



Multi Viewer Software

VN-S400U

User's Guide



Thank you for purchasing this JVC product.
This User's Guide has been compiled in order to describe the
operating procedures for the product.
To enable a correct use of the product please read it carefully.

V1.0.0

<Precautions>

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- The contents of this manual may be subject to change without notice.
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<Compatibility with VN-S200U>

- On the VN-S400U, it is possible to playback the files recorded by VN-S200U.
- On the Vn-S400U, it is not permitted to open the Work Spaces created by VN-S200U.

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- JVC will not assume liability for any damage incurred by a failure to properly record or playback that may have been caused by any defects in this application or computer software.

This product includes software developed by the Apache Software Foundation (<http://www.apache.org/>).

This product includes software written by Tim Hudson (tjh@cryptsoft.com).

This product includes software written by Eric Young (eay@cryptsoft.com).

1. Introduction

This User's Guide describes the operating procedures of the VN-S400U. For the installation and activation setup of the VN-S400U, refer to the separate Instructions.

Surveillance cameras and encoders are mentioned in this User's Guide as connectable devices. For advice on the correct operation of these devices, refer to the separate instruction manuals that are provided with them.

1-1. Main Functions of the VN-S400U

1. Multi-Viewing

Simultaneous connection to multiple devices.

Simultaneous viewing of up to 16 devices.

2. Record / Playback

Recording of images from the connected devices being viewed and playing it back later.

Timer recordings.

3. Snap Shot

Saving still images in a desired folder.

4. Alarm processing

Setting of the method of notification on receiving an alarm from a connected device.

5. Camera control and external device control

Panning / tilting / zooming / of connected cameras.

Control of the devices connected to the serial ports of the VN-A1U.

1-2. Operating Environment

The following PC environment is required to effectively utilize the functions provided with the VN-S400U.

<PC machine>

Type PC/AT compatible

CPU Pentium III, 1 GHz or higher

Memory 256 MB or more

Graphic board DirectX support

1024 x 768 or better, True Color (24-bit) or higher

* The on-board video chip may sometimes malfunction.

Sound card Sound Blaster (PCI) recommended

LAN card 100BASE-TX

<Compatible OS>

Windows 2000 Professional (SP3) of the English version

Windows XP Professional (SP1) of the English version

Windows XP Home Edition (SP1) of the English version

Note: In installation and execution of a program Administrator authority is required

<Other>

Microsoft DirectX runtime package 8.1 or higher

Microsoft Internet Explorer 6.0 (SP1)

Windows Media Format runtime package 7.1 or higher

* The above operating environment is suggested as a reference for the operation of the VN-S400 and does not guarantee its operation.

1-3. Compatible Models

The VN-S400U is connectable with the following models and mentioned versions or higher:

VN-C1U (Ver.4.0), VN-C2U (Ver.4.0), VN-C3U (Ver.2.1),

VN-C30U (Ver.1.7), VN-A1U (Ver.2.0), VN-C10U (Ver.1.2)

* It is recommended to use the models in the latest versions.

2. VN-S400U Startup

2-1. Glossary

Before operating the VN-S400U, please confirm the meaning of the special terms used in this User's Guide.

Work Space;

The VN-S400U saves the information on the connected devices and on various settings in files called work space files (*.vxw).

View Window;

This window is used to display the images from the connected devices (cameras and encoders) or play back the images previously recorded in the image files. The work space can display more than one View Window simultaneously.

A View Window for displaying the images from connected devices is referred to as a **Live View Window**, and a View Window for displaying the images saved in the image files is referred to as a **Play View Window**.

The user can set the display size and position of each View Window.

View Point;

The devices connected to the network (cameras and encoders) are generically called the View Points. Each View Point has a unique IP address.

View Channel;

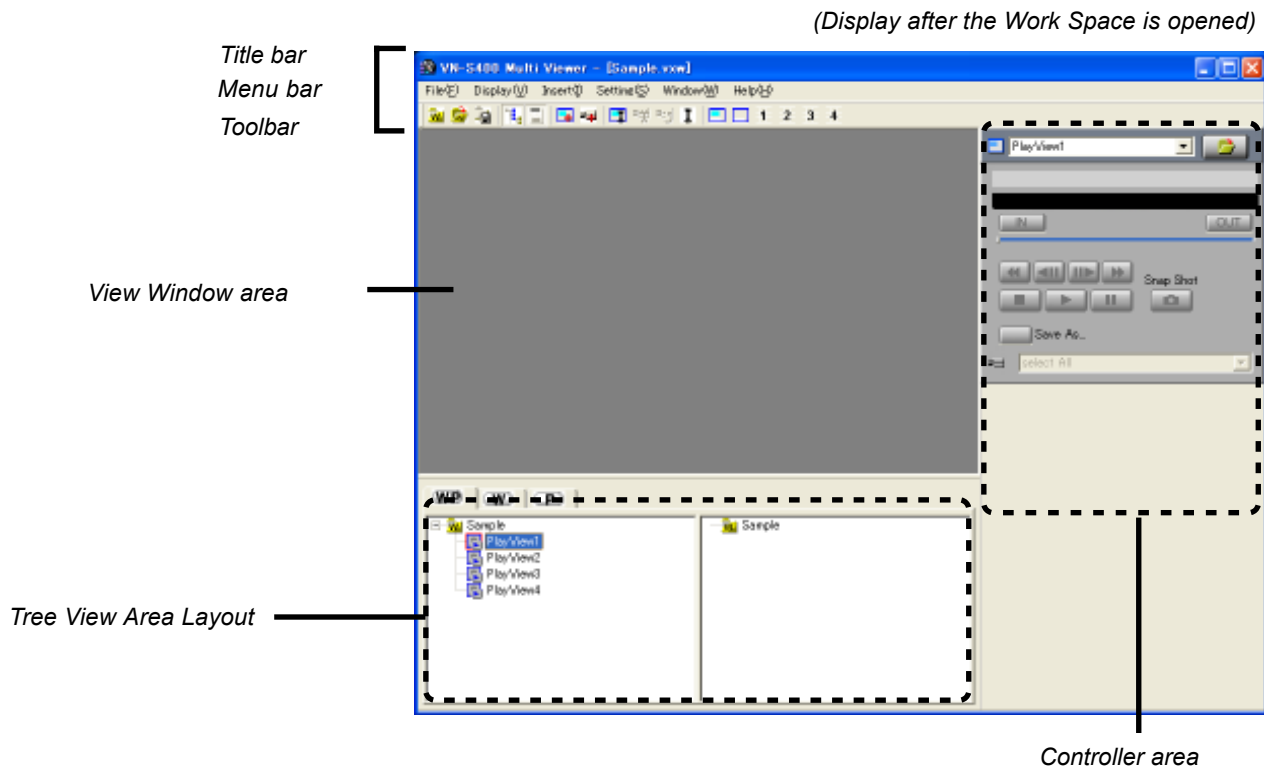
The image output channel from each View Point is referred to as the view channel. As one View Point usually has only one image output channel, each View Point has one View Channel. It is the image from the view channel that is displayed on the View Window.

The View Channel includes the JPEG View Channel and the MPEG View Channel. The image from the JPEG View Channel can be displayed simultaneously on multiple View Windows.

2-2. Starting the VN-S400U

Open the Windows [Start] menu, select [Programs] and then the [JVC] folder, and click on [VN-S400U] to start the program. (The VN-S400U program can also be started by double-clicking on the VN-S400U icon on the desktop.)

The Main Window appears at the startup. As the work space is not yet opened, the Main Window appears blank at this moment.



[Title bar]

Shows the filename of the opened Work Space.

[Menu bar]

Shows the menus required for the operation of the VN-S400U.

[Toolbar]

Shows the function icons. The toolbar can be displayed or hidden by clicking on [Toolbar] in the [Display] menu.

[View Window Area]

This area shows the View Windows.

[Tree View Area Layout]

This area shows the icons of the registered View Windows and view points. The Tree View Area Layout can be displayed or hidden by clicking on [Tree View Area] in the [Display] menu.

[Controller Area]

This area shows the controller for use in controlling the images, cameras and external devices. The Controller Area can be displayed or hidden by clicking on [Controller Area] in the [Display] menu.

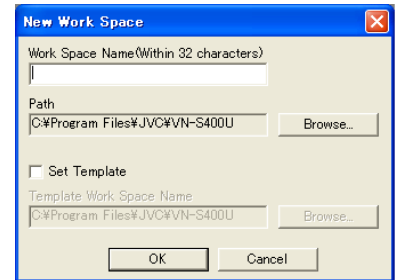
3. Let's Try

In the following, let us start the VN-S400U and try some of the basic operations.

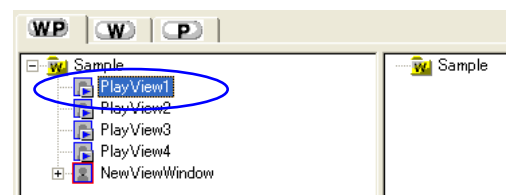
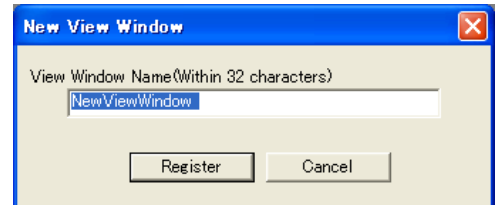
<< **Connecting to View Point and Displaying the Image** >>

1 Start the VN-S400U.
 Open the Windows [Start] menu, select [Programs] and then the [JVC] folder, and click on [VN-S400U] to start the program. (The VN-S400U program can also be started by double-clicking on the VN-S400U icon on the desktop.)

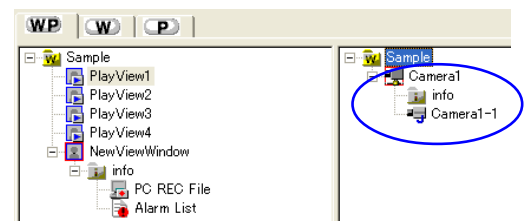
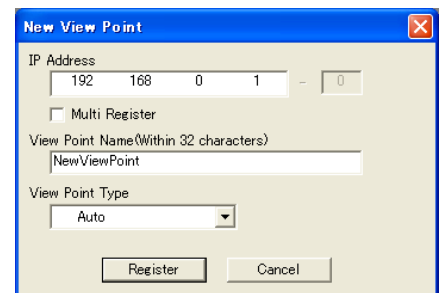
2 Create a new work space.
 Open the [File] menu and select [New Work Space].
 When the 'New Work Space' dialog box appears, enter the name of the new Work Space within 32 characters and click on [OK].



3 Register the Live View Window.
 Open the [Insert] menu and select [View Window].
 'New View Window' dialog box appears, enter the name of the new View Window within 32 characters and click [Register].
 A Live View Window appears and the icon for the Live View Window is added in the Tree View Area Layout.

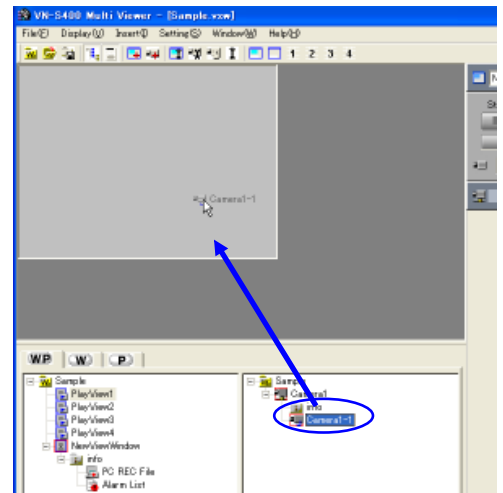


4 Register a View Point.
 Open the [Insert] menu and select [View Point].
 The [New View Point] dialog box appears.
 Enter the IP address and the name of the view point within 32 characters.
 For the [View Point Type], select [Auto] in usual use. (Select [Unknown] if the device of View Point is not in connectable condition. In this case, this View Point is connected automatically when the Work Space is opened next time.)
 After completing the entries, click on [Register].



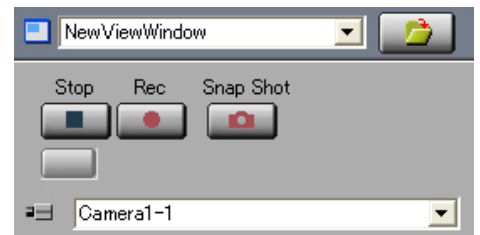
The icons for the view point and its view channel are added in the view point display section of the Tree View Area Layout.

- 5 View an image
Click on a view channel icon or view point icon in the view point display section in the Tree View Area Layout to select a view channel or view point. Then drag & drop the icon in the Live View Window to view the image input from the view channel.
The Live View Window shows the name and IP address of the view point.



<< Recording the image of a view channel >>

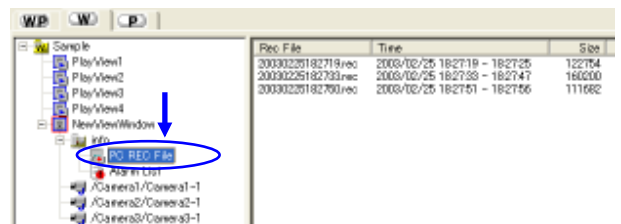
- 6 Record the image.
Click on the [Rec] button in the live view controller to start recording.
The Live View Window displays "REC" during recording.



- 7 Stop recording.
Click on the [Stop] button in the live view controller to stop recording.

<< Playing back the recorded image >>

- 8 Display the list of recorded image files.
Click on the [W] tab in the Tree View Area Layout.
Click on [+] of the recorded Live View Window icon to expand it, and then click on [+] of the "info" icon to expand it, and click on the [PC REC File] icon.
The list of recorded image files will be displayed in the right half of the Tree View Area Layout. The names of the image files are given automatically according to the date and time of the start of recording.



- 9 Play back the image of the selected image file.
Double-click on the name of the desired file in the list to start playback in the Play View Window.

- 10 Stop playback.
Click on the [Stop] button of the playback controller.

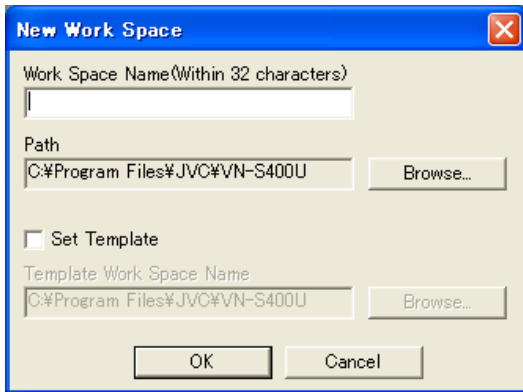
The VN-S400U can connect to multiple view points and display the images of their view channels by displaying their View Windows in a work space by using the above steps. For details of these operations, see the respective descriptions in this manual.

4. Image Viewing (Live Image Viewing)

This chapter describes how to display the image from a view channel in the Live View Window.

4-1. Crating a New Work space

- 1 Open the [File] menu and click on [New Work Space].
The dialog box for registration of a new work space appears.



[Work Space Name]

Enter the Work Space Name within 32 characters.

[Path]

Specify the location for saving the work space file. The location can be selected by clicking on [Browse] to open a folder browsing dialog box.

[Set Template]

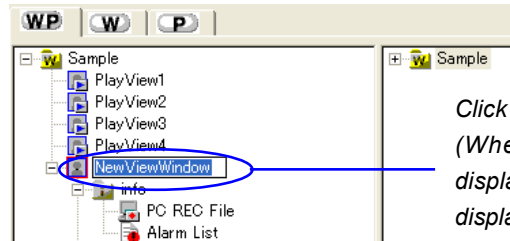
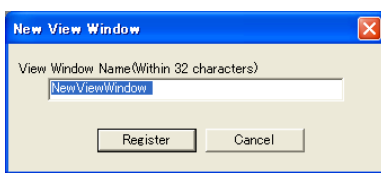
The template facility is convenient for creating a new work space by copying the View Window and view point setup of a previously saved work space. When checking 'Set Template' in this dialog box, the previously saved work space may be specified for use as the template of the new work space. (The work space for use as the template can also be selected by clicking [Select] to open the 'Open' dialog box.)

- 2 Click on [OK] to display the new Work Space.

4-2. Opening a Live View Window

1 Open the [Insert] menu and click on [View Window].

2 'New View Window' dialog box appears, enter the name of the new View Window within 32 characters and click [Register].

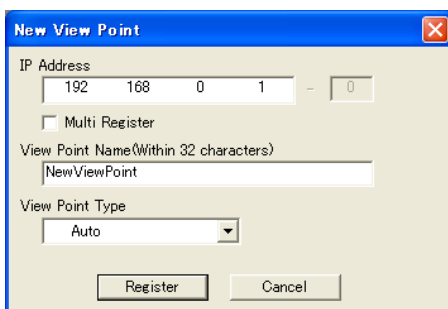


Click to change the View Window name.
(When the lower directory level is not displayed as shown in the figure, it can be displayed by clicking on the [+] at the left of the icon.)

A Live View Window appears and the icon for the Live View Window is added in the Tree View Area Layout. Up to 16 view windows may be registered using the same procedure as above.

4-3. Registering a View Point

1 Open the [Insert] menu and click on [View Point].
The [New View Point] dialog box appears.



[IP Address]

Enter the IP address of the view point (connected device to be registered).

[Multi Register]

View Points having continuous IP addresses can be registered by one time. Check [Multi Register] and enter the starting IP address and ending IP address in the [IP Address] boxes.

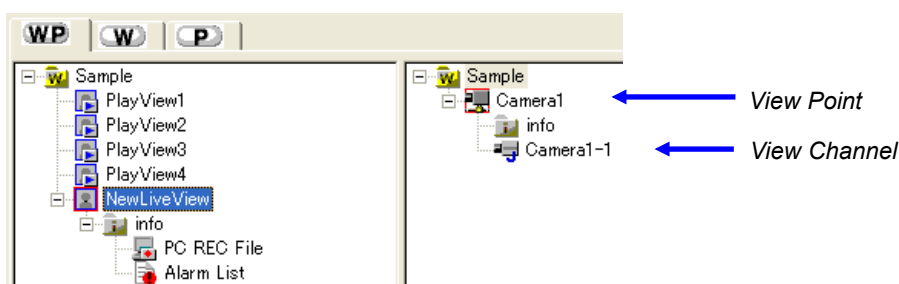
[View Point Name]

The name of a View Point being handled on the VN-S400U can be decided as required within 32 characters.

[View Point Type]

Select [Auto] in usual use. Select [Unknown] if the device of View Point is not in connectable condition. In this case, this View Point will be connected automatically when the Work Space is opened next time.)

2 Click on [Register] to register the selected view point. The icons for the view point and the view channel are added in the view point display section of the Tree View Area Layout.



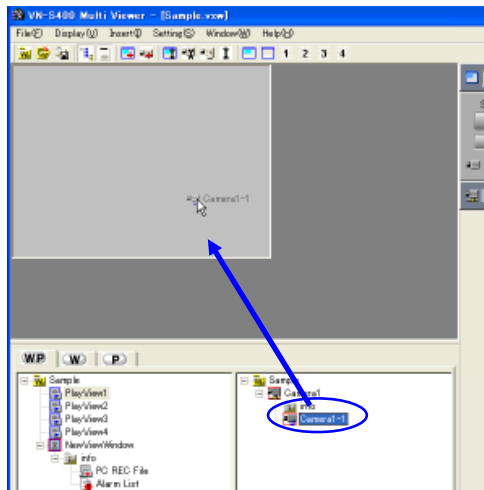
Up to 256 view points may be registered using the same procedure as above.

4-4. Viewing the Image of a View Point

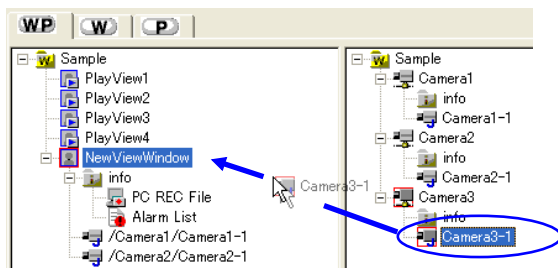
Images from the view channels can be viewed in the Live View Window.

<< Viewing the image of a View Channel by dragging & dropping its icon >>

Select the View Point icon or the View Channel icon in the Tree View Area Layout, and drag & drop it directly in the Live View Window to view the image.



The image of a view point can also be viewed by dragging and dropping the View Point icon or the View Channel icon in the position of the Live View Window icon inside the Tree View Area Layout.

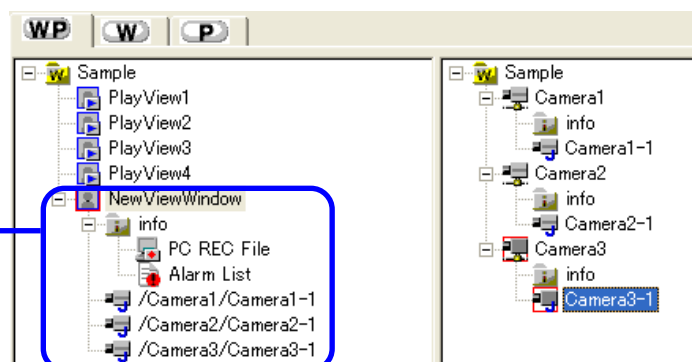


- Up to 16 view channels can be registered for viewing in a Live View Window by repeating the above procedure. (It is not permitted to register a single view channel more than once in a Live View Window.)
- (It is not permitted to register both of MPEG view channel and JPEG view channel in a Live View Window.)
- (It is not permitted to register plural number of MPEG view channels in a Live View Window.)
- (One MPEG view channel can be registered in a Live View Window.)

<< Viewing the image of another view channel >>

To view the image of another registered view channel, exit from the sequential display mode and use the view channel selection facility of the live controller. (If the sequential display mode is set, the registered view channels are displayed by switching them one after another. See section 13-3, "Setting the Sequential Interval" for the sequential display function and refer to the section 5-1, "5-1.Using the Live Controller" for details of the live controller.

Condition in which three view channels may be registered for viewing in a single View Window.



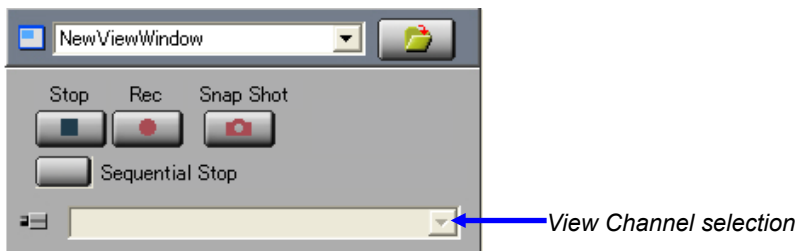
5. Control of a Live image

This chapter describes how to use the controllers for controlling and viewing the images from the connected view point devices in the desired order. The type of the displayed controller varies according to the connected view point device model.

To display the controller, click and activate the view window connected to the view point of the desired controller.

5-1. Using the Live Controller

The following procedures are common to all Live View Windows regardless of the connected view point device models.



[Title Bar]

This shows the name of the active View Window. A drop-down list is provided to allow the selection of a different View Window name.

[Stop]

Click on this button to stop the live image recording.

[Rec]

Click on this button to start the live image recording. To stop recording, click on the [Stop] button.

[Snap Shot]

Click on this button to save the image in the form of a still image. (See chapter 10, "Snap Shot" for the snap shot function.)

[Sequential Display]

Click on this button to enter or exit the sequential display mode. (See section 13-3, "Setting the Sequential Interval" for the sequential display function.)

[View Channel Selection]

The view channel to be viewed can be selected here. (This area is effective only if the sequential display is in the stop mode.)

5-2. VN-C2 / C3 / C30 Controller

When a connected view point device is one of the models mentioned above, the [Camera Control] box is displayed below the live controller.

[Position Display]

Shows the current pan/tilt position and zoom setting.

[Pan Tilt Step]

Used to set the panning/tilting angle per click.

[Tele Single-Step Button]

Each click on the button zooms into the image.

(This function is disabled in case the View Point is VN-C2U.)

[Wide Single-Step Button]

Each click on the button zooms out of the image.

(This function is disabled in case the View Point is VN-C2U.)

[Pan/Tilt Adjustment Buttons]

Arrow buttons are provided to control the pan/tilt position of the camera.

The panning/tilting angle per click can be set in the [Pan Tilt Step].

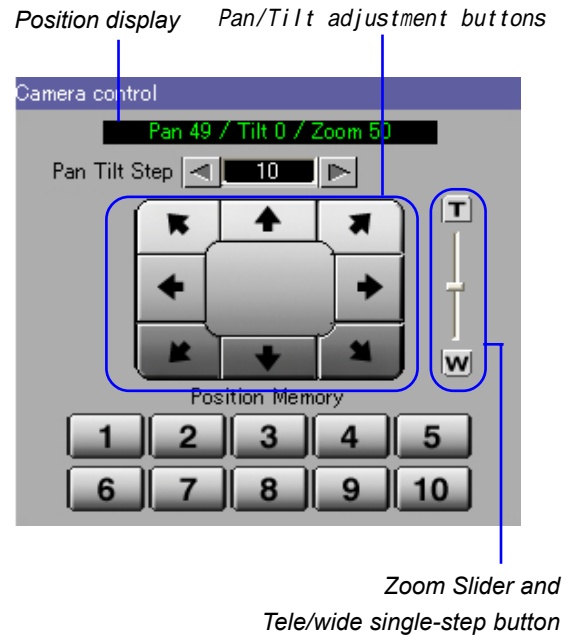
[Zoom Slider]

Dragging the mouse on this control adjusts the zoom ratio.

(This function is disabled in case the View Point is VN-C2U.)

[Position Memory]

Clicking on one of the buttons points the camera to the previously registered position. (See section 5-3, "Setting the Position Memory" below for the method of setting the position memory positions.)



5-3. Setting the Position Memory

The position memory function enables registration of the pan/tilt/zoom adjustment positions in the memory. Up to 10 positions (or 6 positions with the VN-C2U) can be registered in the memory.

- 1 Point the camera to the desired position by adjusting the [Camera Control] box.
- 2 Right-click on the desired one of the [Position Memory] buttons 1 to 10 (or 1 to 6 with the VN-C2) and then click on [Memory].



The position is now registered in the memory.

- 3 Henceforth, clicking on the [Position Memory] button points the camera to the position registered under the button and the required image is displayed in the view window.
- 4 To change a previously registered position memory setting under a button, point the camera to a new position, right-click on the same button and right-click on [Memory].

5-4. External Device Controller

When the VN-A1U is connected to a view point, the external device connected with VN-A1U can be controlled on VN-S400U. Refer to section 15-4, "Setting an External Device" and choose the external device to control.

The external device controller is displayed below the live controller. The external device connected with VN-A1U can be controlled through this external device controller.

(The type of the external device controller varies according to the connected device.)

To use the external device controller, it is needed to install the controller (External Device Controller Package [VN-SE400U] of each external device.

For the installation, please access (<http://www.jvc-victor.co.jp/english/pro/vnetworks/support/index.html>) and download the installers of each controller.

In control of the external device, Administrator authority of the external device is required.

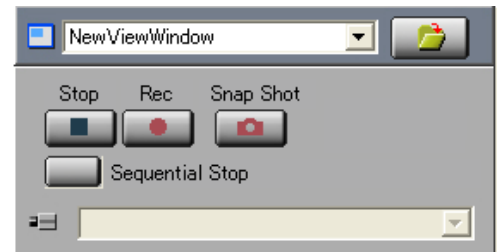
6. Recording an Image from a View Channel

6-1. Recording and Using the Live View Controller

- The image being displayed in the View Window can be saved in the PC.
- Recording is performed on a per-window basis. The save destination folder is the folder displayed in the [Rec Path] under the [Rec] tab in the [Live View Window Setting] dialog box. It can be displayed by opening the [Setting] menu and selecting [View Window]. By default, the save destination folder name is <Folder in which the work space is created>\<Work space name>\<View window name>. e.g.; C:\Program Files\JVC\VN-S400U\Your Work Space\View Window1
- When recording is stopped a file with a name such as *****.rec** (when the view channel is a JPEG view channel) or *****.asf** (when the view channel is a MPEG4 channel) is created in the disk. The file name section "****" consists of 14 characters representing the (y) year, (m) month, (d) day, (h) hour, (m) minute and (s) second of the start of the recording in the **yyyymmddhhmmss** format.
- Recording files are separated automatically by an hour.

1 In order to make the window active, click on the view window of the image to be recorded among those being displayed.

2 Make sure that the selected View Window name is shown on the title bar of the live controller, and click on the [Rec] button. If the controller area is not being displayed, display it by opening the [Display] menu and clicking on [Controller].



3 Recording starts.

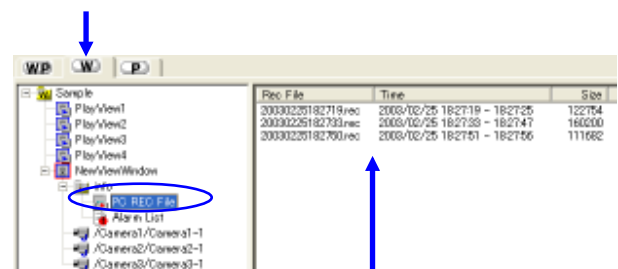
4 To stop recording, click on the [Stop] button.

6-2. Deleting a Recorded File

The recorded files are saved with the file names of either "<Recording start date/time>.rec" or "<Recording start date/time>.asf". It is possible to delete a recorded file by adopting the following procedure.

1 Click on the [W] tab in the Tree View Area Layout.

2 Click on the [PC REC File] icon under the Live View Window of the recorded image to display the list of image recorded files at the right-hand side of the Tree View Area Layout.



List of recorded image files

3 Select the file to be deleted from the list and press the [Delete] key.

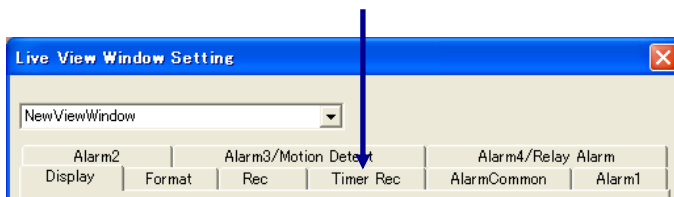
<< CAUTION >>

A recorded file cannot be restored once it has been deleted. Be sure to check the recorded image contents before deleting. JVC will not assume liability for the loss of image files due to accidental erasure.

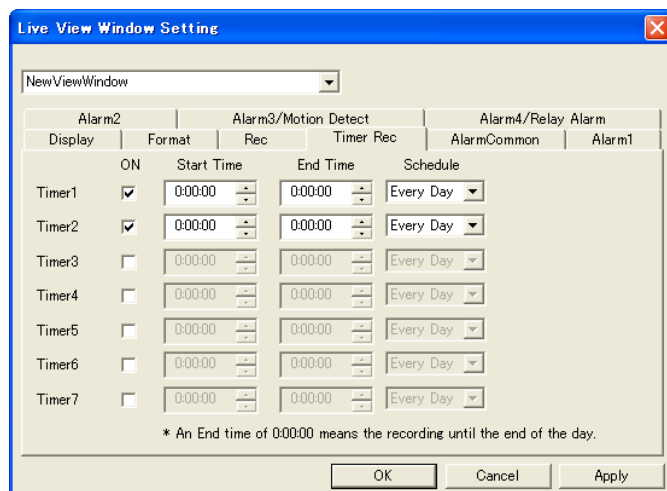
7. Timer Recording

The timer recording starts and stops recording automatically at the preset time of the day.

- 1 Among the Live View Windows being displayed, click on the Live View Window of the image to be subject to timer recording to make the Window active.
- 2 Open the [Setting] menu and select [View Window] to display the 'Live View Window Setting' menu.
- 3 Select the name of the Live View Window to be subjected to timer recording from the list, and click on the [Timer Rec] tab.



- 4 Click on the check boxes of the desired timer programs (1 to 7). This makes it possible to enter the timer recording time.



Enter the [Start Time] and [End Time] of the timer recording in the 24-hour system. (An End Time of 0:00:00 means the recording until the end of the day. Note that it is not permitted to set a timer recording over a period of two days.)

In [Schedule], select one of either [Everyday] or a day from between [Every Sunday] to [Every Saturday].

- 5 Click on [OK] to close the 'Live View Window Setting' dialog box.

<< CAUTION >>

To execute a timer recording, the VN-S400U should already be ON at the recording start time.

8. Playback of a recording

The VN-S400U can play back the image files recorded from view channels as well as the image files recorded in the memory (CF card, etc.) of the view points on the view windows.

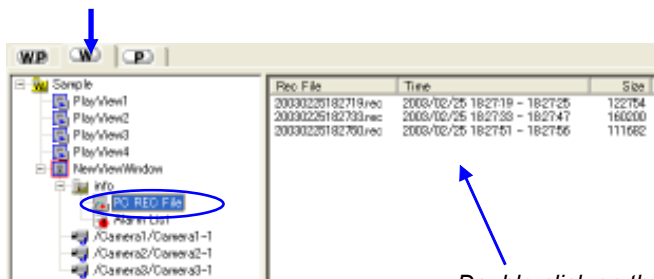
The playback image is displayed in one of the Play View Windows that are pre-registered in the work space. (A total of four Play View Windows, [PlayView1] to [PlayView4], are pre-registered in the work space. It is not permitted to register an additional Play View Window or delete any of the pre-registered Play View Windows.)

8-1. Playing Back a PC Recorded File

This function plays back a PC file saving the image of a view channel.

1 Click on the [W] tab in the Tree View Area Layout.

2 Click on the [PC REC File] icon below the name of the Live View Window used to record the image.



Double-click on the file name to be played back.

3 The list of the image files using the Live View Window is shown at the right-hand side of the Tree View Area Layout.

(The 'Time' is not displayed if the recorded file is ASF. An ASF file is created when the view channel is a MPEG4 channel.)

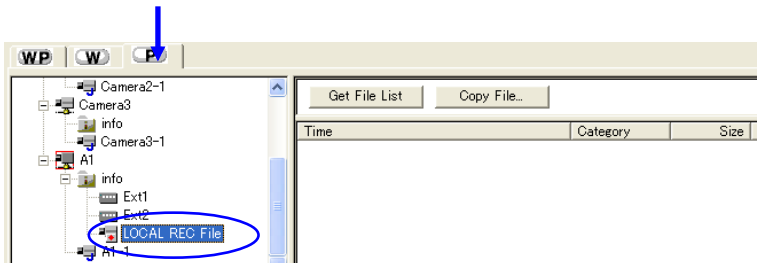
4 Double-click on the file to be played back. This starts playback of the file in the first Play View Window (PlayView1).

8-2. Playing Back a Local Recorded File

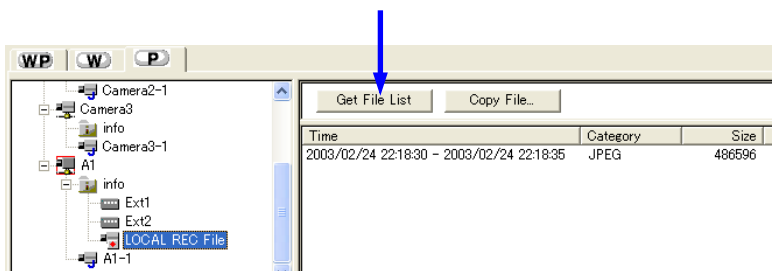
This function plays back an image file saved in the local memory (CF card, etc.) of a view point. (VN-A1U with CF card or VN-C10U is available.)

1 Click on the [P] tab in the Tree View Area Layout.

2 Click on the [LOCAL REC File] icon below the name of the view point saving the desired image file.



3 Click on the [Get File List] button.



4 The list of the image files saved in the view point is shown at the right-hand side of the Tree View Area Layout.

5 Double-click on the file to be played back. This starts playback of the file in the first Play View Window (PlayView1).

6 If it is required to copy the local recording file in the PC, select the file and click on the [Copy Local Rec File] button.

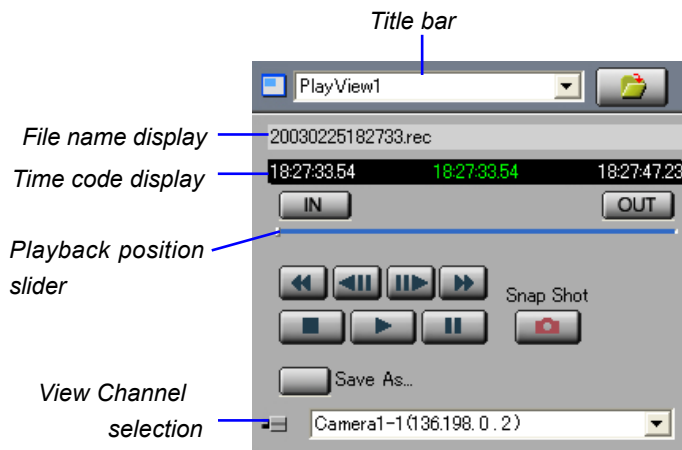
7 When the 'File Trans' dialog box appears, set the saving place (Path) and click on [OK].

9. Control of a Playback Image

This chapter describes how to use the controller for controlling the image being played back.

To display the controller, click and activate the view window connected to the view point of the desired controller.

9-1. Using the Playback Controller



[Title bar]

Shows the name of the active Play View Window. The active View Window can be changed by selecting its name from the list.

[Filename display]

Shows the filename being played.

[Time codes display]

Shows the time codes in the following order and from the left to the right: Start frame, frame being played back and End frame.

[IN point button]

Click on this button to specify the IN point for clipping a file. (For clipping and saving an image file, see section 9-2, "Clipping and Saving a File.")

[OUT point button]

Click on this button to specify the OUT point for clipping a file. (For clipping and saving an image file, see section 9-2, "Clipping and Saving a File.")

[Playback position slider]

Shows the position being played back. Drag the marker to seek a position in the image.

[Fast Rewind]

Click on this button to play back the image in the backward direction.

[Frame Backward]

Click on this button once to return the image by one frame.

[Frame Advance]

Click on this button once to advance the image by one frame.

[Fast Forward]

Click on this button to play back the image at high speed.

[Stop]

Click on this button to stop playing back the image.

[Play]

Click on this button to start playing back the image.

[Pause]

Click on this button to temporarily pause the image playback.

[Snap Shot]

Click on this button to save the image in the form of a still image. (For the snap shot function, see chapter 10, "Snap Shot.")

[Save As]

When the IN and OUT points for clipping the image are specified, clicking on this button saves the specified section in a separate file. When the IN and OUT points are not specified, clicking on this button saves the file, being played back, in another file.

[View Channel Selection]

The view channel of the recorded file to be viewed can be selected here. Select [select All] to playback all channels. (This area is effective only if the playback file is recorded by sequential display mode.)

9-2. Clipping and Saving a File

A section in the recording file being played back can be clipped and saved in a separate file.

To clip and save a file, it is required that the start point of the clipped section (IN point) and end point of the clipped section (OUT point) are specified.

(It is not possible to clip and save an ASF file (*.asf) which is created when the view channel is a MPEG4 channel.)

1 Play back the recording file containing the image section to be clipped.

2 While viewing the playback image, click on the [IN] button at the desired point to specify it as the IN point.

3 While viewing the playback image, click on the [OUT] button at the desired point to specify it as the OUT point.

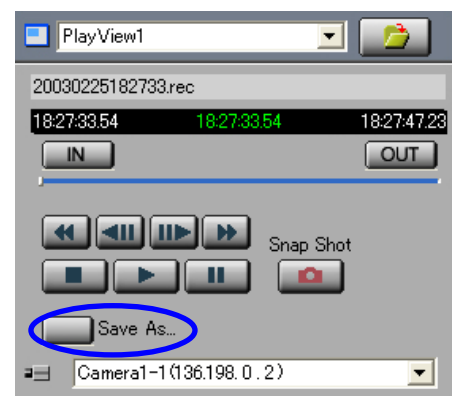
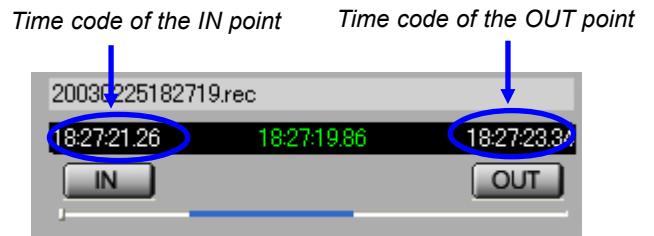
4 To modify a previously specified IN or OUT point, click on the [IN] or [OUT] button at the desired point.

The clipped image can be confirmed using the [Frame Backward] and [Frame Advance] buttons as well as the playback position slider.

The time codes of the IN and OUT points are shown in the time code display area.

5 Click on the [Save As] button.

6 When the [Save As] dialog box appears, specify the filename and save location, and click on the [Save] button.

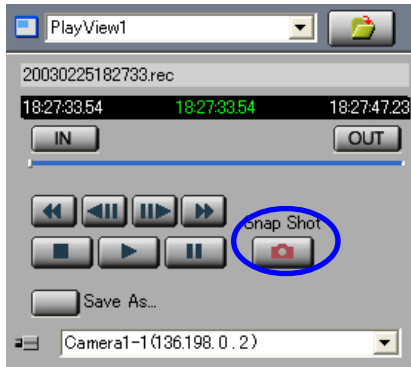


10. Snap Shot

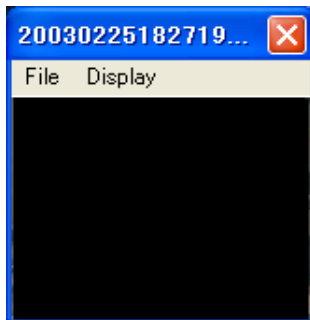
The snap shot function saves the image in the active View Window in the form of a still image file. When the image is JPEG, the still images can be saved either in JPEG files (*.jpg) or BMP files (*.bmp). When the image is MPEG, the still images can be saved in BMP files (*.bmp). Up to 16 snap shot images can be displayed at a time.

1 Click on the View Window that shows the image as a snap shot in order to make the window active.

2 Click on the [Snap Shot] button of the controller.



3 A separate [Snap Shot] window appears showing the still image.



'Snap Shot' window

The displayed still image can be magnified by opening the [Display] menu of the [Snap Shot] window and selecting [Original Size]. (The image cannot be magnified if its original size is 160 x 120.)

Up to 16 snap shots can be displayed simultaneously using the same procedure.

4 In each [Snap Shot] window, open the [File] menu and select [Save As].

5 When the [Save As] dialog box appears, specify the filename and the save location, and then click on the [Save] button.

- *Please note when the Snap Shot is saved as a JPEG file.
- The image is saved upside down if the Upside Down setting is effective in the View Point.
- An oblong image is saved if the View Point is VN-C30U.

To close the [Snap Shot] window without saving the snap shot, simply click on [X] at the top right corner of the window.

<< CAUTION >>

- * Saved snap shot files cannot be viewed on the VN-S400. Please use another image viewer.
- * If the Live View Window is hidden, the Snapshot picture is not the image of the Snap Shot button is clicked. In this case, it is shown as a Snap Shot that the image of the Live View Window displayed last time. To make the Snap Shot exactly, display the Live View Window when you click the Snap Shot button.

11. Alarm Setup

This chapter describes how to set up the operations to be executed upon receiving an alarm signal. (To use this function, it is required to set up the alarm on the device connected to the desired view point in advance. For details, refer to the instruction manual for the connected device.)

11-1. Alarm Setting Procedure

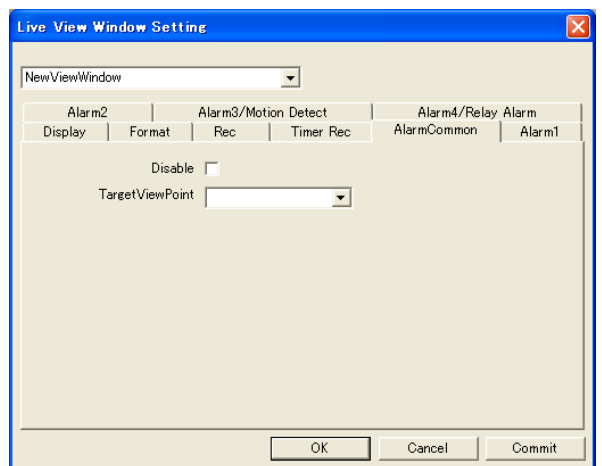
- 1 Click on the Live View Window to set up the alarm to make the window active.
- 2 Open the [Setting] menu and select [View Window] to open the 'Live View Window Setting' dialog box.
- 3 Click on [Alarm] tab.
- 4 Click on the button of the [Target View Point] box to open the drop-down list and select the view point where the alarm operation is required.

* If [Disabled] is checked, the operation upon alarm reception will not be executed.

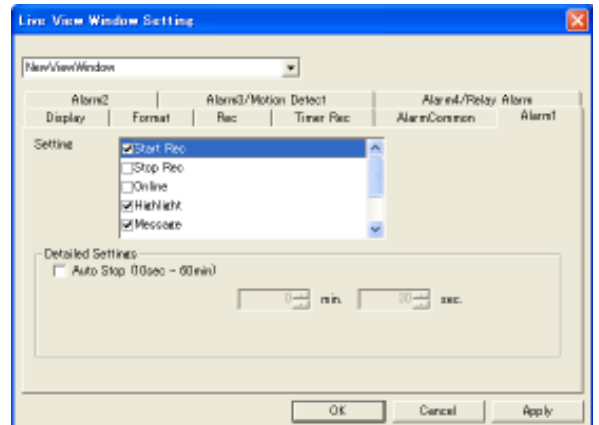
- 5 Under the [Alarm 1], [Alarm 2], [Alarm 3/Motion Detect] and [Alarm 4/Relay Alarm] tabs, select the operations to be executed upon reception of each alarm signal.

Check the boxes of the required operations.
(For the detailed operation setting, see the next section 11-2, "Setting the Operation Upon Alarm Reception.")

Alarm



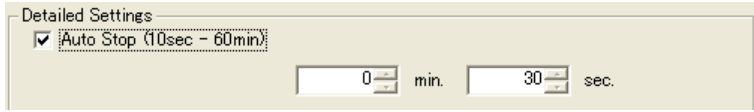
Alarm 1



11-2. Setting the Operation Upon Alarm Reception

[Start Rec]

The image in the View Window starts to be recorded.



If [Rec Auto Stop] is checked, the recording of the View Window stops after the time specified in this field has elapsed.

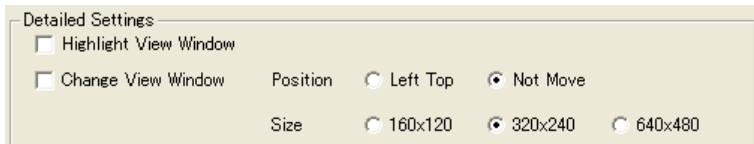
[Stop Rec]

The recording of the View Window is stopped.

[Online]

The corresponding View Window is displayed even if it has been hidden.

[Highlight]



If [Highlight View Window] is checked, the View Window is enhanced using a color frame. (For the frame color setting, see chapter 12, "Option Setup.")

If the [Change View Window] is checked, the View Window is displayed in the position and size set in this field.

Position: Left Top (The View Window is moved to the top left of the View Window area.)

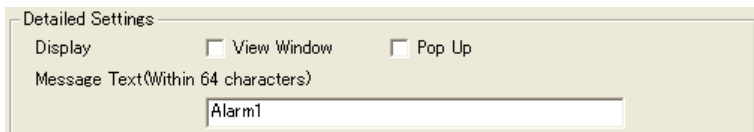
Not Move (The View Window display position is not changed.)

Size: [160x120] (The View Window size is changed to 160 x 120.)

[320x240] (The View Window size is changed to 320 x 240.)

[640x480] (The View Window size is changed to 640 x 480.)

[Message]



The message entered in the text box is displayed.

Display: View Window (The message is displayed in the View Window.)

Pop Up (The message is displayed as a pop-up message. Pop-up messages are displayed up to 32 on the screen.)

Message Text: Enter the message within 64 characters to be displayed in this text box.

[Wave File Playback]

The wave file specified in this field is played back.



Specify the wave file in the text box.

<< CAUTION >>

As playing back a wave file with a large file size may slow down the operation depending on the PC performance capability, it is recommended to specify a wave file with as small a size as possible.

[Program Execution]

The program specified in this field is run.



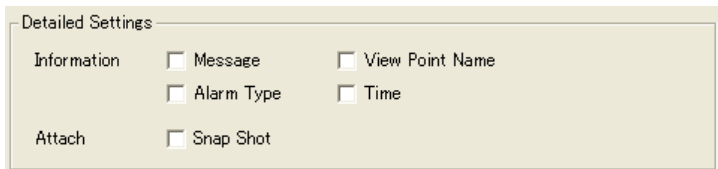
Specify the program file in the text box.

<< CAUTION >>

As running a program file with a large file size may slow down the operation depending on the PC performance, it is recommended to specify a program file with as small a size as possible.

[E-mail Notice]

E-mail messages are sent to the address specified in this field. (For modification of the address, see section 12-5, "Setting the E-Mail Sending Address Upon Alarm Reception.")



Specify the contents of the E-mail.

Information:

Message The message set for [Message] is entered in the E-mail text.

View Point Name (IP Address) The view point name and its IP address are entered in the E-mail text.

Alarm Type The alarm type and alarm number 1 to 4 are entered in the E-mail text.

Time The time of alarm reception is entered in the E-mail text.

Attachment:

If [Snap Shot] is checked, the snap shot at the moment of alarm reception is captured and attached to the E-mail.

* Display the Live View Window if you attach a Snap shot of alarm reception.

12. Option Setup

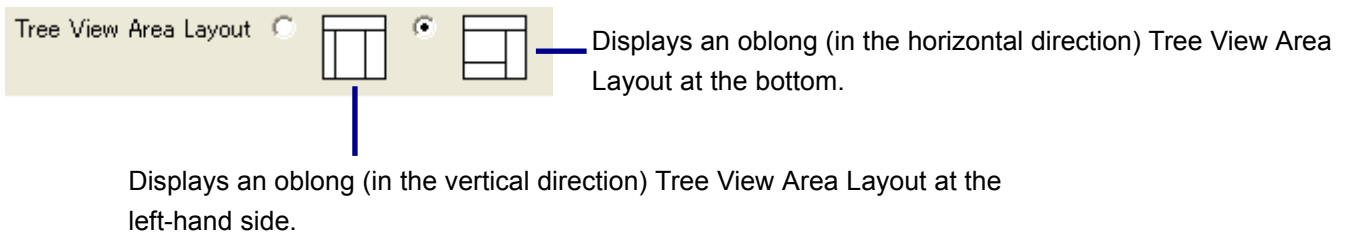
The [Option] dialog box is used for various setups of the VN-S400.
To display the [Option] dialog box, open the [Setting] menu and select [Option].
After completing setups, click on the [OK] button to close the [Option] dialog box.

12-1. Setting the Tree View Area Layout

Click on the [Display Tag] in the [Option] dialog box.

[Tree View Area Layout]

Select the display position of the Tree View Area Layout.



12-2. Setting the View Window Highlight Frame Colors

Click on the [Display] tab in the [Option] dialog box.

[Highlight Frame]

If checked, a frame is displayed around the active View Window.

[Thickness]

Specify the line thickness of the frame around the active View Window.

[Active Frame Color]

Specify the color of the frame around the active View Window.

[Alarm 1]

Specify the color of the frame around the View Window receiving Alarm 1.

(To display a color frame around a View Window receiving an alarm, it is required to select [Highlight] in section 11-2, "Setting the Operation Upon Alarm Reception" and specify enhancement of the View Window.)

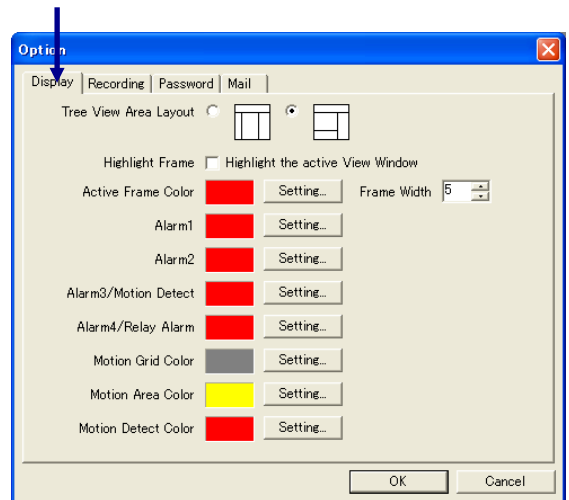
[Alarm 2]

Specify the color of the frame around the View Window receiving Alarm 2.

(To display a color frame around a View Window receiving an alarm, it is required to select [Highlight] in section 11-2, "Setting the Operation Upon Alarm Reception" and specify enhancement of the View Window.)

[Alarm 3/Motion Detect]

Specify the color of the frame around the View Window receiving the Alarm 3/Motion Detect alarm.



[Alarm 4/Relay Alarm]

Specify the color of the frame around the View Window receiving the Alarm 4/Relay alarm
(To display a color frame around a View Window receiving an alarm, it is required to select [Highlight] in section 11-2, "Setting the Operation Upon Alarm Reception" and specify enhancement of the View Window.)

[Motion Grid Color]

Specify the display color of the motion detection grid set to the view point.

[Motion Area Color]

Specify the display color of the detection setting area set to the view point.

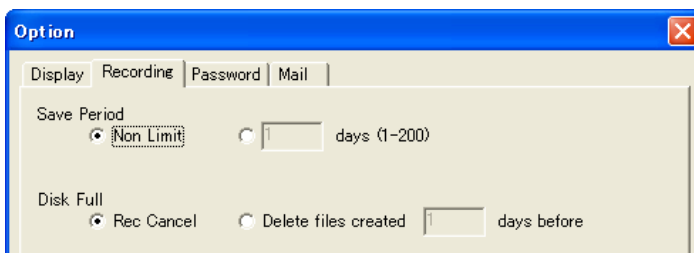
[Motion Detect Color]

Specify the display color of the motion detection area set to the view point.

(For the display of the motion grid color, motion area color and motion detect color, see section 13-2, "Motion Detection Display." For the method of setting motion detection in a view point, refer to the instruction manual of the relevant connected device of the view point.)

12-3. Setting the Recording File Save Period

Click on the [Rec] tab in the [Option] dialog box.



Select the period for which the recording files are to be retained.

Non Limit: File is retained for an unlimited period.

Days: File is retained for the period specified in the box. (From 1 day to 200 days can be specified.)

[Disk Full]

Select the processing to be executed in case the disk runs out of available capacity during recording

Rec Cancel: Recording is stopped.

Delete: Previously saved images are deleted to create a space.

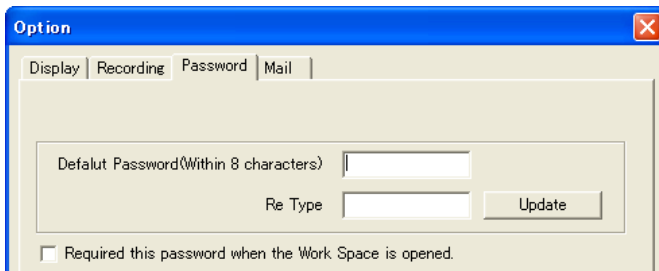
<< CAUTION >>

[Save Period] as set above should be regarded merely as a setting. The actual recording time is dependent on the available capacity of the disk. Even when [Delete] is selected, recording is stopped when there is no image in the specified period or enough capacity is not obtained by deleting images in the specified period.

12-4. Setting the Password for the Work Space

Click on the [Password] tab in the [Option] dialog box.

If [Work Space Password Enable] is checked, the user has to enter the password to open the work space.



[Setting password]

Default Password: Enter the password within 8 characters.

Re Type: Enter the password again.

[Modifying password]

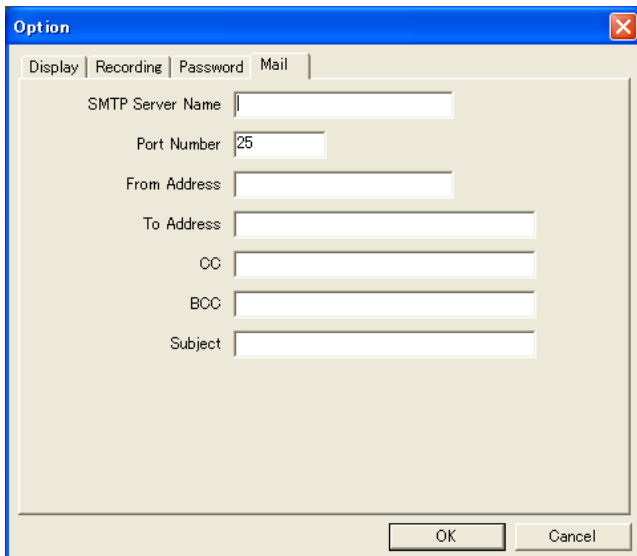
To modify the previously set password or login name, enter a new password or login name and click on the [Update] button.

12-5. Setting the E-Mail Sending Address Upon Alarm Reception

Click on the [Mail] tab in the [Option] dialog box.

When E-mail notice is selected as an operation upon alarm reception, the E-mail is sent to the address specified under this tab.

(For the alarm, see chapter 11, "Alarm Setup.")



SMTP Server name: Specify the SMTP server name.

Port Number: Specify the port number.

From Address: Specify the mail sender address.

To Address: Specify the mail destination address.(One address only)

CC: Specify the mail address for CC.(One address only)

BCC: Specify the mail address for BCC.(One address only)

Subject: Specify the subject of the sent mails.

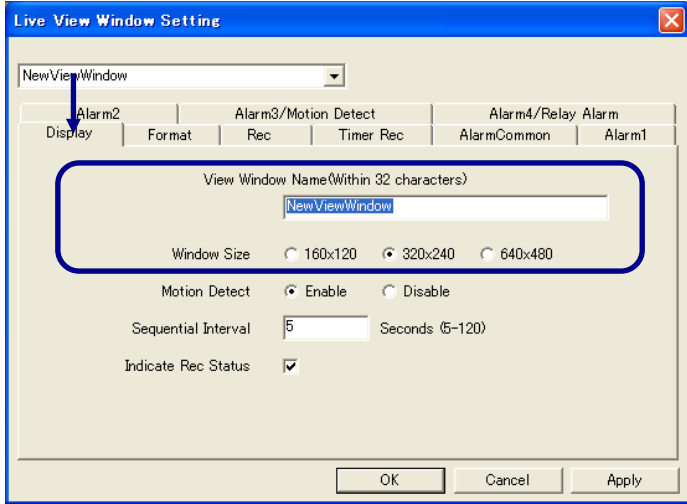
13. Live View Window Setup

This chapter describes how to set up the Live View Windows.

13-1. Changing the View Window Name and Its Display Size

Click on the desired Live View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.)

Click on the [Display] tab.



View Window Name

The current View Window name is displayed. If it is required to change the name, enter the desired View Window name within 32 characters.

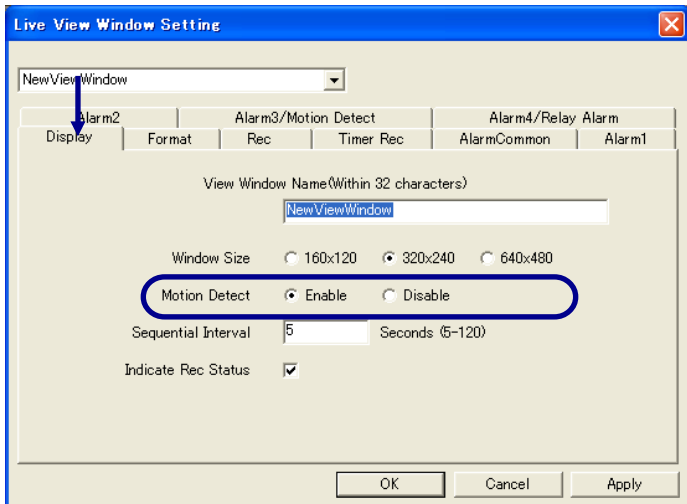
Window Size

Select the size of the View Window.

13-2. Motion Detection Display

Click on the desired Live View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.)

Click on the [Display] tab.



Selecting [Enable] causes the motion grid color, motion area color and motion detect color to be displayed in the View Window. Their display colors can also be specified (for the procedures, see section 12-2, "Setting the View Window Highlight Frame Colors").

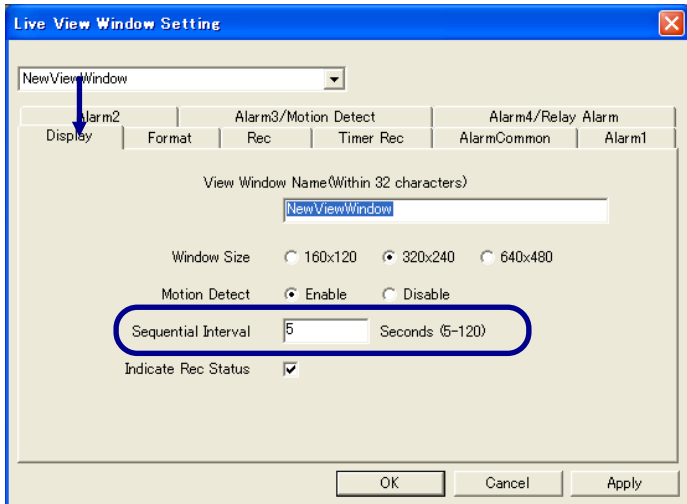
* This function is valid only when the View Point is VN-A1U or a JPEG View Channel of VN-C10U.

13-3. Setting the Sequential Interval

Sequential interval refers to viewing multiple view channels registered for a single Live View Window by switching them in a proper order at a constant interval. (This function is valid only when the view channel is a JPEG view channel.)

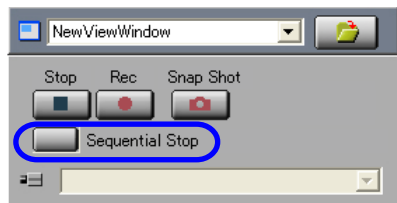
Click on the desired Live View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.)

Click on the [Display] tab.



In [Sequential Interval], enter the number of seconds (5 to 120 seconds can be entered.)

To enable sequential display, click on the [Sequential Start] button in the live view controller. Each click enables and disables the sequential display alternately.



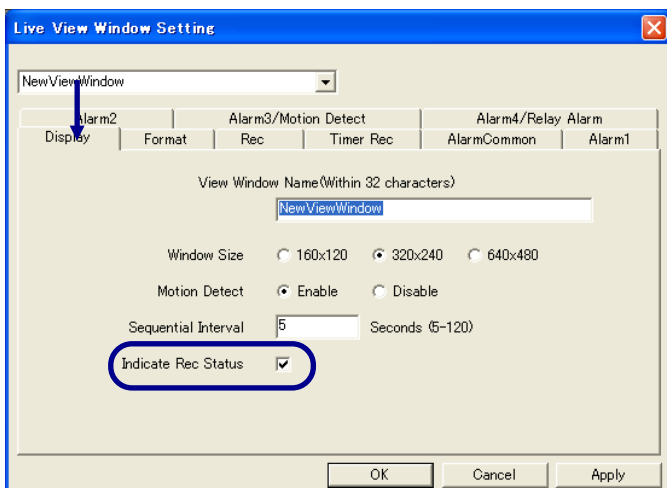
When the sequential display is disabled, the button becomes the [Start Sequential] button and the view channel list below the button is enabled. The registered view channel can now be changed by clicking in this list.

13-4. Setting the REC Indication

This function displays characters "REC" in the View Window during recording.

Click on the desired Live View Window to turn it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.)

Click on the [Display] tab.

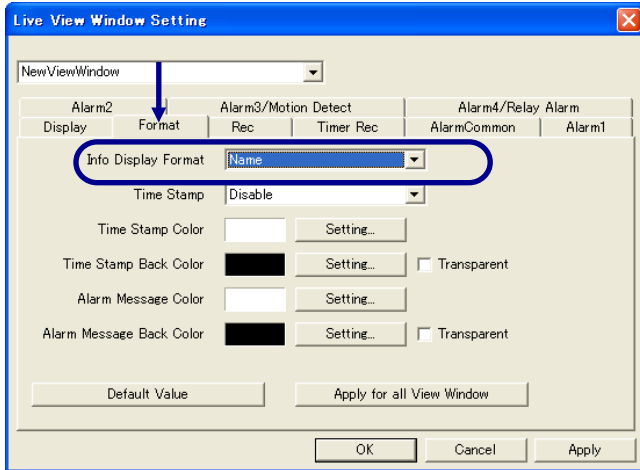


If [Indicate REC Status] is clicked, the characters "REC" are displayed during recording.

13-5. Setting the Connected View Point Information Display

This function displays the information on the view point being connected in the View Window.

Click on the desired Live View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.) Click on the [Format] tab.

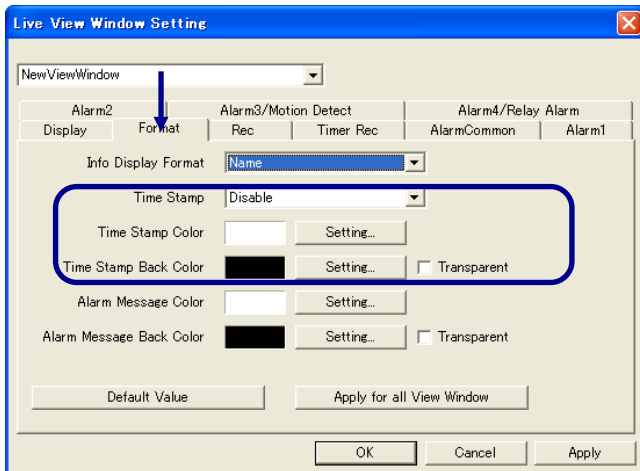


Select one of the following options from the [Info Display Format] list.

- Disable:**
(The view point information is not displayed)
- Name:**
(The view point name and its IP address are displayed.)
- Name/Model:**
(The view point name, its IP address and device model name are displayed.)

13-6. Setting the Time Stamp Display

Click on the desired Live View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.) Click on the [Format] tab.



[Time Stamp] Select one of the following options.

- Disable:** (The time stamp is not displayed.)
- YYYY/MM/DD HH:MM:SS.mm** (Year/Month/Day Hour:Minute:Second.Millisecond)
- YYYY/MM/DD HH:MM:SS** (Year/Month/Day Hour:Minute:Second)
- DD/MM/YYYY HH:MM:SS** (Day/Month/Year Hour:Minute:Second)
- MM/DD/YYYY HH:MM:SS** (Month/Day/Year Hour:Minute:Second)
- MM/DD HH:MM:SS** (Month/Day Hour:Minute:Second)
- HH:MM:SS** (Hour:Minute:Second)
- HH:MM** (Hour:Minute)

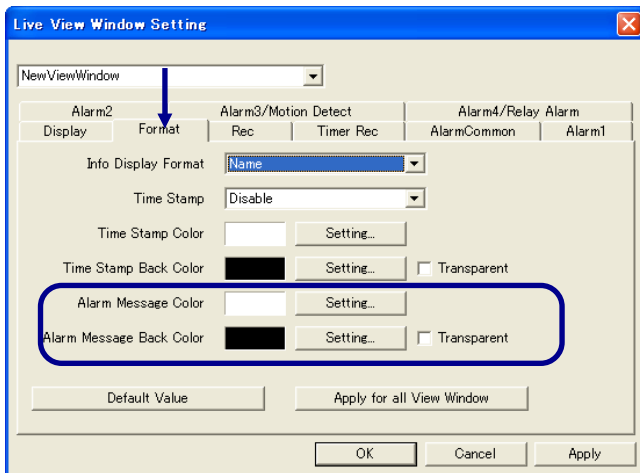
[Time stamp display colors]

Click on the [Color Setting] buttons for [Time Stamp Color] and [Time Stamp Back Color] and set the respective colors. If [Transparent] is checked, the background becomes transparent.

13-7. Setting the Alarm Message Display Colors

Click on the desired Live View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.)

Click on the [Format] tab.



[Alarm Message Color] and [Alarm Message Back Color] can be specified by clicking the respective [Color Setting] buttons.

If [Transparent] is checked, the background becomes transparent.

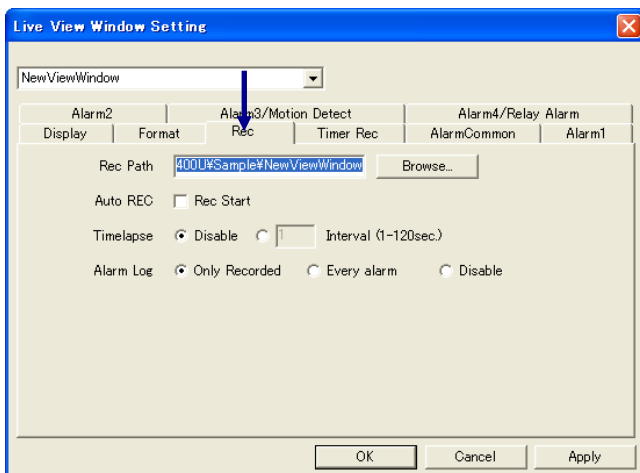
(For the contents of the alarm messages, see section 11-2, "Setting the Operation Upon Alarm Reception.")

13-8. Setting the Recording File Save Location

This function sets the location for saving the files obtained by recording the image in the Live View Window.

Click on the desired Live View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.)

Click on the [Rec] tab.

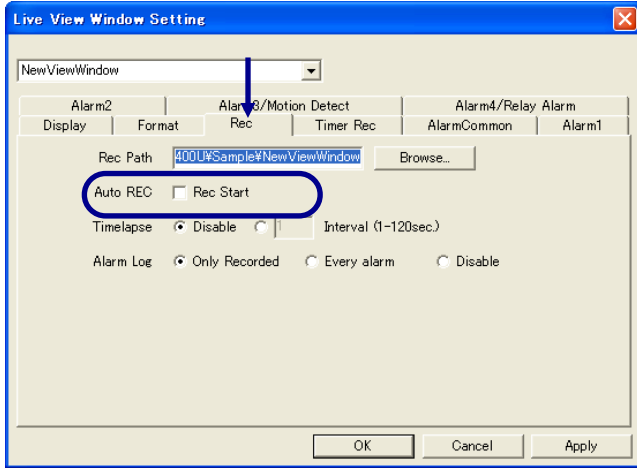


[Save Path] shows the currently set save location. If it is required to change it, enter the new save location or click on the [Browse] button and specify the new save location.

13-9. Starting REC automatically by Opening the Work Space

Initial Start starts recording images of the Live View Window automatically when the Work Space is opened. (This function is valid only when the view channel is a JPEG view channel.)

Click on the desired Live View Window to turn it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.) Click on the [Rec] tab.



If [Rec Start] of [Auto REC] area is checked, it starts recording automatically when the Work Space is opened.

13-10. Timelapse Recording

Timelapse recording starts images of the Live View Window frame by frame at a constant interval. (This function is valid only when the view channel is a JPEG view channel.)

Click on the desired Live View Window to turn it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.) Click on the [Rec] tab.

Recording interval can be specified between 1 and 120 seconds.

13-11. Alarm Recording

This function sets the conditions for recording the alarms received in the alarm list.

Click on the desired Live View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by double clicking on the Live View Window icon on the Tree View Area Layout.) Click on the [Rec] tab.

Set [Alarm Rec]

Only Rec Status: An alarm is recorded in the alarm list only when the Live View Window receives an alarm during image recording.

Always: All received alarms are recorded in the alarm list.

Disable: Received alarms are not recorded in the alarm list.

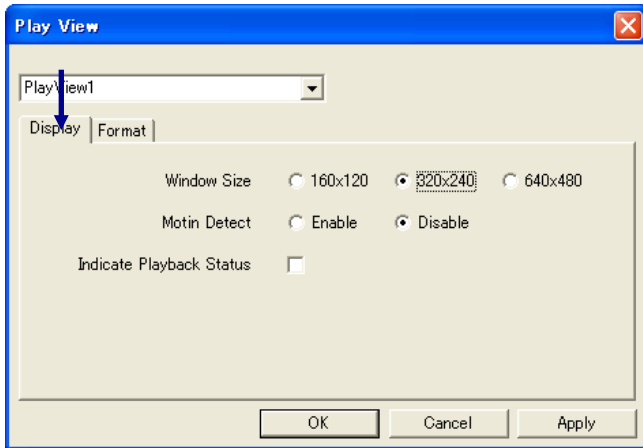
14. Play View Window Setup

This chapter describes how to set up the Play View Windows

14-1. Changing the View Window Display Size

Click on the desired Play View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by clicking on the Play View Window icon on the Tree View Area Layout.)

Click on the [Display] tab.



Select the view window display size.

14-2. Motion Detection Display

Click on the desired Play View Window to make it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by clicking on the Play View Window icon on the Tree View Area Layout.)

Click on the [Display] tab.

Selecting [Enable] causes the motion grid color, motion area color and motion detect color to be displayed in the View Window. Their display colors can also be specified (for the procedures, see section 12-2, "Setting the View Window Highlight Frame Colors").

14-3. Playback Mode Indication

Click on the desired Play View Window to turn it active, open its [Setting] menu and select [View Window]. (It is also possible to setup by clicking on the Play View Window icon on the Tree View Area Layout.)

Click on the [Display] tab.

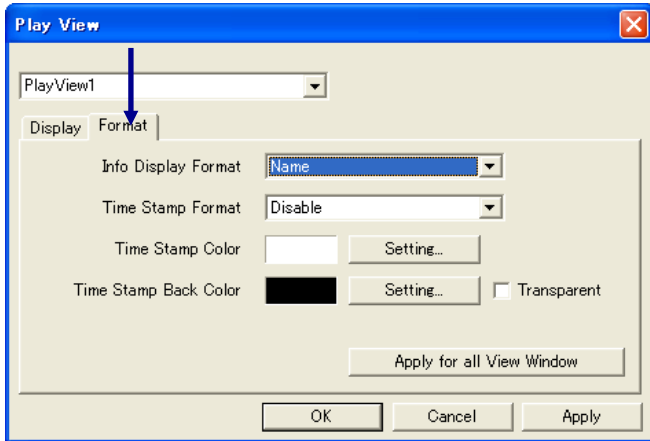
Checking [Indicate Playback Status] causes the mode of the active Play View Window (PLAY, PAUSE, etc.) to be indicated in the window.

14-4. Setting the Recording View Point Information Display

This function displays the information on the recorded view point in the View Window.

Click on the desired Play View Window to make it active, open its [Setting] menu and select [View Window].
(It is also possible to setup by clicking on the Play View Window icon on the Tree View Area Layout.)

Click on the [Format] tab.



Select one of the following options from the [Info Display Format] list.

Disable: The view point information is not displayed.

Name: The view point name and its IP address are displayed.(PC recorded file)

The name provided from the connected device is displayed.(Local recorded file)

It is not possible to display the name of the View Point if the recorded file is ASF. An ASF file (.asf) is created when the view channel is a MPEG4 channel.

14-5. Setting the Time Stamp Display

Click on the desired Play View Window to make it active, open its [Setting] menu and select [View Window].
(It is also possible to setup by clicking on the Play View Window icon on the Tree View Area Layout.)

Click on the [Format] tab.

[Time Stamp Format]

Select one of the following options.

Disable: (The Time Stamp is not displayed.)

YYYY/MM/DD HH:MM:SS.mm (Year/Month/Day Hour:Minute:Second.Millisecond)

YYYY/MM/DD HH:MM:SS (Year/Month/Day Hour:Minute:Second)

DD/MM/YYYY HH:MM:SS (Day/Month/Year Hour:Minute:Second)

MM/DD/YYYY HH:MM:SS (Month/Day/Year Hour:Minute:Second)

MM/DD HH:MM:SS (Month/Day Hour:Minute:Second)

HH:MM:SS (Hour:Minute:Second)

HH:MM (Hour:Minute)

[Time Stamp display colors]

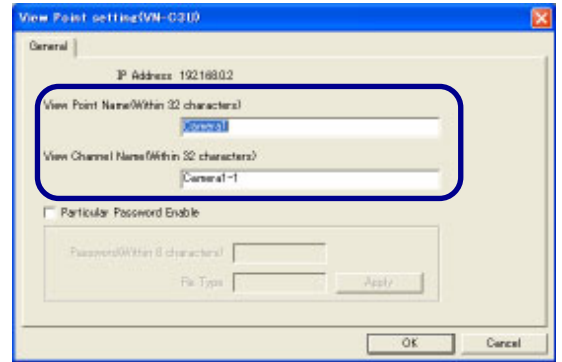
Click on the [Color Setting] buttons for [Time Stamp Color] and [Time Stamp Back Color] and set the respective colors. If [Transparent] is checked, the background becomes transparent.

15. View Point Setup

15-1. Changing the View Point Name

This function changes the view point name and view channel name.

- 1 In the Tree View Area Layout, select the view point or view channel to be renamed.
- 2 Open the [Setting] menu and select [View Point].
The [View Point Setting] dialog box appears.
- 3 Enter the new name within 32 characters for [View Point Name] or [View Channel Name].
- 4 Click on the [OK] button to close the dialog box.



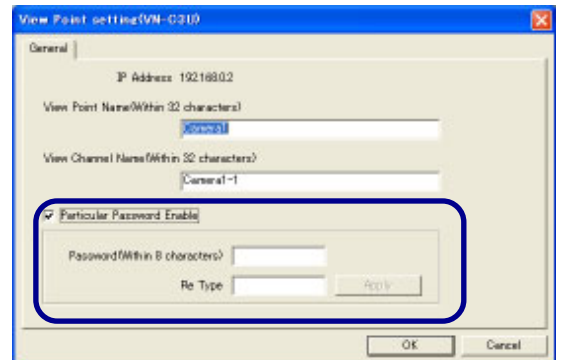
15-2. Setting the Password for a View Point

This function sets the password for connecting to a view point.

The password should be registered in the connected device at the view point in advance. For details, refer to the instruction manual for the connected device. (The following setting is not available while recording is in progress.)

- 1 In the Tree View Area Layout, select the desired view point or the view channel.
- 2 Open the [Setting] menu and select [View Point].
The [View Point Setting] dialog box appears.
- 3 Enter the desired password within 8 characters in [Password].
Enter the same password again in [Re Type].

* In setting of the password, Operator authority of the View Point is required. In control of the external device, Administrator authority of the external device is required.



- 4 Click on the [Apply] button.
This setting is effective after opening this Work Space next time.
- 5 The password entry will be requested if [Particular Password Enable] is checked. If not checked, the default password for the Work Space specified on the Option dialog box will be requested.
See section 12-4, "Setting the Password for the Work Space" about setting the default password.
- 6 Click on the [OK] button to close the dialog box.

15-3. Setting the View Point Image

This function changes the image settings, etc. of a View Point. The type of the dialog and setting subjects vary according to the model of the View Point.

1 In the Tree View Area Layout, select the desired view point or view channel.

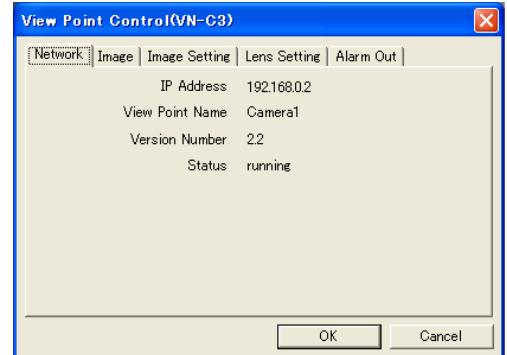
2 Double click on the View Point icon or the View Channel icon, or open the [Setting] menu and select [View Point Control].
The [View Point Control] dialog box appears.

[Network tab]

Click on the [Network] tab.

This tab shows the information on the view point.

Network tab



[Image tab]

Click on the [Image] tab.

Mode:

Shows either the "JPEG" or "MPEG4" mode.

Upside Down: If checked, the image is displayed upside down.

Size:

Set the size of the image transferred from the view point.

Selecting a larger size makes the image clearer and less uneven.

(Note that this option sets the size of the transferred image and does not set the size of the displayed View Window.)

Frame Rate:

Set the maximum frame rate of image transfer from the view point. Selecting a larger frame rate makes the motion in the image smoother.

Image tab

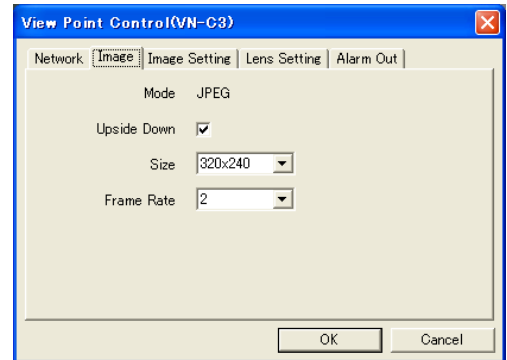
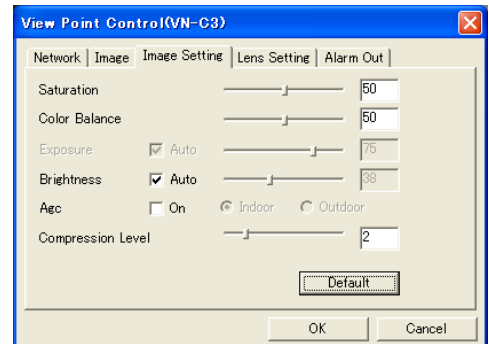


Image Setting tab



[Image Setting tab]

Click on the [Image Setting] tab.

Saturation: Adjust the color saturation.

Color Balance: Adjust the white balance.

White Balance: Adjust the white balance.

Exposure: Adjust the image exposure.

Brightness: Adjust the image brightness.

Agc: Adjust the gain of the built-in amplifier.

Blc: Compensate the back light.

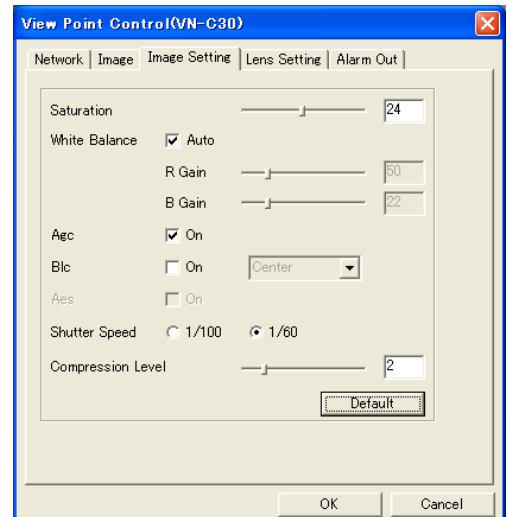
Aes: Adjust the shutter speed depends on the brightness of the subject.

Shutter Speed: Select the shutter speed.

Compression Level: Set the image compression level. Setting a larger value increases the compression rate.

Iris: Adjust the iris.

Image Setting tab



The conditions return to the default level by clicking [Default].

[Lens Settings tab]

Click on the [Lens Setting] tab.

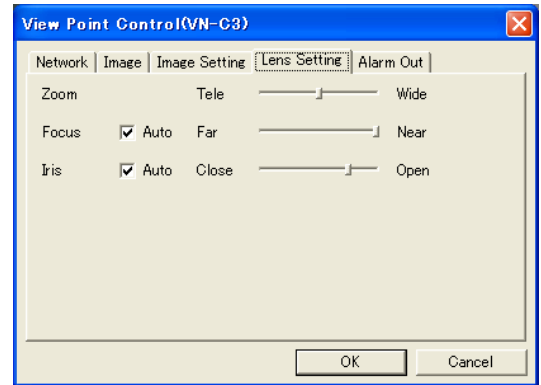
(This tab is displayed only with the VN-C3 and VN-C30.)

Zoom: Adjust the zoom ratio.

Focus: Adjust the focusing.

Iris: Adjust the camera iris.

Lens Setting tab



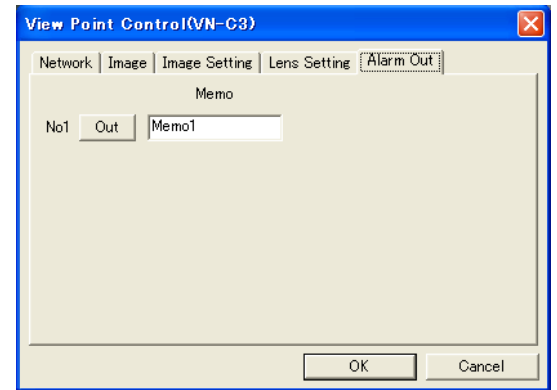
[Alarm Out tab]

Click on the [Alarm Out] tab.

The alarm signal is output according to the alarm output settings performed on the camera.

This setting requires careful consideration because it causes the alarm output terminal to output an actual alarm signal.

Alarm Out tab



15-4. Setting an External Device

When the view point is a VN-A1U unit, this function sets an external device connected at the view point.

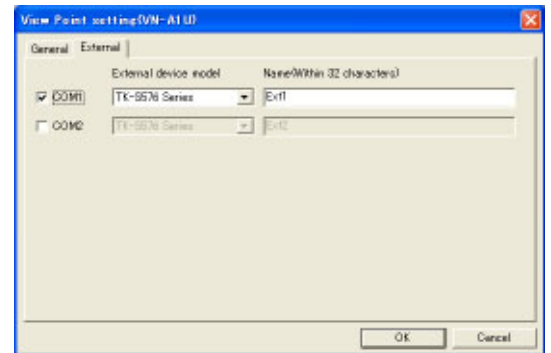
1 In the Tree View Area Layout, select the desired view point or view channel.

2 Open the [Setting] menu and select [View Point].
The [View Point Setting] dialog box appears.
Click on the [External] tab.

3 Check the connection terminal to be set (COM1 or COM2).

4 Select the connected device model from [Equipment Type].

5 Enter the connected device name within 32 characters.
This name is displayed in the View Channel selection area of the Live Controller or Playback Controller.

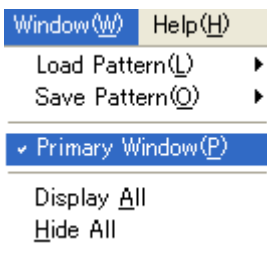


16. Primary Window

The stable operation of the VN-S400U becomes difficult when the load to the CPU exceeds 100% due to an increase in the number of connections, etc. Therefore, the VN-S400U monitors the CPU load and, if it is going to exceed 100%, reduces the frame rate to exceed overloading.

The Primary Window can be set by opening the [Window] menu and clicking [Primary Window]. When the Primary Window is set, a checkmark is displayed in the menu display.

Primary Window can be canceled by opening the [Window] menu and clicking [Primary Window] again.



[When Primary Window is Set]

The VN-S400U reduces the frame rates of the non-active View Windows so that the frame rate of the image in the active View Window can be maintained at the set rate.

[When Primary Window is not set]

The VN-S400U reduces the frame rates of all of the View Windows in case the CPU load is going to exceed 100%.

17. Load Pattern of the View Windows

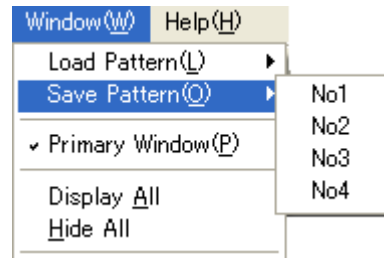
This chapter describes how to make load patterns of the registered View Windows.

17-1. Registering the View Window Load Patterns

This function registers the display sizes and positions of the View Windows. Up to 4 load patterns can be registered.

1 Adjust the positions and display sizes of the View Windows.

2 Open the [Window] menu, select [Save Pattern] and click on the desired one of the pattern numbers from [No. 1] through [No. 4].



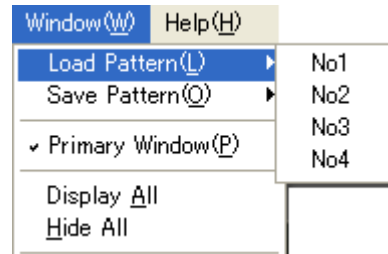
3 To modify a previously registered load pattern, set the View Window positions and sizes as desired, perform step 2 above and click on the pattern number of the pattern to be modified.

17-2. Displaying View Windows in a Registered Pattern

This function displays the View Windows in one of the registered load patterns.

Open the [Window] menu, select [Load Pattern] and click on the desired one of the pattern numbers from [No. 1] through [No. 4].

The View Windows will be displayed in the selected pattern.



17-3. Display / Hide All View Windows

This function displays or hides all of the registered View Windows.

1 To display all of the View Windows, open the [Window] menu and select [Display All].

2 To hide all of the View Windows, open the [Window] menu and select [Hide All].

18. Tree View Area Layout Operations

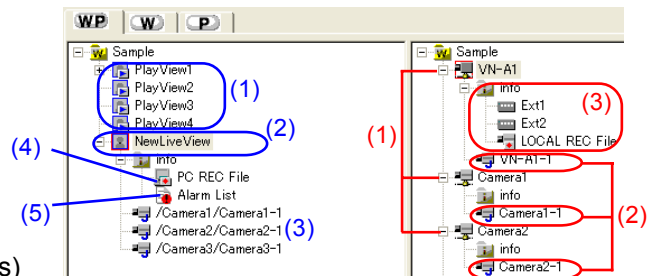
The Tree View Area Layout shows the registration status of the View Windows, view points and view channels. Click on the [WP], [W] or [P] tab according to the function to be executed in this window. When the list display layout is changed in the [Option] dialog box, the Tree View Area Layout is modified while the displayed information stays identical. The following descriptions take the Tree View Area Layout that is displayed as an oblong in the horizontal direction as an example.

18-1. Displaying an Image in Live View Window

Click on the [WP] tab.

The left-half section under the [WP] tab shows the following information.

- (1) Four Play View Windows
- (2) Registered Live View Windows
- (3) View channels assigned to the Live View Windows
- (4) PC REC File icons (Information on the image recording files)
- (5) Alarm List icons (Information on alarm receptions)

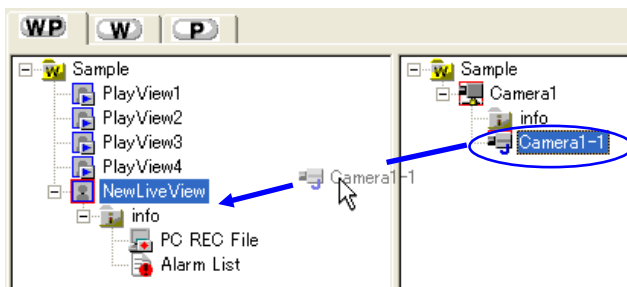


The right-half section under the [WP] tab shows the following information.

- (1) Registered View Points
- (2) View Channels (JPEG channels/MPEG4 channels)
- (3) Information on each View Point
 - [External device connected to the View Point]
 - [LOCAL REC Files (Information on the files recorded in the connected device at the View Point)]

1 Click on the View Channel to be viewed, in the right-half section.

2 Drag & drop the selected View Channel on the Live View Window icon in the left-half section.



3 The channel will be added below the Live View Window icon in the left-half section.

Up to 16 channels can be registered per Live View Window by repeating the same procedure as above. In the case of an MPEG4 video channel, one channel can be registered per Live View Window.

- (It is not permitted to register a single view channel more than once in a Live View Window.)
- (It is not permitted to register both of MPEG view channel and JPEG view channel in a Live View Window.)
- (It is not permitted to register plural number of MPEG view channels in a Live View Window.)
- (One MPEG view channel can be registered in a Live View Window.)

18-2. Creating a View Point Group

Click on the [WP] tab or [P] tab.

This function creates a view point group folder for arranging the registered view points.

1 Open the [Insert] menu and select [View Point Group].

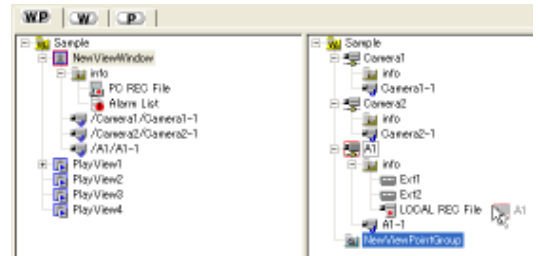
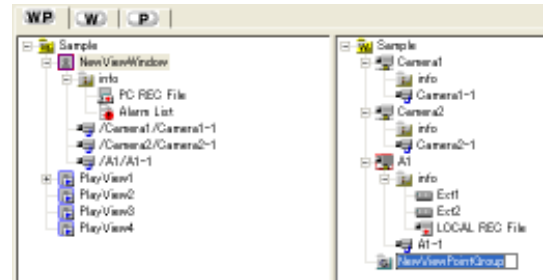
2 A new view point group folder is created in the right-half section of the Tree View Area Layout.

Enter the view point group name in 32 characters.

(To modify the name, right-click on the view point group folder to open a menu and select [Rename] from it.)

3 Drag & drop the desired view point icons in the view point group icon.

The dropped view points will be included in the view point group.



18-3. Playing Back a PC Recording File

The PC recording files to be played back can be selected in the Tree View Area Layout.

For the operating procedure, see section 8-1, "Playing Back a PC Recorded File."

18-4. Playing Back a Local Recorded File

The local recording files to be played back can be selected in the Tree View Area Layout.

For the operating procedure, see section 8-2, "Playing Back a Local Recorded File."

18-5. Displaying the Alarm List

Click on the [W] tab.

The left-half section shows the status of the registered View Windows.

The right-half section shows the records of alarm receptions.

1 In the left-half section, click on the [Alarm List] icon under the desired live view window name.

| Time | View Point Name | Alarm Type | Rec. File |
|---------------------|-----------------|------------|--------------------|
| 2003/02/04 15:02:25 | Camera2 | Alarm1 | |
| 2003/02/04 15:04:43 | Camera2 | Alarm1 | 20030204150443.rec |
| 2003/02/04 15:11:15 | Camera2 | Alarm1 | |
| 2003/02/04 15:11:16 | Camera2 | Alarm1 | |
| 2003/02/04 15:12:01 | Camera2 | Alarm1 | 20030204151201.rec |
| 2003/02/04 15:12:03 | Camera2 | Alarm1 | 20030204151201.rec |

- 2 The detailed alarm list is shown in the right-half section.
The displayed information includes the alarm occurrence time, view point names and alarm types.
With alarms that have been recorded in files, the entire alarm information is displayed in red together with the recording file name.
- 3 The alarm list can be rearranged by clicking on the item name that is required as a reference for rearrangement.
- 4 With alarms that have been recorded in files (with which the recording file names shown in the {Recording file} column), double-clicking on a recording file name plays back the image in the Play View Window.
(Pause at the time of an alarm)

18-6. Deleting Registered Items

This function deletes a registered Live View Window, view point or the items listed below.

[Deleting a Live View Window]

Select a Live View Windows icon on the Tree View Area Layout and press [Delete] key, or right-click on the icon and select [Delete] from the displayed menu. When the deletion confirmation message appears, click on the [OK] button.

[Deleting a View Point]

Select a View Point icon on the Tree View Area Layout and press [Delete] key, or right-click on the icon and select [Delete] from the displayed menu. When the deletion confirmation message appears, click on the [OK] button.

Note that the view points registered in the Live View Windows cannot be deleted.

[Deleting a View Point Group]

Select a View Point Group icon on the Tree View Area Layout and press [Delete] key, or right-click on the icon and select [Delete] from the displayed menu. When the deletion confirmation message appears, click on the [OK] button.

Note that deleting a view point group results in deleting all of the view points included in it. However, the view points registered in Live View Windows are not deleted.

[Deleting a register of a View Channel]

Select a View Channel icon on the left-half section of the Tree View Area Layout and press [Delete] key, or right-click on the icon and select [Delete] from the displayed menu. When the deletion confirmation message appears, click on the [OK] button.

[Deleting a register of a REC file]

Select a REC file icon on the Tree View Area Layout and press [Delete] key, or right-click on the icon and select [Close File] from the displayed menu. When the confirmation message appears, click on the [OK] button.

19. Right-click Menus and Keyboard Shortcuts

19-1. Menu Displayed by Right-clicking in View Windows

Right-click menu in the Live View Window (The setting subjects vary according to the model of the View Point.)

| | |
|---------------------|---|
| Large | Magnifies the View Window size by 1 step (320 x 240 or 640 x 480). |
| Small | Reduces the View Window size by 1 step (320 x 240 or 160 x 120). |
| Hide | Hides the View Window. |
| Sequential Stop | Stop sequential display. |
| Zoom In | Zooms into the image. |
| Zoom Out | Zooms out of the image. |
| Time Stamp Draw | Displays or hides the Time Stamp. |
| Motion Grid Draw | Displays or hides the motion grid color, motion area color and motion detect color. |
| View Window Setting | Opens 'Live View Window Setting' dialog box. |

Tight-click menu in the Play View window (The setting subjects vary according to the model of the View Point.)

| | |
|---------------------|---|
| Large | Magnifies the View Window size by 1 step (320 x 240 or 640 x 480). |
| Small | Reduces the View Window size by 1 step (320 x 240 or 160 x 120). |
| Hide | Hides the View Window. |
| Open File | Opens 'Open' dialog box. |
| Close File | Closes the file being displayed. |
| Time Stamp Draw | Displays or hides the Time Stamp. |
| Motion Grid Draw | Displays or hides the motion grid color, motion area color and motion detect color. |
| View Window Setting | Opens 'Play View Window Setting' dialog box. |

19-2. Menu Displayed by Right-clicking on Icons in the Tree View Area Layout

[Icons in the left-half section under the WP tab or icons under the W tab]

Right-click menu of Work Space icon

| | |
|-----------------|--------------------------------|
| New View Window | Creates a new View Window. |
| Option | Opens the 'Option' dialog box. |

Right-click menu of Live View Window icon

| | |
|---------------------|--|
| Delete | Deletes the View Window. |
| Rename | Changes the View Window name. (Within 32 characters) |
| Display | Displays or hides the View Window. |
| View Window Setting | Opens 'Live View Window Setting' dialog box. |

Right-click menu of Play View Window icon

| | |
|---------------------|--|
| Delete | Deletes the View Window. |
| Rename | Changes the View Window name. (Within 32 characters) |
| Display | Displays or hides the View Window. |
| View Window Setting | Opens 'Play View Window Setting' dialog box. |

Right-click menu of View Channel icon

| | |
|--------------------|--|
| Delete | Deletes the View Channel. |
| View Point Setting | Opens 'View Point Setting' dialog box. |
| View Point Control | Opens 'View Point Control' dialog box. |

Right-click menu of PC REC File icon

| | |
|-----------|---|
| Refresh | Refresh the list of the PC recorded files |
| Open File | Opens the 'Open' dialog box. |

Right-click menu of Alarm List icon

| | |
|---------------------------|---|
| Refresh | Refresh the Alarm list. |
| Delete All | Delete all alarms |
| Delete before yesterday | Delete the alarms received yesterday and before it. |
| Delete before 7 days ago | Delete the alarms received 7 days ago and before it. |
| Delete before 31 days ago | Delete the alarms received 31 days ago and before it. |

[Icons in the left-half section under the WP tab or icons under the W tab]

Right-click menu of Work Space icon

| | |
|----------------------|--|
| New View Point Group | Creates a new View Point Group under the Work Space. |
| New View Point | Opens 'New View Point' dialog box. |
| Option | Opens the 'Option' dialog box. |
| Show IP Address | Displays or hides the IP address in the View Point icon. |

Right-click menu of View Point Group icon

| | |
|----------------------|--|
| Delete | Delete the View Point Group and View Points included in it. |
| Rename | Changes the View Point Group name. (Within 32 characters) |
| New View Point Group | Creates a new View Point Group under the View Point Group. |
| New View Point | Creates a new View Point in the View Point Group. Opens 'New View Point' dialog box. |

Right-click menu of View Point icon

| | |
|--------------------|---|
| Delete | Delete the View Point. |
| Rename | Changes the View Point name. (Within 32 characters) |
| View Point Setting | Opens 'View Point Setting' dialog box. |
| View Point Control | Opens 'View Point Control' dialog box. |

Right-click menu of View Channel icon

| | |
|--------------------|---|
| Rename | Changes the View Channel name. (Within 32 characters) |
| View Point Setting | Opens 'View Point Setting' dialog box. |
| View Point Control | Opens 'View Point Control' dialog box. |

Right-click menu of external device icon

| | |
|--------------------|---|
| Rename | Changes the extra device name. (Within 32 characters) |
| View Point Setting | Opens 'View Point Setting' dialog box. |
| View Point Control | Opens 'View Point Control' dialog box. |

19-3. Keyboard Shortcuts

The following keyboard shortcuts available in VN-S400U.

| | |
|----------|-------------------------------------|
| Ctrl + O | Opens 'Open' dialog box. |
| Ctrl + S | Save the Work Space. |
| Ctrl + M | Opens 'New View Point' dialog box. |
| Ctrl + N | Opens 'New View Window' dialog box. |
| F2 | Modify the names. |

Press [F2] key after selecting the desired icon in Tree View Area Layout. The following icons are available.

- Live View Window icon
- Play View Window icon
- View Point icon
- View Point Group icon
- View Channel icon (In the right-half section under the WP tab or under the P tab)
- External device icon

20. Saving Work Space and Exiting

20-1. Saving and Exiting the Work Space

To save the work performed in a work space, open the [File] menu and select [Save Work Space]. This operation saves all of the registrations that have been made, including those of the Live View Windows and view points.

To exit a work space, open the [File] menu and select [Close Work Space].

20-2. Opening a Saved Work Space

To open a previously saved work space, open the [File] menu and select [Open Work Space].

When the [Open] dialog box appears, select the work space file (*.vxw) from its save location and click on the [Open] button.

21. Notices for Convenient Operation

For your convenient operation, please note the following subjects during the operation of VN-S400U.

- If you have changed the mode (JPEG/MPEG4) of VN-C10U after registering, delete the View Point once and register it again. For the operating procedure, see section 18-6, "Deleting Registered Items"
- If the View Window of MPEG4 mode is hidden, it takes a few seconds to start recording from clicking the Rec button. It is needed to display the View Window to start recording exactly, especially in case of alarm recording.
- When Primary Window is set, the receiving frame rates of the View Windows are changed to keep the frame rate of the active View Window.
Set the Primary Window OFF if you want to keep the frame rate of a recording View Window to record more stable image.
- The following operations need higher CPU usage:
 - Refreshing the Alarm list
 - Displaying plural Play View Windows
 - Deleting many recorded files at a timeThese subjects possibly become the reasons of declining the recording frame rate.
Try to keep the CPU usage about 80 % or lower by reducing the number of View Windows, setting the frame rate lower or displaying the image in small size.
- During the operation of VN-S400U, keep your PC not to become 'System standby' or 'Turn off hard disks'. VN-S400 will malfunction if the PC turns to 'System standby' or 'Turn off hard disks'.
The settings of 'System standby' and 'Turn off hard disks' are in the [Control Panel] > [Power Options Properties].
- During the recording in MPEG4 mode, the recording is stopped if the image size of the View Point is changed by other VN-S400U. Please do not change the image size by other VN-S400U during recording.
- During the connecting with the View Point, the VN-S400U may sometimes malfunction if the View Point Password is changed by other VN-S400U. Please do not change the View Point Password by other VN-S400U during connecting with the View Point.



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