

# **ALL-CAM2385-L**

Indoor Full HD Fish Eye IP-Cam 180°/360°



**User Manual** 

# Default-IP

# via DHCP

# Username & Password:

# admin

## **Regulatory Information**

#### **FCC Information**

**FCC compliance:** This equipment has been tested and found to comply with the limits for a digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

#### **FCC Conditions**

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

- 1. This device may not cause harmful interference.
- 2. This device must accept any interference received, including interference that may cause undesired operation.

#### **EU Conformity Statement**



This product and - if applicable - the supplied accessories too are marked with "CE" and comply therefore with the applicable harmonized European standards listed under the Low Voltage Directive 2006/95/EC, the EMC Directive 2004/108/EC, the RoHS

Directive 2011/65/EU.



2012/19/EU (WEEE directive): Products marked with this symbol cannot be disposed of as unsorted municipal waste in the European Union. For proper recycling, return this product to your local supplier upon the purchase of equivalent new equipment, or dispose of it at designated collection points. For more information see: www.recyclethis.info.



2006/66/EC (battery directive): This product contains a battery that cannot be disposed of as unsorted municipal waste in the European Union. See the product documentation for specific battery information. The battery is marked with this symbol, which may include lettering to indicate cadmium (Cd), lead (Pb), or mercury (Hg). For proper recycling, return the battery to your supplier or to a designated collection point. For more information see: www.recyclethis.info.

### **Safety Instruction**

These instructions are intended to ensure that the user can use the product correctly to avoid danger or property loss.

The precaution measure is divided into 'Warnings' and 'Cautions':

**Warnings**: Serious injury or death may be caused if any of these warnings are neglected.

**Cautions**: Injury or equipment damage may be caused if any of these cautions are neglected.

| <b>Warnings</b> Follow these safeguards to prevent serious injury or death. | <b>Cautions</b> Follow these precautions to prevent potential injury or material damage. |
|---|--|



- Please adopt the power adapter which can meet the safety extra low voltage (SELV) standard. And source with 12 VDC according to the IEC60950-1 and Limited Power Source standard.
- If the product does not work properly, please contact your dealer or the nearest service center. Never attempt to disassemble the camera yourself. (We shall not assume any responsibility for problems caused by unauthorized repair or maintenance.)
- To reduce the risk of fire or electrical shock, do not expose this product to rain or moisture.
- This installation should be made by a qualified service person and should conform to all the local codes.
- Please install blackouts equipment into the power supply circuit for convenient supply interruption.
- Please make sure that the ceiling can support more than 50(N) Newton gravities if the camera is fixed to the ceiling.
- If the product does not work properly, please contact your dealer or the nearest service center. Never attempt to disassemble the camera yourself. (We shall not assume any responsibility for problems caused by unauthorized repair or maintenance.)



- Make sure the power supply voltage is correct before using the camera.
- Do not drop the camera or subject it to physical shock.
- Do not touch sensor modules with fingers. If cleaning is necessary, use a clean cloth with a bit of ethanol and wipe it gently. If the camera will not be used for an extended period of time, put on the lens cap to protect the sensor from dirt.
- Do not aim the camera lens at the strong light such as sun or incandescent lamp. The strong light can cause fatal damage to the camera.
- The sensor may be burned out by a laser beam, so when any laser equipment is being used, make sure that the surface of the sensor not be exposed to the laser beam.
- Do not place the camera in extremely hot, cold temperatures, dusty or damp environment, and do not expose it to high electromagnetic radiation.
- To avoid heat accumulation, good ventilation is required for a proper operating environment.
- Keep the camera away from water and any liquid.
- While shipping, the camera should be packed in its original packing.

#### **Notes:**

For the camera supports IR, you are required to pay attention to the following precautions to prevent IR reflection:

- Dust or grease on the dome cover will cause IR reflection. Please do not remove the dome cover film until the installation is finished. If there is dust or grease on the dome cover, clean the dome cover with clean soft cloth and isopropyl alcohol.
- Make certain the installation location does not have reflective surfaces of objects too close to the camera. The IR light from the camera may reflect back into the lens causing reflection.
- The foam ring around the lens must be seated flush against the inner surface
  of the bubble to isolate the lens from the IR LEDS. Fasten the dome cover to
  camera body so that the foam ring and the dome cover are attached
  seamlessly.

# **Table of Contents**

| Chapter 1 System Requirement                             | 8  |
|--|----|
| Chapter 2 Network Connection                             | 9  |
| 2.1 Setting the Network Camera over the LAN              |    |
| 2.1.1 Wiring over the LAN                                |    |
| 2.1.2 Detecting and Changing the IP Address              | 11 |
| 2.2 Setting the Network Camera over the WAN              | 13 |
| 2.2.1 Static IP Connection                               | 13 |
| 2.2.2 Dynamic IP Connection                              | 14 |
| Chapter 3 Access to the Network Camera                   | 17 |
| 3.1 Accessing by Web Browsers                            | 17 |
| 3.2 Accessing by Client Software                         | 19 |
| Chapter 4 Live View                                      | 20 |
| 4.1 Live View Page                                       | 20 |
| 4.2 Starting Live View                                   | 21 |
| 4.3 Recording and Capturing Pictures Manually            | 22 |
| 4.4 Operating PTZ Control                                | 22 |
| 4.4.1 PTZ Control Panel                                  | 22 |
| 4.4.2 Setting / Calling a Preset                         |    |
| 4.4.3 Setting / Calling a Patrol                         | 24 |
| Chapter 5 Network Camera Configuration                   | 26 |
| 5.1 Configuring Local Parameters                         | 26 |
| 5.2 Configuring Time Settings                            | 28 |
| 5.3 Configuring Network Settings                         | 30 |
| 5.3.1 Configuring TCP/IP Settings                        | 30 |
| 5.3.2 Configuring Port Settings                          | 31 |
| 5.3.3 Configuring PPPoE Settings                         | 32 |
| 5.3.4 Configuring DDNS Settings                          | 33 |
| 5.3.5 Configuring SNMP Settings                          |    |
| 5.3.6 Configuring 802.1X Settings                        |    |
| 5.3.7 Configuring QoS Settings                           |    |
| 5.3.8 Configuring UPnP™ Settings                         |    |
| 5.3.9 Email Sending Triggered by Alarm                   |    |
| 5.3.10 Configuring NAT (Network Address Translation) Set |    |
| 5.3.11 Configuring FTP Settings                          | 44 |

| 5.4 Configuring Video and Audio Settings       | 45 |
|--|----|
| 5.4.1 Configuring Video Settings               | 45 |
| 5.4.2 Configuring Audio Settings               |    |
| 5.4.3 Configuring ROI Encoding                 | 48 |
| 5.5 Configuring Image Parameters               | 50 |
| 5.5.1 Configuring Display Settings             |    |
| 5.5.2 Configuring OSD Settings                 |    |
| 5.5.3 Configuring Privacy Mask                 | 54 |
| 5.6 Configuring and Handling Alarms            | 55 |
| 5.6.1 Configuring Motion Detection             | 56 |
| 5.6.2 Configuring Video Tampering Alarm        |    |
| 5.6.3 Configuring Line Crossing Detection      |    |
| 5.6.4 Configuring Intrusion Detection          |    |
| 5.6.5 Handling Exception                       |    |
| Chapter 6 Storage Settings                     | 65 |
| 6.1 Configuring NAS Settings                   | 65 |
| 6.2 Configuring Recording Schedule             | 67 |
| 6.3 Configuring Snapshot Settings              |    |
| Chapter 7 Playback                             |    |
|  |    |
| Chapter 8 Log Searching                        |    |
| Chapter 9 Others                               |    |
| 9.1 Managing User Accounts                     | 79 |
| 9.2 Configuring RTSP Authentication            | 81 |
| 9.3 Anonymous Visit                            | 81 |
| 9.4 IP Address Filter                          | 82 |
| 9.5 Viewing Device Information                 | 84 |
| 9.6 Maintenance                                | 85 |
| 9.6.1 Rebooting the Camera                     |    |
| 9.6.2 Restoring Default Settings               |    |
| 9.6.3 Exporting / Importing Configuration File | 86 |
| 9.6.4 Upgrading the System                     | 87 |
| 9.7 RS-232 Settings                            | 87 |
| 9.8 RS-485 Settings                            | 88 |
| 9.9 Fisheye Parameters                         | 89 |
| Appendix                                       | 90 |

| Appendix 1 SADP Software Introduction | 90 |
|---------------------------------------|----|
| Appendix 2 Port Mapping               | 93 |
| CE Declaration of Conformity          | 93 |
| GPL                                   | 94 |

# **Chapter 1**

# **System Requirement**

Operating System: Microsoft Windows XP SP1 and above version / Vista /

Win7 / Server 2003 / Server 2008 32bits

**CPU:** Intel Pentium IV 3.0 GHz or higher

RAM: 1G or higher

**Display:** 1024×768 resolution or higher

**Web Browser:** Internet Explorer 6.0 and above version, Safari 5.02 and above version, Mozilla Firefox 3.5 and above version and Google Chrome8 and above versions.

# **Chapter 2**

# **Network Connection**

#### Before you start:

- If you want to set the network camera via a LAN (Local Area Network),
   please refer to Section 2.1 Setting the Network Camera over the

  LAN.
- If you want to set the network camera via a WAN (Wide Area Network), please refer to Section 2.2 Setting the Network Camera over the WAN.

# 2.1 Setting the Network Camera over the LAN

#### Purpose:

To view and configure the camera via a LAN, you need to connect the network camera in the same subnet with your computer, and install the SADP or ALL-VMS software to search and change the IP of the network camera.

**Note:** For the detailed introduction of SADP, please refer to Appendix 1.

### 2.1.1 Wiring over the LAN

The following figures show the two ways of cable connection of a network camera and a computer:

#### Purpose:

- To test the network camera, you can directly connect the network camera to the computer with a network cable as shown in Figure 2-1.
- Refer to the Figure 2-2 to set network camera over the LAN via a switch or a router.

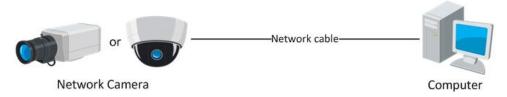


Figure 2-1 Connecting Directly

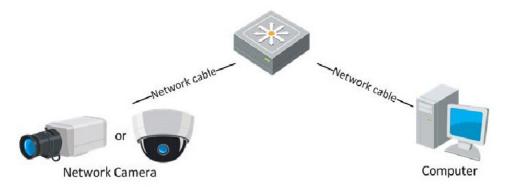


Figure 2-2 Connecting via a Switch or a Router

### 2.1.2 Detecting and Changing the IP Address

You need the IP address to visit the network camera.

#### Steps:

- 1. To get the IP address, you can choose either of the following methods:
  - ♦ Use SADP, a software tool which can automatically detect the online network cameras in the LAN and list the device information including IP address, subnet mask, port number, device serial number, device version, etc., shown in Figure 2-3.
  - ♦ Use the ALL-VMS client software to list the online devices. Please refer to the user manual of ALL-VMS client software for detailed information.
- 2. Change the IP address and subnet mask to the same subnet as that of

your computer.

Enter the IP address of network camera in the address field of the web browser to view the live video.

#### **Notes:**

- The default IP address is set to DHCP and if no DHCP-Server is active you have to configure the ip-address via SADP-tool. The port number is 8000. The default user name is admin, and password is admin. And you are highly recommended change the initial password after your first login.
- For accessing the network camera from different subnets, please set the gateway for the network camera after you logged in. For detailed information, please refer to Section 5.3.1 Configuring TCP/IP Settings.

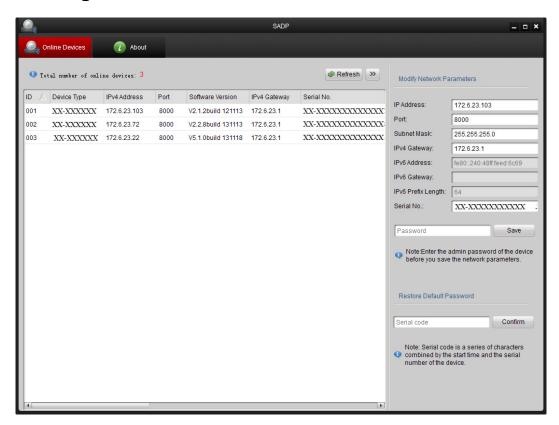


Figure 2-3 SADP Interface

# 2.2 Setting the Network Camera over the WAN

#### Purpose:

This section explains how to connect the network camera to the WAN with a static IP or a dynamic IP.

#### 2.2.1 Static IP Connection

#### Before you start:

Please apply a static IP from an ISP (Internet Service Provider). With the static IP address, you can connect the network camera via a router or connect it to the WAN directly.

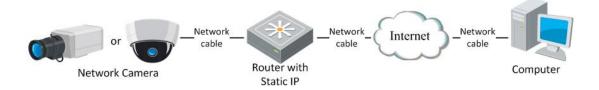
#### • Connecting the network camera via a router

#### Steps:

- 1. Connect the network camera to the router.
- Assign a LAN IP address, the subnet mask and the gateway. Refer to Section 2.1.2 Detecting and Changing the IP Address for detailed IP address configuration of the camera.
- 3. Save the static IP in the router.
- 4. Set port mapping, e.g., 80, 8000, and 554 ports. The steps for port mapping vary according to the different routers. Please call the router manufacturer for assistance with port mapping.

**Note:** Refer to Appendix 2 for detailed information about port mapping.

5. Visit the network camera through a web browser or the client software over the internet.



#### Connecting the network camera with static IP directly

You can also save the static IP in the camera and directly connect it to the internet without using a router. Refer to *Section 2.1.2 Detecting and Changing the IP Address* for detailed IP address configuration of the camera.

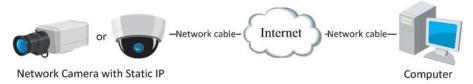


Figure 2-5 Accessing the Camera with Static IP Directly

### 2.2.2 Dynamic IP Connection

#### Before you start:

Please apply a dynamic IP from an ISP. With the dynamic IP address, you can connect the network camera to a modem or a router.

## • Connecting the network camera via a router

#### Steps:

- 1. Connect the network camera to the router.
- In the camera, assign a LAN IP address, the subnet mask and the gateway. Refer to Section 2.1.2 Detecting and Changing the IP Address for detailed LAN configuration.
- 3. In the router, set the PPPoE user name, password and confirm the password.
- 4. Set port mapping. E.g. 80, 8000, and 554 ports. The steps for port mapping vary depending on different routers. Please call the router manufacturer for assistance with port mapping.

**Note:** Refer to Appendix 2 for detailed information about port mapping.

- 5. Apply a domain name from a domain name provider.
- 6. Configure the DDNS settings in the setting interface of the router.

7. Visit the camera via the applied domain name.

#### Connecting the network camera via a modem

#### Purpose:

This camera supports the PPPoE auto dial-up function. The camera gets a public IP address by ADSL dial-up after the camera is connected to a modem. You need to configure the PPPoE parameters of the network camera. Refer to *Section 5.3.3 Configuring PPPoE Settings* for detailed configuration.

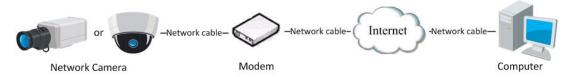


Figure 2-6 Accessing the Camera with Dynamic IP

**Note:** The obtained IP address is dynamically assigned via PPPoE, so the IP address always changes after rebooting the camera. To solve the inconvenience of the dynamic IP, you need to get a domain name from the DDNS provider (E.g. DynDns.com). Please follow the steps below for normal domain name resolution and private domain name resolution to solve the problem.

♦ Normal Domain Name Resolution

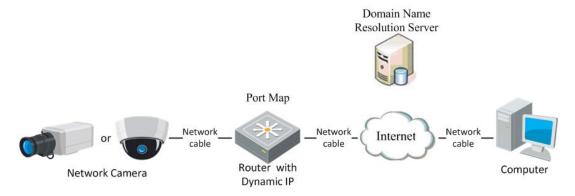


Figure 2-7 Normal Domain Name Resolution

#### Steps:

- 1. Apply a domain name from a domain name provider.
- 2. Configure the DDNS settings in the **DDNS Settings** interface of the

network camera. Refer to *Section 5.3.4* **Configuring DDNS Settings** for detailed configuration.

- 3. Visit the camera via the applied domain name.
- ♦ Private Domain Name Resolution

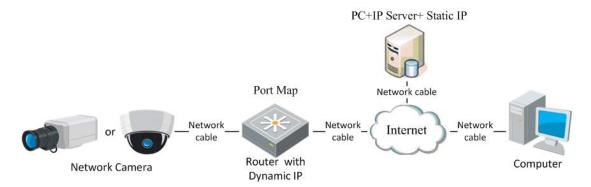


Figure 2-8 Private Domain Name Resolution

#### Steps:

- 1. Install and run the IP Server software in a computer with a static IP.
- 2. Access the network camera through the LAN with a web browser or the client software.
- Enable DDNS and select IP Server as the protocol type. Refer to Section
   5.3.4 Configuring DDNS Settings for detailed configuration.

# **Chapter 3**

# **Access to the Network Camera**

# 3.1 Accessing by Web Browsers

#### Steps:

1. Open the web browser.

- 2. Input the IP address of the network camera in the address bar and press the **Enter** key to enter the login interface.
- 3. Input the user name and password and click **Login**.



Figure 3-1 Login Interface

#### **Notes:**

- The default user name is admin, and the default password is admin.
- Switch the display language from the upper-right corner.

4. Install the plug-in before viewing the live video and operating the camera. Please follow the installation prompts to install the plug-in.

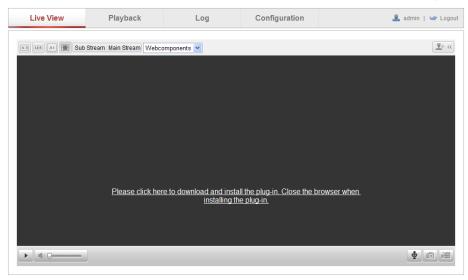


Figure 3-2 Download and Install Plug-in

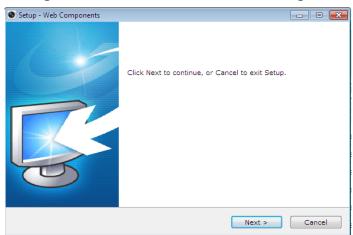


Figure 3-3 Install Plug-in (1)

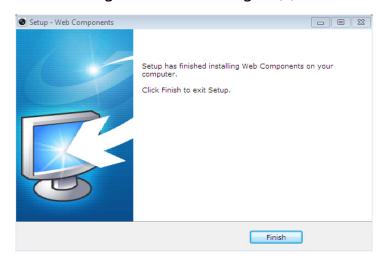


Figure 3-4 Install Plug-in (2)

**Note:** You may have to close the web browser to install the plug-in. Please reopen the web browser and log in again after installing the plug-in.

# 3.2 Accessing by Client Software

The product CD contains the ALL-VMS client software. You can view the live video and manage the camera with the software.

Follow the installation prompts to install the software. The control panel and live view interface of ALL-VMS client software are shown as bellow.



Figure 3-5 ALL-VMS Client Software

**Note:** For detailed information about the software, please refer to the user manual of the All-VMS Client Software.

# **Chapter 4**

# **Live View**

# 4.1 Live View Page

#### Purpose:

The live view page allows you to view the real-time video, capture images, realize PTZ control, set/call presets and configure video parameters.

Log in the network camera to enter the live view page, or you can click **Live View** on the menu bar of the main page to enter the live view page.

**Descriptions of the live view page:** 



Figure 4-1 Live View Page

#### **Menu Bar:**

Click each tab to enter Live View, Playback, Log and Configuration page respectively.

#### **Layout Control:**

Click each tab to adjust the layout of the live view. 4:3, 16:9, and auto are selectable.

#### **Live View Window:**

Display the live view in fisheye mode, panorama mode, or PTZ mode.

#### **Toolbar:**

Operations on the live view page, e.g., live view, capture, record, audio on/off, two-way audio, etc.

#### **PTZ Control:**

Panning, tilting and zooming actions, and the PTZ speed of the camera.

#### **Preset/Patrol Settings:**

Set and call the preset/patrol for the camera.

# 4.2 Starting Live View

In the live view window as shown in Figure 4-2, click on the toolbar to start the live view of the camera.



Figure 4-2 Live View Toolbar

Table 4-1 Descriptions of the Toolbar

| Icon       | Description                       |
|------------|-----------------------------------|
|            | Start/Stop live view.             |
| <b>4:3</b> | The window size is 4:3.           |
| [15:3]     | The window size is 16:9.          |
|            | Self-adaptive window size.        |
| 0          | Manually capture the picture.     |
|            | Manually start/stop recording.    |
|            | Audio on and adjust volume /Mute. |
| ₩ / ₩      | Turn on/off microphone.           |

# 4.3 Recording and Capturing Pictures Manually

In the live view interface, click on the toolbar to capture the live pictures or click to record the live view. The saving paths of the captured pictures and clips can be set on the **Configuration > Local Configuration** page. To configure remote scheduled recording, please refer to *Section 6.2*.

**Note:** The captured image will be saved as JPEG file or BMP file in your computer.

## 4.4 Operating PTZ Control

#### Purpose:

In the live view interface, you can use the PTZ control buttons to realize pan/tilt/zoom control of the camera.

If the expand mode is 1 fisheye + 3 PTZ or 1 panorama + 3 PTZ, you can use the PTZ control interface to adjust the view angle and the PTZ speed.

#### 4.4.1 PTZ Control Panel

On the live view page, click \*\* to show the PTZ control panel or click

to hide it.

Click the direction buttons to control the pan/tilt movements.



#### Notes:

There are 8 direction arrows  $(\triangle, \forall, \lhd, \triangleright, \lor, \lor, \triangle, \triangle)$  in the live view window when you click and drag the mouse in the relative positions.

Table 4-2 Descriptions of PTZ Control Panel

| Icon   | Description                        |
|--------|------------------------------------|
| O      | Auto Scan                          |
| *   ## | Zoom in/out                        |
|        | Adjust speed of pan/tilt movements |

### 4.4.2 Setting / Calling a Preset

#### Setting a Preset:

1. In the PTZ control panel, select a preset number from the preset list.



Figure 4-4 Setting a Preset

- 2. Use the PTZ control buttons to move the lens to the desired position.
  - Pan the camera to the right or left.
  - Tilt the camera up or down.
  - Zoom in or out.
- 3. Click do to finish the setting of the current preset.
- 4. You can click ot delete the preset.

**Note:** You can configure up to 128 presets.

#### • Calling a Preset:

This feature enables the camera to point to a specified preset scene manually when an event takes place.

For the defined preset, you can call it at any time to the desired preset scene.

In the PTZ control panel, select a defined preset from the list and click to call the preset.

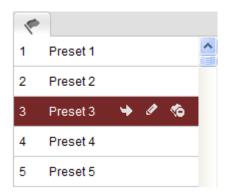


Figure 4-5 Calling a Preset

### 4.4.3 Setting / Calling a Patrol

#### Note:

No less than 2 presets have to be configured before you set a patrol.

#### Steps:

- 1. Click to enter the patrol configuration interface.
- 2. Select a path No., and click on to add the configured presets.
- 3. Select the preset, and input the patrol duration and patrol speed.
- 4. Click OK to save the first preset.
- 5. Follow the steps above to add the other presets.



Figure 4-6 Add Patrol Path

- 6. Click to save a patrol.
- 7. Click To start the patrol, and click To stop it.
- 8. (Optional) Click Sto delete a patrol.

# **Chapter 5**

# Network Camera Configuration

# **5.1 Configuring Local Parameters**

**Note:** The local configuration refers to the parameters of the live view, record files and captured pictures. The record files and captured pictures are the ones you record and captured using the web browser and thus the saving paths of them are on the PC running the browser.

#### Steps:

1. Enter the Local Configuration interface:

#### **Configuration > Local Configuration**

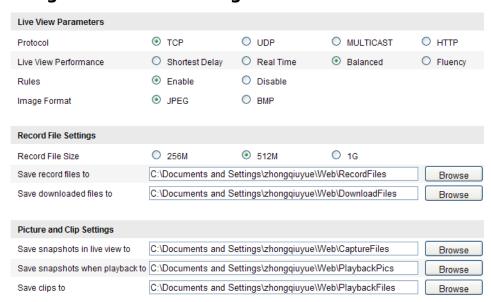


Figure 5-1 Local Configuration Interface

- 2. Configure the following settings:
- Live View Parameters: Set the protocol type and live view

performance.

♦ **Protocol Type:** TCP, UDP, MULTICAST and HTTP are selectable.

**TCP:** Ensures complete delivery of streaming data and better video quality, yet the real-time transmission will be affected.

**UDP:** Provides real-time audio and video streams.

**HTTP:** Allows the same quality as of TCP without setting specific ports for streaming under some network environments.

**MULTICAST:** It's recommended to select MCAST type when using the Multicast function. For detailed information about Multicast, refer to *Section 5.3.1 TCP/IP Settings*.

- ♦ Live View Performance: Set the live view performance to Shortest Delay, Real Time, Balanced or Best Fluency.
- ♠ Rules: It refers to the rules on your local browser, select enable or disable to display or not display the colored marks when the motion detection, face detection, or intrusion detection is triggered. E.g.: enabled as the rules are, and the face detection is enabled as well, when a face is detected, it will be marked with a green rectangle on the live view.
- ♦ **Image Format:** Choose the image format for picture capture.
- Record File Settings: Set the saving path of the recorded video files.
   Valid for the record files you recorded with the web browser.
  - ♦ **Record File Size:** Select the packed size of the manually recorded and downloaded video files to 256M, 512M or 1G. After the selection, the maximum record file size is the value you selected.
  - ♦ **Save record files to:** Set the saving path for the manually recorded video files.
  - ♦ Save downloaded files to: Set the saving path for the downloaded video files in playback mode.
- Picture and Clip Settings: Set the saving paths of the captured

pictures and clipped video files. Valid for the pictures you captured with the web browser.

- ♦ Save snapshots in live view to: Set the saving path of the manually captured pictures in live view mode.
- ♦ Save snapshots when playback to: Set the saving path of the captured pictures in playback mode.
- ♦ Save clips to: Set the saving path of the clipped video files in playback mode.

**Note:** You can click **Browse** to change the directory for saving the clips and pictures.

3. Click **Save** to save the settings.

## **5.2 Configuring Time Settings**

#### Purpose:

You can follow the instructions in this section to configure the time synchronization and DST settings.

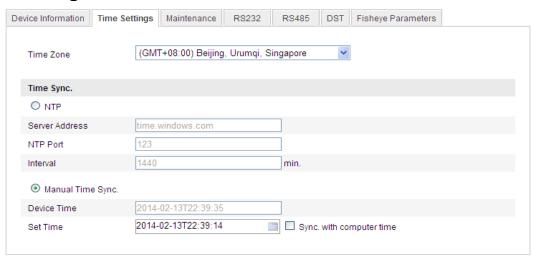
#### Steps:

1. Enter the Time Settings interface:

Configuration > Basic Configuration > System > Time Settings

Or Configuration > Advanced Configuration > System > Time

Settings



© ALLNET GmbH Computersysteme 2015 - Alle Rechte vorbehalten Irrtum und Änderungen vorbehalten

Figure 5-2 Time Settings

- Select the Time Zone.
   Select the Time Zone of your location from the drop-down menu.
- ♦ Synchronizing Time by NTP Server.
- (1) Check the checkbox to enable the **NTP** function.
- (2) Configure the following settings:

**Server Address:** IP address of NTP server.

NTP Port: Port of NTP server.

**Interval:** The time interval between the two synchronizing actions with NTP server.



Figure 5-3 Time Sync by NTP Server

**Note:** If the camera is connected to a public network, you should use a NTP server that has a time synchronization function, such as the server at the National Time Center (IP Address: 210.72.145.44). If the camera is set in a customized network, NTP software can be used to establish a NTP server for time synchronization.

♦ Synchronizing Time Synchronization Manually

Enable the **Manual Time Sync** function and then click to set the system time from the pop-up calendar.

**Note:** You can also check the **Sync with computer time** checkbox to synchronize the time of the camera with that of your computer.



Figure 5-4 Time Sync Manually

 Click the **DST** tab page to enable the DST function and Set the date of the DST period.



Figure 5-5 DST Settings

2. Click **Save** to save the settings.

# **5.3 Configuring Network Settings**

### **5.3.1 Configuring TCP/IP Settings**

#### Purpose:

TCP/IP settings must be properly configured before you operate the camera over network. The camera supports both the IPv4 and IPv6. Both versions may be configured simultaneously without conflicting to each other, and at least one IP version should be configured.

#### Steps:

1. Enter TCP/IP Settings interface:

Configuration > Basic Configuration > Network > TCP/IP

Or Configuration > Advanced Configuration > Network > TCP/IP

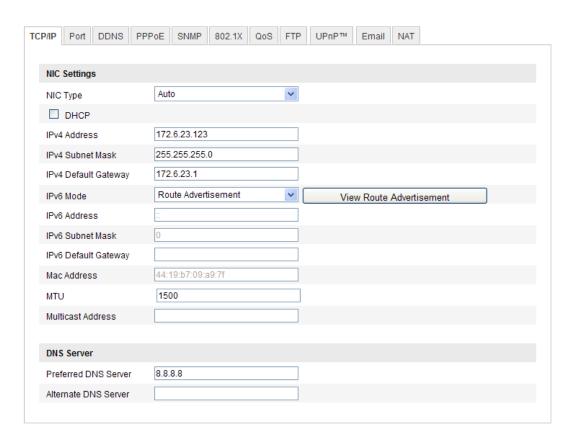


Figure 5-6 TCP/IP Settings

 Configure the basic network settings, including the NIC Type, IPv4 or IPv6 Address, IPv4 or IPv6 Subnet Mask, IPv4 or IPv6 Default Gateway, MTU settings and Multicast Address.

#### **Notes:**

- The valid value range of MTU is 500 ~ 1500.
- The Multicast sends a stream to the multicast group address and allows multiple clients to acquire the stream at the same time by requesting a copy from the multicast group address. Before utilizing this function, you have to enable the Multicast function of your router.
- 3. Click **Save** to save the above settings.

**Note:** A reboot is required for the settings to take effect.

### **5.3.2 Configuring Port Settings**

#### Purpose:

You can set the port No. of the camera, e.g. HTTP port, RTSP port and HTTPS port.

#### Steps:

1. Enter the Port Settings interface:

Configuration > Basic Configuration > Network > Port

Or Configuration > Advanced Configuration > Network > Port

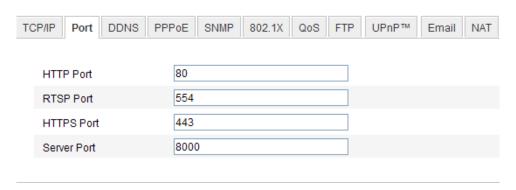


Figure 5-7 Port Settings

2. Set the HTTP port, RTSP port and HTTPS port of the camera.

**HTTP Port**: The default port number is 80, and it can be changed to any port No. which is not occupied.

**RTSP Port:** The default port number is 554 and it can be changed to any port No. ranges from 1024 to 65535.

**HTTPS Port:** The default port number is 443, and it can be changed to any port No. which is not occupied.

**Server Port:** The default server port number is 8000, and it can be changed to any port No. ranges from 2000 to 65535.

3. Click **Save** to save the settings.

**Note:** A reboot is required for the settings to take effect.

## **5.3.3 Configuring PPPoE Settings**

#### Steps:

1. Enter the PPPoE Settings interface:

#### **Configuration > Advanced Configuration > Network > PPPoE**



Figure 5-8 PPPoE Settings

- 2. Check the **Enable PPPoE** checkbox to enable this feature.
- Enter User Name, Password, and Confirm password for PPPoE access.

**Note:** The User Name and Password should be assigned by your ISP.

4. Click **Save** to save and exit the interface.

**Note:** A reboot is required for the settings to take effect.

### **5.3.4 Configuring DDNS Settings**

#### Purpose:

If your camera is set to use PPPoE as its default network connection, you can use the Dynamic DNS (DDNS) for network access.

#### **Before you start:**

Registration on the DDNS server is required before configuring the DDNS settings of the camera.

#### Steps:

1. Enter the DDNS Settings interface:

**Configuration > Advanced Configuration > Network > DDNS** 

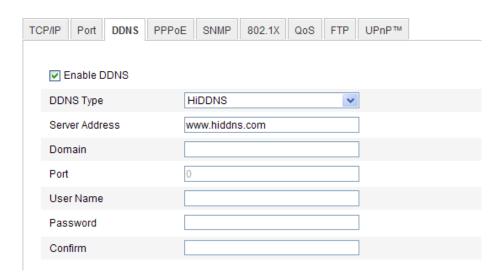


Figure 5-9 DDNS Settings

- 2. Check the **Enable DDNS** checkbox to enable this feature.
- 3. Select **DDNS Type**. Four DDNS types are selectable: HiDDNS, IPServer, DynDNS, and NO-IP.
  - DynDNS:

#### Steps:

- (1) Enter **Server Address** of DynDNS (e.g. members.dyndns.org).
- (2) In the **Domain** text field, enter the domain name obtained from the DynDNS website.
- (3) Enter the **Port** of DynDNS server.
- (4) Enter the **User Name** and **Password** registered on the DynDNS website.
- (5) Click **Save** to save the settings.

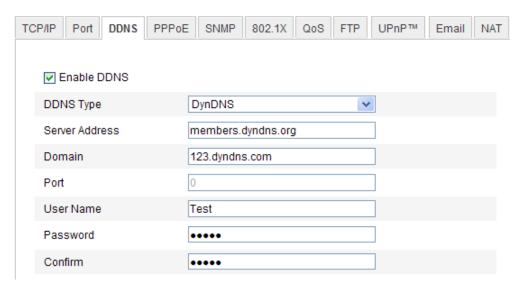


Figure 5-10 DynDNS Settings

IP Server:

#### Steps:

- (1) Enter the Server Address of the IP Server.
- (2) Click **Save** to save the settings.

**Note:** For the IP Server, you have to apply a static IP, subnet mask, gateway and preferred DNS from the ISP. The **Server Address** should be entered with the static IP address of the computer that runs the IP Server software.



Figure 5-11 IPServer Settings

**Note:** For the US and Canada area, you can enter 173.200.91.74 as the server address.

NO-IP:

#### Steps:

(1) Choose the DDNS Type as NO-IP.



Figure 5-12 NO-IP DNS Settings

- (2) Enter the Server Address as <a href="https://www.noip.com">www.noip.com</a>
- (3) Enter the Domain name you registered.
- (4) Enter the Port number, if needed.
- (5) Enter the User Name and Password.
- (6) Click **Save** and then you can view the camera with the domain name.
- HiDDNS

#### Steps:

(1) Choose the DDNS Type as HiDDNS.



Figure 5-13 HiDDNS Settings

- (2) Enter the Server Address www.hiddns.com.
- (3) Enter the Domain name of the camera. The domain is the same with the device alias in the HiDDNS server.
- (4) Click **Save** to save the new settings.

**Note:** A reboot is required for the settings to take effect.

**5.3.5 Configuring SNMP Settings** 

Purpose:

You can set the SNMP function to get camera status, parameters and

alarm related information and manage the camera remotely when it is

connected to the network.

Before you start:

Before setting the SNMP, please download the SNMP software and

manage to receive the camera information via SNMP port. By setting the

Trap Address, the camera can send the alarm event and exception

messages to the surveillance center.

**Note:** The SNMP version you select should be the same as that of the

SNMP software. And you also need to use the different version according

to the security level you required. SNMP v1 provides no security and SNMP

v2 requires password for access. And SNMP v3 provides encryption and if

you use the third version, HTTPS protocol must be enabled.

Steps:

1. Enter the SNMP Settings interface:

**Configuration > Advanced Configuration > Network > SNMP** 

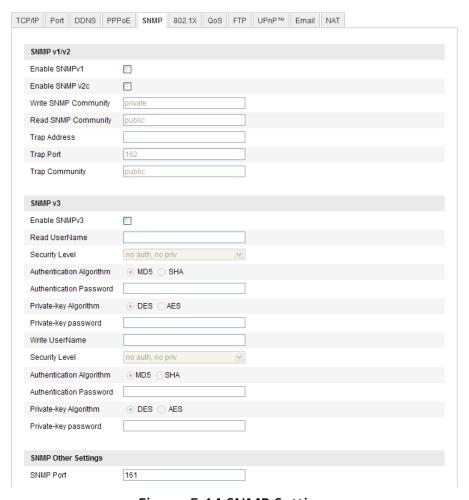


Figure 5-14 SNMP Settings

2. Check the corresponding version checkbox (Enable SNMP SNMPv1,

Enable SNMP v2c , Enable SNMPv3) to enable the feature.

3. Configure the SNMP settings.

**Note:** The settings of the SNMP software should be the same as the settings you configure here.

4. Click **Save** to save and finish the settings.

**Note:** A reboot is required for the settings to take effect.

# 5.3.6 Configuring 802.1X Settings

## Purpose:

The IEEE 802.1X standard is supported by the network cameras, and when the feature is enabled, the camera data is secured and user authentication

© ALLNET GmbH Computersysteme 2015 - Alle Rechte vorbehalten

Irrtum und Änderungen vorbehalten

is needed when connecting the camera to the network protected by the IEEE 802.1X.

## Before you start:

The authentication server must be configured. Please apply and register a user name and password for 802.1X in the server.

## Steps:

1. Enter the 802.1X Settings interface:

## Configuration > Advanced Configuration > Network > 802.1X

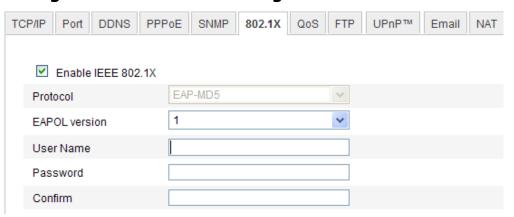


Figure 5-15 802.1X Settings

- 2. Check the **Enable IEEE 802.1X** checkbox to enable the feature.
- 3. Configure the 802.1X settings, including EAPOL version, user name and password.

**Note:** The EAPOL version must be identical with that of the router or the switch.

- 4. Enter the user name and password to access the server.
- 5. Click **Save** to finish the settings.

**Note:** A reboot is required for the settings to take effect.

# **5.3.7 Configuring QoS Settings**

### Purpose:

QoS (Quality of Service) can help solve the network delay and network congestion by configuring the priority of data sending.

## Steps:

1. Enter the QoS Settings interface:

## **Configuration > Advanced Configuration > Network > QoS**

|                  | PPPoE SNMP 802.1X QoS FTP UPnP™ Email NAT |  |
|------------------|---|--|
|                  |   |  |
| Video/Audio DSCP | 0   |  |
| Event/Alarm DSCP | 0   |  |
| Management DSCP  | 0   |  |

Figure 5-16 QoS Settings

2. Configure the QoS settings, including video / audio DSCP, event / alarm DSCP and Management DSCP.

The valid value range of the DSCP is 0-63. The bigger the DSCP value is, the higher the priority is.

**Note:** DSCP refers to the Differentiated Service Code Point; and the DSCP value is used in the IP header to indicate the priority of the data.

3. Click **Save** to save the settings.

**Note:** A reboot is required for the settings to take effect.

# **5.3.8 Configuring UPnP™ Settings**

Universal Plug and Play (UPnP™) is a networking architecture that provides compatibility among networking equipment, software and other hardware devices. The UPnP protocol allows devices to connect seamlessly and to simplify the implementation of networks in the home and corporate environments.

With the function enabled, you don't need to configure the port mapping for each port, and the camera is connected to the Wide Area Network via the router.

#### Steps:

1. Enter the UPnP™ settings interface.

## **Configuration > Advanced Configuration > Network > UPnP**

2. Check the checkbox to enable the UPnP™ function.

The name of the device when detected online can be edited.



Figure 5-17 Configure UPnP Settings

## 5.3.9 Email Sending Triggered by Alarm

## Purpose:

The system can be configured to send an Email notification to all designated receivers if an alarm event is detected, e.g., motion detection event, video loss, video tampering, etc.

## Before you start:

Please configure the DNS Server settings under **Basic Configuration** > **Network** > **TCP/IP** or **Advanced Configuration** > **Network** > **TCP/IP** before using the Email function.

### Steps:

Enter the TCP/IP Settings (Configuration > Basic Configuration >
 Network > TCP/IP or Configuration > Advanced Configuration >
 Network > TCP/IP) to set the IPv4 Address, IPv4 Subnet Mask, IPv4
 Default Gateway and the Preferred DNS Server.

**Note:** Please refer to *Section 5.3.1* **Configuring TCP/IP Settings** for detailed information.

2. Enter the Email Settings interface:

**Configuration > Advanced Configuration > Network > Email** 

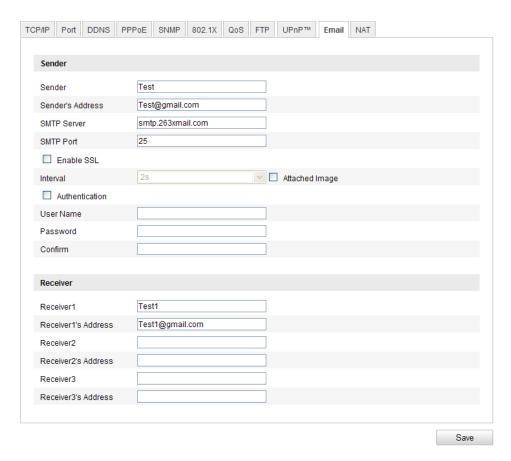


Figure 5-18 Email Settings

3. Configure the following settings:

**Sender:** The name of the email sender.

Sender's Address: The email address of the sender.

**SMTP Server:** The SMTP Server IP address or host name (e.g.,

smtp.263xmail.com).

**SMTP Port:** The SMTP port. The default TCP/IP port for SMTP is 25 (not secured). And the SSL SMTP port is 465.

**Enable SSL:** Check the checkbox to enable SSL if it is required by the SMTP server.

**Attached Image:** Check the checkbox of Attached Image if you want to send emails with attached alarm images.

**Interval:** The interval refers to the time between two actions of sending attached pictures.

**Authentication** (optional): If your email server requires

authentication, check this checkbox to use authentication to log in to this server and enter the login user Name and password.

**Choose Receiver:** Select the receiver to which the email is sent. Up to 2 receivers can be configured.

**Receiver:** The name of the user to be notified.

**Receiver's Address**: The email address of user to be notified.

4. Click **Save** to save the settings.

# 5.3.10 Configuring NAT (Network Address Translation) Settings

## Purpose:

1. Enter the NAT settings interface.

## **Configuration > Advanced Configuration > Network > NAT**

2. Choose the port mapping mode.

To port mapping with the default port numbers:

Choose Port Mapping Mode.

Port Mapping Mode

Auto

To port mapping with the customized port numbers:

Choose

Port Mapping Mode

Manual

And for manual port mapping, you can customize the value of the port number by yourself.

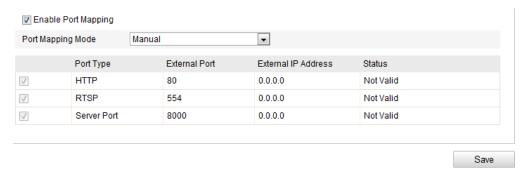


Figure 5-19 Configure NAT Settings

3. Click **Save** to save the settings.

## 5.3.11 Configuring FTP Settings

## Purpose:

You can configure the FTP server related information to enable the uploading of the captured pictures to the FTP server. The captured pictures can be triggered by events or a timing snapshot task.

## Steps:

1. Enter the FTP Settings interface:

**Configuration > Advanced Configuration > Network > FTP** 

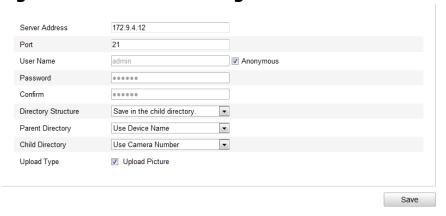


Figure 5-20 FTP Settings

2. Configure the FTP settings; and the user name and password are required for login the FTP server.

**Directory**: In the **Directory Structure** field, you can select the root directory, parent directory and child directory. When the parent directory is selected, you have the option to use the Device Name, Device Number or Device IP for the name of the directory; and when the Child Directory is selected, you can use the Camera Name or Camera No. as the name of the directory.

**Upload type:** To enable uploading the captured picture to the FTP server.

Anonymous Access to the FTP Server (in which case the user name and password won't be required.): Check the Anonymous checkbox to enable the anonymous access to the FTP server.

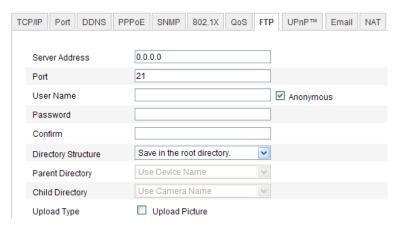


Figure 5-21 FTP Settings

**Note:** The anonymous access function must be supported by the FTP server.

3. Click **Save** to save the settings.

**Note:** If you want to upload the captured pictures to FTP server, you have to enable the continuous snapshot or event-triggered snapshot on **Snapshot** page. For detailed information, please refer to the Section 6.3.

# 5.4 Configuring Video and Audio Settings

# **5.4.1 Configuring Video Settings**

### Steps:

1. Enter the Video Settings interface:

Configuration > Basic Configuration > Video / Audio > Video

Or Configuration > Advanced Configuration > Video / Audio > Video

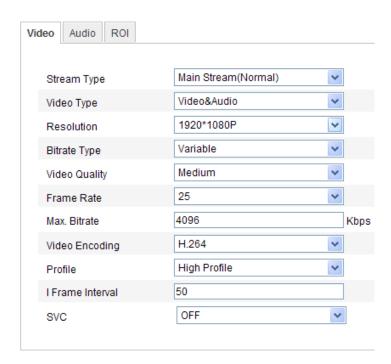


Figure 5-22 Configure Video Settings

2. Select the **Stream Type** of the camera to main stream (normal), sub-stream or third stream.

The main stream is usually for recording and live viewing with good bandwidth, and the sub-stream and third stream can be used for live viewing when the bandwidth is limited.

3. You can customize the following parameters for the selected main stream or sub-stream:

## Video Type:

Select the stream type to video stream, or video & audio composite stream. The audio signal will be recorded only when the **Video Type** is **Video & Audio**.

#### **Resolution:**

Select the resolution of the video output.

### **Bitrate Type:**

Select the bitrate type to constant or variable.

### **Video Quality:**

When bitrate type is selected as **Variable**, 6 levels of video quality are

selectable.

#### **Frame Rate:**

Set the frame rate to 1/16~25 fps. The frame rate is to describe the frequency at which the video stream is updated and it is measured by frames per second (fps). A higher frame rate is advantageous when there is movement in the video stream, as it maintains image quality throughout.

#### Max. Bitrate:

Set the max. bitrate to 32~16384 Kbps. The higher value corresponds to the higher video quality, but the higher bandwidth is required.

## **Video Encoding:**

If the **Stream Type** is set to main stream, H.264 and MJPEG are selectable, and if the stream type is set to sub stream, H.264, MJPEG, and MPEJ4 are selectable.

**Note:** The supported video encoding may differ according to the different platform.

#### **Profile:**

Basic profile, Main Profile and High Profile for coding are selectable.

#### I Frame Interval:

Set the I-Frame interval to 1~400.

### **SVC**:

Scalable Video Coding is an extension of the H.264/AVC standard. Set it OFF or ON according to your actual needs.

4. Click **Save** to save the settings.

# **5.4.2 Configuring Audio Settings**

### Steps:

1. Enter the Audio Settings interface

## **Configuration > Basic Configuration > Video / Audio > Audio**

# Or Configuration > Advanced Configuration > Video / Audio > Audio

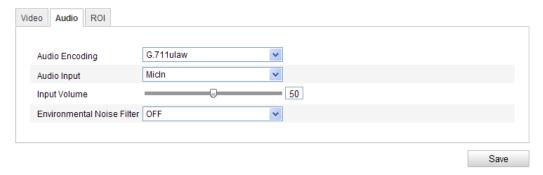


Figure 5-23 Audio Settings

2. Configure the following settings.

**Audio Encoding:** G.711 ulaw, G.711alaw, G.726, and MP2L2 are selectable. And 32kbps, 64kbps, and 128kbps are supported if MP2L2 is selected.

**Audio Input:** MicIn and Linein are selectable for the connected microphone and pickup respectively.

Input Volume: 0-100

**Environmental Noise Filter**: Set it as OFF or ON. When you set the function on the noise detected can be filtered.

3. Click **Save** to save the settings.

# **5.4.3 Configuring ROI Encoding**

ROI stands for the region of interest. And the ROI encoding enables you to discriminate the ROI and background information in compression, that is to say, the technology assigns more encoding resource to the region of interest to increase the quality of the ROI whereas the background information is less focused.

#### Steps:

1. Enter the ROI settings interface

**Configuration > Advanced Configuration > Video / Audio > ROI** 

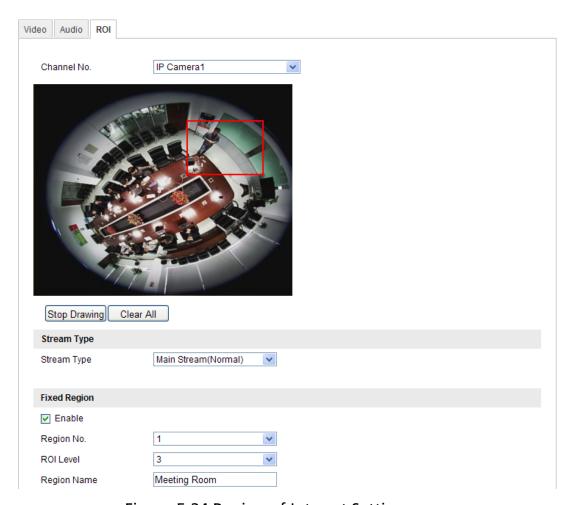


Figure 5-24 Region of Interest Settings

- 2. Draw the region of interest on the image. There are four regions can be drawn.
- 3. Choose the stream type to set the ROI encoding.
- 4. Choose the ROI type.

There are two options for ROI encoding, the fixed region encoding and the dynamic tracking.

- The fixed region encoding is the ROI encoding for the manually configured area. And you can choose the Image Quality Enhancing level for ROI encoding, and you can also name the ROI area.
- The dynamic region refers to the ROI defined by intelligent analysis such as human face detection. You can choose the Image Quality Enhancing level for the ROI encoding.
- 5. Click **Save** to save the settings.

# **5.5 Configuring Image Parameters**

## **5.5.1 Configuring Display Settings**

## Purpose:

You can set the image quality of the camera, including brightness, contrast, saturation, hue, sharpness, etc.

#### **Note:**

The display parameters vary according to the different camera model. Please refer to the actual interface for details.

## Steps:

1. Enter the Display Settings interface:

Configuration > Basic Configuration > Image > Display Settings

Or Configuration > Advanced Configuration > Image > Display

Settings

2. Set the image parameters of the camera.

#### Note:

In order to guarantee the image quality in the different illumination, it provides two sets of parameters for user to configure.

# **Day/night Auto-switch**

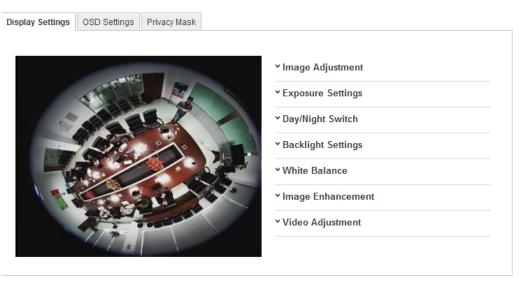


Figure 5-25 Display Settings of Day/night Auto-switch
© ALLNET GmbH Computersysteme 2015 - Alle Rechte vorbehalten

## ♦ Image Adjustment

**Brightness** describes bright of the image, which ranges from 1~100, and the default value is 50.

**Contrast** describes the contrast of the image, which ranges from 1~100, and the default value is 50.

**Hue** adjusts color of the image.

**Saturation** describes the colorfulness of the image color, which ranges from 1~100, and the default value is 50.

**Sharpness** describes the edge contrast of the image, which ranges from 1~100, and the default value is 50.

## **♦ Exposure Settings**

If the camera is equipped with the fixed lens, only **Manual** is selectable, and the iris mode is not configurable.

The exposure time refers to the electronic shutter time, which ranges from  $1 \sim 1/100,000s$ . Adjust it according to the actual luminance condition.

## ♦ Day/Night Switch

Select the day/night switch mode, and configure the smart IR settings from this option.



Figure 5-26 Day/Night Switch

**Day:** the camera stays at day mode.

**Night:** the camera stays at night mode.

**Auto:** the camera switches between the day mode and the night mode according to the illumination automatically. The sensitivity ranges from 0~7, the higher the value is, the easier the mode switches. The filtering

time refers to the interval time between the day/night switch. You can set it from 5s to 120s.

**Schedule**: The camera switches between the day mode and the night mode according to the configured time period.

**Triggered by Alarm Input**: The camera switches to the day mode or the night mode after the alarm is triggered.

## **♦** Backlight Settings

**BLC**: If you focus on an object against strong backlight, the object will be too dark to be seen clearly. BLC compensates light to the object in the front to make it clear. OFF, Up, Down, Left, Right, Center and customize are selectable.

**WDR**: Wide Dynamic Range can be used when there is a high contrast of the bright area and the dark area of the scene.

#### **♦** White Balance

White balance is the white rendition function of the camera used to adjust the color temperature according to the environment.

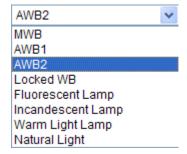


Figure 5-27 White Balance

## **♦ Image Enhancement**

[16-235].

**Digital Noise Reduction**: DNR reduces the noise in the video stream. OFF, Normal Mode and Expert Mode are selectable. Set the DNR level from 0~100, and the default value is50 in Normal Mode. Set the DNR level from both space DNR level [0~100] and time DNR level [0~100] in Expert Mode. **Grey Scale**: You can choose the range of the grey scale as [0-255] or

© ALLNET GmbH Computersysteme 2015 - Alle Rechte vorbehalten Irrtum und Änderungen vorbehalten

## **♦ Video Adjustment**

**Scene Mode**: Choose the scene as indoor or outdoor according to the real environment.

**Video Standard**: 50 Hz and 60 Hz are selectable. Choose according to the different video standards; normally 50 Hz for PAL standard and 60 Hz for NTSC standard.

# **5.5.2 Configuring OSD Settings**

## Purpose:

You can customize the camera name and time on the screen.

## Steps:

1. Enter the OSD Settings interface:

## **Configuration > Advanced Configuration > Image > OSD Settings**

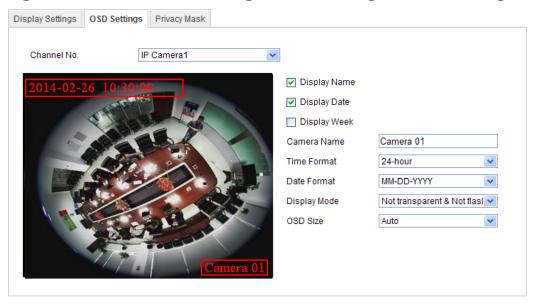


Figure 5-28 OSD Settings

- 2. Check the corresponding checkbox to select the display of camera name, date or week if required.
- 3. Edit the camera name in the text field of **Camera Name**.
- 4. Select from the drop-down list to set the time format, date format, display mode and the OSD font size.

5. You can use the mouse to click and drag the text frame **Camera 01** in the live view window to adjust the OSD position.



Figure 5-29 Adjust OSD Location

6. Click **Save** to activate above settings.

# **5.5.3 Configuring Privacy Mask**

## Purpose:

Privacy mask enables you to cover certain areas on the live video to prevent certain spots in the surveillance area from being live viewed and recorded.

### Steps:

1. Enter the Privacy Mask Settings interface:

## **Configuration > Advanced Configuration > Image > Privacy Mask**

- 2. Check the checkbox of **Enable Privacy Mask** to enable this function.
- 3. Click **Draw Area**.

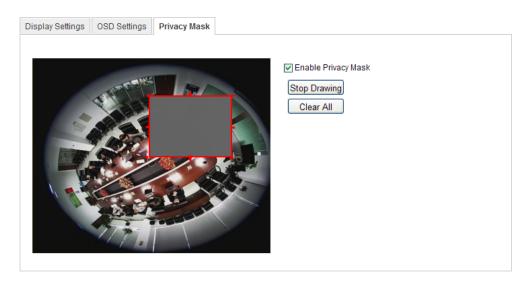


Figure 5-30 Privacy Mask Settings

4. Click and drag the mouse in the live video window to draw the mask area.

**Note:** You are allowed to draw up to 4 areas on the same image.

- 5. Click **Stop Drawing** to finish drawing or click **Clear All** to clear all of the areas you set without saving them.
- 6. Click **Save** to save the settings.

# **5.6 Configuring and Handling Alarms**

This section explains how to configure the network camera to respond to alarm events, including motion detection, video tampering, alarm input, alarm output, exception, face detection, audio exception detection, intrusion detection, defocus detection, and scene change detection, etc. These events can trigger the linkage methods, such as Notify Surveillance Center, Send Email, Trigger Alarm Output, etc.

#### **Note:**

Check the checkbox of Notify Surveillance Center if you want to the alarm information pushed to your mobile phone as soon as the alarm is triggered.

## **5.6.1 Configuring Motion Detection**

## Purpose:

Motion detection is a feature which can take alarm response actions and record the video for the motion occurred in the surveillance scene.

#### Tasks:

1. Set the Motion Detection Area.

## Steps:

(1) Enter the motion detection settings interface

# Configuration > Advanced Configuration> Events > Motion Detection

(2) Check the checkbox of Enable Motion Detection.

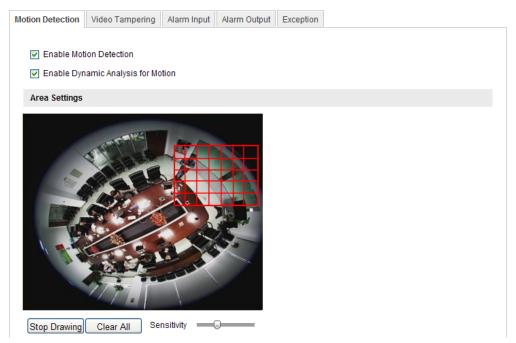


Figure 5-31 Enable Motion Detection

(3) ck Draw Area. Click and drag the mouse on the live video image draw a motion detection area.

**Note:** You can draw up to 8 motion detection areas on the same image.

(4) Click Stop Drawing to finish drawing.

**Note:** You can click Clear All to clear all of the areas.

- (5) (Optional) Move the slider Sensitivity to set the sensitivity of the detection.
- 2. Set the Arming Schedule for Motion Detection.

## Steps:

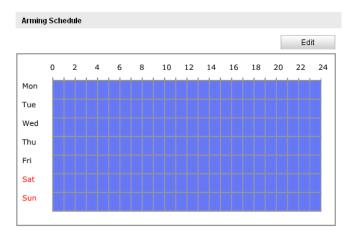


Figure 5-32 Arming Time

- (1) Click to edit the arming schedule. The Figure 5-28 shows the editing interface of the arming schedule.
- (2) Choose the day you want to set the arming schedule.
- (3) Click is to set the time period for the arming schedule.
- (4) After you set the arming schedule, you can copy the schedule to other days (Optional).
- (5) Click ok to save the settings.

**Note:** The time of each period can't be overlapped. Up to 4 periods can be configured for each day.

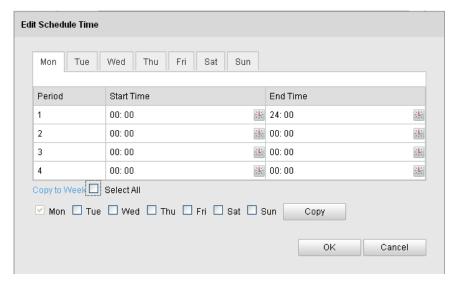


Figure 5-33 Arming Time Schedule

3. Set the Alarm Actions for Motion Detection.

## Purpose:

You can specify the linkage method when an event occurs. The following contents are about how to configure the different types of linkage method.

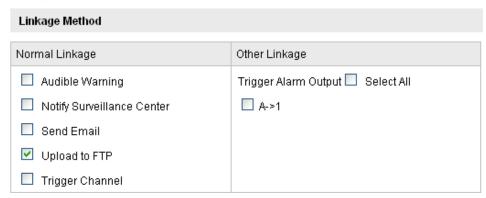


Figure 5-34 Linkage Method

### Steps:

(1) Check the checkbox to select the linkage method. Notify surveillance center, send email, upload to FTP, trigger channel and trigger alarm output are selectable (Optional).

## Notify Surveillance Center

Send an exception or alarm signal to remote management software when an event occurs.

#### Send Email

Send an email with alarm information to a user or users when an event occurs.

**Note:** To send the Email when an event occurs, you need to refer to *Section 5.3.9* to set the related parameters.

## Upload to FTP

Capture the image when an alarm is triggered and upload the picture to a FTP server.

**Note:** Set the FTP address and the remote FTP server first. Refer to *Section 5.3.11* for detailed information.

## Trigger Channel

The video will be recorded when the motion is detected. You have to set the recording schedule to realize this function. Please refer to Section 6.2 for detailed information.

## • Trigger Alarm Output

Trigger one or more external alarm outputs when an event occurs.

**Note:** To trigger an alarm output when an event occurs, please refer to *Section 5.6.4* to set the related parameters.

## **5.6.2 Configuring Video Tampering Alarm**

### Purpose:

You can configure the camera to trigger the alarm when the lens is covered and take alarm response action.

### Steps:

1. Enter the Tamper-proof Settings interface:

Configuration > Advanced Configuration > Events > Video Tampering

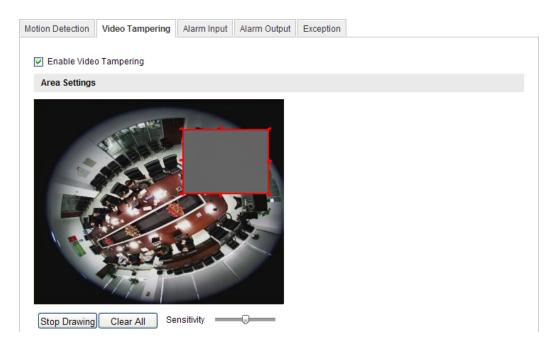


Figure 5-35 Tamper-proof Alarm

- 2. Check **Enable Tamper-proof** checkbox to enable the tamper-proof detection.
- 3. Set the tamper-proof area; refer to *Task 1* **Set the Motion Detection Area** in Section 5.6.1.
- 4. Click to edit the arming schedule for tamper-proof. The arming schedule configuration is the same as the setting of the arming schedule for motion detection. Refer to *Task 2* **Set the Arming Schedule for Motion Detection** in *Section 5.6.1*.
- 5. Check the checkbox to select the linkage method taken for the tamper-proof. Audible warning, notify surveillance center, send email and trigger alarm output are selectable. Please refer to *Task 3* **Set the Alarm Actions for Motion Detection** in Section 5.6.1.
- 6. Click save the settings.

## **5.6.3 Configuring Line Crossing Detection**

This function can be used for detecting people, vehicles and objects crossing a pre-defined area. The line crossing direction can be set as bidirectional, from left to right or from right to left. And a series of linkage method will be triggered if any object is detected.

## Steps:

- 1. Check the **Enable Line Crossing Detection** checkbox.
- 2. Click the **Draw Area**, and a crossing plane will show on the image.
- 3. Click on the line, and you will see two red squares on each end, drag one of the red squares to define the arming area.

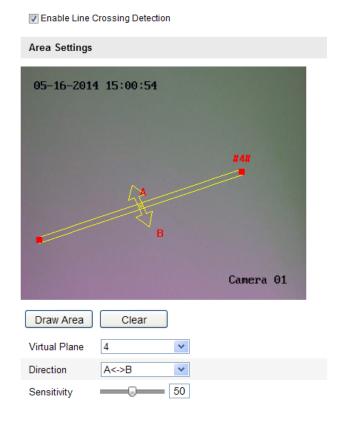


Figure 5-36 Draw Crossing Line

And you can select the directions as A<->B, A ->B, and B->A.

**△A<->B**: Only the arrow on the B side shows; when an object going across the plane with both direction can be detected and alarms are triggered.

**△A->B**: Only the object crossing the configured line from the A side to the B side can be detected.

**B->A**: Only the object crossing the configured line from the B side to the A side can be detected.

- 4. Set the sensitivity [1~100].
- 5. Choose another line crossing on the dropdown list to configure.

  Up to 4 line crossing areas are configurable.
- 6. Click **Save** to save the settings.

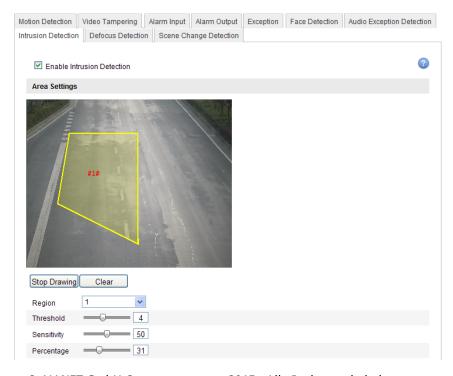
## **5.6.4 Configuring Intrusion Detection**

Intrusion detection can set an area in the surveillance scene and once the area is been entered, a set of alarm action is triggered.

## Steps:

- 1. Check the **Enable Intrusion Detection** checkbox.
- 2. Click **Draw Area**, and then draw a rectangle on the image as a defense region.

**Note:** when you draw the rectangle, all lines should connect end to end to each other. Up to four areas are supported.



© ALLNET GmbH Computersysteme 2015 - Alle Rechte vorbehalten Irrtum und Änderungen vorbehalten

Figure 5-37 Configuring Intrusion Area

You can click **Clear** to clear the areas you drawn.

The defense region parameters can be set separately.

- 3. Choose the **region** to be configured.
  - ➤ **Threshold:** Range [0-10s], the threshold for the time of the object loitering in the region. If you set the value as 0, alarm is triggered immediately after the object entering the region.
  - ➤ **Sensitivity:** Range [1-100]. The value of the sensitivity defines the size of the object which can trigger the alarm, when the sensitivity is high, a very small object can trigger the alarm.
  - ➤ **Percentage:** Range [1-100]. Percentage defines the ratio of the in-region part of the object which can trigger the alarm. For example, when you set the percentage as 50%, half of the object entering the region will trigger the alarm.

# Arming Schedule is configured to set the time you want the function to be enabled.

- 1. Click **Edit** to set the arming schedule.
- Choose to trigger alarm actions as Notify Surveillance Center,
   Send Email, Upload to FTP and Trigger Channel or trigger the
   Alarm Output.

Click **Save** to save the settings.

# 5.6.5 Handling Exception

The exception type can be HDD full, HDD error, network disconnected, IP address conflicted and illegal login to the cameras.

### Steps:

1. Enter the Exception Settings interface:

## **Configuration > Advanced Configuration > Events > Exception**

2. Check the checkbox to set the actions taken for the Exception alarm.

Refer to Task 3: Set the Alarm Actions Taken for Motion Detection in

## Section 5.6.1.

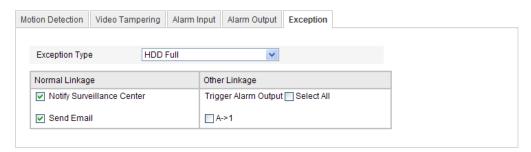


Figure 5-38 Exception Settings

3. Click **Save** to save the settings.

# **Chapter 6**

# **Storage Settings**

## Before you start:

To configure record settings, please make sure that you have the network storage device within the network or the SD card inserted in your camera.

# **6.1 Configuring NAS Settings**

## Before you start:

The network disk should be available within the network and properly configured to store the recorded files, log files, etc.

## Steps:

- 1. Add the network disk
  - (1) Enter the NAS (Network-Attached Storage) Settings interface:

## **Configuration > Advanced Configuration > Storage > NAS**

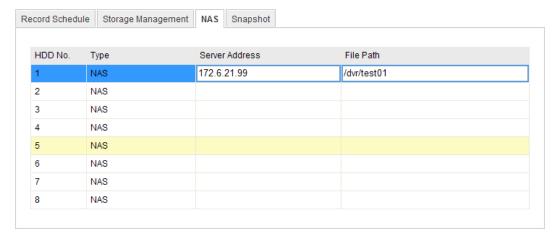


Figure 6-1 Add Network Disk

(2) Enter the IP address of the network disk, and enter the default file.

**Note:** Please refer to the *User Manual of NAS* for creating the file path.

(3) Click save to add the network disk.

**Note:** After having saved successfully, you need to reboot the camera to activate the settings.

- 1. Initialize the added network disk.
  - (1) Enter the HDD Settings interface (Advanced Configuration > Storage > Storage Management), in which you can view the capacity, free space, status, type and property of the disk.

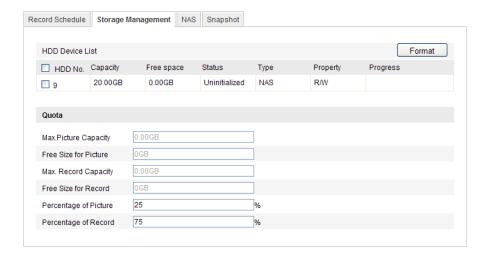


Figure 6-2 Storage Management Interface

(2) If the status of the disk is **Uninitialized**, check the corresponding checkbox to select the disk and click **Format** to start initializing the disk.

When the initialization completed, the status of disk will become **Normal.** 



Figure 6-3 View Disk Status

- 2. Define the quota for record and pictures.
  - (1) Input the quota percentage for picture and for record.
  - (2) Click **Save** and refresh the browser page to activate the settings.

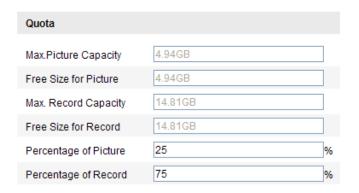


Figure 6-4 Quota Settings

#### **Notes:**

- Up to 8 NAS disks can be connected to the camera.
- To initialize and use the SD card after insert it to the camera, please refer to the steps of NAS disk initialization.

# **6.2 Configuring Recording Schedule**

## Purpose:

There are two kinds of recording for the cameras: manual recording and scheduled recording. For the manual recording, refer to *Section 4.3 Recording and Capturing Pictures Manually*. In this section, you can follow the instructions to configure the scheduled recording. By default, the record files of scheduled recording are stored in the SD card (if supported) or in the network disk.

## Steps:

1. Enter the Record Schedule Settings interface:

Configuration > Advanced Configuration> Storage > Record Schedule

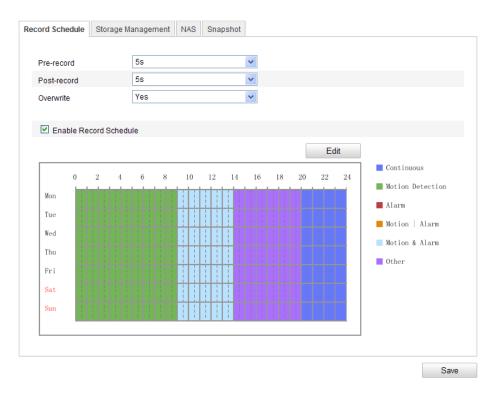


Figure 6-5 Recording Schedule Interface

- Check the checkbox of Enable Record Schedule to enable scheduled recording.
- 3. Set the record parameters of the camera.



Figure 6-6 Record Parameters

- Pre-record: The time you set to start recording before the scheduled time or the event. For example, if an alarm triggers recording at 10:00, and the pre-record time is set as 5 seconds, the camera starts to record at 9:59:55.
  - The Pre-record time can be configured as No Pre-record, 5 s, 10 s, 15 s, 20 s, 25 s, 30 s or not limited.
- Post-record: The time you set to stop recording after the scheduled time or the event. For example, if an alarm triggered recording ends at 11:00, and the post-record time is set as 5 seconds, the

camera records until 11:00:05.

The Post-record time can be configured as 5 s, 10 s, 30 s, 1 min, 2 min, 5 min or 10 min.

**Note:** The record parameter configurations vary depending on the camera model.

4. Click **Edit** to edit the record schedule.

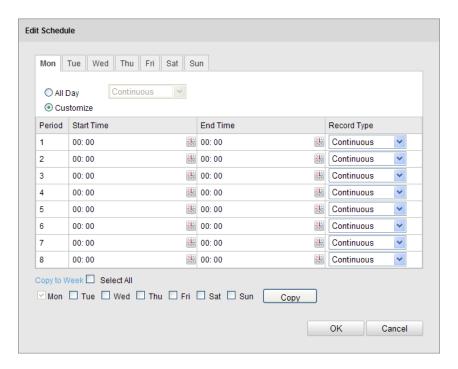


Figure 6-7 Record Schedule

- 5. Choose the day to set the record schedule.
  - (1) Set all-day record or segment record:
  - If you want to configure the all-day recording, please check the All
     Day checkbox.
  - ♦ If you want to record in different time sections, check the Customize checkbox. Set the Start Time and End Time.

**Note:** The time of each segment can't be overlapped. Up to 4 segments can be configured.

(2) Select a **Record Type**. The record type can be Continuous, Motion Detection, Alarm, Motion | Alarm, Motion & Alarm, etc.

#### **♦** Continuous

If you select **continuous**, the video will be recorded automatically according to the time of the schedule.

## **♦** Record Triggered by Motion Detection

If you select **Motion Detection**, the video will be recorded when the motion is detected.

Besides configuring the recording schedule, you have to set the motion detection area and check the checkbox of **Trigger Channel** in the **Linkage Method** of Motion Detection Settings interface. For detailed information, please refer to the **Task 1**: **Set the Motion Detection Area** in the Section 5.6.1.

## **♦** Record Triggered by Alarm

If you select **Alarm**, the video will be recorded when the alarm is triggered via the external alarm input channels.

Besides configuring the recording schedule, you have to set the **Alarm Type** and check the checkbox of **Trigger Channel** in the **Linkage Method** of **Alarm Input Settings** interface. For detailed information, please refer to *Section 5.6.3*.

## Record Triggered by Motion & Alarm

If you select **Motion & Alarm**, the video will be recorded when the motion and alarm are triggered at the same time.

Besides configuring the recording schedule, you have to configure the settings on the **Motion Detection** and **Alarm Input Settings** interfaces. Please refer to *Section 5.6.1* and *Section 5.6.3* for detailed information.

## ♦ Record Triggered by Motion | Alarm

If you select **Motion | Alarm**, the video will be recorded when the external alarm is triggered or the motion is detected.

Besides configuring the recording schedule, you have to configure the settings on the **Motion Detection** and **Alarm** 

**Input Settings** interfaces. Please refer to *Section 5.6.1* and *Section 5.6.3* for detailed information.

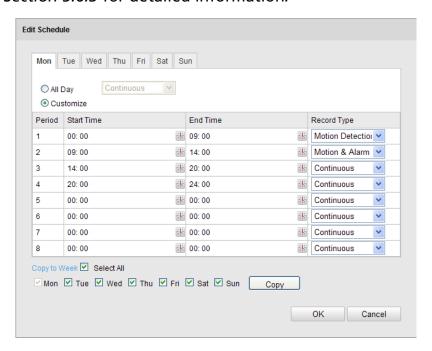


Figure 6-8 Edit Record Schedule

- (3) Check the checkbox of **Select All** and click **Copy** to copy settings of this day to the whole week. You can also check any of the checkboxes before the date and click **Copy**.
- (4) Click **OK** to save the settings and exit the **Edit Record Schedule** interface.
- 6. Click **Save** to save the settings.

# **6.3 Configuring Snapshot Settings**

### Purpose:

You can configure the scheduled snapshot and event-triggered snapshot. The captured picture can be stored in the SD card (if supported) or the netHDD (For detailed information about netHDD, please refer to *Section 6.1 Configuring NAS Settings*). You can also upload the captured pictures to a FTP server.

## **Basic Settings**

## Steps:

1. Enter the Snapshot Settings interface:

## **Configuration > Advanced Configuration > Storage > Snapshot**

- Check the Enable Timing Snapshot checkbox to enable continuous snapshot. Check the Enable Event-triggered Snapshot checkbox to check event-triggered snapshot.
- 3. Select the quality of the snapshot.
- 4. Set the time interval between two snapshots.
- 5. Click **Save** to save the settings.

## **Uploading to FTP**

You can follow below configuration instructions to upload the snapshots to FTP.

Upload continuous snapshots to FTP

## Steps:

- Configure the FTP settings and check **Upload Picture** checkbox in FTP Settings interface. Please refer to *Section 5.3.11* **Configuring FTP Settings** for more details to configure FTP parameters.
- 2) Check the **Enable Timing Snapshot** checkbox.
- Upload event-triggered snapshots to FTP

## Steps:

- Configure the FTP settings and check **Upload Picture** checkbox in FTP Settings interface. Please refer to *Section 5.3.11* **Configuring FTP Settings** for more details to configure FTP parameters.
- 2) Check **Upload Picture** checkbox in Motion Detection Settings or Alarm Input interface. Please refer to **Task 3: Set the Alarm Actions Taken for Motion Detection** in Section 5.6.1.
- 3) Check the **Enable Event-triggered Snapshot** checkbox.

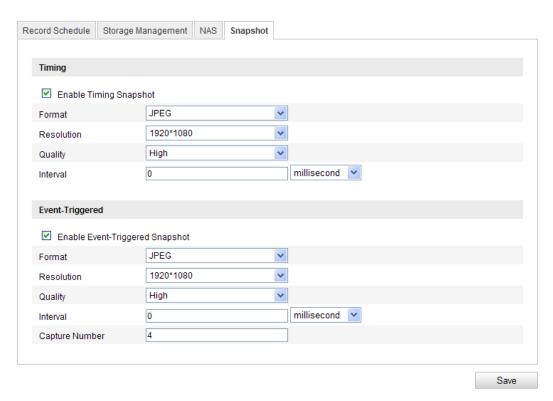


Figure 6-9 Snapshot Settings

# **Chapter 7**

# **Playback**

#### **Purpose:**

This section explains how to view the remotely recorded video files stored in the network disks or SD cards.

#### Steps:

1. Click **Playback** on the menu bar to enter playback interface.

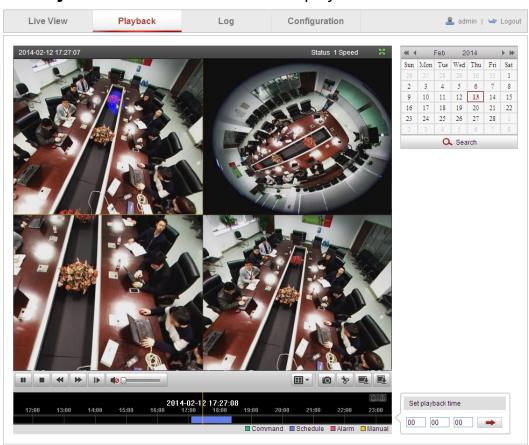


Figure 7-1 Playback Interface

2. Select the date and click **Search**.



Figure 7-2 Search Video

3. Click to play the video files found on this date.

The toolbar on the bottom of Playback interface can be used to control playing process.



Figure 7-3 Playback Toolbar

Table 7-1 Description of the buttons

| Button   | Operation         | Button | Operation                       |  |  |
|----------|-------------------|--------|---------------------------------|--|--|
| •        | Play              | 6      | Capture a picture               |  |  |
| п        | Pause             | 8/8    | Start/Stop clipping video files |  |  |
|          | Stop              |        | Audio on and adjust volume/Mute |  |  |
| *        | Speed<br>down     |        | Download video files            |  |  |
| <b>*</b> | Speed up          |        | Download captured pictures      |  |  |
| I        | Playback by frame | ₩ *    | Select the layout mode          |  |  |

**Note:** You can choose the file paths locally for downloaded playback video files and pictures in Local Configuration interface. Please refer to *Section 5.1* for details.

Drag the progress bar with the mouse to locate the exact playback point.

You can also input the time and click to locate the playback point in the **Set playback time** field. You can also click to zoom out/in the

progress bar.



Figure 7-4 Set Playback Time



Figure 7-5 Progress Bar

The different colors of the video on the progress bar stand for the different video types.

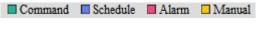


Figure 7-6 Video Types

# **Chapter 8**

# **Log Searching**

#### Purpose:

The operation, alarm, exception and information of the camera can be stored in log files. You can also export the log files on your demand.

#### Before you start:

Please configure network storage for the camera or insert a SD card in the camera.

#### Steps:

1. Click **Log** on the menu bar to enter log searching interface.

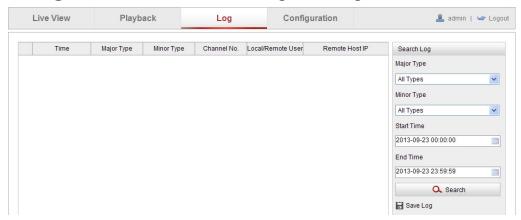


Figure 8-1 Log Searching Interface

- 2. Set the log search conditions to specify the search, including the Major Type, Minor Type, Start Time and End Time.
- 3. Click **Search** to search log files. The matched log files will be displayed on the **Log** interface.



Figure 8-2 Log Searching

4. To export the log files, click **Save log** to save the log files in your computer.

## **Chapter 9**

## **Others**

## 9.1 Managing User Accounts

Enter the User Management interface:

**Configuration > Basic Configuration > Security > User** 

Or Configuration > Advanced Configuration > Security > User

The **admin** user has access to create, modify or delete other accounts. Up to 15 user accounts can be created.



Figure 9-1 User Information

Add a User

#### Steps:

- 1. Click **Add** to add a user.
- 2. Input the new **User Name**, select **Level** and input **Password**.

**Note:** The level indicates the permissions you give to the user. You can define the user as **Operator** or **User**.

- 3. In the **Basic Permission** field and **Camera Configuration** field, you can check or uncheck the permissions for the new user.
- 4. Click **OK** to finish the user addition.

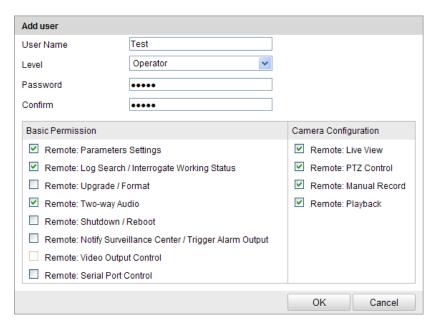
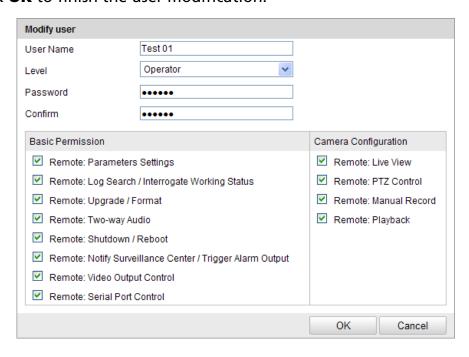


Figure 9-2 Add a User

Modify a User

#### Steps:

- 1. Left-click to select the user from the list and click **Modify**.
- 2. Modify the User Name, Level or Password.
- 3. In the **Basic Permission** field and **Camera Configuration** field, you can check or uncheck the permissions.
- 4. Click **OK** to finish the user modification.



Delete a User

#### Steps:

- 1. Click to select the user you want to delete and click **Delete**.
- 2. Click **OK** on the pop-up dialogue box to delete the user.

## 9.2 Configuring RTSP Authentication

#### Purpose:

You can specifically secure the stream data of live view.

#### Steps:

1. Enter the RTSP Authentication interface:

# Configuration> Advanced Configuration> Security > RTSP Authentication



Figure 9-4 RTSP Authentication

2. Select the **Authentication** type **basic** or **disable** in the drop-down list to enable or disable the RTSP authentication.

**Note:** If you disable the RTSP authentication, anyone can access the video stream by the RTSP protocol via the IP address.

3. Click **Save** to save the settings.

## 9.3 Anonymous Visit

#### Purpose:

Enabling this function allows visit for whom doesn't have the user name and password of the device.

#### Steps:

1. Enter the Anonymous Visit interface:

## Configuration> Advanced Configuration> Security > Anonymous Visit

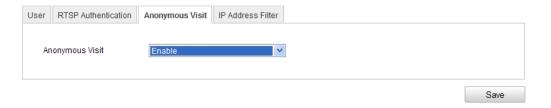


Figure 9-5 Anonymous Visit

- 2. Set the **Anonymous Visit** permission **Enable** or **Disable** in the drop-down list to enable or disable the anonymous visit.
- 3. Click **Save** to save the settings.

There will be a checkbox of Anonymous by the next time you logging in.

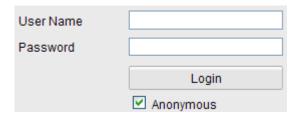


Figure 9-6 Login Interface with an Anonymous Checkbox

4. Check the checkbox of **Anonymous** and click **Login**.

**Note:** Only live view is available for the anonymous user.

## 9.4 IP Address Filter

#### Purpose:

This function makes it possible for access control.

#### Steps:

1. Enter the IP Address Filter interface:

# Configuration> Advanced Configuration> Security > IP Address Filter

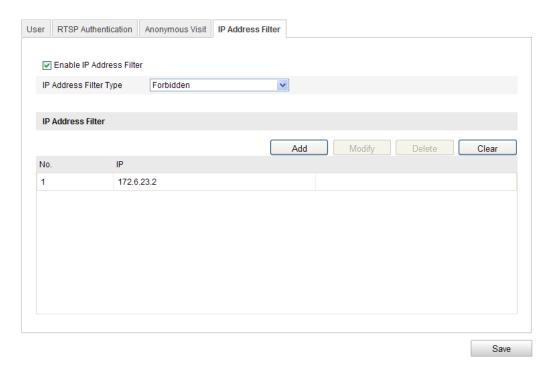


Figure 9-7 IP Address Filter Interface

- 2. Check the checkbox of Enable IP Address Filter.
- Select the type of IP Address Filter in the drop-down list, Forbidden and Allowed are selectable.
- 4. Set the IP Address Filter list.
  - Add an IP Address

#### Steps:

- (1) Click the Add to add an IP.
- (2) Input the IP Adreess.

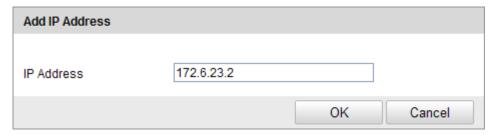


Figure 9-8 Add an IP

- (3) Click the **OK** to finish adding.
- Modify an IP Address

#### Steps:

(1) Left-click an IP address from filter list and click **Modify**.

(2) Modify the IP address in the text filed.



Figure 9-9 Modify an IP

- (3) Click the **OK** to finish modifying.
- Delete an IP Address
   Left-click an IP address from filter list and click **Delete**.
- Delete all IP Addresses
   Click Clear to delete all the IP addrsses.
- 5. Click **Save** to save the settings.

## 9.5 Viewing Device Information

Enter the Device Information interface:

Configuration > Basic Configuration > System > Device Information

Or Configuration > Advanced Configuration > System > Device
Information

In the **Device Information** interface, you can edit the Device Name.

Other information of the network camera, such as Model, Serial No., Firmware Version, Encoding Version, Number of Channels, Number of HDDs, Number of Alarm Input and Number of Alarm Output are displayed. The information cannot be changed in this menu. It is the reference for maintenance or modification in future.

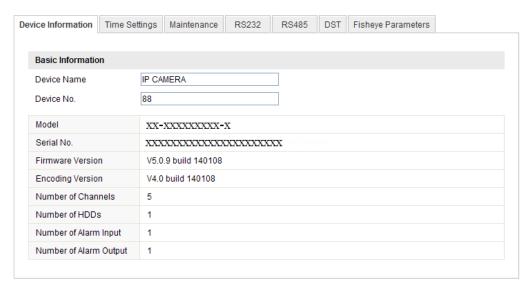


Figure 9-10 Device Information

## 9.6 Maintenance

## 9.6.1 Rebooting the Camera

#### Steps:

1. Enter the Maintenance interface:

Configuration > Basic Configuration > System > Maintenance

Or Configuration > Advanced Configuration > System >

Maintenance:

2. Click **Reboot** to reboot the network camera.



Figure 9-11 Reboot the Device

## 9.6.2 Restoring Default Settings

#### Steps:

1. Enter the Maintenance interface:

**Configuration > Basic Configuration > System > Maintenance** 

Or Configuration > Advanced Configuration> System >

#### **Maintenance**

2. Click **Restore** or **Default** to restore the default settings.

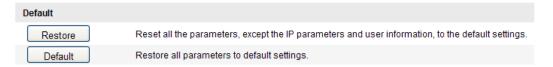


Figure 9-12 Restore Default Settings

**Note:** After restoring the default settings, the IP address is also restored to the default IP address, please be careful for this action.

## 9.6.3 Exporting / Importing Configuration File

#### Purpose:

Configuration file is used for the batch configuration of the camera, which can simplify the configuration steps when there are a lot of cameras needing configuring.

#### Steps:

Enter the Maintenance interface:

Configuration > Basic Configuration > System > Maintenance

Or Configuration > Advanced Configuration > System >

Maintenance

- Click **Export** to export the current configuration file, and save it to the certain place.
- Click Browse to select the saved configuration file and then click Import to start importing configuration file.

**Note**: You need to reboot the camera after importing configuration file.

3. Click **Export** and set the saving path to save the configuration file in local storage.



Figure 9-13 Import/Export Configuration File

## 9.6.4 Upgrading the System

#### Steps:

1. Enter the Maintenance interface:

Configuration > Basic Configuration > System > Maintenance

Or Configuration > Advanced Configuration > System >

Maintenance

2. Click **Browse** to select the local upgrade file and then click **Upgrade** to start remote upgrade.

**Note:** The upgrading process will take 1 to 10 minutes. Please don't disconnect power of the camera during the process. The camera reboots automatically after upgrading.

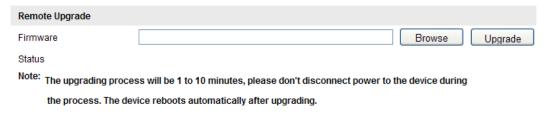


Figure 9-14 Remote Upgrade

## 9.7 RS-232 Settings

#### Purpose:

The RS-232 port can be used in two ways:

 Parameters Configuration: Connect a computer to the camera through the serial port. Device parameters can be configured by using software such as HyperTerminal. The serial port parameters must be the same as the serial port parameters of the camera.

Transparent Channel: Connect a serial device directly to the camera.
 The serial device will be controlled remotely by the computer through the network.

#### Steps:

1. Enter RS-232 Port Setting interface:

#### **Configuration> Advanced Configuration> System > RS232**



Figure 9-15 RS-232 Settings

**Note:** If you want to connect the camera by the RS-232 port, the parameters of the RS-232 should be exactly the same with the parameters you configured here.

2. Click **Save** to save the settings.

## 9.8 RS-485 Settings

#### Purpose:

The RS-485 serial port is used to control the PTZ of the camera. The configuring of the PTZ parameters should be done before you control the PTZ unit.

#### Steps:

1. Enter RS-485 Port Setting interface:

#### **Configuration> Advanced Configuration> System > RS485**



Figure 9-16 RS-485 Settings

2. Set the RS-485 parameters and click **Save** to save the settings.

By default, the Baud Rate is set as 9600 bps, the Data Bit is 8, the stop bit is 1 and the Parity and Flow Control is None.

**Note:** The Baud Rate, PTZ Protocol and PTZ Address parameters should be exactly the same as the PTZ camera parameters.

## 9.9 Fisheye Parameters

Fisheye parameters configuration enables you to select the real-time mode, and the mounting type, etc.

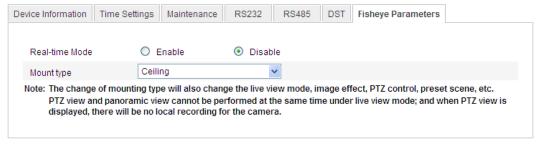


Figure 9-17 Fisheye Parameters

Enable or disable the real-time mode by clicking the checkbox in front of the each option.

Ceiling mounting, table mounting, and wall mounting are selectable for the mounting type. Select the proper mounting type according to your actual environment and demand.

# **Appendix**

## **Appendix 1 SADP Software Introduction**

## Description of SADP V 2.0

SADP (Search Active Devices Protocol) is a kind of user-friendly and installation-free online device search tool. It searches the active online devices within your subnet and displays the information of the devices. You can also modify the basic network information of the devices using this software.

#### Search active devices online

#### ♦ Search online devices automatically

After launch the SADP software, it automatically searches the online devices every 15 seconds from the subnet where your computer locates. It displays the total number and information of the searched devices in the Online Devices interface. Device information including the device type, IP address, port number, gateway, etc. will be displayed.

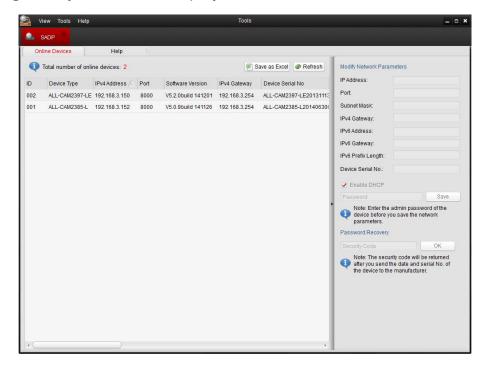


Figure A.1.1 Search Online Devices

**Note:** Device can be searched and displayed in the list in 15 seconds after it went online; it will be removed from the list in 45 seconds after it went offline.

#### Search online devices manually

You can also click **Refresh** to refresh the online device list manually. The newly searched devices will be added to the list.

**Note:** You can click or on each column heading to order the information; you can click to expand the device table and hide the network parameter panel on the right side, or click to show the network parameter panel.

#### Modify network parameters

#### Steps:

- Select the device to be modified in the device list and the network parameters of the device will be displayed in the **Modify Network** Parameters panel on the right side.
- 2. Edit the modifiable network parameters, e.g. IP address and port number.
- 3. Enter the password of the admin account of the device in the **Password** field and click save to save the changes.

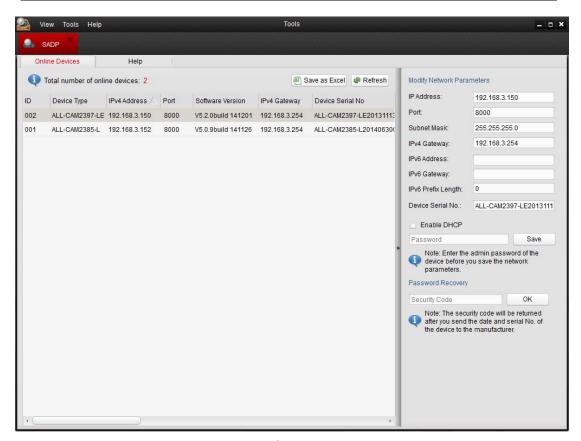


Figure A.1.2 Modify Network Parameters

## • Restore default password

#### Steps:

- 1. Contact our technical engineers to get the serial code.
- 2. Input the code in the **Serial code** field and click **Confirm** to restore the default password.

## **Appendix 2 Port Mapping**

The following settings are for TP-LINK router (TL-WR641G). The settings vary depending on different models of routers.

#### Steps:

1. Select the **WAN Connection Type**, as shown below:

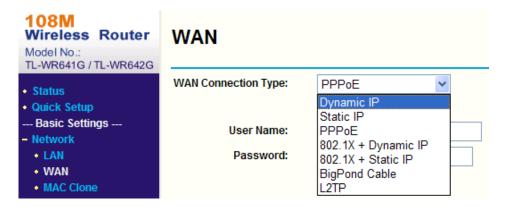


Figure A.2.1 Select the WAN Connection Type

2. Set the **LAN** parameters of the router as in the following figure, including IP address and subnet mask settings.

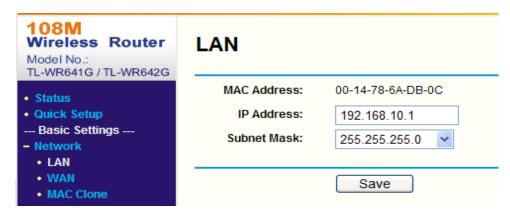


Figure A.2.2 Set the LAN parameters

3. Set the port mapping in the virtual severs of **Forwarding**. By default, camera uses port 80, 8000 and 554. You can change these ports value with web browser or client software.

#### Example:

When the cameras are connected to the same router, you can configure the ports of a camera as 80, 8000, and 554 with IP address 192.168.1.23,

and the ports of another camera as 81, 8001, 555, 8201 with IP 192.168.1.24. Refer to the steps as below:

#### Steps:

- 1. As the settings mentioned above, map the port 80, 8000, 554 and 8200 for the network camera at 192.168.1.23
- 2. Map the port 81, 8001, 555 and 8201 for the network camera at 192.168.1.24.
- 3. Enable **ALL** or **TCP** protocols.
- 4. Check the **Enable** checkbox and click **Save**.

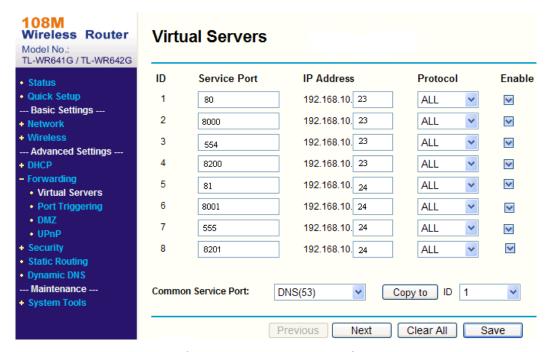


Figure A.2.3 Port Mapping

**Note:** The port of the network camera cannot conflict with other ports. For example, some web management port of the router is 80. Change the camera port if it is the same as the management port.

ALLNET GmbH Computersysteme declares that the device **ALL-CAM2385-L** is in compliance with the essential requirements and other relevant provisions of Directive 2004/108/EC. The Declaration of conformity can be found under this link: <a href="https://www.allnet.de/downloads.html">www.allnet.de/downloads.html</a>.

#### DISCLAIMER\_OF\_WARRANTY

This Program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; version 2 of the License.

This Program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this Program; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA.

The full text of the GNU General Public License version 2 is included with the software distribution in the file LICENSE.GPLv2

#### **NO WARRANTY**

BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### **Written Offer for Source Code**

For binaries that you receive from ALLNET GmbH Computersysteme on physical media or within the download of the offered firmware that are licensed under any version of the GNU General Public License (GPL) or the GNU LGPL, you can receive a complete machine-readable copy of the source code by sending a written request to:

ALLNET GmbH Computersysteme
Maistrasse 2
82110 Germering

Your request should include: (i) the name of the covered binary, (ii) the version number of the ALLNET product containing the covered binary, (iii) your name, (iv) your company name (if applicable) and (v) your return mailing and email address (if available). We may charge you a nominal fee to cover the cost of the media and distribution. Your request must be sent within three (3) years of the date you received the GPL or LGPL covered code. For your convenience, some or all of the source code may also be found at:

http://www.allnet.de/gpl.html

#### LICENSE.GPLv2

#### **GNU GENERAL PUBLIC LICENSE**

#### Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

#### **Preamble**

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

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

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

#### **GNU GENERAL PUBLIC LICENSE**

#### TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language.

(Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

You may copy and distribute verbatim copies of the Program's source code as you receive it, in any
medium, provided that you conspicuously and appropriately publish on each copy an appropriate
copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and
to the absence of any warranty; and give any other recipients of the Program a copy of this License
along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

- You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
  - a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
  - b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
  - c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

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

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

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

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

- 4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.
- 5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it
- 6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.
- 7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions

of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

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

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

- 8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.
- 9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

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

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

#### **NO WARRANTY**

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

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

#### **END OF TERMS AND CONDITIONS**

#### **How to Apply These Terms to Your New Programs**

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

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

<one line to give the program's name and a brief idea of what it does.> Copyright (C) <year> <name of
author>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Also add information on how to contact you by electronic and paper mail. If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type 'show w'.

This is free software, and you are welcome to redistribute it under certain conditions; type 'show c' for details.

The hypothetical commands 'show w' and 'show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than 'show w' and 'show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program

'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

#### LICENSE.LGPLv2.1

#### **GNU LESSER GENERAL PUBLIC LICENSE**

#### Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed. [This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

#### **Preamble**

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

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make

sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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

#### **GNU LESSER GENERAL PUBLIC LICENSE**

#### TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

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

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a

library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

- 2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
  - a) The modified work must itself be a software library.
  - b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
  - c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
  - d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

 Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

- 7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:
  - a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
  - b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.
- 8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.
- 9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

- 10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.
- 11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

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

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

- 12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.
- 13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

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

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

- 15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.
- 16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### **END OF TERMS AND CONDITIONS**

#### **How to Apply These Terms to Your New Libraries**

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.> Copyright (C) <year> <name of
author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice

That's all there is to it!