

Configure Local Viewing Stations in Video5

Introduction

Local Viewing Stations (a.k.a. CVViews) are a hardware component that CheckVideo deploys to satisfy the demand for on-site monitoring of live video. The Viewing Station is installed on clients' sites, often at a guard desk or central command center location and pulls live video directly from the

Table of Contents

1. Ground Rules for Working with Local Viewing Stations
2. Reaching the "CVView Configuration" Interface in Video5
3. Navigating the Interface
 1. Review Device Information
 2. Configure the Matrix Layout
 3. Add, Remove, and Arrange Cameras on the Matrix
 4. Search for Cameras to Add
4. Pull a Snapshot

Section I: Ground Rules for Working with Local Viewing Stations

User Permissions

Internal Chec users must have device-management permissions within Video5 - Technician or Admin level access - to configure the default layout of the Viewing Station.

- This default layout is what users will see upon unit startup and any time a user logs out of the local interface.
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Networking

- Viewing Stations can only see cameras on the same local network. **All cameras should be online and operational (e.g., viewable from the CheckVideo web portal) before being assigned to a Viewing Station.**
 - For 3rd-party cameras taken over with a gateway, the Viewing Station receives the video stream from the gateway itself, not each individual camera, so if a gateway loses connection to the camera, the Viewing Station will also lose the feed.
 - For client-users logging into the Viewing Station with their CheckVideo credentials, the Viewing Station must have an outbound internet connection to the CheckVideo servers.
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Hardware Specifications

- Each Viewing Station can host up to 36 cameras (via a 6x6 grid) simultaneously. Users can access all cameras visible to the Viewing Station (as many as exist) through the local login interface.
- Each Viewing Station has 2 HDMI ports from which to connect a monitor for viewing - only one should be used at a time depending on the native resolution of the monitor. Port 2 supports up to 4K resolution.

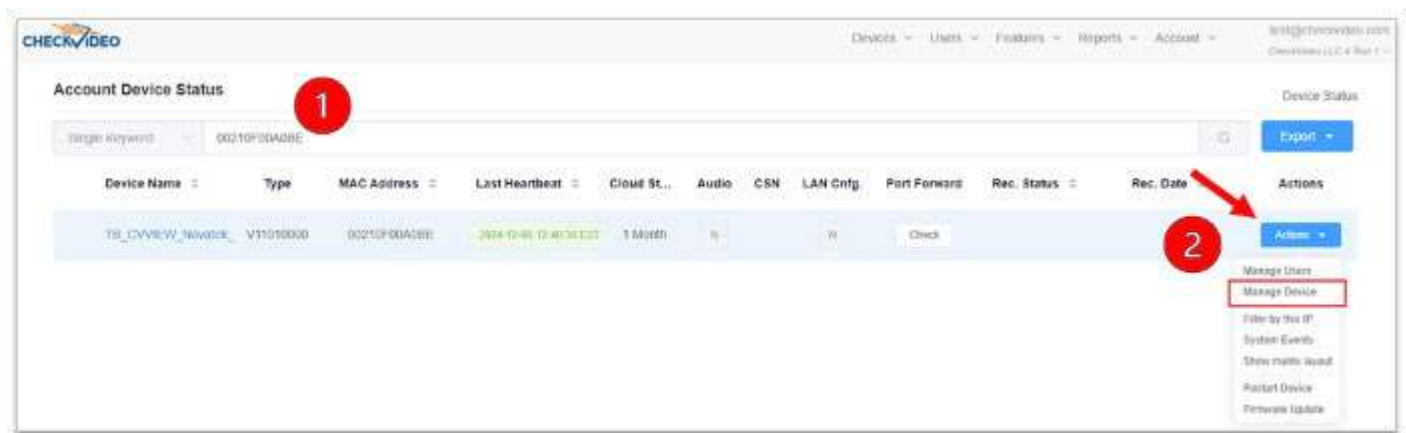
Section II: Reaching the “CVView Configuration” Interface in Video5

Step 1: Find the Viewing Station to Configure

Enter the MAC or name of the Viewing Station to locate it in Video5.

Step 2: Navigate to the *Manage Device* Page

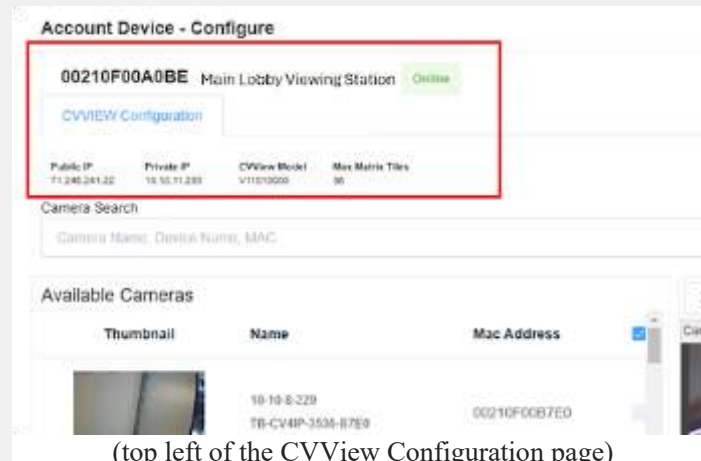
Click into the *Actions* dropdown and select *Manage Device*.



Section III: Navigating the Interface

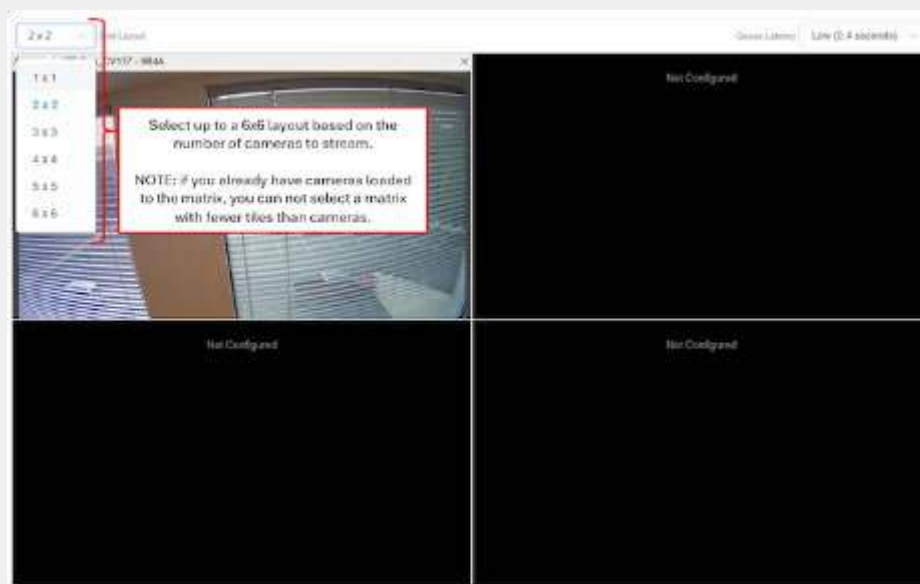
Part A: Review Device Information

Reference communication status, device details and network-location information for the Viewing Station itself.



Part B: Configure the Matrix Layout

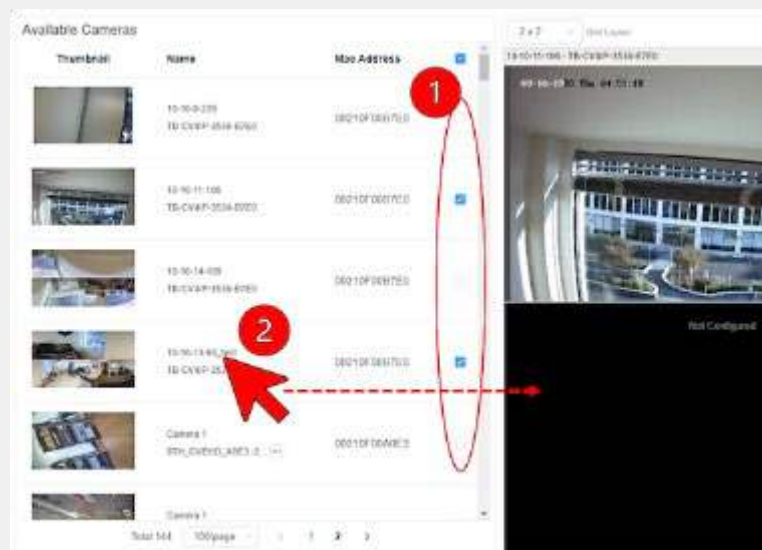
The matrix seen on the local monitor can display as few as 1 or up to 36 camera streams simultaneously. To load a new layout based on the number of cameras you wish to display, open the layout dropdown and select an option as shown:



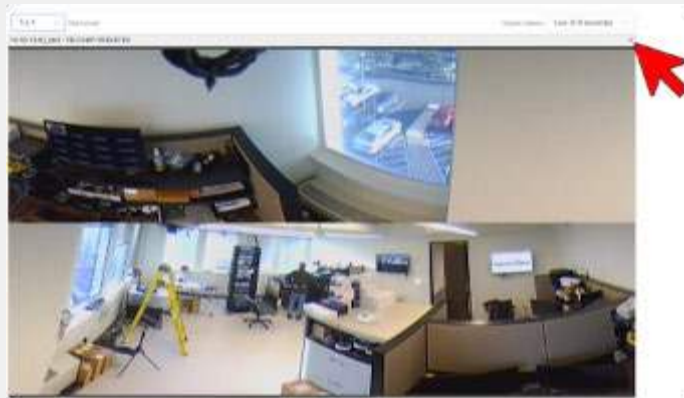
Part C: Add, Remove, and Arrange Cameras on the Matrix

Use one of two methods to load an available camera's stream to the matrix:

1. Click the checkbox next to the camera's name to load it to the next available tile, if any are available
 - a. If all cells are full, you will not be able to add a new camera in this way
2. Click-and-drag the camera's name into the tile you want it placed within



To remove a camera from the matrix, either uncheck the box next to its name in the Available Cameras list or click the X on the camera within the matrix itself:



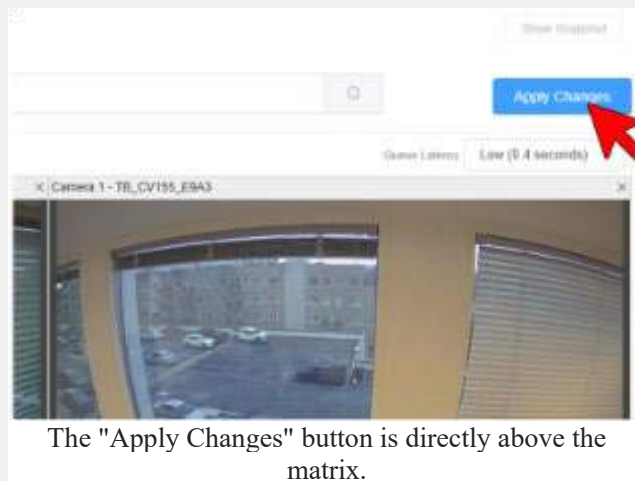
To move already-loaded cameras to a new tile within the matrix, click anywhere within the tile of the camera you want to move, hold your mouse, and drag it to the new tile. If a camera is already in the new tile, the two cameras will appear to swap places.

Part D: Search for Cameras to Add

When working on a site with multiple cameras, search for a camera by its name or MAC to filter the list of available cameras seen below:

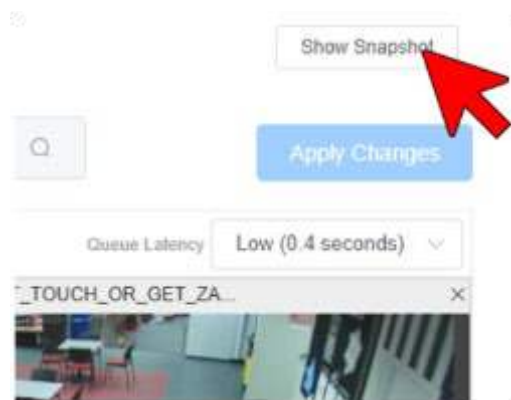


Anytime you make changes to the layout or camera selection, make sure to hit "**Apply Changes**" to push the new configuration to the unit itself.



Section IV: Pull a Snapshot

If a client-user has loaded new cameras or rearranged the matrix from the local GUI, the view seen on the monitor connected to the Viewing Station may not reflect the current configuration of the matrix as seen on this page in Video5. You can see what is currently on display (i.e., what the client sees) by loading a snapshot:



NOTE: the Snapshot button will disable if you have unsaved changes

A pop-out will load where you can select to load the view as seen on site.