

UM300 IP Camera UM400 IP Encoder Web-based Administration

Version 2.0.0

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1.1 Network Configuration Page.

Menu	
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IP Address Setting	
DHCP ▾	
IP Address	192.168.0.15
Sub Netmask	255.255.255.0
Default Gateway	192.168.0.1

DNS Setting	
Primary DNS	202.96.134.133
Secondary DNS	202.96.128.110

SNTP Setting	
SNTP Server	Disable ▾

Time zone	
Time zone	(GMT-5)Eastern Time ▾

Overwrite Password	
Username	admin
New Password	

The network configuration page allows updating Camera IP address and network parameters and also changing the admin password. The network settings are standard IP settings that reflect your local network setup.

1.2.1 Live Source Page: Connection Settings.

Unreal Media Live Source Configuration	
<input checked="" type="checkbox"/> UMedia Active Mode	
<input checked="" type="checkbox"/> UMedia Passive Mode	
<input type="checkbox"/> Archival	
<input checked="" type="checkbox"/> LiveView	
Connection Parameters	
Media Server Address	65.23.154.147
Media Server Port	5130
Alias of Dynamic Live Source	myalias
Password of Dynamic Live Source	mypassword
Status of Active Mode	Connected
Archival Parameters	
Archival Server Address	
Archival Server Port	0
Detector Description	
Password of Archival Server	
Pre-event Time	5
Post-event Time	5

Live Source page allows configuring the device as a Live Source for Unreal Media and Archival servers, as well as setting audio/video compression/size parameters.

UMedia Active Mode – the device will initiate connection to Unreal Media Server.

Check this checkbox if the camera resides behind NAT firewall or on different LAN relative to Unreal Media Server.

Then specify **Connection parameters** to point the device to a Dynamic live broadcast created on the Media Server side. Specify Alias and Password of Dynamic live broadcast and Unreal Media Server IP address / port. If all parameters are correct, the camera will create TCP connection to Unreal Media Server. You can see this connection as "Idle" in the Media Server configuration program, Live Server Connections tab.

UMedia Passive Mode – Unreal Media Server will initiate connection to the device.

Check this checkbox if the camera resides on the same LAN where Unreal Media Server is installed. No additional settings need to be specified on this web page. There should be a Static live broadcast created on the Media Server side, pointing to the device's IP address and ID of 1.

Note: more than one Media Server can be connected to the camera/encoder. You can check both checkboxes for different Media Servers to access the camera at the same time, using both Active and Passive methods.

Archival – configure connectivity to Archival Server.

Check this checkbox if you want the device to perform Motion Detection, and send video to Archival Server based on triggered alarms. The Archival Server must have this device configured for sending motion detection videos. Specify corresponding parameters in the Archival section. Refer to document [UM300-UM400 Basic User Guide](#) for reference to Motion Detection operation.

Live View

Check this checkbox to allow or prohibit viewing Live View web page.

1.2.2 Live Source Page: Media Parameters.

Media Parameters			
Mode	Real-time ▾	Send Audio	<input checked="" type="checkbox"/>
Video Profile	LAN D1: H.264,25 fps,4000 kbps ▾	Audio Profile	AAC 22050Hz Stereo 56kbps ▾
Video Frame Size	D1 ▾ pixels		
Video Frame Rate	25 fps	High Audio Profile	<input type="checkbox"/>
Video Bit rate	4000 kbps	<i>For high audio profile, video motion detection will be disabled.</i>	AAC 32000Hz Stereo 96kbps ▾

Allow player to take snapshots

If audio profile has been changed, the device will reboot now.

Submit Reset

Choose Real-time mode for low-latency applications such as video conferencing. Choose Buffered mode if low latency is not required.

Select one of the pre-defined video profiles, or use Manual Setting to specify parameters manually. Select audio profile.

“Allow player to take snapshots” applies to Unreal Streaming Media Player only.

1.3 Live View Page.

If Live View is enabled, anyone who navigates to the camera IP address will be able to monitor the camera. This page requires installing ActiveX control; you may need to add the device's IP Address to Trusted Sites zone, or disable Protected Mode, in order for ActiveX to run properly. The page has a "Config" button, allowing administrator to change advanced settings on the camera. Refer to document [**UM300-UM400 Basic User Guide**](#) for further description.