

## Adding a Camera Overlay to a Display Client

Use the F1 button on any page of a ThinManager wizard to launch Help for that page.

Visit <u>www.thinmanager.com/TechNotes4/01\_Intro/Manuals.shtml</u> to download the manual, manual chapters, or the abridged ThinManual.

There is a Tech Note on Camera Display Servers at <u>www.thinmanager.com/TechNotes4/04\_Configuration/Camera\_DisplayServer.pdf</u> and a Tech Note on Camera Display Clients at <u>www.thinmanager.com/TechNotes4/04\_Configuration/Camera\_DisplayClient.pdf</u>.

Camera Overlays can be added to a Terminal Server Display Client. Open the Terminal Server Display Client Wizard by double clicking on the display client in the ThinManager tree.

🙁 Display Client Wizard	×
<b>Display Client Options</b> Select the options that apply to this Display Client	$\aleph$
Client Options	
Allow Display Client to be tiled	
Allow Display Client to be moved (MultiMonitor)	
Include IP Camera Overlays	
Display Client Connection Options	
Always maintain a connection	
Connect at boot-up	
Disconnect in the background	
< <u>B</u> ack <u>N</u> ext > Finish Cancel	Help

Terminal Configuration Display Client Options

Check the Include IP Camera Overlays option to enable camera overlays to a Display Client.



🙁 Display Client	Wizard			×
	Overlay Layout Select the size and location of the IP camera overlays			
Choose Camera	a Layout	Custom		V
			Ad	ld Overlay
			Rem	ove Overlay
Display Size	1024x768	•		
< <u>B</u> ack	<u>N</u> ext >	Finish	Cancel	Help

Terminal Configuration Overlay Layout

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

Custom Overlay			×
Overlay Name	Overlay_1		ОК
			Cancel
Position / Size Left 704	Top 528	Width 320	Height 240

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.



😕 Display Client Wizard		×	
Overlay Layout Select the size and location of the IP camera overlays			
Choose Camera Layout	Custom	<b>*</b>	
		Add Overlay	
		Remove Overlay	
Display Size 1024x768	•		
< <u>B</u> ack <u>N</u> ext >	Finish Car	icel Help	

## Camera Overlay Layout

Once an overlay has been added, it will be represented as a white outlined square on the layout page. If the area is not what you want click the **Back** button and adjust the **Custom Overlay** settings.

Selecting the *Next* button will allow the completion of the configuration camera overlay by adding a camera to the overlay.



😕 Display Client Wi	zard			×
Overlay Camera Select the can	<b>s</b> neras available in	the overlay		$\aleph$
Overlay Name	Overlay_1			
Position / Size — Left	Ten	Width	Height	
704	Top 528	320	240	
704	328	320	240	
Cameras to show	I			
All Cameras /	Available			.
			Add	
			Delete	
			Set Initial Camera	]
			Overlay Options	
< <u>B</u> ack	<u>N</u> ext >	Finish	Cancel	Help

## **Overlay Camera Selection**

If **All Cameras Available** is selected then the operator can choose among all defined Camera Display Servers when the Display Client is displayed. An initial camera can be pre-selected by using the **Set Initial Camera** button and selecting a camera from the list that pops up. The operators can then switch to another camera by selecting it in a list when the Display Client is displayed.

If **All Cameras Available** is unselected then you must add a camera by selecting the **Add** button and choosing a camera from the list that pops up.