**, **High**, **Medium**, and **Low**. This setting applies to Live as well as Recorded video. To save on bandwidth, lower the image quality. The video from the camera is re-encoded to a JPEG format on the server before being sent to *Ocularis Client*. The default quality setting, **Original**, provides full quality of the original video. **Low** quality re-encodes the image to an output width of 160 pixels and a JPEG quality level of 20%.

Keep when maximized	When an individual pane is maximized in *Ocularis Client*, the default is to display the video in its Original quality. Check this box to maintain the quality parameters set here when the pane is maximized to full screen.
Dwell Time	Dwell Time is the amount of time in seconds camera video is displayed before switching to the next camera in the list. The default Dwell Time is 10 seconds and is located underneath the *Keep when minimized* checkbox.

6. Click **Ok** when done.

7. Click the **Save** icon to save the view.

TO REORDER CAMERAS IN A CAROUSEL

1. In the **Views** Tab, select the view with the carousel you wish to configure.

2. Click on the pane with the carousel.

3. Locate the camera whose order you wish to switch.

4. Use the up or down arrow icon to move the selected camera up or down in the display order.
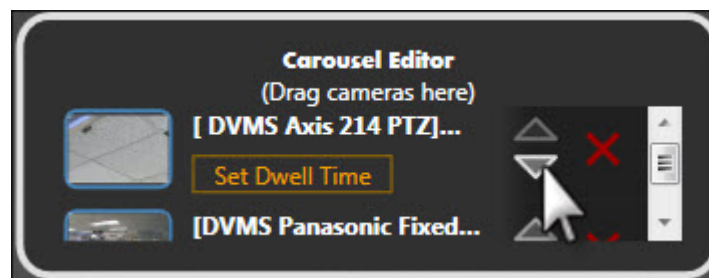
Figure 29 Reorder a Camera in a Carousel by clicking the arrowhead

5. Repeat for all cameras you wish to reorder.

6. Click **Ok** when done.

7. Click the **Save** icon to save the view.

TO REMOVE CAMERAS FROM A CAROUSEL

1. In the **Views** Tab, select the view with the carousel you wish to configure.

2. Click on the pane with the carousel.

3. Locate the camera you wish to remove.
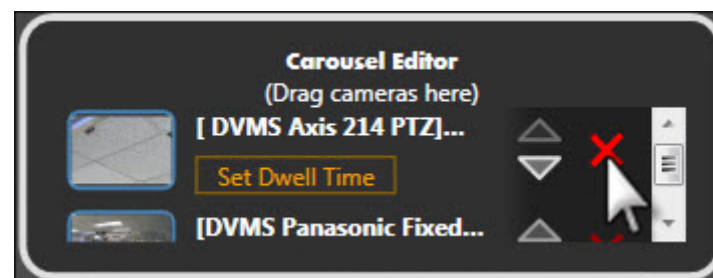
4. Click the **Remove Camera** icon

Figure 30 Remove a Camera from a Carousel

5. Repeat for all cameras you wish to remove.

6. Click **Ok** when done.

7. Click the **Save** icon to save the view.

TO CHANGE OR VIEW THE DWELL TIME FOR AN INDIVIDUAL CAMERA

1. In the **Views** Tab, select the view with the carousel you wish to configure.

2. Click on the pane with the carousel.

3. Locate the camera whose dwell time you wish to modify.

4. Click the **Set Dwell Time** button.

   A pop-up appears with a dwell time slider bar. The camera will inherit the default dwell time.
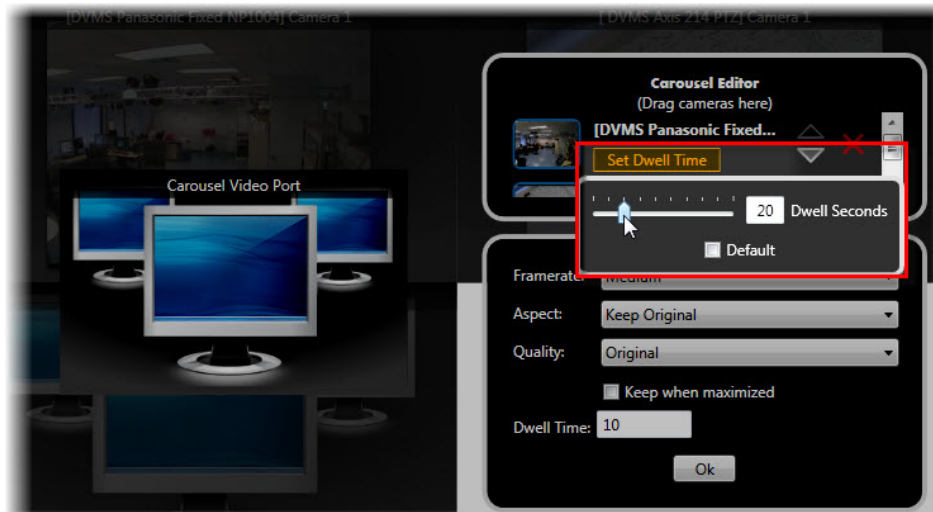
Figure 31 Setting the Dwell Time for an Individual Camera

5. Uncheck the *Default* checkbox. This enables the slider.

6. You may click & drag the slider to set the dwell time (in seconds) or you may type the number of seconds.

7. Click off of the Dwell Time pop-up, preferable somewhere else on the Carousel Editor.

8. Use the scroll bar to switch to and configure other cameras in this carousel.

9. Click **Ok** when done.

10. Click the **Save** icon to save the view.

Hot Spot Configuration

Hot Spots are used in *Ocularis Client* but the quality of the video is configured in *Ocularis Administrator*.

TO CONFIGURE A HOT SPOT

1. In the **Views** Tab, select the view which contains the Hot Spot. (For information on creating a view see *To Create A View within a Folder* on page 31.)

2. Click on the pane with the corresponding video.

   A pane configuration pop-up appears corresponding to the type of pane content selected (in this case, a hot spot).

Figure 32 Configuring Hot Spot Output

3. You have the option to modify the following:

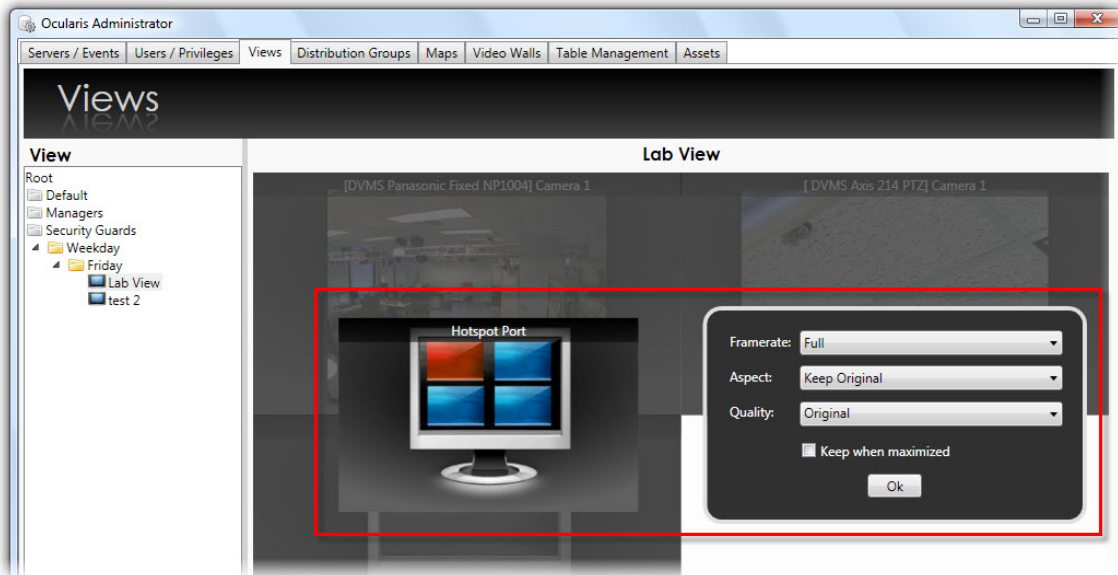| Framerate	This setting is the framerate for the hot spot while viewing Live video in *Ocularis Client*. Available options are: **Full** (default), **Medium** or **Low**. Save bandwidth by selecting Medium or Low.
Aspect	Useful for wide screen video output, the default option **Keep Original** may result in black vertical or horizontal bars surrounding the video when viewed in *Ocularis Client*. The **Fit to Window** option will cause the video to be stretched to fit the window pane and may appear slightly distorted.
Quality	Options are: **Original**, **Super High**, **High**, **Medium**, and **Low**. This setting applies to Live as well as Recorded video. To save on bandwidth, lower the image quality. The video from the camera is re-encoded to a JPEG format on the server before being sent to *Ocularis Client*. The default quality setting, **Original**, provides full quality of the original video. **Low** quality re-encodes the image to an output width of 160 pixels and a JPEG quality level of 20%.
Keep when maximized	When an individual pane is maximized in *Ocularis Client*, the default is to display the video in its Original quality. Check this box to maintain the quality parameters set here when the pane is maximized to full screen.

4. Click **Ok** when done.
5. Click the **Save** icon to save the view.

Push Video Configuration

Push Video panes are used in *Ocularis Client* to manually push video from one user (IP Address) to another user (IP Address). These panes are also useful to display event driven video as configured in NetDVMS. Push Video panes operate when NetMatrix is configured on the system. An Ocularis Base event, on the other hand, will populate a *BlankScreen* pane.

TO CONFIGURE PUSH VIDEO

1. In the **Views** Tab, select the view which contains the Push Video Port pane. (For information on creating a view see *To Create A View within a Folder* on page 31.)

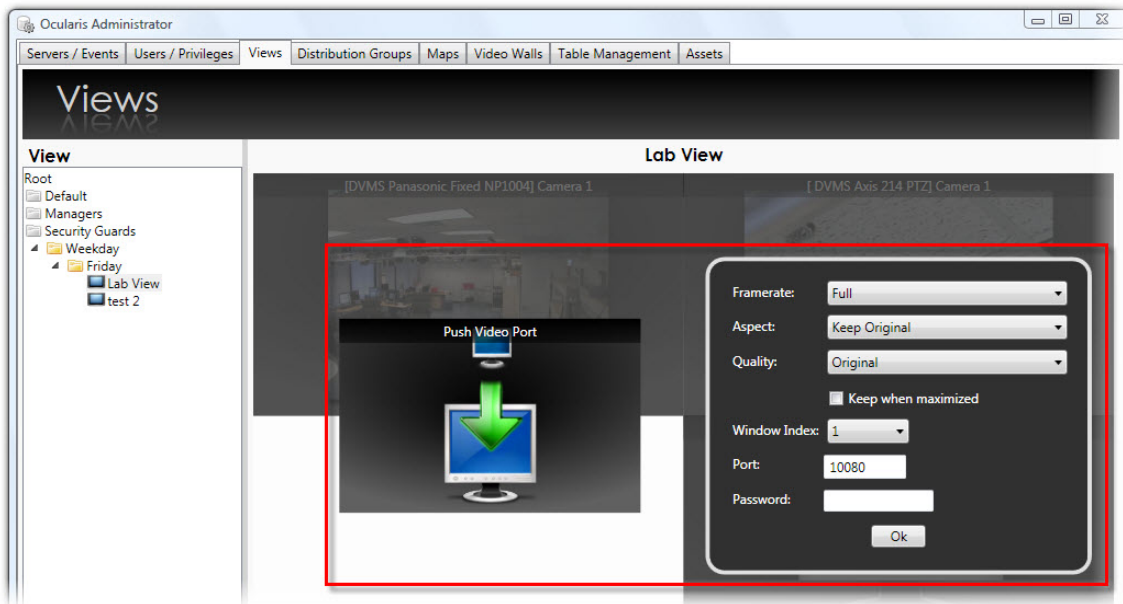2. Click on the Push Video pane.

   A Push Video pane pop-up appears.

Figure 33 Configuring a Push Video Pane

3. You have the option to modify the following:

Framerate	This setting is the framerate for the pushed video while viewing in *Ocularis Client*. Available options are: **Full** (default), **Medium** or **Low**. Save bandwidth by selecting Medium or Low.
Aspect	Useful for wide screen video output, the default option **Keep Original** may result in black vertical or horizontal bars surrounding the video when viewed in *Ocularis Client*. The **Fit to Window** option will cause the video to be stretched to fit the window pane and may appear slightly distorted.
Quality	Options are: **Original**, **Super High**, **High**, **Medium**, and **Low**. To save on bandwidth, lower the image quality. The video from the camera is re-encoded to a JPEG format on the server before being sent to *Ocularis Client*. The default quality setting, **Original**, provides full quality of the original video. **Low** quality re-encodes the image to an output width of 160 pixels and a JPEG quality level of 20%.

Keep when maximized	When an individual pane is maximized in *Ocularis Client*, the default is to display the video in its Original quality. Check this box to maintain the quality parameters set here when the pane is maximized to full screen.
Window Index	If there are multiple panes configured for Push Video this index determines the order in which pushed video will appear in the view.
Port	This is the NetMatrix port configured for the NetMatrix user.
Password	This is the NetMatrix password configured for the NetMatrix user.

4. Click **Ok** when done.

5. Click the **Save** icon to save the view.

Web Page Configuration

In addition to camera video, panes may be populated by an HTML page accessible via URL or IP Address. Typical examples of these include:

- Company websites

- Online maps

- Link collections

- IP Camera configuration page

> *Note:*
> *Panes with web pages or images may not be maximized in Ocularis Client. For web pages, we recommend using a large size pane or even a 1 x 1 pane.*

TO CONFIGURE A WEB PAGE

1. In the **Views** Tab, select the view which contains the Web Page. (For information on creating a view see)

2. Click on the pane with the Web Page.

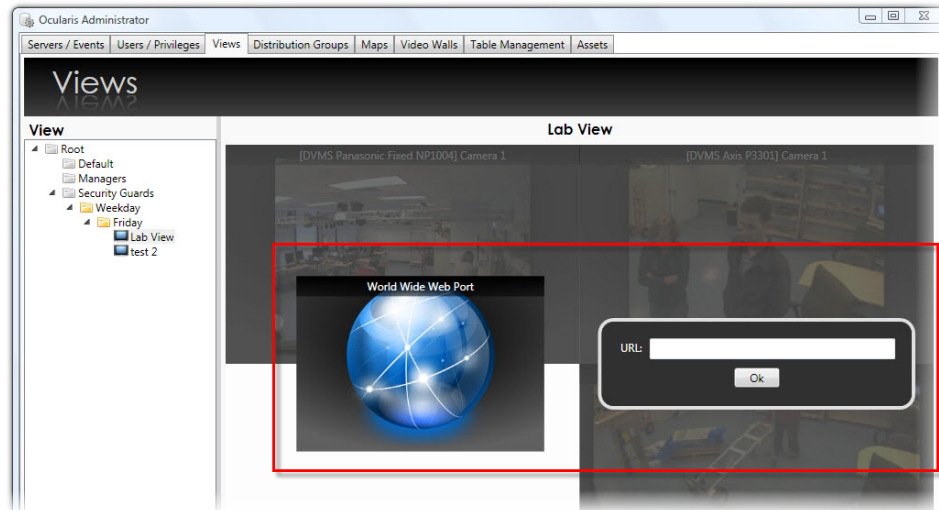   A Web Page configuration pop-up appears.

Figure 34 Configuring a Web Page Pane

3. Type in the URL or IP Address for the content to be displayed. You will see a preview of the page.

4. Click **Ok**.

The web page will now appear in the *Ocularis Client* and the user will be able to navigate the page using embedded links.

TO MODIFY WEB PAGE CONFIGURATION

1. In the **Views** Tab, select the view which contains the Web Page. (For information on creating a view see *To Create A View within a Folder* on page 31.)

2. Click on the title bar of the pane with the Web Page. This is the black bar with the text "**World Wide Web Port"**.

Figure 35 Click the title bar to configure a pane with a Web Page

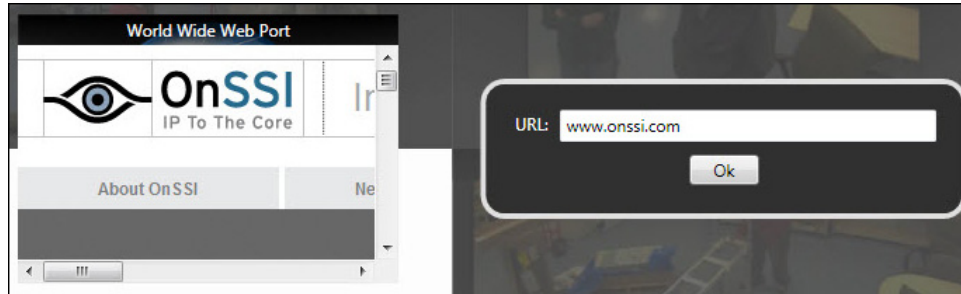The Web Page configuration pop-up appears.

Figure 36 Edit a web page URL

3. Modify the URL as needed.

4. Click **Ok** when done.

Image Configuration

In addition to camera video, panes may be populated by static image. Typical examples of these include company logos, suspect photos, maps or other images in .jpg, .gif or .png format. Images are placed in the Web Page configuration pane.

> *Note*:
> *Panes with images may not be maximized in Ocularis Client so consider the size of the pane when you assign the image.*

TO CONFIGURE AN IMAGE IN A WEB PAGE

1. In the **Views** Tab, select the view which contains a Web Page. (For information on creating a view see *To Create A View within a Folder* on page 31.)

2. Click on the pane with the Web Page.

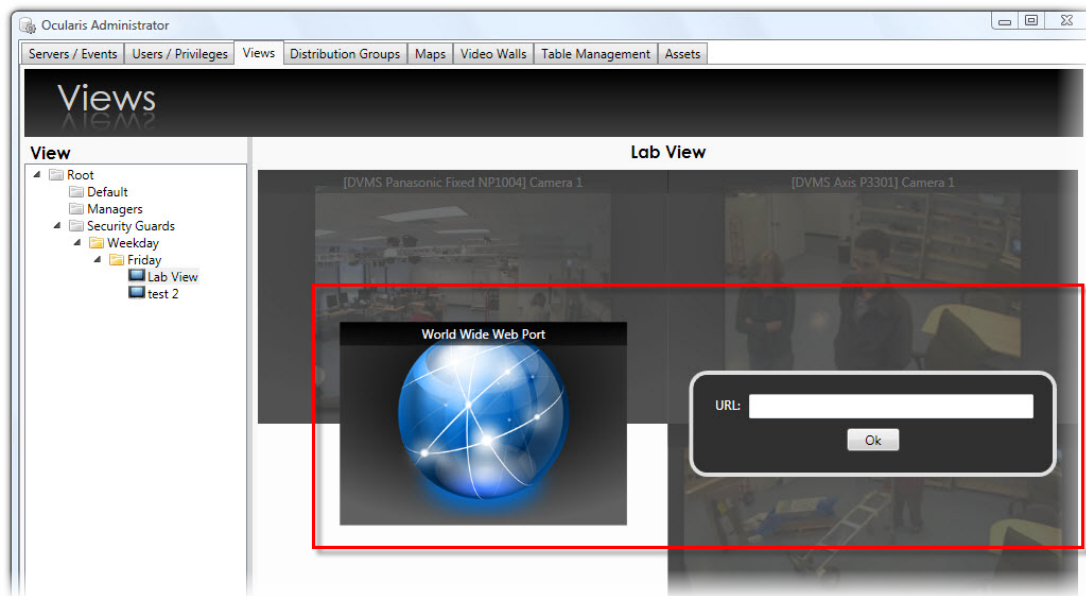   A Web Page configuration pop-up appears.

Figure 37 Configuring a Web Page Pane

3. In the URL text box, enter the full path and filename of the image. For instance: `c:\photo.gif`

4. Click **Ok**.

BlankScreen Configuration

BlankScreens are used in the *Ocularis Client*. As the name indicates, the pane configured with a BlankScreen remains Blank until populated by video triggered by an event. The event trigger mechanism is configured in *Ocularis Administrator* and is discuss in *Event Fusion* on page 15.

TO CONFIGURE A BLANKSCREEN

1. In the **Views** Tab, select the view which contains the BlankScreen. (For information on creating a view see *To Create A View within a Folder* on page 31.)

2. Click on the pane with the BlankScreen.
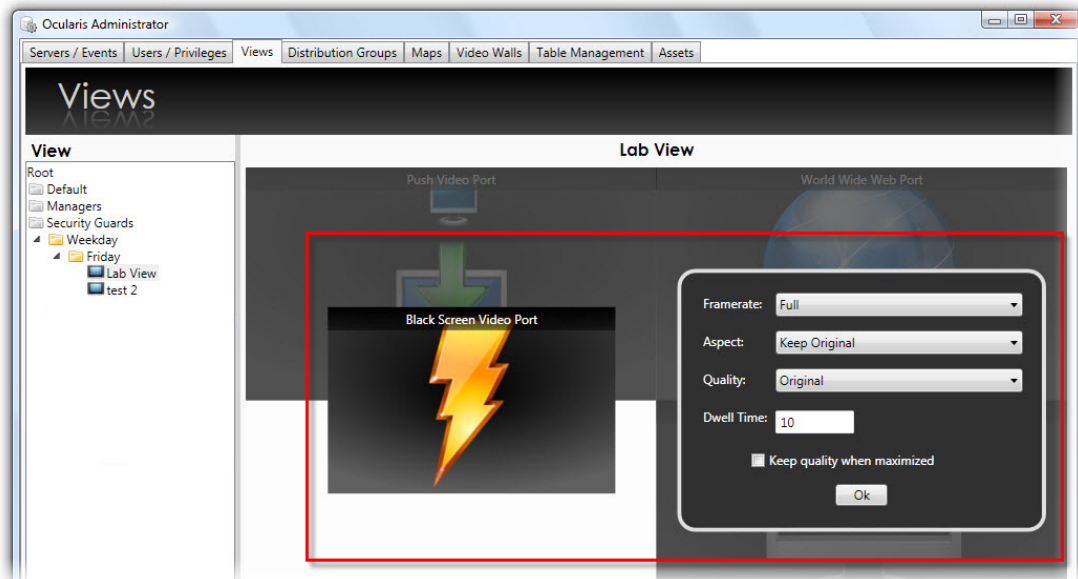
   A BlankScreen configuration pop-up appears.

Figure 38 Configuring a BlankScreen Pane

3. You have the option to modify the following:

Framerate	This setting is the framerate for the pushed video while viewing in *Ocularis Client*. Available options are: **Full** (default), **Medium** or **Low**. Save bandwidth by selecting Medium or Low.
Aspect	Useful for wide screen video output, the default option **Keep Original** may result in black vertical or horizontal bars surrounding the video when viewed in *Ocularis Client*. The **Fit to Window** option will cause the video to be stretched to fit the window pane and may appear slightly distorted.
Quality	Options are: **Original**, **Super High**, **High**, **Medium**, and **Low**. To save on bandwidth, lower the image quality. The video from the camera is re-encoded to a JPEG format on the server before being sent to *Ocularis Client*. The default quality setting, **Original**, provides full quality of

	the original video. **Low** quality re-encodes the image to an output width of 160 pixels and a JPEG quality level of 20%.
Dwell Time	This time, in seconds, is the amount of time that video will be displayed in a BlankScreen pane and applies to low priority events only.
Keep when maximized	When an individual pane is maximized in *Ocularis Client*, the default is to display the video in its Original quality. Check this box to maintain the quality parameters set here when the pane is maximized to full screen.

4. Click **Ok** when done.

5. Click the **Save** icon to save the view.

Assets Tab

The **Assets** Tab allows administrators to customize the application interface by adding maps and icons unique to the organization. These elements are imported through the Assets Tab and configured in the Maps Tab.
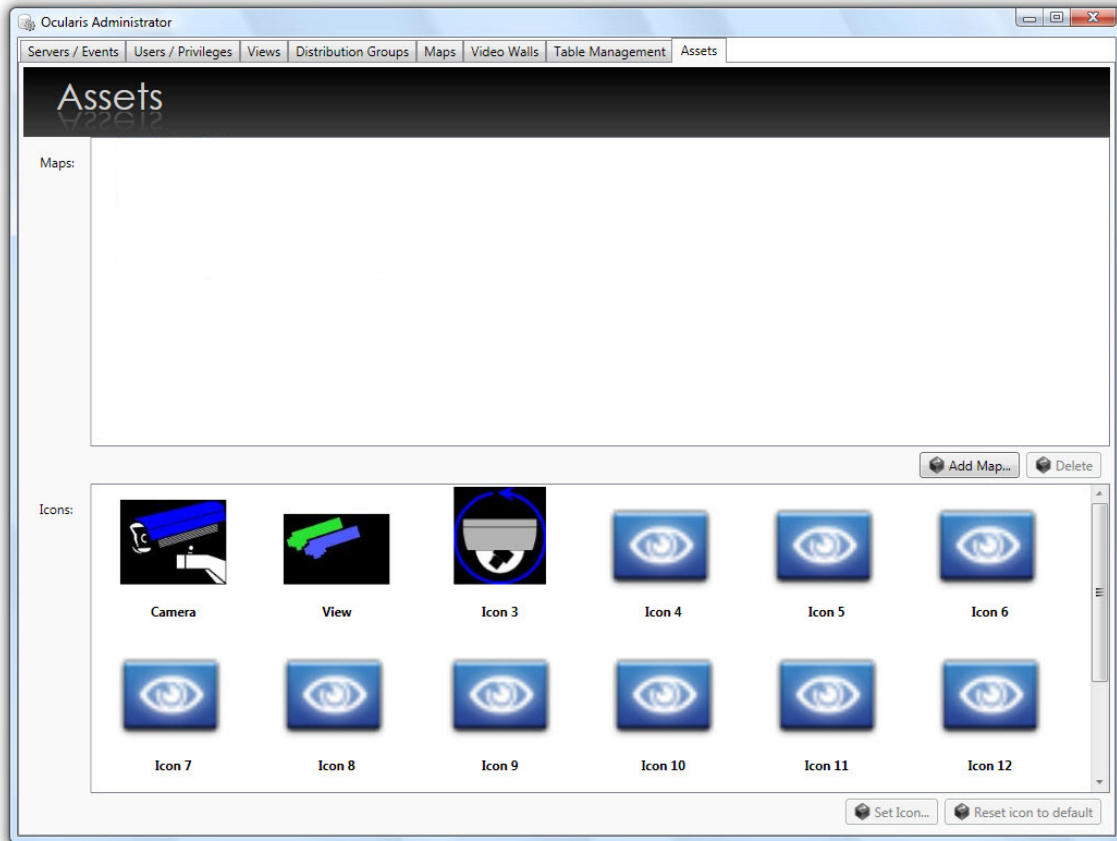

Figure 39 Assets Tab

The Assets Tab is divided into two sections: the upper section displaying install maps and the lower section displays installed icons.

Maps

This area houses the navigation maps available for use on the system. Navigation maps can be any descriptive image of the surveillance installation – geographical maps, CAD drawings, aerial photos, architectural plans, etc. Image file types supported are: .jpg, .png, .gif and .bmp. The system supports an unlimited number of maps.

Icons

Icons identify items placed on maps. Icons can be any imported .png image file. Typically, images are of IP cameras. The first icon is reserved for the default display when a camera is placed on a map. There is also a default icon for when a view is placed on a map.

Administrators import maps and icons here in the **Assets** tab first and then continue with map configuration in the **Maps** tab.

TO ADD A MAP TO THE ASSETS TAB

1. In the **Assets** Tab, click the **Add Map** button.   Add Map...

2. Browse for the image file and select it.

3. Click **Open**.
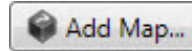
A thumbnail image of the map appears in the Maps area of the Assets Tab.

TO DELETE A MAP FROM THE ASSETS TAB

Use the following procedure to remove a map image from *Ocularis Administrator*. This will not delete the image file from the source location.

1. In the **Assets** Tab, select the map to be removed.

2. Click the **Delete** button.   Delete

   An "*Are you sure you want to delete…*?" pop-up window appears.

3. Click **Yes** to remove the map.

TO IMPORT OR MODIFY AN ICON

Use the following procedure to set or replace an icon. Icon 1 is the default icon used when creating new items on a map so you may want to leave this Icon as the default.

1. In the **Assets** Tab, select the icon to be set.

2. Click the **Set Icon** button.   Set Icon...

3. Browse to the image file and select it.

4. Click **Open**.
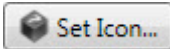
TO REMOVE AN ICON

Use the following procedure to remove an imported icon image and reset it to the default.

1. In the **Assets** Tab, select the icon to be changed.

2. Click the **Reset icon to default** button.   Reset icon to default
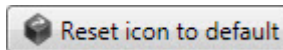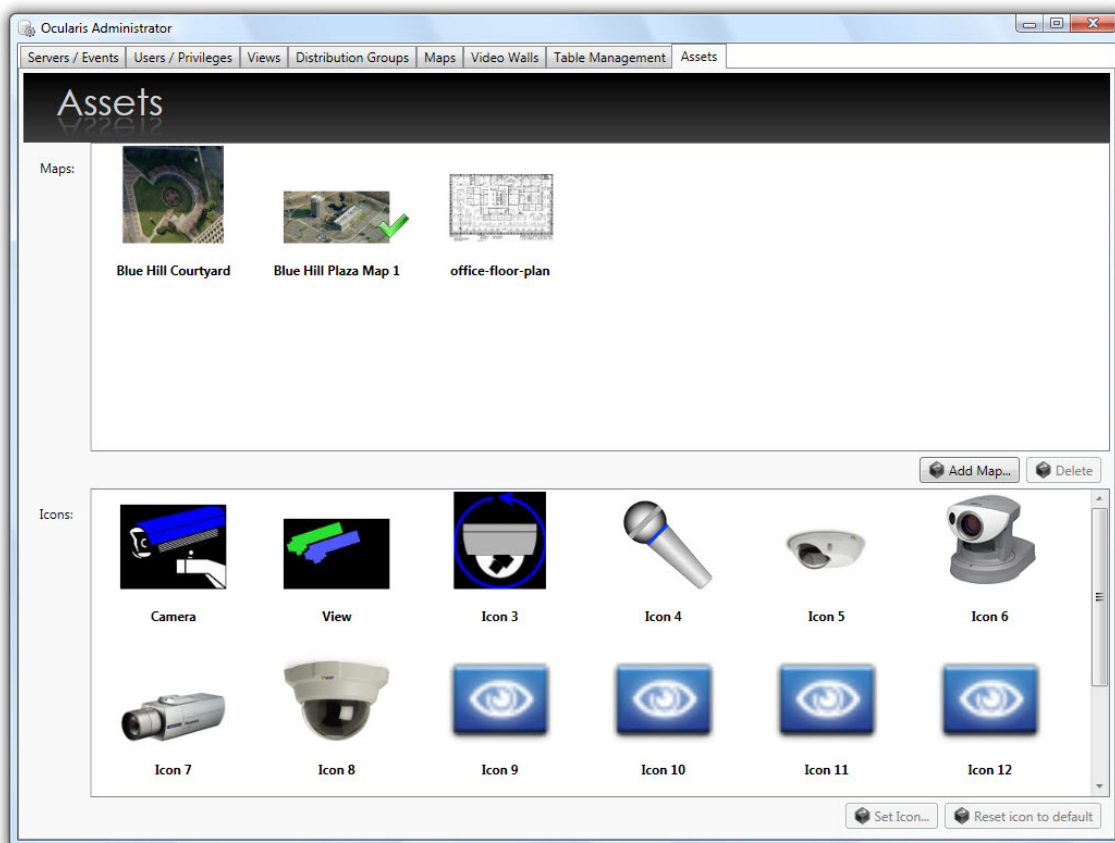
The icon should be reset.

Figure 40 Asset Tab showing imported maps and icons

Maps Tab

Once maps and icons have been imported in the <u>Assets Tab</u>, they can be configured in the **Maps** Tab.
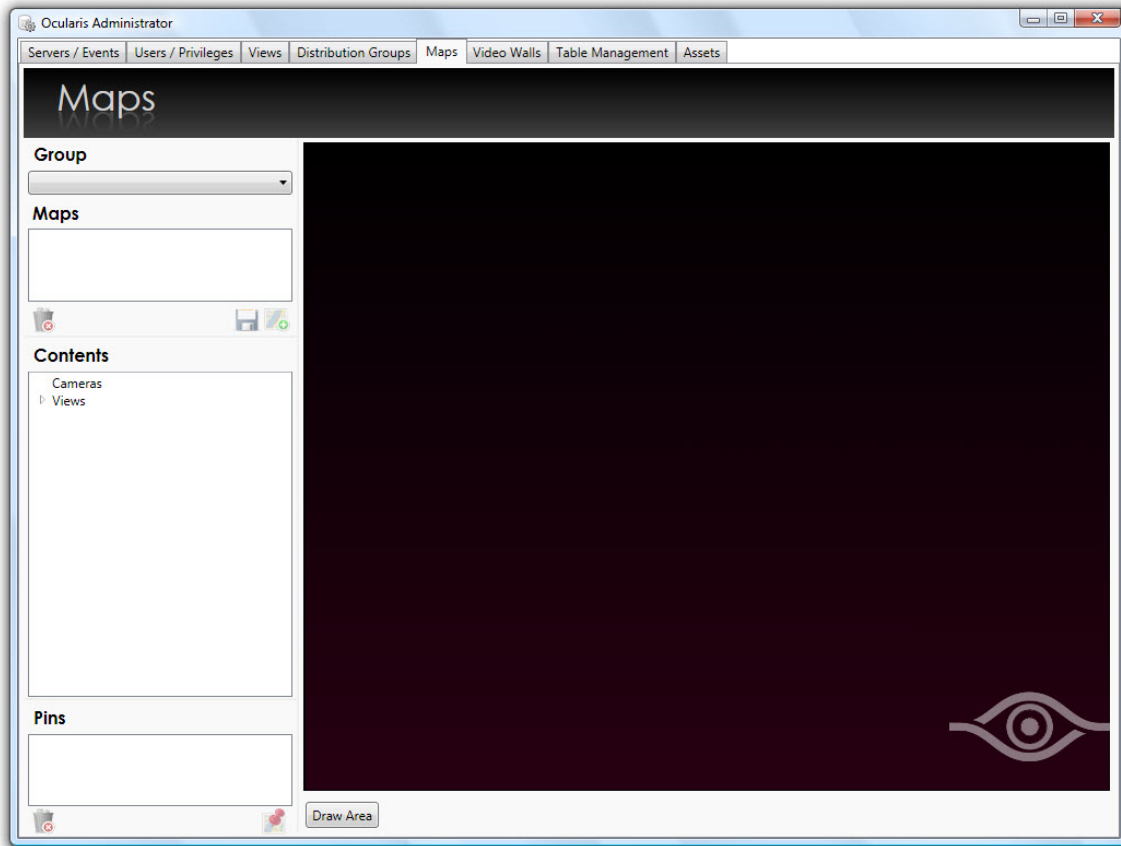

Figure 41 Maps Tab

The left side of the Maps Tab contains an area for configuring the map and is segmented into a section for **Group** selection, **Maps**, **Contents** (Cameras and Views) and **Pins**. The right side of the Maps Tab is the working area used to display and configure a map.

Maps are configured by user group. Administrators should select the group for which the map should be configured. If the **Default** group is selected, the map(s) defined for this group will be available to all users.

TO ADD A MAP

This procedure assumes that navigation maps have already been imported into the **Assets** Tab. (See *To Add A Map to the Assets Tab* on page 48.)

1. In the **Maps** Tab, select the group for which the map should be available.

2. Click the **Add new map** icon.

   The *Select Map* dialog box appears populated by maps that were imported into the **Assets** Tab.

3. Select the map you wish to add.

4. Click **Select**.

TO DISPLAY A MAP

This procedure assumes that navigation maps have already been added to the Maps list of the Maps Tab. See *To Add A Map* on page 50.

1. In the Maps tab, double-click the map name in the Maps list.

2. Reposition the image in the working area by clicking and dragging the map to the desired location.

Once a map is added to a group, a green checkmark icon appears next to the map image in the **Assets** Tab.
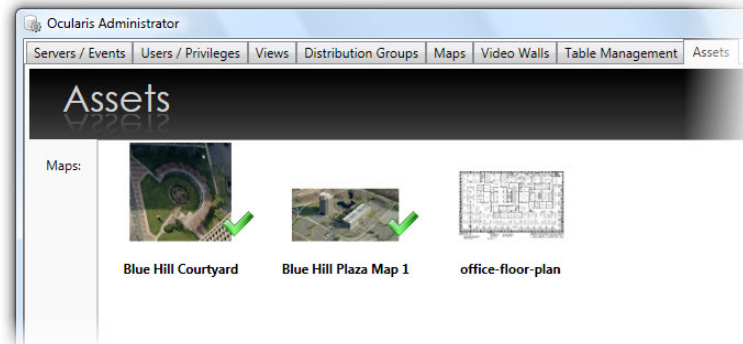

Figure 42 Used Maps in Assets Tab shown with Green Checkmark

In the example shown in Figure 42, the *Blue Hill Courtyard* and *Blue Hill Plaza Map 1* maps have been assigned to a group. The *office-floor-plan* map has not been assigned to any group.

TO REMOVE A MAP

1. In the **Maps** Tab, select the map you wish to remove.

2. Click the **Delete Selected Map** icon.

   An "*Are you sure you want to delete this map*?" dialog box appears.

3. Click **Yes** to remove the map.

The map is removed from the group but it is still available to other groups from within Ocularis Administrator.

Working with Maps

Once maps are added you can:

- [Add Cameras to A Map](#)
- [Add Views to A Map](#)
- [Link one map to another Map](#)

TO ADD A CAMERA TO A MAP

1. In the **Maps** tab, display the map to add a camera(s). (see *To Display a Map* on page 51.)

2. Expand the Camera list in the **Contents** area by clicking the arrow next to Cameras.

Figure 43 Expanded Camera List

3. Click, drag and drop the camera from the Cameras list to the location on the map.

TO RELOCATE A CAMERA ON A MAP

1. Locate the camera on the map and simply drag and drop the camera to the desired location.

TO REMOVE A CAMERA FROM A MAP

1. Locate the camera on the map.

2. Click the delete icon next to the camera to delete.

Figure 44 Remove a Camera

TO CHANGE THE APPEARANCE OF A CAMERA ICON

The icon image shown in Icon 1 on the Assets tab is the default icon used when adding cameras to maps. You may customize the icons for each camera to signify a camera model or type or any designation you so choose. (See *To Import or Modify* an Icon on page 48).

1. Locate the camera icon on the map you wish to change.

2. Right-click the icon.

3. The icons from the **Assets** tab appear. Click the desired icon.

TO RESIZE A CAMERA ICON

1. Locate the camera icon on the map you wish to change.

2. Hold the [**SHIFT**] key and position the mouse over the camera icon until you see a set of 4 arrows.

3. Click and drag the mouse to make the icon larger or smaller.

4. Release the mouse when done.

TO ROTATE A CAMERA ICON

1. Locate the camera icon on the map you wish to change.

2. Hold the [**CTRL**] key and position the mouse over the camera icon until you see a curved arrow.

3. Click and drag the mouse to rotate the icon.

4. Release the mouse when done.

TO ZOOM A MAP

1. Display the map in the working area of the **Maps** tab.

2. Zoom in and out using either the:

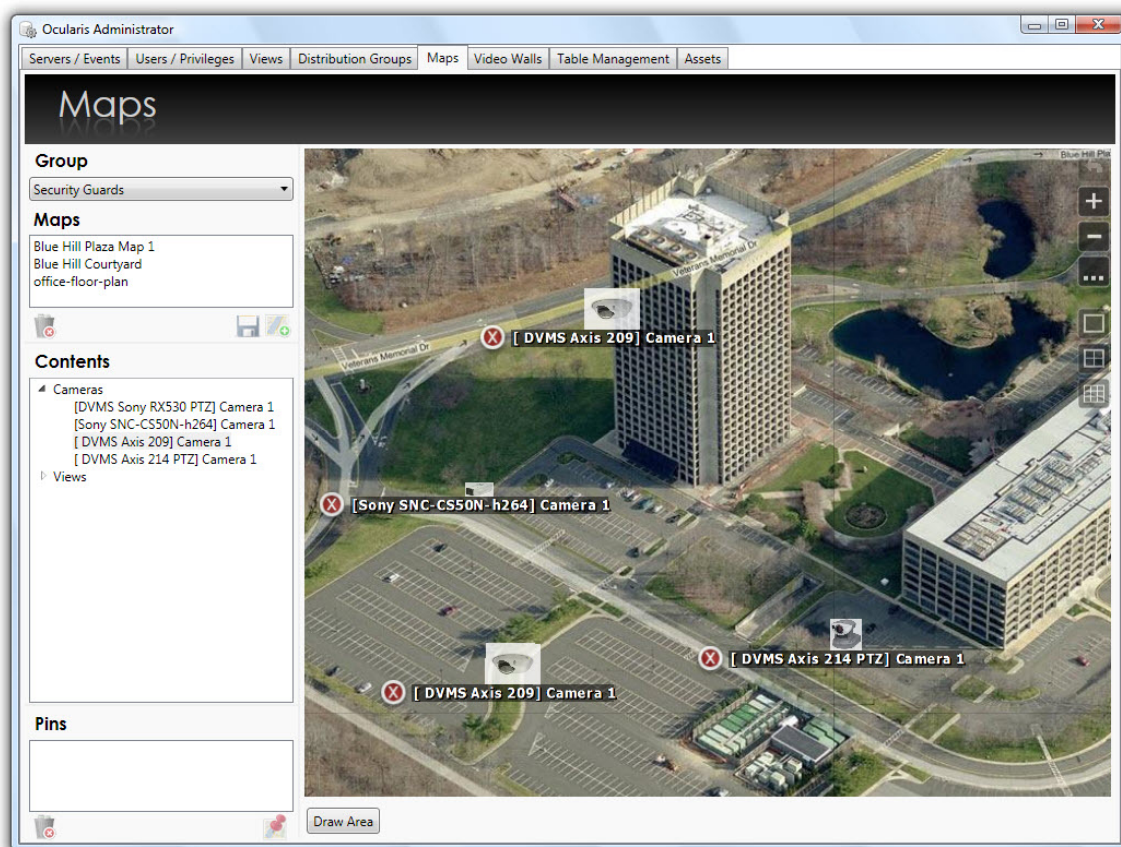   - Scroll wheel of the mouse

    - Zoom In or Zoom Out icon

Figure 45 Sample Map with custom icons

Linking Maps

Linking maps allows you to easily navigate from map to map and back again. To link a map you create a drawing area and link it to a hotspot or "pin" on another map. When the drawing area is clicked, the linked map will display.

TO LINK ONE MAP TO ANOTHER MAP

1. In the **Maps** Tab, with the desired group selected, open the *destination* map (the map to which you would like be linked).

2. Position the map and zoom in or out so that the center of the map will be brought up when clicked from another map.

3. Click the **Add New Pin** icon.

4. In the resulting **Enter Pin Name** dialog box, enter a descriptive name for this pin.

5. Click **OK**.
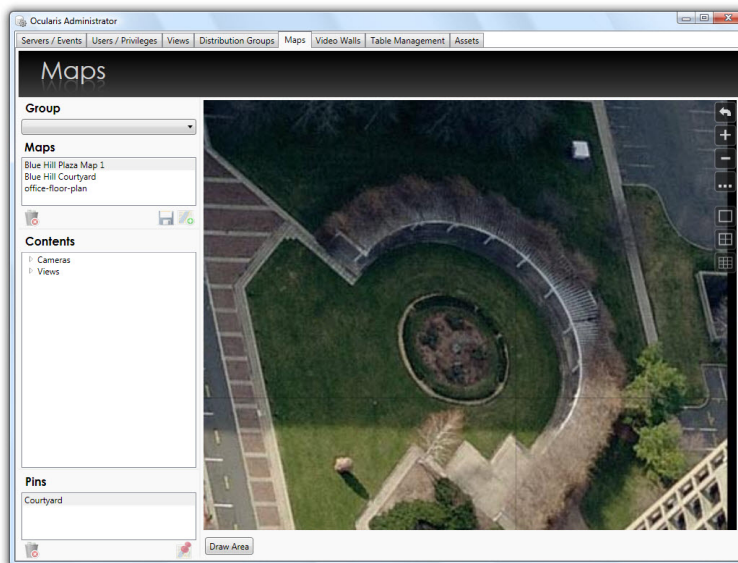
Figure 46 Courtyard map with corresponding pin

6. Open the source map where you want to begin the link.

7. You need to draw an area or zone where when clicked, will open up the linked map. Click the **Draw Area** button.

Figure 47 Draw Link Area

8. Use the mouse's right button to draw a polygonal shape on the map which will link to the previous map. To end the shape click on the pencil icon. The shape will appear shaded in color and be labeled "unnamed".
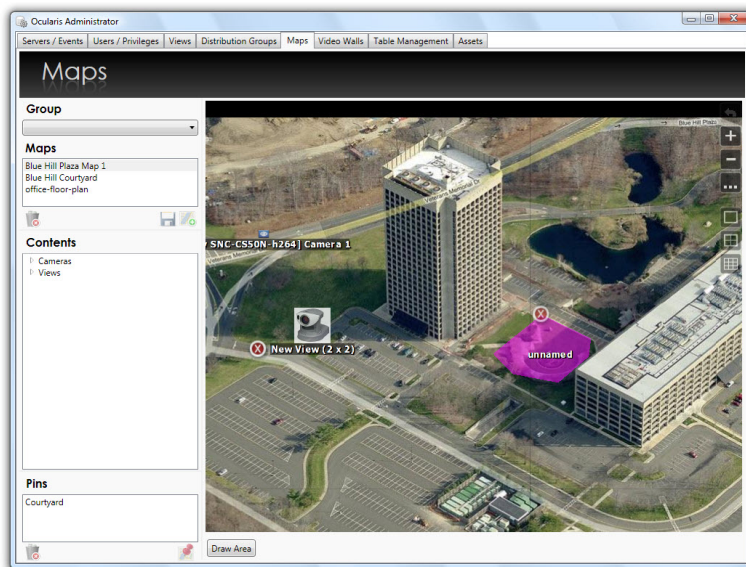
Figure 48 Link Area unnamed and unassigned

9. Click and drag the pin created in step 4 onto the unnamed shaded area.

The area name will change to display the pin name.

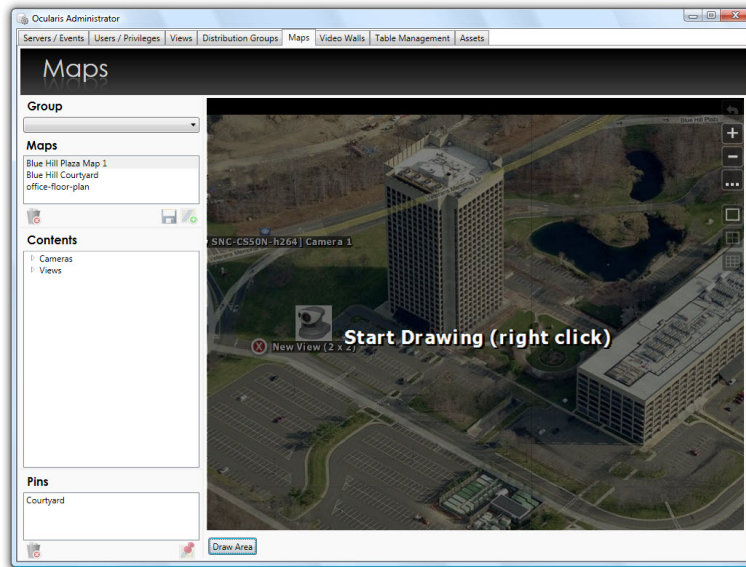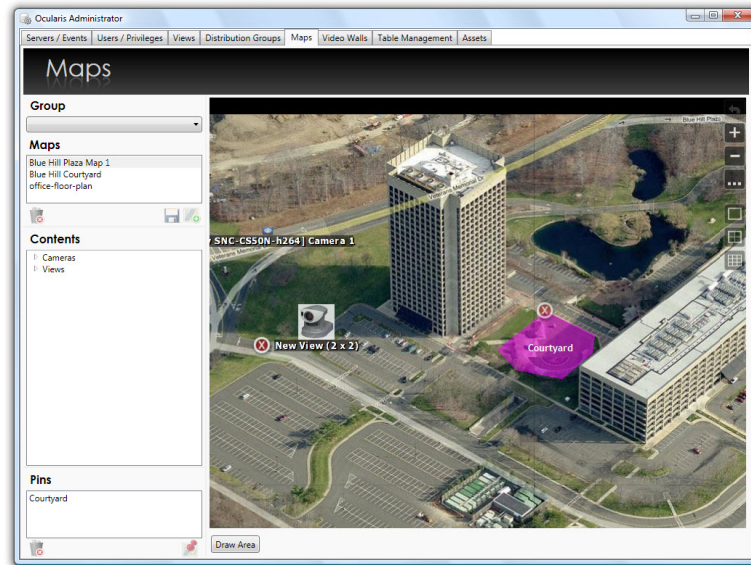*Figure 49 Pin Name Link*

10. Click the pin area to be brought to the linked map.

> **Note**:
> *Pins are temporary. They remain in the Pins list of the Maps tab only for the current logged in session. When you exit out of Ocularis Administrator and log in again, the pin settings will be gone. Links created to pin locations, however, will remain intact.*

TO RETURN TO ORIGINAL MAP FROM A LINK

Once you have navigated to a map via a link, you may return to the original map by either:

- Creating another pin to the original map using steps 1- 9 in the above section.

- Click the **Go Back** icon.

Views

Views may be added to Maps for use with *Ocularis Client*. When working with maps and video walls, entire views from a map may be pushed to a video wall.

TO ADD A VIEW TO A MAP

1. In the **Maps** tab, display the map to add the view. (see *To Display a Map* on page 51)

2. Expand the Views list in the **Contents** area by clicking the arrow next to Views.
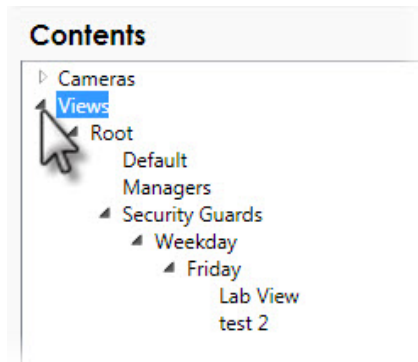

Figure 50 Expanded Views List

3. Click, drag and drop the view from the Views list to the location on the map.

The view will use Icon 2 located in the Assets Tab. You may want to develop your own icon for use specifically for views.

Note*:*
Views that contain a Web Page pane may not be added to a map.

Event Management

Ocularis facilitates displaying, investigating and shared handling of events received from:

- An NVR's native video motion detection (VMD) component

- Integrated Video Content Analytics

- Third party access control and security systems

Alerts maintain the following features:

⇨ All incoming alerts populate an *Alerts* list in the *Ocularis Client*.

⇨ Video walls or Views containing a BlankScreen will display video from the Alerts.

⇨ Alerts may be designated with low, medium or high priority. Alerts with high priority will display on the *Ocularis Client* until a user "handles" the event. Medium or low priority alerts displays for a designated time period.

⇨ Alerts appear in the order of occurrence

Each alert is accompanied by relevant metadata. Typically this includes the camera name that captured the event, time, date and type of event. The type of event is specified in generic terms (e.g. 'VMD Event') or, in the case of video content analytics or access control-generated events, by the analytics rule that triggered the event (e.g. "Stalled Vehicle on Shoulder').

Multiple authorized operators can share the investigation and handling of events through the dynamically-updated *Alerts* list. Once an event is 'handled', it is removed from the Alerts list. In this instance, subsequent handling is possible only through *Handled Alerts* in the *Ocularis Client*.

> *Note*:
> *In order to use events with Ocularis Base, an NVR event proxy must first be installed. See Configuring the NetDVMS Event Proxy in the Appendix on page 85 for instructions on installation and configuration of this event proxy.*

Event Configuration

Configuring events begins with identifying which cameras you would like to monitor. Typical camera related events which may be monitored include (but are not limited to):

- Motion

- Enabled

- Disabled

- Not Responding

Camera specific events configured within the NVR may also be monitored such as:

- VMD Event

- Motion Started or Stopped

- Signal (Rise or Fall)

- Audio (Rise or Fall)

- Tampering

To instruct Ocularis which events you wish you monitor and create event associations, see Event Fusion on page 15.

Quick Reference – EVENTS

The following steps are necessary in order for events to work properly with Ocularis.

EVENT CONFIGURATION WITH OCULARIS BASE

Follow these basic instructions to insure event configuration is done properly.

1. In the *Ocularis Administrator* **Server / Events** tab, add the NVR which contain the events you wish to monitor. (see To Add an NVR to Ocularis Base on page 13).

2. Restart the NVR event proxy in order for Ocularis Base to recognize the NVR events. (see Restarting the NetDVMS Event Proxy on page 87).

3. In the *Ocularis Administrator* **Server / Events** tab, drag cameras listed beneath the NVR to the events you want to enable. (see To Associate Camera Video with Events (To Create an Event Rule)on page 16).

4. If desired, change the priority of the alert by highlighting the event and clicking the Properties button. (see To Modify the Priority of an Event on page 18).

5. In the *Ocularis Administrator* **Users / Privileges** tab, make sure the appropriate user has privileges to the camera. (see To Assign Devices To A Group on page 23).

6. In the *Ocularis Administrator* **Distribution Groups** tab, be sure that the user is assigned to a distribution group which has corresponding events assigned in the group's filter and that the weekly and holiday schedules are set appropriately. (see Distribution Groups on page 67).

Event Handling

As events are triggered and alerts are displayed in the *Ocularis Client*, the user has the opportunity to handle the alert in a number of ways.

When a user handles an event or creates a *Bookmark* through the *Ocularis Client*, it can be assigned a *Classification*, a *Tag* or *Case File*. These items are configured in the **Table Management** tab of the *Ocularis Administrator*.

Table Management Tab

The following tasks are available on the Table Management Tab:

- Configure Classifications
- Configure Tags
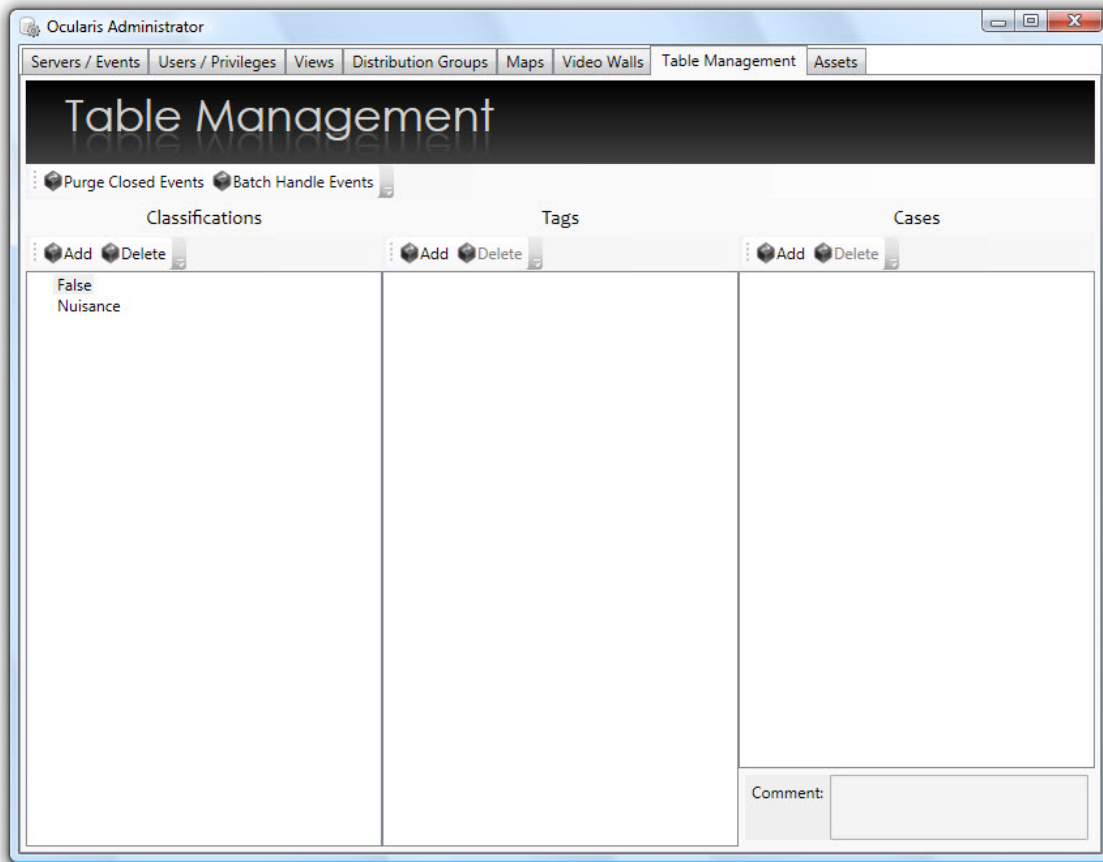- Configure Cases
- Batch Handle Events
- Purge Closed Events

Figure 51 Table Management Tab

The **Table Management** tab is divided into 3 vertical panes: *Classifications*, *Tags*, and *Cases*. There is also an event handling toolbar above the three panes.

Configure Classifications

When operators handle events or create a bookmark in the *Ocularis Client*, the events or bookmark may be categorized into predefined classes as defined by the system administrator. The default classifications are:

- False
- Nuisance

TO CREATE A NEW CLASSIFICATION

1. In the **Table Management** tab, click the **Add** button in the **Classifications** pane.

   A editable field is inserted into the Classifications list.

2. Type in a descriptive name for the classification.
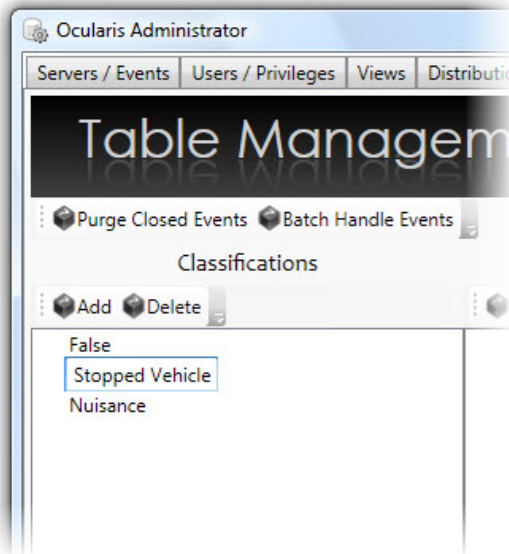
3. Press **[ENTER]**.

*Figure 52 Add a new Classification*

TO MODIFY A CLASSIFICATION

1. In the **Table Management** tab, double-click the classification you wish to modify.

   The field should become editable.

2. Type in text changes as desired.

3. Press **[ENTER]**.

> *Note:*
> *Modifying the name of a classification is global. Therefore, If you modify the name of a classification that has already been used in a bookmark or handled event, it will also change in that bookmark or handled event.*

TO DELETE A CLASSIFICATION

1. In the **Table Management** tab, select the classification you wish to delete.

2. Click the **Delete** button in the **Classifications** pane.

3. An "*Are you sure that you want to delete this classification*…" pop-up appears. Click **Yes** to delete the classification.
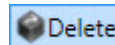
> *Note:*
> *Classifications which have been used in a bookmark or handled event may not be deleted.*

> **Note***:*
> *Classifications may also be created on the fly from the Ocularis Client as an operator is handling the event or creating a bookmark. Classifications, however, may only be modified or deleted through the Ocularis Administrator.*

Configure Tags

When operators handle events or create bookmarks in the *Ocularis Client*, the event or bookmark may be assigned a predefined tag(s) as defined by the system administrator. The use of tags is optional.

TO CREATE A NEW TAG

1. In the **Table Management** tab, click the **Add** button in the **Tags** pane.

   A editable field is inserted into the Tags list.

2. Type in a descriptive name for the tag.

3. Press **[ENTER]**.

TO MODIFY A TAG

1. In the **Table Management** tab, double-click the tag you wish to modify.

   The field should become editable.

2. Type in text changes as desired.
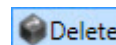
3. Press **[ENTER]**.

> **Note***:*
> *Modifying the name of a tag is global. Therefore, If you modify the name of a tag that has already been used in a bookmark or handled event, it will also change in that bookmark or handled event.*

TO DELETE A TAG

1. In the **Table Management** tab, select the tag you wish to delete.

2. Click the **Delete** button in the **Tags** pane.

3. An "Are you sure that you want to delete this tag…" pop-up appears. Click **Yes** to delete the tag.

> **Note***:*
> *Tags which have been used in a bookmark or handled event may not be deleted.*

> **Note***:*
> *Tags may also be created on the fly from the Ocularis Client as an operator is handling an event or creating a bookmark. Tags, however, may only be modified or deleted through the Ocularis Administrator.*

Configure Cases

When operators handle events or create bookmarks in the *Ocularis Client*, the events or bookmarks may be assigned to an incident case. The use of incidence cases is optional. Case names can be created in *Ocularis Administrator* by the system administrator or on the fly as an operator is handling a case or creating a bookmark.

TO CREATE A NEW CASE

1. In the **Table Management** tab, click the **Add** button in the **Cases** pane.   Add

   A editable field is inserted into the Cases list.

2. Type in a descriptive name for the Case.
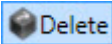
3. Press **[ENTER]**.

TO MODIFY A CASE

1. In the **Table Management** tab, double-click the case you wish to modify.

   The field should become editable.

2. Type in text changes as desired.

3. Press **[ENTER]**.

> *Note:*
> *Modifying the name of a case is global. Therefore, If you modify the name of a case that has already been used in a bookmark or handled event, it will also change in that bookmark or handled event.*

TO DELETE A CASE

1. In the **Table Management** tab, select the case you wish to delete.

2. Click the **Delete** button in the **Cases** pane.   Delete

3. An "Are you sure that you want to delete this case…" pop-up appears. Click **Yes** to delete the case.

> *Note:*
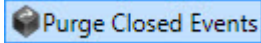> *Cases which have been used in a bookmark or handled event may not be deleted.*

> *Note:*
> *Cases may also be created on the fly from the Ocularis Client as an operator is handling an event or creating a bookmark. Cases, however, may only be modified or deleted through the Ocularis Administrator.*

Purge Closed Events

Purging closed events is available in the **Table Management** Tab as a button on the tool bar. When an event is handled, it becomes a "closed" event. When administrators purge closed events they are deleted for good.
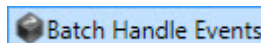
To Purge Closed Events

1. In the **Table Management** tab, click the **Purge Closed Events** button.
2. An "*Are you sure you wish to delete all handled events*" warning message appears. Click **Yes** to purge these events.

Batch Handle Events

Events eventually build up in the system. There may be an instance where you wish to handle all events that haven't already been addressed. This will remove the events from all operator's Alert List Panels and place them in a closed status.

To Batch Handle Events

1. In the **Table Management** tab, click the **Batch Handle Events** button.
2. An "*Are you sure you wish to batch handle all unhandled events*" warning message appears. Click **Yes** to handle these events.

You'll be able to see these in the Handled Alerts list in the *Ocularis Client*.

> *Note*:
> The Batch Handle function currently supports handling only ALL unhandled events.

Distribution Groups Tab

The **Distribution Groups** Tab allows system administrators the ability to configure how and when alerts are viewed and processed by users in the *Ocularis Client*. A user must be assigned to a distribution group in order for that user to receive alerts. Distribution Groups are also designed to filter the myriad of alerts and "distribute" them to only those users who really need to see them. As an example, you may want to alert the weekend lobby security guard of only the alerts generated in or near the lobby during weekend hours.

The **Distribution Group** tab is divided into two panes: on the left is the list of existing Distribution Groups and on the right is the detail for a selected group. Before a user can view events in the Alerts List in *Ocularis Client*, the user must be assigned appropriate permissions in this tab.

TO CREATE A DISTRIBUTION GROUP

1. In the **Distribution Groups** Tab, click the **New Distribution Group** button.
2. In the **Add New Distribution Group** pop-up, enter a descriptive name to assign to the Distribution Group.
3. Click **Ok**.

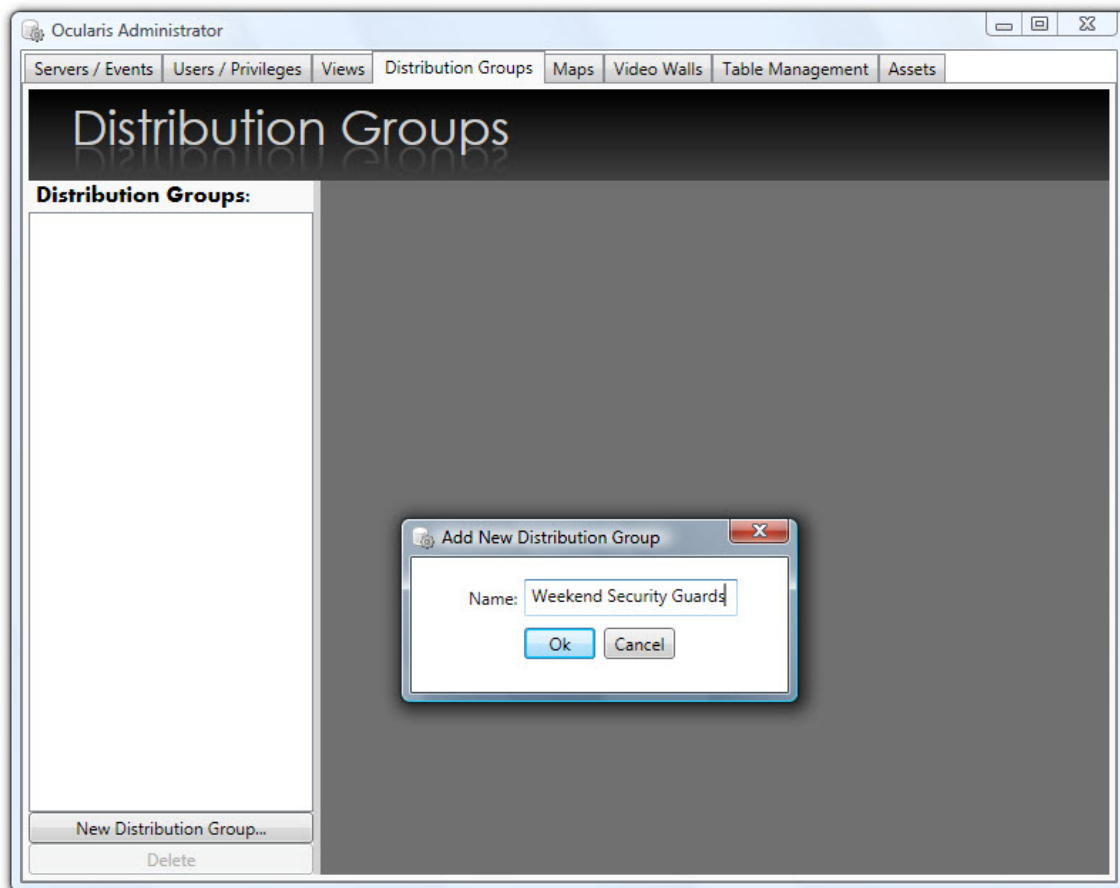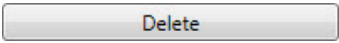The new group appears in the **Distribution Groups** list.

Figure 53 Distribution Group Tab

TO MODIFY A DISTRIBUTION GROUP

1. In the **Distribution Groups** Tab, double-click the Distribution Group you wish to rename.

2. The text becomes highlighted. Make the required change and press **[ENTER]**.

TO DELETE A DISTRIBUTION GROUP

1. In the **Distribution Groups** Tab, select the Distribution Group you wish to delete.

2. Click the **Delete** button.

3. In the "*Are you sure you want to delete the distribution group…*" pop-up, click **Yes** to delete the group.

Distribution Groups

There are four (4) parameters to configure for each Distribution Group:
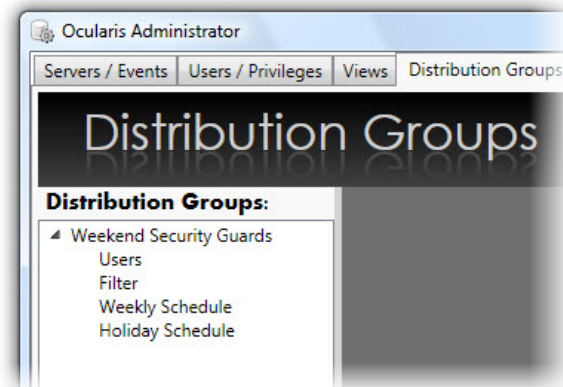
- Users

- Filter

- Weekly Schedule

- Holiday

Figure 54 Distribution Group parameters

Users

Users are the first parameter to configure when creating a Distribution Group.

TO ASSIGN A USER TO A DISTRIBUTION GROUP

1. In the **Distribution Groups** Tab, expand the group and highlight the **Users** parameter for the group you wish to configure.

   The tab updates and displays two panes: **Users in Distribution Group** on the left and **All Users** on the right.

2. In the **All Users** pane, expand the user group which contains the user you want to assign.

3. Drag & drop the user name from the **All Users** list on the right to the **Users in Distribution Group** pane on the left.

   - You may only move one user at a time

   - Users from different user groups may be assigned to the same distribution group

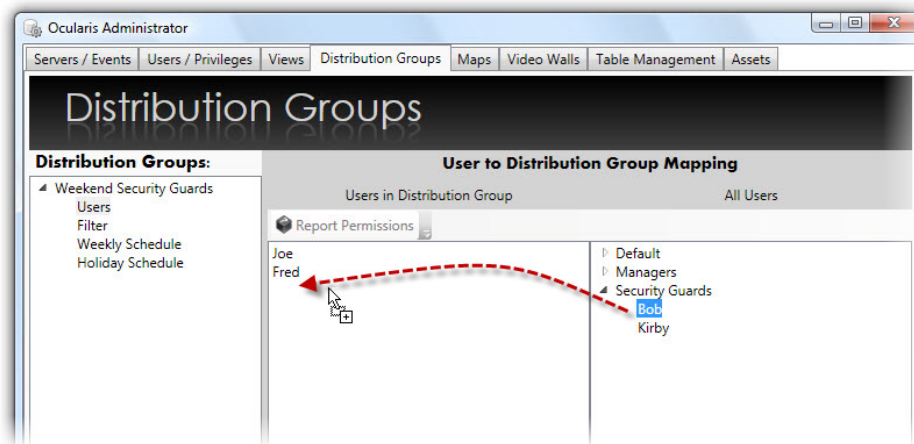- The same user may be assigned to multiple distribution groups

Figure 55 Drag & Drop to Assign Users to Distribution Groups

Group Administrators

Group Administrator users may create Distribution Groups that include only those users within their User Group. Group Administrators may have users in their Distribution Group that are not part of their User Group because they were added by the **admin** user. In this case, Group Administrators do not have permission to edit or remove these users as their names will be grayed out.
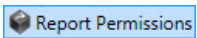
To UnAssign a User From a Distribution Group

1. In the **Distribution Groups** Tab, expand the group and highlight the **Users** parameter for the user you wish to remove.

2. Drag & drop the user name from the **Users in Distribution Group** list on the left to the **All Users** pane on the right.
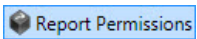
Report Permissions

Each user may be assigned varying access to available reports. This assignment is done in the **Distribution Groups** Tab, within the **Users** parameter. Reports are assigned at the user level.

To Assign Report Permissions to a User

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Users** parameter for the user you wish to configure.

2. Select the user in the **Users in Distribution Group** pane.

3. Click the **Report Permissions** button.   ![Report Permissions]

4. In the **Report Permissions** pop-up, check the report(s) for which the selected user should have access.

5. Click **Ok**.

To Modify or Remove Report Permissions for a User

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Users** parameter for the user you wish to configure.

2. Select the user in the **Users in Distribution Group** pane.

3. Click the **Report Permissions** button.   ![Report Permissions]

4. In the **Report Permissions** pop-up, check or uncheck the report(s) for which the selected user should have access.
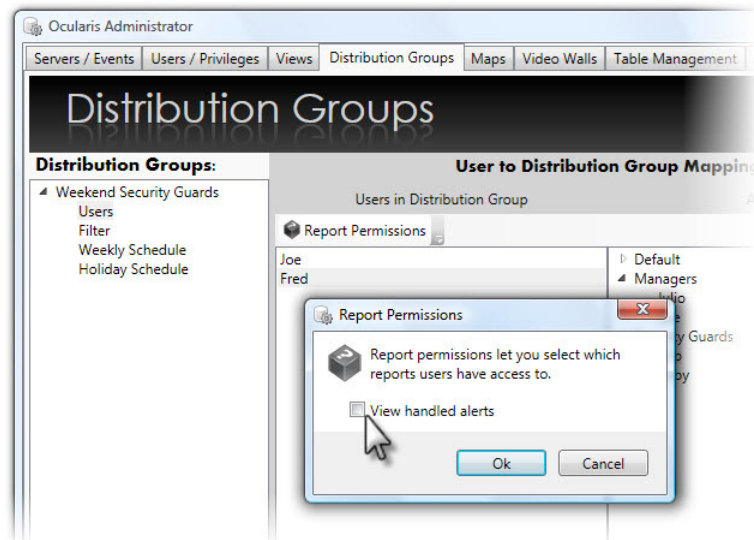
5. Click **Ok**.

Figure 56 Assigning Report Permissions

Filter

The Filter parameter is used to define the following for a Distribution Group: for which events that group's members should be alerted. You may, for instance, want the Security Guards from the north building to only see events from cameras located in the vicinity of the north building. By restricting the set of events that a particular user sees limits the amount of unnecessary events that potentially can be handled by that user. Filters are assigned at the Distribution Group level.

To Assign Events to a Distribution Group

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Filter** parameter for the group you wish to configure.

   The tab updates and displays two panes: **Enabled Events in this Distribution Group** on the left and **All Events** on the right.

2. Drag & drop an event from the **All Events** list on the right to the **Users in Distribution Group** pane on the left.

   - You may move one event at a time or the entire hierarchical group of events.

   - You may move composite events.

   - To assign all events simply drag & drop the NVR node form the **All Events** list to the **Enabled Events** list.
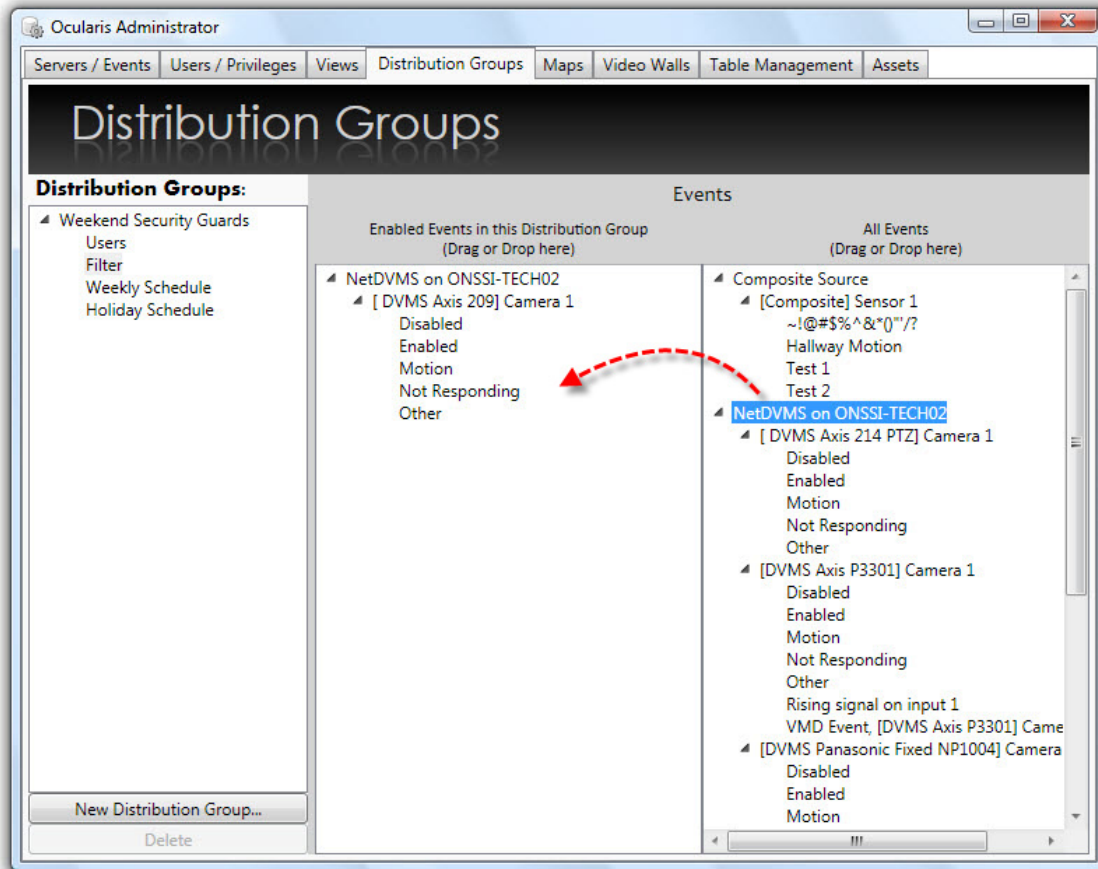
Figure 57 Assigning Events to a Distribution Group

To Modify Event Assignments within a Distribution Group

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Filter** parameter for the group you wish to modify.

2. Modify filter assignments by dragging & dropping an event from the **Enabled Events** list on the left to the **All Events** pane on the right to remove an event assignment.

3. Drag a new event from the right **All Events** pane to the left **Enabled Events** list.

You may move one event at a time or the entire hierarchical group of events. You may move composite events as well.

To Delete Events from a Distribution Group

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Filter** parameter for the group you wish to modify.

2. Remove filter assignments by dragging & dropping an event from the **Enabled Events** list on the left to the **All Events** pane on the right to remove an event assignment.

Weekly Schedule

Schedules for Distributions Groups can be set up to allow alert notification only during specific dates and times. This decreases the amount of alerts that a given user is shown, making managing alerts an easier task.

By default, the Weekly Schedule is set to be on 24/7, seven days a week.

TO SET A WEEKLY SCHEDULE

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Weekly Schedule** parameter for the group whose weekly schedule you wish to set.

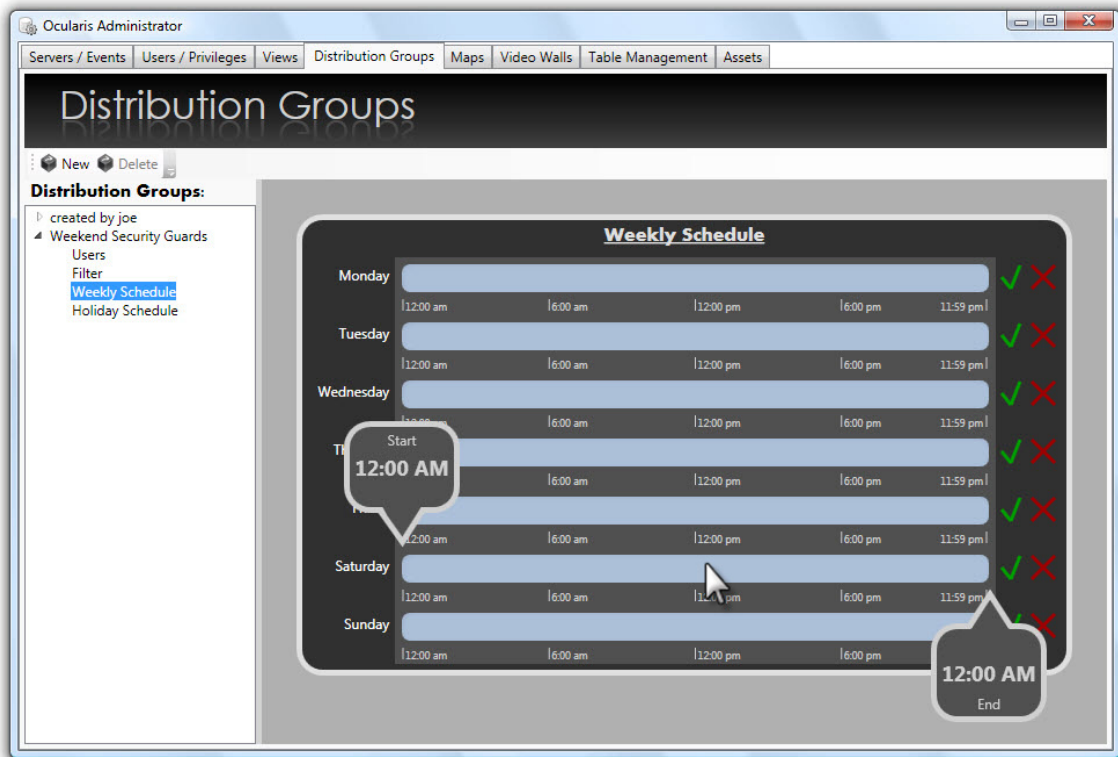   A **Weekly Schedule** appears in the details pane.

Figure 58 Setting a Weekly Schedule

> *Tip*:   *If you position the mouse over the timescale, a balloon appears displaying the Start and End time on the timescale.*

2. For each day of the week, click on the day of the week you wish to change and a Time Range pop-up window appears.
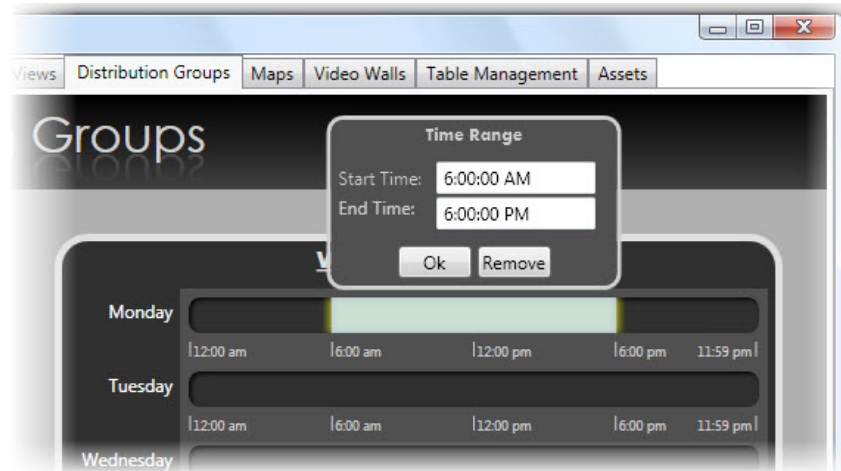
Figure 59 Time Range Pop-Up

3. You can manually enter the **Start Time** and **End Time** if it is different from the default. Or you can click the **Remove** button to remove the schedule from the selected day.

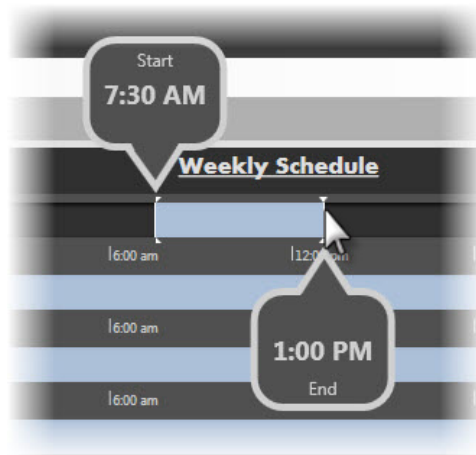4. To reset the time period with the mouse, click and drag along the timescale for that day.

Figure 60 Setting a Time Range

5. When you release the mouse, the *Time Range* pop-up appears with the **Start Time** and **End Time** displayed.

6. Click **Ok** to save the *Time Range* settings.

7. Repeat for each day of the week.

You may set multiple time ranges within a given day.

TO MODIFY A WEEKLY SCHEDULE

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Weekly Schedule** parameter for the group whose weekly schedule you wish to modify.

   The **Weekly Schedule** appears in the details pane.

2. Click on a Time Range you wish to modify.

   The **Time Range** pop-up appears as shown in Figure 59.

3. Modify the **Start Time** and / or **End Time** as needed.

4. Click **Ok** to save the *Time Range* settings.

5. Repeat steps 1-4 for each day of the week you wish to modify.

TO CLEAR A WEEKLY SCHEDULE

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Weekly Schedule** parameter for the group whose weekly schedule you wish to delete.

   The **Weekly Schedule** appears in the details pane.

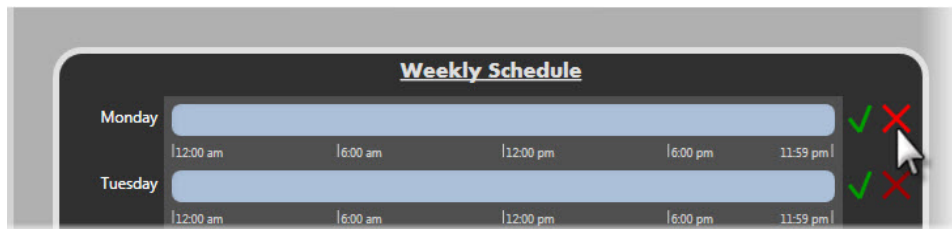2. Click on the **Clear Schedule** icon next to the day of the week you wish to clear.

Figure 61 Clear a Weekly Schedule

The schedule for that day has been removed.

3. Repeat for each day of the week whose schedule you wish to clear.
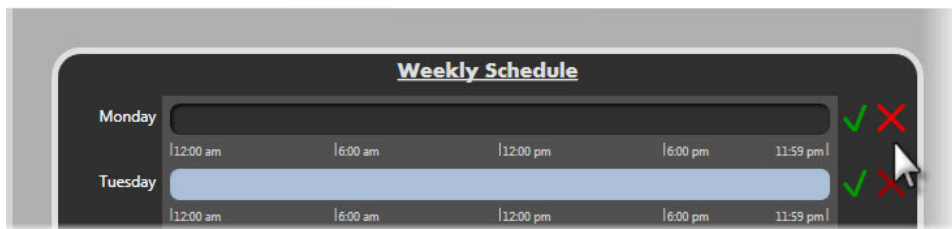

Figure 62 Cleared Schedule

TO RESET A WEEKLY SCHEDULE

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Weekly Schedule** parameter for the group whose weekly schedule you wish to delete.

   The **Weekly Schedule** appears in the details pane.

2. Click on the **Reset Schedule** icon next to the day of the week you wish to reset.
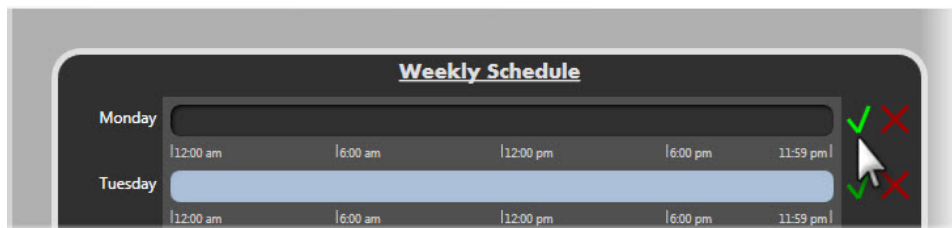

Figure 63 Reset a Weekly Schedule

The schedule for that day has been reset to the default of 24 hours.

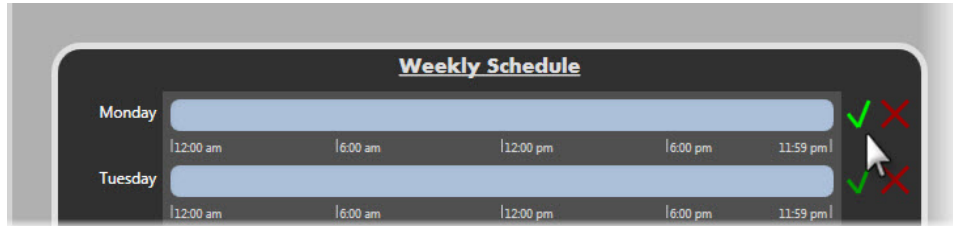3. Repeat for each day of the week whose schedule you wish to reset.

Figure 64 Reset Schedule

Holiday Schedule

Weekly schedules are for general use throughout the year. However, during days when an organization works a limited number of hours or with a limited number of employees, a Holiday Schedule can be followed.

Holiday Schedules are set on a group basis and override any time range set in a Weekly Schedule.

By default, no Holiday Schedule is set and therefore, this task must be done for each Distribution Group.

TO SET A HOLIDAY SCHEDULE

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Holiday Schedule** parameter for the group whose Holiday Schedule you wish to set.

    The details pane displays a Holiday Schedule with a pull-down menu for the year and an **Add New Holiday** icon.
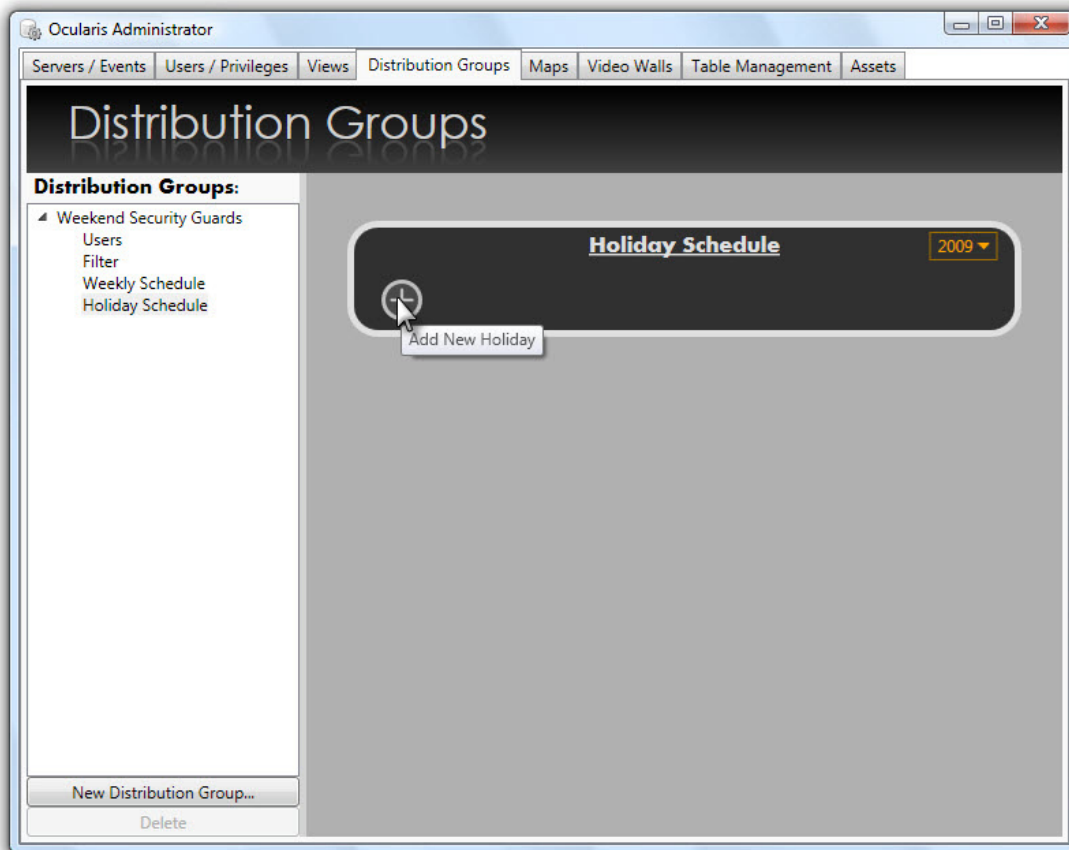

Figure 65 Holiday Schedules

2. Select the year for the holiday from the year drop-down menu.

3. Click the **Add New Holiday** icon. ⊕

   An **Add Holiday** pop-up appears displaying a calendar.
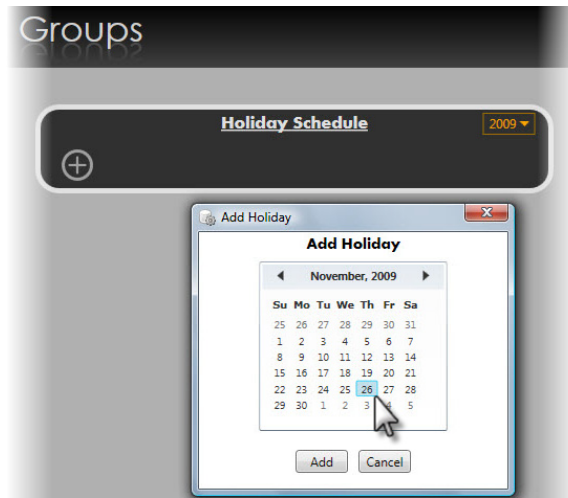

Figure 66 Select a date from the calendar

4. Navigate to the month and day for the holiday and click the date to select it.

5. Click the **Add** button to add the date to the Holiday Schedule.

6. Once the date is added, the Time Range for the Holiday should be specified. Click and drag along the timescale to select the Start and End times.

Figure 67 Setting a Time Range during a Holiday

7. Repeat steps 1-6 for each Holiday for this Distribution Group.

TO MODIFY A HOLIDAY SCHEDULE

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Holiday Schedule** parameter for the group whose Holiday Schedule you wish to modify.

   The details pane displays the group's Holiday Schedule.

2. To modify a Time Range, click on the range and change the Start Time and / or End Time directly and then click Ok.

3. To Add an additional holiday, click the **Add New Holiday** icon.

4. Navigate to the month and day for the holiday and click the date to select it.

5. Click the **Add** button to add the date to the Holiday Schedule.

6. Once the date is added, the Time Range for the Holiday should be specified. Click and drag along the timescale to select the Start and End times.
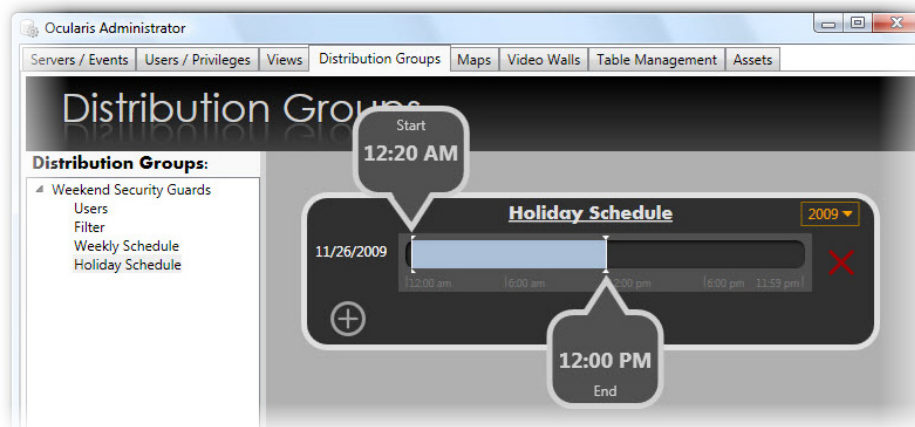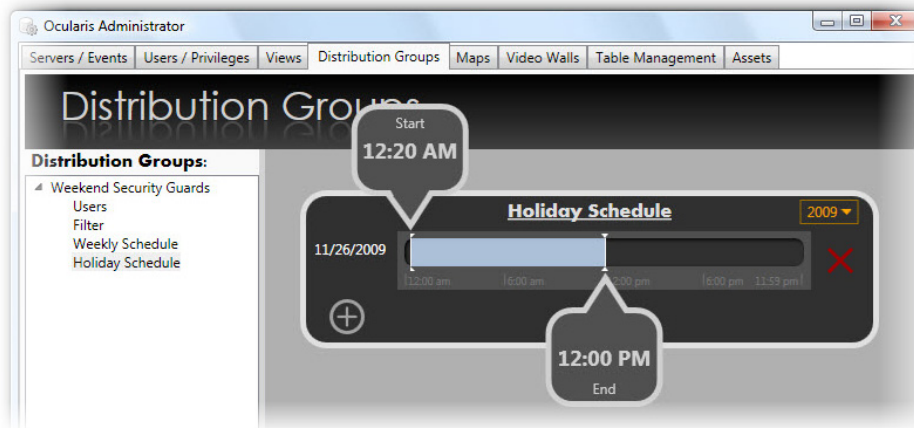

Figure 68 Setting a Time Range during a Holiday

7. Repeat steps 1-6 for each Holiday for this Distribution Group.

TO DELETE A HOLIDAY SCHEDULE

1. In the **Distribution Groups** Tab, expand the Distribution Group and highlight the **Holiday Schedule** parameter for the group whose Holiday Schedule you wish to remove.

   The details pane displays the group's Holiday Schedule.

2. To delete a Time Range for a particular holiday, click on the range itself and click the **Remove** button in the resulting Time Range pop-up.

3. To delete an entire holiday day, click the Delete Holiday icon.

Figure 69 Delete a Holiday icon

The Holiday is removed from the schedule.

Video Walls Tab

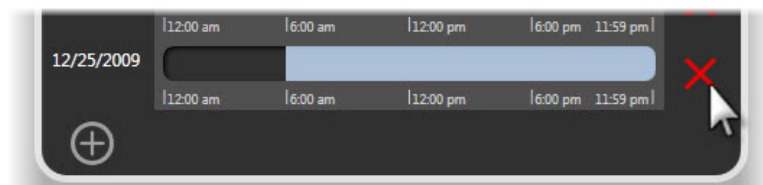The **Video Walls** tab of *Ocularis Administrator* is used to define a video wall used in Ocularis. Multiple video walls may be used and defined here.
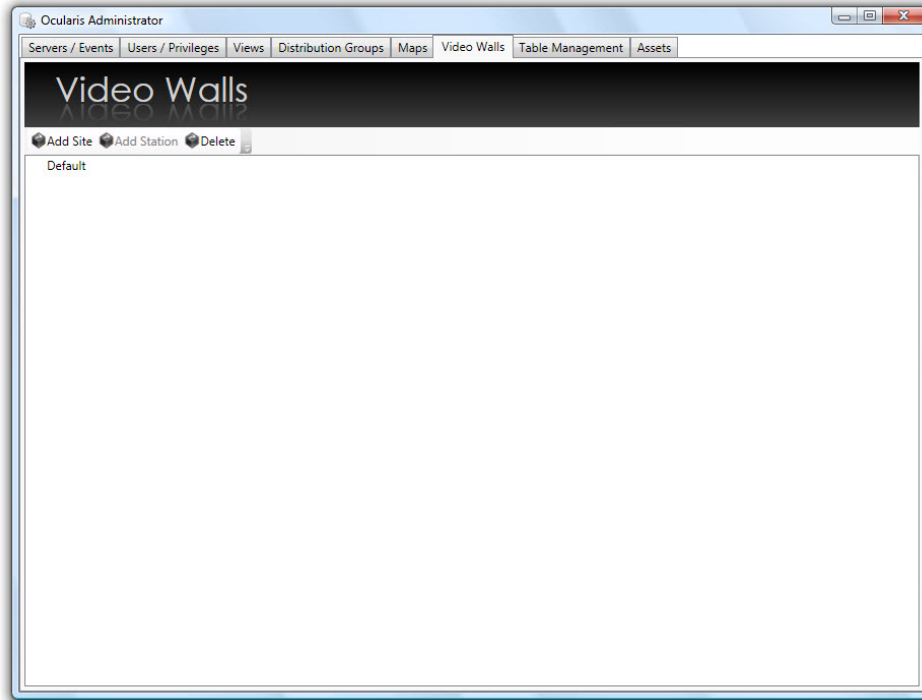
Figure 70 Video Walls Tab

When configuring a video wall, you set up Sites and Stations.

A *Site* is a descriptive name to describe all video walls (or stations) within it. A Site is the Ocularis Administrator's way to organize video walls.

A *Station* is the actual video wall. It is configured by assign it an IP address and coordinates for the wall position.

Creating a Video Wall

Defining a video wall involves two elements:

- Creating a Video Wall Site
- Creating a Video Wall Station

Creating a Video Wall Site

A video wall site is *Ocularis Administrator*'s method of organization Video Wall stations. It is a descriptive group that contains a set of sites.

1. In the Video Walls tab, click the **Add Site** button.

   A new site is added. Modify the text to change the site name.

Creating a Video Wall Station

For each Video Wall Site, the station of the video wall must be defined.

1. In the Video Walls tab, select the site for the station you wish to add.

2. Click the **Add Station** button.

3. Modify the name of the New Station.

4. Change the IP Address to the IP Address of the PC where the video wall resides.

5. If the station has more than two monitors, change the X or Y Offset.

Offsets

The Offsets defined in a video wall station refer to the pixel position of the starting point of the video wall based on the screen resolution. The X Offset relates to the horizontal position and the Y Offset the vertical.

For instance, for a station with four monitors all having the same screen resolutions set to 1280 x 1024, the video wall stations would be set to:

If the monitor layout is:
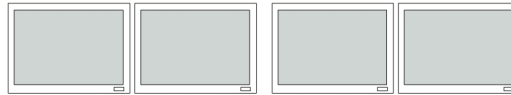
Station 1:   X Offset=0

                   Y Offset =0

Station 2:   X Offset =1281

                   Y Offset =0

If the monitor layout is:
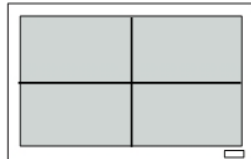
Station 1:   X Offset =0

                   Y Offset =0

Station 2:   X Offset =1281

                   Y Offset =1025

Figure 71 Configuring Video Wall Stations

Ocularis Video Synopsis

Ocularis Video Synopsis is an Add On available with Ocularis DS and Ocularis ES. Ocularis Video Synopsis is a component which generates a short clip of filtered events from large volumes of video. All events are indexed and provide easy playback and instant access to actual footage.

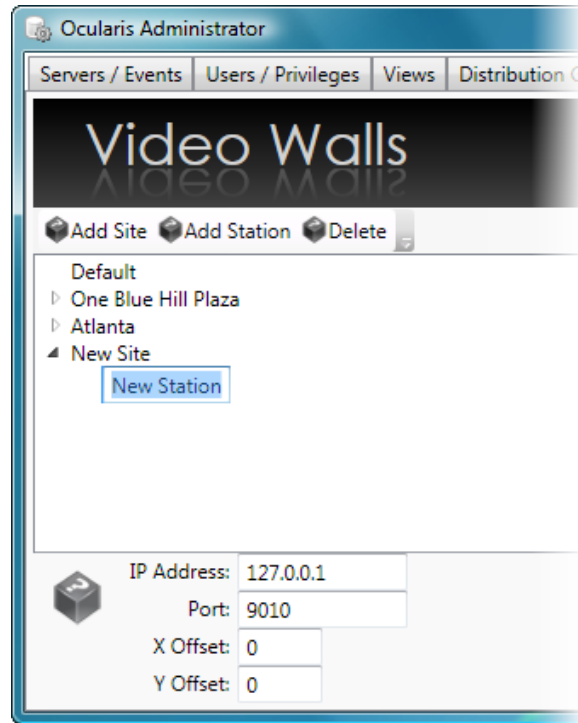Using Ocularis Video Synopsis is done through the Ocularis Client. Configuration for Ocularis Video Synopsis is done both through the *BriefCam Administrator* as well as from the *Ocularis Administrator* application.

Installation

When Ocularis DS is installed, the video synopsis component is installed on the same server as the NVR by default and includes a 1 camera license. It may be installed on a separate server. In fact, when using more than a 1 camera license, installation on a separate server is required.

Configuration

Ocularis Video Synopsis configuration is done in two places:

- BriefCam Server Admin
- Ocularis Administrator Servers / Events tab

BriefCam Server Admin

Launch the BriefCam Server Admin from the 'BCAdmin' icon located on the desktop of the server where Ocularis Video Synopsis is installed.
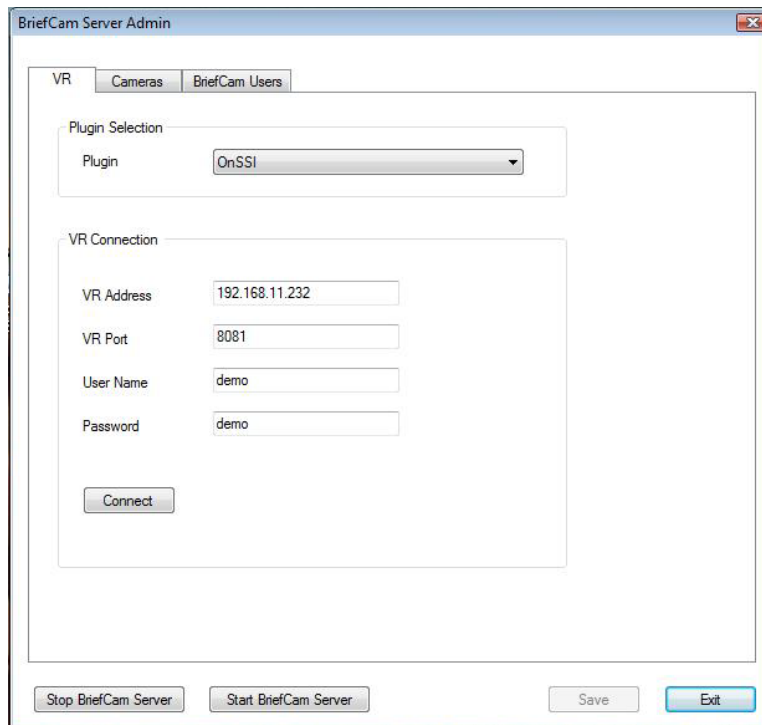

Figure 72 BriefCam Server Admin - VR Tab

The Server Admin screen displays three tabs:

- VR

- Cameras
- BriefCam Users

VR Tab

The VR Tab is used to identify the NVR containing the cameras to be synopsis-enabled. Fields on this tab are identified as follows:

Plugin Selection	The OnSSI Plugin is the only selection available.
VR Address	Enter the address of the NetDVMS NVR
VR Port	Enter the port used by the NVR
User Name	Enter a username for an account on the NVR
Password	Enter a password for the username on the NVR

When the fields of the tab are entered, click the 'Connect' button to establish a connection to the NVR.

Cameras Tab

Figure 73 BriefCam Server Admin - Cameras Tab

The Cameras Tab is used to identify the synopsis-enabled cameras to be used by Ocularis Video Synopsis. Ocularis DS and Ocularis ES are released with a 1 camera license. Additional licenses are available in a 2, 4 or 8 pack.

1. Click the number of cameras you will be configuring.

2. From the enabled drop-down menus, select the camera you wish to make synopsis-enabled.

3. Click the 'Save' button.

BriefCam Users Tab

The BriefCam Users Tab allows you to specify up to three users with access to the BriefCam Server Administration application.
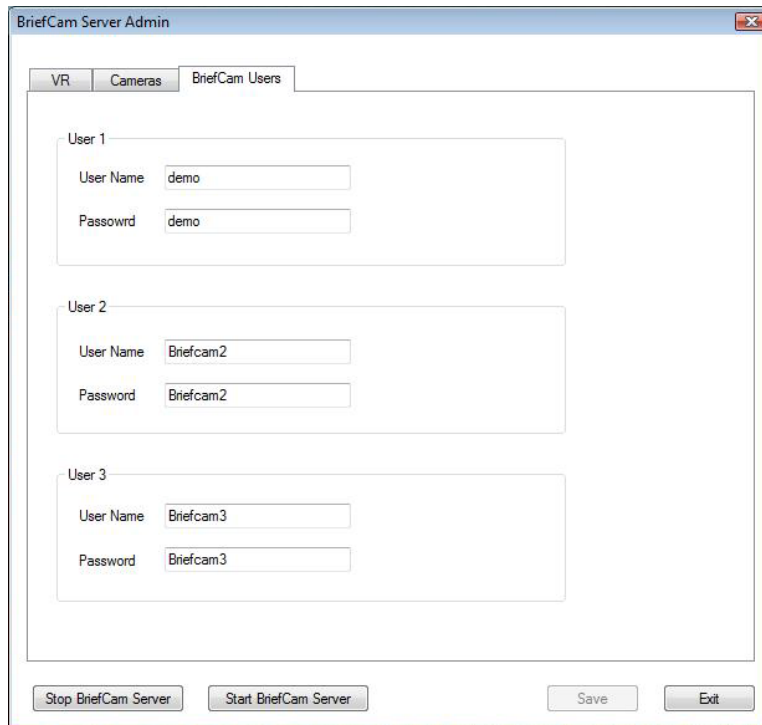
Figure 74 BriefCam Server Admin - Cameras Tab

Enter the desired User Name and Password for each of the three users slots provided. Click 'Save' when done.

Starting and Stopping the BriefCam Server

When configuration is complete, you must click 'Start BriefCam Server' to start the server. You may also use the BriefCam Server Admin tool to stop a BriefCam Server.

Now, be sure add the BriefCam server to *Ocularis Administrator*.

Ocularis Administrator Servers / Event Tab

Once configuration is complete in the BC Admin, you must also add the synopis server to Ocularis using the *Ocularis Administrator*.

1. In the Servers / Events tab, click **Add Server**.
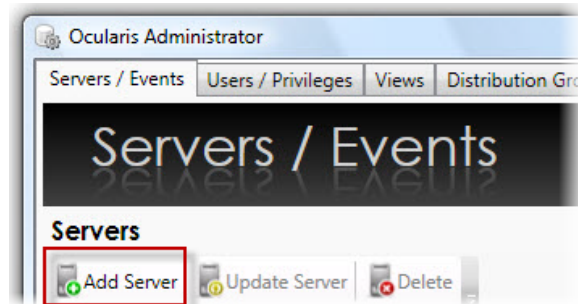
2. Enter the host name and user account information for the BriefCam Server.

Note*:*
Synopsis servers default to using port 82 so be sure to include this with the hostname. If you need to use a port other than port 82, please contact OnSSI Technical Support for instructions..

---

3. Click **Add**.

User permissions for the synopsis-enabled cameras should be set as any other camera as far as user privileges and views are concerned.

Appendix

The following topics are covered in this appendix:

- [Installing the NetDVMS Event Proxy](#)
- [Configuring the NetDVMS Event Proxy](#)
- [Restarting the NetDVMS Event Proxy](#)

Installing the NetDVMS Event Proxy

The NetDVMS Event Proxy is used for routing events generated by the NetDVMS NVR to the Ocularis Base Event Coordinator. The NetDVMS Event Proxy is included in the Ocularis DS or NetDVMS Installation CD.

1. Launch the NetDVMS Event Proxy installation.
2. Use the Proxy Setup Wizard to walk through the installation.

   Note: *The NetDVMS Event Proxy should be installed on the same machine as the NetDVMS NVR software.*
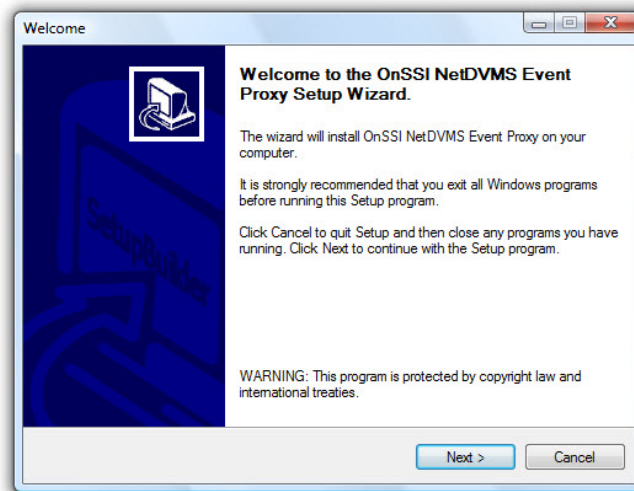
3. Use the Proxy Setup Wizard to walk through the installation.

Configuring the NetDVMS Event Proxy

NetDVMS events, set up in *NetDVMS Administrator*, are sent to Ocularis Base via the NetCentral port. Configuring the NetDVMS Event Proxy includes configuring NetCentral settings in the *NetDVMS Administrator* and configuring settings within the NetDVMS Event Proxy screen.

- Configure Events in NetDVMS Administrator

- Configure Parameters in the NetDVMS Event Proxy

Configure Events in NetDVMS Administrator

1. On the NVR Server, open NetDVMS *Administrator*.

2. Click **General Settings**.

3. In the *NetCentral settings* section, check the **Enable NetCentral connections** checkbox.

4. Click the **Settings** button underneath this checkbox.
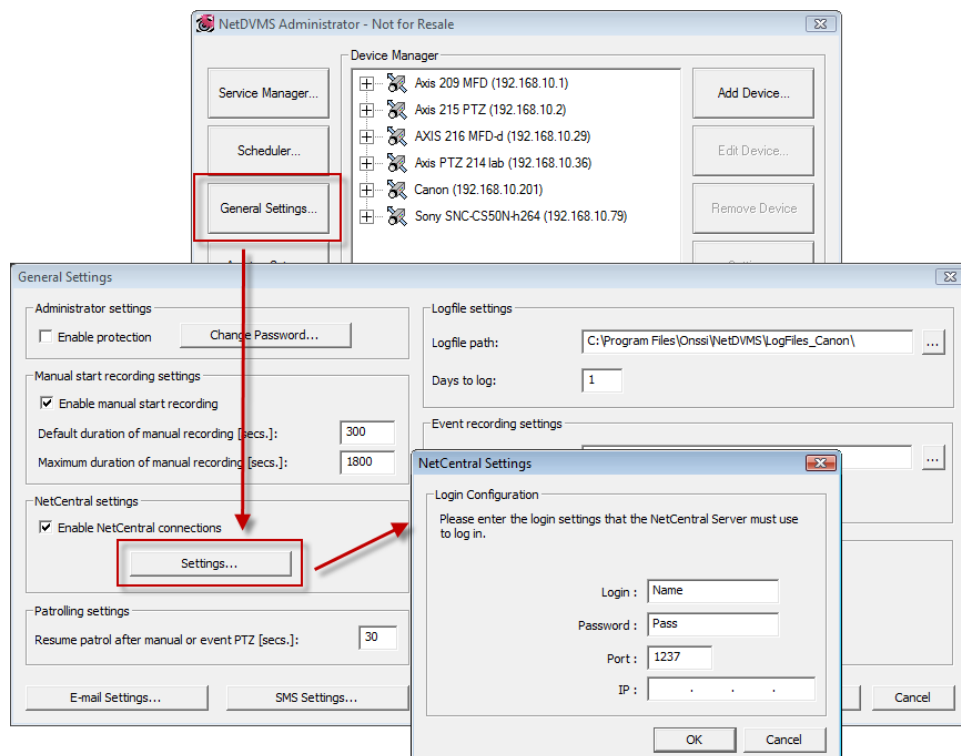
5. In the *NetCentral Settings* pop-up, enter the following:

Login	Enter a valid login name found in the NetDVMS Image Server. You may use the *admin* account if you want.
Password	Enter the password for the login account entered above.

Port	This is the port that will be used to communicate events between NetDVMS and the NetDVMS Event Proxy. You may keep the default of **1237** in most cases.
IP	This field should be left blank.

Table 1 NetCentral Settings

6. When done, click **OK** to close the *NetCentral Settings* pop-up.

7. Click **OK** to close the General Settings pop-up.

8. Click **Exit** to save and close NetDVMS *Administrator*.

Configure Parameters in the NetDVMS Event Proxy

1. Open the **NetDVMS Event Proxy** from Windows:

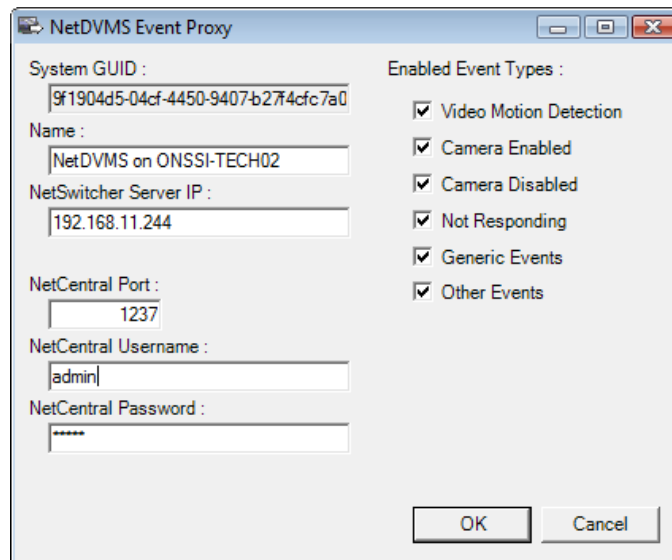   *Start → All Programs → OnSSI → NetDVMS Event Proxy*

Figure 75 NetDVMS Event Proxy

2. The **System GUID** and **Name** fields are automatically generated.

3. Enter the following as configured by the administrator:

NetSwitcher Server IP	This is the IP Address of the server that Ocularis Base is installed.
NetCentral Port	This port much match the same port as defined in the NetCentral settings of NetDVMS Administrator. In most cases, you will use the default of **1237**.
NetCentral Username	This is the same username defined in the NetCentral settings of NetDVMS Administrator.

NetCentral Password	This is the password for the NetCentral Username and should match the one defined in the NetCentral settings of NetDVMS Administrator.

Table 2 NetDVMS Event Proxy Settings

4. Click the event type you would like to configure under **Enabled Event Types**. At least one event type must be checked.

5. When done, click **OK**.

Once the NetDVMS Event Proxy is set up, the selected events will appear in the *Ocularis Administrator* Event Fusion mapping pane in the Servers / Events tab. This enables the mapping of cameras to events, simply by dragging a camera onto an event. This will enable alerts to display in the *Ocularis Client*.

Restarting the NetDVMS Event Proxy

When an NVR is first added to Ocularis Base it is necessary to restart the NetDVMS Event Proxy. You may also need to do this when troubleshooting events.

1. Open the **NetDVMS Event Proxy** from Windows:

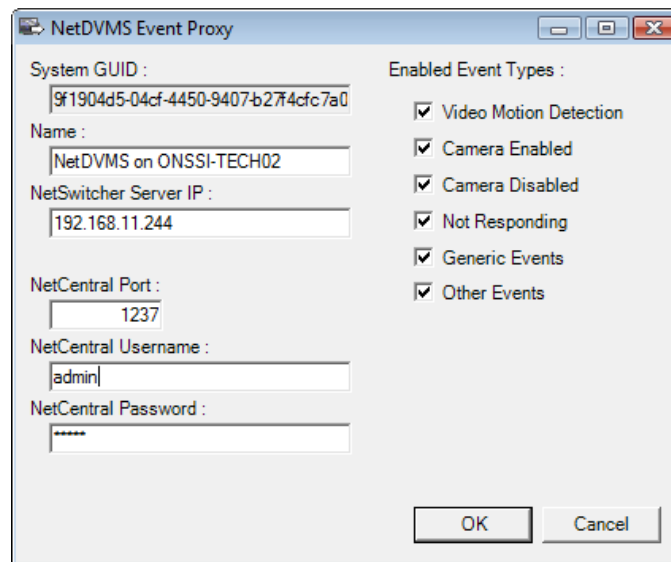   *Start → All Programs → OnSSI → NetDVMS Event Proxy*

Figure 76 NetDVMS Event Proxy

2. Verify the Settings in this screen.

3. Click **OK**.

The proxy is restarted and events should now be recognized in Ocularis.

Contact Information

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Glossary

BlankScreen	A BlankScreen is a view pane that is left blank (or "Blank") and is used to house video that is triggered by an event.
Bookmark	A Bookmark is a video clip that is saved on the Ocularis Server for later retrieval.
Carousel	A Carousel is a view pane that will display alternating video from multiple cameras.
Composite Event	A Composite Event is an event compile by using other events. It contains at least two events and include an order of events and time period in which the events occur.
Dwell Time	Dwell time is the time duration camera video will be displayed before it is replaced by video from another camera in a carousel.
Event Rule	An Event Rule is a single event associated with a single camera.
Handled Event	An alert that has been processed or "handled" by an operator through the *Ocularis Client*. This event may be assigned a classification, tag or case file.
Holiday Schedule	A Holiday Schedule identifies to the system when a specific group of users should receive event and alert information in the *Ocularis Client*. A Holiday Schedule overrides a Weekly Schedule.
Hot Spot	A Hot Spot is a view pane dedicated to displaying the image from another view pane when manually selected by the user.
Push Video	A Push Video view pane allows video to be received as "pushed" or directed by another user or triggered by an event.
Video Wall	A Video Wall is a collection of panes, views and monitors used to display camera video.
Web Page	A Web Page view pane displays html pages.
Weekly Schedule	A Weekly Schedule identifies to the system when a specific group of users should receive event and alert information in the *Ocularis Client*.