# LUXRIOT EVO Monitor User Guide

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#### 1 Interface Overview

Luxriot EVO Monitor is a dedicated application for viewing **live** and browsing the **recorded** contents of connected Luxriot EVO servers. It also includes **advanced features** such as video and snapshot export, alert monitoring, PTZ and digital PTZ control, among others. As Luxriot EVO Monitor is a **unified interface** for all Luxriot EVO editions, some of the features described in this document may only be present if you are connected to Luxriot EVO Global server and are not available for other server types (for example, the video wall feature).

For best user experience, display resolution of **1280x720 pixels or higher** is recommended for Luxriot EVO Monitor application, alongside with **512MB onboard video memory** per display.

We recommend that end users and CCTV station operators become acquainted with this document in order to understand the application interface and work out some personal usage strategies.

#### General

The Luxriot EVO Monitor interface is mostly intuitive. Elements are manipulated using **left mouse button** (click, drag and drop) and **mouse wheel** (e.g., to change digits in timestamps). Right clicks (pop-up menus of all sorts) have been eliminated to facilitate the Luxriot EVO Monitor application for usage with touch displays.

The application appearance can be changed to accommodate individual users' needs and preferences. Overlay elements are adjusted in the <u>Application settings</u>, and component colours - using the <u>Themes</u> tool.

The main application functionalities are available via **tabs**. Visibility of these tabs and certain interface elements can be controlled for each Luxriot EVO Monitor application instance using the Luxriot EVO Monitor <u>Administration</u> <u>Tool</u>, which is available via main menu *View -> Administration Tool*.





The Luxriot EVO Monitor application window title displays <u>window name</u>, display number, computer station name, and also video wall title and display number.

Most elements (buttons, menu items, overlay elements) have **tooltips** - text hints that appear when you position the mouse cursor over the item and hold it for a moment. Tooltips are enabled by default and can be turned OFF via <u>application settings</u>.

#### Windows

The main (primary) application window displays contents provided by server or servers in different

modes, depending on the tab selected. All secondary windows only display live channels, without any supplementary tabs, menus or panels. Please refer to the <u>Interface Elements</u> section of this document for detailed information about all Luxriot EVO Monitor panels, buttons and other controls.

#### Upper panel: tabs

The upper panel contains **tabs** that allow you to quickly switch between the main software functionalities. Some tabs (e.g., *Live, Playback*) are always present while other ones (*Access Control, LPR* etc.) only appear when the related feature or contents is available on one of the connected servers. Tabs are only present for the main application window.

#### Upper right: connections and main menu

The <u>Connection</u> button opens a dialog box with the server list. Next to it, there is the main <u>application menu</u>, which contains items for the Luxriot EVO Monitor tune-up and additional wizards.

Below the main menu, there is a button for **multi-display setup** and another one for managing the current **display contents**.

#### Left menu: resources

This section displays **resources** from the connected servers: layouts (including layout templates and sequences), channels, maps, and user buttons. The resources panel can be hidden by clicking the << arrows in its upper right corner to free up more display space for the contents.

### 2 Interface Elements

This topic covers Luxriot EVO Monitor interface elements in more details.

Application elements and sections can be configured to be hidden via Luxriot EVO Monitor <u>administration</u> tool. By default, all functionality is available based on the Luxriot EVO server configuration and license limitations.

#### Main viewing area

The main viewing section displays contents provided by the connected servers. The type of the contents depends upon the selected tab: this may be live video, several types of playback, data from external services etc. Please see the corresponding sections of this document for detailed information about each mode.

#### Upper right corner: window controls



Standard window controls: go fullscreen, minimize, restore and close

From this panel, the Luxriot EVO Monitor application window can be:

- opened in fullscreen mode
- minimised to taskbar
- maximised/restored to default size
- closed

To toggle fullscreen ,  $F_{11}$  can also be used. This is one of the default keyboard shortcuts: to change the action hotkey, go to main menu *Edit* >> <u>Command Mapping</u>.

#### Upper panel: tabs



Luxriot EVO Monitor application upper panel with tabs

The upper panel contains tabs that allow you to quickly switch between main software functionality. The following tabs may be available, depending on the software version and configuration:

- Live: real-time video streams with PTZ controls, data overlay and instant playback
- Playback: recorded video stream investigation
- Sequence: advanced analysis of the recorded video streams
- Smart Search: quickly find the target scene using motion search
- Alerts: generated alerts and information level messages
- Library: exported video clips and snapshots
- Video Wall\*: video wall display configuration
- Reports: create diagrams and heatmaps based on the collected metadata
- LPR\*\*: investigation of the license plate recognition results
- **FR**\*\*: investigation of the face recognition results
- Data Sources\*\*: investigation of textual data received from configured external data providers

\*The tab only appears when Luxriot EVO Global server connections are present, video walls exist in the Luxriot EVO Global configuration and the used user account has sufficient privileges assigned via Luxriot EVO Console.

\*\*The tab only appears if corresponding service is supported by Luxriot EVO license, the service has been set up via Luxriot EVO Console and the used user account has sufficient privileges.



When all tabs do not fit in - either because of smaller screen size/resolution or due to decreased application window

size - tab items are collapsed to icons. Tooltips will provide clues

#### Upper panel: server connections

#### Connection (1 servers)

The Luxriot EVO Monitor application Connection button on the upper panel

The *Connection* button opens <u>server connection setup</u> window and also displays the number of currently configured servers.

#### Upper right: main menu

File Edit View Help

Luxriot EVO Monitor application main menu

This section contains the main application menu items.

- File
- Exit: close the Luxriot EVO Monitor application
- Edit
- Settings: <u>application settings</u>
- Command mapping: <u>keyboard shortcuts</u>
- Theme: application <u>appearance management</u>
- View: operation modes and application view management
  - Time presentation: choose between local, UTC or specific server time zone
  - Operation modes:
    - Always on top
    - Exclusivity mode
    - Locked application
  - Archive Backup Wizard
  - <u>Administration tool</u>
- Help
- User Guide: opens the Luxriot EVO Monitor application user manual
- About: about Luxriot EVO Monitor

#### Left menu: resources



The Resources panel of the Luxriot EVO Monitor application

This section displays resources from the connected servers: layouts, channels and maps loaded from configured servers. If visual grouping has been configured for the target server, the resources will be arranged into expandable lists.

The panel can be docked to the left by pressing the << arrows in the upper part of the panel, and restored back by clicking the >> arrows; individual resource lists can also be collapsed and restored by clicking the subsection name. *Search* field in the upper panel part allows you to filter the resources based on the entered text.

- Search: global resource search
- Layouts
  - Layouts, layout templates and layout sequences
  - Local resources: stored on Luxriot EVO Monitor machine
  - Server resources: loaded from connected server(s) (shared layouts and server-side layout templates)
- **Channels**: per server or mixed, if *Merge resources* option has been enabled in the <u>server connection</u> properties
  - Unavailable channels are marked red
- Maps\*: e-maps, per server or mixed
- User Buttons\*: software buttons that perform actions, associated with them via Event&Action scenarios; per server or mixed

\*Some resources may be unavailable for certain software editions.

Channels, maps and user buttons can also be **grouped** independently through the *Visual Groups* functionality of Luxriot EVO Console.

### 3 About

Information about the currently running Luxriot EVO Monitor software version can be viewed in following way: in Luxriot EVO Monitor, go to the main menu, click *Help* and select *About*. This dialog box also contains links to Luxriot website and technical support email for your convenience.

**Important**: Luxriot EVO server and Luxriot EVO Monitor application major versions must match. Example: Luxriot EVO Monitor having version 1.3.0 will be unable to connect to servers having versions 1.2.0 or 1.4.0.

Maintenance versions within the same major version (e.g., 1.3.0 and 1.3.1) are compatible but we still recommend that you match the software versions exactly for best performance.

Note that there is no information about the server license here as Luxriot EVO Monitor application can be connected to several different servers at once. You can retrieve the server license details locally on each server.

About Luxriot EVO Monitor	×
Luxriot EVO Monitor         Product version 1.1.0.7404 x64#22619         Web: <a href="http://www.luxriot.com/">http://www.luxriot.com/</a> Email: <a href="mailto:support@luxriot.com">support@luxriot.com</a> Logal information: <a href="http://www.luxriot.com">http://www.luxriot.com</a>	
Legal Information: <u>http://www.luxriot.com/legal/</u> Copyright © 2004-2016 A&H Software House, Inc.	
Warning: This computer program is protected by copyright law and international treaties. Unathorized reproduction or distribution of this program, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law.	
Ol Help -> About	

#### 4 License Limitations

Please note that, as Luxriot EVO Monitor application is a unified interface for all Luxriot EVO editions, some features described further in this document may not be available for certain Luxriot EVO server versions.

When the Luxriot EVO Monitor is connected to a server that is operating with a free license, the following limitations apply:

- each Luxriot EVO Monitor application can be connected to a single free server at a time
- each free server can have no more than one simultaneous Luxriot EVO Monitor connection
- some types of the resources will be not available (e.g., video walls, maps, user buttons, external services, data sources)

Some features, like video wall, will also be unavailable with Luxriot EVO S servers. Luxriot EVO Monitor applications connected to Luxriot EVO Global server(s) will provide full functionality.

### 5 Server Connections

The main purpose of the Luxriot EVO Monitor application is to display the contents of the local and/or remote server(s). By default, Luxriot EVO Monitor contains a local server connection entry when it is installed together with the server.

You can connect to multiple Luxriot EVO servers of different editions within the local network or over the Internet, using built-in Luxriot EVO users or AD/LDAP domain users (pre-configured on the server side). In the Luxriot EVO Global system, you simply need to enter the central management server address, and all the Luxriot EVO Recording Server and mirroring server connections are established automatically. If the Luxriot EVO Global server goes offline, your Luxriot EVO Monitor application will be redirected automatically to the mirror, if it exists; if not, the Luxriot EVO Recording Server connections will still be available (without enterprise features provided by Luxriot EVO Global server).

In the <u>Application settings</u>, it is possible to set up automatic logout after a certain period of user inactivity. If this setting is enabled, all the servers will be disconnected from if there is no user activity in the application interface; default inactivity period is 15 (fifteen) minutes.

- The Luxriot EVO software edition allows a maximum of 1 (one) simultaneous connection to the server; Luxriot EVO Monitor can also only be connected to one Luxriot EVO server at once. Other software editions have no limitations in this regard.
- One concurrent connection to a server is maintained at a time to optimize the network traffic. For certain use cases, you may want to create multiple connections to the same server with different credentials (having different permission sets) without saving the passwords and ask each user to choose his profile and enter his password when starting his session. To ensure that no person uses previous user's session, there is an auto logout option after certain period of inactivity, which can be enabled in the <u>application settings</u>.

To connect to a **remote server** via local or public **IP** or **hostname**, follow the steps below.

Select the *Connection* section in the upper panel to bring up the dialog box.



Open the Connection section from the upper panel

Click the *Remove* button in the upper-right-hand corner to delete the existing (which, by default, is the local one) server connection. Click the + *Add server* button to create a new server connection and fill the connection parameters. Alternatively, choose *Edit* to adjust evicting corner connection settings

Connections					×
Server title					
Section 31					
IP address and port					
localhost		:	60554		
Server host name or network IP address and port. (Default port is 605	64)				
User name					
admin					
User password					
•••					
Server resources Server resources	nd sł	hc	own in the sam	e branches.	
				Save	Cancel

Add new server dialog box

The table below contains details about the available parameters.

Setting	Description	Default value
Server Title	User-defined server name	Server #N
Server IP Address	Local/Internet IP address or host name of the target server	localhost
Server Port	TCP port for remote connection	60554
User Name	User account name for remote connection	admin
User Password	Password for the provided user profile	[empty]
Domain	AD/LDAP domain, if applicable	[empty]
Multicast Mode	Accept multicast streams from the target server (must be enabled on server side)	Disabled
Merge Resources	Do not display the source server for accessed resources; shuffle server resources (for multiple servers)	Disabled

Click *Save* when you have finished. The server connection created will appear in the item list and Luxriot EVO Monitor will attempt to establish the connection immediately. Click *Disconnect* if you do wish to start working with the target server later.

▲ For you to be able to use the multicast mode, it must be enabled on the server side via Luxriot EVO Console. Also, multicast traffic must be allowed on all the network equipment on the way from your server to the Luxriot EVO Monitor.

Connections	ň)				×
+ Add server			Disconnect		
SERVER NAME	CONN	ECT CHANNELS	STATUS	ERROR	MERGE RESOURCES
Section 31	Yes	7	Connected		No

Available connection list

Select a server by clicking it in the list and click *Connect* in order to (re-)establish a connection with the selected server. Server resources will automatically appear in the left hand panel.

If you chose not to store the **password**, you will be asked for it every time you re-connect to the target server. In that dialog box, you will also have an option to change the user domain - you can use a domain that is different from the one used in the current Windows logon session.

If your user account does not have a privilege to log into Luxriot EVO Monitor application without entering **login reason**, you will be also asked to provide a justification for this server session. The entered text will be logged in the server audit log. This is an additional security feature and it can be disabled by adding the corresponding user permission in Luxriot EVO Console, under *Administration profile* in the user account settings.

Local Server						
	User name admin User password					
	Domain: unspecified	Change				
	Connect	Disconnect				

Specify the password to establish the connection with the target server

Click *Disconnect* in this same dialog box to log out from the selected server.

### 6 Application Settings

Luxriot EVO Monitor settings let you define the appearance and behaviour of the application, as well as pre-define some defaults, such as video and snapshot export defaults.

Application settings are reachable via the main menu by clicking *Edit -> Settings*, and these cover all configurable options of the program GUI. Note that parameters here are defined for the whole application and cannot be set separately for application instances and/or individual layouts, channels etc.

#### General

General settings like the application language, automatic logout, exclusivity mode parameters etc. can be found here.

General	
Usability	General Settings
Viewport overlays	Language
Library	English 👻
Snapshots export	Display language.
Video export	
Sounds	Application startup mode
	Regular 🔻
	Specified mode will be initiated on program starting. All modes except the Regular work only if exclusivity password is set.
	Save Cancel

#### General section of application settings

The table below contains a detailed description for each setting.

Setting	Description	Default Value
Language	Choose language for the application interface from the list of available localizations (requires application restart); will affect both Luxriot EVO Monitor and Luxriot EVO Console applications, if installed	Language set during installation, English by default
Application startup mode	Enable the application to be started in the <u>specified mode</u> (locked/exclusive/both/none); regular = no special mode	Regular
Interactive user idleness action	Override or allow OS screensaver	System Settings
Auto logout after user inactivity	If enabled, all the servers will be automatically disconnected after a certain period of user idleness	Disabled
User idleness timeout	Time period in minutes, after which the auto logout will be executed	15 minutes
Exclusive mode*	Defines if <u>exclusivity mode</u> is applied to all monitors or currently opened application instances only	Opened screens only
Exclusive	User-defined password for unlocking exclusivity and locked application modes	[none]

mode password		
Enable watchdog	Turn ON application behaviour monitoring: Luxriot EVO Monitor watchdog will restart the application if it freezes or hangs during operation or on startup (it is highly recommended to keep the watchdog enabled)	Enabled
Show update notifications	Enable application update notifications from connected servers	Enabled

\*Exclusivity mode settings:

- *All Monitors* mode will force fill all displays with child Luxriot EVO Monitor application instances upon enabling exclusivity mode
- *Opened screens only* mode will still allow background application/OS access via displays where no Luxriot EVO Monitor is launched

**Important**: Luxriot EVO server and Luxriot EVO Monitor application major versions must match. Example: Luxriot EVO Monitor having version 1.3.0 will be unable to connect to servers having versions 1.2.0 or 1.4.0.

Maintenance versions within the same major version (e.g., 1.3.0 and 1.3.1) are compatible but we still recommend that you match the software versions exactly for best performance.

#### Usability

This section contains settings related to the application controls and interaction with the application elements: different playback modes, DPTZ etc.

Setting	Description	Default Value
Show tooltips	Show hints when hovering over some element with the mouse cursor	Enabled
Maintain original aspect ratio	Keep original picture proportions; when OFF, image will be stretched to fill in the viewport (this setting can be overridden for each individual viewport)	Disabled
Pause decoding for background channels	If enabled, decoding for background channels will be terminated when one of the channels is maximised*	Disabled
Default DPTZ mode	Choose how <u>digital PTZ</u> behaves by default: region mode or PTZ emulation	Region
Interaction with map markers	Choose how you want to activate <u>map markers</u> (channels, links to other maps etc.): with a single click or a double click	Double click
Prefer substream for archive playback	Use recorded substream for playback, if available; this setting is good for low bandwidth connections	Disabled
Instant playback default duration	Default timeline size for the instant playback mode, in seconds	300
Instant playback rewind	Default amount of time to "jump back" when switching from live to instant playback mode	60
Timeline presentation in playback mode	Choose whether you want to see the timeline for the currently selected channel only, optionally with an additional timeline containing all displayed streams' summary, or a separate timeline track for each channel present in the layout	Selected channel plus a summary timeline

\*If decoding is stopped for the background channels, a certain amount of time is required to restart the decoding after the foreground channel has been minimised back to its viewport. Thus, enabling this option will decrease CPU utilisation but increase the delay in presenting the rest of the channels when switching back from the maximised channel view.

#### **Viewport Overlays**

Viewport overlays are items displayed on top of the video stream. These are miscellaneous controls, buttons, statistics and metadata.

General	Viewport overlays					
Viewport overlays						
Library	Display status ALWAYS ON ON IF SELECTED ALWAYS OFF					
Snapshots export		Writing On Disk	0	۲	0	
	*	Motion Detection	0	o	0	
	720P	Video Resolution	0	٥	0	
	H.264	Video Compression	0	۲	0	
	24FPS	Video FPS	0	O	0	
	712K/5	Video Bitrate	0	O	0	
	Display controls	controls	ALWAYS ON	ON IF SELECTED	ALWAYS OFF	
	►	Instant Playback	0	o	0	
	+	PTZ Toggle	0	O	0	
		PTZ Controls	0	0	0	

Viewport overlay section of application settings

You can assign separate settings to each overlay item. Note that, regardless of application settings, some of the controls are not displayed if corresponding action is not available for the target device, e.g., the *Instant Playback* control item is not shown if there is no recorded archive. The following options are available for each control:

- Always ON: always display the overlay element
- **ON if selected**: only display the element when the viewport is selected (yellow frame appears)
- Always OFF: never display the element

For your convenience, visual overlay items are previewed on the left side of each setting.

Setting	Description	Default Value
General	<ul> <li>Items displayed in the upper-left-hand corner:</li> <li>Title (device or resource name)</li> <li>Close (a control allowing to close the current stream and free the viewport)</li> <li>Lock (a control allowing to lock the stream in its current viewport, making it immune to pop-ups)</li> <li><u>User buttons</u></li> </ul>	Always ON
Display status section	<ul> <li>Data displayed in the bottom-left-hand corner of the viewport:</li> <li>Writing On Disk (recording status)</li> <li>Motion Detection (motion presence)</li> <li>Video Resolution (picture size)</li> <li>Video Compression (stream video codec)</li> <li>Video FPS (stream frame rate)</li> <li>Video Bitrate (data amount, bits per second)</li> </ul>	ON if selected

Display controls section	<ul> <li>Controls displayed in the bottom-right-hand corner of the viewport: <ul> <li>Instant Playback (switch mode)</li> <li>PTZ Toggle (PTZ and preset controls ON/OFF)</li> <li>Digital PTZ Toggle (DPTZ ON/OFF)</li> <li>Motion Detection Grid Toggle (MD grid ON/OFF)</li> <li>Substream Mode Toggle (switch displayed stream: main/sub/auto)</li> <li>Maintain Aspect Ratio Toggle (auto/fill/original)</li> <li>Export Snapshot (save frame to library)</li> <li>Add User Bookmark (create bookmark and add it to the timeline)</li> <li>Input Audio Toggle (a press-to-speak audio OUT control)</li> <li>Toggle Notifications Pane (ON/OFF)</li> </ul> </li> </ul>	ON if selected, except for PTZ controls
Digital PTZ Controls	<ul> <li>DPTZ and dewarp manipulation tools (OFF by default; when ON, Picture- in-Picture mode and DPTZ toolbar are ON by default):</li> <li>Digital PTZ Controls</li> <li>Zoom slider (DPTZ zoom IN/OUT)</li> <li>Picture in Picture (small preview window in the top left viewport corner when zoomed IN)</li> <li>Digital PTZ Toolbar (advanced DPTZ controls: presets, dewarp modes)</li> </ul>	OFF by default
PTZ controls section	<ul> <li>Pan, tilt and zoom controls:</li> <li>PTZ Controls (PTZ functionality ON/OFF regardless of HUD/classic sphere presence)*</li> <li>PTZ HUD (Heads Up Display, virtual PTZ sphere)</li> <li>Iris Slider (iris open/close)</li> <li>Focus Slider (manual focus control)</li> <li>Zoom Slider (zoom IN/OUT)</li> <li>PTZ Toolbar (advanced PTZ controls: presets, tours)</li> <li>Classic PTZ Overlay (old style virtual PTZ sphere, visual alternative to HUD mode)</li> </ul>	ON if selected
Motion detection section	Show motion detector grid overlay (for software-side MD and only some device-side MD)	Always OFF
VCA	<ul> <li>Server-side video analytics metadata overlaying video stream:</li> <li>Zones (detection areas)</li> <li>Counters (indicators associated with VCA rules)</li> <li>Objects (all detected entities)</li> <li>Non-Alarmed objects (those not having triggered any VCA rules)</li> <li>Speed (object speed)</li> <li>Height (object height)</li> <li>Area (object size, approximate area it takes)</li> <li>Class (object type according to defined internal classification)</li> <li>Identifier (internal VCA engine ID for each object)</li> </ul>	Always ON

These settings are stored in the Luxriot EVO Monitor application configuration file and are preserved when the application is closed and reopened.

**VCA** tips:

• if you only want to see the objects that have triggered some rule(s), set Objects to ON and Non-

Alarmed Objects to OFF

• object measurements (height, speed, area) highly depend on VCA calibration on the server side

\*If you set *PTZ Controls (Manipulation)* to *Always OFF*, you will have to use the *PTZ Toggle* overlay control in order to enable PTZ functionality in live view. If you disable *PTZ toggle* overlay button, too, user will have no access to PTZ from the viewport. In other words, *PTZ Controls* setting affects actual PTZ manipulation availability regardless of presence of the visual controls (HUD or classic PTZ sphere overlay).

#### Library

General Viewport overlays	Library	
Library	Library location	
Snapshots export	C:\Users\MrSpock\Documents\Client Application	Browse
Video export	Folder on the hard drive used to store and manage snapshots and exported	d video.

Library section of application settings

Define the default location for snapshots and exported video to be saved to. The original default location is:

C:\Users\<Windows\_User>\Documents\Luxriot EVO Monitor

The only additional setting here is *Show "Save file" dialog box*: if enabled, the dialog box will pop up every time you export a snapshot or a video file, allowing you to select a **custom file destination** every time.

#### **Snapshot Export**

General Viewport overlays Library	Snapshots export Snapshot file name
Snapshots export	\$(Year)-\$(Month)-\$(Day) \$(Hour)-\$(Minute)-\$(Second)-\$(Millisecond) \$(StreamTitle).jpg
Video export	Name matrix used to compose snapshot file name.
	Always use snapshot export settings When selected snapshots will use settings above without prompt.

Snapshots Export section of application settings

Set file properties for the exported snapshots. The table below contains a detailed description for each setting.

Setting	Description			
Snapshot file name	File name for exported JPEG snapshots; \$(variables) are used for automatic timestamps and other text macros	Set of variables		
JPEG quality	Picture quality, 1 (worst) to 100 (best)	60		
Subtitles	Hard merged subtitles with configurable font; click the <i>Properties</i> button to select the subtitle contents and appearance	Enabled		

Always use snapshot	If enabled, the settings above will be used for all exported snapshots;
export settings	otherwise, the user will be prompted for these every time

#### **Video Export**

Set the default video export settings here. All the file types will be playable by the Luxriot EVO <u>Portable Player</u> application so it is up to you, which ones to select; the settings affect file size and subtitle type availability. Also, some of the formats are required for certain features to work: for instance, POS data overlay is only supported as hard subtitles for MKV format with VP8 compression.

0	If you wish to embed the external textual data with the video, use MKV export format with VP8
	compression. MKV format also exclusively allows to export video in <b>time lapse</b> mode.

General	Video export	
Viewport overlays	Video file name	
Library	\$(Year)-\$(Month)-\$(Day) \$(Hour)-\$(Minute)-\$(Second) \$(StreamTitle)	
Snapshots export		
Video export	Name matrix used to compose video file name.	
	Video output file type	
	AVI	
	Default file type for video output.	
	Video compression	
	Original - Video quality remains as received from a camera. (Recomm $igstarrow$	
	Resolution	
	Full	

#### Video Export section of application settings

The table below contains a detailed description of each setting.

Setting	Description	Default Value
Video file name	File name for the exported video; \$(variables) are used for the automatic timestamps	Set of variables
Video output file type	Choose between AVI, MP4, MKV and frame series.	AVI
Video compression	Keep the original compression or use an output-specific compressor.	Original when possible
Resolution	Choose between full and quarter original resolution if regular compression is used	Full
Time lapse (MKV only)	Time (in seconds) to be fitted into one second of output video	60
Include external data (MKV+VP8 only)	If enabled, the <u>data source</u> (text) overlay will be embedded with the exported video	Disabled
Subtitles	Enable hard margad or goft subtitles for the experted video (evoilability may	Disabled

	depend on the format and compression); click the <i>Properties</i> button to set the subtitle format and colour	
Always use archive export settings	If enabled, the settings above will be used for all the exported video clips, otherwise the user will be prompted for these every time	Enabled

#### Sounds

Here, you can enable/disable sounds and choose sounds settings for the server notifications.

When event sending to the clients is configured on the server side, it is merely the sound index number (1-10) that is set, and different notification sounds can be defined for each Luxriot EVO Monitor application. It is also possible to disable sound for all or any individual notification.

General	Sounds			
Viewport overlays	Sounds			
Library	🗹 Enable sounds			
Snapshots export	Turns ON audio notifications			
Video export				
Sounds	EVENT	SOUND		
	Audio Notification 1	ServerNotification1.wav	•	
	Audio Notification 2	ServerNotification2.wav	•	
			Save	Cancel

#### Sound settings for notifications

Options:

- unmark the *Enable sounds* setting to **disable audio** notifications (enabled by default)
- for every audio notification (1-10) it is possible to:
  - set the **standard notification** sound (default), or
  - disable sound (select None), or
  - choose **your own** .wav or .mp3 file to be played.

Use the *Play/Pause* buttons on the right to verify that the audio file sounds as desired.

P Note that if you set a custom sound or no sound for some notification, the default sound will become unavailable.

When an audio notification is triggered during system operation, there is no option to stop it - the whole audio file will be played back. Keep this in mind when choosing custom sounds. Default audio notifications are quite short.

### 7 Live View Section

Click the *Live* tab on the upper panel in order to switch to live video monitoring.

The panel on the left displays resources from connected servers: layout templates, layouts, channels, maps and user buttons loaded from configured servers.

- Search: global resource search
- Layouts and layout templates
  - Local resources: stored on Luxriot EVO Monitor machine
  - Server resources: loaded from connected server(s)
- **Channels**: per server or mixed, if the *Merge resources* option has been enabled in <u>server connection</u> properties
- Maps\*
- User Buttons\*

\*Some resources may be unavailable for certain software editions.

Depending on the resource type, you may be able to click and/or drag items. See the relevant sections of this manual for detailed information on how to use and manage each of these resources.



Live view in Luxriot EVO Monitor

From the *Layouts* menu on the left, select your desired **layout template** and then **drag and drop** it into the viewing area. Next, drag and drop **channels** from your desired server to the empty slots, using the *Channels* menu section on the left. Layout templates can be selected either from default local templates or from server layout templates. The latter can be created on the specified server via the Luxriot EVO Console management application.

You can save the current **layout** using the *Save layout* button in the upper-right-hand corner; it will become available in the layout list on the left under the target server name. Right next to it, there is a button that can be used to auto-detect displays, which is especially useful in multi-monitor systems.



Live view with custom layout

Drag and drop or double-click a **channel** to place it onto the layout template (double-click works for the primary window). Channels having no video stream (e.g., camera offline) are marked with red in the *Channels* section of the *Resources* list.

Channel name is displayed in the top left corner of each viewport; the current server time will appear in the upperright-hand corner.

Click any live view to bring up additional channel-specific parameters and quick controls. Overlay preferences can be changed via <u>Application settings</u>. By default, these are:

- Upper-left: general viewport controls
  - X close live stream and free viewport available with or without viewport selection
  - viewport **lock status**: unlocked (default) or locked; unlocked means that the viewport can be used for map/camera pop-up
  - camera name
  - <u>user button</u>s, if assigned
- Upper-right: current time, according to the selected time presentation (server, client or UTC); you can change it via main menu *View >> Time presentation*
- Lower-left: stream details
  - recording status: X = not recording, yellow arrow = recording
  - motion detector status: running = motion present, standing still = no motion detected
  - video codec of the stream
  - picture resolution, abbreviated
  - stream frame rate, FPS
  - stream bitrate, KBytes/s or MBytes/s
- Lower-right: **controls**; enabled items are highlighted yellow
  - <u>instant playback</u> (not available if there are no recordings)
  - PTZ toggle: PTZ HUD and bottom panel ON/OFF
  - <u>DPTZ toggle</u>
  - motion grid ON/OFF
  - incoming audio ON/OFF (if enabled and supported by camera/software integration)
  - audio OUT: press and hold the microphone to speak (control is present only if the feature supported by camera/software integration)
  - substream: auto/main/substream

- aspect ratio (auto/stretch to fill viewport/original)
- notification panel toggle
- <u>snapshot</u> export to library
- Bottom: <u>PTZ controls</u>
  - Presets
  - Tours
  - HUD (Heads Up Display) ON/OFF
- Centre: <u>PTZ HUD controls</u>
  - Pan and tilt arrows
  - Zoom slider
  - Iris slider
  - Focus slider



Click the channel live picture to display additional options

The upper-right-hand corner of live view section contains controls for <u>multimonitor</u> and <u>video wall</u> setup.



### 8 Multidisplay Setup

Click the *Multidisplay setup* button in the upper-right-hand corner of the live view, next to the *Save layout* button, to bring up the display selection menu.

Luxriot EVO Monitor automatically detects computer display configuration directly from Windows display settings: click *Identify* to show the display numbers on all monitors - this will helpful if there is a large number of displays. To change your multimonitor configuration, go to the *Windows Control Panel -> Display -> Screen Resolution*.



Multiple display selection

Luxriot EVO Monitor automatically detects which screen it is currently on: this display is marked blue and it is not possible to create any child windows on it. Click on any other empty display (marked gray) to open a new live view window there: the child window will be opened maximised, with the display number shown in the application header. The controls in the upper-right-hand corner give the option to enter fullscreen or to close the extension windows.

For the multiple display configuration, the following logic is applied:

- the main Luxriot EVO Monitor application window acts as a parent window, in the sense that:
  - child windows for extension screens can be created and closed independently
  - when the main application window is closed, all other windows are closed as well
- the main window can be located on any screen
- only one application window can be opened per screen
- child windows are maximized to fill all screen
- child windows do not have menus or panels, just live view mode
- double-click layouts and/or channels to load them in the main application window
- drag and drop layouts and/or channels from the main window list to extension monitors

The advanced window settings dialog box offers the following possibilities:

- create windows for the available displays and manage their properties
- assign default layouts and sequences to windows (local displays only)
- bind windows to video wall displays

Advanced window settings X							
WINDOW NAME	DISPLAY	IS PRIMARY	STARTUP LAYOUT	IS POP-L	P LAYOUT POP-UP	FULLSCREEN VI	DEO WALL SCREEN
Monitor	1	Yes		Yes			8
Window name Monitor				Choose this option maximized	<b>1</b> to launch this wir 	ndow in full scree	n mode instead of
Startup display				Video wall mo Make this display a p Available video w Local Server + SI	nitor art of a video wall o alls nowroom	configuration	•
Set default layout				1	2	3	4
(Default)				_	5	6	
Choose a layout to be automat opened on this monitor	ically loaded	d when applica	tion window is	7			9
✓ Allow channel and map pop-ups   □ Allow layout pop-ups			ut pop-ups	10	8		11
Allow target monitor to accept ch specific events	annel/map	or layout pop-u	ps triggered by	12			13
						Save	Cancel



In the upper part of the configuration dialog box you can see the available window list. The main Luxriot EVO Monitor window (marked as *Primary*) is always present in the list and it cannot be deleted or renamed. More windows can be added, their maximum number being limited to the number of displays physically connected to the workstation. For each window, the following items are displayed in the summary list:

- display number
- primary or not (cannot be changed)
- startup layout/sequence, if set
- channel/map pop-ups allowed or not
- layout pop-ups allowed or not
- start fullscreen or not
- video wall screen number, if set

All these settings can be changed below.

To add a **new window**, click the + *Add window* button in the upper-left-hand corner (when the number of windows has reached the number of physical displays, the button becomes greyed out). Select the parameters of the new window and click *Save* for the changes to take effect.

If you make some window a part of the **video wall**, the **startup layout/sequence** setting will be reset and **greyed out**, as video wall startup settings should be defined in the <u>video wall management</u> tab.

### 9 Keyboards & Joysticks

Luxriot EVO Monitor offers a set of keyboard shortcuts for most interface controls and operations, and also gives you the option to re-program every single key combination, allowing you to assign your own key combinations to every available operation (action). This is true not only for the standard computer keyboards, but also for PTZ keyboards and joystick controllers.

<u>A</u> The controller device should be DirectShow compatible in order to be recognized in Luxriot EVO Monitor.

All keyboards connected to the Luxriot EVO Monitor station are automatically detected and listed as available for shortcut configuration; the list of default shortcut mappings is also attached automatically, if it is available for the target controller. For PTZ keyboards, joystick functionality is not listed but it is implied that all joysticks have the same behaviour, which includes pan and tilt on X and Y axes and zoom on Z axis. If you wish to calibrate your joystick before using it in Luxriot EVO Monitor, please go to the Windows Control Panel and find your device under *Devices (Devices and Printers* section).

The list of available commands is the same for each connected controller and cover most of the actions that can be performed in Luxriot EVO Monitor. Commands cannot be added to the list manually at user's will but it is likely that the list of the available programmable actions will be expanded based on the customer feedback.

In order to view and edit the shortcuts, go to the Luxriot EVO Monitor main menu -> *Edit* -> *Command mapping*.

Command mapping		×
Devices		
Keyboard		•
Change channel PTZ Preset #9	[Ctrl] + 9	
Change channel PTZ Preset #10	[Ctrl] + 0	
Load defaults	Save	Cancel

List of mapped commands

From the *Devices* drop-down list, choose the keyboard you wish to configure the shortcuts for; if your device is not in the list, make sure that it is connected to the server and that its driver has been installed correctly. Some devices, such as standard keyboards, have an extended pre-configured (default) set of command shortcuts covering almost all the available actions; generic ones have either no default configuration or shortcuts for calling first ten presets of a PTZ-capable camera.

In order to **change** shortcut mapping and replace it with your own key or key combination, simply double-click the target command and enter your desired key combination from the keyboard. A minimum of one and a maximum of four keys is expected for the standard keyboard, and a maximum of two keys - for PTZ keyboards or joysticks. If the entered key or key combination is already used somewhere else, you will be prompted to either confirm the new mapping or discard the changes and pick another shortcut.

Use the *Load Defaults* button in the bottom-left-hand corner if you wish to discard all changes for the currently selected controller and load **default** configuration instead.

When you have finished with the shortcut configuration, click *Save* to **confirm** all changes and close the dialog box.

### 10 Viewport Overlay

Each grid cell n live view can be thought of as a 'slot' - a rectangular part of the layout - and it is called a **viewport**. Every viewport can accept channel video and <u>maps</u>, including geo maps.

In addition to the picture itself, every viewport contains detailed information about the video stream, as well as several quick controls and toggle buttons, including PTZ controls. These elements **overlay** the video stream, meaning that the actual video does not contain them and they only exist as a part or GUI for enhanced user interaction.

The main overlay items are briefly explained below. Also, you will find some more details on some of the controls in the <u>Application settings</u> and in the <u>Video overlay</u> sections.

#### Live View



Selected viewport with active live stream

The following overlay controls are available in live view:

- Upper-left: general viewport controls
  - X close live stream and free viewport available with or without viewport selection
  - viewport **lock status**: unlocked (default) or locked; unlocked means that the viewport can be used for map/camera pop-up
  - camera name
  - <u>user button</u>s, if assigned
- Upper-right: current time on the server from which the device originates
- Lower-left: stream details
  - recording status: X = not recording, yellow arrow = recording
  - motion detector status: running = motion present, standing still = no motion detected
  - video codec of the stream
  - picture resolution, abbreviated
  - stream frame rate, FPS
  - stream bitrate, KBytes/s or MBytes/s
- Lower-right: controls; enabled items are highlighted yellow
  - <u>instant playback</u> (not available if there are no recordings)
  - PTZ toggle: PTZ HUD and bottom panel ON/OFF
  - <u>DPTZ toggle</u>
  - motion grid ON/OFF
  - incoming audio ON/OFF (if enabled and supported by camera/software integration)
  - audio OUT: press and hold the microphone to speak (control is present only if the feature supported by camera/software integration)

- <u>substream</u>: auto/main/substream
- aspect ratio (auto/stretch to fill viewport/original)
- notification panel toggle
- <u>snapshot</u> export to library
- Bottom: <u>PTZ controls</u>
  - Presets
  - Tours
  - HUD (Heads Up Display) ON/OFF
- Centre: <u>PTZ HUD controls</u>
  - Pan and tilt arrows
  - Zoom slider
  - Iris slider
  - Focus slider

Live view has its own **notification panel** for each channel, which can be turned ON and OFF by using the notification panel toggle control in the bottom-right-hand corner of each viewport. It contains recent stream errors, e.g., PTZ related errors, which have occurred since the time the channel was opened for live view.



Notification panel containing errors for a disconnected stream

💡 The overlay control set may vary depending on device capabilities and settings. For example:

- if no archive is recorded for the target stream, instant playback will not be available
- for PTZ-incapable cameras, PTZ toggle will be absent
- substream toggle will not be displayed when device only has one stream
- audio OUT will not be displayed if this feature is not supported by camera or is not implemented on the software side etc.

Overlay elements can be modified in <u>Application Settings</u>, which are reachable via main menu by clicking *Edit -> Settings*. Note that overlay parameters are defined for the whole application and cannot be set separately for the application instances (windows) and/or individual devices.

#### **Instant Playback**

Overlay elements in the <u>instant playback</u> mode are different from those in live view.



Instant playback in a live mode viewport

The following overlay controls are available in the instant playback mode:

- Upper left:
  - X close live stream and free viewport
  - viewport **lock status**: unlocked (default) or locked; unlocked means that the viewport can be used for map/camera pop-up and may therefore be replaced by other camera at any moment
  - camera name
- Centre: play/pause
  - click to play
  - drag to the centre of the line to pause
  - drag right to go fast forward
  - drag left to rewind fast
  - release from dragging to continue normal playback
- Bottom right: controls
  - go to specific time (keyboard shortcut: Space)
  - create a bookmark with current timestamp
  - take a snapshot
  - automatically export loaded footage
- Bottom: timeline
  - use the <> arrows to adjust the loaded footage time boundaries (which, by default, are the last five minutes)
    - drag right to go forward in time
    - drag left to go backwards in time
  - the vertical yellow line indicates current playback moment, drag it anywhere or click to move along the timeline

#### **Sequence Explorer**

Once you have selected a fragment or a set of fragments, the overlay controls in the bottom right corner of the selection offer the following possible actions:

- **Magnifier** button: make a new sequence out of selected fragments; use the *History* controls <> in the upper panel to go back
- **Play** button: play selected footage in <u>archive playback</u> mode
- **Video** button: export video from the selected time range (no additional *Set time range* window is displayed)

More detailed control and operation descriptions for the sequence explorer can be found <u>here</u>.

#### **Text Overlay From Data Sources**

Textual data from external data sources, if configured, will appear embedded with the live video stream.



Live video stream with text overlay

#### **Channel Shortcuts aka Portals**

Channel shortcuts, if pre-configured in Luxriot EVO Console, appear in live view as video overlay elements. Singleclicking these will pop up the target video channel in the same viewport.



Shortcuts to other channels in live view

Read more about visual links in the <u>Video overlay</u> section.

#### Maps

Maps and geo maps have general overlay controls in the upper left corner:

- X close the map and free viewport available with or without viewport selection
- viewport **lock status**: unlocked (default) or locked; unlocked means that the viewport can be used for map/camera pop-up
- map name

Every map also has interactive markers (per-configured in Luxriot EVO Console):

- double-clicking channels\* makes them pop-up in the first available viewport (either empty or the first non-locked one)
- maps\* links will make the target map pop up in the same viewport
- layouts\* will also pop up and replace the current layout or layout sequence
- double-clicking user buttons will trigger actions, which are associated with them
- click a door marker to see the list of available actions

\*Remember that every Luxriot EVO Monitor window can be set to accept either individual map/channel pop-ups or layout pop-ups, but not both. This can be changed in the <u>multidisplay setup</u>. Also, you can change the interaction mode from double-click to single-click in the <u>Application settings</u>.

#### 11 Substreams

Substream is a lower resolution video used for reducing Luxriot EVO Monitor PC resource usage (CPU, network) for live view display. Also, it is possible to play back secondary streams instead of high resolution video on low bandwidth connections. For example: main stream for recording can be set to 1920x1080 at 30fps and substream to 640x480 at 15fps, which would provide much lower load for Luxriot EVO Monitor PC to display video stream. This allows to have high quality recordings combined with the ability to view many video streams on a lowperformance Luxriot EVO Monitor PC and with limited bandwidth.

Both streams are available for live view and for recording (the latter is configured via Luxriot EVO Console). The live stream selection is configured to Auto by default, which means automatic switching between higher/lower resolution streams depending on the image size in order to save network and CPU resources. For instance, Luxriot EVO Monitor may show a high-resolution stream if you view one camera at a time, but if you go to 4x4 view, Luxriot EVO Monitor will automatically switch all the cameras to substreams, if they are available. In multi-channel views, the application compares each viewport size to resolutions of both channel streams and decides, which one is better, based on similarity to the output viewport size.

Luxriot EVO Monitor application has the following visual indication for substreams in **live** view as a viewport overlay item (bottom right):



High quality picture

Low quality picture (substream)

When no substream is available, the viewport overlay indicator simply will not appear at all for the target channel.

Substreams must be activated on your device via Web browser and, for some devices, this can be also done in the stream properties in Luxriot EVO Console. Please verify camera performance to make sure substream can be handled by the camera along with the other enabled features: some devices tend to drop the overall FPS with the second stream turned ON.

Most cameras provide the second stream as a primary stream image scaled to fit the low resolution. However, some devices crop the centre of a high-resolution image to fit the smaller frame, and thus the substream picture appears as if it were zoomed in. Keep this in mind when you are using substream for live view and especially for softwareside motion detector analysis.

If both main and secondary streams are configured for **recording**, the target channel will be expandable in playback mode and will have both tracks available for playback.



### 12 Channels

All the channels from connected servers are listed in the *Channels* section of the *Resources* section on the left. If the server connection has the *Merge resources* option ON, all resources will be shown together without per-server grouping. Note that channels are displayed according to the logged user privileges.



Channels section

Channels are loaded with visual groups, if there are any; otherwise, they are simply listed under the relevant server name. Use the *Search* filed above the channel list to quickly find a specific channel.

Double-click or drag and drop desired channels onto the layout viewports on the main live/playback window to view stream contents. For secondary displays, use drag and drop method only.

When you double-click channels in live/playback view, they fill viewports in the following manner:

- first, all the empty viewports are filled from top to bottom, and from left to right;
- then, the filling sequence starts again from the very first viewport.

To remove any channel from live view, click the overlay control *X* button next to the camera name in the upper-left-hand corner of the viewport.

### 13 PTZ

For PTZ-enabled cameras, pan, tilt and zoom controls are available both for live mode. Note that available controls may depend on selected model and actual camera capabilities.

PTZ control is available in two flavours: HUD and classic PTZ sphere, with HUD enabled by default. Classic virtual PTZ sphere controls can be turned ON via application settings as described below.

When two or more simultaneous PTZ command requests (either from an action or from direct user input) are sent at the same time, **PTZ priority** parameter is used to decide who gains access first. When this happens, request with a higher priority is fulfilled while request with a lower priority is delayed for ten seconds. If after ten seconds the higher-priority action is still going on, the lower-priority action is denied PTZ access for ten more seconds and so on.

If two users or actions with the **same** PTZ priority level have an access conflict, they will be both granted PTZ access simultaneously and the order of executed PTZ commands is defined by which of the commands reaches the device first.

Default PTZ priority for all users, including those built-in and imported, and also for all actions is equal to five (medium priority). You can assign any user/action a higher PTZ priority (six to ten) or a lower one (four to zero) by editing individual user/action properties in Luxriot EVO Console. The only exception is the PTZ **tours**, which by default have the lowest priority (equal to zero), which means that any user or action can intercept PTZ control; the tour will go on after the PTZ control from a higher-priority user/action is released.

PTZ control is carried out using the HUD overlay controls or point-to-PTZ style controlling without overlay elements; it is automatically enabled if the camera has PTZ facilities.

- If HUD or classic sphere is enabled, use the overlay PTZ sphere to control camera movement: click and hold to move the camera up/down, left/right or diagonally; additional controls allow to adjust the camera's iris and focus, as well as to zoom IN/OUT;
- If visual PTZ controls are not enabled, click anywhere on the picture to re-position the camera using indicated point as a new picture centre (point-to-click style).
- When re-positioning a PTZ camera, note that some cameras may have response delay due to heavy device load, physical distance, network latency etc. Bear this delay in mind when using PTZ and, if necessary, release the virtual PTZ sphere controls earlier.

#### Switching Between PTZ Control Styles

By default, HUD style viewport overlay controls are used for PTZ. You can <u>change this</u> by going to the main menu *Edit -> Settings* and choosing the *Viewport overlays* tab -> *PTZ Controls* section.

General	PT7 Controls				
Viewport overlays	P12 Controis	ALWAYS ON	ON IF SELECTED	ALWAYS OFF	
Library	PTZ Controls (Manipulation)	0	0	٥	
Snapshots export Video export	PTZ Heads Up Display (HUD)	0	٥	0	
	Iris Slider	0	٥	0	
	Focus Slider	0	٥	0	
	Zoom Slider	0	٥	0	
	PTZ Toolbar	0	0	0	
	Classic Ptz Overlay	0	0	0	
				Save Cance	el

#### Manage PTZ overlay control settings

You can toggle between two modes:

- PTZ Heads Up Display (HUD): on-screen controls overlaying video stream
- Classic PTZ Overlay: virtual PTZ sphere with traditional design

One of the two modes can be selected at a time and the selected mode will be activated when you enable PTZ for the channel of your choice. Either visual control set can be hidden by clicking the HUD button in the bottom right corner of the viewport; in this case, PTZ can still be controlled by clicking the live video stream.

#### Heads Up Display (HUD) Mode

The following controls are available in HUD mode:

- Pan and tilt arrows
- Zoom slider\*
- Iris slider\*
- Focus slider\*
- Automatic focus/iris\* ( button on the lower slider end)
- Presets and tours
- HUD (Heads Up Display) ON/OFF

\*Note that some of the additional controls may be unavailable depending on the device integration and capabilities.


Live view with enabled PTZ and HUD overlay controls

Use the bottom overlay menu for presets, tours and HUD ON/OFF switching.

#### **Classic Virtual PTZ Mode**

For users who prefer classic appearance of PTZ controls, an alternatively looking panel is offered. It also overlays the live view, is docked to the top left corner of the stream and has the same capabilities as the HUD sphere.



Live view with enabled classic PTZ sphere

#### Presets

Click *Presets* below the picture to view the list of available presets; select any to let camera **go** to the selected predefined position. To **save** a preset, adjust the camera position using PTZ controls, then click *Presets* and choose *Save preset*. Enter user-friendly name for your preset and pick a preset to be re-defined from existing preset list, then click *Save*.

Note that PTZ presets cannot be explicitly deleted: to remove an old entry, simply replace it with a new one.

Save PTZ preset		×
Preset slot #		
Preset #2		-
PTZ preset name		1
Centered		
	Save	Cancel

Enter preset title and choose slot

#### Tours

Multiple PTZ presets can be combined to create a preset tour - a series of positions for a PTZ camera to go to through repeatedly. Each preset in a tour can be assigned a duration period of its own.

Click *Tours* below the picture and select *Create tour* to make a new sequence. Before building a tour, make sure you have created all presets that will be used in the target tour.



Choose to create a new tour

Add and remove presets by double-clicking them; newly added presets will appear at the end of the tour preset list. You can also use *Search* field to quickly find your desired preset, and the recycle bin icon in the upper-right-hand corner allows you to remove a selected preset from the target tour.

New PT	Z tour			×
Presets	Search	Q	Presets tour	Ū.
AVAILABLE PRE	SETS		SEQUENCED PRESETS	PAUSE, SEC
Preset #1			Preset #1	15
Preset #2			Preset #4	60
Preset #3			Preset #7	1600
Preset #4			Preset #8	5
Preset #5				
Preset #6			Tour name	
Preset #7				
Preset #8			V Autostart	
Preset #9			Sequence starts automatically on serv	/er launch.
				Save Cancel

#### Create a new tour

Click a tour preset to change its delay time. By default, each preset has a pause of five seconds, and you can change that to whatever time period you wish for the camera to continue overlooking that specific position. Next, define a title for the target tour and enable automatic start, if desired; if you select autostart, the sequence will be launched immediately after server start.

When you have finished, click Save to add your newly created tour to the list of available tours.



#### Tour options

To start a tour, click *Tours* and simply select the one you want from the list; to stop it, click *Deactivate tour*. Each tour options - *Edit* and *Delete* - can be accessed via the use button next to the tour name.

### 14 Digital PTZ and Dewarp

### **Digital PTZ**

Digital pan-tilt-zoom (DPTZ) can be enabled for both PTZ and non-PTZ cameras. This feature provides image magnification by the means of cropping and enlarging the picture, additionally using the picture-in-picture feature to display a preview of the whole stream when the original picture is zoomed IN. While it is mostly useful for devices without optical zoom capabilities, if you do not wish to grant some of your users PTZ control access, then DPTZ can be also used for PTZ devices. Also, digital zoom can be used for maps.

Last used digital PTZ position is preserved when you save a **layout** containing a zoomed stream or map.

In order to enable DPTZ in **live view** or **playback**, select the target viewport and enable digital zoom by clicking

*DPTZ toggle* button on the overlay control panel in the bottom right corner. You can also set DPTZ controls to be visible by default via Luxriot EVO Monitor main menu *Edit -> <u>Settings</u> -> Viewport Overlays* tab.



Live view with DPTZ controls enabled

An additional panel with DPTZ controls will appear below the video stream. To use DPTZ with maps, simply use your mouse wheel to zoom IN and OUT and then drag to view different parts of the map.

#### **Digital PTZ Modes**

Digital PTZ for video streams has two modes:

- region
  - draw a rectangle on the video by left-clicking and dragging with your mouse
  - when you release the mouse, the marked area will be automatically zoomed in and a small preview window (picture-in-picture) will appear in the upper left corner of the video
  - move the selection in the preview window to view different areas
  - use the mouse wheel either in the preview or in the original video to zoom IN/OUT
- PTZ imitation
  - zoom IN/OUT by using your mouse wheel
  - when the picture is zoomed IN, a small preview window will appear in the upper left corner of the video
  - move the selection in the preview window to view different areas
  - additionally, you can move around the video by clicking the original video as if it were a PTZ camera (click and hold to move in that direction)

The basic difference between the two modes is the method of moving around the picture: either by drawing new regions or with PTZ Point-to-Click imitation. By **default**, the **region** mode is enabled, and you can switch between the two using the buttons on the right side of the DPTZ panel (**RGN** for region and **PTZ** for point-to-click mode, correspondingly).

#### **DPTZ Presets**

Digital PTZ positions can be saved as presets and then called later at any time, just like regular PTZ presets. Use the *Presets* drop-down list in the left part of the DPTZ panel for this:

- to save the preset, click the arrow and click *Save preset*, then choose whether you want to create a new preset or overwrite an existing one, specify the preset name and click *Save*
- click the preset name in the list to load it
- click the ... button next to the preset name and choose Remove preset to delete it

Digital PTZ presets are stored locally, on the Luxriot EVO Monitor application side, and are bound to channels. This means that, once created, DTPZ presets will be available for the target channel from the same workstation and they cannot be shared with other application instances connected to the same server from other places.

#### Dewarp

For cameras with fisheye and Panomorph lenses, dewarp mode is enabled when digital PTZ is turned ON. This

feature can be used both in **live** view and **playback** mode; in order to use it, click the DPTZ toggle vertay control in the bottom-right-hand-corner of the viewport.

By default, **region** dewarp mode is turned ON: a part of the dewarped image is displayed in the viewport and camera becomes a virtual PTZ, which can be zoomed and moved through the entire angle that fisheye camera allows. Press left mouse button and drag to pan/tilt in corresponding direction; use the zoom slider to zoom in and out.

You can place one channel into multiple viewports on your viewport layout, enable DPTZ for all of them and then use DPTZ to display different regions of the dewarped image. The created arrangement can be <u>saved</u> just as usual, via *Save Layout* menu in the upper-left-hand corner: DPTZ positions will be maintained when you load the layout at any time later.

Region					
180° Panorama					
360° Panorama	FPS 118 K/S		×	¢	Ô
MODES 🔺					
Choose dewarp m	ode from the drop-down list				

- -

If you need a larger part of the scene to be displayed in a single viewport, you can switch to a **180-degree** or a **360-degree** panorama view using the drop-down menu, which appears in the bottom of the viewport when DPTZ is enabled.

**?** If you do not have a dewarped picture after enabling digital PTZ capabilities, it means that dewarp has not been configured for the target device. In order to do this, go to Luxriot EVO Console and adjust dewarp settings in the channel properties; the details about setup are available in your server management documentation.

### 15 Audio

Using Luxriot EVO Monitor application, you can listen to audio streams from cameras, play back recorded audio, as well as talk back to the cameras. Recorded audio streams are also available when you <u>export</u> the recordings.

Two-way audio is also supported for the Luxriot EVO Mobile application; please refer to the mobile application user guide.

In order audio stream to be available in Luxriot EVO Monitor, there are a few conditions:

- the device, from which your selected channel originates, must be capable of sending/receiving audio and this feature must be enabled and set to G.711 codec via device Web interface.
- the device, from which your selected channel originates, must have audio support implemented in Luxriot EVO; please contact Luxriot if you have doubts.
- audio function must be enabled for the target channel via Luxriot EVO Console, please check the settings via Luxriot EVO Console according to the *Audio* section of the Luxriot EVO administration user guide.

Without these, audio IN/OUT controls will not be available for the selected channel.

▲ Make sure that the speakers and the microphone on your workstation are properly installed and are operable in order to be able to use the audio functionality in Luxriot EVO Monitor.

#### Live View

Audio IN/OUT toggle overlay controls are enabled by default for the live view and become available when you select a viewport by clicking on it. You can change this preference via Luxriot EVO Monitor main menu by going to *Edit -> Settings*: you will find the related settings in the *Display controls* section of the *Viewport overlays* tab. The available display options are: always show the overlay control, show only if the viewport is selected and disable the overlay control.



Audio overlay controls in Live view

By default, live audio is OFF; in order to listen to the incoming audio, click the **speaker** overlay control so that it becomes yellow: if audio functionality has been enabled on the device side and in Luxriot EVO Console, you should be able to hear the sound coming from the target device.

In order to send some audio back to the camera, press and hold the **microphone** overlay control (it will also turn yellow, indicating that reverse audio is active) to speak, then release the control when you have finished speaking.

#### Playback

If a channel has incoming audio recording enabled, it will be displayed in the archive playback mode. On the timeline, recorded audio is denoted by a **blue** line, which slightly wider than the white line (video stream) and the cyan line (motion).

2:00 PM 4/1	15/2016 2:10:15 PM 2:15 PM	2:30 PM	
-24H -1H -10M -1M -105 ↓	►  ► +105 +1M +10M +1H +24H ►	 -+	④ ◎ ▶ • 4/15/2016 242:36 PM

Audio in playback mode is displayed as a wide blue line

By default, audio is muted; in order to enable it, select your desired channel simply by clicking on the picture (viewport) and then use the **speaker** overlay control to turn audio ON. Note that the overlay control will only be available if there is some recorded audio for the selected channel. Then, start playing back the recordings as usual to play both video and audio streams. Use your Windows volume mixer to adjust the sound volume.

### 16 Motion Overlay

Click on your desired viewport and use the motion icon control in the bottom right corner to switch the motion grid overlay ON and OFF. This will only work if motion detection is enabled for the selected channel.



Live view with motion overlay on a channel with software motion detector enabled

Apart from motion, other data may be overlaying the video, e.g., textual data and video analytics contents.

### 17 Instant Playback

Interactive live view mode gives you the opportunity to **browse the archive right in the same viewport**, without having to switch to the playback mode. This allows you to view recent footage for selected channels, while still having live view displayed for other devices. By default, footage is loaded for the previous **five minutes** and the playback starts **five seconds** before the current moment; use the <> timeline boundary controls to change time range by clicking and dragging mouse to the right (zoom in) and to the left (zoom out) of the <> arrows.

This mode is only available for channels that have **recording enabled**.

To enable instant archive playback, use the *Play* button **overlay control** in the bottom right corner. The channel will automatically switch to playback mode, allowing you to select timestamps, create bookmarks and export snapshots/video clips. To exit instant playback mode, use *X* in the overlay controls' bottom right section.

Instant playback mode can be enabled for one, multiple or all viewports in the current layout: you can switch between live and instant playback viewports without any limitations. This archive presentation mode is also used when investigating data from <u>external services</u> and from <u>data sources</u> in the corresponding Luxriot EVO Monitor tabs.



Instant playback mode

The following **overlay controls** are available in the instant playback mode:

- Upper left:
  - X close the stream and free viewport
  - viewport **lock status**: unlocked (default) or locked; unlocked means that the viewport can be used for map/camera pop-up and may therefore be replaced by other camera at any moment
  - camera name
- Centre: play/pause
  - click to play
  - drag to the centre of the line to pause
  - drag right to go fast forward
  - drag left to rewind fast
  - release from dragging to continue normal playback
- Bottom right: controls
  - Play button: switch to regular multichannel playback (current layout will be used)
  - go to a specific time (keyboard shortcut: Space)
  - create a bookmark with current timestamp
  - take a snapshot
  - <u>export</u> loaded footage as a video clip (current timeline boundaries will be used)
- Bottom: timeline
  - use your mouse wheel to **zoom** the timeline in and out (mouse position will be used as centre)
  - use the <> arrows to adjust the loaded archive **time boundaries** (which, by default, are the last five minutes)
    - drag right to go forward in time
    - drag left to go backwards in time
  - the vertical yellow line indicates **current playback moment**, drag it anywhere or click to move along the timeline
  - the narrow white horizontal line shows recorded **video**
  - the cyan line (a little bit wider than the white one) indicates **motion**
  - the blue line (a little bit wider than the cyan one) shows recorded incoming <u>audio</u>
  - the wide transparent white line denotes VCA metadata
  - **bookmarks** look like little red flags on the timeline

Instant playback mode has two configurable settings: default duration and rewind time:

- default timeline duration is the interval size for the footage presented in the instant playback mode, default: five minutes (300 seconds)
- rewind is the amount of time for the playback to jump back before "now" (the moment when the instant playback mode was enabled), default: five seconds

Both values can be changed via Luxriot EVO Monitor Application Settings.

### 18 Layouts

**Layout** is a pre-configured viewport configuration with channels assigned for live view and archive playback. Layouts are created by filling a layout template with video channels. There are two main groups of layouts: local and shared.

Local layouts are created and stored locally on the same computer where the Luxriot EVO Monitor is installed; these are not available for other machines connected to the same server.

Shared, server-side layouts are kept on each server and are available for all users that are connected to the same server from other client computers. If the license limits the client connection number to 1, layouts can still be shared between non-concurrent client connections from different machines.

**Layout template** is a grid-like viewport pattern without any channels bound to it. There is a set of default layout templates stored locally with each Luxriot EVO Monitor installation; also, user-defined custom templates can be created via Luxriot EVO Console. Layout template with the channels assigned to viewports can be saved as a layout.



#### Layouts section

Drag and drop your desired layout template from the *Resources* menu on the left - either from the default local templates or from pre-configured layout templates available under connected server. Template will be empty; drag and drop channels from the relevant section of the menu on the left onto the layout viewports to fill the grid with cameras. Channels' contents will be loaded automatically if it is available.

Click the layout menu button in the upper-right-hand corner - just above the layout - and select *Save Layout* to save channel configuration as a new local or shared layout, or to overwrite any of the existing ones.

Save layout X	Save layout X
Čevo as	Save as
Save as	[New layout]
[New layout]	Select layout to create or overwrite.
Select layout to create or overwrite.	Layout title
Lavout title	1st Floor Lounge
Layout the	Layout display name.
New Layout	
Layout display name.	Shared Layout is stored on the server and is accessible by other users.
□ Save presets	Server
Save the last activated presets.	Local Server 👻
	Server where shared layout will be stored.
Shared	Group
Layout is stored on the server and is accessible by other users.	1st Floor 👻
	Layout will be shared within this group.
Save Cancel	Save Cancel

#### Save layout: regular or shared

There are the following additional options:

- Choose *Save Presets* if you wish to save the last activated preset for a PTZ capable camera together with the layout. If you do, the preset that was used for the PTZ camera will be remembered and loaded together with the layout, overriding any PTZ position changes, which have been made by any other user/action.
- To make the newly created layout available to any user connected to the same server, enable the *Shared* option in the layout properties and choose your desired settings: target server and layout group. Users who have the *View* permission for the target layout group will be able to see and use your layout; users with the *Administer* permission will be able to overwrite your layout using the same name.

Click the *Expand* we button next to the local layout name in the *Resources* list to remove the layout.

You need at least one **layout group** to exist on the target server for you to be able to create shared layouts. Also, your currently logged user must have permissions to administer the target layout group.

In order to add layout groups, log into the target server via Luxriot EVO Console under an administrative account and go to *Layouts* section; details are available in your server administration user guide. Note that there are no built-in layout groups.

Together with the layout, the following parameters are **saved** and **loaded** for each viewport, both for local and shared layouts:

- channel/map position within the layout template
- digital PTZ position
- aspect ratio
- notification panel
- PTZ preset (if enabled when saving PTZ)

The layout menu also allows you to send the currently displayed layout to any of the pre-configured video wall components. Click the layout menu button in the upper-right-hand corner and select *Display on* and then choose desired video wall and target display number.

III	Save Layout		ĺ	
	Display on	×	Video wall	ţ

Click the *Expand* with the list to bring up the layout menu. From here, you can:

- **delete** the target layout, or
- send the target layout to the <u>video wall</u> screen.

Note that created layouts cannot be edited: if you wish to change the layout contents, load current layout contents by dragging and dropping it on the live view, make desired alterations and then overwrite existing layout by saving the current layout under the same name.

### 19 Layout Sequences

Multiple layouts can be organized and saved as dynamic sequences, i.e. 'layout slideshows'.

To create a sequence, click the **sequences** in the resource explorer on the left.

▲ III Layouts	
Search	Q
🔻 🔤 Local	
🚾 Layout sequences	•••
Layout templates	

Layout Sequences

The Create sequence dialog box will appear.

New Layout seq	luence			×
Layouts	Search	م	Layout sequence	
AVAILABLE LAYOUTS			SEQUENCED LAYOUTS	PAUSE, SEC
Local • 2nd Floor			Local Server + 1st Floor Lounge	15
Local • 3rd Floor			Local • 2nd Floor	10
Local • Reception			Local • 3rd Floor	10
Local • Park			Local • Entrances	30
Local • Entrances				
Local Server • 1st Floor L	ounge			
			Sequence name	
			Quick Scan	
				Save Cancel

New layout sequence dialog box

Double-click layouts or drag and drop them to add/remove layouts to/from the sequence. For each layout, the **pause time** can be specified separately, with the default layout duration being 15 seconds. You can add each layout once or multiple times to appear in the sequence. If necessary, use the *Search* field in the upper-left-hand corner to find a layout by name. It is possible to use both local and **shared layouts**.

Enter a name for the new sequence and then click *Save*. The sequence will appear in the resource explorer under *Layout sequences*; drag and drop it onto the view area of any window or double-click the name to activate it for the main application window. The sequence will then start automatically; sequence controls will appear above the viewports, allowing you to switch between layouts manually and play/pause; also, the panel will also show the remaining time for the layout that is currently displayed. If there is no connection to the server and shared layouts cannot be loaded, the message on the panel will say "Retrieving layouts"; as soon as the connection is established, the target layout(s) will be displayed.



#### Sequence controls in Live view

Click the |< and >| arrows to switch to the previous/next layout immediately; use the pause button to terminate playing.

To edit a sequence, click the **sequence** button near the sequence name in the resource explorer and select *Edit sequence*; to remove it from Luxriot EVO Monitor configuration, select *Delete sequence*. Note that if you delete or modify the contents of the sequence currently being played, this will not affect current layout slideshow; in order to start the updated sequence version, simply start it again.

#### **Startup Sequence**

Any sequence can be set to start automatically when the Luxriot EVO Monitor application is launched. There are two available setup options:

- for local displays, the startup sequences are defined in the Multidisplay setup
- for video wall displays in Luxriot EVO Global, the local startup option is disabled, and the startup sequence should be assigned via video wall management

To assign a startup sequence to a **local display**: while in *Live view*, click the *Multidisplay setup* button in the top right corner, then click *Advanced* to bring up the settings. Select the target window in the list, then choose your desired sequence from the drop-down list.



Any existing layout or sequence can be set as startup item

Luxriot EVO Global servers also have a <u>video wall</u> feature. In the same dialog box, you have a possibility to assign any display to be a **video wall screen**. If you do so, the startup layout/sequence setting will be **discarded and disabled**; to assign a startup item for the video wall display, switch to the *Video Wall* tab of the Luxriot EVO Monitor application.

First, select the video wall from the resources panel either by double-clicking it in the *Resources* panel, or by dragging it from the list onto the upper frame. The video wall thumbnail will appear: click the display you want to set the startup item for and its current contents will appear below.

Drag and drop your desired layout sequence onto the bottom screen part: the sequence will be placed on the video wall screen immediately and you will see a preview. Then, click the menu icon on the upper right corner of the preview and choose *Set current layout sequence as startup*.

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▼ Science Server (admin@localhost									

Set a startup sequence for the video wall display

Next time the Luxriot EVO Monitor application is started on the target video wall display, your selected sequence will start playing automatically. To stop it, select *Stop layout sequence* from the same menu.

### 20 Maps

Maps and geo maps configured via Luxriot EVO Console can be viewed in Luxriot EVO Monitor: simply drag and drop them from the resources list on the left to any viewport or use drag and drop to load them in the main application window in live or playback mode. Maps fill the viewports just like channels but, unlike channels, they do not have any footage or overlay controls. One map can be opened in one viewport or in many simultaneously.

Note that this resource type is not available for the free server license.



Map list in the Luxriot EVO Monitor

Maps inside viewports can be digitally zoomed IN and OUT with the mouse wheel and moved around using the left mouse button (click and drag to move). Double-click inside any viewport with a map to switch to single camera view, then click again to return to the layout view. Zoom level is preserved when you save the layout with the target map.



Map loaded in Luxriot EVO Monitor viewport

All the cameras shown on a map can be loaded in Luxriot EVO Monitor with a simple double-click. In order to **pop up a channel** from the map:

- hover your mouse over the desired device on the map until it becomes highlighted with a pink circle
- double-click the target device in order to map it automatically on the first non-locked viewport within the current layout
- change the viewport, drag and drop your desired channel by its title onto to viewport of your choice
- if the device stream is already present on the layout, it will blink with a greenish yellow frame

**User button** markers placed on a map can be double-clicked to trigger the associated action. The marker will blink indicating that the action is being executed.

### 21 User Buttons

User buttons, as well as other types of resources from the connected servers, are available in the *Resources* panel on the left. Note that this resource is not available for the free server license.



User buttons in Luxriot EVO Monitor

User buttons are created via Luxriot EVO Console; button behaviour is defined via Luxriot EVO Console using the *Event & Action Configurator*. There are three ways of using user buttons in Luxriot EVO Monitor:

- double-click any button in the list of resources to make it trigger the action assigned to it
- drag and drop any user button to a live view viewport to make the user button appear as an overlay control for your desired camera, then click it **once** at any time to trigger the relevant action
- double-click user button markers on the maps (markers are configured via Luxriot EVO Console)

User buttons cannot be added to the viewports that contain maps. Instead, go to the map management section in Luxriot EVO Console and add user button markers to the desired maps to use them in Luxriot EVO Monitor.

Starting from the software version 1.4.0, multiple user buttons per viewport are allowed.

Starting from the software version 1.5.0, user buttons can be associated with one or more channels so that they appear automatically in the viewport when live view of the related channel is shown. This can be set up via Luxriot EVO Console, in the *User Buttons* section.

Each time a user button is pressed, the corresponding log entry appears in the *Alerts* section of Luxriot EVO Monitor.

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	LEVEL	TYPE	ALERT				DATE	ADDED	
0	Info	System	User but	on "Close Stargate" successfully activated on server Local Server (admin@lo	calhost:60554)	2/4/2	2016 1:4	0:44 PM	
0	Info	System	User but	on "Close Stargate" successfully activated on server Local Server (admin@lo	calhost:60554)	2/4/2	2016 1:4	0:06 PM	
4.1		1							

Alerts on user button pressing

### 22 Video Wall

Video wall configuration in Luxriot EVO is very flexible and it allows you to set up video output in virtually any physical display combination. Templates for video walls are set up via Luxriot EVO Console and then they become available in Luxriot EVO Monitor, depending on the permissions of the connected user. Using dedicated *Video Wall* tab, you can easily control the contents of all available video walls.

#### Video Wall Setup

To access window setup in Luxriot EVO Monitor, open the *Live* section, click the *Multidisplay setup* **button** in the upper-right-hand corner - just under the main menu - and then click the *Advanced* button to bring up the configuration dialog box.

Advanced window	setting	s					×
WINDOW NAME	DISPLAY	IS PRIMARY	STARTUP LAYOUT	IS POP-U	P LAYOUT POP-UP	FULLSCREEN V	IDEO WALL SCREEN
Monitor	1	Yes		Yes			8
Window name Monitor Startup display	1			<ul> <li>❑ Start full screet</li> <li>Choose this option maximized</li> <li>✓ Video wall mode</li> <li>Make this display a p</li> <li>Available video wat</li> <li>Local Server + St</li> </ul>	n to launch this win nitor art of a video wall c alls nowroom	idow in full scree	en mode instead of
Set default layout (Default)				1	2 5	3 6	4
Choose a layout to be automat opened on this monitor	ically loaded	d when applica	tion window is	7		Ĩ	9
Allow channel and map po	p-ups	Allow lavo	ut pop-ups	10	8		11
Allow target monitor to accept ch specific events	annel/map	or layout pop-u	ps triggered by	12			13
						Save	Cancel

#### Advanced window configuration

The advanced window settings dialog box offers the following possibilities:

- · create windows for the available displays and manage their properties
- assign default layouts and sequences to windows (local displays only)
- bind windows to video wall displays

In the upper part of the configuration dialog box you can see the available window list. Already there by default is the main Luxriot EVO Monitor window (marked as *Primary*), which cannot be deleted or renamed. More windows can be added, although the number is limited to the number of displays physically connected to the workstation. For each window, the following items are displayed in the summary list:

- display number
- primary or not (cannot be changed)
- startup layout, if set
- channel/map pop-ups allowed or not
- layout pop-ups allowed or not
- start fullscreen or not
- video wall screen number, if set

To add a new window, click the + *Add window* button in the upper-left-hand corner (when the window amount has reached connected display amount, the buttons becomes greyed out). Select the parameters of the new window and click *Save* for the changes to take effect.

All these parameters can be set for each window (including default primary window) in the dialog box section below window list:

- Window name: set window title to be displayed in the application title bar of each window
- **Startup display**: select a display to start the target window on (click to highlight with a yellow frame)
- **Set default layout**: pick a layout to be displayed on window startup; select *Default* if you do not want any layout to be displayed at Luxriot EVO Monitor startup
- Allow channel and map pop-ups\*: enable video/map popup on the target window as a result of event/action rule execution
- Allow layout pop-ups\*: enable layout pop-ups on the target window as a result of event/action rule execution
- **Start full screen**: enable the target window to start in full screen mode; if this is disabled, the window will start up simply maximized
- Video wall monitor: make the target window a part of the video wall configuration; choose the video wall from the drop-down list below
- Video wall visual element: choose (click to highlight with a yellow frame) a video wall display to serve as the target window output

\*Note that pop-up options can be selected one at a time: enabling channel/map pop-ups disables layout pop-ups and vice versa.

In order to delete a window, select it in the list and click the recycle bin icon in the upper-right-hand corner; you will be prompted to confirm the action. Note that all the window settings will also be removed; once you have removed a window and clicked *Save* in the *Advanced settings* dialog box, the deleted window will also be closed.





#### **Content Output**

Once application windows have been attached to the video wall displays, it becomes possible to send resources directly to any video wall display. To do this, click the *Expand* **button** near resource name in the list on the left and choose *Display on -> Video Wall ->* pick video wall -> pick display number/name. Available resources are: **layouts**, layout **sequences**, **maps** and individual **channels**.

To send the currently displayed screen contents to the video wall display, do the same thing from the layout menu in the upper-right-hand corner (above live view).



#### **Advanced Video Wall Management**

Switch to the *Video Wall tab* on the upper panel to access advanced video all management. In this mode, your Luxriot EVO Monitor acts as a controlling client for all the video wall members.

Here, in the left-hand panel, all available resources - both local and server-side - are listed. These are:

- **video walls**: fetched from Luxriot EVO Global servers, each video wall can be expanded to view its displays
- **layouts**, layout **templates** and layout **sequences**: both local and shared via Luxriot EVO Global servers; new sequences can be created from here by clicking the *Expand* **use** button
- channels: individual channels from all connected servers
- maps: fetched from connected Luxriot EVO Global servers



Video wall management

First, **drag and drop your desired video wall** from the resource list to the upper section of the window. You can drag and drop either the video wall name itself or any of its displays. Video wall display arrangement will appear in the upper part of the window with its corresponding display numbers and names.

**Click any cell** to view the current contents of the target display: it will be shown below the video wall arrangement. The **title bar** of the lower window part will reflect the video wall display number and name, currently displayed resource type (layout or layout sequence); in the right-hand side of the panel you will have the **layout menu**, which will allow you to quickly set the currently shown layout as **startup layout** for the target video wall display. If the current video wall display has a **layout sequence** on it, this menu will offer options to set the current layout sequence as startup and also to stop the sequence.

#### Set current layout as startup

In the lower part of the window, you can manipulate the **contents** of the target video wall display in the exact same way as you would do in the usual live view mode. You can:

- drag and drop layout templates, layouts and layout sequences from the *Layouts* section of the *Resources* panel on the left
- create new layout sequences from the *Layouts* section
- drag and drop individual channels from the *Channels* section

- drag and drop maps from the Maps section
- close channels and maps in the layout by using the X button in the upper-left-hand corner of the viewport
- swap channels and maps within the layout by dragging them by their titles
- lock channels and maps in their viewports by using the lock overlay control in the upper-left-hand corner
- digitally zoom channels by using the digital zoom overlay control
- digitally zoom maps by using your mouse wheel

Indication conventions:

- currently selected video wall screen is marked blue green
- the information icon **(i)** next to the layout/channel title shows the name of the user who has placed the corresponding layout/channel: **hover your mouse cursor** to see the user name
- the information icon is highlighted yellow for **five seconds** after the corresponding resource has been placed

All changes to the video wall display contents are immediately applied and all other users who are managing the same display at this moment are notified by the highlighted information icon. If selected arrangements are not saved as startup layouts, they will be kept until remote Luxriot EVO Monitor applications are restarted.

### 23 Playback (Archive) Mode

Select *Playback* tab to switch to archive playback mode. Your current layout will be used and recorded video streams will be displayed for channels with enabled recording. If you wish to load footage from a different channel or channels, or use a different layout or layout template, use the *Resources* panel on the left:

- Layouts: double-click your desired layout to load it
- **Layout templates**: double-click your desired layout template to load it, then double-click or drag and drop the channels of your choice to fill the viewports
- Channels:
  - double-click a channel to load it automatically within the current layout (first, empty viewports are filled, then non-locked channels are replaced one by one)
  - drag and drop a channel onto any viewport to load it there

All channels will be listed under the servers from which they originate; or, if you have chosen to merge resources in the <u>connection properties</u>, they will form an alphabetically sorted list. Each channel can be clicked and expanded in order to access recordings of its main an/or secondary stream, as well as separate tracks recorded on failover servers. When you double-click or drag and drop a channel by its title, all the tracks from its main stream will be displayed automatically (e.g., tracks originating from different recording servers will be combined to form the timeline).

All the footage having **no associated active channels** will be available under *Orphan archive tracks*. Such recordings include footage from removed channels, renamed channels and also Luxriot VMS archive.

Luxriot EVO archive is protected with **watermark**. If archive contents has been modified with third-party tools, a warning will be displayed during playback and a critical level entry will appear in the *Alerts* section.

#### **Timeline and Playback Controls**

Use the timeline and controls below to browse through recordings. For a multichannel layout, all channels will be played synchronously.



Archive Playback mode

The following viewport overlay controls are available in the playback mode:

- Upper left:
  - X close the stream and free the viewport

- viewport **lock status**: unlocked (default) or locked; unlocked means that the video in this viewport can be replaced by other camera if you double-click or drag it from the *Resources*
- camera name
- Bottom left: stream details
  - motion detector status: running = motion present, standing still = no motion detected
  - video codec of the stream
  - picture resolution, abbreviated
  - stream frame rate, FPS (only displayed up to 4x playback speed)
- Bottom right: **controls** 
  - audio ON/OFF: disables or enables audio playback
  - <u>DPTZ</u> controls ON/OFF
  - aspect ratio (auto/stretch to fill viewport/original)
  - motion grid ON/OFF

AM .	9:00 AM	10:00 AM	12/21/2015	10:59:16 AM	12:00 PM	1:00 PM	2.0
Grundig GCI-G153	86F on 192.168.3.214			-			
3 Channels							

#### Playback timeline

Right below the video stream, **timeline** is displayed:

- the yellow vertical line denotes **current playback position**
- time intervals show the timeline scale; click and drag left/right to move the timeline
- use your mouse wheel to **zoom** the timeline in and out (current playback position will be used as centre)
- the narrow white horizontal line shows recorded **video**
- the cyan line (a little bit wider than the white one) indicates **motion**
- the blue line (a little bit wider than the cyan one) shows recorded incoming audio
- the wide semi-transparent white line denotes VCA metadata
- bookmarks look like little red flags on the timeline

The video footage outline is shown twice: the upper timeline displays the contents of the currently selected stream, with the corresponding channel name shown on the left; the lower timeline shows a content summary for all the channels currently present in the viewport layout, both timelines being synchronised. The **second timeline** with summary can be optionally **disabled** via <u>Application Settings</u>.



#### Playback controls

The **playback mode controls** are located at the bottom of the window:

- far right and far left of the timeline:
  - timeline start and stop timestamps
  - use the <> arrows and drag left to zoom out/drag right to zoom in the timeline
  - yellow arrow indicates the location of the nearest footage if it is not present on the timeline at the time (this can happen, e.g., after zooming the timeline)
- playback controls:
  - use the *Play/Pause* button to start playback
  - use the <> arrows near the *Play* button to go one frame back/forward
  - -/+ steps: click to go back/forward with a step of 10 seconds, 1 minute, 10 minutes, 1 hour or 1 day
  - |<>| arrows: go to the very beginning/very end of the footage
- playback speed:
  - during playback, drag the blob to adjust playback speed from +/-0.5x to +/-128x (you can use mouse wheel for this, too)
  - the *Pause* button duplicates the main pause control
  - when paused, set playback speed to start playing video (without pressing the *Play* button)
- additional controls on the left and on the right of plavback controls.

- go to the next/previous motion event
- I and II markers can be used for selection
- clock button: go to a specific date and/or time
- bookmark: add bookmark
- camera button: take a snapshot of the currently selected channel
- camera with a layout: take a multichannel snapshot
- video button: export a piece of video

Timeline selection can be created as follows:

- 1. Click the timeline once to put the playback marker onto the desired starting position
- 2. Click the selection marker icon below the timeline to mark the beginning: the corresponding mark will appear on the timeline
- 3. Place the playback marker to the end of the desired interval
- 4. Click the selection marker again to create the selection
- 5. Click the selection marker again to discard the selection

Once the target interval has been highlighted on the timeline, you can browse the timeline as usual; the selection will only be discarded if you click the selection marker icon once again or switch to other tabs (live etc.).

The created selection can be used for archive related actions where it is necessary to choose an interval (e.g., export video clip, delete or protect a part of the archive).

#### Calendar

Click the *Archive Calendar* button in the top right corner to toggle an additional panel containing archive calendar view. This control allows you to see for which dates and time intervals the footage is available, and to switch to some particular period quickly.



Playback mode with calendar enabled

Units of time (months, days and hour intervals) marked with a **blue underline** contain footage for at least one channel currently displayed.

#### **Bookmarks and VCA Event Search**

The Bookmarks button in the top right corner opens up an additional panel that allows you to browse the existing

bookmarks. You will find more information on this in the Bookmarks section of this document.

Similarly, the **VCA** button next to the *Bookmarks* button in the top right corner provides video analytics event search functionality (recorded VCA events from server): please refer to the <u>VCA Events</u> section of this manual for further details.

#### **Archive Protection and Deletion**

It is possible to mark a certain part of the archive and use the selection for further deletion, or protect a part of the archive from being removed. Special user permissions are required to allow this functionality.

If you choose to **protect** a specific part of the archive, it will be **impossible to erase** it from the Luxriot EVO Monitor application, and that part of the archive will also be ignored by server when applying **quotas**. To disable protection, you need to log into the server via Luxriot EVO Console and change the archive protection settings.

If you choose to **remove** a part of the archive, it will be erased permanently with all related auxiliary information (audio, motion metadata etc.). Protected intervals cannot be removed; when such an action is attempted, you will get a warning in the <u>Alerts</u> section.

▲ When you delete a part of the archive, it is erased **immediately**. This action **cannot be undone**. Please mind applying all the necessary security precautions (e.g., take care of a good administrative account password and review user permissions) to avoid undesired data loss.

▲ When you **protect a short period** of the archive (e.g., several minutes), in fact, the **whole file** containing this period is protected from erasing. Therefore, intervals adjacent to protected period will also be locked. You can verify the exact protected interval by opening Luxriot EVO Console >> *Monitoring* section >> *Archive* statistics >> *Protected intervals*.

General steps for both these actions are:

- 1. **Mark** the beginning and the end of the target interval on the timeline using the markers below the timeline
- 2. Use the **buttons** in the bottom right corner to either **remove** a part of the archive or **protect** with from deletion

You can skip the first step and press the delete/protect buttons without any selection on the timeline; then, the last five minutes of the recordings will be used as the target interval.



#### Selection on the timeline

All footage that has been protected from erasing can be un-protected via Luxriot EVO Console, by logging with an administrative user account with corresponding privileges. Until then, the protected part of the archive cannot be erased by user actions (as described above) or by automatic erasing based on quotas.

A Protected archive is excluded from recording quotas and will not be overwritten. Also, such footage is protected from manual deletion. Therefore, when protecting a large part of the footage, make sure that the target storage has sufficient free space, and set lower storage quotas, if necessary.

### 24 Sequence

The sequence explorer is an archive playback extension with additional tools for footage analysis. The whole recorded stream can be split into smaller pieces down to 2 minutes in length; each of these can be played separately or exported with a single click.

In the Luxriot EVO Monitor upper panel, click the *Sequence* tab: the current main window will then display the sequence explorer with empty viewports.



Sequence explorer interface

#### **Interface Overview**

Interface elements have the following designations:

- **Calendar:** specify the time period to be analysed by entering date/time boundaries, and also set the viewport layout
  - date can be entered manually or selected from calendar view
  - time can be entered manually or adjusted by mouse wheel (select the value to be changed and use mouse wheel to increase/decrease it, while keeping the mouse cursor over the field)
  - minimum time period is 120 seconds
  - available viewport layouts are: 3x4 (default), 3x5, 4x3, 4x6, 6x4, 5x5 screens
- **Top panel**: <> arrows enable users to browse viewing history within the channel in use; the name of the channel being used is displayed
- **Main window**: displays video clip sequence with corresponding controls; empty viewports mean that no footage is available for the time period selected
- **Bottom panel**: contains global sequence controls for the whole currently displayed period (and **not** the selected sequence elements)
  - the << and >> arrows on the sides enable users to load the previous/next portion of the footage sequence, with time period equal to the one set in the *Calendar*
  - next to the arrows, the date/time boundaries of the current video portion are shown
  - Play button in the centre of the panel will open current video portion in the Playback mode

• *Video* button in the centre of the panel brings up the *Video* export dialog box

#### **Make Sequence**

Drag and drop the desired channel from resources onto the main window; the camera name will appear at the top. Note that the sequencing works with one channel at a time, so if you drag and drop another channel onto the explorer window, all previous changes will be discarded.

Select sequence timing in the calendar panel on the right and then click the *Make sequence* button. Video footage from selected time range will be divided between all viewports, so that all of them will contain video clips of equal duration. For instance, if the selected time range is 2 hours and a 3x4 layout is set, each viewport will contain a 10-minute video clip: (2\*60)/3\*4 = 120/12 = 10 minutes.



Built sequence

From this point onwards, you have several options for creating a new sequence:

- enter a new time period on the *Calendar* panel and click the *Make sequence* button
- select one or multiple sequence elements and click the *Make sequence* overlay control (see the control descriptions below)
- double-click a single sequence element to split it into a new sequence

If you choose to build a new sequence out of one or multiple sequence elements, their date/time boundaries will be set as new boundaries, and the video clip in the resulting sequence will be of shorter duration. In this way, any footage can be split into smaller and smaller chunks down to two minutes, facilitating footage analysis process and making it easy to find the scene of interest within a larger fragment of footage.

Use the << and >> arrows on the bottom panel to go back and forth along channel timeline. The size of the jumps back and forth will be equal to the base time period set in the *Calendar*.

#### **Sequence Controls**

Viewport overlay controls are available for each sequence element. Click any piece once to select it; click one screen once and then click another screen to select a series of fragments. Selection border style will help you control your actions: a **dashed** line denotes a single click, **solid** line appears after the second click. As a result, you will always know, which selection stage you are on when selecting multiple screens.



Select one sequence fragment with a single mouse click

Once you have selected one or a set of fragments, overlay controls in the bottom right corner of the selection offer the following possible actions:

- **Magnifier** button: make a new sequence out of selected fragments; use the *History* controls <> in the upper panel to go back
- **Play** button: play selected footage in <u>archive playback</u> mode
- Video button: export video from selected time range (no additional Set time range window is displayed)



Multiple regions are selected with two clicks

Timestamps in the top-left and in the top-right-hand corners of each viewport represent time range of the contained footage fragment. In case multiple screens are selected, the intermediate timestamps are skipped and time frames for the multi-fragment footage portion are displayed.

#### Playback

Click the *Play* button on the bottom panel to open the whole inspected footage portion in the archive playback mode. The equivalent button on each of the selected sequence fragments will open just that specific fragment for playback. Playback operation is exactly the same as for usual archive viewing and it is explained at length in the Archive Playback topic.

#### Video Export

Click the *Video* button in the bottom panel to bring up the *Video Export* dialog box and set your desired time range for exported footage; channel selection is limited to the one channel open at the time in the sequence explorer.

Video Export	×
Vīdeo stream	
Parking 🗸	
Start from date 12/22/2015  Today  Start from time 04 : 13 : 00 PM	Stop at date 12/22/2015  Today  × Stop at time 05 : 07 : 40 PM
	Export Cancel

Adjust the date/time boundaries during which you want the footage to be exported

The *Video* button overlay control in the fragmented sequence screens will automatically export video from selected time range without additional prompts. In either case, the exported video will appear in the <u>Library</u>.



Library notification

Sequence explorer works with the streams based on the time intervals. If you want a more intelligent archive analysis tool, go to <u>Smart Search</u> to base your search on motion in certain regions.

#### 25 Smart Search

Along with regular archive playback and sequence exploring, Luxriot EVO Monitor application provides the smart search feature, which allows you to specify a region of interest and let software search for motion events in the defined area based on the existing motion detection (MD) metadata. This advanced search option is available for all Luxriot EVO servers and editions.

There are two types of motion analysis operation: grid and area (frame). Grid type detection is implemented for software-side motion analysis (both High Performance and High Accuracy modes), while most devices send their motion detection metadata in the form of areas (frames), this is, the software only knows if the motion was present in the configured zone, and exact location of the motion in that frame is not available.

Understandably, precise results of smart search can be only obtained for grid-like detectors. Searching through an area-type stream by motion region will give you motion events whenever motion has been detected in the configured detection areas. In order to get better search results with device-side detectors, please adjust the motion detection zone via device Web interface.

In order to start using smart search, click the corresponding tab on the upper panel of the main Luxriot EVO Monitor window.

🖵 Live	Playback	E Sequence	🔔 Alerts	🛅 Library
Smart Saarah	ontion			

#### Smart Search option

When you open Smart Search for the first time since Luxriot EVO Monitor application startup, the main viewing area will be empty. The resources menu on the left will contain all recorded streams, just like in regular playback: simply drag and drop your desired video stream onto the viewing area in order to start working with it. The panel on top of the viewing area will have your selected channel and stream name displayed then. The loaded stream will still be there if you switch to some other tab and then go back to Smart Search.



Smart search with a loaded stream

#### **Search Parameters**

The search procedure consists of **three main steps**: define the region of interest, set the time period and sensitivity, and analyse the results.

Once you have selected the stream for analysis, the stream preview will appear in the upper right corner as a static picture. You can use the buttons below the picture to choose the point in time for the preview: this comes handy in case the stream comes from a PTZ capable device, or if the underlying device has been moved/replaced. Choosing a correct scene is crucial for obtaining the correct search results.

Click and drag on the picture to draw a rectangular **region of interest**. You can mark multiple regions and also combine them to make them overlap, creating a more complex shape. Press the *Clear region* button to discard all areas and start drawing again. If no region is specified, all available motion information will be searched.



Define region of interest

Afterwards, **set the search interval** using the controls below the picture. You can enter the date manually or use the calendars to choose a specific day. To manipulate time, click the desired time units and then either enter the numbers from your keyboard, or use your mouse wheel, while still hovering the mouse cursor over the timestamp.

Next, set the desired **threshold** for the motion absence by dragging the slider. Threshold range is 5..60 seconds and it defines how much time should be there between two subsequent motion events for them to be reported as a single event. For example, if you set the threshold to 5s (minimum), all consecutive motion events with gaps between them smaller than 5s will be reported as a single search result, and events having more than 5s between them will be presented as separate results.

When ready, press the *Search* button to filter the motion events according to your settings. Smart **search results** will appear in the central viewing area; if the specified time interval is large, the results may appear not at once but rather one by one, as the search progresses.

#### Investigation

Each of the search results will be presented as a preview picture with a timestamp below, the timestamp designating the beginning of the sought-for motion event. At the same time, all results will be listed on the right-hand side, with the currently displayed results being highlighted. The list also shows the motion event duration for each of the results. In the very bottom of the list, the total number of results will be displayed.



Smart Search in action for a PTZ camera with area type MD

You can change the presentation grid by choosing the desired **layout** in the drop-down list below the central area: available layouts range from 3x3 to 6x6 viewports. If there are more results than a single layout can contain, left and right - |< and >| - arrows will become highlighted, allowing you to **browse** back and forward. Notice how the highlighted item set changes as you browse. You can scroll the list and choose any result from the non-highlighted items; the corresponding portion of results will be then loaded in the viewing area.

Click the event of interest - either a row in the right-hand list or a picture in the central viewing area - to start working with it: the selected video clip will be looped and played back continuously.



Smart Search result with grid type MD

The overlay control buttons in the bottom-right-hand of each viewport allow you to perform the following actions (from left to right):

- Play button: go the regular Playback mode to view the search result in a single channel mode
- Bookmark button: click to add a bookmark at the beginning of the selected video clip
- Video export button: selected video clip will be automatically exported

For just any video clip in the results you can go to the regular playback mode with a single click of the *Play* button overlaying the clip; to go back, simply click the *Smart Search* tab to get back right where you left off.

When you export a video clip from the search results, it is exported automatically with your pre-defined video export settings, without the need to confirm the time range. You will still be asked for the file name if you have not <u>chosen</u> to use pre-defined settings. In order to export longer video clips, either go to the regular *Playback* mode by choosing the corresponding tab in the top panel, or select a higher *Motion absent duration* threshold in the smart search parameters.

### 26 Bookmarks

Luxriot EVO Monitor offers an opportunity to mark any specific moment in time so that it can be easily found in the *Playback* mode later. It is possible to add bookmarks from <u>live</u>, <u>instant playback</u>, regular <u>playback</u> and <u>smart search</u> modes; bookmarks are displayed and can be searched through in the regular playback mode.

- The bookmark overlay control may be absent in the following cases:
  - your currently logged user does not have permissions to add bookmarks in this case, the bookmark control may be absent for specific channels only
  - the control had been hidden via <u>application settings</u> (by default, it is enabled)

Also, the bookmark button will be greyed out for orphaned archive tracks in the *Playback* mode (orphaned tracks are recordings that have no active channel associated with them).

#### **Add Bookmarks**

Select your desired channel by clicking it in live, playback, instant playback or smart search mode.



Among the **overlay controls** in the bottom-right-hand corner of the channel, locate the bookmark icon and click it once. In playback mode, the *New bookmark* button is situated in the bottom-right-corner of the whole viewing area, near snapshot and video export controls.


Bookmark in playback mode can be found in the bottom-right-hand corner

Bookmark dialog box will appear, offering you to fill in the details. Several details are available in the dialog box:

- Channel: displays the currently selected channel name, cannot be changed
- *Time*: bookmark time inserted automatically but can be adjusted (see details below)
- *Title*: bookmark name, e.g., *Motion* or *Person detected* (empty by default), which can be later searched by
- Description: user comments a detailed description of what has happened (empty by default)

Bookmark **time** is automatically inserted using the following logic:

- *Live mode*: the moment of time when you pressed the bookmark button
- Instant playback: the currently played moment, the play marker position
- Playback: the currently played moment, the play marker position
- *Smart search*: the incident timestamp

and the timestamp in the bookmark details can be changed at this step by using the calendar or manual insertion (keyboard) for date and click+mouse wheel or keyboard for time.

While you are adding a bookmark, playback (regular or instant) will proceed in the background without being paused.

Add bookmark	×
Channel	
axis	
Bookmark channel.	
Time	
8/24/2027 🗰 09:43	:31 AM
Bookmark time.	
Title	
Car arrived	
Bookmark title.	
Description	
Boss is in da house	
Bookmark description.	
Save	Cancel

Add new bookmark dialog box

After you have filled in all the desired fields, click *Save* to add the bookmark at the selected moment in time. Your newly created bookmark will be available in the bookmark search in *Playback* mode from now on. Also, all bookmarks are visible on the timeline: these look as tiny **red flags**. You can hover your mouse cursor over any of the bookmarks to get a tooltip with the bookmark timestamp and title. In order to see the description, double-click any bookmark on the timeline.

### Search Bookmarks

All the added bookmarks will be visible in **regular playback** and also in the **instant playback** modes, each bookmark being denoted as a red flag. Hold your mouse cursor over the bookmark to see its name and exact time; double-click a bookmark to open a detailed description in a separate dialog box.

8:00 AM	10/11/2016	9:16:13 AM	10:00 AM
		10/11/2016 9:16: Mysterious man	13 AM
< 疗 >	✓ -24H -1H -10M -1M -105	► ► +105 +1M +	10M +1H +24H 🕨

#### Bookmarks on the timeline in *Playback* mode

In order to search for and view the existing bookmarks added both by you and other users, go to the **playback** mode by switching to the *Playback* tab on the upper panel of Luxriot EVO Monitor. Choose a layout of your preference either by loading an existing one or by filling the viewports with channels of your choice.

In the upper-right-hand corner, press the *Bookmark search* button in order to open the bookmark search panel.

Here, you have two options: search by bookmark creation time (i.e., when the bookmark was added, regardless of its location on the timeline) and/or by actual bookmark timestamp (its position within the timeline). Define the search parameters in the following manner:

- choose whether you want to search by bookmark time, its creation time, or both at the same time
- set desired date and time range for bookmark time, its creation time, or both
- select a channel from the drop-down list (one of those present in the layout)
- if you wish to search for bookmarks for all channels present in the layout, choose the "All visible in layout" option
- optionally, enter a bookmark title or a part of it (without wildcards) to refine your search results

When you have entered all the search conditions, press the Search button to obtain the bookmark list.

Bookmark search									
Search by bookmark time									
10/6/2016 🗰 12	2:32:30 PM	<b>&gt; 10/7/2016</b>	雦	12:32:30 PM					
Search bookmarks in the specfied time range.									
Search by creation til	me								
10/6/2016 🗰 12	2:32:30 PM	> 10/7/2016		12:32:30 PM					
Search bookmarks created i	n the specified time	e range.							
Channel		Title							
All visible in layout (2 o	channels) 🔻	room							
Bookmark channel.		Bookmark titl	e.						
				Search					
BOOKMARK TIME	TITLE		CHANNE	L					
10/7/2016 12:31:06 PM	Motion in the	room ax	is						
10/7/2016 12:31:02 PM	Motion in the	room ax	is						
10/7/2016 12:10:02 PM	Motion in the	room ax	is						

Bookmark search results

Search results will appear in the list in the bottom of the search panel. **Single-clicking** a bookmark will auto-locate it on the timeline, allowing you to see the exact moment, to which the target bookmark has been bound: click the *Play* button on the archive playback panel to start playback.

You can also **double-click** any bookmark either in the list or on the timeline to open it and view its contents in a separate dialog box. Understandably, you will not be able to change any bookmark details.

Found data can be saved into a **CSV** file (comma-separated values) that can be later parsed or opened with MS Excel-like applications. To do this, simply click the *Export CSV*... button below the search result list and specify your desired file name and path.

### 27 VCA Events

Events from the server-side video contents analysis (VCA) engine, which are set to be recorded together with the video stream, can be displayed in Luxriot EVO Monitor, investigated and also exported to an external file in the comma-separated format.

VCA event data is available for server-side analytics and also for camera-side VCA in case metadata is supported for that particular camera brand. For the exact manufacturer list with VCA metadata support, please contact Luxriot representative.

In the regular playback and instant playback modes, VCA metadata is displayed as a thick white line over the footage. This means these events can be searched for in the <u>Playback</u> mode. To access the VCA investigation panel, go to playback mode in Luxriot EVO Monitor and click the *VCA* button in the top right corner.



VCA event investigation in the playback mode

The appeared panel will allow you to specify the search criteria, which are:

- Source: a channel currently present in the layout that has VCA enabled
- Search interval: time range to look for the events in
- Search for: VCA item to search for, can be an object, a counter or an event
  - Object: all entries containing object appearance according to the VCA object classification
  - Counter: all moments where any counter value was changed
  - Event: all entries from triggered VCA rules
- Class name: VCA class name (full or partial) according to the VCA internal object classification

When ready, press *Search* to get the results based on your refinements. Note that a maximum of **2500** events can be listed at a time. Click any result in the list to jump to it in playback, then press the play button below the timeline to start viewing the footage.

Found data can be **saved into a CSV** file (comma-separated values) that can be later parsed or opened with MS Excel-like applications. To do this, simply click the *Export CSV*... button below the search result list and specify your desired file name and path.

### 28 Reports

This section provides reporting functionality based on the previously collected data. There are two types of reports: **heatmaps**, based on motion information, and **charts**, which use data from the software and VCA counters. You can view the reports in the application and then export the results.

### Heatmaps

**Heatmap** type reports represent motion density in the picture, thus highlighting the regions where the most **motion** has happened during the selected time range. Heatmaps are generated based on the motion detector (MD) data, therefore, motion detection must be enable beforehand for the target channel via Luxriot EVO Console application.

Here are the requirements and some recommendations regarding heatmap reports:

- target channel must have grid type MD enabled
- motion information must be recorded with the video (represented by cyan colour on the timeline in playback mode)
- for PTZ cameras, make sure to select a static interval (during which the camera was not panned, tilted or zoomed), otherwise the map will be inaccurate

Heatmaps use data from **grid type** motion detectors. Grid is guaranteed for **software-side** MD, and also for a few device-side detectors. Heatmap detalization depends on the MD grid size: the smaller the grid cell, the finer the map will be.

Most of the device-side MD do not support grid mode: if this type of MD is enabled in the device properties in Luxriot EVO Console, you will get an "unsupported MD configuration" error and the heatmap will not be generated.

To start, **drag and drop** a channel from the resources panel on the left. The channel name will appear on top of the viewing area. If, for some reason, there is no motion data, or it is incompatible (frame type instead of grid), you will get a corresponding error.

Next, select the target **time interval**, **days** and **hours** to be analysed:

- Heatmap interval: defines the total report period
- Filters: define the target range of time and exact days to be taken into account

For example, you can select one month as the time interval, and then only select weekdays (Mon-Fri), from 8AM to 8PM.

Use the *Set time*, +*1h* and -*1h* buttons below the channel preview to **select the image** to be used for the heatmap overlay. Particularly, this makes sense for PTZ or zoom-only cameras, where the snapshot time matters. Also, you might want to use this option to find a timestamp where lighting conditions are optimal, or there are no unwanted objects in the scene. Use the *Reset filters* button below the settings in the right-hand panel to restore the default filters (all days 24/7).

When ready, hit the *Generate heatmap* button: depending on the selected interval, this may take some time, and you will see the generation progress displayed as percentage.



#### Heatmap report example: red=max, blue=min

As soon as the analysis is complete, the heatmap will appear in the viewing area. Colours on the heatmap range from blue to red, **blue** representing the "coldest" places (where the minimum amount of motion was detected for the given period), and **red** stands for the "hottest" places (the maximum amount of motion). The rest values will be in between (**blue**>>**violet**>>**red**). Regions without any colour overlay are those without any motion detected for the specified period (including, but not limited to, non-detection zones).

Click the *Export heatmap*... button below the image to **save the snapshot with the heatmap** overlay as a JPEG file. An additional dialog box will pop up, allowing you to choose the destination **folder** and the **file name**.

#### Charts

Luxriot EVO Monitor application provides an opportunity to build **graphs** based on the counter data, which has been recorded with the video stream(s). Depending on the collected information context, these reports can be used, for example, to estimate the average number of customers during specific hours, compare the number of passing cars to the number of trucks etc. Counter information is collected from Luxriot EVO **Open VCA** video analytics, **camera-side VCA** (for certain manufacturers) and **software counters**.

For the exact list of supported camera-side VCA counters, kindly contact our support engineers at support@luxriot.com.

There are three chart types: **bar**, **line** and **pie** diagram. Regardless of the chosen type, all reports are based on the **counters** and have configurable report interval and days and times of interest. Counter values are compared for the given period and with the specified scale, and the results are then reflected in the chart of the selected type. Any report can be also exported as **PDF**.



#### Bar diagram report example

In your Luxriot EVO Monitor application, switch to the *Reports* tab: this functionality will be available when at least one of the connected servers has Open VCA operating or software counters configured for at least one of its channels, and the used user account has sufficient privileges to access the recorded counter metadata. If you have just added a new counter, please wait several minutes for the data to be collected and flushed into the database before it becomes available.

Automatic report generation is also available for Luxriot EVO and can be configured via the Luxriot EVO Console application.

You do not need to set VCA channels manually: all the available counters are listed automatically in the right-hand panel, under *Counters*, with the channel title displayed in brackets next to the counter name.

Specify the **reporting criteria** in the right-hand panel, which is divided into three sections:

- Counters:
  - Select desired one or more Open VCA **counters** to be included in the report (none are selected by default)
  - All the counters present in the system are listed, with their source channels specified in brackets
- Report time interval:
  - Choose the **start and end** date and time for the target report
- Report filters:
  - Week days: select days of the week that you want to be included in the report (e.g., ignore weekends) (all days are selected by default, marked blue)
  - **Day time interval**: choose the target **audit interval** to be analysed for each of the selected days
- Report visualisation settings:
  - Select the **diagram type** by toggling the icons: from left to right, these are bar, line and pie type; the currently selected mode is marked blue
  - **Aggregation**: specify the **scale factor** for the target diagram results can be presented for months, weeks, days, hours or minutes (also, the data can be aggregated by counters if the selected chart type is pie diagram)
  - The **counter value** setting lets you choose, what value is taken for each report time interval on the X axis (day etc.):

- Absolute: actual counter value
- **Relative**: difference compared to the previous interval
- Average: arithmetic mean of the given interval
- Minimum: minimal value during the given interval
- Maximum: maximal value during the given interval
- Choose whether you want each counter to be represented **separately** or all counters are to be **added up**

**Report interval** defines the whole period to be reflected in the report. **Report filters** specify which exact time period should be analysed for each of the selected days of the time window specified as the report time interval.

For example, if you wish to examine customer flow during working hours for the past two months, you need to set:

- two months' period in the *Report interval* section
- only mark working days in the *Report filters* section (unmark the weekend as all the days are preselected by default)
- set the time interval under *Time filter* in the *Report filters* section to your target working hours
- Choose the **diagram type** by toggling the icons in the bottom of the right-hand panel in the *Report visualisation* section: from left to right, these are bar, line and pie type. The currently selected mode is marked **blue**.



When ready, hit the *Make report* button in the bottom of the right-hand panel to display the report diagram based on your selected criteria. Note that the chart will be built step-by-step and you will see how the newer data appears on it: if the requested report interval is large, the total time required for the chart construction may increase to several minutes. You will see the *Loading...* status in the right-hand panel indicating that reporting is in progress. You can modify the report criteria and restart the reporting process without having to wait until the current diagram is finished.



#### Pie diagram report example

On each diagram, the **horizontal axis** (X) represents time in the specified scale, and the **vertical axis** (Y) reflects counter values. The counter values for each time interval are calculated based on the selected setting and can reflect absolute, relative, average, minimum or maximum counter value for the given interval. In the **pie diagram** type, each sector can represent either a time interval or a counter, depending on the aggregation setting parameter.

Each chart also contains a legend that provides information about colours used in the diagram:

- if you have selected to analyse every counter separately, each counter will be represented with its own colour and the legend will reflect counter titles
- if you have chosen to sum the counter values:
  - bar diagram will have just one column for each interval, every column consisting of specified counters and its total height reflecting the total
  - line diagram will contain graphs for each individual counter and the total
- pie chart will reflect the counter sum for each time interval if aggregation by time intervals is chosen, so the legend will contain timestamps; if aggregation by counters is selected, the pie will reflect the proportion of the counter values for the whole selected audit interval

Any report can be also **saved in PDF format**. To do so, click the *Export report* button above the diagram and specify the file name and path for the report to be exported to in the dialog box that appears; then, click the *Export report* button in the dialog box to create the file.

### 29 Access Control

If your Luxriot EVO server employs a connection with a third-party access control system, it is possible to view events and other data from the integrated module in the Luxriot EVO Monitor application.

Here is an example of how this can be done based on the connection to Doors .NET, which is possible thanks to the integration of Luxriot EVO with Keri Systems.

### Access Control

To start working with the access control data, switch to the *Access Control* tab in your Luxriot EVO Monitor application.

다 Live 🏷 Playback 🏦 Sequence 🧭 Smart Search 🗘 Alerts 🖻 Library	Access Control
Events Doors Cardholders	Filter
TIME EVENT DOOR CARDHOLDER	
20.02.2018 10:28:06 Reader Mode Change - Unlocked Front Door - C0 B1	
20.02.2018 10:28:04 Reader Mode Change - Card Only Front Door - C0 B1	
19.02.2018 18:07:43 Reader Mode Change - Unlocked Front Door - C0 B1 Ronald G Merino	
19.02.2018 18:07:42 Reader Mode Change - Card Only Front Door - C0 B1	19/02/2018 18/00/47
19.02.2018 18:07:41 Reader Mode Change - Unlocked Front Door - C0 B1	19022018 00 00 19022018
19.02.2018 18:07:41 Reader Unlocked, Door is Open Front Door - C0 B1	130738
19.02.2018 18:06:50 Reader Contact - Held Open Front Door - C0 B1	Cardholder: Ronald G Merino
19.02.2018 18:05:50 Reader Mode Change - Card Only Front Door - C0 B1	16 month alder month
19.02.2018 18:05:47 Reader Unlocked, Door is Open Front Door - C0 B1	View Calcinoider events
19.02.2018 18:05:47 Reader Mode Change - Unlocked Front Door - C0 B1	
19.02.2018 18:02:24 Reader Contact - Held Open Front Door - C0 B1	Door: Front Door - C0 B1
Interval	
19.02.2018 🗰 11:12:24 > 20.02.2018 🗰 11:12:24	Reader Mode Change - Unlocked
Search interval.	
Door Event Cardholder	Search View door events
(Any) 👻	23 event(s) found
Search specific door. Search specific event. Search specific cardholder.	

Access control tab

There are three sections available here:

- Events: the list of door events
- **Doors**: door list with statuses
- Cardholders: the list of cardholders

Click any event to view its details and associated recorded video (if a channel has been bound to the door in Luxriot EVO Console). Events can be filtered based on time, door name, cardholder and/or event name (or a part of it). Playback will appear on the right side as instant playback, with all usual controls, when an event is selected.

Click any door in the list to view its live status and associated live video (if configured). Every door will also have three buttons to let you lock, unlock or temporarily unlock it. The *View door events* button will take you to the *Events* section, with the event list filtered and only displaying entries related to the selected door for the last day.

In the *Cardholders* section, you will have the list of cardholders with pictures, if there are any. Use the *Refresh* button in the bottom to reload the list. The *View cardholder events* button on the right will take you to the *Events* section, similarly to door events: the event list will only display events for the target cardholder for the 24 hours.

#### Maps

Apart from the dedicated *Access Control* sections in Luxriot EVO Console and Luxriot EVO Monitor applications, it is also possible to place door markers onto maps – either regular ones or geo maps. Markers on the map reflect door open state and lock state. If such maps have been configured on the server, they will be available in the corresponding section on the left, in the *Resources* panel.



A map with door markers

In the Luxriot EVO Monitor application, place your map into one of the viewports either by dragging and dropping it or by pressing the ... button next to the map title and choosing the destination display.



Right-click a door marker to see door related actions

Each door marker will reflect status according to the settings defined in the map configuration. Also, **every door marker can be left-clicked** to bring up a drop-down menu with associated door actions, these being: lock the door, unlock the door and temporarily unlock the door. When triggered, these actions will be displayed in the *Events* list in the *Access Control* section.

### 30 Video & Snapshot Export

Video clips, frame sequences, multichannel layouts and individual pictures can be exported in order to be viewed later. without Luxriot software.

### **Snapshot Export**

A snapshot of an individual channel can be taken at any time from live view, sequence explorer, instant playback and

regular playback modes. To save a snapshot, click the *Snapshot* button in the overlay controls or bottom panel controls.

In playback mode, it is possible to export a snapshot that will consist of all channels present in the current layout. To

do this, use the *Multichannel Snapshot* field button in the right side of the bottom panel.

The frames will be saved with your pre-defined frame export settings, if this option is enabled in the <u>Application</u> <u>settings</u>; otherwise, you will be prompted to specify the file name and quality preference. After you have clicked the snapshot or multichannel snapshot button, the frame will be automatically saved in JPG format and will appear in the <u>Library</u> section of Luxriot EVO Monitor.

### Video Export

Video export settings can be pre-defined in the Luxriot EVO Monitor <u>Application settings</u>. These include: file name, output format, compression and resolution preferences, as well as subtitle settings. Some of the settings, when selected, allow additional features like motion blur.

For the sector of the sector o

Time presentation settings do not affect video clip export. When you export a video clip from a remote server, which is in a different time zone, and add timestamps in subtitles, your **local time** will be used.

You can choose to use the pre-defined settings always; otherwise, you will need to confirm or adjust the export settings every time you export a video clip from anywhere. All the exported fragments will be displayed in the <u>Library</u> immediately.

Video can be exported automatically (without additional time range prompt) by clicking the *Video Export* button in the <u>viewport overlay</u> controls:

- from <u>Sequence Explorer</u>, by selecting a range of at least two video fragments: selected clips will be exported
- from the <u>Instant Playback</u> mode: the most recent currently loaded footage will be exported at once (last 5 minutes, by default).
- from the <u>Smart Search</u> mode, by selecting the desired search result: selected fragment will be exported

A video export dialog box with additional settings can be launched in the following ways:

- from *Playback* mode, by clicking the *Video Export* button in the bottom right panel (the channel choice is limited to those that are currently displayed plus **multichannel** export)
- from *Sequence* mode, by clicking the *Video Export* button in the centre on the bottom panel (channel choice is limited to channels currently being viewed)

Video Export	×
Video stream	
M2 on 192.168.3.5	
Start from date	Stop at date
12/29/2015 🗰 Today < 🚿	12/29/2015 🗰 Today < »
Start from time	Stop at time
02:03:43 PM	02:05:48 PM
	Export Cancel

Video export dialog box

When exporting from *Playback* with advanced options, you will have an opportunity to choose the stream to be exported (from the channels currently present in the layout) or, alternatively, choose to export the clip with all the displayed streams (multichannel export); also, you can combine any video stream with any audio stream (also coming from one of the displayed channels).

In *Sequence* mode, stream selection is reduced to the sequenced one and you can choose whether or not you wish to export the associated audio stream, too. In both modes, you can specify the date and time range for the exported video clip.

All exported video data is split automatically into files of ~1.8GB size to guarantee that the files are played correctly. The file size and time required for export depends on the selected file output format, compression, resolution and subtitle presence.

Select your desired date and time boundaries for the export of the footage: dates can be picked from the drop-down calendars, times can be adjusted by clicking hours/minutes/seconds and then scrolling up/down with mouse wheel. When you are ready, click the *Export* button; the video file will be saved with your pre-defined video export settings, if enabled; otherwise, you will be prompted to specify the stream properties and export directory.

### **Motion Blur**

Exporting video clips with MKV+VP8 settings gives you an extra option to apply **privacy masking** to the video. The video is retrospectively scanned for motion (software-side MD is applied) and the selected regions are blurred, thus hiding whatever is behind the motion. First, enable the feature in the video export settings, and then an additional dialog box will pop up every time you export a video clip.

To enable privacy masking, choose the following settings for video export:

- Video output file type: MKV
- Video compression: VP8
- Motion blur: enabled (checkbox)

General	Video output file type
Usability	MKV -
Viewport overlays	Default file type for video output.
Library	
Snapshots export	Video compression
Video export	VP8 compression. (Requires more time) -
Sounds	Resolution
	Full
	<ul> <li>Time lapse</li> <li>60</li> <li>Time interval in seconds to be represented by one second of exported time lapse video (minimal value is sixty seconds).</li> </ul>
	Include external data with exported video
	When selected, external textual data will be embedded with the exported video clip.
	Motion blur
	Apply masking to the detected motion when exporting video.

Video export settings for enabling motion blur

Next time you export a **video clip**, you will be asked if you wish to proceed with motion blur. Click *Yes* to open the dialog box and adjust **blur settings**, or click *No* to export this video clip without any masking.



On the right side, choose the settings you find appropriate:

- **Grid size**: motion grid dimensions for both region selection and motion processing, can be 16x16, 32x32, or 64x64 (larger grid size corresponds to smaller grid elements)
- Intensity: blur level, ranging from very low (minimum blurring) to very high (heavy blurring)
- **Motion sensitivity**: detector intolerance to changes, ranging from very low (small fluctuations will be ignored) to very high (smallest changes will trigger MD)

Then, draw detection areas over the preview image. Simply select the area type and mark the desired grid cells according to the required masking levels:

- **no blur** (transparent, no colour)
- **blur always**, regardless of motion presentce/absence (**red** area)

• motion blur with specified sensitivity (blue area)

By default, when the blur dialog box is opened, the whole image is marked blue, which stands for **motion blur** only. Draw over with a different colour to change the detection type.



Privacy masking using motion blur

When ready, click *Apply and export*: your video clip will be then exported with the blurring effect. Depending on the selected blur settings and video clip size, this make take some time: the selected part of the video stream will be analysed for motion, meaning that the existing motion data, if present, are ignored. This also means that privacy masking can be applied to any video stream, even if there are no motion data present in the archive.

If you wish to discard blurring but still want the video clip to be exported, select *Skip blurring*: the video will be then exported immediately, without privacy masking. Finally, if you have changed your mind and no longer wish to export the video, click *Cancel export* to simply close the dialog box.

### 31 Alerts

The alerts section of Luxriot EVO Monitor features server notifications, e.g., logon/logout, camera events, as well as miscellaneous errors that arise during operation: stream errors, server connectivity issues, device connection errors and others. For example, if archive is corrupt or has been altered with third-party tools, a critical warning will appear here.

Ę.	Live D	> Playback	کر <sup>ر</sup> ک	equence explorer	🗘 Alerts	🛅 Library	Sconnection (1 servers)	File	Edit	View	Help
*											٩
<b>x</b> ;	LÉV	EL -	түре	ALERT					DATE	ADDED	
100											
											-

Alerts section

Use the Search field in the upper-right-hand corner to filter alert messages.

🖵 Live 🕞 Playba	ick I	ह इ	Sequence explorer	<u></u>	lerts	🖹 Library		😂 Connecti	on (2 servers)	File	Edit	View	Help
Search	++ م									31			×
📰 Layouts			LEVEL T	YPE	ALERT						DATE	ADDED	
👻 📼 Local		0	Info Sys	tem	Successfu	ully connected to s	server Section 31	(admin@localhos	t:60554)	1/8/	2016 12:	20:18 PM	Å
Layout sequences		0	Error Sys	tem	Failed to	connect to server	Section 31 (adm	in@localhost:6055	54) (No connec	t 1/8/	2016 12:	20:16 PM	Ň
Layout templates	t i		Error Sys	tem	Failed to	connect to server	Section 31 (adm	in@localhost:6055	54) (No connec	t 1/8/	2016 12:	20:12 PM	r
Section 31 (admin@localhos     E Layout templates     STorchwood (kenny@localhos     Layout templates		0	Info Sys	tem	Disconne	er Failed to conne connection cou	et to server Sect Id be made beca	ion 31 (admin@lo ause the target ma	calhost:60554 achine actively	(No refused i	t) 16 12:	20:09 PM	<i>.</i>
X Channels	^												
E Section 31 (administration)	±60554)												
STorchwood (kenny@localhor	at:60554)												

Alerts section with filtered messages

Along with type and source, alert message and time are shown for each entry. If the message is too long to be displayed in full, hover the mouse cursor over it to read full message text.

### 32 Library Section

The library displays all the **exported video files and snapshots** that are available, as well as ongoing export jobs. Essentially, the library section merely displays the contents of the directory, which has been set in the <u>application</u> <u>settings</u> as target folder for the exported files. The file list is refreshed upon Luxriot EVO Monitor startup and every **five minutes** after that, so if some files are removed manually via Windows Explorer, it will take up to five minutes to synchronize the changes.

Files that are still being exported (current export jobs) will be shown in grey, with the current export percentage shown in the *Status* field. After that, the entries stay in the list with related details and export status.

<b>1</b> 38		VMS Client Application		:3 ×	
Ţ	Live	▷ Playback 功 Sequence explorer 🛆 Alerts 🛅 Library	Se Connec	tion (1 servers) File Edit	View Help
*	Open	Show in Windows Explorer			Q
r.		NAME	STATUS	DATE ADDED	SIZE ON DISK
(Sarba -	4	2015-12-29 15-56-46-358 Axis 215 PTZ on 192.168.3.4.jpeg	Done	12/29/2015 3:56:46 PM	39.2 KB
	Δ	2015-12-29 17-20-34 Axis 215 PTZ on 192.168.3.4.avi	Done	12/29/2015 3:35:21 PM	559.74 MB
	Ŀ	2015-12-29 17-27-52 Axis 215 PTZ on 192.168.3.4.avi	Done	12/29/2015 3:32:54 PM	228.18 MB
		2015-12-29 15-11-00 M2 on 192.168.3.5.avi	Done	12/29/2015 3:20:14 PM	1.43 GB
		2015-12-29 16-00-43 M2 on 192.168.3.5.avi	Done	12/29/2015 3:04:17 PM	65.07 MB

#### Library section

Click the *Open* button on the upper panel or just double-click any file to open it with your OS default media player: exported video files and images can be opened by standard media players (Windows Media Player, VLC etc.). This normally works for AVI and JPG file formats; for other video formats (MKV, MP4), you may require the <u>Portable</u> <u>Player</u> tool.

Use the Show in Windows Explorer button to display the export directory containing the selected file.

To remove files both from the library and from the hard disk, select one of multiple files and click *Delete* button on the upper panel. Use the *Search* field in the upper panel to filter the items.

### File Export to External Media

Click any file or files and hit the *Copy to*... button on the upper panel if you want to copy the target file(s) elsewhere, i.e., on a USB drive, a CD/DVD etc. File copy dialog box will appear; click *Browse* and select your desired location.

Copy to X	Browse For Folder
Destination	
Brow=	E Computer
Copy items to specified path.	Image: Contract of the second seco
Append Watermark Validator	E B New Volume (F:) E B BD-ROM Drive (G:) E Wetwork
Watermark validator is the utility application to check watermark of one ore more video image files. A valid match between the image data and associated watermark indicates that image is in its original state.	Control Panel     Recycle Bin
Copy Cancel	Make New Folder OK Cancel

#### Choose destination

If you choose a regular disk or a USB drive as a destination, your file(s) will be simply copied into that directory.

Should you want to **burn the file(s) to a CD/DVD**, additional Windows dialog box will appear.



Choose USB flash drive type

In this dialog box, select the desired option. Insert a CD/DVD into your CD/DVD-ROM and click *Next*. Windows will format the media, if necessary (if unformatted). Note that, whichever option you choose, the burning process will be handled by Windows, not by own Luxriot EVO means.

You can either use a blank CD/DVD or append files multiple times to the same CD/DVD if you use the first - USB flash drive - method, as if the disk were a USB drive.

Сору	to	×
Destinati	on	
	Formatting (0 bytes)	
Copy iter	Formatting (0 bytes)	
	on <b>DVD RW Drive (D:)</b> Preparing to format	
🗆 Арр		
Waterma image fil that ima		e0 35
		Creat
		Cancel

Windows is preparing media

Next, you can select Watermark Validator and/or <u>Portable Player</u> to be added to the target location together with the file(s).

**Watermark validator** is a tiny tool that will allow you to check file watermark and confirm they are integral and intact. Note that if you are copying file(s) repeatedly to the same location and watermark Validator already exists there, it will not be added twice. **Portable player** is a standalone media player designed to play back media files created by Luxriot EVO.

Copy to		×
Destination		
D:\		Browse
Copy items to specified path.		
Append Watermark Validator Watermark validator is the utility application to check image files. A valid match between the image data and that image is in its original state.	watermark of one d associated wate	ore more video rmark indicates
	Сору	Cancel

#### Review your preferences before copying

When ready, hit *Copy* to transfer the files to the specified location. If you have chosen to burn a CD/DVD, Windows will handle the burning process.

	NAME	STATUS	DATE ADDED	SIZE ON DISK
3	Copy to "D:\" 1 Item(s)	15%	1/6/2017 4:54:34 PM	33 MB
	2017-01-02 15-29-11 VCA_1.avi	Done	1/2/2017 3:39:14 PM	204.42 MB

#### Copy progress

Copy progress will be reflected in the library section. When the process is finished, you will be able to:

- use the *Show in Windows Explorer* button un the upper panel to open file destination
- open and play the file(s) using Luxriot EVO portable player
- open and play the file(s) using standard Windows or third-party video player on the same or on a different computer
- run Watermark Validator and check file integrity by dragging and dropping them into the validator window

### 33 External Services

External services in Luxriot EVO are, primarily, LPR (License Plate Recognition) and FR (Face Recognition) modules, as well as any system-specific third-party modules that have been integrated with Luxriot EVO via HTTP API. If additional external services have been enabled and set up for your server(s), these will allow you to receive live event streams for the corresponding channels and also to investigate the recorded event data together with the video streams.

### Live

If recognition is running for a specific channel, you can see the recognition results by opening the *Notification Pane* for each individual channel. The pane can be toggled using the viewport <u>overlay controls</u>, and its availability can be set up via <u>Application Settings</u>.



Live view with LPR recognition

The list of the live results is cleared when you close the Luxriot EVO Monitor application meaning that each time Luxriot EVO Monitor starts with an empty notification pane and it gets filled as the recognition results arrive.

If your target channel is recorded, you can **double-click** any entry to see the moment of the recognition played back automatically in the same viewport using the <u>instant playback</u>. The recording status is showed by the overlay icon in the bottom-left corner of the viewport (yellow = recording ON, white = OFF).

### Investigation

For every external service type, a corresponding tab appears on the topmost panel of Luxriot EVO Monitor. Click your desired tab to proceed with the investigation.



LPR external service tab in the Luxriot EVO Monitor application

In order to start searching for the recognition results, you need to specify the **target channels** first. To do this, click the + (plus) next to the channel, service group or server name in the *Resources* pane on the left; you can add multiple channels from different external service groups. Use the - (minus) next to the channel, group or server name to deselect and exclude it from the search.

🗗 Channels	•
🗢 📚 Local Server (administrationality)	
🕶 🛅 LPRs	
🖬 LPR-1	

LPR channel selected in the Resources pane

Next, enter your keywords in the search field. For **license plate recognition**, you can enter either the whole plate number or a part of it - with or without an asterisk (\*) as a wildcard.

For **face recognition**, the following search adjustments are available:

- upload a **photo** and draw a region to contain a face to search for
- specify search accuracy (higher accuracy is recommended for better results)
- enter the person's name or a part of the name if you know it is present in the FR subjects' database
- use tags to refine the search: tags are available only when all channels have been selected for search



Investigation of the face recognition results

Specify the target date and time range: the date can be either entered manually from the keyboard or selected using the calendar control; the time can be also either entered manually or adjusted using your mouse wheel after clicking the digits and holding your mouse cursor over the time element.



Investigation of the license plate recognition results

After that, click the *Search* button to view the results. Please note that, depending on the selected time range and number of channels, the search may take some time; the results will be listed in the bottom-right-hand area after they have been found. Do not press the *Search* button repeatedly: this will re-initiate the search process.

Double-click any specific search result and it will be opened in the central viewing area in the instant playback mode, the recognition moment (plus some seconds before and after) being looped.

The instant playback here has some standard Luxriot EVO Monitor controls and also an option to switch to the regular playback mode.

- Use the semi-transparent *Play* viewport overlay control in the centre of the picture to play faster, slower or pause the playback: simply drag the arrow to the left/right/centre position
- Timestamp in the upper-right-hand corner of the picture shows server time
- The small *Play* icon in the bottom-right-hand corner will take you to the *Playback* mode
- The *Clock* overlay control allows you to go to any particular moment in time in the same playback window
- The *Flag* icon will open the *Add new bookmark* dialog box, allowing you to add a bookmark to this specific moment
- Pressing the *Camera* icon will export a snapshot
- Pressing the Video clip icon will automatically export the piece of video, which is currently being played
- The timeline contains the recognition related time interval but you can also adjust the boundaries by clicking and dragging the arrows on the left and right sides of the timeline (minimal interval is ten seconds)

You can switch to other tabs while investigating and you can return to the exact place where you left off by switching back to the *External Service* tab, provided that you do not close the Luxriot EVO Monitor application. If you do, all your search results will be discarded.

Found data can be saved into a **CSV** file (comma-separated values) that can be later parsed or opened with MS Excel-like applications. To do this, simply click the *Export CSV*... button below the search result list and specify your desired file name and path.

### 34 Video Overlay

### **Channel Shortcuts**

Channel shortcuts are interactive video overlay elements in live view, which allow you to switch to other (predefined) channels. These can be thought of as "portals" to other channels. A simple usage scenario is to place shortcuts on doors or street turns, so that users can track people as they move between the different camera views.

Shortcuts are configured in Luxriot EVO Console and then are visible in the Luxriot EVO Monitor application as **coloured rectangles** overlaying the live video. **Single clicking** them will instantly display the linked resource instead of the current channel. The shortcuts only work in live view and are invisible in other modes.



Street view camera with channel shortcuts

If the feature is not used, you can turn OFF the overlay visibility in the Luxriot EVO Monitor application settings: this will disable the shortcut functionality. To do this, go to the Luxriot EVO Monitor main menu *Edit* ><u>Application</u> <u>settings</u> > *Viewport overlays* > *Video overlays* section and select the *Always OFF* option.

### **Text Overlay From Data Sources**

If the connected server has **data sources** configured and these are associated with video channels, the received textual data is displayed in Luxriot EVO Monitor application embedded with the video in the live view and in the instant and regular archive playback, and it is also possible to search through the recorded text.

### Live View

Textual data from the associated external data source will appear embedded with the live video stream. This happens automatically and you do not have to do anything else in Luxriot EVO Monitor to enable the video overlay.



Live video stream with text overlay

Text layout is configured via Luxriot EVO Console application for each channel.

### Playback

The same functionality is available in the <u>instant playback</u> and regular <u>archive playback</u> modes, if the data stream is set to be recorded with the target channel's video. There are no separate markers on the timeline so the timeline looks just the same as for a regular video stream.

Note that the data stream is not displayed in the smart search and sequence explorer modes. To export the text together with the video clip, use MKV output type with VP8 compression.

### Investigation

If at least one of the connected servers has data sources attached to its channels, an additional tab will appear on the top panel, named *Data Sources*. The search logic here is as follows:

- specify the target channel(s) by clicking the + next to the channel name in the *Resources* pane on the left; use the next to the channel to deselect and exclude it from the search
- enter you search criteria and time range in the panel on the right side: the date can be either entered manually from the keyboard or selected using the calendar control
- click the *Search* button to view the results

Please note that, depending on the selected time range and number of channels, the search may take some time; the results will be listed in the central viewing area after they have been found. Do not press the *Search* button repeatedly: this will re-initiate the search process.

Double-click any specific search result and it will be opened in the central viewing area in the <u>instant playback</u> mode.

Found data can be saved into a **CSV** file (comma-separated values) that can be later parsed or opened with MS Excel-like applications. To do this, simply click the *Export CSV*... button below the search result list and specify your desired file name and path.

### Video Export

Textual data can be exported with the video clips, embedded as hard subtitles. In order to do this, you need to export your desired video file in MKV format using VP8 compression, with hard subtitles and external data enabled.

Video export	×
Video output file type	
MKV -	
Default file type for video output.	
Video compression	
VP8 compression. (Requires more time)	
Resolution	
Full 👻	
60 Time interval in seconds to be represented by one second of exported time lapse video (minimal value i seconds).	s sīxty
🗹 Include external data with exported video	
When selected, external textual data will be embedded with the exported video clip.	
When selected, external textual data will be embedded with the exported video clip. Subtitles	
When selected, external textual data will be embedded with the exported video clip. Subtitles Hard  Propertie	5
When selected, external textual data will be embedded with the exported video clip. Subtitles Hard Always use archive export settings	5

Video export settings for clips with text overlay

### 35 Appearance and Operation Modes

### **Time Presentation**

Timestamps displayed for live streams and playback (regular/instant) are using local time by default. You can change this to UTC or to the time zone of a specific connected server: this is useful when you view contents from many servers located in the different time zones.

You can access this setting via main menu View -> Time Presentation -> [option].

Time presentation settings do not affect event logging (*Alerts* tab). Also, when you <u>export a video clip</u> from a remote server, which is in a different time zone, and add timestamps in subtitles, your local time will be used.

### **Operation Modes**

Luxriot EVO Monitor has three special operation modes:

- always on top
- exclusive (no access to other applications or resources)
- locked (all Luxriot EVO Monitor controls are unavailable)

You can activate these by selecting the relevant option via **main menu** *View -> [option]*.

Each next operation mode includes the previous one. Thus, exclusivity mode also makes the application stay on top, and the lock application mode also makes it exclusive and on top.

In order to use these modes on **Windows 8, 8.1, 10** and **Windows Server 2012** - the operating systems having Windows Metro interface design - it is necessary to **disable** Windows Logon Screen. Without doing it, exclusivity mode and locked application mode can be **overridden** by using Windows button.

In order to do so, go to your Start menu and locate the following shortcuts under Luxriot EVO category:

- Disable Windows Logon Screen controls this one will disable Windows interface elements, allowing you to use Luxriot EVO Monitor operation modes properly
- Enable Windows Logon Screen controls this one will enable Windows welcome screen back

After disabling the Windows Logon Screen controls, launch Luxriot EVO Monitor and use application operation modes as required.

Exclusivity and locked modes require a **password** to be defined, and this can be set in <u>Application settings</u>. If you have not already set a new password, you will be prompted to do so upon enabling the exclusivity/locked mode.

### 36 Themes

Luxriot EVO Monitor colour scheme can be modified by changing the colours of individual elements and/or element groups: buttons, date/time pickers, overlay controls etc. This functionality is available through Luxriot EVO Monitor main menu *Edit -> Theme*.

Theme			×
ActionList	Button		
Button		COLOR	
CheckBox	Button text	White	-
Combo Box	Disabled button	<b>#FF3E4143</b>	•
DateTimePicker	Disabled button text	#FF6E7172	-
Dialog	Enabled button	#FF4A4D4F	-
Hyperlink	Hower	#EE626566	
Info		#FF020000	
Layout	Multi select button text	#FF969999	
List View	Pressed	#FF1A628C	× .
Menu	Toggle button	Black	•
Monitor	Toggled	#FF008395	-
Other			
Load defaults		Save As Save	Cancel

Theme settings dialog box

All elements whose colour can be changed are grouped logically within the list and shortcuts to the groups are listed on the left hand side.

Colour palette consists of three sections:

- available colours: hues used in default Luxriot EVO Monitor looks
- standard colours: pure hues with names (e.g., white, gray, purple etc.)
- advanced settings: fully customized colour choice from RGBA (red, green, blue and alpha for transparency) colour picker

All colours are coded in 8-digit hexadecimal RGBA notation; colours from the standard palette can be also referred to using names, for example, black, white, red etc.

As you change the colours, they are **immediately** applied to the application theme. Once you have created the desired colour arrangement, you have the following options:

- Save as: save the theme settings into a XAML file
- Save: save latest theme modifications and exit
- Cancel: discard the latest changes and exit
- Load defaults: discard all changes and reset the colours to Luxriot provided

### 37 Administration Tool

It is possible to customise Luxriot EVO Monitor looks by restricting certain functionality if users are not supposed to see specific tabs, panels and/or menu items. This can be achieved by using the Luxriot EVO Monitor administration tool, which is available via Windows Start Menu, under Luxriot EVO, or via Luxriot EVO Monitor application's main menu *View -> Administration Tool*.

🛕 Windows Administrator rights may be required to launch this utility (UAC in action).

Every listed item is enabled by default and it is possible to hide it from the Luxriot EVO Monitor user(s). Note that these settings are only applied to the Luxriot EVO Monitor application instance running on the local machine and are not related to the user accounts used for server connection. In other words, for example, if you restrict access to the *Live* tab, it will be hidden for both regular users and also the root administrative account(s).

		Restrictions			×
Visibility Settings	Visibi Panes V	lity settings Layouts Pane Channels Pane Playback Channels Pane			
Import Expo	ort			Close	ĺ

#### Luxriot EVO Monitor administration tool

Currently, the tool offers the following functionality restrictions:

- Visibility settings
  - Panes
    - **Layouts**: layout sequences and layout sequences in the resources pane on the left hand side, both local and server-side, for both live and playback modes
    - **Channels**: channel and channel visual groups in the resources panes in the left hand side of live view
    - **Channels (playback)**: channel and channel visual groups in the resources panes in the left hand side of regular playback mode
    - Tabs
- Live tab: live view section (all secondary windows will be removed as these are only capable of live mode) including multidisplay setup and screen contents buttons
- **Playback** tab: if disabled, regular playback mode tab will be hidden
- Sequence Explorer tab: sequencing mode (advanced footage investigation)
- Smart Search tab: search based on motion
- Alerts tab: application notifications
- **Library** tab: exported files (if disabled, users will still be able to export snapshots and video clips)
- Menu buttons
  - **File**: if disabled, corresponding main menu item will be hidden, preventing user from using its contents

- **Edit**: if disabled, corresponding main menu item will be hidden, preventing user from changing application settings
- **View**: if disabled, corresponding main menu item will be hidden, preventing user from changing application operation modes
- **Help**: if disabled, corresponding main menu item will be hidden, preventing user from using its contents
- **Connections**: if disabled, server connections button will be hidden (all servers that connect automatically will be loaded, including those prompting for the password)
- Live toolbar
  - **Multidisplay** setup button: if disabled, multidisplay setup will be unavailable (existing multidisplay settings will be dropped)
  - Screen **contents**: if disabled, user will be unable to create layouts

After saving the settings, please restart the Luxriot EVO Monitor application for the changes to take effect. You can also save the settings into a \*.config file by pressing the *Export*... button and specifying the file name and location for further usage of the same restriction profile on other workstations. Use the *Import*... option to load the profile on these machines.

### 38 Archive Backup Wizard

Luxriot EVO offers an option to **back up** any recordings from any server manually, in the proprietary Luxriot EVO archive format. **Video, motion information, audio, VCA data streams**, as well as **external serial data** can be extracted from the original archive and saved elsewhere, with an option to include the **portable player** tool so that the downloaded recordings can be played on any Windows-based computer, even if it has no Luxriot EVO installed.

The wizard is included with any Luxriot EVO installation, including Luxriot EVO Console management application and Luxriot EVO Monitor application, and allows connection to **local and remote servers**.

The archive will be copied to the computer that has *Archive backup wizard* running on it. Thus, if you are connecting to a server remotely via *Archive backup wizard*, the archive copy will be **downloaded** to your computer from the server. As footage may be of significant size, make sure you have the required bandwidth available.

Start the Archive Backup Wizard from the Windows Start menu: *Start -> All Apps -> Luxriot -> Archive Backup Wizard* (in Windows 7 and older versions, use *Start -> All Programs ->* software installation folder *-> Tools -> Archive Backup Wizard*); alternatively, use *Search* to locate *Archive Backup Wizard* in the programs menu.

From the Luxriot EVO Monitor application, the wizard can be launched via main application menu by opening *View* -> *Archive Backup Wizard* and choosing the server (one of the connected ones). The address of the server, and also the username and password, will be taken from the currently configured server connection.

### Using Archive Backup Wizard

First, you will be asked to log into the target server: your user account must have an administrative permission to make archive backups plus permissions to back up footage from individual channels/channel groups. You can create archive backups from the local server or from any remote server (login procedure is analogous to Luxriot EVO Console login), including individual recording servers. If you run the wizard from the Luxriot EVO Monitor application, you will not be asked to log in; instead, your configured server connection will be used.

After you log in, you will be presented with the list of available recordings, grouped by channel. Select the channel(s) you need by putting a checkmark next to each one; specify the required time range above the channel list and click *Next*.

Pickup dates and streams for bac		backup						
Start time 10/	19/2017	1:03:23 PM te/time for the bac	kup pro	End time	10/19/2017	~	3:03:23 PM	< >
Tracks								Q
		TITLE				SE	RVER	
🕨 🗆 🖬 Bar								^
🛛 🗹 🗗 Pool								
Pool					192.168.1.83			
🔺 🗌 🔂 Facial re	cognitions							
🗌 🌉 Facia	l recognitions				192.168.1.83			
🔺 🗌 📅 2nd Flo	or Corridor							
🗆 💶 2nd	Floor Corridor				192.168.1.83			
1								

Choose the target time interval and required channels

Depending on the number of selected channels, their footage size, storage speed and connection latency, it may take a few moments to retrieve the stream information. Once it is done, you will be presented with a list of streams for each of the selected channels.

The **following tracks can be backed up**, depending on the channel recording settings and, therefore, stream availability:

- main video stream, substream and edge recordings
- video motion information
- audio stream
- VCA metadata
- external serial data from Data sources

Archive bookmarks and external service data (e.g., LPR/FR recognition results) are not available for backup.

Additionally, you can append the **portable player** tool with the copied part of the archive so that you can play the archive without having to install Luxriot EVO server on another machine. Guidelines on the portable player usage are available in your Luxriot EVO Monitor user guide.

Select tracks selection	n and specify target locati	ion		
Tracks	2.5	ĺ		٥
	TITLE		SERVER	SIZE
Pool				291.44 MB
🖌 🗹 🖿 Pool			192.168.1.83	291.44 MB
🗷 🔄 3478E7-	48-7A6C-45A8-BAA8-A5BF	ED67F264-Video/Motion	192.168.1.83	392.88 KB
🗷 🔄 3478E7-	48-7A6C-45A8-BAA8-A5BF	ED67F264-Video	192.168.1.83	230.64 MB
☑ 🔄 3478E74	48-7A6C-45A8-BAA8-A5BF	ED67F264-Audio	192.168.1.83	60.42 MB
stimated size: 291.44	I MB			
Include portable pl	ayer (116.82 MB)			
ocation INArchive h	ackup 01			Browse

Choose data streams and include portable player, if required

Here, you also need to specify a directory for the archive to be copied to: it may be a local hard disk, a shared network storage, or an attached USB drive. You are asked to choose an **empty folder** as a backup destination, so you may need to create a new folder from the standard *Select folder* dialog.

reating backup					
Downlo	ading files	7.01 MB o	f 16.30 MB	done (43 %)	
Tracks			1		Q
TITLE	SERVER	SIZE	PROGRESS	INFORMATION	
Pool		16.30 MB	<mark>4</mark> 3%		
🔺 🔜 Pool	192.168	16.30 MB	4 <mark>3%</mark>		
a 🚝 3478E748-7A6C-45A	. 192.168	26.33 KB	100%		
4 3478E748-7A6C-4	. 192.168	24.66 KB	100%		
4 3478E748-7A6C-4	. 192.168	1.67 KB	100%		
a 🎏 3478E748-7A6C-45A	. 192.168	12.24 MB	57 <mark>%</mark>		
4 3478E748-7A6C-4	. 192.168	11.92 MB	59 <mark>%</mark>		
4 3478E748-7A6C-4	. 192.168	336.99 KB	0%		
and 3478E748-7A6C-4	. 192.168	336.99 KB	0%		

Backup progress

When ready, hit *Next* for the wizard to proceed with backing up the selected information. Depending on the size of the selected archive, the backup procedure may take some time and its progress will be displayed in the wizard window. When it is finished, you will get a confirmation with a short description of what has been done.



Archive backup succeeded

If you wish to back up more recordings, start the wizard again and follow the described procedure once again.

### **Postpone Your Archive Backup**

If, during the backup progress, you decide to **stop** it for some reason, simply hit the *Cancel* button in the bottom right corner. You will then be presented with several options of how the wizard can proceed:

- save the task and files: save your current backup progress and preserve the wizard state until the next time you run it; you will be able to continue with the current backup item(s) then
- save files only: leave the files that have been downloaded so far but discard the wizard settings so that the next time you run it you will be presented with default choice
- remove files: discard current backup task completely and remove the downloaded files
- continue to download: go back and continue with the selected backup

lun Eninh antiona		
Chose what you want to do		
Save the task and files		
All files will be left in current state. You will be prompted to continue the backup next time you start the wizard.		
O Save files only		
All files will be left in current state. The backup task is terminated and cannot be continued.		
O Remove files		
All files will be removed. The backup task is terminated and cannot be continued.		
O Continue to download		
Continue to download		
		_
		_

#### Archive backup termination options

If you have chosen to save both the task and the files, next time you start the wizard you will be reminded of the unfinished backup job and offered to continue with it. If you click *Yes* to proceed with the unfinished task, it will be started automatically right after you provide your user credentials for the server login.

Unfinished backup	
Unfinished backup found in I:\Archive_backup_01\09	
Do you want to continue to download files?	
Choose 'yes' to continue, 'no' to remove the task and start over.	
Ver No Cancel	r.s

Continue with an unfinished backup task
# Luxriot EVO Monitor User Guide

### 39 Portable Player

Luxriot EVO Portable Player is a standalone application designed and optimised to play back media exported from Luxriot EVO as well as native Luxriot EVO archive. Original archive playback also includes the opportunity to save snapshots and export video clips into the player own library.

Portable player can be optionally appended when you <u>copy exported files</u> from Luxriot EVO Monitor to an external location (burn to CD/DVD etc.), and can also be obtained from Luxriot. This application can be transferred to any Windows machine that does not have Luxriot EVO installed and used for viewing archive recorded by Luxriot EVO and video clips exported from such an archive.



Portable player interface

Player main menu, located in the upper right corner, gives you the following options:

- File
- Add file/folder/archive: append a file or directory contents to the current playback list (*Channels* section on the left)
- **Exit**: close the application
- Edit
  - Settings: overlay, language and media export preferences (see below for details)
- Help
- About: software version and legal information

### Settings

Application settings are pretty much alike <u>Luxriot EVO Monitor settings</u> and include the following:

- *General* tab: change the **language** and set the default setting for **aspect ratio** here
- Viewport overlays: choose what overlay elements and controls appear on top of the video
- *Library*: set the directory where **exported files** will be stored (for clips and snapshots exported from the proprietary archive playback mode)
- Snapshots export: set snapshot export defaults here
- Video export: set defaults for video clip export here

Do not forget to restart the player when you change the interface language. Keep in mind that all opened channels are discarded upon application restart.

## Luxriot EVO Monitor User Guide

#### **Media Playback**

This mode allows **single-channel playback of video files** exported earlier from Luxriot EVO archive via Luxriot EVO Monitor or portable video player.

Go to the main menu *File* -> and choose *Add File* to load a single video file, or *Add Folder* to open the contents of the whole directory. The selected files will appear on the left-hand panel, under *Channels*. Note that only valid Luxriot EVO files will be appended to the playlist. Use the *Search* field on top of the panel to filter the displayed items.

Double-click or drag and drop any channel onto the main viewing area to start playing it. **Buttons below the timeline** let you control the process.



#### Media file playback

Controls, from left to right:

- **time**: current playback position/total file duration
- **play**: click the buttons to make them work
  - jump to beginning
  - jump 24hrs, 1hrs, 10min, 1min or 10sec back
  - go back frame by frame
  - regular play button
  - go forward frame by frame
  - jump 24hrs, 1hrs, 10min, 1min or 10sec forward
  - jump to the very end
- speed: drag the blob or use the plus and minus buttons to change playback speed (from 0.5 to 128x)

Controls that <u>overlay</u> the video are similar (less functionality present) as for normal Luxriot EVO Monitor playback, including <u>digital PTZ</u>.

## Luxriot EVO Monitor User Guide

#### **Native Archive Playback**

The *Proprietary Archive Playback* tab allows you to access and play back the **native archive** recorded by Luxriot EVO. The archive structure must be integral (intact) for the player to be able to read the data, i.e., if you copy a part of the archive to a different machine, make sure to copy all index files (all those not having an *MDAT* suffix). We strongly recommend that you only use the whole archive in order to maintain its integrity and guarantee normal data playback.

A Portable player is only able to play the **archive** that is currently **not used** by Luxriot EVO. If a folder containing the archive is configured to be used as archive destination on a Luxriot EVO server, you will get a warning dialog box and the player will not access such a directory. This is to ensure that the player does not interfere with recording.

Thus, you will be able to play either directories that are currently not used as storage (e.g, disks coming from other servers) or local storage directories while Luxriot EVO server is stopped.

To add an archive to be displayed, click main menu *File -> Add archive* and locate a directory where Luxriot EVO archive is stored (default path is *DISK:\Luxriot\Archive Files*). All contained tracks will be listed in the *Resources* panel on the left.



Native archive playback

This mode is **multichannel**, meaning that you can use **layout templates** from the *Resources* section on the left and fill them with channels for them to be played pack simultaneously.

Controls and timeline elements here are essentially the same as for regular Luxriot EVO Monitor <u>playback</u>, including video export, <u>digital PTZ</u> and motion search but excluding some things like bookmark search and multichannel snapshot export.

#### Library

This section displays the contents of the folder that has been set up as destination for the files exported from Portable Player. You can change the path via main menu *Edit -> Settings -> Library* tab. Both snapshots and video files are shown, and the list is retained when the application is restarted.

Section functionality is almost the same as that of the <u>Library section</u> of Luxriot EVO Monitor, except for the file export to CD/DVD and other external media.