

UM100/200 IP Camera/Encoder Web-based Administration

Version 1.0.0

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1.1 Network Settings page

Menu

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IP Address Setting

Static IP ▾

IP Address	192.168.0.15
Sub Netmask	255.255.255.0
Default Gateway	192.168.0.1

DNS Setting

Primary DNS	202.96.134.133
Secondary DNS	202.96.154.15

SNTP Setting

SNTP Server	Default Server ▾
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Overwrite Password

Username	admin
New Password	

The network settings page allows updating Camera IP address and network parameters and also changing the admin password.

The network settings are standard IP settings that reflect your local network setup.

1.2 Live Source Page

Menu	
Network Configuration	
Live Source	
Live View	

<input type="checkbox"/> UMedia Active Mode	
<input checked="" type="checkbox"/> UMedia Passive Mode	
<input checked="" type="checkbox"/> LiveView	

Connection Parameters	
Media Server IP Address	<input type="text"/>
Media Server Port	<input type="text" value="5130"/>
Alias of Dynamic Live Source	<input type="text"/>
Password of Dynamic Live Source	<input type="text"/>
Status of Active Mode	<input type="text" value="Connected"/>

Media Parameters	
Streaming Profile	<input type="text" value="High Speed D1 - 15 fps, 1000 kbps"/>
To send Audio	<input checked="" type="checkbox"/>
Video Frame Size	<input type="text" value="D1"/> pixels
Video Frame Rate	<input type="text" value="15"/> fps
Video Bit rate	<input type="text" value="1000"/> kbps
Audio Bit rate	<input type="text" value="32"/> kbps

Streaming Parameters	
Mode	<input type="text" value="Real-time"/>
Allow player to take snapshots	<input checked="" type="checkbox"/>

This web page allows setting video compression/size parameters and configuring the camera as a Live Source for use with Unreal Media Server. <http://www.umediaserver.net/>

UMedia Active Mode – camera will initiate connection to Unreal Media Server.

Check this checkbox if the camera resides behind NAT firewall or on different LAN relative to Unreal Media Server.

UMedia Passive Mode – Unreal Media Server will initiate connection to camera.

Check this checkbox if the camera resides on the same LAN where Unreal Media Server is installed.

Using Unreal Media Server configuration program, create Static Live broadcast, specify camera IP address and ID = 1.

Note: more than one Media Server can be connected to the camera. You can check both checkboxes for different Media Servers to access the camera in the same time, using both Active and Passive methods.

Live View

Allow or prohibit web users to navigate to this web page and monitor the camera.

Connection parameters – applies to UMedia Active Mode only.

Using Unreal Media Server configuration program, create Dynamic live broadcast. You need to assign Alias and Password to Dynamic live broadcast. Use same Alias and Password on this web page. Specify Unreal Media Server IP address. If all parameters are correct, the camera will create TCP connection to Unreal Media Server. You can see this connection as “Idle” in the Media Server configuration program, Live Server Connections tab.

Media Parameters

Select one of the pre-defined profiles or “Manual Setting” and choose Video frame rate, frame size and bitrate. Select Audio if you need audio streaming as well.

Streaming Parameters

Choose Real-time for low-latency applications such as video conferencing. Choose Buffered if low latency is not required.

“Allow player to take snapshots” applies to Unreal Streaming Media Player only.

1.3 Live View Page

If live view is enabled, anyone who navigates to the camera IP address will be able to monitor the camera. This page requires installing ActiveX control. The page has a “Config” button, allowing administrator to change advanced settings on the camera. Refer to document **UM100-UM200 Basic User Guide** for the description of this configuration.