Adding a Camera to your VestraView by Videstra System

This guide is meant as a non-exhaustive and simple guide to adding cameras to your VestraView system. This is, is a simple process provided you have the preliminary information required and the proper Videstra licenses in place.

Note: If you require additional licenses please contact Videstra directly

2 608.999.9003

Preliminary Information Required

Here is a list of the items you will need before you can add a new camera to your system:

- Camera Make/Model
- Camera IP Address
- Camera RTSP Port (normally 554, but this could also be set to any port above 1024)
- Camera HTTP Port (normally 80, but this could also be set to any port above 1024)
- Camera FTP Port *
- Administrative Credentials (Username/Password) *
- Physical Address of the Camera (for Web Publishing)

*Notes: While *administrative* credentials are best, VestraView will work with non-admin credentials if necessary. Some functionality may be limited however.

Camera FTP Port is helpful with Axis cameras for diagnostic and maintenance functions.

One other element may be required if the camera is a non-Videstra Native camera. Videstra Native Cameras include Axis, Sony, Truen and Bolin. If your camera is not one of these brands then you will be adding something called a **Flex Panel** and will need the following:

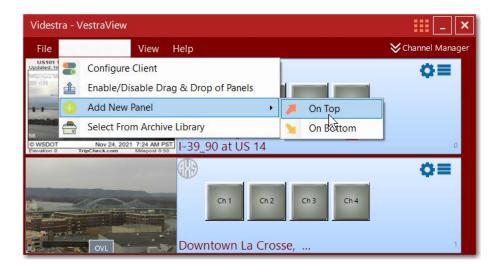
- Video Streaming Type and Path
- Best Image Capture Method

Please contact Videstra for information about determining the Video Streaming Type and Path for the camera you wish to add.

Once you have this preliminary information we can proceed.

Adding a Camera

On the VestraView Client navigate from the top **Maintenance** menu as the image below indicates:



Here you can choose to put your new panel on the top of the list, or on the bottom. You can always move it later.

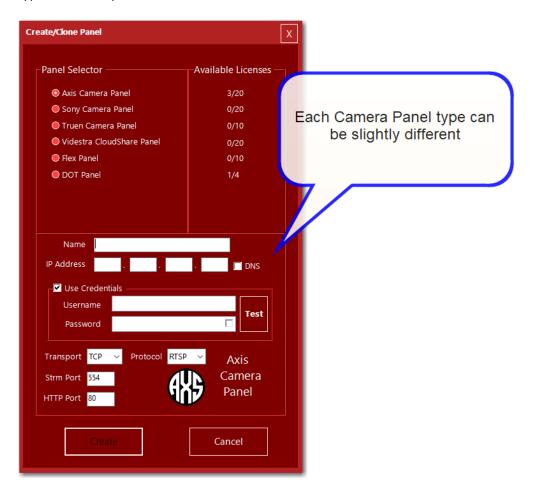
Next, you will be presented with a list of Panel Types. Select the one that corresponds with your camera maker.



← In this case we will be selecting Axis Camera Panel.

Note: To the right of the camera panel type you will see your licensing – 3/20 means 3 or your 20 available licenses have already been assigned.

Once you click on a selection you will be presented with the *initial* options for that type of camera panel:



Fill in the appropriate elements as follows:

Name: This can be anything you like, but it must be different from any other name in your system. Do not use certain characters such as quotes, slashes, periods, question marks, etc. since these names are also used to name the image files saved to the system.

IP Address: Enter the 4 octet numbers for the IP Address. You may alternately enter a DNS name (e.g. mycamera.cameras.net).

User Credentials: If administrative credentials are available it is hest.

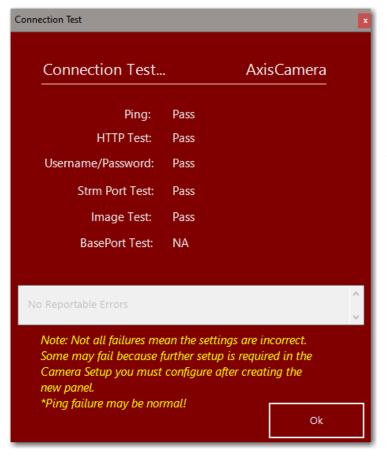
Transport: Defaults to TCP – there is rarely a reason to use UDP, but in some cases it may be necessary.

Protocol: Most cameras make their live streams available through RTSP, but these panels support RTSP, SRT as well as HLS.

Strm Port: What port is used to access the stream. The defaults are RTSP:554, HLS:80 while SRT has no default so it must be ascertained in advance.

HTTP Port: This is normally set to 80, but some cameras may be set to something different.

Once you have provided all the connection information you can click on the TEST button.



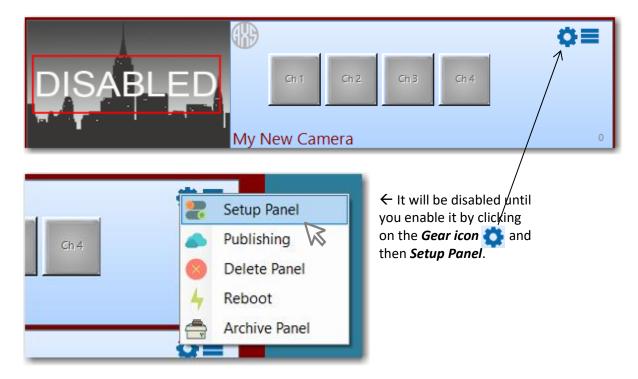
The connection test checks several things. The **PING** test is not very important as it requires the router at the remote location to support ICMP Echo – which is often turned off. If ICMP Echo is turned off then PING will not work – but that's ok.

Baseport Text is only used with Truen cameras.

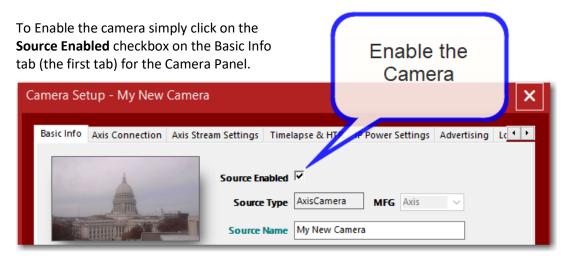
After a successful test you can click the OK button to dismiss the Connection Test dialog. Now you can click on **Create** and your new panel will be created, but *not yet enabled*.



Click OK and you will see the new panel on your Clients user interface (either at the top or bottom – whichever you selected initially)



By default, panels are not enabled because there may be other (possibly many other) changes you need to make to the panel to support your camera. This is important especially with *Flex Panels*. Since this guide is non-exhaustive we will not explain all the details – however you are encouraged to contact Videstra support where we will be happy to walk you through the many options and requirements available for your camera(s).



Finally click on Save and your new camera should now be usable, and you may assign it to any available V-Streamer channel.