

User manual go1984



logiware


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Table of Contents

1	Introduction	1
2	Editions	2
3	Installation	3
4	Launching the program	7
5	Entering the license code	9
6	Basic setup	11
	Adding a camera	12
	IP camera	12
	Webcam (USB).....	14
	Capture card	15
	Recording	16
	Calculating memory requirements.....	18
	Memory management.....	19
	Scene generation.....	20
	Pre-/Post alarm.....	21
	Access time period.....	22
	Motion detection	23
	Notification	26
	E-mail	27
	ISDN	28
	FTP	29
	External program.....	31
	Sound	32
	Scheduler	33
7	User management	35
8	Webserver	37
	Configuration	38
	Interface	40
	J2ME Client	42
	DynDNS	45
9	Image Center	48
10	Additional settings	51
	Camera	51
	Startup settings	53
	HTTP Proxy	54
	SMTP server configuration	55
	Translation	57
11	Event management	58
12	Appendix	61
	POP3/SMTP-Server	61
13	Masthead	62

1 Introduction

go1984 is software designed for professional and hassle-free monitoring by closed circuit TV (CCTV). It sets a new benchmark in the industry: it is simple to use, packed with features and available at an affordable price.

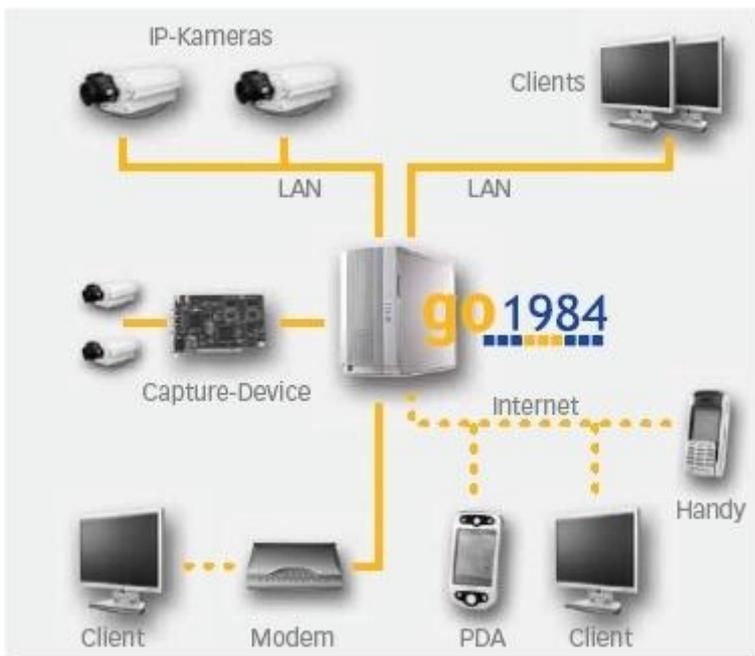
go1984 features everything you'll ever need to carry out professional CCTV surveillance, including:

- Live monitoring
- Recording (timer-controlled, motion-triggered or permanent)
- Control of PTZ cameras
- Notification options: acoustic, by e-mail or by voice call via ISDN
- Remote access via network or the Internet
- Calendar functions

The software works as a so-called "hybrid system", which means it is capable of processing digital network cameras as well as analog video sources via video servers or capture cards. Companies with analog video technology can use the software to assist the "smart transition" to the digital world while integrating their existing hardware. go1984 thus makes an important contribution to protecting your investments.

go1984 supports the hardware of many well-known manufacturers such as, for instance: Axis, Sony, JVC, Panasonic, Mobotix, Logitech, Intellinet and many others.

The following figure illustrates the connectivity options provided by go1984:



2 Editions

go1984 is available in various editions. The following figure highlights the differences.

go1984 features			
	Standard	Pro	Enterprise
Supports IP-cameras		unlimited	unlimited
Supports Direct-X sources	✓	✓	✓
User administration	✓	✓	✓
Webserver-sessions	1	2	unlimited
Pre-alarm recording	✓	✓	✓
Post-alarm recording	✓	✓	✓
Recording capacity	unlimited	unlimited	unlimited
Ring storage	✓/-	✓/-	✓/✓
Archive access intervals			✓
Cluster-server	✓	✓	✓
Cluster-client			✓
Program start in case of alarm			✓
Telephone call in case of alarm	✓	✓	✓
Event-management	static	static	variable
I/O controlling		✓	✓
Scheduler	✓	✓	✓

3 Installation

Installing go1984 is a matter of minutes even for users unfamiliar with the program. In order to start the installation process, please click on one of the following icons:



go1984DocSetup.exe

Installs go1984 with the manual.



go1984Setup.exe

Installs go1984 without the manual. The manual is, however, available online via the Internet.



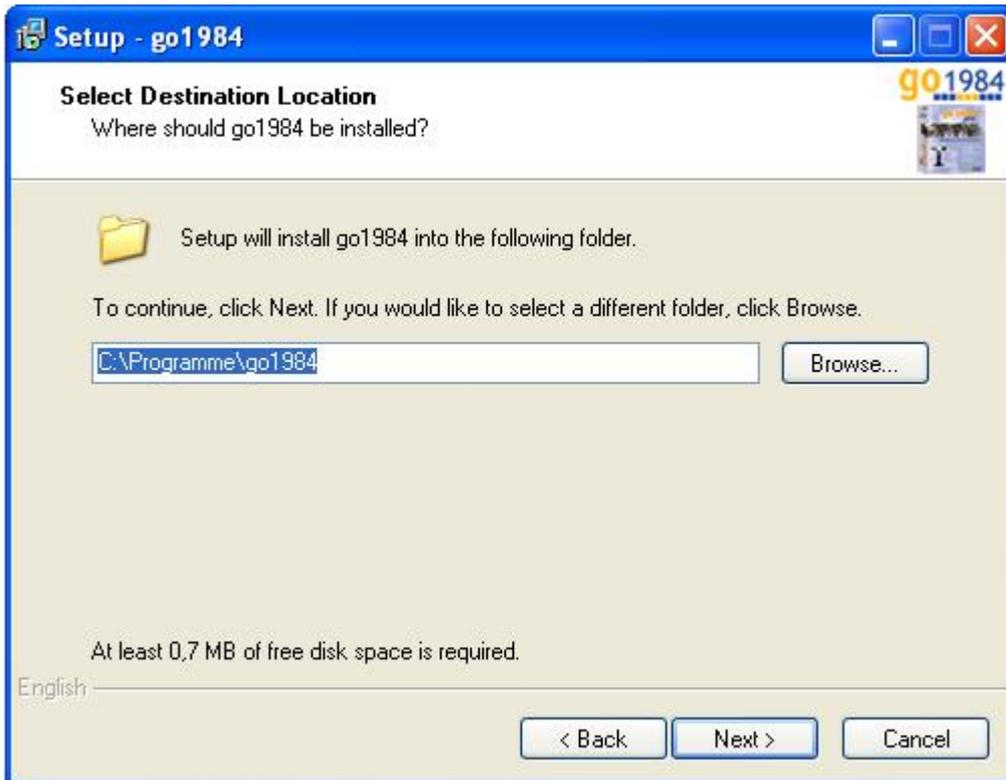
go1984Setup.exe

Installs the go1984 manual without installing the program itself.

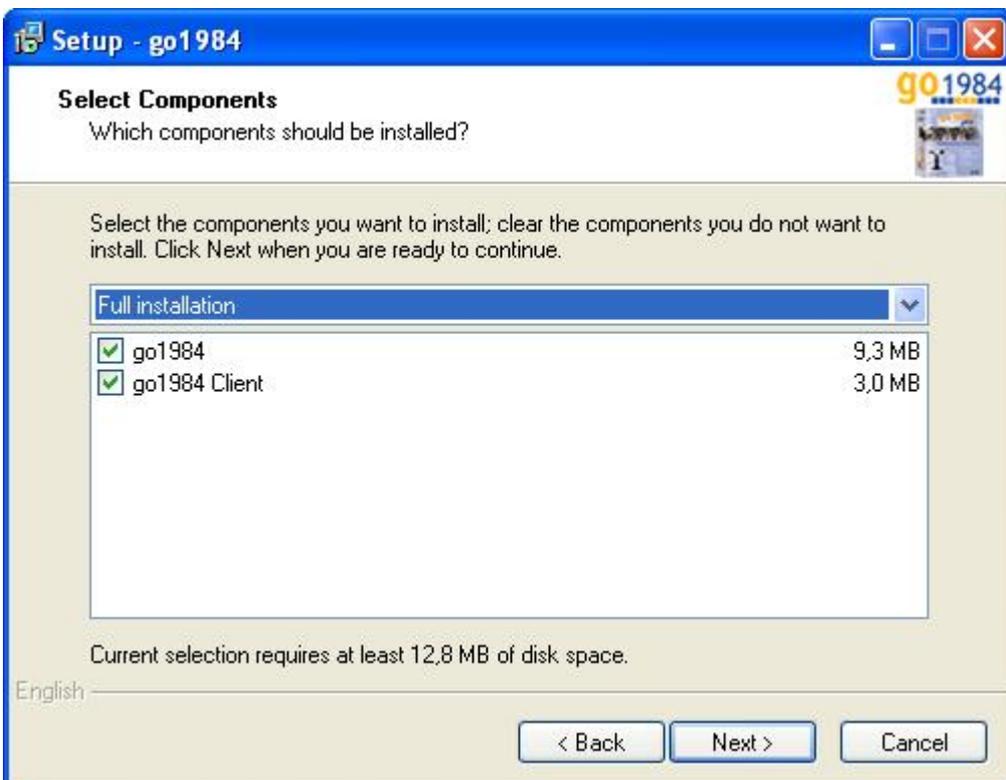
You will now be taken step by step through the installation process for go1984. You can accept the default settings and continue in the installation process by clicking on the "Next >" button where applicable.

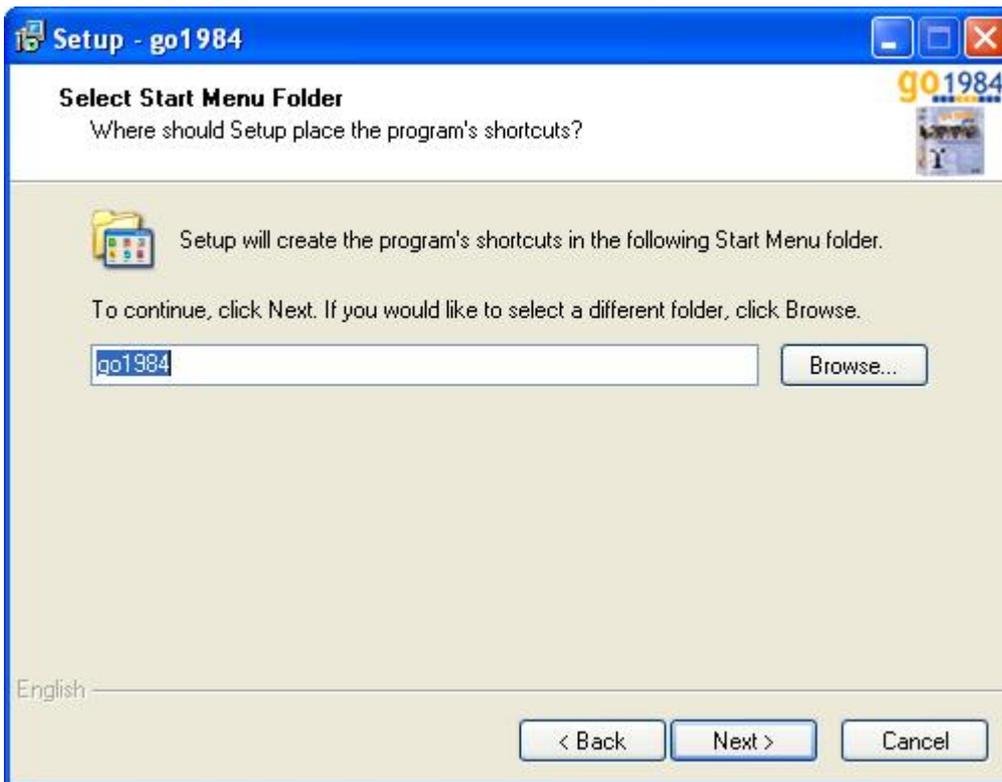


If you prefer to install to a different directory or hard-drive, please select the corresponding option in the following dialog.

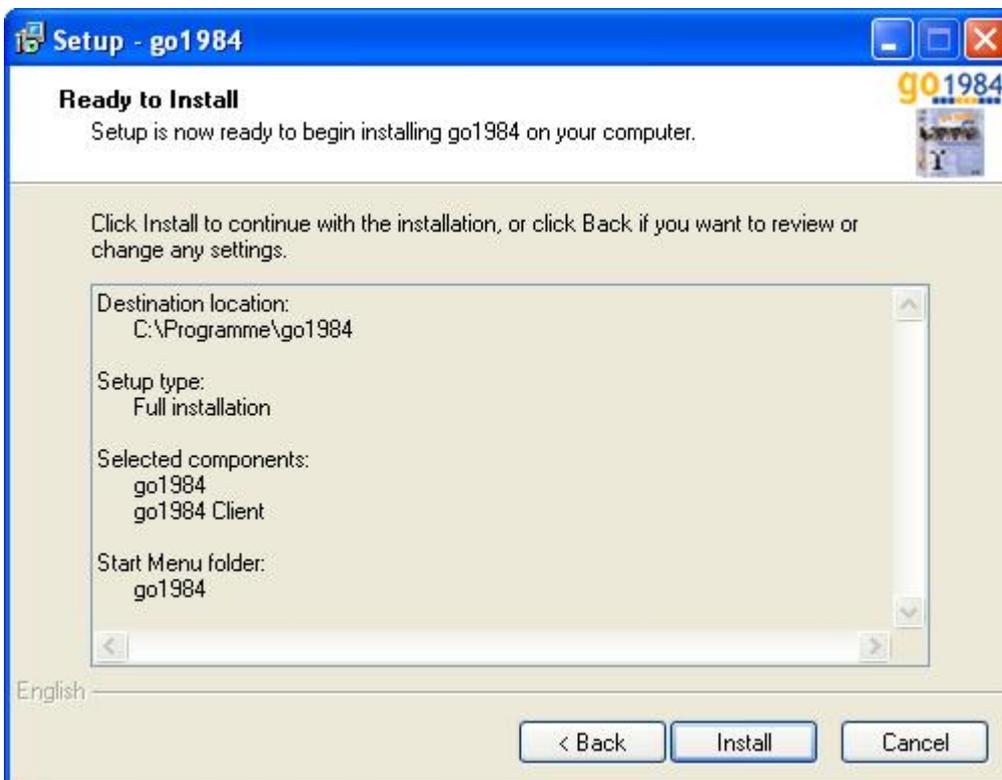


The installation routine will automatically create an entry labeled go1984 in your Windows start menu. If you prefer a different name, you can change it at this point.





All settings needed for the installation processes are now available. By clicking on the "Install" button, the installation will be completed and the required files will be copied to your hard-drive.



The installation of go1984 has now been completed. The installation routine is closed when you click on

the "Finish" button. You can choose to have go1984 launched directly afterwards.



4 Launching the program

After installing go1984, there are various ways to launch it.

1. Launch using the Windows quick start bar



2. Launch using the desktop

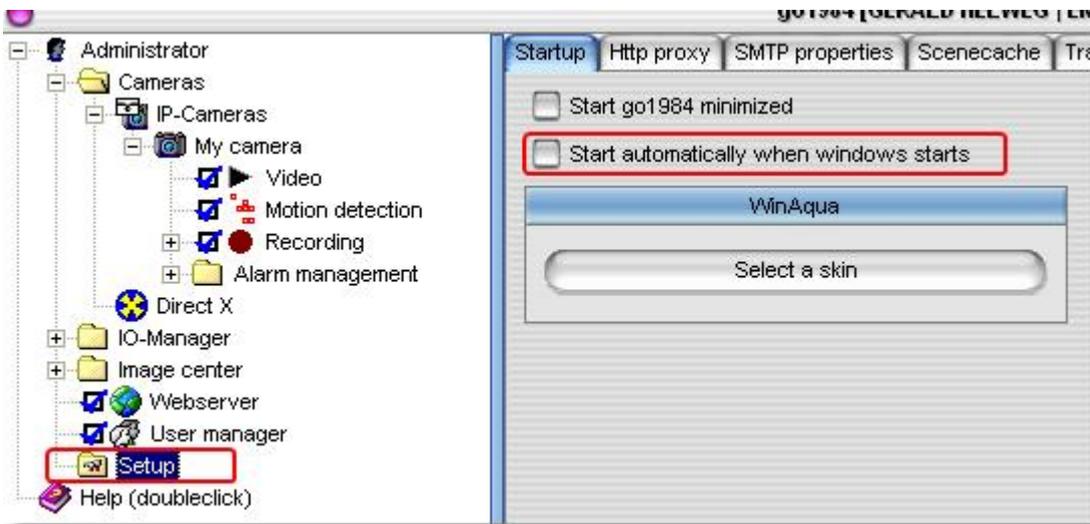


3. Launch using the start menu

Select: Start->Programs->go1984->go1984

4. Autostart

If you want go1984 to be launched automatically when your computer is switched on, please activate the option shown in the following diagram.



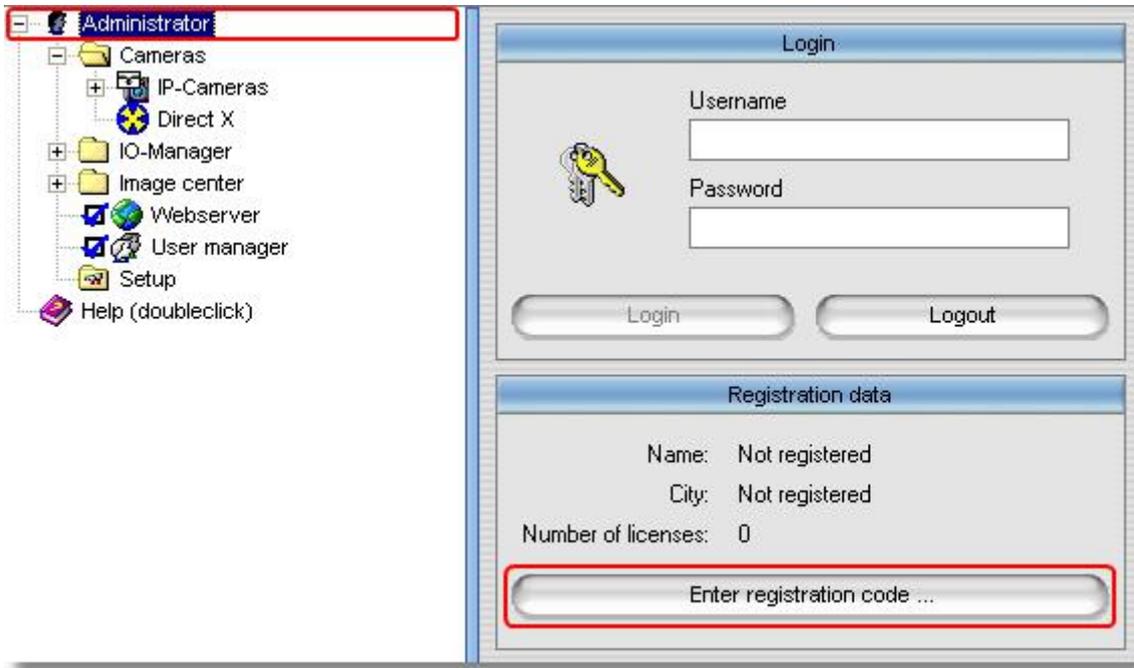
Note:

Most Windows programs are shut down completely when you close the program window. go1984 is only hidden and continues to run in the background. While the program is running, the go1984 symbol is displayed in the task bar near the time. You can use it to shut the program down completely or to bring it back to the foreground. Clicking on the icon with the right mouse key will open the corresponding menu.



5 Entering the license code

go1984 runs as a demo version after being installed. In order to make go1984 function without any time or feature restrictions, you need to enter the activation data you purchased into the appropriate fields.



Please take care to transfer the data exactly as you received them by e-mail or on the license card.



If activation fails, please check whether you entered the data correctly. In 99,9% of all cases, typing or transcription errors are the reason for activation failing.

6 Basic setup

In order to use go1984, one or more image sources are required. The following sources can be used:

- IP cameras
- Capture cards and TV cards
- Webcams (USB)

This section explains how to integrate cameras or other image sources into go1984. It also provides information on how to configure recording, on the integrated motion detection feature and on the notification options. We'll be working on the basis of a "typical" case, for which the pre-defined, automatic program settings are sufficient.

If you wish to make further changes or improvements to go1984, please refer to the section "Additional settings".

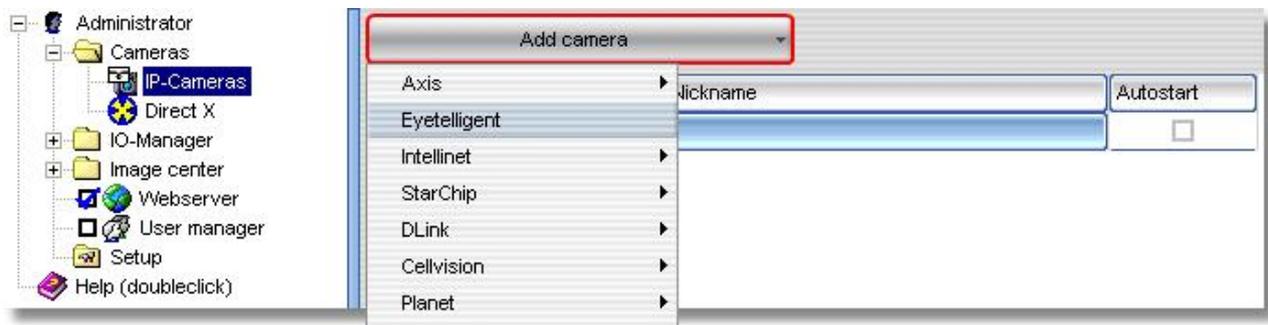
6.1 Adding a camera

6.1.1 IP camera

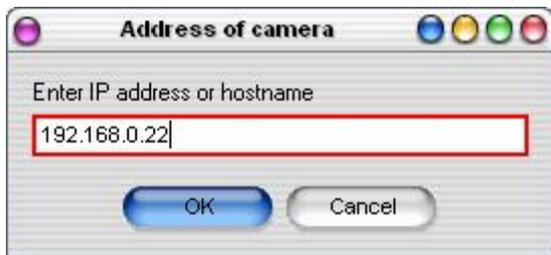
To add an IP camera, select the entry "IP cameras" in the go1984 explorer.



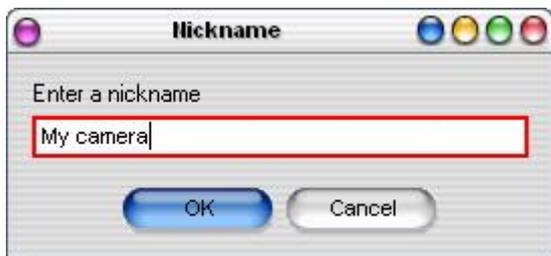
Clicking on the button "Add camera" will display a selection of the supported camera types.



Next, select the camera type you wish to add. A box is displayed into which you need to enter the IP address or host name of the camera. If you haven't allocated an IP address to the camera yet, please check the camera manufacturer's instruction manual to find out how to do it.



In the next step, define a unique, short name for the camera, which will be used to refer to this camera in go1984.



If authentication is required for the camera you've just added, the following dialog will be displayed. Please enter the user name and the password required for logging onto the camera. Please refer to the camera manufacturer's instruction manual for the default passwords.



The camera you've added will now appear in the branch "IP cameras" of the go1984 explorer. The basic setup of the camera has now been concluded. go1984 has automatically activated motion detection and recording for this image source.



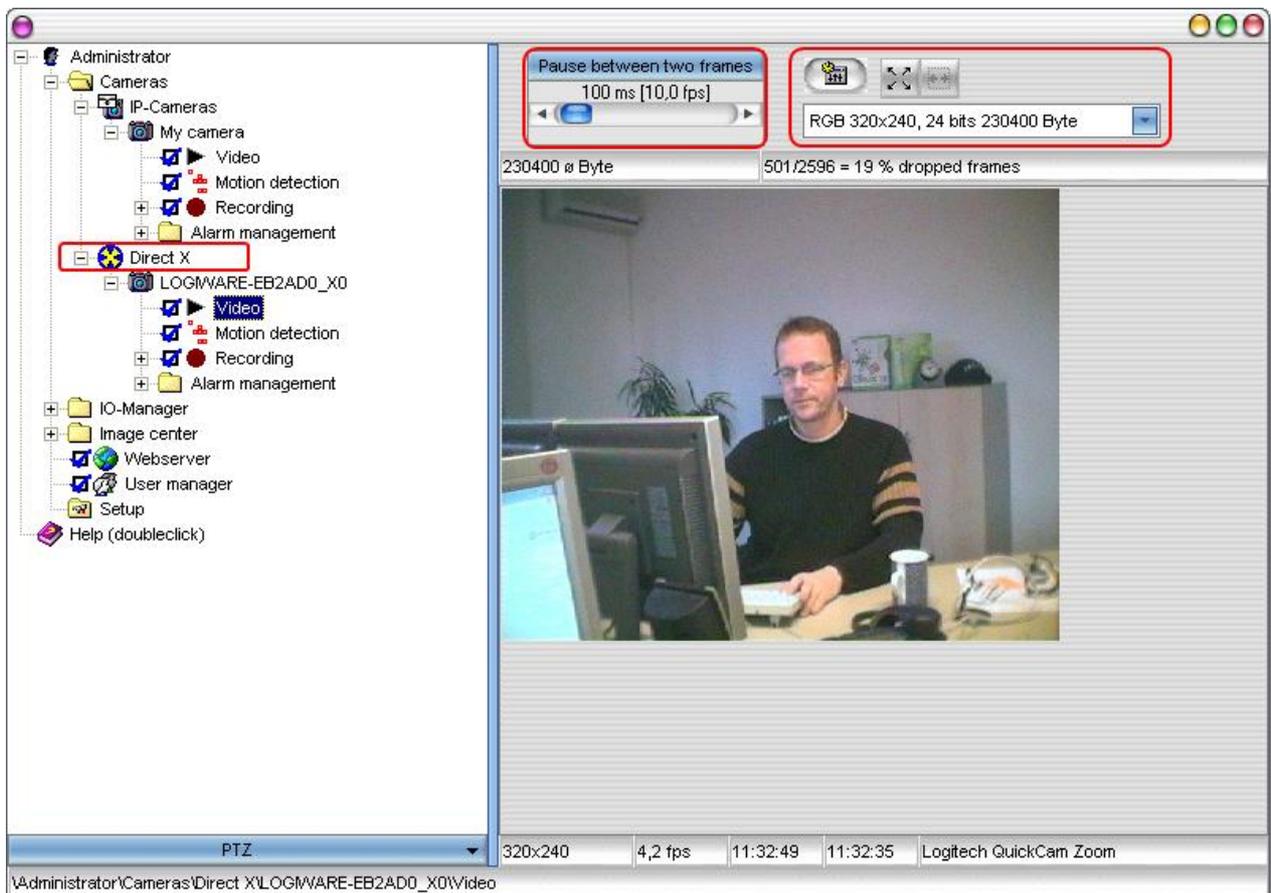
The section "Additional settings" provides information on how to edit further camera parameters such as resolution, frame refresh rates or panning.

6.1.2 Webcam (USB)

In order to be able to use your USB webcam in go1984, first install all the necessary drivers according to the camera manufacturer's instructions. Once the camera is available as a DirectX device in Windows, you can integrate it into go1984. For this, you first need to activate DirectX support. To do so, select the option as indicated in the diagram. At the next program launch, go1984 will search your computer for available DirectX devices and display them under "DirectX" in the go1984 explorer.



You now have the option of editing certain parameters such as the frame rate or the resolution.



6.1.3 Capture card

Capture cards are physically installed into the PC and convert analog image signals into digital signals. Start by installing the card in your computer and installing all required drivers as indicated by the card manufacturer's instructions. Most single channel capture cards based on the BT878 chip can be used. Usually, only the first channel of multichannel cards can be used in go1984. In addition, go1984 supports the following four channel cards:

Specta8 by ITuner
Videum4400 by Winnov

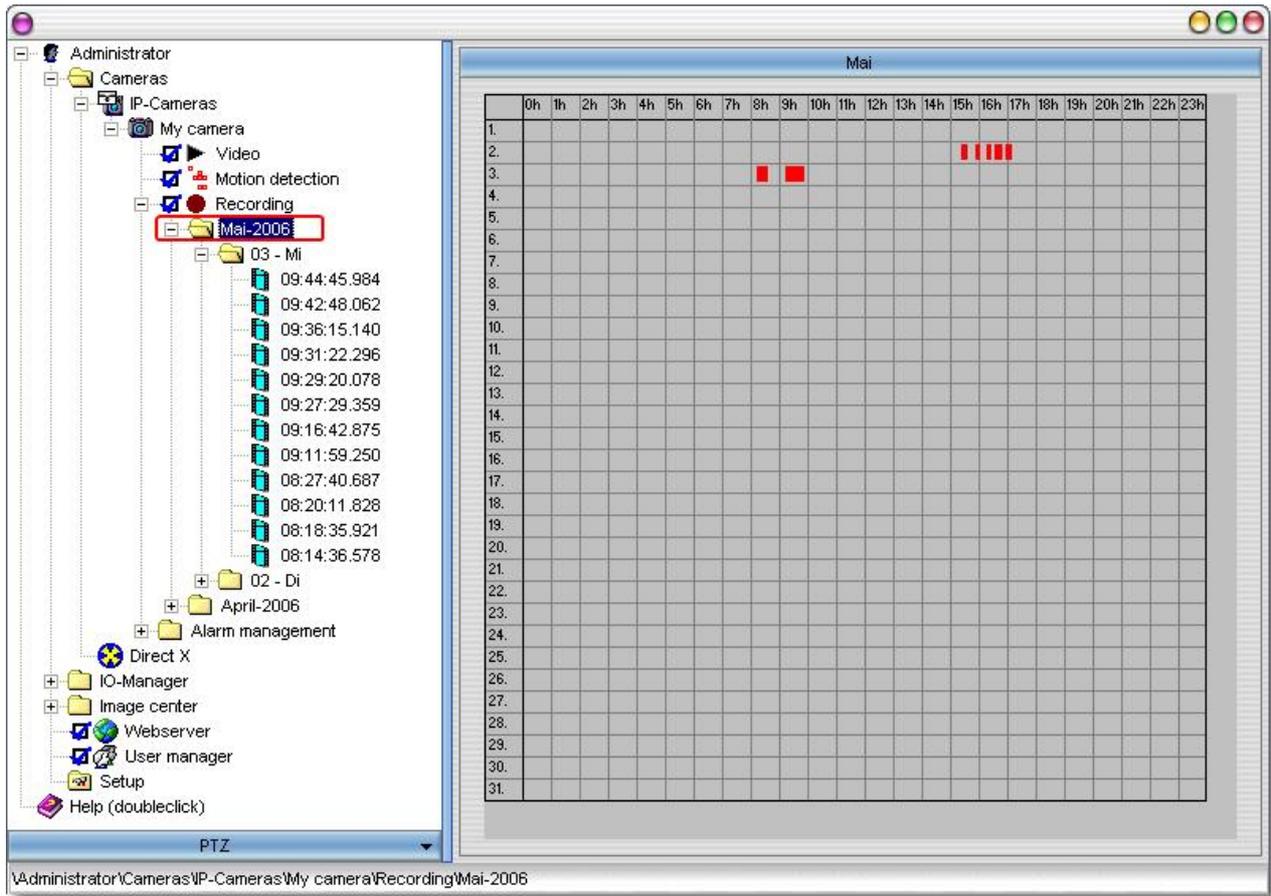
After you've installed your capture card successfully, it will be available to you as a DirectX device. The next steps are the same as in the description for webcams (USB).

6.2 Recording

Recordings are automatically sorted by month to the respective camera in the go1984 explorer. If you wish to view the recordings, select the "Recordings" entry of the respective camera in the go1984 explorer. You'll be shown a list of all the months for which scenes are available.

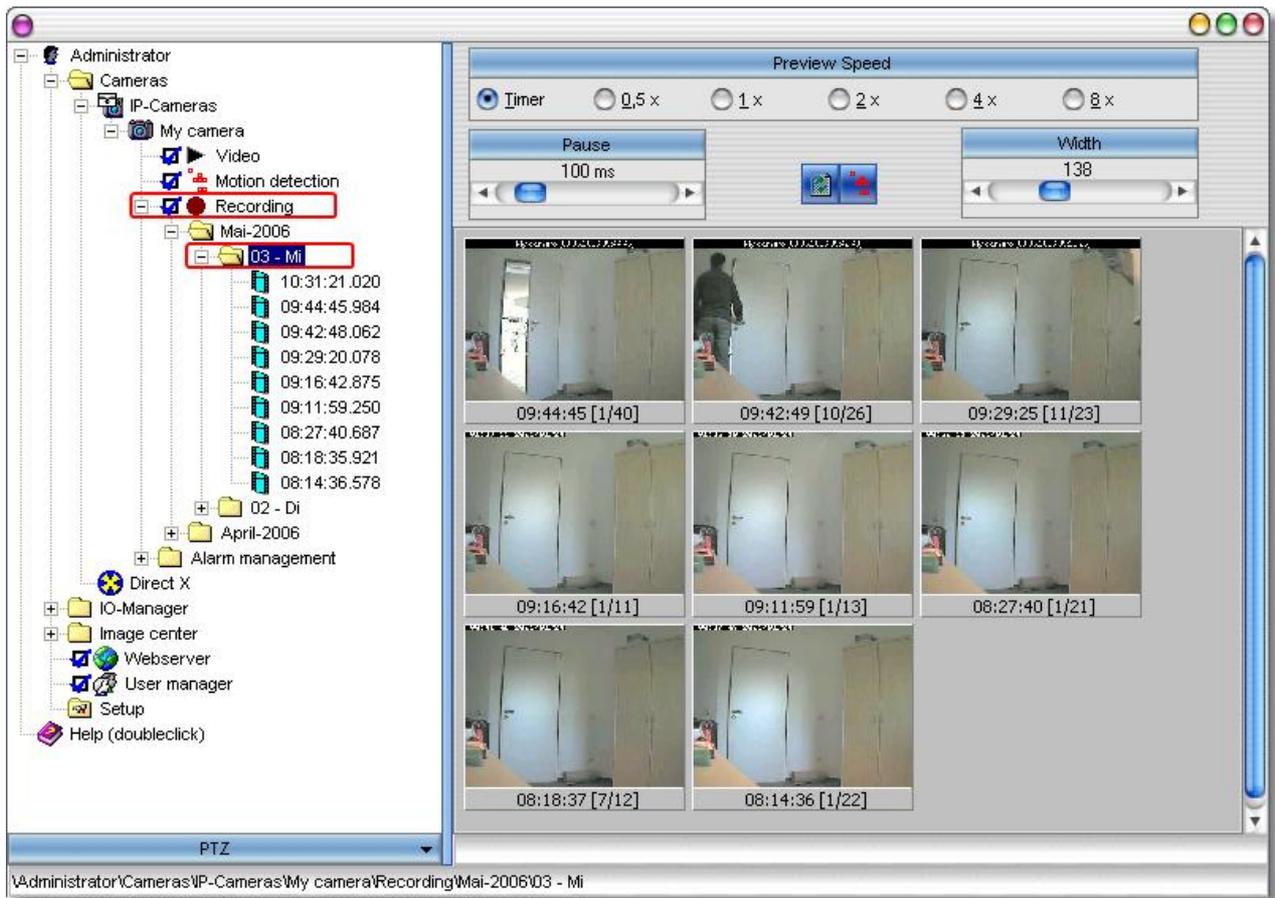
Monthly overview

Selecting a month will take you to the monthly overview. Days are listed vertically, times of day horizontally. Each scene is represented as a little red mark in this overview. Moving the mouse pointer over the marks calls up a quick preview of the corresponding scene. You can open the selected scene for viewing by double-clicking on it.



Daily overview

If you wish to view the recordings for a specific day, select the day in the go1984 explorer as described below. You'll be provided with an overview over the scenes recorded on that day. Here, too, moving the mouse pointer over a scene will display a preview. Open the selected scene for viewing by double-clicking on it.



In addition, you have the option of changing the playback speed of the preview mode and of defining the width of the preview scenes.

6.2.1 Calculating memory requirements

One of the most frequently asked questions is: how much hard-drive space will the recordings use? There's no simple answer to the question because many factors play a role. These include:

- The number of cameras (**AK**)
- The number of frames per second (**FPS**)
- The image size (**KB**)
- The amount of compression
- Whether recording is permanent or motion-triggered

In order to get a rough idea of memory requirements in the case of permanent recording, use the following rule of thumb: You can usually assume the image size (KB) to be about 25-30 kilobytes.

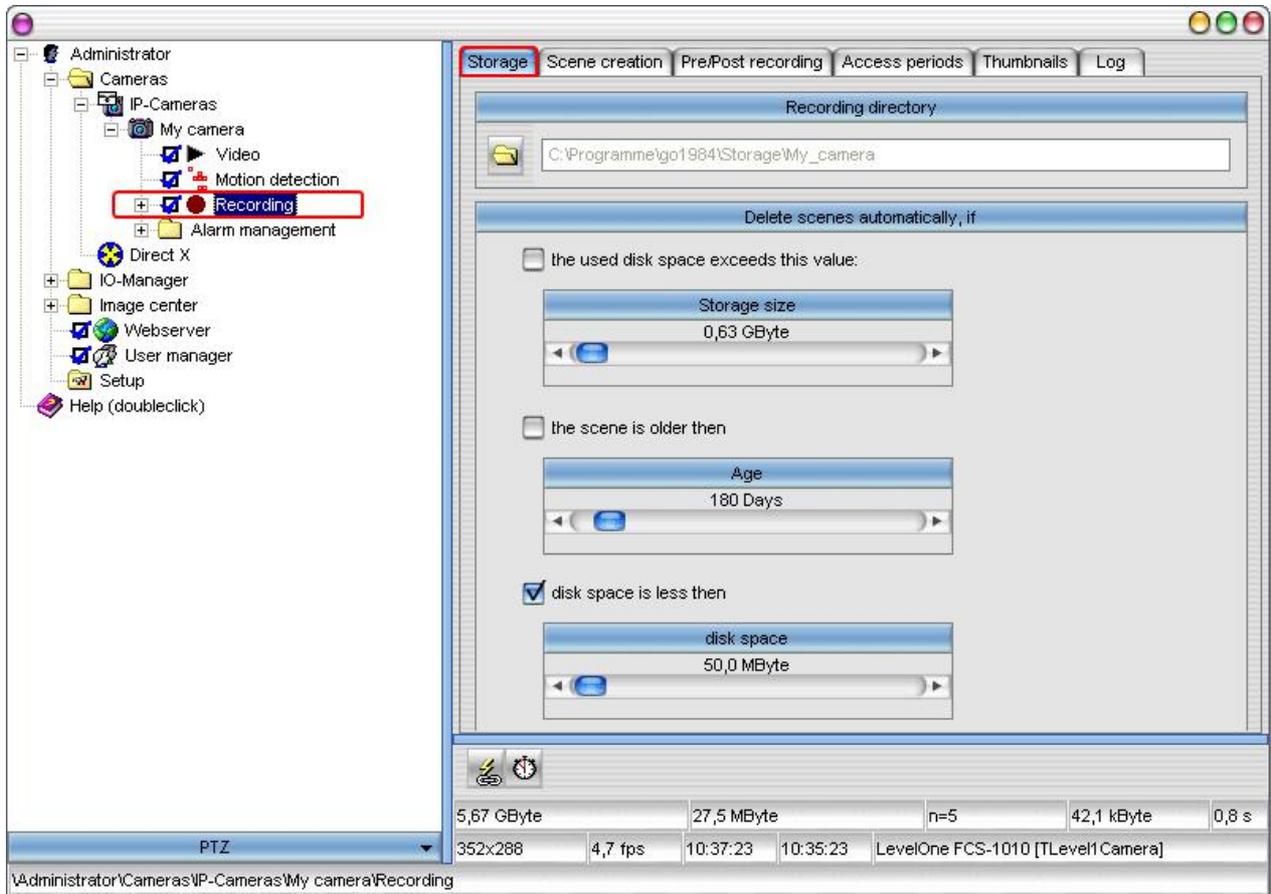
AK * FPS * KB = kilobytes/second

This will give you the approximate number of kilobytes needed per second recorded. Multiplying by 3600 gives you an idea of the number of kilobytes needed per hour.

Please note that go1984 uses intelligent ring storage management to contribute significantly to efficient memory management. In many cases, it makes sense in any case to use motion-triggered recording, which reduces memory requirements substantially.

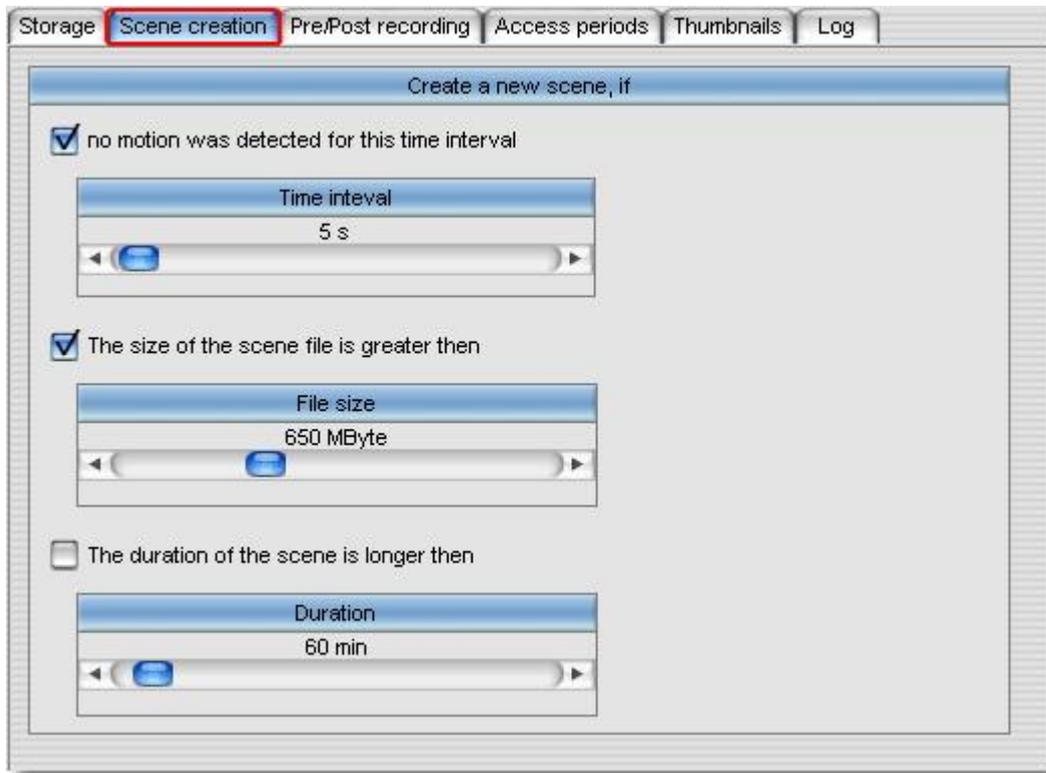
6.2.2 Memory management

go1984 includes efficient ring storage. This enables you to optimize available hard-drive space allocation to the cameras, thereby ensuring that there is always enough memory space available for new recordings. go1984 is able to delete the oldest recordings automatically after the allotted memory has been used up. You can also select individual recording directories per camera.



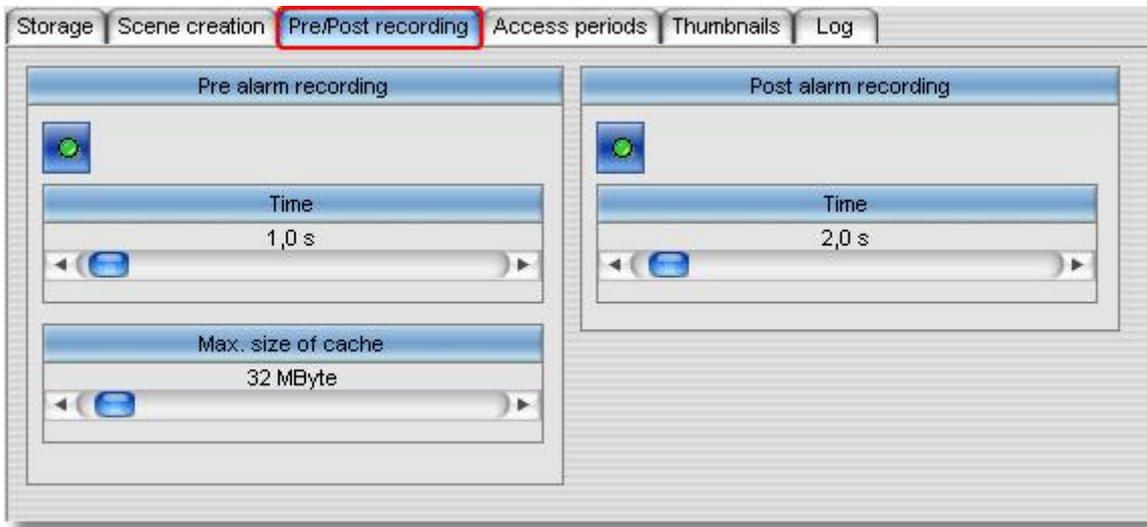
6.2.3 Scene generation

go1984 can aggregate recordings made during a certain interval to so-called scenes. This makes it much easier to find them later. The concept used is quite simple. Any scene that has already begun will be continued if less time than defined in the field "Time interval" has passed. If more time has passed, a new scene is generated. You can also define that a new scene should be generated as soon as the scene file becomes larger than the value entered into the field "File size" or if the current scene is longer than the value entered into the field "Duration".



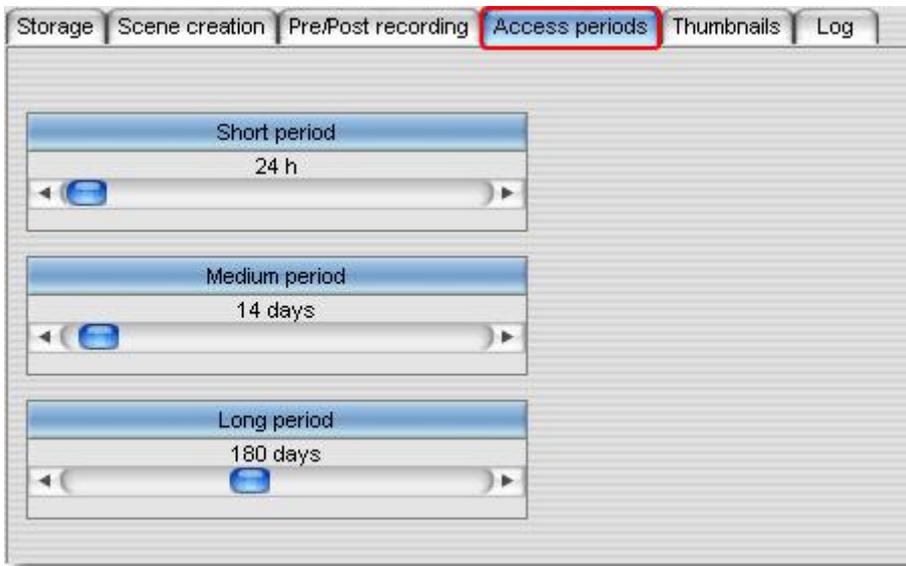
6.2.4 Pre-/Post alarm

Usually, motion-triggered recording begins the instant a motion has been detected. However, it is sometimes desirable to extend the recording by a few seconds before or after the event. To do so, simply enter the desired number of seconds into the appropriate fields and then activate the function using the corresponding button. go1984 uses your computer's random access memory (RAM) for this feature. In order to avoid too much memory being reserved, you have the option of restricting the size to a maximum value.

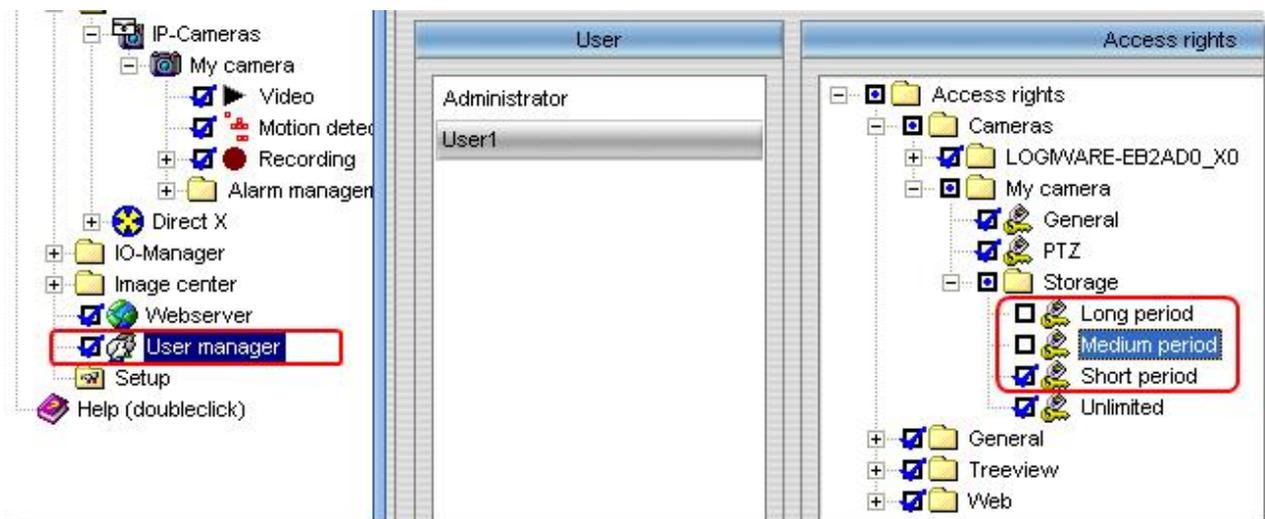


6.2.5 Access time period

Access to the recordings can be limited individually per user in the user management. Among other things, you can permit full access, no access, or access to a specified time period. This is where you can define the time periods valid for this camera.



Afterwards, simply select which time periods are available for the user in the user management.

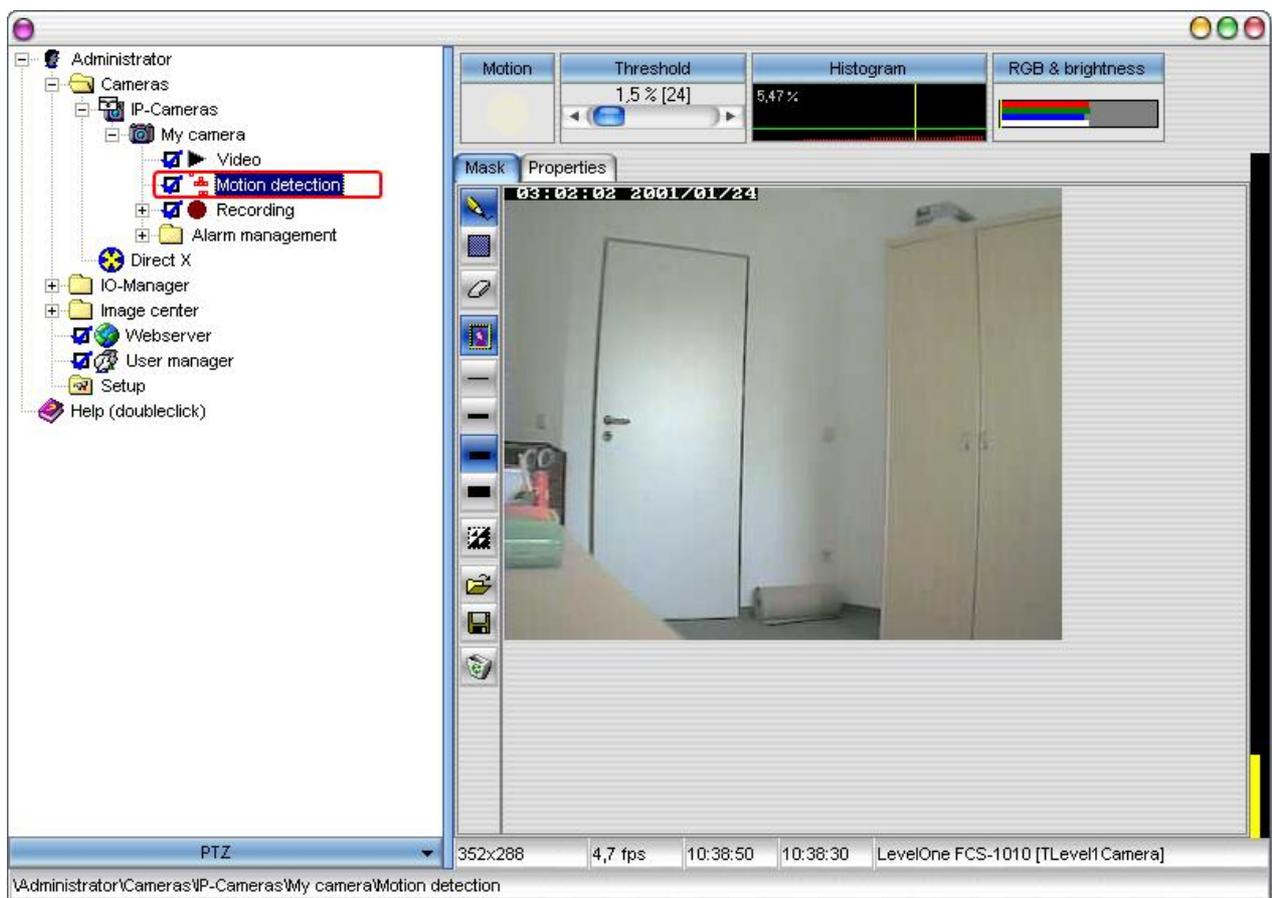


6.3 Motion detection

go1984 includes high-performance motion detection based on an optimized image difference process. When motion detection is triggered, the so-called "Motion" signal is activated for this camera. This signal can be used, for instance, to begin recording, to launch an FTP upload or to trigger an alarm.

You'll be shown the live image from the camera, with motion areas being marked by red rectangles. As soon as the actual value surpasses the specified limit value, the motion signal is triggered. The specified limit value (yellow) and the current actual value (green or red) are graphically represented by two colored bars in the program in order to make adjustment easier for you. The actual value bar changes from green to red if a motion has been detected. The circle in the "Motion" field also lights up in red.

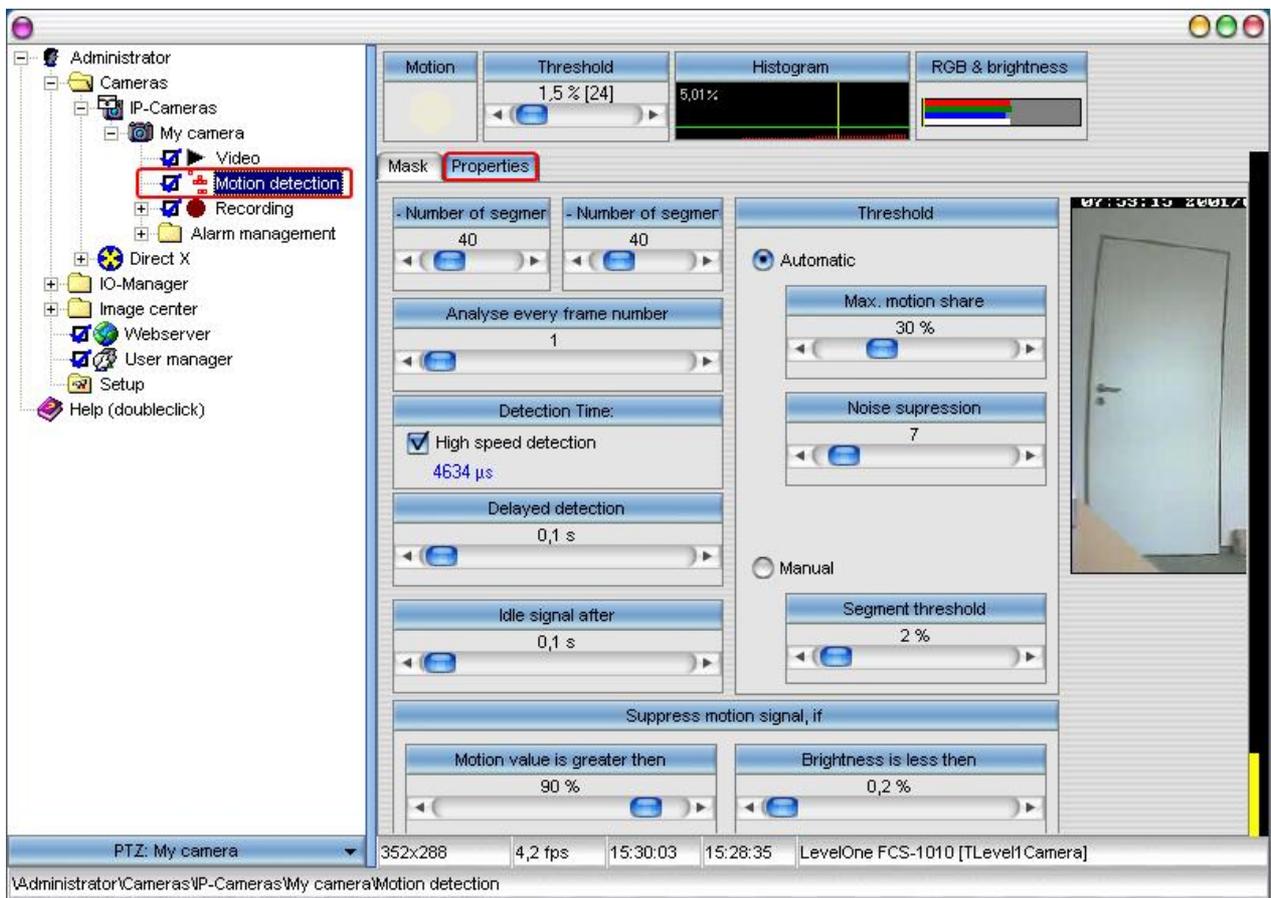
It often makes sense to exclude certain areas of the camera image from motion detection. In order to do so, you can draw any kind of mask over the image. Various tools are available for doing so. The mask is displayed half-transparently on the image.



Tools for drawing masks:

	Pen for freehand drawing of masks
	Rectangle tool for drawing masks
	Eraser for deleting masks
	Show or hide camera image
	Line width 1
	Line width 2
	Line width 3
	Line width 4
	Invert mask
	Load mask
	Save mask
	Delete mask

For normal purposes, motion detection settings do not need to be adjusted more than described above. If the default values don't work perfectly for your needs, you'll find additional setup options on the "Properties" tab.



The screenshot displays the 'Motion detection' configuration window. The left sidebar shows a tree view with 'Motion detection' selected. The main panel is divided into several sections:

- Motion:** A small preview window showing a yellow mask on a camera image.
- Threshold:** A slider set to 1.5% [24].
- Histogram:** A graph showing the distribution of motion values, with a peak at 5.01%.
- RGB & brightness:** A color calibration tool.
- Mask Properties:**
 - Number of segments: 40 (two sliders).
 - Analyse every frame number: 1.
 - Detection Time: High speed detection (4634 μs).
 - Delayed detection: 0,1 s.
 - Idle signal after: 0,1 s.
 - Suppress motion signal, if:
 - Motion value is greater than: 90%.
 - Brightness is less than: 0,2%.
- Threshold (Manual):**
 - Automatic (selected):
 - Max. motion share: 30%.
 - Noise suppression: 7.
 - Manual:
 - Segment threshold: 2%.

The video preview window on the right shows a door with a white rectangular mask overlaid on it. The status bar at the bottom indicates the camera is 'PTZ: My camera' with resolution 352x288, 4,2 fps, and camera model 'LevelOne FCS-1010 [TLevel1 Camera]'.

X segment number Y segment number	Use the X and Y controls to influence the number of segments used in the corresponding directions. The default values are suitable for normal surveillance tasks. Under certain circumstances (e.g. technical applications), it may be necessary to increase these values in order to focus motion detection on very small image sections.
Analyze only every x^{th} frame	Motion detection places high demands on the computer's processor. In order to obtain a higher performance, use this setting to define that not every single image should be analyzed.
Analysis duration	"Quick analysis" is selected as a default value. For highly accurate motion detection, as required e.g. for technical applications, remove the tick mark. However, the motion detection will require more processing time in this case.
Motion value is larger than	This control enables you to avoid motion detection being triggered by rapid, extreme lighting changes such as the interior lighting being switched on or auto-iris adjustment by cameras etc.
Brightness is less than	Some cameras tend to produce noisy pictures under bad lighting conditions, which can lead to motion detection being triggered. This control enables you to turn off motion detection for images generated at less than the specified basic brightness.
Automatic limit value	go1984 always tries independently to identify the optimum settings.

6.4 Notification

go1984 can use various channels to notify you in case of an alarm. They are:

- Sending an e-mail with or without image attached
- Calling a telephone number and playing an audio file (ISDN card required)
- Uploading one or several images via FTP
- Launching an external program
- Playing an audio file via a sound card
- Sending an image to the go1984 client via UDP broadcast

Note:

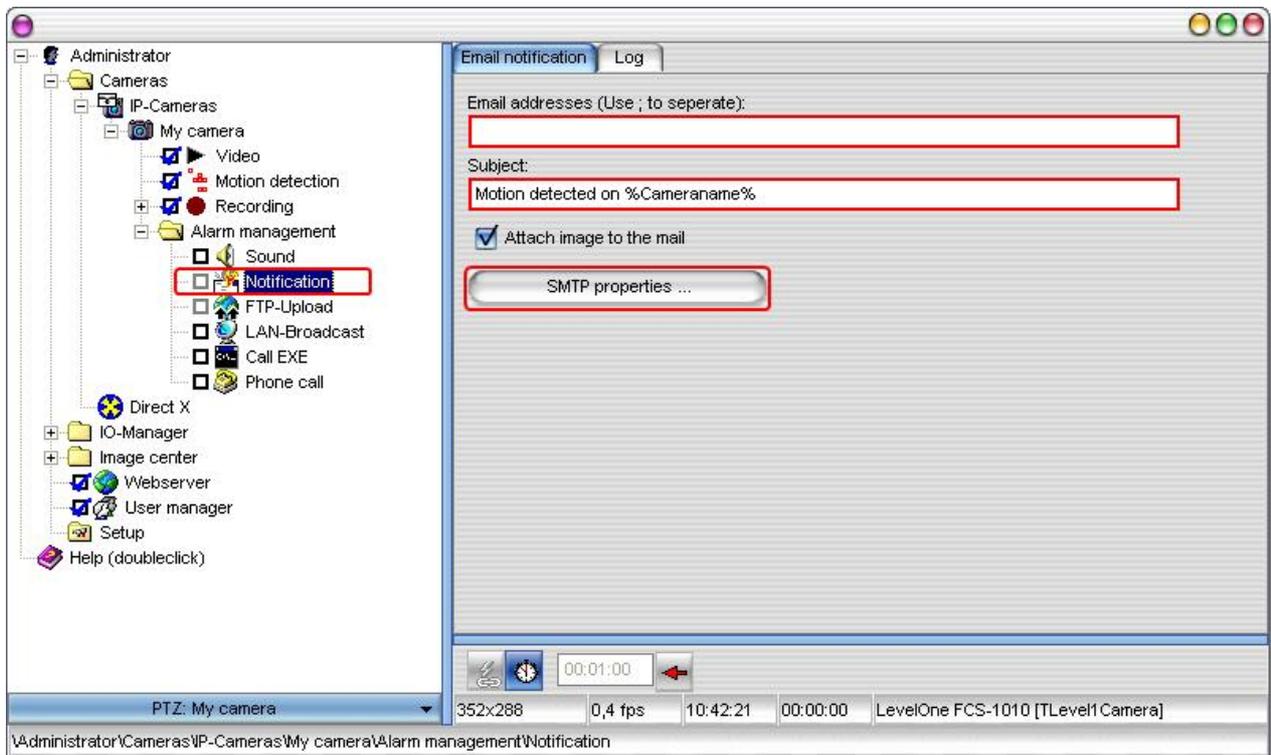
All notification types need to be activated first. Clicking on the options field of the respective option switches on the corresponding function. If the desired option is grayed out, there are some settings that must be provided beforehand because the option makes no sense without them. For instance, the option "Telephone call" makes no sense if a telephone number has not been provided.



6.4.1 E-mail

In order to enable e-mail sending from go1984, a so-called SMTP server (see reference) first needs to be specified. If this has already been done, you can continue here directly.

Select the entry "Notification" in the go1984 explorer. You can now enter one or several recipients (separated by semicolons) into the field E-mail address. Adjust the subject line if you wish. The variable "%cameraname%" is automatically replaced by the name of the camera triggering the alarm when an e-mail is sent.



In order to avoid being notified too often by e-mails, you can define a rest time that has to elapse between two e-mails being sent. To do so, click on the clock icon and set the desired rest time on it.



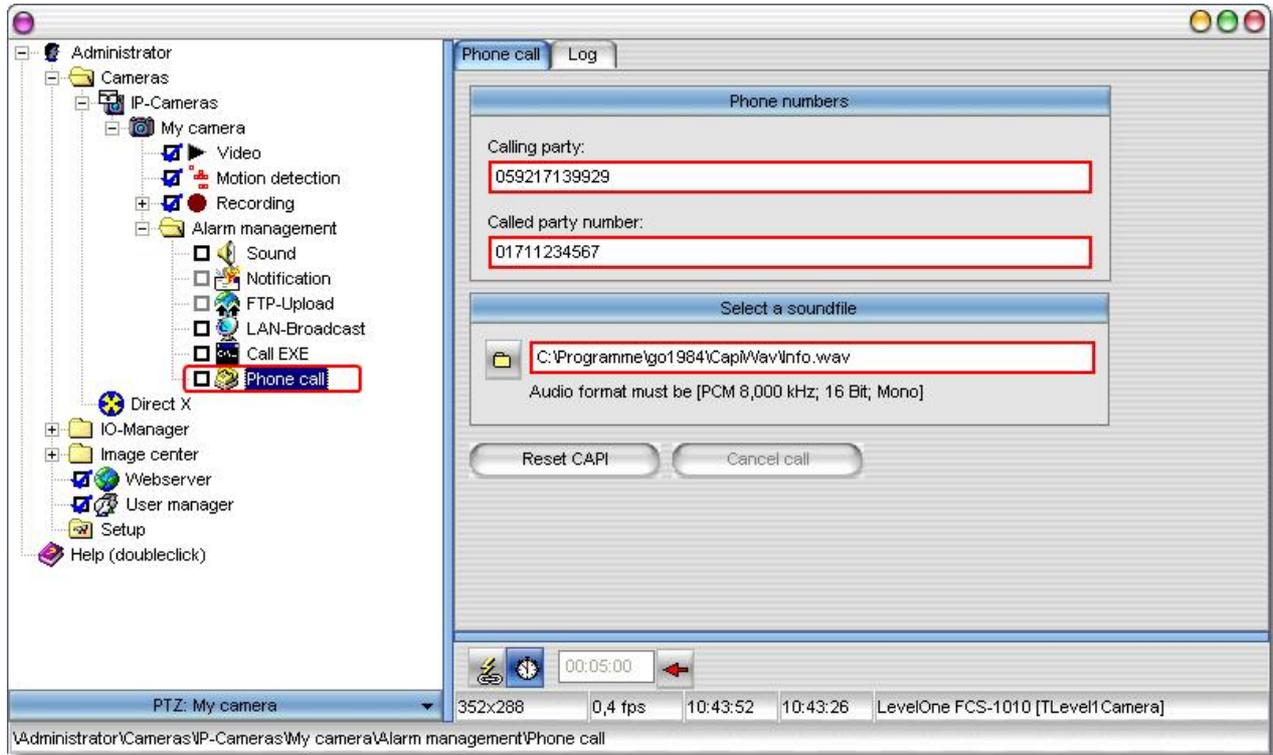
Please also refer to the general notes on activating notification functions in the section on notifications.

6.4.2 ISDN

In case of an alarm, go1984 can make a telephone call using an existing ISDN card. Once the connection is set up, the program plays a freely definable audio file to the person being called. Please enter the telephone numbers using only numeric digits. Other signs or spaces can disrupt the function.

You can record your own audio files using the Windows "Audirecorder". Please make sure you've set the right format:

- PCM 8,000kHz; 16 Bit; Mono



In order to avoid being notified too often by calls, you can define a rest time that has to elapse between calls. To do so, click on the clock icon and set the desired rest time on it.



Please also refer to the general notes on activating notification functions in the section on notifications.

6.4.3 FTP

If you wish the images from a camera to be sent to an FTP server in addition to being stored locally, complete the following dialog.

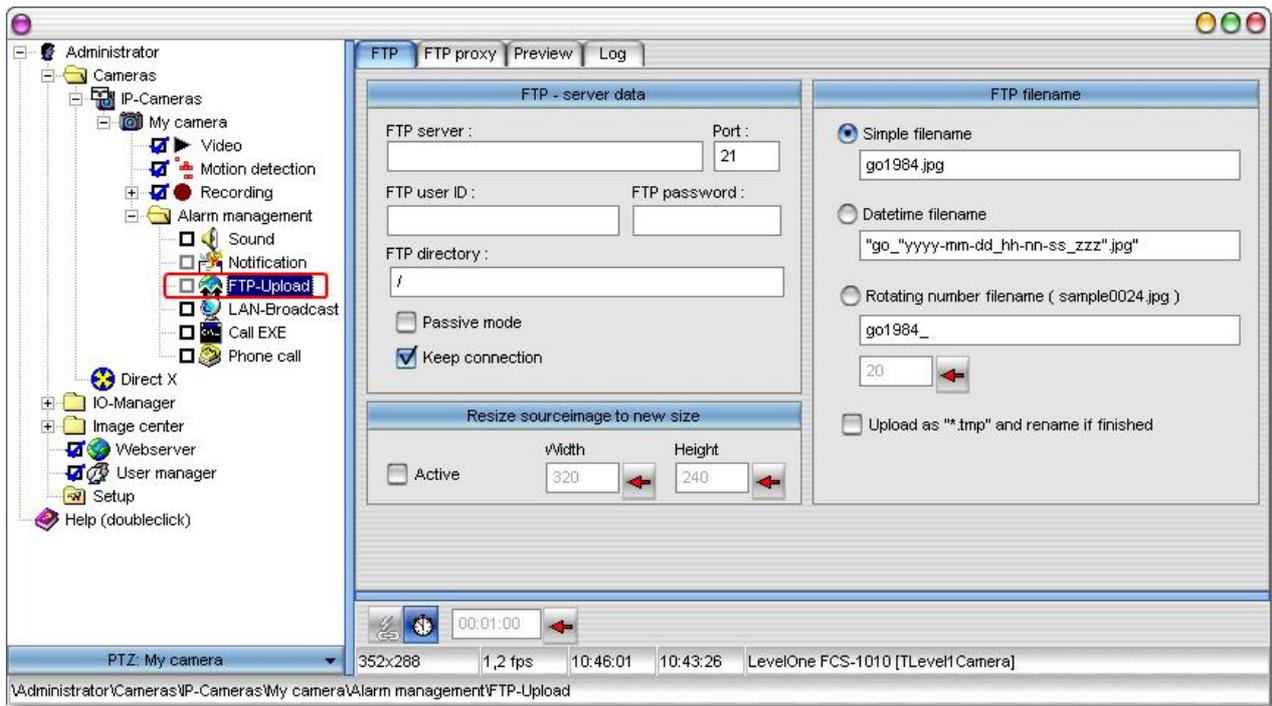
First, enter the login data for your FTP server:

FTP server	Domain name or IP of your FTP server, e.g. ftp.online.com
Port	FTP port, almost always "21"
FTP User ID	Username for logging on to the FTP server
FTP Password	Password for logging on to the FTP server
FTP directory	FTP server subdirectory where you want the images to be saved
Passive mode	If your FTP server cannot be run in the active mode, select this option
Keep connection open	After uploading an image, the connection to the FTP server is kept open. If you prefer the connection to be shut, deactivate this option.

You can also choose to resize images before saving them on the FTP server. Activate this option and define the new size of the image using the corresponding fields.

Finally, you can define under which names to save the file(s) on the FTP server:

Simple file name	The file name is the name you enter into the field
Time stamp file name	The file name includes the time of day. The constant part of the file name has to be enclosed in quotation marks. Formatting is carried out according to the following key: yyyy Year mm Month dd Day hh Hour nn Minute ss Second zzz Millisecond
Numbered file name	Enter the beginning of the file name into the field. A number is automatically added onto the end of the name; it is increased by one after each successful upload. After the counter reaches the defined value, it is reset to 1. Older images are then overwritten.
Upload with "*.tmp" extension	If you have problems uploading the files to your ftp server, you can have the images uploaded with the extension ".tmp" at first. After the upload has been successfully completed, the files are renamed to the "real" file name.



Here, too, you have the option of defining a rest time by clicking on the clock symbol. In this case, a new upload is only started if the defined time has elapsed between two transfers to your FTP server.

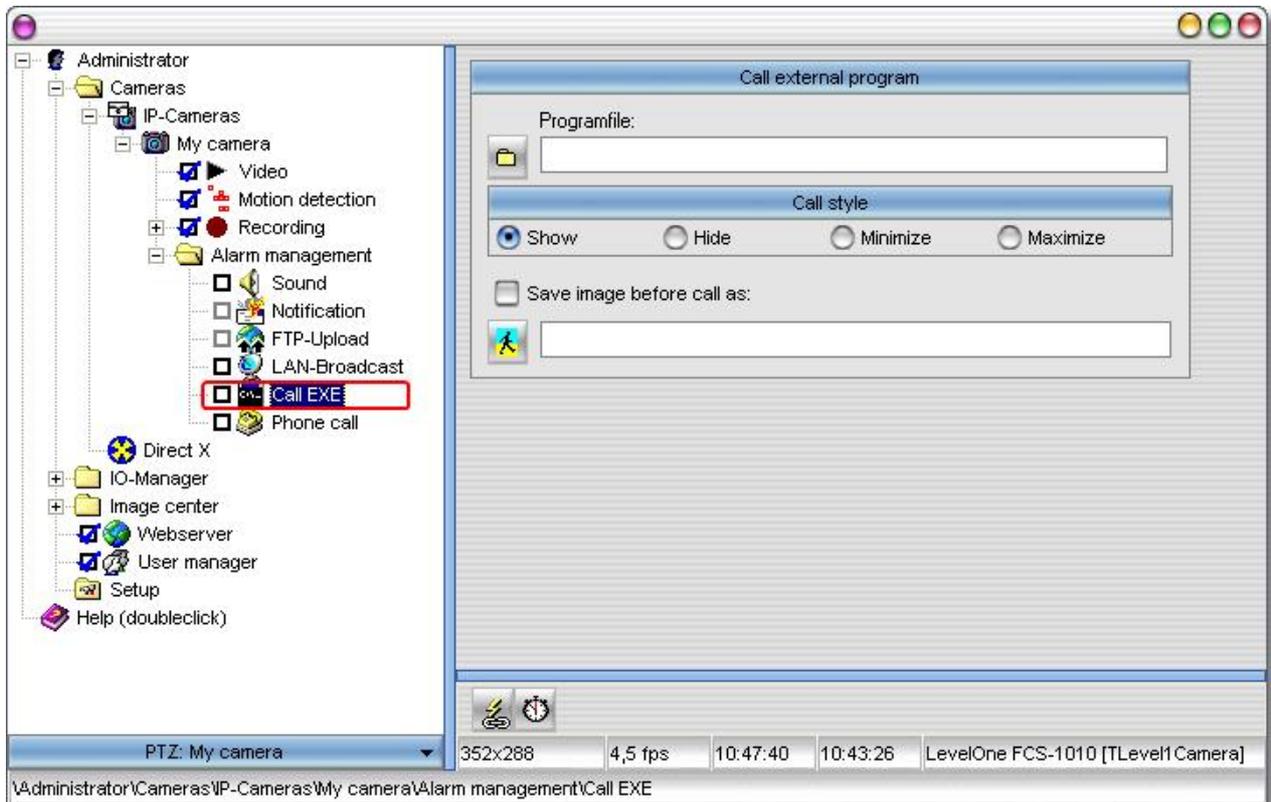


Please also refer to the general notes on activating notification functions in the section on notifications.

6.4.4 External program

go1984 offers you the option of launching an external program in case of a notification. In this case, the image that triggered the notification can first be saved on the hard-drive. In this way, special tasks can be carried out for which go1984 itself is not suitable.

To set up the feature, select the program you want to launch and the launch type. You can choose to have the image that triggered the notification saved on the hard-drive first, and can freely define the drive and the directory for this purpose.



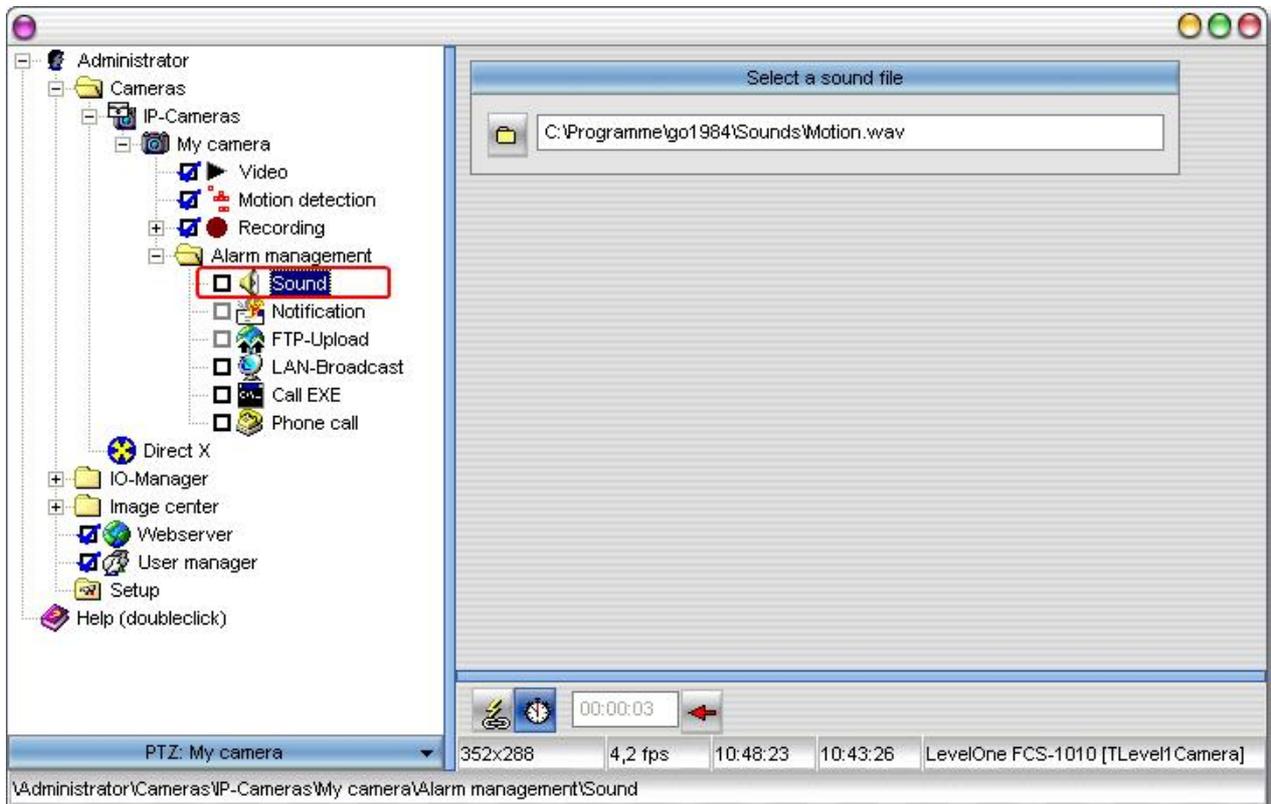
Here, too, you have the option of defining a rest time by clicking on the clock symbol. A program is only launched if the defined time has elapsed between two program launches.



Please also refer to the general notes on activating notification functions in the section on notifications.

6.4.5 Sound

go1984 can play a freely selectable audio file in .wav format via your sound card in case of a notification. Simply choose the corresponding file using the dialog.



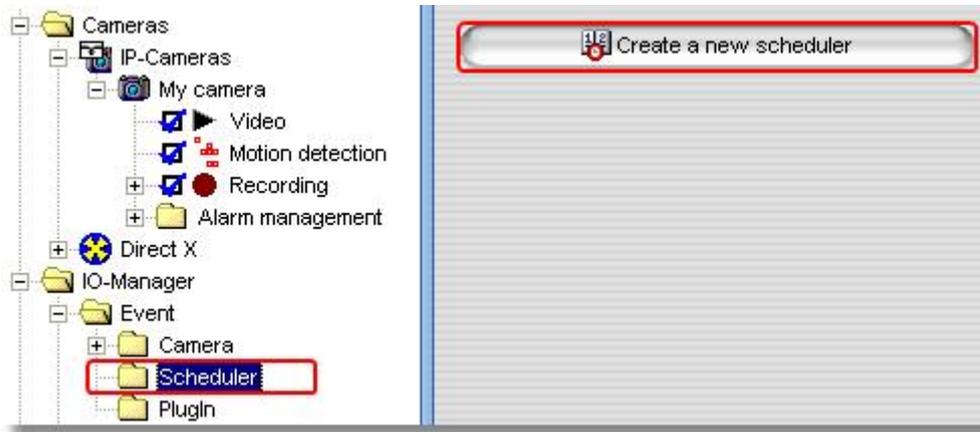
Again, you have the option of defining a rest time by clicking on the clock symbol. A sound file is only played if the defined time has elapsed between two play-backs.



Please also refer to the general notes on activating notification functions in the section on notifications.

6.5 Scheduler

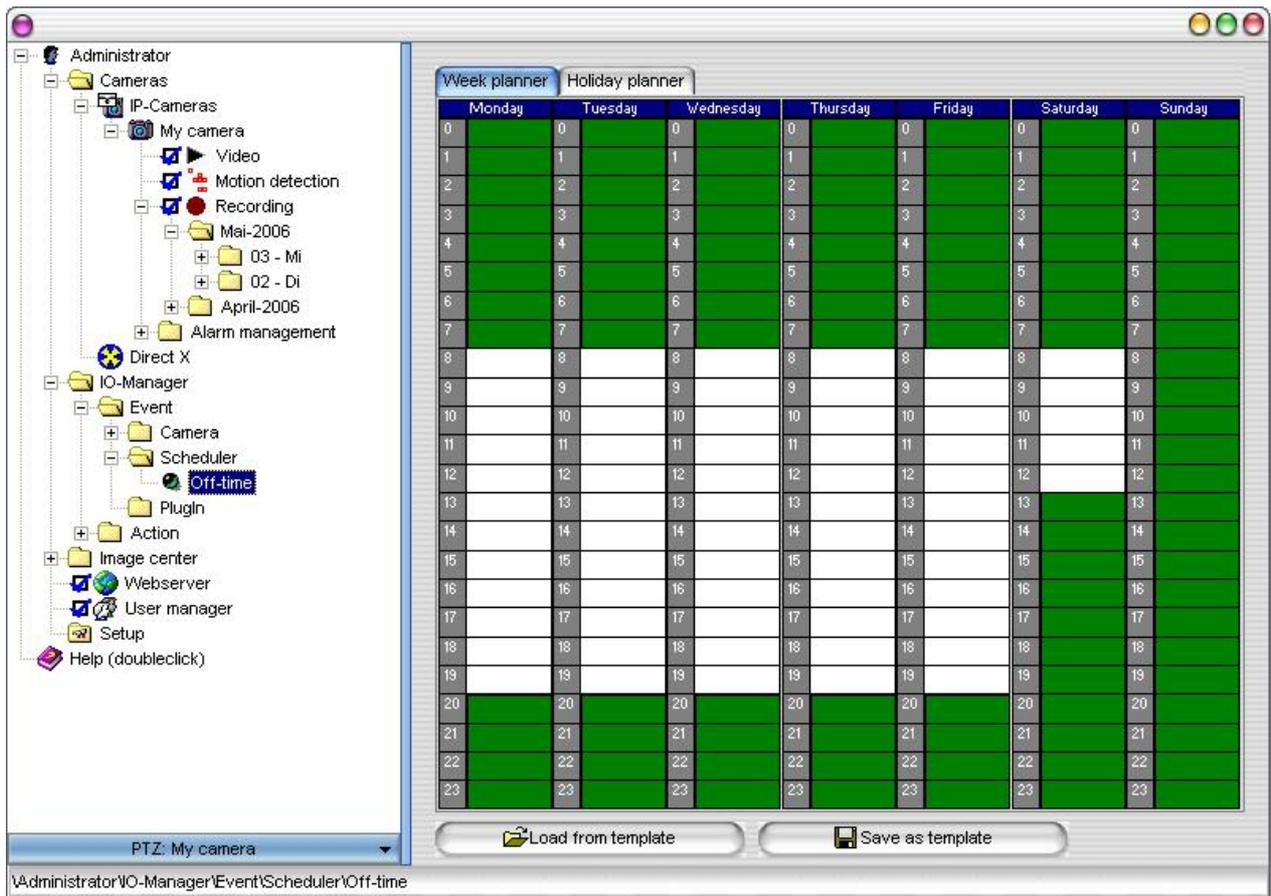
go1984 provides the option of executing certain functions such as recording or notifying only at certain times. You can define as many schedulers as you like, which can then be linked to the corresponding functions. In order to create a new scheduler, select the option "Scheduler" in the go1984 explorer.



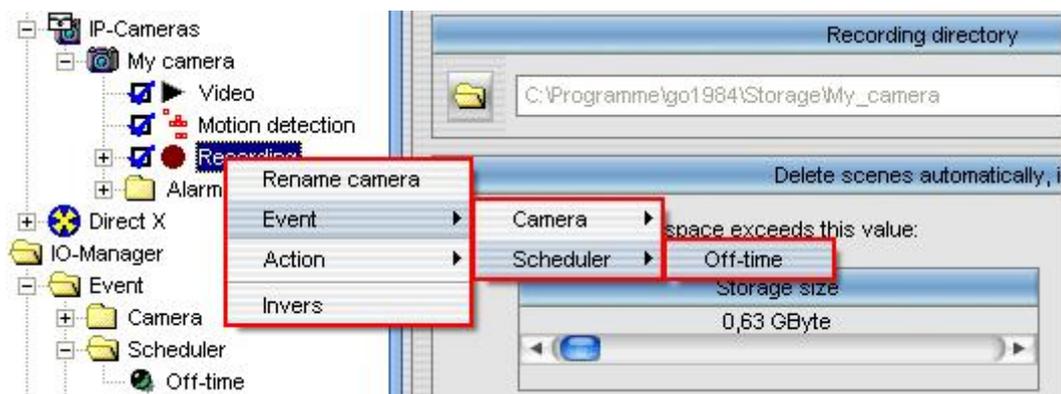
You can give each scheduler a unique name.



Afterwards, define the active and inactive times for each day. Simply select the desired times using the mouse (keep left mouse button pressed). The active part will be shaded in green. You can copy any day's settings to a different day using drag & drop. Simply use the mouse to drag the name of the day (Monday, Tuesday, etc.) to a different day. Furthermore, you have the possibility of saving the completed scheduler to a file or loading it. This is a useful feature when setting up several similar schedulers.



You can also use the scheduler to turn various camera functions on or off automatically. The mouse pointer changes to the following symbol when held over linkable functions: . Clicking with the right mouse button opens the menu for creating and editing links. Use the "Event->Scheduler->" entry to select one of the existing schedulers, which will then turn the selected function on or off.



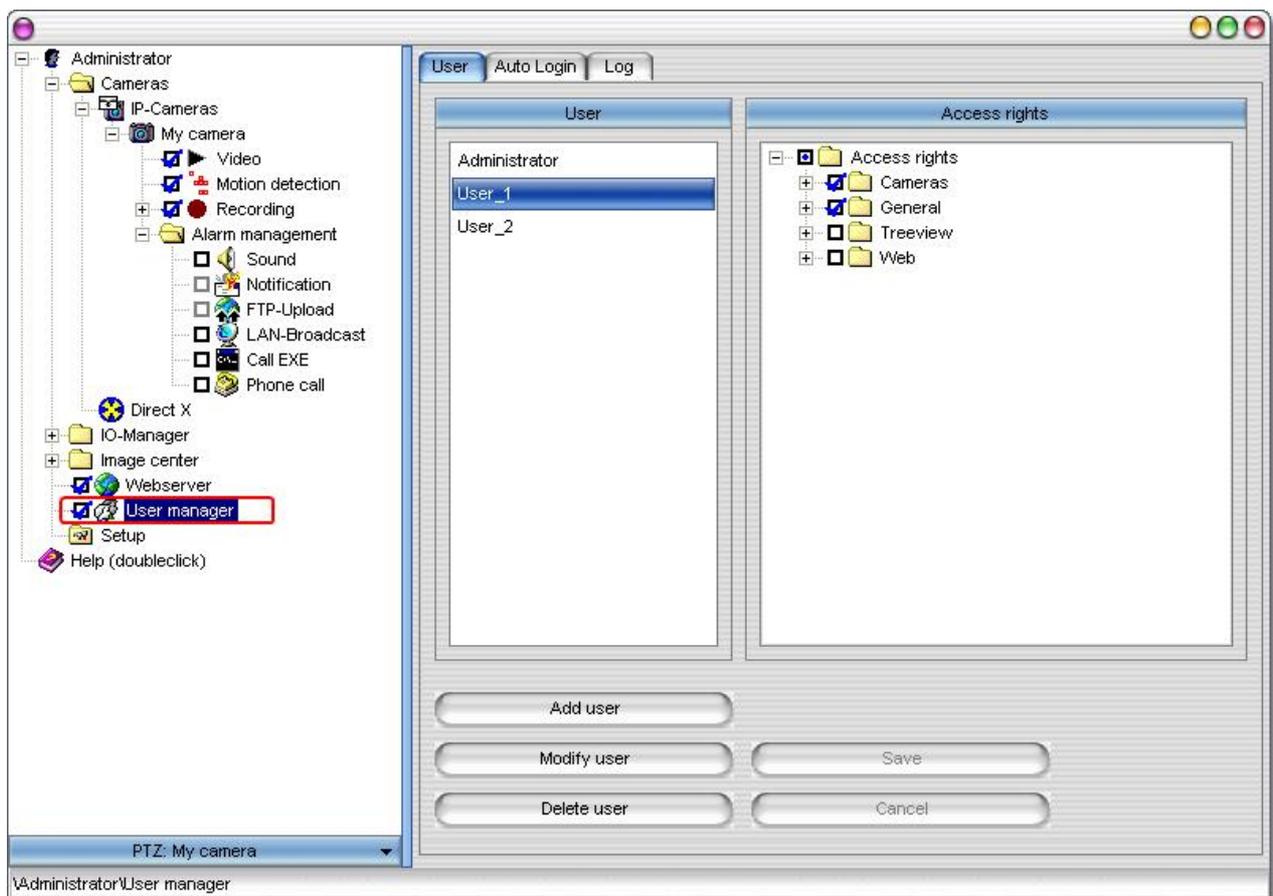
7 User management

User management allows you to allocate individual authorizations for access to the program interface, the web interface, recordings, and PTZ camera control. Directly after installation, user management is not activated, i.e. all functions are accessible without entering a username or password. Activate user management by clicking on the corresponding option field.



After activating the user management, access is only allowed after entering a valid username. go1984 creates a predefined, non-deletable Administrator account which always owns all access rights. This account can be used without a password at first. However, you should define a password as soon as possible by editing the Administrator account.

Username : Administrator
Password : [blank]



The "User" column displays all existing users. Use the three buttons to create, edit or delete users. Please note that a newly created user has no rights by default. In order to edit a user's right, first select the user. Afterwards, use the "Access rights" column to allow or deny the desired options. You can also change several users' rights in a single step. To do so, first select the first user, then press the CTRL-key on your keyboard and hold it while selecting one or several users from the list.

Access rights are subdivided into the following areas:

Cameras	Access to live feed, PTZ control, recording period
General	Deletion of scenes
Treeview	Access to IO functions, webserver settings, camera settings
Web	Access to the different browser views

Don't forget to save the edited settings using the "Save" button.

8 Webserver

go1984 provides an integrated webserver that is accessible from local networks and the Internet using TCP/IP. The server makes it possible to access the live feed and recordings using the Internet Explorer. Controlling PTZ cameras is also possible. What's makes the feature special are the HTML templates, which permit a completely customizable design of appearances and functions. Use the examples provided to adapt them to your own needs. You'll find the templates in the following directory:

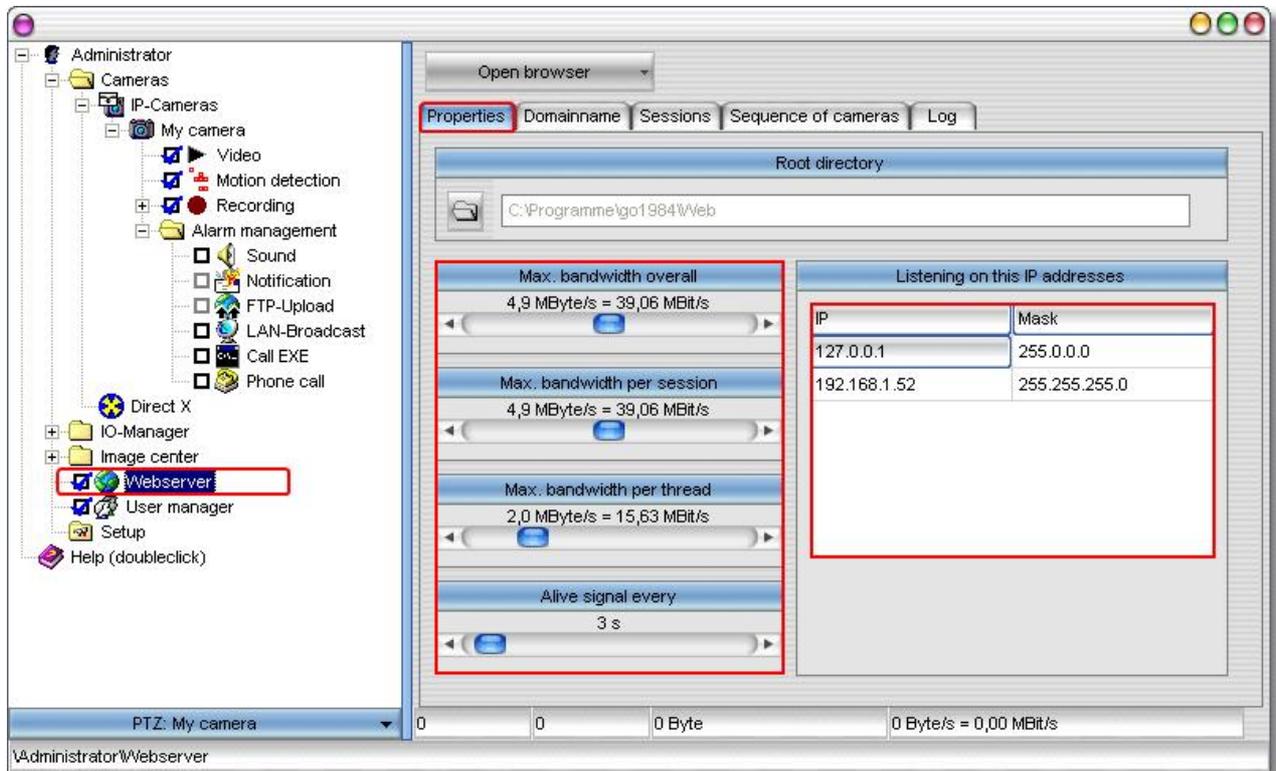
<InstallDir>\Web

where <InstallDir> is the directory where go1984 was installed.

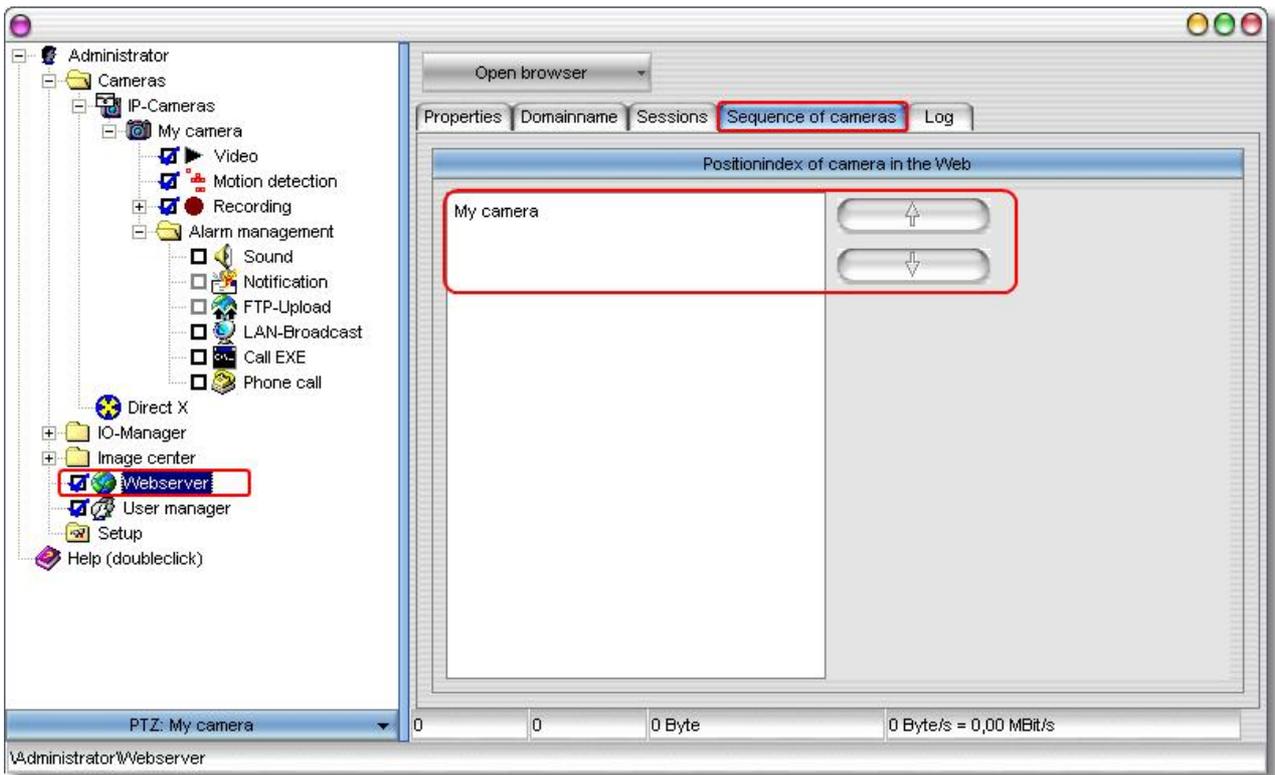


8.1 Configuration

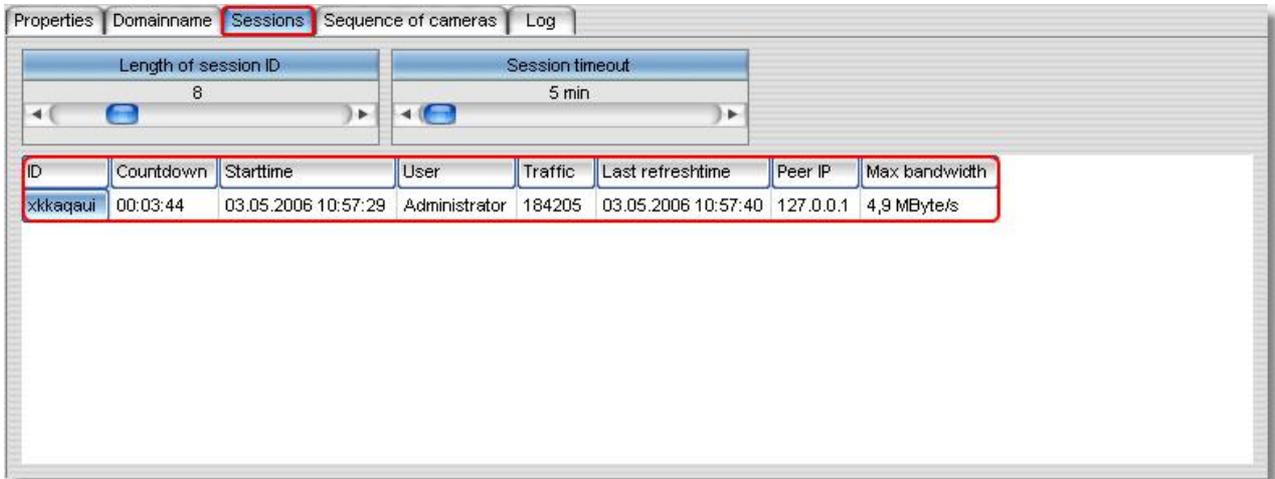
go1984 is delivered with predefined webs that can be called up using an Internet browser. Every web is saved in its own subdirectory. The root web directory can be specified. In addition, the available bandwidth can be limited. go1984 analyzes your computer's network configuration and displays all IP addresses to which the webserver responds. It is also possible to make the computer accessible via the Internet using a dynamic domain name.



The web interface addresses the available cameras using a so-called index. This is a consecutive series of numbers which you can use to define in which order the cameras are displayed on the web interface.



You can also view information regarding the currently active and inactive connections to the webserver. For instance, the display indicates the session ID, the starting time, the time to automatic disconnection in case of inactivity, the username and so on.



8.2 Interface

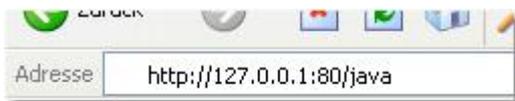
Call up the web interface in your browser by using the following URL:

http://ip:port/web

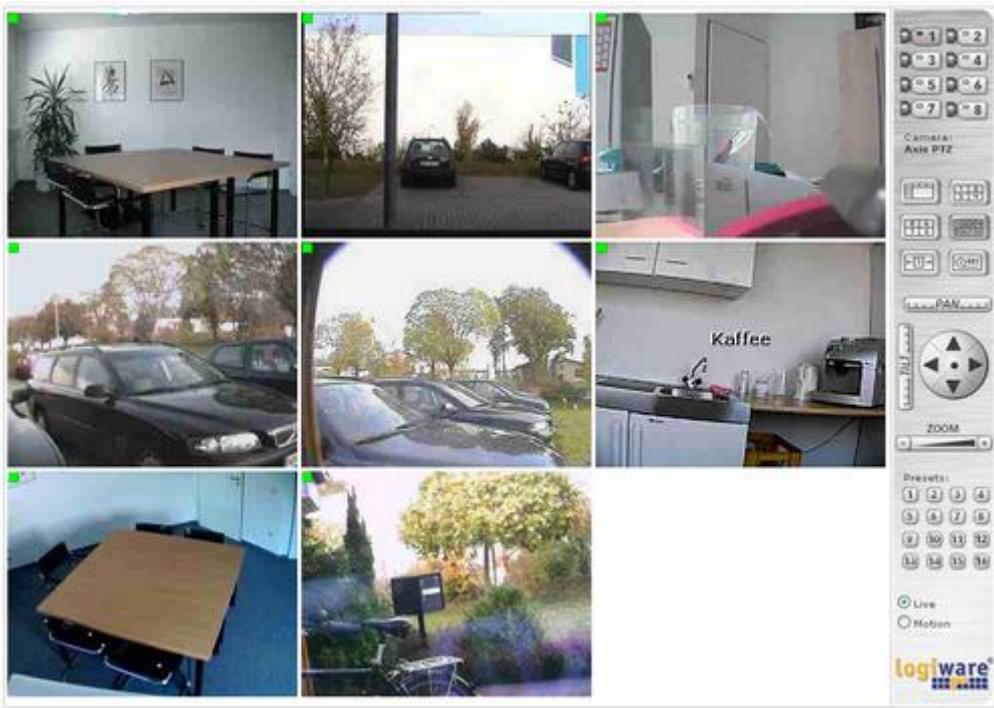
Replace the variables as follows:

ip	by the IP address or domain name of the computer running go1984
port	by the port defined in the webserver configuration (default is 80)
web	by the directory name of the web. The following webs are predefined as examples: <ul style="list-style-type: none"> • java • activex • javascript • pda

The complete URL could look something like this:



The web interface shown in the diagram will then be displayed in your browser.



If you've activated the user management, you'll first be shown a login request requiring you to enter a valid username and password.

Important note:

In order for all example webs to run correctly, you may have to modify your browser's security

settings. If you have no Java Virtual Machine installed, you can download it free of charge at the following URL:

<http://www.java.com>

If you wish to use ActiveX-based webs, allow the following security settings:

- Run ActiveX elements which are safe for scripting
- Run ActiveX PlugIns and controls
- Download unsigned ActiveX controls
- Active scripting

If you wish to use Java-based webs, allow the following security settings:

- Scripting of Java Applets
- Active scripting

8.3 J2ME Client

You can also use a cellular phone with Java capability supporting the MIDP2.0 standard to access go1984. More specifically, you can

- view motion-controlled live images
- switch between the different cameras
- control PTZ cameras

Your cellphone has to be configured in such a way that the computer on which go1984 is running is accessible via the Internet. To this end, you can connect using the CSD, GPRS or UMTS standards. If your cellphone is not pre-configured for Internet access, please refer to your cellphone's instruction booklet for the correct settings or contact your network provider. In addition, the go1984 computer has to be accessible via the Internet using a static Internet IP address or a dynamic domain name.

Install the go1984 applet according to your cellphone's instruction booklet. You'll find the required JAD/JAR files in the following directory:

```
<InstallDir>\web\wap\ota\
```

<InstallDir> is the directory where go1984 was installed. You can launch the applet directly after installing it. First open the settings dialog (Settings...).



The following fields need to be completed:

Host	IP address or dynamic hostname of your go1984 computer
Username	Username as defined in the user management
Password	Password as defined in the user management
Bandwidth	Maximum bandwidth in bytes/second
Startup camera	[Optional] Name of the camera that is automatically displayed after the connection has been set up



After you've completed all fields and confirmed them, you can build up a connection to the go1984 server by pressing "Connect". The image from the camera is displayed. The connection to the server is maintained. In order to minimize costs, a new image is only sent to the cellphone if a motion has been detected. Press the "More" key to display a list of the available cameras to which you can also switch. If the selected camera is a PTZ camera, you can control it using the numbers keys:

2	Up
8	Down
4	Left
6	Right
1	Zoom out
3	Zoom in
*	Preset mode on/off. When you press this key, the letter "P" is displayed at the bottom right of the screen. You can now control predefined/preset positions of the PTZ camera using the numbers keys 1...9. Press the * key again to resume manual control.



8.4 DynDNS

In order to make go1984 accessible via the Internet, you need to have either a static Internet IP address or a dynamic domain name. The latter can be set up free of charge using the DynDns.org service. Use the following link to set up an account:

<https://www.dyndns.org/account/create.html>

Complete the selected fields to create an account. After submitting the form, you'll receive a confirmation at the e-mail address you provided. Click on the link in the e-mail to confirm your account.

Create Account

Please complete the form below to create your account. You will receive an e-mail containing instructions to hours, you will need to recreate your account.

Policy Last Modified: May 4, 2004

1. ACKNOWLEDGMENT AND ACCEPTANCE OF TERMS OF SERVICE

All services provided by Dynamic Network Services, Inc. ("DynDNS") are provided to you (the "Member") under the Terms and Conditions set forth in this Acceptable Use Policy ("AUP") and any other operating rules and policies set forth by DynDNS. The AUP comprises

I have read and agree to the Acceptable Use Policy above:

Username

Your username will be used to login to your account and make changes.

Username:

E-mail Address

The e-mail address you enter must be valid. Instructions to activate your account will be sent to the e-mail address. E-mail addresses will be removed with no warning. We do not sell our list to anyone. Read more about our [privacy policy](#).

E-Mail Address:

Confirm E-Mail Address:

Password

The password you enter will be used to access your account. It must be more than 5 characters and cannot be your

Password:

Confirm Password:

Now you can log onto the service using your username and password in order to set up a domain name.

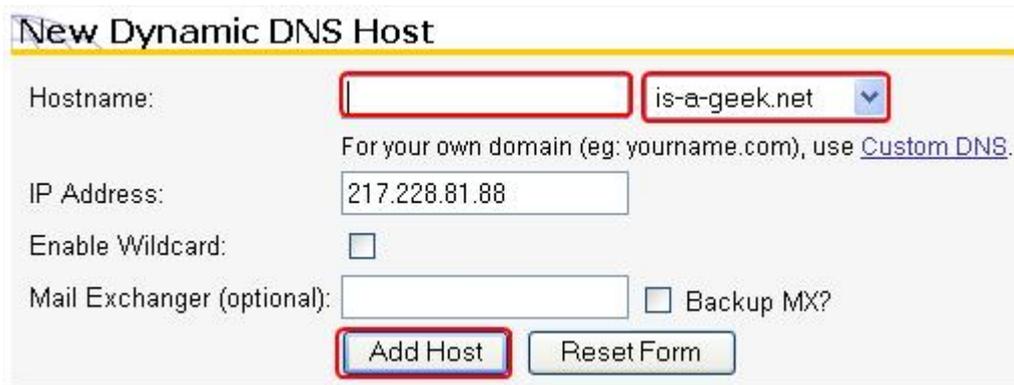


User: Pass:
[Lost Password?](#) | [Sign Up Now](#)

Click on the link "Add Host" in the line:

Dynamic DNS (Add Host)

All you need to do is complete the Hostname field. Choose a hostname that is easy to remember and distinctive. If you like, you can select a different extension for your domain name using the drop-down menu indicated. Ignore all the other fields and simply click on the [Add Host] button. If the hostname you've chosen is no longer available, choose a different one.



New Dynamic DNS Host

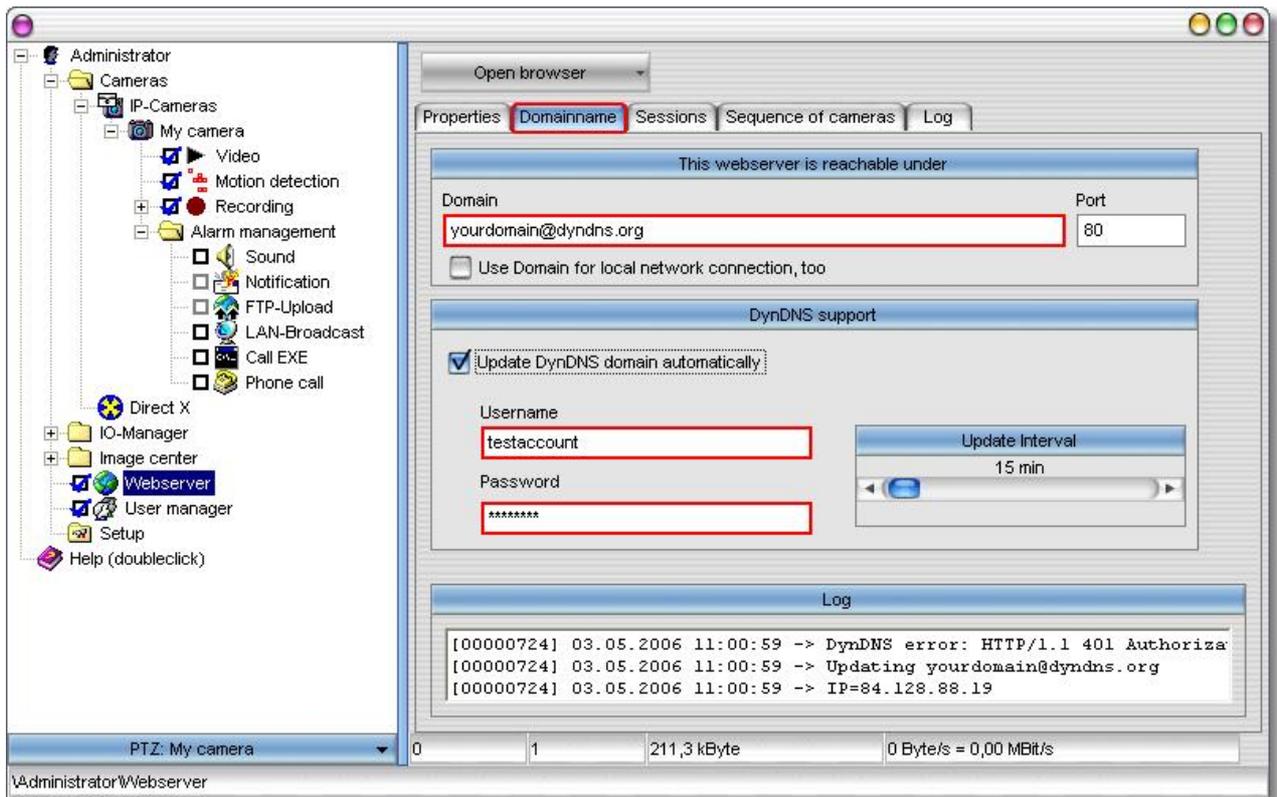
Hostname:
For your own domain (eg: yourname.com), use [Custom DNS](#).

IP Address:

Enable Wildcard:

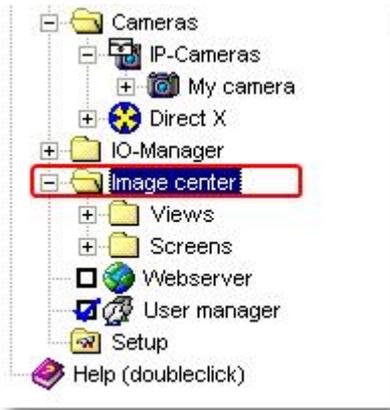
Mail Exchanger (optional): Backup MX?

go1984 can now automatically update the domain name. Initiate the process by providing the domain name you've chosen, your username and password, and by selecting the option "Automatically update DynDNS Domain". Now you'll be able to access your computer from the Internet using the dynamic domain name.

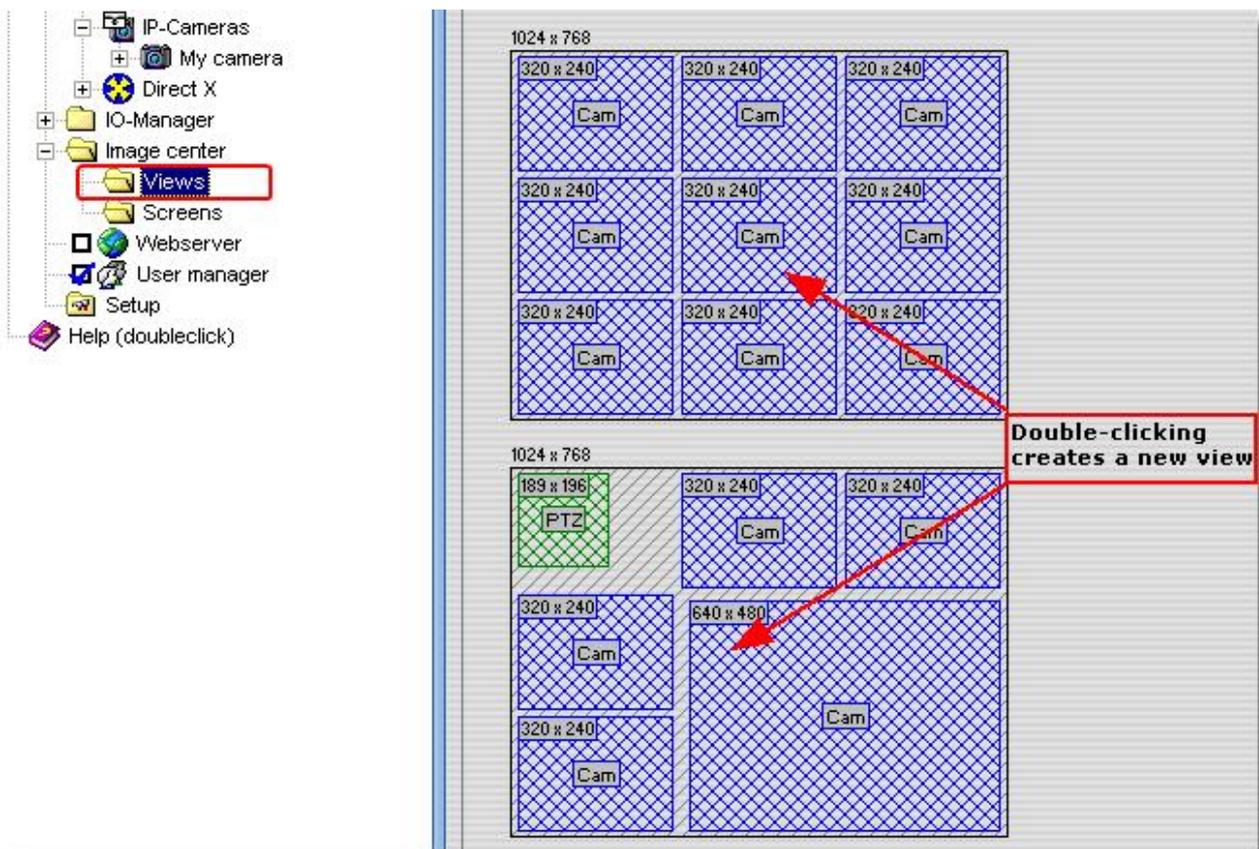


9 Image Center

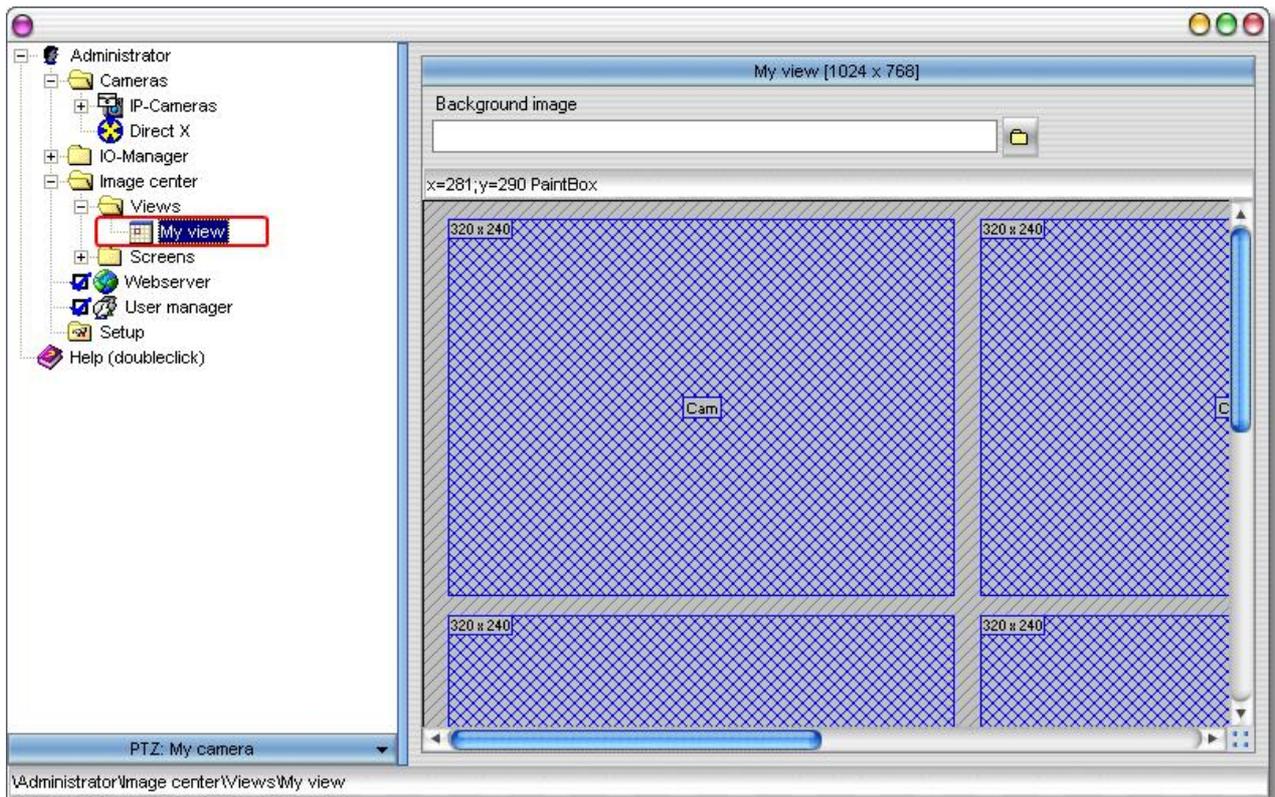
The Image Center is a flexible tool for viewing one or several cameras on a screen. The camera arrangement is controlled using so-called views. go1984 provides numerous templates suitable for different resolutions.



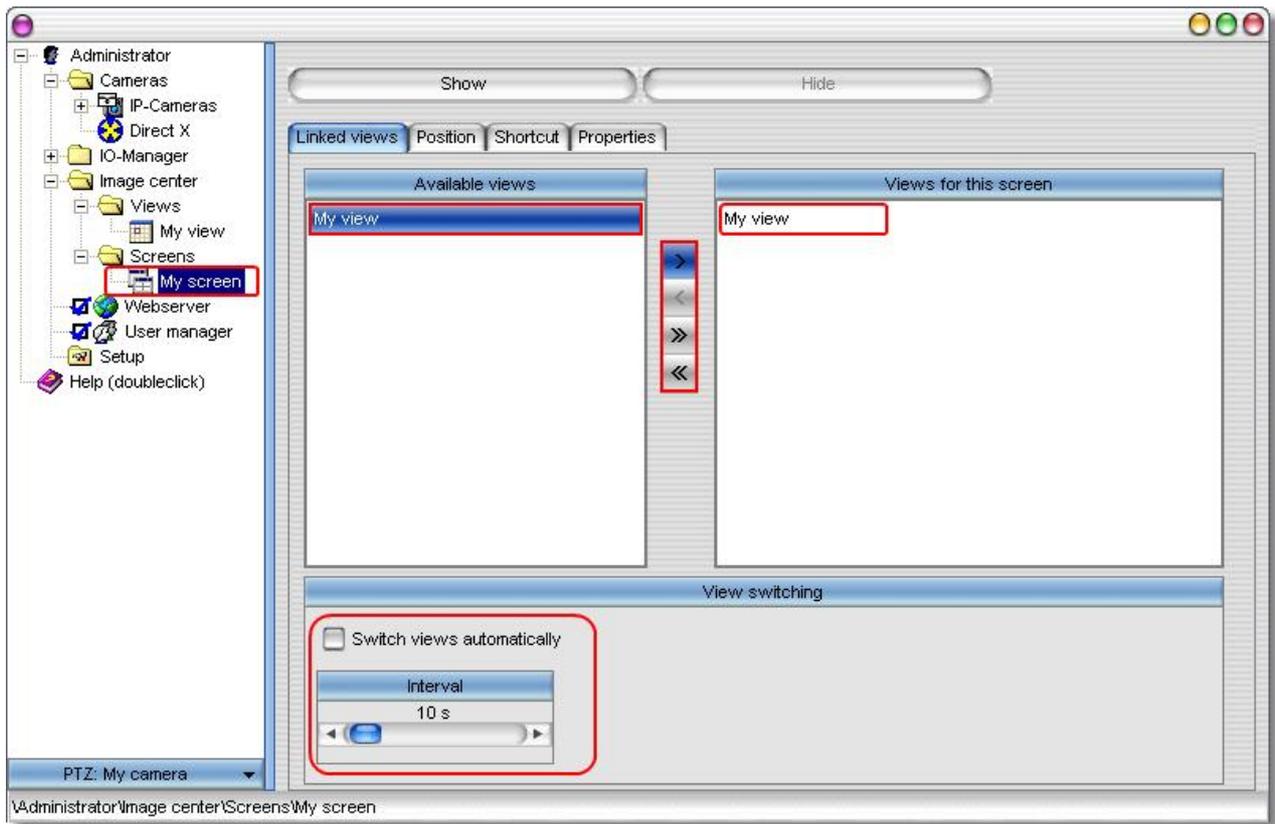
First, define a view by selecting the appropriate one from the list of available templates. Double-clicking on it creates a new view that you need to provide with a unique name.



You'll now be shown the newly created view in the go1984 explorer, in which one or several placeholders are defined which will be replaced by the camera images later on. To link a placeholder to a camera, click on it using the right mouse button. This calls up a menu with a list of all available cameras. Select a camera from the list. You also have the option of placing a graphic behind the entire view.



You can define as many views as you like, which can then be displayed simultaneously on various monitors or sequentially on a single monitor. Next, select the "Monitors" entry from the go1984 explorer in order to generate such a representation. First, click on the "Define new monitor" button. A "Monitor" can contain one or more views. Use the button to select and add the desired views to the list of "Views for this monitor". If you've added several views, go1984 can automatically switch between them at certain intervals.



You can modify additional settings such as "Position", "Keyboard shortcuts" or "Properties" using the corresponding entries.
Clicking on the "Show" button displays the preset "Monitor".

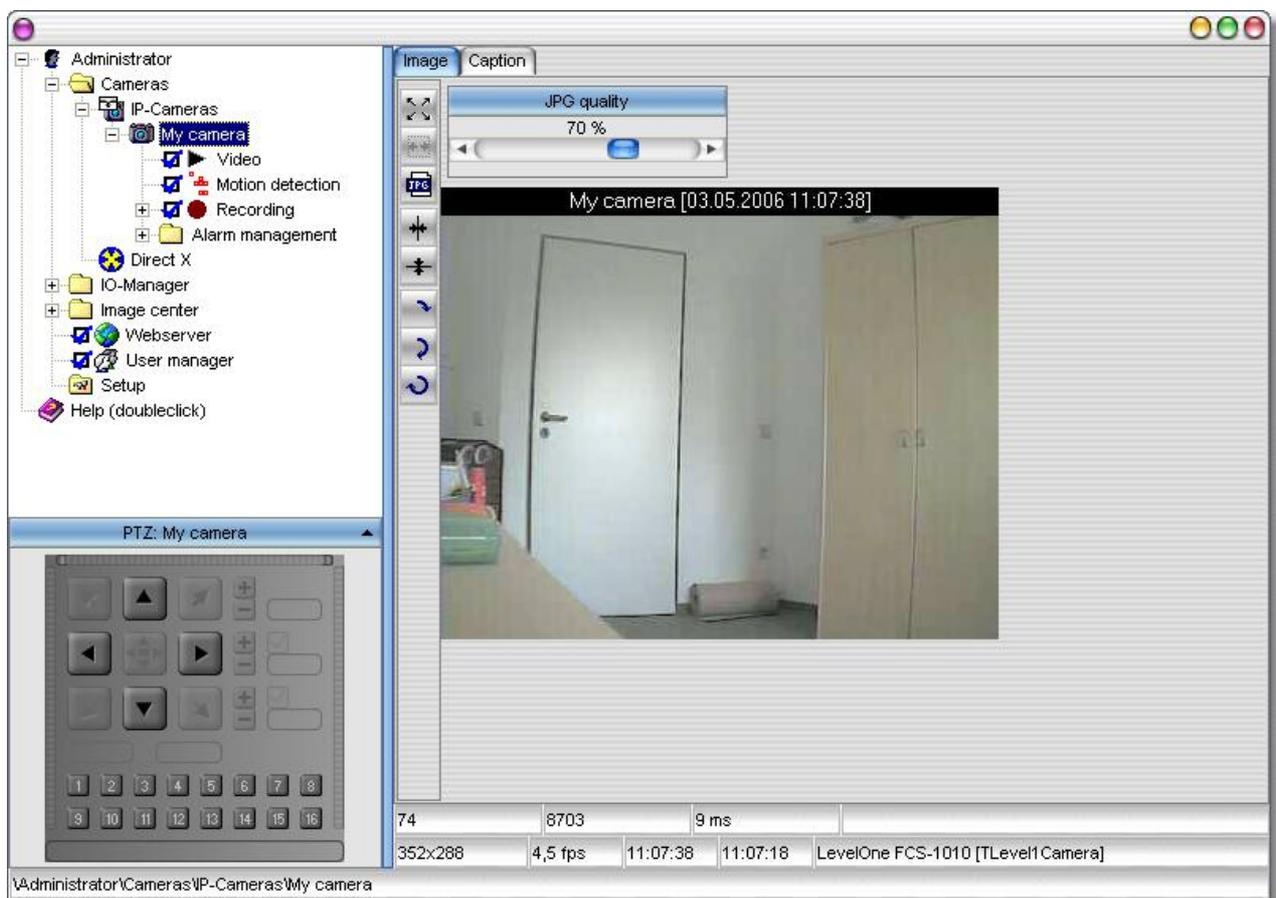
10 Additional settings

10.1 Camera

In order to modify other camera settings, please select the camera in the go1984 explorer. You now have the option of influencing image processing.

Note regarding IP cameras:

The  button carries out a special function. While it is activated, the original *.jpg image from the IP cameras is used in go1984; modifications such as rotating, mirroring or adding text are not possible. In this way, go1984 can run at its optimum performance level. **Wherever possible, try to apply camera settings in the camera itself which make further modifications by go1984 unnecessary.** If your camera is not able to do this, deactivate the  button and apply the settings in go1984.

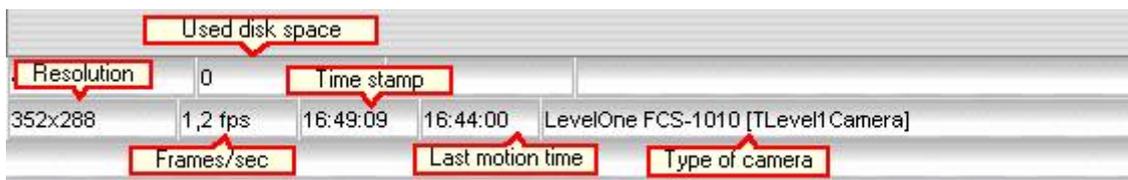


If you want the image to be captioned, use the [Caption] tab. This function is also only available when the  button is not activated.



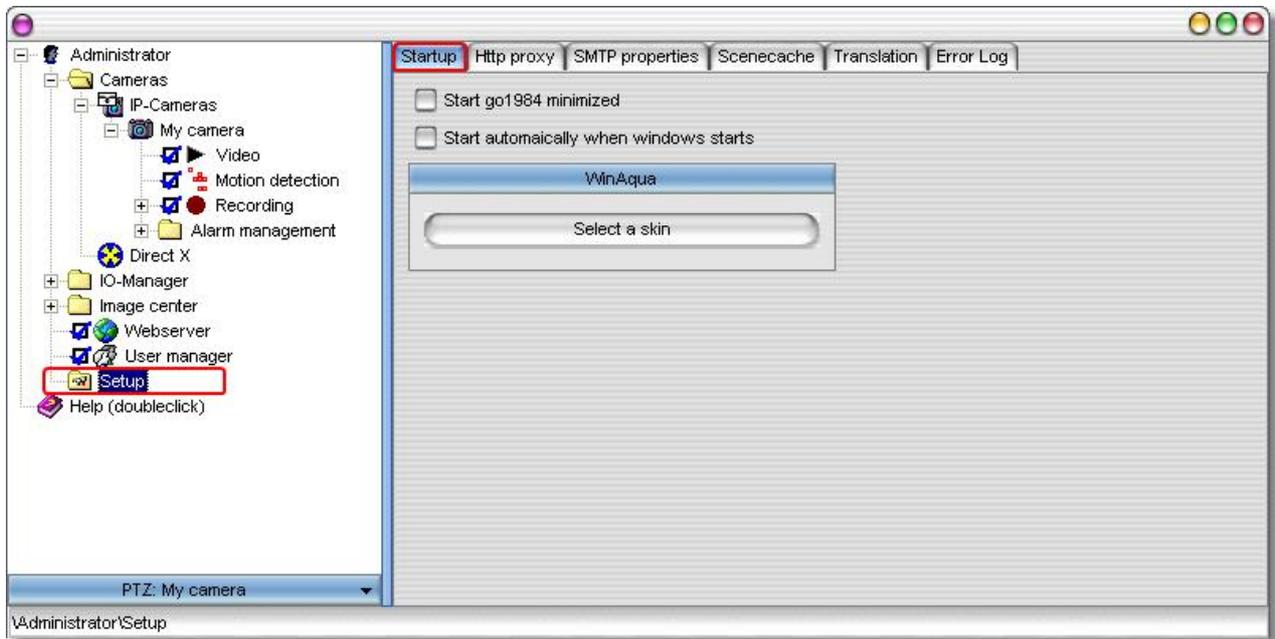
-  Fit image to visible area (expand)
-  Maintain image proportions
-  Use original image from camera (for best performance)
-  Flip image horizontally
-  Flip image vertically
-  Rotate image by 90°
-  Rotate image by 180°
-  Rotate image by 270°

Some additional information about the camera is displayed at the bottom of the screen.



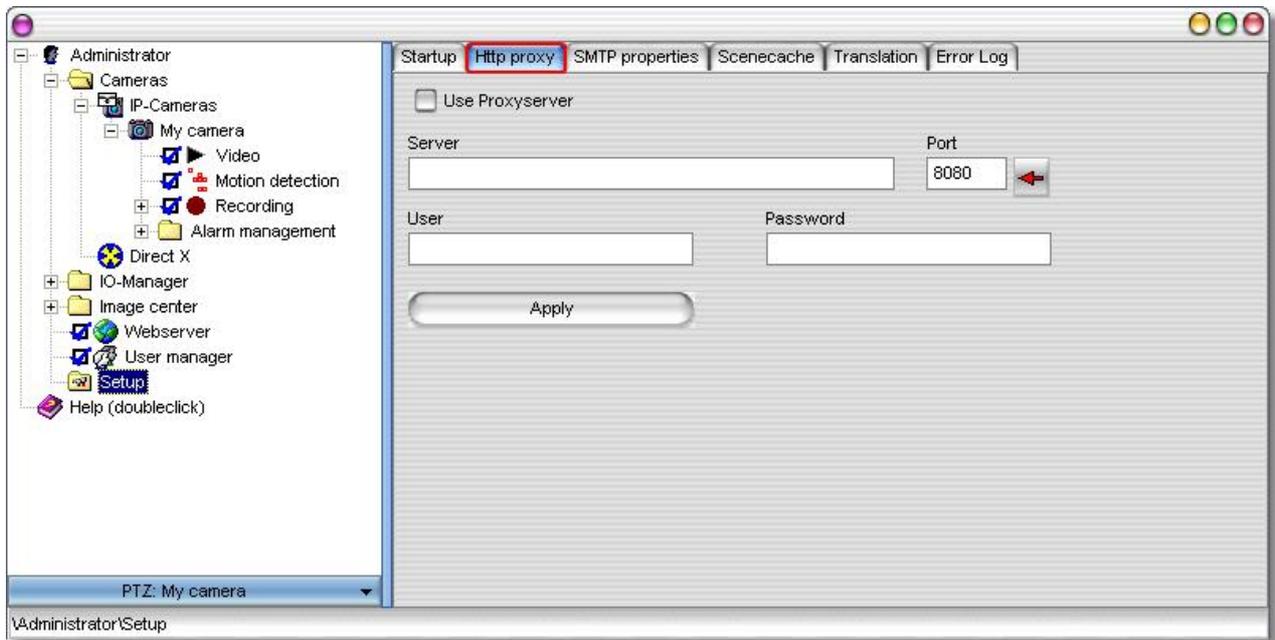
10.2 Startup settings

You can choose to launch go1984 minimized. In this case, the application will not be visible at first. Only the little go1984 program icon will appear next to the system clock. Double-clicking on the icon will open the application interface. As a further option, you can set go1984 to be launched automatically when Windows is started. If you don't like the selected standard skin, you can choose a different one.



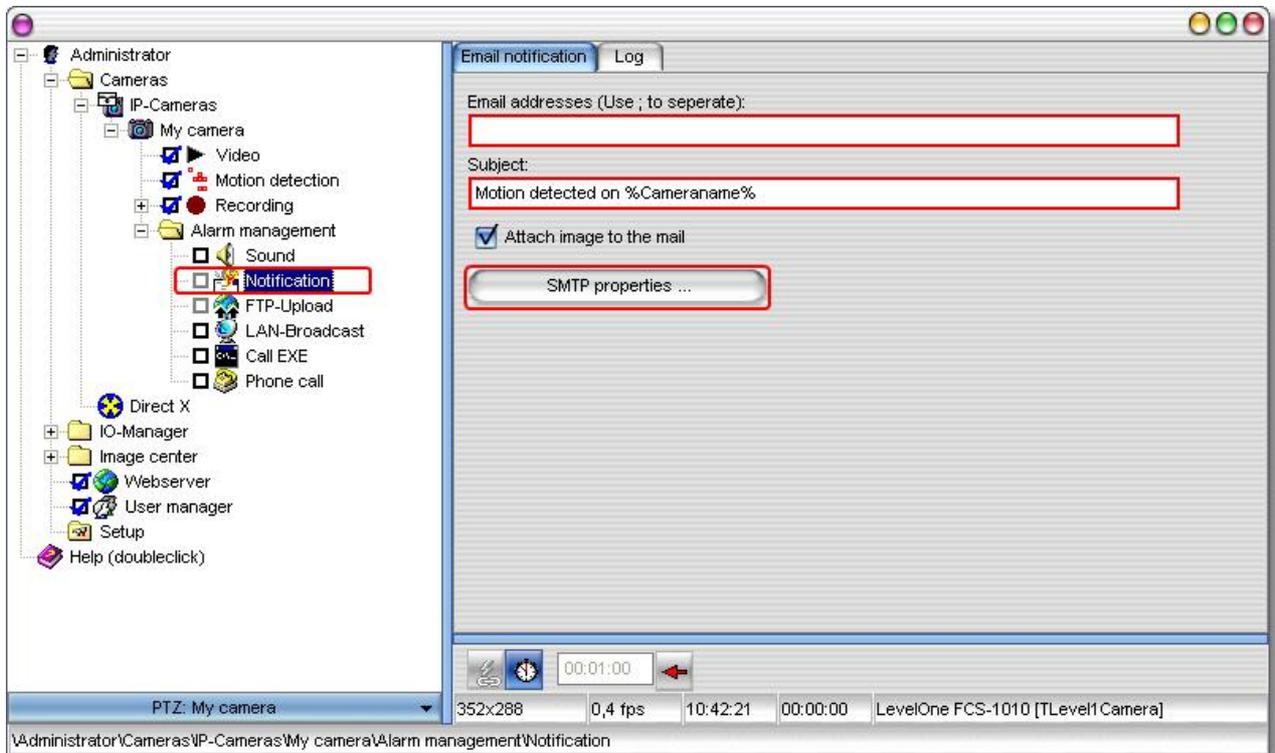
10.3 HTTP Proxy

If a proxy server is required for the HTTP protocol in your network, define the necessary settings here. Ask your network administrator for the correct settings.

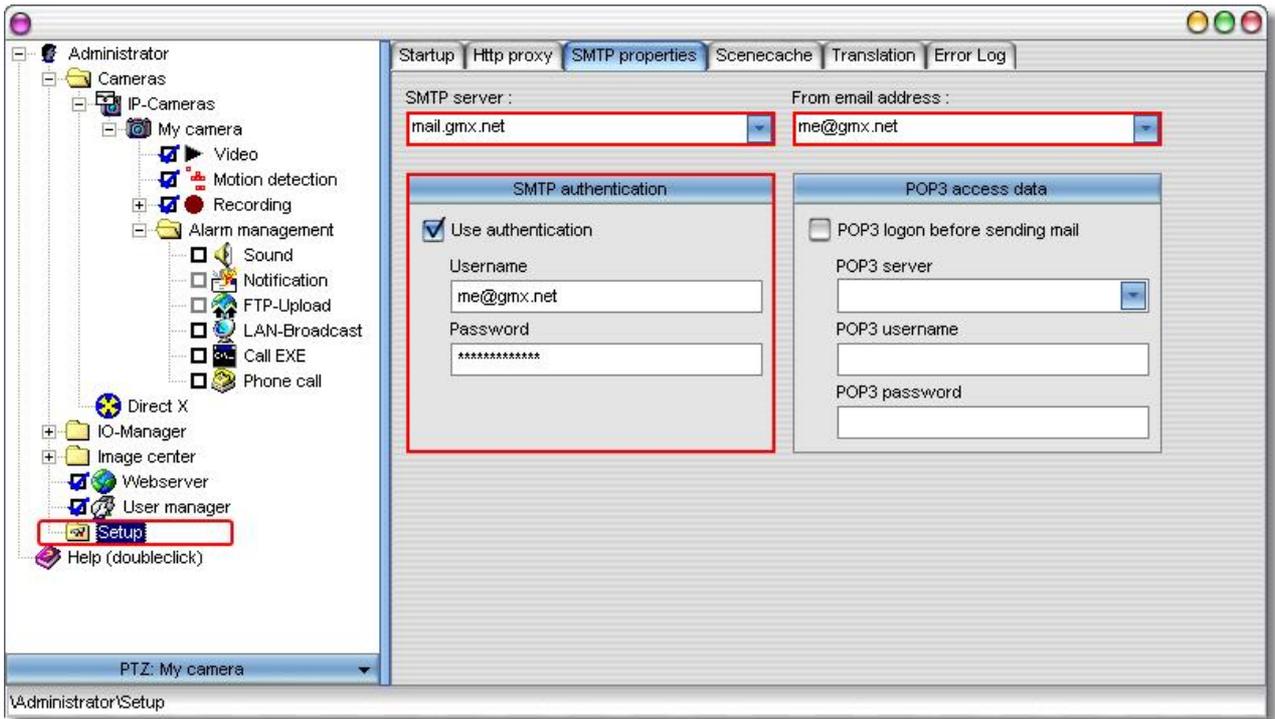


10.4 SMTP server configuration

In order to enable e-mail sending from go1984, a so-called SMTP server first needs to be entered; this only has to be done once. Outgoing e-mails are sent to this server and ultimately to the recipient. Your provider can supply you with the settings required to configure the SMTP server. Alternatively, you can obtain the information from your e-mail program (Outlook, Outlook Express etc.). A list of the most common servers is supplied in the appendix.



In most cases, it is sufficient to complete the fields shown in the diagram. If go1984 is still not able to send e-mails, check the settings or test using the "POP3-before-SMTP" authentication method. To do so, please complete the "POP3 access data" block.



10.5 Translation

It is possible to integrate new languages for the interface. The following table shows the available languages.

ID	State	Development	English
CAMERAMANAGER_MSG_EXIS	Confirmed	already exists	already exists
FGO1984_MSG_CAMDIR	Confirmed	Cameras	Cameras
FGO1984_MSG_DIRECTX	Confirmed	Direct X	Direct X
FGO1984_MSG_HELP	Confirmed	Help	Help (doubleclick)
FGO1984_MSG_IMAGECENTER	Confirmed	Image center	Image center
FGO1984_MSG_IOMMANAGER	Confirmed	IO-Manager	IO-Manager
FGO1984_MSG_IPCAMS	Confirmed	IP-Kameras	IP-Cameras
FGO1984_MSG_LICENSENOTV?	Confirmed	Your license is not valid for this	Your license is not valid f
FGO1984_MSG_MSG_TOOLTIP	Confirmed	(right mouse button for options)	(right mouse button for op
FGO1984_MSG_PLEASEMAIL	Confirmed	Please email this file to	Please email this file to
FGO1984_MSG_PLUGIN	Confirmed	Video Plugin	Video plugin
FGO1984_MSG_RELEASEDATE	Confirmed	The release date is	The release date is

If you wish to create a new language option, right-click on a free column in the table. Select an existing language as a template. A dialog box appears requesting you to enter a name for the new language (e.g. Spanish). Use the existing languages to translate terms line by line into the new language. After completing the translation, the newly created language option is immediately available.

ID	State	Development	English
CAMERAMANAGER_MSG_EXIS	Confirmed	already exists	already exists
FGO1984_MSG_CAMDIR	Confirmed	Cameras	Cameras
FGO1984_MSG_DIRECTX	Confirmed	Direct X	Direct X
FGO1984_MSG_HELP	Confirmed	Help	Help (doubleclick)
FGO1984_MSG_IMAGECENTER	Confirmed	Image center	Image center
FGO1984_MSG_IOMMANAGER	Confirmed	IO-Manager	IO-Manager
FGO1984_MSG_IPCAMS	Confirmed	IP-Kameras	IP-Cameras
FGO1984_MSG_LICENSENOTV?	Confirmed	Your license is not valid for this	Your license is not valid f
FGO1984_MSG_MSG_TOOLTIP	Confirmed	(right mouse button for options)	(right mouse button for op
FGO1984_MSG_PLEASEMAIL	Confirmed	Please email this file to	Please email this file to
FGO1984_MSG_PLUGIN	Confirmed	Video Plugin	Video plugin
FGO1984_MSG_RELEASEDATE	Confirmed	The release date is	The release date is
FGO1984_MSG_SETUP	Confirmed	Setup	
FGO1984_MSG_SUPPORTFILEC	Confirmed	The generated supportfile was	
FGO1984_MSG_USERMANAGEI	Confirmed	User manager	

11 Event management

go1984 includes a highly flexible event management option, which permits go1984 to be individually configured. Various input and output signals are available. These signals can be supplied to go1984 by cameras, schedulers or plug-ins.

Every input signal can be linked to one or more actions. The most important signals are automatically linked to standard actions after go1984 is installed. For instance, motion detection is linked to recording and notifications of the respective camera. However, you have the choice of changing these links.

The following output signals (Actions) are available (depending on camera type):

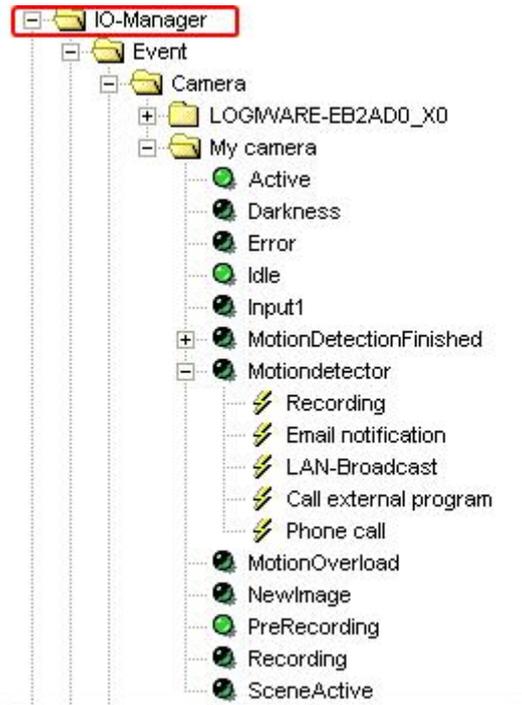
- Output1

This output signal can be used to switch a camera's digital output (if available) on or off. It can be used for applications such as controlling a door-opener, for instance.

The following input signals (Events) are available:

Signal	is activated when...
- Darkness	the brightness of the camera image is very low (see Motion detection->Settings->"Brightness is less than")
- Error	the camera reports an error or is not available
- Idle	no motion has been detected
- Input1, Input2	the camera's digital input is being closed
- Motiondetector	a motion has been detected
- MotionOverload	the motion level is very high (see Motion detection->Settings->"Motion value is larger than")
- PreRecording	pre-recording is active
- Recording	images are being recorded at that moment
- Zeitplaner	the scheduler is in the green range

The different input signals are grouped in the program's IO Manager. LEDs are depicted to the left of the signals. A black/green LED identifies a signal that is off, while a green LED means the signal is on.



You can view the different signals from the cameras in the IO Manager under the "Event" entry. It also shows you which signal has been linked to which action. You can create links anywhere the mouse

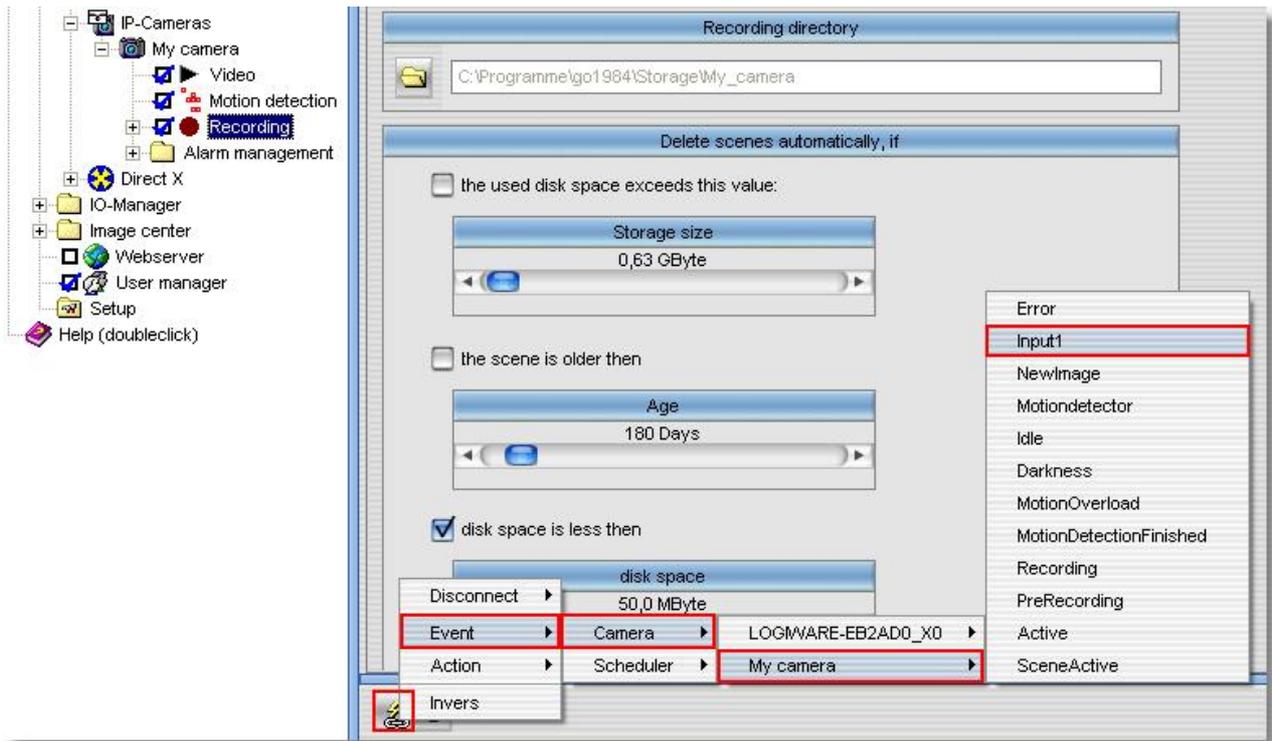
pointer changes to the following symbol:  Clicking on the icon with the right mouse key will open the links menu. The following example illustrates the process.

Example:

An IP camera's digital input has been linked to a doorbell. Whenever a visitor rings the bell, the camera is supposed to start recording. To set up this event, first choose a camera in the go1984 explorer and then select the "Record" option.



The various settings available for go1984's recording function are shown. The Action button  is near the bottom. The button is linked to go1984's internal motion detecting after installation. You can now change this link, mapping it to the camera's digital input. Click on the button with the right mouse key to open the menu. Afterwards, select "Input1" as an input signal, as shown in the diagram. After you've defined this setting, the camera will start recording as soon as the contact at the camera's digital input is closed.

**Note:**

Please note that a single input signal can also be linked to several different actions. In the example above, for instance, you could have the same signal trigger e-mail notification in addition to recording. Furthermore, a camera's signals are also available for all other cameras. In the example, the input signal from a single camera could be used to control the recording function of all cameras.

12 Appendix

12.1 POP3/SMTP-Server

A list of the most common POP3/SMTP servers:

1und1	POP3-Server: pop.1und1.com SMTP-Server: smtp.1und1.com Pop-Kontoname: ptXXXXXX-XXX (Mailbox-Name)
ARCOR	POP3-Server: pop3.arcor.de SMTP-Server: postman.arcor.de (mail.arcor.de) Pop-Kontoname: Benutzername
E-PLUS	POP3-Server: mail.imail.de SMTP-Server: mail.imail.de Pop-Kontoname: Benutzername
FREENET	POP3-Server: pop3.freenet.de SMTP-Server: mx.freenet.de Pop-Kontoname: benutzername@freenet.de
GMX	POP3-Server: pop.gmx.net SMTP-Server: mail.gmx.net Pop-Kontoname: Kunden-Nummer oder E-Mail
LYCOS	POP3-Server: pop.lycos.de SMTP-Server: smtp.lycos.de Pop-Kontoname: Benutzername@lycos.de
o2 Online	POP3-Server: pop.o2online.de SMTP-Server: mail.o2online.de Pop-Kontoname: IhreRufnummer@o2online.de
RTL World	POP3-Server: pop3.rtlworld.de SMTP-Server: smtp.rtlworld.de Pop-Kontoname: Benutzername
Schlund+Partner	POP3-Server: pop.kundenserver.de SMTP-Server: auth.smtp.kundenserver.de Pop-Kontoname: m1234567-1 (Mailbox-Name)
STRATO	POP3-Server: post.strato.de SMTP-Server: post.strato.de Pop-Kontoname: name%eigenedomain.de
T-ONLINE	POP3-Server: pop.t-online.de SMTP-Server: mailto.t-online.de Pop-Name: Anschlusskennung T-Online-Nr. 0001@t-online.de
T-ONLINE SMTP	POP3-Server: pop.t-online.de SMTP-Server: smtprelay.t-online.de Pop-Name: Anschlusskennung T-Online-Nr. 0001@t-online.de
TISCALI	POP3-Server: pop.tiscali.de SMTP-Server: smtp.tiscali.de Pop-Kontoname: Benutzername ohne '@tiscali.de'
VODAFONE	POP3-Server: pop.email.vodafone.de SMTP-Server: smtp.email.vodafone.de Pop-Kontoname: Tel-Nummer o. Alias @vodafone.de
WEB.de	POP3-Server: pop3.web.de SMTP-Server: smtp.web.de Pop-Kontoname: Benutzername
YAHOO	POP3-Server: pop.mail.yahoo.de SMTP-Server: smtp.mail.yahoo.de Pop-Kontoname: E-Mail-Adresse ohne '@yahoo.de'

13 Masthead



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E-mail support : support@logiware.de

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