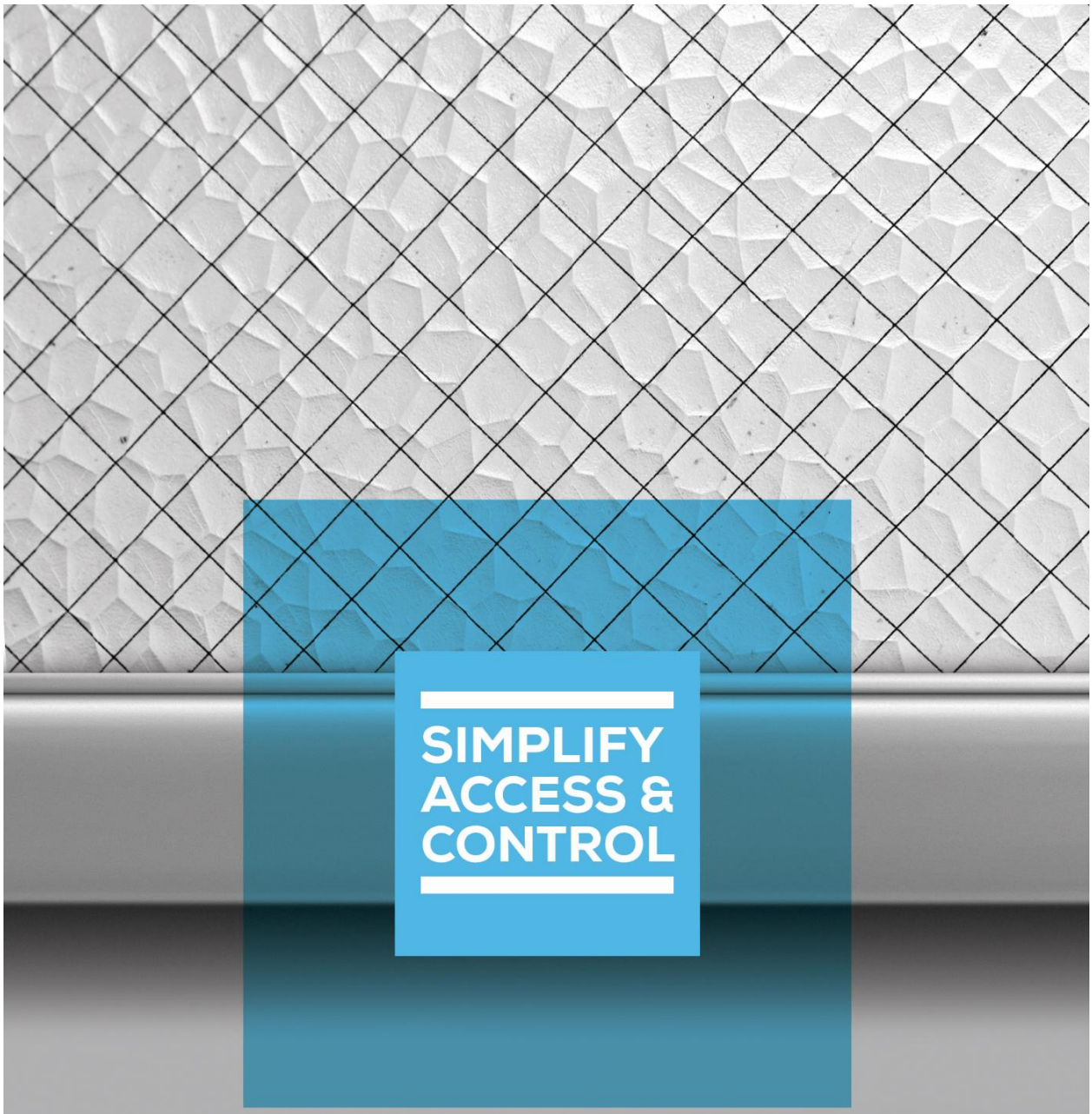

Axis Media Control Panel Guide

Intelli-Site
Security Management Software

Axis Media Control Panel Guide

For Windows 7 Professional and Ultimate,
Windows 8.1 Pro and Enterprise,
Windows 10 Pro and Enterprise,
Server 2008 R2, and Server 2012 R2

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When calling, please be at the computer prepared to provide the following information:

- Product version number, found by selecting the **About** button from the Intelli-Site Application Menu.
- Product License and SMA numbers used for registration.
- The type of computer being used including, operating system, processor type, speed, amount of memory, type of display, etc.
- Exact wording of any messages that appear on the screen.
- What was occurring when the problem was detected?
- What steps have been taken to reproduce the problem?
- It is highly recommended that the user execute a System Information Report and export that report to Adobe .pdf format for transmission to Intelli-Site technical support staff.

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1 Introduction

The Intelli-Site Axis Media Control video integration uses the Axis Media Control SDK v7.40. The Intelli-Site Axis Media Control Interface panel is the Intelli-Site software interface to Axis NVRs, DVRs, and cameras. In addition, the Axis Media Control Interface panel can stream video from any camera regardless of brand if that camera has a direct HTTP URL.

This guide explains using the Axis Media Control driver and Axis Media Control Interface panel with Intelli-Site.

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2 Installation

The Axis Media Control driver in Intelli-Site must be installed. The Axis Media Control SDK Redistributable is automatically installed along with the Axis Media Control driver.

If Intelli-Site has been installed without the Axis Media Control driver, run the Intelli-Site installer again and select **Modify**.

During the Intelli-Site installation or modify installation process, you are presented with the **Select the drivers you want to install** window.

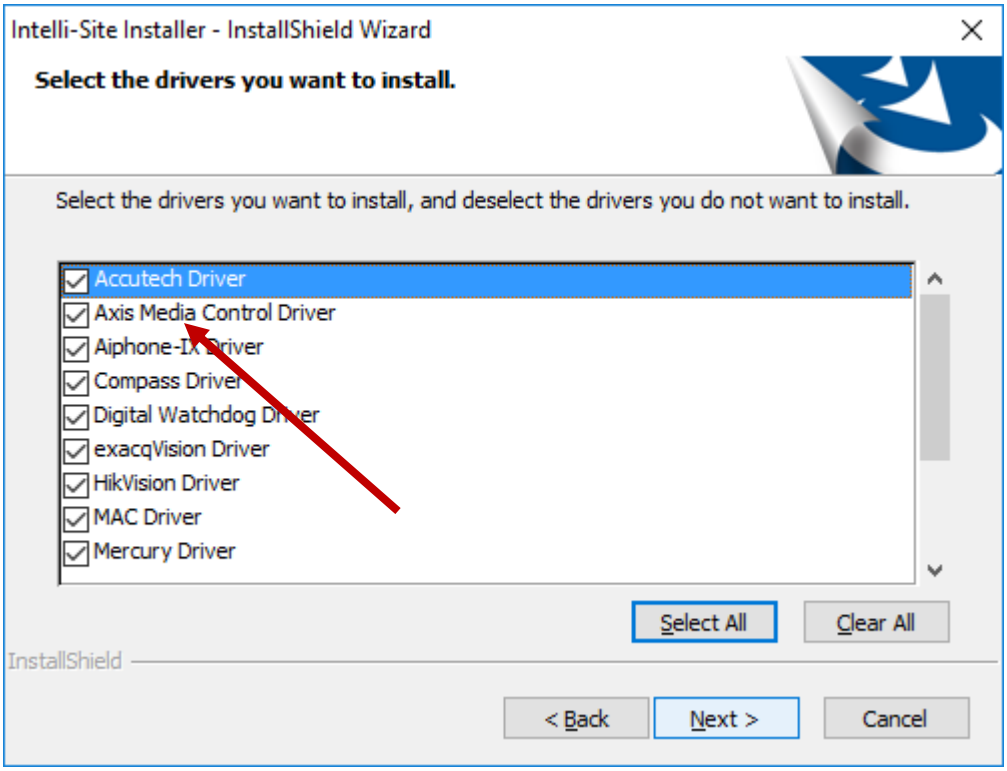

Figure 1 - Select the drivers you want to install

Ensure the **Axis Media Control Driver** option is checked then click Next > to continue with the installation or modification.

Note: When modifying the installation, clearing a checkbox will cause that component or driver to be removed from the current installation.

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3 Setup

The Axis Media Control driver and Axis Media Control Interface panel are best configured in **Hardware Management View**. Before we begin though, it is a good idea to have the IP addresses of each of the Axis cameras for the Axis Media Control Interface. If the camera is not set up for Anonymous login, you will also need the username and password.

Note: If the Axis Media Control Interface is going to be used to stream video from any non-Axis cameras, you must determine the http URL for each camera.

Once the above information is obtained, the setup process is straight forward.

1. Add an Axis Media Control driver
2. Add an Axis Media Control Interface Panel
3. Add and configure each camera
4. Enable the Axis Media Control driver

3.1 Add an Axis Media Control driver

Adding an Axis Media Control driver is simple, but important. Without it, no communication with the Axis Media Control Interface can occur.

Launch the Desktop Client and login.

Hardware is managed in the **Hardware Management View**. If you are not in **Hardware Management View**, click on Menu and select .

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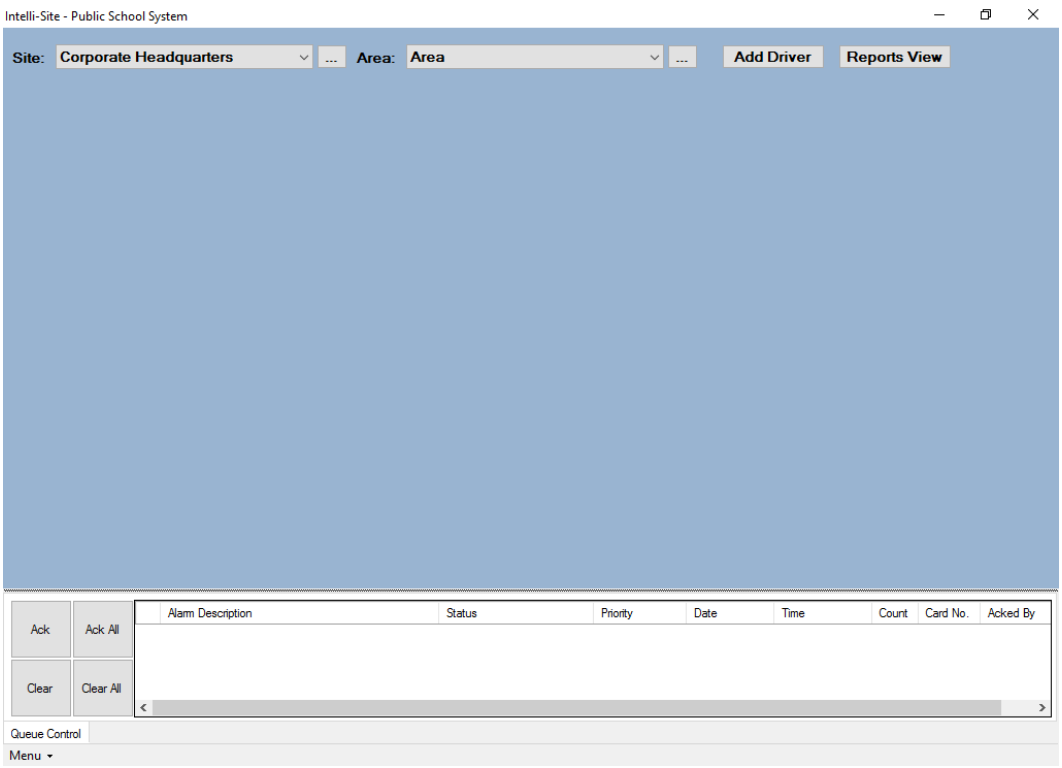

Figure 2 - Hardware Management View

To add the Axis Media Control driver, click **Add Driver**. The **Choose Driver Type** dialog displays.

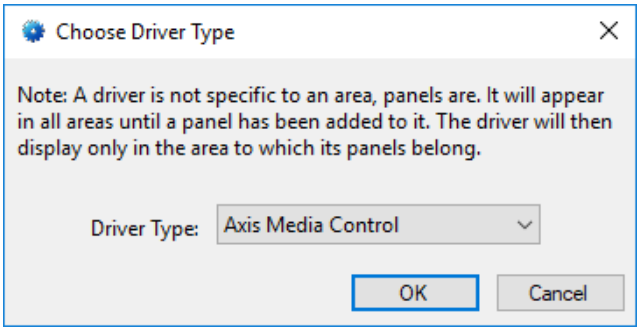

Figure 3 - Choose Driver Type Dialog

Select *Axis Media Control* from the **Driver Type** drop-down menu in the **Choose Driver Type** dialog then click **OK**. A new Axis Media Control driver icon is added to the screen and its properties dialog opens.

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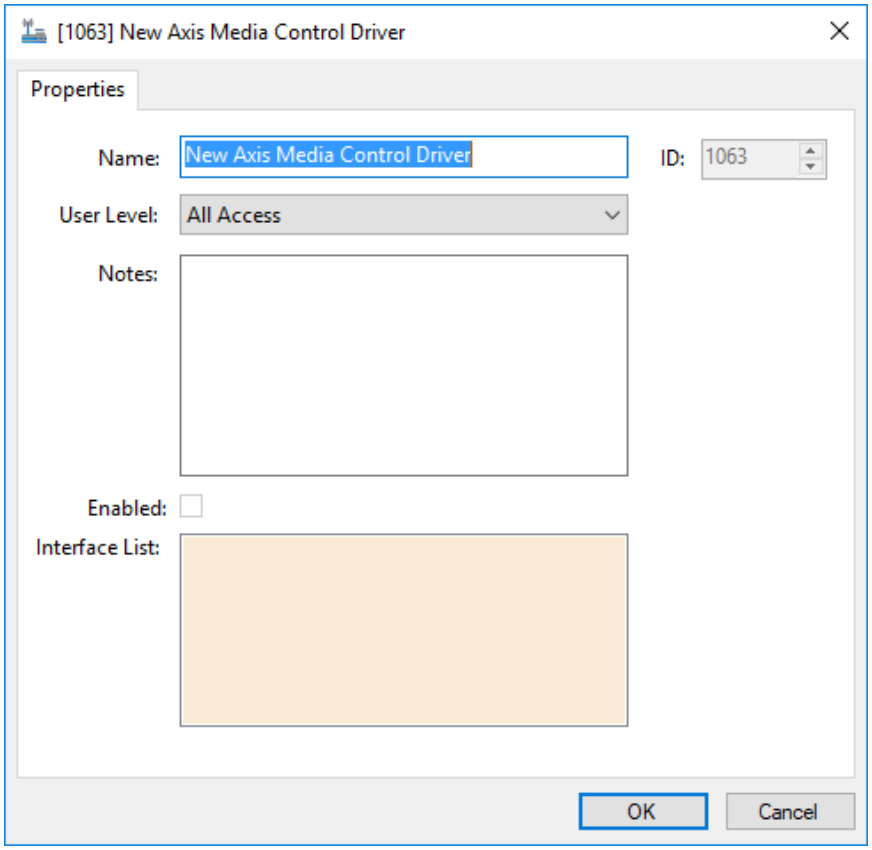

Figure 4 - Axis Media Control driver Properties Dialog

Change the name of the driver to something more descriptive that reflects the location and/or usage of the Axis Media Control Interface that this driver will control (e.g., PS101 Axis Media Control driver). No other fields need to be modified at this time.

Note: For an explanation of all of the driver properties, see Axis Media Control driver Node.

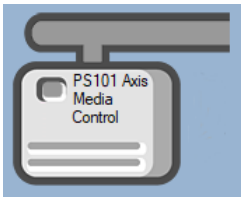

Figure 5 - Axis Media Control driver Icon

Now we need to add a Axis Media Control Interface panel to the Axis Media Control driver.

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3.2 Add an Axis Media Control Interface Panel

Once a Axis Media Control driver has been added, it's time to add a Axis Media Control Interface panel to it.

Right-click on the Axis Media Control driver and select *Add Panel*. The **Add Panel** dialog displays.

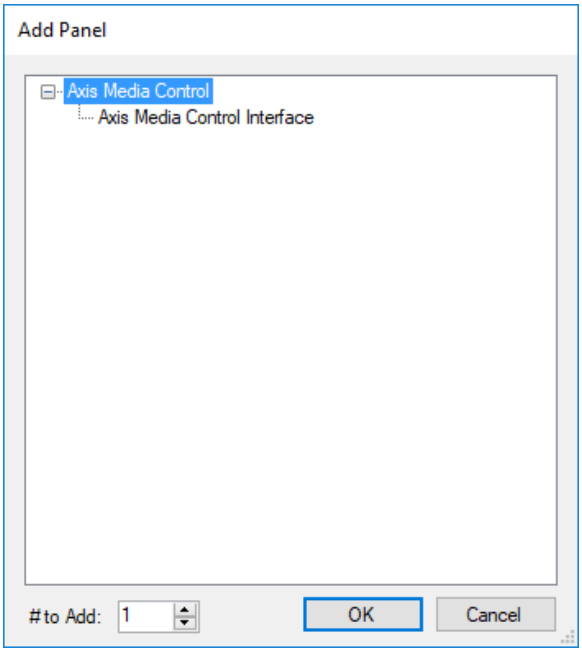

Figure 6 - Add Panel Dialog

Select *Axis Media Control Interface*. Change the value of **# to Add** to the number of interfaces you want to add. For the most part, one (1) is sufficient. Click OK. A **New Axis Media Control Interface** icon is added to the target Axis Media Control driver.

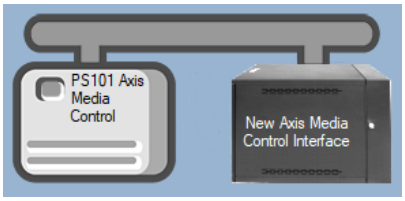

Figure 7 - Axis Media Control driver and a new Axis Media Control Interface panel

Next comes configuring the Axis Media Control Interface panel.

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3.3 Configure the Axis Media Control Interface Panel

The Axis Media Control Interface panel is configured using the **Quick Config** dialog. It is on this dialog that the IP address, TCP port, username, and password are set and the cameras are added. To open the **Quick Config** dialog, right-click on the Axis Media Control Interface icon and select *Quick Config*.

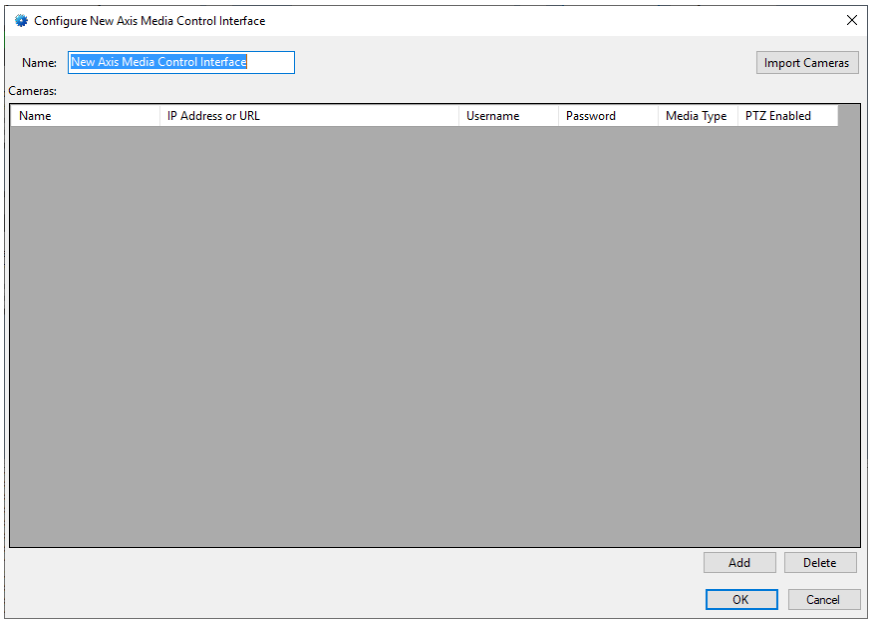

Figure 8 – Axis Media Control Interface Panel Quick Config Dialog

Change the **Name** of the panel to describe its use or location. In our example, the Axis Media Control Interface is located at PS101. Next, add each of the cameras that are to be connected to using the Axis Media Control. The cameras are added one at a time.

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Click the Add button under the **Cameras** table. A new entry is added.

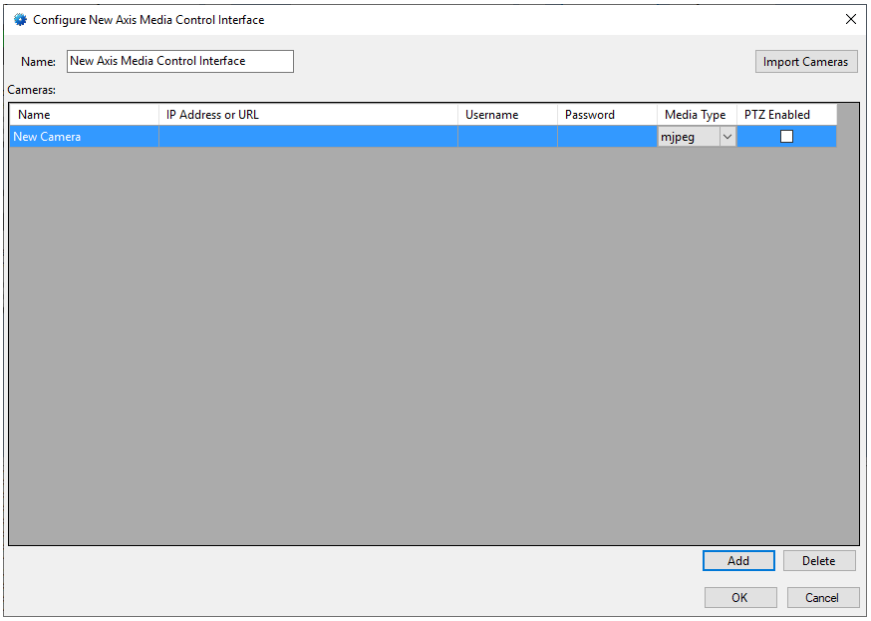

Figure 9 - Quick Config with a new camera added manually

In the **Name** cell, enter the camera's name. In the **IP Address or URL** cell, enter the camera's IP address. If the anonymous access has not been enabled, supply the login credentials in the **Username** and **Password** cells. Check the **PTZ Enabled** check box if the camera is a PTZ camera. In the **Media Type** cell, select the media type of the camera stream. With this information, the software will assemble the URL to use to connect to the camera.

If the camera being added is not an Axis camera, set the **Media Type** to *CUSTOM*. Then enter the complete URL (e.g., http://192.168.12.145/axis-cgi/mjpg/video.cgi). The username and password can be included in the URL (e.g., http://root:axis@192.168.12.145/axis-cgi/mjpg/video.cgi) or in the **Username** and **Password** cells.

Repeat the process until all of the cameras are present. Click OK to save the settings.

Note: PTZ is not implemented at this time. The** PTZ Enabled **cell is present for future integration.

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3.4 Enable the Axis Media Control driver

At this point, the Axis Media Control Interface and the Axis Media Control driver are configured, but the driver is not online. A quick way to know this is that the communication indicator is grey.

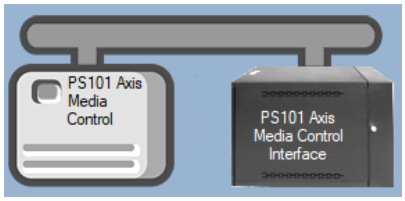

Figure 10 – Disabled Axis Media Control driver

Right-click on the driver to open the context menu; select *Enable Driver*. The communications indicator will change color to green when it's online.

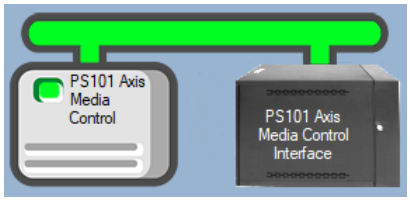

Figure 11 - Enabled Axis Media Control driver

Note: Live streaming of video does not require the Driver Service. The Axis Media Control driver must be enabled, but the Driver Service is not necessary. The Client initiates streaming connection.

Congratulations! The Axis Media Control Interface is integrated and ready to use in **Video View** and in screen design for **Live View**. Screen design occurs in **Design View**.

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4 Streaming Video

Video from the Axis Media Control Interface can be viewed in **Video View** or **Live View**. **Video View** allows the user to stream live video as well as playback if applicable. See the Intelli-Site User's Guide for information on **Video View**. This section explains the programming necessary to stream video in **Live View**.

Note: ***Programming is done in Design View. Once programmed, it is used in Live View.***

The philosophy of video streaming is that each video display screen object is expected to stream video from at least one camera. The video display contains a table that defines the cameras from which it will stream video. A counter value controls which stream to display. Therefore, a counter must be added to the project for every video display screen object.

4.1 Programming

Programming is simple. It requires a video display screen object, a counter per video display screen object, and counter values for each camera configuration the video display screen object is configured to display. Once the video display screen object is configured, additional screen objects are needed to trigger video streaming.

Intelli-Site has automated the configuration and programming for those video displays that will only display one video from one camera at a time. If for some reason, the video display must stream from two or more cameras simultaneously, you will need to program it by hand.

4.1.1 Automatic Programming

The following walks you through the automatic programming of the video display for streaming one camera at a time. You will:

- Add a counter to the Tree and
- Add a video display screen object and configure it.

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4.1.1.1 Add a Counter

Which camera or set of cameras to display is controlled by a counter and its counter values. Add the counter to the Tree by right-clicking on the area node and selecting *Add Node*. In the **Add Panel** dialog, select *Counters* then click OK. Expand the new **Counters** node to reveal the group node and the new counter.

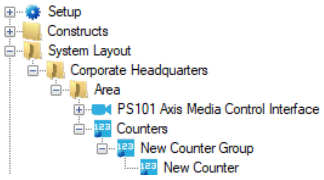

Figure 12- The expanded Counters node

We strongly suggest the names for these nodes be changed to ones that describe their purpose so that the next person that comes along doesn't have problems understanding their use. In keeping with our PS101 example, we named the group node **Video Display Counter Group**. The specific counter we named **PS101 Cameras Counter**.

Open the properties dialog for the counter, change the **Name** and check **Use Value Name for Label**. All of the other default values are fine.

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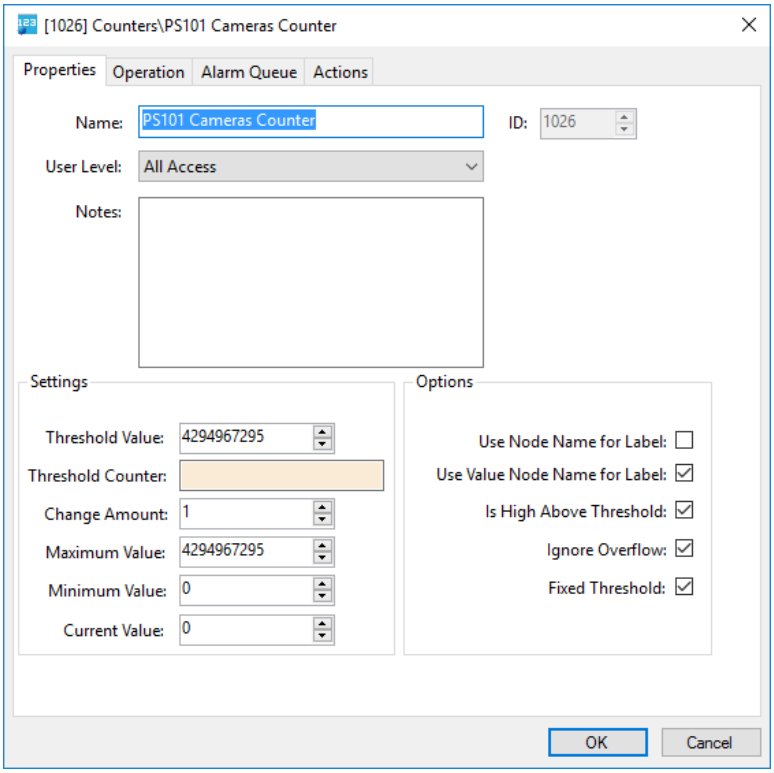

Figure 13 - Counter Properties Dialog

4.1.1.2 Add a Video Display Screen Object

The video display screen object is the workhorse of streaming video. It has the ability to display multiple streams at a time, switch between different streams, take snapshots, and even open a PTZ pad.

To add a video display to a screen, you must first be in **Design View**. Once in **Design View**, locate the **Create Video Display** tool in the **Design View** toolbar. Click on it to select it. Then use the mouse to draw the object on the screen. Place the mouse at one corner of the object, hold down the right mouse button and drag the mouse to the opposite corner then let up the button. A black quadrangle appears on the screen.

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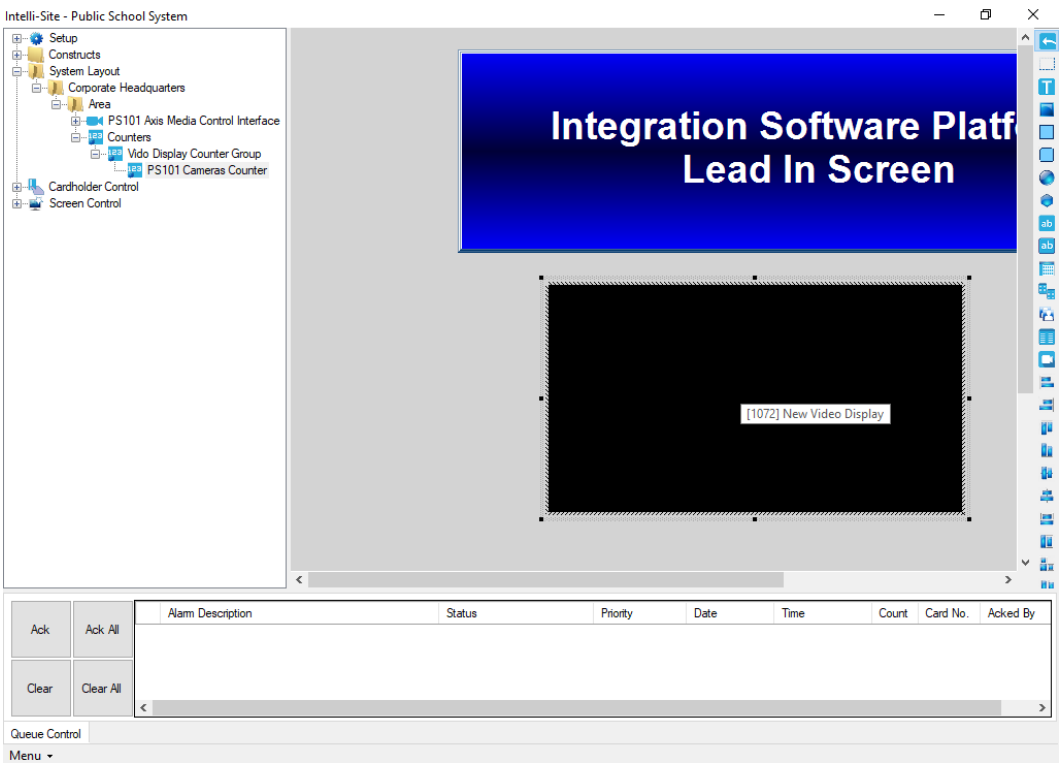

Figure 14 - Video Display Screen Object

Right-click on the video display screen object to open its properties.

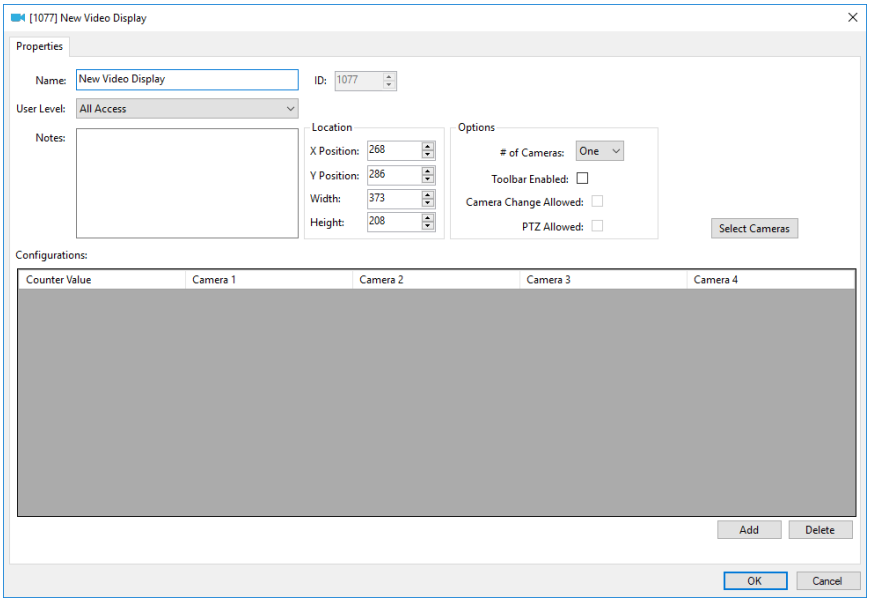

Figure 15 - Video Display Properties Dialog

Change the **Name** field to describe the purpose of this video display.

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The **Location** group box contains the fields associated with the location and size of the video display screen object. These are updated when the object is dragged around the screen or when it is resized.

The **Options** group box contains the fields that define the video display parameters. When **Toolbar Enabled** is checked, the toolbar for the video display will appear when the mouse hovers over it. When checked, **Camera Change Allowed** and **PTZ Allowed** are enabled. If **Camera Change Allowed** is checked, the video display toolbar will include the camera selection tool. If **PTZ Allowed** is checked the toolbar will include the PTZ pad.

The Select Cameras button is only enabled when **# of Cameras** is set to *One*. This button runs the automatic configuration wizard. Click it. A **Select Cameras** dialog displays.

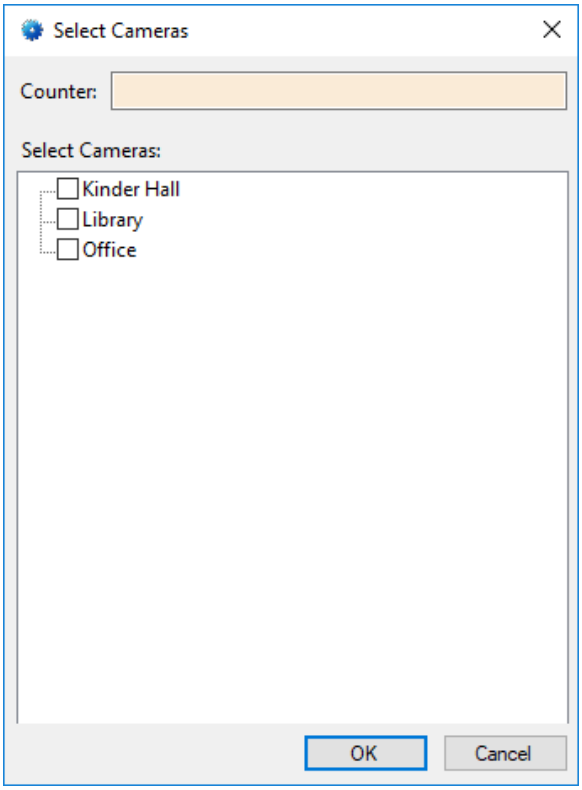

Figure 16 - Select Cameras dialog

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The automatic configuration wizard needs to know what counter and which cameras. Click in the **Counter** drop box and select the desired counter and check the desired cameras. Then click OK. Intelli-Site will add counter values to the Tree for each camera selected and add rows to the **Configurations** table. Click OK on the video display properties to save it.

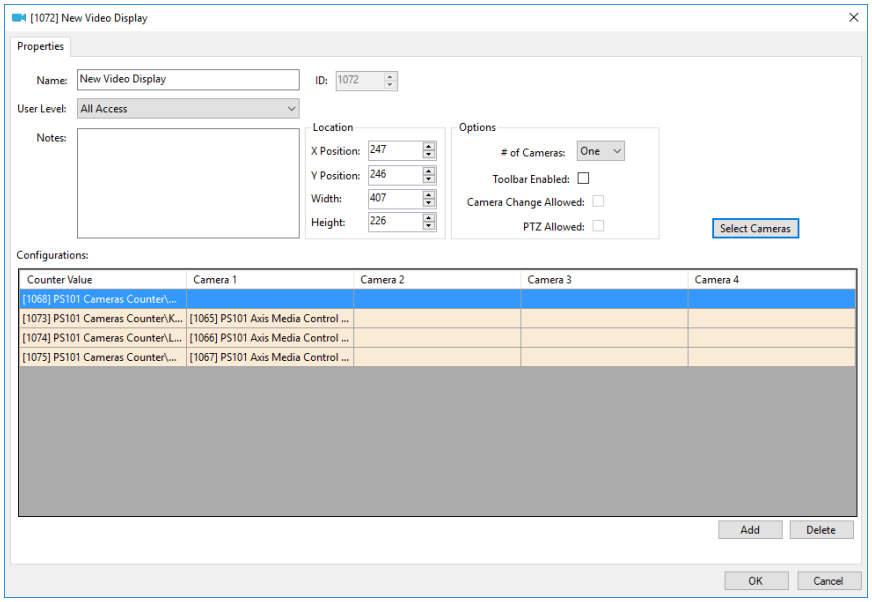

Figure 17 - Video Display properties dialog after Select Cameras

Now Add Counter Value Screen Objects.

4.1.2 Programming by Hand

The following walks you through

- Adding the counter to the Tree,
- Adding counter values to that counter, and
- Adding a video display screen object and configuring it.

The last thing that must be done is adding counter value screen objects.

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4.1.2.1 Add a Counter

Which camera or set of cameras to display is controlled by a counter and its counter values. Add the counter to the Tree by right-clicking on the area node and selecting *Add Node*. In the **Add Panel** dialog, select *Counters* then click OK. Expand the new **Counters** node to reveal the group node and the new counter.

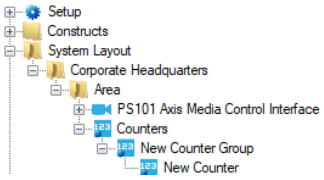

Figure 18- The expanded Counters node

We strongly suggest the names for these nodes be changed to ones that describe their purpose so that the next person that comes along doesn't have problems understanding their use. In keeping with our PS101 example, we named the group node **Video Display Counters Group**. The specific counter we named **PS101 Cameras Counter**.

Open the properties dialog for the counter, change the **Name** and check **Use Value Name for Label**. All of the other default values are fine.

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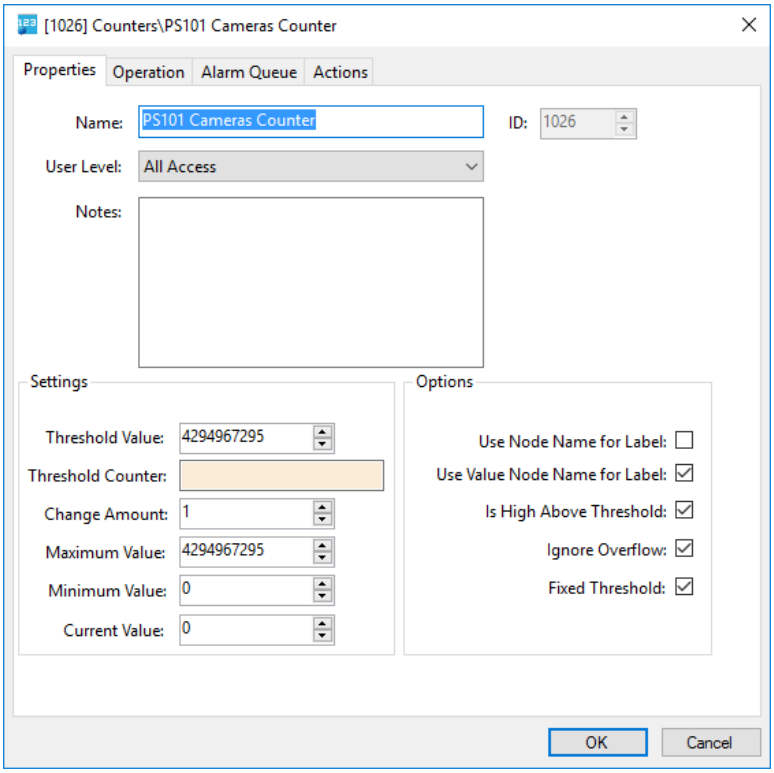

Figure 19 - Counter Properties Dialog

4.1.2.2 Add Counter Values

The camera configuration to display on a video display screen object is determined by the value of a counter. When the counter changes to the value for a configuration line in the video display's configuration table, that configuration of cameras will be displayed. This will become clearer in the next section. But understand it is important to have specific counter value nodes added to the Tree to control which cameras are streaming on a video display.

In our example, we want four (4) counter values for Disconnect, the Kinder Hall, Office, and Library. Disconnect is special. This is the value of the counter when no camera streams are to be displayed. We will add it singly using *Add Node and Edit*, and then add the others using *Add Multiple…*

To add the Disconnect counter value, right-click on the counter node and select *Add Node and Edit*.

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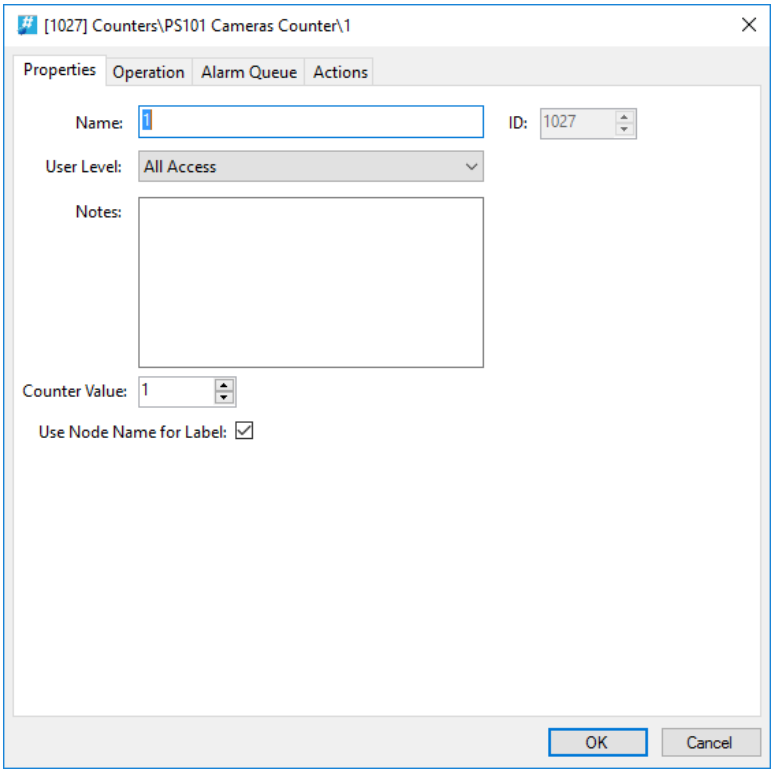

Figure 20 - Counter Value Node Properties dialog

Notice that the **Name** and **Counter Value** are 1. Best practices suggest that the value for Disconnect should be zero (0). Therefore, set the **Counter Value** to zero (0). Change the **Name** to Disconnect. Also, check **Use Node Name for Label** this way the automatically created screen object for this node will be labeled Disconnect and not 0. Click the OK button to save the changes.

Now let's add the rest of the counter values. Right-click on the counter node and select *Add Multiple…*

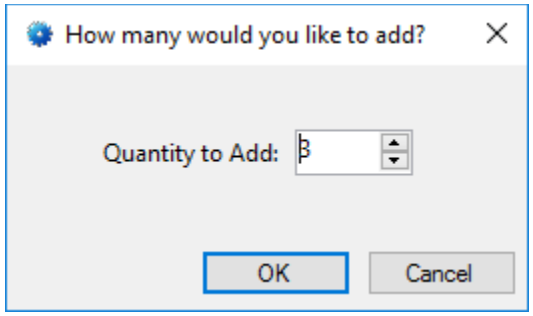

Figure 21 - How many would you like to add? dialog

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In the **How many would you like to add?** dialog, enter desired number. In the case of the example, we want three (3) more. Click the OK button.

Expand the counter node to reveal the new counter value nodes. Notice that they are named 1, 2, 3, etc.

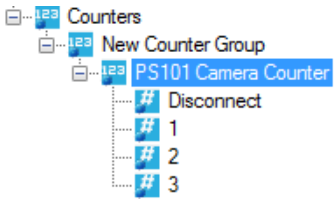

Figure 22 - The New Counter Value Nodes

The properties for each counter value should be modified so that the **Name** is easily understandable and **Use Node Name for Label** is checked.

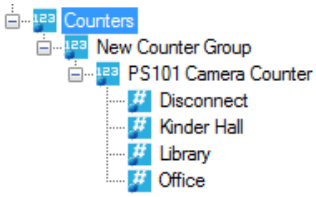

Figure 23 - The properly configured Counter Value Nodes

Now we're ready to begin the video display screen object programming.

4.1.2.3 Add a Video Display Screen Object

The video display screen object is the workhorse of streaming video. It has the ability to display multiple streams at a time, switch between different streams, take snapshots, and even open a PTZ pad.

To add a video display to a screen, you must first be in **Design View**. Once in **Design View**, locate the **Create Video Display** tool in the **Design View** toolbar. Click on it to select it. Then use the mouse to draw the object on the screen. Place the mouse at one corner of the object, hold down the right mouse button and drag the mouse to the opposite corner then let up the button. A black quadrangle appears on the screen.

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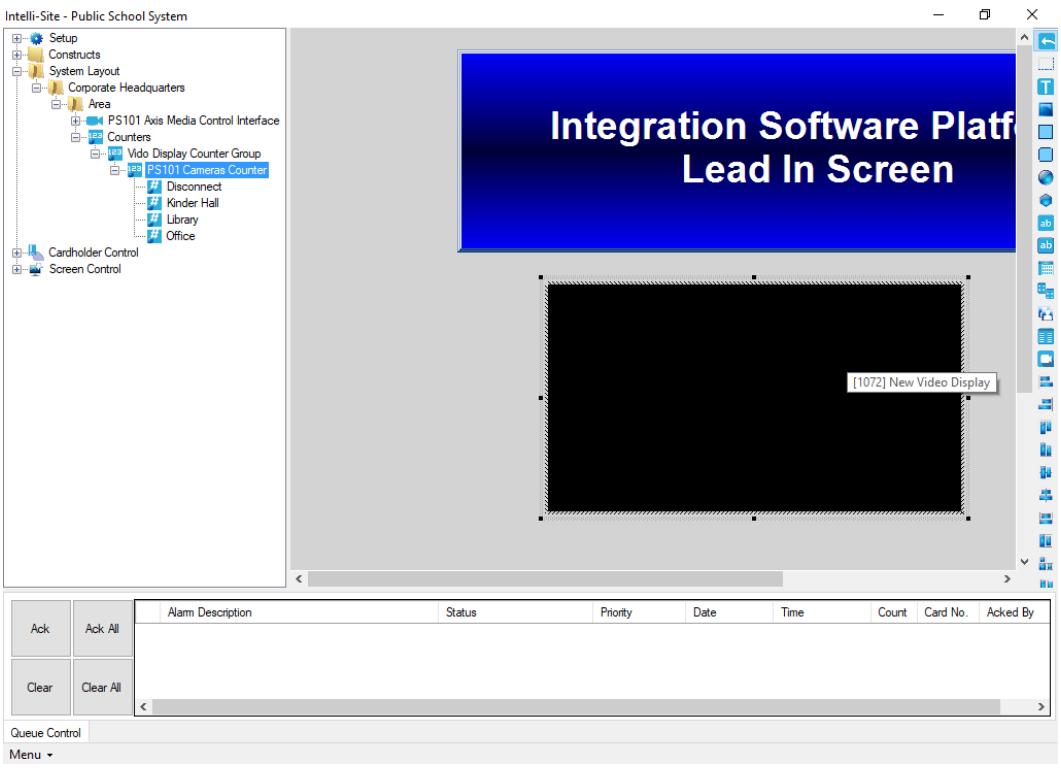

Figure 24 - Video Display Screen Object

Right-click on the video display screen object to open its properties.

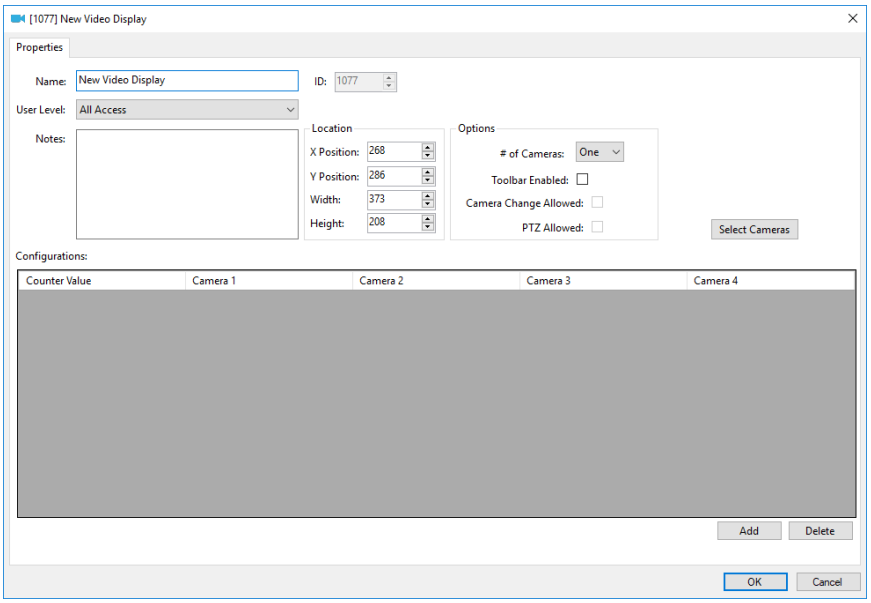

Figure 25 - Video Display Properties Dialog

Change the **Name** field to describe the purpose of this video display.

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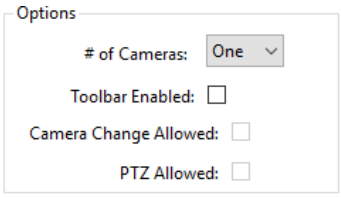
The **Location** group box contains the fields associated with the location and size of the video display screen object. These are updated when the object is dragged around the screen or when it is resized.

4.1.2.4 Options Group Properties

Take a look at the **Options** group box.



# of Cameras – drop-down menu; the number of video streams to display at one time, possible values are *One*, *Two*, or *Four*; Intelli-Site will divide the display screen into the number of cameras selected

If *Two* cameras is selected, Intelli-Site will divide the video display screen object into two video displays. The longer dimension, height or width, determines if the two displays are side by side or top and bottom. If the height is the longer dimension, the Camera 1 will be on top and Camera 2 will be on bottom. If the width is longer, then Camera 1 will be on the left and Camera 2 on the right.

When *Four* is selected, the video display screen into four video displays. Camera 1 is the top left display, Camera 2 is the top right display, Camera 3 is the bottom left display, and Camera 4 is bottom right display.

Toolbar Enabled – When checked, the toolbar for the video display will appear when the mouse hovers over it; the two fields below it are enabled as well

Camera Change Allowed – Enabled when **Toolbar Enabled** is checked; when checked, the user will be able to change the displayed cameras using the camera configuration drop-down menu in the toolbar

PTZ Allowed – Enabled when **Toolbar Enabled** is checked; when checked, the user will be able to open the PTZ pad in the toolbar if the camera is a PTZ enabled camera

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4.1.2.5 Configurations Table

The **Configurations** table contains the definitions of desired camera configurations.

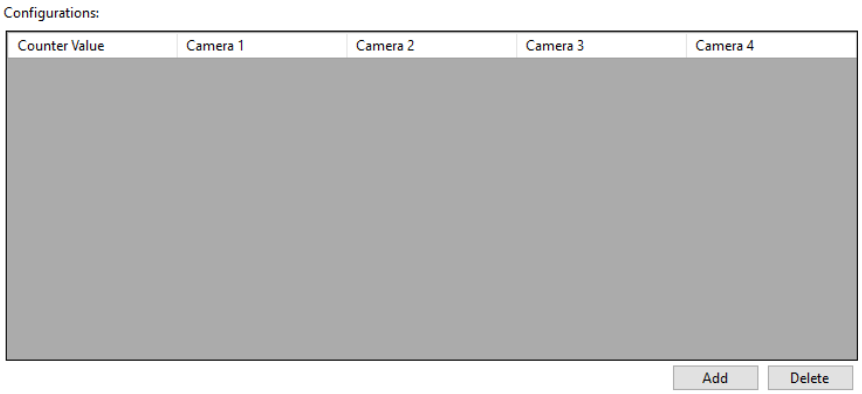
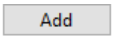
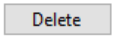


Figure 26 - Configurations Table

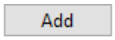
Notice there are four columns for cameras. These camera columns correspond to the **# of Cameras** field in the **Options** group box. If *One* is selected, only the cameras in the **Camera 1** column will display. If *Two* is selected, then columns **Camera 1** and **Camera 2** are displayed. And of course, if *Four* is selected, then all four camera columns display.

Each line of the table links a counter value to a camera arrangement. When the counter is set to the specified counter value, the video display screen object will display the corresponding camera arrangement. Therefore, to display no video, a line with no cameras will be needed.

Use 

to add a line to the **Configurations** table. Use 

to delete the highlighted line of the table.

Returning to our example, we want to display Kinder Hall, the Office, the Cafeteria, and the Library. We are only going to display them one at a time which means we need a line for each camera and a line for no cameras for a total of five (5) lines. Use 

to add a line to the **Configurations** table. Click in the **Counter Value** cell of the new line. The **Select Tree Item** dialog appears with all of the counter values in the Tree.

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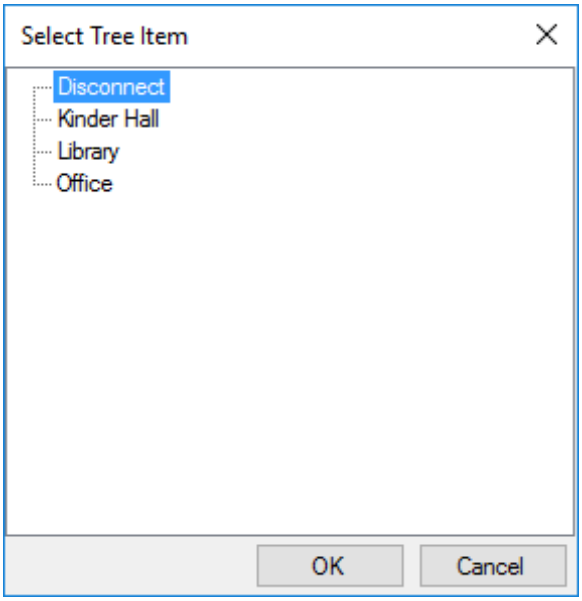

Figure 27 - Select Tree Item dialog for Counter Values

These are the counter values that we added in Add Counter Values. Select the counter value that you want to use for the no cameras configuration. We called that one **Disconnect**. Click OK.

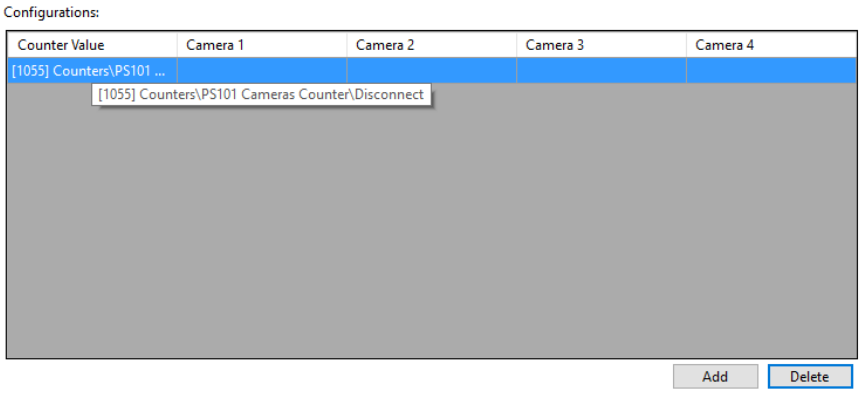

Figure 28 – Configurations Table with the Disconnect definition

Click Add again. Click in the **Counter Value** cell of the new line. The **Select Tree Item** dialog appears with all of the counter values in the Tree. Select the counter value that you want to use for the next camera configuration then click OK. Drag and drop the corresponding camera into the **Camera 1** cell.

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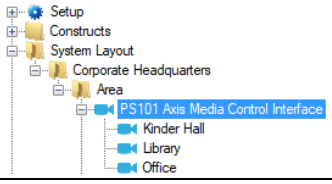
Note: The camera nodes are located in the Project Node Tree by expanding the Axis Media Control Interface node and its Cameras child node.



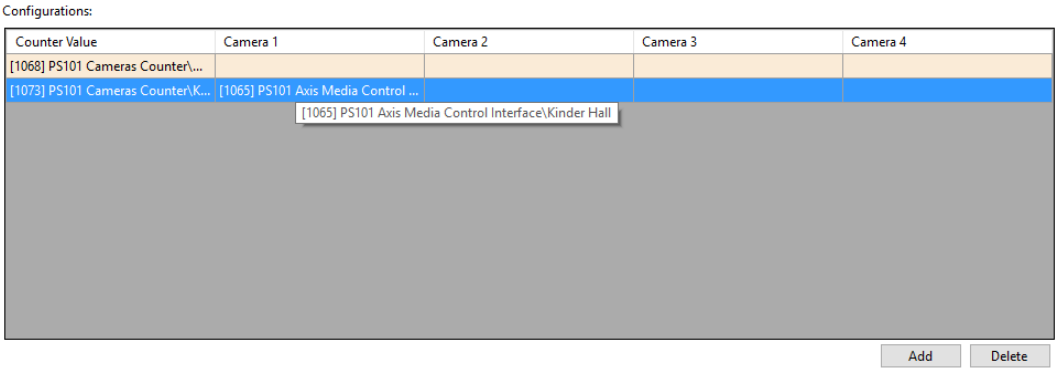


Figure 29 - Configurations Table with Two Lines

Repeat until there are definitions for each of the camera configurations in the **Configurations** table.

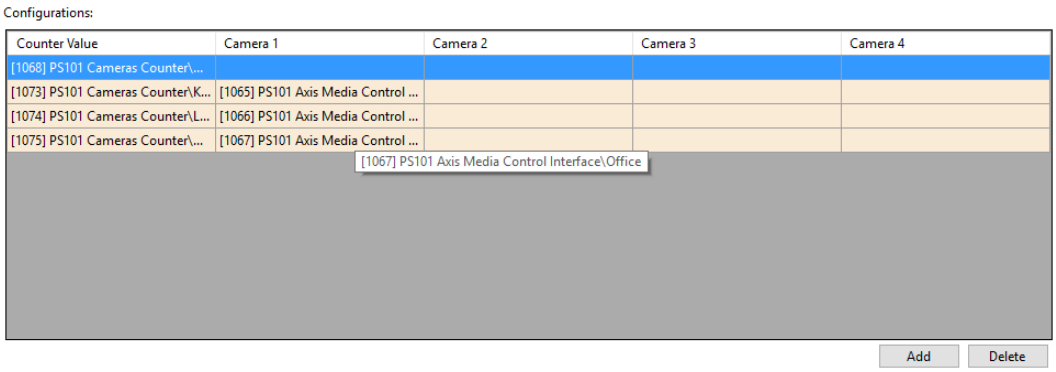
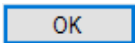


Figure 30 - Example Configurations Table

Make sure to click 

to save the changes made to the video display screen object.

The last thing that must be done is adding counter value screen objects.

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4.1.3 Add Counter Value Screen Objects

The last thing needed is screen objects to select the desired camera's video stream to display. Drag and drop the counter values to the screen to make counter value screen objects.

Note: ***After the first counter value screen object has the desired look, you might want to use Replicate to create the rest of the screen objects. See the Intelli-Site User's Guide.***

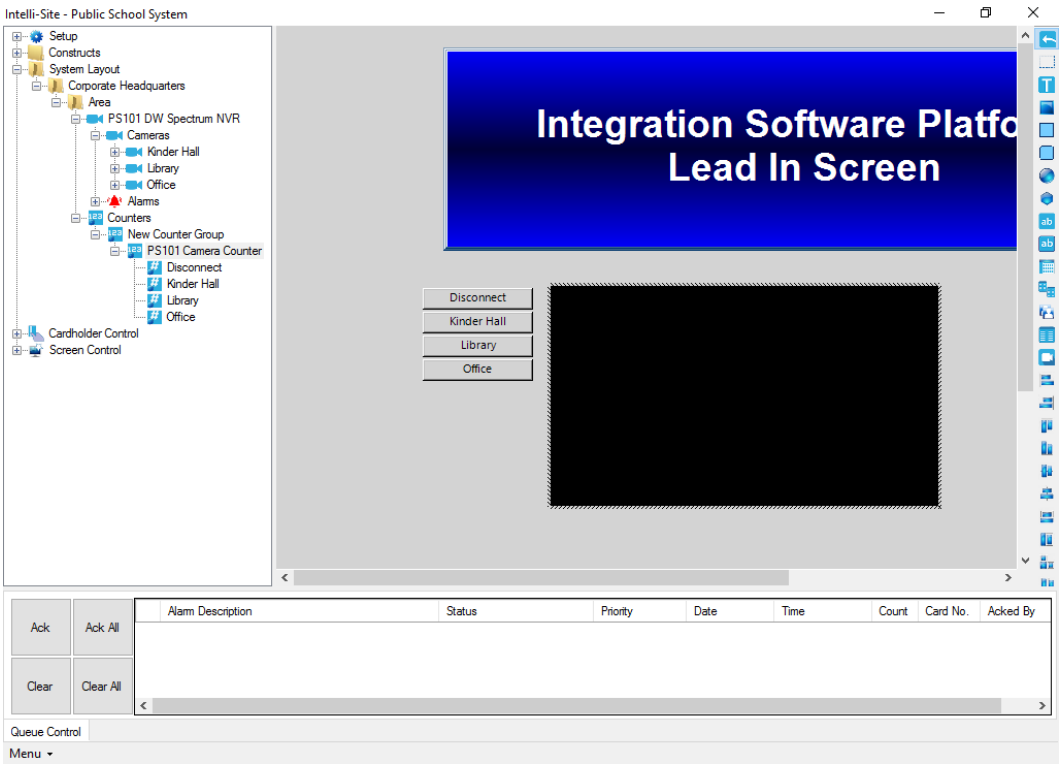

Figure 31 - Design View fully programmed

4.2 Live View

Now that everything is programmed, switch to **Live View**.

Note: ***The Axis Media Control driver must be enabled for video to display. See Enable the Axis Media Control driver.***

Click on the button to display the desired video stream.

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Figure 32 - Live View displaying video from Office

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5 Design View

Design View is the home of the Project Node Tree and the place where screens and screen objects are programmed. The following sections explain:

- The Axis Media Control driver node properties,
- The Axis Media Control Interface node properties, and
- The programming needed to stream video in **Live View**

5.1 Axis Media Control Driver Node

The Axis Media Control driver node is found by expanding **Setup->Computer Setup->Drivers**.

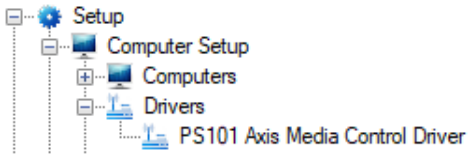

Figure 33 - Axis Media Control driver node in the Project Node Tree

Right-click on the Axis Media Control driver node and select *Properties* to open the properties dialog.

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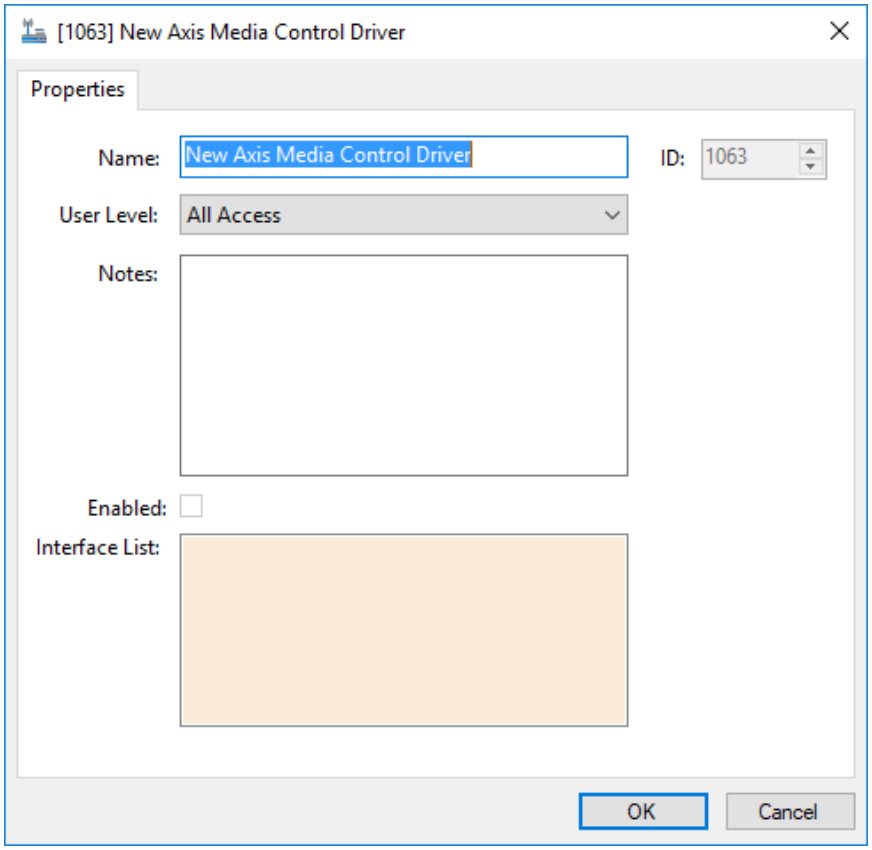

Figure 34 - Axis Media Control driver properties dialog

Name – edit box; the name for the node; the name doesn't have to be unique

ID – numeric (disabled); the unique identifier of this node; generated by Intelli-Site

User Level – drop-down menu (default: All Access); the User Level a user must possess to open the properties for this node

Notes – multiline edit box; any notes the user may have for the node

Enabled – check box; when checked the driver is enabled

Interface List- drop box; the Axis Media Control Interface nodes attached to this driver

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5.2 Axis Media Control Interface Panel

The Axis Media Control Interface panel node is found by expanding **System Layout** then the Site and Area to which the Axis Media Control Interface panel was added in **Hardware Management View**. In the example below, the panel was added to the site **Corporate Headquarters** and the area **Area**.

Figure 35 - The Axis Media Control Interface panel node in the Project Node Tree

The Axis Media Control Interface node is the root node for the panel. The following sections will explain:

- The properties of the Axis Media Control Interface node
- The configuration of the Axis Media Control Interface panel (a.k.a. **Quick Config** dialog)
- The child nodes of the Axis Media Control Interface panel

5.2.1 Axis Media Control Interface Quick Config

The **Quick Config** dialog is accessible either in **Hardware Management View** or in **Design View**. To open the **Quick Config** dialog, right-click on the Axis Media Control Interface panel node and select *Quick Config*.

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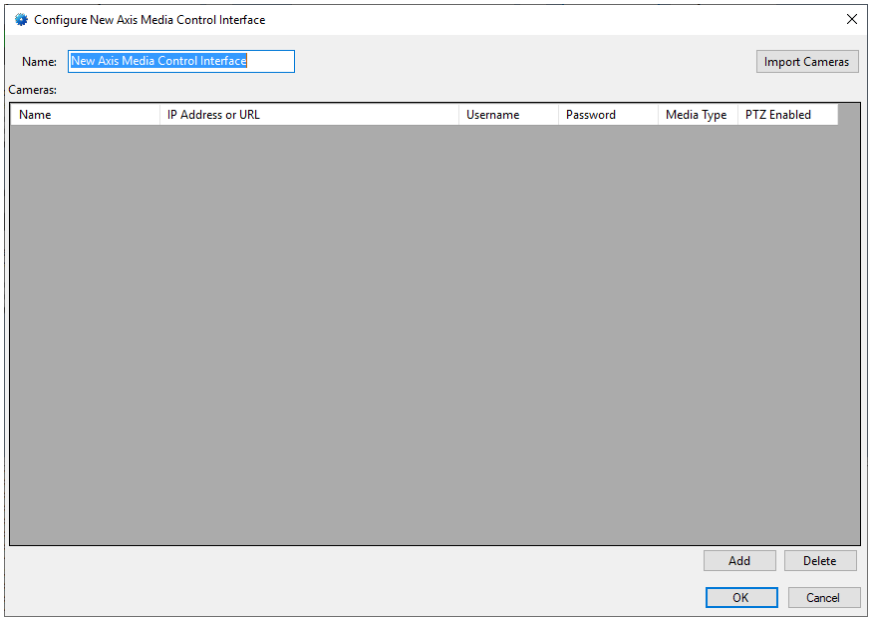

Figure 36 - Axis Media Control Interface panel Quick Config dialog

Import Cameras **-** button; opens the **Add Multiple Cameras** dialog; allows the user to add a list of cameras from a tab-delimited file. The first row of the file is the header row, naming the columns of the file. The required columns are **Name**, **IP Address or URL**, **Username**, and **Password**. The other two columns, **Media Type** and **PTZ Enabled**, are not required.

Note: The Add Multiple Cameras dialog is also opened by the Add Multiple… ***context-menu option on the Axis Media Control Panel node in Design View.***

Cameras – table; the cameras the Axis Media Control Interface will communicate with

Name – the human-understandable identifier for the camera

IP Address or URL – the IP address of the camera or the fully detailed URL to use to stream video from the camera

Username – the username to use when connecting to this camera; leave this cell blank if anonymous login is enabled for the camera

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Password – the password to use when connecting to this camera; leave this cell blank if anonymous login is enabled for the camera

Media Type – drop-down menu; values: *mjpeg* (default), *h264, h262, mpeg4,* and *CUSTOM*; the video streaming codec

Note: The Axis Media Control SDK Redistributable does not include H.264, H.262, or mpeg4 codecs. If these are required, contact Axis to add them to your system.

Add - button; add a new line to the **Cameras** table above the button

Delete - button; delete the highlighted camera line from the table above the button

5.2.2 Axis Media Control Interface Node Properties

Right-click on the Axis Media Control Interface node to open the properties. These fields are not accessible through the **Quick Config** dialog except for **Address**. They correspond to those features that aren't necessarily related to the configuration of the Axis Media Control Interface, but are related to how Intelli-Site handles the node.

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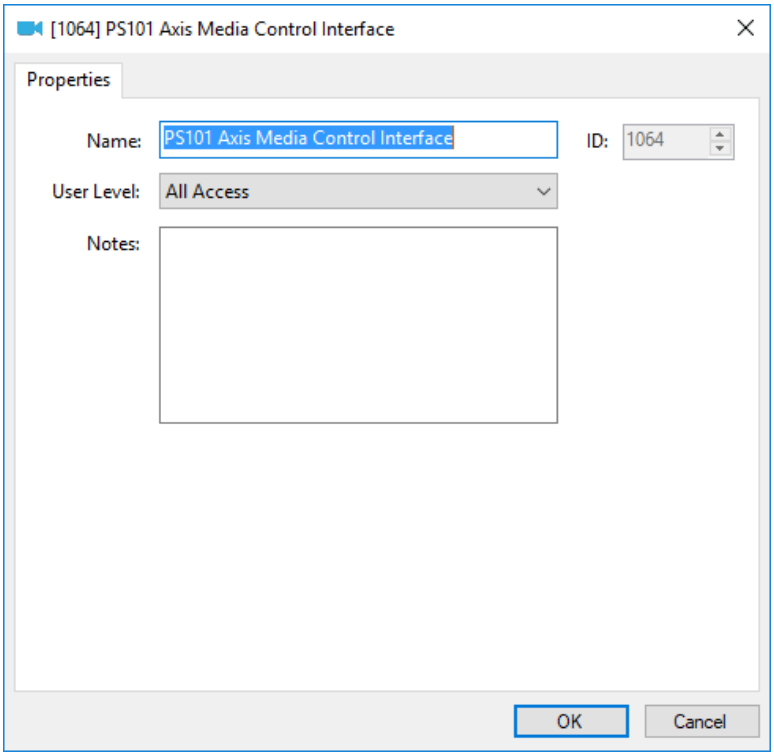

Figure 37 - Axis Media Control Interface node properties dialog

Name – edit box; the name for the node; the name doesn't have to be unique

ID – numeric (disabled); the unique identifier of this node; generated by Intelli-Site

User Level – drop-down menu (default: All Access); the User Level a user must possess to open the properties for this node

Notes – multiline edit box; any notes the user may have for the node

5.2.3 Camera Node Properties

The camera nodes are children of the Axis Media Control Interface Panel node.

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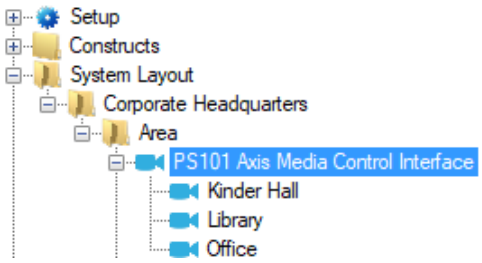

Figure 38 - Axis Media Control Interface panel child nodes

The cameras listed in the **Cameras** table in the **Quick Config** dialog are stored in the Project Node Tree as nodes under the under the panel node.

The camera node defines the pertinent information about the camera. Expanding the camera node reveals the **Presets** node.

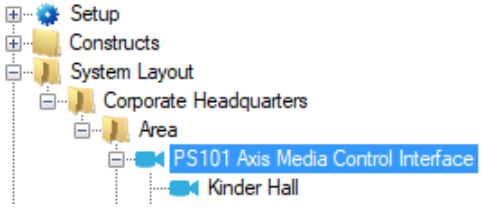

Figure 39 – Axis Media Control Interface camera node

The information about each camera is stored in the camera node.

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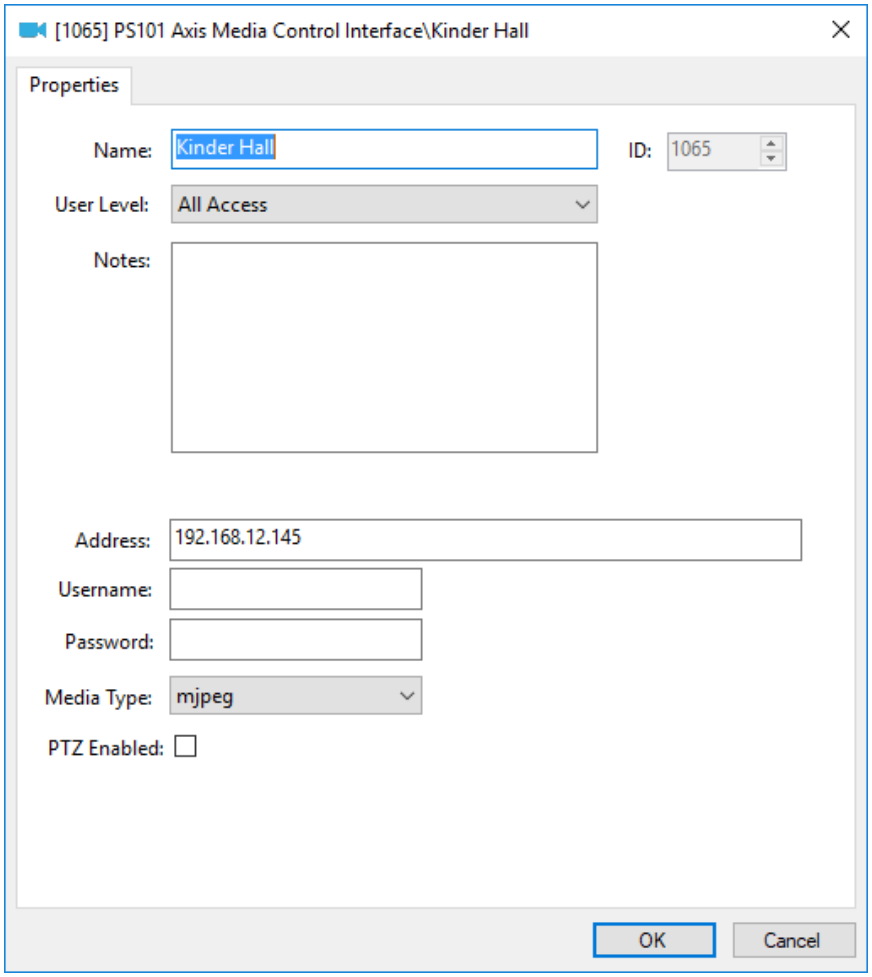

Figure 40 - Camera node Properties dialog

In addition to the standard properties of **Name**, **ID**, **User Level**, and **Notes**, the following fields are present.

Address – edit box; the IP address or the URL of the camera

Username – edit box; the username to use when logging in to the camera; if blank, the software uses the **Username** in the **Connection Info** group box

Password – edit box; the password to use when logging in to the camera; if blank, the software uses the **Password** in the **Connection Info** group box

Media Type – drop-down menu; values: *mjpeg* (default), *h264, h262, mpeg4,* and *CUSTOM*; the video streaming codec

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Note: The Axis Media Control SDK Redistributable does not include H.264, H.262, or mpeg4 codecs. If these are required, contact Axis to add them to your system.

PTZ Enabled – check box; check this box when the camera is a PTZ camera

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Revision History

2018-10-08 Initial Creation

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