Futrieval Series 4000

Release Documentation

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CNL

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1. Introduction

The following documentation outlines the instructions and prerequisites for the device driver. It contains information instructions as well as technical prerequisites and system requirements.

2. Setup

2.1 Versions

IPSecurityCenter Version: 4.8.3.x+
Futrieval ActiveX Control Version: 2.3.x
Package: CNL.IPSecurityCenter.Driver.Futrieval.Series4000.Version.[VERSION].ipscdriver

2.2 Driver Functionality

The driver implements the following functionality:

- Live Video
- Video Playback
- Video Snapshots
- Video Export
- Online State

2.3 Prerequisites

The NetVideoActiveX23 ActiveX control must be installed on the clients and video export server. This can be done either by connecting to the web page hosted on the NVR, or by the provided MSI at

\\10.10.10.2\sdk\ Futrieval\ActiveX Installer\ NetVideoActiveX.msi

Need to register the "C:\Program Files (x86)\Cyberview\NetVideoActiveX\NetVideoActiveX23.ocx" file on the client , using regsvr32.exe under command prompt run as Admin.

2.4 Operating System Requirements

The functionality of the device has been tested on the following operating systems:

- Windows 7 Professional x64

3. Driver Functionality

3.1 Properties

IP

Gets / Sets the IP of the device.

Port (Default: 0)

Get / Sets the port for the device. The standard port is 8000. 0 can be specified to use the default port.

Username

Gets / Sets the username for the device.

Password

Gets / Sets the password for the device.

3.2 Events

This device defines no custom events; the only event available is the Device Online State event.

Online State Event

The online state event will be raised when the device changes state. The device will fail if the Futrieval Series 4000 refuses a TCP connection on its communication port.

The first time a Futrieval Series 4000 device comes online 16 cameras are created and connected to it.

3.4 Methods

The device does not define any custom methods.

4. Known Limitations

Server

- The user name and password are not validated when the server device is initialised.
- The driver cannot detect which camera ports are connected up, so always creates 16 cameras. Unconnected ports display a blank feed with a message saying “No video”

Video Export

- Only one video export can be performed per device at any one time.
- If a debugger is installed, an unmanaged exception is caught when a task worker exits. This has no effect if a debugger is not installed, and export completes successfully in either case.
- Device uses local time to index video recordings, so time will only be accurate if the video export server and device are set to the same time zone.
- When there is no video, native software is giving some video with "No Video" message with timestamp on it but without actual frames. We see this as video in IPSC and when you export, this is what being exported for non-video cameras.

Live Video

- The device only supports 6 simultaneous live video streams per camera and subsequent connection attempts will display an error message.
- If multiple cameras are in use, a connection error will only be raised on the most recently initialised camera tile.
- PTZ is not currently implemented.

Recorded Video

- Connection errors will cause playback to pause, but will not raise an error message.
- Seeking while paused will result in no video being displayed until play is pressed.
- Device uses local time to index video recordings, so time will only be accurate if the client and device are set to the same time zone.
- When there is not footage available at the requested time, it is just showing blank screen.
- When you display video on a tile and switch back to playback mode, VCM will automatically request the playback video starting at current time minus 30 seconds. With Futrieval, the playback video is not available all the time at current time minus 30 secs which results in time bar being invisible.
- Tear Drop is not displayed correctly when user displays a camera in Playback Pause Mode via VRP.
- Displaying multiple tiles in playback at the same time may result in decreased quality of the displayed feeds.
- Switching tiles to playback can be done only one tile at a time after the current tile has started displaying playback.

- Closing a tile layout containing one or more tiles that are in ‘Connecting’ state may lock the UI. The length of time the UI will be locked will depend on the number of tiles that are in ‘Connecting’ state.

5. Troubleshooting

The device hosts a web page that uses the same ActiveX control as the driver. This can be used to test that the device is correctly configured and that a client can connect successfully.