

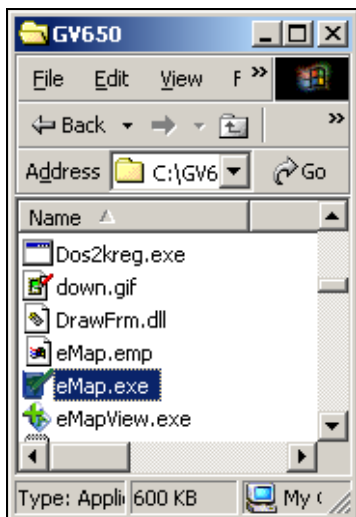
## E-Map Application

E-Map displays the monitoring area on an electronic map, by which the operator can easily locate the cameras, sensors and alarms triggered by motion or I/O devices. Topics discussed in this chapter include: creating an E-Map file with E-Map Editor, working with E-Map in the Main System, and working with E-Map on the WebCam server.

### The E-Map Editor

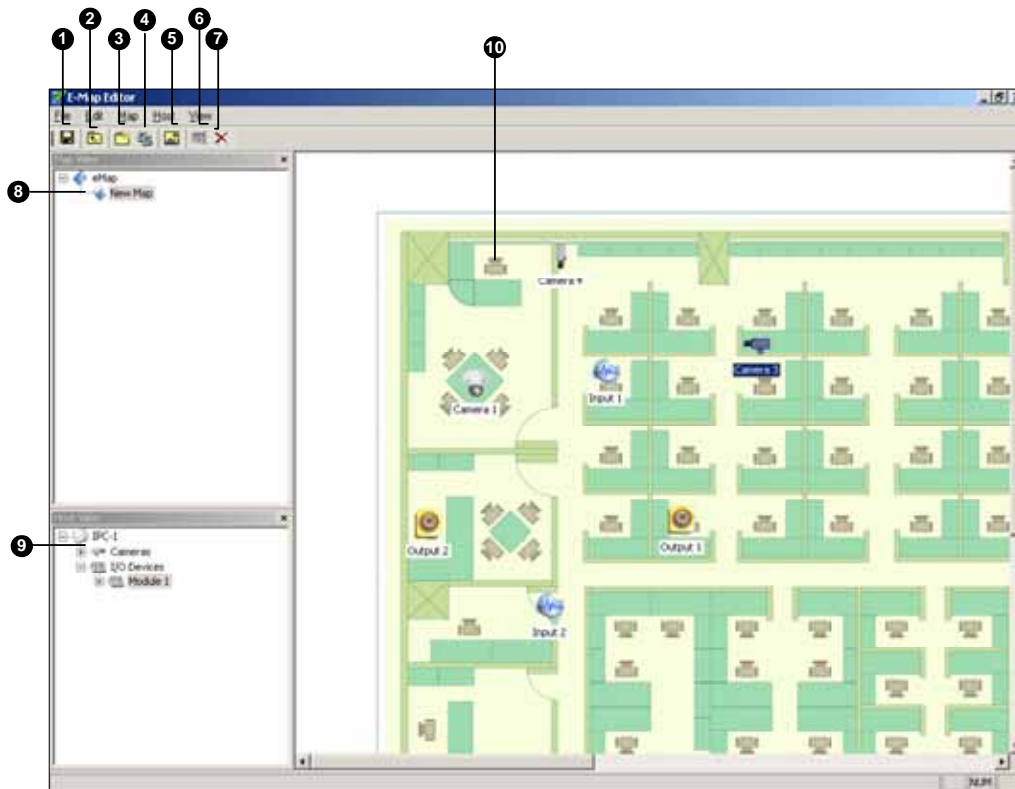
The E-Map Editor program allows you to import a floor plan in BMP, GIF and JPG formats, and use the icons of cameras and I/O devices to edit a map per your requirement.

The E-Map Editor program comes with the installation of Main System. Go to the system folder and execute eMap.exe.



**Figure 7-1** eMap.exe

The following E-Map Editor window will appear.



**Figure 7-2** The E-Map Editor Window

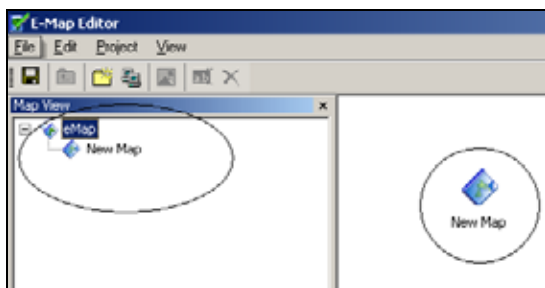
The controls in the E-Map Editor window:

| No. | Name       | Description                                    |
|-----|------------|--|
| 1   | Save       | Saves a file.                                  |
| 2   | Up         | Goes back to the previous E-Map file.          |
| 3   | Add Map    | Adds an E-Map file.                            |
| 4   | Add Host   | Adds a host folder.                            |
| 5   | Load Map   | Imports a floor plan.                          |
| 6   | Rename     | Renames an E-Map file and/or folder.           |
| 7   | Delete     | Deletes an E-Map file and/or folder.           |
| 8   | Map View   | Tree view of E-Map files and/or folders.       |
| 9   | Host View  | Tree view of host folders.                     |
| 10  | Floor Plan | The window displays the imported graphic file. |

## Creating an E-Map File

To create and edit an E-Map file, follow the steps below.

1. Click the **Add Map** button (No.3, Figure 7-1) on the toolbar. A New Map file will be created in Map View and the Floor Plan window separately, as illustrated below.



**Figure 7-3** Creating a new map

2. Click the **New Map** file in Map View, and then click the **Load Map** button (No. 5, Figure 7-1) to import a graphic file. The file will open in the Floor Plan window. See Figure 7-1.
3. Double-click the local server folder in Host View. The program will automatically detect the number of cameras and I/O devices already installed at the server, and show up their separate icons.
4. Drag and drop these icons from Host View onto the map in the Floor Plan window.
5. The E-Map Editor lets you set the orientation of camera icons and change the icons. Right-click any camera icon to call up a menu, and select the direction where you want the camera points to. Or change the camera icon into the dome icon.
6. Click **Save** (No. 1, Figure 7-1) to save the created E-Map file.

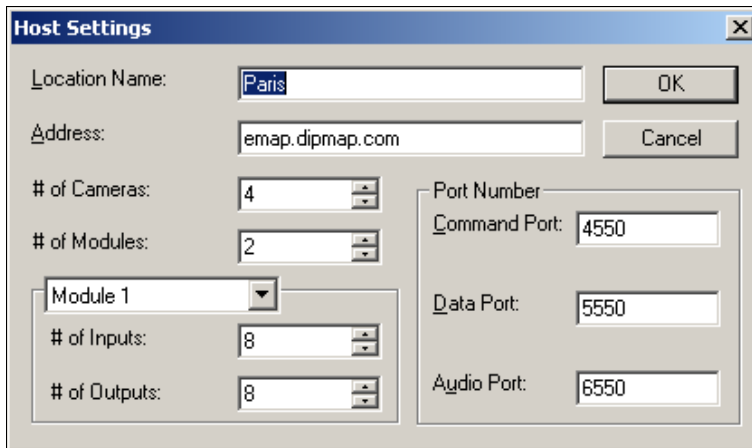
## Creating an E-Map File for a Remote Host

With E-Map Editor, you can create E-Maps for your local host, as well as remotely for other hosts.

E-Maps created for remote hosts are saved and viewable only at the server where they are created.

And they are only functional when connected to the WebCam server.

1. Click the **Add Host** button (No. 4, Figure 7-1) on the toolbar. A new host folder then is added in Host View.
2. Right-click the **Host** in Host View, and then select **Host Settings** to display the following dialog box.

The image shows a 'Host Settings' dialog box with a blue title bar and a close button (X) in the top right corner. The dialog contains several input fields and buttons. On the left side, there are fields for 'Location Name' (containing 'Paris'), '# of Cameras' (4), '# of Modules' (2), a dropdown menu for 'Module 1', '# of Inputs' (8), and '# of Outputs' (8). On the right side, there are three port number fields: 'Command Port' (4550), 'Data Port' (5550), and 'Audio Port' (6550). At the top right, there are 'OK' and 'Cancel' buttons.

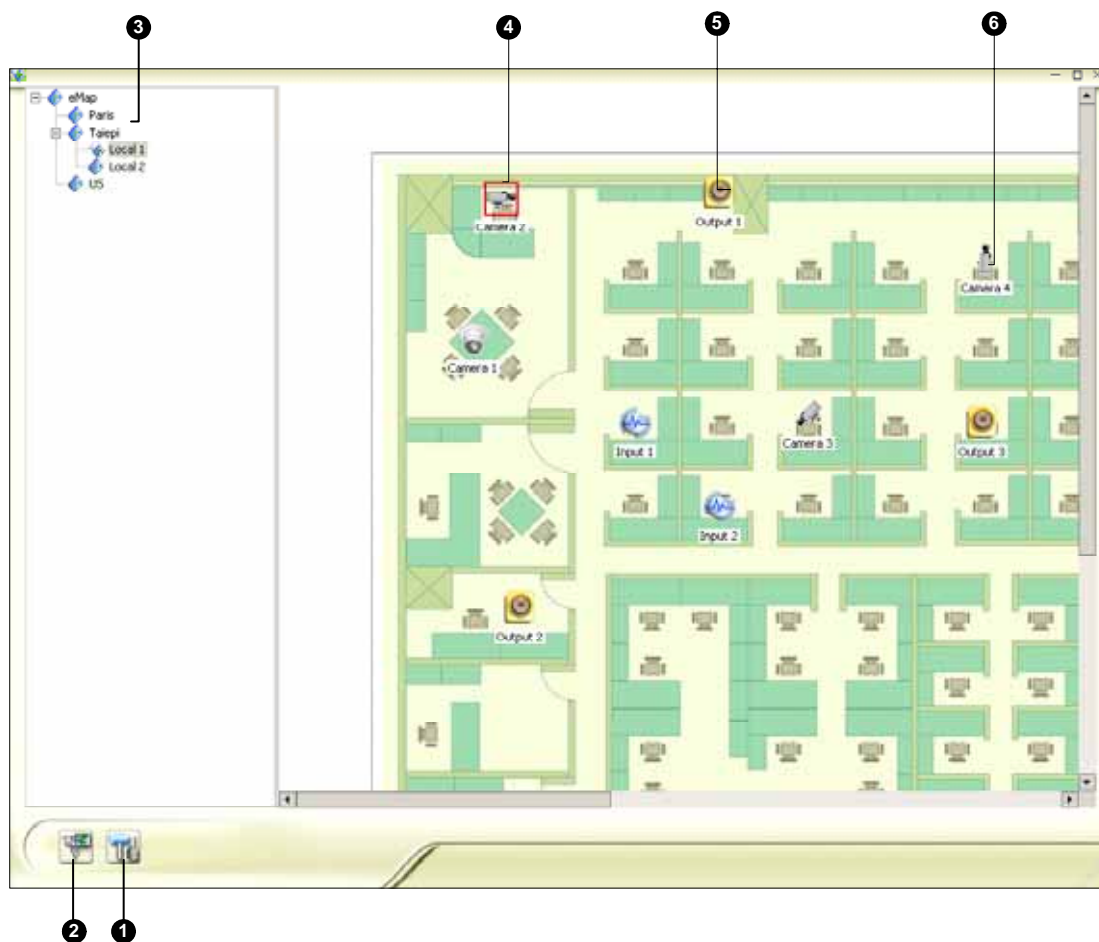
**Figure 7-4** Host Settings

3. Type the remote host's name, IP address, how many cameras, I/O modules, inputs, outputs are installed at the host, and port information. Then click **OK**.
4. Follow the steps instructed in *Creating an E-Map File* to create a file for the remote host.

## Starting E-Map

After creating an E-Map file, go to the Main System. Click the **ViewLog** button and then select **E-Map** to display the following E-Map Viewer window. Double-click any E-Map file of the local host to open it.

**Note:** If you have created the E-Map files for remote hosts, these files will also be displayed in the E-Map Viewer window but won't function here. They only work on WebCam that is discussed later.



**Figure 7-5** The E-Map Viewer Window

The controls in the E-Map Viewer window:

| No. | Name             | Description  |
|-----|------------------|--|
| 1   | Popup Settings   | Selects desired cameras and I/O devices for the pop-up map function. |
| 2   | Toggle Popup     | Toggles between popup and non-popup function.                        |
| 3   | Tree View        | The tree view of E-Map files and folders.                            |
| 4   | Flashing Icon    | The flashing icon represents a triggered camera or an I/O device.    |
| 5   | Output Icon      | Manually forces an output device.                                    |
| 6   | Camera/Dome Icon | Views the live video associated with that camera/dome.               |

## Setting the Pop-up Map Function

The E-Map Viewer window can be set to pop up with the flashing icon indicating that a camera or an input device is triggered. To set up the function, follow the steps below.

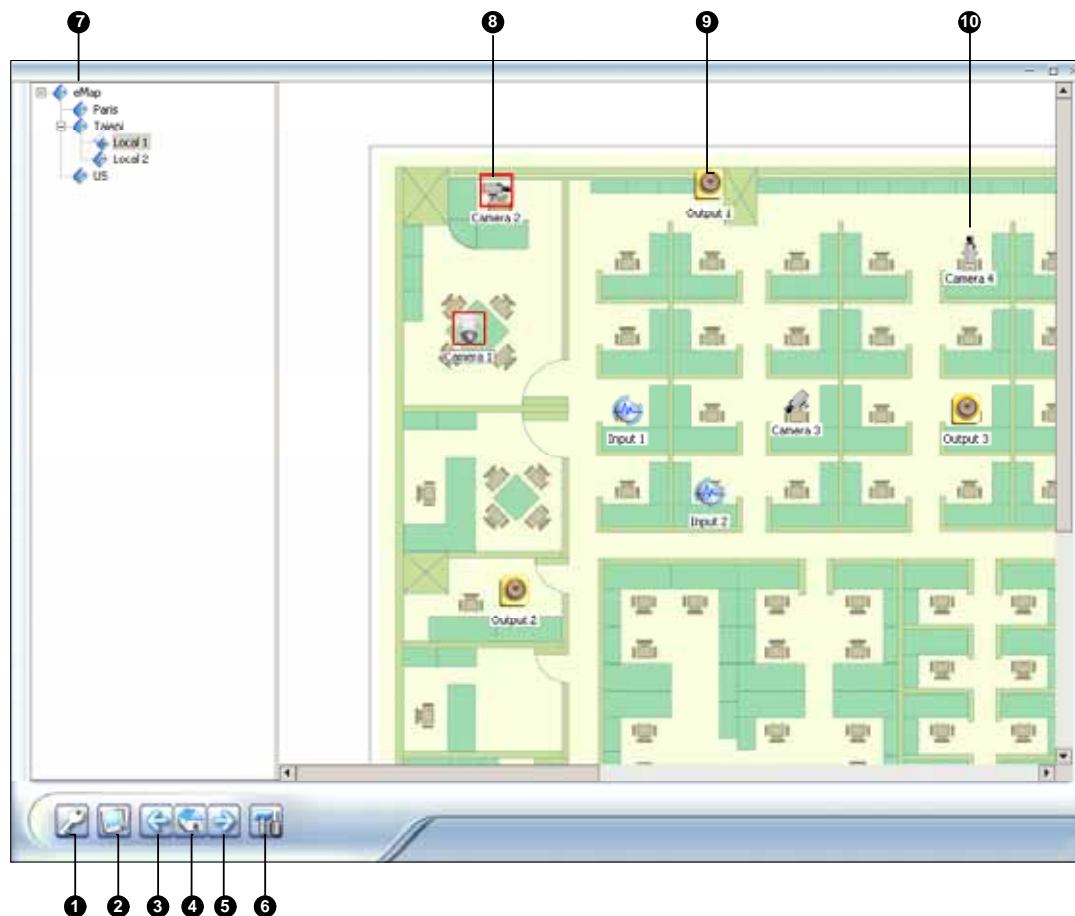
1. Click the **Popup Settings** button (No.1, Figure 7-5). Select desired cameras and input devices for the application, and specify **Dwell Time** for the interval between two pop-up maps.
2. Click the **Toggle Popup** button (No.2, Figure 7-5) to enable the function.
3. Minimize the E-Map Viewer window. Once any camera or input device is triggered, the map will pop up on your screen immediately.

## Starting E-Map from a Remote Site

Activating and configuring E-Map over a web browser is possible by the GV-developed WebCam server. To do so, follow the steps below.

1. At the local server equipped with the GV-System, click the **Network** button and select **WebCam Server** to display the Server Setup dialog box. Click **OK** to start the WebCam server.
2. At the client PC, open the web browser and type the address of the local server. Once the connection is established, the WebCam Compression Selection window will appear. Refer to Figure 6-14 in Chapter 6.
3. Select **EMap**, and click **Submit** to display the E-Map window on the client PC.

## The Remote E-Map Window



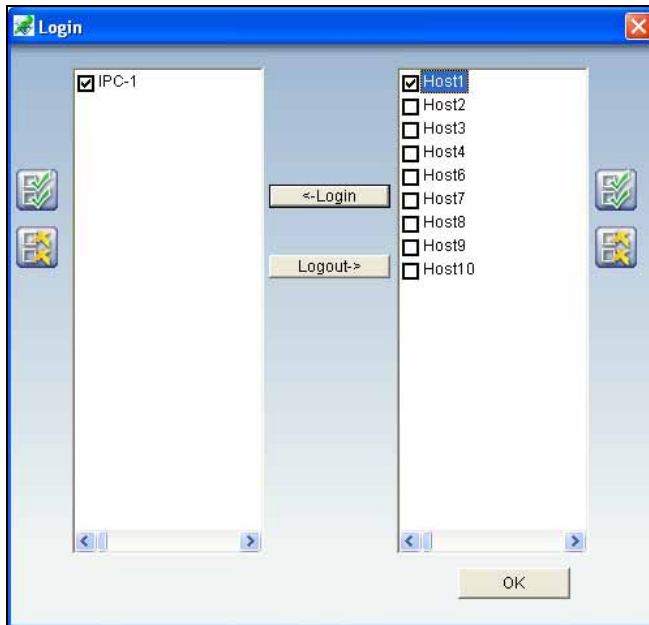
**Figure 7-6** The Remote E-Map Window

The controls in the Remote E-Map window:

| No. | Name             | Description  |
|-----|------------------|--|
| 1   | Login            | Click to login up to 500 host servers.   |
| 2   | Host Information | Click to view the information of incoming events upon motion detected and I/O devices triggered. |
| 3   | Previous         | Click to go to the previous E-Map file.  |
| 4   | Home             | Click to back to the top of the tree view.   |
| 5   | Next             | Click to go to the next E-Map file.  |
| 6   | Configure        | Click to configure the Remote E-Map window.  |
| 7   | Tree List        | The list displays all created E-Map files and folders.   |
| 8   | Flashing Icon    | The flashing icon represents a triggered camera or I/O device.                                   |
| 9   | Output Icon      | Click to manually force the output device.   |
| 10  | Camera/Dome Icon | Click to view the live video associated with that camera/dome.                                   |

## Logging in Different Hosts

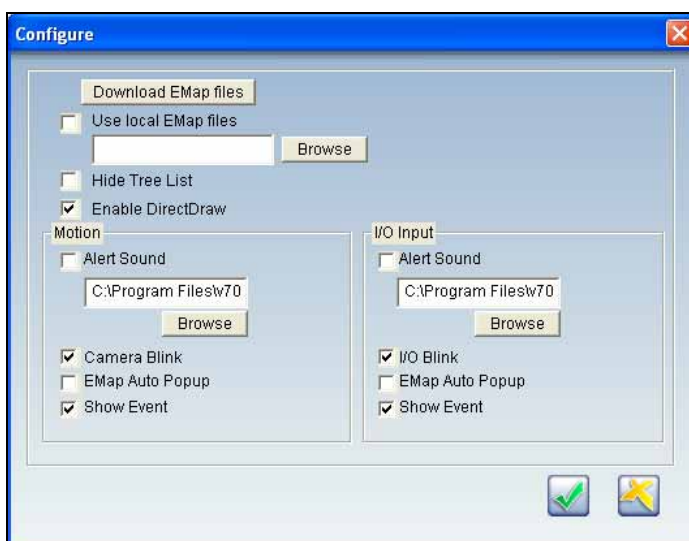
When the client PC connects to WebCam server, all the E-Maps saved in the local server will be downloaded to the client PC, with the E-Map files of 500 hosts at most. The E-Maps created for remote hosts can only function on WebCam after you log in these hosts. You can login 500 hosts at a time. Click the **Login** button (No. 1, Figure 7-6) to display the following Login window.



*Figure 7-7 Logging in different hosts*

## Configuring the Remote E-Map Window

Click the **Configure** button (No. 6, Figure 7-6) to display the following dialog box:



*Figure 7-8 The Configure window*



**[Download EMap files]** Click to download E-Map files from the local server to the client PC. This option can reduce network load when you want to view E-Maps of multiple hosts.

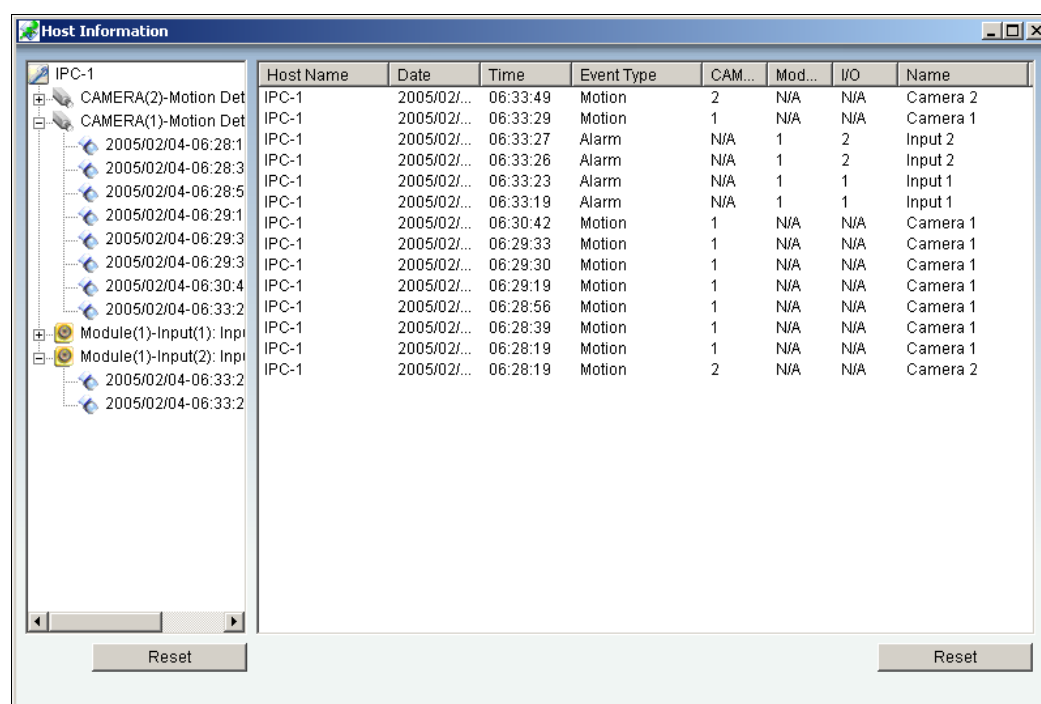
- **Use local EMap files:** Once downloading E-Map files to the client PC, you can use these E-Map files for connection.
- **Hide Tree List:** Check to hide the tree list.
- **Enable DirectDraw:** The DirectDraw is enabled by default. Some VGA cards might not support DirectDraw and can produce distorted frames. In this case, disable the feature.

#### [Motion] / [I/O Input]

- **Alert Sound:** Check this option and assign a .wav file to alert the operator when motion is detected or I/O devices are triggered.
- **Camera Blink, I/O Blink:** When cameras or I/O devices are triggered, their icons on the E-map flash. Uncheck this option if you don't want to see the flashing icons.
- **EMap Auto Popup:** When cameras or I/O devices are triggered, the related map will pop up on the screen instantly. Check this option and minimize the Remote E-Map window for the application.
- **Show Event:** Check to display motion or I/O triggered events on the Host Information window.

## Viewing Host Information

The Host Information window lists camera and I/O device trigger information. Click the **Host Information** button (No. 2, Figure 7-6) to display.



**Figure 7-9** Host Information

The Host Information window allows you to play back events happened in the host sites. Double-click any camera event in the left hand list to display the remote playback window. With this window, you can play back an event, speak to the host site and take a snapshot, as well as download the event to the client PC.



**Figure 7-10** The Remote Playback Window