

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.

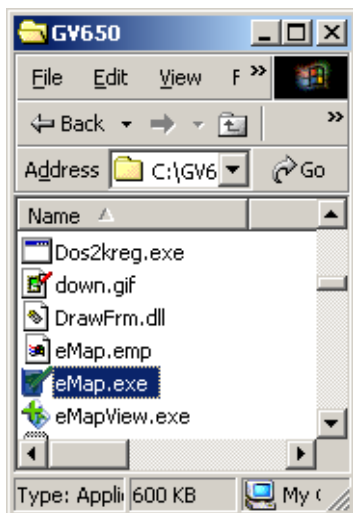


Figure 7-1 eMap.exe

The following E-Map Editor window will appear.

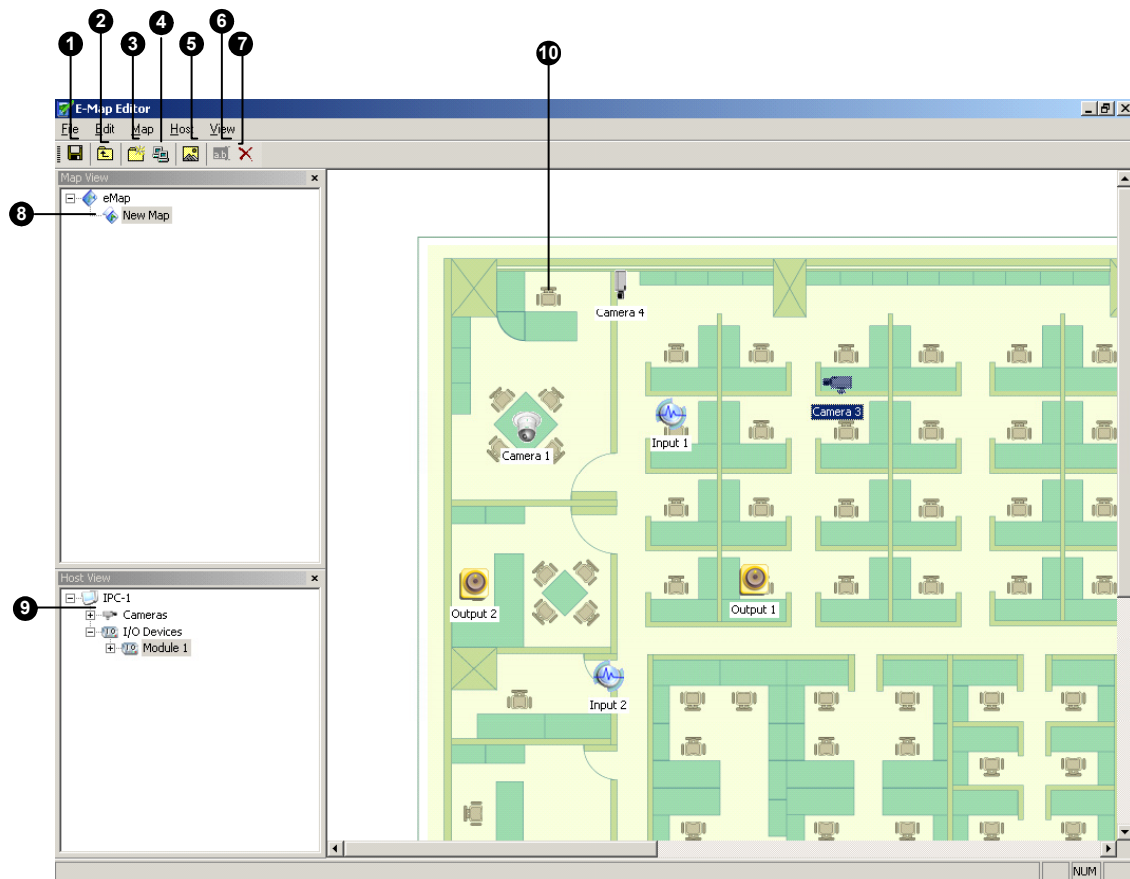


Figure 7-2 The E-Map Editor window

The controls in the E-Map Editor window:

No.	Name	Description
1	Save	Click to save a file.
2	Up	Click to back to the previous E-Map file.
3	Add Map	Click to add an E-Map file.
4	Add Host	Click to add a host folder.
5	Load Map	Click to import a floor plan.
6	Rename	Click to rename an E-Map file and/or folder.
7	Delete	Click to delete 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 on the toolbar. A New Map file will be created in Map View and the Floor Plan window separately, as illustrated below.

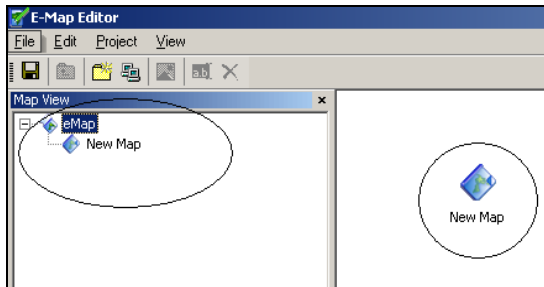


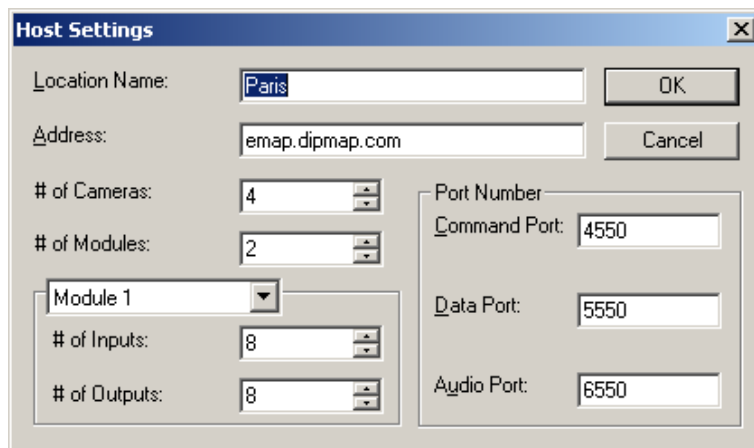
Figure 7-3 Creating a new map

2. Click the New Map file in Map View, and then click the Load Map button to import a graphic file. The file will open in the Floor Plan window. See Figure 7-2.
3. Double click the folder of the local server 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 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 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 on the toolbar. A new host folder then is added in Host View.
2. Click Host on the window menu and 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). It contains several input fields and buttons. The 'Location Name' field is set to 'Paris'. The 'Address' field is set to 'emap.dipmap.com'. There are 'OK' and 'Cancel' buttons. The '# of Cameras' is set to 4, and the '# of Modules' is set to 2. A dropdown menu for 'Module 1' is set to 'Module 1'. The '# of Inputs' is set to 8, and the '# of Outputs' is set to 8. On the right side, there are three port number fields: 'Command Port' set to 4550, 'Data Port' set to 5550, and 'Audio Port' set to 6550.

Location Name:	Paris	OK	
Address:	emap.dipmap.com	Cancel	
# of Cameras:	4	Port Number	
# of Modules:	2		
Module 1	Module 1		
# of Inputs:	8		
# of Outputs:	8		
		Command Port:	4550
		Data Port:	5550
		Audio Port:	6550

Figure 7-4 Host Settings

3. Enter 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 in the section of 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(M) 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.

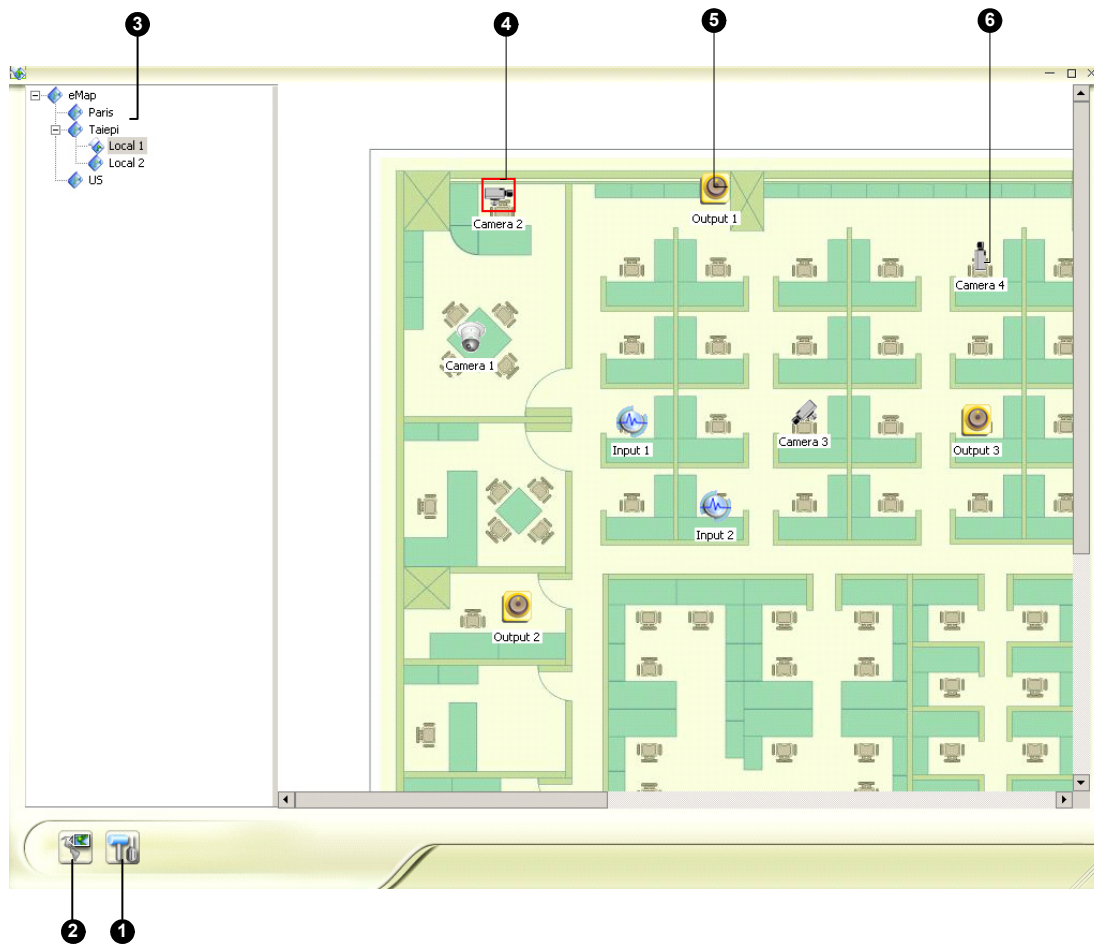


Figure 7-5 The E-Map Viewer window

The controls in the E-Map Viewer window:

No.	Name	Description
1	Popup Settings	Click to select desired cameras and I/O devices for the pop-up map function.
2	Toggle Popup	Click to toggle 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	Click to manually force an output device.
6	Camera/Dome Icon	Click to view 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. Select desired cameras and input devices for the application, and specify Dwell Time for the duration of a pop-up map remaining on the screen.
2. Click the Toggle Popup button 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(W) to display the Setup Webcam for Internet/Intranet window. Click Execute to start the WebCam server.
2. At the client PC, open the web browser and type in the address of the local server. Once the connection is established, the WebCam Compression Selection window will appear. Refer to Figure 6-9 on page 132.
3. Select E-Map, and click Submit to display the E-Map window on the client PC.

The Remote E-Map Window

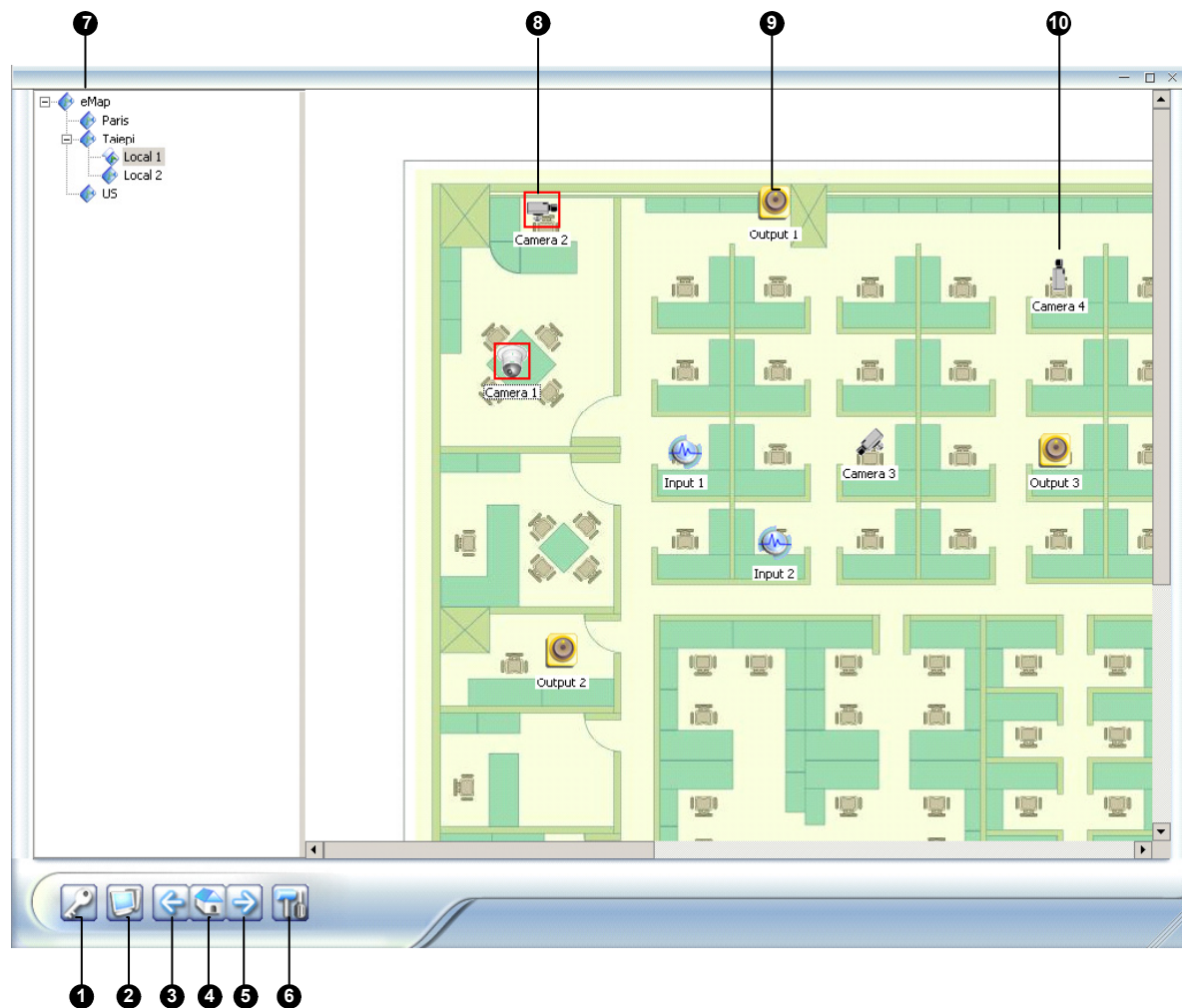


Figure 7-6 The Remote E-Map window

The controls in the Remote E-Map window:

No.	Name	Description
1	Login	Click to login up to 10 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 View	The view 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, all the E-Maps saved in the local server will be downloaded to the client PC, with the E-Map files of 64 hosts at most. The E-Maps created for remote hosts can only function on WebCam after you log in these hosts. You can login 10 hosts at a time. Click the Login button to display the following Login window.

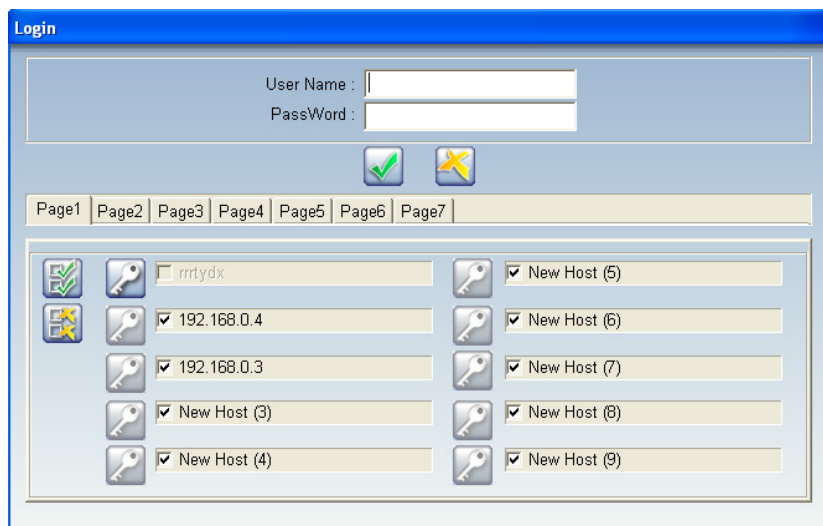


Figure 7-7 Logging in different hosts

Configuring the Remote E-Map Window

Click the Configure button to display the following dialog box:

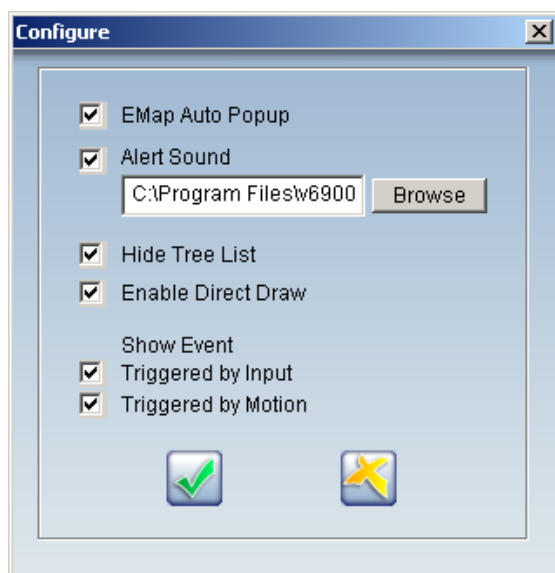


Figure 7-8 The Configure window

- **E-map Auto Popup:** When cameras or I/O devices are triggered, the related map will pop up on the screen instantly. Check this item and minimize the Remote E-Map window for the application.
- **Alert Sound:** Select this item and assign a .wav file to alert the operator when motion is detected or I/O devices are triggered.
- **Hide Tree View:** Check to hide the tree view.
- **Enable DirectDraw:** The DirectDraw is enabled by default. Some VGA card might not support DirectDraw and can produce distorted frames. In this case, disable the function.
- **Triggered by Input:** Check to list all input-triggered events in the Host Status window.
- **Triggered by Motion:** Check to list all motion-detected events in the Host Status window.

Viewing Host Information

The Host Information window lists camera and I/O device trigger information. Click the Host Information button to display it.

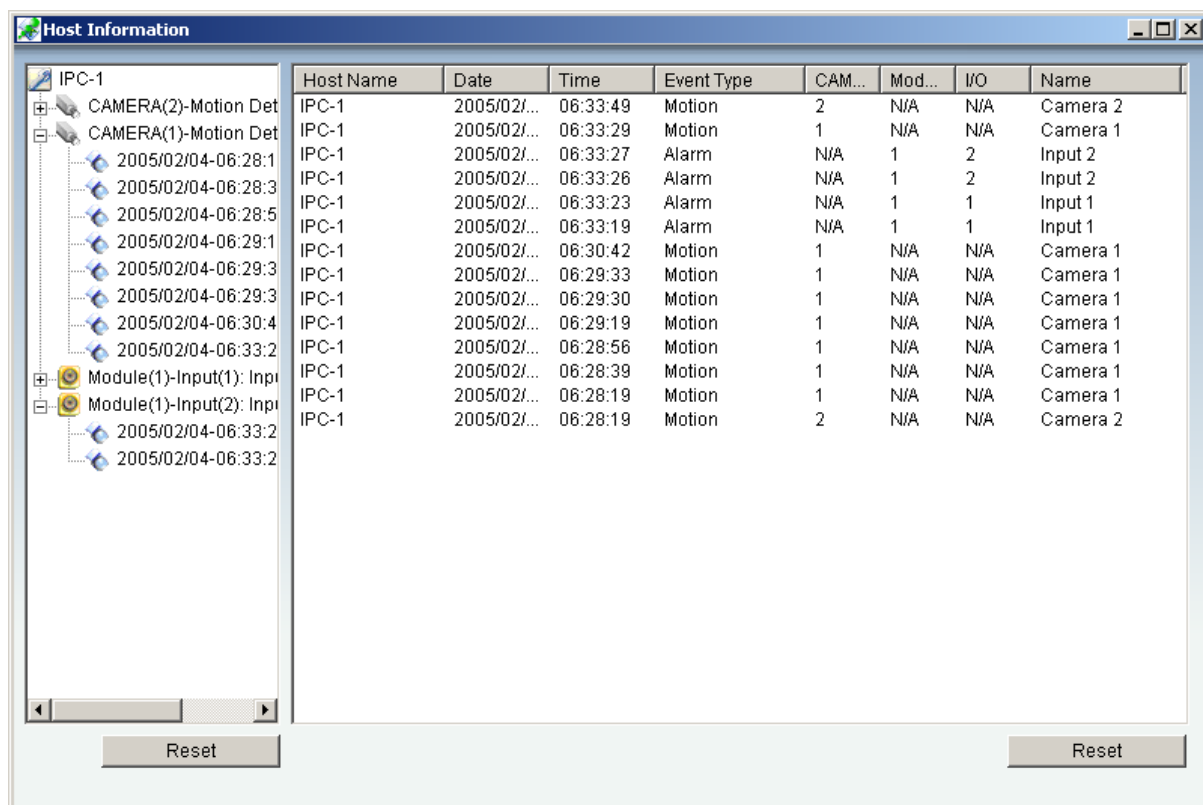


Figure 7-9 Host Information

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 remote PC.



Figure 7-10 The Remote Playback window