

# DVR/NVR Operation Manual (10.6)

Digital Video Recorder Network Video Recorder

# **Operation Manual**

(EN Rev 1.2)

#### **DVR / NVR**

#### **Operation Manual**

Thank you for purchasing a product.

This manual describes the function usage of DVR / NVR.

Before installation or operation, please become familiar with this manual.

This manual, software and hardware described here are protected by copyright by law. With the exception of copying for general use within fair use, copying and reprinting of the user manual, either partially or in entirety, or translating it into any another language without the consent of our Corporate office is strictly prohibited.

This manual is common operation manual for multiple models, and thus, some UI and the usage can be slightly different by models.

For the specific product specification, please refer 'Product Manual'.

UI and some functions can be changed for improvement of firmware or quality without any notification. The updated manual can be downloaded from manufacturer's web page.

# **Contents**

SETUP WIZARD	
USAGE	10
FUNC Menu	10
Menu structure	
Menu Structure	
Monitoring	12
Remote monitoring & control	
PLAYBACK, SEARCH AND COPY	18
Playback Mode	18
Playback Screen Composition	18
Thumbnail Search	20
Copy	20
CONFIGURATION	21
System configuration	21
Date/time	21
Disk	23
User settings	28
Utility	30
Firmware upgrade	31
Network	33
Network settings	33
Service	37

Service streaming	37
Relay Camera Web Page	41
DDNS	42
WRS	43
xDSL	44
Radius	44
PTZ	53
Monitor	55
Audio	58
Text	59
Event Configuration	60
Event	60
Motion detection	64
Sensor	66
Record Setting	68
Recording	68
Recording setting of IP camera	71
Utility	72
VIEWER	73
WEBVIEWER	73
System requirement	73
Installation	73
login	73
User set up	73
Monitor	74
Screen division and changing video position	74
Move to Playback	74
Channel On/Off	75
Sensor indication	75
Relay operation	75
Using microphone	75

Event information	75
Video recording & save	76
Using PTZ	76
Using Audio	77
Playback	77
Video Division & Changing Channel	77
Save image	77
Print	78
Backup	78
Move to Web Monitor	78
Channel On/Off	78
Recording Duration & Checking Record Capacity	
Calendar search	
Function buttons on the bottom of an image	79
Remote DVR	79
System Requirements  Login	
Logiii	00
Monitor	81
Screen Division	81
Playback	82
Status for the recording duration and capacity	82
Selecting channels	82
Search and Playback	83
Timeline	83
Playback Control	83
Backup	
Open Camera Page	83
MOBILE APPLICATION	84
MOBILE APPLICATION	84

Register method for Android app	86
MOBILEVIEWER	86

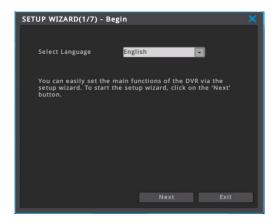
# **Setup Wizard**

The Setup Wizard makes it easy to set up DVR/NVR's "Language, Network, DDNS, Time, Hard Disk, Record Mode and Wizard."

The Setup Wizard is automatically launched on the first boot of the DVR/NVR, and you can run the Setup Wizard through the "Menu > System > Tools > Setup Wizard".

#### Start

You can select the language you want to use.



#### Network

Set up IP address of DVR/NVR or skip network setup.

Press "Test" button to check if there's problem in network communication or not.

- 1) Network normal "Communication with Gateway is successful."
- 2) Network abnormal "Communication with Gateway is failed."



#### **DDNS**

Setup DDNS of DVR/NVR or skip DDNS setup.

Enter domain name to use then press "domain change" to create domain name.

Connection method after Domain "test" created

- 1) Browser Enter http://test.mycam.to in address bar
- 2) Mobile application test.mycam.to
- 3) Exclusive software Control Center test.mycam.to

Domain change message

- 1) Domain change normal Success
- 2) Domain change fail Domain cannot be used

#### Time and time zone

Setup time, standard time zone and daylight saving time (DST).

Network(NTP) autotime synchronizing

- 1) In case DVR/NVR is connected to internet In use
- 2) In case DVR/NVR is not connected to internet Not in use

Daylight saving time (DST, summer time)

- 1) DST saving time is used In use
- 2) DST saving time is not used Not in use

#### **Hard Disk**

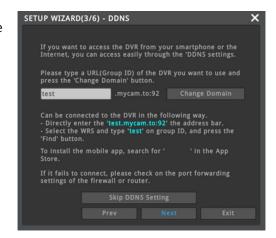
Connected hard disk is searched automatically and shown as inventory.

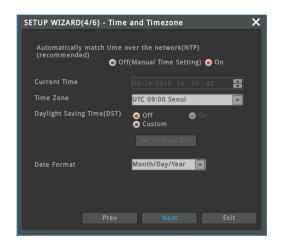
Select hard disk to use and run "Enable and format" to format and enable (start record) selected hard disk.

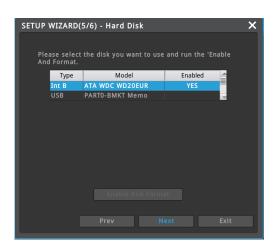
Enable (Start record)

- 1) Hard disk starting record Yes
- 2) Hard disk connected to DVR/NVR but not starting record No

X It is recommended to enable all connected HDDs.
However, if an HDD shows any malfunction, please disable the HDD until it is replaced or repaired.







#### Record mode

There are 3 type of record modes.

- 1) Normal image 1fps, Motion image 15fps (recommended)
- If there's no movement 1 frame per second, if there's movement, 15 frames per second will be recorded.
- 2) Record 15fps only moving image
- It does not record anything, If there is no movement, while it record 15 frames per second if there is movement.
- 3) Always record 30fps
- All channels, always record 30fps.

#### Wizard

Select whether to use the Setup Wizard when you restart the DVR or NVR.

After finishing setup, click [Complete the Wizard].





#### <Note>

DVR/NVR's default account is admin and default password is '12345'

The default password is very weak for security. It is highly recommended that user must change the password periodically. The responsibility for security problems by using default password is to user.

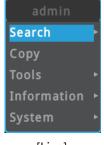
# Usage

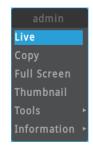
#### **FUNC Menu**

All DVR/NVR functions can be controlled by using mouse. For convenient use, frequently used functions and convicient functions are gathered in FUNC menu. To open FUNC menu, click the mouse's right button at live or playback screen.

#### FUNC menu at Live screen

- ✓ Search Move to last playback time, Move to latest record data
- ✓ Copy Copy recorded data
- ✓ Tools PTZ, Instant PTZ, Camera Setup, Multi, SEQ, Set Custom, Spot, Digital Zoom, Freeze, Snapshot, Manual Relay, Emergency Recording, All Event Confirm, Bookmark
- ✓ Information Screen, Screen(Spot), Camera, Network, Recording, Disk, System, PoC, System Alarm
- ✓ System Menu, Lock, Logout, Power off, Reboot





[Live]

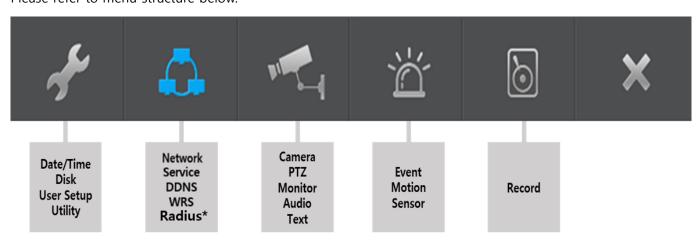
[Playback/Search]

#### FUNC menu at Search/Playback

- ✓ Live Turn into live screen
- ✓ Copy Copy recorded data
- ✓ Full Screen Turn into full sized screen
- ✓ Thumbnail Run thumbnail search
- ✓ Tools Digital Zoom, Snapshot, Multi, Bookmark
- ✓ Information Screen configuration

#### Menu structure

Please refer to menu structure below.



<Note> This UI is only appeared for the model supporting Radius.

#### Menu Structure

Press [MENU] key on front panel or click [Main Menu] button under FUNC menu to enter the setup menu. To exit menu, press "X".

#### Main menu

The selected tab is shown in bright color and the sub-menu box will show the chosen

#### Sub-menu

Selected sub-menu will disply the chosen item and the related setting will be shown. To move to the upper main menu, click the [Save Changes] at the bottom of menu, or press "X" button.

#### Set-up dialogue box

The selected tab is shown as orange, and to move to the previous/next tab.



#### Dialogue box for string input

Dialogue box for string input is shown as follows. User can enter words or numbers using a mouse or direction buttons.

Mouse to enter it. To delete the entered letter, press  $[\leftarrow]$  button, and to enter a space, press [SPACE] button. To exit the dialogue, press [ENTER] button to save string and exit or press [CANCEL] button to cancel the string.



# **Monitoring**

#### **Basic screen**

The basic screen will be maximum multi-screen DVR/NVR supports and if rebooted after multi-screen mode has been modified, previous multi-screen mode will be shown.

#### Single screen

click the channel number you want to view or Double click the left mouse button.

Click [MULTI] button or Double click the left mouse button again to o return to multi-screen

.



#### Multi screen

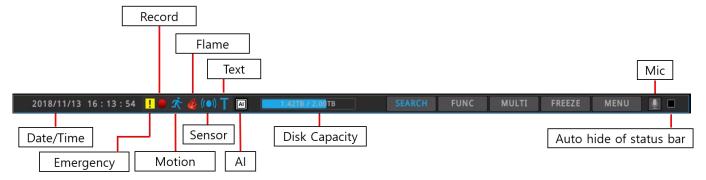
Click [MULTI] for multi-screen display to choose multiscreen mode.



#### Screen description

Status bar represents status of DVR/NVR.

Status bar shows current date/time, emergency record, record status, motion detection, flame detection (when using flame detection camera), sensor, text, Al, disk capacity, Mic enabling and auto hide of status bar.



#### Auto switch mode (Sequence)

Auto switch screen mode is a feature in which the selected channel or multi-screen division switches in sequence with the time interval of 1-60 seconds. (Please refer to "Monitor setup" for further configuration method). Auto Switch mode can be set in every division mode by pressing the [SEQ] button.

Press [SEQ] button once more to leave from Auto Switch mode.

#### Check video

When turned on, DVR/NVR starts booting automatically and shows screen after the booting.



#### <Reference>

Auto login "ON": means login set without any login dialogue box (default - auto login ON, admin) Auto Login "OFF": means there will be dialogue box requiring password.

#### **Event screen**

It is available to set the selected screen pop-up automatically when an event is triggered Users can choose events for pop-up from event source. Event source supports Sensor, Motion Detection, No video, Text, System event and so on.

If multiple events are triggered, the corresponding screens will pop up automatically.

For example, if events are triggered in 3 Channels, they will be displayed in 4 screen division automatically. To return to the original channel, press the button of one of the popped up channels.

Press [ESC] to return to original channel.

#### <Warning>

- 1. Image popup will be performed after setting image popup "enable" and selecting event source (sensor, motion detection, no video, text).
- 2. To use flame detection function, flame detection camera should be connected. After connection, DVR/NVR can automatically detect the sensor as a flame detector. (It is not possible to change the sensor type by manually.) Please contact to CS for the flame detection camera models.

#### **Enlarged screen**

Using D-Zoom on a single screen, users can enlarge the area user want to view. Click on [Zoom] button or icon in single / full screen or [FUNC] button then select Zoom button to activate Zoom mode.

To expand or reduce, please use +, - button or use mouse wheel drag.

Enlarge mode can be used between 1.00X ~ 10.00X range.

To return to the previous screen, select a button and press the enter or left click the mouse.

#### <Note>

Live/playback in multi-channel mode does not support zoom. To use zoom, please make live and playback screen into single mode. In order to use the flame detection function, the flame detection camera which can detect fire (fire source) must be connected to the DVR or NVR, and the sensor must be selected as the flame detector. Please contact CS for available flame detection cameras.

# 

#### Pausing the live screen

Just like in playback, live screen can be paused.

Click on [Freeze] button while live monitoring to pause image and to return to live again, please click on any button.

#### **Snapshot picture**

Please click on Snapshot while image is Freeze in single live monitoring. Copy them to USB too.

Click FUNC menu -> Tool -> Snapshot to copy image to USB memory without stopping or pausing image.

#### **Instant PTZ**

If Instant PTZ in Tool menu is set activated, PTZ mode will be on automatically upon single channel, which PTZ function is set.

+ Mark in the center of image will be on while PTZ function is working.



#### PTZ control

Connect PTZ camera to DVR/NVR and set relevant protocol on "PTZ" under MENU, and users can operate PTZ while monitoring live images.

When PTZ is on, through PTZ button on front or PTZ buttons under FUNC menu, users can use pan/tilt, zoom, focus, aux, preset functions and Patrol.

#### Pan/Tilt

pan/tilt function for PTZ configuration channel Use "Up", "Down", "Left", "Right" to control pan/tilt.

#### Zoom

Click "Tele", "Wide" buttons to create a preferred focal point.

#### **Focus**

Click "near", "far" buttons to focus.

#### **Auxiliary On**

Use direction keys or mouse wheel to select aux number (up to 16 Aux functions can be used). Select "on" and press enter or click a mouse)

#### **Auxiliary Off**

Use direction keys or mouse wheel to select aux number Aux Select "on" and press enter or click a mouse.

#### Loading preset

Used to move to set preset location.

Select wanted Preset number and press [Load] button.

#### Saving preset

Use to save new preset location.

Use focus/zoom/pan/tilt to move to a location you want to save it and select a preset number and press [save] button.

#### **Patrol**

This function can move the view position of PTZ device according to the stored sequences of multiple presets. 8 patrols are supported and each patrol can have 8 presets. Also, each patrol can set the sequences and interval of presets .

#### **Patrol On**

Select the patrol number and click "On".

#### **Patrol Off**

Refer the patrol status and select the patrol number which you want to off. And click "Off". <Note>



Focus may not be controlled for IP camera (Onvif) channel.

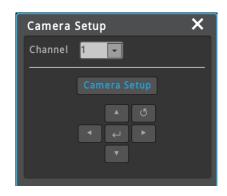
#### Camera Setup

This menu is used to enter the OSD menu of connected camera. Please control camera menu using up, down, left, right.

#### <Note:

OSD cannot be controlled for IP camera (Onvif) channel.

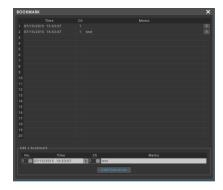
Please use webpage of IP camera to control OSD.



#### **Bookmark**

Add / Edit bookmark No, Time, Channel and Memo in FUNC menu  $\rightarrow$  [Tools]  $\rightarrow$  [Bookmark] while live or playback.

Clicks bookmark icon " in [Search], [Copy], [Thumbnail] to load saved bookmarks.



#### Screen Information

Screen properties can be set by clicking [FUNC menu – Information – Screen]. User can change the expression of channel name, text color, font size, status bar, remoteDVR status etc.

It is possible to show or hide the channel border line. Also, the color of border line can be set.

The position of the status bar can be selected between lower and upper at [Adjust Status Bar Position].

The expression of channel name can be 'channel number and channel name', 'channel name', 'channel number' or 'channel navigator'. It is possible to locate any channel you want on any position of multi-division screen you want if the expression of channel name is 'channel navigator'.



#### <Caution>

If the expression of channel name is 'channel navigator' and user select "Auto" as a multi division mode, the expression of channel name will be changed to 'channel number and channel name'. If you want to use 'channel navigator', please set again and do not select "Auto".

#### Screen (Spot)

Spot screen properties can be set by clicking FUNC menu → [Information – Screen (Spot)]. User can set the expression of channel name displayed on Spot screen.



# Remote monitoring & control

Users can connect DVR/NVRs, control and monitor it remotely by using Control Center (CMS program)

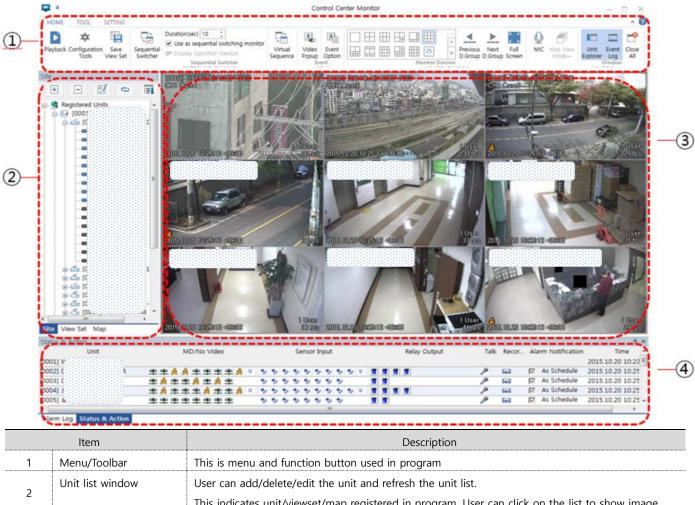
#### **Installation of Control Center**

Execute "Control Center Setup vx.x.x.exe" to install the Control Center.

#### **Start of Control Center**

After installation is completed, click "Control Center Monitor" icon and execute it. (ID: admin / Password: admin)

#### **Screen configuration of Control Center**



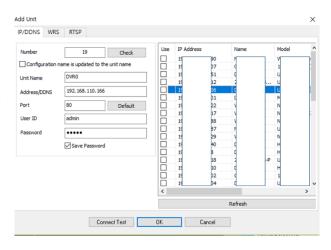
	Item	Description	
1	Menu/Toolbar	This is menu and function button used in program	
2	Unit list window	User can add/delete/edit the unit and refresh the unit list.  This indicates unit/viewset/map registered in program. User can click on the list to show image	
3	Image window	This indicates live monitoring image	
4	Status & Action	This indicates status of unit, event information and alarm log	
	window		

#### Add Unit

Click **[Add]** icon on the toolbar or execute **[Add Unit]** by clicking mouse right button at "My Units".

- 1) Select "URL/IP Address"
- 2) Enter proper IP address and Port, then click **[Find]** button. If the DVR/NVR is located inside local network, you can easily find the DVR/NVR by clicking **[Auto Detect]** button.
- 3) Check whether the unit's information is properly displayed.
- 4) Enter DVR/NVR's ID and password, and then click **[OK]**.
- 5) DVR/NVR will be listed on the unit list of "My Units".

(DVR/NVR' Default ID/Password is admin/12345)



#### DVR/NVR's live display

If you click a unit's icon in the "My Units", you can get live monitoring display. Split-screen will be displayed to show all channels of the unit.



#### All channel Display at the same time

If you click a unit's icon (1), all channels' video will be displayed on the split-screen (2). If you click a unit's icon again, then all video on screen (2) will be off.

#### Display a specific one channel

If you click one channel icon, that channel on screen (2) will be off. If you drag and drop one channel from 1 to 2, that channel will be displayed on that position.

# Playback, Search and Copy

# **Playback Mode**

To enter the playback mode, push "SEARCH" button of remote controller or click "SEARCH" of status bar on lower side of screen. Or click mouse right button and select [Function] → [Search].

# **Playback Screen Composition**



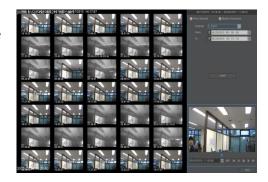
	name	function description	
1	Time Search	Display currently playing time.  Set the time to want to play and click then playback time goes to that time and paused.  Bookmark list will be displayed when you click 'Bookmark' icon. You can select one of bookmarks to go to the bookmarked time.	
2	Playback Control Button	Use buttons to control the playback.  E: Click this icon to activate, then only video which has event will be played.  ◀: Reverse playback speed control icon. Every clicking will increase speed.  ◀: Playback direction control (backward).  ◀II: Step backward. Step playback is skipped by the number of frames set in '4'.  II: Pause  II▶: Step forward. Step playback is skipped by the number of frames set in '4'.  ▶: Playback direction control (forward).  ▶ ►: Reverse playback speed control icon. Every clicking will increase speed.	
3	Playback Speed Control	Display current playback speed and you can select the speed (1/16x ~ 64x).  Playback speed can also be controlled by ◀ or ▶ button.  'All' means that all frames are played without skipping. If recorded fps is low, it looks like multiple times speed playback.	

4	Number of skip frames for step playback	It is possible to skip several frames instead of one frame by clicking step forward/backward. If the set number is 10, pressing the step forward button displays the 10 frames later image than the current frame.		
5	Playback State	Graphically shows the state of playback.		
6	Buttons	LIVE: Return to live monitoring mode  COPY: Excute backup menu  MULTI: Changing split screen mode  THUMBNAIL: Excute thumbnail search mode		
7	Screen	Displays the playback videos.  Clicks right button of mouse on screen, then FUNC menu is displayed.		
٦	Туре	Select the type of event to be displayed in the Log Viewer (All, Motion, Sensor, Text, Flame, Thermal Detection, Al, No video).  'Image' is an option that shows the history of video loss and detection.		
	Interval	Sets timeline interval.		
8	Show Prealarm, Postalarm-Record Log	Prealarm and postalarm is displayed on timeline when this option is checked with specified color.		
	Show Bookmark	Bookmark is displayed on timeline with bookmark icon.  To make bookmark, click right button of mouse on screen and select [FUNC menu] → [Tools]  → [Bookmark].		
	<b>←</b>	Moves timeline to the next range.		
9	Calendar	Shows the date of current playback video with background color.  Dates having recorded data is shown with underbar.  Also, user can select the date to playback.		
	Log Viewer	Displays the logs that occurred within the time displayed on the timeline.  Only the logs of specified by 'Type (8)' are displayed.  Selects the event, then the playback time goes to that time and paused.		
	Configuration	Sets the configuration of timeline and log viewer.  Show all channels: Display timeline and log for all channels  Show selected: Display timeline and log for selected channels  Link with videos: Display timeline and log for channels displayed on the playback screen		
10	Timeline	Displays whether there is recording data. Normal, pre-post alarm, motion, sensor/flame, text,		

#### **Thumbnail Search**

Thumbnail search will show 35 different thumbnail image on detected images by time interval or motion. Click on selected image for playback or copy.

- Time interval: 35ea thumbnail images are displayed by searching image between entered start and end time.
- Motion detection: 35ea thumbnail images are displayed by searching image on the motion between entered start and end time.



#### Copy

This is for copying recorded videos. There are 2 types of copying, EXE, and AVI.

Only authorized users by security settings can use the Copy function. For more about authority settings, please refer to (user setup) section.

To run copy function, press [COPY] on the Remote control or Click Copy button under Function menu. If a user runs copy menu during playback, playback time will be set as backup end time.

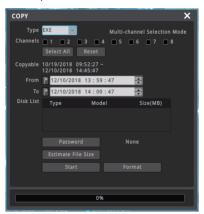
#### **EXE**

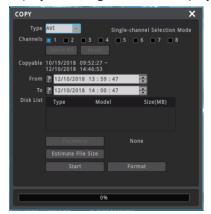
Multiple selected channels can be copyed as one exe file. Copyed exe file can be played on Windows PC without any other software. Also, it can play with Miniplayer or Control Center Playback.

\* Miniplayer supports AV file export function. [File – AVI Export]

#### **AVI**

Only one channel can be copied as AVI file. AVI file can be played with general media player on PC or mobile.





Name	function description	
Туре	Select EXE using direction keys or mouse wheel.	
Channel Selection	Press enter on a channel or right click a mouse to select a channel.  (Select All : select all channels / Reset : cancel the selection of all channels)	
Password	For EXE backup, user can set password.	
Estimate File Size	Display the estimated file size according to the duration and number of channels to copy.	
Format	Format a USB stick before copying. Press Format or right click a mouse to begin. Support FAT32 and NTFS.	

<Note>

Backup file which is not 100% completed cannot be played at PC.

Please install unified CODEC if the PC cannot be played according to the CODEC problem.

It could take long time if user set the copy duration too long.

It is highly recommended to use 'Safely remove' before remove USB memory from PC. If not, all data of USB meory might be deleted.

# **Configuration**

## System configuration

Please set time/disk/authority.

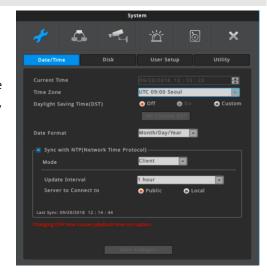
#### Date/time

#### menu → system → date/time

Before recording setting, DVR/NVR has proper time information. DVR/NVR has 'UTC +09:00 Seoul' as default time zone.

#### <Note>

- 1. To search DVR/NVR's recording data properly, DVR/NVR should have exact time zone information. If DVR/NVR has wrong time zone information, user may get wrong recording data during Search, copy, etc.
- 2. Please note that if user changes DVR/NVR's time information, recording data's time stamps in hard disks will be changed at the same time. DVR/NVR's system log has record for DVR/NVR's time change.



#### Time settings

<Note>

Under recording, if a user changes time when it is already recording (saved in HDD), it will change the time of the previously recorded videos. Moreover, there will be a history of a time change on the system log.

#### Standard time zone

Set the time zone to the location a product is used in

#### daylight saving (DST)

This menu is synchronized with time zone configuration menu. It means only when daylight saving area is on, this function works. Daylight saving applicable area is the same as with Microsoft Windows time zone. Users can select whether to apply daylight savings or not when DVR/NVR is installed in Daylight saving applied zone

#### **Date format**

Date display settings. Select one of, "mm/dd/yy", "dd/mm/yy, "yy/mm/dd".

#### <Warning>

Changing of "Date/Time" configuration can critically affect HDD recording file system.

#### NTP

#### menu → system → date/time → Network Time Protocol(NTP)

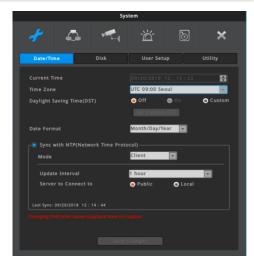
NTP (Network Time Protocol) synchronizes the time of all connected device. To set DVR/NVR time to standard time open server which offers standard time on the network and client which is connected to open server to receive time and synchronize it with standard time. Besides that, DVR/NVR can be set as server to offer standard time to other devices and can be set as both server and client as well.

#### NTP server location

Enabled when NTP mode is set as client/server. Select if NTP server is public or local.

#### NTP local server IP

Enabled when NTP server is set as local and sets server IP address. Enter NTP server IP address located in local network or DVR/NVR IP address with NTP mode as a server.



#### NTP mode

Set DVR/NVR NTP mode to client, server or both.

Name	function description	
client	Receives standard time from external or internal server and enable Time synchronization of DVR/NVR	
server	Make DVR/NVR a NTP server and provide standard time to other DVR/NVR or devices.	
both	use both client and server at the same time	

#### Interval

Configure interval of time sync.

### Disk

#### menu → system → disk

Internal, External HDD can be added, deleted or formatted.

#### **Overwrite (Auto Deletion)**

Image is recorded overwriting from the beginning of HDD when HDD is full.

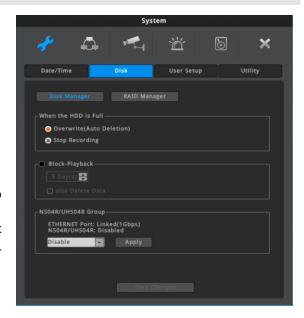
#### **Stop Recording**

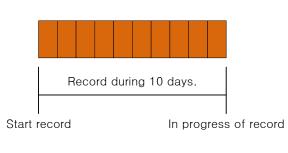
Record stops when HDD is full.

#### **Block Playback**

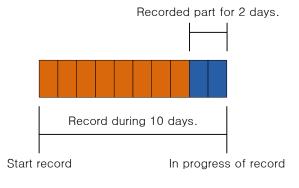
This function allows only recordings of pre-assigned date to be viewed.

For example, after 10 days of recording (picture 1), if playback block is set at 2 days (picture 2), then as shown in the picture, only the last 2 days of the recordings can be played back.





[Picture 1]



[Picture 2]

#### **Data deletion**

This function allows preserving video data recorded during preassigned period of date.

For example, if playback block is set at 3 days, then DVR/NVR will only save data for 3 days and will delete data more than 3 days old even if auto-deletion isn't on.

Once deleted, it can't be restored so please be extra careful.

#### NS04R & UHS04R Group

<Note> This UI is only appeared for the model supporting NS04R/UHS04R.

Video can be recorded on NS04R/UHS04R located in same network (local network) of DVR/NVR. Note that UHS04R is the next version of NS04R and NVR supports only UHS04R (not NS04R).

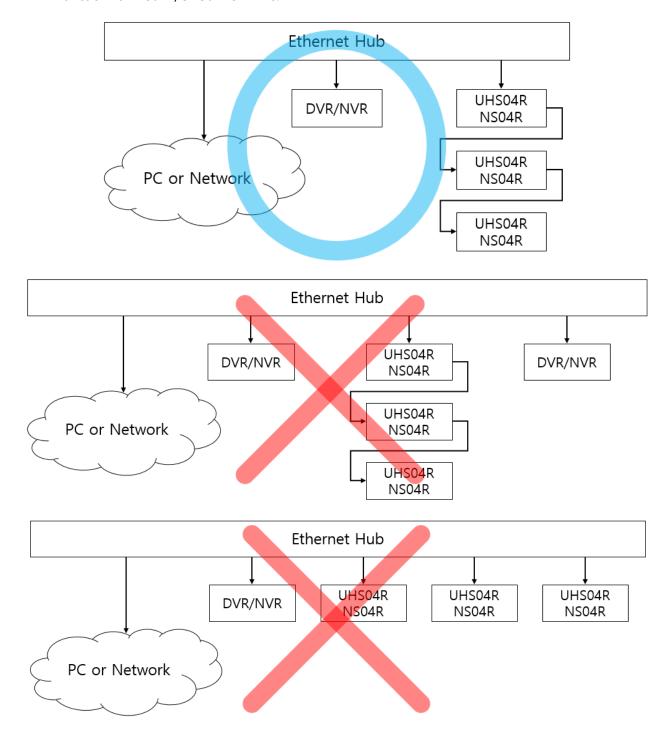
- (1) Enable NS04R/UHS04R group in DVR/NVR [menu system disk] then select to-be used group. (ex group ID: 90).
- (2) Use the rotary switch located in the rear of NS04R/UHS04R so that the group of first NS04R/UHS04R is the same with the DVR/NVR's group. (ex rotary switch 91).
- (3) Use the rotary switch located in the rear of NS04R/UHS04R so that the group of second NS04R/UHS04R is the same with the DVR/NVR's group. (ex rotary switch 92).
- (4) Connect DVR/NVR and NS04R/UHS04R with hub supporting gigabit using Gigabit Ethernet Cable. Run disk manager of DVR/NVR [menu system disk] then select NS04R/UHS04R to enable HDD of NS04R/UHS04R.

#### <Note>

- 1) Network cable used for connection with DVR/NVR must be Gigabit Ethernet Cable (Category-6). Otherwise read/write performance are declined so in case of data usage is full, some images could not be recorded properly.
- 2) Hub must be Gigabit HUB.
- 3) The max data size from single unit of NS04R is read/write 100Mbps repectively.
- 4) The max data size from single unit of UHS04R is read/write 320Mbps repectively.
- 5) Please discuss with network manager before connection over network.
- 6) It could take around 1 min till NS04R/UHS04R and DVR/NVR are connected after power on.
- 7) DVR/NVR supports connection with NS04R/UHS04R having same group ID with DVR/NVR
- 8) Please use firmware v10.0 or above of DVR/NVR to use UHS04R with DVR/NVR.
- 9) It is highly recommended to user 1 or more internal HDD when using UHS04R's RAID. It can protect the missing of recording data during auto rebuilding of UHS04R's RAID.
- 10) 4 front LEDs will be ON in order then all 4 x LEDs are ON (or OFF, blinking) at the same time. After that HDD's list of NS04R/UHS04R can be verified in DVR/NVR's Disk Manager.
- 11) NS04R connection to DVR using single port requires DVR's firmware over v7.8, NS04R over v2.0. This feature is not supported under DVR's firmware v7.8, NS04R v2.0.
- 12) NS04R connection via single port feature could be various based on DVR model so please contact manufacturer's technical center or local dealer for more inquiries.

#### Recommended network configuration

- (1) In case of NS04R/UHS04R is being used, we recommend customized HUB (or switch) used only for DVR/NVR and NS04R/UHS04R's connection. High bandwidth is required for communication between DVR/NVR and NS04R/UHS04R so to secure stable operation it will be good to separate connection from normal network.
- (2) In case of multi DVR/NVR's connection to single DVR/NVR, rest of NS04R/UHS04R is recommended to be connected in Cascade method to NS04R/UHS04R initially connected to DVR/NVR.
- (3) NS04R/UHS04R supports RAID function. Even if DVR/NVR does not support RAID function, user can use RAID function for NS04R/UHS04R's HDDs.



#### Disk manager

#### $menu \rightarrow system \rightarrow disk \rightarrow disk manager$

This is menu for the management of internal or external HDD. It displays HDD model, bad block, size, temperature, S.M.A.R.T information, and whether the HDD is enabled or not.



	Endoire Uniside Forms	
name	Function description	
Type Displays the location and types of a disk.		
	Int A (internal A HDD), Int B (internal B HDD), Int C (internal C HDD), Int D (internal D HDD),	
	Int E (internal E HDD), Int F (internal F HDD), eSATA (external HDD), USB	
Model	Displays HDD model.	
BAD block	Highlights the HDD with BAD block. 0 is shown when there is none. For HDDs not in use, no bad block is displayed.	
Temperature	Displays the HDD temperature in Celsius and Fahrenheit.	
Size	HDD size will be in MB.	
S.M.A.R.T Displays if HDD can be used or not.		
	- Good: normal	
	- BAD: abnormal (HDD needs to be replace.)	
Enable	Displays if HDD is in use or not.	
	Yes : can be used / No : can't be used	

#### **Enable YES**

- select HDD in HDD NO mode and click [enable] button.
- A HDD which is used for DVR/NVR does not need additional format. New HDD should be formatted by DVR/NVR.

#### **Enable NO**

- select HDD in HDD YES mode and click [disable] button.

#### **Format**

- can only run when enabled and click [format] after selecting HDD that needs to be formatted.

#### **RAID** manager

#### $menu \rightarrow system \rightarrow disk \rightarrow RAID manager$

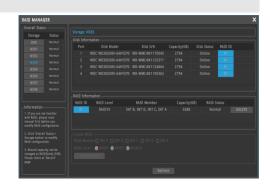
This is the menu that manages RAID of internal HDD and HDD installed in NS04R/UHS04R.

#### <Notice>

RAID function can be used if the model supporting NS04R/UHS04R is connected to NS04R/UHS04R or the model supports RAID.

#### Steps to configure RAID

- 1) Select "NO" to all HDD activate in "Disk Manager"
- 2) Select device of creating "RAID (DVR/NVR/NS04R/UHS04R) in RAID Manager"  $\,$
- 3) Select RAID Level (1/5/10) after selecting RAID Members.
- 4) Create RAID by clicking "Create RAID" then all selected HDDs will operate in one "RAID Disk"
- 5) If you activate "RAID Disk" in Disk Manager" it will be sued as storage of DVR/NVR"



name	function description	
Raid Member	Select disks that need to be in Raid.	
Raid Level	Select Raid Level 1, Level 5, Level 10.	
Create Raid	Create Raid with selected Raid Member and Raid Level.	
Raid ID	Displays Raid ID.	
Disk Status	Online: HDD is connected, Offline: HDD is not connected.	

#### What is RAID?

- ✓ RAID (Redundant Array Independent Disk) can store the data using the pre allocated parity territory if there is an error in hard disk.
- ✓ Supports RAID 1, 5, 10 and auto restore function when replacing a defective hard disk.

#### Number of hard disks and RAID construction methods.

- ✓ Depending on the # of hard disks installed in DVR/NVR, availability of RAID level will differ.
- Refer to the below table for supported RAID level.

HDD #	Possible Level	Actual Recording capacity compared with total HDD capacity
2	RAID 1	50%
3	RAID 5	66%
4	RAID 10	50%
5	RAID 5	80%

<sup>\*</sup> INT F cannot be used as RAID.

#### How to deal with a problem occurred?

- ✓ If a problem was occurred during RAID operation, RAID manager will appear, and the faulty HDD state will be changed to Offline or Bad from Online.
- ✓ In this case, please turn off DVR/NVR and replace the faulty HDD with same capacitor's new HDD. If you turn on the DVR/NVR, DVR/NVR will start rebuilding automatically. Once rebuilding was started, it will keep rebuilding at background even if you exit the menu. Please note that completion of proper rebuilding can ensure the reliability of RAID system.
- ✓ Please be careful not to replace the normal operation HDD. If you replace the normal operation HDD, you could lost the data. Be sure to replace the faulty HDD only.

#### **User settings**

#### menu $\rightarrow$ system $\rightarrow$ user settings

DVR/NVR users will either be manager or user. Managers can use all functions of DVR/NVR without limitation and can set up user settings. Up to 10 users can be registered and each user can only use functions for which they've been given access to.



#### **Confirm Current Password**

After entering the current password, you can change ID/password, password initialization questions and setting for periodic password change.











#### Change ID/Password

For User 1~10, max 20 and 5~15 characters are allowed for ID and Password.

#### <Note>

Default manager Password is "12345" and for user 1 ~ 10, password will take a pattern of "11111" for user 1, "22222" for user 2 and so on. So user 10 will have a password of "00000".

#### **Password Reset Question**

This is a menu for configuring questions and answers to reset your password.

Select 3 questions and enter your answers, and press 'OK' to exit. If you forgot your password, you can enter your new password by answering the 'Password reset question' on the login screen.

If you do not set the "Password reset question", the user cannot reset the password. To reset the password, you must contact the manufacturer or the place of purchase.

#### **Periodic Password Changes**

User should change the password within set period.

# Periodic Password Changes Monthly Monthly Bi-monthly Every 3 months Every 4 months Every 5 months Every 6 months

#### **Channel Rights**

A manager has an access to every channel.

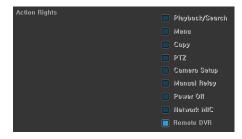
A manager can give access to channels to each user.



#### **Action Rights**

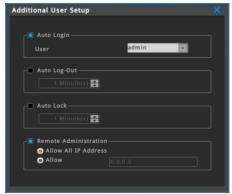
"Admin" has the rights to all the functions.

The action rights to each function (Playback/Search, Menu, Copy, PTZ, Camera setup, Manual Relay, Power off, Network MIC, Remote DVR) can be given by each user.



#### **Additional User Setup**

- Auto Login On: Select a user that can be automatically logged in when booting.
- Auto Login Off: Login popup will show up when booting. Video can be monitored after login.
- Auto Logout On: If there is no control of DVR/NVR during the selected interval, DVR/NVR will be automatically logged out.
- · Auto Logout Off: Auto Logout will not work
- Auto Lock On : Auto lock features is on if there's no operation during time set by user.
- Auto Lock Off: It doesn't use Auto lock feature.
- Remote Administration: You can specify the IP address that can access DVR/NVR remotely.



#### **Utility**

#### menu → system → utility

Utility sets up DVR/NVR alias, remote control ID, and language.

#### **DVR/NVR** alias

Set the DVR/NVR alias when connected to network.

#### Language

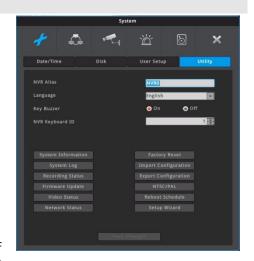
Select a language for a system.

#### Key buzzer

Button sound from remote controller can be turned on or off.

#### DVR/NVR keyboard ID

This menu sets the address of keyboard when using all functions of DVR/NVR by keyboard. Default value is "1". If user wants to control various DVR/NVR by one keyboard, its address should have different value. If designated address is configured the same as keyboard, user can control DVR/NVR function.



#### Remote control ID

When operating more than 1 DVR/NVR, it is possible to manage many DVR/NVR with one remote control by giving different ID to each and every DVR/NVR. A remote control can have maximum of 255 IDs and if users want to use every ID, then select ALL.

Select and control DVR/NVRs that have different ID with one remote control.

#### Selecting remote control ID

- 1) Point a remote control at DVR/NVR and press ID on the remote control.
- 2) Press ID on the remote control shown on the screen of DVR/NVR.
- 3) Press again ID on the remote control to complete the selection.

#### Ex) How to control a DVR/NVR (ID 1) by remote controller

Point the remote controller toward DVR/NVR > press ID button > Press 1 button > Press ID button again.

#### **System Information**

It displays DVR/NVR's system information.

System information includes model name, firmware version, hardware version, U-boot version, OpenSSL version, serial number, MAC address, IP address, camera type, Total space of HDD, Remaining space of HDD, CPU, memory, flash, network, console process, recording process, file system process.



#### System log

System log shows the log list of system booting, user login, Setting changes. User can scroll the list using mouse scroll button.



#### **Recording status**

Displays DVR/NVR recording status.

#### **Network Status**

Shows the network connection status of the DVR/NVR.

It displays the IP address, device type, connected user, received packet (kbps), and send packet (kbps) of clients connected to the network.



#### Firmware upgrade

Can update firmware by USB Memory stick

#### Steps for USB upgrade

- 1) Put firmware file into USB memory and insert the USB memory into DVR/NVR's USB port
- 2) Select "Firmware upgrade" button
- 3) Select "Yes" to the popup "Upgrade firmware from USB disk?"
- 4) DVR/NVR will reboot automatically.
- 5) Firmware upgrade completed

#### <Note>

Firmware upgrade window runs automatically if higher version of firmware than that in use are recognized from USB memory. Please use USB memory formatted in FAT32 or NTFS.

#### **Video Status**

It shows status of record per channels of DVR/NVR.

You can check the encoding format, stream1, 2 resolution, FPS, bitrate and other information.



#### **Factory reset**

Change all set up values to default values. Only a manager can use this function.

#### <Note>

#### Only 'admin' account can use this function.

Normal 'user' account cannot do factory reset.

For factory default settings, please refer 'Product Manual'.

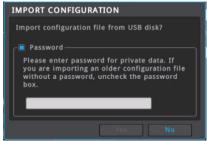




#### **Configuration Import/Export**

Export – Saves Configuration data in DVR/NVR to USB Import – Apply exported Configuration data to relevant DVR/NVR or another DVR/NVR.





#### NTSC/PAL

Setup NTSC/PAL mode of the DVR/NVR.

- NTSC-DVR/NVR is running on NTSC(60/30Hz) fixed mode
- FAL-DVR/NVR is running on PAL(50/25Hz) fixed mode
- Auto-(only DVR) DVR can recognize input format of camera Then DVR/NVR is set NTSC or PAL mode automatically

#### <Note>

When Auto, NTSC/PAL mode will be determined according to the type of camera which is connected at lowest channel number. Please reboot to apply the changed setting.



#### **Reset Schedule**

User selects the day and time to reboot DVR/NVR automatically.



#### **Setup Wizard**

Setup wizard runs automatically on DVR/NVR's initial boots up. It can be run through "Menu > System > Tool > Setup Wizard"



#### **Network**

Configure network info when NVR is connected to a network.

#### **Network settings**

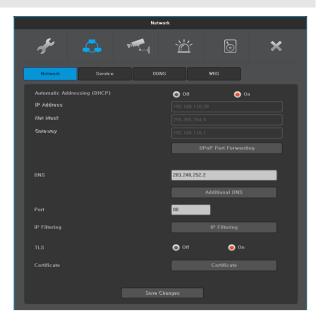
#### Menu → Network → Network → Ethernet

#### **Ethernet**

Select 'Ethernet' when the DVR/NVR is connected with dedicated line, cable modem or LAN environment.

#### **Automatic Addressing (DHCP)**

- 1) Off: If DVR/NVR's network does not have DHCP server, please select 'Off'. User should manually enter a specific IP address which is given by network administrator.
- 2) On: If DVR/NVR's network has DHCP server, user can select 'On'. If DHCP is enabled, DHCP server will assign NVR's IP address automatically.



#### **IP Address**

IP address is used for the communication between DVR/NVR and Control Center, and it is used for Webviewer to connect DVR/NVR. IP address should be assined by the network administrator. Also Netmask, Gateway addresses given fromt the network administrator should be properly configured. (When DHCP is enabled, this item will be disabled)

#### **Net Mask**

Net Mask defines the communication range of IP address. This information should be given from the network administrator. (When DHCP is enabled, this item will be disabled)

#### IP Address2

<Note> This menu is for NVR having LAN2 or PoE.

#### (LAN2) - for 64 CHANNEL NVR

64 CHANNEL NVR has two LAN ports, and IP address2 (LAN2) is IP address for 2nd LAN (LAN2) port. IP Address2 (LAN2) must be set different subnet from NVR's IP Address and should be assigned by the network administrator. Also, DHCP can not be used, and external network which requires Gateway can not be connected through LAN2.

#### (PoE) - for 4/8/36 CHANNEL PoE NVR

IP Address2 (PoE) is IP address for communicating with IP cameras, PC, etc. which are connected to PoE port. IP Address2 (PoE) must be set different subnet from NVR's IP Address. All IP addresses of IP cameras connected to PoE port must be set same subnet with IP Address2 (PoE). Also, DHCP can not be used, and external network which requires Gateway can not be connected through PoE ports.

#### Net Mask2

Net Mask2 is for IP Address2. Net Mask2 defines the communication range of IP address. This information should be given from the network administrator.

#### <Note>

This menu is for NVR having LAN2 or PoE.

If IP camera is connected to PoE port, user should do as follows to connect the webpage of that IP camera.

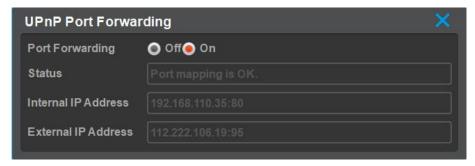
- 1. Connect LAN cable of PC or notebook PC with one of NVR's PoE port.
- 2. Set the IP address of PC (or notebook PC). IP address should be in the same subnet with IP Address2 (PoE) of NVR. (ex: If IP Address2 (PoE) is 192.168.110.5 and Net Mask2 is 255.255.255.0, then IP address of PC (or notebook PC) should be set 192.168.110.xxx and subnet mask should be 255.255.255.0.)
- 3. Connect to the webpage of IP camera connected to NVR's PoE port using PC's web browser.

#### **Gateway**

DVR/NVR should have proper Gateway address to communicate with external network. This information should be given from the network administrator. (When DHCP is enabled, this item will be disabled) Gateway setting is for DVR/NVR's LAN (or LAN1 of 64 CHANNEL NVR).

#### **UPnP Port Forwarding**

When using router supporting UpnP, DVR/NVRs which are connected to that router can be accessed through external internet by using automatic port forwarding feature of UPnP.



Set [Port Forwading] as ON, then [Status] will show the status of port forwarding. If 'Port mapping is OK', user can access DVR/NVR through external internet by using [External IP Address]. (UPnP of router must be ON. Please refer the router's manual to set UPnP.)

#### **DNS**

DVR/NVR should have proper DNS address to use various network services such as WRS, NTP, e-mail and so on. Also, additional DNS can be configured (DNS2, DNS3). Please ask this information to network administrator.

#### **Port**

Register port # in NVR and use it to connect to control center or webviewer.

#### <Notice>

Default port is 80 and be careful in entering the port # when used with PPPoE modem and router. To use port forwarding & UPnP port forwarding, network port change (e.g. 8000) might be necessary. Please ask this information to network administrator.

#### Bandwidth limitation.

Bandwidth is to configure the maximum transmission speed. Its default value is unlimited and users don't have to set bandwidth value if there is no need to limit the network data size of DVR.

#### <Note>

This menu is for DVR. Please consult DVR manager if you want to modify bandwidth value.

#### Default Network Value(DVR)

DHCP: OFF

IP Address: 192.168.0.2 Subnet mask: 255.255.255.0 Gateway: 192.168.0.1

#### Default Network Value(NVR)

DHCP: OFF

IP Address: 192.168.0.5 Subnet mask: 255.255.255.0 IP Address 2: 10.1.1.1

Subnet mask 2: 255.255.255.0

Gateway: 192.168.0.1

#### P2P \*

Input UID of P2P connection information in mobile application (Android or i-phone) or scan QR code. Remote network connection can be made easily without further configuration.

\* Adopted differently based on product specification



#### **IP filtering**

Maximum 10 ranges of IP addresses can be set to allow or deny remote network connection

#### Allow

Allow 192.168.0.0 ~ 192.168.0.255 > another IP address that does not in the range will not be allowed for remote network connection

#### Deny

Deny  $192.168.0.0 \sim 192.168.0.255 >$  another IP address that does not in the range will be allowed for remote network connection.

#### <Notice>

IP filtering limits remote connections to DVR/NVR Please be aware of what you are doing before you change this page



#### TLS

This stands for Transport Layer Security, which encrypts data for sending and receiving over the internet.

# TLS Off On

#### <Note>

DVR/NVR FW version 10.4 or higher If TLS is 'Enabled', WebViewer access should be entered as https://IP address:Port number.

#### <Note>

Even though TLS is selected as 'enabled', it is not accessible from the old version of Control Center and WebViewer that does not support TLS.

#### Certificate

Shows certificate information, also provides the ability to generate a certificate and private keys.

#### **Current Certificaite Type**

Default Certificate Public Certificate

#### **Certificate Information**

You can view certificate information such as issuance, effective date, and expiration date

#### **Public Certificate**

You can create a certificate on a USB by typing the password.



### **Service**

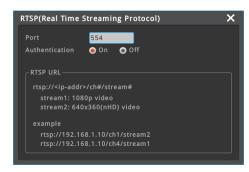
### Menu → Network → Service

### **RTSP**

It is short for Real Time streaming Protocol) and streams real time live image of DVR/NVR

Authentification On: Only authorized users can view RTSP video. Authentification Off: Non-authorized users can view RTSP video.

Stream1: Main Stream (1st stream) Stream2: Sub Stream (2nd stream)



In order to view channel 1 of DVR/NVR (Ex: 192.168.1.10), input "rtsp://192.168.1.10/ch1/stream1" on VLC player.

<Notice>

Use VLC player to view RTSP video on PC

### Service streaming

User can select 'Service Channel' to provide multi-channel real-time monitoring on mobile application or 'Remote DVR' to control and monitor the DVR/NVR from remote location.

<Notice>

This UI is only appeared for models that support Service streaming.

### **Service Channel**

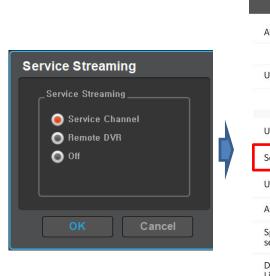
Each channel can be 30 fps (real-time monitoring) at mobile viewer even if multi division mode is selected. Please be sure that DVR is set to 'Service Channel' and mobile viewer is set to 'enabled' for service channel.

### DVR's setting

- 1. Go to [Menu Network Service Streaming] and select 'Service Channel'
- 2. If Service Streaming setting is changed, reboot is required.

### To view the service channel on mobile viewer

- 1. Download the mobile viewer from App Store or Play Store and install it on your smart phone.
- 2. Execute mobile viewer and register the unit (DVR).
- 3. Please enable the service channel on setting tab.
- 4. Touch the registered unit, then service channel will be displayed when multi-division.







### To view the service channel on Control Center

- 1. Register the unit on Control Center.
- 2. Open the unit's tree and select 'Service Channel', then you can view the service channel.



### <Caution>

- 1. Please refer the product manual for name of mobile viewer.
- 2. Refer [Mobile Application] section to know the unit registration method.
- 3. Rebooting is required when the setting of service streaming is changed.
- 4. Service channel is supported from mobile viewer 4.0 or above.
- 5. Only mobile viewer can change the multi-division mode.
- 6. If multi users use the same service channel, multi-division mode might be changed by other user.
- 7. Only DVR support service channel (not NVR).

### Remote DVR

User can control the DVR/NVR from remote location by using Remote DVR function which is similar to remote desktop of PC. Control Center SW is required. User can see DVR/NVR's main monitor output on PC (Control Center) and mouse control is possible.

Please follow below steps to use Remote DVR function.

### DVR/NVR's setting

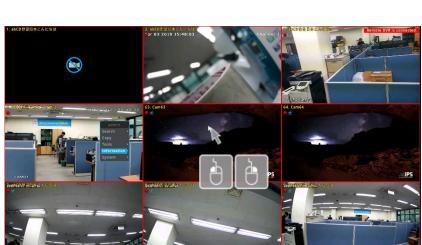
- 1. Go to [Menu Network Service Streaming] and select 'Remote DVR'.
- 2. If Service Streaming setting is changed, reboot is required.

### To control the Remote DVR on mobile viewer

- 1. Download the mobile viewer from App Store or Play Store and install it on your smart phone.
- 2. Execute mobile viewer and register the unit (DVR/NVR).
- 3. Touch icon of registered unit.
- 4. User can control DVR using Remote DVR window.







**Service Streaming** 

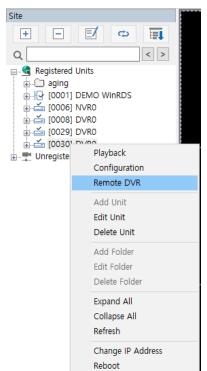
Service Streaming\_

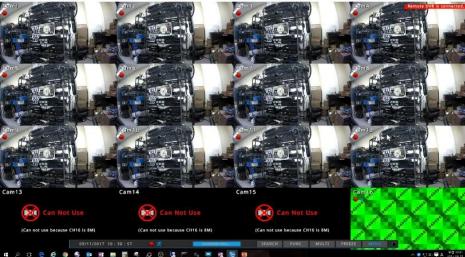
Remote DVROff

Service Channel

### To control the Remote DVR on Control Center

- 1. Register the unit on Control Center.
- 2. Click the mouse right button on registered unit and select [Remote DVR].
- 3. User can control the DVR using Remote DVR function.





### <Caution>

- 1. Service channel and Remote DVR cannot be used simultaneously. Only one feature can be selected.
- 2. To use Remote DVR, please use Control Center 6.6 or above.
- 3. Rebooting is required when the setting of service streaming is changed.
- 4. DVR/NVR's default service streaming value is Remote DVR.

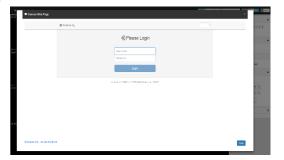
### **Relay Camera Web Page**

User can connect the webpage of IP camera which is connected to LAN2 or PoE port as well as LAN1 by using 'relay camera web page' function. HTML5 Webviewer supports this relay function.

### Setting and usage

- 1. Click [Menu-Nework-Relay Camera Web Page]. If 'On', 'Open Camera Page' in HTML5 Webviewer is activated and user can use relay function.
- 2. At the PC, open web browser such as chrome which supports HTML5 and connect to NVR's IP address to open HTML5 webviewer.
- 3. Select the camera channel user wants to connect to camera's web page.
- 4. Clicking "Open Camera Page" at the top of the web browser will pop up the IP camera's web page in the HTML5 webviewer.
- While the web page of the camera is kept popped up in HTML5 webviewer, user can access camera's web page through NVR's IP address by using other web browser such as Internet Explorer.
  - Caution: While the web page of the camera is kept popped up in HTML5 webviewer, other user can not access NVR's webviewer because NVR's IP address is mapped to camera's web page.





### **Relay Status**

Shows the currently relayed IP camera's web page status

- Channel: Shows the channel of relayed IP camera.
- IP or URL: Shows the real IP address or URL of the IP camera..
- Port : Shows the port number of the IP camera.

### <Note>

- 1. This function is available for FW 10.2 or above and only for models having LAN2 or PoE port.
- 2. HTML5 webviewer supports 'relay camera web page' function.
- 3. Refer "HTML5 Webviewer" chapter for web browsers supporting HTML5.

### **DDNS**

### $\mathsf{Menu} \to \mathsf{Network} \to \mathsf{DDNS}$

User can give a domain name to a DVR/NVR by using DDNS service, WNS.

### DDNS setting at a DVR/NVR

- 1. Change DVR/NVR's port which is not in use (e.g. 8000)
- 2. Configure router's port forwarding setting. (i.e. port 8000 should be connected to DVR/NVR)
- 3. Activate DDNS(WNS) at DVR/NVR menu
- 4. Enter domain to use and run "domain change" (Ex: test)
- 5. If the entered domain name is available, DVR/NVR shows "Success". If the domain name is occupied by another user, DVR/NVR shows "Unavailable domain".
- 6. If you can connect a DVR/NVR by using assigned domain name, it means DDNS setting is properly completed.

(e.g. http://test.mycam.to:8000)

### DDNS setting at a PC

- 1. Change DVR/NVR's port which is not in use (e.g. 8000)
- 2. Configure router's port forwarding setting. (i.e. port 8000 should be connected to DVR/NVR)
- 3. Activate DDNS(WNS) at DVR/NVR menu
- 4. Enter http://www.mycam.to into browser and connect to DDNS site.
- 5. Login by using DDNS account (If you do not have DDNS account, you can create it by "Create an account")
- 6. Click "+Add" button to add a domain.
- 7. Enter a domain (e.g. test) then click "Check Name" to check the availability.
- 8. If the entered domain name is available, it shows "Entered domain is available for use." If the domain name is occupied by another user, it shows "Someone is already using this domain. Please try another."
- 9. Enter DVR/NVR's serial number to "Serial Number" input.
- 10. Enter necessary information into "Description" and click "Add" button.
- 11. If you can connect a DVR/NVR by using assigned domain name, it means DDNS setting is properly completed.

(e.g. http://test.mycam.to:8000)

### **Custom DDNS**

Also, users can use public DDNS sites such as <u>www.dyndns.org</u> or <u>www.no-ip.org</u>. Users should refer to those sites directly to get the registration process.

### <Note>

Connection will be enabled in about 10 minutes after domain creates.

### DDNS setting at a DVR/NVR



### DDNS setting at a PC



### **WRS**

### Menu → Network → WRS

If a DVR/NVR is connected to cable modem or xDSL modem, ISP (Internet Service Provider) may change DVR/NVR's IP address unexpectedly. So, the user cannot get the IP address of the DVR/NVR.

If a user registers a DVR/NVR to WRS server, the user can easily connect the DVR/NVR by using Control Center.

### **WRS Setting**

- 1. Change DVR/NVR's port which is not in use (e.g. 8000)
- 2. Configure router's port forwarding setting. (i.e. port 8000 should be connected to DVR/NVR)
- 3. Enable WRS service at DVR/NVR menu.
- 4. Enter a Group name (e.g. test)
- 5. Execute Control Center Monitor program, and execute "Add Unit".
- 6. Select "Server [WRS] Search" at this menu.
- 7. Enter the Group name (e.g. test) into Group name input box, and execute Search.
- 8. Find your DVR/NVR by checking MAC address or Serial number, and enter DVR/NVR's account information.
- 9. You could find the added unit at the tree menu and if you click the icon, you can get video from the DVR/NVR.

### Group

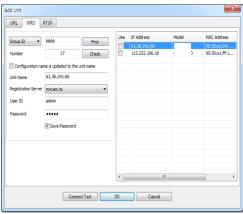
Group name must be a specific name.

Even if DVR/NVR has dynamic IP address, Control Center can easily connect the DVR/NVR by using the Group name.

### Status

It shows WRS registration status of the DVR/NVR.





### **xDSL**

### menu → network → network → xDSL

DVR/NVR is connected to xDSL line and use PPPoE type, please change type by xDSL and configure user ID and Password. User ID and Password should be same as xDSL.

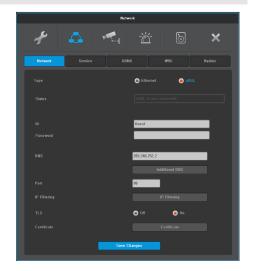
### User ID/Password

Configure user ID and Password when DVR/NVR is connected to xDSL.

### **Status**

It shows connection status of DVR/NVR.

- <Warning>
- \*This UI is only appeared for models that support xDSL.



### **Radius**

### menu → network → RADIUS

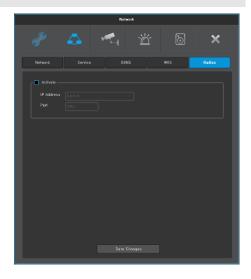
Radius function manages many DVR/NVR accounts with one account using Radius server.

Radius menu configures status, IP address, and port. Status should be configured as enable in order to use Radius function. Port by default can use 1812 and if server assigns a port, then it needs to be configured.

'User ID', Password' and 'Radius Shared Key' are needed from administrator of Radius server after forwarding DVR/NVR account information to him.

Received 'ID/Password/Shared key' are used to register DVR/NVR at Control Center.

- <Warning>
- \*This UI is only appeared for models that support Radius
- \*Please consult a server manager to use Radius function.



### **Device Settings**

In Device setup, user can configure camera, monitor, audio, text, serial which are connected to DVR/NVR.

### Camera

### menu $\rightarrow$ device $\rightarrow$ camera (DVR)

Conditions on camera connected to DVR can be set.

Each channel's type (video format), config, privacy, name can be configured.

### <Note>

To disable channel for live/recording, please uncheck the left check box. Please refer 'Product Manual' for supported video formats by models.



Туре	Description
BNC-Auto	Automatically detect the format of video input. If input video is unstable, sometimes auto
	detection can be malfunction. At that case, user can select the type of video manually.
IP	IP camera (Onvif / WESP) is supported. Also, another DVR's channel can be treated as an
	IP camera. Please click 'Config' button to configure IP camera's setting.
HD-SDI	Video type is fixed to HD-SDI. Only HD-SDI video can be displayed.
EX-SDI	Video type is fixed to EX-SDI 1.0. Only EX-SDI 1.0 video can be displayed.
EX-SDI 2.0	Video type is fixed to EX-SDI 2.0. Only EX-SDI 2.0 video can be displayed.
EX-SDI 4M	Video type is fixed to EX-SDI 4M. Only EX-SDI 4M video can be displayed.
EX-SDI 8M	Video type is fixed to EX-SDI 8M. Only EX-SDI 8M video can be displayed.
SD(960H)	Video type is fixed to analog SD. Only analog SD (including 960H) video can be displayed.
AHD 2M	Video type is fixed to AHD 2M. Only AHD 2M video can be displayed.
AHD 4M	Video type is fixed to AHD 4M. Only AHD 4M video can be displayed.
TVI 2M	Video type is fixed to TVI 2M. Only TVI 2M video can be displayed.
TVI 4M	Video type is fixed to TVI 4M. Only TVI 4M video can be displayed.
TDM	The channels set as TDM on TDM setting, TDM video can be displayed.

### <Caution>

- 1. Only universal models support analog SD (including 960H), AHD 2M, AHD 4M and TVI 2M, TVI 4M.
- 2. If the type is not BNC-Auto, only selected type of video can be displayed.
  - Ex 1) If type is fixed to IP, only IP camera video can be displayed even if that channel's BNC is connected to another camera. Ex 2) If type is fixed to HD-SDI and EX-SDI camera is connected to that channel, video will not be displayed.
- 3. Please refer the product manual or rear panel silk for channel restriction according to video format,

### Name

Channel name which is shown in DVR/NVR monitor, Control Center and mobile app can be set.

### Config

### **BNC**

Contrast, Brightness, EQ Stage of connected camera can be adjustable when the type is BNC camera.

### <Note>

### EQ(Equalizer) Stage

- For AHD or TVI camera, if the video is 'no video' status due to the long transmission distance, user can manually change the EQ level.
- Select video type of camera (excluding BNC-Auto) and adjust EQ stage. 0 ~ 10 are available.
- EX) In case of AHD 2M Camera:
  - Select AHD 2M at [Menu  $\rightarrow$  Device  $\rightarrow$  Camera  $\rightarrow$  Type], then video will be shown but the quality may not be good. Click [Config] and change EQ stage to adjust the video.

### <Caution>

- 1. Color adjustment function is applied to analog video (analog SD including 960H, AHD 2M/4M, TVI 2M/4M) and only universal DVRs support this function.
- 2. If BNC is selected, IP camera can't be displayed even if IP camera is connected.

## Contrast Brightness EQ Stage Only analog video can be color adjusted.

### **IP Configuration**

IP camera or other DVR/NVR's channel can be configured when the type is 'IP'...

### To register IP camera

- 1. Select Protocol, Onvif or WESP.
- 2. Click "Search Local IP Camera" button. It will show the list of IP camera and DVR/NVR connected in the same network.
- 3. Click the searched unit and click the "Add" button. Or user can configure the IP address, port number, user ID and password manually.
- 4. Click the "Get Camera Information" button to get the possible settings of IP camera.
  - If failed, please check ID and password.
- 5. Set "Change Stream Config". When 'Off', NVR do not change any configuration of IP camera.

When 'On', NVR can configure resolutions, encoding Type, fps and bps of IP camera. (fps and bps can be configured at recording program page.)

- <Caution> When 'Off', video can not be shown if the configuration of IP camera is not suitable for NVR.
- 6. When "Change Stream Config" is 'On', select the resolutions of main stream and 2nd stream.
- 7. Click 'Apply' button to apply the settings.
- 8. Choose whether to enable audio transmission. If "Off" is selected, the registered IP camera will not transmit audio. When "On" is selected, the audio input to the IP camera is sent with the video.
- <Note> Audio may not be available according to the model of IP camera.
  - If audio transmission is set as "On" for IP camera which does not support audio function, it may cause malfunctions or you could not get video.
- 9. Select the authentication method.
- 10. Close the window and click "Save Changes" button.



\* Click 'Clear' button to clear all setting information.

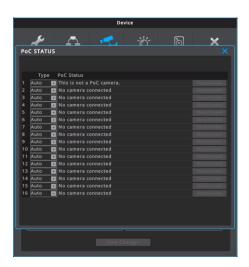
### <Note>

- 1. IP camera registration
  - 1) IP camera supporting WESP: select WESP
  - 2) IP camera supporting Onvif: select Onvif
- 2. DVR/NVR's channel Registration
  - 1) Supporting FW
  - (1) Lower than FW 8.2 max 10 channels when no user is connected.
  - (2) FW 8.2 and upper version All channels of DVR/NVR
  - 2) Protocol must be WESP.
  - 3) Frame rate can be decreased by the number of connected users.
- 3. Authentication method
- 1) Auto : Attempts to authenticate using Username Token method, if failed then it authenticates using HTTP Digest method again.
- 2) Username Token: Attempts to authenticate using Username Token method.
- 3) HTTP Digest: Attempts to authenticate using HTTP Digest method.

### **PoC Status**

When PoC camera is connected, the power of the camera can be controlled in PoC status window.

- 1. It is ready to use when PoC adaptor is connected to DVR.
- 2. User can control camera power by setting Auto or Off on each channel.

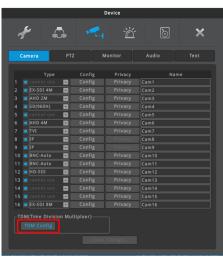


### **TDM Connection**

- 1. Click [TDM Config] button below at [Menu Device Camera] Menu.
- 2. Select channels to be used as TDM input and the number of channels of TDM.
- 3. After selecting and closing TDM configuration window, the result will be displayed on [Menu Device Camera] menu.
- 4. Click "Save Changes" button.
- 5. Connect TDM video to DVR's video input channel which is set to TDM.
- 6. TDM video is recognized as EX-SDI 2.0.

### <Caution>

- 1. If the camera is connected to the channel occupied by TDM, TDM video will be shown.
- 2. The channel settings of the TDM MUX must be set in order from the number 1 to the actual number of video used.
- 3. The channel numbers of the TDM MUX and the channel





numbers of the DVR are mapped as shown below.

Ex1) If odd channels support TDM:

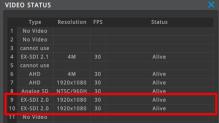
If DVR's ch5 is set as TDM and the nu

If DVR's ch5 is set as TDM and the number of TDM channels is set to 3, DVR's ch4  $\sim$  ch6 are mapped with TDM MUX's ch1  $\sim$  ch3.

Ex2) If even channels support TDM:

If DVR's ch8 is set as TDM and the number of TDM channels is set to 5, DVR's ch4  $\sim$  ch8 are mapped with TDM MUX's ch1  $\sim$  ch5.





### **Privacy**

Each channel can have 4ea privacy mask zones (black quadrangle). Privacy masked zone is applied to Live/Record/Playback image, so the video in privacy masked zone will not be displayed.

### Setting

- 1. Go to [Menu Device Camera] and click the channel's [Privacy] button.
- 2. Click "+" to add privacy mask zone.
  - Mask moving: drag and drop the ## mark.
  - Resizing mask: drag and drop the **M** mark.
- 3. Close the window by clicking "x" and click "Save Changes".

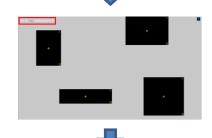
### <Note>

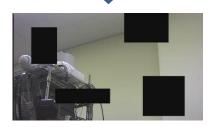
Max 4ea privacy masks per channel are supported.

Privacy mask is not applied (disabled) to IP camera channel.

To use privacy mask, please set on IP camera's web page.







### menu → device → camera (NVR)

Conditions on camera connected to NVR can be set.

Each channel's config and name can be configured.

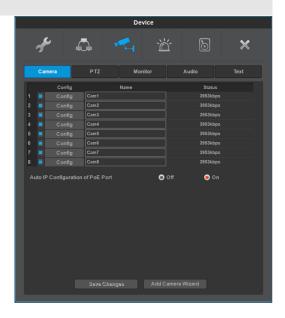
### <Note>

To disable channel for live/recording, please uncheck the left check box

Unlike DVR, privacy and TDM can not be configured.

### <Note>

- 1. Please use Category 6 or above for LAN cable.
- 2. If IP camera is connected to PoE port of NVR, please set the IP camera's IP address be in the same subnet with IP Address2(PoE) of NVR.
- 3. It is highly recommended that shield cable must be used for PoE port.



### **Auto IP Configuration of PoE Port**

If NK series camera is connected on PoE port, user can use this function to automatically configure the IP address of IP camera.

If 'On, NK series camera's IP address is automatically configured with the same network band with  $[Network] \rightarrow [IP Address 2 (PoE)].$ 

For example, if NVR's IP address 2(PoE) is 10.1.1.1 and a camera is connected to PoE port 1, then the camera is assigned to channel 1 and the IP address will be 10.1.1.31. If a camera is connected to PoE port 2, then the camera is assigned to channel 2 and the IP address will be 10.1.1.32.

### <Note>

If IP camera's user ID and password is not a default value, user ID and password should be entered at [Config] window before use this function.

### Name

Channel name which is shown in NVR monitor, Control Center and mobile app can be set.

### Config

Same as the DVR' [Config] when the type is IP.

### Status

Displays the camera's connection status. BPS will be shown when normal, 'Connection Failed' will be shown when the connection is failed.

### **IP Configuration**

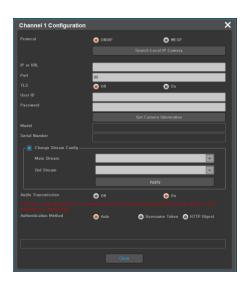
IP camera or other DVR/NVR's channel can be configured when the type is 'IP'...

### To register IP camera

- 1. Select Protocol, Onvif or WESP.
- 2. Click "Search Local IP Camera" button. It will show the list of IP camera and DVR/NVR connected in the same network.
- 3. Click the searched unit and click the "Add" button. Or user can configure the IP address, port number, user ID and password manually.
- 4. Click the "Get Camera Information" button to get the possible settings of IP camera.
  - If failed, please check ID and password.
- 5. Set "Change Stream Config". When 'Off', NVR do not change any configuration of IP camera.
  - When 'On', NVR can configure resolutions, fps and bps of IP camera. (fps and bps can be configured at recording program page.)
- <Caution> When 'Off', video can not be shown if the configuration of IP camera is not suitable for NVR.
- 6. When "Change Stream Config" is 'On', select the resolutions of main stream and 2nd stream.
- 7. Click 'Apply' button to apply the settings.
- 8. Choose whether to enable audio transmission. If "Disable" is selected, the registered IP camera will not transmit audio. When "Enable" is selected, the audio input to the IP camera is sent with the video.
- <Note> Audio may not be available according to the model of IP camera.
  - If audio transmission is set as "On" for IP camera which does not support audio function, it may cause malfunctions or you could not get video.
- 9. Select the authentication method.
- 10. Close the window and click "Save Changes" button.
- \* Click 'Clear' button to clear all setting information.

### <Note>

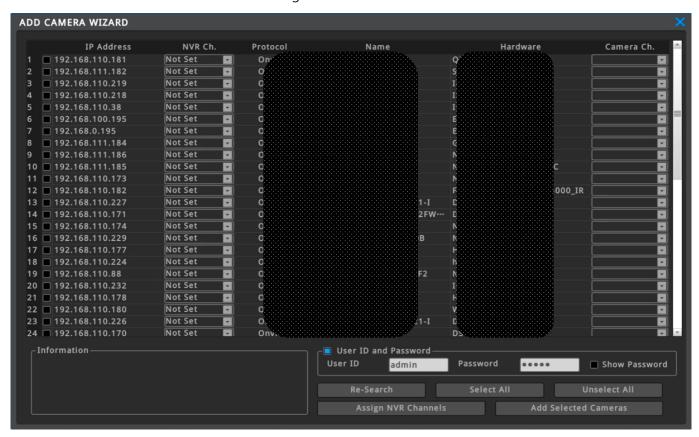
- 1. IP camera registration
  - 1) IP camera supporting WESP: select WESP
  - 2) IP camera supporting Onvif: select Onvif
- 2. DVR/NVR's channel Registration
  - 1) Supporting FW
  - (1) Lower than FW 8.2 max 10 channels when no user is connected.
  - (2) FW 8.2 and upper version All channels of DVR/NVR
  - 2) Protocol must be WESP.
  - 3) Frame rate can be decreased by the number of connected users.
- 3. Authentication method
- 1) Auto: Attempts to authenticate using Username Token method, if failed then it authenticates using HTTP Digest method again.
- 2) Username Token: Attempts to authenticate using Username Token method.
- 3) HTTP Digest: Attempts to authenticate using HTTP Digest method.



### ADD CAMERA WIZARD

This menu is only for NVR.

All IP cameras on the same network can be registered at once.



Click the column name such as "IP Address", "NVR Ch.", "Protocol", "Name", Hardware" and "Camera Ch." to sort the list by each item.

IP cameras or DVR/NVRs that are discovery after being sorted are shown last.

### **IP Address**

IP address of IP camera or DVR/NVR.

All IP cameras and DVR/NVRs on the same network is listed.

### **NVR Ch**

Select NVR's channel number to be mapped with IP camera or DVR/NVR's specific channel.

### **Protocol**

The IP camera or DVR/NVR's protocol is shown.

### Name

Name of IP camera or DVR/NVR is shown.

### Hardware

Hardware name of IP camera or DVR/NVR is shown.

### Camera

If the unit is IP camera, this menu is unactivated. If the unit is DVR/NVR, user select the channel number of DVR/NVR to be mapped with local NVR's channel.

### **Information**

Information of selected unit is shown.

When Onvif, the information provided by IP camera is shown.

### User ID / Password

Set the user (admin) ID and password.

It is possible that user register multiple cameras having same ID and password at once.

### Re-Search

The list is researched by clicking 'Re-Search'.

### Select All

All IP cameras/DVR/NVR in the list are selected.

### **Unselect All**

All selected IP cameras/DVR/NVR in the list are unselected.

### **Assign NVR Channels**

The selected IP cameras or DVR / NVRs are sequentially assigned to the NVR channels in sorted order.

### **Add Selected Cameras**

Add multiple IP cameras or DVR / NVRs with 'NVR channel' set at once. After clicking 'Add Selected Cameras' button, 'ADD CAMERA WIZARD' wildow is closed. Click "Save Changes" button to apply.

### <Caution for PoE IP camera registration>

- 1. IP Address2 (PoE) of NVR must be set different subnet from NVR's IP Address.
- 2. All IP addresses of IP cameras connected to PoE port must be set same subnet with IP Address2 (PoE).
- 3. Shielded ethernet cable must be used for PoE port.

### PTZ

### Menu → Device → PTZ

### **Port**

Select one of one COM Port to use.

Universal DVRs: None, COM2, COM3, CoC, CoC(Auto), UCC-B Non-universal DVRs: None, COM2, COM3, CoC(UCC-A), UCC-B Analog all-in-one DVRs: None, RS485, CoC, CoC(Auto)

NVR: disabled

### **Device**

Select a device that is connected to the port.

### **Address**

Select the device's address that is connected to the port.

### **Baudrate**

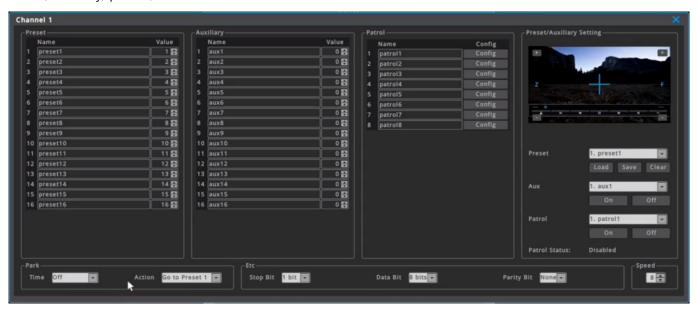
Select the device's baudrate that is connected to the port.

### <Note>

- 1. All menus will be inactivated for IP camera channels.
- 2. CoC (Auto) is function that the setting of CoC can be automatically done according to the video format. For SDI cameras, only UCC-A is supported for CoC(Auto).
- 3. UCC-B are functions for universal DVRs and non-universal DVRs
- 4. COM2/COM3 is dedicated to RS-485.
- 5. For PoC model, please connect PoC power adapter to use CoC (UCC) function.
- 6. For IP camera, user does not have to set the Port, Device, Address and Baudrate.

### PTZ ETC

Preset, auxiliary, patrols, etc. which are related to PTZ camera can be set.



### **Preset, Auxiliary**

Max. 16 Preset and 16 Auxiliary can be configured on DVR/NVR. User can change the name of preset and auxiliary.

'Value' of preset means the preset number of IP camera, and 'Value' of auxiliary means the code of aux. For more details, please refer the manual of IP camera.

(Preset and Auxiliary menu can be inactivated according to the camera model.)



### **Patrol**

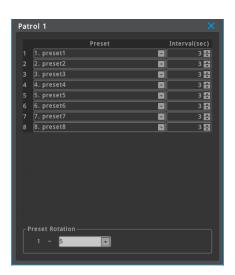
DVR/NVR support 8 patrols. User can change configuration and the name of patrol.

Preset: Patrol can have 8 presets. User can set the sequence of presets. Interval (sec): Set the interval of each preset. After interval time, PTZ is moved to the next preset position. The range of interval time is 1 ~ 255 sec.

Preset Rotation: Setting the number of preset to rotate. If you set "5", patrol will be operated from number 1 to number 5.

### <Note>

- 1. Interval time includes the moving time of PTZ device.
- 2. During patrol, the current patrol number is displayed on the right upper side.



### **Preset/Auxiliary Setting**

Preview screen shows the video of IP camera and user can control PTZ with preview screen. Also, user can set or confirm the Preset, Auxiliary and Patrol setting.

- Preset: Load the selected preset, save or delete preset
- Auxiliary: Turn on or off the selected AUX

### **Park**

User can set time and action of Park. If there is no PTZ control during the set time, Action is performed. (Go to Preset x)

### Etc

This is not used menu.

### **Monitor**

### menu → device → monitor

Configure SEQ, MULTI, SDI/VGA/CVBS output, HDMI Resolution, VGA Resolution, SDI Format, Spot Sequence.

\*The UI is applied differently depending on the product specification.



### **Auto Sequence (SEQ)**

To enter the auto sequence mode, push [SEQ] button of remote controller, or click [FUNC]-[Tool]-[Sequence]. To exit the auto sequence mode, push [SEQ] button of remote controller again, or click [FUNC]-[Tool]-[Sequence] again, or click [SEQ] on the right upper side of screen.

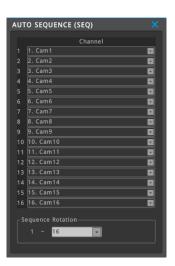
Click [Edit Auto Sequence (SEQ)]to edit the sequence of screen mode. Max. 64 modes can be sequentially changed, and each mode can be single channel mode or multi division mode.

Sequence mode is rotated from 1 to number which is set in "Sequence Rotation". Sequence rotation interval can be configured on "Sequence Interval(sec)". Sequence interval is available to set from 5 to 60 seconds.

The default value of "Restore after Event-Popup" is "Off". If alarm popup occurs during sequence mode, sequence mode will be stopped under this condition. But, if "Restore after Event-Popup" is "On", sequence mode will be activated again after alarm popup time finishes.

For models supporting Spot monitor, [Edit Spot Auto Sequence] can be used to edit the sequence of Spot monitor. This menu is almost the same with [Edit Auto Sequence (SEQ)] except "Restore after Event-Popup".

\* Adopted differently based on product specification



### **SPOT SEQUENCE**

User can edit the sequence of Spot.

It supports max. 64 sequence rotation.

Sequence interval can be set as 5~60 sec.

To excute the Spot Sequence function, click [FUNC Menu – Tools – Spot] and select the Spot sequence.

\* Adopted differently based on product specification



### Multi Key Sequence set-up

Select multi-screen order through multi set-up. Maximum 64 multi division modes can be set-up.

\* Adopted differently based on product specification



### SDI/VGA/CVBS Output HDMI+ SDI duplicate

SDI output is the same with the HDMI output.

### HDMI + SDI Spot

SDI output will be used as Spot output.

### **HDMI+ VGA duplicate**

VGA output is the same with the HDMI output.

### HDMI + VGA Spot

VGA output will be used as Spot output.

### **CVBS Output**

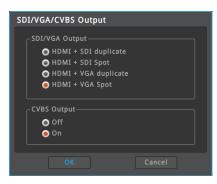
CVBS output can be ON or OFF.

\* Adopted differently based on product specification

### <Caution>

Rebooting is required after mode setting is changed.

In case of DVR, IP camera's video is not displayed on Spot output.



### **HDMI RESOLTUTION**

Resolution of HDMI output can be changed.

Selectable resolutions are 1920x1080, UHD/4K (Preferred), UHD/4K (Fixed). Rebooting is required after resolution is changed.

### <Caution>

- 1. It is recommended to use certified HDMI cable. If the cable is not a certified cable, 4K UHD may not be displayed.
- 2. If HDMI resolution is set to "UHD/4K (Preferred)" and HDMI monitor does not support 3840x2160 (4K UHD), then the resolution of video output will be automatically changed to 1920x1080. If monitor supports 4K UHD, then the resolution of video output will be automatically changed to 4K UHD.
- 3. If HDMI resolution is set to "UHD/4K (Fixed)" and HDMI monitor does not support 3840x2160 (4K UHD), then monitor cannot display anything. Please change the HDMI resolution to 1920x1080 by Remote Controller.

### HDMI RESOLTUTION HDMI Resolution 1920x1080 UHD/4K(Prefered) UHD/4K(Fixed) OK Cancel

### **VGA RESOLTUTION**

Resolution of VGA port can be changed. Selectable resolutions are 800x600, 1024x768, 1280x1024, 1920x1080, Please reboot to apply new resolution.



### **SDI FORMAT**

Select the video format of SDI output. (HD-SDI, EX-SDI and EX-SDI 2.0) Click 'OK' to apply the format and rebooting is not required.



### MAIN MONOTOR COLOR ADJUSTMENT

Adjust brightness, contrast, hue and saturation of the main monitor's output except OSD menu.



### **Audio**

### menu → device → audio

Configure audio channel, audio recording, volume, synchronization, mixing on this menu.

### **Audio channel**

The channel number which audio is output.

### Type

Select the audio type to be mapped with video channel.

Audio input port in rear panel can be selected.

For example, if audio input 2 (in rear panel) is selected as an audio channel 1, then audio which is input from audio port 2 in rear panel will be output with video channel 1.

Some DVRs support SDI audio. (Please refer the product specification.) If camera send audio through SDI, DVR can record and play audio. For IP camera channel, IP camera's audio can be selected.

### **Audio REC**

Select ON or OFF. If set "off", audio will not be recorded and only can be heard with live video. If set "on", audio will be recorded with video. During playback, audio will be output.

### **Audio Gain**

Control the audio gain from -8 to 7.

<Note> Audio of IP camera channel is depended on the setting of IP camera.

### **Output Audio Channel**

Selects audio channel to output. User can select one of audio channel to output regardless of the mode of monitor. Also, user can select 'current single-mode video's audio'.

### **Enable Microphone on Event Popup**

This function is for some specific IP camera supporting bi-directional audio such as emergency bell camera. If 'On', Mic audio connected at 'Audio input 1' is output to the event popped up channel without pressing Mic icon on status bar of monitoring screen. If 'Off', press the MIC icon on status bar to send the MIC's audio to that channel.



### Text

### menu → device → Text

Configures text info and click "Text" to configure the text. Max 4 text can be connectable using USB to serial cable.

### **Device**

As a text input device, Star Finger 007, VSI Pro, VSI Hydra, Peridect, EPSON ESC/POS, SunPark PMS can be interfaced through USB. Also parking breakers(Yellow system), Hanwha-Techwin ANPR, WGI parking breakers(TBD) and face fever detection device(TBD) can be interfaced through Network.

### <Note>

Interface with Parking breakers(Yellow system), Hanwha-Techwin ANPR will need additional support. Please contact to Customer Service Center.

### **Baud Rate**

Select baud rate of serial communication.

### Type

Select channel to synchronize with Text port.

### **Text REC**

Set On/Off of recording of Text input.

### **Etc.** (Manual Text Device Setting)

User can manually set header/delimiter/lines/timeouts. These values need to be exact and are different by devices, so please call the store you purchased the device from or refer to that device's manual.

### Seek Header

If Text device is set manually and there is the text pointed out as Header, it is regarded starting of text information from the relevant letter. In case of not using Header, all text after Delimiter is regarded as new text.



### **Delimiter**

It is a constantly inserted info to search for the end of the line. If DVR/NVR finds delimiter, it will see the place as the end of the line.

### Timeout(ms)

Even if text line is not full, if there is no further information during 'Timeout(ms)', DVR/NVR deals with the text information which is input from the device as one information.

### Lines

It is to define how many lines single information has. For example, if user sets 30 lines, system recognize binding 30 lines as a single information.

### <Notice>

Please refer to technical support of manufacturer to use text function using USB to serial cable. Star Finger 007 and VSI Pro can be used based on protocol already interfaced, others must be used in Manual.



### **Event Configuration**

### **Event**

### menu $\rightarrow$ event $\rightarrow$ event

Event set up has 4 set up procedures, event, motion, sensor, and preset.

### **Activate Event Check**

User can activate the event check. If not checked, all events will be ignored.

If schedule is set to 'Always Check', event will always be checked. If schedule is set to 'Custom', event will be checked during only user defined schedule.

If schedule is set to 'Custom', user can define schedule by using 'EVENT CHECK SCHEDULE' window.

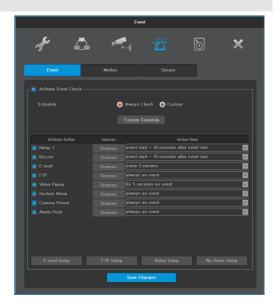
### <Caution>

If not selected time, or 'Activate Event Check' menu is not checked, DVR/NVR ignores all events and event action or event recording is not performed.

### **Custom Schedule**

Set begin/end of event checking time and day, and click "Add". The corresponding info will be graphically displayed on day/time table.

- Day: set applicable day
- Time: set applicable time from begin to end of event checking time
- Add: schedule registration
- Delete Selected: Schedule unit which is graphically selected will be deleted. If user does not select schedule and click 'Delete', then previously selected item will be deleted first and deletion will be achieved in reverse of time set up.
- Delete All: whole schedule will be deleted





### Sync event

Configuration for Event synchronization.

### Relay

When events that have been selected in "Event Sources" occur, event notification by relay goes on for the time period set in "Action time"

\* Adopted differently based on product specification

### Buzzer

Event notification by buzzer goes on for the time period set in "Action time".

### E-mail Setup

When events occur, DVR/NVR sends text information and image of event to certain email address

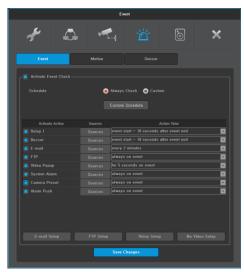
### **FTP**

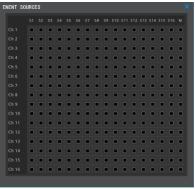
When events occur, DVR/NVR sends image of event to deginated FTP server

### Video Popup

When selected event source's event is occurred, video which is mapped channel and sensor will be popup.

Multi channels and multi sensors can be mapped, and multi channel's video will popup in multi division mode (4/9/16).





### System alarm

Image will pop up to notify triggered events upon event from event source happens.

### Camera preset

When events occur, PTZ preset runs according to previsous settings

### Alarm push

If event in event source happens, event notification will be delivered to mobile application in push alarm.

### <Note>

- 1. To use flame detection feature, please connect flame detection camera. Please contact to CS for the flame detection camera models.
- 2. After connecting the flame detection camera, change the sensor to Flame Detector.
- 3. Alarm push feature will be working over v3.4.x version of Android/IOS mobile application.

### **Action Time**

- Dwelling time of relay or buzzer: Relay or buzzer remain for the selected time preriod
- E-mail: Sends email according to the interval
- FTP, System alarm, camera preset, Alarm push: Always operate on event

### <Notice>

- 1. If Action time is off, action for events will not work.
- 2. Event action is working when action is enabled (checked).

### **EVENT SOURCES**

Check Sensor/Flame, Motion detection, Text or systems for activating event.

System event sources of HDD Fail, RAID fail, fan fail, password fail, WRS registration fail, power on and recording fail can be checked (some or all)

### **HDD Fail**

Event notification for HDD performance problems or connection status problems.

### **HDD Almost Full**

Event notification when data stored in HDD is larger than the set value. It is activated when "HDD Fail" is checked.

### **RAID Fail**

Event notification when RAID status has problem.

### **Password Fail**

Event notification when login password is incorrect.

### **WRS Registration Fail**

Event notification when WRS registration is failed.

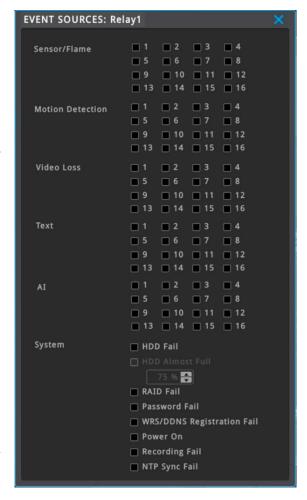
### **Power On**

Relay will be operated during set action time when DVR/NVR is power on.

Events other than Sensor/Flame, Motion Detection, Video Loss, Text and Power On cannot be used in conjunction with the relay.

### **Recording Fail**

If recording is not working normally, popup window pops up with buzzer. Until HDD is recovered, popup window will pop up with buzzer every 10 minutes after user click 'Ok'.





### E-mail Configuration

### **Recipient Address**

Input E-mail address with receiver's E-mail info.

E-mail format should be xxxx@xxxxxxxx and the users must only use combination of numbers and the English letters

Max. 3 recipients can be registered.

### Sender's E-mail address

Sender's E-mail address is set when user use E-mail for output selection and user setup E-mail address as xxxx@xxxxxxxxxx.

### Subject

User can modify the subject of e-mail. Max. 20 letters including symbols are supported.



### Picture attachment

When sensor, motion detector and video loss occur, relevant event info with channel video will be sent to an e-mail. Only system event info will be sent for system event.

### **Authentication**

There are a few ways to send email (No authentication, SMTP server authentication and TLS authentication.)

- No authentication: sends email to the recipient address without server authentication
- SMTP authentication: sends email to the recipient after SMTP server authentication. The recipient address must support SMTP authentication
- TLS authentication: sends email to the recipient after TLS server authentication.

### <Note>

- 1. If 2 step authentication is required by mail server, please follow the mail server's policy. (App password might be required.)
- 2. For Gmail, please set 'Allow less secure apps: ON' at [Google Account] → [Sign-in & security] page.

### FTP Configuration

The DVR/NVR sends 1 video image per event to a FTP server when an event occurs.

### <Note>

Since FTP just transmits an image, if there is no image system event, it is not supported.

### Server IP/URL

Enter the FTP server address to send image

### user ID

Enter the relevant ID when asked for FTP server authentication.

### **Password**

Enter FTP server password.

### **FTP Directory**

Select Folder to save image If folder is not indicated, the image is sent to the folder which server selects



### **Relay Setup**

This function sets the relay action. You can decide whether to open or close the relay contacts when an event occurrs.

<Note>

It depends on the product specifications.

### Relay

- 1. Normal Open: It is normally opened, and closed when an event occurs.
- 2. Normal Close: It is normally closed, and opened when an event occurs.

<Note>

In case of Normal Close setting, relay may turn on during boot time.

### No Video Setup

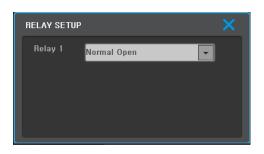
No video setup is a function that generates an event if no-video condition lasts for a specified time.

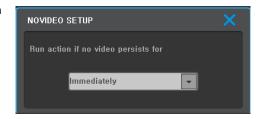
<Note>

### **Time Setup**

You can specify no-video time interval.

The time can be set as immediately ~ 10 minutes.





### **Motion detection**

### $menu \rightarrow event \rightarrow motion$

DVR can activate motion detection for each channel. The motion detection setting of the IP camera such as motion detection area and sensitivity should be done on the IP camera.

If motion detection is activated, motion detection can be a source of event.

### **Video Channel & Activate Motion Detection**

Select one of video channel and select activate or deactivate motion detection. Each channel can have different setting.

### **Apply to All Channels**

Current video channel's setting will be applied to all channels.

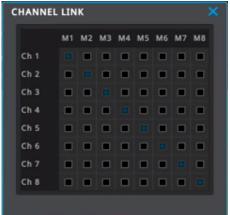
<Note>

To set the motion detection, please use webpage of IP camera.

### Motion Detection - Channel Link

A motion detection event that occurred on one channel can be utilized on other channels.





### User area

When selecting a channel, user area can be configured. 1 grid size is 15x10 and factory default value is "All grid selected". Press "change area" button to open motion detector enabled area Set up window.

Users can set motion detection area in screen. The motion detection Zone by setting is indicated in translucent green.



### <Notice>

If an area is set up when motion detector set up start point is enabled, all values will be applied as disabled and if set up when motion detector set up start point is disabled, then all values will be applied as enabled. In other words, opposite set up to the value of the initially selected area will be applied.

### Sensor

### menu $\rightarrow$ event $\rightarrow$ sensor

Sensor can be set by each channels and name can be changed.

### Name

Name can have max 20 characters including number and symbol.

### Type

Real Pannel – Sensor which is connected to SENSOR IN port of Rear panel is used. Its Config can be set as Normal Open, Normal Close and Flame Detector. If Flame Detector is selected, sensor input will be recognized as a flame.

- Coax Sensor of Coaxial camera. is used.
- IP Camera Sensor of IP camera is used.
- Flame Detection Camera When Flame detection camera is connected, please set corresponding sensor.

Name	Description
Normal Open	If sensor's electric contacts become connected, DVR recognizes it as an alarm.
Normal Close	If sensor's electric contacts become disconnected, DVR recognizes it as an alarm.
Flame Detector	It works when flame detection signal is received from flame detection camera or sensor input.
UPS Alarm	When received an alarm signal from UPS, it turns off the power automatically.
Thermal Detector	It works when thermal detection signal is received from thermal detection camera or sensor input.



### <Note>

- 1. If sensor input is occurred, sensor name and alpha-blended red background color will be overlayed. To change the overlay setting, click [FUNC menu] [Information] [Screen].
- 2. Alarm push can be done if
  - 1) motion, sensor, flame detection or text, AI, event is on
  - 2) video event is on or off (whenever)

### <Note>

What is sensor overlay? - Function to inform user by blinking the transparent red box and sensor name on video.

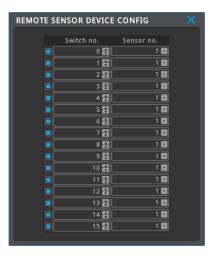
### **Remote Sensor Device**

User can map the input signal from remote sensor device to the sensor switch.

By using this function, remote sensor device can be used as an even source for relay, buzzer, email, FTP, video popup, camera preset, alarm push, etc.

### <Note>

Currently, supported protocol of remote sensor device is emergency bell (Seho IS, Hitek, Chamsule Tech), and will be added more protocols.



### **Record Setting**

Record mode has 3 types as normal/event, schedule/event, and emergency record.

- Normal/Event record Record start up upon bootup according to defined program.
- Schedule/Event record Record start up upon defined schedule's program and time.
- Emergency record Record at max setup regardless of record mode and program. It can be turned on or off by REC button of remote controller.

### Recording

### menu $\rightarrow$ record $\rightarrow$ record

Both normal/event, schedule/event record can be achieved by selecting program and frame rate will be defined by program selection.

### **Normal/Event Record**

Normal Record means video recording when there is no event, and Event Record means video recording when there is event. Video is always recorded according to the selected program after booting. 9 programs from A to I are available. For more details on programs, please refer next session.

### <Note>

- 1. Event record means the recording when motion is Detected, or sensor, text, flame detection are occurred. Normal record means the recording when event is not occurred.
- 2. 'Event record' can set the video quality and frame rate (fps) for event recording. This setting is applied only for event recording. 'Normal record' setting is independent from 'Event record' setting. 'Normal record' can set the video quality and frame rate for normal recording.
- 3. Event record is more important than normal record, and thus, frame rate of event record cannot be set less than the frame rate of normal record.
- 4. The video quality of IP camera can be set in web page of IP camera, not in 'Program' page.

# Record Record Record Record Record Mode Normal/Event Record Program Schedule/Event Record Set Schedul Max Record Bandwidth Pre Event Duration Post Event Duration S seconds Emergency Record Off On Care Changes

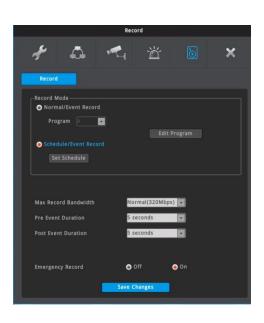
### Schedule/Event Record

Schedule/Event Record means recording only at a specified schedule time. User can set the time schedule and set the program for each time schedule. Program can be selected among 9 from A to I. One program can be applied on one schedule, at least one schedule per day and max 50 schedules per week can be defined.

### Set Schedule

Set begin/end time to record, day and program, and click "Add". The corresponding info will be graphically displayed on day/time table.

- Day: set applicable day
- Time: set applicable time from begin to end to record
- Program: set the record program to be applied to this schedule
- Add: schedule registration
- Delete Selected: Schedule unit which is graphically selected will be deleted. If user does not select schedule and click 'Delete', then previously selected item will be deleted first and deletion will be achieved in reverse of time set up.



• Delete All: whole schedule will be deleted



### <Warning>

When configuring time sector, previously configured time can not be included.

### **Max Record Bandwidth**

In case of 64ch NVR, the Max. record bandwidth is 320Mbps/400Mbps. (When the Max record bandwidth sets to 400Mbps, the pre-alarm time is set to 3 seconds.)

### Pre Event Duration (Record time before event)

User can select between 1~5sec and time ahead of event will be recorded as much as time set by user.

### Post Event Duration (Record time after event)

User can select between 1~30mins and time after event will be recorded as much as time set by user

### **Emergency Record**

Emergency Record should be set as "ON" to use emergency recordings

To start emergency recording, set 'Emergency Record' as ON. And push [REC] button of remote controller, or click [Func]-[Tool]-[Emergency Recording]. During emergency recording, video will be recorded with max fps and highest quality regardless record mode, program and schedule.

To stop emergency recording, push [REC] button of remote controller again, or click [Func]-[Tool]-[Emergency Recording] again. Record mode will be returned to previous setting.

### **Program**

### menu $\rightarrow$ recording $\rightarrow$ program

Frame and record quality can be setup using [Program] and record condition to be used in record mode can be set up.

Select mode from A to I based on record condition or change frame or quality per channel setup each channel's frame at user's own preference.

### **Program**

There are 9 programs from A to I composing recording quality and resolution per channel.

### **Channels**

Display the channel No.

### video

Displays entered video resolution and FRP.

### **Normal Record**

Select frame rate (number of frame per second) and quality that are applied for normal video without events.

### **Event Record**

Select frame rate (number of frame per second) and quality that are applied when event occurs. When event occurs DVR starts to record by the frame rate and quality of Event Record.

### **FPS**

FPS means frames per second. Users can select 1 to 30 (NTSC) or 25 (PAL) fps.

### Quality

This configures the recording quality. Value of Q can be configured between 1 - 10. The higher the number, the better recording quality is.

<Note>

Please refer the product manual for details of bitrate of NVR.

### Record capacity in use and minimum storable time consumption

It indicates record capacity status of DVR along with amount of connected HDD.

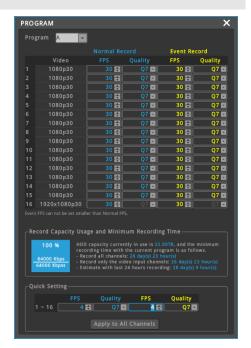
It also indicates storable time of all channels, only channels in use and expected storable time based on amount of storage duing last 24 hours.

### **Quick Setting**

Apply the same setting for all channels at once.

<Notice>

- 1. If the recording setting exceeds 100% of the 'Record capacity usage', 'Program' page cannot be closed. Please check the 'Record capacity usage' window.
- 2. The video quality of IP camera can be set in web page of IP camera, not in 'Program' page.
- 3. Frame rate (fps) of event record cannot be set less than frame rate of normal record.
  - If frame rate for normal recording and event recording is the same, lowering the frame rate for event recording will lower the frame rate for normal recording.
  - If frame rate for normal recording and event recording is the same, increasing the frame rate for normal recording will increase the frame rate for event recording.



- 4. Event record setting and normal record setting are independent.
  - If the frame rate of event record is 5 fps, it records at 5 fps when event occurs regardless of the normal record setting.

### Recording setting of IP camera

Recording setting of IP camera follows below rules.

- Common
  - The fps of event record is the same with the fps of live video and the fps of IP camera.
  - Normal record fps can be 'no rec', '1' or the same with the event record fps.
    - ◆ 1 fps means 'I frame only'. The real fps is depending on the GOP setting of IP camera.
  - If the resolution of 2nd stream is high resolution, it can cause the performance limitation. (2nd stream is used for multi division mode.)
- When "Change Stream Config" is 'On'
  - The fps of IP camera is set to the fps of event record.
  - The resolution of IP camera is selected on [menu]  $\rightarrow$  [device]  $\rightarrow$  [camera]  $\rightarrow$  [Config]  $\rightarrow$  [Get Camera Information]  $\rightarrow$  [Resolution].
  - Quality (bps) can be roughly set in 'Program' page. But the real bps is different by the IP camera models and thus, 'Record capacity in use and minimum storable time consumption' is not accurate. User can check the bps of IP camera at [Func Menu]-[Information]-[Camera].
- When "Change Stream Config" is 'Off'
  - NVR does not change any configuration of IP camera (resolution, fps, bps).
  - Fps of live video and event record follows the setting of IP camera.
  - 'Record capacity in use and minimum storable time consumption' is not accurate.

<Caution> Video can not be shown if the configuration of IP camera is not suitable for NVR.

There can be compatibility problem for some IP camera. If there are compatibility problem, please follow as belows.

- Upgrades the DVR/NVR as latest FW version.
- Check the manufacturer's homepage to check the compatibility list of IP camera.

If the problem is not resolved, please ask to CS.

### **Utility**

### **Changing Booting Logo and Empty Channel Logo**

User can change the logo image for booting logo and empty channel (inactivated channel/unauthorized channel) logo.

### **Changing Booting Logo**

Copy the jpeg image file with the name "wgi\_boot\_logo.jpg" to USB memory. (Only 720x480 resolution supported) Insert USB memory to DVR/NVR and reboot after buzzer sounds. This image will be shown during booting.

### **Changing Empty Channel Logo**

Copy the png file with the name "wgi\_app\_logo.png" to USB memory. (Recommended resolution is 640 x 360 with 16:9 ratio) Insert USB memory to DVR/NVR and reboot after buzzer sounds. This image will be shown in inactivated channel/unauthorized channel/unassigned channel position.

### <Note>

Image with very low resolution will not be applied.

File name and resolution is not suitable, buzzer will not sound and logo will not be applied.

Firmware 8.2 and upper version support this feature.

### Changing multiple channel names using USB memory

1. Please make new text (\*.txt) file using PC and describe the names of channels in the following format. You can skip channels you don't want to change.

CH1: Door CH3: Exit

- 2. Please save the text file with the name "wgi\_channel\_name.txt" and MUST select the letters encoding as UTF-8.
- 3. Copy the "wgi\_channel\_name.txt" file to USB memory.
- 4. Insert the USB memory into the USB slot of DVR/NVR.
- 5. Automatically the channel names saved in txt file are applied. After all channel names are applied, buzzer will be beep.
- 6. When buzzer is beeped, please remove the USB memory from DVR/NVR.
- 7. After about 5 seconds, you can see that your channel name has changed.

### <Note>

- 1. This function is supported above FW v8.4.
- 2. There must be only one file named "wgi\_channel\_name" in the USB memory regardless extension.
- 3. If firmware file and "wgi\_channel\_name.txt" file exists in one USB memory, channel names will be changed after firmware upgrade.

### Usage of USB PC Keyboard

User can use USB PC keyboard. Only English and Korean are supported.

### Viewer

# WebViewer

WebViewer is Web application program loaded to monitor real-time image or to monitor the images recorded through Web browser to PC located remotely.

### System requirement

Items	Recommendation
CPU	Core i5 3.0GHz
Main Memory	8GB
Video Memory	512MB or higher
Display	1024MB PCI-E Graphic Card Support AGP Accelerate (AMD Radeon HD 7000 Series or Higher)
BUS	Support PCI-E 16X or higher
Network	100/1000 Ethernet NIC
OS	Windows 7(x64) / Windows 8(x64) / Windows 10(x64)
Browser	Internet Explorer 8 or higher
Others	DirectX 9.0 or higher

### Installation

#### Webviewer Installer

Auto installation program is provided from login page to use Webviewer function. ActiveX installation is required to a PC which has first connection.

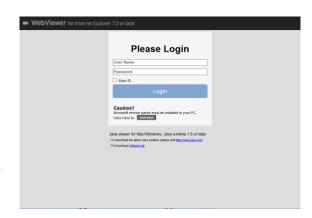
#### <Caution>

Please close all programs related to Control Center while Webviewer Installer is being installed. Otherwise, it may affect the installation.

### login

After inputting an IP address that is set to the system, the WebViewer Login page will be connected. Examples of input method in address box are http://192.168.1.100 as IP address type or www.addresstest.com as domain address. In case of changing the port value besides default value 80, just input the changed port value.

Input the set of User ID & Password, click 'LOGIN' to access. If password didn't change tin Control Center, ID and Password will be admin/12345.

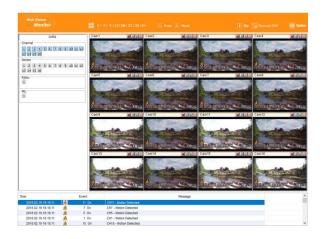


### User set up

To access WebViewer, user authority and password can be changed in DVR/NVR or the account menu of Control Center configuration.

### **Monitor**

When it is authorized with User ID & Password input at Login page, it moves to monitor page. At Monitor page, monitor real time image of cameras connected to DVR/NVR, or it can control PTZ camera, Relay, and use Microphone function according to user's authorization.



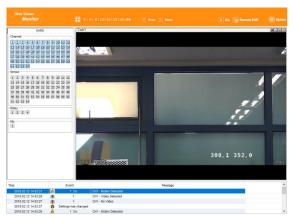
### Screen division and changing video position

The first monitor page will display the maximum screens of the connected model.



It can to change to 1, 4, 9, 13, 16, 25, 36, 64 divisions by clicking the number on top of page.

Also, it can change to 1 channel mode by double click any one of channel image. Double click again, it is restored to previous screen division.



At division screen, it can change screen location using mouse drag.

If Ch3 image moves to Ch1, drag Ch3 image and drop on Ch1 location so as to exchange between 3ch and 1ch image.

Press the very front icon on the upper screen on multi screen mode to switch to a full screen mode. To go back to normal screen mode from full screen mode, press ESC key

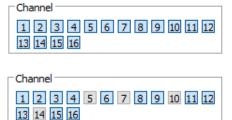
### Move to Playback

Click the on the upper right to move to playback page.

### **Channel On/Off**

It is On/Off button for the Channel located to left in page. Click the channel wanted to On or Off.

And Default is "On".



#### Sensor indication

The icon indicates when sensor occurs in system

When it sensors, relevant sensor icon comes to Red, and indicates sensor number of video. When sensor is not triggered, icon keep as blue.



### **Relay operation**

It can On or Off Relay of the unit. Click the number button to activate Relay On, then the icon Changes from Blue to orange color.



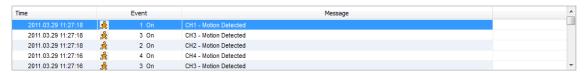
Not activated Relay button means, the product is no supported. Relay is need user's authority. Refer to user manual in the unit for the setup of User's authority of Relay.

### **Using microphone**

Microphone can be set On or Off. Default is Off and it is changed from the projected type button to orange when click the button for the use Mic.



#### **Event information**



It shows real time event data occurred at the bottom of monitoring page. Indicated Event data list are as follow

button	description
駦	Motion Detect On
W W	Flame Detect Input
<b>"</b>	Sensor Input
<b>** **</b>	Relay Output On
<b>* *</b>	No Video, Video Detected

# Video recording & save Video recording

Select by clicking "Rec Start" in right button of Mouse after selecting channel user wants to record during monitoring. It can record max. 10 minutes of video During Quick Recording, recording time is indicated on video.

If "Rec Stop" is pressed by clicking right mouse button, recroding stopped. Then, open the dialogue box to store recorded files. At this time, user can save it to the directory with any file name by user.

Saved recording file is saved into "\*.re4" file format. re4 file can playback through Control Center Playback program or Mini Player program.



### Saving video

There are 2 types for saving Video - jpg, bmp. Saving means the function to record 1 frame of current monitoring channel.

To save video, select the channel and click right button of mouse. And select "Save As" and point out the location and press save button.

### **Using PTZ**

During monitoring, select a channel with PTZ configuration and right-click to select "PTZ" to use PTZ. PTZ control lets users use Pan/Tilt, Zoom/Focu functions.

#### Pan, Tilt control

There is a cross line in the middle and click image to operate Pan, Tilt. In the middle click Left/Right direction to control Pan, and Click Up/Down direction to control Tilt. The further it is clicked from the middle, the faster Pan/Tilt will operate.



#### Zoom, Focus control

Move mouse to the edge of left & right to see slide bar for Zoom, Focus.

The unit Area Zoom In available has Zoom Zero operating button. It can zoom in/out using slide bar at left of image, left slide bar can control Focus.

#### Move to Preset

In case of Preset set, Mouse on image press right button for pop-up menu and "Goto Preset" is indicated additionally. When select Preset list, it moves to Preset position selected. Preset should be set up by user in advance.

#### **Activating Auxiliary**

In case of Preset set, "Auxiliary" is indicated additionally, and it operates action when select registered menu.

<Reference>

Supported PTZ camera list can be refereed to (PTZ manipulation).

### **Using Audio**

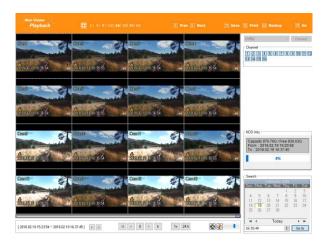
In case of Channel setup sync with Audio, press right mouse button on the image to activate pop-up menu to "Listen".

### **Playback**

This page is to playback recorded images, and user who has authority of 'HDD' among user ID or administrator can use this function.

Playback that is made up 16 divisions can play the images by searching through colander by recording period and moving the period. It can backup recorded image and also print Pause image or save to Bmp file.

Below are each title and function of Playback.



### **Video Division & Changing Channel**



Playback supports 1, 4, 9, 13, 16, 25, 36, 64 divisional screens. Select division using menu on top of page as shown in the above picture.



Press the very front icon on the upper screen in multi-screen mode to switch to a full screen mode. To back normal screen mode from full screen mode, press ESC key.

### Save image



It can save playback image to BMP file.

Click mouse to channel to save. Dotted line will be surrounding to the selected channel, and click 'Save' button

Save imamge dialog box appears, then it can input message or select channel name, date, event and data.

Press 'OK' to open dialog box for the saving location, then save bmp file.

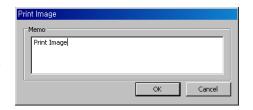


#### **Print**

Select image with mouse for the channel to print image saved, and then click 'Print' button.

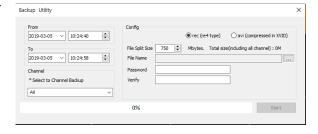
Window comes to input Memo, and click 'OK' button to print the image through the printer connected.

Print material includes 'Printing Date', 'Channel name', 'Recording Date' 'Event', 'Memo'.



### **Backup**

There are re4 (Multi channel) and avi (single channel) Set from, To time and select the channel for backup Point out the location for backup. Input in Password/Verify. In case of playback backed up file, correct password should be input.



#### Move to Web Monitor

Click 'Go' button at top of page, and it can move Web monitor page.

### **Channel On/Off**

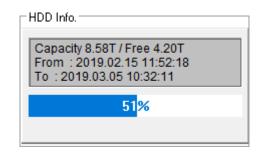
Same function as the Channel On/Off function at Web Monitor. Located on the right, and click the wanted channel to "On" or "Off". All channels are On by Default.

Disabled Channel button means the product doesn't support it.



### **Recording Duration & Checking Record Capacity**

Displays the used and remaining space of HDD and the dates on which the first recording and last recording were done. It also shows in % how much space a user is using.

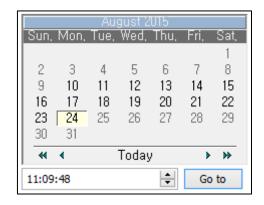


#### Calendar search

Recorded date is enabled in black color, and others unrecorded date disabled in grey. Click [Go to] button after select date & time so as to playback images on the date & time selected.



'When clicking the 'Go To' button, it indicates for 24hours from the time selected at left bottom. As above picture, it is possible to change the time zone with '24h' button.



### Function buttons on the bottom of an image



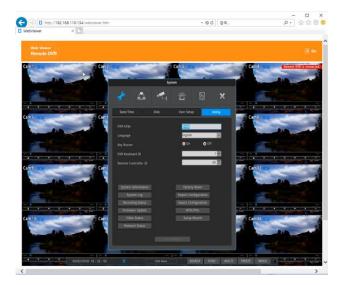
- ① Indicates playback range of recorded image.
- ② Press ←,→ button as the time set at (5) so as to change the time zone to playback in forwarding and reversing.
- 3 From left button, it can 'Move a frame back', 'Play backward', 'Stop', 'Play', 'Move a frame forward'.
- 4 It is the function to set play speed. After click the button, it can set the play speed '0.5x, 1x, 2x, 4x, 16x, 32x, 64x, and All'.
- ⑤ It is the function to set play area. After click the button, it can select play area '10min, 30min, 1hour, 3hour, 6hour, 12hour, 24hour'.
- (6) It can select DirectX use or not. If check DirectX mode, it can play image into Direct Draw based on graphic card and performance of PC.
- (7) It is the function to set audio play or not, and volume

### Remote DVR

Weviewer supports Remote DVR function. Remote DVR is similar to the Remote Desktop of Windows PC and it can show the DVR/NVR's video output and can control DVR/NVR at remote location.

To use Remote DVR, click [Remote DVR] icon located in the right upper side.





## **HTML5 Webviewer**

HTML5 is the new technology which does not require any active-x or plug-ins and is not depend on OS. DVR/NVR supports HTML5 webviewer which can monitor the DVR/NVR with web browsers supporting HTML5. (Currently HTML5 Webviewer does not support 4M and 4K video input. HTML5 Webviewer will support 4M and 4K in the near future)

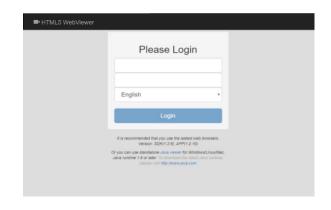
### **System Requirements**

Items	Recommended
CPU	Core i5 3.0GHz
Main Memory	4GB
Video Memory	512MB or higher
Display	1024MB PCI-E Graphic Card Support AGP Accelerate
BUS	Support PCI-E 16X or higher
Network	100/1000 Ethernet NIC
Web Browser	Chrome, Firefox, Safari
OS	Windows 7 / Windows 8 / Windows 10 / OS X Mavericks (version 10.9)

### Login

After inputting an IP address or domain address of DVR/NVR on web browser's address box, the Webviewer's Login page will be connected. (Examples of address are http://192.168.1.100 as an IP address type or www.addresstest.com as a domain address.) Default port number is 80. If you change the port number, then please input the changed port number to web browser's address box (http://192.168.1.100:port\_number).

Input the user ID and password of DVR/NVR, and click 'Login' to access. Default ID is admin and default password is 12345.



#### <Note>

- 1. If you connect the DVR/NVR via Internet Explorer, then previous Webviewr page will be shown. If you connect the DVR/NVR using mobile devices, then Mobile viewer page will be shown.
- 2. If you connect the DVR/NVR via web browsers supporting HTML5 such as Edge, Chrome, Firefox, Safari, etc., then HTML5 Webviewer page will be shown. (Currently, HTML5 Webviewer officially supports Chrome, Firefox and Safari.)
- 3. You can also use JavaViewer for Mac/Windows.
- 4. Languages: English, Korean, Chinese (HTML5 webviewer below 1.2.10 supports only English)

### **Monitor**

When it is authorized with User ID & Password input at Login page, it moves to monitor page.

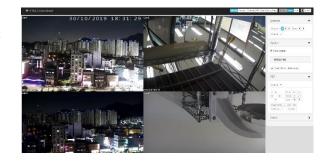
At monitor page, user can monitor the real time video of connected DVR/NVR and can control PTZ camera, Relay, and Microphone functions according to user's authorization.



### **Screen Division**

At initial monitor page, all video channels will be shown with the maximum division. The number of video channels will be depend on the DVR/NVR model.

You can change the screen division mode by clicking Division 1 4 9 16 Icon.



#### **Single Division**

Double click the video channel to see with single division mode. If double click again, the previous screen division mode will be shown.



#### **Full Screen**

Using full screen function of browser (such as F11 key), user can monitor the DVR/NVR with full screen.

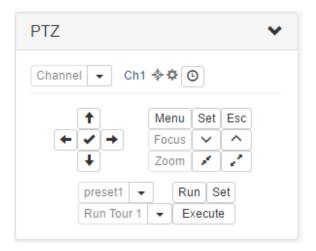
<Note>

User can show or hide the 'Sidebar' by clicking Sidebar Show Hide Icon.



#### **Using PTZ**

User can control the PTZ by using PTZ menu on sidebar. After selecting video channel, user can control Pan/Tilt, Zoom/Focus, Preset, Auxiliary functions of PTZ camera.



### **Playback**

By clicking **Playback** icon at the top, user can playback the DVR/NVR's recorded video. Note that only authorized users for playback/search can use playback function.

At initial playback page, all video channels will be shown with the maximum division. The number of video channels will be depend on the DVR/NVR model.



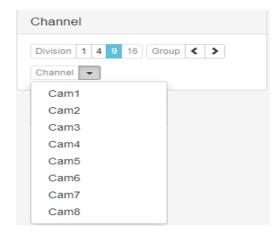
### Status for the recording duration and capacity

This status menu shows the used space and remaining space of HDD. Also, it shows the recording start time and shows the last recording time.



### **Selecting channels**

Selects the channels to playback. Then HTML5 Webviewer will playback that channels.



If you click [ ] icon, then you can set the stream type for single-channle mode. 'Main' means the max. resolution and 'Sub' means 2<sup>nd</sup> stream with lower resolution for multidivision mode or mobile environment.



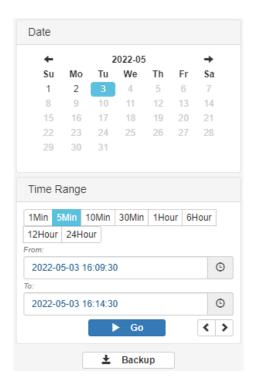
### **Search and Playback**

Recorded dates are displayed by black color in calendar, and unrecorded dates are displayed by grey color. Selects the date to playback.

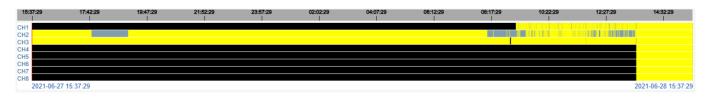
Also, selects time range to playback. If you select '5 Min', the time range of 'From' to 'To' will be 5 minute. Even if you manually select 'From' time, 'To' time will be set 5 minute after 'From' time.

All settings are done, then click [Go] to playback.

<Note>
Audio is not supported.



### **Timeline**



Timeline shows the recording status including event information.

Timeline with grey means 'no event'. Timeline with yellow means that motion is detected. Timeline with red means that sensor is input.

### **Playback Control**



Playback control icons upper left side can be used to control playback. Various playback speed from  $1/16x \sim 16x$  can be set.

### **Backup**

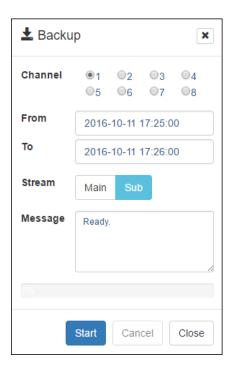
User can backup by clicking [Backup]. The format of backup file is mp4 file.

#### Sequence

- 1. Select the channel to backup.
- 2. Select the start and end time to backup (From, To).
- 3. Select the stream resolution, 'Main' (high resolution) or 'Sub' (low resolution).
- 4. Leave message (optional) and click 'Start'.
- 5. Select the directory to store the backup file after finishing backup.

#### <Note>

- 1. Only one channel can be backup at once. Please use Control Center to backup multi channels at once.
- 2. Audio is not supported.
- 3. Control Center supports very powerful and convenient functions. Please use Control Center for more powerful functions.



### **Open Camera Page**

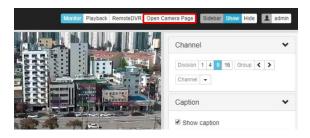
To connect to camera's web page, select the channel to connect and click [Open Camera Page]. Then, camera's web page will be popped up in HTML5 webviewer. User can change settings of camera.

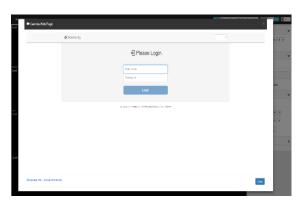
To connect to another camera's web page, close the pop up window and select another camera. And click [Open Camera Page].

If user wants to use another web browser, then excute another web browser such as Internet Explorer and connect to NVR's IP address. Camera's web page will be shown.

#### <Note>

- 1. [Menu-Network-Releay Camera Web Page] must be set 'ON'.
- 2. While the web page of the camera is kept popped up in HTML5 webviewer, other user can not access NVR's webviewer because NVR's IP address is mapped to camera's web page.





# **Mobile Application**

Mobile application is supported for Smart Phone (Android and iOS). It is available to serach and install as free of charge in Apple App store & Google Android Store. (Please refer product manual to find out the name of application.)

- ✓ Available to register up to 100 units
- ✓ Supports multi-stream function
- ✓ Able to search system and event logs.
- ✓ Supports remote control function.

Supports Digital Zoom, PTZ Control, Image saving, Image e-mail sending, etc. in Single Monitoring Mode.

### registration method for iOS app

#### **URL** register

- 1. Touch "+" button after application installed.
- 2. Select URL in category.
- 3. Touch "Find" button then there's unit name and IP address shown. Touch save button to finish unit register.
- 4. Touch unit created to enter unit's screen.

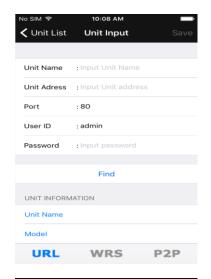
#### **WRS** register

- 1. Select WRS in category.
- 2. Enter group ID created in the DVR/NVR.
- 3. Click on "search by group ID".
- 4. Touch "Find" button then there comes unit name of searched DVR/NVR and IP address and touch save button to finalize unit register.
- 5. Touch unit created to enter unit's screen.

# Edit

#### <Note>

WRS of DVR/NVR and port forwarding must be enabled to register unit. \*P2P feature might not be included based on types of model.





### Register method for Android app

#### **URL** register

- 1. Touch "+" button after application installed.
- 2. Select IP/DDNS in category.
- 3. Touch "Find" button then there's unit name and IP address shown. Touch save button to finish unit register.
- 4. Touch unit created to enter unit's screen.



#### **WRS** register

- 1. Select WRS in category.
- 2. Enter group ID created in the DVR/NVR.
- 3. Click on "search by group ID".
- 4. Touch "Find" button then there comes unit name of searched DVR/NVR and IP address and touch save button to finalize unit register.
- 5. Touch unit created to enter unit's screen.



#### <Note>

WRS of DVR/NVR and port forwarding must be enabled to register unit. \*P2P feature might not be included based on types of model.

# Mobileviewer

This service allows users to view video by accessing to DVR/NVR from mobile device's web browser without certain applications. The device must support either wifi, 3G or Lte.

Input the form of http://IP/svc/mviewer.html to access to DVR/NVR from the web browser



#### Open Source License Report on the Product

Open Source License Report on the Product

The software included in this product contains copyrighted software that is licensed under the GPL/IGPL. You may obtain the complete Corresponding Source code from us for a period of three years after our last shipment of this product by sending email to <mycctv@gmail.com> period of three years after our last shipment of this product by sending email to <mycctv@gmail.com> period of three years after our last shipment of this product by sending email to <mycctv@gmail.com> period of three years after our last shipment of this product power of the content of the physical medium such as CD-ROM, of the cost of physically performing source distribution might be charged.

GPL Software 1 busybox boa, cyaSSL, doststools, linux kernel, rp-pppoe, cdrtools, dvd+rw-tools, dhcpcd, iproute2, smartmorbools

LGPL/GPL with sceptions; cglibc, libgoc, libstdc++, FFMpeg, ftplib

Apache License: WenQuanYi Micro Hei
Copyright (c) 2007, Google Corpy, Copyright (c) 2008,2009 WenQuanYi Board of Trustees and Qianqian Fang.

By License: Apache Commons

http://commons.apache.org

BSD License: as in miniupripc, telnet-server, YUI Library, ppp

Freetype License: freetype2

Portions of this offware included in this product are copyright (C) 2010 The FreeType Project (www.freetype.org). All rights reserved.

JIG License: JPEG

MIT License: JPEG

Hight reserved.

MIT License: Apache Simulath, joedec OpenSSL License: Afrino Copyright (C) 2010 Google Corporation.

SIL Open Font License: Arimo
Copyright (c) 2010 Google Corporation.
This Font Software is licensed under the SIL Open Font License, Version 1.1.
This Icense is copied in this manual, and is also available with a FAQ at: http://scripts.sil.org/OFL
GNU GENERAL PUBLIC LICENSE
Version 2, June 1991
Copyright (C) 1989, 1991 Free Software Foundation, Inc.
51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.
Preamble

not allowed. Preamble
The licenses for most software are designed to take away your freedom to share and change it. By
contrast, the GNU General Public License is intended to guarantee your freedom to share and change free
software--to make sure the software is free for all its users. This General Public License applies to most of
the Free Software Foundation's software and to any other program whose authors commit to using it.

(Some other Free Software Foundation software is covered by the GNU Lesser General Public License
instead I) You Gran analysis to your programs too.

software—to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too. When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things. To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it. For example, if you distribute copies of the software, or if you modify it. For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their right.?

We protect your rights with two steps: (1) copyright the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is breatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent must be licensed for were one of the program will

copyright notice and oisclaimer or warranty, keep Intact all the notices that refer to this License and to the absence of any warranty, and give any other recipients of the Program a copy of this License along with the Program. You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole If identifiable sections of that work are not the program and the program and the program of the print work are not the program and the program of the program of the print work are not the program of the program of the print work are not the program of the program of the print work are not program of the print and announcement.

announcement.)
These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licenses extend to the entire whole, and thus to each and every part regardless of who wrote it. Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you, rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the othe work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interrchange: or.

a) Accompany it with the complete corresponding machine-readane source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or, b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange, or, c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

on) of the operating system on which the executable runs, unless that component itself accompanies the executable executable or object code is made by offering access to copy from a designated place, if distribution of executable consists and in the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remainful compliance.

in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program. If any portion of this Section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances. It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

distribute software through any other system and a licensee cannot impose that choice. This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this Icense.

8. If it is section is intended to make thoroughly clear what is believed to be a consequence of the rest of this Icense.

8. If it is intended to make thoroughly clear what is believed to be a consequence of the rest of this Icense.

8. If it is intended to make thoroughly clear what is believed to be a consequence of the rest of this Icense.

8. If it is intended to make thoroughly clear what is believed to be a consequence of the rest of the consequence of the consequence of the consequence of the rest of the consequence of the consequence of the rest of the consequence of the consequence of the rest of the consequence of the con

If you develop a new program, and you want it to be or the greatest purposes. The state of the s

to redistribute it under certain conditions; type snow c for details. The hypothetical commands 'show w' and 'show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than 'show w' and 'show c': they could even be mouse-clicks or menu items--whatever suits your program. You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names: 'Yoyodyne, Inc., hereby disclaims all copyright interest in the program Gnomovision' (which makes passes at compilers) written by lames Hacker.

(which makes passes at compilers) written by James Hacker signature of Ty Coon, 1 April 1989 Ty Coon, President of Vice
This General Public License does not permit incorporating your program into proprietary programs. If you program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this

Uicense.
GNU GENERAL PUBLIC LICENSE
Version 3, 29 June 2007
Copyright © 2007 Free Software Foundation, Inc. <a href="http://fsf.org/">http://fsf.org/</a>
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Promble

The software and other kinds of works.

Everyonis is permitted to copy and distribute verbattim copies of this license document, but changing it is not alwed.

The CNU General Public License is a free, copyleft license for software and other kinds of works. The licenses for most software and other practical works are designed to take away your freedom to share and change free works. By contrast, the foll U ceneral Public License is intended to guarantee your resedung to share and change all versions of a program—to make sure it remains fee offware for all its users. We, the Free Software Foundation, use the GNU General Public License for most of software it applies also to any other work released this way by its authors. You can apply it to your programs, too. When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and change for them if you wish), that you receive source code or can get it if you want it, that you can dange the software or use pieces of it in new free programs, and that you know you can do these things. To protect your rights, we need to prevent others from denying you these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it responsibilities to respect the freedom of others.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received o'vu must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received Vou must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

For example, if you distribute copies of such a progr

IERMS AND CONDITIONS

Definitions.

"This License." refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying. An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licenses may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

1. Source Code.

the user that there is no warranty for the work (except to the extent that warrantes are province), mail licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

1. Source Code.
The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.
A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.
The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component," in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a complier used to produce the work, or an object code interpreter used to run it.
The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and de activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication

technological measures.

4. Conveying Verbatim Copies.

4. Conveying Verbatim Copies.

5. Conveying Verbatim Copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty, and give all recipients a copy of this License along with the Program.

You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions.

3) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to 'keep intact all notices' c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.

6) If the work has interactive user interfaces, each must display Appropriate Legal Notices' however if the

In the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilations users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways.

You may convey a covered work in object code form under the terms of this License, in one of these ways:

3) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.

b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source for metwork server at the day of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code oby offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further equivalent access to the Corresponding Source in the same way through the same place at no further server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code is a network server the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to lind the Corresponding Source. Regar

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product. "Installation Information" for a User Product means any methods, procedures, authorization keys, or other information nequired to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (egardless of how the transaction is characterized), the Corresponding Source con

ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must

be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

7. Additional Terms.

7. Additional permissions are terms that supplement the terms of this License by making exceptions from one or more of its conditions, Additional permissions that are applicable to the entire Program shall be treated as though they were included in this License, to the extent that they are valid under applicable law. If additional permissions apply only to part of the Program, that part may be used separately under those permissions.

When you convey a copy of a covered work, you may at your option remove any additional permissions from that copy, or from any part of it. (Additional permissions may be written to require their own removal in certain cases when you modify the work.) You may place additional permissions on material, added by you to a covered work, for which you have or can give appropriate copyright permission. Notwithstanding any other provision of this License for material you add to a covered work, you may (if authorized by the copyright holders of that material) supplement the terms of this License with terms:

a) Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License.

a) Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License; or by Requiring preservation of specified reasonable legal notices or author attributions in that material or in the Appropriate Legal Notices displayed by works containing it; or c) Prohibiting misrepresentation of the origin of that material, or requiring that modified versions of such material be marked in reasonable ways as different from the original version; or d) Limiting the use for publicity purposes of names of licensors or authors of the material; or e) Declining to grant rights under trademark law for use of some trade names, trademarks, or service marks; or f) Requiring indemnification of licensors and authors of that material by anyone who conveys the material (or modified versions of it) with contractual assumptions of liability to the recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

All other non-permissive additional terms are considered "further restrictions" within the meaning of section 10. If the Program as you received it, or any part of it, contains a notice stating that it is governed by this License along with a term that is a further restriction, you may remove that term. If a license document contains a further restriction but permits relicensing or conveying under this License, you may add to a covered work material governed by the terms of that license document, provided that the further restriction does not survive such relicensing or conveying under this License, you may add to a covered work material governed by this first on the applicable terms.

restriction does not survive such relicensing or conveying. If you add terms to a covered work in accord with this section, you must place, in the relevant source files, a statement of the additional terms that apply to those files, or a notice indicating where to find the applicable terms.

Additional terms, permissive or non-permissive, may be stated in the form of a separately written license, or stated as exceptions; the above requirements apply either way.

8. Termination.

You may not propagate or modify a covered work except as expressly provided under this License. Any attempt otherwise to propagate or modify it is void, and will automatically terminate your rights under this License (including any patent licenses granted under the third paragraph of section 11). However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means, this is the first time you have received notice of violation of this License from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, you do not qualify to receive new licenses for the same material under section 10.

9. Acceptance Not Required for Having Copies.

You are not required to accept this License in order to receive or run a copy of the Program. Ancillary propagation of a covered work coverning solely as a conseq

vou may not impose any further restrictions on the exercise of the right granted or affirmed under this License. For example, you may not impose a license fee, royally, or other charge for exercise of rights License. For example, you may not impose a license fee, royally, or other charge for exercise of rights that the program or any portion of it.

11. Patents.

A 'contributor' is a copyright holder who authorizes use under this License of the Program or a work on which the Program is based. The work thus licensed is called the contributor's contributor version of which the Program is based. The work thus licensed is called the contributor's contributor version of which the Program is based. The work thus licensed is called the contributor version of which are already acquired on hereafter acquired, that would be infringed only as a consequence of further modification of the ontributor version. For purposes of this license, of making, using, or selling its contributor version, but do not include claims that would be infringed only as a consequence of further modification of the contributor version. For purposes of this definition, control includes the right to grant patent sublicenses in a manner consistent with the requirements of this License.

The control of this License.

In the following three paragraphs, a 'patent license' is any express agreement or commitment, however denominated, not to enforce a patent (such as an express permission to practice a patent or coverant not to sue for patent infringement). To 'grant' such a patent license to a party means to make such an patent such as the patent license or a party means to make such an any patent patent infringement. The patent license is a party means to make such an any patent patent

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPPRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

WITH YOU, SHOULD THE PROCERAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. Limitation of Liability.

18. Limitation of Liability.

19. In NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MODIFIES AND/OR CONVEYS THE PROGRAM AS PERMITTED ABOVE, BE JUBBLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR NABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR IOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS, EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

17. Interpretation of Sections 15 and 16. If the disclaimer of warranty and limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of all civil liability in ennection with the Program, unless a warranty or assumption of liability and of Income of the Control of the Control of the Control of Income of Income

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty, and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<a href="controll-line">controll-line</a> and a pointer to where the full notice is found.
<a href="controll-line">copyright</a> (I) was an an an an an an an are distribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.
This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PRATICULAR PURPOSE. See the GNU General Public License for more details.
You should have received a copy of the GNU General Public License along with this program. If not, see <a href="https://www.gnu.org/licenses/">https://www.gnu.org/licenses/</a>.
Also add information on how to contact you by electronic and paper mail. If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:
<a href="https://www.gnu.org/licenses/">
<a href="https://www.gnu.org/licenses/">https://www.gnu.org/licenses/</a>.
Also add information on how to contact you by electronic and paper mail.
If the program comes with ABSOLUTELY NO WARRANTY; for details type 'show w'.
This is free software, and you are welcome to redistribute it under certain conditions, type show of for details.
The hypothetical commands show w' and show c' should show the appropriate parts of the General Public License. Of course, your program's comman

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Everyone is perimeted to depty. The control of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble
The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software-to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages-typically libraries-off the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public Usense is specified to the series of the series of

General Public License for many libraries. However, the Lesser license provides advantages in certain pecial circumstances. Provided the pecial circumstances are cased to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License. In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system. Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a 'work based on the library' and a 'work that uses the library'. The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

run. Terms and conditions for copying, distribution and modification

run.
TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed
by the copyright holder or other authorized party saying it may be distributed under the terms of this
Lesser General Public License (also called 'this License'). Each licensee is addressed as 'you'.

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked
with application programs (which use some of those functions and data) to form executables.
The "Library", below, refers to any such software library or work which has been distributed under these
terms. A "work based on the Library" means either the Library or any derivative work under copyright leave
terms. A "work based on the Library" means either the Library or any derivative work under copyright leave
that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or
translated straightforwardly into another language. (Hereinafter, translation is included without limitation
in the term "modification")

"Source code" for a work means the preferred form of the work for making modifications to it. For a
library, complete source code means all the source code for all modules it contains, plus any associated
interface definition flies, plus the scripts used to control compilation and installation of the library.
Activities other than copying, distribution and modification are not covered by this License, they are
outside its scope. The act of running a program using the Library is not restricted, and output from such a
program is covered by writing its. Whether that is true depends on what the Library does and what the
program is covered by writing its. Whether that is true depends on what the Library does

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in

any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty, keep intact all the notices that refer to this License and to the absence of any warranty, and distribute a copy of this License along with the Library. You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful. (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must still compute square roots by the supplied of the provided of the provided of the provided independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the wh

Public License applies to all subsequent copies and derivative works made from that copy. This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

A You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange. If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code. 5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License. However, linking a "work that uses the Library," ather than a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library went hough the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The work is a derivative of the library went hough the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The work is a derivative of the Library went hough the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The work is the proper of the L

as well as a reference directing the user to the copy of this License. Also, you must up one of unese things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library with the complete machine-readable "work that uses the Library" as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

that the work was made with.

C) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (complier, kernel and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable. It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the sam

circumstances. It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an

explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

by the Free Software Foundation, write to the Free Software Foundation, we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY AS IS' WITHOUT WARRANTY OR ANY KIND, EITHER EXPRESSED OR IMPULED, INCLUDING, BUT NOT LIMITED TO, THE IMPLED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS ROQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE. BE LIBBLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES, ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE, EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

SUSTAINED BY YOU OR THIND PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE, EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

SOFTWARE, SEMS AND CONDITIONS
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How to Apply These Terms to Your New Libraries
How Library Expension of the Order of the Order

Apache License Version 2.0, January 2004 http://www.apache.org/licenses/

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

\*License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

\*Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.
"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.
"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (iii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.
"You" (or "You") shall mean an individual or Legal Entity exercising permissions granted by this License. "Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.
"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.
"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works' shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to submit on behalf of the copyright owner. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the

incorporated within the Work constitutes direct or contributory patent infringement, then any patent increase granted to You under this Licenses for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:

1. You must give any other recipients of the Work or Derivative Works a copy of this License; and 2. You must cause any modified files to carry prominent notices stating that You changed the files; and 3. You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and 4.1f the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works; that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works; in at least one of the Foundary places with the proper work of the Portavitive Works, in at least one of the Foundary places with the proper work of the Portavitive Works, in at least one of the Foundary places with the Portavitive Works, in at least one of the Foundary places with the Portavitive Works, in at least one of the Foundary places with the Portavitive Works, in at least one of the Portavitive Works, in a continuous places with the proper works of the Portavitive Works, in at least one of the Portavitive Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own continuous within Derivative Works has a whole provided Vour use, reproduction, and distribution to the NOTICE text from the Work provided that

origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty, Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS Is" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and Statistical Contract, or otherwise, unless required by applicable law (such as deliberate and grossly) regligient acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this license or out of the use or inability to use the Work (including but not limited to damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this license or out of the use or inability to use the Work (including but not limited to damages, including any direct, indirect, some or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may choose to offer, and charge a fee for, acceptance of support warranty, indemnity, or other liability obligations and/or not warranty, indemnity, or other Contributor, and only if You agree to indemnity, defend, and hold each Contributor harm

All rights reserved.

Redistribution and use of this software in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the

Copyright (c) 2005-2009, Thomas BERNARD
All rights reserved.
Redistribution and use of this software in source and binary forms, with or without modification, are permitted provided that the following conditions are met.
Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution. Neither the name of the author may be used to endorse or promote products derived from this software without specific prior written permission.
THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTAME IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTAME IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS SELABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLAY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCURBING TO SUBSTITUTE GOODS OR SERVICES LOSS OF USE LITE OF USE INTO CONTRACT, STRICT USBLING TO THE PROVIDED THE PROVIDED OF THE POSSIBILITY OF SUCH DAMAGE.

LABILITY, OR TORT (INCLUDING NEIGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Labelstribution and use in source and binary forms, with or without modification, are permitted provided that the following disclaimer.

Labelstributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

A Redistributions and the documentation and/or other materials provided with the distribution.

A RIGHT AND ALL AND ALL

ppp license: Copyright (c) 1993 The Australian National University. All rights reserved.

Copyright (c) 1993 the Australian National University.

All rights reserved.

Redistribution and use in source and binary forms are permitted provided that the above copyright notice and this paragraph are duplicated in all such forms and that any documentation, advertising materials, and other materials related to such distribution and use acknowledge that the software was developed by the Australian National University. The name of the University may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED "AS IS" AND WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE.

Copyright (c) 1993 Camegie Mellon University.

Alighits reserveed use in source and binary forms are permitted provided that the above copyright notice.

All rights reserved.

Redistribution and use in source and binary forms are permitted provided that the above copyright notice and this paragraph are duplicated in all such forms and that any documentation, advertising materials, and other materials related to such distribution and use acknowledge that the software was developed by Camegie Mellon University. The name of the University may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED "AS IS" AND WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE.

C-res license.

Copyright 1998 by the Massachusetts Institute of Technology

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of M.I.I. not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.
M.I.T. makes no representations about the suitability of this software for any purpose. It is provided "as is" without express or implied warranty.

con ricerise. Copyright (c) 1996 - 2010, Daniel Stenberg, <daniel@haxx.se>. All rights reserved

curl Icenses:
Copyright (c) 1996 - 2010, Daniel Stenberg, <daniel@haxx.se>.

All rights reserved.
Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyright notice and this permission notice appear in all copies.

THE SOFTWARE IS PROVIDED "AS IS." WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHER DEALINGS (IN THE SOFTWARE.
Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

Iliboauth license:
Copyright 2007, 2008 Robin Gareus <ro>
Copyright 2007, 2008 Robin Gareus </ri>
Volume of the copyright solution of the response of the prior written authorization of the copyright solution of the response of the prior written authorization of the copyright holder.

Iliboauth license:
Copyright 2007, 2008 Robin Gareus <ro>
Copyright 2007, 2008 Robin Gareus </r>
Volume of the copyright solution of the prior written authorization of the copyright holder.

Iliboauth license:
Copyright 2007, 2008 Robin Gareus </ri>
Volume Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright rotice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, HITHERS FOR

OR OHEKWISE, AKINING HRUM, OUT OF OR IN CONNECTION WITH THE COT WARE OF OTHER DEALINGS IN THE SOFTWARE.

JOHER DEALINGS IN THE SOFTWARE.

JOHER DEALINGS IN THE SOFTWARE.

JOHER DEALINGS IN THE SOFTWARE.

OPENING THE SOFTWARE OF THE SOFTWARE OF THE SOFTWARE OR THE USE OR

OPENING THE SOFTWARE OR THE SOFTWARE OR THE SOFTWARE OR THE USE OR

OPENING THE SOFTWARE OR THE SOFTWARE OR THE SOFTWARE OR THE USE OR

OPENING THE SOFTWARE OR THE SOFTWARE OR THE SOFTWARE OR THE USE OR

OPENING THE SOFTWARE OR THE SOFTWARE.

OPENING THE SOFTWARE OR THE SOFTWARE OR THE USE OR

OPENING THE SOFTWARE OR THE SOFTWARE.

OTHER DEALINGS IN THE SOFTWARE. OpenSSL Licropse-2011 The OpenSSL Project. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: 1, Redistributions of source code must retain the above copyright notice, this list of conditions and the

1.Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2.Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3.All advertising materials mentioning features or use of this software must display the following acknowledgment:

"This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit.

(http://www.openssl.org/"
4.The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact

derived from this software without prior written permission. For white permission opensst-core@opensst.org
Sproducts derived from this software may not be called "OpenSSL" nor may "OpenSSL" appear in their names without prior written permission of the OpenSSL Project.
6 Redistributions of any form whatsoever must retain the following acknowledgment:
"This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit

OTBORDSHOULD LAND ANY DEEP CONTROL AND ANY DIRECT. THE ROPE CONTROL AND ANY EXPRESSED OR IMPLIED WARRANTS. OF THE MEDICAL PROVIDED BY THE OPENSL PROJECT "AS IS" AND ANY EXPRESSED OR IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OPENSL PROJECT OR ITS CONTRIBUTIONS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL SPECIAL, EXEMPLIARY OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CASED AND ON ANY THEORY OF LIABILITY WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING REGIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. This product includes cryptographic software written by Eric Young(eay@cryptsoft.com). This product includes cryptographic software written by Eric Young(eay@cryptsoft.com). This product original SSLeay License Copyright (C) 1995-1998 Eric Young (eay@cryptsoft.com).

This package is an SSL implementation written by Eric Young (eay@cryptsoft.com).

The implementation was written so as to conform with Netscapes SSL. This library is free for commercial and non-commercial use as long as the following conditions are aheared to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DE5, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright rems except that the holder is Tim Hudoon (tjh@cryptsoft.com). Copyright remains Eric Voung's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: 1.Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer. 2.Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution. 3.All advertising materials mentioning features or use of this software must display the following acknowledgement: This product includes cryptographic can be left out if the rounes from the library being used are not cryptographic realed: 1.7 being used and not cryptographic can be left out if the rounes from the library being used are not cryptographic realed: 1.7 being used and not cryptographic can be left out if the rounes from the library being used are not cryptographic.

acknowledgement:

This product includes cryptographic software written by Eric Young (eay@cryptsoft.com)"
The word 'cryptographic' can be left out if the rouines from the library being used are not cryptographic related:-).

4.If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement:

"This product includes software written by Tim Hudson (tih@cryptsoft.com)"
THIS SOFTWARE IS PROVIDED BY FRIC YOUNG "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, FOR TOR! (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The licence and distribution terms for any publically available version or derivative of this code cannot be CANAGE.

The DEPOSAL OF THE CONTRACT STRICT LIABILITY, WE SOFT WARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The goals of the Open Font License (OFL) are to stimulate worldwide development of collaborative font projects, to support the font creation efforts of academic and linguistic communities, and to provide a free and open framework in which fonts may be shared and improved in partnership with others.

The OFL allows the licensed fonts to be used, studied, modified and redistributed freely as long as they are not sold by themselves. The fonts, including any derivative works, can be bundled, embedded, redistributed freely as long as they are not sold by themselves. The fonts, including any derivative works, the fonts and derivatives, however,

DEFINITIONS
"Font Software" refers to the set of files released by the Copyright Holder(s) under this license and clearly marked as such. This may include source files, build scripts and documentation.
"Reserved Font Name" refers to any names specified as such after the copyright statement(s).
"Original Version" refers to the collection of Font Software components as distributed by the Copyright

"Reserved Font Name" refers to any names specified as such after the copyright statements ("Original Version" refers to the collection of Font Software components as distributed by the Copyright Holder(s).

"Modified Version" refers to any derivative made by adding to, deleting, or substituting — in part or in whole — any of the components of the Original Version, by changing formats or by porting the Font Software to a new environment.

"Author" refers to any designer, engineer, programmer, technical writer or other person who contributed to the Font Software.

PERMISSION & CONDITIONS

PERMISSION & CONDITIONS

PERMISSION is hereby granted, free of charge, to any person obtaining a copy of the Font Software, to use, study, copy, merge, embed, modify, redistribute, and sell modified and unmodified copies of the Font Software, subject to the following conditions:

1) Neither the Font Software nor any of its individual components, in Original or Modified Versions, may be sold by itself.

1) Neither the Font Software nor any of its individual components, in Original or Modified Versions, may be sold by itself.
2) Original or Modified Versions of the Font Software may be bundled, redistributed and/or sold with any software, provided that each copy contains the above copyright notice and this license. These can be included either as stand-alone text flies, human-readable headers or in the appropriate machine-readable metadata fields within text or binary flies as long as those fields can be easily viewed by the user.
3) No Modified Version of the Font Software may use the Reserved Font Name(s) unless explicit written permission is granted by the corresponding Copyright Holder. This restriction only applies to the primary font name as presented to the users.
4) The name(s) of the Copyright Holder(s) or the Author(s) of the Font Software shall not be used to promote, endorse or advertise any Modified Version, except to acknowledge the contribution(s) of the Copyright Holder(s) and the Author(s) or with their explicit written permission.
5) The Font Software, modified or unmodified, in part or in whole, must be distributed entirely under this license, and must not be distributed under any other license. The requirement for fonts to remain under this license does not apply to any document created using the Font Software.

TERMINATION
This license becomes null and void if any of the above conditions are not met.

DISCLAIMER

THE FONT SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED.

DISCLAIMÉR
THE FONT SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF COPYRIGHT, PATENT, TRADEMARK, OR OTHER RIGHT. IN NO EVENT SHALL THE COPYRIGHT HOLDER BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, INCLUDING ANY GENERAL, SPECIAL, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF THE USE OR INABILITY TO USE THE FONT SOFTWARE OR FROM OTHER DEALINGS IN THE FONT SOFTWARE.



