



LUXRIOT EVO

Luxriot EVO S

Cloud Connector and Video Sharing

Quick Start Guide

October 2026

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SECTION 1.1

1.1 Cloud Connector Settings

Overview

Welcome to the Luxriot EVO S Cloud connector! We are excited to introduce a feature for a secure and simple way to share your server connection with the remote Luxriot EVO Monitor or Luxriot EVO Console.

Cloud connector is a service that allows you to connect to remote Luxriot EVO without configuring port forwarding on either side. The cloud service is available for Luxriot EVO Console and Luxriot EVO Monitor applications that connect to Luxriot EVO servers. Other applications are not supported at this point.

This service is available thanks to the rendezvous server provided by the Cloud server. The Cloud server helps you establish a connection to remote Luxriot EVO S servers behind NAT without opening/forwarding ports on the router(s). Except in the Restreaming mode (see Connection Modes), the traffic exchange then goes directly between the VMS client and the VMS server and does not go through the Cloud connector server.

Use case example: Luxriot EVO S is part of a complex and secure network, and it is too complicated or even impossible to permanently open certain ports on the router and the firewall. Cloud Connector uses random ports to establish the connection utilizing UPnP technology.

Configuration steps:

1. Register your Luxriot EVO S in the cloud
2. Add server connection on the remote client (Luxriot EVO Monitor or Console)
3. Unregister the server when you no longer wish to access it remotely

Pre-requisites

Before you begin, ensure your system meets the following requirements:

- **VMS software:** Preinstalled Luxriot EVO S 1.28 or later
- **Operating System:** Windows 10 or later
- **Hardware:** Make sure your hardware matches your server configuration requirements.
- **Network:** A stable internet connection is needed
- **User permissions:** Ensure you enable the **Manage Servers** permission: **Console -> Users -> YourUser -> Manage Servers** checkbox.

Server Registration

After installing or upgrading the software version, open Luxriot EVO Console and open the **Cloud connector** dialog box from the main application menu (top right corner button).

To register a server with the Cloud connector, the user must have the **Manage Servers** permission: **Console -> Users -> YourUser -> Manage servers** checkbox.

In the **Local server** tab:

1. Click the **Register server** button
2. Choose authentication mode (Google account/Microsoft account/Apple ID)*
3. Sign in using the chosen method

4. Wait until Luxriot EVO Console registers your server in the cloud

*Your account data will not be stored on the cloud servers. The selected sign-in method will only verify your identity and group servers under the same account.

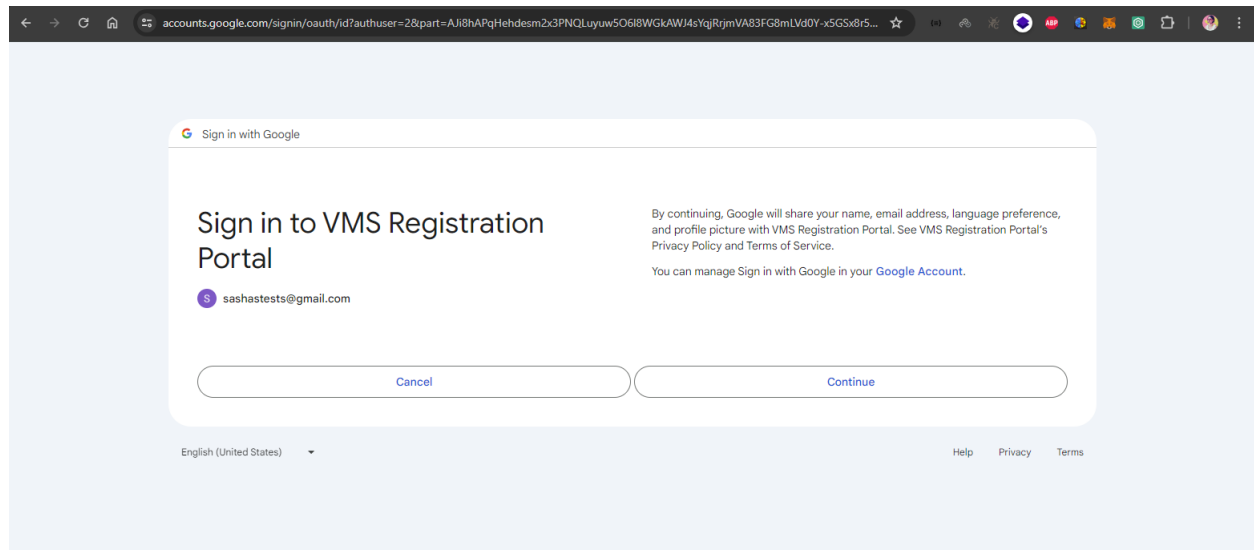


Figure 1. Registering the Cloud server

Select your authentication provider and switch to your browser.

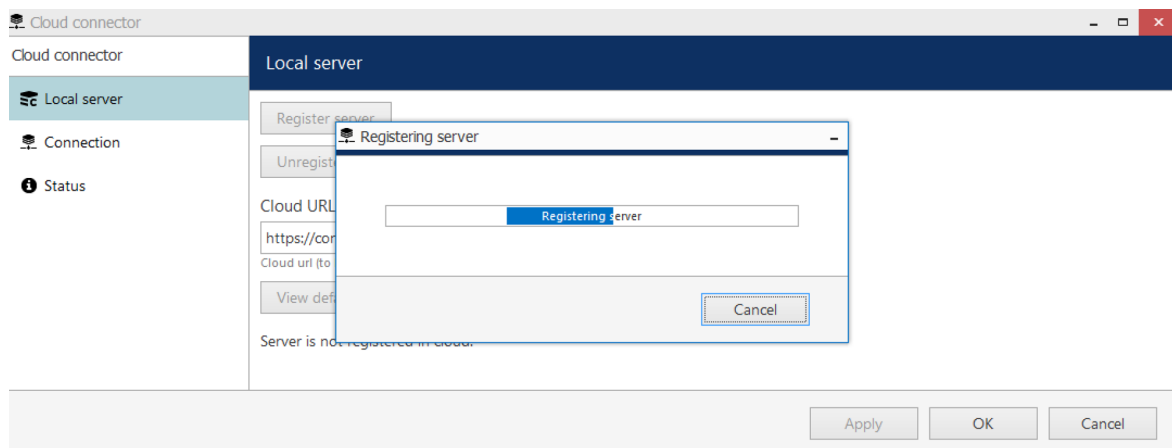


Figure 2. Signing in with the VMS registration portal

Select your user and continue with the registration. If the registration is successful, you will see a confirmation message in the browser. Return to the Luxriot EVO Console to finish the registration.

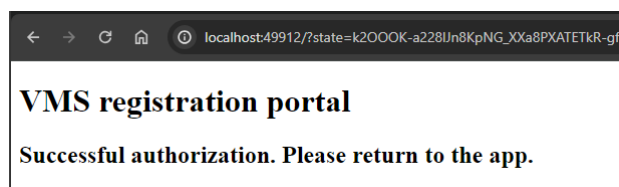


Figure 3. VMS registration portal successful authorization message example

It is worth saving the Client token for later. You can reuse it to connect any Luxriot EVO Monitor to the Luxriot EVO S via a cloud connector.

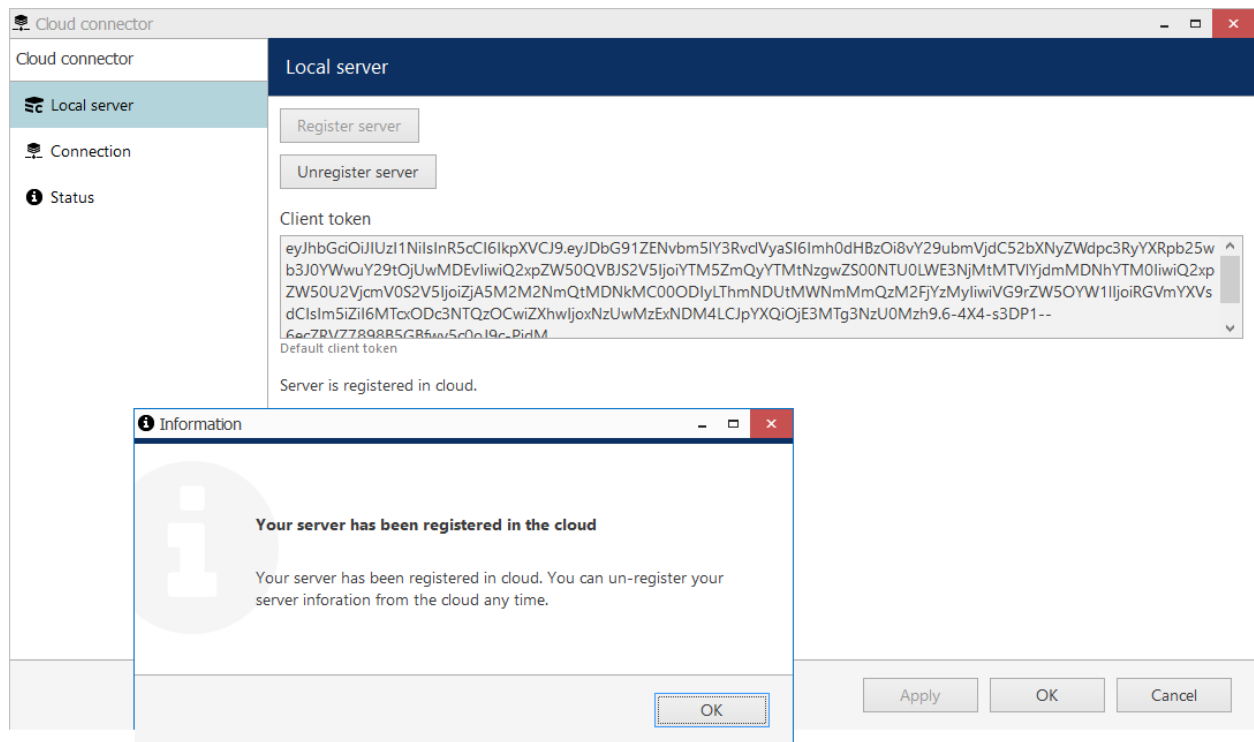


Figure 4. Successful server registration example

Connection and Status

The **Cloud connector** dialog box has two more tabs, with connection options and status. In the **Connection** tab, you can switch how the server uses ports. By default, the software attempts to pierce the tunnel. If the connection is unsuccessful, you can switch to UPnP, which may solve the situation.

Connect with the Luxriot EVO Console to the Remote Server

When you start Luxriot EVO Console, switch to the advanced mode using the button in the bottom left corner before logging in. Then, click the **Connections** button next to the server name to open the connection list. Here, you can pre-configure server connections (address+name) for both usual and cloud servers.

To add a new cloud server connection, click the down arrow next to the **+ Connection** button and choose **Cloud Connection**.

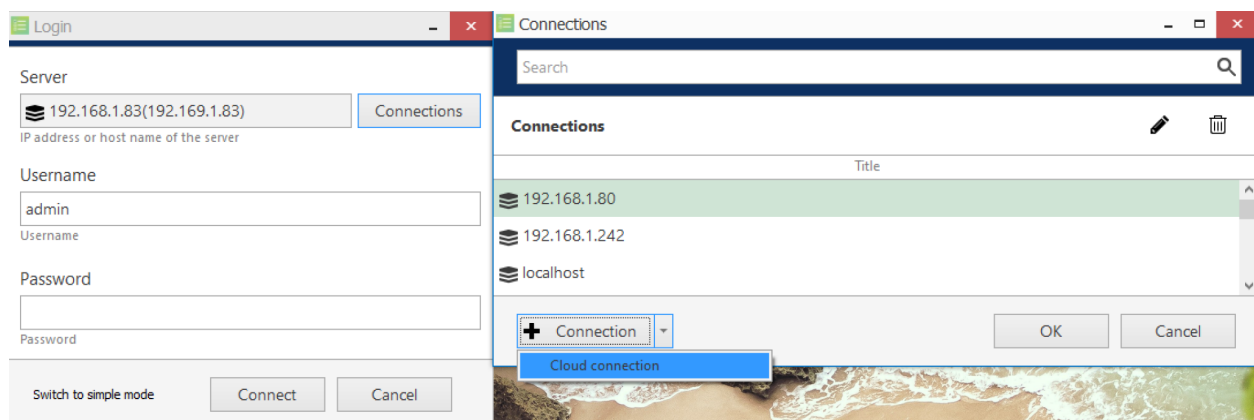


Figure 5. Advanced mode, Cloud connection.

Paste the token from the cloud registration inside the **Add Cloud server - token** pop-up window.

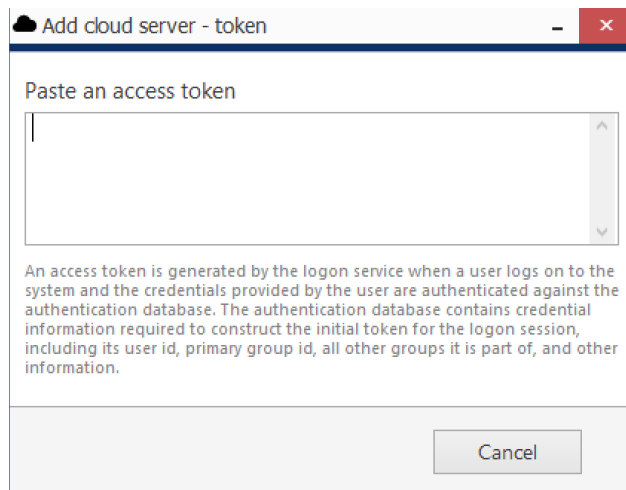


Figure 6. Cloud connector, Adding token.

After the connection is established, log in to the remote server using the remote server user for the user name and password.

That's it. You are connected to the remote server via Luxriot EVO Console.

Connection Modes

A cloud connection can be established in one of the following modes:

- **Auto:** tries the methods one by one, starting with Local, then Redirect and Hole punching, and uses the first one that works. Leave Auto if you do not know the network setup; finding a working method can take some time.
- **Local:** connects to the server using its local address and port. This works only inside the same network.
- **Redirect:** an ordinary direct connection. The client gets the server's address and VMS port from the cloud and connects to them. Use this mode when the server's port can be reached from outside, for example if you can enable UPnP on the server's router. It does not work if the server is behind NAT and its port is closed.
- **Hole punching:** used when UPnP is not available. The server and the client first connect to the cloud, then use these two connections to establish a direct connection with each other, while both are behind NAT.
- **Reverse:** the server connects to the client. The client listens on a local port, waiting for the connection, and the server connects to an external port. Fill in both reverse ports, the local and the external one, and map them yourself. This mode works when the server is behind NAT and the client is not, and you control the port mapping on the client side.
- **Reverse UPnP:** the same as Reverse, but the ports are mapped automatically, so you do not need to map them yourself. The router on the client side must support UPnP.
- **Restreaming:** the simplest mode, used as a fallback when a direct (P2P) connection cannot be established. The data between the server and the client is relayed through the cloud. No knowledge or configuration of ports is required.

Fill in the reverse ports if you can set (and map) a fixed port on the client side, and set the connection mode to **Reverse**. The **Auto** mode may also use these ports if Reverse is the first method that works.

Choosing an individual connection mode speeds up the connection: **Auto** takes time, as it tries all the options one by one.

SECTION 1.2

1.2 Video sharing via Cloud

Overview

This feature allows you to share videos via links directly from the Luxriot EVO Monitor application and automatically email them or copy and share links manually.

Key functionalities:

- Video clips are marked in the Luxriot EVO Monitor application and shared with target emails
- Email and 2FA verification are available as security options
- Sharing duration can be limited by time
- Shared video is accessible in any browser via provided link

The video-sharing feature is available with the following nuances:

- For Luxriot EVO S 1.28, or later, and Luxriot EVO Global 1.30
- Link sharing and video streaming are available via the cloud (the Luxriot EVO server must be registered in the cloud)
- Video only (no audio)

We also keep in mind your security so that the links can be protected by email (passcode) and verification code (2FA).

Pre-requisites

Before you begin, ensure your system meets the following requirements:

- **VMS software:** Preinstalled Luxriot EVO S 1.28 or later
- **Operating System:** Windows 10 or later
- **Hardware:** Make sure your hardware matches your server configuration requirements.
- **Network:** A stable internet connection is needed
- **User permissions:** Ensure you enable the **Manage Servers** permission: **Console -> Users -> YourUser -> Manage Servers** checkbox.

Connecting to the Cloud

Before starting video sharing, you must register the server in the cloud. To do so, go to **Configuration -> Server -> Your server -> Video sharing service -> Configure Cloud connector -> Register server**. The registration is described in Cloud Connector Settings.

Video Sharing Service Configuration

After the Luxriot EVO server is connected to the cloud, you are ready to share video using the default settings. You may also want to configure security settings or specific technical options.

Security Settings

Select **Cloud** at the top of the pop-up window from the **Mode** drop-down menu. Next to the **Mode** selector, you have two checkboxes:

- **Require email:** Forces monitor users to provide an email when sharing video.
- **Require email validation:** Sends validation code to the email provided in the **Monitor** sharing options.

If security is not a priority, you can uncheck the **Require email** and **Require email validation** checkboxes. This will allow the monitor operator to ask the user directly for an email when sharing a video.

You can ask for the email in the **Monitor** even if the **Require email** checkbox is unchecked, but you **cannot ask the user to validate the email with the validation code**.

At the bottom of the video-sharing service pop-up window, you can find an email server field and two blocks where you can edit notification messages that will be sent via the email provided in Monitor.

- **Email server:** This is a necessary field. You need a preconfigured Mail server. Consult the administration guide for details.
- **Code notification message** block: Configures the notification message sent to the user with the validation code.
 - **Subject:** The email subject (by default, will have a session ID)
 - **Body:** The email body. Field {CODE} adds to the message the code itself. You can extend content with any additional information.
- **Link notification message** block: Configures the email message without validation code.
 - **Subject:** The email subject (by default, will have static info)
 - **Body:** The email body. Field {LINK} adds to the message the video sharing link. You can extend content with any additional information.

Other Settings

You can also set limits for the Clip duration, Sharing time, Session and Code expiration, and Code generation interval.

- **Maximum clip duration:** Allows the length of the shared video to be limited. The maximum duration of the clip cannot exceed 1 hour.
- **Maximum sharing time:** How long will the video-sharing link be accessible after sharing it.
- **Session expiration time:** How long the user stays authorized to use the link.
- **Code expiration time:** How quickly the user needs to provide the **Validation code** after the link is shared. The default value is 5 minutes. The link will become inaccessible if the user does not input the Validation code within the provided time period.
- **Code generation interval:** How fast you can generate a new **Validation code** for the user. By default, the frequency is limited to once per 10 seconds.

Sharing and Watching Video

Video clips are shared from Luxriot EVO Monitor, and the shared video is watched in any browser. Both are described in the Video Sharing chapter of the Luxriot EVO Monitor User Guide.

SECTION 2.1

2.1 Cloud connector

Overview

The Cloud connector allows you to connect to the Luxriot EVO servers with Luxriot EVO Monitor without configuring port forwarding on either side. The server must first be registered in the cloud by its administrator.

Connecting Luxriot EVO Monitor to the Server via Cloud

You can connect to the preconfigured server using the provided token. If you have such a token, go to:

1. **Luxriot EVO Monitor -> Connection** and click the **+ Cloud server** button

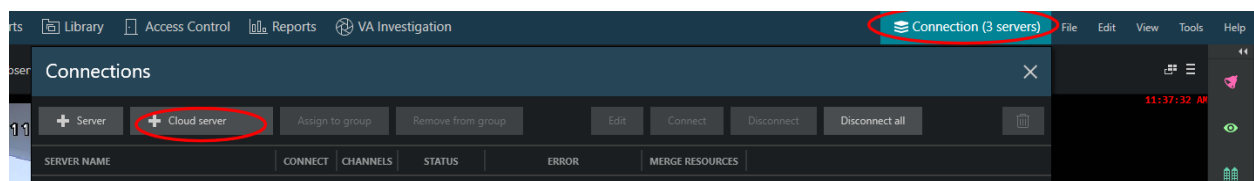


Figure 7. The Connections pop-up window

2. Paste the token into the dedicated field. If the provided token matches the format, a new pop-up window with the server list will appear. If any prior connections were established and the token wasn't unregistered on the server side, you can select it from the dropdown menu and reconnect.

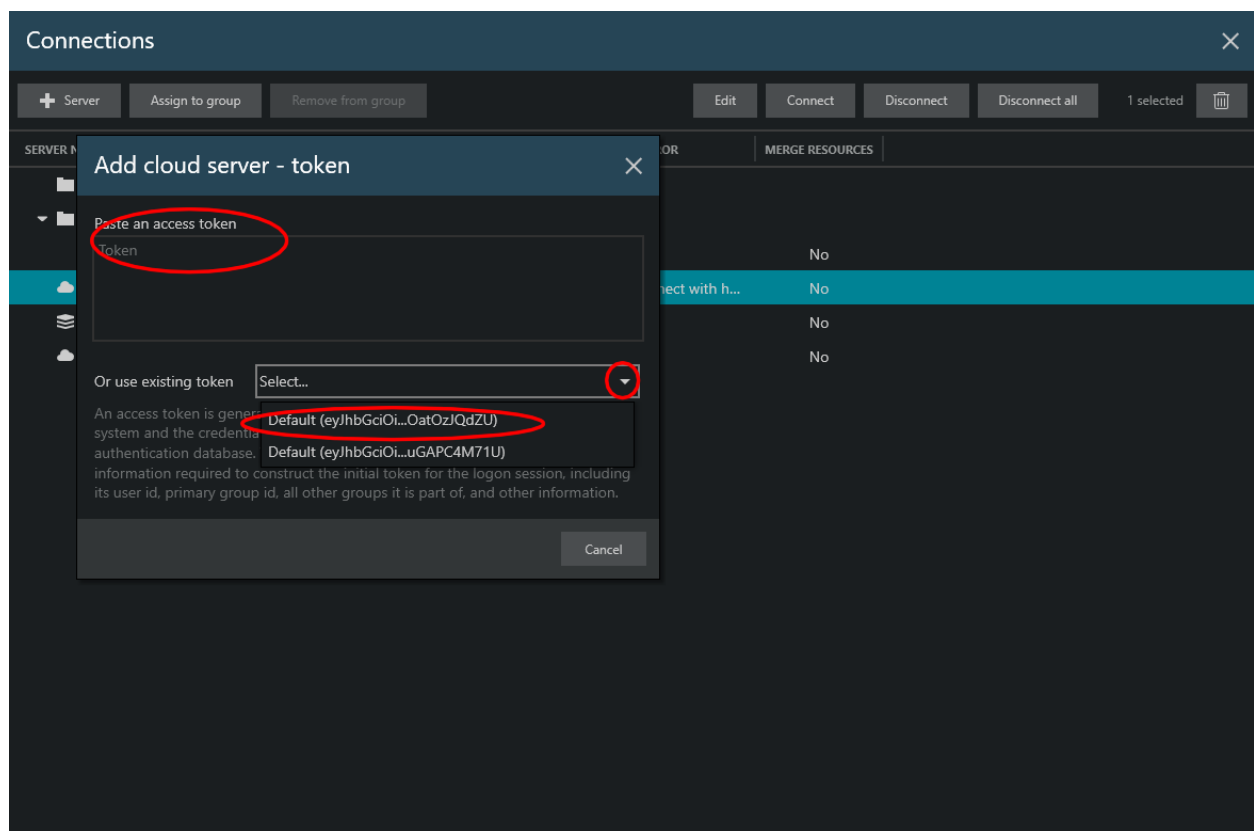


Figure 8. Adding the Server via the Cloud connector Access token

To connect to the **Monitor** via the **Cloud**, the user must have **Login via Monitor** permission and access to the **Resources** as in any other standard monitor use case.

3. Select the **Server** from the **List**, provide the **Username** and the **Password**, and click the **Add Servers** button.
Establishing the connection may take a few minutes, so wait until the connection status becomes "Connected."

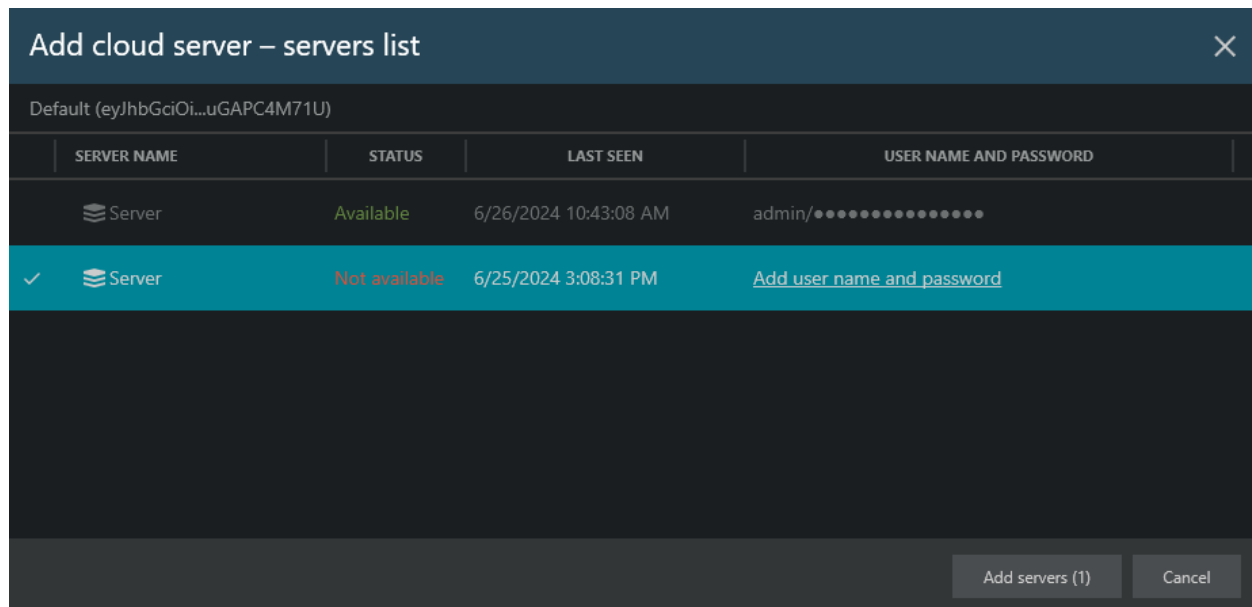


Figure 9. Servers list example

4. As soon as the connection is established, the new server will be displayed in the **Resource** tab like any other connected server, and all the cameras will become accessible in the connected monitor. Feel free to use its **Resources** as with the usual connection!

N.B. If you see connection errors, make sure the time is set properly on both, server and monitor systems.

Connection Modes

A cloud connection can be established in one of the following modes:

- **Auto**: tries the methods one by one, starting with Local, then Redirect and Hole punching, and uses the first one that works. Leave Auto if you do not know the network setup; finding a working method can take some time.
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Choosing an individual connection mode speeds up the connection: **Auto** takes time, as it tries all the options one by one.

SECTION 2.2

2.2 Video Sharing

Overview

Key Features and Functionalities

This feature allows you to share videos via links directly from the Luxriot EVO Monitor application and automatically email them or copy and share links manually.

Key functionalities:

- Video clips are marked in the Luxriot EVO Monitor application and shared with target emails
- Email and 2FA verification are available as security options
- Sharing duration can be limited by time
- Shared video is accessible in any browser via provided link

The video-sharing feature is available with the following nuances:

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- Link sharing and video streaming are available via the cloud (the Luxriot EVO must be registered in the cloud)
- Video only (no audio)

We also keep in mind your security so that the links can be protected by email (passcode) and verification code (2FA)

Sharing the video via the Cloud

If the Sharing options are configured by your administrator, you will be able to share any recorded video directly from the Luxriot EVO Monitor. To do so:

1. Open the Luxriot EVO Monitor -> Playback
2. Select Viewport with the video you want to share



3. Mark the section of the video on the Timeline with the Custom Selection tool
4. At the bottom-right corner, locate the Video Sharing icon and click it 

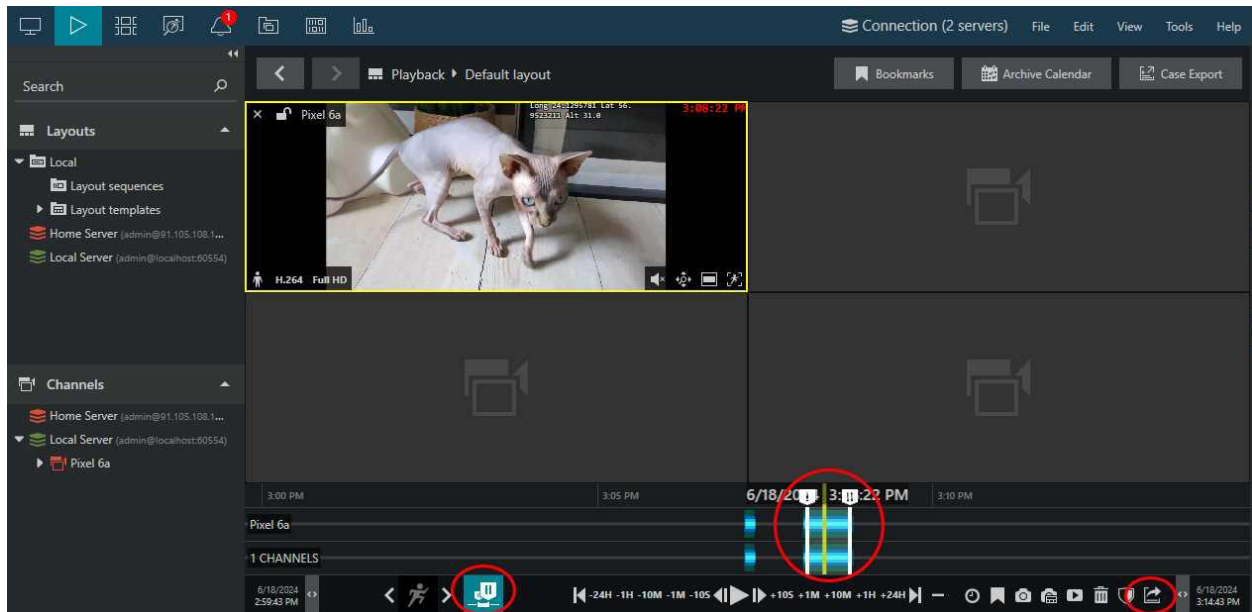


Figure 10. Video sharing example inside the Playback tab

This will bring the *Share Video* pop-up window. Provided fields allow you to change:

- **Export from channel** field: You can switch to another channel by changing the value of this field.
- **Exported video time interval** field: By default, an interval is marked on the timeline, but you can adjust it by manually filling in the beginning and end times.
- **Video Title** field: By default, the Title is generated automatically and consists of the channel name and shared interval, but you can also provide a custom title.
- **Description** field: You can provide any additional information in this field. It will be displayed in the browser under the video player section.
- **Video link expiration date and time** field: Add the date and time when the video becomes inaccessible. The value can't exceed the Maximum sharing time provided in the Luxriot EVO Console settings.
- **Restrict Access to specific email(s)** field: Add one or more email addresses by writing down the email and pressing the Plus button. If the Require mail checkbox is not marked in the Luxriot EVO Console settings, you will be able to share videos without providing any emails. Otherwise, you will be forced to provide at least one email.
- **Require email verification** checkbox: Even if the Luxriot EVO Console setting for the email verification is turned off, you can still force the user to provide at least email verification directly from the monitor.
- **Display shared video URL** checkbox: This will show you the link you share after the video sharing confirmation. The checkbox is checked and greyed out if the email is not required and provided.

!N.B. If you do not provide an email, the link displayed after video sharing confirmation is the only place to copy it!

Share Video

Export from archive channel

Pixel 6a

Exported video time interval

6/18/2024

03:08:07 PM

6/18/2024

03:08:45 PM

Video title

Pixel 6a 6/18/2024, 3:08:07 PM - 6/18/2024, 3:08:45 PM

Description

Look how cute she is!

Video link expiration date and time

6/20/2024

11:42:33 AM

Restrict access to specific email(s)

Enter email address

+

☐ Require email verification

☒ Display shared video URL

Share video

Cancel

Figure 11. Share Video pop-up window

After clicking the *Share video* button, the new pop-up window will be displayed with the sharing info and generated link. Copy the provided video-sharing link by clicking the *Copy* button at the right side of the *Shared video link* field.

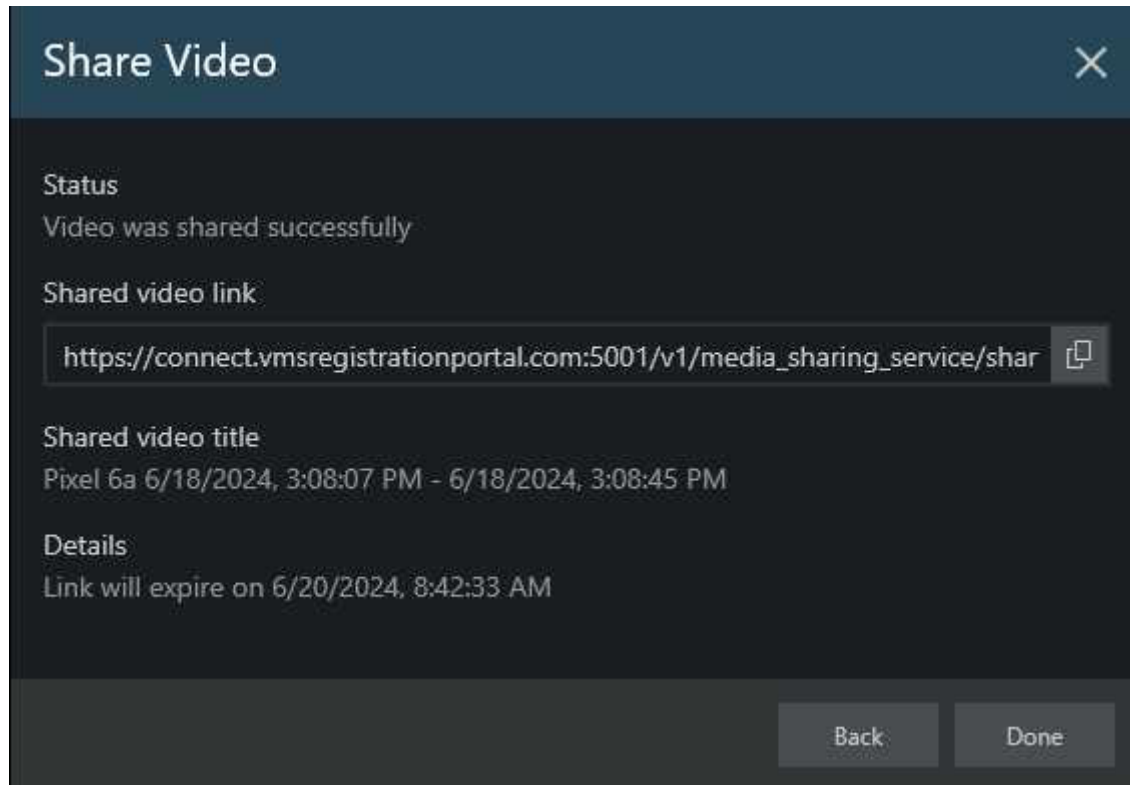


Figure 12. Link Sharing example

Now, you are ready to review the provided video-sharing link in any browser that supports shared video format.

!N.B. We recommend using the .h264 Video codec. Other codecs will be re-encoded, which can **significantly** slow down playback. You may also use .h265 without re-encoding, but make sure your client system config is capable of playing it! The Playback speed also depends on your internet connection.

Watching Shared video

After you receive the Video-sharing link, just copy it to your browser. If the verification or validation options are required, provide your email and/or validation code.

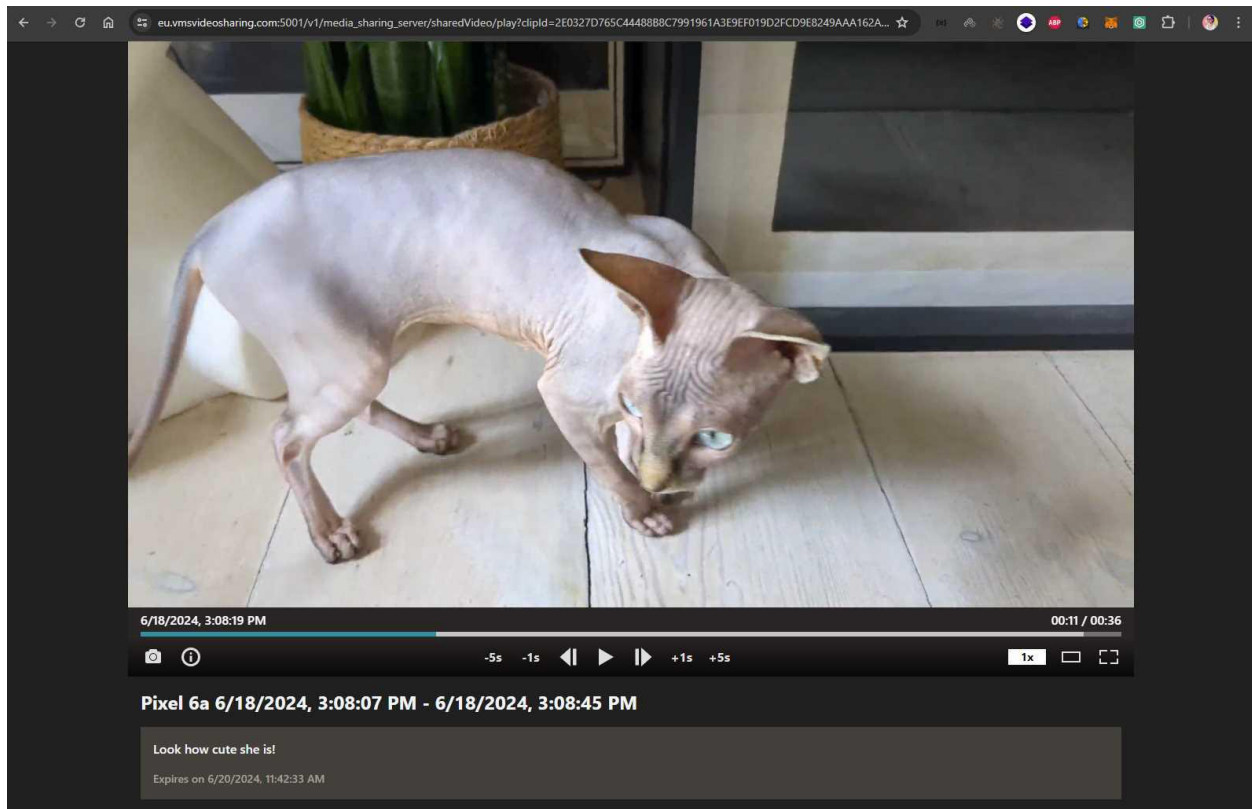


Figure 13. Shared video inside the browser

That's it. Enjoy the shared video!