

Panasonic

Admin Console

User's Guide

Model No. **WJ-MPU955**



Before attempting to connect or operate this product,
please read these instructions carefully and save this manual for future use.

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Permission is given to reproduce or duplicate the entire “Worksheets” section at the end of this manual as needed, and the “Definition” topics within the “Configuration” section.

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Welcome

Welcome to the MPU955* Admin Console Installation and Configuration manual. This guide is organized in a logical step-by-step sequence that will allow for both an easy and accurate configuration.

First, an explanation of what MPU955 Admin Console is and how it works in a Network Security System (NSS) is presented in general terms. Next, you will be guided through installing the software, creating a configuration database, and loading the database into the Network Security System's CPU.

While creating the configuration database, you will find that many components interact with each other, and are dependent on specific values. It will be important to utilize the worksheets provided at the end of this manual to gather the data necessary to create the configuration database, and to develop an understanding of your Network Security System. These worksheets, once completed, should also be utilized when making updates or changes to the system's configuration, to ensure accurate results.

This part of the process will be explained in the **Configuration** section of this manual, which is divided into three phases: physical planning, worksheet tasks, and keying in the data.

* Throughout this document, MPU955 refers to WJ-MPU955.



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Introduction

MPU955 Admin Console enables an administrator and other users to closely control the operation of a Network Security System (NSS). Such a system can include as many as 1,024 cameras and 256 monitors. You will be guided through the process of installing MPU955 Admin Console to manage an NSS, creating the databases that dictate the operation of the NSS, and allowing an administrator to easily change the system's configuration when necessary.

Control of the System

MPU955 Admin Console enables an administrator to utilize an NSS's performance capabilities to meet the surveillance needs of a facility during initial installation, as well as when conditions change.

The NSS can be configured to help security personnel respond in different ways using MPU955 Admin Console. For example, based on:

- Time of day - such as when open to the public, closed, and after-hours cleaning and maintenance.
- Night quiet time.
- Quiet day of the week - which would be a 24-hour period of quiet time without any activity except security personnel doing rounds.
- Special business activity - such as taking physical inventory, restocking, and doing routine maintenance of special equipment.
- Visits by celebrities, dignitaries, or officials.

In addition, the NSS can be configured using MPU955 Admin Console to allow for quick responses to unexpected disruptions of normal activity that could be caused by power, fire, police, health, or other emergencies.

How It Works

MPU955 Admin Console is a management tool that maintains tracking, reporting, and functional relationships between the various components in a network security system.

Configuration Management

It is possible for MPU955 Admin Console to maintain several separate configurations for a given system.

One configuration, for example, could differ greatly from the typical configuration used, because its purpose may be to watch over a particular activity, such as the taking of an equipment and supplies inventory when the facility is closed to the public.

User Control

In addition to controlling individual cameras, MPU955 Admin Console provides the user with selections from lists of presets and sequences.

- If the user chooses a group preset (not currently supported), a group of monitors will display a set of video outputs from a group of cameras at preset positions.
- A sequence, on the other hand, is a system-controlled series of views - one of several cameras on one monitor (a Tour Sequence) or of group presets (a Group Sequence on several monitors – not currently supported).

What Happens Next

Installing the MPU955 Admin Console software only takes a few minutes and is very simple to complete. A series of Windows dialog boxes guide the installation onto the PC.

The subsequent task of configuring the software, once installed, can range from modest, for a small system, to complex, for a very large system, such as in an airport.

When it comes to security surveillance, all potential contingencies should be considered when planning a system's functionality. MPU955 Admin Console is the tool that simplifies this process.

Installation

Part of installing MPU955 Admin Console means copying program files from a CD-ROM onto the hard drive of a dedicated PC. MPU955 Admin Console is a tool that allows an administrator to configure the NSS (Network Security System) with information compiled about components and users, and to use well-planned presets and sequences.

System Requirements

As with any PC application that must be reliable, MPU955 Admin Console should be the primary program running on the computer it is installed on. There should be little other than MPU955 Admin Console running on the same computer.

Minimum Hardware Requirements

- PC with an Intel® Pentium® III processor
- 64 MB memory
- 80 MB free hard drive space
- 10/100 Mbps Ethernet network interface card

Minimum Video Display Setting Requirements

- 256 colors
- 800 x 600 resolution

Operating System Requirements

- Microsoft® Windows® (English Version)
98SE, 2000 Professional SP4, XP Professional SP1a

Installing MPU955 Admin Console

1. Insert the MPU955 CD-ROM into the CD-ROM drive on your computer – an installation menu will appear
2. Select Admin Console and click the **Next** button – MPU955 Admin Console will begin installing automatically
3. Respond to the dialog boxes by following the directions given

What Happens Next

The next section will guide you through the phases involved with the setup and configuration of MPU955 Admin Console.

Configuration

MPU955 Admin Console configuration is a three-step process:

1. Mark copies of drawings of the facility under surveillance.
2. Fill in the appropriate worksheets provided at the end of this manual. (This will result in a survey of all the components in your system, and how they interact with one another.)
3. Enter the values collected on the worksheets into MPU955 Admin Console. (The values entered determine the operation of the Network Security System (NSS) in complete detail by creating relationships among all of the components, including the users.)

Once existing copies of the facility's drawings are marked, there is a basis for assigning logical or area/local numbers, titles, and practical names for the various components of the surveillance system. With this information, you can then continue with the MPU955 Admin Console worksheet tasks indicated below.

Worksheet Tasks

The MPU955 Admin Console worksheets aid in the collection and organization of information needed to configure the NSS. One person can complete all of the worksheets in a smaller system, but to speed up any installation, consider assigning a team of several individuals to complete different worksheets concurrently.

Perhaps the surveillance system you are working with is small enough for you to collect the required information, and input those values directly on to the MPU955 Admin Console screens.

However, if the system is more complex, it is best to gather and write down the information needed for the initial configuration of MPU955 Admin Console.

If settings need to be modified or updated in the future because of a change in surveillance needs, or changes made in the components of the system, the worksheets can be used to track past, current, and future configurations. The worksheets make it very easy to do this, regardless of the size of your system.

As with any system configuration, it is wise to keep initial and updated worksheets on file, just in case there is ever a need to re-enter the data, or troubleshoot the system.

Instructions

The title of each worksheet is the same as the title of the MPU955 Admin Console window it supports. For example, the “Operators” worksheet supports the “Operators” window. The fields that need to be filled in on the various MPU955 Admin Console windows correspond to the sequence presented on the worksheets.

Reproduce the worksheets supplied with the system.

Copy pages from the actual worksheets located in the back of this manual.

You may only need a single copy of a certain worksheet, but dozens of copies of others, depending on the components that make up your surveillance system.

Checklist

Worksheets are arranged alphabetically to make them easy to find. However, you can follow the checklist below vertically for a workable sequence.

For a team approach to information collection, use best judgment to decide how to distribute the worksheet among several individuals.

- CPU Setup
- GX Device Definition
(GX encoder or decoder)
- Camera Definition
- System Controllers
- Monitor Definition
- Operator Definition
- Digital Recorder
Definition(s)
- Alarm Input/Output
- Tour Sequences
- Camera Presets
- Group Presets
(not currently supported)
- Group Sequences
(not currently supported)
- Alarm Target Definition(s)
- Alarm Definition(s)
- Alarm Target Assignment(s)
- Camera-to-Monitor Permission(s)
- Controller-to-Camera View Permission(s)
- Controller-to-Camera Control Permission(s)
- Controller-to-Monitor Permission(s)
- Controller-to-Group Sequence Permission(s)
(not currently supported)
- Controller-to-Alarm IO Permission(s)
- Controller-to-Alarm Permission(s)
- Controller-to-Alarm Permission(s)
- Controller-to-Alarm Permission(s)
- Controller-to-Digital Recorder Permission(s)
- Operator-to-Controller Permissions
- Event Scheduler

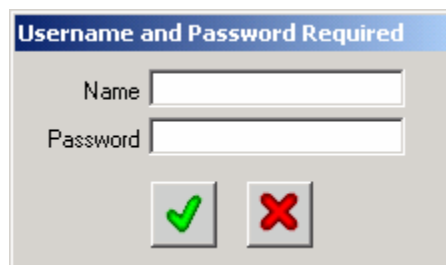
Starting the Program

To start MPU955 Admin Console:

1. **On the taskbar, click the Start button, click on Programs, click on Panasonic, and then click MPU955 Admin Console**

Logging In

Each time MPU955 Admin Console is run, this login screen will appear.



1. **Enter the user login name (default = admin) and click the green check mark (or press ENTER on your computer's keyboard)**

By default, there is no password defined.

Notes Both the user login name and password fields are case sensitive.

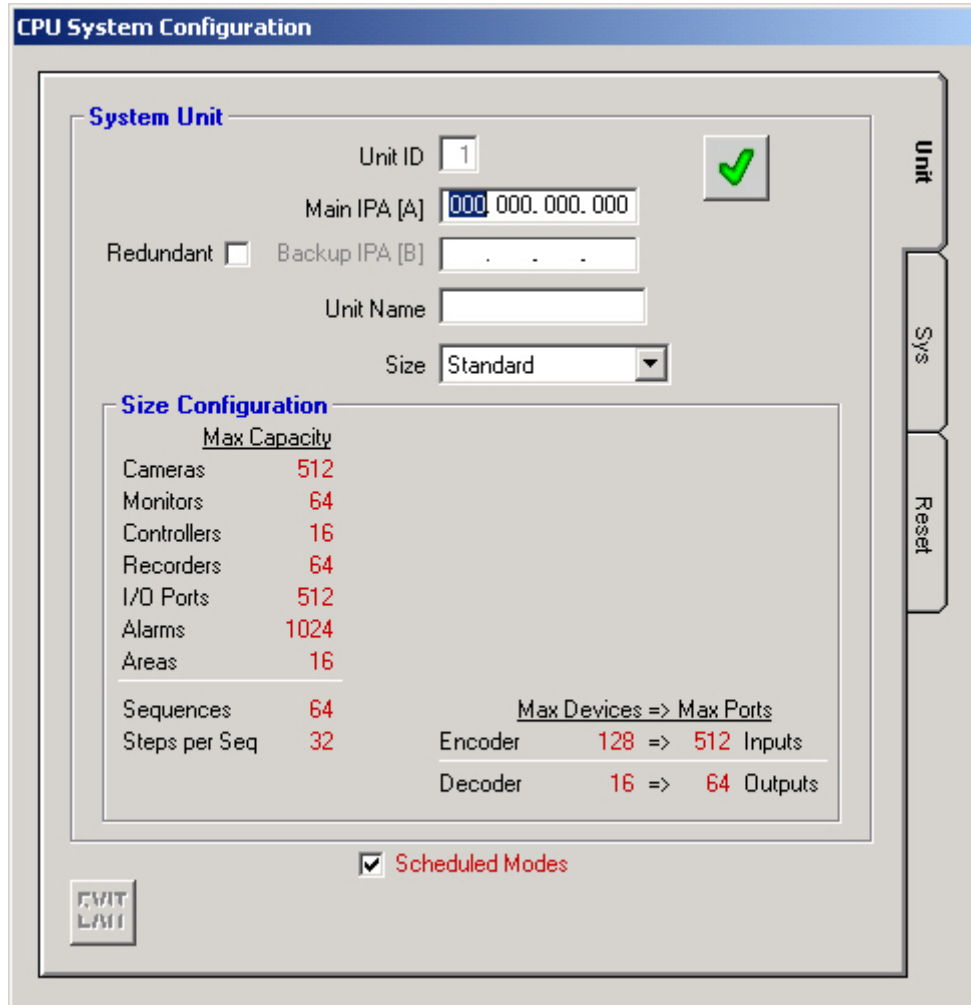
It is recommended that after entering MPU955 Admin Console the first time, that the user login name is changed, and a login password is defined, in order to control administrative access.

During the configuration, add user names and passwords at various access levels as needed. *See the Account Manager section on page 124.*

First Time Operation

CPU Setup

When MPU955 Admin Console is run the first time, the following window will appear after you enter the default login name.



On this window you must match the CPU configuration in the software with the actual CPU running the NSS.

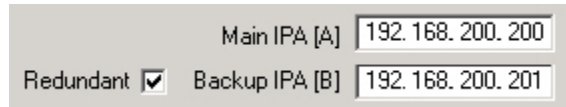
Unit ID is always “1” when using MPU955 Admin Console, as only a single system unit is supported.

1. Enter the IP address for the Main A CPU

Configuration

Ask your installer or network administrator for the IP address for the Main A CPU. This will let the MPU955 Admin Console software know where to send the configuration database later.

- 2. If your system is equipped with a redundant CPU, then select the Redundant check box and enter the IP address for the Main B CPU**



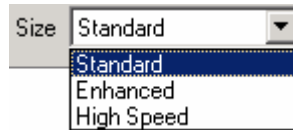
The screenshot shows a configuration window with two IP address input fields. The first field is labeled 'Main IPA [A]' and contains the value '192.168.200.200'. Below it, there is a 'Redundant' checkbox which is checked, followed by a 'Backup IPA [B]' field containing the value '192.168.200.201'.

Ask your installer or network administrator for the IP address for the Main B CPU. If the system has just a single CPU, leave the redundant check box blank. The Main B CPU IP address will not be required.

- 3. Enter a Unit Name for the system unit**

It is best if the name is practical, and easy to understand by anyone using the system.

- 4. Decide on the operational mode for the NSS CPU by choosing the size of your system from the Size drop-down menu**



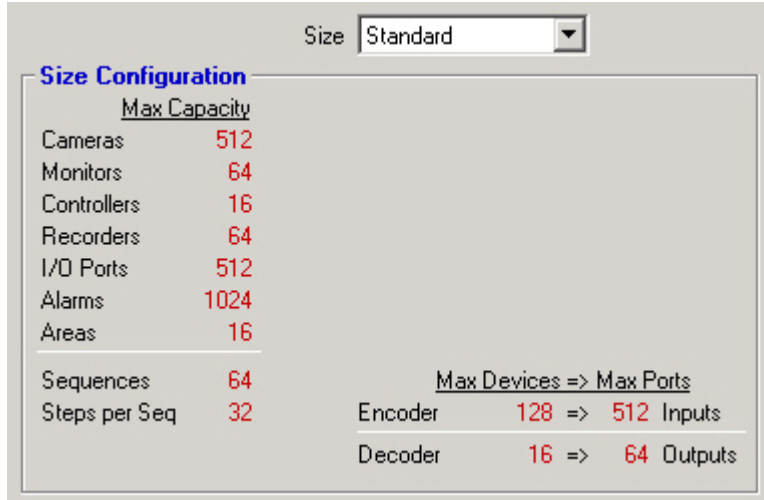
The screenshot shows a 'Size' drop-down menu with three options: 'Standard', 'Enhanced', and 'High Speed'. The 'Standard' option is currently selected and highlighted in blue.

The **Size Configuration** section of this window is where you will see the details on the size the CPU you select. As you choose Standard, Enhanced, or High-Speed, from the **Size** drop-down menu, the maximum capacities of each size will display. The maximum capacity is the largest supported number of each of the components listed. You must match the main CPU (MCP) capacity with the capacity in this window.

Configuration

Standard

If any of the components in your system exceed the maximum capacity listed, you must choose the next highest system type. For example, if the number of each of your system's components are less than the maximums listed for "Standard", but you have 65 monitors, you would need to select "Enhanced" as your system type.

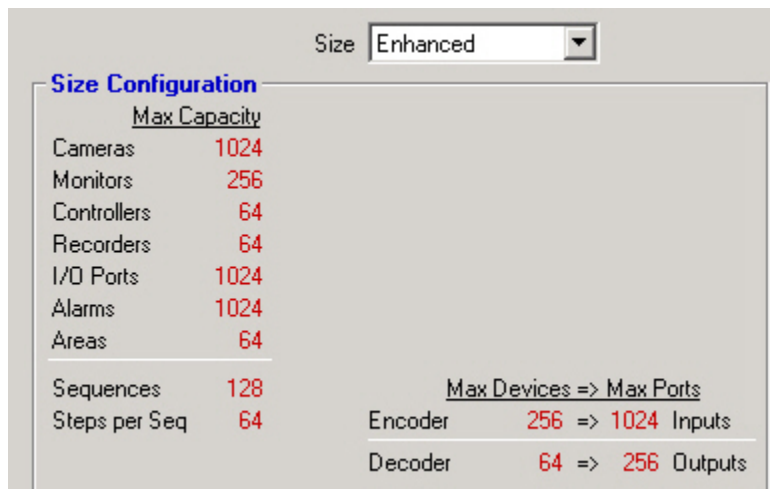


| Size Configuration | |
|--------------------|------|
| Max Capacity | |
| Cameras | 512 |
| Monitors | 64 |
| Controllers | 16 |
| Recorders | 64 |
| I/O Ports | 512 |
| Alarms | 1024 |
| Areas | 16 |
| Sequences | 64 |
| Steps per Seq | 32 |

| Max Devices => Max Ports | |
|--------------------------|-------------------|
| Encoder | 128 => 512 Inputs |
| Decoder | 16 => 64 Outputs |

Enhanced

This is the next NSS CPU type available. Using the Enhanced CPU type will increase the capacity of the system. This can be chosen as long as your system MCPUC is the correct version for this type.



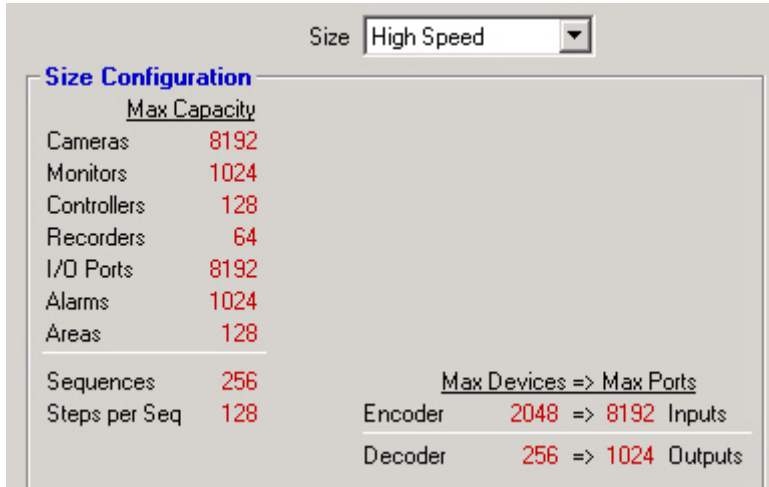
| Size Configuration | |
|--------------------|------|
| Max Capacity | |
| Cameras | 1024 |
| Monitors | 256 |
| Controllers | 64 |
| Recorders | 64 |
| I/O Ports | 1024 |
| Alarms | 1024 |
| Areas | 64 |
| Sequences | 128 |
| Steps per Seq | 64 |

| Max Devices => Max Ports | |
|--------------------------|--------------------|
| Encoder | 256 => 1024 Inputs |
| Decoder | 64 => 256 Outputs |

Configuration

High-Speed

This is the largest CPU type available, providing the capacity for handling the largest number of components.



The screenshot shows a 'Size Configuration' window with a dropdown menu set to 'High Speed'. The window displays the following capacity limits:

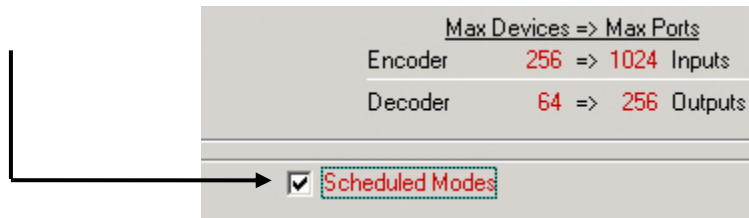
| Max Capacity | |
|--------------|------|
| Cameras | 8192 |
| Monitors | 1024 |
| Controllers | 128 |
| Recorders | 64 |
| I/O Ports | 8192 |
| Alarms | 1024 |
| Areas | 128 |

| Max Devices => Max Ports | |
|--------------------------|---------------------|
| Encoder | 2048 => 8192 Inputs |
| Decoder | 256 => 1024 Outputs |

5. After making your selection, click the green check mark to save.
6. You can then click on the EXIT button to leave this window

Scheduled Modes

If the Scheduled Modes check box is selected on the CPU System Configuration window's **Unit** tab, an administrator can configure up to four different modes of operation that can then be scheduled to become active as desired. The configuration of these modes are programmed or set by an administrator during the configuration of the system's components through MPU955 Admin Console.



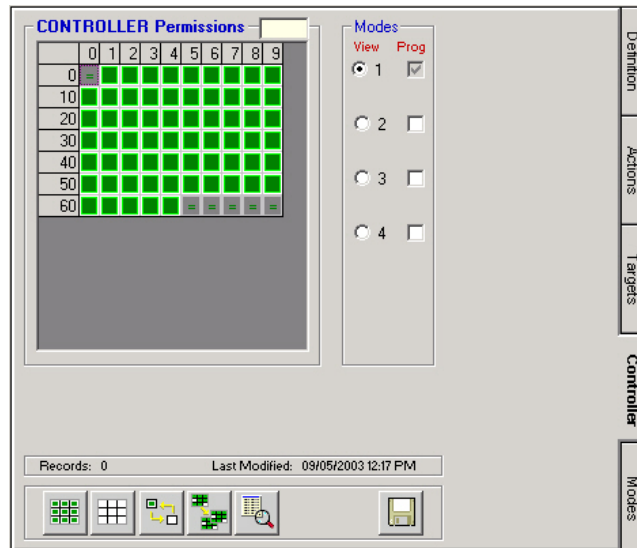
Viewing and Programming



In each of the components' permissions tabs that contain a section like the one shown to the left, modes can be viewed and programmed.

Clicking the **View** option button allows you to view permissions for the mode chosen, and defaults to programming for the same mode. In the case of the graphic to the left, mode 1 is set for viewing, and thereby programming.

The permissions grid reflects the contents of the mode whose view is selected with the View option button. In the image below, the permission grid is displaying the contents of mode 1.



More than one mode can be programmed at the same time by clicking on the **Prog** check boxes of the other mode numbers that you wish to program simultaneously. This will append, or add any permissions that are then changed on the permissions grid, but will not duplicate entire modes or overwrite existing permissions in the other modes.

The image to the left indicates that the permissions grid would now be displaying the contents of mode 3 (which is also by default being programmed), and would simultaneously be programming any subsequent changes into modes 1 and 4 as well.

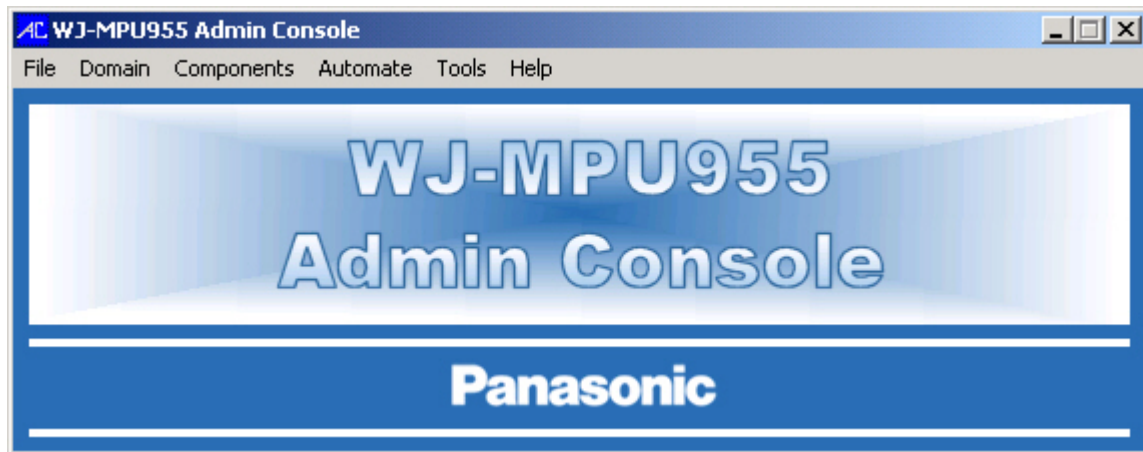
It is not necessary to perform a **Save** for each mode viewed or programmed. Saving permissions, when completed, automatically saves all four modes, regardless of the current **View** or **Prog** selection. Permissions are described on page 57.

Main Window

After entering the CPU IP address, selecting your system's size, and exiting, the following window will appear, which is the MPU955 Admin Console main window. This window will be the first one you see from now on whenever you enter MPU955 Admin Console.

The main window is the heart of the MPU955 Admin Console configuration software. Each component, sequence, setup, and management task will be accessed from the menus on this window.

Each section will be utilized in order to configure and maintain the NSS.



Database Management

The active database for this system is the one residing within the Network Security System (NSS). MPU955 Admin Console is used to create that database initially, and from that point forward works with copies of it in order to establish and maintain useful variations.

At Installation

When MPU955 Admin Console is first installed, an administrator must create and name a new database. The database is stored on the MPU955 Admin Console computer's hard drive.

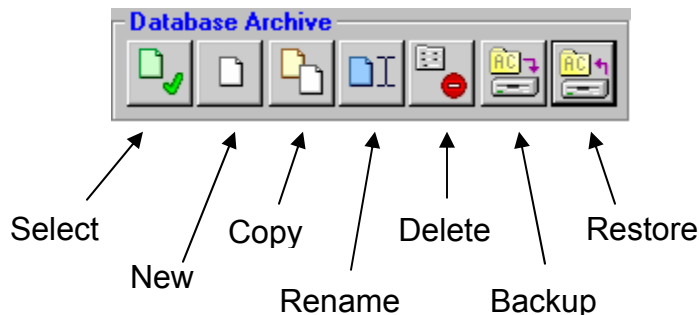
The administrator then enters all the information available about devices, components, users, and sequences, and saves these details into the database using the Database Manager.

See Creating a Database on page 17 for initial and subsequent database creations.

Database Archive

The Database Archive section of the Database Manager window is where each configuration file (database) is manipulated. Several functions that can be performed with the configuration files are selecting, creating, copying, renaming, or deleting.

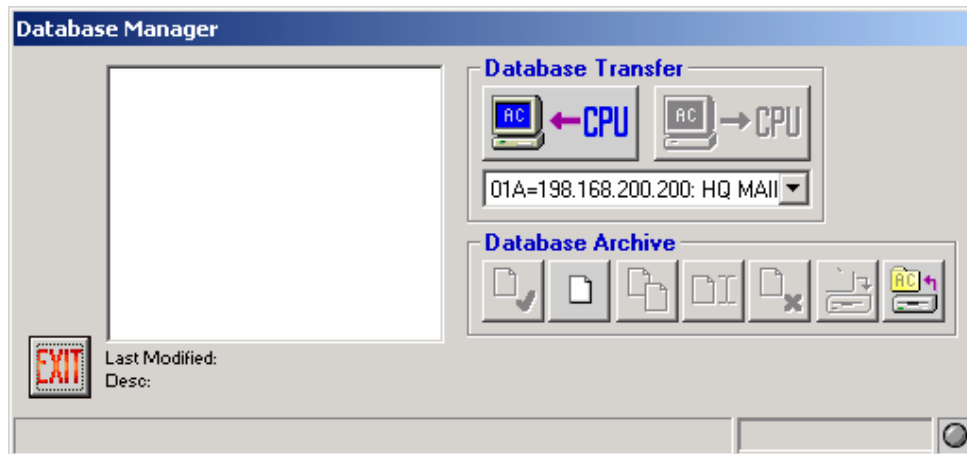
This section also includes options to backup or restore a configuration file to or from removable media or an alternate location, such as a floppy diskette or network drive.



Creating a Database

When entering Database Manager for the first time, there will not be any .adm files listed, as none have yet been created. An administrator must create and name a new database for configuration.

1. Select Database Mgr... from the File menu



2. Click on the “New” button – the 2nd button in the Database Archive section



3. Type in a new name for the new database in this field

4. Click the green check mark

Enter any name that fits in the space provided. It is best if the name is practical, and easy to understand by anyone using the system. You will be returned to the main menu after naming the database.

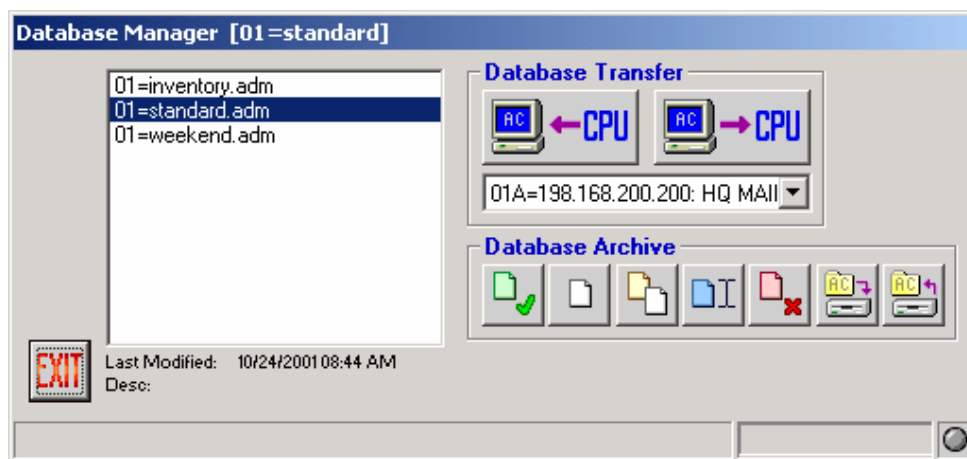
This database will reside in MPU955 Admin Console. Adding and saving information about the components and desired operation of the system will configure it.

Selecting a Database

Viewing and Reconfiguring

Whenever you wish to view or edit settings from the components, sequences, or setup choices on the main menu, you must have the database whose contents you wish to work with open. If you have just entered MPU955 Admin Console, and click on one of those options, you will automatically be prompted to select a database. The database you choose will open, and will immediately be followed by the option window you have chosen. The database you select becomes the default database for all settings until you go back to Database Manager to choose or create a different one.

1. Select the name of a database by clicking on it



2. Click the Select button - the 1st button in the Database Archive section - or double-click on the desired database

You will notice that the system unit ID number and the name of the database currently in use are displayed on the title bar of this window. In the example above, the system unit number is 01, and the database currently being used is “standard”.

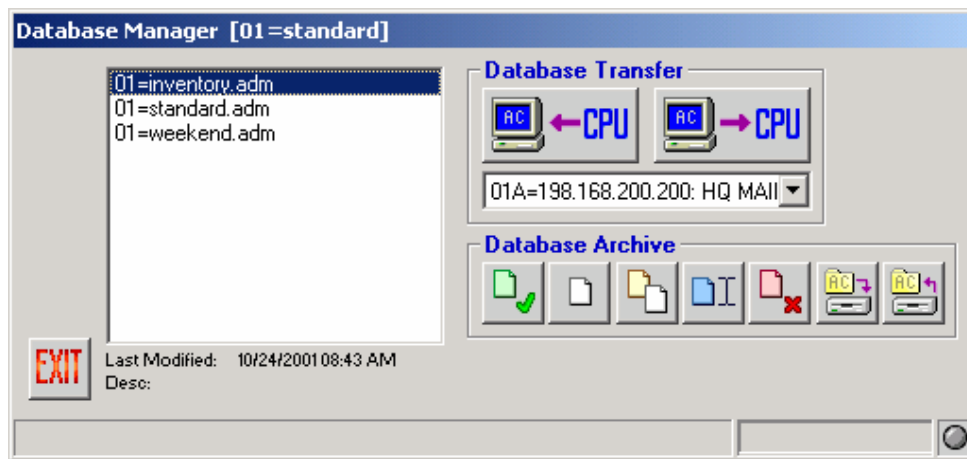
When changing the database you are working with, MPU955 Admin Console will open the selected database, making *it* the default, and will close the Database Manager window. You will be returned to the main menu, ready for the configuration or review of the database you just selected.

Copying a Database

Making Similar or Alternative Databases

An administrator can make copies of a database, as desired, and name them to reflect their purpose. This would normally be done to enable the system to respond to changing conditions and surveillance needs without having to completely recreate a database to accommodate these changes.

1. **Highlight the name of the database you wish to copy in the Database Manager window**



2. **Click the Copy button - the 3rd button in the Database Archive section**
3. **Name the copy in the space provided**



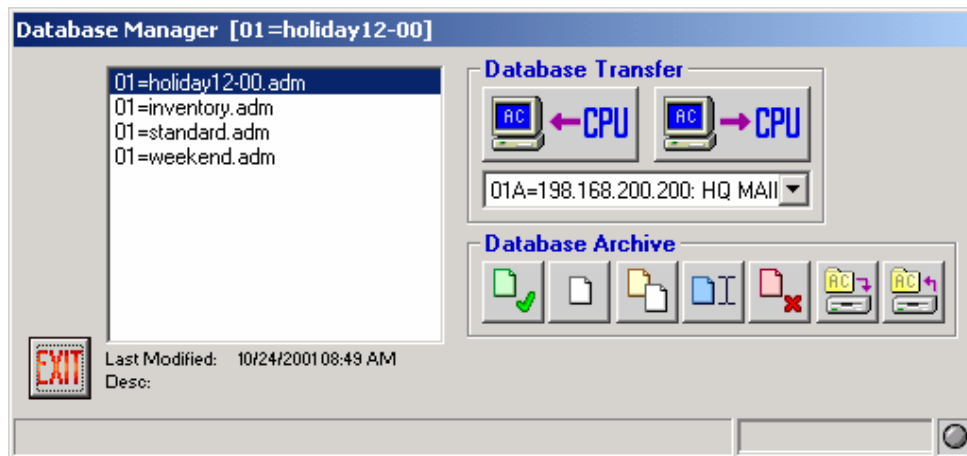
4. **Click the green check mark**

Enter any name that fits the space provided. It is best if the name is practical and easy to understand by anyone using the system.

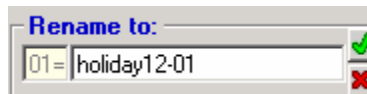
Renaming a Database

Renaming a database is useful when creating several configurations to fit the needs of specific occasions, and changing the name to ensure each file has been updated. For example, if date codes or initials are used in the name or description of a database, an administrator may want to revise the date code or user initials as necessary.

1. To rename a database, highlight a database name



2. Click the Rename button - the 4th button in the Database Archive section
3. In the “Rename to:” box, type the new name desired

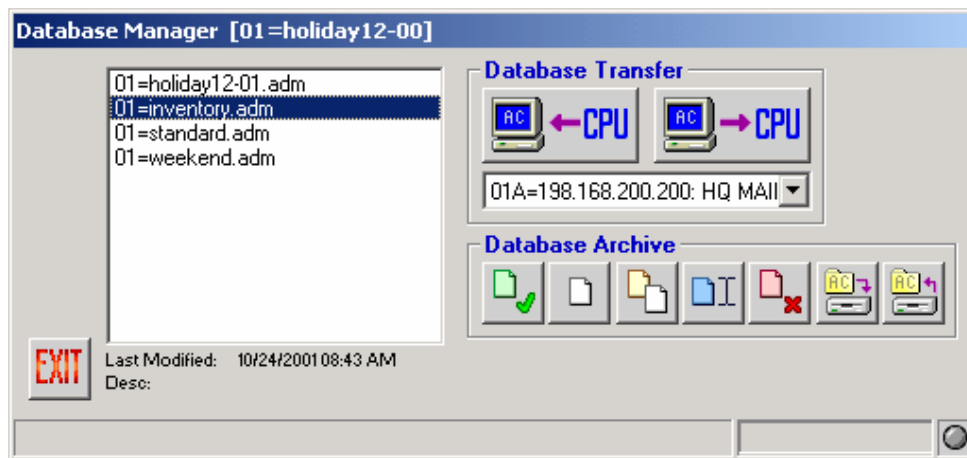


4. Click the green check mark

Deleting a Database

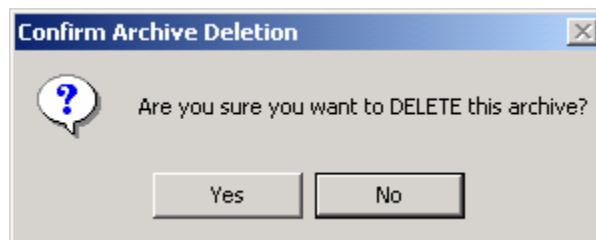
In order to reduce the number of configuration files listed in Database Manager, and thereby decrease the potential for confusion as to which file is loaded on the NSS CPU, outdated or unused configuration files can be deleted. If the files may be needed again in the future, it is recommended that you backup the files to an alternate location (*see page 22*) so they can be deleted from MPU955 Admin Console, and restored later if necessary.

1. To delete a database, highlight the database name



2. Click the Delete button - the 5th button in the Database Archive section

The following confirmation message will appear:



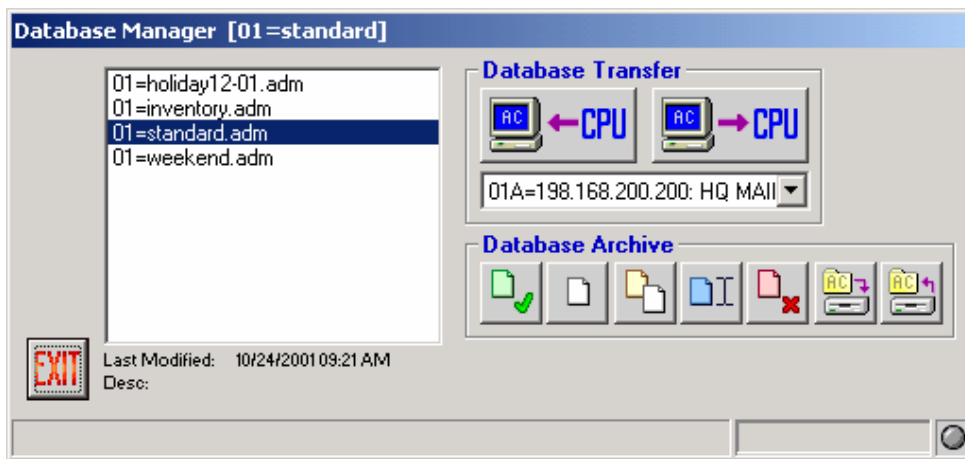
3. Click Yes to delete, or No to cancel.

Backing up or Restoring a Database

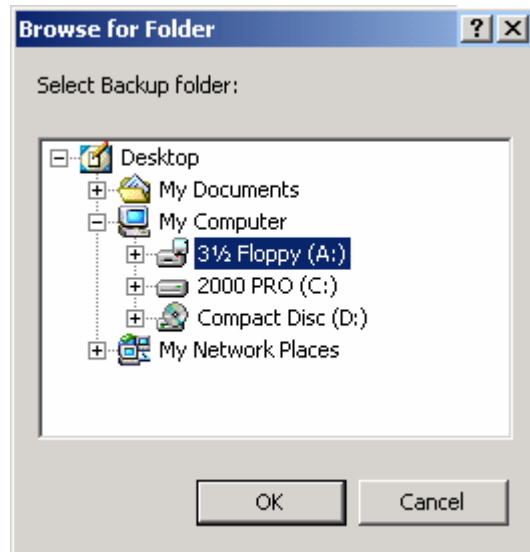
It may be necessary at times to save a copy of a particular database for backup, troubleshooting, or other purposes. MPU955 Admin Console allows an administrator to perform both backup and restore functions in order to maintain copies of the configuration files outside of the MPU955 Admin Console system.

Backing up a Database

1. Within Database Manager, highlight a database name and click the Backup button - the 6th button in the Database Archive section



The following window will appear.



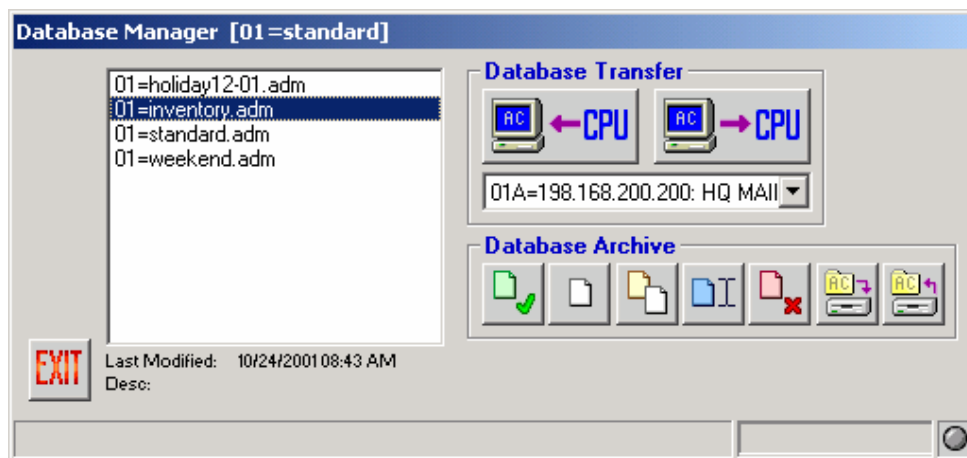
2. Choose the drive and folder you wish to backup to, just as you would in Windows Explorer
3. Click OK

This procedure will only copy the highlighted configuration file to the specified location. It will not remove it from the Database Manager.

Restoring a Database

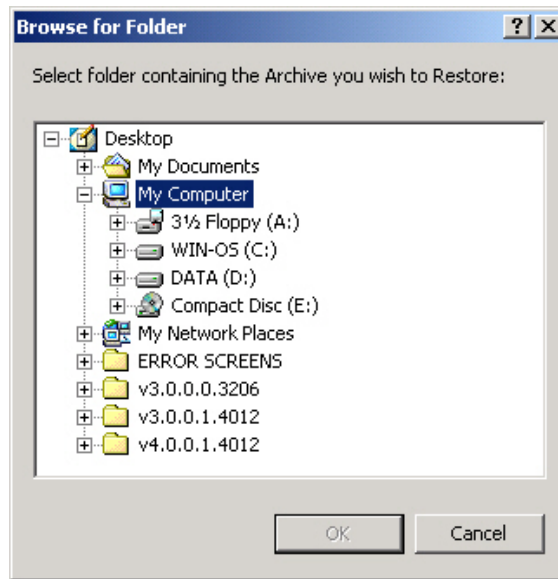
In addition to backing up a configuration file, it may also be necessary at times to restore a copy of a particular database from a backup, an e-mail, or from troubleshooting personnel. MPU955 Admin Console allows an administrator to perform a database restore from a source outside of MPU955 Admin Console.

1. Within Database Manager, click the Restore button - the last button under the Database Archive section



The following window will appear.

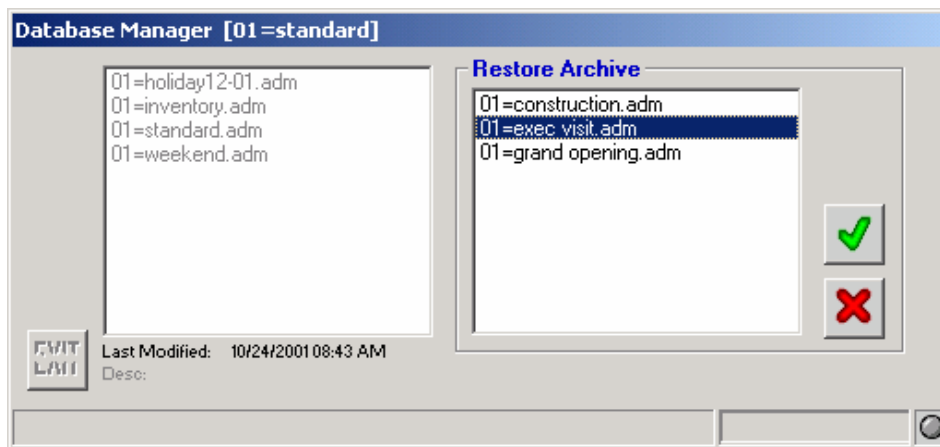
Configuration



2. **Choose the drive and folder that contains the desired .adm file, just as you would in Windows Explorer**
3. **Click OK**

Because you may have multiple files saved in the same location, the restore feature allows you to choose which file to restore.

4. **Select the desired file to restore, and click the green check mark**



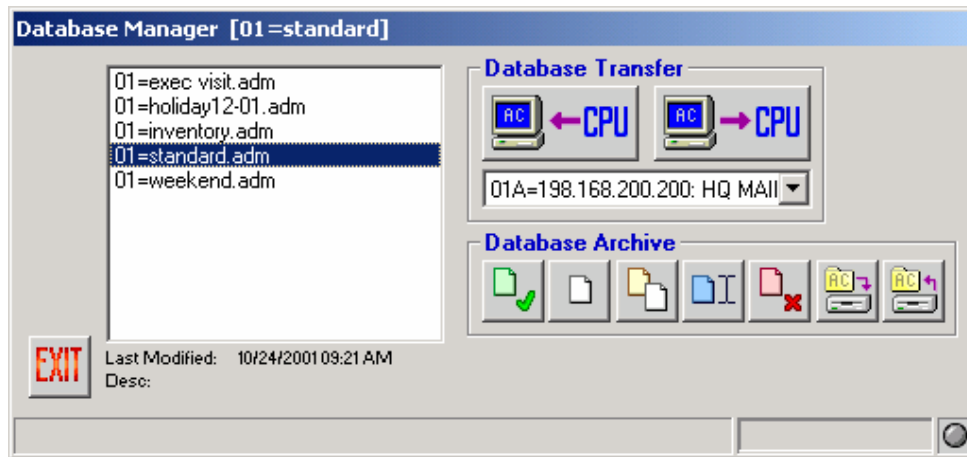
The left side of the Database Manager window represents the configuration files already stored within MPU955 Admin Console. The right side of the window represents the files stored in the folder that you have just specified.

Configuration

This procedure will copy the selected configuration file into MPU955 Admin Console from removable media or an alternate location, but will not remove it from its current location.

Getting the Current Database

In order to retrieve a copy of the configuration currently running on the system, and to bring it into MPU955 Admin Console, an administrator must retrieve it using the Database Transfer section's "GET from CPU" option. This option allows the administrator to view, modify, copy, or create new versions of the current configuration once it is imported into MPU955 Admin Console.



1. From the drop-down menu in the Database Transfer section select either 01A or 01B CPU
2. Click the "GET from CPU" button - the left button under the Database Transfer section



3. Enter the new name for this particular database in the "Save to:" box
4. Click the green check mark

A copy of the database that is currently running on the selected NSS CPU is now saved on the MPU955 Admin Console computer's hard drive. It will not be removed from the Main CPU. At this time, you may view or modify the configuration.

Loading a Database

In order to copy a configured database from MPU955 Admin Console onto the NSS Main CPU, an administrator would need to use the Database Transfer section's "PUT to CPU" option.

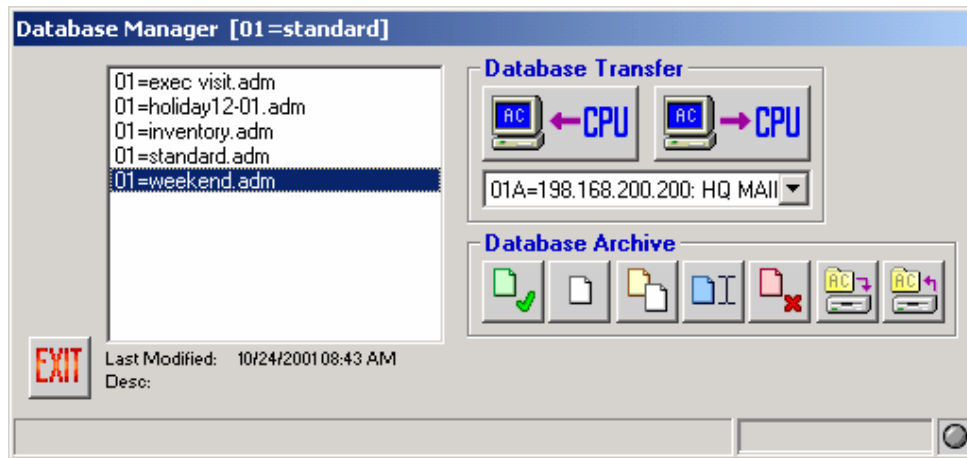
Although not mandatory, first saving the current database residing on the CPU would allow for a manual comparison of any differences prior to loading the new database. MPU955 Admin Console itself cannot detect differences. (Unless this is a first time operation.)

Warning

Putting a configuration database onto the NSS CPU will overwrite its entire existing database. It is recommended that you save the database currently running on the Main CPU under a distinctive name before loading a new database.

The following instruction will guide you through loading a database from MPU955 Admin Console to the CPU. See the Getting the Current Database section on page 25 to save the database that is currently loaded in the CPUs.

1. Select the name of the database to load by clicking on the .adm file name



2. From the drop-down menu, select the proper CPU

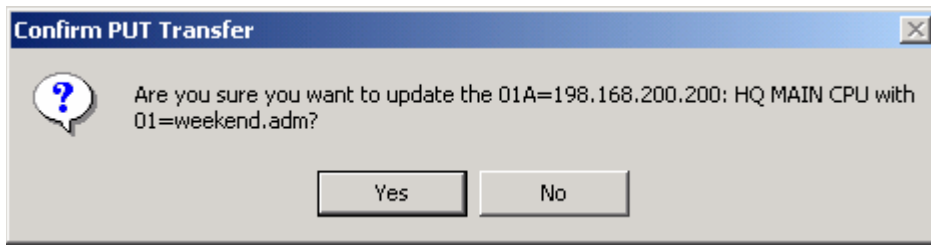
For a redundant CPU system, you must load the database onto both CPUs to ensure they are each using the same configuration.

For single CPU systems, choose 01A.

3. Click the "PUT to CPU" button - the right button under the Database Transfer section

Configuration

A “Confirm PUT Transfer” window will appear.



If you choose to continue, the new database will be loaded, overwriting the existing database, and it will remain on the CPU to run the NSS according to the configuration.

- 4. Click Yes to continue the transfer, or No to cancel**

System Configuration

The system file (##A=sys.ini – where ## is the system unit ID number) resides on the main system CPU, and contains information that is critical for proper operation. On systems with a redundant CPU, it may be necessary to modify the system file on both of the NSS CPUs individually, in order to maintain proper operation. **DO NOT** modify this file unless instructed to do so by qualified technical support personnel.

MPU955 Admin Console uses the System Configuration utility to allow an administrator to work with this file. When instructed, follow the steps below for viewing, modifying, backing up, and restoring the ##A=sys.ini file.

For the purposes of this document, the system unit ID will be 01, so the system file name will be 01A=sys.ini.

System Transfer

When performing a file transfer in the System Configuration utility, the system file is written to the MPU955 Admin Console computer's hard drive as "01A=sys.ini" and "01B=sys.ini" - depending on which CPU this function was performed. In most cases, the system file residing on the MPU955 Admin Console computer's hard drive will be an exact duplicate of the file being used on the system's CPU(s).

It is possible for the file on the local drive to differ from the one being used by the system, when using the restore function. An administrator must be very careful when using the backup and restore functions, as well as when retrieving and replacing the system file on the CPU(s). It is very important that the administrator be aware of which CPU is being updated.

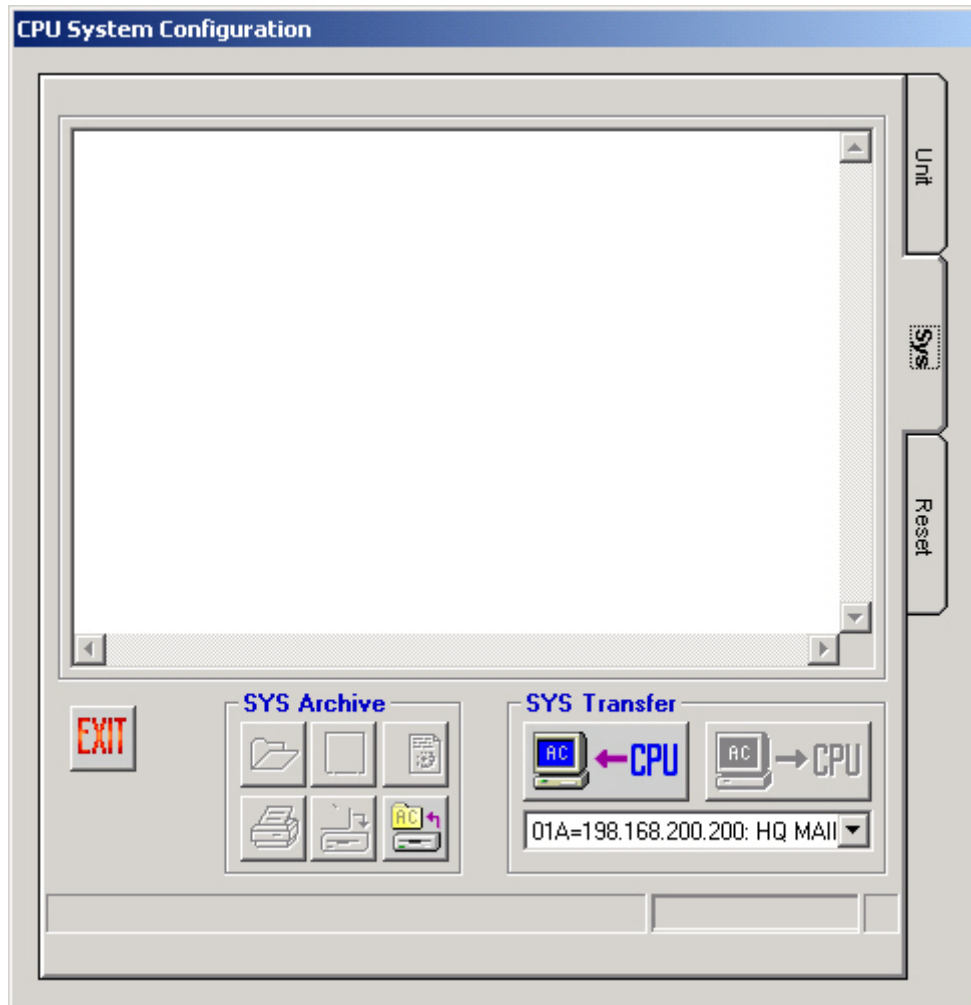
Retrieving the System File from the Main CPU

1. **Select the CPU Units command from the Domain menu**



2. **Click on the SYS tab on the right side of the window**

The following window will appear.



Choose “01A” from the SYS Transfer drop-down menu (01 is the system unit ID in this example)



3. Click the “GET from CPU” button – the left button under SYS Transfer

MPU955 Admin Console will retrieve the system file from the selected CPU and display it in the window provided.

At the same time, the system file is saved in the “\Program Files\Panasonic\GXLAC\SysIni” folder as “01A=sys.ini” (or “01B=sys.ini” if from the redundant CPU).

4. Modify the system file as needed

Modifications will not be saved on the MPU955 Admin Console computer’s hard drive until a “PUT to CPU” is performed, which replaces the system file in the CPU selected. See “Replacing the System File in the Main CPU” below, in order to send the updated file information to the system CPU.

Replacing the System File in the Main CPU

- 1. From the CPU System Configuration window (accessed by selecting the CPU Units command from the Domain menu), click on the SYS tab on the right side of the window**
- 2. Choose “01A” from the SYS Transfer drop-down menu (01 is the system unit ID in this example)**



3. Click the “PUT to CPU” button – the right button under SYS Transfer

This will replace the existing system file in the specified CPU with the modified one.

- 3. A “Confirm PUT Transfer” window will appear. Click Yes to continue with the transfer, or No to cancel the transfer**

Repeat the steps for Main B CPU, as needed, selecting “01B” from the drop-down menu in step 2 of the Retrieving the System File from the Main CPU and Replacing the System File from the Main CPU procedures. (01 is the system unit ID in this example)

Note

It will be necessary to reboot each CPU when finished so that the updated information is read and executed correctly. See Resetting the Main CPU on page 35.

Warning

01A and 01B system files differ slightly. It is not recommended that identical system files be loaded into both Main A and Main B CPUs.

System Archive



After the Main A and Main B CPU system files have been retrieved for the first time, it will be possible to view these files at a later date without actually performing a transfer. These files (“01A=sys.ini” and “01B=sys.ini”) will be stored in the “\Program Files\Panasonic\GXLAC\SysIni” folder on the MPU955 Admin Console computer’s hard drive.

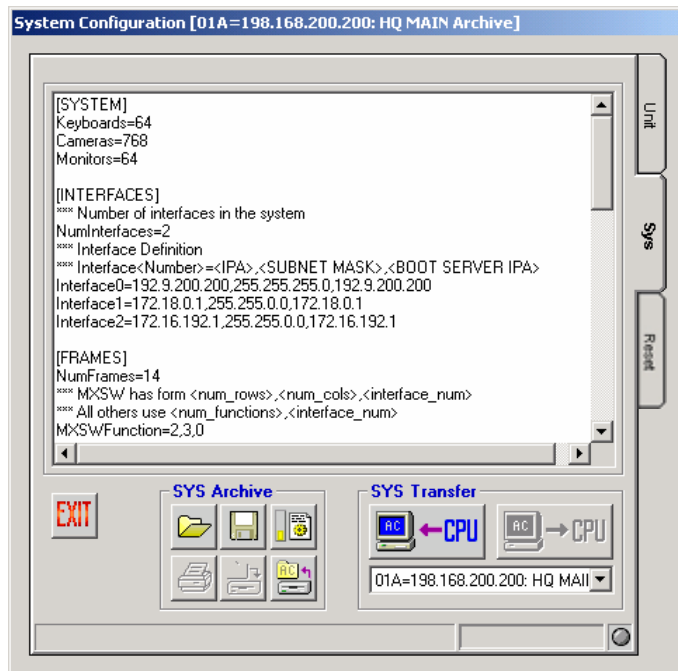
Selecting

In order to view the system file stored on the MPU955 Admin Console computer’s hard drive:

1. From the CPU System Configuration window (accessed by selecting the CPU Units command from the Domain menu), click on the SYS tab on the right side of the window
2. Choose “01A” from the SYS Archive drop-down menu



3. Click the “Select” button



Backing Up

After the “01A” and “01B” CPU system files have been retrieved for the first time, it will be possible to save these files to a different location, such as to floppy diskette. These files (01A=sys.ini and 01B=sys.ini) are stored in the “\Program Files\Panasonic\GXLAC\SysIni” folder on the MPU955 Admin Console computer’s hard drive. Performing a backup from the SYS Archive section will save a copy of the specified system file to an alternate location of your choice.

1. **Choose “01A” from the SYS Archive drop-down menu**
2. **Click the Backup button under the SYS Archive section**
3. **When the “Browse for Folder” window appears, browse to the desired location**
4. **Click the OK button**
5. **Repeat for the “01B” system file if needed**



Restoring

At some time, it may be necessary to restore or replace the current system files with a saved (backed up) version, for example, during system troubleshooting. The restore function will copy the “01A=sys.ini” and “01B=sys.ini” files from the location you specify, and put them into the “\Program Files\Panasonic\GXLAC\SysIni” directory on the MPU955 Admin Console computer’s hard drive.

1. **Choose “01A” from the SYS Archive drop-down menu**
2. **Click the Restore button under the SYS Archive section**
3. **When the “Browse for Folder” window appears, browse to the location that the saved system file resides**



This should be the location you backed the file up to.

4. **Click the OK button**

The system file (01A=sys.ini) that is stored in the “\Program Files\Panasonic\GXLAC\SysIni” folder will be replaced with the file from the location that you specified.

5. Load the restored file into the Main A CPU if desired

See “Replacing the System File in the Main CPU” section on page 30

6. Repeat for the “01B” system file, if needed

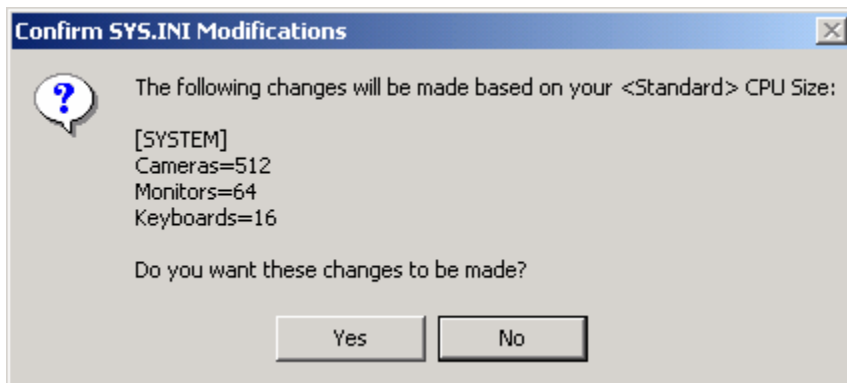
Wizard

When you want to make changes to the system file’s [System] section - which defines the values for Cameras, Monitors, and Keyboards - you can use the wizard function in the SYS Archive section of the CPU Configuration Window to do this automatically.

If the values for these components already exist in your system file, they will be edited, if necessary, to reflect the recommended settings. If the values for these components do not already exist in your system file, the wizard will add them to the system file.

1. Choose “01A” from the SYS Transfer drop-down menu

2. Click the Wizard button under the SYS Archive section.



3. When the Confirm window opens for you to confirm the changes to be made, click Yes to continue and edit the file, or click No to cancel the wizard function

Configuration

The Wizard button's appearance will change to indicate if any changes to the system file are recommended. The gauge area on the left side of this icon indicates if the [System] components' settings are: A) too low for the CPU size selected (yellow), B) matching the CPU size selected (yellow and green), or C) too high for the CPU size selected (yellow, green, and red).



Too low
for CPU
setting



Matches
CPU
setting



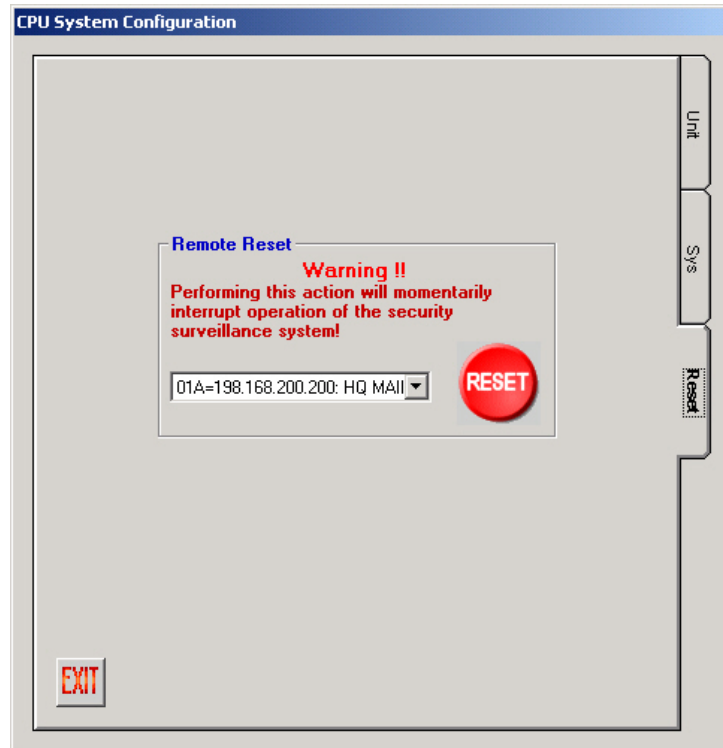
Too high
for CPU
setting

When the icon displays yellow and green, indicating that the settings match the CPU size selected, there is no action required. If the icon indicates settings are too low or too high, click the Wizard button to have the settings changed to match your system. You will then be prompted to confirm that you want the suggested modifications of the system file to take place.

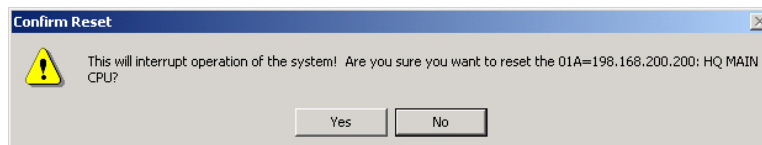
Resetting the Main CPU

After replacing the system file in the main CPU, each CPU needs to be rebooted so that the updated information is read and executed correctly (*See Replacing the System File in the Main CPU on page 30*).

1. Select the CPU command from the Domain menu, and select the Reset tab



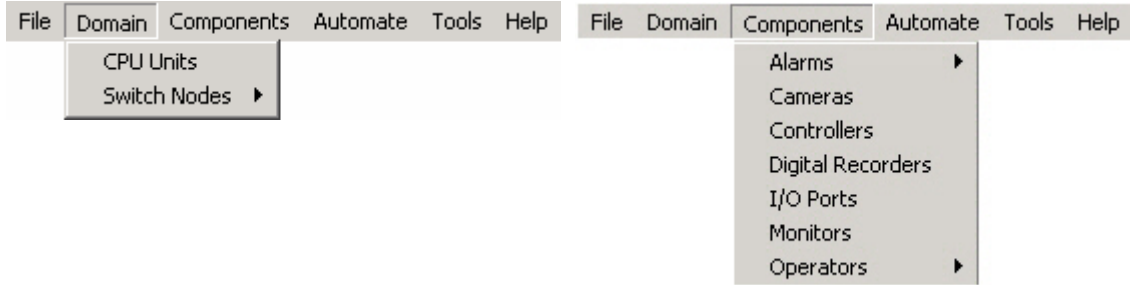
2. Select the CPU you wish to reset from the drop-down box
3. Click the red Reset button to reset the selected CPU
4. Verify that you wish to reset the selected CPU by clicking Yes on the Confirm Reset window that appears



Note If a backup CPU is in place, you will be asked to reset that CPU as well. Reset that CPU as well, so that both CPUs are using the update system file.

Input to Screen

You will begin configuring the database using the **Domain** and **Components** menus on the main window:



TIP

The title bar of each option window you enter will show the name of the main menu option being displayed, followed by the name of the current default database (.adm) file being viewed or edited. In the case below, the option being displayed is controllers, and the database file being used is standard.adm.

CONTROLLERS [01=standard]

Main menu option you are working with.

System unit number, and database (.adm) file you are working with.

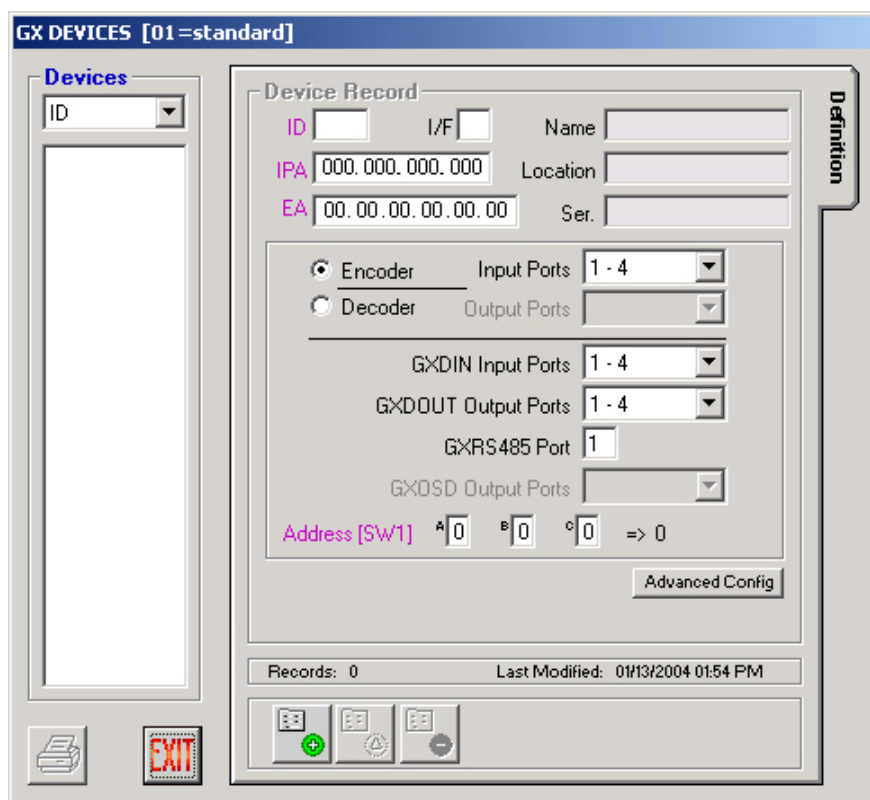
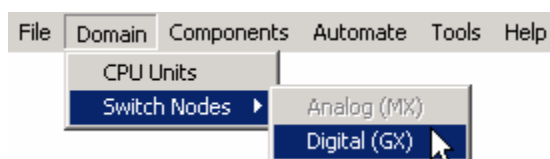
Switch Nodes

Digital (GX) – GX Devices

GX devices include both encoders and decoders. Encoders convert analog video signals to digital data (MPEG2). Decoders convert digital data (MPEG2) to analog video signals.

Definition

1. Select the Switch Nodes command from the Domain menu, and then select Digital (GX)



2. Click the Add Record button

3. Enter all information required about each GX Device

GX DEVICES - Definition

| Field | Data |
|--|--|
| ID | Unique record ID assigned by MPU955 Admin Console as a device is added, in order to identify one device to the system. 1 to 1,024. MPU955 Admin Console automatically generates this number in consecutive order. Upon adding devices, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive; and the permission grids are displayed as consecutive, unique numbers; MPU955 Admin Console generates these ID numbers. |
| I/F | Numeric Ethernet interface number identifying a port on a CPU where the device will connect. 0 to 15, though generally 0, 1, or 2. |
| IPA | Unique Internet Protocol address assigned by the system administrator. Dotted decimal, 15 characters (including dots). <i>Example:</i> 128.010.050.125 |
| EA | Numeric address for an Ethernet controller. Dotted hexadecimal <i>Example:</i> 23.56.82.13.60.82 (Also known as MAC address.) |
| Name | A name for the device. Alphanumeric, 16 characters. |
| Location | A name for the device location. Alphanumeric, 16 characters. |
| Ser. | Manufacturer's serial number. Alphanumeric, 16 characters. |
| Encoder / Decoder (device type) | If the device is an encoder, select the Encoder button, and choose the range of input ports from the Input Ports drop-down menu. The range must be unique for each encoder. For GXDIN , select its Input Ports ; for GXDOUT , select its Output Ports ; and for GXRS485 , enter its Port number. Enter the hexadecimal Address [SW1] in the A , B , and C fields. If the device is a decoder, select the Decoder button, and choose the range of output ports from the Output Ports drop-down menu. The range must be unique for each decoder. For GXDOSD Output Ports , select the output ports from the drop-down menu. Enter the hexadecimal Address [SW1] in the A , B , and C fields. |

4. Click the green check mark to save

You will remain in the “Add” mode, allowing you to enter information about another device.

5. To exit the “Add” mode, click the red X

You will exit the “Add” mode.



6. To edit a configured device, highlight a device ID and click the Edit button

TIP You may also double-click on a device ID in the list to enter the edit mode.

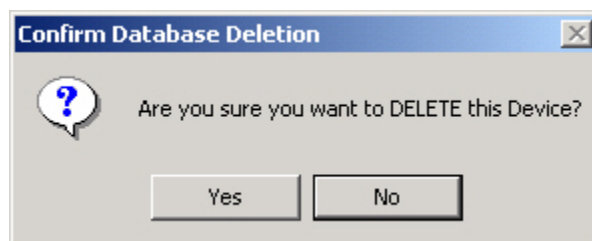
7. Edit the desired fields

8. Click the green check mark to save and exit the edit mode, or click the red X to cancel



9. To delete a device, highlight a device ID and click the Delete Record button

A confirmation message will appear.



10. Click No to cancel, or click Yes to delete the selected device

11. To view details about a device, highlight the device ID and click the Advanced Config button (see warning below)

A message window appears asking you to confirm that you want to access these settings. If you answer “Yes”, a GX Details window appears, showing details about the selected device.

Warning

Do not change any of the values in the GX Details table that appears.

These default settings ensure proper operation in almost all cases.

Refer to the Appendix section of this manual for additional details.

Consult with your surveillance system’s design and implementation professional before changing any values.

Note

Analog (MX) switch nodes are only configurable in ASC960 Admin Console 4.0. Contact your Panasonic representative for details.

Components

Selecting any of the components listed on the **Components** menu opens a window that requires information from one or more of the Setup Worksheets that you have completed.



Input the required information for each of these components separately: alarms, cameras, system controllers, digital recorders, alarm I/O ports, monitors, and operators.

Alarms

Alarms play an important role within an NSS. Alarms can automatically trigger up to ten actions, such as camera spots, tour sequences, or group sequences (not currently supported), in any combination. These actions allow the system to open or close a contact connected to an I/O port that will start a siren or possibly turn on a spotlight. They also can alert the operator by displaying cameras on a monitor during a triggered alarm.

In order to configure alarms successfully, an administrator must first create the alarm targets, and then create records that will initiate the actions. Targets are defined as a group of monitors. The alarm actions are then linked to available alarm targets.

The following are rules to follow when configuring alarms:

- An alarm can invoke up to ten actions
- A monitor can be a member of only one target
- A target can contain several monitors exclusively
- Many targets can be linked to each alarm
- The same target can be assigned to more than one alarm

Defining an alarm can be a challenging task. ID numbers identify each alarm, source, action type, and target. The following procedure will explain each step so that an alarm target can be defined, an alarm can be identified by the source, actions can be taken when the alarm is triggered, and a target can be defined and assigned to display the specified action.

Alarm Target

An alarm target is an ID number that defines a group of one or more monitors.

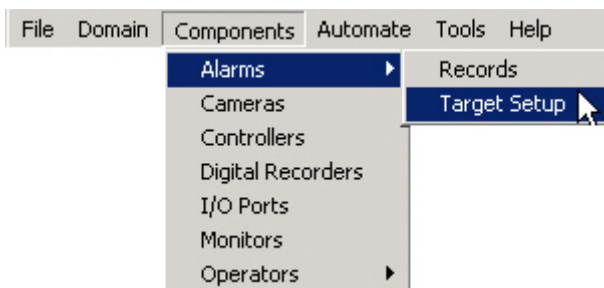
Alarm targets are assigned to alarms in order to link alarm actions to specific monitors. At least one alarm target must be created before you can create an alarm.

When an alarm is triggered, an action will occur. For example, causing a camera spot (configured in the alarm definition) to display on an array of monitors assigned to a specific target.

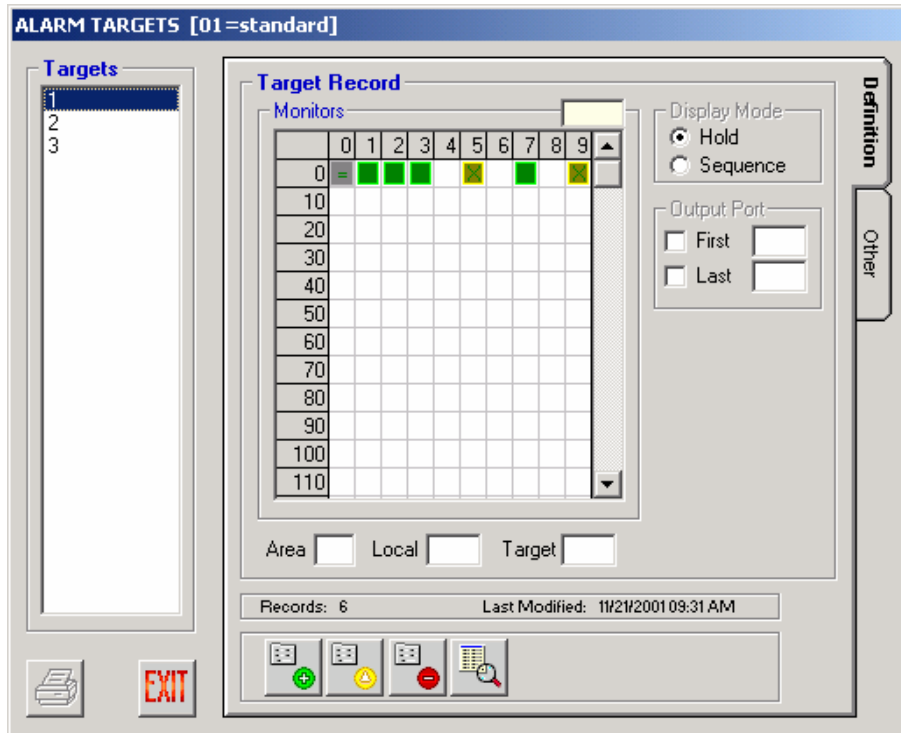
Warning

Be careful when assigning monitors across areas to the same target. This will be important when assigning a target that contains monitors in a different area than the Alarm Action Tour Sequence.

1. Select the Alarms command from the Component menu, and then select Target Setup



2. Click the Add Record button to add a target record



3. Double-click on each monitor ID that you wish to add to this target record

As you double-click on a monitor ID number’s corresponding box, the representative box will turn green, indicating that it is now part of this record.

First row = monitor IDs 0-9, second row = monitor IDs 10-19, etc.

Besides choosing which monitors will be part of a specific target ID, you must also choose either **Hold** or **Sequence** from the **Display Mode** section of this window to define the display mode for the entire target record.

When more than one monitor is selected, alarm actions are distributed across those monitors.

When “Hold” is chosen, the alarm action with the highest priority for each monitor is displayed, and remains until it is acknowledged. Once acknowledged, the next queued action with next-highest priority is then displayed – again until acknowledged. When “Sequence” is chosen, the alarm actions for each monitor are displayed in sequence without requiring acknowledgement.

You will also select the first and last **Output Port** for the entire target record. The **First** port indicates which port will be triggered when there is an alarm action to the target monitor. The **Last** port indicates which port will be triggered when the alarm actions are removed from the target monitor.

4. Click the green check mark to add the series of monitors, or click the red X to cancel

Notes The permission grid is shown by monitor ID only.

A monitor can only be a member of one target. Therefore, when adding additional targets, monitors that are already assigned to a different target appear as yellow blocks. Green blocks indicate monitors assigned to the highlighted target ID. White blocks are either unassigned or undefined monitor IDs.

To re-assign a monitor to a different target, remove the monitor from its current target, thus making it available for re-assignment. You can determine what target ID it is currently assigned to by clicking on it and seeing the ID number that appears in the Target box under the grid.

Targets cannot be deleted if they are assigned. The assignment must be removed from the Alarms window prior to deleting it.

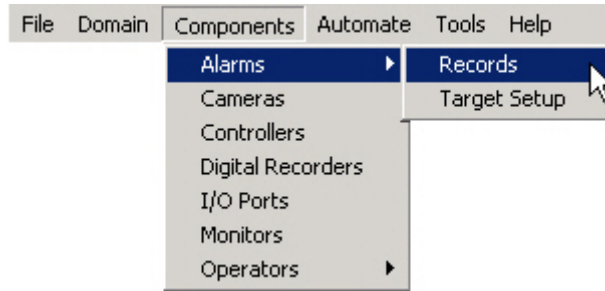
The **Other** tab shows the alarm(s) that the selected target is assigned to. Targets are assigned to alarms from the **Target** tab of the Alarms (Records) window as described below.

Use the Edit Record or Delete Record icons at the bottom of this window to edit or delete alarm target records as needed.

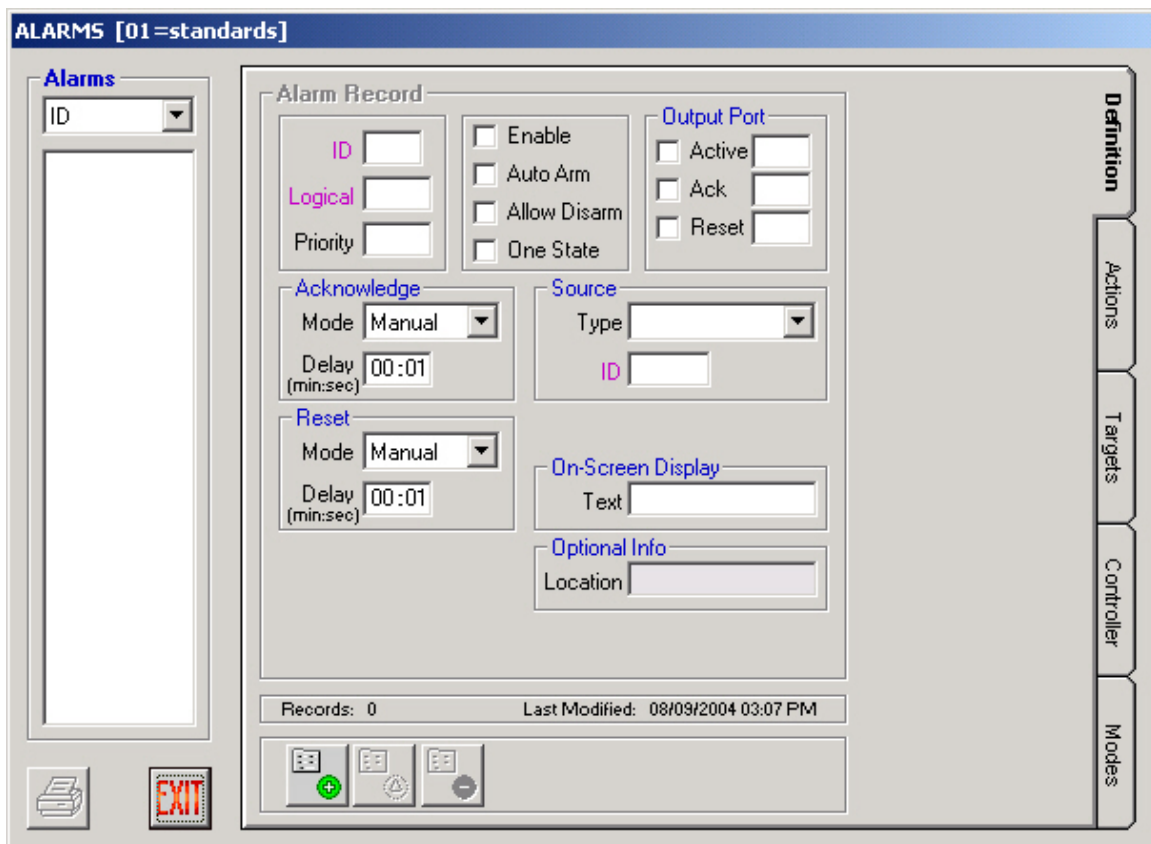
Configuration

Alarm Definition

To define an alarm record, select **Alarms** from the **Components** menu,



and then select **Records**. An Alarm Target must be created before an alarm can be defined.



Add, edit, or delete alarm records as needed using the three icons at the bottom of this window.

Configuration

Alarms – Definition

Field Data

| | |
|---------------------|--|
| ID | Unique record ID assigned by MPU955 Admin Console as an alarm is added, in order to identify the alarm to the system. MPU955 Admin Console automatically generates this number in consecutive order. Upon adding alarms, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. 1 to 1,024. |
| Logical | Unique number assigned by an NSS administrator. An operator will view alarms by this logical number. 1 to 99,999. |
| Priority | Level that determines an order of precedence between alarms. Alarm priorities work in conjunction with the operator priority and determine the order of precedence between alarms and operators. (Smaller number has higher priority) 0 to 65,534. |
| Enable | Defines whether or not an alarm is enabled. Check the box to enable the specific alarm. |
| Auto Arm | If checked, the specified alarm will automatically re-arm itself after being acknowledged |
| Allow Disarm | If checked, operator will be allowed to disarm the specified alarm. |
| One State | If checked, the specified alarm, once triggered, will not be monitored for its return from the triggered state. This is useful when you are only concerned that the alarm was triggered, but do not need to know the duration of the triggered state. An alarm set for One State can be reset even if the alarm condition still exists. Without this option checked, if an alarm is triggered and you attempt to reset it, it will continuously trigger again until the triggered state has ended. |
| Output Port: | |
| Active | If checked, the indicated output port will be turned ON when this alarm is active. If not checked, the indicated output port will be turned OFF when the alarm is active. Enter an output port number to specify which port will be turned ON or OFF when the alarm is active. If no output port action is required when the alarm is active, uncheck and leave the output port number blank. |
| Ack | If checked, the indicated output port will be turned ON when this alarm is acknowledged. If not checked, the indicated output port will be turned OFF when the alarm is acknowledged. Enter an output port number to specify which port will be enabled when the alarm is acknowledged. If no output port action is required when the alarm is acknowledged, uncheck and leave the output port number blank. |
| Reset | If checked, the indicated output port will be turned ON when this alarm is reset. If not checked, the indicated output port will be turned OFF when the alarm is reset. Enter an output port number to specify which port will be enabled when the alarm is reset. If no output port action is required when the alarm is reset, uncheck and leave the output port number blank. |
| Source: | |
| Type | Identifies the source of the specified alarm, camera (motion detection), or I/O (external source connected to an alarm input card), RS232 (external source connected to an RS232 port), Vid Loss (any) (detects video loss from any port in the system), or Vid Loss (cam) (detects video loss only from the single specified camera). |

Configuration

Alarms – Definition

Field Data

ID Uniquely identifies the chosen source that will trigger the specified alarm by its ID number. Camera = port number of camera connected to the controller card. I/O Port = port number of the Input port that the external source is connected. RS232 = port number of the external source that will be connected through the RS232 port. Vid Loss (port) = port number of the input port that will be detecting video loss. Note: When the source type is Vid Loss (any), this selection is unavailable since multiple ports on the system can serve as the source.

Acknowledge:

Mode Determines whether a user must manually respond to an alarm when triggered or if an automatic response is generated requiring no user intervention. Choose Manual, Auto, or Both.

Delay Defines the delay in seconds when an alarm is in Auto Acknowledge mode before the alarm is automatically acknowledged. (min:sec) Up to 59:59

On-Screen Display In the Text box enter the text that you want to appear on the screen when an alarm is triggered. This text will be displayed on all of the monitors that are part of the actions you select on the Actions tab.

Location Practical name to help an administrator select an alarm by location. Alphanumeric. *Examples:* Main concourse, loading dock, boiler room.

Reset – Mode Chooses the method by which the alarm will be reset. Manual, Auto, and Both are options.


Delay Specify the amount of delay time prior to resetting the alarm using the mode selected. In Auto mode, the reset delay is started after the alarm is acknowledged.


Configuration

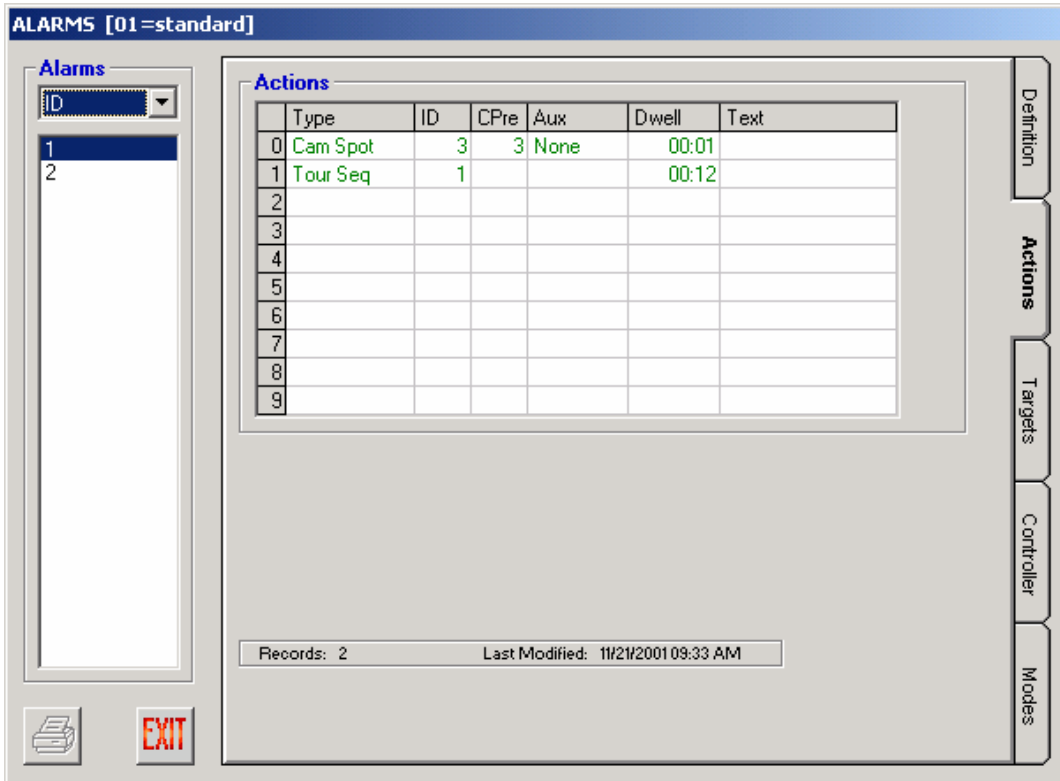
Alarm Actions

The **Actions** tab allows an administrator to specify up to ten alarm actions for each alarm.

To add an action to the list, click anywhere on the next available empty row (or row 0 if this is the first entry), make your action selections, and then click:

 The green check mark to confirm the action, or

 the red “x” to cancel its entry.



| Type | ID | CPre | Aux | Dwell | Text |
|------|----------|------|-----|-------|-------|
| 0 | Cam Spot | 3 | 3 | None | 00:01 |
| 1 | Tour Seq | 1 | | | 00:12 |
| 2 | | | | | |
| 3 | | | | | |
| 4 | | | | | |
| 5 | | | | | |
| 6 | | | | | |
| 7 | | | | | |
| 8 | | | | | |
| 9 | | | | | |



To remove an existing action from an alarm, click on the line that contains the action you wish to remove, select the delete check box and then click the green check mark to confirm the removal of the selected action.



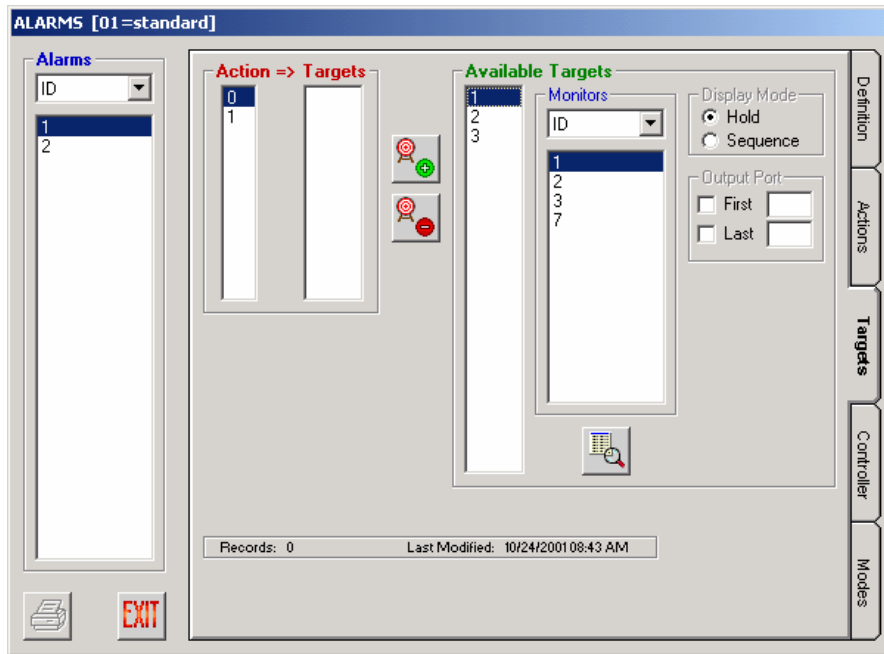
| Alarms – Actions | |
|------------------|--|
| Field | Data |
| Type | Choose the type of action to perform when the alarm is triggered. Click on the first blank box under this column, and select Cam Spot (camera spot), Tour Seq (tour sequence), Grp Seq (group sequence – not currently supported), or Text Only. |
| ID | Identifies the ID number of the camera, tour sequence, or group sequence (not currently supported) depending on what was selected as the action type. Choose the ID number off of the list that appears at the right of the Alarms window when on this tab. |
| CPre | CPreset. Number identifying a preset position of the camera specified. 0 to 64 (0 = no preset). This setting is only available and necessary when Cam Spot is the selected action type. |
| Aux | Choose if an auxiliary function will take place. An auxiliary function requires additional hardware at the chosen camera – such as a camera receiver switch. If unavailable or not desired, choose None. If available and desired, choose Aux1, Aux2, or Both as the function to perform during that action. This setting is only available and necessary when Cam Spot is the selected action type. |
| Dwell | Amount of time that a monitor maintains a view. Up to 59:59 (hr:min) |
| Text | Practical name given to an action, or in the case of the action type of Text Only, specifies the text that will be displayed. |

Assign an Available Target

The **Target** tab from the **Alarms** window allows an administrator to assign an existing target ID to a specific alarm. The existing target IDs appear under the **Available** section of this window.

The **Monitors** section of this window shows the administrator which monitors are part of the highlighted target ID; and the display mode section shows the mode for the target. Monitors can also be viewed by area\local number.

Configuration



1. Highlight the available target ID you wish to assign to the selected action for the selected alarm



2. Click the Assign Target icon to assign the selected target to the selected action for the selected alarm

The Display Mode and Output Port sections are informational only.

3. Click EXIT when finished assigning targets to actions associated with alarms

Note More than one alarm target can be assigned to each action. A target can be assigned to more than one action. More than one alarm ID can contain the same alarm targets in its actions.

Removing an Assigned Target

From the **Target** tab of the **Alarms** window:

1. Highlight the alarm you wish to remove a target from
2. Highlight the assigned target you wish to remove

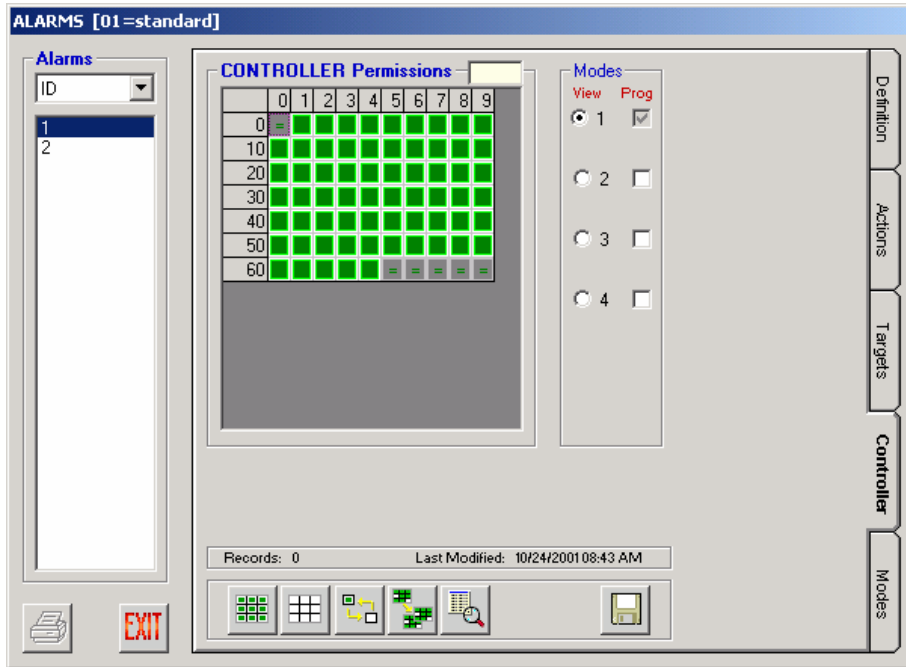


3. Click the Remove Assigned Target button
4. Click EXIT to exit

Alarm Permissions

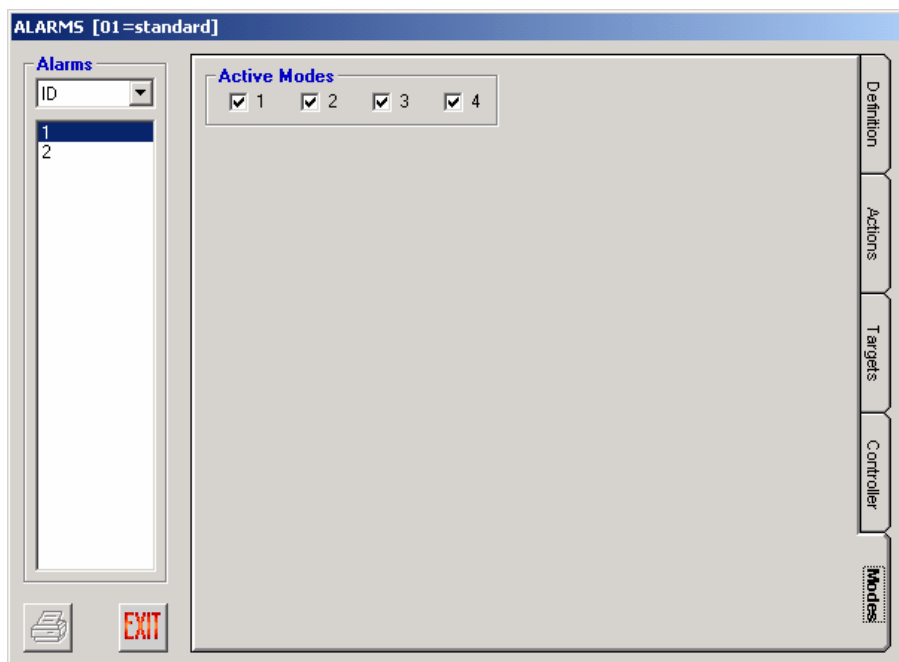
Modify or copy alarm permissions in the same manner described in the **Camera Permissions** section, beginning on page 57.

The **Controller** permission tab allows an administrator to permit or deny a controller the ability to seize a specific alarm. The **Modes** section of this tab is described on page 13.



Note The permission grid's dimensions are based on the maximum capacity for the chosen CPU size, not on physically installed components already in the database.

The **Modes** tab on the **Alarms** window allows an administrator to determine what modes are active for an alarm. By default, all four modes are active, even if all four have not yet been defined. This tab will be grayed out and inaccessible unless **Scheduled Modes** have been selected. See page 13 for full details on modes.



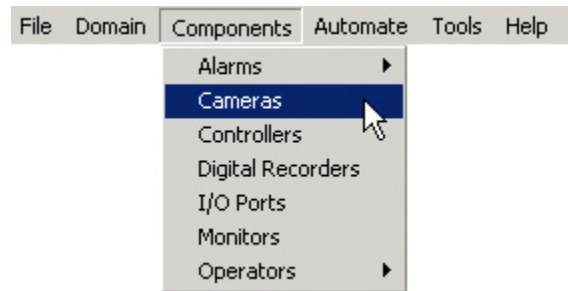
Cameras

Every camera in the system can be identified in several ways. Not only is there a physical identification to a particular installation (such as the cabling run and port connection), but there is also information that may change when a camera is removed or replaced at any given location. For each camera there is a record that contains its details.

An operator calls a camera by its logical camera number. However, configurations can be viewed in MPU955 Admin Console not only by logical number, but also by ID number, control port, or video port.

Definition

1. Select the **Cameras** command from the **Component** menu



Configuration

The screenshot shows a software interface for configuring cameras. The main window is titled "CAMERAS [01=standards]". On the left, there is a "Cameras" section with a list of camera IDs from 1 to 7. The main area is divided into several configuration sections: "Camera Record" (ID: 1, Logical: 1, Switch: Digital, Ports: Control: 11, Video: 11, Video Signal: Compensation: Short, Loss Threshold, Alarm Trigger, Digital Bitrate: 6.144), "Model" (WV-BP142), "On-Screen Display" (Title), and "Optional Info" (Location, Ser.). A vertical sidebar on the right contains tabs for "Definition", "Cam Ctrl", "Cam View", "Monitor", "Other", and "Recorder". At the bottom, there are four icons for adding, deleting, editing, and replicating records, along with a status bar showing "Records: 7" and "Last Modified: 08/05/2004 11:57 AM".

Add, delete, edit, or replicate camera records as necessary using the four icons at the bottom of this window.

Note When deleting or modifying a camera, be sure to check the **Other** tab to find references to other sections that refer to the camera.

Warning Deleting a camera will automatically delete the referenced permissions, but will not change any other references, such as sequences or alarms.

Configuration

CAMERAS – Definition

Field Data

| | |
|---|--|
| ID | Unique record ID assigned by MPU955 Admin Console as a camera is added, in order to identify one camera to the system. 1 to 1,024. MPU955 Admin Console automatically generates this number in consecutive order. Upon adding cameras, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. |
| Logical | Unique number assigned by an NSS administrator, usually designated by combining two references, such as having the first 2 digits represent a logical group (such as a group of cameras surveying a loading dock), and up to three serial digits assigned for other logical reasons. 1 to 99,999. <i>Examples:</i> 84001, 84002, 84003, 84004; 36001, 36002, 36003, 36004. An operator will select cameras to view by this logical number. 1 to 99,999. |
| Model | Choose from the drop-down list the correct camera model connected to the specified ports. MPU955 Admin Console will automatically enable the features available with the specific camera model, such as pan/tilt, iris control, motion detection, configuration menu, control data, zoom/focus, presets, VD2 synchronization, RS485, or function codes. If the desired camera model is not listed, choose <Other>. Enable the appropriate features manually, according to the manufacturer's camera description, by checking the associated check boxes. Check the "control data" box when a control data signal should be sent to the camera. When RS485 is chosen, the Cfg (configure) button will become enabled. Click the Cfg button to configure the RS485 port for the following settings: baud rate, parity, data length, stop bits, daisy on/off, and choosing a 2 or 4 wire connection. |
| Switch: Digital / Analog | Note: Analog is only selectable in ASC960 Admin Console 4.0. Contact your Panasonic representative for details. |
| Ports: Control | Number of the input port on the GX device to which the camera cable is connected. 1 to 1,024. |
| Video | The video port will be assigned the same value as the control port. It cannot be changed. |
| Video Signal Compensation | Cable length from camera to the video import board: short, medium, or long. The system compensates for these three values by modifying the signal strength. |
| Loss Threshold | Note: Only selectable in ASC960 Admin Console 4.0. Contact your Panasonic representative for details. |
| Alarm Trigger | Select this checkbox if you wish to use the video loss alarm as an alarm trigger. |
| Digital Bitrate | Choose the bitrate (Mbps) from the drop-down list. Select "Shutdown" from this list to close this video channel. |
| On-Screen Display | Enter an alphanumeric Title to be displayed. Only a decoder generates the time and date (T&D), the camera ID (ID), and the Title specified. |
| Location | Name to help an administrator identify a camera by location. Alphanumeric, 16 characters. <i>Examples:</i> main concourse, loading dock, boiler room. |
| Ser. | Manufacturer's serial number. Alphanumeric, 16 characters. |

Replicating a Camera Definition



1. Highlight a configured camera ID and click the “Replicate Record” button

A confirmation message will appear asking “Are you sure you want to REPLICATE this camera?” and explaining the replication rules:

- [1] Records will be generated according to ID.
- [2] ID will be incremented to the next available value.
- [3] Logical #, Control Port will be incremented from a specified base value you assign.
- [4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.
- [5] All other record values will be identical to the Source record.

2. Click Yes to continue or No to cancel

The screenshot shows a dialog box titled "Replicate Camera". It has two main sections: "Target Size" and "Base Values". The "Target Size" section contains a text box with the prompt "How many new records would you like to create?". The "Base Values" section contains two text boxes labeled "Logical" and "Ctrl Port". At the bottom of the dialog are two buttons: a green checkmark and a red X.

3. Enter the number of camera records to create in the Target Size box
4. Enter the beginning Base Values of the logical camera number and control port from where you wish to begin incrementing
5. Click the green check mark to add the series of cameras, or click the red X to cancel

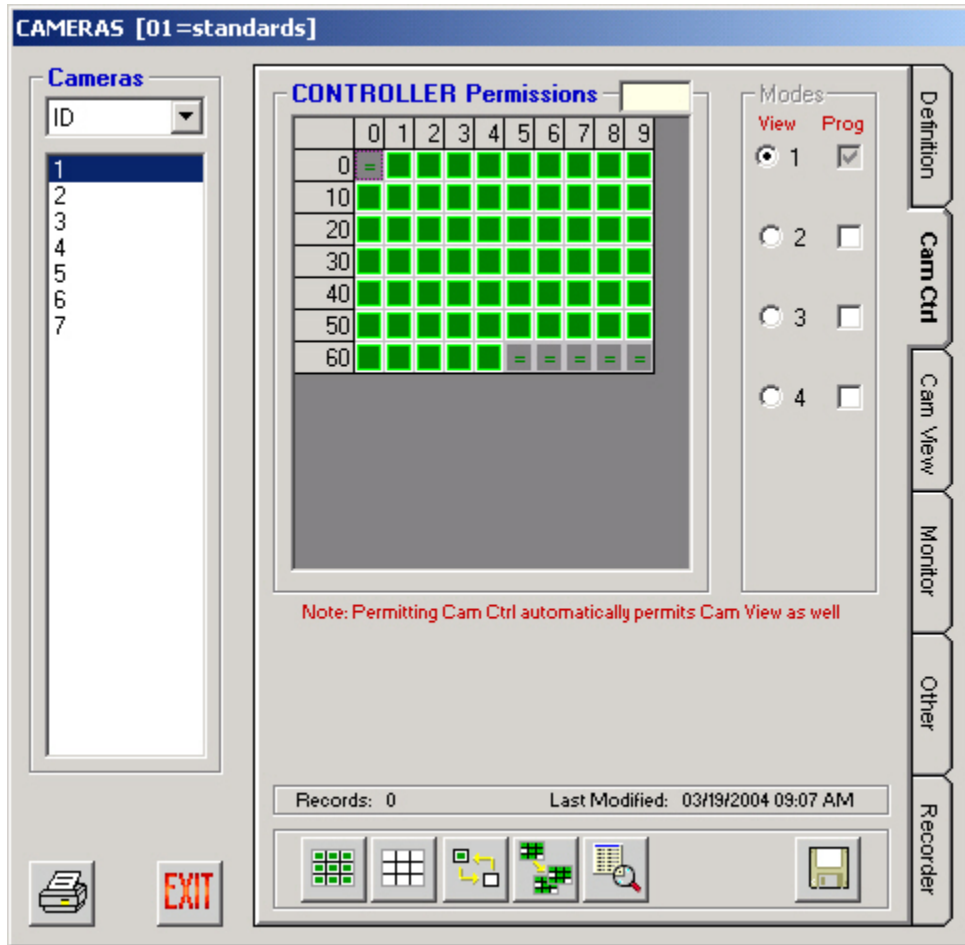
Note After clicking the green check mark, a Replication Summary window will appear, which will let you know how many records were actually generated, and indicate if any records could not be created due to a conflict with an existing record. If any of the required unique values involved are already in use, the entire record will be skipped; existing records will not be overwritten. If a conflict exists, you will be asked if you wish to see a list of the records that were skipped. Click Yes to see the Replication Activity Log list, or click No if you do not wish to see the list. It is recommended that you view the list,

so that you can modify the conflicting values as necessary, and add the records you desire.

Permissions

The permission tabs allow an administrator to easily permit or deny components access to other components.

By default, all components are allowed to access all other components. An administrator must deny permissions.



1. Highlight a camera and click on the Cam Ctrl permission tab

The **Cam Ctrl** permission tab allows an administrator to permit or deny a system controller to control specific cameras. The **Modes** section of this tab is described on page 13.

Note Allowing a system controller to control a certain camera will automatically allow the same controller to view the specified camera.

Cameras are displayed in the list on the left by ID number, but can also be viewed by logical number, control port, or video port. The grid on the right represents the following:

First row = controller IDs 0-9, second row = controller IDs 10-19, etc.

Green blocks indicate an allowed permission, and white blocks indicate that permission is denied.

2. Double-click on a specific controller to invert or alternate between permit or deny

Notes Be sure to click the save button (the picture of the floppy disk) before exiting each particular permission tab to ensure the changes will be saved correctly.

The permission grid's dimensions are based on the maximum capacity for the chosen CPU size, not on physically installed components already in the database.

3. Highlight a row, a column, or click and hold the mouse button to highlight a group of controllers



4. Click the Invert Grid Selection button to change the state of the permission for the highlighted group, or



5. Click on the Permit All button to turn the entire grid green – allowing all controllers permission to control the specified camera, or



6. Click on the Deny All button to turn the entire grid white – denying all controllers permission to control the specified camera, or



7. Click on the Copy Grid button to copy the permission grid from a specific camera to other cameras

Warning

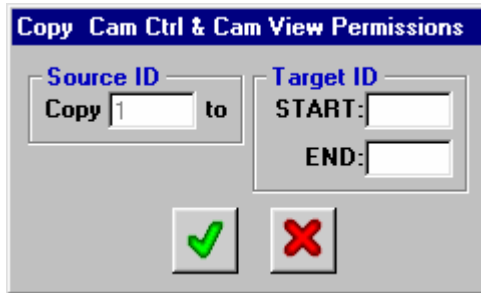
Copying Cam Ctrl permissions to other cameras will also copy Cam View permissions to the specified cameras.

A confirmation message will appear asking “Are you sure you want to COPY the Cam Ctrl & Cam View permission for this Camera?” and explaining the copying rules:

[1] Permissions will be copied by Camera ID.

[2] If permission already exists for a Camera that falls within the Target range, that original permission will be overwritten.

8. Click Yes to continue or No to cancel



The copy source is the highlighted camera ID from where the Cam Ctrl permissions will be copied.

9. Enter the Target ID range of camera ID numbers, with the beginning number in the START box, and the ending number in the END box

Warning Permissions existing for cameras within the specified range will be overwritten.

10. Repeat steps 1-9 for all other permission tabs

The **Cam View** permission tab allows an administrator to permit or deny a system controller to view specific cameras. The **Modes** section of this tab is described on page 13.

Warning Denying a system controller to view a certain camera will automatically deny the same controller permission to control the specified camera.

The **Monitor** permission tab allows an administrator to permit or deny a camera the ability to be displayed on a monitor.



A monitor ID can be determined by its area and local number by entering each value into the appropriate box, and then clicking the “Search for Monitor by Area & Local” button.

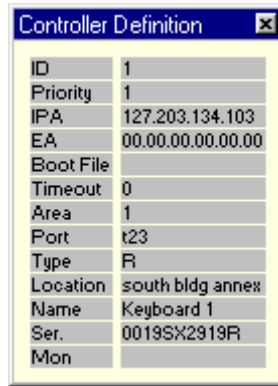


11. Highlight a component within the permission grid, and click the definition button.

A window will appear; giving a quick view of that component’s configured definition.

Configuration

This button is available: 1) on each of the permission tabs for each component; 2) on the **Other** tab in the Cameras window; and 3) on the Areas window.



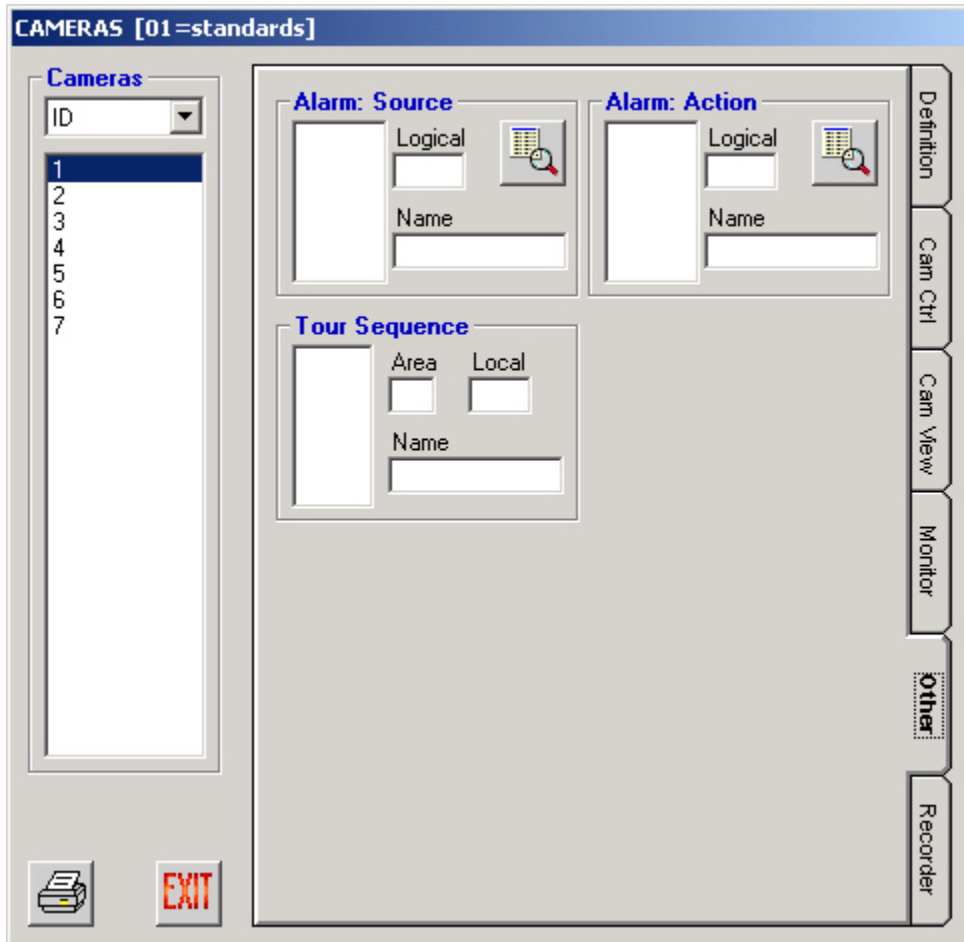
12. Click on the “x” in the upper right corner to close.

Other

The **Other** tab shows which other NSS components or sequences are configured to include the highlighted camera.

This section is informational only. Changes cannot be made to other components or sequences from this window. Changes must be made from each specific component or sequence's menu option.

On the next image, for example, tour sequence number 1 is configured to include camera ID 1. The **Tour Sequence** section of this tab for camera ID 1 was automatically updated when tour sequence 1 was created to include this camera. To remove camera 1 from tour sequence 1, you would need to exit the Cameras window, enter the Tour Sequences window from the main menu, and edit sequence number 1.



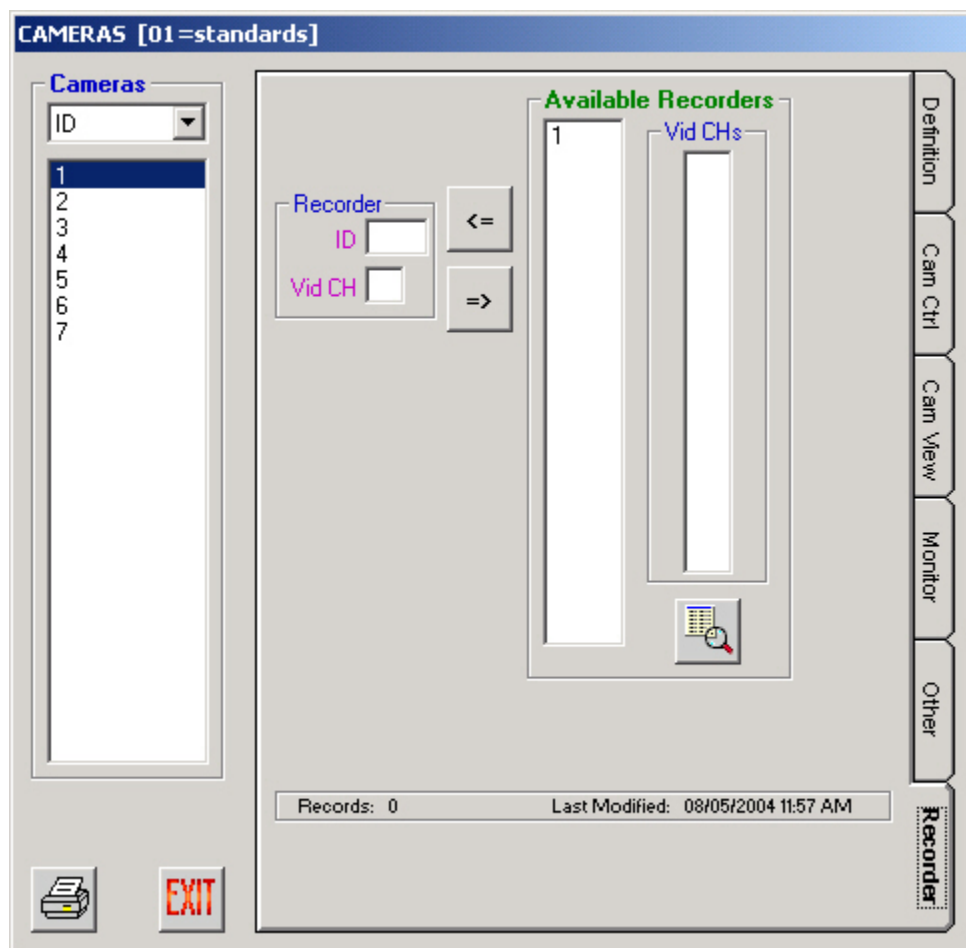
Recorder

The **Recorder** tab allows the administrator to attach cameras to recorders, once a digital recorder has been defined in Admin Console.

Click the ID number of the recorder you wish to work with from the **Available Recorders** list, then select the camera ID from the **Cameras** list. Next, select the channel you wish to specify from the Vid CHs (video channels) list.

Note Only channels that are available are listed in the Channels list.

Click the **Assign Recorder** button (<=) to assign the specified camera to the specified channel, or the **RemoveAssign** button (=>) to remove the selected camera from the recorder ID and channel showing in the Recorder section of the screen.

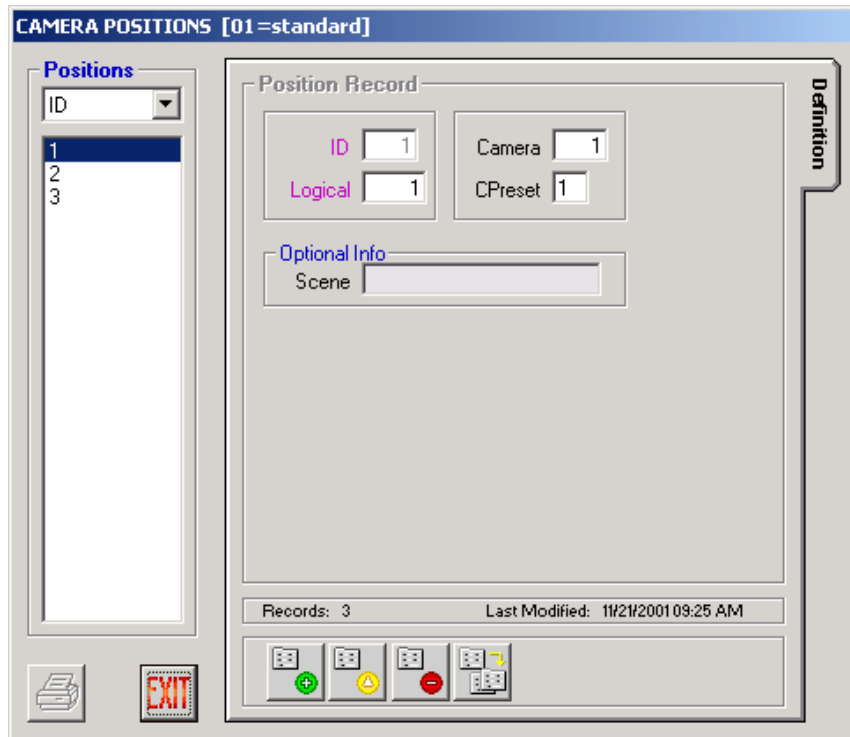
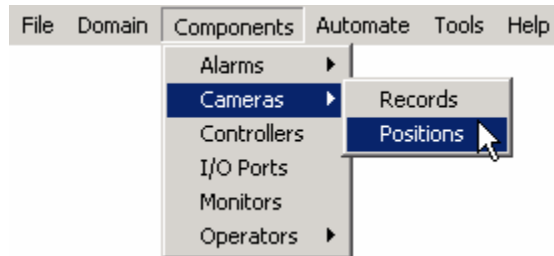


Camera Positions (not currently supported)

An operator, from a system controller, can control each camera in the system that supports Presets by pressing the Camera Position button on the controller. The operator cannot define positions, but rather, can only recall positions (which are a combination of Camera ID and CPreset numbers) that have already been defined.

The Camera Positions setting in MPU955 Admin Console allows administrators to define and consolidate the Camera ID and CPreset numbers into a Position ID number that the operator can then conveniently call from the system controller.

1. Select the Cameras command from the Component menu, and then select Positions



The Position ID is automatically inserted and incremented by the application.

Configuration

1. **Enter a Logical number for the position record you are creating**
2. **Click in the Camera field, and a list of available cameras that support Presets will appear on the right of this window**
3. **Choose the desired camera by double-clicking on its ID number**
4. **Click in the CPreset field and type in the desired preset number**
5. **Click in the Scene field and enter a description of the camera view in that position, if desired**

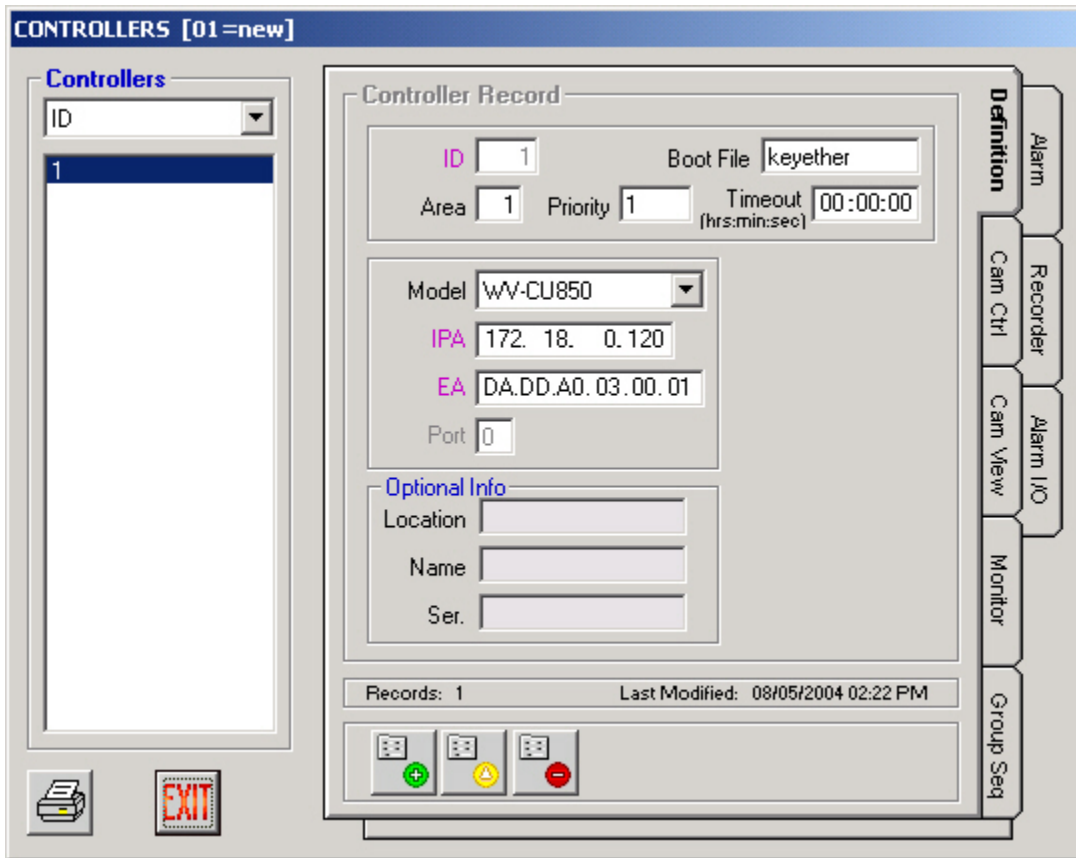
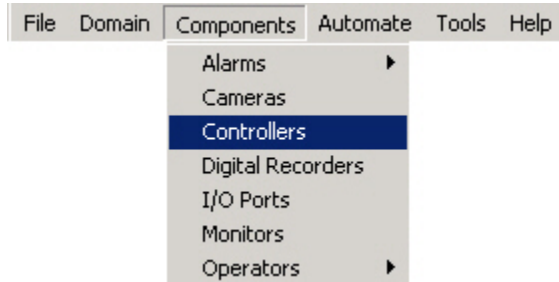
You can add, edit, delete, or replicate Position IDs as needed using the four icons at the bottom of this window.

System Controllers

A system controller is a device used by an operator to control specific components within the NSS, such as: cameras, monitors, alarms, alarm outputs, etc. Controllers are generally identified to an operator using their ID number, but can be viewed in MPU955 Admin Console by ID, IPA, EA, or Area.

Definition

1. Select the Controllers command from the Component menu



Add, edit, or delete controller records as necessary using the three icons at the bottom of this window.

SYSTEM CONTROLLERS – Definition

Field Data

- ID** Unique record ID assigned by MPU955 Admin Console as a system controller is added, in order to identify one controller to the system.
- MPU955 Admin Console automatically generates this number in consecutive order. Upon adding controllers, the system will automatically assign the next available number.
- Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. 1 to 64.
- Area** Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more keyboard controllers. 1 to 64.
- Inserting a “0” indicates area 0. This will disable the Area field in the OSD on the monitor. The use of areas is restricted to values of 1 to 64. Only use area “0” when no areas are needed within the entire system.
- Click the Area button on the main window to view all components defined in a specific area.
- Priority** This number assigns this controller an order of precedence. Applies only when operator priorities are the same. The controller with the lower number priority takes over the part of the system it is addressing.
- If more than one controller with the same priority is operating at the same time, access is given and held for the latest call to a function, in other words, on a last-come first-served basis. Alarm priorities have precedence over operator priorities. 0 to 65,534.
- Boot File** The name of the file used by the Ethernet keyboard’s boot process. Use the default filename unless instructed otherwise by qualified personnel. Alphanumeric, 12 characters. The file name IS case sensitive.
- Be sure to select WV-CU850 Controller type FIRST so that the default boot name will be filled in automatically. This is the only system controller type that will require a boot name.
- If the boot name field is filled in before WV-CU850 type is selected, the default boot name will not be inserted.
- Timeout** Amount of time that must elapse after the user stops entering keystrokes, before the system logs off the operator from this controller. (hr:min:sec) 00:00:00 to 11:59:59
- The controller timeout works in conjunction with the operator timeout. The system will choose the lowest timeout value of the two.
- Entering a “0” into this field will cause the timer to never expire regardless of the operator timeout value.
- Model** Drop-down and select the correct type of system controller. This will enable or disable fields that are specific to each particular controller. CU350 or CU360 (RS485), CU850 (Ethernet), PFW100 [CU350] (RS485), PFW100 [CU850] (Ethernet), PFW850 (Ethernet), RS232 (serial), or ActiveX.

Configuration

SYSTEM CONTROLLERS – Definition

Field Data

- IPA** Unique Internet Protocol Address assigned by the system administrator. Dotted decimal, 15 characters. *Example:* 128.010.050.125. Each of the four groups of numbers with values between 0 and 255.
- Depending on the model number chosen, the following will apply:
- WV-CU350:** If this controller is not connected to an RS485 Expander Unit, use the default IPA. If this controller is connected to an RS485 Expander Unit, enter the IPA for the expander unit.
- WV-CU360:** If this controller is not connected to an RS485 Expander Unit, use the default IPA. If this controller is connected to an RS485 Expander Unit, enter the IPA for the expander unit.
- WV-CU850:** A unique IPA is necessary within the scheme of the MCPU interface IPA.
- PFW100 [CU350]:** Same as the WV-CU350.
- PFW100 [CU850]:** Same as the WV-CU850.
- PFW850:** Enter the IPA of the desktop computer where the PFW850 is installed, making sure it is within the scheme of the MCPU interface IPA.
- RS-232:** If this controller is not connected to an RS485 Expander Unit, use the default IPA. If this controller is connected to an RS485 Expander Unit, enter the IPA for the expander unit.
- ActiveX:** Enter the IPA of the desktop computer that ActiveX is running from, making sure it is within the scheme of the MCPU interface IPA.
- EA** Numeric address for an Ethernet controller. This field is only required if Model WV-CU850 is chosen. Dotted hexadecimal *Example:* 23.56.82.13.60.82 (Also known as MAC address.) Use all zeroes if not using DHCP.
- Port** Numeric identifier of the port used by an RS-485 controller (CU350, CU360, and PFW100A) (port 1-12) or RS232 controller (Port 1,2, or 3). Match the data port that this keyboard is connected and use the proper IPA for the MCPU default or RS485 Expander Unit.
- This port address will be unique within the IPA specified for the MCPU or RS485 Expander.
- Location** A practical name that will identify where this controller can be found. Alphanumeric, 16 characters.
- Name** A name for the controller, easy to remember, and practical. Alphanumeric, 16 characters.
- Ser.** Manufacturer's serial number. Alphanumeric, 16 characters.

Permissions

Modify or copy system controller permissions in the same manner described in the **Camera Permissions** section, beginning on page 57.

The **Cam Ctrl** permission tab allows an administrator to permit or deny a system controller the ability to control specific cameras. The Modes section of each of the permissions tabs is described on page 13

Notes

Copying Cam Ctrl permissions to other system controllers will also copy Cam View permissions to the specified controller.

Allowing a system controller to control a certain camera will automatically allow the same controller to view the specified camera.

The permission grid's dimensions are based on the maximum capacity for the chosen CPU size, not on physically installed components already in the database.

The **Cam View** permission tab allows an administrator to permit or deny a controller to view specific cameras.

Notes

Copying Cam View permissions to other system controllers will also copy Cam Ctrl permissions to the specified controllers.

Denying a system controller to view a certain camera will automatically deny the same controller to control the specified camera.

The **Monitor** permission tab allows an administrator to permit or deny a controller's ability to seize a specific monitor.



A monitor ID, if unknown, can be determined by its area and local number, by entering each value into the appropriate boxes, and then clicking the “Search for Monitor by Area & Local” button.

The **Group Seq** (not currently supported) permission tab allows an administrator to permit or deny a controller's ability to control a group sequence.



If the group sequence ID is unknown, you can enter the area and local numbers of the sequence in the appropriate boxes, and click the “Search for Group Seq by Area & Local” button.

The **Alarm** permission tab allows an administrator to permit or deny a controller's ability to seize a specific alarm.

The **Recorder** permission tab allows an administrator to permit or deny a controller's ability to seize a specific recorder (see section on Digital Recorders)

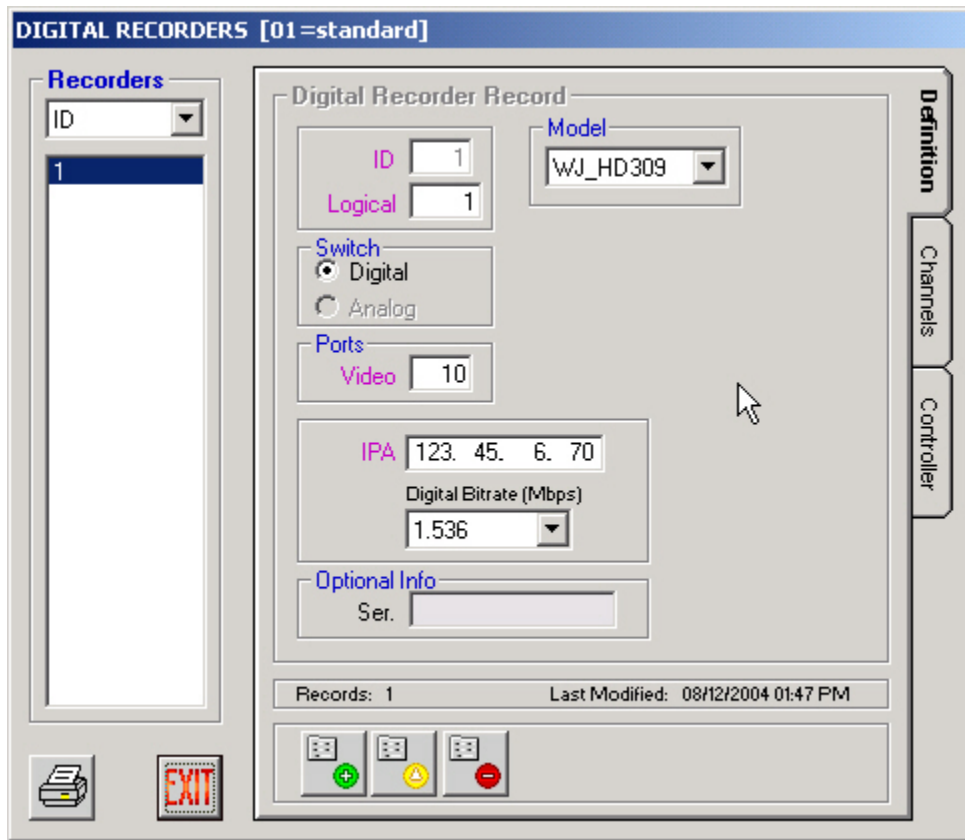
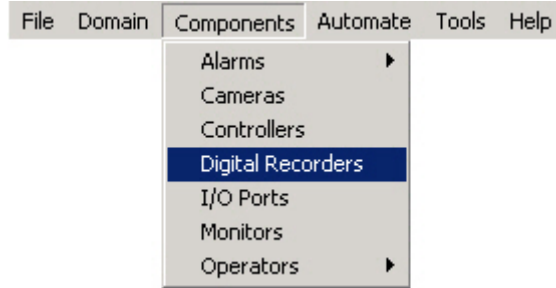
The **Alarm I/O** permission tabs allows an administrator to permit or deny a controller's ability to seize a specific IO port.

Digital Recorders

The NSS can utilize the features of digital video recorders, once they are defined by the Admin Console. Cameras connected to the digital recorders are configured to the video input channel they are using.

Definition Tab

1. Select the **Digital Recorders** command from the **Component** menu



Add, edit, or delete recorder records as necessary using the three icons at the bottom of the window.

Note Each field preceded by purple text on your computer's display must be given a unique number - different from other configured digital recorder records.

DIGITAL RECORDERS - Definition

Field Data

ID Unique record ID assigned by Admin Console as a Digital Recorder is added, in order to identify one recorder to the system. 1 to 64.

Admin Console automatically generates this number in consecutive order. Upon adding recorders, the system will automatically assign the next available number.

Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive; and the permission grids are displayed as consecutive, unique numbers; Admin Console generates these ID numbers.

Switch The switch type for an MPU955 system is always a digital switch.

Logical Unique number assigned by an NSS administrator, usually designated by combining two references, such as having the first 2 digits represent a logical group (such as a group of recorders surveying a loading dock), and up to three serial digits assigned for other logical reasons. 1 to 99,999. *Examples:* 84001, 84002, 84003, 84004; 36001, 36002, 36003, 36004. An operator will select recorders to view by this logical number.

VPort Port on the video crosspoint input board that is connected to the output from the recorder.

IPA Unique Internet Protocol address assigned by the system administrator. Dotted decimal, 15 characters (including dots). *Example:* 128.010.050.125

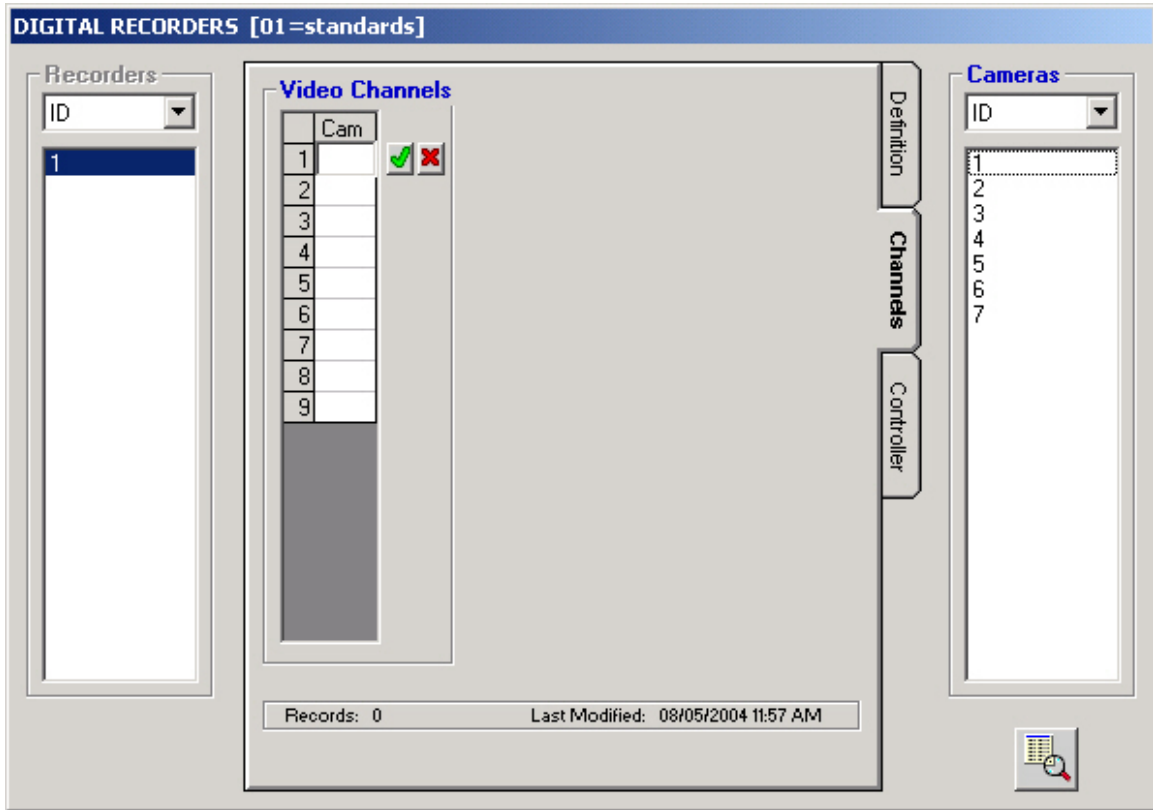
Digital Bitrate Choose from the dropdown the bitrate that the recorder will support.

Ser. (optional) The serial number of the recorder.

Model Choose the recorder model from the dropdown. Admin Console uses this information to determine the total number of available channels.

Channels Tab

Each digital recorder provides a number of video channels (depending on the model of recorder). The **Channels** tab is used to specify which camera is connected to each of the recorder's channels.



1. Double-click in the blank field of the channel number you want to specify a camera for
2. Double-click on the camera that you wish to specify for this video channel
3. Click the green check mark to save the selection

Note You can only select cameras that are already configured for use by Admin Console, and you need to know which channel they are connected to before working on this tab. Recording is only possible from cameras that are physically connected.

Permissions

Controller Tab

The **Controller** permission tab on the Digital Recorder window allows an administrator to specify which controllers can seize the selected recorder. It shows permissions from

the recorder's point of view. Permissions from the controller's point of view can be found in the Recorder Tab of the Controllers window (described in the previous section).

The last permission change made is the one that remains set. By default, all components are allowed to access all other components. The administrator must deny permissions.

1. Click on the Controller permission tab from the Digital Recorders window

Note Allowing a system controller to control a certain recorder will automatically allow the same controller to view video from the specified recorder.

Recorders are displayed in the list on the left by ID number, but can also be viewed by logical number, IP address, or video port. The grid on the right represents the following:

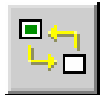
First row = controller IDs 0-9, second row = controller IDs 10-19, etc.

Green blocks indicate an allowed permission, and white blocks indicate that permission is denied.

2. Double-click on a specific controller to invert or alternate between permit or deny

Note Be sure to click the save button (the picture of the floppy disk) before exiting the Controller tab to ensure the changes will be saved correctly.

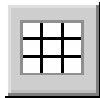
3. Highlight a row, a column, or click and hold the mouse button to highlight a group of controllers



4. Click the Invert Grid Selection button to change the state of the permission for the highlighted group, or



5. Click on the Permit All button to turn the entire grid green – allowing all controllers permission to control the specified camera, or



6. Click on the Deny All button to turn the entire grid white – denying all controllers permission to control the specified camera, or



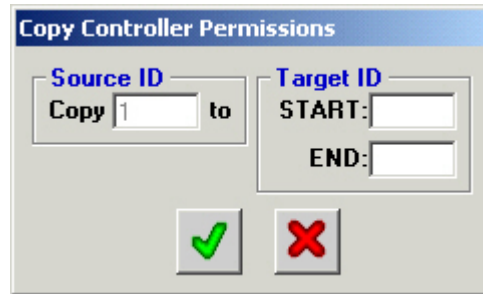
7. Click on the Copy Grid button to copy the permission grid from a specific recorder to other recorders

When copying a grid, a confirmation message will appear asking “Are you sure you want to COPY the Controller permission for this Digital Recorder?” and explaining the copying rules:

[1] Permissions will be copied by Digital Recorder ID.

[2] If permission already exists for a Digital Recorder that falls within the Target range, that original permission will be overwritten.

8. Click Yes to continue or No to cancel



The copy source is the highlighted recorder ID from where the controller permissions will be copied.

9. Enter the Target ID range of recorder ID numbers, with the beginning number in the START box, and the ending number in the END box

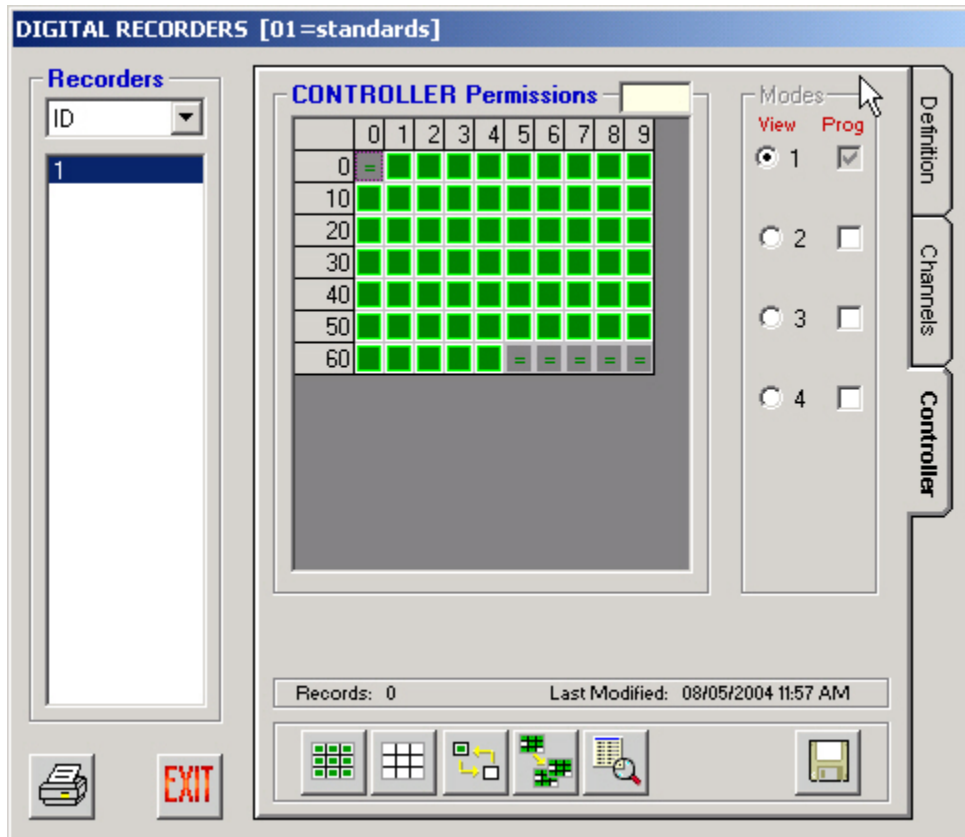
Warning Permissions existing for recorders within the specified range will be overwritten.

Viewing and Programming Modes



Clicking the **View** option button allows you to view permissions for the mode chosen, and defaults to programming for the same mode. In the case of the graphic to the left, mode 1 is set for viewing, and thereby programming. See Scheduled Modes in the Admin Console manual.

The permissions grid reflects the contents of the mode whose view is selected with the View option button. In the image that follows, the permission grid is displaying the contents of mode 1.





More than one mode can be programmed at the same time by clicking on the **Prog** check boxes of the other mode numbers that you wish to program simultaneously. This will append, or add any permissions that are then changed on the permissions grid, but will not duplicate entire modes or overwrite existing permissions in the other modes.

The image to the left indicates that the permissions grid would now be displaying the contents of mode 3 (which is also by default being programmed), and would simultaneously be programming any subsequent changes into modes 1 and 4 as well.

It is not necessary to perform a **Save** for each mode viewed or programmed. Saving permissions, when completed, automatically saves all four modes, regardless of the current **View** or **Prog** selection.

Controllers Recorder Tab

The Recorder permission tab on the Controller window allows an administrator to specify which recorders can be seized by the selected controller. It shows permissions from the controller's point of view.

By default, all components are allowed to access all other components. An administrator must deny permissions.

1. Click on the Recorder permission tab from the Controllers window

Note Allowing a system controller to control a certain recorder will automatically allow the same controller to view video from the specified recorder.

Controllers are displayed in the list on the left by ID number, but can also be viewed by IP address (IPA), Ethernet address (EA), or area. The grid on the right represents the following:

First row = recorder IDs 0-9, second row = recorder IDs 10-19, etc.

Green blocks indicate an allowed permission, and white blocks indicate that permission is denied.

2. Double-click on a specific recorder to invert or alternate between permit or deny

Note Be sure to click the save button (the picture of the floppy disk) before exiting the Recorder tab to ensure the changes will be saved correctly.

3. Highlight a row, a column, or click and hold the mouse button to highlight a group of recorders



4. Click the Invert Grid Selection button to change the state of the permission for the highlighted group, or



5. Click on the Permit All button to turn the entire grid green – allowing all recorders to be seized by the specified controller, or



6. Click on the Deny All button to turn the entire grid white – denying the selected controller access to all recorders, or



7. Click on the Copy Grid button to copy the permission grid from a specific controller to other controllers

When copying a grid, a confirmation message will appear asking “Are you sure you want to COPY the Recorder permission for this Controller?” and explaining the copying rules:

[1] Permissions will be copied by Controller ID.

[2] If permission already exists for a Controller that falls within the Target range, that original permission will be overwritten.

8. Click Yes to continue or No to cancel

The copy source is the highlighted controller ID from where the recorder permissions will be copied.

9. Enter the Target ID range of recorder ID numbers, with the beginning number in the START box, and the ending number in the END box

Warning

Permissions existing for controllers within the specified range will be overwritten.



10. Highlight a component within the permission grid, and click the definition button.

A window will appear; giving a quick view of that component's configured definition.

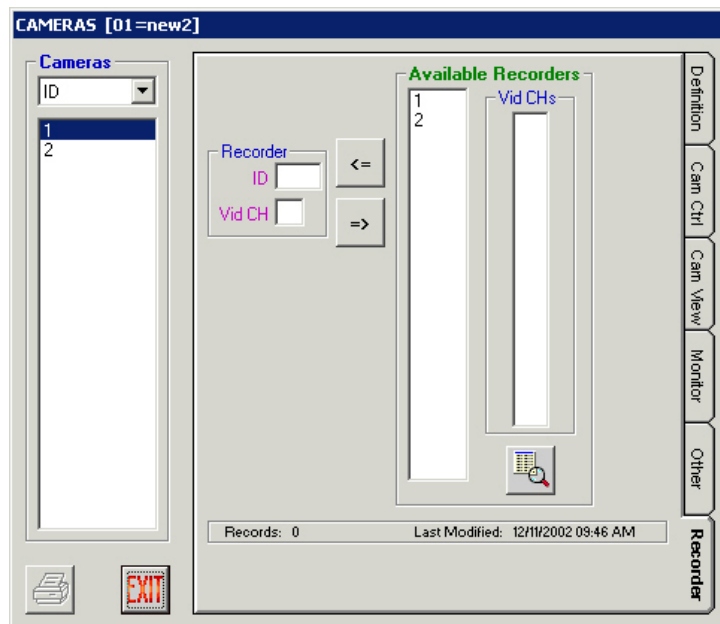
For the Modes section of this tab, see on page 74.

| | |
|-----------|-------------------|
| ID | 1 |
| Priority | 1 |
| IPA | 127.203.134.103 |
| EA | 00.00.00.00.00.00 |
| Boot File | |
| Timeout | 0 |
| Area | 1 |
| Port | t23 |
| Type | R |
| Location | south bldg annex |
| Name | Keyboard 1 |
| Ser. | 0019SX2919R |
| Mon | |

Adding or Removing Cameras for a Defined Recorder

Once a digital recorder has been defined in Admin Console, adding or reconfiguring cameras attached to it can be done from the **Recorder** tab of the **Cameras** screen.

1. Click the Cameras icon from the Components row of the main menu
2. Define new cameras if necessary
3. Click the Recorder tab
4. Click the ID number of the recorder you wish to work with



5. Select the camera ID from the Cameras list

- 6. Select the channel you wish to specify for the camera from the Vid CHs (video channels) list**

Only channels that are available are listed in the Channels list.

- 7. Click the Assign Recorder (<=) button to assign the specified camera to the specified channel OR the Remove Assigned Recorder Button (=>) to remove the selected camera from the recorder ID and channel showing in the Recorder section of the screen**
- 8. Click EXIT when finished**

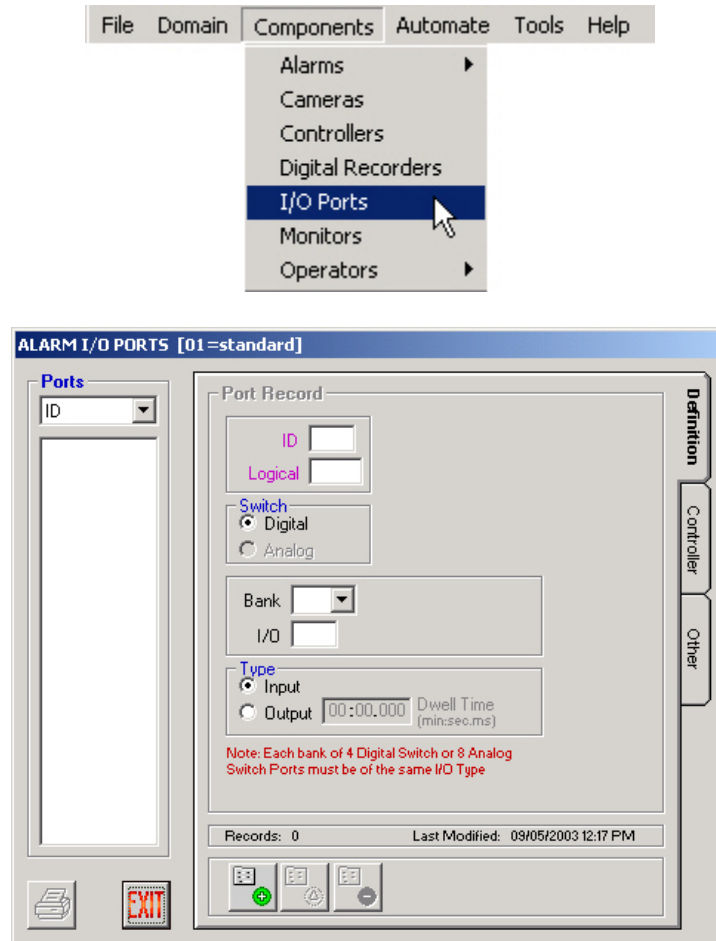
Alarm Input/Output

Alarm input and alarm output ports are used for alarm action purposes, and although each has a specific function, both are configured within this section. Although the system controller operator must control the I/O ports by logical number, these ports are viewable within MPU955 Admin Console by both ID and logical port numbers.

Each encoder supplies 8 ports – 4 are input ports, 4 are output ports. Because of this, 4 consecutive IDs must be configured with the same directional type - either input or output. For example, if ID 1 is configured as an input port, then IDs 2-4 must be input ports as well. Then, port 5 through port 8 must be configured as output ports.

Definition

1. Select the I/O Ports command from the Controller menu



Add, Edit, Delete, or Replicate alarm I/O port records as needed using the four icons at the bottom of this window. Deleting a port will delete the entire bank that port is part of.

Configuration

Alarm I/O PORTS – Definition

Field Data

| | |
|---|---|
| ID | Unique record ID assigned by MPU955 Admin Console as an I/O port is added, in order to identify the port to the system. MPU955 Admin Console automatically generates this number in consecutive order. Upon adding I/O ports, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. 1 to 512. |
| Logical | Assigned by an NSS administrator, enabling operators to address this port. An operator will select alarm I/O ports by logical number. 1 to 65,534. |
| Type | Click on either Input or Output. <i>Input Example:</i> Fire exit door opening. <i>Output Examples:</i> Unlock/lock a door. Alarm to firefighters. Call for police. Call for medical rescue. Each type must be configured in groups of 8. |
| Switch: Digital / Analog | Note: Analog is only selectable in ASC960 Admin Console 4.0. Contact your Panasonic representative for details. |
| Bank and I/O | Choose a Bank (which consist of 4 digital ports). The port numbers (I/O) are automatically assigned. For each bank, 4 records are added. Once a record is created, only Logical number and Dwell Time can be edited. Deleting a port will delete the entire bank that port is part of. |
| Dwell Time | Time available for a momentary output. Up to 59:59 (min:sec) Dwell time will only be enabled for output type I/O circuits. |

Permissions

Modify or copy I/O port permissions in the same manner described in the **Camera Permissions** section, beginning on page 57.

The **Controller** permission tab allows an administrator to permit or deny a system controller the ability to seize a specific I/O port. The **Modes** section of this tab is described on page 13

The **Other** tab shows which Alarm ID numbers are using a particular Alarm I/O port.

Note The permission grid's dimensions are based on the maximum capacity for the chosen CPU size, not on physically installed components already in the database.

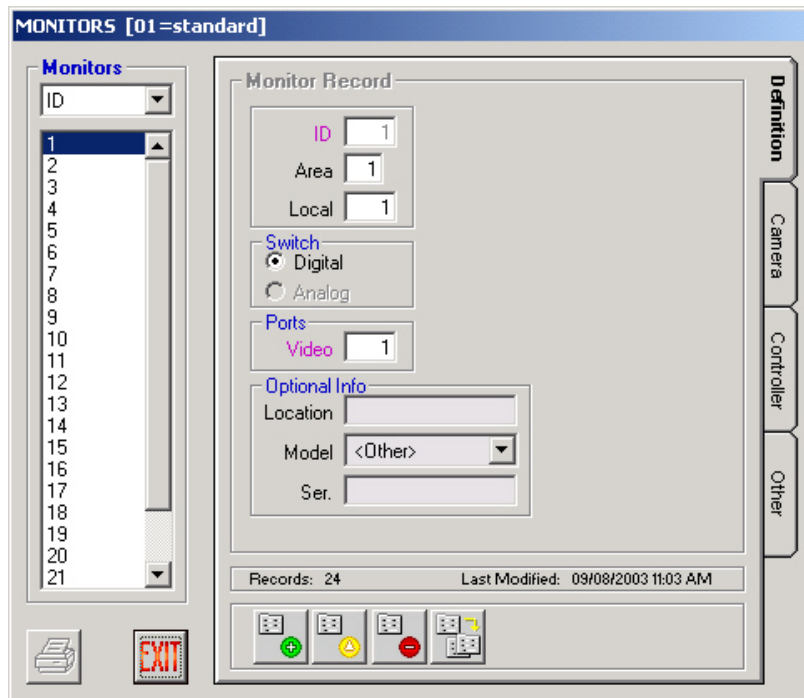
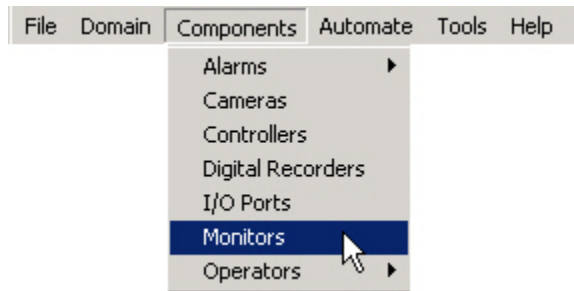
Monitors

Monitors are generally viewed within MPU955 Admin Console by ID number, but can be viewed by area\local number, since the user will operate the NSS by selecting a monitor by local number within a specific area.

Area\local numbers are displayed in MPU955 Admin Console as one whole number. The four right-most digits represent the local number and the left-most one or two digits will represent the area. For example, 10034 represents area 1 and local number 34, or 251100 represents area 25 and local number 1100.

Definition

1. Select the Monitors command from the Components menu



Add, edit, delete, or replicate monitor records as needed using the four icons at the bottom of this window.

Configuration

Notes

When deleting or modifying a monitor, be sure to check the **Other** tab to find references to other sections that the monitor will influence.

When changing the Monitor Surveillance Area (MSA) of a monitor, make sure that any affected presets or alarm action target assignments are within the same area.

Warning

Deleting a monitor will automatically delete the referenced permissions, but will not change any other references, such as sequences, presets, etc.

MONITORS – Definition

Field Data

ID Unique record ID assigned by MPU955 Admin Console as a monitor is added, in order to identify one programmed monitor to the system.

MPU955 Admin Console automatically generates this number in consecutive order. Upon adding monitors, the system will automatically assign the next available number.

Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. 1 to 256.

Area Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more keyboard controllers. 1 to 64.

Inserting a “0” indicates area 0. This will disable the Area field in the OSD on the monitor.

The use of areas is restricted to values of 1 to 64. Only use area “0” when no areas are needed within the entire system.

Click the Area button on the main window to view all components defined in a specific area.

Local Unique number assigned by an NSS administrator, enabling operators to address this particular monitor within an area. 1 to 9,999.

Operators will address specific monitors by selecting the local number with an area.

Switch: Note: Analog is only selectable in ASC960 Admin Console 4.0. Contact your Panasonic representative for details.
Digital / Analog

Ports Enter the video port number, which can be different from the ID number, if desired.

Location Practical name indicating where this monitor is located. Alphanumeric.

Model Monitor model number assigned by its manufacturer. Alphanumeric.

Ser. Monitor serial number assigned by its manufacturer. Alphanumeric.

Replicating a Monitor Definition



1. Highlight a configured monitor and click the Replicate button

A confirmation message will appear asking “Are you sure you want to REPLICATE this monitor within this Area?” and explaining the replication rules:

[1] Records will be generated according to ID.

[2] ID will be incremented to the next available value.

[3] Local #, Video Port will be incremented from a specified base value you assign.

[4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.

[5] All other record values will be identical to the Source record.

2. Click Yes to continue or No to cancel

Note Monitors can only be replicated within an area. If you wish to replicate monitors in several areas, at least one monitor must be configured in each area.

3. Enter the number of monitors to create in the Target Size box

4. Enter the beginning base value of the local monitor number that you wish to begin incrementing from

5. Click the green check mark to add the series of monitors, or click the red X to cancel

After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. See **Note** section of page 56.

Note Monitors existing within the specified range will not be overwritten.

Permissions

Modify or Copy Monitor permissions in the same manner described in the **Camera Permissions** section, beginning on page 57.

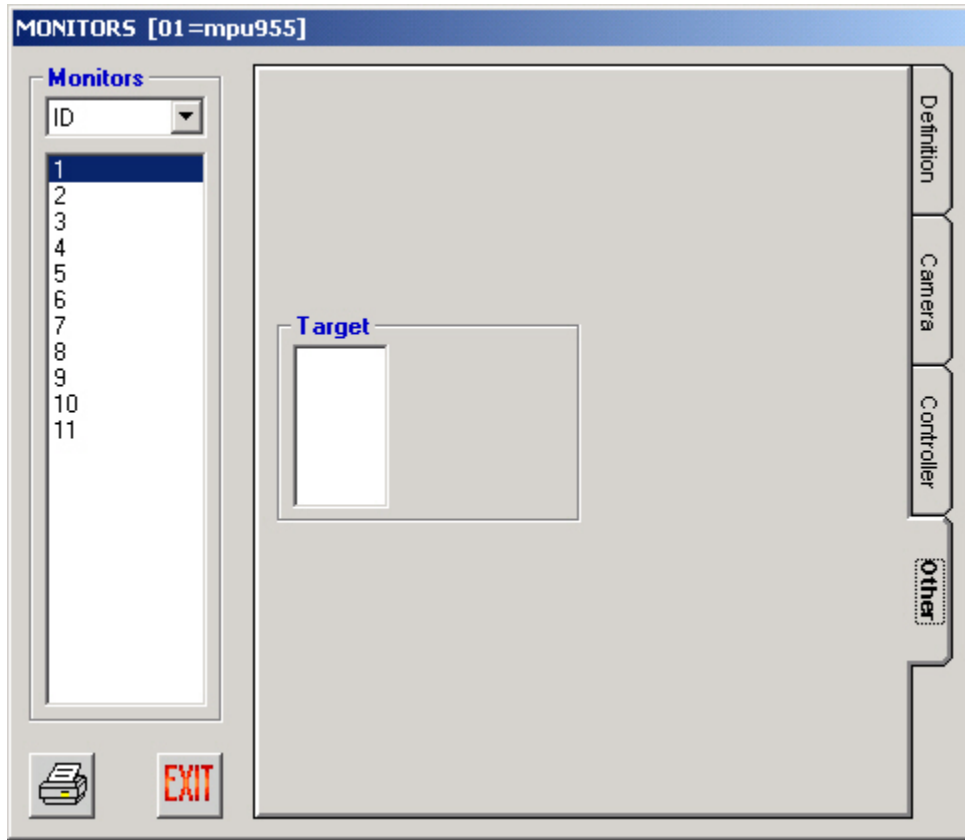
The **Camera** permission tab allows an administrator to permit or deny a monitor the ability to display a specific camera.

The **Controller** permission tab allows an administrator to permit or deny a system controller the ability to seize a specific monitor. The **Modes** section of this tab is described on page 13

Other

The **Other** tab displays additional sections that a highlighted monitor will affect.

This section is informational only, and changes cannot be made to the Targets which the specified monitor will affect. Changes must be made within the Alarm Target window.



Operators

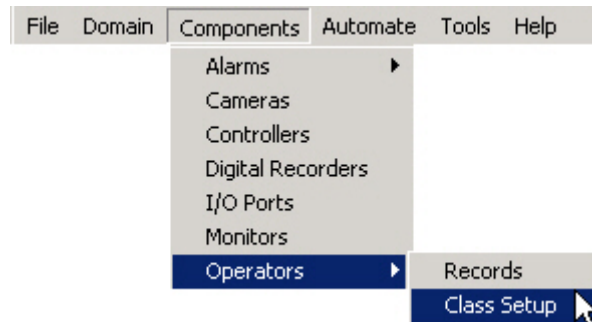
Class Setup

An operator is one who accesses the system via a system controller, selects resources, and controls selected system resources, such as cameras, monitors, sequences, etc.

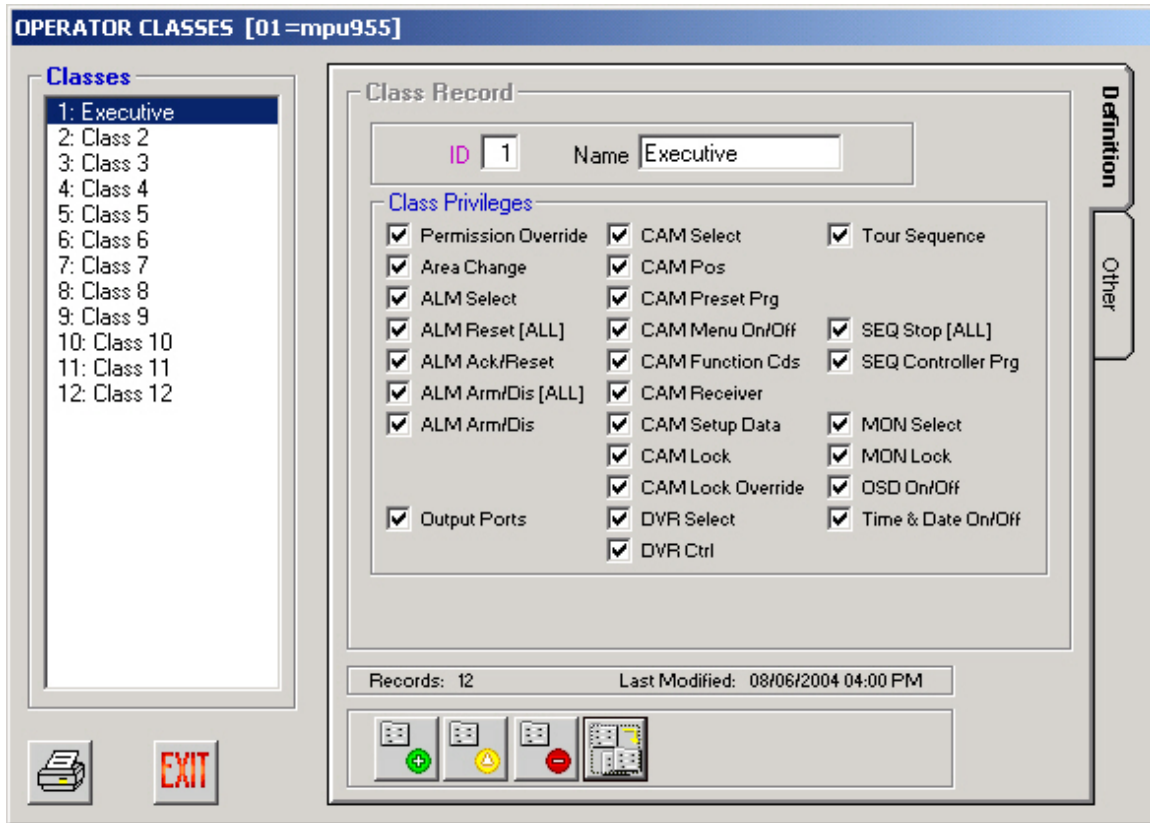
Before an operator can be defined, an operator class needs to be created.

An operator class defines which functions an operator or groups of operators have privileges to perform.

1. **Select the Operators command from the Component menu, and then select Class Setup**



Configuration



2. Enter an ID number and descriptive name for the class record you are creating
3. Choose the privileges to grant the class by checking the boxes to the left of the desired privileges

Warning

Be careful when assigning the CAM Lock privilege. When an operator uses CAM Lock, every camera in the system is locked. Other users can select cameras normally, but cannot control them.

Note

Operators with the CAM Lock Override privilege can override locked cameras on a camera-by-camera basis, as determined by priorities.

4. Click the green check mark to add the class of operators, or click the red X to cancel

You can add, edit, delete, or replicate class IDs as needed using the four icons at the bottom of this window.

The **Other** tab of the **Operator Classes** window can be used to view a list of the operators that are assigned to the class selected.

Configuration

Operator Class Privileges

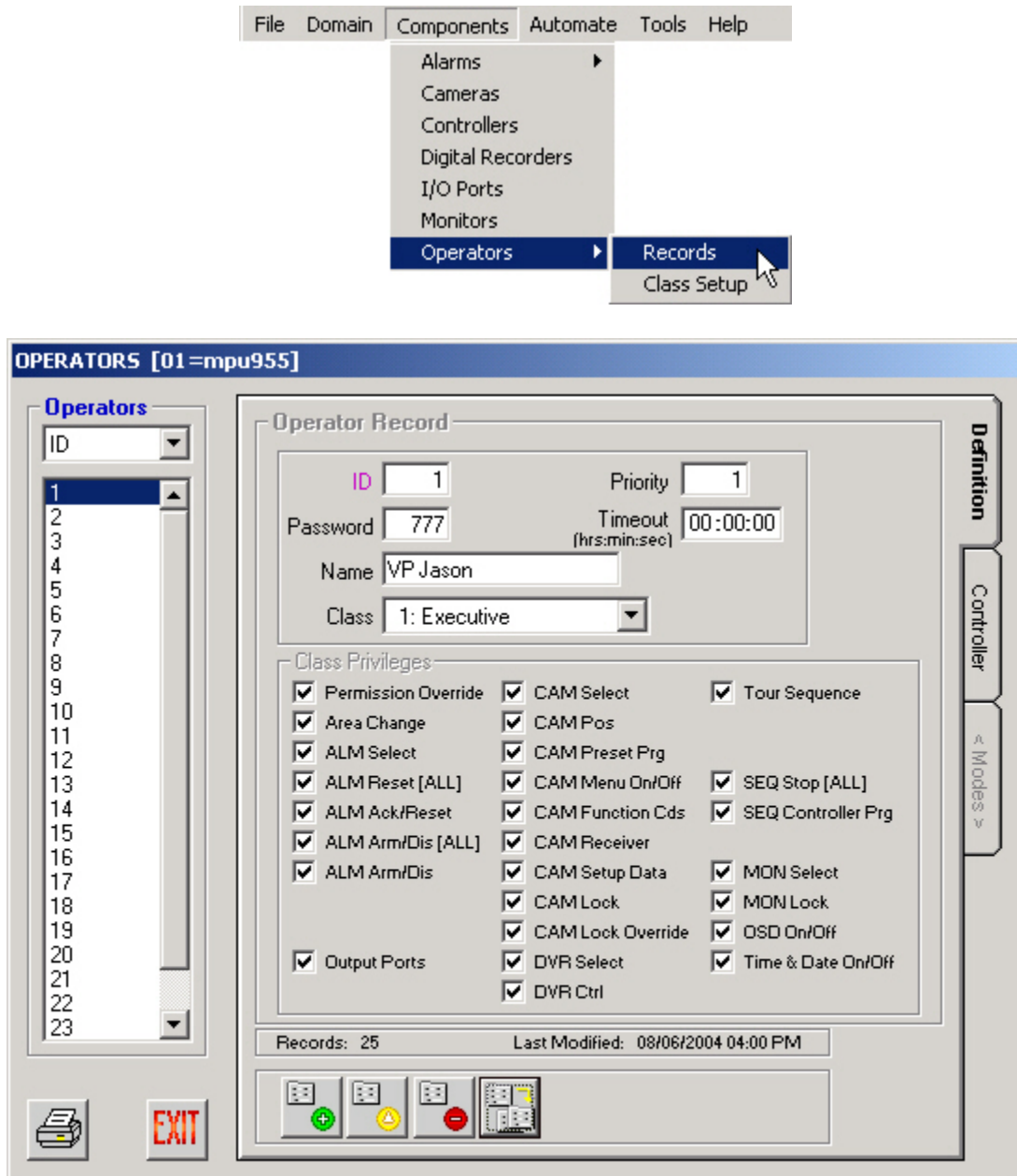
| Privilege | Function |
|-------------------------------|--|
| Permission Override | When selected, users can override partition permissions. Users in this operator class become super users. This privilege is tied to the Area Change privilege – selecting one automatically selects the other. |
| Area Change | When selected, users can access areas beyond their defined, current area. This privilege is tied to the Area Change privilege – selecting one automatically selects the other. |
| ALM Select | When selected, users can select alarms. |
| ALM Reset [ALL] | When selected, users can reset all system alarms within the domain. This function should be reserved for system administrators. |
| ALM Ack/Reset | When selected, users can acknowledge and reset alarms. |
| ALM Arm/Dis [ALL] | When selected, users can arm or disarm all system alarms with one command operation. This function should be reserved for system administrators. |
| ALM Arm/Dis | When selected, users can arm and disarm alarms. |
| Output Ports | When selected, users can turn alarm digital ports on or off. |
| CAM Select | When selected, users can select cameras. |
| CAM Pos | When selected, users can control camera preset positions. |
| CAM Preset Prg | When selected, users can program camera presets and store them in the cameras. |
| CAM Menu On/Off | When selected, users can enable or disable the camera menu from user controllers. |
| CAM Function Cds | When selected, users can control cameras through their function codes. |
| CAM Receiver | When selected, users can use camera receiver controls, such as aux on or off, or camera wiper on or off. |
| CAM Setup Data | When selected, users can access camera setup data. |
| CAM Lock | When selected, users can lock a camera. |
| CAM Lock Override | When selected, users can override cameras locked by other users. |
| DVR Select | When selected, users can select digital recorders. |
| DVR Ctrl | When selected, users can control digital recorders. |
| Tour Sequence | When selected, users can control and select tour sequences. |
| SEQ Stop [ALL] | When selected, users can stop all tour and group sequences within the domain. |
| SEQ Controller Prg | When selected, users can program tour and group sequence. |
| MON Select | When selected, users can select monitors. |
| MON Lock | When selected, users can select more than one monitor at the same time |
| OSD On/Off | When selected, users can turn on screen display items on or off. |
| Time & Date On/Off | When selected, users can enable or disable time and date OSD display operations. |

Operator Records Definition

Once a class has been created, you can then access the **Operators** menu to specify your system's operators, their priorities, and their permission to access system controllers.

1. **Select the Operators command from the Component menu, and then select Records**

Configuration



Add, edit, delete, or replicate operators, as needed, using the four icons at the bottom of this window.

Note The maximum number of operators that can be defined for the system is 512.

OPERATORS

Field Data

| | |
|--------------------|--|
| Operator ID | Operator logon identification. This ID is different from all other component IDs. An administrator assigns it. It is not assigned automatically as is the case with other components. This number does not need to be sequential. This will be used as the log-on ID assigned to each operator. 1 to 65,534. |
| Password | Operator password. After the operator has entered the logon ID to a system controller, this numeric password must be entered to complete the logon process. 1 to 99,999. |
| Name | Operator's name, in any format. Alphanumeric, 20 characters. |
| Class | Choose the class this operator is to be added to from the classes available on the drop-down menu. |
| Priority | Sets precedence among operators. Alarm priority has precedence over the operator priority. Operator priority has precedence over the system controller priority. The operator with the lower number priority takes over the part of the system being addressed. If more than one user with the same priority is operating at the same time, access is given according to the lowest controller priority number. If both priorities are the same, access is given and held for the latest call to a function, in other words, on a last-come first-served basis. 0 to 65,534. |
| Timeout | Number of seconds that must elapse after the user stops entering keystrokes before the system logs the operator off of this controller. Up to 11:59:59 (hr:min:sec). The operator timeout works in conjunction with the controller timeout. The system will use the lowest timeout value of the two. Entering a "0" into this field will cause the timer to never expire regardless of the controller timeout value. |

Class privileges granted for the selected class also appear on **Definition** tab of this window, but cannot be changed. This section is for the administrator's reference. Changes to class privileges must be done through the **Operator Classes** window. *See* page 85 for details.

Replicating an Operator Definition



1. **Highlight a configured operator ID and click the Replicate Record button.**

A confirmation message will appear asking “Are you sure you want to REPLICATE this Operator?” and explaining the replication rules:

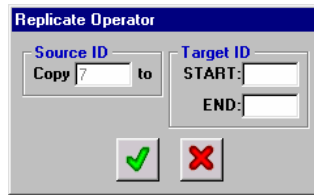
[1] Records will be generated according to ID.

[2] ID numbers will be incremented to the next available value.

[3] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.

[4] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel**



The copy source is the highlighted operator ID from which the subsequent operators will be copied.

3. **Enter the Target range of operator ID numbers, with the beginning number in the START box, and the ending number in the END box**
4. **Click the green check mark to add the series of operators, or click the red X to cancel**

After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. *See Note* section of page 56.

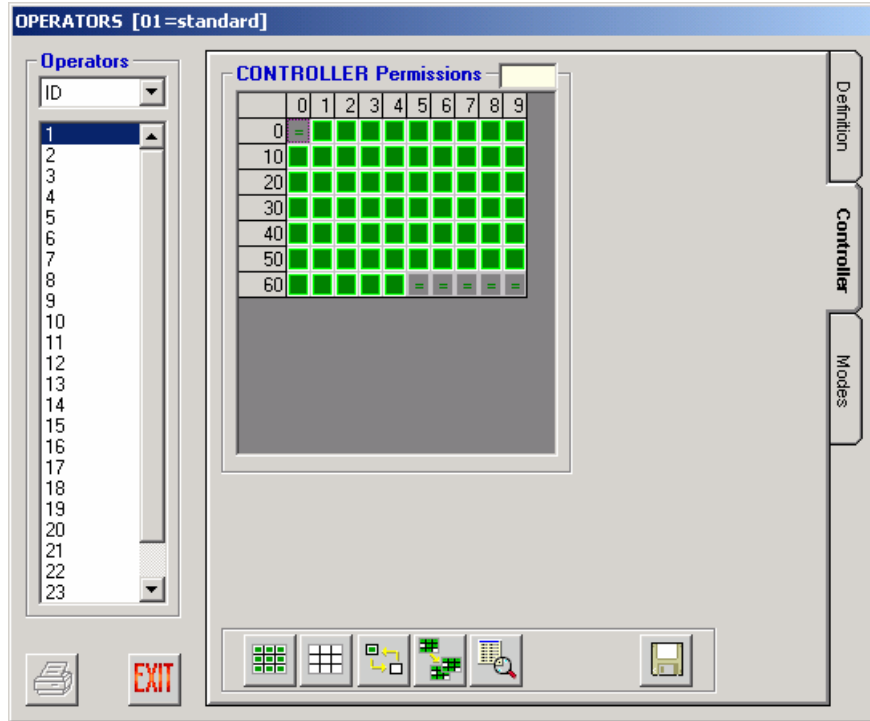
Notes

- ▶ Operator IDs existing within the specified range will not be overwritten.
- ▶ The maximum number of operators that can be defined for the system is 512.
- ▶ The default password for replicated each operator is the same as the replicated operator’s ID number. The default name for each replicated operator is “Operator #”, where “#” is the operator’s ID number.

Permissions

Modify or copy operator permissions in the same manner described in the **Camera Permissions** section, beginning on page 57.

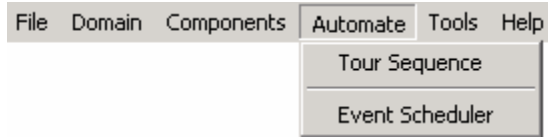
The **Controller** permission tab allows an administrator to permit or deny an operator the ability to login to a specific controller.



As with the Alarms window tabs, the **Modes** tab of the **Operators** window will be accessible only if **Scheduled Modes** have been selected. The **Modes** tab on the **Operators** window allows an administrator to determine what modes are active for an operator. By default, all four modes are active, even if all four have not yet been defined. This tab will be grayed out and inaccessible (as seen above) unless **Scheduled Modes** have been selected. See page 13 for full details on modes.

Automate

MPU955 Admin Console allows operators to automate certain tasks, via the **Automate** menu on the main window.



A sequence is a pre-determined series of views on one or several monitors, with pre-configured dwell times between views.

Three different kinds of automated sequences are available so that frequently used combinations of monitors and cameras can be displayed automatically; tour sequences, group presets (not currently supported), and group sequences (not currently supported).

An event is a scheduled action that will be automatically initiated at the time defined by an administrator.

Tour Sequences

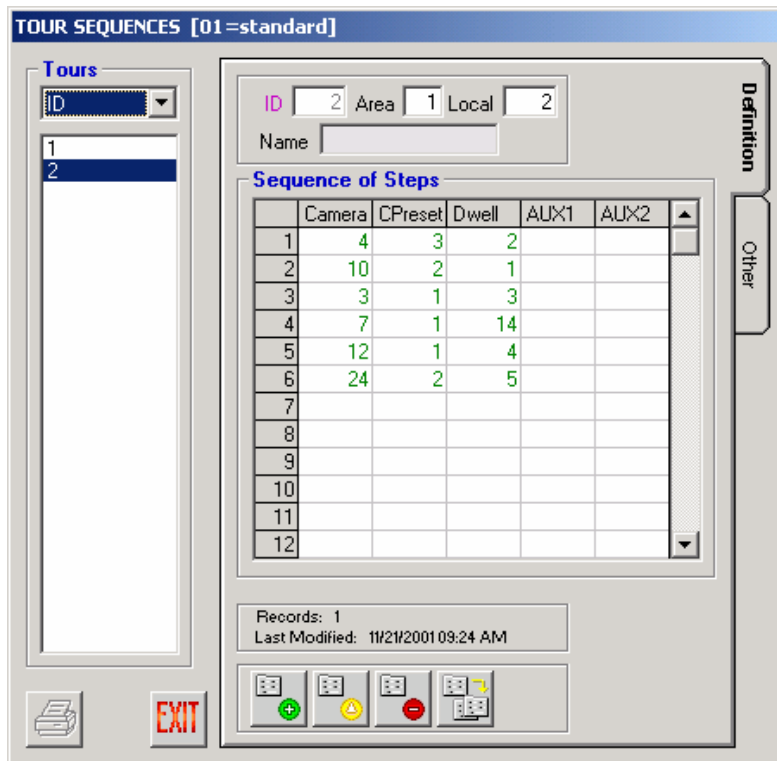
A tour sequence is an automated sequence of steps that can be run on any monitor by first activating the monitor, and then initiating the sequence. Each step in a tour consists of a specific camera aimed at a preset position, and a dwell time of a certain duration.

The values entered in this window determine the sequence in which cameras are viewed by a single monitor when a tour is invoked.

Although an operator will call sequences or presets by local number within a specific area, an administrator can view these tours by ID or area\local numbers within MPU955 Admin Console.

Definition

1. Select the Tour Sequence command from the Automate menu



TOUR SEQUENCES- Definition

Field Data

ID Unique record ID assigned by MPU955 Admin Console as a tour sequence is added, in order to identify the programmed tour sequence to the system.

MPU955 Admin Console automatically generates this number in consecutive order. Upon adding tours, the system will automatically assign the next available number.

Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. 1 to 128.

Area Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more keyboard controllers. 1 to 64.

Click the Area button on the main window to view all components defined in a specific area.

Inserting a "0" indicates area 0. This will disable the Area field in the OSD on the monitor.

The use of areas is restricted to values of 1 to 64. Only use area "0" when no areas are needed within the entire system.

Local Unique number within a monitor surveillance area, assigned by the system administrator. 1 to 9,999.

Name Practical name that is easy for an administrator to remember, in order to reference a certain tour sequence. Alphanumeric, 16 characters.

Camera ID number for a camera, previously configured, to be displayed in a step when a tour sequence is invoked. 1 to 1,024.

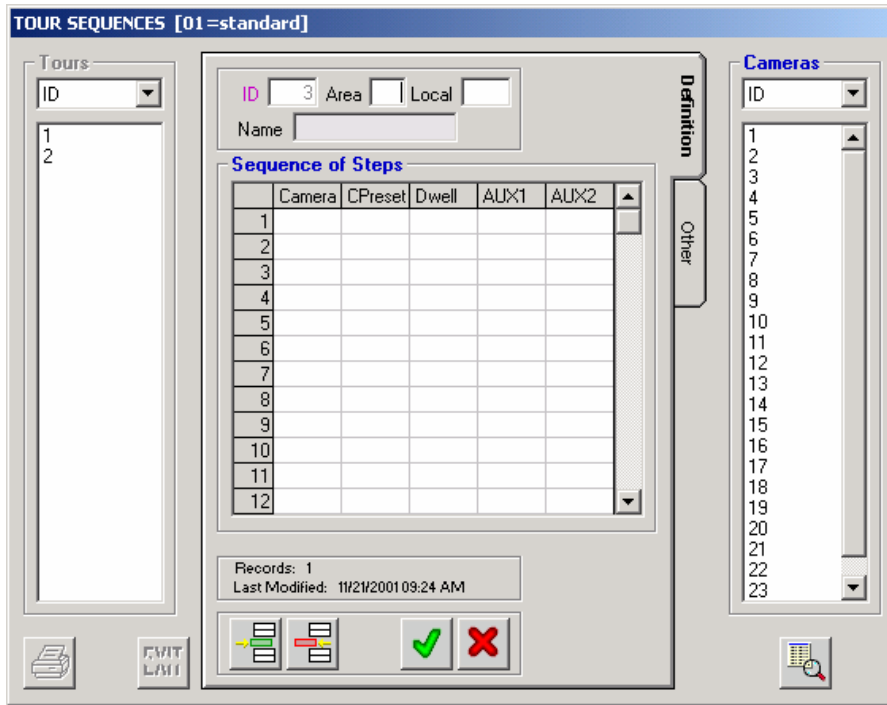
CPreset Number identifying a preset position of the camera specified. 0 to 64 (0 = no preset).

Dwell Amount of time that a monitor maintains a view. Up to 86,399 seconds (23 hours, 59 minutes, 59 seconds).

AUX1 & AUX2 Used to determine if an auxiliary function will take place during a sequence. An auxiliary function would require additional hardware at the chosen camera – such as a switch. If unavailable, leave both fields blank (for none or no function desired). If available, choose On, Off, or On/Off (switches to the opposite state) as the function to perform during that step.

1. To add a tour sequence, click the green Add Tour button

The following panel will appear.



MPU955 Admin Console will automatically assign the next available ID.

2. Fill in an area and local number

Warning Be aware that changing the area may affect other configured components such as alarm target assignments.

3. Give the tour a descriptive name

4. Add a camera in the Sequence of Steps

Double-click on a camera ID in the list on the right. It will automatically insert that camera number in step one. Double-clicking on another camera ID will automatically insert that camera number into step 2, and so on.

5. Type a preset number associated with each specific camera in the CPreset column

Enter a “0” to indicate no preset associated with that camera.

TIP To enter the same value in several steps, highlight desired cells using the click and drag method. Type in a value and press the enter key. All highlighted cells will be filled with the typed value.

6. Type a dwell time in seconds for each step
7. Double-click on AUX1 or AUX2 to change its setting from none (blank), to On, Off, or On/Off as desired, and if available



8. To add a step in the middle of a sequence, highlight a step and click the Insert Step button

A blank row will appear before the highlighted step.



9. To delete a step, highlight a step and click the Delete Step button

The entire row will be deleted.

10. After adding all desired steps, click the green check mark to continue, or the red X to cancel

Add, edit, delete, or replicate monitor tour sequences as needed.

Replicating a Tour Sequence Definition

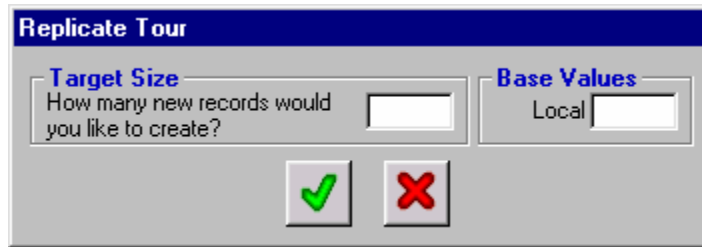


1. **Highlight a configured Tour Sequence ID and click the Replicate Tour button**

A confirmation message will appear asking “Are you sure you want to REPLICATE this Tour within this Area?” and explaining the replication rules:

- [1] Records will be generated according to ID.
- [2] ID will be incremented to the next available value.
- [3] Local # will be incremented from a specified base value you assign.
- [4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.
- [5] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel**



The copy source is the highlighted tour sequence ID from where the subsequent tours will be copied.

3. **Enter the number of tours to create in the Target Size box.**
4. **Enter the starting local ID number to begin incrementing from in the Base Values box**
5. **Click the green check mark to add the series of tours, or click the red X to cancel**

After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. *See Note* section of page 56.

Note Tour Sequences existing within the specified range will not be overwritten.

Configuration

To modify the replicated Tour Sequences, use the **Edit Tour** button.

The **Other** tab on the **Tour Sequences** window shows the Alarms that the selected Tour Sequence ID is associated with.

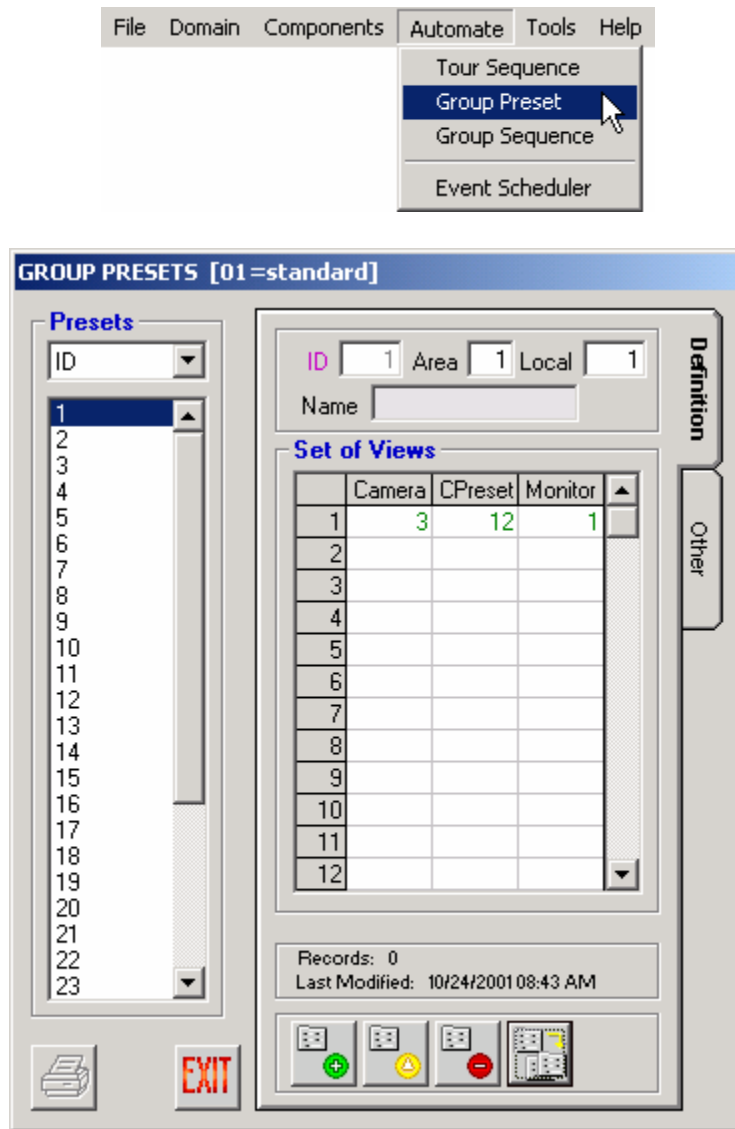
The screenshot displays a software window titled "TOUR SEQUENCES [01=standard]". On the left, there is a "Tours" section with a dropdown menu labeled "ID" and a list containing the numbers "1" and "2", where "2" is selected. Below this list are a printer icon and a red "EXIT" button. The main area of the window is divided into two tabs: "Definition" and "Other". The "Other" tab is currently active, showing an "Alarm" section with a "Logical" checkbox and a "Name" text input field. A magnifying glass icon is positioned to the right of the "Logical" checkbox. The "Definition" tab is visible but not active.

Group Presets (not currently supported)

A Group Preset carries its own ID, and is created from MPU955 Admin Console to include a list of camera-monitor connections. An operator selecting a Group Preset is able to display a preset series of camera views over several monitors at one time. Each camera-monitor connection must also include a camera-preset position.

Group Presets must be carefully planned, keeping in mind that they may be used as elements of Group Sequences. Keeping camera-monitor permissions in mind, configure several Group Presets using the same sets of monitors to enable the Group Sequences to run smoothly.

Definition



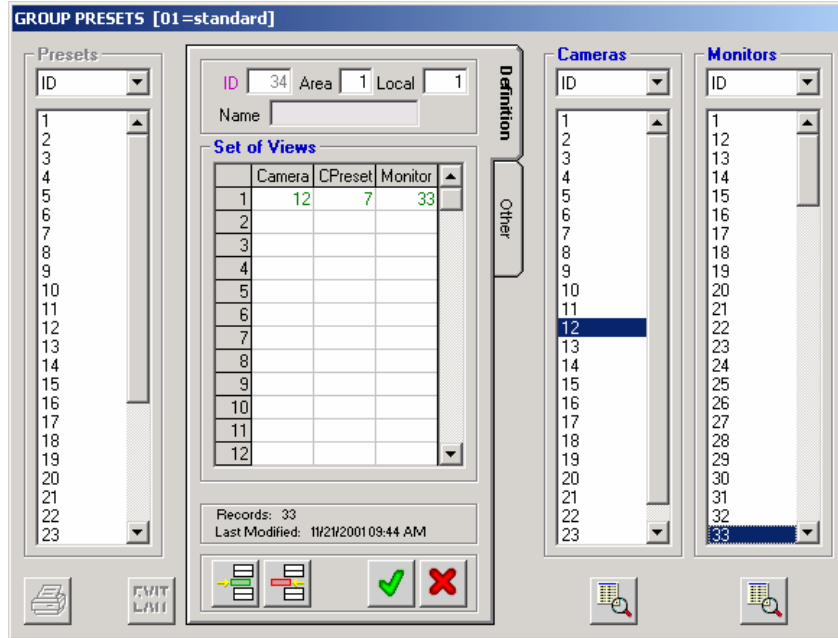
Configuration

Add, edit, delete, and replicate Group Presets, as necessary, using the four buttons at the bottom of this window.

| GROUP PRESETS – Definition | |
|----------------------------|---|
| Field | Data |
| ID | <p>Unique record number identifying a single Group Preset assembling several camera-monitor pairs that an operator can view at one time. MPU955 Admin Console assigns this ID as a Group Preset is added.</p> <p>MPU955 Admin Console automatically generates this number in consecutive order. Upon adding Group Presets, the system will automatically assign the next available number.</p> <p>Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. 1 to 128.</p> |
| Area | <p>Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more keyboard controllers. 1 to 64.</p> <p>Click the Area button on the main window to view all components defined in a specific area. Inserting a “0” indicates area 0. This will disable the Area field in the OSD on the monitor. The use of areas is restricted to values of 1 to 64. Only use area “0” when no areas are needed within the entire system.</p> |
| Local | <p>Unique number assigned by an NSS administrator, enabling operators to address this particular monitor within an area. 1 to 9,999.</p> |
| Name | <p>Practical name to help an operator identify a Group Preset. <i>Examples:</i> FireX by flr. CashReg by flr. Alphanumeric, 16 characters.</p> |
| Set of Views | <p>Specify a set of camera (with preset position) and monitor pairs that will take place in a single shot.</p> |
| Camera | <p>ID number for a camera, previously configured, to be displayed in a step when a monitor tour is invoked. 1 to 1,024.</p> |
| CPreset | <p>Number identifying a preset position of the camera specified. 0 to 64 (0 = no presets).</p> |
| Monitor | <p>ID number for the monitor that will display the specified camera preset position. 1 to 256.</p> |

1. To add a group preset, click the green Add Preset button

The following panel will appear.



MPU955 Admin Console will automatically assign the next available ID.

2. Fill in the area and local number
3. Give the group preset a descriptive name
4. Add camera to monitor pairs to the Set of View section by clicking on the ID numbers for each as needed

Double-click on a camera and a monitor from the lists on the right. It will automatically insert that camera and monitor ID in step one. Double-clicking on another camera and monitor will automatically insert that camera and monitor ID into step 2, and so on.

5. Type a preset number associated with a specific camera in the CPreset column

Enter a "0" to indicate no preset associated with that camera.

TIP To enter the same value in several steps, highlight desired cells using the click and drag method. Type in a value and press the enter key. All highlighted cells will be filled with the typed value.



6. To add a step in the middle of a sequence, highlight a step and click the Insert View button

A blank row will appear before the highlighted step.



7. To delete a step, highlight a step and click the Delete View button

The entire row will be deleted.

After adding all desired steps, click the green check mark to continue, or the red X to cancel

Add, edit, delete, or replicate group presets as needed.

Note When changing the area of an existing Group Preset, notice that all of the pre-configured monitors are deleted. This prevents an administrator from inadvertently having monitors of different areas in a single group preset.

Replicating a Group Preset Definition



1. **Highlight a configured Group Preset ID and click the Replicate Preset button**

A confirmation message will appear asking “Are you sure you want to REPLICATE this Preset within this Area?” and explaining the replication rules:

- [1] Records will be generated according to ID.
- [2] ID will be incremented to the next available value.
- [3] Local # will be incremented from a specified base value you assign.
- [4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.
- [5] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel.**

The copy source is the highlighted Group Preset ID from where the subsequent Group Presets will be copied.

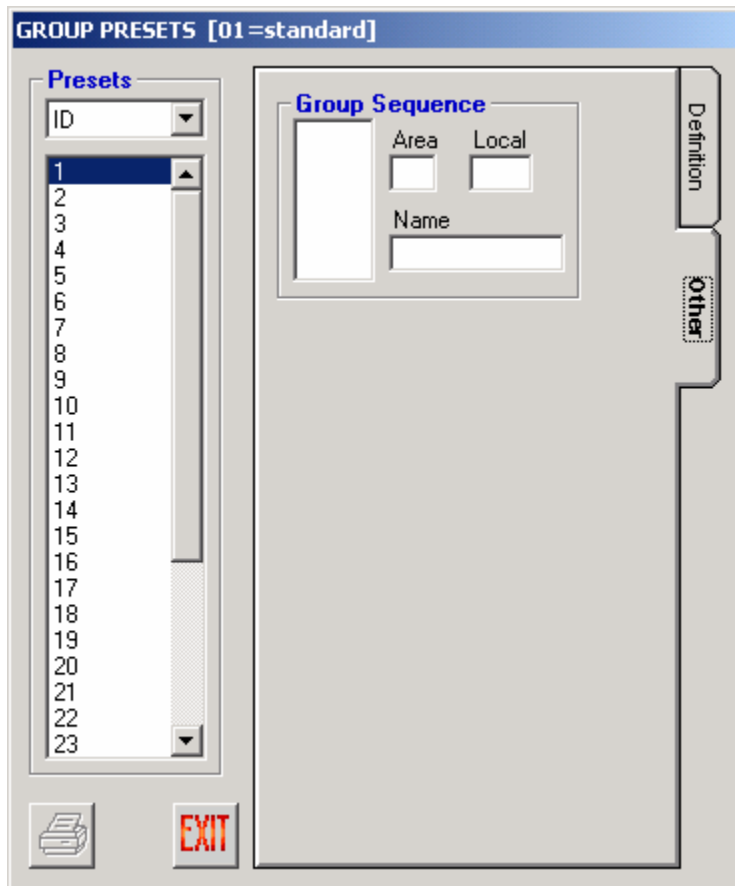
3. **Enter the number of Group Presets to create in the Target Size box**
4. **Enter the starting base value for the logical ID number to begin incrementing from in the Base Values box**
5. **Click the green check mark to add the series of group presets, or click the red X to cancel**

After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. See *Note* section of page 56.

Note Group Presets existing within the specified range will not be overwritten.

6. To modify the replicated Group Presets, use the Edit Preset button

The **Other** tab on the **Group Presets** window displays the Group Sequences associated with the selected Group Preset ID.

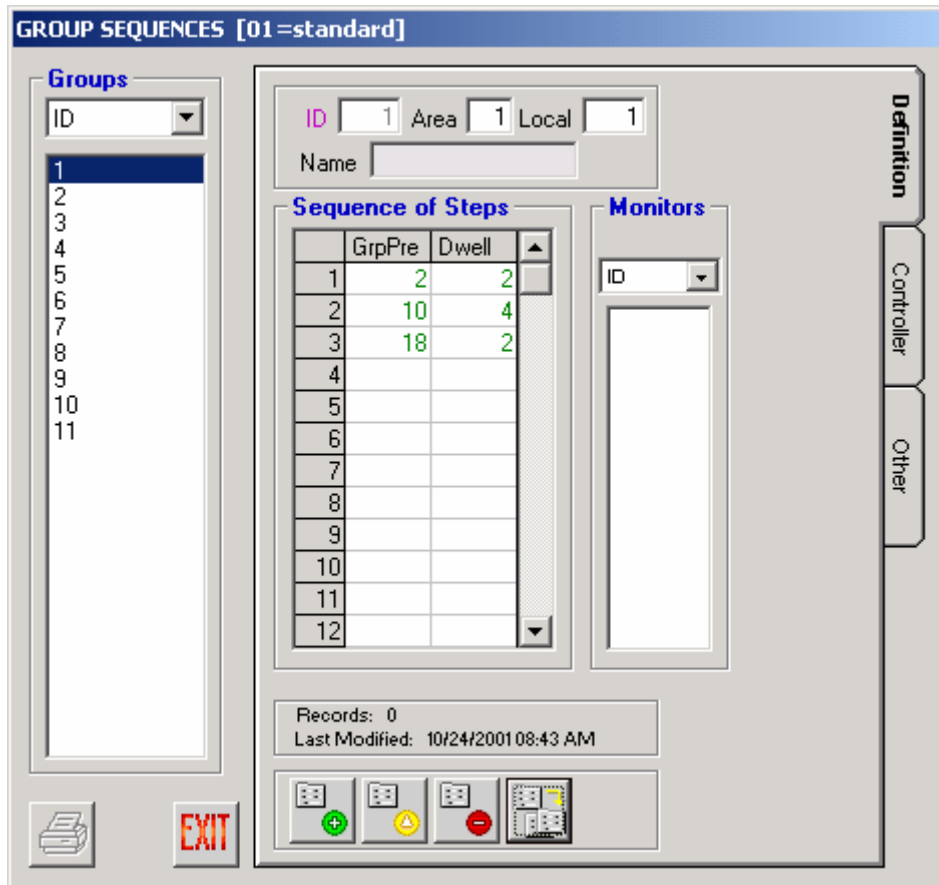
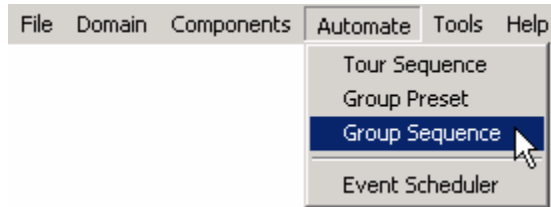


Group Sequences (not currently supported)

Programmed in MPU955 Admin Console, a Group Sequence combines several group presets, separated by specific periods called dwells.

Although an operator will call tour sequences or presets by local number within a specific area, an administrator can view these sequences by ID or area\local numbers within MPU955 Admin Console.

Definition



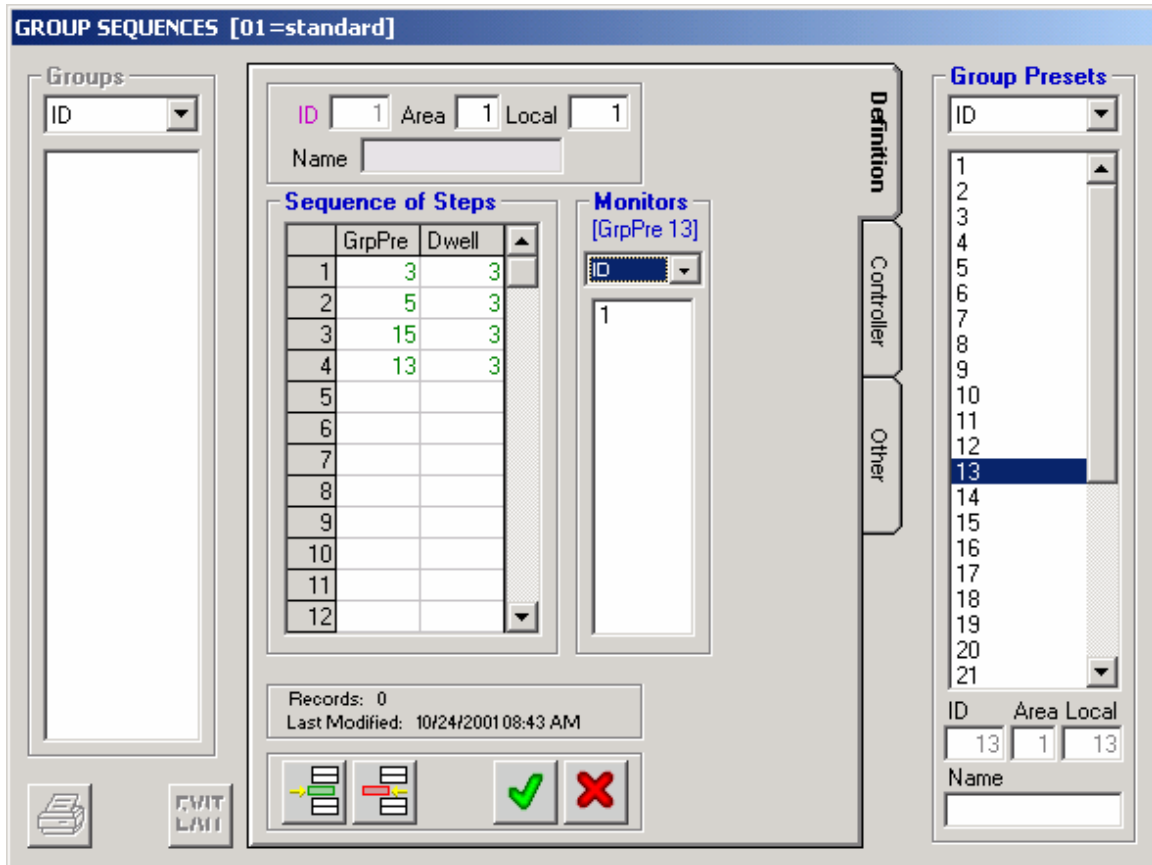
Configuration

Add, edit, delete, or replicate group sequences, as necessary, using the four buttons at the bottom of this window.

| GROUP SEQUENCES – Definition | |
|------------------------------|---|
| Field | Data |
| ID | Unique record ID assigned by MPU955 Admin Console as a group sequence is added, in order to identify one programmed group of several group presets to the system. MPU955 Admin Console automatically generates this number in consecutive order. Upon adding group sequences, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. 1 to 128. |
| Area | Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more system controllers. 1 to 64 Click the Area button on the main window to view all components defined in a specific area. Inserting a “0” indicates area 0. This will disable the Area field in the OSD on the monitor. The use of areas is restricted to values of 1 to 64. Only use area “0” when no areas are needed within the entire system. |
| Local | Unique numeric identifier for a single group sequence within one area. 1 to 9,999. |
| Name | Practical name to help an operator identify a group sequence. <i>Examples:</i> FireX all flrs, CashRs, all flrs. Alphanumeric, 16 characters. |
| Sequence of Steps | Specify a single group sequence by entering a list of Group Presets (GrpPre) with Dwell values. 1 to 64 steps |
| GrpPre | Table of group preset numbers (which are made up of a series of camera-monitor ID connections and camera preset positions). 1 to 1,024. |
| Dwell | Table of dwell time intervals in seconds, to be applied each of the group presets. Up to 86,399 seconds (23 hours, 59 minutes, 59 seconds). |
| Monitors | Displays a list of the monitor IDs associated with the selected group preset. |

1. To add a Group Sequence, click the green Add Tour button

The following panel will appear.



2. Fill in the area and local number

3. Give the sequence a descriptive name

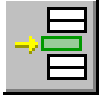
4. Add group preset numbers and dwell times in the Sequence of Steps section

Double-click on a group preset from the list on the right. It will automatically insert that group preset ID in step one. Double-clicking on another group preset will automatically insert that group preset ID into step 2, and so on.

Note Make sure that the same sets of monitors are used for each Group Preset in order to ensure that the Group Sequence will run smoothly.

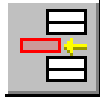
5. Type a dwell time in seconds for a specific group preset

TIP To enter the same value in several steps, highlight desired cells using the click and drag method. Type in a value and press the enter key. All highlighted cells will be filled with the typed value.



6. To add a step in the middle of a sequence, highlight a step and click the Insert Step button

A blank row will appear before the highlighted step.



7. To delete a step, highlight a step and click the Delete Step button

The entire row will be deleted.

8. After adding all desired steps, click the green check mark to continue, or the red X to cancel

Add, edit, or delete group sequences as needed.

Replicating a Group Sequence Definition

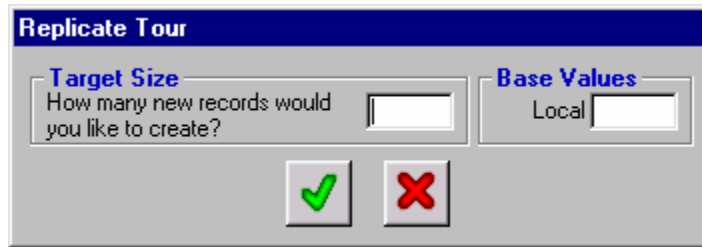


1. **Highlight a configured Group Sequence ID and click the Replicate Tour button**

A confirmation message will appear asking “Are you sure you want to REPLICATE this Group within this Area?” and explaining the replication rules:

- [1] Records will be generated according to ID.
- [2] ID numbers will incremented through a specified target range value you provide.
- [3] Local # will be incremented from a specified base value you assign.
- [4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.
- [5] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel**



The copy source is the highlighted Group Sequence ID from where the subsequent group sequences will be copied.

3. **Enter the number of groups to create in the Target Size box**
4. **Enter the beginning base value for the local ID number that you wish to start incrementing from in the Base Values box**
5. **Click the green check mark to add the series of Group Sequences, or click the red X to cancel**

Note Group Sequences existing within the specified range will not be overwritten.

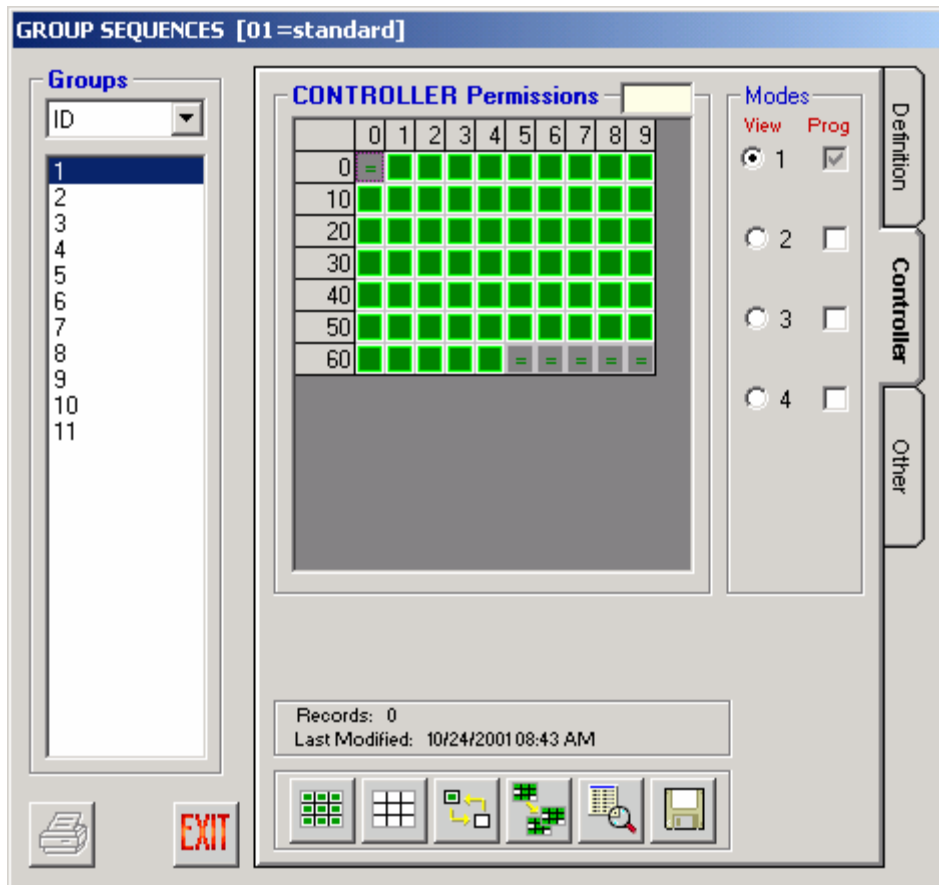
After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. See *Note* section of page 56.

Use the **Edit Group Sequence** button to modify replicated records.

Permissions

Modify or copy controller permissions in the same manner described in the **Camera Permissions** section, beginning on page 57.

The **Controller** permission tab allows an administrator to permit or deny a specific controller the ability to access a group sequence. The **Modes** section of this tab is described on page 13



The **Other** tab is used to display what alarm IDs are associated with each group.

Event Scheduler

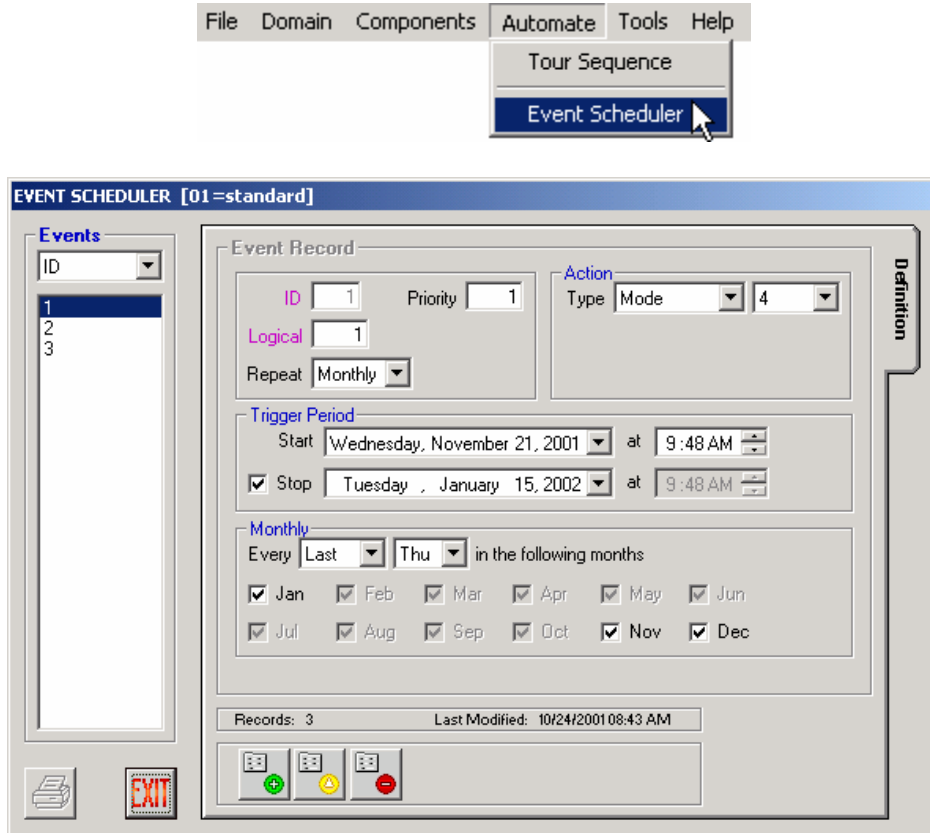
The Event Scheduler allows an administrator to schedule, in advance, when an action will automatically be initiated.

Actions can be scheduled as one-time occurrences, or can be scheduled to occur on an hourly, daily, weekly, or monthly basis.

The actions that may be scheduled include: cam spots, tour sequences, group presets (not currently supported), group sequences (not currently supported), alarms, and modes.

Definition

1. Select the Event Scheduler command from the Automate menu



Note Each field preceded by purple text on your computer's display must be given a unique number - different from other configured event records.

2. Click the Add Record button.

3. Enter all information required for each event you wish to schedule

| EVENT SCHEDULER – Definition | |
|------------------------------|--|
| Field | Data |
| ID | <p>Unique record ID assigned by MPU955 Admin Console a scheduled event is added, in order to identify the scheduled event to the system.</p> <p>MPU955 Admin Console automatically generates this number in consecutive order.</p> <p>Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console generates these ID numbers. 1 to 1,024.</p> |
| Logical | Assigned by an NSS administrator. 1 to 99,999 |
| Repeat | <p>Choose Once, Hourly, Daily, Weekly, or Monthly from the drop-down menu. Select a start and stop date and time for the event to occur.</p> <p>The dates' drop-down menus will display a calendar where a date can be selected by clicking on it, and months can be changed using the left and right arrow buttons in the corresponding upper corners of the calendar.</p> <p>Click on the section of the time field you wish to change (either hours, minutes, or am/pm) and type in the desired value, or use the up and down arrows after each of the time fields to increment or decrement the value in that section.</p> <p>When Once is chosen, the Stop settings will be grayed out.</p> <p>When Hourly is chosen, "Every __ hours" can be set for 1 - 24 hours.</p> <p>When Daily is chosen, "Every __ days" can be set for 1 – 31 days. The stop time is grayed out.</p> <p>When Weekly is chosen, "Every __ weeks" can be set for 1 – 52 weeks, and the day(s) of the week that this action will occur can be chosen. By default, all seven days are selected. Click to uncheck any of the days this action is not desired on. The stop time is grayed out.</p> <p>When Monthly is chosen, "Every __" the 1st – 31st day of the month can be selected, or "Every __" 1st, 2nd, 3rd, 4th, or Last (day of the week chosen from a drop-down menu) can be selected. Up to 12 months can be selected based on the defined start and stop dates. The stop time is grayed out.</p> |
| Priority | <p>This number assigns this event an order of precedence, provided the event is locked. If unlocked, the event has minimum priority regardless of the value in this field.</p> <p>The locked event with the lower number priority takes over the part of the system it is addressing. If an operator and locked event have the same priority, the event takes precedence.</p> <p>If more than one event with the same priority is scheduled to operate at the same time, access is given and held for the latest call to a function, on a last-come first-served basis. 0 to 65,534</p> |
| Lock | <p>Monitor lock. Used to prevent other operations from changing the action defined.</p> <p>For example, if an event's action is a camera spot, and it is important that no user change the camera, then the Lock box should be checked, and the event should have a high priority.</p> <p>The Lock can only be removed by the originating administrator or an administrator with less restrictive MPU955 Admin Console access level privileges.</p> |
| Action | <p>Choose the action that is desired to occur when scheduled.</p> <p>When Cam Spot is chosen, a list of cameras will appear. Click on the camera number desired, and it will appear in the ID field of the Action section. Click on the Mon field and a list of monitors will appear. Click on the monitor desired and it will appear in the Mon field. Monitors can be selected by ID, logical number, control port, or video port. Enter a value for CPreset.</p> <p>When Tour Seq is chosen, a list of tour sequences will appear. Click on the desired sequence, and it will appear in the ID field. Tour sequences can be selected by tour number or area/local number. Chose Start or Stop from the drop-down menu to start or stop the sequence with this action.</p> <p>When Group Pre is chosen, a list of group presets (not currently supported) will appear. Click on the desired preset, and it will appear in the ID field. Presets can be selected by preset number</p> |

EVENT SCHEDULER – Definition

Field Data

or area/local number.

When **Group Seq** is chosen, a list of group sequences (not currently supported) will appear. Click on the desired sequence, and it will appear in the ID field. Sequences can be selected by group number or area/local number. Chose Start or Stop from the drop-down menu to start or stop the sequence with this action.

When **Alarm** is chosen, a list of alarms will appear. Click on the desired alarm, and it will appear in the Alarm field. Alarms can be selected by ID or logical number. Chose Arm or Disarm from the drop-down menu to indicate which of the two this action will perform.

When **Mode** is chosen, a drop-down menu will be available to choose mode 1, 2, 3, or 4. (*See page 13 for information on modes.*)

4. Click the green check mark to save

You will remain in the Add mode, allowing you to enter information to schedule another event.

5. To exit the Add mode, click the red X

You will exit the Add mode.

6. To edit a scheduled event record, highlight the record ID and click the Edit Record button, or double-click on the event ID number

7. Edit the desired fields

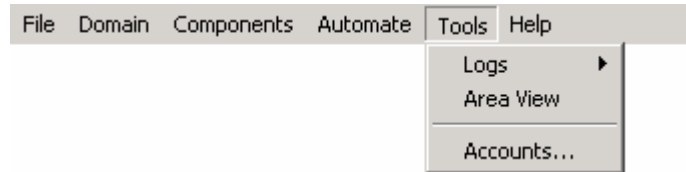
8. Click the green check mark to save and exit the Edit mode, or click the red X to cancel

9. To delete a scheduled event, highlight the event ID, and click the Delete Record button.

A confirmation message will appear. Click No to cancel or click Yes to delete, and enter a range of records to delete. If the end box is left blank, only the highlighted record will be deleted.

Tools

Tools consist of items that are related, but peripheral, to the configuration of the network security system. They include logs, area view, and account manager.



Logs:

System (Log Manager): Used to view system logs that capture data concerning operators and user actions that reside on the Main CPU(s).

Admin Console (AC Log): Used to view the MPU955 Admin Console log that captures each action performed within MPU955 Admin Console.

Area View: Used to view the composition of monitor surveillance areas.

Account Manager: Used to add, edit, delete, and assign access levels of the administrators that will access MPU955 Admin Console.

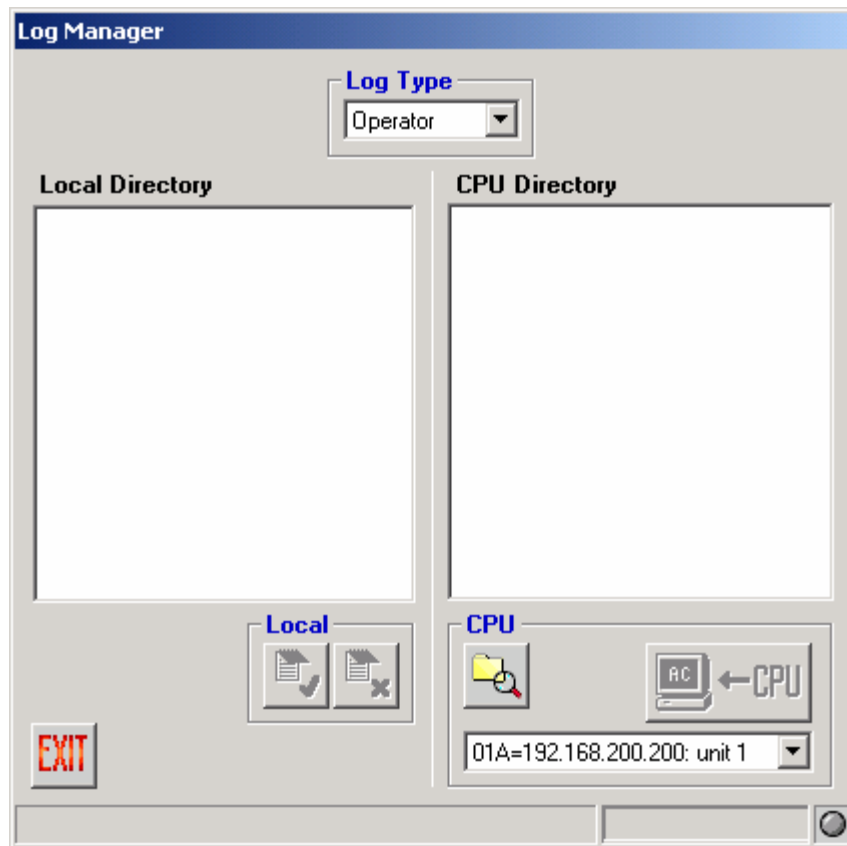
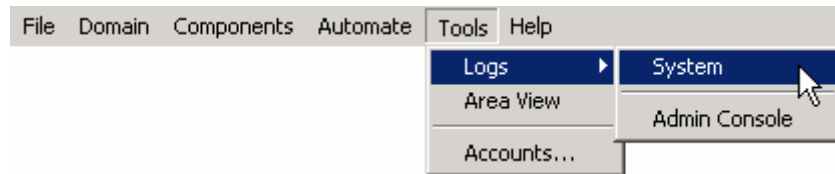
Log Manager

Three types of system logs are stored on the Main CPU, they are the Operator, Alarm, and Video Loss logs. In the case of a redundant CPU, it may be necessary to view logs from each CPU, since these logs are not synchronized. The logs must be downloaded from each CPU in order to view their content.

The logs, which are stored on each CPU separately, may be using the same filenames. It may be necessary to rename the files to reflect the appropriate CPU within Windows Explorer. Currently these files cannot be renamed within MPU955 Admin Console.

These logs are useful for troubleshooting and security purposes.

1. Select the Logs command from the Tools menu, and then select System





2. From the drop-down box, select the log type you wish to view:
Operator, Alarm, or Video Loss

Information given in each log type is as follows.

OPERATOR LOG

DATE: YYYY MMM DD format

DAY: Day of the week

TIME: AM or PM (12 hour format)

S-CTL: System controller ID on which the specified operator established an event

OPER: ID of the operator that performed an event

EVENT: Operator's action performed toward a system controller: logon or logoff performed by an operator; timeout; logoffnop - automatic logoff due to lack of operation; logoffsys - automatic logoff due to an error, system reboot, etc.

ALARM LOG

DATE: YYYY MMM DD format

DAY: Day of the week

TIME: AM or PM (12 hour format)

ALMID: The ID of the alarm that established the event.

TRIGGER: The alarm source that generated the alarm. The source ID is presented preceded by a letter indicating the source. "C" for camera motion, "D" for (digital) I/O port, or "S" for serial (RS232) port.

OPER: The operator ID of the individual who acknowledged the alarm (if the alarm was manually acknowledged)

Configuration

VIDEO LOSS LOG

DATE: YYYY MMM DD format

DAY: Day of the week

TIME: AM or PM (12 hour format)

LCAM: Logical camera number that is connected to the video input port

STATE: Video loss state:

OK: above threshold and in sync
LS: video signal below its threshold and in sync
VL: video signal below its threshold and no sync
HL: above threshold and no sync

TYPE: Indicates where a camera connects:

S: MXSW input
C: MXCONT input

SWITCHING LOG (not currently supported)

DATE: YYYY MMM DD format

DAY: Day of the week

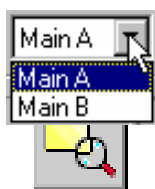
TIME: HH:MM:SS AM or PM (12 hour format)

DEVID: Specifies the device or operator type and ID. The ID number is prefixed with four letters, each representing a device or operator type. K = user / operator; S = super user; SEQ = sequence; and ALM = alarm.

MON: Indicates logical monitor number comprised of area (max 3 digits) and local (right-most 4 digits)

SOURCE: Indicates logical camera number.

ACTION: Task performed by the specified operator using the displayed components and devices (seize, release, or suspend).



3. Select from the drop-down box 01A or 01B in the CPU section
4. Click the Explore CPU button

Configuration

The right side of the window will display all logs that pertain to the selected type that exist on the selected CPU.

Note Remember, for a redundant CPU system, since these logs are not synchronized, it may be necessary to view and retrieve logs from each of the two CPUs.

5. Highlight the desired log file from the list and click the “GET from CPU” button

This acts in the same manner as the database manager, as it will copy the log from the specified CPU onto the MPU955 Admin Console computer’s hard drive, displaying the selected file on the left side of the window.

TIP Double-click on a highlighted log in the CPU directory section of the window to retrieve the selected log from the specified CPU.



6. Click the Select button to open a text window to view the selected log

TIP Double-click on a highlighted log file to open and view the log file contents.

| DATE | DAY | TIME | DEVID | MON | SOURCE | ACTION |
|-------------|-----|------------|-------|---------|---------|--------|
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000001 | C000005 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000002 | C000008 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000003 | C000019 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000004 | C000012 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000005 | C000013 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000006 | C000014 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000007 | C000015 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000008 | C000016 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000009 | C000012 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000010 | C000002 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000011 | C000030 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000012 | C000008 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000013 | C000005 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000014 | C000004 | SEIZE |
| 2000 Jul 26 | Wed | 1:27:57 PM | SEQ | M000015 | C000001 | SEIZE |

Filter: ALL ALL ALL ALL ALL

Note: LIKE filter allows use of wildcard characters ? and * to refine your query.

EXIT

7. Use the drop-down boxes in the filter section to customize the view

Configuration

If more than one filter is applied, an “AND” and “OR” option button appear to allow you to focus your search.



Note Filters are case sensitive and “LIKE” filters allow use of wildcard characters such as "?" (which represents any *single* character) and * (which represents a *string* of any characters).



8. Click the Query button

The system log report will filter the records according to the filter selections.

9. Click the print button to print the report as filtered



10. To delete logs from the MPU955 Admin Console computer’s hard drive, exit back to the Log Manager window, highlight the desired log, and click the Delete button

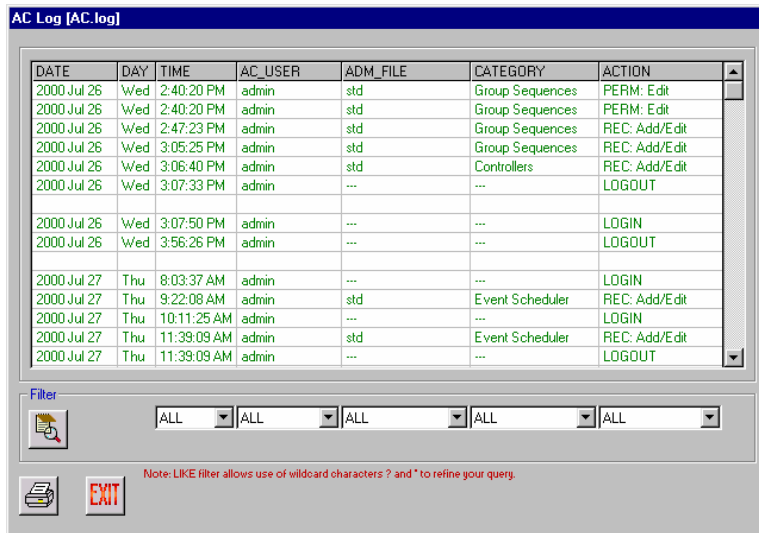
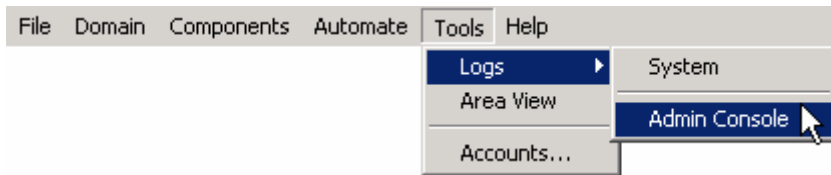
11. Click EXIT to return to the main menu

AC Log

The AC Log captures information for actions performed within MPU955 Admin Console. Only administrators with access levels 1 and 2 may view this log.

An administrator may view the information presented, or use the filters provided to customize a report.

1. Select the Logs command from the Tools menu, and then select MPU955 Admin Console



AC Log [AC.log]

| DATE | DAY | TIME | AC_USER | ADM_FILE | CATEGORY | ACTION |
|-------------|-----|-------------|---------|----------|-----------------|---------------|
| 2000 Jul 26 | Wed | 2:40:20 PM | admin | std | Group Sequences | PERM: Edit |
| 2000 Jul 26 | Wed | 2:40:20 PM | admin | std | Group Sequences | PERM: Edit |
| 2000 Jul 26 | Wed | 2:47:23 PM | admin | std | Group Sequences | REC: Add/Edit |
| 2000 Jul 26 | Wed | 3:05:25 PM | admin | std | Group Sequences | REC: Add/Edit |
| 2000 Jul 26 | Wed | 3:06:40 PM | admin | std | Controllers | REC: Add/Edit |
| 2000 Jul 26 | Wed | 3:07:33 PM | admin | --- | --- | LOGOUT |
| 2000 Jul 26 | Wed | 3:07:50 PM | admin | --- | --- | LOGIN |
| 2000 Jul 26 | Wed | 3:56:26 PM | admin | --- | --- | LOGOUT |
| 2000 Jul 27 | Thu | 8:03:37 AM | admin | --- | --- | LOGIN |
| 2000 Jul 27 | Thu | 9:22:08 AM | admin | std | Event Scheduler | REC: Add/Edit |
| 2000 Jul 27 | Thu | 10:11:25 AM | admin | --- | --- | LOGIN |
| 2000 Jul 27 | Thu | 11:39:09 AM | admin | std | Event Scheduler | REC: Add/Edit |
| 2000 Jul 27 | Thu | 11:39:09 AM | admin | --- | --- | LOGOUT |

Filter: ALL ALL ALL ALL ALL

Note: LIKE filter allows use of wildcard characters ? and * to refine your query.

EXIT

An administrator may view the report as shown and print it, or use the filter drop-down boxes to customize the report.

The AC Log report consists of the following:

Date: YYYY MMM DD format

Day: Day of the week

Time: HH:MM:SS AM or PM (12 hour format)

AC_User: MPU955 Admin Console user logon name of user who performed displayed action

Configuration

Adm_File: Configuration (.adm) file in which the specified action was performed.

Category: Section in which the action was performed. (Alarms, alarm targets, cameras, camera positions, controllers, controller sequences, group presets (not currently supported), group sequences (not currently supported), I/O ports, GX devices, monitors, operators, operator classes, and tour sequences)

Action: Specific task that was performed. (ADM configuration file: get, put, new, copy, rename, delete, backup, restore. Record: add/edit, delete. PERMISSION: edit. ACCT (account): add/edit, delete. SYStem file: get, pull, backup, restore. Login. Logout.)

2. Use the drop-down boxes in the filter section to customize the view

If more than one filter is applied, an “AND” and “OR” option button appear to allow you to focus your search.



Note

Filters are case sensitive and “LIKE” filters allow use of wildcard characters such as "?" (which represents any *single* character) and * (which represents a *string* of any characters).



3. Click the Query button

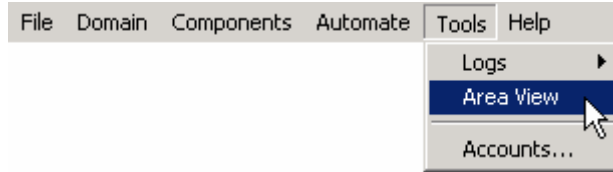
The AC Log report will filter the records according to the filter selections.

4. Click the print button to print the log

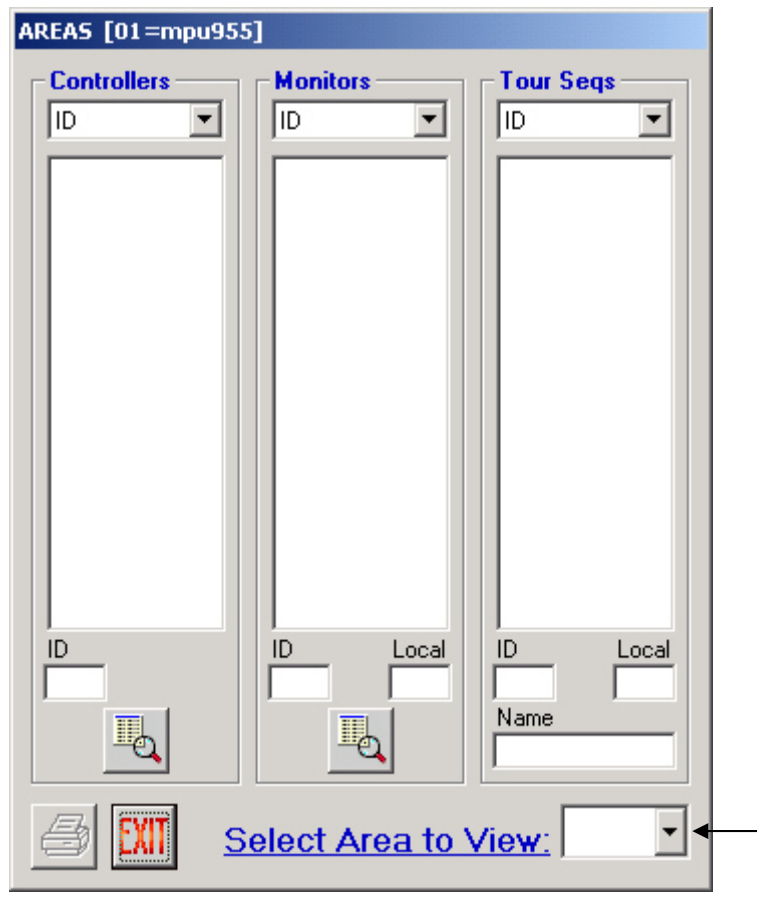
Areas

An area is a grouping of monitors defined by an administrator when monitors are added to the system. *See* Monitors – Definition on page 81.

Selecting the **Area View** command from the **Tools** menu brings up the area viewer. This viewer is available to all users.



No modifications to components, tour sequences, group presets (not currently supported), or group sequences (not currently supported) can be made from the **Areas** window.



1. Click on the down arrow to the right of the “Select an Area to View” drop-down menu

2. Highlight the desired area

This is an informational window only. An administrator or operator may view all components associated within a single area.

Note

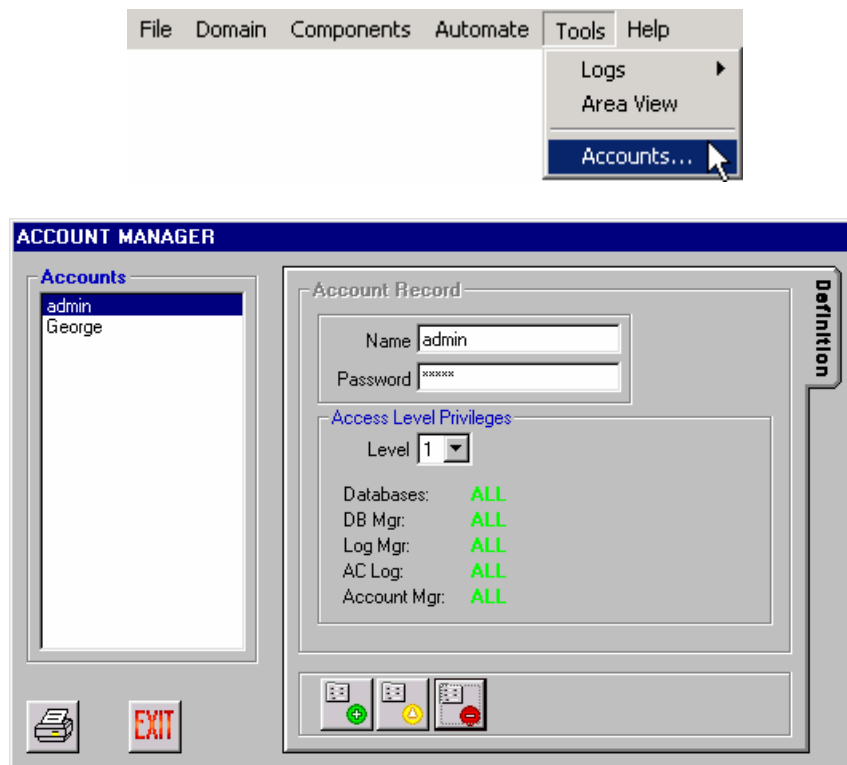
Since at least one monitor must be assigned in each defined area, if any areas exist without at least one monitor assigned, an error message will appear. Defining at least one monitor in that area will eliminate this error. *See* Monitors – Definition on page 81.

Account Manager

The Account Manager categorizes MPU955 Admin Console users into four specific user levels. This section configures users (administrators) for MPU955 Admin Console, not to be confused with system operators (system controller operators).

Initially only the default user account (admin) will be configured with no restrictions. This account cannot be deleted (for safety purposes) nor can the level be changed, but it is recommended that the user name be changed and a password be defined upon initial setup.

1. Select the Accounts... command from the Tools menu



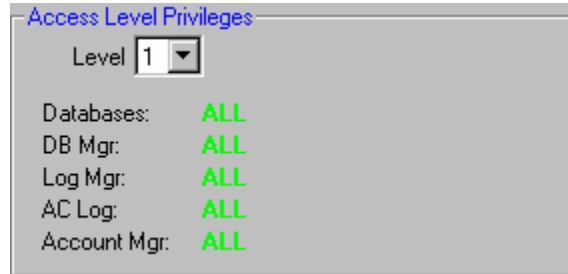
2. Click the Add Record button

3. Fill in the MPU955 Admin Console new user's name and password, and assign an access level

Configuration

There are four user levels having varying restrictions as follows:

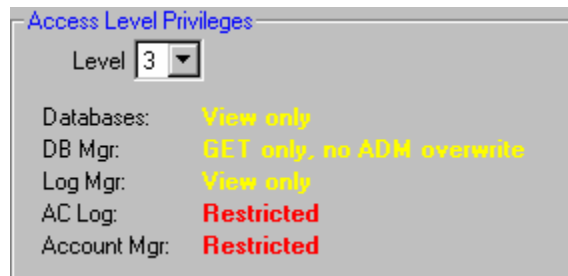
Level 1: Access to all areas of the MPU955 Admin Console configuration, setup, and management.



Level 2: Access for modification of all configuration, setup, and management areas *except* GX Device and Account Manager.

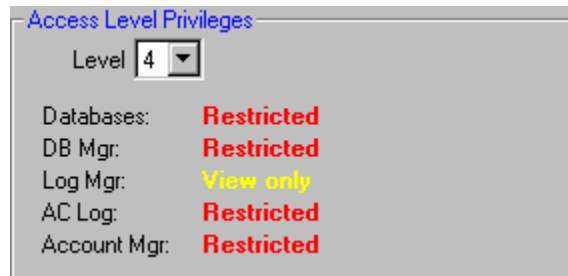


Level 3: Can view databases, log manager, and get the current configuration from the MCPU. No access to the AC Log or Account Manager, and unable to change configurations.



Configuration

Level 4: Can only view the Log Manager. No access to any other area of MPU955 Admin Console.



4. Click the green check mark to save

You will remain in the “Add” mode, allowing you to enter information about another MPU955 Admin Console user.

5. To exit the “Add” mode, click the red X

You will exit the add mode.

6. To edit a configured AC user, highlight a user name and click the “Edit Record” button

TIP You may also double-click on an AC user name on the list to enter the edit mode.

7. Edit desired fields

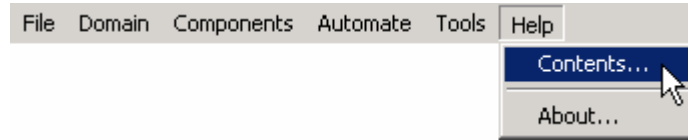
8. Click the green check mark to save and exit the edit mode, or click the red X to cancel

9. To delete a user, highlight a user name and click the “Delete Record” button

A confirmation message will appear. Click No to cancel or click Yes to delete the selected account.

Help

An on-line help file introduces the MPU955 Admin Console software and allows for a keyword search of topics. Select the **Contents...** command from the **Help** menu.

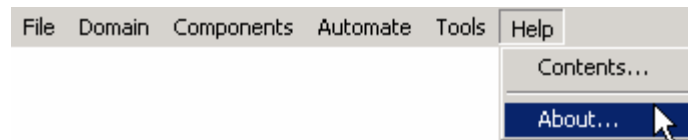


Help is also available from any of the MPU955 Admin Console windows by pressing the F1 key on the computer's keyboard. This will display information about the window from which F1 was pressed.

On-line help is available to guide an administrator through software installation, creating and configuring the configuration files, as well as uploading and downloading to and from the Main CPU. It also offers suggestions and/or examples, as well as notes, tips, and warnings about situations that an administrator may encounter during the configuration.

Worksheets are referenced in the on-line help, but must be obtained and reproduced from the printed document.

To determine version information about MPU955 Admin Console, select the **About...** command from the **Help** menu.



Uninstalling

To uninstall MPU955 Admin Console, use **Add/Remove Programs** on **Control Panel**.

Appendix A

This appendix outlines, by category, the various fields and the valid values for those fields in the table that appears when the **Advanced Config** button is selected on the GX Device screen, and the **GX Details** window appears.

Choose which details you wish to view using the drop-down menu in the upper left corner of the screen. A description for each field within each detail category follows.

Alarm Notification

| ALARM NOTIFICATION | |
|------------------------------|--|
| Field | Data |
| Mode | Description: This is a setup for NTSC or PAL, but currently only NTSC is supported. Validation: 0 (fixed to zero for NTSC). Other reserved. Default Setting: 0 |
| Alarm TCP | Description: Specifies whether to enable TCP for alarm notification Validation: 0 = Disable 1 = Enable Default Setting: 1 |
| Alarm TCP Destination | Description: Specifies the destination for alarm notification using TCP. Validation: 0 for WJ-MPU955, 1 for other device. When this value is set to 1, Alarm TCP/ IP address and Alarm TCP Port No. are effective. Default Setting: 0 |
| Alarm TCP/IP Address | Description: Specifies a destination IP address for TCP alarm notification. This setting is effective only when Alarm TCP Destination is 1. Validation: Dotted decimal format IP address - 0.0.0.0 to 255.255.255.255 Default Setting: 0.0.0.0 |
| Alarm TCP Port No. | Description: Specifies a destination IP port for TCP alarm notification. This setting is effective only when Alarm TCP Destination is 1. Validation: hexadecimal numeral 0000 -FFFF Default Setting: C900 |
| Alarm UDP | Description: Specifies whether to enable UDP for alarm notification Validation: 0 = Disable 1 = Enable Default Setting: 0 |
| Alarm UDP Destination | Description: Specifies the destination for alarm notification using UDP. Validation: 0 for WJ-MPU955, 1 for other device. When this value is set to 1, Alarm UDP IP address and Alarm UDP Port No. are effective. Default Setting: 0 |
| Alarm UDP IP address | Description: Specifies a destination IP address for TCP alarm notification. This setting is effective only when Alarm UDP Destination is 1. Validation: Dotted decimal format IP address - 0.0.0.0 to 255.255.255.255 Default Setting: 0.0.0.0 |
| Alarm UDP Port No. | Description: Specifies a destination IP port for TCP alarm notification. This setting is effective only when Alarm UDP Destination is 1. Validation: hexadecimal numeral 0000 -FFFF Default Setting: C901 |

Appendix A

| ALARM NOTIFICATION | |
|-----------------------------------|---|
| Field | Data |
| Alarm Retransmission Timer | <p>Description: Specifies a retry timer for an alarm notification. When GX device does not receive a response of an alarm notification packet, it sends the same packet after this timer expires.</p> <p>Validation: decimal numeral 0-255</p> <p>Default Setting: 10</p> |
| Control Site | <p>Description: Specifies IP address of the camera control site.</p> <p>Validation: 0 for WJ-MPU955, 1 for other device. When this value is set to 1, Control Address is effective.</p> <p>Default Setting: (None)</p> |
| Control Address | <p>Description: Specifies IP address of the camera control site.</p> <p>Validation: Dotted decimal format IP address - 0.0.0.0 to 255.255.255.255</p> <p>Default Setting: (None)</p> |
| Comment | <p>Description: A string to put comment notes.</p> <p>Validation: Within 16 characters.</p> <p>Default Setting: (None)</p> |

Digital System Setup

| DIGITAL SYSTEM SETUP | |
|-----------------------------------|--|
| Field | Data |
| Device ID | <p>Description: GX device identifier is a local physical number that is uniquely identified within a system domain. Its format is shown as below:</p> <p style="margin-left: 40px;"> _____X X X device id (by rotary SW of an encoder front panel) X X X X X _____ device type </p> <p>Validation: Device type [0x0F000 encode, 0x1F000 decoder, other reserved]</p> <p>Default Setting: 0x0F000XXX is for encoder, 0x1F000XXX is for decoder.</p> <p>XXX is the value registered in Address[SW1] of the previous page .</p> <p>Note: See MPEG2 Encoder and MPEG2 Decoder Operating Instructions.</p> |
| Device Name | <p>Description: A String to help operator to identify a GX device.</p> <p>Validation: Within 16 characters.</p> <p>Default Setting: (None)</p> |
| DNS | <p>Description: Specifies a DNS operational mode.</p> <p>Validation: 0 = Disable, 1 = Enable</p> <p>Default Setting: 0</p> |
| DNS Server | <p>Description: Specifies a DNS server IP address.</p> <p>Validation: Dotted decimal format IP address.</p> <p>Default Setting: (None)</p> |
| NTP | <p>Description: Specifies a NTP operational mode</p> <p>Validation: 0 = Disable, 1 = Enable</p> <p>Default Setting: 0</p> |
| NTP Server Host IP Address | <p>Description: Specifies a NTP server IP address.</p> <p>Validation: Dotted decimal format IP address.</p> <p>Default Setting: (None)</p> |

Appendix A

DIGITAL SYSTEM SETUP

Field Data

| | |
|--------------------------|--|
| NTP Port No. | Description: Specifies a NTP server port number. Validation: hexadecimal numeral 0000 -FFFF Default Setting: (None) |
| NTP Time Interval | Description: Specifies a NTP sequence time in hex format. The time unit is in hours. Validation: hexadecimal numeral 01 - 18 Default Setting: 1 |
| Host Name | Description: Specifies a host name of the device. It is a string up to 64 characters. Validation: Within 64 characters. Default Setting: (None) |
| Time Zone | Description: Specifies time zone where the device is operating. Validation: EST: Eastern Standard Time; CST: Central Standard Time; MST: Mountains Standard Time; PST: Pacific Standard Time Default Setting: (None) |
| Daylight Savings | Description: Specifies whether to turn on daylight saving time or not. Validation: 0 to turn off and 1 to turn on Default Setting: 0 |
| Speed/Duplex | Description: Specifies a transmission speed between each encoder or decoder and a network device such as a switching hub or a router. Validation: 0 for auto, 1 for 100 Base-TX FULL DUPLEX, 2 for 100 Base-TX HALF DUPLEX, 3 for 1000 Base-T Default Setting: 0 |
| Comment | Description: A string to put comment notes. Validation: Within 16 characters. Default Setting: (None) |

Encoder

ENCODER

Field Data

| | |
|----------------------|--|
| Device ID | Description: GX device identifier is a local physical number that is uniquely identified within a system domain. Its format is shown as below: <pre> _ _ _ _ _ X X X device id (by rotary SW of an encoder front panel) X X X X X _ _ _ device type</pre> Validation: Device type [0x0F000 encode, 0x1F000 decoder, other reserved] Default Setting: 0x0F000XXX XXX is the value registered in Address[SW1] of the previous page . Note: See MPEG2 Encoder and MPEG2 Decoder Operating Instructions. |
| Sub Device ID | Description: GX sub device identifier is a local physical number that is uniquely identified within the device. It also refers as a channel. Validation: 0 - 3 Default Setting: Automatically assigned from 0 to 3. |

ENCODER

Field Data

| | |
|-------------------------------------|---|
| Port | <p>Description: Specifies a local control port for the device. Validation: decimal format, 1 - 1024 Default Setting: Automatically assigned. Note: This port number is the same as the port number of the CAMERA page, and it is necessary to associate it.</p> |
| Audio | <p>Description: Specifies the audio mode for the device. Validation: 0 = OFF, 1 = ON Default Setting: 0</p> |
| Video & Audio Encryption | <p>Description: Specifies the video stream classification. Validation: 0 = No Scramble, 1 = Scramble Default Setting: 0</p> |
| Encryption Key | <p>Description: Specifies the encryption key number. This is effective only when Video & Audio Encryption is 1. Validation: hexadecimal numeral, 00 -- FF Default Setting: 0</p> |
| TOS | <p>Description: Specifies a TOS in IP message header Validation: 0 - 7 Default Setting: 0</p> |
| TTL | <p>Description: Specifies a TTL in IP message header Validation: hexadecimal numeral 0x00 - 0xFF Default Setting: hexadecimal numeral 0F</p> |
| Dynamic Range | <p>Description: Specifies a dynamic range for a camera. Validation: 0 = Normal, 1 = Wide, 2 = Super wide Default Setting: 0</p> |
| Watermark | <p>Description: Specifies a watermark mode. Validation: 0= Disable, 1 = Enable Default Setting: 0</p> |
| Watermark Value | <p>Description: Specifies a watermark value. This value only applies when the watermark mode is set to enable. Validation: 0 - 7 Default Setting: 0</p> |
| GOP | <p>Description: Specifies GOP length in picture frames. Validation: decimal format, 15 - 45 Default Setting: 15</p> |
| Stream Format | <p>Description: Specifies the video stream format. Validation: 0 = MPEG2, Other - Not defined Default Setting: 0</p> |
| Cam Type | <p>Description: Specifies a camera to control from a controller. Validation: 0 = coaxial camera connected to encoder, 1 = RS485 camera connected to RS485 Data Port of encoder Default Setting: 0 Note: Since only one RS485 camera is able to connect to each encoder, only one to the value 1 is effective in the same Device ID. When 1 is set, communication setting between camera and an encoder is in RS485 Data Port.</p> |

| ENCODER |
|--|
| <p>Field Data</p> <p>Comment Description: A string to put comment notes. Validation: Within 16 characters. Default Setting: (None)</p> |

Decoder

| DECODER |
|---|
| <p>Field Data</p> <p>Device ID Description: GX device identifier is a local physical number that is uniquely identified within a system domain. Its format is shown as below: <pre style="margin-left: 40px;"> _____X X X device id (by rotary SW of an decoder front panel) X X X X X _____ device type </pre> Validation: Device type [0x0F000 encode, 0x1F000 decoder, other reserved] Default Setting: 0x1F000XXX XXX is the value registered in Address[SW1] of the previous page . Note: See MPEG2 Encoder and MPEG2 Decoder Operating Instructions.</p> <p>Sub Device ID Description: GX sub device identifier is a local physical number that is uniquely identified within the device. It also refers as a channel. Validation: 0 - 3 Default Setting: Automatically assigned from 0 to 3.</p> <p>Port Description: Specifies a local control port for the device. Validation: decimal format, 1 - 256 Default Setting: Automatically assigned. Note: This port number is the same as the port number of the MONITOR page, and it is necessary to associate it.</p> <p>Audio Mute Description: Specifies the audio mode for the device. Validation: 0 = Mute ON, 1 = Mute OFF Default Setting: 1</p> <p>Video & Audio Decryption Description: Specifies the video stream classification. Validation: 0 = No Scramble, 1 = Scramble Default Setting: 0</p> <p>Decryption Key Description: Specifies the decryption key number. This is effective only when Video & Audio Decryption is 1. Validation: hexadecimal numeral, 00 -- FF Default Setting: 0</p> <p>Fade Description: Specifies the display color until the video image is displayed. Validation: 0 = None, 1 = the color specified by "Foreground Color" is effective. Default Setting: 90</p> <p>Foreground Color Description: Specifies the display color until the video image is displayed. Validation: decimal format, 00 - 148 – see the color code list in Appendix B on page 138. Default Setting: 00</p> |

Appendix A

| DECODER | |
|-------------------------|---|
| Field | Data |
| Background Color | Description: Specifies the background color of character on the monitor. Validation: 0 = OFF, 1=ON Default Setting: 0 |
| Latency Buffer | Description: Specifies decode buffer memory size for network latency. The Memory size is in Mbits Validation: 0, 0.5, 1, 2, 4, 8, 16, 32 Default Setting: 0 |
| Comment | Description: A string to put comment notes. Validation: Within 16 characters. Default Setting: (None) |

Digital Input

| DIGITAL INPUT | |
|----------------------|--|
| Field | Data |
| Device ID | Description: GX device identifier is a local physical number that is uniquely identified within a system domain. Its format is shown as below: <pre> _ _ _ _ _ X X X device id (by rotary SW of an encoder front panel) X X X X X _ _ _ device type</pre> Validation: Device type [0x0F000 encode, 0x1F000 decoder, other reserved] Default Setting: 0x0F000XXX XXX is the value registered in Address[SW1] of the previous page . Note: See MPEG2 Encoder and MPEG2 Decoder Operating Instructions. |
| Sub Device ID | Description: GX sub device identifier is a local physical number that is uniquely identified within the device. It also refers as a channel. Validation: Only 0 Default Setting: Automatically assigned to 0. |
| Bank | Description: Specifies a local control port for the device. Validation: decimal format, 1 - 1024 Default Setting: Automatically assigned. Note: This port number is the same as the port number of the ALARM I/O PORTS page, and it is necessary to associate it. |
| Comment | Description: A string to put comment notes. Validation: Within 16 characters. Default Setting: (None) |

Digital Output

| DIGITAL OUTPUT | | | |
|----------------------|---|-------|------|
| | <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; color: #008080; font-weight: normal;">Field</th> <th style="text-align: left; color: #008080; font-weight: normal;">Data</th> </tr> </thead> </table> | Field | Data |
| Field | Data | | |
| Device ID | <p>Description: GX device identifier is a local physical number that is uniquely identified within a system domain. Its format is shown as below:</p> <pre style="margin-left: 20px;"> _ _ _ _ _ X X X device id (by rotary SW of an encoder front panel) X X X X X _ _ _ device type </pre> <p>Validation: Device type [0x0F000 encode, 0x1F000 decoder, other reserved] Default Setting: 0x0F000XXX XXX is the value registered in Address[SW1] of the previous page . Note: See MPEG2 Encoder and MPEG2 Decoder Operating Instructions.</p> | | |
| Sub Device ID | <p>Description: GX sub device identifier is a local physical number that is uniquely identified within the device. It also refers as a channel. Validation: Only 0 Default Setting: Automatically assigned to 0.</p> | | |
| Bank | <p>Description: Specifies a local control port for the device. Validation: decimal format, 1 - 1024 Default Setting: Automatically assigned. Note: This port number is the same as the port number of the ALARM I/O PORTS page, and it is necessary to associate it.</p> | | |
| Comment | <p>Description: A string to put comment notes. Validation: Within 16 characters. Default Setting: (None)</p> | | |

RS485 Data Port

| RS485 DATA PORT | | | |
|----------------------|---|-------|------|
| | <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; color: #008080; font-weight: normal;">Field</th> <th style="text-align: left; color: #008080; font-weight: normal;">Data</th> </tr> </thead> </table> | Field | Data |
| Field | Data | | |
| Device ID | <p>Description: GX device identifier is a local physical number that is uniquely identified within a system domain. Its format is shown as below:</p> <pre style="margin-left: 20px;"> _ _ _ _ _ X X X device id (by rotary SW of an encoder front panel) X X X X X _ _ _ device type </pre> <p>Validation: Device type [0x0F000 encode, 0x1F000 decoder, other reserved] Default Setting: 0x0F000XXX XXX is the value registered in Address[SW1] of the previous page . Note: See MPEG2 Encoder and MPEG2 Decoder Operating Instructions.</p> | | |
| Sub Device ID | <p>Description: GX sub device identifier is a local physical number that is uniquely identified within the device. It also refers as a channel. Validation: Only 0 Default Setting: Automatically assigned to 0.</p> | | |
| Baud Rate | <p>Description: Specifies serial communication baud rate. Validation: 0B = 2400 bps, 0D = 9600 bps, 0E = 19200 bps, 0F = 38400 bps Default Setting: 0D</p> | | |

RS485 DATA PORT

Field Data

Data Description: Specifies serial communication packet size.
Validation: 5 = 5bits, 6 = 6bits, 7 = 7bits, 8 = 8bits
Default Setting: 8

Parity Description: Specifies serial communication parity bits.
Validation: 0 = None, 1 = Odd, 2 = Even
Default Setting: 0

Stop Bit Description: Specifies serial communication stop bits.
Validation: 1 = One bit, 2 = Two bits
Default Setting: 1

Mode Description: Specifies serial communication packet mode
Validation: 0 = Fixed size - When the receiving serial data size reaches the size in "Data size", the encoder will send a packet to the network.
1 = Timer - When it has past a longer waiting time for receiving data than the entered time in "Timer", the encoder will send a packet to the network.
Default Setting: 0

Data Size Description: Specifies maximum data size in a single packet while transmitting data. This setting is only effective when Mode is set to 0.
Validation: 1 - 1024 byte(s)
Default Setting: 200

Timer Description: Specifies maximum waiting time while transmitting data. This setting is only effective when Mode is set to 1.
Validation: 10 - 1000 ms (in 10ms intervals)
Default Setting: 100

Destination Setup Description: Specifies a destination for serial to IP communication.
Validation: 0 = Use default destination IP address - Serial data will be sent to the IP address contained in the received packet at the encoder side.
1 = Use following configuration, Destination IP address and Destination Port No.
Default Setting: 0

Destination IP Address Description: Specifies a destination IP address for serial to LAN communication. This setting is only effective when Destination Setup is set to 1.
Validation: Dotted decimal format
Default Setting: (None)

Destination Port No. Description: Specifies a send IP port number for serial to LAN communication. This setting is only effective when Destination Setup is set to 1.
Validation: hexadecimal numeral, 0000 -FFFF
Default Setting: (None)

Receiving Port No. Description: Specifies a receiving IP port number for serial to LAN communication.
Validation: hexadecimal numeral, 0000 -FFFF
Default Setting: (None)

Comment Description: A string to put comment notes.
Validation: Within 16 characters.
Default Setting: (None)

Specific Notification (Currently Not Supported)

This is the setup for a specific encoder or decoder that sends alarm notifications to another device (except MPU955).

When Alarm Notification is set up, it is not necessary to change these settings.

| SPECIFIC NOTIFICATION | |
|----------------------------------|---|
| Field | Data |
| Device ID | <p>Description: GX device identifier is a local physical number that is uniquely identified within a system domain. Its format is shown as below:</p> <pre style="margin-left: 20px;"> _ _ _ _ _ X X X device id (by rotary SW of an encoder front panel) X X X X X _ _ _ device type </pre> <p>Validation: Device type [0x0F000 encode, 0x1F000 decoder, other reserved] Default Setting: 0x0F000XXX XXX is the value registered in Address[SW1] of the previous page . Note: See MPEG2 Encoder and MPEG2 Decoder Operating Instructions.</p> |
| Sub Device Classification | <p>Description: Specifies a device classification of an encoder or a decoder. Validation: 20 = camera of an encoder, 21 = encoder DSP of an encoder, 29 = a decoder Default Setting: (None)</p> |
| Sub Device ID | <p>Description: GX sub device identifier is a local physical number that is uniquely identified within the device. It also refers as a channel. Validation: 0 - 3 Default Setting: (None)</p> |
| Alarm TCP | <p>Description: Specifies whether to use TCP for alarm notification. Validation: 0 = Disable, 1 = Enable Default Setting: (None)</p> |
| Alarm TCP Destination | <p>Description: Specifies the destination for alarm notification using TCP. Validation: 0 for WJ-MPU955, 1 for other device. When this value is set to 1, Alarm TCP/ IP address and Alarm TCP Port No. are effective. Default Setting: (None)</p> |
| Alarm TCP/IP Address | <p>Description: Specifies a destination IP address for TCP alarm notification. This setting is effective only when Alarm TCP Destination is 1. Validation: Dotted decimal format IP address - 0.0.0.0 to 255.255.255.255 Default Setting: (None)</p> |
| Alarm TCP Port No. | <p>Description: Specifies a destination IP port for TCP alarm notification. This setting is effective only when Alarm TCP Destination is 1. Validation: hexadecimal numeral 0000 -FFFF Default Setting: (None)</p> |
| Alarm UDP | <p>Description: Specifies whether to enable UDP for alarm notification Validation: 0 = Disable, 1 = Enable Default Setting: (None)</p> |
| Alarm UDP Destination | <p>Description: Specifies the destination for alarm notification using UDP. Validation: 0 for WJ-MPU955, 1 for other device. When this value is set to 1, Alarm UDP IP address and Alarm UDP Port No. are effective. Default Setting: (None)</p> |

SPECIFIC NOTIFICATION

| Field | Data |
|-----------------------------------|--|
| Alarm UDP IP address | <p>Description: Specifies a destination IP address for TCP alarm notification. This setting is effective only when Alarm UDP Destination is 1.</p> <p>Validation: Dotted decimal format IP address - 0.0.0.0 to 255.255.255.255</p> <p>Default Setting: (None)</p> |
| Alarm UDP Port No. | <p>Description: Specifies a destination IP port for TCP alarm notification. This setting is effective only when Alarm UDP Destination is 1.</p> <p>Validation: hexadecimal numeral 0000 -FFFF</p> <p>Default Setting: (None)</p> |
| Alarm Retransmission Timer | <p>Description: Specifies a retry timer for an alarm notification. When device does not receive a response of an alarm notification packet, it sends the same packet after this timer expires.</p> <p>Validation: decimal numeral 0-255</p> <p>Default Setting: (None)</p> |
| Comment | <p>Description: A string to put comment notes.</p> <p>Validation: Within 16 characters.</p> <p>Default Setting: (None)</p> |

Appendix B

The color codes in the table below are used in the **Foreground Color** field of the **Decoder** details, as described on page 132.

| COLOR | CODE | COLOR | CODE | COLOR | CODE | COLOR | CODE |
|----------------|------|----------------------|------|-------------------|------|-------------------------|------|
| Aliceblue | 0 | Deeppink | 38 | Lime | 76 | Rosybrown | 114 |
| Antiquewhite | 1 | Deepskyblue | 39 | Limegreen | 77 | Royalblue | 115 |
| Aqua | 2 | Dimgray | 40 | Linen | 78 | Saddlebrown | 116 |
| Aquamarine | 3 | Dodgerblue | 41 | Magenta | 79 | Salmon | 117 |
| Azure | 4 | Firebrick | 42 | Maroon | 80 | Sandybrown | 118 |
| Beige | 5 | Floralwhite | 43 | Mediumaquamarine | 81 | Seagreen | 119 |
| Bisque | 6 | Forestgreen | 44 | Mediumblue | 82 | Seashell | 120 |
| Black | 7 | Fuchsia | 45 | Mediumorchid | 83 | Sienna | 121 |
| Blanchedalmond | 8 | Gainsboro | 46 | Mediumpurple | 84 | Silver | 122 |
| Blue | 9 | Ghostwhite | 47 | Mediumseagreen | 85 | Skyblue | 123 |
| Blueviolet | 10 | Gold | 48 | Mediumslateblue | 86 | Slateblue | 124 |
| Brown | 11 | Goldenrod | 49 | Mediumspringgreen | 87 | Slategray | 125 |
| Burlywood | 12 | Gray | 50 | Mediumturquoise | 88 | Snow | 126 |
| Cadetblue | 13 | Green | 51 | Mediumvioletred | 89 | Springgreen | 127 |
| Chartreuse | 14 | Greenyellow | 52 | Midnightblue | 90 | Steelblue | 128 |
| Chocolate | 15 | Honeydew | 53 | Mintcream | 91 | Tan | 129 |
| Coral | 16 | Hotpink | 54 | Mistyrose | 92 | Teal | 130 |
| Cornflowerblue | 17 | Indianred | 55 | Moccasin | 93 | Thistle | 131 |
| Cornsilk | 18 | Indigo | 56 | Navajowhite | 94 | Tomato | 132 |
| Crimson | 19 | Ivory | 57 | Navy | 95 | Turquoise | 133 |
| Cyan | 20 | Khaki | 58 | Oldlace | 96 | Violet | 134 |
| Darkblue | 21 | Lavender | 59 | Olive | 97 | Wheat | 135 |
| Darkcyan | 22 | Lavenderblush | 60 | Olivedrab | 98 | White | 136 |
| Darkgoldenrod | 23 | Lawngreen | 61 | Orange | 99 | Whitesmoke | 137 |
| Darkgray | 24 | Lemonchiffon | 62 | Orangered | 100 | Yellow | 138 |
| Darkgreen | 25 | Lightblue | 63 | Orchid | 101 | Yellowgreen | 139 |
| Darkkhaki | 26 | Lightcoral | 64 | Palegoldenrod | 102 | T_Black (translucence) | 140 |
| Darkmagenta | 27 | Lightcyan | 65 | Palegreen | 103 | T_Blue (translucence) | 141 |
| Darkolivegreen | 28 | Lightgoldenrodyellow | 66 | Paleturquoise | 104 | T_Red (translucence) | 142 |
| Darkorange | 29 | Lightgreen | 67 | Palevioletred | 105 | T_Purple (translucence) | 143 |
| Darkorchid | 30 | Lightgrey | 68 | Papayawhip | 106 | T_Green (translucence) | 144 |
| Darkred | 31 | Lightpink | 69 | Peachpuff | 107 | T_Cyan (translucence) | 145 |
| Darksalmon | 32 | Lightsalmon | 70 | Peru | 108 | T_Yellow (translucence) | 146 |
| Darkseagreen | 33 | Lightseagreen | 71 | Pink | 109 | T_White (translucence) | 147 |
| Darkslateblue | 34 | Lightskyblue | 72 | Plum | 110 | Transparent | 148 |
| Darkslategray | 35 | Lightslategray | 73 | Powderblue | 111 | | |
| Darkturquoise | 36 | Lightsteelblue | 74 | Purple | 112 | | |
| Darkviolet | 37 | Lightyellow | 75 | Red | 113 | | |

Glossary

Acronyms

- CPort** – camera control port
- CPreset** – camera preset (preset position)
- CPU** – central processing unit, part of an NSS
- CPUMS** – CPU management switch
- CSG** – camera surveillance group
- DVD-R** – digital videodisc, recordable
- EA** – Ethernet address (i.e., MAC address)
- GUI** – graphical user interface
- IP** – Internet protocol
- IPA** – Internet protocol address
- LCPU** – local CPU
- MCPU** – main central processing unit, part of the NSS specified as A or B
- MSA** – monitor surveillance area
- NSS** – network security system
- OSD** – on-screen display
- PC** – personal computer
- PTZF** – a group acronym representing the four camera-control functions: Pan, Tilt, Zoom, and Focus
- VPort** – video port

Terms

- active CPU** – The central processing unit of a network security system operating in the “active” mode, providing centralized control of the entire system. It may be backed up by a redundant CPU operating in standby mode, which is capable of taking over as the active CPU at any instant - upon instruction from the management switch.
- admin console** – A PC-based graphical user interface (GUI) that facilitates the interaction between an NSS (network security system) and a system administrator.
- alarm** – A programmed association between an event and an action (normally an automated sequence). For example: motion is detected on a video camera, and this event triggers a pre-programmed action, such as a camera preset that is executed automatically by the system. A user can also control an alarm.
- alarm identification number** – A decimal number that uniquely identifies an alarm within the system.
- alarm monitor** – An external device that receives alarm status information from the Main CPU, which acts as an interface with an external alarm system - able to respond to WJ-SK850 8000 event sources, such as: video loss detection, motion detection, or digital input state change detection.
- area** – An administrator’s selective grouping of several locally numbered monitors and one or more controllers. A control/communications center for security will contain one or more areas.
- backup CPU** – Same as redundant CPU.
- camera identification number** – Unique record ID assigned by MPU955 Admin Console as a camera is added, in order to identify one camera to the system.
- camera preset (CPreset)**– A predetermined camera position.
- camera spot** – A camera and its associated preset position. Also referred to as: spot.
- camera surveillance group (CSG)** – Several cameras committed to an identifiable physical space likely to be viewed from one or more monitors as a preset or tour. This grouping can be a basis for logical numbering. For example, a CSG could be committed to a concourse, gift shop, cash register, or loading dock.
- camera-to-monitor permissions** – Permit a camera to be viewed on certain monitors, while denying access to others.
- camera number** – A unique number permanently assigned to the specific location and port of an individual, installed camera. It is always linked to a “logical” camera number (*See* logical camera number).

- central processing unit (CPU)** – The part of a network security system (NSS) that controls the functioning of the entire system, which it also enables. Operates on either active or standby status. If active, it is the Main CPU; if in standby, it is the redundant (or backup) CPU.
- compensation** – Hardware capability to boosting signal strength in a response to the length of the cable length installed: short, medium, or long.
- controller** – A user tool for selecting and aiming a surveillance camera. Can be either a GUI screen image, or a physical device with a set of alphanumeric keys and a joystick.
- control port (CPort)** – Input port on the video input board.
- controller-to-alarm permissions** – Permit a controller to access certain alarms, while denying access to others.
- controller-to-camera control permissions** – Permit a controller to control a certain camera, while denying access to others.
- controller-to-camera view permissions** – Permit a controller to view the output of a certain camera, while denying access to others.
- controller-to-group sequence permissions** – Permit a controller to conduct a certain group tour, while denying access to others. (not currently supported)
- controller-to-monitor permissions** – Permit a controller to access a certain monitor, while denying access to others.
- CPU management switch** – Also called “management switch,” or “Mgmt Sw.” *See* management switch.
- Ethernet address (EA)** – A unique 48-bit address hardwired into the electronics of the Ethernet board of the network device. The address is written in hexadecimal form. *Example:* 3C.80.7F.13.83.2A (Also known as MAC address.) This is *not* the same as an Internet Protocol (IP) address.
- Ethernet controller** – A system controller that communicates via an Ethernet physical-layer interface.
- event generator** – A device that indicates the occurrence of several external events to the Main CPU, via a single physical interface. The Main CPU responds to event indications as instructions to execute pre-programmed actions, such as triggering an alarm, closing outputs, or running tours. External alarm and card-access systems are examples of event generators.
- group preset** – (not currently supported) A collection of monitor-camera pairings, whereby in a single shot, a group of monitors will display video output from cameras at specific preset positions.
- group sequence** – (not currently supported) An automated sequence of group preset steps.

- GUI controller** – A system that provides a user with a PC-based graphical user interface (GUI) controller emulating specific keyboard controllers.
- ID number** – Component ID and tour ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, MPU955 Admin Console automatically generates this number in consecutive order. Upon adding components or tours, the system will automatically assign the next available number.
- Internet Protocol (IP) address** – A unique 32-bit identifier for a specific computer or other device (such as a printer) on a TCP/IP network. IP addresses are in dotted decimal form, with each of the four address fields assigned a value from 0 to 255. *Example:* 128.127.050.224
- keyboard** – When not referring to the keyboard part of a PC, a keyboard in the context of an NSS could be another name for a controller. *See* system controller.
- keyboard controller** – Usually a controller. *See* controller.
- local monitor number** – One of a set of numbers assigned to the monitors within an area, which map onto the system's internal monitor numbering plan. An operator selects a monitor by local number.
- location** – A name assigned to an area by an NSS administrator to help users locate components in the system.
- logical camera number** – A decimal number, within the range 1 to 99999, assigned by an NSS administrator to enable users to select one or more camera views. For example, while logical camera numbers 885001, 885002, 885003, 885004, 885005, *etc.* could be assigned the main public space at 885 Park Avenue, 34001, 34002, 34003, 34004, *etc.* could be for another area, such as airline boarding gate 34.
- logical number** – A number assigned to a component from the point of view of the system. *See also* ID number.
- logical output number** – A decimal number within the range 1 to 99999, which uniquely identifies an alarm output to the system. A user will use this number when selecting an output. The system administrator assigns logical output numbers.
- main CPU** – The central processing unit of an NSS (Network Security System) operating in the “active” mode, providing centralized control of the entire system. It may be backed up by a redundant CPU operating in standby mode, and capable of taking over at any instant upon instruction from the management switch.

- management switch** – A device that monitors the system’s main processing node (main CPU). Upon detecting a failure, the management switch directs the redundant CPU to take control of the system.
- MCPU** – *See* main CPU.
- monitor** – A CRT (cathode ray tube) dedicated to viewing images generated by one or more of the components of a surveillance system.
- network security system (NSS)** – Large-scale matrix system that performs functions such as camera control, switching, automatic alarm processing, and provision of an on-screen display.
- operator** – A person (operator) who accesses the system, selects resources, and controls selected system resources.
- operator identification number** – A decimal number that uniquely identifies an operator to the system; a user will use this number when logging onto the system.
- operator password** – A unique decimal number that must be presented along with an operator’s ID number each time he or she logs onto the system.
- redundant CPU** – A central processing unit in the “standby” mode, always ready to take control of the entire system upon command from the CPU management switch. After taking control of the system, the redundant CPU becomes the active CPU.
- RS-485 controller** – A system controller that communicates via an RS-485 physical layer interface.
- RS-485 interface** – A specialized interface common in the world of data acquisition. Capable of supporting 32 drivers and 32 receivers engaging in bi-directional, half duplex, multi-drop communications over a single twisted pair. The differential voltage transmission system enables a maximum cable length of 4,000 feet.
- spot** – Usually means the same as “camera spot.”
- system administrator** – A person who manages a network system by configuring system hardware, programming system features, monitoring system status, controlling overall system operation, and reviewing system logs.
- system controller (controller)** - A device that controls a WJ-SX850 system. Typically, a system controller is an input/output device operating by itself, or by a user. Any device that conforms to the system controller interface specifications can be a system controller.
- system resources** – Objects such as monitors, cameras, alarms, alarm outputs, etc. Most system resources are available for direct control by a user. Also, configured memory available for performing various tasks within a PC operating system.

Glossary

tour sequence – An automated sequence of steps, whereby, in a single shot, a single monitor displays video output from a series of cameras that have gone to specific preset positions.

user – A person (administrator) who accesses the MPU955 Admin Console system, selects resources, and controls the operation of the system via the system configuration.

user name – An alphanumeric representation that uniquely identifies an administrator to the system. A user will use this name when logging onto the MPU955 Admin Console system. It is case sensitive.

user password – A unique alphanumeric string of characters that must be presented along with a user's name each time he or she logs onto the Admin Console system. It is case sensitive.

video port (VPort) – Port on the video crosspoint input board that is connected to the output from the video input board.

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Worksheets

Perhaps the surveillance system you are working with is small enough for you to collect the necessary information, and input those values directly into MPU955 Admin Console.

It is best, though, to gather information for the initial configuration of MPU955 Admin Console, and to record it on the following worksheets. Then, if settings need to be modified or updated in the future because of a change in surveillance needs or changes made in the system's components, those worksheets can be used to track revisions to your system.

As with any system configuration, it is wise to keep all preliminary and revised worksheets on file, being sure to date them, just in case there is ever a need to re-input those values or to troubleshoot the system. The worksheets make tracking past, current, and future configurations very easy, regardless of the size of your system.

Instructions

The title of each worksheet is the same as the title of the MPU955 Admin Console window it supports. For example, the "Operators" worksheet supports the "Operators" window. The rows, columns, and fields of the worksheets are arranged to closely match the MPU955 Admin Console's configuration requirements.

1. Reproduce the worksheets

You may only need a few copies of certain worksheets, but dozens of copies of others. The number of copies of each would depend on the component mix and size of your surveillance system.

2. Reproduce instructions for the configuration windows the same way

The definition sections of the configuration portion of this manual can be copied and attached to the worksheets they correspond to in order clarify their requirements.

3. To assist in record keeping of the initial and any subsequent configurations of the system, use the "Date Completed" portion on the top left corner of each sheet

Teamwork

Worksheets are arranged alphabetically on the following pages, to make them easy to find.

For a team approach to information collection, use best judgment to decide how to distribute worksheets/tasks among several individuals.

Checklist

It is recommended that the worksheets be completed in the following sequence:

- CPU Setup
- GX Device Definition (GX encoder or decoder)
- Camera Definition
- Controller Definition
- Monitor Definition
- Operator Definition
- Digital Recorder Definition
- Alarm I/O Definition
- Tour Sequences
- Camera Presets
- Group Presets (not currently supported)
- Group Sequences (not currently supported)
- Alarm Definition(s)
- Alarm Target Definition(s)
- Alarm Target Assignment(s)
- Camera -to- Monitor Permission(s)
- Controller -to-Camera View Permission(s)
- Controller -to-Camera Control Permission(s)
- Controller -to- Digital Recorder Permission(s)
- Controller -to-Monitor Permission(s)
- Controller -to-Group Sequence Permission(s)
- Controller -to- Alarm IO Permission(s)
- Controller -to- Alarm Permission(s)
- Digital Recorder -to-Controller Permission(s)
- Operator -to- Controller Permission(s)
- Event Scheduler

Form

Alarm Definition

| ID | Prior | Loc | OSD Text | Source | | Enable | Auto Arm | Allow Disarm | One State | Acknowledge | | Action | | | | | | |
|----|-------|-----|----------|--------|----|--------|----------|--------------|-----------|-------------|-------|--------|----|-----|-------|------|--|--|
| | | | | Type | ID | | | | | Mode | Delay | Type | ID | Pre | Dwell | Name | | |
| | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | |
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Alarm I/O Definition

| ID | Local Number | Type | | Dwell |
|----|--------------|-------|--------|-------|
| | | Input | Output | |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
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| 28 | | | | |
| 29 | | | | |
| 30 | | | | |
| 31 | | | | |
| 32 | | | | |



Alarm Target Assignment

Alarm # _____

| Target Number | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------------|---|---|---|---|---|---|---|---|---|
| 10 | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
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Alarm Target Definition

Target # _____

| Monitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|
| 10 | | | | | | | | | |
| | | | | | | | | | |
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Camera Preset

Camera ID # _____

Location _____

| Preset Number | Position Description |
|---------------|----------------------|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |
| 10 | |
| 11 | |
| 12 | |
| 13 | |
| 14 | |
| 15 | |
| 16 | |
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| 24 | |
| 25 | |
| 26 | |
| 27 | |
| 28 | |
| 29 | |
| 30 | |
| 31 | |
| 32 | |

| Preset Number | Position Description |
|---------------|----------------------|
| 33 | |
| 34 | |
| 35 | |
| 36 | |
| 37 | |
| 38 | |
| 39 | |
| 40 | |
| 41 | |
| 42 | |
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| 61 | |
| 62 | |
| 63 | |
| 64 | |

CPU Setup

Enter information regarding Main and Backup CPUs.

Unit ID number: _____

System: Standard Enhanced High Speed

IP Address: Main A _____ Main B _____

Scheduled Modes

Event Scheduler

| ID | Logical | Lock | Priority | Start Date | Start Time | End Date | End Time |
|----|---------|------|----------|------------|------------|----------|----------|
| | | | | / / | : | / / | : |

| | | | | | | | | | | |
|--------|--------|---------|-------|--------|-----------|--|--------------------|-----------|----------|--|
| Repeat | Once | | | | | | | | | |
| | Hourly | | Every | | Hour(s) | | | | | |
| | Daily | | Every | | Day(s) | | | | | |
| | Weekly | | Every | | Week(s) | | | | | |
| | | | | | | On | Sunday | | | |
| | | | | | | | Monday | | | |
| | | | | | | | Tuesday | | | |
| | | | | | | | Wednesday | | | |
| | | | | | | | Thursday | | | |
| | | | | | | | Friday | | | |
| | | | | | | | Saturday | | | |
| | | Monthly | | Every | Day # | | | | | |
| | | | | | First | Specify which day of the week | Sunday | | January | |
| | | | | | Second | | Monday | | February | |
| | | | | | Third | | Tuesday | | March | |
| | | | | Fourth | Wednesday | | | April | | |
| | | | | Last | Thursday | | | May | | |
| | | | | | Friday | | | June | | |
| | | | | | | Saturday | | July | | |
| | | | | | | | In these months | August | | |
| | | | | | | | | September | | |
| | | | | | | | | October | | |
| | | | | | | | | November | | |
| | | | | | | | | December | | |



Group Preset
(not currently supported)

Group Preset ID # _____ Area _____ Local _____

Name _____ Description _____

Sequence of steps

| Step # | Camera # | Preset | Monitor # | Description |
|--------|----------|--------|-----------|-------------|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |
| 13 | | | | |
| 14 | | | | |
| 15 | | | | |
| 16 | | | | |





Group Sequence
(not currently supported)

Group Sequence ID# _____ Area # _____ Local # _____

Name _____ Description _____

| Step | Group Preset ID Number | Dwell Time |
|------|------------------------|------------|
| 1 | | |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | | |
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| 28 | | |
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| 30 | | |
| 31 | | |
| 32 | | |

| Step | Group Preset ID Number | Dwell Time |
|------|------------------------|------------|
| 33 | | |
| 34 | | |
| 35 | | |
| 36 | | |
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| 63 | | |
| 64 | | |





GX Device Definition

ID # _____ I/F: _____ IPA: _____

Name: _____ Location: _____ Serial # _____

_____ Encoder Input Ports: _____

_____ GXDIN Input Ports: _____

_____ GXDOU Output Ports: _____

_____ GXRS485 Port: _____

Address [SW1]: a___ b___ c___

OR

_____ Decoder Output Ports: _____

_____ GXOSD Output Ports: _____

Address [SW1]: a___ b___ c___



Monitor Definition

| ID | Area | Local Number | Location | Model | Serial |
|----|------|--------------|----------|-------|--------|
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Operator Definition

Operator ID _____ Operator Name _____

Password _____ (up to 6 numeric digits)

Priority _____ (1-65,534, 1 is highest)

Privilege: Permission Override Area Change

Timeout _____ (00:00:01 – 11:59:59 seconds)

| Permission: Operator - to -Controller | | | | | | | | | |
|---------------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Controller | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 |
| 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 |
| 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 |
| 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 |
| 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 |
| 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |
| 100 | 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 |
| 110 | 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 |
| 120 | 121 | 122 | 123 | 124 | 125 | 126 | 127 | 128 | |





Permissions
Camera - to - Monitor

Camera ID # _____

Description _____

| Monitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|----|----|----|----|----|----|----|----|----|
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Permissions
Controller - to - Alarm

Controller ID # _____ Description _____

| | | | | | | | | | |
|-------|----|----|----|----|----|----|----|----|----|
| Alarm | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Permissions
Controller - to - Alarm I/O

Controller ID # _____ Description _____

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|-------------|----|----|----|----|----|----|----|----|----|
| ALARM IO | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Permissions
Controller - to - Camera Control

Controller ID # _____ Description _____

| Camera | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|--------|----|----|----|----|----|----|----|----|----|
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Permissions
Controller - to - Camera View

Controller ID # _____ Description _____

| Camera | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|--------|----|----|----|----|----|----|----|----|----|
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Permissions
Controller - to – Digital Recorder

Controller ID # _____ Description _____

| Recorder ID | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------|----|----|----|----|----|----|----|----|----|
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Permissions
Controller -to- Group Sequence

Controller ID # _____ Description _____

| | | | | | | | | | |
|------|----|----|----|----|----|----|----|----|----|
| GSeq | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Permissions
Controller -to-Monitor

Controller ID # _____ Description _____

| Monitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|----|----|----|----|----|----|----|----|----|
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Permissions
Digital Recorder - to - Controller

Digital Recorder ID # _____ Description _____

| Controller ID | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------------|----|----|----|----|----|----|----|----|----|
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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*Permissions
Operator -to- Controller*

Operator ID # _____

Operator Name _____

| Controller | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|------------|----|----|----|----|----|----|----|----|----|
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
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Tour Sequence

ID # _____ Area# _____ Local # _____ Name _____ Description _____

| Step | Camera # | Preset | Dwell Time |
|------|----------|--------|------------|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |
| 5 | | | |
| 6 | | | |
| 7 | | | |
| 8 | | | |
| 9 | | | |
| 10 | | | |
| 11 | | | |
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| 26 | | | |
| 27 | | | |
| 28 | | | |
| 29 | | | |
| 30 | | | |
| 31 | | | |
| 32 | | | |

| Step | Camera # | Preset | Dwell Time |
|------|----------|--------|------------|
| 33 | | | |
| 34 | | | |
| 35 | | | |
| 36 | | | |
| 37 | | | |
| 38 | | | |
| 39 | | | |
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