# **EZWall Client Software** User Manual

Manual Version: V1.03

Thank you for choosing our product. If there are any questions, or requests, please do not hesitate to contact the dealer.

# Disclaimer



#### CAUTION!

The default password is intended for your first login. For security, please set a strong password after your first login. A strong password shall include at least eight characters comprising at least three elements of the following four: digits, uppercase letters, lowercase letters, and special characters. Please keep the password safe and change it regularly.

- Contents of this document are subject to change without prior notice.
- Best effort has been made to verify the integrity and correctness of the contents in this document, but no statement, information, or recommendation in this manual shall constitute formal guarantee of any kind, expressed or implied. We shall not be held responsible for any technical or typographical errors in this manual.
- The illustrations in this manual are for reference only.
- Due to uncertainties such as physical environment, discrepancy may exist between the actual values and reference values provided in this manual. The ultimate right to interpretation resides in our company.

Convention	Description
Boldface font	Commands, keywords, parameters and GUI elements such as window, tab, dialog box, menu, button, etc.
Italic font	Variables for which you supply values.
>	Separate a series of menu items, for example, <b>Device Management &gt; Add</b> <b>Device</b> .

## Conventions

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# **1** Introduction

EZWall client software is mainly used in small-scale display&control device-centered systems to manage encoding devices and operate video walls.



#### NOTE!

- Unless otherwise stated, the display&control device that you log in to from the client software is also referred to as the "server" in this manual.
- The GUI, features, and operations may vary, depending on the server that you log in to.

# **2** Log In to the Client

# Login

**1.** Start the software. The login page appears.

1 admin			
	•	8	
✔ Save Password	A	uto Login	
Lo	ogin		

2. Complete the settings.

Parameter	Description
IP	Enter the IP address of the server. 192.168.1.14 is an example. IPs of the servers that the client has successfully logged in to are saved in the drop-down list.

Parameter	Description
Port	Port number of the server. The default is 80; enter the correct port if it has been changed.
Username/password	Username and password of the server.
Save Password	When selected, the client software automatically fills in the current username/password at your next login.
Auto Login	When selected, the client software automatically logs in with the current account at the next startup.

**3.** The main page appears when you are logged in.

# Main Page



No.	Description
1	Click to open <b>Menu</b> .
2	Click to toggle the tab.
3	Switch user, lock the client, or open the user manual.
4	Server info.

## Menu

The Menu provides options that you can use to lock the client software, switch user or server, configure the client, view version information, close the software or open the user manual.

Menu
Lock
Switch User
Client Configuration
User Manual
About EZWall
Exit

## Lock the Client

A username and password is required to unlock the client.

- Click Menu > Lock.
- Click 2 (a) (c) - · · · in the top right corner.

## Switch User or Server

- Click Menu > Switch User.

# **Client Configuration**

Click **Menu > Client Configuration** to set auto login and stream type.

Client	Config		×
~	Auto Login	Wall Client	
~	Auto Login	Windows	
	Username	admin	]
	Password	•••••	]
~	Selected window always on top		
	Stream Type	🔍 Use Default Stream Type 🛛 🕷 🖛 🔻	
		Adapt to Screen Layout	
		OK Cancel	

No.	Description				
Enable Auto Login to EZWall	When selected, the client automatically logs in to the most recent server at the next startup.				
	If <b>Enable Auto Login to Windows</b> is enabled, the client starts automatically after the computer enters Windows.				
	Select the check box and then enter the username and password of your Windows operating system, so that the computer automatically enters Windows after startup.				
Enable Auto Login to Windows	<b>Note</b> : In order for this feature to work, you also need to add EZWall to the Windows Startup folder. The steps may vary with system version, here we take Win 7 for example: click <b>Start &gt; All Programs</b> , find <b>Startup</b> , right-click it, choose <b>Open</b> , and then drag the EZWall shortcut icon to the <b>Startup</b> folder.				
Selected window always on top	When selected, a window automatically displays on top (when multiple windows overlap) when you click it on the <b>Video Wall</b> tab.				
	• Use Default Stream Type: The client uses a specified stream type as the default to play on the video wall.				
Stream Type	• Adapt to Screen Layout: The client dynamically chooses a stream type (main, sub, etc) to play on the video wall according to the number of split windows. If a window is split to more than 9, the client chooses the sub stream; otherwise, the client chooses the main stream.				

# View Software Version

Click **Menu** > **About EZWall** to view the software version. Detailed info is displayed when you double-click on the version number.

## Close the Program

- Click Menu > Exit.
- Or click 🔔 🔒 🥝 🗗 🔀 in the top right corner.

# **Open User Manual**

- Click Menu > User Manual.
- Or click 🔔 🔒 💿 🗗 × in the top right corner.

# **3** Device Management

Add Uniview or other manufacturers' IPC and NVR to the server for use on video wall.

# Add Device

Choose a way to add devices:

	888 Video Wall	🗏 Screen Control	🖸 Sequence Resource	📑 Device Management	
Added Device(0) Auto	Search Add	Delete Status			
√ IP Addre	ss	Device Name	Device Type	Protocol	Device Model

- Auto Search: Search devices and add in batches. See <u>Search</u>.
- Add: Add a device with known IP address.

#### Search

- **1.** Click the **Auto Search** button. IPC and NVR that are on the same subnet with the server are discovered.
- 2. You may set criteria and search again.

ito Search								
+ Batch Add	1 IP Addro	209.2.	8 . 1 - 209 .	2.	8 . 120 Status All	▼ De	evice Type IPC	v 🛛 Search
√ Added	IP Address	Port	Device Type		Device Model	Device ID	Serial No.	Operation
No	209.2.8.110	80	IPC	IPC.				+
No	209.2.8.118	80	IPC	IPC				+
No	209.2.8.111	80	IPC	IPC				× +
No	209.2.8.112	80	IPC	IPC				+
No	209.2.8.120	80	IPC	IPC				+
No	209.2.8.119	80	IPC	IPC				+
No	209.2.8.114	80	IPC	IPC				+
No	209.2.8.116	80	IPC	IPC				+
No	209.2.8.117	80	IPC	IPC				+

#### Add

- **1.** Select the device(s) to add.
- Select the check box(es) and then click the **Batch Add** button. Clicking will select all.
- Click + to add a device.

to Sea	ar ch								
+ I	Batch Add 2	IP Address	209 . 2 .	8 . 1 - 209 .	2.	8 . 120 Status All	▼ De	vice Type IPC	▼ Ø Search
1	Added	IP Address	Port	Device Type		Device Model	Device ID	Serial No.	Operation
ין⊳	No	209.2.8.118	80	IPC	IPC.				(+)
~ 1	No	209.2.8.110	80	IPC	IPC.				ं 🕂
~ ^	No	209.2.8.112	80	IPC	IPC				+
~ N	No	209.2.8.111	80	IPC	IPC.				+
< N	No	209.2.8.120	80	IPC	IPC				+
~ N	No	209.2.8.116	80	IPC	IPC				+
~ •	No	209.2.8.119	80	IPC	IPC				+
~ ^	No	209.2.8.114	80	IPC	IPC				+
~	No	209.2.8.117	80	IPC	IPC				+

- **2.** Choose the protocol, transmission protocol, and then enter the username and password of the devices.
- **3.** Check whether the devices are added to the server.

Auto	Search								
	+ Batch Add	IP Address	209.2.8	. 1 - 209 .	2 . 8 . 120 Sta	itus All	▼ Der	vice Type IPC	▼ Ø Search
~	Ådded	IP Address	Port	Device Type	Device Model		Device ID	Serial No.	Operation
	Yes	209.2.8.110	80	IPC	IPC.				
	Yes	209.2.8.118	80	IPC	IPC				
	Yes	209.2.8.111	80	IPC	IPC				
	Yes	209.2.8.112	80	IPC	IPC.				
	Yes	209.2.8.120	80	IPC	IPC				
	Yes	209.2.8.119	80	IPC	IPC				
	Yes	209.2.8.114	80	IPC	IPC				
	Yes	209.2.8.116	80	IPC	IPC				
	Yes	209.2.8.117	80	IPC	IPC				

4. Close the window. The Status column shows device status.

#### NOTE!

- If **Offline(Incorrect username or password)** is displayed, it means the username/password used to add the device in step 2 is incorrect. In this case, click to edit.
- To view the status of channels under an NVR, click the **Status** button.

Added Device(12) Auto Search	Add Delete 1 Status					
√ IP Address	Device Name	Device Type	Protocol	Device Model	Status	2 3 Operation
209.2.8.118	IPC_209.2.8.118	IPC	ONVIF	IPC	Online	∥ e
209.2.8.110	IPC_209.2.8.110	IPC	ONVIF	IPC.	Online	🖉 е
209.2.8.112	IPC_209.2.8.112	IPC	ONVIF	IPC	Online	∥ e
209.2.8.111	IPC_209.2.8.111	IPC	ONVIF	IPC	Online	∥ e
209.2.8.120	IPC_209.2.8.120	IPC	ONVIF	IPC	Online	∥ e
209.2.8.116	IPC_209.2.8.116	IPC	ONVIF	IPC	Online	∥ e
209.2.8.119	IPC_209.2.8.119	IPC	ONVIF	IPC	Online	🖉 е
209.2.8.114	IPC_209.2.8.114	IPC	ONVIF	IPC	Online	∥ e
209.2.8.117	IPC_209.2.8.117	IPC	ONVIF	IPC	Online	∥ e
209.2.9.18	IPC_209.2.9.18	IPC	ONVIF	IPC	Online	∥ e
209.2.8.136	IPC_209.2.8.136	IPC	ONVIF	IPC	Online	∥ e

- To delete device(s), select the check box(es) and then click the **Delete** button (1).
- To edit device information, including device name, protocol, transmission protocol, username and password, click the edit button (2) or double-click the line. Not that you cannot change a device's IP address in this way. To change a device's IP address, click the web browser icon (3). You need to enter the device's username and password to log in.

# 4 Video Wall

Create and manage video walls on the Video Wall tab and operate on the video wall.



#### NOTE!

The GUI displayed, features and operations supported on the **Video Wall** tab may vary with server. For example, you can open windows and move them on a video wall created with an ADU, and splice screens on a video wall created with DC-B20X. The functions described in this chapter are not intended for a specific server model. Please refer to your server and GUI.

## Create a Video Wall

#### **Basic Operations**

**1.** For first time use, click

+ Video Wall
 on the center; otherwise, click the Add button
 Video Wall 1 ▼ + ▼

right to the video wall name

2. Complete video wall settings.

Video Wall Info				□ ×
Name Video Wall 1	Size 3 X 4 🧪	Resolution 1920*1080/60Hz	:(1080P)	Bind Channel
Decoding Channel 209.2.9.16				Brief.
<ul> <li>209.2.9.16</li> <li>VS_01</li> <li>VS_02</li> <li>VS_03</li> </ul>	209. 2. 9. 16: YS_01	209, 2, 9, 16: VS_02	209.2.9.16:VS_03	209. 2. 9. 16: VS_04
<sup>™</sup> ¥5_04 <sup>™</sup> ¥5_05 <sup>™</sup> ¥5_06 <sup>™</sup> ¥5_07 <sup>™</sup> ¥5_08 <sup>™</sup> ¥5_09	209. 2. 9. 16 <sup>.</sup> VS_05	209. 2. 9. 16 : V5_06	208. 2. 9. 16: VS_07	209. 2. 9. 16∶¥5_08
<sup>™</sup> vs_10 <sup>™</sup> vs_11 <sup>™</sup> vs_12	209.2.9.16-VS.09	219 2 9 16 VS 10	209.2.9.16.V5.11	209 2 9 16 1/5 12
		en e		OK Cancel

# -

#### NOTE!

- The size means how many screens on the video wall, horizontally and vertically. If small pixel pitch LED screens are used, select the check box for **Small Pixel Pitch LED** and complete the settings correctly. See <u>Small Pixel Pitch LED</u>.
- **Auto-Bind Channel** is enabled by default, so that decoding channels are bound automatically to video wall screens for you when you create a new video wall. See <u>Bind and Unbind</u>.

#### Bind and Unbind

To bind is to link a decoding channel with a screen. Video signals are decoded by a decoding channel and output to a screen. To unbind is to cancel the link.

#### **Bind Manually**

Drag a decoding channel to a screen.



#### Unbind

Click the **Close** button.

209. 2. 9. 16: VS_01

#### **Unbind or Bind All**

Click the Unbind All or Bind All button.

Video Wall	. Info				□ ×
Name	Video Wall 1	Size 3 X 4 🧪	Resolution 1920*1080/60Hz	(1080P) 🗸 Auto-	Bind Channel
Decodia	ng Channel	at the second second		A. C.	e de la constancia de la c
209.2.9	9.16				
4 🎽	209.2.9.16	209.2.9.16:VS_01	209.2.9.16:VS_02	209. 2. 9. 16:VS_03	209.2.9.16:VS_04
	🖻 vs_02				49°
	S_03				
	<sup>™</sup> vs_05 <sup>™</sup> vs_06				
	₩vs_07	209. 2. 9. 16: 45_05	209.2.9.16:45_06	209.2.9.16:45_01	209.2.9.16:45_00
	≌ vs_os ≌ vs_os				, de la constanción d
	₩ vs_10	A PART			and the second
	VS_11	209. 2. 9. 16:VS_09	209, 2. 9. 16: VS_10	209. 2. 9. 16 : VS _11	209. 2, 9, 16: VS_12
					19 C C C C C C C
		© Ø			
					OK Cancel

### Small Pixel Pitch LED

If small pixel pitch LED screens are used, you need to enable this feature and set the video wall size correctly.

- Special LED width: width of the last column on the video wall (unit: pixel).
- Special LED height: height of the last row on the video wall (unit: pixel).

Example:

-5- <sup>100</sup>		and the second second	
	Video Wall Info	<b>— ×</b>	209. 2. 9. 16 : VS_02
	* Row	2	
	* Column	2	
	Small Pixel Pitch I	LED	
	* LED Width	1920	
	* LED Height	1080	
, Ś	Special LED Width	500	Ċ.
1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 - 1998 -	Special LED Height	1080	
a a construction of the second s		OK Cancel	209.2.9.16:VS_04
			AN CONTRACTOR
			1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 - 1979 -

### Edit or Delete Video Wall

Click the arrow right to the video wall name.

Edit Delete	
	Ì
209.2.9.16:V5_01 209.2.9.16:V5_02	. Ste <sup>ren</sup>
209.2.9.16:VS_03 209.2.9.16:VS_04	^
	and the factor of the second sec

# Splice Screens

Merge multiple screens to display one image.

For example, splice screens 1 and 2.

1. Click Splice Screen.



2. Select the screens and follow the steps to splice.

Splice Screens	□ ×
209, 2. 8. 44:DC_01	208. 2. 8. 44: DC_02
209. 2. 8. 44: DC_03	209. 2. 8. 44: DC_04
- <b>⊞</b> 2	and the second
Note: Press Ctrl or drag your mouse to select.	3 OK Cancel

**3.** The spliced screens are displayed as one screen.



**4.** To unsplice screens and restore the previous state, follow the steps.



# **Open Windows**

There are multiple ways to open windows on a video wall.

## By Clicking the Open Window Button

Windows opened in this way are locked. See Lock/Unlock Windows.

1. Click **Open Window** and then choose a layout.

Vid	eo Wall	1 -	+	•																
							ĕ	Rig	ht-elio	k and	drag	to ope	n a win	dow						
5 <sup>79</sup>																				
			209.2	2.9.16:	VS_01										209.2.9	.16:VS_	02			
star (1987		m×n M∗N				்கா			<b></b>						209.2.9	) . 16:VS_	04			
		1 1 10	3 10	4 13	4 16	5 5 17	6 25 25	7 32 32	8 36 36	9 64 64										
	<b>\$</b>			×										•	ſ			1		

2. By choosing M\*N, you can customize a layout, for example, 3x4 (3 columns x 4 rows).



## By Dragging an IPC

**1.** Drag an IPC to the video wall to open a window and start video on the video wall.

	E.	Video Wall 1 🔻 🕂 🔻	
🔂 Group Management	<b>€</b> 1 €8	A Contraction of the contraction	
- Inter Keywords	8	and the second	
□· IPC(21/33)		209. 2. 9. 16: VS_01	
- 209.2.8.110			
		¢.	
🔄 🥪 204.12.1.182			
		and the second	

2. Camera info is displayed on the computer screen, and live video starts on the video wall.



## By Right-clicking and Dragging the Mouse

Follow the instructions on the video wall: press and hold the right button of the mouse and drag on the video wall to open a window.

en de la compañía de			🚰 Right-click and drag to open a window	
	209. 2. 9. 16: VS 1			✓ × _04
	209. 2. 9. 16: VS			_08 ~~
	4 <u>0</u>			
	209.2.9.16:VS			_12
		AP 100		

## **By Setting Coordinates**

Use this method if the window size and position need to be precise.

1. Click Open Window by Coordinates.

Video Wa	11 1 🗸 🔻	+ -						
			ð	Right-click and	l drag to open a	window		
		209. 2. 9. 16 : VS	Window 2 figurati	on		× <sup>209, 2, 1</sup>	9.16:VS_02	
			X Coordinate(px)					
			Y Coordinate(px) Width (px)					
			Height(px)					
				10	Canc	el		
		209.2.9.16:VS_0				209.2.	9.16:VS_04	
8						<u> </u>		<u>1</u>

- **2.** Set the position and size (unit: pixel).
- X and Y Coordinates: Position of the window's top left corner
- Width and height: Window size

#### Adjust Window Position and Size

You can adjust the position and size of a window if it is not locked (see Lock/Unlock Windows).

- Drag to move a window (known as roaming).
- Place the mouse cursor on a window border. When the cursor changes shape (1), drag to resize the window.

Video Wall 1 🔹 🔻	+ •			
and the second		Bight-click and	d drag to open a window	
5 <sup>77</sup>				
	200 2 0	1		2 🖉 🗙
	209.2.9.	49. 		
				and the second se
A COLORINAL		- <i>Q</i> -		
S <sup>OC</sup>				
	209.2.9.	A Constant of the second se		

• Clicking the **Edit** button in the top right corner (2) also allows you to adjust the position and size. The X and Y coordinates determines the position of the window's top left corner. Both width and height are measured in pixels.

1	(X1:864,Y1:422), (X	2:3186, ¥2:1776	)			
				Lother!	8 <sup>8</sup>	
	Window Configurati	on			×	
	X Coordinate(px)	864			]	
	Y Coordinate(px)	422			]	
	Width (px)	2322			]	
	Height(px)	1354			]	
_			)K	Cancel		
				894 1		

### Close a Window

Closing a window is the reverse operation of closing a window. Closing a window stops the video playing in it.



- Click the **Close** button (1) in the window's top right corner.
- Click a window to select it and then click the **Close Window** button (2).
- Click the **Close All** button. All windows on the video wall will be closed.

## Group

### **Default Group**

The software creates default groups based on the device type:

- For NVR, each NVR is a group, and the group name is the device name of the NVR.
- For IPC, all IPCs form a group, and the group name is "IPC".
- All signal sources form a group, and the group name is "Signal Source".

#### **Custom Group**

The custom group feature allows you to assign IPCs to different groups. You can:

- Assign IPCs under an NVR to different groups.
- Assign IPCs under different NVRs to the same group.

- Assign an IPC to multiple groups.
- 1. Click Group Management on the Video Channel tab.



#### **2.** Create a group.

Group Management			□ ×
Encoding Device		Group	Add Group
Enter Neywords	8	Enter Keywords	8
Signal Source	~	Signal Source(0/0)	
4 🗌 📴 IPC		4 📑 IPC (21/33)	
209. 2. 8. 110		09.2.8.110	
204. 12. 1. 185	Group Info 2	🗖 🗙 )4. 12. 1. 185	
204. 12. 1. 182		)4. 12. 1. 182	
204. 12. 1. 178		)4. 12. 1. 178	
204. 12. 1. 177	Name Conference	e room )4. 12. 1. 177	
204. 12. 1. 179		)4. 12. 1. 179	
204. 12. 1. 180		04. 12. 1. 180	
209. 2. 9. 18		Add Cancel 19.2.9.18	
204. 12. 5. 225		👽 204. 12. 5. 225	

**3.** Assign IPCs to the group.

Group Management				<b>□ ×</b>
Encoding Device			Group	🕂 Add Group
Inter Keywords	8		Enter Keywords	8
Signal Source	<u>^</u>		🥁 Camera Ol	
4 🗌 📴 IPC			<b>€</b> 204. 12. 5. 60	
2 🔽 👽 209. 2. 8. 110			<b>1</b> 204. 12. 1. 176	
✓ 100 204. 12. 1. 185			<b>1</b> 204. 12. 1. 172	
✓ 100 204. 12. 1. 182			<b>1</b> 204. 12. 1. 175	
204. 12. 1. 178			<b>1</b> 204. 12. 1. 170	
204. 12. 1. 177		Import Selected 3	👽 Camera Ol	
0 0 204. 12. 1. 179		T	<b>1</b> 204. 12. 1. 170	
204. 12. 1. 180		Import All	1 Conference room (0/0) 🥒 🏢	
209. 2. 9. 18				
204. 12. 5. 225				
				81
				~

4. The selected IPCs are added to the group. You may rename or delete the group or IPCs.

Group Management					□ ×
Encoding Device				Group	🕂 Add Group
Enter Keywords		8		Enter Neywords	8
Image: Signal Source         Image: Signal Source <td>northe second</td> <td></td> <td>Import Selected</td> <td>Camera 01 Camera 01 204. 12. 5. 60 204. 12. 1. 176 204. 12. 1. 175 204. 12. 1. 175 204. 12. 1. 170 Camera 01 204. 12. 1. 170 204. 12. 1. 170 204. 12. 1. 182 204. 12. 1. 185 209. 2. 8. 110</td> <td></td>	northe second		Import Selected	Camera 01 Camera 01 204. 12. 5. 60 204. 12. 1. 176 204. 12. 1. 175 204. 12. 1. 175 204. 12. 1. 170 Camera 01 204. 12. 1. 170 204. 12. 1. 170 204. 12. 1. 182 204. 12. 1. 185 209. 2. 8. 110	

**5.** The new group appears in the organization tree.



## Split a Window

Split a window to play multiple videos at the same time. You need to open window(s) first (see <u>Open</u> <u>Windows</u>).

Each window has a number in its top left corner (1, 2, 3 ...) known as window ID.

- **1.** Click the window to split.
- 2. Choose a layout. The options depends on the server.



# Play Video on a Video Wall

Start video on a video wall one by one or in batches.

## Start Live Video One by One

1. On the Video Channel tab, drag the IPC to a window or a split window.



2. Camera info is displayed on the computer screen, and live video starts on the video wall.



### Start Live Video in Batches

- 1. On the Video Channel tab, select IPCs.
- 2. Click Play on Screen or Play on Wall.

#### Play on Screen

Play video in a window from a specified split window.

Example: Play video from 4 IPCs in window 1 that is split into 4.

	Video Wall 1 🔻 🕂 🔻			
Group Management 3	1		× 2	
- Inter Keywords			- 	
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- 🖌 🅪 209.2.8.110			2	
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			1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 -	

#### Play on Wall

Play video in multiple windows in the sequence of window ID from the specified window or split window. Example: Play video from 7 IPCs in 4 windows, among which, window 1 is split into 4.

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🗟 Group Management 3		
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2 ✓ 🚠 Conference room(4/4)		904 10 1 179
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		Q 4 Q
	204 12 1 170	
	201.12.1.115	201.12.1.100
		and the second se

## Playback on Video Wall

Search and play recordings of a camera.

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	2 <sup>27</sup>				204	4. 12. 1.	182	ç. <sup>Q.</sup>		Ģ	2	P	204. 12. 1	160	Ţ.
3		Secret	Recor	ding						<i>∦</i>	<b>(</b> 4				و بر
Star Lea	1	◀ Sun 31	Mon 1	2019 Tue 2	3 Yed 3	Apr Thu 4	Fri 5	► Sat 6	Playback 209. 2. 8. :	:Start Time 00:00: 110 100:00 02:00	00 4	6;00  08:C	00  10:00  12:00  14:00	)  16:00  18:00  20:0	↔ ++ 10  22:00  C
		7 14 21	8 15 22	9 16 23	10 17 24	11 18 25	12 19 26	13 20 27	Center Device	<		_		j.	>
		28	29	30	1	2		4	Backup						
B			0	1	0	9	10	11		6	OK	Cancel			
j.	2 <sub>P1</sub>	ayback		C1.054	<b>∄</b> [ ≥ Windo	•**	į.	► ¢		<b>● ↑</b>	1 1	53	Channel Name 209.2.8.110	Stream Main	Pres
8 <sup>90</sup>										Tindow	Vir <u>tua</u>	1 LED		0	

### Sequence in One Window

Play video in sequence in one window.

#### Steps

**1.** Create a sequence resource. See <u>Sequence Resource</u>.

2. On the Sequence Resource tab, drag the resource to a window.



**3.** The name of the sequence resource is displayed on the computer screen, and sequence starts on the video wall in the set order at the set interval.



**4.** Click the **buttons on the bottom to pause sequence**, play the previous or next.

#### Examples

The following examples show two different sequence resources in different screen layouts, and the sequence interval is set to 20 seconds for both.

#### Example 1

Sequence 2 IPCs (Cam 1, 2) on 1 screen

Video Wall 1 🔻	+· 1 Start		
		205	
	Ca	am 2 Mete Fall + • <b>3 205</b>	
		Cam 1	

- **1.** Start sequence: play Cam 1.
- 2. Switch in 20 seconds: play Cam 2.
- **3.** Complete a round and start over: play Cam 1.
- **4.** Repeat the process...

#### Example 2

Sequence 5 IPCs (Cam 1, 2, 3, 4, 5) on 4 screens



- **1.** Start sequence: play Cam 1, 2, 3, 4.
- 2. Switch in 20 seconds: play Cam 5 on screen 1, and other screens remain the same (Cam 2, 3, 4).
- **3.** Switch in 20 seconds: complete a round and start over (play Cam 1, 2, 3, 4).

4. Repeat the process...

#### Sequence in Multiple Windows

Play video in sequence in multiple windows. You need to open windows first (see Open Windows).



#### Example 1

Sequence 4 IPCs (Cam 1, 2, 3, and 4) in 2 windows at the interval of 5 seconds.



#### Example 2

Sequence 8 IPCs (Cam 1-8) in 2 windows at the interval of 5 seconds, among which, window 2 is split into 4.



## **Play Signal Source**

Play video signals from the server's video port (e.g., DVI-D or VGA) to the video wall.



## Stop Video on Video Wall

Stop live video or sequence in a window

• Click the **Close** button.



• Or click the **Stop Decoding** button. You can resume live video by clicking **Start Decoding** on its left. Sequence cannot resume in this way.



#### Stop live video or sequence in all windows

Click the **Stop All Decoding** button. All live video and sequence will stop on the video wall. You can resume live video by click **Start All Decoding** on its left. Sequence cannot resume in this way.

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1	/ A	<b>X</b> 2		Ō
	209. 2. 8. 110	<b>?</b>	204. 12. 1. 182	
3		Q 4		Ō
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🖹 🍫 🎟 -		<b>A</b> 1	🖌 🕨 🔲 🗳	
			Channel Name	
Flayback	Close Window		209.2.8.110	r
		Window Virt	tual LED	

# **Other Features**



### NOTE!

The GUI, features and operations may vary depending on the server. This section takes ADU-8601 as an example.

## Virtual LED

Virtual LED is text displayed on video image.

1. Click the Virtual LED tab on the bottom and then click the Add button. You may also use the tip on the top to create virtual LED.

Video Wall 1 🔻 🕂 👻				
	Right-click and d	rag to create virtual LED		
	and the second s			
A				
		0 0	49 <sup>7</sup>	
Virtual LED +2				
19 <sup>57</sup>				
	A. C.	Window Virtual LED	A second	

#### 2. Set the LED.

LED Configuration					×
X Coordinate(px)	0	Width(px)	3840		]
Y Coordinate(px)	0	Height (px)	540		]
Content	Welcome!				1
Font	Arial			Ŧ	ן
Font Size	Auto			Ţ	ן
Font Spacing	1x			¥	1
Font Alignment	Align Center	- Align Center		Ŧ	]
Font Color		Background Color			ĺ
Transparent	No			¥	]
Moving Speed	<u> </u>		1x		1
Moving Mode	Static			Ŧ	]
					_
		OK	Cano	rel	Ľ

**3.** The virtual LED is created. The following shows an example.

Video Wall 1	<b>*</b> + •			
	Welc	ome!	( <b>•</b> * ×)	
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Virtual LED +				
Welcome!			<i>i</i> → →	
AN THERE AND A COMPANY				
		Window Virtual LED	A	

- You can move the virtual LED by dragging it.
- Place the mouse cursor on the border of the background. When the cursor changes shape, drag to resize the background.
- Enable/disable, edit or delete the current virtual LED (1)
- Delete all LEDs (2)
- Enable/disable all virtual LEDs (3)

#### Scene

Save video wall settings including layout, live video or sequence, virtual LED as a scene to recall the settings by clicking one button instead of repeating the configuration.

**1.** Click the **Save Scene** button.





#### NOTE!

You need to choose **Save** or **Save As** after clicking the **Save Scene** button. By using **Save As**, you can quickly create a new scene based on a similar scene.

2. Click the Scene tab (1). You can click the button (2) to recall the scene, or use the buttons (3) to add, edit or delete scenes.



#### Scene Plan

Set a plan to apply scenes. Please create the scenes first and then follow the steps to add a scene plan.

1. Click the Scene Plan tab, and then click + to create a scene plan.



2. Enter a scene name, and then select scenes and add to the plan.

Scene Sequence Plan				>
Plan Name Plan 1 <b>()</b>		Sequence By	Interval (s) 30	24H Plan
Scene		Delete	Top Up	Down Bottom
Enter Keywords	8	~	Scene Name	
2 Lobby and Entrance			Exit and Parking Lot	
✓ 🔤 Exit and Parking Lot			Lobby and Entrance	
			Exit and Parking Lot	
			Lobby and Entrance	
			Exit and Parking Lot	
	» <mark>3</mark>		Lobby and Entrance	
Remarks				
			<i></i>	OK Cancel

**3.** By default, the scenes switch from one to the next at the same interval that you set. To apply scenes by specified periods, select **24-hour plan**, use the buttons (2) to arrange the sequence, and set a start time for each scene.

Scene Sequence Plan				×
Plan Name Plan 1		Sequence By	Interval (s) 30	1 024H Flan
Scene		Delete	Z Top Uj	y Down Bottom
Enter Keywords 🛞		~	Scene Name	3 Start Time
✓ 🛄 Lobby and Entrance			Exit and Parking Lot	08:00:00
🖌 📴 Exit and Parking Lot			Lobby and Entrance	12:00:00
			Exit and Parking Lot	16:00:00 🇘
			Lobby and Entrance	20:00:00 🇘
			Exit and Parking Lot	00:00:00 🗘
	»		Lobby and Entrance	04:00:00 🇘
Remarks				
				(d) OK Cancel

**4.** Click to start the scene plan.

S	E.
	十 🧪 🗰
Enter Keywords	8
🔄 Plan 1	

5. Click the buttons to pause or stop the plan.



#### **Renumber Windows**

The software assigns window IDs based on the time when windows are opened. To reassign window IDs according to the position of windows (from top-to-down, left-to-right), click the **Renumber Windows** button.

#### Example

Current window ID: 1, 4, 3, 2, 5



Renumbered: 1, 2, 3, 4, 5



## Lock/Unlock Windows

Lock the position and shape of a window.



- Right-click the window to lock and then choose **Lock Window**. A lock icon appears in the window's top right corner. To unlock, uncheck **Lock Window**.
- Click the button (1) to lock or unlock a specified window; click the buttons (2) to lock or unlock all the windows on the video wall.

## View Window Info

1. Right-click a window, and then choose Window Info.

1 Ent	Top Bottom		204. 12. 1. 180	Q
3 Ent	Lock Window Info	4	204. 12. 1. 185	Q
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**2.** If the window is split and video is sequencing, you can choose an ID to view info about the corresponding split window.

Window Info				85 1935	2	×
Window ID	865629877					
Split ID	1	-				
Task ID	0x0c000000					
Stream Status	Established					
Stream Source	209.2.8.110		Transmission Proto	col VDP		
Source Port	554		Destination Port	13174		
Encoding Device	209.2.8.110		Decoding Device	209.2.9.16		
Encoding Channel	. 209.2.8.110					
Audi o	100 March 100		Resolution	720X576		_
Video	Н. 264		Frame Rate	25		
Stream	RFC3984		Camera Packet Los	ss Rate 0.00%		
					Refresh	

## **Output Audio**

Use the server's audio output channel to output the audio of a camera playing in a window.

**1.** Click **Audio Management**, and then choose an audio channel.

Video Wall 1 🔻 🕂 👻					
	and a start	<i>▶</i> <b>2</b>		e de la companya de la	Q
2	09.2.9.18			204. 12. 1. 180	
3	Audio Management Audio Channel Ent	€ 209.2.9.16_A_1 0x 3	× Cancel	204. 12. 1. 185	Ō

2. Click the window (e.g., window 1) and then click the Audio button. The audio icon in the window's top right corner means audio is turned on. You can adjust the volume or mute the sound.



**3.** To stop audio output for the window, click the **Audio** button (2); or right-click the window and then uncheck **Audio**.

### Always Display a Window on Top or Bottom

Use this feature to keep a window on top or bottom when multiple windows overlap.

Video Wall 1 🔻 🕂 🕶			
	🖰 Right-click and d	drag to open a window	
	#×	5	
an the second	Top Bottom Lock Full Audio Window Info	_04	. 19 <sup>95</sup> . 19 <sup>95</sup> . 19 <sup>95</sup>
		≗ <b>•</b> ▶ ■	1
Playback Close Window			Channel Name
al and a second s		Window Virtual LED	

- Click a window and then click **Top** or **Bottom**.
- Right-click the window and choose from the pop-up menu.

# 

#### NOTE!

NOTE!

If **Selected window always on top** is enabled in <u>Client Configuration</u>, a window displays on top when you click it, even though the window has been set to display on bottom or another window has been set to display on top.

## View in Full Screen Mode

# 

If a window is locked, you need to unlock it first.

#### view a window in Full Screen mode

- Double-click the window.
- Click the window and then click the **Full Screen** button.
- Right-click the window and then select Full Screen.

Vi d	eo Wall 1 🔻 🛨 🔻			
		Right-click an	d drag to open a window	
2 M				
	1	Top Bottom Lock	209. 2. 9. 16 <u>0</u> 2	
est.		Full Audio Window Info	209.2.9.16_04	
	♦ ⊞ 🗉 🗵		<b>₽ •</b> ► ■	1
	Playback Close W:	indow	● 주 ≛ 읍 🔀	Channel Name
			Window Virtual LED	

The window expands and covers the full screens that it overlaps with.



#### view a split window in Full Screen mode

See <u>view a window in Full Screen mode</u>. The operations are similar; the difference is that the split window will expand to the full window.

#### PTZ Control

When the live video of a PTZ camera is started successfully on the video wall, you can right-click the window and then choose **PTZ Control** to open the PTZ control panel. PTZ control operations include rotating the PTZ, adjusting the rotation speed, zoom, focus, and enable/disable the light, wiper, heater and snow removal function.

The PTZ control operations available depend on PTZ configuration and the device connection protocol.



# **5** Sequence Resource

Add, edit or delete sequence resources on the Sequence Resource tab.

- 1. Click the Add button, enter a name.
- 2. Select cameras and add them to the list.

Sequence Resource Info					□ ×
Name Hall	Interval (s) 20				
Video Channel	血	Delete		Top	Up Down Bottom
- Inter Keywords 🛞	~	Channel Name	Stream		Preset
👽 204. 12. 1. 170		204.12.1.179	Sub	<b>T</b>	
🗌 🧤 Camera Ol	<b>—</b>	204.12.1.180	Sub	<ul> <li>✓</li> </ul>	
204. 12. 1. 170		204.12.1.172	Sub	<b>•</b>	
Image: Second	»				
Vewst. K2					
					OK Cancel

**3.** Set the sequence resource, including:

- Time interval at which the IPCs in the resource switch from one to the next
- Use the buttons to adjust the sequence
- Stream type
- 4. The resource appears on the **Sequence Resource** tab and is ready to play on the video wall. See <u>Sequence in One Window</u> and <u>Sequence in Multiple Windows</u>.

		E.
	+	n 🖉 🖉
Enter Keywords		8
EC Hall		

# **6** Screen Control

On the Screen Control tab, you can turn on/off Uniview screens including small pixel pitch LED screens.

Before you operate on the client, make sure the screen, the power distribution box (for LED screen), and the server are properly connected.

# **Configure Serial Port and Protocol**

Configure the serial port and protocol in accordance with the server model and screen type.

Serial Port			
COM1		*	
Protocol			
UA		~	
Turn On/Off Screen Automatically			
Turn On At	0:00	÷	
Turn Off At	0:00	*	
Save			
Turn On Screen			
Turn Off Screen	0ff In 10 min(s)		

Server	Screen	Serial Port and Protocol
ADU8600 series, ADU8612-E	LCD	Serial port: COM1 Protocol: UA
	LED	Serial port: COM2 Protocol: MODBUS
DC-B204, DC-B206, DC-B209	LCD	Serial port: COM1 Protocol: UA

## Turn On or Off the Screen Automatically at a Set Time

Turn On/Off Screen Automatically		
Turn On At	0:00	÷
Turn Off At	0:00	+
Save		
Turn On Screen		
Turn Off Screen	Turn Off In 10 min(s)	

- **1.** Select **Turn On At** or **Turn Off At**, and then set the time(s) when the screen automatically turns on or off.
- 2. Click Save. The screen will turn on or off automatically at the set time.

## Turn On or Off the Screen Manually

Turn On/Off Screen Automatically			
Turn On At	0:00	÷	
Turn Off At	0:00	* *	
Save			
Turn On Screen			
Turn Off Screen	Turn Off In 10 min(s)		

- 1. Click Turn On Screen. The screen turns on immediately.
- 2. Click Turn Off Screen. The screen turns off immediately.

# Turn Off the Screen with Delay

Turn On/Off Screen Au	tomatically	
Turn On At	0:00	-
Turn Off At	0:00	-
Save		
Turn On Screen		
Turn Off Screen	✓ Turn Off In 10 min(s)	

- 1. Select the check box for **Turn Off In** and then enter the time in the text box.
- 2. Click Turn Off Screen.
- 3. A message as shown below appears. The screen turns off automatically when the timer expires.

