



CHAPTER 4

Client Settings

This chapter describes how to select the stream transmission mode and saving options on the local computer, and it contains the following sections:

- [Accessing Client Settings, page 4-1](#)
- [Managing Client Settings, page 4-1](#)

Accessing Client Settings

To access client settings, click **Client settings** on the encoder user interface home window. For information about configuring client settings, see the “[Managing Client Settings](#)” section on page 4-1.

When you have finished configuring client settings, click **Save** at the bottom of the Client settings window.

Managing Client Settings

You can configure the following client settings on the Client settings window:

- [H.264 / MPEG-4 Media Options, page 4-1](#)
- [H.264 / MPEG-4 Protocol Options, page 4-2](#)
- [MP4 Saving Options, page 4-2](#)
- [Quadview Settings, page 4-3](#)
- [Local Streaming Buffer Time, page 4-3](#)
- [Joystick Settings, page 4-3](#)

H.264 / MPEG-4 Media Options

These options are enabled only when the video mode is set to H.264 or MPEG-4. For more information, see the “[Video Settings](#)” section on page 5-20.

[Table 4-1](#) describes the H.264/MPEG-4 media options.

Table 4-1 H.264/MPEG-4 Media Options

Option	Description
Video and audio	Select to stream both video and audio data.
Video only	Select to stream video data only.
Audio only	Select to stream audio data only.

H.264 / MPEG-4 Protocol Options


Depending on your network environment, you can choose one of four transmission modes of H.264 or MPEG-4 streaming.

[Table 4-2](#) describes the transmission mode options.

Table 4-2 H.264/MPEG-4 Protocol Options

Option	Description
UDP unicast	A protocol that allows for more real-time audio and video streams. Network packets may be lost, however, due to network burst traffic and images may be broken. Activate UDP connection when occasions require time-sensitive responses and the video quality is less important. Note that each unicast client connecting to the encoder takes up additional bandwidth and the encoder allows up to ten simultaneous accesses.
UDP multicast	A protocol that allows multicast-enabled routers to forward network packets to all clients requesting streaming media. This helps to reduce the network transmission load of the encoder while serving multiple clients at the same time. Note that to use this feature, the encoder must be configured to enable multicast streaming. For more information, see the “RTSP Streaming Settings” section on page 5-13.
TCP	A protocol that guarantees the complete delivery of streaming data and thus provides better video quality. The downside of this protocol is that its real-time effect is not as good as that of the UDP protocol.
HTTP	A protocol that allows the same quality as the TCP protocol without the need to open specific ports for streaming under some network environments. Users inside a firewall can use this protocol to allow streaming data through.

MP4 Saving Options

To record live video as you are watching it, click the start MP4 recording button  on the home window. You can specify the storage destination and file name prefix for recorded videos on the Client settings window.

[Table 4-3](#) describes the MP4 Saving Options.

Table 4-3 **MP-4 Saving Options**

Option	Description
Folder	Click Browse and choose a storage destination for the recorded video files.
File name prefix	Enter text that will be appended to the front of the video file name.
Add date and time suffix to file name	Choose this option to append the date and time to the end of the file name.

Quadview Settings

These settings are available on the 4 port model (CIVS-SENC-4P) only.

The CIVS-SENC-4P encoder can support four analog cameras via its four channels. Each of the four channels supports a primary stream and a secondary stream. In Quadview, the user views four streams simultaneously, and for each channel the stream chosen can be either the primary or the secondary one. You can configure which video streams are displayed in the Quadview settings area (see [Figure 4-1](#)). The default is stream 2 with a lower resolution.

Figure 4-1 **Quadview Settings**

Quadview Settings

Select which stream to be used in Quad View Mode

Channel	Stream
1	2 ▼
2	2 ▼
3	2 ▼
4	2 ▼

Local Streaming Buffer Time

Due to unsteady bandwidth flow, live streaming may sometimes lack smoothness. If you enable the local streaming buffer time option, live streaming is stored on the camera buffer area for a specified period before playing in the live viewing window. This can improve streaming smoothness. The streaming delay value must be entered in milliseconds, so, for example, to set a 3 second streaming delay, enter 3000 Milliseconds.

Joystick Settings

Make sure a joystick is already attached to your COM port or USB port on your client computer.

[Table 4-4](#) describes the Joystick Setup options.

Table 4-4 Joystick Setup Options

Option	Description
Selected joystick	Choose the joystick you want to set up in the drop-down list.
Calibrate	Click this button to start Windows Game Controller function. If properly connected, your operating system should detect the joystick automatically. Follow the onscreen instructions to calibrate your joystick.
Configure buttons	Click this button to open a configuration dialog box and assign functions to individual joystick buttons. For more information about assigning functions to joystick buttons, see the “Assigning Functions to Joystick Buttons” section on page 4-4 .

Assigning Functions to Joystick Buttons

To assign functions to joystick buttons, perform the following procedure:


Note

For information about how to access the joystick settings, see the [“Joystick Settings” section on page 4-3](#).

Procedure

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- Step 1** Click the down arrow button beside the Button field and choose the button to which you want to assign a function.
 - Step 2** Click the down arrow beside the Actions field and choose the action you want to assign to the button.
 - Step 3** Click **Assign**.
 - Step 4** (Optional) Repeat steps 1 to 3 to assign functions to other buttons.
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