



# **HikCentral Master Lite Client**

**User Manual**

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The Manual includes instructions for using and managing the Product. Pictures, charts, images and all other information hereinafter are for description and explanation only. The information contained in the Manual is subject to change, without notice, due to firmware updates or other reasons. Please find the latest version of this Manual at the Hikvision website (<http://overseas.hikvision.com/en/>).

Please use this Manual with the guidance and assistance of professionals trained in supporting the Product.

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# 1 Preface

HikCentral Master Lite's overseas intelligent business management platform operation manual consists of seven chapters that will quickly guide users through the installation process and use of this product. Before using the product, please read the product manual carefully and keep it for future reference.

Content contained in the Introduction:

- Universal Conventions
- Product Reference Materials
- Technical Support
- Opinions and Feedback Regarding Materials

## 1. Graphic Interface Element Reference Conventions

Format	Description
""	Double quotation marks " " are used to indicate the name of each type of interface control: for example, click the "Cancel" button.
>	Multi-level menus are separated by ">", such as Device Management > Video Surveillance > Encoder. The Multi-Level Menu displays the [Encoder] menu item under the [Video Surveillance] submenu, which is under the [Device Management] menu.

## 2. Mouse Operation Conventions

Format	Description
Click	Quickly press and release the mouse button.
Double-click	Press and release the mouse button twice in quick succession.
Drag	Press and hold the mouse button and move the mouse without releasing the button.

## 1.1 Technical Support

Users can contact us for assistance using the following methods:

Purchasing Channels	Contact Information
Purchasing from Hikvision	Call the "Technical Support Line: 400-700-5998".
	Send an Email to the "Technical Support Email: 400@hikvision.com".
Purchasing from Hikvision Dealers	Refer to the contact information provided by the dealer when selling the product.

## 1.2 Opinions and Feedback Regarding Materials

If you discover any problems with the product information during use, you can provide us with feedback using the following method:

Email: [supportisms@hikvision.com](mailto:supportisms@hikvision.com). Thanks for your feedback, it helps us do better!

## 2 Requirements for Use

### 2.1 Machine Configuration

Recommended Machine Configuration Requirements:

CPU: Intel Xeon X5620 2.4GHz

Memory: 8G DDR2

NIC: Intel or RealTek's NIC above 100Mbps (install the latest NIC driver)

Graphics Card: mainstream graphics card, supports overlay mode.

### 2.2 Operating System Requirements

Operating System Requirements: Windows 7, Windows 10 (32-bit and 64-bit)

**Note:** When installing Windows 7 and Windows 10 operating systems, you need to perform the installation as an administrator.

## 3 Quick Start

This section focuses on how to quickly start using the software.

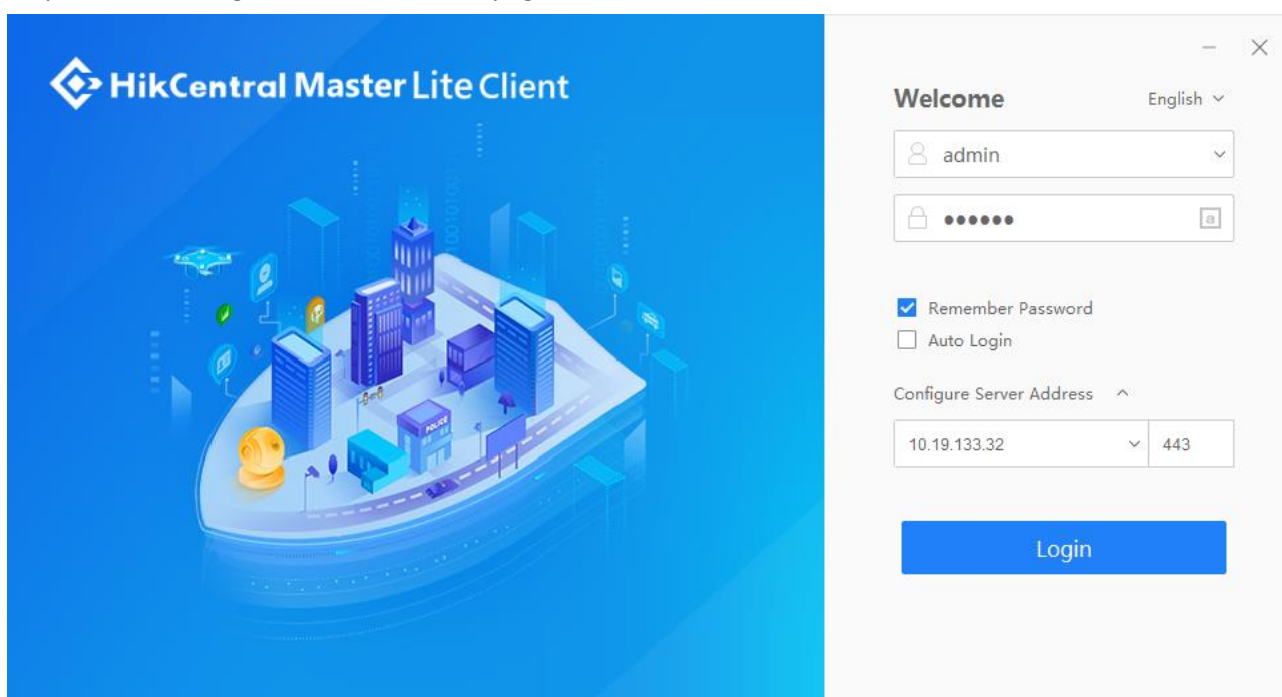
### 3.1 Login

Step 1: Double-click the desktop client icon to enter the client login interface.

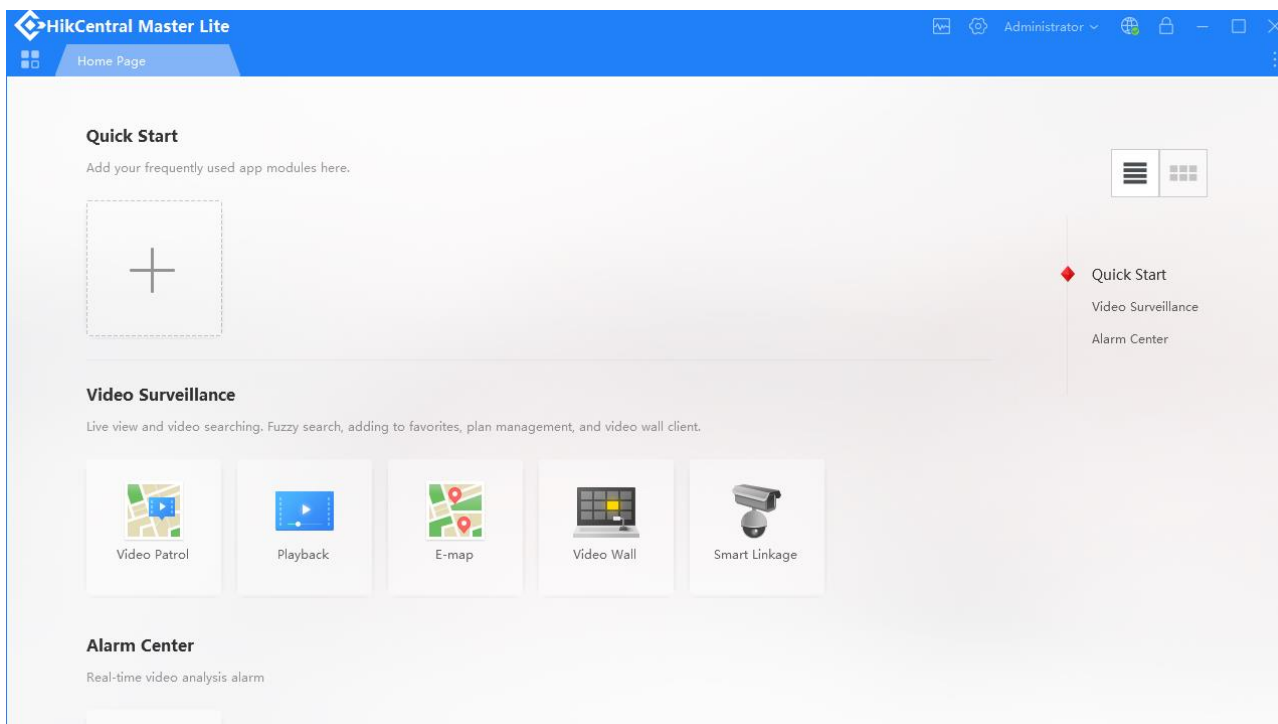
Step 2: Enter the correct username and password.

Step 3: Fill in the correct server address (the format of the server address is: server IP: port number, IP based on the actual client running address, port 443), the default can save the five most recently logged in server addresses. Click on the drop-down list to display.

Step 4: Click OK to go to the client home page.

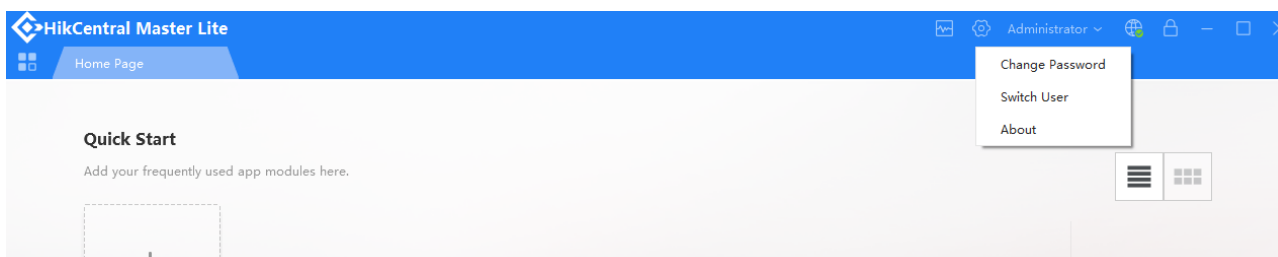






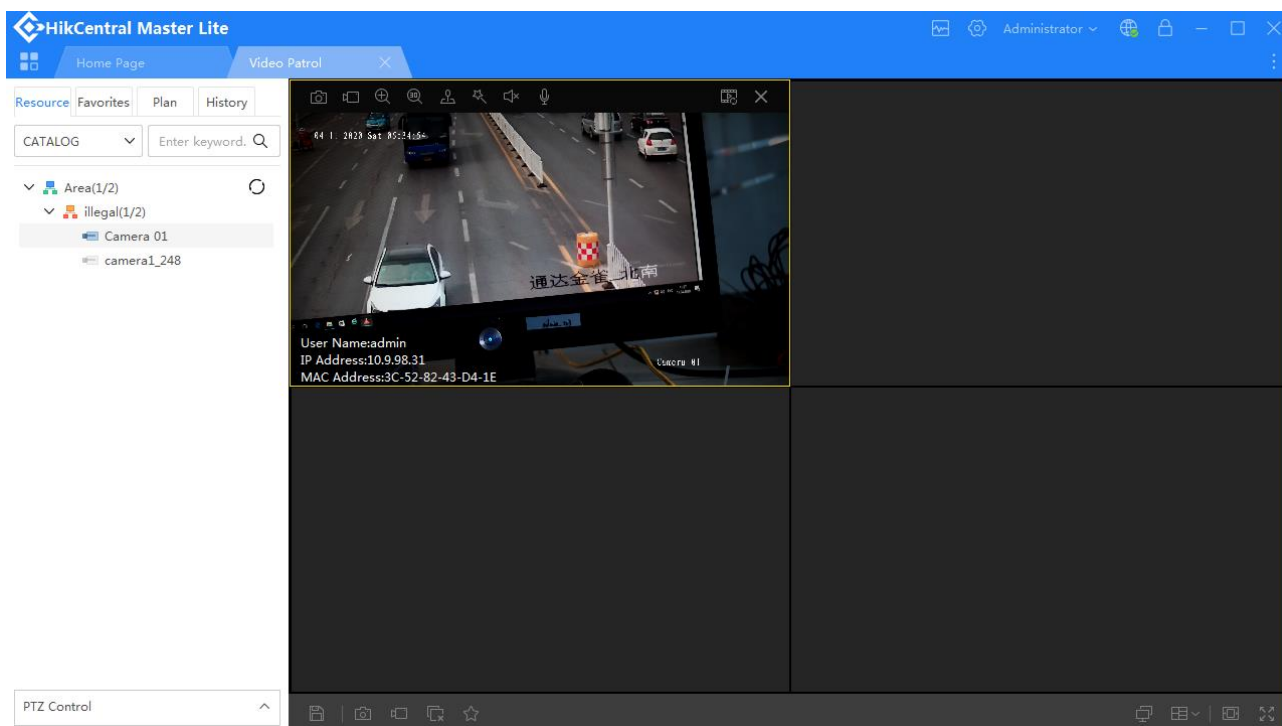
### 3.2 Title Bar

The title bar displays the home page icon and the icon of the application that is currently open in the form of a tab so that a user can quickly switch between the home page and each application interface. The row of tabs has icons on both sides that are divided between navigation and additional operation buttons. In addition, buttons for viewing system status and configuration, operating pull-down menus (for implementing password changes, switching users, and accessing release notes, etc.), locking, minimizing, maximizing, and closing windows, etc. are set in the upper right corner of the title bar.



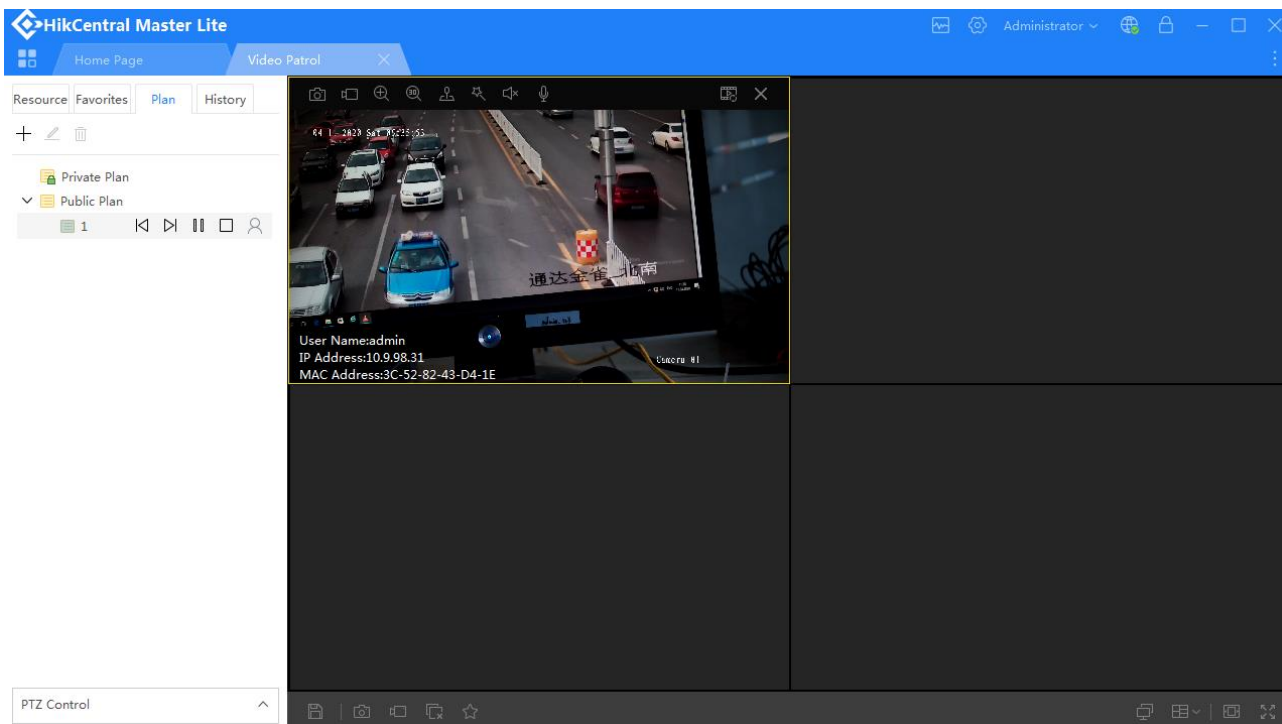
### 3.3 Preview

1. Under home page application management, click the Video Patrol icon to open the Video Patrol subpage.
2. Select the Resource tab, double-click the camera under any monitoring area in the preview resource tree on the left or drag the camera to the specified window to preview the video.



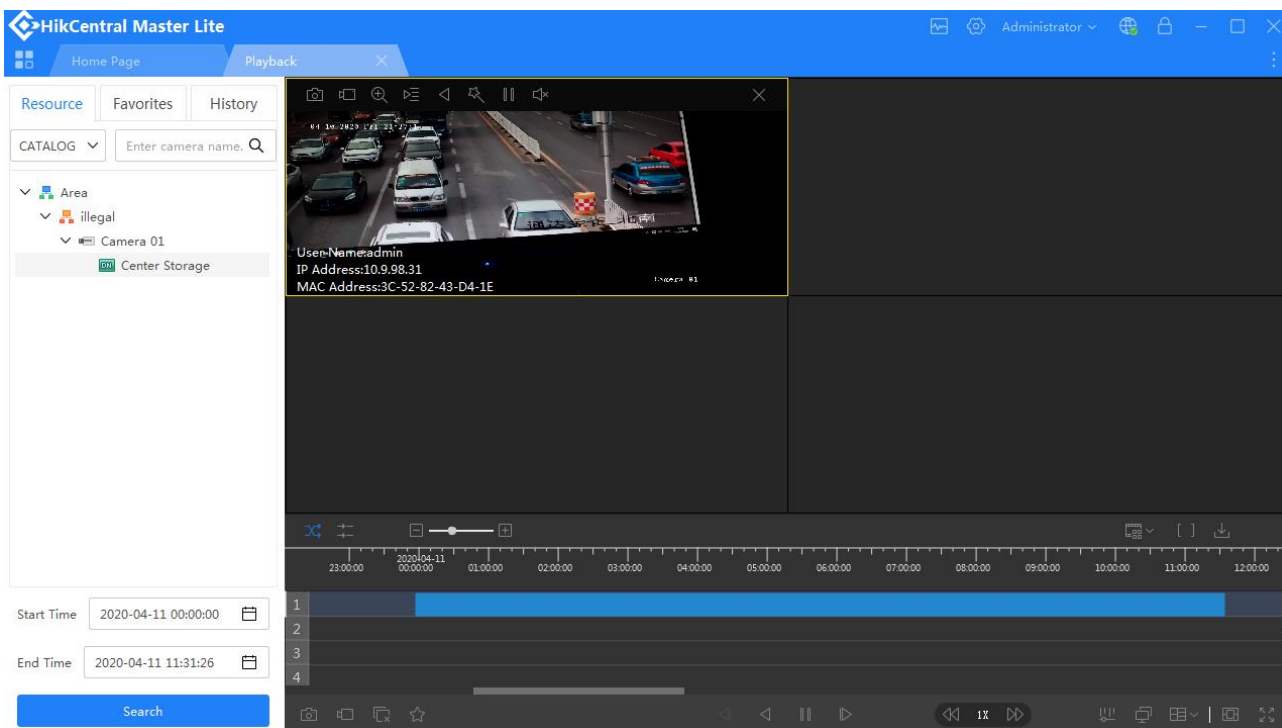
### 3.4 Plan

On the Video Patrol sub-page, select the Plan tab to add, modify, and delete a plan. You can open a previously edited plan by clicking the "Open Plan" button.





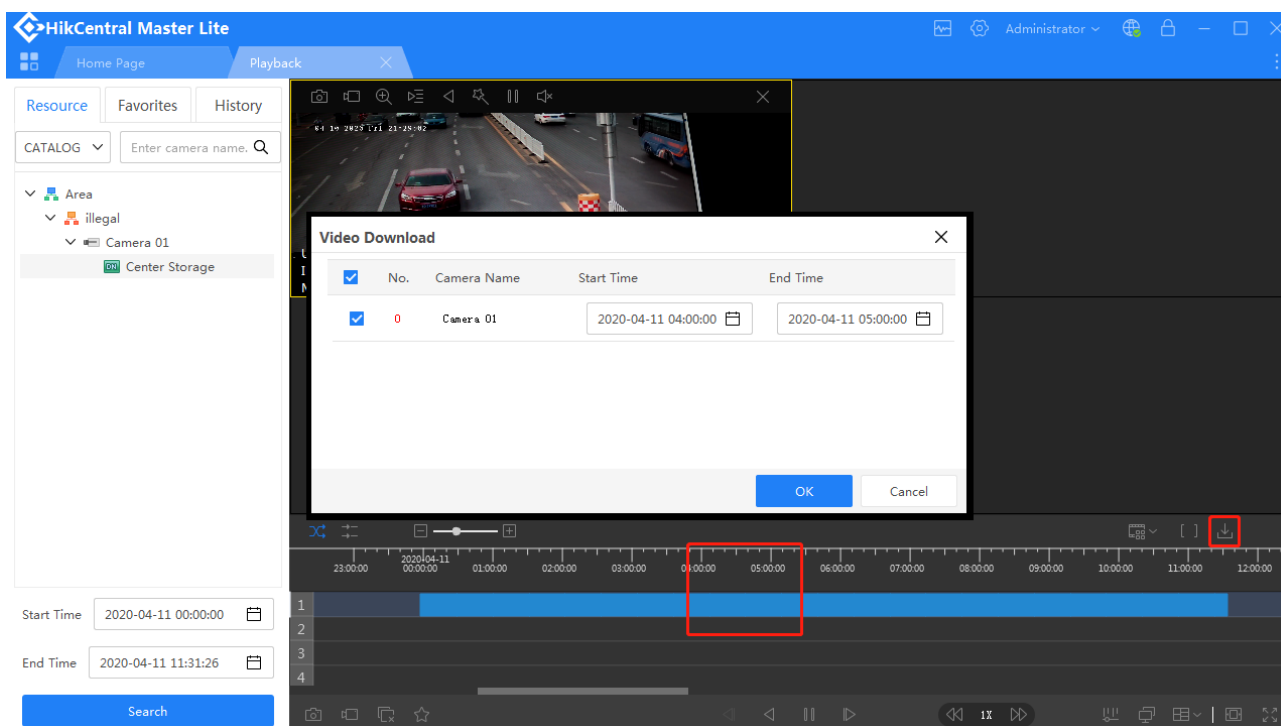
### 3.5 Playback

1. Under homepage application management, click the video Playback icon to open the video Playback subpage.
2. Select the recording start time and end time, then double-click the recording medium for a camera in the organization tree on the left side to activate video playback. As shown in the diagram below:

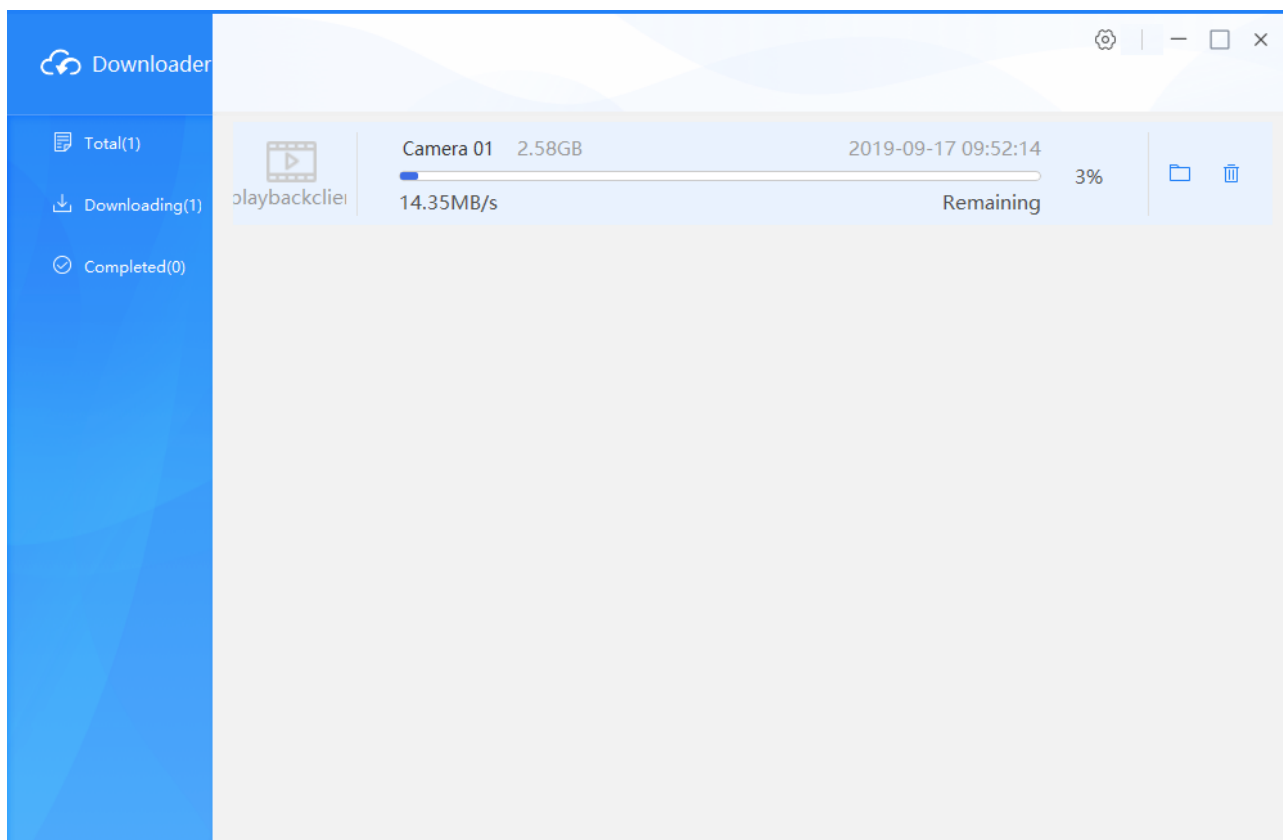


## 3.6 Download

On the Video Playback page, click the Box Selection buttons  or at the top right of the timeline, hold down the Ctrl key, then hold down the left mouse button and drag to the recording timeline. Select the downloading time period (or click directly on the timeline corresponding to the broadcast window number, and select download entire video), and then click Download  at the top right of the timeline to open the download dialog box. The start and end time of the time period displayed on the dialog box can be modified and video from other time periods can be downloaded, as shown in the following figure (the white space is the video segment selected for download):



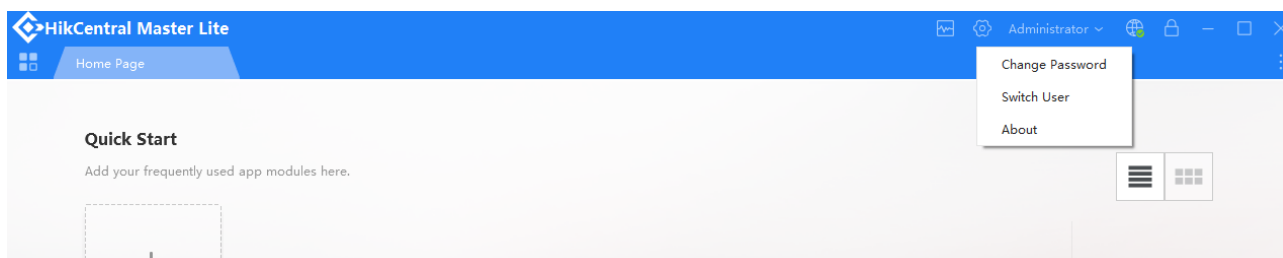
Click **OK** to open the downloader (the downloader requires installation of an assistant plugin first) and start the video clip download.




## 4 Main User Interface

### 4.1 Title Bar


The title bar mainly displays open applications and home page icons, and enables the user to quickly switch between the home page and each sub-page. The row of tabs simultaneously displays icons on both sides that are divided between navigation and additional operation buttons. In addition, the settings in the upper right corner of the title bar can be used to check system status and system configuration, open operation menus (change passwords, switch users, and access release notes, etc.), lock the machine, minimize, maximize, and close windows, etc., as shown in the figure below:

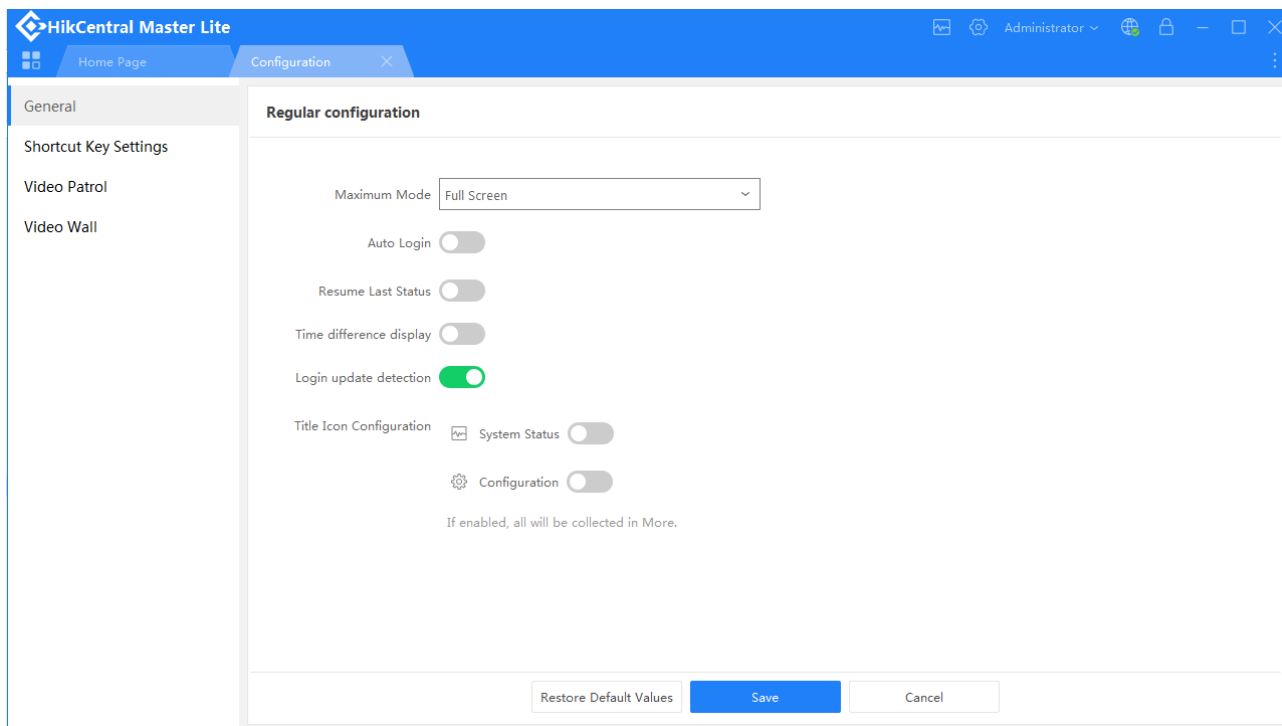


#### 4.1.1 System Configuration

By clicking the System Configuration button , users can open the System Settings page, which is divided into: regular configuration, shortcut key settings, playback configuration, and video wall client configuration pages.

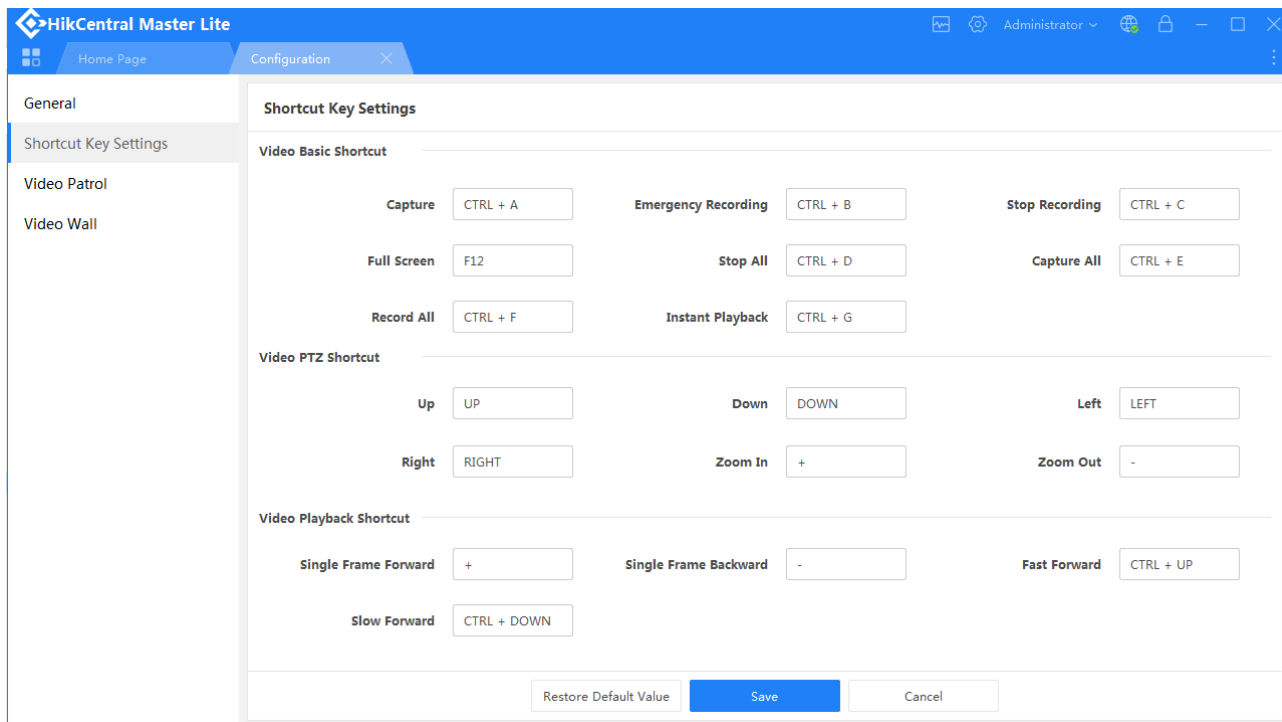
##### 4.1.1.1 General Configuration

Regular Configuration page, users can set the application on the programs to full screen maximize or normal maximize, resume last status, or title icon configuration (after opening, consolidates to correspond with the 'More'  button in the upper right).



#### 4.1.1.2 Shortcut Key Settings

Shortcut keys can be set for various operations on the shortcut key settings page. Specifically, they are divided into three categories: Video Basic shortcuts, Video PTZ shortcuts, and Video Playback shortcuts. Shortcut keys can be set for the common operations related to the corresponding components.



### 4.1.1.3 Playback Settings

Configuration for Video Playback component.

1. Image Capture settings. You can open the Continuous Capture Mode, set the continuous capture method (by frame or by second, you can set the capture interval by second), the Continuous Capture Count, the image Saving Format (jpeg or bmp), and the Saving Path.

#### Playback Settings

##### Capture Settings

Capture Mode  Enable Continuous Capture

Continuous Capture Mode  By Frame

By Time Capture Interval 1 sec ▼

Continuous Capture Count 3 images ▼

Saving Format  jpeg  BMP

Saving Path C:/capture

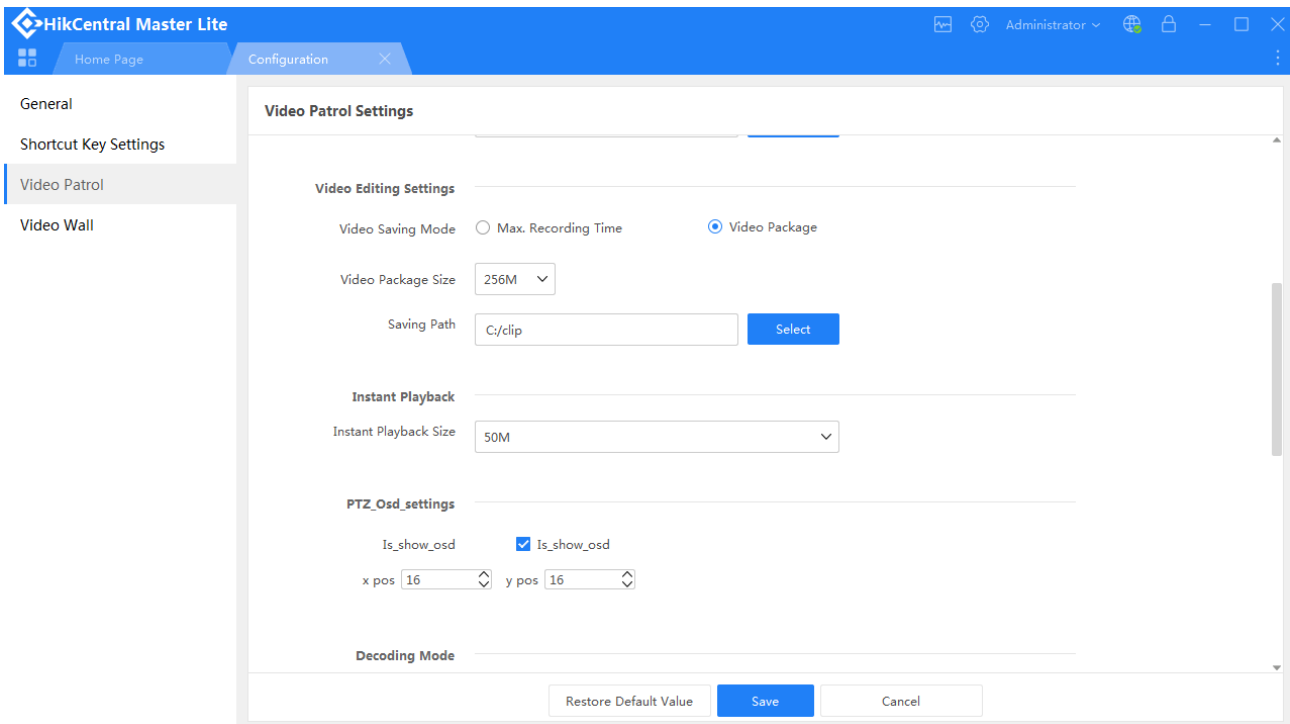
##### Video Editing Settings

Video Saving Mode  Max. Recording Time  Video Package

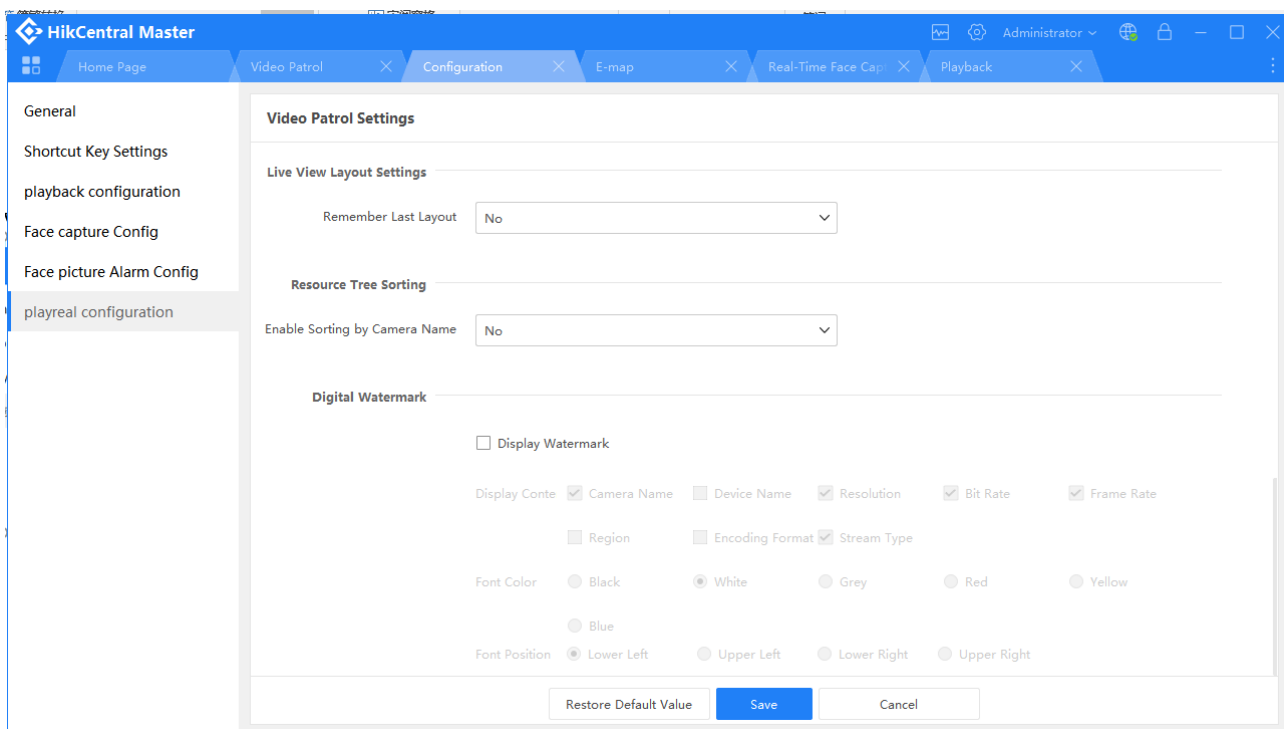
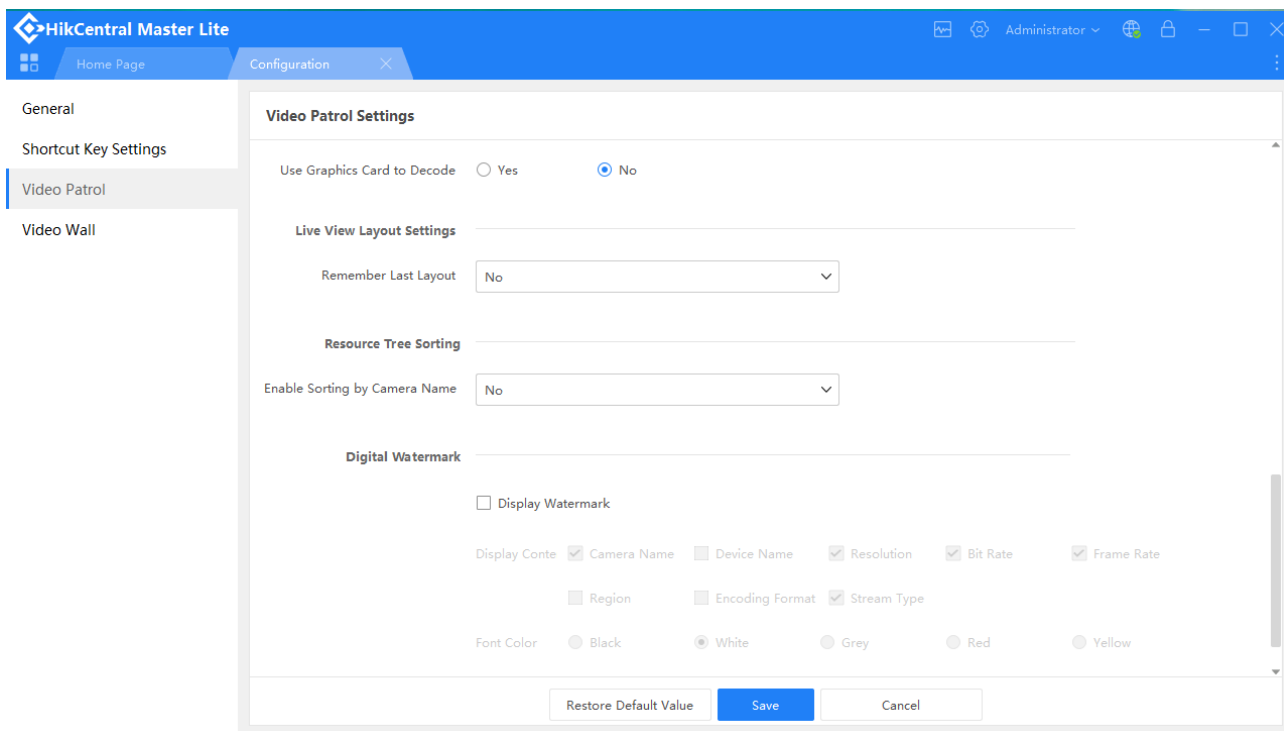
Video Package Size 256M ▼

2. Video Editing Settings. Users can set the Video Saving Mode (limit the Max. Recording Time and Video Package), Video Package Size, video Saving Path, and video Decoding Mode. Users can also choose whether to Enable 64-bit Decoding, and whether to Use a Graphics Card to Decode.






3. Playback Layout Settings. Users can set whether or not to Remember Last Layout.
4. Resource Tree Sorting Settings. Users can set whether to start Sorting by Camera Name.
5. Digital Watermark Setting. Set whether to Display Watermark, set Display Content (multiple choices), and set the watermark Font Color.

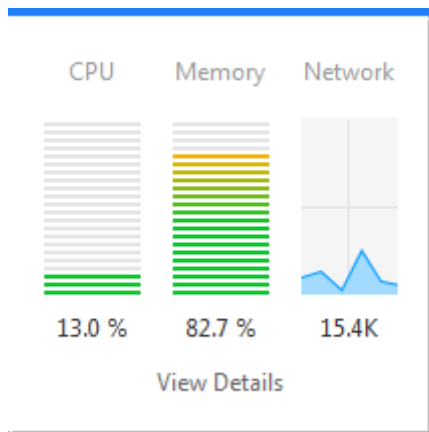


#### 4.1.1.4 Video Wall Client Configuration

Video Wall client configuration page, for video wall component settings. Users can set the maximum and minimum intervals for the auto-switch, set the server connection timeout time, and double-click the window effect selection (preview or enlarge), you can also manually back up the existing settings, or choose to restore the backup. For details, see [Video Wall System Configuration](#).

### 4.1.2 System Status

Click the system status button  on the right side of the title bar, to view the status of the current operating system CPU, memory, network, etc.



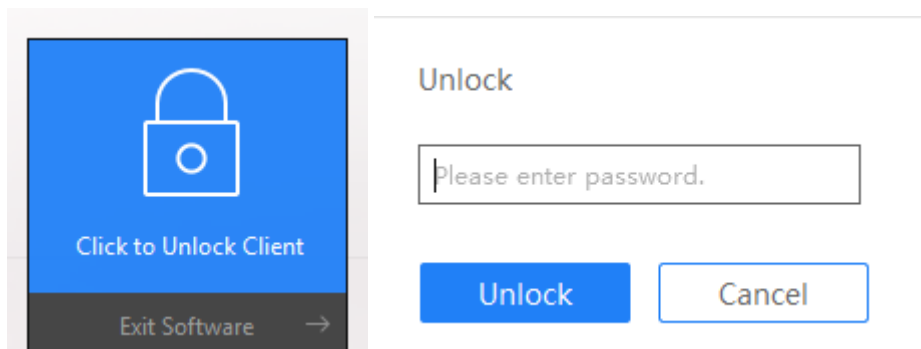
You can also click to view the details and see the CPU and memory usage of specific applications:

The figure shows a detailed system status window with a table of application usage. At the top, it shows overall system usage: CPU 16.0 %, Memory 82.8 %, and Network 74.0K. Below is a table with columns for App, cpu, and Memory. A 'Collapse' button is at the bottom.

App	cpu	Memory
Video Real-...	0.0 %	0.0 K
Smart Linka...	0.0 %	0.0 K
Playback	0 %	109.6 M
Video Patrol	0 %	115.0 M
Video Search	0.0 %	0.0 K

### 4.1.3 Lock

By clicking **Lock** in the drop-down list on the right side of the title bar, the client lock will be activated and the unlock page will pop up. After the client is locked, the client can no longer be operated. Only when the user has unlocked the page, entered the correct password and clicked unlock, can the client resume normal operation.



#### 4.1.4 Switch User

Click **Switch User** in the drop-down list on the right side of the title bar. The platform will return to the login interface, and the user re-enters his or her user name, password and server information to complete the user switch.

#### 4.1.5 Change Password

Click **Change Password** in the drop-down list on the right side of the title bar and the Change Password dialog box will pop up. The user can then change the password by entering the Original Password, the New Password, and then confirming the New Password.

Change Password ×

\*Original Password

\*New Password

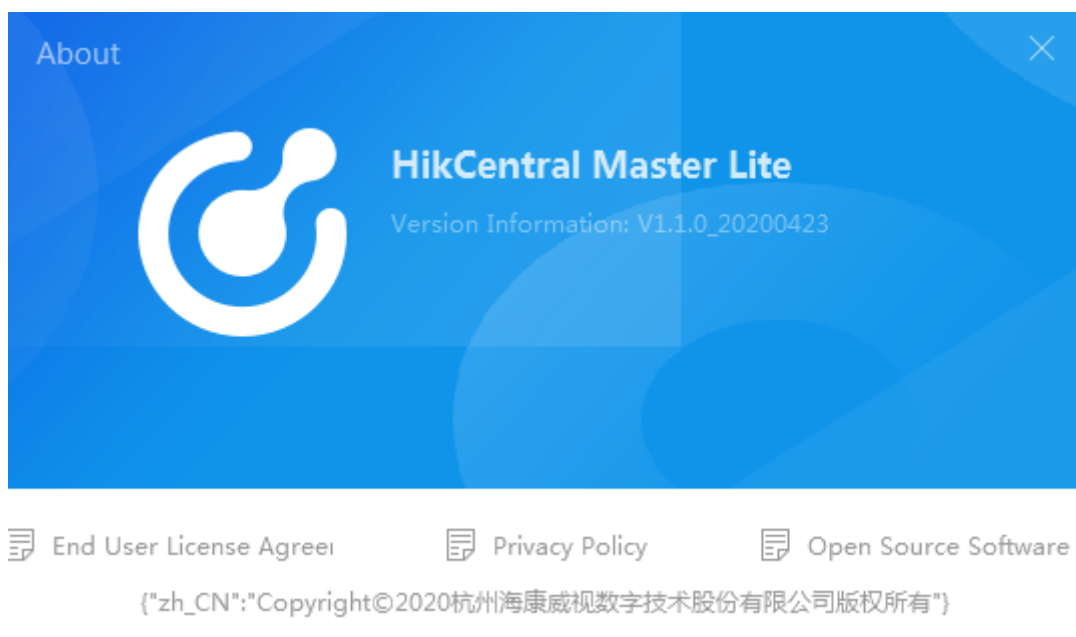
\*Confirm Password

#### 4.1.6 Help

Click **Help** in the drop-down list on the right side of the title bar to open the help file and view the client manual.

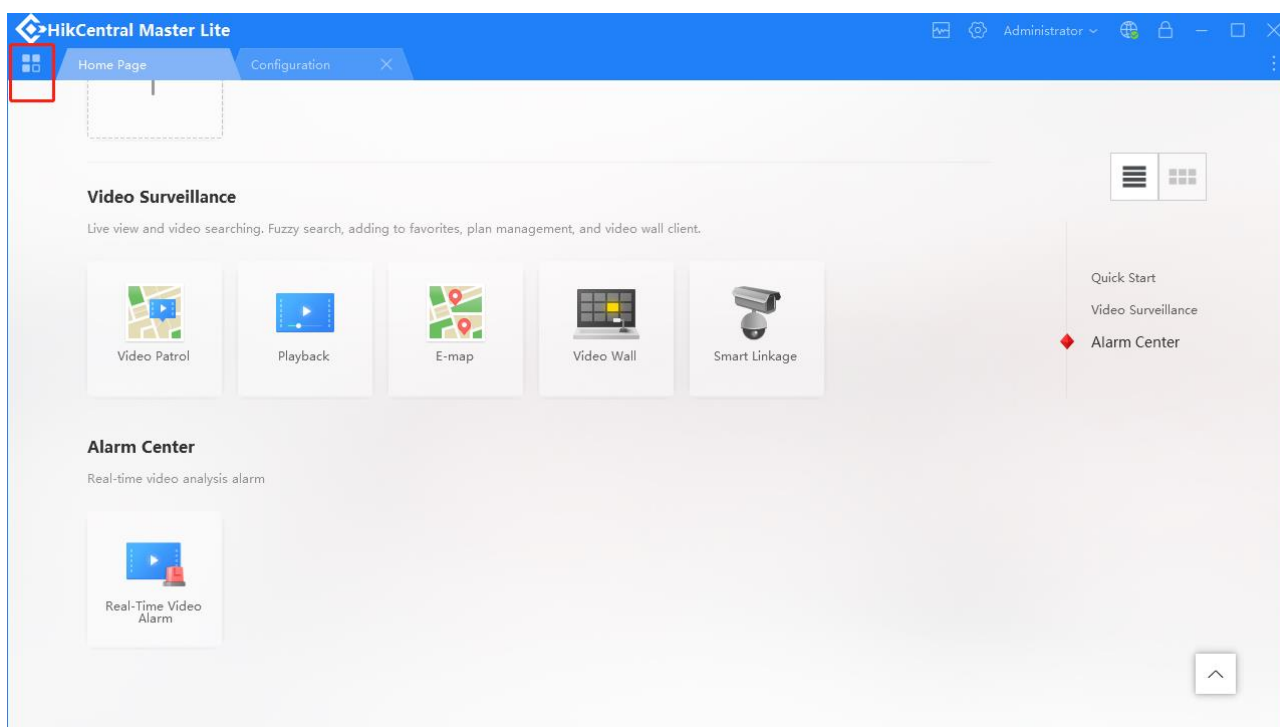
#### 4.1.7 About

Click on **About** in the drop-down list on the right side of the title bar to view the client version information.



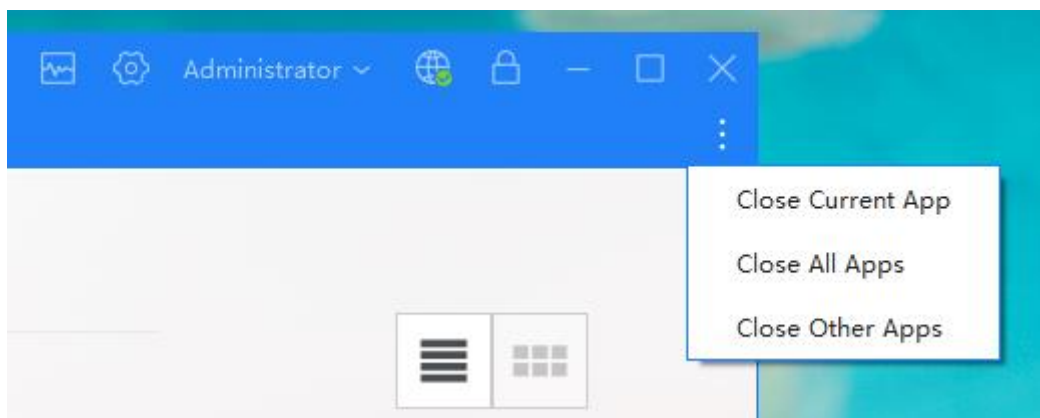
#### 4.1.8 Navigation

Click on the Navigation button on the left side of the title bar tab line to view the client application menu. Click on the open subpage to quickly open other applications without switching to the main page.



#### 4.1.9 Additional Operations

Click on the Additional Operations button on the right side of the title bar tab line to bring up the Additional Operations menu, which can Close Current App, Close All Apps except the main page, or Close All Applications except the current page and the main page, respectively.

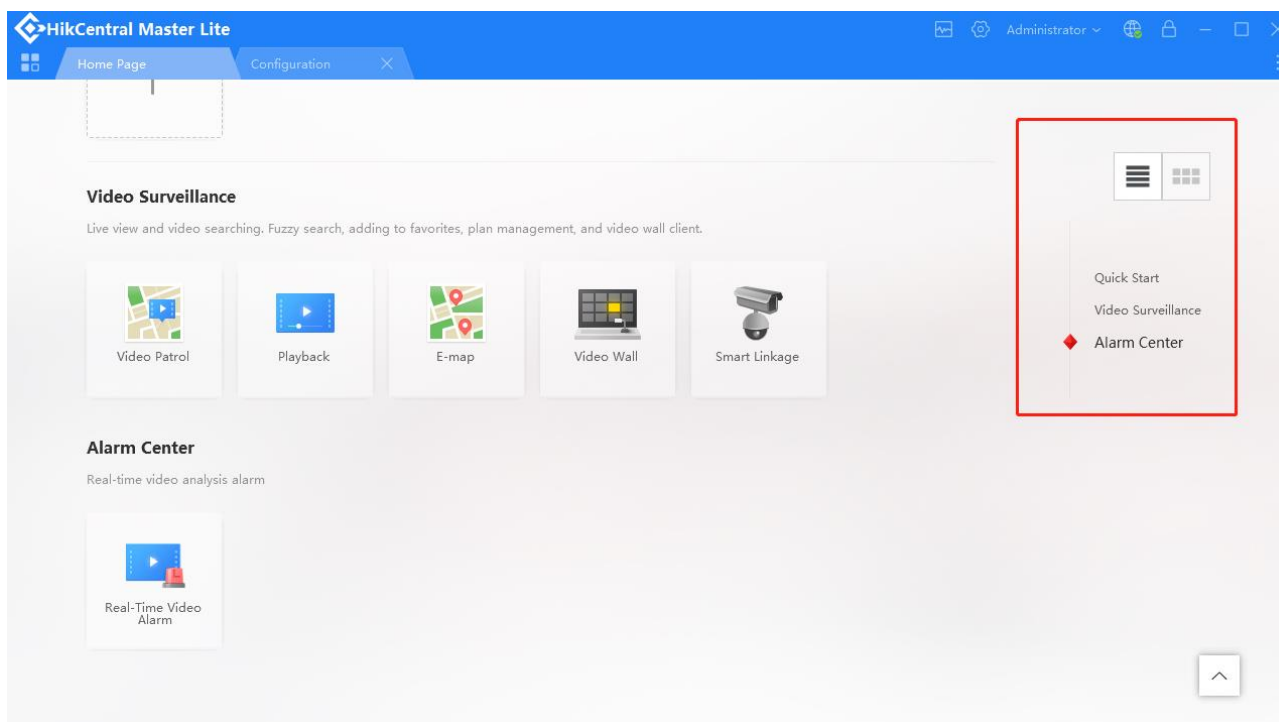


### 4.1.10 Quick Operations

Window Maximization and Restore: Double-click on the title bar to maximize the window. While the window is maximized, double-click the title bar to restore.

## 4.2 Home Page

The home page lists all the system application icons. Users can click on an icon to enter the corresponding application. The default is classified by function. Users can click the button on the right side to switch the application icon arrangement to card view. When categorizing view types, the type directory is displayed on the right side of the home page.



## 5 Video Center

### 5.1 Video Patrol

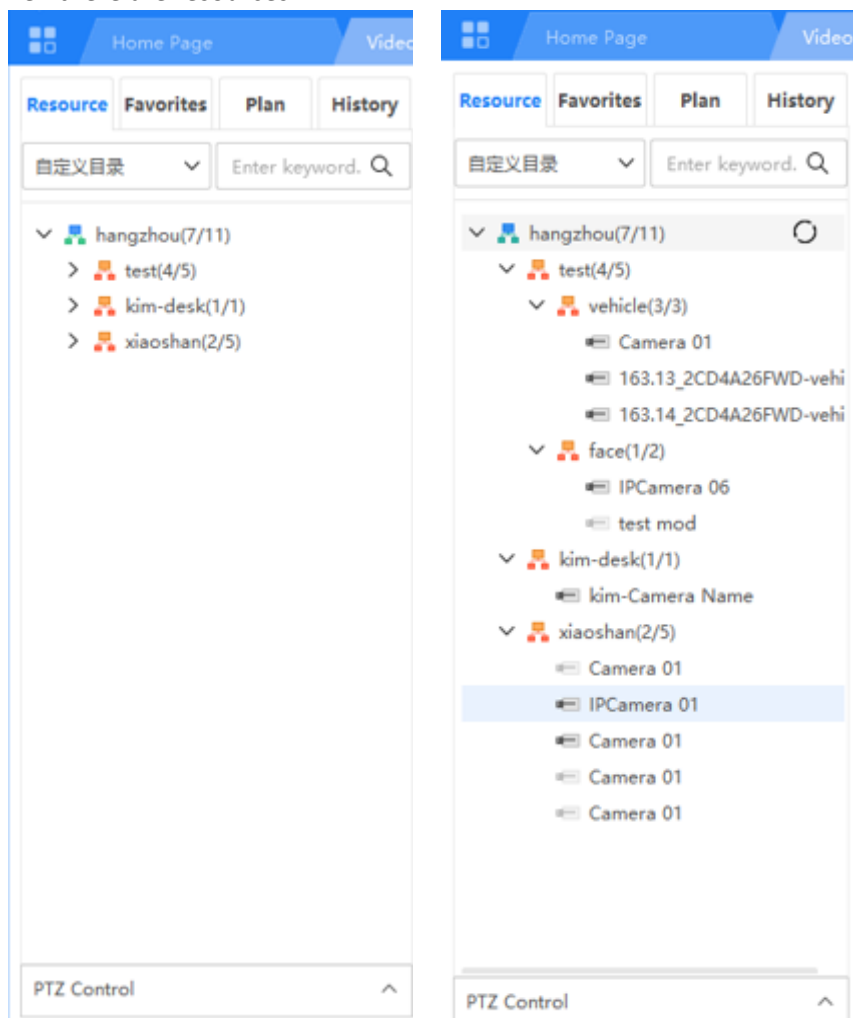
This section mainly introduces the preview function panel, preview operation, and so on.

#### 5.1.1 Function Panel

##### 5.1.1.1 Resource Panel

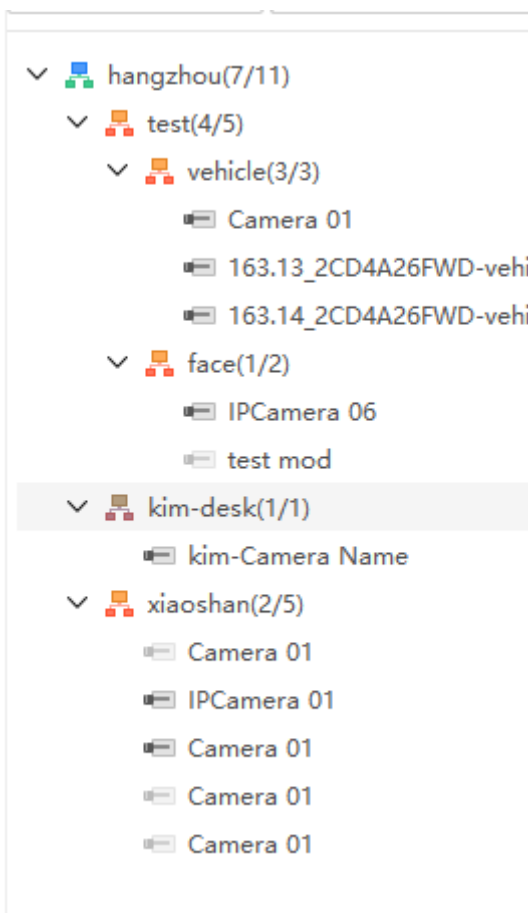
###### 5.1.1.1.1 Resource Display

In the resource panel, resources are displayed according to the organization area. The initial interface loads the main control center and its lower level nodes and the unexpanded areas are displayed >. When an area is expanded, no symbols will be displayed when there are no resources, and conversely, symbols ∨ will be displayed when there are resources.



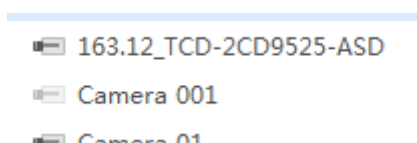
**Online Statistics:**

Users can display the total number of cameras under a monitoring area and the total number of online cameras.



### Camera Display:

The name of the camera can be displayed, different types of cameras can be displayed with different icons, and the online status of the cameras will be indicated by faded icons.



### Resource Updates:


The system supports manual updates of resources. After clicking the root node of the resource tree, the update button will appear on the right side. Click the update button to implement the asynchronous update of resources.

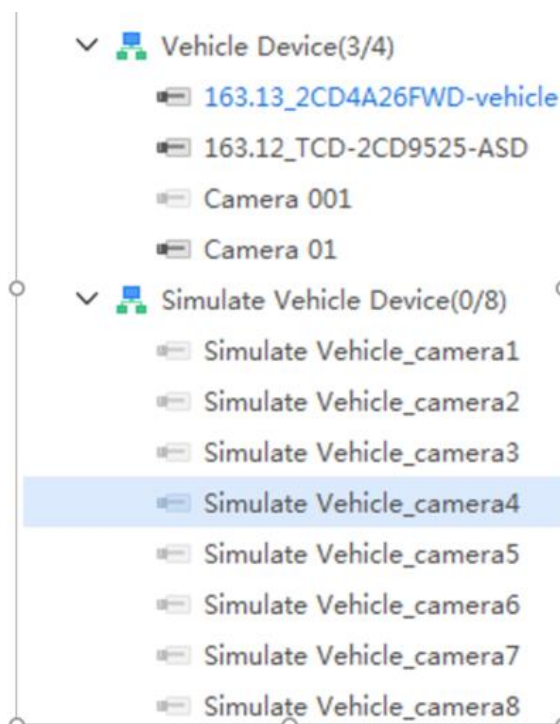


#### 5.1.1.1.2 Resource Search

At the top of the resource panel is a search box that can be used to search for cameras with names that meet certain criteria. It is more convenient to use when there are more cameras or the organizational structure is more complicated. As shown in the figure:

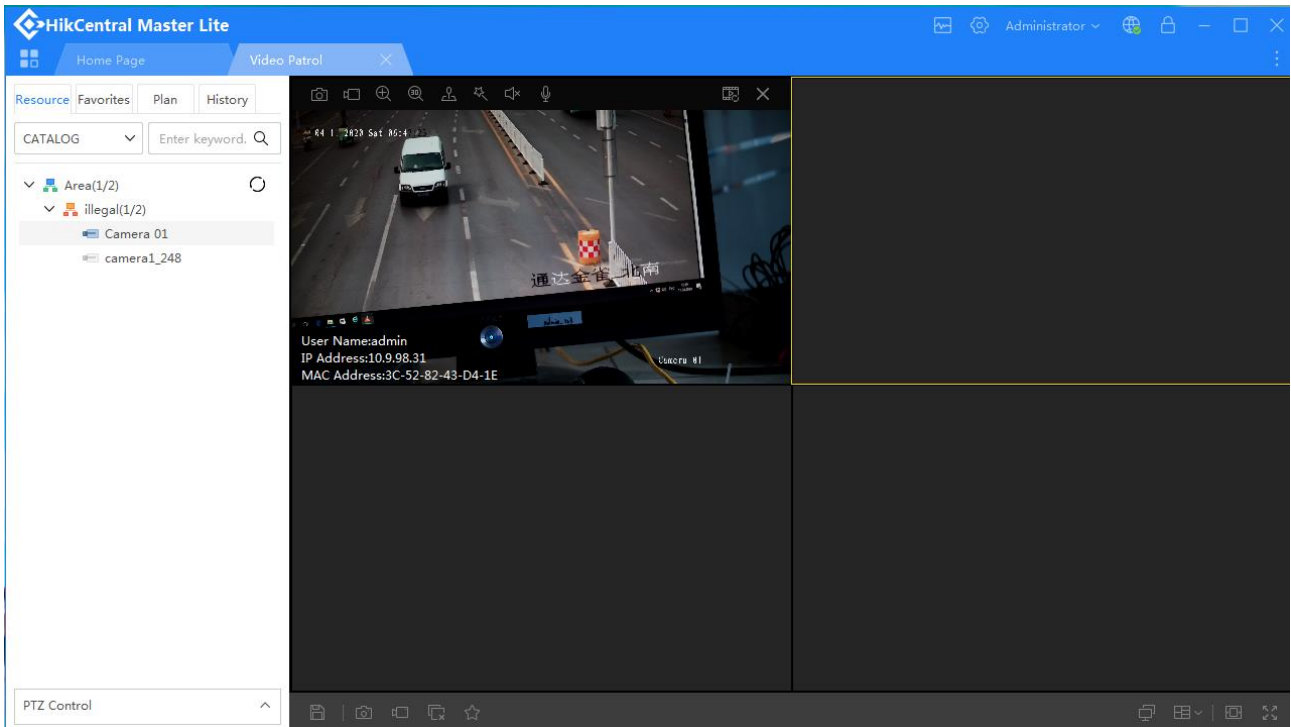


Click on the location icon  to locate the point's original resource tree location, as shown in the figure below:



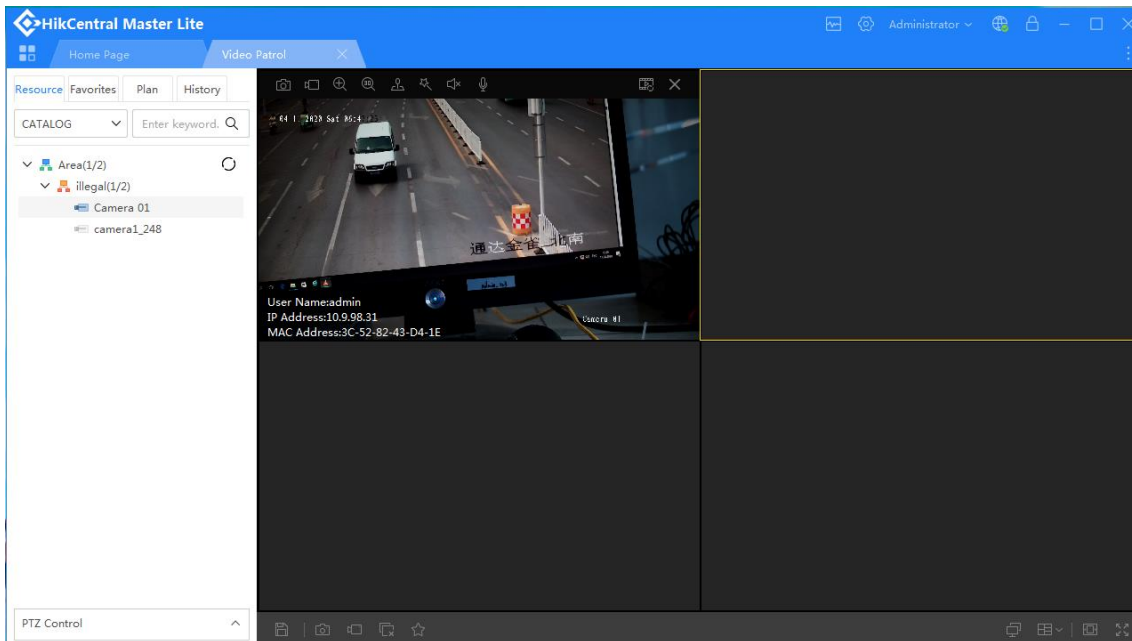
#### 5.1.1.1.3 Camera Live View

There are three ways to preview a camera: (1) Select a camera and double-click the camera to preview that camera. (2) Select a camera, hold down the left mouse button and drag the mouse to drag the camera to a preview sub-window. Users can preview the camera in this sub-window. (3) Select a camera and right click to play. Users can also preview in the selected sub-window.



#### 5.1.1.1.4 Area Preview

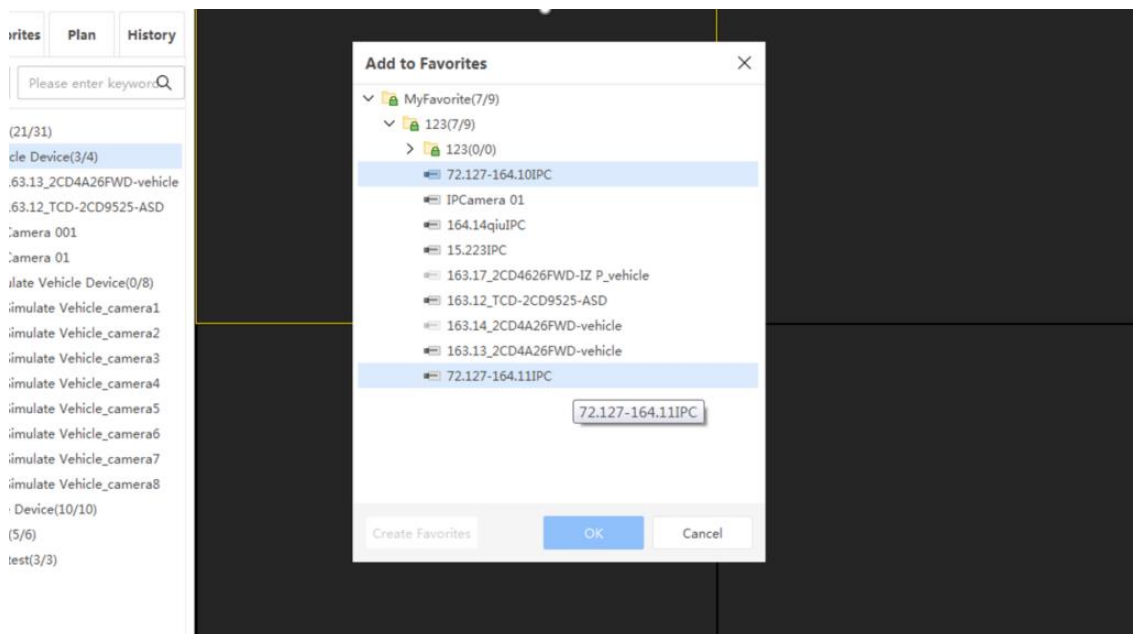
The area preview allows multiple cameras in one area to start previewing at the same time. Hold down the left mouse button, drag the mouse to drag the area to the preview window, and select the first N (N is the number of preview sub-windows) camera in the current area for preview. (Note: Only the camera in the current area will be previewed, and the cameras under the sub-areas of the current area will not be processed.)



### 5.1.1.2 Favorites Panel

#### 5.1.1.2.1 Adding Cameras to Favorites

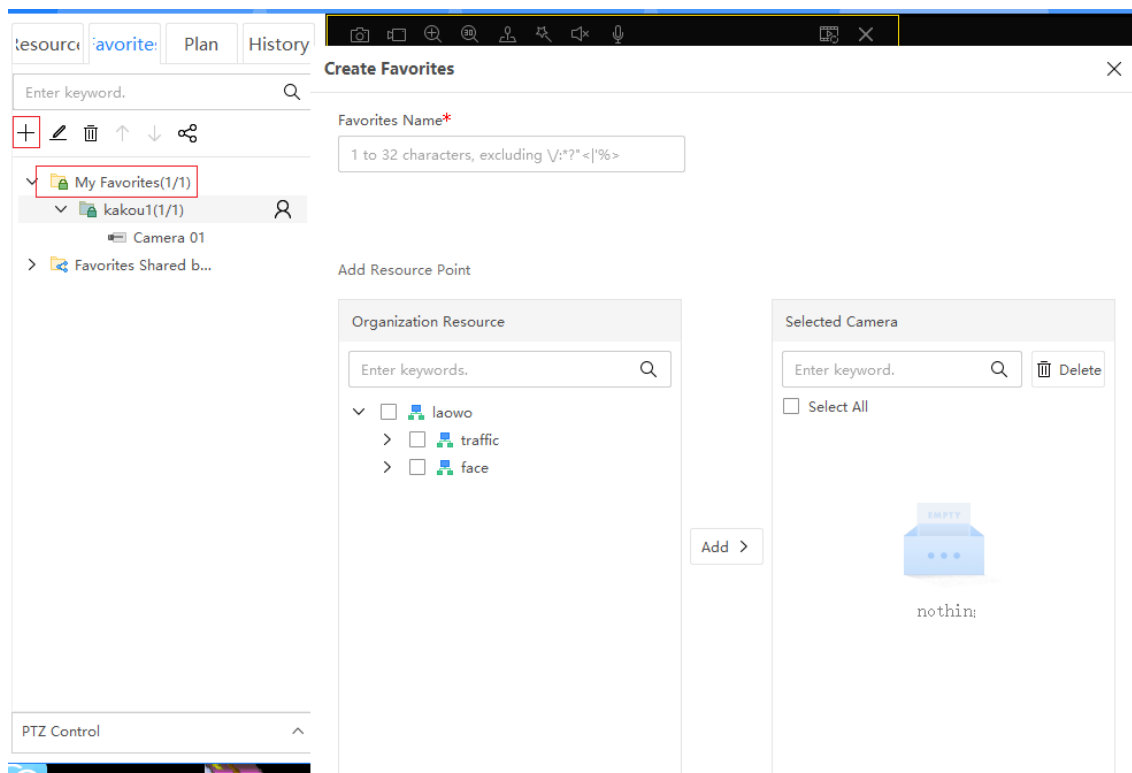
Users can right-click on the camera in the resource tree, click on Favorites, open the "Add to Favorites" dialog box and add cameras to an already existing Favorite, or create a new Favorite to which a camera can be added. (Favorite names are limited to 1-32 characters)







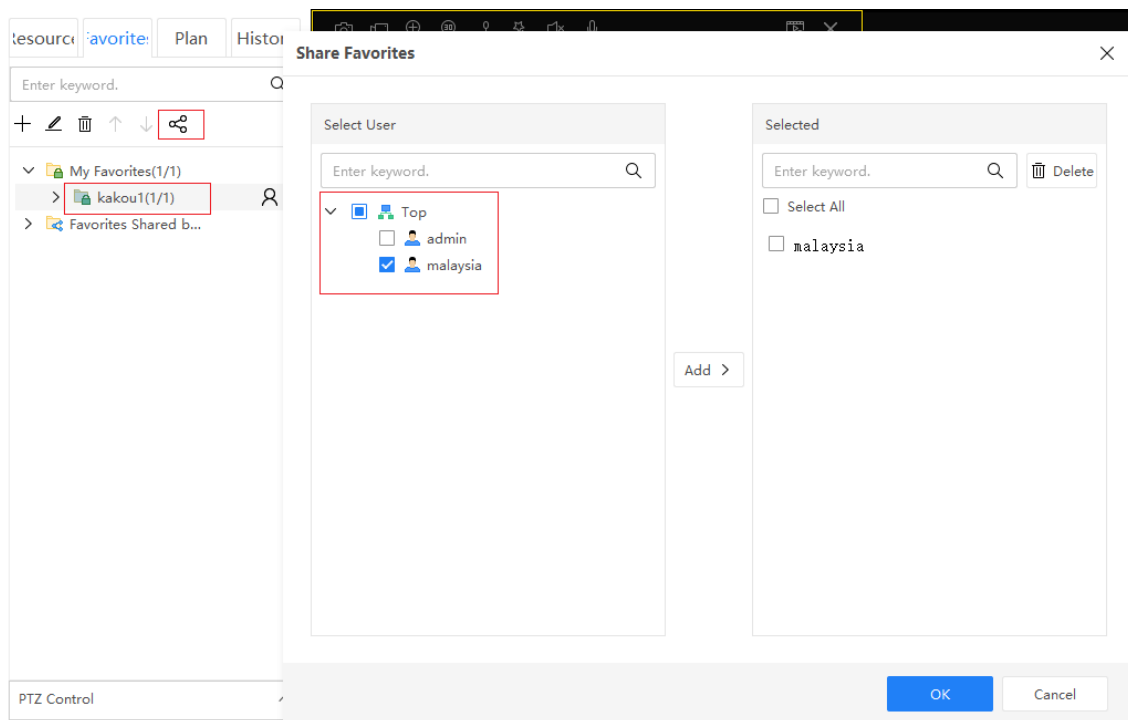
#### 5.1.1.2.2 Adding, Editing, Deleting, Moving, and Sharing Favorites

On the Favorites panel page, you can create new Favorites, or modify and delete existing Favorites.

1. Creating New Favorites - There are two ways to create new Favorites:
  - (1) By clicking the "Create New" button, you can create a new Favorite under an existing Favorite and the name of the new Favorite can be modified on the Favorites page. Users can also set the visibility of the Favorites (only visible to him or herself or visible to everyone).



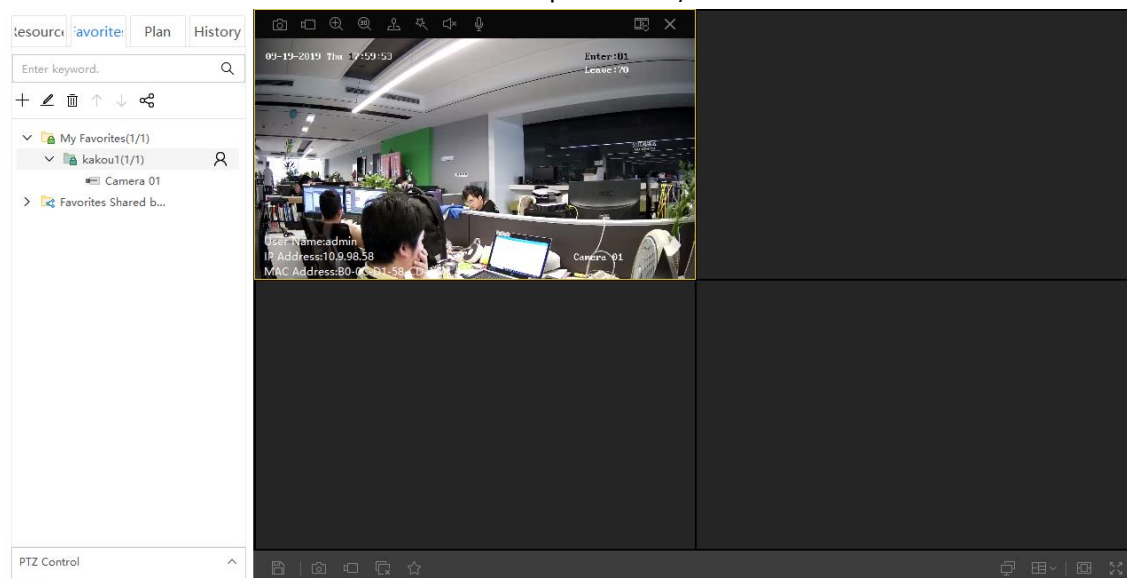
- (2) Right click on an existing Favorite, open the right-click menu, select Create New, or create a new Favorite under the existing Favorite. Note that you can only create new Favorites under Favorites created by the user, and only user-created Favorites can be edited. Favorites that were not created by the user cannot be deleted.
2. Editing existing Favorites - Users can modify the name of the Favorites through the editing function. The two editing methods are:
  - (1) First click on the Favorites item you want to edit, then click on the "Edit" button to pop up the Edit Favorites page and modify the Favorites name.
  - (2) You can also open the right-click menu by right-clicking on Favorites and selecting "Edit", which will pop up the Edit Favorites page for editing.
3. Deleting existing Favorites: Similar to creating new Favorites and editing Favorites, there are two ways to delete your Favorites:
  - (1) Click on the Favorite you want to delete, then click the delete button  and that Favorite will be deleted.
  - (2) Right-click on the Favorite you want to delete, open the right-click menu, and click "Delete" to delete the Favorite.
4. Moving existing Favorites: Select a Favorite not in the root directory, click the Move Up button  and that Favorite and the one previous will exchange position; the Move Down operation is the same: Select a Favorite not in the root directory, click the Move Down button , and that Favorite and the one following will exchange position.
5. Sharing Favorites: To Share Favorites with a specified user, click the share button , select the user you want to share with from the pop-up Share Favorites window, click the Add button, then Click OK to share.



### 5.1.1.2.3 Favorites Preview

Similar to the resource panel, you can double-click, then right-click to play, or drag a camera from the Favorites tree to preview.

By holding down the left mouse button and dragging Favorites, users can preview the first N (N is the number of sub-windows) camera. (Note: Recursive previews are not performed, i.e., the cameras in the sub-folders of the current Favorites folder are not processed.)



### 5.1.1.3 Plan Panel

#### 5.1.1.3.1 Saved Plans

You can save the window currently being played as a plan. (The toolbar at the bottom of the play window has a Save Plan button, which can save the preview screen being played as a plan.)



Click the Save Plan button and the “Create Plan” window will pop up. The cameras are displayed from top to bottom, left to right on the auto-switch camera page. Ignore sub-windows which do not have preview screens. In the “Create Plan” window, users can set the name of the plan (the name of the plan can contain 16 characters, with each Chinese character counting as two characters), schedule the plan auto-switch interval, choose whether to automatically execute the plan, set the start and end time of the automatic execution plan, and delete existing cameras or add new cameras. For the step-by-step procedure, see [Create Plan](#).

**Create Plan**
✕

Plan Name\* 1 to 16 characters, excluding \/:\*?\*" <|' % >

Auto-Switch Interval (s)\*

Plan Type\*

Security Plan
▼

Auto Execute Plan

00:00:00 to 23:59:59
🕒

Group Type\*

Public Plan     Private Plan

add Resource Point    [Resource Point Setting](#)

No.	Camera Name	Stream Type	Preset	Operation
0	Camera 01	Main Stream ▼	Not Configured ▼	↑ ↓

OK

Cancel

### 5.1.1.3.2 Creating, Editing, and Deleting Plans

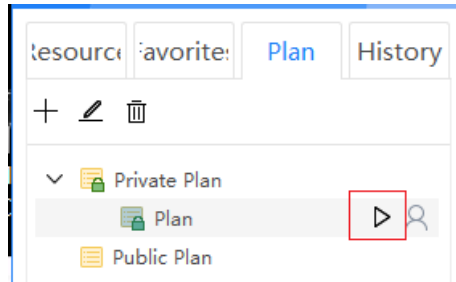
1. Creating Plans: Click the Create Plan button and the “Create Plan” window will pop up. Users can Create a New Plan, set the Plan Name, schedule the Auto-Switch Interval, choose the Plan Type, set whether to Auto Execute Plan, set the start and end time of the automatic execution plan, set the Favorites Group Type, and select the camera location to be added to the plan.
2. Edit plan

Open the right-click menu bar by clicking the "Edit Plan" button , or right-click on the plan, and select "Edit Plan" to open the "Edit Plan" dialog box. Users can edit an existing plan, and modify the Plan Name, the Auto-Switch Interval, and the Auto-Switch camera. For details, see [Create Plan](#).

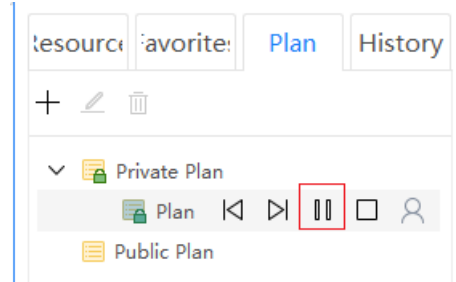
3. Deleting Plans: Click the Delete Plan button or right click on the plan to be deleted, select “Delete plan” from the right-click menu to delete the plan.

### 5.1.1.3.3 Opening, Pausing, and Stopping Plans

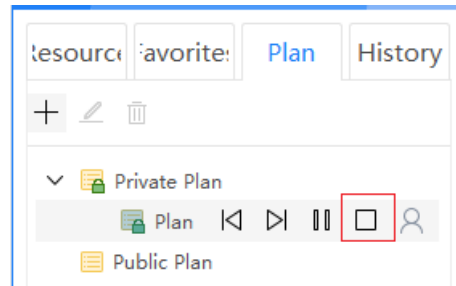
1. Opening Plans: For saved or edited plans, click the “Open Plan” button to open the plan.



2. Suspending Plans: For opened plans, click the “suspend plan” button to pause the plan auto-switch.

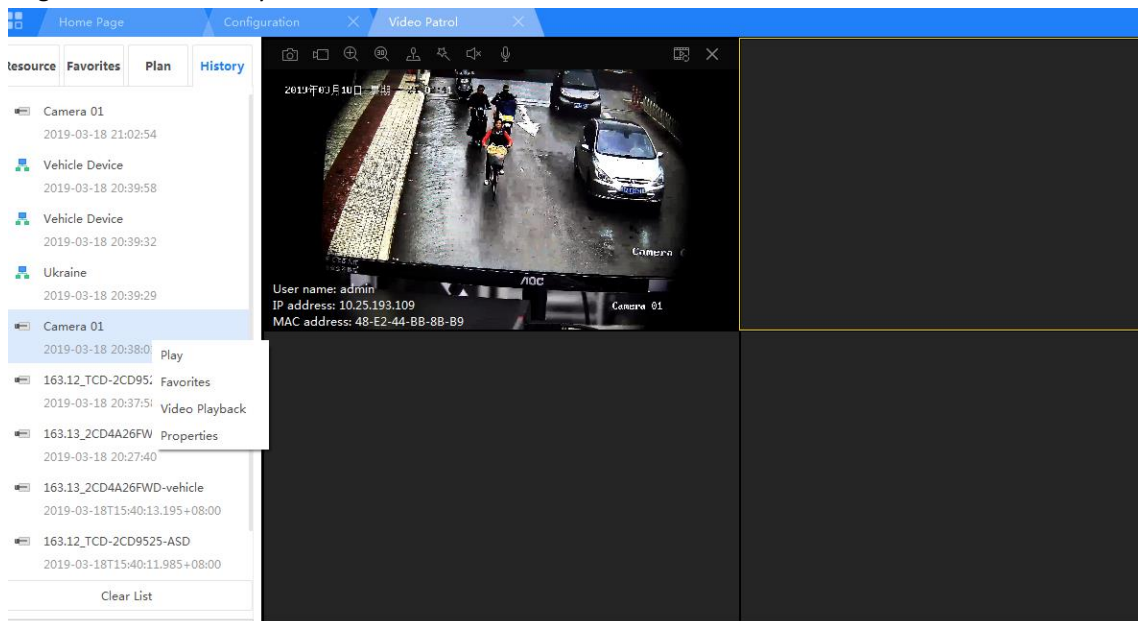


3. Stopping Plans: For opened plans, click the “Stop Plan” button to close the plan.



### 5.1.1.4 History Panel

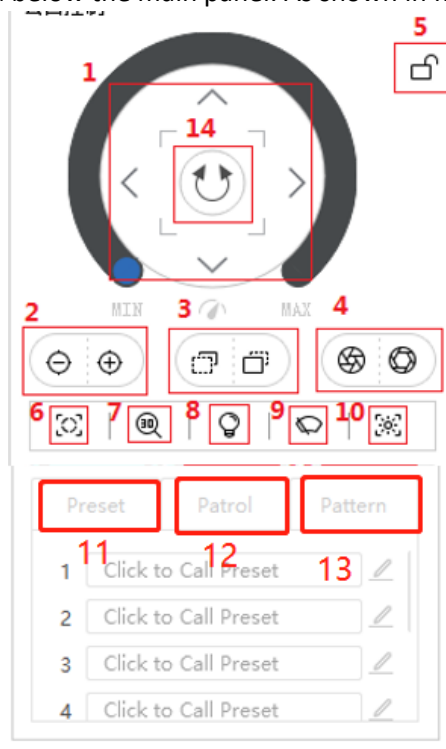
The history panel saves the cameras that have been previewed. You can preview the screen by double-clicking or right-clicking the camera history, as shown below:





### 5.1.1.5 PTZ Control

The PTZ control panel can be opened below the main panel. As shown in figure 4.1-23:

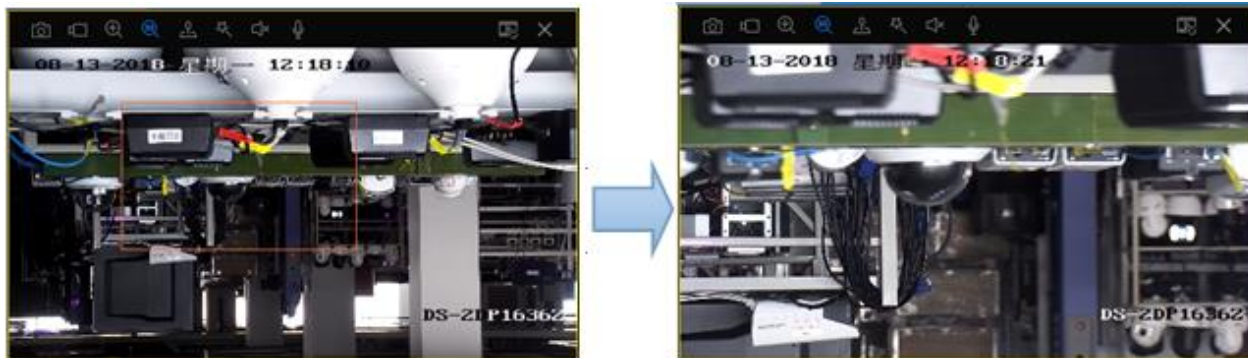


The basic functions of PTZ control are:

1. Swivel-Rotation Directional Control: Can be moved in eight directions.
2. Focal length adjustment
3. Focus adjustment
4. Aperture adjustment
5. PTZ lock
6. One-click focus
7. 3D magnification
8. Lighting
9. Wiper
10. Reset
11. Preset point settings and calling
12. Patrol path settings and calling
13. Pattern recording and calling
14. Level Scanning


#### 5.1.1.5.1 3D Zoom Control:

To utilize the dome camera's 3D PTZ orientation, first click [3D Zoom Button] to enable this function. Left-click and hold the mouse button in the preview box and drag from left to right around the area you would like to enlarge. Release the mouse button and the dome camera's PTZ will automatically orient on the selected screen. This offers users a convenient way to rapidly orient the dome camera's PTZ. To zoom back out, select an area by left-clicking and dragging the mouse pointer from right to left.



### 5.1.1.5.2 Setting and Invoking Preset Points:

To turn the dome camera towards a particular position, select the "Preset" panel in the PTZ control panel


and click "set preset point" . In the preset point popup window that appears, set the name of the preset point. Click OK to save the position of the preset point.

**Set Preset** ✕

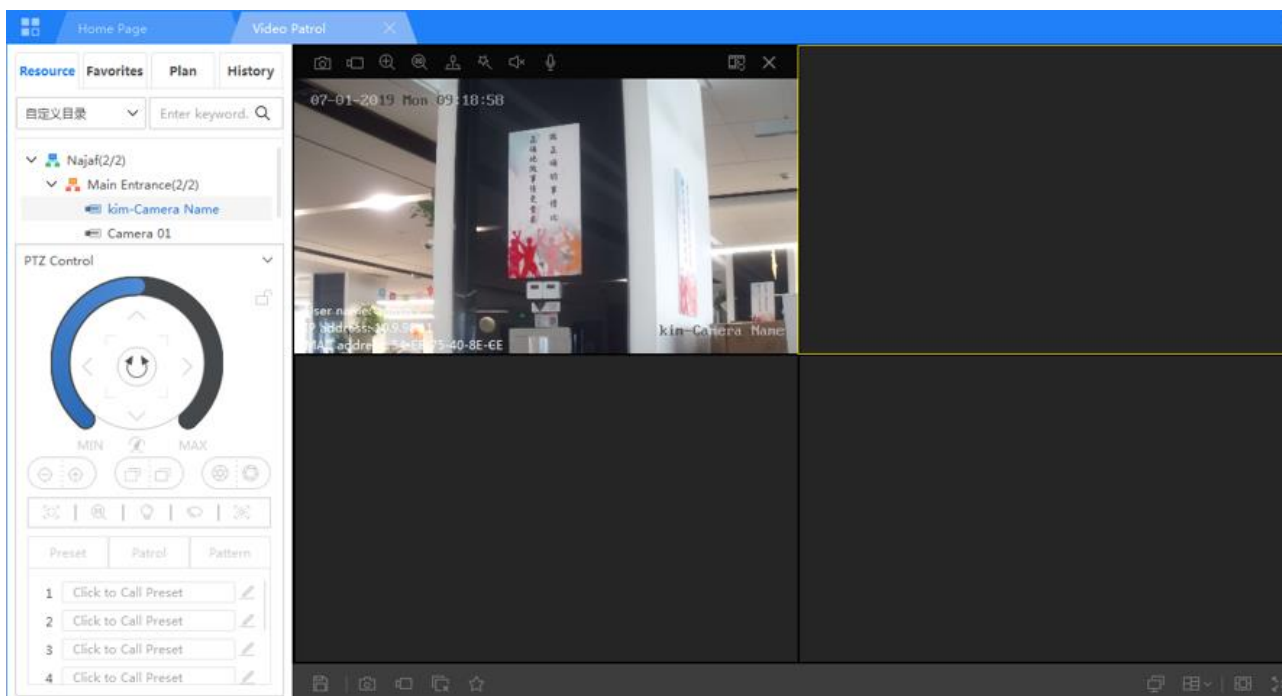
Preset Name\*

Preset Direction  Use Current View as Preset Direction

Preset Park  Enable Park      Time  sec

Click on the Modify Preset Point key . In the "Modify Preset Point Name" window that appears, you can modify the original name for the preset point, decide whether to enable the watching function, and determine how long to continue a watch, etc. Click OK to save the modified settings.

Click to invoke a preset point and the PTZ will turn towards the preset point.





#### 5.1.1.5.3 Setting and Invoking Patrol Pathways:


Click the “Patrol” key and then click the “Click to Set Patrol” key. A dialog box will open allowing you to set the patrol pathway.

Users can set the pathway name, add preset points to the path, and set patrol speed and stop time. Click on a Patrol Pathway that has been set to invoke the corresponding patrol pathway.

#### 5.1.1.5.4 Recording and Invoking a Trajectory

The trajectory recording function allows the device to record PTZ operations. In the PTZ control panel, switch to the Pattern control panel and click  to begin recording a PTZ operation. Click the

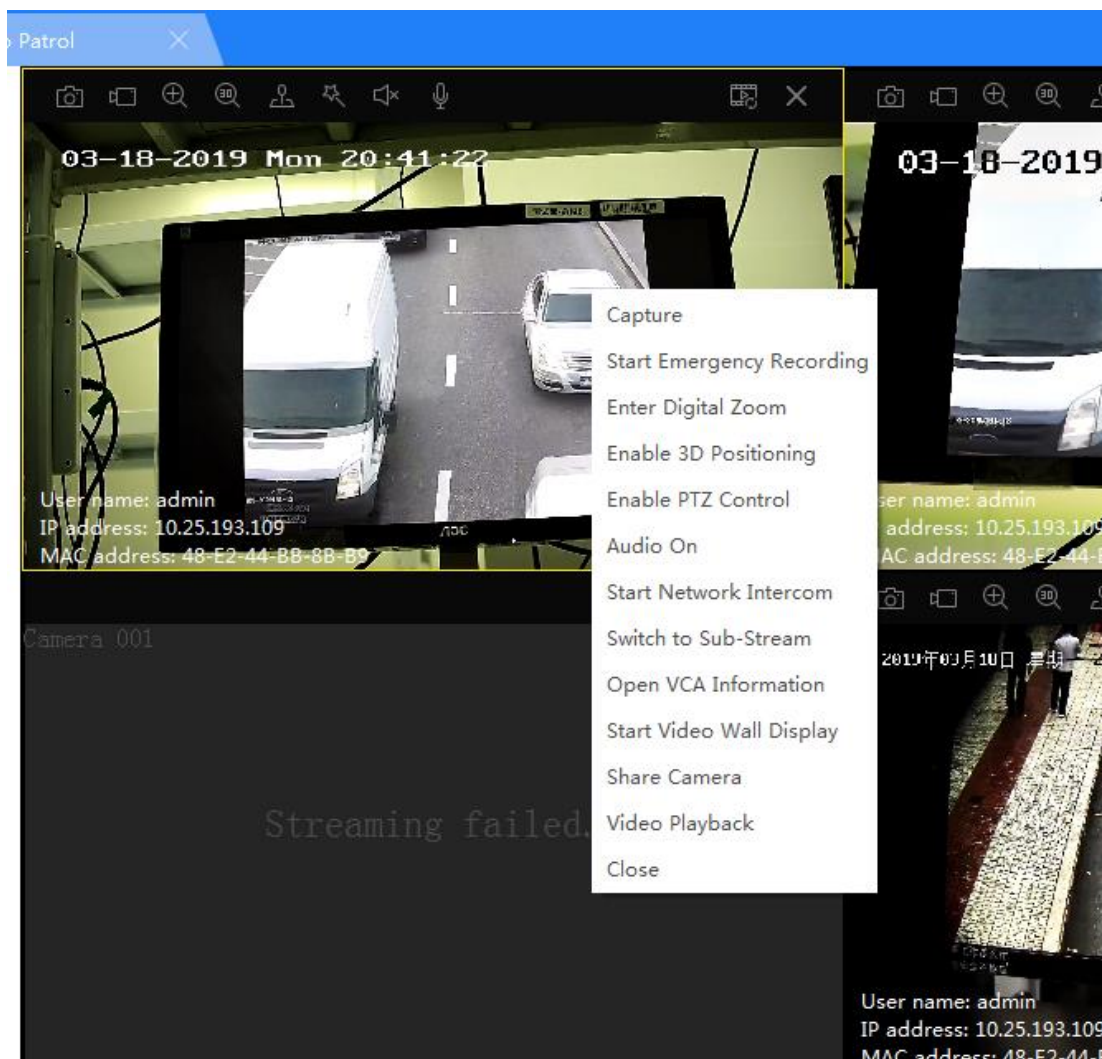
 key to complete the recording operation. A trajectory has been saved. Currently, only

one trajectory can be saved. Click  to invoke the most recently recorded trajectory, and click “Stop” to stop invoking the trajectory.

## 5.1.2 Preview Window

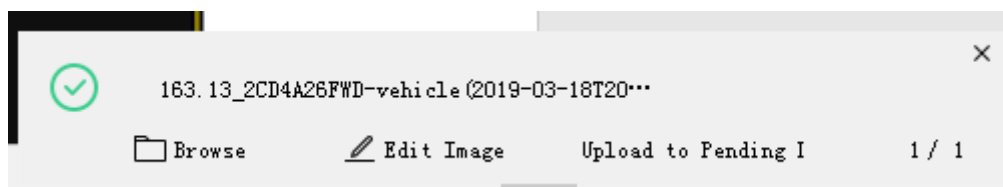
### 5.1.2.1 Preview Function Right-click

Right click the mouse in the preview window to cause a right-click menu to appear. While previewing a monitor point, users can capture images, initiate emergency recording, adjust digital zoom, adjust 3D zoom, and upload to the wall. As shown in the figure:



**5.1.2.1.1 Capture Function:**

According to the setting results in System Settings - Preview Configuration, after successfully using the capture function on the current screen, the image name will appear in the lower right corner of the computer screen. Click "Open Directory" to open the directory where the image is located. Users can also click "Edit Picture" to open the image tag comparison tool and directly edit the image.

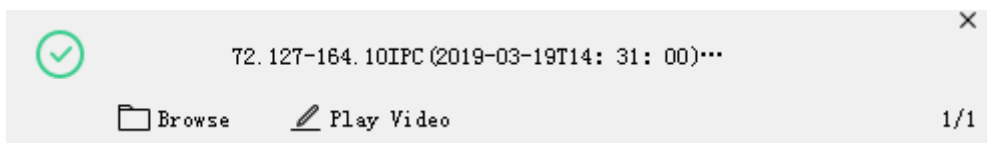


**5.1.2.1.2 Emergency Recording Function:**

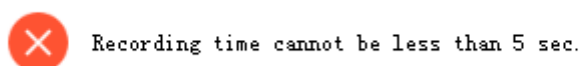
Click "Start Emergency Recording" in the menu to begin recording. The "Emergency Recording" button located in the upper part of the window will highlight. Once the recording has ended, click "Stop Emergency Recording".



After successfully recording a video, the recording name will appear in the box located in the bottom right of the screen. Click "Browse" to open the directory where there recording is saved. Click "Play Video" to open and play the video.



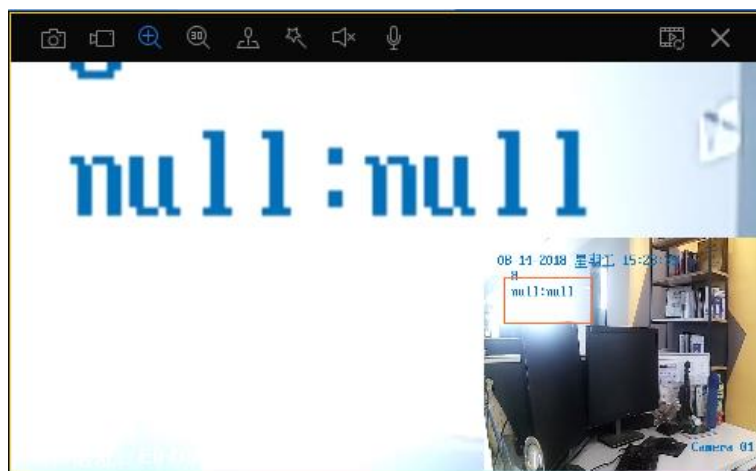
Minimum video length is 5 seconds. If a video is less than 5 seconds, a notice will appear in the bottom right of the screen.



When a recording file exceeds the set maximum, it will automatically stop recording and save the recording file. A notice will also appear in the bottom right of the screen.

### 5.1.2.1.3 Digital Zoom Function:

Click the "Enter Digital Zoom " menu item to open the Digital Zoom function. The "Digital Zoom" icon in the window's upper toolbar will illuminate. A small window will appear in the playback window, displaying the complete recording screen. Click and hold the left mouse button and drag the mouse pointer from left to right over the area that you would like to enlarge. Release the mouse button to display the enlarged content in the preview box. A wireframe box indicating the enlarged area of the image will appear in the small window. After enlarging the image, click and drag the mouse from right to left to return to the original screen.



#### 5.1.2.1.4 Enable Sound:

Click “Audio On” in the menu to enable video sound. Sound can be toggled on or off using the icon in the window's upper toolbar.



#### 5.1.2.1.5 Enable Intercom:

Click “Intercom” in the menu to enable dialog between devices. In the window's upper toolbar, the dialog icon will illuminate.



#### 5.1.2.1.6 3D Zoom:

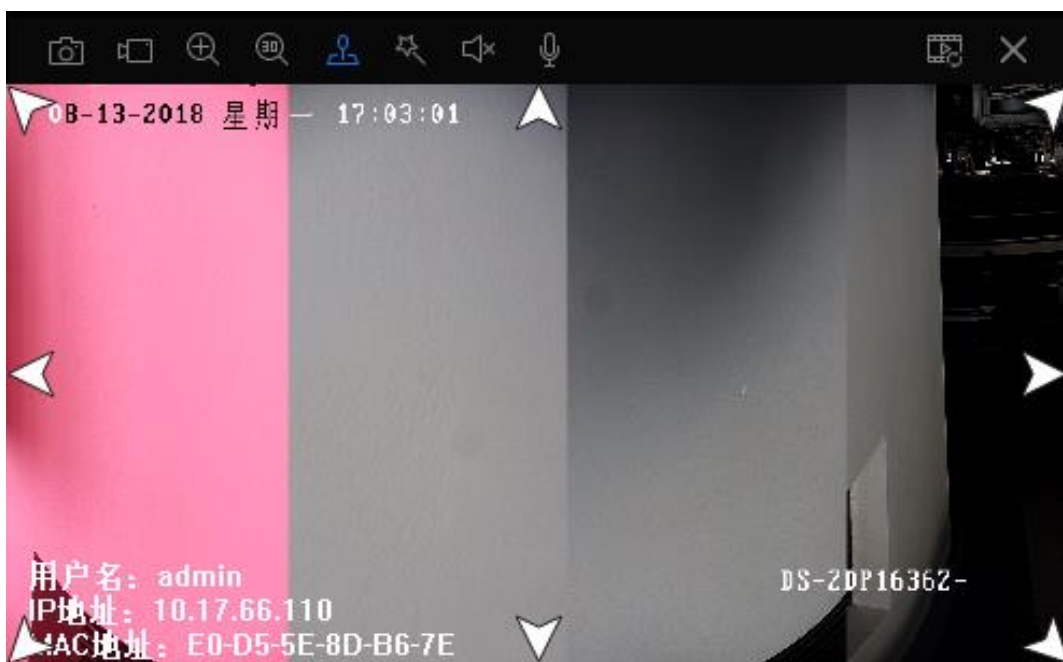
Click “3D positioning” in the menu to launch 3D zoom. In the window's upper toolbar, the 3D zoom icon will illuminate.



Function description reference [PTZ Control-3D Zoom](#)

#### 5.1.2.1.7 PTZ Control:

Click “Enable PTZ Control” in the menu. The small window will display 8-directional PTZ controls. In the upper toolbar, the PTZ Control icon will illuminate.



#### 5.1.2.1.8 Switching to Main-Stream/Sub-Stream:

Click "Switch to Sub-Stream" or "Switch to Main-Stream" in the menu to switch between the Main-Stream and the Sub-Stream display in the menu. After switching, the window's corresponding code stream type will change.

#### 5.1.2.1.9 Enabling Smart Information:

Click "Open VCA Information" in the menu. You can decide to enable the smart information function smart device.

#### 5.1.2.1.10 Playback:

Click "Playback" in the menu to jump to the "Playback" module. When a camera has not been configured with video recording, a notification will pop up.

### 5.1.2.2 The Preview Window's Upper Function Keys

















Each preview window contains a toolbar that features preview function keys. As shown in the diagram below:




After clicking Video Playback in the upper toolbar, hidden video playback control keys will appear.



The following table provides descriptions for each of the function keys:

Function Keys	Description
	Start/Stop Emergency Recording
	Capture
	Open/Close PTZ Controls key
	Sound On/Off
	3D Zoom On/Off (See <a href="#">PTZ Controls -3D Zoom</a> for a description of this function)
	Local Digital Zoom On/Off (See <a href="#">Right-click - Digital Zoom Function</a> for a description of this function)
	When starting/ending Instant Playback, Instant Playback can broadcast a video that begins slightly before the video which is currently being recorded.
	Disable Preview
	Enhance Video
	Speech Dialog
	Switch to original/360-degree fisheye view
	Save Video
	Pause/Play video
	Move forward one frame
	Move backward one frame
	During playback, the slider bar displays the current and total time of the video



#### 5.1.2.2.1 Video Enhancement:

Click the Video Enhancement key  to open the Video Enhancement dialog box:

In this interface, users can adjust a video's brightness, saturation, contrast, sharpness, radius, threshold, and enable settings. Users can also restore the default for a particular setting.

#### 5.1.2.2.2 Switch Screen:

The Switch Screen key only displays when previewing the monitoring points of dome camera devices. Click the

Switch Screen key  to switch to the original screen; Click the Switch Screen key  to switch to a rounded view.










### 5.1.3 Preview Global Controls

There is a set of global function keys in the bottom of the preview window. This will allow users to engage in global control of monitoring points, as shown in the figure below.







Function key descriptions are provided below:

Function Keys	Description
	Close Global Preview Screen
	Global Capture
	Global Emergency Record
	Archive Monitoring Points
	Save Contingency Plan (See <a href="#">Save Contingency Plan</a> for a specific function description )
	Multi-screen
	Screen Layout; select the number of playback screens
	Adaptive Screen/Disable Adaptive Screen
	Full Screen/Exit Full Screen

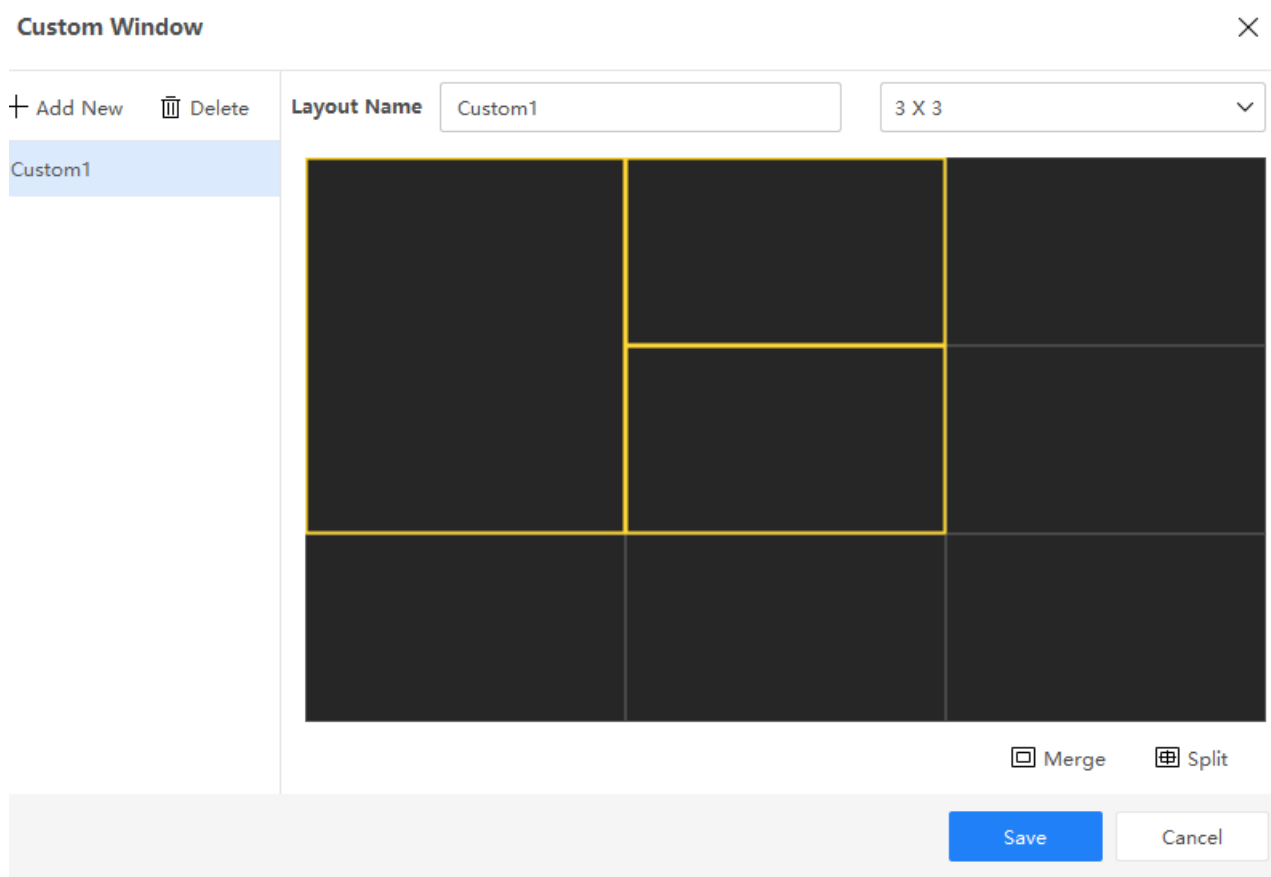
### 5.1.3.1 Multi-screen

For cameras that require multiple displays, click on the Multi Screen key . A window for multi-screen playback will appear.

### 5.1.3.2 Window Layout

Click the Window Layout key  to open window layout options. Users can select preset window layout types or create a custom window layout.

Click the Custom button to open the “Custom Window” dialog box. Users can add and name custom layouts. Click and hold the left mouse button and drag the pointer to select a box. Click merge to merge sub-windows.

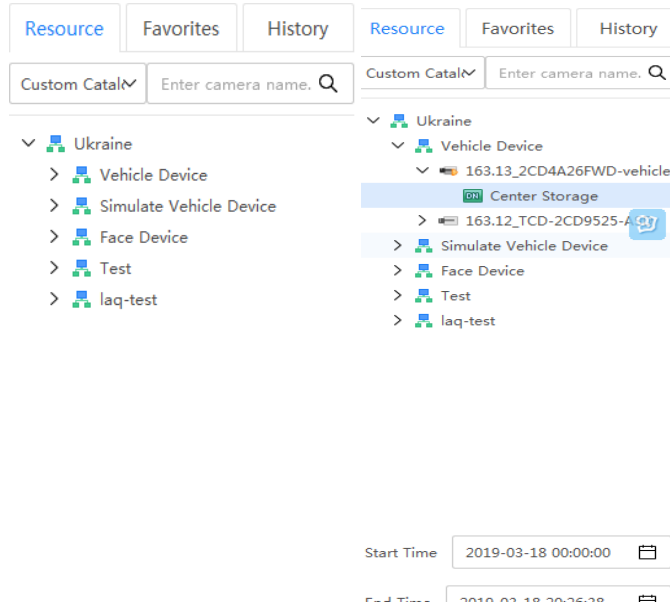


## 5.2 Video Playback

### 5.2.1 Function Panel

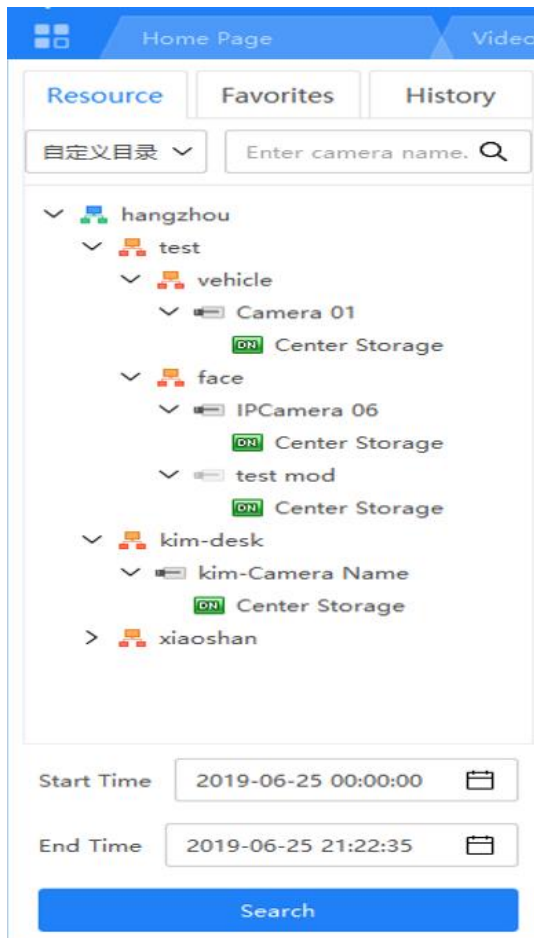
#### 5.2.1.1 Resource Display

In the resource control panel, resources are displayed according to group area. In the Initial Interface Loading Master Control Center and its Level 1 node, unexpanded areas are shown as " > ". After expansion, areas without resources will be shown without a symbol and areas with resources will be marked with the symbol " v ".



**5.2.1.1.1 Camera Display:**

This can display the names of monitoring points. Different symbols are used to display different monitoring categories. Symbols are grayed to indicate a monitoring point's online status. This can display the various types of storage mediums for a monitoring point.



### 5.2.1.1.2 Resource Updates:

The system supports manual updates of resources. After clicking the root node of the resource tree, the update button will appear on the right side. Click the update button to implement the asynchronous update of resources.

### 5.2.1.2 Searching for Monitoring Points

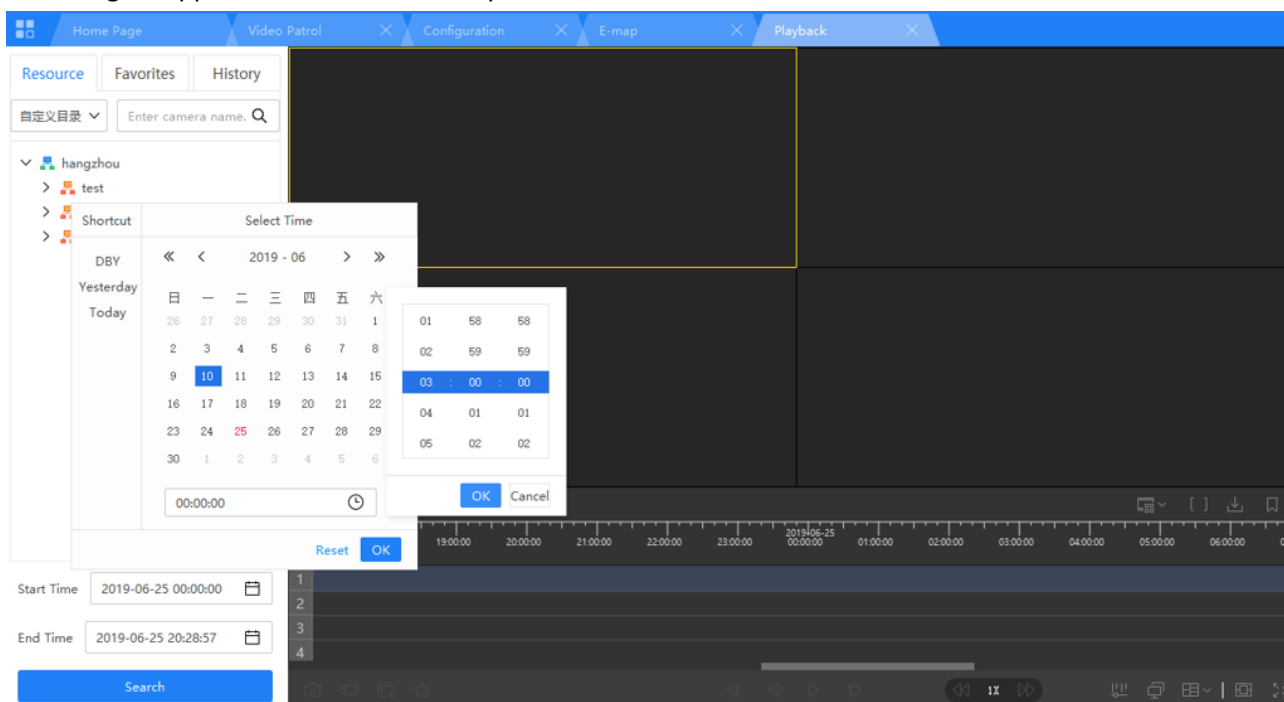
These functions are the same as the functions described in [4.1.1.1.2 Searching for Monitoring Points](#), and will not be further elaborated here.

### 5.2.1.3 Displaying Archives and History

The Archives and History control panels are the same as the Preview control panel. For detailed functions, see [4.1.1.2 Archives Control Panel](#) and [4.1.1.4 History Control Panel](#).

### 5.2.1.4 Time Selecting

Before querying a video, first select a storage node and the video's start and end times. For video time, users can click on the Date key to open a calendar and select the time and date of a video. Currently, video searching is supported over a maximum period of 72 hours.

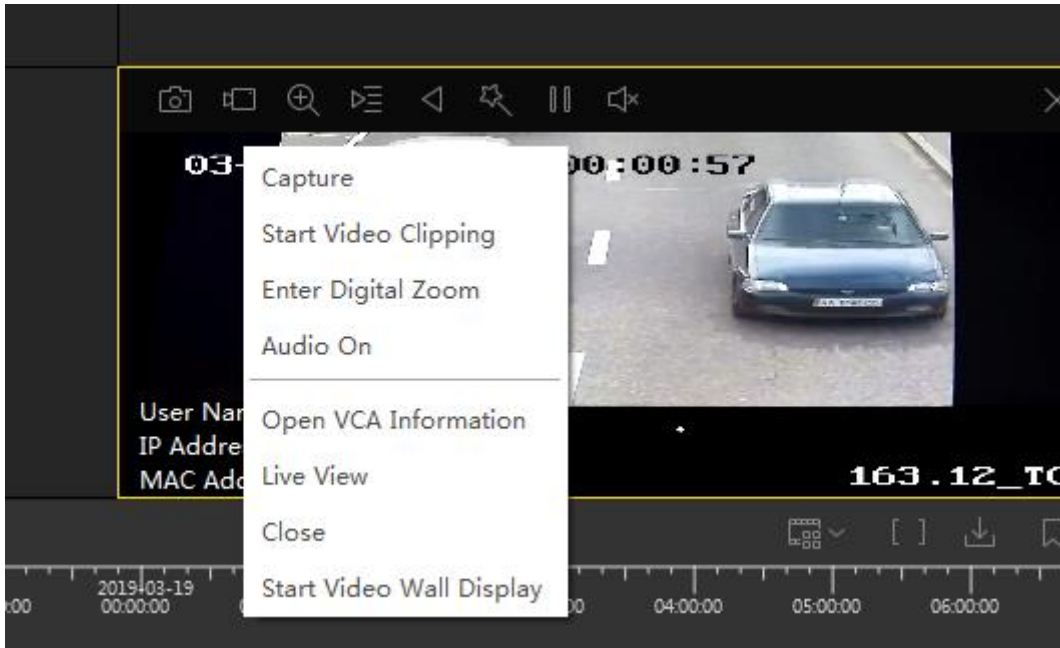


### 5.2.1.5 Playback

After selecting a video time and category, play a video by double clicking the storage media of a monitoring point which has a video within a playback tree (storage media mainly include: device storage and central storage).

## 5.2.2 Playback Window

### 5.2.2.1 Playback Function Right-click












The right-click function menu for video playback is the subset of the right-click function menu for Preview mode, and will not be further elaborated here.

### 5.2.2.2 Playback Window Upper Function Key

Every playback window features an upper toolbar. The toolbar contains several playback functions, which are described in the list below:



Function key descriptions are provided below:

Function Keys	Description
	Capture
	Edit Video
	Digital Zoom (similar to function in Previewing)
	Sectionalize Playback
	Forward Orientation
	Enhance Video (similar to function in Previewing)
	Pause/Play
	Sound On/Off
	Close Playback Window

### 5.2.2.2.1 Sectionalize Playback:

Sectionalized Playback allows users to divide the current video into 4 sections (videos can only be divided into 4 sections), which are played in each sub-window. Videos can be sectionalized multiple times. The time axis in the lower part of each window indicates the time range of the video section.

An unsegmented video, (the video's time interval is 00:00:00-10:00:00):

A video which has been sectionalized once (each sub-video time interval is: 00:00:00-02:30:00, 02:30:00-05:00:00, 05:00:00-07:30:00, 07:30:00-10:00:00):



### 5.2.2.2.2 Forward Orientation:







The Forward Orientation function can move the current video orientation forward by 15 seconds. Other function keys are similar to Preview function keys, and will not be further elaborated here.









## 5.2.3 Playback Global Controls

The following figure describes the functions of the Playback Global Controls:



Function key descriptions are provided below:

Function Keys	Description
	Global Video, conducts video editing for all video windows that are currently playing videos.
	Captures images for all video windows being played
	Global Archive
	Play in Reverse
	Global Stop/Play
	Global Close

	Move Forward One Frame
	Move Backward One Frame
	Increase/Decrease Playback Speed: supported speeds include 1/8x, 1/4x, 1/2x, 2x, 4x, and 8x
	Archive Time Axis
	Multi-screen
	Window Layout
	Enable/Disable Adaptive Screen
	Full Screen/Exit Full Screen

#### 5.2.3.1.1 Move Forward One Frame

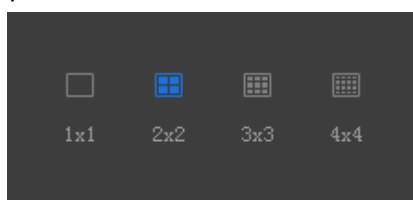
When playing a video, click "Move Forward One Frame" to make the video advance forward by one frame.

#### 5.2.3.1.2 Move Backward One Frame:

When playing a video, click "Move Backward One Frame" to make the video move backward by one frame.

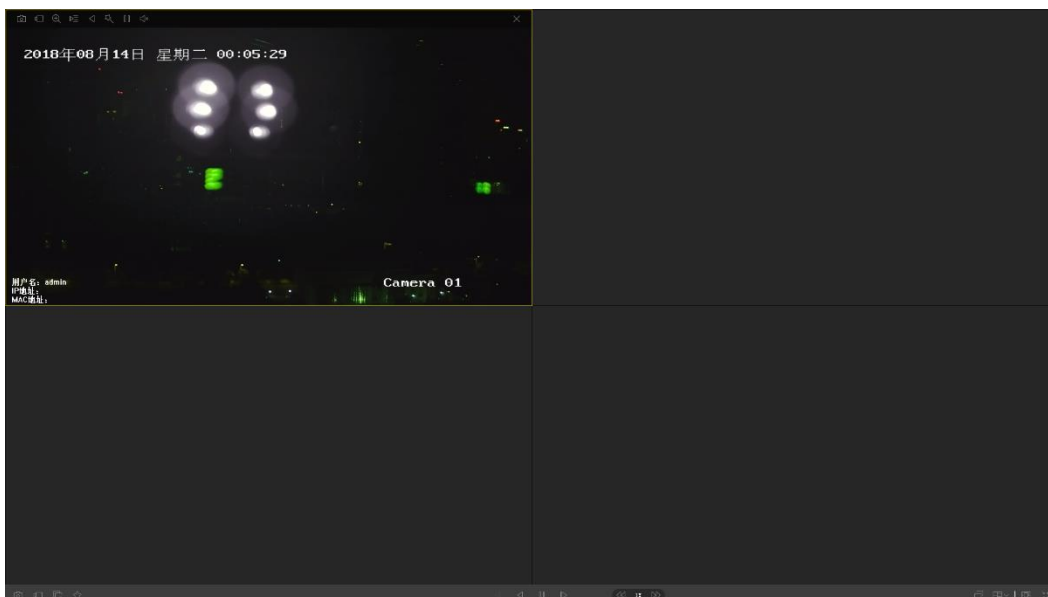
#### 5.2.3.1.3 Window Layout:

Support 1x1, 2x2, 3x3, and 4x4 video layout.



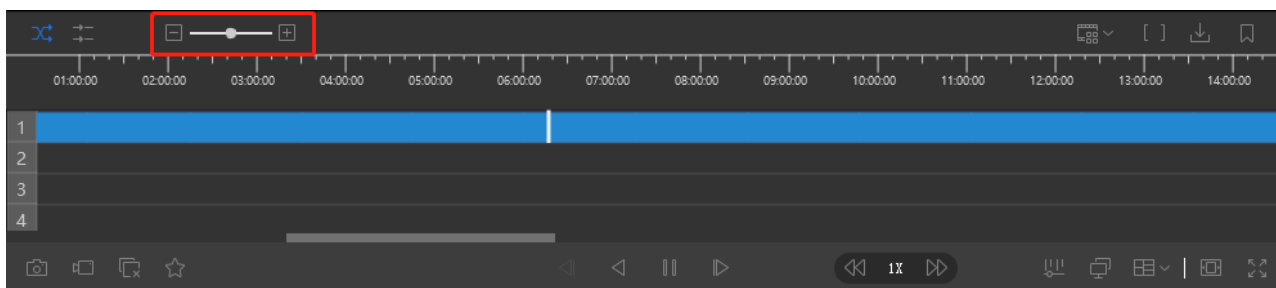
#### 5.2.3.1.4 Playback Global Control Tools in Full-screen Mode:

As with Preview, while in Full Screen mode, the lower toolbar is not displayed by default. Move the mouse pointer to the lower part of the window to globally display the toolbar. Press the Esc key to exit full screen mode.



## 5.2.4 Controlling the Time Axis

The blue bar on the progress bar displays the scheduled video. The red displays a warning video, yellow displays a mobile video, and green displays a manual video (in the currently selected window, the progress bar is displayed as light blue). 9 playback progress bars (maximum of 9 simultaneous playback paths supported) are displayed below the playback screen. Users can click the left mouse button and drag the scroll bar to move the progress bar forwards or backwards, or move the lower horizontal progress bar to move the video's progress bar forwards or backwards.



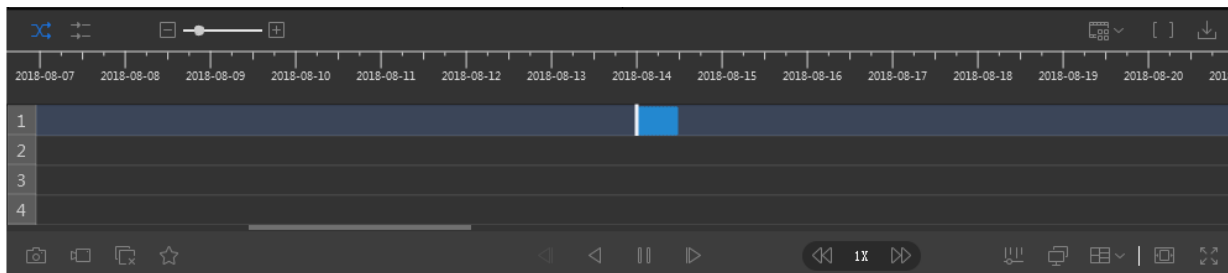
### 5.2.4.1.1 Lengthening/Shortening the Progress Bar:

When the mouse pointer is positioned on the progress bar, if the mouse is moved, the timestamp of the mouse's current position will automatically be displayed, in this format: 2015-09-08 04:48:21.

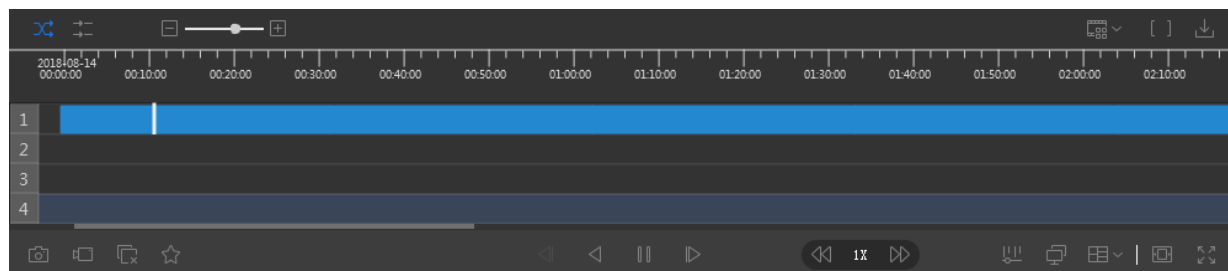
Users can roll the mouse wheel to shorten or lengthen the time progress bar. As shown in the diagram below:



Shorten:



Lengthen:



#### 5.2.4.1.2 Synchronized Playback:

Synchronized Playback: synchronously play videos on all screens (if a monitor point has no video during this particular time segment, playback will be paused) as shown in the following figure:

Asynchronous Playback: different playback times can be selected for each video.

### 5.2.5 Downloading Videos

This function's steps are the same as the steps listed in section [2.6 Download](#)

## 5.3 E-map

Basic E-map function modules include [Map Functions], [Resource Query], and [Toolbox].

## 5.4 Smart Linkage

Smart Linkage primarily selects areas according to bullet cameras, and controls the orientation and display of dome cameras. A host device can simultaneously pair with 4 slave devices using one-to-one matching. Click the Smart Linkage icon to enter the smart linkage page.

### 5.4.1 Auto Tracking

When automatic tracking is activated, if the host device's bullet camera notices a moving object, the object will move within a red box. If multiple objects are moving, the main object will be surrounded by a red box and green boxes will surround the other moving objects. The slave device dome camera will orient the object within red box. When the mouse pointer clicks on or selects an object within a green box, the green

box will become a red box and the slave device dome camera will begin tracking the object selected in the red box. As shown in the figure:

## **5.4.2 Track the Point**

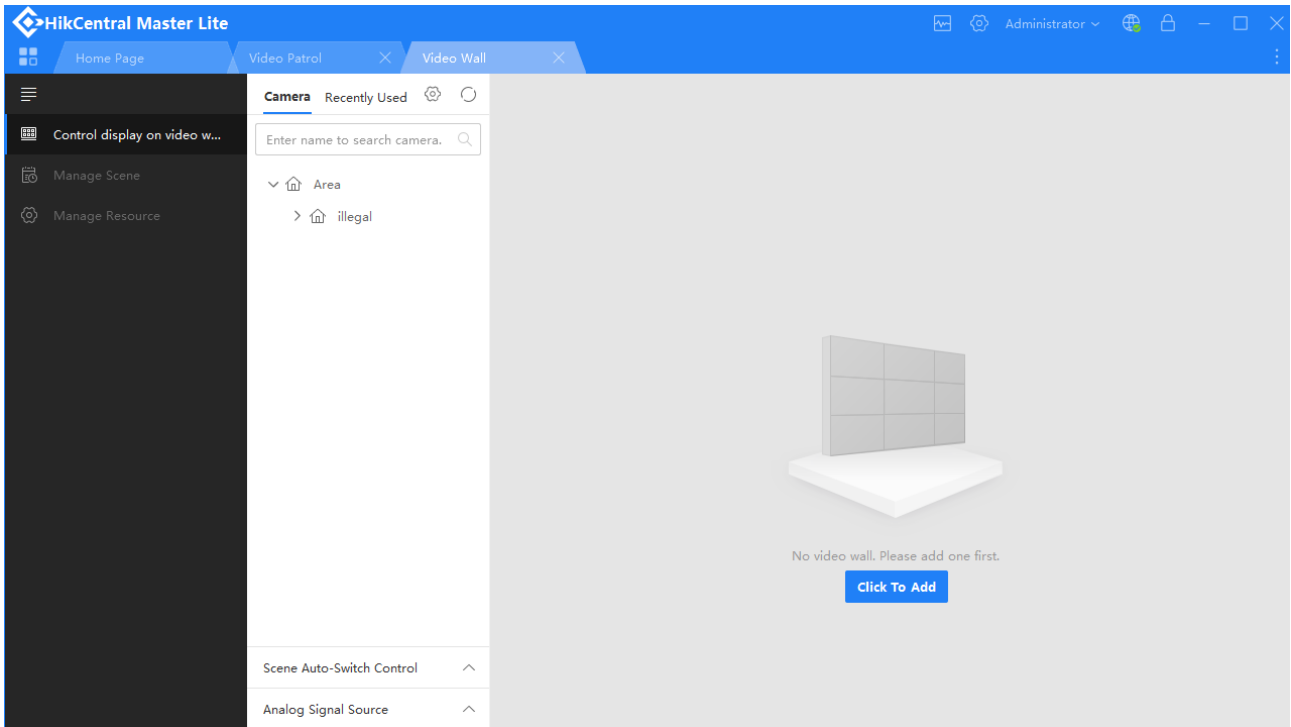
The Track the Point function is the opposite of the Automatic Tracking function. When "Focus on Selected Point" is enabled, if the user clicks or selects a certain point on the screen of the host device, the slave device's dome camera will also track the same point, as shown in the figure below:

# **5.5 Video Wall**


## **5.5.1 Interface Overview**

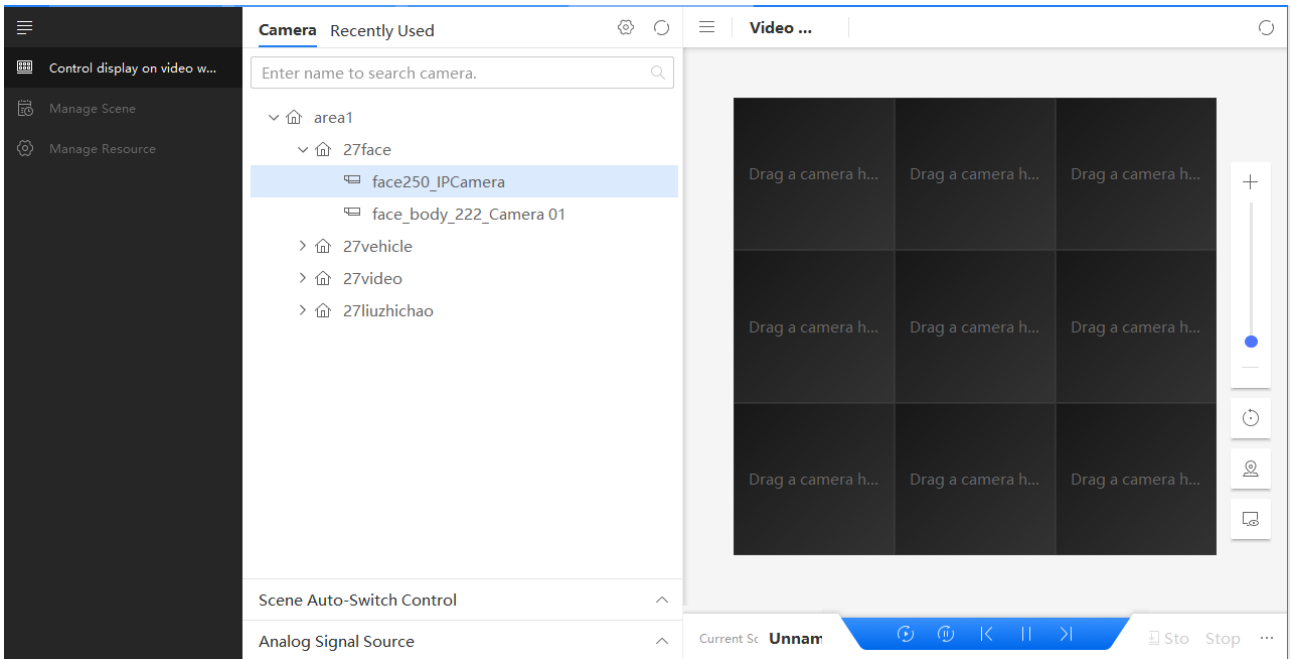
### **5.5.1.1 Home Screen**

The video wall is classified according to the operating interface that it displays on the left. There are three major operating interfaces: wall control interface, scene administration interface, and resource administration interface.



### 5.5.1.2 Wall Control Interface

Users can navigate to the wall control interface from the home screen using the  button. The interface consists of the resource control panels for monitoring points and the analog signal source manager, the window display area on the right side, the upper video wall list, the lower scene list, and the tool area.



Interface key functions are described below:

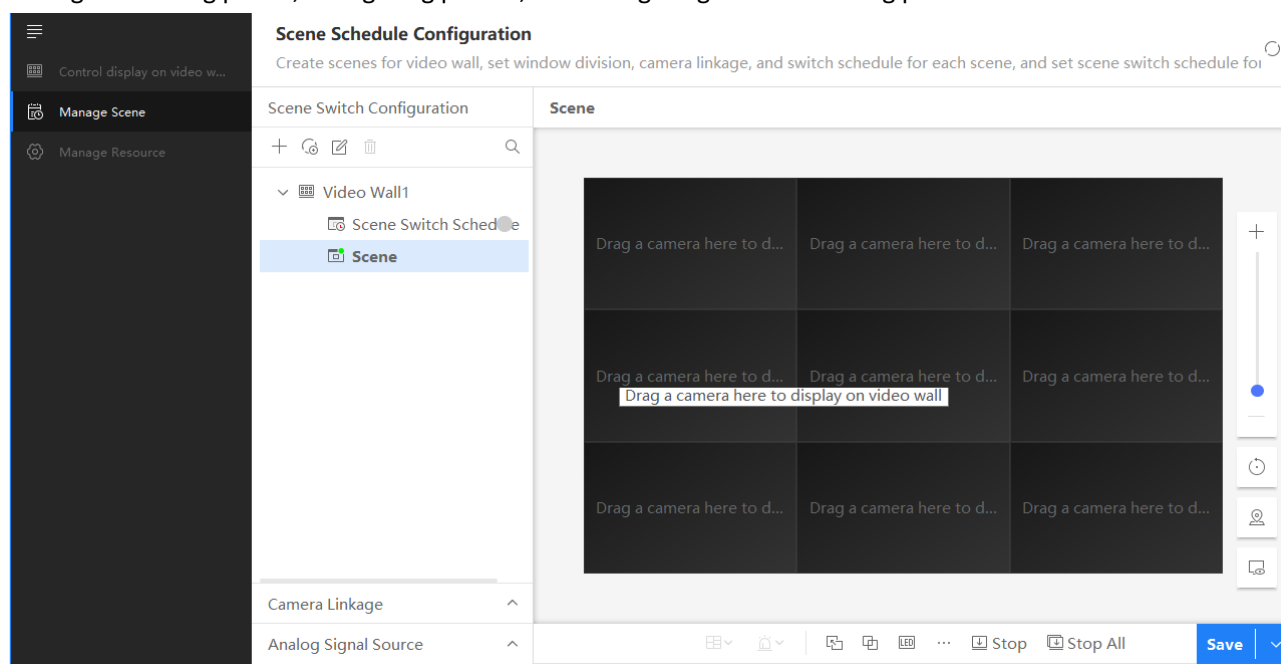
Table 5.5-1 Legend of Wall Control Interface Function Keys

Key	Function Description	Key	Function Description
-----	----------------------	-----	----------------------

	Enable/Pause All Patrols		Execute Upper/Lower Page Patrols, Pause Patrols
	Refresh the Current Video Wall/Monitor Point List		View Video Wall List
	Open Local Echo Display Window		Close Local Echo Display Window
	Expand Display Proportion		Minimize Display Proportion
	Rapid Orientation Window		Restore Original Proportion
	Expand Monitor Point Resource Tree Group		Additional Operations
Scene Auto-Switch Control	Expand/Hide Scene List		Lower Wall
Analog Signal Source	Expand/Hide Analog Signal Resource List		All Lower Wall

### 5.5.1.3 Scene Management Interface











Users can navigate to the screen management interface from the home screen using the button. The screen management interface allows users to display and configure the scenes and patrols of video walls. The main operations include adding, deleting, and modifying a video wall's scenes, configuring the layout of each scene, linking monitoring points, configuring patrols, and configuring scene switching plans.




Interface key functions are explained below:

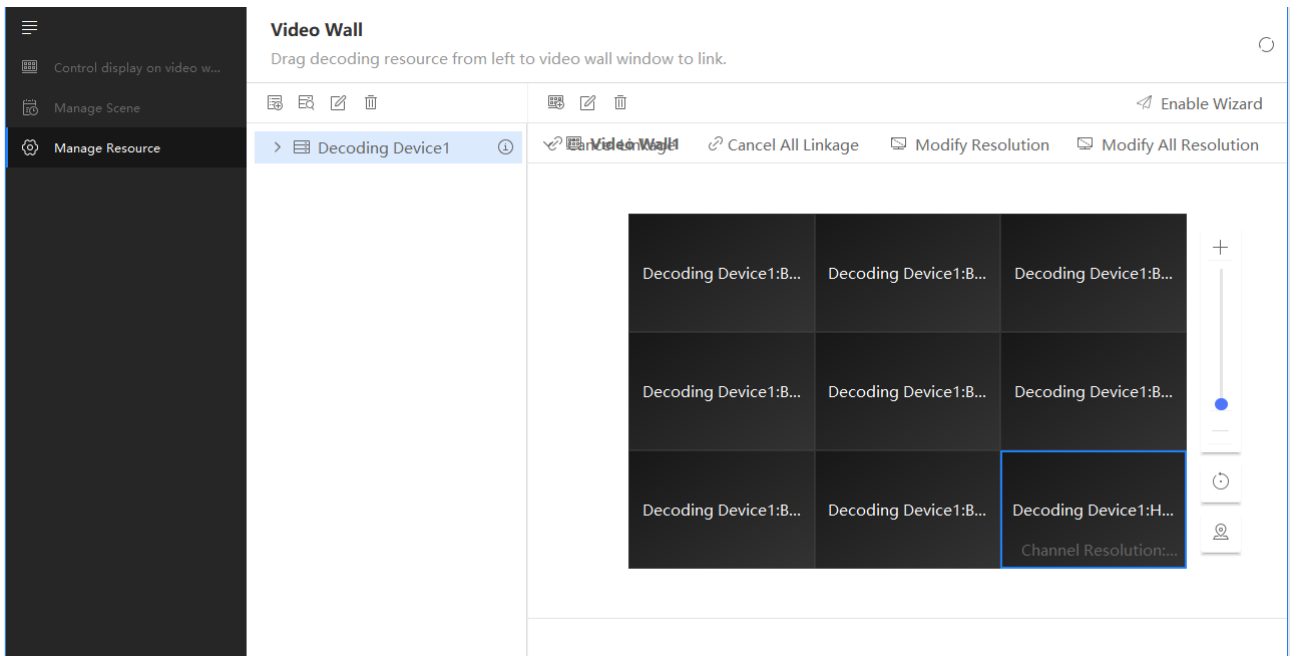
Table 5.5.3-2 Scene Management Interface Function Key Description

Key	Function Description	Key	Function Description
	Expand video Wall List		Split Window
	Virtual LED Operation		Set as Warning Window
	Open Window (similar to window-in-window display)		Splice Video Wall Window
Camera Linkage	Camera Linkage		Hide Scene Management Area
	Scene Search		Scene Save/Save As
	Add Scene		Edit Scene/Patrol
	Delete Scene/Patrol		Add Patrol

	Refresh the Current video Wall/Scene List		Additional Operations
	Lower Wall		All Lower Wall
	Open Local Echo Display Window		Close Local Echo Display Window
	Expand Display Proportion		Minimize Display Proportion
	Rapid Orientation Window		Restore Original Proportion










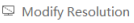
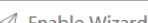

### 5.5.1.4 Resource Management Interface

Users can navigate to the resource management interface from the home screen using the  button. The interface is divided into two parts. The left side displays the decryption device list and the right side displays the video wall. Users can add, modify, delete, and refresh decryption devices and the video wall.



Interface key functions are explained below:


Table 5.5-2 Resource Management Interface Function Key Legend

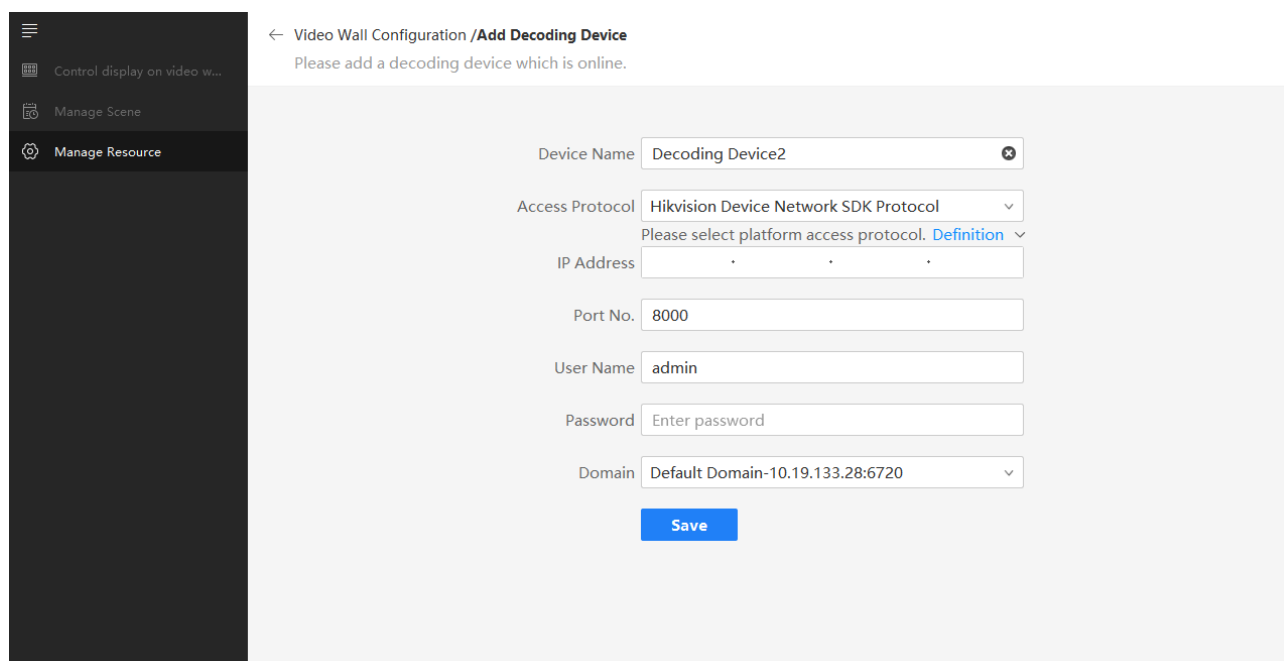
Key	Function Description	Key	Function Description
	Expand Display Proportion		Minimize Display Proportion
	Rapid Orientation Window		Restore Original Proportion
	Add/Delete/Modify/ Decryption Device, Refresh Decryption Devices		Add/Delete/Modify video Wall
	Expand Current video Wall of Decryption Device		Refresh All video Walls
	Remove all Decryption Device and video Wall Window Links		Set Decryption Device Channel Resolution
	Wizard Instructions When Adding Resources		Hide Decryption Device Resources Area

## 5.5.2 Resource Management

With the resource management interface, users can manage and configure video walls and decryption devices. Main functions include adding, deleting, and modifying video walls and decryption devices, and configuring video wall resolution.

### 5.5.2.1 Adding a Decryption Device

**Step 1:** Open the resource management interface and click on the "Add Decryption Device" key  in the left column. Select a decryption device protocol type and enter the decryption device name, IP, port, user name, password, and other information to complete adding a decryption device.



← Video Wall Configuration /Add Decoding Device  
Please add a decoding device which is online.

Device Name

Access Protocol   
Please select platform access protocol. [Definition](#)

IP Address


Port No.

User Name


Password

Domain


### 5.5.2.2 Modifying a Decryption Device

After adding a decryption device, you can modify it. Select the decryption device and then click the Decryption Device Modification key  located on the left side of the resource management interface.


### 5.5.2.3 Deleting a Decryption Device

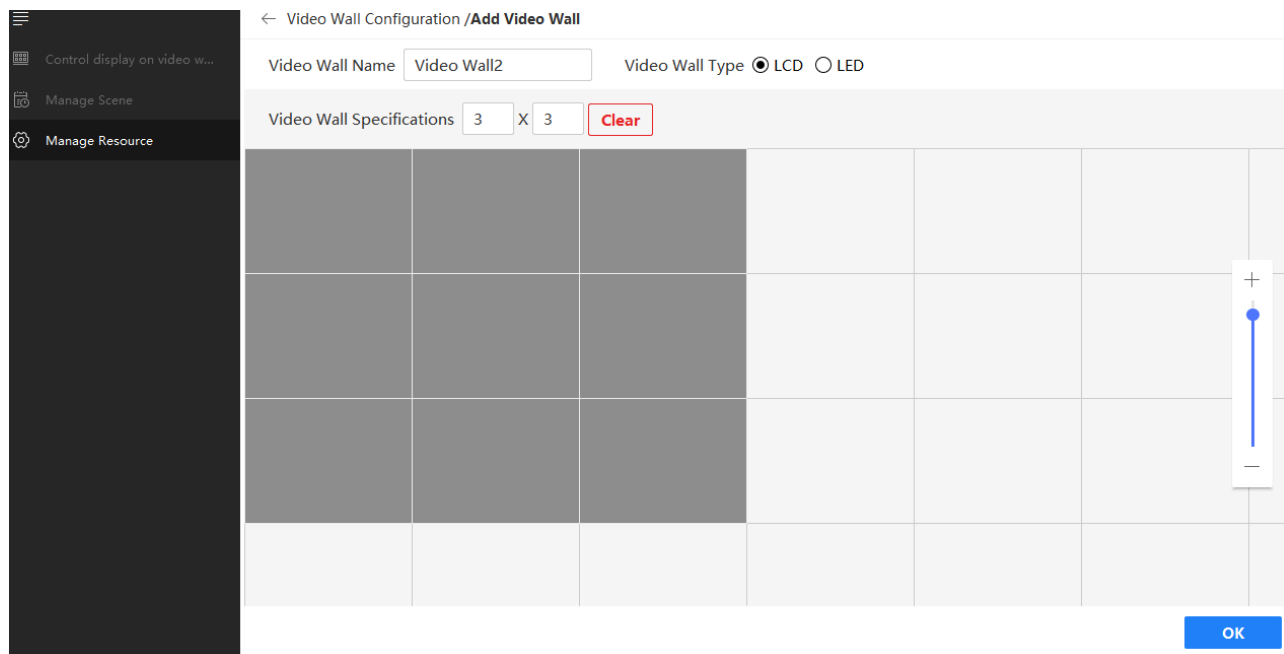
After adding a decryption device, you can delete it. Select the decryption device and then click the Decryption Device Delete key  located on the left side of the resource management interface.

### 5.5.2.4 Refreshing a Decryption Device List

To refresh the decryption device list, click the Refresh Decryption Device key  located on the left side of the resource management interface.


### 5.5.2.5 Adding a Video Wall

**Step 1:** Open the resource management interface and click on the Add video Wall key  located on the left side of the interface. Enter the name of the video wall, select a video wall category, drag and select video wall specifications and click OK.




**Step 2:** After adding a decryption device and video wall, enter the video wall configuration page and drag an encryption device from the left side to a corresponding window to link a window with a decryption device. To cancel a linkage between a window and a decryption device, right-click the window and select “Cancel Linkage” or click the Cancel Linkage function key.


### 5.5.2.6 Modifying a Video Wall

After adding a video wall you can modify its name. Select the video wall and then click the Video Wall Modify Name key  located on the left side of the resource management interface.

### 5.5.2.7 Deleting a Video Wall

You can delete the video wall after adding it. Select the video wall and click the “Delete Video Wall” button on the right side of the resource management interface .

### 5.5.2.8 Refresh Video Wall List

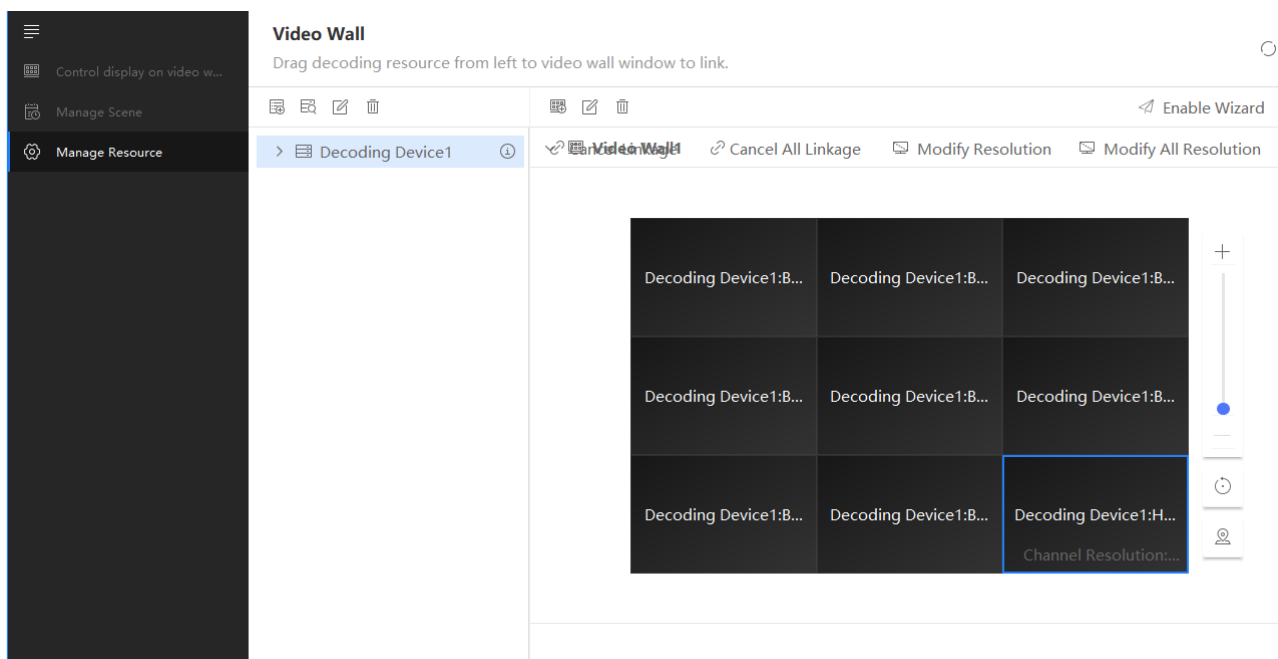
You can refresh the video wall list. Click the “Refresh Video Wall List” button on the right side of the resource management interface .

### 5.5.2.9 Video Wall Configuration

After adding the video wall and decoding device, you can perform basic settings on the wall such as decoding resource linkage, cancel linkage, set resolution, etc.

#### 5.5.2.9.1 Cancel Linkage

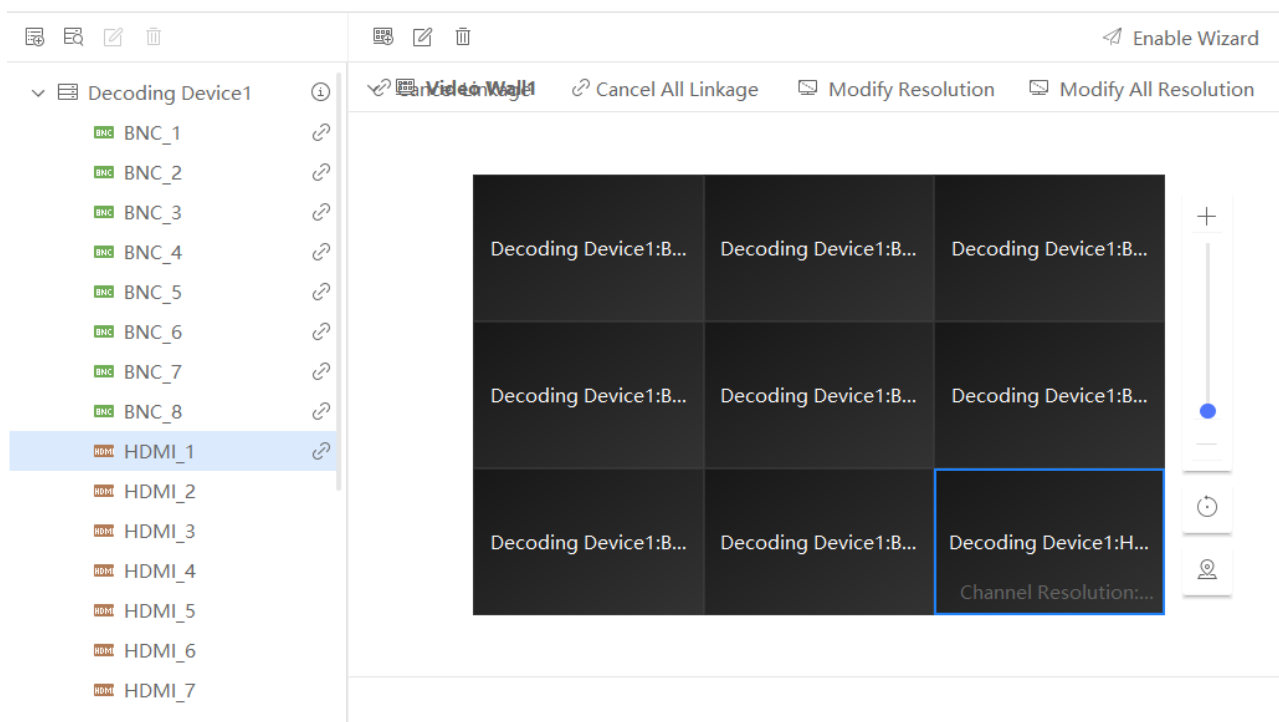
After the decoding device is linked with the window's resources, you can unlink them. Right-click on the window and select “Cancel Linkage”.



#### 5.5.2.9.2 Modify Resolution

After the decoding device is linked with the window's resources, right-click on the window and select “Edit Resolution” or use the “Resolution” button in the toolbar to edit the resolution.





### 5.5.3 Video Wall Display Control

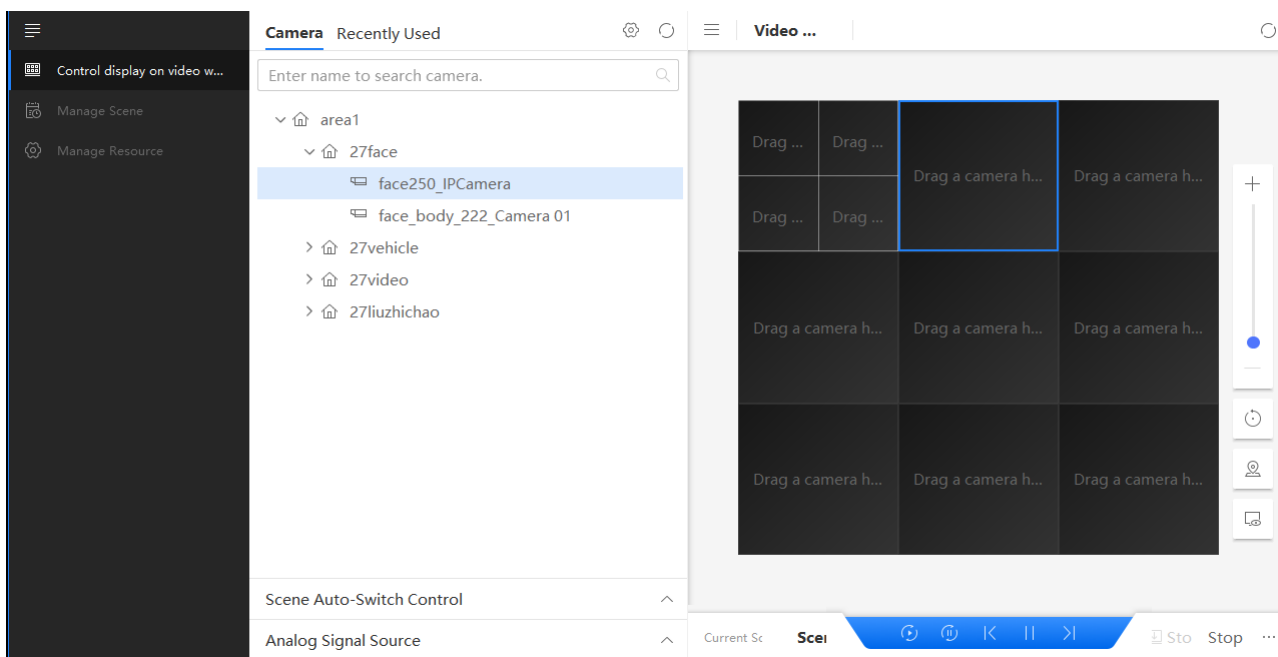
In the video wall display control interface, you can perform basic operations on the video wall, including executing windows, layers, video wall display, auto-switch, sound control, etc. Note: all operations on the video wall display control interface are single-use and temporary operations so scene information will not be saved.

#### 5.5.3.1 Window Operation

##### 5.5.3.1.1 Division

The system supports dividing a window on the video wall using a fixed pattern (1, 4, 6, 8, 9, 16 windows), and layout selection depends on the division capability set of the decoding device.

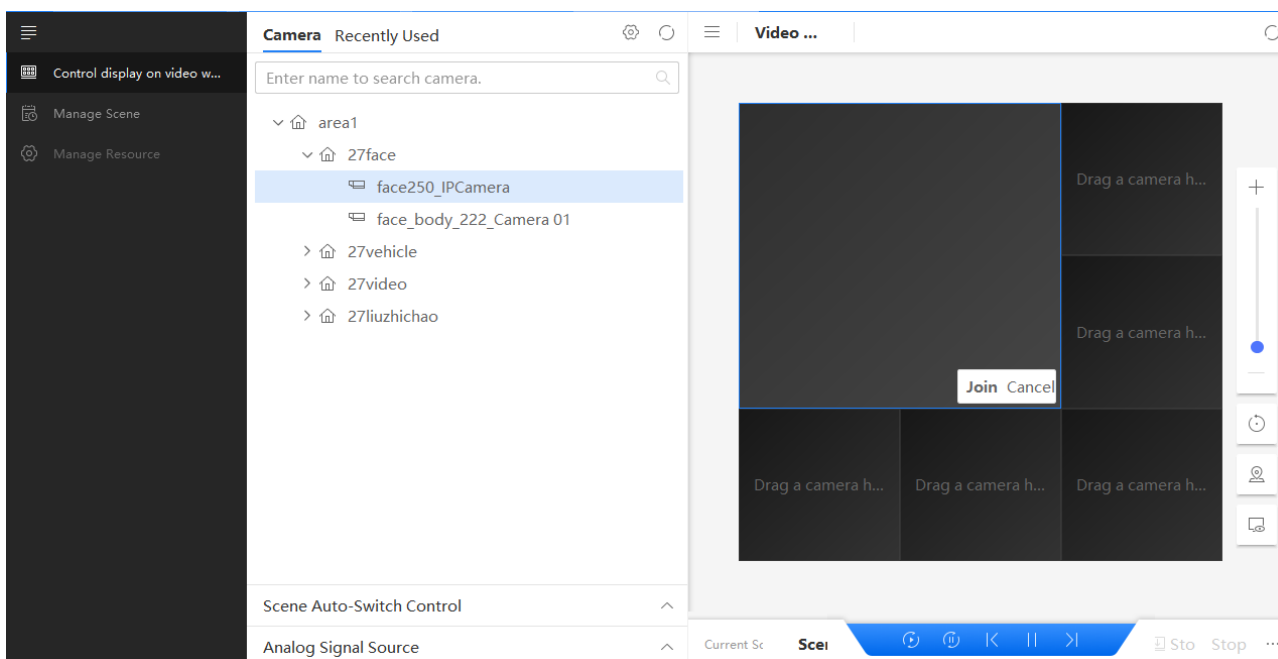
**Step 1:** Select a window to be divided. Right-click on the window and select “Division”, or click the “More Operations” button in the lower right corner of the toolbar and select “Division” in the pop-up selection box.



### 5.5.3.1.2 Join


**Step 1:** Select a window to be divided. Right-click on the window and select “Division”, or click the “More Operations” button in the lower right corner of the toolbar and select “Division” in the pop-up selection box.

**Step 2:** Click and drag the mouse to select the windows to be joined. Click “Join” to confirm, and click “Cancel” to cancel.



**Step 3:** For joint windows, right-click “Cancel Join” to cancel jointing.

#### **5.5.3.1.3 Open Window and Roam**

**Step 1:** Select a window to be divided. Right-click on the window and select “Open Window”, or click the “More Operations” button  in the lower right corner of the toolbar and select “Open Window” in the pop-up selection box.

**Step 2:** Drag the mouse to select the area in which you wish to open the window.

**Step 3:** Press and hold the title bar of the open window, and drag the window to roam.

#### **5.5.3.1.4 Zoom**

**Step 1:** Select a window and right-click on “Zoom” to resize to the whole video wall.

**Step 2:** For zoomed in windows, right-click to reset zoom.

#### **5.5.3.1.5 Bring to Front**

**Step 1:** When there are multiple stacked windows, you can right-click on any underlying window and select “Top” to display it at the top.

#### **5.5.3.1.6 Send to back**

When there are multiple stacked windows, you can right-click on any underlying window and select “Bottom” to display it at the bottom.

#### **5.5.3.1.7 Close Window**

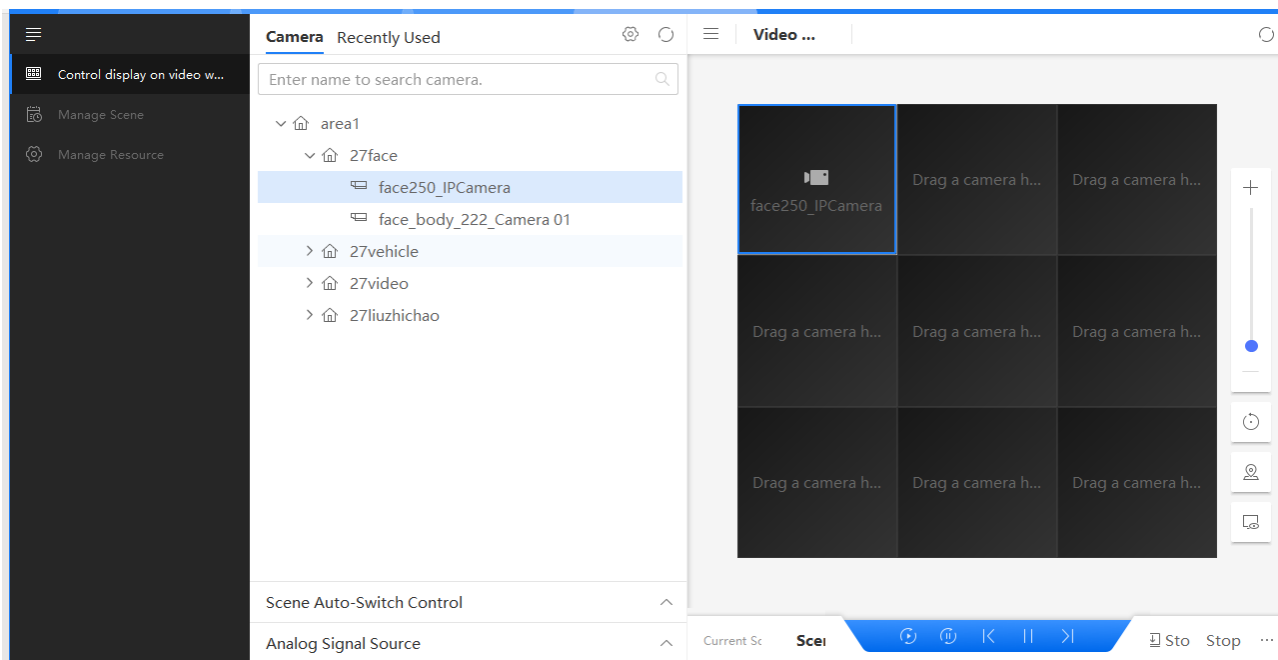
Right-click on any open window and select “Close Window”.

### **5.5.3.2 Display on Video Wall**


#### **5.5.3.2.1 Live View on Video Wall**


Used to configure the video wall display of real-time camera monitoring.


**Step 1:** Expand the camera resource tree view in the resource panel and select the cameras to be monitored in real-time on the video wall. Drag the selected camera to a window to complete the video wall live view display operation



**Step 2:** Right-click “Preview Live View” on the window that is displayed on the video wall, to open the live view window for local live view in the lower right corner of the interface. The cameras displayed on the video wall can be stopped by using the “Stop” or “Stop All” buttons among the tools in the lower right corner.

**Step 3:** Click the local live view widget toolbar  to make sound adjustments.

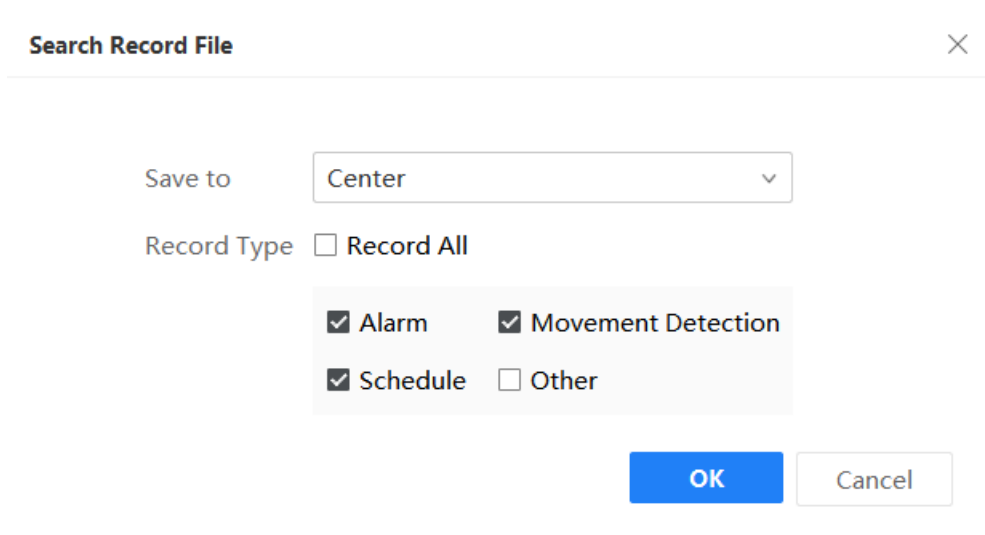
**Step 4:** Click the local live view widget toolbar  to make sound adjustments.

**Step 5:** Click the local live view widget toolbar  to make sound adjustments.


#### 5.5.3.2.2 Display Playback on Video Wall

Used to configure the video wall display of camera playback.

**Step 1:** Right-click “Preview Playback” on the window or camera that is displayed on the video wall, and select the storage location and storage type to perform local playback.



**Step 2:** Click  to search recordings. Perform local playback based on search date.

**Step 3:** Click the local live view widget toolbar  to make sound adjustments.

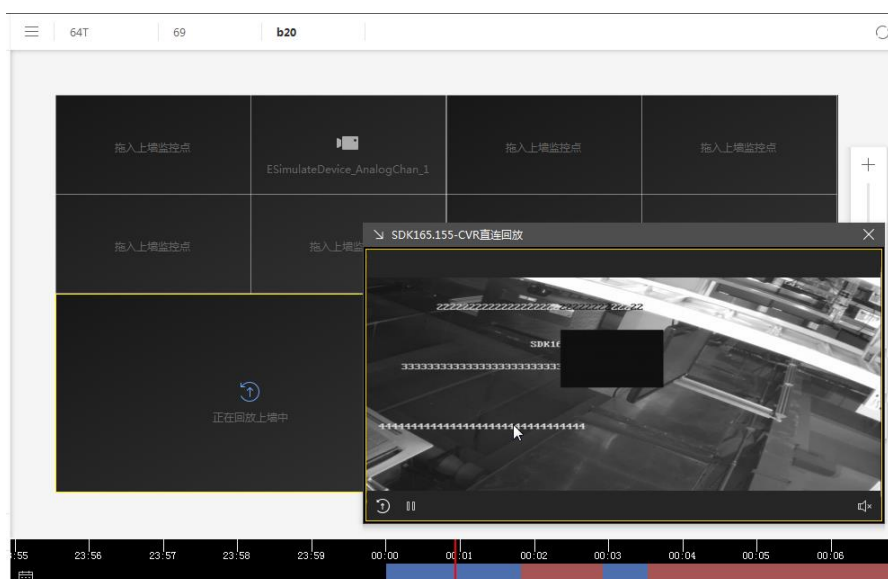




Figure 5.5-1 Display Playback on Video Wall

**Step 4:** Click the local live view widget toolbar  to make sound adjustments.

**Step 5:** Click the local live view widget toolbar  to make sound adjustments.

**Step 6:** Right-click on “Cancel Playback” to cancel local playback.

Note: the playback on the video wall must be inter-operable between the domain where the client is located and the domain where the storage device is located. In other words, the client must have direct access to the storage device, otherwise the function cannot be used.

### 5.5.3.2.3 Live View Auto-switch

Live view auto-switch refers to the real-time video of the camera auto-switch playback on the video wall.

**Step 1:** In the video wall display control interface, for any video wall scene, you can pause/start all auto-switches

and execute previous/next page, etc.) using the toolbar button



### 5.5.3.2.4 Display Local Desktop on Video Wall

The software supports video wall display of the system desktop of the PC where the client is located.

**Step 1:** Select a video wall window and right-click to select “Display Desktop to Video Wall” to display the desktop of the local PC system on the window.

**Step 2:** For desktop windows that are already displayed on the video wall, right-click once to select “Stop Display Desktop to Video Wall”

Notes:

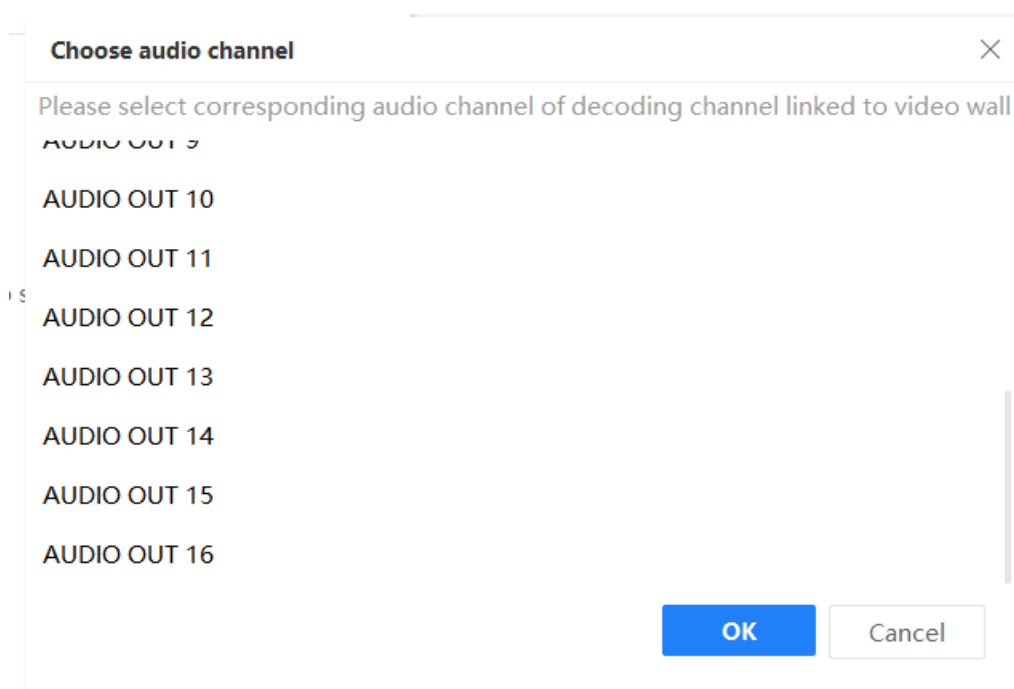
1. This function must be inter-operable between the domain where the client is located and the domain where the decoding device is located
2. Does not support win10's screen-lock capture function

### 5.5.3.3 Switch to Main Stream and Sub-stream

**Step 1:** Right-click on the window displayed on the video wall, and right-click again to switch between the main stream and sub-stream. You can set the corresponding video wall code stream.

### 5.5.3.4 Sound Control

**Step 1:** Right-click on the window and select "Turn on Sound" to turn on the sound output of the corresponding output channel. After the sound is turned on, the sound icon will be displayed in the upper right corner.



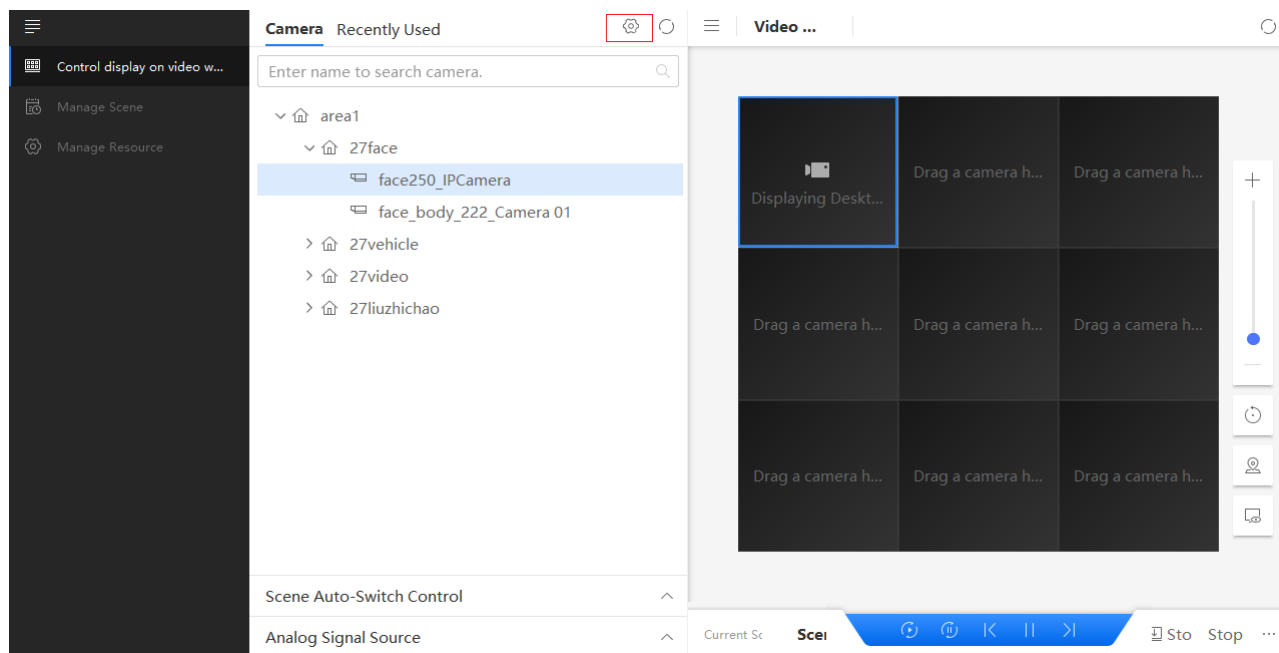
**Step 2:** For windows with the sound on, right-click once to select "Turn Off Sound".

### 5.5.3.5 Additional Operations

Select any window and click on "More Operations" in the toolbar for on-demand operation. The menu items displayed in "More Operations" are the same as those displayed in the right-click menu of the window, which are related to the window status. The right-click menu functions differs slightly for normal windows, open windows and windows that are displayed on the video wall.

### 5.5.3.6 Configure Direct Connection to the Front-End Device to Get Stream for Display on Video Wall

The client provides the camera stream configuration access and interface. The configuration interface configure the source stream of each camera (directly connected to the front-end device, not directly connected to the front-end device), although non-Hikvision SDK front-end devices are not supported. The nodes are grayed out and uses the tooltip to display the prompt that "Non-Hikvision devices do not support directly connected front-end devices."



After accessing the camera configuration and selecting the area on the left, the cameras in the area will display on the right and can be configured for direct connection.

## 5.5.4 Scene Management

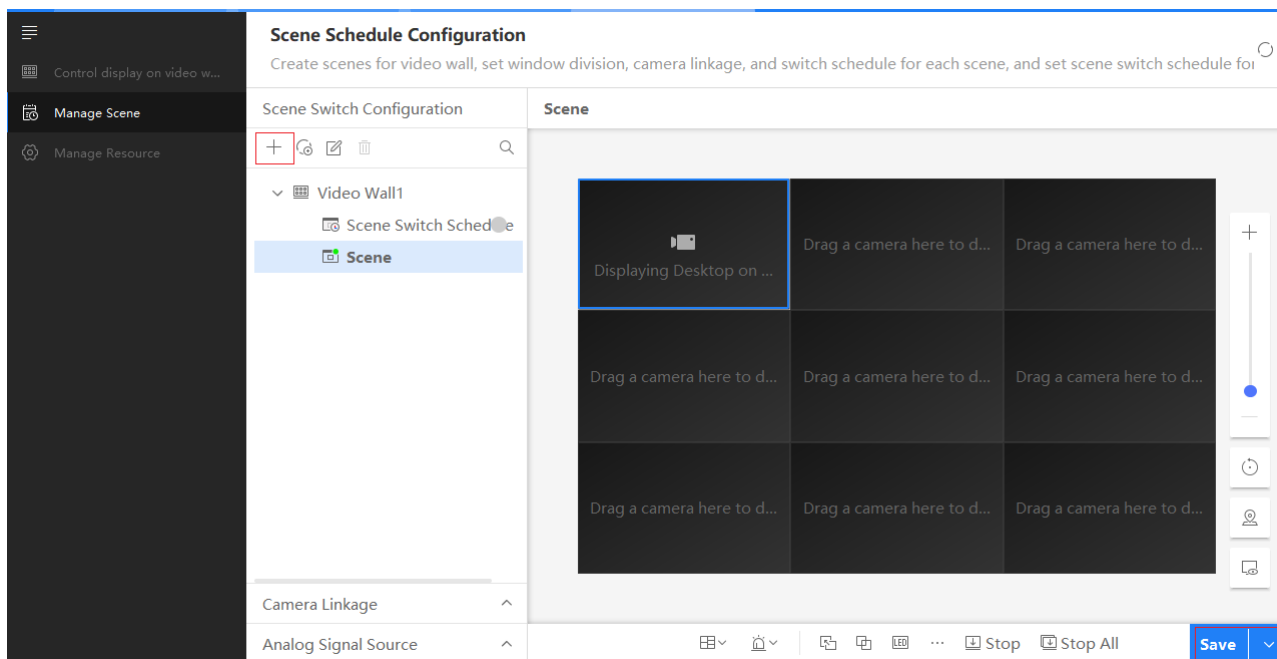
You can manage and configure video wall scenes in the video wall scene management interface. This mainly includes adding and deleting scenes, and configuring the video wall scene switch plan.

### 5.5.4.1 Add Video Wall Scene


The video wall scene is a set of video wall status, including window layout (division and joint), camera on window, live view auto-switch, alarm window, whether to enable auto start/stop, and auto start/stop time.

**Step 1:** Click the "Add Scene" button in the scene management interface, and enter the scene name and type






#### 5.5.4.2 Modify Video Wall Scene

**Step 1:** You can modify a scene after adding it. Select any video wall scene and click “Modify Scene”  to modify the scene.

#### 5.5.4.3 View Video Wall Scene Details

After adding a scene, you can view its details including the scene type (platform scene, device scene), scene name, corresponding video wall name and scene number. Right-click “View Scene Details” after selecting any video wall scene.

#### 5.5.4.4 Delete Video Wall Scene

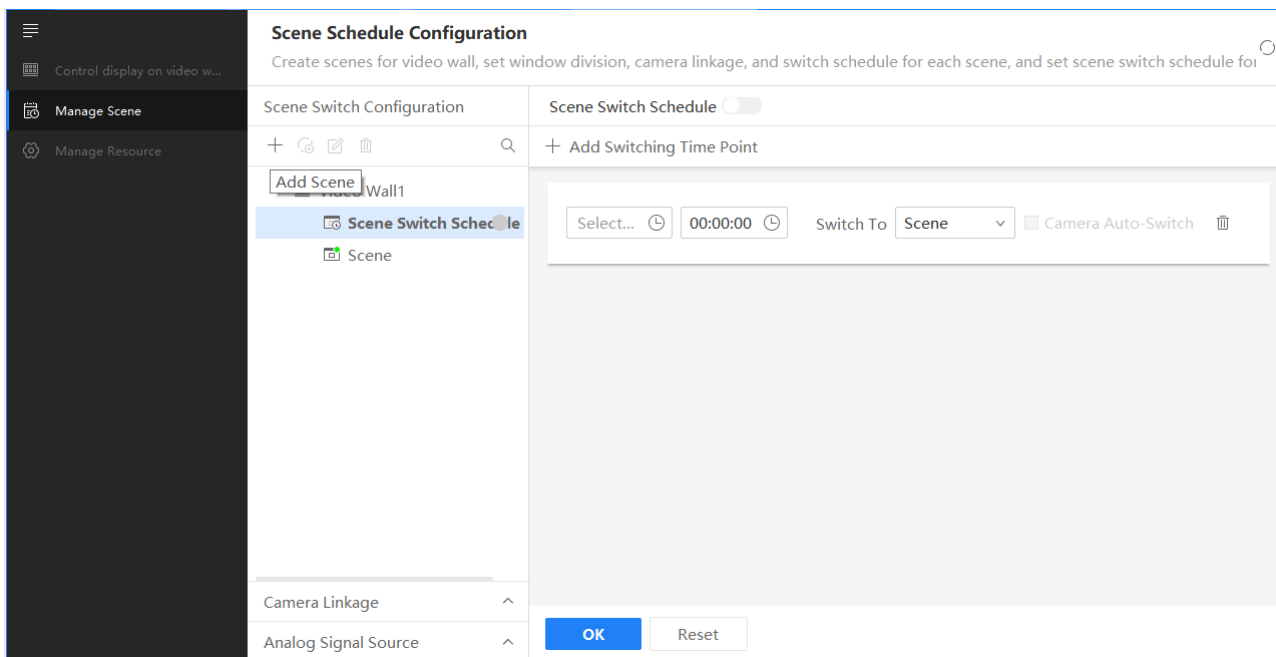
You can delete a scene after adding it. Select any video wall scene and click “Delete Scene”  to delete the scene.

#### 5.5.4.5 Switch Video Wall Scene



Double-click on any scene in the scene list display behind any scene to switch scenes.







#### 5.5.4.6 Configure Scene Switch Schedule

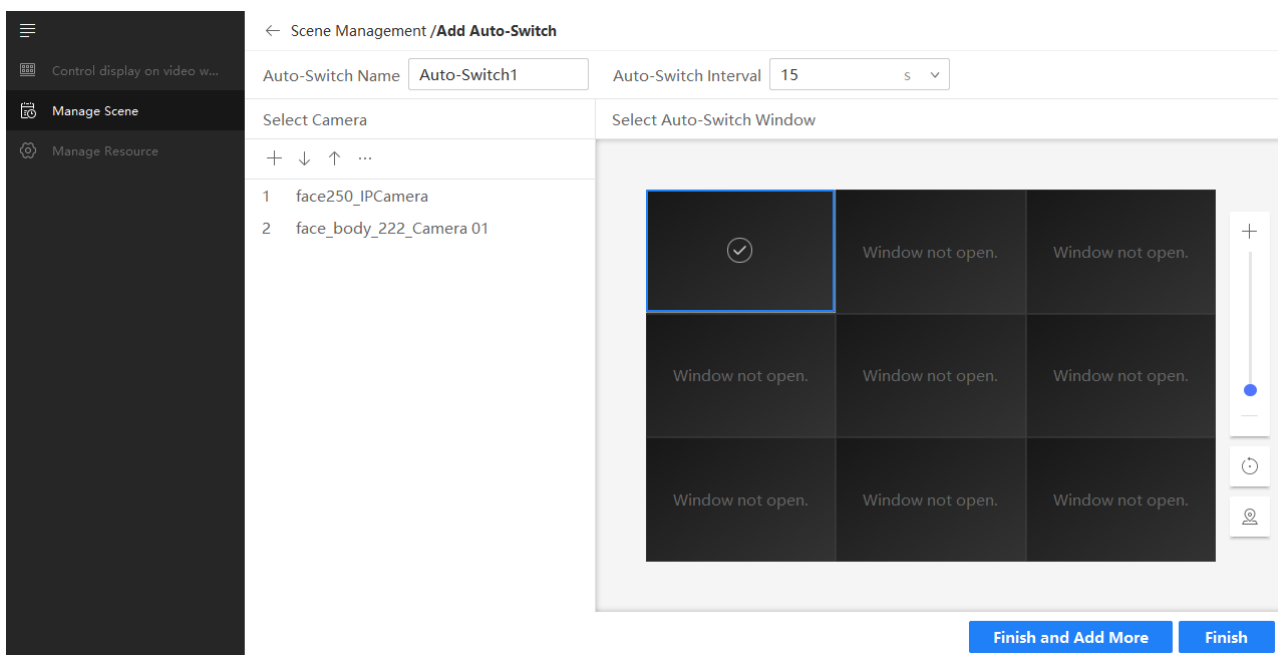
Click on “scene switch schedule” behind any scene. Open the scene switch schedule on the right, configure the schedule and click “OK”.




### 5.5.4.7 Add Patrol

**Step 1:** In the scene management interface, double-click to switch to selected video wall scenes and click the “Add Auto-Switch” button . Enter auto-switch name and configure auto-switch interval. Click on the “Select Auto-Switch” window. Windows that have been selected by other auto-switches will display the  icon and cannot be selected. Click the selected window with a serial number again to cancel selection. After configuration, click “Finish” and save the current scene.


**Step 2:** Click the “Select Camera” tab. Click  “Add Blank Channel Auto-Switch” or “Import/Export Camera”. Click  to add auto-switch camera. Select the cameras to be added. You can click  to delete added cameras. Click  to configure the main stream and sub-stream. Click   to move cameras up and down.



#### 5.5.4.8 Modify Auto-switch

You can modify the auto-switch after adding it. Click  on an auto-switch to modify it.

#### 5.5.4.9 Delete Auto-switch

You can delete the auto-switch after adding it. Click  on an auto-switch to delete it.

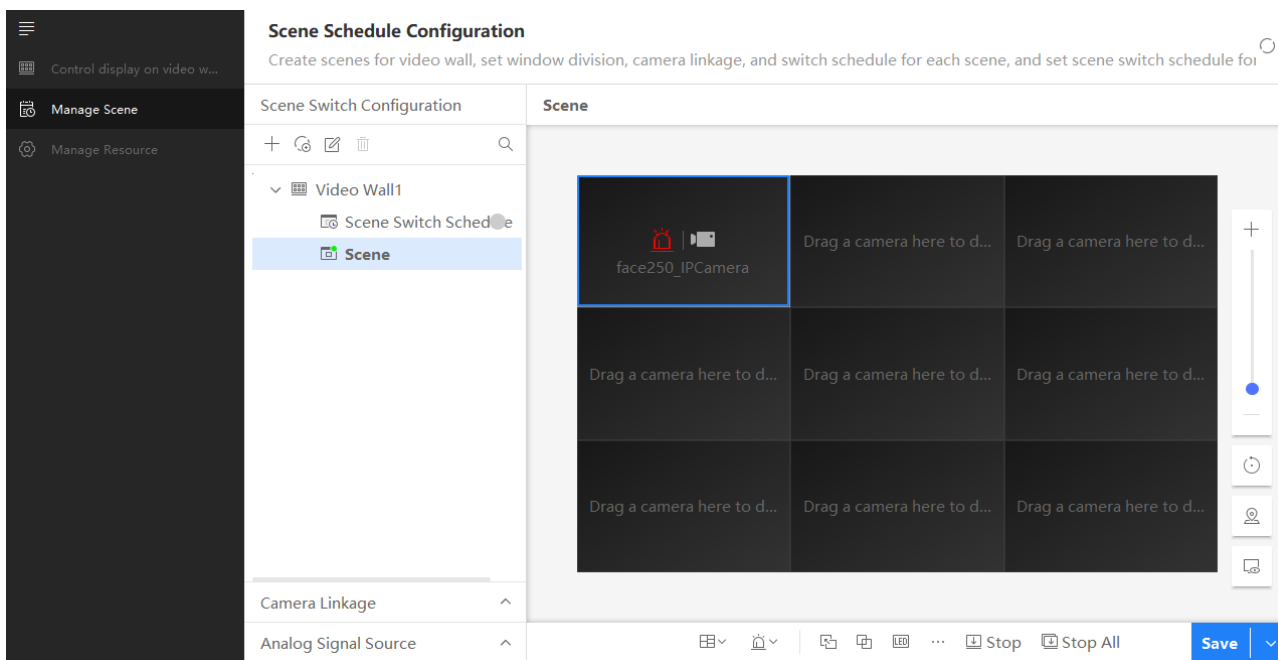
#### 5.5.2.10 Alarm Window

After the window is set as an alarm window, it will automatically be displayed on the video wall when the alarm is triggered, and the information will automatically be displayed on the window.

**Step 1:** Right-click on any video wall window and select “Set as Alarm Window”. You can select high,

medium or low alarm levels. You can also use the toolkit button  to configure the alarm window level.

When the alarm is triggered, it will automatically display on the window.



**Step 2:** If any window has already been configured as an alarm window, right-click the window again to select “Cancel Alarm Window”.

#### 5.5.2.11 Window No.

**Step 1:** Select a window and right-click on “Custom No.”; select “Set No.” or “Clear No.” based on your requirements”.

#### 5.5.2.12 Window Name

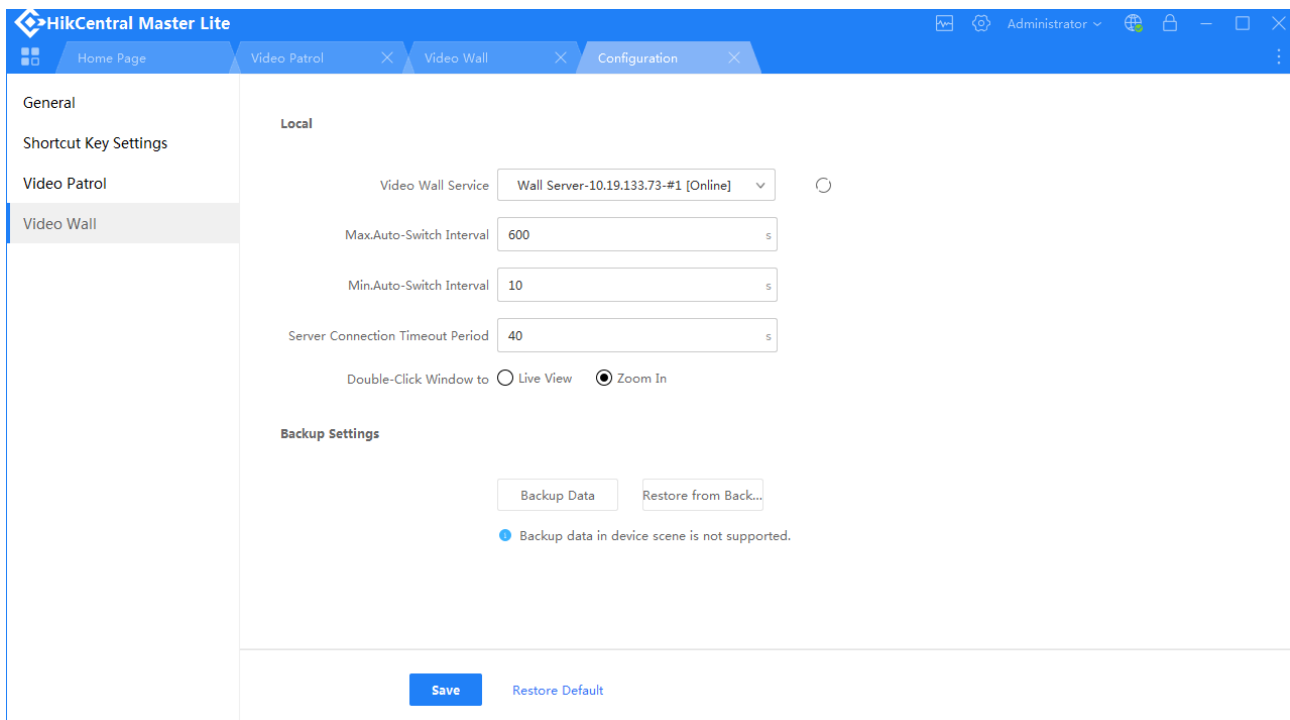
**Step 1:** Select a window and right-click on “Custom Name.”; select “Set Name” or “Clear Name” based on your requirements.

### 5.5.5 Video Wall System Configuration

The client framework system configuration operation enables local configuration of the video wall client.

#### 5.5.5.1 Local Settings

Select the “Configuration” button on the upper right corner of the client , and select “Video Wall”.



### 5.5.5.2 Manual Backup

Video wall Local settings can perform video wall data backup. Click “Backup Data” and select the corresponding video wall to perform data backup.

### 5.5.5.3 Restore Backup

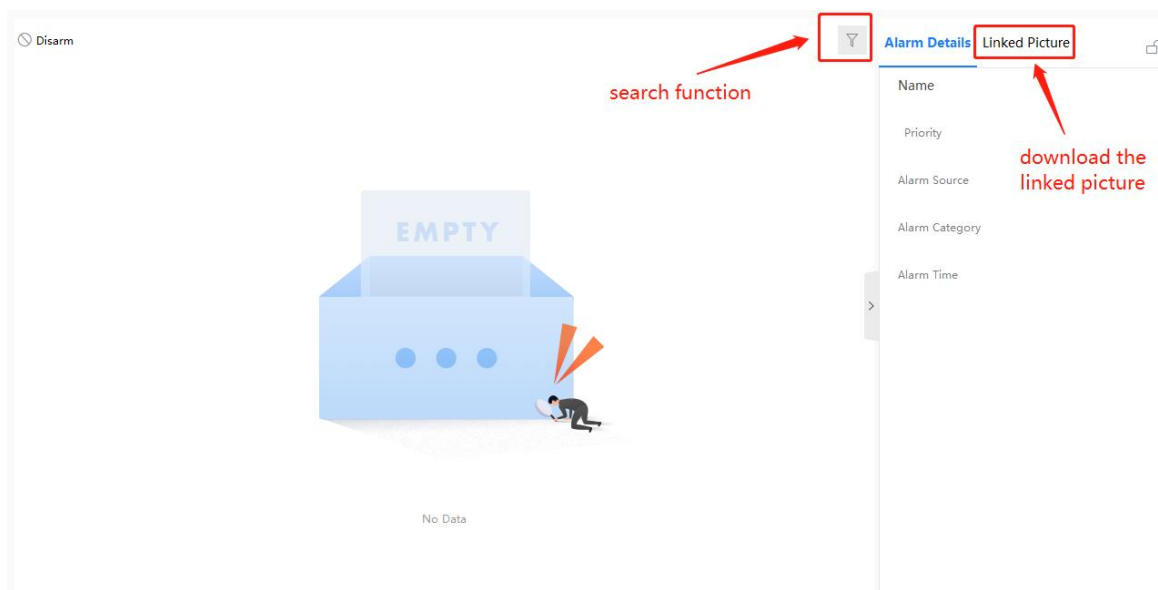
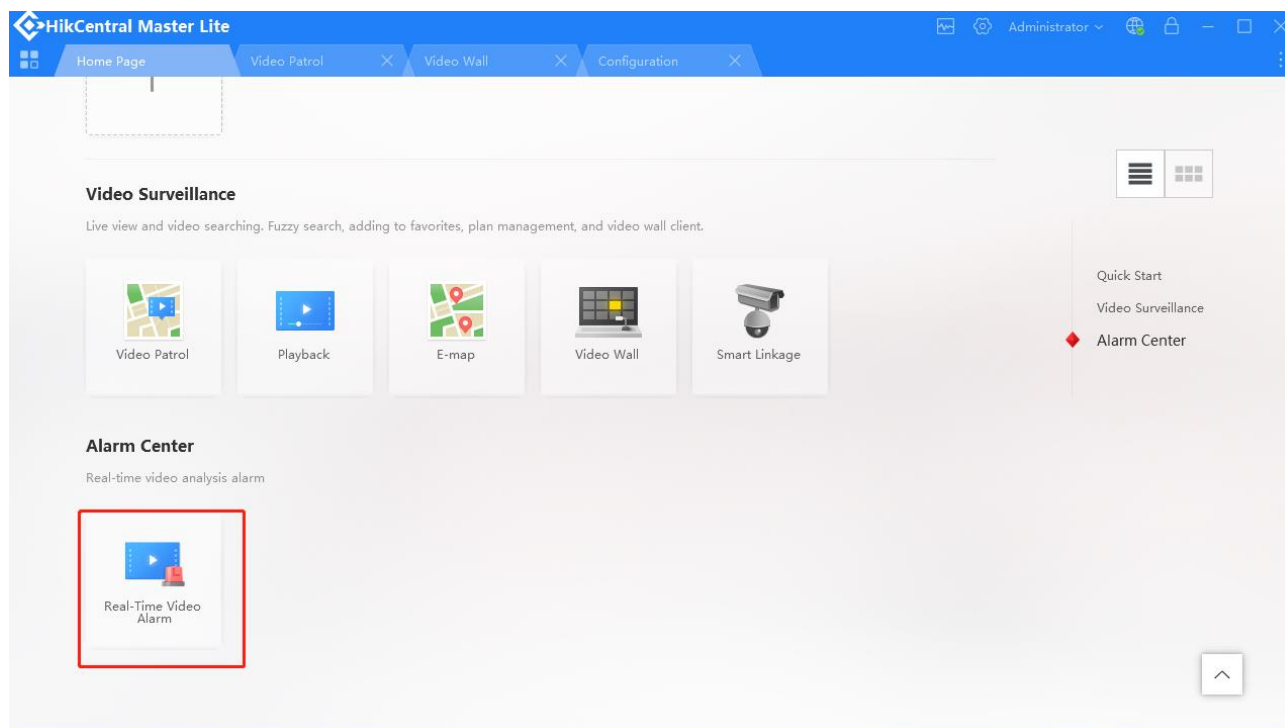
Video wall Local settings can restore video wall data. Click “Restore from Backup Data” and select the corresponding backup data to restore data.

# 6 Alarm Center

## 6.1 Real-Time Video Alarm

### 6.1.1 Manage Real-Time Video Alarm

Click on “Real-Time Video Alarm” on the client home page to access the application home page. After opening the real-time video alarm interface, the page will automatically call the platform player when a new alarm record is generated. The player will play the real-time live view from the device where the alarm was triggered. For alarm configuration details, see [“System Configuration”](#). For details, see the figure below:





See Far, Go Further