

# GV-Mobile Server

## *User's Manual V1.4.2.0*





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## Naming Definition

<b>GV-System</b>	GeoVision Analog and Digital Video Recording Software. The GV-System also refers to <b>Multicam System</b> , <b>GV-DVR System</b> , <b>GV-NVR System</b> and <b>GV-Hybrid DVR System</b> at the same time.
<b>GV-VMS</b>	GeoVision Video Management System for IP cameras.

## Chapter 1 Introduction

GV-Mobile Server is designed to encode and stream the video to GV-IP Decoder Box of full HD display. With GV-Mobile Server, GV-IP Decoder Box can display the analog camera or high IP video resolution from GV-System and GV-VMS surveillance video software, GV-Recording Server, GeoVision and third-party IP devices. Besides the application with GV-IP Decoder Box, the users of GV-Pad, Smart Phones, third-party surveillance software and even non-IE browsers can also access the live view from GV-Mobile Server.

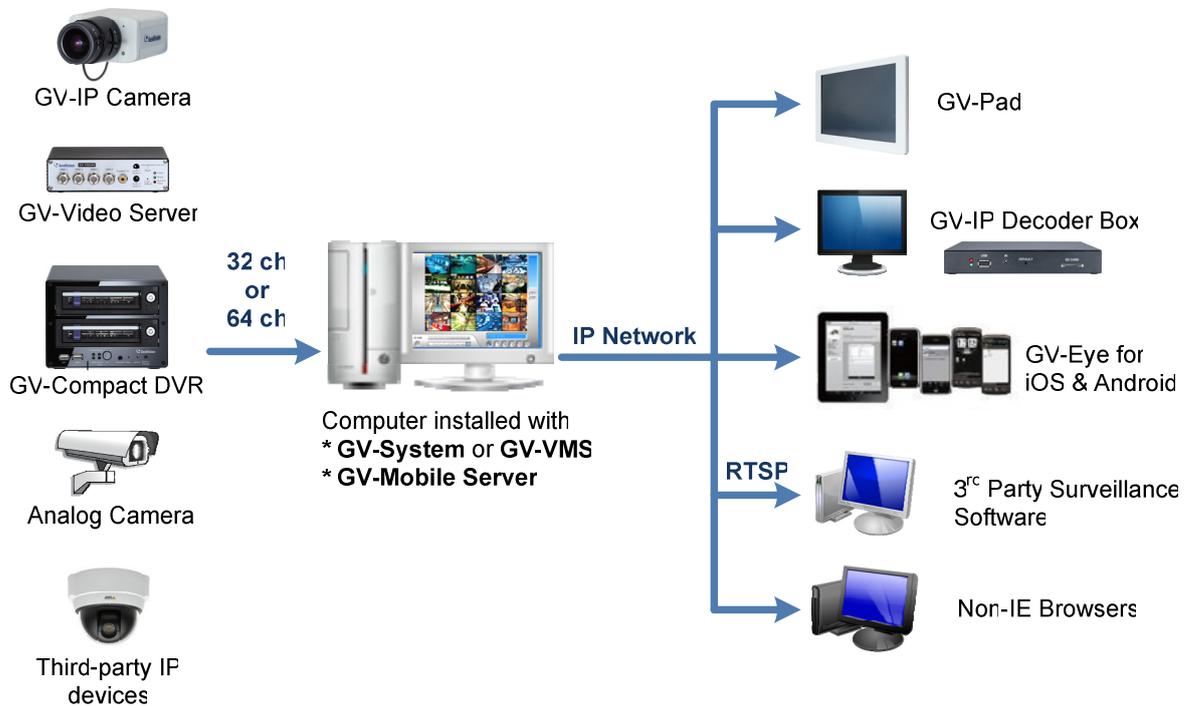
The advantages of GV-Mobile Server include:

- Supports up to 64 channels
- Live view access of analog camera (connected to GV-System)
- Live view access of up to 4 user-selectable matrix channels
- Supports motion pop-up for matrix view
- Provides for dual streams
- Supports fisheye dewarping
- Significantly reduces CPU loading and bandwidth usage of IP video devices
- User-configurable frame rate, quality, codec type and resolution for each camera stream
- Remote access to live view using non-IE browsers

Through GV-Mobile Server, the clients can:

- access GeoVision and third-party cameras connected to the GV-System / GV-VMS.
- access GeoVision and third-party IP channels connected to GV-Video Gateway / GV-Recording Server
- directly access GeoVision and third-party devices

1. To encode channels connected to GV-System / GV-VMS, install GV-Mobile Server on the same computer as GV-System / GV-VMS.



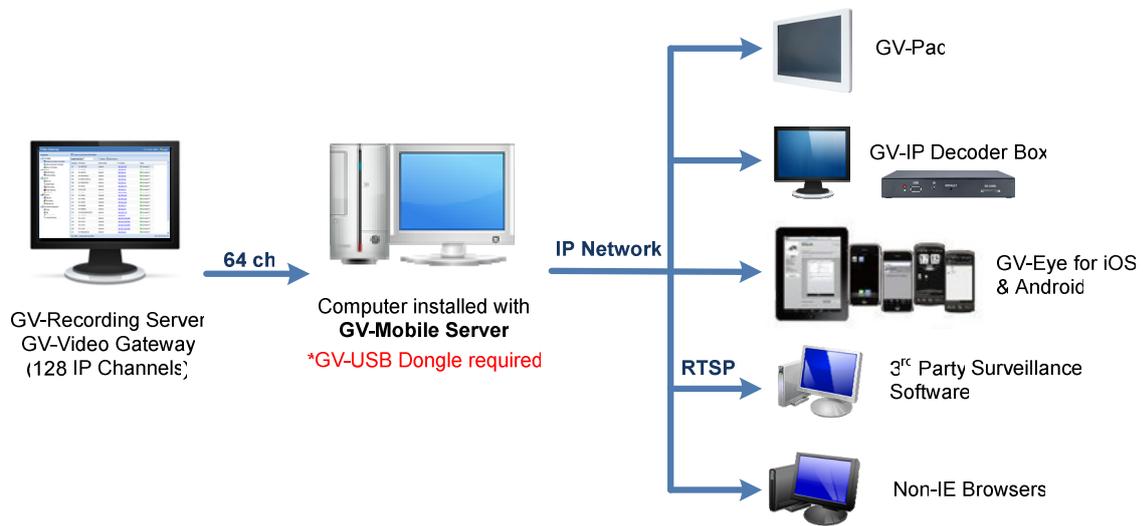
**Figure 1-1**

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**Note:**

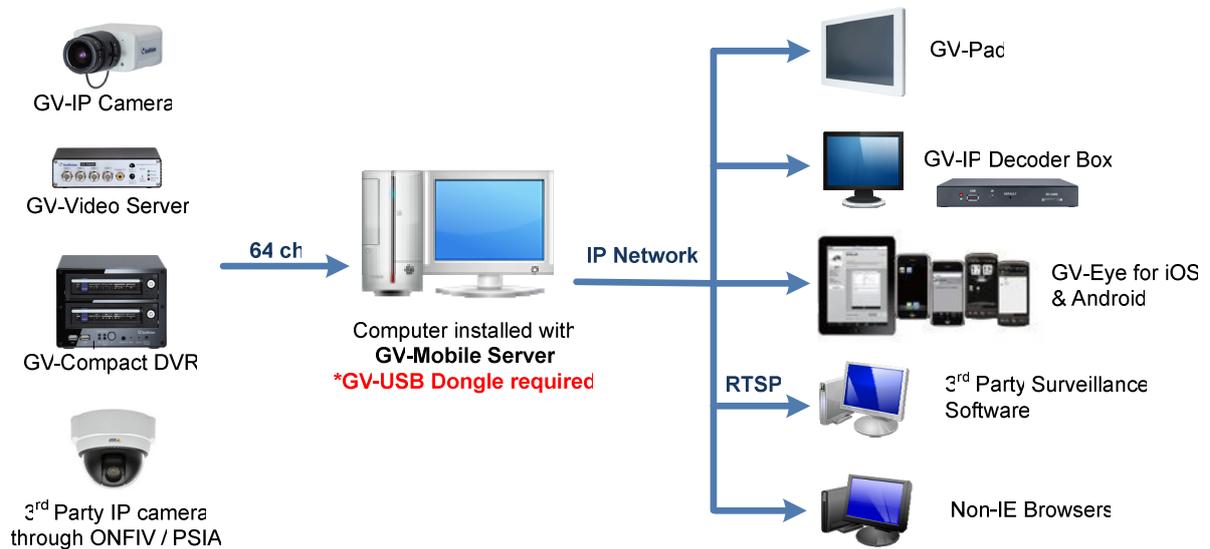
1. GV-System only supports up to 32 channels.
  2. GV-VMS does not support analog cameras.
-

- 2. With a GV-USB Dongle, the professional version allows you to access IP channels from a GV-Recording Server / GV-Video Gateway. GV-Mobile Server can be installed on any computer and remotely connect to GV-Recording Server / GV-Video Gateway.



**Figure 1-2**

- With a GV-USB Dongle, the GV-Mobile Server can directly encode IP channels from GeoVision and third-party IP advices through ONVIF and PSIA protocols. The GV-Mobile Server can be installed in any remote server.



**Figure 1-3**

For each camera stream, you can set up different frame rate, codec and resolution. In addition, up to 36 cameras can be arranged into a matrix screen that counts as 1 channel when transmitting to clients. The matrix channels are also available in dual streams.

## 1.1 Packing List

- GV-USB Dongle for connection with GV-Recording Server / GV-Video Gateway, third-party IP devices and GV-IP Devices directly.
- Software DVD

## 1.2 Minimum System Requirements

Depending on the resolution, video compression format and the number of connected channels, **Standard Requirements** or **Advanced Requirements** shall be met.

### Standard Requirements

<b>OS</b>	<b>32-bit</b>	Windows 7 / 8 / 8.1 / Server 2008
	<b>64-bit</b>	Windows 7 / 8 / 8.1 / Server 2008 R2 / Server 2012 R2
<b>CPU</b>	Core i3 4130, 3.4 Ghz	
<b>RAM</b>	4 GB x 2	
<b>Hard Disk</b>	1 GB or more for installation	
<b>Graphic Card</b>	AGP or PCI-Express, 1024 x 768, 32-bit color	
<b>DirectX</b>	9.0c	
<b>LAN</b>	Gigabit Ethernet x 1	
<b>Hardware</b>	Internal or external GV-USB Dongle	

### Advanced Requirements

<b>OS</b>	<b>64-bit</b>	Windows 7 / 8 / 8.1 / Server 2008 R2 / Server 2012 R2
<b>CPU</b>	Core i7 4770, 3.4 Ghz	
<b>RAM</b>	4 GB x 2	
<b>Hard Disk</b>	1 GB or more for installation	
<b>Graphic Card</b>	AGP or PCI-Express, 1024 x 768, 32-bit color	
<b>DirectX</b>	9.0c	
<b>LAN</b>	Gigabit Ethernet x 2	
<b>Hardware</b>	Internal or external GV-USB Dongle	

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**Note:**

1. The memory required may vary depending on the number of channels and resolution of videos received.
  2. A GV-USB Dongle is required when you install the GV-Mobile Server in an independent PC without GV-System or GV-VMS.
- 

The **Advanced Requirements** are highly recommended in any of the following conditions:

Resolution	Codec	Bitrate	No. of Connected Channels
CIF (320 x 240)	H.264	0.75 Mbit/s	62 or more
VGA (640 x 480)	H.264	3.59 Mbit/s	16 or more
D1 (704 x 480)	H.264	4.09 Mbit/s	13 or more
1.3 MP (1280 x 1024)	H.264	5.05 Mbit/s	12 or more
2 MP (1920 x 1080)	H.264	7.01 Mbit/s	9 or more
3 MP (2048 x 1536)	H.264	10.48 Mbit/s	9 or more
4 MP (2048 x 1944)	H.264	11.65 Mbit/s	11 or more
5 MP (2596 x 1920)	H.264	16.48 Mbit/s	15 or more

**Note:** These data may vary in different scenes (different data bitrates).

**Software License**

<b>Free License</b>	When installed and executed on the same server with GV-DVR, GV-NVR or GV-VMS
<b>Maximum License</b>	64 channels, 4 Matrix views
<b>Increment for Each License</b>	N/A
<b>Optional Combinations</b>	N/A
<b>Dongle Type</b>	Internal or external

**Note:** GV-DVR and GV-NVR only support up to 32 channels.

## 1.3 Options

The optional device can be purchased to assist with your surveillance management.

Optional Device	Description
Internal GV-USB Dongle	An Internal GV-USB Dongle provides the hardware watchdog function to GV-Mobile Server by restarting the computer when Windows crashes.

## **1.4 Compatible GV-IP Device & GV-Software**

- **GV-VMS:** V14.10 or later.
- **GV-System:** V8.5.3 or later
- **GV-Recording Server / GV-Video Gateway:** V1.1.0.0 or later
- **GV-IP Camera:** V1.09 or later
- **GV-Video Server VS02A / VS04A / VS04H / VS12:** V1.05 or later
- **GV-Video Server VS11:** V1.0 or later
- **GV-Compact DVR V2:** V1.07 or later
- **GV-Compact DVR V3 (4-Channel):** V1.01 or later
- **GV-Compact DVR V3 (8-Channel):** V1.00 or later

## Chapter 2 Installation

### 2.1 Installing the GV-Mobile Server

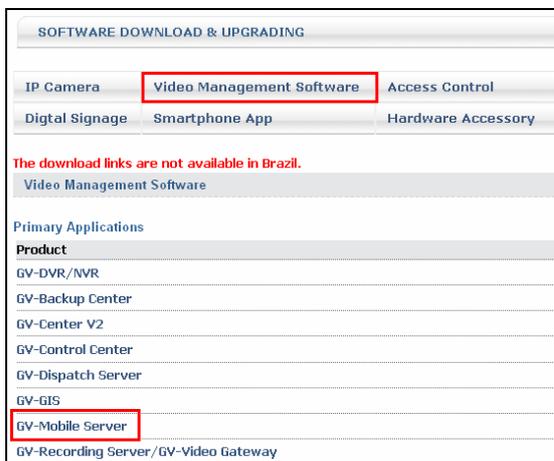
Before installing the GV-Mobile Server, you need to plug the **GV-USB Dongle** to the computer, and then install the **dongle driver**. You can install the driver and the GV-Mobile Server from Software DVD or GeoVision Website.

#### Installing from Software DVD

1. Insert Software DVD to the computer. It runs automatically and a window appears.
2. To install USB driver, select **Install or Remove GeoVision GV-Series Driver**.
3. To install .Net Framework 3.5, select **Download Microsoft .NET Framework 3.5**.
4. To install GV-Mobile Server, select **Install GeoVision Primary Applications** and click **GV-Mobile Server**.

## Downloading from GeoVision Website

1. Go to the Software Download and Upgrading page of GeoVision Website:  
[http://www.geovision.com.tw/english/5\\_8\\_VMS.asp](http://www.geovision.com.tw/english/5_8_VMS.asp).
2. To install USB driver, select the **Video Management Software** tab, find the **Driver** section and click the **Download** icon  of **GV-Series Card Driver / GV-USB Devices Driver**.
3. To install GV-Mobile Server, select the **Video Management Software** tab, find the **Primary Applications** section and click the **Download** icon  of **GV-Mobile Server**.



**Figure 2-1**

4. To download and install .Net Framework 3.5, go to:  
<http://www.microsoft.com/en-us/download/details.aspx?id=21>.

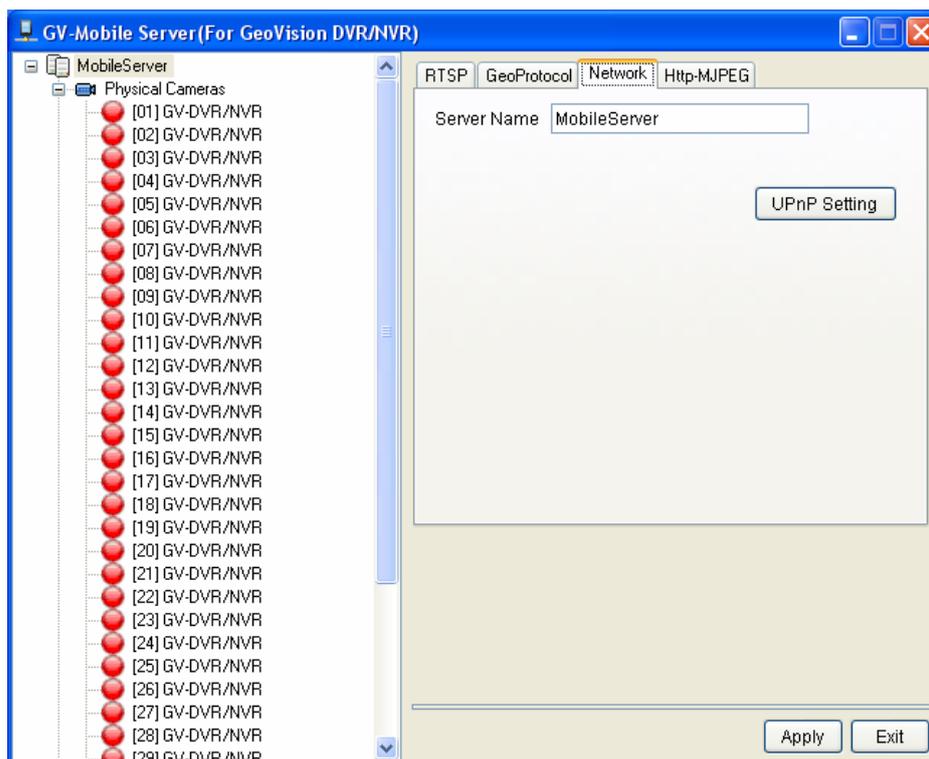
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**Note:** If you are using Window 8 or Windows Server 2012, see *How to install .Net Framework 3.5 for Windows Server 2012 and Windows 8* in Appendix.

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## 2.2 Starting the GV-Mobile Server

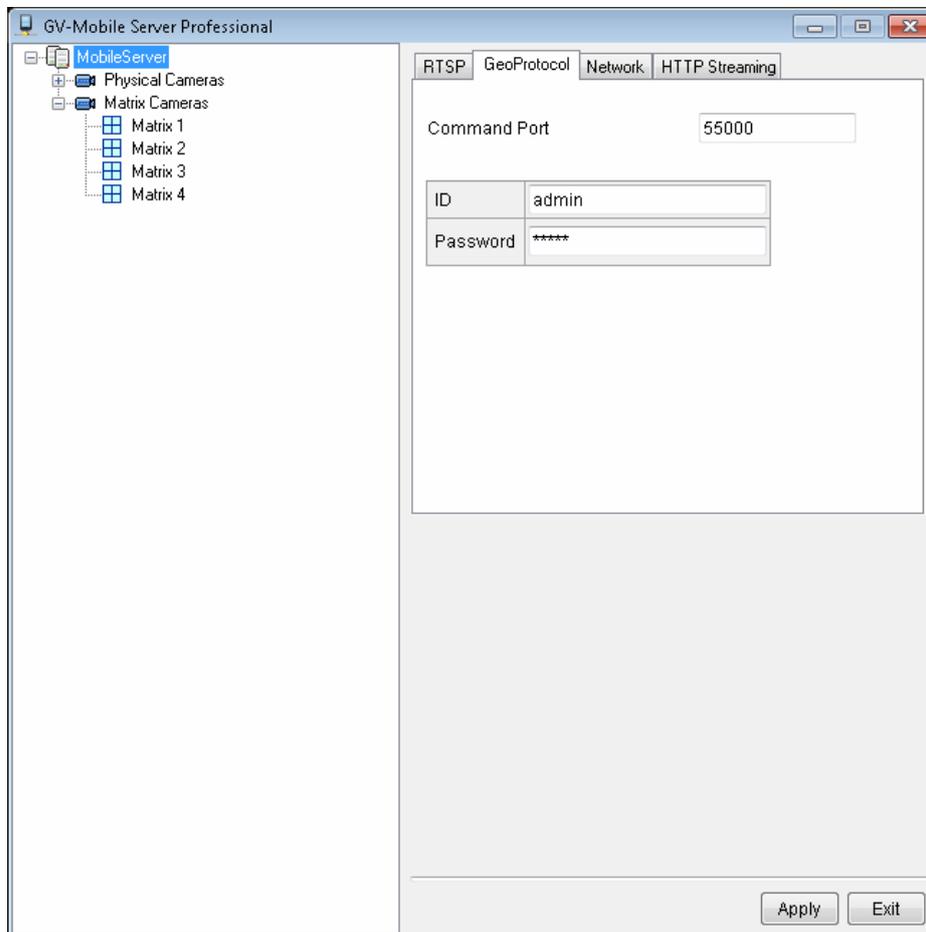
1. Go to Windows **Start**, point to **Programs**, select **GV-Mobile Server**, and then run **Mobile Server**. The GV-Mobile Server window appears.
2. To change the server name or to configure UPnP settings, click the **Network** tab. This page appears.



**Figure 2-2**

3. Type a new server name.
4. Click the **UPnP Setting** button to list the GV-Mobile Server in the network devices table for the operation system. Then you can connect to the GV-Mobile Server directly by clicking on the listed server.

- By default, the ID and password for logging in the GV-Mobile Server are **admin**, and the Command Port for client connection is **55000**. To customize these values, click the **GeoProtocol** tab to modify the Command Port, login ID and password.



**Figure 2-3**

- Click **Apply**.

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**Note:** The audio output of a channel is only accessible when the channel is connected to GV-System / GV-VMS and is accessed through RTSP. To connect to GV-System / GV-VMS, see [3.1 Connecting to GV-System or GV-VMS](#). To access live view and audio through RTSP protocol, see [5.4 Using Third-party Surveillance Software](#).

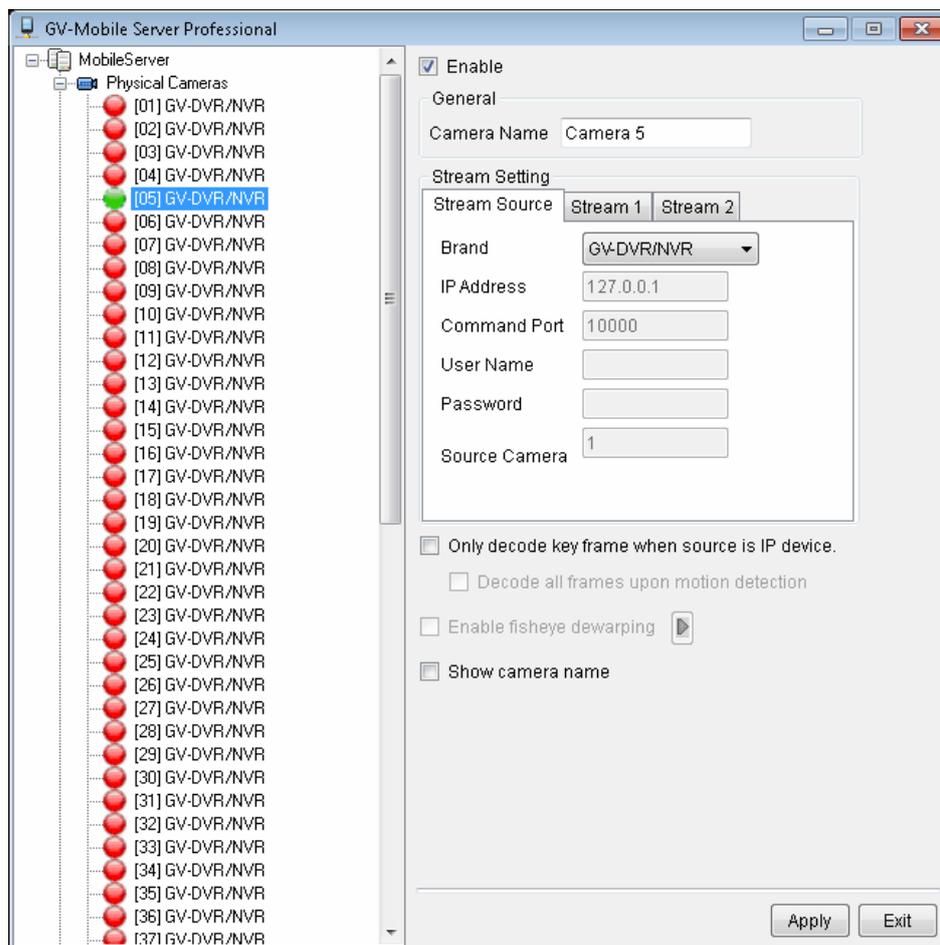
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## Chapter 3 Establishing Connections

### 3.1 Connecting to GV-System or GV-VMS

The GV-Mobile Server can encode up to 32 channels from GV-System or up to 64 channels from GV-VMS. To configure connection to GV-System or GV-VMS:

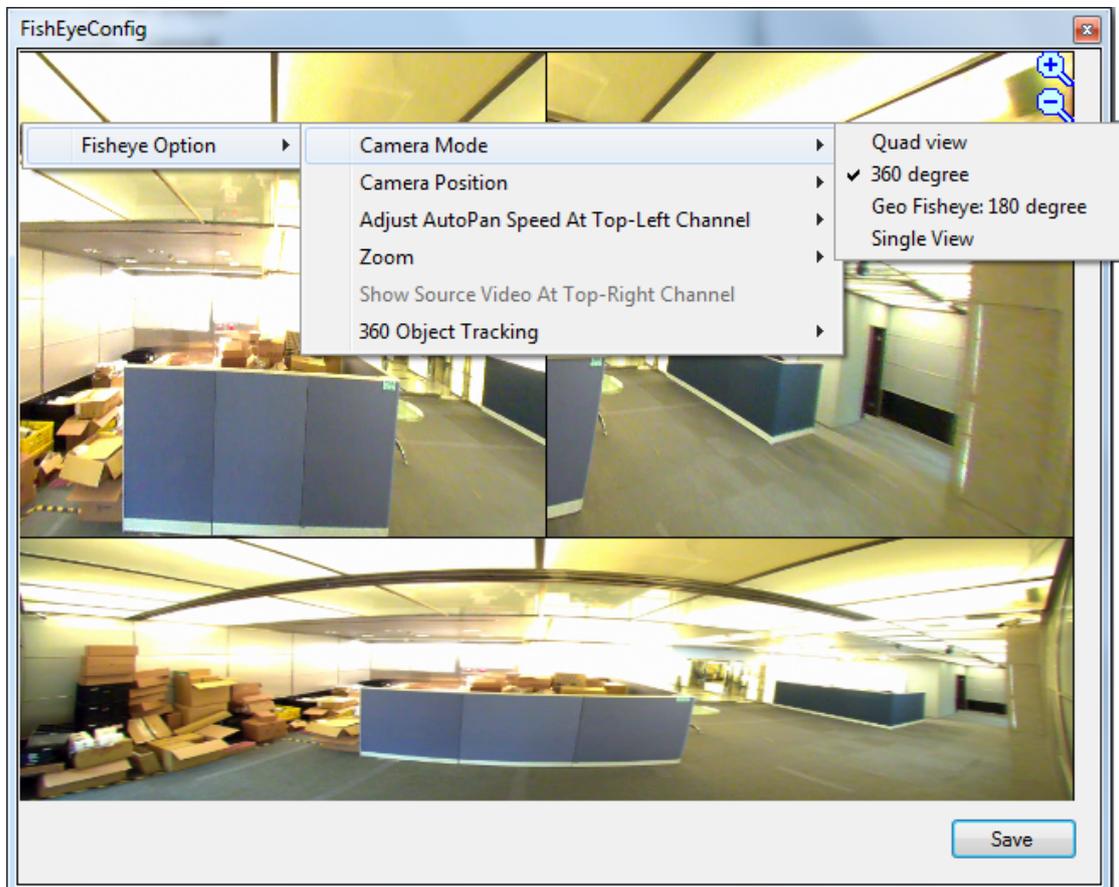
1. Select a camera from the left menu and click the **Stream Source** tab. This window appears.



**Figure 3-1**

2. Type a name to describe the camera in the **Camera Name** field (Max. 31 characters).
3. Select **GV-DVR/NVR** for **Brand**.
4. To decode key frames for IP source, select **Only decode key frame when source is IP device**. To decode all frames when a motion is detected and decode key frames when there is no motion, select **Decode all frames upon motion detection**.

5. If the camera is a fisheye camera, select **Enable fisheye dewarping**. And click  to open the FisheyeConfig window. Right-click the image to configure the following fisheye settings.



**Figure 3-2**

- **Camera Modes:** You can choose among four view modes.
  - **Quad view:** Composed of four PTZ views.
  - **360 degree:** Composed of two PTZ view and one 360° panoramic view.
  - **Dual 180 degree:** Composed of two 180° views.
  - **Single view:** Composed of one PTZ view.
- **Camera Position:** Select **Ceiling**, **Wall** or **Ground** according to where the camera is mounted.
- **Adjust AutoPan Speed At Top-Left Channel:** Select low, medium, or high speed to enable Auto Pan for one PTZ view at the rotation speed of your choice. This option applies to **Quad view**, **360° degree** and **Single view**.
- **Zoom:** Select **Zoom In** or **Zoom Out** and then click on the image.

- **Show Source Video at Top-Right Channel:** Shows the circular source image in the top-right quadrant when **Quad view** is selected.
  - **360 degrees Object Tracking:** Tracks moving objects under 360 degree view.
6. To show the camera name specified in Step 2 on the live view, select **Show camera name**.
  7. Click **Apply**.

When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

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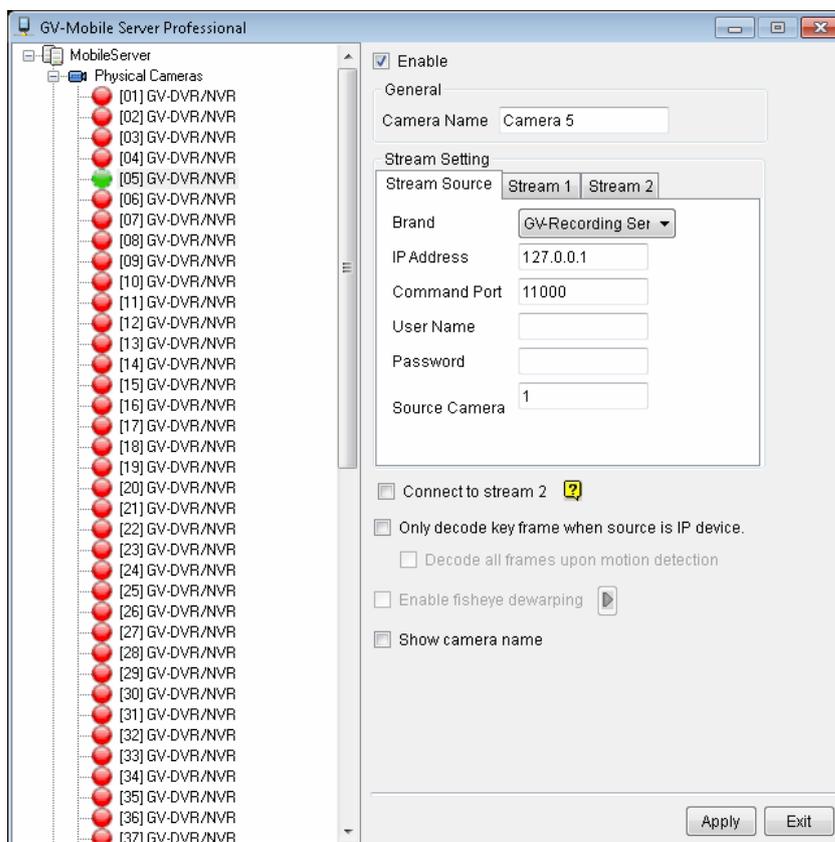
**Note:** To enable **Decode all frames upon motion detection**, you must enable **Only decode key frame** when source is IP device first.

---

## 3.2 Connecting to GV-Recording Server / GV-Video Gateway

Using a GV-USB Dongle, GV-Mobile Server can encode up to 64 IP channels from GV-Recording Server / GV-Video Gateway. To configure connection to GV-Recording Server / GV-Video Gateway:

1. Select a camera from the left menu and click the **Stream Source** tab. This window appears.



**Figure 3-3**

2. Type a name to describe the camera in the **Camera Name** field (Max. 31 characters).
3. Configure the connection settings.
  - A. Select **GV-Recording Server** for **Brand**.
  - B. Type the **Command Port**, **IP Address**, **User Name** and **Password** of the GV-Recording Server / GV-Video Gateway. The default command port for GV-Recording Server / GV-Video Gateway is **11000**.
  - C. Type the camera number for live viewing in **Source Camera**. The default setting is 1.

4. If your GV-IP device supports dual streams, GV-Mobile Server connects to stream 1 by default. To connect to stream 2, select **Connect to stream 2**.
5. To decode key frames for IP source, select **Only decode key frame when source is IP device**. To decode all frames when a motion is detected and decode key frames when there is no motion, select **Decode all frames upon motion detection**.
6. If the camera is a fisheye camera, select **Enable fisheye dewarping**. And click  to open the FisheyeConfig window. To configure dewarping settings, right-click the image in the window. For details on fisheye dewarping settings, see step 5 of *3.1 Connecting to GV-System or GV-VMS*.
7. To show the camera name specified in Step 2 on the live view, select **Show camera name**.
8. Click **Apply**.

When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

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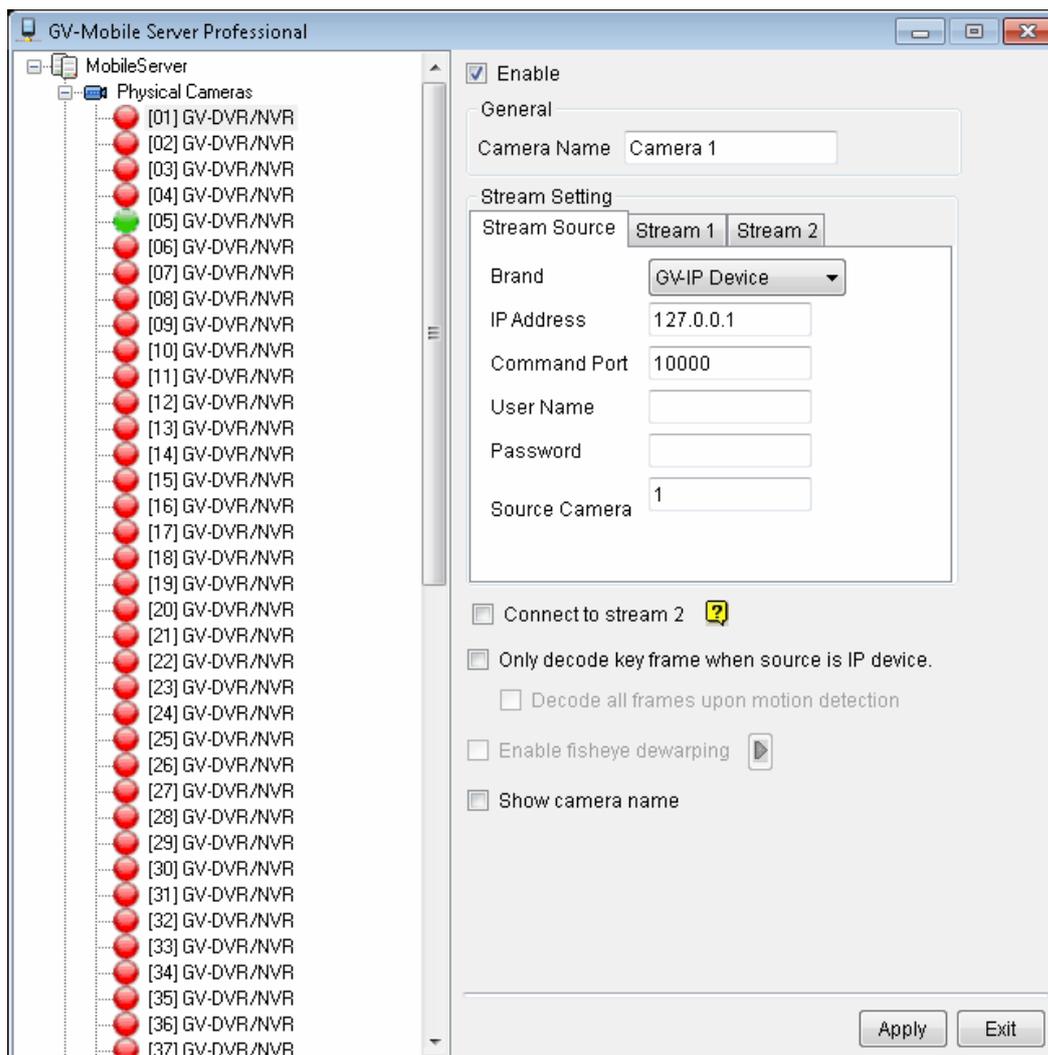
#### Note:

1. **Connecting to stream 2** is only supported for GV-IP device. Since the stream 2 of GV-IP device is with lower resolution, select stream 2 decreases the loading of your GV-Mobile Server.
  2. To enable **Decode all frames upon motion detection**, you must enable **Only decode key frame when source is IP device** first.
  3. The TCP/IP Connection port (active connection port) on the GV-Recording Server / GV-Video Gateway must match the Command port setting (default 11000) here.
-

### 3.3 Connecting to IP Devices Directly

Using a GV-USB Dongle, GV-Mobile Server can encode up to 64 IP channels directly from GeoVision IP devices and also third-party IP devices (through ONVIF or PSIA protocol). To configure connection to IP devices:

1. Select a camera from the left menu and click the **Stream Source** tab. This window appears.



**Figure 3-4**

2. Type a name to describe the camera in the **Camera Name** field (Max. 31 characters).

3. Configure the connection settings.
  - A. Select **GV-IP Device** for **Brand**. To connect to a third-party IP device, select **ONVIF** or **PSIA** for **Brand**.
  - B. Type the **IP Address**, **User Name** and **Password** of the IP device. The default command port for GeoVision IP device is **10000** and **80** for third-party IP devices connected through ONVIF / PSIA.
  - C. Type the camera number for live viewing in **Source Camera**. The default setting is 1.
4. If your GV-IP device supports dual streams, GV-Mobile Server connects to stream 1 by default. To connect to stream 2, select **Connect to stream 2**.
5. To decode key frames for IP source, select **Only decode key frame when source is IP device**. To decode all frames when a motion is detected and decode key frames when there is no motion, select **Decode all frames upon motion detection**.
6. If the camera is a fisheye camera, select **Enable fisheye dewarping**. And click  to open the FisheyeConfig window. To configure dewarping settings, right-click the image in the window. For details on fisheye dewarping settings, see step 5 of *3.1 Connecting to GV-System or GV-VMS*.
7. To show the camera name specified in Step 2 on the live view, select **Show camera name**.
8. Click **Apply**.

When the camera is connected, the red icon turns green. You can right-click the camera icon to access the live view.

---

**Note:**

1. **Connecting to stream 2** is only supported for GV-IP device. Since the stream 2 of GV-IP device is with lower resolution, select stream 2 decreases the loading of your GV-Mobile Server.
  2. To enable **Decode all frames upon motion detection**, you must enable **Only decode key frame when source is IP device** first.
-

## Chapter 4 Configuring the Channel

### 4.1 Setting the Individual Channel

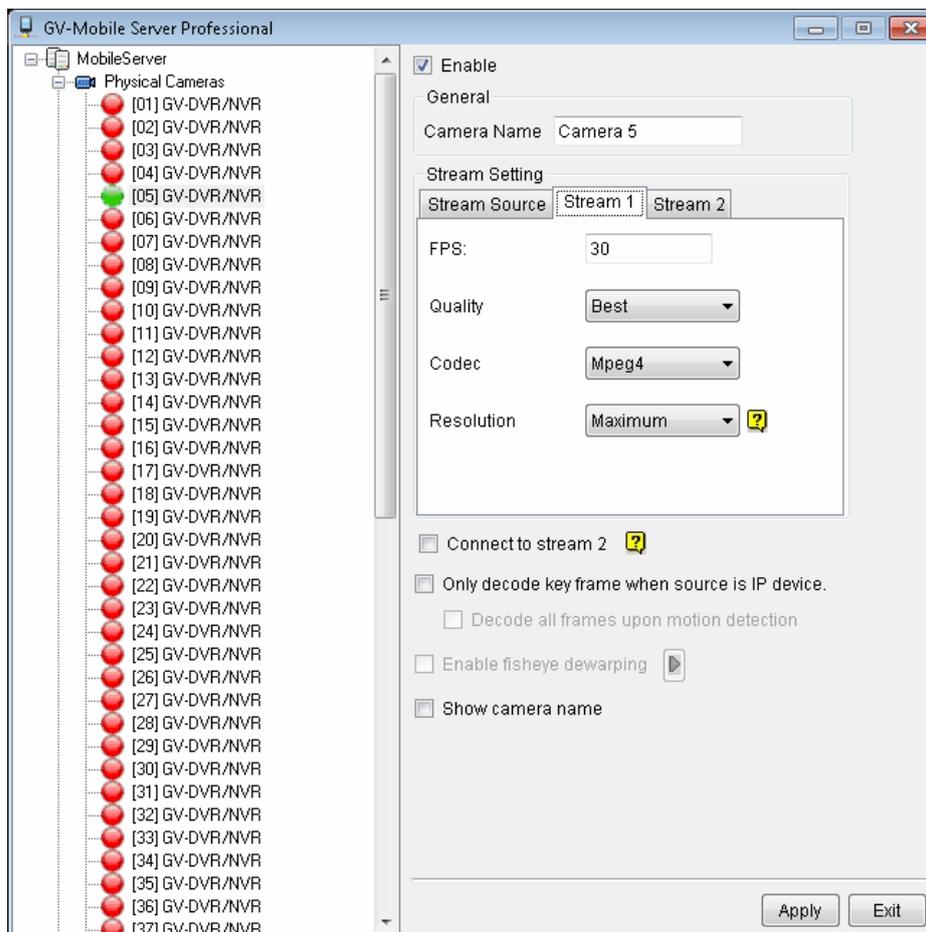
For each individual channel, you can set up two streams, each with different frame rates, video qualities, codec and resolutions. The maximum resolution supported for a stream is D1 (704 x 480).

---

**Note:** For **Connecting to stream 2** of GV-IP source, the maximum resolution supported for a stream is VGA (640 x 480)

---

1. In the left menu, click a camera channel. The setting page for that camera appears.



**Figure 4-1**

2. Type a name to describe the camera in the **Camera Name** field (Max. 31 characters).

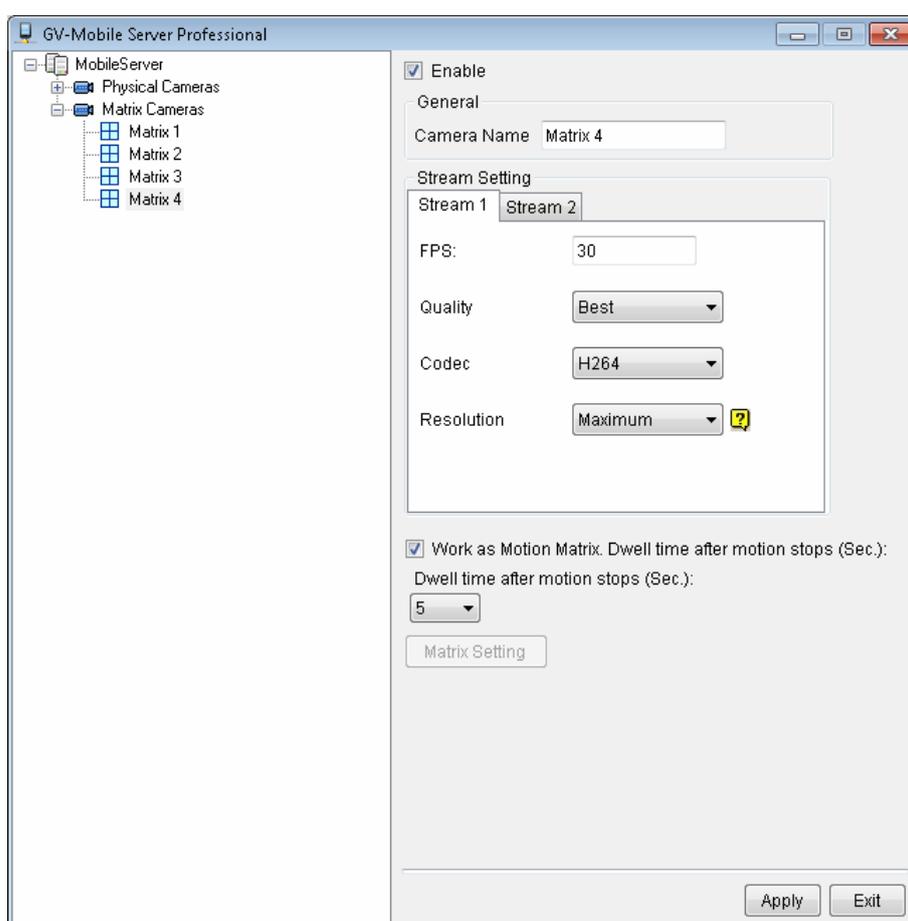
3. Under Stream Setting, the following settings are available for the **Stream 1** and **Stream 2**. When a client connects to any stream of the camera, the settings will be applied to the transmitted camera view.
  - **FPS:** Specifies the frames per second.
  - **Quality:** Set the image quality to **Best**, **Better** or **General**.
  - **Codec:** Select a codec type from **H.264** or **MPEG4**.
  - **Resolution:** Select a resolution.
    - When **Maximum** is selected, the resolution will be D1. When connecting to stream 2 of GV-IP Device, the Maximum will be VGA. If the camera's maximum resolution is lower than D1 or VGA, the maximum resolution will be applied.
    - When **Bypass** is selected, the original resolution and codec received by GV-Mobile Server will be applied. Note that fisheye dewarping is not supported when Bypass is selected. The bypass option is only available for stream 1.
4. Click **Apply**.
5. In the left menu, right-click a camera channel to access the options below:
  - **View Encode Stream 1:** Watch the camera view according to the settings you specify in step 3 for stream 1.
  - **View Encode Stream 2:** Watch the camera view according to the settings you specify in step 3 for stream 2.

## 4.2 Setting the Matrix Channel

You can establish up to 4 matrix channels on GV-Mobile Server, each consisting of up to 36 cameras. You can also set up different settings (frame rates, codec video quality and resolution) for stream 1 and stream 2 of a channel. The maximum resolution supported for a matrix channel is 1.3 MP (1280 x 1024).

### To Set up the Matrix

1. In the left menu, click a matrix channel. This window appears.



**Figure 4-2**

2. Complete the settings for **Stream 1** and **Stream 2** of the matrix channel. When a client connects to any stream of the matrix channel, the settings will be applied to the transmitted matrix view. Refer to *Setting Individual Channel* section above for details.

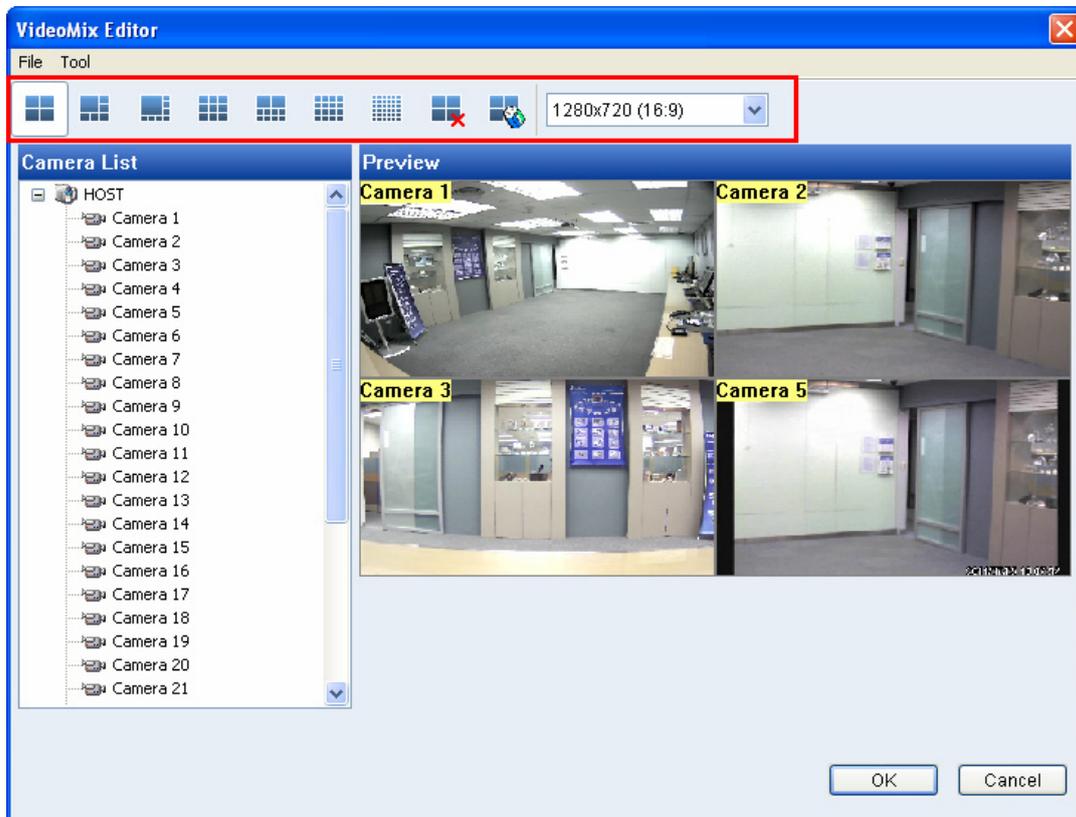
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**Note:** When Maximum is selected, the resolution of the matrix channel will be 1.3 M.

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## 4 Configuring the Channel

3. Click the **Matrix Setting** button to arrange the matrix. This window appears.

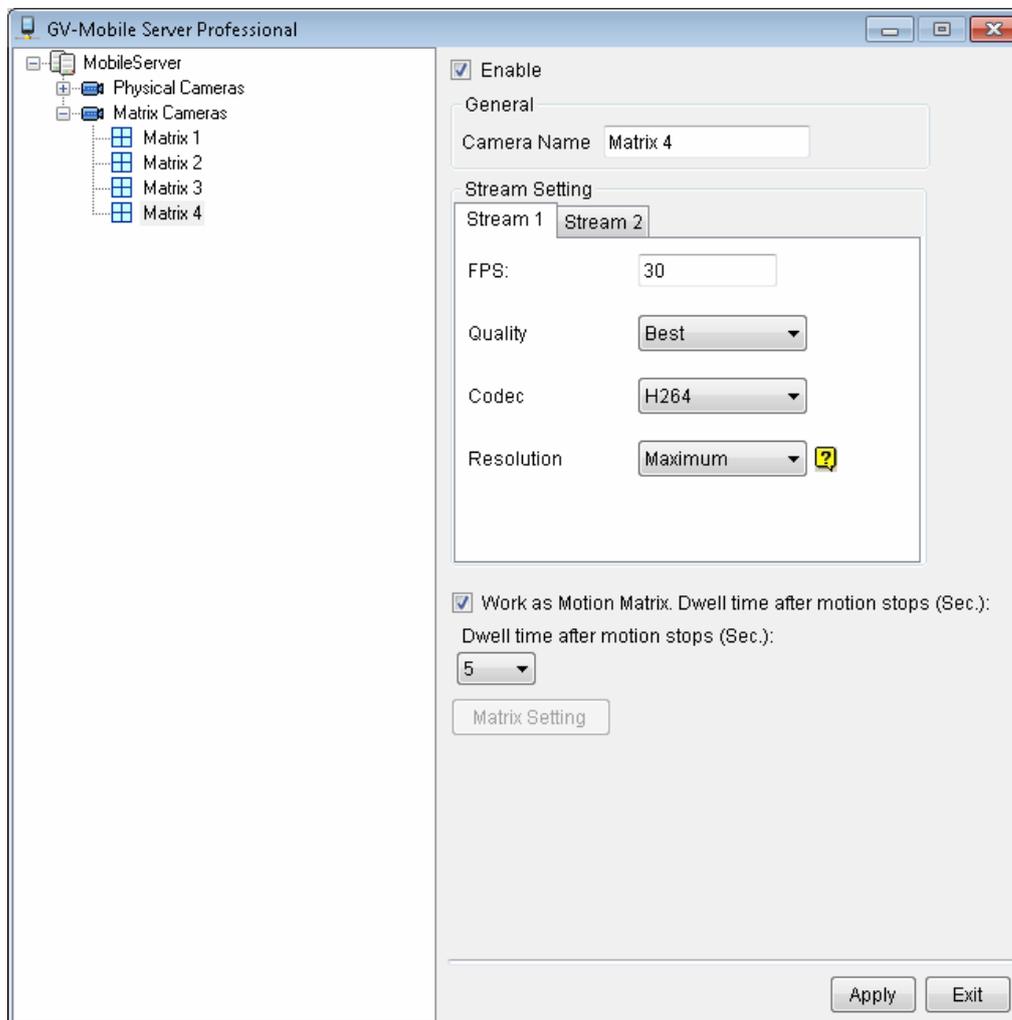


**Figure 4-3**

4. Select a type of screen division and select the display ratio. The display ratio selected will be applied to the matrix view in GV-Mobile Server.
5. Drag and drop the camera numbers to the desired positions on the divisions.
6. Click **OK** and then click **Apply**.
7. In the left menu, right-click the Matrix channel to access the options below:
  - **View Encode Stream 1:** Watch the matrix view according to the settings you specify in step 2 for stream 1.
  - **View Encode Stream 2:** Watch the matrix view according to the settings you specify in step 2 for stream 2.

## To Set up Motion Popup for Matrix View

In Matrix 4, a **Matrix Motion** function is supported to pop up live view on matrix view when a motion is detected. Follow the below steps to enable this function:



**Figure 4-4**

1. In the left menu, click **Matrix 4**.
2. Complete the settings for **Stream 1** and **Stream 2** of the matrix channel. When a client connects to any stream of the matrix channel, the settings will be applied to the transmitted matrix view. Refer to *4.1 Setting the Individual Channel* section above for details.
3. Select **Work as Matrix Motion** to pop up live view on the matrix view upon motion.
4. Click the **Dwell time after the motion stops** drop-down list to set the time to remain the live view after the motion stops.

**Note:**

1. When you enable Work as Matrix Motion, the Matrix Setting button will be grayed out because all the channels are added to the Matrix to detect motion.
  2. Matrix Motion only supports a quad view.
-

## Chapter 5 Accessing the Live View

### 5.1 Using GV-IP Decoder Box / GV-Pad

There are two ways to access GV-Mobile Server channels from GV-IP Decoder Box / GV-Pad:

- To add channels **one by one**, see *Displaying Channels by Browsing* in this section.
- To add **multiple channels** at a time, *Displaying Channels Using GV-IP Device Utility* in this section.

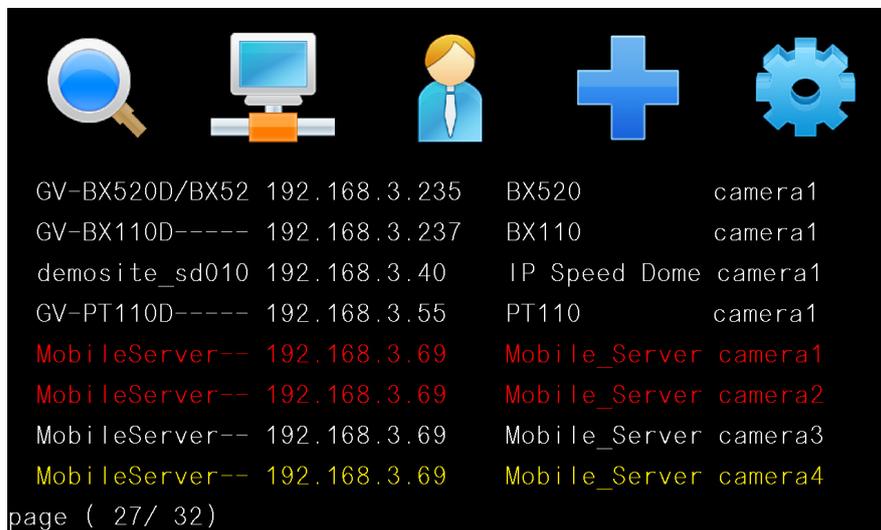
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**Note:** The GV-Mobile Server, GV-IP Decoder Box / GV-Pad and GV-IP Device Utility must be installed under the same LAN.

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#### To Access Channels by Browsing

1. On GV-Mobile Server window (Figure 2-3), change the Command Port to **10000**.
2. On the main menu of GV-IP Decoder Box, select  and press **OK** to search. The channels of GV-Mobile Server will be listed.



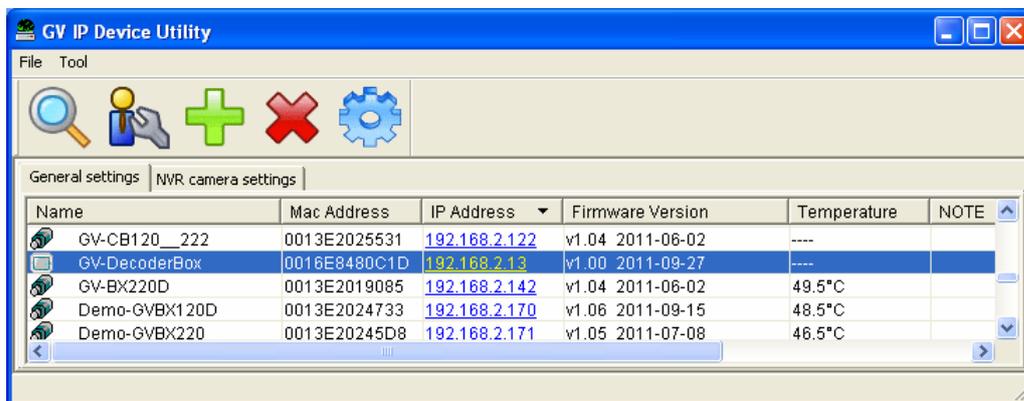
**Figure 5-1**

3. To move on the list, press the up and down arrow keys. The yellow shows the cursor position.
4. To select a channel, press the right arrow key. The selected channels will be in red.
5. Repeat step 3 to select multiple channels.
6. Press the **OK** key. The selected channels will be displayed.

**Note:** The GV-IP Decoder Box supports Stream 1 and H.264 codec only.

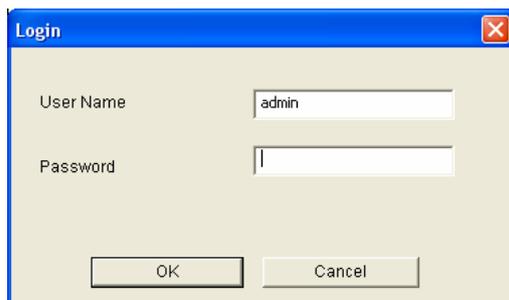
### To Access Channels Using GV-IP Device Utility

1. Make sure you have installed the GV-IP Device Utility program from *Software DVD*.
2. Double-click the **GV-IP Device Utility** icon on the desktop. The GV-IP Device Utility window appears. It will automatically search for all the video channels under the same LAN.



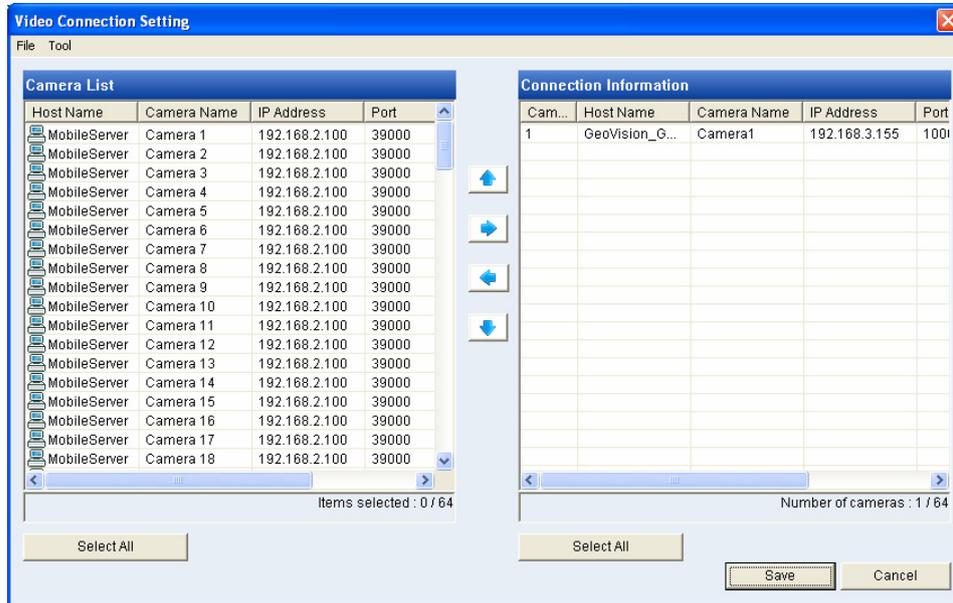
**Figure 5-2**

3. Click on the IP address of your GV-IP Decoder Box and select **Connect Setting**. This dialog box appears.



**Figure 5-3**

4. Type the ID and password of your GV-IP Decoder Box and click **OK**. For detail, see 2.4. *Configuring the Basics in GV-IP Decoder Box and GV-Pad User's Manual*. The Video Connection Setting window appears.



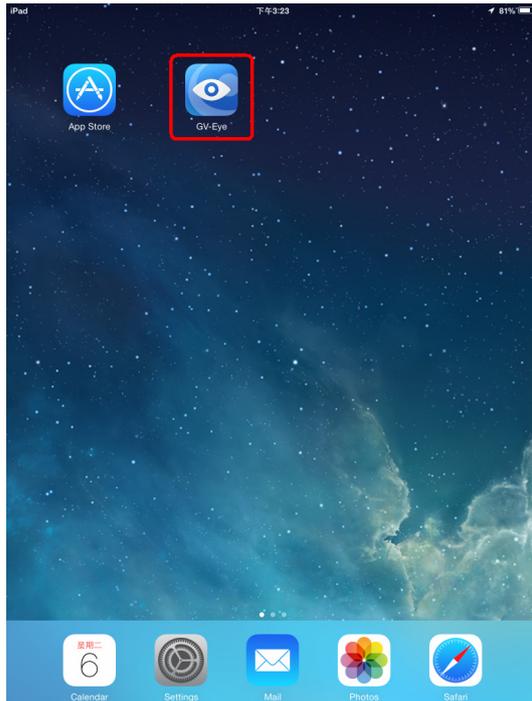
**Figure 5-4**

5. Use the **right**  button to add video channels.
6. Right-click each added channel, select **Edit** and type its username and password to log in. By default, the login ID and password for all GV-IP devices are **admin**.
7. Use the **up**  and **down**  buttons to change the order of the added channels. The channels will be displayed accordingly.
8. Click **Save**. The cameras on the Connection Information column will be updated to the GV-IP Decoder Box and displayed on the monitor.

## 5.2 Using Mobile Devices

Follow the steps below to access GV-Mobile Server channels from an Android mobile device, iPhone, iPod Touch and iPad. For detailed instructions, see the latest document from the GeoVision's website: [http://www.geovision.com.tw/english/5\\_4.asp](http://www.geovision.com.tw/english/5_4.asp)

1. Download **GV-Eye** app from App Store. The **GV-Eye** icon appears on the desktop.



GV-Eye icon on iPad

**Figure 5-5**

2. Tap the **Add** button  to create connection.

3. Type the connection information, login username and password of the GV-Mobile Server.



Camera List Add Device Save

WiFi Search

Device Info

Name Mobile Server

IP Address 192.168.0.90

Port 55000

Username admin

Password •••••

Update Device Info

Max Index 68

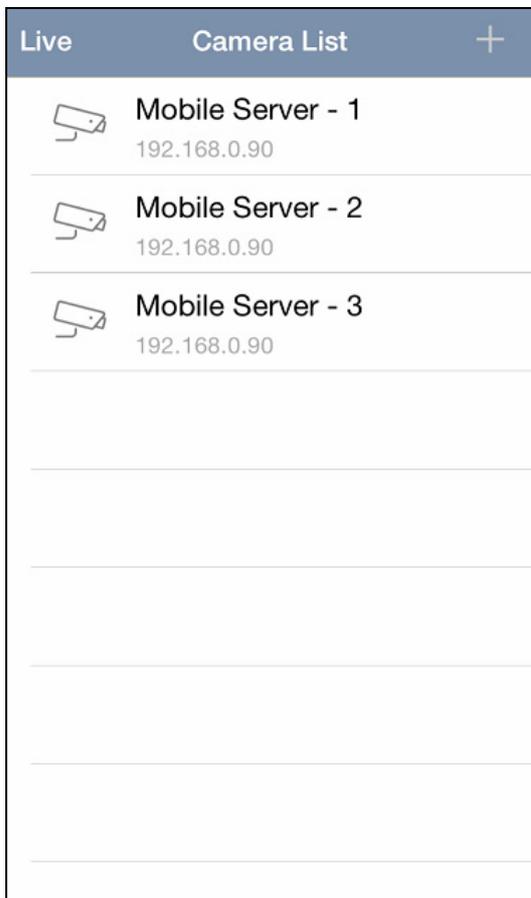
Cameras (68 / 68) [Deselect All](#)

Mobil... Camera 1

**Figure 5-6**

- **Name:** Name the GV-Mobile Server.
- **IP Address:** Type the domain name or public IP address of the GV-Mobile Server.
- **Port:** Type the default port number 55000, or modify the port number to match the command port on the GV-Mobile Server.
- **Username:** Type the login username of the GV-Mobile Server. The default value is **admin**.
- **Password:** Type the login password of the GV-Mobile Server. The default value is **admin**.

4. Tap the **Update Device Info** button. The GV-Mobile Server is added to the connection list. Click the GV-Mobile Server on the list to access live images.

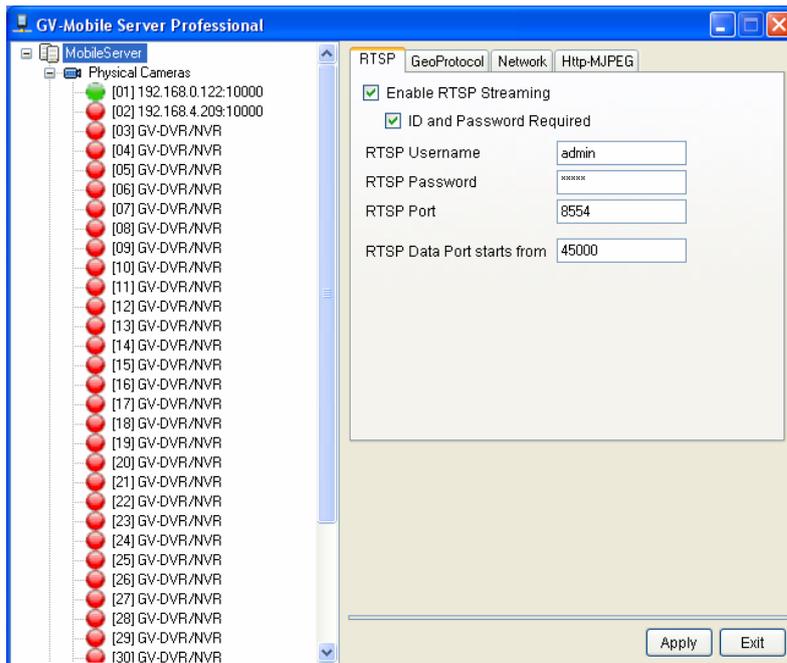


**Figure 5-7**

## 5.3 Using Third-Party Surveillance Software

To allow third-party software to connect to GV-Mobile Server through RTSP protocol, complete the settings below.

1. Click the **RTSP** tab. This window appears.



**Figure 5-8**

2. Click **Enable RTSP Streaming**.
3. For a more secure connection, select **ID and Password Required** and type an **RTSP Username** and **RTSP Password**.
4. Modify the default **RTSP Port** 8554 if necessary. By default, RTSP data port starts from 45000.
5. Click **Apply**.

Use the RTSP commands below to connect:

**No ID and password required:**

**rtsp://<IP of the GV-Mobile Server>:<Port>/<CamNo\_StreamNo>**

For example, **rtsp:// 192.168.3.111:8554/cam1\_stream2**

**ID and password required:**

**rtsp://<ID>:<Password>@<IP of the GV-Mobile Server>:<Port>/<CamNo\_StreamNo>**

For example, **rtsp://admin:1234@192.168.3.111:8554/cam1\_stream2**

---

**Note:** The 4 matrix channels can be accessed using camera number 65 to 68. For example, the RTSP command for the second matrix channel may be

**rtsp://admin:1234@192.168.3.111:8554/cam65\_stream1**

To create a matrix channel, see *4.2 Setting Matrix Channels*.

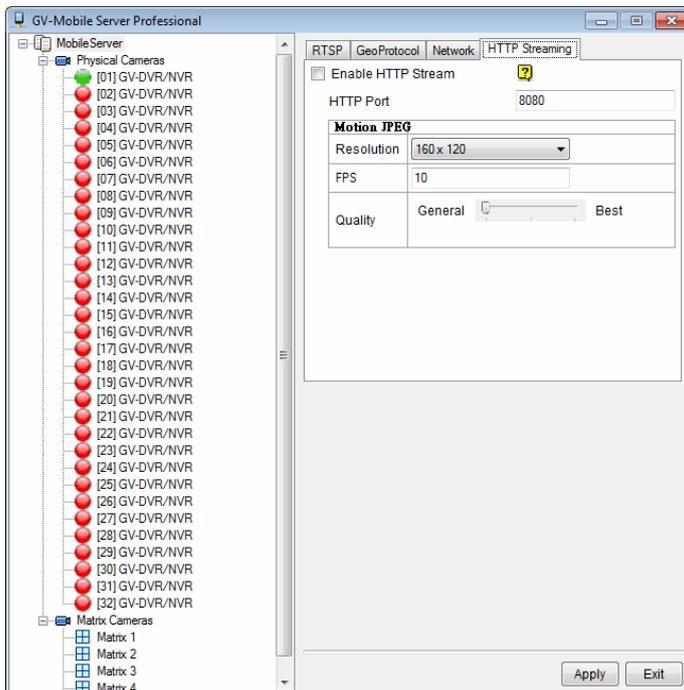
---

## 5.4 Using Non-IE Browsers

You can watch live view in MJPEG codec using non-IE browsers such as Google Chrome, Firefox and Safari. This function is also supported to see live view through iPhone, iPod Touch, or iPad.

### To Enable MJPEG Stream

1. Click the **Http Streaming** tab. This window appears.



**Figure 5-9**

2. Select **Enable HTTP Stream**.
3. Modify the default **HTTP Port** 8080 if necessary.
4. Set the **Resolution** using the drop-down list.
5. Set an **FPS** from 1-30 fps and **Quality** to **General**, **Medium** or **Best**.
6. Click **Apply**.

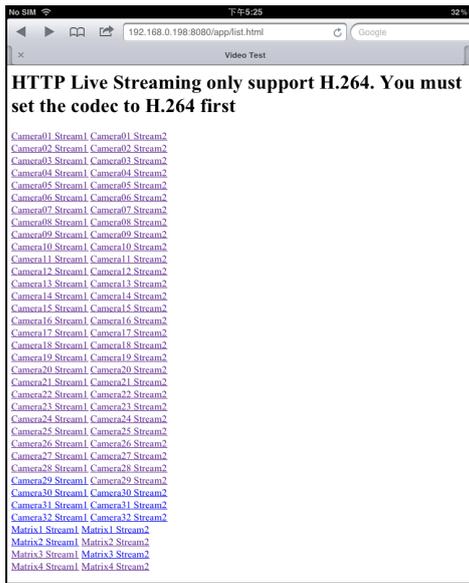
After completing the setting, you can now use the address below to access live view with non-IE browsers:

**http://<GV-Mobile Server IP>:<Http Port>/app/mj.html**

For example, **http://127.0.0.1:8080/app/mj.html**

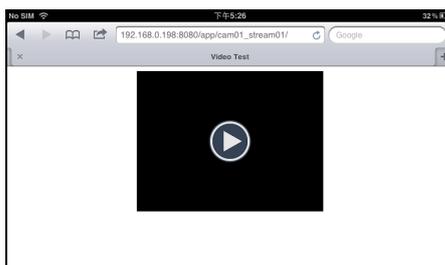
**To Enable HTTP Live Streaming on iPhone, iPad or iPod Touch**

1. On your device, tap the **Safari** browser on the main page.
2. Use the address below to access live view:  
**http:// <GV-Mobile Server IP>:<Http Port>/app/list.html**  
 For example, **http://127.0.0.1:8080/app/list.html**
3. When your device is successfully connected to the GV-Mobile Server, this page appears.



**Figure 5-10**

4. Click the camera channel to see live view. This page appears.



**Figure 5-11**

5. Tap the play icon to start live viewing.

## Chapter 6 GV-Dynamic DNS Service

The GV-Dynamic DNS is an application that allows you to register domain names that always point to your GV-Mobile Server. This application is only necessary when your GV-Mobile Server is using a dynamic IP address. GV-Dynamic DNS will update GV-Mobile Server's IP address to DNS Server every 10 minutes. Therefore, even if your GV-Mobile Server's IP address changes, you can still locate it by using the registered domain name.

---

**Note:** GV-Dynamic DNS uploads IP addresses over the Internet through ports 80 and 81. If your GV-Mobile Server is connected behind a router or firewall, make sure ports 80 and 81 are enabled. Dynamic DNS will only upload global IP addresses. If your GV-Mobile Server is using virtual IP, NAT port mapping should be done first.

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**IMPORTANT:** The GV-Dynamic DNS service is provided purely as a favor to you. We hope it simplifies the process of trying to connect an IP video device to the network. GeoVision does not and cannot warrant that the DDNS service will be uninterrupted or error free. Please read Terms of Service carefully before using the service. Besides GeoVision, you can also obtain the free DDNS service from these providers: [DynDNS.org](http://DynDNS.org) and [No-IP.com](http://No-IP.com).

---

## 6.1 Installing Dynamic DNS

You can install Dynamic DNS from the Software DVD or GeoVision Website.

### Installing from Software DVD

1. Insert the Software DVD to your computer. It runs automatically, and a window appears.
2. Click **Install GeoVision Supplemental Utilities**.
3. Click **GV-Dynamic DNS Service V2**, and follow the on-screen instructions.

### Downloading from GeoVision Website

1. Go to the Software Download and Upgrading page of GeoVision Website:  
[http://www.geovision.com.tw/english/5\\_8\\_VMS.asp](http://www.geovision.com.tw/english/5_8_VMS.asp).
2. To install Dynamic DNS, find the **Supplemental Utilities** section and click the **Download** icon  of **GV-Dynamic DNS Service**.

Supplemental Utilities	
Product	
<b>GV-Audio Broadcast</b>	Allows a host to speak to other hosts using the same broadcast IP address within LAN.
<b>GV-Authentication Server</b>	Manages the account and password of multiple DVR/NVR systems.
<b>GV-Backup Viewer</b>	Accesses the recordings and log data backed up at the storage system from a remote PC.
<b>GV-Bandwidth Control Client Site</b>	Controls and monitors the network traffic of the WebCam servers.
<b>GV-Dynamic DNS Service</b>	Uses a registered domain name to access GeoVision products with dynamic IP addresses.
<b>GV-E-Map Server</b>	Allows you to create multiple e-maps for GV IP devices and DVR/NVR systems.

**Figure 6-2**

## 6.2 Registering Domain Name with DDNS

1. Run **DNSClientV2.exe**. This dialog box appears.



DNSClient V2

Hostname:

[Ex: xxxxxx.gvdip.com]  
Please ensure your hostname which may be .gvdip[xx].com. xx may be from 01 to 99.

Password:

Obtain an IP address automatically

Use the following IP address

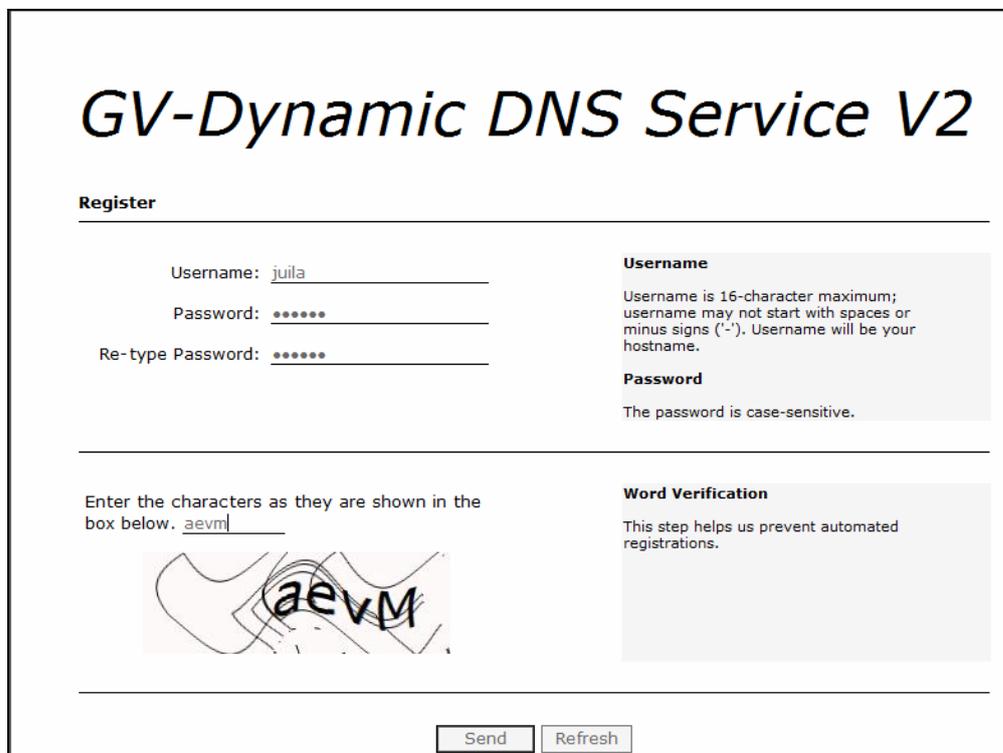
127 . 0 . 0 . 1

Run at startup

[Register](#)

Figure 6-3

2. Click **Register**. The register page appears.



# GV-Dynamic DNS Service V2

## Register

Username:

Password:

Re-type Password:

**Username**  
Username is 16-character maximum; username may not start with spaces or minus signs ('-'). Username will be your hostname.

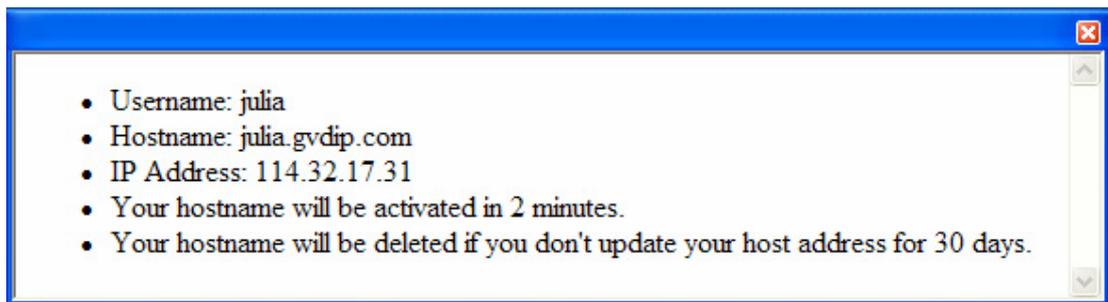
**Password**  
The password is case-sensitive.

Enter the characters as they are shown in the box below.

**Word Verification**  
This step helps us prevent automated registrations.

Figure 6-4

3. Type a username. The username can be up to 16 characters. The username accepts “a ~ z”, “0~9”, and “-”, but does not accept space or “-” as the first character.
4. Type a password. The password is case-sensitive and must be at least 6 characters. Re-type the password for confirmation.
5. In the Word Verification section, type the code within the box. In this example, the code you should enter is *4NCXRC*. Word verification is not case-sensitive.
6. Click the **Send** button. The following message appears.



**Figure 6-5**

- **Username:** The username you registered. In this example the username is “julia”.
- **Hostname:** The hostname you created. Hostname is made by registered username and “gvdip.com”. In this example, the hostname is “http://julia.gvdip.com”. This will be the domain name used to log into GV-Mobile Server.
- **IP Address:** Your GV-Mobile Server’s current IP address. This IP address is updated every 10 minutes.

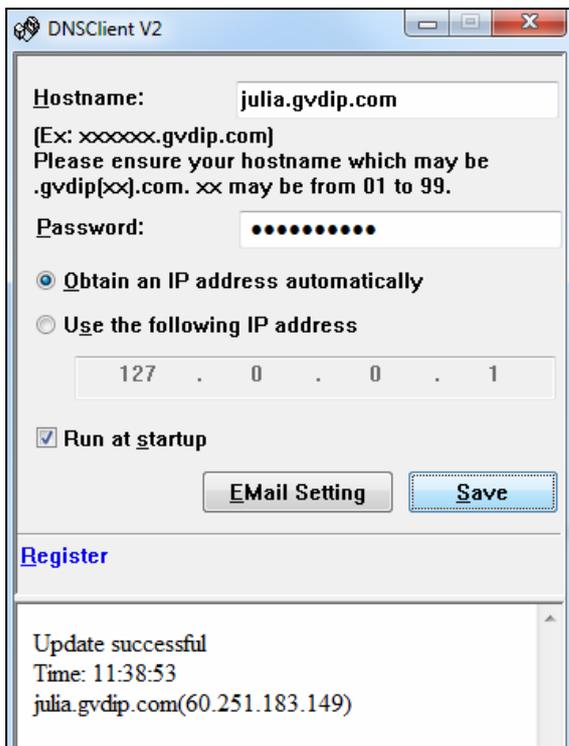
---

**Note:**

1. Before you can register a domain name with Dynamic DNS Service provided by GeoVision, it is required to run GV-Mobile Server in the background.
  2. If you install and use Dynamic DNS Service from the software DVD of GV-System, make sure your GV-System is of V8.5.6 or later.
-

## 6.3 Starting Dynamic DNS

After registering a domain name with GV-Dynamic DNS, you can enable the DDNS function on the GV-Mobile Server. Run **DDNSClientV2.exe** from the Windows Start menu and make sure GV-Mobile Server is also running in the background. This dialog box appears.



**Figure 6-6**

- **Username:** Type the username used to enable the service from the DDNS.
- **Password:** Type the password used to enable the service from the DDNS.
- **Obtain an IP address automatically:** The DDNS server will use any available IP address from GV-Mobile Server or the router.
- **Use the following IP address:** If your GV-Mobile Server or router has more one IP address, you can assign one IP address for the connection. It is highly suggested to assign the fixed IP address. If the assigned IP address is dynamic, the DDNS will not be able to access your GV-Mobile Server when the IP address is changed.
- **Run at startup:** Select this option to automatically run DDNS service at Windows startup.
- **E-mail Setting:** See *Setting up E-mail Notification* later.

After completing the settings above, click **Save**. The connection information will be displayed.

---

**Note:** The DNS Client will not upload IP address unless GV-Mobile Server is running. If the IP address of your GV-Mobile Server is not updated for more than 30 days, your host name will be deleted automatically.

---

### Setting up E-mail Notification

You can set up E-mail settings to receive e-mail notification. In the DNS Client V2 dialog box, click **E-mail Setting**. The E-mail Setting dialog box appears.

**Figure 6-7**

**[Scheme]** Select to receive e-mail notification when failed to update IP to DDNS or when IP has changed.

**[Sender]** Type the name, e-mail address, username and password of the sender.

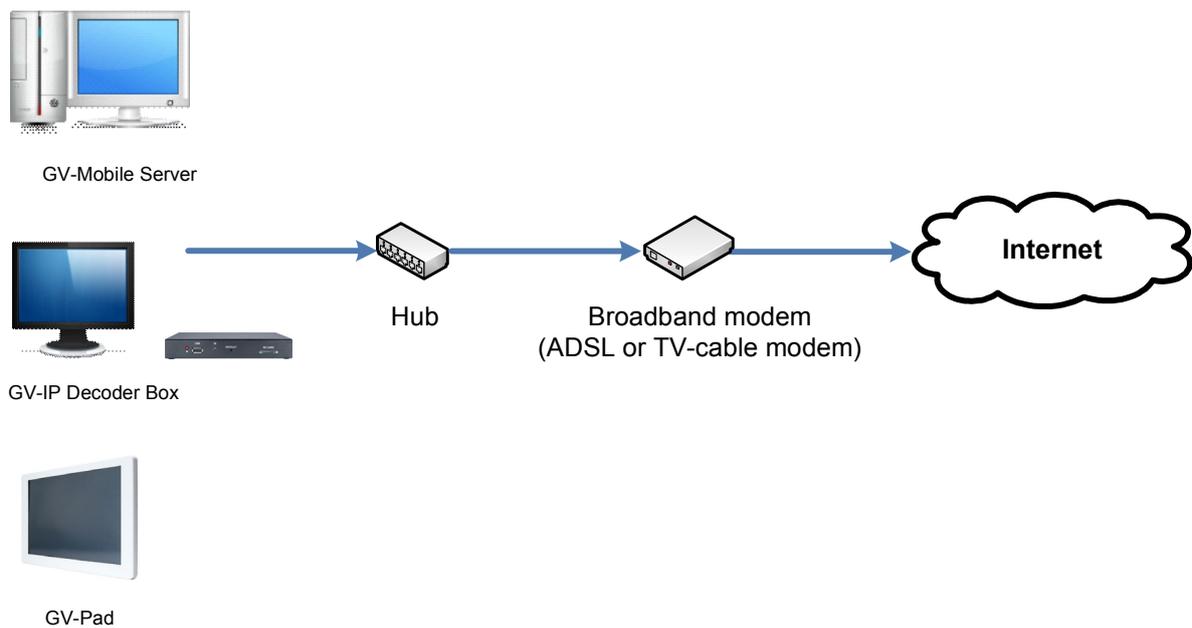
**[Receiver]** Type the recipient's e-mail address. For multiple recipients, add a semicolon between each e-mail address.

**[Mail Server]** Type the host name or address of your mail server. You can keep the default port 25 or type your own if the mail server uses a different port. Select **SSL** if your e-mail server requires the SSL authentication for connection.

Click the **Test** button to send a test e-mail and see whether the setup is correct.

## Chapter 7 Setting Up the Router

Your GV-Mobile Server and other devices may be installed on a local area network (LAN), with a router connected to a broadband modem, as illustrated below. The router will typically assign private IP address to the connected devices such as 192.168.x.x. You cannot see the devices outside from the Internet by using the private IP address 192.168.x.x. What you use on the Internet is the public IP address from the ISP, which is the IP address of your router.



**Figure 7-1**

## 7.1 Registering a Domain Name for the Router

If your router is receiving a dynamic IP address from the ISP, you may register a domain name linking to the ever-changing IP address of the router. Most broadband routers support a dynamic DNS service such as [www.dyndns.org](http://www.dyndns.org). Check your router's Web interface and document for the Dynamic DNS settings.

The following example is the **Dynamic DNS** settings on the D-Link DIR-825 router. The dynamic IP address of the router will be always directed to the domain name: **mobileserver.dlinkddns.com**.

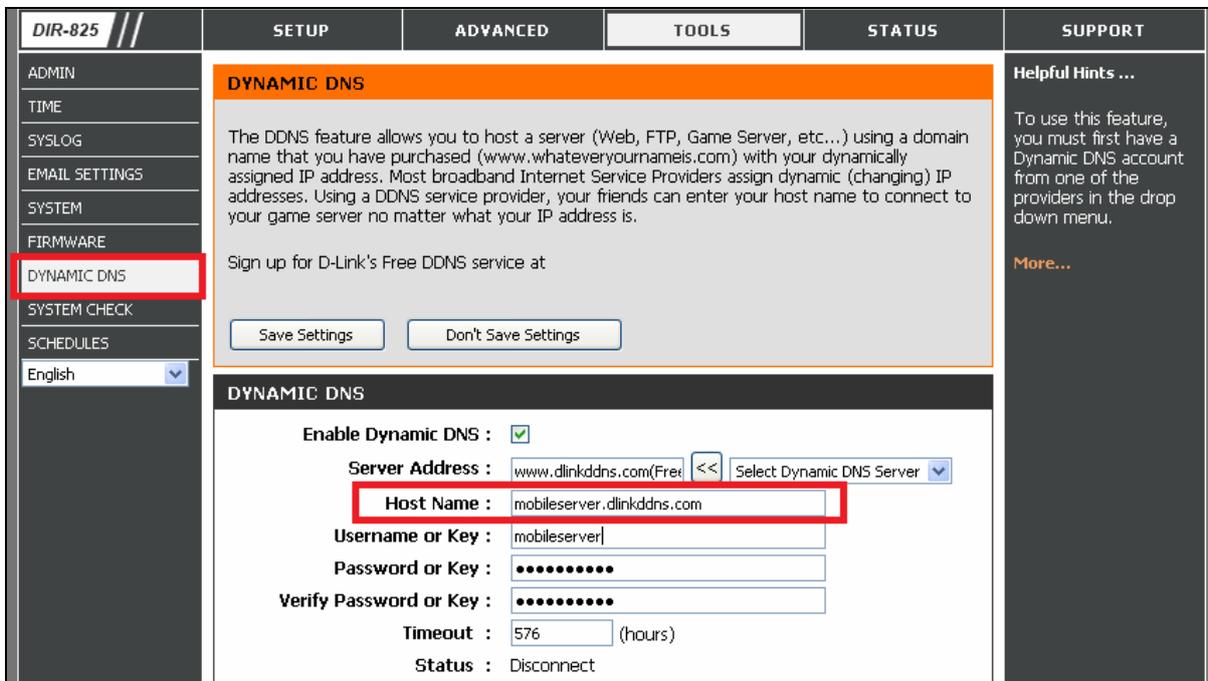


Figure 7-2

---

**Note:** Another alternative is to purchase a fixed public IP address from your ISP.

---

## 7.2 Opening Ports on the Router

To have more features of GV-Mobile Server, you need to open the following ports on the router.

Port type	Value	Description
HTTP	8080	To access live view with non-IE browsers. For details see <i>5.5 Using Non-IE Browsers</i> .
RTSP	8554	To access live view with third-party surveillance software. For details see <i>5.4 Using Third-Party Surveillance Software</i> .
Command	55000	To access live view with mobile phone viewers. For details see <i>5.1 Using GV-IP Decoder Box / GV-Pad</i> , <i>5.2 Using iPhone / iPod Touch / iPad</i> , <i>5.3 Using Android Smartphone / Tablet</i> .

In the following example of D-Link DIR-825 router, the port forwarding settings are in the **Advanced** tab. We correlate the public ports (HTTP, RTSP and Command ports) with the private IP address of the GV-Mobile Server (192.168.0.100).

The screenshot shows the 'ADVANCED' tab of the D-Link DIR-825 router's web interface. The 'VIRTUAL SERVER' section is active, displaying a table of virtual servers. The table is titled '24 -- VIRTUAL SERVERS LIST' and has columns for Name, IP Address, Port, Traffic Type, and Schedule. Three entries are listed, each with a green checkmark in the first column:

Name	IP Address	Port	Traffic Type	Schedule
Mobile Server-HTTP	192.168.0.100	8080	TCP	Always
Mobile Server-RTSP	192.168.0.100	8554	TCP	Always
Mobile Server-Comm	192.168.0.100	55000	TCP	Always

Below the table, there are 'Save Settings' and 'Don't Save Settings' buttons. To the right of the table, there is a 'Helpful Hints ...' section with text explaining the 'Application Name' and 'Computer Name' dropdown menus and the 'Schedule' dropdown menu.

Figure 7-3

**[Non-IE browsers]**

After you open HTTP port 8080 on the router, you can use the address below to access live view with non-IE browsers:

**http://<Router's IP or domain name>:<Http Port>/app/mj.html**

For example, **http://mobileserver.dlinkddns.com:8080/app/mj.html**

**[RTSP command]**

After you open RTSP port 8554 on the router, you can use the command below to access live view:

No ID and password required:

**rtsp://< Router's IP or domain name >:<Port>/<CamNo\_StreamNo>**

For example, **rtsp://mobileserver.dlinkddns.com:8554/cam1\_stream2**

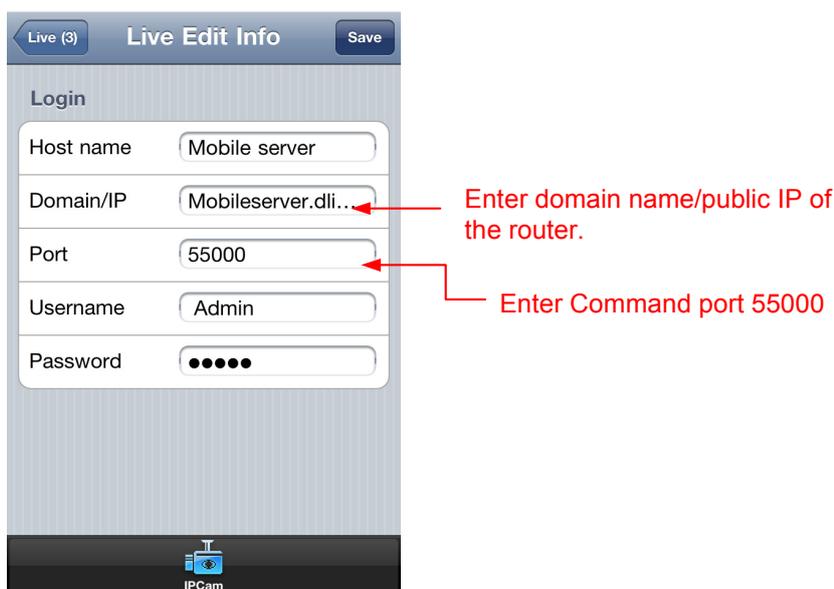
ID and password required:

**rtsp://<ID>:<Password>@<IP of the GV-Mobile Server>:<Port>/<CamNo\_StreamNo>**

For example, **rtsp://admin:1234@mobileserver.dlinkddns.com:8554/cam1\_stream2**

**[Mobile Phone Viewer]**

After you open Command port 55000 on the router, you can use the GV mobile phone viewer to access live view. We use the **GV-Eye** login page to illustrate how to enter the IP address and port value. For details see *5.2 Using iPhone / iPod Touch / iPad*.



**Figure 7-4**

## Specifications

Video		
<b>Single Channel</b>		
<b>Max. No. of Channels</b>		64 channels
<b>Resolution</b>		Dual streams, Bypass streams
<b>Dual Streams</b>	<b>Main Stream</b>	Up to 704 x 480
	<b>Sub Stream</b>	Up to 640 x 480
<b>Adjustable Video Settings</b>		Frame rates, Quality, Codec, Resolution
<b>Fisheye Dewarping Support</b>		Yes
<b>Matrix View</b>		
<b>Max. No. of Matrix Views</b>		4 Views, each with up to 64 channels
<b>Resolution</b>		Up to 1280 x 1024 for one Matrix View
<b>Motion Popup Support</b>		Yes (in Matrix View 4)
<b>Supported Hosts</b>		
<b>GV-VMS</b>		V14.10
<b>GV-System</b>		V8.5.3 or later
<b>GV-Recording Server / GV-Video Gateway</b>		V1.1.0.0 or later
<b>GV-IP Camera</b>		V1.09 or later
<b>GV-Video Server</b>		VS02A / VS04A / VS04H / VS12: V1.05 or later VS11: V1.0 or later
<b>GV-Compact DVR</b>		V2: V1.07 or later V3 (4-Channel): V1.01 or later V3 (8-Channel): V1.00 or later
<b>Third-party IP devices</b>		Yes (through ONVIF or PSIA)
<b>Live View Access</b>		
<b>From GeoVision IP devices</b>		Yes (GV-IP Decoder Box and GV-Pad)
<b>From third-party surveillance software</b>		Yes (through RTSP)
<b>From mobile devices</b>	<b>Application</b>	Yes (GV-Eye for iOS and Android)
	<b>Browser</b>	Yes (http live streaming for iOS mobile device)
<b>Using non-IE browsers</b>		Yes (in MJPEG format)
<b>Note:</b> IE browser is not supported.		

<b>General</b>	
<b>Language</b>	Arabic / Bulgarian / Czech / Danish / Dutch / English / Finnish / French / German / Greek / Hebrew / Hungarian / Indonesian / Italian / Japanese / Lithuanian / Norwegian / Persian / Polish / Portuguese / Romanian / Russian / Serbian / Simplified Chinese / Slovakian / Slovenian / Spanish / Swedish / Thai / Traditional Chinese / Turkish

All specifications are subject to change without prior notice.

## Appendix

### Installing .Net Framework 3.5 for Windows Server 2012 and Windows 8

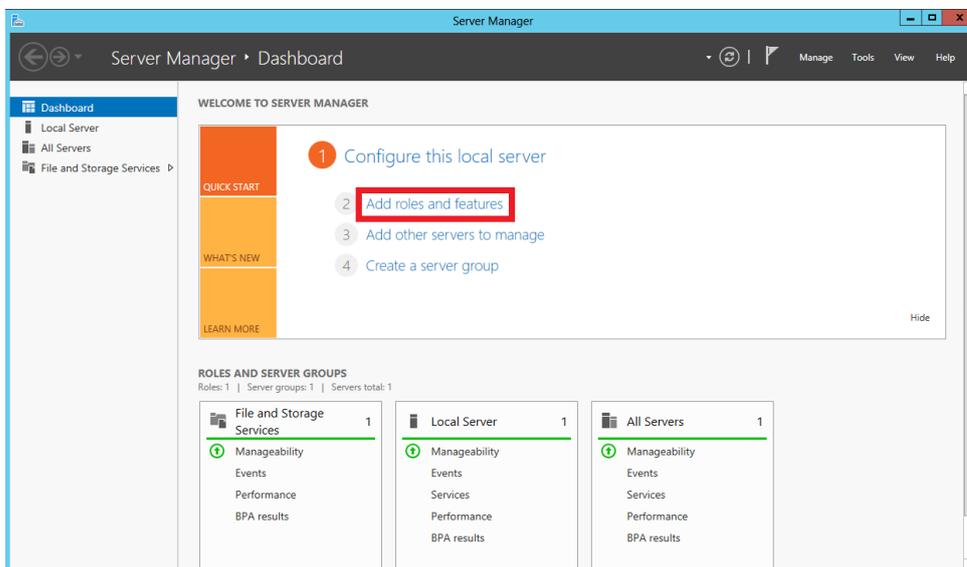
Follow the steps below to manually install **.Net Framework 3.5** for Windows Server 2012 and Windows 8.

#### Windows Server 2012:

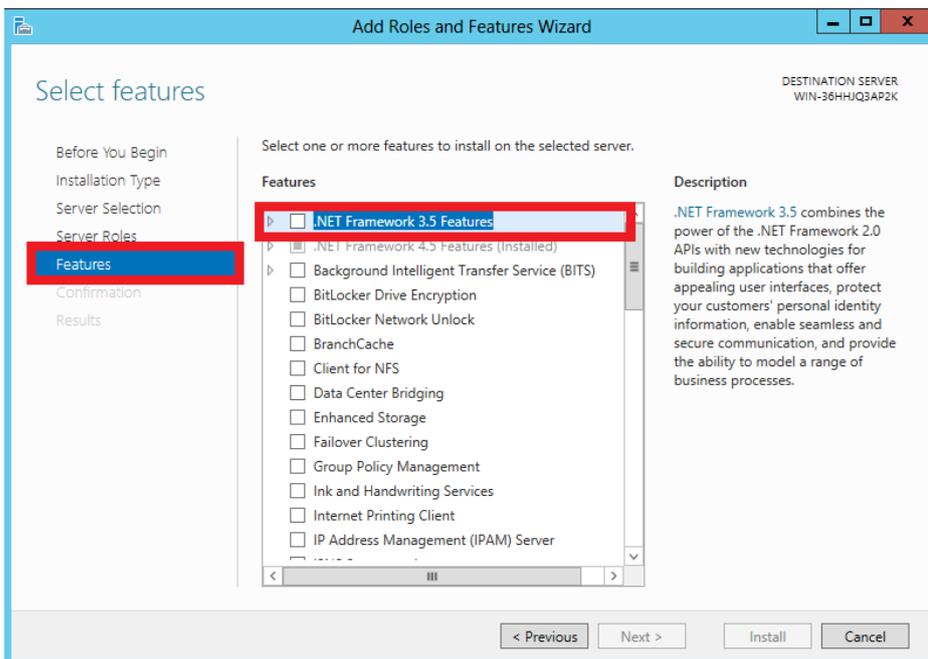
1. Open **Server Manager** from the Start menu.



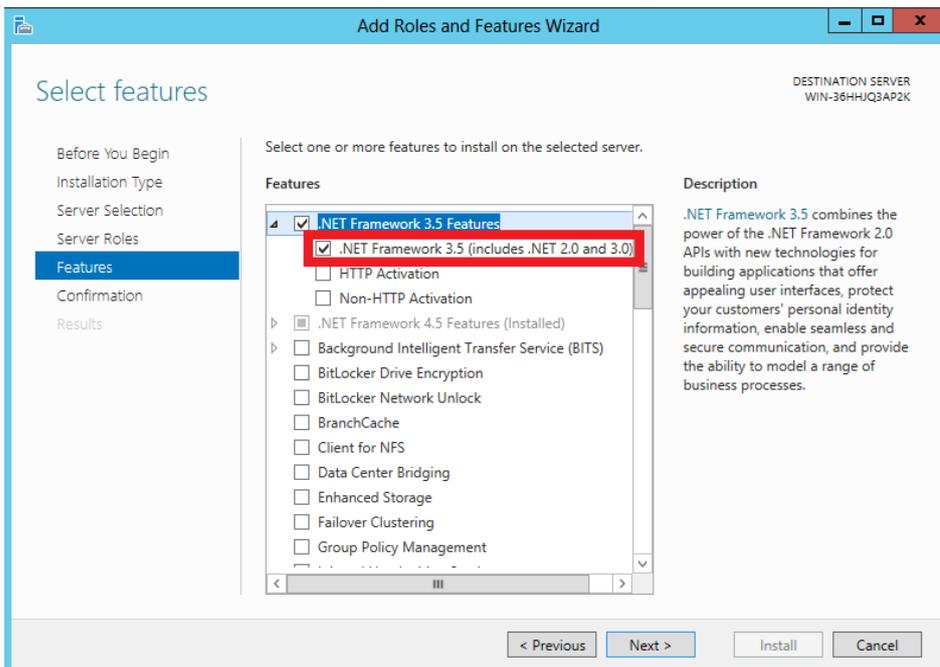
2. Click **Dashboard** from the tree list on the left and click **Add roles and features**.



3. Click **Features** from the tree list on the left and select **.Net Framework 3.5 Features**.

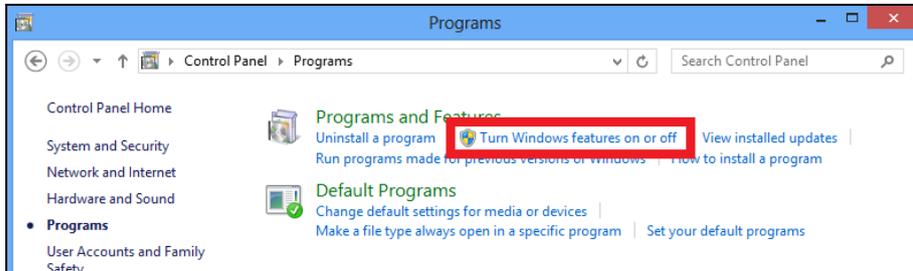


4. Select **.Net Framework 3.5 (include 2.0 and 3.0)** and click the **Install** button.



## Window 8

1. Click **Control Panel** from the Start menu.
2. Click the **Programs** icon.
3. Select **Turn Windows features on or off** under the Programs and Features title.



4. Select **.Net Framework 3.5 (includes .Net 2.0 and 3.0)** and click the **OK** button.

