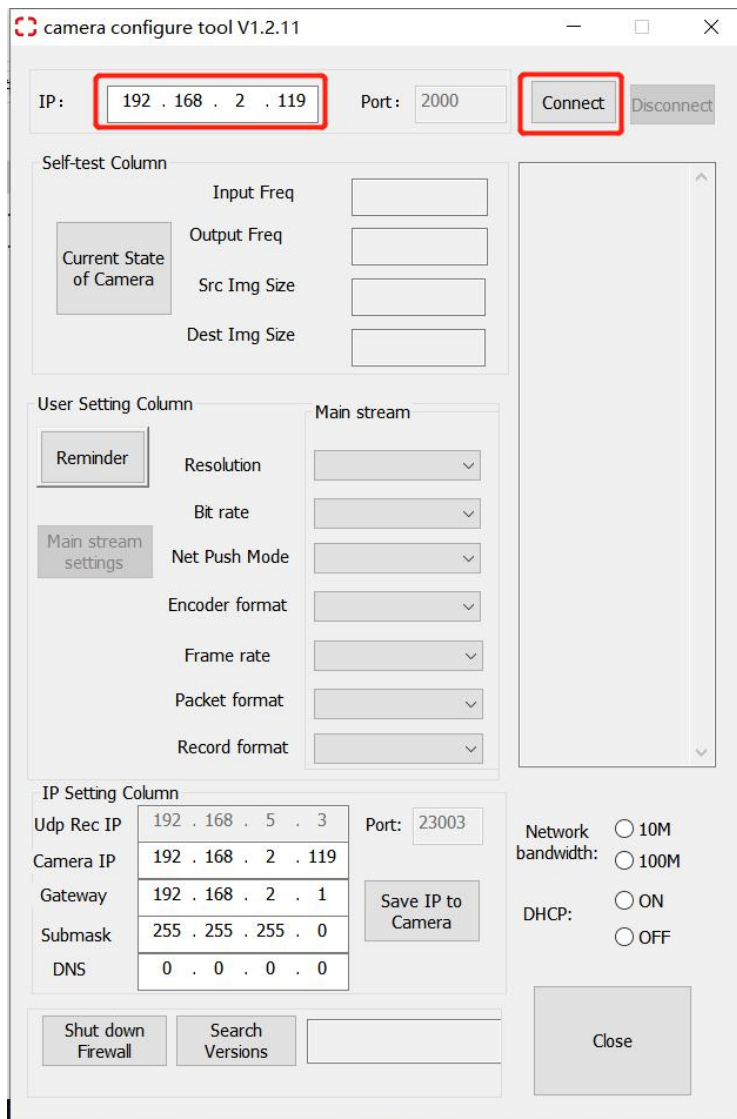# Viewpro

Parameter Configuration Tool Instruction

Updated on: Sep. 28, 2020

1. Connect to Camera

(1) Connect the camera to network, set IP address of the PC according to the camera, open this software, input the IP address of the camera, then click **Connect**. (Please contact Viewpro to get the instruction about how to connect the IP camera.)

(2) If there is no response within 10 seconds after clicking Connect or

the connection fails, the following prompt box will pop up. In this case,

please check if the connection between the camera and PC is normal.
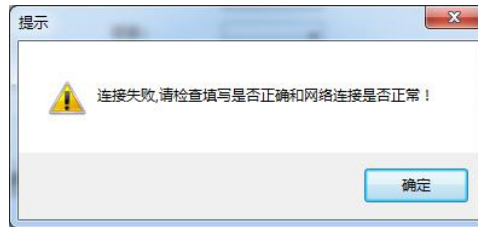
(3) If connected successfully, "**The connection is successful**" is

indicated in the right box, and **Connect** button is disabled, **Disconnect**

button is initiated. As shown below:
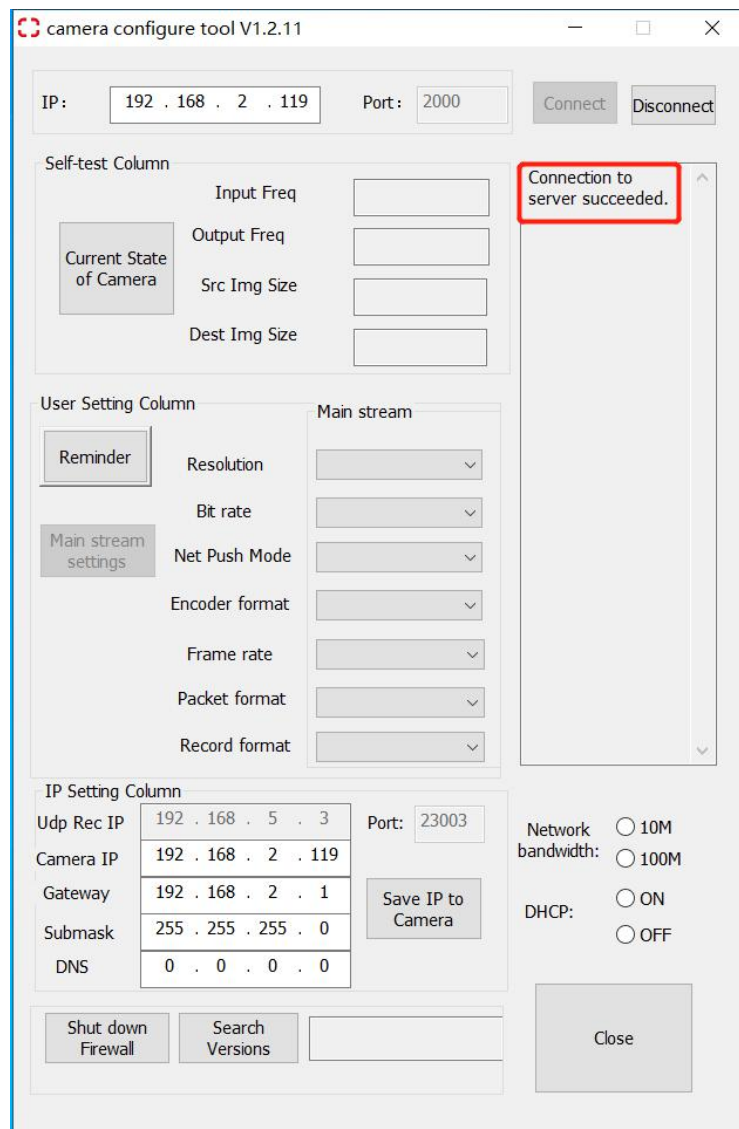
2. **Camera State of Camera**

(1) After the connection is successful, click **Current State of Camera**

button to query the current camera network video output state.
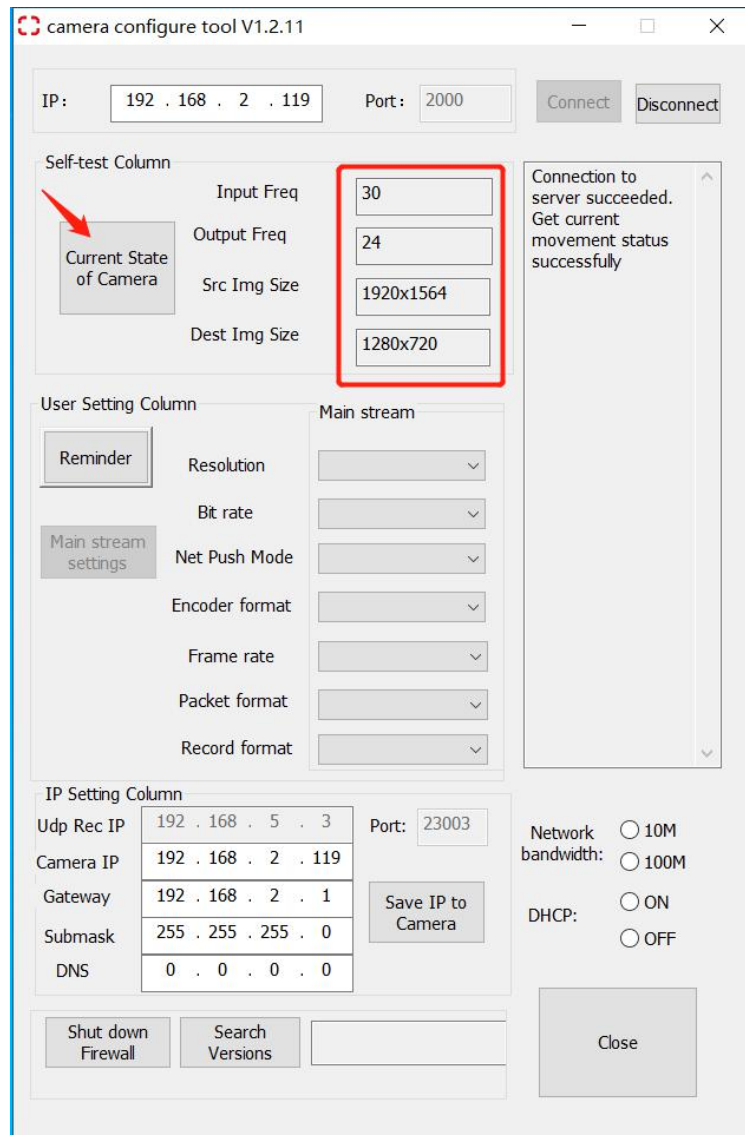
(2) If one or more of the four parameters has a value of 0, then there

is a fault in the output of the network, the network image will not be

displayed, and the connection should be checked and the fault should

be corrected.

Note: The input frame rate may be displayed as 0 after power-on and query. Please click the **Get Current State** button again.

3. **Main stream settings**

The **Main stream setting** is initially unclickable. You need to select all the options on the right side before clicking this button. After all the selections, click to set. The message bar on the right will notice **Code setting succeeded, please power on again.** If any error or the notice does not appear, please click the button again to set.
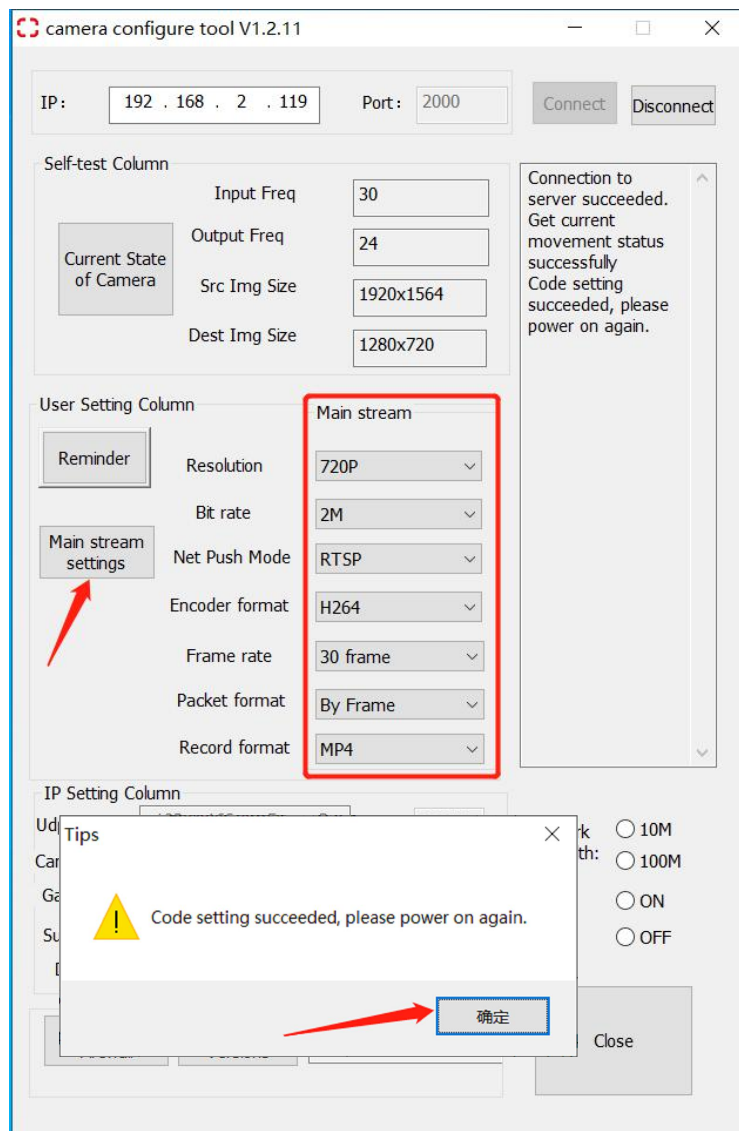
Note: 30 frames and 25 frames are supported in the By_Slice format, which is similar to the IPC code output mode on the market. It has better compatibility with the player, but the key frame is larger, the code rate fluctuates greatly, and the bandwidth requirement for the picture is high; By_Frame format supports 25 frames and 30 frames, but some players do not support 30 frames. When the By_Frame format is selected, the key frame is not large, and the code stream is more stable. If the bandwidth of the picture is limited, it is recommended to select **By_Frame** format.

4. Set Camera IP

(1) **Set IP** in RTSP mode: fill in the camera IP address column and gateway address column respectively to the any correct IP (last bit is 2-254) and gateway address (last bit is 1-254), but cannot be the same as the computer IP, and the IP and gateway addresses need to be on the same network segment. After filling in the correct network, click the **Save IP to Camera** button.

(2) Set IP in **UDP mode**: By default, the IP and port of the receiving end cannot be input. You need to select UDP mode in the **Net Push Mode** drop-down box to input, as shown below. Fill in the correct receiving IP (last bit is 2-254) and port (1025-65534 unused port number), and choose **10M** as Network bandwidth, click **Save IP to Camera** button.
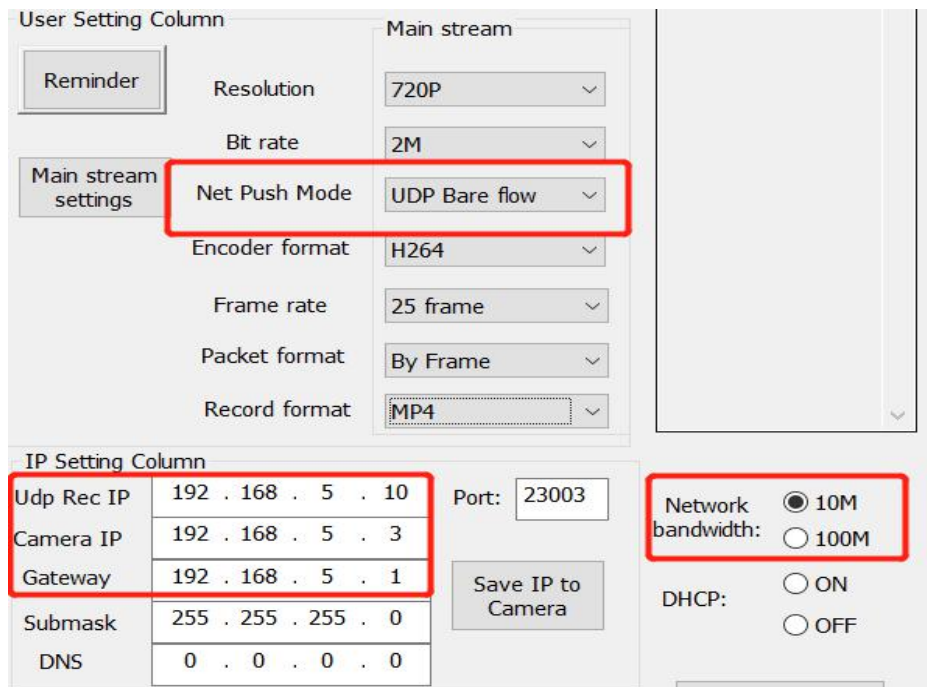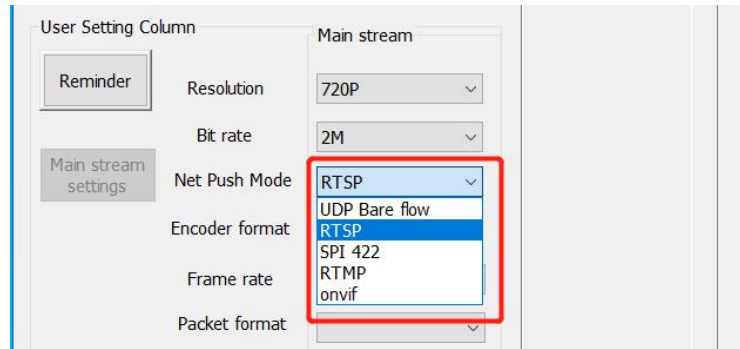
(3) After receiving the set IP success message on the right message bar, the IP setting is successful, restart the camera. If no prompt appears or the prompt fails, click again.

Note: 1. Please keep in mind the set IP value after IP setting, otherwise it may not connect properly next time.

2. If the network segment of the camera IP is modified, the network segment of the PC also needs to be modified accordingly.

5. Search Versions

After clicking the Search Version button, the current camera version can

be displayed in the information bar on the right side of the button.
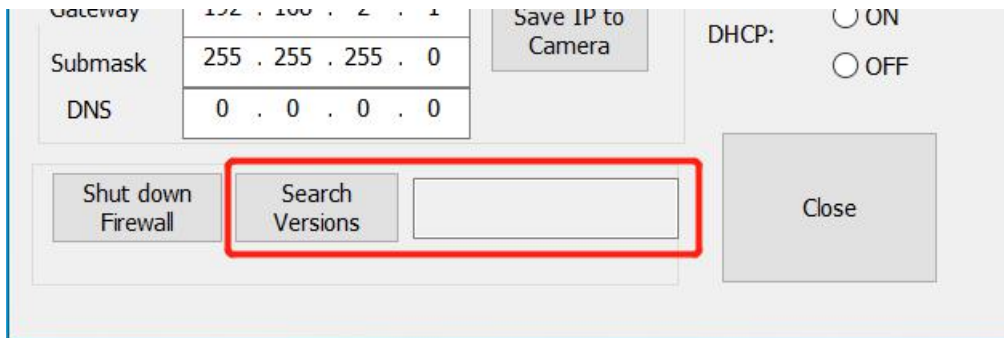
6. **Shut down Firewall and other tools**

    (1) Shut down firewall

Click the **Shut down Firewall** button in the lower left corner and click the

Turn off computer firewall button in the pop-up box to close the

computer firewall.

    (2) Local computer IP quick setup

Fill in the correct computer IP and gateway address, click the Set local IP

button to quickly set the PC's local connection IP address.

    (3) Check Camera Connection

Enter the IP address of the movement in the movement IP box, click the

check movement connection button, check whether the current

connection is normal in the pop-up command window.