

Aimetis Symphony™

Version 6.7

Client User Guide

August 18, 2011



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Document History

Sym-6.7-P-301

Table 1. Changes to this manual

Date	Description
August 18, 2011	<p>Clarification <i>ADAM hardware devices only</i> for Digital I/O on Maps “Activating Digital Output (ADAM hardware devices only)” on page 22 Added: “Example 1 ” on page 31 for “Activity Tab” on page 29 in “Customizing Video Panel Properties” on page 28</p>
August 2011	<p>Release 6.7 Added:</p> <ul style="list-style-type: none"> • “Icons on Map” on page 20 • “Acknowledging Rules on Maps” on page 21 • “Activating Digital Output (ADAM hardware devices only)” on page 22 • “Maps” on page 42 in “Symphony Client Settings” on page 37 • “Support for AXIS T8310 Surveillance Control Board” on page 81
Sym-6.6-P-300.2	
June 3, 2011	<p>Icon change for Notes and Examples. Font change - highly readable for both online and print documents.</p>
May 16, 2011	<p>“LPR Search” on page 59</p>
Sym-6.5-P-300.4	
January 21, 2011	<p>Added: “Running a Report from the Web” on page 102</p>
December 3, 2010	<p>Added: “Recent Alarms/Motion” on page 69</p>





Table 1. Changes to this manual (Continued)

Date	Description
November 10, 2010	<p>Revised:</p> <ul style="list-style-type: none"> • “Figure 1. Main Console” on page 1 • Options in Lock tab of Symphony Client Settings dialog box, see “Lock” on page 48 • “Figure 7. View Search Results dialog box” on page 56 <p>Removed:</p> <ul style="list-style-type: none"> • Server Sets <p>Added:</p> <ul style="list-style-type: none"> • Refine Search option, see “View Search Results” on page 56 • Maximum size video clip, see “Exporting Video” on page 74 • “Recurring Search” on page 58 • “Monitoring with Symphony” on page 85 • “Alarm Console” on page 87 • “Enable or Disable Alarms for Server” on page 89 • “Marking Alarms” on page 90 • “Reports” on page 91 • “Object Counts Across a Line” on page 95 • “Heat Map Image” on page 97 • “Object Counts” on page 99 • “Object Statistics” on page 100 • “Alarm Counts” on page 101 • “Reporting Issues to Aimetis” on page 104
October 6, 2010	First version of this document. Symphony v6.5.3

Preface

Conventions

Table 1. Symbols and formatting used in this manual

Icon	Caption/Format	Description
	Note	Additional information.
	Example	Example scenario.
	Important	Vital additional instructions or links.
	Caution	You could lose recording footage or you must pay close attention to setting changes.
	Bold, Arial Font	Graphic User Interface term (button, menu, window, option) or keyboard item.
	<i>Italic, Arial</i>	Emphasis, new term, or an external reference.

Document Suite

Table 2. AIMETIS documents and videos

Document Name	Links
Symphony 6.7 What's New & Release Notes	https://www.aimetis.com/Xnet/downloads/documentation.aspx
Symphony 6.7 Installation Guide	https://www.aimetis.com/Xnet/downloads/documentation.aspx
Symphony 6.7 Admin and Analytics Guide	https://www.aimetis.com/Xnet/downloads/documentation.aspx
Symphony 6.7 Client User Guide	https://www.aimetis.com/Xnet/downloads/documentation.aspx
Knowledge Base Articles	http://www.aimetis.com/Support/knowledgebase.aspx
Case Studies	http://www.aimetis.com/Solutions/customers-case-studies.aspx
White Papers	http://www.aimetis.com/Solutions/whitepapers.aspx
Application Video Samples	https://www.aimetis.com/Xnet/Marketing/collateral-library.aspx
Recorded Webinars	http://www.aimetis.com/Events/webinars.aspx
Product Tour	https://www.aimetis.com/Xnet/Marketing/collateral-library.aspx
Supported Video Devices List	http://www.aimetis.com/Support/supported-video-devices.aspx
Licensing	http://www.aimetis.com/Symphony/default--licensing.aspx
FAQ	https://www.aimetis.com/Xnet/Support/faqs.aspx

AIMETIS Xnet Portal

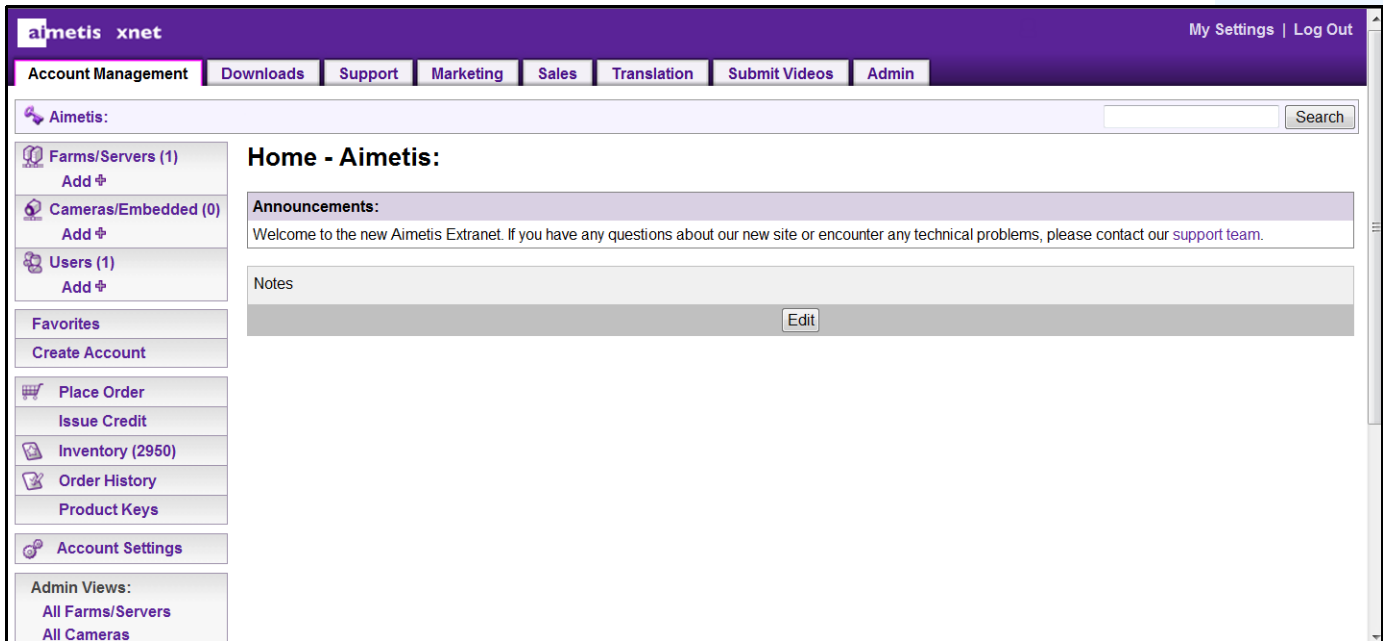


Figure 1. Aimetis Xnet home page

Xnet is the Aimetis Online Portal: www.aimetis.com/Xnet

You can :

- Order Licenses
- Manage Sub-Partner Accounts
- Access Technical Support & Downloads
- Access Sales & Marketing Tools
- Access Aimetis Software Translation



Note: Access to tools depends on account type, for example, Distributor, Certified Partner, Authorized Partner, End-User. For instructions, see [Table 3 on page vii](#).

Table 3. Instructions for using the Xnet

XnetXnet Instructions	Links
XnetXnet Training Manual - Resellers	https://www.aimetis.com/Xnet/Marketing/collateral-library.aspx
Recorded Webinar - Xnet Training - Distributors	https://www.aimetis.com/Xnet/Marketing/collateral-library.aspx

Table 3. Instructions for using the Xnet

XnetXnet Instructions	Links
Recorded Webinar - Xnet Training - Channel Partners	https://www.aimetis.com/Xnet/Marketing/collateral-library.aspx
Xnet Training Manual - Distributors	https://www.aimetis.com/Xnet/Marketing/collateral-library.aspx
Aimetis Symphony Architectural and Engineering Specification	https://www.aimetis.com/Xnet/Marketing/collateral-library.aspx
Hardware Benchmarks guidelines for 10, 20, 40 and 200 camera systems.	https://www.aimetis.com/Xnet/Marketing/collateral-library.aspx

Contact Us

Table 4. Contact links, addresses, phone numbers

Contact Type	Description
About AIMETIS	http://www.aimetis.com/Company/default.aspx
Contact link	http://www.aimetis.com/Company/contact.aspx
Support link	http://www.aimetis.com/Support/default.aspx
Americas	Aimetis Headquarters 500 Weber Street North Waterloo, Ontario, Canada N2L 4E9 Phone: +1866-544-2804 or +1 519-746-8888 Fax: +1 519-746-6444
EMEA	Aimetis GmbH Am Prime Parc 7 65479 Raunheim Germany Telefon: +49 (0) 6142 207 98 60 Fax: +49 (0) 6142 207 98 89 www.aimetis.de
Asia - Pacific	Aimetis China 5/F Standard Chartered Tower 201 Shiji Avenue Pudong Shanghai China 200120 Phone: 86-21-6182-6916 Fax: 86-21-6182-6777

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Chapter 1

Symphony Client Main Console

The Main Console is the primary window that you will use within Symphony Client. The Main Console consists of typical Windows application items such as the Title Bar, Menu, Toolbars, and controls for minimize, maximize, and close. The Main Console also includes panels:

- Video panels for live mode, historical playback, and analyzing still frames
- Camera Tree panel listing devices
- Map panel representing camera location placement
- Alarm Log panel for a summary and detailed view of raised alarms
- Server List panel indicating IP addresses and server status
- Application Log panel listing messages and errors since Symphony Client started

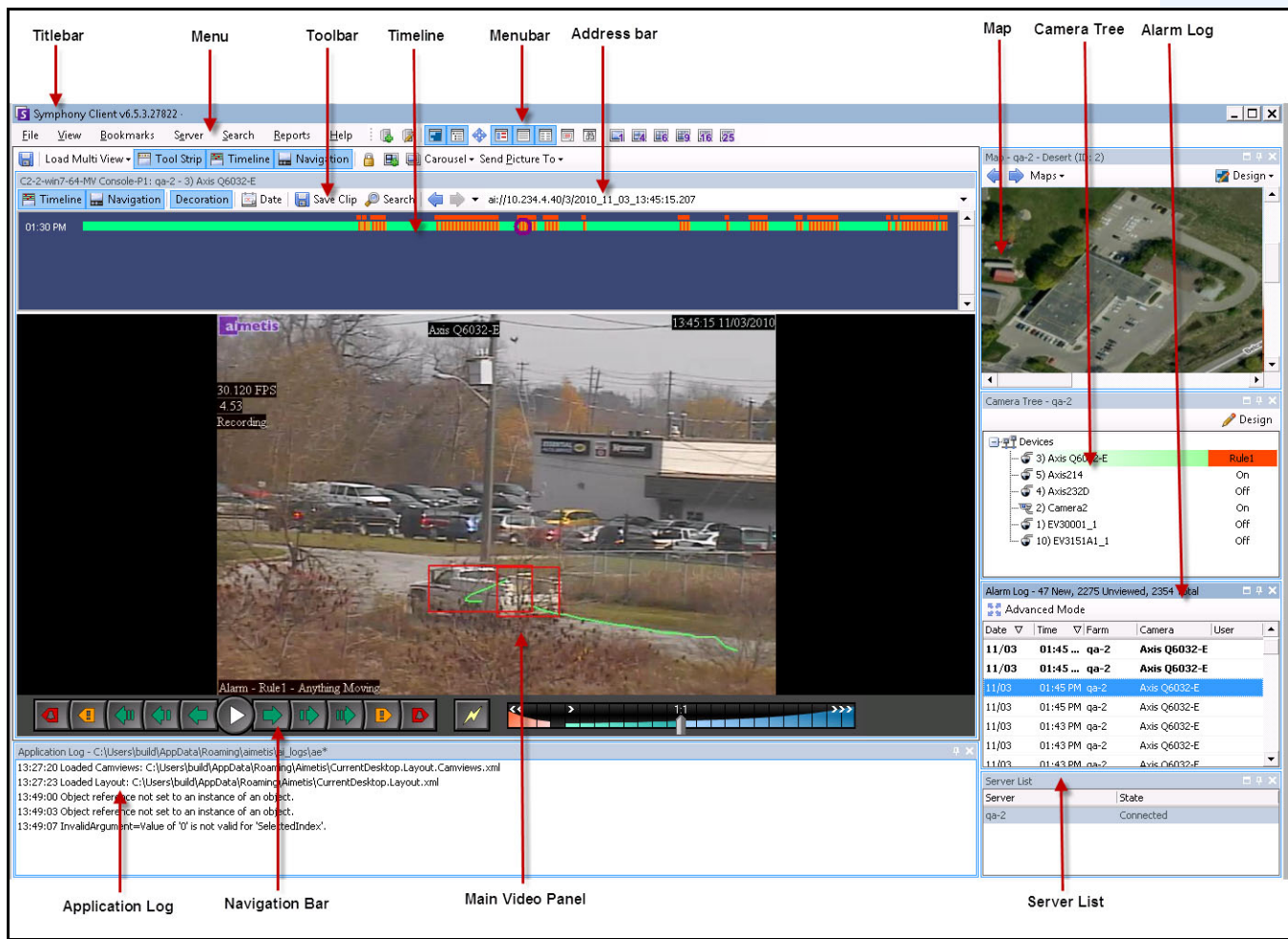


Figure 1. Main Console

Timeline

The Timeline is a powerful way to view everything that has happened in a day at a glance. The Timeline is integrated in the main view of Symphony Client.

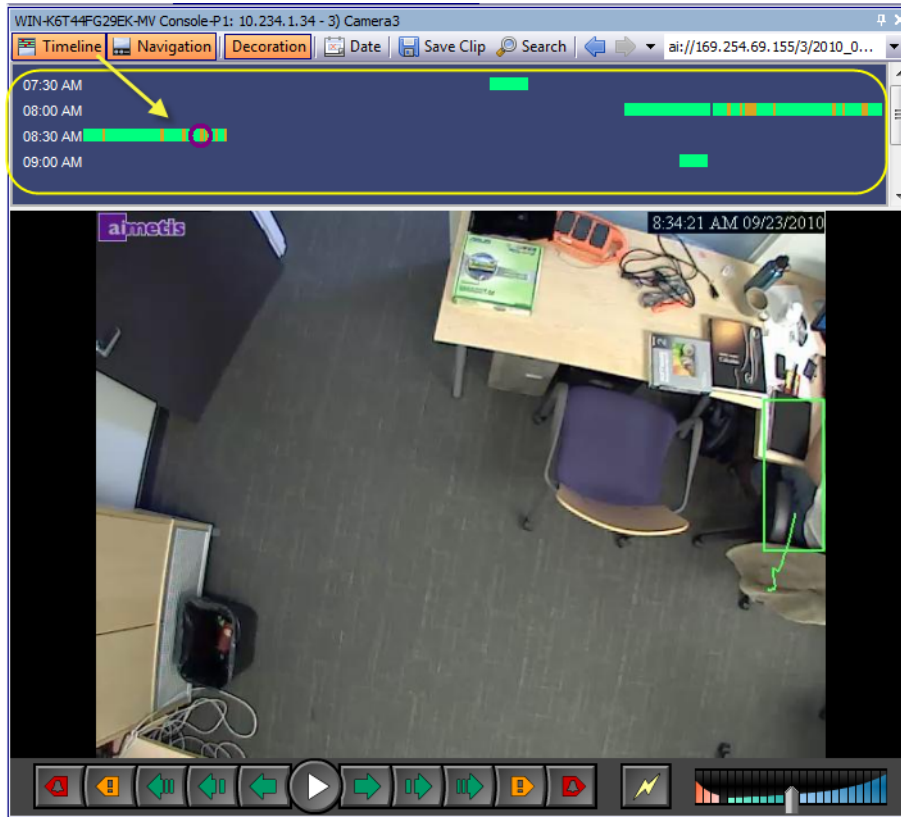


Figure 2. Timeline

Procedure

To display the timeline:

- Click the **Timeline** button.

OR

- From the **View** menu, select **Timeline**.

OR

- The Timeline is also available in every Video Panel. Right-click on the Video Panel and select **Timeline**.

If you click anywhere on the **Timeline**, a still image for that time will appear in the main view.

Timeline Colour Code

- Green - No relevant foreground activity was detected.
- Yellow - There is activity.
- Red - A Rule was broken that resulted in an alarm being raised. By default, rules are summarized on the Timeline using a red square. You can customize how rules are displayed on the Timeline from the **Alarms** tab in the **Symphony Client Settings** dialog box. See [“Symphony Client Settings” on page 37](#).
- Gray - No video signal.
- The purple circle always indicates the Timeline position for what is currently being viewed in the Video Panel.

Address Bar

The address bar contains a Symphony link to the last selected video position. Each time you click on the Timeline or navigate to a different camera on a different server, this information is recorded. This allows you to navigate backwards or forwards from your current position.

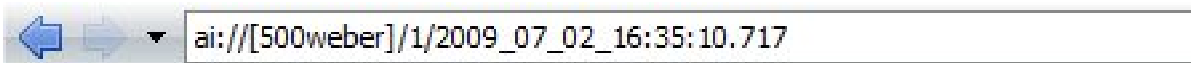


Figure 3. Address bar

Procedure

To display the address bar:

- Click the **Tool Strip** button. The address bar is displayed.

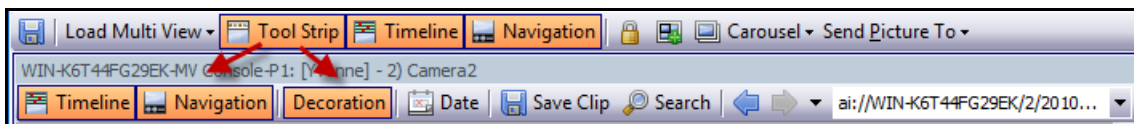


Figure 4. Tool Strip button clicked to display the Address bar

Procedure

To navigate using the address bar:

- Use the **Forward** and **Back** arrow buttons on the address bar to navigate to camera sites.
- To view a location you have just visited, click the **Back** arrow button. You will return to the camera and time you were just viewing.
- If you have already installed Symphony Client on a computer, you can access the position from the Windows **Start** menu.
 - Click **Start** and then **Run**. Paste a Symphony link in the **Open** field and click **OK** (Figure 5 on page 4). Symphony Client opens at the link location.

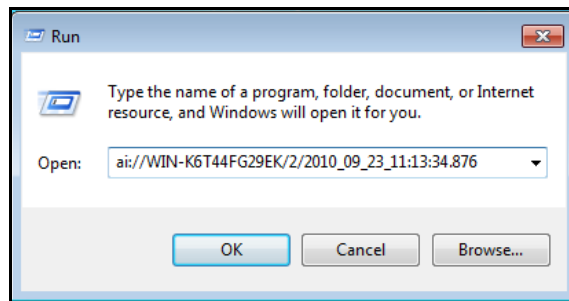


Figure 5. Windows operating system Run dialog box

Alarm Log

The **Alarm Log** panel shows a list of alarms for connected servers.

Procedure

To display the alarm log panel:

- From the **View** menu, select **Alarm Log**.

OR

- Click the **Alarm Log** icon on the Menu Toolbar.

Date	Time	Farm	Camera	User
09/28	06:16 PM	localhost	ACTI - 5611	
09/28	03:54 PM	localhost	AXIS 214	
09/28	03:07 PM	localhost	AXIS 214	
09/28	02:17 PM	localhost	AXIS 214	
09/28	02:11 PM	localhost	AXIS 214	
09/28	02:08 PM	localhost	AXIS 214	
09/28	01:40 PM	localhost	AXIS 214	

Figure 6. Alarm Log

Customizing the Alarm Log

By default, the **Alarm Log** panel is docked inside the main view. However the **Alarm Log** panel can be dragged into a second monitor and configured to display more information. In **Advanced Mode**, the **Alarm Log** panel provides detailed information: camera view, alarm details, thumbnails of alarms.

Procedure

To display the Alarm Log in Advanced Mode:

- Click the **Advanced Mode** button in the **Alarm Log** panel.

Date	Time	Farm	Camera	User
09/28	06:16 PM	localhost	ACTI - 5611	
09/28	03:54 PM	localhost	AXIS 214	
09/28	03:07 PM	localhost	AXIS 214	
09/28	02:17 PM	localhost	AXIS 214	
09/28	02:11 PM	localhost	AXIS 214	
09/28	02:08 PM	localhost	AXIS 214	
09/28	01:40 PM	localhost	AXIS 214	

Figure 7. Alarm Log panel with Advanced Mode button

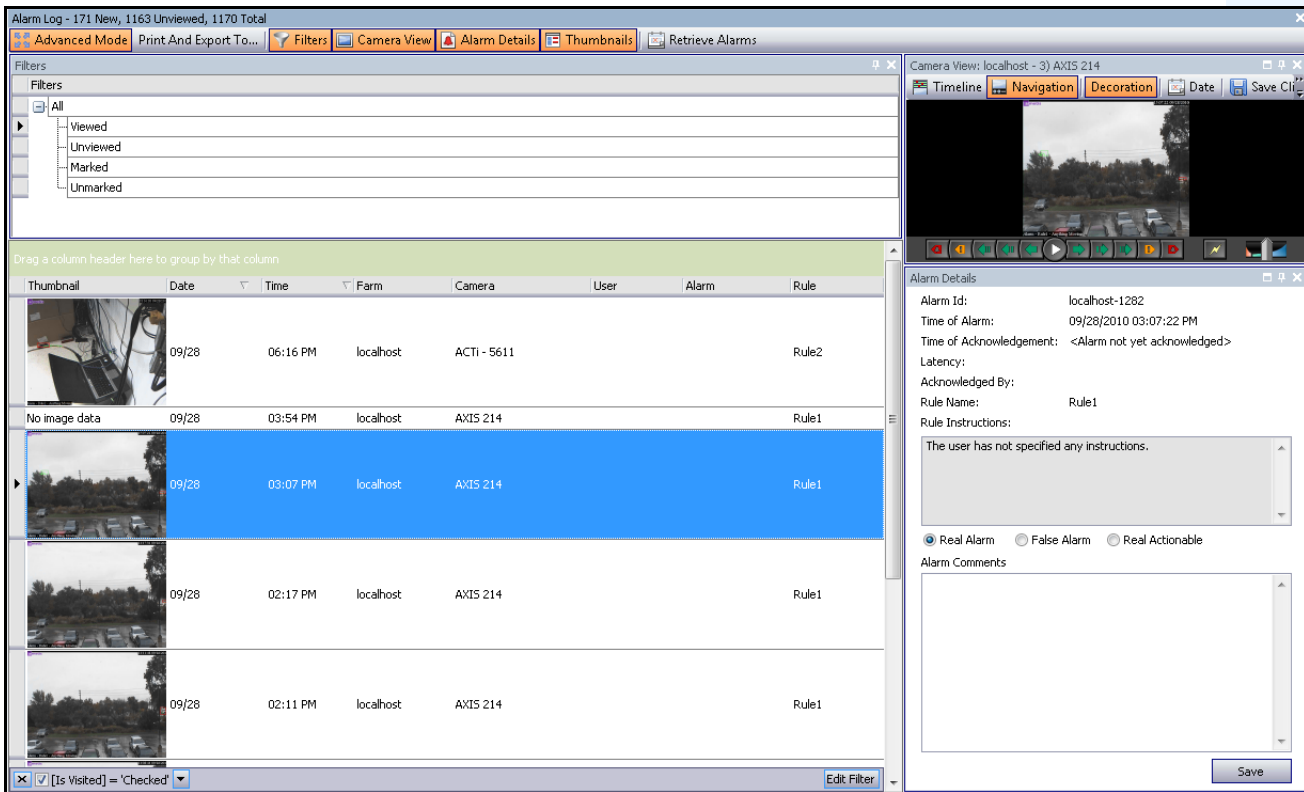


Figure 8. Alarm Log expanded to show Advanced Mode view

Column Chooser

The **Column Chooser** menu option allows you to customize which columns are displayed.

Procedure

To use the Column Chooser:

1. Right-click on one of the column headings in the **Alarm Log** panel and select **Column Chooser**.
2. Drag columns from the **Customization** dialog box to the column headings in the **Alarm Log** or drag column headings from the **Alarm Log** into the **Customization** dialog box.

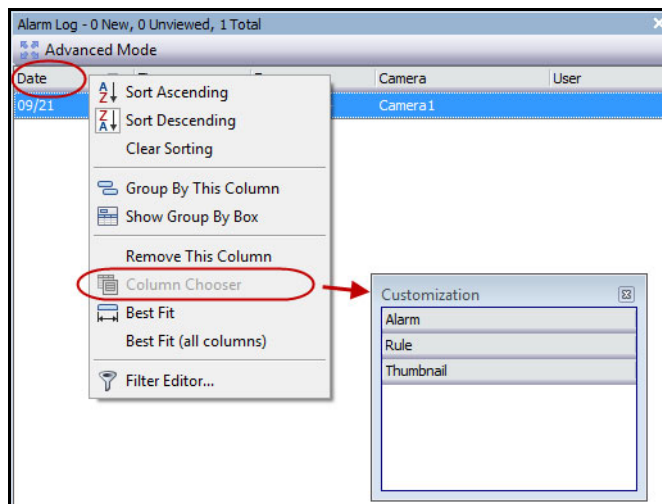


Figure 9. Column Chooser

Grouping Columns in the Alarm Log

Grouping by columns is an effective way of organizing the potentially long list of alarms. A typical use would be to group all alarms by **Server**, then by **Camera** as shown in [Figure 10 on page 8](#).

Procedure

To group by column:

- Drag the desired column heading into the area marked by the text **Drag a column header here to group by that column**.

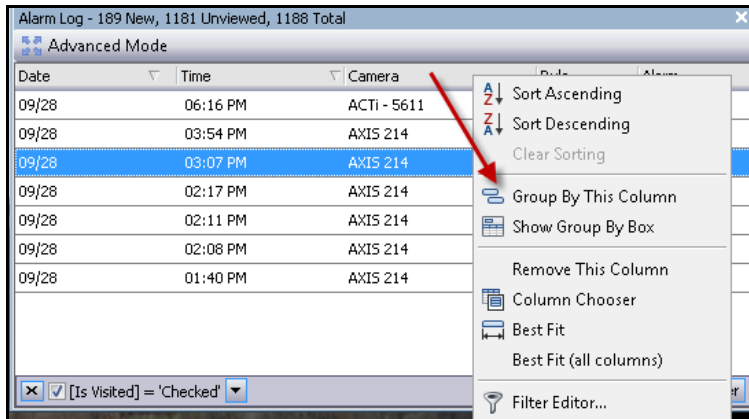


Figure 10. Before grouping

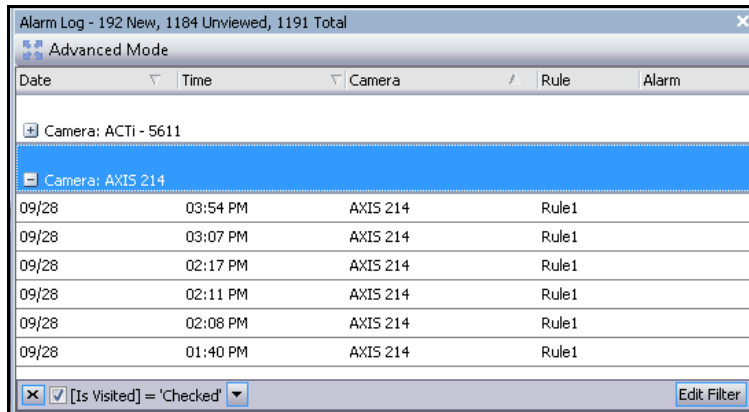


Figure 11. Grouping by Camera

Tree View of Alarm Filtering Options

In the **Advanced Mode**, the alarm filter options are displayed.

Procedure

To display a tree view of the alarm filtering options:

- Click the **Filters** toolbar button.
 - Select **Viewed** to show only those alarms that have already been viewed.
 - Select **Unviewed** to show only those alarms that have not yet been viewed.
 - Select **All** to show all alarms.
 - Select **Marked** to show only those alarms that have already been marked (acknowledged). See [“Alarm Details” on page 11](#).
 - Select **Unmarked** to show only those alarms that have not yet been marked (acknowledged). See [“Alarm Details” on page 11](#).

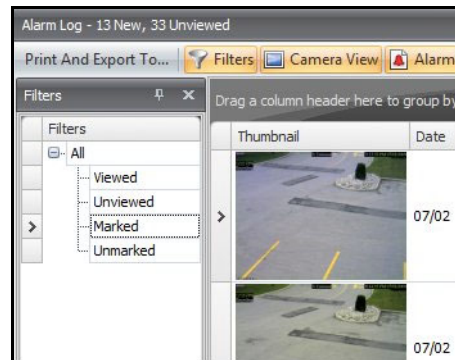


Figure 12. Filters for viewing alarms

Camera View

A **Camera View** panel can be docked within the **Alarm Log** panel, or dragged onto another display monitor.

Procedure

To display a camera view:

- Click the **Camera View** toolbar button.

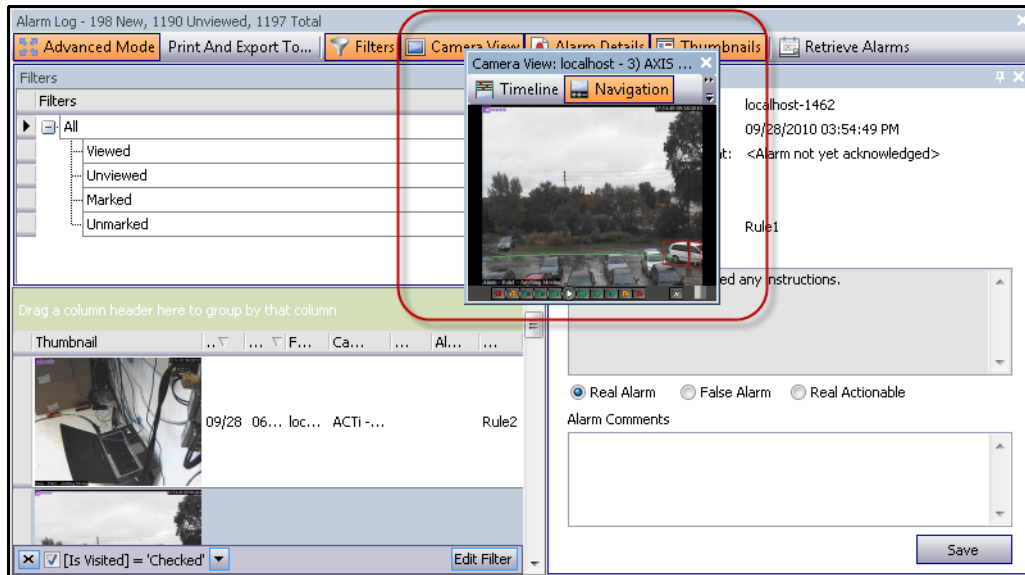


Figure 13. Camera View displayed

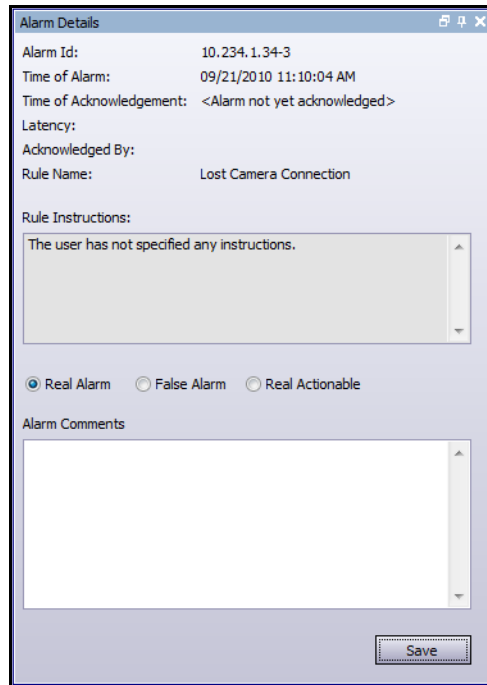
Alarm Details

The **Alarm Details** panel can be docked within the **Alarm Log** or dragged onto another display monitor.

Procedure

To display alarm details:

1. Click the **Alarm Details** toolbar button.
2. (Optional) Enter any relevant details in the **Alarm Comments** area and click **Save**.



The screenshot shows a dialog box titled "Alarm Details" with a standard Windows-style title bar (minimize, maximize, close buttons). The dialog contains the following fields and controls:

- Alarm Id:** 10.234.1.34-3
- Time of Alarm:** 09/21/2010 11:10:04 AM
- Time of Acknowledgement:** <Alarm not yet acknowledged>
- Latency:**
- Acknowledged By:**
- Rule Name:** Lost Camera Connection
- Rule Instructions:** A text area containing "The user has not specified any instructions."
- Alarm Type:** Three radio buttons: Real Alarm, False Alarm, Real Actionable.
- Alarm Comments:** A large empty text area for user input.
- Save:** A button at the bottom right of the dialog.

Figure 14. Alarm Details dialog box

Date

The Calendar allows you to load alarms for all connected servers for a specific date. Days displayed in **bold** weight font contain video data.

Procedure

To display the calendar:

- Click the **Date** toolbar filter button.

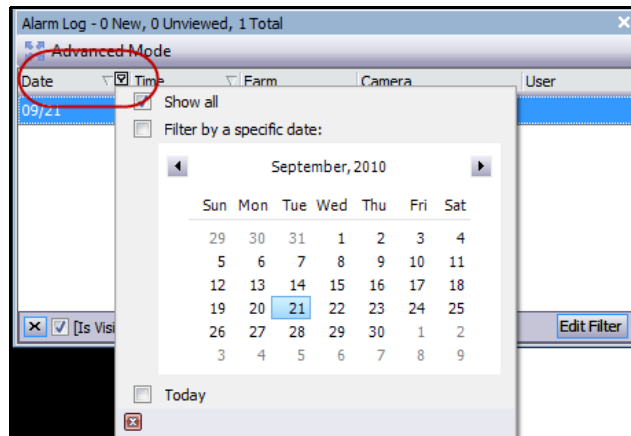


Figure 15. Calendar selection to view archived alarms

Application Log

The **Application Log** panel is at the bottom of the Main Console. It lists errors and messages that have occurred since Symphony Client was started.

Procedure

To activate the application log:

1. From the **View** menu, select **Application Log**.
OR
Click the **Application Log** icon in the Menu Toolbar.
2. Double-click on any entry in the **Application Log** panel and the entire message will be displayed.

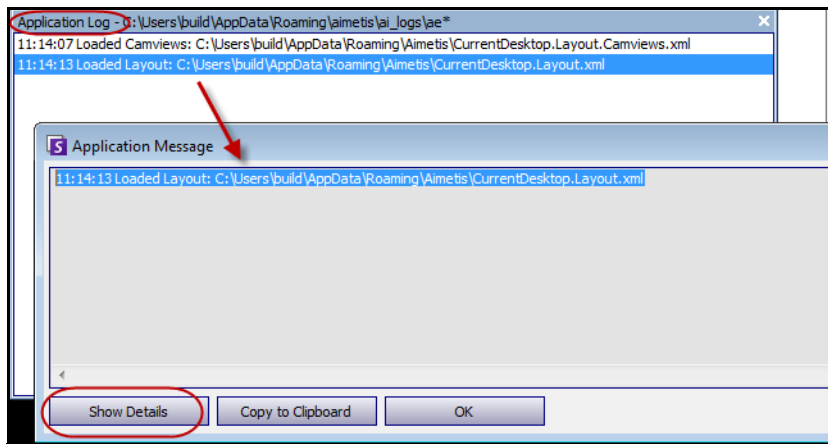


Figure 16. Application Log expanded to show details

Camera Tree

By default, the **Camera Tree** panel is shown in the top right of the Main Console. The Camera Tree is the default method of navigating in the user interface of Symphony Client between cameras. Like tree or folder organization of files in common Windows applications, all cameras are listed in a predefined order. In Symphony Client, the cameras are listed in order of camera ID. Each camera has a unique ID and is set automatically by the system as cameras are added.

Procedure

To display the Camera Tree:

- From the **View** menu, select **Camera Tree**.

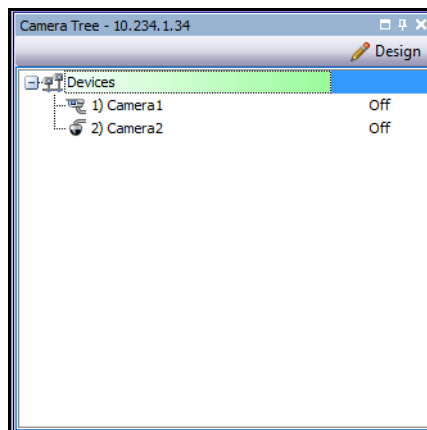


Figure 17. Camera Tree panel

For information on how to customize the Camera Tree, refer to the *Administration and Analytics Guide*.

Using Maps

Symphony allows you to upload an image (jpg, gif or bmp file) to be used as a map (visual representation) of your camera configuration.

- [“Viewing a Map”](#)
- [“Adding a Map” on page 16](#)
- [“Deleting a Map” on page 16](#)
- [“Placing Cameras on Maps” on page 17](#)
- [“\(Optional\) Creating Map Hot Spots” on page 18](#)
- [“Icons on Map” on page 20](#)
- [“Acknowledging Rules on Maps” on page 21](#)
- [“Activating Digital Output \(ADAM hardware devices only\)” on page 22](#)

Viewing a Map

Procedure

To display the map:

- From the **View** menu, select **Map Navigation**. Any maps already in your system are displayed. Use the left and right arrows to scroll through all maps.

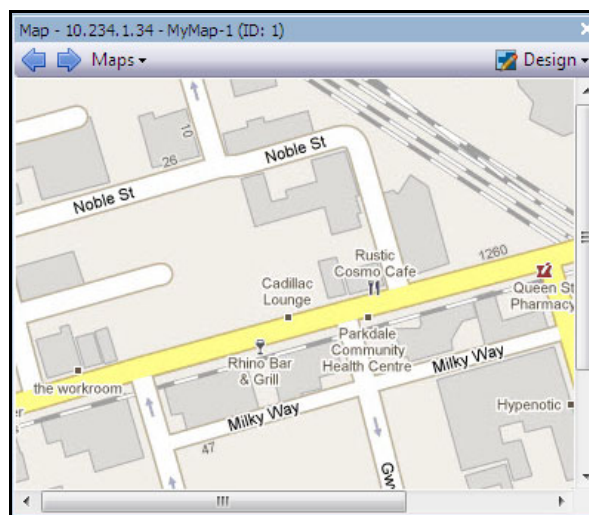


Figure 18. Map

Adding a Map

Procedure

To add a map:

1. From the **View** menu, select **Map Navigation**.
2. In the upper right corner of the **Map** dialog box, click **Design** and then **Edit Maps**. The **Map Configuration** dialog box opens.
3. Click **New Map** and then browse for the image file you want to use for the new map (jpg, gif or bmp) and click **Open**.
4. The map is displayed. Click **Apply** and then **Ok**.

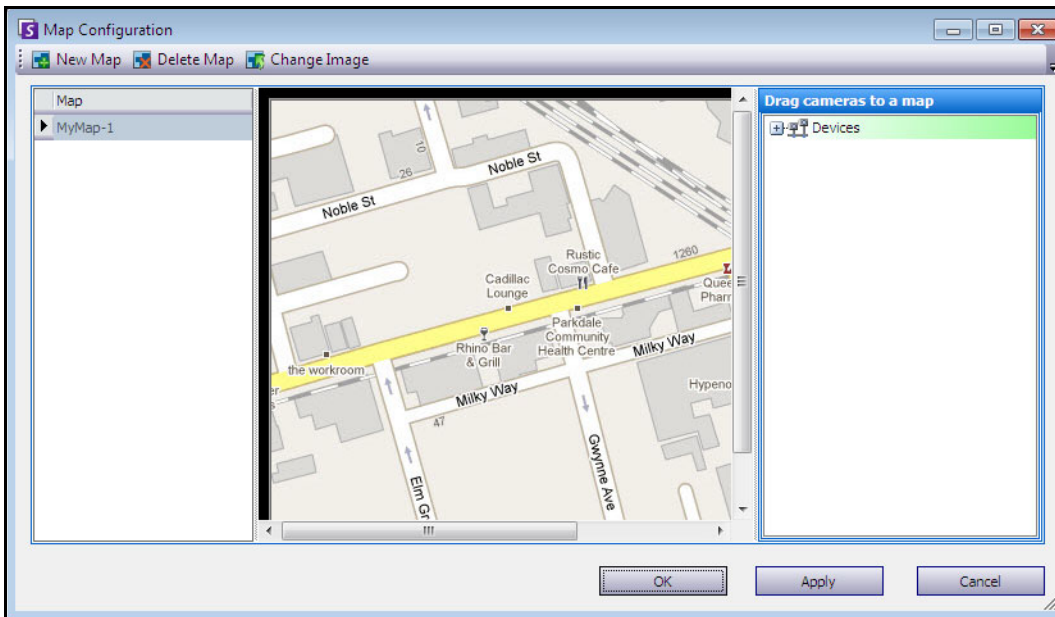


Figure 19. Map Configuration dialog box

Deleting a Map

Procedure

To delete a map:

1. From the **View** menu, select **Map Navigation**.
2. In the upper right corner of the **Map** dialog box, click **Design** and then **Edit Maps**. The **Map Configuration** dialog box opens.
3. Under the **Map** column heading, select the map you want to delete.
4. Right-click and select **Delete this Map**.
5. Click **Apply** and then **Ok**.

Placing Cameras on Maps

Procedure

To place cameras on the Map:

1. From the **View** menu, select **Map Navigation**.
2. In the upper right corner of the **Map** dialog box, click **Design** and then **Edit Maps**. The **Map Configuration** dialog box opens.
3. From the right pane listing the cameras, drag and drop your cameras to the map with your mouse. (Cameras are not added to the map by default.)
4. Right-click on a camera and select **Rotate Map Icons** to position the camera angles as required.
5. Click **OK** to save settings.

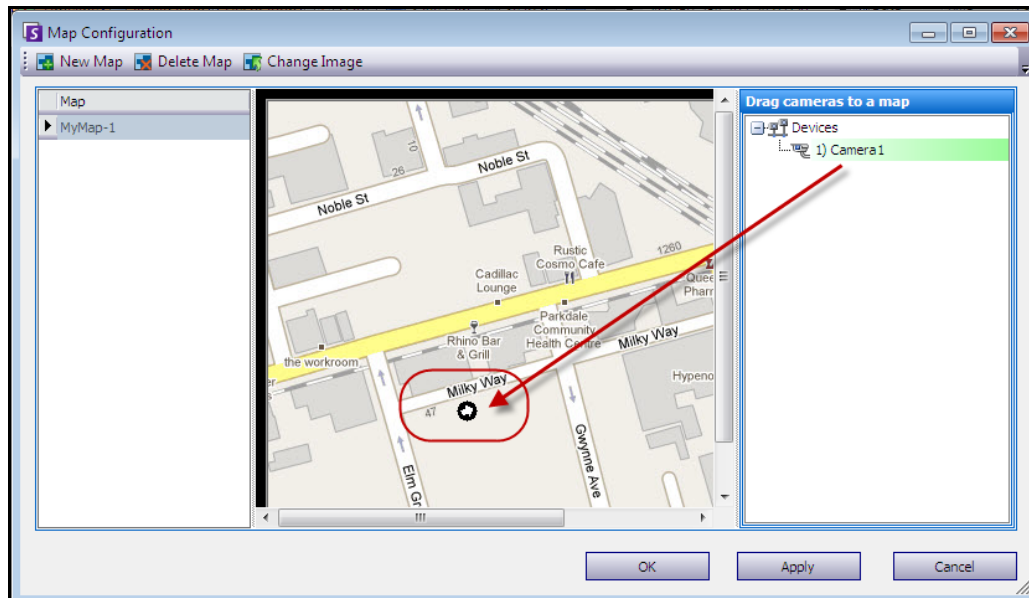


Figure 20. Drag cameras onto the map

(Optional) Creating Map Hot Spots

In larger sites where you want to have more than one site map, you can layer maps by creating linked hot spots. For example, you can have one main site map where hot spots link to a zoomed-in image (another map) of a particular area on the site.

Procedure

To create map hot spots:

1. From the **View** menu, select **Map Navigation**.
2. Scroll through the maps to select the one which will have hot spots.

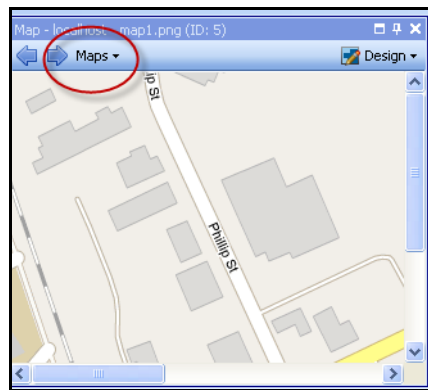


Figure 21. Scroll through maps

3. In the upper right corner of the **Map** dialog box, click **Design** and then **Edit Maps**. The **Map Configuration** dialog box opens.
4. Ensure that you have at least two maps to link. If not, follow ["To add a map:" on page 16](#).
5. In the **Map** dialog box, click the **Design** button and select **Create Map Link**. The **Create Map Link** dialog box appears.
6. Select a destination map from the list of maps in the right pane.

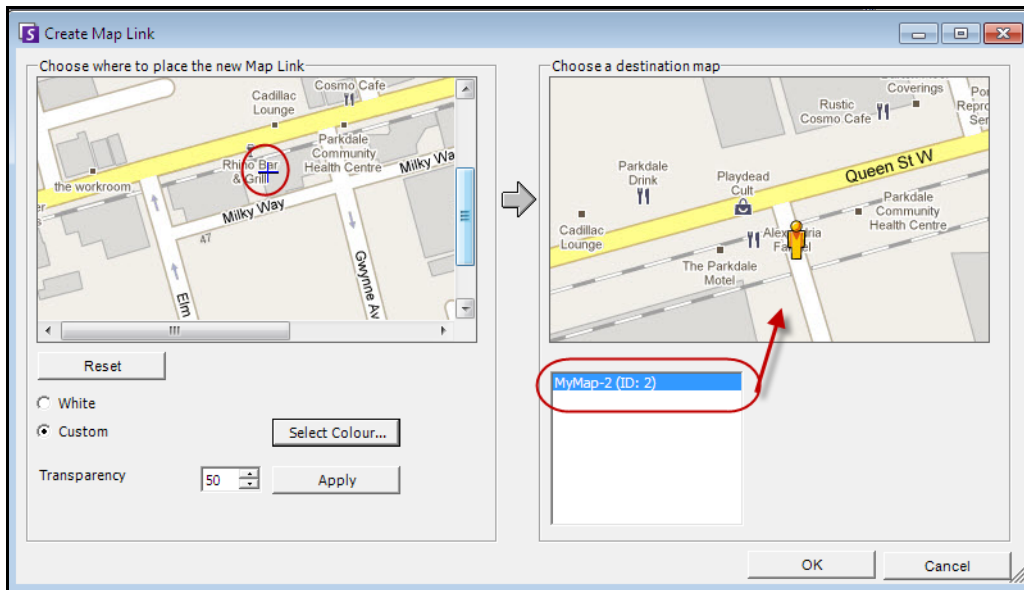


Figure 22. Destination map selected in the Create Map Link dialog box

7. You must now set the top left and bottom right boundaries of the map link using the map in the **Map Link** pane on the left. (When Symphony Users click this hot spot, the map on the right pane will be displayed.)
 - a. Click the map in the **Map Link** pane to mark the top left corner of the link.
 - b. Click the map in the **Map Link** pane to mark the bottom right corner of the link.
 - c. Select the colour or transparency of the hot spot and click **Apply**.
8. Click **OK**. A message appears indicating the map link was created successfully.

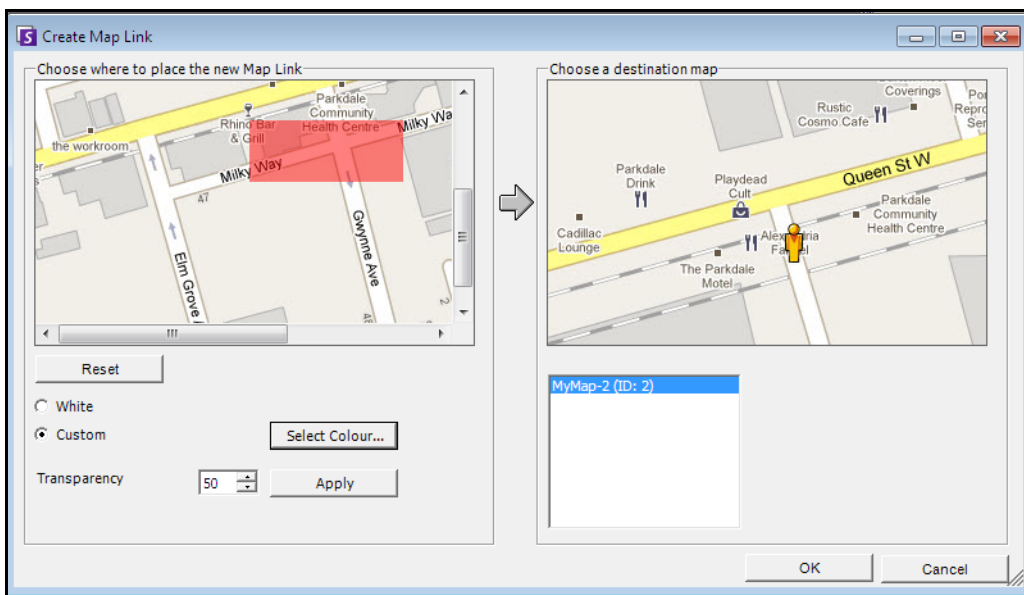








Figure 23. Area of the hot spot on the map

Icons on Map

Use the following legend to understand the icons placed on maps.

Table 1. Map Icon Legend

Icon	Icon Description	Represents	Colours Indicate
	Filled in circle	Rule on a camera	You can set colours to indicate various states as necessary
	Triangle pointing up in circle	Digital Input (e.g., person presses a button, which causes an appropriate action in the system)	Green arrow, white background - not activated Green arrow, yellow background - activated
	Triangle pointing down in circle	Digital Output (e.g., motion sensor detects motion and closes a gate)	Green arrow, white background - not activated Green arrow, yellow background - activated
	Circle containing an arrow	Camera	Green arrow - recording Orange arrow - activity Red arrow - alarm Orange circle - camera currently selected
	Box around a circle containing an arrow	PTZ Camera	Green arrow - recording Orange arrow - activity Red arrow - alarm Orange circle - camera currently selected
	Door	Access control device (e.g., key card or key fob)	Green - access granted Red - access denied

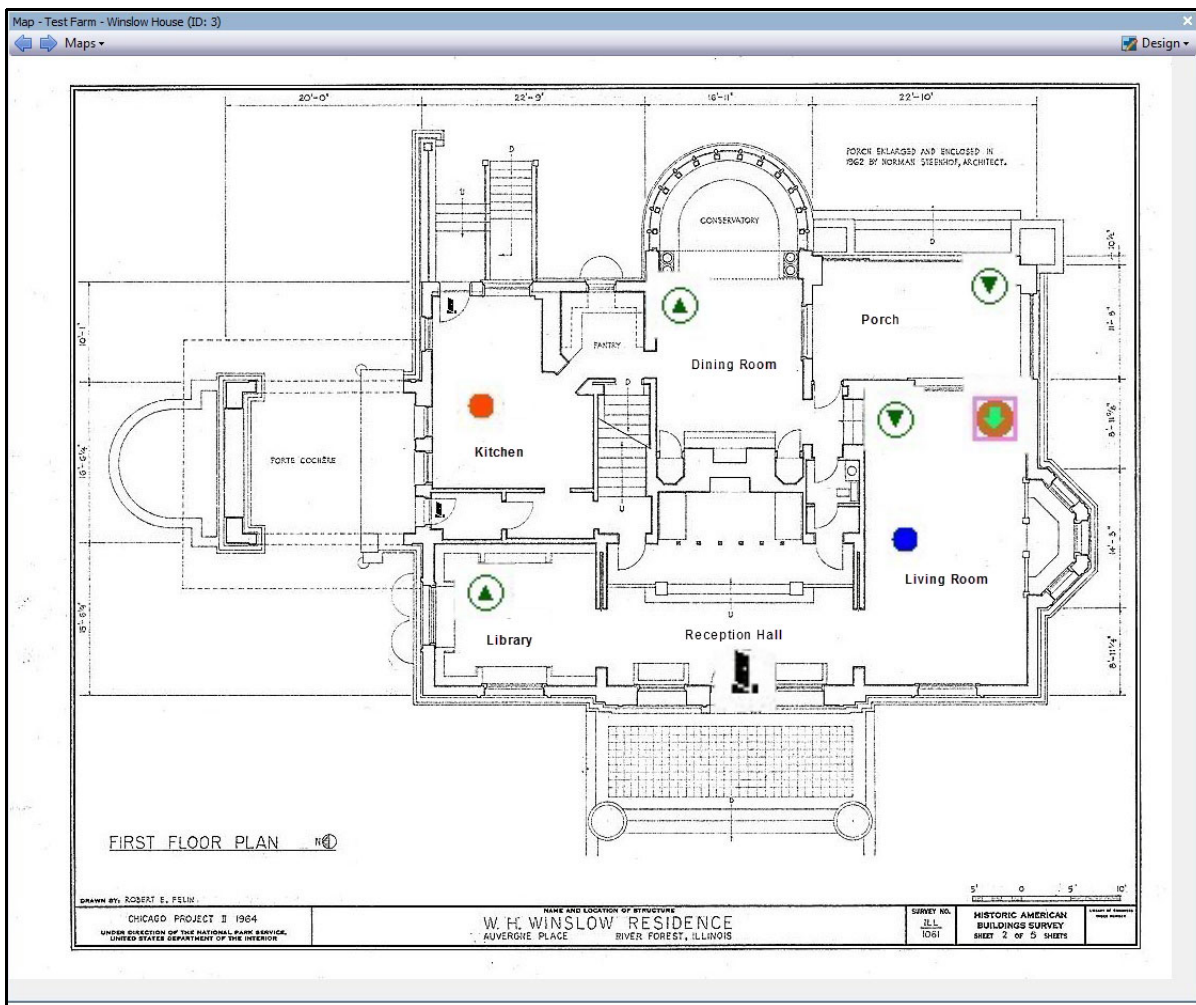


Figure 24. Example of a typical map with camera, PTZ camera, digital I/O, and control access device icons, and rules

Acknowledging Rules on Maps

Procedure

To acknowledge an alarm (rule on map):

1. From the **View** menu, select **Alarm Log** OR click the **Alarm Log** icon on the Menu Toolbar.
2. Right-click on the alarm you want to acknowledge.
3. Select an action to perform:
 - **Mark As Alarm** - To mark as a real alarm without leaving comments.
 - **Mark as False Alarm** - To mark as a false alarm without leaving comments.
 - **Mark as Real Actionable** - To mark as Actionable.

Activating Digital Output (ADAM hardware devices only)

Digital Output can be used to trigger a gate or door opening/closing. Manual activation allows you to set up the initial state or to provide a one-time open/close operation.

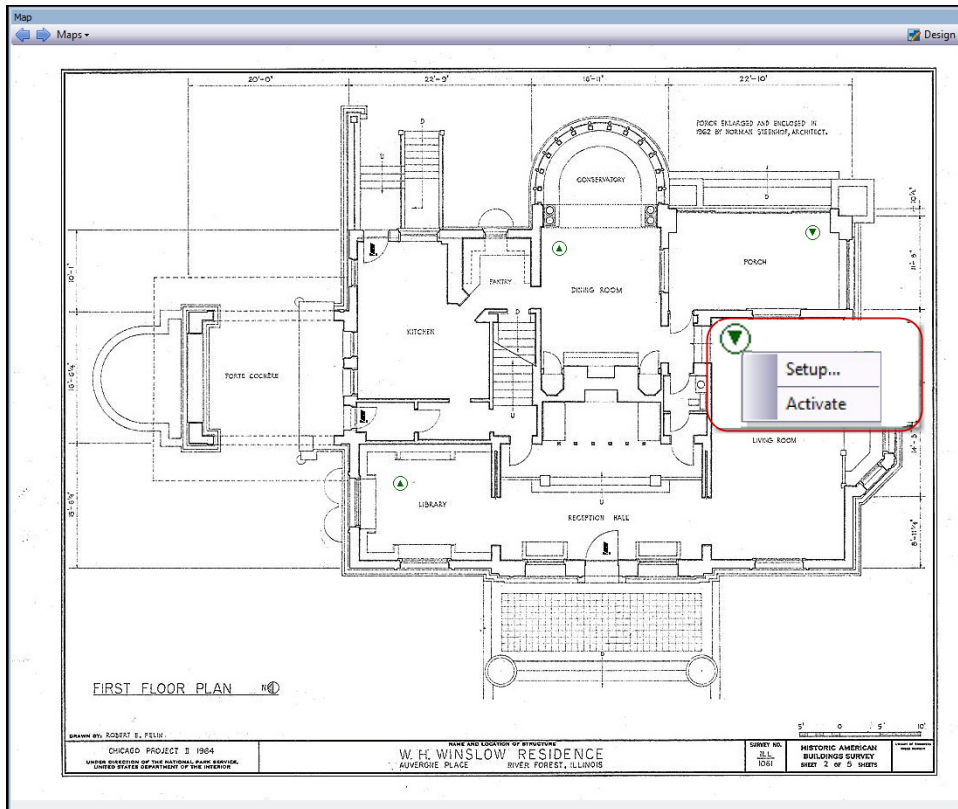


Figure 25. Right-click context menu

Procedure

To activate output device using the context menu:

1. Right-click on the device. The context menu opens.
2. Click **Activate**. The icon turns yellow.

Server List

The Server List panel is on the right side of the Main Console. It lists the servers along with their connection status.

Procedure

To display and customize the Server List panel:

1. From the **View** menu, select **Server List**. The currently selected server is highlighted, and any server operations that are performed via the Server menu will act on this selected server.
2. Right-click on the top title bar. The context menu appears where the **Column Chooser** allows you to customize which fields are displayed.

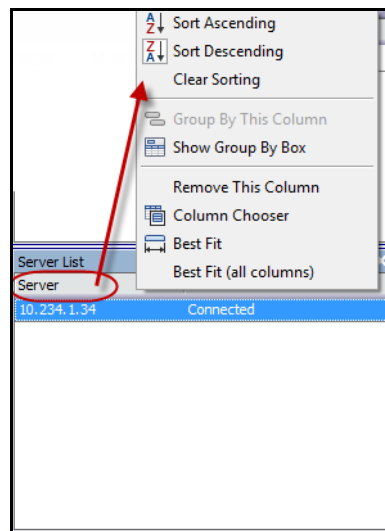


Figure 26. Right-click on Server List panel title bar

3. Right-click on a server from the **Server List** panel. A context menu pops up that allows you to **Add**, **Edit**, **Delete**, **Enable**, **Disable**, and view **Properties** of the selected servers.

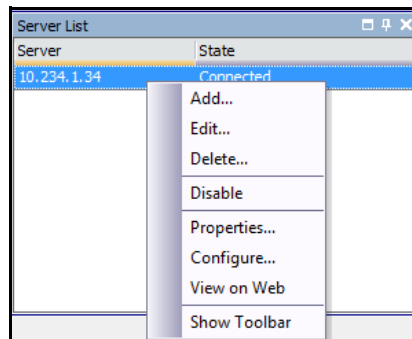


Figure 27. Right-click on a server

The **Server List** panel can be docked in the Main Console or undocked and moved to another monitor.

Video Panels

Video Panels show live video, recorded video, and allow you to analyze still frames. All Video Panels, including the Main Video Panel, can optionally include a **Timeline** and a Navigation Bar. These options and others are available by right-clicking on the Video Panel to display the context menu.

Live View Mode

By default, cameras show live images in the Main Console.

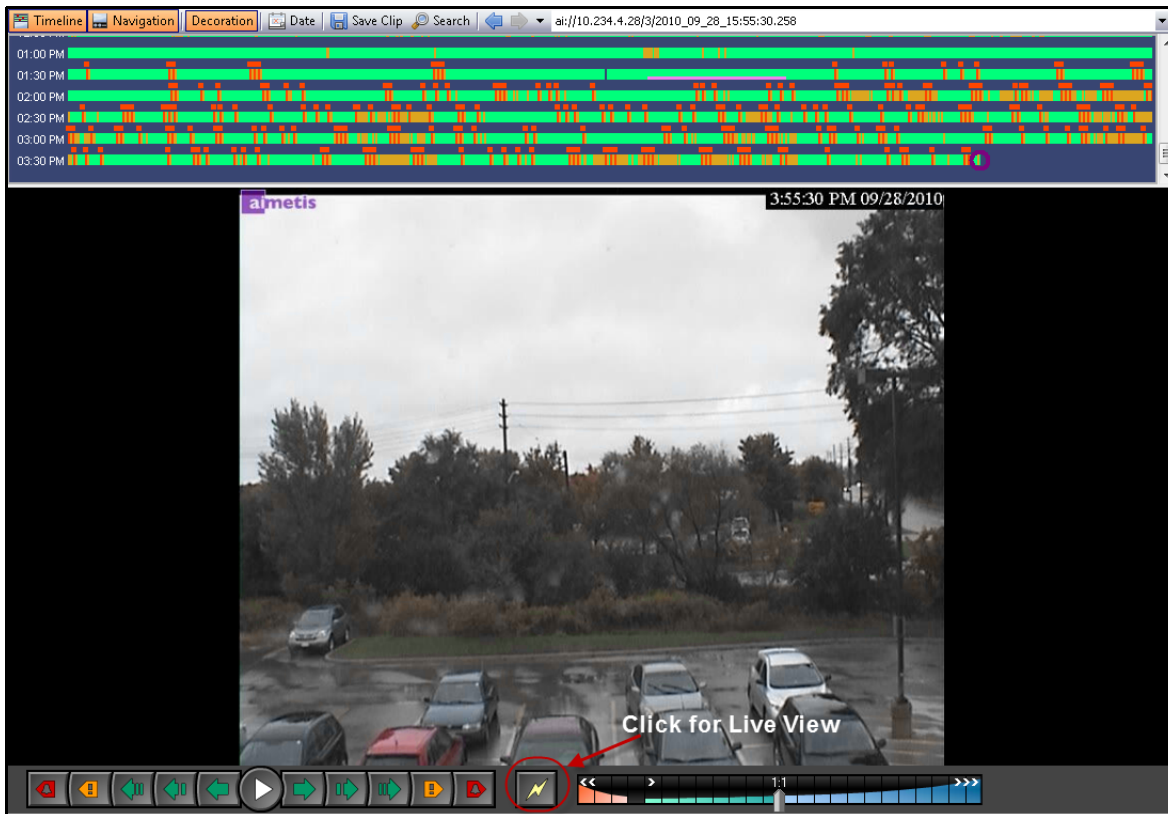


Figure 28. Live Mode

Procedure

To navigate to different cameras:

- Click on a camera in the **Camera Tree** panel or **Map** to switch cameras.

To exit live mode:

- Click on **Timeline** and you automatically enter playback mode.

Video Playback Mode

If **Timeline** or **Alarm Log** is clicked, video playback mode begins.

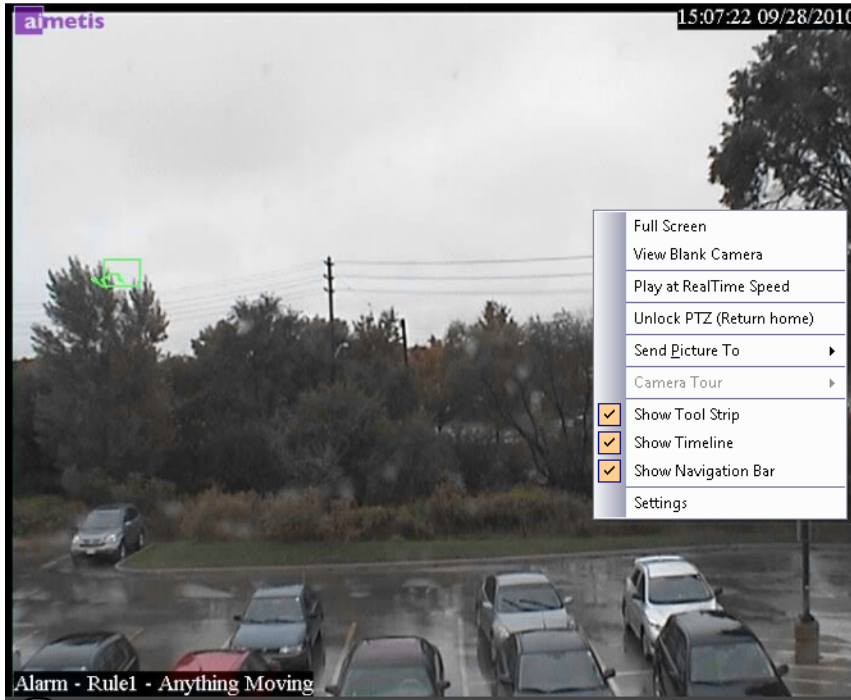


Figure 29. Playback Mode with context menu options displayed

Procedure

To select options for playback mode:

Right-click on the video panel in playback mode, to view other context menu options:

- **Full Screen** - Opens Main Console in Full Screen mode. Right-click to exit full screen.
- **Play at RealTime Speed**- Set the Speed Slider to real time speed.
- **Unlock PTZ (Return Home)**- Forces PTZ back to home position.
- **Send Picture To** - You can automatically send picture to Printer, Email Recipient as a Link, a File, the Clipboard, or to the Clipboard as a Link
- **Camera Tour** - Allows you to Edit (or Create) a Camera Tour, and Enable or Disable a Tour. If Enable or Disable is selected while playing historical video, the Video Panel will switch to Live mode.
- **Settings** - Launches the **Camera View Settings** dialog box with several settings for appearance, what to do when activity occurs, digital tracking, and other miscellaneous options. See [“Customizing Video Panel Properties” on page 28.](#)

Navigation Menu Usage (in video playback mode)



Figure 30. Navigation buttons

- Navigates forward and backward by alarm, activity (motion), 10 seconds, 1 second, 1 frame.
- Controls video playback speed as well as reverse playback speed.
- Switches back to Live mode from playback mode.

Multi View

Multi View allows you to view multiple cameras' views at the same time. Multi View can be configured to display 1 to 64 cameras at once. You can have more than one multi view dialog box open.

Since the Multi View is made up of individual Video Panels, it is possible to configure them individually for appearance, the activities to perform upon alarm events, whether or not to have Timelines, Navigation Bars, etc.

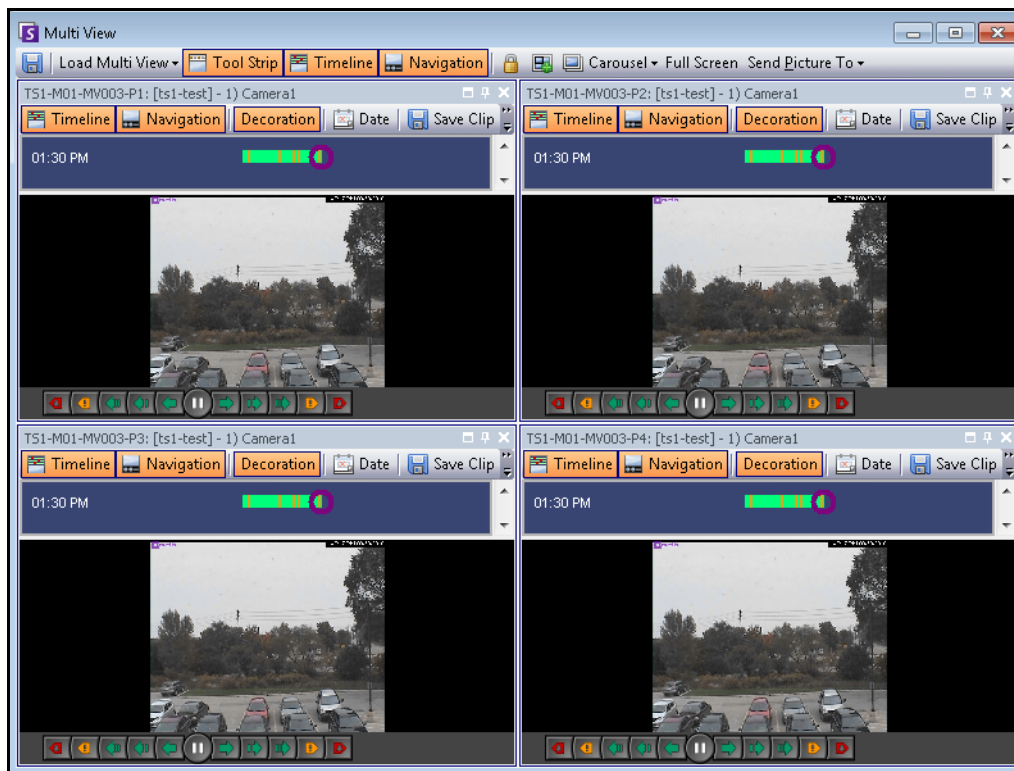


Figure 31. Multi View example

Procedure

To load a Multi View display:

1. In the Menu Toolbar, click one of the camera view icons (1, 4, 6, 9, 16, 25).
2. Drag cameras from the **Map** panel or **Camera Tree** panel onto panes in the Multi View.

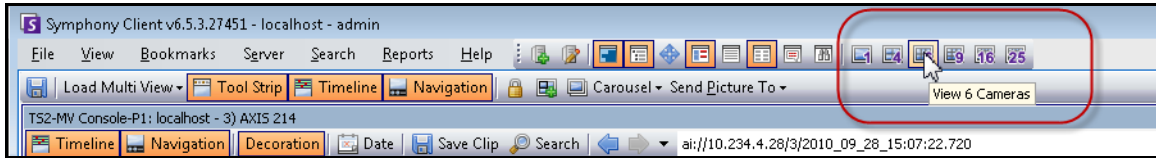


Figure 32. Multi View icons

To save your currently configured Multi View for later use:

- Click the **Save** button in the **Multi View** toolbar.

To load a saved Multi View:

- From the **View** menu, select **Load Multi View Layout**.

Floating Multi View

Floating Multi View windows are typically used where the operator has more than one monitor. A floating Multi View can be dragged to the second monitor. The behavior of each video pane can be customized (see [“Customizing Video Panel Properties” on page 28](#)).

Docked Multi View

- From the **View** menu, select **Docked Multi View**. The **Timeline** will be automatically hidden when docked Multi View is selected.

Customizing Video Panel Properties

Each video panel can be configured with advanced options. A video panel can be in the **Multi View** (see “[Multi View](#)” on page 26) or Main Console.

Procedure

To customize camera view settings:

1. Right-click on the image in the video panel and select **Settings**.
2. The **Camera View Settings** dialog box opens with several settings for:
 - appearance (such as title, video information overlay)
 - views that can be displayed when an activity occurs
 - digital tracking (zooming in on an activity)
 - global settings (that is, applying changes to all video panels)

Appearance Tab

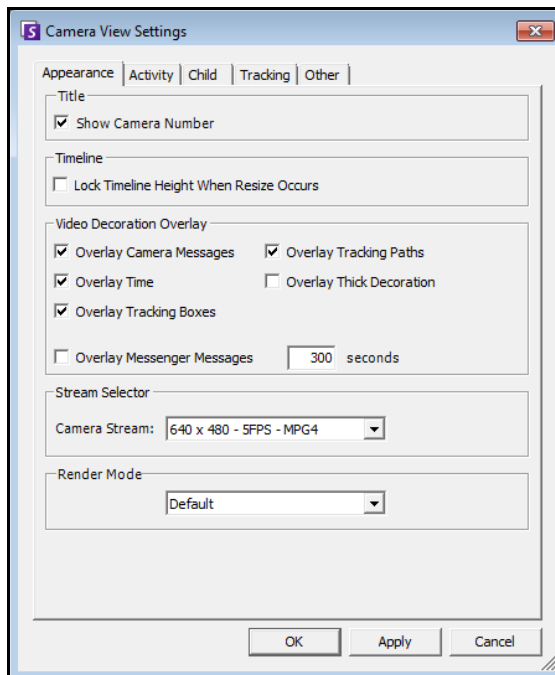


Figure 33. Camera View Settings dialog box with Appearance tab active

- **Title** - Displays camera number.
- **Timeline** - Enables whether Timeline height should be resized automatically.
- **Video Decorations Overlay** - Enables video annotations.
- **Stream Selector** - If camera accommodates multiple video streams, allows you to select which video stream to display.
- **Render Mode** - specifies how Symphony Client renders video for the camera in the panel. If video is not displaying properly, try changing the Render Mode. Some video cards do not support all video render modes. RGB render modes require more CPU power than the default render mode.

Activity Tab

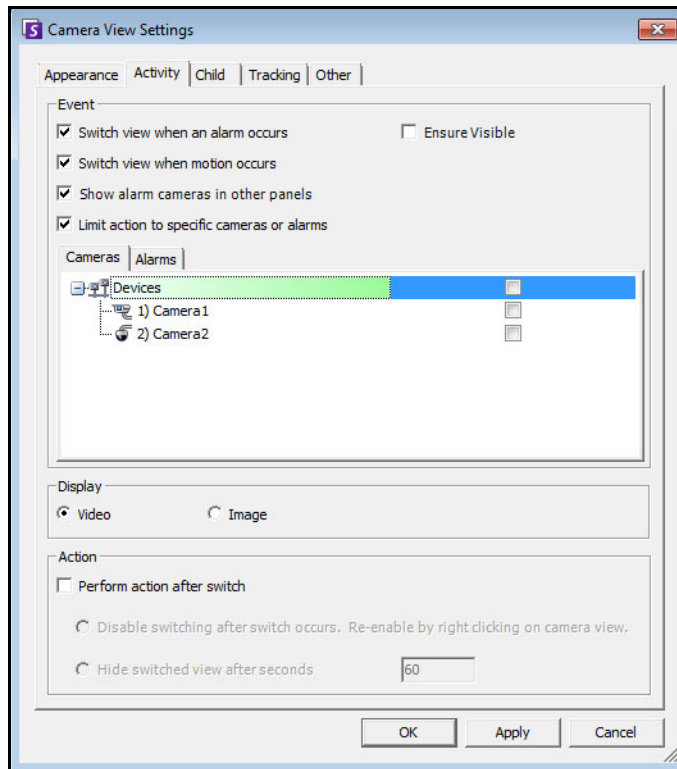


Figure 34. Camera View Settings dialog box with Activity tab active

- [“Event”](#)
- [“Display”](#)
- [“Action” on page 30](#)
- [“Example 1 ” on page 31](#)

Event

You can force a Video Panel to automatically switch to a specific view when an event occurs.

- The switching event can be an alarm (defined in Rules), or it can be motion (detected by motion analytics engines such as VE150, VE160, VE250). An alarm can be from an I/O device that is associated with a camera.
- **Limit action to specific cameras** - If you are connected to many farms/servers/cameras you may want a view to automatically switch only to a subset of all cameras. You select the cameras that should be in this set. This is useful if you have 4 Multi Views open and you are monitoring 1000 cameras where there is rarely activity. The 4 Video Panels within a Multi View window can be configured to always show video from the last 4 cameras that had activity.

Display

Choose whether you want to automatically switch to the live video or to the still image.

Action

An action can be performed after the switched view:

- **Disable switching after switch occurs** - As an example scenario, imagine a Video Panel switches and the operator watches the camera, then another alarm occurs on a different camera that causes a second switch to a new view. The operator may be frustrated that the view has automatically changed. In such a case, it might be useful to **Disable switching after one switch occurs**. However, if the operator needs to re-enable switching, the operator must right-click on the live view and select the **Enable Automatic Switching** menu option.
- **Hide switched view after seconds** - If the view should be blank unless an event of interest has occurred, then select this option. When no event has occurred, the panel will be black with the text "Waiting for event." When an event occurs, the video will pop up and a countdown timer will be displayed that shows how many seconds are left until the "Waiting for event" state. The number of seconds to wait before blacking out the live view can be specified in the text box.

Note: Symphony will not automatically switch a Video Panel to a camera that is already being displayed in another camera panel in that **Multi View**.


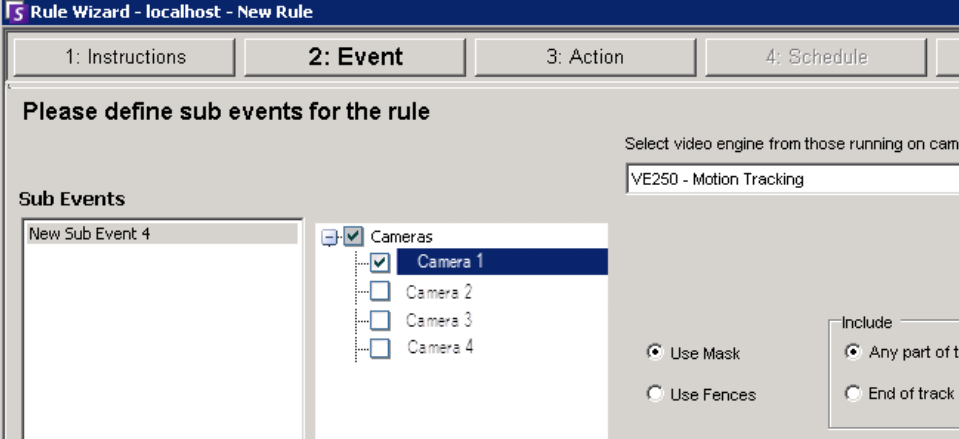
After a Video Panel automatically switches it will not automatically switch to another camera for 8 seconds.


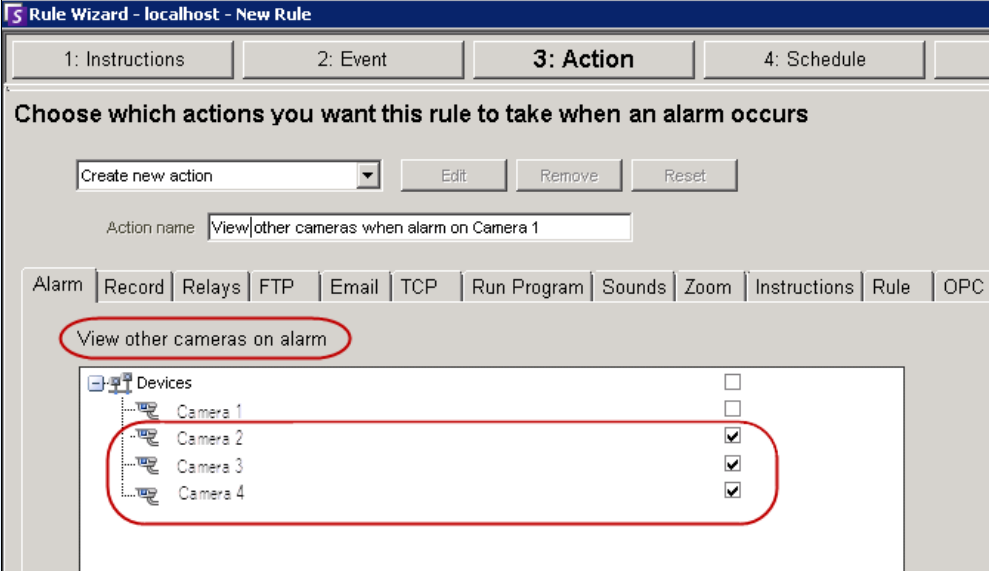


If multiple Video Panels within a **Multi View** switch based on activity, only one will switch - the one that switched furthest in the past. Each Multi View operates independently; therefore, if you have 2 cameras in different Multi Views set to automatically switch based on activity, they may both be showing the same camera.



Important: To hide the view until next event, *one-time only*, right-click on the Video Panel and select **Hide view until next event**.

Example 1	Alarm Launching Multiple Cameras
	<p>An intruder breaks through door and enters room.</p> <ul style="list-style-type: none"> • Camera 1 focused on door. • Cameras 2, 3, and 4 – all show interior space related to door. • In Symphony Client 2 x 2 multi-view panels with no cameras currently displayed <p>Task:</p> <ul style="list-style-type: none"> • Set up Symphony so that image from Camera 1 appears immediately in a multi-view panel when an alarm is raised and that cameras near the door are also displayed immediately when an alarm is raised on Camera 1. <h3>Set up rule in Rule Wizard</h3> <ol style="list-style-type: none"> 1. In the Rule Wizard, Camera 1, which is focused on a door, is selected. The appropriate Video Engine and mask are set up as necessary.  <p style="text-align: center;">Figure 35. Rule Wizard - Event</p> <ol style="list-style-type: none"> 2. Click Next. 3. In the Alarm tab, you select all the cameras from which you want to see an image if an alarm occurs on Camera 1. In this example, you want to see images from Cameras 2, 3, and 4 if an alarm is triggered on Camera 1.

Example 1	Alarm Launching Multiple Cameras (Continued)				
	<div style="border: 1px solid gray; padding: 10px; margin-bottom: 10px;">  <p style="text-align: center;">Figure 36. Rule Wizard - Alarm tab (View other cameras on alarm)</p> <ol style="list-style-type: none"> 4. Click Next and set up the Schedule. 5. Click Save to save the Rule name for this scenario. 6. Click OK to close the Server Configuration dialog box. <p>Set up Multi-view panel:</p> <ol style="list-style-type: none"> 1. In a Multi-view panel (for example, 2x2), right-click ONLY on the first panel (Panel 1). <table border="1" style="margin: 10px auto; border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 5px;">Panel 1</td> <td style="padding: 5px;">Panel 2</td> </tr> <tr> <td style="padding: 5px;">Panel 3</td> <td style="padding: 5px;">Panel 4</td> </tr> </table> <ol style="list-style-type: none"> 2. From the context menu, select Settings. The Camera View Settings dialog box appears. 3. Click the Activity tab. 4. Select the Switch view when alarm occurs check box. 5. Select the Show alarm cameras in other panels check box. (This option forces all the other panels in the Multi-view to display images from cameras associated with Camera 1. Recall, in the Rule Wizard, Cameras 2, 3, and 4 were selected to be viewed if an alarm was triggered on Camera 1.) </div>	Panel 1	Panel 2	Panel 3	Panel 4
Panel 1	Panel 2				
Panel 3	Panel 4				

Example 1 **Alarm Launching Multiple Cameras** (Continued)

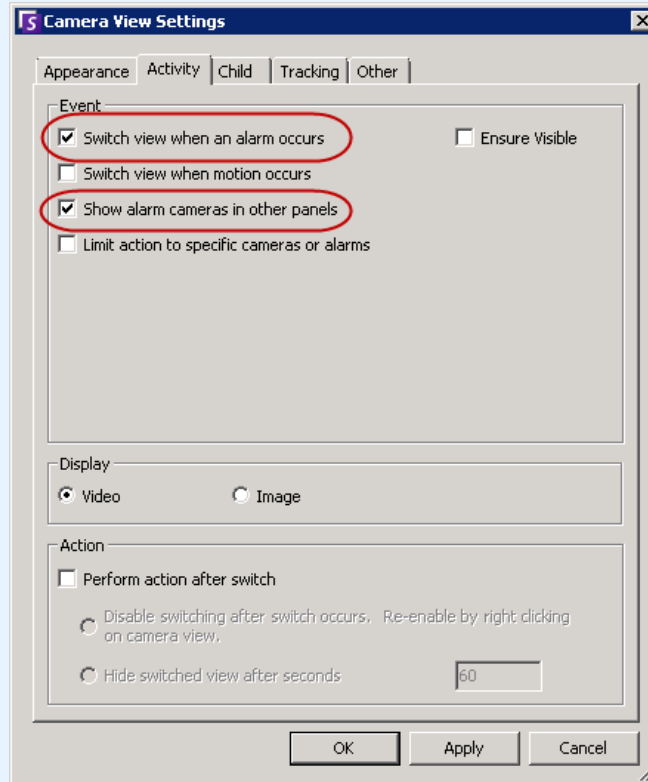


Figure 37. Client View Settings dialog box - Activity tab

When an alarm occurs on Camera 1, Panel 1 will now display the image from Camera 1 AND the other panels will display images from Cameras 2, 3, and 4.

Panel 1	Panel 2
Image from Camera 1	Image from Camera 2
Panel 3	Panel 4
Image from Camera 3	Image from Camera 4

Child Tab

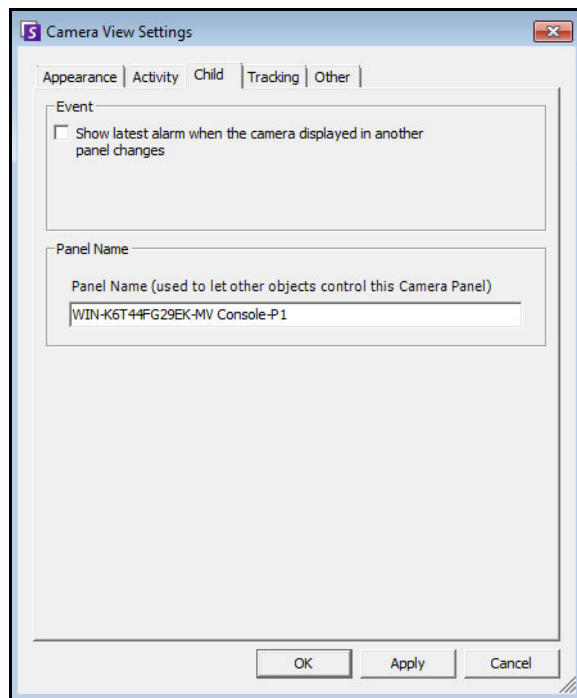


Figure 38. Child tab

You can force a Video Panel to always show the latest alarm image for the camera being displayed in another Video Panel (Primary Video Panel). When you change the camera being shown in the Primary Video Panel (either automatically or manually) the Secondary Video Panel switches to the most recent alarm.

Procedure

To display a listing of the most recent alarm/motion images:

- From the **View** menu in the main console, select **Recent Alarm/Motion JPEGs**. The **Recent Alarms/Motion JPEGs** dialog box opens.

Tracking Tab

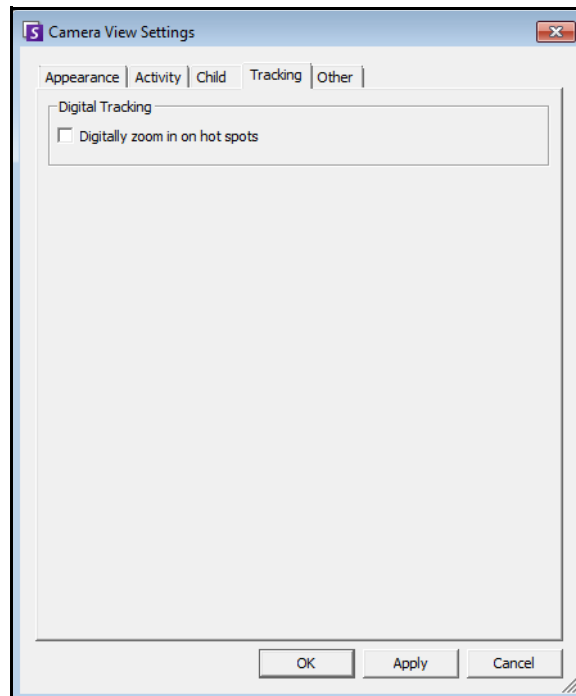


Figure 39. Tracking tab

- Enable digital tracking whereby the client software will automatically digitally zoom in on activity.

Other Tab

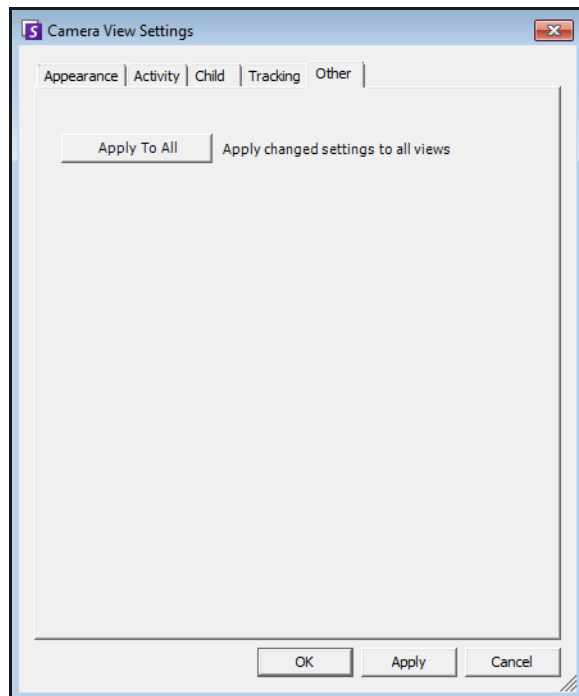


Figure 40. Other tab

- Applies changes selected in other tabs to all video panels.

Symphony Client Settings

You can configure numerous Client side settings for individual users. These settings do not affect the Symphony Server directly, only how the information from the Symphony Server is presented. You can customize how Symphony displays information and behaves.

Procedure

To access the Settings dialog box:

- From the **View** menu, select **Settings**. The **Symphony Client Settings** dialog box opens with the **Startup** tab active.

Startup

The default layout at startup for the current user can be defined.

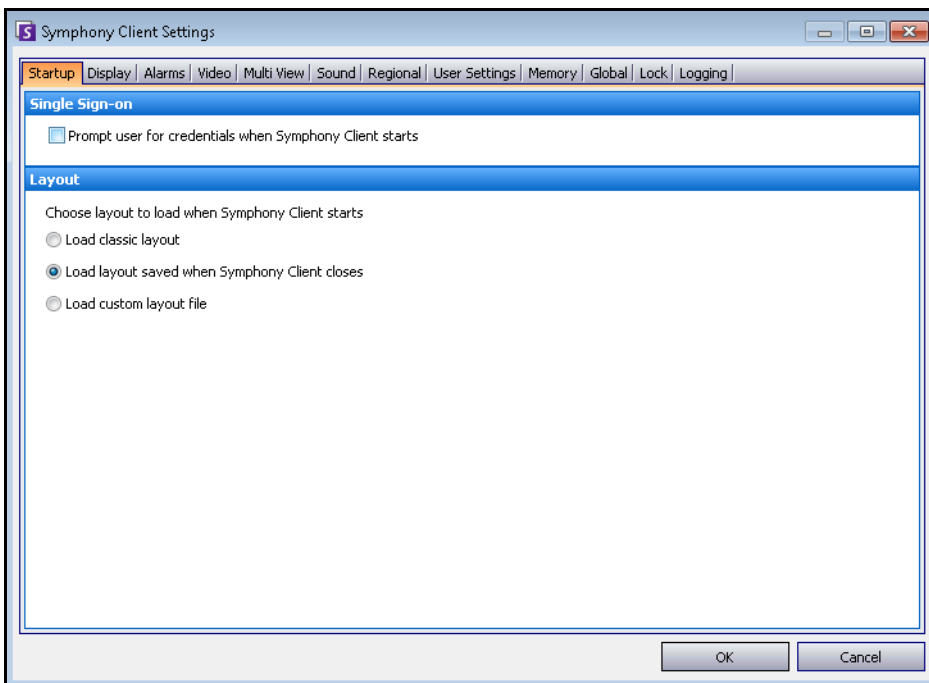


Figure 41. Startup tab for selecting layout

- You can require a user to enter credentials when Symphony Client starts by enabling the **Prompt user for credentials when Symphony client starts** check box.
- Classic layout displays the Main Console, **Map** panel, **Camera Tree** panel, **Alarm Log** panel, and the **Application Log** panel.

Display

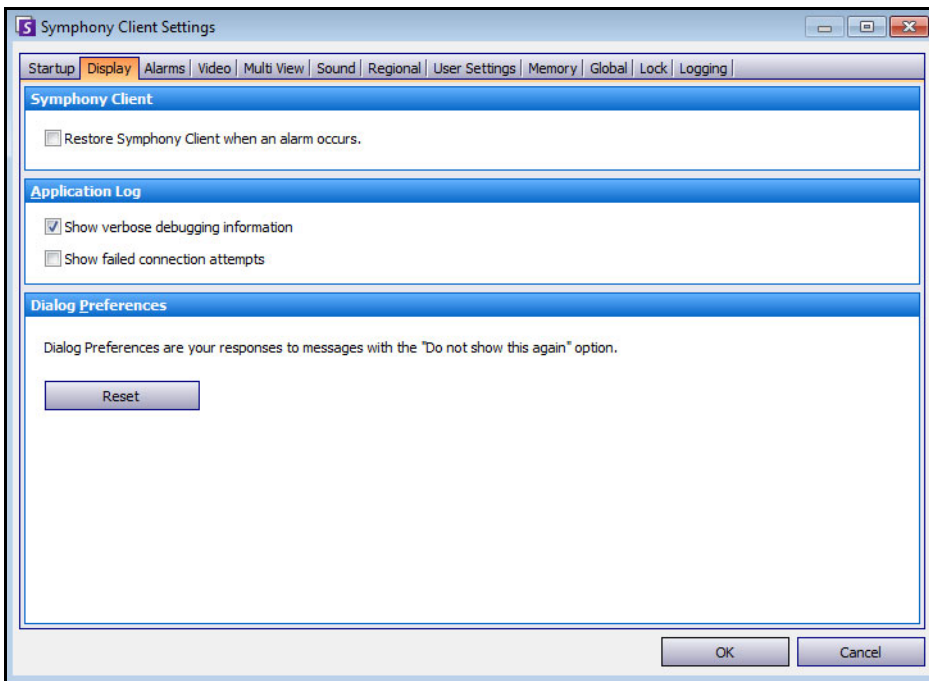


Figure 42. Display tab for setting dialog boxes

- The **Symphony Client** section allows you to control whether Symphony Client is restored to standard screen size when an alarm occurs.
- The **Application Log** section allows you to configure how messages are displayed in the **Application Log** panel. **Verbose** indicates a large quantity of information will be displayed.
- The **Dialog Preferences** section allows you to reset all the dialog boxes back to their initial set state, so that they will display the help information with the **Do not show this again** option.

Alarms

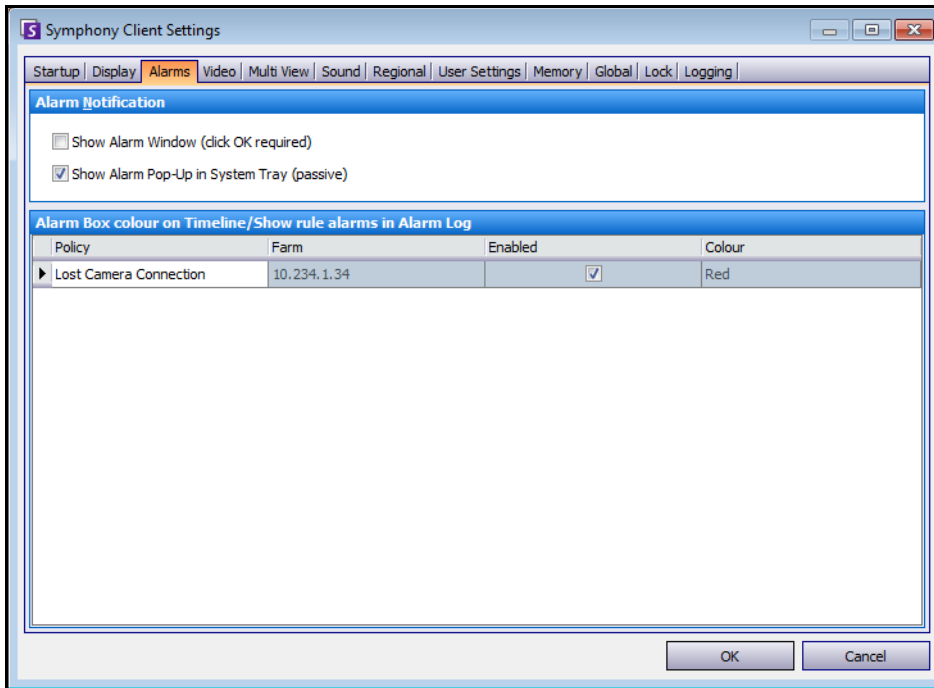


Figure 43. Alarms tab

- The **Alarm Notification** section allows you to specify if a dialog box should pop up after an alarm (Rule broken) occurs, or if an alarm icon should be added to the system tray.
- The **Alarm Box** section allows you to customize alarm colours displayed in the Timeline, and what alarms to show in the Alarm Log by Rule. By default, all alarms will create a Red Dot in the Timeline, and all Rules that are broken will appear in the Alarm Log. By customizing the Timeline, it is easier to locate specific events. You can configure what colour each Rule should represent in the Timeline.

Video

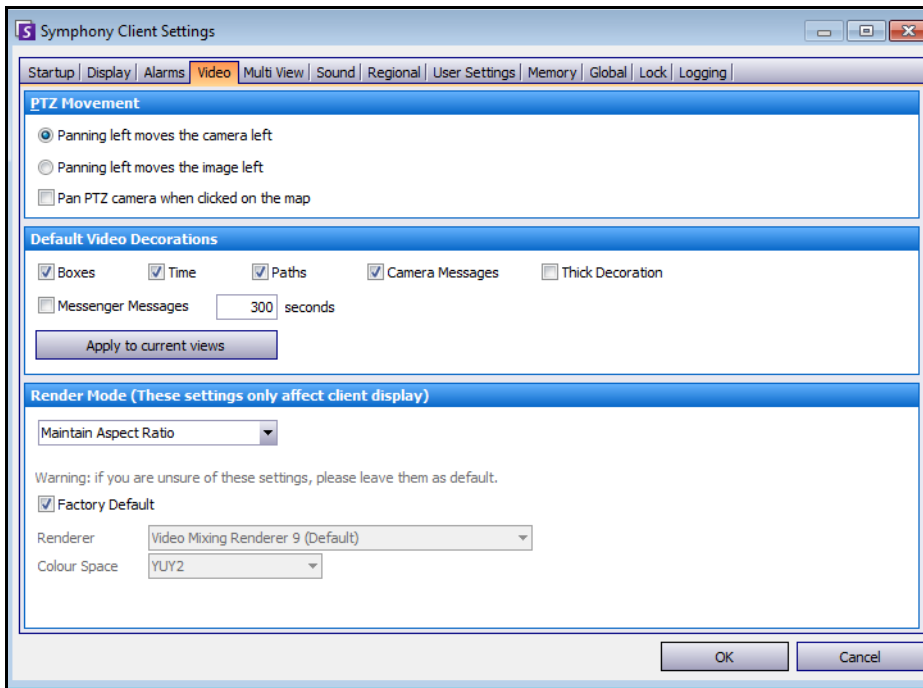


Figure 44. Video tab

- The **PTZ Movement** section allows you to define the PTZ movement behaviour in the live view.
- The **Default Video Decorations** section allows you to define how images are displayed with video annotations such as time information or messages. By default, Symphony overlays boxes and paths on the live video. You can switch whether Symphony should decorate (display the video annotation on) the image. This affects only how live video is displayed and does not change how Symphony records video.
 - Decoration information is always recorded separately and not written directly on the video images.
 - This is a client-side setting that does not affect other users. The same video can be viewed by one Symphony Client user with decorations enabled, and by another without decorations enabled.
 - This setting also effects video play back settings. You can choose to overlay decorations for recorded video you are playing back.
- The **Render Mode** specifies how Symphony Client renders video. If video is not displaying properly, try changing the Render Mode. Some video cards do not support all video render modes. RGB render modes require more CPU power than the default render mode.

Multi View

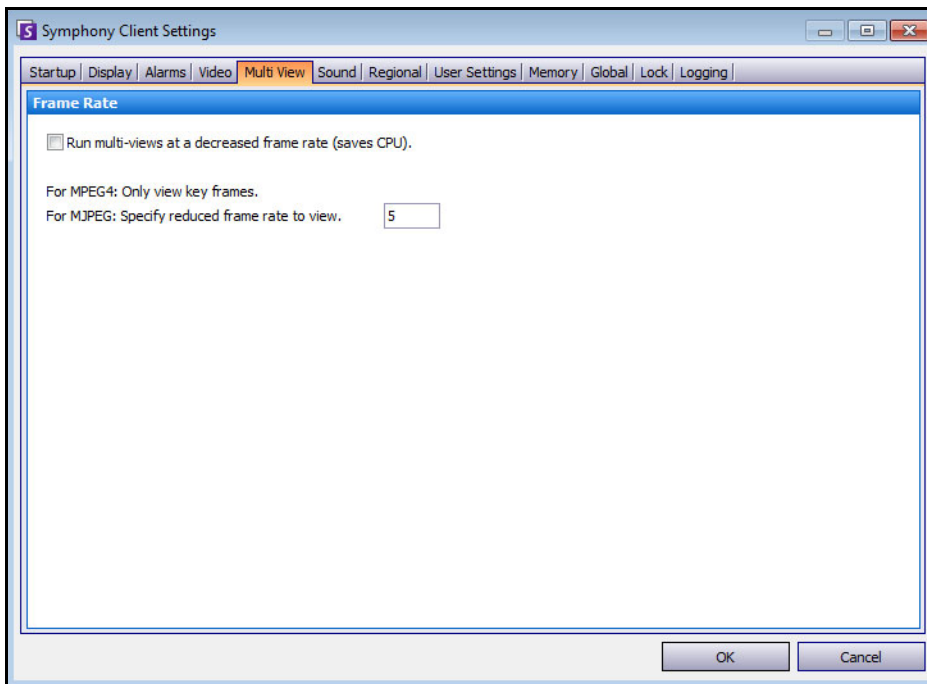


Figure 45. Multi View tab

- Symphony allows you to open a split screen or virtual video matrix window that can show 1 to 64 cameras simultaneously. This requires a lot of CPU resources on the client PC.
- The **Frame Rate** section allows you to configure whether to run **Multi View** windows at a decreased frame rate to reduce CPU load on the client PC.

Maps



Important: Aimetis Symphony 6.7 includes a new tab, **Maps**, where you set up how alarms on maps are displayed. For example, flashing for a given amount of seconds when an alarm occurs, or continuous flashing until alarms are acknowledged.

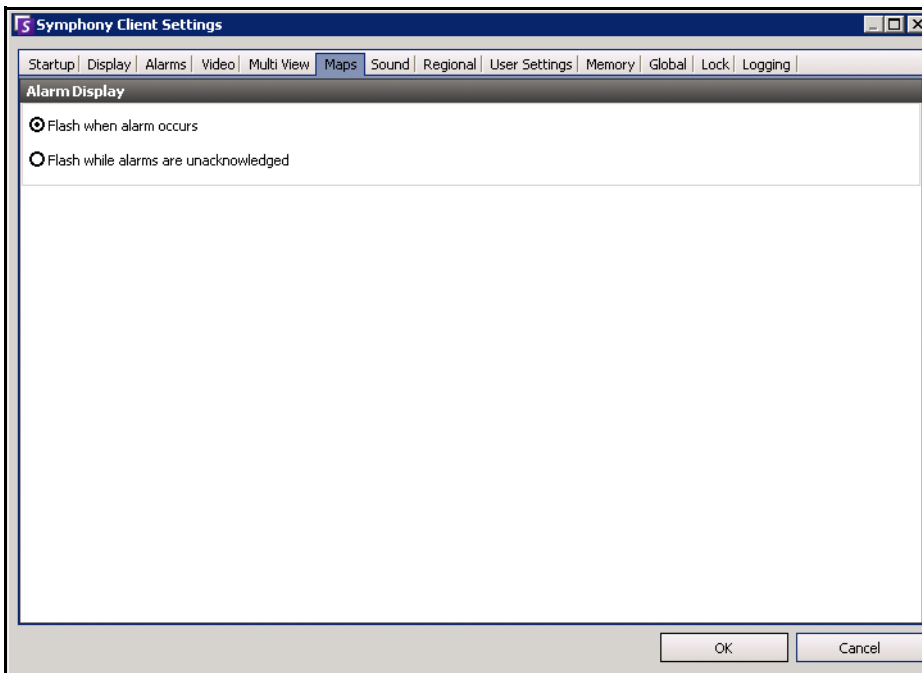


Figure 46. Maps tab

Sound

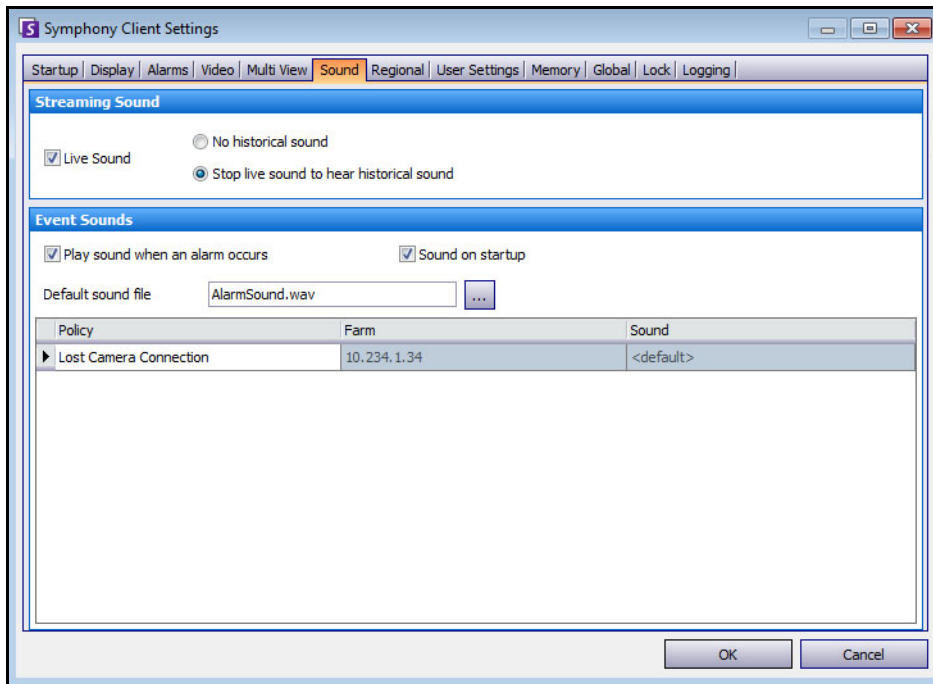


Figure 47. Sound tab

You can customize sound configuration within Symphony Client.

- In the **Streaming Sound** section, you can specify how Symphony Client will play audio for live and recorded video.
- In the **Event Sounds** section you can specify a default sound to be played for alarms.
- **Continuous sound on alarms** - Each policy may (in addition to the existing sound), have a continuous sound that plays until all alarms based on the given policy have been acknowledged. The sound (.wav) file will play continuously. You must have the **Play sound when an alarm occurs** check box selected for any sound to play. If any existing sounds are being played, clearing the **Play sound when an alarm occurs** check box stops the sound.

Regional

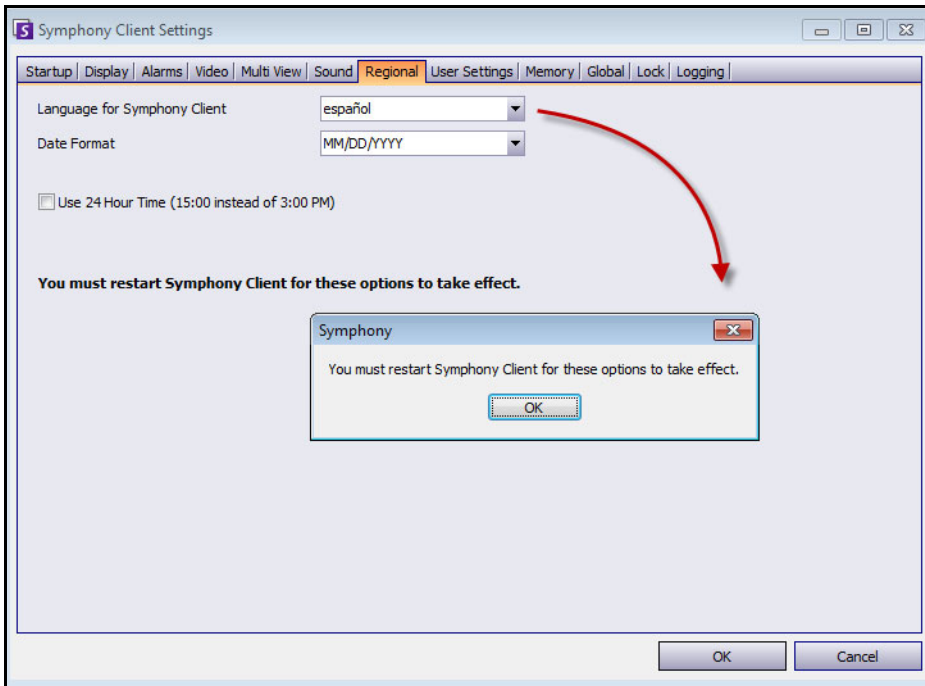


Figure 48. Regional tab

- You can specify the language of Symphony Client. By default, Symphony Client will use your Windows system language. If your Windows is using a language not supported by Symphony Client, it will automatically select English.
- You can also customize how the date and time are displayed in Symphony Client by selecting a format from **Date Format** drop-down box and, if necessary, selecting the **Use 24 Hour Time** display check box.

User Settings

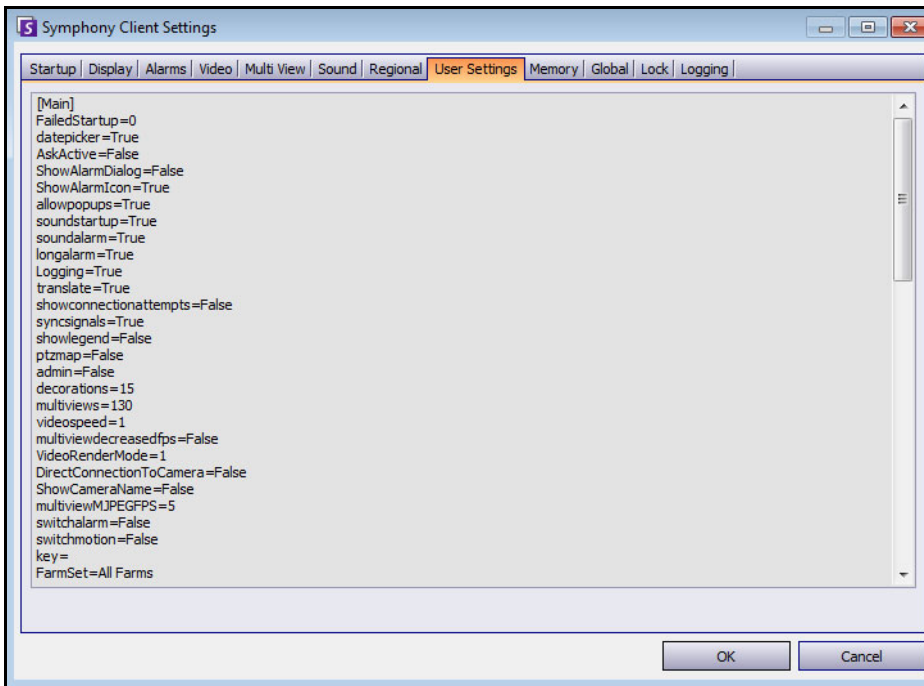


Figure 49. User Settings

- You can directly edit the initialization (.ini) file which stores all the user-specific settings of Symphony Client. We do not recommend that you change these advanced settings.

Memory

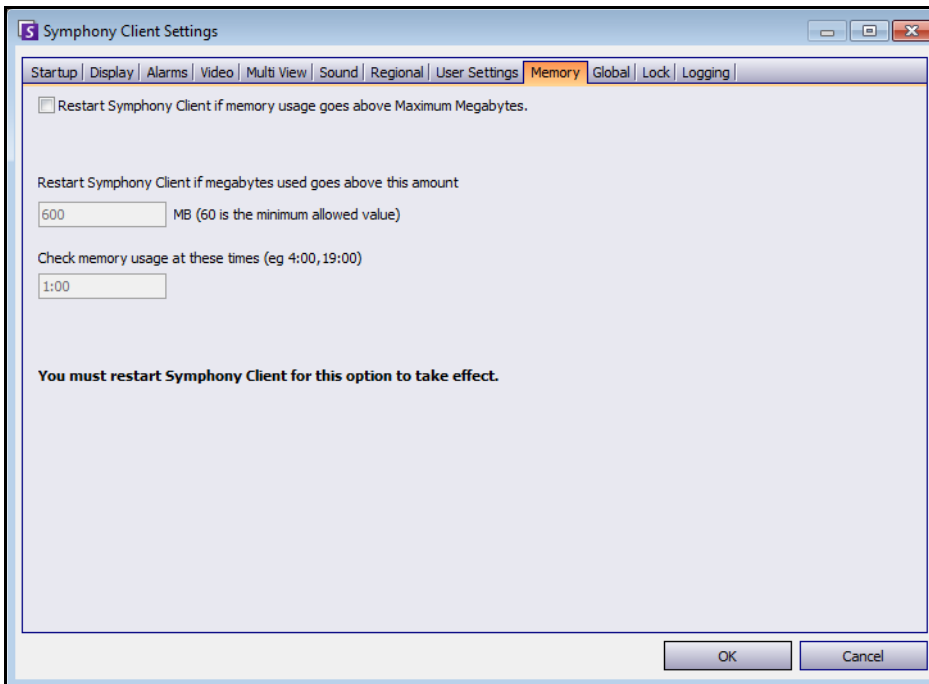


Figure 50. Memory tab

- You can configure memory usage conditions under which Symphony Client will restart.

Global

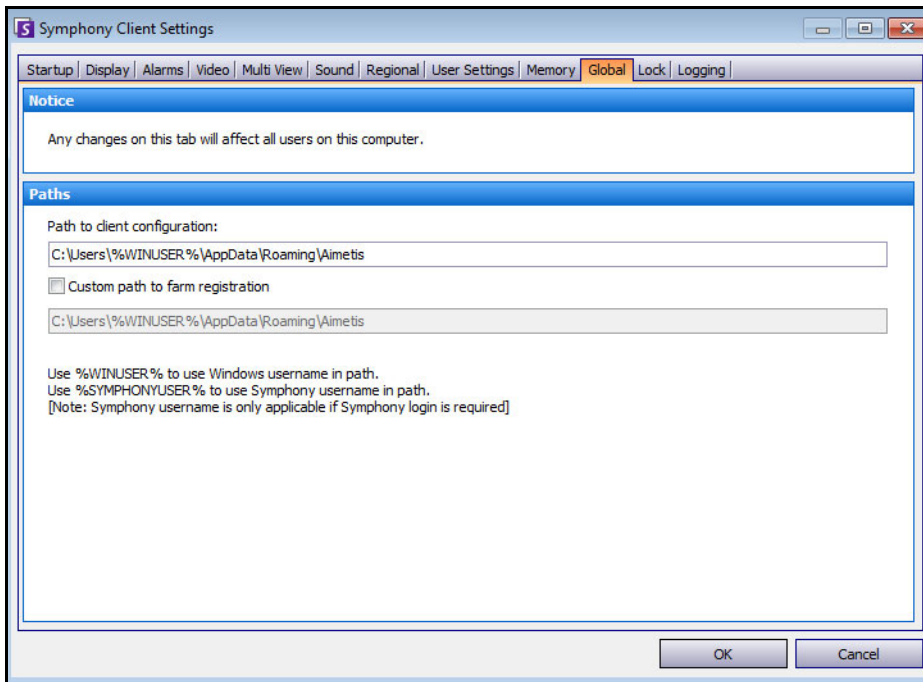


Figure 51. Global tab

- **Paths** define where to store client configuration and farm registration.

Lock

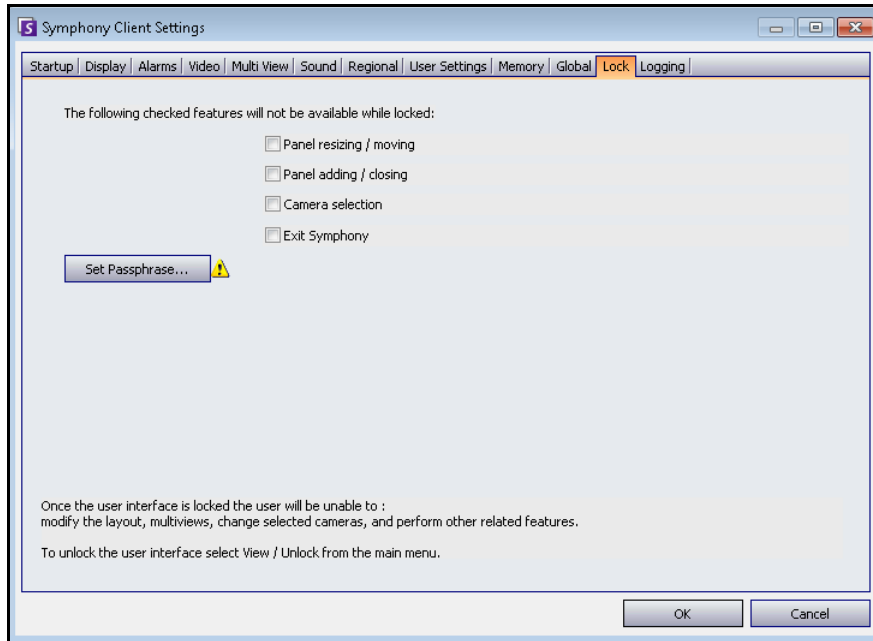


Figure 52. Lock tab

In some cases, you may want to lock the user interface to prevent users from changing the configuration.

- **Panel resizing/moving** - Prohibits user changing size of panels as well as moving and docking the panels.
- **Panel adding/closing** - Prohibits user adding panels to the user interface or closing them in the current layout.
- **Camera selection** - Prohibits user changing camera in the view through the camera tree or through the map.
- **Exit Symphony** - Prohibits user from exiting Symphony.
- **Set Passphrase** button - Creates a password to lock/unlock the interface. The user will be prompted for a password.

Procedure

To lock the user interface:

1. In the **Lock** tab of the **Symphony Client Settings** dialog box, select the interface features you want to lock.
2. Click the **Set Passphrase** button. Enter a passphrase that the user must enter (if necessary) to later unlock the interface and click **OK**.
3. From the **View** menu of the Main Console, select **Lock**.

To unlock the Symphony Client:

1. From the **View** menu on the Main Console, select **Unlock**. The **Unlock Symphony** dialog box opens.
2. Enter the pass phrase that was defined when locking the interface and click **OK**. The interface is now unlocked.

Logging

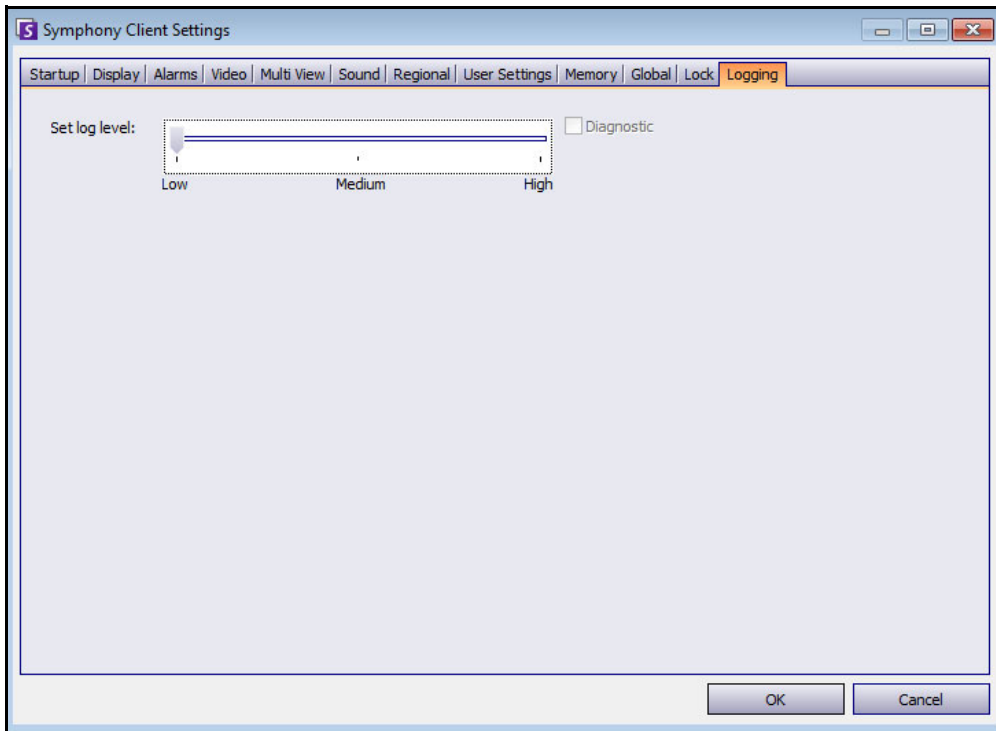


Figure 53. Logging tab

You can set the level of information (low, medium, high) that Symphony Client should log for system functions. If you select **Low**, the client logs will contain less detail, but system performance will be better. Increasing the log level provides more detailed information if a problem is encountered, but can impact system performance. If unsure, leave the default selection.

Chapter 2

Searching Video by Using the Search Tool

Symphony provides two methods of searching video: using the **Timeline** or the **Search** tool.

- The **Timeline** is integrated in the main interface of Symphony Client and summarizes a full day's activity. This is useful if you want an overview of the entire day on the current camera. See ["Timeline" on page 2](#).
- The **Search** tool allows you to query video for specific events in specific parts of the video.

Search Tool

The Search tool allows you to search recorded video for motion or alarms in specified areas of interest. Symphony will search based on your criteria and create a mini movie and thumbnails showing the results. For example, you may search for all activity around a car for the last 24 hours. Symphony will create a video containing only activity that occurred in an area of an image designated by you. The result may be a five minute movie, depending on how much activity was found.

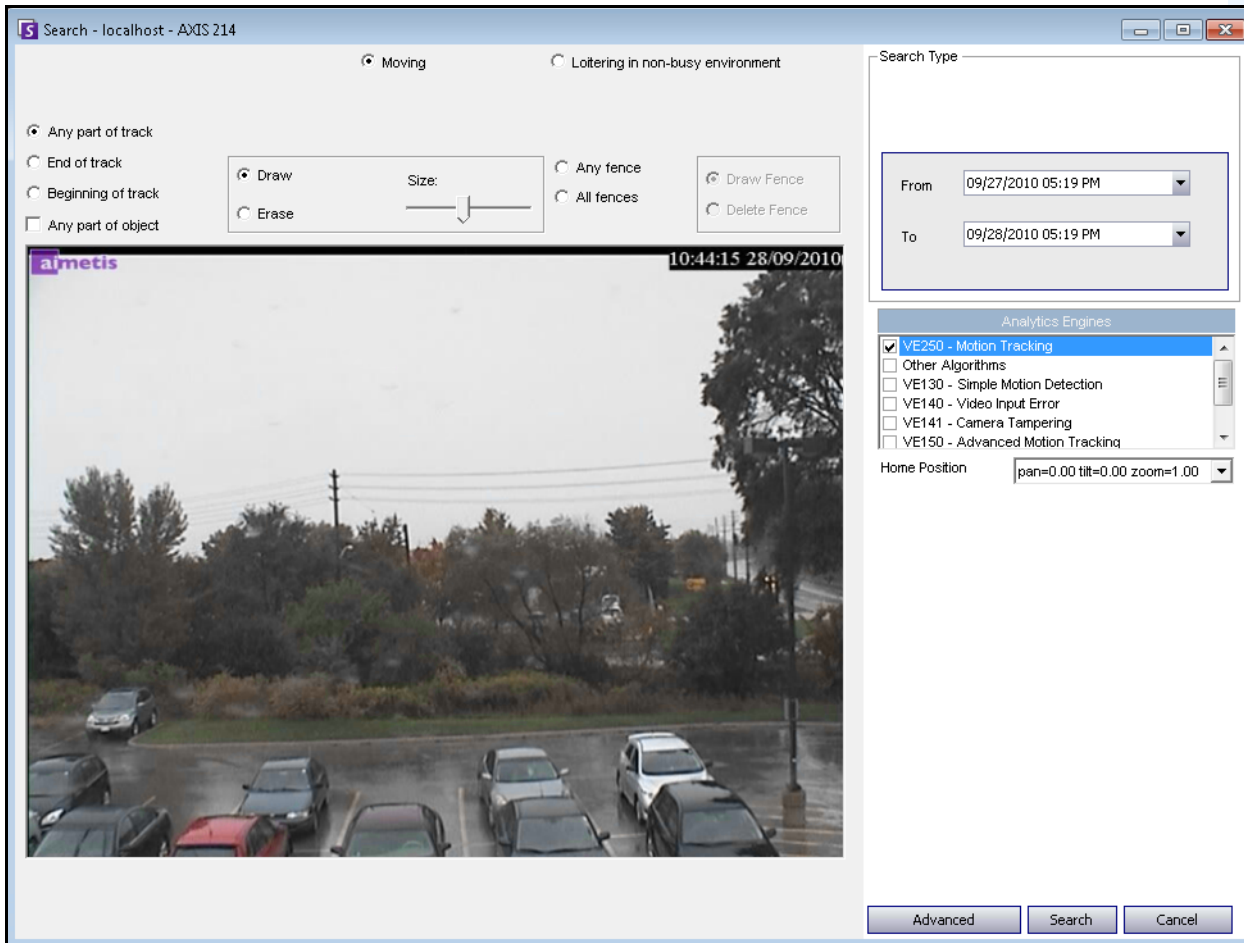


Figure 1. Search dialog box

Procedure

To perform a search:

1. From the toolbar, click the **Search** button (Figure 2). The **Search** dialog box opens (Figure 1 on page 51).

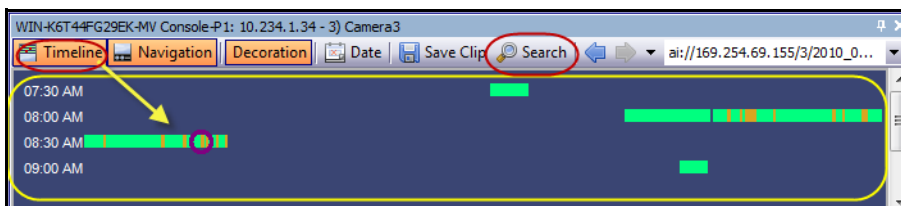


Figure 2. Search button

2. From the **Analytics Engines** list, select the engine. Depending on the analytics engine you choose, you can mark the area of interest for searching or select a class of objects to search for such as people or vehicles. Each engine has different search options that you can use.

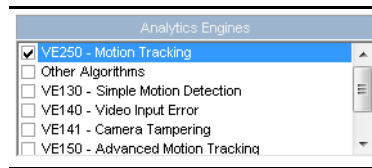


Figure 3. Analytics Engines selection list

Some options might be:

- Using the displayed image from the video, you define the area in blue (a mask) where objects in motion should be detected. [Figure 4 on page 53](#)
 - Select the **Erase** option to erase the blue mask.
 - Select the **Draw** option to draw the blue mask.
 - The **Size** slider adjusts the pen thickness.
- Alternatively, digital fences can be used as the search criteria. Select **Any fence** to draw a digital fences. Selecting **All fences** denotes that the object must pass through all fence lines to result in resulting search video. [Figure 5 on page 53](#)
- Select the **Class** of object you wish to search for, such as **People**, **Vehicles** or **Unknown** objects (unknown objects are objects that were tracked but were not classified as people or vehicles). [Figure 5 on page 53](#)
- Select the **Behavior** to filter by, such as loitering. [Figure 5 on page 53](#)

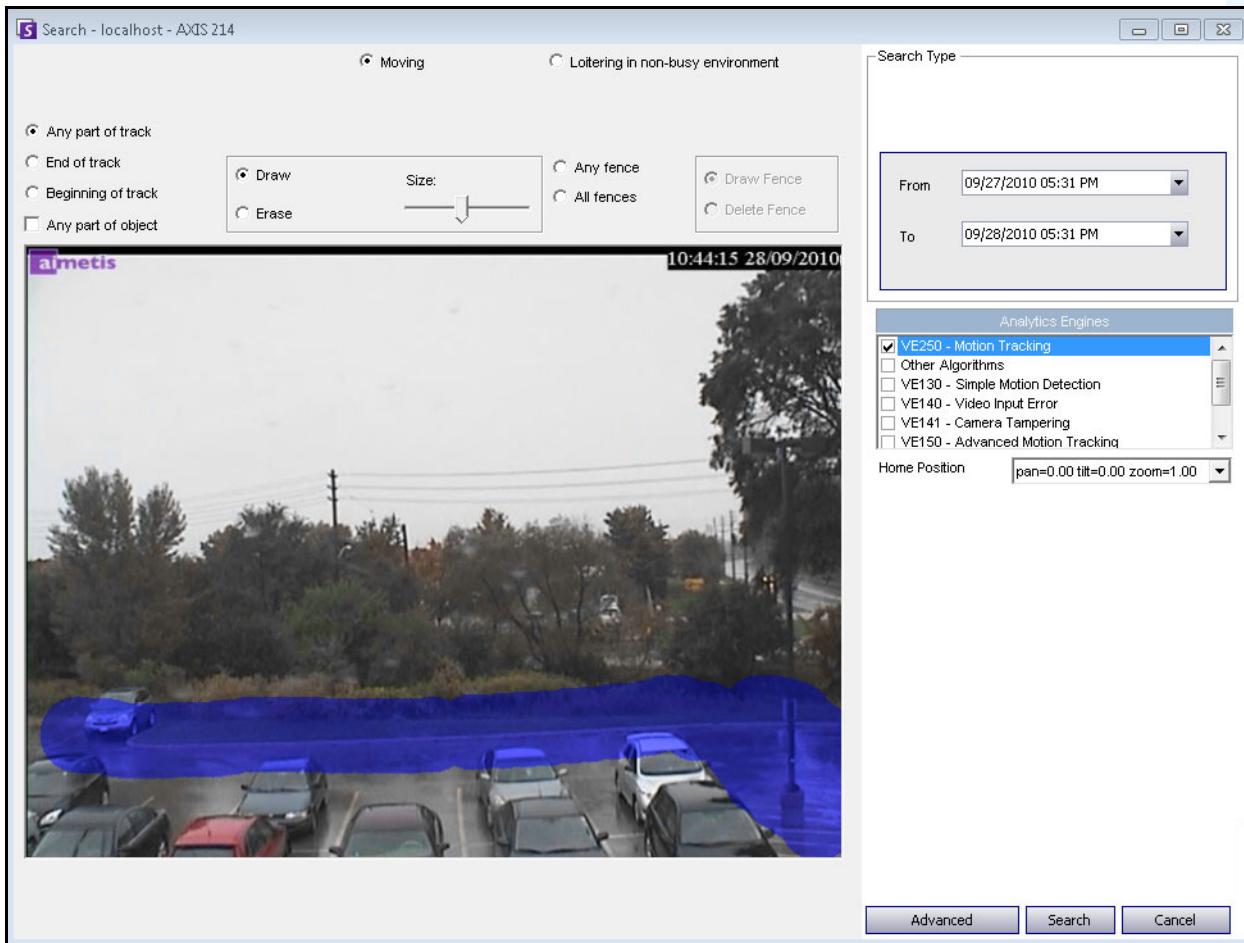


Figure 4. Search dialog box

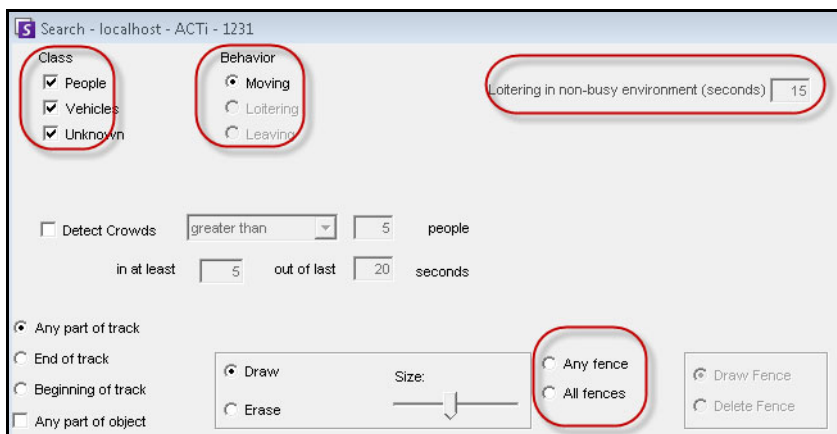


Figure 5. Search options

- Specify your search **From** and **To** dates. For more advanced settings, click the **Advanced** button (Figure 6).

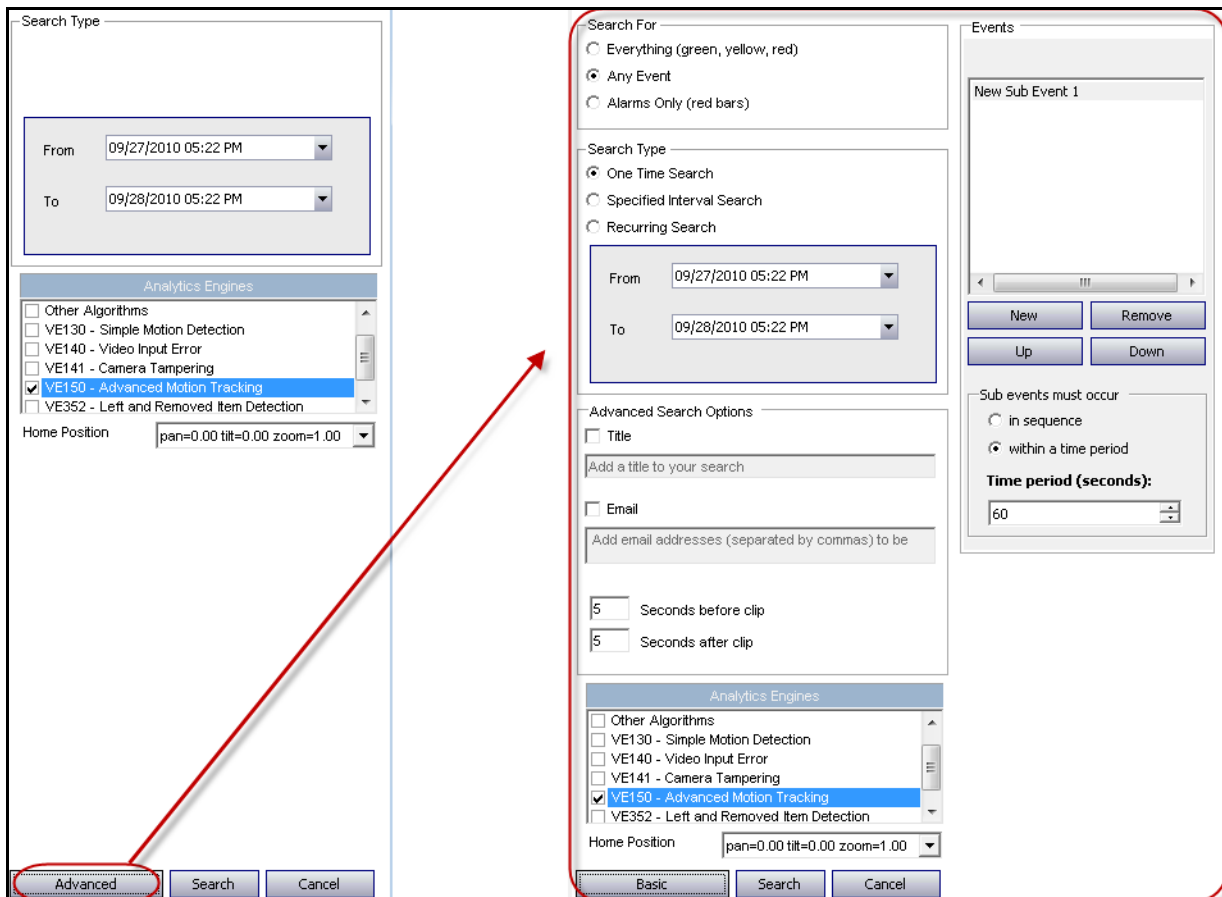


Figure 6. Basic to Advanced settings in the Search dialog box

- **One Time Search** - The search will be performed only once using the date range you selected.
- **Specified Interval Search** - You can specify to search between a date and time range. For example, between July 26 and July 30, but only between 6:38pm and 7:38pm.
- **Recurring Search** - Allows you to specify a search that Symphony will continuously perform until you end it. For example, between 18:00 and 8:00 each day. This option may be useful if you want automated searches done at specific times for review.
- **Title** - A user defined tile for the search can be defined.
- **Email address** - To notify a user the search is complete.
- **Seconds before clip** and **Seconds after clip** - Can be modified by entering a numeric value that represents the seconds before or after the event Symphony should begin to play the resulting video.
- **Everything** - Will not filter any video. The resulting movie will include all frames between the **From** and **To** search times.
- **Any Movement** - Symphony will search for all activity between a specific date and time.
- **Alarms Only** - Allows you to select the specific events to search for as defined by the Rules.

- **Events** (group area) - Allows you to combine different search events in order to further filter the results. For example, you can search for people loitering AND cars parking within 60 seconds, and only these combined events would be displayed in the search results.
4. If the search is being conducted against a PTZ camera, select the Home Position to search in. Home Positions are configured in the Camera Tour. See [“Using PTZ Cameras” on page 78](#).
 5. Click **Search** to start search. The **View Search Results** dialog box opens. See [“View Search Results” on page 56](#).

View Search Results

After you perform a Search or export video using the **Save Clip** option, the **View Search Results** dialog automatically opens.

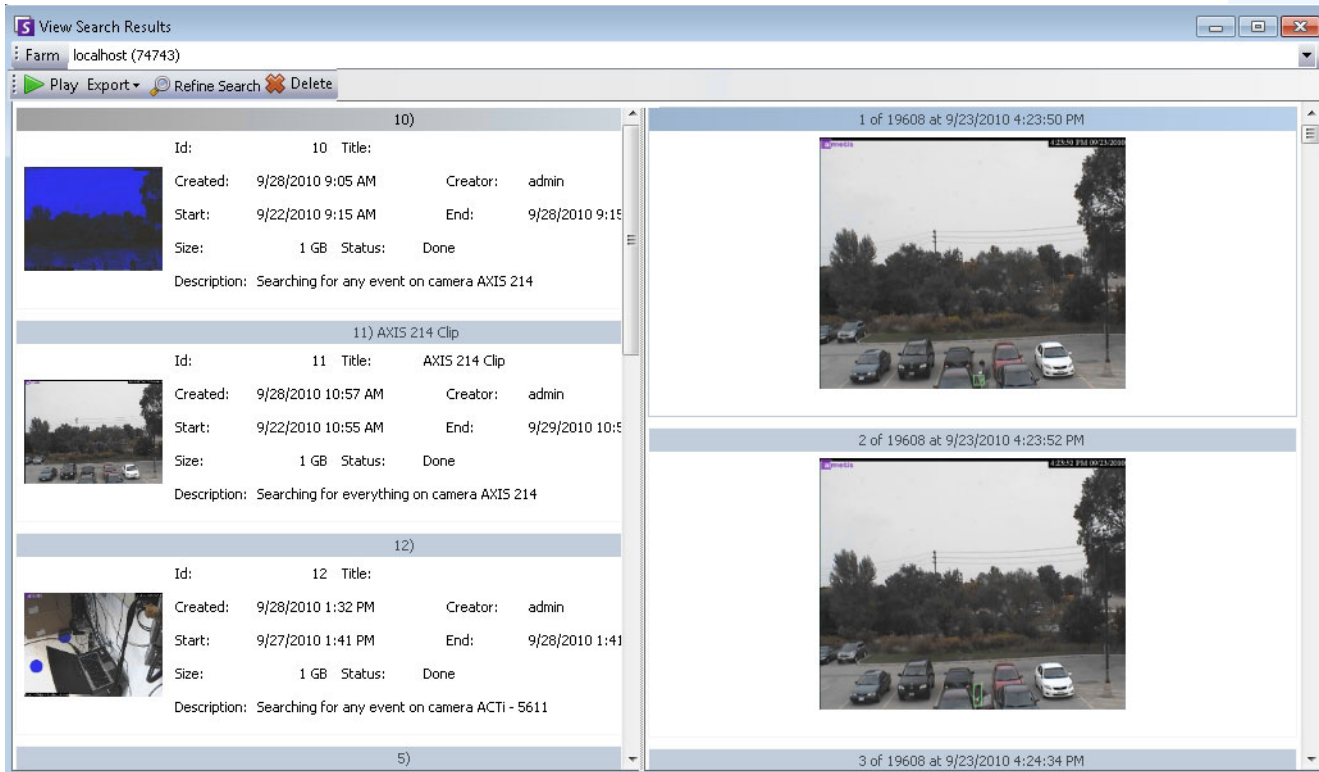


Figure 7. View Search Results dialog box

Procedure

To manually open the View Search Results dialog box:

1. Click **Search > View Search Results**. The **View Search Results** dialog box displays all your previous searches.
2. You have several options once a search result is selected from the list:
 - The right pane of the **View Search Results** dialog box displays snapshots of each event for the currently selected search.
 - To get a better view of the image, click on the snapshot in the right pane and the image will be displayed in the main video panel. (Note that the selected snapshot must be an existing archived image in the system in order for it to be displayed.)
 - **To play a search** - Click the **Play** button in the toolbar. Symphony Player will automatically open and play the video of the selected result.
 - **To refine a search** - Click the **Refine Search** button in the toolbar. The **Search** dialog box opens. See [“Search Tool” on page 50](#).

- **To delete a search** - Click the **Delete** button (X) in the toolbar. The corresponding .aira and .mpeg files will be deleted from the server.
- **To save a search to your computer** - Click the **Export** button and select **Download AIRA**. The video will be saved in .aira format to your PC. You require Symphony Player to play .aira files.
- **To save as an .mpeg format** - Click the **Export** button and select **Download MPEG**. This will save it as MPEG4v2 format which can be played in a wide variety of media players including Microsoft Media Player.
- **To email a search result video** - Click the **Export** button and select **E-Mail Link**.

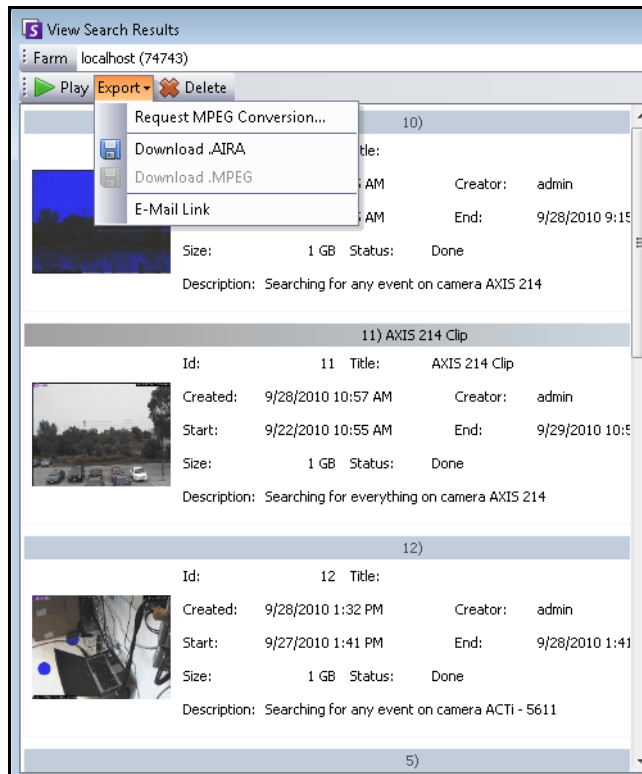


Figure 8. Menu options in View Search Results dialog box

Recurring Search

Recurring searches are set up in the **Advanced** search options. For details, see [“Search Tool” on page 50](#).

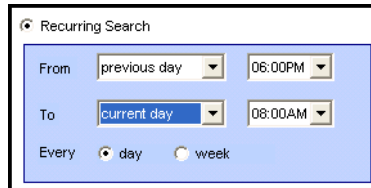


Figure 9. Recurring Search

You can manage your recurring searches from the **Recurring Search Definitions** dialog box.

Procedure

To manage recurring searches:

1. From the **Search** menu, select **Manage Recurring Searches**. The **Recurring Search Definitions** dialog box opens showing a list of your named search recurring search types. Server farms are listed in a drop-down box.
2. Click on the named search. The **Refine Search** and **Delete** buttons become active.
3. If you click **Refine Search**, the **Search** dialog box opens where you can adjust settings. See [“Search Tool” on page 50](#).

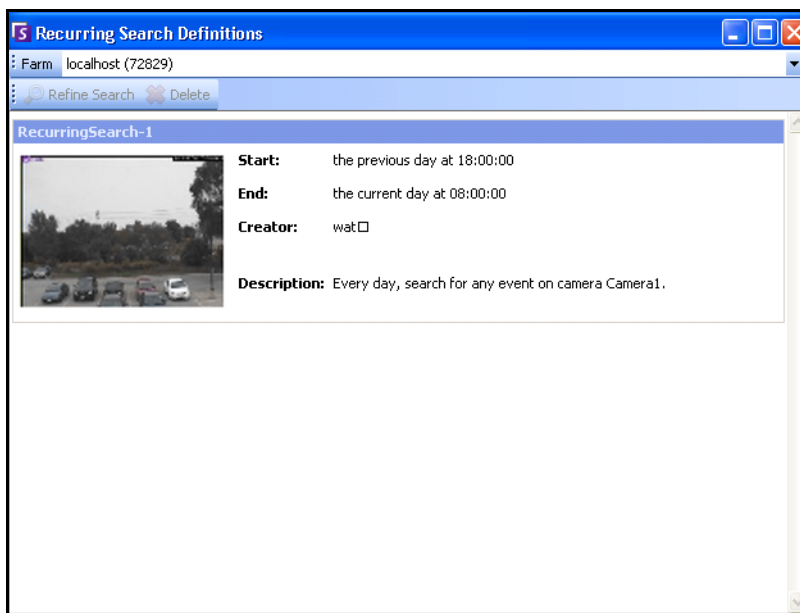


Figure 10. Recurring Search Definitions

LPR Search

This menu option is available only if you have purchased and completed the **License Plate Recognition (LPR)** installation. Using the main menu within Symphony Client, you can:

- “View License Plate Log”
- “Search License Plate Log” on page 61
- “Configure License Plate Descriptions” on page 63

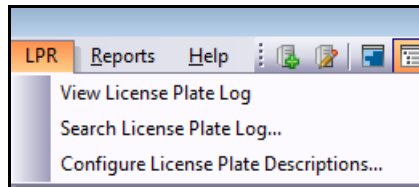


Figure 11. Main menu access in Symphony Client for LPR

View License Plate Log

The **License Plate Log** contains the following information fields:

- **Timestamp** - when the license plate was first detected by your camera. Each license plate instance has a start and end time (to create a duration) but the log displays only the start time.
- **Plate** - the plate number of the detected vehicle.
- **Farm** - the server farm associated with the camera that detected the license plate.
- **Camera** - the camera that detected the license plate of the vehicle.

Timestamp	Plate	Farm	Camera
4/18/2011 3:31:23 PM	YDI578	localhost	Camera 1
4/18/2011 3:31:23 PM	TJQ670	localhost	Camera 1
4/18/2011 3:31:23 PM	JIQ605	localhost	Camera 1
4/18/2011 3:31:23 PM	BPU433	localhost	Camera 1
4/18/2011 3:31:16 PM	BHT545	localhost	Camera 1
4/18/2011 3:31:13 PM	TSA581	localhost	Camera 1
4/18/2011 3:31:10 PM	GVE551	localhost	Camera 1
4/18/2011 3:31:04 PM	PDJ847	localhost	Camera 1
4/18/2011 3:31:01 PM	ESX300	localhost	Camera 1
4/18/2011 3:31:01 PM	ZTO007	localhost	Camera 1
4/18/2011 3:31:01 PM	LJI767	localhost	Camera 1
4/18/2011 3:31:01 PM	CLX822	localhost	Camera 1
4/18/2011 3:30:58 PM	DRU304	localhost	Camera 1

Figure 12. License Plate Log dialog box



Note: The log displays only license plates detected from the current calendar day.

Procedure

To view the License Plate Log:

1. From the main menu in Symphony Client, select **LPR**.
2. Select **View License Plate Log**. The **License Plate Log** dialog box opens.

Sorting Information in the License Plate Log

You can sort each field such that only information you need is displayed in the log list by **Timestamp**, **Plate**, **Farm**, or **Camera**. The **Timestamp** field has extensive filter options.

- Right-click on the filter icon beside the **Timestamp** field. A calendar is displayed.

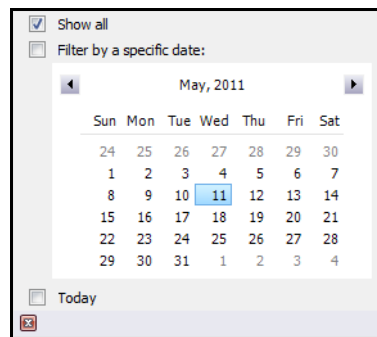


Figure 13. Filter option for Timestamp field in License Plate Log

Search License Plate Log

The **Search License Plate Log** dialog box allows you to search detected license plates in your system based on:

- **License Plate Number** - by default, set to **All Licence Plates**, but you can enter an individual plate number.
- **Start date & time** and **End date & time**.
- **License Plate Region** - region which the detected plate is from.
- **Camera** - all farms and cameras or specific cameras.
- **Description** - a key word or phrase that was entered in the **Description** field when the license was plate was reviewed and information about it was edited to include a description in the **License Plate Detail Editor** dialog box. See [“Configure License Plate Descriptions”](#) on page 63.

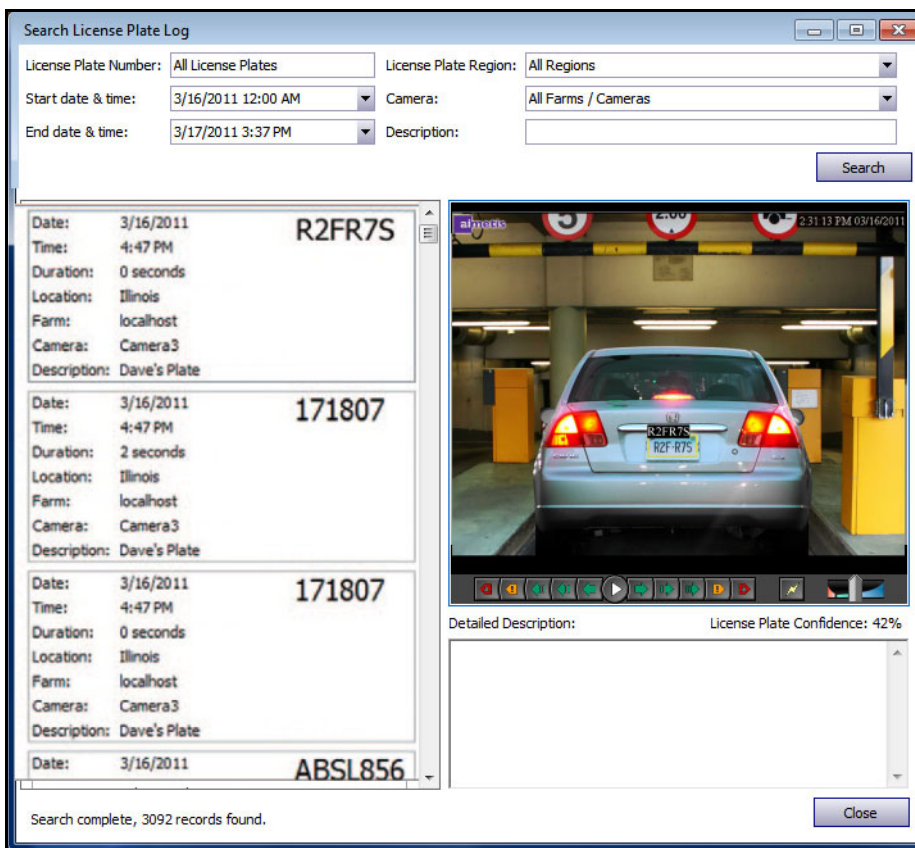


Figure 14. Search License Plate dialog box

If you do not know the first letter or number of the license plate, use the % (per cent) sign as a wildcard character to complete the search for plate number or plate description.

For example, **R2%R%S** or **%R7S** or **%FR%** would match the plate **R2FR7S**.

Procedure

To search for a license plate:

1. From the main menu in Symphony Client, select **LPR**.
2. Select **Search License Plate Log**. The **Search License Plate Log** dialog box opens.
3. Use any field to refine your search and click the **Search** button. Search results are displayed in the left pane, the video associated with the license plate can be viewed in the right pane.
 - By default, the search results contain all license plates for the current day (since midnight). This search is automatically executed before you open the **Search License Plate Log** dialog box. As such, when you first open the **Search License Plate Log**, you will potentially see results.
 - The search will return a maximum of 10,000 results. If there are more than 10,000, a message is displayed indicating that the first 10,000 results have been returned and that you should refine your search.
4. Click on a license plate in the resulting search. The associated video and detailed description is displayed in the right pane.
5. Once you have selected the license plate to which you want to add information, enter information in the **Detailed Description** field in the lower right pane.

Configure License Plate Descriptions

You can associate each plate with a description that will be displayed when an alarm occurs or in search results. Adding a description is helpful when you want to search all plates with a particular description.

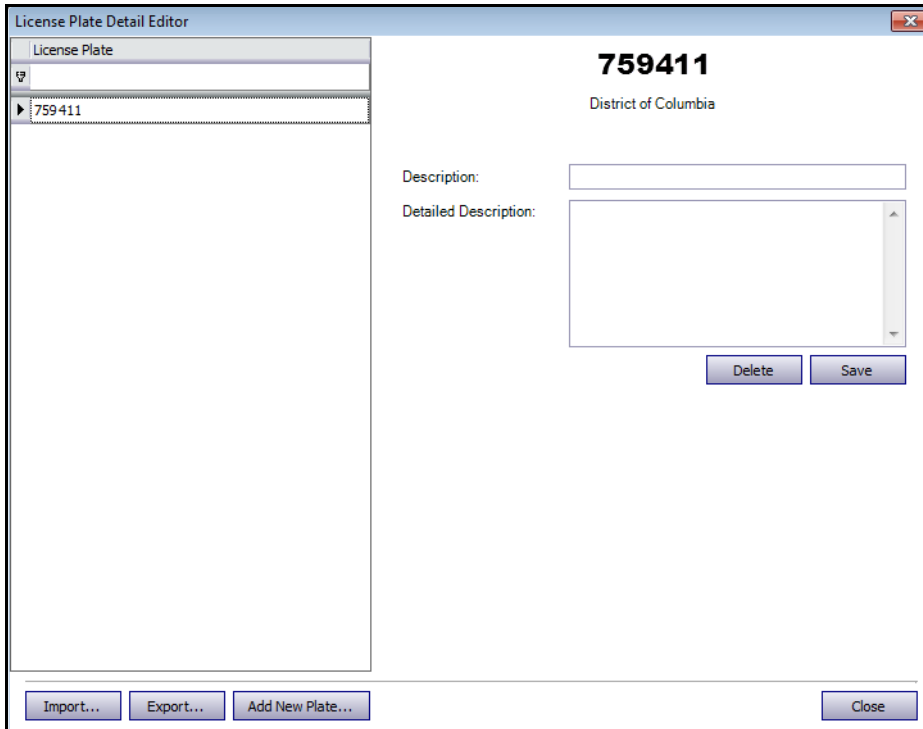


Figure 15. License Plate Detail Editor

Procedure

To configure license plate descriptions

1. From the main menu in Symphony Client, select **LPR**.
2. Select **Configure License Plate Descriptions**. The **License Plate Detail Editor** opens.
3. Search for the license plate you want to add a description to:
 - a. In the blank text field below **License Plate**, enter the first letter or number of the plate you need. At the bottom of the column, **[License Plate] Like '<your first letter or number>%'** is displayed. All matching plates appear in the list.

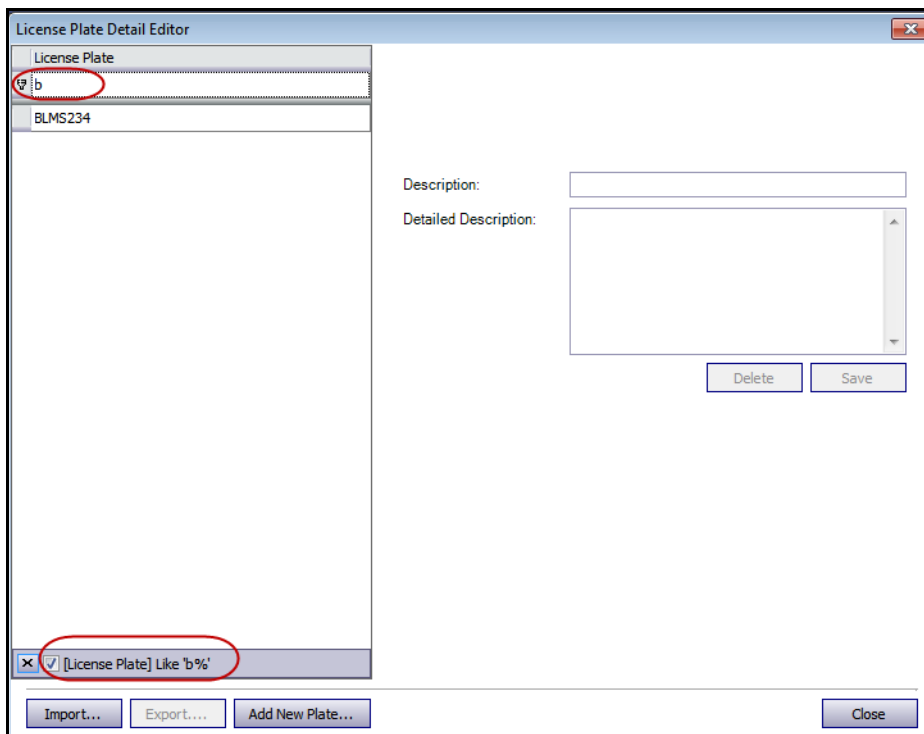


Figure 16. Search for license plate using first letter or number in the plate

- b. If you do not know the first letter or number, use the % (per cent) sign as a wildcard character to complete the search ([Figure 17 on page 65](#)).

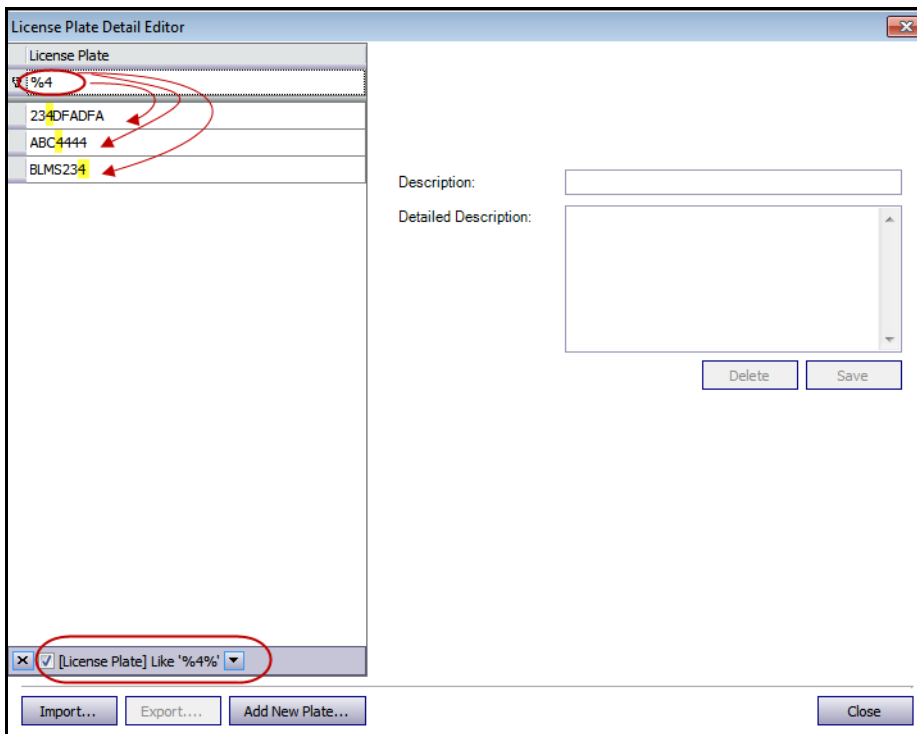


Figure 17. Search for license using % wildcard character

4. Once you have found the license plate you want, select it and enter a short description in the **Description** field.
5. (Optional) If necessary, you can enter more information in the **Detailed Description** field.
6. Click **Save**.

Adding a License Plate

You use the **License Plate Detail Editor** to add descriptions to license plates. License plates must adhere to the following format:

- They cannot contain spaces.
- They must be in uppercase.

If you enter spaces or lowercase letters, Symphony will automatically correct this for you. For example, if you enter **AbCd 1234**, the plate will be added as **ABCD1234**.

Procedure

To add a new license plate to your database:

1. From the main menu in Symphony Client, select **LPR**.
2. Select **Configure License Plate Descriptions**. The **License Plate Detail Editor** opens.
3. Click **Add New Plate**. The **Add License Plate** dialog box opens.
4. Enter the license plate number and select the region of the plate from the **License Plate Region** drop-down list.
5. Click **OK**. The plate is added to your list.

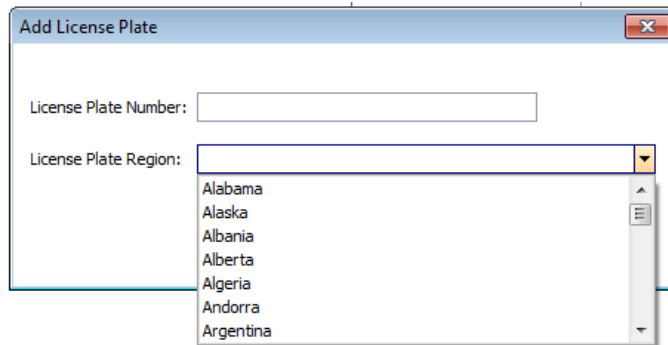


Figure 18. Add License Plate dialog box

Saving or Importing your sorting lists

- After sorting and editing license plates, you can save your list by clicking **Export**. The file will be saved as an XML (.lprdata) file on your client computer.
- You can import this list at any time by clicking **Import** and then selecting the name of the .lprdata file from the **Import License Plate Configuration Data** file manager.

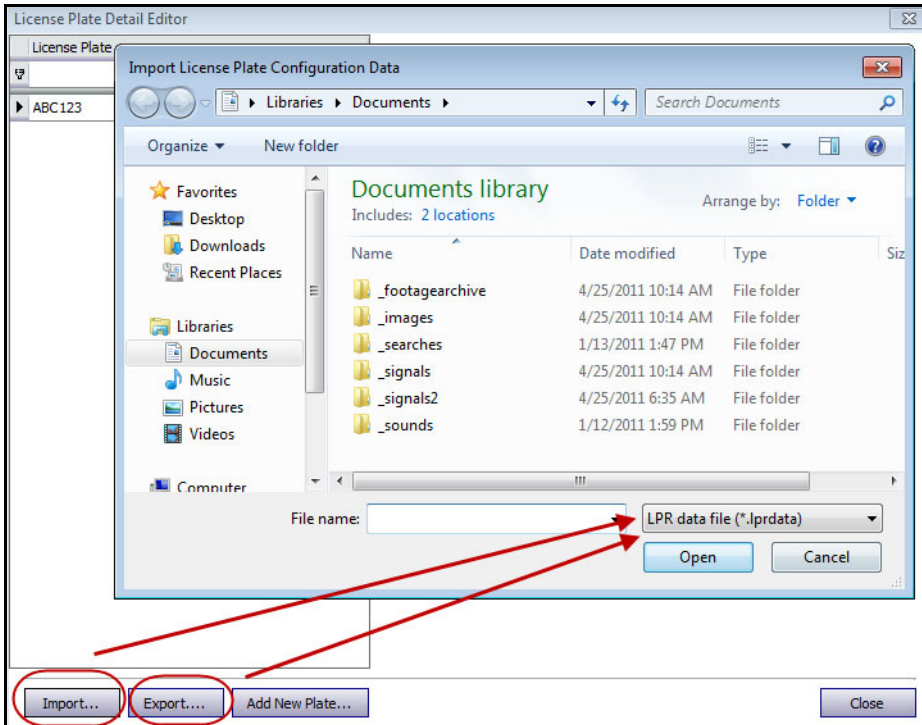


Figure 19. File manager - Import or Export your list of licenses to manage

Activity for All Cameras

The **Activity For Cameras** view makes it easy to compare the Timelines for all or a group of cameras on all servers for the specified date range. It is also useful if you want a snapshot of all activity on all your cameras for a day

Procedure

To see activity for all cameras:

1. From the **View** menu in the main console, select **Activity for Cameras**.
2. (Optional) Click on the **Timeline** and the corresponding image is loaded in the Main View.

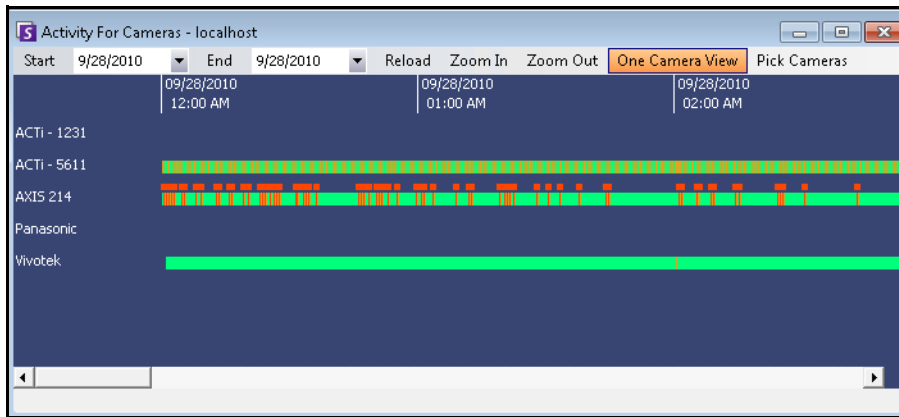


Figure 20. Activity For Cameras dialog box

- Upon altering the date range, clicking **Reload** will load all the cameras' timeline information for the new date range.
- **Zoom In** and **Zoom Out** allow you to quickly change the granularity of the time bars shown.
- **One Camera View** button uses one Video Panel to show the result of navigating with the timelines. If not depressed, then each time you click on a timeline a new Video Panel will be created.

Recent Alarms/Motion

The **Recent Alarms/Motion** feature is ideal for the following scenarios when you want to:

- see which alarms happened around a given time to determine what is going on
- prioritize alarms so that you know which of the most recent you should be dealing with
- see where there was motion to determine if an alarm setting is necessary in certain areas
- learn to differentiate between a true alarm and activity-only in your monitored area
- see recent activity/alarms if you have stepped away from your monitor for any reason

Procedure

To display the Recent Alarm/Motion JPEGs feature:

- From the **View** menu in the main console, select **Recent Alarm/Motion JPEGs**. The **Recent Alarms/Motion JPEGs** dialog box opens.

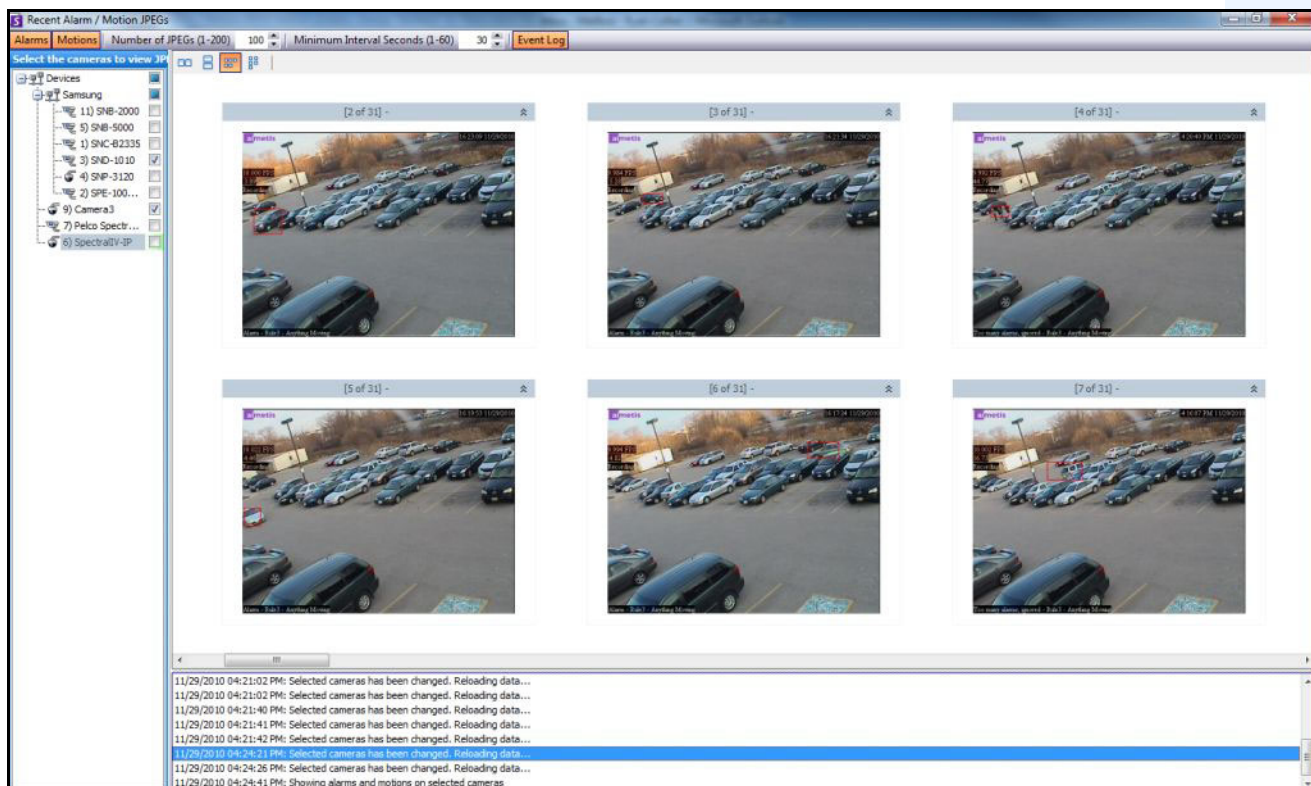


Figure 21. Recent Alarm/Motion JPEGs panel

This feature allows you to view images (JPEGs) of alarm or motion instances based on the selected cameras.

Table 1. Feature Usage

Button/Field	Description
Alarms	View unique alarm JPEGs of the selected cameras in reverse-chronological order (starting with most recent) in a sequence of instances with Minimum Interval Seconds between the alarm occurrences.
Motions	View unique motion JPEGs of the selected cameras in reverse-chronological order (starting with most recent) in a sequence of instances with Minimum Interval Seconds between the motion occurrences. This is specific to the redundant alarms that are ignored by the Alarm Log and Timeline because they have occurred within quick succession of a unique alarm. These alarms can be identified when Symphony tags them as “Too many alarms, ignored” in the Live View panel. Both Alarms and Motions can be selected at the same time, enabling both unique and redundant alarms to be displayed. Each image will have the Minimum Interval Seconds between them.
Number of JPEGs (1-200)	Limit the number of JPEGs displayed between 1 and 200, and arrange the images in different layouts, each staying consistent with the reverse-chronological ordering.
Minimum Interval Seconds (1-60)	Minimum Interval Seconds determines the number of seconds in between a set of adjacent images for a unique alarm (or motion). Reducing this setting will display a larger, more granular set of JPEGs, as there will be less time between the displayed alarm instances. Increasing the setting will, in contrast, reduce the set. Note: Changing the Minimum Interval Seconds from, for example 60 to 3, will not change the snapshots in the displayed set, but will affect new snapshots that are displayed. New snapshots will be set at the new Minimum Interval Seconds .
Event Log	View the listed changes to the cameras selected, as you click the Alarms or Motions button.
Select the cameras to view JPEGs	Select the cameras from which to view images (JPEGs).
rows/column icons representing display layout	2 medium size images in a row 2 medium size images, one above the other small images in a row - use horizontal scroll bar to view all small images in a column - use vertical scroll bar to view all

Bookmarks

You can add a bookmark for what is currently showing in the Main Video Panel. This could either be live playing video, historical playing video, or a still image. After you have added a bookmark it will appear on the **Bookmarks** menu, just like Favourites in Microsoft Internet Explorer.

Procedure

To add a bookmark:

1. From the **Bookmarks** menu, select **Add Bookmark**.
2. Enter a name for the bookmark.
3. (Optional) To make the bookmark visible to all connected users, select the **Shared** check box.
4. Click **OK**.

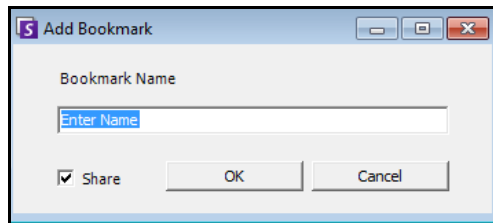


Figure 22. Add Bookmark dialog box

Procedure

To manage bookmarks:

1. From the **Bookmarks** menu, select **Manage Bookmarks**.
2. Select a bookmark to delete or share. Shared bookmarks are visible to all connected users.
3. Click **OK** to complete the action and close the dialog box.

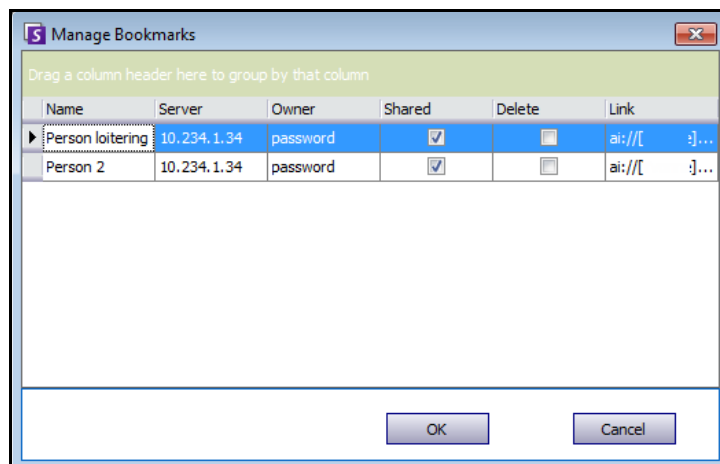


Figure 23. Manage Bookmarks dialog box

Carousels

Carousels allow you to loop through multiple cameras across multiple servers in the same server farm, pausing on each camera for a defined period of time.

Procedure

To access Carousels:

1. From the **Server**, select **Configuration**. The **Server Configuration** dialog box opens.
2. In the left pane, click **Carousels**. The **Carousels Summary** dialog box opens.

Creating or Modifying Carousels

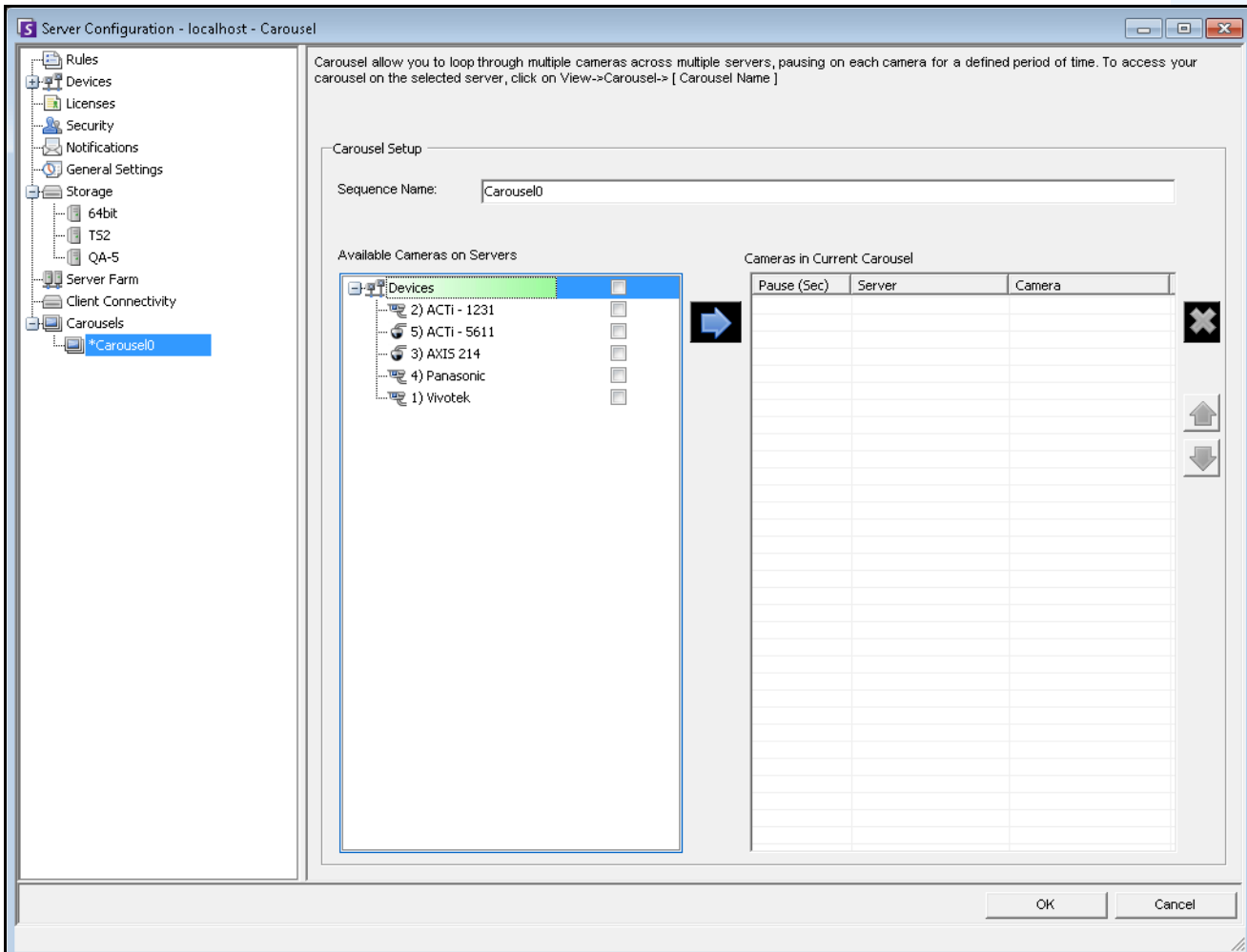


Figure 24. Server Configuration - Carousel

Procedure

To create a new carousel:

1. In the **Carousels Summary** dialog box, click **New**.
2. In the **Sequence Name** field, enter a descriptive name for the carousel.
3. In the **Available Cameras on Servers** group area, expand the **Devices** tree.
4. Select the check box associated with each camera you want in the carousel and then click the arrow to move the cameras into the **Cameras in Current Carousel** group area.



Note: The same camera can be added multiple times.

5. Define a pause time in seconds. Click in the field under the **Pause (Sec)** column to activate the field.
6. Click **OK** to save.

Working with Carousels

Procedure

To access carousels from Symphony Client:

- From the **View** menu, select **Carousels**, and then your carousel name.

To dock a carousel directly inside a Multi View:

- From the **Multi View** navigation bar, select **Carousel**.

Exporting Video

The maximum allowed video clip size in Symphony is 2 GB. You can export video from the Symphony server two ways:

- You can perform a **Search** and save it to disk from the **View Search Results** dialog box.
- You can export video by selecting a time period to export using the **Save Clip** button in the toolbar.



Figure 25. Save Clip button

Using Search

1. Perform your search. For details, see [“Searching Video by Using the Search Tool”](#) on page 50.
2. Right-click a search result from the list. Save the result in one of the following formats.
 - Click the **Export** button and select **Download AIRA**. The video will be saved in .aira format to your PC. You require Symphony Player to play .aira files.
 - Click the **Export** button and select **Download MPEG**. This will save it as MPEG4v2 format which can be played in a wide variety of media players including Microsoft Media Player.

Using Save Clip

The maximum allowed saved video clip size in Symphony is 2 GB.

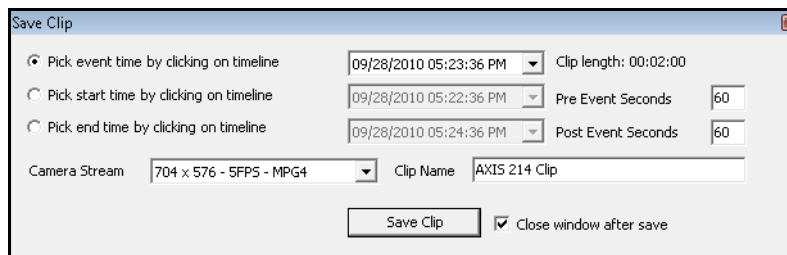


Figure 26. Save Clip dialog box

1. Click on the **Timeline** to the location you want to begin the export.
2. Click the **Save Clip** button in the toolbar. The **Save Clip** dialog box opens.
3. By default Symphony sets parameters for a movie clip starting 60 seconds before the timeline clicked time, until 60 seconds after it. Alter these settings as necessary.
 - a. Select the **Pick start time by clicking on timeline** option and then click on the **Timeline** at the location you want to start the export.
 - b. Select the **Pick end time by clicking on timeline** option and then click on the **Timeline** at the location you want to end the export.
4. Enter the **Clip Name** and click **Save Clip**.

Alarm ID, Camera ID, and Keyboard Navigation

In addition to navigating cameras using the Camera Tree or Site Map, Symphony supports navigation by Alarm ID, Camera ID, and keyboard navigation.

Procedure

To navigate cameras:

1. From the **View** menu in the Main Console, select **Go to**. The **Enter Address** dialog box opens. (Selecting F5 on the keyboard also opens this window.)
2. Enter the camera ID or alarm ID and click **OK**.

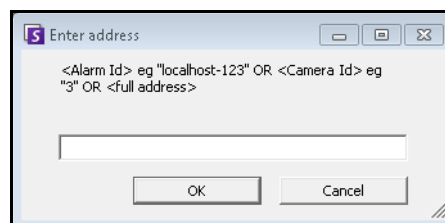


Figure 27. Navigating by Alarm ID or Camera ID

Register New Server

Symphony Server Registration allows Symphony Client to connect to a Symphony Server over a network. You need at least one server registered because the server houses the database and all configuration settings.

Procedure

To register the symphony server:

- From the **File** menu, select **New Symphony Server Registration**.

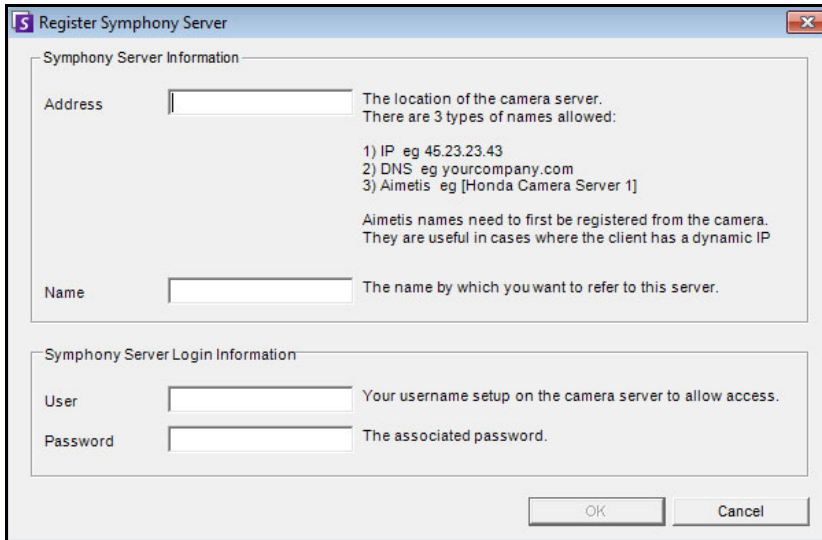



Figure 28. Register Symphony Server dialog box

- Address** - Enter the address of the Symphony Server you want to connect to. You can enter the IP address of the Symphony Server, or the Symphony Dynamic name, which was defined during installation. Aimetis provides support for Symphony Servers that are on dynamic IP addresses.
 - Dynamic names must be enclosed in square brackets. If you do not enclose the name in square brackets standard DNS resolution will be attempted.
 - If the Symphony Server is running on a nonstandard TCP port, you can suffix the address with a colon followed by the TCP port number. If you do not suffix with a port, it will try the default port, 50,000.
- Name** - This the name will appear in Symphony Client for this address. This information is not actually used to connect. Enter any descriptive name.
- User** - A username with access to connect to the server.
- Password** - The password that is set up for the User.

Example 1	Valid Addresses
	symphony1.toyotacentral.com - standard DNS 65.43.45.25 - IP address [constructix] - dynamic name jakescomp.fire.com:9080 - standard DNS with TCP port [constructix2]:80 - dynamic name with TCP port

Using PTZ Cameras

When working with PTZ cameras, you can set multiple home positions (for a camera tour), and pan, tilt and zoom right from Symphony Client using a standard keyboard and mouse.

To move the camera you can:

- Use the PTZ navigation controls (PTZ button on the toolbar)
- Left-click the mouse to zoom in on a region and right-click to pan. See [“Using the Mouse to Control a PTZ Camera” on page 79](#).
- Connect a USB joystick to the client PC running Symphony Client. See [“Using a USB Joystick” on page 80](#).

Using the PTZ Controls

Procedure

To open the control dialog of the dome or PTZ camera:

- Click the **PTZ** toolbar button, or from the **View** menu, select **PTZ Controls**. PTZ Navigation is summarized as follows.
 - The arrows move a dome or PTZ camera up and down, left and right. A fixed camera will be digitally moved (must be digitally zoomed first).
 - The +/- allows you to digitally zoom in or out (fixed camera), or optically zoom in and out (dome or PTZ cameras).
 - Clicking the **Home** icon will automatically bring the camera back to its user-defined Home Position.
 - The numbers represent camera tour locations and provide easy navigation.
 - **Lock/Unlock** icons
 - **Rabbit** and **Tortoise** slider controls speed.

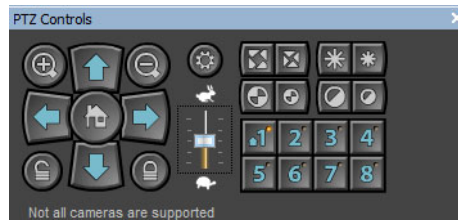


Figure 29. PTZ Camera Controls

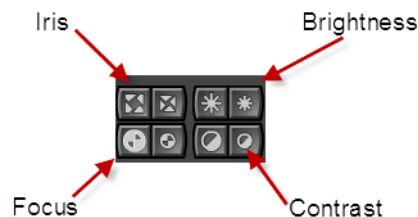


Figure 30. PTZ controls for Iris, Brightness, Focus, and Contrast

Using the Mouse to Control a PTZ Camera

Procedure

To zoom in on an area using your mouse:

1. Left click on the live view to re-center to this position.
2. Drag your mouse around the object you want to zoom on. A green box appears around the area as you drag your mouse.
3. Release the mouse button and the PTZ camera zooms on the area of interest.

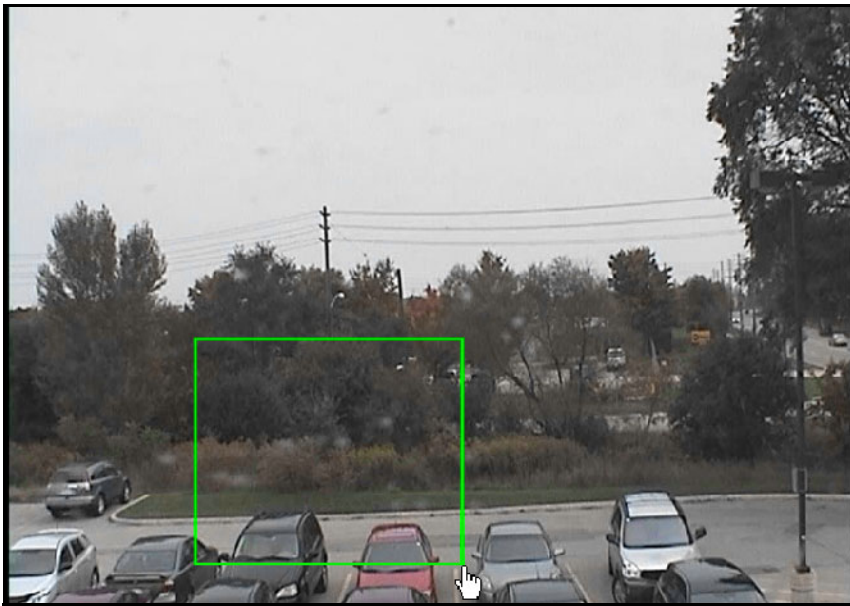


Figure 31. Zooming with mouse

Procedure

To pan using your mouse:

1. Right-click the live view to simulate a joystick control.
2. Drag the mouse in the direction you want to move the camera. A red arrow is drawn on the image.
3. Adjust the length of the line to control speed of the camera.
4. Release the mouse button and the PTZ camera pans to the area of interest.



Figure 32. Panning with mouse

Using a USB Joystick

1. Connect a USB joystick to the client PC running Symphony Client.
2. From the **View** menu, select **Joystick**.

Advanced Usage Only

1. If the joystick sensitivity is not high enough, edit `%appdata%\aimetis\acc.ini` and change the following parameters with the default values:

```
[joystick]
maxpan=100
maxtilt=100
maxzoom=100
```

2. If response is too sensitive, then try lowering the values.
3. Save the `acc.ini` and then restart Symphony Client for the changes to take effect.

Support for AXIS T8310 Surveillance Control Board

You can use the joystick, keypad, and jog dial units of the AXIS T8310 Surveillance Control Board with Symphony. All units interact with the Main View.

To access all units in the control board from within Symphony:

- From the **View** menu, select **Joystick**.



The modules do not control Multi-View or Video Wall.

Joystick Buttons

Table 2. Joystick functions

Button	Live View Mode
J1	Go to Preset ID 1
J2	Go to Preset ID 2
J3	Go to Preset ID 3
J4	Go to Preset ID 4

If PTZ control through joystick is too fast, you can limit the speed by editing the acc.ini file.




1. Edit %appdata%\aimetis\acc.ini and change the following parameters with the default values:

```
[joystick]
maxpan=100
maxtilt=100
maxzoom=100
pollinterval=100
deadzone=20
```

- maxpan, maxtilt, and maxzoom values can range from 0 to 100
 - pollinterval values are in milliseconds
 - deadzone value is a percentage of physical x, y, and z range
2. If response is too sensitive, try lowering the values.
 3. Save the acc.ini file and restart Symphony Client for the changes to take effect.


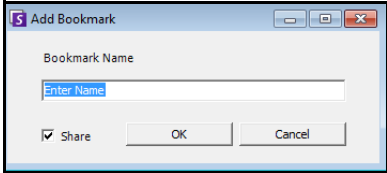



Keypad Buttons

Table 3. Keypad functions

Button	Function	Action
	Starts live video for the current camera.	Enter camera ID and click button.
	Moves PTZ camera in preset pattern.	Enter Preset ID and click button.
	Shows a historical jpeg image for a given time in the current day. (Does not start automatically.)	Enter a time (hhmm) and click button. Example: Enter 1300 and click button. A jpeg image is shown for 13:00 (1:00 pm) for the current day.

Jog Dial

Table 4. Jog Dial functions

Button	Function	Action
	Opens the Add Bookmark dialog box. 	Click to add a bookmark.
	Shows a jpeg image of the previous foreground activity from the current location in the time line.	Click to go back to previous foreground activity.
	Plays or pauses video.	Click Play/Pause as necessary.
	Shows a jpeg image of the next foreground activity from the current location in the time line.	Click to go forward to next foreground activity.
Outer dial	Changes video speed.	Turn right to play video faster. Turn left to play video at slower rate. Turn to red portion of slide to play video backwards.
Inner dial	Shows a video frame.	Turn clockwise to show next video frame. Turn counterclockwise to show previous video frame.

Quick Find

This tool allows you to search for cameras. The search text you enter can match partly or completely with the Name, Description or ID/Code of the camera. Those additional parameters are configured per camera in the **Device** configuration. The Quick Find will look for instances in the selected parameters for a match and the result will display a list of cameras.

Procedure

To open the Quick Find dialog box:

1. From the **View** menu in the Main Console, select **Quick Find**.
2. Click the drop-down arrow next to the **Find** button to reveal all search parameters.
3. Select the check boxes for the parameters you want your search to cover.
4. Click **Find**. A list of possible matches is displayed.

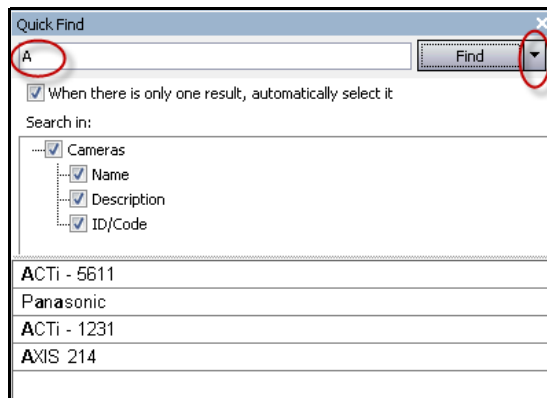


Figure 33. Quick Find dialog box

Messenger

This tool allows you to send messages to any user or user group in the system. Anyone who is logged in will see this message as a popup in Symphony Client or at the top of an Internet Explorer page.

Procedure

To use the Messenger tool:

1. From the **View** menu, select **Messenger**. The **Messenger** dialog box opens.
2. Select the users or groups to send the message to.
3. Enter your message in the message box and click **Send**.

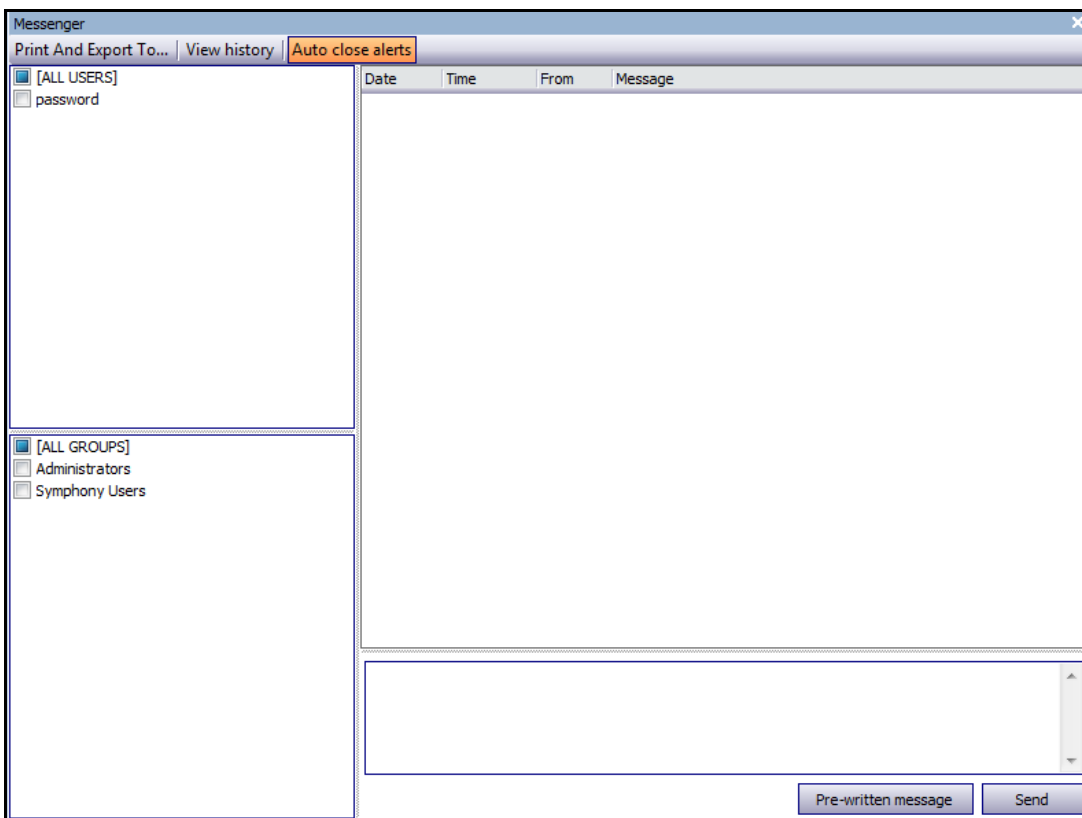


Figure 34. Messenger dialog box

Monitoring with Symphony

Monitoring alarms with Symphony is easy and efficient. Symphony has been designed to maximize human attention on the cameras that need it most. The following are guidelines as to how you can maximize the monitoring experience in Symphony.

- [“Using Multiple Monitors”](#)
- [“Using the Site Map”](#)
- [“Using Alarm Log”](#)
- [“Marking Alarms” on page 86](#)
- [“Using the Alarm Console” on page 86](#)
- [“Using the Timeline” on page 86](#)
- [“Viewing Activity for all Cameras” on page 86](#)
- [“Using a Carousel” on page 86](#)
- [“Disabling Alarms” on page 86](#)

Using Multiple Monitors

For most users, using one monitor with Symphony Client is fine. The Main Console displays and summarizes activity across your enterprise adequately. For more advanced users or monitoring stations, the ability to see multiple windows and cameras at once may be a requirement. Symphony Client supports multiple monitors (the number of monitors depends on your PCs ability to decompress multiple video streams). This gives you the ability to display the Main Console in one screen, and the Multi-Live on the other display. The Multi-Live view can be configured to automatically update which cameras are displayed, focusing your attention on only those cameras where activity is detected by Symphony. It is also easy to manually drag and drop cameras into a Multi-Live view window, by left clicking a camera and dragging it into a Multi-Live view pane. Using two monitors with Multi-live and the Main Console makes this less awkward and more efficient.

Using the Site Map

To navigate to different cameras (to see a live view) simply left click on the Site Map on the camera you wish to see. You can also drag a camera from the Site Map into a Multi-Live view pane.

The colours of the camera indicate camera status.

- Green - a normal video signal is detected, but no activity is detected
- Yellow - activity is detected
- Red - an alarm has occurred on the camera
- Grey - the camera signal is lost
- White - problem with Symphony on that camera

Using Alarm Log

The **Alarm Log** in the Main Console is much like your email inbox. Symphony Client can be connected to multiple Symphony Servers at once. Each time an Symphony Server causes an alarm, it pushes a message to Symphony Client, and a new alarm entry appears in the Alarm Log. Simply click on new Alarms as they come in, and Symphony will automatically jump to the correct server and camera which caused the Alarm, allowing you to quickly inspect the video content.

Marking Alarms

After a new alarm comes in, and you have inspected the alarm, you can mark the alarm as a real alarm, or a false alarm, with your additional notes. This allows security administrators to generate reports on how many alarms were detected by Symphony, the response time by security personnel, and keep track of real alarms to false alarms.

Using the Alarm Console

The **Alarm Console** enables you to respond to alarms through your Internet connection, provided that you have a speaker configured on the remote location. When alarms arrive through the **Alarm Log**, and you have assessed the alarm, marked it as false or real and added comments, you may choose to use the **Alarm Console** to engage a perpetrator. With the **Alarm Console**, you can speak, play sounds and more.

Using the Timeline

The **Timeline** is an integrated display within the Main Console. The **Timeline** summarizes the activity per bar on a 30 minute basis. It is a quick way to know whether activity was detected before or after the alarm, without having to manually review video. If there is some activity summarized on the **Timeline**, simply click on it to view a still image of that event. To watch video playback, simply click **Play** on the bottom navigation bar.

Viewing Activity for all Cameras

The **View Activity for all Cameras** dialog box allows you to see a merged Timeline of multiple cameras. Through the Main Console, the currently selected camera's Time Graph is visible, but if you want to compare that with other cameras, you can see this summary through the **View Activity for all Cameras** dialog box.

Using a Carousel

A carousel is a user-definable group of cameras that will loop through on a pre-determined schedule.

Disabling Alarms

If too many alarms are coming in from a particular server or camera, you can temporarily disable alarms so the **Alarm Log** is not flooded with nuisance alarms.

Alarm Console

The **Alarm Console** lets you manually speak or play a sound at a remote Symphony server installation. This is useful when manually responding to an alarm event in real-time, where you may wish to ward off trespassers.

Procedure

To access the Alarm Console:

- From the **Server** menu, select **Alarms Console**.

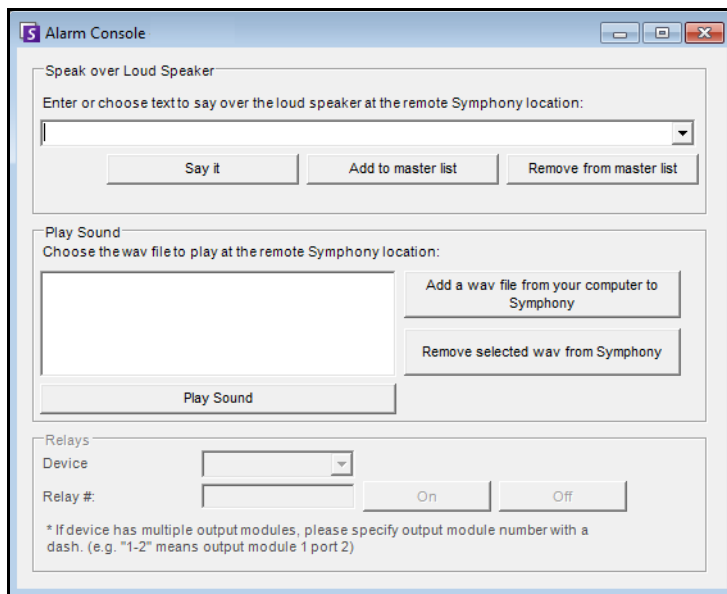


Figure 35. Alarm Console

Feature	Description
Speak over Loud Speaker	You can enter text that will be played at the remote location. The master list is a text file that contains different spoken strings, and it appears in the This is private property field. This content is specific to each installed Symphony Client. If you have multiple people connecting to the Symphony server from different locations, they will each have their own list of things that they can say.
Say it	After entering new text in the Speak over Loud Speaker drop-down box, or selecting existing phrases from the drop-down box, click Say it to play the text at the remote location. Symphony converts the text string into voice at the remote site.
Add to master list	You can add text to the master list, which will be available as an option in the Speak over Loud Speaker drop-down list for future use.
Remove from master list	You can remove stored text from the master list.

Feature	Description
Add a .wav file from your computer to Symphony	Upload a .wav file from your local PC to the Symphony Server.
Play Sound	Symphony will play the sound you have selected in the Play Sound field.
Remove selected .wav from Symphony	Delete a sound file from the Symphony Server.
Relays	It may be useful to manually turn a relay on or off. A siren or other audible alarm can be connected to Relay inputs or outputs, or doors could be opened or closed by triggering a relay. Select the Device and Relay# (number) of the device and click On to turn on the relay or Off to turn off.

Enable or Disable Alarms for Server

Enable

The **Enable Alarms for Server** dialog box allows you to enable all alarms for the currently selected server, if they were previously disabled using the Disable Alarms for Server dialog.

Procedure

To access the Disable Alarms for Server dialog box:

- From the **Server** menu, select **Enable Alarms for Server**.

Disable

The **Disable Alarms for Server** dialog box allows you to disable all alarms for the currently selected server. This is useful in cases where all alarms should be disabled for a period of time on the server. This is faster than manually disabling individual Rules.

Procedure

To access the Disable Alarms for Server dialog:

1. From the **Server** menu, select **Disable Alarms for Server**.
2. Specify the amount of time to disable the alarms for the current server.

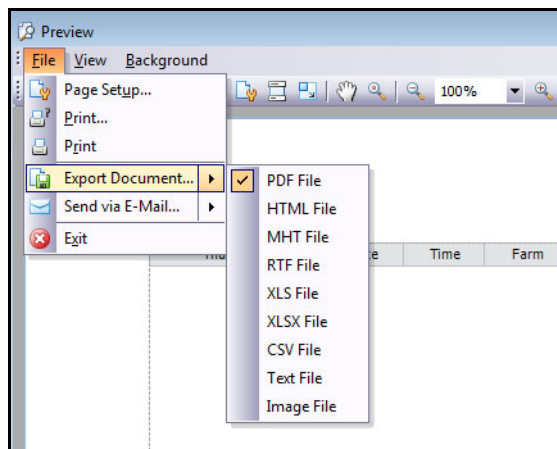
Marking Alarms

The **Alarm Log** dialog box shows a list of alarms for connected servers.

Procedure

To mark an alarm:

1. Right click on the alarm you wish to mark. (Multiple alarms can be marked simultaneously if you select a range of alarms using standard Windows click followed by **Shift**-click or **Ctrl**-click.)
2. Select an action to perform:
 - **Print and Export To** - The **Preview** dialog box opens. You can export to various files types, print the alarm information or send the information via email.



- **Mark As Alarm** - To mark as a real alarm without leaving comments.
 - **Mark as False Alarm** - To mark as a false alarm without leaving comments.
 - **Mark as Real Actionable** - To mark as Actionable.
 - **View Alarm Details** -To add comments to the alarm.
 - **Highlight New Alarm** - To automatically select new alarms when raised and switch cameras and show the alarm image in the main view.
3. Click **Save** when finished.

Reports

Symphony comes standard with the following reports.

- **Object Counts Across a line** - Textual report which shows counts across a user definable line per camera
- **Heat Map Image** - Graphical report which overlays traffic patterns on image
- **Object Counts** - Textual report which summarizes in table form object counts across many cameras
- **Object Statistics** - Graphical report which compares object traffic and dwell time
- **Alarm Counts** -Textual report which summarizes alarm totals

Procedure

To access the Reports dialog:

1. From **Reports** menu, select **Manage**. The **Reports** dialog box opens.

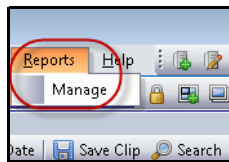


Figure 36. Main menu - Reports>Manage

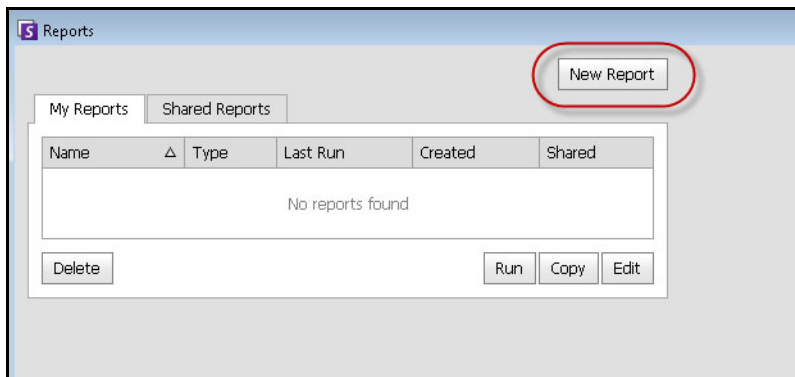


Figure 37. Reports dialog box

- **New Report** - Click New Report to create a new Report.
 - **Edit** - To modify an existing Report, select it on the list and click **Edit**.
 - **Delete** - To delete an existing Report, select it on the list and click **Delete**.
 - **Run** - To generate an existing Report.
 - **Copy** - To copy an existing Report.
 - **Shared Reports** - Denotes whether the Report is accessible for other users or private to the current user.
2. You can design reports by clicking the **New Report** button. The **Report Designer** dialog box opens.

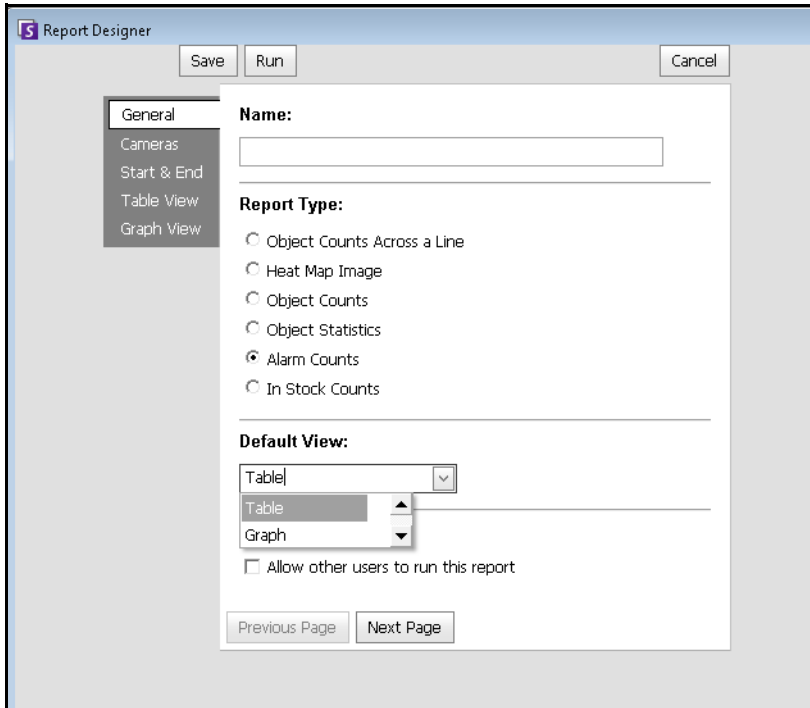


Figure 38. New Report button launches Report Designer

3. You select devices in the **Camera** tab.

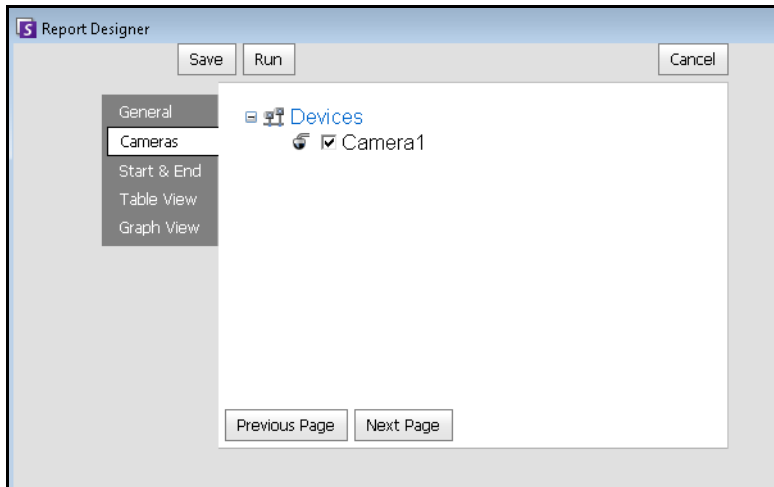


Figure 39. Selecting devices in Report Designer dialog box

4. Dates for reports are selected in **Start and End** tab.

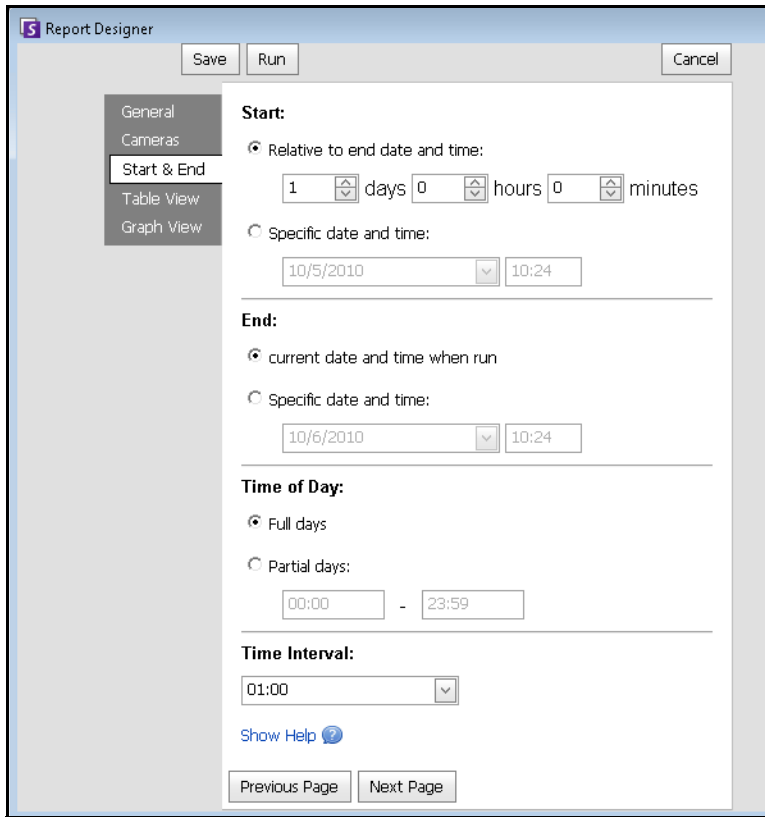


Figure 40. Selecting dates in Report Designer dialog box

5. You can run the report to be displayed in table or graph format.

The screenshot shows a report window titled 'Report: Alarm Counts on My Camera'. It has 'Table' and 'Graph' tabs, with 'Table' selected. Below the tabs are 'Export To...' and 'Columns...' options. A table displays the following data:

Date	Interval End	Time	Camera	Rule	Analytics Engines	False Alarms	Real Non-Actionable	Real Actionable	Unmarked	Thumbnail
10/5/2010	13:00:00	12:28:48	Camera1	Lost Camera Connection	Intel_VE352	0	0	1	1	
10/5/2010	13:00:00	12:45:05	Camera1	Lost Camera Connection	Intel_VE352	0	0	1	1	
10/5/2010	13:00:00	12:49:47	Camera1	Lost Camera Connection	Intel_VE352	0	0	1	1	

Figure 41. Results of running a report in Table format

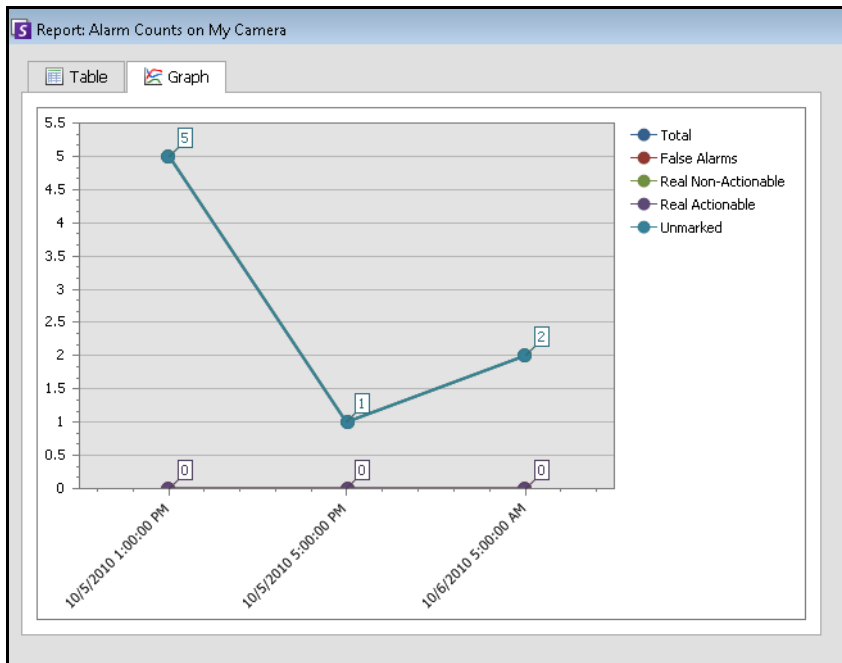


Figure 42. Results of running a report in Graph format

Object Counts Across a Line

This report allows you to generate statistics regarding the number of objects crossing a user defined line.

Procedure

To access the Object Counts Across A Line report:

1. From **Reports** menu, select **Manage**. The **Reports** dialog box opens.
2. Click **New Report**. The **Reports Designer** dialog box opens.
3. From the **General** tab, enter a description for the report in the **Name** field.
4. Under **Report Type**, select the **Objects Counts Across a Line** option.
5. Select a **Default View** of **Table** or **Graph**.
6. To share this report with other users, select the **Allow others to run this report** option. Do not select this option if you want this report to remain accessible only by you.
7. Click **Next** to navigate to the **Cameras** tab.
8. Select one or more cameras to be included in the report and click **Next**.
9. In the **Start & End** tab, define the start and end time of the report.

Option	Description
Start	Select whether to use a Relative time to execute the report or a specific date and time. For example, if this Report was saved with the intention of running it in the future, selecting a Relative start of 7 days would mean the report start time would be 7 days from each time the report is executed. Using a specific date and time is only useful if this report is intended to be run only once and not in the future.
End	If a Relative time was selected in the Start section, selecting Now would set the report time dynamically to the time the report was run. If a specific data and time was selected it is most likely that a specific date and time for the end of the report is appropriate.
Time of Day	Searching by Full Days will include all 24 hours in a day. In cases where a search should spend multiple days but only a certain period of time per say, Partial days should be selected. For example, we may search across 7 days but only 10:00 - 20:00 each day, to filter out results that happened outside of store hours.
Time Interval	Select the Time Interval to be used in the Report.

10. Click **Next** to continue.
11. Since the Objects Counts Across a Line report was selected, the **Line** tab is enabled. Move the line where objects should be counted. If another report was selected, this step will be skipped. Click **Next** to continue.
12. On the **Table View** tab, define which columns should be included in the report. Select the **Column** link and drag a column header into top header. This causes information to be grouped by the column category. By default, all available column are shown in the **Table View** unless manually removed. Click **Next** to continue.

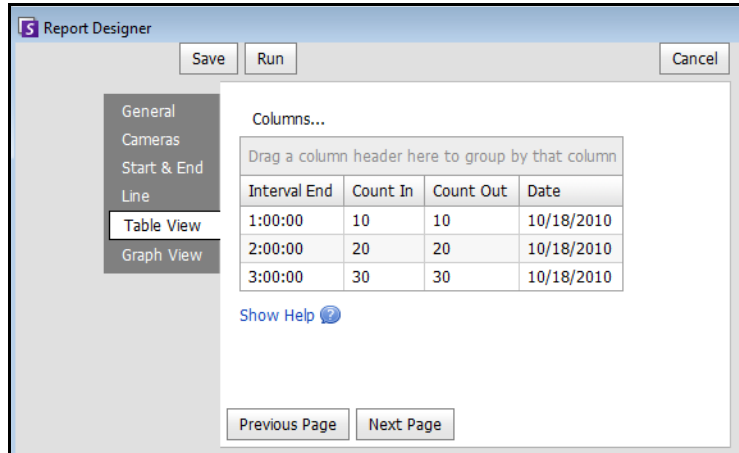


Figure 43. Columns in Report Designer

13. Define **Graph Type** and the **Graph Size** (the Graph Size is the image size of the report graphic).
14. Select **Save** and then **Run** to finish the report. After the report is run, select the **Table** tab to Export the data if necessary to Excel, CSV, PDF, or RTF format.

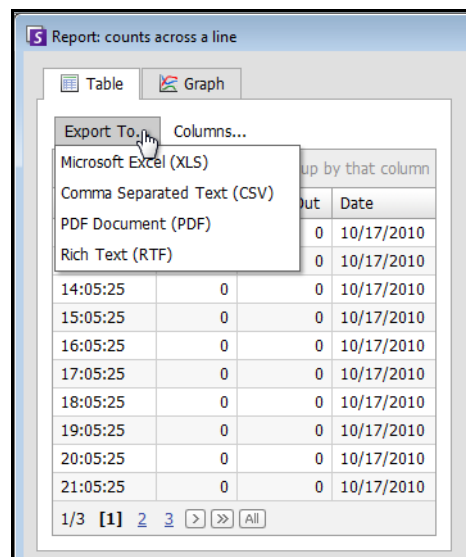


Figure 44. Exporting options

Heat Map Image

This report allows you to generate a report on the number of objects that were in different parts of the image.

Procedure

To access the Heat Map Image report:

1. From **Reports** menu, select **Manage**. The **Reports** dialog box opens.
2. Click **New Report**. The **Reports Designer** dialog box opens.
3. From the **General** tab, enter a description for the report in the **Name** field.
4. Under **Report Type**, select the **Heat Map Image** option.
5. Select a **Default View** of **Table** or **Graph**.
6. To share this report with other users, select the **Allow others to run this report** option. Do not select this option if you want this report to remain accessible only by you.
7. Click **Next** to navigate to the **Cameras** tab. This report type only supports one camera per report.
8. Select one camera to be included in the report and click **Next**.
9. In the **Start & End** tab, define the start and end time of the report.

Option	Description
Start	Select whether to use a Relative time to execute the report or a specific date and time. For example, if this Report was saved with the intention of running it in the future, selecting a Relative start of 7 days would mean the report start time would be 7 days from each time the report is executed. Using a specific date and time is only useful if this report is intended to be run only once and not in the future.
End	If a Relative time was selected in the Start section, selecting Now would set the report time dynamically to the time the report was run. If a specific data and time was selected it is most likely that a specific date and time for the end of the report is appropriate.
Time of Day	Searching by Full Days will include all 24 hours in a day. In cases where a search should spend multiple days but only a certain period of time per say, Partial days should be selected. For example, we may search across 7 days but only 10:00 - 20:00 each day, to filter out results that happened outside of store hours.
Time Interval	Select the Time Interval to be used in the Report.

10. Since the **Heat Map Image** report was selected, the **Sensitivity** tab is enabled.

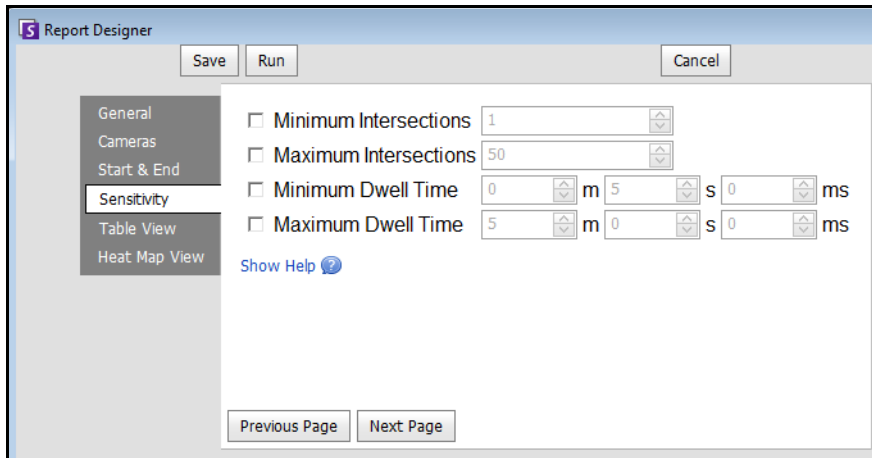


Figure 45. Sensitivity tab

11. On the **Table View** tab, define which columns should be included in the report. Select the **Column** link and drag a column header into top header. This causes information to be grouped by the column category. By default, all available column are shown in the **Table View** unless manually removed. Click **Next** to continue.
12. Define if the **Object Paths** or the **Object Dwell Time** will be the default graphic shown when the report is finished.
13. Click **Add Zone** each time a specific area in the scene is to be included in the report.
 - a. Click the **Zone** name, such as **Zone 0** to edit the name of the box
 - b. Click **Update** to save changes.
 - c. (Optional) To delete a zone, click the zone name (for example, click on the name **Zone 0**) and click **Remove Zone**.
14. Select **Save** and then **Run** to finish the report. After the report is run, select the **Table** tab to Export the data if necessary to Excel, CSV, PDF, or RTF format.

Object Counts

This report allows users to generate a report on the number of objects that were tracked inside the Motion Mask of the camera.

Procedure

To access the Object Counts report:

1. From **Reports** menu, select **Manage**. The **Reports** dialog box opens.
2. Click **New Report**. The **Reports Designer** dialog box opens.
3. From the **General** tab, enter a description for the report in the **Name** field.
4. Under **Report Type**, select the **Object Counts** option.
5. Select a **Default View** of **Table** or **Graph**.
6. To share this report with other users, select the **Allow others to run this report** option. Do not select this option if you want this report to remain accessible only by you.
7. Click **Next** to navigate to the **Cameras** tab.
8. Select one or more cameras to be included in the report and click **Next**.
9. In the **Start & End** tab, define the start and end time of the report.

Option	Description
Start	Select whether to use a Relative time to execute the report or a specific date and time. For example, if this Report was saved with the intention of running it in the future, selecting a Relative start of 7 days would mean the report start time would be 7 days from each time the report is executed. Using a specific date and time is only useful if this report is intended to be run only once and not in the future.
End	If a Relative time was selected in the Start section, selecting Now would set the report time dynamically to the time the report was run. If a specific data and time was selected it is most likely that a specific date and time for the end of the report is appropriate.
Time of Day	Searching by Full Days will include all 24 hours in a day. In cases where a search should spend multiple days but only a certain period of time per say, Partial days should be selected. For example, we may search across 7 days but only 10:00 - 20:00 each day, to filter out results that happened outside of store hours.
Time Interval	Select the Time Interval to be used in the Report.

10. On the **Table View** tab, define which columns should be included in the report. Select the **Column** link and drag a column header into top header. This causes information to be grouped by the column category. By default, all available column are shown in the **Table View** unless manually removed. Click **Next** to continue.
11. Define **Graph Type** and the **Graph Size** (the Graph Size is the image size of the report graphic).
12. Select **Save** and then **Run** to finish the report. After the report is run, select the **Table** tab to Export the data if necessary to Excel, CSV, PDF, or RTF format.

Object Statistics

This report allows users to generate a report on the number of objects that were in different parts of the image.

Procedure

To access the Object Statistics report:

1. From **Reports** menu, select **Manage**. The **Reports** dialog box opens.
2. Click **New Report**. The **Reports Designer** dialog box opens.
3. From the **General** tab, enter a description for the report in the **Name** field.
4. Under **Report Type**, select the **Object Statistics** option.
5. Select a **Default View** of **Table** or **Graph**.
6. To share this report with other users, select the **Allow others to run this report** option. Do not select this option if you want this report to remain accessible only by you.
7. Click **Next** to navigate to the **Cameras** tab.
8. Select one or more cameras to be included in the report and click **Next**.
9. In the **Start & End** tab, define the start and end time of the report.

Option	Description
Start	Select whether to use a Relative time to execute the report or a specific date and time. For example, if this Report was saved with the intention of running it in the future, selecting a Relative start of 7 days would mean the report start time would be 7 days from each time the report is executed. Using a specific date and time is only useful if this report is intended to be run only once and not in the future.
End	If a Relative time was selected in the Start section, selecting Now would set the report time dynamically to the time the report was run. If a specific data and time was selected it is most likely that a specific date and time for the end of the report is appropriate.
Time of Day	Searching by Full Days will include all 24 hours in a day. In cases where a search should spend multiple days but only a certain period of time per say, Partial days should be selected. For example, we may search across 7 days but only 10:00 - 20:00 each day, to filter out results that happened outside of store hours.
Time Interval	Select the Time Interval to be used in the Report.

10. On the **Table View** tab, define which columns should be included in the report. Select the **Column** link and drag a column header into top header. This causes information to be grouped by the column category. By default, all available column are shown in the **Table View** unless manually removed. Click **Next** to continue.
11. Define **Graph Type** and the **Graph Size** (the Graph Size is the image size of the report graphic).
12. Select **Save** and then **Run** to finish the report. After the report is run, select the **Table** tab to Export the data if necessary to Excel, CSV, PDF, or RTF format.

Alarm Counts

This report allows users to generate a report on the number of alarms that occurred for a given time period. Alarms are defined by Rules.

Procedure

To access the Alarm Counts report:

1. From **Reports** menu, select **Manage**. The **Reports** dialog box opens.
2. Click **New Report**. The **Reports Designer** dialog box opens.
3. From the **General** tab, enter a description for the report in the **Name** field.
4. Under **Report Type**, select the **Alarm Counts** option.
5. Select a **Default View** of **Table** or **Graph**.
6. To share this report with other users, select the **Allow others to run this report** option. Do not select this option if you want this report to remain accessible only by you.
7. Click **Next** to navigate to the **Cameras** tab.
8. Select one or more cameras to be included in the report and click **Next**.
9. In the **Start & End** tab, define the start and end time of the report.

Option	Description
Start	Select whether to use a Relative time to execute the report or a specific date and time. For example, if this Report was saved with the intention of running it in the future, selecting a Relative start of 7 days would mean the report start time would be 7 days from each time the report is executed. Using a specific date and time is only useful if this report is intended to be run only once and not in the future.
End	If a Relative time was selected in the Start section, selecting Now would set the report time dynamically to the time the report was run. If a specific data and time was selected it is most likely that a specific date and time for the end of the report is appropriate.
Time of Day	Searching by Full Days will include all 24 hours in a day. In cases where a search should spend multiple days but only a certain period of time per say, Partial days should be selected. For example, we may search across 7 days but only 10:00 - 20:00 each day, to filter out results that happened outside of store hours.
Time Interval	Select the Time Interval to be used in the Report.

10. On the **Table View** tab, define which columns should be included in the report. Select the **Column** link and drag a column header into top header. This causes information to be grouped by the column category. By default, all available column are shown in the **Table View** unless manually removed. Click **Next** to continue.
11. Define **Graph Type** and the **Graph Size** (the Graph Size is the image size of the report graphic).
12. Select **Save** and then **Run** to finish the report. After the report is run, select the **Table** tab to Export the data if necessary to Excel, CSV, PDF, or RTF format.

Running a Report from the Web

Aimetis Symphony includes a web interface. Each server has its own web interface. The web interface is designed to mimic the windows rich client (Symphony Client) as much as possible. All core features such as Alarm Log, Timeline, Reporting and live video streaming are included.

Procedure

Task 1: Access the web interface:

1. Navigate to **http://SERVERNAME:50000** (where SERVERNAME can be your windows hostname or the IP address of the server).
2. Log in.

Task 2: Obtain the report ID:

1. Click the **Reports** link.
2. Select the report you want to run and click **Edit**. Notice that the report ID appears in the URL displayed in your Web Browser. Remember the ID.

Task 3: Prepare the report URL:

1. Enter this URL
http://SERVERNAME:50000/Reports/ReportOutput.aspx?username=<name>&password=<password>&report=<reportID> where
 - SERVERNAME is the name of host running the symphony server or IP address of the server
 - <username> is the username you used to log into Aimetis Symphony web version Task 1, step 2
 - <password> is the password you used to log into Aimetis Symphony web version Task 1, step 2
 - <report ID> is the ID you obtained in Task 2, step 2
2. Depending on the type of output you want, append one of the following format variables to the URL:
 - XLS - **&format=XLS**
 - CVS - **&format=CVS**
 - PDF - **&format=PDF**
 - RTF (rich text format) - **&format=RTF**



Note: A heat map or graph is output as a bitmap image (.bmp).

Task 4: Invoke the URL in the command line:

Use a command line program to invoke the URL to output the report. You can use a program such as CURL (<http://curl.haxx.se/download.html>)

1. For example, in the command line, enter:

```
curl -L -O <URL>, where <URL> is the URL specified in Task 3  
(<http://SERVERNAME:50000/Reports/ReportOutput.aspx?username=<name>&password=<password>&report=<reportID>
```

2. The script runs and the corresponding file is saved locally. You can create a batch script to run all the desired reports at once.

Reporting Issues to Aimetis

You can log issues with Aimetis through the Symphony Client.

Procedure

To report an issue:

1. From **Help** menu, select **Report an Issue**. The **Aimetis Symphony Error Report** dialog box opens.

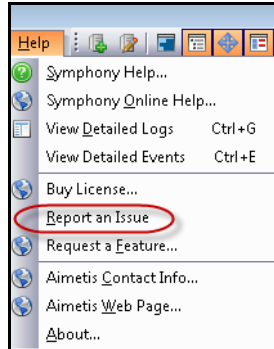


Figure 46. Main menu - Help>Report an Issue

2. Enter details and then click **Submit Report**.

Aimetis Symphony - Error Report

Report Details

Problem Description:

Support Case: New Case Existing Case

Submission Method: Upload to Aimetis Save to Desktop

Contact Information

Reporter Name:

E-mail Address:

Additional Information

Start Time: 8:00:00 AM 10/6/2010 Duration: 2 hours

Source	Name	Description
Server	[ts1-test]	Server-side log files

Submit Report Cancel Close

Privacy Policy

Ready

Figure 47. Aimetis Symphony Error Report dialog box

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