

Quick Start Guide

GV-Mobile Server V1.4.1.0



1 Introduction

Welcome to the *GV-Mobile Server Quick Start Guide*. You will be guided through the basic installation and configuration of GV-Mobile Server. For the detailed user manual, see *GV-Mobile Server User Manual* on the Software CD.

Packing List

- GV-USB Dongle for connections with GV-Recording Server / GV-Video Gateway, third-party IP devices and GV-IP devices directly
- GV-Mobile Server Software CD

2

System Requirements

Depending on the resolution, video compression format and the number of connected channels, **Standard** or **Advanced** requirements shall be met.

Minimum System Requirements

Standard Requirements

OS	32-bit	Windows XP / Vista / 7 / 8 / Server 2008
	64-bit	Windows 7 / 8 / Server 2008 / Server 2012
CPU	Core i3 2120K, 3.3 GHz	
RAM	2 GB x 2	
Hard Disk	1 GB or more for installation	
Graphic Card	AGP or PCI-Express, 1024 x 768, 32-bit color	
DirectX	9.0c	
LAN	Gigabit Ethernet X 1	
Hardware	Internal or external GV-USB Dongle	

Advanced Requirements

OS	64-bit	Windows 7 / 8 / Server 2008 / Server 2012
CPU	Core i7 2600K, 3.4 GHz	
RAM	2 GB x 2	
Hard Disk	1 GB or more for installation	
Graphic Card	AGP or PCI-Express, 1024 x 768, 32-bit color	
DirectX	9.0c	
LAN	Gigabit Ethernet x 2	
Hardware	Internal or external GV-USB Dongle	

Note:

1. The memory required may vary depending on the number of channels and resolution of videos received.
2. A GV-USB Dongle is required when you install the GV-Mobile Server V1.4 in an independent PC.
3. Optionally purchase an internal USB dongle for the Hardware Watchdog function.

The Advanced Requirements are highly recommended in any of the following conditions:

Resolution	Codec	No. of Connected Channels
CIF	H.264	32
VGA	H.264	12 or more
D1	H.264	11 or more
1 MP	H.264	5 or more
2 MP	H.264	3 or more
3 MP	H.264	3 or more
4 MP	H.264	3 or more
5 MP	H.264	6 or more

Note: These data may vary in different scenes (different data bitrates).

Software License

Free License	When installed and executed on the same server with GV-DVR or GV-NVR
Maximum License	32 channels. 4 Matrix views
Increment for Each License	N/A
Optional Combinations	N/A
Dongle Type	Internal or external

Compatible GV-IP Device & GV-Software

- GV-System: V8.5.3.0 or later
- GV-Recording Server / GV-Video Gateway: V1.1.0.0 or later
- GV-IP Camera: V1.09 or later
- GV-Video Server VS02A / VS04A / VS04H / VS12: V1.05 or later
- GV-Video Server VS11: V1.0 or later
- GV-Compact DVR V2: V1.07 or later
- GV-Compact DVR V3 (4-Channel): V1.01 or later
- GV-Compact DVR V3 (8-Channel): V1.00 or later

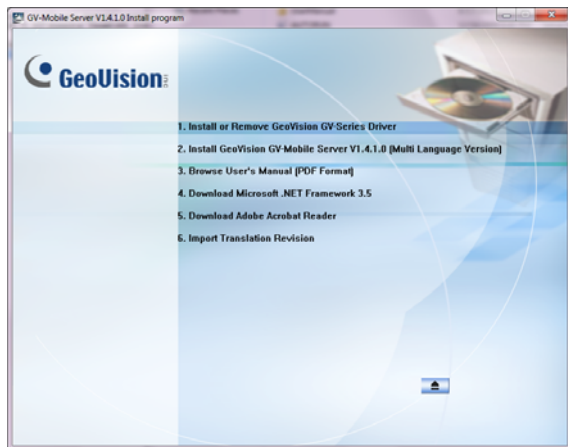
3 Installation

Installing the GV-Mobile Server

You can install GV-Mobile Server on a dedicated computer or a computer installed with GV-System to decode video streams from:

- GV-System
- GV-Recording Server / GV-Video Gateway
- GV-IP devices
- third-party IP cameras through ONVIF / PSIA

1. Insert GV-USB Dongle to a dedicated computer or server.
2. Insert the Software CD to the computer. This window pops up automatically.

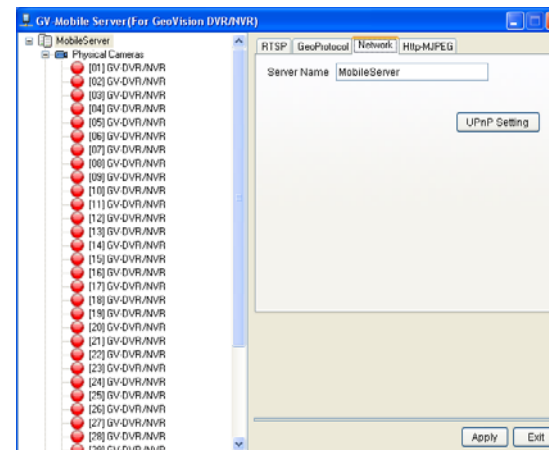


3. To install **USB driver**, select **Install or Remove GeoVision GV-Series Driver** to start.
4. To install **GV-Mobile Server**, select **Install GeoVision GV-Mobile Server V1.4.1.0** to start.

Note: If you are a user of Windows 8 or Windows Server 2012, see *How to install .Net Framework 3.5 for Windows Server 2012 and Windows 8 in Appendix* in the *GV-Mobile Server V1.4.1.0. User's Manual*

Starting the GV-Mobile Server

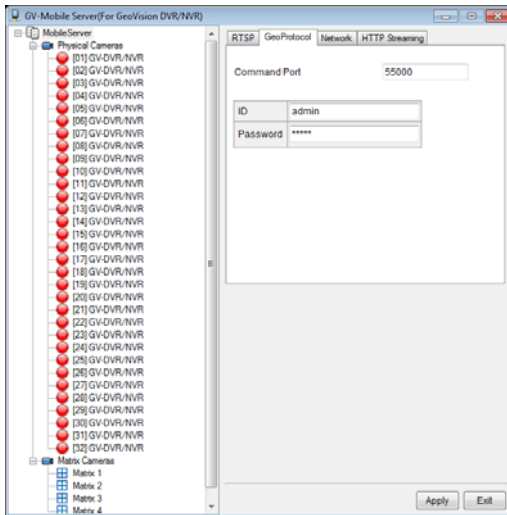
1. Go to Windows **Start**, point to **Programs**, select **GV-Mobile Server**, and then run **Mobile Server**. The GV-Mobile Server window appears.
2. To change the server name or to configure UPnP settings, click the **Network** tab.



3. Type a new server name.
4. Click the **UPnP Setting** button to automatically configure the ports on your router.

4 Establishing Connections

- By default, the ID and password for logging in the GV-Mobile Server are **admin**, and the Command Port for client connection is **55000**. To customize these values, click the **GeoProtocol** tab to modify the Command Port and select **Custom** to modify the login ID and password.

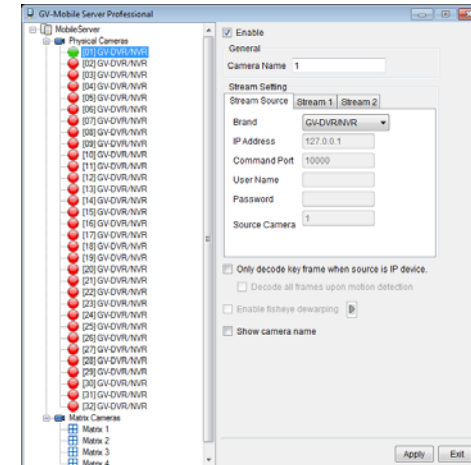


- Click **Apply**.

Note: If you are installing GV-Mobile Server and GV-System on the same computer, select **GeoVision DVR/NVR** to apply the currently logged-in ID and password of the GV-System to the GV-Mobile Server. To apply the login values of the GV-System to GV-Mobile Server, the GV-System must be run in the background.

Connecting to GV-System

- Select a camera from the left menu and click the **Stream Source** tab. This window appears.

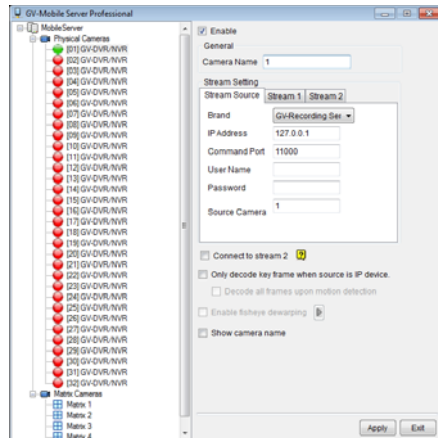


- Type the name to describe the selected camera in the **Camera Name** field (Max. 31 characters).
- Select **GV DVR/NVR** for **Brand**.
- To decode key frames for IP source, select **Only decode key frame when source is IP device**. To decode all frames when a motion is detected and decode key frames when there is no motion, select **Decode all frames upon motion detection**.
- To show the camera name specified in Step 2 on the live view, select **Show camera name**.
- Click **Apply**.

When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

Connecting to GV-Recording Server / GV-Video Gateway

1. Select a camera from the left menu and click the **Stream Source** tab. This window appears.



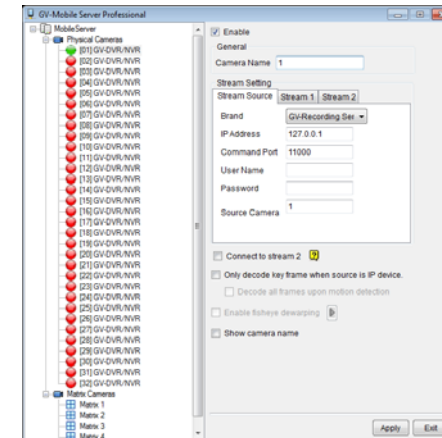
2. Type the name to describe the selected camera in the **Camera Name** field (Max. 31 characters).
3. Configure the connection settings.
 - A. Select **GeoVision Recording Server** for **Brand**.
 - B. Type the **Command Port**, **IP Address**, **User Name** and **Password** of the GV-Recording Server / GV-Video Gateway. The default command port for GV-Recording Server / GV-Video Gateway is **11000**.
 - C. Type the camera number for live viewing in **Source Camera**. The default setting is **1**.
4. If your GV-IP device supports dual streams, GV-Mobile Server connects to stream 1 by default. To connect to stream 2, select **Connect to stream 2**.
5. To decode key frames for IP source, select **Only decode key frame when source is IP device**. To decode all frames when a motion is detected and decode key frames when there is no motion, select **Decode all frames upon motion detection**.
6. To show the camera name specified in Step 2 on the live view, select **Show camera name**.
7. Click **Apply**.

When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

Note: The TCP/IP Connection port (active connection port) on the GV-Recording Server / GV-Video Gateway must match the Command port setting (default 11000) here.

Connecting to IP Devices Directly

1. Select a camera from the left menu and click the **Stream Source** tab. This window appears.



2. Type the name to describe the selected camera in the **Camera Name** field (Max. 31 characters).
3. Configure the connection settings.
 - A. Select **GeoVision IP Device** for **Brand**. To connect to a third-party IP device, select **ONVIF** or **PSIA** for **Brand**.
 - B. Type the **IP Address**, **User Name** and **Password** of the IP device. Make sure the **Command Port** matches the **VSS Port** of the IP device. The default command port for GeoVision IP device is **10000** and **80** for third-party IP devices connected through ONVIF / PSIA.
 - C. Type the camera number for live viewing in **Source Camera**. The default setting is **1**.

5 Configuring the Channel

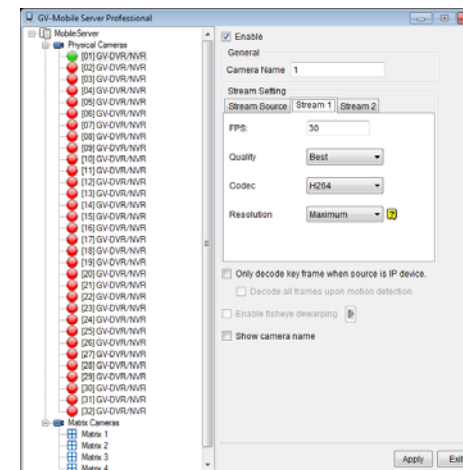
4. If your GV-IP device supports dual streams, GV-Mobile Server connects to stream 1 by default . To connect to stream 2, select **Connect to stream 2**.
5. To decode key frames for IP source, select **Only decode key frame when source is IP device**. To decode all frames when a motion is detected and decode key frames when there is no motion, select **Decode all frames upon motion detection**.
6. Select **Enable fisheye dewarping** if you are connecting to fisheye cameras.
7. To show the camera name specified in Step 2 on the live view, select **Show camera name**.
8. Click **Apply**.

When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

Setting the Individual Channel

For each individual channel, you can set up two streams, each with different frame rates, video qualities, codec and resolutions. The maximum resolution is D1 (704 x 480). For **Connecting to stream 2** of GV-IP source, the maximum resolution is VGA (640 x 480).

1. In the left menu, click a camera channel. The setting page for that camera appears.



2. Type the name to describe the selected camera in the **Camera Name** field (Max. 31 characters).
3. Under Stream Setting, the following settings are available. When a client connects to stream 1 of the camera, the settings will be applied to the transmitted camera view.
 - **FPS**: Specifies the frames per second.
 - **Quality**: Set the image quality to **Best**, **Better** or **General**.
 - **Codec**: Select a codec type from **H.264** or **MPEG4**.
 - **Resolution**: Select a resolution. When Maximum is selected, the resolution will be D1. As for **Connecting to stream 2** of GV-IP devices, the Maximum will be VGA. If the camera's maximum resolution is lower than Maximum, the maximum resolution will be applied.
4. To set up the other stream, click the **Stream 2** tab and complete the above settings.

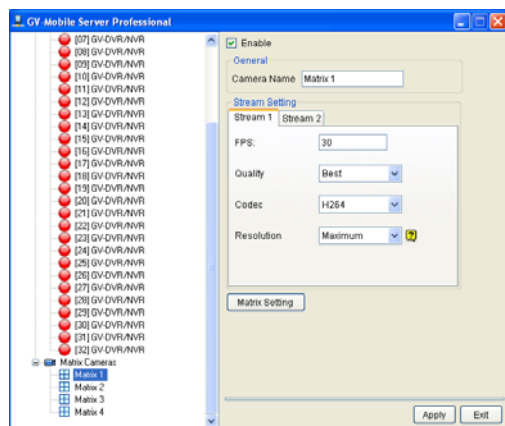
- To decode key frames for IP source, select **Only decode key frame when source is IP device**. To decode all frames when a motion is detected and decode key frames when there is no motion, select **Decode all frames upon motion detection**.
- Select **Enable fisheye dewarping** if you are connecting to fisheye cameras.
- To show the camera name specified in Step 2 on the live view, select **Show camera name**.
- Click **Apply**.

To preview the configured live view, right-click the camera icon in the left and select **View Encode Stream 1** or **View Encode Stream 2**.

Setting Matrix Channels

You can establish up to **4** matrix channels on GV-Mobile Server, each consisting of up to **32** cameras. You can also set up different settings (frame rates, codec video quality and resolution) for stream 1 and stream 2 of a channel. The maximum resolution supported is 1.3 MP (1280 x 1024).

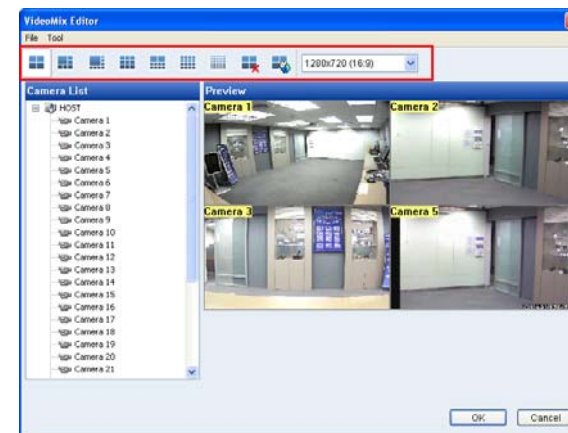
- In the left menu, click a matrix channel. This window appears.



- Configure **Stream 1** and **Stream 2**. For details, see *Setting the Individual Channel* mentioned earlier in the *Quick Start Guide*.

Note: When Maximum is selected, the resolution of the matrix channel will be 1.3 M.

- Click the **Matrix Setting** button to arrange the matrix. This window appears.



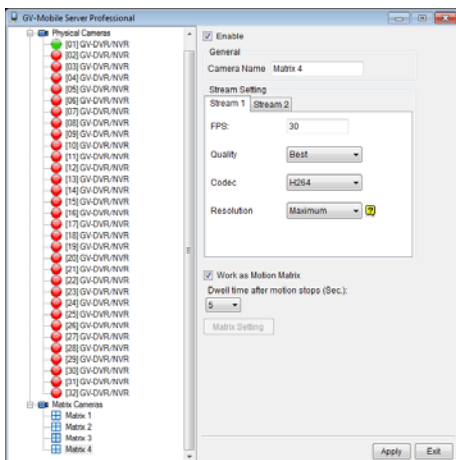
- Select a type of screen division and select the display ratio.
- Drag and drop the camera numbers to the desired positions on the divisions.
- Click **OK** and then click **Apply**.

You can right-click the camera icon on the main window to access the live view.

6 Accessing the Live View

Setting up Motion Popup for Matrix View

In Matrix 4, a **Matrix Motion** function is supported to pop up live view on matrix view when a motion is detected. Follow the below steps to enable this function:



1. In the left menu, click **Matrix 4**.
2. Complete the settings for Stream 1 of the matrix channel. When a client connects to stream 1 of the matrix channel, the settings will be applied to the transmitted matrix view. Refer to Setting Up Individual Cameras section above for details.
3. Click the **Stream 2** tab to set up stream 2.
4. Select **Work as Matrix Motion** for the live view pops up on the matrix view upon motion.
5. Click the **Dwell time after the motion stops** drop-down list to set the time to remain the live view after the motion stops.

Using GV-IP Decoder Box / GV-Pad

To view GV-Mobile Server channels from GV-IP Decoder Box / GV-Pad, see 5.1 *Using GV-IP Decoder Box / GV-Pad* in *GV-Mobile Server User's Manual* on Software CD.

Using iPhone / iPod Touch / iPad

To view GV-Mobile Server channels from iPhone, iPod Touch or iPad, see 5.2 *Using iPhone / iPod Touch / iPad* in *GV-Mobile Server User's Manual* on Software CD.

Using Android Smartphone / Tablet

To view GV-Mobile Server channels from Android Smartphone or tablet, see 5.3 *Using Android Smartphone / Tablet* in *GV-Mobile Server User's Manual* on Software CD.

Using Third-Party Surveillance Software

To view GV-Mobile Server channels from third-party surveillance software through RTSP, see 5.4 *Using Third-Party Surveillance Software* in *GV-Mobile Server User's Manual* on Software CD.

Using Non-IE Browsers

You can access GV-Mobile Server channels from non-IE browsers in MJPEG codec. For details, see 5.5 *Using Non-IE Browsers* in *GV-Mobile Server User's Manual* on Software CD.



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