

VideoEdge Camera Handler Release Notes

VideoEdge 4.5.1 ADCN Handler 4.5.1.2003012

In case of discrepancy, the information in this document supersedes information in other document(s), media(s) or provided verbally.

This VideoEdge camera handler is fully integrated with the ADCN line of IP cameras. ADCN, generally, doesn't change the core API interface for their cameras. This VideoEdge camera handler is based on the ADCN core API package version "IP Media Device Management Protocol User Guide Version 2.0." As ADCN continue to release new cameras there may be instances where specific ADCN cameras are not listed in these release notes. A generic ADCN camera handler is available for these unlisted cameras provided it supports the ADCN CGI interface.

Supported ADCN cameras:

Model	CODEC Supported	Audio	I/O	VideoEdge Versions Supported	Certification
Encoders					
ADEIP16H-SG	H.264, MJPEG, MP4V	Yes	16/0	4.5.1	Tested & Certified
Generic					
All other models	Model Dependent ^[1]			4.5.1	Works as designed

Note

Generic model is fully featured for unlisted models supporting dual video streaming, audio stream, PTZ, dry contact events and query device to discover camera capabilities. For specific models, the handler dynamically queries the capabilities from the camera.



ADCN Release History

Camera	Handler Version
ADEIP16H-SG	4.5.1.2003012

Supported Key Functions

- Video Streaming Single and Dual
 - Video Codec –H.264, MJPEG, MP4V
- Audio Streaming
- Audio codec supported depends on camera functionality
- PTZ
- Dry Contact Events
- Query Device
- Reboot Device

Supported Camera API & Models

Model	Minimum Camera Firmware Version
Encoders ADEIP16H-SG	V1.0.0 141209

Required Network Ports

• Port 554 is for RTSP

Default Username & Password

Username: adminPassword: admin

Camera Serial Number

NVR will use the camera's MAC address as the camera serial number.

Video Stream Feature

The specific Video stream feature characteristics by model families are:

Model Family Video Stream Feature

ADEIP16H-SG	Single/Dual stream supported codecs: H.264, MJPEG, MP4V
Generic	Depends on camera capability

Audio Stream Feature

The specific Audio stream feature characteristics by model families are:

Model Family	Audio Stream Feature
ADEIP16H-SG	G711mulaw
Generic	Depends on camera capability

Event Stream Feature

Handler uses HTTPS polling mode to get the dry contact status. The maximum number of dry contact events supported by each camera family:

Model	Max # of Dry Contact Supported
ADEIP16H-SG	16
Generic	Depends on camera capability

Special Points

- 1. Before adding the camera into NVR, users should restore camera to factory default through camera web page. To Change the IP address if not known or set to default please use the camera IP tool that is supplied with the camera.
- Before using Dry Contact Events function, users should configure alarm input "Arming Schedule" on the camera's web page via Configuration -> Alarm Settings -> Arming Schedule (for example, configure schedule to 7x24 hours.).
- 3. NVR web page use numbers to display quality range while camera own web page using mapped text, map relationship is:

20	Highest
30	Higher
45	Medium
60	Low
75	Lower
90	Lowest



Limitations

Model		Limitations	Work around
ALL	1.	page if the Bitrate Type is set to "Constant" on camera web page.	User should first go to camera web page change Bitrate Type from "Constant" to "Variable" (Configuration -> Video Settings -> Bitrate Type)before user can change MJPEG quality on NVR web page.
ALL	2.	stream of each input	 a) User configure each channel's 2nd stream one by one on NVR web page b) User do the batch edit configuration on encoder's own web page, and then add into NVR
ALL	3.	There is one pattern in victor to configure	N/A

Known Issues

Model	Known Issues	Work around
ALL	1. Max FPS is determined by the camera connected to channel one. This will display as either 25FPS (PAL) or 30 FPS (NTSC) depending on what this camera supports. The FPS range on Channels 2-4 will match the fps range on Channel 1, no matter what the camera capability.	If one camera supports a higher Max FPS than other cameras on the encoder, it is recommended to add this to Channel 1.