

Quick Start Guide

GV-Mobile Server V1.4



1 Introduction

Welcome to the *GV-Mobile Server Quick Start Guide*. You will be guided through the basic installation and configuration of GV-Mobile Server. For the detailed user's manual, see *GV-Mobile Server User's Manual* on the Software DVD.

Packing List

- GV-USB Dongle for connections with GV-Recording Server / GV-Video Gateway, third-party IP devices and GV-IP devices directly
- Software DVD

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System Requirements

Depending on the resolution, video compression format and the number of connected channels, **Standard Version** or **Advanced Version** requirement shall be met.

Minimum System Requirements

Standard Version

OS	32-bit	Windows 7 / Server 2008
	64-bit	Windows 7 / Server 2008 R2
CPU	Core i3 2120K, 3.3 GHz	
RAM	2 GB x 2	
Hard Disk	1 GB or more for installation	
Graphic Card	AGP or PCI-Express, 1024 x 768, 32-bit color	
DirectX	9.0c	
LAN	Gigabit Ethernet X 1	
Hardware	Internal or external GV-USB Dongle	

Advanced Version

OS	64-bit	Windows 7 / Server 2008 R2
CPU	Core i7 2600K, 3.4 GHz	
RAM	2 GB x 2	
Hard Disk	1 GB or more for installation	
Graphic Card	AGP or PCI-Express, 1024 x 768, 32-bit color	
DirectX	9.0c	
LAN	Gigabit Ethernet x 2	
Hardware	Internal or external GV-USB Dongle	

Note:

1. The memory required may vary depending on the number of channels and resolution of videos received.
2. A GV-USB Dongle is required when you install the GV-Mobile Server in an independent PC, without GV-System.
3. Optionally purchase an internal USB dongle for the Hardware Watchdog function.

The Advanced Version is highly recommended in any of the following conditions:

Resolution	Codec	No. of Connected Channels
CIF	H.264	32
VGA	H.264	12 or more
D1	H.264	11 or more
1 MP	H.264	5 or more
2 MP	H.264	3 or more
3 MP	H.264	3 or more
4 MP	H.264	3 or more
5 MP	H.264	6 or more

Note: These data may vary in different scenes (different data bitrates).

Software License

Free License	When installed and executed on the same server with GV-DVR or GV-NVR
Maximum License	32 channels. 4 Matrix views
Increment for Each License	N/A
Optional Combinations	N/A
Dongle Type	Internal or external

Compatible GV-IP Devices & GV-Software

- GV-System: V8.5.3.0 or later
- GV-Recording Server / GV-Video Gateway: V1.1.0.0 or later
- GV-IP Camera: V1.09 or later
- GV-Video Server VS02A / VS04A / VS04H / VS12: V1.05 or later
- GV-Video Server VS11: V1.0 or later
- GV-Compact DVR V2: V1.07 or later
- GV-Compact DVR V3 (4-Channel): V1.01 or later
- GV-Compact DVR V3 (8-Channel): V1.00 or later

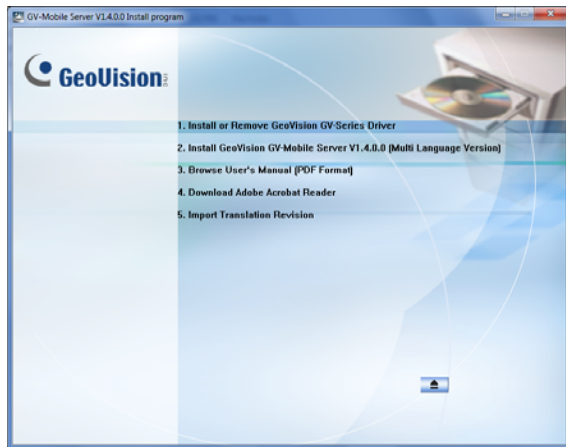
3 Installation

Installing the GV-Mobile Server

You can install GV-Mobile Server on a dedicated computer or a computer installed with GV-System to decode video streams from:

- GV-System
- GV-Recording Server / GV-Video Gateway
- GV-IP devices
- third-party IP cameras through ONVIF / PSIA

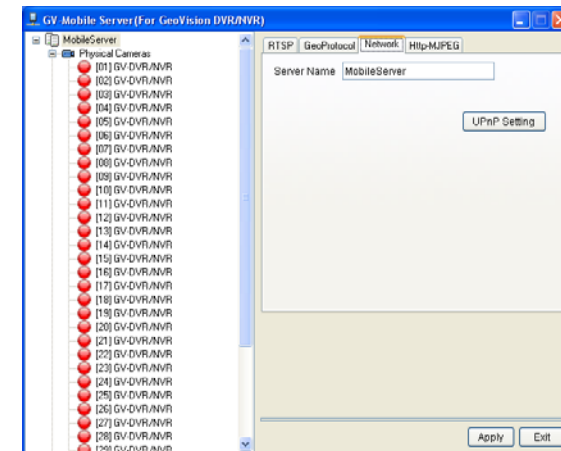
1. Insert GV-USB Dongle to a dedicated computer or server.
2. Insert the Software DVD to the computer. This window pops up automatically.



3. To install **USB driver**, select **Install or Remove GeoVision GV-Series Driver** to start.
4. To install **GV-Mobile Server**, select **Install GeoVision GV-Mobile Server V1.4.0.0** to start.

Starting the GV-Mobile Server

1. Go to Windows **Start**, point to **Programs**, select **GV-Mobile Server**, and then run **Mobile Server**. The GV-Mobile Server window appears.
2. To change the server name or to configure UPnP settings, click the **Network** tab.

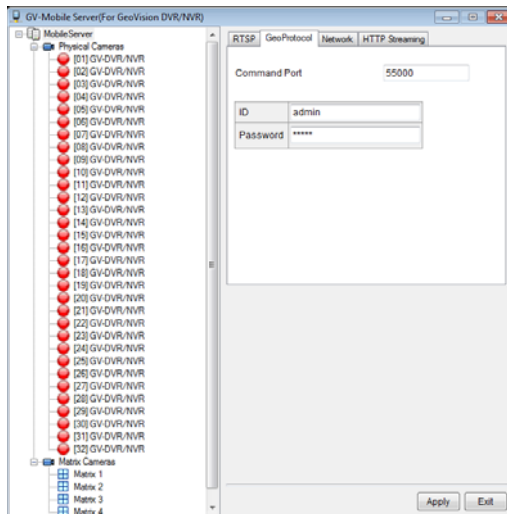


3. Type a new server name.
4. Click the **UPnP Setting** button to automatically configure the ports on your router.

4 Establishing Connections

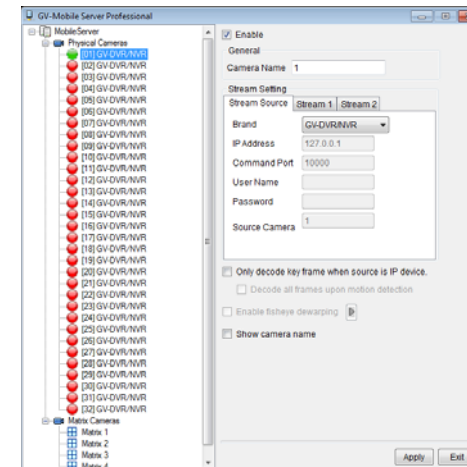
Connecting to GV-System

- By default, the ID and password for logging in the GV-Mobile Server are **admin**, and the Command Port for client connection is **55000**. To customize these values, click the **GeoProtocol** tab to modify the Command Port and select **Custom** to modify the login ID and password.



- Click **Apply**.

- Select a camera from the left menu and click the **Stream Source** tab. This window appears.

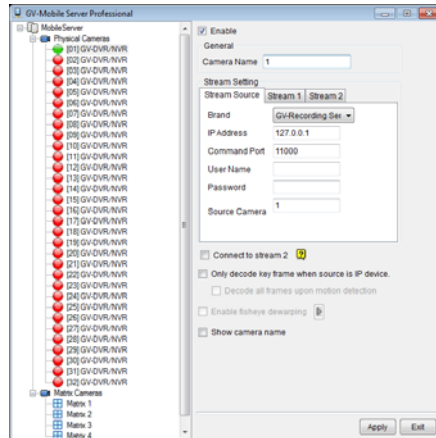


- Type a name to describe the camera in the **Camera Name** field.
- Select **GV-DVR/NVR** for **Brand**.
- To decode key frames for IP source, select **Only decode key frame when source is IP device**. To decode all frames when a motion is detected and decode key frames when there is no motion, select **Decode all frames upon motion detection**.
- If the camera is a fisheye camera, select **Enable fisheye dewarping**. And click the arrow button to open the FisheyeConfig window. To configure dewarping settings, right-click the image in the window.
- To show the camera name specified in Step 2 on the live view, select **Show camera name**.
- Click **Apply**.

When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

Connecting to GV-Recording Server / GV-Video Gateway

1. Select a camera from the left menu and click the **Stream Source** tab. This window appears.



When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

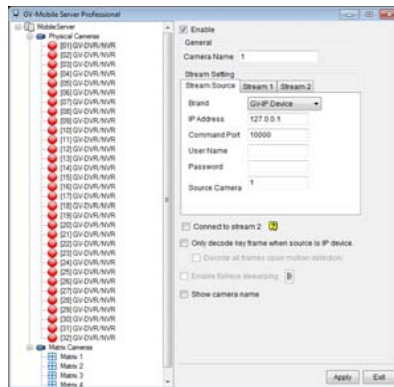
Note: The TCP/IP Connection port (active connection port) on the GV-Recording Server / GV-Video Gateway must match the Command port setting (default 11000) here.

2. Type a name to describe the camera in the **Camera Name** field.
3. Configure the connection settings.
 - A. Select **GV-Recording Server** for **Brand**.
 - B. Type the **Command Port**, **IP Address**, **User Name** and **Password** of the GV-Recording Server / GV-Video Gateway. The default command port for GV-Recording Server / GV-Video Gateway is **11000**.
 - C. Type the camera number for live viewing in **Source Camera**. The default setting is **1**.
4. Follow steps 4-6 in the earlier section *Connecting to GV-System* to complete the settings.
5. If your GV-IP device supports dual streams, GV-Mobile Server connects to stream 1 by default. To connect to stream 2, select **Connect to Stream 2**.
6. Click **Apply**.

5 Configuring the Channel

Connecting to IP Devices Directly

1. Select a camera from the left menu and click the **Stream Source** tab. This window appears.



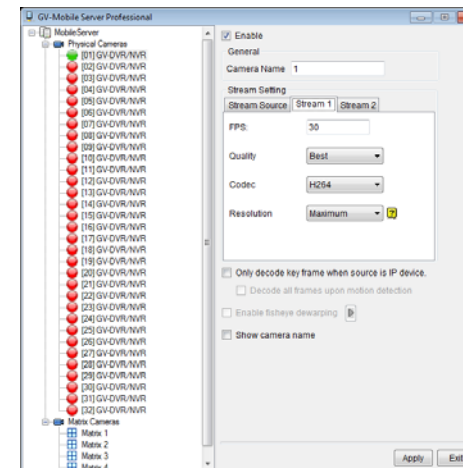
2. Type a name to describe the camera in the **Camera Name** field.
3. Configure the connection settings.
 - A. Select **GV-IP Device** for **Brand**. To connect to a third-party IP device, select **ONVIF** or **PSIA** for **Brand**.
 - B. Type the **IP Address**, **User Name** and **Password** of the IP device. The default command port for GeoVision IP device is **10000** and **80** for third-party IP devices connected through ONVIF / PSIA.
 - C. Type the camera number for live viewing in **Source Camera**. The default setting is 1.
4. Follow steps 4-6 in the earlier section *Connecting to GV-System* to complete the settings.
5. If your GV-IP device supports dual streams, GV-Mobile Server connects to stream 1 by default. To connect to stream 2, select **Connect to Stream 2**.
6. Click **Apply**.

When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

Setting the Individual Channel

For each individual channel, you can set up two streams, each with different frame rates, video qualities, codec and resolutions. The maximum resolution supported for a stream is D1 (704 x 480).

1. In the left menu, click a camera channel. The setting page for that camera appears.



2. Type a name to describe the selected camera in the **Camera Name**.
3. Under Stream Setting, the following settings are available for the **Stream 1** and **Stream 2**. When a client connects to any stream of the camera, the settings will be applied to the transmitted camera view.
 - **FPS**: Specifies the frames per second.
 - **Quality**: Set the image quality to **Best**, **Better** or **General**.
 - **Codec**: Select a codec type from **H.264** or **MPEG4**.
 - **Resolution**: Select a resolution. When Maximum is selected, the resolution will be D1. As for **Connecting to stream 2** of GV-IP devices, the Maximum will be VGA. If the camera's maximum resolution is lower than Maximum, the maximum resolution will be applied.

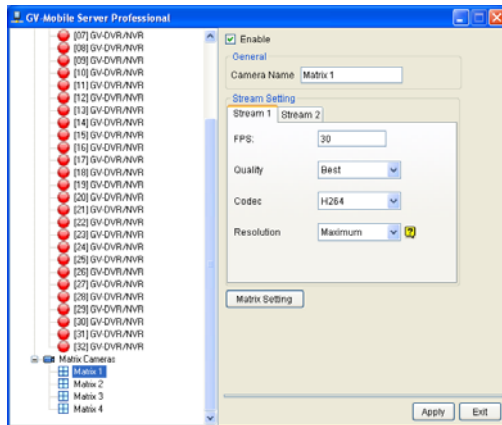
4. Click **Apply**.

To preview the configured live view, right-click the camera icon in the left and select **View Encode Stream 1** or **View Encode Stream 2**.

Setting Matrix Channels

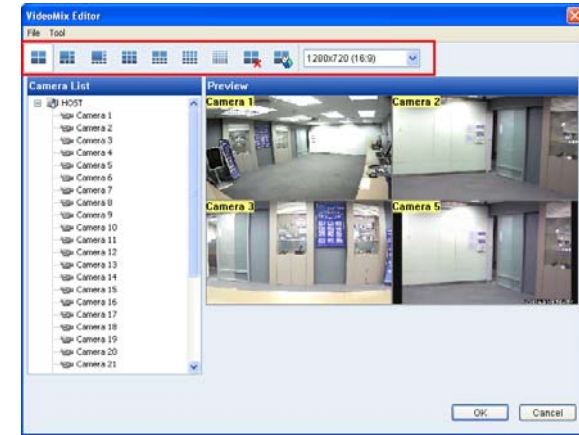
You can establish up to **4** matrix channels on GV-Mobile Server, each consisting of up to **32** cameras. You can also set up different settings (frame rates, codec video quality and resolution) for stream 1 and stream 2 of a channel. The maximum resolution supported for matrix channel is 1.3 MP (1280 x 1024).

1. In the left menu, click a matrix channel. This window appears.



2. Complete the settings for **Stream 1** and **Stream 2** of the matrix channel. When a client connects to any stream of the matrix channel, the settings will be applied to the transmitted matrix view. Refer to *Setting the Individual Channel* section above for details.

3. Click the **Matrix Setting** button to arrange the matrix. This window appears.



4. Select a type of screen division and select the display ratio.

5. Drag and drop the camera numbers to the desired positions on the divisions.

6. Click **OK** and then click **Apply**.

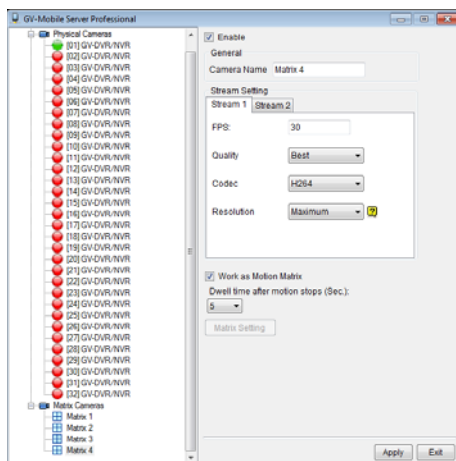
7. In the left menu, right-click the Matrix channel to access the options below:

- **View Actual Stream:** Watch the matrix view in the display ratio selected in step 4.
- **View Encode Stream 1:** Watch the matrix view according to the settings you specify in step 2 for stream 1.
- **View Encode Stream 2:** Watch the matrix view according to the settings you specify in step 2 for stream 2.

6 Accessing the Live View

Setting up Motion Popup for Matrix View

In Matrix 4, a **Matrix Motion** function is supported to pop up live view on matrix view when a motion is detected.



1. In the left menu, click **Matrix 4**.
2. Complete the settings for **Stream 1** and **Stream 2** of the matrix channel. When a client connects any stream of the matrix channel, the settings will be applied to the transmitted matrix view. Refer to *Setting the Individual Channel* section above for details.
3. Select **Work as Matrix Motion** to pop up live view on the matrix view upon motion.
4. Click the **Dwell time after the motion stops** drop-down list to set the time to remain the live view after the motion stops.

Using GV-IP Decoder Box / GV-Pad

To view GV-Mobile Server channels from GV-IP Decoder Box / GV-Pad, see 5.1 *Using GV-IP Decoder Box / GV-Pad* in *GV-Mobile Server User's Manual* on Software DVD.

Using iPhone / iPod Touch / iPad

To view GV-Mobile Server channels from iPhone, iPod Touch or iPad, see 5.2 *Using iPhone / iPod Touch / iPad* in *GV-Mobile Server User's Manual* on Software DVD.

Using Android Smartphone / Tablet

To view GV-Mobile Server channels from Android Smartphone or tablet, see 5.3 *Using Android Smartphone / Tablet* in *GV-Mobile Server User's Manual* on Software DVD.

Using Third-Party Surveillance Software

To view GV-Mobile Server channels from third-party surveillance software through RTSP, see 5.4 *Using Third-Party Surveillance Software* in *GV-Mobile Server User's Manual* on Software DVD.

Using Non-IE Browsers

You can access GV-Mobile Server channels from non-IE browsers in MJPEG codec. For details, see 5.5 *Using Non-IE Browsers* in *GV-Mobile Server User's Manual* on Software DVD.



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