

**Documentation**

# Eagle Eye Video RTU Guide Version 3.x

# **OSSI**

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# **Intelli-Site**

**Security Management Software  
Eagle Eye Video RTU Guide**

PC Software RTU Interface Guide  
For Windows 7 SP1, 2008 R2 SP1, XP SP3 & 2003 SP2

Version 3.x  
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## **Section 1 – Introduction**

This section describes the following:

- Overview
- Technical Support Assistance

### ***Overview***

An Eagle EyeVideo RTU (Receiver/Transmitter Units) are the Intelli-Site software representations of an Eagle Eye DVR.

## ***Technical Support Assistance***

### **OSSI Headquarters**

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### **Technical Support**

Technical support is available via Telephone, Fax or Email. Contact OSSI Technical Support 8:00 AM to 5:00 PM Central Standard time. If calling after hours, please leave a detailed voice mail message, and someone will return your call as soon as possible.

E-Mail: [support@ossi-usa.com](mailto:support@ossi-usa.com)

Fax: 262-522-1872 (Attention Technical Support)

Local: 262-522-1870

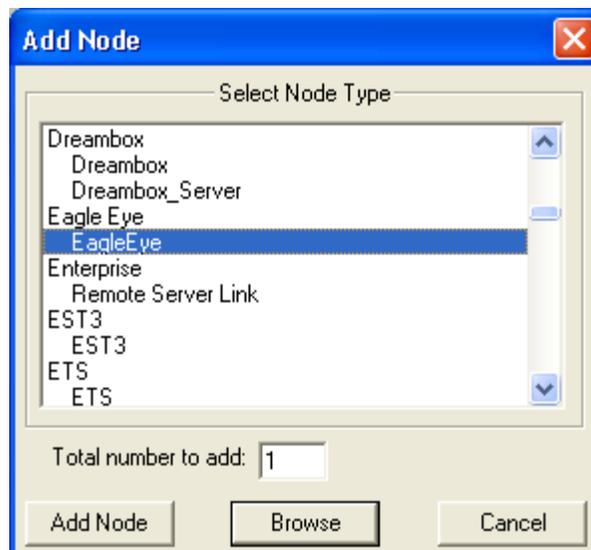
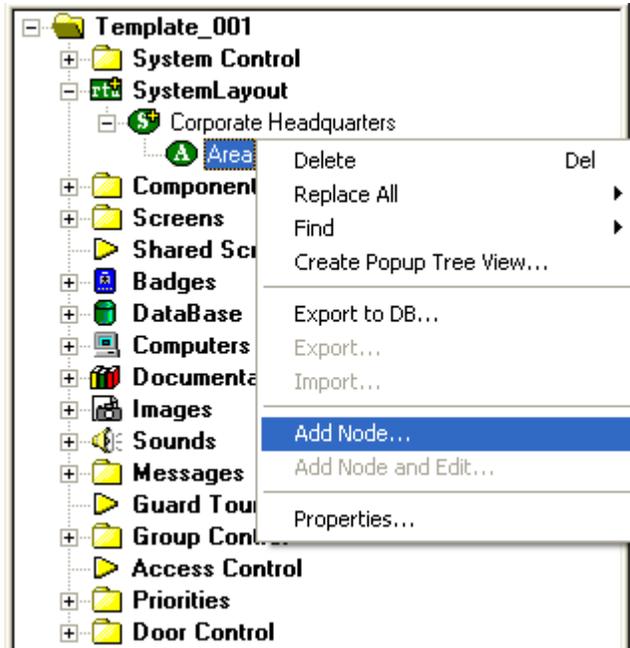
When calling, please be at the computer prepared to provide the following information:

- Product version number, found by selecting the **About**  button from the Intelli-Site Menu Application Bar.
- Product serial number used for registration.
- The type of computer being used including, operating system, processor type, speed, amount of memory, type of display, etc.
- Exact wording of any messages that appear on the screen.
- What was occurring when the problem was detected?
- What steps have been taken to reproduce the problem?

This section discusses the setup of an Eagle Eye node in Graphic Design mode.

## ***Adding Eagle Eye Engine Nodes***

Select an Area under the 'SystemLayout' node, right click and select 'Add Node...':



As displayed above, the first step is to add a 'EagleEye' node from the list in the 'Add Node' dialog. Once this has been added, the user should select the properties of this node. Select the properties on the 'Eagle Eye DVR' node and select the 'Settings' tab and enter the necessary credentials and settings in order to communicate with the target Eagle Eye DVR:

The screenshot shows a software dialog box titled "Eagle Eye DVR - Area Eagle Eye DVR". It has three tabs: "General Protocol Node Settings", "Settings", and "Notes/Comments". The "Settings" tab is selected. The dialog contains the following fields and controls:

- IP Address: 192 . 168 . 12 . 134
- Login ID: admin
- Password: masked with asterisks
- Connection Mode: TCP/IP (dropdown menu)
- Ports section (grouped box):
  - General: 3000
  - Sound: 8800
  - Tools: 3001
  - Setup: 3003
- Buttons: Ok, Cancel

- 'IP Address'- Enter the IP address of the Eagle Eye DVR computer.
- 'Login ID:' and 'Password:'- Enter a valid Login ID and Password.
- 'Connection Mode:'- The value selected here depends on the Eagle Eye DVR setup. The typical/default mode is TCP/IP.

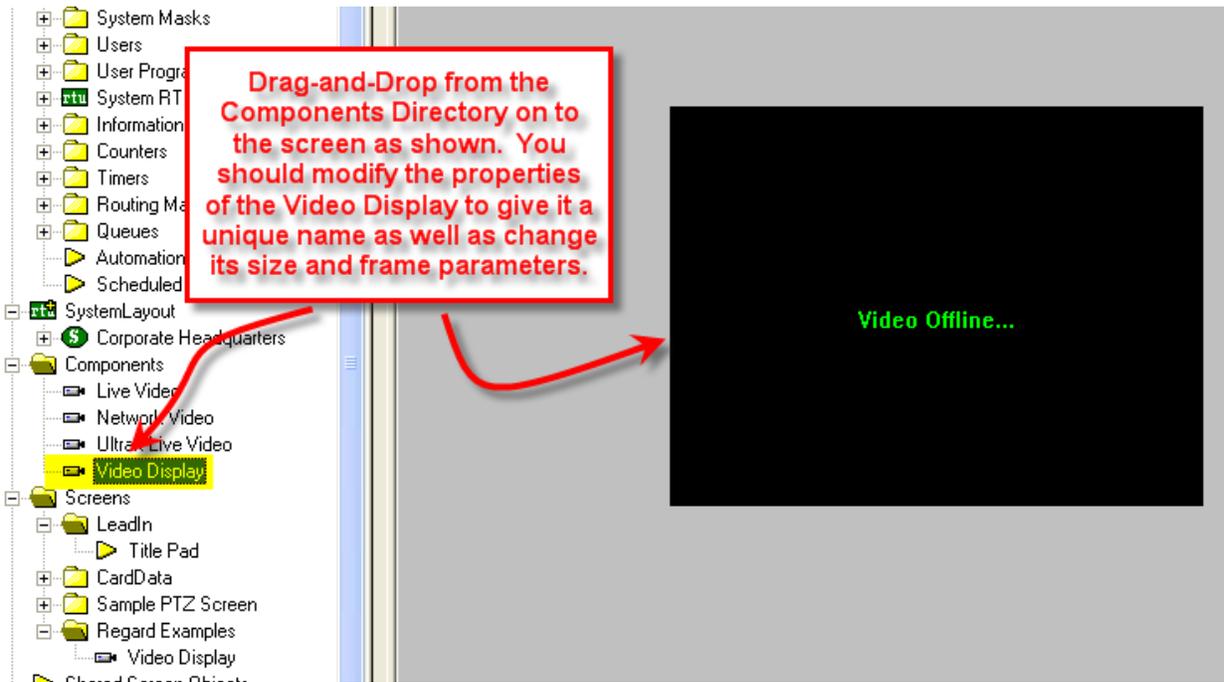
- 'Ports'- These values are configured at the DVR; the typical/default values are supplied to the user.

## Programming Examples

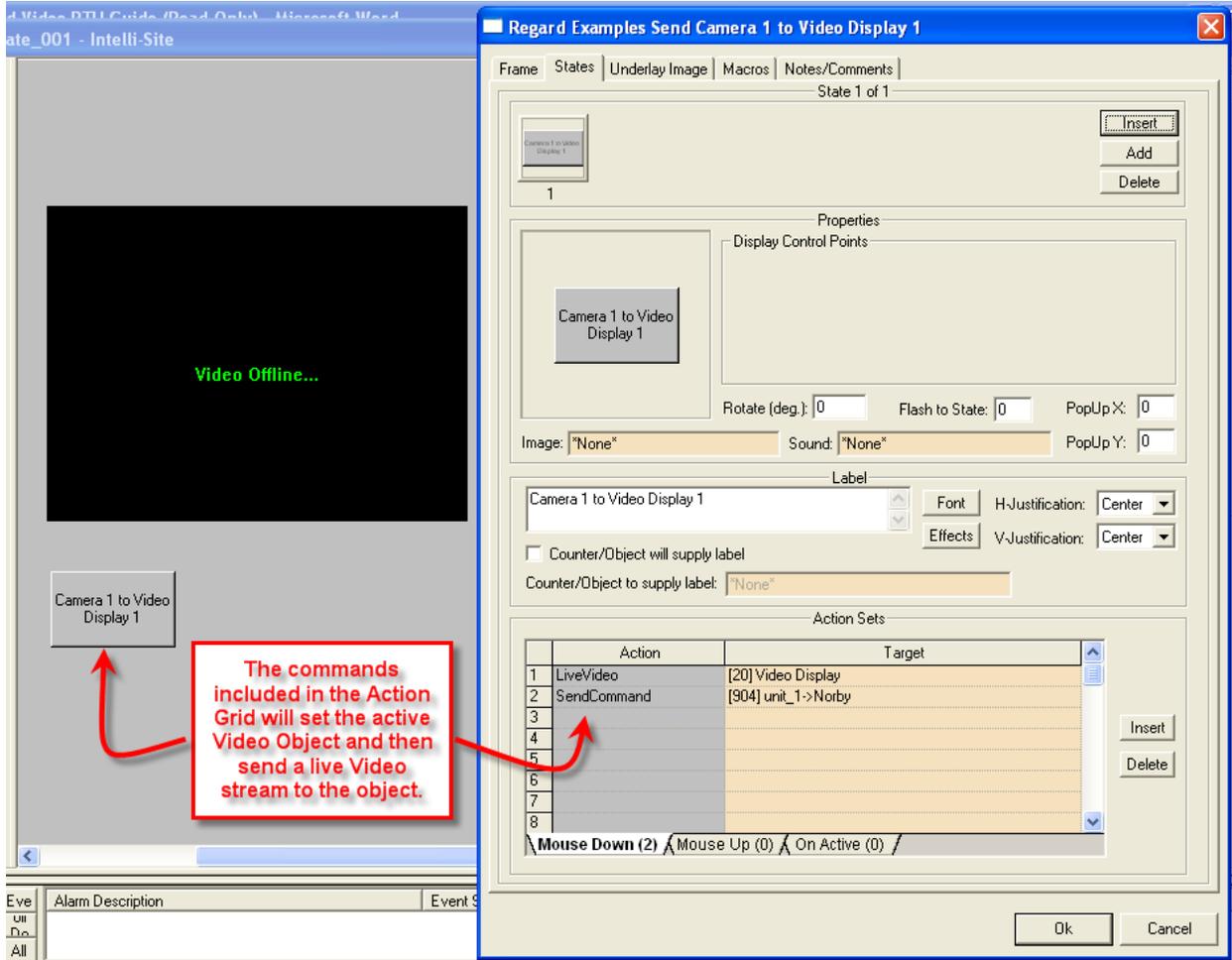
The following section describes some basic programming for Eagle Eye RTU functionality in Run Mode:

The first step in adding Eagle Eye RTU functionality is to create a Video Display Object. The Video Display Object is the display target for any Eagle Eye Video Channel (Camera). You can add as many Video Display Objects to a Screen as you need.

1. In Design Mode Drag-and-Drop a Video Display from the Components Directory on to the Screen.



2. Create a control Screen Object (a button or icon) that directs a video channel (Camera) to the Video Display. The Action for any Eagle Eye command is always SendCommand, and the Target may be any Subnode in the Eagle Eye RTU. In the following example we are sending live video stream (Camera) to the Video Display Object that we created in the previous step.



3. In Run Mode select (mouse-down) the button. The resultant display should be live streaming video to the Video Display Object:



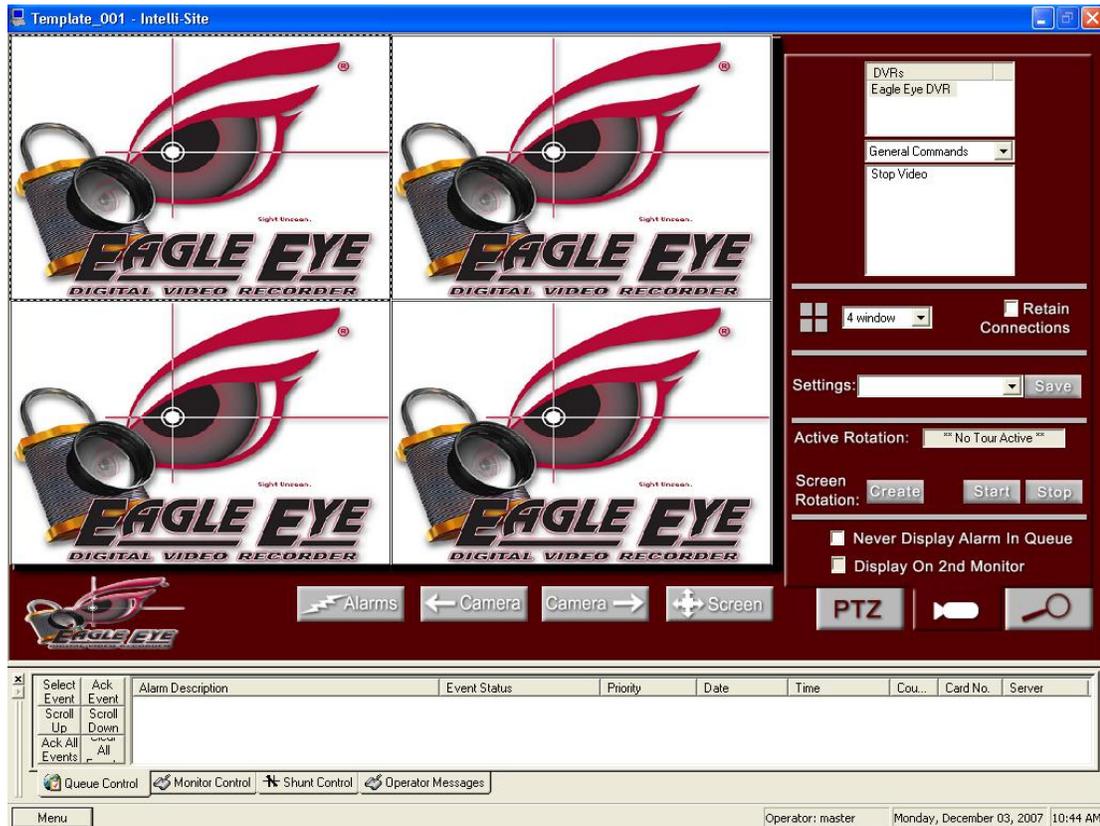
4. 'Stop Video'- use this command to stop the video. Also note that the 'Motion' and 'Sensor' nodes under each camera are reserved for future use.
5. PTZ and PTZ Preset Command Nodes can be used can also be used as the target of a SendCommand action to execute the given PTZ command. Commands are located here:



6. Relays- Reserved for future use.

## Section 3 – Eagle Eye DVR Mode

This section discusses the use of the Eagle Eye DVR Multi View Mode.

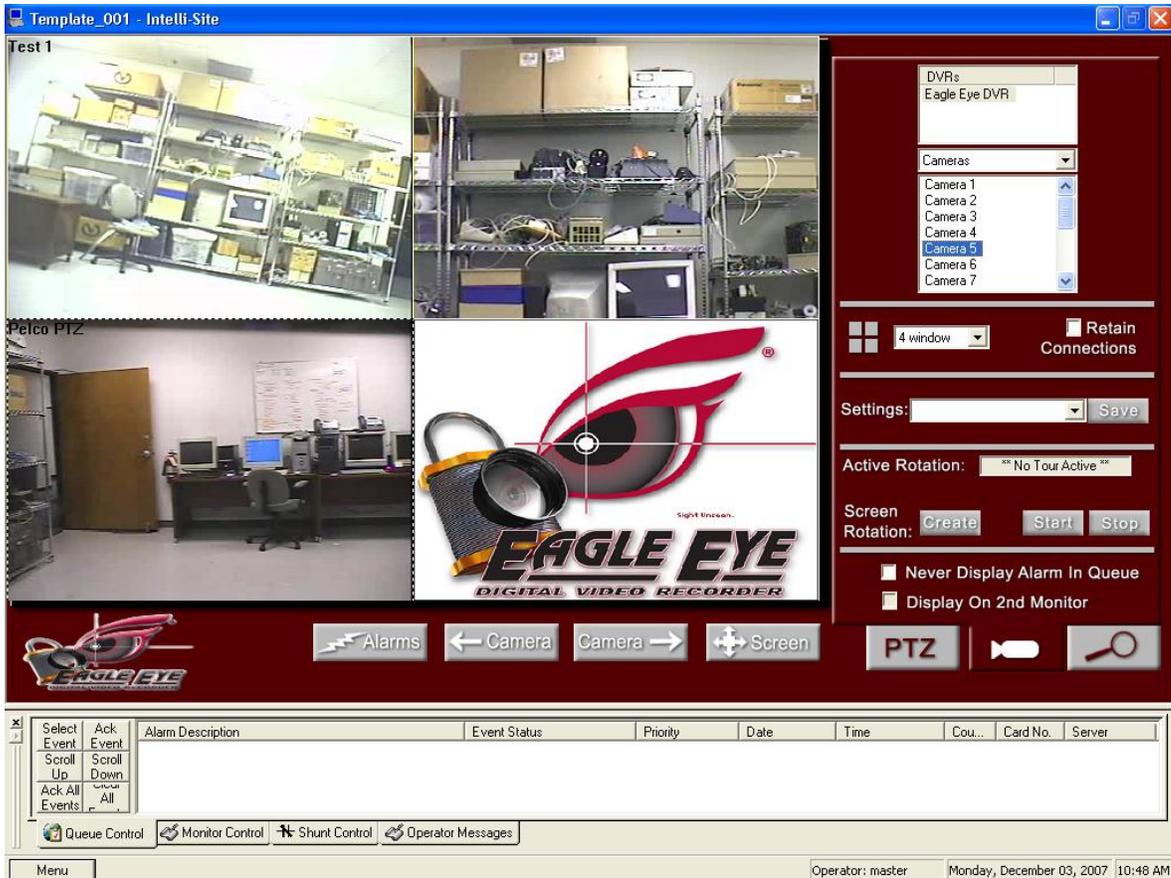


### Using the DVR Mode

- Click on the  icon on the Application Menu bar.

### Quick Start

- On tab 1 , double click on any camera located in the camera list box. This will automatically start the live video.



- Double click on any video feed. (For our example were using camera 1) This will enlarge the video to fill the area currently occupied by the n\*n channel view. Double click to return.



## Multi View Mode

The main window of multi view consists of a viewing area; three control buttons and a three-tab configuration and control area.

### Main Video Controls



**Previous Camera:** Allows user to scroll backwards through available channels.



**Next Camera:** Allows user to scroll forward through available channels.



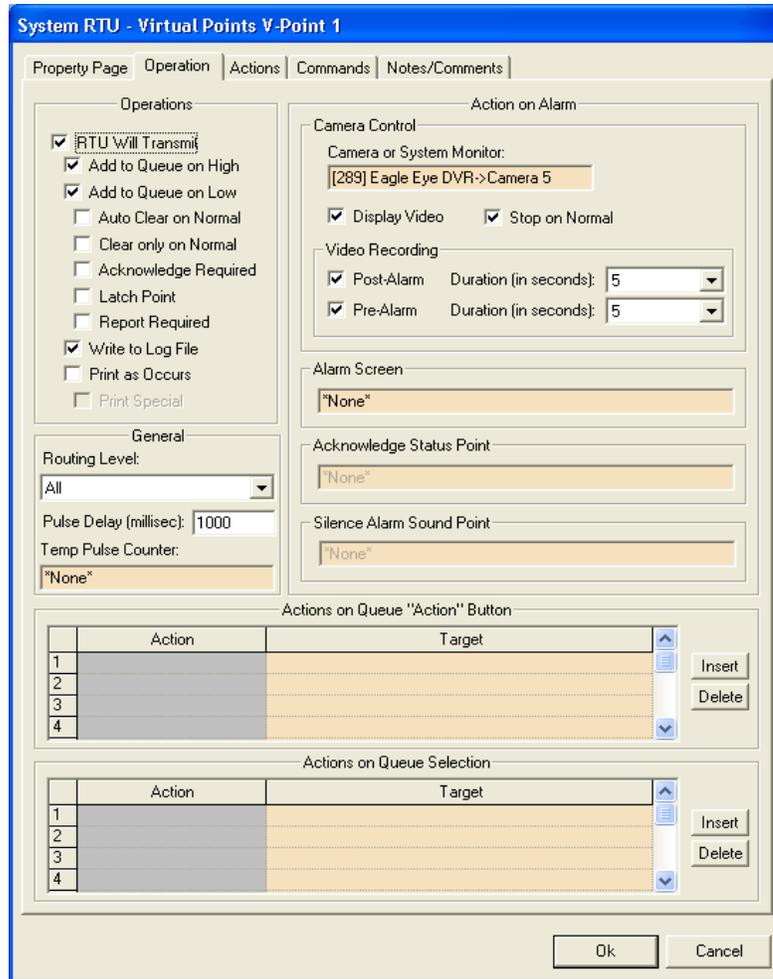
**Full Screen:** This feature will expand the multi channel view to full screen. Just hit 'Escape' key to return.



**Alarms:** This feature brings up a dialog that can be used to search for alarm events that associated with Eagle Eye cameras.

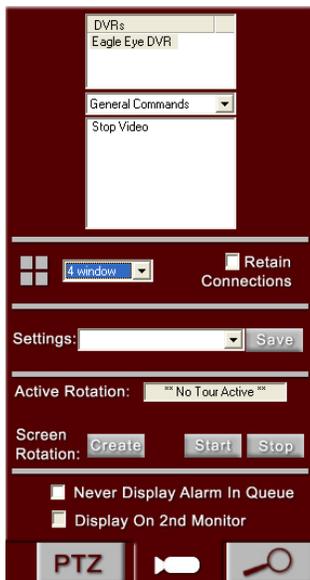
Date	Time	Alarm/Event	Description
12/03/2007	10:53:02	System RTU - V-Point 1	Point Off
12/03/2007	10:52:59	System RTU - V-Point 1	Point On

To associate an Eagle Eye camera with an alarm, drag and drop an Eagle Eye Camera into the 'Camera or System Monitor' field on the properties of an I/O point:



## Tab View Controls

### Tab 1 (Connections)



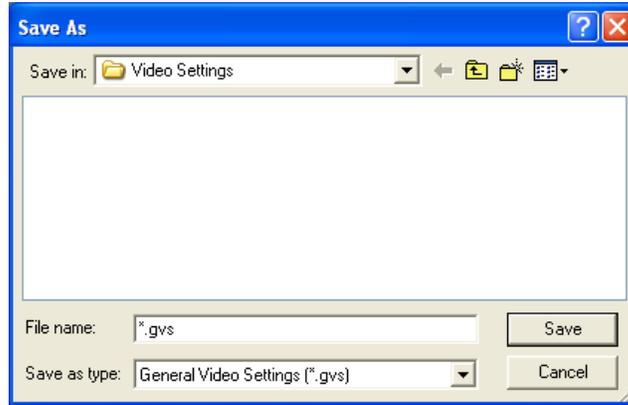
• **DVRs:** This is a list of all the DVRs defined in the

**Commands and Controls:** This drop-down menu contains the devices and commands for the DVRs above.

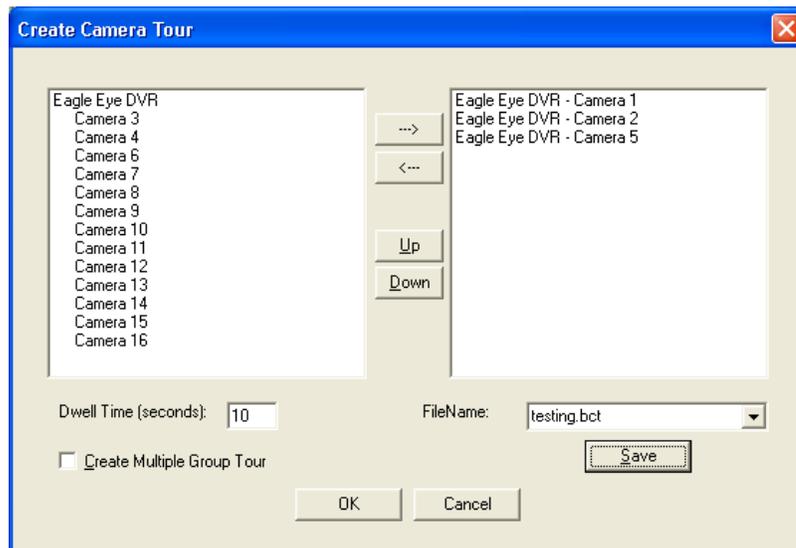
**View:** Contains all the cameras for the current tour. Double-click a camera to start a live view.

**Active Rotation:** A pull-down box has many choices for camera rotation. Ranging from 1-36 channels. The rotation saved in the controls can be from any source and saved as a setting.

- **Retain Connections:** Check this box if you would like to keep video feeds online while changing views.
- **Save Settings:** A user can save configuration settings. The file will contain the cameras and there location in the view.
- **Save:** Press here to bring up the location to save your settings.



- **Settings:** This pull down contains all previously saved settings files.
- **Active Tour:** This will display the current active tour. If no tour is active the following text will appear, **\*\* No Tour Active \*\***. While a tour is active all functionality is disabled except the 'Stop' button
- **Create:** This brings up the 'Create Camera Tour' dialog which allows the user to create and edit camera tours:



- **Start:** This will display a dialog that allows the user to select a camera tour to begin. Also, from this dialog, the user can delete tours and launch the 'Create Camera Tour' dialog.
- **Stop:** Selecting this button stops the active camera tour.

### **'Create Camera Tour' Dialog Box:**

- In the left half of the screen a listing of the available cameras for a tour is displayed.
- In the right half of the screen is a listing of the cameras already added to the tour.
- Cameras are added and removed from tours by using the two arrow buttons between these windows. The arrow pointing right adds the highlighted camera and the arrow pointing left removes the highlighted camera from the tour.
- The Up and Down buttons are used by highlighting on the camera already added to the tour (listed on the right) and hitting either the up button to move the camera up one in the listing or the down button to move the camera down one in the listing.
- Dwell Time: The number of seconds between camera tour rotations (i.e. between switching cameras in a tour).
- Create Multiple Group Tour: When selected, the left hand box will display all saved camera tours. The user can move tours to the right hand side to include them in the multi-tour. When a multi-tour is run, the tour will rotate between the cameras in each of its tours after the specified Dwell time.
- **Never Display Alarm Queue:** When selected, any alarm events that are received by the Workstation will not cause the alarm queue to be displayed (while the user is in this view).

- **Display on 2<sup>nd</sup> Monitor:** When selected, this view is automatically displayed on a 2<sup>nd</sup> monitor (if available). This view will always be displayed on a 2<sup>nd</sup> monitor until the option is unselected.

## Tab 2 (Playback/Copy Options)



**Current DVR:** Lists the name of the DVR that is active.

**General Solutions:** Contains all the cameras for this DVR.

**General Commands:** Reserved for future use.

**Start Date/Time:** Enter the Start Date/Time for a playback.

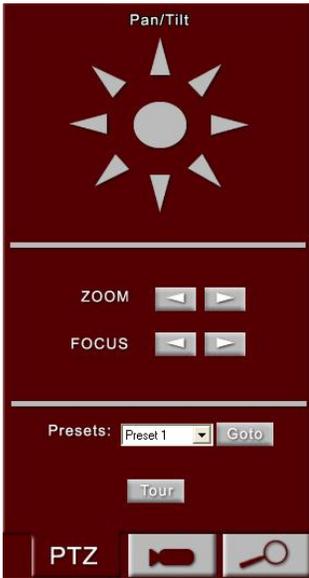
**Play:** Click this button to begin playback.

**Buttons:** In order from left to right, top to bottom: Play, Pause, Stop (and Disconnect), Back 1 Frame, GoForward 1 Frame and

### Tab 3 (PTZF Options)

**PTZ**

Operations here are performed against the current video feed control.



Use these buttons to Pan/tilt the camera.

Use these buttons to Zoom In/Out.

Use these buttons to Focus Near/Far

Use these buttons to select available presets.

Select this button to goto the selected 'Presets' drop-down list.

Select this button to begin a Preset tour for PTZF camera.

## **Section 4 – Eagle Eye DVR Driver Setup**

\*\*\*Reserved for Future Use\*\*\*