

Digifort Mobile Manual
Version 1.0
Rev. A

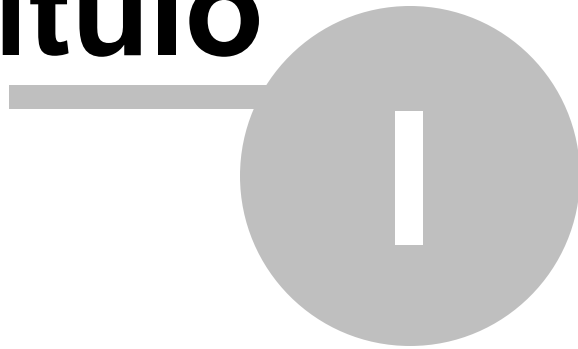
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1 Welcome to the Manual of Digifort Mobile 1.0



This User and Technical Reference Manual supplies all of the information which is necessary to effectively implement and use all of the basic and advanced features found in the Surveillance Client of the Digifort System 1.0

1.1 Screen Shots

The screen shots contained in this manual may not be identical to the interface that you will be using in the Surveillance Client. Some differences may appear, none detrimental to the use of this manual. This is due to the fact that frequent updates and the inclusion of new features are carried out with the purpose of constant improvement of the system.

1.2 To whom this manual is intended

This manual is intended for administrators and surveillance workstation operators.

1.3 How to used this manual

This manual is structured in chapters, topics and subtopics.

The names of the modules of the Digifort System and concepts involved in the system are shown in italics.

The items where the user must interact such as buttons, menus and screen names are shown in bold face.

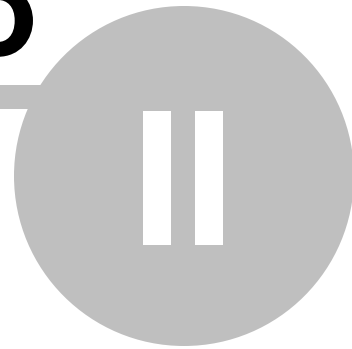
The numbering of the figures is organized with the number of the chapter concatenated to the number of the figure seperated by a dot.

1.4 Pre-requisites

For the complete understanding of the contents of this manual some pre-requisites are necessary:

- Handling of cell phones and their peripheral equipment.
- Knowledge of client-server architecture.
- Knowledge of network architecture and its configuration in the cell phone.
- The device must support Java CLDC 1.1 / MIDP 2.0.

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2 Installation

Digifort Mobile was developed in J2ME, a language that has a high degree of compatibility since it is not compiled to be executed by the O.S., but rather by a utility that simulates a virtual processor, a virtual machine. JRE (Java Run Environment) is the utility which contains the libraries, a virtual machine -- in the case of the of the cell phone the KVM (K Virtual Machine) -- and other necessary components for running applications developed in Java.

There are different versions of JRE, with various libraries and features. In Digifort Mobile, CDLC 1.1 and MIDP 2.0 were used, as they have all of the necessary features for the system and they currently have the greatest index of compatibility. The compatibility of Digifort Mobile with your device, must be verified with the manufacturer, whereby it's necessary for the device to have a feature that can run Java CDLC 1.1 and MIDP 2.0. In case the device runs the O.S. Windows Mobile it's possible to install JRE.

Attention

Verify with the manufacturer if the device is compatible with J2ME CDLC 1.1 / MIDP 2.0

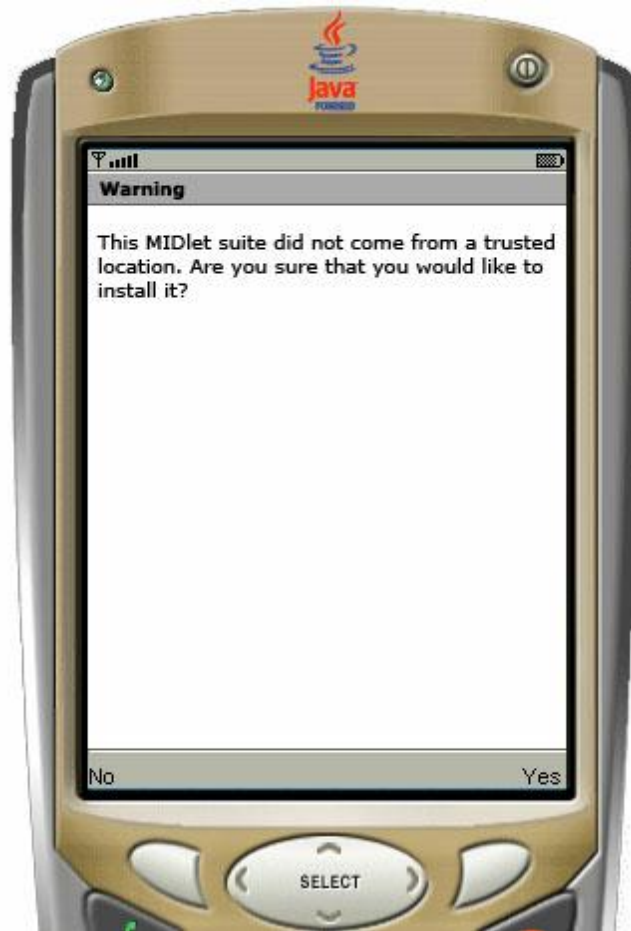
2.1 How to install in devices without Windows Mobile

2.1.1 First step

Open the file DigifortMobile.jar

2.1.2 Second step

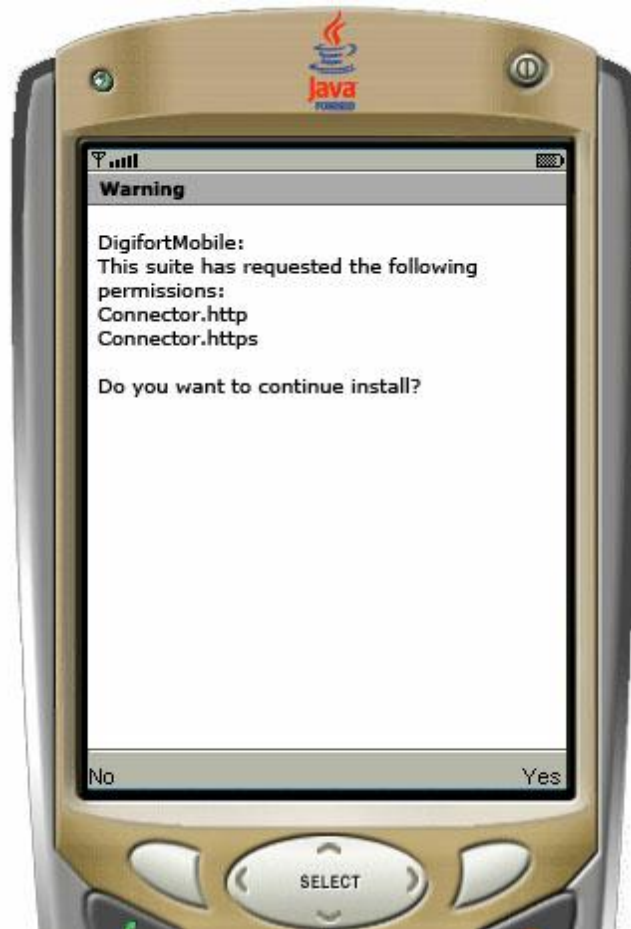
Select the option Yes (Fig. 1) for the warning message regarding unsafe place.



(Fig. 1) Warning message regarding unsafe place

2.1.3 Third step

Select the option Yes (Fig. 2) for the warning message regarding http and https connection.



(Fig. 2) Warning message regarding http and https connection

2.1.4 Fourth step

Your DigifortMobile was installed and is ready to run.

2.2 How to install in Windows Mobile devices

2.2.1 First step

Install the Jbed3dMod application in your device (Fig. 3):



(Fig. 3) Screen for selecting the program's installation directory

2.2.2 Second step

In programs, open Jbed3DMod (Fig. 4):



(Fig. 4) Screen for program display

2.2.3 Third step

Click on Menu, Install (Fig. 5), Local Files (Fig. 6):



(Fig. 5 and 6) The Jbed 3d Mod application's main screen

2.2.4 Fourth step

Select the option DigifortMobile (Fig. 7):



(Fig. 7) List of Java applications available in the device

2.2.5 Fifth step

Select the installation directory (Fig. 8):



(Fig. 8) List of units available for installation of DigifortMobile

2.2.6 Sixth step

Select the option Yes for the warning message regarding unsafe place (Fig. 9):



(Fig. 9) Warning message regarding unsafe place

2.2.7 Seventh step

Select the option Yes for the warning message regarding http connection (Fig. 10).



(Fig. 10) Warning message regarding http and https connection

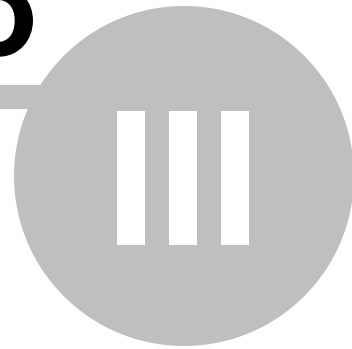
2.2.8 Eighth step

Your DigifortMobile was installed and is ready to run, simply open Jbed3DMod, select the option DigifortMobile and click on the "Launch" menu (Fig. 11):



(Fig. 11) The Jbed 3d Mod application's main screen after installation of Digifort Mobile

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3 Using Digifort Mobile

Once the installation of Digifort Mobile is done, we can now execute it and configure it for use. The first screen to be shown is the language selection screen, where the desired language is to be selected (Fig. 12):



(Fig. 12) Selection of the language

3.1 Registration of Servers

Once the language has been selected, we will register the desired servers, accessing the menu "Registration of Servers" (Fig. 13).



(Fig. 13) Menu "Registration of Servers"

3.1.1 New Server

Upon clicking on the "New" option, we must fill in the server's data and click on the "Save" option (Fig. 14 and 15).



(Fig. 14 and 15) Procedure for registering a server

3.1.2 Edit Server

To modify the data of a server simply select it, click on the "Edit" menu, modify the desired data and save (Fig. 16 and 17).



(Fig. 16 and 17) Procedure for modifying the data of a registered server

3.1.3 Exclude Server

To exclude a server simply select it, click on the "Exclude" menu and click on the "Yes" option in the confirmation screen (Fig. 18 and 19).



(Fig. 18 and 19) Procedure for excluding a server

3.2 Configurations

The "Configurations" menu (Fig. 20) allows us to set:



(Fig. 20) "Configurations" Menu

3.2.1 Languages

In the "Languages" item, we must select the desired language and click on "Save" (Fig. 21 and 22).



(Fig. 21 and 22) Procedure for modifying the language

3.2.2 Screenshot

We use the Screenshot item to select the unit in which we save the images taken from the cameras (Fig. 23 and 24).



(Fig. 23 and 24) Procedure for selecting the storage of Screenshots

3.2.3 Configurations of video

In the "Configurations of video" item, we must define the resolution and image quality which will be shown in the device, and the maximum frames-per-second rate which will be required (25 and 26).



(Fig. 25 and 26) Configuration of the video parameters

3.2.4 Consumed Bandwidth

In the item "Consumed band width" we can verify the number of Bytes received by the device (Fig. 27 and 28).

The value can be reset at any moment, by simply clicking on the "Zero" menu and clicking on the "Yes" option of the confirmation screen (Fig. 29).



(Fig. 27 and 28) Procedure for viewing the consumed band width



(Fig. 29) Confirmation screen for resetting the value of consumed band width

3.3 Connecting Server

Upon clicking the "Connect" menu, a list will appear with the registered servers. After selecting the desired server, using the menu of your device, you will be able to choose if you want to view the cameras or activate an event (Fig. 30).



(Fig. 30) Servers List

3.3.1 Events

Upon clicking the "Connect" menu, a list will appear with the registered servers. After selecting the desired server, click on the "Events" menu (Fig. 31).



(Fig. 31) "Events" Menu

3.3.1.1 Activating an event

After clicking on the "Events" menu of the selected server, a list of events will be loaded. To activate an event, simply select it in the list (Fig. 32) and click on Activate:



(Fig. 32) List of Events

3.3.2 Cameras

Upon clicking the "Connect" menu, a list will appear with the registered servers. After selecting the desired server, click on the "Cameras" menu (Fig. 33).



(Fig. 33) "Cameras" Menu

3.3.2.1 Viewing a camera

After clicking on the "Cameras" menu of the selected server, a list of cameras will be loaded. To view a camera, simply select it in the list (Fig. 34) and click on View (Fig. 35):



(Fig. 34 and 35) List of cameras and viewing the camera after the click

3.3.2.2 Screenshots

To get a screenshot, simply click on the "ScreenShot" menu (Fig. 36) and the figure will be saved in the configured unit. In case no unit has yet been configured, the screenshot configuration screen will be opened automatically.



(Fig. 36) "Screenshot" Menu

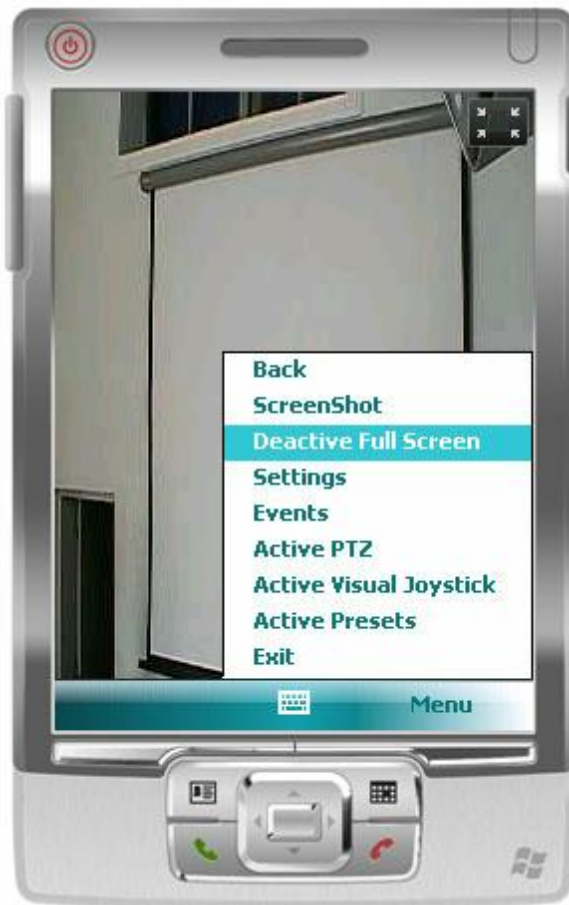
3.3.2.3 Full-screen mode

To activate the full-screen mode, click on the "Activate Full Screen" menu. In the full-screen mode, the resolution is calculated automatically for the dimensions of the device's screen, therefore the band width consumption will not be the same seen in the band width control screen. Whenever the full-screen mode is entered, you will be informed of this fact until the option is selected for hiding the warning in the future (Fig. 37 and 38).



(Fig. 37 and 38) "Activate Full Screen" menu with warning of resolution modification

To deactivate the full-screen mode, simply click on the icon that appears on the upper right corner of your device or select the "Deactivate Full Screen" menu (Fig. 39).



(Fig. 39) Deactivating the full-screen mode

3.3.2.4 Accessing Configurations

The configuration screen can be accessed while viewing a camera by way of the "Configurations" menu (Fig. 40). While accessing the configuration screen, the server connection will be in stopped state, with no band width being consumed.



(Fig. 40) "Configurations" Menu

3.3.2.5 Accessing Events

The events screen can be accessed too while viewing a camera by way of the "Events" menu (Fig. 41).



(Fig. 41) "Events" Menu

3.3.2.6 PTZ

When the camera has PTZ features, these will be activated upon starting, with the controls appearing on the screen (Fig. 42). To control PTZ in touch-screen cell phones, simply click on the control buttons. In case the cell phone does not have these features, it's possible to use function buttons described above each button. To deactivate the PTZ control, go to the "Deactivate PTZ" menu (Fig. 43).



(Fig. 42 and 43) Control and deactivation of PTZ

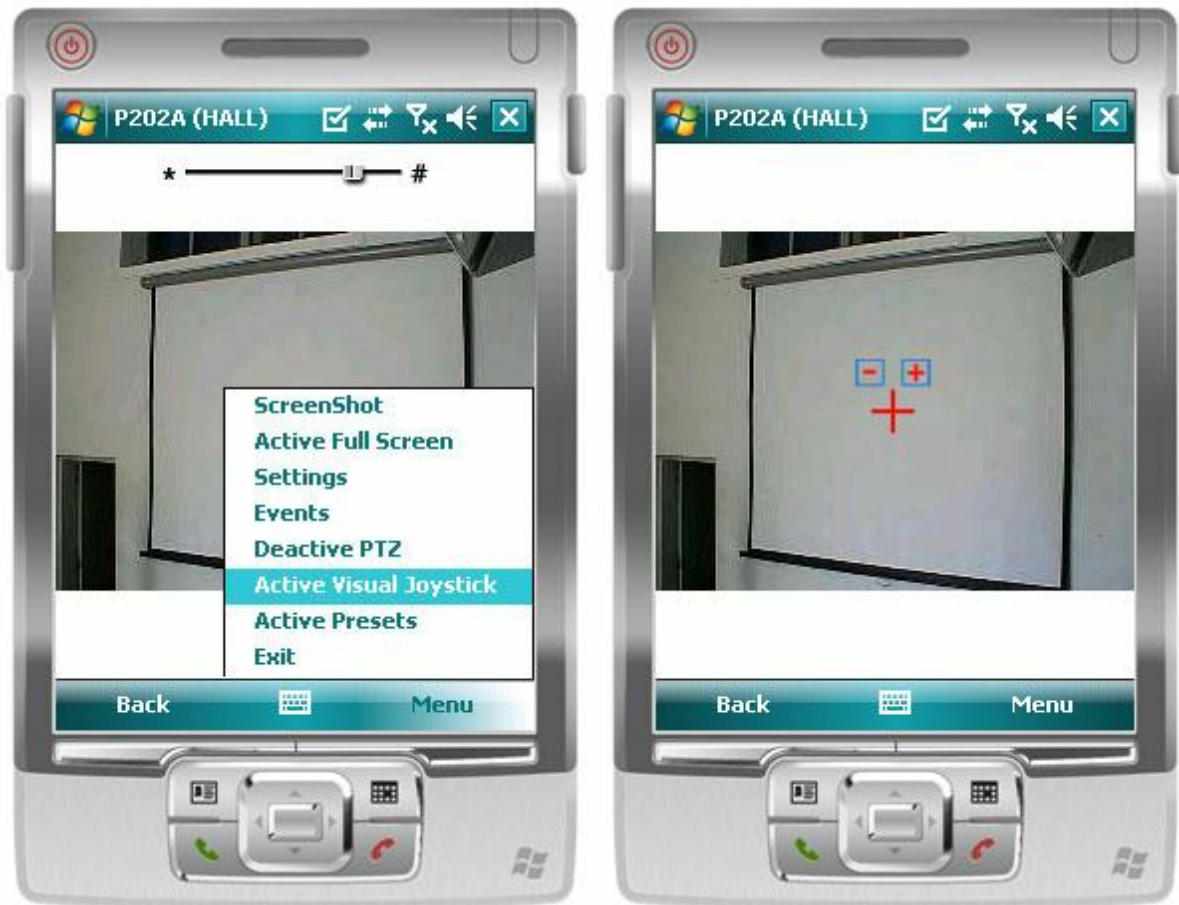
Clicking in the middle of the PTZ control, or by the function key "5", the "click-and-center" feature is activated (Fig. 43) which serves to position the camera's PTZ in such a way as to centralize on the clicked location. Remember that this function works only in touch-screen cell phones.



(Fig. 44) Click-and-center

3.3.2.7 Visual Joystick

To activate the "Visual Joystick", go to the "Activate Visual Joystick" menu (Fig. 45). With this feature you will be able to simulate a joystick by way of the device's touch screen (Fig. 46).



(Fig. 45 and 46) Activating and controlling the Visual Joystick

3.3.2.8 Presets

In case the camera has the presets feature and has some presets registered in the system, the option "Activate Presets" will be available in the menu (Fig. 47). In touch-screen devices, it's possible to activate a preset clicking on the list above (Fig. 48). In case the device does not have the touch-screen feature, simply enter the ID of the preset and press the "enter" key of your device.



(Fig. 47 and 48) Call-Up of Presets