

# Software

Video BloX

## VideoBloX Configuration Software

The operating program and the system database for VideoBloX is stored in non-volatile memory in the Central Processing Unit Module. The CPU is an embedded controller designed specifically for the purpose of video and audio switching in the security environment.

The system is designed to be fully functional without the availability of a PC. The configuration software is required only to configure the system database, which is downloaded to the CPU Module.

The Configuration Software is a 32-bit application that is compatible with Windows 95/98/NT/2000, and provides easy-to-use programming for system configuration. It allows an operator to manage the VideoBloX system by communicating with the CPU. Multiple copies of the configuration software can be distributed without special license or software keys.

The system utilizes a 32-bit, ODBC-compliant, Borland Paradox 7.0 Database Manager. Data is organized into tabbed folders, each representing a logical function. Information is entered into named fields or selected from lists of parameters. Interactive "help" is available to assist the user. For the more experienced operator, data can be edited directly in the database tables.

Device control configuration allows the user to design and implement keyboard functions for the operation of connected equipment such as VCRs and multiplexers.

## FEATURES:

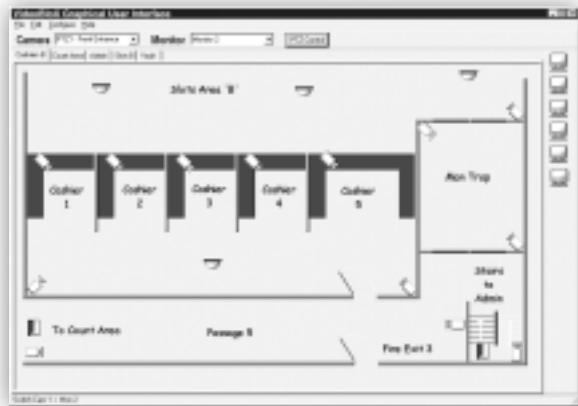
- VideoBloX Configuration software is included with each system
- Powerful sequence engine provides application specific solutions
- Borland Paradox 7.0 Database
- Intuitive tab style editing with data boxes
- Download and upload capability
- Device control configuration
- Optional Graphical User Interface (GUI)
- Optional CCTV server for network GUIs



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## VideoBloX Graphical User Interface

An optional feature, the Graphical User Interface (GUI) provides an intuitive, simple to use interface for the operator. Maps or floor plans representing the facility can be imported in a variety of formats. Icons, representing objects such as cameras, domes, VCRs and multiplexers can be placed in position on the floor plans and provide the means for simple “point and click” operator control.



## VideoBloX CCTV Server

Multiple Graphical User Interface workstations can be connected to the CCTV server on a conventional LAN/WAN network. The CCTV Server is a dedicated PC, permanently connected to the VideoBloX CPU.



## KEY FEATURES:

### System Size

The system size can be configured to match the number of required video inputs, video outputs, audio inputs, audio outputs, users, keyboards, alarm inputs, sequences, groups and scenes.

### Communications

The configuration software can be installed in a PC and be directly connected to the VideoBloX CPU through a dedicated communications port (COM port), or it can be installed in a network, connected through the CCTV server and be used remotely.

### Installer Notes

A “notepad” gives the installer or system administrator to add informational notes during system configuration. This feature is useful to other system users or maintenance technicians who may not be familiar with the installation.

### Video Inputs and Outputs

- Logical numbers can be configured for physical inputs and outputs, thus allowing sequential groups of random physical connections.
- Audio inputs and outputs can be configured to switch in conjunction with video switching.
- Video loss and video restore events may be associated with a sequence. (For example, in the event of loss of video at a primary camera then VideoBloX will automatically switch a standby camera to cover critical views).
- Titles can be added to video inputs – 24 characters, with on-screen positioning, selectable for size, brightness and foreground/background contrast.

## Groups and Scenes

- Assists the operator by providing user defined keys to instantly select camera views of selected scenes.
- Scenes consist of up to four views. Each view may be configured for a specific camera and/or a specific preset. Audio Inputs may be associated with each view.
- Groups are created from a list of scenes – up to 128 scenes may be in a single group.

## Alarm Inputs

- Alarm Inputs are connected to the main alarm terminal panel or to the alarm expander (I<sup>2</sup>C) modules and are used to trigger sequences.
- Alarms may be enabled/disabled without changing any other parameters.

## Users and Keyboards

- Users must “log-in” using a password.
- Access levels restrict access to cameras, monitors, keyboards and certain functions.
- Access levels are individually created for each user and for each keyboard.
- Access levels for both the user and the keyboard are combined at “log-in”. The result of the combination provides the specific user access level at that specific keyboard.
- Keyboards can be assigned a priority. Keyboards of a higher priority will have precedence over keyboards of lower priority.
- Keyboards can be assigned to a dedicated monitor in addition to the monitor selected by the user. Every video switch operation performed on the keyboard will additionally cause the input to be copied to the dedicated monitor.
- Users can be enable/disable manually or by a specific date.

## Time of Day Events

- Time of day events (TOD) are used to automatically activate sequences.
- Time of day events can be configured to operate at a specific time on any selected day or days of the week.
- They may be prioritized such that an event of a higher priority may have precedence over an event of a lower priority.
- They can be enabled/disabled manually.

## Text Messages

- Text messages are used by the sequences to generate messages on the system keyboards or on the video monitors.
- A text message may be up to 24 characters in length.
- Multiple text messages can be displayed simultaneously.

## Sequences

- The sequence engine provides the capability of event/action programming.
- The triggering events can be alarm events, time of day events or manual initiated events.
- The resulting action is determined by the user-defined program that combines instructions/commands in steps; with each Step representing one instruction/command.
- There are up to 1,024 sequences each with 25 steps.

## Device Control Configuration (DeviceConfig)

- DeviceConfig is a powerful configuration tool that provides the capability to control other manufacturer's equipment – specialty cameras, MUXs, VCRs, DVRs, etc.
- Allows the user to configure the keyboard to display device specific commands and to transmit these commands to the controlled devices.



## Graphical User Interface (Option)

- The Graphical User Interface (GUI) provides an intuitive means to view and control the system.
- Maps or floor plans can be imported into the database in standard JPEG, Windows Bitmap, Windows Metafile or Windows Enhanced Metafile formats.
- Maps can be linked and different areas or zoomed areas can be selected.
- Icons representing and controlling various devices such as: cameras, high-speed domes, monitors, multiplexers, VCRs, alarm inputs, control outputs, sequences, executable programs and other such devices can be selected from a standard library of icons.
- Icons can be created and added to the library.
- The GUI can be installed on multiple workstations using standard TCP/IP network connectivity to the CCTV server.

## CCTV Server (Option)

- The CCTV server provides TCP/IP network connectivity for the GUI workstations.
- The server will show the number of connected workstations, their address and workstation name.
- The server will log all system activity including operator-initiated commands. The log shall detail time and date, user names, keyboard address, command and command parameters.

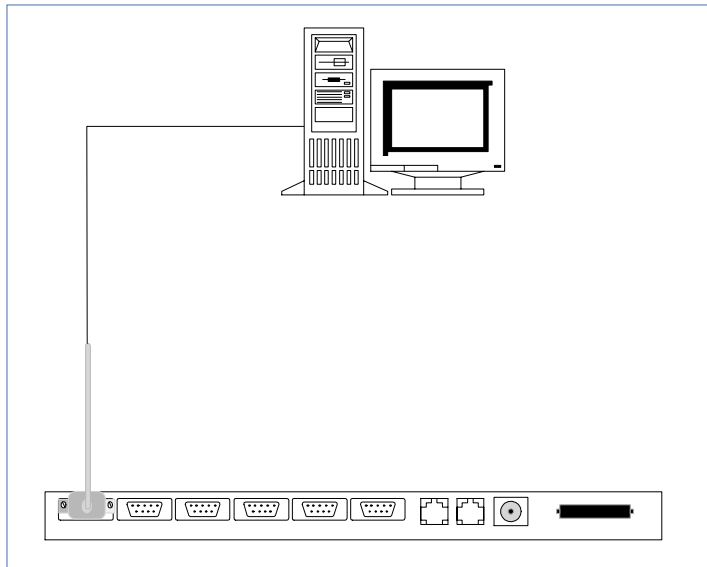
## SPECIFICATIONS:

- AVBCPU – requires no unlock code
- AVBGUI GUI Software – unlock code (based on hard-drive serial number) required for stand-alone or network version
- AVBNET CCTV server software – unlock code required. Installed on a dedicated PC and provides network connectivity to VideoBloX Config and the GUI

### PC Requirements

- 166 MHz Pentium or better
- 128 MB Ram
- 50 MB of available hard drive space
- SVGA, 800 x 600, 256 colors, monitor or better
- 1.44 MB floppy and CD-ROM
- Keyboard and mouse
- One (1) available serial port (for connection to CPU)
- Network Interface Card 10/100 Base T
- Video Capture Card – Hauppauge WIN TV or equivalent for display of live video on the desktop
- Internal modem – Equivalent to US robotics data/fax modem
- Operating system shall be Windows 95, 98, NT4.0 or 2000

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### ADEMCO VIDEO

Sales .....800-467-5875  
 Applications .....877-653-0302  
 Technical Support .800-645-7492  
 Fax .....516-921-0491  
 Web site: www.ademcovieo.com

171 Eileen Way, Syosset, NY 11791

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## ORDERING:

Part No.	Description
AVBCPU	VideoBloX Configuration Software

### Optional Software:

AVBGUI	Graphical User Interface (one required for each workstation)
AVBNET	CCTV Server Software – Supports multiple GUI workstations on TCP/IP network