

Installation and User's guide
POCKET VS

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1. Introduction

This document describes the installation and set-up and the main functionality of the PocketVS application release 1.0.

PocketVS is an application for Pocket PC that allows the display of live video images of VS units in a wireless portable device.

The following section describes the Installation and Set-up procedure of PocketVS. Section User's Guide describes the main functions of the application.

Finally, section Error Messages describes the meaning of the most common error messages given by the application in case of problems.

2. Installation and Set-Up

The application is prepared to run in a ARM-based PocketPC-2003 mobile device. To install the application you need the following elements:

- A PC with MS-Windows installed
- Your ARM-based Pocket PC mobile device
- A sync cable to connect the mobile device to the PC using the MS ActiveSync application
- The installable application *PocketVS-PocketPC-Setup.exe* to run on the PC

To install PocketVS in the mobile device you must follow the steps indicated here after.

1. Connect the mobile device to the PC using the sync cable provided by the manufacturer (usually a USB cable).
2. When asked, set-up "Guest Partnership" (i.e. standard partnership is not required since we are not synchronizing mail with the mobile device)
3. Run the application *PocketVS-PocketPC-Setup.exe* in the PC.

Beyond this point, the application PocketVS will be installed in the mobile device.

2.1 Inicial Set-up

PocketVS can be set-up in two scenarios. The first scenario (the default after installation) is aimed at displaying video images from VS units connected to the Internet. The second scenario is oriented to connecting *PocketVS* to a VS unit in our private Local Area Network.

2.11. Connecting to VS units through Internet

Before running *PocketVS* you should make sure that you have (wireless) network connectivity. One convenient way to do that is running the Internet Explorer of the mobile device and request a Web page that is known to be accessible, e.g. www.google.com. If the page requested is received this indicates that an Internet connection is available.

At this point, we are in the position to run *PocketVS*. To this end, we should go to the *Start Menu/Programs/PocketVS* and click in the *pocketvs* application. After installation, *PocketVS* comes with one demo unit installed. This demo unit can be accessed through Internet. Once the application is started, *PocketVS* starts accessing the demo unit and displaying images from the cameras connected to the unit.

2.12. Accessing a local VS unit

PocketVS installs two files in the PocketPC. By default, they are installed in the following directory of your mobile device:

\Windows\Start Menu\Programs\PocketVS

The first file is named *pocketvs.exe* and it is the executable file of the application. The second file is named *nodes.txt*. This is a text file containing the information required to access the VS units. Each line describes the data for one VS unit according to the following format:

IP address:http_port; video_port; symbolic_name; user_id; password

As an example, the information for the demo unit is described as follows.

dvr.vtdemo.net:82; 8556; DVR demo unit; operator; operator

This describes a unit named “DVR demo unit” located in the IP address “dvr.vtdemo.net”, using the http port 82, and the video port 8556. The userid to access the unit is the default live video user called “operator” and the password is the default password “operator”.

To access a local VS unit the first thing we must do before starting *PocketVS* is adding a line to our *nodes.txt* file with the information of our local VS unit. This can be done by clicking in the *nodes.txt* file. A standard text editor will open the file allowing us to add new text lines. If our VS unit is installed in the IP address 192.67.79.124, we could add the following line to the *nodes.txt* file:

192.67.79.124:80; 8554; Local VS unit; operator; operator

If the ports, user _identification and password are not supplied, the application connects to the VS unit using the default data (80, 8554, operator, operator) likewise if the unit uses the Dinamyc IP Service, the IP address supplied must have an specific format a.e.

SN05123100009999.dnsvideo.net;Local VS unit

After adding the previous line we must click “OK” to quit the text editor. Now we can start *pocketvs.exe* as explained above. The “combo box” of the VS units available will show now two units.

One unit will be the Demo unit included in the installation. The second VS unit should be the “Local VS unit” corresponding to the information typed before. Selecting one of the two units in the combo box will start the connection to that unit.

3. User's Guide

PocketVS is a very simple application that allows the display of video images from a VS unit. At start-up the application presents the following screen:

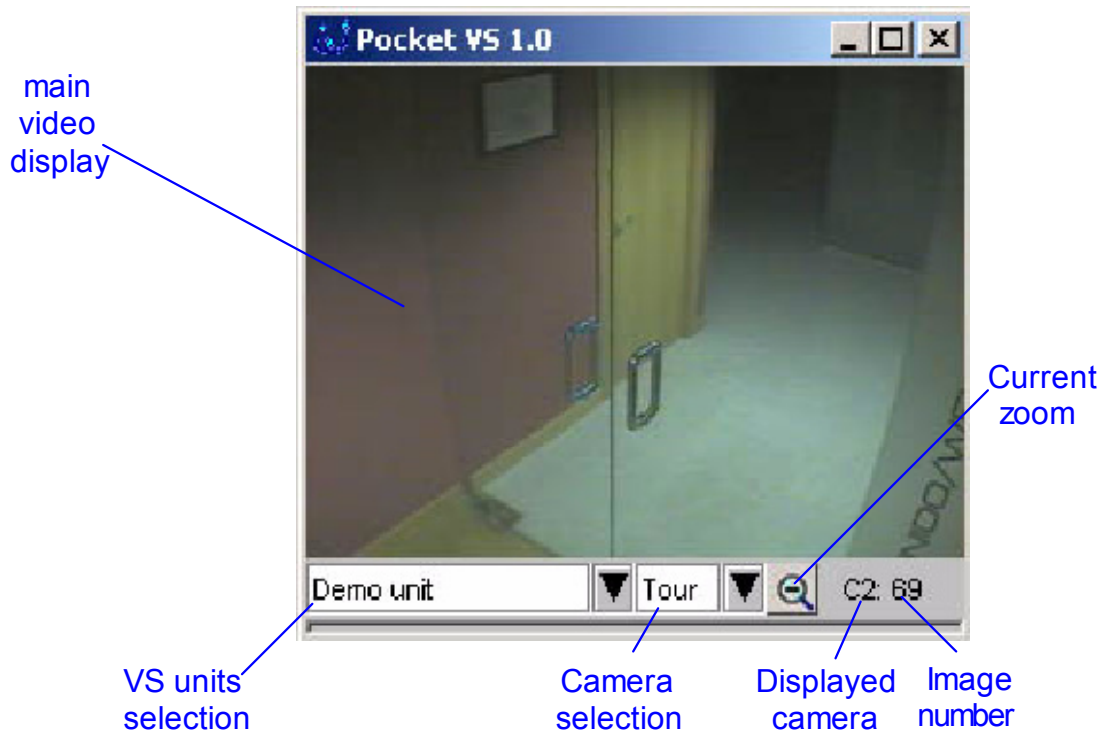




Figure 1: Pocket VS screen

The screen presents the following elements:

- *Main video display:* This is the main area in which the images from the remote cameras are displayed.
- *VS unit selection:* This is a combo box containing all the VS units to which we can connect.
- *Camera selection:* This combo box allows the selection of the remote camera to be displayed. If “Tour” is selected the application cycles all the cameras of the remote installation (note: the first cycle displays all cameras of the remote unit. Subsequent cycles skip camera inputs which have no camera connected).
- *Image number:* Number of images displayed from the current VS. The image number is reset after selecting a new VS unit.
- *Current zoom:* This is an icon indicating the current zoom level. *PocketVS* supports two zoom levels: “normal zoom”  and “x2 zoom in” . In “normal zoom” mode the complete image of the camera is displayed. However, if we click a pixel in the screen, an image window around the pixel enlarged by a factor of x2 is displayed. To come back to “normal zoom” mode one must click again any pixel in the screen.

The figure 2 presents an image from camera 6 in normal zoom. Clicking on the pixel indicated in the figure, the application will display the image of the figure 3.

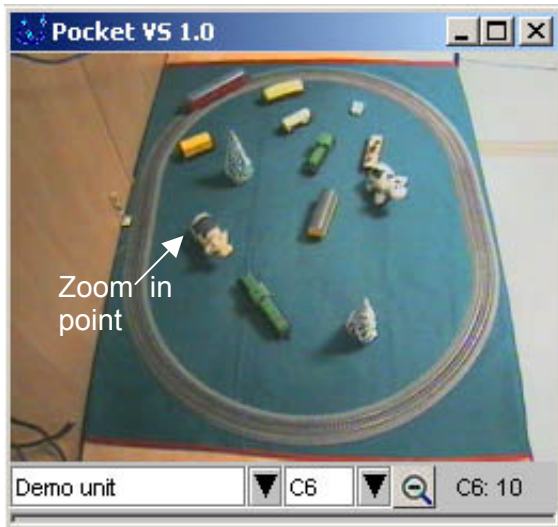


Figure 2: Clicking to zoom in around one image pixel

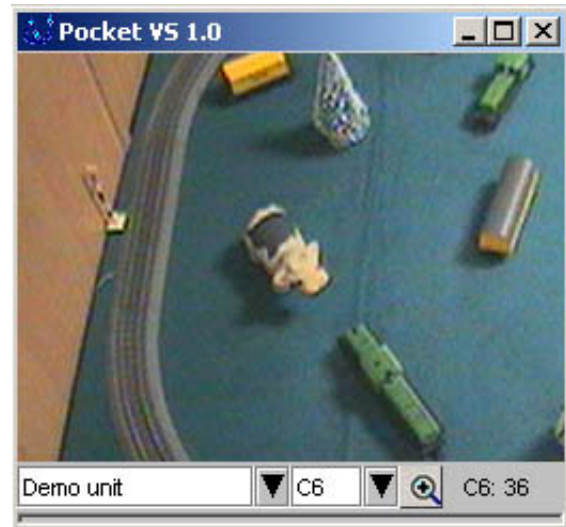


Figure 3: Zoomed in image

(Note that to display enlarged images, the application downloads larger images from the VS unit. This will slow-down the image refresh rate.)

4. Error Messages

The previous section describes the normal working mode of the application. If some communication problem with the current VS arises, the text message area in the lower right corner of the screen displays error messages indicating the problem. The following list describes the main error messages that can be displayed:

- *"err:con"* This messages indicates that the selected VS unit cannot be accessed and thus a communication error has taken place.
- *"err:pwd"* This messages indicates that the password specified in the *nodes.txt* for the selected VS unit is wrong.
- *"err: read"* This messages indicates that the something has gone wrong when receiving the current image.
- *"tout: conn"* This messages indicates that our communication line is too slow and a time-out error has taken place when connecting to a remote unit.
- *"tout: read"* This messages indicates that our communication line is too slow and a time-out error has taken place when receiving an image.

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