

User Guide

Valerus Connecting to Mobile Device

XX285-58-03



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General

Vicon® Valerus™ VMS is an advanced video management solution designed to operate on IP networks and uses a standard web browser as its client.

Valerus provides the ability to turn your mobile device (Apple or Android smartphone or tablet) into a powerful security asset. A mobile device can be added to your Valerus system and be seen there as any other Resource. Using this feature allows operators to better document patrols or incidents that may otherwise go unrecorded. Note that the mobile device functionality is available for ENT tier only.

Remember that this is an online solution and sometimes the connection can be lost. In that case, the video from that the time is not available.

Note: There is a limit to the number of mobile devices that can be added to any given media server on the system. The following assumes no local display on the server. Local display has an intense impact on CPU usage and may degrade performance.

- Using an All-in-One Application Server that includes the Media Server: Maximum 20 phones.
- Using a Standalone Application Server that includes the Media Server: Maximum 100 phones.
 - Multiple media servers can be added to the system as needed.

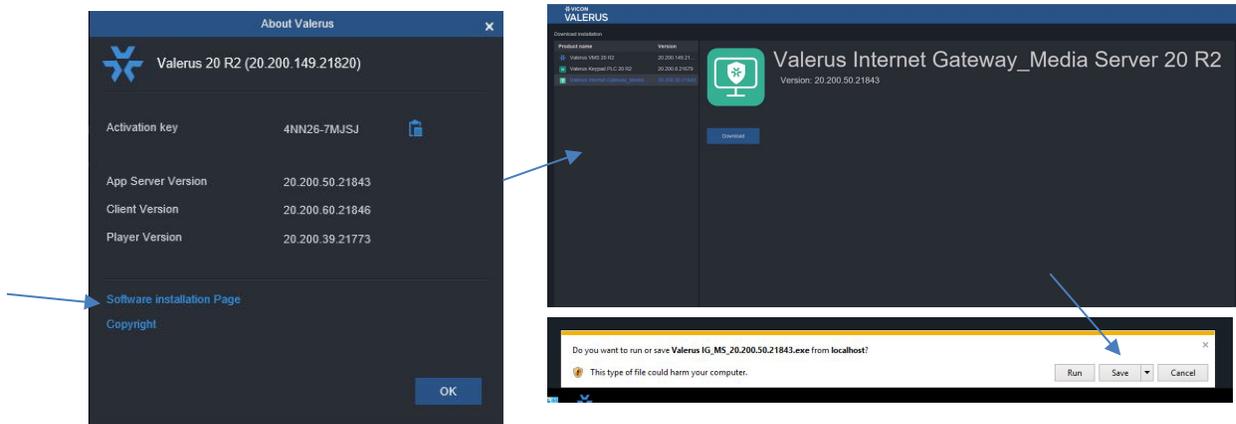
Installation

To use a mobile device with Valerus, a Valerus Media Server must be installed first and then the mobile device can be added to the system.

Connecting a Media Server to Valerus

The Valerus Media Server must be installed on your Valerus system. This can typically be done on your Application Server, but may also be installed on a dedicated PC, depending on the size of your system and requirements.

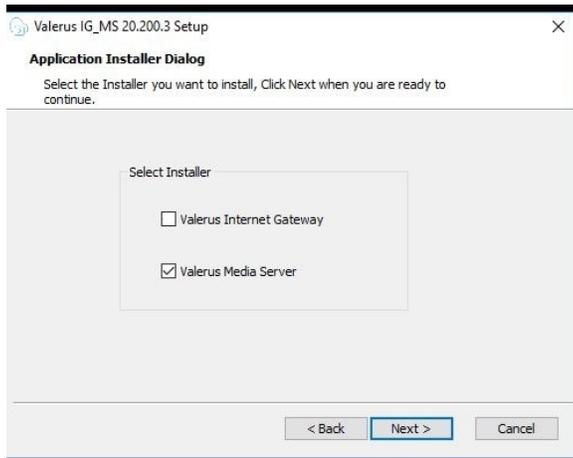
- The Media Server module is available from the Valerus software installation page. Go to About and click Software installation page; a list of available software is listed. Select the Valerus Internet Gateway_Media Server file. Click the Download button and save to the desired location. Double click to launch the installation.



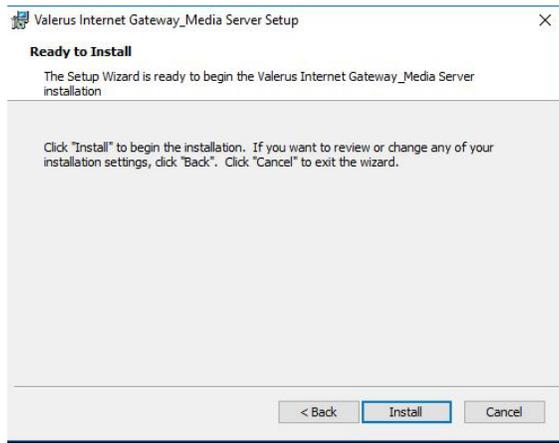
- The following screen displays. Click Next.



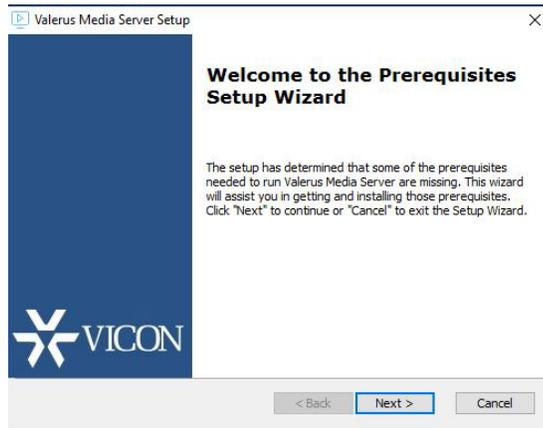
- Select Valerus Media Server (the Internet Gateway service can be selected to install as well if needed; refer to the manual on Internet Gateway for details). Click Next.



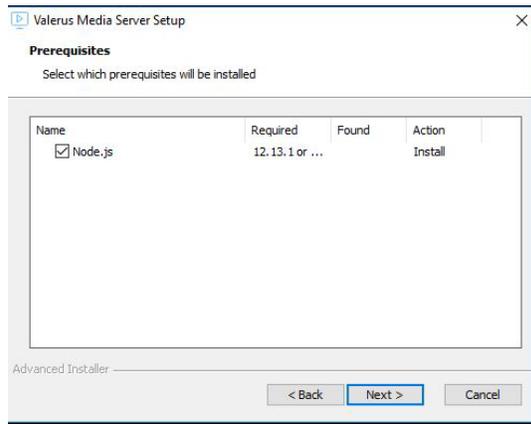
- Click Install. The installation process will begin.



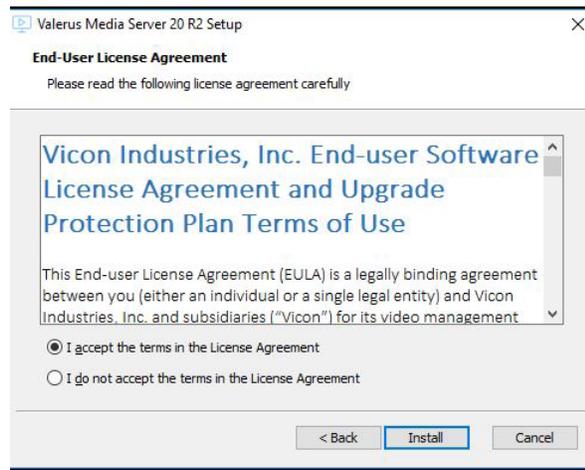
- During the process the Prerequisite screen displays. Click Next.



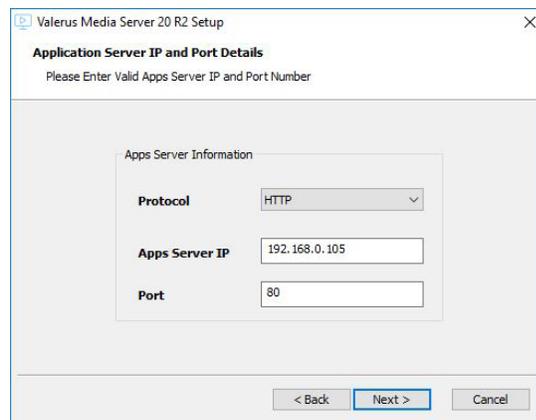
- Install the prerequisite Node.js if prompted for it. Click Next. The installation continues.



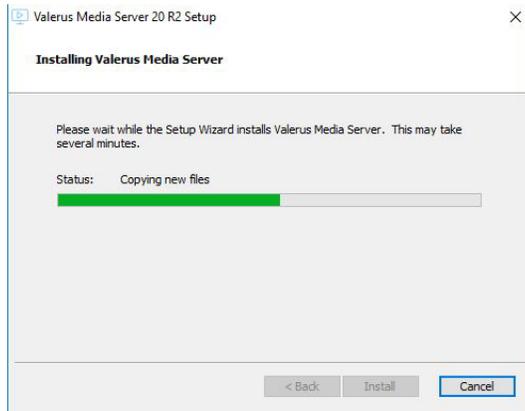
- Click Finish to complete the Prerequisite setup. The End-User License Agreement will display.



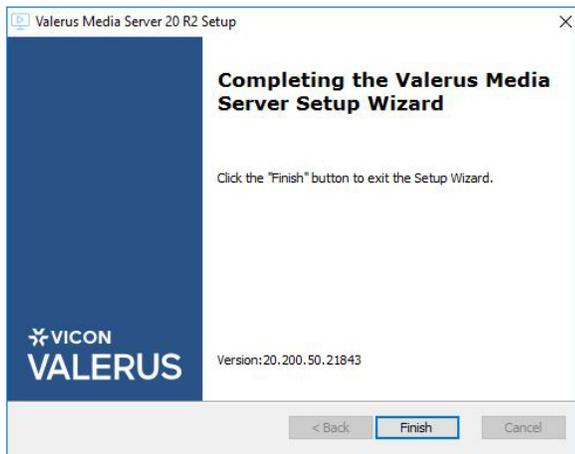
- Accept the End-User License Agreement to continue the installation of the Media Server. Click Next. The following screen displays.



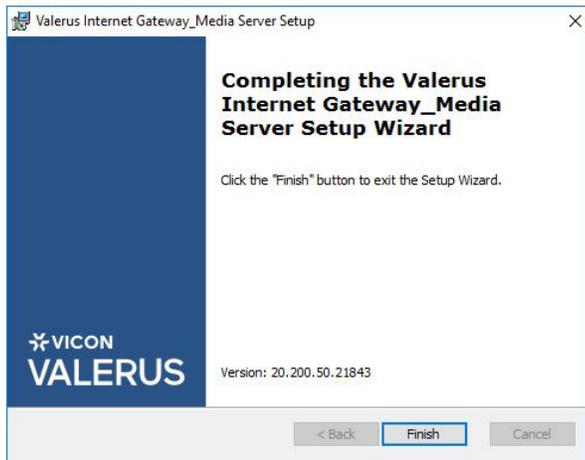
- Enter the App Server IP to which the Media Server will connect. The default Port is 80; do not change this port unless there are changes to the App Server port. Click Install. The installation continues.



- A Completing screen displays. Click Finish.



- A Finish screen displays. Click Finish.

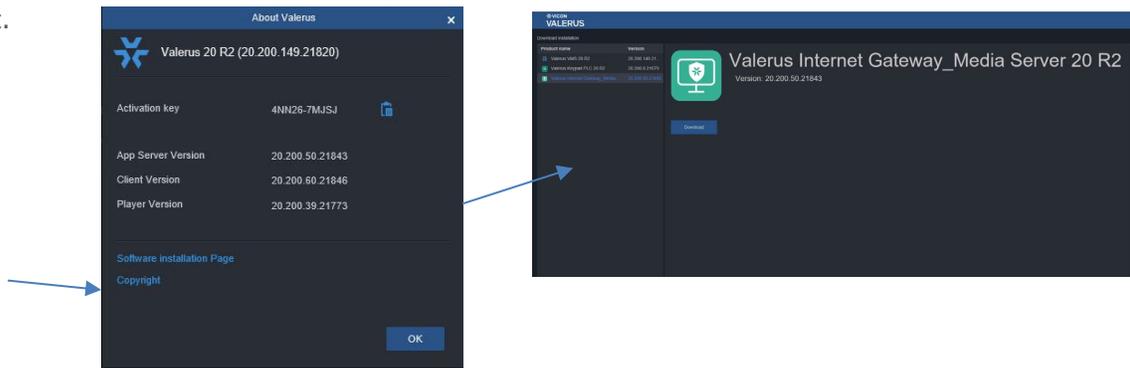


The Media Server is now installed and a mobile device can be connected to Valerus through it.

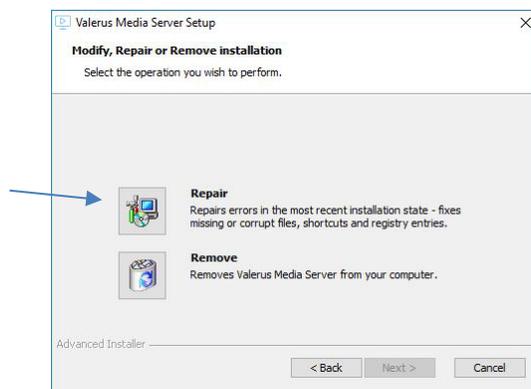
Repair or Remove Media Server

There is an option to perform a Repair or Remove installation of the Media Server, for example if you want to change the IP Address of the Application Server. The process is very similar to the above procedure.

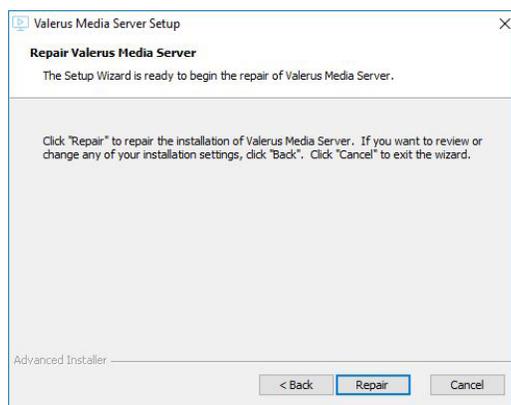
- Locate the Valerus Internet Gateway_Media Server installation file used prior or download it again and run it.



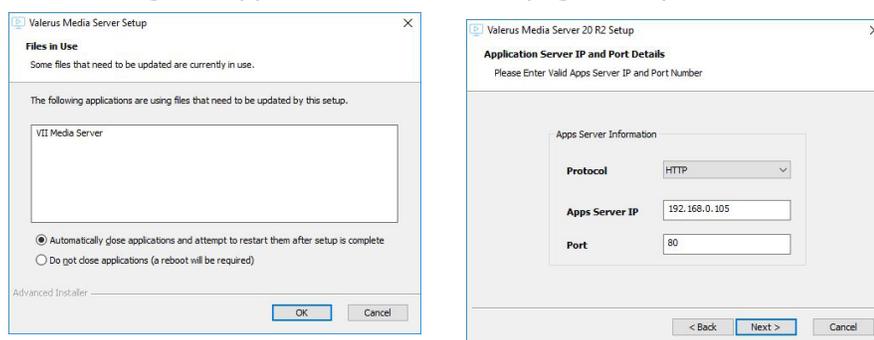
- This time, the following screen will display. Select Remove to completely delete the Media Server. To change the IP address of the Application Server, select Repair. Click Next.



- The following screen will display. Click Repair.



- If the Media Server application is still open, the following screen will display. Select Automatically close applications and attempt to restart them after setup is complete. Click OK. The same process as above will continue, including the App Server information page. The process continues to complete.



Connecting a Mobile Device to Valerus

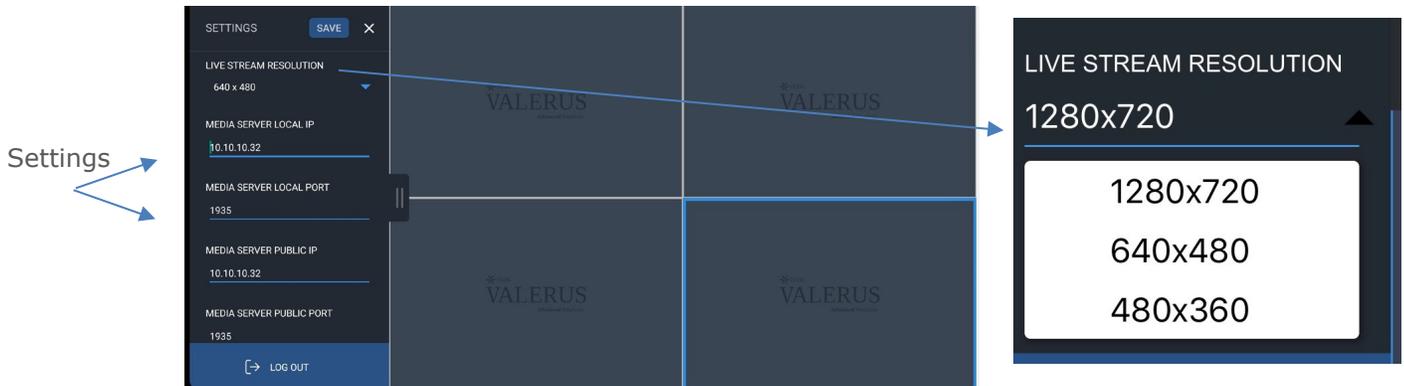
- In order to connect a mobile device to a Vicon Valerus system, the latest Valerus app must be installed on your device. These can be found on the Apple or Google store, depending on your device.
- Once the App is installed on your mobile device, the Vicon Valerus icon for the app is on your device. Click the logo to log in to Valerus.



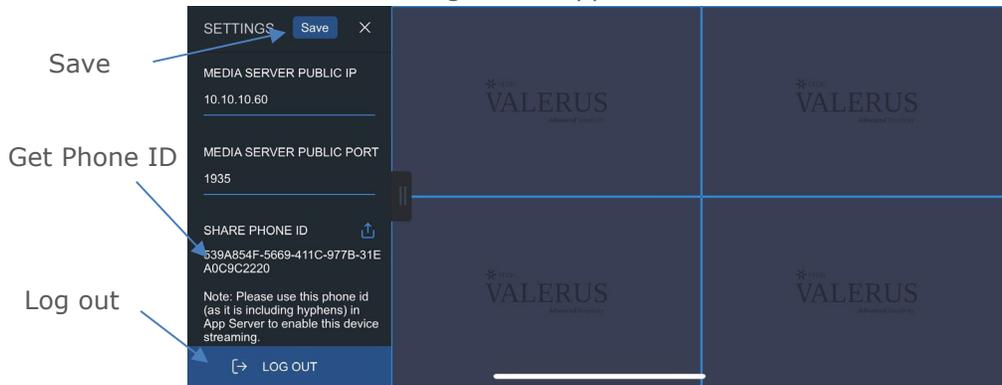
- Log in to Valerus. Click Settings icon.



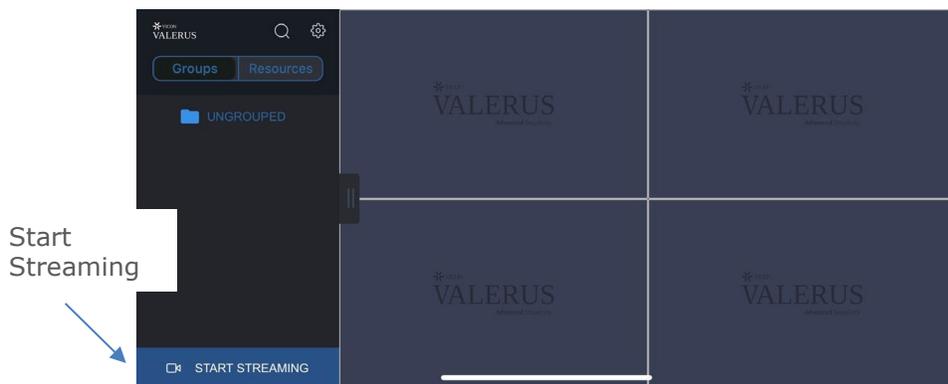
- The following screen displays. Set the live stream resolution here, keeping in mind that the higher stream resolution chosen, the more bandwidth it will require when sending it to Valerus. Scroll to select the Media Server selections and enter the Local IP (used for connecting to local network using Wi-Fi connection) and Public IP (used when connecting through the internet over the cell or other service). Local Port and Public Port should remain at 1935; the Valerus server inbound port 1935 must also be open. Either one or both of these methods can be defined.
- Note that settings and ensuring the application has network access to the Valerus system (both App Server and Media Server) is essential to successfully view and stream video. Refer to the Valerus Internet Access Guide (for Internet Gateway) for further information on connecting to the Internet.



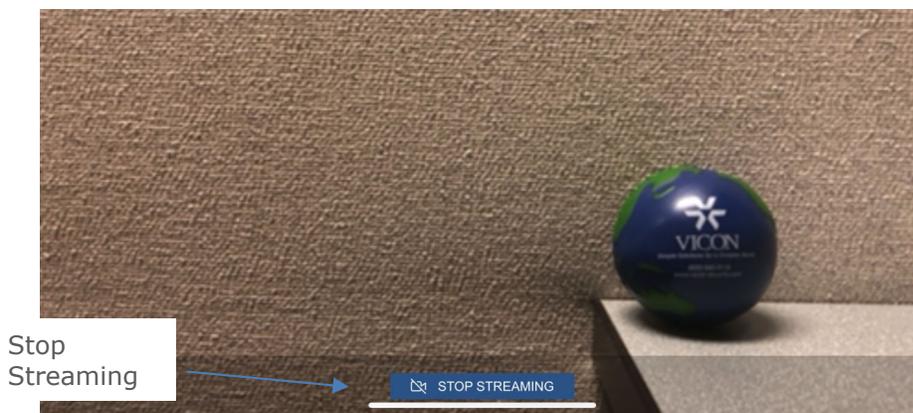
- Click Save. A Success message is sent. The following screen displays. Click Share Phone ID to get your unique Phone ID. This number is what is needed to connect to Valerus. Keep a record of this number. Note that this number will change if the app is removed and then installed again. Log out of the app.



- Log back into the app. Once the next step is completed to add the mobile device as a video source in Valerus, you will be able to click Start Streaming to begin sending video to Valerus.



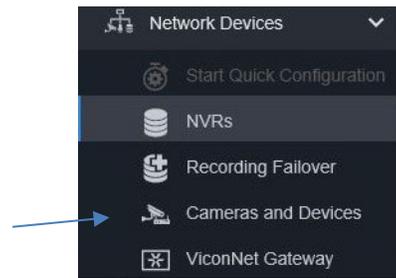
- Once video starts streaming, a Stop Streaming button will display. Note that at this time this uses only the main (back) camera on the mobile device.



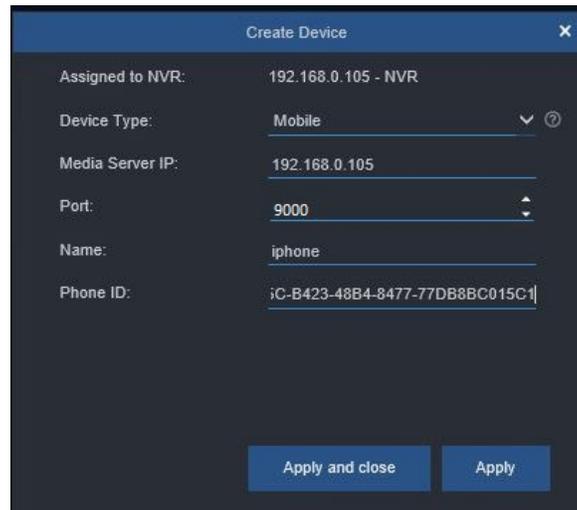
Adding a Mobile Device to Valerus as a Mobile Camera

- In Valerus, go to Configuration, Network Devices, Cameras and Devices.

Note: When adding a mobile device (i.e., a mobile phone) to Valerus, make sure the phone is not in an active call. Adding a phone while a call is in progress may cause problems with the audio channel in Valerus.



- Click the **Add Device Manually** button. A popup displays to enter the device protocol (ONVIF, Events Framework, Mobile, ADAM-6050 or Generic RTSP); for Device Type, select Mobile. Enter the Media Server IP and the port (9000 is the default). If you have multiple media servers, you will be able to decide which device works through which server and then be able to balance the load. Enter the Name of the device and its ID, which can be found on the Valerus app under the configuration page. Each mobile device has a unique identifier; when entering this ID be sure to include all letters, numbers and symbols (i.e., -) included in the ID.



- After entering the information click Apply or Apply and close if you are finished adding devices.
- The mobile device is now included in the Camera and Devices list with an icon denoting mobile device. You will need to stream video once to complete the add process; after that, a video channel resource will be created. In the Rules section for Resources it can be set to receive messages upon an event. Refer to the Valerus User Guide for details.
- Being a mobile device, it is expected to only send video at certain times and not at others. Therefore, there will not be a Dashboard message for a mobile device communication error as there are for standard cameras.

