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## **Introduction**

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Welcome to the Remote Eyes® Multi-View Client Users Manual.

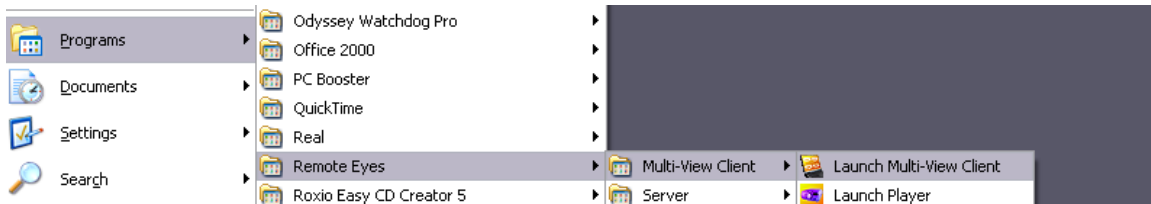
This manual includes everything you'll need to know about setting up and using your Multi-View Client software.

You'll see how you can connect to your Server software from a remote location over a cable modem, or a LAN to see live images of what is going on at multiple Server locations. We'll also discuss how to view video clips from the Server, as well as how to set up a Composite view that includes cameras from multiple locations.

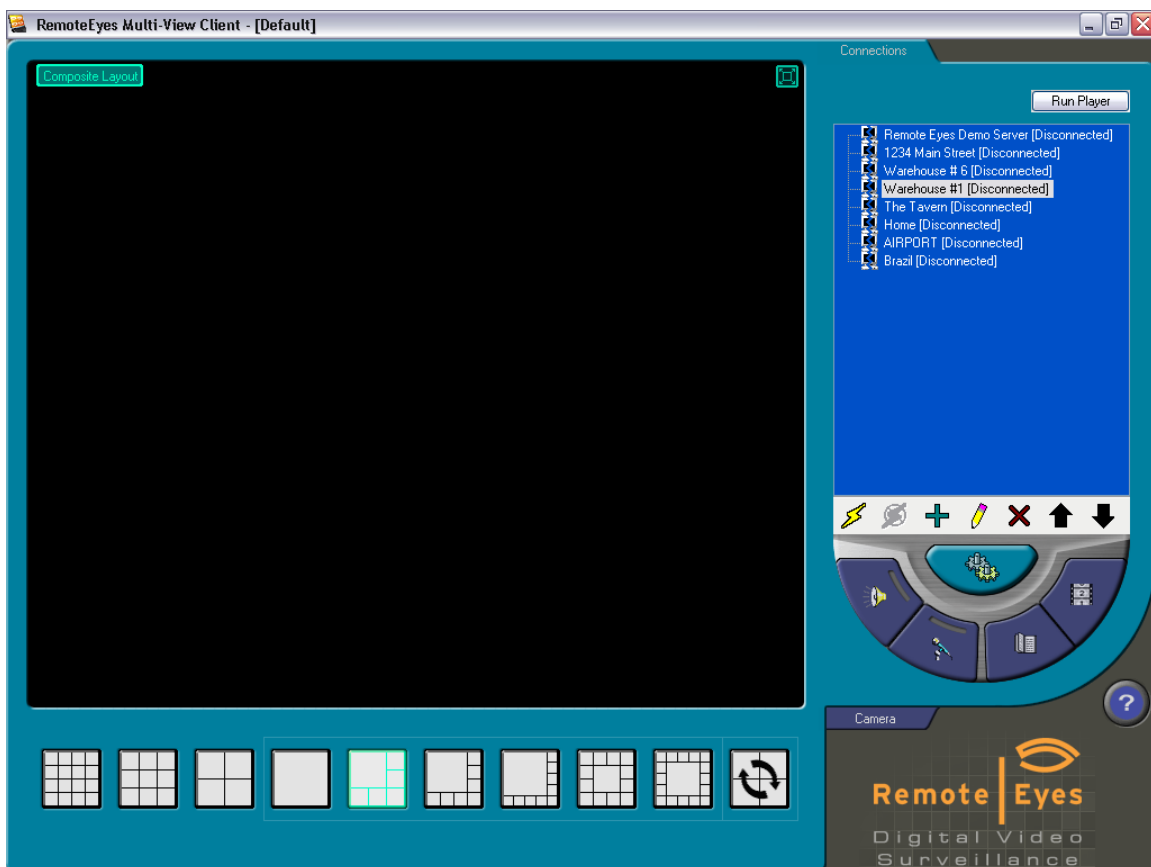
Of course if you have a question about Multi-View Client that we haven't covered or if you need technical support for any aspect of the Multi-View Client software, you'll find complete contact information for our technical support team on the last page of this manual.

## Getting Started with the Multi-View Client

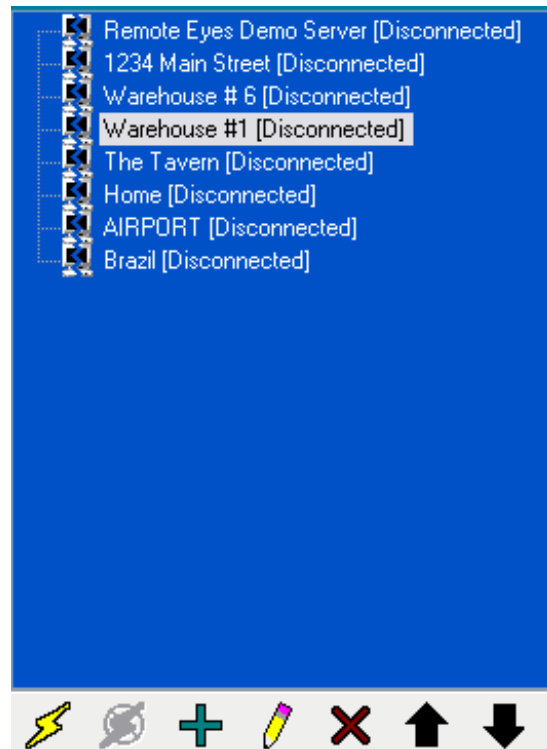
To launch the Multi-view Client, just click on your **Start** button, then select **Programs**, then **Remote Eyes**, then **Multi-View Client**, and finally **Launch Multi-View Client**.




After a moment, the client software screen will appear.



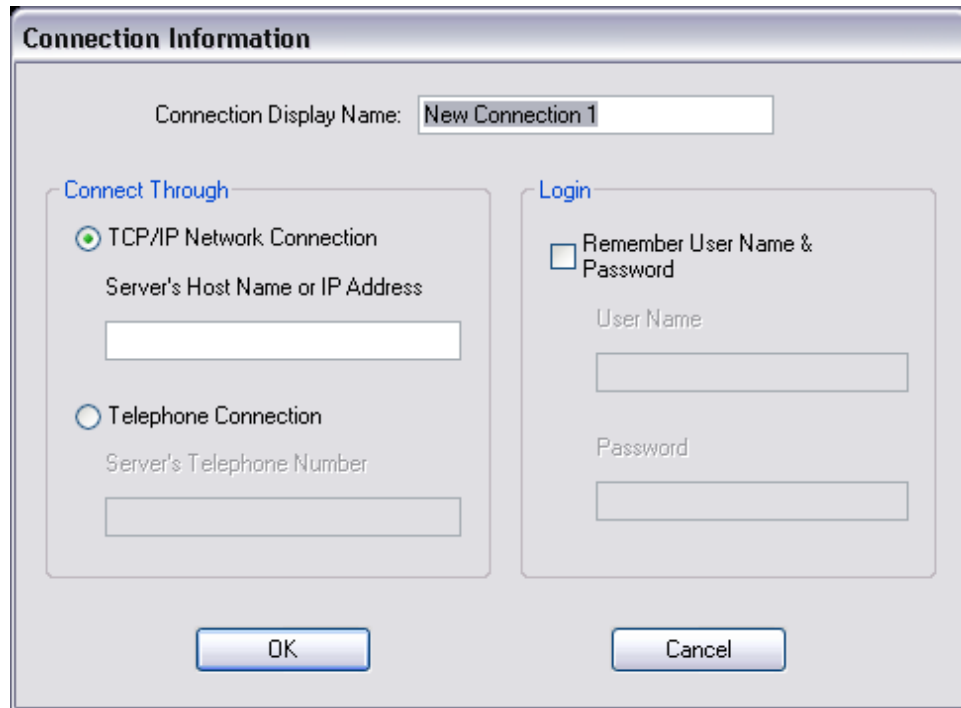
First, to the right of the screen you'll see the **Connection** window.



This panel will show you your available connections once you set them up. To begin setting up a connection, click the  button.

The **Connection Information** screen will appear.

## Making a New Connection



**Connection Information**

Connection Display Name:

**Connect Through**

☒ TCP/IP Network Connection  
Server's Host Name or IP Address

☐ Telephone Connection  
Server's Telephone Number

**Login**

☐ Remember User Name & Password

User Name

Password

OK Cancel



Connection Display Name:

Now you can enter the connection settings for your Remote Eyes® Server. First type a name for your connection. You may want to choose a name that uniquely identifies this connection, especially if you are setting up a large number of connections.

Under **Connect Through**, choose your connection method.

If you are connecting by IP over a LAN or cable modem, choose **TCP/IP Intranet/Internet Connection**, and enter the IP address for your Server.

If you are connecting using a telephone modem, choose **Telephone Connection** and enter the Server's phone number. Please note that only one telephone connection is possible at a time.



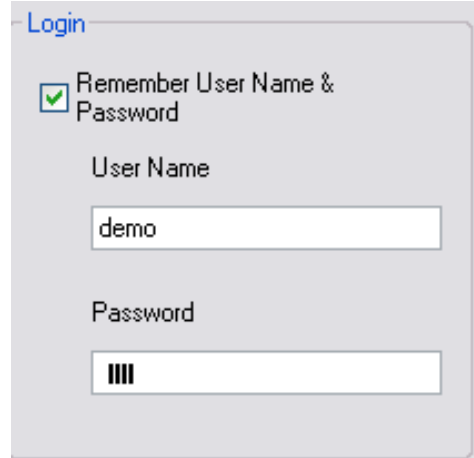
**Connect Through**

☒ TCP/IP Network Connection  
Server's Host Name or IP Address

☐ Telephone Connection  
Server's Telephone Number

Next, if you would like Multi-View Client to store the **User Name** and **Password** needed to connect to the server, place a check next to **Remember User Name & Password**, and enter the appropriate information in the spaces provided. If you don't check the box, you'll be prompted to enter this information each time you connect.

As you can see the Password always appears as a series of asterisks, to keep people from learning your password by watching you enter it.




Now click **OK** to save your new connection. You'll see it listed in the connections window as **[Disconnected]**.

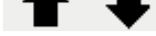
Just repeat this process to set up a connection listing for each server you want to connect to.

## Managing your Connections


Other than the **Connect** and **Disconnect** buttons, the Connections panel of Multi-View Client has several tools that you can use to manage your connections.

First is the **Edit Connection** button, , this button lets you make changes to an existing connection.

Next, the **Delete Connection** button, , lets you remove an old or unused connection.

Finally the **Sort Up/Down** buttons; , let you move the selected listing up and down in the menu panel. This feature can help you to organize your connections.

## Connecting to a Remote Eyes® Server

Let's take another look at the Connections panel. To begin your connection, just highlight your newly created connection and click the  button. If you saved your User Name and Password in the connection setup, the Multi-View Client will attempt the connection immediately. If not, you will be asked to enter the Server's User Name and Password. After you do click **OK**.

The camera images for your server should appear once the connection has been established, and in the Connections panel, you will see this connection listed as **[Connected]**.






You can continue establishing connections, up to as many as possible based on your PC's performance up to 15.

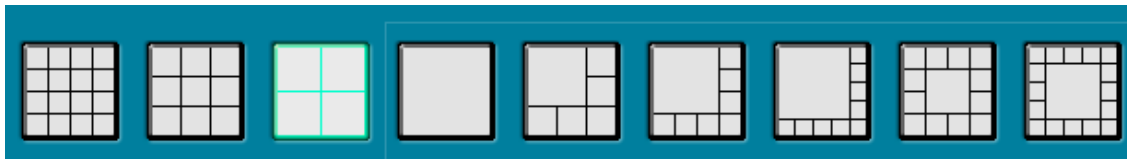


After connecting to multiple servers, you can move between server views using the tabs at the top of the window. Its Connection Name identifies each server. You will also see the **Composite Layout** tab. See **Creating a Composite Layout** on page 33 for details.

To disconnect from a server, just highlight the connection and click the  button.

## Viewing your Server

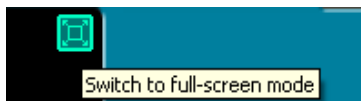
Each server view can be customized to meet your individual needs. For instance, you can select from nine different camera layouts.



A tenth option, **Scan**, can be used in conjunction with any of the other views that have one large display and several smaller ones. With Scan enabled, the smaller display images will switch out with the larger image at a set interval.

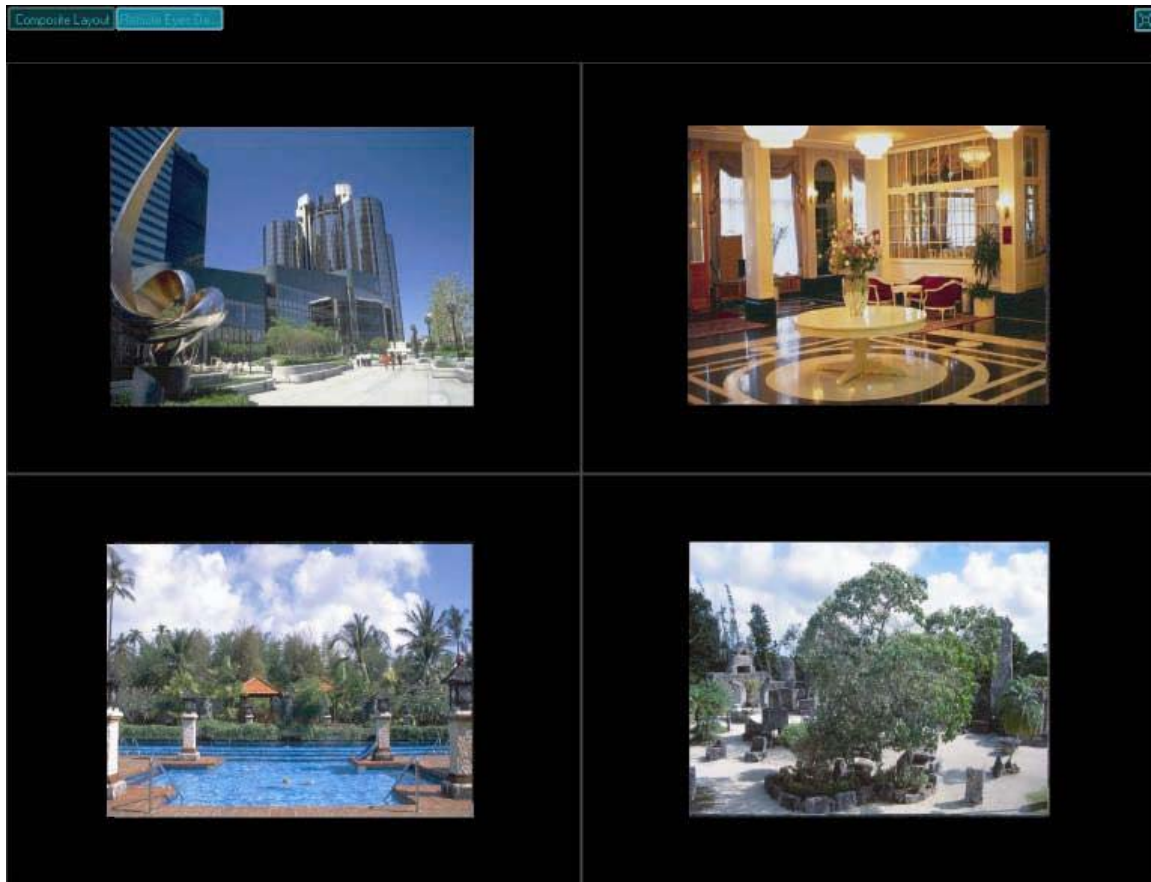
You can also arrange a server's cameras in whatever order you would like. To switch one camera with another, just right mouse-click on the position that you would like to switch, choose **Switch Camera** and then select the camera you want to switch it with.

Finally, you can also view your cameras in **Full Screen Mode**, which removes the server/camera menu from the right hand side of the screen.



To enter Full Screen Mode, click the **Full Screen** icon, located to the upper right of the camera display.

Now you will see your cameras at Full Screen size as shown below.




Note that you can still use the tabs at the top to switch between servers. To return to the normal view, click the reduce button in the upper right.

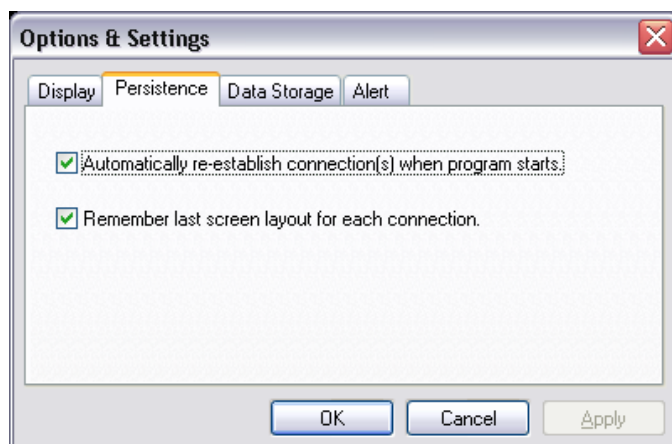
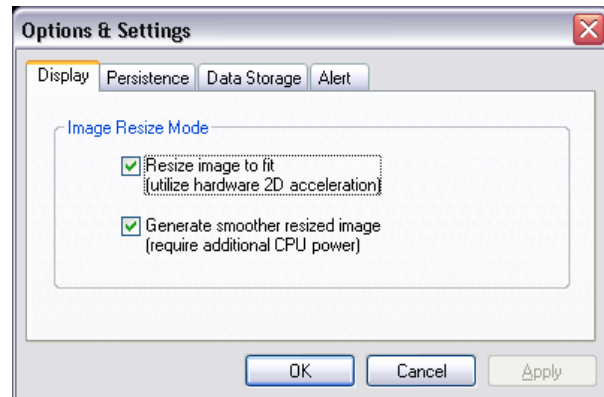
## Settings and Features

Once you're connected to a server or servers, there are a number of settings you can adjust using the Multi-View Client.

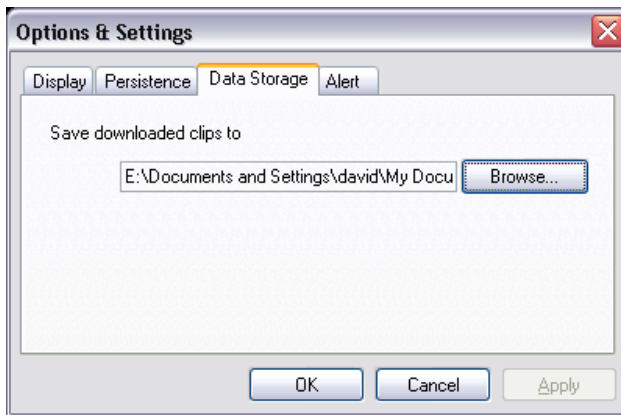


First is the  button, which launches the **Options & Settings** window.

The first tab is the **Display** tab. This allows you to adjust the size of the images to better fit the screen. It also allows you to generate smoother resized images.

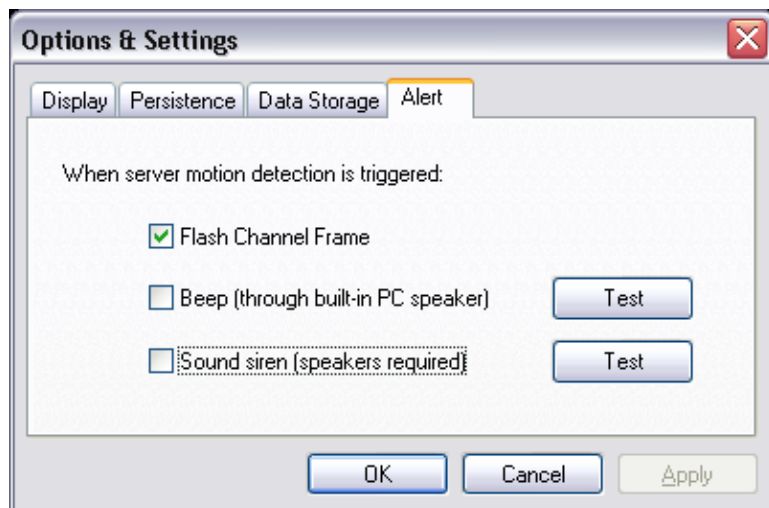


The next tab is the **Persistence** tab. Here you can automatically reestablish any previously used connections on startup and remember the layout you used the last time you were connected.





The third tab, **Data Storage**, lets you select where you'll save any video clips downloaded for the server. We will discuss this feature in more detail in the **View Server Clips** on page 15.

The final tab, **Alert**, includes settings related to motion detection. With **Flash Channel Frame** enabled, a red frame will appear around any channel where motion has been detected at the server. You can also choose to have the PC speaker **Beep**, or to have the **Sound Siren** cause an audio alarm to sound when any motion detection is triggered at the server.



Please note that the **Sound Siren** feature requires speakers in order to function.

Once you have adjusted your settings, click **OK** to close the window.

The **Listen to Server** and **Talk to Server** buttons,  and , allow two-way single-channel audio communications between the Multi-View Client and the Server you're currently viewing. Note that audio recording is not available at this time.



The **View Server Logs** button lets you view the Access and Event logs from the server.

Just like at the server, you can review archived video from the Remote Eyes client. To use this option click on the **View Server Clips** button.



The following screen will appear...

**List of clips on server**

Server: demo

April, 2003

Select Time Range

From: 12:00:00 AM To: 11:59:59 PM

Select Channels: Select All Clear All

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

Show only motion clips

Search for clips >>

Search Result

Time	Site	CH	Size
22:11:51	MDET	2	30208
21:29:25	MDET	2	29696
21:18:15	MDET	2	28672
20:58:16	MDET	2	31232
20:56:23	MDET	2	28160
20:53:53	MDET	2	31232
20:46:56	MDET	2	35840
20:43:09	MDET	2	33792
20:36:35	MDET	1	15360
20:36:18	MDET	1	34304
20:36:18	MDET	4	17920
20:36:15	MDET	2	26624
20:35:16	MDET	3	136192

1120 clips found

Preview selected clip

Just like with the Remote Eyes Player, you will need to select the **Date**, **Time**, and **Camera(s)** that you want to search. Click on the **Search for clips** button and select from the list on the right which clips you want to look at.

One new feature added into the Single-View client is the ability to preview the first frame of a clip before downloading it.

**List of clips on server**

Server: demo

April, 2003

Select Time Range

From: 12:00:00 AM To: 11:59:59 PM

Select Channels: Select All Clear All

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

Show only motion clips

Search for clips >>

Search Result


Time	Site	CH	Size
22:11:51	MDET	2	30208
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20:36:18	MDET	1	34304
20:36:18	MDET	4	17920
20:36:15	MDET	2	26624
20:35:16	MDET	3	136192

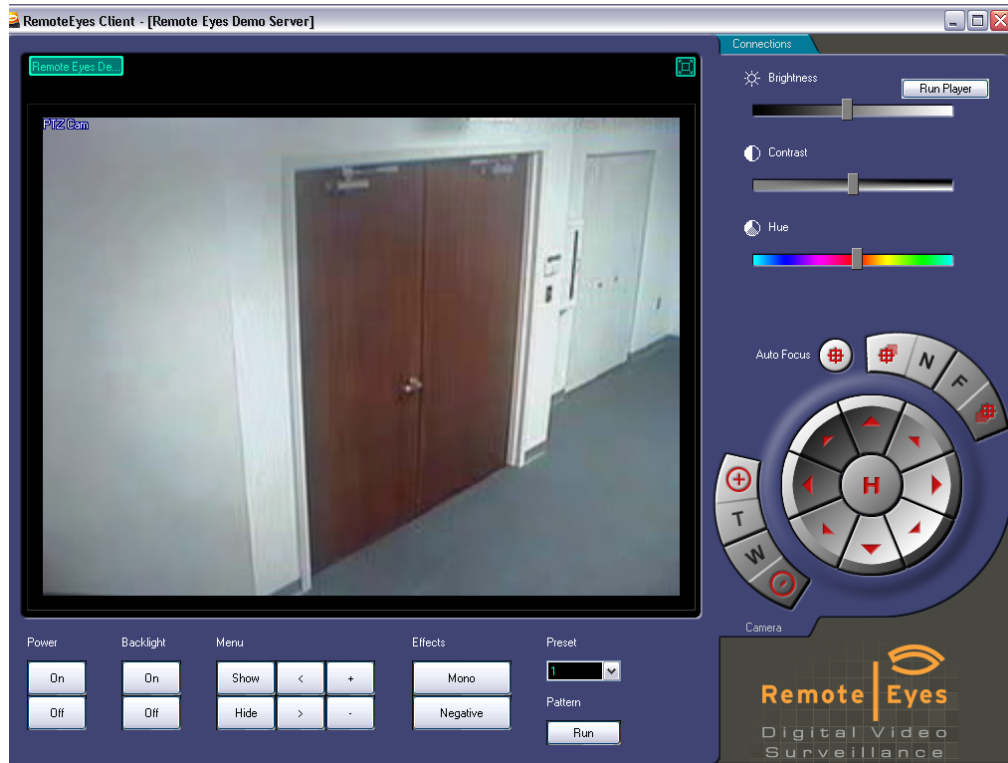
1120 clips found

Preview selected clip

Download selected clip(s)

## PTZ Camera Control

You can also control PTZ cameras from the Single-View Client. By clicking on the **Camera Tab**  you will change to the PTZ control screen.



With this option you will have all of the control over the PTZ camera that you would have at the Remote Eyes Server.

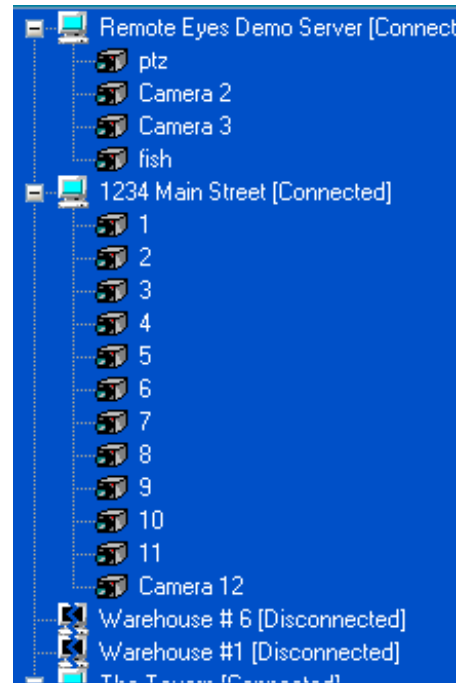
## Creating a Composite Layout

After establishing connections to multiple Remote Eyes® Servers, you may want to view a few select cameras from each server, all on one screen. To do so, you can create a **Composite Layout**.

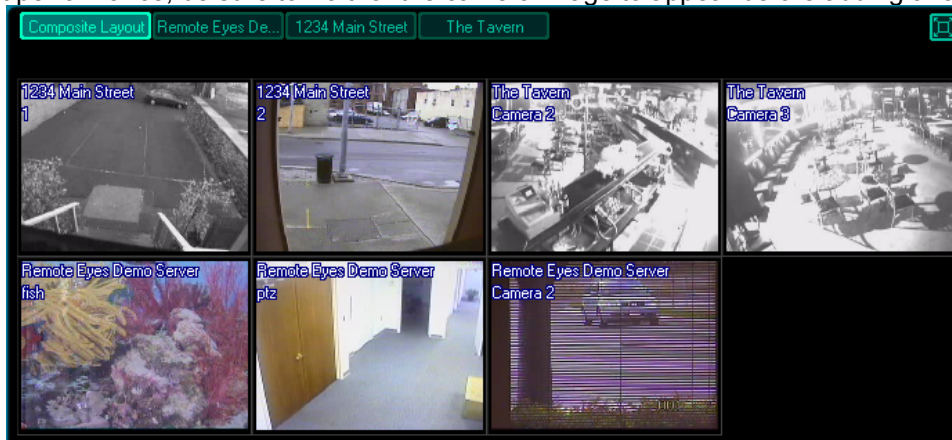
To start click the **Composite Layout** tab.

Composite Layout

To the right of the camera display, you'll see a menu of each server you are connected to, along with a list of all the cameras connected to that server. To add one of these cameras to the Composite Layout, just click and drag it onto the display to the left.



For best performance, be sure to wait for the camera image to appear before adding another.



To remove a camera, just right mouse-click on it and select **Remove Camera**.

## About Remote Eyes® Multi-view Client



If you need to see the version information about you Multi-View Client, click on the **Remote Eyes Logo** in the lower right hand corner of the software.

You will see the **About** window. Along with the software version, you will also see contact information for technical support.





## Getting Technical Support

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Have a question about Using Remote Eyes? Odyssey Technologies, Inc. is committed to providing superior Technical Support. If you need help setting up or using Remote Eyes, don't hesitate to give us a call or email us.

So that we can better assist you, please have the following information available.

- A complete description of the problem, including any error message you've received and instruction for how to duplicate the problem
- The version of Windows you are using (98,200,XP)
- The version of Multi-View you are using (found under the About button)
- The serial number of the system if purchased directly from Odyssey Technologies, Inc.

Here is how to reach us

### By US Mail

Odyssey Technologies, Inc.  
14504 Greenview Dr,  
Suite 100  
Laurel, MD 20708

### By Telephone

301-291-6000

### By Fax

301-291-6001

### By Email

[support@remoteeyes.com](mailto:support@remoteeyes.com)

### Web Page

<http://www.remoteeyes.com>