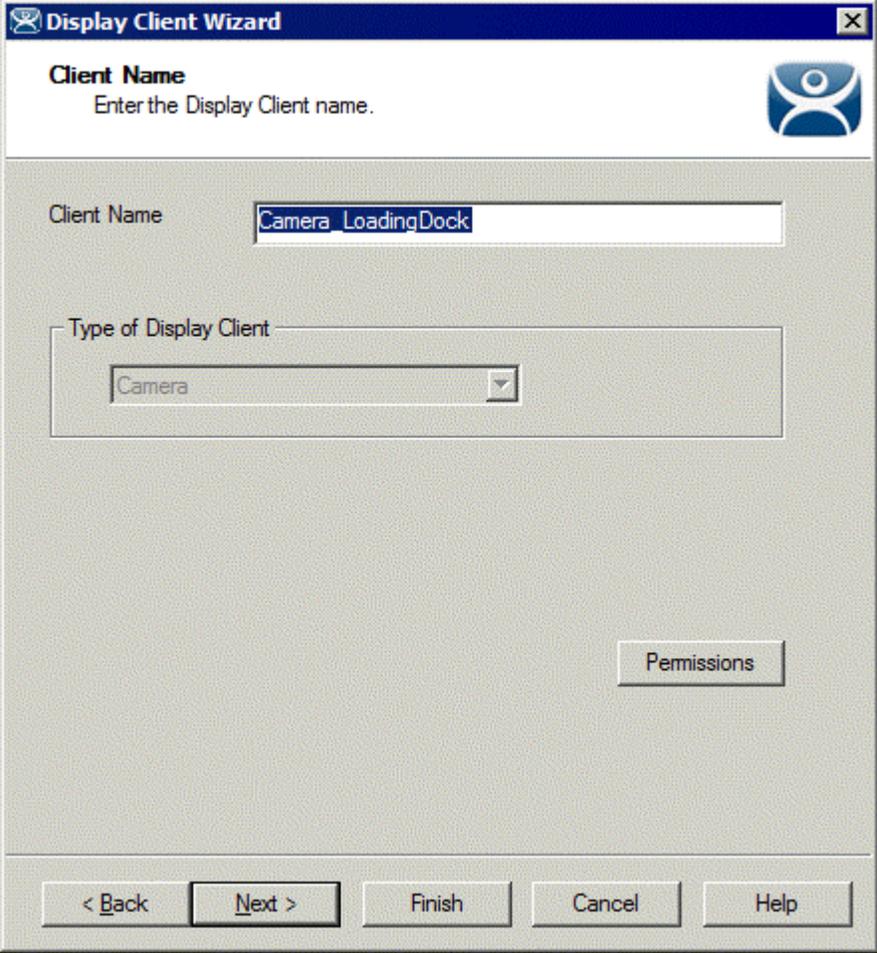

Note: If a Terminal Services Display Client contains several terminal servers, the path must be valid on all terminal servers. If different terminal servers have different paths to the desired program, write a batch file to open the program.

Why Change from Default Settings: This allows you to control a users access. If the Display Client uses AppLink the user will not get a desktop or icons but will be limited to the application specified. Closing it will re-launch the program, assuring that it is always running.

Selecting the **Finish** button will close the Display Client List wizard and display the created terminal server groups.

Camera Display Clients

The Camera Display Client configuration wizard can be launched by right clicking on the **Camera** branch of the ThinManager tree and selecting the **Add Display Client** option.



Camera Display Client Wizard – Name

Importance of Page: Allows naming and selection of Display Client type.

Fields:

- **Client Name** – Name for Display Client.

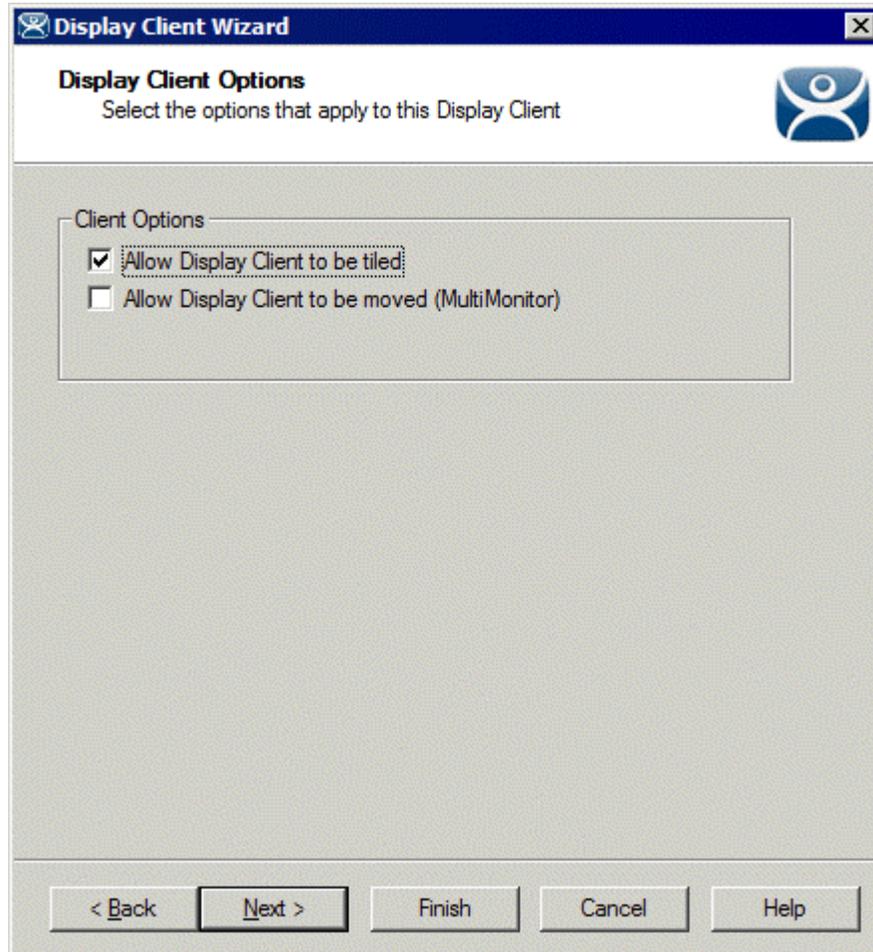
- **Type of Display Client** – Drop-down to select type of Display Client.

Button:

- **Permissions** – Sets TermSecure permissions. See Permissions for details.

Why Change from Default Settings: The display client needs a name.

Enter the name of the Display Client and any TermSecure permissions on this page.



Camera Display Client Options

Importance of Page: Sets Display Client options.

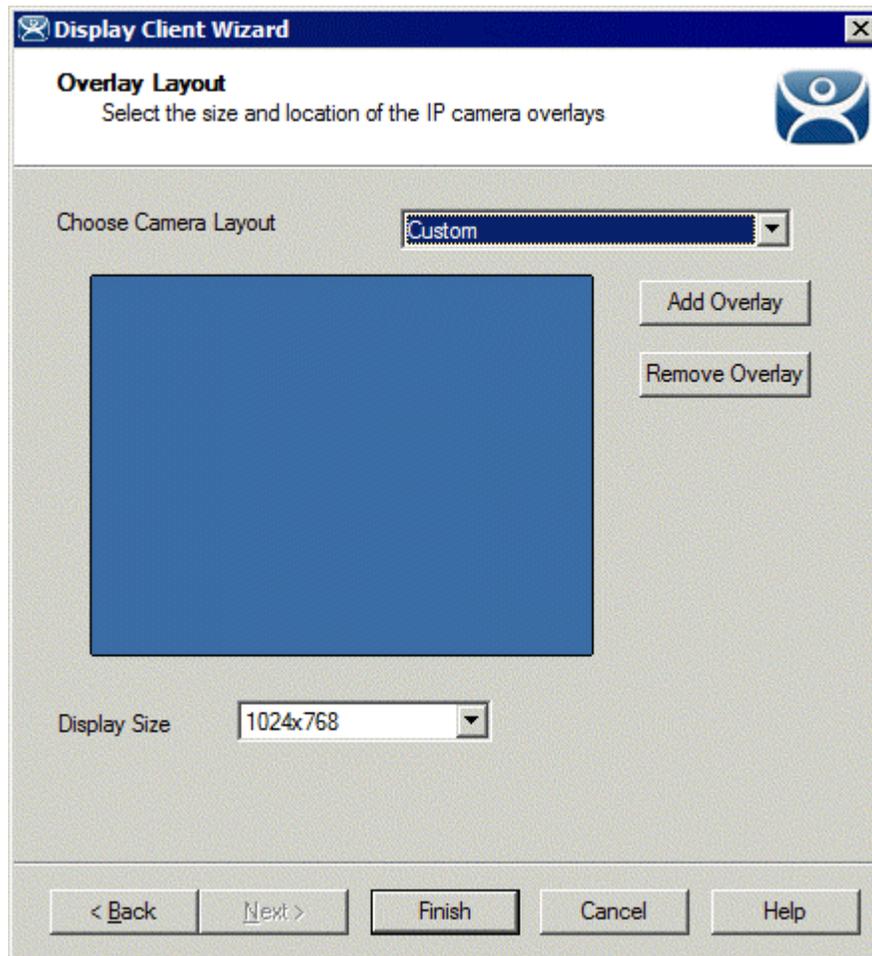
Checkbox:

- **Allow Display Client to be tiled** – Allows tiling of the client.
- **Allow Display Client to be moved (MultiMonitor)**– Allows the Display Client to be opened in any MultiMonitor window.

Why Change from Default Settings: Provides additional options.

Select if this Display Client can be tiled and if when using MultiMonitor it can be moved to a different screen.

Overlay Layout Page



Camera Display Client Overlay Layout

Importance of Page: Sets camera layout

Settings:

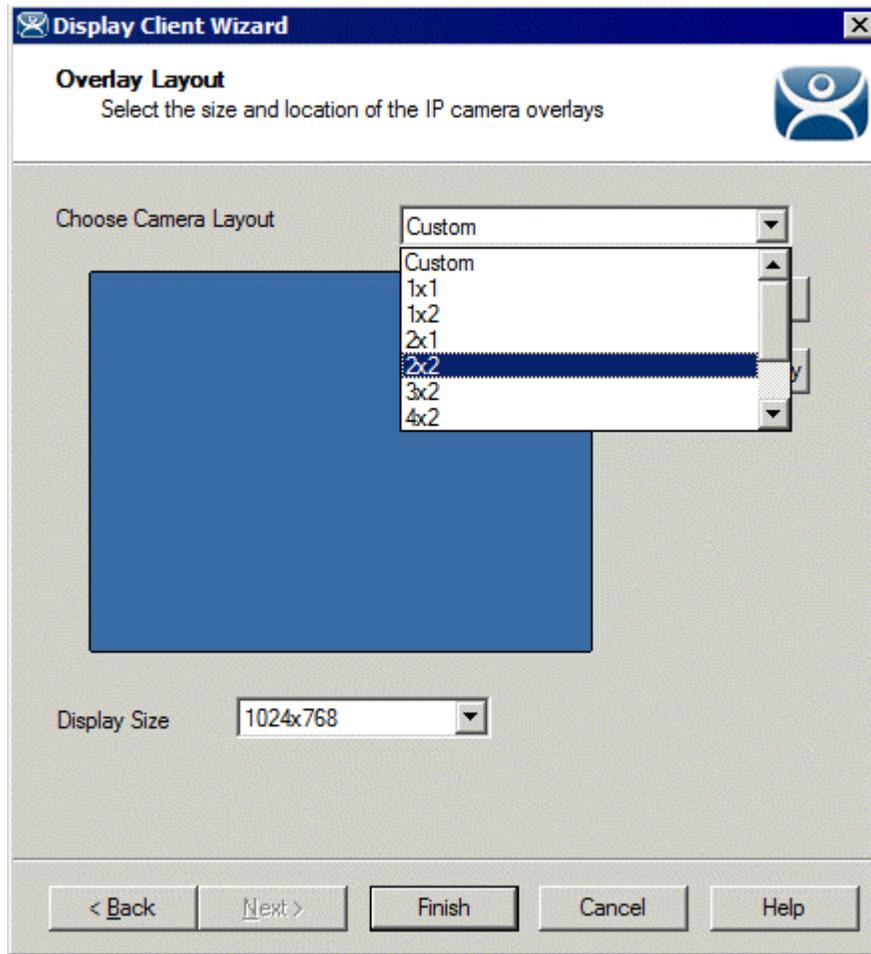
- **Choose Camera Overlay** – Allows you to set the layout of the displays. You may have a single overlay or multiple overlays on the Display Client.
- **Display Size** – Sets the size (resolution) of the display to be shown.

Buttons:

- **Add Overlay** – Adds an overlay to the Display Client.
- **Remove Overlay** – Removes a highlighted overlay from the Display Client.

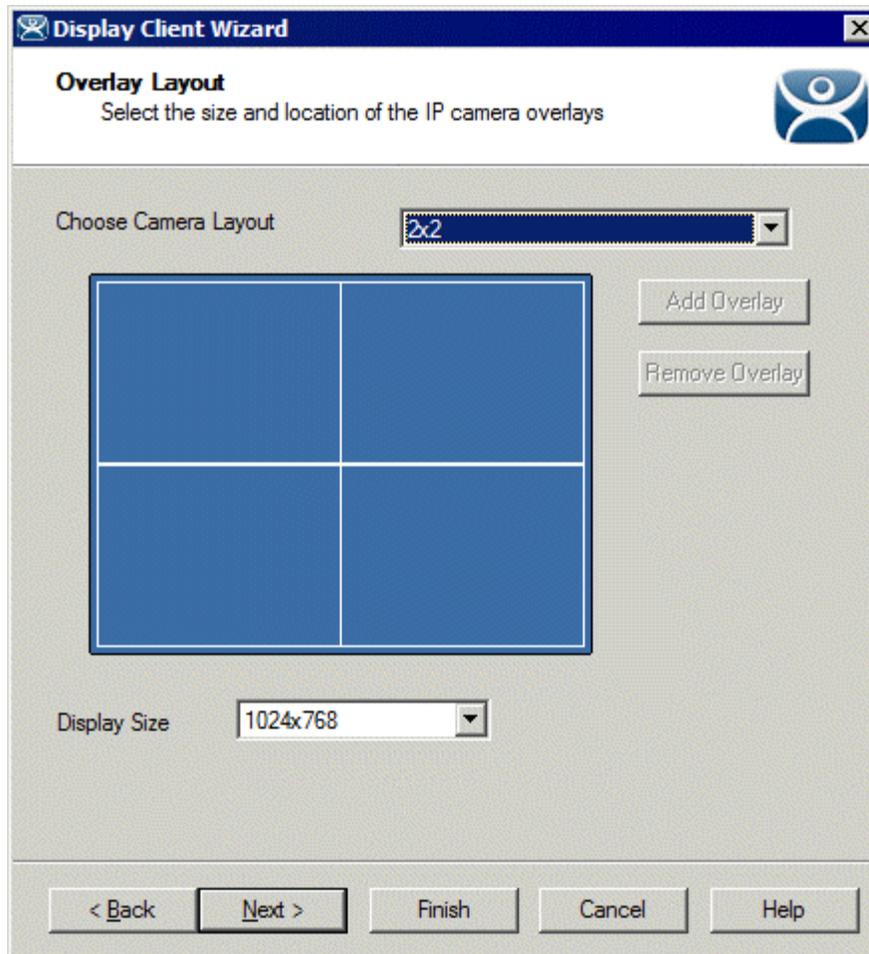
Why Change from Default Settings: You need at least one overlay in the Display Client.

This page determines the layout of the camera overlays. You can define your own custom layout or choose from predefined layouts. The **Display Size** selection should be set to the resolution of the terminal screen to which the Display Client will be added. The picture on this page represents the overlay layout.



Camera Display Client Layout Selection

Use the layout drop down to select the desired layout.



Camera Display Client 2x2 Layout Selection

Once a layout has been selected, it will be represented graphically. Select **Next** to configure the overlays.

Overlay Cameras Page

Display Client Wizard
Overlay Cameras
Select the cameras available in the overlay

Overlay Name:

Position / Size:
Left: Top: Width: Height:

Cameras to show:
 All Cameras Available

Buttons: Add, Delete, Set Initial Camera, Overlay Options

Navigation: < Back, Next >, Finish, Cancel, Help

Camera Display Client Overlay definition

Importance of Page: Configures the overlays.

Fields:

- **Overlay Name** – Name for the overlay (filled in by default).

Settings:

- **Left** – Sets the left side of the overlay in pixels.
- **Top** – Sets the top of the overlay in pixels.
- **Width** – Sets the overlay width in pixels.
- **Height** – Sets the overlay height in pixels.

Buttons:

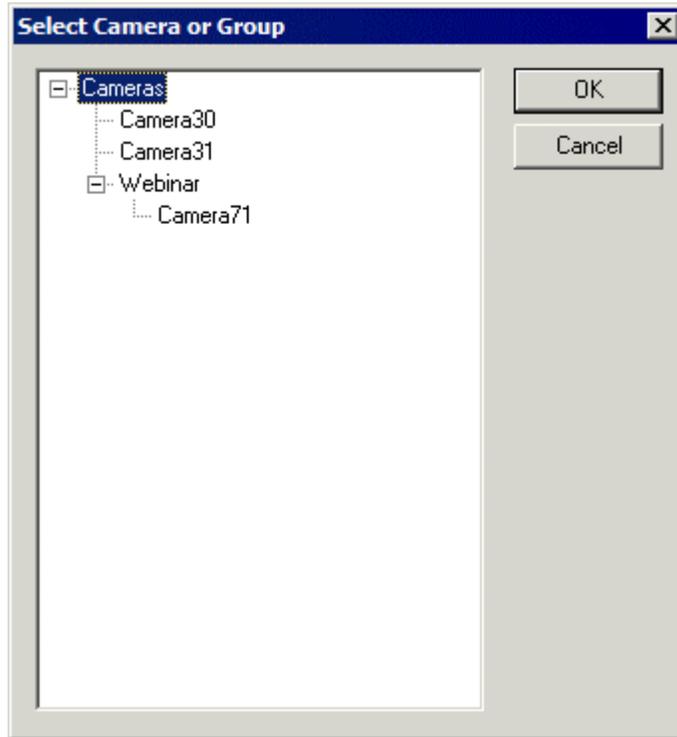
- **Add** – Adds a camera to the overlay.
- **Delete** – Removes a highlighted camera from the overlay.
- **Set Initial Camera** – Sets the initial camera from a series of cameras.
- **Overlay Options** – Launches the **Overlay Options** page.

Checkbox:

- **All Cameras Available** – This makes all cameras available if checked. If unchecked the **Add** button allows specific cameras to be added.

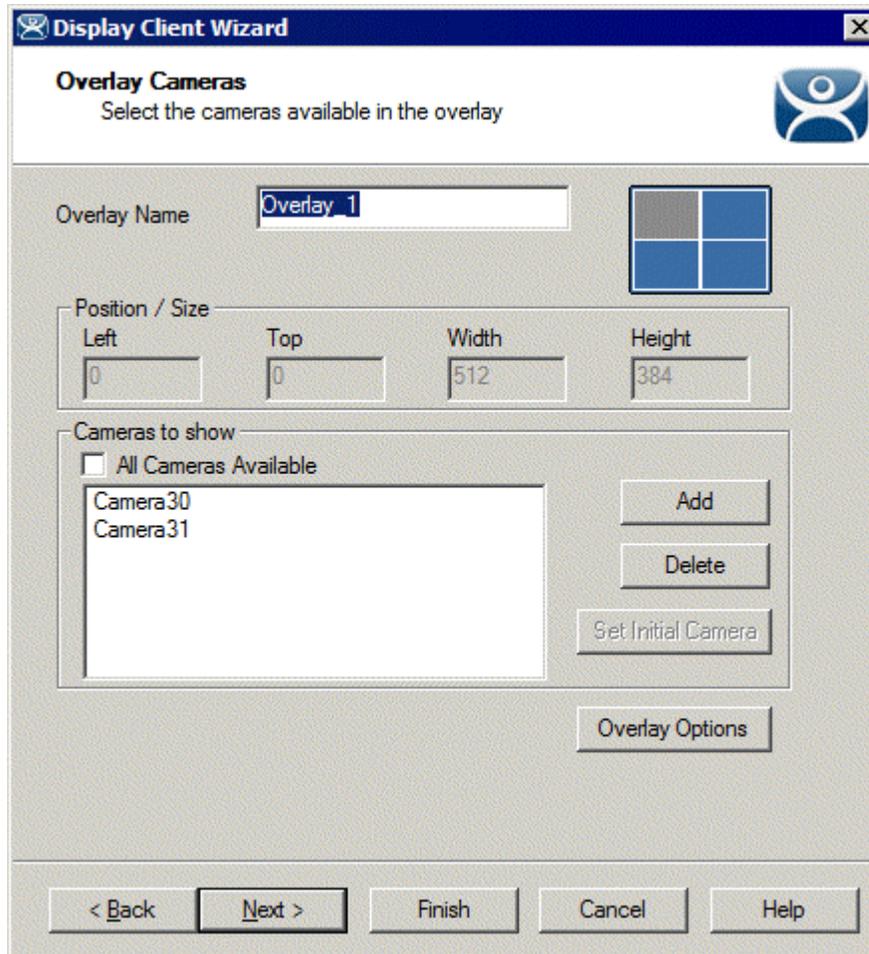
Why Change from Default Settings: Each Camera Display Client needs overlays.

Each overlay will be given a default name. The grey region of the screen representation is the overlay which is currently being configured. If the **All Cameras Available** checkbox is checked, all of the cameras will be available to be selected by the user at the terminal.



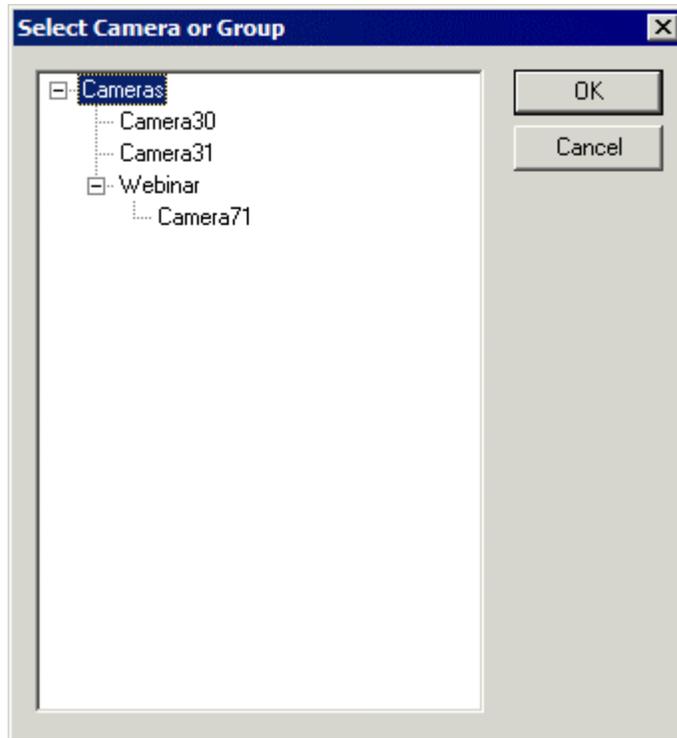
Set Initial Camera Dialog

Selecting the **Set Initial Camera** button allows the camera the overlay will start on at boot up to be selected.

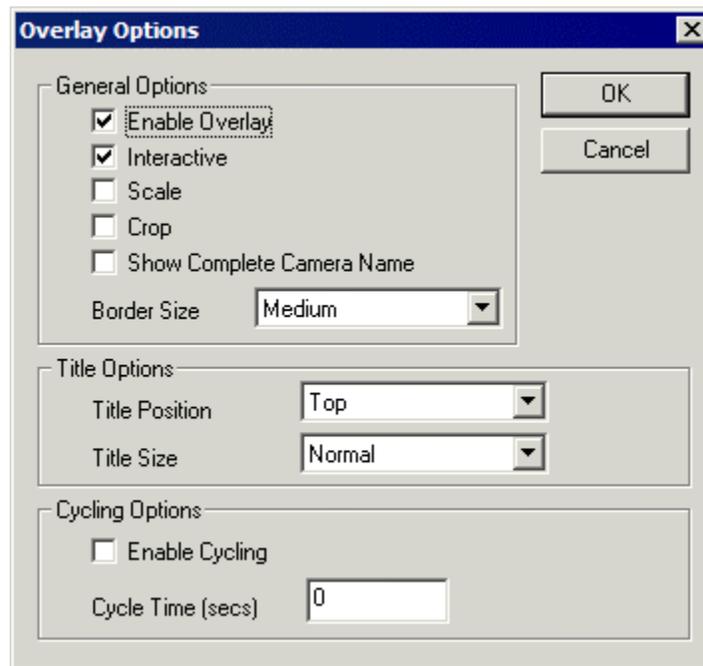


Overlay Camera Selection

If the **All Cameras Available** checkbox is unchecked, cameras must be added manually. Use the **Add** button to add cameras to the list. Adding more than one camera allows the user to select from these cameras at the terminal and allows the cycling between the listed cameras.



Camera Selection



Overlay Options

Clicking the **Overlay Options** button will allow the setting of additional overlay options.

General Options:

- **Enable Overlay** – This option allows the overlay to be started in a disabled non-visible state. The TermMon ActiveX Control can be used by an application to enable the overlay.

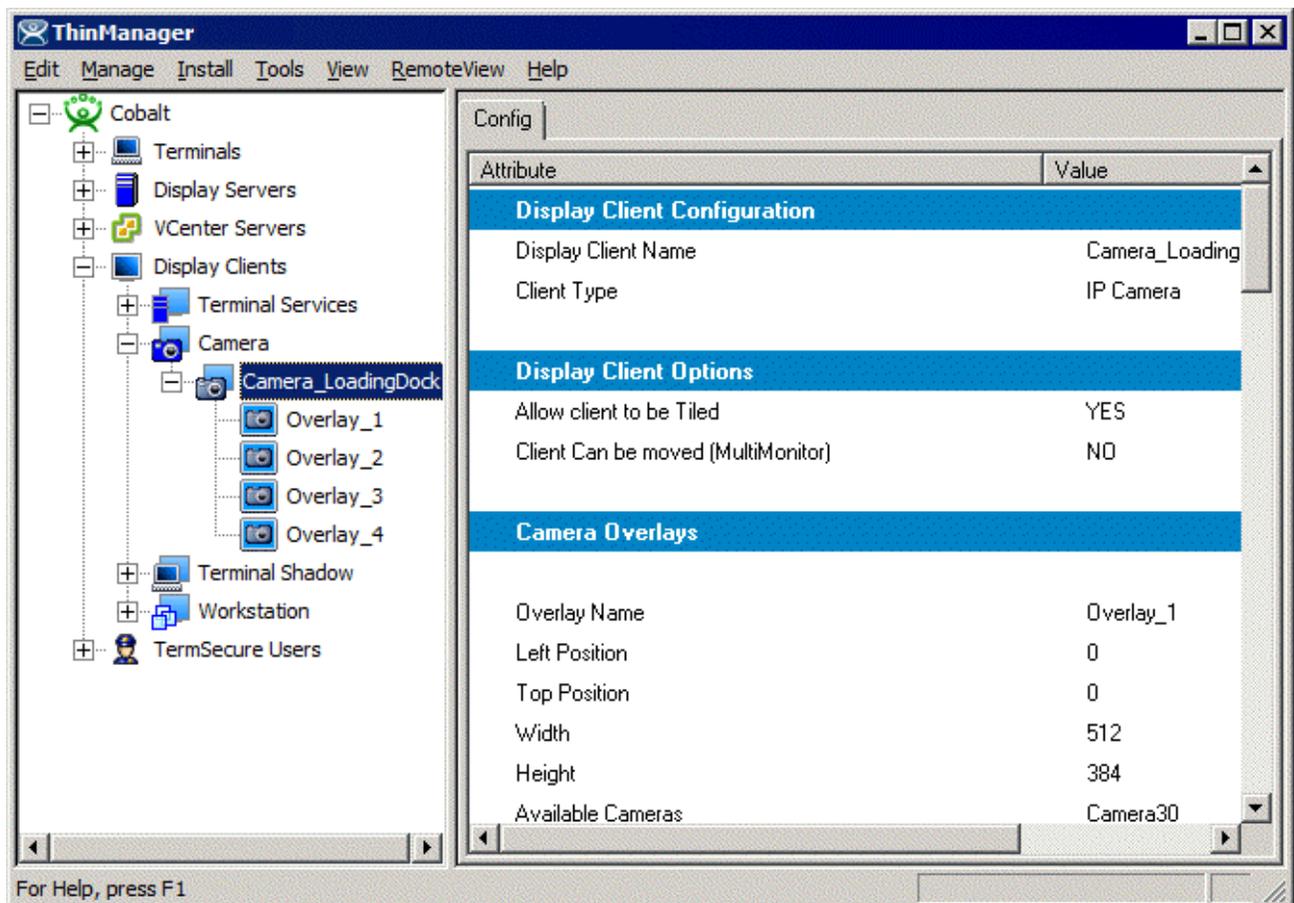
- **Interactive** – This option allows the user on the terminal to interact with the overlay. If the user clicks in the overlay area, he can perform functions such as switching cameras and making the overlay full screen.
- **Scale** – This option will scale camera frames to be to the size of the overlay window. Aspect ratio will be maintained.
- **Crop** – This option will crop the camera frame if it is larger than the camera overlay. This option when combined with the **Scale** option will always fill the entire overlay area.
- **Show Complete Camera Name** – Using this option allows the entire path of the camera to be displayed. The path includes any groups of which the camera is a member.
- **Border Size** – This setting determines the size of the overlay outside border.

Title Options:

- **Title Position** – This is the position of the camera name within the overlay.
- **Title Size** – This is the size of the camera name when displayed within the overlay. Set this to *Don't Show Title* if you do not want the camera name displayed.

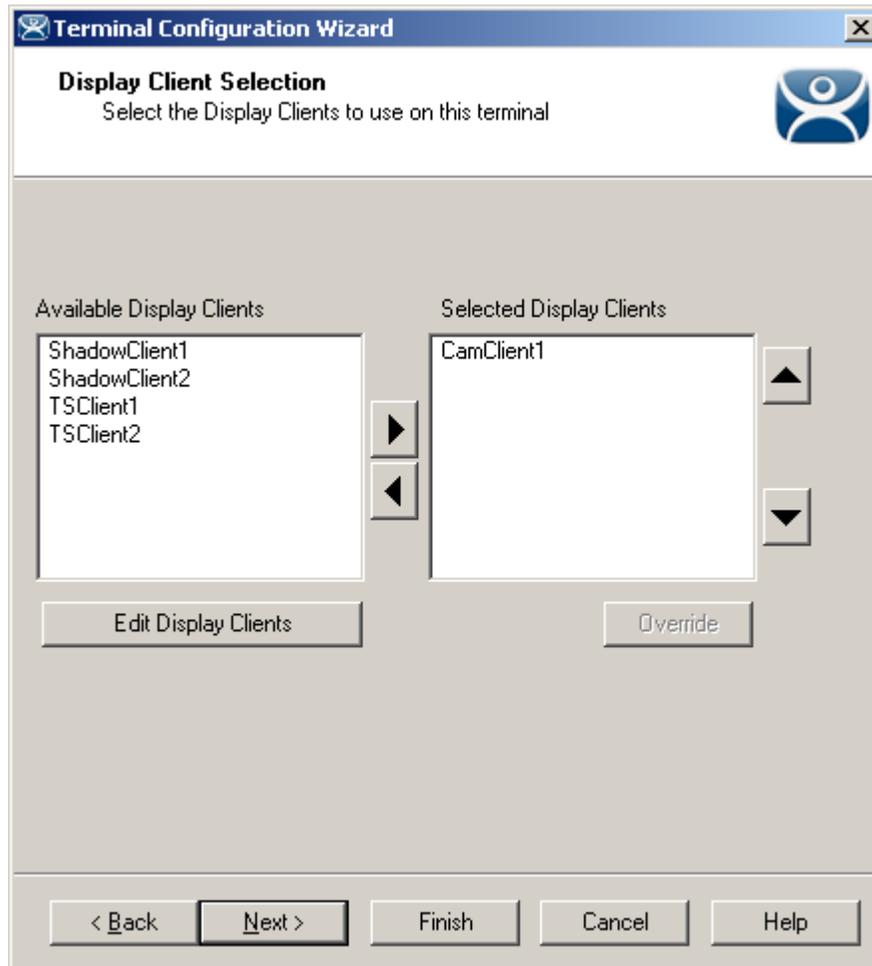
Cycling Options:

- **Enable Cycling** – Check this setting to cycle between the cameras assigned to the overly.
- **Cycle Time** – This is the time in seconds that the overlay will display each camera before switching to the next camera.



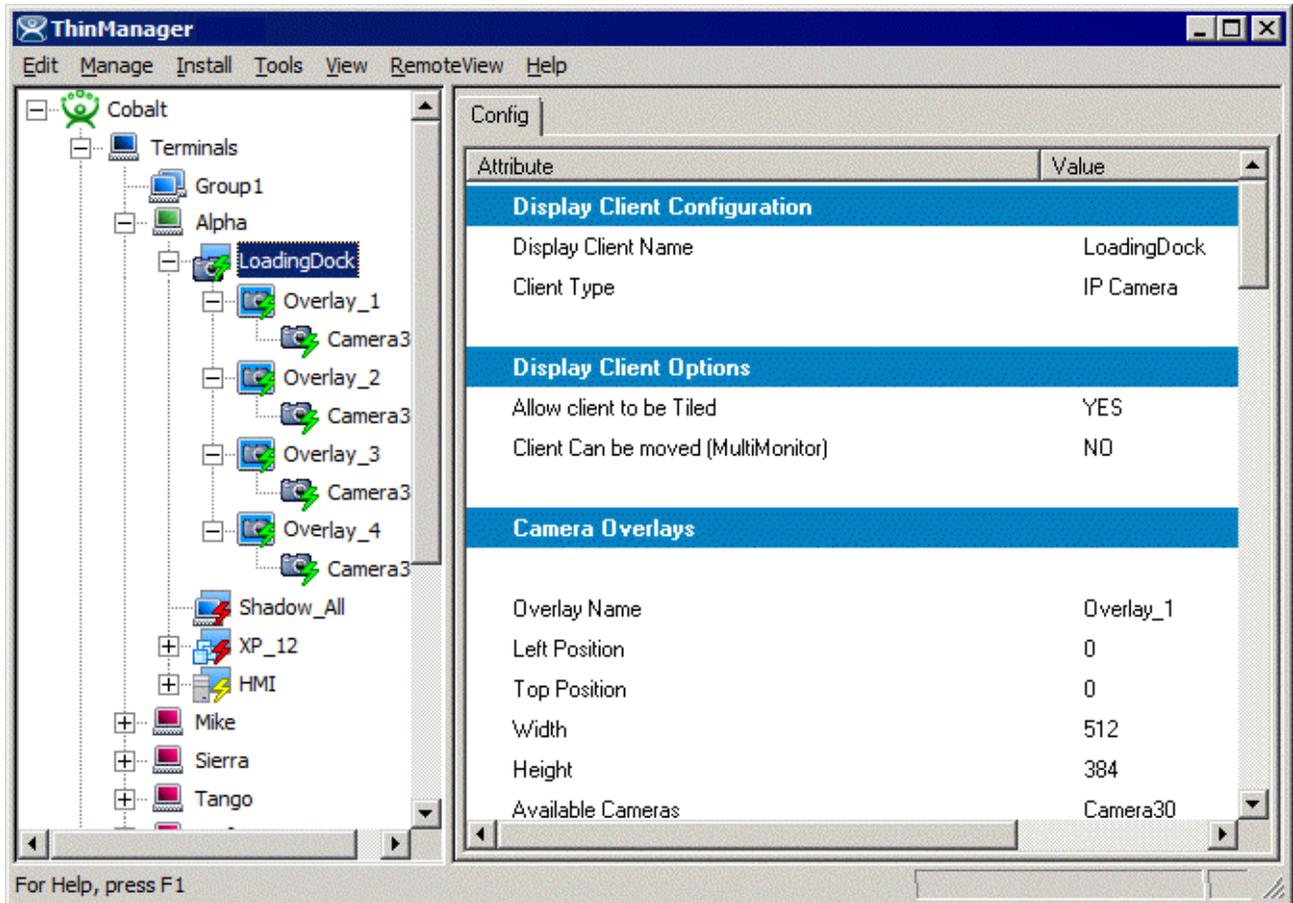
Camera Display Client Tree View

Once a Camera Display Client has been configured it will be reflected in the ThinManager tree under **Display Clients->Camera**.



Terminal Configuration Display Client Selection

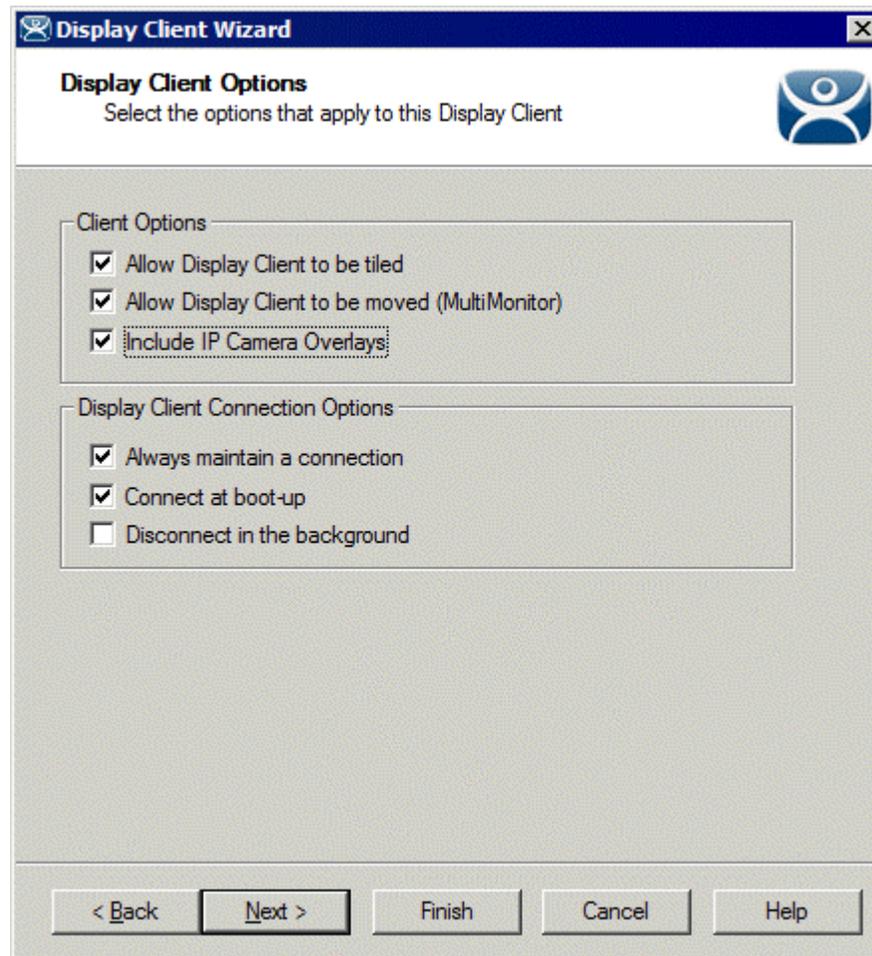
During the terminal configuration, select the desired Display Clients for the terminal. Multiple Display Clients can be added to the configuration for a MultiSession configuration.



Camera Display Client Terminal Tree View

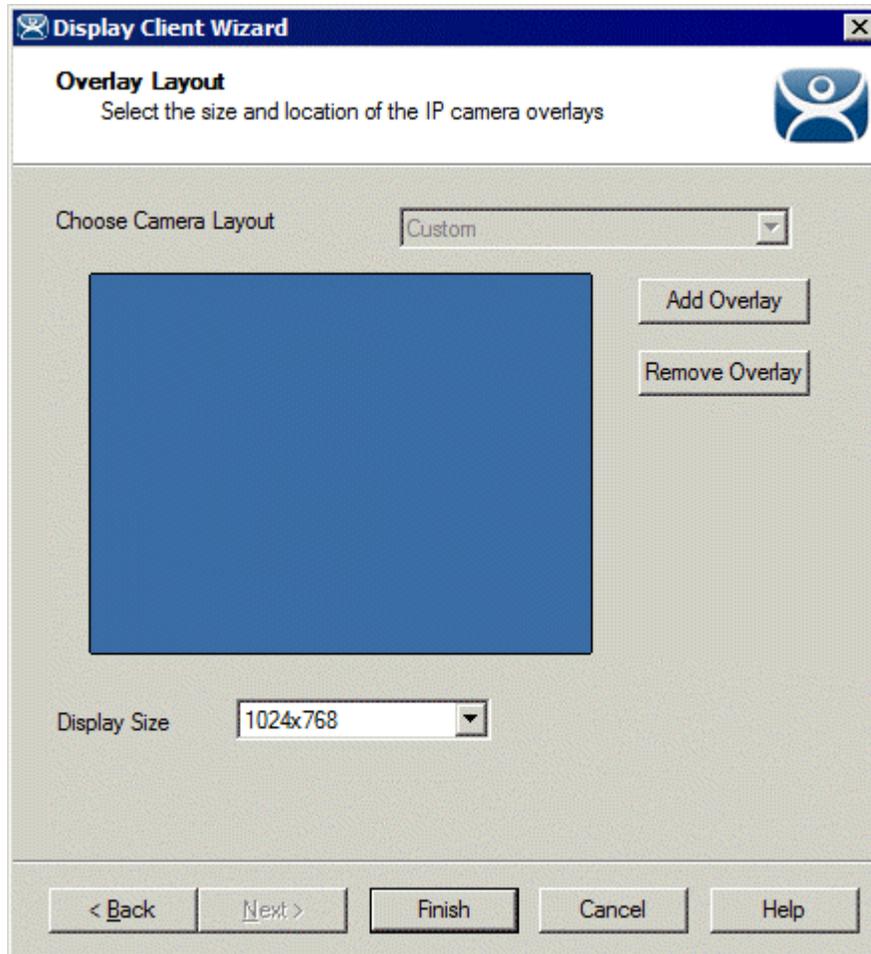
When the terminal is running, the Camera Display Client status will be reflected in the ThinManager terminal tree view. The status of each Camera Overlay and Camera will be displayed. A green lightning bolt on the Display Client icon represents that Display Client is in the foreground. A yellow lightning bolt on the Display Client icon represents that the Display Client is in the background. A green lightning bolt on the overlay icon represents an active overlay. A green lightning bolt on the camera icon represents an active connection to the camera.

Adding a Camera Overlay to a Display Client



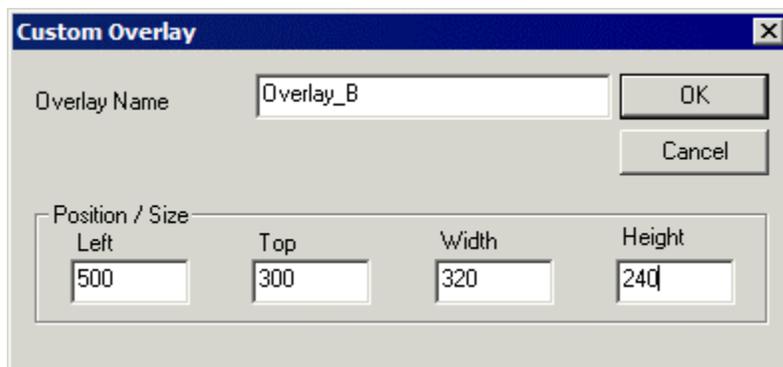
Terminal Configuration Display Client Options

During the terminal configuration check the **Include IP Camera Overlays** option to add camera overlays to a Display Client.



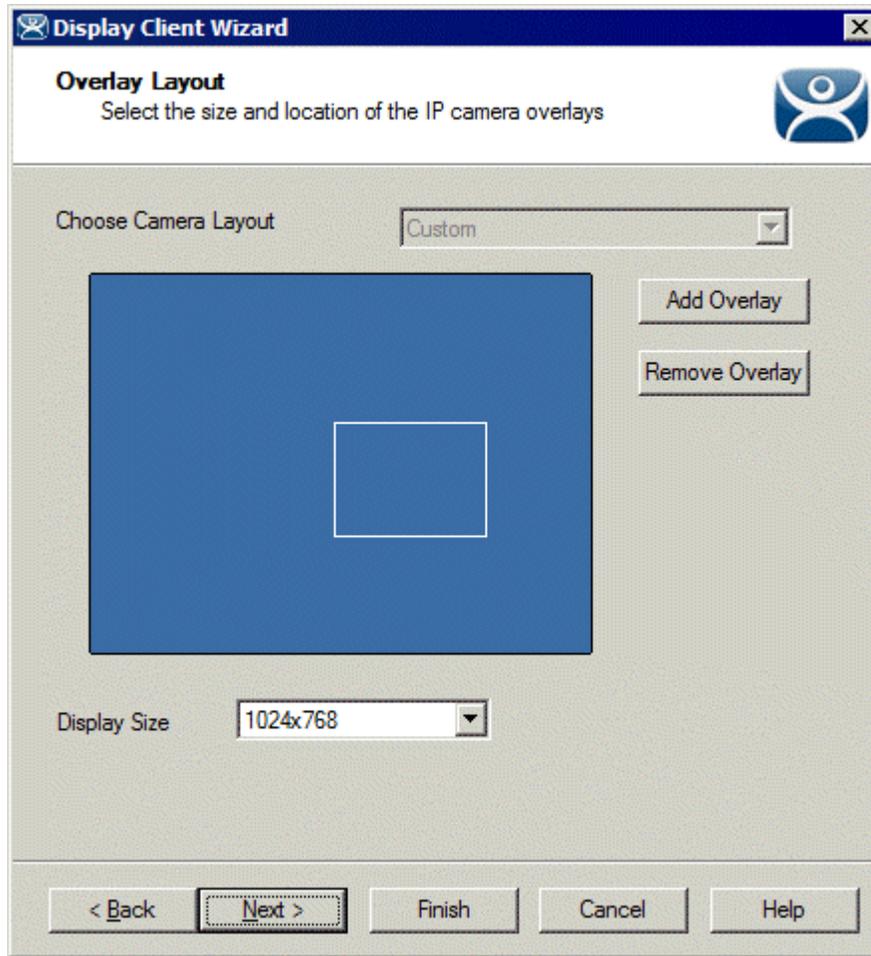
Terminal Configuration Overlay Layout

Camera Overlays can be configured before completing the Terminal Configuration wizard,



Terminal Configuration Add Camera Overlay

Clicking the **Add Overlay** button will allow the creation of the overlay. Enter the name position and size of the desired overlay.



Camera Overlay Layout

Once an overlay has been added, it will be represented as a white outlined square on the layout page. Selecting the **Next** button will allow the completion of the configuration camera overlays