EasyView

Getting started

Version 4.4

Installation

Installing EasyView

Any present version of EasyView must be **uninstalled** before installing a new version.
Select *Start -> Programs -> Ernitec -> EasyView -> Uninstall EasyView*.

Insert the EasyView labeled CD-ROM into your CD drive. If auto run is enabled, the installation program will start automatically.

Alternatively, select *Start -> Run*, and type D:\Setup.exe (D, being your CD-ROM drive)

The EasyView installation menu will appear. Click *Next* and follow the on-screen instructions to install EasyView.

Hardware Security Dongle

After installation of EasyView, plug the included **USB Dongle** into a free USB Port. The Dongle is a copy protection, and is required for full EasyView functionality. The number of cameras available is defined by the dongle.

If the **Found New Hardware Wizard** pops up, select the option: *Yes, this time only* and click *Next*.

On the next page select the option: *Install the software automatically*.

If the Dongle driver is not found automatically, specify the file path
\Ernitec\EasyView\Drivers\IWUSB.SYS if the "Program Files" directory manually.

If started without a dongle, EasyView will start in **Demo Mode** which has limited functionality.
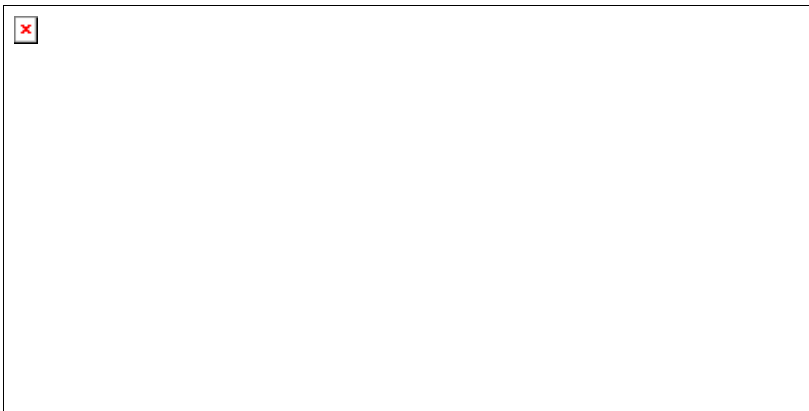
Getting started

Select *Start -> Programs -> Ernitec -> EasyView -> EasyView*

F1 Help

Press [**F1**] key to get context sensitive help throughout EasyView.

Log On

At EasyView startup you will be presented to a Log On dialog.
Enter the default User Name: *EasyView* and the Password: ******.

You are now in **Design Mode** (blue background) where it is possible to configure EasyView.
Start by adding a user with administrator rights.

Add users

Select the menu *Wizard -> Users*. It opens the EasyView user dialog.
Add at least one user with **Administrator** rights.

Save configuration file

Select the menu *File -> Save As* and save the EasyView configuration under a given name.

Configuration

The EasyView configuration can hold a large number of components used for video surveillance:
- Devices/Units
- Analogue and IP cameras
- Inputs/Outputs
- Alarm handling
- Macro handling
- Site map/floor plan
- Analogue monitors

In the following some of the most common EasyView configurations will be explained in more details. You can skip the sections not applicable for your environment.

DVR Configuration

Select the menu *Wizard -> DVR*. It opens the DVR wizard.
The DVR wizard is used to add, remove and modify DVR units, cameras, inputs and outputs to the EasyView configuration.

Press [**F1**] key to get context sensitive help throughout the DVR wizard.

- Sites
  Add a site for each place where you have the DVR's. A site groups one or several DVR's and the attached cameras.
- DVR's
  Select a site from the drop-list. Add the DVR's connected to this site. Configure the DVR's with name, IP address etc.
  Select another site and add the DVR's connected to this other site etc.
- Cameras
  Select a DVR from the drop-list.
  Please note that only the DVR's from the previous selected site are displayed. To configure DVR's from other sites, click the Back button until you can select another site.
  Add and configure each camera with name, ID and camera type (FIX, PTZ)
- Inputs
  Select a DVR from the drop-list.
  Add and configure each input with name and ID
- Outputs
  Select a DVR from the drop-list.
  Add and configure each output with name and ID.

NVR Configuration

Select the menu *Wizard -> NVR Camera Import*. It opens the NVR wizard.
The NVR wizard is used to add, remove and modify NVR units and cameras to the EasyView configuration.

Press [**F1**] key to get context sensitive help throughout the NVR Camera Import wizard.

- NVR's
  Add and configure the NVR's with name, server type, IP address, user name and

password.
- Select a NVR from the drop-list and click Next to import the cameras from the NVR.
- Check the cameras that shall be imported. Configure the PTZ cameras with correct type and ID.

System-X Configuration

Select the menu *Wizard -> SystemX import*. It opens the System-X wizard.
The System-X wizard is used to add, remove and update System-X units and cameras to the EasyView configuration.

Press [**F1**] key to get context sensitive help throughout the SystemX import wizard.

- NodeManager export file
  Browse and select the previously made Node Manager export file.
- Enable the I151SX-PCIF devices that shall be imported and configure the COM port for each device.
- Save the configuration to an EasyView configuration file (normally placed under C:\Ernitec\EasyView\Databases\)

Advanced Setup

Select the menu *View -> Advanced Setup*. It opens the Advanced Setup dialog.
The Advanced Setup dialog is used to add, remove and modify devices, cameras, inputs, outputs and analogue monitors in the EasyView configuration. This dialog is for EasyView experts and requires some prior EasyView experience.
However this dialog may be the only way to handle certain devices not handled by the wizards.

- Connections
  Use this tab to add, delete or modify devices. The driver must be selected from the drop-list and it must be configured.
- Cameras
  Use this tab to add, delete or modify cameras. A camera must be placed under a location. Under the camera-connection tab, right-click the device the camera is associated with. Under the camera-camera type tab, configure the camera.
- Input
  Use this tab to add, delete or modify inputs. An input must be placed under a location. Under the input-connection tab, right-click the device the input is associated with. Under the input-input config tab, configure the input.
- Output
  Use this tab to add, delete or modify outputs. An output must be placed under a location. Under the output-connection tab, right-click the device the output is associated with. Under the output-output config tab, configure the output.
- Monitors
  Use this tab to add, delete or modify analogue monitors. An analogue monitor must be placed under a location. Under the monitor-connection tab, right-click the device the analogue monitor is associated with. Under the monitor-monitor config tab, configure the analogue monitor.

Layout

Select the menu *Layout -> Show*. You will now leave Design Mode and enter **Layout Mode** (green background).

The layout mode defines the windows you want on the screen and where. Layout mode **does not**, like design mode, define the EasyView configuration/contents of the windows, only the layout.

Close all windows (click on the icon). Under the menu *View* you can select the windows you want. Select at least the windows:
- Splitscreen
- Camera List

Press [**F1**] key to get more context sensitive help.

Select the menu *Layout -> Hide* to leave Layout mode and enter Design Mode once again.

Operation mode

Click on the icon ▭ in the bottom panel. You will now leave Design Mode and enter **Operational Mode**.

In operational mode you can see the camera video streams by drag/dropping the cameras from the camera list to the Split Screen.

Press [**F1**] key to get more context sensitive help.

Technical specifications

Compatibility

EasyView is compatible with the following equipment:
- DigiOp DVR's
- EDNS 2000 DVR
- Ernitec IP camera
- IP Ernitec NVR Basic
- IP Ernitec NVR Standard
- Ernitec Video Encoder
- System-X IP
- System-X RS232 (I151SX-PCIF)
- VB8000 Video Server
- W&T WEB-IO

Computer/Network Requirements

These are the Computer/Network requirements for the EasyView program.
- Intel Pentium 4 3.0 GHz
- Windows 2000/XP Operating System
- Graphic card 128 MB RAM
- PC Monitor capable of resolution 1280x1024
- 1024 MB RAM, 2048 MB RAM recommended
- 200 MB free Hard Disk space (depends on installation type)
- CD ROM Drive
- Free USB Port
- Windows compatible Pointing Device (Mouse)
- 100 Mbits/s Ethernet IP Network

Trademarks

Echelon, LON and LONWORKS are trademarks of Echelon Corporation registered in the United States and other countries.

All other brand and product names are trademarks of their respective companies.

Advanced setup.

In advanced setup the entire EasyView database is available for configuration.

The configuration parts are divided into:

- λ **Connections**, to the devices
- λ **Cameras**
- λ **Inputs**
- λ **Outputs**
- λ **Monitors**
- λ **Alarms**

Advanced setup of Connections

A connection represents a physical connection between EasyView and a device.
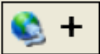
A device may be a IP camera or a DVR/ NVR with a number of cameras connected to this device. Furthermore a device may be a bridge to another network topology, such as IP to LonWorks for the SystemX.

A connection utilize an instance of a given driver type to make the interface between EasyView and the device.

Use the [icon] button to add a new connection. Select the type of driver to be used.

Enable the connection, and select the "Can be used as stream".

Enter the address, either the IP address or host name, for the device, and type the user name and password for a account on the device.

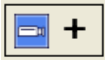Use the [image] button to remove a connection.

Advanced setup of Cameras

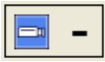A camera represents a physical camera or a video input channel on a DVR/ NVR.

Add/ remove cameras:
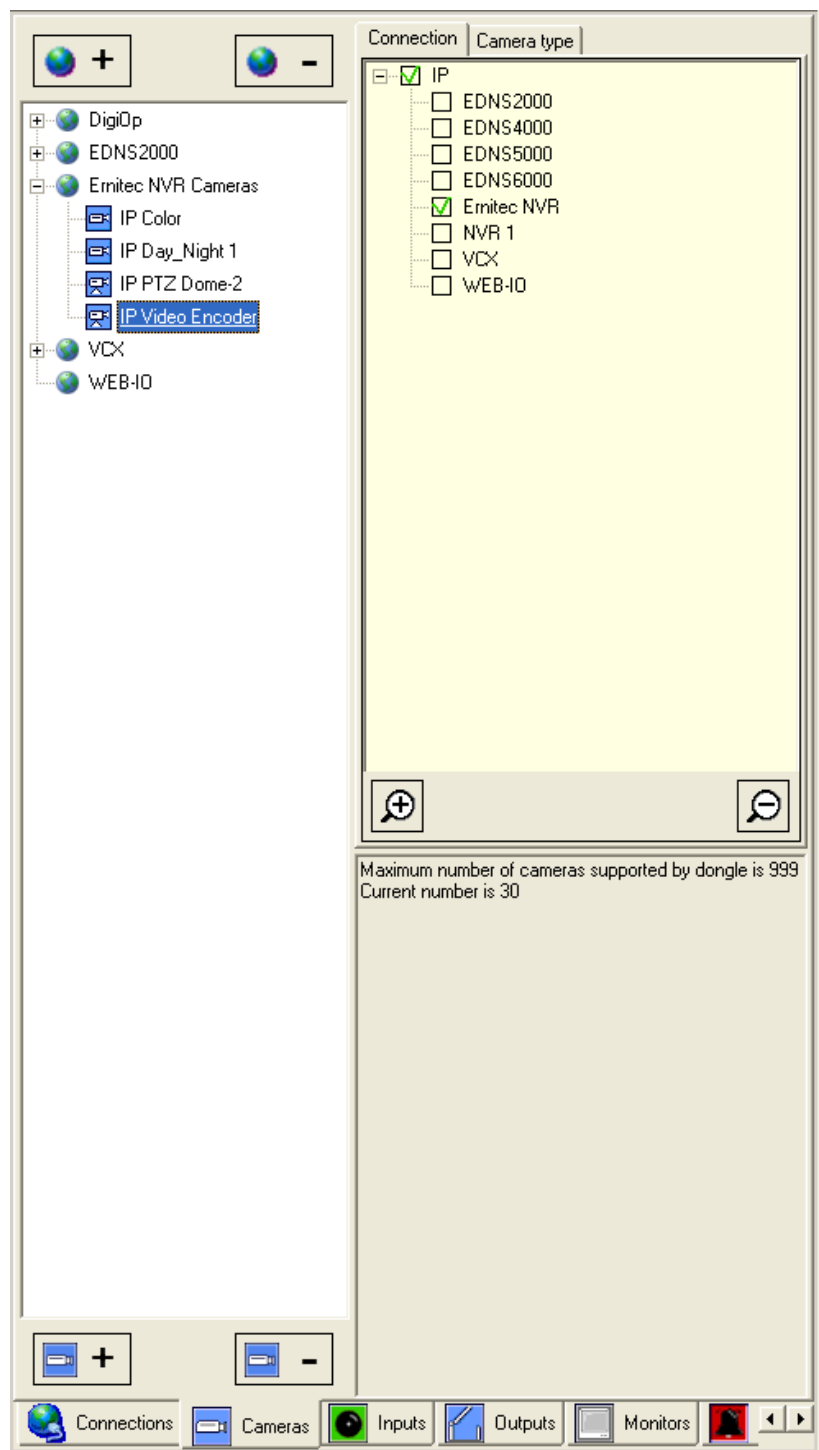
Use the [image] button to add a new location/ site to the configuration of cameras.

Use the [image] button to add a new camera to the location/ site.

Use the [image] button to remove a camera from a location/ site.

Use the [image] button to remove a location/ site and all the cameras within it.

A connection must be assigned to the camera, and the camera must belong to a location/ site

Use the [image] button to expand the collection tree view or the [image] button to collapse the collection tree view.

Select the connection from the tree view by right-click on the item

Location/ site Type:

Default site number is 1, and default size is 1024.

If EasyView is connected to SystemX the site number uniquely identifies the site, and the devices on the site.

The site size is used when EasyView is connected to SystemX, and the total number of sites must be increased, and thus the number of devices per sites must be decreased.

Cameras Type:

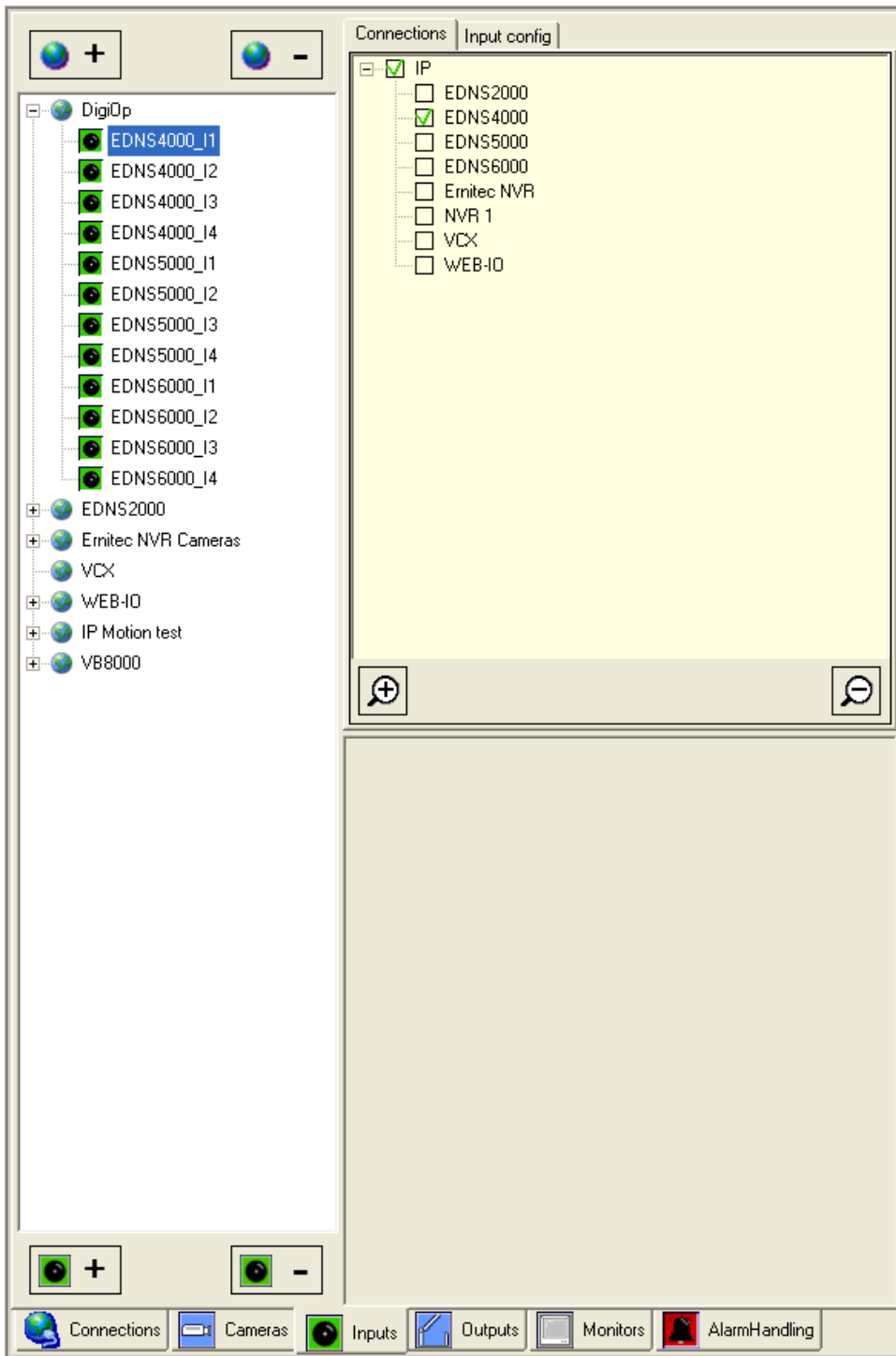The camera type have different attributes, such as Fix or PTZ, a control ID etc

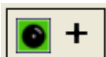IP cameras connected to a NVR have an additional camera IP address field.
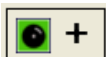
Advanced setup of Inputs

Add/ remove inputs:

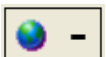An input represents a physical device input or an input on a DVR/ NVR.

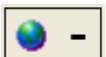Use the [🌐 +] button to add a new location/ site to the configuration of inputs.

Use the [⚫ +] button to add a new input to the location/ site.

Use the [⚫ –] button to remove a input from a location/ site.

Use the [🌐 –] button to remove a location/ site and all the inputs within it.

A connection must be assigned to the input, and the input must belong to a location/ site

Use the [⊕] button to expand the collection tree view or the [⊖] button to collapse the collection tree view.

Select the connection from the tree view by right-click on the item

Location/ site Type:

Default site number is 1, and default size is 1024.

If EasyView is connected to SystemX the site number uniquely identifies the site, and the devices on the site.

The site size is used when EasyView is connected to SystemX, and the total number of sites must be increased, and thus the number of devices per sites must be decreased.

Input type:

The input type have different attributes, such as control ID, input pin, source type and input type.

The valid source types are:

- λ Input/Output for digital input devices
- λ Camera for IP cameras, video encoders and NVR´s
- λ DVR, for DVR's

The valid input types are:

- λ Normal, for standard digital inputs
- λ MotionDetection, for motion detection events

Advanced setup of Outputs
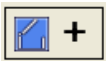
Add/ remove outputs:

An output represents a physical device output or an output on a DVR/ NVR.
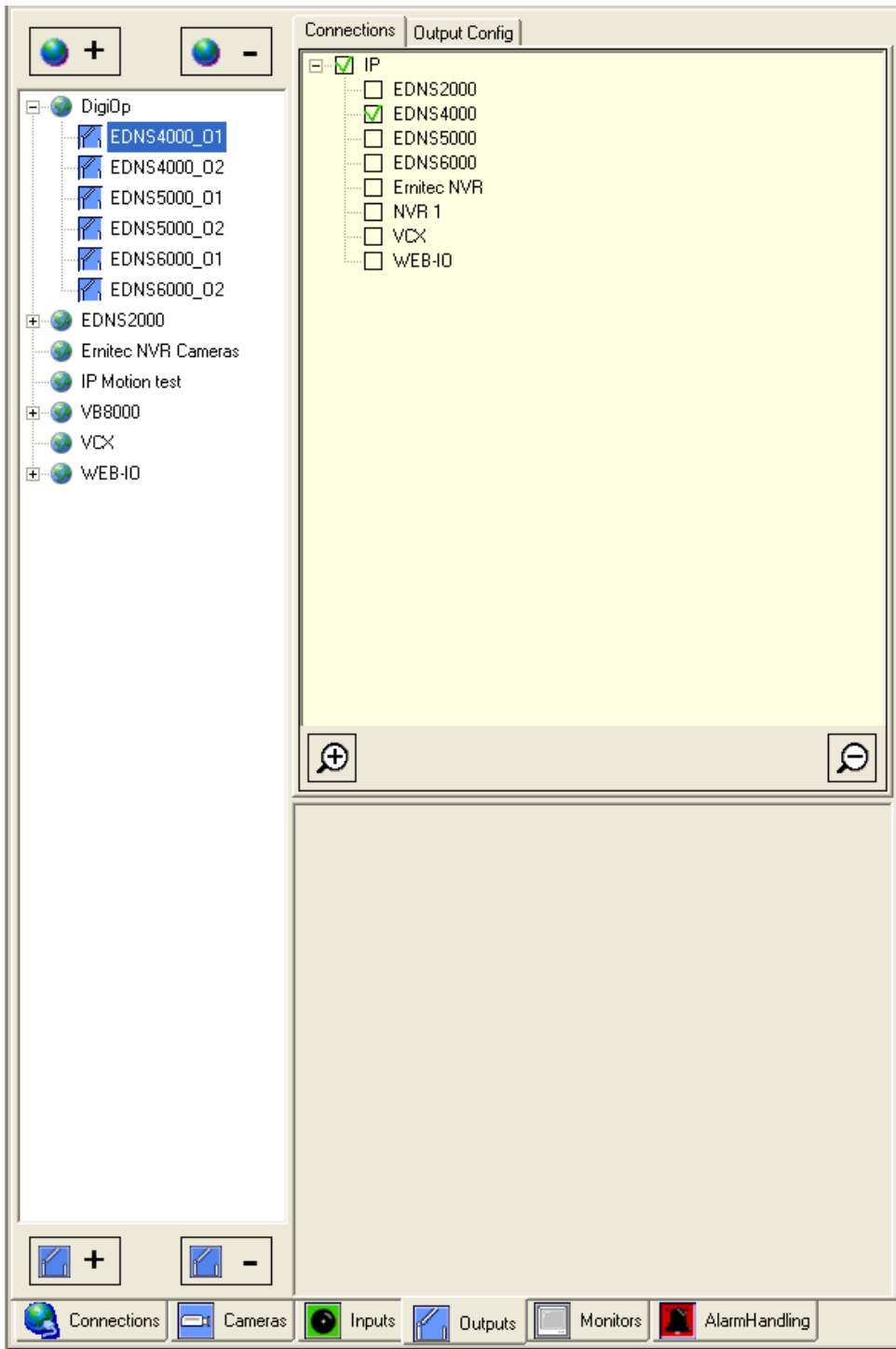
Use the [🌐 +] button to add a new location/ site to the configuration of outputs.
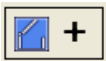
Use the [🪟 +] button to add a new output to the location/ site.

Use the [🪟 –] button to remove a output from a location/ site.

Use the [🌐 –] button to remove a location/ site and all the outputs within it.

A connection must be assigned to the output, and the output must belong to a location/ site

Use the ⊕ button to expand the collection tree view or the ⊖ button to collapse the collection tree view.

Select the connection from the tree view by right-click on the item

Location/ site Type:

Default site number is 1, and default size is 1024.

If EasyView is connected to SystemX the site number uniquely identifies the site, and the devices on the site.

The site size is used when EasyView is connected to SystemX, and the total number of sites must be increased, and thus the number of devices per sites must be decreased.

Output type:

The output type have different attributes, such as control ID, output pin and source type.

The valid source types are:

- λ Input/Output for digital input devices
- λ Camera for IP cameras, video encoders and NVR´s
- λ DVR, for DVR's
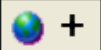
Advanced setup of Monitors

Add/ remove monitors:

A monitor represents a physical monitor output of a matrix connected via SystemX to EasyView.
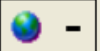
The monitor is used on a monitor wall, which is a special map, containing only monitors.
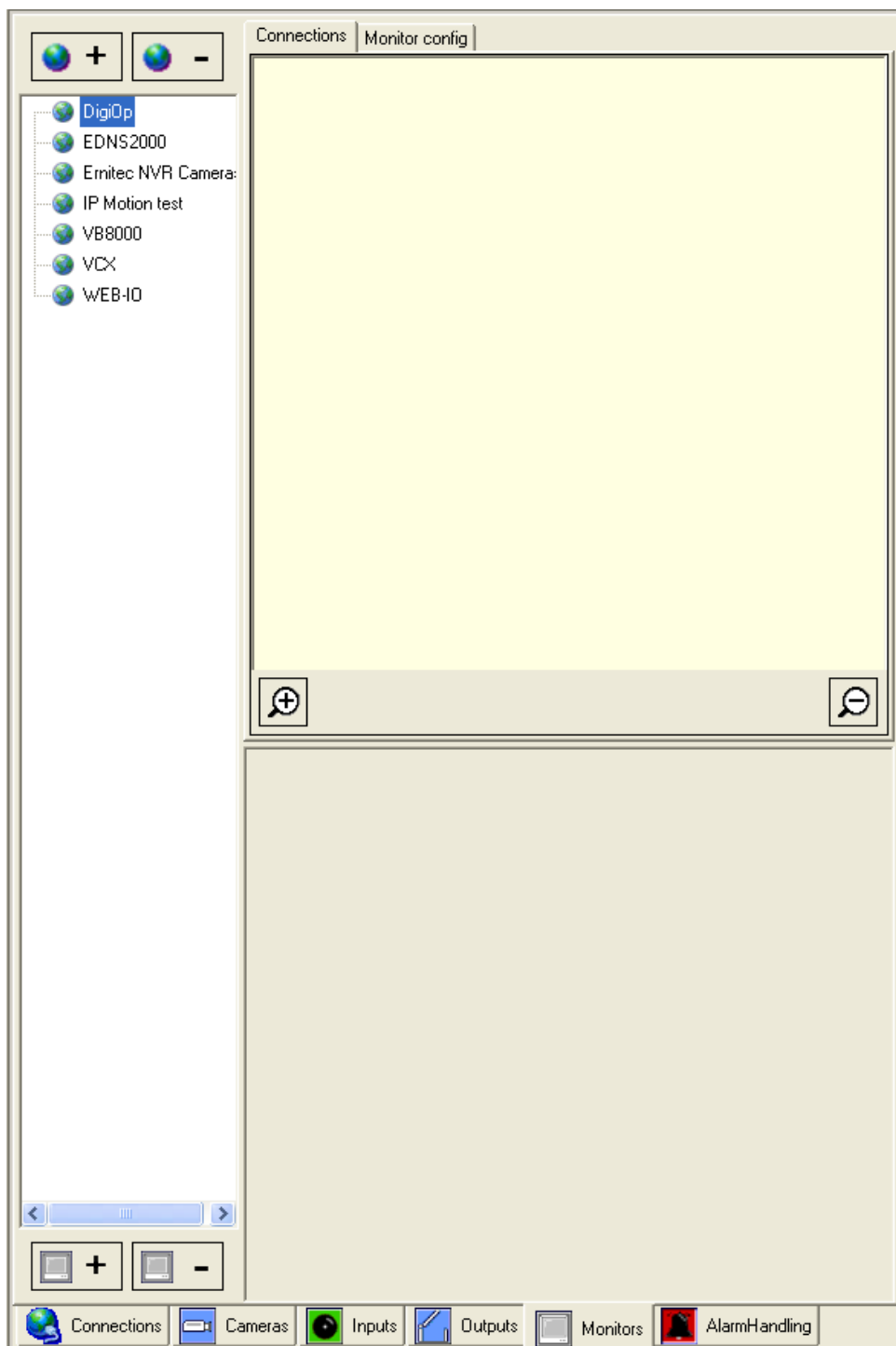
Use the [+ globe] button to add a new location/ site to the configuration of monitors.

Use the [+ monitor] button to add a new monitor to the location/ site.

Use the [- monitor] button to remove a monitor from a location/ site.

Use the [- globe] button to remove a location/ site and all the monitors within it.

A connection must be assigned to the monitor, and the monitor must belong to a location/ site

Use the ⊕ button to expand the collection tree view or the ⊖ button to collapse the collection tree view.

Select the connection from the tree view by right-click on the item

Location/ site Type:

Default site number is 1, and default size is 1024.

If EasyView is connected to SystemX the site number uniquely identifies the site, and the devices on the site.
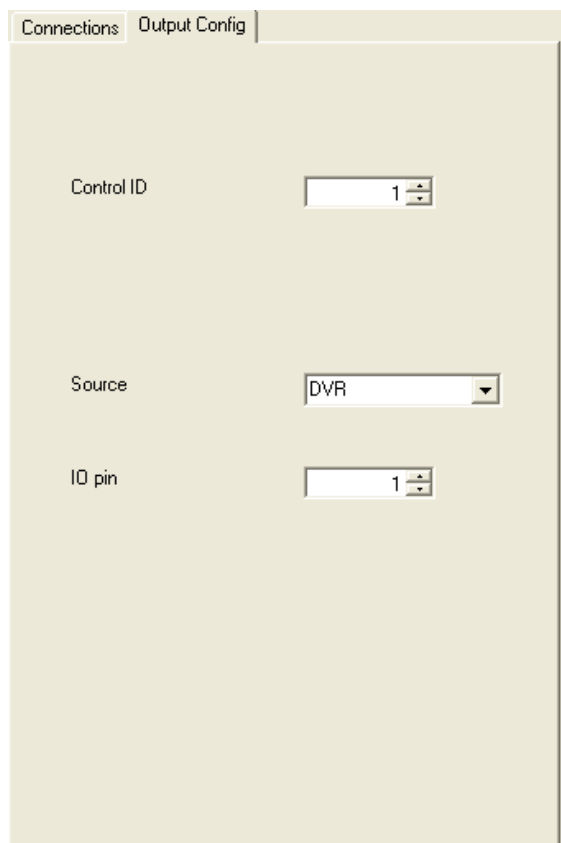
The site size is used when EasyView is connected to SystemX, and the total number of sites must be increased, and thus the number of devices per sites must be decreased.

Monitor type:

The monitor type have only one attribute, the control ID.

Connections | Monitor config |

Monitor ID   1

Advanced setup of Alarms

An alarm represents a handling of one of the inputs assigned to EasyView.

Add/ remove an alarm:
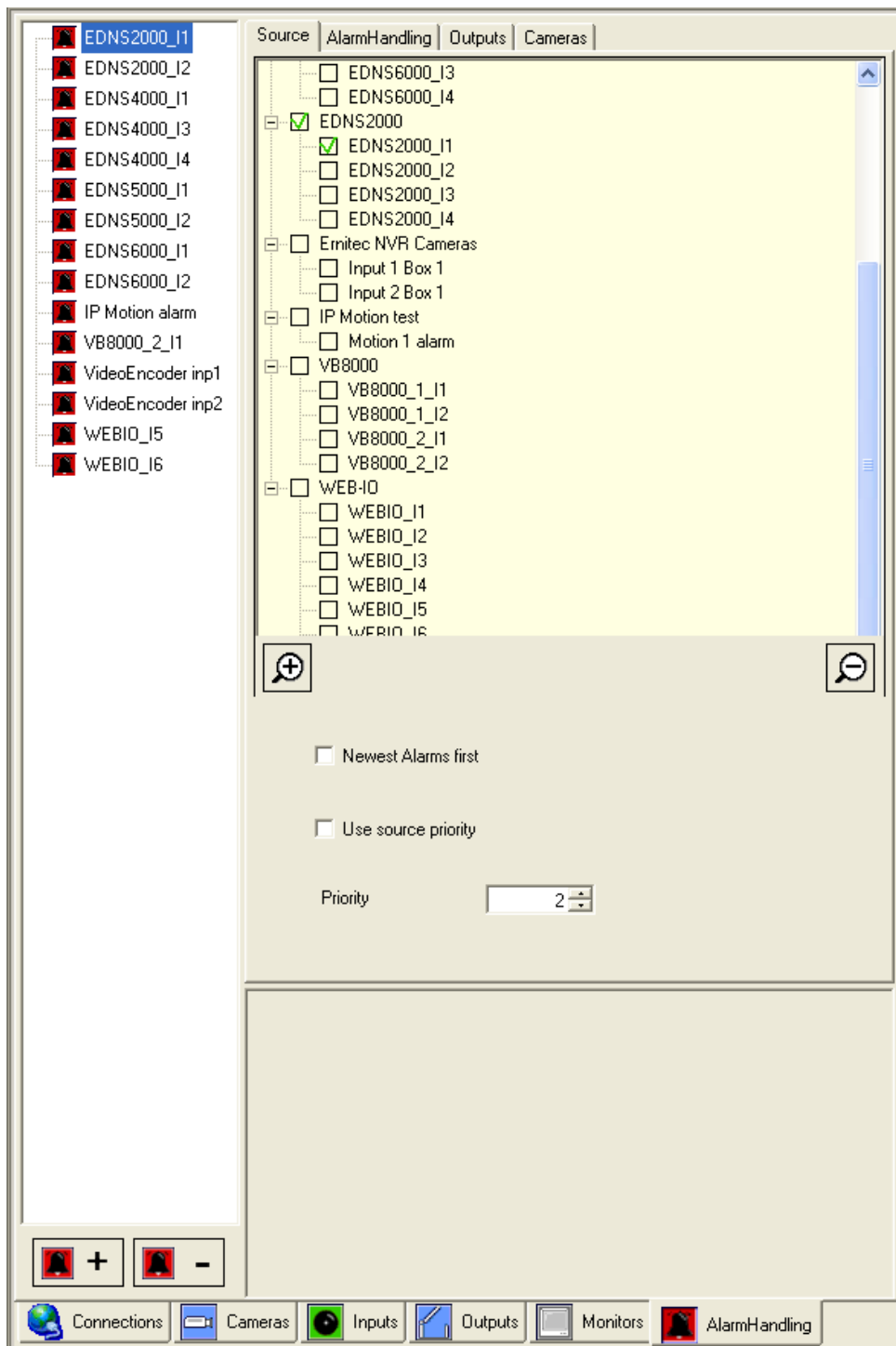
Use the [🔔 +] button to add a new alarm to be handled.

Use the [🔔 –] button to remove an alarm.

Select input source:

Select the input from the tree view, by right-click on the item. The inputs in the list shown corresponds to the inputs defined.

If the newest alarm is to be presented on the top of the alarm list, this check box must be checked.

If the priority of the input source is to be used, as in case of SystemX inputs, this check box must be checked, otherwise a priority must be assigned

.

Assign a handling:

A map view may be assigned to the handling.

The way the handling is cleared must be assigned to be either:

- λ When alarm is still active, that is the input is unchanged
- λ Manually by the operator or user
- λ When the alarm goes off, that is when the input is changed
- λ By timeout

If the views is to be blanked when the alarm is cleared the check box "Dispose cameras" must be checked.

The handling may be disabled by un-checking the "Handling enabled" check box.

Assign an output:
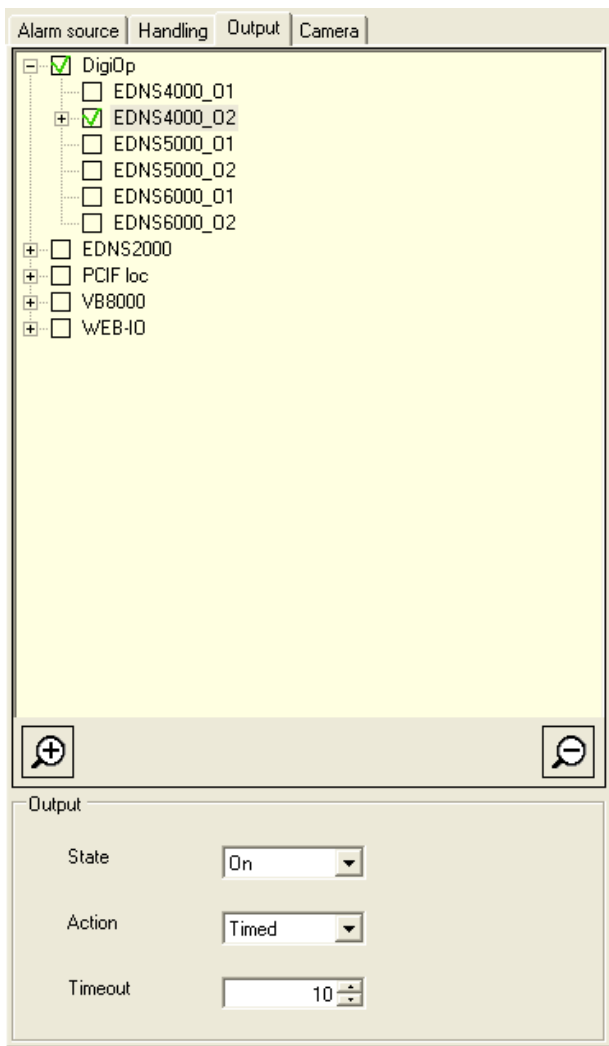
Select the output by right click on an output in the tree view listing the valid outputs.

Configure the output state when alarm is active.

The valid actions for the output are:

- λ   Follow the handling of the alarm
- λ   Follow the alarm input
- λ   Timed

Assign cameras:
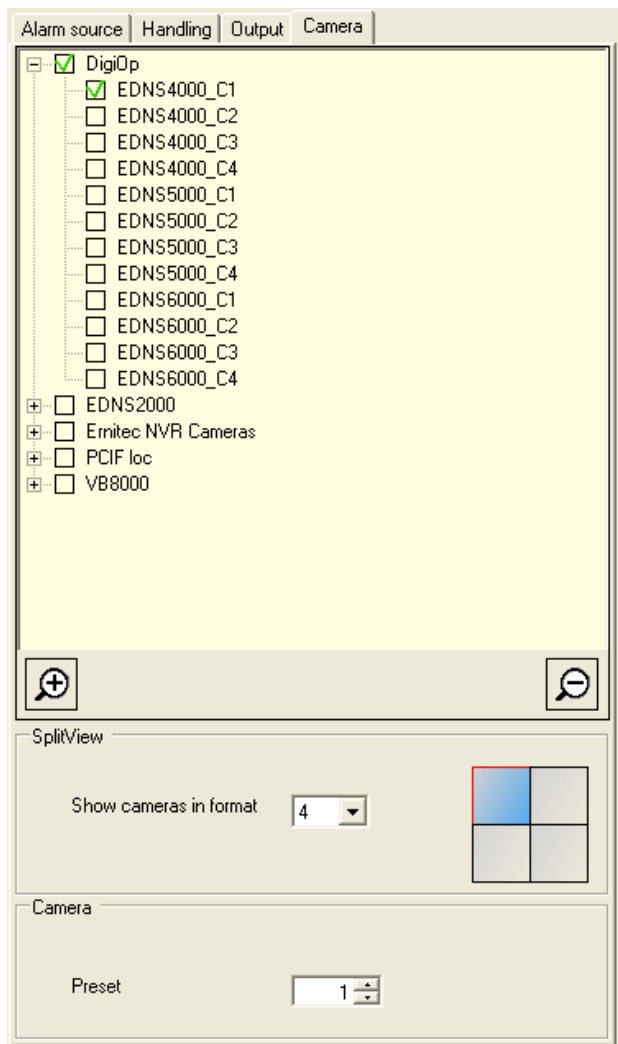
Select the split format to be used in the action, that is the number of views to be used.

Select a view.

Select the camera to be shown in the view by right click on the camera in the tree view.

Select a preset for the camera, provides it is a PTZ camera.

EasyView Mode

EasyView has 3 modes:

Design Mode
In Design Mode, the user configures and adds/removes devices, cameras, users, alarms, maps etc.
The configuration is stored in an EasyView configuration file.
Design Mode requires administrator rights.

Layout Mode
Layout Mode defines the EasyView windows that shall be present in Operational Mode, and where the EasyView windows shall be located on the monitor screen.
The layout may contain EasyView windows like split screens, camera list, map view, alarm list etc.
The layout is stored in an EasyView layout file.

Layout Mode defines the layout of the EasyView windows only.
Layout Mode does NOT define the EasyView configuration. This is done in Design Mode.
Layout Mode requires administrator rights.

Operator mode
In Operational Mode the operator can view live cameras, view recordings etc.

Design Mode
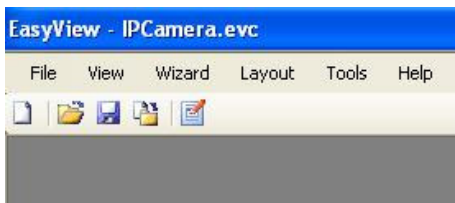
You are now in the Design mode

The name of the present opened EasyView database is written in the title bar.
The following describes the design mode menu system:

File
This menu contains the following submenus:

- New
  This submenu create a new, empty and nameless EasyView database.
  Please immediate give a name to the EasyView database using the <u>SaveAs</u> submenu.
- Open
  This submenu opens an uses an existing EasyView database file for the present EasyView configuration.
- Save
  This submenu saves all changes to the currently open EasyView database.
- SaveAs
  This submenu saves the EasyView database to a new file.
- LogOff
  This submenu opens the Log Off dialog box with options to Log Off EasyView, Exit EasyView or Cancel.
- Exit
  This submenu exits from EasyView.

View
This menu contains the following submenus:

- Map List
  The Map List maintains a list of bitmaps added by the user.
  Each bitmap can be used as the current selected Map View having camera, input and output icons etc.
- Alarm List
  The Alarm List maintains a list of alarm handlings defined by the user.
- Monitors
  This submenu handles the Monitor Map having analogue monitor icons defined by the user.
- Macro List
  The Macro List maintains a list of macro handlings defined by the user.
- Advanced Setup
  In Advanced Setup the user is able to control
  devices (connections), cameras, inputs, outputs, monitors and alarm handlings.
  This submenu is for the experienced user only.
- User log
  This submenu handles the user log.

Wizard
This menu contains a number of wizards making it simple for the user to configure EasyView.
It has the following submenus:

- Alarm
  This submenu activates an Alarm wizard creating an alarm handling based on a defined input.
- Map View
  This submenu activates a Map View wizard adding a user defined bitmap to the Map List.
- Users
  This submenu activates a User wizard being able to create, remove and modify EasyView users.
- SystemX Import
  This submenu activates a SystemX import wizard being able to import
  SystemX devices, cameras, monitors, inputs and outputs to EasyView.
  The import is based on a Node Manager export file.
- DVR
  This submenu activates a DVR import wizard being able to create, remove and modify
  DVR devices, cameras, inputs and outputs in EasyView.
- InterVIEW Import
  This submenu activates an InterVIEW import wizard being able to import InterVIEW devices to EasyView.
- NVR Camera Import
  This submenu activates a NVR Camera Import wizard being able to create, remove and modify
  NVR devices and cameras in EasyView.

Layout
This menu has the following submenu:

- λ Show
  This submenu leaves the design mode and switches to layout mode.
- λ Layout to use
  This submenu attach the layout file with the EasyView database. The attached layout file is shown on the right hand side of the status bar at the buttom.

Tools
This menu has submenus corresponding to the tools added to the \Tools directory under the EasyView application directory.

Help
This menu has the following submenu:

- λ About
  Gives the version number of EasyView and other relevant information.
- λ Getting started
  Opens the "Getting started" dialog.

Bottom Menu

Click on the button to open the Log Off dialog box with the following options:

- λ Log Off EasyView
- λ Exit EasyView
- λ Cancel

Click on the button to leave design mode and to enter operational mode.

Layout mode
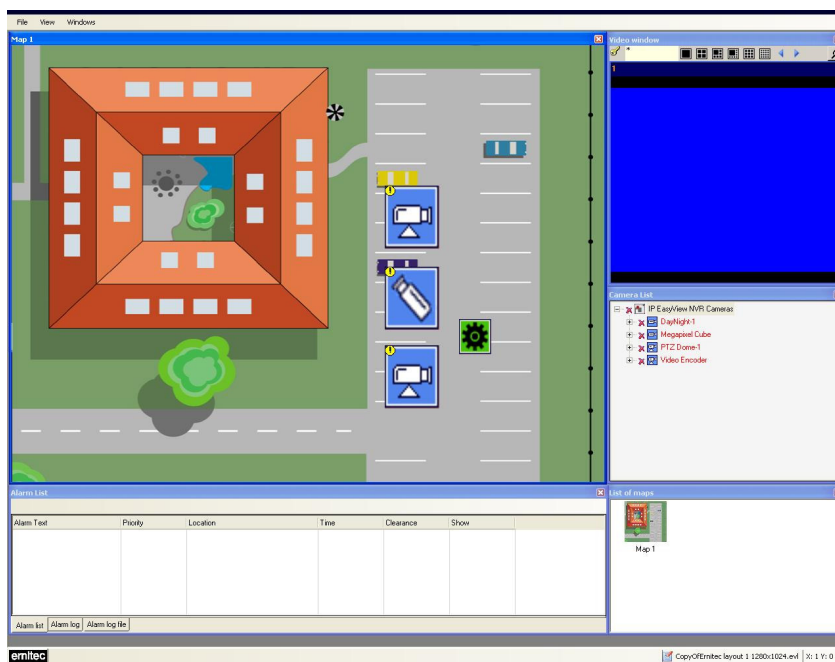
You are now in the Layout Mode.

The Layout Mode defines the EasyView windows that shall be present in Operational Mode, and where the EasyView windows shall be located on the screen.
You can add EasyView windows like split screens, camera list, map view, alarm list etc.

The layout is stored in an EasyView layout file.

Note:
Layout Mode defines the <u>layout</u> **of the EasyView windows only.**
Layout Mode does NOT define the EasyView configuration. This is done in Design Mode.

For more information on the three EasyView modes:

- λ   Design Mode
- λ   Layout Mode
- λ   Operational Mode

read the F1-help for the Design Mode.

View menu
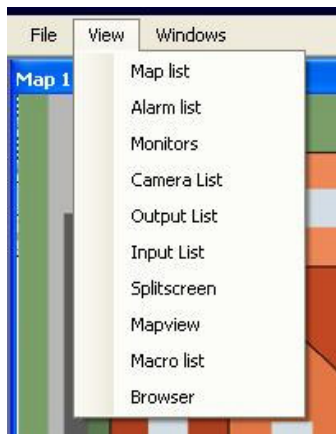
To add a window to the EasyView layout, select the window type from the <u>View</u> menu.
The following windows are available for the EasyView layout:

- λ   Map List
     This will add a Map List to the layout.
     At maximum one Map List pr. layout is permitted.
- λ   Alarm List
     This will add an Alarm List to the layout.
     At maximum one Alarm List pr. layout is permitted.
- λ   Monitors
     This will add an analogue Monitor Map to the layout.
     At maximum one Monitor Map pr. layout is permitted.
- λ   Camera List
     This will add a Camera List to the layout.
     At maximum one Camera List pr. layout is permitted.
- λ   Output List
     This will add an Output List to the layout.
     At maximum one Output List pr. layout is permitted.
- λ   Input List
     This will add an Input List to the layout.
     At maximum one Input List pr. layout is permitted.
- λ   Split Screen
     This will add a Split Screen to the layout.
     Several Split Screens pr. layout are permitted.
- λ   Map View
     This will add a Map View to the layout.
     At maximum one Map View pr. layout is permitted.
- λ   Macro List
     This will add a Macro List to the layout.
     At maximum one Macro List pr. layout is permitted.
- λ   Browser
     This will add a browser window to the layout.

Remove a window from the layout

To remove a window from the EasyView layout, click on the ⊠ button.

Moving and resizing windows inside layout

Windows can be moved and resized the way you normally operates on Microsoft Windows.
The contents of the windows, e.g. the bitmap of a Map View,
sometimes causes a big system response time when windows are moved.
Therefore it is possible to choice an option making only the borders of the windows visible.

Right-clicking in the middle of a window gives the option to toggle Hide Control items On or Off.
This has only effect in Layout Mode.

PopUp windows
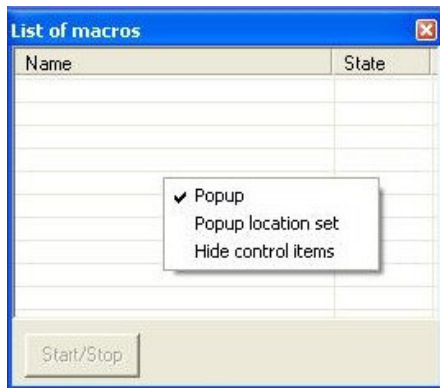
By default, a window added in Layout Mode will be visible in Operational Mode.
However some of the EasyView windows may be defined as PopUp windows.

In Operational Mode, a PopUp window is invisible until the user right-clicks the top area of the monitor screen.
This will display the list of available PopUp windows that can be opened by the user.

In Layout Mode, right-clicking in the middle of a PopUp window gives the following options:

- λ PopUp
  This is a toggle option. When checked the corresponding window is defined as a PopUp window.
- λ PopUp location set
  When a PopUp window has been moved to its final place in the layout,
  select this submenu to save the location, where the PopUp window will show up in Operational Mode.

Windows menu
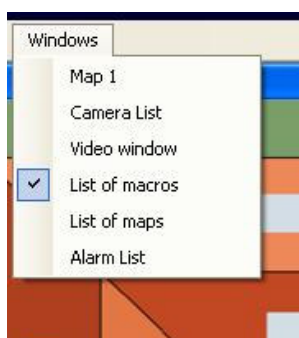
The Layout menu contains the following submenus:

File menu
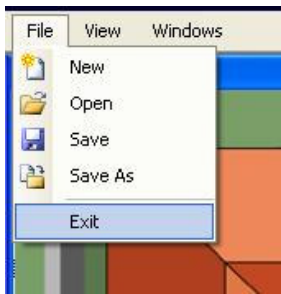
- λ New
  This submenu create a new, empty EasyView layout.
  Please immediate give a name to the EasyView layout using the <u>SaveAs</u> submenu.
- λ Open
  This submenu opens and uses an existing EasyView layout file as the present EasyView layout.
- λ Save
  This submenu saves all changes to the present open EasyView layout file.
- λ SaveAs
  This submenu saves the EasyView layout to a new EasyView layout file.
- λ Exit
  This submenu leaves the Layout Mode and returns to Design Mode.
  Important:
  Leaving Layout Mode, saves a link in the present EasyView configuration file to the EasyView layout file.

Status bar
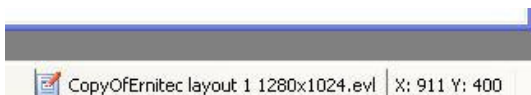
On the status bar the name of the layout file is shown. Also the coordinates of the window currently selected is shown.

Operational Mode

You are now in Operational Mode. Depending on the configuration, the operator can:

- λ View cameras
- λ View recordings
- λ Handle alarms
- λ Handle inputs/outputs
- λ Handle analogue camera/monitor cross points

Top Menu

Right-click the top area of the screen to activate the top menu. The top menu lists all the windows defined as pop up.

Select a window to open it. When finished, click on the button to close the window.

To the right the current time is shown.
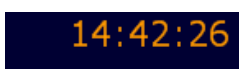
Right-click on the time display to activate the tool menu.
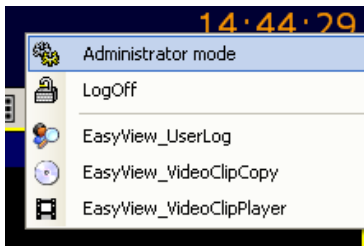
Bottom Menu

Click on the [lock icon] button to open the Log Off dialog box with the following options:

- λ Log Off EasyView
- λ Exit EasyView
- λ Cancel

Click on the [gear icon] button to leave operational mode and to enter design mode.

Split Screen

This is the Split Screen help.
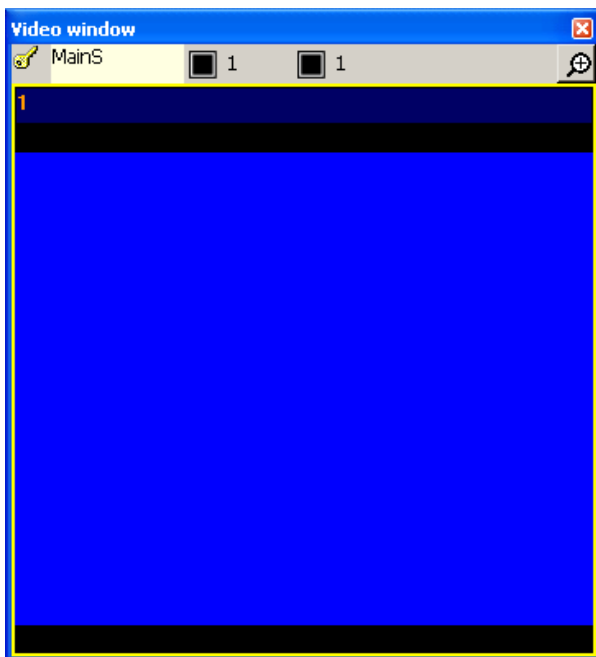
An EasyView layout may have several split screens containing views. Each split screen can handle up to 16 digitized live or playback streams.
The first split screen loaded is marked with a key-symbol in layout mode.

The first view in this screen is selected by default at start up. Furthermore this first split screen is selected by the alarm handling.

Optional text may be assigned to each split screen.

Split Screen

This is the Split Screen help.

An EasyView layout may have several split screens containing views. Each split screen can handle up to 16 digitized live or playback streams.
The following defines the operations that can be performed on a split screen.

Split screen formats
From the grey panel on top of the split screen it is possible to select between 1, 4, 1 + 5, 1 + 7, 9 or 16-split format.
If e.g. a 9-split format is selected, the first split screen group consists of the first 9 splits and the second split screen group consists of the remaining 7 splits.
The page menu items is used to select the groups, and the sub menu items below each of these items is used to select the group containing the camera by camera name.

The group navigate keys   are used to select next/ previous group.

Live/Playback split
A split can be used for digitized live or playback video streaming.
When used for live, the split has a dark blue top bar. When used for playback, the split has a green top bar.

Active split
The active split is decorated with a yellow border. Single-click the top bar of a split to make this the active split.

Video streaming in a split
Live or playback video streaming in a split can be made several ways:

- λ Drag/Drop from camera list
  Drag a camera from the camera list and drop it in the selected split.
- λ Drag/Drop from map view
  Drag a camera from the map view and drop it in the selected split.
- λ Select camera
  The active split is used for video streaming.
- λ Alarm handling
  An alarm handling may start up to 16 video streams.
- λ Multi action
  A multi action may start up to 16 video streams.
- λ Macro

If a macro is running in the split, the macro may sequence between several camera streams.

Starting a video stream in an already streaming split, will cause the split to close its present stream and start the new one.

Single split menus
When a split is used for live viewing or playback, the corresponding streaming menu can be reached in 2 ways:

- λ Press the ![button] button on the top bar.
- λ Right-click the mouse button on the top bar.

The following defines the streaming menu items. What menu items are available depends on the camera device.

Live viewing menu:

- λ Camera Control
  The Camera Control takes care of all camera PTZ handling.
- λ Image Configuration
  The Image Configuration handles the parameters brightness, contrast, sharpness, hue and saturation.
- λ Stop Stream
  This menu stops the stream.
- λ Stream Configuration
  The Stream Configuration handles parameters like bit rate, resolution etc.
- λ Playback
  This menu converts the live viewing into a playback (if supported by the driver) for the selected camera. The menu has the following two options:
  - ϒ By time
    The playback will start at a time selected by the user.
  - ϒ Quick
    Depending on the driver, the playback will start 1 minute behind or at the last recording.

Playback menu:

- λ Playback Control
  The Playback Control takes care of all playback options like snapshot, video clip etc.
- λ Stop Playback
  This menu stops the playback.
- λ Live
  This menu converts the playback into live viewing for the selected camera.

Camera Control
If the camera in a split is a PTZ camera, there are 3 ways to make PTZ in a split with a live video stream.

- λ Camera control dialog

  As described above it is possible to get a separate camera control dialog via the ![button] button on the top bar.
- λ Split PTZ panels
  From the PTZ panels at the bottom of the split, it is possible to make the most common PTZ operations:
  Call Preset, Pan Left, Pan Right, Pan Up, Pan Down, Zoom In and Zoom Out.

  The ![button] button is used to change between the panels.
- λ PTZ in split
  The camera will move based on where in the split (video stream) the mouse button is pressed.
  Pressing left in the split, the camera will move left etc.
  Some camera types may not support this functionality.

Playback Control
Having a playback in a split, there are 2 ways to make control it:

- λ Playback control dialog

  As described above it is possible to get a separate playback control dialog via the ![button] button on the top bar.
- λ Split playback panels
  From the playback panels at the bottom of the split, it is possible to make the most common playback operations:
  Change time, Pause/Play, Single step forward/backward (in pause mode) and Fast forward/backward (in play mode).

  The ![button] button is used to change between the panels.
  The recording time line displays the available recordings (if supported) for the selected day.
  Right-click the mouse button on the time line to switch between a 24-hour line and a 1-hour line.

  To change the playback time, <u>click and hold</u> the mouse button in the recording area.
  While moving the mouse button to the left or right, the time slider will display the actual new time.
  When satisfied, release the button at the selected new time.

Split screen menu
Right-click the mouse button on the grey top bar of the split screen to get the split screen menu.
The split screen menu applies to all video streams.

- λ Stop All Streams
  Stops the all video streams in the split screen.
- λ All Live
  Converts all playbacks into live video streams.
- λ All Playback
  Converts all live video streams into playbacks (if supported by the driver).
  - ϒ Time adjust
    The playbacks will start at a time selected by the user.
  - ϒ Quick
    Depending on the driver, the playbacks will start 1 minute behind or at the last recording.
- λ Set time on all playback streams
  Synchronize all playbacks to a time defined by the user.

Split Maximize/Normalize
The following describes the ways to maximize and normalize the whole split screen:

Press the [⊕] button to maximize the whole split screen to full screen size. The present selected split format is not affected.

Press the [⊖] button to return the whole split screen back to its original size and position.
Double-clicking the grey top bar of the split screen will have same Maximize/Normalize effect as with the magnifier symbols.

The following describes the way to maximize and normalize a single split:
Double-click the top bar of a single split to maximize this split to full screen size.
Regardless of previous settings, the split format will be changed to 1-split format.
Double-click the top bar of the single split once again to return to the previous screen size, position and format.

Wizards

EasyView has wizards to easy the most common setup.

The wizards include:

Alarm
This wizard is used to creating an alarm handling based on a defined input.

Map View
This wizard is used to create a map view.

Users
This wizard is used to add/ remove/ modify EasyView users.

SystemX Import
This wizard is used to import a System-X database file.

DVR

This wizard is used to create sites, and to add/ remove/ modify DVR's.

InterVIEW Import
This wizard is used to import an InterVIEW database.

NVR

This wizard is used to add/ remove NVR servers, and to import cameras from the NVR servers.

User setup

The user setup wizard is used to configure the valid users and their rights when using EasyView.

User Setup
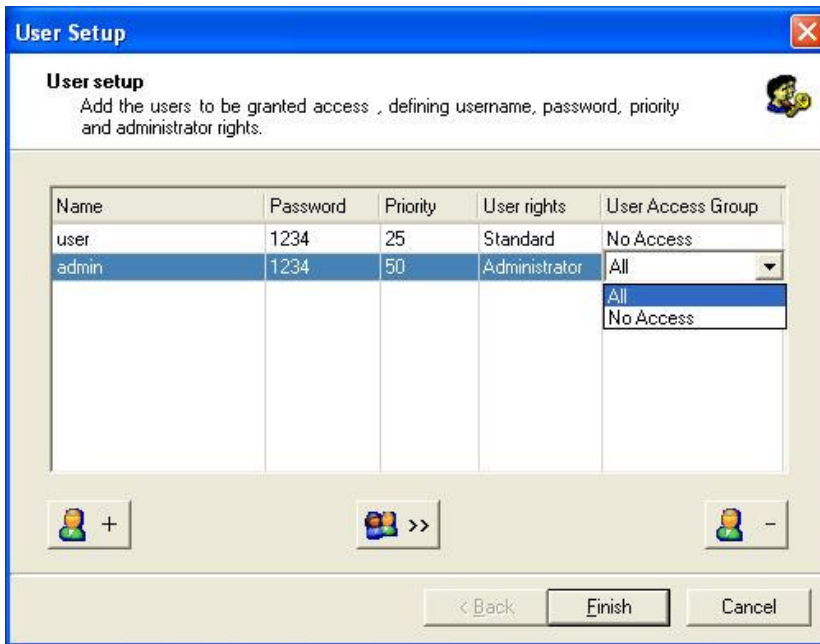
This is the User Setup dialog. This dialog adds and removes EasyView users.

Add New User

Press the [button icon] button to add a new EasyView user with default parameters.
Information on

- λ Name
  The name of the EasyView user (login name).
- λ Password
  The password for the user name (login password).
- λ Priority
  The priority used in all actions or operations made this user. The smaller number the higher priority.
- λ User rights
  There are to kinds of EasyView users:
  - ϒ Standard
    The standard user can use functions in operational mode only.
  - ϒ Administrator
    The administrator has complete access to all functions in EasyView in design mode, layout mode and operational mode.
- λ User Access group
  The user must be assigned to a user right group to have access to the functions in operational mode.

Remove User
Select/Single-click on the EasyView user (e.g. in the Name field).

Press the [button icon] button to remove the corresponding EasyView user from the list.

User Access Group

Press the [button icon] button to enter the user access group setup.

Add New User Access group

Press the [button image] button to add a new EasyView user access group with default no access rights.

Check the functions to be granted access for, using the left-click of the mouse.

Remove User Access group
Select/Single-click on the EasyView user access group (e.g. in the Name field).

Press the [button image] button to remove the corresponding EasyView user access group from the list.

User Access Granted

The status bar at the bottom show the granted access rights of the current user, when the Finish button has been pressed.
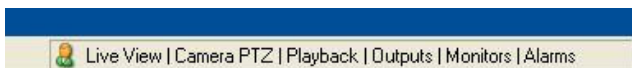
System-X Wizard

The System-X wizard is used to import a System-X configuration file.

The wizard includes:

Import

Import of the configuration file exported from the NodeManager.

COM Port

Assignment of the COM port to be used for the RS-232 connection to LonWorks.

Database file

The database file to be created or modified with the System-X import.

System-X Import File Wizard page
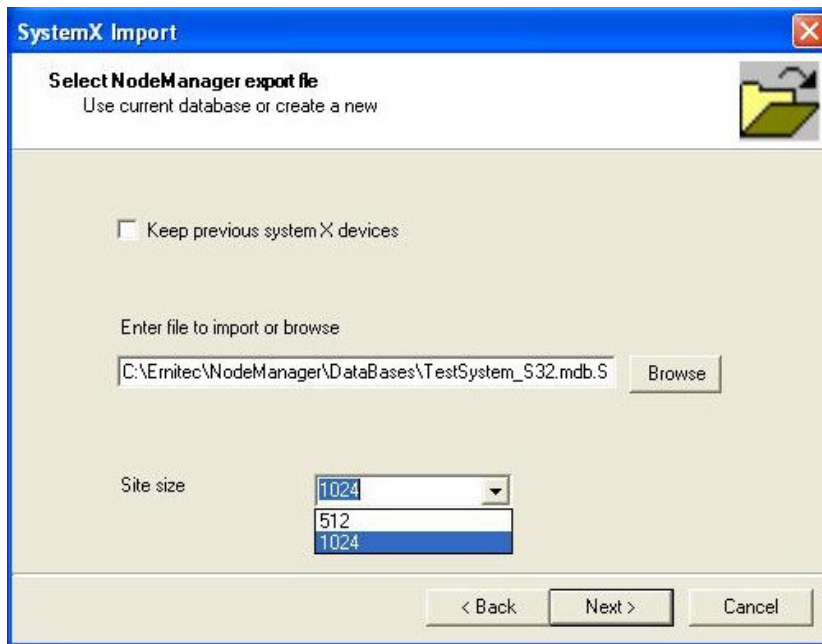
This is the System-X Import File Wizard dialog. This dialog imports a System-X configuration to EasyView.

Import file
The System-X import to EasyView is based on a System-X export file generated by the Node Manager.
Click on the <u>Browse</u> button to search for the Node Manager System-X export file.
This file normally has the extension <u>.mdb.SysX.Txt</u>.

Keep previous system X devices
Checking this box keeps the System-X devices already configured in the EasyView database.
Unchecking it removes all already configured System-X devices before importing the new ones.

Site size
The site size must be selected. The options are: 512 and 1024 (default).

System-X Import PCIF Wizard page
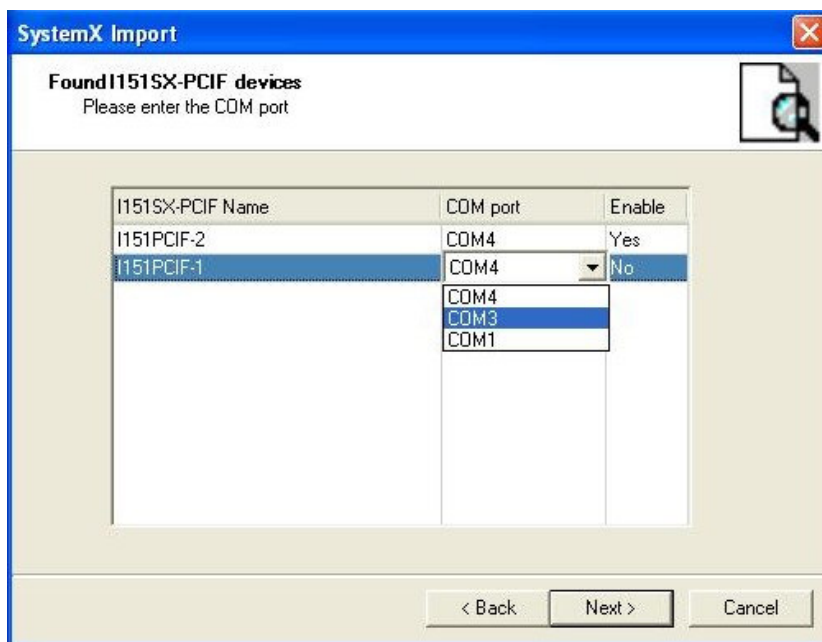
This is the System-X Import PCIF Wizard dialog. This dialog imports System-X PCIF devices to EasyView.
The list shows the available devices.

PCIF Import
Each System-X PCIF device has the following parameters:

    λ I151SX-PCIF Name
        The name of the PCIF device. This field is read-only.
    λ COM port
        The serial COM port on the EasyView PC where the PCIF device is connected.
        The COM port can be selected from drop-down list reflecting the available PC COM ports.
    λ Enable
        Select Yes to import the corresponding PCIF device. Select No not to import it.

System-X Save File Wizard page
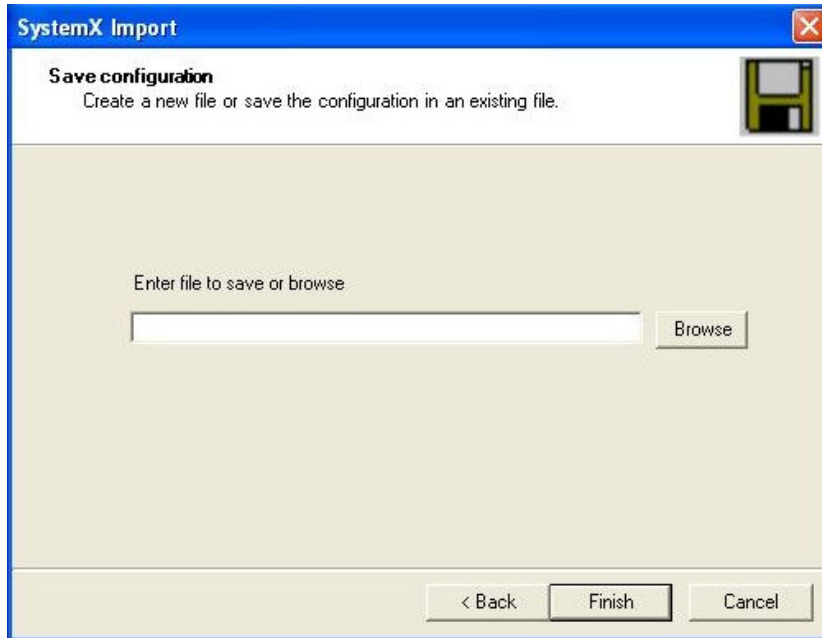
This is the System-X Save File Wizard dialog, saving the System-X configuration to an EasyView database.
Click on the Browse button to search for or create a new EasyView database.
An EasyView database has the extension .evc.
Click on the Finish button to save the database and to close the wizard.

Map View Wizard

The map view wizard has the following steps:

Background image

The background image used for the map view.

Name

The name of the map view.

Items

The items to be shown on the map view, and the actions assigned to the items. **Mapview Wizard page**
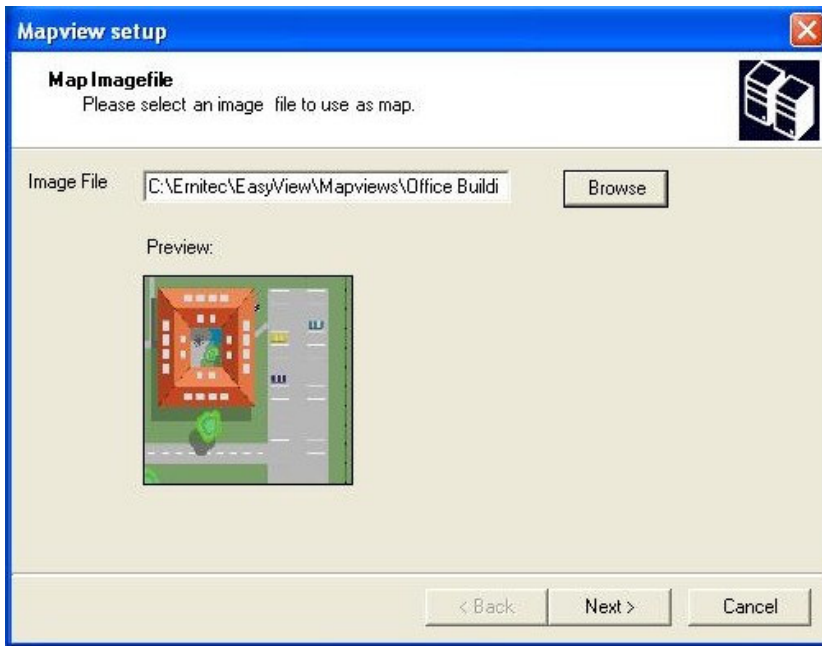
This is the Map View Setup dialog.

Image File
Click on the Browse button to search for a bitmap to be used as Map View.
Available formats are: BMP and JPG.

Preview
The preview window shows the selected bitmap.

Mapview Name Wizard page
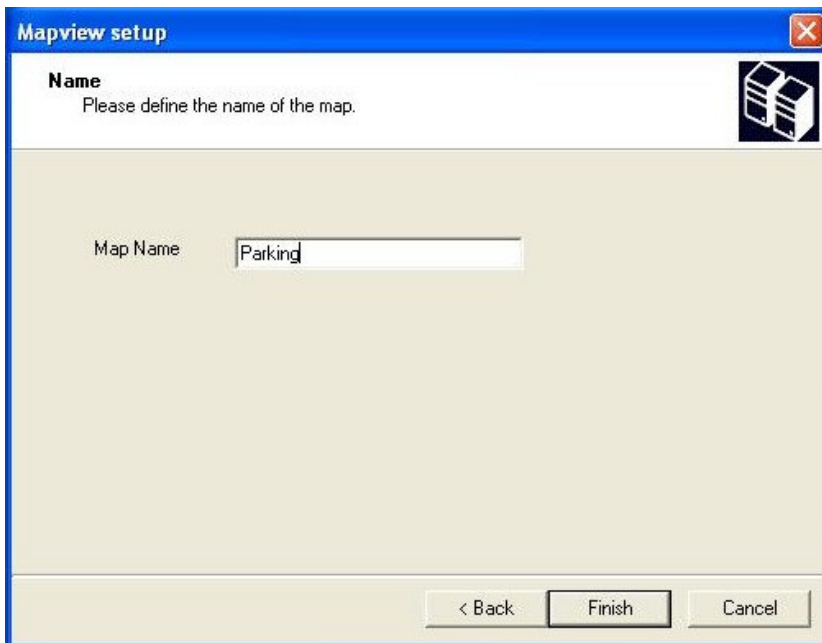
This is the Map View Setup dialog.

Map Name
The name for the bitmap will be displayed in the Map List.

Mapview Items page

This is the Map View dialog.

On the Map View it is possible to place icons representing the EasyView configuration:
Fixed cameras, PTZ cameras, Outputs, Inputs, Alarm handlings, Multications and Navigations.

Add icon
An icon is added to the Map View by dragging it from the icon list at the bottom and dropping it at the desired place on the Map View.

Delete icon
Deleting an icon is done the stardard Microsoft way selecting the icon and pressing the Delete keyboard button.

Resize icon
Resizing an icon is done the standard Microsoft way to resize Microsoft windows.

Overlapping icons
See the section on Icon menu below.

Configure icon
Double-click the icon to open the property dialog and to configure the icon.

Icon type
There are several types of icons that can be placed on the Map View.
The same icon type can be used more than once.

This icon represents a fixed camera that can be used for live camera viewing.

This icon represents a PTZ camera that can be used for live camera viewing.

This icon reflects the On/Off status of a device output.

This icon represents the On/Off status of a device input.

This icon reflects the On/Off status of an alarm handling.

This icon represents a multiaction. A multiaction defines a number of performed actions. These actions can be:

λ View a number of cameras in the split screen

- λ Set a number of outputs
- λ Change map view
- λ Play a sound
- λ Set a number of crosspoints between analogue cameras and analogue monitors

This icon represents a navigation link to another Map View.

Image
Click the Image button to replace the present bitmap with another one.
The Map View name and all defined, configured icons will remain unchanged.

Icon menu
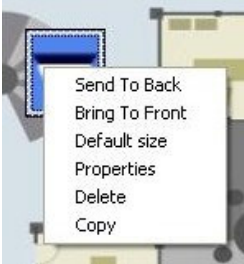
It is possible to do certain actions on an icon by selecting it and Right-click the mouse button on the icon.
This will bring up a menu. The following defines this menu:

- λ Send To Back
    This will send the icon to the back meaning that it will be hidden behind other overlapping icons.
- λ Bring To Front
    This will send the icon to the front meaning that it will be visible upon other overlapping icons.
- λ Default size
    This will reset the size of the icon to 50x50 px.
- λ Properties
    This will open the property dialog equal to a double-click on the icon.
- λ Delete
    This will delete the icon equal to pressing the Delete keyboard button.
- λ Copy
    This will copy the icon and its contents for a later Paste operation.

Paste

If a previous Copy has been on an icon, it is possible to paste it.
Click on the Map View somewhere and Right-click the mouse button.
Select the Paste submenu. This will paste the icon the selected place.
Not all icons can be Copy-Pasted.

Alarm Wizard

This Alarm Wizard is used to setup actions on alarm inputs.

The configuration steps for each alarm input include:

Alarm source

The input which trigger the action.

Cameras

The cameras to be shown as video streams in a split view.

Cross points

The monitors to be used and the camera shown on each monitor.

Outputs

The outputs to be activated.

Map view

The map view to be shown.

Clearance

The way the alarm is cleared.

Alarm Source Wizard page

This is the Alarm Source Wizard page.

Alarm text
The name of the alarm.

Alarm source
This defines the input source that will cause the alarm handling to start when the input becomes active.
Click on the Source button to open and select an input from the input list.

Alarm priority
Check the Define priority box to select a user defined priority for the alarm. Priority 1 is highest.
If the box is unchecked the priority from the input is used. Not all input types have a priority included.
Alarms with the highest priority will be served first.

Multi Action Camera Wizard
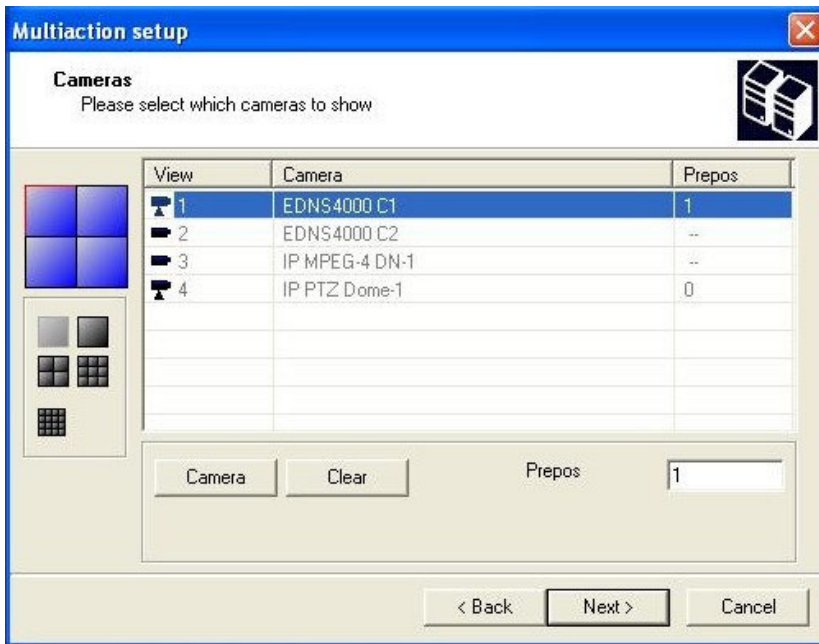
This is the Multi Action Camera Wizard page.
This page adds and removes digitized cameras shown for the multi action.

Split view format
Click on the split screen icons to the left to select the format.
It is possible to select between None, 1-split, 4-split, 9-split and 16-split. The split view list will reflect the chosen format.

Camera
Select/Single-click on the split view to be changed.
Press the Camera button to open and select a digitized camera from the camera list.
If the camera is a PTZ camera a preset call can be made too. Preset "0" or "--" means no preset.

Clear
Select/Single-click on the split view to be changed.
Press the Clear button to remove the camera from the selected split view.

Alarm Cross Point Wizard page
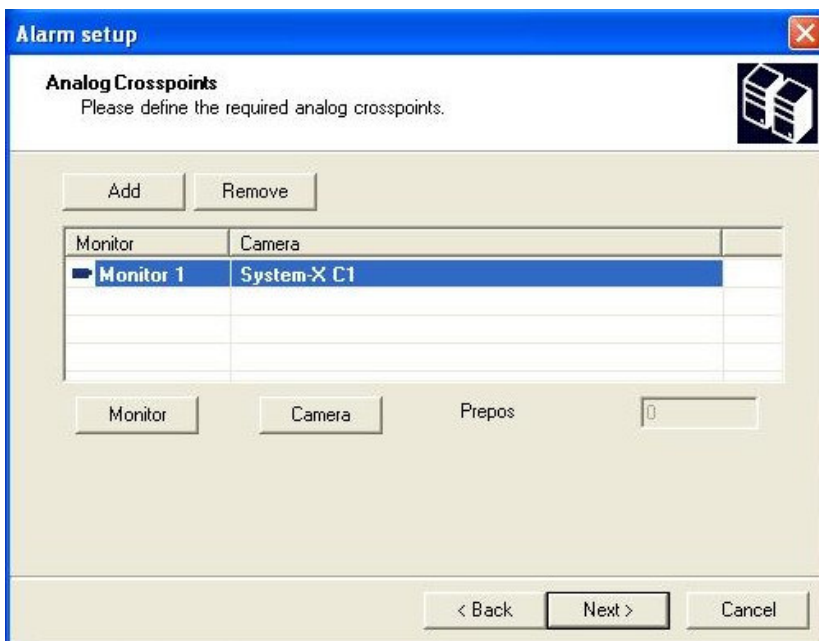
This is the Alarm Cross Point Wizard page.
This page adds and removes cross points between analogue cameras and analogue monitors to be executed for the alarm handling.

Add
Click on the Add button to add a new empty cross point to the cross point list.

Remove
Select/Single-click on the cross point entry (e.g. the Monitor field) to be removed.
Press the Remove button to remove the corresponding cross point entry from the list.

Monitor
Select/Single-click on the monitor field that shall be changed.
Press the Monitor button to open and select an analogue monitor from the monitor list.

Camera
Select/Single-click on the camera field that shall be changed.
Press the Camera button to open and select an analogue camera from the camera list.
If the camera is a PTZ camera a preset call can be made too. Preset=0 means no preset.

Alarm Output Wizard page

This is the Alarm Output Wizard page.
This page adds and removes outputs to be set for the alarm handling.

Add
Click on the Add button to add a new empty output to the output list.

Remove
Select/Single-click on an output in the list.
Press the Remove button to remove the corresponding output from the list.

Pin
Select/Single-click on an output in the list.
Press the Pin button to open and select an output from the output list.

Options
Select/Single-click on an output in the list. The following options for the output can be selected:

- λ None
  When selected, the output remains On even after the alarm has been cleared.
- λ Follow AlarmHandling
  When selected, the output goes Off when the alarm is cleared.
- λ Timed
  When selected, the output goes Off after a number of defined seconds.

Alarm Map View Wizard page
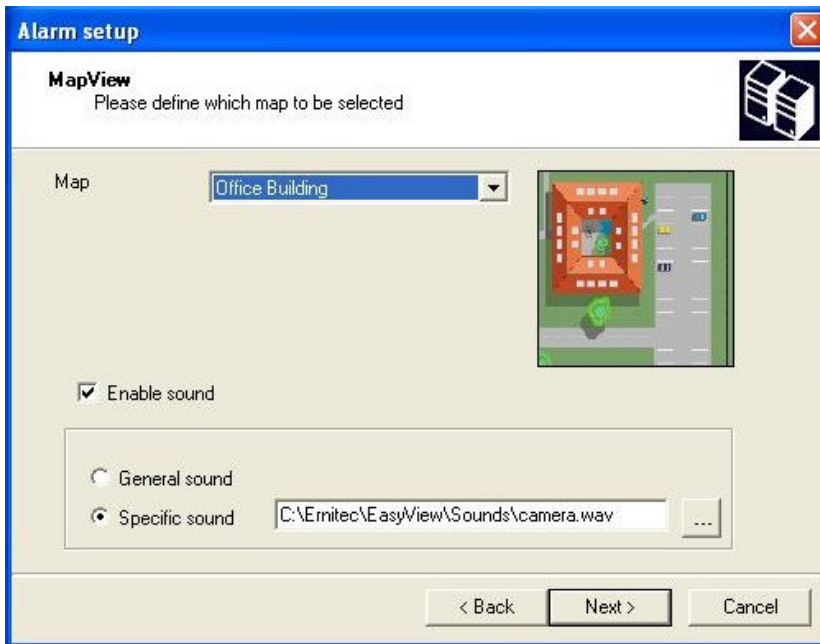
This is the Alarm Map View Wizard page.
This page changes Map View and plays a sound during the alarm handling.

Map View
During the alarm handling, a new bitmap from the Map List may be selected as the Map View.
Select it from the drop-down list. A preview of the bitmap can be seen in the panel.

Sound
Check the Enable Sound box if a sound should be played during the alarm handling.
There are the following options:

- λ General sound
   The sound "C:\Ernitec\EasyView\Sounds\Alarm.wav" is played.
- λ Specific sound

   Browse for a sound file to be played pressing the [...] button.
   The sound file is automatically copied to the directory "C:\Ernitec\EasyView\Sounds\".

Alarm Clearance Wizard page
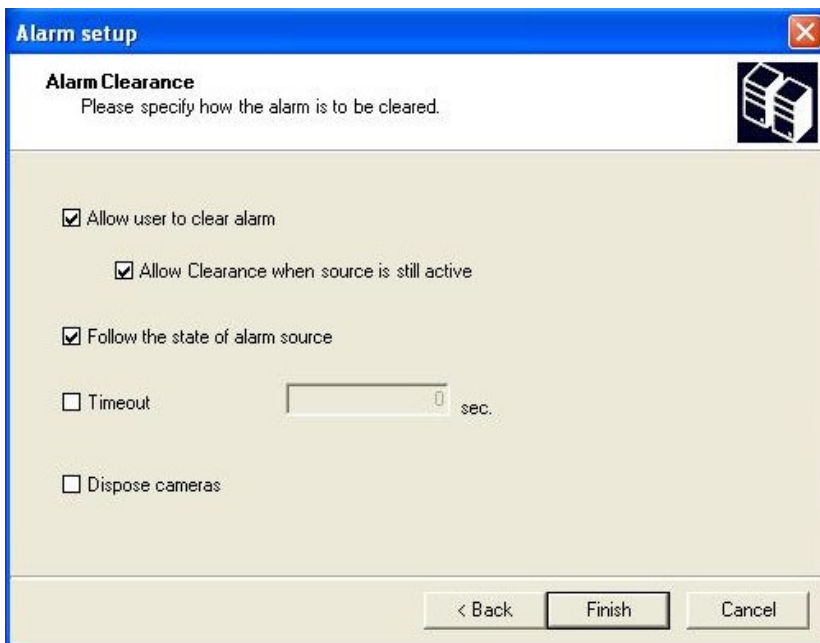
This is the Alarm Clearance Wizard page.
This page sets certain clearance parameters for the alarm handling.

    λ Allow user to clear alarm
        Check this box if the user manually should be allowed to clear the alarm.
        If checked, it should be defined whether the alarm can be cleared even if the alarm source is still active.
    λ Follow the state of alarm source
        Check this box if the alarm should automatically be cleared when the alarm source is not longer active.
    λ Timeout
        Check this box if the alarm should be clear after a number of configurable seconds.
    λ Dispose cameras
        Check this box if the defined camera streams should be stopped when the alarm is cleared.

DVR Wizard

The setup a DVR includes:

Site

The site or location on which the DVR are placed.

DVR configuration

The configuration of the DVR assigned to the site.

Cameras

The cameras and the properties for the cameras to be used on the DVR.

Inputs

The inputs to be used on the DVR.

Outputs

The outputs to be used on the DVR.

DVR Site Wizard page
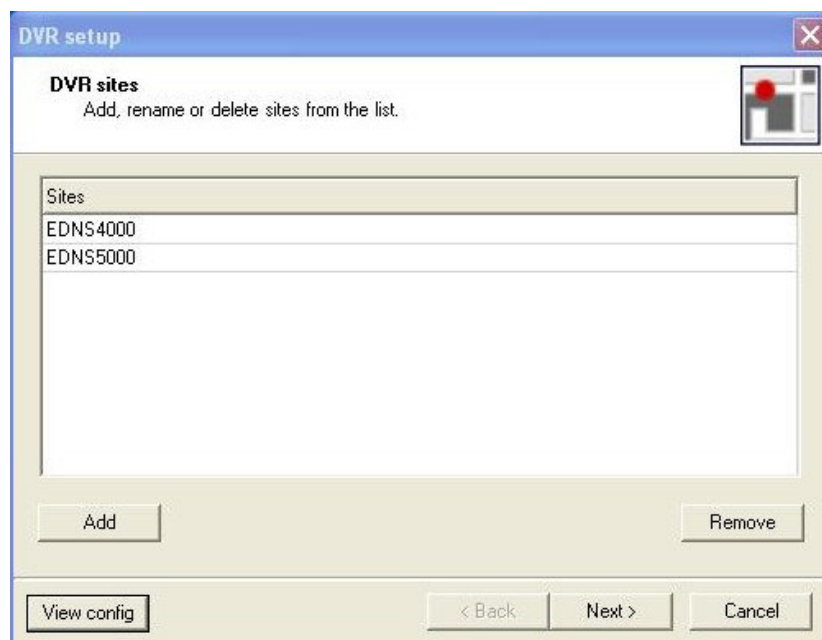
This is the DVR Site Wizard dialog.

This dialog adds or removes sites. A site groups a number of cameras, input and outputs.

Add
Press the Add button to add a new location named "Site" to the Site List.
The name of a site can be changed by normal text edit.

Remove
Select/Single-click on the site that shall be removed.

Press the Remove button to remove the corresponding site from the Site List.
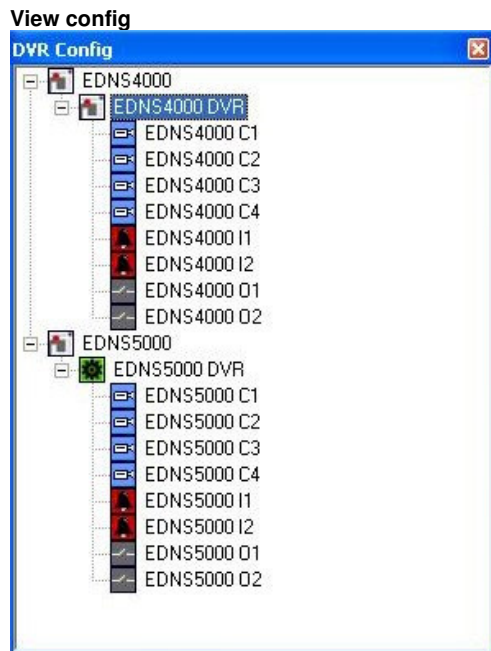
View config

Press the View config button to show the current DVR configuration tree.
The configuration tree is read-only.

DVR Unit Wizard page
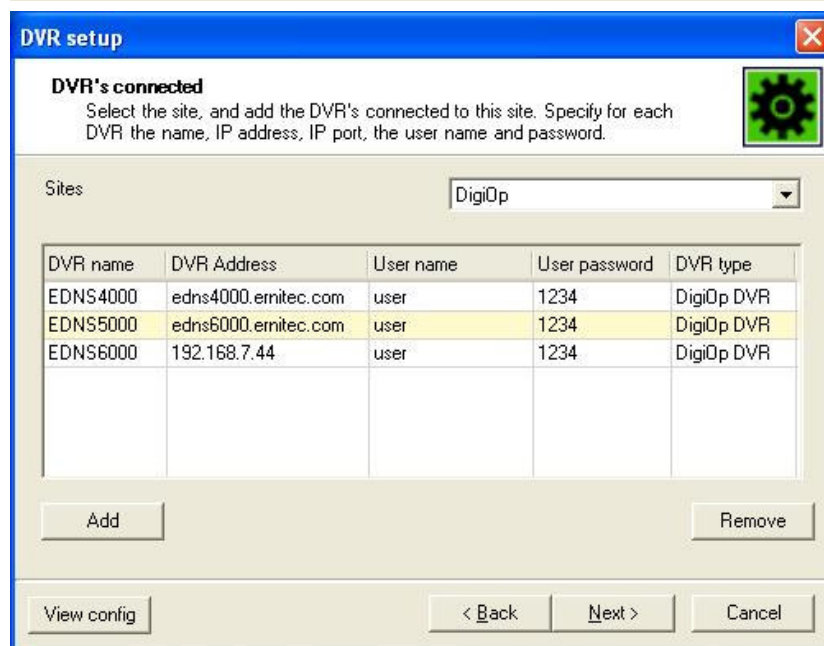
This is the DVR Unit Wizard dialog. This dialog adds and removes DVR units.

Select Site
Before doing any Add or Remove, the site must be selected from the drop-down site list.

Add
Press the Add button to add a new DVR unit with default parameters.
Information on

- λ DVR name
  Normal text field.
- λ DVR address
  Either the ip address or host name may be used.
- λ User name
  The user name shall reflect one of the user names configured in the DVR.
- λ User password

The password for the user name.
λ DVR type
There are 2 possible options: DigiOp DVR or EDNS2000.

must be given.

Remove
Select/Single-click on the DVR unit (e.g. the DVR name) that shall be removed.
Press the Remove button to remove the corresponding DVR unit from the DVR unit List.

View config
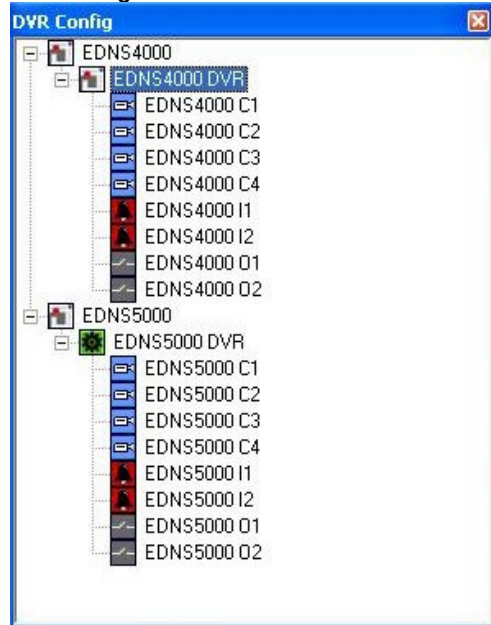
Press the View config button to show the current DVR configuration tree.
The configuration tree is read-only.

DVR Camera Wizard page

This is the DVR Camera Wizard dialog. This dialog adds and removes DVR cameras.

Select DVR
First the actual DVR unit must be selected from the DVR unit list.
Only the DVR units on the previous selected site are shown.

Add
Press the Add button to add a new DVR camera with default parameters.

Information on

- λ Camera Name
  Normal text field.
- λ Camera ID
  The Camera ID is the video input number on the DVR to which the camera is connected.
- λ Camera type
  There are 2 possible options: FIX or PTZ.

must be given.

Remove
Select/Single-click on the DVR camera (e.g. the Camera Name) that shall be removed.
Press the Remove button to remove the corresponding DVR camera from the DVR camera List.

View config

Press the View config button to show the current DVR configuration tree.
The configuration tree is read-only.

DVR Input Wizard page

This is the DVR Input Wizard dialog. This dialog adds and removes DVR inputs.

Select DVR

First the actual DVR unit must be selected from the DVR unit list.
Only the DVR units on the previous selected site are shown.

Add
Press the Add button to add a new DVR input with default parameters.
Information on

- λ Input Name
  Normal text field.
- λ Input ID
  The Input ID is the digital input number on the DVR.
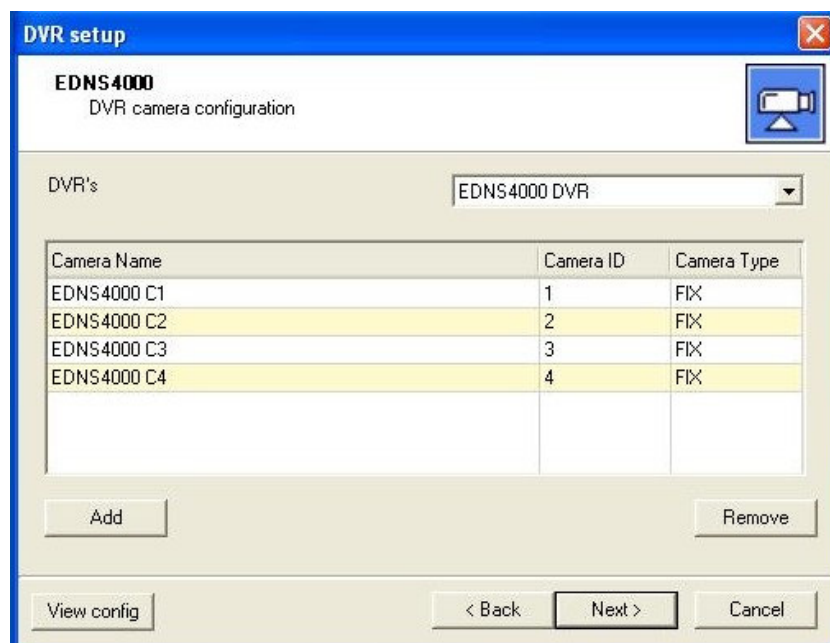
must be given.

Remove
Select/Single-click on the DVR input (e.g. the Input Name) that shall be removed.
Press the Remove button to remove the corresponding DVR input from the DVR input List.

View config
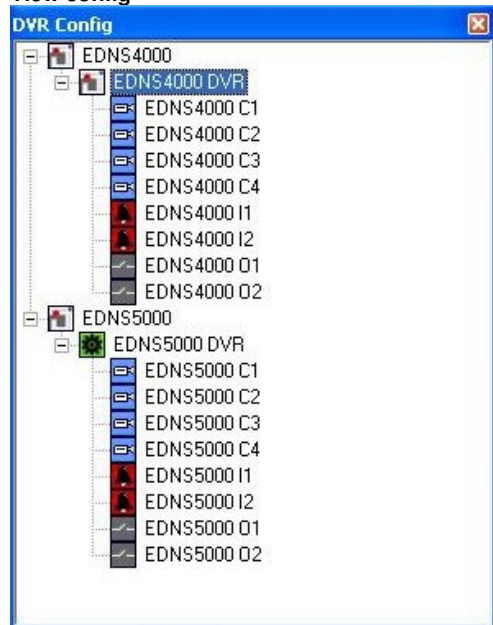
Press the View config button to show the current DVR configuration tree.
The configuration tree is read-only.

DVR Output Wizard page

This is the DVR Output Wizard dialog. This dialog adds and removes DVR outputs.

Select DVR
First the actual DVR unit must be selected from the DVR unit list.
Only the DVR units on the previous selected site are shown.

Add
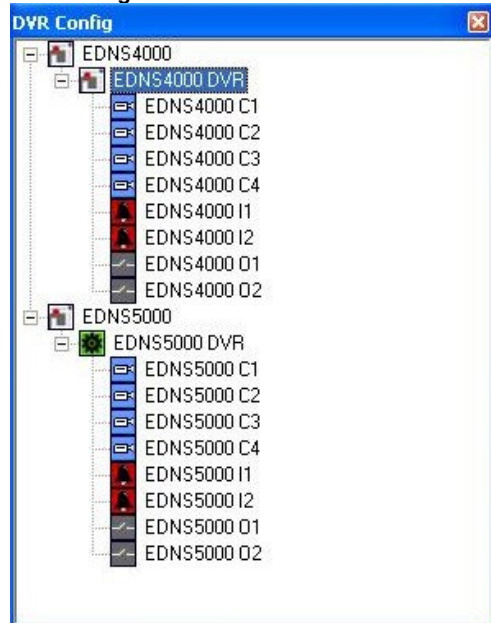Press the Add button to add a new DVR output with default parameters.
Information on

- λ Output Name
  Normal text field.
- λ Output ID
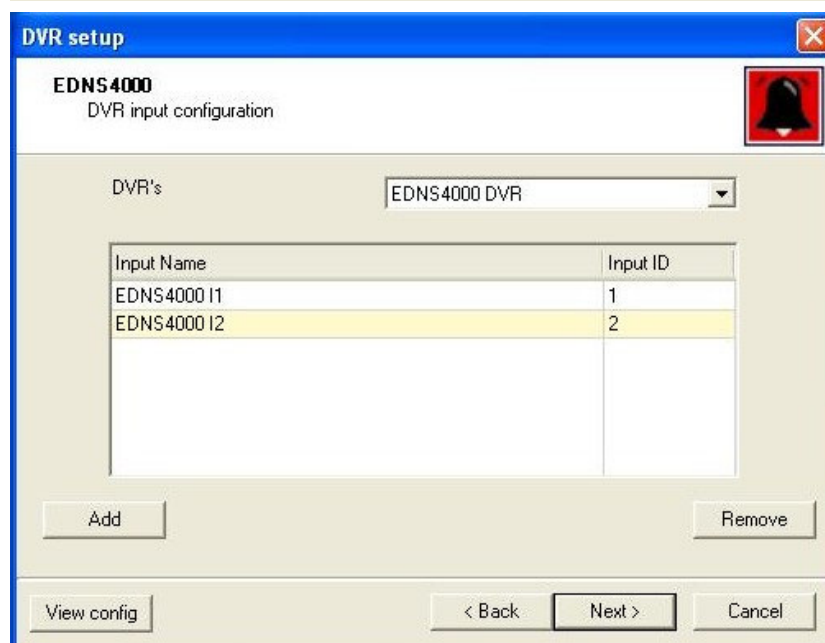 The Output ID is the digital output number on the DVR.

must be given.

Remove
Select/Single-click on the DVR output (e.g. the Output Name) that shall be removed.
Press the Remove button to remove the corresponding DVR output from the DVR output List.

View config
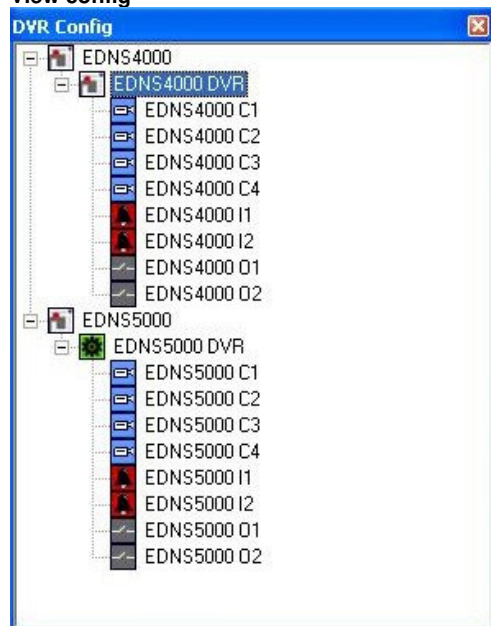
Press the View config button to show the current DVR configuration tree.
The configuration tree is read-only.

NVR Wizard

The NVR wizard includes:

Server

Assignment of the NVR server.

Cameras

Import of the cameras assigned in the NVR server.

NVR Server Wizard page
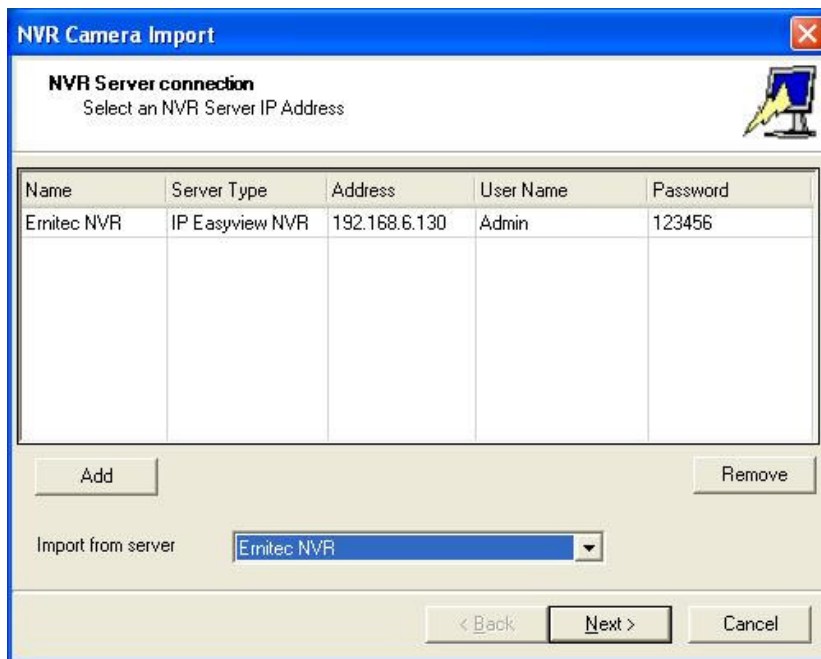
This is the NVR Server Wizard dialog. This dialog adds and removes NVR servers.

Add
Press the Add button to add a new NVR server with default parameters.
Information on

- λ Name
   The name of the NVR server.
- λ Server type
   There are 2 possible options: IP EasyView NVR Basic or IP EasyView NVR Standard.
- λ Address
   Either the ip address or host name may be used.
- λ User name
   The user name and the password define the access to the NVR server.
- λ Password
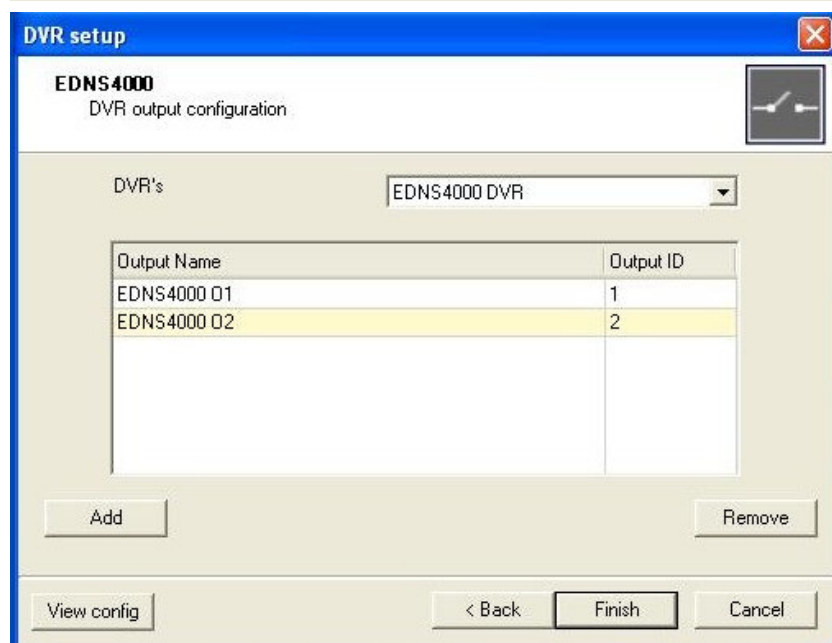   The password for the user name.

must be given.

Remove
Select/Single-click on the NVR server (e.g. in the Name field) that shall be removed.
Press the Remove button to remove the corresponding NVR server from the NVR server List.

Import from server
This field defines the NVR server from which a camera import should take place.
The NVR server is selected from the drop-down list holding the defined NVR servers.

NVR Camera Wizard page
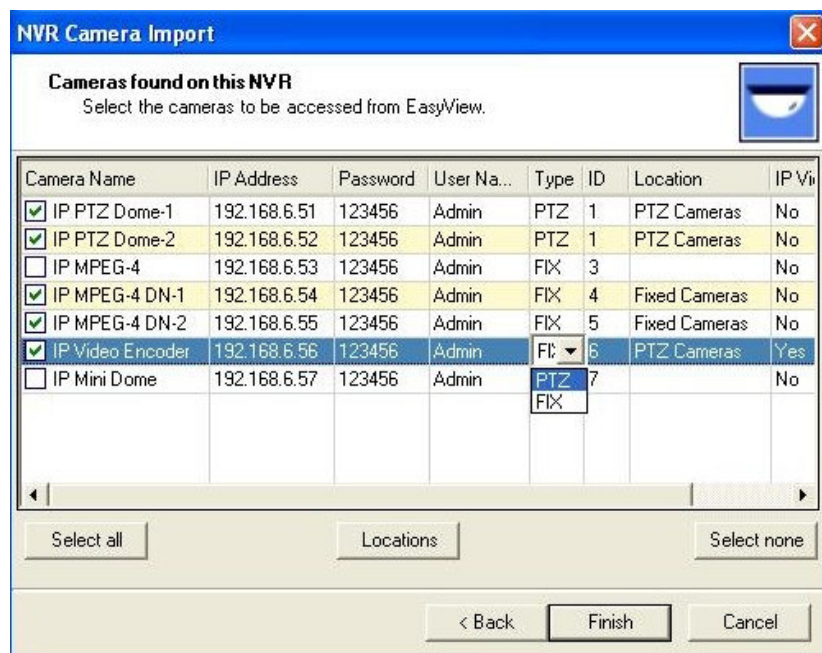
This is the NVR Camera Wizard dialog. This dialog selects and configures NVR cameras.

Select
Select the NVR cameras that shall be imported, clicking the check box at each camera.
The Select all button selects all NVR cameras and the Select none button unselect all NVR cameras.

Configuration
The NVR camera list holds the cameras defined in the selected NVR server.
Each camera has the following information:

- λ Camera Name
    The name of the NVR camera. This field is read-only.
- λ IP address
    The IP address of the NVR camera. This field is read-only.
- λ Password
    The password for the user name. This field is read-only.
- λ User name
    The user name and the password define the access to the NVR server. This field is read-only.
- λ Type
    The type of the NVR camera (FIX or PTZ) must be selected.
    If the option PTZ is selected, the ID field can be changed too.
- λ ID
    The Camera ID used for PTZ control.
    If the selected NVR server is of type Ernitec NVR, the ID is the Camera ID set physically on the PTZ camera.
    In most cases the Camera ID=1.
    If the selected NVR server is of type TBD_NVR, the ID is the camera number inside the NVR server.
    In this case the ID should not normally be changed.
- λ Location
    The location under which the NVR camera shall be placed, must be selected.
- λ Video Encoder
    This field specifies whether the NVR camera is a Video Encoder or not. This field is read-only.

Locations
This opens a dialog where locations can be added or removed.
Click the Add button to add a new location. Click the Remove button to remove a location.

Map View List

The map view list shows the map views defined.

Map View List

This is the Map List dialog.
The Map List maintains a list of bitmaps added by the user.
On each bitmap the user can add icons representing
cameras, inputs, outputs, monitors, alarm handlings etc.
The present used/selected bitmap in Operational Mode is called the Map View.
The following defines the possible actions:

Add
Click on the Add button to open the Map View wizard and to add a new bitmap to the Map List.

Remove
Single-click on/select a bitmap from the Map List.
Click on the Remove button to remove the bitmap from the Map List.

Default Map View
To configure a bitmap as the default startup Map View in Operational Mode,
Single-click on/select the bitmap from the Map List,
and check the Use as Startup map

Map View design
Double-click on a bitmap to open it as a Map View.
When opened, icons representing cameras, inputs, outputs, monitors etc. can be added to the bitmap.

Macro

A macro defines a number of cameras to be shown in a split view, for a period of time.

The macro is defined in the macro list view.

At runtime a macro may be started in the split view selected, using the runtime macro list view.

Macro

Macro List
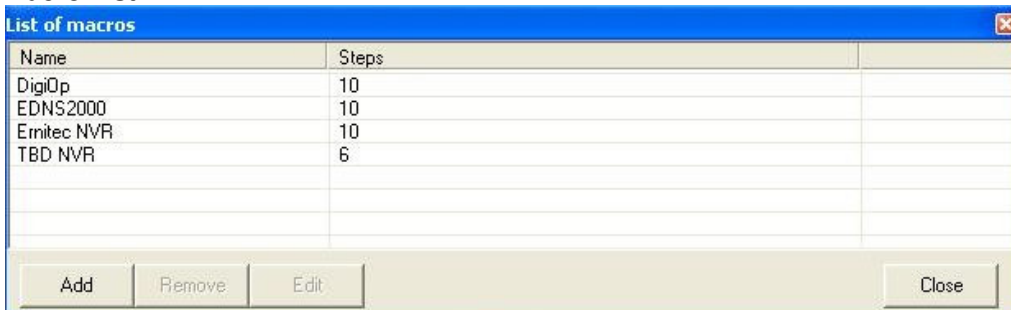
This is the Macro List dialog.
The Macro List maintains a list of macros defined by the user.
Each macro contains a sequence of actions as described in the section Macro Action Wizard.
The Macro List defines the following actions:

Add
Click on the Add button to add a new, empty macro with a predefined name at the end of the Macro List.

Remove
Single-click on/select a macro in the Macro List.
Click on the Remove button to remove the macro from the Macro List.

Edit
Single-click on/select a macro in the Macro List.
Click on the Edit button to open the Macro action dialog and edit the macro sequences.
It is also possible to open the Macro action dialog by double-clicking a specific macro.

Macro Action Wizard

This is the Macro Action Wizard. This dialog handles the macro sequences in a specific macro.

Name
Enter a name for the macro.

Add Camera
This button adds a "Show Camera" sequence to the end of the Macro Sequence List.
The camera is selected from the present camera list and a preposition can be called (if the camera is a PTZ camera)

Add Delay
This button adds a "Delay" sequence to the end of the Macro Sequence List.
The delay is defined as a number of seconds.

Add Pin
This button adds a "Set output pin" sequence to the end of the Macro Sequence List.
The output pin is selected from the present output list
and it must be set to go On or Off.

Refresh
This button refreshes the Macro Sequence List.

Remove
Single-click on/select a sequence in the Macro Sequence List.
Click on the Remove button to remove the sequence from the Macro Sequence List.

Edit
Single-click on/select a sequence in the Macro Sequence List.
Click on the Edit button to edit the Camera, Delay or Pin sequence.
It is also possible to edit the sequence by double-clicking it.

Macro repeated
If checked, the macro will start all over with the first macro sequence
after having performed the last sequence in the Macro Sequence List.
If not checked, the macro will stop after having performed the last sequence in the Macro Sequence List.

Macro

This is the Macro Operational dialog used to Start or Stop macros.

Start macro
Single-click on/select a split window where to execute the macro.
The selected split window is marked with a yellow border.
Single-click on/select a macro and click the Start/Stop button.
The macro should start executing in the split window and the state should change to Running.

Stop macro
Single-click on/select a running macro and click the Start/Stop button.
The macro should stop executing and the state should change to Stopped.

Alarm view

The alarm view has three pages:

Present alarms

The current alarms in the alarm handling.

Current log

The alarms in the current log file.

Alarm log

The alarms in a selected log file.

Alarm List

This is the Alarm List. It contains all active alarms.

All alarms in the list are prioritized having the alarm with the highest priority listed first.
A new alarm will be placed in the list according to its priority. If the new alarm becomes the first alarm in the list, it will be executed.
When an alarm is cleared, it is removed from this list and moved to the Alarm Log. If the cleared alarm was the first alarm in the list, the next alarm in the list will be executed.

An alarm in the list contains the following information:

   λ Alarm Text
      The name of the alarm

- λ Priority
  The priority of the alarm. The smaller number the higher priority.
- λ Location
  The location of the alarm source
- λ Time
  The time when the alarm became active.
- λ Clearance
  Not used by the alarm list.
- λ Live
  Always has the text "Live".
- λ Recorded
  Always has the text "Recorded".

Clear
Select/Single-click on an alarm in the list. Press the Clear button to manually clear the alarm.
This is only possible if the Allow user to clear alarm box has been checked in the alarm configuration.

Alarm handle test
If defined by the alarm source driver, it is possible to simulate or test an alarm handling.
Select an alarm handling from the drop list and press the Test button.

Alarm Log

Alarm Text	Priority	Location	Time	Clearance	Show
EDNS4000_I1	1	DigiOp	2008/01/17 11:59:55	?	

Live
Recorded

Alarm list | Alarm log | Alarm log file

This is the Alarm Log.
The Alarm Log contains all alarms that have been cleared since the start of EasyView operational mode.

An alarm in the log contains the following information:

- λ Alarm Text
  The name of the alarm
- λ Priority
  The priority of the alarm. The smaller number the higher priority.
- λ Location
  The location of the alarm source
- λ Time
  The start time when the alarm became active and the end time when the alarm was cleared.
- λ Clearance
  Defines how the alarm was cleared. The options are:
    - ϒ User
      The alarm was cleared manually by the user.
    - ϒ Input
      The alarm was cleared because of the alarm source (input) going Off.
    - ϒ Timed
      The alarm was cleared due to a timeout
- λ Live
  Always has the text "Live".
- λ Recorded
  Always has the text "Recorded".

File
Use the menu items Save or Save As to save the present alarm log in a log file.
If the log file should be visible for EasyView, the log file must be placed in the directory "C:\Ernitec\EasyView\Logs\Alarms\".

Alternate menu
Select/Single-click on an alarm in the list.
Right-click the alarm to get access to the alternate menu containing the following options:

λ Live
Start a live stream for the cameras included in the alarm handling for the alarm.
λ Recorded
Start a playback (if available) for the cameras included in the alarm handling for the alarm.
The playbacks start at the time where the alarm was activated.

Alarm Log Archive

This is the Alarm Log Archive used to view saved alarm logs.
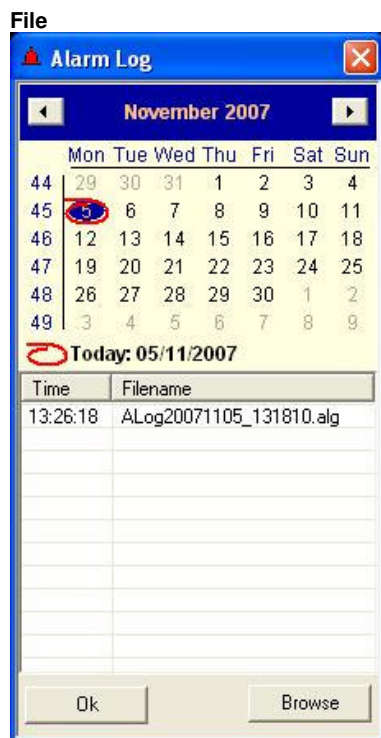
File

Use the file menu item Open to open the alarm log file dialog.
All alarm logs for a given day is displayed in the list as the activation time for the first alarm in the log file.
Select an activation time and press the OK button to open the corresponding log file.
Alarm log files must be placed under the directory "C:\Ernitec\EasyView\Logs\Alarms\" to be visible for the dialog.

Alternatively the user can press the Browse button to search for a specific alarm log file anywhere in the file system.

An alarm in the log contains the following information:

λ Alarm Text
The name of the alarm
λ Priority
The priority of the alarm. The smaller number the higher priority.
λ Location
The location of the alarm source

- λ Time
  The start time when the alarm became active and the end time when the alarm was cleared.
- λ Clearance
  Defines how the alarm was cleared. The options are:
    - ϒ User
      The alarm was cleared manually by the user.
    - ϒ Input
      The alarm was cleared because of the alarm source (input) going Off.
    - ϒ Timed
      The alarm was cleared due to a timeout
- λ Live
  Always has the text "Live".
- λ Recorded
  Always has the text "Recorded".

Alternate menu
Select/Single-click on an alarm in the list.
Right-click the alarm to get access to the alternate menu containing the following options:

- λ Live
  Start a live stream for the cameras included in the alarm handling for the alarm.
- λ Recorded
  Start a playback (if available) for the cameras included in the alarm handling for the alarm.
  The playbacks start at the time where the alarm was activated.