



Camera Display Clients

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

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

ThinManager 4 allows the use of IP cameras. You must first define the camera source as a Camera Display Server and then define how you want the camera video to be displayed as a Camera Display Client.

This article covers the **Camera Display Client**.

Camera Display Servers are covered in http://www.thinmanager.com/TechNotes4/04_Configuration/Camera_DisplayServer.pdf.

Camera Display Client Wizard

Create a Camera Display Client by right clicking on the **Camera** branch of the ThinManager tree and selecting the **Add Display Client** option. This will launch the Camera Display Client configuration wizard.

Display Client Wizard

Client Name
Enter the Display Client name.

Client Name:

Type of Display Client:

Permissions

Create at least one camera overlay

< Back Next > Finish Cancel Help

Camera Display Client Wizard – Name

Name the Camera Display Client by entering a name in the **Client Name** field. Select **Next** to continue.



Display Client Options Page

Display Client Wizard

Display Client Options
Select the options that apply to this Display Client

Client Options

- Allow Display Client to be tiled
- Allow Display Client to be moved (MultiMonitor)

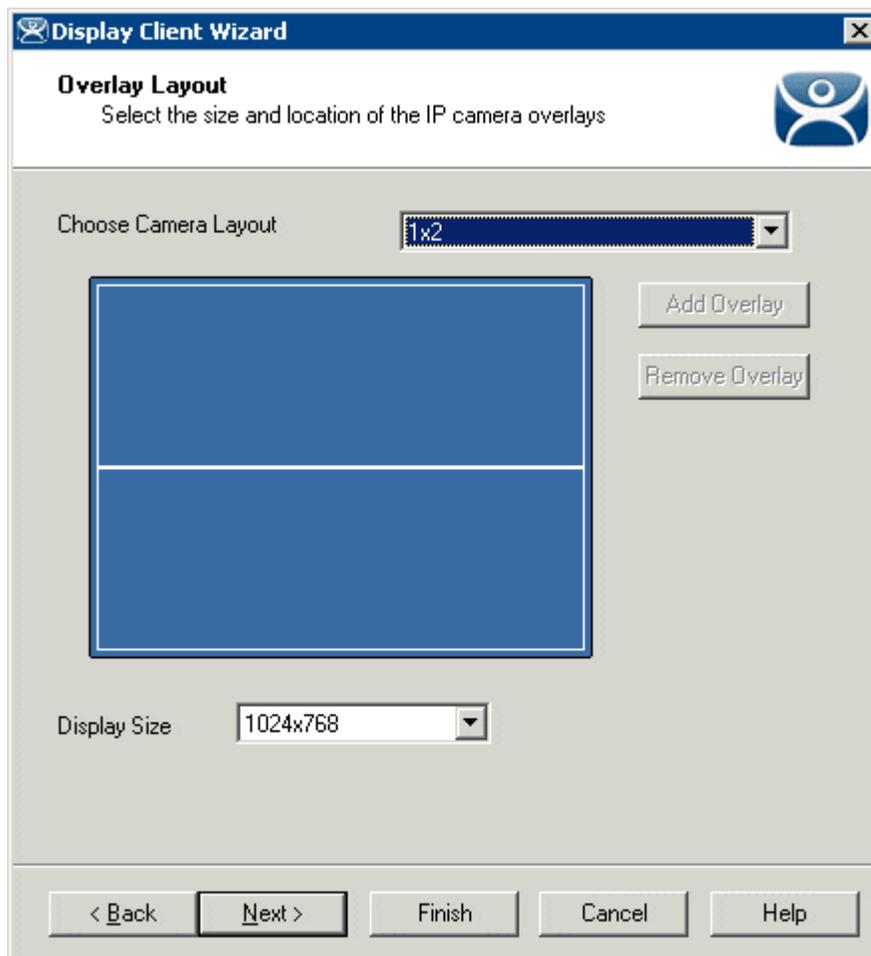
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Camera Display Client Options

Like other Display Clients you have to option of tiling this Display Client or allowing it to be moved on MultiMonitor screens. Select the options desired.



Overlay Layout Page



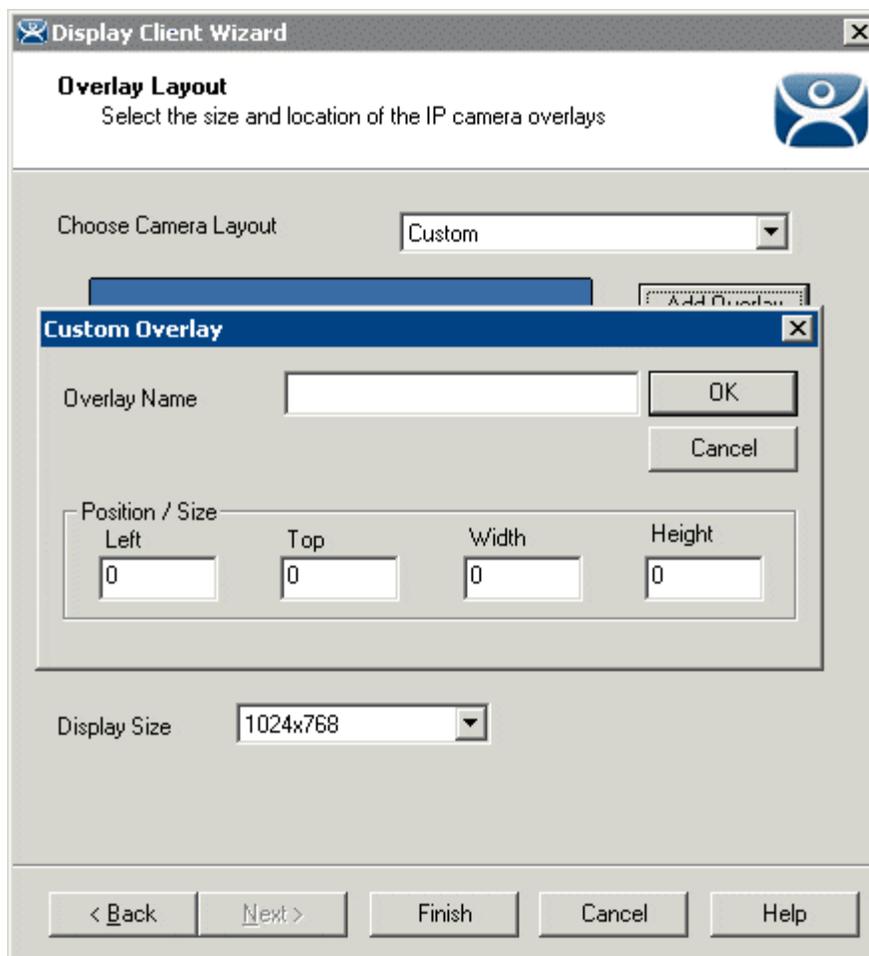
Camera Display Client Overlay Layout

The **Overlay Layout Page** determines the layout of the camera overlays. You can define your own custom layout or choose from predefined layouts using the **Choose Camera Overlay** dropdown. The pre-defined layouts include single and multiple camera views.

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.

You need at least one overlay in the Display Client.

Once a layout has been selected, it will be represented graphically.



Custom Overlay

If you choose the **Custom** setting in the **Choose Camera Overlay** drop-down you will need to define the overlay by selecting the **Add Overlay** button. This will launch a **Custom Overlay** window that lets you define the overlay name and dimensions.

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
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1024"/>	<input type="text" value="384"/>

Cameras to show

All Cameras Available

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Camera Display Client Overlay Definition

The wizard will allow you to configure an overlay for each sector of your layout.

Name your first overlay in the **Overlay Name** field. The highlighted overlay will be gray.

- **Position/Size** - The position and size settings are automatically filled when using the non-custom layouts.

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.



Display Client Wizard

Overlay Cameras
Select the cameras available in the overlay

Overlay Name:

Position / Size

Left	Top	Width	Height
<input type="text" value="0"/>	<input type="text" value="384"/>	<input type="text" value="1024"/>	<input type="text" value="384"/>

Cameras to show

All Cameras Available

Overlay Camera Selection

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.

Each overlay can use different settings.



Overlay Options

The screenshot shows the 'Overlay Options' dialog box. It has a title bar with the text 'Overlay Options' and a close button (X). The dialog is divided into three sections: 'General Options', 'Title Options', and 'Cycling Options'. In the 'General Options' section, there are five checkboxes: 'Enable Overlay' (checked), 'Interactive' (checked), 'Scale' (unchecked), 'Crop' (unchecked), and 'Show Complete Camera Name' (unchecked). Below these is a 'Border Size' dropdown menu set to 'Medium'. In the 'Title Options' section, there are two dropdown menus: 'Title Position' set to 'Top' and 'Title Size' set to 'Normal'. In the 'Cycling Options' section, there is a checkbox for 'Enable Cycling' (unchecked) and a text box for 'Cycle Time (secs)' containing the number '0'. On the right side of the dialog, there are two buttons: 'OK' and 'Cancel'.

Overlay Options

The **Overlay Options** button launches a window that allows the overlay to be configured.

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:

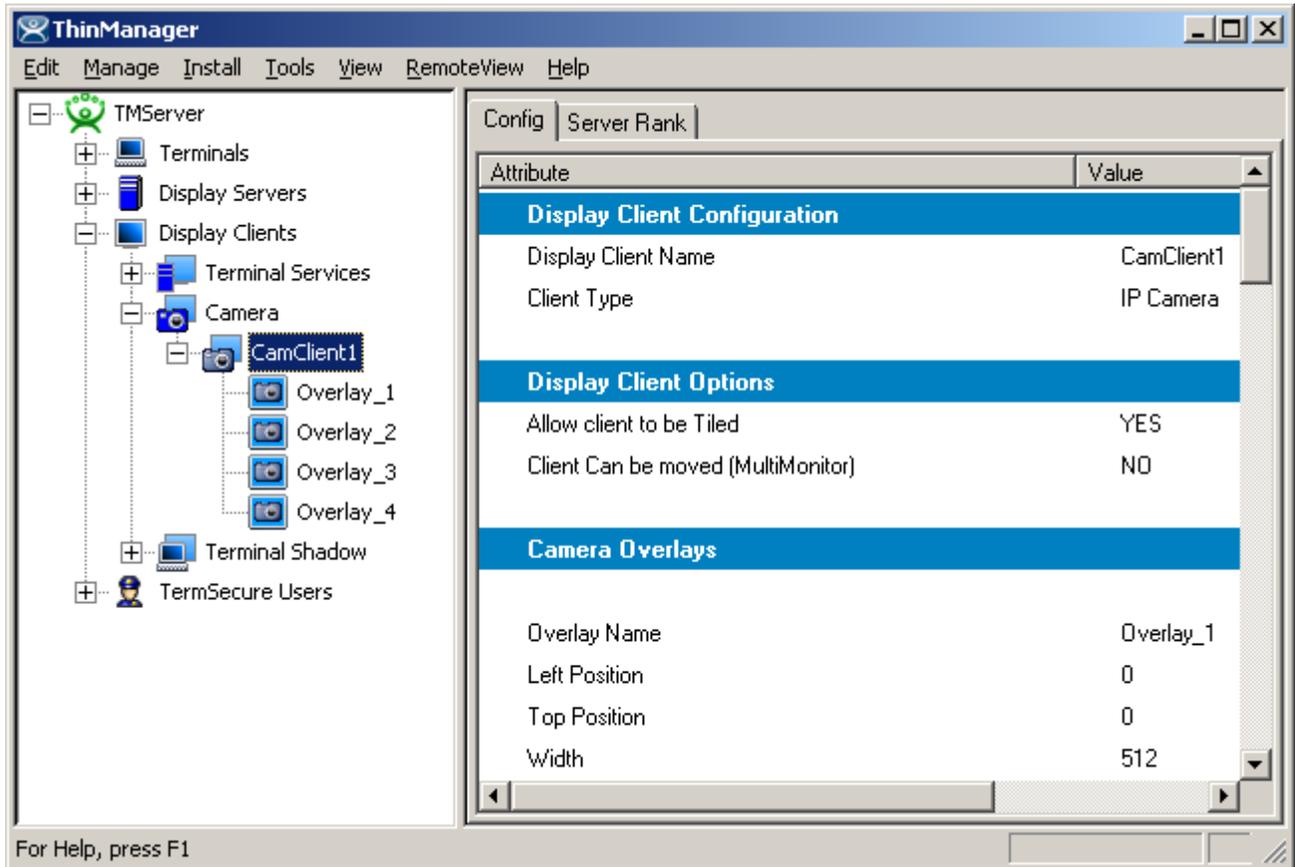
- **Title Position** – This is the position of the camera name within the overlay.
- **Title Size** – This is the size of the camera name when displayed within the overlay. Set this to *Don't Show Title* if you do not want the camera name displayed.

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 in the Tree



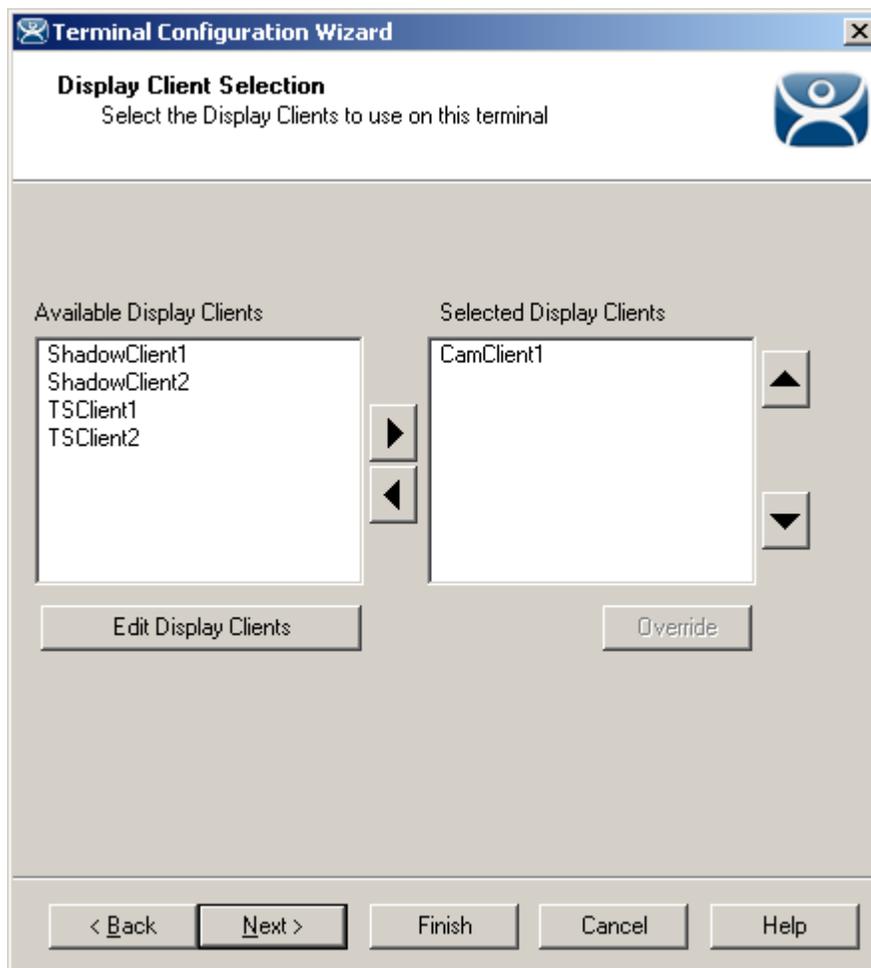
Camera Display Client Tree View

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



Adding the Camera Display Client

Once a Camera Display Client is created it can be added to a terminal and displayed.

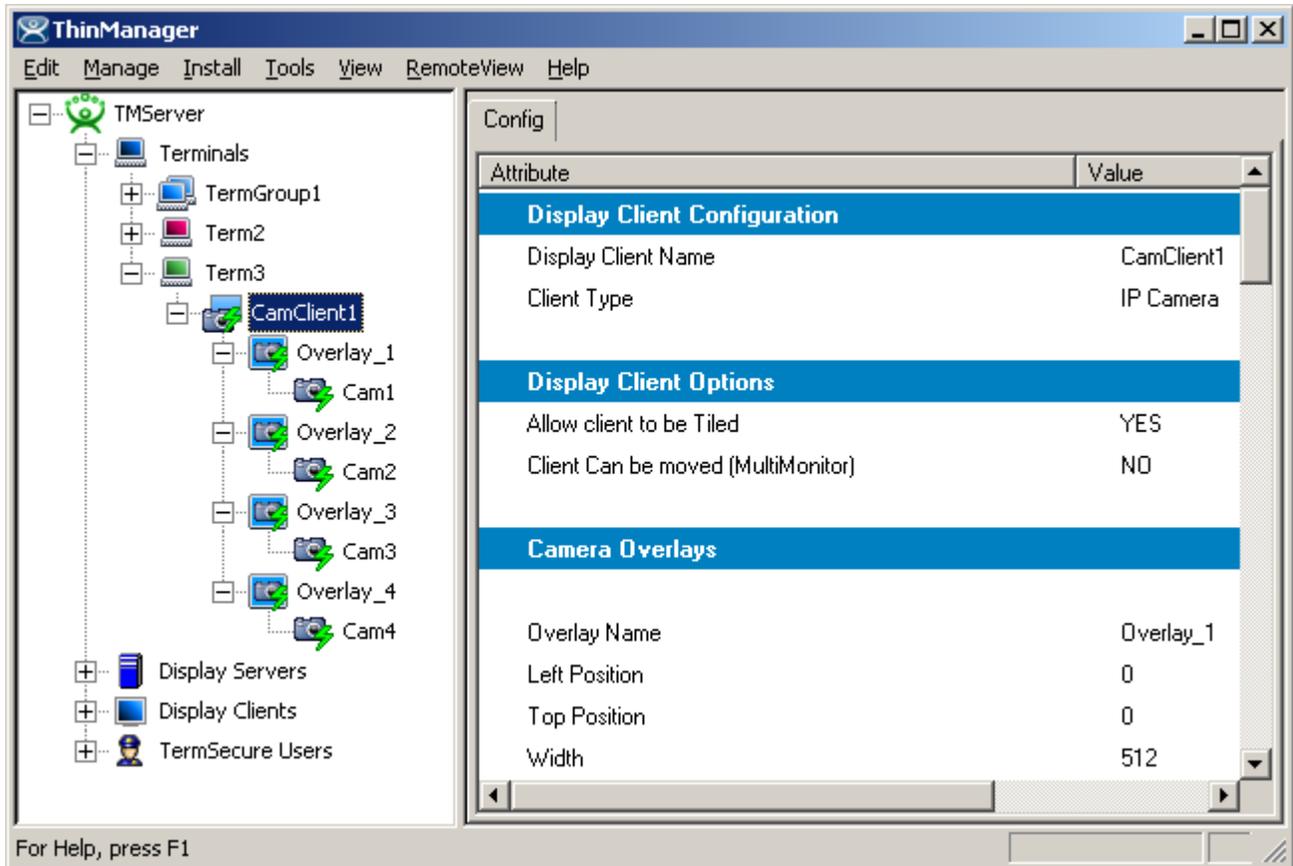


Terminal Configuration Display Client Selection

Open the Terminal Configuration Wizard by double clicking on the terminal in the ThinManager tree.

Navigate through the wizard. Select the **Use Display Clients** checkbox on the **Terminal Mode Selection** page.

Continue to the **Display Client Selection** page. Add the Camera Display Client by moving it from the **Available Display Client** list to the **Selected Display Client** list by double clicking on it. 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.