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Introduction

This user manual has been designed to provide complete, easy-to-use instructions for configuring and using the Remote Eyes Server, Player, and Client applications.

In the pages that follow, you will find out how to start using Remote Eyes, customize its wide variety of features, set it to record video when motion is detected, and monitor it remotely.

Finally, you'll learn how to quickly and easily use the Remote Eyes Player to review any recorded video from the Server location.

Of course if you have a question about Remote Eyes that we haven't covered, or if you need technical support for any aspect of the Remote Eyes software, you'll find complete contact information for our technical support team on the last page of this manual.

Remote Eyes® Server

The component of your Remote Eyes software that you install on the computer where you want to connect your cameras is called the Server.

Your Remote Eyes Server comes preset from Odyssey to **Auto Launch**; this means that the software will automatically start when the system is turned on.

After a moment, The Remote Eyes splash screen will appear, depending on whether or not the POS extension has been activated you will get one of two screens...

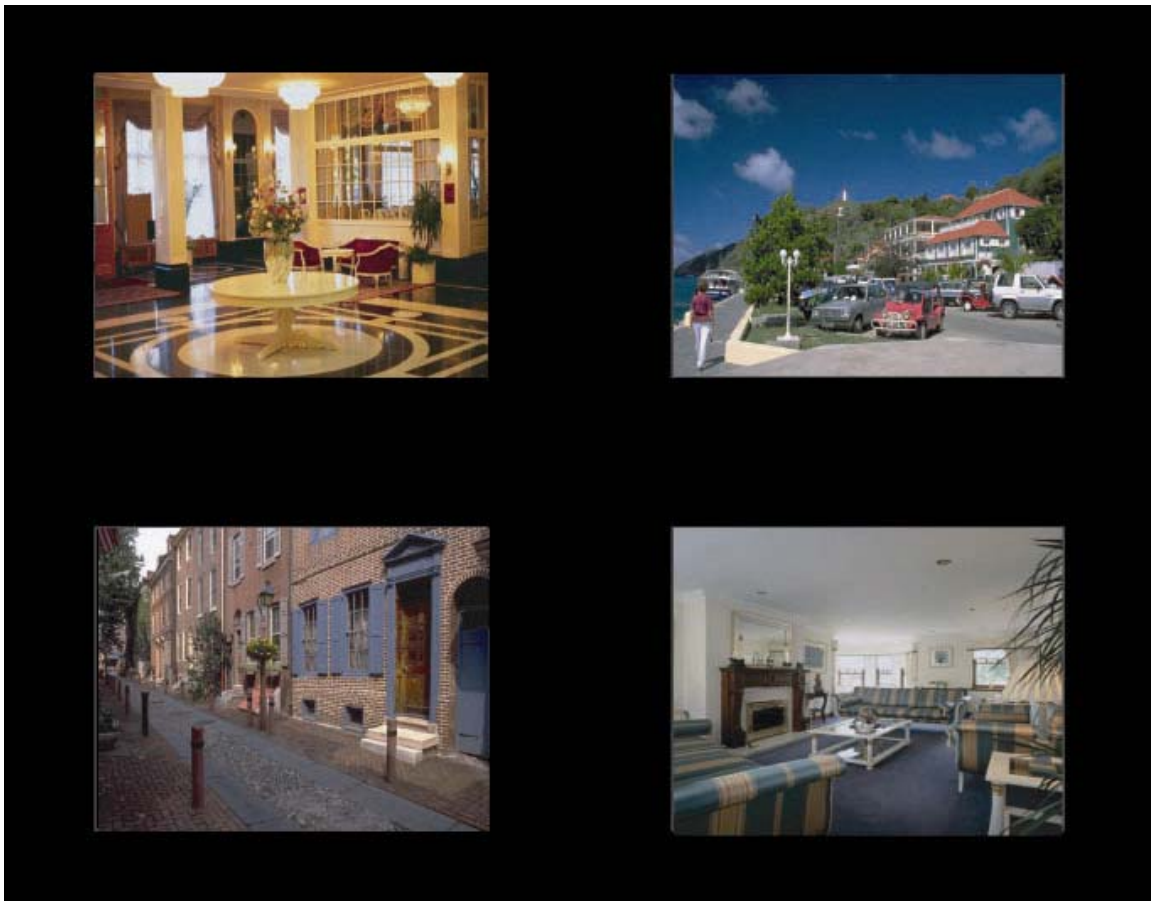
POS Extension Activated



POS Extension NOT Activated



...followed by the camera display itself



Before you can start configuring Remote Eyes, you'll need to log in by pressing the F6 key on your keyboard.

A **User name** and **Password** must be provided each time you want to make changes to your Remote Eyes settings. You'll also have to log in each time you want to exit out of the server software. For your first login, you'll need to use the default User: **admin** and the default Password: **admin**. As you can see, the Password always appears as a series of asterisks, to keep people from learning your password by watching you enter it.

A screenshot of a Windows-style dialog box titled "Login". It has a close button (X) in the top right corner. The dialog contains two input fields: "User" with the text "admin" and "Password:" with a series of asterisks "*****". Below the input fields are two buttons: "OK" and "Cancel".

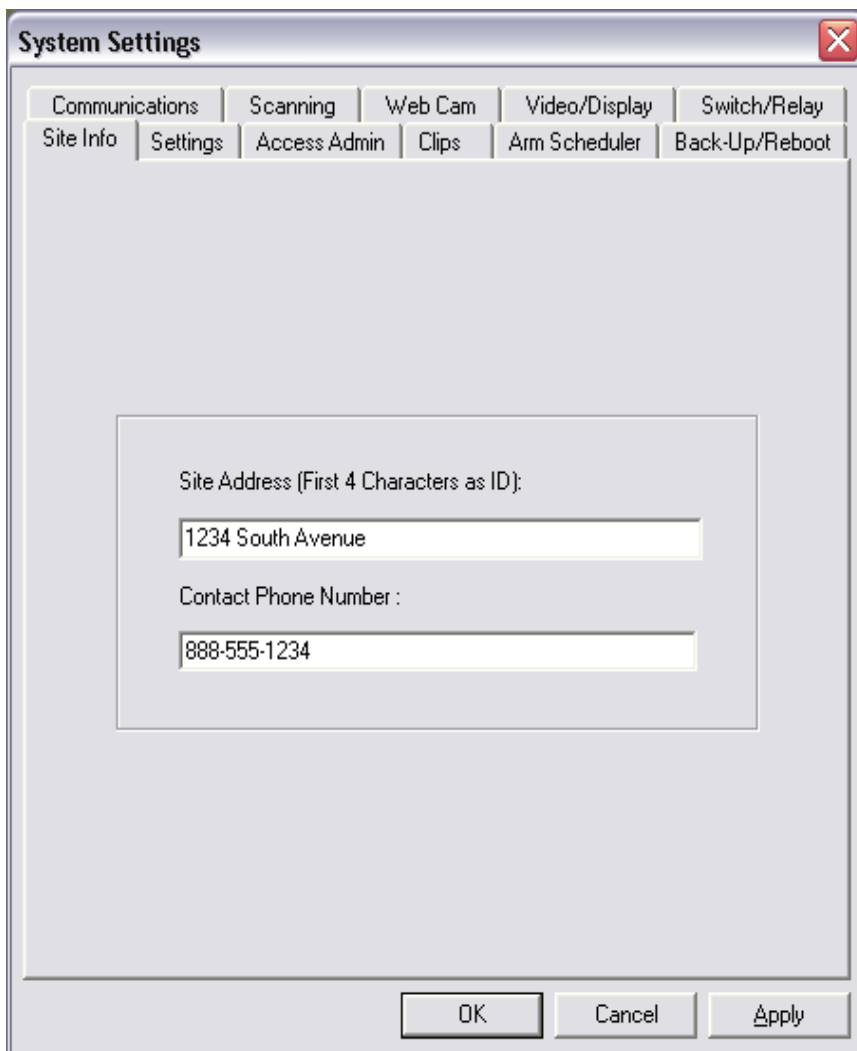
Now that you've logged in, you can start setting up Remote Eyes. Let's start with the **Configure** menu.

The Configure Menu

Configure

Most of what you'll find in the configure menu are items that will help you to customize your Remote Eyes settings to fit your individual needs. You'll be able to schedule when Remote Eyes is armed to detect motion, set Remote Eyes to notify you automatically when motion occurs, and administer User IDs and passwords, among other things.

Site Info



The screenshot shows a window titled "System Settings" with a close button (X) in the top right corner. The window has a tabbed interface with the following tabs: Communications, Scanning, Web Cam, Video/Display, Switch/Relay, Site Info, Settings, Access Admin, Clips, Arm Scheduler, and Back-Up/Reboot. The "Site Info" tab is selected. Inside the window, there is a text input field labeled "Site Address (First 4 Characters as ID):" containing the text "1234 South Avenue". Below it is another text input field labeled "Contact Phone Number :" containing the text "888-555-1234". At the bottom of the window, there are three buttons: "OK", "Cancel", and "Apply".

Using the **Site Info** tab, you can enter an address and contact number for your Remote Eyes Server. The first four characters will be used as the Site ID, a unique marker for video recorded at this location. For instance the example to the left will tag all video with a Site ID of 1234.

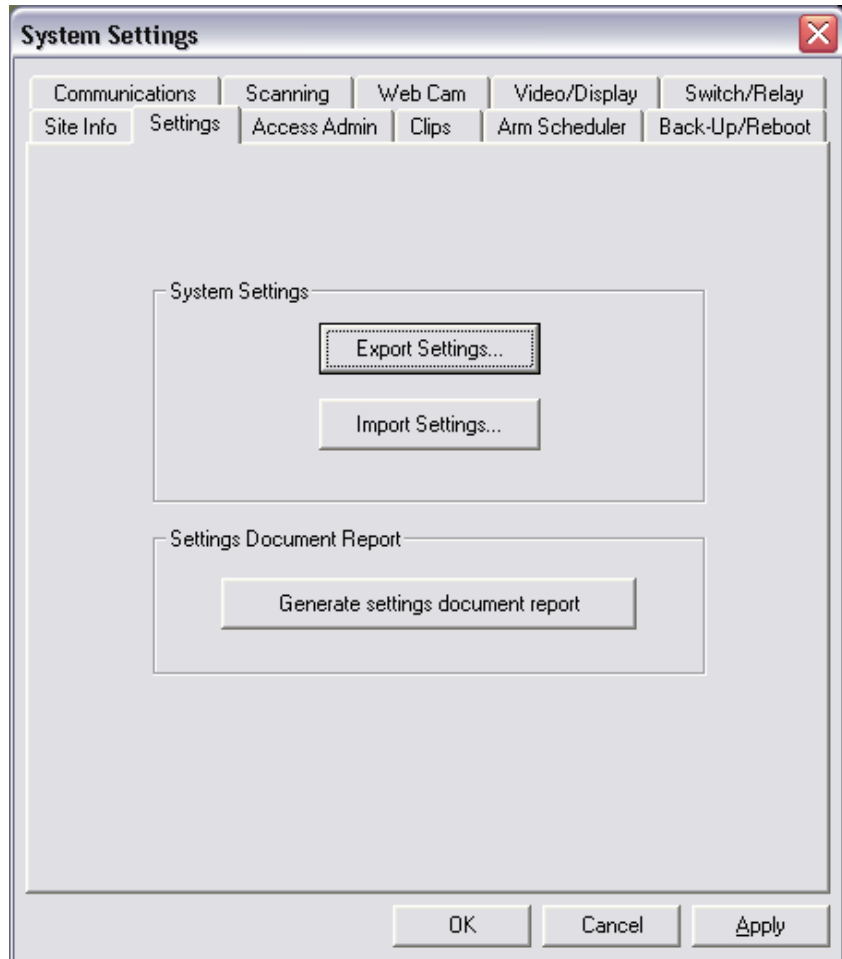
The Address and Contact Phone Number will also be listed on the Access and Event logs. We'll talk about them a little later.

Settings

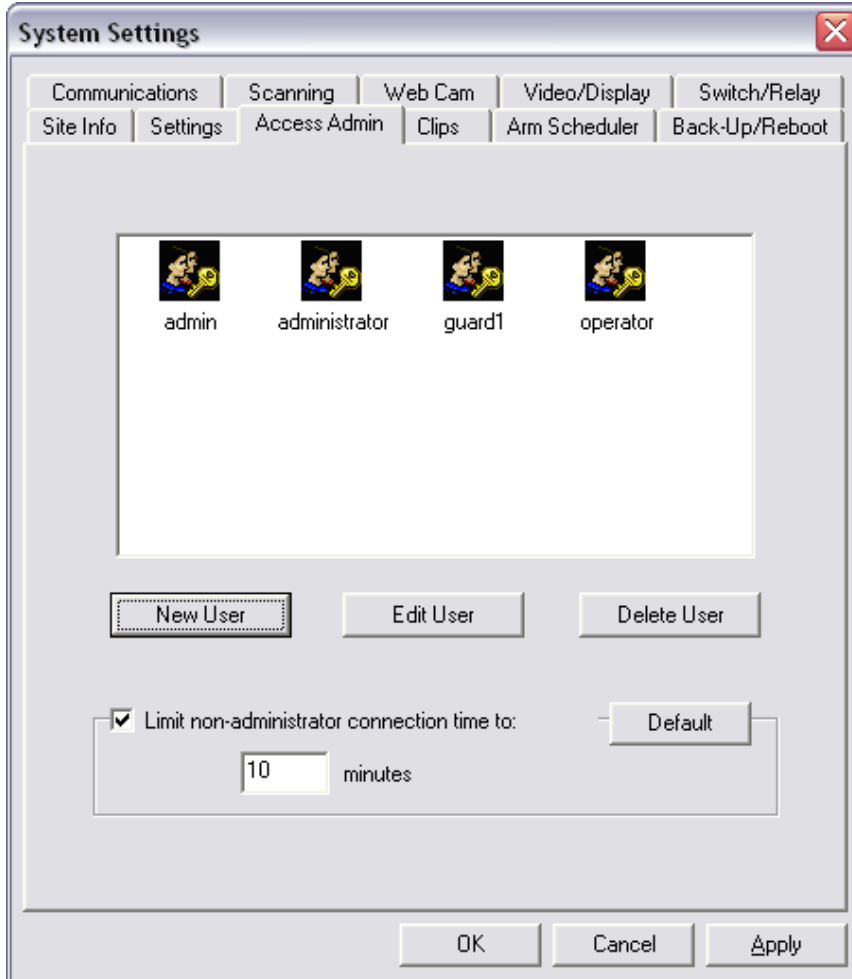
The **Export** and **Import Settings** options are really useful if you have more than one location that uses Remote Eyes Server, but you want to use the same system settings at all of your locations. Just click **Export Settings** and you'll be prompted to choose a place on your PC to store a settings file.

A floppy disk is a perfect choice, since you can take it to another location, insert it into the PC, and double click in the settings file, and then launch your Remote Eyes Server.

You can also generate a report of all of your system settings with the **Generate settings document report**. You can use this feature to print a full report of all of the system settings.



Access Admin



If you want to allow more than one person to access your Remote Eyes Server locally or using the client, you can use the **Access Admin** tab to set up additional Users and Passwords.

You can also limit the **non-administrator connection time** from this tab. This will cause users from the Admin Client and from modem connection to lose connection after ten minutes if the person is not an administrator. An administrator is defined by the ability to **Add/Edit Users**.

To add a new user, click the **New User** button.

From the **Privilege** window, you can create a User ID and Password that will be used for logging in and access privileges. There are two kinds of Users: **Administrators** and **Operators**. A user is an administrator only if he has the privilege to **Add/Edit User** enabled. Operators, who do not have this privilege, can also have their connection time limited by an administrator.

Privilege

User ID: guard1

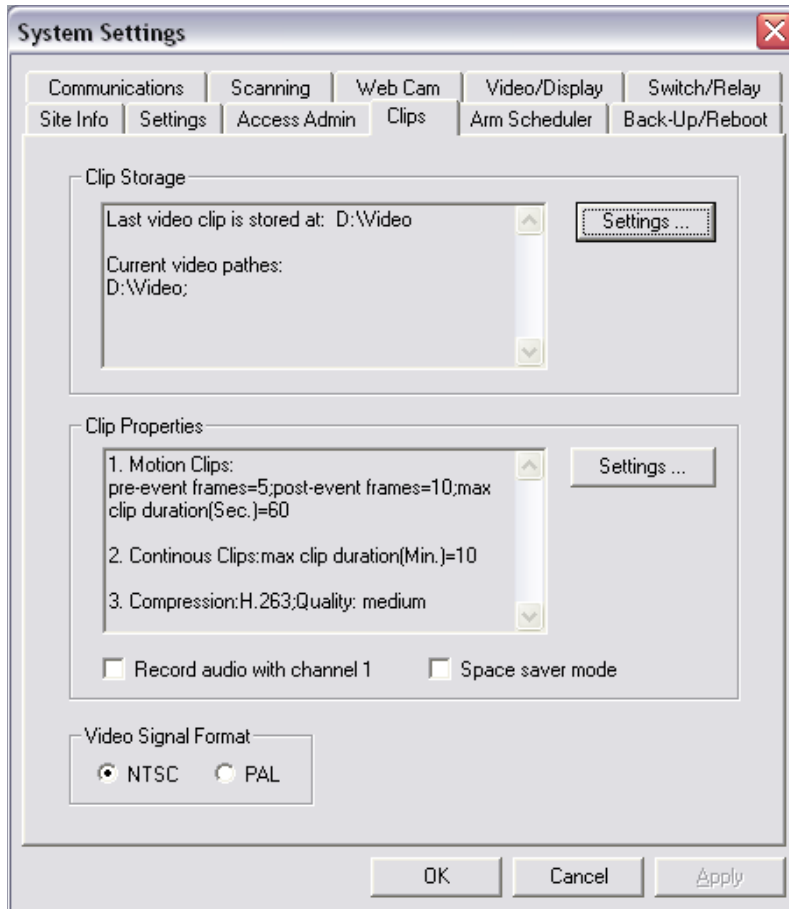
User Password: security

Privileges

- Add/Edit User
- Delete Files
- Configure/Setup
- Camera Control
- Schedule
- Modem Access
- Operation
- IP Access
- View Files/Status
- View Video Clip

OK Cancel

Clips



Any segment of video that is recorded using Remote Eyes is referred to as a **Video Clip**. For convenience in storage and review, any extended recording will be separated into multiple video clips.

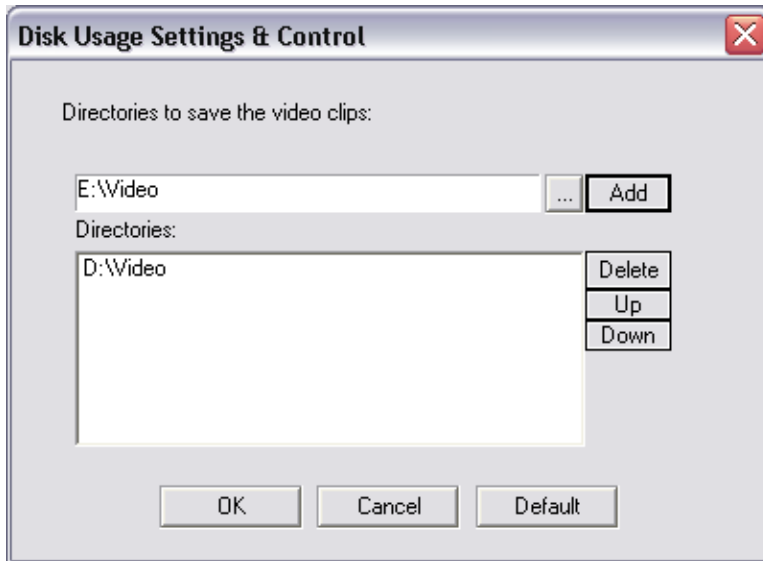
Using the **Clips** tab, you can specify where your clips are stored and set how large individual clips will be for both motion detection and continuous recording.

This is also where you would turn on audio recording or space saver mode.


You can also select the video format you want to use: **NTSC** or **PAL**.

Disk Usage Settings & Control

When Remote Eyes records video clips, the system's hard drive is used as the storage medium. To adjust where your clips are stored, click the **Settings** button next to **Clip Properties** on the **Clips** tab.

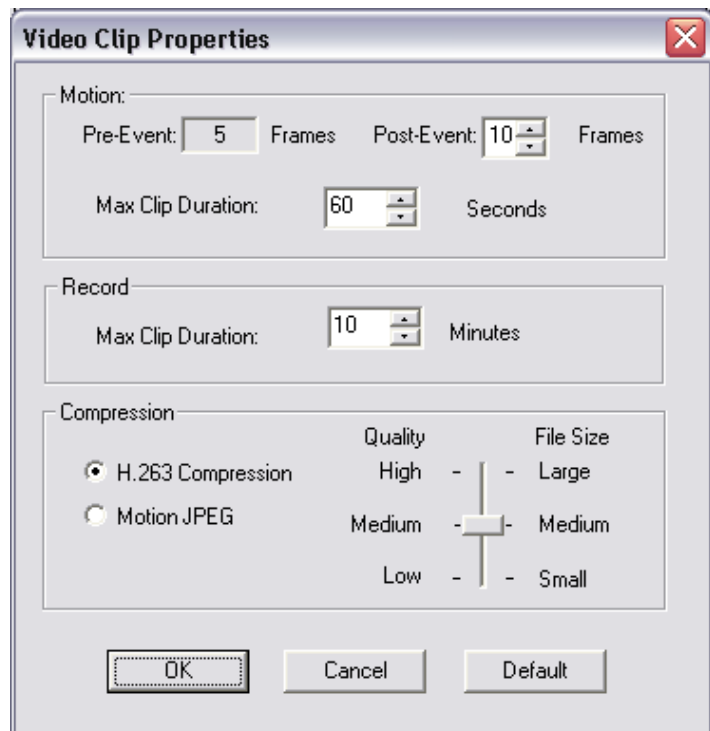


Within the **Disk Usage Settings** window, you can indicate what folder on your PC you want to use for clip storage. You can even select multiple locations. Once the first location in the list gets full Remote Eyes will start recording to the next one on the list.

The  button will allow you to search for the folder that you want to store clips, such as a folder on a network.

Clip Properties

The **Video Clip Properties** window can be used to change the characteristics of video recorded by Remote Eyes.



Video clips fall into two major categories: **continuous recording**, where Remote Eyes records straight through for a set duration, and **motion detection** recording, where Remote Eyes records only when the Server is armed, and then only when motion is detected by a camera.

Using this window, you can set maximum clip duration for continuous recording.....

Record

Max Clip Duration: 10 Minutes

Motion:

Pre-Event: 5 Frames Post-Event: 10 Frames

Max Clip Duration: 60 Seconds

... as well as maximum clip duration for motion detection clips. In this way, larger periods of recording are broken up into small, more manageable clips.

You can also select the kind of compression used for all recording, either **H.263** or **Motion JPEG**.

Compression

	Quality	File Size
<input checked="" type="radio"/> H.263 Compression	High	Large
<input type="radio"/> Motion JPEG	Medium	Medium
	Low	Small

H.263, the default, combines good image quality with small file size. Motion JPEG files have very good image quality along with much bigger file size. On average, a Motion JPEG video clip will be ten times the size of the same clip recorded using H.263.

Within each of these selections, you can also choose the image quality, from **High** to **Low**. High quality clips will result in larger file sizes, and Low quality clips will generate smaller file sizes.

Audio Recording

Remote Eyes features integrated audio recording on channel 1. This feature will allow clips recorded on channel 1 to have audio with the video playback. You can turn on audio recording by checking the box next to **Record audio with channel 1**.

Record audio with channel 1

****PLEASE CHECK WITH LOCAL LAW ENFORCEMENT FOR LAWS REGARDING AUDIO RECORDING IN YOUR STATE****

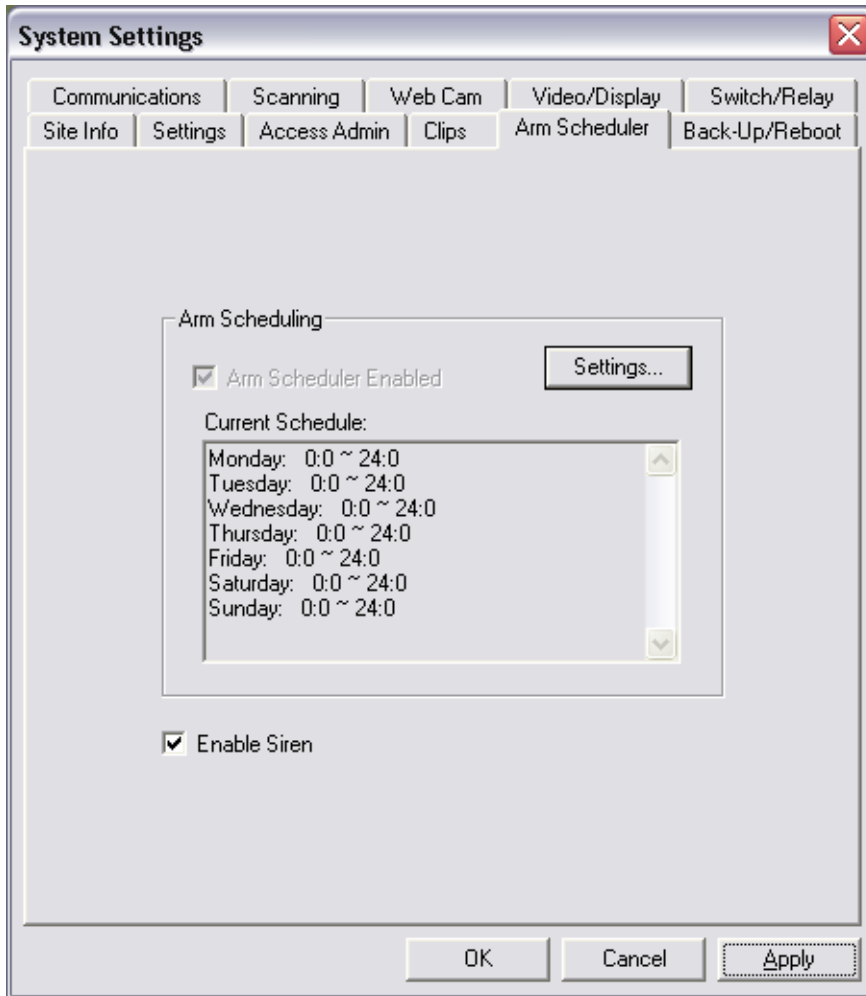
****ODYSSEY TECHNOLOGIES, INC. IS NOT LIABLE FOR MISUSE OF AUDIO RECORDING IN STATES AND LOCALITIES WHERE SUCH USE IS PROHIBITED BY LAW****

Space Saver Mode

The **Space saver mode** check box Space saver mode allows you to cut the recording frame rate by 50% so that you can get more storage from your server. However, this option does not affect the display rate of your server.

Arm Scheduler

If you decide to record video clips only when your cameras detect motion, you can set up a schedule of when to arm and disarm the system. Just like with other security systems, in Remote Eyes the term **Armed** indicates that the security measures are **ON**, and any motion that occurs will cause the system to record. Likewise, **Disarm** means that the security measures are **OFF**.



The **Arm Scheduler** tab shows a listing of the currently scheduled recording times by day of the week.

You can also click the check box next to **Enable Siren** if you would like an audio alarm to sound when motion is detected. Please note that you will need speakers for this feature.

To adjust when the system is armed, click the **Settings** button next to **Arm Scheduling**.

Schedule for Arming the System

Enable Scheduler

	Time Range 1			Time Range 2		
	On/Off	Start	End	On/Off	Start	End
Monday	<input checked="" type="checkbox"/>	11 : 0	24 : 0	<input type="checkbox"/>	0 : 0	24 : 0
Tuesday	<input type="checkbox"/>	0 : 0	24 : 0	<input type="checkbox"/>	0 : 0	24 : 0
Wednesday	<input checked="" type="checkbox"/>	0 : 0	8 : 0	<input checked="" type="checkbox"/>	18 : 0	24 : 0
Thursday	<input type="checkbox"/>	0 : 0	24 : 0	<input type="checkbox"/>	0 : 0	24 : 0
Friday	<input checked="" type="checkbox"/>	0 : 0	24 : 0	<input type="checkbox"/>	0 : 0	24 : 0
Saturday	<input type="checkbox"/>	0 : 0	24 : 0	<input type="checkbox"/>	0 : 0	24 : 0
Sunday	<input type="checkbox"/>	0 : 0	24 : 0	<input type="checkbox"/>	0 : 0	24 : 0

* Please enter using military time (e.g. 2:30PM = 14:30)

OK Cancel Default

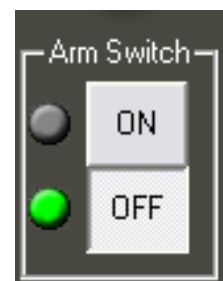
The **Arm Scheduler** tells Remote Eyes when to turn motion detection on or off. You can specify up to two time periods per day for each day of the week, with the time of day given in 24-hour (military) time. All you need to do is enter your start and end times, and check the box next to the day of the week to enable that day.

In the first example, you'll see that on Monday, the system is set to be armed at 11:00AM and disarmed at 12:00 Midnight.

In the next example, Wednesday the system is armed from Midnight to 8:00AM, and then again at 6:00PM, until Midnight. This is one possible schedule that could be used for an office or other location that wants to monitor unauthorized access before and after business hours.

The last example shows how to set Remote Eyes to be armed 24 hours a day. 0:0 to 24:0 tells Remote Eyes to begin at Midnight and end the following Midnight. Used in conjunction across multiple days, the Server can be set to be armed 24/7.

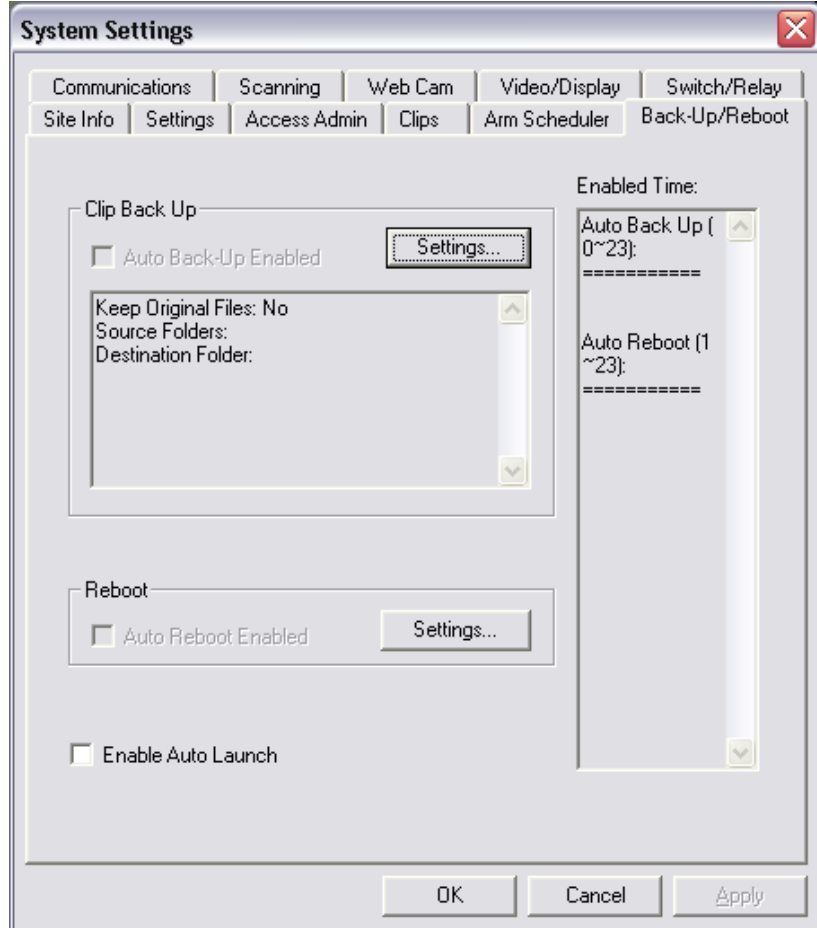
Please note that the Server can also be armed and disarmed by selecting the **ON** or **OFF** buttons located on the right side of the main Remote Eyes screen.



Back-Up/Reboot

The **Back-Up/Reboot** tab is used to set automatic back up and reboot.

You'll also see a listing to the right of the tab showing when **Auto Back-Up** and **Auto Reboot** have been scheduled to occur.

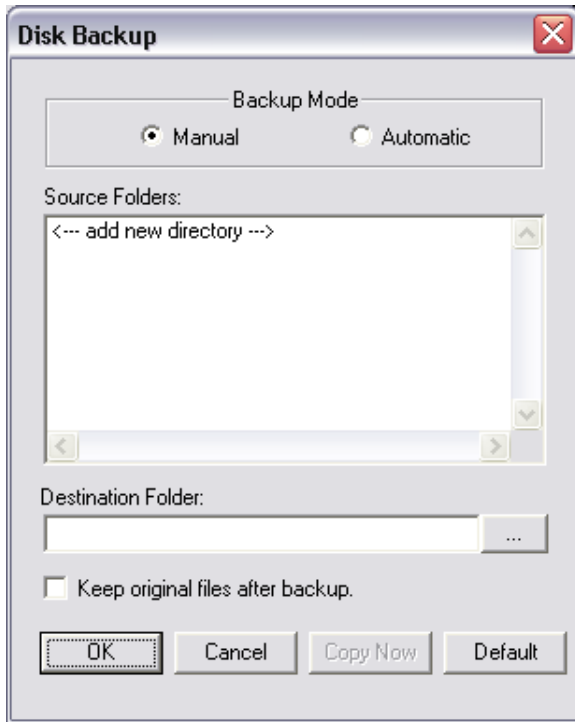


Clip Back-Up

If you would like to back-up important video clips, or if you just want to archive your recordings for later examination, Remote Eyes **Clip Back-Up** feature can be used to move previously recorded clips to a specified location.

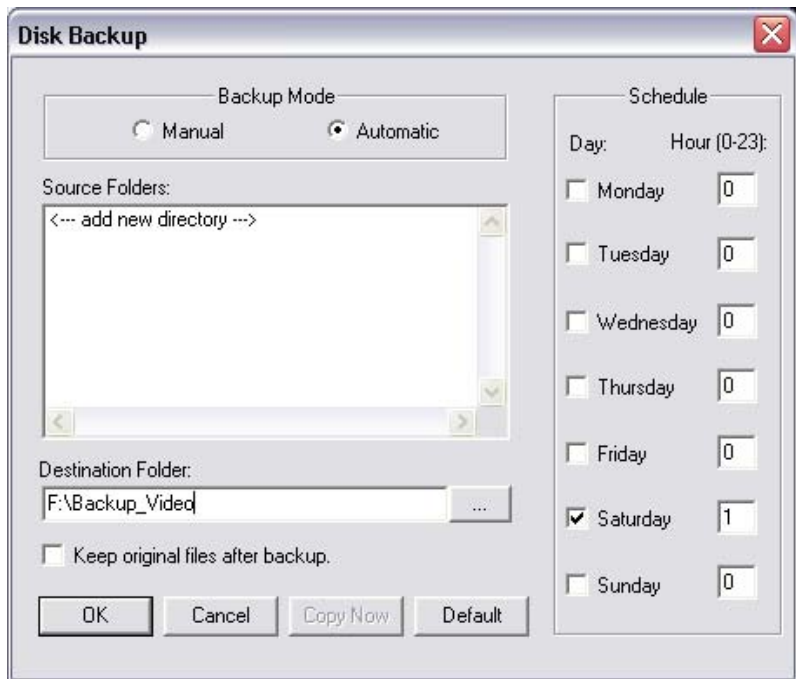
To access the disk back-up window, click the **Settings** button next to **Clip Back-Up**.

First select either **Manual** or **Automatic Backup** mode.



Manual is used to back-up files right now. Just choose the source folder (this should be the same one you chose in Disk Usage – see above) and the destination folder, which can be a removable hard drive, a network drive, or a CD-R/RW, just to name a few of the many possibilities. Then just click **Copy Now** to begin the backup. You can also select to keep your original files after backup is complete. If you do not choose to keep them then the files will be deleted.

Automatic back-ups are very similar to Manual, the difference being that you can schedule your backup operation to occur weekly or even daily.



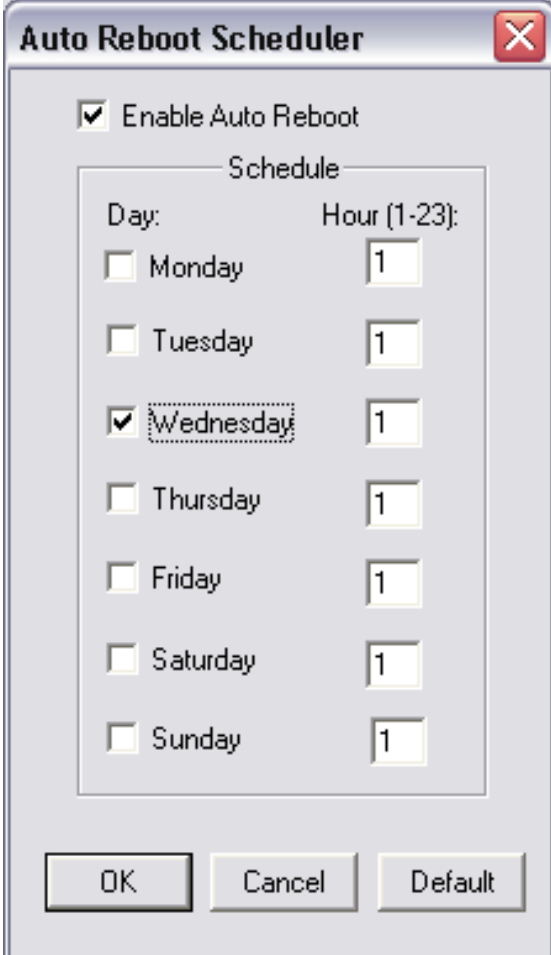
Auto Reboot

Auto Reboot can be used to schedule an automatic reboot of the server at a specified time.

To access Auto Reboot, just click the **Settings** button next to **Reboot** in the **Backup/Reboot** tab.

Then select the day or days of the week along with the hour of the day when you want to reboot your Server PC.

For security reasons, the actual reboot will randomly occur within 15 minutes of the hour you select. This feature prevents others from predicting when your video surveillance system will be unavailable.

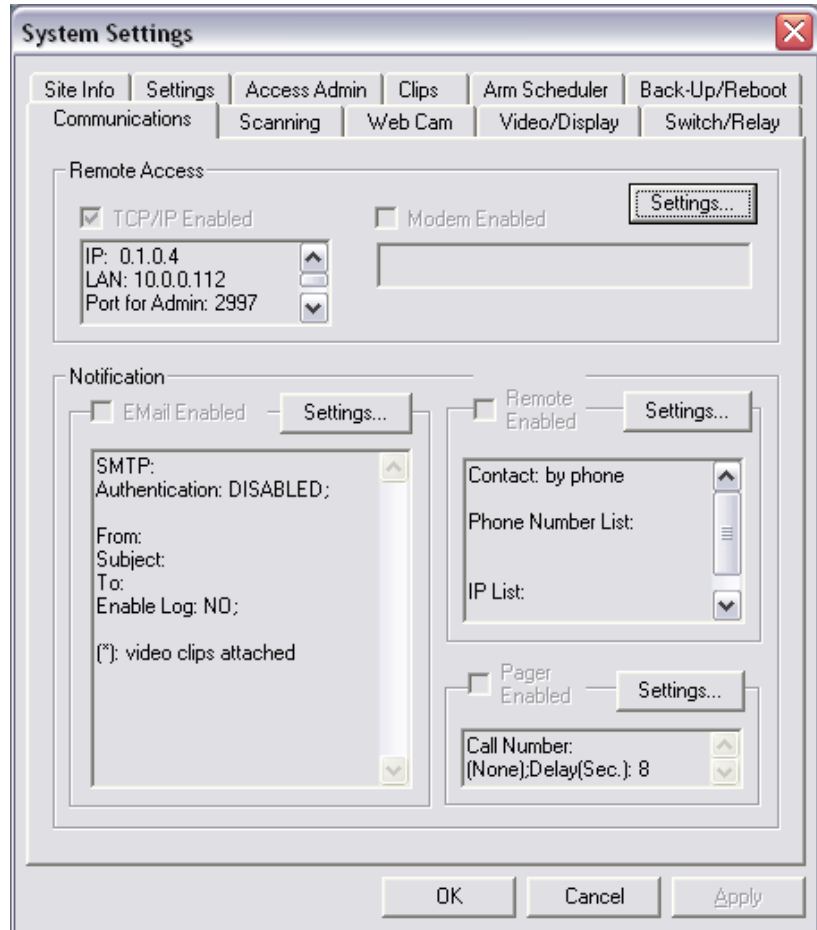


The screenshot shows the "Auto Reboot Scheduler" dialog box. It has a title bar with a close button (X) in the top right corner. Below the title bar, there is a checked checkbox labeled "Enable Auto Reboot". Underneath, there is a section titled "Schedule" which contains a table with two columns: "Day:" and "Hour (1-23):". The table lists the days of the week from Monday to Sunday. The "Wednesday" row is selected with a checked checkbox. Each day has a corresponding hour input field, all of which contain the number "1". At the bottom of the dialog box, there are three buttons: "OK", "Cancel", and "Default".

Day:	Hour (1-23):
<input type="checkbox"/> Monday	1
<input type="checkbox"/> Tuesday	1
<input checked="" type="checkbox"/> Wednesday	1
<input type="checkbox"/> Thursday	1
<input type="checkbox"/> Friday	1
<input type="checkbox"/> Saturday	1
<input type="checkbox"/> Sunday	1

Communications

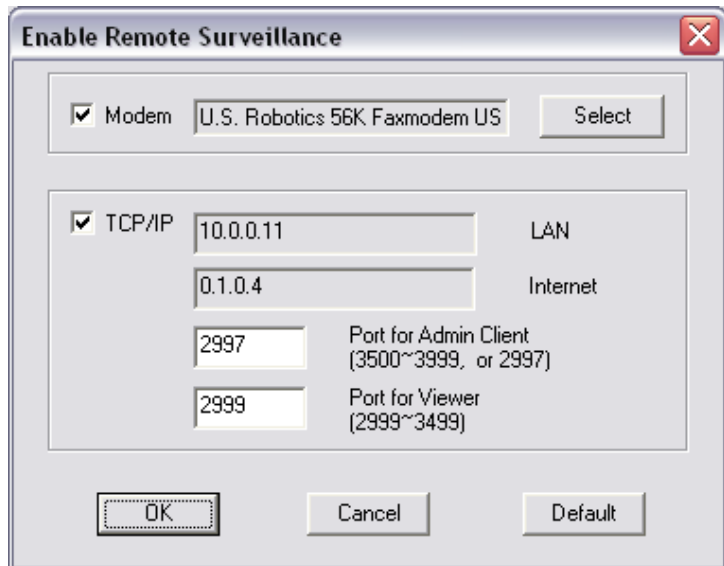
The next tab, **Communications**, lets you enable Remote Access and set your Server to notify you when an alarm occurs.



Remote Access

To enable Remote Access, click the **Settings** button next to **Remote Access**.

To enable remote connections to Remote Eyes, you'll need to first enable the method of connection. You can choose to permit **Modem** or **TCP/IP** (cable modem or LAN) connections, or both. The LAN address is your internal local network address. The Internet address is the external address that you would use to connect from a remote location. Remote Eyes also supports the ability to change what ports are used to connect to the server. This allows you to have more than one server use the same IP address.



The screenshot shows a dialog box titled "Enable Remote Surveillance" with a close button (X) in the top right corner. The dialog is divided into two main sections. The first section is for Modem connections, with a checked checkbox and a dropdown menu showing "U.S. Robotics 56K Faxmodem US" and a "Select" button. The second section is for TCP/IP connections, with a checked checkbox. It contains two IP address input fields: "10.0.0.11" labeled "LAN" and "0.1.0.4" labeled "Internet". Below these are two port number input fields: "2997" labeled "Port for Admin Client (3500~3999, or 2997)" and "2999" labeled "Port for Viewer (2999~3499)". At the bottom of the dialog are three buttons: "OK", "Cancel", and "Default".

Configure Email

If you would like to have an email sent to you each time Remote Eyes detects motion, you can use the Email notification feature by clicking on the **Settings** button next to **Email Enabled**.

Just place a check in the **Enable E-mail Notification** box, and then enter your **SMTP** (outgoing mail server) address. Your ISP or Network administrator should be able to provide you with your SMTP address if you're not sure what it is.

If your SMTP server requires that you use and name and password to send email through the server you will need to enter that username and password into the section under **This server requires authentication**.

Attach Video	Email Address
<input checked="" type="checkbox"/>	sam@email.com
Add	
bill@email.com	
x joe@email.com	
Remove	

Next, add the email addresses of whomever you would like the email sent to. Just type their address in the space provided, place a check in the **Attach Video** box if you would like the video of the motion that was detected to be sent to them, and click **Add**. In the example to the left, joe@email.com will receive a video attachment, but bill@email.com will not.

Next, enter the **Reply-to Address**, **Subject**, and **Text Message**. These items will be included in all emails that are sent.

E-Mail Header

Reply-to Address: server@email.com

Subject: Alarm!!

E-Mail Content

Text Message

An alarm has been triggered!

Finally, you can check **Enable Logging** and create a filename if you would like to save a log of all the emails Remote Eyes has sent.


Enable Logging

Filename: email.log

View Browse

As a final note, please remember that if you decide to use this notification method, you'll be notified every time that motion occurs when the system is armed. You should also select only one notification method at a time, since using two or more may cause a conflict when Remote Eyes tries to do both.

You can also send email notification of an alarm to your cell phone, if it supports email messaging. For the email address format for several major wireless providers, please see the chart below. Just add your cell phone number where it says “Phone#” in the email address shown. **Please note if you are using this feature to alert your cell phone, leave the “attach video” checkbox empty.** Only text messages can be sent to a cell phone at this time.

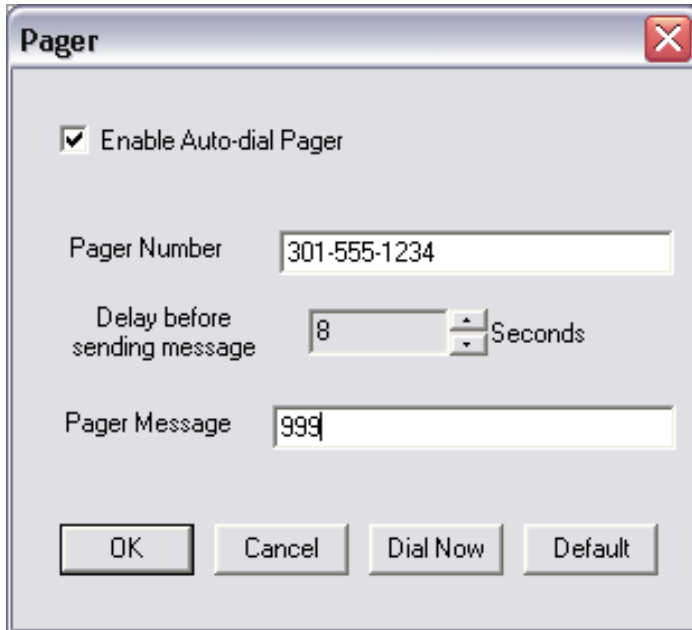
	Phone#@msg.myVZw.com
<p>Note: Verizon Wireless can support at least 120 character messages in virtually all Mobile Messenger markets. Only 120 characters of the message will be received. All remaining characters will be deleted. The 120 character limit includes the sender’s email address, the composed message, and, if provided, the subject and callback number.</p>	
	Phone#@messaging.nextel.com
<p>Note: Messages of more than 140 characters (including letters, punctuation, and system-generated characters) will be billed as two messages.</p>	
	Phone#@messaging.sprintpcs.com
<p>Note: Any message has a limit of 100 characters, including header information.</p>	
	Phone#@mobile.mycingular.net
<p>Note: Messages of up to 500 characters can be received, but will be broken up into several 150-character messages.</p>	

Email Addresses and Messaging Notes for Cell Phones

Pager

Another way to be notified when Remote Eyes detects motion is the **Pager** feature. To set up pager notification, click the **Settings** button next to **Pager Enabled**.

Using Pager, you can set Remote Eyes to dial a telephone number for a phone or pager when the system is armed and motion is detected.



The image shows a dialog box titled "Pager" with a close button (X) in the top right corner. It contains the following fields and controls:

- A checked checkbox labeled "Enable Auto-dial Pager".
- A text field labeled "Pager Number" containing the value "301-555-1234".
- A spin box labeled "Delay before sending message" with the value "8" and the unit "Seconds".
- A text field labeled "Pager Message" containing the value "999".
- Four buttons at the bottom: "OK", "Cancel", "Dial Now", and "Default".

Just click **Enable Auto-dial Pager**, enter the phone number and numeric message, and set the delay (in seconds) between when the number is dialed and the numeric message sent.

Notify Remote Site

The screenshot shows the 'Notify Remote Site' dialog box with the 'Enable Remote Site Notification' checkbox checked. The 'By Phone' radio button is selected. Under 'Remote Site Number', the first field contains '301-555-1212'. The 'By Network' section is disabled. At the bottom are 'OK', 'Cancel', and 'Default' buttons.

You can also have the system connect to a Remote Computer running the Client software. By clicking on **Notify Remote Site** you can make the system connect to another system by **Phone** or **IP Address** so that when an event occurs the remote Client will be connected to view the site.

The screenshot shows the 'Notify Remote Site' dialog box with the 'Enable Remote Site Notification' checkbox checked. The 'By Network' radio button is selected. Under 'Remote Site IP Address', the first field contains '541.268.56.2'. The 'By Phone' section is disabled. At the bottom are 'OK', 'Cancel', and 'Default' buttons.

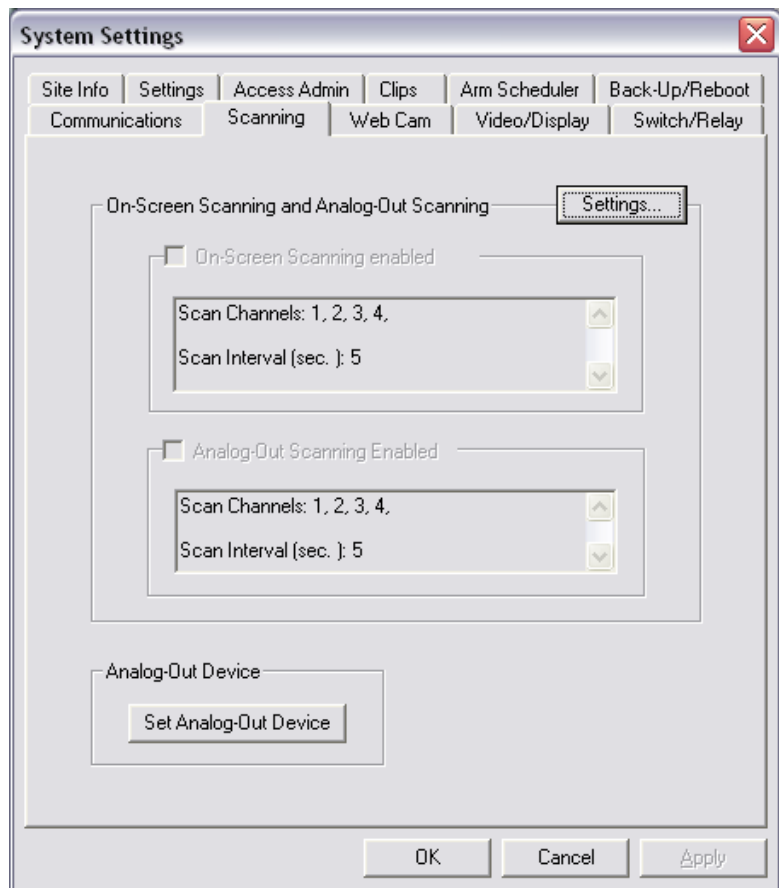
Scanning

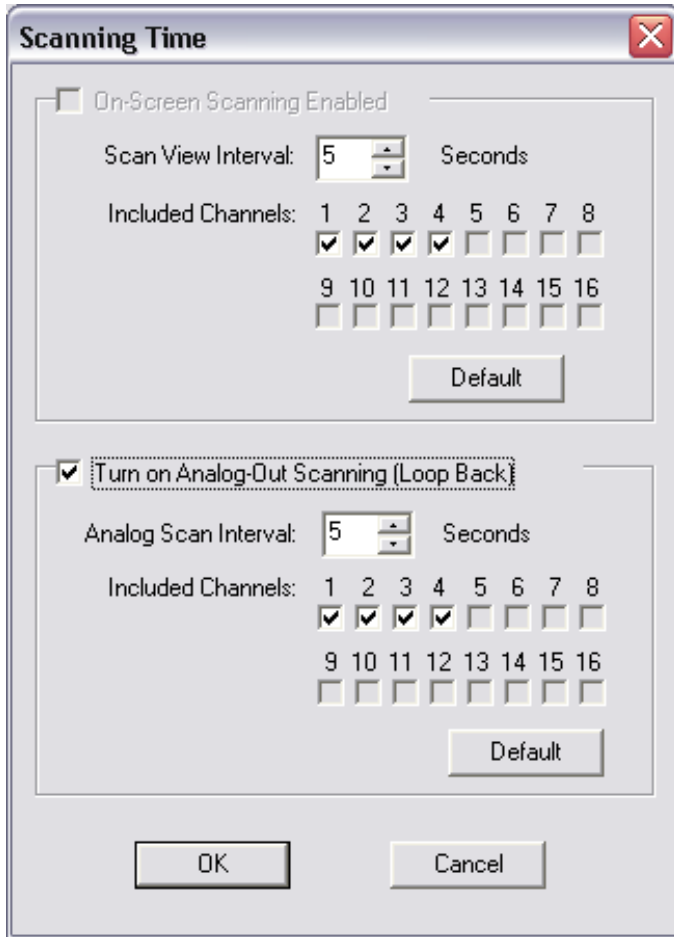
Remote Eyes Server includes a scanning feature, which lets you cycle through selected channels both **On-Screen** when you've selected a camera layout that includes one large camera view (see page 44 for more details about changing your camera layout) and **Analog-Out** when you have an external video monitor to the video out jack on your Remote Eyes card(legacy cards only). Using the Scanning tab, you can choose which cameras are included in each of these features.

To select the cameras, click the **Settings** button.

For newer capture cards that have either the SPOTPCI or the QUADPCI you will use the control program by clicking on the **Set Analog-Out Device** button.

NOTE: For more information about controlling your SPOT or QUAD card see the user manual under the **Help** button on the main Remote Eyes screen.





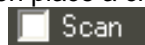
Now you'll see the **Scanning Time** window.

You can select the included channels for both **On-Screen** and **Analog-Out** scanning.

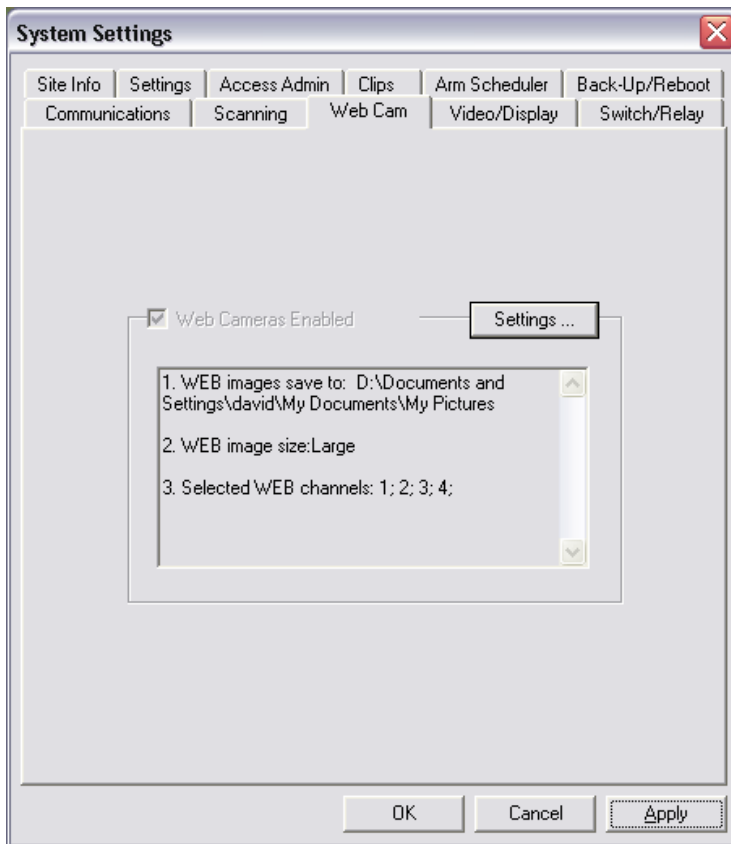
You can also **Turn on Analog Out Scanning** by clicking on the check box.

NOTE: This is only for users with older style capture cards.

To turn on On-Screen scanning, you'll need to first select a camera layout that includes one large camera. This can be done on the main camera display using the **Layout** buttons, located to the right of your cameras. Select one of the layouts on the left hand side of the list, and then place a check in the check box next to **Scan**.



Web Cam



The **Web Cam** option lets you broadcast your Remote Eyes camera images to a local Web page for viewing over the Internet.

To set up the location of the Web page, as well as the image size and the included channels, click the **Settings** button.

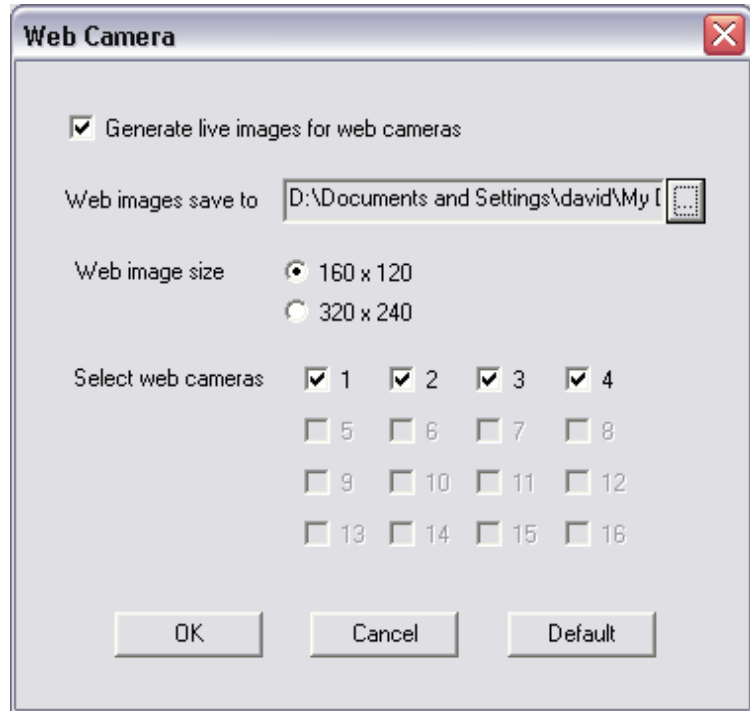
NOTE: All Remote Eyes servers come preset with Internet Information Services to allow web broadcasting enabled.

To set up your Web Cam, click on **Generate live images**, and then select the location of your Web page. It can be on the local PC or on a mapped Network drive.

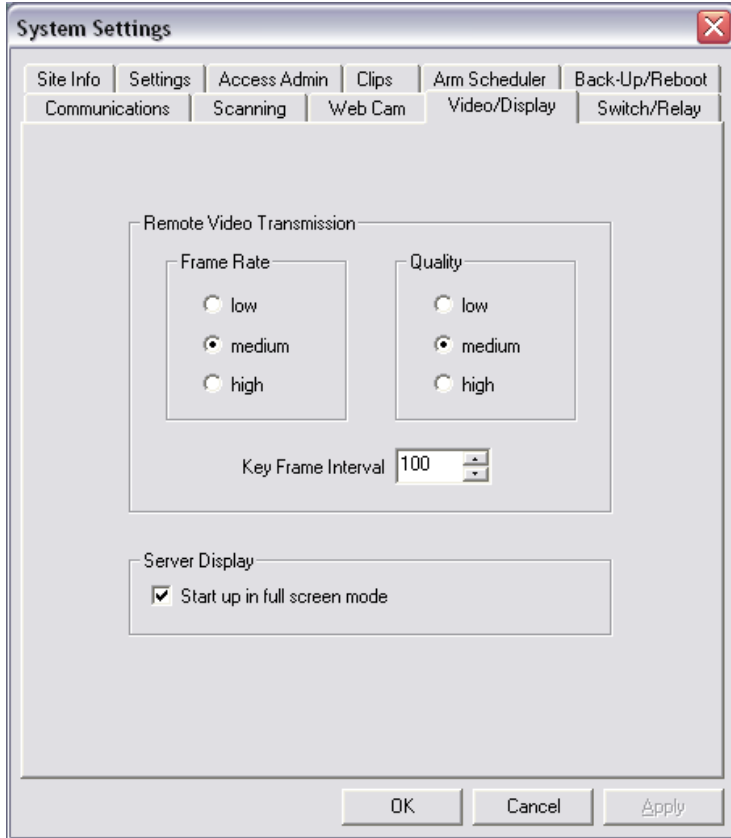
Next, select the image size: **160x120** (small) or **320x240** (large).

Finally, select the camera numbers that you want to include on the Web page.

By applying the changes from this page a default.htm file along with the other components of the web page will be placed in the folder specified.



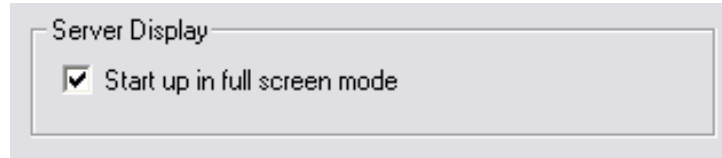
Video/Display



Using the **Video/Display** tab Remote Eyes can change transmission and the startup display.

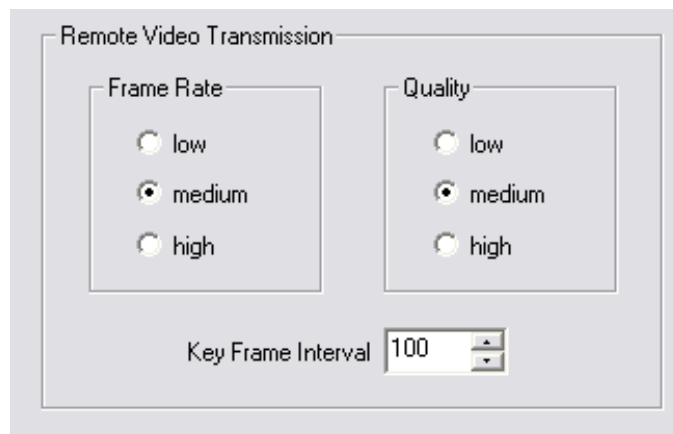
This is helpful for such things as adjusting transmission of video for slower connections to the server.

Local Video Display



This checkbox allows you to determine if you want the Remote Eyes software to start in a full screen mode or to start with the menus visible at startup.

Remote Video Transmission



For slower broadband connections Remote Eyes can be adjusted to transmit the video in smaller packets.

By adjusting the **Frame Rate**, **Quality**, and **Key Frame Interval** you can send out smaller packets for slower connections to get a better transmission.

Lower frame rate and lower quality require less bandwidth and make the remote PTZ control more responsive.

Switches and Relays



Remote Eyes Server supports up to 8 hardware switch inputs and up to 8 hardware relay outputs. **Switches** are typically hardware motion detectors that can be used to trigger recording on detected motion, but can also be glass break indicators, switches on door closures, and many other types of hardware. **Relays** are any device that can be turned on or off either when motion is detected by hardware or software detection, or by use of the **Relay Panel**.

Please note that a **Remote Eyes I/O Box** is required to connect external hardware devices to your Remote Eyes Server.

To set up your switches, select Setup under Switches on the **Switch/Relay** tab. You see the **Setup Switches** window below.

1	Enable	Normally Open	Activation Schedule	Name/ Location:	Message to display:	Actions to take when triggered:												
						Sound Alarm	Notify Remote Site	Dial Pager	Send EMail	Play Wave File	Trigger Relay							
1.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Set	Front Door	Door is Open	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	2	3	4	5	6	7	8
2.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Set			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Set			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Set			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Set			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Set			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Set			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Set			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

OK Cancel

First, select **Enable** to indicate the switch you want to use. Then choose **Normally Open** if the switch should be triggered on closure. To set up an **Activation Schedule** and indicate when the switch above is to be active, click **Set** and enter your schedule there. Next, enter the **Name/Location** of the switch. This will help you to identify individual switches if you have several set up. If you type a message in **Message to Display**, it will appear in the on-screen indicator when the switch is triggered. You can also choose an action to take when the switch is triggered. You can take several notification actions or set a relay or relays to be activated when the switch is triggered.

To set up your Relays, choose setup under **Relays** under the **Switch/Relay** tab. The **Setup relays** window will be shown as it is below.

Enable	Name/Location:	Action triggered by this relay:	Scheduler	Duration Mode (seconds)
<input checked="" type="checkbox"/>	Back Hallway	Turn On Light	Set	<input checked="" type="checkbox"/> 60
<input type="checkbox"/>			Set	<input type="checkbox"/> 1
<input type="checkbox"/>			Set	<input type="checkbox"/> 1
<input type="checkbox"/>			Set	<input type="checkbox"/> 1
<input type="checkbox"/>			Set	<input type="checkbox"/> 1
<input type="checkbox"/>			Set	<input type="checkbox"/> 1
<input type="checkbox"/>			Set	<input type="checkbox"/> 1
<input type="checkbox"/>			Set	<input type="checkbox"/> 1

Click **Enable** to begin setting up your first relay. Just as with switches, you can enter a **Name** or **Location** to help identify your relay. Next you can enter a brief description of the **Action Triggered** when the relay is activated. Please note that this is just a reference item. You'll need to fully wire your relay in order for it to work. Place a check in **Duration** if you want the relay to be turned on and then off for a set period of time. For instance, you may want a light to be turned on for only 60 seconds when motion is triggered. If the check box is left empty, then a relay is set on once it's triggered, until it is manually turned off at the Relay Panel.

The **Relay Panel** can be selected by clicking on **Relays** from the **I/O Control** on the main server screen. It will also automatically appear on-screen when a relay is triggered by motion. It shows you each of the relays you have set up, along with a brief description of the action taken. You will also see **On/Off** controls, which you can use to manually open and close a relay, so that you can turn lights on, open a door or gate, or engage access control devices, all from your Remote Eyes Server.



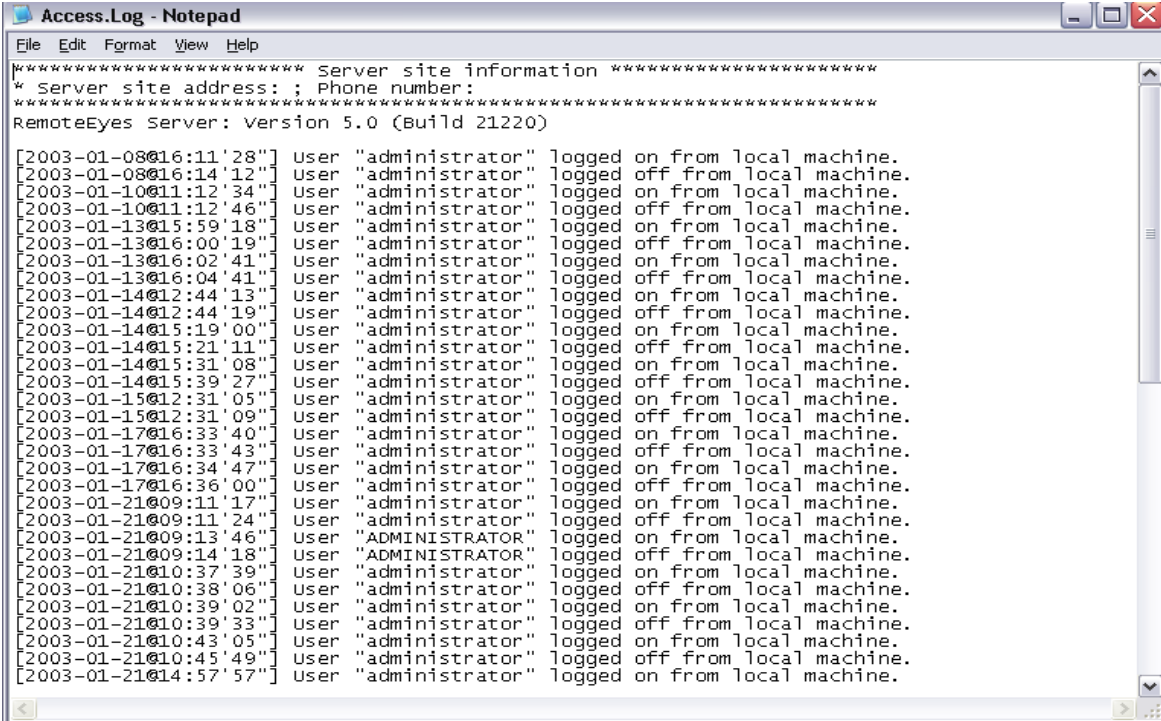
The Log Button



The **Log** button is used to display the **Access Log** and the **Event Log**. These two reports keep track of who has been using the server and also what has occurred at the server.

The Access Log

The **Access Log** is a text file that includes a record for each time someone successfully or unsuccessfully tries to login to your Remote Eyes Server. It also shows the method of the connection (Phone or TCP/IP), and when the User logged out.



```

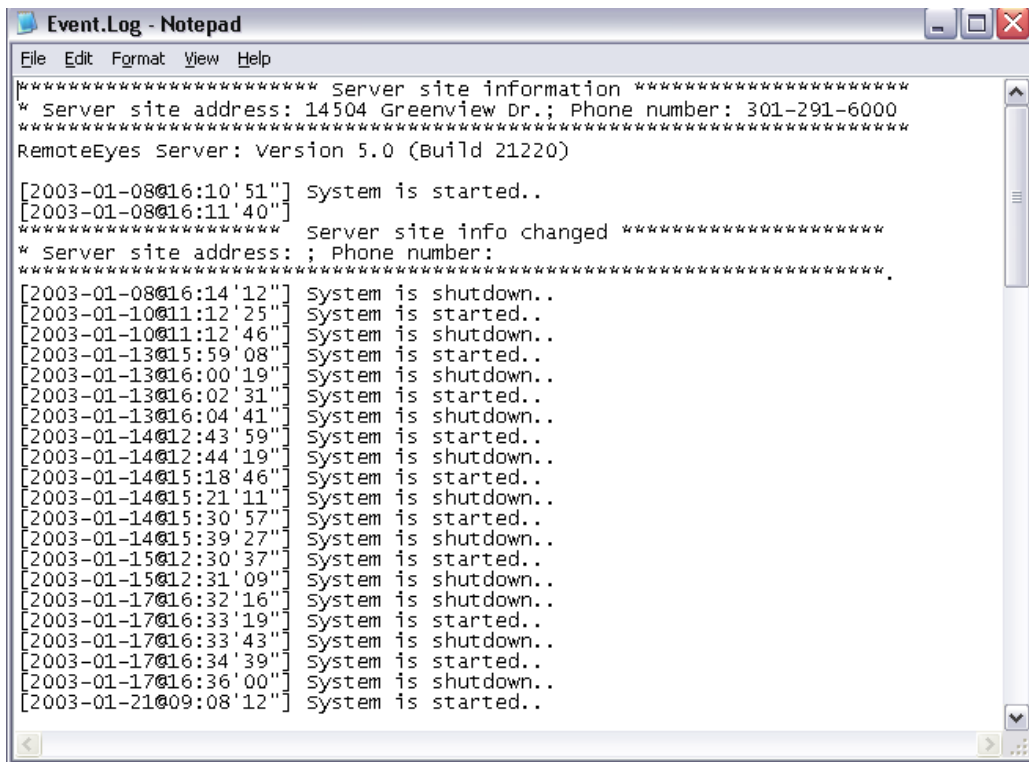
Access.Log - Notepad
File Edit Format View Help
***** Server site information *****
* Server site address: ; Phone number:
*****
RemoteEyes Server: Version 5.0 (Build 21220)

[2003-01-08@16:11'28"] User "administrator" logged on from local machine.
[2003-01-08@16:14'12"] User "administrator" logged off from local machine.
[2003-01-10@11:12'34"] User "administrator" logged on from local machine.
[2003-01-10@11:12'46"] User "administrator" logged off from local machine.
[2003-01-13@15:59'18"] User "administrator" logged on from local machine.
[2003-01-13@16:00'19"] User "administrator" logged off from local machine.
[2003-01-13@16:02'41"] User "administrator" logged on from local machine.
[2003-01-13@16:04'41"] User "administrator" logged off from local machine.
[2003-01-14@12:44'13"] User "administrator" logged on from local machine.
[2003-01-14@12:44'19"] User "administrator" logged off from local machine.
[2003-01-14@15:19'00"] User "administrator" logged on from local machine.
[2003-01-14@15:21'11"] User "administrator" logged off from local machine.
[2003-01-14@15:31'08"] User "administrator" logged on from local machine.
[2003-01-14@15:39'27"] User "administrator" logged off from local machine.
[2003-01-15@12:31'05"] User "administrator" logged on from local machine.
[2003-01-15@12:31'09"] User "administrator" logged off from local machine.
[2003-01-17@16:33'40"] User "administrator" logged on from local machine.
[2003-01-17@16:33'43"] User "administrator" logged off from local machine.
[2003-01-17@16:34'47"] User "administrator" logged on from local machine.
[2003-01-17@16:36'00"] User "administrator" logged off from local machine.
[2003-01-21@09:11'17"] User "administrator" logged on from local machine.
[2003-01-21@09:11'24"] User "administrator" logged off from local machine.
[2003-01-21@09:13'46"] User "ADMINISTRATOR" logged on from local machine.
[2003-01-21@09:14'18"] User "ADMINISTRATOR" logged off from local machine.
[2003-01-21@10:37'39"] User "administrator" logged on from local machine.
[2003-01-21@10:38'06"] User "administrator" logged off from local machine.
[2003-01-21@10:39'02"] User "administrator" logged on from local machine.
[2003-01-21@10:39'33"] User "administrator" logged off from local machine.
[2003-01-21@10:43'05"] User "administrator" logged on from local machine.
[2003-01-21@10:45'49"] User "administrator" logged off from local machine.
[2003-01-21@14:57'57"] User "administrator" logged on from local machine.

```

The Event Log

The **Event Log** is similar, but records any occurrence at the Remote Eyes Server, including startup, shutdown, motion detection, and system arm/disarm. It also records the Site Info for the Server.



```
Event.Log - Notepad
File Edit Format View Help
***** server site information *****
* Server site address: 14504 Greenview Dr.; Phone number: 301-291-6000
*****
RemoteEyes Server: version 5.0 (Build 21220)

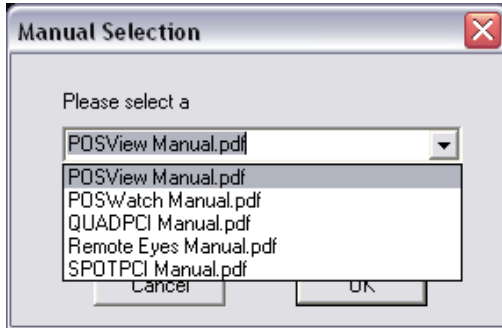
[2003-01-08@16:10'51"] system is started..
[2003-01-08@16:11'40"]
*****
***** Server site info changed *****
* Server site address: ; Phone number:
*****

[2003-01-08@16:14'12"] system is shutdown..
[2003-01-10@11:12'25"] System is started..
[2003-01-10@11:12'46"] system is shutdown..
[2003-01-13@15:59'08"] System is started..
[2003-01-13@16:00'19"] System is shutdown..
[2003-01-13@16:02'31"] System is started..
[2003-01-13@16:04'41"] system is shutdown..
[2003-01-14@12:43'59"] system is started..
[2003-01-14@12:44'19"] System is shutdown..
[2003-01-14@15:18'46"] System is started..
[2003-01-14@15:21'11"] system is shutdown..
[2003-01-14@15:30'57"] System is started..
[2003-01-14@15:39'27"] System is shutdown..
[2003-01-15@12:30'37"] system is started..
[2003-01-15@12:31'09"] System is shutdown..
[2003-01-17@16:32'16"] System is shutdown..
[2003-01-17@16:33'19"] System is started..
[2003-01-17@16:33'43"] system is shutdown..
[2003-01-17@16:34'39"] system is started..
[2003-01-17@16:36'00"] System is shutdown..
[2003-01-21@09:08'12"] system is started..
```

The Help Button



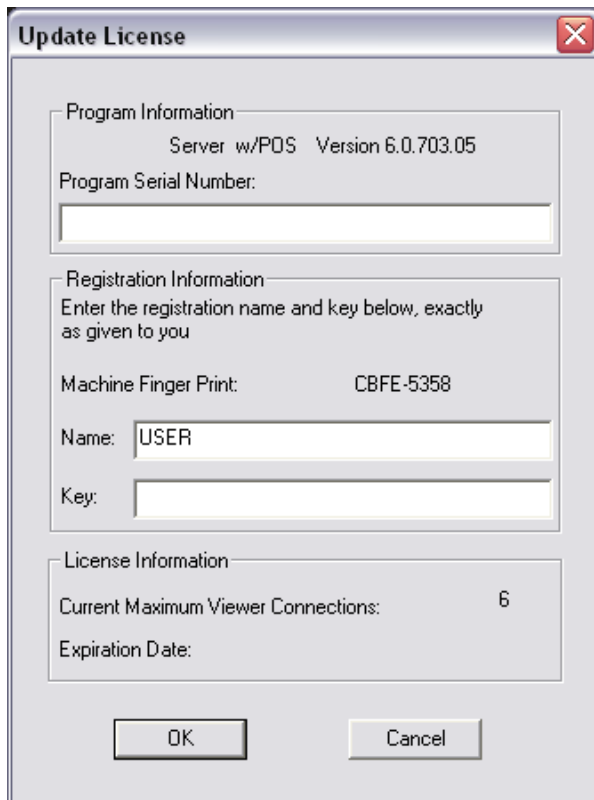
The **Help Button** will allow you to choose between the Remote Eyes Manual and the CYA Manual.



When you click on the Help button you will see this screen that will allow you to choose to look at the manual that you need.

The License Button

The **License Button** is used to enter new license information. As well as letting you know if you have the POS extension activated.



When contacting Odyssey Technologies, Inc. to update your license, you will be asked to provide the system's unique **Machine Finger Print**, as shown in the picture to the left.

The About Button

The **About** button is used to access the version and build number of the software to allow Odyssey Technologies, Inc. technical support staff to better help you with your questions.



The About window includes contact information for Odyssey Technologies, Inc., information about whether or not the POS Extension is activated, as well as the version number of your Remote Eyes software.



Controlling Individual Cameras



Each of the Remote Eyes cameras has certain settings that can be configured individually. To show these settings, you'll first need to display the camera's **Control Bar** by clicking on **Show All** from the main Remote Eyes screen. Or you can choose an individual camera's control bar by right clicking and selecting **Show Control Bar**.

The control bar includes a number of icons that control various camera features.

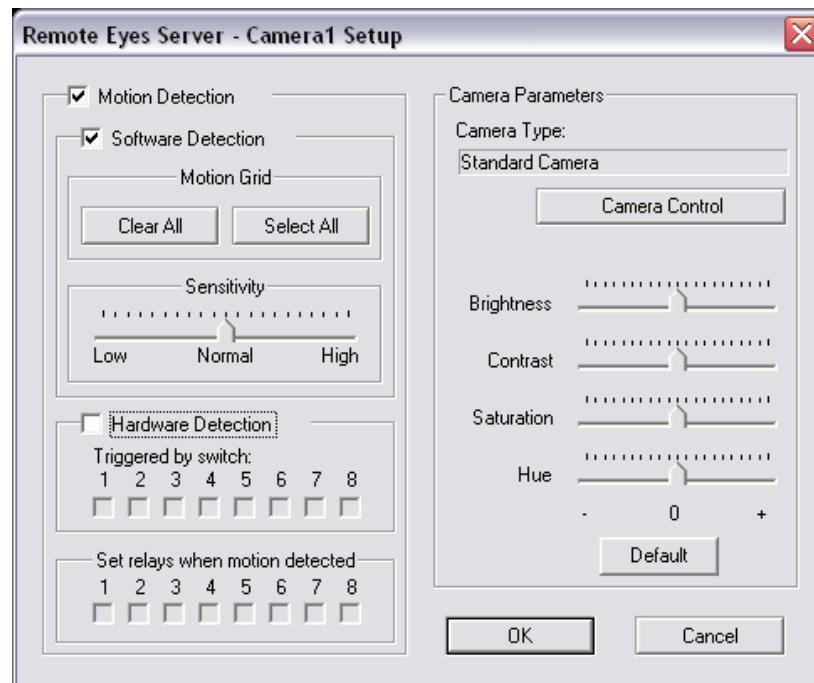


To the far left is the **Camera Name Field**. A name up to 16 characters (including spaces) can be assigned to each camera. This name will appear in the Client software as well as the Web page and Player once you have made a connection to this Server.

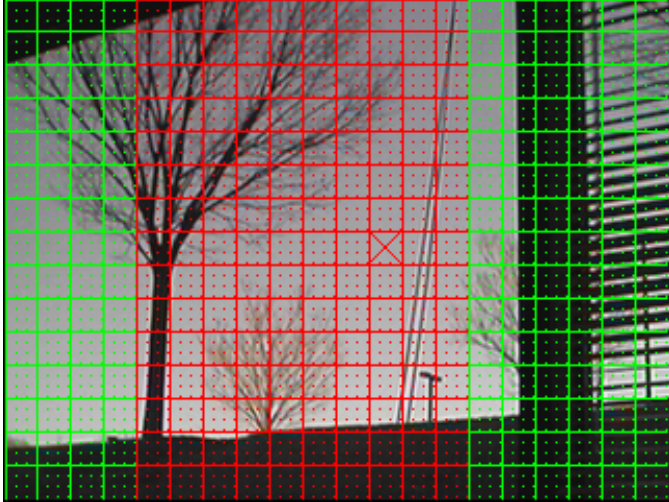
The next icon,



launches the **Camera Setup** window, where you can enable software motion detection and set sensitivity to motion for this camera. You can also adjust brightness, contrast, and hue for this camera.



To enable software motion detection, click the box next to **Motion Detection**, and then click next to **Software Detection**. Hardware motion detection can also be tied into the camera. Click next to **Hardware Detection**, and then choose the **Switch** that you want to trigger recording on this camera, and/or the **Relay** output that you wish to be triggered when motion is detected either by the software or hardware.

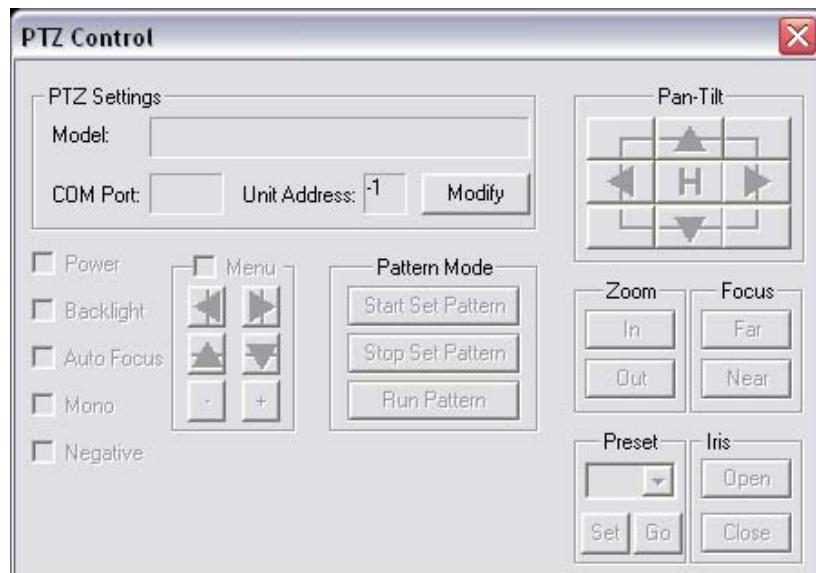


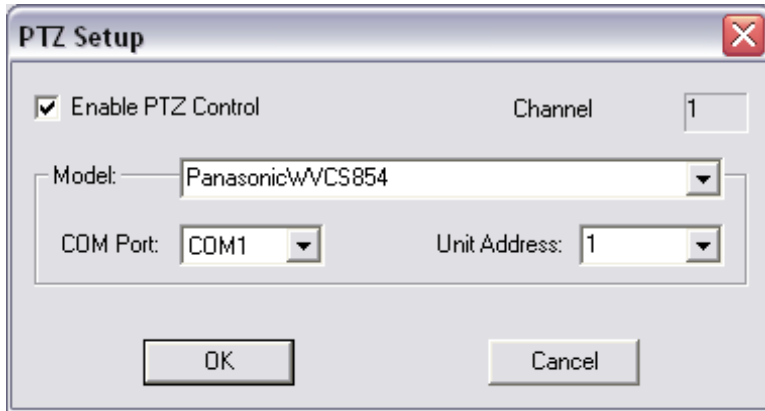
Once you've enabled Motion Detection, you can also select the screen area where motion detection will be active. Red grid areas indicate the part of the image where detection is enabled, and green indicates disabled detection. By clicking on individual grid squares, you'll see that they change to green, and vice versa. You also have the option to **Clear All** of the grid to make the entire grid inactive or to **Select All** to make the entire grid active.

From the Camera Setup window, you can also select the type of Pan-Tilt-Zoom, or **PTZ** camera you're using, if you have one connected at this camera channel. By clicking on the **Camera Control**


button  this will allow you to set up the PTZ.

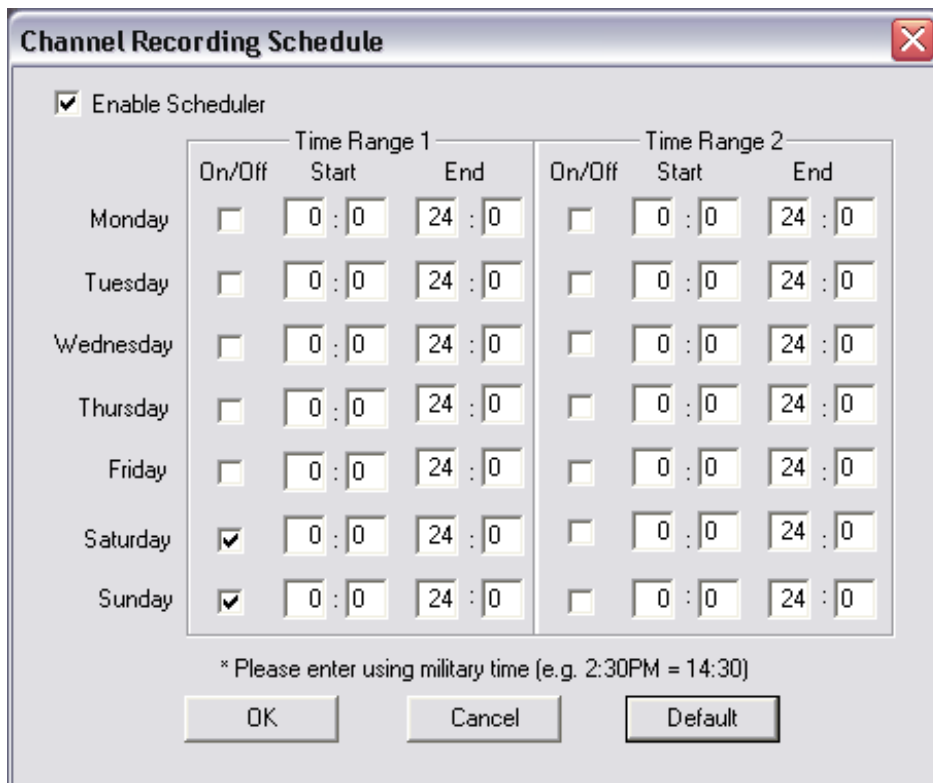
These controls allow you to control various types of PTZ cameras. Functions such as pan, tilt and zoom are available along with other features such as patterns, auto focus and preset positions.






The **Modify** button allows you to choose the type of camera that you have as well as the COM port that it is attached to and the unit address if you have more than 1 camera attached to the COM port.


The next icon, , launches the **Channel Recording Scheduler**. Similar in appearance to the Arm Scheduler, this window lets you select the time of day and day of the week during which you want to record continuous video clips. Each camera must be set up to record separately, so each camera can have a different schedule.



Next are manual **Record**, **Stop**, and **Playback** controls, . Which can be used to manually capture video for this camera.

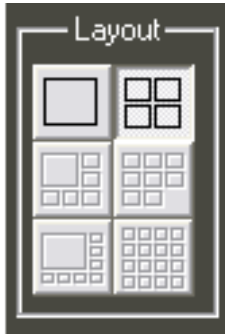


Another way to manually record is the **Start All** recording button on the main Remote Eyes screen. This button is used to start all of the cameras recording. When shipping from the factory, the system will record 24x7 on all cameras.

The next two buttons, , are used to turn video input from the camera on and off. This is a useful feature if you do not have all of your cameras connected and want to disable the other inputs. The Remote Eyes card features an auto gain control function, so when you only plug one camera in it will be white. Using this option to turn off the unused camera ports will allow you to see the video on the one camera that is connected.

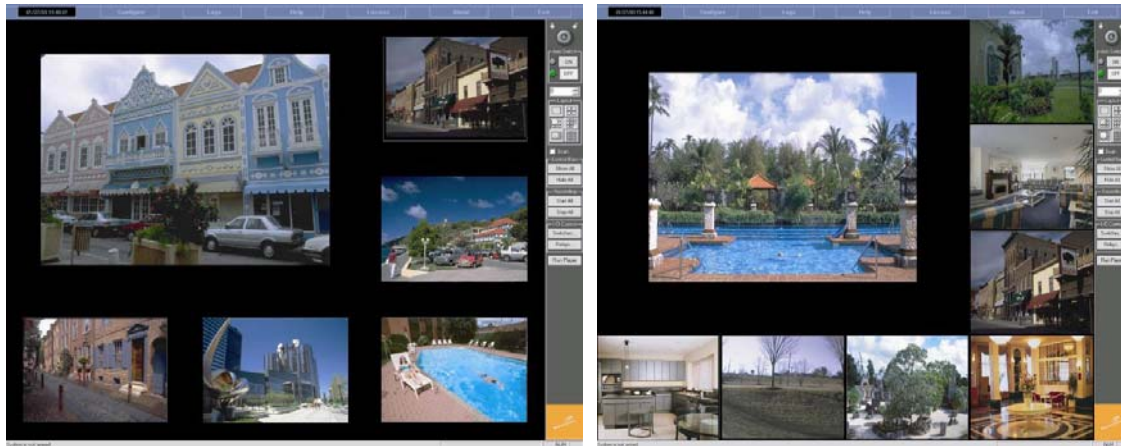
Finally, to the far right are the **Display on/off** buttons, . Whereas the camera on/off buttons turn off the input from the camera, the display on/off buttons only turn off the image displayed. Remember that this only turns off the image, and normal recording will occur. This will allow you to hide a camera so that people cannot see it.

Changing Camera Layout



At the Remote Eyes Server, there are several **Camera Layouts** to choose from, all located at the right-hand side of the main Remote Eyes screen. You can choose between six different camera layouts. Some, however, can only be used with 8, 12, or 16 channels.

Some Other Camera Layouts

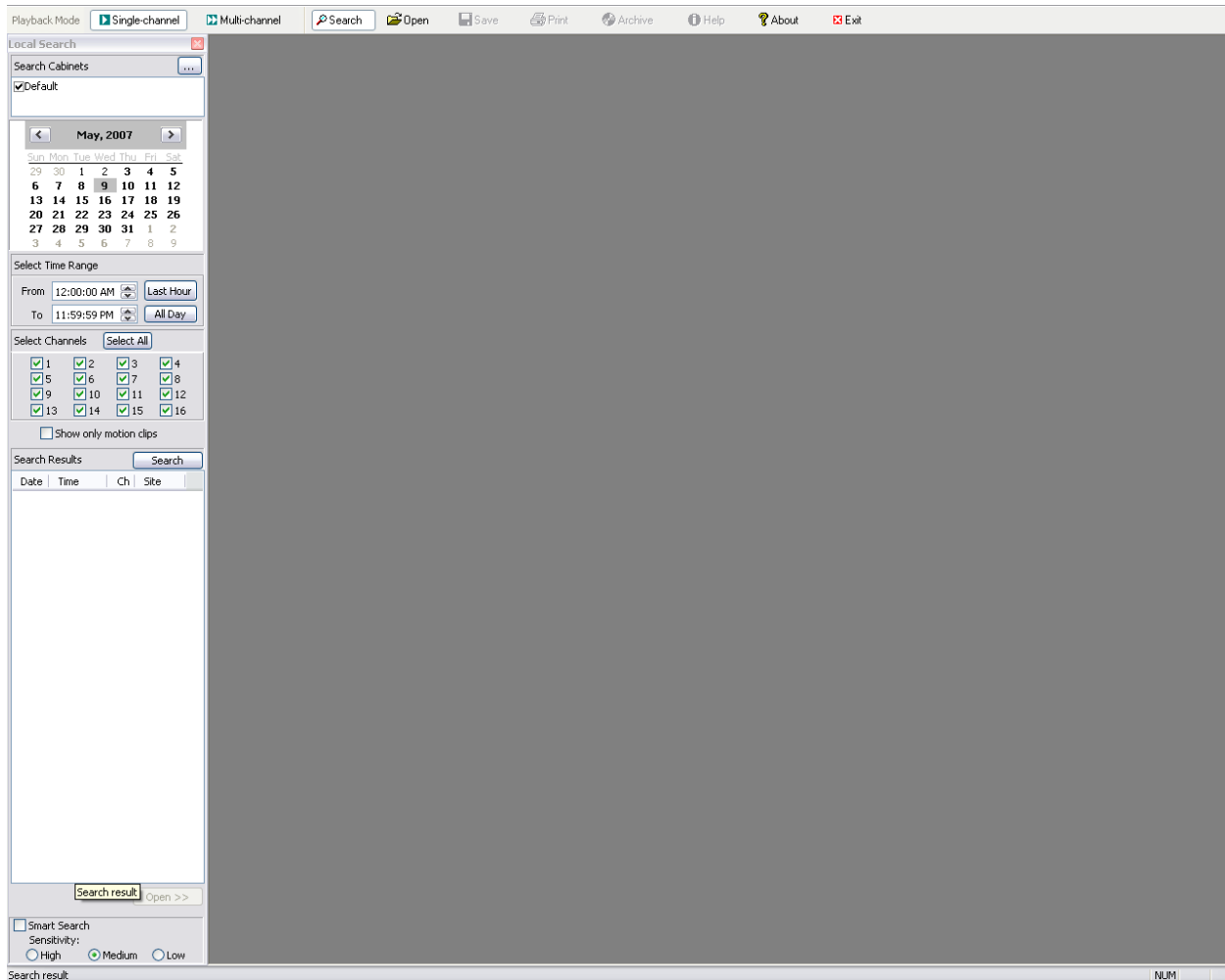


Player

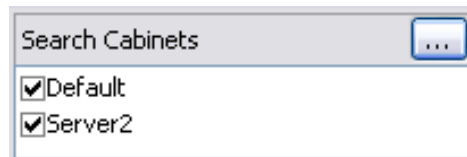





The Player is the component of Remote Eyes that lets you view previously recorded video clips. To start using the Player, click on **Run Player** on the right hand side of the main Remote Eyes screen .

After clicking the button, the Remote Eyes Player will come up on the screen.



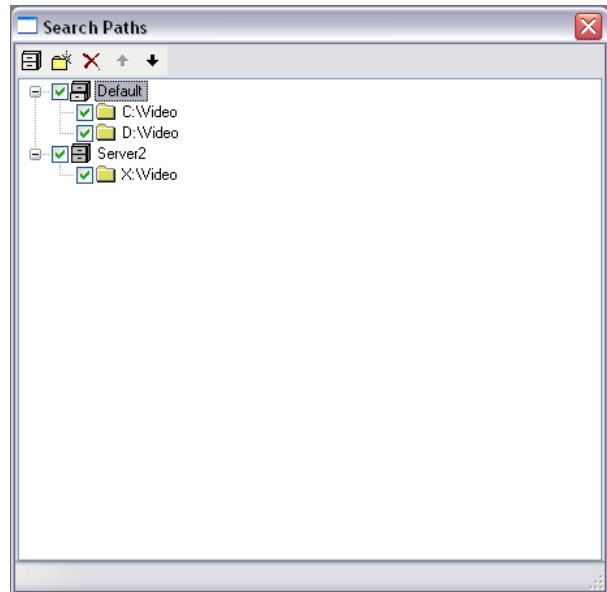
The Remote Eyes Player comes configured to search all directories that are being recorded to. However, you have the choice of searching only directories you choose by clicking the checkmark on or off of the directories listed. If you have any other directories or servers that you want to look for clips on you can add them in the **Search Cabinets** box.



To add a new cabinet or directory, click the **New Cabinet**, , button. To add a new cabinet to search in click on the **Add Cabinet**  button and name the new cabinet. You can then add a new search directory to that cabinet by clicking on the **New Search Directory**  button and selecting the Video folder that you wish to add.

NOTE: The new search directory will be added to the highlighted cabinet.

This feature allows you to use one player at a centralized location to view multiple servers' video clips.



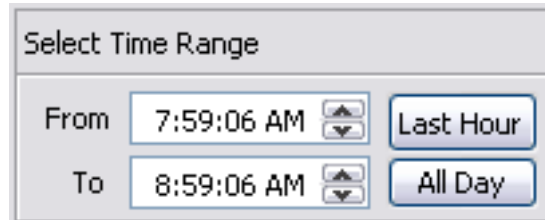
By default, Remote Eyes records to D:\Video, but if you changed your default folder under **Disk Usage** at the Server (see above for more information), you'll need to specify whichever folder or folders you specified.

Any cabinets that you specified would now be listed in the **Search Directories** box in the upper left of the main player screen.



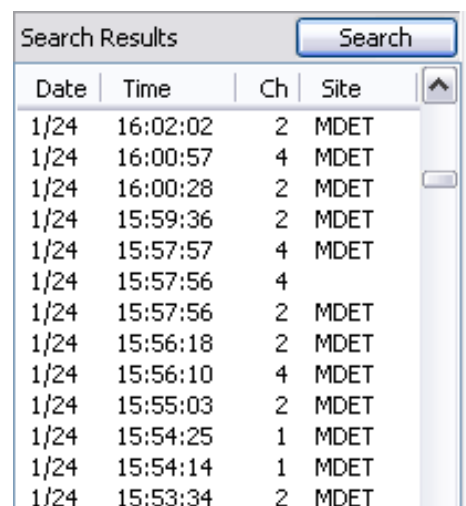
Next, using the calendar, select the day that you want to search for clips. The days that have clips stored for that day will be **BOLD**.

You will also need to enter a **Time Range** which you want to search for clips. You can choose any time of the day to search for clips or use the convenient buttons to search the **Last Hour** or **All Day**.

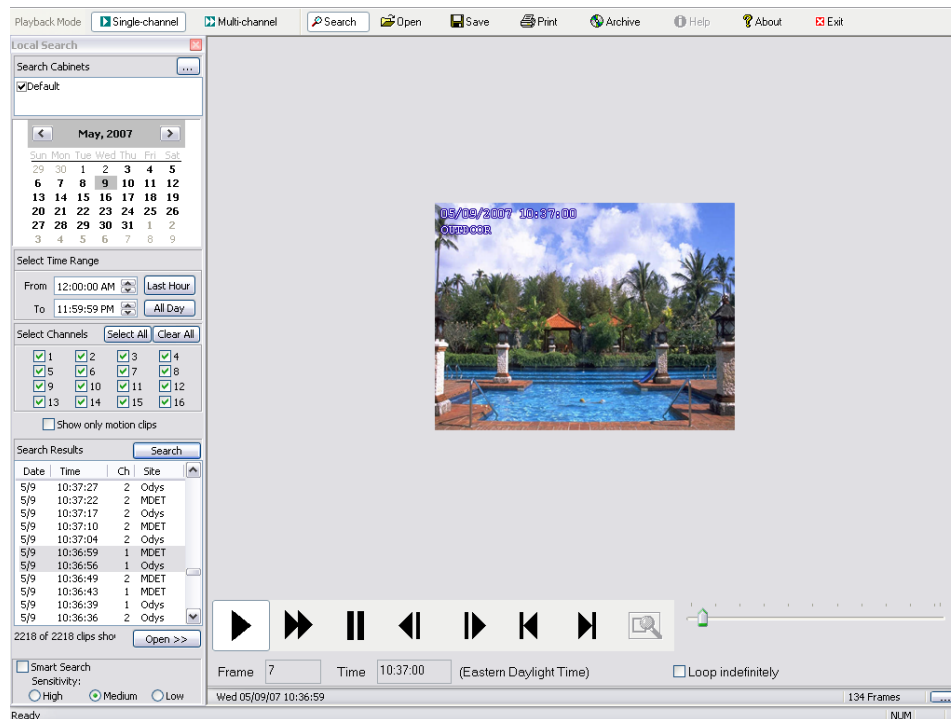


Now choose which cameras that you would like to review. You can choose a specific camera or use the button to **Select All** of the cameras. Here you can also decide whether or not you only want to look at motion clips by checking the box next to **Show only motion clips**.

After choosing all of your options, click the search button and a list of clips matching your criteria will be displayed so that you can review them. Double click the first clip that you want to review, and it will open and start playing.

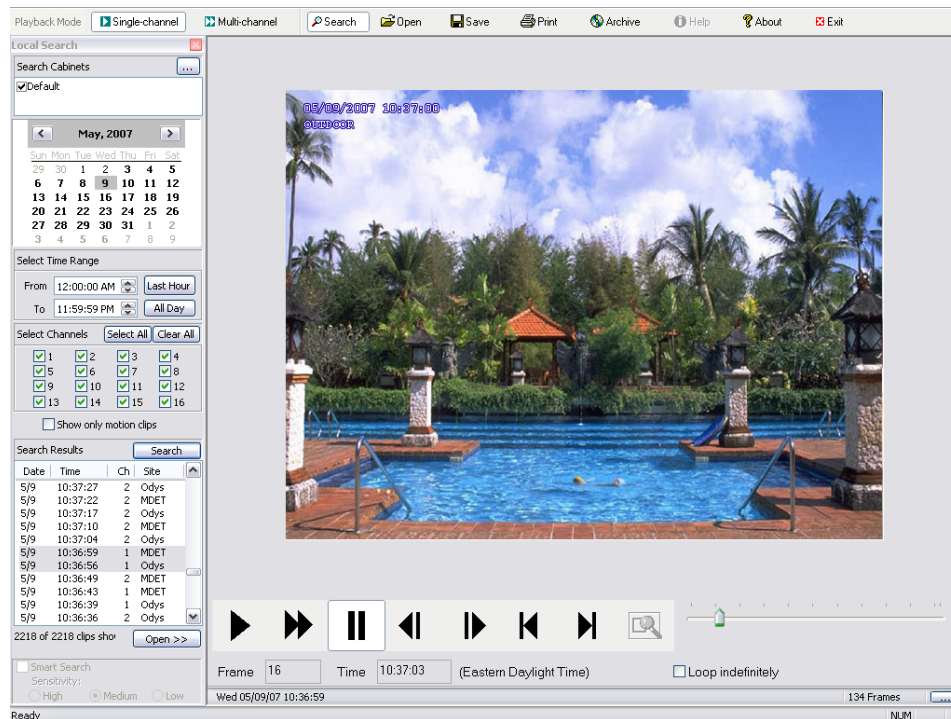


Now you should see the clip on the screen, and it will be playing. You can click **Pause** to pause the clip, **Fast Forward** to search the clip faster; you can also **Step Forward** and **Backward** frame by frame through the clip, as well as go to the **Previous** or **Next** clip. Or you can use the slider to search through the clip.



You will see that each clip has its own time and date stamp.

You can also right-click the clip you are reviewing and select **Double Size** to make the size of the clip larger.




Smart Search

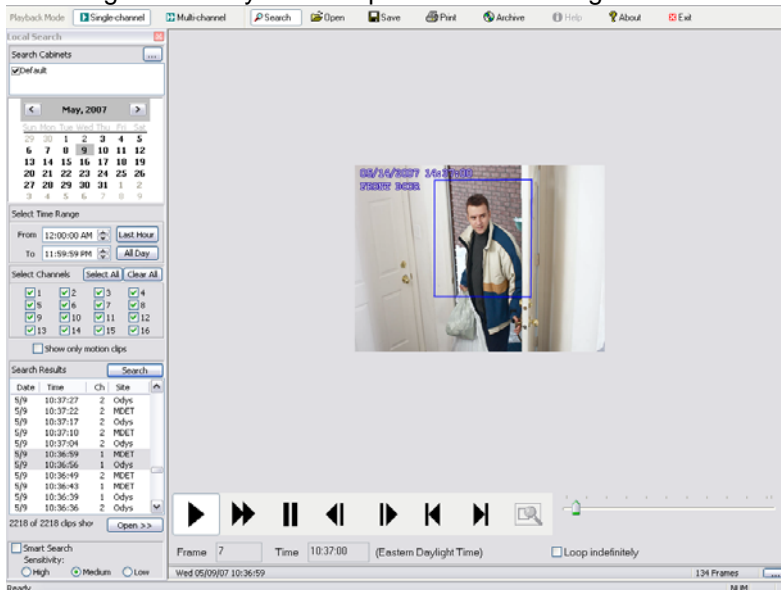
This feature allows you to select an area within a clip to look for changes. The Player will look for changes in a pre-selected area and stop when there is a change in that section.



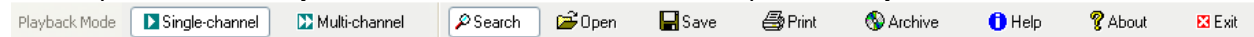
When you check the **Smart Search** option, the cursor changes to a magnifying glass, and you can select a section of a clip, by clicking and dragging, in which Smart Search will look for changes.

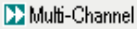
You can select an area to watch by clicking and dragging the magnifying glass, and you will see a blue outline. This is the area that Smart Search will monitor for changes. When you click on the Smart Search

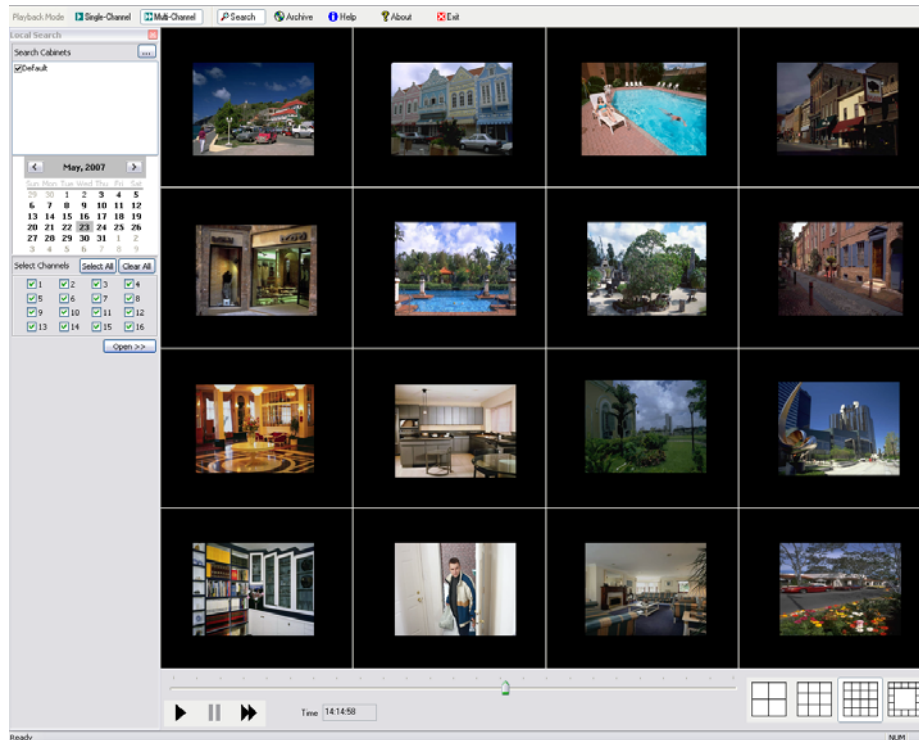
button  that is located to the right of all of the playing buttons, the Smart Search will look for changes in that area and then stop when the first change occurs. When you click on the Smart Search button again the Player will stop on the next change.

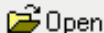


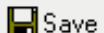
Other options for the Player are located in the tool bar at the top of the Player Screen.





The **Multi-Channel** button  is used for synchronized multi-channel playback. This is used for playback of all channels so that you may follow an event that occurs on multiple cameras. You can see an example below.



The **Open** button  is used to open clips manually. This is used when opening clips from a CD or other location that is not included in your search directories.

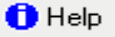
The **Save** button  is used to save the clip that you are currently viewing to another location. This is used to save videos either compressed, so that only the Remote Eyes Player can play them back, or uncompressed, so that any media player that will play an .avi file will play the clip back.

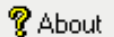
To print out the current frame of your clip, just choose the **Print**  button. Please make sure you have a printer connected and installed before you try to print.

The **Archive**  feature allows you to copy the current clip along with a copy of the Remote Eyes Player that you are currently using (single or Multi) onto a flash drive or formatted CD. In the multi-channel Player all clips that are active, at that point of reference you are looking at, will be copied to the flash drive or CD. You can also highlight which clips you want from the Search Results list and copy those selections to the flash drive or CD as well. To format a CD, use NTI Dragon Disc format utility (included with all factory shipped systems), which will be explained later in Appendix A.



This dialog box shows the options you have to copy clips. You can choose the DVD-RW, Floppy, or Removable drive to archive your clips.

Clicking on **Help**  will bring up this manual, so that you will have easy access to it when you are working with the player.

The **About** button  will bring up the version and build number of your Remote Eyes Player so that Odyssey Technologies, Inc. technical support staff will know better how to support you.

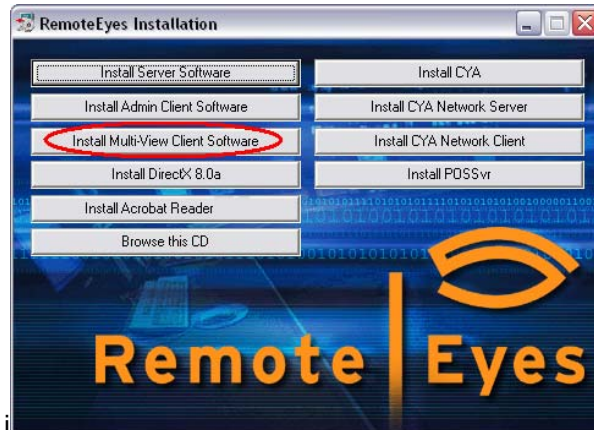


Finally, the **Exit** button  closes the Remote Eyes Player.

Multi-View Client

The Remote Eyes® Multi-View Client is used for remote viewing of the Remote Eyes Server. The Client can view live and recorded video, as well as move PTZ cameras.

To install the Multi-View Client, insert your Remote Eyes CD in your client CD drive and wait for the install screen to appear. Then click on **Install Multi-View Client Software** and follow the prompts.



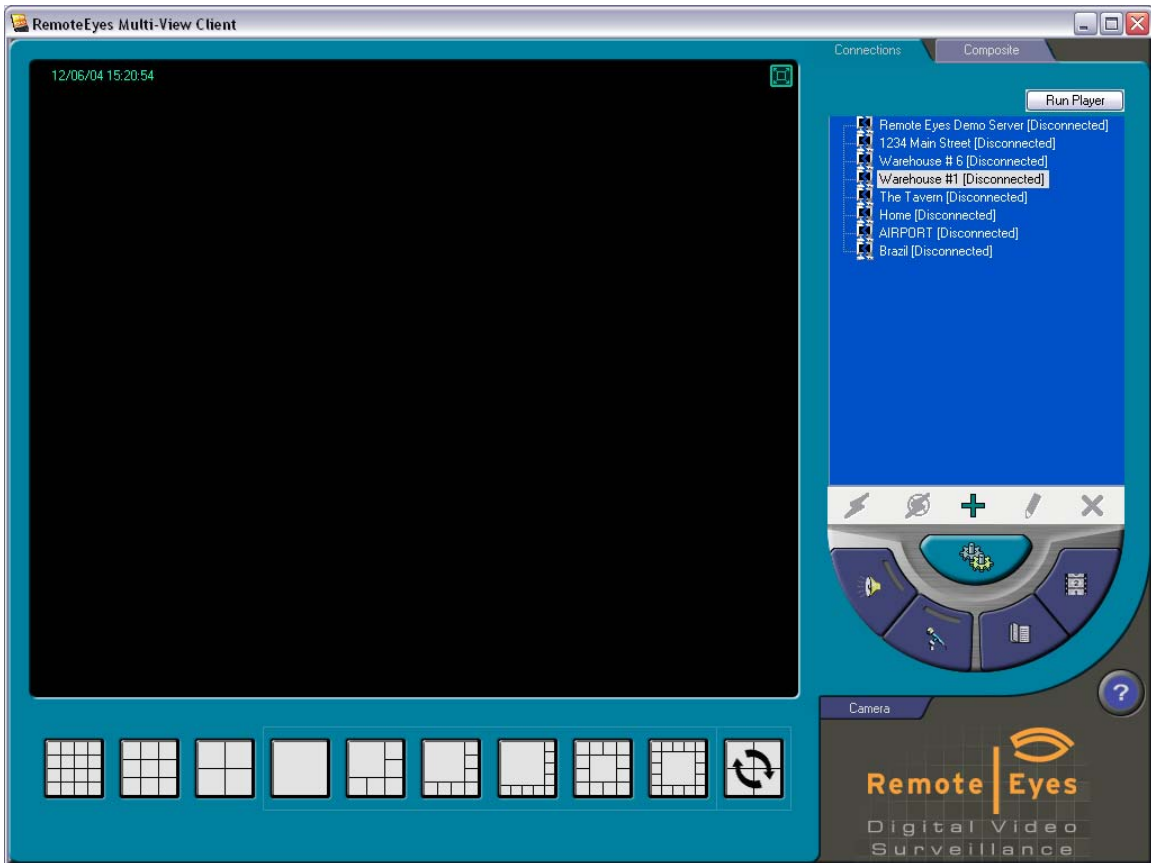
To Launch the Multi-View Client you will need to click on the **Start** menu, and then **Programs**, then, **Remote Eyes**, followed by **Multi-View Client**, and finally **Launch Multi-View Client**.

The first screen you will see is the Remote Eyes Splash Screen:

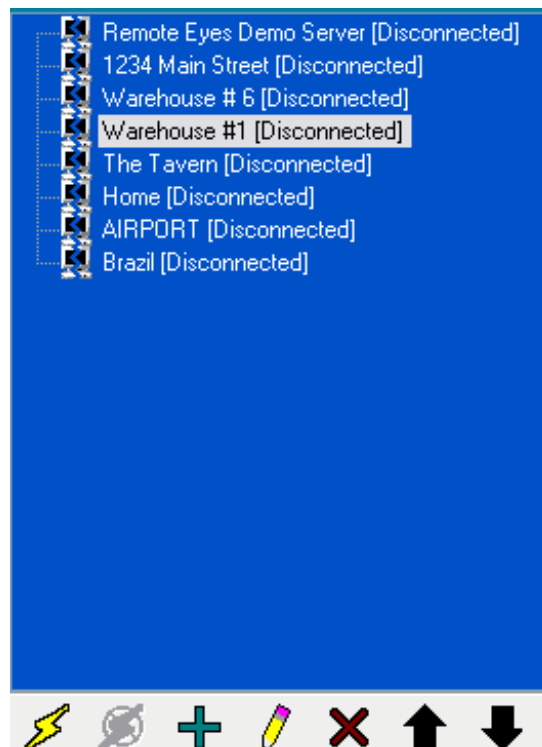
Remote Eyes Odyssey Technologies, Inc. 14504 Greenview Drive Suite 100 Laurel, MD 20708	SUPPORT Tel: 301.256.0000 Fax: 301.362.9704 Email: support@remoteeyes.com www.remoteeyes.com/support
--	---


Remote	
Multi-View	Eyes
	Client
	Version 6.0.702.15

Followed by the main Multi-View Screen.



First, to the right of the screen you'll see the **Connection** window.



This panel will show you your available connections once you set them up. To begin setting up a connection, click the  button.

The **Connection Information** screen will appear.

Making a New Connection

Connection Display Name:

Now you can enter the connection settings for your Remote Eyes® Server.

First type a name for your connection. You may want to choose a name that uniquely identifies this connection, especially if you are setting up a large number of connections.

Under **Connect Through**, choose your connection method.

If you are connecting by IP over a LAN or cable modem, choose **TCP/IP Network Connection**, and enter the IP address for your Server. If you have changed the port that you connect through on your Remote Eyes server you will also need to change that port in this screen.

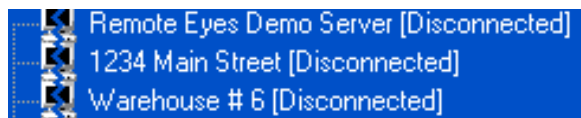
If you are connecting using a telephone modem, choose **Telephone Connection** and enter the Server's phone number. Please note that only one telephone connection is possible at a time.

Next, if you would like Multi-View Client to store the **User Name** and **Password** needed to connect to the server, place a check next to **Remember User Name & Password**, and enter the appropriate information in the spaces provided. If you don't check the box, you'll be prompted to enter this information each time you connect.

As you can see the Password always appears as a series of asterisks, to keep people from learning your password by watching you enter it.

Pre-5.7 Server

Check this box if you are trying to connect to a server that has a version below 5.7. If this box is not checked you will get a username/password error.




Now click **OK** to save your new connection. You'll see it listed in the connections window as **[Disconnected]**.

Just repeat this process to set up a connection listing for each server you want to connect to.

Managing your Connections

Other than the **Connect** and **Disconnect** buttons, the Connections panel of Multi-View Client has several tools that you can use to manage your connections.


The **Edit Connection** button, , this button lets you make changes to an existing connection.

The **Delete Connection** button, , lets you remove an old or unused connection.

Also, note that all of your connections will be sorted in alphabetical order so that you can find your connections easier.

Connecting to a Remote Eyes Server

Let's take another look at the Connections panel. To begin your connection, just highlight your newly

created connection and click the  button. If you saved your User Name and Password in the connection setup, the Multi-View Client will attempt the connection immediately. If not, you will be asked to enter the Server's User Name and Password. After you do click **OK**.


The camera images for your server should appear once the connection has been established, and in the Connections panel, you will see this connection listed as **[Connected]**.



You can continue establishing connections, up to as many as possible based on your PC's performance up to 15.

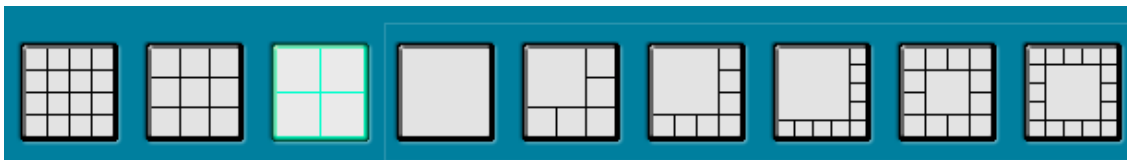


After connecting to multiple servers, you can move between server views using the tabs at the top of the window. Its Connection Name identifies each server.

To disconnect from a server, just highlight the connection and click the  button.

Viewing your Server

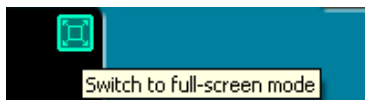
Each server view can be customized to meet your individual needs. For instance, you can select from nine different camera layouts.



A tenth option, **Scan**, can be used in conjunction with any of the other views that have one large display and several smaller ones. With Scan enabled, the smaller display images will switch out with the larger image at a set interval.

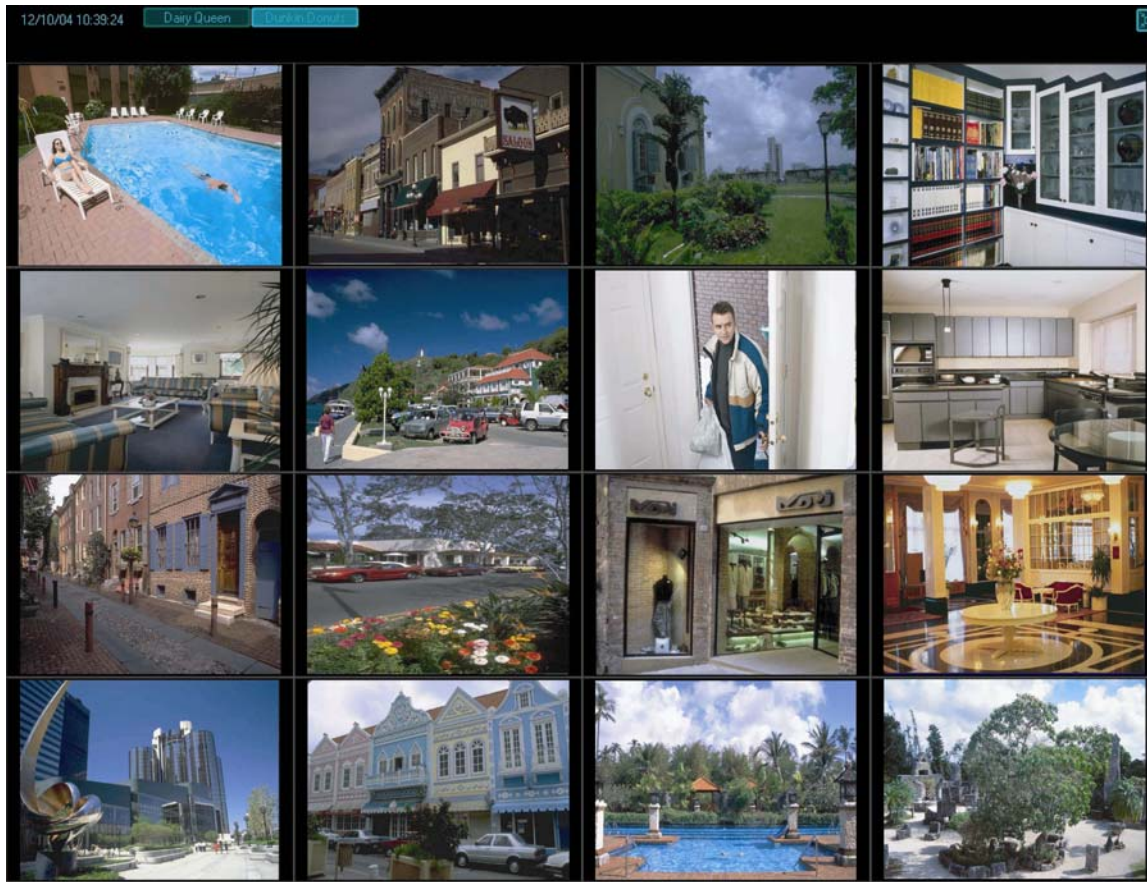
You can also arrange a server's cameras in whatever order you would like. To switch one camera with another, just right mouse-click on the position that you would like to switch, choose **Switch Camera** and then select the camera you want to switch it with.


Finally, you can also view your cameras in **Full Screen Mode**, which removes the server/camera menu from the right hand side of the screen.



To enter Full Screen Mode, click the **Full Screen** icon, located to the upper right of the camera display.

Now you will see your cameras at Full Screen size as shown below.



 Note that you can still use the tabs at the top to switch between servers. To return to the normal view, click the reduce button in the upper right.

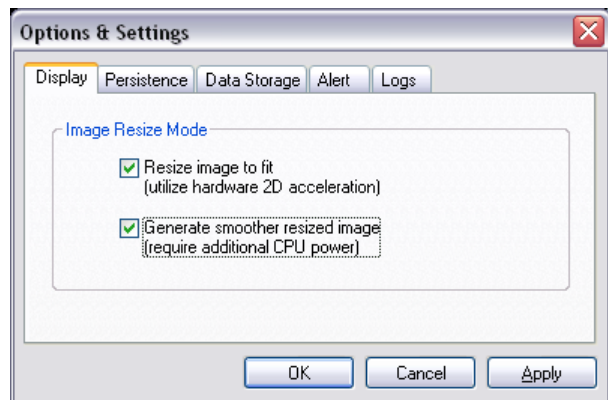
Settings and Features

Once you're connected to a server or servers, there are a number of settings you can adjust using the Multi-View Client.

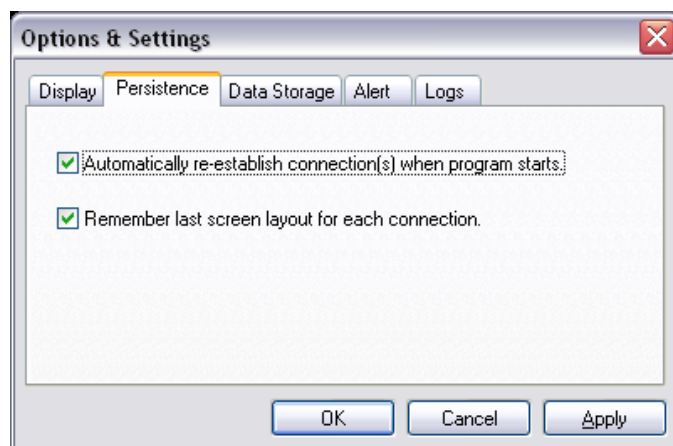


First is the  button, which launches the **Options & Settings** window.

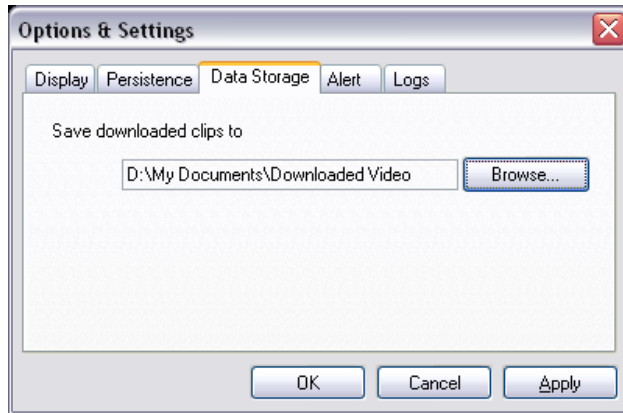
The first tab is the **Display** tab. This allows you to adjust the size of the images to better fit screen. It also allows you to generate smoother resized images.



you
the

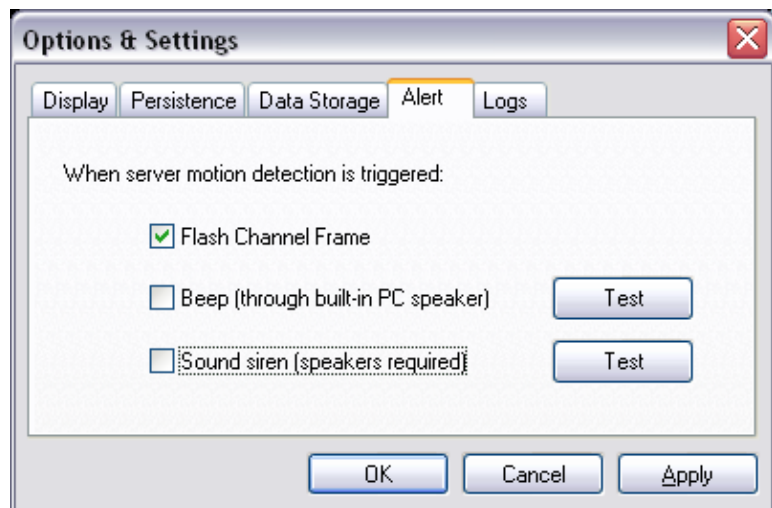


The next tab is the **Persistence** tab. Here you can automatically reestablish any previously used connections on startup and remember the layout you used the last time you were connected.

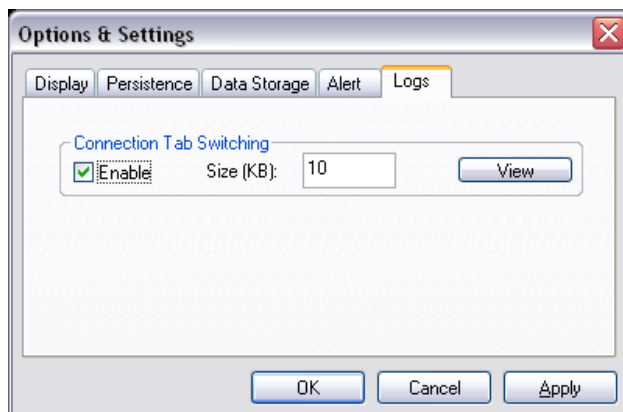


The third tab, **Data Storage**, lets you select where you'll save any video clips downloaded for the server. We will discuss this feature in more detail in **View Server Clips** on page 15.

The final tab, **Alert**, includes settings related to motion detection. With **Flash Channel Frame** enabled, a red frame will appear around any channel where motion has been detected at the server. You can also choose to have the PC speaker **Beep**, or to have the **Sound Siren** cause an audio alarm to sound when any motion detection is triggered at the server.



Please note that the **Sound Siren** feature requires speakers in order to function.



The **Logs** tab allows you to keep a log of each time a connection tab is switched in the Multiview Client software. You must check the **Enable** box to start logging these changes.

Once you have adjusted your settings, click **Apply** and then **OK** to close the window.

The **Listen to Server** and **Talk to Server** buttons,  and , allow two-way single-channel audio communications between the Multi-View Client and the Server you're currently viewing.

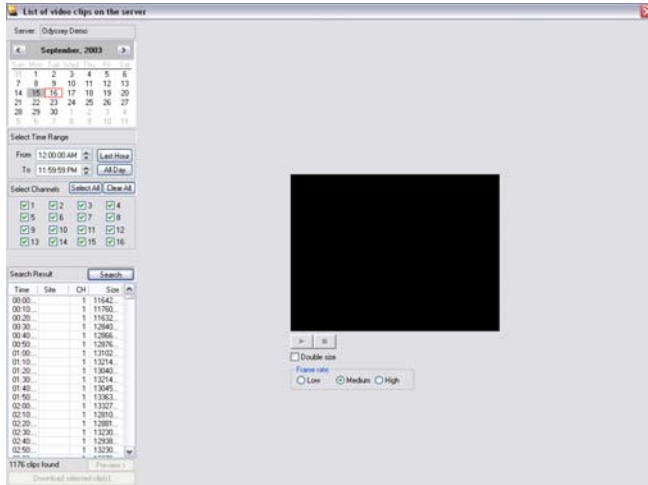


The **View Server Logs** button lets you view the Access and Event logs from the server.

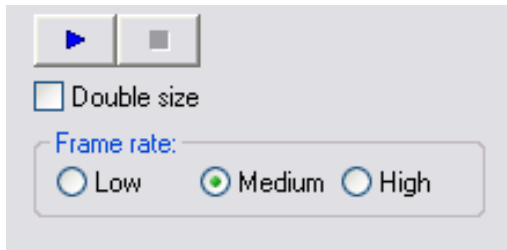
Just like at the server, you can review archived video from the Remote Eyes client. To use this option, click on the **View Server Clips** button.



The following screen will appear...

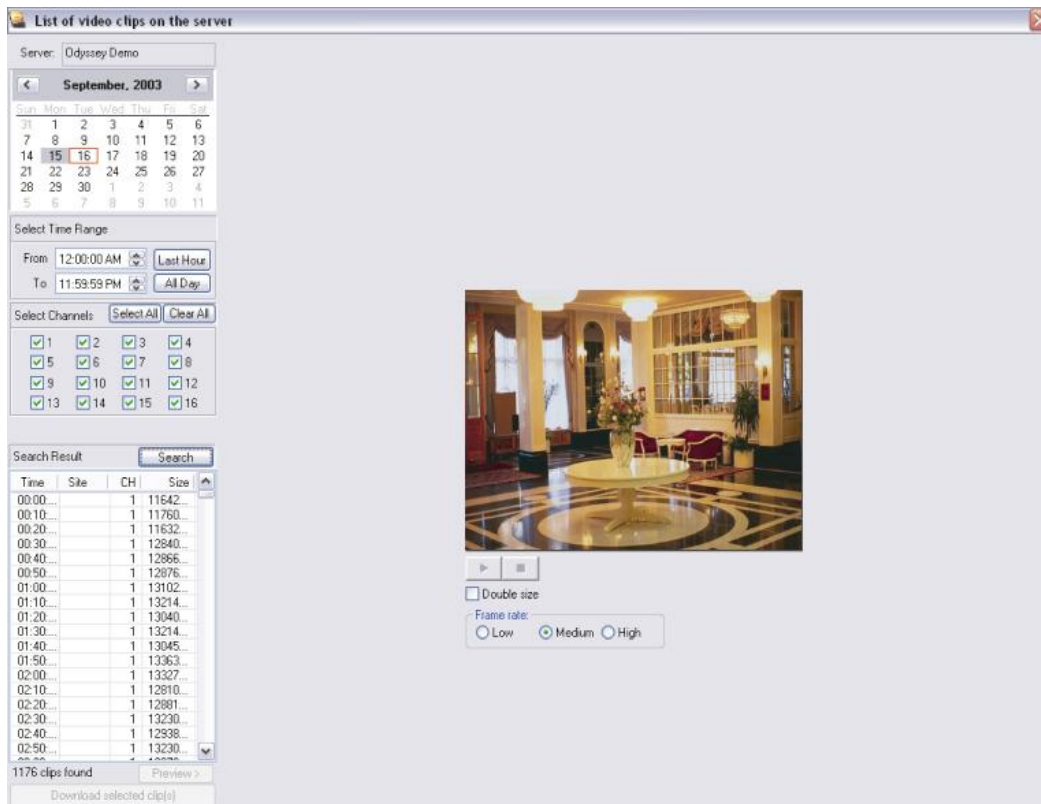


Just like with the Remote Eyes Player, you will need to select the **Date**, **Time**, and **Camera(s)** that you want to search. Click on the **Search for clips** button and select from the list on the right which clips you want to look at.



By clicking on the **Preview >** button the client will allow you to view the first frame of a clip from a server. To stream the actual clip from the server you will need to use the controls below the image to begin playback. This will allow you to look at the video from the clip without downloading the entire clip. This helps to ensure that you have the correct clip before downloading it to your system. You can use the blue play button to start streaming the clip. Use the **Double**

size checkbox to enlarge the image. You can also choose a low, medium or high frame rate for up to 30fps playback.




00:00:...		4	699904
00:07:...	MDET	4	23552
00:07:...		4	16896
00:07:...	MDET	4	22528
00:08:...		4	122880
00:09:...	MDET	4	23040
00:09:...		4	86016
00:10:...	MDET	4	23040
00:10:...		4	54784
00:11:...	MDET	4	22528
00:11:...		4	473088
00:16:...	MDET	4	22528
00:16:...		4	318464
00:19:...	MDET	4	23040
00:19:...		4	364032

You can also download the clips you have previewed to the remote PC. To do this simply highlight the clip or clips that you want to download and select **Download selected clip(s)**.

Download selected clip(s)

Once you have downloaded the clips the Player will open automatically and you will have all of the Player functions as if you were viewing clips on the server.

PTZ Camera Control

You can also control PTZ cameras from the Single-View Client. By clicking on the **Camera Tab**  you will change to the PTZ control screen.

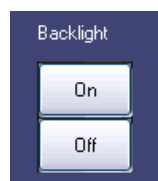


With this option you will have all of the control over the PTZ camera that you would have at the Remote Eyes Server.

The following PTZ control may not be available depending on what type of PTZ camera you have.



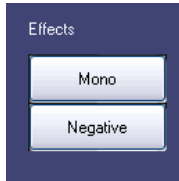
The power button will turn the camera on and off.



The backlight button will allow you to turn the backlight on or off if your camera supports this option.

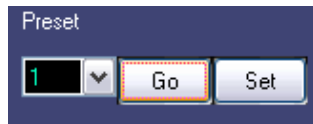


The menu buttons will allow you to access the on-screen camera menu and navigate through that menu.






The effects buttons will allow you to choose if you would like a mono (black and white) image or a negative image. These will only work if your camera supports these options.

You also have the option to set up to 16 different preset positions for the camera to go to.



The pattern button will allow you to set a pattern that the camera will follow.

You can zoom in with the **Tight** button . And you can zoom out with the **Wide** button .

You can also focus near with the **Near** button . And you can focus far with the **Far** button



. You can also use **Auto Focus**



if your camera supports this option.



You can use these buttons to move your cameras.

Note that servers a multi-user, so PTZ control is shared. Inability to control a camera may be due to another user having control

If you receive errors while trying to control cameras, please contact your system administrator

Creating a Composite Layout

After establishing connections to multiple Remote Eyes Servers, you may want to view select cameras from each server, all on one screen. To do so, you can create a **Composite Layout**.



To start, click the **Composite** tab.

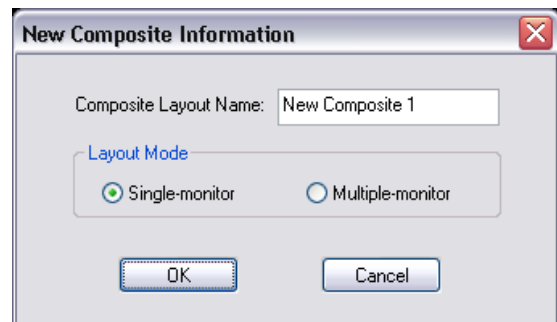


You will notice that when you click on **Composite** the color changes from purple to blue.



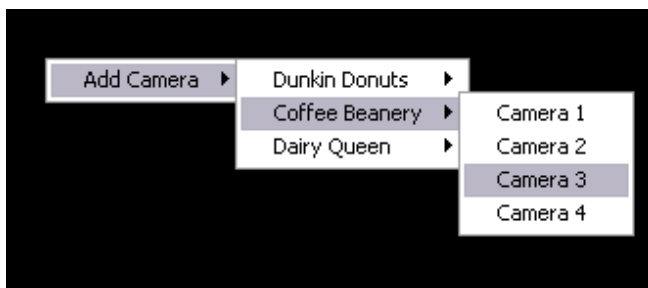
The next step is to click on the new connection button.

The next screen that you see is where you will name your new composite layout as well as choose Single or Multiple Monitors for up to 32 camera viewing at the same time.



Please Note: 32 Camera Viewing is only available with Multiple Monitors – for more information on using multiple monitors please contact Odyssey Technical Support.

Once you have named your composite layout, you will see a new tab at the top of your screen with the name of the composite that you just created.



The next step is to add cameras. You can do this by right-clicking on the screen and select which connection and which cameras you would like to have on the screen. Single Monitor setups will allow for 16 cameras while multiple screens will allow up to 32 cameras. To remove a camera, right-click the camera and select **Remove**.

Note that once you have created a composite layout, it will be saved, and you can connect to it at any time that you wish.

About Remote Eyes Multi-view Client



If you need to see the version information about your Multi-View Client, click on the **Remote Eyes Logo** in the lower right hand corner of the software.

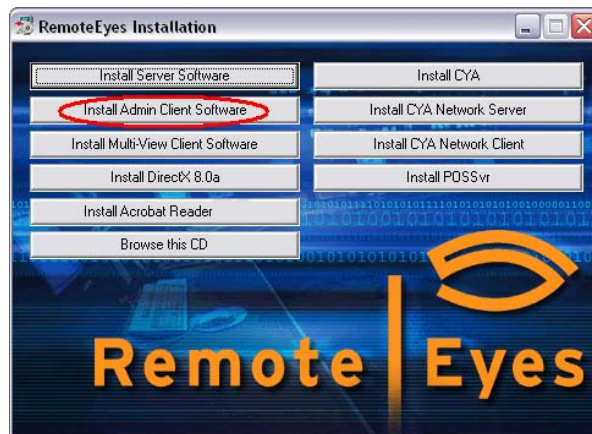
You will see the **About** window. Along with the software version, you will also see contact information for technical support.



Remote Eyes Admin Client

The Remote Eyes Admin Client is designed to be able to change all of the settings on a Remote Eyes Server from a remote location.

To install the Admin Client, insert your Remote Eyes CD into the CD drive of your client workstation and wait for the install screen to appear. Then click on **Install Admin Client Software** and follow the prompts.

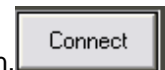


To Launch the Admin Client, you will need to click on the **Start** menu, and then **Programs**, then, **Remote Eyes**, followed by **Admin Client**, and finally **Launch Admin Client**.

The first screen you will see is the Remote Eyes Splash Screen:



Followed by the Admin Client screen.



To connect to a Remote Eyes Server you will need to click on the **Connect** button.

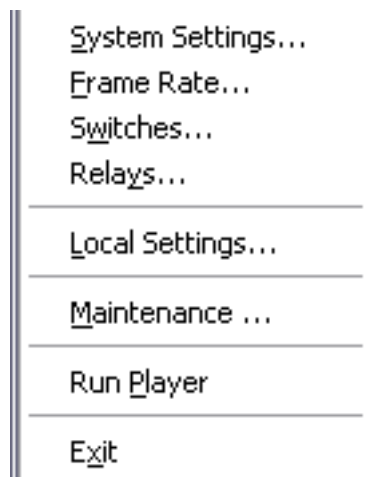
After clicking on the connect button you will see a box that will allow you to enter your **Username** and **Password** along with the Phone Number or IP address of the system that you are trying to connect to.



You will also need to specify the port you are using if you have changed that on the Remote Eyes server.

You can also add different servers into the **Phone Book** so that you can easily connect to all of your locations.

Once you have connected to your Server, you will be able to change almost every system setting on the Remote Eyes Server. The only exception to this is that you will not be able to set the motion detection grid for the Server.



The **Configure** button will allow you to change the **System Settings**, adjust the **Frame Rate**, and configure your **Switches** and **Relays**.

From this menu you can also **Run the Player**.

Your **Local Settings** can also be changed, such as where you want to store downloaded clips, if you want the siren to sound when there is motion, and also to configure your modem.

Another button on the configure menu is the **Maintenance** button. This button will allow you to **Restart** the Server **Software** or to **Reboot** the Server **Computer**.



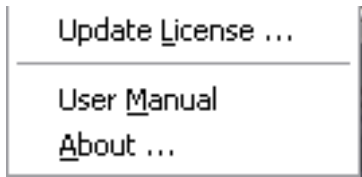
The **View** menu will allow you to view your **Server Access Log** and **Server Event Log**. This is the same, as you would see if you were sitting at the Server.

You also have to option to view clips from the server you are connected to by clicking on **Server Video Clip**.

You can also access the **Switch Status** and **Relay Panel** to check on Switches and Relays at the Server.

You can also View the **Control Bars** for the server site and adjust settings for that.

****PLEASE NOTE: The motion detection grid cannot be changed from the Admin Client****



The last menu is the **Help** menu. You can **Update** the Server **License** from here. Or you can access this **User Manual** from this menu. You can also click on **About** to find out what version of the software you are using.

Getting Technical Support

Have a question about Using Remote Eyes? Odyssey Technologies, Inc. is committed to providing superior Technical Support. If you need help setting up or using Remote Eyes, don't hesitate to give us a call or email us.

So that we can better assist you, please have the following information available.

- A complete description of the problem, including any error message you've received and instruction for how to duplicate the problem
- The version of Remote Eyes you are using (found under the About button)
- The serial number of the server.

Here is how to reach us:

By US Mail

Odyssey Technologies, Inc.
14504 Greenview Dr,
Suite 100
Laurel, MD 20708
Attn: Technical Support

By Telephone

301-256-0000

By Fax

301-362-9704

By Email

support@remoteeyes.com

Web Page

<http://www.remoteeyes.com>

NOTE: Technical Support Hours are 9:00A.M. – 5:00P.M. EST Monday-Friday

Appendix A

Using Dragon Disc to Format a CD

The Remote Eyes Player uses a DVD/CD formatted with NTI Dragon Disc. The **Burn CD** feature of the Player allows clips and a copy of the Player to be sent to the DVD-R drive for backup of important clips such as break-ins and robberies.



After inserting a blank CD you will need to right-click on the Dragon Disc icon next to the system clock on your task bar.

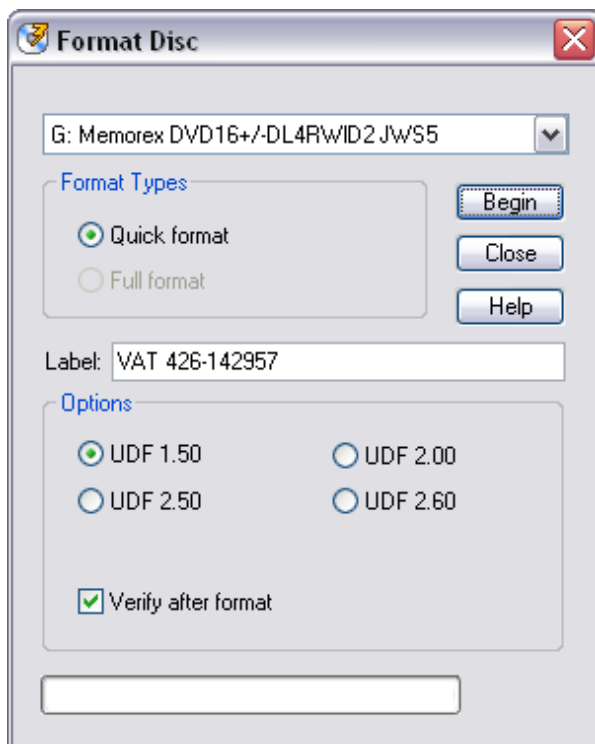
Format

Write Protect

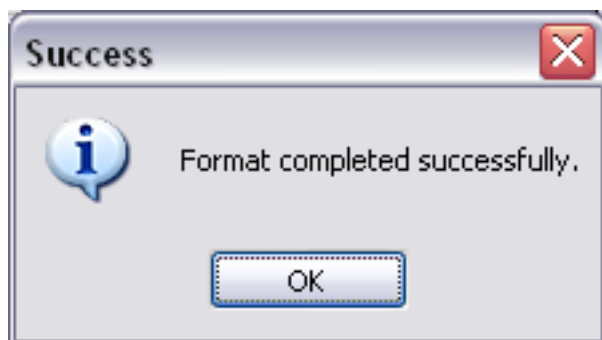
Eject Disc ▶

About

By Right-Clicking on the icon you will see a menu that will give you the option to **Format**. You will need to click on this option to format a disc so that clips can be burned from the player.

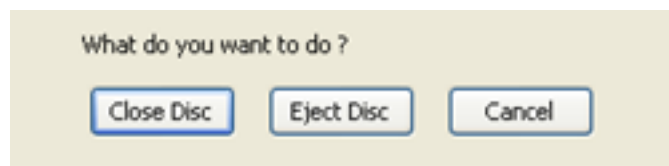


From this screen you can choose the label that you want the disc to have, such as the date of clips you are recording. After you have chosen a label you can then click on **Begin** to start the formatting.



If your disc has formatted successfully you will see this dialog box.

Once you have finished adding clips with the Remote Eyes player you will need to right click the same icon on the task bar and select eject. Once you select eject you will get at dialog box that asks what you want to do. You will need to choose Close Disc so that the DVD/CD can be read on another computer.

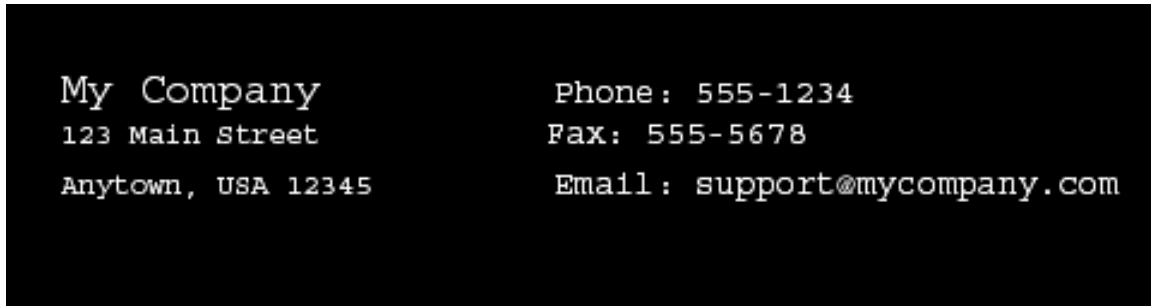


Appendix B

Dealer Splash Page

Dealers can add a customizable splash screen to any Remote Eyes software to display contact information from them. This allows you to put your contact information into the **About** screen so that your customers can contact you.

To do this, create a 16-bit color bitmap image that is 480x128 and name it "dealer.bmp". Place this file in the Remote Eyes software directory that you want it to appear in, and your information will appear in the top portion of the **About** screen.



**** This will work with Remote Eyes Server, MultiView Client, and Admin Client****

EXAMPLES:

Remote Eyes Server: C:\Program Files\Remote Eyes\Server

Multi-View Client: C:\Program Files\Remote Eyes\Multi-View Client

Admin Client: C:\Program Files\Remote Eyes\Admin Client